

## ITSC 3181 Homework 1

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**1.5:** a)  $\text{IPS P1} = 3\text{GHz}/1.5 = 2 \times 10^9$

$$\text{IPS P2} = 2.5 \text{ GHz}/1 = 2.5 \times 10^9$$

$$\text{IPS P3} = 4 \text{ GHz}/2.2 = 1.82 \times 10^9$$

P2 has highest performance expressed in IPS.

b)  $\text{P1: Inst} = 2 \times 10^9 \times 10^9 = 2 \times 10^{10}$

$$\text{Cycles} = 3 \times 10^9 \times 10^9 = 3 \times 10^{10}$$

$$\text{P2: Inst} = 2.5 \times 10^9 \times 10^9 = 2.5 \times 10^{10}$$

$$\text{Cycles} = 2.5 \times 10^9 \times 10^9 = 2.5 \times 10^{10}$$

$$\text{P3: Inst} = 1.82 \times 10^9 \times 10^9 = 1.82 \times 10^{10}$$

$$\text{Cycles} = 4 \times 10^9 \times 10^9 = 4 \times 10^{10}$$

c) We want 0.7\*original exe time so we must set up ratio because we now have 1.2\*original CPI. So  $(\text{new CPI}/\text{new clock rate}) = 0.7(\text{original CPI}/\text{original clock rate})$ . Then  $(1.2/\text{new clock rate}) = (0.7/\text{original clock rate})$ . Which gives us new clock rate = 1.71\*old clock rate. So clock rate increases by 71% to achieve this.

**1.6:** Compiler A clock cycles =  $(1 \times 10^5) + (2 \times 2 \times 10^5) + (3 \times 5 \times 10^5) + (3 \times 2 \times 10^5) = 2.6 \times 10^6$

$$\text{Exe time} = (2.6 \times 10^6)/(2.5 \times \text{GHz}) = 1.04 \text{ ms}$$

$$\text{Compiler B clock cycles} = (2 \times 10^5) + (2 \times 2 \times 10^5) + (2 \times 5 \times 10^5) + (2 \times 2 \times 10^5) = 2 \times 10^6$$

$$\text{Exe time} = (2 \times 10^6)/(3 \times \text{GHz}) = 0.67 \text{ ms}$$

So compiler B is faster.

a)  $\text{CPI Compiler A} = (2.6 \times 10^6)/10^6 = 2.6$

$$\text{CPI Compiler A} = (2 \times 10^6)/10^6 = 2$$

b) Compiler A clock cycles =  $2.6 \times 10^6$

Compiler A clock cycles =  $2 \times 10^6$

**1.7:** a) Compiler A:  $\text{CPI} = 1 / (10^9 \times 10^{-9}) = 1$

Compiler B:  $\text{CPI} = 1.5 / (1.2 \times 10^9 \times 10^{-9}) = 1.25$

b) Compiler A clock rate =  $(10^9 \times 1) / (1.2 \times 10^9 \times 1.25)$  Compiler B clock rate

Compiler A clock rate = 0.67 Compiler B clock rate. So, Compiler A's clock rate is 67% as fast as Compiler B's clock rate.

**1.14.1:** Clock cycles =  $(50 \times 10^6 \times 1) + (110 \times 10^6 \times 1) + (80 \times 10^6 \times 4) + (16 \times 10^6 \times 2) = 512 \times 10^6$

Exec time =  $(512 \times 10^6) / (2 \times 10^9) = 256 \times 10^{-3}$

$\text{CPI of FP} = (((512 \times 10^6) / 2) - ((110 \times 10^6 \times 1) + (80 \times 10^6 \times 4) + (16 \times 10^6 \times 2))) / (50 \times 10^6) = -4.12$  so CPI of FP would not improve because it is negative.

**1.14.2:**  $\text{CPI of L/S} = (((512 \times 10^6) / 2) - ((110 \times 10^6 \times 1) + (80 \times 10^6 \times 4) + (16 \times 10^6 \times 2))) / (80 \times 10^6) = 0.8$  so  $4 / 0.8 = 5$  which means the CPI of L/S must improve 5 times its current amount.

**1.14.3:**  $\text{CPI of FP now} = 1 - (1 \times 0.4) = 0.6$

$\text{CPI of INT now} = 1 - (1 \times 0.4) = 0.6$

$\text{CPI of L/S now} = 4 - (4 \times 0.3) = 2.8$

$\text{CPI of Branch now} = 2 - (2 \times 0.3) = 1.4$

Clock cycles =  $(50 \times 10^6 \times 0.6) + (110 \times 10^6 \times 0.6) + (80 \times 10^6 \times 2.8) + (16 \times 10^6 \times 1.4) = 342.4 \times 10^6$

Exec time =  $(342.4 \times 10^6) / (2 \times 10^9) = 171.2 \times 10^{-3}$

$(256 \times 10^{-3}) / (171.2 \times 10^{-3}) = 1.497$  is how much it is improved by.

**1.16:** a)  $1110 = 8 + 4 + 2 = 14$

b)  $100100 = 32+4=36$

c)  $11010111 = 128+64+16+4+2+1 = 215$

d)  $011101010100100 = 8192+4096+2048+512+128+32+4 = 15012$