

# 体系结构 第五次作业

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## 1

输出相关: S1-S3 A[i]

反相关: S1-S3 A[i], S1-S2 B[i], S2-S3 A[i], S3-S4 C[i]

真相关: S1-S2 A[i], S3-S4 A[i]

展开二级循环, 并不会引入相关

S	Instr
S1	$A[i] = A[i] * B[i]$
S2	$B[i] = A[i] + c$
S3	$A[i] = C[i] * c$
S4	$C[i] = D[i] * A[i]$
S1'	$A[i+1] = A[i+1] * B[i+1]$
S2'	$B[i+1] = A[i+1] + c$
S3'	$A[i+1] = C[i+1] * c$
S4'	$C[i+1] = D[i+1] * A[i+1]$

修改变量名如下

S	Instr
S1	$A1[i] = A[i] * B[i]$
S2	$B1[i] = A1[i] + c$
S3	$A2[i] = C[i] * c$
S4	$C[i] = D[i] * A2[i]$

## 2

a

执行 6 次浮点运算, 读 4 个浮点数, 写 2 个浮点数, 访问  $(4+2) \times 4 = 24$  个字节

内核运算密度为  $\frac{6}{(4+2) \times 4} = \frac{1}{4}$

b

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li          $VL, 44
li          $r1, 0
loop:       lv          $v1, a_re + $r1 ; load a_re
            lv          $v3, b_re + $r1 ; load b_re
            mulvv.s     $v5, $v1, $v3   ; a_re * b_re
            lv          $v2, a_im + $r1 ; load a_im
            lv          $v4, b_im + $r1 ; load b_im
            mulvv.s     $v6, $v2, $v4   ; a_im * b_im
            subvv.s     $v5, $v5, $v6   ; a_re * b_re - a_im * b_im
            sv          $v5, c_re + $r1 ; store c_re
            mulvv.s     $v5, $v1, $v4   ; a_re * b_im
            mulvv.s     $v6, $v2, $v3   ; a_im * b_re
            addvv.s     $v5, $v5, $v6   ; a_re * b_im + a_im * b_re
            sv          $v5, c_im + $r1 ; store c_im
            bne         $r1, 0, else
            addi         $r1, $r1, #44  ; loop increment by 44
            j           loop
else:       addi         $r1, $r1, #256 ; loop increment by 256
skip:       blt          $r1, 1200, loop

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c & d

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mulvv.s     lv
lv          mulvv.s
subvv.s     sv
mulvv.s     lv      ; load next vector
mulvv.s     lv      ; load next vector
addvv.s     sv

```

6 次，每次需要周期为

$$\frac{64 \times 6 + 15 \times 6 + (8 \times 4 + 5 \times 2)}{2 \times 64} = \frac{129}{32} = 4.03\text{clock}$$

3

a

$$1.5\text{GHz} \times 80\% \times 85\% \times 70\% \times 10 \times 8 = 57.12\text{GFLOP/s}$$

b

$$S_1 = \frac{1.5\text{GHz} \times 80\% \times 85\% \times 70\% \times 10 \times 16}{57.12\text{GFLOP/s}} = \frac{114.24\text{GFLOP/s}}{57.12\text{GFLOP/s}} = 2$$

$$S_2 = \frac{1.5\text{GHz} \times 80\% \times 85\% \times 70\% \times 15 \times 8}{57.12\text{GFLOP/s}} = \frac{85.68\text{GFLOP/s}}{57.12\text{GFLOP/s}} = 1.5$$

$$S_3 = \frac{1.5\text{GHz} \times 80\% \times 95\% \times 70\% \times 10 \times 8}{57.12\text{GFLOP/s}} = \frac{63.84\text{GFLOP/s}}{57.12\text{GFLOP/s}} = \frac{19}{17} = 1.11$$

4

$$1.5\text{GHz} \times 16 \times 16 = 384\text{GFLOP/s}$$

每个单精度运算需要读 2 个操作数，写 1 个操作数，访问  $(2+1) \times 4 = 12$  个字节，需要  $12\text{Byte} \times 384\text{GFLOP/s} = 4608\text{GB/s}$  比存储器的带宽大，因此吞吐量不可持续。