

# Computer Organization HW2 Answer

## Question 1

a)

- **Method 1**

Class A:  $10^5$  instr. Class B:  $2 \times 10^5$  instr. Class C:  $5 \times 10^5$  instr. Class D:  $2 \times 10^5$  instr.

Time = No. instr.  $\times$  CPI/clock rate

$$\text{Total time P1} = (10^5 + 2 \times 10^5 \times 2 + 5 \times 10^5 \times 3 + 2 \times 10^5 \times 3) / (2.5 \times 10^9) = 10.4 \times 10^{-4} \text{ s}$$

$$\text{Total time P2} = (10^5 \times 2 + 2 \times 10^5 \times 2 + 5 \times 10^5 \times 2 + 2 \times 10^5 \times 2) / (3 \times 10^9) = 6.66 \times 10^{-4} \text{ s}$$

$$\text{CPI(P1)} = 10.4 \times 10^{-4} \times 2.5 \times 10^9 / 10^6 = 2.6$$

$$\text{CPI(P2)} = 6.66 \times 10^{-4} \times 3 \times 10^9 / 10^6 = 2.0$$

- **Method 2**

$$\text{Global CPI}_1 = \frac{1}{\text{total IC}} \sum_{k \in \{A, B, C, D\}} \text{IC}_k \times \text{CPI}_{1k} = 1 \times 0.1 + 2 \times 0.2 + 3 \times 0.5 + 3 \times 0.2 = 2.6$$

$$\text{Global CPI}_2 = \frac{1}{\text{total IC}} \sum_{k \in \{A, B, C, D\}} \text{IC}_k \times \text{CPI}_{2k} = 2 \times 0.1 + 2 \times 0.2 + 2 \times 0.5 + 2 \times 0.2 = 2$$

b)

- **Method 1**

$$\text{clock cycles(P1)} = 10^5 \times 1 + 2 \times 10^5 \times 2 + 5 \times 10^5 \times 3 + 2 \times 10^5 \times 3 = 2.6 \times 10^6$$

$$\text{clock cycles(P2)} = 10^5 \times 2 + 2 \times 10^5 \times 2 + 5 \times 10^5 \times 2 + 2 \times 10^5 \times 2 = 2.0 \times 10^6$$

- **Method 2**

$$\text{Clock Cycles}_1 = \text{Global CPI}_1 \times \text{total IC} = 2.6 \times 10^6$$

$$\text{Clock Cycles}_2 = \text{Global CPI}_2 \times \text{total IC} = 2 \times 10^6$$

c)

$$T_1 = \frac{\text{Clock Cycles}_1}{f_1} = \frac{2.6 \times 10^6}{2.5 \times 10^9} \text{ s} = 1.04 \times 10^{-3} \text{ s}$$

$$T_2 = \frac{\text{Clock Cycles}_2}{f_2} = \frac{2 \times 10^6}{3 \times 10^9} \text{ s} = 6.67 \times 10^{-4} \text{ s}$$

**P2 is better since its CPU time is shorter.**

## Question 2

a)

```
x5 := 0x80000000
x6 := 0xD0000000
x30 = 0x50000000
>>> overflow
```

Risc-v's add instruction deals with signed numbers, so the operands here are signed numbers. The sum of two negative number turns out to be positive.

b)

```
x5 := 0x80000000
x6 := 0xD0000000
x30 = 0xB0000000
>>> no overflow/ correct/ desired
```

Risc-v's sub instruction deals with signed numbers, so the operands here are signed numbers. Substraction between two numbers with same sign will not cause overflow.

## Question 3

a)

- Method 1

```
00010111 (23)
+ 01110000 (112)
-----
10000111 (-121)
saturate >>> 127
```

- Method 2

$$23 + 112 = 135 > 127.$$

$$\text{Hence } 23 + 112 = 127$$

b)

• Method 1

```
112 = 01110000
-112 = 10001111 + 1 = 10010000
  00010111 (23)
+ 10010000 (-112)
-----
  10100111 (-89)
```

• Method 2

$23 - 112 = -89 > -128$

Hence  $23 - 112 = -89$

Question 4

Step	Multiplicand	Product
Initial	0110_0010	0000_0000_0001_0100
1	0110_0010	0000_0000_0000_1010
2	0110_0010	0000_0000_0000_0101
3	0110_0010	0011_0001_0000_0010
4	0110_0010	0001_1000_1000_0001
5	0110_0010	0011_1101_0100_0000
6	0110_0010	0001_1110_1010_0000
7	0110_0010	0000_1111_0101_0000
8	0110_0010	0000_0111_1010_1000

$0x62 \times 0x14 = 0x7A8 = 1960_{(10)}$

## Question 5

Step	Divisor	Remainder	Quotient
Initial	0101_0100_0000	0000_0011_1110	00_0000
1	0010_1010_0000	0000_0011_1110	00_0000
2	0001_0101_0000	0000_0011_1110	00_0000
3	0000_1010_1000	0000_0011_1110	00_0000
4	0000_0101_0100	0000_0011_1110	00_0000
5	0000_0010_1010	0000_0011_1110	00_0000
6	0000_0001_0101	0000_0001_0100	00_0001
7	0000_0000_1010	0000_0001_0100	00_0010

$$62 = 21 \times 2 + 20$$

## Question 6

a)

$$0x0C000000 = 0000_1100_0000_0000_0000_0000_0000_{(2)}$$

sign bit: 0

$$\text{exponential: } 0001_1000_{(2)} = 24$$

$$\text{fraction: } 0000_0000_0000_0000_0000_000_{(2)}$$

$$\text{exponential} - \text{bias} = 24 - 127 = -103$$

$$\text{num: } 2^{-103}$$

b)

$$63.25 = 111111.01 = 1.1111101 \times 2^5$$

$$\text{exponential} = 5 + 127 = 132 = 1000_0100_{(2)}$$

sign bit: 0

$$\text{fraction: } 111_1101_0000_0000_0000_0000_{(2)}$$

$$\text{num: } 0100_0010_0111_1101_0000_0000_0000_0000_{(2)} = 0x427D_0000$$