

1.) Assume that for a set of instructions, there is a 12% chance that any particular instruction is a conditional branch instruction. Of that 12%, one fourth of them result in a branch to a nonconsecutive address, i.e., the pipeline will have to be flushed. Ignoring any branch prediction algorithm, and using τ to represent the time it takes to execute a single stage of the pipeline, predict how long it will take to execute 1200 instructions. Assume the pipeline has 5-stages.

2.) Consider the following section of code.

```
for (i=0; i<10; i++)
{
    for (j=0; j<5; j++)
    {
        <code containing no conditional jumps>
    }
}
```

- Once compiled, how many conditional jumps would be contained in the above section of code? (static occurrence)
- After fully executing the above section of code, how many conditional jumps would the CPU have encountered? (dynamic occurrence)
- Using the static branch prediction algorithm “branch always,” how many of the conditional jumps calculated in the previous problem would have been predicted incorrectly?
- Using the branch prediction algorithm described in figures 12.16 and 12.17, how many of the conditional jumps calculated in part b would have been predicted correctly assuming an initial state of “predict taken”?

3.) Modify the following piece of code in order to support delayed branching and delayed loading. Assume a load from memory will force a subsequent instruction to stall in the pipeline if it uses the same register.

```
MOV CL,0 ;Initialize counter CL
L1: MOV AL,[BX:1000] ;Retrieve data from address 1000
ADD AL,23 ;Add immediate value
MOV [BX:1000],AL ;Store result back to address 1000
INC CL ;Increment CL
CMP CL,100 ;Check to see if CL equals 100
JNE L1 ;If not, continued looping
MOV AL,1 ;Storing 1 at address 1001...
MOV [BX:1001],AL ;...indicates we're done
```