# **Advanced Computer Architecture**

高级计算机系统结构(复习题)

-考试时间: 1月20号下午

#### **Amdahl's Law**

$$\textbf{ExTime}_{\text{new}} = \textbf{ExTime}_{\text{old}} \times \left[ (1 - \text{Fraction}_{\text{enhanced}}) + \frac{\text{Fraction}_{\text{enhanced}}}{\text{Speedup}_{\text{enhanced}}} \right]$$

$$Speedup_{overall} = \frac{ExTime_{old}}{ExTime_{new}} = \frac{1}{\left(1 - Fraction_{enhanced}\right) + \frac{Fraction_{enhanced}}{Speedup_{enhanced}}}$$

#### Best you could ever hope to do:

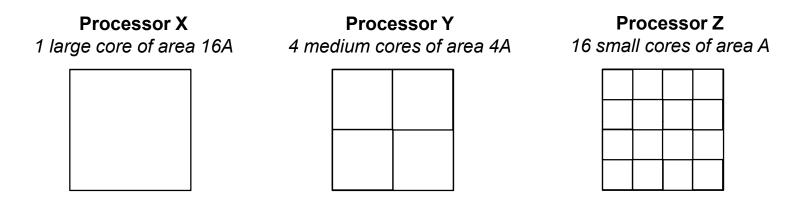
$$Speedup_{maximum} = \frac{1}{(1 - Fraction_{enhanced})}$$



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#### 例题选讲(1)

▶ 考虑下面3个处理器(X,Y和Z),都在一定硅面积(16A)上制造。假设单个线程的性能随着其使用面积的平方根增长。在上述3种处理器运行某一程序,这个程序串行的比例是S,而(1-S)为完全可并行的,完全使用Z中一个小核完成该程序的时间为T。



- ▶ 分别计算3个处理器完成程序的时间。
  - (1) X: 面积是Z小核的16倍,则程序执行时间为1/4;
  - (2) Y: 单个核面积是Z小核的4倍,则串行部分需要S\*T/2,4个核并行部分执行时间为 ((1-S)\*T/2)/4,总时间为3S\*T/8+T/8
  - (3) Z: S\*T+(1-S)\*T/16=15S\*T/16+T/16

#### 例题选讲(2)

- ▶ 某处理器能够使用DVFS技术来降低处理器的能耗,如果电压降低15%,则相应的频率也下降15%。请问使用DVFS之后,对于动态能耗和动态功率的影响?
- 解 Energy <sub>dynamic</sub> = Capacitive load × Voltage<sup>2</sup>
  Power <sub>dynamic</sub> = 1/2×capacitive load×Voltage<sup>2</sup>×Frequency switched
- ▶ 处理器的晶体管数量不变,则动态能耗之比为:

$$\frac{Energy_{new}}{Energy_{old}} = \frac{(Voltage \times 0.85)^2}{Voltage^2} = 0.85^2 = 0.72$$

> 动态功率为:

$$\frac{Power_{new}}{Power_{old}} = 0.72 \times \frac{Frequency\ switched \times 0.85}{Frequency\ switched} = 0.61$$

▶ 动态能量为原来的72%,动态功率为原来的61%

#### 例题选讲(3)

Component type	Product	Performance	Power
Processor	Sun Niagara 8-core	1.2GHz	72-79 W peak
	Intel Pentium 4	2GHz	48.9-66 W
DRAM	Kingston X64C3AD2 1 GB	184-pin	3.7 W
	Kingston D2N3 1 GB	240-pin	2.3 W
Hard driver	DiamondMax 16	5400rpm	7.0 W read/seek. 2.9 W idle
	DiamondMax 9	7200rpm	7.9 W read/seek. 4.0 W idle

- ➤ 假设每个部件处于最大负载,电源功率效率为80%, 2GB 240针内存, 7200RPM硬盘。计算Intel P4服务器实际功率是多少?
- ▶ 使用该服务器使用7200RPM(DM9)硬盘,硬盘60%的时间空闲,磁盘的实际功率是多少?
- ➤ 如果DM9存取数据的时间为DM16的75%,如果两个盘的能耗相同,则 DM9的空闲时间比例是多少?

#### 解:

- (1) 0.8x=66+2\*2.3+7.9 则x=0.99W
- > (2) 0.6\*4+0.4\*7.9=5.56W
- (3) W\_DM9=0.75\*W\_DM16
   W\_DM9=1 I\_DM9
   W\_DM16=1 I\_DM16
- > W\_DM9\*7.9+I\_DM9\*4= W\_DM16\*7+I\_DM16\*2.9
- > So: I\_DM9=29.8%

#### CPU的性能公式

➤ CPI是衡量CPU执行指令效率的重要指标。让我们先考虑一个标准测速程序的全部执行时间Te和其中所有第i种指令的累计时间Ti,易知

$$T_e = IC \times CPI \times CYCLE$$
,  $T_i = IC_i \times CPI_i \times CYCLE$ 

- > 其中:  $CYCLE = \frac{1}{f}$ ,  $IC = \sum_{i=1}^{n} IC_i$
- ▶ 另一方面,我们又可以写

$$T_{e} = \sum_{i=1}^{n} T_{i} = \sum_{i=1}^{n} (IC_{i} \times CPI_{i} \times CYCLE) = \left[\sum_{i=1}^{n} IC_{i} \times CPI_{i}\right] \times CYCLE$$

- ightharpoonup 比较上面第一式与最后一式,可以得到CPI与CPI 的关系  $IC imes CPI = \sum_{i=1}^{n} (IC_i imes CPI_i)$
- ightharpoonup 或者写为  $CPI = \sum_{i=1}^{n} (\frac{IC_i}{IC} \times CPI_i)$ , 它表明CPI为所有CPI<sub>i</sub>的加权平均值

$$CPU \ time = \frac{Seconds}{Pr \ ogram} = \frac{Instructions}{Pr \ ogram} \times \frac{Cycles}{Instruction} \times \frac{Seconds}{Cycle}$$

#### 例题选讲(4)

- ➤ A计算机指令系统中含有一条特殊的多媒体处理指令,如果不使用这条指令,A计算机的 MIPS 为400,但执行该指令时,其执行时间是其他指令的 4 倍;B计算机 MIPS 为600,没有这条指令,但可以用其他10条指令构成子程序来代替这条指令。有10000行某段程序在A计算机上顺序执行时,这条多媒体指令出现的比例是20%。假设两台计算机除那条多媒体指令外,所有指令和指令的执行周期数都相同。问:哪台计算机先完成同样的计算任务?(需要通过计算结果比较)。
- ➢ 答案: A计算机的指令条数为10000条,8000条以MIPS为400的速度执行,,2000条以MIPS为100的速度执行。B计算机的指令条数为8000+2000\*10=28000条,以MIPS为600的速度执行。

执行时间=
$$\frac{指令数}{MIPS*10^6}$$

- ➤ A计算机执行时间=8000 / (400\*10^6) + 2000 / (100\*10^6) =20us+20us=40us
- ➤ B计算机执行时间=28000 / (600\*10^6) =280 / 6=46.6us
- ➤ 所以,A计算机先完成

#### 例题选讲(5)

- > CPU性能问题:
- ➤ CPU的动态功率为:

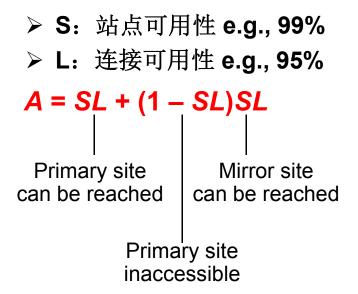
$$P_{dyn} \approx \sum_{i \in units} k_i C_i V^2 A_i f$$

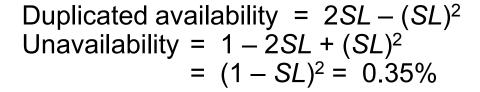
- ▶ 某8核MCPUx能够动态启动和关闭工作的核,假设某一程序80%部分可以并行执行,不考虑L1, L2 Cache对于计算过程和功耗的影响,CPI在两种情况下都不变;在单核运行时,程序执行的时间为T0, P0为运行功率。下面有两个调度方案,请分别计算该程序运行在两种情况下的实际功耗。
  - (1) 只使用一个核,其它核关闭,CPU电压不变,电压增加10%,主频增加25%;
    - (2) 使用全部8个核, CPU电压增加10%, 主频不变。

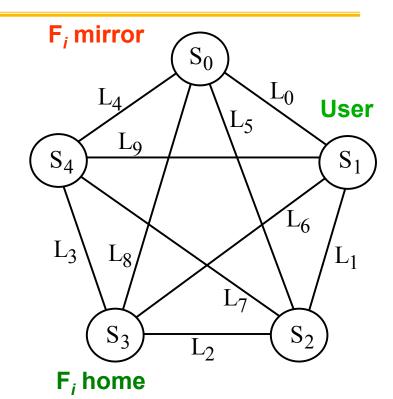
#### 解答

- ▶ T0为程序原来执行的时间,P0为单核执行不改变时的功率,其 执行程序的总能耗为W0= T0\*P0
- > (1) T1 = T0 / (1+0.25) = 0.8\*T0 P1 = (1+10%)<sup>2</sup>\*(1+25%)\*P0 =1.5125\*P0 W1=T1\*P1=1.21 W0
- > (2) T2 = (20%+80% / 8)\*T0=30%T0
  P2=(1+10%)<sup>2</sup>\*8\*P0
  =9.68\*P0
  W2=T2\*P2=2.904 W0

#### 副本可靠性模型(6)







Data unavailability reduced from 5.95% to 0.35%

Availability improved from ≈ 94% to 99.65%

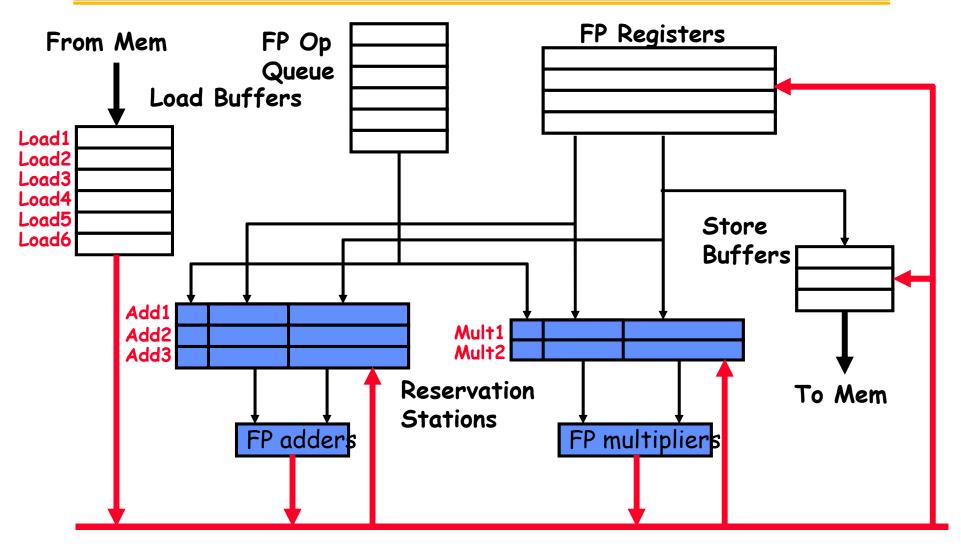
#### 例题选讲(7)

➤ 在下面Tomasulo结构上执行指令,分别计算每条指 令写结果阶段的时间(时钟周期数),并画出相应的 时空图。

(注:写不下了图在下页)

				Latency
LD	F6	34+	R2	1
LD	F2	45+	R3	1
MULTD	F0	F2	F4	10
SUBD	F8	F6	F2	2
DIVD	F10	F0	F6	40
ADDD	F6	F8	F2	2

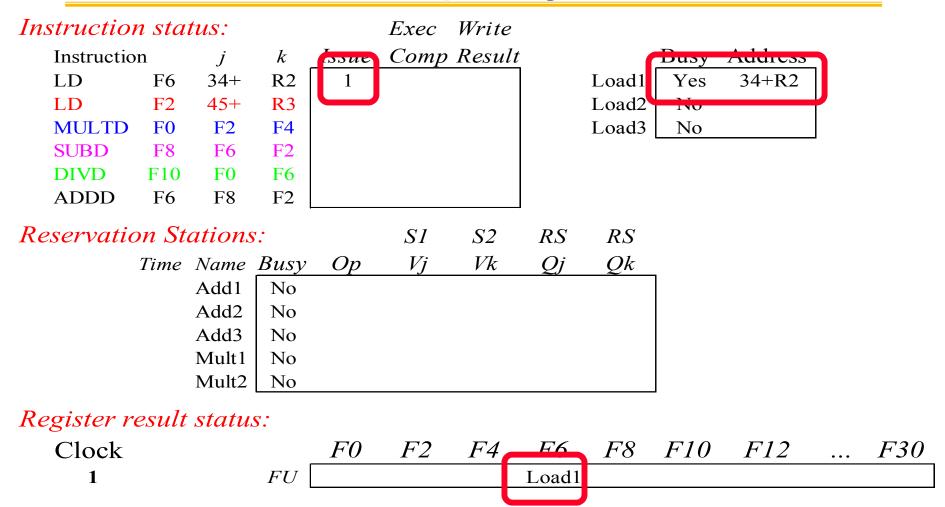
# **Tomasulo Organization**

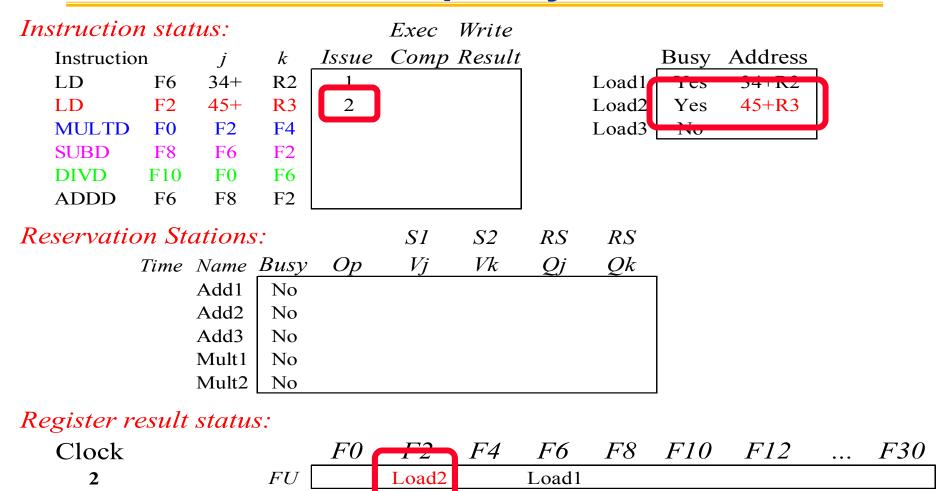


Common Data Bus (CDB)

#### **Tomasulo Example**

```
Instruction status:
                                Exec Write
                          Issue Comp Result
                                                        Busy Address
   Instruction
                      k
           F6
                34+
   LD
                      R2
                                                  Load1
                                                          No
   LD
                45+
           F2
                      R3
                                                  Load2
                                                          No
                                                  Load3
   MULTD
           F0
                 F2
                      F4
                                                          No
   SUBD
                 F6
                      F2
   DIVD
           F10
                 F0
                      F6
   ADDD
           F6
                 F8
                      F2
Reservation Stations:
                                  SI
                                        S2
                                              RS
                                                   RS
                                        Vk
          Time Name Busy
                                              Oj
                                                    Qk
                           Op
               Add1
                      No
               Add2
                      No
               Add3
                      No
               Mult1
                      No
               Mult2
                     No
Register result status:
   Clock
                           F0
                                 F2
                                       F4
                                             F6
                                                   F8
                                                        F10
                                                                F12
                                                                           F30
                     FU
```





Note: Unlike 6600, can have multiple loads outstanding

#### Instruction status: Exec Write Comp Result Address Busy Instruction kIssue LDF6 34 +R2 Load1 Yes 34+R2 LD 45+ **R3** F2 Load2 Yes 45+R3 F2 **MULTD** FO F4 Load3 No **SUBD** F6 F2 DIVD F10 F0 F6 **ADDD** F6 F2 F8 Reservation Stations: SI *S2* RS RS Vk $V_i$ Qj *Ok* Time Name Busy OpAdd1 No Add2 No Add3 Mult1 Yes MULTD R(F4) Load2 Mult<sub>2</sub>

#### Register result status:

Clock F0 F2 F4 F6 F8 F10 F12 ... F30

Mult1 Load2 Load1

- Note: registers names are removed ("renamed") in Reservation Stations; MULT issued vs. scoreboard
- Load1 completing; what is waiting for Load1?

Instructio	n sta	tus:			Exec	Write						
Instructi	on	j	k	Issue	Comp	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4			Load2	Yes	45+R3		
MULTD	FO	F2	<b>F4</b>	3				Load3	No			
SUBD	F8	F6	F2	4								
DIVD	F10	F0	F6									
ADDD	F6	F8	F2									
Reservati	on St	ations	:		S1	<i>S2</i>	RS	RS				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
		Add1	Yes	SUBD	M(A1)			Load2				
		Add2	No									
		Add3	No									
		Mult1	Yes	MULTE	)	<b>R(F4)</b>	Load2					
		Mult2	No									
Register i	result	status	s:									
Clock				F0	F2	F4	<i>F6</i>	F8	F10	<i>F12</i>	•••	<i>F30</i>
4			FU	Mult1	Load2		M(A1)	Add1				

Load2 completing; what is waiting for Load2?

FU

Mult1

M(A2)

M(A1)

Add1

Mult2

#### **Tomasulo Example Cycle 5**

Instr	ruction	n sta	tus:			Exec	Write						
In	structio	n	j	k	Issue	Comp	Result			Busy	Address		
L	D	F6	34+	R2	1	3	4		Load1	No			
L	D	F2	45+	R3	2	4	5		Load2	No			
M	IULTD	F0	F2	<b>F4</b>	3				Load3	No			
SU	JBD	F8	F6	F2	4								
$\mathbf{D}$	IVD	F10	FO	F6	5								
$\mathbf{A}^{\mathbf{I}}$	DDD	F6	F8	F2									
Rese	ervatio	on St	ations	s:		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
		2	Add1	Yes	SUBD	M(A1)	M(A2)						
			Add2	No									
			Add3	No									
		10	Mult1	Yes	MULTE	M(A2)	R(F4)						
			Mult2	Yes	DIVD		M(A1)	Mult1		]			
Regi	ister r	esult	statu	s:									
C	lock			•	F0	<i>F2</i>	<i>F4</i>	<i>F6</i>	F8	F10	F12	•••	F30

#### **Tomasulo Example Cycle 6**

Instruc	ction	ı sta	tus:			Exec	Write						
Instr	uctio	n	$\dot{J}$	k	Issue	Comp	Result			Busy	Address	_	
LD		F6	34+	R2	1	3	4		Load1	No			
LD		F2	45+	R3	2	4	5		Load2	No			
MUL	LTD	<b>F0</b>	F2	F4	3				Load3	No			
SUB	D	F8	F6	F2	4								
DIVI	)	F10	FO	F6	5								
ADD	D	F6	F8	F2	6								
Reserv	atio	on St	ations	s:		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
		1	Add1	Yes	SUBD	M(A1)	M(A2)						
			Add2	Yes	ADDD		M(A2)	Add1					
			Add3	No									
		9	Mult1	Yes	MULTE	M(A2)	R(F4)						
			Mult2	Yes	DIVD		M(A1)	Mult1		]			
Registe	er re	esult	statu	s:									
Clo	ck				F0	F2	<i>F4</i>	<i>F6</i>	F8	F10	F12	•••	F30

Add2 Add1 Mult2

· Issue ADDD here vs. scoreboard?

Mult1 M(A2)

Instructio	n sta	tus:			Exec	Write						
Instruction	on	j	k	Issue	Comp	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULTD	F0	<b>F2</b>	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7							
DIVD	F10	FO	<b>F6</b>	5								
ADDD	F6	F8	F2	6								
Reservation	on St	ations	7.:		S1	<i>S2</i>	RS	RS				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
	C	Add1	Yes	SUBD	M(A1)	M(A2)						
		Add2	Yes	ADDD		M(A2)	Add1					
		Add3	No									
	8	Mult1	Yes	MULTE	M(A2)	R(F4)						
		Mult2	Yes	DIVD		M(A1)	Mult1					
Register r	esult	statu	s:									
Clock				F0	F2	<i>F4</i>	<i>F6</i>	F8	F10	<i>F12</i>	•••	<i>F30</i>
7			FU	Mult1	M(A2)		Add2	Add1	Mult2			

Add1 completing; what is waiting for it?

### **Tomasulo Example Cycle 8**

FU

Mult1 M(A2)

Ins	struction	ı sta	tus:			Exec	Write						
	Instruction	n	j	k	Issue	Comp	Result			Busy	Address		
	LD	F6	34+	R2	1	3	4		Load1	No			
	LD	F2	45+	R3	2	4	5		Load2	No			
	MULTD	F0	F2	<b>F4</b>	3				Load3	No			
	SUBD	F8	F6	F2	4	7	8						
	DIVD	F10	FO	F6	5								
	ADDD	F6	F8	F2	6								
Re	servatio	on St	ations	s:		S1	<i>S2</i>	RS	RS				
		Time	Name	<b>Busy</b>	Ор	Vj	Vk	Qj	Qk	_			
			Add1	No									
		2	Add2	Yes	ADDD	(M-M)	M(A2)						
			Add3	No									
		7	Mult1	Yes	MULTE	) M(A2)	<b>R(F4)</b>						
			Mult2	Yes	DIVD		M(A1)	Mult1					
Re	gister re	esult	statu	s:									
	Clock				F0	F2	<i>F4</i>	<i>F6</i>	F8	F10	<i>F12</i>	•••	F30

Add2 (M-M) Mult2

### **Tomasulo Example Cycle 9**

FU

Mult1 M(A2)

Instr	ruction	ı sta	tus:			Exec	Write						
In	structio	n	j	k	Issue	Comp	Result			Busy	Address		
L	D	F6	34+	R2	1	3	4		Load1	No			
L	D	F2	45+	R3	2	4	5		Load2	No			
M	IULTD	F0	F2	F4	3				Load3	No			
SU	UBD	F8	F6	F2	4	7	8						
$\mathbf{D}$	IVD	F10	F0	F6	5								
$\mathbf{A}^{\mathbf{A}}$	DDD	F6	F8	F2	6								
Rese	ervatio	on St	ations	s:		S1	<i>S2</i>	RS	RS				
		Time	Name	<b>Busy</b>	Ор	Vj	Vk	Qj	Qk	-			
			Add1	No									
		1	Add2	Yes	ADDD	(M-M)	M(A2)						
			Add3	No									
		6	Mult1	Yes	MULTE	M(A2)	R(F4)						
			Mult2	Yes	DIVD		M(A1)	Mult1					
Regi	ister re	esult	statu	s:									
C	Clock				F0	<i>F2</i>	<i>F4</i>	<i>F6</i>	F8	F10	F12	•••	F30

Add2 (M-M) Mult2

#### **Tomasulo Example Cycle 10**

Instruction	n sta	tus:			Exec	Write						
Instructio	n	$\dot{J}$	k	Issue	Comp	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULTD	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	$\mathbf{F0}$	<b>F6</b>	5								
ADDD	F6	F8	F2	6	10							
Reservatio	on St	ations	7:		SI	<i>S2</i>	RS	RS				
	Time	Name	<b>Busy</b>	Ор	Vj	Vk	Qj	Qk				
		Add1	No									
	0	Add2	Yes	ADDD	(M-M)	M(A2)						
		Add3	No									
	5	Mult1	Yes	MULTE	M(A2)	R(F4)						
		Mult2	Yes	DIVD		M(A1)	Mult1					
Register r	esult	statu	s:									
Clock				F0	F2	<i>F4</i>	<i>F6</i>	F8	F10	<i>F12</i>	•••	<i>F30</i>
10			FU	Mult1	M(A2)		Add2	(M-M)	Mult2			

Add2 completing; what is waiting for it?

Instructio	n sta	tus:			Exec	Write				
Instruction	on	j	k	Issue	Comp	Result			Busy	Address
LD	F6	34+	R2	1	3	4		Load1	No	
LD	F2	45+	R3	2	4	5		Load2	No	
MULTD	F0	<b>F2</b>	F4	3				Load3	No	
SUBD	F8	F6	F2	4	7	8				
DIVD	F10	F0	F6	5						
ADDD	F6	F8	F2	6	10	11				
Reservati	on St	ations	s:		S1	<i>S2</i>	RS	RS		
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk		
		Add1	No							
		Add2	No							
		Add3	No							
	4	Mult1	Yes	MULTI	M(A2)	R(F4)				
		Mult2	Yes	DIVD		M(A1)	Mult1			

#### Register result status:

```
Clock F0 F2 F4 F6 F8 F10 F12 ... F30 11 FU Mult1 M(A2) (M-M+V(M-M)) Mult2
```

- Write result of ADDD here vs. scoreboard?
- · All quick instructions complete in this cycle!

### **Tomasulo Example Cycle 12**

Mult1 M(A2)

FU

Ins	struction	ı sta	tus:			Exec	Write						
	Instruction	n	j	k	Issue	Comp	Result			Busy	Address		
	LD	F6	34+	R2	1	3	4		Load1	No			
	LD	F2	45+	R3	2	4	5		Load2	No			
	MULTD	F0	F2	<b>F4</b>	3				Load3	No		]	
	SUBD	F8	F6	F2	4	7	8						
	DIVD	F10	F0	F6	5								
	ADDD	F6	F8	F2	6	10	11						
Re	servatio	on St	ations	7.		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
			Add1	No									
			Add2	No									
			Add3	No									
		3	Mult1	Yes	MULTE	) M(A2)	<b>R</b> (F4)						
			Mult2	Yes	DIVD		M(A1)	Mult1		]			
$Re_{\alpha}$	gister re	esult	statu	s:									
	Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	F8	F10	F12	•••	F30

(M-M+N(M-M) Mult2

### **Tomasulo Example Cycle 13**

Instructio	n sta	tus:			Exec	Write						
Instruction	on	j	k	Issue	Comp	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULTD	FO	F2	<b>F4</b>	3				Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservati	on St	ations	<i>5.</i>		S1	<i>S2</i>	RS	RS				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk				
		Add1	No									
		Add2	No									
		Add3	No									
	2	2 Mult1	Yes	MULTE	M(A2)	<b>R</b> (F4)						
		Mult2	Yes	DIVD		M(A1)	Mult1		]			
Register r	esuli	t statu	s:									
Clock				F0	F2	F4	<i>F6</i>	F8	F10	<i>F12</i>	•••	<i>F30</i>
13			FU	Mult1	M(A2)	()	M-M+N	/ (M-M)	Mult2			

### **Tomasulo Example Cycle 14**

Mult1 M(A2)

FU

Inst	ructior	ı sta	tus:			Exec	Write						
Iı	nstruction	n	j	k	Issue	Comp	Result			Busy	Address	_	
L	$^{\prime}\mathrm{D}$	F6	34+	R2	1	3	4		Load1	No			
L	$^{\prime}$ D	F2	45+	R3	2	4	5		Load2	No			
$\mathbf{N}$	<b>IULTD</b>	F0	F2	<b>F4</b>	3				Load3	No			
S	UBD	F8	F6	F2	4	7	8						
$\Gamma$	OIVD	F10	FO	F6	5								
A	ADDD	F6	F8	F2	6	10	11						
Rese	ervatio	n St	ations	s:		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
			Add1	No									
			Add2	No									
			Add3	No									
		1	Mult1	Yes	MULTE	M(A2)	<b>R</b> (F4)						
			Mult2	Yes	DIVD		M(A1)	Mult1		]			
Reg	ister re	esult	statu	s:									
	Clock				_F0	F2	<i>F4</i>	<i>F6</i>	F8	F10	F12	•••	F30

(M-M+N(M-M) Mult2

### **Tomasulo Example Cycle 15**

Mult1 M(A2)

FU

Instructio	n sta	tus:			Exec	Write						
Instruction	on	j	k	Issue	Comp	Result			Busy	Address	_	
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULTD	$\mathbf{F0}$	F2	F4	3	15			Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservatio	on St	ations	s:		S1	<i>S2</i>	RS	RS				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
		Add1	No									
		Add2	No									
		Add3	No									
	O	Mult1	Yes	MULTE	M(A2)	R(F4)						
		Mult2	Yes	DIVD		M(A1)	Mult1		]			
Register r	esult	statu	s:									
Clock				F0	F2	<i>F4</i>	<i>F6</i>	F8	F10	<i>F12</i>	•••	F30

(M-M+N(M-M) Mult2

FU

M\*F4 M(A2)

# **Tomasulo Example Cycle 16**

Ins	struction	n sta	tus:			Exec	Write						
	Instructio	n	j	k	Issue	Comp	Result			Busy	Address		
	LD	F6	34+	R2	1	3	4		Load1	No			
	LD	F2	45+	R3	2	4	5		Load2	No			
	MULTD	F0	F2	F4	3	15	16		Load3	No			
	SUBD	F8	F6	F2	4	7	8						
	DIVD	F10	F0	F6	5								
	ADDD	F6	F8	F2	6	10	11						
Re	eservatio	on St	ations	s:		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
			Add1	No									
			Add2	No									
			Add3	No									
			Mult1	No									
		40	Mult2	Yes	DIVD	M*F4	M(A1)						
Re	gister r	esult	statu	s:									
	Clock				F0	F2	<i>F4</i>	<i>F6</i>	F8	<i>F10</i>	<i>F12</i>	• • •	<i>F30</i>

(M-M+M (M-M) Mult2

FU

M\*F4 M(A2)

### **Tomasulo Example Cycle 55**

Instructio	n sta	tus:			Exec	Write						
Instruction	on	j	k	Issue	Comp	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULTD	F0	<b>F2</b>	F4	3	15	16		Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	FO	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservati	on St	tations	s:		S1	<i>S2</i>	RS	RS				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
		Add1	No									
		Add2	No									
		Add3	No									
		Mult1	No									
	1	Mult2	Yes	DIVD	M*F4	M(A1)			]			
Register n	esuli	t statu	s:									
Clock				F0	F2	<i>F4</i>	<i>F6</i>	F8	<i>F10</i>	<i>F12</i>	• • •	F30

(M-M+M (M-M) Mult2

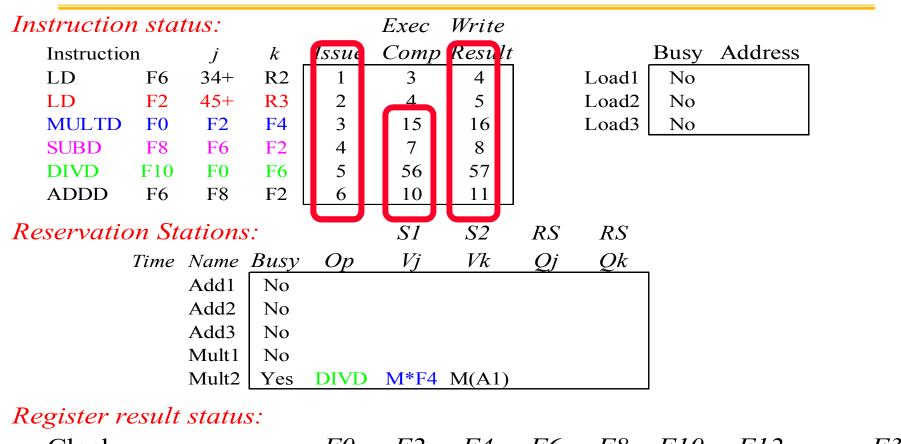
#### **Tomasulo Example Cycle 56**

Ins	truction	n sta	tus:			Exec	Write						
]	Instructio	n	j	k	Issue	Comp	Result			Busy	Address		
]	LD	F6	34+	R2	1	3	4		Load1	No			
]	LD	F2	45+	R3	2	4	5		Load2	No			
]	MULTD	F0	F2	<b>F4</b>	3	15	16		Load3	No			
	SUBD	F8	F6	F2	4	7	8						
]	DIVD	F10	$\mathbf{F0}$	<b>F6</b>	5	56							
1	ADDD	F6	F8	F2	6	10	11						
Res	servatio	on St	ations	y:		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
			Add1	No									
			Add2	No									
			Add3	No									
			Mult1	No									
		0	Mult2	Yes	DIVD	M*F4	M(A1)						
Reg	gister re	esult	statu	s:									
(	Clock			ı	F0	<i>F2</i>	<i>F4</i>	<i>F6</i>	F8	F10	F12	•••	F30

(M-M+M (M-M) Mult2

Mult2 is completing; what is waiting for it?

M\*F4 M(A2)



 Once again: In-order issue, out-of-order execution and completion.

#### 解答

				1	2	3	4	5	6	7	8	9	1 0	1 1	1 2	1 3	1 4	1 5	1	1 7	1 8	 	5 5	5 6	5 7
L D	F 6	3 4 +	R 2	1	E S	EC	W																		
L D	F 2	4 5 +	R 3		1	E S	ЕC	W																	
M U L T D	F 0	F 2	F 4			1	S	ES	E	Е	E	E	E	E	E	E	E	E C	W						
S U B D	F 8	F 6	F 2				1	ЕS	Е	ΕС	W														
D I V I D	F 1	F 0	F 6					1	S	S	S	S	S	S	S	S	S	S	ES	E	E	 	E	ЕС	W
A D D	F 6	F 8	F 2						1	S	E S	E	E C	W											

#### 例题选讲(8)

```
Loop: LD F0,0(R1) ;F0=vector element
ADDD F4,F0,F2 ;add scalar from F2
SD 0(R1),F4 ;store result
SUBI R1,R1,8 ;decrement pointer 8B (DW)
BNEZ R1,Loop ;branch R1!=zero
NOP ;delayed branch slot
```

Instruction producing result	Instruction using result	Execution Latency in clock cycles	Use Latency in clock cycles
FP ALU op	Another FP ALU of	o 4	3
FP ALU op	Store double	4	2
Load double	FP ALU op	2	1
Load double	Store double	2	0
Integer op	Integer op	1	0

Where are the stalls?

#### **FP Loop Showing Stalls**

```
1 Loop: LD F0,0(R1); F0=vector element
        stall
       ADDD F4,F0,F2; add scalar in F2
4
       stall
5
       stall
6
       SD 0(R1), F4; store result
       SUBI R1, R1, 8 ; decrement pointer 8B (DW)
       BNEZ R1, Loop ; branch R1!=zero
9
        stall
                        ; delayed branch slot
                   Instruction
   Instruction
                                  Use Latency in
 producing result
                   using result clock cycles
   FP ALU op Another FP ALU op
   FP ALU op
                  Store double
   Load double
                    FP ALU op
```

9 clocks: Rewrite code to minimize stalls?

## **Revised FP Loop Minimizing Stalls**

```
1 Loop: LD F0,0(R1)
2 stall
3 ADDD F4,F0,F2
4 SUBI R1,R1,8
5 BNEZ R1,Loop ;delayed branch
6 SD 8(R1),F4 ;altered when move past SUBI
```

#### Swap BNEZ and SD by changing address of SD

Instruction producing result	Instruction using result	Use Latency in clock cycles
FP ALU op	Another FP ALU op	3
FP ALU op	Store double	2
Load double	FP ALU op	1

6 clocks: Unroll loop 4 times code to make faster?

# 例题选讲(8)

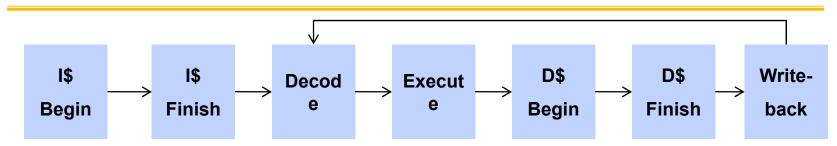
> 考察如下循环程序

- ➤ **S1**与**S2**之间存在何种相关关系?这个循环程序是否可以并行,若可以,如何使其并行?
- ➤ 解: S1中使用的值是上次循环S2计算的结果,即S2和S1之间存在循环体间相关;但S2并不相关于S1.只要相关关系不形成环状,循环程序就可以并行。
- 1. 不存在S1到S2的相关路径,因此可以把S1和S2对调不影响S2的执行;
- 2. 在第一次循环中, S1中使用初始值B[1], 是在循环初始化之前就已经计算出来

```
    ➤ A[1]=A[1]+B[1]
    ➤ for (i=1; i<=100; i=i+1) {
        B[i+1] = C[i] + D[i+1];
        A[i+1] = A[i+1] + B[i+1];
    </li>
    ➤ B[101] = C[100] + D[100];

    ➤ 现在这两条语句之间不再存在循环体间的相关关系,从而可以让不同循环体的语句重叠执行。
```

# 例题选讲(9)



- ➤ 按照标准五段流水线设计7段顺序发射流水线,增加指令和数据 cache存取阶段到2个时钟周期,如上图所示。并且流水线不具有任何分支预测机制,并且分支计算比较简单,在Decode段就能完成。请问:
  - (1) 在此是流水线中分支目标最早在那个段获得?
  - (2) 分支产生多少时钟的延迟?
  - (3) 假设1/6的指令是分支指令,并且3/5分支成功,除分支之外的指令CPI为1,使用分支失败预测策略,请问此流水线实际CPI是多少?

#### 答: (1) Decode

- **(2) 2**
- (3) 1+1 / 6\*3 / 5\*2 = 1.2

### 例题选讲(10)

➤ 某处理器采用按照分支地址索引的二位历史预测器PR ,处理器执行下述程序段,R1的初始值为5,代码段 Project1中不会修改R1的值,预测器PR的初始值为 00,表示预测分支失败。填写下表:

```
    Project1: {
    ......
    }
    SUBI R1, 1+, R1
    X1: BNEQ Project1
```

执行状态	预测器PR值	预测	实际	预测是否成功
Project1:R1= 5	00	分支失败	NULL	NULL
X1: R1=4	00	分支失败	分支成功	否
X1:R1=3	01	分支失败	分支成功	否
X1:R1=2	10	分支成功	分支成功	是
X1:R1=1	11	分支成功	分支成功	是
X1:R1=0	11	分支成功	分支失败	否

# 分支预测(11)

```
▶ 代码有四个分支(B1, B2, B3和B4),如果分支成功,则对应大括号中的代码执行。
for (int i=0; i< N; i++) { /*B1*/</pre>
    val = i+2;
                  /*TAKEN PATH for B1*/
    if (val % 2 == 0){ /*B2*/
     sum += val; /*TAKEN PATH for B2*/
    if (val \% 5 == 0){
                 /*B3*/
                    /*TAKEN PATH for B3*/
     sum += val;
    if (val \% 10 == 0){
                 /*B4*/
                    /*TAKEN PATH for B4*/
     sum += val;
> }
▶ 上述代码执行在一个具有全局分支预测器的处理器。全局预测器具有以下特性:
▶ 1) 全局预测器 (GHR) 2位
▶ 2) 分支历史表 (PHT) 4项
▶ 3)分支历史表项(PHTE)11位有符号饱和计数器(-1024~1023)
▶ 4)在代码运行之前,所有PHTE初始值为0
▶ 5)当代码运行,如果相应分支成功,PHTE为增加1,如果分支失败,则PHTE减1
```

- ▶ (1) 哪些分支是相关的
- ▶ B1是本地相关, B2, B3, B4不是本地相关
- ▶ B4全局关联与B2, B3关联。如果B2或者B3不发生,B4也不发生
- ▶ (2) 当N=2时,给出GHR的变化过程

初始值	00
B1 i=0	00
B2 i=0	01
B3 i=0	10
B4 i=0	00
B1 i=1	00
B2 i=1	00
B3 i=1	00
B4 i=1	00

#### BTB 习题12

- ▶ 有一个深度流水线化的处理器,仅为条件分支配备一个分支目标缓冲器,加速预测错误的损失为4个时钟周期,缓冲器缺失损失3个时钟周期,并假设命中率为90%,精度为90%,分支频率为15%。比较该处理器与一个固定2个时钟周期分支损失的处理器的加速比。假设无分支停顿的CPI为1。
- >答:
- ➤加速比=CPI (noBTB) / CPI (BTB)
- =[CPI (base) + Stall (noBTB) ] / [CPI (base) + Stall (BTB) ]

#### BTB 习题12

- > Stall (noBTB) = 15%\*2=0.3
- ➤对于Stall (BTB):

BTB结果	BTB预测	出现频率	开销 (时钟频率)
未命中	无	15%*10%=1.5%	3
命中	正确	15%*90%=12.1%	0
命中	错误	15%*90%*10%=1.3%	4

- > Stall (BTB) = (1.5%\*3) + (12.1%\*0) + (1.3%\*4) = 0.097
- > 1+0.3 / (1 + 0.097) = 1.2

### 例题选讲(13)

- ➤ IBM研究: 超标量流水线限制?
- ▶ 内存带宽
  - **♦** Fetch 1 instr / cycle from I-cache
  - **♦**40% of instructions are load / store (D-cache)
- Code characteristics (dynamic)
  - ▶ Loads 25% 从内存读取具有2个时钟周期的延迟
  - ➤ Stores 15% 可以通过CPU内存缓存,隐藏延迟
  - > ALU / RR 40%
  - ➤ Branches 20% 分支具有2个时钟周期的延迟
    - 1 / 3 unconditional (always taken).
    - 1 / 3 conditional taken.
    - 1 / 3 conditional not taken.

### 假设

#### > Cache Performance

- Assume 100% hit ratio (upper bound)
- Cache latency: I = D = 1 cycle default
- Load and branch scheduling
  - Loads
    - » 25% cannot be scheduled (delay slot empty)
    - » 65% can be moved back 1 or 2 instructions
    - » 10% can be moved back 1 instruction

#### - Branches

- » Unconditional 100% schedulable (fill one delay slot)
- » Conditional 50% schedulable (fill one delay slot)

# CPI优化

- **≻**Goal and impediments
  - CPI = 1, prevented by pipeline stalls
- ➤ No cache bypass of RF, no load/branch scheduling
  - Load penalty: 2 cycles:  $0.25 \times 2 = 0.5 \text{ CPI}$
  - Branch penalty: 2 cycles:  $0.2 \times 2/3 \times 2 = 0.27$
  - Total CPI: 1 + 0.5 + 0.27 = 1.77 CPI
- > Bypass, no load/branch scheduling
  - Load penalty: 1 cycle:  $0.25 \times 1 = 0.25 \text{ CPI}$
  - Total CPI: 1 + 0.25 + 0.27 = 1.52 CPI

# 更多CPI优化

#### > Bypass, scheduling of loads/branches

#### – Load penalty:

- » 65% + 10% = 75% moved back, no penalty
- » 25% => 1 cycle penalty
- $> 0.25 \times 0.25 \times 1 = 0.0625 CPI$

#### Branch Penalty

- » 1/3 unconditional 100% schedulable => 1 cycle
- » 1/3 cond. not-taken, => no penalty (predict not-taken)
- » 1/3 cond. Taken, 50% schedulable => 1 cycle
- » 1/3 cond. Taken, 50% unschedulable => 2 cycles
- $> 0.20 \times [1/3 \times 1 + 1/3 \times 0.5 \times 1 + 1/3 \times 0.5 \times 2] = 0.167$
- $\triangleright$  Total CPI: 1 + 0.063 + 0.167 = 1.23 CPI

# 例题选讲(14)

- ➤一个四路相联cache,CPU字长为4字节,内存和 cache都是以字节编址,cache和内存交换单位为块
  - ,每个块大小为512字节,cache能够容纳1024个块
  - 。如果物理内存为32位地址:
- ➤ (1) 请画出cache和内存的地址格式,标明块内偏移 地址、组号和标签位置;
- ➤ (2) 请计算内存地址FAB12389(16进制)在cache 中可能的位置块号。

2-Way Assoc  $(12 \mod 4) = 0$ 0 1 2 3 4 5 6 7 Cache 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 **Memory** 

- **▶解:** (1) Tag标签(15位) 组地址(8位) 块内偏移地址(9位)
- ▶ (2) 二进制地址

#### 1111 1010 1011 0001 0010 0011 1000 1001

- ➤ Cache中包含数组为1024/4 = 256组
- ➤ Cache内组地址: 1 0010 001
- ▶也就是第145组,
- ➤可能在cache内中的块号为580,581,582和583

#### Cache performance

➤ Miss-oriented Approach to Memory Access:

$$CPUtime = IC \times (CPI_{Execution} + \frac{MemAccess}{Inst} \times MissRate \times MissPenalty) \times CycleTime$$

- > Separating out Memory component entirely
  - **◆AMAT=Average Memory Access Time**

$$CPUtime = IC \times (CPI_{AluOps} + \frac{MemAccess}{Inst} \times AMAT) \times CycleTime$$

$$AMAT=HitTime + MissRate x MissPenalty \\ = (HitTime_{Inst} + MissRate_{Inst} x MissPenalty_{Inst}) + \\ (HitTime_{Data} + MissRate_{Data} x MissPenalty_{Data})$$

## 例题选讲(15)

- ➤ 给定以下假设,试计算直接映象Cache和两路组相联Cache的平均访问时间以及CPU的性能。
- ▶ 假设:
- ▶ 1. 理想Cache情况下的CPI为2.0,时钟周期为2ns,平均每条指令访存1.2次;
- ▶ 2. 两种Cache容量均为64KB, 块大小为32个字节;
- ➤ 3. 组相联Cache中的多路选择器使得CPU的时钟周期增加了10%;
- ▶ 4. 这两种Cache的失效开销都是80ns;
- ▶ 5.命中时间为1个时钟周期;
- ▶ 6. 64KB直接映象Cache失效率为1.4%, 64KB两路组相联 Cache的失效率为1.0%。

- ▶ 1. 因为 平均访存时间 = 命中时间+失效率 ×失效开销 平均访存时间直接=命中时间直接+失效率直接×失效开销直接 =1×2+1.4% ×80=3.12ns
  - 平均访存时间两路=命中时间两路+失效率两路×失效开销两路 =1×2(1+10%)+1.0% ×80=3.00ns
- > 2. CPU的性能

$$CPU$$
时间 =  $IC \times (CPI_{execution} + \frac{失效次数}{指令数} \times 失效开销) \times 时钟周期$ 

= 
$$IC \times [(CPI_{execution} \times \text{时钟周期时间}) + (\frac{访存次数}{指令数} \times 失效率 \times 失效开销 \times 时钟周期)]$$

- ▶ CPU时间<sub>直接</sub>=IC ×((2 ×2)+1.2 ×1.4% ×80)=IC ×5.344
- ▶ 总CPU时间<sub>两路</sub>=IC ×((2 ×2.2)+1.2 ×1.0% ×80)=IC ×2.36

### 例题选讲(16)

- > Suppose a processor executes at
  - Clock Rate=200MHz(5ns per cycle), Ideal (no misses) CPI=1.1
  - > 50% arith/logic,30% Id/st, 20% control
- Miss Brhavior:
  - > 10% of memory opearations get 50 cycle miss penalty
  - > 1% of instructions get same miss penalty
- CPI = ideal CPI + average stalls per instruction 1.1(cycles/ins) + [0.30(DataMops/ins) × 0.10(miss/DataMop) × 50(cycle/miss)] + [1(instMop/ins) × 0.01(miss/instMop × 50(cycle/miss)]
  - = (1.1 + 1.5 + 0.5) cycle/ins = 3.1
- > AMAT=(1/1.3)  $\times$  [1+0.01  $\times$ 50]+(0.3/1.3)  $\times$ [1+0.1  $\times$ 50] = 2.54

### 例题选讲(17)

P0			
	Coherency state	Address tag	Data
В0	I	100	00 10
B1	S	108	80 00
B2	М	110	00 30
В3	l _	118	00 10
		1	

P1	_		_
	Coherency state	Address tag	Data
В0	I	100	00 10
B1	М	128	00 68
B2	I	110	00 10
В3	S _	118	00 18
		1	

P3			
	Coherency state	Address tag	Data
В0	S	120	00 20
B1	S	108	80 00
B2	I	110	00 10
В3	l _	118	00 10
		TÎ	

#### **On-chip interconnect (with coherency manager)**

➤ 本图描述一个典型的SMP 多处理器结构,使用 snooping协议。每个 cache使用直接映射,包 含4个块,每个块包含两 个字,为了简化,cache 的地址标签包含全地址, 每个字显示两个16进制。

Memory			
Address	Data		
100	00 10		
108	00 08		
110	00 10		
118	00 18		
120	00 20		
128	00 28		
130	00 30		

- ➤ 一致性协议状态为M,S和I 状态。
- ▶ 每条指令有下述形式:
- ▶ P#:<op><addr>[<value>] P#代表CPU号; <op>代表 读写; <addr>代表内存地 址; <value>代表写操作的 新值

- ➤ 在初始状态(上图所示)分布进行下面操作,请列出内存和 cache的结果状态(例如一致性状态,标签和数据)。仅仅描述 状态改变的块。例如P0.B0: (I, 120, 00 01)表示处理器P0的块 B0有最后状态I,标记为120,数据位00和01。
- > a. P0: read 120
- > b. P0: write 120 ← 80
- > c. P3: write 120 ← 80
- > d. P1: read 110
- ➤ e. P0: write 108 ← 48
- > f. P0: write 130 ← 78
- > g. P3: write 130 ← 78

```
> a. P0: read 120 -> P0.B0: (S, 120, 0020)
                       returns 0020
> b. P0: write 120<-80 -> P0.B0: (M, 120, 0080)
                          P3.B0: (I, 120, 0020)
> c. P3: write 120<-80 -> P3.B0: (M, 120, 0080)
> d. P1 read 110->P1.B2: (S, 110, 0010)
                       returns 0010
> e. P0: write 108<-48 -> P0.B1: (M, 108, 0048)
                         P3.B1: (I, 108, 0008)
> f. P0: write 130<-78 -> P0.B2: (M, 130, 0078)
                         M: 110<-0030
                         (write back to memory)
```

> g. P3: write 130<-78 -> P3.B2:(M, 130, 0078)

# 例题选讲(18)

- ▶ 例3:对于目前一般的磁盘而言,读或写一个512字节的扇区的平均时间是多少?假设此时磁盘空闲,这样没有排队延迟,公布的平均寻道时间是9ms,传输速度是4M/s,转速是7200rpm,控制器的开销是1ms。
- ▶解: 平均磁盘访问时间=平均寻道时间+平均旋转延迟+传输时间 +控制器开销

$$9ms + \frac{0.5}{7200RPM} + \frac{0.5KB}{4.0MB/s} + 1ms = 9 + 4.2 + 0.125 + 1 = 14.3ms$$

➤ 假设实际测得的寻道时间是公布值的33%,请求块大小为4KB,读取和传输速度增加到40MB/s,则答案是:

3ms+4.2ms+0.1ms+1ms=8.3ms

## 例题选讲(19)

- ➤ 假设处理器每秒发送40 I/O请求,请求间隔满足负指数分布,磁盘处理每个I/O的时间为20ms,请问:
- ▶ 1. 磁盘的使用率
- > 2. 请求的排队时间
- ▶ 3. 请求的响应时间
- $\triangleright$  u (server utilization)= $\lambda \times T_{ser} = 40/s \times 0.02s = 0.8$
- $ightharpoonup T_q$  (avg time/customer in queue) =  $T_{ser} \times u / (1-u)$ =20 ×0.8/(1-0.8) = 20 × 4 = 80ms (0.08s)
- ightharpoonup T <sub>sys</sub> (avg time/customer in system) = T <sub>q</sub> +T <sub>ser</sub>=100ms

### 例题选讲(20)

- > 设有如下所示的磁盘子系统:
- ▶ 10个磁盘,都标示为MTTF=1,000,000小时;
- ▶ 1个SCSI控制器, MTTF=500,000小时;
- ▶ 1个电源MTTF=200,000小时;
- ▶ 一个风扇MTTF=200,000小时;
- ▶ 一个SCSI缆线MTTF=1,000,000小时;
- ➤ 各个部件的生命周期是各自独立的,故障时独立的,计算整个系统的MTTF。

- > 故障率之和为:
- ➤ 系统故障率=10 × 1 / 1,000,000 + 1 / 500,000 + 1 / 200,000 + 1 / 200,000 + 1 / 1,000,000 = 23 / 1,000,000小时
- > 系统MTTF为故障率的倒数:
- ➤ MTTF<sub>系统</sub>= 1,000,000 / 23=43500小时=5年