

# EEL 6764 Principles of Computer Architecture

## Homework #1

### 1 Problems

1. Decide whether each of the following questions is true or false. Add brief explanation (1-2 sentences) to get all credits. (10pt each)

- (a) Hardware enhancements that improve performance always increase energy-efficiency.  
**False** Adding more HW such as cache improves performance, but increases energy consumption.
- (b) The reliability of the system is limited by the weakest component even if some components are made 10X more reliable.  
**True**
- (c) You can afford to not pay attention to Amdahl's law because it is not applicable anymore.  
**False**
- (d) The operating clock frequency of a processor is a good metric to measure its performance.  
**False** We need to consider IC and CPI in addition to frequency.
- (e) The future of Moore's law (in terms of performance scaling) is mostly dependent on parallelization of programming rather than blindly adding multiple cores in chip.  
**True** No performance improvement if SW cannot be executed in parallel on a multi-core processor. Also, domain-specific architecture is another promising direction for performance.

2. Complete the following problems at the end of chapter 1 of the textbook.

- 1.8 (a) Nothing on dynamic energy, or you could save some static energy due to leak current.
- (b)  $Energy = 0.5 \times load \times V^2$ . Changing the frequency does not affect energy? only power. So the new energy is  $0.5 \times load \times (0.5 \times V)^2$ , reducing it to about 1/4 the old energy.
- 1.9 (a) 60%
- (b) The original power is 90% of the max power. New power is  $0.4 \times 0.9 + 0.6 \times 0.2 = 0.48$ , which means  $0.9 - 0.48 = 42\%$  savings.
- (c)  $Power \approx load \times V^2 \times Frequency$ . By reducing  $V$  by 20% and frequency by 40%, the new power is  $load \times (0.8 \times V)^2 \times (0.6 \times Frequency) = (0.64 \times 0.6) \times Power = 0.384 \times Power$ . This translates to 61.6% power savings.
- (d)  $Power_{new} = (0.4 + 0.3 \times 0.2) \times Power_{orig} = 0.46 \times Power_{orig}$ . This means 54% savings.
- 1.12 (b) By Amdahl's law,

$$2 = \frac{1}{(1-x) + \frac{x}{20}} \Rightarrow x = \frac{10}{19} = 0.526$$

- (c)  $x = \frac{10}{19}$  is the portion that now executes 20 times faster.

$$\frac{x/20}{1-x+x/20} \approx 5.3\%$$

(d) With two units, the new execution time is

$$0.5 + 0.5\left(\frac{0.1}{20} + \frac{0.9}{2 \times 20}\right) \approx 0.514 \quad \Rightarrow \quad \text{speedup} = 1/0.514 \approx 1.95$$

With four units, the new execution time is

$$0.5 + 0.5\left(\frac{0.1}{20} + \frac{0.9}{4 \times 20}\right) \approx 0.51 \quad \Rightarrow \quad \text{speedup} = 1/0.51 \approx 1.96$$

1.14 (a)  $\frac{1}{0.8+0.2/2} = 1.11$

(b)  $\frac{1}{0.7+0.2/2+0.1 \times 1.5} = 1.05$

(b) Percentage of time spent on FP:  $\frac{0.2/2}{0.7+0.2/2+0.1 \times 1.5} = 10.5\%$ , percentage of time spent on data cache is  $\frac{0.1 \times 1.5}{0.7+0.2/2+0.1 \times 1.5} = 15.8\%$

1.16 (a)  $\frac{1}{0.2+0.8/N}$

(b)  $\frac{1}{0.2+0.8/8+0.005 \times 8} = 2.94$