

REVIEW

Performance is an important metrics in evaluating the computer design.

Performance is measured by CPU execution time

CPU Execution time=

$(NumberofInstructions) \times$

$(NumberofClockcyclesperInstruction) \times$

$(ClockCycletime)$

Example: A program with 1000 Instructions, each has 2.5 CPI using 500 MHz CPU.

$$Time = 1000 \times 2.5 \times 2ns = 5us$$

Performance Improvement of computer A compared to B= $(performanceA) \div (performanceB) = (ExecutiontimeB) \div (ExecutiontimeA)$

Must use benchmarks (SPEC) to evaluate performance

Use UNIX Command time to measure CPU time

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REVIEW: Instructions

- Arithmetic and Logic operations

Example: convert C program to MIPS instructions

$f = (g+h)-(i+j)$; assume f,g,h,i,j in R0,R1,R2,R3 and R4.

ADD R0, R1, R2 ; $f = g + h$

ADD R1, R3, R4 ; $h = i + j$

SUB R0, R0, R1 ; $f = (g + h) - (i + j)$

- Data Transfer:

Example: $g = h+A[i]$, if g,h,i are at R1,R2,R4 and base of A[0] is assigned to R3.

multi R4, R4, #4 ; R4=4i

ADD R3, R3, R4; R3=address of A[i]

LW R4, 0(R3) ; R4=A[i]

ADD R1, R2, R4; g=h+A[i]

REVIEW: Instructions

- Instructions for Making Decisions:

beq reg1, reg2, L1; if(reg1==reg2) goto L1

bne reg1, reg2, L1; if(reg1!=reg2) goto L1

Example: if(i==j) goto L1;

g=g+h;

L1: f=f-i;

assume f,g,h,i and j at R0,R1,R2,R3,R4

The instructions for the above example:

beq R3, R4, L1; if (i==j) goto L1

ADD R1, R1, R2 ; g=g+h

L1: SUB R0, R0, R3; f=f-i

Examle: while(save[i]==k)
i=i+j;
assume i,j,k assigned to R3, R4, R5, and base of
save[0] at R6

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L1 : multi R1, R3, #4 ; i=4i
ADD R1, R6, R1 ; R1= address of save[i]
LW R7, 0(R1) ; R7=save[i]
bne R7, R5, Exit;
ADD R3, R3, R4 ; i=i+j
j L1;
Exit: ;
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Instructions for Less Than:

slt R1, R2, R3 ; if ($R2 < R3$) $R1=1$; else $R1=0$;

Instructions for Switch Statement:

jr R1 ; Jump based on R1 value (goto address =R1)

Supporting Procedures:

jal procedure address; save return address (PC+4) in R31, then jump to procedure address
At the end of procedure use jr R31

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