Tous les exercices CAr

Solutions pour étudiants
Exercices Architecture des ordinateurs

1 Puce & silicon fabrication

1.1 Fabrication

a) 71.8%
b) 235.5 dies
c) 169.1 good_dies
d) 1.18 CHF

fun/fabrication-01

1.2 Fabrication

a) $120 \frac{\text{wafers}}{\text{ingot}}$
b) 250CHF
c) 0.796CHF
d) 209.3 dies
e) 158.23 dies
f) 2.05CHF

fun/fabrication-02

1.3 Fabrication

a) 200CHF
b) $\approx 600 \frac{\text{dies}}{\text{wafer}}$
c) $1.06 \frac{\text{CHF}}{\text{die}}$

fun/fabrication-03

2 | La loi de Moore & l'échelle de Denard

2.1 Échelle de Dennard

a) $1.414 = \sqrt{2}$
b) 406pm equals to 16601 times smaller

fun/dennardscaling-01

2.2 La consommation dynamique d'un circuit CMOS est :

Two statements are true, one is false.

fun/dennardscaling-02

3 | Consommation d'énergie

3.1 Autonomie de la batterie du téléphone portable

a) $112.6h$
b) $9.19h$

fun/powerconsumption-01

1 | Benchmark du processeur & Performance

1.1 Les quelles des propositions suivantes sont correctes ?

Three statements are true one is false.

per/benchmark-01

1.2 Qu'est-ce que le débit (throughput)?

One statement is true and three are false.

per/benchmark-02

1.3 Qu'est-ce que le SPEC?

One statement is true and three are false.

per/benchmark-03

1.4 Quel est l'objectif du Benchmark EEMBC ?

One statement is correct and three are false *per/benchmark-04*

1.5 Lequel des éléments suivants est une mesure de l'efficacité énergétique ?

One statement is correct and three are false.

per/benchmark-05

1.6 La consommation d'énergie et les performances par watt sont toutes deux importantes pour un système embarqué.

50/50 change. Think.

per/benchmark-06

1.7 Performances du processeur

a) $30\mu s$
b) $2\frac{\text{cycles}}{\text{instruction}}$
c) $5\frac{\text{cycles}}{\text{instruction}}$
d) $292\mu s$
e) Processor B is 1.29 times faster than processor A.

per/performance-01

1.8 Performances du processeur

a) $\text{CPI}_{\text{Avg\_A}} = 3.775\frac{\text{cycle}}{\text{instr}}$ & $\text{CPI}_{\text{Avg\_A}} = 2.52\frac{\text{cycle}}{\text{instr}}$
b) Computer B is 1.35 times faster than Computer A.
c) 2.69GHz

per/performance-02

1.9 Performances du processeur

$\text{Execution\_time} = 8.75\text{ms}$

per/performance-03

1.10 Performances du processeur

Variant 2

per/performance-04

1.11 Performances du processeur

a) CPU_A is better when
   a) $w_{p_1} > 90.\overline{90}\%$
   b) $w_{p_2} < 9.\overline{09}\%$
b) CPU_B is better when
   a) $w_{p_1} > 90\%$
   b) $w_{p_2} < 10\%$
c) CPU_C is better when
   a) $w_{p_1} > 50\%$

b) $w_{p_2} < 50\%$

per/performance-05

1.12 Performances du processeur

Central-Processing-Unit (CPU) A is the fastest!

per/performance-06

1.13 Performances du processeur

La fréquence d'horloge du processeur est de 2 GHz.

4.65

per/performance-07

1.14 Quelle est la meilleure mesure pour comparer les performances ?

One statement is true the others are false.

per/performance-08

1.15 Performances du processeur

$T = 3.2\overline{3}\text{ms}$

per/performance-09

1.16 Loi d'amdahl

$S = 5.263\%$

per/amdahls-law-01

1.17 Loi d'amdahl

$f = 66.\overline{6}\%$

per/amdahls-law-02

1.18 Loi d'amdahl

Optimization A is 1.28 times better than Optimization B.

per/amdahls-law-03

1 Implementation

1.1 Quelle est la principale différence entre un système en temps réel dur et un système en temps réel souple ?

One statement is correct the other one is false.

imp/implementation-01

1.2 Qu'est-ce qu'un système embarqué ?

One statement is correct all others are false.

imp/implementation-02

1.3 Un temps d'exécution plus rapide signifie moins d'énergie.

One statement is correct the other false.

imp/implementation-03

1.4 Pourquoi de plus en plus de SOC sont développés à la place des CPU ?

All statements are either correct or false.

imp/implementation-04

1 Instruction-Set Architecture

1.1 Code C simple vers assembleur RISC-V

1.1.1 Guide étudiants

a) You need the instruction: `add`
b) You need the instructions: `add`, `sub`
c) You need the instruction: `addi`
d) You need the instruction: `addi`
e) You need the instructions: `lui`, `addi`. Beware immediates overflow.
f) You need the instructions: `lui`, `addi`. Beware immediates overflow.

isa/c-to-riscv-01

1.2 Code C algorithmique vers assembleur RISC-V

1.2.1 Guide étudiants

a) One variant is with: `bne`, `add`, `sub`
b) One variant is with: `bne`, `add`, `j`, `sub`
c) One variant is with: `addi`, `bne`, `add`, `j`
d) One variant is with: `addi`, `bge`, `add`, `slli`, `j`
e) One variant is with: `lui`, `addi`, `lw`, `slli`, `sw`
f) One variant is with: `lui`, `ori`, `addi`, `bge`, `slli`, `add`, `lw`, `sw`, `j`
g) One variant is with: `addi`, `add`, `lb`, `beq`, `j`

isa/c-to-riscv-02

1.3 Code machine vers assembleur RISC-V

1.3.1 Guide étudiants

a)
```
0x41FE 83B3 = 0100 0001 1111 1110 1000 0011 1011 0011
```

$op = 51, funct3 = 0 \Rightarrow$ **add** or **sub** (R-Type Command)

funct7 = 01000000 $\Rightarrow$ **sub**

funct7	rs2	rs1	funct3	rd	op
0100 000	11111	11101	000	00111	0110011
32	31	29	0	7	51

```
sub t2, t4, t6
```

b) I-Type

isa/machinecode-to-riscv-01

1.4 Opérations logiques sur registres

1.4.1 Guide étudiants

a) `s3 = 0x46A1 0000`
b) `s4 = 0xFFFF 01B7`
c) `s5 = 0xB95E F1B7`

isa/riscv-execution-01

1.5 Opérations logiques sur valeurs

1.5.1 Guide étudiants

a) `s3 = 0x3A75 0824`
b) -
c) -

isa/riscv-execution-02

1.6 Multiplications en RISC-V

1.6.1 Guide étudiants

```
s4 = 0xE000 0000
s3 = 0x0000 0000
```

isa/riscv-execution-03

1.7 Division et modulo

1.7.1 Guide étudiants

```
s3 = 0x0000 0005
s4 = 0x0000 0002
```

isa/riscv-execution-04

1.8 Type R vers code machine

1.8.1 Guide étudiants

a)
```
add x18, x18, x20
```

R-Type Command

funct7	rs2	rs1	funct3	rd	op
0	20	19	0	18	51
0000000	10100	10011	000	10010	0110011

```
0x0149 8933
```

b) -
c) **`0x0092 9BB3`**
d) -
e) -

isa/riscv-to-machinecode-01

1.9 Type I vers code machine

1.9.1 Guide étudiants

a)
```
addi x8, x9, 12
```

I-Type Command

$imm_{11:0}$	rs1	funct3	rd	op
12	9	0	8	19
0000 0000 1100	01001	000	01000	001 0011

```
0x00C4 8413
```

b) -
c) -
d) **`0x01B0 1483`**
e) -

isa/riscv-to-machinecode-02

1.10 Type S vers code machine

1.10.1 Guide étudiants

a) **`0xFE79 AD23`**
b) -
c)
```

```

```
sb x30, 0x2D(x0)
```

S-Type Command

$imm_{11:5}$	rs2	rs1	funct3	$imm_{4:0}$	op
0000 001	30	0	0	01101	35
0000 001	11110	00000	000	01101	010 0011

```
0x03E0 06A3
```

isa/riscv-to-machinecode-03

1.11 Système temps réel

Quelle est la principale différence entre un système en temps réel « dur » et un système en temps réel « souple » ?

1.11.1 Guide étudiants

One of those system types is considered as failed if it misses any timing. When/Why is it necessary to be so strict ?

isa/riscv-to-machinecode-04

1.12 Type U vers code machine

1.12.1 Guide étudiants

`0x8CDE FAB7`

isa/riscv-to-machinecode-05

1.13 Type J vers code machine

1.13.1 Guide étudiants

`0x0FF8A 60EF`

isa/riscv-to-machinecode-06

2 Complément au laboratoire

Pour vous aider, n'hésitez pas à utiliser l'interpréteur RISC-V sur https://course.hevs.io/car/riscv-interpreter/ ainsi que Ripes.

> Attention aux types des variables !
> - Le type **int** est considéré de taille 32 bits signé.
> - Le type **unsigned int** est considéré de taille 32 bits non-signé.
> - Si il est suivi d'un nombre (ex: **int16_t**), cela signifie que la variable est sur x bits (ici 16). Si précédé d'un **u**, il est non-signé.
>
> **uint8_t** est donc un byte non-signé, tandis que **int8_t** est un byte signé.

2.1 Calculs de base

2.1.1 Guide étudiants

a)

```
# a = b + c;
# s0 = a, s1 = b, s2 = c

# b = 1, c = 2
addi s1, zero, 1
addi s2, zero, 2
add s0, s1, s2      # a = b + c
# s0 = 0x00000003
# s1 = 0x00000001
# s2 = 0x00000002

# b = -1, c = 2

...

# s0 = 0x00000001
# s1 = 0xffffffff
# s2 = 0x00000002

# b = -12, c = 2032

...

# s0 = 0x000007db
# s1 = 0xfffffff4
# s2 = 0x000007e7
```

b)

```
# a = b - c;
# d = (e + f) - (g + h);
# s0-s7 = a-h

...

# t0 = 0xfffffbb1
# t1 = 0x000007db
# s0 = 0xffffffff
# s1 = 0x00000002
# s2 = 0x00000003
# s3 = 0xfffff7d6
# s4 = 0xffffffff
# s5 = 0xfffffbb2
# s6 = 0x000007e7
# s7 = 0xfffffff4
```

isa/lab-basic-calc

2.2 Accès mémoire

2.2.1 Guide étudiants

```
# Check for sign extension comprehension

# uint16_t a = mem[3];
# mem[4] = a;
# t0 is a
```

```
lhu t0, 3(zero) # if lh, the last bit may be 1 -> extended -> wrong number
sw  t0, 4(zero)


# int16_t a = mem[3];
# mem[4] = a;
# t0 is a
??? t0, 3(zero) # if lh, the last bit may be 1 -> ???
??? t0, 4(zero)
```

isa/lab-memory

2.3 Algorithmes basiques

1. Transmettre la valeur de 8 bits de la mémoire à l'adresse 0x0000′1000 en série, bit par bit, dans le Least Significant Bit (LSB) de la mémoire à l'adresse 0x0000′1001. Les bits restants de l'adresse mémoire 0x0000′1001 doivent être ‹ **0** ›. Calculez le débit de bauds en $\frac{\text{Instructions}}{\text{Bit}}$ pour l'ensemble de la transmission.

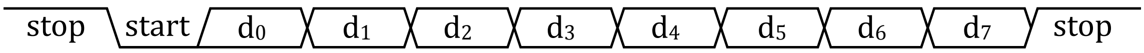

Figure 5 - Transmission sérielle UART

2. Multiplier deux nombres de 4 bits ensemble en utilisant en plus une des commandes **bne** ou **bge**. L'algorithme fonctionne de la manière suivante : une multiplication est la même chose que l'addition x fois du même nombre. Par exemple : $2 * 9 = 9 + 9 = 18$.

2.3.1 Guide étudiants

1. UART transmission idea:

```
# Serial UART Transmisstion
# setup
lui s2, 0x00001      # store UART base address
addi t0, zero, 0xA   # value to be send for testing
sb   t0, 0(s2)       # save to memory

# start
lui s2, 0x00001      # store UART base address
addi s1, zero, 0x1   # store mask bit
lb s0, 0(s2)         # get value from memory

# send stopbit
sb s1, 1(s2)         # send stopbit to memory
addi zero, zero, 0   # nop
addi zero, zero, 0   # nop

# send startbit
...

# algorithm iteration #1 to #8
...

# send stopbit
```

```
addi zero, zero, 0   # nop
sb s1, 1(s2)         # send stopbit to memory
```

2. Two numbers basic multiplication with loops idea:

```
# Input values
# a0, a1 = input, a2 = output
addi a0, zero, 9
addi a1, zero, 2

# init output to zero
addi a2, zero, 0

# check if a1 is zero
if a1 == 0 => goto end
decrement a1

accumulate:
  accumulate into a2
  decrement a1
  continue if not 0
```

isa/lab-basic-algos

2.4 Branching

2.4.1 Guide étudiants

If / else

```
addi s0, zero, 1 # int a = 1
addi s1, zero, 2 # int b = 2

# if(a == b)
test1:
  bne s0, s1, test2 # imm = 12
# a == b
equal:
  c = 0
  goto end
# else if b > a
test2: # a < b === b >= a
  if a < b => goto a_smaller
# a > b
a_bigger:
  addi s2, zero, 1
  jal end # imm = 8
# a < b
a_smaller:
  addi s2, zero, 2

end:
# ...
```

2.4.2 Switch case

```
# a = s0, mem[2] = s1
lw s1, 2(zero)

# if(b == 0)
bne s1, zero, not0 # imm = 12

# b == 0
li s0, 17
jal end # imm = 48

# b != 0
not0:
  li t1, 3
  # if(b == 3)
  bne s1, t1, not3 # imm = 12

# b == 3
li s0, 33
jal end # imm = 32

# b != 3
not3:
  ...
  # if(b == 8)
  if(b == 8) goto is8_or_12 # imm = 20
  ...
  # if(b == 12)
  if(b == 12) goto is8_or_12 # imm = 12

# b != 8 | 12 (others)
li s0, 99
jal end # imm = 8

# b == 8 | 12
is8_or_12:
  li s0, 10

end:
# ...
```

2.4.3 While / Do While

```
// A : simple do-while
addi a5, zero, 10 # int a = 10;
while_entry:
  addi a5, a5, -1 # a--
  bne zero, a5, while_entry # imm = -4

// B : similar
addi a5, zero, 10 # int a = 10;
while_entry:
  addi a5, a5, -1 # a--
  if a >= 0 => goto while_entry
```

```
// C : uint32_t instead of int
...
```

2.4.4 For

```
# a is s0, i is s1, mem[0] = s2
lw s2, 0(zero) # loop target

# For the for to work, blte does not exist.
# Thus, since the loop decreases, a > b
#  === a-1 >= b (for signed only, else infinite loop)
# so better a >= b + 1
addi s2, s2, 1  # target + 1
li s1, 4        # i = 4
mv s0, zero     # a = 0

jal for_test # imm = 8

for_do:
  add s0, s0, s1
  addi s1, s1, -1 # MUST be at the end of for

for_test:
  bge  s1, s2, for_do # imm = -8
```

isa/lab-branch

2.5 Functions

2.5.1 Guide étudiants

a) A function with context saving which can be optimized

```
# a is s0, b is s1
li s0, 1 # a = 1
mv a0, s0 # copy into a0 as funct. arg
jal ra, doubleIt # imm = undef.
mv s1, a0 # b = result

# DO NOT FORGET THE FOLLOWING
# a0 is a scratch register, and we called
a function
# so we are not sure if a0 is still s0
mv a0, s0
jal ra, doubleItOpti # imm = undef.
mv s1, a0 # b = result

# ...

doubleIt:
  # save context
  addi sp, sp, -4
  sw s0, 0(sp)
  # do a = a * 2
  mv s0, a0
  sll s0, s0, 1
  mv a0, s0
  # restore context
  lw s0, 0(sp)
  addi sp, sp, 4
  jalr zero, ra, 0 # or pseudo jr ra

# If 'a' should be a register
doubleItOpti:
  mv t0, a0
  sll t0, t0, 1
  mv a0, t0
  jalr zero, ra, 0 # or pseudo jr ra

# Most opti version
doubleItOpti2:
   # nothing to save since we can do it
with a0 directly
  sll a0, a0, 1
  jalr zero, ra, 0 # or pseudo jr ra
```

b) A function with too many arguments

```
# a to j in s0-s10
# res in s11
li s0 1
li s1 2
...
li s10 10

# prepare arguments
mv a0, s0
mv a1, s1
...
mv a7, s7
# still two args to pass -> stack
addi sp, sp, -8
# It is important that the caller
# reserves the space. Also, note
# the order in stack.
sw s8, 4(sp)
sw s9, 0(sp)
# call
jal ra, sum
# stack not needed anymore
addi sp, sp, 8

mv s1, a0 # b = result

# ...

sum:
  # do add with aX regs
  add a0, a0, a1
  add a0, a0, a2
  ...
  add a0, a0, a7
  # load i from over sp
  lw t0, 4(sp)
  add a0, a0, t0
  # load j from over sp
  lw t0, 0(sp)
  add a0, a0, t0
  jr ra
```

isa/lab-fcts

2.5.2 Guide étudiants

2.5.2.1 Modulo

```
# RV32IM
# a is s0, b is s1, c is s2
li s0, 9
li s1, 7
remu s2, s0, s1

# RV32I
# Call a div algorithm and take remainder
# Or call a sub loop

# Modulo of power of 2
li s0, 9
li s1, 8
addi t0, s2, -1 # pow 2 - 1
and s2, t0, s0
```

2.5.2.2 °F -> °C

The main algorithm is:

```
begin:
    li s0, 550 # degrees farenheit

    li s1, 466034 # magic number
    mv s2, s0 # c = f

    # A: c = f - 32
    addi s2, s2, -32

    # B: c = c * 5
    # Variante 1 c*5 with shift
    # slli s3, s2, 2 # c * 4
    # add s2, s3, s2 # c + c (== * 5)
    # Variante 2 c*5 with function
    mv a0, s2
    li a1, 5
    # jal ra, mulFunct   # func variant malFunct
    # jal ra, sfmulFunct # func variant sfmulFunct
    jal ra, fmulFunct    # func variant fmulFunct
    mv s2, a0

    # C: c = c * 2^n / 9
    mv a0, s2
    mv a1, s1
    # jal ra, mulFunct   # func variant malFunct
    # jal ra, sfmulFunct # func variant sfmulFunct
    jal ra, fmulFunct    # func variant fmulFunct
    mv s2, a0

    # D: c >>= n
    srli s2, s2, 22

# End
```

```
nop
    j begin
```

The multiplication functions (from worst to best):

a)

```
# bad O(n_b)
mulFunct: # mulFunct(int a, int b)
    # add itself each time
    mv t0, a0
    addi a1, a1, -1

    mul_beg:
    bgeu zero, a1, mul_end # if 1 > b
    add a0, a0, t0
    addi a1, a1, -1
    j mul_beg

    mul_end:
    jr ra

# better O(n_min[a,b])
sfmulFunct: # sfmulFunct(int a, int b)
    swap a and b to loop less times
    loop to multiply
```

b)

```
# best
fmulFunct: # fmulFunct(int a, int b)
    swap a and b to loop less times

    mul_is_done:
        if b is 0 => goto fmul_end

        if b[0] is 0 => goto shift
    add:
        add t0, a0, t0
    shift:
        shift a0 left once
        shift a1 right once
        goto mul_is_done

    fmul_end:
        mv a0, t0
        jr ra
```

The test with n = 23 should work for small numbers but overflow with bigger:

- 100F = 37C; 400F = 204C
- 1000F = 25C -> WRONG

$$
\begin{aligned}
\text{nbBits}_{\text{max}_{\text{fahrenheit}}} + \text{nbBits}_{\text{mult5}} + \text{nbBits}_{\text{magicNumber}} &= \\
10(\text{max. } 1000\text{-}32) + 3 + (n - \text{nbBits}_{\text{div9}} + 1) &= \\
10 + 3 + (16 - 4 + 1) &= \\
&= 26 \text{ bits}
\end{aligned}
\tag{1}
$$

Because, following Équation 1, if n is 23 $\rightarrow$ equation gives 33 bits, but we are on 32.

isa/lab-adv-algos

1 Architecture

1.1 Stack-Architecture

a) -
b) 7 explicit fetch and none implicit
c) 7 explicit fetch, 4 implicit fetch, 4 implicit store

arc/stack-01

1.2 Stack-Architecture

a) -
b) 7 explicit fetch
c) 7 explicit fetch (with compiler optimizations)
   7 explicit fetch, 1 implicit store, 1 implicit fetch (without compiler optimizations)
d) 7 explicit fetch, 3 implicit store, 3 implicit fetch (without compiler optimizations)

arc/stack-02

2 Single-Cycle RISC-V

2.1 Fonctionnement du processeur à cycle unique

```
PCScr = '0'
RegWrite = '1'
ImmScr[1:0] = "xx"
ALUSrc = '0'
ALUControl[2:0] = "010"
MemWrite = '0'
ResultScr = '0'
```

arc/scr-01

2.2 Prolonger le mono-cycle avec l'instruction `jal`

```
PCScr = '0'
RegWrite = '1'
ImmScr[1:0] = "xx"
ALUSrc = '0'
ALUControl[2:0] = "010"
MemWrite = '0'
ResultScr = '0'
```

arc/scr-02

2.3 Performance du processeur à mono-cycle

$$T_{\text{program\_single\_cycle}} = 75\text{sec} \quad (2)$$

arc/scr-03

3 | Multi-Cycle RISC-V

3.1 Performance du processeur à multi-cycle

$$\begin{aligned} \text{CPI}_{\text{load}} &= 5 \text{ cycles} \\ \text{CPI}_{\text{store}} &= 4 \text{ cycles} \\ \text{CPI}_{\text{branch}} &= 3 \text{ cycles} \\ \text{CPI}_{\text{jump}} &= 4 \text{ cycles} \\ \text{CPI}_{\text{alu}} &= 4 \text{ cycles} \\ \text{CPI}_{\text{average}} &= 4.14 \text{ cycles} \end{aligned} \tag{3}$$

arc/mcr-01

3.2 Performance du processeur à multi-cycle

$$T_{\text{program\_single\_cycle}} = 155.25\text{sec} \tag{4}$$

arc/mcr-02