

Fall 2021 Computer Architecture

Homework Assignment 4 Due dates: Dec. 23

Problem 1. This problem examines the accuracy of various branch predictors for the following repeating pattern (e.g., in a loop) of branch outcomes: NT, NT, T, NT, NT, T, T, T (Note: T represents Taken, and NT represents Not Taken). Assume the loop has n iterations, where n is a very large number ($n \rightarrow \infty$).

(a) Suppose we have a static branch predictor that predicts either always-taken or always-not-taken, what would be the accuracy of branch prediction in the two cases (i.e., the percentage of correct predictions in all predictions)?

(b) Suppose we have a 1-bit dynamic branch predictor, what would be the accuracy of branch prediction? If you think the answer may depend on the initial state of the branch predictor, please discuss all possibilities.

(c) Suppose we have a 2-bit dynamic branch predictor, what would be the accuracy of branch prediction? If you think the answer may depend on the initial state of the branch predictor, please discuss all possibilities.

Problem 2. Consider the following loop:

For I = 0 to 29

$$C[i] = (A[i] + B[i]) / 2$$

(a) For the following scalar codes, how many dynamic instructions do we need? How many clock cycles are needed for 1-memory bank and 10-memory bank setting, respectively?

MOVI R0 = 30	1 cycle
MOVA R1 = A	1 cycle
MOVA R2 = B	1 cycle
MOVA R3 = C	1 cycle
X: LD R4 = MEM[R1++]	8 cycles ; #autoincrement addressing
LD R5 = MEM[R2++]	8 cycles
ADD R6 = R4 + R5	4 cycles
SHFR R7 = R6 >> 1	1 cycle
ST MEM[R3++] = R7	8 cycles
DECBNZ R0, X	2 cycles # decrement and branch if NZ

b) For the following vectorized codes, how many dynamic instructions do we need? How many clock cycles are needed for 10-memory bank setting?

MOVI VLEN = 30	1 cycle
MOVI VSTR = 1	1 cycle
VLD V0 = A	8 + VLEN – 1 cycles
VLD V1 = B	8 + VLEN – 1 cycles
VADD V2 = V0 + V1	4 + VLEN – 1 cycles
VSHFR V3 = V2 >> 1	1 + VLEN – 1 cycles
VST C = V3	8 + VLEN – 1 cycles