

COMP 228 Assignment 1 Solution

Question 1:

a)

	A	B	Time
Serial	$x\%$	$(100 - x)\%$	100%
Parallel	$x \times 2$	$\frac{(100 - x)}{p}$	z
Max ($P = \infty$)	$x \times 2$	$\frac{(100 - x)}{\infty}$	250 times

Solve for x first, and then find p for 75% of 250 and then 90% of 250.

Find x:

$$2x + 0 = 250$$

$$x = 125$$

1- How much processors do we need to speed up by 187.5 (75% of 250)?

$$2x + \frac{(100 - x)}{p} = 187.5$$

$$\frac{-25}{p} = -62.5$$

$$\frac{25}{62.5} = p$$

$$p = 0.4 \approx 1 \text{ processors}$$

2- How much processors do we need to speed up by 225 (90% of 250)?

$$2x + \frac{100 - x}{p} = 225$$

$$250 + -\frac{25}{p} = 225$$

$$1 = p \text{ processors}$$

b)

	A	B	Time
Serial	x	y	100
Parallel	x	$\frac{(100 - x)}{5\frac{2}{3}}$	$\frac{s}{2}$
Max ($P = \infty$)	x	$\frac{(100 - x)}{\infty}$	S seconds

Find the value of s:

$$x + \frac{100 - x}{5\frac{2}{3}} = \frac{s}{2}$$

$$2x + \frac{200 - 2x}{5\frac{2}{3}} = s$$

Find the value of x:

$$x + \frac{100 - x}{\infty} = 2x + \frac{200 - 2x}{5\frac{2}{3}}$$

$$x = 2x + \frac{200 - 2x}{5\frac{2}{3}}$$

$$-x = \frac{200}{\frac{17}{3}} - \frac{2x}{\frac{17}{3}}$$

$$-x + \frac{6x}{17} = \frac{600}{17}$$

$$-\frac{11}{17}x = \frac{600}{17}$$

$$x = -54\frac{6}{11}$$

Find the value of y:

$$x + y = 100$$

$$53 + y = 100$$

$$y = 47$$

Solution: $x = 53, y = 47$

Question 2:

We have:

$$\frac{12a+b}{2a+0.1b} \geq 6\frac{2}{3} \text{ and } a + b = 500$$

$$b = 500 - a$$

$$\rightarrow \frac{12a + 500 - a}{2a + 0.1(500 - a)} \geq 6\frac{2}{3}$$

$$\frac{11a + 500}{1.9a + 50} \geq 6\frac{2}{3}$$

$$a = 100$$

Find b:

$$b = 500 - a = 400$$

Power usage:

$$\alpha: 100(12) = 1200 \frac{GFs}{s} = 1.2 \frac{TFs}{s}$$

$$100(2) = 200 \text{ Watt}$$

$$\beta: 400(1) = 400 \frac{GFs}{s} = 0.4 \frac{TFs}{s}$$

$$400(0.1) = 40 \text{ Watt}$$

SOLUTION:

a) We need **400 beta** and **100 alpha**

b) Total performance: **1.6 TFs/s** and power dissipation **240 Watt**

Question 3:

Consider f6 and f7 as registers. The Code will be:

```
1
2 loop:  l.d    f6, 0(r1)    // Load the content of the corresponding index in 'a' to register
3         mul.d  f6, f6, f2  // Multiply the data in even index 'a' by f2
4         s.d    f6, 0(r2)  // Store the result in the address of the corresponding index of 'b'
5         addi   r1, r1, 8   // Add 8 bytes to address r1 of 'a' (This is like doing i++ in a loop)
6         addi   r2, r2, 8   // Add 8 bytes to address r2 of 'b'
7
8         l.d    f7, 0(r1)  // Load the content of the corresponding index in 'a' to register
9         mul.d  f7, f7, f0  // Multiply the data in odd index 'a' by f0
10        s.d    f7, 0(r3)  // Store the result in the address of the corresponding index of 'c'
11        addi   r1, r1, 8   // Add 8 bytes to address r1 of 'a'
12        subi   r3, r3, 8   // Subtract 8 bytes to address r3 of 'c' because we want in reverse order
13        bne    r1, r4, loop // While we haven't reached the end of 'a' keep going
14
```

Question 4:

The datastore (also called pipeline) is the unit that executes the instructions. All of fetch unit and branch unit require access to it because the need to know which instruction to execute next in a program.

Question 5:

- a) $8 \text{ GBs} = 8 \times 2^{30} = 858993459 \text{ bytes} \times 8 \frac{\text{bits}}{\text{byte}} = 68719476736 \text{ bits}$
- b) $35 \text{ TBs} = 35 \times 2^{40} = 3.8482907 \cdot 10^{13} \text{ bytes} \times 8 = 3.0786326 \cdot 10^{14} \text{ bits}$
- c) $1.05 \text{ EBs} = 1.05 \times 2^{60} = 1.2105676 \cdot 10^{18} \times 8 = 9.6845406 \cdot 10^{18} \text{ bits}$
- d) $0.5 \text{ EBs} = 0.5 \times 2^{60} = 5.7646075 \cdot 10^{17} \times 8 = 4.611686 \cdot 10^{18} \text{ bits}$

Question 6:

a) $\frac{GFs}{s} = \min (AI \cdot BW, \text{peak GFs/s})$

$$AI \cdot BW > \text{peak GFs/s}$$

$$AI \cdot 162 > 102.4$$

$$AI > 0.632$$

So $AI = 0.632 \text{ flops/byte}$

b) At peak:

$$\frac{GFs}{s} = \min(0.632 \cdot 162, 102.4)$$
$$= 102.4$$

$$\rightarrow \frac{102.4}{95} = 1.0778 \frac{\frac{GFs}{s}}{W}$$

c) Double the BW:

$$AI \cdot 324 > 102.4$$

$$AI > 0.316049$$

$AI = 0.316 \text{ flops/byte}$

d) Power efficiency:

$$\frac{324}{95} = 3.4105 \frac{\frac{GFs}{s}}{W}$$

e) Depending on his need, if he wants to process more data and power usage isn't an issue, the customer can ignore the power efficiency.