Loop Unrolling Ex. 1
(Parallel Loop)

```
for( i=0; i<n; i++)
    d[i] = a[i] * b[i] + c
```

R1 - &(a[i])
R2 - &(b[i])
R3 - &(d[i])
R4 - i
R6 - n
F8 - C

```
LOOP: L.D   F0, (R1)
      L.D   F2, (R2)
      DADDI R1, #8
      DADDI R2, #8
      MUL.D F4, F0, F2
      ADD.D F6, F4, F8
      S.D   F6, (R3)
      DADDI R3, R3, #8
      DADDI R4, R4, #1
      SLT   R5, R4, R6
      BNEZ  R5, LOOP
```

Loop Unrolling Ex. 1

(Parallel Loop)

```
for (i=0; i<n; i+=2) {
    d[i] = a[i] * b[i] + c;
    d[i+1] = a[i+1] * b[i+1] + c;
}
```

```
LOOP: L.D F0, (R1)
      L.D F2, (R2)
      MUL.D F4, F0, F2
      ADD.D F6, F4, F8
      S.D F6, (R3)
-----------------------
      L.D F0, 8(R1)
      L.D F2, 8(R2)
      MUL.D F4, F0, F2
      ADD.D F6, F4, F8
      S.D F6, 8(R3)
      DADDI R1, R1, #16
      DADDI R2, R2, #16
      DADDI R3, R3, #16
      DADDI R4, R4, #2
      SLT R5, R4, R6
      BNEZ R5, LOOP
```

Loop Unrolling Ex 1
(Parallel Loop)

```
LOOP: L.D   F0, (R1)
      L.D   F2, (R2)
      L.D   F10, 8(R1)
      L.D   F12, 8(R2)
      DADDI R1, R1, #16
      DADDI R2, R2, #16
      MUL.D F4, F0, F2
      MUL.D F14, F10, F12
      ADD.D F6, F4, F8
      ADD.D F16, F14, F8
      S.D   F6, (R3)
      S.D   F16, 8(R3)
      DADDI R3, R3, #16
      DADDI R4, R4, #2
      SLT   R5, R4, R6
      BNEZ  R5, LOOP
```

Loop Unrolling Ex 2
(Sequential Loop)

```
max = a[0];
for (i=1; i<n; i++)
    if (a[i] > max)
        max = a[i];
```

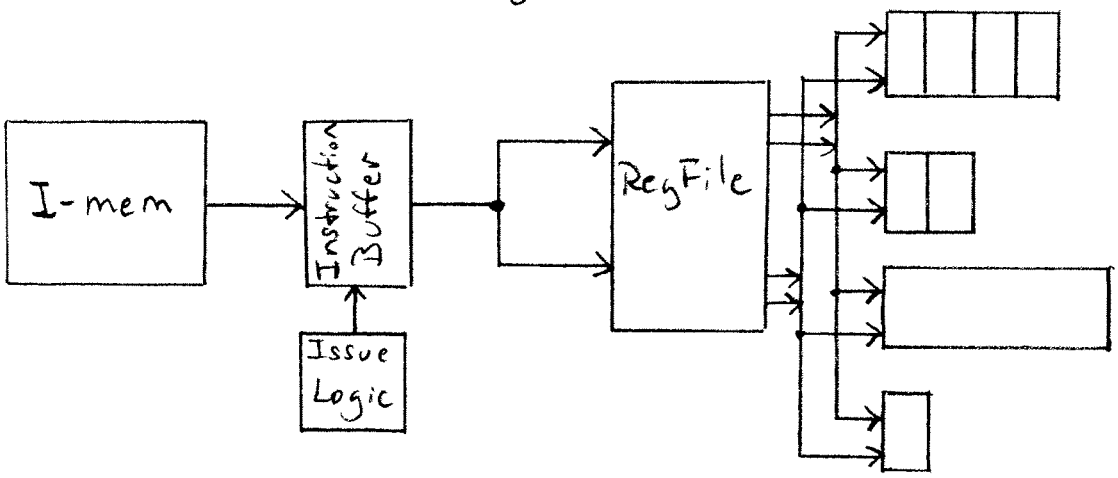
R2 - &a[i]
R4 - i
R8 - max
R9 - n

```
LOOP:  LD   R1, (R2)
       SGT  R3, R1, R8
       BEQZ R3, NOMAX
       DADD R8, R1, R0
NOMAX: DADDI R2, R2, #4
       DADDI R4, R4, #1
       SLT  R5, R4, R9
       BNEZ R5, LOOP
```

Loop Unrolling Ex. 2
(Sequential Loop)

```
LOOP:   LD   R1, (R2)
        SGT  R3, R1, R8
        BEQZ R3, NOMAX1
        DADD R8, R1, R0
NOMAX1: LD   R1, 4(R2)
        SGT  R3, R1, R8
        BEQZ R3, NOMAX2
        DADD R8, R1, R0
NOMAX2: DADDI R2, R2, #8
        DADDI R4, R4, #2
        SLT  R5, R4, R9
        BNEZ R5, LOOP
```

Instruction Schedule for Dynamic Issue (in-order)



Ex: Issue Rules - 2 per cycle, at most 1 LD/SD, at most 1 float
Latency: LD - 2, int - 1, F* - 3, F+ - 3

```
LOOP: L.D   F0,(R1)
      L.D   F2,(R2)
      L.D   F4,8(R1)
      L.D   F6,8(R2)
      DADDI R1,R1,#16
      DADDI R2,R2,#16
      MUL.D F8,F0,F2
      MUL.D F10,F4,F6
      ADD.D F12,F8,F16
      ADD.D F14,F10,F16
      S.D   F12,(R3)
      S.D   F14,8(R3)
      DADDI R3,R3,#16
      DADDI R4,R4,#2
      SLT   R5,R4,R6
      BNEZ  R5,LOOP
```

```
1  L.D   F0,(R1)          -
2  L.D   F2,(R2)          -
3  L.D   F4,8(R1)         -
4  L.D   F6,8(R2)         DADDI R1,R1,#16
5  DADDI R2,R2,#16       MUL.D F8,F0,F2
6  MUL.D F10,F4,F6        -
7  -                      -
8  ADD.D F12,F8,F16       -
9  ADD.D F14,F10,F16      -
10 -                      -
11 S.D   F12,(R3)         -
12 S.D   F14,8(R3)        DADDI R3,R3,#16
13 DADDI R4,R4,#2
14 SLT   R5,R4,R6
15 BNEZ  R5,LOOP
```

16 instructions ⇒ 15 cycles

Instruction Schedule for Dynamic Issue (in-order)

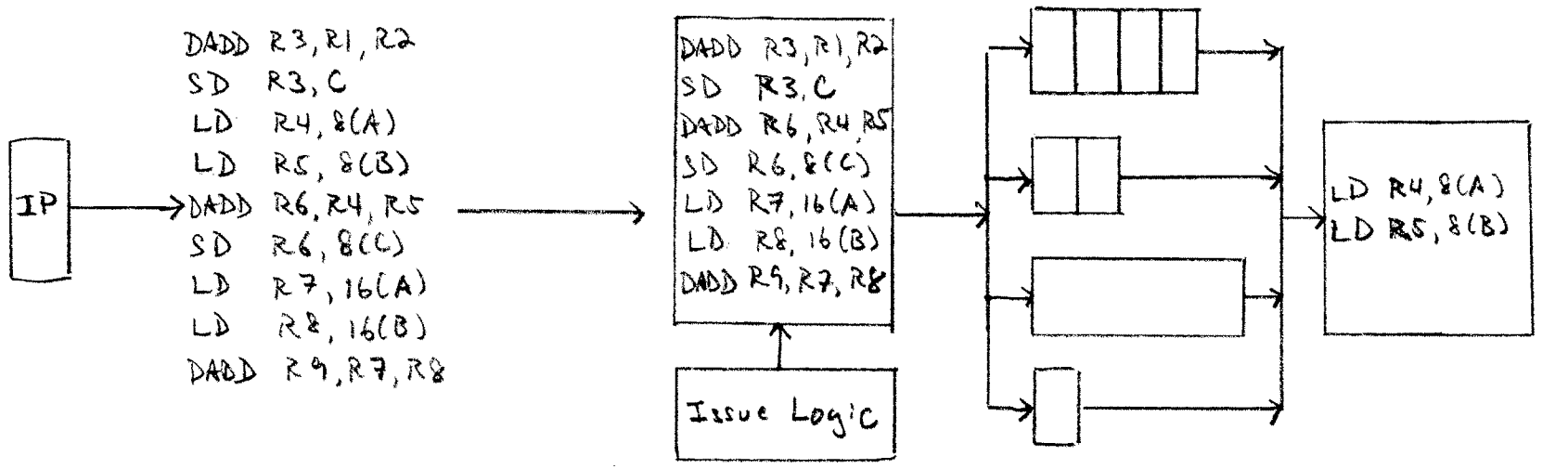
Ex: Issue Rules - 2 per cycle, at most 1 LD/SD, at most 1 float
Latency: LD - 1, int - 0, F* - 2, F+ - 2

```
LOOP: L.D F0, (R1)
      DADDI R1, R1, #16
      L.D F2, (R2)
      DADDI R2, R2, #16
      L.D F4, -8(R1)
      DADDI R4, R4, #2
      L.D F6, -8(R2)
      MUL.D F8, F0, F2
      DADDI R3, R3, #16
      MUL.D F10, F4, F6
      SLT R5, R4, R6
      ADD.D F12, F8, F16
      ADD.D F14, F10, F16
      S.D F12, -16(R3)
      S.D F14, -8(R3)
      BNEZ R5, LOOP
```

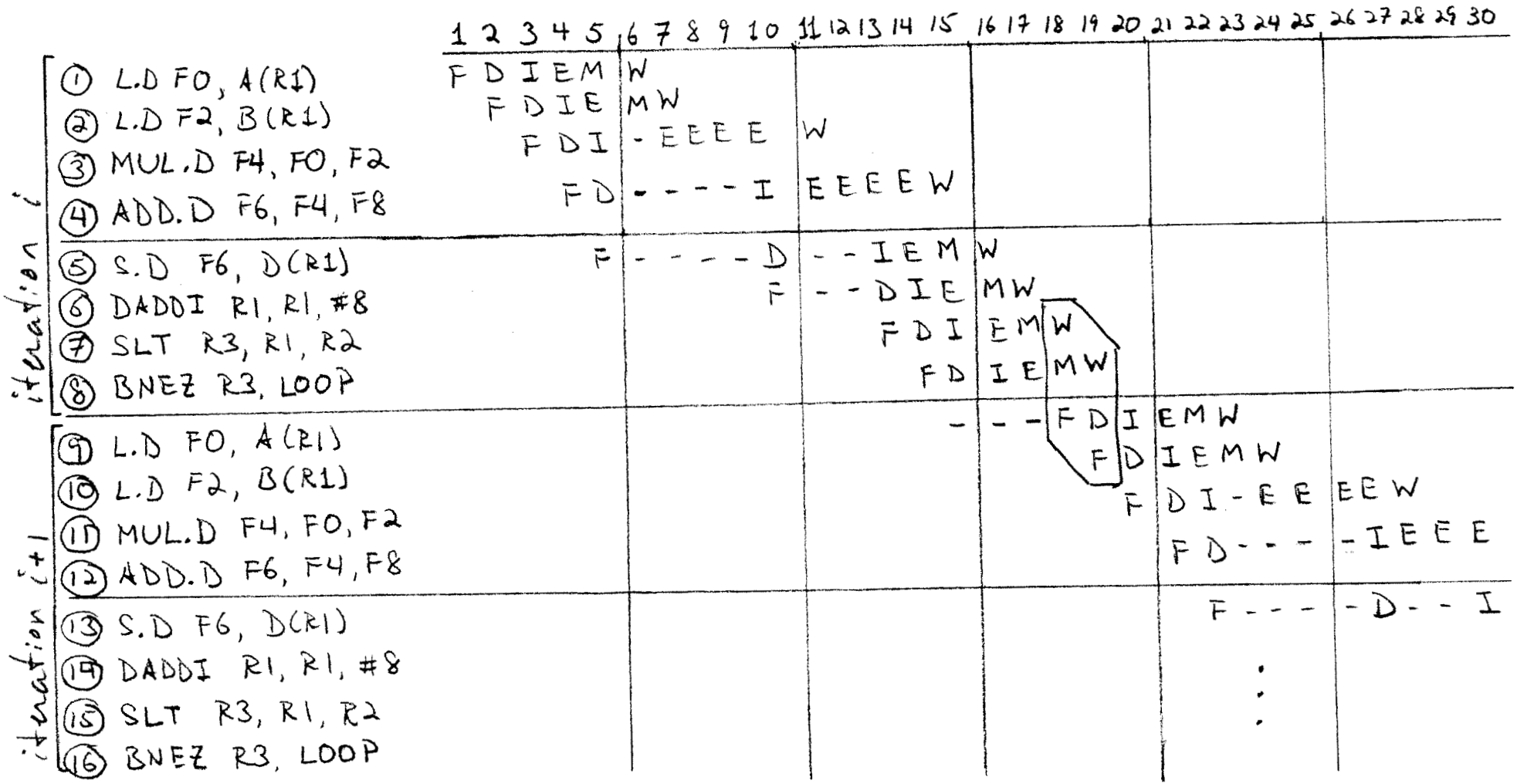
```
1  L.D F0, (R1)          DADDI R1, R1, #16
2  L.D F2, (R2)          DADDI R2, R2, #16
3  L.D F4, -8(R1)        DADDI R4, R4, #2
4  L.D F6, -8(R2)        MUL.D F8, F0, F2
5  DADDI R3, R3, #16     -
6  SLT R5, R4, R6        MUL.D F10, F4, F6
7  ADD.D F12, F8, F16    -
8  -                     -
9  ADD.D F14, F10, F16   -
10 S.D F12, -16(R3)      -
11 -                     -
12 S.D F14, -8(R3)       BNEZ R5, LOOP
```

16 instructions ⇒ 12 cycles

Dynamic Instruction Scheduling: Basic Idea



Static Instruction Scheduling

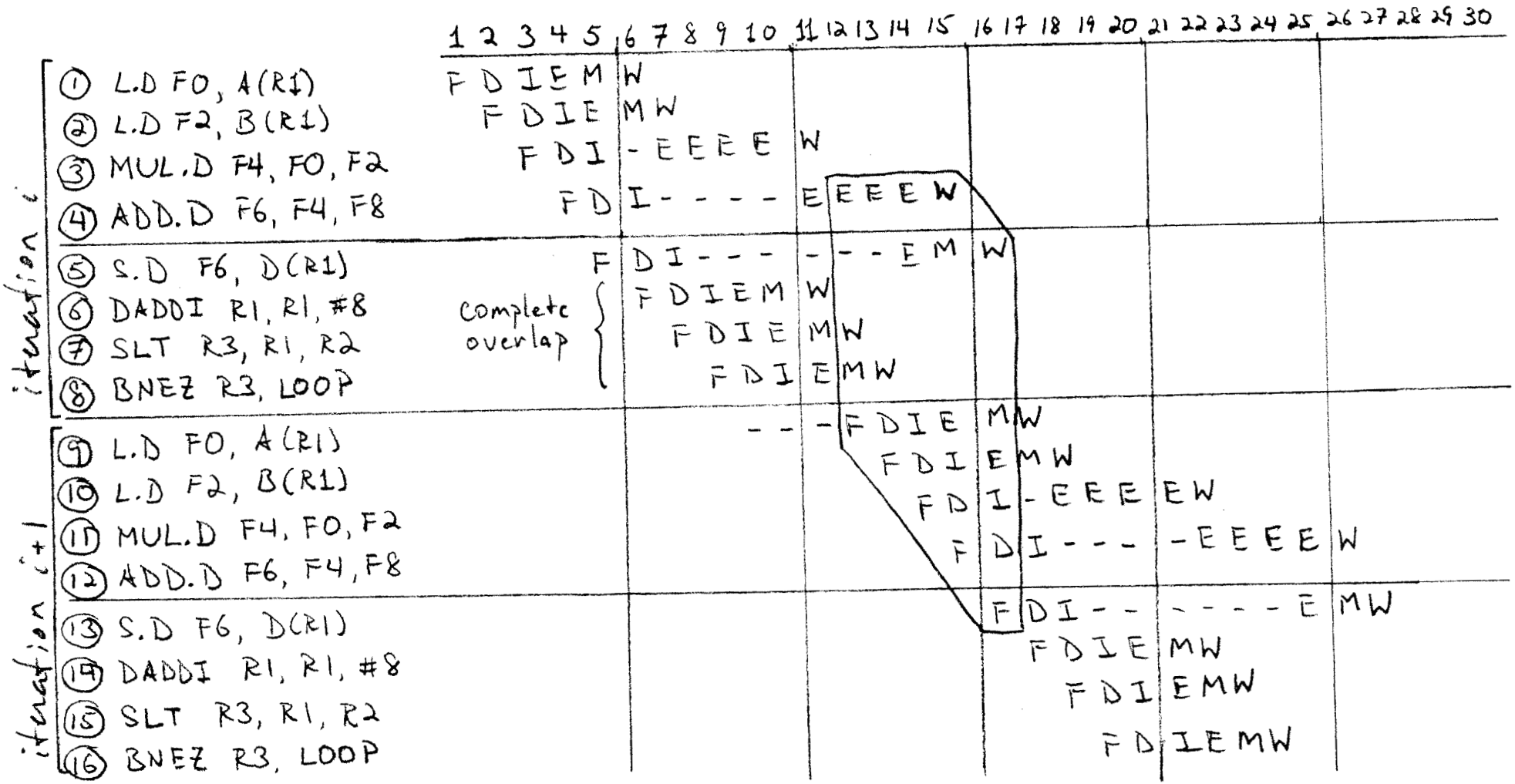



```
for (i=0; i<n; i++) {
    D[i] = A[i] · B[i] + C;
}
```

i → R1, C → F8, n·8 → R2

MUL.D - 3 cycles
ADD.D - 3 cycles

Dynamic Instruction Scheduling




```
for (i=0; i<n; i++) {
    D[i] = A[i] · B[i] + C;
}
```

$i \rightarrow R1$, $C \rightarrow F8$, $n \cdot 8 \rightarrow R2$

MUL.D - 3 cycles
ADD.D - 3 cycles