

Bresia Prudente
bprude2

1. bubble.js

Array Size	Number of Cycles
7	226
8	304
9	392
10	490
11	598

bubblecmov.js

Array Size	Number of Cycles
7	270
8	360
9	464
10	582
11	714

The bubble.js version performed better than bubblecmov.js because the arrays have a smaller number of elements. It ran faster since the assembler has less elements to process (i.e. there were less instructions).

2.

a) #1

irmovl \$5, %eax	F D E M W
irmovl \$10, %ebx	F D E M W
irmovl \$15, %ecx	F D E M W
rrmovl %ebx, %eax	F D E M W
halt	

#2

irmovl \$4, %ecx	F D E M W
irmovl %eax, %ebx	F D E M W
irmovl \$24, %edx	F D E M W
addl %ebx, %edx	F D E M W
halt	F D E M W

#3

subl %eax, %ebx	F D E M W
irmovl \$7, %ecx	F D E M W
rrmovl %ecx, %edx	F D E M W
irmovl \$8, %edx	F D E M W
halt	F D E M W

b) A stall is unavoidable when it processes returns and during load/use hazards.

```
# Processing ret
# S = stall
irmovl Stack, %eax      F D E M W
call proc                F D E M W
ret                      F D E M W
addl %eax, %ecx          F S S D E M W    # not executed because of stall
mrmovl 5(%ecx), %edx     F D E M W
```

```
# Load hazard
# S = stall
irmovl $5, %eax          F D E M W
irmovl $10, %ebx         F D E M W
irmovl $15, %ecx         F D E M W
irmovl $20, %edx         F D E M W
addl %eax, %ebx          F D E M W
mrmovl 5(%ecx), %edx     F D E M W
subl %edx, %eax          F D S E M W
halt                     F S D E M W
```