

Laboratory
4
BONENTI SILVIA
S339232

Expected delivery of lab_03.zip must include:

- This file, filled with information and possibly compiled in a pdf format.

This lab will focus on putting into practice some of the concepts seen during the lectures. In particular, the proposed exercises will focus on the functioning of caches, superscalar processors, and branch prediction techniques.

These exercises are similar to those that can be found during the exam. In this regard, it should be noted that, during the exam itself, the use of the calculator is forbidden.

Question #1

Let's consider a MIPS architecture using a *Branch History Table* (BHT) composed of **8 1-bit entries**. It executes the instructions reported in the table below, which also indicates the hex address of the corresponding memory cell. Assuming that before executing the code fragment the BHT is full of null values (corresponding to the prediction Not Taken, NT), you are asked to compute the number of mispredicted branches during the execution of the code. To calculate the BHT entry corresponding to each branch instruction, remember to exclude the last two bits from the instruction address as they are always 0. Write in the highlighted cells whether the prediction (PRED) of the current branch and the outcome (RES) of the software is *Taken* (T) or *Not Taken* (NT).

Address	Code	Address in Binary	BHT Entry #	PRED	RES
0x0048	dmul r4, r5, r6				
0x004c	bne r4, r1, lab1	... 0000 0000 0100 1100	3	NT	NT
0x0050	daddui r7, r7, 1				
0x0054	j chk (*)				
0x0068	daddi r5, r5, -1				
0x006c	bnez r4, term	... 0000 0000 0110 1100	3	NT	T
0x0048	dmul r4, r5, r6				
0x004c	bne r4, r1, lab1	... 0000 0000 0100 1100	3	T	T
0x0058	bne r4, r2, lab2	... 0000 0000 0101 1000	6	NT	NT
0x005c	daddui r8, r7, 1				
0x0060	j chk (*)				
0x0068	daddi r5, r5, -1				

0x006c	bnez r4, term	... 0000 0000 0110 1100	3	T	T
0x0048	dmul r4, r5, r6				
0x004c	bne r4, r1, lab1	... 0000 0000 0100 1100	3	T	T
0x0058	bne r4, r2, lab2	... 0000 0000 0101 1000	6	NT	T
0x0064	daddui r9, r8, 1				
0x0068	daddi r5, r5, -1				
0x006c	bnez r4, term	... 0000 0000 0110 1100	3	T	NT
0x0070	halt				

Note: the instructions marked with (*) are different: they have different addresses.

- a) Based on the results obtained, fill in the BHT content at the end of the run and indicate the number of mispredicted branches.

The number of mispredicted branches during the execution of the code is: 3

BHT - Final content

Entry 0	NT	Entry 2	NT	Entry 4	NT	Entry 6	T
Entry 1	NT	Entry 3	NT	Entry 5	NT	Entry 7	NT

- b) Next, reconstruct the program structure by examining the sequence of instructions.

Code:

```

while(r4 != 0) {
    r4 = r5*r6;
    if (r4 != r1) {
        if (r4 != r2) {
            r9 = r8 + 1;
        } else {
            r8 = r7 + 1;
        }
    } else {
        r7 = r7 + 1;
    }
    r5 = r5 - 1;
}

```

Question #2

Let's consider a generic processor that executes 32-bit instructions, uses 32-bit addresses, and performs branch predictions via a Branch Target Buffer (BTB) composed of 8 entries.

Assuming that the BTB only stores branch taken predictions and is initially empty (i.e., full of 0s), report the content of the BTB after the execution of each instruction:

Address	Code	
	<i>.data</i>	
	vec: .byte 15, 12, 9, 8, 6, 4	; input vector
	mul2: .space 1	; no. of values equal to or multiples of 2
	mul3: .space 1	; no. of values equal to or multiples of 3
	<i>.text</i>	
0x0000	daddui r1, r0, 2	; initialize the first value of n (2)
0x0004	daddui r2, r0, 3	; initialize the second value of n (3)
0x0008	daddui r3, r0, 6	; initialize the value used as a comparator
0x000c	daddui r4, r0, 0	; initialize the pointer
0x0010	daddui r5, r0, 0	; initialize the counter of values equal to or multiples of 2
0x0014	daddui r6, r0, 0	; initialize the counter of values equal to or multiples of 3
0x0018	cyc: lbu r7, vec(r4)	; load an element from <i>vec</i>
0x001c	ddiv r8, r7, r1	; Barrett reduction (mod calculation), $n = 2$
0x0020	dmulu r8, r8, r1	; Barrett reduction (mod calculation), $n = 2$
0x0024	dsubu r8, r7, r8	; Barrett reduction (mod calculation), $n = 2$
0x0028	bnez r8, m3	; jump to <i>m3</i> if the mod is not equal to zero
0x002c	daddui r5, r5, 1	; increment the counter of values equal to or multiples of 2
0x0030	m3: ddiv r8, r7, r2	; Barrett reduction (mod calculation), $n = 3$
0x0034	dmulu r8, r8, r2	; Barrett reduction (mod calculation), $n = 3$
0x0038	dsubu r8, r7, r8	; Barrett reduction (mod calculation), $n = 3$
0x003c	bnez r8, nxt	; jump to <i>nxt</i> if the mod is not equal to zero

0x0040		daddui r6, r6, 1	; increment the counter of values equal to or multiples of 3
0x0044	nxt:	daddui r4, r4, 1	; increment the pointer
0x0048		bne r3, r4, cyc	; condition for exiting the cycle
0x004c	term:	sb r5, mul2(r0)	; store the number of values equal to or multiples of 2
0x0050		sb r6, mul3(r0)	; store the number of values equal to or multiples of 3
0x0054		halt	; termination of the program

- a) First, try to understand what the code does using the code itself and the comments provided.

Explanation:

The code is iterating on every element of the vector *vec* in order to count the number of elements which are multiples of 2 and the number of elements which are multiples of 3. These are stored in two separate counters, respectively *r5* and *r6*, and in the end stored in *mul2* and in *mul3* in memory.

- b) Then, fill in the contents of this table to understand which entry of the BTB each instruction will refer to. To calculate the BTB entry corresponding to each branch instruction, remember to exclude the last two bits from the instruction address, as they always equal 0.

Instruction	Address (Hex)	Address (Binary)	Entry #
bnez r8, m3	0x0028	0000 0000 0000 0000 0000 0000 0010 1000	2
bnez r8, nxt	0x003c	0000 0000 0000 0000 0000 0000 0011 1100	7
bne r3, r4, cyc	0x0048	0000 0000 0000 0000 0000 0000 0100 1000	2

- c) Subsequently, run the program and describe the change of BTB during its execution. At the end, report the total number of correct and incorrect predictions.

1. BTB initial content

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000

3	0x00000000	0x00000000
---	------------	------------

7	0x00000000	0x00000000
---	------------	------------

2. *Cycle #1*: BTB content after *bnez r8, m3* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000028	0x00000030
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

3. *Cycle #1*: BTB content after *bnez r8, nxt* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000028	0x00000030
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

4. *Cycle #1*: BTB content after *bne r3, r4, cyc* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

5. *Cycle #2*: BTB content after *bnez r8, m3* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

6. *Cycle #2*: BTB content after *bnez r8, nxt* execution

Entry #	Address	Target
0	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000

1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

7. *Cycle #2*: BTB content after *bne r3, r4, cyc* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

8. *Cycle #3*: BTB content after *bnez r8, m3* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000028	0x00000030
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

9. *Cycle #3*: BTB content after *bnez r8, nxt* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000028	0x00000030
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

10. *Cycle #3*: BTB content after *bne r3, r4, cyc* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

11. *Cycle #4*: BTB content after *bnez r8, m3* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

12. *Cycle #4*: BTB content after *bnez r8, nxt* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x0000003c	0x00000044

13. *Cycle #4*: BTB content after *bne r3, r4, cyc* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x0000003c	0x00000044

14. *Cycle #5*: BTB content after *bnez r8, m3* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x0000003c	0x00000044

15. *Cycle #5*: BTB content after *bnez r8, nxt* execution

Entry #	Address	Target
0	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000

1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

16. *Cycle #5*: BTB content after *bne r3, r4, cyc* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

17. *Cycle #6*: BTB content after *bnez r8, m3* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x00000000	0x00000000

18. *Cycle #6*: BTB content after *bnez r8, nxt* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000048	0x00000018
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x0000003c	0x00000044

19. *Cycle #6*: BTB content after *bne r3, r4, cyc* execution

Entry #	Address	Target
0	0x00000000	0x00000000
1	0x00000000	0x00000000
2	0x00000000	0x00000000
3	0x00000000	0x00000000

Entry #	Address	Target
4	0x00000000	0x00000000
5	0x00000000	0x00000000
6	0x00000000	0x00000000
7	0x0000003c	0x00000044

Number of correct predictions: 3

Number of incorrect predictions: 2

Question #3

Consider a processor connected to a memory divided into 64 blocks and equipped with a direct mapped cache of 8 lines.

Supposing that the cache is initially empty and that the processor performs the sequence of memory accesses shown in the table below, determine for each of them the corresponding cache line accessed and whether a hit (H) or a miss (M) occurred.

Hint: In a direct mapped cache, the line i in which a block k is stored is given by the following formula:

$$i = k \bmod N$$

where N is the number of cache lines.

Block	Accessed Line	H/M
21	5	M
28	4	M
30	6	M
10	2	M
7	7	M
60	4	M
30	6	H
31	7	M
32	0	M
33	1	M
60	4	H
21	5	H
25	1	M
28	4	M
27	3	M
14	6	M

- a) Based on the results obtained, fill in the cache content at the end of the run and indicate the total number of hits and misses.

Number of hits: 3

Number of misses: 13

Cache - Final content

Line 0	32	Line 2	10	Line 4	28	Line 6	14
Line 1	25	Line 3	27	Line 5	21	Line 7	31

Question #4

Consider a processor connected to 64 KB of memory and equipped with a set-associative cache consisting of 4 sets of 4 lines each, for a total of 16 different lines, each of 32 bytes. Assuming that:

- The cache is initially empty.
- Within each set, the lines are filled in the order given by their index.
- The adopted replacing algorithm is the Least Recently Used (LRU).

Given the sequence of memory accesses shown in the table below, determine the corresponding set and line being accessed. Use the cache schema provided below to assist in calculating the associated line. This way, you will get the final cache status. Finish by writing and the total number of hits and misses that occurred.

Hint: In a set associative mapped cache consisting of s sets, the set k in which a block i is stored is given by the following formula:

$$k = i \bmod s$$

The block i can be put into any of the W lines of the set k .

Block	Block (Binary)	Accessed Set	Accessed Line	H/M
352	0001 0110 0000	0	0	M
590	0010 0100 1110	2	8	M
618	0010 0110 1010	2	9	M
1679	0110 1000 1111	3	12	M
2001	0111 1101 0001	1	4	M
590	0010 0100 1110	2	8	H

685	0010 1010 1101	1	5	M
1318	0101 0010 0110	2	10	M
1987	0111 1101 0111	3	13	M
125	0000 0111 1101	1	6	M
1993	0111 1101 1101	1	7	M
766	0010 1111 1110	2	11	M
921	0011 1001 1001	1	4	M
900	0011 1000 0100	0	1	M
819	0011 0011 0011	3	14	M
1098	0100 0100 1010	2	8	M
1465	0101 1011 1001	1	5	M

Cache

	Set 0		Set 1		Set 2		Set 3
Line 0	352	Line 4	921	Line 8	590	Line 12	1679
Line 1	900	Line 5	1465	Line 9	1098	Line 13	1987
Line 2		Line 6	125	Line 10	1318	Line 14	819
Line 3		Line 7	1993	Line 11	766	Line 15	

Number of hits: 1

Number of misses: 16

Question #5

Let's consider a superscalar MIPS64 architecture implementing dynamic scheduling, speculation, and multiple issues and composed of the following units:

- An issue unit able to process 1 instruction per clock period; in the case of a branch instruction, only one instruction is issued per clock period
- A commit unit able to process 1 instruction per clock period
- The following functional units (for each unit, the number of clock periods to complete one instruction is reported):
 - 1 unit for memory access: 1 clock period
 - 1 unit for integer arithmetic instructions: 1 clock period
 - 1 unit for branch instructions: 1 clock period
 - 1 unit for FP multiplication (pipelined): 3 clock periods
 - 1 unit for FP division (unpipelined): 10 clock periods

- 1 unit for other FP instructions (pipelined): 2 clock periods
- 1 Common Data Bus (CDB).
- Let's also assume that:
 - Branch predictions are always correct
 - All memory accesses never trigger a cache miss.

Use the following table to describe the behaviour of the processor during the execution of the first two iterations of the loop, computing the total number of required clock cycles. For the EXE stage, it is recommended to add a lowercase letter to help distinguish between the different functional units available.

Loop #	Instruction	ISSUE	EXE	MEM	CDB	COMMIT	Notes
1	l.d f1, v1(r1)	1	2m	3	4	5	
1	l.d f2, v2(r1)	2	3m	4	5	6	
1	add.d f5, f1, f2	3	6a		8	9	Wait for f2(5)
1	l.d f3, v3(r1)	4	5m	6	7	10	
1	l.d f4, v4(r1)	5	6m	7	9	11	
1	sub.d f6, f3, f4	6	10a		12	13	Wait for f3(7), f4(9)
1	mul.d f7, f5, f6	7	13mu		16	17	Wait for f5(8), f6(12)
1	div.d f7, f7, f8	8	17d		27	28	Wait for f7(16)
1	s.d f7, v5(r1)	9	10m			29	Wait for f7(27) at COMMIT stage
1	daddui r1, r1, 8	10	11i		13	30	
1	daddi r2, r2, -1	11	12i		14	31	
1	bnez r2, loop	12	15j			32	Wait for r2(14)
2	l.d f1, v1(r1)	13	14m	15	17	33	
2	l.d f2, v2(r1)	14	15m	16	18	34	
2	add.d f5, f1, f2	15	19a		21	35	Wait for f1(18), f2(19)
2	l.d f3, v3(r1)	16	17m	18	19	36	
2	l.d f4, v4(r1)	17	18m	19	20	37	
2	sub.d f6, f3, f4	18	21a		23	38	Wait for f3(20), f4(21)

2	mul.d f7, f5, f6	19	24mu		28	39	Wait for f5(22), f6(24)
2	div.d f7, f7, f8	20	29d		39	40	Wait for f7(28)
2	s.d f7, v5(r1)	21	22m			41	Wait for f7(39) at COMMIT stage
2	daddui r1, r1, 8	22	23i		25	42	
2	daddi r2, r2, -1	23	24i		26	43	
2	bnez r2, loop	24	27j			44	Wait for r2(26)