Spring 2003 Final Exam Review

fr-1

When / Where

Wednesday, 14 May 2003, 15:00-17:00 (3 PM to 5 PM) CDT (Here).

Conditions

Closed Book, Closed Notes

Bring one 215×280 mm note sheet.

Cannot use communication devices.

Format

Two or three or maybe four problems.

One set of short answers.

Resources

Solved tests and homework:. `http://www.ece.lsu.edu/ee4720/prev.html`

Study Recommendations

Study homework assigned this semester—**test questions may be based on homework .**

Solve old problems.

Memorizing solutions is not the same as solving.

Following and understanding solutions is not the same as solving.

Use the solutions for brief hints and to check your own solutions.

Emphasis

fr-3

Implementation Diagrams and Pipeline Execution Diagrams

They are a *team*, so study them together.

Instruction Use

Should be able to easily write MIPS programs.

Should be able to use other instructions in examples.

For example, SPARC, DLX, etc.

Not required to memorize instruction names, except for common MIPS instructions.

Cache Diagram, Address Bits, and Program

Determine cache structure from diagram. (Line size, etc.)

Determine hit ratio from program.

Write program to fill cache, maximize misses, etc.

Topics

fr-4

Introductory Material

ISA v. Implementation.

Technological Factors: Transistor speed and quantity, memory speed and size.

Different factors influencing ISA and implementation.

Design principles: Amdahl's law, locality.

CPU Performance Equation

Benchmark types.

Compiling and Optimization

SPEC Benchmark Suite

SPEC membership and their interests.

Benchmark programs (types, how they were selected).

Rules for running benchmarks and disclosing results.

fr-5

Compilers and Optimization

Steps in building and compiling.

Basic optimization techniques, compiler optimization switches.

Profiling.

Compiler ISA and implementation switches.

How programmer typically uses compiler switches (options).

fr-5

fr-6

Instruction Set Design

Data Types: What to include, what to leave out.

Basic integer and floating point

Packed types: BCD, integer, saturating integer.

Size choices.

Memory and Register Organization: Why ≈ 32 registers?

Stack and accumulator architectures.

Memory/Memory, Register/Memory.

Addressing Modes: What they do, which ones to include.

Register, Immediate, Direct, Register Deferred (Register Indirect), Displacement, Indexed, Memory Indirect, Autoincrement, Autodecrement, Scaled.

fr-7

Control Transfer Instructions: Types, when to use.

Branch, Jump, Jump & Link, Call, Return

Format of displacements in instruction.

Specification of condition: condition code registers, integer registers, loop counter.

Delayed and predicated instructions; prediction hints.

Instruction Coding.

Fixed-length, variable-length, and bundled instructions.

Splitting of opcode field (as in MIPS type-R instructions).

ISA Classifications: RISC, CISC, VLIW, Stack, Accumulator

Synthetic Instructions

fr-8

MIPS and DLX

Classification: RISC

Goals: ISA should allow simple, high-speed implementation.

Instruction types.

Know how to read and write MIPS and DLX programs.

HP Chapter-3 (Statically Scheduled) MIPS Implementations

Unpipelined Implementation

Pipelined Implementations

- Basic (3-cycle branch penalty).
- Zero-cycle branch penalty.
- Bypassed.

fr-9

Dependency Definitions

Hazard Definitions

For a Given Pipelined Implementation

- Show pipeline execution diagrams.
- Show register contents at any cycle.
- Determine control hardware.
- Determine CPI.

fr-10

Interrupts and Exceptions and Traps

Difference between interrupt, exception, trap.

Causes of exceptions, role of handler.

Privileged Mode.

Pipeline activity leading to execution of handler.

Vectored traps (using trap table).

Precise exceptions, achieving with floating-point operations.

fr-11

Long Latency Operations

Types of operations. (Floating point and maybe load.)

Degree of pipelining: Initiation interval, latency.

Detecting functional unit structural hazards.

Detecting WB structural hazards: reservation register.

Detecting and handling RAW hazards: ID-stage v. pre-WB stall.

Handling WAW hazards.

fr-12

Dynamic Scheduling

Register Renaming

How renaming allows out-of-order execution.

Where registers get renamed.

Role of register maps.

Reorder Buffer

Normal Use

Issue: placement of instructions in reorder buffer.

Completion: updating reorder buffer entry

Commitment (retirement): removal from reorder buffer entry.

fr-13

Recovery

Goal: Undo execution starting at some instruction.

Reasons: exception, branch misprediction.

Steps when register map backed up.

Steps when register map not backed up.

Load/Store Unit

Store/load ordering rules.

Load/store bypassing.

fr-13

fr-14

Multiple Issue

Superscalar

Duplication of Resources.

For n instructions / cylce: Fetch, decode, rename, writeback, commit.

For $< n$ instructions: load/store, floating-point units.

Added Complexity

Instruction fetch inefficiency.

Rules for fetching a new group.

VLIW

Difference with superscalar: instruction bundling.

Dependence information in bundles.

EE 4720 Lecture Transparency. Formatted 12:51, 9 May 2003 from lslifr.
fr-14

fr-15

Branch Prediction

One-level branch prediction.

Two-level (local,gshare, gselect) branch-prediction.

Branch target prediction.

Return address stack.

Predictability of indirect control transfers.

fr-15

fr-16

Memory

General

Definitions: bus width (w), address space size (a), character size (c).

Connection of memory devices.

Caches

Set Associative Caches

Definitions: block (line), index, tag, alignment, associativity

Connection of tag and data memory.

Special Cases: Direct mapped, Fully associative.

fr-17

Cache Write Options

Write allocate or write around.

Write back or write through.

Victim (Block to replace) Selection

Least-Recently Used (LRU), Random (arbitrary).