

## STUDENTS IDENTIFICATION:

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## 2.1 Simple execution, without data forwarding techniques

f)	Clock cycles	377	Stalls: - Data	192
	Instructions	166	- Structural	0
	Average CPI	2.271	- Branch Taken	15

- g) Num total de 16 iterações programadas para o ciclo do programa, ocorreram 15 stalls de Branch Taken e a instrução imediatamente a seguir a "bne", que já tinha entrado no pipeline e estava a meio da sua execução, é flushed sempre que o branch for taken. Logo estamos perante um branch prediction policy de "predict not taken".

e) clock cycles = 23  
Instructions = 10  
Avg CPI =  $\frac{23}{10} = 2.3$

## 2.2 Application of data forwarding techniques

c)	Clock cycles	297	Stalls: - Data	112
	Instructions	166	- Structural	16
	Average CPI	1.789	- Branch Taken	15

- d)
- $$\text{Exe\_time} = \text{num\_cycles} \times \text{cycle\_time}$$
- $$\text{Exe\_time}_{\text{old}} = \text{num\_cycles}_{\text{old}} \times \text{cycle\_time}$$
- $$\text{Exe\_time}_{\text{new}} = \text{num\_cycles}_{\text{new}} \times \text{cycle\_time}$$
- $$\text{Speedup} = \frac{\text{Exe\_time}_{\text{old}}}{\text{Exe\_time}_{\text{new}}} = \frac{\text{num\_cycles}_{\text{old}} \times \text{cycle\_time}}{\text{num\_cycles}_{\text{new}} \times \text{cycle\_time}} = \frac{377}{297} = 1.269$$

## 2.3 Source code optimization: minimization of data and structural hazards

- a) Attach a copy of the new assembly program.

c)	Clock cycles	249	Stalls: - Data	48
	Instructions	166	- Structural	16
	Average CPI	1.500	- Branch Taken	15

- d) Pelo fórmula dada na 2.2 d), o speedup comproado com 2.1 é
- $$\text{Speedup} = \frac{377}{249} = 1.514$$

## 2.4 Source code optimization: loop unrolling

a) Attach a copy of the new assembly program.

c)

Clock cycles	<b>161</b>
Instructions	<b>126</b>
Average CPI	<b>1,278</b>

Stalls: - Data	<b>8</b>
- Structural	<b>16</b>
- Branch Taken	<b>7</b>

d)

$$\text{Speedup} = \frac{377}{161} = 2,342$$

## 2.5 Source code optimization: branch delay slot

a) Attach a copy of the new assembly program.

d)

Clock cycles	<b>234</b>
Instructions	<b>166</b>
Average CPI	<b>1,410</b>

Stalls: - Data	<b>48</b>
- Structural	<b>16</b>
- Branch Taken	<b>0</b>

e)

$$\text{Speedup} = \frac{377}{234} = 1,611$$





Table 3: Pipeline time diagram, with minimization techniques to reduce the data and structural hazards.

INSTRUCTIONS	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
lw \$10, 0(\$2)	F	D	X	M	W																																				
lw \$11, 0(\$3)		F	D	X	M	W																																			
daddi \$1, \$1, 1			F	D	X	M	W																																		
dadd \$12, \$10, \$11				F	D	X	M	M	M	M	M	M	M	M	M	M																									
daddi \$2, \$2, 8					F	D	X	M	W																																
daddi \$3, \$3, 8						F	D	X	M	W																															
daddi \$12, \$12, \$10							F	D	X	M	W																														
sw \$12, 0(\$4)								F	D	D	D	D	D	D	X	M	W																								
daddi \$4, \$4, 8									F	F	F	F	F	F	D	X	M	W																							
beq \$1, \$5, loop															F	D	X	M	W																						
halt																F																									



Table 5: Pipeline time diagram: usage of branch delay slot techniques to reduce the control hazards.

INSTRUCTIONS		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
1	lw \$10, 0(\$2)																																									
2	lw \$11, 0(\$3)																																									
3	addi \$1, \$1, 1																																									
4	and \$12, \$10, \$11																																									
5	addi \$2, \$2, 8																																									
6	addi \$3, \$3, 8																																									
7	addi \$12, \$12, \$12, 10																																									
8	sw \$12, 0(\$4)																																									
9	beq \$1, \$5, loop																																									
10	addi \$4, \$4, 8																																									
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### Code for 2.3

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loop:
    lw $10, 0($2)           # Load A[i] into $10
    lw $11, 0($3)           # Load B[i] into $11
    daddi $1, $1, 1         # Increment i by 1
    dmul $12, $10, $11      # Multiply A[i] and B[i], store result in $12
    daddi $2, $2, 8         # Move to the next element in A (increment $2 by 8 bytes)
    daddi $3, $3, 8         # Move to the next element in B (increment $3 by 8 bytes)
    dadd $12, $12, $10       # Add A[i] to the product (A[i] * B[i] + A[i])
    sw $12, 0($4)           # Store the result in C[i] (store $12 at address pointed by $4)
    daddi $4, $4, 8         # Move to the next element in C (increment $4 by 8 bytes)
    bne $1, $5, loop        # If i ≠ N (stored in $5), repeat the loop

halt                        # Stop execution

```

### Code for 2.4

<pre> loop:     lw \$10, 0(\$2)           # Load A[i] into \$10     lw \$11, 0(\$3)           # Load B[i] into \$11     lw \$13, 8(\$2)           # Load A[i+1] into \$13     lw \$14, 8(\$3)           # Load B[i+1] into \$14      dmul \$12, \$10, \$11      # Multiply A[i] and B[i], store in \$12     daddi \$1, \$1, 2         # Increment i by 2     dmul \$15, \$13, \$14      # Multiply A[i+1] and B[i+1], store in \$15      daddi \$2, \$2, 16        # Move to the next set of elements in A     daddi \$3, \$3, 16        # Move to the next set of elements in B      dadd \$12, \$12, \$10       # Add A[i] to the product, store in \$12     dadd \$15, \$15, \$13       # Add A[i+1] to the product, store in \$15      sw \$12, 0(\$4)           # Store result in C[i]     sw \$15, 8(\$4)           # Store result in C[i+1]      daddi \$4, \$4, 16        # Move to the next set of elements in C      bne \$1, \$5, loop        # If i ≠ N, repeat loop      halt                   # Stop execution </pre>	<p>A[i+1] B[i+1]</p> <p>A[i+1] B[i+1]</p> <p>A[i+1]</p> <p>C[i+1]</p>
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### Code for 2.5

```

loop:
    lw $10, 0($2)           # Load A[i] into $10
    lw $11, 0($3)           # Load B[i] into $11
    daddi $1, $1, 1         # Increment i by 1
    dmul $12, $10, $11      # Multiply A[i] and B[i], store result in $12
    daddi $2, $2, 8         # Move to the next element in A (increment $2 by 8 bytes)
    daddi $3, $3, 8         # Move to the next element in B (increment $3 by 8 bytes)
    dadd $12, $12, $10       # Add A[i] to the product (A[i] * B[i] + A[i])
    sw $12, 0($4)           # Store the result in C[i] (store $12 at address pointed by $4)
    bne $1, $5, loop        # If i ≠ N (stored in $5), repeat the loop
    daddi $4, $4, 8         # Move to the next element in C (increment $4 by 8 bytes)
    halt                    # Stop execution

```