

# Advanced Topics in Computer Architecture

## Lecture 8

### Practice with Benchmarking and Simulation

Marenglen Biba

Department of Computer Science

University of New York Tirana

# Benchmarking software

- SiSoftware Sandra (the System ANalyser, Diagnostic and Reporting Assistant) is an information & diagnostic utility.

# Practice 1: Benchmark the ALU and FP units

## Benchmark Setup

– Options: multithreading, SMT

1. Aggregate Arithmetic Performance
2. Performance Vs. Speed
3. Performance Vs. Power
4. Performance VS. Price

## Practice 2: Multi-media performance of processors.

- Multimedia integer
- Multimedia float
- Performance Vs. Price
- Performance Vs. Speed
- Performance Vs. Power

# Practice 3: Multi-core efficiency

- Inter-core latency
- Inter-core bandwidth
- Performance Vs. Price
- Capacity (cache size) Vs. Price
- Capacity Vs. Power

# Practice 4: Power Management Efficiency

- ALU Power Performance
- FPU Power Performance
- Capacity Vs. Price
- Performance Vs. Power
- Performance Vs. Speed

# Practice 5: Cryptography

- Cryptographic bandwidth
- Hashing bandwidth
- Performance Vs. Price
- Performance Vs. Speed
- Performance Vs. Power

# Practice 6: Memory Bandwidth

- Integer Memory Bandwidth
- Float Memory Bandwidth
- Performance Vs. Price
  - Aggregate Memory Performance
- Performance Vs. Speed
- Performance Vs. Power

# Practice 7: Memory Latency

- Performance Vs. Price
- Performance Vs. Speed
- Performance Vs. Power

# Practice 8: Cache and Memory

- Test Block Size Vs. Data Bandwidth
- Cache memory bandwidth
- Performance Vs. Price
- Performance Vs. Speed
- Performance Vs. Power

# Other Practices

- .NET Arithmetic
- .NET Multi-media
- Java Arithmetic
- Java Multi-media

# SIMULATION WITH WINMIPS64

# WinMIPS64

The screenshot displays the WinMIPS64 Processor Simulator interface. The main window title is "WinMIPS64 - MIPS64 Processor Simulator - D:\miracl\terminal.s". The interface is divided into several panels:

- Cycles:** Shows the instruction "ld r4,A(r0)" in the IF stage.
- Registers:** Lists registers R0 through R21 and floating-point registers F0 through F21, all containing zero.
- Statistics:** Shows 0 Cycles, 0 Instructions, 0 RAW Stalls, 0 WAW Stalls, 0 WAR Stalls, 0 Structural Stalls, 0 Branch Taken Stalls, and 0 Branch Misprediction Stalls. Code size is 40 Bytes.
- Pipeline:** A diagram of the MIPS64 pipeline stages: IF (Instruction Fetch), ID (Instruction Decode), EX (Execute), MEM (Memory Access), and WB (Write Back). The EX stage is highlighted with a yellow box.
- Data:** Shows memory addresses and their contents: 0000: 0000000000000000a A: .word 10; 0008: 00000000000000008 B: .word 8; 0010: 00000000000000000 C: .word 0; 0018: 0000000000010000 CR: .word32 0x10000; 0028: 00000000000000000 DR: .word32 0x10008.
- Code:** Shows the assembly code: 0000 dc040000 ld r4,A(r0); 0004 dc050008 ld r5,B(r0); 0008 0085182c dadd r3,r4,r5; 000c fc030010 sd r3,C(r0); 0010 8c010018 lwu r1,CR(r0) ;Control F; 0014 8c020020 lwu r2,DR(r0) ;Data Regi; 0018 600a0001 daddi r10,r0,1; 001c fc430000 sd r3,(r2) ;r3 output; 0020 fc2a0000 sd r10,(r1) ;.. to scr; 0024 04000000 halt; 0028 00000000; 002c 00000000; 0030 00000000; 0034 00000000; 0038 00000000; 003c 00000000; 0040 00000000; 0044 00000000; 0048 00000000; 004c 00000000; 0050 00000000.

The status bar at the bottom left shows "Terminal" and "Ready".

# Practice: Examples in WinMIPS64

- Sum of two numbers
- Multiplication of floating point numbers
  - Execute with only forwarding enabled
  - Enable branch target buffer and see the effect in CPI and misprediction
- InsertionSort
  - Raw stalls
  - Execute with only forwarding enabled
  - Enable branch target buffer and see the effect in CPI and misprediction
- Factorial
- Series
- Power

# End of Lecture

- Readings
  - Sandra SiSoftware Documentation
  - WinMIPS64 documentation