```
main:
daddui r1,r0,0
                      FDEMW 5
daddui r2,r0,100
                        FDEMW 1
loop:
l.d f1,v1(r1)
                         FDEMW 1
l.d f2,v2(r1)
                          FDEMW 1
l.d f3,v3(r1)
                           FDEMW 1
mul.d f4,f1,f2
                            FDmmmmmmmMW 8
s.d f4,v4(r1)
                             FDEsssssSMW 1
add.d f5,f1,f2
                              FDaaaaMW 0
mul.d f2,f1,f3
                               FDmmmmmmmMW 2
add.d f1,f5,f2
                                FDSSSSSSSaaaaMW 4
s.d f1,v5(r1)
                                 FSSSSSSSSSSEMW 1
daddui r1,r1,8
                                         FSSSDEMW 1
daddi r2,r2,-1
                                             FDEMW 1
                                              FSDEMW 2
bnez r2,loop
Halt
                                                FXXXX 1
                                                 FDEMW
```

 $^{1}$  6 + 100 \* 24 = 2406

## 31 January 2012 -- Computer Architectures -- part 2/2

Name, Matricola .....

## **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).

o Complete the table reported below showing the processor behavior for the 2 initial iterations.

0

# 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	l.d f3,v3(r1)	2	4m	5	6	7
1	mul.d f4,f1,f2	2	6 <b>x</b>		14	15
1	s.d f4,v4(r1)	3	5m			15
1	add.d f5,f1,f2	3	6a		10	16
1	mul.d f2,f1,f3	4	7x		15	16
1	add.d f1,f5,f2	4	16a		20	21
1	s.d f1,v5(r1)	5	6m			21
1	daddui r1,r1,8	5	6i		7	22
1	daddi r2,r2,-1	6	7i		8	22
1	bnez r2,loop	7	9 <u>j</u>			23
2	l.d f1,v1(r1)	8	9m	10	11	23
2	l.d f2,v2(r1)	8	10m	11	12	24
2	l.d f3,v3(r1)	9	11m	12	13	24
2	mul.d f4,f1,f2	9	13x		21	25
2	s.d f4,v4(r1)	10	11m			25
2	add.d f5,f1,f2	10	13a		17	26
2	mul.d f2,f1,f3	11	14x		22	26
2	add.d f1,f5,f2	11	23a		27	28
2	s.d f1,v5(r1)	12	13m			28
2	daddui r1,r1,8	12	13i		14	29
2	daddi r2,r2,-1	13	14i		15	29
2	bnez r2,loop	14	16j			30