## Architetture dei Sistemi di Elaborazione

Delivery date:
October 22<sup>nd</sup> 2021

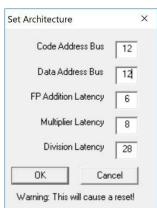
Laboratory 2

Expected delivery of lab\_02.zip must include:

- program\_2.s and program\_3.s
- This file, filled with information and possibly compiled in a pdf format.

Please, configure the winMIPS64 simulator with the *Base Configuration* provided in the following:

- Code address bus: 12
- Data address bus: 12
- Pipelined FP arithmetic unit (latency): 6 stages
- Pipelined multiplier unit (latency): 8 stages
- divider unit (latency): not pipelined unit, 24 clock cycles
- Forwarding is enabled
- Branch prediction is disabled
- Branch delay slot is disabled
- Integer ALU: 1 clock cycle
- Data memory: 1 clock cycle
- Branch delay slot: 1 clock cycle.



1) Write an assembly program (**program\_2.s**) for the *winMIPS64* architecture described before able to implement the following piece of code described at high-level:

```
for (i = 0; i < 40; i++){
v5[i] = v1[i]+(v2[i] * v3[i]);
v6[i] = v5[i]*v4[i];
v7[i] = v6[i]/v2[i];
}
```

Assume that the vectors v1[], v2[], v3[], and v4[] are allocated previously in memory and contain 40 double precision **floating point** values; assume also that v2[] does not contain 0 values. Additionally, the vectors v5[], v6[], v7[] are empty vectors also allocated in memory.

a. Using the simulator and the *Base Configuration*, <u>disable the Forwarding option</u> and compute how many clock cycles the program takes to execute.

	Number of clock cycles	
program_2.S	2531	

Enable one at a time the **optimization features** that were initially disabled and collect statistics to fill the following table (fill all required data in the table before exporting this file to pdf format to be delivered).

Table 1: Program performance for different processor configurations

1 word 1. 1 togram performance for uniterent processor comigations							
	Number of clock cycles						
Program	Forwarding	Branch Target Buffer	Delay Slot	Forwarding + Branch Target Buffer			
program_2	2210	2533	2531	2173			

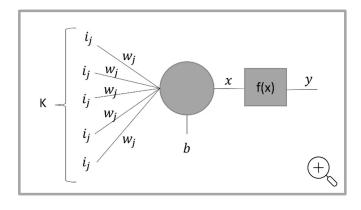
2) Write an assembly program (**program\_3.s**) for the winMIPS64 architecture able to compute the output (y) of a **neural computation** (see the Fig. below):

$$X = \sum_{j=0}^{K-1} i_j * w_j + b$$
$$V = f(X)$$

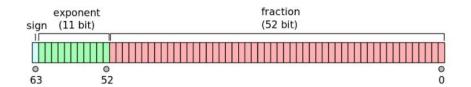
where, to prevent the propagation of NaN (Not a Number), the activation function f is defined as:

$$f(x) = \begin{cases} 0, & \text{if the exponent part of } x \text{ is equal to } 0x7ff \\ x, & \text{otherwise} \end{cases}$$

Assume the vectors i and w respectively store the inputs entering the neuron and the weights of the connections. They contain K=30 double precision **floating point** elements. Assume that b is a double precision **floating point** constant and is equal to 0xab, and y is a double precision **floating point** value stored in memory. Compute y.



Below is reported the encoding of IEEE 754 double-precision binary floating-point format:



3) Using the WinMIPS64 simulator, validate experimentally the Amdahl's law, defined as follows:

follows: 
$$speedup_{overall} = \frac{execution_{old}}{execution_{time_{new}}} = \frac{1}{(1 - fraction_{enhanced}) + \frac{fraction_{enhanced}}{speedup_{enhanced}}}$$

- a. Using the program developed before: program 2.s
- b. Modify the processor architectural parameters related with multicycle instructions (Menu→Configure→Architecture) in the following way:
  - 1) Configuration 1
    - Starting from the *Base Configuration*, change only the FP addition latency to 3
  - 2) Configuration 2
    - Starting from the *Base Configuration*, change only the Multiplier latency to 4
  - 3) Configuration 1
    - Starting from the *Base Configuration*, change only the division latency to 12

Compute by hand (using the Amdahl's Law) and using the simulator the speed-up for any one of the previous processor configurations. Compare the obtained results and complete the following table.

Table 1: program 2.s speed-up computed by hand and by simulation

Proc. Config.	Base config.	Config. 1	Config. 2	Config. 3
	[c.c.]			
Speed-up comp.				
By hand	<u>2240</u>	<u>2120</u>	<u>1960</u>	<u>1760</u>
By simulation	<u>2210</u>	<u>2090</u>	<u>1890</u>	<u>1730</u>