

- 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  $\tau$  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>
    }
}
```

- a.) Once compiled, how many conditional jumps would be contained in the above section of code? (static occurrence)
- b.) After fully executing the above section of code, how many conditional jumps would the CPU have encountered? (dynamic occurrence)
- c.) Using the static branch prediction algorithm “branch always,” how many of the conditional jumps calculated in the previous problem would have been predicted incorrectly?
- d.) 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
```