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ECE541 - HWK5

1. Consider the following C code:

```
double A[16], B[16];
double X;
int i;
    .
    .
for(i = 0; i < 16; i++)
    A[i] = X * A[i] + B[i];</pre>
```

- a) Write a RISC-V assembly program that implements this loop, using the standard (non-vector) instruction set. Count the number of floating point instructions that will be executed in performing this loop.
- b) Write a version of this loop using a RISC-V model that has vector instructions. Use the vector op-codes listed in Figure 4.2 . Count the number of floating point instructions that will be executed in performing this code.
- c) Write a version of this loop using a RISC-V model that has SIMD instructions. Use the SIMD op-codes described in Chapter 4 (there is no table of these instructions in the chapter, but a syntax is suggested in the chapter). Count the number floating point instructions that will be executed in performing this code.

```
In [42]: 1 # Calculate Total Number of Instructions
2 instructions = 2 + (16 * 8)
```

a):

Total number of instructions executed: 130

| Number | | Instruction | Descriptors | Comment |
|--------|-------|-------------|-------------|--------------------------|
| 1 | | fld | f0,X | Load Scalar X |
| 2 | | addi | x28,x5,#256 | Last Address to Load |
| 3 | Loop: | fld | f1,0(x5) | Load A[i] |
| 4 | | fmul.d | f1,f1,f0 | X x A[i] |
| 5 | | fld | f2,0(x6) | Load B[i] |
| 6 | | fadd.d | f2,f2,f1 | $(X \times A[i]) + B[i]$ |
| 7 | | fsd | f1,0(x6) | Store into A[i] |
| 8 | | addi | x5,x5,#8 | Increment index to A |
| 9 | | addi | x6,x6,#8 | Increment index to B |
| 10 | | bne | x28,x5,Loop | Check if Done |

b):

Total number of instructions executed: 8

| Comment | Descriptors | Instruction | Number |
|--------------------------------------|-------------|-------------|--------|
| Enable 4 Double Precision FP vregs | 4xFP64 | vsetdcfg | 1 |
| Load Scalar X | f0,X | fld | 2 |
| Load Vector A | v0,x5 | vld | 3 |
| Vector-Scalar Multiplication (XxA) | v1,v0,f0 | vmul | 4 |
| Load Vector B | v2,x6 | vld | 5 |
| Vector-Vector Add ((XxA) + B) | v3,v1,v2 | vadd | 6 |
| Vector Store Sum | v3,x6 | vst | 7 |
| Disable Vector Regs | - | vdisable | 8 |