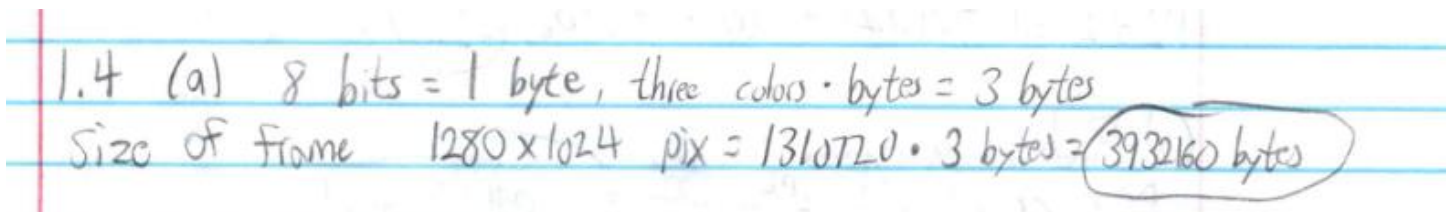


1.3 [2] <\$1.3> Describe the steps that transform a program written in a high-level language such as C into a representation that is directly executed by a computer processor.

In a high-level language like C as an example it has a lot of preprocessing to handle directives like #include libraries. Once the preprocessing is done the language goes through a compiler, this is where the high-level code undergoes the process of being translated to assembly. Once it has finished being translated to assembly it gets translated again by an assembler to machine language program '1' and '0' for the program to be executed.

1.4 [2] <\$1.4> Assume a color display using 8 bits for each of the primary colors (red, green, blue) per pixel and a frame size of 1280×1024 .

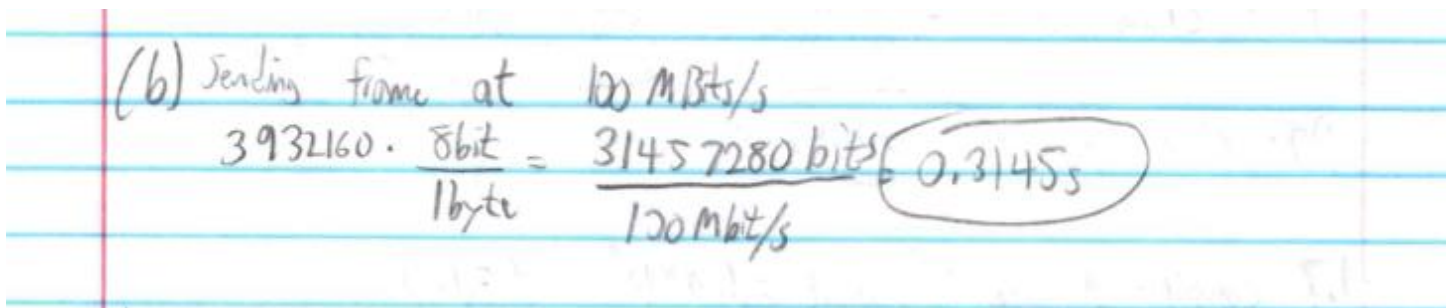
a. What is the minimum size in bytes of the frame buffer to store a frame?



Handwritten calculation for frame buffer size:

$$1.4 \text{ (a) } 8 \text{ bits} = 1 \text{ byte, three colors} \cdot \text{bytes} = 3 \text{ bytes}$$
$$\text{Size of frame } 1280 \times 1024 \text{ pix} = 1310720 \cdot 3 \text{ bytes} = 3932160 \text{ bytes}$$

b. How long would it take, at a minimum, for the frame to be sent over a 100 Mbit/s network?



Handwritten calculation for transmission time:

$$(b) \text{ Sending frame at } 100 \text{ MBts/s}$$
$$3932160 \cdot \frac{8 \text{ bit}}{1 \text{ byte}} = \frac{31457280 \text{ bits}}{100 \text{ Mbit/s}} = 0.3145 \text{ s}$$

1.5 [4] <\$1.6> Consider three different processors P1, P2, and P3 executing the same instruction set. P1 has a 3 GHz clock rate and a CPI of 1.5. P2 has a 2.5 GHz clock rate and a CPI of 1.0. P3 has a 4.0 GHz clock rate and has a CPI of 2.2.

a. Which processor has the highest performance expressed in instructions per second?

b. If the processors each execute a program in 10 seconds, find the number of cycles and the number of instructions.

c. We are trying to reduce the execution time by 30% but this leads to an increase of 20% in the CPI. What clock rate should we have to get this time reduction?

(a) Fastest IPS

$$P1 \text{ instr per sec} = \frac{P1}{1.5} = 2 \times 10^9 \quad \text{P2 Highest performance}$$

$$P2 \text{ IPS} = \frac{P2}{1} = 2.5 \times 10^9$$

$$P3 \text{ IPS} = \frac{P3}{2.2} = 1.81 \times 10^9$$

(b) Processors exec in 10 sec, find cycles and number of instruction

P1 =

$$\text{number of cycles} = 3 \text{ GHz} \cdot 10 = 3 \times 10^{10}$$

$$\text{number of instruct} = (2 \times 10^9) \cdot 10 = 2 \times 10^{10}$$

P2

$$\text{number of cycles} = 2.5 \text{ GHz} \cdot 10 = 2.5 \times 10^{10}$$

$$\text{number of instruct} = (2.5 \times 10^9) \cdot 10 = 2.5 \times 10^{10}$$

P3

$$\text{number of cycles} = 4 \text{ GHz} \cdot 10 = 4 \times 10^{10}$$

$$\text{number of instruct} = (1.81 \times 10^9) \cdot 10 = 1.81 \times 10^{10}$$

1.6 [20] <\$1.6> Consider two different implementations of the same instruction set architecture. The instructions can be divided into four classes according to their CPI (class A, B, C, and D). P1 with a clock rate of 2.5 GHz and CPIs of 1, 2, 3, and 3, and P2 with a clock rate of 3 GHz and CPIs of 2, 2, 2, and 2.

Given a program with a dynamic instruction count of 1.0E6 instructions divided into classes as follows: 10% class A, 20% class B, 50% class C, and 20% class D, which implementation is faster?

a. What is the global CPI for each implementation?

b. Find the clock cycles required in both cases.

(a) Global CPI

$$P1 = 1(0.1) + 2(0.2) + 3(0.5) + 3(0.2) = 2.6$$

$$P2 = 2(0.1) + 2(0.2) + 2(0.5) + 2(0.2) = 2.0$$

(b) Find clock cycles

$$P1: \text{clock cycles} = \frac{\text{CPI} \cdot \text{instruct}}{\text{Clock rate}} = 0.00104 \text{ seconds}$$

$$P2: \text{clock cycles} = 0.00067$$

- 1.7 [15] <\$1.6> Compilers can have a profound impact on the performance of an application. Assume that for a program, compiler A results in a dynamic instruction count of $1.0\text{E}9$ and has an execution time of 1.1 s , while compiler B results in a dynamic instruction count of $1.2\text{E}9$ and an execution time of 1.5 s .
- Find the average CPI for each program given that the processor has a clock cycle time of 1 ns .
 - Assume the compiled programs run on two different processors. If the execution times on the two processors are the same, how much faster is the clock of the processor running compiler A's code versus the clock of the processor running compiler B's code?
 - A new compiler is developed that uses only $6.0\text{E}8$ instructions and has an average CPI of 1.1 . What is the speedup of using this new compiler versus using compiler A or B on the original processor?

(a) Find avg CPI clock cycle time = 1 ns

$$A: \text{CPI} = \frac{1.1}{1\text{ ns}/10^9} = 1.1$$

$$B: \text{CPI} = 1.25$$

(B) comparing A and B speed

$$A: \text{CPU time} = \frac{\# \text{ of instr.} \cdot \text{CPI}}{\text{clock A}}$$

$$B: \text{CPU time} = \text{for B}$$

$$\frac{\text{clock A}}{\text{clock B}} = \frac{(1 \times 10^9) 1.1}{(1 \times 10^9) 1.25} = 0.73 \quad \text{A is 73\% faster}$$

(c) new compiler 6×10^8 instr, $\text{CPI} = 1.1$ how much more faster between A and B

$$\text{new comp} = \# \text{ instr.} \cdot \text{CPI} \cdot \text{clock cycle time} \\ = 6 \times 10^8 \times 1.1 \times 1\text{ ns} = 0.66\text{ s}$$

$$\text{speed up A: } \frac{\text{clock A}}{\text{new clock}} = 1.67 \text{ time faster}$$

$$\text{speed up B: } \frac{\text{clock B}}{\text{new clock}} = 2.27 \text{ time faster}$$

1.11 The results of the SPEC CPU2006 bzip2 benchmark running on an AMD Barcelona has an instruction count of 2.389×10^{12} , an execution time of 750 s, and a reference time of 9650 s.

1.11.1 [5] <§1.6, 1.9> Find the CPI if the clock cycle time is 0.333 ns.

1.11.2 [5] <§1.9> Find the SPECratio.

1.11.3 [5] <§1.6, 1.9> Find the increase in CPU time if the number of instructions of the benchmark is increased by 10% without affecting the CPI.

1.11.4 [5] <§1.6, 1.9> Find the increase in CPU time if the number of instructions of the benchmark is increased by 10% and the CPI is increased by 5%.

1.11.5 [5] <§1.6, 1.9> Find the change in the SPECratio for this change.

1.11.6 [10] <§1.6> Suppose that we are developing a new version of the AMD Barcelona processor with a 4 GHz clock rate. We have added some additional instructions to the instruction set in such a way that the number of instructions has been reduced by 15%. The execution time is reduced to 700 s and the new SPECratio is 13.7. Find the new CPI.

1.11.7 [10] <§1.6> This CPI value is larger than obtained in 1.11.1 as the clock rate was increased from 3 GHz to 4 GHz. Determine whether the increase in the CPI is similar to that of the clock rate. If they are dissimilar, why?

1.11.8 [5] <§1.6> By how much has the CPU time been reduced?

1.11.9 [10] <§1.6> For a second benchmark, libquantum, assume an execution time of 960 ns, CPI of 1.61, and clock rate of 3 GHz. If the execution time is reduced by an additional 10% without affecting to the CPI and with a clock rate of 4 GHz, determine the number of instructions.

1.11.10 [10] <§1.6> Determine the clock rate required to give a further 10% reduction in CPU time while maintaining the number of instructions and with the CPI unchanged.

1.11.11 [10] <§1.6> Determine the clock rate if the CPI is reduced by 15% and the CPU time by 20% while the number of instructions is unchanged.

1.1.1 AMD Barcelona instrct = 2.389×10^{12} , exec 750s, reference time = 9650s

1.1.1.1 Find CPI clock cycle time 0.333ns \rightarrow 3GHz

$$CPI = \frac{750(3.33 \times 10^9)}{2.389 \times 10^{12}} = 0.941$$

1.1.1.2 SPEC ratio

$$\frac{9650}{750} = 12.86$$

1.1.1.3 instrct cnt +10% same CPI find time

$$\text{new instrct cnt} = 2.389 \times 10^{12} \cdot 1.10 = 2.6279 \times 10^{12}$$

$$750 \cdot 1.10 = 825$$

$$825 - 750 = 75s$$

1.1.1.4 instrct cnt +10% and CPI +5% find increase

$$\rightarrow 2.6279 \times 10^{12}$$

$$\text{New CPI} = 0.941 \cdot 1.05 = 0.9891$$

$$\text{new exec time} = \frac{(2.6279 \times 10^{12})}{3 \times 10^9} \cdot (0.9891) = \frac{865.7s}{750} \approx 15.3\% \text{ faster}$$

1.1.1.5 Change in spec ratio

$$\text{new spec ratio} = \frac{9650}{865.7} = 11.14$$

1.1.1.6 CLK rate = 4GHz, new instrct cnt = 2.03068×10^{12} , exec = 700s, spec ratio = 13.7

$$CPI = \frac{\text{exec time} \cdot \text{CLK rate}}{\text{instrct cnt}} = 1.379$$

1.1.1.7

~~1.1.1.8~~ CPU time reduction

$$\frac{750 - 700}{750} = 6.67\% \text{ reduction}$$

$$1.11.9 \quad \# \text{ of instrct} = \frac{960\text{ns} \cdot 3\text{GHz}}{1.61} = 1.785 \times 10^9$$

$$\text{new exec time} = 960 \times 0.90 = 864\text{ns}$$

$$\text{new instrct cnt} = \frac{864 \times 4\text{GHz}}{1.61} = 2.147 \times 10^9$$

1.11.10 further 10% reduce

$$\text{CPU time} = \frac{\text{Instrct} \cdot \text{CPI}}{\text{Rate}}$$

$$\frac{\text{instrct}}{\text{new clk rate}} = 0.9 \cdot \frac{\text{instrct} \cdot \text{CPI}}{\text{Old rate}}$$

$$\text{New clk rate} = 1.111 \cdot \text{old rate}$$

mean it must be 11.1%

1.11.11

$$\text{new clk rate} = \frac{\text{old rate}}{(1-0.20)(1-0.15)} = 4.41 \text{ GHz}$$

1.12 Section 1.10 cites as a pitfall the utilization of a subset of the performance equation as a performance metric. To illustrate this, consider the following two processors. P1 has a clock rate of 4 GHz, average CPI of 0.9, and requires the execution of 5.0×10^9 instructions. P2 has a clock rate of 3 GHz, an average CPI of 0.75, and requires the execution of 1.0×10^9 instructions.

1.12.1 [5] <§§1.6, 1.10> One usual fallacy is to consider the computer with the largest clock rate as having the largest performance. Check if this is true for P1 and P2.

1.12.2 [10] <§§1.6, 1.10> Another fallacy is to consider that the processor executing the largest number of instructions will need a larger CPU time. Considering that processor P1 is executing a sequence of 1.0×10^9 instructions and that the CPI of processors P1 and P2 do not change, determine the number of instructions that P2 can execute in the same time that P1 needs to execute 1.0×10^9 instructions.

1.12.3 [10] <§§1.6, 1.10> A common fallacy is to use MIPS (millions of instructions per second) to compare the performance of two different processors, and consider that the processor with the largest MIPS has the largest performance. Check if this is true for P1 and P2.

1.12.4 [10] <§1.10> Another common performance figure is MFLOPS (millions of floating-point operations per second), defined as

$$\text{MFLOPS} = \text{No. FP operations} / (\text{execution time} \times 10^6)$$

but this figure has the same problems as MIPS. Assume that 40% of the instructions executed on both P1 and P2 are floating-point instructions. Find the MFLOPS figures for the programs

$$1.12.1 \quad P1: \text{CPU time} = \frac{(5 \times 10^9) 0.9}{4 \times 10^9} = 1.125$$

$$P2: \text{CPU time} = \frac{(1 \times 10^9) 0.75}{3 \times 10^9} = 0.25$$

P1 has higher clock rate, but P2 has lower CPU time false P2 faster

1.12.2

$$\text{CPU time} = \frac{(1 \times 10^9) 0.9}{4 \times 10^9} = 0.225$$

$$P2: \text{instant} = \frac{(0.225)(3 \times 10^9)}{0.75} = 9 \times 10^8$$

P2 executes 0.9 billion at the same time P1 executes 1.0 billion following time

$$1.12.3 \quad P1: \text{Mips} = \frac{4 \times 10^9}{0.4 \times 10^6} = 44 + 4.44$$

$$P2: \text{Mips} = \frac{3 \times 10^9}{0.75 \times 10^6} = 4000$$

P2 lower CPU time allows it to be faster than P1

$$1.12.4 \quad P1: \text{FP Ops} = (5 \times 10^9) 0.4 = 2.0 \times 10^9$$

$$P2: \text{FP Ops} = (1 \times 10^9) 0.4 = 0.4 \times 10^9$$

$$P1: \text{MFLOPS} = \frac{2.0 \times 10^9}{1.125 \times 10^6} = 1777.78$$

P2 faster time because of the lower CPU time.

$$P2: \text{MFLOPS} = \frac{0.4 \times 10^9}{0.25 \times 10^6} = 1600$$