Fall 2024 ECE 355

Assignment 6 **Due December 4, 23:59**

NOTE: Late submissions will not be accepted. Please submit a single PDF file with your answers via the **ECE 355 Brightspace** webpage.

- **1.** [10 points]
- (b) Show 32-bit <u>IEEE-754</u> number **0 0000000 11000000000000000000** in the <u>decimal</u> format.
- (c) Show <u>decimal</u> number **-0.625** in the 32-bit <u>IEEE-754</u> representation.
- (d) Given two 32-bit <u>IEEE-754</u> numbers **X** and **Y** below, calculate (in the <u>binary format</u>) **Z = X-Y**. Then, <u>convert</u> your IEEE-754 result **Z** to the <u>decimal format</u>:
- 2. [5 points] Consider a <u>pipelined</u> datapath consisting of <u>five stages</u>:
 - **F** fetch the instruction from the memory,
 - **D** decode the instruction and read the source register(s),
 - **C** execute the ALU operation specified by the instruction,
 - **M** execute the memory operation specified by the instruction,
 - **W** write the result in the destination register.

Identify data hazards in the code below and insert NOP instructions where necessary.

```
ADD
         #4, R0, R0
                            // R0 = R0 + 4
ADD
         #4, R2, R2
                            // R2 = R2 + 4
                           // R1 = MEMORY[R0]
// R3 = MEMORY[R2]
// R4 = R2 - R0
         (R0), R1
(R2), R3
VOM
MOV
         R2, R0, R4
R3, R1, R5
SUB
                           // R5 = R3 - R1
SUB
                           // MEMORY[R2] = R4
VOM
         R4, (R2)
                           // MEMORY[R0] = R5
         R5, (R0)
VOM
         #4, R0, R0
ADD
                           // R0 = R0 + 4
                       // R2 = R2 + 4
         #4, R2, R2
ADD
```

- **3.** [2 points] Solve Problem **12.8** from the textbook.
- **4.** [8 points] Solve Problem **12.7** from the textbook. **Hint:** Declare a shared counter variable, e.g., "volatile int thread_id_counter", initialize it to 0 in main(), and poll it by each thread as follows: "while (thread_id_counter != my_id);". Each thread must increment thread_id_counter after updating global dot_product.