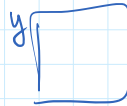
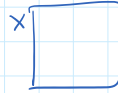
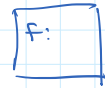
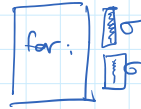


# POLITICA QU-DEMAND

```

for ( ) {
    x[i] = f(y[i]);
}

```



start-process IC  
 ↑  
 @ for

cerchi la 1<sup>a</sup> (prima) <sup>linea</sup>  
 del codice della  
 C1

LOAD Rbasey, R<sub>i</sub>, R<sub>-</sub>

caricamento di  
 y[0] --- y[0-1]

CAU R<sub>r</sub>, R<sub>ret</sub>

cerca del codice F

STORE Rbasex, R<sub>i</sub>, R<sub>-</sub>

caricamento di

x[0] --- x[0-1]

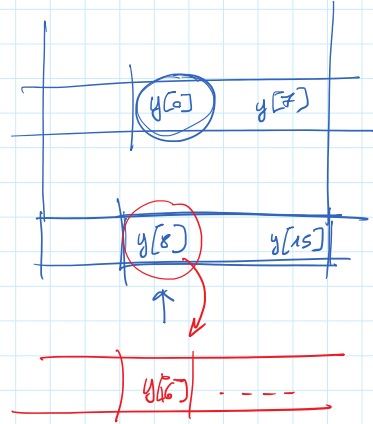
(non c'è un fatto vero  
 e proprio)

# PREFETCH

se accede ad un indirizzo  $X \longrightarrow$  linea di cache  
 $\Rightarrow$  faccio in modo esincronamente di cercare  
 in cache anche lo rigo successivo

prefetch(x)  
(y)

LOAD



for (  $<N$  )

x[i] = f(y[i])

$$\#fault = fault(codice) + 2 \frac{N}{O}$$

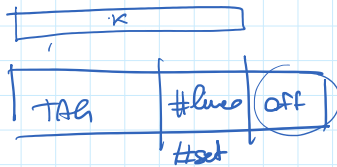
con prefetch

$$= fault(codice) + 2$$

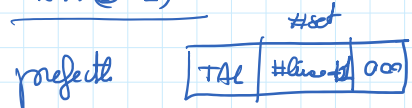
①

$y[0] - y[7]$   
 $x[0] - x[7]$

LOAD  
STORE  
CLO

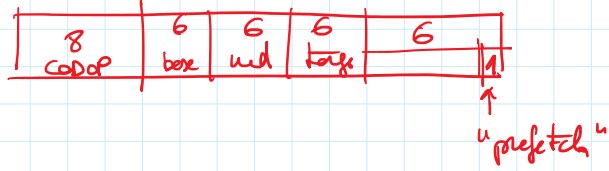
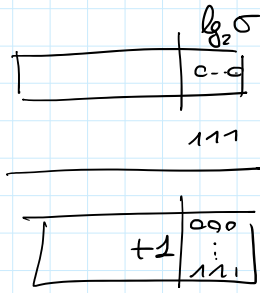


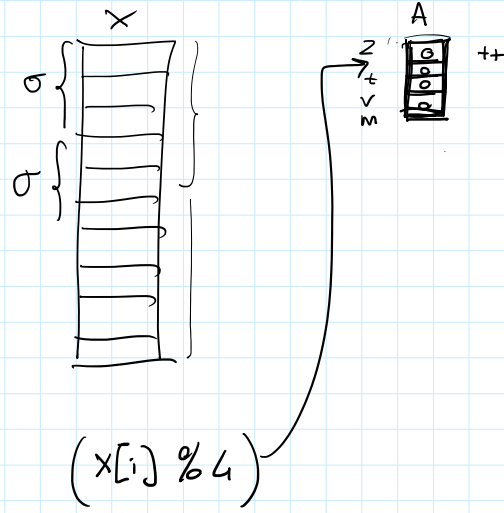
k.. 000  
k.. (5-1)



-- prefetch(z[17]);

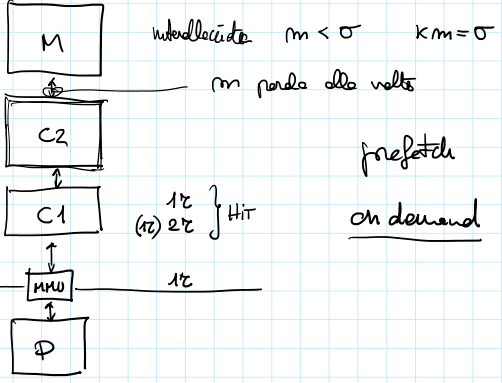
LOAD Rbase, Rindia, Rtarget, "prefetch"  
↑  
log



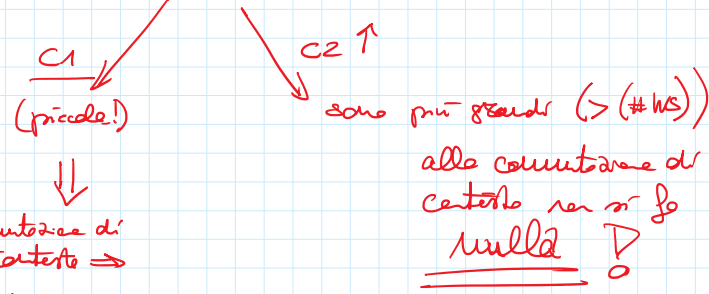


TA	BC	0
		cod
		X[0]...
		<u>X[0] X[1]</u>
		X[2]

LOAD Rn, RA, Rn, #tag, "non deallocate"  
STORE



come si comportano  
 $M - C_i$   
 nei confronti dei  
 processori.



Vuoto dello  $\leftarrow$  FIRST  
 cache è libera

(in caso di WRITE BACK  $\Rightarrow$  dopo aver scritto nei livelli superiori  
 le linee modificate)

programma ①: scorre una lista  $\boxed{\text{int}} \rightarrow$  e calcola la somma di tutti gli elementi  $N$

vs.

programma ②: scorre un vettore e calcola la somma di tutti gli elementi  $N$

Calcolare  $T_c$   
Saperne  $T_c$

Cache 1° livello set assoc 4 vie  $\sigma=8$  1k linee  
M interbloccata 4 moduli  $T_M = 4\phi\tau$   $T_{Tr} = 4\tau$

```
① [ s = 0;
    p = lista;
    while (p != null) {
        s = s + p.info;
        p = p.next;
    } ]
```

```
② [ s = 0;
    for (int i = 0; i < N; i++)
        s = s + x[i];
    END ]
```

WORKING SET

↓  
#fault

WS = { codice: "while"  
dati: s, p (og)  
~ }

WS = { codice: "for"

dati: s, i, N  
linea con x[i]  
(PREFETCH) }

NON È WS!

	località	riuso
codice	✓	✓
x	✓	-
i, s	?	✓

↳ riuso x scalari ⇒ RTG!

```

S = ∅;
p = t.c.a.;
while (p != null) {
    S = S + p.info;
    p = p.next;
}
    
```

```

Hp: null = ∅
MOV R0, R3 ; ADD R0, R0, R3
MOV Rdest, R0 ; ADD Rdest, R0, R0
while: .IF= R0, R0, fine
        .LOAD R0, R0, Rinfo
        .ADD Rinfo, R0, R0 ; s = s + p.info
        .LOAD R0, #1, R0 ; p = p.next
        .GOO while
fine .END
    
```



manca nei conti un  $\times 5$  (5 tempi di clock) x 5 (5 istr nel corpo del while!)

$$T_{cid} = 2(2\tau + t_a + \tau) + N(5(2\tau + t_a) + 2\tau + 2(2\tau + t_a) + (1\tau) + (1\tau)) + (2\tau)$$

do. ds    exec Acc    IF=    toAD    ADD    GOO    IF= alto press

$$= \frac{6\tau + 2t_a}{init} + N(10\tau + 3t_a) + \frac{4\tau + t_a}{fine}$$

$t_a$ : Hp: cache 1 set assoc "Hammerly Potters"  $\Rightarrow 1\tau$   
 $+ 1\tau$   
nmw  
 $t_a = 2\tau$

$$T_{cid} = (6\tau + 2t_a) + N(10\tau + 3t_a) + (4\tau + t_a)$$

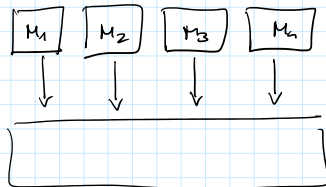
$$= (10\tau) + N(16\tau) + (6\tau) = 16\tau + N(16\tau)$$

$$= (N+1)(16\tau)$$

#fault

$\left. \begin{array}{l} 1 \text{ fault} \times \text{il codice} \\ \text{fault} \times \text{dati?} \\ N \text{ fault} \times \text{dati} \end{array} \right\} \# \text{fault} = (N+1)$

Cache 1° livello set assoc 4 vie  $\sigma = 8$  1k indirizzi  
 M interdisciolti 4 moduli  $\Sigma M = 40\tau$   $T_{tr} = 4\tau$



$$2(4\tau + T_{tr}) + \frac{\sigma}{m} \Sigma M + \tau$$

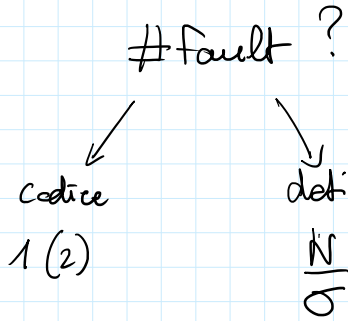
$$= 10\tau + 8\tau + \tau$$

$$T_{traf} = 91\tau$$

$$T_c = T_{cid} + \# \text{fault} \times T_{traf} = (N+1)16\tau + (N+1)91\tau$$

```
for( ) { s = s + x[i]; }
```

WS {  
  codice: codice for  
  dot: linee commentate di x (x[i])



```
LOAD Rbase, R1, Rtemp, "PREFIX"
ADD R1, Rtemp, R1
```

#Fault = 1  
(dot)?

~~#Fault~~ = 2