Implement loop unrolling in RISC-V using Ripes:

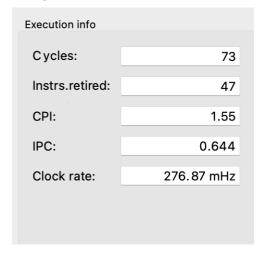
Problem Statement: Sum of all the elements in an array

1. Without Unrolling:

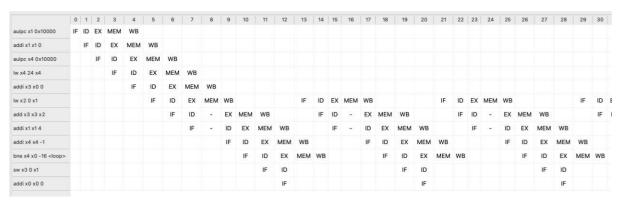
Code:

```
# RISC-V Assembly code without loop unrolling for 5-stage pipeline
array: .word 1, 2, 3, 4, 5, 6, 7, 8
size: .word 8
sum: .word 0
.text
 # Load address of array into x1
 la x1, array
 # Load size of array into x4
 lw x4, size
 # Initialize sum to 0
 li x3, 0
 # Loop to calculate sum
 loop:
   lw x2, 0(x1)
                   # Load array element
   add x3, x3, x2
                    # Add to sum
   addi x1, x1, 4
                    # Move to next element
   addi x4, x4, -1 # Decrement counter
   bne x4,x0,loop
                      # loop condition
   sw x3,0(x1)
                   #sum
   nop
```

Output:







^{*} Stalls are observed

1. With Unrolling and Scheduling:

Loop unrolling is the optimization technique of replicating loop iterations to reduce loop overhead, while instruction scheduling reorders instructions to minimize stalls and maximize resource utilization in assembly programs.

Code:

RISC-V Assembly code with loop unrolling for 5-stage pipeline

.data

array: .word 1, 2, 3, 4, 5, 6, 7, 8

size: .word 8 sum: .word 0

.text

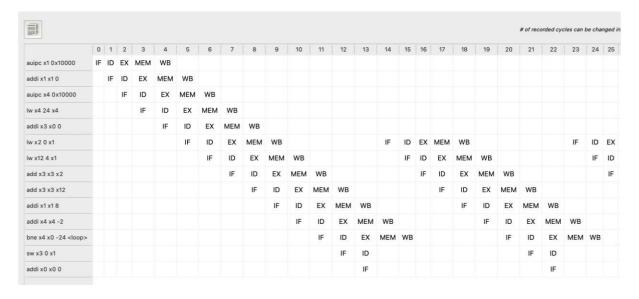
Load address of array into x1 la x1, array

Load size of array into x4

```
lw x4, size
# Initialize sum to 0
li x3, 0
# Loop Unrolling
loop:
 # Load array element and add to sum (unrolled iteration 1)
 # Load next array element and add to sum (unrolled iteration 2)
 lw x2, 0(x1)
                 # Load array element
                  # Load array element
 lw x12, 4(x1)
 add x3, x3, x2
                  # Add to sum
 add x3, x3, x12
                    # Add to sum
 addi x1, x1, 8
                  # Move to next element
 #addi x1, x1, 4
                   # Move to next element
 # Decrement counter by 2
 addi x4, x4, -2
                  # Decrement counter
 bne x4,x0,loop
                    # loop condition
 # Store the final sum in memory
 sw x3,0(x1)
                 #sum
 nop
```

Output:

Execution info	
Cycles:	45
Instrs.retired:	35
CPI:	1.29
IPC:	0.778
Clock rate:	5.45 Hz



*No stalls are observed

Inference:

In the absence of loop unrolling and instruction scheduling, stalls occurred during code execution, resulting in higher CPI and increased cycle count compared to optimized versions. However, by implementing loop unrolling and instruction scheduling techniques, all stalls were effectively eliminated, leading to enhanced code optimization and more efficient execution. This underscores the importance of employing these optimization strategies to minimize stalls, decrease CPI, and reduce cycle count, ultimately improving overall code performance and execution efficiency.