

# Scoreboard Example

Instruction stream

Instruction status:

Instruction		<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Read</i> <i>Oprand</i>	<i>Exec</i> <i>Comp</i>	<i>Write</i> <i>Result</i>
LD	F6	34+	R2				
LD	F2	45+	R3				
MULTD	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

**Busy:** 用于描述功能部件硬件资源的占用情况

**Op:** 说明运行时所用的是哪一个功能部件

**Fi:** 目标寄存器

**Fj, Fk:** 源操作数或寄存器

**Qj, Qk:** 是否有某个功能单元占用源寄存器Fj或Fk。

**Rj, Rk:** 用于标识源寄存器是否准备好。

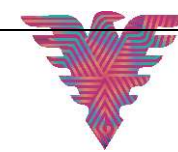
Function Unit Statous:

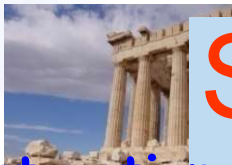
				<i>des</i>	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
	<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i> <i>Rk</i>
		Integer	No							
		Mult1	No							
		Mult2	No							
		Add	No							
		Divide	No							

Clock cycle counter

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU									





# Scoreboard Cycle 1

Instruction stream

**Instruction status:**

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2	✓		
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

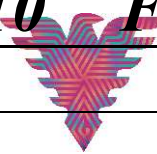
**Function Unit Status:**

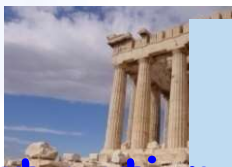
				des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
	<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>
Clock cycle counter		Integer	Yes	load	F6	R2				Yes
		Mult1	No							
		Mult2	No							
		Add	No							
		Divide	No							

**Register result status:**

Clock  
0

	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>F30</i>
FU				Int				





# Scoreboard Cycle 2

Instruction stream

Instruction status:

Instruction	j	k	Issue	Read Oprand	Exec Comp	Write Result
LD	F6	34+	R2	✓		
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

in-order  
↑  
看ld F2, 45, R3能否issue  
由于上一条ld F6, 34, R2在  
使用Integer unit, 结构冲突  
得等Integer不再busy

Function Unit Status:

Clock cycle  
counter

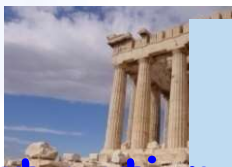
Time	Name	Busy	Op	des Fi	S1 Fj	S2 Fk	RS Qj	RS Qk	Rj Rk
	Integer	Yes	load	F6	R2				No
	Mult1	No							
	Mult2	No							
	Add	No							
	Divide	No							

RO做完

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
0	FU				Int				





# Scoreboard Cycle 3

Instruction stream

Instruction status:

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2		✓	
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

Calculate Address

Function Unit Statous:

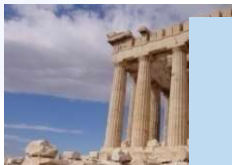
			des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>			
Time	Name	Busy	Op	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
Clock cycle counter	Integer	Yes	load	F6	R2				No	
	Mult1	No								
	Mult2	No								
	Add	No								
	Divide	No								

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU	Int								







# Scoreboard Cycle 5

Instruction stream

Instruction status:

Instruction		<i>j</i>	<i>k</i>	Issue	Read Oprand	Exec Comp	Write Result
LD	F6	34+	R2				
LD	F2	45+	R3				
MULTD	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADD	F6	F8	F2				

Clock cycle counter

Function Unit Status:

Time	Name	Busy	Op	des <i>Vi</i>	<i>S1</i> <i>Vj</i>	<i>S2</i> <i>Vk</i>	<i>RS</i> <i>Qj</i>	<i>RS</i> <i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load	F6	R2				No	
	Mult1	No								
	Mult2	No								
	Add	No								
	Divider	No								

Register result status:

Clock

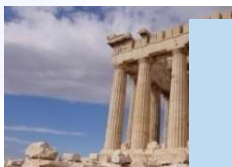
0

	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
FU				<del>MIPS+34</del>					









# Scoreboard Cycle 7

Instruction stream

Instruction status:

Instruction	<i>j</i>	<i>k</i>	Read Exec Write		
			Issue	Oprand	Comp Result
LD	F6	34+	R2		
LD	F2	45+	R3	✓	
MULTD	F0	F2	F4	✓	
SUBD	F8	F6	F2		
DIVD	F10	F0	F6		
ADDD	F6	F8	F2		

MULTD无structural hazard  
和WAW, 故可以Issue

Function Unit Status:

Clock cycle counter

Time	Name	Busy	Op	des <i>Fi</i>	<i>S1</i> <i>Fj</i>	<i>S2</i> <i>Fk</i>	<i>RS</i> <i>Qj</i>	<i>RS</i> <i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	Yes	load	F2	R3				No	R0做完
	Mult1	Yes	Mul	F0	F2	F4	Int		No	Yes
	Mult2	No								
	Add	No								
	Divide	No								

F2要等ld F2, 45, R3

Register result status:

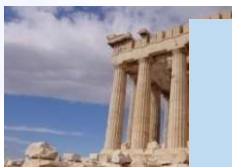
Clock

0

	F0	F2	F4	F6	F8	F10	F12	...	F.
FU	Mult1	Int							







# Scoreboard Cycle 8

**Instruction status:**  
instruction stream

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2			
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

Calculate Address

Mult还不能做R0, 等F2  
它下一条sub可以做IS

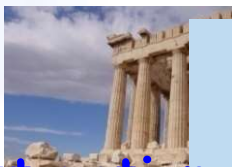
**Function Unit Status:**

				des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
Time	Name	Busy	Op	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	Yes	load	F2	R3				No	
	Mult1	Yes	Mul	F0	F2	F4	Int		No	Yes
	Mult2	No								
	Add	Yes	Sub	F8	F6	F2		Int	Yes	No
	Divide	No								

**Register result status:**

Clock  
0

		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>F36</i>
FU	Mult1		Int.46		<del>Mult2</del>	Add			



# Scoreboard Cycle 9

Instruction stream

Instruction status:

Instruction		<i>j</i>	<i>k</i>	Issue	Read Oprand	Exec Comp	Write Result
LD	F6	34+	R2				
LD	F2	45+	R3				
MULTD	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

都在等R2 ✓  
✓

Access Data Cache

Function Unit Status:

Unit	Time	Name	Busy	Op	des Fi	S1 Fj	S2 Fk	RS Qj	RS Qk	Rj	Rk
Integer			Yes	load	F2	R3				No	
Mult1			Yes	Mul	F0	F2	F4	Int		No	Yes
Mult2			No								
Add			Yes	Sub	F8	F6	F2		Int	Yes	No
Divide			Yes	Div	F10	F0	F6	Mult1		No	Yes

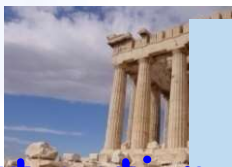
Register result status:

Clock

0

	F0	F2	F4	F6	F8	F10	F12	...	F30
FU	Mult1	Int		<del>Mult2+3</del>	Add	Div			





# Scoreboard Cycle 10

Instruction stream

Instruction status:

Instruction		<i>j</i>	<i>k</i>	Issue	Read Oprand	Exec Comp	Write Result
LD	F6	34+	R2				
LD	F2	45+	R3			✓	
MULTD	F0	F2	F4	✓			
SUBD	F8	F6	F2	✓			
DIVD	F10	F0	F6	✓			
ADDD	F6	F8	F2				

F2WB

Function Unit Status:

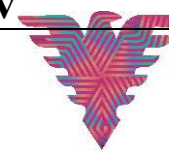
Time	Name	Busy	Op	des <i>Fi</i>	<i>S1</i> <i>Fj</i>	<i>S2</i> <i>Fk</i>	<i>RS</i> <i>Qj</i>	<i>RS</i> <i>Qk</i>	<i>Rj</i>	<i>Rk</i>
Integer		No	load	F2	R3				No	
Mult1		Yes	Mul	F0	F2	F4	<del>Int</del>		Yes	Yes
Mult2		No								
Add		Yes	Sub	F8	F6	F2		<del>Int</del>	Yes	Yes
Divide		Yes	Div	F10	F0	F6	Mult1		No	Yes

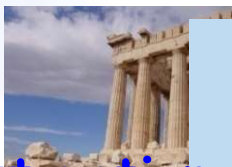
Register result status:

Clock

0

	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
FU	Mult1	<del>Mult1</del>		Mult1	Add	Div			





# Scoreboard Cycle 11

Instruction stream

Instruction status:

Instruction	<i>j</i>	<i>k</i>	Issue	Read	Exec	Write
LD	F6	34+	R2	Oprand	Comp	Result
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

✓	✓	✓
---	---	---

Function Unit Status:

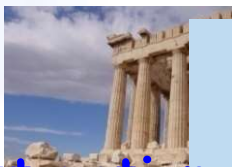
Time	Name	Busy	Op	des	<i>Fi</i>	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load		F2	R3				No	
	Mult1	Yes	Mul		F0	F2	F4			No	No
	Mult2	No								No	No
	Add	Yes	Sub		F8	F6	F2			No	No
	Divide	Yes	Div		F10	F0	F6	Mult1		No	Yes

RO做完

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU	Mult1	<del>Mult1</del>	<del>Mult1</del>	<del>Mult1</del>	Add	Div			





# Scoreboard Cycle 12

Instruction stream

Instruction status:

				Read	Exec	Write
Instruction		<i>j</i>	<i>k</i>	Issue	Oprand	Comp Result
LD	F6	34+	R2			
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADD	F6	F8	F2	✓		

Assume Mul takes 7 cycles

Assume Sub takes 3 cycles

Clock cycle

Function Unit Status:

				des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
Time	Name	Busy	Op	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load	F2	R3				No	
	Mult1	Yes	Mul	F0	F2	F4			No	No
	Mult2	No								
	Add	Yes	Sub	F8	F6	F2			No	No
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status:

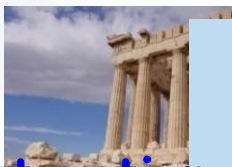
Clock

0

	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>F30</i>
FU	Mult1	<del>Mult1</del>	<del>Mult2</del>	Add	Div			



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# Scoreboard Cycle 15

Instruction stream

Instruction status:

Instruction		<i>j</i>	<i>k</i>	Issue	Read	Exec	Write
LD	F6	34+	R2				
LD	F2	45+	R3				
MULTD	F0	F2	F4			✓	
SUBD	F8	F6	F2				✓
DIVD	F10	F0	F6	✓			
ADD	F6	F8	F2				

Assume Mul takes 7 cycles

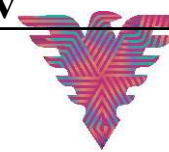
Assume Sub takes 3 cycles

Function Unit Status:

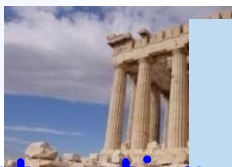
Time	Name	Busy	Op	des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
				<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load	F2	R3				No	
	Mult1	Yes	Mul	F0	F2	F4			No	No
	Mult2	No								
	Add	No	Sub	F8	F6	F2			No	No
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU	Mult1	<del>Mult1</del>	<del>Mult1</del>	<del>Mult1</del>	<del>Mult1</del>	Div			







# Scoreboard Cycle 16

Instruction stream  
Instruction status:

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2		✓	
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6	✓		
ADDD	F6	F8	F2	✓		

Assume Mul takes 7 cycles

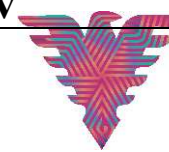
sub用完加法FU

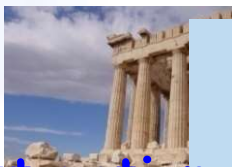
Function Unit Status:

				des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
Time	Name	Busy	Op	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load	F2	R3				No	
	Mult1	Yes	Mul	F0	F2	F4			No	No
	Mult2	No								
	Add	Yes	ADD	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU	Mult1	<del>Integer</del>	<del>Integer</del>	Add	<del>Integer</del>	Div			





# Scoreboard Cycle 17

Instruction stream  
Instruction status:

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2	✓	✓	
LD	F2	45+	R3			
MULTD	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

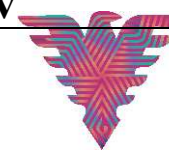
Assume Mul takes 7 cycles

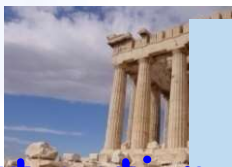
Function Unit Status:

				des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
Time	Name	Busy	Op	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load	F2	R3				No	
	Mult1	Yes	Mul	F0	F2	F4			No	No
	Mult2	No								
	Add	Yes	ADD	F6	F8	F2			No	No
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU	Mult1	<del>Integer</del>	<del>Mult2</del>	Add	<del>Add</del>	Div			





# Scoreboard Cycle 18

Instruction stream  
Instruction status:

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2			
LD	F2	45+	R3			
MULTD	F0	F2	F4		✓	
SUBD	F8	F6	F2			
DIVD	F10	F0	F6	✓		
ADDD	F6	F8	F2		✓	

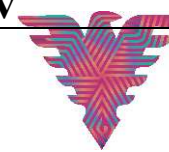
Last cycle of Mul

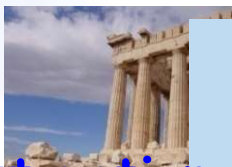
Function Unit Status:

				des	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>		
Time	Name	Busy	Op	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No	load	F2	R3				No	
	Mult1	Yes	Mul	F0	F2	F4			No	No
	Mult2	No								
	Add	Yes	ADD	F6	F8	F2			No	No
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU	Mult1	<del>ADD</del>	<del>ADD</del>	Add	<del>ADD</del>	Div			





# Scoreboard Cycle 19

Instruction stream  
Instruction status:

				Read	Exec	Write
Instruction	<i>j</i>	<i>k</i>	Issue	Oprand	Comp	Result
LD	F6	34+	R2			
LD	F2	45+	R3			
MULTD	F0	F2	F4			✓
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2		✓	

Function Unit Status:

Unit Statous:

			des	S1	S2	RS	RS			
Time	Name	Busy	Op	Fi	Fj	Fk	Qj	Qk	Rj	Rk
	Integer	No	load	F2	R3				No	
	Mult1	No	Mul	F0	F2	F4			No	No
	Mult2	No								
	Add	Yes	ADD	F6	F8	F2			No	No
	Divide	Yes	Div	F10	F0	F6	Mult1		Yes	Yes

Register result status:

Clock		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0	FU				Add		Div			

