- Q2) What are data hazords? Enumerate different classes of data hazords & how they can be tackled in a pipelined processor architecture design
- Dota hozords: Dependencies in doto which can couse errenous computation by the pipeline

Data dependencies: Result computed by one instruction is used as data for the Pollowing instruction

Clases of dota hozord:

Two types of data manipulation exists reading the data and writing to it. Hezards con occur when two adjacent instructions both manipulate data.

Let two instructions all both monipulate data. then the clases are:

- i) Read ofter wing write

 The Pollow instruction (b) tries to read the
 memory location before preceding istruction (a)
 tries writes it.
- ii) Write after write

 b hies to append the data even before

 it is written by a.
- iii) write after read

 before a reads

 it, how feeding it wrong data.

- iv) Read ofter read
 - This case can be a possible hozard but pipelining eliminates the possibility

Tackling the hozards

Tackling data hozards can be done in the hollowing manner:

- Stelling the processor from processing new instruction till the instruction containing hezard is completed
- There is a possible pending conte instruction in the conte back stage, instead of stelling hill its complete, pass the value in conte back stage to the source operad.
- => All data hozords can be tackled with stelling, forwarding or in the case of load data hazord, a combination of both.