

## 2 March 2012 -- Computer Architectures -- part 2/2

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### Question 2

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: 10 clock cycles
  - vi. 1 FP Arithmetic unit, which is pipelined: 4 stages
- Branch prediction is always correct
- There are no cache misses
- There are 2 CDB (Common Data Bus).

○ 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 f5,f1,f2	2	6d		16	17
1	s.d f5,v5(r1)	2	4m			17
1	l.d f3,v3(r1)	3	5m	6	7	18
1	mul.d f6,f2,f3	3	8x		16	18
1	l.d f4,v4(r1)	4	6m	7	8	19
1	div.d f7,f6,f4	4	26d		36	37
1	add.d f7,f7,f3	5	37a		41	42
1	s.d f6,v6(r1)	5	7m			42
1	s.d f7,v7(r1)	6	8m			43
1	daddi r2,r2,-1	6	7i		8	43
1	daddui r1,r1,8	7	8i		9	44
1	bnez r2,loop	8	9j			44
2	l.d f1,v1(r1)	9	10m	11	12	45
2	l.d f2,v2(r1)	9	11m	12	13	45
2	div.d f5,f1,f2	10	16d		26	46
2	s.d f5,v5(r1)	10	12m			46
2	l.d f3,v3(r1)	11	13m	14	15	47
2	mul.d f6,f2,f3	11	16x		24	47
2	l.d f4,v4(r1)	12	14m	15	17	48
2	div.d f7,f6,f4	12	36d		46	48
2	add.d f7,f7,f3	13	47a		51	52
2	s.d f6,v6(r1)	13	15m			52
2	s.d f7,v7(r1)	14	16m			53
2	daddi r2,r2,-1	14	15i		17	53
2	daddui r1,r1,8	15	16i		18	54
2	bnez r2,loop	16	17j			54