

# **CMSC 411 - Homework #2 - 2/10/2014**

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## **[12 points] Acronyms**

|        |  |
|--------|--|
| ALU    | Arithmetic Logic Unit                        |
| CISC   | Complex Instruction Set Computer             |
| CPI    | Cycles Per Instruction                       |
| CPU    | Central Processing Unit                      |
| FP     | Floating Point                               |
| MIPS   | Million Instructions per Second              |
| MFLOPS | Million floating point operations per second |
| RAM    | Random Access Memory                         |
| RISC   | Reduced Instruction Set Computer             |
| SIMD   | Single Instruction, Multiple Data            |
| MOS    | Metal Oxide Semiconductor                    |
| FET    | Field Effect Transistor                      |

## **[50 points] Definitions**

Server

A computer used for running larger applications for multiple users, often simultaneously, and typically accessed only via a network.

Embedded Computer

A computer inside another device used for running one predetermined application or collection of software.

Supercomputers

A class of computer with the highest performance and cost; they are configured as servers and typically cost tens of hundreds of millions of dollars.

VHDL

Acronym for VHSIC (Very High Speed Integrated Circuit) Hardware Description Language. A high level language based off of Ada, that provides an abstract description of the hardware to simulate and debug the design.

Compiler

A program that takes a high level language as input and reduces it to some form that a computer or VM is able to interpret.

Assembler

A program that takes assembly language, and reduces it to binary or machine code.

Assembly Code

A symbolic language that can be translated into machine language. Easier to read, write

Due 2/11/2014

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and debug than binary.

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Machine Language

A binary representation understood by computers.

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Application Software

Software that end-users use to do work, not including the operating system, or compiler.

Examples include word processors and text editors.

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System Software

Software that provides services that are commonly useful, including operating systems,

compilers, loaders and assemblers.

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### **[20 points] CPI/MIPS**

Consider two different implementations, M1 and M2, of the same instruction set. There are three classes of instructions (A, B, and C) in the instruction set. M1 has a clock rate of 950 MHz and M2 has a clock rate of 1200 MHz. The average number of cycles for each instruction class and their frequencies (for a typical program) are as follows:

| Instruction Class | Machine M1 - Cycles/Instruction Class | Machine M2 - Cycles/Instruction Class | Frequency |
|-------------------|---------------------------------------|---------------------------------------|-----------|
| A                 | 1                                     | 2                                     | 50%       |
| B                 | 2                                     | 1                                     | 35%       |
| C                 | 5                                     | 4                                     | 15%       |

(a) Calculate the average CPI for each machine, M1, and M2.

$$\text{M1: } 1 * 0.5 + 2 * 0.35 + 5 * 0.15 = 1.95 \text{ CPI}$$

$$\text{M2: } 2 * 0.5 + 1 * 0.35 + 4 * 0.15 = 1.95 \text{ CPI}$$

(b) Calculate the average MIPS ratings for each machine, M1 and M2.

$$\text{M1: } 950 \text{ MHz} / 1.95 * 10^6 \sim 487 \text{ MIPS}$$

$$\text{M2: } 1200 \text{ MHz} / 1.95 * 10^6 \sim 615 \text{ MIPS}$$

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### **[18 points] Pipelines**

The design team for a simple, single-issue processor is choosing between two pipelined implementations. Here are some design parameters for the two possibilities:

|                              | A      | B       |
|------------------------------|--------|---------|
| Clock Rate                   | 700MHz | 500 MHz |
| CPI for ALU instructions     | 1      | 1       |
| CPI for Control instructions | 3.1    | 1.5     |
| CPI for Memory instructions  | 2.5    | 1.2     |

For a program with 20% ALU instructions, 15% control instructions and 65% memory instructions, which design will be faster? Give a quantitative CPI average for each case.

$$\text{A: avg CPI} = 1 * 0.2 + 3.1 * 0.15 + 2.5 * 0.65 = 2.29$$

$$\text{MIPS} = 700 \text{ MHz} / 2.29 * 10^6 = 700 / 2.29 \sim 305$$

$$\text{B: avg CPI} = 1 * 0.2 + 1.5 * 0.15 + 1.2 * 0.65 = 1.205$$

$$\text{MIPS} = 500 \text{ MHz} / 1.205 * 10^6 = 500 / 1.205 \sim 415$$

415 / 305  $\sim$  1.36 , so B is roughly 1.36 times faster than A.