

Computer Organizations and Systems

Assignment -2

Submitted By -

Sayam Kumar

S20180010158 Sec-A

Question-1. Solving Question-3 from Mid Sem 1

Code -

```
#include<stdio.h>
```

```
typedef struct oldSensorData
```

```
{
```

```
    short code;
```

```
    long start;
```

```
    char raw[3];
```

```
    double data;
```

```
}oldSensorData;
```

```
typedef struct newSensorData
```

```
{
```

```
    short code;
```

```
    short start;
```

```
    char raw[5];
```

```
    short sense;
```

```
    short ext;
```

```
    double data;
```

```
}newSensorData;
```

```
int main()
{
    oldSensorData *o;
    o->code = 0x104f;
    o->start = 0x80501ab8;
    o->raw[0] = 0xe1;
    o->raw[1] = 0xe2;
    o->raw[2] = 0x8f;
    o->raw[-5] = 0xff;
    o->data = 1.5;

    n->code = 0x104f;
    n->start = 0x0000;
    n->raw[0] = 0x00;
    n->raw[1] = 0x00;
    n->raw[2] = 0x00;
    n->raw[3] = 0x00;
    n->raw[4] = 0xb8;
    n->sense = 0xff50;
    n->ext = 0x0000;
    n->data = 0x000000000008fe2e1;
}
```

Answers -

Mid Sem 1

	Index	Old Sensor Data	New Sensor Data
Code	[0	10	Code
	[1	4f	
	2	00	start
raw[5] →	3	ff	
	[4	bb	
start →	[5	19	
	[6	50	raw
	[7	80	
raw0 →	8	e1	
raw1 →	9	e2	xx
raw2 →	10	8f	sense
	11	00	
	12		ext
	13		ext
	14		xx
	15		xx
data	16		data
	17		
	18		
	19		
	20		
	21		
	22		
	23		

(a) new data → start = 0x1f00

(b) new data → raw[0] = 0xbb

(c) new data → raw[1] = 0x50

(d) new data → raw[4] = 0xe1

(e) new data → sense = 0x008f

Question-2. Solve any 6 problems from 6.9 to 6.20.

Q-1

6.9

Number of Cache Sets = S

Tag Bits = t

Set Index Bits = s

Block offset bits = b

Also

$$S = 2^s, B = 2^b$$

$$t = m - (s + b)$$

$$C = B \times E \times S$$

Part 1

① $m = 32, C = 1024, B = 4, E = 1$

Ans $S = 256, s = \log_2(256) = 8$

$$b = \log_2(4) = 2$$

$$t = 32 - 2 - 8 = 22$$

② $m = 32, C = 1024, B = 8, E = 4$

Ans $S = 1024 / 32 = 32, s = \log_2(32) = 5$

$$b = \log_2(8) = 3$$

$$t = 32 - 3 - 5 = 24$$

③ $m = 32, C = 1024, B = 32, E = 32$

Ans $S = 1024 / 1024 = 1, s = \log_2(1) = 0$

$$b = \log_2(32) = 5$$

$$t = 32 - 5 = 27$$

Now, completing the table

Cache	m	C	B	E	S	t	s	b
1	32	1024	4	1	256	22	8	2
2	32	1024	8	4	32	24	5	3
3	32	1024	32	32	1	27	0	5

Q-2 6.12

- ① Memory is byte addressable
- ② Memory accesses are to 1-byte words
- ③ Addresses are 13 bits wide
- ④ $E=2, B=4, S=8$

CO = The cache block offset

CI = The cache set index

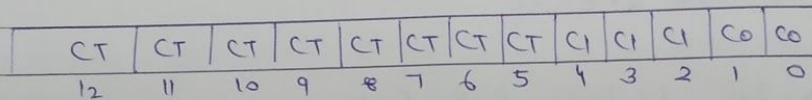
CT = The cache tag

Ans

$B=4, b = \log_2(4) = 2$

$S=8, s = \log_2(8) = 3$

$t = 13 - 2 - 3 = 8$

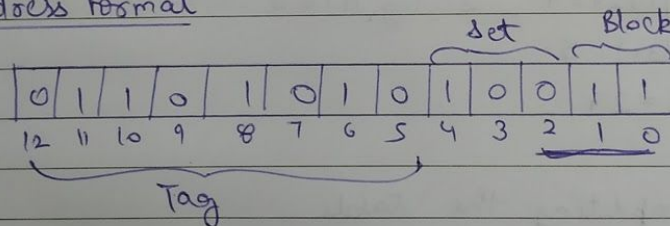


Q-3 6.13

Address = 0x0D53

Representation in hex = 0x0000110101010011
tag
set
block offset

A) Address format



B) Memory Reference:

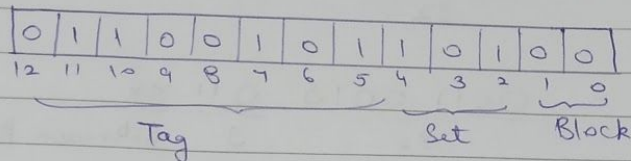
Parameter	Value
Cache Block Offset (CO)	0x3
Cache set Index (CI)	0x4
Cache Tag (CT)	0x6A
Cache hit? (Y/N)	N
Cache Byte Returned	_____

Q-4 6.14

Address = 0x0CB4

Representation in hex = 0x 0000 1100 1011 0100
tag set block

A) Address format



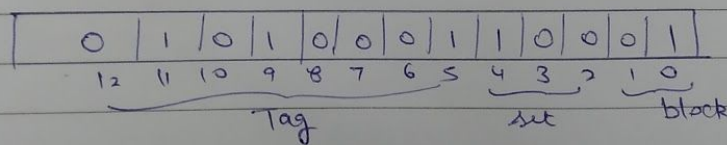
B) Memory Reference -

Parameter	Value
Cache Block Offset	0x0
Cache Set Index (CI)	0x5
Cache Tag (CT)	0x65
Cache Hit? (Y/N)	N
Byte Returned	—

Q-5 6.15

Address = 0x0A31 Repr = 0x 0000 1010 0011 0001
tag set block

A) Address format



B) Memory Reference

Parameter	Value
Cache Block Offset (CO)	0x1
Cache Set Index (CI)	0x4
Cache Tag (CT)	0x51
Cache Hit? (Y/N)	N
Cache Byte Returned	—

Q-6 6.16 Hitting Set 3

Set 3 contains only one valid tag 0x32.

Representation of 32.

$$\underbrace{00110010}_{\text{tag 32}} \quad \overbrace{011xx}^{\text{set 3 block}}$$

Total 13 bits

Clipping 4 bytes

$$0 \quad \boxed{0110} \quad \boxed{0100} \quad \boxed{11xx}$$

6

4

It can be 1100 C

1101 D

1110 E

1111 F

Ans = Valid Representations to hit

Set 3

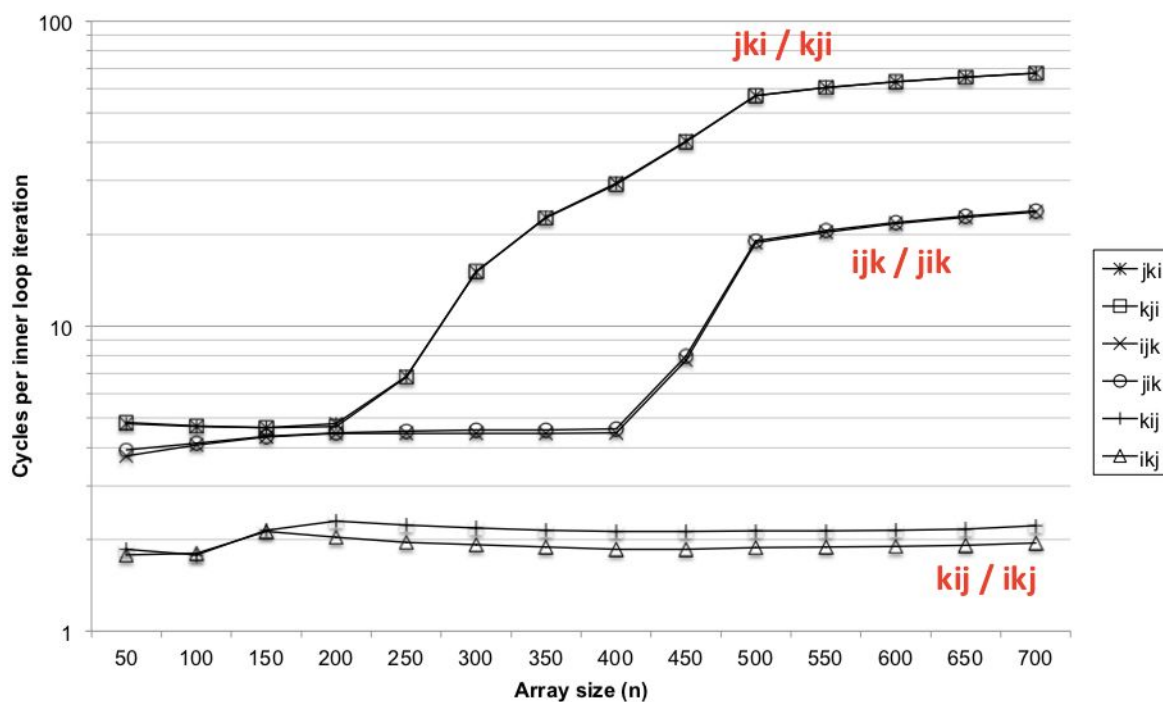
0x064C, 0x064D, 0x064E

0x064F

Question-3. Compile matrix multiplication and profile the code by changing by changing the size.

Answer - All versions of matrix multiplication code take different time to compute the product of two matrices. This is because row wise access is faster than column wise access. Moreover, there are more cache misses in column wise access because of which it computes the same product 40 times slower than row wise access.

This is evident from the graph drawn between array size and number of cycles per iteration -



The profiling of the code is done by gprof. It is the most widely used GNU profiling tool.

First adding a -pg flag in make file.


```

sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ cat Makefile
CC = gcc
CFLAGS = -O4 -Wall -mavx2 -pg

all: mm bmm

mm: mm.c clock.c fcycmm.c mm.h
    $(CC) $(CFLAGS) -o mm mm.c clock.c fcycmm.c

bmm: bmm.c clock.c fcycbmm.c mm.h
    $(CC) $(CFLAGS) -o bmm bmm.c clock.c fcycbmm.c

clean:
    rm -f *.o mm bmm *~

```

From 0-500 input size, the screenshots of analysis.txt file.

```

sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ gedit mm.c
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ make clean
rm -f *.o mm bmm *~
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ make
gcc -O4 -Wall -mavx2 -pg -o mm mm.c clock.c fcycmm.c
gcc -O4 -Wall -mavx2 -pg -o bmm bmm.c clock.c fcycbmm.c
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ ./mm
matmult cycles/loop iteration
n   jki   kji   ijk   jik   kij   ikj
50  1.85  1.85  1.49  1.56  0.72  0.60
100 1.84  1.85  1.63  1.68  0.60  0.58
150 1.83  1.88  1.81  1.85  0.70  0.67
200 1.96  1.94  1.84  1.93  0.87  0.69
250 2.27  2.18  1.99  2.25  0.89  0.72
300 3.83  3.93  1.94  2.08  0.88  0.76
350 5.32  5.15  1.99  2.25  0.89  0.75
400 5.49  5.34  2.01  2.25  0.92  0.76
450 5.81  5.52  2.37  2.57  1.03  0.94
500 6.77  6.43  2.94  2.69  1.19  0.92

```

Flat profile:

Each sample counts as 0.01 seconds.

						<spontaneous>
[1]	100.0	0.00	81.52			fcyc [1]
		29.89	0.00	163/163		jki [2]
		25.84	0.00	139/139		kji [3]
		13.08	0.00	168/168		ijk [4]
		4.62	0.00	129/129		jik [5]
		4.52	0.00	178/178		kij [6]
		3.55	0.00	131/131		ikj [7]
		0.00	0.00	908/908		reset [9]
		0.00	0.00	908/908		start_counter [10]
		0.00	0.00	908/908		get_counter [8]
<hr/>						
[2]	36.7	29.89	0.00	163/163		fcyc [1]
		29.89	0.00	163	jki	[2]
<hr/>						
[3]	31.7	25.84	0.00	139/139		fcyc [1]
		25.84	0.00	139	kji	[3]
<hr/>						
[4]	16.1	13.08	0.00	168/168		fcyc [1]
		13.08	0.00	168	ijk	[4]
<hr/>						
[5]	5.7	4.62	0.00	129/129		fcyc [1]
		4.62	0.00	129	jik	[5]
<hr/>						
[6]	5.6	4.52	0.00	178/178		fcyc [1]
		4.52	0.00	178	kij	[6]
<hr/>						
[7]	4.4	3.55	0.00	131/131		fcyc [1]
		3.55	0.00	131	ikj	[7]

From 500-1000 input size -

```
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ make clean
rm -f *.o mm bmm *~
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ make
gcc -O4 -Wall -mavx2 -pg -o mm mm.c clock.c fcycmm.c
gcc -O4 -Wall -mavx2 -pg -o bmm bmm.c clock.c fcycbmm.c
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$ ./mm
matmult cycles/loop iteration
  n   jki   kji   ijk   jik   kij   ikj
500  6.84  6.42  3.18  2.70  1.33  1.00
550  7.75  7.25  4.42  2.82  2.88  2.12
600  8.05  7.51  4.76  2.76  1.63  1.13
650  9.05  8.61  5.50  2.91  1.85  1.22
700 10.33  9.92  5.92  2.92  1.96  1.29
750 12.73 28.27  9.41  3.14  2.18  1.43
800 14.83 18.15  6.52  3.34  2.31  2.65
850 29.72 16.88  6.48  5.28  2.73  2.17
900 20.31 20.03  7.41  3.38  2.14  1.52
950 22.50 22.87  6.19  3.45  2.15  1.52
1000 26.24 26.30  6.00  3.36  2.05  1.46
sayam@My_Ubuntu:~/Desktop/12-cache-memories/matmult$
```

The screenshots of analysis.txt file -

Each sample counts as 0.01 seconds.

%	cumulative	self		self	total	
time	seconds	seconds	calls	s/call	s/call	name
39.56	839.63	839.63	118	7.12	7.12	kji
27.64	1426.29	586.66	173	3.39	3.39	jki
15.73	1760.27	333.97	145	2.30	2.30	ijk
8.56	1941.97	181.70	167	1.09	1.09	jik
4.54	2038.43	96.46	158	0.61	0.61	kij
4.07	2124.80	86.36	147	0.59	0.59	ikj
0.00	2124.80	0.00	908	0.00	0.00	get_counter
0.00	2124.80	0.00	908	0.00	0.00	reset
0.00	2124.80	0.00	908	0.00	0.00	start_counter

					<spontaneous>	
[1]	100.0	0.00	2124.80		fcyc [1]	
		839.63	0.00	118/118	kji [2]	
		586.66	0.00	173/173	jki [3]	
		333.97	0.00	145/145	ijk [4]	
		181.70	0.00	167/167	jik [5]	
		96.46	0.00	158/158	kij [6]	
		86.36	0.00	147/147	ikj [7]	
		0.00	0.00	908/908	reset [9]	
		0.00	0.00	908/908	start_counter [10]	
		0.00	0.00	908/908	get_counter [8]	

[2]	39.5	839.63	0.00	118/118	fcyc [1]	
		839.63	0.00	118	kji [2]	

[3]	27.6	586.66	0.00	173/173	fcyc [1]	
		586.66	0.00	173	jki [3]	

[4]	15.7	333.97	0.00	145/145	fcyc [1]	
		333.97	0.00	145	ijk [4]	

[5]	8.6	181.70	0.00	167/167	fcyc [1]	
		181.70	0.00	167	jik [5]	

[6]	4.5	96.46	0.00	158/158	fcyc [1]	
		96.46	0.00	158	kij [6]	

[7]	4.1	86.36	0.00	147/147	fcyc [1]	
		86.36	0.00	147	ikj [7]	

		0.00	0.00	908/908	reset [9]	

Conclusion - As the array size goes on increasing, the difference between the time taken by different versions also goes on increasing.

Question-4. Describe the 2019 state of the art Intel processor.

Answer - The state of the art processor is Intel 10th Gen Core U-Series and Y-Series i9. Specifications about processor is given below -

Number of cores - 18

Number of threads - 36

SATA Version - 3

Graphic Max Frequency - 1.10MHz

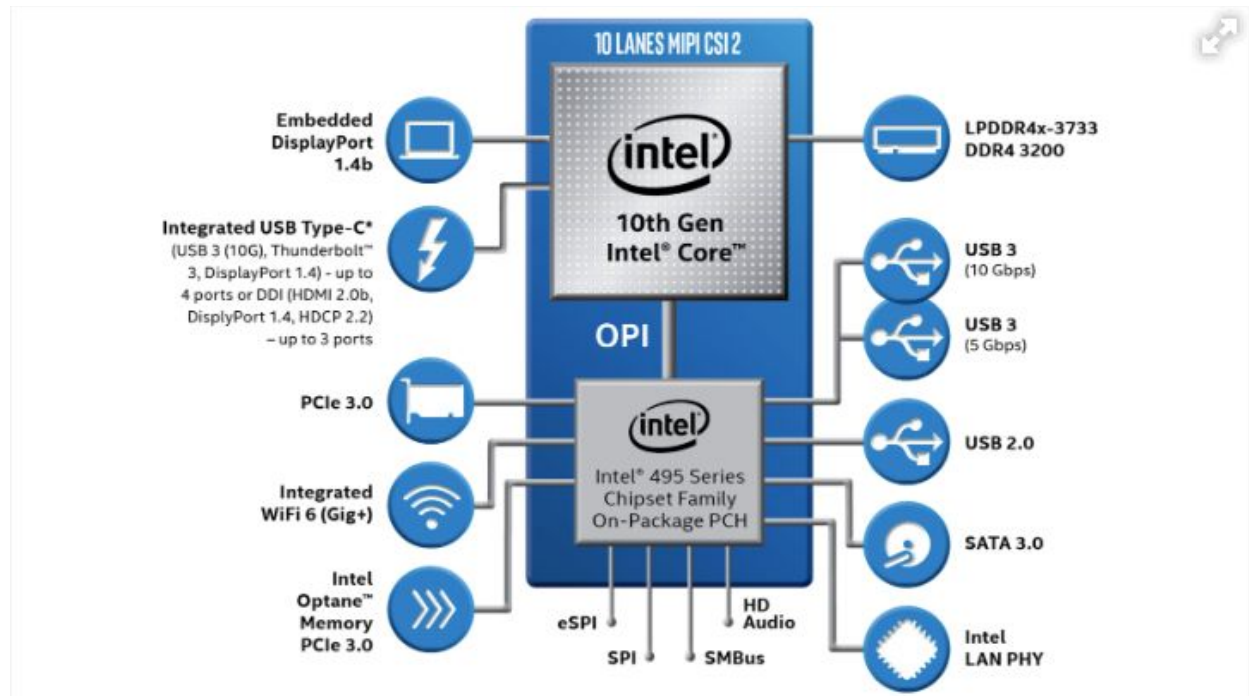
Max Single Core Turbo - 4.1

Cache - 8MB

Graphics EU - 64

Base Frequency - 2.3GHz

Nominal TDP - 28W



Question-5. Using gdb, disassemble the object code.

Answer - Using GNU gdb debugger, we are going to disassemble the code. Each function is converted to its corresponding assembly code by the compiler. We use -

disassemble <function_name>

to look at assembly instructions. Function calls have also been given address. It means the object file has been successfully loaded into the memory and is ready to get executed.


```
sayam@My_Ubuntu:~/Desktop/05-machine-basics$ make clean
rm -f *~ *.64s *.64d sum64
sayam@My_Ubuntu:~/Desktop/05-machine-basics$ make
gcc -Og -S -m64 sum.c -o sum.64s
gcc -Og -Wall -g -m64 sum.c -o sum
objdump -d sum > sum.64d
rm -f sum
gcc -Og -Wall -g -m64 sum.c -o sum64
gcc -Og -S -m64 swap.c -o swap.64s
gcc -Og -S -m64 arith.c -o arith.64s
sayam@My_Ubuntu:~/Desktop/05-machine-basics$
```

```
sayam@My_Ubuntu:~/Desktop/05-machine-basics$ gcc sum.c -o sum -ggdb
sayam@My_Ubuntu:~/Desktop/05-machine-basics$ gdb sum
GNU gdb (Ubuntu 7.11.1-0ubuntu1~16.5) 7.11.1
Copyright (C) 2016 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.
For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from sum...done.
(gdb)
```

```
(gdb) disassemble sumstore
Dump of assembler code for function sumstore:
0x00000000004005ef <+0>:      push    %rbp
0x00000000004005f0 <+1>:      mov     %rsp,%rbp
0x00000000004005f3 <+4>:      sub     $0x28,%rsp
0x00000000004005f7 <+8>:      mov     %rdi,-0x18(%rbp)
0x00000000004005fb <+12>:     mov     %rsi,-0x20(%rbp)
0x00000000004005ff <+16>:     mov     %rdx,-0x28(%rbp)
0x0000000000400603 <+20>:     mov     -0x20(%rbp),%rdx
0x0000000000400607 <+24>:     mov     -0x18(%rbp),%rax
0x000000000040060b <+28>:     mov     %rdx,%rsi
0x000000000040060e <+31>:     mov     %rax,%rdi
0x0000000000400611 <+34>:     callq  0x4005d6 <plus>
0x0000000000400616 <+39>:     mov     %rax,-0x8(%rbp)
0x000000000040061a <+43>:     mov     -0x28(%rbp),%rax
0x000000000040061e <+47>:     mov     -0x8(%rbp),%rdx
0x0000000000400622 <+51>:     mov     %rdx,(%rax)
0x0000000000400625 <+54>:     nop
0x0000000000400626 <+55>:     leaveq
0x0000000000400627 <+56>:     retq
End of assembler dump.
(gdb)
```

```
(gdb) disassemble plus
Dump of assembler code for function plus:
   0x00000000004005d6 <+0>:    push    %rbp
   0x00000000004005d7 <+1>:    mov     %rsp,%rbp
   0x00000000004005da <+4>:    mov     %rdi,-0x8(%rbp)
   0x00000000004005de <+8>:    mov     %rsi,-0x10(%rbp)
   0x00000000004005e2 <+12>:   mov     -0x8(%rbp),%rdx
   0x00000000004005e6 <+16>:   mov     -0x10(%rbp),%rax
   0x00000000004005ea <+20>:   add     %rdx,%rax
   0x00000000004005ed <+23>:   pop     %rbp
   0x00000000004005ee <+24>:   retq
End of assembler dump.
(gdb) █
```

Thank You!