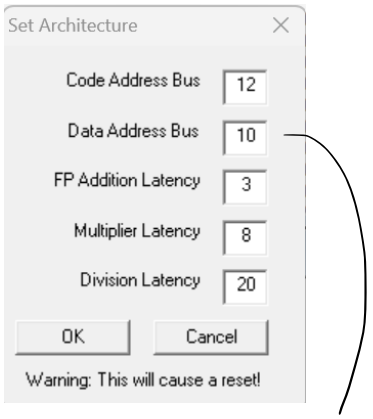
Architetture dei Sistemi di Elaborazione	Delivery date: October 25th 2023
Laboratory 2	Expected delivery of lab_02.zip must include: - **`program_1.s`** and **`program_2.s`** - This file, filled with information and possibly compiled in a pdf format.

Please, configure the winMIPS64 simulator with the *Base Configuration* provided in the following (*in italics not user controllable configuration*):

- Code address bus: 12
- Data address bus: 10
- Pipelined FP arithmetic unit (latency): 3 stages
- Pipelined multiplier unit (latency): 8 stages
- divider unit (latency): not pipelined unit, 20 clock cycles
- Forwarding is enabled
- Branch prediction is disabled
- Branch delay slot is disabled
- *Integer ALU: 1 clock cycle*
- *Data memory: 1 clock cycle*
- *Branch delay slot: 1 clock cycle.*



2^10 indirizzi non bastano

1) Write an assembly program (**`program_1.s`**) for the *winMIPS64* architecture described before able to implement the following piece of code described at high-level:

Testo

```
for (i = 0; i < 64; i++){
        v5[i] = ((v1[i]* v2[i]) + v3[i])+v4[i];
        v6[i] = v5[i]/(v4[i]+v1[i]);
        v7[i] = v6[i]*(v2[i]+v3[i]);
}
```

Possiamo “spacchettare” il vettore tra otto vettori contigui da 8 elementi

Assume that the vectors v1[], v2[], v3[], and v4[] are allocated previously in memory and contain 64 double precision **floating point** values; assume also that v1[] and v4[] do not contain 0 values. Additionally, the vectors v5[], v6[], v7[] are empty vectors also allocated in memory.

Calculate the data memory footprint of your program:

Data	Number of Bytes
V1	512
V2	512
V3	512
V4	512
V5	512
V6	512
V7	512
Total	3584

Con 10 data adress bus non bastava la memoria -> cambiata la configurazione a 12

Are there any issues? Yes, where and why? No ? Do you need to change something?

Your answer:

Con 10 di data address bus lo spazio di indirizzamento è 2^10, che non basta perchè i nostri dati occupano un totale di 3584 byte.
Per ovviare il problema ho cambiato la configurazione, impostando il data address bus a 12

ATTENTION: winMIPS64 has a limitation due to the underlying software. There is a limitation in the string length when declaring a vector. Split the vectors elements in multiple lines (it also increases the readability) .

Example: my_fancy_vector: .byte 4, 5 ,7, 8
.byte 5,77, 8
.byte ……

a. Compute the CPU performance equation (CPU time) of the previous program following the next directions, assume a clock frequency of 1MHz:

$$\textbf{CPU time} = (\sum_{i=1}^{n} \textbf{CPI}_i \times \textbf{IC}_i) \times \textbf{Clock cycle period}$$ ← 3.714 ms

- Count manually, the number of the different instructions (IC_i) executed in the program 1092
- Assume that the CPI_i for every type of instructions equals the number of clock cycles in the instruction EXE stage, for example:
  - integer instructions CPI = 1
  - LD/SD instructions CPI = 1
  - FP MUL instructions CPI = 8
  - FP DIV instructions CPI = 20
  - …

b. Compute by hand again the CPU performance equation assuming that you can improve the FP Multiplier or the FP Divider by speeding up by 2 only one of the units at a time:

- Pipelined FP multiplier unit (latency): 8 → 4 stages ← 3.202 ms
  Or
- FP Divider unit (latency): not pipelined unit, 20 → 10 clock cycles ← 3.074 ms

Table 1: CPU time by hand

	CPU Time initial (a)	CPU Time (b – MUL speed up)	CPU Time (b – DIV speed up)
`program_1.S`	3.714 ms	3.202 ms	3.074 ms

```
42  .text
43
44  dadd    R1, R0, R0  #inizializzo i a 0
45  daddui  R2, R0, 64
46
47  loop:       #64
48  l.d     F1, v1(R1)
49  l.d     F2, v2(R1)
50  l.d     F3, v3(R1)
51  l.d     F4, v4(R1)
52
53  mul.d   F5, F1, F2
54  add.d   F5, F5, F3
55  add.d   F5, F5, F4
56
57  s.d     F5, v5(R1)
58
59  add.d   F10, F4, F1
60  div.d   F6, F5, F10
61
62  s.d     F5, v6(R1)
63
64  add.d   F10, F2, F3
65  mul.d   F7, F6, F10
66
67  s.d     F7, v7(R1)
68
69  daddui  R1, R1, 8
70  beq     R1, R2, stop
71  j       loop
72
73  stop:
74      HALT
```

1 1 1 1 1 1 8 6 6 1 6 10 1 6 8 1 1 1 1 1

1 2

6 + 63 = 59

3

3714 × F2

3202 × 1/1'000'000

3074

3842

c. Using the simulator calculate again the CPU time and complete the following table:

Table 2: CPU time using the simulator

	CPU Time initial (a)	CPU Time (b – MUL speed up)	CPU Time (b – DIV speed up)
program_1.S	3.962	2.95 ms	2.822 ms

Are there any difference? If yes, where and why? If Not, provide some comments in the following:

Your answer:

d. Using the simulator and the *Base Configuration*, disable the Forwarding option and compute how many clock cycles the program takes to execute.

Table 3: forwarding disabled

	Number of clock cycles	IPC (Instructions Per Clock)
program_1.S	4807	0.2267

Enable one at a time the **optimization features** that were initially disabled and collect statistics to fill the following table (fill all required data in the table before exporting this file to pdf format to be delivered).

Table 4: **Program performance for different processor configurations**

Program	Forwarding		Branch Target Buffer		Delay Slot		Forwarding + Branch Target Buffer	
	IPC	CC	IPC	CC	IPC	CC	IPC	CC
Program_1.S	0.3198	3462	0.2296	4747	0.2439	82	0.3148	3462

↑ perché dopo J ho HALT

2) Using the WinMIPS64 simulator, validate experimentally the Amdahl's law, defined as follows:

$$\text{speedup}_{\text{overall}} = \frac{\text{execution time}_{\text{old}}}{\text{execution time}_{\text{new}}} = \frac{1}{(1 - \text{fraction}_{\text{enhanced}}) + \frac{\text{fraction}_{\text{enhanced}}}{\text{speedup}_{\text{enhanced}}}}$$

a. Using the program developed before: **`program_1.s`**

b. Modify the processor architectural parameters related with multicycle instructions (`Menu→Configure→Architecture`) in the following way:

1) Configuration 1
   - Starting from the *Base Configuration*, change only the FP addition latency to 6
2) Configuration 2
   - Starting from the *Base Configuration*, change only the Multiplier latency to 4
3) Configuration 3
   - Starting from the *Base Configuration*, change only the division latency to 10

Compute by hand (using the Amdahl's Law) and using the simulator the speed-up for any one of the previous processor configurations. Compare the obtained results and complete the following table.

Table 5: **`program_1.s` speed-up computed by hand and by simulation**

Proc. Config. / **Speed-up comp.**	Base config. [c.c.]	Config. 1	Config. 2	Config. 3
By hand	3.714 ms	0.967	1.16	1.208
By simulation	3.462 ms	0.9	1.173	1.227

3) Write an assembly program (**`program_2.s`**) for the winMIPS64 architecture able to compute the output (y) of a **neural computation** (see the Fig. below):

$$x = \sum_{j=0}^{K-1} (i_j * w_j) + b$$

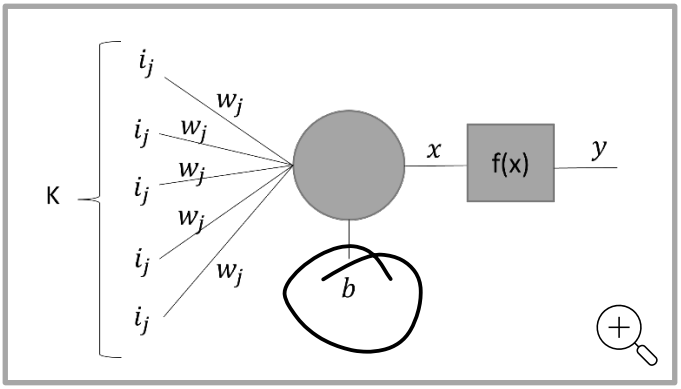
$$y = f(x)$$

where, to prevent the propagation of NaN (Not a Number), the activation function f is defined as:

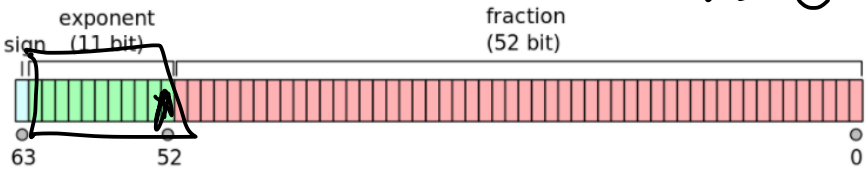
$$f(x) = \begin{cases} 0, & \text{if the exponent part of } x \text{ is equal to } 0x7ff \\ x, & \text{otherwise} \end{cases}$$

Assume the vectors *i* and *w* respectively store the inputs entering the neuron and the weights of the connections. They contain *K=30* double precision **floating point** elements. Assume that *b* is a double precision **floating point** constant and is equal to *0xab*, and *y* is a double precision **floating point** value stored in memory.

Compute *y*.



Below is reported the encoding of IEEE 754 double-precision binary floating-point format:



Given the *Base Configuration*, run your program and extract the following information.

	Number of clock cycles	Total Instructions	CPI (Clock per Instructions)
`program_2.S`	322	192	1677