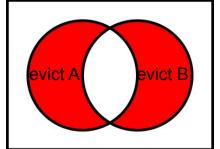
## MP4 Final presentation

By Derek, Michal, and Max

### Unique Design Considerations





#### **Complimentary features:**

- pLRU
  - probability is your friend
- Eviction Write buffer
  - trapeze net for caches.
- L2 cache
  - carpool lane
- Pipeline L1 caches
  - o no need to wait for everyone's food to be ready if your food is.
- Tournament branch predictor
  - o more robust branch prediction
- Return address stack
  - exploit predictability
  - extra care?



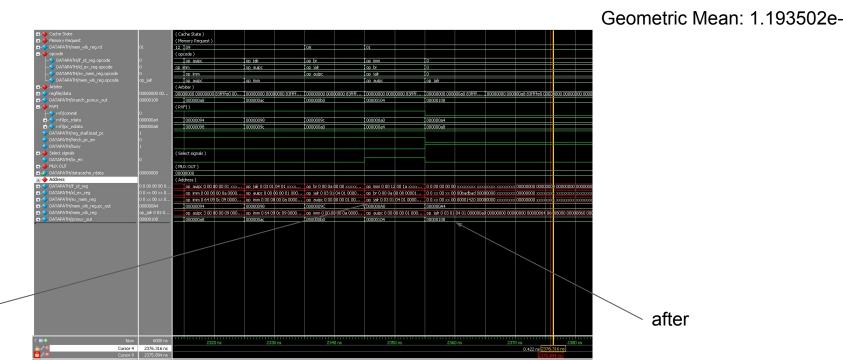


Temporary storage between L2 and main memory. MAT(L1) < MAT(L2) << MAT(Memory)

# Quantitative results

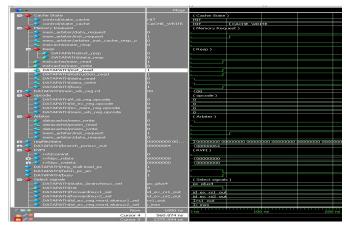
before

	Time (ns)	Power (mW)	Score
Comp1	655645	512.14	3.787e-11
Comp2	4299205	485.32	9.0834e-9
Comp3	3616065	471.10	4.94365e-9



#### If we had a time machine to 3/18/21

- Bugs, lots and lots of bugs(took more time than should have):
  - Stores after loads hazard
  - Arbiter(Easiest = Deception, Complex = error-prone)
  - Control ROM
  - RISC-V Manual is King(Instruction specific bugs)
- What We learned
  - Occam's Razor: simpler = better = easier debug
    - CPU designs are complicated. Keep it simple.
  - Communication is important
    - Everyone has to be on the same page.
    - Explaining Skills: who does what best
  - Debugging Skills
    - Waveforms are tricky and time consuming(Debugging checkpoint code is pain :()
    - Tunnel vision
    - "Give me six hours to chop down a tree and I will spend the first four sharpening the axe."
  - Read the Docs carefully!(Even if it is painful and boring)
    - RISC-V Manual
    - MP4 Docs
    - http://chipverify.com/systemverilog/systemverilog-tutorial
  - Avoid Assumptions
    - Didn't thoroughly examine intermediate/final register contents, assumed 600d600d = G00D!
    - Beware undefined/inferred behavior
      - Programming for hardware != Programming for software



(10s to add waves of interest)\*(1000 runs) = 2.8 hrs clicking labels



## Any Questions?



