

C.1

(a)

LD	R1	, 0(R2)	①
DADDI	R1	, R1, 1	②
SD	R1	, 0, (R2)	③
DADDI	R2	, R2, 4	④
DSUB	R4	, R3, R2	⑤
BNEZ	R4	, Loop	⑥

Arrows indicate data flow: R1 is updated by instruction 2 and used in 3. R2 is updated by instruction 4 and used in 1. R3 is used in instruction 5. R4 is updated by instruction 5 and used in instruction 6.

(b)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
① :	F	D	X	M	W													
② :		F	S	S	D	X	M	W										
③ :				F	S	S	D	X	M	W								
④ :					F	D	X	M	W									
⑤ :						F	S	S	D	X	M	W						
⑥ :							F	S	S	D	X	M	W					

$$R3 = R2 + 296 \quad \therefore 99 \text{ loops in total}$$

in each iteration (first 98)

16 cycles are required, in the last iteration  
18 cycles are required

$$\therefore 16 \times 98 + 18 = 1584$$



	1	2	3	4	5	6	7	8	9	10	11	12	13	14
(c) ①	F	D	X	M	W									
②		F	D	S	X	M	W							
③			F	<del>S</del> D	X	M	W							
④				F	D	X	M	W						
⑤					F	D	X	M	W					
⑥						F	S	D	X	M	W			
xx						<del>F</del>	<del>S</del>	<del>S</del>	<del>S</del>	<del>S</del>				
①						<del>F</del>	<del>D</del>	<del>X</del>	<del>M</del>	<del>W</del>				
						F	D	X	M	W				

2 RAW stalls and a flush at the end of each iteration can be overlapped with the beginning of the next iteration

$$\therefore 98 \times (12 - 3) + 12 = 894 \text{ cycles}$$

	1	2	3	4	5	6	7	8	9	10	11	12	13
(d) ①	F	D	X	M	W								
②		F	D	S	X	M	W						
③			F	S	D	X	M	W					
④				F	D	X	M	W					
⑤					F	D	X	M	W				
⑥						F	S	D	X	M	W		
⑦							F	D	X	M	W		

$$8 \times 98 + 12 = 796 \text{ cycles}$$



C.2 jump and calls freq 1%

a. taken branches freq  $15\% \times 60\% = 9\%$

not taken branches freq  $15\% \times 40\% = 6\%$

(1) for jump and call inst

F D ~~AX~~ M W

F = F D X M W

F D ..

F ..

1 stall in this case

(2) for taken conditional branch,

F D X M W

F stall F D X M W

F ...

2 stalls in this case

(3) for not taken conditional branch

F D X M W

F s D X M W

F D ..

1 stall

$$\therefore \text{average stall number} = 1 \times 1\% + 2 \times 9\% + 1 \times 6\% \\ = 0.25$$

$$\text{speedup} = \frac{1}{1 + 0.25} \times 4 = \frac{1}{\frac{5}{4}} \times 4 = \frac{16}{5} = 3.2$$

$$\text{ideal speedup} = \frac{1}{1+0} \times 4 = 4$$

$$\text{actual speedup} = \frac{4}{3.2} = 1.25$$

$\therefore$  25% speed up

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b. ideal speedup :  $\frac{1}{1+0} \times 15 = 15$

(1) for jump and call:

$\therefore$  ~~hazard~~ branch is resolved in 5th cycle  $\therefore$  4 stalls are required (wasted IF)

(2) for not-taken branch

$\therefore$  branch is resolved in 10th cycle  
8 stalls are required

(3) for taken branches

8 stalls and 1 wasted IF  
9 stalls

$\therefore$  average stall. number =  $4 \times 10\% + 8 \times 6\% + 9 \times 9\%$   
 $= 1.33$

actual speedup :  $\frac{1}{1+1.33} \times 15 = 6.438$

overall speedup without hazard

$= \frac{15}{6.438} = 2.33$

133% improved