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Q4

Ans

In simple processors a task is executed in set of instructions which involved read from memory, performing an arithmetic and logical operation, and then again write to memory/register.

~~Write~~
Pipelining is introduced to ^{achieve} ~~achieve~~ multitasking in single processor systems.

Pipelining is the process of ~~accumulating~~ ~~instruction~~ arrangement of hardware elements of the CPU such that its overall performance is increased. Execution of multiple operation can be done at the same time in a pipelined processor.

| Super pipelining | Super Scalar Pipelining |
|--|--|
| <p>1. Instruction issue style is dynamic.</p> <p>2. It issues one instruction at</p> <p>2. Instruction issue rate is 1.</p> <p>3. Divides long latency stages of a pipeline into several shorter stages.</p> <p>4. It affects on clock cycle time of equation.</p> | <p>2. Instruction issue style is dynamic.</p> <p>2. Instruction issue rate is one.</p> <p>3. Dynamically issuing multiple instruction per cycle.</p> <p>4. It affects on CP I of.</p> |

Q1

Given pipeline, latency = 3ns, 9ns, 4ns, 8ns and 2ns
 pipeline latency = 1ns other
 Max latency is 9ns. {all latencies are cleared within 9ns}.

Total cycle ~~to~~ time of resulting processor
 = Max latency + ~~pipe~~ pipeline latch delay
 = 9ns + 1ns
 = 10 ns