CMSC611: Advanced Computer Architecture Extra Credit Homework 1 Solution

1. In order to compute the weighted average CPI, we need to find the clock cycles for each instruction type and the total instruction count. Then, we calculate the weighted average as

$$CPI_{average} = \frac{ClockCycles_{total}}{InstructionCount_{total}} = \frac{\sum_{k=1}^{K} ClockCycles_{k} \times InstructionCount_{k}}{InstructionCount_{total}}$$

where K is the number of instruction types. Based on the initial values of ARRAY[100] and ARRAY[200], the loop "AGAIN" only iterates once. So, we only need to count each instruction once for calculating the clock cycle, and the number of total instruction count is 12. Details of each instruction and its corresponding clock cycle are listed on the following table:

Instruction		Clock Cycles
MOV	AX, ARRAY[100]	12
ADD	AX, 128	4
MOV	CX, 4	4
MUL	СХ	118
MOV	ARRAY[100], AX	13
AGAIN: MOV	AX, ARRAY[200]	12
SUB	AX, 256	4
MOV	ARRAY[200], AX	13
MOV	CX, AX	2
MOV	AX, ARRAY[100]	12
SUB	CX, AX	3
JCXZ	AGAIN	18

So, the weights average CPI is

$$CPI_{original} = \frac{12 + 4 + 4 + 118 + 13 + 12 + 4 + 13 + 2 + 12 + 3 + 18}{12} = \frac{215}{12} \approx 17.92$$

2. With the given operation mode of ALU, the total instruction count of the original code could be reduced by using the following code:

	MOV	AX, ARRAY[100]
	ADD	AX, 128
	MOV	CX, 4
	MUL	CX
	MOV	ARRAY[100], AX
AGAIN:	SUB	ARRAY[200], 256
	MOV	CX, ARRAY[200]
	SUB	CX, AX
	JCXZ	AGAIN

We still count each instruction once for calculating the clock cycles, and the number of total instructions for the new code is 9. Details of each instruction and its corresponding clock cycle are listed on the following table:

Instruction		Clock Cycles
MOV	AX, ARRAY[100]	12
ADD	AX, 128	4
MOV	CX, 4	4
MUL	СХ	118
MOV	ARRAY[100], AX	13
AGAIN: SUB	ARRAY[200], 256	25
MOV	CX, ARRAY[200]	12
SUB	CX, AX	3
JCXZ	AGAIN	18

So, the weights average CPI is

$$CPI_{new} = \frac{12 + 4 + 4 + 118 + 13 + 24 + 12 + 3 + 18}{9} = \frac{209}{9} \approx 23.22$$

Assume the clock cycle time is t, and it does not change during the execution of the original and the new code. The speedup of the new code is

Speedup =
$$\frac{\text{ExecutionTime}_{\text{original}}}{\text{ExecutionTime}_{\text{new}}}$$
$$= \frac{\text{ClockCycles}_{\text{original}} \times \text{ClockCycleTime}_{\text{original}}}{\text{ClockCycles}_{\text{new}} \times \text{ClockCycleTime}_{\text{new}}}$$
$$= \frac{215t}{209t} \approx 1.03$$

Therefore, the new code improves the performance of the original one by 1.03x in execution time.