```
! ! ! !
!
```

R1, O(R0) LW R2.4(R0) LW R3, R1, R2 ADD ;a=b+e R3, 12(R0) SW R4, 8(R0) LW R5, R1, R4 ADD ;c=b+f R5, 16(R0) SW

WB ID
EX ID EX MEM ID

EX

	1	2	3	4	5	6	7	8	9
LW R1, 0(R0)	IF	ID	EX	MEM	WB				
LW R2, 4(R0)		IF	ID	EX	MEM	WB			
ADD R3, R1, R2			IF	ID	ID	ID	ID	EX	MEM
SW R3, 12(R0)				IF	IF	IF	IF	ID	EX
LW R4, 8(R0)								IF	ID
ADD R5, R1, R4									IF
SW R5, 16(R0)									

	10	11	12	13	14	15
LW R1, 0(R0)						
LW R2, 4(R0)						
ADD R3, R1, R2	WB					
SW R3, 12(R0)	MEM	WB				
LW R4, 8(R0)	EX	МЕМ	WB			
ADD R5, R1, R4	ID	ID	EX 1	MEM	WB	
SW R5, 16(R0)	IF	IF	ID	EX	MEM	WB

15

LW R1, 0(R0) LW R2, 4(R0) LW R4, 8(R0) ADD R5, R1, R4 ;c=b+f LW  $\mathsf{SW}$ R5, 16(R0) R3, R1, R2 ADD ;a=b+e LW  $\mathsf{SW}$ R3, 12(R0)

	1	2	3	4	5	6	7	8	9	10	11	12
LW R1, 0(R0)	IF	ID	EX	MEM	WB							

LW R2, 4(R0)	IF	ID	EX	MEM	WB						
LW R4, 8(R0)		IF	ID	EX	МЕМ	WB					
ADD R5, R1, R4			IF	ID	ID '	EX	MEM	WB			
SW R5, 16(R0)				IF	IF	ID	EX	MEM	WB		
ADD R3, R1, R2						IF	ID	EX	MEM	WB	
SW R3, 12(R0)							IF	ID	EX	MEM	WB

12 3 MEM WB ΕX ΕX

13-11=2

13

13													
	1	2	3	4	5	6	7	8	9	10	11	12	13
LW R1, 0(R0)	IF	ID	EX	MEM	WB								
LW R2, 4(R0)		IF	ID	EX	MEM	WB							
ADD R3, R1, R2			IF	ID	ID 🔻	EX	MEM	WB					
SW R3, 12(R0)				IF	IF	ID	EX	MEM	WB				
LW R4, 8(R0)						IF	ID	EX	MEM	WB			
ADD R5, R1, R4							IF	ID	ID 🖠	EX	MEM	WB	
SW R5, 16(R0)								IF	IF	ID	EX	MEM	WB

LW R1, 0(R0)

LW R2, 4(R0)

LW R4, 8(R0)

ADD R3, R1, R2 ;a=b+e

ADD R5, R1, R4 ;c=b+f

SW R3, 12(R0)

R5, 16(R0) SW

> 11 2

!!

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!

MIPS

LW R1, 0(R0) ; load A LW R2, 4(R0) ; load B

R3, R1, R2 ADD ; A=A+B

SUB R4, R3, R2

; C=A-B

 $\mathsf{SW}$ R3, 0(R0) ; store A

SW R4, 8(R0) ; store C

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
LW R1, 0(R0)	IF	ID	EX	MEM	WB										
LW R2, 4(R0)		IF	ID	EX	MEM	WB									
ADD R3, R1, R2			IF	ID	ID	ID	ID	EX	MEM	WB					

SUB R4, R3, R2		IF	IF	IF	IF	ID	ID	ID	ID	EX	MEM	WB	
SW R3, 0(R0)						IF	IF	IF	IF	ID	EX	MEM	WB
SW R4, 8(R0)										IF	ID	ID	ID

	16	17	18
LW R1, 0(R0)			
LW R2, 4(R0)			
ADD R3, R1, R2			
SUB R4, R3, R2			
SW R3, 0(R0)			
SW R4, 8(R0)	EX	MEM	WB

!!

	ADDIU R3, R0, N	; N
	SLL R3, R3, 2	; N*4
	ADDU R3, R1, R3	; R3=R1+N*4
Loop:	LWC1 F1, 0(R1)	; load X(i)
	LWC1 F2, 0(R2)	; load Y(i)
	MUL.S F3, F0, F1	; a*X(i)
	ADD.S F4, F2, F3	; a*X(i)+Y(i)
	ADDIU R1, R1, 4	; i++ for X
	ADDIU R2, R2, 4	; i++ for Y
	BNE R1,R3, Loop	
	SWC1 F4, -4(R1)	; store to X(i)

X EX

!

	1	2	3	4	5	6	7	8	9
LWC1 F1, 0(R1)	IF	ID	EX	MEM	WB				
LWC1 F2, 0(R2)		IF	ID	EX	МЕМ	WB			
MUL.S F3, F0, F1			IF	ID	EX1	EX2	EX3	EX4	MEM
ADD.S F4, F2, F3				IF	ID	ID	ID	ID	EX1
ADDIU R1, R1, 4					IF	IF	IF	IF	ID
ADDIU R2, R2, 4									IF
BNE R1,R3, Loop									
SWC1 F4, -4(R1)									

	10	11	12	13	14	15	16	17
LWC1 F1, 0(R1)								
LWC1 F2, 0(R2)								

MUL.S F3, F0, F1	WB							
ADD.S F4, F2, F3	EX2	EX3	MEM	WB				
ADDIU R1, R1, 4	ID	ID	EX	MEM	WB			
ADDIU R2, R2, 4	IF	IF	ID	EX	MEM	WB		
BNE R1,R3, Loop			IF	ID	EX	MEM	WB	
SWC1 F4, -4(R1)				IF	ID	EX	MEM	WB

!! 与!

(1)		99	)									
		1	2	3	4	5	6	7	8	9	10	11
	LD R1, 0(R2)	IF	ID	EX	MEM	WB						
	DADDI R1, R1, 4		IF	ID	ID	ID	EX	MEM	WB			
	SD R1, 0(R2)			IF	IF	IF	ID	ID	ID	EX	MEM	WB
	DADDI R2, R2, 4						IF	IF	IF	ID	EX	MEM
	DSUB R4, R3, R2									IF	ID	ID

BNEZ R4, Loop IF IF

```
(3)
                    taken
Loop:
    LD
             R1, 0(R2)
    DADDI
             R2, R2, #4
    DSUB
             R4, R3, R2
    DADDI
             R1, R1, #4
    BNEZ
             R4, Loop
    SD
             -4(R2), R1
                              3
                                                                          10
                                                                                 11
     LD R1, 0(R2)
                   IF
                        ID
                                   MEM
                                         WB
                              ΕX
     DADDI R2, R2, 4
                              ID
                                   EX
                                         MEM
     DSUB R4, R3, R2
                              IF
                                   ID
                                               MEM
                                                      WB
     DADDI R1, R1, 4
                                    IF
                                                EX
                                                     MEM
                                                            WB
                                          ID
     BNEZ R4, Loop
                                                            MEM
                                                                   WB
                                          IF
                                                ID
                                                      ΕX
     SD -4(R2), R1
                                                                  MEM
                                                      ID
                                                             ΕX
     LD R1, 0(R2)
                                                                   EX
                                                                         MEM
                                                                                 WB
   99
                                                                      10
               6 99+10=604
       !!
           (nop ) 与
                               nop
                                                                                  memory
alignment
                            hazard
                                                             branch delay slot
     !
               !
```

!

(1) ALU

!

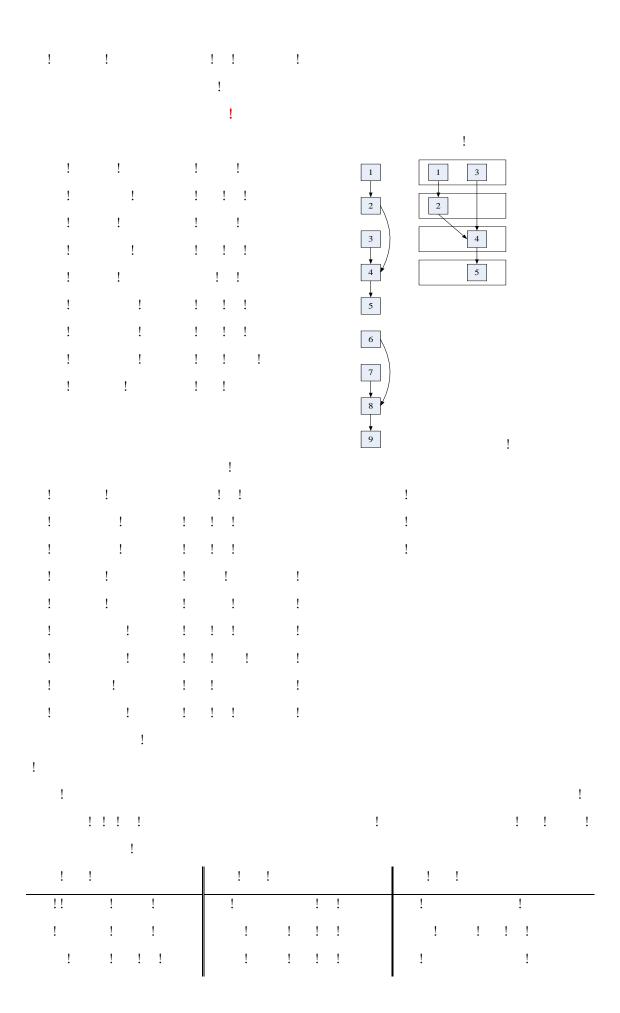
!

!

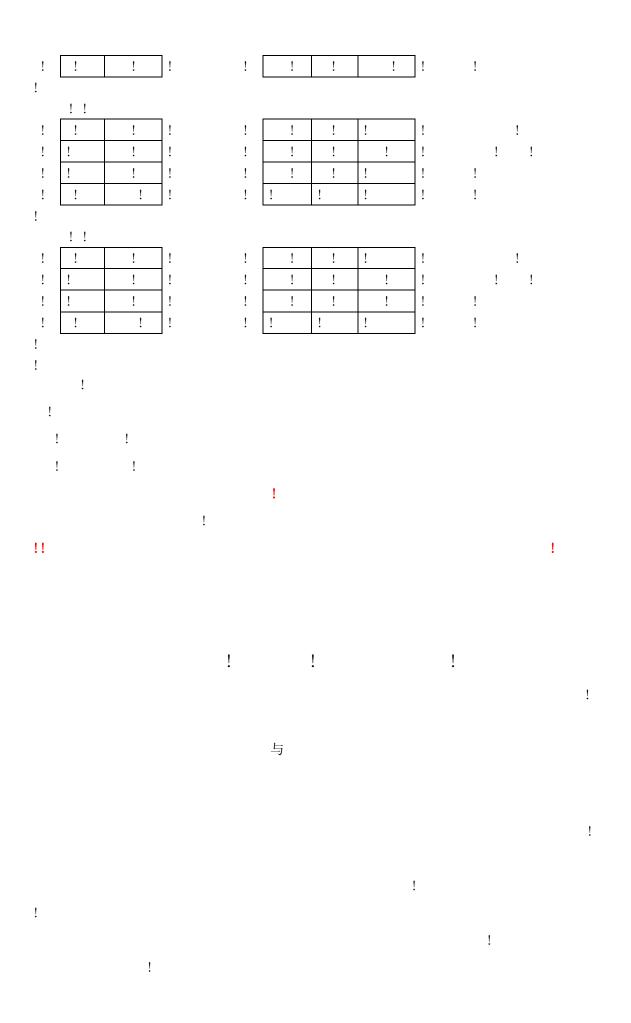
!

!

! ! ! ! ! ! ! ! ! ! 与 ! ! ! ! ! !! ! ! !!!!!!! ! ! ! !!! ! !!! ! ! ! ! !!! ! ! !!! ! ! ! ! ! ! ! !! ! !!! ! ! !!!! ! !!!! ! 1 1 1 ! !!!!! ! ! !!!!! !



! !! ! ! !	! ! ! ! ! ! ! ! ! ! ! !!	! ! ! !	!!!	! ! ! ! ! !	!!!	! ! ! !		! ! ! ! ! !
!	! ! ! ! ! ! ! ! ! ! ! !	! ! ! !	! ! !	! ! ! !	! ! ! !	!! !		
! ! !!! !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!	! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! ! !	! ! !	!!!!	!!!!!!!	!!!!!!!!	! ! ! !	! ! !	!



! ! ! 与 !!! ! !!! ! ! ! !! !! !! ! ! ! ! ! ! ! 与 与! ! ! !

L:	L.D	F0, 0(R1)	; load X[i]
	L.D	F6, -8(R1)	; load X[i-1]
	MUL.D	F0, F0, F2	; a*X[i]
	MUL.D	F6, F6, F2	; a*X[i-1]
	L.D	F4, 0(R2)	; load Y[i]
	L.D	F8, -8(R2)	; load Y[i-1]
	ADD.D	F0, F0, F4	; a*X[i] + Y[i]
	ADD.D	F6, F6, F8	; a*X[i-1]+ Y[i-1]
	DSUBUI	R2, R2, 16	
	DSUBUI	R1, R1, 16	
	S.D	F0, 16(R2)	; store Y[i]
	S.D	F6, 8(R2)	; store Y[i-1]
	BNEZ	R1, L	
		!	

!

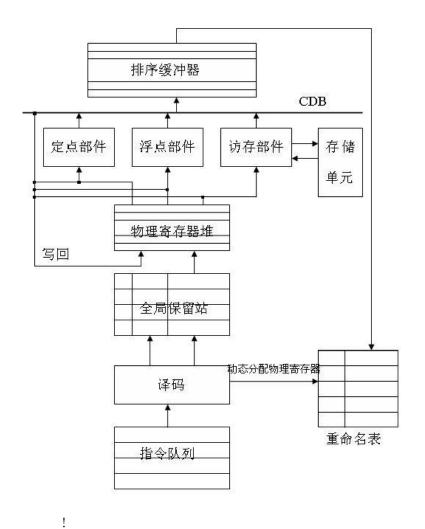
!

D	ΓΟ Ο/D1\		
	F0, 0(R1)		
D	F6, -8(R1)		
D	F10, -16(R1)	MUL.D	F0, F0, F2
D	F14, -24(R1)	MUL.D	F6, F6, F2
D	F4, 0(R2)	MUL.D	F10, F10, F2
D	F8, -8(R2)	MUL.D	F14, F14, F2
D	F12, -16(R2)	ADD.D	F0, F0, F4
D	F16, -24(R2)	ADD.D	F6, F6, F8
OSUBUI	R2, R2, 32	ADD.D	F10, F10, F12
OSUBUI	R1, R1, 32	ADD.D	F14, F14, F16
S.D	F0, 32(R2)		
5.D	F6, 24(R2)		
0	D.D.D.D.D.D.SUBUI	F10, -16(R1)  F14, -24(R1)  F4, 0(R2)  F8, -8(R2)  F12, -16(R2)  F16, -24(R2)  F16, -24(R2)  F17, R2, R2, R2  F18, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1	ED F10, -16(R1) MUL.D  ED F14, -24(R1) MUL.D  ED F4, 0(R2) MUL.D  ED F8, -8(R2) MUL.D  ED F12, -16(R2) ADD.D  ED F16, -24(R2) ADD.D  ESUBUI R2, R2, 32 ADD.D  ESUBUI R1, R1, 32 ADD.D  ED F0, 32(R2)

S.D F10, 16(R2)

```
BNEZ
                              R1, L
                                         !
!
   !!!
int main()
{
   // initialize the X[i] and Y[i];
   int i;
   for (i=100; i>=0; i--)
        Y[i] = a*X[i] + Y[i];
   return 0;
}
gcc -0 与 -01, -02,
                                            与
                                                                -03
5. :
                      n t2+m
                                                 n
                                                                        n
                                                  与
                          t2
                                                               n*t2
                                                          n*t2+m
                        m
```

6.



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							!					
7.												
Intel	Nehalem	Core			P6	Netl	burst		P6			
							cache	16	byte			
	4 X	Κ86			6	micro	-instructio	n		3		
	3			4			commi	it				
14			Instruction queue									
		ROB										
Schedule	r					ROB ROB						
				Unified Reservation Station								
36 Nehalem						128 in-fly				y		
Nehalem												
									Sa	ndy		
Bridge							Nehalem					
								For	warding			
	30%		load	stor	e		与					
	No	ehalem				128	load		128			
store						ľ	MOB Mer	nory Or	der Buffe	er		
MOB			load	sto	ore							
MO					ad buffer	store b	uffer Load		48			
store buffer	36		10	oad	store			10	fill buffe	er		
cache	Neh	alem	cac	che		cache	32KB	cach	e 256I	KΒ		
		cache	8MB		cache	•						
		Nehalem										
			Nehalem									

Branch

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BTB

Prediction Unit BPU

Nehalem Loop stream detection LSD

与 X86 Netburst Trace cache

X86