CSEE W3827

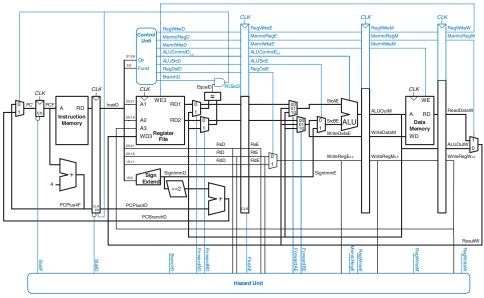
Fundamentals of Computer Systems Homework Assignment 6

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Due December 6th, 2011 at 10:35 AM

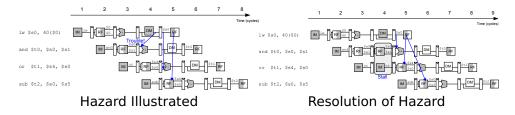
Show your work for each problem; we are more interested in how you get your answer than whether you get the right answer.



The fully bypassed five-stage (F, D, E, M, W) MIPS pipeline with stall logic

 (30 pts.) For the five-stage MIPS pipeline with full bypass and stall logic discussed in class, in the book, and included in this assignment, explain the hazard, if any, in each sequence of code below and explain how the processor will resolve it, e.g., "stall two cycles," "bypass W to E," "bypass M to D." The stages are abbreviated F, D, E, M, and W (Fetch, Decode, Execute, Memory, and Writeback). For one example from the slides,

lw \$s0, 40(\$0) The and must stall a cycle then use a and \$t0, \$s0, \$s1 W-to-E bypass to get \$s0. or \$t1, \$s4, \$s0 The or is already in the pipeline when the sub \$t2, \$s0, \$s5 and stalls, so it, too, must stall.



```
lw $t1, 42($t1)
(a) add $t2, $t1, $t3
   sub $t4. $t1. $t3
  lw $t1, 42($t1)
(b) add $t4, $t2, $t3
   sub $t5, $t2, $t3
   add $t1, $t2, $t3
(c) add $t1, $t1, $t4
   add $t1, $t1, $t5
  lw $t1, 42($t1)
(d) add $t3, $t2, $t3
   sub $t4, $t1, $t3
```

2. (30 pts.) Consider the following fragment of MIPS code:

li \$t0, 64 loop: lw \$t1, 0(\$t2) sw \$t1, 0(\$t3) addiu \$t2, \$t2, 4 addiu \$t3, \$t3, 4 subu \$t0, \$t0, 1 bnez \$t0, loop

- (a) When this code fragment is run, how many instructions will be executed total?
- (b) How many cycles will it take to execute on the fully bypassed MIPS processor?

Now, consider this fragment of code:

li \$t0, 64 loop: subu \$t0, \$t0, 1 lw \$t1, 0(\$t2) addiu \$t2, \$t2, 4 sw \$t1, (\$t3) addiu \$t3, \$t3, 4 bnez \$t0, loop

(c) When this code fragment is run, how many instructions will be executed total?

(d) How many cycles will it take to execute on the fully bypassed MIPS processor?

3. (25 pts.) Consider a computer with a *direct mapped* cache of 64 16-byte blocks backed by 2²⁴ bytes of main memory.

(a) How many blocks does main memory contain?

(b) How are memory addresses interpreted, i.e., how many bits each are the tag, set, and byte offset fields?

(c) To which cache set will the address 0xDECADE map?

(d) Assuming the cache starts empty, what sequence of events would be produced by reading bytes in the following sequences of addresses? Classify each event as a compulsory miss, a conflict miss, a spatial locality hit, or a temporal locality hit.

Address	Event
0xDECADE	
0xDECAD8	
0xDECAE8	
0xBECADE	
0xDECADE	

 (15 pts.) Consider a computer with a *fully associative* cache of 32 64-byte blocks backed by 2¹⁶ bytes of main memory.

(a) How many blocks does main memory contain?

(b) How are memory addresses interpreted, i.e., how many bits each are the tag, set, and byte offset fields?

(c) To which cache set will the address 0xF00D map?