

I. We wish to compare the performance of two different machines: M₁ and M₂. The following measurements have been made on these machines

Program	Time on M ₁	Time on M ₂
1	3 seconds	7.5 seconds
2	4 seconds	10 seconds

a) Which computer is faster for each program and how many times as fast is it?

$$\text{Performance} = \frac{1}{\text{Execution Time}} ; \text{Relative performance} = \frac{\text{Performance M}_1}{\text{Performance M}_2}$$

$$\text{Program 1: } \frac{\text{Execution Time M}_2}{\text{Execution Time M}_1} = \frac{7.5}{3} = 2.5. \text{ So M}_2 \text{ is 2.5 times faster than M}_1$$

$$\text{Program 2: } \frac{10}{4} = 2.5. \text{ So M}_1 \text{ is 2.5 times faster than M}_2$$

b) If the following additional measurements were made:

Program	Instructions executed on M ₁	Instructions executed on M ₂
1	5×10^9	6×10^9

and the clock rates of machine M₁ and M₂ are 2.5 GHz and 2 GHz respectively, find the clock cycles per instruction (CPI) for program 1 on each computer

$$\text{M}_1: \text{Clock Rate} = \text{Clock Cycle Time} = 2.5 \text{ GHz} ; IC = 5 \cdot 10^9$$

$$\text{CPU Clock Cycles} = IC \cdot CPI$$

$$\text{CPU Time} = \text{CPU Clock Cycles} \cdot CCT ; \text{CPU Time} = 35$$

$$\text{CPU Time} = \frac{IC \cdot CPI}{CR} ; 35 = \frac{5 \cdot 10^9 \cdot CPI}{2.5 \cdot 10^9} ; CPI = \frac{6}{3} = 2$$

$$\text{M}_2: IC = 6 \cdot 10^9 ; CR = 2 \text{ GHz} ; CPI = 1.5$$

$$\text{CPU Time} = 2 \cdot 10^9 \cdot 1.5 = 3 \cdot 2.5 = \frac{3 \cdot 2.5}{5} = 1.5 ; CPI = 0.5$$

c) Assuming that CPI for program 2 on each computer is the same as CPI for program 1 found in b, find the instruction count for program 2 running on each computer using the execution times from the first table.

$$\text{CPU Time} = \text{CPUCC} \cdot \frac{1}{RC} = \frac{IC \cdot CPI}{RC}$$

$$CPI_{1,2} = 1,5; 0,5;$$

$$\text{CPU Time}_{1,2} = 4s, 10s ; CR_{1,2} = 2,5 \text{ GHz}, 2 \text{ GHz}$$

$$IC_{1,2} - ?$$

$$\Leftrightarrow M1: 4 = \frac{IC \cdot 1,5}{2,5 \cdot 10^9}$$

$$1,5 \cdot IC = 4 \cdot 2,5 \cdot 10^9$$

$$IC = \frac{4 \cdot 2,5 \cdot 10^9}{1,5}$$

$$IC_1 = \frac{10 \cdot 10^9}{1,5} = 6,7 \cdot 10^9$$

$$\begin{aligned} M2: 10 &= \frac{IC \cdot 0,5}{2 \cdot 10^9} = IC \cdot 0,5 = 10 \cdot 2 \cdot 10^9 \\ &= \frac{20 \cdot 10^9}{0,5} = 40 \cdot 10^9 \end{aligned}$$

V. 2. Consider three different processors P₁, P₂, P₃ executing the same instructions 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 processor P₁ execute a program in 10 seconds, find number of cycles and the number of instructions.

(c) We are trying to reduce the execution time by 20% for P₁, but this leads to an increase of 30% in the CPI. What clock rate should we have to get this time reduction for P₁?

a) Processor P₁ : CR = $3 \cdot 10^9$, CPI = 1.5
 P₂ : CR = $2.5 \cdot 10^9$, CPI = 1.0
 P₃ : CR = $4.0 \cdot 10^9$, CPI = 2.2
 IC - ?

~~CPU time = $\frac{IC \cdot CPI}{CR}$~~

Performance (in Instructions per second) =
~~T = $\frac{\text{Clock Rate (in Hertz)}}{\text{CPI (cycles per Instruction)}}$~~

Hence Performance represents number of instructions processor can execute in one second.
 Clock Rate is speed of processor in Hertz
 CPI - how many cycles clock needed to execute single instruction

P₁ = $\frac{3 \cdot 10^9}{1.5} = 2 \cdot 10^9 = 2,000,000,000$ instructions per second

(P₂) = $\frac{2.5 \cdot 10^9}{1.0} = 2.5 \cdot 10^9$ highest performance.

P₃ = $\frac{4 \cdot 10^9}{2.2} = 1.8 \cdot 10^9$

b) CPU Time $P_1 = 10s$; $CR_{P_1} = 3 \text{ GHz}$

$IC, CPI - ?$

$$\text{CPU Time} = \frac{IC \cdot CPI}{CR}$$

Number of Cycles = Clock Rate · Time (s) =
 $= 3 \text{ GHz} \cdot 10s = 30,000,000,000 \text{ cycles}$

Number of Instructions = $\frac{\text{Number of Cycles}}{\text{Cycles Per Instruction}}$
 $= \frac{3 \text{ GHz}}{1.5} = 20,000,000,000 \text{ instructions.}$

So if processor P_1 executes program in 10 sec.
 It would perform $30 \cdot 10^9$ cycles and executes
 $20 \cdot 10^9$ instructions during that time.

c) CPU Time = $\frac{IC \cdot CPI}{CR} \Rightarrow CR = \frac{IC \cdot CPI}{\text{CPU Time}}$

$$= IC \cdot CPI \cdot \frac{130}{100}$$

$\frac{130}{100}$ represents 30% increase

$$= \frac{IC \cdot CPI \cdot 1.3}{\text{CPU Time} \cdot 0.8} =$$

! 20% decreased

$$= \frac{30 \cdot 10^9 \cdot 1.5 \cdot 1.3}{10 \cdot 0.8} = 4.875 \text{ GHz}$$

3. Consider two different implementations of the same instruction set architecture. The instructions can be divided into four classes according to their CPI (classes A, B, C, D). P1 with clock rate of 3GHz and CPIs of 1, 2, 3 and 3, and P2 with clock rate of 2GHz and CPIs of 2, 2, 2 and 2. Given a program with a dynamic instruction count of 10^3 instructions divided into classes as follows: 50% class A, 20% class B, 20% class C and 10% class D.

a) What is the global CPI for each implementation?

b) Which is lesser: P1 or P2?

a) $CPI = \sum_{i=1}^n CPI_i \cdot Frequency$:

Classes	%	P1 CPI	P2 CPI	P1CR
A	50%	1	2	3GHz
B	20%	2	2	3
C	20%	3	2	3
D	10%	3	2	3

$$CPI_{P1} = 1 \cdot 50\% + 2 \cdot 20\% + 3 \cdot 20\% + 10\% \cdot 3 = 1.8$$

$$CPI_{P2} = 2 \cdot 50\% + 2 \cdot 20\% + 2 \cdot 20\% + 2 \cdot 10\% = 2$$

b) CPU Time $P_1 = \frac{IC \cdot CPI_1}{CR} = \frac{10^3 \cdot 1.8}{3 \cdot 10^9} = \frac{1.8 \cdot 10^8}{3 \cdot 10^{12}} = 0.6 \cdot 10^{-4}$

! If in denominator 10^6 if we put in numerator 10^1

$$CPU Time P_2 = \frac{IC \cdot CPI_2}{CR} = \frac{10^3 \cdot 2}{2 \cdot 10^9} = 1 \cdot 10^{-6}$$

P2 will be faster because it has lower execution time

4. It's often needed to exchange the contents of two registers. It takes three instructions to accomplish this in LEGv8. It might be useful to add a new instruction to LEGv8 ISA that take two registers and exchanges their contents. Suppose that CPI is the same across all instructions types, and moreover it is unaffected by the new instruction. Suppose that the clock rate decreases by 15%. Suppose that addition of this new instruction also reduces the total instruction count by 3%. Is it beneficial to implement this enhancement? If yes, what is overall speedup factor obtained?

! CR = 0.15, IC = 0.09, CPI is same

$$\text{New: CR} = 0.15, \text{ IC} = 0.09$$

$$\text{Old: CR} = 1, \text{ IC} = 1$$

$$\frac{0.91}{0.85} = 1.1$$

$$\text{New} > \text{Old} \quad 1.1 > 1.0$$

It's not beneficial because it's large than old one.

5. Assume that computer M1 has CPI clock rate 2GHz and supports four classes of instructions: ALU, load, store, branch/jump. Load has CPI = 5, store has CPI = 4, ALU instruction has CPI = 4 and branch/jump has CPI = 3. The following program P is used in testing the computer performance:

F: SUBI SP, SP, #16 // (*) make room on the stack
STUR X19, [SP, #0] // preserve X19
STUR X30, [SP, #8] // preserve the return location
ADD X19, X2, X3 // calculate c+d
// Clean up in preparation for tail call
LDUR X19, [SP, #0]
LDUR X30, [SP, #8]
LSL X30, X30, #2
ORR X30, X30, X19
ADDI SP, SP, #16 // (*)
BF // call g(g(a,b), c+d) with tail-call optimization

- What is the average CPI for program P?
- Another computer M2 with clock rate of 3GHz has the same performance as computer M1 when it runs the program P. What is the average CPI of computer M2?

	CPI	CR	IC	
ALU	4	2	3	!
Load	5	2	2	
Store	4	2	2	
branch/jump	3	2	1	
			8	Total Instructions

$$PC = 16$$

~~$$CPI = \sum_{n=1}^8 CPI_n \times \text{frequency} =$$~~

~~$$= 4 \cdot 2 + 5 \cdot 2 + 4 \cdot 2 + 3 \cdot 2 = 32 \cdot 10^9$$~~

① First need to count how many each instructions from code: PC

~~$$\# CPI_{ave} = \frac{CPI \cdot IC}{\text{Total Instru}} = \frac{4 \cdot 3 + 5 \cdot 2 + 4 \cdot 2 + 3 \cdot 1}{8}$$~~

$$= \frac{12 + 10 + 8 + 3}{8} = \frac{33}{8} = 4,14$$

~~$$\text{② Performance} = \frac{CRM_2}{CRM_1} = \frac{3 \cdot 10^9}{2 \cdot 10^9} = 1,5.$$~~

To achieve the same performance, the CPI for each instruction on M2 would need to scale down by same factor

$$CPI_{ALU} = 4/1,5 = 2,67, \quad CPI_{load} = 3/1,5 = 2,33$$

$$CPI_{store} = 4/1,5 = 2,67, \quad CPI_{branches} = 3/1,5 = 2$$

$$CPI_{M2 \text{ average}} = \frac{2,67 \cdot 3 + 2,33 \cdot 2 + 2,67 \cdot 2 + 2 \cdot 1}{8} = \frac{8 + 6,7 + 5,3 + 2}{8} = \frac{22}{8} = 2,75$$

b. A pitfall is expecting to improve overall performance of a computer by improving only one aspect of the computer. Consider a computer running a program that requires 250s, with 70s spent executing FP instructions, 55s executed ALU instructions, 85s executed load/store instructions, and 40s spent executing branches instructions.

- a) By how much is the total time reduced if the time for FP operations is reduced by 20%?
- b) Can the total time can be reduced by 20% by reducing only the time for branch instructions? Why?

(i) Program CPU Time = 250s

$$FP = \cancel{70} s + ALU = 55s + \text{load} = 85s + \text{branches } 40s = 250s$$

$$T_{improvement} = \frac{T_{affected}}{\frac{T_{improvement}}{amount}} + T_{unaffected} =$$

$$= \frac{\cancel{70}}{1.2} + 180 = 58 + 180 = 238s \text{ Time reduced}$$

from 250s to 238s by reducing time of

~~$$b) T_{imp} = \frac{40}{1.2} + 210s = \frac{250}{1.2} \cdot 20\% 20 = 50$$~~

$$250 - 50 = 200s$$

and branch instruction execution time is even if we reduce branch execution to 0 total exec will be 210s but 200s is = to 200 therefore won't reduce by 20%

Q. Given the 32-bit binary number

1101 0011 0110 0000 0001 1100 1010 1111
 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8
 1010 1111 3210

What does it represent respectively, assuming that it is

- a signed (i.e. already in 2's complement) integer? (converted to decimal)
- unsigned integer? (convert to decimal)
- a single precision floating point number? (write in scientific notation)
- a LEG V8 instruction?

a) Signed $(2^{31} + 2^{30} + 2^{28} + 2^{25} + 2^{24} + 2^{22} + 2^{21} + 2^{12} + 2^4 + 2^3 + 2^2 + 2^1 + 2^0 + 2^5 + 2^3 + 2^2 + 2^1 + 2^0) = 2,147,483,648 + 1,073,741,824 + 2,684,354,456 + 33,554,432 + 16,777,216 + 4,194,304 + 2,097,152 + 4096 + 2048 + 1024 + 256 + 32 + 8 + 4 + 2 + 1 = -3,546,291,425$

b) Unsigned: 3,546,291,425

c) $1,101\ 0011\ 0110\ 0000\ 0001\ 1100\ 1010\ 1111 \cdot 2^{-30}$

OP Code	LSL	5 bits	6 bits	5 bits	5 bits	Dest Reg
		Second Register	Shift #	First Reg#	5	15

R-TYPE LSL X15, X5, #7

8. With $x =$
 $0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0101\ 1011$
 and $y =$
 $0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 0000\ 1101$
 representing two signed integers,
 perform, showing all work.

$$\ell. \quad x + y$$

$$b. x - y$$

c. $x \cdot y$

c) $\begin{array}{r}
 01011011 \\
 + 00001101 \\
 \hline
 01011011 \\
 00000000 \\
 01011011 \\
 01011011 \\
 \hline
 1001001111
 \end{array}$

g. Show the IEEE 754 binary representation for the floating point number 20.125 and -5.75 a single and double precision.

Double point precision: exponent = $\text{expon} + \text{bias}$.

$= 4 + 1023 = 1027$ 100000000101
 1024 421
1 4 bits 52 bits

0	1000000001	010000100...	0
---	------------	--------------	---

64 bits

$$\begin{array}{r}
 -5, \frac{25}{101} = -101.11 = -101.11 \cdot 2^0 = -1,0111 \cdot 2^2 \\
 \times 0.75 \\
 \hline
 1.50 \\
 \hline
 100
 \end{array}$$

Exponent = Shifted exponent + bias
 $= 2 + 127 = 129$

1	10000010	0111	...	-0
1 bit	8 bits	23 bits		

Double precision Exponent = Shifted Exponent + bias = $2 + 1023 = 1025$

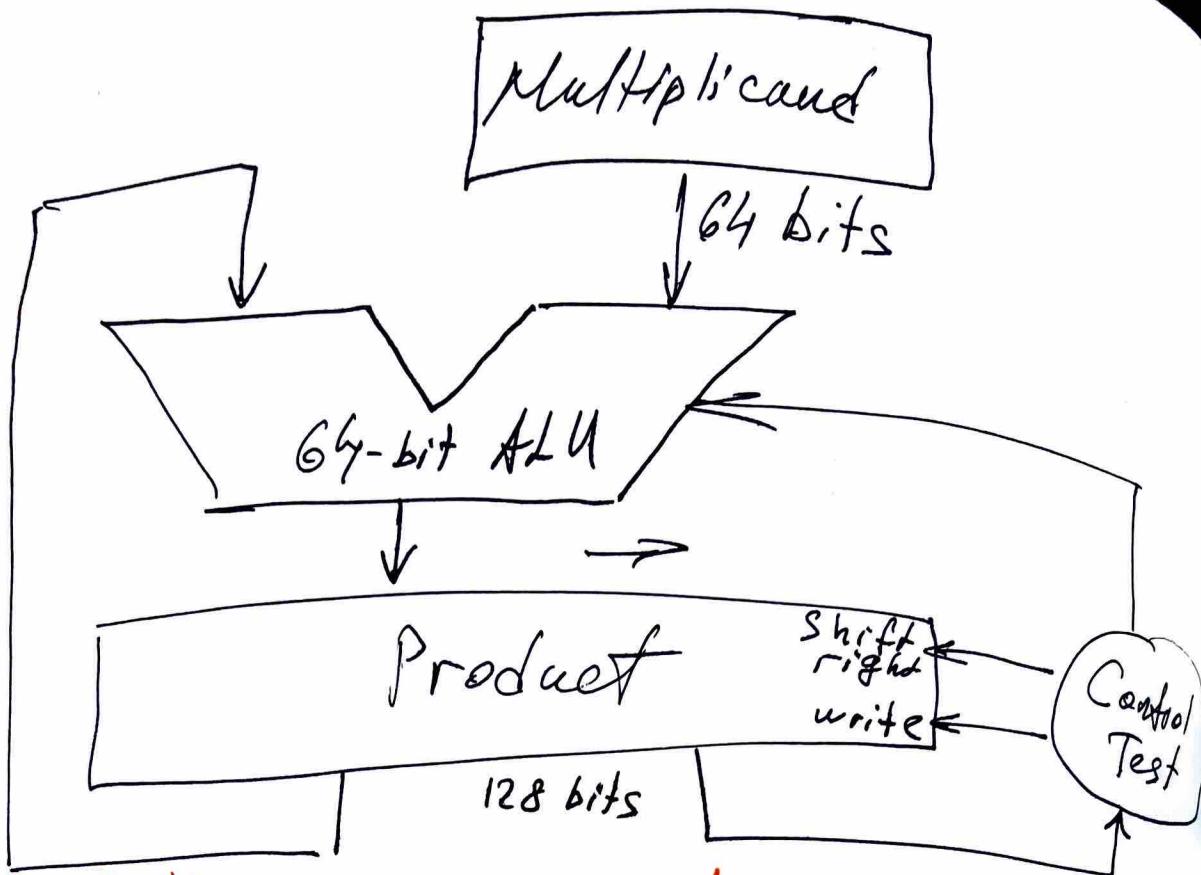
bits = 2 + 1023 = 1025

1	10000000001	0111000	- - -	-
1 bit	11 bits		52 bits	

10. Perform $(20.125) + (-5.75)$ and $(20.125) \cdot (-5.75)$ in binary normalized scientific format obtained from Question 9. Remember to normalize the result.

	Operation	Multiplicand	Product
0	Initial value (load multiplier to the lower half of the product register)	1010	0000 0101
1	Add: $\text{Prod} = \text{Prod} + \text{M} \text{ and}$	1010	$ \begin{array}{r} 0000 0101 \\ +1010 \\ \hline 1010 0101 \end{array} $
	Shift: Product to the right	1010	0101 0010
2	Add: No adding	1010	0101 0010
	Shift: shifting	1010	0010 1001
3	Add: Adding $= \text{Prod} + \text{M} \text{ and}$	1010	$ \begin{array}{r} 0010 1001 \\ +1010 \\ \hline 1010 0100 \end{array} $
	Shift: Shifting to right	1010	0110 0100
4	Add: No adding	1010	0110 0100
	Shift: Shifting		0110 0010

Multiply 1010 by 0101 using the optimized multiplier. For each step show the contents of the product register and the operation using following table.



① Normalizing

$$20.125 = 1.0100001 \cdot 2^4$$

$$\pm 5.75 = 1.0111 \cdot 2^2$$

② Choosing smallest exponent $1.0111 \cdot 2^2$ and converting to largest $0.010111 \cdot 2^4$

$$\begin{array}{r} 1.0111 \\ + 0.010111 \\ \hline 1.10100001 \end{array}$$

$$\begin{array}{r} 0.010111 \\ \times 1.10100001 \\ \hline 0.1110011 \end{array} \quad \text{Back to } 2^2 = 11.10011$$

Multiplication

$$\begin{array}{r} 1.0100001 \cdot 2^4 \\ \times 1.0111 \cdot 2^2 \\ \hline \end{array}$$

③ Adding exponents
 $4 + 2 = 6$

④ Perform multiplication

$$\begin{array}{r} 1.0100001 \\ 1.0111 \\ \hline 10100001 \\ 10100001 \\ 10000000 \\ 10100001 \\ \hline - 1.11001110111 \end{array} \cdot 2^6$$

1	100000101	11001110111
---	-----------	-------------

$6 + 12 = 13$

11. Given the following 1-bit ALU, and 3-bit control codes (A invert, Operation), write the operations performed corresponding to the 8 control codes in the following table

A Invert, operation	Operation	Performed Result =
0 00	A + B	$A + B$
0 01	$A \parallel B$	
0 10	$A \text{ AND } B$	
0 11	Shift $A' + B$ $A' \parallel B$ $A' \otimes B$	Less (jump)
1 00		
1 01		
1 10		
1 11		

A Invert

CarryIn

Operation

A

B

Less

Do

Correct

00

01

1

10

2

11

3

Result