

216

4 times as many instructions

- Increase** - Now that the instructions themselves are larger (no longer 32 bits), this may increase the size of a 'word', effectively increasing program size.

405

2.39

3500

- 1) Arith: 400 Load/Store: $(300 \times 11) = 3300$ Branch: $(100 \times 3.3) = 330$ 4070

2) Original: $(1 \times 500) + (10 \times 300) + (3 \times 100) = 3800$

New #1: $(0.5 \times 500) + (10 \times 300) + (3 \times 100) = 3550$ 1.07x speedup

New #2: $(0.1 \times 500) + (10 \times 300) + (3 \times 100) = 3350$ $1.13 \times \text{speedup}$

406 2.40

70% arithmetic 10% Load/Store 20% branch

1) 2 CPI 6 CPI 3 CPI

$$(0.7 \times 2) + (0.1 \times 6) + (0.2 \times 3) = 2.6 \text{ average CPI}$$

2) 25% improvement in overall performance

Performance can be defined by IPC (instructions per cycle)

$$IPC = \frac{1}{CPI} \quad IPC = \frac{1}{2.6} = 0.3846$$

If we increase this by 25% $\rightarrow 0.3846 \times 1.25 = 0.481 \text{ IPC}$

$$CPI = \frac{1}{IPC} \quad CPI = \frac{1}{0.481} = 2.08$$

We are aiming for a CPI of 2.08.

$$(0.7 \times ?) + (0.1 \times 6) + (0.2 \times 3) = 2.08$$

$$(0.7 \times ?) = 0.88$$

$$? = 1.257$$

Arithmetic instructions should take, on average, 1.257 CPI.

3) 50% improvement in overall performance

$$IPC = 0.3846$$

Increase this by 50% $\rightarrow 0.3846 \times 1.5 = 0.577 \text{ IPC}$

$$CPI = \frac{1}{0.577} = 1.733$$

We are aiming for a CPI of 1.733

$$(0.7 \times ?) + (0.1 \times 6) + (0.2 \times 3) = 1.733$$

$$(0.7 \times ?) = 0.533$$

$$? = 0.7614$$

Arithmetic instructions should take, on average, 0.7614 CPI.