

1. Effective CPI = $\sum \text{mix frequency} \times \text{clock cycle}$

(1) ~~ALL~~ Load / store

load	26.5%	25.1%	25.8%	ave
store	10.3%	13.2%	11.8%	

\Rightarrow instruction mix freq = $25.8\% + 11.8\% = 0.376$

(2) conditional branch:

cond branch	9.3%	12.1%	10.7%	ave
instruction mix freq	= 0.107			

(3) jumps

return	1.6%	0.6%	1.1%	
call	1.6%	0.6%	1.1%	ave
jump	0.8%	0.7%	0.8%	

instruction mix freq = $3\% = 0.03$

(4) ALU

all others will be considered as ALU

add	21.1	19.0	2.0	cond move	0.4	0.6	0.5
sub	1.7	2.2	2.0	compare	2.8	6.1	4.4
mul	1.4	0.1	0.8	other logic	0.1	0.4	0.2
or	7.9	8.5	8.2				
xor	1.8	2.1	2.0	instruction mix freq			
and	4.3	4.6	4.4	= 0.485			
shift	3.8	1.1	2.4				
load imm	4.8	2.5	3.6				

Continued

$$\text{conditional branches clock cycle} = (0.6 \times 2.0) + (1 - 0.6) \times 1.5 = 1.8$$

Effective CPI =

$$(0.485 \times 1.0) + (0.376 \times 1.4) + (0.107 \times 1.8) + (0.03 \times 1.2) \\ = 1.24$$

2.

A.7ca)

```
DADD    R1, R0
SW      R1, 7000(R0);
Loop:   LD    R1, 7000(R0);
        DSSL  R2, R1, 3;
        DADDI R3, R2, 3000;
        LD    R4, 0(R3);
        LD    R5, 5000(R0);
        DADD  R6, R4, R5;
        LD    R1, 7000(R0);
        DSSL  R2, R1, 3;
        DADDI R7, R2, #1000;
        SD    R6, 1000(R7);
        LD    R1, 7000(R0);
        DADDI R1, R1, #1;
        SD    R1, 7000(R0);
        LD    R1, 7000(R0);
        DADDI R8, R1, #-101;
        BNEZ  R8, loop;
```

$2 + (16 \times 101) = 1618$ instructions

8×101 vs instructions

code size:

$4B \times 18 = 72B$

3.

A.20a

ALU length = 16 bits

~~branch~~ type : 16 bit ratio = 0.304

data ref 24 bit ratio = 0.669 - 0.304 = 0.365

32 bit ratio = 1 - 0.669

branches type : = 0.331

16 bit ratio = 0.001

24 bit ratio = 0.852 - 0.001 = 0.851

32 bit ratio = 1 - 0.852 = 0.148

data ref length = $16 \times 0.304 + 24 \times 0.365 + 32 \times 0.331$
= 24.2 bit

branches length = $16 \times 0.001 + 24 \times 0.851 + 32 \times 0.148$
= 25.3 bit

ALU freq = add (19%) + sub (3%) + compare (5%)
+ cond move (1%) + shift (2%) + and (4%)
+ or (9%) + xor (3%) + 1%
= 47% = 0.47

data ref = load (26%) + store (10%) + load & trim (2%)
= 38% = 0.38

branch freq = 1 - 0.38 - 0.47 = 0.15

average length = $16 \times 0.47 + 24.2 \times 0.38 + 25.3 \times 0.15$
= 20.5 bits