Name: Id#

COE 301/ICS 233, Term 161

Computer Architecture & Assembly Language

Quiz# 5

 Date: Tuesday, Dec. 25, 2016

# **Q1.** 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?

# **Q2.** 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)**

**loop: lw $t4, 0($t2) # $t4 = b[i]**

**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)**