

$$A = \star (B+C) * (A+D)$$

a) Stack müraciisi ne İnstuctionları gösteriniz.

b) Akımlatarı " "

c) Performans hesaplaşması

→ her bir Annotasyon 1 CC

→ her bellek-cpu veya cpu-bellek tasima 1 CC

### Stack

push A

push : bellek  $\rightarrow$  cpu tasima  $\Rightarrow$  1 CC

push D

pop : cpu  $\rightarrow$  bellek "  $\Rightarrow$  1 CC

add

add/mul : ortakta  $\Rightarrow$  1 CC

push C

her two instruction 1 CC oldugundan, CPU deper 1.

push B

add

mul

pop A

### Akımlatarı

load D

load : bellek-to-cpu tasima  $\Rightarrow$  1 CC

add A

store : cpu-to-bellek tasima  $\Rightarrow$  1 CC

store A

add/mul : 1 anotasyon istem 1 CC.

load C

1 operand bellek-to-cpu tasima 1 CC ~~—~~

add B

(input) toplam 2 CC ~~—~~

mul A

store A

load/store  $\frac{4}{7}$  1 CC  $\Rightarrow$  ortakta CPU

add/mul  $\frac{3}{7}$  2 CC

$$\frac{4}{7} \cdot 1 + \frac{3}{7} \cdot 2 = \frac{10}{7} \approx 1.5 \text{ CPU}$$

Stack, Akımlatarının ortalaması  $\frac{1.5}{1}$  kat hızlıdır.

## Quiz Son 1 (Grp 2) 11.00

$$A = (2B + 3C) * (A + D)$$

- a) Stack
- b) Akınlator
- c) Perf.legilatörler

Not: Mercut stack ve Akınlator münakşır (slide'daki gibi aynılık gere)

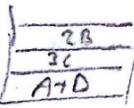
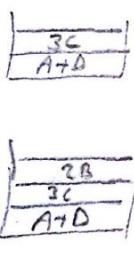
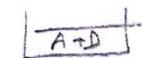
her 2 operanın bellekteki adresleri aynı.

Burada B, C, A, D hepki bellek adresidir.

2B demek 2x B adresi degeri, B'deki degerin iki katı demektir.

### stack.

push A  
push D  
add  
push C  
push C  
push C  
add  
add  
push B  
push B  
add  
add  
mul  
pop A



### Akınlator

load D  
add A  
store A  
( A'ya 2x A + D var )  
load C  
add C  
add C  
store E  
( bastırıverilen akınlık, E'ye 3C var )  
load B  
add B  
add E  
mul A  
store A  
 $- 2B + 3C$

load/store  $\Rightarrow 1CC$

add/mul  $\Rightarrow 1CC + 1CC \Rightarrow 2CC$   
load  $\checkmark$  arastırma

$$6/12 \cdot 1 + 6/12 \cdot 2 \Rightarrow 1.5 CPI$$

push/pop 1CC  
arastırma 1CC  
 $\overbrace{\text{CPI.} 1.0}$

Stack, Akınlator'ları 1.5 kat hızlandırmış.

# Memory-to-Memory Architectures

- All ALU operands from memory addresses
- Advantages
  - No register wastage
  - Lowest instruction count
- Disadvantages
  - Large variation in instruction length
  - Large variation in clocks per instructions
  - Huge memory traffic
- Examples
  - VAX

$$D = B + (C * D)$$

mul D <- C\*D

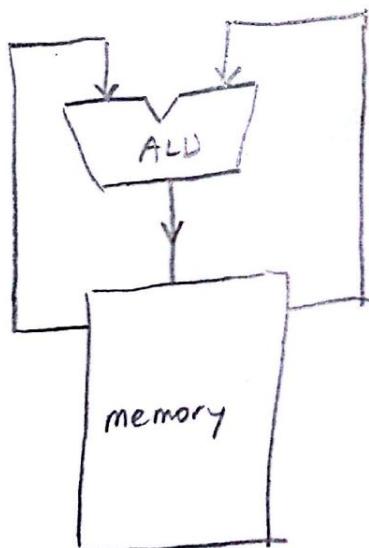
add D <- D+B

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8

Quiz Son 2 (cont'd)

Mem-to-mem istm "mihattan 41281798"



direct memory  
szeninden hesaplama  
yapma teknigi