Notes:

- Not all questions are of equal difficulty, so look over the entire exam!
- Please carefully state any assumptions you make.
- Please write your name on every page in the exam.
- Do not discuss the exam with other students who haven’t taken the exam.
- If you have inadvertently been exposed to an exam prior to taking it, you must tell the instructor or TA.
- You will receive no credit for selecting multiple-choice answers without giving explanations if the instructions ask you to explain your choice.

<table>
<thead>
<tr>
<th>Question</th>
<th>CS152 Point Value</th>
<th>CS252 Point Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>15</td>
<td>15</td>
</tr>
<tr>
<td>2</td>
<td>20</td>
<td>--</td>
</tr>
<tr>
<td>3</td>
<td>20</td>
<td>20</td>
</tr>
<tr>
<td>4</td>
<td>25</td>
<td>25</td>
</tr>
<tr>
<td>5</td>
<td>--</td>
<td>20</td>
</tr>
<tr>
<td>TOTAL</td>
<td>80</td>
<td>80</td>
</tr>
</tbody>
</table>
Problem 1: (15 Points) Iron Law of Processor Performance

Mark whether the following modifications will cause each of the first three categories to 
iterate or decrease, or whether the modification will have a negligible effect. Assume all 
other parameters of the system are unchanged whenever possible. Explain your reasoning.

For the rightmost column, mark whether the modification will cause execution time to increase 
iterate, or whether the modification will have a negligible effect or a potentially significant but ambiguous effect. Explain your reasoning. If the modification has an ambiguous effect, 
make the trade-off in which it might be significantly beneficial or in which it might be 
significantly detrimental (i.e., as an architect, when would you suggest implementing the 
modification or not and why?).

Be explicit if you are relying on any specific assumptions.

<table>
<thead>
<tr>
<th>Instructions / Program</th>
<th>Cycles / Instruction</th>
<th>Seconds / Cycle</th>
<th>Execution Time</th>
</tr>
</thead>
<tbody>
<tr>
<td>a) Using wider microcode in a microcoded machine</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>b) Pipelining the microcode engine in a microcode machine</td>
<td></td>
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<td></td>
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<tr>
<td></td>
<td></td>
<td></td>
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<tr>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>c)</td>
<td>Adding an instruction to copy strings</td>
<td></td>
<td></td>
</tr>
<tr>
<td>d)</td>
<td>Adding an L2 cache between the L1 cache and DRAM</td>
<td></td>
<td></td>
</tr>
<tr>
<td>e)</td>
<td>Adding virtual memory</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Name: ________________________________

**Problem 2: (20 Points) Microprogramming (CS152 ONLY)**

In this problem, you will write microcode for a bus-based implementation of a RISC-V machine. This microarchitecture is identical to the one described in Handout #1 and Problem Set 1.

The final solution should be efficient with respect to the number of microinstructions used. Make sure to use logical descriptions of data movement in the “pseudocode” column for clarity. Credit will be awarded for optimizing signals using “don’t care” or * values as appropriate, but this is less important than producing a correct implementation.

Please comment your code clearly. If the pseudocode for a line does not fit in the space provided, or if you have additional comments, you may write neatly in the margins.

For your reference, the single-bus datapath is reproduced here, as well as some important information about microprogramming in the bus-based architecture.
Arithmetic Logic Unit:

<table>
<thead>
<tr>
<th>ALUOp</th>
<th>ALU Result Output</th>
</tr>
</thead>
<tbody>
<tr>
<td>COPY_A</td>
<td>A</td>
</tr>
<tr>
<td>COPY_B</td>
<td>B</td>
</tr>
<tr>
<td>INC_A_1</td>
<td>A+1</td>
</tr>
<tr>
<td>DEC_A_1</td>
<td>A-1</td>
</tr>
<tr>
<td>INC_A_4</td>
<td>A+4</td>
</tr>
<tr>
<td>DEC_A_4</td>
<td>A-4</td>
</tr>
<tr>
<td>ADD</td>
<td>A+B</td>
</tr>
<tr>
<td>SUB</td>
<td>A-B</td>
</tr>
<tr>
<td>SLT</td>
<td>Signed(A) &lt; Signed(B)</td>
</tr>
<tr>
<td>SLTU</td>
<td>A &lt; B</td>
</tr>
</tbody>
</table>

Table Q2-1: Available ALU operations

Immediate Selector:

Five immediate types are supported by ImmSel: ImmI, ImmU, ImmS, ImmJ, and ImmB.

Microbranches:

The \( \mu \)Br column represents a 3-bit field with six possible values: N, J, EZ, NZ, D, and S.

- N (next): The next state is simply \( \text{current state} + 1 \).
- J (jump): The next state is \textit{unconditionally} the state specified in the Next State column (i.e., it’s an unconditional microbranch).
- EZ (branch-if-equal-zero): The next state depends on the value of the ALU’s zero output signal (i.e., a conditional microbranch). If zero is asserted \( (\text{zero} = 1) \), then the next state is that specified in the Next State column, otherwise, it is \( \text{current state} + 1 \).
- NZ (branch-if-not-zero): This behaves exactly like EZ but instead performs a microbranch if zero is not asserted \( (\text{zero} \neq 0) \).
- D (dispatch): The FSM looks at the opcode and function fields in the IR and goes to the corresponding state.
- S (spin): The \( \mu \)PC stalls if \textit{busy?} is asserted; otherwise, it goes to \( \text{current state} + 1 \).

Guidelines for Enable Signals:

- Only one source of data can drive the bus in any cycle.
- Don’t worry about marking any of the \textit{en\_\_} signals as don’t care. However, other types of signals should be marked as don’t care where applicable.
- Two control signals determine how the register file is used during a cycle: RegWr and enReg. RegWr determines whether the operation to be performed, if any, is a read or a write. If RegWr=1, then it is a write; otherwise it is a read. enReg is a general enable control for the register file. If enReg=1, then the register reads or writes depending on RegWr. If enReg=0, then nothing is done, regardless of the value of RegWr.
- MemWr and enMem function in an analogous way for the memory.
2.A (16 points) Implement a SWITCH instruction

The SWITCH instruction performs a multiway indirect branch, corresponding to the C code:

```c
switch (index) {
    case 0: goto target_0;
    case 1: goto target_1;
    case 2: goto target_2;
    ...
    case limit: goto target_last;
}
// Fall through if index is out of bounds
```

The SWITCH instruction has the following format:

```
SWITCH rs1, rs2, imm
```

The operands consist of two source registers and one B-type immediate:

- **rs1**: Zero-based index to select a branch table entry
- **rs2**: Pointer to a branch table in memory
- **imm**: Limit, the index of the last table entry \( (N - 1) \)

The table operand (rs2) points to an array in memory with \( N \) word-sized entries, each holding a branch target address:

<table>
<thead>
<tr>
<th>Address</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>table + 0</td>
<td>target_0</td>
</tr>
<tr>
<td>table + 4</td>
<td>target_1</td>
</tr>
<tr>
<td>table + 8</td>
<td>target_2</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>table + (4×limit)</td>
<td>target_last</td>
</tr>
</tbody>
</table>

The index (rs1) is compared with limit (imm) to check that it is within the table range. If \( index \leq limit \), then the processor branches to the address stored in the \( table[index] \) entry. Otherwise, if \( index > limit \), no branch is taken, and execution continues at PC + 4 as usual.

For simplicity, assume that the immediate representing limit must be \( \geq 0 \).

**Note**: The ALU does not support a multiply or shift operation, but multiplication by a power of 2 (i.e., left shift) can be efficiently handled with repeated doubling.

**Fill in the microcode table on the following page.**
2.B (4 Points) Performance of your SWITCH implementation

How many cycles does your SWITCH instruction take to execute in the following situations? Assume that all memory accesses complete in a single cycle (just for the purposes of this CPI calculation – you must still use spin states). Count all cycles starting from FETCH0 to the last microinstruction that jumps back to FETCH0.

1. $index \leq limit$

2. $index > limit$
<table>
<thead>
<tr>
<th>State</th>
<th>Pseudocode</th>
<th>IR Ld</th>
<th>Reg Sel</th>
<th>Reg Wr</th>
<th>Reg En</th>
<th>A Ld</th>
<th>B Ld</th>
<th>ALUOp</th>
<th>ALU En</th>
<th>MA Ld</th>
<th>Mem Wr</th>
<th>Mem En</th>
<th>Imm Sel</th>
<th>Imm En</th>
<th>µBr</th>
<th>Next State</th>
</tr>
</thead>
<tbody>
<tr>
<td>FETCH0:</td>
<td>MA ← PC; A ← PC</td>
<td>*</td>
<td>PC</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>*</td>
<td>*</td>
<td>0</td>
<td>1</td>
<td>*</td>
<td>0</td>
<td>*</td>
<td>0</td>
<td>N</td>
<td>*</td>
</tr>
<tr>
<td></td>
<td>IR ← Mem</td>
<td>1</td>
<td>*</td>
<td>*</td>
<td>0</td>
<td>0</td>
<td>*</td>
<td>*</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>*</td>
<td>0</td>
<td>S</td>
<td>*</td>
</tr>
<tr>
<td></td>
<td>PC ← A+4</td>
<td>0</td>
<td>PC</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>*</td>
<td>INC_A_4</td>
<td>1</td>
<td>*</td>
<td>*</td>
<td>0</td>
<td>*</td>
<td>0</td>
<td>D</td>
<td>*</td>
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<td>...</td>
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<tr>
<td>SWITCH0:</td>
<td></td>
<td></td>
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<td></td>
<td></td>
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</tr>
</tbody>
</table>
Problem 3 (20 Points): Pipelining and Exceptions

3.A (2 Points) Latency vs Occupancy

Figure 3.1 shows a classic fully-bypassed 5-stage pipeline that has been augmented with an unpipelined divider in parallel with the ALU. Bypass paths are not shown in the diagram. This iterative divider produces 2 bits per cycle until it outputs a full 32-bit result.

1. (1 Point) What is the latency of a divide operation in cycles?

2. (1 Point) What is the occupancy of a divide operation in cycles?
3.B (3 Points) Hazards

Note that the `div` instruction in RISC-V cannot raise a data-dependent exception. To avoid pipeline stalls while a multi-cycle divide operation is in progress, the pipeline control logic allows subsequent instructions that do not depend on the divide result to be issued and completed before the divide has completed.

What additional hazards might be caused by `div` instructions, aside from the structural hazard on the divider itself? If any, describe how they could be resolved using an interlock.

3.C (10 Points) Interrupts

In this pipeline, asynchronous interrupts are handled in the MEM stage and cause a jump to a dedicated interrupt trap handler address. The interrupt latency is defined as the number of cycles from when an interrupt request is raised in the MEM stage until the first instruction of the interrupt handler reaches the MEM stage.

1. **(1 Point)** What is the minimum interrupt latency that the pipeline can achieve in the best-case scenario?
2. (6 Points) Consider the execution of the code below. Suppose an interrupt is raised during cycle 8, which causes a jump to interrupt_handler. The handler increments a counter at a fixed memory address before returning to the original context.

Fill in the pipeline-timing diagram on the next page until the mret instruction at the end of interrupt_handler commits. The architectural guarantee of precise interrupts should be upheld. Assume that all memory accesses take one cycle in the MEM stage.

```assembly
lw   x2, 0(x1)
div  x1, x2, x3
slli x3, x2, 1
lui  x4, 0x100
addi x4, x4, 0xf
xor  x5, x3, x4
sub  x3, x5, x2

interrupt_handler:
sw   x1, 0(x0)  # Save register in known location
lw   x1, 4(x0)  # Use register to increment counter
addi x1, x1, 1
sw   x1, 4(x0)
lw   x1, 0(x0)  # Restore register before returning
mret  # Return from interrupt handler
```

3. (2 Points) What is the interrupt latency for the code above?

4. (1 Point) Which instruction should interrupt_handler return to in order to ensure that the program will continue to execute correctly?
|   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| lw| F | D | X | M | W |   |   |   |   |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

Name: ________________________________
3.D (5 Points) Reducing Interrupt Latency

Propose a modification to the architecture and/or microarchitecture that would reduce the interrupt latency for the code in 3.C, while ensuring that interrupts are handled precisely.
Problem 4: (25 Points) Caches

In this problem, we will investigate how various cache organizations perform on the following loop. Let $A$ be a 1024×1024 matrix of 32-bit int elements stored in row-major order, aligned to the beginning of a cache line.

$$\text{for (int } i = 1; i < 16; i++) \{\text{ }
\quad \text{int } x = A[0][i-1];
\quad \text{int } y = A[i][i];
\quad A[i][i] = x + y;
\}}\}$$

Assume that memory accesses are executed in the order shown in the program – i.e., the compiler does not reorder load and store instructions. Variables $x$, $y$, and $i$ are held in registers.

4.A (6 Points) Direct-Mapped Cache

Consider a 4 KiB direct-mapped L1 data cache with 16-byte cache lines.

1. (4 Points) Count the numbers of cache hits and misses for each category on the loop shown above. Assume that the cache is initially empty.

   Hits:

   Compulsory misses:

   Conflict misses:

   Capacity misses:
2. **(2 Points)** What is the average memory access time (AMAT) in cycles if the hit time of the direct-mapped cache is 1 cycle and the L1 miss penalty to DRAM is 100 cycles? (You do not need to calculate the exact number; just write the formula with the individual terms substituted with the appropriate values.)

4.B **(6 Points) 2-way Set-Associative Cache**

Now we double the capacity by switching to an 8 KiB two-way set-associative L1 data cache with LRU eviction and a write-allocate policy. The cache line size remains 16 bytes.

1. **(4 Points)** Count the numbers of cache hits and misses for each category on the preceding loop. Assume that the cache is initially empty.

   Hits:

   Compulsory misses:

   Conflict misses:

   Capacity misses:

2. **(2 Points)** What is the AMAT in cycles if the hit time is 2 cycles and the L1 miss penalty to DRAM is 100 cycles? (You do not need to calculate the exact number; just write the formula with the individual terms substituted with the appropriate values.)
4.C (7 Points) 2-way Column-Associative Cache

Suppose we convert our 8 KiB 2-way set-associative cache from 4.B into an 8 KiB 2-way column-associative cache with 16-byte lines. A column-associative (or pseudo-associative) cache is similar in structure, except that instead of accessing both ways simultaneously, the ways are accessed sequentially over consecutive cycles.

In other words, each way is treated as a separate 4 KiB direct-mapped cache. On a cache access, Way 0 is searched first. If the line is not found in Way 0, then Way 1 is accessed the next cycle. If there is a hit in Way 1, the lines in the two ways are swapped. On a miss, the new line is placed in Way 0, and the previous line is moved to Way 1.

1. (1 Point) What is an advantage of a column-associative cache compared to a set-associative cache of the same associativity?

2. (4 Points) Count the numbers of cache hits and misses for each category on the preceding loop. Assume that the cache is initially empty.

   Hits in Way 0:

   Hits in Way 1:

   Compulsory misses:

   Conflict misses:

   Capacity misses:
3. **(2 Points)** What is the AMAT in cycles if accessing each way takes 1 cycle and the L1 miss penalty to DRAM is 100 cycles? (You do not need to calculate the exact number; just write the formula with the individual terms substituted with the appropriate values.)

4.D **(6 Points) Virtual Memory**

To further reduce hit time while maintaining capacity, we now consider moving back to an 8 KiB direct-mapped VIPT (virtually indexed, physically tagged) cache.

1. **(2 Points)** Explain how virtual memory aliasing can occur with 4 KiB pages.

2. **(4 Points)** Describe a mechanism to prevent aliases from co-existing in the 8 KiB direct-mapped VIPT cache.
Problem 5: (25 Points) Runahead Processing (CS252 ONLY)

An in-order *runahead processor* is one technique to reduce the impact of cache misses. A runahead processor has two execution modes (regular and runahead) and two corresponding copies of all architectural registers (regular and runahead). The runahead registers each have an additional valid bit indicating if the register contains valid data.

In regular execution mode, the processor behaves as a regular in-order processor and updates the regular architectural registers. But instead of stalling when the processor encounters a data cache miss on a load instruction, it switches to runahead mode. First the processor copies the regular architectural registers including the program counter into the runahead architectural registers, and sets all the runahead register valid bits, except on the register corresponding to the target of the load which is marked invalid. The processor then begins execution in runahead mode.

In runahead mode, the processor continues to execute instructions but now uses the runahead registers. If the result of an instruction depends on a source register marked invalid, its destination runahead register is also marked invalid. If a runahead instruction is a load that causes a new data cache miss, the destination runahead register is marked invalid, the data cache issues a prefetch for the missing line, and the processor continues execution.

When the original data cache miss returns, the missing load’s destination register in the regular register set is updated, then the processor re-enters regular execution mode with the regular program counter pointing to the instruction after the load that caused the original data cache miss.

5.A (3 Points) Branches

What should runahead mode do when encountering a conditional branch that compares one or more invalid registers?
5.B (3 Points) Jumps

What should runahead mode do when encountering a jump register (\( jr \)) instruction where the target is an invalid register?

5.C (4 Points) Stores

How should runahead mode handle store instructions?
5.D (5 Points) Vector Accumulate

Consider the following loop, which accumulates elements in a vector, running on a runahead processor:

```
li x15, 0         # Clear accumulator

loop:
  lw x8, (x10)    # Get next word
  addi x10, x10, 4 # Bump address pointer
  add x15, x15, x8 # Accumulate new word into sum
  bne x10, x11, loop # Loop if not at end of vector
```

This runahead processor has a regular 5-stage RISC pipeline, and the copy from architectural registers to runahead registers uses special data paths to complete in one cycle.

The system has 32-byte cache lines. Assume the loop accumulates over many elements. What is the smallest cache miss penalty for which the runahead processor will exhibit a performance improvement on this loop over a non-runahead processor?
5.E (5 Points) Linked List Accumulate

Consider the following loop, which accumulates values in a linked list, running on a runahead processor:

```
li x15, 0         # Clear accumulator
beqz x10, exit    # Check if pointer is null

loop:

lw  x8, 0(x10)    # Get next value
lw  x10, 4(x10)   # Get next pointer
add x15, x15, x8  # Accumulate value into sum
bnez x10, loop    # Loop if next pointer is not null

exit:
```

Describe if and how the runahead processor can provide a benefit in this case over a simple in-order processor that stalls on a load cache miss.