

Daniel Leeds, 6.004 R21, May 10, 2006; Quiz #5 Review

**Fine print:**

Quiz is closed-book, no calculators; covers Interrupts and Real Time, Semaphores, and the Pipelined Beta -- up to L23 (Pipelined Beta II)/R21 (this recitation)

**Practice, practice, practice:**

Follow "Previous terms" link from <http://6004.csail.mit.edu>, pick a semester (the more recent, the better), click on the "Announcements" page for the semester, and find the PDF for Quiz 4 and 5 solutions. **NOTE:** We covered material in different order this year, skipped over some subjects, and focused more on others. **Other Note:** The Fall '05 Quiz 5 is unlikely to be representative of this year's Quiz 5; it would be good to go over, but it was an unusually hard Quiz 5.

**Another perspective on the material – Margaret Chong's Handbook:**

Follow "Handouts" link from <http://6004.csail.mit.edu>, click on handbook link near the bottom of the page.

**Handouts**

The "Handouts" page also brings you to a copy of 5-stage Pipelined Beta. You should understand the significance of all additions made since the Unpipelined Beta.

**Good topics to know:**

*Interrupts and Real Time*

Interrupt latency: how much time is allowed to elapse between interrupt request and start of handler?

Priorities

Weak/non-preemptive: Nobody can interrupt the interrupt handler

Strong: Certain devices/events can interrupt lower-priority handlers

*Semaphores*

Operations:

wait(semaphore s)

stall current process if  $s \leq 0$ , otherwise  $s = s - 1$

signal(semaphore s)

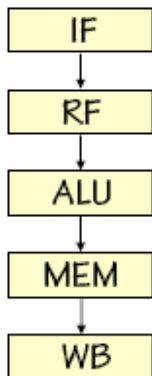
$s = s + 1$  (can let other processes proceed)

Deadlock

Each process is waiting for other processes to release resource(s)

Avoid (*e.g.*, by ranking resources) or detect

## Pipelined Beta Stages



**Instruction Fetch stage:** Maintains PC, fetches one instruction per cycle and passes it to

**Register File stage:** Reads source operands from register file, passes them to

**ALU stage:** Performs indicated operation, passes result to

**Memory stage:** If it's a LD, use ALU result as an address, pass mem data (or ALU result if not LD) to

**Write-Back stage:** writes result back into register file.

## Hazards

### Data Hazards

Problem: Instruction reading from a register with outdated value (new value is still in the pipeline)

Solution: Bypass from stage of appropriate instruction to RF stage (note, may have to bypass PC+4 or data from memory)

### (Load Hazards)

Problem: "Appropriate instruction" (from which you need register data) is a LD that has not yet retrieved data from memory

Solution: Stall instruction requesting the new register value until LD reaches WB stage (*i.e.*, until data is ready)

### Control Hazards

Problem: Instruction fetched, but should not be executed (instruction in RF stage branches, or interrupt received)

Solution: Replace instruction with NOP (for a branch) or with BNE(R31,...,XP) (for interrupt)

Faults – can happen at any stage of the pipeline; need to replace all instructions following the fault with NOPs

Quiz #4 Fall 2004

Problem 1

(B) Which, if any, of the following factors contribute to the performance advantage of the pipelined Beta over the unpipelined version?

**Fewer clock period per instruction**

**Higher clock frequency**

(C) (5 points) The pipelined Beta is modified to include an additional MEM2 pipeline stage (for a total of 6 stages), to accommodate slower, pipelined memories. Relative to the 5-stage pipelined Beta, which of the following will be required as a result?

More bypass paths: YES: \_\_\_; or NO: \_\_\_

Additional branch delay slots after each BR: YES: \_\_\_; or NO: \_\_\_

An additional multiplexor for instruction annulment: YES: \_\_\_; or NO: \_\_\_

Additional pipeline stall cycles  
during execution of certain programs: YES: \_\_\_; or NO: \_\_\_  
(for situations that can't be cured via bypasses)

Problem 3 (7 Points): Pipelined Beta

The following program fragment is executed on our standard, 5-stage pipelined Beta whose diagram is attached to this quiz:

```
ADDC(R31, 4, R0)
SUBC(R0, 3, R1)
MUL(R0, R1, R2)
BR(XXX, LP)
XOR(R2, R1, R1)
XXX: ST(LP, 0x100, R0)
```

(A) (1 point) What memory location is written by the ST instruction at XXX?

Address of ST instruction (HEX): 0x\_\_\_\_\_

The ADDC instruction is fetched during clock cycle  $i$ . The following questions deal with control signals during subsequent clock cycles, namely clock cycles  $i+1$  through  $i+6$ . You may find the scratch pipeline diagrams attached at the end of the quiz useful in answering these questions.

(B) (2 points) During clock cycle  $i+3$ , which (if any) bypass path is selected for the A and B operands?  
Enter one of RF (for no bypass), ALU, MEM, WB,  $PC^{ALU}$ , or  $PC^{MEM}$ , or don't care (if it doesn't matter).

Bypass source for A operand (RF for none): \_\_\_\_\_

Bypass source for B operand (RF for none): \_\_\_\_\_

Quiz #5 Spring 2003

**Process A**

```
    int Y;  
    wait(S)  
A1:  Y=X*2;  
A2:  X=Y;  
    signal(S)
```

**Process B**

```
    int Z;  
    wait(S);  
B1:  Z=X+1;  
B2:  X=Z;  
    signal(S)
```

S is set to 1 and X is set to 5 prior to execution; the processes are run in parallel.  
List all possible final values for X