# National Institute of Technology Karnataka Surathkal Department of Information Technology



# IT 301 Parallel Computing Scalar Processors – Instruction Pipeline

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#### Index

• 1: Instruction Pipeline - Introduction

• 2. Five Stage pipeline design

• 3: Issues of pipeline and Design Solutions

• 4: Performance evaluation of pipelining

#### 1: Introduction

Course Plan: Theory:

**Part A: Parallel Computer Architectures** 

Week 1,2,3: Introduction to Parallel Computer Architecture:

Parallel Computing,

Parallel architecture,

bit level, instruction level, data level and task level parallelism.

Instruction level parallelisms: pipelining (Data and control instructions), scalar processors and superscalar processors,

vector processors.

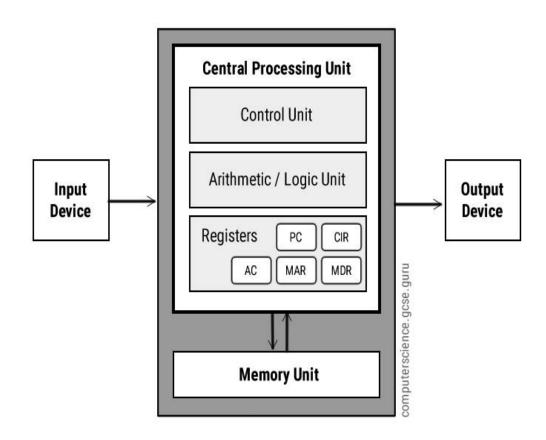
Parallel computers and computation.

# 1: Instruction Pipeline - Introduction

#### **Features**

- Established by John von Neumann in 1945.
- Stored Program Concept
- **PC**: Program Counter
- **CIR:** Current Instruction Register
- AC: Accumulator,
- MAR: Memory Address Register,
- MDR: Memory Data Register
- **Buses:** Address, Data and Control
- **Execution:** One Instruction at a Time

#### **Von Neumann Architecture**



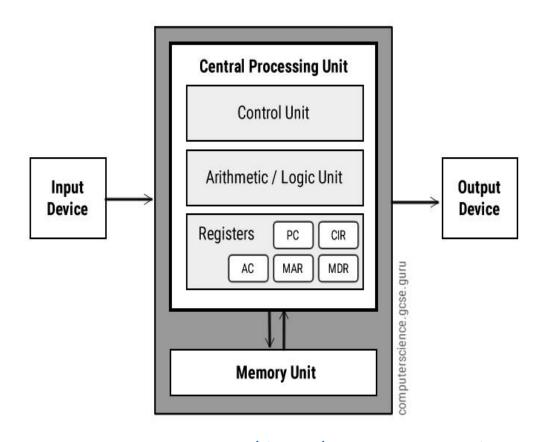
https://www.computerscience.gcse.guru/theory/von-neumann-architecture

# 1: Instruction Pipeline - Introduction

#### **Features of RISC**

- **RISC:** Reduced Instruction Set Computer
- Fixed instruction size
- Load/Store Memory Operation
- Few Addressing Modes
- Register to Register operation
- These features leads towards pipelined execution

#### **Von Neumann Architecture**



https://www.computerscience.gcse.guru/theory/von-neumann-architecture

- Fetch Stage: The address in program counter is sent to Instruction register and instruction is fetched from memory. PC is incremented.
- <u>Decode Stage</u>: The operands are fetched from register file; Sign extension done if necessary.
- Execution Stage: The instruction is executed.
- Memory Stage: The Load and Store instructions execution.
- Write Back Stage: The results are written back to register file.

Fetch (F)	Decode (D)	Execute (E)	Memory Access (M)	Write Back (W)
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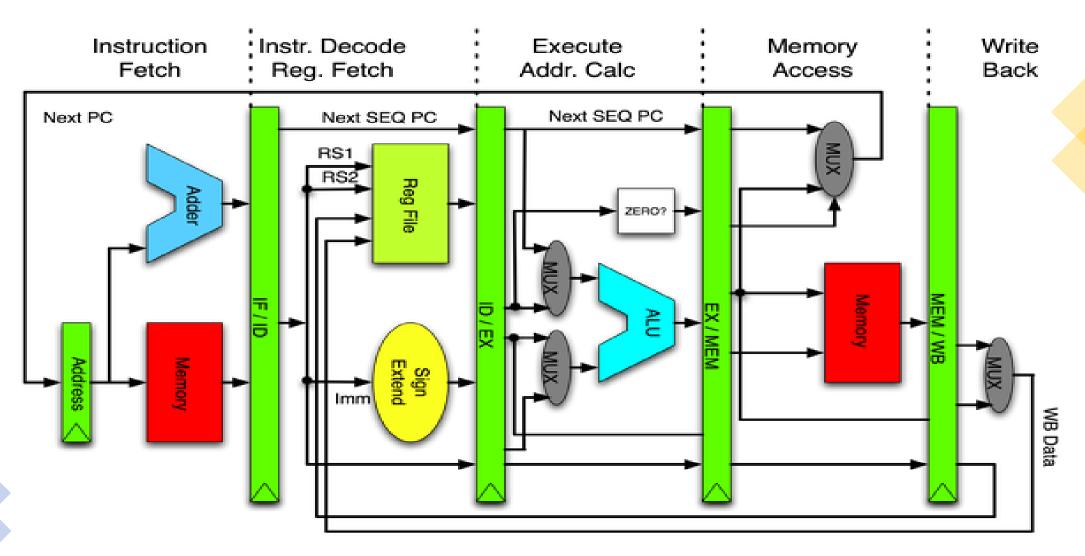


Image from Wikimedia

	Instruction	<b>(F)</b>	<b>(D)</b>	Œ)	(M)	(W)	
$I_1$	Move R5, #2000h	$I_1$					
$I_2$	Move R1, #15	$I_2$	I <sub>1</sub>				
Iз	Move R2, #16	$I_3$	$I_2$	$I_1$			
I <sub>4</sub>	Move R3, R1	$I_4$	$I_3$	$I_2$	$I_1$		
I <sub>5</sub>	Add R1, R3	$I_5$	$I_4$	$I_3$	$I_2$	$I_1$	I1: Complete
I <sub>6</sub>	Move R4, R2	$I_6$	$I_5$	$I_4$	$I_3$	$I_2$	I2: Complete
I <sub>7</sub>	Add R2, R4	$I_7$	$I_6$	$I_5$	$I_4$	$I_3$	I3: Complete
I <sub>8</sub>	Add R1, R2	$I_8$	<b>I</b> <sub>7</sub>	$I_6$	$I_5$	I <sub>4</sub>	I4: Complete
I9	Store [R5], R1	<b>I</b> 9	I <sub>8</sub>	$I_7$	$I_6$	$I_5$	I5: Complete
I <sub>10</sub>			$\mathbf{I}_9$	$I_8$	$I_7$	$I_6$	I6: Complete
I <sub>11</sub>				<b>I</b> 9	$I_8$	<b>I</b> <sub>7</sub>	I7: Complete
I <sub>12</sub>					<b>I</b> 9	I <sub>8</sub>	I8: Complete
I <sub>13</sub>						<b>I</b> 9	I9: Complete

- Adding (2x+2y)
- x=15 y=16
- If no pipeline, then this program takes

$$9 \times 5 = 45$$
 cycles

• If 5 stage pipeline is used, then it takes

$$5 + 8 = 13$$
 cycles

(first instruction takes 'n' stages/cycle) + (n-1) instructions

	Instruction	<b>(F)</b>	<b>(D)</b>	Œ)	(M)	(W)	
т.	Maria B.5. #2000h	Т					
$I_1$	Move R5, #2000h	$I_1$					
$I_2$	Move R1, #15	$I_2$	$I_1$				
Із	Move R2, #16	$I_3$	$I_2$	$I_1$			
I <sub>4</sub>	Move R3, R1	<b>I</b> <sub>4</sub>	<b>I</b> <sub>3</sub>	$I_2$	$I_1$		
I <sub>5</sub>	Add R1, R3	$I_5$	$I_4$	$I_3$	$I_2$	$I_1$	I1: Complete
I <sub>6</sub>	Move R4, R2	$I_6$	$I_5$	$I_4$	$I_3$	$I_2$	I2: Complete
I <sub>7</sub>	Add R2, R4	$I_7$	$I_6$	$I_5$	I <sub>4</sub>	$I_3$	I3: Complete
I <sub>8</sub>	Add R1, R2	I <sub>8</sub>	$I_7$	$I_6$	$I_5$	$I_4$	I4: Complete
I <sub>9</sub>	Store [R5], R1	<b>I</b> 9	I <sub>8</sub>	$I_7$	$I_6$	$I_5$	I5: Complete
I <sub>10</sub>			<b>I</b> 9	$I_8$	<b>I</b> <sub>7</sub>	$I_6$	I6: Complete
I <sub>11</sub>				$I_9$	I <sub>8</sub>	$I_7$	I7: Complete
I <sub>12</sub>					<b>I</b> 9	$I_8$	I8: Complete
I <sub>13</sub>						<b>I</b> 9	I9: Complete

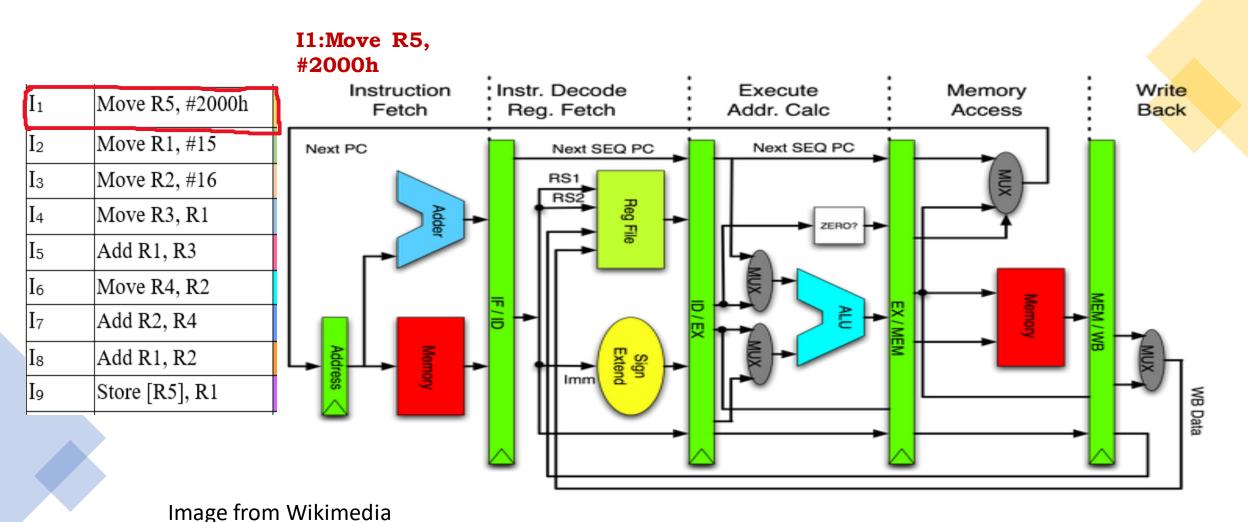
#### Data Dependency

Dependency of instructions due to operand values unavailability

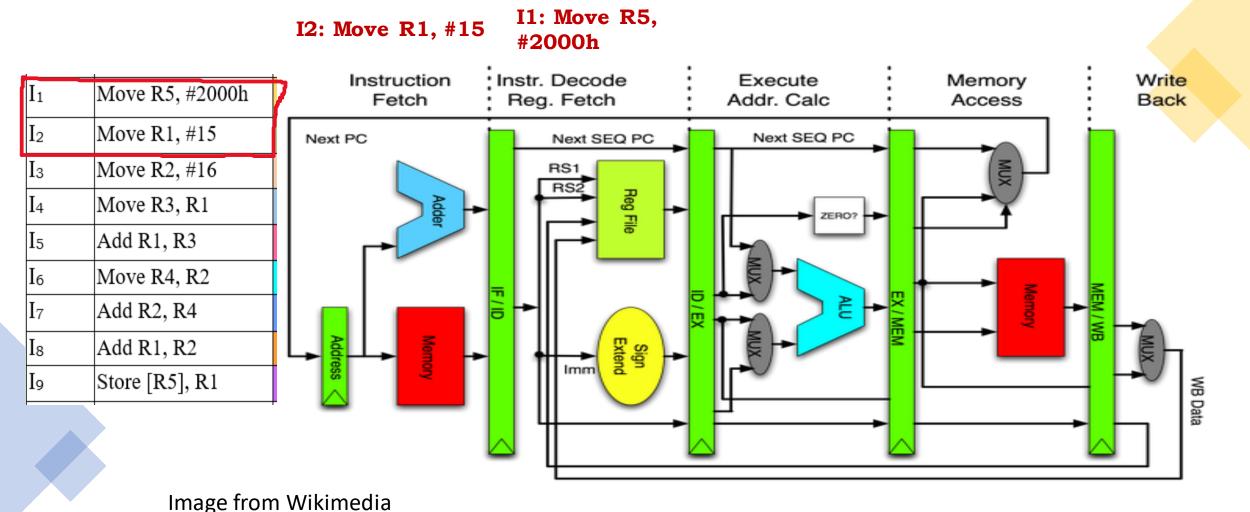
# ControlDependency

Dependency due to unresolved decision on control instructions.

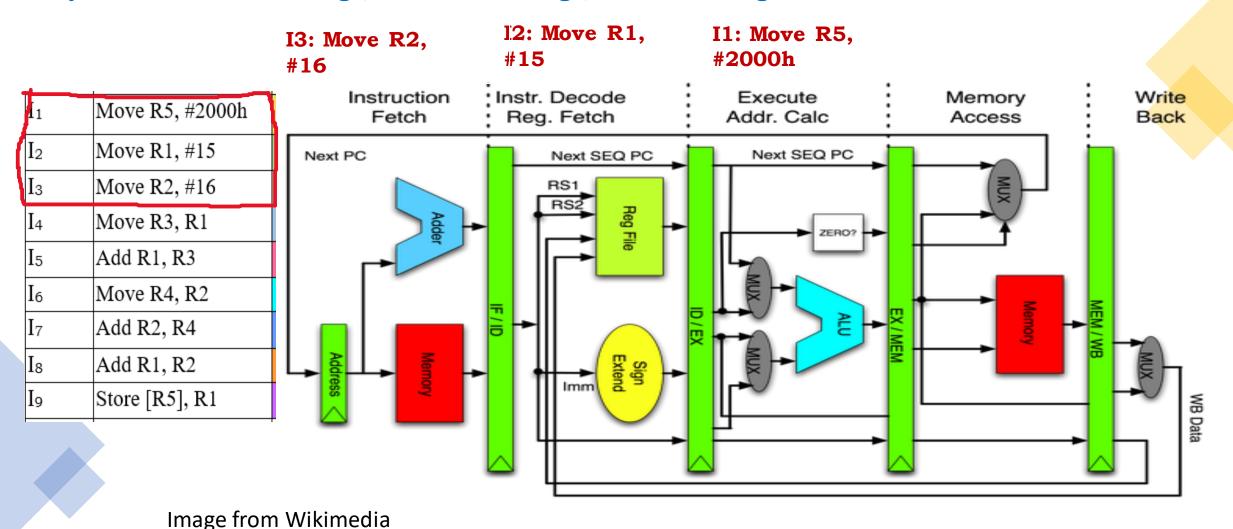
Cycle 1: I1 in fetch stage



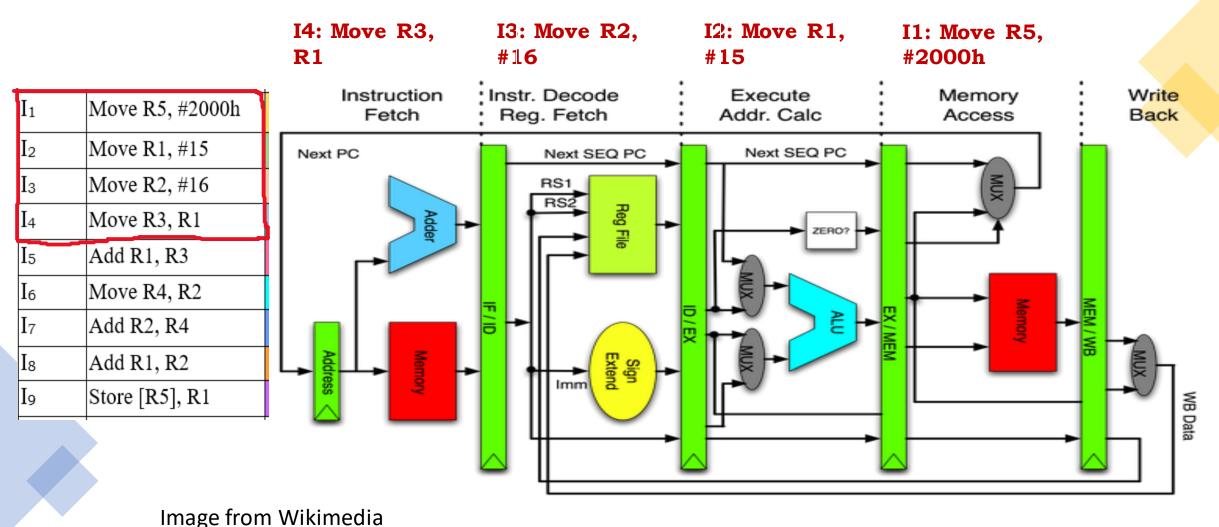
Cycle 2: I1 in Decode stage, I2 in fetch stage



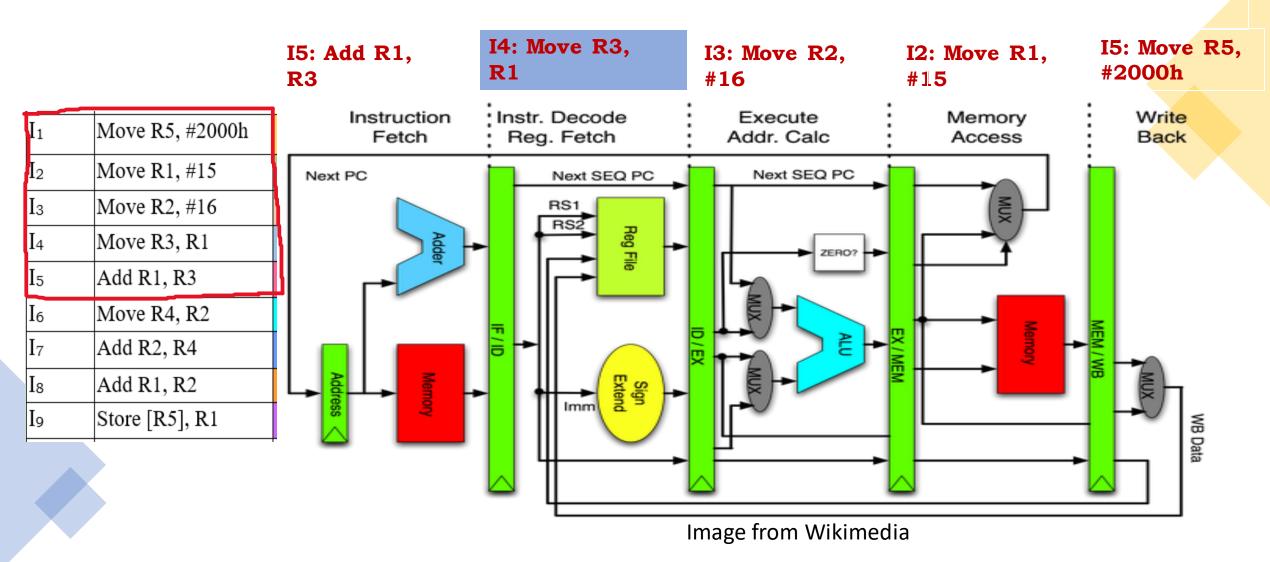
Cycle 3: I1 in Execute stage, I2 in Decode stage, I3 in fetch stage



Cycle 4: I1 in memory access stage, I2 in execute, I3 in Decode and I4 in fetch stage

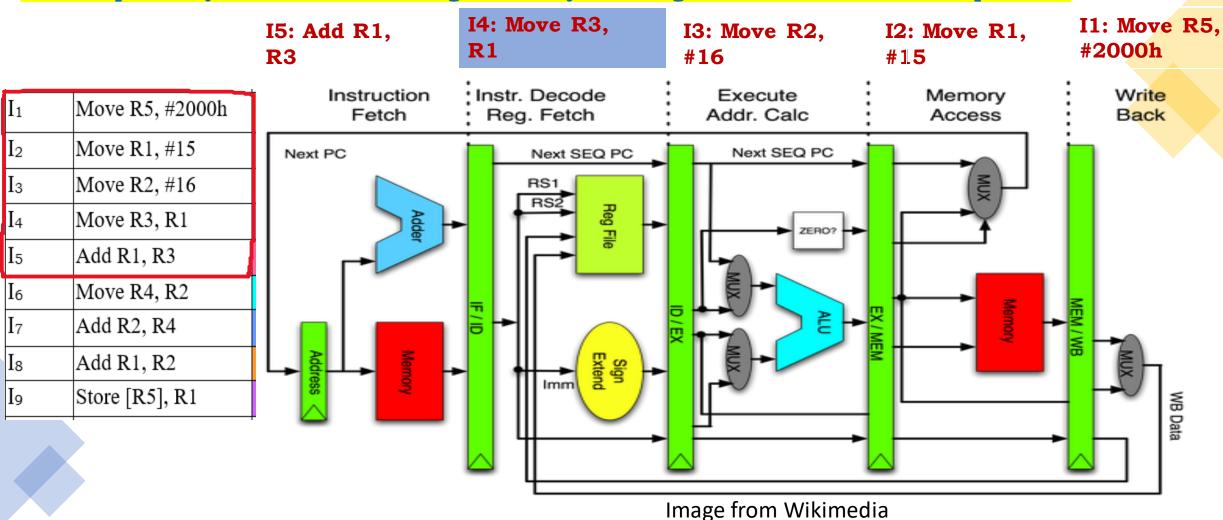


Cycle 5: R1 data must be Written from I1 to Register file; R1 Data must be read by Instruction 4.



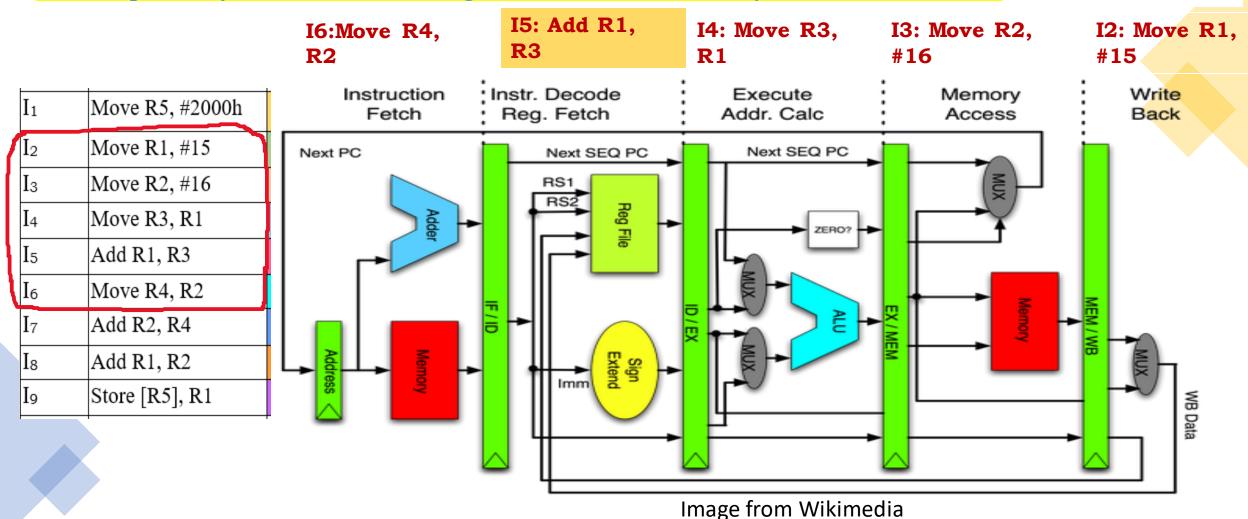
Cycle 5: R1 data must be Written from I1 to Register file; R1 Data must be read by Instruction 4.

Data Dependency Issue at Decode Stage: Solve by Read register content after write operation.



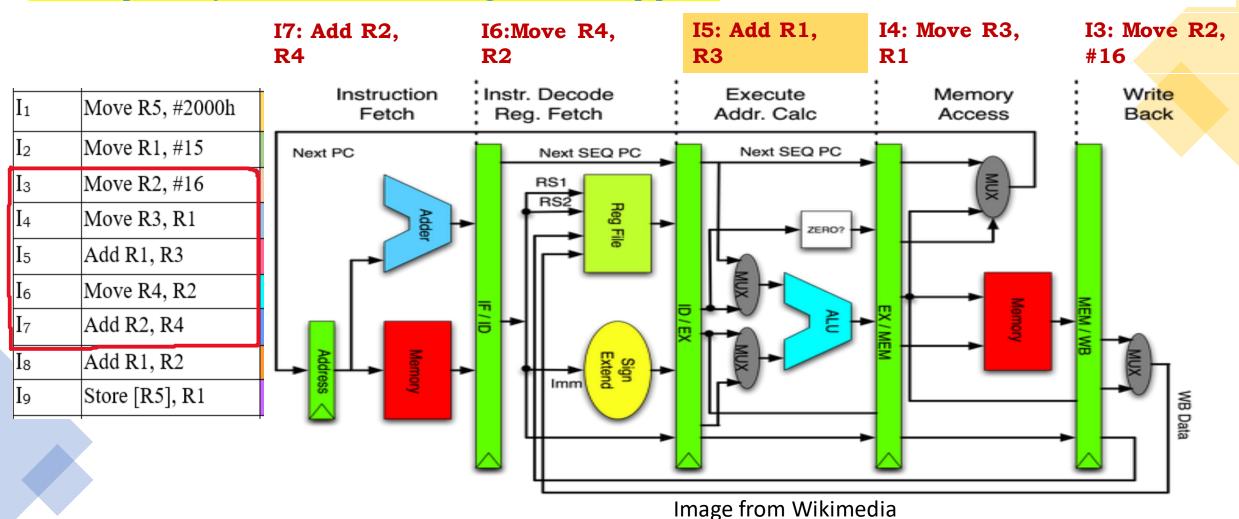
Cycle 6: R3 data must be Written from I4 to Register file; R3 Data must be read by Instruction 5.

Data Dependency Issue at Decode Stage: Since Data is not ready, R3 old value is read



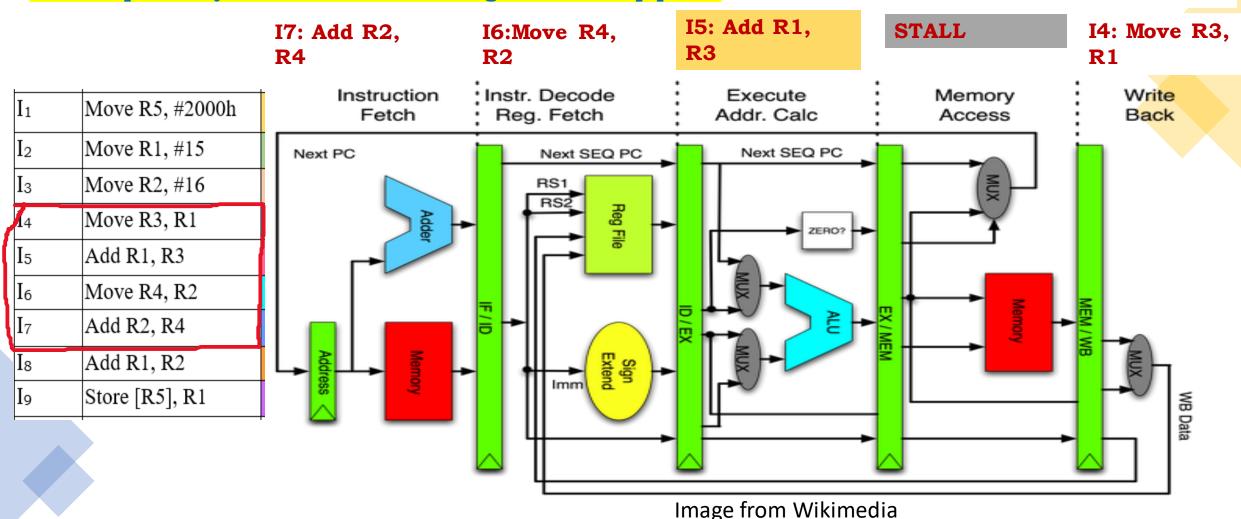
Cycle 7: R3 data not ready due to instruction dependency

Data Dependency Issue at Execution stage: Stall the pipeline

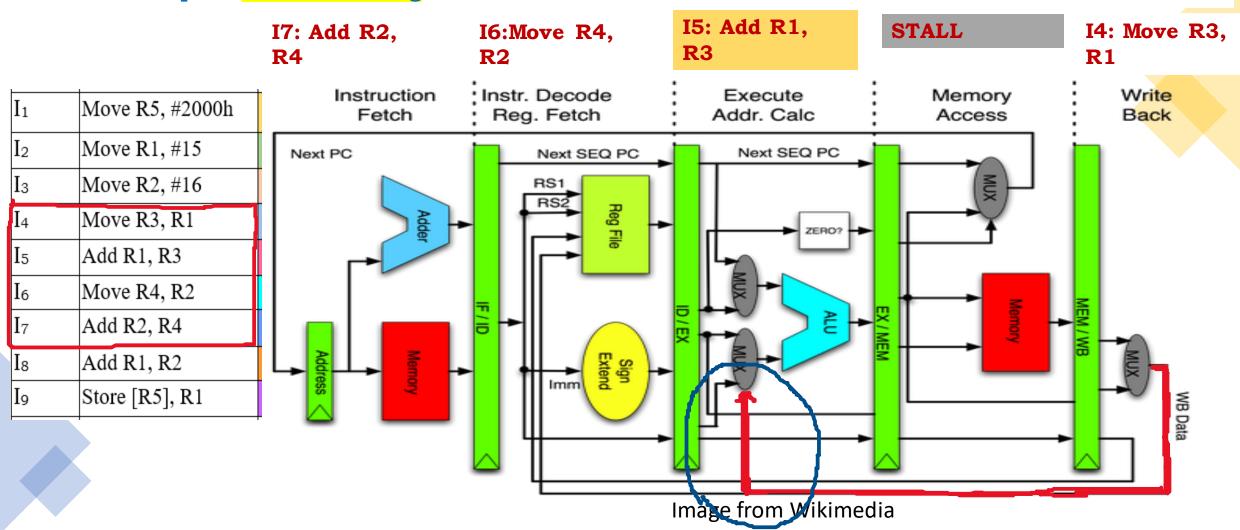


Cycle 8: Pipeline stall: no new fetch instruction. Only write back happens

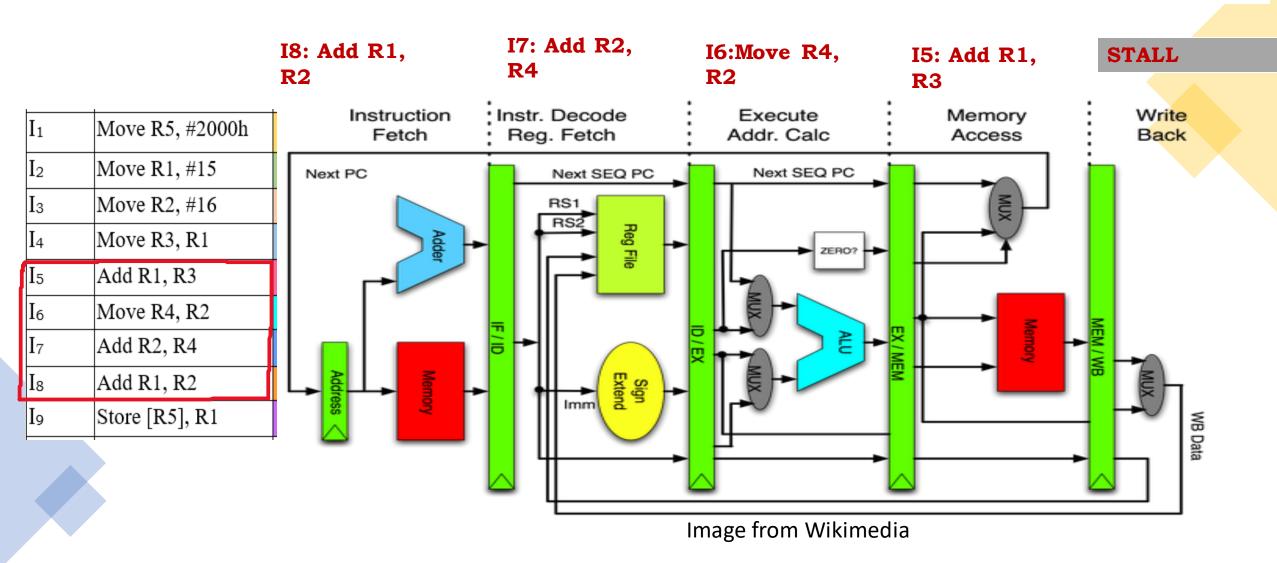
Data Dependency Issue at Execution stage: Stall the pipeline



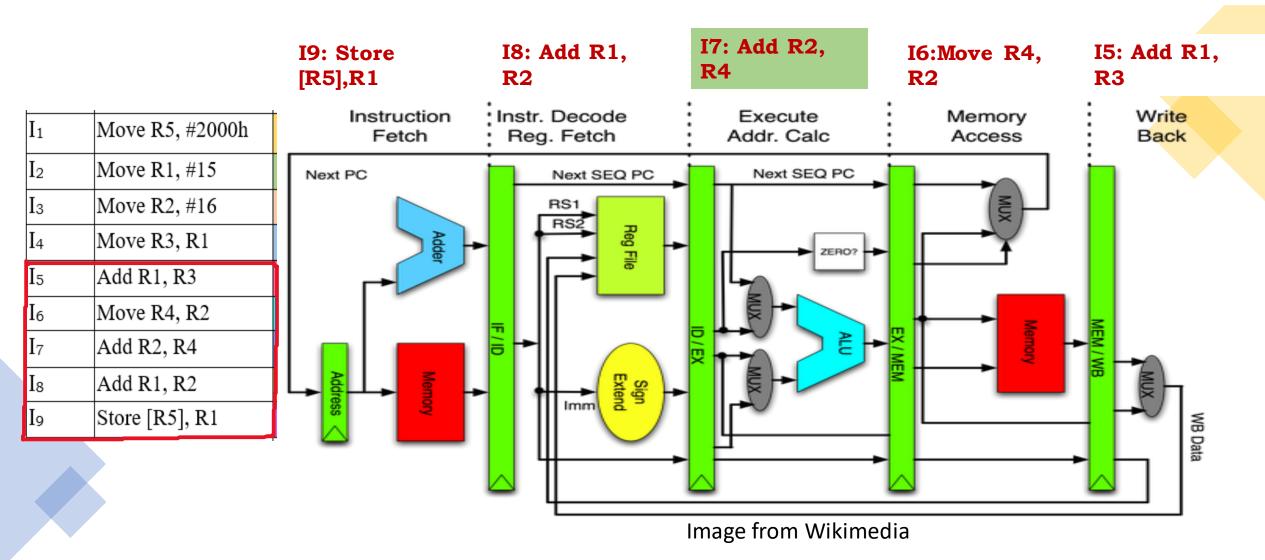
Cycle 8: We need data of R3 at execution stage, Bu I4 is performing write back to register now. Use the concept of Data Forwarding



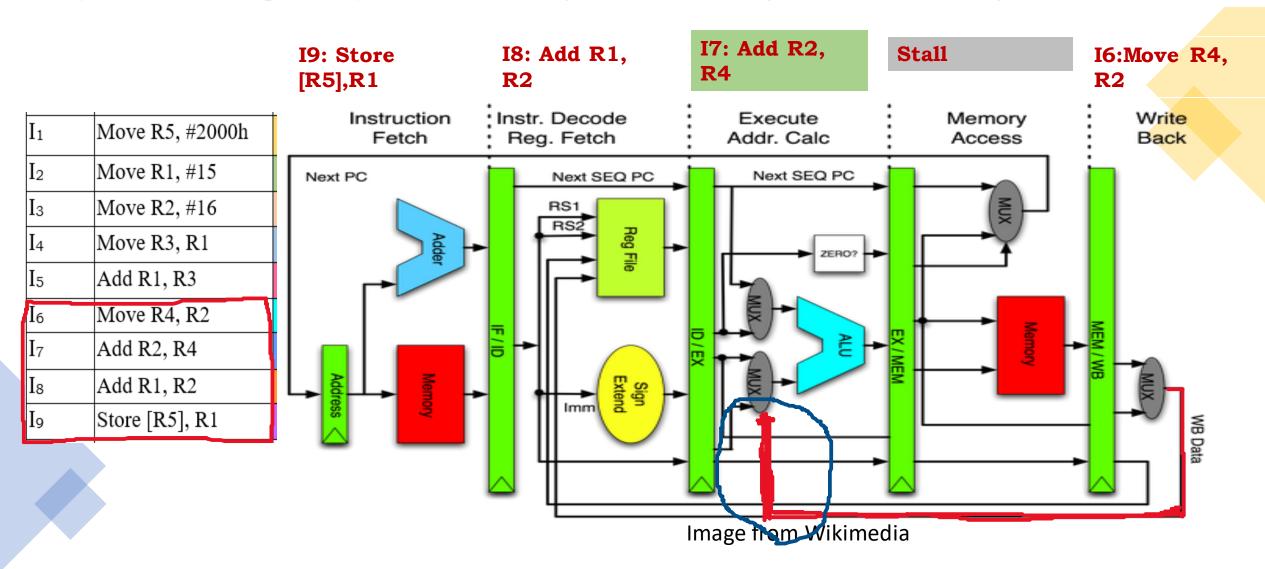
Cycle 9: Nothing in Writeback stage



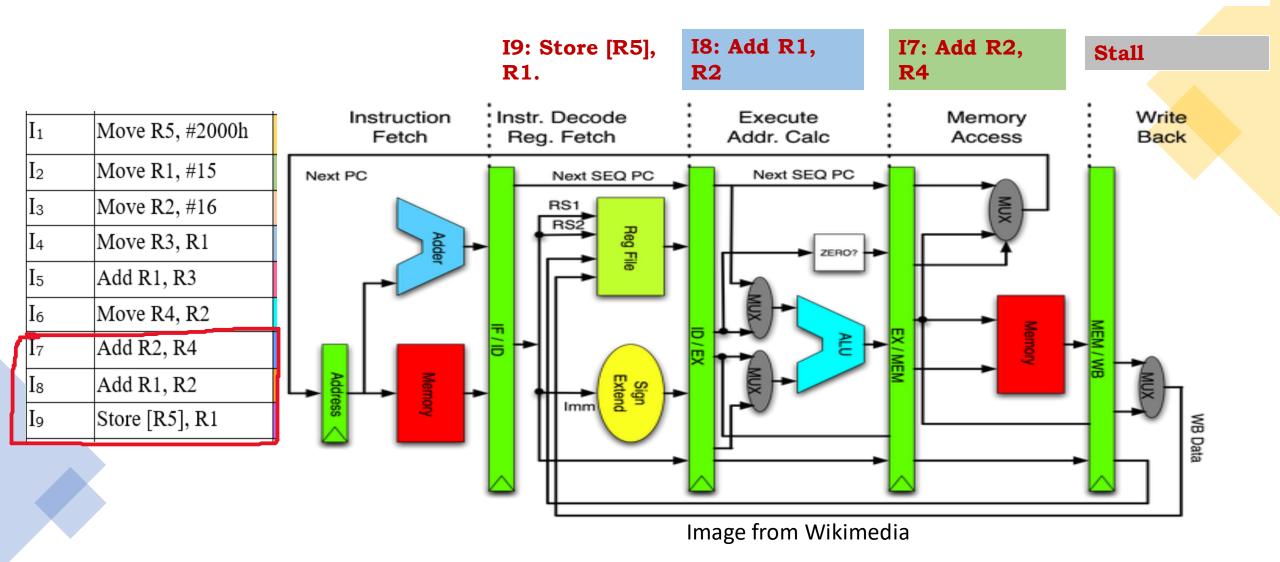
Cycle 10: Data dependency at Execution stage; Wait



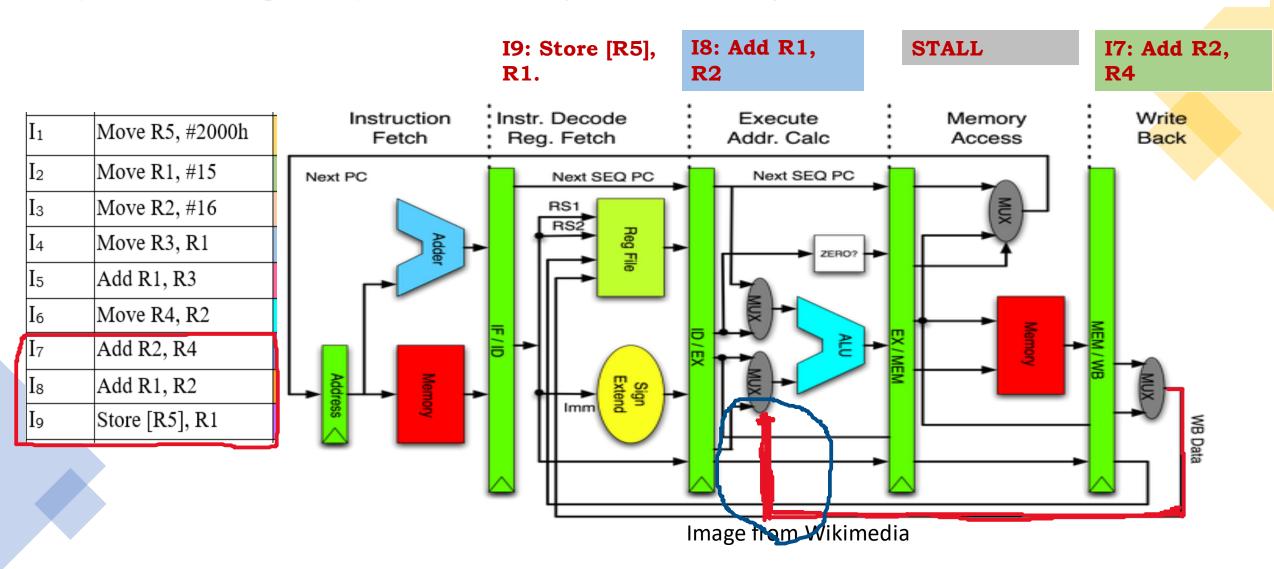
Cycle 11: Data dependency at Execution stage; Data forwarding from writeback stage



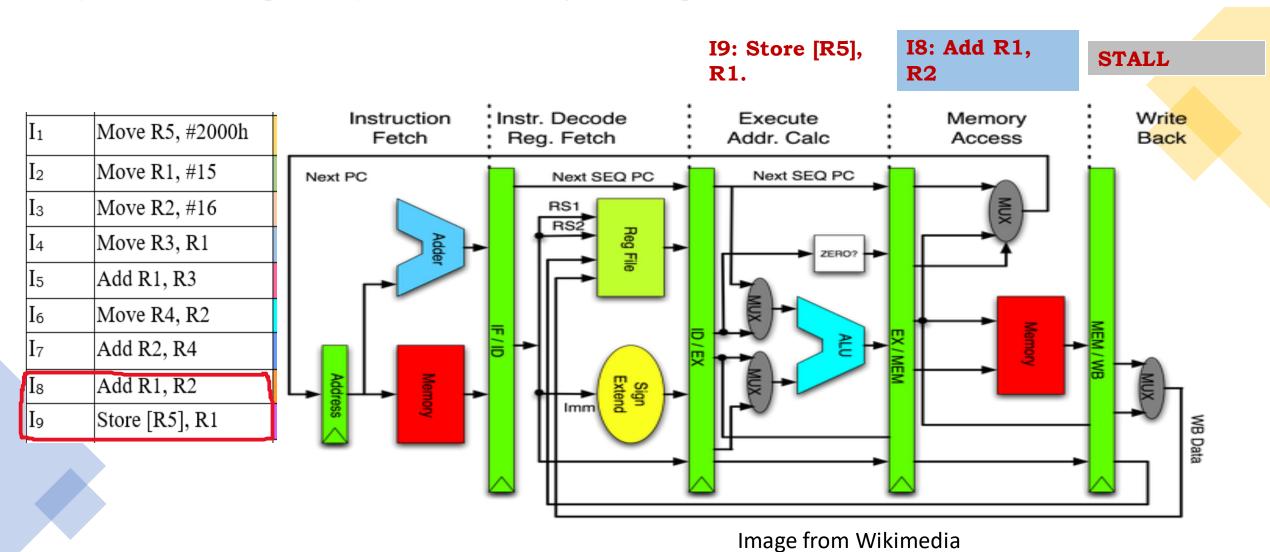
Cycle 12: Data dependency at Execution stage; Wait



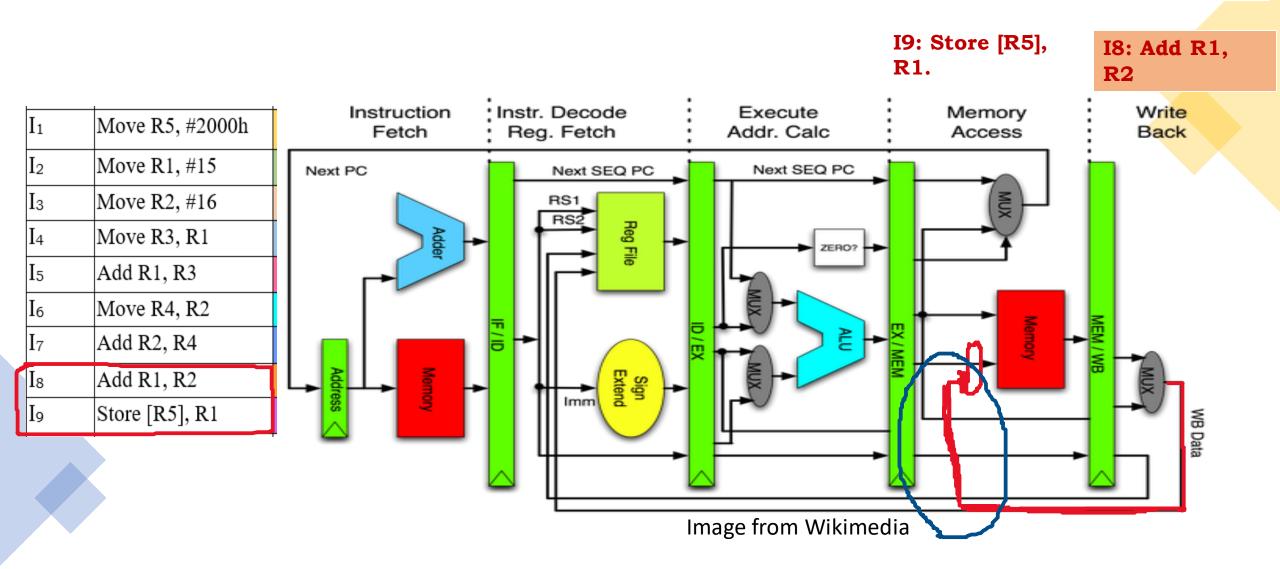
Cycle 13: Data dependency at Execution stage; Data Forwarding



Cycle 14: Data dependency at Execution stage; Stall Pipeline



Cycle 15: Data Dependency at Memory Write Stage: Use Data Forwarding.



Cycle 16: Execution of Program Complete

Total Number of cycles taken = 16

! Instr. Decode Instruction Execute Memory Write Move R5, #2000h  $I_1$ Fetch Reg. Fetch Addr. Calc Access Back  $I_2$ Move R1, #15 Next PC Next SEQ PC Next SEQ PC  $I_3$ Move R2, #16 RS<sub>1</sub>  $I_4$ Move R3, R1  $I_5$ Add R1, R3 Move R4, R2  $I_6$  $I_7$ Add R2, R4 Add R1, R2 Store [R5], R1 WB Data Image from Wikimedia

19: Store [R5],

R1.

	Instruction	<b>(F)</b>	<b>(D)</b>	Œ)	(M)	(W)	
-		_					
$I_1$	Move R5, #2000h	$I_1$					
$I_2$	Move R1, #15	$I_2$	I <sub>1</sub>				
Iз	Move R2, #16	$I_3$	$I_2$	$I_1$			
I <sub>4</sub>	Move R3, R1	<b>I</b> <sub>4</sub>	<b>I</b> <sub>3</sub>	$I_2$	$I_1$		
I <sub>5</sub>	Add R1, R3	$I_5$	$I_4$	I <sub>3</sub>	$I_2$	$I_1$	I1: Complete
I <sub>6</sub>	Move R4, R2	$I_6$	$I_5$	$I_4$	$I_3$	$I_2$	I2: Complete
<b>I</b> <sub>7</sub>	Add R2, R4	<b>I</b> <sub>7</sub>	$I_6$	$I_5$	I <sub>4</sub>	$I_3$	I3: Complete
I <sub>8</sub>	Add R1, R2	I <sub>8</sub>	$I_7$	$I_6$	$I_5$	$I_4$	I4: Complete
I <sub>9</sub>	Store [R5], R1	<b>I</b> 9	$I_8$	<b>I</b> <sub>7</sub>	$I_6$	$I_5$	I5: Complete
I <sub>10</sub>			<b>I</b> 9	$I_8$	$I_7$	$I_6$	I6: Complete
I <sub>11</sub>				$I_9$	I <sub>8</sub>	$I_7$	I7: Complete
I <sub>12</sub>					$I_9$	$I_8$	I8: Complete
I <sub>13</sub>						<b>I</b> 9	I9: Complete

• If no pipeline, then this program takes

$$9 \times 5 = 45 \text{ cycles}$$

• If 5 stage pipeline is used, then it takes

$$5 + 8 = 13$$
 cycles

(first instruction takes 'n' stages/cycle) + (n-1) instructions

 Actual Cycles taken due to data dependency = 16 Cycles.

#### Reference

#### Textbooks and/or Reference Books:

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- 2. Wilkinson, M. Allen, "Parallel Programming: Techniques and Applications Using Networked Workstations and Parallel Computers", Pearson Education, 1999
- 3. I. Foster, "Designing and building parallel programs", 2003
- 4. Parallel Programming in C using OpenMP and MPI Micheal J Quinn, 2004
- 5. Introduction to Parallel Programming Peter S Pacheco, Morgan Kaufmann Publishers, 2011
- 6. Advanced Computer Architectures: A design approach, Dezso Sima, Terence Fountain, Peter Kacsuk, 2002
- 7. Parallel Computer Architecture: A hardware/Software Approach, David E Culler, Jaswinder Pal Singh Anoop Gupta, 2011 8. Introduction to Parallel Computing, Ananth Grama, Anshul Gupta, George Karypis, Vipin Kumar, Pearson, 2011

# Thank You