## **Examination example -- Computer Architectures**

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### **Question 1**

Considering the MIPS64 architecture presented in the following:

- Integer ALU: 1 clock cycle
- Data memory: 1 clock cycle
- FP multiplier unit: pipelined 8 stages
- FP arithmetic unit: pipelined 2 stages
- FP divider unit: not pipelined unit that requires 8 clock cycles
- branch delay slot: 1 clock cycle, and the branch delay slot is not enable
- forwarding is enabled
- it is possible to complete instruction EXE stage in an out-of-order fashion.
- o and using the following code fragment, show the timing of the presented loop-based program and compute how many cycles does this program take to execute?

	.data
V1:	.double "100 values"
V2:	.double "100 values"
V3:	.double "100 values"
V7:	.double "100 zeroes"

.text

main:	daddui r1,r0,0
	daddui r2,r0,100
loop:	1.d f1,v1(r1)
•	1.d f2,v2(r1)
	div.d f7,f1,f2
	1.d f3,v3(r1)
	mul.d f8,f7,f3
	1.d f4,v4(r1)
	1.d f5,v5(r1)
	mul.d f9,f4,f5
	l.d f6,v6(r1)
	mul.d f10,f9,f6
	add.d f11,f8,f10
	s.d f11,v7(r1)
	daddi r2,r2,-1
	daddui r1,r1,8
	bnez r2,loop
	halt

comments	Clock cycles
r1 <= puntatore	5
$r2 \le 100$	1
f1 <= v1[i]	1
$f2 \ll v2[i]$	1
$f7 \ll v1[i]/v2[i]$	9
f3 <= v3[i]	0
$f8 \le (v1[i]/v2[i])*v3[i]$	8
$f4 \ll v4[i]$	0
$f5 \ll v5[i]$	0
f9 <= v4[i]*v5[i]	4
f6 <= v6[i]	0
f10 <= v4[i]*v5[i]*v6[i]	8
f11 <= f8+f10	2
	1
$r2 \le r2 - 1$	1
r1 <= r1 + 8	1
	1
-	1
	3806

total

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### **Question 2**

Using the static scheduling technique and enabling the *Branch Delay Slot*, re-schedule the presented code in order to eliminate the most data hazards. Compute the number of clock cycles necessary to execute the new program.

Daddui r1,r0,0	5
Daddui r2,r0,100	1
Loop: ld f1,v1(r1)	1
Ld f2,v2(r1)	1
Daddi r2,r2,-1	1
div.d f7,f1,f2	8
Ld f3,v3(r1)	0
Ld f4,v4(r1)	0
Ld f5,v5(r1)	0
Daddui r1,r1,8	0
Mul.d f9,f4,f5	5
Ld f6,v6-8(r1)	0
Mul.d f8,f7,f3	3
Mul.d f10,f9,f6	5
Add.d f11,f8,f10	2
Bnez r2,loop	1
Sd f11,v7-8(r1)	1
Halt	1
TOTALE	2807

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#### **Question 3**

Considering the same loop-based program, and assuming the following processor architecture for a superscalar MIPS64 processor implemented with multiple-issue and speculation:

- issue 2 instructions per clock cycle
- jump instructions require 1 issue
- handle 2 instructions commit per clock cycle
- timing facts for the following separate functional units:
  - i. 1 Memory address 1 clock cycle
  - ii. 1 Integer ALU 1 clock cycle
  - iii. 1 Jump unit 1 clock cycle
  - iv. 1 FP multiplier unit, which is pipelined: 8 stages
  - v. 1 FP divider unit, which is not pipelined: 8 clock cycles
  - vi. 1 FP Arithmetic unit, which is pipelined: 2 stages
- Branch prediction is always correct
- There are no cache misses
- There are 2 CDB (Common Data Bus).
- o Complete the table reported below showing the processor behavior for the 2 initial iterations.

# iteration		Issue	EXE	MEM	CDB x2	COMMIT x2
1	l.d f1,v1(r1)	1	2m	3	4	5
1	l.d f2,v2(r1)	1	3m	4	5	6
1	div.d f7,f1,f2	2	6d		14	15
1	l.d f3,v3(r1)	2	4m	5	6	15
1	mul.d f8,f7,f3	3	15x		23	24
1	l.d f4,v4(r1)	3	5m	6	7	24
1	l.d f5,v5(r1)	4	6m	7	8	25
1	mul.d f9,f4,f5	4	9x		17	25
1	l.d f6,v6(r1)	5	7m	8	9	26
1	mul.d f10,f9,f6	5	18x		26	27
1	add.d f11,f8,f10	6	27a		29	30
1	s.d f11,v7(r1)	6	8m			30
1	daddi r2,r2,-1	7	8i		9	31
1	daddui r1,r1,8	7	9i		10	31
1	bnez r2,loop	8	10j			32
2	l.d f1,v1(r1)	9	11m	12	13	32
2	l.d f2,v2(r1)	9	12m	13	14	33
2	div.d f7,f1,f2	10	15d		23	33
2	l.d f3,v3(r1)	10	13m	14	15	34
2	mul.d f8,f7,f3	11	24x		32	34
2	l.d f4,v4(r1)	11	14m	15	16	35
2	l.d f5,v5(r1)	12	15m	16	17	35
2	mul.d f9,f4,f5	12	19x		27	36
2	l.d f6,v6(r1)	13	16m	17	18	36
2	mul.d f10,f9,f6	13	28x		36	37
2	add.d f11,f8,f10	14	37a		39	40
2	s.d f11,v7(r1)	14	17m			40
2	daddi r2,r2,-1	15	16i		18	41
2	daddui r1,r1,8	15	18i		19	41
2	bnez r2,loop	16	19j			42

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