

# Lab Assignment - 09

Name : Dhayavath Rajeev Gandhi

Id : 201951186

Section : 2D

Problem 1 :- clock cycle = 62

Instruction   status :

	<u>Issue</u>	<u>Real.op</u>	<u>Exec</u>	<u>write Result</u>
LD F <sub>6</sub> , 34 R <sub>2</sub>	1	2	3	4
LD F <sub>2</sub> , 34 R <sub>3</sub>	5	6	7	8
ADD F <sub>0</sub> , F <sub>2</sub> , F <sub>4</sub>	6	9	11	12
DI <sub>EXP</sub> F <sub>8</sub> , F <sub>6</sub> , F <sub>2</sub>	7	9	49	50
SUBD F <sub>0</sub> , F <sub>0</sub> , F <sub>6</sub>	13	14	16	17
MULD F <sub>6</sub> , F <sub>8</sub> , F <sub>2</sub>	14	51	61	62

① Ans : 08

② Ans : 62

③ Ans : 12

Problem 2 : clock cycle NO  $\div$  40

	<u>Issue</u>	<u>Read.op</u>	<u>Exec</u>	<u>WriteResult</u>
LD F <sub>0</sub> 0 R <sub>1</sub>	1	2	3	4
MULTD F <sub>4</sub> F <sub>0</sub> F <sub>2</sub>	2	5	15	16
SD F <sub>4</sub> 0 R <sub>1</sub>	17	18	19	20
LD F <sub>0</sub> 0 R <sub>1</sub>	21	22	23	24
MULTD F <sub>4</sub> F <sub>0</sub> F <sub>2</sub>	22	25	35	36
SD F <sub>4</sub> 0 R <sub>1</sub>	37	38	39	40

① Ans  $\div$  40

② Ans  $\div$  16

③ Ans  $\div$  36

Problem 3 :- clock cycle :- 28

Instruction status :-

	Issue	Read op	Exec	Write Result
		2	3	4
LD F <sub>0</sub> 6 R <sub>1</sub>	1			
		6	7	8
LD F <sub>2</sub> 6 R <sub>1</sub>	5			
		9	19	20
MULTD F <sub>8</sub> F <sub>0</sub> F <sub>2</sub>	6			
		10	11	12
LD F <sub>4</sub> 8 R <sub>1</sub>	9			
		14	15	16
LD F <sub>6</sub> 10 R <sub>1</sub>	13			
		17	27	28
MULTD F <sub>6</sub> F <sub>4</sub> F <sub>6</sub>	14			

① Ans :- 28

② Ans :- write after read hazard is present between the last two instruction. To solve this registers as soon as they are available

Conclusion :- By this experiment, we can understand the process of scoreboard technique and also dynamically scheduling. And we can also solve problem based on scoreboard technique.

# Lab Assignment - 10

Name ÷ Dharavath Rajeev Gandhi

ID ÷ 201951186

Section ÷ 2D

## Problem 1 :-

	<u>Issue</u>	<u>Execute</u>	<u>Write Result</u>
LD F6 34 R2	1	2	3
LD F2 34 R3	2	3	4
MULTD F0 F2 F4	3	14	15
SUBD F8 F6 F2	4	6	7
DIVD F0 F0 F6	5	55	56
ADD F6 F8 F2	6	9	10

①. Ans ÷ 4<sup>th</sup> cycle

②. Ans ÷ 15<sup>th</sup> cycle

③. Ans ÷ 10<sup>th</sup> cycle.



## Problem 2:

	<u>Issue</u>	<u>Execute</u>	<u>Write Result</u>
LD F <sub>0</sub> 0 R <sub>1</sub>	1	2	3
MULTD F <sub>4</sub> F <sub>0</sub> F <sub>2</sub>	2	13	14
SD F <sub>4</sub> 0 R <sub>1</sub>	3	4	5
LD F <sub>0</sub> 0 R <sub>1</sub>	4	5	6
MULTD F <sub>4</sub> F <sub>0</sub> F <sub>2</sub>	5	24	25
SD F <sub>4</sub> 0 R <sub>1</sub>	6	7	8

① Ans :- 8<sup>th</sup> cycle

② Ans :- 14<sup>th</sup> cycle

③ Ans :- 10<sup>th</sup> cycle

### Problem 3 :

	<u>Issue</u>	<u>Execute</u>	<u>Write Result</u>
LD F <sub>0</sub> 6 R <sub>1</sub>	1	2	3
LD F <sub>2</sub> 6 R <sub>1</sub>	2	3	4
MULTD F <sub>8</sub> F <sub>0</sub> F <sub>2</sub>	3	14	15
LD F <sub>4</sub> 8 R <sub>1</sub>	4	5	6
LD F <sub>6</sub> 10 R <sub>1</sub>	5	6	7
MULTD F <sub>10</sub> F <sub>8</sub> F <sub>10</sub>	6	25	26
ADDI F <sub>10</sub> F <sub>8</sub> F <sub>10</sub>	7	28	29
LD F <sub>8</sub> 10 R <sub>1</sub>	8	9	10
ADDI F <sub>10</sub> F <sub>10</sub> F <sub>8</sub>	9	31	32

①. Ans : 32

②. Ans : Yes, re-ordering will influence the execution time if we write 6th instr. at last then our program will take less time

i.e 26 clock cycle this happens because MULTD has more cycles

③. Ans : Yes, WAR hazard is present at 7th and 8th instructions. It is solved by giving a stall until write is complete.