

[컴퓨터구조] Homework 6

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Chap 13.

13.1) a. 20 b. 40 c. 60 d. 30 e. 50 f. 70

13.3) a. the address field

b. memory location 14

c. the memory location whose address is in memory location 14.

d. register 14.

e. memory location whose address is in register 14

13.4)	EA	Operand	EA	Operand	
a.	500	1100	e.	600	1200
b.	201	500	f.	R1	400
c.	1100	1700	g.	400	1000
d.	102	1302	h.	400	1000

13.7) a. 3 times / fetch instruction, fetch operand reference, fetch operand
b. 2 times / fetch instruction, fetch operand reference and load into PC.

Chap 14.

14.1) a.

$$\begin{array}{r} 00000010 \\ 00000011 \\ \hline 00000101 \end{array}$$

Carry = 0, Zero = 0, Overflow = 0, Sign = 0,
Even parity = 1, Half-carry = 0

b.

$$\begin{array}{r} 11111111 \\ 00000001 \\ \hline 10000000 \end{array}$$

Carry = 1, Zero = 1, Overflow = 1, Sign = 0
Even parity = 1, Half-carry = 1

14.2) To perform $A-B$, the ALU takes the two's complement of B

A: 11110000

$\overline{B}+1$: $\underline{11101100}$
11011100

Carry = 1, Zero = 0, overflow = 0, Sign = 1
Even parity = 0, Half-carry = 0.

14.3) a. 0.2 ns b. 0.6 ns

14.4) a. The length of a clock cycle is 0.1 ns. The length of the instruction cycle for this case is $(10 + (15 \times 64)) \times 0.1 = 960$ ns.

b. The worst-case delay is when the instruction occurs just after the start of the instruction, which is 960 ns.

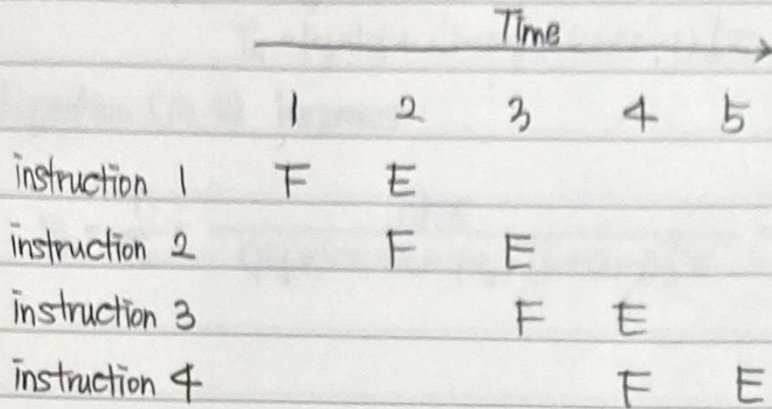
c. In this case, the instruction can be interrupted after the instruction fetch, which takes 10 clock cycles, so the delay is 1 ns.

The instruction can be interrupted between byte transfers, which results in a delay of more than 15 clock cycles = 1.5 ns. \therefore The worst-delay is 1.5 ns. ibis

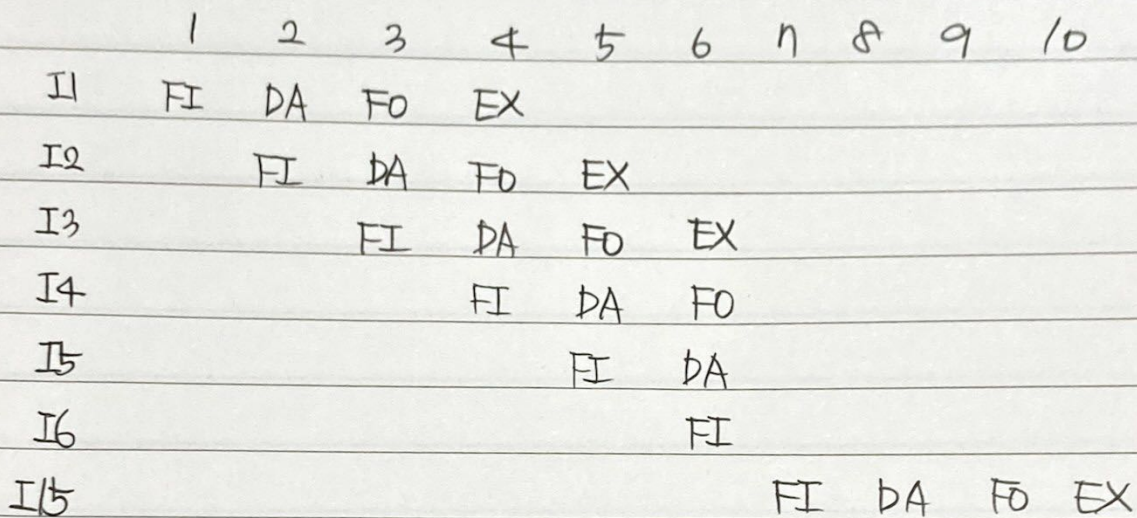
14.5) a. A factor of 2.

b. A factor of 1.5

14.7)



14.8)



14.9) a. We can ignore the initial filling up of the pipe line and the final emptying of the pipeline, because this involves only a few instructions out of 1.5 million instructions. \therefore The speed up is a factor of 5.

b. One instruction is completed per clock cycle, for an throughput of 2500 MIPS.

4.11) The number of instructions causing branches to take place is $p_g n$, and the number that do not cause branch is $(1-p_g)n$.

We can replace equation (12.1) with :

$$T_k = p_g n k \tau + (1-p_g)[k+(n-1)]\tau$$

Equation (12.2) becomes

$$S_k = \frac{T_1}{T_k} = \frac{n k \tau}{(p_g) n k \tau + (1-p_g)[k+(n-1)]\tau} = \frac{n k}{(p_g) n k + (1-p_g)[k+(n-1)]}$$