## ICS 233, Term 141

## **Computer Architecture & Assembly Language**

## Quiz# 5

Date: Thursday, Dec. 4, 2014

**Q.1.** Consider two different implementations, M1 and M2, of the same instruction set. There are five classes of instructions (A, B, C, D and E) in the instruction set. M1 has a clock rate of 4 GHz and M2 has a clock rate of 6 GHz.

Class	CPI on M1	CPI on M2
А	1	2
В	2	2
С	3	2
D	4	4
Е	3	4

- (a) Assume that peak performance is defined as the fastest rate that a computer can execute any instruction sequence. What are the peak performances of M1 and M2 expressed in instructions per second?
- (b) If the number of instructions executed in a certain program is divided equally among the classes of instructions, except that for class A, which occurs twice as often as each of the others, how much faster is M2 than M1?

**Q.2.** A benchmark program runs for 100 seconds. We want to improve the speedup of the benchmark by a factor of 3. We enhance the floating-point hardware to make floating point instructions run 5 times faster. How much of the initial execution time would floating-point instructions have to account for to show an overall speedup of 3 on this benchmark?

Q.3. Consider the following fragment of MIPS code. Assume that a and b are arrays of words and the base address of a is in \$a0 and the base address of b is in \$a1. How many instructions are executed during the running of this code? If ALU instructions (addu and addiu) take 1 cycle to execute, load/store (lw and sw) take 5 cycles to execute, and the branch (bne) instruction takes 3 cycles to execute, how many cycles are needed to execute the following code (all iterations). What is the average CPI?

```
addu $t0, $zero, $zero
                                    \# i = 0
          addu $t1, $a0, $zero
                                    # $t1 = address of a[i]
          addu $t2, $a1, $zero
                                    # $t2 = address of b[i]
          addiu $t3, $zero, 101
                                    # $t3 = 101 (max i)
                                    # $t4 = b[i]
loop:
          lw $t4, 0($t2)
          addu $t5, $t4, $s0
                                    # $t5 = b[i] + c
          sw $t5, 0($t1)
                                    # a[i] = b[i] + c
          addiu $t0, $t0, 1
                                    # i++
          addiu $t1, $t1, 4
                                    # address of next a[i]
          addiu $t2, $t2, 4
                                    # address of next b[i]
          bne $t0, $t3, loop
                                    # loop if (i != 101)
```