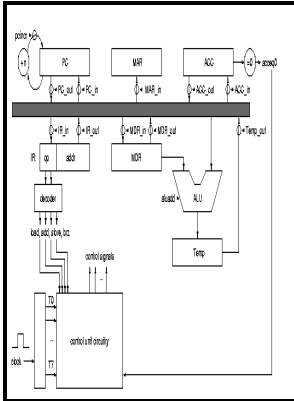


Anatomy of a high-performance microprocessor - a systems perspective

IEEE Computer Society - The Anatomy of a High



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However, the P-II's decoding is overly optimistic since it balks on any instructions more than 7 bytes long and is also limited by micro-op decode restrictions. The fetch stage, is much like a typical Pentium instruction fetcher, and is able to present 16 cache aligned bytes of data per clock.

The Anatomy of a High

Oddly enough, their FDIV and FSQRT performance is about as good if not better than the P-II implementation.

304

That is to say, writing to a? It is impossible to keep track of these URLs, and I suspect Intel keeps changing their URLs based on some ulterior motive. I have provided a link to Agner Fog's assembly page where his famous Pentium optimization manual has been updated with a dissection of the P-II. Perhaps the MediaGX drivers are built with it.

Reading Notes: the future of computer architecture

So in fact, Cyrix had actually beaten AMD to nontrivially extending the x86 instruction set with the K6-2 , they just didn't do a song and dance about it at the time. Basically there are several instructions and instruction mixes that compilers avoid due to their poor performance on Intel CPUs, even though the K6 executes them just fine.

304

He has been editor-in-chief of Computer and IEEE Software and the program or general chair of over 35 international meetings. I would expect the same to be true of the P-II, but Intel has not documented this, whereas Cyrix has. This book provides an extended case study of the design and implementation of the AMD K6 3D microprocessor, covering all the topics of the course and several others.

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