## CS M151B Homework 6

## Charles Zhang

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## Problem 4.31

In this exercise we compare the performance of 1-issue and 2-issue processors, taking into account program transformations that can be made to optimize for 2-issue execution. Problems in this exercise refer to the following loop (written in C):

```
for (i = 0; i != j; i += 2)
b[i] = a[i] - a[i + 1];
```

Assume the two-issue, statically scheduled processor for this exercise has the following properties:

- One instruction must be a memory operation; the other must be an arithmetic/logic instruction or a branch.
- The processor has all possible forwarding paths between stages (including paths to the ID stage for branch resolution).
- The processor has perfect branch prediction.
- Two instruction may not issue together in a packet if one depends on the other.
- If a stall is necessary, both instructions in the issue packet must stall.

a) Draw a pipeline diagram showing how MIPS code given below executes on the two-issue processor. Assume that the loop exits after two iterations.

```
x13, DONE
    beqz
    li
            x12, 0
TOP:
            x5, x12, 3
    slli
    add
            x6, x10, x5
    ld
            x7, 0(x6)
    add
            x31, x11, x5
    ld
            x29, 8(x6)
            x12, x12, 2
    addi
            x30, x7, x29
    sub
    sd
            x30, 0(x31)
    bne
            x12, x13, TOP
DONE:
```

b) What is the speedup of going from a one-issue processor to a two-issue processor when running the optimized code from part a) and the optimized code below?

```
x13, DONE
    beqz
            x12, 0
    li
    jal
            ENT
TOP:
    slli
            x5, x12, 3
            x6, x10, x5
    add
    ld
            x7, 0(x6)
    ld
            x29, 8(x6)
            x12, x12, 2
    addi
            x30, x7, x29
    sub
            x31, x11, x5
    add
    sd
            x30, 0(x31)
ENT:
            x12, x13, TOP
    bne
DONE:
```

c) Unroll the MIPS code from part b) so that each iteration of the unrolled loop handles two iterations of the original loop. Then, rearrange/rewrite your unrolled code to achieve better performance on the one- issue processor. You may assume that j is a multiple of 4.