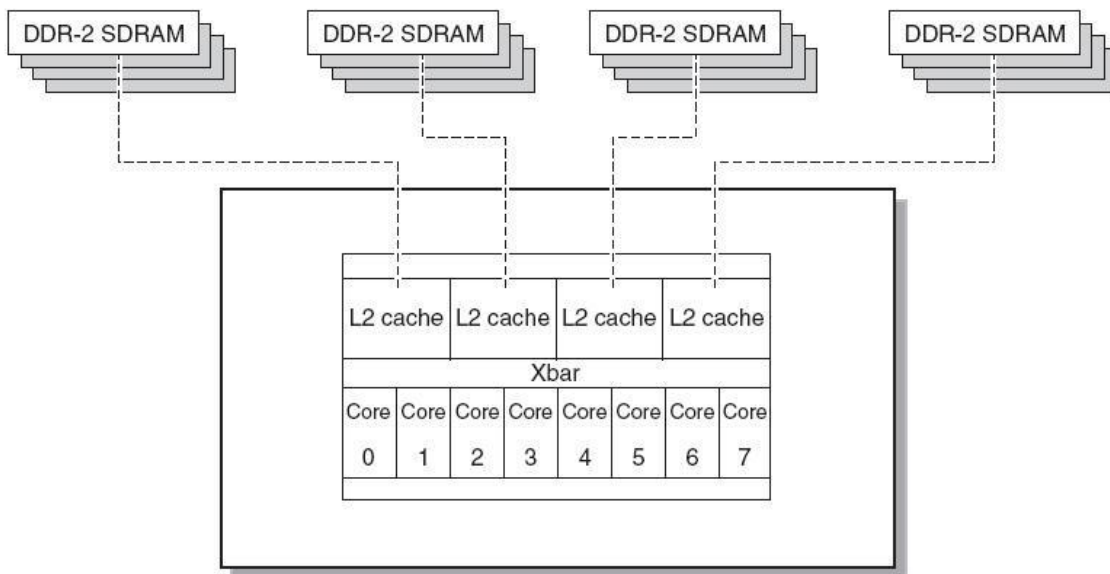


**0907731 Advanced Computer Architecture (Spring 2013)**  
**Midterm Exam**

الاسم: ..... رقم التسجيل: ..... رقم التسلسل: .....

**Instructions:** Time **60** min. Open book and notes exam. No electronics. Please answer all problems in the space provided and limit your answer to the space provided. No questions are allowed. Every question has 6 points.

**Q1.** The figure below shows the block diagram of Sun UltraSPARC T1 processor. Briefly describe this processor.



- This is an 8-core multi-threaded processor.
- Each core has its own L1 caches, but the 8 cores share four banks of L2 caches through the crossbar.
- For high memory throughput, each of the four L2 cache banks has one memory port to the DDR2-SDRAM memory. Each cache bank is responsible of caching one fourth of the address space.

**Q2.** A program has two phases of execution: It spends 150 seconds in the first phase and 50 seconds in the second phase. You can improve the execution of only one phase by a factor of five. What would be your best overall speedup?

$$f = 150 / (150 + 50) = 0.75$$

$$\text{Speedup} = 1 / (1 - 0.75 + 0.75/5) = 1 / (0.25 + 0.15) = 1 / 0.4 = 2.5$$

**Q3.** Assume that you have a variant of the MIPS instruction set architecture that has two operands instead of three. Convert the following C code to this variant of MIPS instructions. Assume that the compiler associates Variables x, y, and z with Register R1, R2, and R3, respectively.

```
if (x == 0)
    x = y + z;
else
    x = x - z;
```

```
    bnez R1, Else
    add  R1, R2
    add  R1, R3
    j    Out
Else:
    sub  R1, R3
Out:
```

**Q4.** Unroll the following loop twice and schedule it, then find how many cycles are needed to execute one iteration of the unrolled loop. Assume that you have the five-stage pipeline with multi-cycle operations, FP operations take 3 cycles, branch instructions are resolved in the Decode stage, and the processor can write one integer result and one FP result in the Write Back stage every cycle.

```

Loop: l.d      F0, 0(R1)   F D E M W
      l.d      F4, 0(R2)   F D E M W
      mul.d    F0, F0, F4   F D - E E E M W           One stall cycle
      add.d    F2, F2, F0   F - D - - E E E M W           2 stall cycles
      daddi   R2, R2, #-8   F - - D E M W
      daddi   R1, R1, #-8   F D E M W
      bneq    R1, R3, Loop  F D - E M W           One stall cycle
  
```

```

                                1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8
Loop: l.d      F0, 0(R1)   F D E M W
      l.d      F4, 0(R2)   F D E M W
      l.d      F6, -8(R1)  F D E M W
      mul.d    F0, F0, F4   F D E E E M W
      l.d      F8, -8(R2)  F D E M W
      daddi   R1, R1, #-16  F D E M W
      mul.d    F6, F6, F8   F D E E E M W
      add.d    F2, F2, F0   F D E E E M W
      daddi   R2, R2, #-16  F D E M W
      add.d    F10, F10, F6 F D E E E M W
      bneq    R1, Loop     F D E M W
      add.d    F2, F2, F10
  
```

**Need 11+4 cycles to execute one iteration of the unrolled loop.**

**Q5.** Assume that the following five instructions are executed by a processor that uses Tomasolu's Algorithm in executing all instruction types. This processor has **two** reservation stations for each functional unit. The integer latency is 1 cycle, the memory latency is 2 cycles, and floating-point latency is 2 cycles. The processor has one address calculation unit, one memory access unit, one integer ALU unit, one floating-point unit, and one branch unit. Using pipeline diagram in the space below, find the number of cycles needed to fetch and commit these instructions.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
lw R1, 0(R2)	<b>F</b>	<b>I</b>	<b>A</b>	<b>M</b>	<b>W</b>												
lw F0, 0(R1)		<b>F</b>	<b>I</b>	-	-	<b>A</b>	<b>M</b>	<b>W</b>									
add.d F4, F2, F0			<b>F</b>	<b>I</b>	-	-	-	-	<b>A<sub>1</sub></b>	<b>A<sub>2</sub></b>	<b>W</b>						
sw F4, 0(R1)				<b>F</b>	-	<b>I</b>	<b>A</b>	-	-	-	-	<b>M</b>					
lw R1, 8(R2)					<b>F</b>	-	-	-	<b>I</b>	<b>A</b>	<b>M</b>	<b>W</b>					

**12 Cycles**

*<Good Luck>*