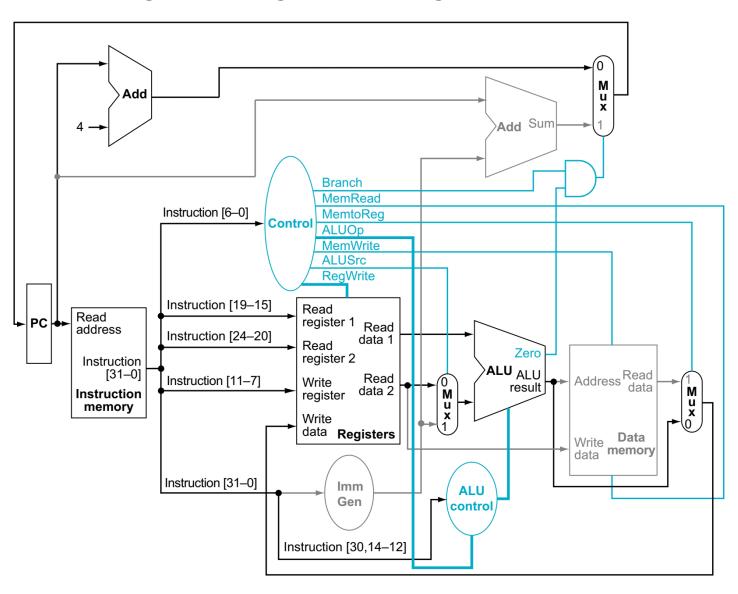
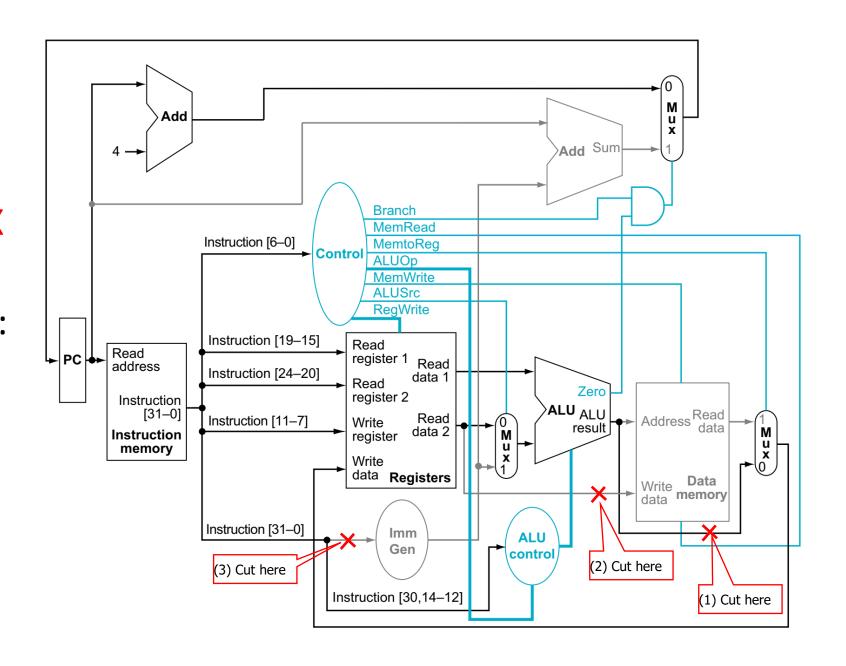
- Consider the instruction AND
- a) Show the values of control signals
- b) Which blocks/components produce useful output for this instruction?

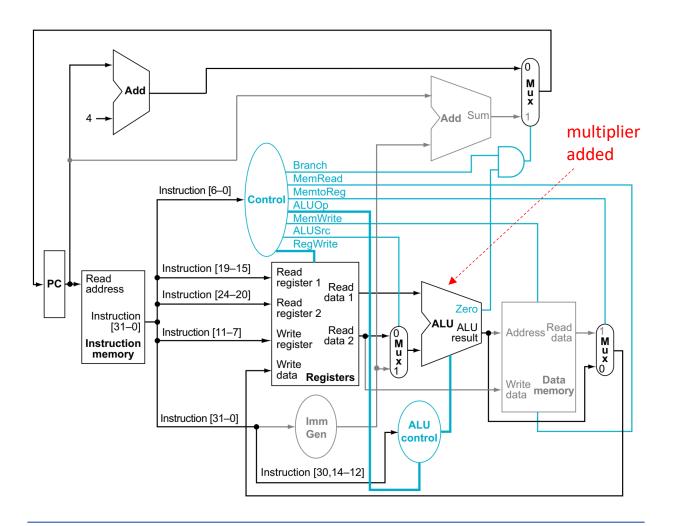
AND Rd,Rs,Rt #Reg[Rd] = Reg[Rs] AND Reg[Rt]



- Consider the RISC-V
 datapath on the right.
 The lines marked with X
 may be cut individually.
- For each cut (1), (2), (3):
 - Show an instruction that will fail to execute if the line is cut. Explain.
 - Show an instruction that still works.



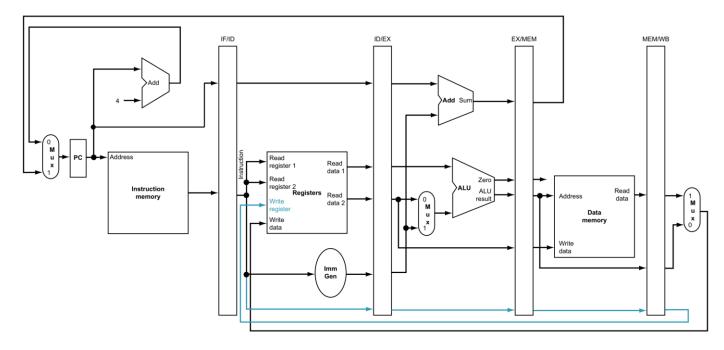
- Given latencies and cost of main blocks in the table of a single-cycle CPU.
- The multiplier is added to ALU. It causes ALU latency increased by 300 and cost increased by 600, but instruction count decreased by 5%.
- Find:
 - Clock cycle time with/without MUL.
 - Is the CPU speed up or slow down after adding MUL?
 - Is adding MUL a good design choice?



| Block | I-Mem | Add | Mux | ALU | Regs (R/W) | D-Mem | Control |
|--------------|-------|-----|-----|-----|---------------|-------|---------|
| Latency (ps) | | | 30 | | 100 | 350 | 100 |
| Cost | 1000 | 30 | 10 | 100 | 200 | 2000 | 500 |

- Given a pipelined CPU executing a program with breakdown of instructions as in the table.
- a) In what fraction of all cycles is the data memory used?
- b) In what fraction of all cycles is the output of the immediate generator (imm-gen) unit useful? Assume that there is no hazard.

| add | addi | not | beq | lw | SW |
|-----|------|-----|-----|-----|-----|
| 20% | 20% | 0% | 25% | 25% | 10% |



Assume that individual stages of the datapath have the following latencies.

| IF | ID | EX | MEM | WB |
|-------|-------|-------|-------|-------|
| 250ps | 350ps | 150ps | 300ps | 200ps |

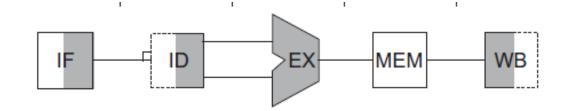
And the breakdown of executed instructions are as follow

| alu | beq | lw | sw |
|-----|-----|-----|-----|
| 45% | 20% | 20% | 15% |

- (a) What is the clock cycle time in a pipelined and non-pipelined processor?
- (b) What is the total latency of an LW instruction in a pipelined and non-pipelined processor?
- (c) What is the utilization of the instruction memory in a pipelined and non-pipelined processor, assuming there is no hazard?
- (d) Consider a pipelined CPU with no stalls or hazards, what is the utilization of the data memory and write-register port of register file?

Detect and determine type of hazards in the code below

- a) lw t0, 0(t0) add t1, t0, t0
- b) add t1, t0, t0 addi t2, t0, 5 addi t4, t1, 4



Given the code fragment below.

add r1,r2,r3 add r2,r1,r4 add r1,r1,r2

- a) Determine the potential hazard.
- b) There are 3 pipeline CPU versions
 - CPU1: no forwarding path, CC = 250 ps
 - CPU2: full forwarding path, CC = 300 ps
 - CPU3: ALU-ALU forwarding only, CC = 290 ps
- Compare performance of the 3 CPU versions when executing the above code
- Which one is the fastest and what is its limitation?

- Given the code fragment below. The latency of each pipeline stage is shown on the right.
- a) What is clock cycle of this CPU?
- b) Assume all branches are perfectly predicted. However, this CPU has only a single memory for both data and instructions. When structural hazard happens, the instructions accessing data will have higher priority. Draw the pipeline diagram showing execution of this program.

```
sw x16, 12(x6) 
lw x16, 8(x6) 
beq x5, x4, Label \# Assume x5!=x4 
add x5, x1, x4 
slt x5, x15, x4
```

| IF | ID | EX | MEM | WB |
|-------|-------|-------|-------|-------|
| 200ps | 120ps | 150ps | 190ps | 100ps |

Given the code fragment below.

```
loop: lw x1, 0(x1)
and x1, x1, x2
lw x1, 0(x1)
lw x1, 0(x1)
beq x1, x0, loop
```

- Assume that perfect branch prediction is used, and pipeline has full forwarding and hazard detection.
- a) Show pipeline execution of the 2nd iteration.
- b) Show the utilization of all 5 pipeline stages when the code is executed indefinitely?

What is the average CPI when CPU executes this loop?