CS60003: High Performance Computer Architecture

CLASS-TEST – ② [Spring 2023-2024]

Model Solution

1) (a) $T_{pipelined}|_{min} = T_{longest\_stage}|_{min} + d|_{register} = 2\,ns + 0.1\,ns = \underline{2.1\,ns}$

(b) In the steady state, every 5 clocks, 4 instructions could be completed.

$\therefore CPI|_{pipelined} = \dfrac{5 \text{ cycles}}{4 \text{ instructions}} = \underline{1.25}$

(c) Note that in a non-pipelined machine, there is no possibility of any stall. Suppose, a program consists of "I" instructions

$\therefore$ time taken to execute the program on the non-pipelined machine:

$$\tau|_{non\text{-}pipelined} = I * CPI * T|_{non\text{-}pipelined} = I \cdot 1 \cdot 7 \text{ ns}$$

Similarly, $\tau|_{pipelined} = I * 1.25 * T|_{pipelined} = I * 1.25 * 2.1\,ns.$

$$\therefore \text{Speedup} = \frac{\tau_{non\text{-}pipelined}}{\tau_{pipelined}} = \frac{7I}{1.25 * 2.1 * I} = \underline{2.67}$$

(d) If the # of pipeline stages become infinite, then, the delay of the pipelined machine is only the delay of the registers, i.e.,

$$\lim_{\#\text{of stages} \to \infty} T|_{pipelined} = d|_{register} = 0.1\,ns$$

$$\therefore \text{Speedup}|_{\text{ignoring extra } \phi \text{ cycles}} = \frac{7I}{1 * 0.1 I} = 70.$$

$$\text{Speedup}|_{\text{considering extra stall } \phi \text{ cycles}} = \frac{7I}{1.25 * 0.1} = 56$$

Both answers could be accepted.

This answer also makes sense since the clock cycle time-period is now almost zero (because of infinite # of pipeline stages). Hence, the only pipeline delay now is because of the register delay.

(a) When there is no branch misprediction, the only stalls are because of RAW hazards, which cannot be resolved (∵ there is no forwarding), except those which can be resolved because of the nature of the register file where WB → ID register file reading is possible.

```
Loop: ld, a1, 0(a2)
      addi a1, a1, 1
       sd  a1, 0(a2)
      addi a2, a2, 4
      sub  a4, a3, a2
      bnez a4, Loop
```

→: true
↑: Dependencies

① : Cannot be resolved (even if there had been forwarding)

② : Cannot be resolved (∵ there is no forwarding. ~~However, by delaying instruction fetch for sd (see pipeline stalling diagram below), they do not effectively affect the performance~~ (WB → ID "forwarding through register file" helps)

③ : Same as for #2.

④ : Same as for #2

Note that since branch outcomes are known in EX stage there are 2 cycles penalty in case of branch mispredictions

S: Stall → denotes "forwarding through register file"

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
ld	F	D	X	M	W													
addi		F	S	S	D	X	M	W										
sd					F	S	S	D	X	M	W							
addi								F	D	X	M	W						
sub									F	S	S	D	X	M	W			
bnez												F	S	S	D	X	M	W

(b) In the 1st ¢ cycle, assuming the 1-bit branch predictor is in Not Taken state, there is a misprediction ⇒ 2 ¢ cycles penalty because of pipeline flush

Again, in the last ¢ cycle, there is similarly a 2 ¢ cycle penalty.

The loop runs total $\frac{396}{4} = 99$ times

The middle 99 − 1 − 1 = 97 iterations take 16 ¢ cycles each (because of overlapped execution)

∴ total # of ¢ cycles = 97 * 16 + 20 + 18 = 1586 ¢ cycles

Note: if the 2 cycle stall due to pipeline flushes in the last iteration is ignored, then # of ¢ cycles = 1588.

Both answers are acceptable.

Note: if initially 1-bit Branch Predictor is in "Taken" state, then there is no misprediction in 1st iteration.

∴ total # of ¢ cycles = 97 * 16 + 18 + 18 = 1586 ¢ cycles (or 1584 ¢ cycles)

Clock Cycle #4

Instr. Status		Issue	Read Op	Ex. Comp.	Write Res.
	ld	1	2	3	4
RAW Hazard	fsub.d	2			
	fdiv.d	3			
Structural hazard	fadd.d				

FU Status	Busy	Op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
Int.	Yes	load	f6		x5				
Mult1	No								
Mult2	No								
Add/Sub	Yes	Sub	f8	f6	f2	Int.		No	Yes
Divide	Yes	Div.	f10	f0	f6	Int.		Yes	No

Reg. Res. Status	f0	f2	f5	f6	f8	f10
Clock cycle # FU				Int	Add/Sub	Div
4						

Clock Cycle #7

	Issue	Read Op	Ex. Compl.	Write Res.
ld	1	2	3	4
fsub.d	2	5	7	
fdiv.d	3	5		
Structural hazard fadd.d				

FU Status	Busy	Op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
Int	No								
M1	No								
M2	No								
Add/Sub	Yes	Sub	f8	f6	f2			Yes	Yes
Divide	Yes	Div	f10	f0	f6			Yes	Yes

Reg. Reg. Status	f0	f2	f5	f6	f8	f10
Clock Cycle # FU					Add/Sub	Div
4						

Clock Cycle #10.

	Iss.	Read Op	Ex. Comp.	Wr. Res.
ld	1	2	3	4
fsub.d	2	5	7	8
fdiv.d	3	5		
fadd.d	9	10		

Integer	Busy	Op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
M1	No								
M2	No							Yes	Yes
Add/Sub	Yes	Add	f5	f8	f6			Yes	Yes
Div.	Yes	Div.	f10	f0	f6				

Reg. Res. Status	f0	f2	f5	f6	f8	f10
C Cycle # FU		Add/Sub				Div.
10						

Clock Cycle #13.

	Iss.	Read Op.	Ex. Comp.	Wr. Res.
ld	1	2	3	4
fsub.d	2	5	7	8
fdiv.d	3	5	12	13
fadd.d	9	10		

	Busy	Op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
Int.	No								
M1	No								
M2	No							Yes	Yes
Add/Sub	Yes		f5	f8	f6			Yes	Yes
Div.	Yes	Div.	f10	f0	f6				

Reg. Status.	f0	f2	f5	f6	f8	f10
Clock Cycle # FU			Add/Sub			Div.
13						

~~Division ends execution on Cycle #45~~

Division ends execution from ow Clock #45

" " Write Register on Clock #46.

Note: only specific snapshots are shown.