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Assign

02 chap

Sems

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Q1 Part A

Different desktop applications that require the great power of contemporary microprocessor based systems are:

Image processing.

Three dimensional rendering.

Speech recognition

Video conferencing

Multimedia authoring

Voice and video annotation of files.

Simulation modeling.

Q1 Part B

Pipelining:

Pipelining enables a processor to work simultaneously on multiple instructions by performing a different phase for each of the multiple instructions at the same time.

Branch prediction:

Branch prediction potentially

increased the amount of work available for the processor to execute.

~~Branch prediction~~ Superscalar execution: This is the ability to issue more than one instruction in every processor clock cycle. In effect, multiple parallel pipelines are used.
Data flow analysis.

The processor analyzes which instructions are dependant on each other's results or data to create an optimized schedule of instructions.

Speculative execution:

This enables the processor to keep its execution engines as busy as possible by executing instructions that are likely to be needed.

Q1 part E

power:

As the density of logic and the clock speed on a chip increase, so the power density increases and also dissipated the heat.

RC delay:

The speed at which electrons can flow on a chip between transistors is limited by the resistance and capacitance of the metal wires connecting them; specifically, delay increases as the RC product increases.

Memory latency:

Memory access speed (latency) and transfer speed (throughput) lag processor speed.

Q1 part (i)

The speed up using a parallel processor with N processors that fully exploits the parallel portion of the program is as follows:

$$\text{Speed up} = \frac{\text{Time to execute program on a single processor}}{\text{time to execute program on } N \text{ parallel processor}}$$
$$= \frac{T(1-f) + TF}{T(1-f) + TF/N} = \frac{1-f}{1-f + f/N}$$

Q 1 E

Multicore:

- * The Use of multiple processors on the same chip provides the potential to increase performance without increasing the clock rate.
- * Strategy is to use two simpler processors on the chip rather than one more complex processor.
- * With two processors larger caches are justified.
- * As caches became larger it made performance sense to create two and then three levels of cache on a chip.

MIC:

Leap in performance as well as the challenges in developing software to exploit such a larger number of cores.

The multicore and MIC strategy involves a homogeneous collection of general purpose processors on a single chip.

GPUS:-

* Core designed to perform parallel operations on graphics data.

* Traditionally found on a plug-in graphics card, it is used to encode and render 2D and 3D graphics as well as process video.

* Used as vector processors for a variety of applications that require repetitive computations.

Q2 A

Effective CPI:

$$CPI = (1 * 1600) + (2 * 3300) +$$

$$-(2 * 1600) + (2 * 900) / 100$$

$$CPI = 16200 / 100$$

$$CPI = 1620$$

MIPS Rate:

$$\text{MIPS rate} = 60 \text{ MHz} / 1620 * 106$$

$$\text{MIPS rate} = 60 * 106 / 1620 * 106$$

$$\text{MIPS rate} = 60 / 1620$$

$$\text{MIPS rate} = 0.037$$

Execution Time:

$$T = 10 / (\text{MIPS} * 106)$$

$$T = 104000 / (0.037 * 106)$$

$$T = 104000 / 37 * 103$$

$$T = ~~104000~~ 2811 * 10^{-3}$$

$$T = 2.811 \text{ Sec}$$

Q2 B

For machine A:-

$$\text{CPI} = (1 \times 8 + 3 \times 4 + 4 \times 2 + 3 \times 4) \times 10^6 / (8 + 4 + 2 + 4) \times 10^6$$

$$\text{CPI} = 40 \times 10^6 / 18 \times 10^6$$

$$\text{CPI} = 2.22$$

$$\text{MIPS rate} = 200 \text{ MHz} / 2.22 \times 10^6$$

$$\text{MIPS rate} = 200 \times 10^6 / 2.22 \times 10^6$$

$$\text{MIPS rate} = 90$$

$$T = 1c / (\text{MIPS} \times 10^6)$$

$$T = 18 \times 10^6 / 90 \times 10^6$$

$$T = 0.2 \text{ sec}$$

For Machine B:-

$$\text{CPI} = (1 \times 10 + 2 \times 8 + 4 \times 2 + 3 \times 4) \times 10^6 / (10 + 8 + 2 + 4) \times 10^6$$

$$\text{CPI} = 46 / 24$$

$$\text{CPI} = 1.92$$

$$\text{MIPS rate} = 200 \text{ MHz} / 1.92 \times 10^6$$

$$\text{MIPS rate} = 200 \times 10^6 / 1.92 \times 10^6$$

$$\text{MIPS rate} = 104$$

$$T = 1c / (\text{MIPS} \times 10^6)$$

$$T = 24 \times 10^6 / 104 \times 10^6$$

$$T = 0.23 \text{ sec}$$

Q2 C:-

The MIPS rate could be computed as the following:

$$\text{MIPS rate} = IC / T \times 10^6$$

$$IC = \text{MIPS rate} \times T \times 10^6$$

By ratio

$$18 \times 1 \times 10^6 / 1 \times 12 \times 10^6$$

$$= 18/12$$

$$= 1.5$$

b:-

Regarding to the VAX 11/780, the
$$\text{CPI} = (5 \text{ MHz}) / (1 \times 10^6) = 5 \times 10^6 / 1 \times 10^6$$
$$= 5/1 = 5$$

Regarding to the IBM RS/6000, the
$$\text{CPI} = (25 \text{ MHz}) / (18 \times 10^6) = 25 \times 10^6 / 18 \times 10^6$$
$$= 25/18 = 1.4$$

Q1 part D :-

A. Since we have the same instruction mix, that means the additional instructions for each task could be allocated appropriately between the instruction types. Therefore, the following table be gotten:

Instruction type	CPI	Instruction Mix
Arithmetic and logic	1	60%
Load/st. are with cache hit	2	18%
Branch	4	12%
Memory reference with cache miss	12	10%

The average CPI = $(1 \times 0.6) + (2 \times 0.18) + (4 \times 0.12) + (12 \times 0.1) = 2.64$ Therefore, The CPI has been increased since the time for memory access is also increased.

b MIPS = $400 / 2.64 = 152$. There is a corresponding drop in the MIPS rate.

c. The Speedup Factor equals to the ratio of the execution times. The execution time is calculated as the following: $T = IC / (C \text{ MIPS} * 10^6)$
For the one processor, $T_1 = (2 * 10^6) / (178 * 10^6) = 11 \text{ ms}$.

For the 8 processors, each processor executes $1/8$ of the 2 million instructions plus the 25,000

$$T_8 = 2 * 10^6 \div 8 + 0.025 * 10^6 / 152 * 10^6$$

$$T_8 = 1.8 \text{ ms}$$

Therefore we have

Speedup = Time to execute program on a single processor /

Time to execute program on N parallel processors

$$\text{Speedup} = 11 / 1.8$$

$$\text{Speedup} = 6.11$$

d. By depending on the information given, it is not obvious how to quantify this effect in Amdahl's

Equation. Therefore, if it is supposed that the fraction of code, which is parallelizable, is $F = 1$, then Amdahl's law decreases to

$$\text{Speedup} = N = 8.$$

Therefore, The actual Speedup is only about 75% of the Theoretical Speedup.