

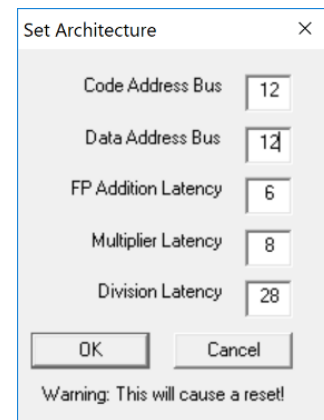
## Laboratory 2

Expected delivery of lab\_02.zip must include:

- **program\_2.s** and **program\_3.s**
- This file, filled with information and possibly compiled in a pdf format.

Please, configure the winMIPS64 simulator with the *Base Configuration* provided in the following:

- Code address bus: 12
- Data address bus: 12
- Pipelined FP arithmetic unit (latency): 6 stages
- Pipelined multiplier unit (latency): 8 stages
- divider unit (latency): not pipelined unit, 24 clock cycles
- Forwarding is enabled
- Branch prediction is disabled
- Branch delay slot is disabled
- *Integer ALU: 1 clock cycle*
- *Data memory: 1 clock cycle*
- *Branch delay slot: 1 clock cycle.*



- 1) Write an assembly program (**program\_2.s**) for the *winMIPS64* architecture described before able to implement the following piece of code described at high-level:

```
for (i = 0; i < 40; i++){
    v5[i] = v1[i] + (v2[i] * v3[i]);
    v6[i] = v5[i] * v4[i];
    v7[i] = v6[i] / v2[i];
}
```

Assume that the vectors `v1[]`, `v2[]`, `v3[]`, and `v4[]` are allocated previously in memory and contain 40 double precision **floating point** values; assume also that `v2[]` does not contain 0 values. Additionally, the vectors `v5[]`, `v6[]`, `v7[]` are empty vectors also allocated in memory.

- a. Using the simulator and the *Base Configuration*, disable the Forwarding option and compute how many clock cycles the program takes to execute.

	Number of clock cycles
program_2.S	<b>2690</b>

Enable one at a time the **optimization features** that were initially disabled and collect statistics to fill the following table (fill all required data in the table before exporting this file to pdf format to be delivered).

Table 1: **Program performance for different processor configurations**

	Number of clock cycles			
Program	Forwarding	Branch Target Buffer	Delay Slot	Forwarding + Branch Target Buffer
program_2	<b>2288</b>	<b>2655</b>	<b>2690</b>	<b>2253</b>

- 2) Write an assembly program (**program\_3.s**) for the winMIPS64 architecture able to compute the output ( $y$ ) of a **neural computation** (see the Fig. below):

$$x = \sum_{j=0}^{K-1} i_j * w_j + b$$

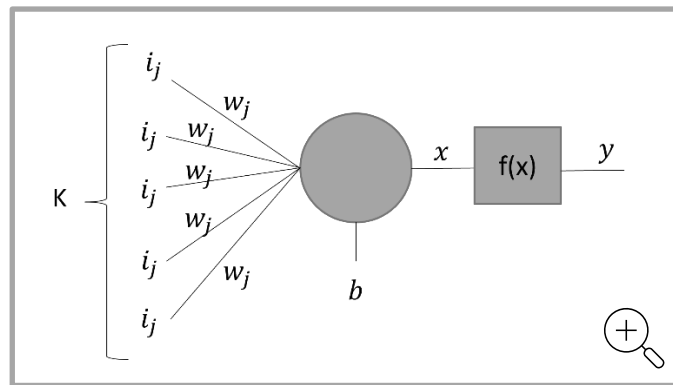
$$y = f(x)$$

where, to prevent the propagation of NaN (Not a Number), the activation function  $f$  is defined as:

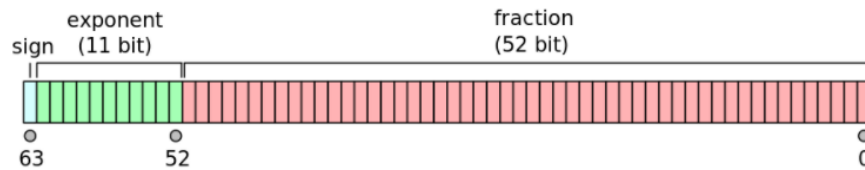
$$f(x) = \begin{cases} 0, & \text{if the exponent part of } x \text{ is equal to } 0x7ff \\ x, & \text{otherwise} \end{cases}$$

Assume the vectors  $i$  and  $w$  respectively store the inputs entering the neuron and the weights of the connections. They contain  $K=30$  double precision **floating point** elements. Assume that  $b$  is a double precision **floating point** constant and is equal to  $0xab$ , and  $y$  is a double precision **floating point** value stored in memory.

Compute  $y$ .



Below is reported the encoding of IEEE 754 double-precision binary floating-point format:



3) Using the WinMIPS64 simulator, validate experimentally the Amdahl's law, defined as follows:

$$\text{speedup}_{\text{overall}} = \frac{\text{execution time}_{\text{old}}}{\text{execution time}_{\text{new}}} = \frac{1}{(1 - \text{fraction}_{\text{enhanced}}) + \frac{\text{fraction}_{\text{enhanced}}}{\text{speedup}_{\text{enhanced}}}}$$

- Using the program developed before: **program\_2.s**
- Modify the processor architectural parameters related with multicycle instructions (Menu→Configure→Architecture) in the following way:

- Configuration 1
  - Starting from the *Base Configuration*, change only the FP addition latency to 3
- Configuration 2
  - Starting from the *Base Configuration*, change only the Multiplier latency to 4
- Configuration 3
  - Starting from the *Base Configuration*, change only the division latency to 12

Compute by hand (using the Amdahl's Law) and using the simulator the speed-up for any one of the previous processor configurations. Compare the obtained results and complete the following table.

Table 1: **program\_2.s** speed-up computed by hand and by simulation

Proc. Config.	Base config. [c.c.]	Config. 1	Config. 2	Config. 3
Speed-up comp.				
By hand	2288	1,0554	1,1626	1,2655
By simulation	2288	1,055	1,163	1,266