

(2)

KV2154

- ② Given two register are X5 and X6,
The best algorithm to swap 2 registers
without using a 3rd is:

```
XOR X5, X6
XOR X6, X5
XOR X5, X6
```

③

3.1

addi is an I-Type Instruction
Hence, it will take up read, two
registers will read, and one register
is written

∴ Energy Spent

$$\begin{aligned}
 &= i_{mem} + 2 \times \text{register read} + \text{register write} \\
 &= 140 \text{ pJ} + 2 \times 70 \text{ pJ} + 60 \text{ pJ} \\
 &= 340 \text{ pJ}
 \end{aligned}$$

3.2

ld is a R-type instruction

Hence, energy spent is similar to itype
plus another 140 pJ

∴ Energy spent

$$\begin{aligned}
 &= 140 \text{ pJ} + 2 \times 70 \text{ pJ} + 60 \text{ pJ} + 140 \text{ pJ} \\
 &= 480 \text{ pJ}
 \end{aligned}$$

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beg will take up i-mem and 2 register
Energy spent,
 $= 140 \text{ pJ} + 2 \times 70 \text{ pJ}$
 $= 280 \text{ pJ}$

4 ~~4.1~~ ~~Forwarding~~

4.1

Data forwarding alone does not suffice as by the time the first ALU instruction already completes the second step, the second ALU instruction is already there in first ALU step. Thus, Its too late.

Hence, NOP between 2 Instructions as well as the forwarding between Second ALU step and decode step is required.

4.2

	0	1	2	3	4	5	6	7	8
add x1, x2, x3	IF	ID	ALU1	ALU2	MEM	WB			
Nop									
add x5, x4, x1			IF	ID	ALU1	ALU2	MEM	WB	

(Q1)

(i)

if (g > h)

g = g + 1

else

h = h - 1

BGT X5, X5, CON

add: X5, X5, 1

CON: ~~Addi~~, X6, X6, -1

(ii)

if (g <= h)

g = ~~0~~ 0;

else

h = 0;

BGE X5, X6, CON

~~CON~~ LD, X6, X0

CON: LD X5, 0

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⑤

$$4 + (3 + 4 + 3) \times 5 + 3 = 57 \text{ clock cycles}$$

Number of instructions executed =

$$1 + (3 \times 5) + 1 = 17$$

$$CPI = 57 / 17 = 3.35$$

$$\text{For a 5 Stage pipeline} = 5 + (17 - 1) = 21$$

$$\therefore CPI = 21 / 17 = 1.23$$

⑥

XOR	s1, s2, s3	IF	ID	EX	MEM	WB				
addi	s0, s3, -6		IF	ID	EX	MEM	WB			
lw	s3, 16(s7)			IF	ID	EX	MEM	WB		
sw	s4, 20(s1)				IF	ID	EX	MEM	WB	
or	t2, s0, s1					IF	ID	EX	MEM	WB

↑ 5th cycle.

At stage 5, XOR is in write back stage.

At stage 5, addi is in memory stage.

At stage 5, lw is in execute (ALU) stage.

At stage 5, sw is in decode stage.

At stage 5, or is in fetch stage.

Hence, only s1 is written in 5th stage.

⑦ or X13, X12, X11
 ld X10, 0(X13)
 ld X11, 8(X13)
 add X12, X10, X11
 subi X13, X12, 16

⑦.i

Data hazards and resolutions :-

- EX to 1st RAW hazard occurs when value of X13 is accessed by ld instruction when it is still in use by ex stage of or instruction. It can be resolved with 2NOPS
- EX to 2nd RAW hazard occurs when value of X11 is accessed by 2nd ld instruction. It can be resolved with 2 NOPS
- MEM to 1st and MEM to 2nd occurs when add instruction tries to access X11 and X10 respectively. It can be resolved with 2 NOPS
- EX to 1st RAW hazard occurs when value of X12 is accessed by Subi instruction while it is still in use by EX of add instruction.

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OR x13, x12, x11

NOP

NOP

ld x10, 10(x13)

ld x11, 8(x13)

NOP

NOP

add x12, x10, x11

NOP

NOP

subi x13, x12, 16

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7.2	1	2	3	4	5	6	7	8	9	10
or	IF	ID	EX	MEM	WB					
ld		IF	ID	EX	MEM	WB				
ld			IF	ID	EX	MEM	WB			
NOP										
add					IF	ID	EX	MEM	WB	
subi						IF	ID	EX	MEM	WB

(8)
(A)

Instruction / Program :-

It will decrease. The new Instruction will complete add in one Instruction which could have originally taken 2 Instructions.

CPI :-

It has no effect.

It will complete 3 add in same Instruction. So no change in the CPI.

Complexity :-

It will increase. Higher complexity of circuit is required to enable one or more operand.