

**The University of Alabama in Huntsville**  
**ECE Department**  
**CPE 431 01**  
**Test 2 Solution**  
**Fall 2014**

1. (3 points) The three Cs of caches are capacity, conflict and compulsory.
2. (1 point) A tag is a field in a table used for a memory hierarchy that contains the address information required to identify whether the associated block in the hierarchy corresponds to a requested word.
3. (1 point) Write back is a scheme that handles writes by updating values only the block in the cache, then writing the modified block to the lower level of the hierarchy when the block is replaced.
4. (10 points) It is possible to have an even greater cache hierarchy than two levels. Consider a processor with the following parameters.

Base CPI, no memory stalls	Processor speed	Main memory access time	First-level cache miss rate	Second-level cache, direct-mapped speed	Local miss rate with second-level cache, direct-mapped	Third-level cache, eight-way set associative speed	Local miss rate with third-level cache, eight-way set associative
2.5	3 GHz	90 ns	6 %	25 cycles	30 %	60 cycles	35 %

Calculate the CPI for the processor given that the Memory accesses/instruction = 1.36 and that hits in the L1 cache incur no miss stalls.

$$\begin{aligned}
 \text{CPI} &= \text{CPI}_{\text{base}} + \text{CPI}_{\text{miss\_penalty}} \\
 &= \text{CPI}_{\text{base}} + \text{Memory accesses per instruction} (\text{CPI}_{\text{L1\_Hit}} + \text{L1}_{\text{miss\_rate}} (\text{L2}_{\text{hit\_time}} + \text{L2}_{\text{miss\_rate}} (\text{L3}_{\text{hit\_time}} + \text{L3}_{\text{miss\_rate}} * \text{Main Memory access time}))) \\
 &= 2.5 + 1.36(0 + 0.06(25 \text{ cycles} + 0.3(60 \text{ cycles} + 0.35 * 90 \text{ ns} * 3 * 10^9 \text{ cycles/s}))) \\
 &= 2.5 + 1.36(0.0 + 0.06(25 + 0.3(60 + 94.5))) \\
 &= 2.5 + 1.36(0.06(25 + 46.35)) \\
 &= 2.5 + 1.36(4.281) \\
 &= 2.5 + 5.822 \\
 &= 8.322
 \end{aligned}$$

5. (20 points) Here is a series of address references given as byte addresses: 118, 483, 2069, 321, 368, 1077, 1505, 812, 2832, 373, 1411, 511, 1463, 690, 4820, 1714, 1508. Assuming a two-way set associative-mapped cache with two-word blocks and a total size of 32 words that is initially empty and uses LRU, (a) label each reference in the list as a hit or a miss and (b) show the entire history of the cache, including tag and data.

$$32\text{words} \times \frac{1\text{block}}{2\text{words}} \times \frac{1\text{set}}{2\text{blocks}} = 8$$

sets

	Index	Block	offset	byte offset	
118	0000	0000	01 110 1	10	miss
483	0000	0001	11 100 0	11	miss
2069	0000	1000	00 010 1	01	miss
321	0000	0001	01 000 0	01	miss
368	0000	0001	01 110 0	00	miss
1077	0000	0100	00 110 1	01	miss
1505	0000	0101	11 100 0	01	miss
812	0000	0011	00 101 1	10	miss
2832	0000	1011	00 010 0	00	miss
373	0000	0001	01 110 1	01	hit
1411	0000	0101	10 000 0	11	miss
511	0000	0001	11 111 1	11	miss
1463	0000	0101	10 110 1	11	miss
690	0000	0010	10 110 0	10	miss
4820	0001	0010	11 010 1	00	miss
1714	0000	0110	10 110 0	10	miss
1508	0000	0101	11 100 1	00	hit

	Tag	Data	Tag	Data
0	5	M[320:327]	22	M[1408:1415]
1				
2	44	M[2832:2839]	32, 75	M[2064:2071], M[4816:4823]
3				
4	23	M[1504:1511]	7	M[480:487]
5			12	M[808:815]
6	2, 16, 22, 26	M[112:119], M[1072:1079], M[1456:1473], M[1712:1719]	5, 10	M[368:375], M[688:695]
7	7	M[504:511]		

6. (15 points) a) Schedule the following code on a 2-issue pipeline in which one slot takes lw/sw instructions and the other slot takes R-type and branch instructions.

```

Loop:  lw    $s1, 0($t1)
      add   $s2, $s2, $s1
      sw    $s2, 0($t1)
      lw    $s1, -4($t1)
      add   $s2, $s2, $s1
      sw    $s2, -4($t1)
      lw    $s1, -8($t1)
      add   $s2, $s2, $s1
      sw    $s2, -8($t1)
      addi  $t1, $t1, -12
      bne   $t1, $s0, Loop

```

Cycle	Issue Slot R type/Branch	Issue Slot lw/sw
1	addi \$t1, \$t1, -12	lw \$s1, 0(\$t1)
2		lw \$t2, 8(\$t1)
3	add \$s2, \$s2, \$s1	lw \$t3, 4(\$t1)
4	add \$s2, \$s2, \$t2	sw \$s2, 12(\$t1)
5	add \$s2, \$s2, \$t3	sw \$s2, 8(\$t1)
6	bne \$t1, \$s0, Loop	sw \$s2, 4(\$t1)



```

sort:      addi    $sp, $sp, -20          lw      $t4, 4($t2)
          sw      $ra, 16($sp)          slt      $t0, $t4, $t3
          sw      $s3, 12($sp)         beq      $t0, $zero, exit2
          sw      $s2, 8($sp)          add      $a0, $s2, $zero
          sw      $s1, 4($sp)          add      $a1, $s1, $zero
          sw      $s0, 0($sp)          jal      swap
          add     $s2, $a0, $zero        addi     $s1, $s1, -1
          add     $s3, $a1, $zero        j        for2tst
⇒ for1tst:  add     $s0, $zero, $zero    exit2:   addi     $s0, $s0, 1
          slt     $t0, $s0, $s3        j        for1tst
          beq     $t0, $zero, exit1     exit1:   lw      $s0, 0($sp)
          addi    $s1, $s0, -1          lw      $s1, 4($sp)
for2tst:  slt     $t0, $s1, $zero        lw      $s2, 8($sp)
          bne     $t0, $zero, exit2     lw      $s3, 12($sp)
          add     $t1, $s1, $s1        lw      $ra, 16($sp)
          add     $t1, $t1, $t1        addi     $sp, $sp, 20
          add     $t2, $s2, $t1        jr      $ra
          lw      $t3, 0($t2)

```

If the `add $s0` instruction one instructions before the `for1tst` label begins executing in cycle 1 and the `beq $t0, $zero, exit1` is taken, what instructions are found in each of the five stages of the pipeline in the 9<sup>th</sup> cycle? Show the instructions being executed in each stage of the pipeline during each cycle. What value is stored in the ALUResult of the EX/MEM pipeline register in the 9<sup>th</sup> cycle? Assume that before the instructions are executed, the state of the machine was as follows:

The PC has the value 200<sub>10</sub>, the address of the `add $s0` instruction

Every register has the initial value 20<sub>10</sub> plus the register number.

Every memory word accessed as data has the initial value 10000<sub>10</sub> plus the byte address of the word.

Cycle	IF	ID	EX	MEM	WB
1	<b>add \$s0</b>				
2	<b>slt \$t0</b>	<b>add \$s0</b>			
3	<b>beq \$t0</b>	<b>slt \$t0</b>	<b>add \$s0</b>		
4	<b>beq \$t0</b>	<b>slt \$t0</b>	<b>bubble</b>	<b>add \$s0</b>	
5	<b>addi \$s1</b>	<b>beq \$t0</b>	<b>slt \$t0</b>	<b>bubble</b>	<b>add \$s0</b>
6	<b>addi \$s1</b>	<b>beq \$t0</b>	<b>bubble</b>	<b>slt \$t0</b>	<b>bubble</b>
7	<b>slt \$t0</b>	<b>addi \$s1</b>	<b>beq \$t0</b>	<b>bubble</b>	<b>slt \$t0</b>
8	<b>bne \$t0</b>	<b>slt \$t0</b>	<b>addi \$s1</b>	<b>beq \$t0</b>	<b>bubble</b>
9	<b>lw \$s0</b>	<b>bubble</b>	<b>bubble</b>	<b>bubble</b>	<b>beq \$t0</b>

The instruction of interest is the one in the MEM stage during the 9<sup>th</sup> cycle, it is the `addi $s1, $s0, -1` instruction that has been turned into a bubble by zeroing out the control lines.

**EX/MEM.ALUResult = \$s0 -1 = 0 -1 = -1**

9. (15 points) Using the code below, unroll the loop four times. Arrange the unrolled code to maximize performance. You may assume that the loop executes a multiple of four times.

```

Loop: lw    $s2, 0($s0)
      sub   $s4, $s2, $s3
      sw    $s4, 0($s0)
      addi  $s0, $s0, 4
      bne   $s0, $s3, Loop

```

```

Loop: lw    $s2, 0($s0)
      sub   $s4, $s2, $s3
      sw    $s4, 0($s0)
      lw    $s2, 4($s0)
      sub   $s4, $s2, $s3
      sw    $s4, 4($s0)
      lw    $s2, 8($s0)
      sub   $s4, $s2, $s3
      sw    $s4, 8($s0)
      lw    $s0, 12($s0)
      sub   $s4, $s2, $s3
      sw    $s4, 12($s0)
      addi  $s0, $s0, 16
      bne   $s0, $s3, Loop

```

```

Loop: lw    $s2, 0($s0)
      addi  $s0, $s0, 16
      sub   $s4, $s2, $s3
      lw    $s2, -12($s0)
      sw    $s4, -16($s0)
      sub   $s4, $s2, $s3
      lw    $s2, -8($s0)
      sw    $s4, -12($s0)
      sub   $s4, $s2, $s3
      lw    $s2, -4($s0)
      sw    $s4, -8($s0)
      sub   $s4, $s2, $s3
      sw    $s4, -4($s0)
      bne   $s0, $s3, Loop

```