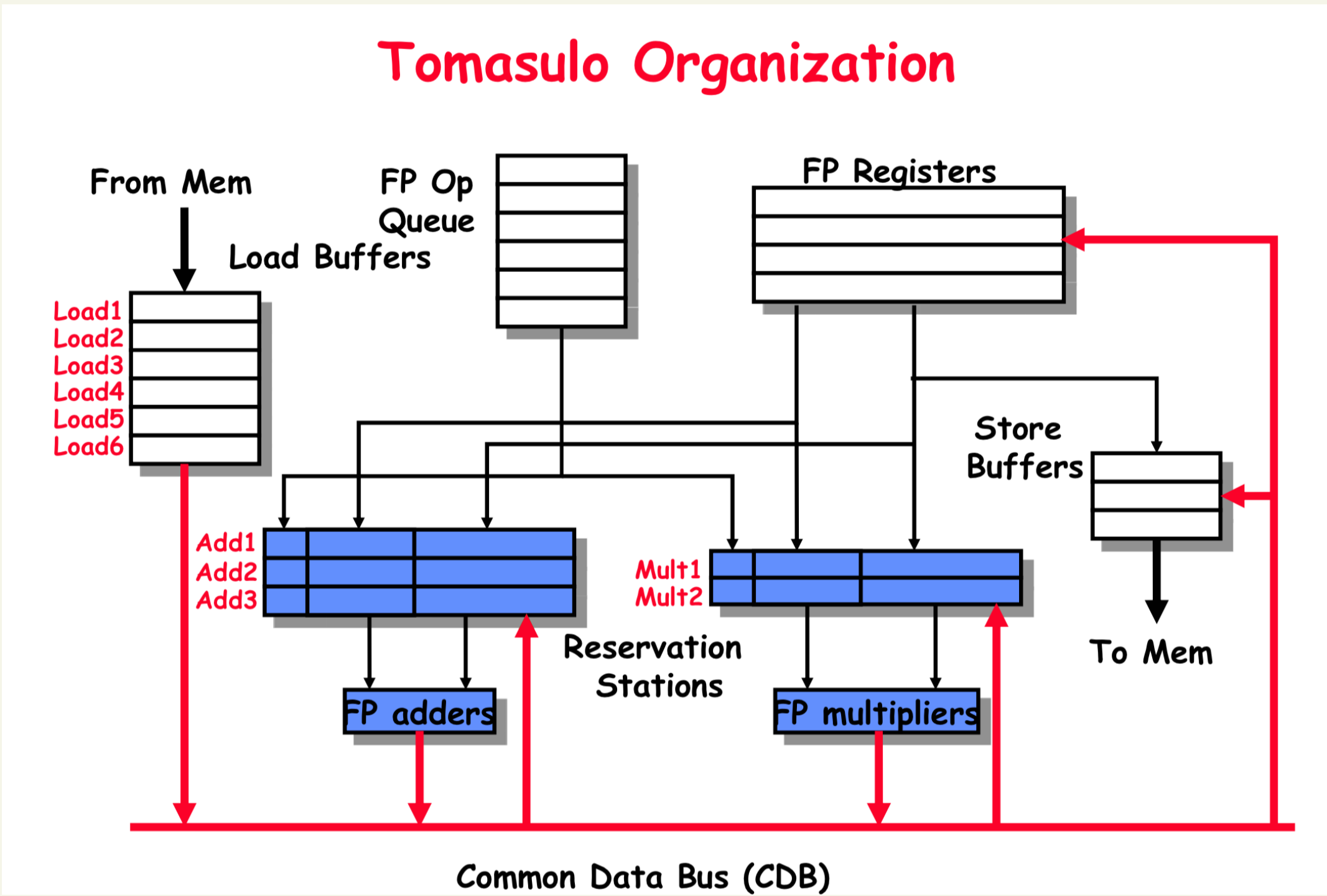


- Review:
- Out-of-order Execution
- History (of parallelism)
 - 1960s Vector (or Array) vs. Superscalar CDC 6600
 - Scoreboarding vs. Tomasulo vs. Pipeline + OoO Thornton 1964
 - Q: How to WAR, WAW?
 - A: Renaming: Scoreboarding x
Tomasulo ✓
Pentium (1993): Renaming Register



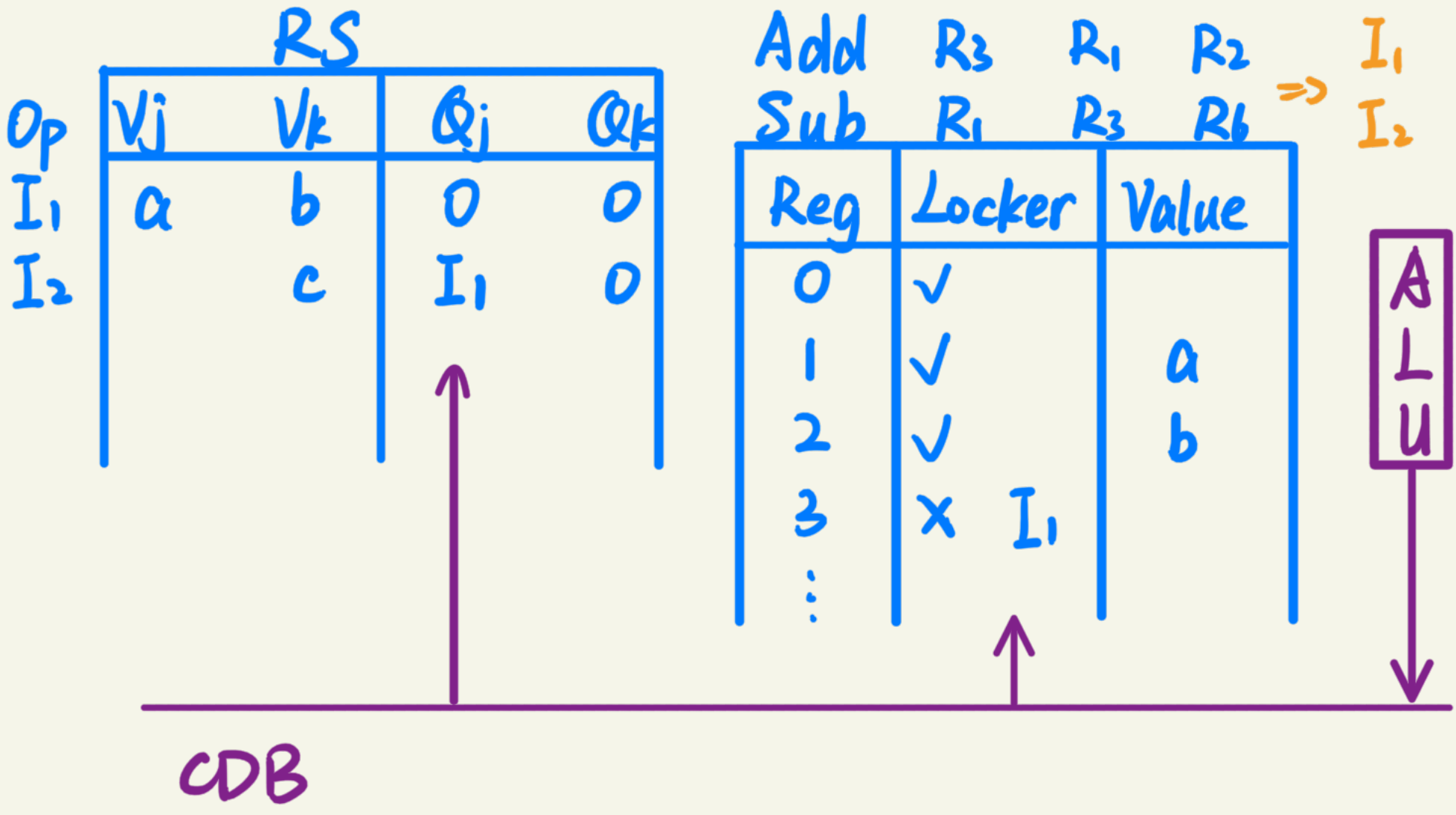
- Reservation Station Components
- Op: Operation to perform in the unit (e.g., + or -)
- Vj, Vk: Value of Source operands
- Store buffers has V field, result to be stored
- Qj, Qk: Reservation stations producing source registers (value to be written)
- Note: Qj, Qk=0 => ready
 - Store buffers only have Qi for RS producing result
- Busy: Indicates reservation station or FU is busy
- Register result status—Indicates which functional unit will write each register, if one exists. Blank when no pending instructions that will write that register.

- What about Precise Interrupts?
- Tomasulo had:
- In-order issue, out-of-order execution, and out-of-order completion
- Need to “fix” the out-of-order completion aspect so that we can find precise breakpoint in instruction stream.

- HW support for precise interrupts
- Need HW buffer for results of uncommitted instructions: **reorder buffer**
 - 3 fields: instr, destination, value
 - Use reorder buffer number instead of reservation station when execution completes
 - Supplies operands between execution complete & commit
 - (Reorder buffer can be operand source => more registers like RS)
 - Instructions **commit**
 - Once instruction commits, result is put into register
 - As a result, easy to undo speculated instructions on mispredicted branches or **exceptions**
-
- The diagram shows the hardware support for precise interrupts. It includes a Reorder Buffer (red box) that receives instructions from the FP Op Queue. The Reorder Buffer is connected to FP Registers and Reservation Stations. The Reservation Stations are connected to FP Adders. The FP Adders are connected to the CDB.

- Preview:
- Challenges → ROB 顺序提交
 - branch (inside Basic Block)
 - Exception 中断
 - Context Switching (multiprocess @ OS)
进程切换 (向 Issue 中塞 NOP)
- (H/w) forwarding ← distance ← RAW (True-dep)
(S/w) code movement ← WAR
renaming ← WAW } pseudo

example1:



example2:



Precise Interrupts

Unprecise:

x: page-fault x 需要重做
y: handler
z: Win: 即时修改
Linux: GG.

精确中断 (precise interrupt): 精确中断是一种能够使机器处于良好状态下的中断, 它具有如下特征

- PC (程序计数器) 保存在一个已知的地方
- PC 所指向的指令之前所有的指令已经完全执行
- PC 所指向的指令之后所有的指令都没有执行
- PC 所指向的指令的执行状态是已知的

非精确中断 (imprecise interrupt): 不满足以上要求的中断, 指令的执行时序和完成度具有不确定性, 而且恢复起来也非常麻烦。

Challenges to ROB:

某些指令极其缓慢导致 ROB 满。

Sol: To be continued...