

① a) ii Data

b) ii Data

c) i Structural

② a) i RAW

b) ii WAR

c) iv None

- ③ a) Note that scoreboard follows in-order issuing for instructions.
- So I3 can be issued as there are no WAW dependance nor structural hazard.
 - I4 cannot be issued because it has WAW dependance with I2
 - I5 cannot be issued as I4 cannot be issued

b)

Instruction status	Issued	Operands read	Execution Completed	Result Written
I1	Yes	Yes		
I2	Yes			
I3	Yes			
I4	No			
I5	No			

Functional Unit status

NOTES

	Busy	Op.	Dest	Source 1	Source 2	Unit 1	Unit 2	Reg 1	Reg 2
FU1	Yes	ADDI	R5	R5				No	
FU2	Yes	LF	F3	R5		FU1		No	
FU3	Yes	ADDF	F4	F3	F0			Yes	Yes
FU4	No								
FU5	No								

Register Status

Reg.	F0	F1	F2	F3	F4	F5	R5
FU				FU2	FU3		FU1

#

④ name dependence:

When two instructions use the same register or memory location, called a name but there is no flow of data between instructions associated with that name

2 Types

1- anti-dependence: when j writes to name i Reads

ADD R1, R3, R4

LD R4, 0(R0)

use a different name
→ R5

2- output dependence: when i and j write to the same name

ADD R4, R3, R1

LD R4, 0(R0)

→ R5

⑤ Assumptions

NOTES

1. $S \rightarrow F2$
2. highest address $\rightarrow R1$
3. lowest address $-8 \rightarrow R2$

LOOP:

L.D	F0, 0(R1)
ADD.D	F4, F0, F2
S.D	F4, 0(R1)
DADDUI	R1, R1, #-8
BNE	R1, R2, Loop



Scheduled i:

LOOP:

LD	F0, 0(R1)
ADDUI	R1, R1, #-8
ADD.D	F4, F0, F2
stall	
stall	
S.D	F4, 8(R1)
BNE	R1, R2, LOOP

⑥ unrolled loop:

NOTES.

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Loop:  L.D      F0, 0(R1)
        ADD.D    F4, F0, F2
        S.D      F4, 0(R1)      ; done ADDUI & BNE
        L.D      F6, -8(R1)
        ADD.D    F8, F6, F2
        S.D      F8, -8(R1)    ; " " "
        L.D      F10, -16(R1)
        ADD.D    F12, F10, F2
        S.D      F12, -16(R1) ; " " "
ADDUI L.D      F4, -24(R1)
        BNE ADD.D F16, F14, F2
        S.D      F16, -24(R1)
        DADDUI   R1, R1, #-32
        BNE      R1, R2, Loop
    
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⑦ Loop:  L.D      F0, 0(R1)
          L.D      F6, -8(R1)
          L.D      F10, -16(R1)
          L.D      F14, -24(R1)
          ADD.D    F4, F0, F2
          ADD.D    F8, F6, F2
          ADD.D    F12, F10, F2
          ADD.D    F16, F14, F2
          S.D      F4, 0(R1)
          S.D      F8, -8(R1)
          DADDUI   R1, R1, #-32
          S.D      F12, 16(R1)
          S.D      F16, 8(R1)
          BNE      R1, R2, Loop
    
```