

requires decreasing execution time.

2) Computer A runs a Program in 10 Sec. and Comp. B runs the same Program in 15 Sec. which Computer's Performance is better?

$$\Rightarrow \text{Performance} = \frac{1}{\text{execution time}}$$

$$\text{Perf}_A = \frac{1}{10} = 0.1$$

$$\text{Perf}_B = \frac{1}{15} = 0.06 \quad 0.1 > 0.06, \text{ So A is better.}$$

How much faster is A than B?

$$\Rightarrow \frac{\text{Perf}_A}{\text{Perf}_B} = \frac{\text{Exec}_B}{\text{Exec}_A} = \frac{15}{10} = 1.5$$

Perf of A is 1.5 times than Perf. B.

Execution time :- measured in seconds for Program.

CPU time :- actual time the CPU spends computing for a specific task.

↑  
system  
CPU time  
(spent in OS)  
↑  
user  
CPU time  
(spent in user  
Program)

clock cycle  $\Rightarrow$  discrete time intervals

length of CC  $\Rightarrow$  nanoseconds, picoseconds (0.25 ns  $\Rightarrow$  250 ps etc.)  
clock rate as gigahertz. (inverse of clock period)

Total execution time = total no. of CC  $\times$  time taken for each CC

clock cycle rate =  $\frac{1}{\text{length of CC}}$   $\rightarrow$  CCT (clock cycle time)  
(CCR)

$$CCR = \frac{1}{CCT} \text{ Hz} \Rightarrow \text{cycles/sec.}$$

CCR is no. of CC/sec.

~~CPU exec. time~~  $\rightarrow$  ~~No. of CC~~  
CCR

$$\text{CPU exec. time for a Program} = \text{CPU CCs for a Program} \times (\text{Single}) \text{ clock cycle time}$$

$$\text{CPU time} = \frac{\text{CPU clock cycles for a Program}}{\text{clock rate}}$$

29 :-

A Program runs in 10 Secs. on Computer A, which has a 4 GHz clock. we want to design a Computer B, that will run the same Program in 6 Secs. To do so, Comp. B require 1.2 times as many clock cycles as Comp. A for this Program.  
what clock rate is required for Comp. B.

⇒ Find the no. of CCB required for Program on Comp. A.

$$\text{CPU time A} = \frac{\text{CPU CCB}_A}{\text{clock rate}_A}$$

$$10 \text{ Secs.} = \frac{\text{CPU CCB}_A}{4 \times 10^9 \text{ cycles/sec}}$$

$$\begin{aligned} \text{CPU CCB}_A &= 10 \text{ Secs.} \times 4 \times 10^9 \text{ cycles/sec.} \\ &= 40 \times 10^9 \text{ cycles} \end{aligned}$$



cpu time for B using Comp. A is

$$\text{CPU time B} = \frac{1.2 \times \text{CPU Cycles A}}{\text{clock rate B}}$$

$$6 \text{ Secs} = \frac{1.2 \times 40 \times 10^9 \text{ cycles}}{\text{clock rate B}}$$

$$\begin{aligned} \text{clock rate B} &= \frac{1.2 \times 40 \times 10^9 \text{ cycles}}{6 \text{ seconds}} \\ &= \frac{8 \times 10^9 \text{ cycles}}{\text{seconds}} = 8 \text{ GHz.} \end{aligned}$$

So, Comp. B must therefore have twice the clock rate of A to run the program in 6 seconds.

$$\begin{aligned} \text{Kilo} &= 10^3 \\ \text{Mega} &= 10^6 \\ \text{Giga} &= 10^9 \\ \text{Peta} &= 10^{12} \\ \text{Tera} &= 10^{15} \end{aligned}$$

eg:-

A Program runs in 10s in Comp X, with a CR of  $2 \times 10^9$  Hz. <sup>clock rate</sup>  
If you have to design a new Comp. Y to run the same Program in 6 Sec. what is the CR required for Y. Given Y requires 10% more CC than X to execute a Program.

$$\Rightarrow \text{Comp. X} \Rightarrow \text{CPU time} = \frac{\text{CPU CC}}{\text{CR}}$$

$$10\text{s} = \frac{\text{CPU CC}}{2 \times 10^9}$$

$$\text{CPU CC} = 20 \times 10^9 \text{ cycles}$$

$$\text{Comp. Y} \Rightarrow \text{CPU time} = \frac{10\% + \text{CPU CC}}{\text{CR}_Y}$$

$$6\text{s} = \frac{10\% + 20 \times 10^9 \text{ cycles}}{\text{CR}_Y}$$

$$\text{CR}_Y = \frac{22 \times 10^9 \text{ cycles}}{6 \text{ sec.}} = \frac{3.67 \times 10^9 \text{ cycles}}{\text{Sec}} = 3.67 \text{ GHz}$$

another measure  $\Rightarrow$  CPI.  $\Rightarrow$  clock cycles per instruction.  
(i.e. avg. no. of CCs each instr. takes to execute)

$$\text{Total no. of CC for a Program} = \text{Total no. of instructions} \times \text{CPI}$$

$$\frac{\text{Execution time}}{\text{CPU Time}} = \frac{\text{Instruction Count} \times \text{CPI} \times \text{clock cycle time}}{\text{CPU Time}}$$

$$\text{CPU Time} = \frac{\text{(or) Instr. Count} \times \text{CPI}}{\text{clock rate}}$$

eg:- Comp. A has a clock cycle Time<sub>A</sub> of 250 ps and CPI of 2 for a Program. Comp. B has CCT of 500 ps and a CPI of 1.2 for the same Program. Which computer is faster for this program and by how much?

⇒ Let  $I$  be the no. of instructions of a Program.  
 So,  $CPU\ CCT_A = I \times 2$   
 $CPU\ CCT_B = I \times 1.2$

$$\begin{aligned} \frac{Perf_A}{Perf_B} &= \frac{Exe\ Time\ B}{Exe\ Time\ A} \\ &= \frac{Inst.\ Count_B \times CPI_B \times CCT_B}{Inst.\ Count_A \times CPI_A \times CCT_A} \\ &= \frac{1.2 \times 500}{2 \times 250} \end{aligned}$$

Since A & B have the same no. of instructions.

$$Perf_A = 1.2 \times$$

$Perf_A = 1.2$  times of  $Perf_B$

A is 1.2 times faster than B.



29:-

Consider 3 Processors  $P_1, P_2, P_3$  executing Same Program with CCR of 2, 1.5, 3GHz respectively & CPI as 1.5, 1, 2.5 resp.

- a) which Processor has highest Performance?  
 b) If each Processor executes in 10s, find the no. of CC in each.

$$\Rightarrow \text{a) Perf } P_1 = \frac{1}{\text{exe. time } P_1} = \frac{CCR_{P_1}}{IC_{P_1} \times CPI_{P_1}} = \frac{2}{1.5} = 1.3$$

(Since, it is comparison, we can ignore Instr. Count  
 $IC_{P_1} = IC_{P_2} = IC_{P_3}$ )

$$\text{Perf } P_2 = \frac{1.5}{1} = 1.5 //$$

$$\text{Perf } P_3 = \frac{3}{2.5} = 1.2 //$$

So,  $P_2$ 's Performance is high



b) No. of CC?

$$\text{Exetime} = \frac{\text{no. of CC}}{\text{CCR}}$$

$$\text{no. of CC} = \text{Exetime} \times \text{CCR}$$

$$\text{no. of CC } P_1 = 10 \times 2 = 20$$

$$P_2 = 10 \times 1.5 = 15$$

$$P_3 = 10 \times 3 = 30$$

$$\text{no. of CCPI} = 10 \times 2 = 20$$

$$P_2 = 10 \times 1.5 = 15$$

$$P_3 = 10 \times 3 = 30$$

we are trying to reduce exec. time of a ~~slow~~ by 30% which ~~causes~~ causes the CPI to increase by 20%. what CCR should we have to achieve this if the existing CCR is 2 GHz.

$$\Rightarrow \text{New Exec. Time} = \frac{\text{old Exec. Time}}{100} - \frac{30}{100} \times \frac{\text{old Exec. Time}}{100}$$

$$= 0.7 \times \text{old Exec. Time.}$$

$$\text{New CPI} = \frac{\text{old CPI}}{100} + \frac{20}{100} \times \text{old CPI} = 1.2 \times \text{old CPI}$$

$$\text{Exec. Time} = \frac{\text{IC} \times \text{CPI}}{\text{CCR}}$$

$$\text{CCR} = \frac{\text{IC} \times \text{CPI}}{\text{Exec. Time}}$$

we have

$$\text{New Exec. Time} = 0.7 \times \text{old Exec. Time.}$$

$$\frac{\text{New IC} \times \text{New CPI}}{\text{New CCR}} = 0.7 \times \frac{\text{old IC} \times \text{old CPI}}{\text{old CCR}}$$

$$\frac{1.2 \times \text{CPI (New)}}{\text{New CCR}} = \frac{0.7 \times \text{old CPI}}{\text{old CCR}}$$

$$\text{New CCR} = \frac{1.2}{0.7} \times \text{CCR (2 GHz)}$$

$$= 1.7 \times 2 = 3.4 \text{ GHz} //$$

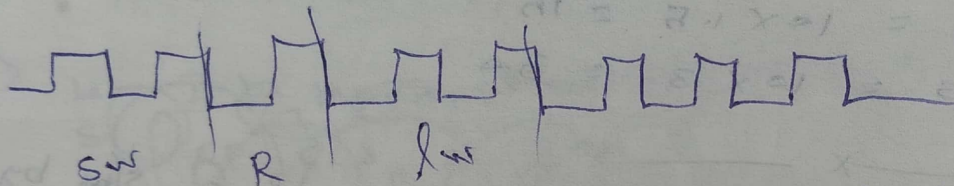
the Previous equations of CC

$$\text{No. of CC} = \text{CPI} \times \text{IC}$$

$$= \text{CCs per Instr.} \times \text{Instr. Count.}$$

If there are different classes of Instructions each with different CPIs,

for eg:-



the no. of cc for each Instr. type / class is different.

So, Total no. of  
CPI clock cycles =  $\sum_{i=1}^n (CPI_i \times C_i)$

where

$C_i$  = Count of the no. of instructions of class  $i$

$CPI_i$  = average no. of clock cycles per instruction for that instruction class

and  $n$  = no. of instruction classes.

— x —



eg:- A Compiler designer is trying to decide between 2 code sequences for a particular m/c. The H/w designer has supplied the foll. facts.

Instr. class	CPI for this instr. class
A	1
B	2
C	3

For a particular high-level-lang. statement, the compiler writer is considering 2 code sequences that require the foll. instruction counts.

Code Sequence	Instr. count for instr. class		
	A	B	C
1	2	1	2
2	4	1	1

which code sequence executes the most instructions?  
which will be faster? what is the CPI for each sequence?

$\Rightarrow$  A) Seq. 1 executes  $2 + 1 + 2 = 5$  instructions.  
 " 2 "  $4 + 1 + 1 = 6$  "

So, Seq. 1 executes fewer instructions &  
 " 2 " more "

B)  $CPU\ CC_1 = \sum_{i=1}^n (CPI_i \times C_i)$   $n = 3$  classes

$$= (2 \times 1) + (1 \times 2) + (2 \times 3) = 10 \text{ cycles}$$

$$CPU\ CC_2 = (4 \times 1) + (1 \times 2) + (1 \times 3) = 9 \text{ cycles}$$

So, code Seq. 2 require less no. of clock cycles &

is faster  $\Rightarrow$  total no. of CCs =  $CPI \times IC$

C)  $\Rightarrow CPI_1 = \frac{CPU\ CC_1}{Instr.\ Count} = \frac{10}{5} = 2 //$

$$CPI_2 = \frac{9}{6} = 1.5 //$$

eg:- Consider the 2  $\frac{C}{S}$  that are executing the same app. the IC for various classes of instructions & CPI are given as

	CPI for each class				IC for each class		
	Rw/Sw	ALU	branch		Rw/Sw	ALU	branch
1	1.2	0.9	0.8	1	20	15	15
2	1.5	0.7	0.9	2	18	20	12

which of the 2  $\frac{C}{S}$  are faster assuming both run at same CCR. what happens if S1 runs 2GHz & S2 at 2.2GHz?

$$\Rightarrow \text{No. of CC}_1 = (20 \times 1.2) + (15 \times 0.9) + (15 \times 0.8) = 49.5$$

$$A) \text{ " } \text{CC}_2 = (18 \times 1.5) + (20 \times 0.7) + (12 \times 0.9) = 51.8$$

So, Code Seq. 1 is faster since both are executed in same CCR.

B)  $\frac{C}{S}$  Seq. 1 with 2GHz.

$$\text{Exe. Time}_1 = \frac{\text{Total no. of CC}_1}{\text{CCR}} = \frac{49.5}{2 \times 10^9} = 24.75 \times 10^{-9} \text{ Sec.}$$

$\frac{C}{S}$  Seq. 2 with 2.2GHz.

$$\text{Exe. Time}_2 = \frac{51.8}{2.2 \times 10^9} = 23.5 \times 10^{-9} \text{ Sec.}$$

Code Seq. 2 is faster //



eg:- Code Seq. 1

Instr. class	CPI	frequency
A	2	40%
B	3	25%
C	3	25%
D	5	10%

Code Seq. 2

Instr. class	CPI	freq.
A	2	40%
B	2	25%
C	3	25%
D	4	10%

Code Seq. 1 is executed in m/c with CCR 500 MHz.

Is it possible to improve the performance of m/c with CCR of 600 MHz?

Compute CPI for each m/c?

Which Code Seq. is better?

$$\Rightarrow CPI = \frac{\text{no. of CC}}{\text{Instr. Count}} = \frac{\sum I C_i \times CPI_i}{IC}$$

$$= \sum \frac{I C_i}{IC} \times CPI_i$$

$$\sum \frac{I C_i}{IC} = \text{freq. of instr. class } i$$

$$CPI_1 = \frac{40}{100} \times 2 + \frac{25}{100} \times 3 + \frac{25}{100} \times 3 + \frac{10}{100} \times 5$$

$$= 0.8 + 0.75 + 0.75 + 0.5$$

$$= 2.8$$

$$CPI_2 = \frac{40}{100} \times 2 + \frac{25}{100} \times 2 + \frac{25}{100} \times 3 + \frac{10}{100} \times 4$$

$$= 0.8 + 0.5 + 0.75 + 0.4$$

$$= 2.45$$