

1. Computer A:

average running time:

$$1 \times 30\% + 4 \times 18\% + 3 \times 20\% + 2 \times 32\% \\ = 2.26 \text{ cycles}$$

for computer B

$$\text{plan 1: } 1 \times 30\% + 4 \times 18\% + 3 \times 20\% + 1 \times 32\% \\ = 1.94 \text{ cycles}$$

$$\text{plan 2: } 1 \times 30\% + 2 \times 18\% + 3 \times 20\% + 2 \times 32\% \\ = \cancel{2.2} \text{ cycles } 1.9 \text{ cycles}$$

plan 2 will be better

in percentage 32% is more common,
but for same 50% raise in performance,
loads can improve 2 cycles. Still plan 2
has better result.

2.

$$(a) \quad \text{IBM 3090} \quad \frac{3.27 + 13.4 + 57.5}{3} = 24.72 \text{ s}$$

$$M/2000 \quad \frac{5.3 + 22.6 + 110}{3} = 45.97 \text{ s}$$

$$\frac{T_{M/2000}}{T_{\text{IBM 3090}}} = 1.86 \quad 1.86 \text{ times faster}$$

$$(b) \quad \text{Speed}_{\text{overall}} = \frac{1}{(1 - 0.8) + \frac{0.8}{\frac{0.8}{2}}} = \frac{5}{3}$$

$$\frac{92.5 \times \frac{3}{5} + 417.2 + 1872}{3} = 781.5 \text{ s}$$

$$(c) \quad \text{Arth average} : 0.15 \times 5.3 + 0.77 \times 22.6 + 0.08 \times 110 = 26.997 \text{ s}$$

$$(d) \quad \text{geometric mean} = \sqrt[3]{5.3 \times 22.6 \times 110} = 23.62 \text{ s}$$

4.

3. ADD R1, 40(R3), R2

3.

loop times 100

4.

(a) ~~dy~~ in each loop nop x 2

200

(b)	DADDI	1
	LW	1
LI :	SLTI	2 x 100
	BEQ	2 x 100
	LW	2 x 100
	DSUB	3 x 100
	SW	2 x 100
	DADDI	2 x 100

total 1302

(c)	LW	:	1
LI :	LW		1 x 100
	SW		1 x 100
	J		1 x 100
	BEQ	in L2	1

302 in total

5. L1: SGE R2, R1, R4
 BNE R2, R0, END
 LW R3, 0(R1)
 LW R5, 2000(R2)
 ADD R6, R6, R3
 ADD R7, R7, R5
 J L1
 ADDI R1, R1, #4
 END: ~~END~~ ADD R7, R6, R7

(a) ~~hazard~~ RAW hazard

between LW R3, 0(R1)
 and ADD R6, R6, R3

R3 value may be old when reading
 thus RAW hazard happens

(b) shown above

(c) In this case, instruction J L1 and ADDI R1
 are not actually processing data
 before unrolling $2/8 = \underline{25\%}$ loop overhead
 in L1

without unrolling, it will be like

SGE ...

BNE ...

LW R3, 0(R1)

ADD R6, R6, R3

J L1

ADDI R1, R1, #4

$2/6 = \underline{33.3\%}$ loop overhead
 non-unrolled

b. $A[i] = B[i] + C[i];$

for ($i = 1; i \leq 99; i = i + 1$) {
 $C[i+1] = \cancel{B[i+1]} + C[i+1] + D[i];$
 $A[i+1] = B[i+1] + C[i+1];$
}

$$C[101] = C[101] + D[100];$$