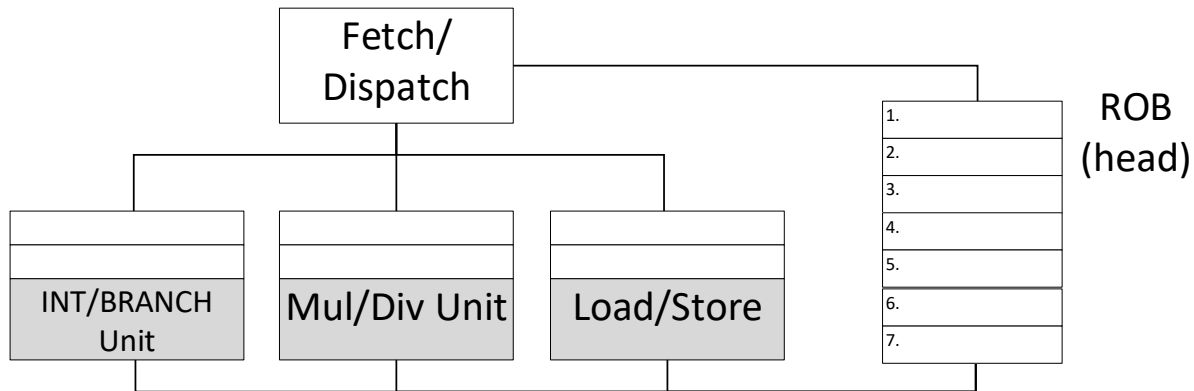


EE457: Computer Systems Organization

Select Problems from Summer 2020 Final

Solutions

1. **(14 pts.) OOO Execution:** Given the OoO execution, In-order completion processor below with separate Integer ALU/Branch unit, Mul/Div unit, and Load/Store unit, each with **2 reservation stations (2-slot issue queues)** and an ROB with **7 locations**, consider the code below, identify data dependencies, and indicate the status of each instruction when the **indicated cache miss resolves (i.e. is complete) assuming a cache miss requires 100 cycles to complete**. While not necessary, you can assume 1 instruction is issued every cycle and 1 can be committed every cycle, and that each execution unit takes 1 cycle to compute.



For each instruction, first indicate what previous instruction(s), if any, it directly depends upon for data. Use '-' if the instruction is independent. Then place an **X** in the **column** that describes the status of the instruction **when the cache miss completes** (only 1 X per row...the options are mutually exclusive)

Num	Instruction	Depends On [Instruc. Num(s) or -]	Committed and Left the ROB	Completed and waiting in the ROB to Commit.	Waiting to Execute	Not yet dispatched
1	add \$2, \$3, \$4	-	X			
2	or \$5, \$6, \$7	-	X			
3	lw \$3, 0(\$2) # cache miss	1		X		
4	sub \$8, \$2, \$5	1 and 2		X		
5.	and \$9, \$3, \$7	3			X	
6	mul \$10, \$9, \$7	5			X	
7	div \$11, \$2, \$4	1		X		
8	sw \$8, 0(\$5) # cache hit	2 and 4		X		
9	mul \$12, \$10, \$5	2 and 6			X	
10	add \$13, \$9, \$4	5				X
11	or \$14, \$6, \$7	-				X
12	lw \$5, 4(\$2) # cache hit	1				X
13	div \$15, \$9, \$2	1 and 5				X
14	and \$16, \$6, \$7	-				X

2. **(15 pts.) Caching.** Suppose you are given a system with 16-bit address and the following bits are used to access a **direct-mapped** cache.

Address Bits	15-10	9-5	4-2	1-0
Field	Tag	Index	Word offset	Byte enables

- a. How many bytes total is the cache data memory? 1024
- b. How large is the tag RAM (rows x columns): 32 x 7 (include V bit, but not Dirty bit)
- c. Examine the following address trace/sequence and indicate which will result in a hit or miss. Also indicate if a block will be evicted by an access.

Decimal Address	Equivalent Binary Address	Hit/Miss (Circle your answer)	Causes Eviction (Circle if Yes)
0	0000 0000 0000 0000	Hit / <u>Miss</u>	Yes
4	0000 0000 0000 0100	<u>Hit</u> / Miss	Yes
16	0000 0000 0001 0000	<u>Hit</u> / Miss	Yes
132	0000 0000 1000 0100	Hit / <u>Miss</u>	Yes
232	0000 0000 1110 1000	Hit / <u>Miss</u>	Yes
160	0000 0000 1010 0000	Hit / <u>Miss</u>	Yes
1024	0000 0100 0000 0000	Hit / <u>Miss</u>	<u>Yes</u>
30	0000 0000 0001 1110	Hit / <u>Miss</u>	<u>Yes</u>
140	0000 0000 1000 1100	<u>Hit</u> / Miss	Yes
3100	0000 1100 0001 1100	Hit / <u>Miss</u>	<u>Yes</u>
180	0000 0000 1011 0100	<u>Hit</u> / Miss	Yes
2180	0000 1000 1000 0100	Hit / <u>Miss</u>	<u>Yes</u>

3. **(15 pts.) MESI Cache Coherence Protocol:** Examine the table below showing sequence of memory accesses performed by three processors in a shared memory multiprocessor. Assume all caches are empty initially. Assume cache blocks of a single word (so we only show 1 data value). Show what bus requests and responses are initiated and the state of the block after each operation as well as what data is in memory.

(Bus Requests/Actions: **BusRd**=Read, **BusRdX**=Read w/ Intent to Write, **BusUpgr** = Invalidate5others, **Flush** = Supply data on bus)

Memory Access	Bus Request / Response	P1 Cache State {M,E,S,I}	P2 Cache State {M,E,S,I}	P3 Cache State {M,E,S,I}	Mem. Data @ address X
P1 Write X=5	BusRdX	M	I	I	4
P1 Read X	(Hit)	M	I	I	
P2 Read X	BusRd / Flush	S	S	I	5
P1 Read X	(Hit)	S	S	I	
P2 Write X=6	BusUpgr	I	M	I	
P3 Read X	BusRd / Flush	I	S	S	6
P2 Read X	(Hit)	I	S	S	