

## **Problem M15.1: Exploiting Parallelism (Spring 2014 Quiz 3, Part B)**

Consider the following C code sequence:

```
const int size = 64 * 1024;
int a[SIZE], b[SIZE], c[SIZE];
for (int i = 0; i < SIZE; i++) {
    if (a[i] > b[i]) {
        c[i] = a[i] + b[i];
    }
}
```

This is a repetitive computation with a simple dependency graph. If we look at the MIPS assembly code, we see that a large percentage of the instructions are doing bookkeeping. We'd like to reduce this overhead.

```
                // R1 points to a, R2 points to b, R3 points to c
                // R6 is i
                ADD R6, R0, SIZE
Loop:           LD R4, 0(R1)
                LD R5, 0(R2)
                SUB R8, R4, R5
                BGEZ R8, Skip
                ADD R4, R5, R4
                ST R4, 0(R3)
Skip:          ADD R1, R1, 4
                ADD R2, R2, 4
                ADD R3, R3, 4
                SUB R6, R6, 1
                BNEZ R6, Loop
```

### **Problem M15.1.A**

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Circle the MIPS instructions in the assembly above that perform “useful work” rather than bookkeeping.

**Problem M15.1.B**

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If the loads in the preceding code take four cycles, then this code sequence will stall and performance will suffer. Explain how an in-order, fine-grain multithreaded processor with two threads could mitigate this effect?

How would the program need to change for multithreading? (You do *not* need to write the code.)





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```
// R1 points to a, R2 points to b, R3 points to c  
// R6 is i  
ADD R6, R0, SIZE  
LI VLR, 64
```

Loop:

```
Skip:  ADD R1, R1, 64*4  
        ADD R2, R2, 64*4  
        ADD R3, R3, 64*4  
        SUB R6, R6, 64  
        BNEZ R6, Loop
```

**Problem M15.1.E**

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Is this program easy to map to GPUs? What inefficiencies may arise? Explain your answer in one or two sentences.

## Problem M15.2: VLIW, Vector Machines, and GPUs (Spring 2015 Quiz 4, Part C)

Consider the following C code fragment:

```
for(int i = 0; i < 301; i++)
{
    if(A[i] != B[i])
        C[i] = A[i] + 1;
    else
        C[i] = A[i] - 1;
}
```

A, B and C are arrays of 301 integers each. (Note: sizeof(int) = 4 bytes). Assume that A, B and C are stored in non-overlapping regions of memory.

The MIPS assembly for this code is shown below.

```
# R1 points to A[0]
# R2 points to B[0]
# R3 points to C[0]
# R4 contains a value of 301

loop:   LW      R5, 0(R1)
        LW      R6, 0(R2)
        BEQ    R5, R6, else
        ADDI   R5, R5, #1
        J      next
else:   ADDI   R5, R5, #-1
next:   SW      R5, 0(R3)
        ADDI   R1, R1, #4
        ADDI   R2, R2, #4
        ADDI   R3, R3, #4
        ADDI   R4, R4, #-1
        BNEZ   R4, loop
```

In the rest of the problem, assume that load instructions that hit in the cache take 4 cycles (i.e., if load instruction I1 starts execution at cycle N, then instructions that depend on the result of I1 can only start execution at or after cycle N+4) while all other instructions take 1 cycle. Assume the data cache has two read ports, two write ports, and is pipelined (i.e., it can accept a new request every cycle). Also assume perfect branch prediction and 100% hit rate in the instruction and data caches.



### Problem M15.2.B

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Now consider a vector machine. In addition to scalar registers, the machine has 32 vector registers, each 32-elements long. Vector instructions are described in the following table.

Instruction		Meaning
MTC1	VLR, Ri	Set VLR (vector length register) to the value of register Ri.
CVM		Set all elements in vector-mask (VM) register to 1.
LV	Vi, Rj	Load vector register Vi from memory starting at address Rj (under mask vector).
SV	Vi, Rj	Store Vi to memory starting at address Rj (under mask vector).
ADDVV	Vi, Vj, Vk	Add elements of Vj and Vk and then put each result in Vi (under mask vector).
ADDVS	Vi, Vj, Rk	Add Rk to each element of Vj and then put each result in Vi (under mask vector).
SUBVV	Vi, Vj, Vk	Subtract elements of Vk from Vj and then put each result in Vi (under mask vector).
SUBVS	Vi, Vj, Rk	Subtract Rk from elements of Vj and then put each result in Vi (under mask vector).
S--VV	Vi, Vj	Compare the elements (EQ, NE, GT, LT, GE, LE) in Vi and Vj. If the condition is true, put a 1 in the mask vector (VM), otherwise put 0.

Rewrite the code fragment for this vector machine by filling in the table on the next page. For your convenience, part of the assembly code is already written for you. You may not need all the rows.

```
# R1 points to A[0]
# R2 points to B[0]
# R3 points to C[0]
# R4 contains a value of 301
```

Label	Instruction	Comment (Optional)
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compare ALU instruction. Also assume that the mask register is updated at the end of the cycle when an entire S—VV instruction is finished.

In this question, assume each vector register has at least  $N$  elements. If we run the same program but with  $N$  iterations (instead of 301) on this vector machine, what is the average number of cycles per element for this loop in steady state for a very large value of  $N$ ?

### **Problem M15.2.D**

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Suppose we code this program to run on a GPU with  $N$  warps. Each warp has 32 threads sharing the same PC and thus executing the same instruction. Assume each operation takes 16 cycles to execute. At most one instruction can be issued per cycle. In this GPU, each lane has one ALU and one load-store unit.

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(1) If the machine has 32 lanes, what is the minimum value of  $N$  to achieve the highest pipeline utilization?

(2) If the machine has 16 lanes, what is the minimum value of  $N$  to achieve the highest pipeline utilization?