CSPB 2400 - Park - Computer Systems

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Started on Monday, 26 February 2024, 1:23 PM

State Finished

Completed on Monday, 26 February 2024, 1:34 PM

Time taken 10 mins 52 secs

Grade 10.00 out of 10.00 (100%)

Ouestion 1

Correct

Mark 2.00 out of 2.00

Gene Amdahl, one of the early pioneers in computing, made a simple but insightful observation about the effectiveness of improving the performance of one part of a system. This observation has come to be known as Amdahl's law. The main idea is that when we speed up one part of a system, the effect on the overall system performance depends on both how significant this part was and how much it sped up.

That law says that if a fraction α of the code can be speed up by a factor of k, the total system speedup is

$$S = \frac{1}{(1-\alpha) + \alpha/k}$$

The marketing department at your company has promised your customers that the next software release will show a 2.1-fold performance improvement. You have been assigned the task of delivering on that promise. You have determined that only 70.0% of the system can be improved. How much (i.e., what value of k) would you need to improve this part to meet the overall performance target?

You can enter a mathematical expression or a single value.

Your last answer was interpreted as follows: $\frac{0.70}{\frac{1}{2.10}-(1-0.70)}$

Your answer was ans_1 .

Because
$$S = \frac{1}{(1-\alpha)+\alpha/k}$$
 then $k = \frac{\alpha S}{(\alpha-1)S+1} = \frac{0.7*2.1}{(0.7-1)2.1+1} = 4$

Correct answer, well done.

A correct answer is 4, which can be typed in as follows: 4

Correct

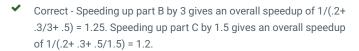
Mark 2.00 out of 2.00

Suppose you are given the task of improving the performance of a program consisting of three parts. Part A requires 20% of the overall run time, part B requires 30%, and part C requires 50%. You determine that for \$1000 you could either speed up part B by a factor of 3.0 or part C by a factor of 1.5. Which choice would maximize performance?

Select one:



1. Speed up part B by a factor of 3.0



2. Speed up part C by a factor of 1.5

Your answer is correct.

This problem is a simple application of Amdahl's law. Speeding up part B by 3 gives an overall speedup of 1/(.2+ .3/3+ .5) = 1.25. Speeding up part C by 1.5 gives an overall speedup of 1/(.2+.3+.5/1.5) = 1.2.

So the best strategy is to optimize part B.

The correct answer is: Speed up part B by a factor of 3.0

Correct

Mark 2.00 out of 2.00

The following problem illustrates the way memory aliasing can cause unexpected program behavior.

Consider the following function to swap two values:

```
void swap(int *xp, int *yp)
{
    *xp = *xp + *yp;
    *yp = *xp - *yp;
    *xp = *xp - *yp;
}
```

If this procedure is called with **xp** equal to **yp** (i.e. both **xp** and **yp** point to the same integer) what effect will it have compared to the situation where **xp** and **yp** point to different integers?

Select one:

- a. It will be the same doesn't matter.
- o b. The value will always be zero.
- c. It is not possible for **xp** and **yp** to have the same value.
- d. The value will always be the original value in the integer pointed to by xp.
- e. The value will always be the original value in the integer pointed to by **yp**.

Your answer is correct.

This question is addressing the case where **xp** and **yp** both point to the same location.

In that case, the operations would be the same as the following for a value v:

```
v = v + v; // e.g. 2*v
v = v - v; // e.g. now v is zero
v = v - v; // still zero
```

This example illustrates that our intuition about program behavior can often be wrong. We naturally think of the case where **xp** and **yp** are distinct but overlook the possibility that they might be equal. Bugs often arise due to conditions the programmer does not anticipate.

The correct answer is: The value will always be zero.

Correct

Mark 2.00 out of 2.00

Consider the following functions:

```
int min(int x, int y) { return x < y ? x : y; }
int max(int x, int y) { return x < y ? y : x; }
void incr(int *xp, int v) { *xp += v; }
int square(int x) { return x*x; }</pre>
```

Assume x equals 10 and y equals 100. The following code fragment calls these functions.

```
for (i = max(x, y) - 1; i >= min(x, y); incr(&i, -1))

t += square(i);
```

The function min is called	91	~	times.
The function max is called	1	~	times.
The function incr is called	90	~	times.
The function square is called	ed 90		✓ times.

Correct

Mark 2.00 out of 2.00

Assume you have the following code

```
/* Accumulate in temporary */
void inner4(vec_ptr u, vec_ptr v, data_t *dest)
{
   long int i;
   int length = vec_length(u);
   data_t *udata = get_vec_start(u);
   data_t *vdata = get_vec_start(v);
   data_t sum = (data_t) 0;
   for (i = 0; i < length; i++) {
      sum = sum + udata[i] * vdata[i];
   }
   *dest = sum;
}</pre>
```

and you modify the code to the form below.

```
/* Accumulate in temporary */
void inner4(vec_ptr u, vec_ptr v, data_t *dest)
 long int i;
 int length = vec_length(u);
 data_t *udata = get_vec_start(u);
 data_t *vdata = get_vec_start(v);
 data_t sum = (data_t) 0;
 for (i = 0; i < length - 3; i += 4) {
    sum = sum + udata[i] * vdata[i]
              + udata[i+1] * vdata[i+1]
              + udata[i+2] * vdata[i+2]
               + udata[i+3] * vdata[i+3];
 }
 for (; i < length; i++) {
    sum = sum + udata[i] * vdata[i];
 }
*dest = sum;
```

What type of optimizations is being applied?

Select one:

- a. Machine independent optimization
- b. Loop unrolling

✓ Correct!

- c. Unrolling and multiple accumulators
- d. Strength reduction
- e. Parallel accumulators
- f. Common subexpression elimination
- g. Inlining

Your answer is correct.

This is an example of loop unrolling.

The correct answer is: Loop unrolling