

3810 Review Session

Spring 2022

Unpipelined processor

CPI:

Clock speed:

Throughput:

Pipelined processor

CPI:

Clock speed:

Throughput:

Circuit Assumptions

Length of full circuit:

Length of each stage:

No hazards

Pipeline Performance

No Bypassing

Point of production: always RW middle
Point of consumption: always D/R middle

						* PoP	
I1	add:	IF	DR	AL	DM	RW	
I2	add:		IF	DR	DR	DR	AL DM RW
						* PoC	

Bypassing

Point of production:
add, sub, etc.: end of ALU
lw: end of DM

Point of consumption:
add, sub, lw: start of ALU
sw \$1, 8(\$2): start of ALU for \$2,
start of DM for \$1

						* PoP	
I1	add:	IF	DR	AL	DM	RW	
I2	add:		IF	DR	AL	DM	RW
						* PoC	

Data Hazards

Assumptions

100 instructions

20 branches

14 Not-Taken, 6 Taken

Branch resolved in 6th cycle (penalty of 5)

Approach 1: Panic and wait

Approach 2: Fetch-next-instr

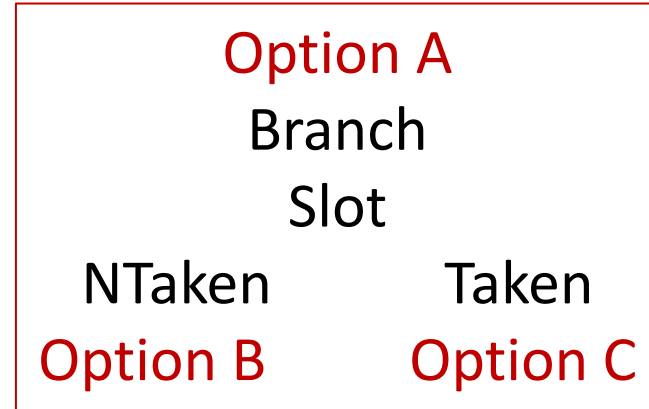
Approach 3: Branch Delay Slot

Option A: always useful

Option B: useful when the branch
goes along common fork

Option C: useful when the branch
goes along uncommon fork

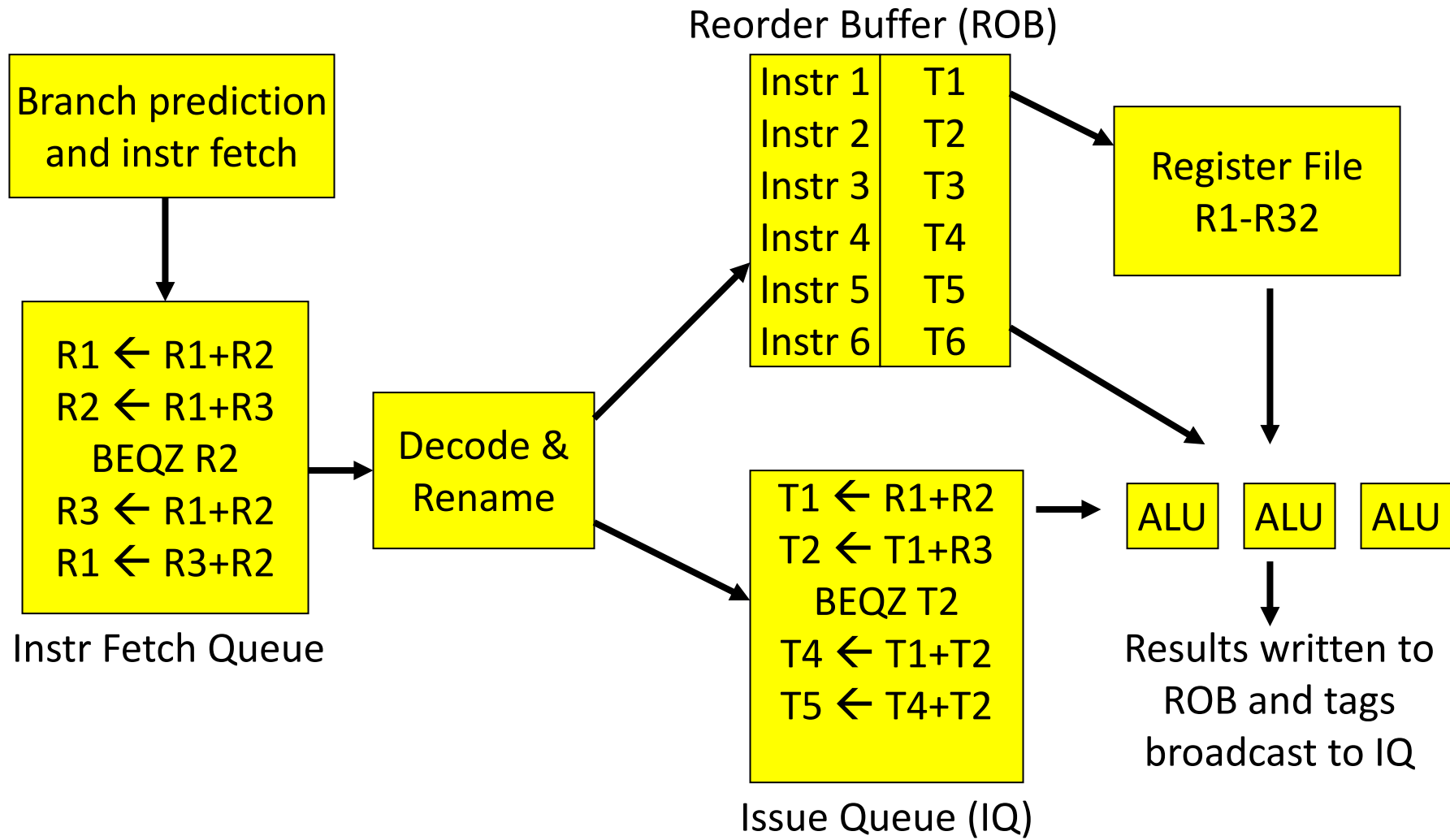
Option D: no-op, always non-useful



Approach 4: Branch predictor

Accuracy of 90%

Control Hazards



Out of Order Processor

Assumptions

1000 instructions, 1000 cycles, no stalls with L1 hits

loads/stores:

% of loads/stores that show up at L2:

% of loads/stores that show up at L3:

% of loads/stores that show up at mem:

L2 acc = 10 cyc, L3 acc = 25 cyc, mem acc = 200 cyc

Cache Latency

Assumptions

512KB cache, 8-way set-associative, 64-byte blocks, 32-bit addresses

Data array size = $\#sets \times \#ways \times blocksize$

Tag array size = $\#sets \times \#ways \times tagsize$

Offset bits = $\log(blocksize)$

Index bits = $\log(\#sets)$

Tag bits + index bits + offset bits = addresswidth

Cache Size

Assumptions

16 sets, 1 way, 32-byte blocks

Access pattern: 4 40 400 480 512 520 1032 1540

Offset = address % 32 (address modulo 32, extract last 5)

Index = address/32 % 16 (shift right by 5, extract last 4)

Tag = address/512 (shift address right by 9)

	32-bit address				
	23 bits tag	4 bits index	5 bits offset	H/M	Evicted address
4:	0	0	4	M	Inv
40:	0	1	8	M	Inv
400:	0	12	16	M	Inv
480:	0	15	0	M	Inv
512:	1	0	0	M	0
520:	1	0	8	H	-
1032:	2	0	8	M	512
1540:	3	0	4	M	1024

Cache Hits/Misses

Example 0b

Show how the following addresses map to the cache and yield hits or misses.
The cache is direct-mapped, has 16 sets, and a 64-byte block size.
Addresses: 8, 96, 32, 480, 976, 1040, 1096



.
.
.



Offset = address % 64 (address modulo 64, extract last 6)
Index = address/64 % 16 (shift right by 6, extract last 4)
Tag = address/1024 (shift address right by 10)

	32-bit address			
	22 bits tag	4 bits index	6 bits offset	
8:	0	0	8	M
96:	0	1	32	M
32:	0	0	32	H
480:	0	7	32	M
976:	0	15	16	M
1040:	1	0	16	M
1096:	1	1	8	M

6. Consider a 4-processor multiprocessor connected with a shared bus that has the following properties: (i) centralized shared memory accessible with the bus, (ii) snooping-based MSI cache coherence protocol, (iii) write-invalidate policy. Also assume that the caches have a writeback policy. Initially, the caches all have invalid data. The processors issue the following three requests, one after the other. Similar to slide 4 of lecture 25, fill in the following table to indicate what happens for every request. Also indicate if/when memory writeback is performed. **(12 points)**

(a) P3: Read X

(b) P3: Write X

(c) P2: Write X

Request	Cache Hit/Miss	Request on bus	Who responds	State Cache 1	State Cache 2	State Cache 3	State Cache 4
				Inv	Inv	Inv	Inv
P3: Rd X							
P3: Wr X							
P2: Wr X							

Questions to ask yourself:

How does Meltdown work?

How does Spectre work?

How can you force a footprint? (the relevant code sequence)

How can you examine footprints? (exploiting the side channel)

How can you defend against these attacks?

Questions to ask yourself:

What does the programmer/compiler deal with?

What does the OS deal with?

How is translation done efficiently?

Virtual Memory

Questions to ask yourself:

Why do multiprocs need to deal with prog. models, coherence, synchronization, consistency?

What are race conditions?

What is an example synchronization primitive and how is it implemented?

What consistency model is assumed by a programmer?

Why is it slow?

How do I make life easier for the programmer and provide high performance?

Synchronization, Consistency

Questions to ask yourself:

What are the central philosophies in a GPU?

In what ways does the GPU design differ from a CPU?

What are the different ways that disks provide high reliability?

Can you explain how parity is used to recover lost data?