COMP4300 Computer Architecture, Spring 2022 Final Examination

(If you are unsure of the answer to any question, tell all your reasoning for giving the answer you did, for partial credit)

1. (15 points) Suppose that a redesign of a given machine speeds up execution time for ALU operations by a factor of 10. When the optimization is implemented, the overall average speedup of execution time for the machine is 1.3. What percentage of the original execution time was spent doing ALU operations?

2. (6 points) What is the theoretical maximum speedup you could get in the previous problem by speeding up ALU operations infinitely?

3.	(5 points) Suppose on a non-pipelined single-processor machine, you have the following breakdown: floating instructions make up 3% of the dynamic instruction count, and take 10 cycles to execute. Load/store instructions take 5 cycles to execute and make up 30% of the mix. Jumps take 5 cycles and make up 20%. All other instructions average 1 cycle. What is the average CPI?
4.	(6 points) What are the three types of hazards that lead to pipeline stalls?

6	(10 noints)) Describe how su	nerscalar nro	cessors exploi	t narallelism
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7. (5 points) On the AUBIE processor, how many 32-bit words does an instruction require if it does not use an address or immediate operand? How many 32-bit words are required if an address is part of the instruction? If an immediate is part of the instruction?

8. (6 points) In the pseudo-assembly code below, identify the data hazards by the two instructions involved in each dependence. Identify the hazard as an RAW (true), WAR (anti) or WAW (output) hazard. For example, if there is a write-after-write dependence between operation i and operation j, you would write "i -> j (waw)".

LD R1, R2(100); instruction 1

LD R4, #3000 ; instruction 2

ADD R2, R1, R4; instruction 3

SUB R5, R2, R1; instruction 4

MUL R4, R1, R2; instruction 5

9. (5 points) True or false: PDP-8 instructions are of variable length.

10.	(5 points) In a machine with 36-bit physical addresses, a cache block is 2K bytes in size. The cache can hold 1MB. It is direct-mapped. How many bits is the index value used with this cache?
11.	(5 points) In a machine with 36-bit physical addresses, a cache block is 2K bytes in size. The cache can hold 1MB. It is direct-maped. How many bits make up the offset portion of the address?
12.	(5 points) In a machine with 36-bit physical addresses, a cache block is 2K bytes in size. The cache can hold 1MB. It is direct-mapped, How many bits make up the tag portion of the address?

13. (10 points) In a computer with load/store architecture and a cache memory system, 30% of the instructions access memory (i.e. loads and stores). A cache hit takes 1 cycle and a miss take 10 cycles, and the miss rate for instructions is 1% and for data 5%. What is the average memory access time per instruction?

14. (10 points) For a machine most of whose code involves nested FOR-loops, which option would likely yield better performance, and why: a 1-bit or a 2-bit branch predictor? Why?

