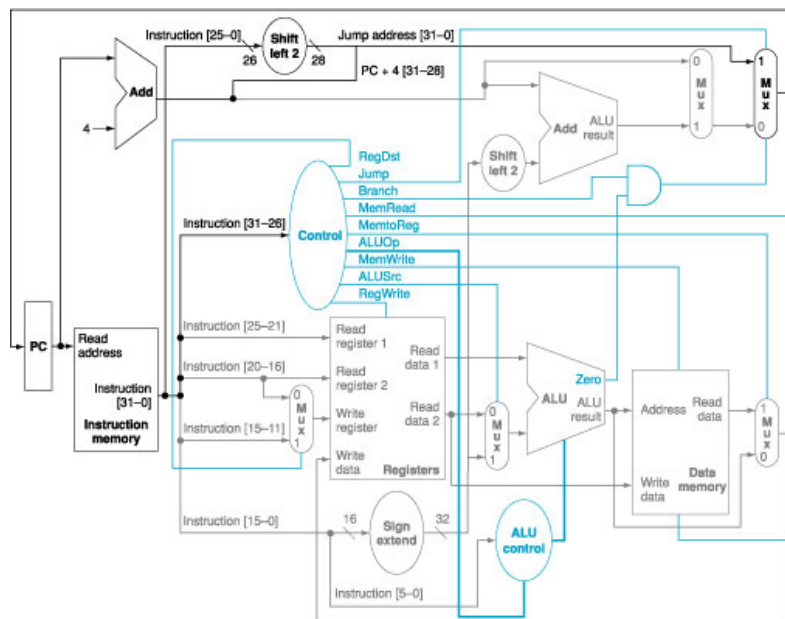


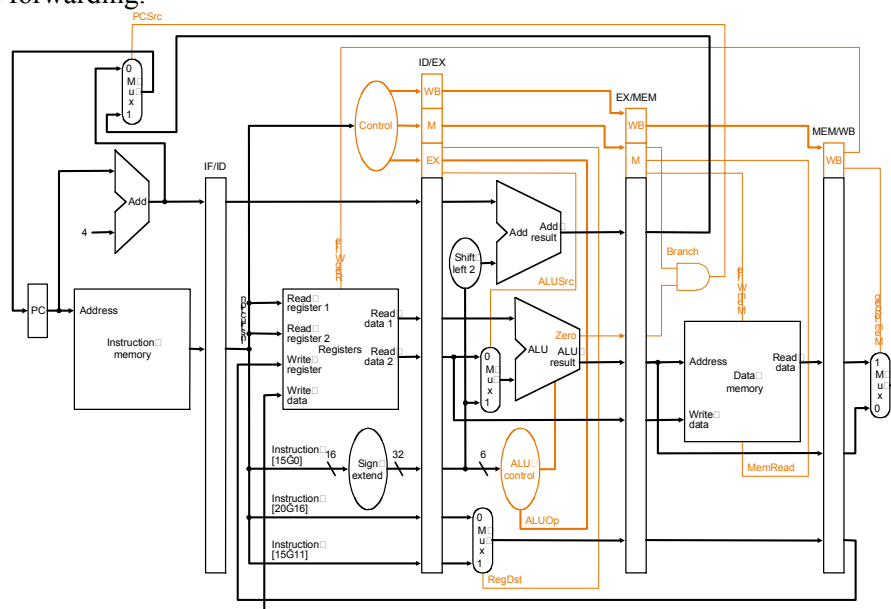
Name: _____

- ALU: 100 ps
- adder for PC + 4: X ps
- adder for branch address computation: Y ps

- What would the cycle time be if $X = 50$ and $Y = 75$?
- What would the cycle time be if $X = 30$ and $Y = 60$?



2. (1 point) For _____ elements, their outputs depend only on the current inputs.
3. (1 point) The _____ register contains the address of the instruction in the program being executed.
4. (1 point) A _____ element is a functional unit used to operate on or hold data within a processor.
5. (1 point) _____ is a method of resolving a branch hazard that assumes a given outcome.
6. (1 point) A _____ cache structure is one in which a block can be placed in any location in the cache.
7. (20 points) Consider executing the following code on a pipelined datapath like the one shown except that it has forwarding.



```

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

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

```

If the `add $t1` instruction two instructions after the `for2tst` label begins executing in cycle 1 and the `beq $t0, $zero, exit2` is taken, what are the values stored in the following fields of the IF/ID pipeline register in the 14th cycle? Assume that before the instructions are executed, the state of the machine was as follows:

The PC has the value 200_{10} , the address of the `add $t1` instruction

Every register has the initial value 20_{10} plus the register number.

Every memory word accessed as data has the initial value 10000_{10} plus the byte address of the word.

Fill in all of the fields, even if the current instruction in that stage is not using them.

IF/ID.PCInc =

IF/ID.Instruction =

Cycle	IF	ID	EX	MEM	WB
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					

8. (10 points) Consider a virtual memory system with the following properties:

64-bit virtual byte address

32 MB pages

48-bit physical address

What is the total size of the page table for each process on this processor, assuming that the valid, protection, dirty, and use bits take a total of 6 bits and that all the virtual pages are in use? (Assume that disk addresses are not stored in the page table.)

9. (15 points) (a) Identify all of the data dependencies in the following code. (b) How is each data dependency either handled or not handled by forwarding? **Draw a multiple clock cycle style diagram to support your answer.**

```
add    $5, $5, $4
lw     $5, 28($2)
add    $2, $4, $5
sw     $5, 100($2)
add    $3, $2, $4
```

10. (20 points) Here is a series of address references given as word addresses: 2, 3, 11, 16, 21, 13, 64, 48, 19, 11, 3, 22, 4, 27, 6, and 11. Assuming a two-way set associative cache with one-word blocks and a total size of 16 words that is initially empty, label each reference in the list as a hit or a miss and show the final contents of the cache.

