



# Chapter 4

## The Processor

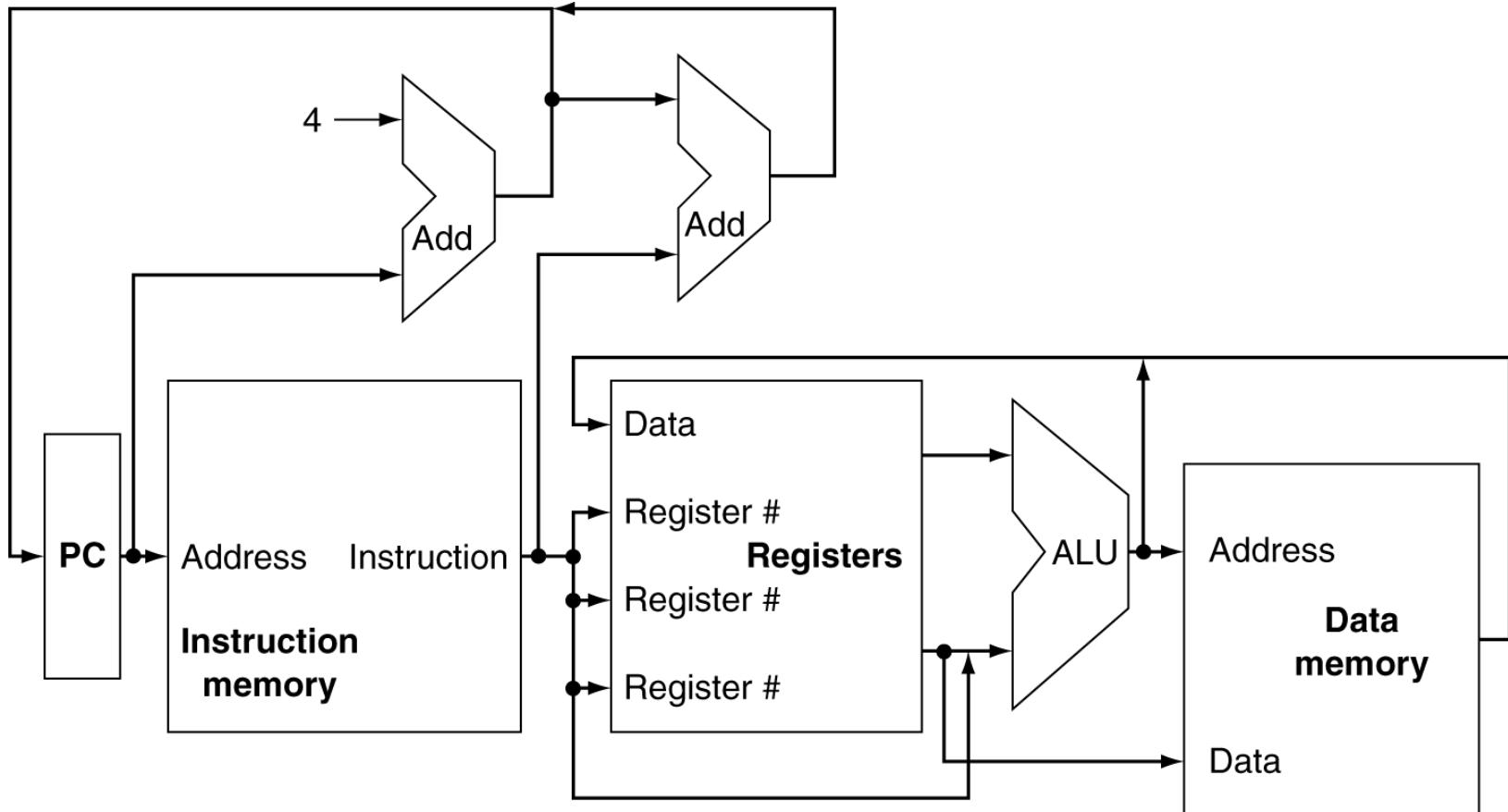
# Introduction

- CPU performance factors
  - Instruction count
    - Determined by ISA and compiler
  - CPI and Cycle time
    - Determined by CPU hardware
- We will examine two LEGv8 implementations
  - A simplified version
  - A more realistic pipelined version
- Simple subset, shows most aspects
  - Memory reference: LDUR, STUR
  - Arithmetic/logical: add, sub, and, or, slt
  - Control transfer: beq, j

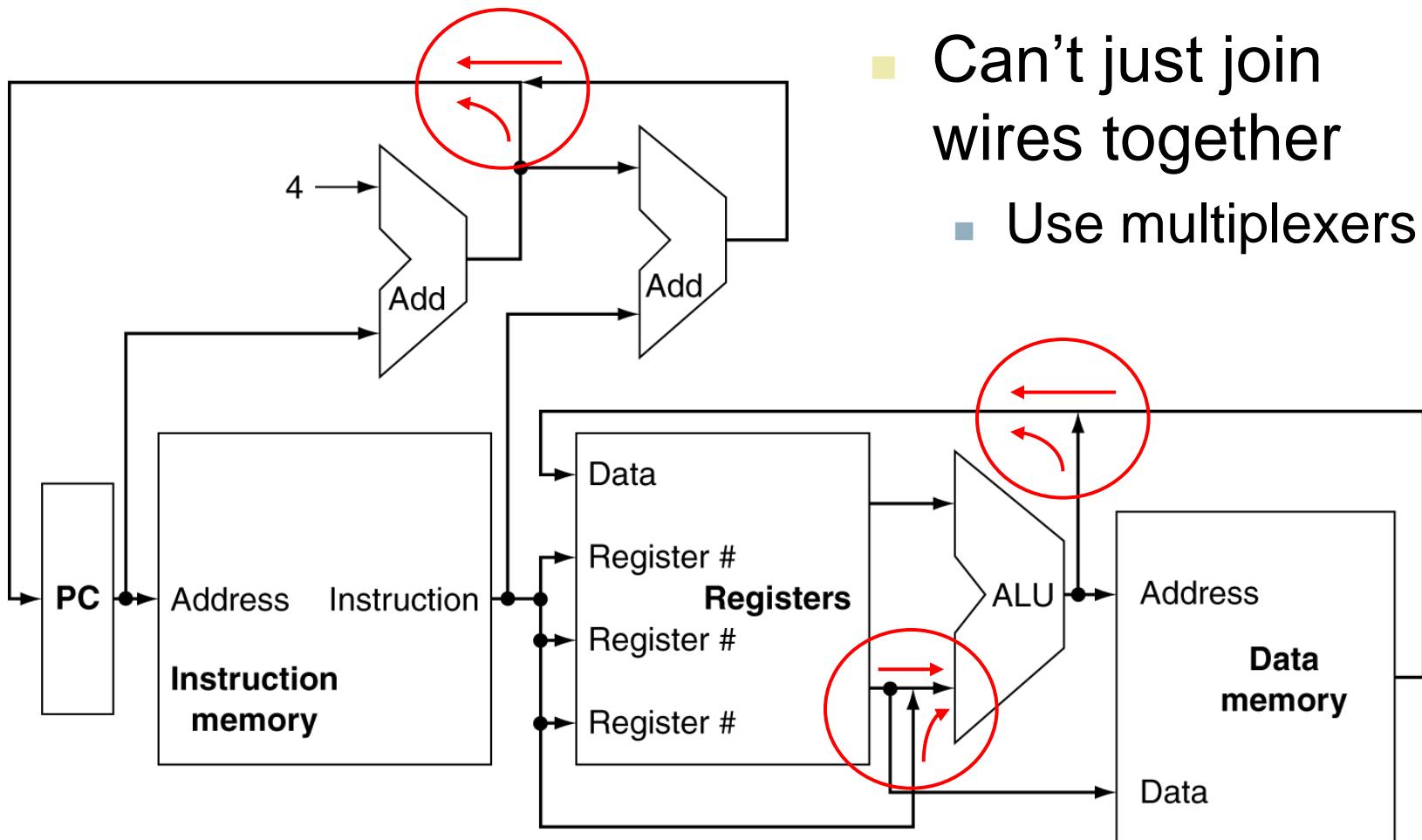
# Instruction Execution

- PC → instruction memory, fetch instruction
- Register numbers → register file, read registers
- Depending on instruction class
  - Use ALU to calculate
    - Arithmetic result
    - Memory address for load/store
    - Branch target address
  - Access data memory for load/store
  - PC ← target address or PC + 4

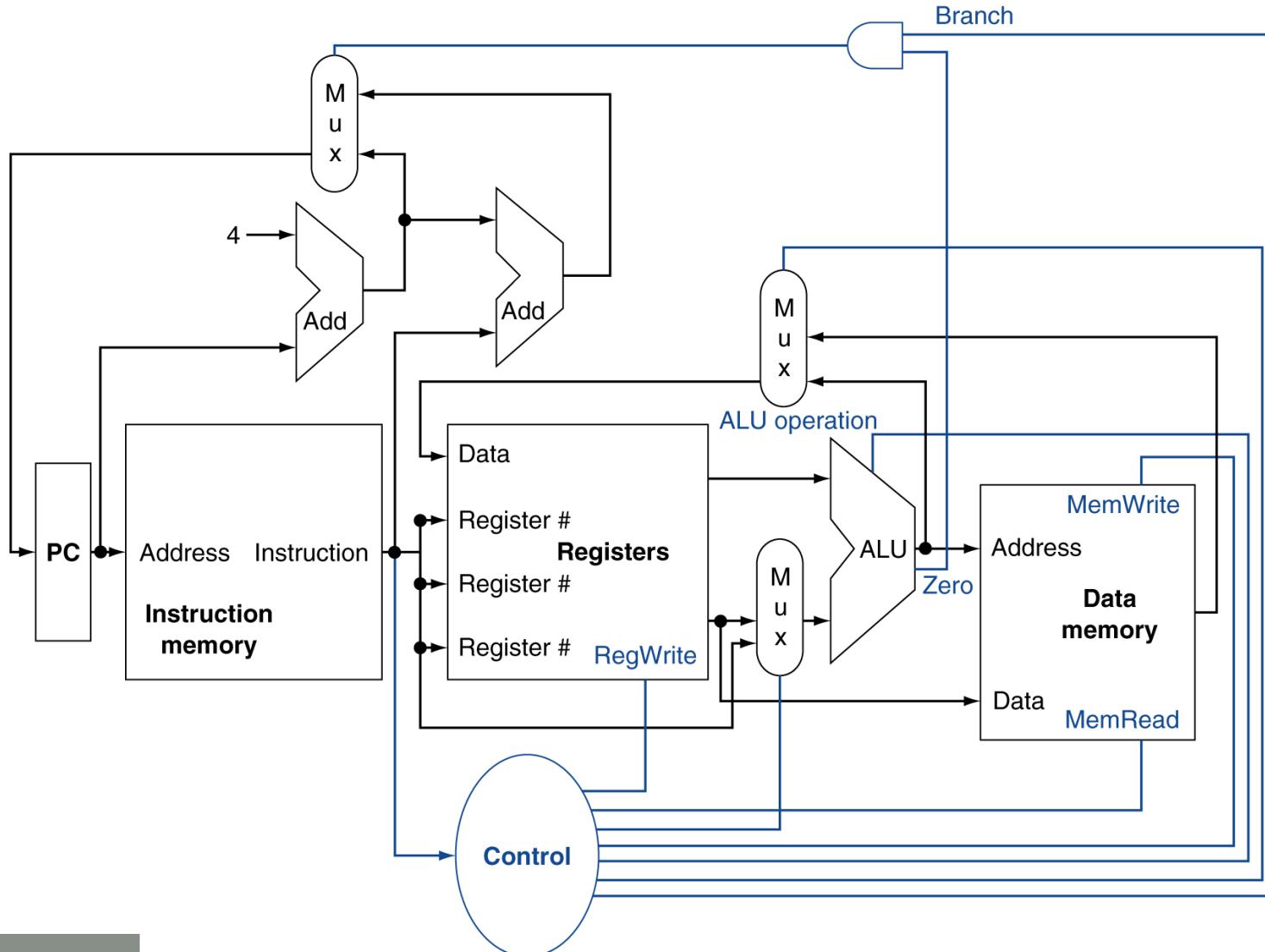
# CPU Overview



# Multiplexers



# Control

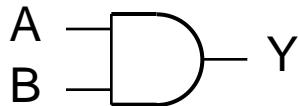


# Logic Design Basics

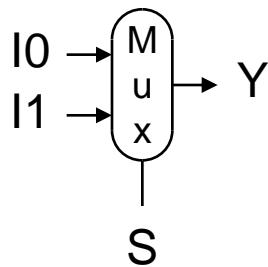
- Information encoded in binary
  - Low voltage = 0, High voltage = 1
  - One wire per bit
  - Multi-bit data encoded on multi-wire buses
- Combinational element
  - Operate on data
  - Output is a function of input
- State (sequential) elements
  - Store information

# Combinational Elements

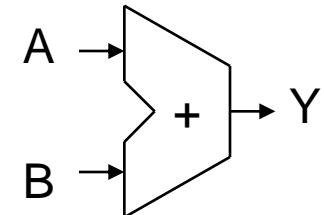
- AND-gate
  - $Y = A \& B$



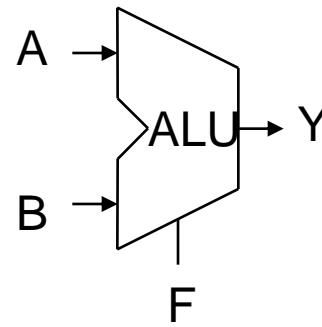
- Multiplexer
  - $Y = S ? I_1 : I_0$



- Adder
  - $Y = A + B$

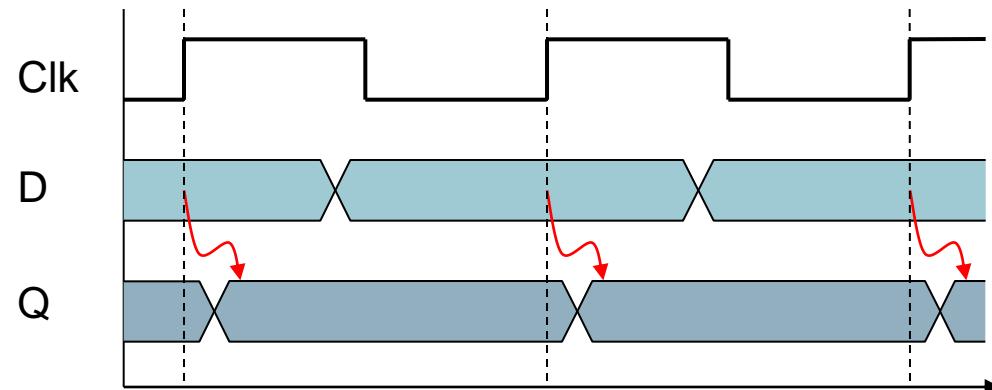
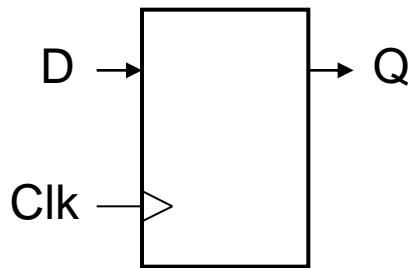


- Arithmetic/Logic Unit
  - $Y = F(A, B)$



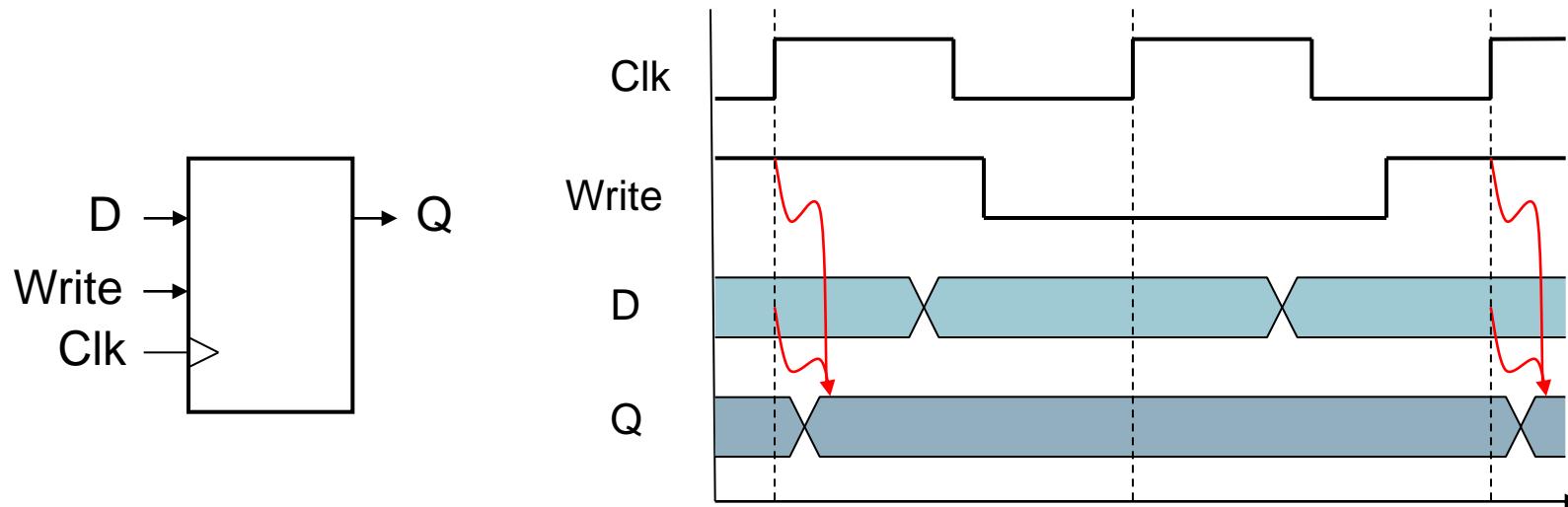
# Sequential Elements

- Register: stores data in a circuit
  - Uses a clock signal to determine when to update the stored value
  - Edge-triggered: update when Clk changes from 0 to 1



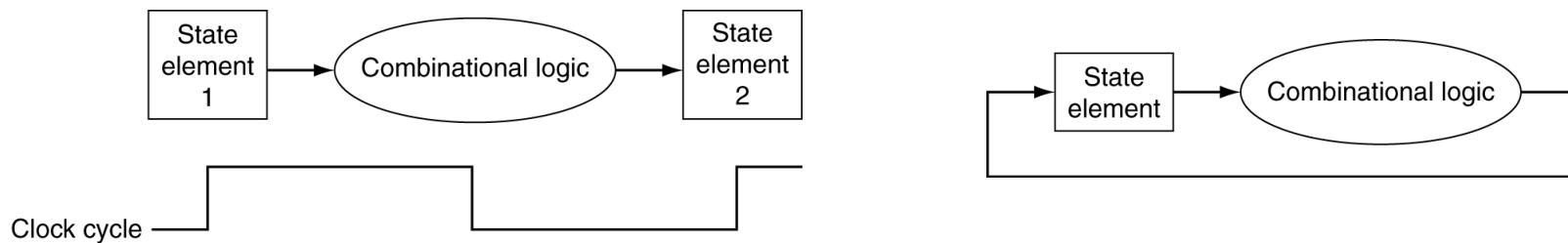
# Sequential Elements

- Register with write control
  - Only updates on clock edge when write control input is 1
  - Used when stored value is required later



# Clocking Methodology

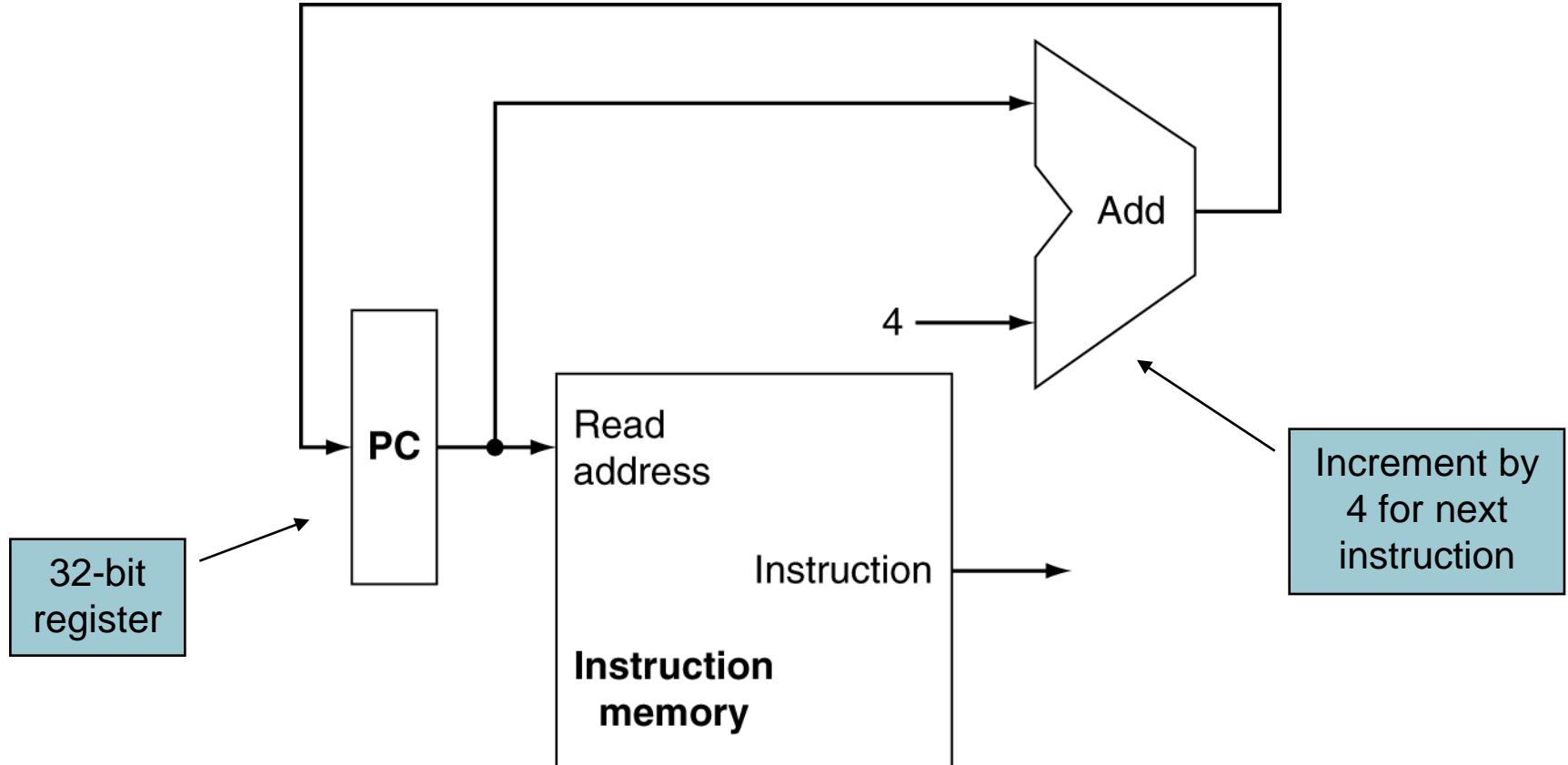
- Combinational logic transforms data during clock cycles
  - Between clock edges
  - Input from state elements, output to state element
  - Longest delay determines clock period



# Building a Datapath

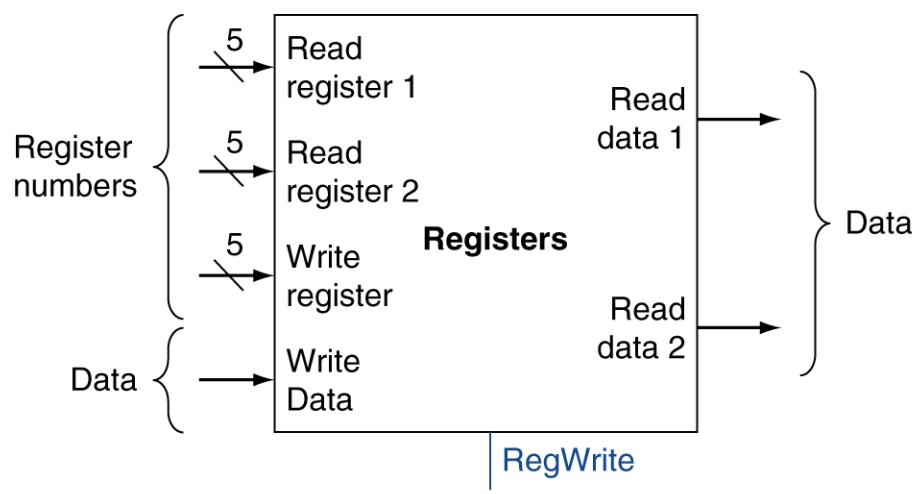
- Datapath
  - Elements that process data and addresses in the CPU
    - Registers, ALUs, mux's, memories, ...
- We will build a LEGv8 datapath incrementally
  - Refining the overview design

# Instruction Fetch

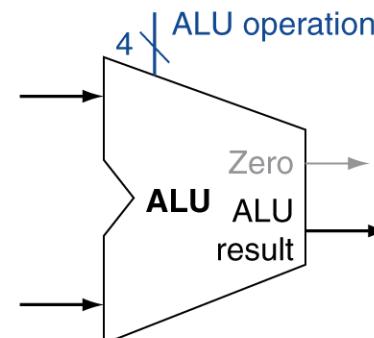


# R-Format Instructions

- Read two register operands
- Perform arithmetic/logical operation
- Write register result



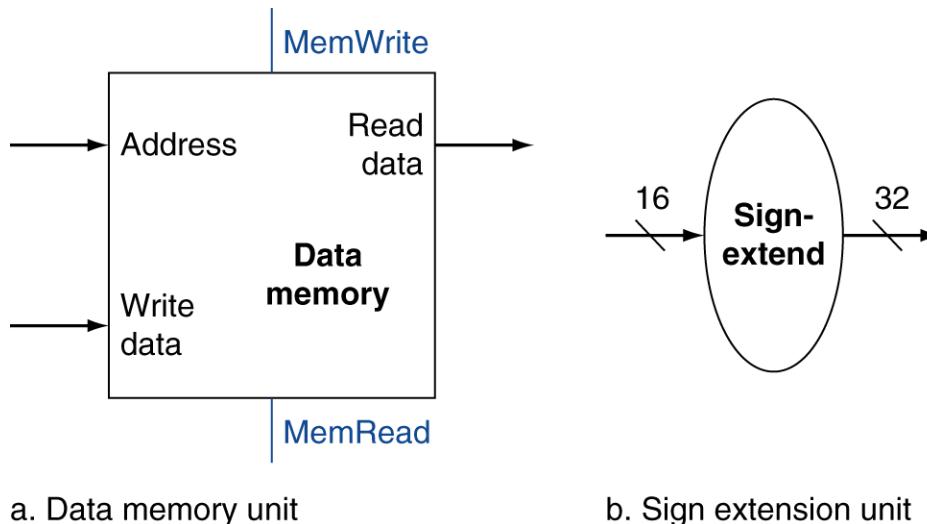
a. Registers



b. ALU

# Load/Store Instructions

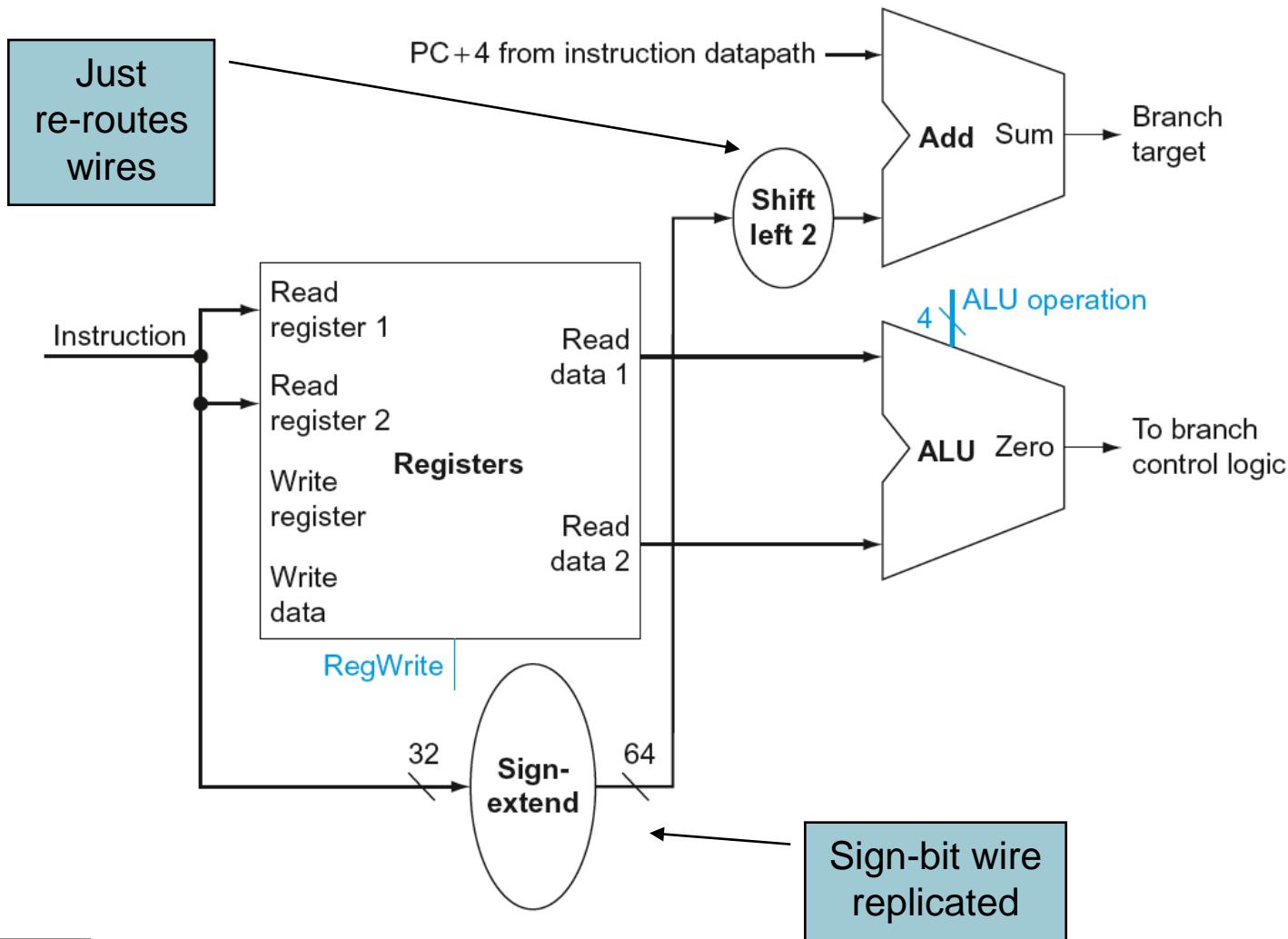
- Read register operands
- Calculate address using 16-bit offset
  - Use ALU, but sign-extend offset
- Load: Read memory and update register
- Store: Write register value to memory



# Branch Instructions

- Read register operands
- Compare operands
  - Use ALU, subtract and check Zero output
- Calculate target address
  - Sign-extend displacement
  - Shift left 2 places (word displacement)
  - Add to PC + 4
    - Already calculated by instruction fetch

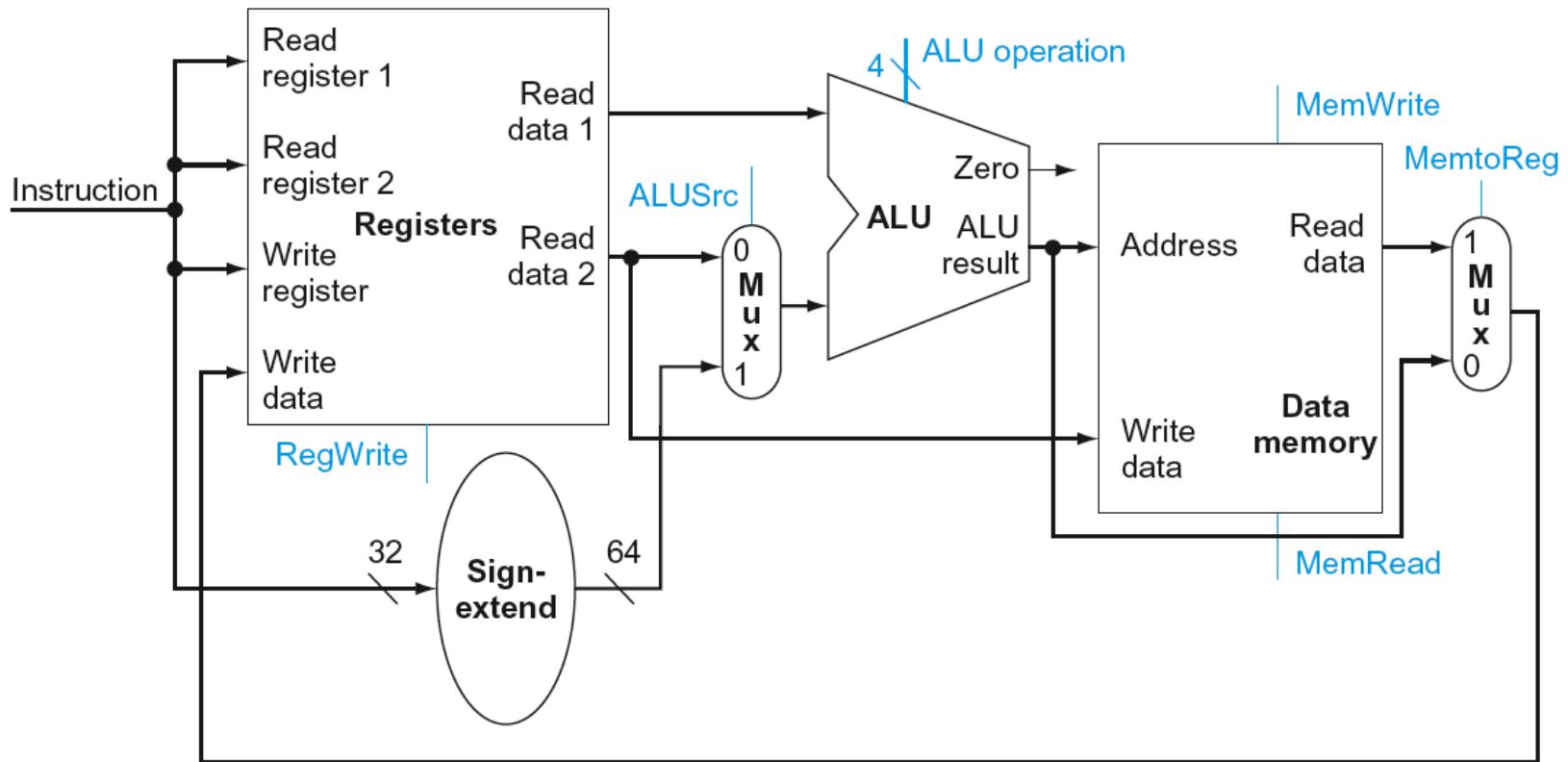
# Branch Instructions



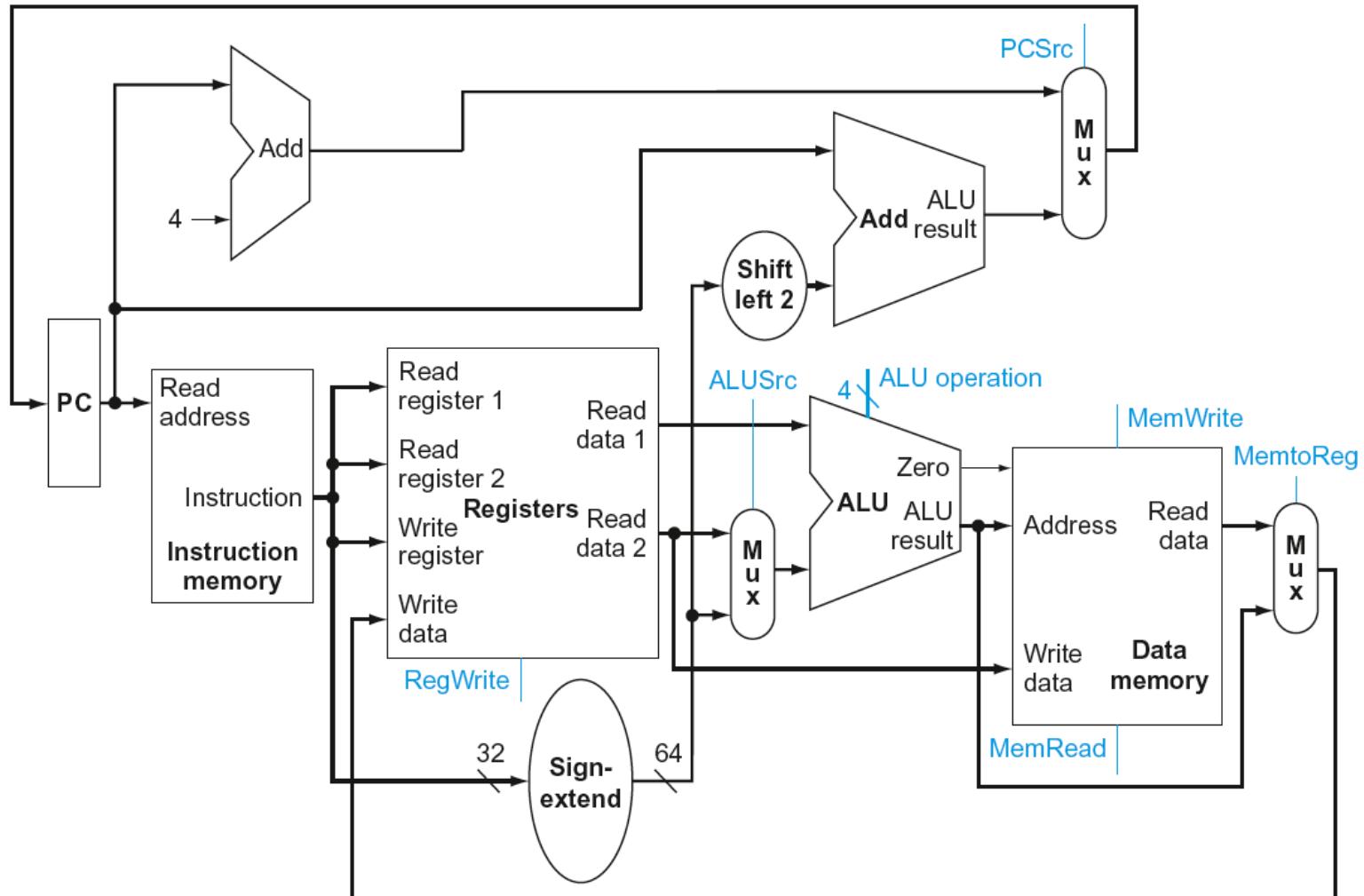
# Composing the Elements

- First-cut data path does an instruction in one clock cycle
  - Each datapath element can only do one function at a time
  - Hence, we need separate instruction and data memories
- Use multiplexers where alternate data sources are used for different instructions

# R-Type/Load/Store Datapath



# Full Datapath



# ALU Control

- ALU used for
  - Load/Store:  $F = \text{add}$
  - Branch:  $F = \text{subtract}$
  - R-type:  $F$  depends on opcode

ALU control	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	pass input b
1100	NOR

# ALU Control

- Assume 2-bit ALUOp derived from opcode
  - Combinational logic derives ALU control

opcode	ALUOp	Operation	Opcode field	ALU function	ALU control
LDUR	00	load register	XXXXXXXXXXXX	add	0010
STUR	00	store register	XXXXXXXXXXXX	add	0010
CBZ	01	compare and branch on zero	XXXXXXXXXXXX	pass input b	0111
R-type	10	add	100000	add	0010
		subtract	100010	subtract	0110
		AND	100100	AND	0000
		ORR	100101	OR	0001

# The Main Control Unit

## ■ Control signals derived from instruction

Field	opcode	Rm	shamt	Rn	Rd
Bit positions	31:21	20:16	15:10	9:5	4:0

a. R-type instruction

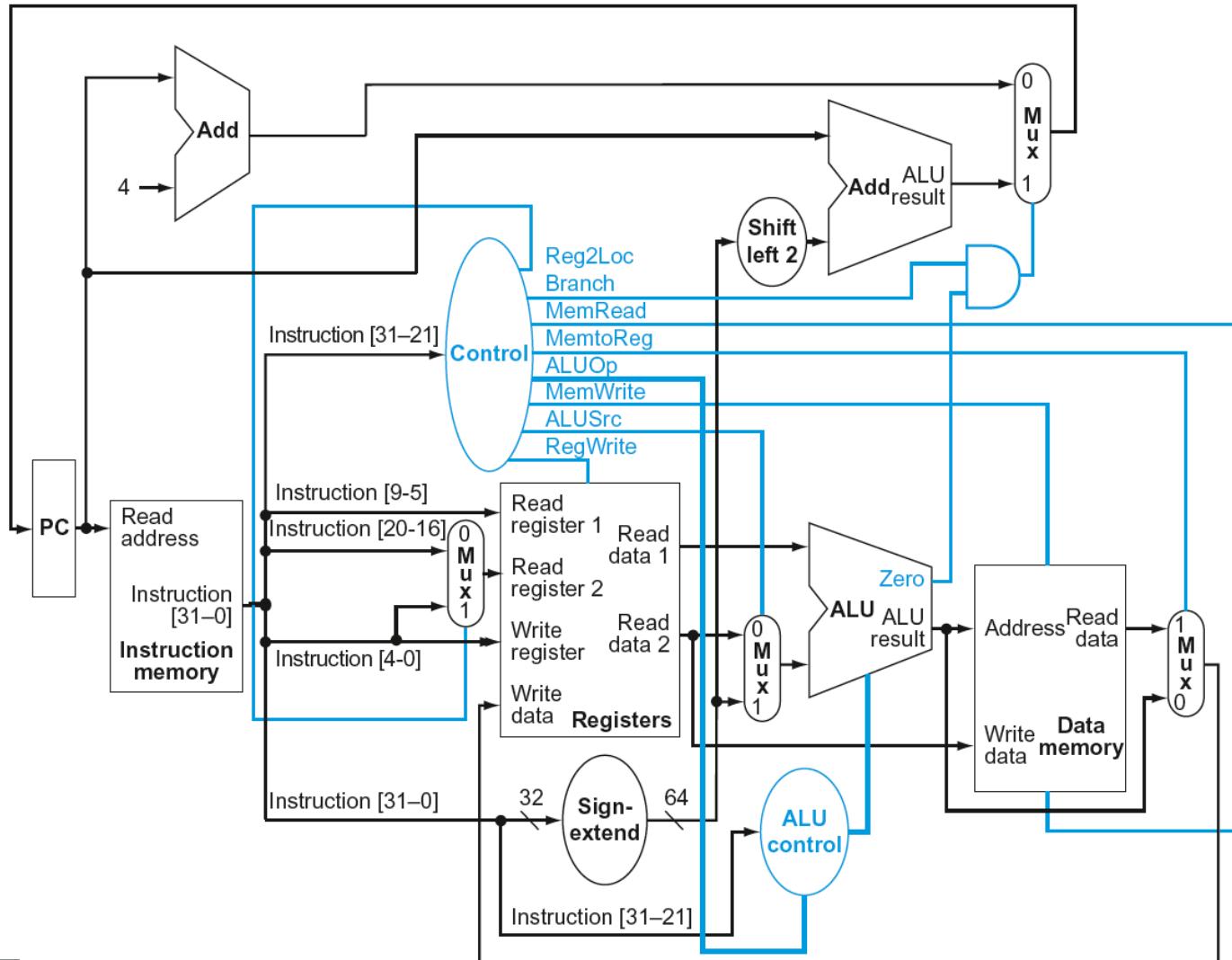
Field	1986 or 1984	address	0	Rn	Rt
Bit positions	31:21	20:12	11:10	9:5	4:0

b. Load or store instruction

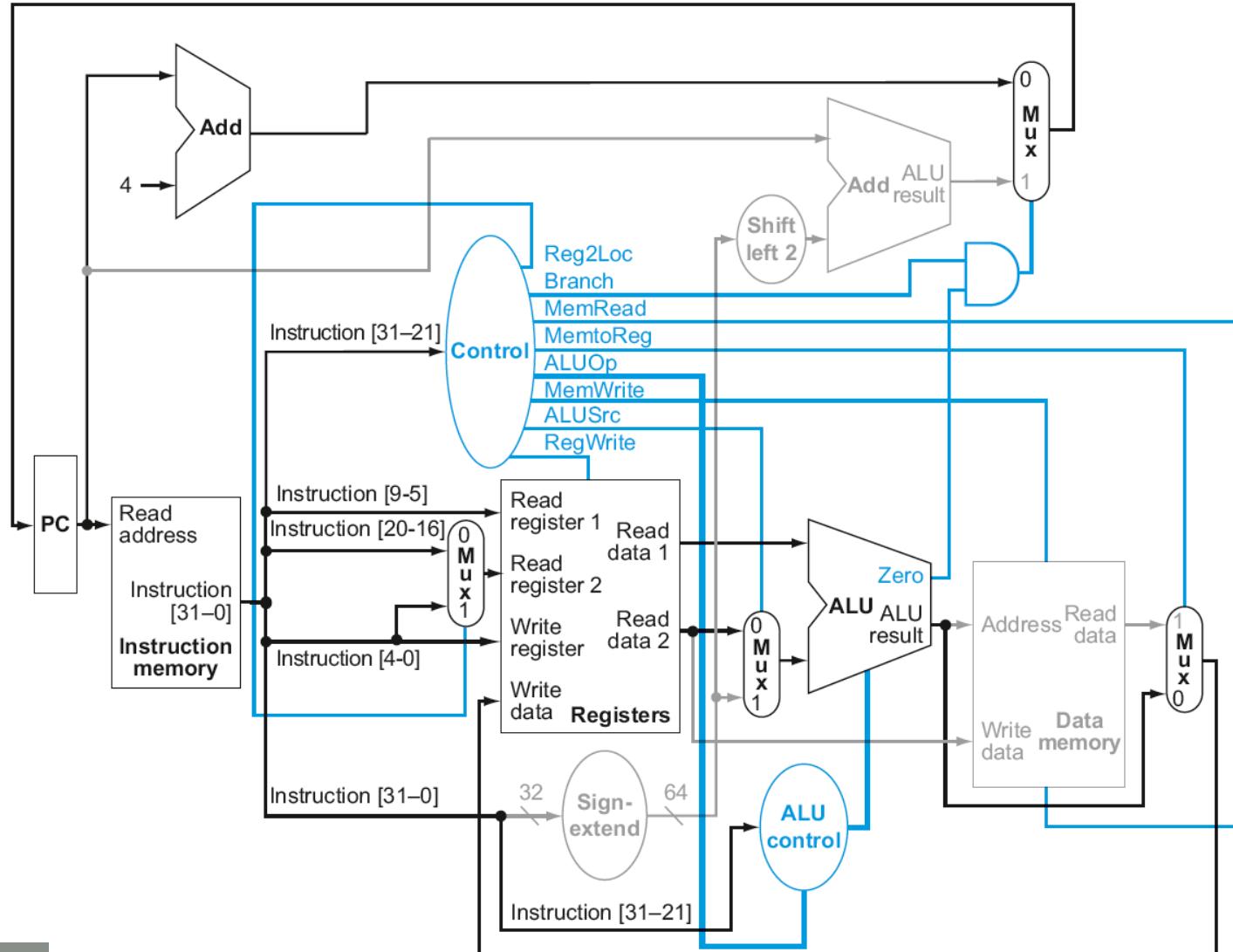
Field	180	address	Rt
Bit positions	31:26	23:5	4:0

c. Conditional branch instruction

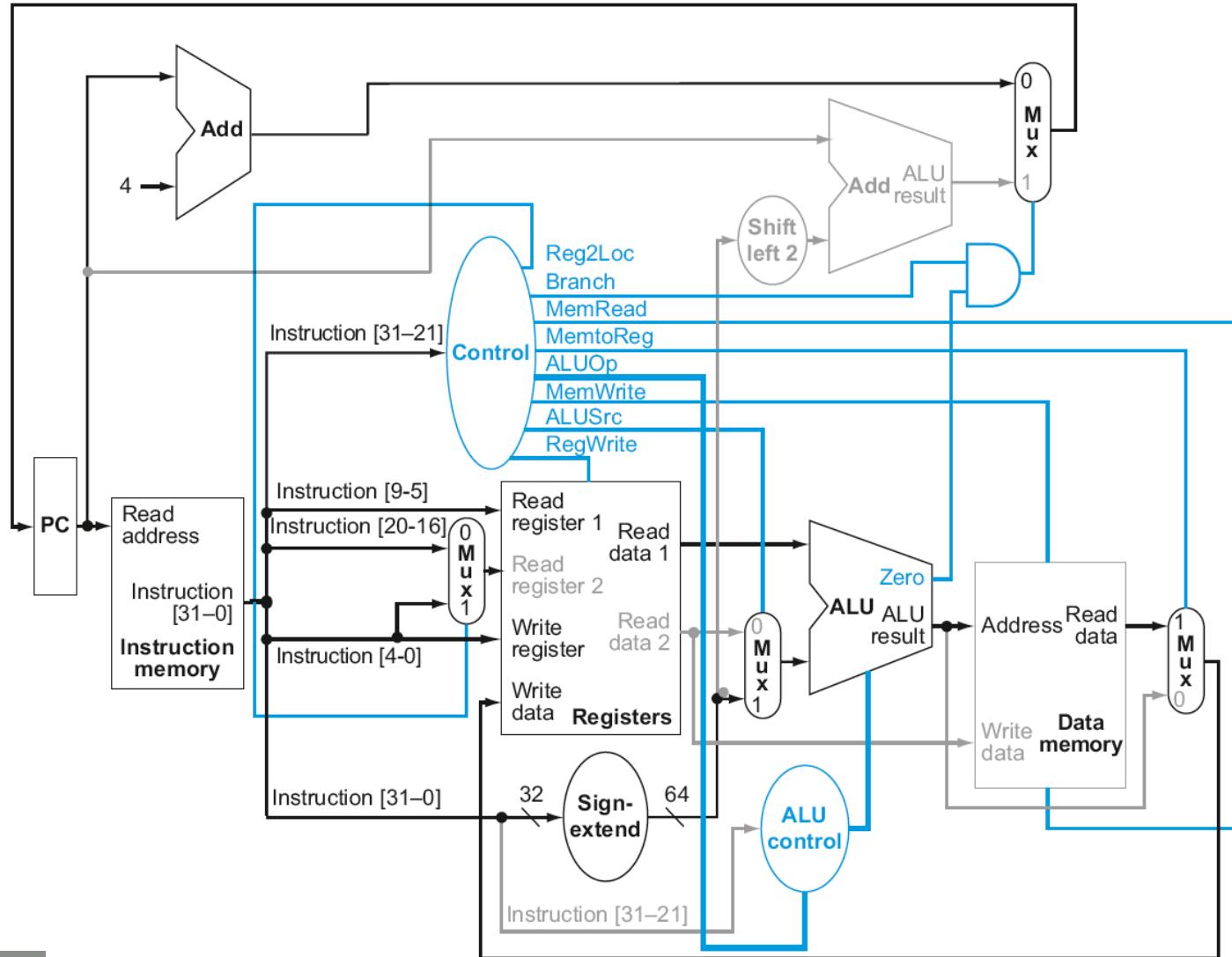
# Datapath With Control



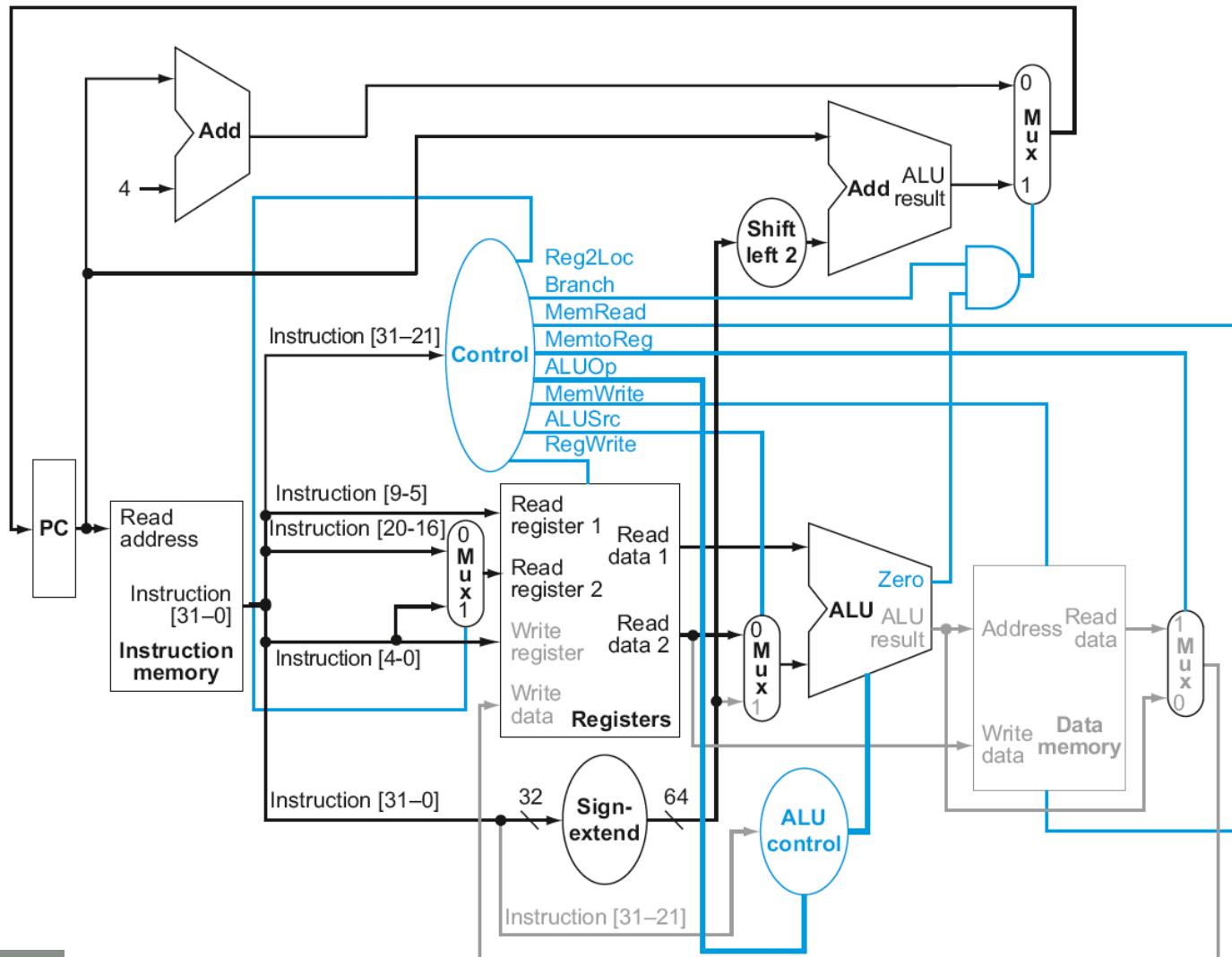
# R-Type Instruction



# Load Instruction

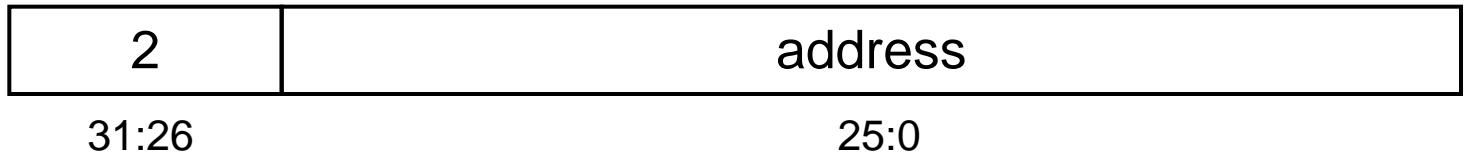


# CBZ Instruction



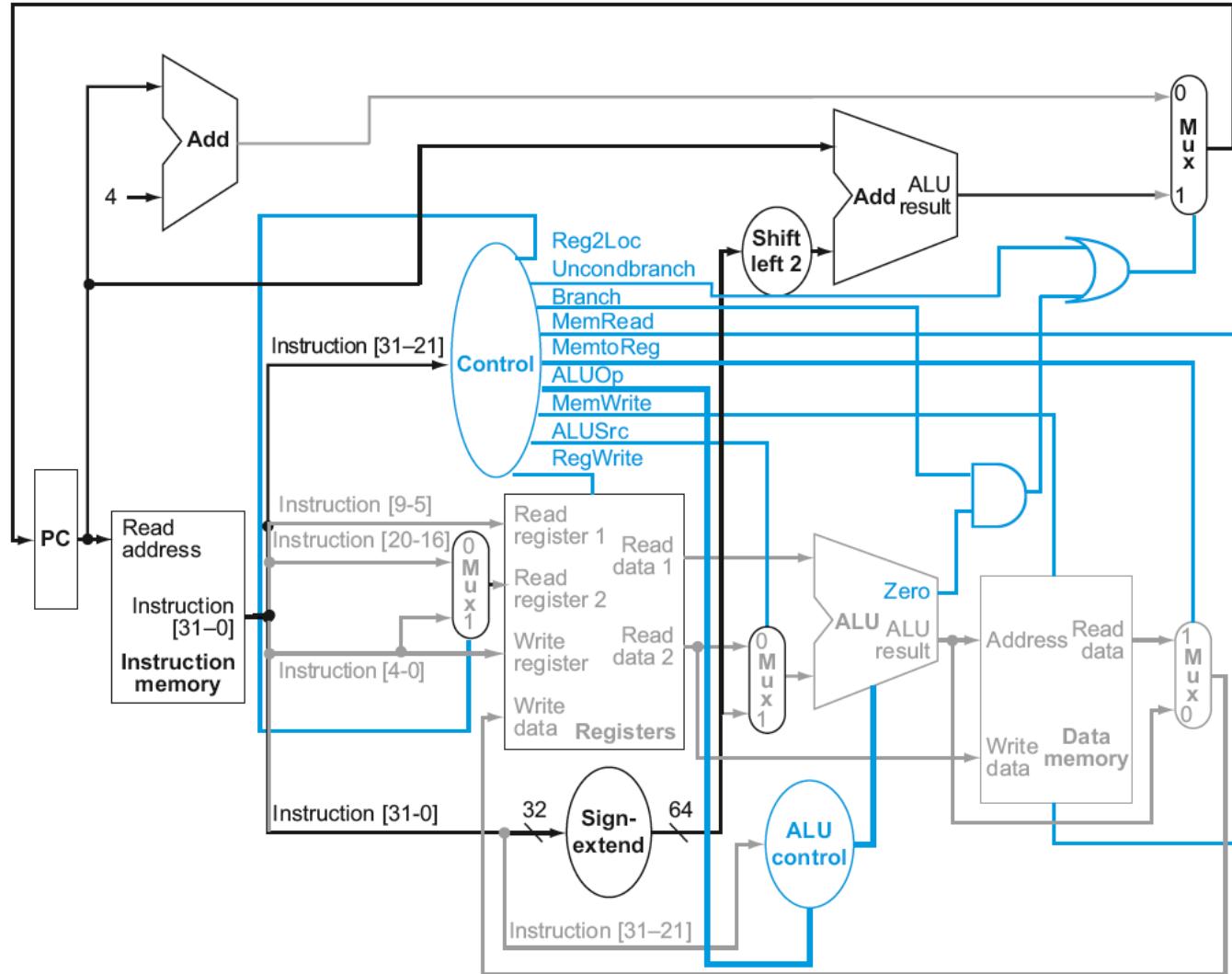
# Implementing Uncnd'l Branch

Jump



- Jump uses word address
- Update PC with concatenation of
  - Top 4 bits of old PC
  - 26-bit jump address
  - 00
- Need an extra control signal decoded from opcode

# Datapath With B Added

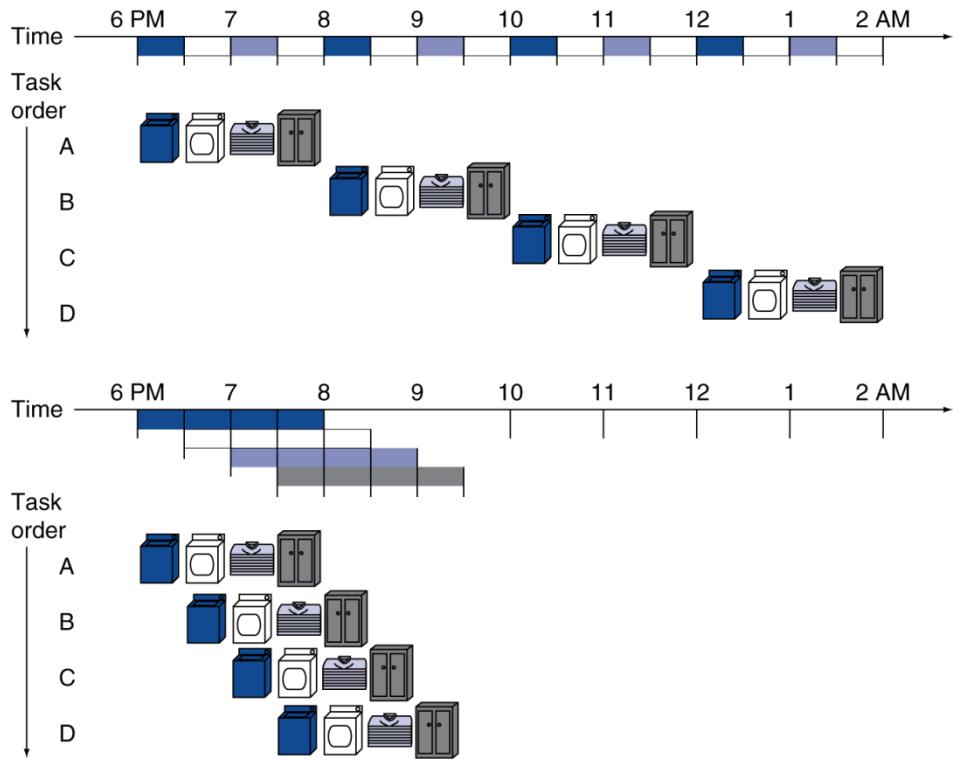


# Performance Issues

- Longest delay determines clock period
  - Critical path: load instruction
  - Instruction memory → register file → ALU → data memory → register file
- Not feasible to vary period for different instructions
- Violates design principle
  - Making the common case fast
- We will improve performance by pipelining

# Pipelining Analogy

- Pipelined laundry: overlapping execution
  - Parallelism improves performance



- Four loads:
  - Speedup  
 $= 8/3.5 = 2.3$
- Non-stop:
  - Speedup  
 $= 2n/0.5n + 1.5 \approx 4$   
= number of stages

# LEGv8 Pipeline

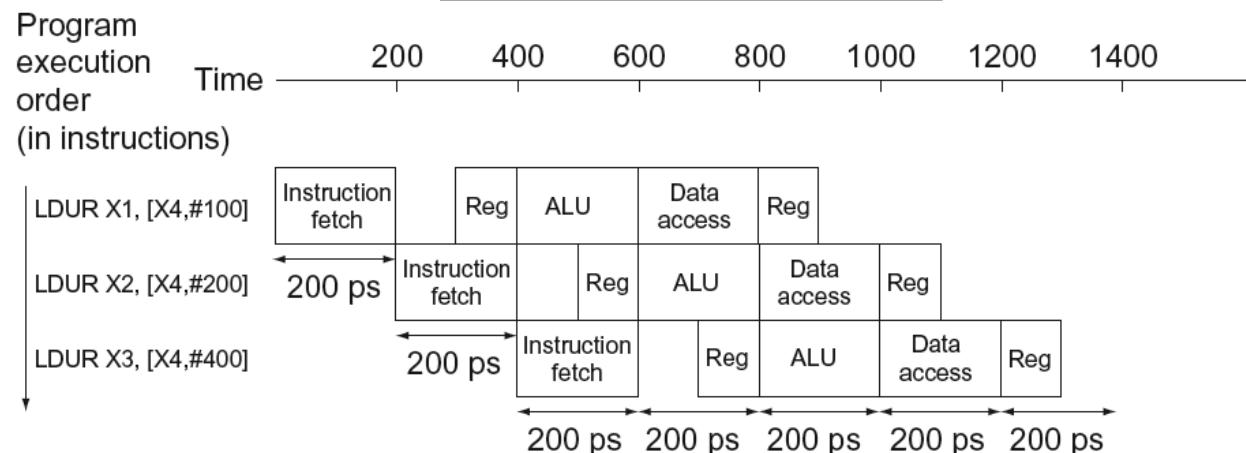
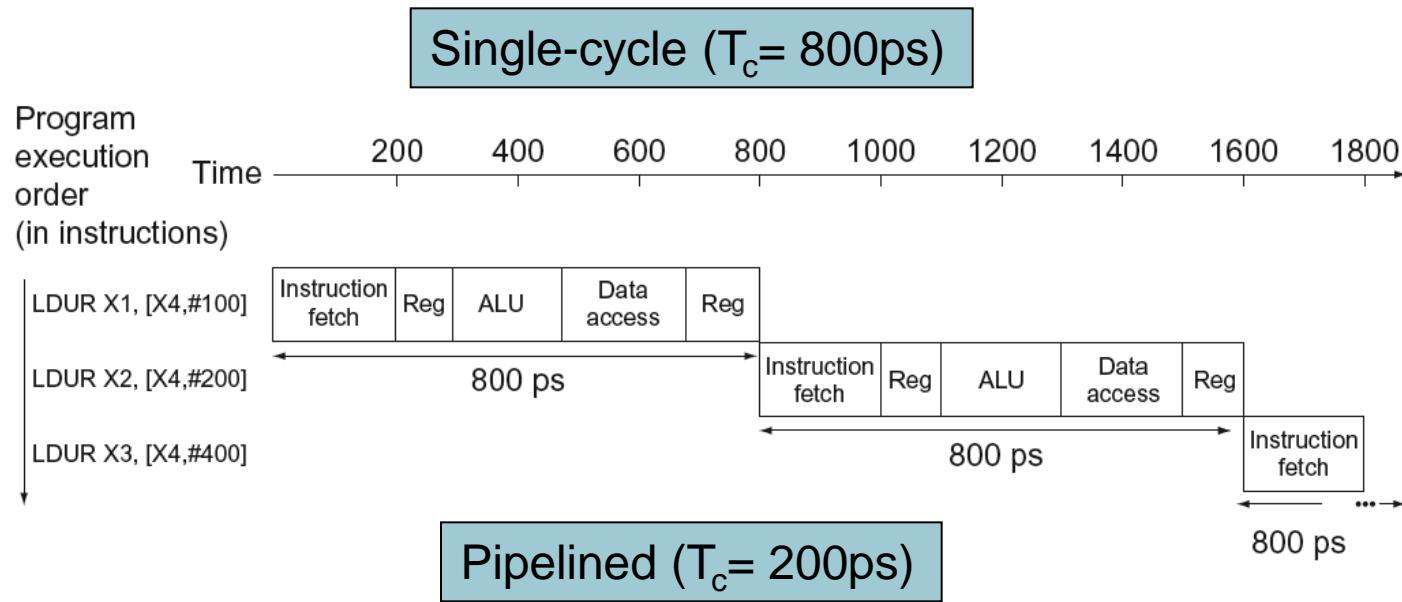
- Five stages, one step per stage
  1. IF: Instruction fetch from memory
  2. ID: Instruction decode & register read
  3. EX: Execute operation or calculate address
  4. MEM: Access memory operand
  5. WB: Write result back to register

# Pipeline Performance

- Assume time for stages is
  - 100ps for register read or write
  - 200ps for other stages
- Compare pipelined datapath with single-cycle datapath

Instr	Instr fetch	Register read	ALU op	Memory access	Register write	Total time
LDUR	200ps	100 ps	200ps	200ps	100 ps	800ps
STUR	200ps	100 ps	200ps	200ps		700ps
R-format	200ps	100 ps	200ps		100 ps	600ps
CBZ	200ps	100 ps	200ps			500ps

# Pipeline Performance



# Pipeline Speedup

- If all stages are balanced
  - i.e., all take the same time
  - Time between instructions<sub>pipelined</sub>  
= Time between instructions<sub>nonpipelined</sub>  

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Number of stages
- If not balanced, speedup is less
- Speedup due to increased throughput
  - Latency (time for each instruction) does not decrease

# Pipelining and ISA Design

- LEGv8 ISA designed for pipelining
  - All instructions are 32-bits
    - Easier to fetch and decode in one cycle
    - c.f. x86: 1- to 17-byte instructions
  - Few and regular instruction formats
    - Can decode and read registers in one step
  - Load/store addressing
    - Can calculate address in 3<sup>rd</sup> stage, access memory in 4<sup>th</sup> stage
  - Alignment of memory operands
    - Memory access takes only one cycle

# Hazards

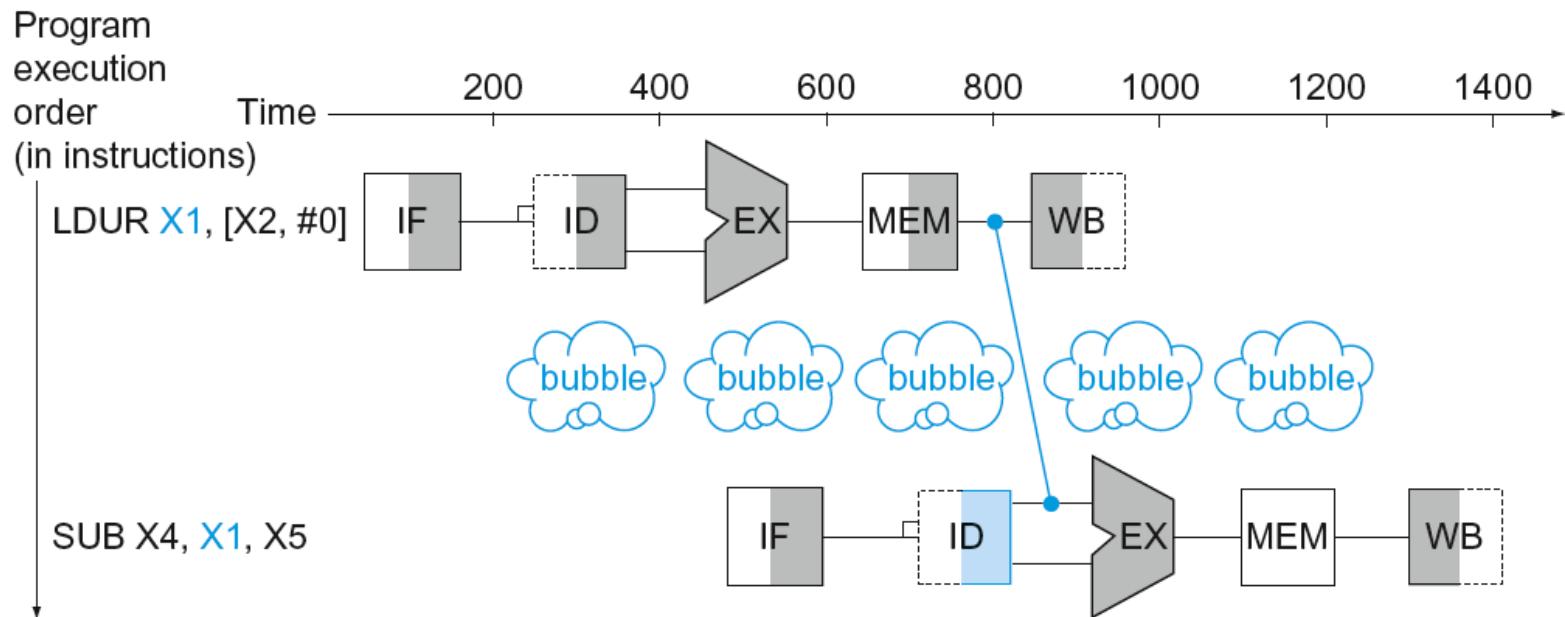
- Situations that prevent starting the next instruction in the next cycle
- Structure hazards
  - A required resource is busy
- Data hazard
  - Need to wait for previous instruction to complete its data read/write
- Control hazard
  - Deciding on control action depends on previous instruction

# Structure Hazards

- Conflict for use of a resource
- In LEGv8 pipeline with a single memory
  - Load/store requires data access
  - Instruction fetch would have to *stall* for that cycle
    - Would cause a pipeline “bubble”
- Hence, pipelined datapaths require separate instruction/data memories
  - Or separate instruction/data caches

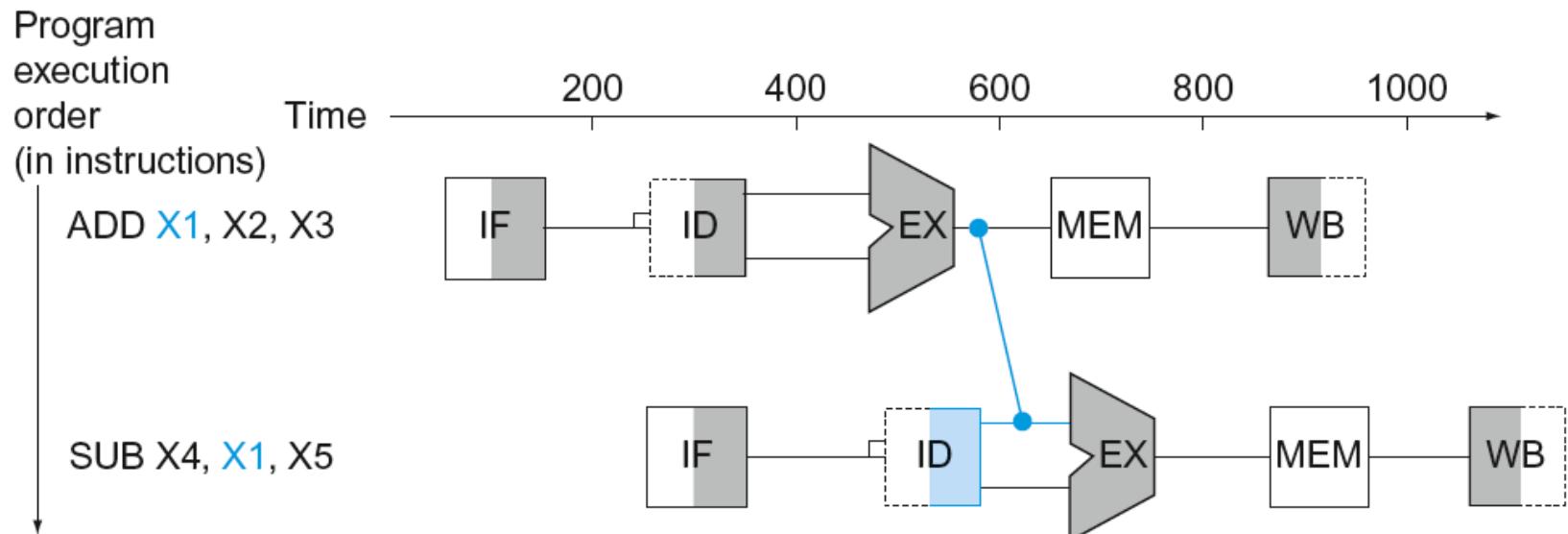
# Data Hazards

- An instruction depends on completion of data access by a previous instruction
  - ADD **x19**, x0, x1
  - SUB x2, **x19**, x3



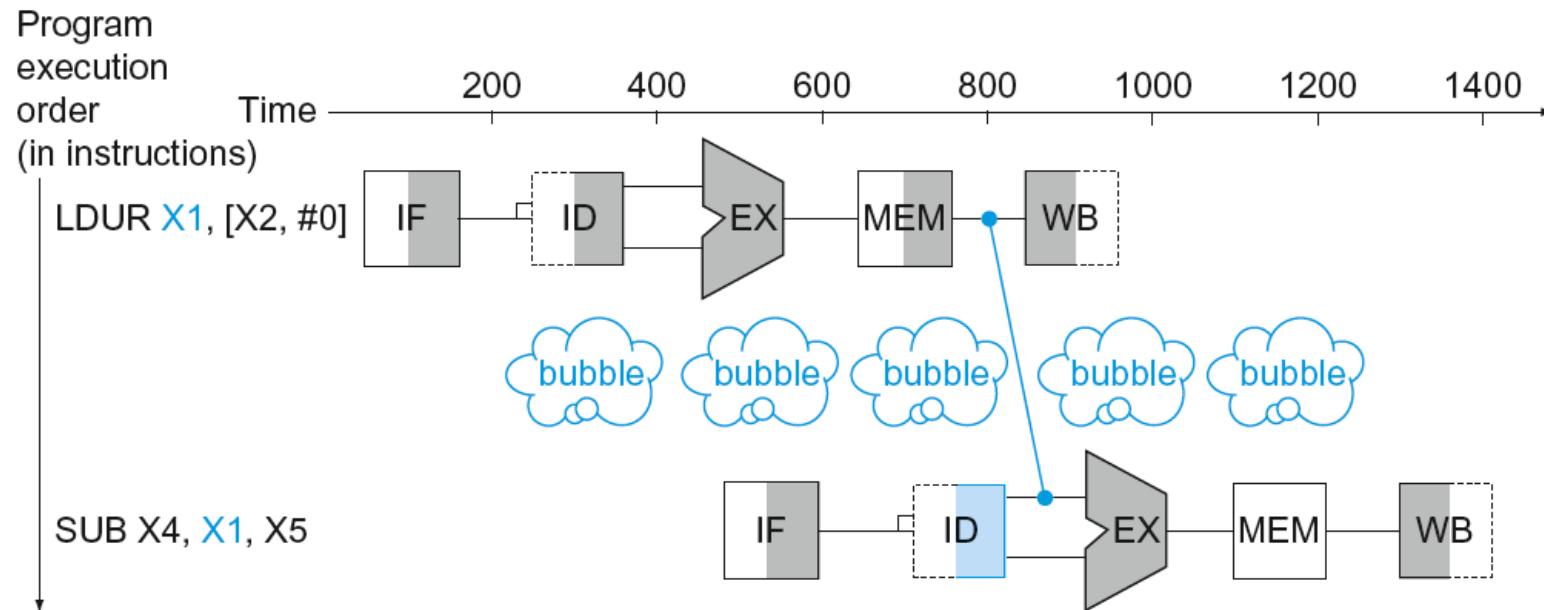
# Forwarding (aka Bypassing)

- Use result when it is computed
  - Don't wait for it to be stored in a register
  - Requires extra connections in the datapath



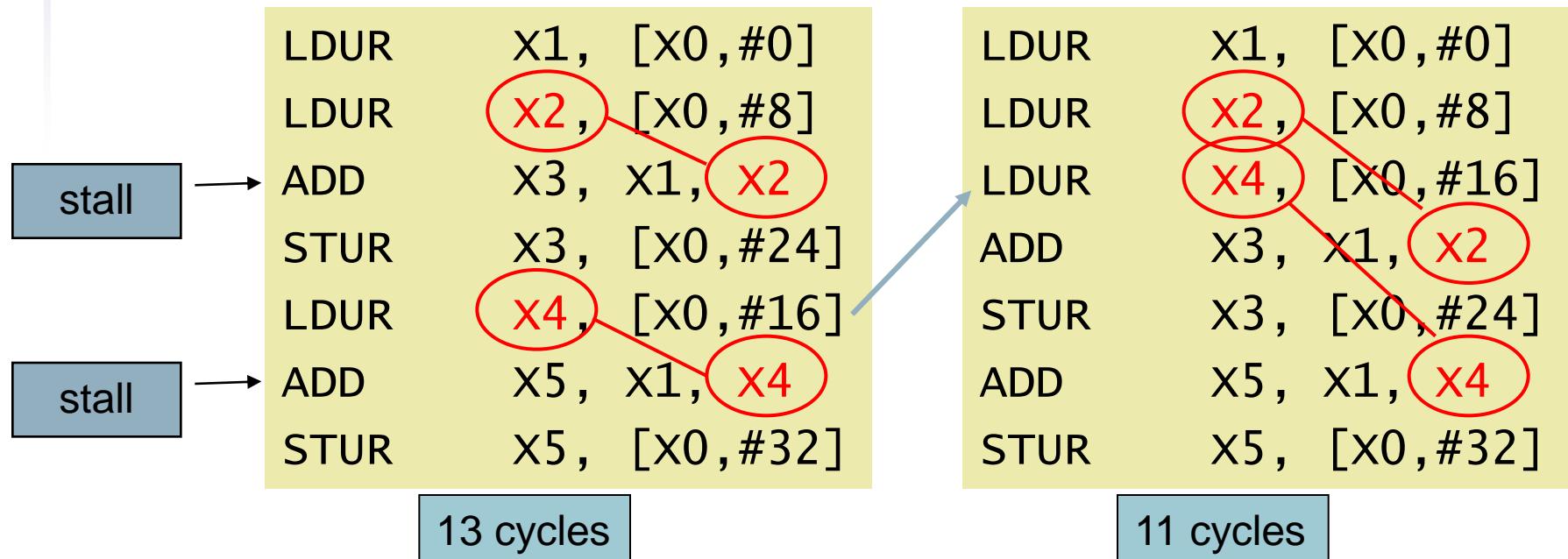
# Load-Use Data Hazard

- Can't always avoid stalls by forwarding
  - If value not computed when needed
  - Can't forward backward in time!



# Code Scheduling to Avoid Stalls

- Reorder code to avoid use of load result in the next instruction
- C code for  $A = B + E; C = B + F;$

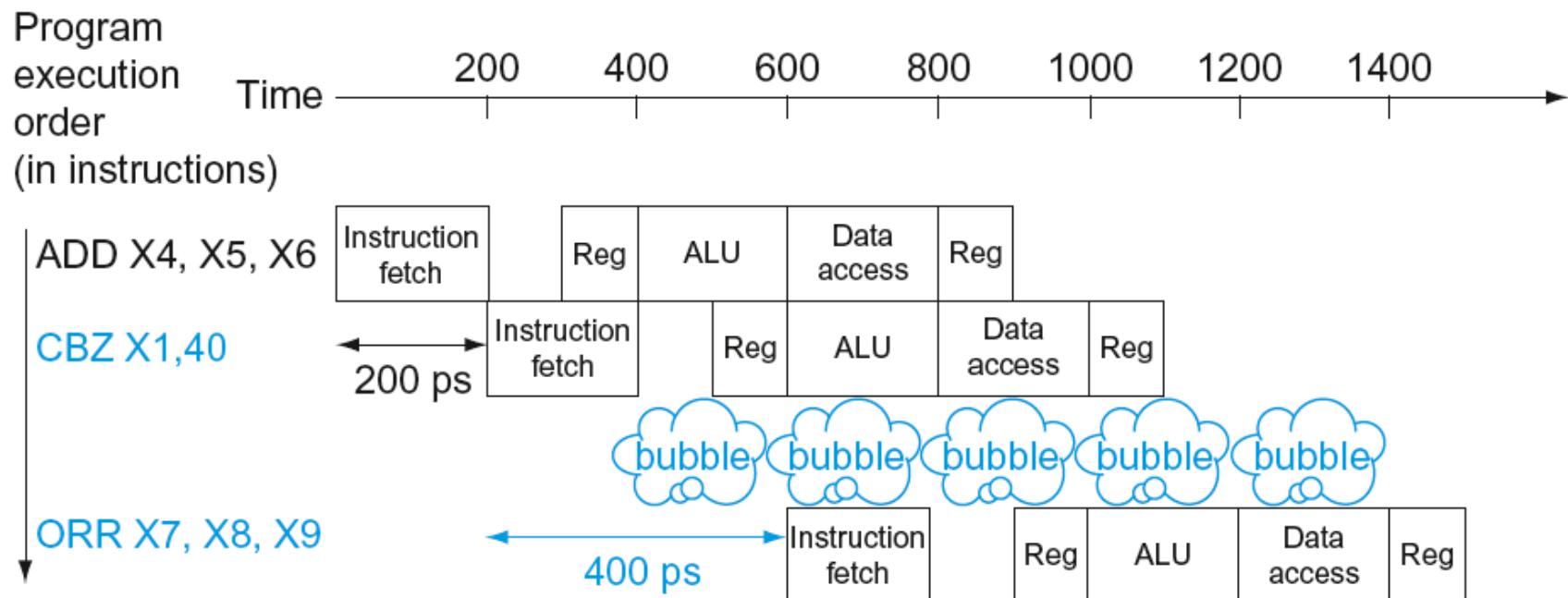


# Control Hazards

- Branch determines flow of control
  - Fetching next instruction depends on branch outcome
  - Pipeline can't always fetch correct instruction
    - Still working on ID stage of branch
- In LEGv8 pipeline
  - Need to compare registers and compute target early in the pipeline
  - Add hardware to do it in ID stage

# Stall on Branch

- Wait until branch outcome determined before fetching next instruction



# Branch Prediction

- Longer pipelines can't readily determine branch outcome early
  - Stall penalty becomes unacceptable
- Predict outcome of branch
  - Only stall if prediction is wrong
- In LEGv8 pipeline
  - Can predict branches not taken
  - Fetch instruction after branch, with no delay

# More-Realistic Branch Prediction

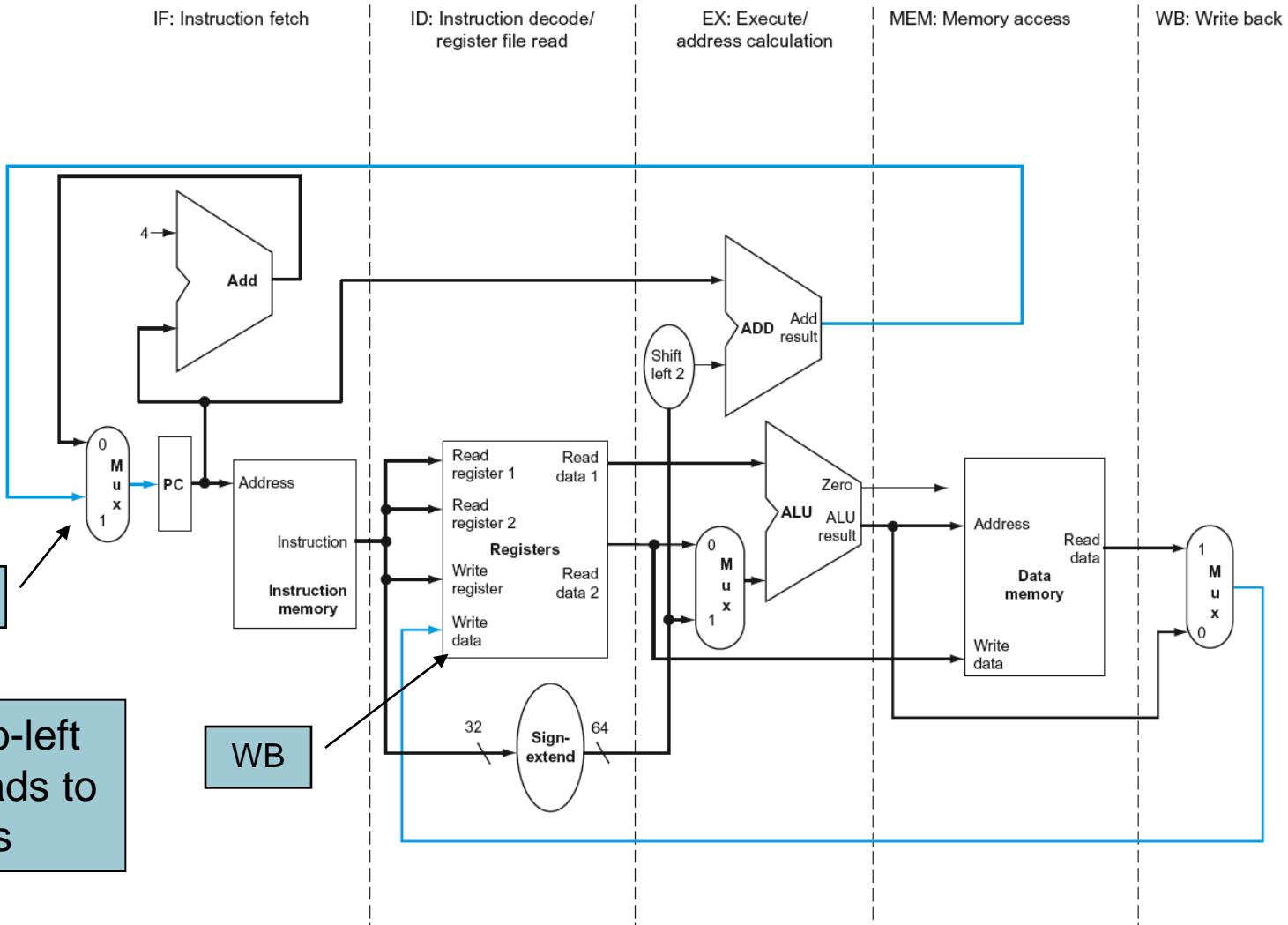
- Static branch prediction
  - Based on typical branch behavior
  - Example: loop and if-statement branches
    - Predict backward branches taken
    - Predict forward branches not taken
- Dynamic branch prediction
  - Hardware measures actual branch behavior
    - e.g., record recent history of each branch
  - Assume future behavior will continue the trend
    - When wrong, stall while re-fetching, and update history

# Pipeline Summary

## The BIG Picture

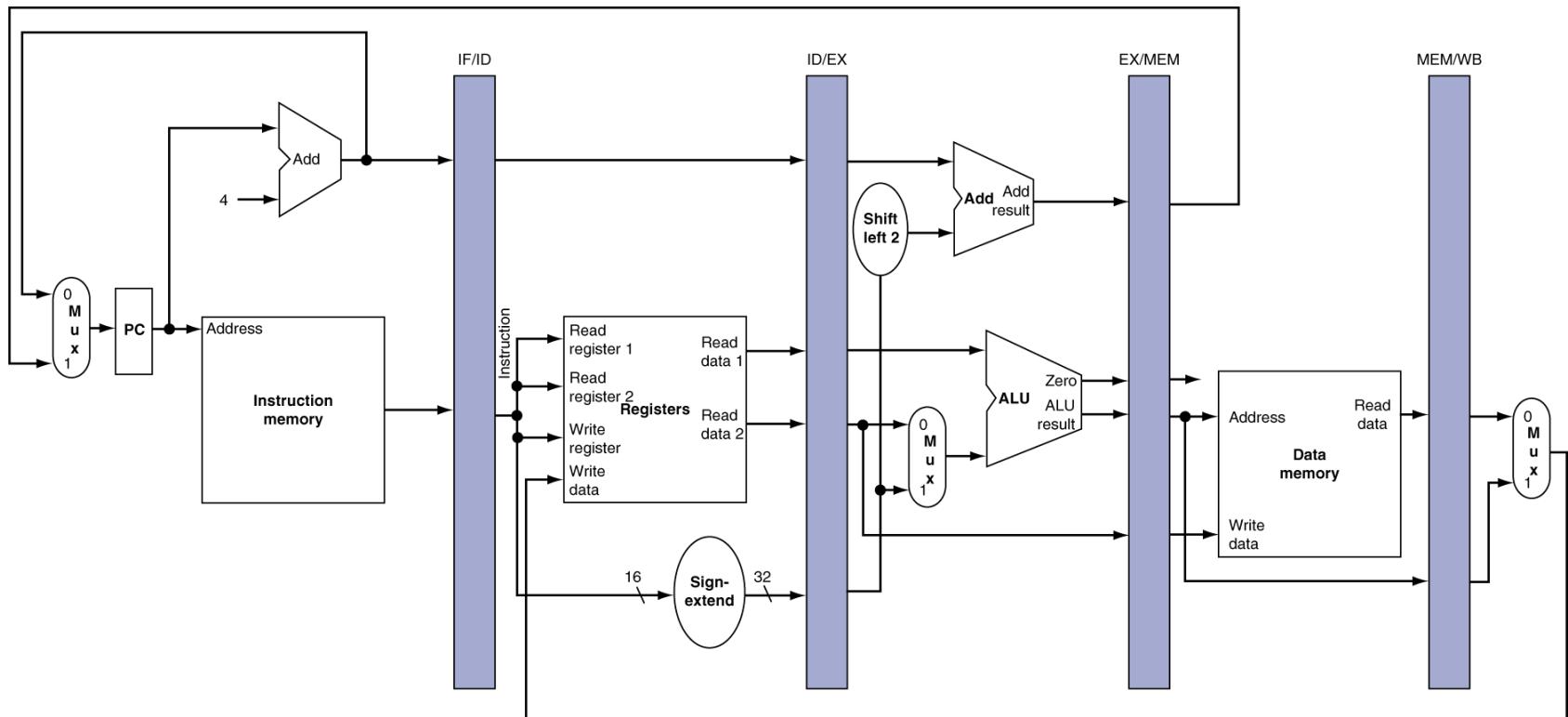
- Pipelining improves performance by increasing instruction throughput
  - Executes multiple instructions in parallel
  - Each instruction has the same latency
- Subject to hazards
  - Structure, data, control
- Instruction set design affects complexity of pipeline implementation

# LEGv8 Pipelined Datapath



# Pipeline registers

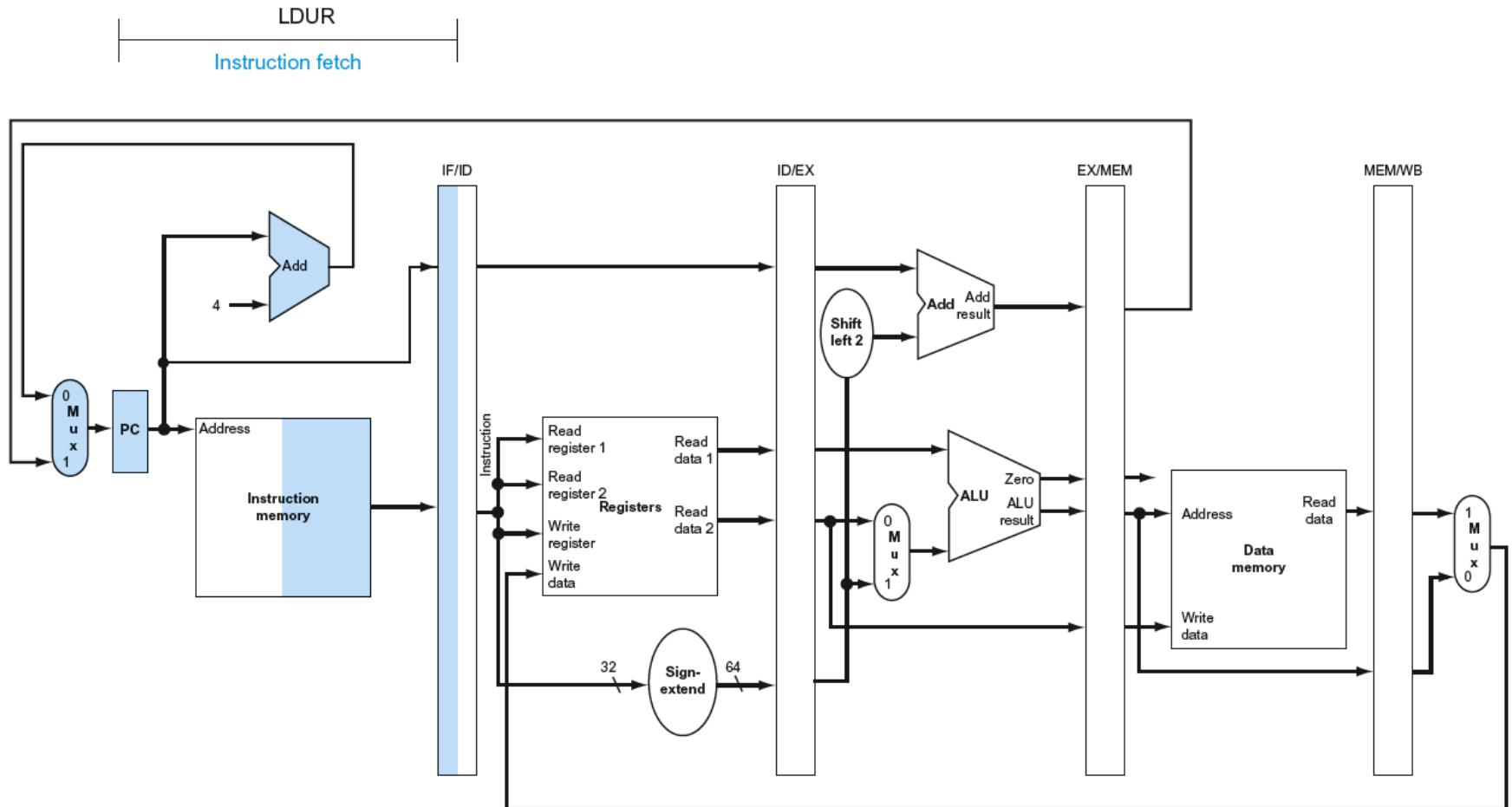
- Need registers between stages
  - To hold information produced in previous cycle



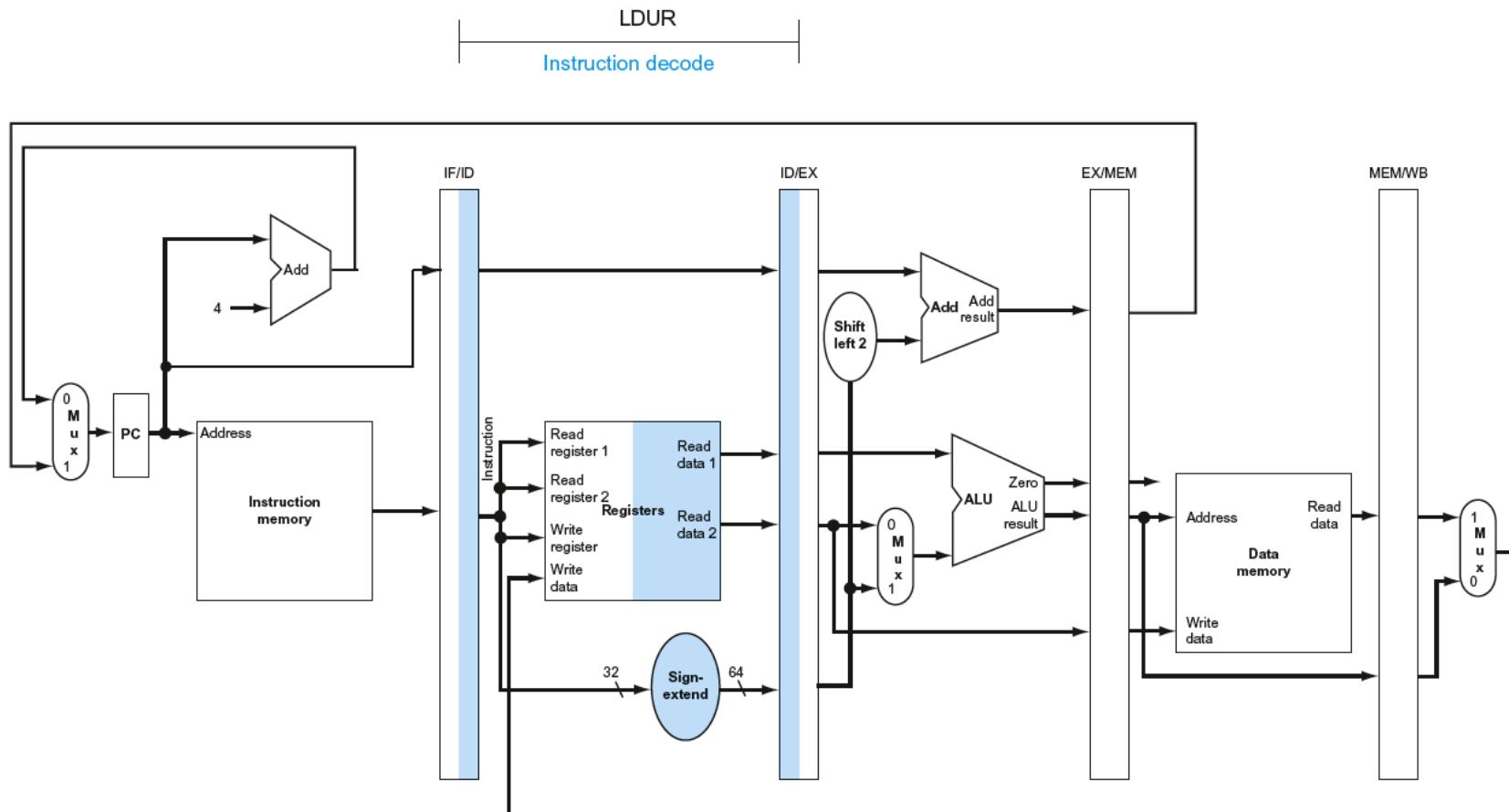
# Pipeline Operation

- Cycle-by-cycle flow of instructions through the pipelined datapath
  - “Single-clock-cycle” pipeline diagram
    - Shows pipeline usage in a single cycle
    - Highlight resources used
  - c.f. “multi-clock-cycle” diagram
    - Graph of operation over time
- We'll look at “single-clock-cycle” diagrams for load & store

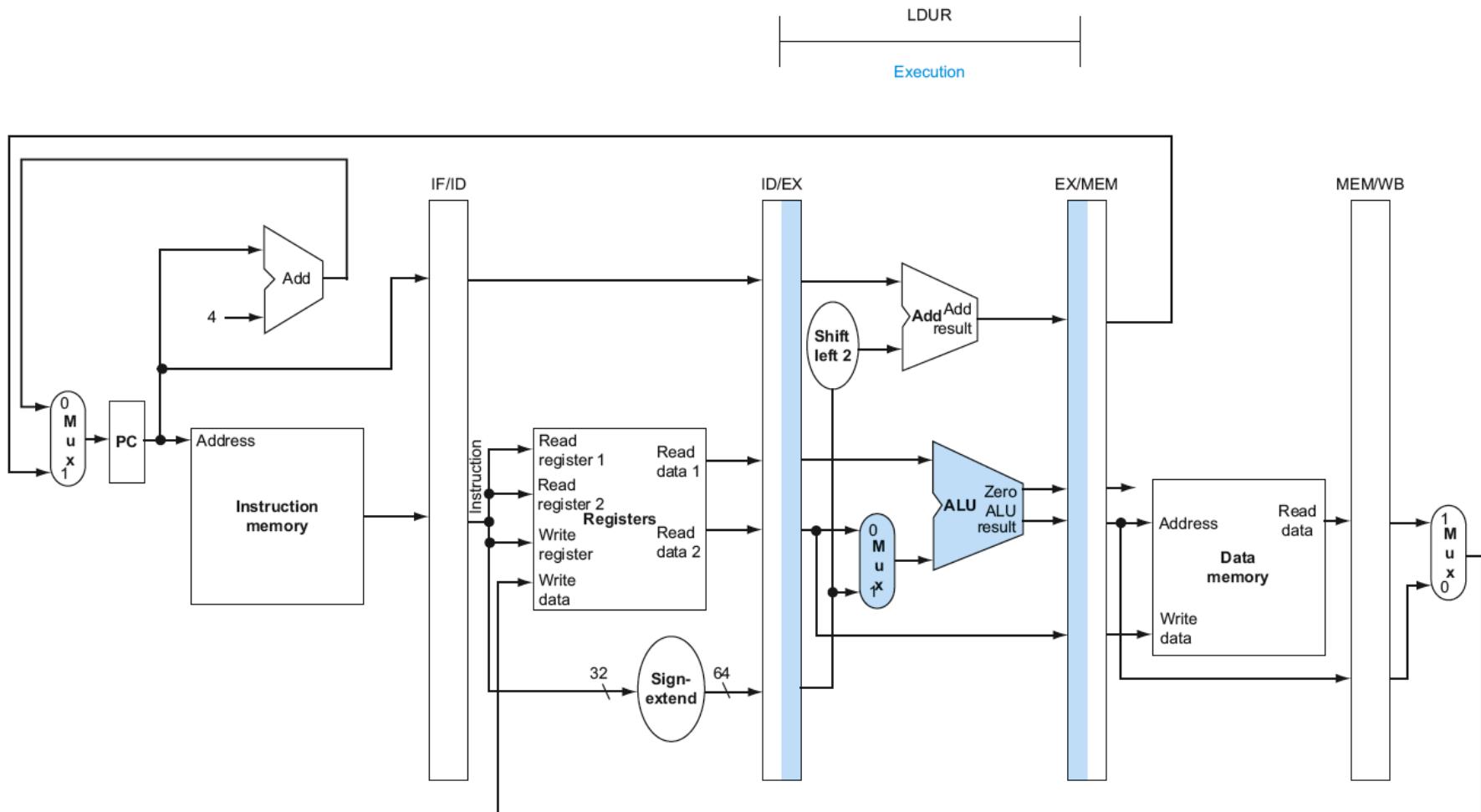
# IF for Load, Store, ...



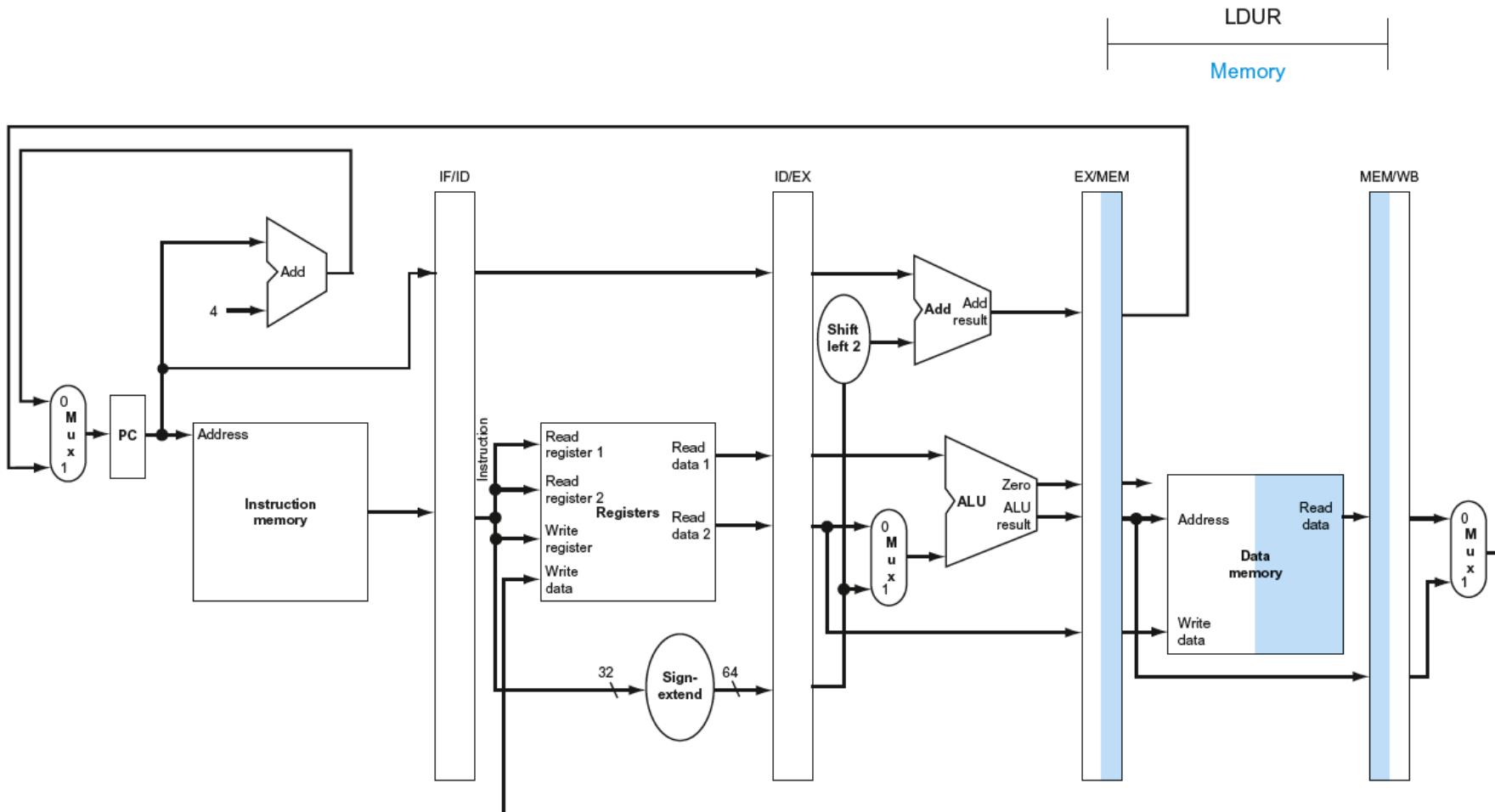
# ID for Load, Store, ...



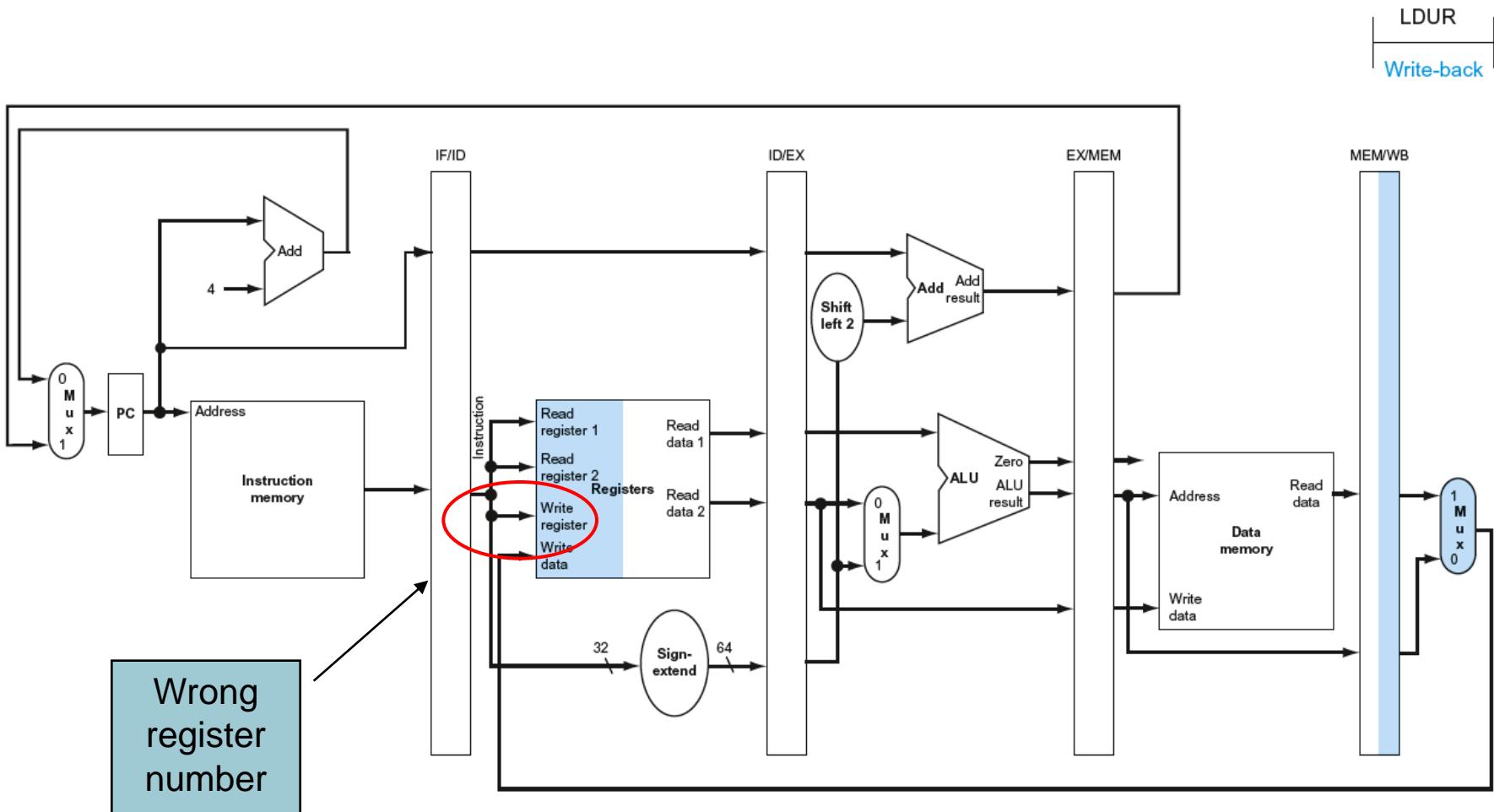
# EX for Load



# MEM for Load

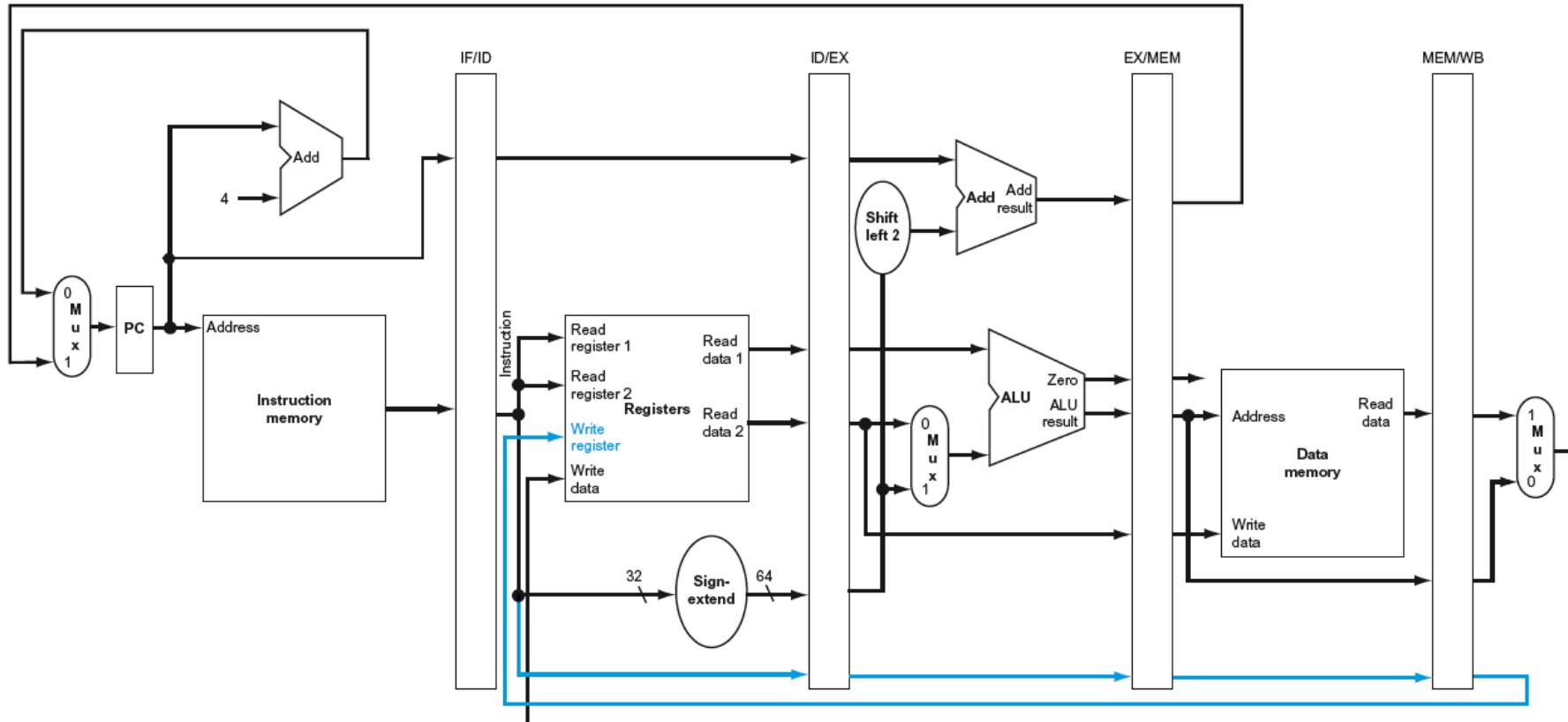


# WB for Load

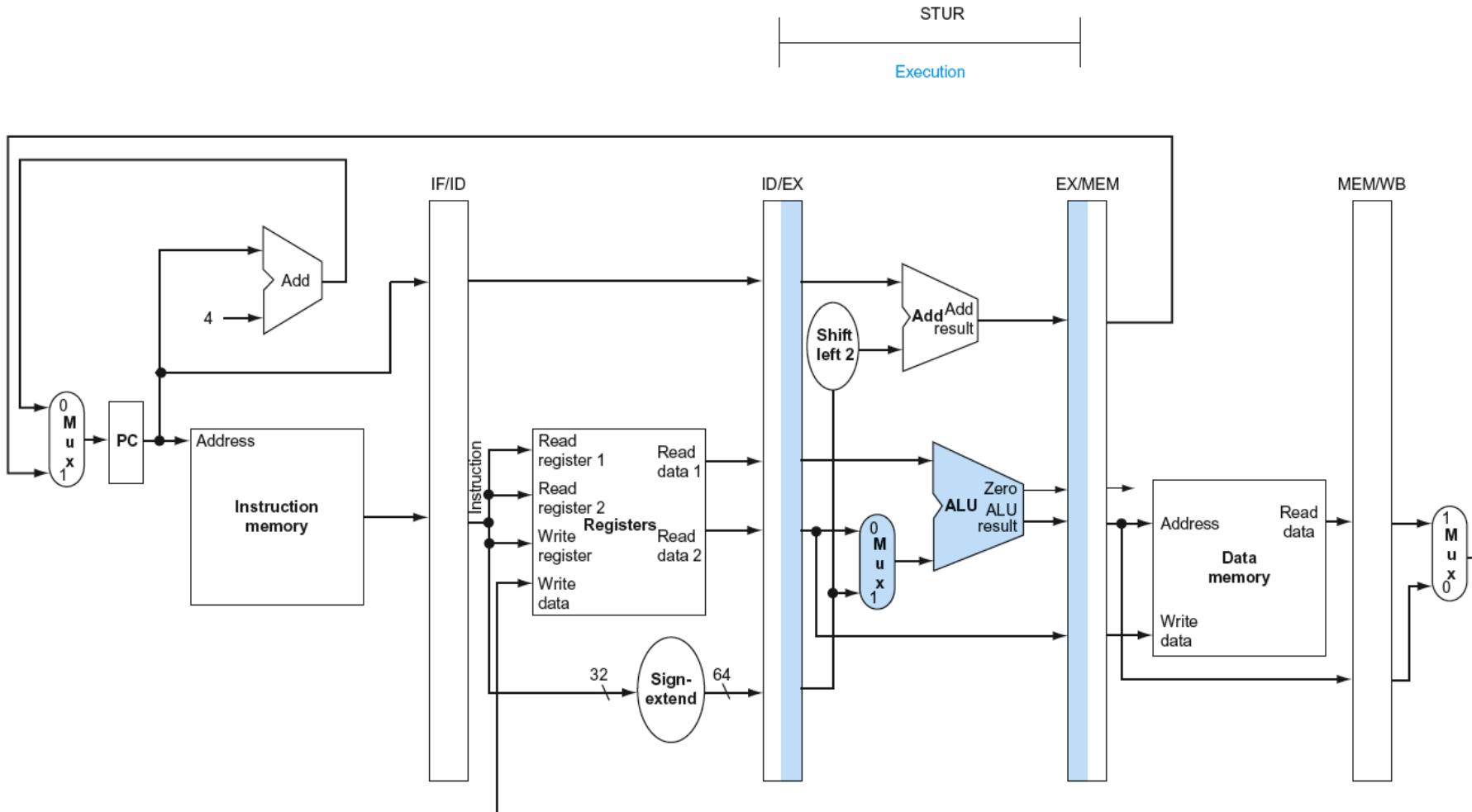


Wrong  
register  
number

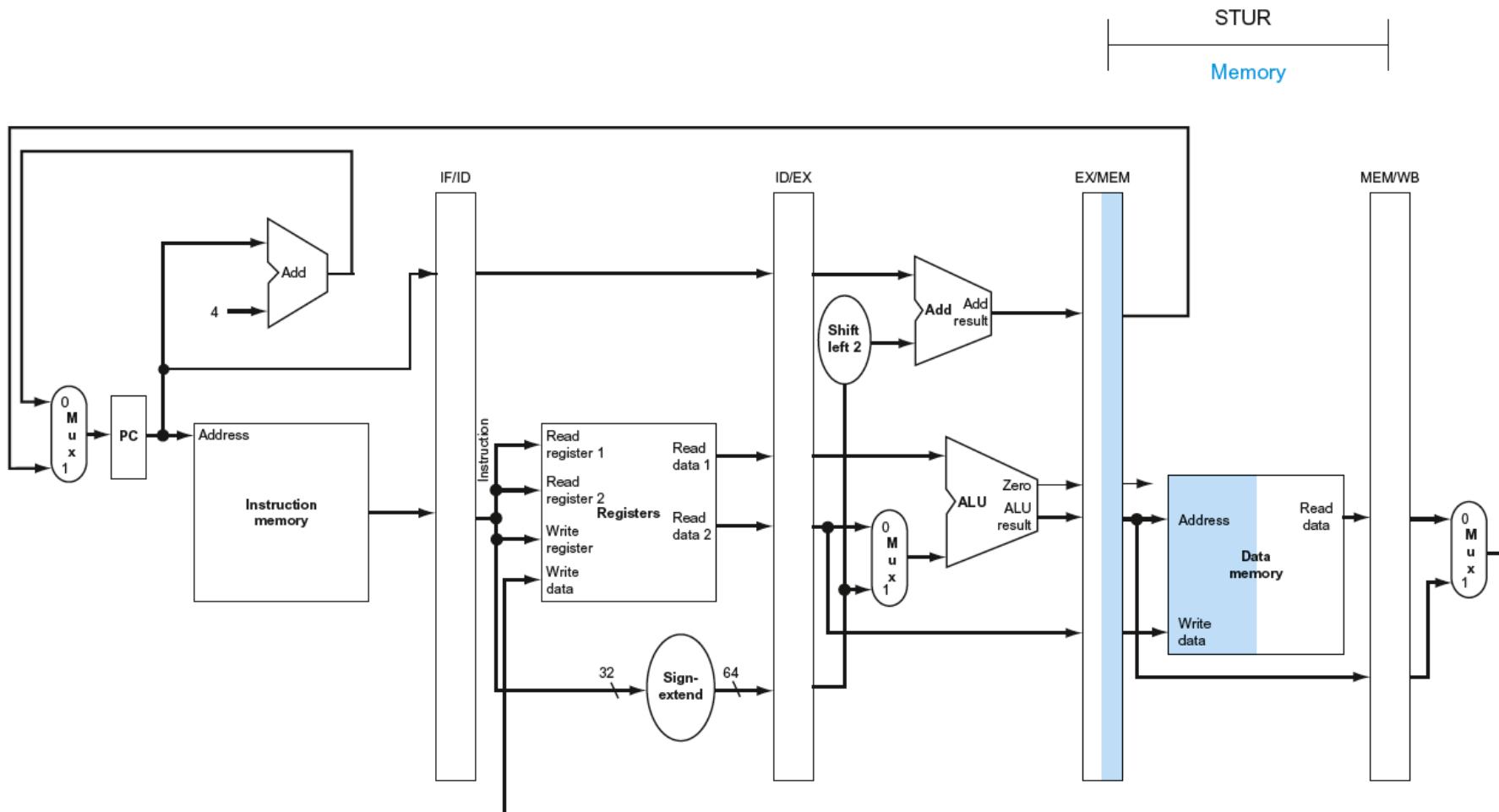
# Corrected Datapath for Load



# EX for Store

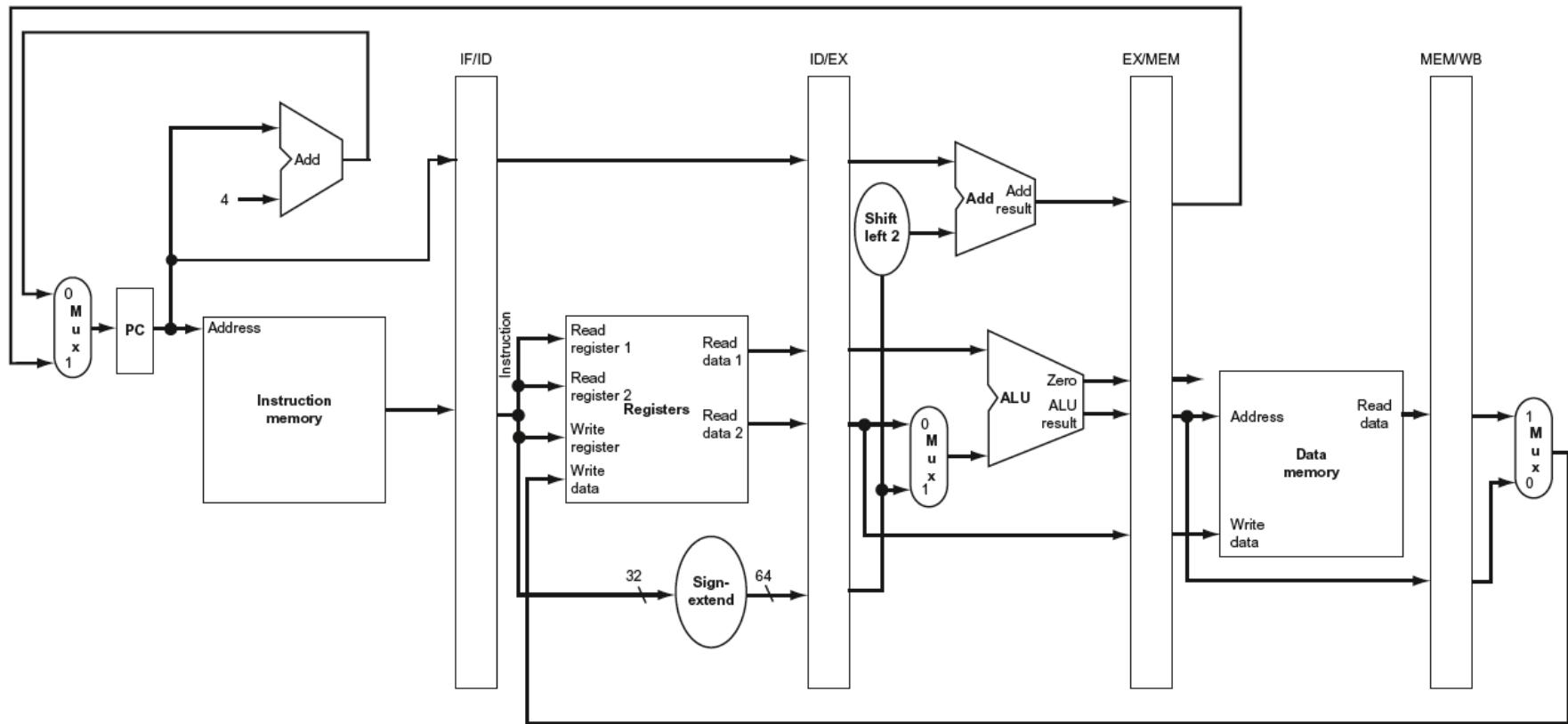


# MEM for Store



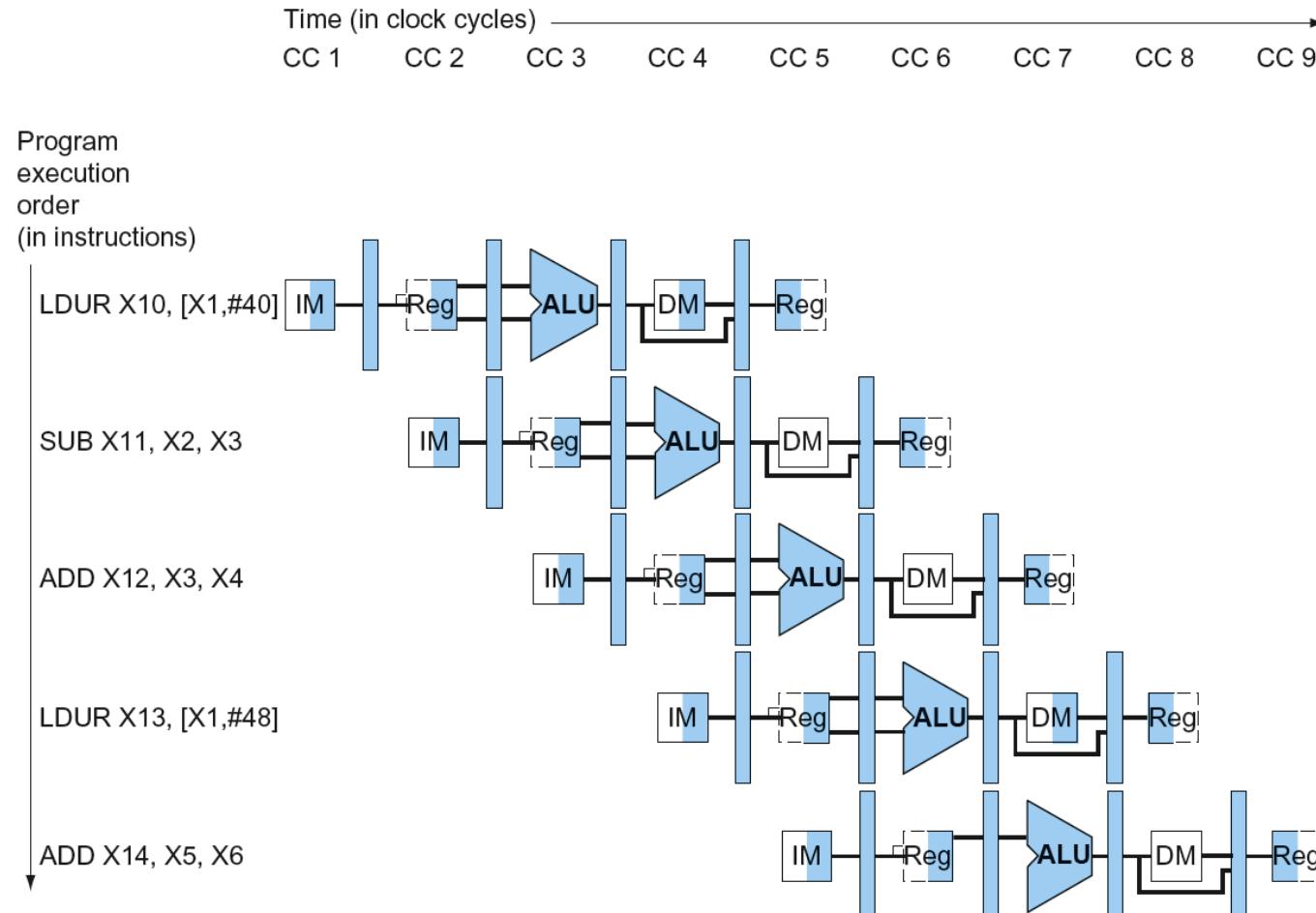
# WB for Store

STUR  
Write-back



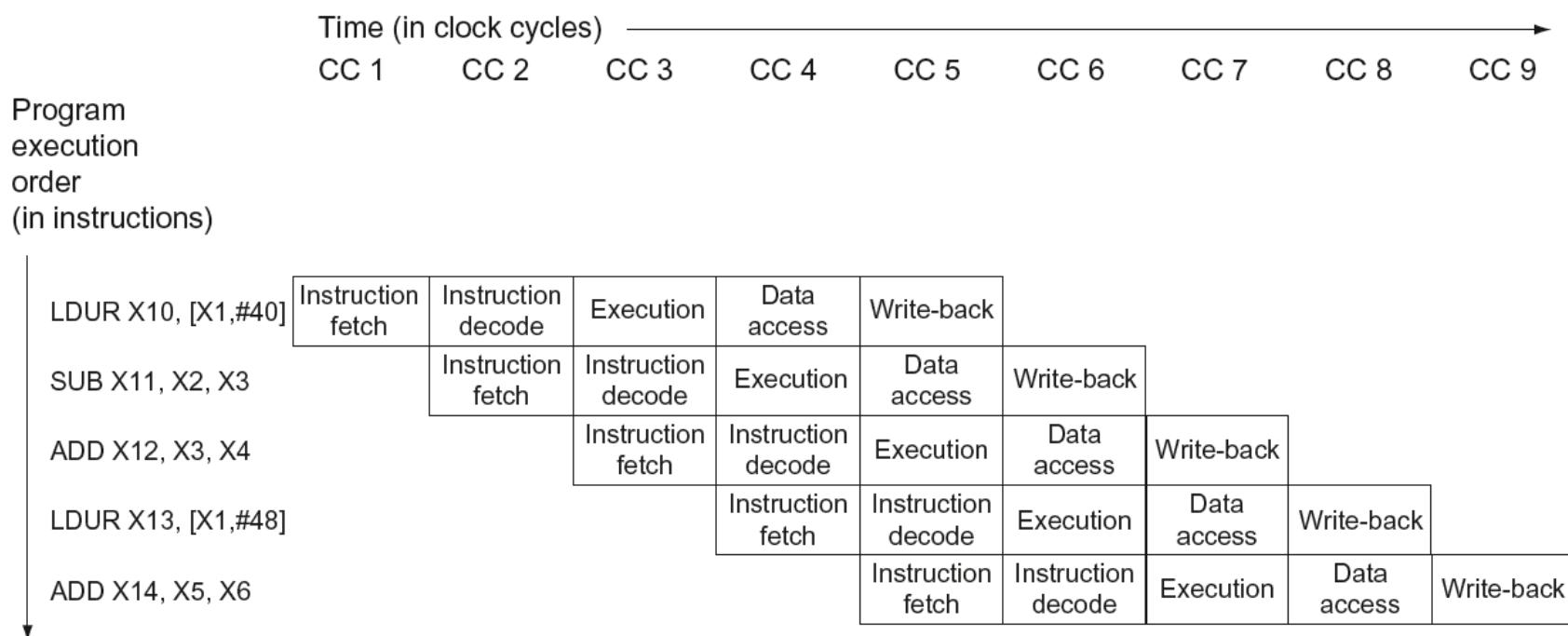
# Multi-Cycle Pipeline Diagram

- Form showing resource usage



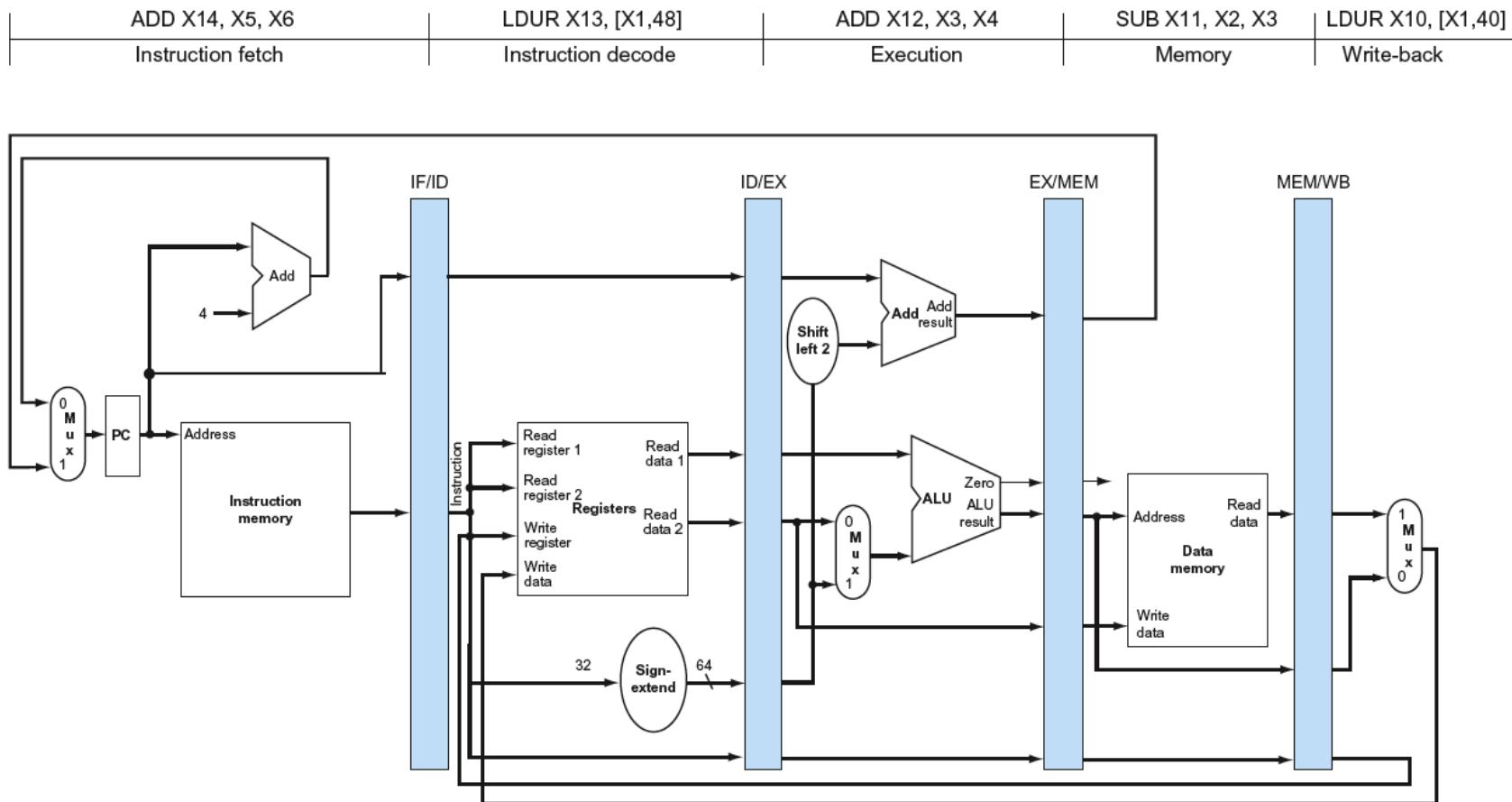
# Multi-Cycle Pipeline Diagram

## Traditional form

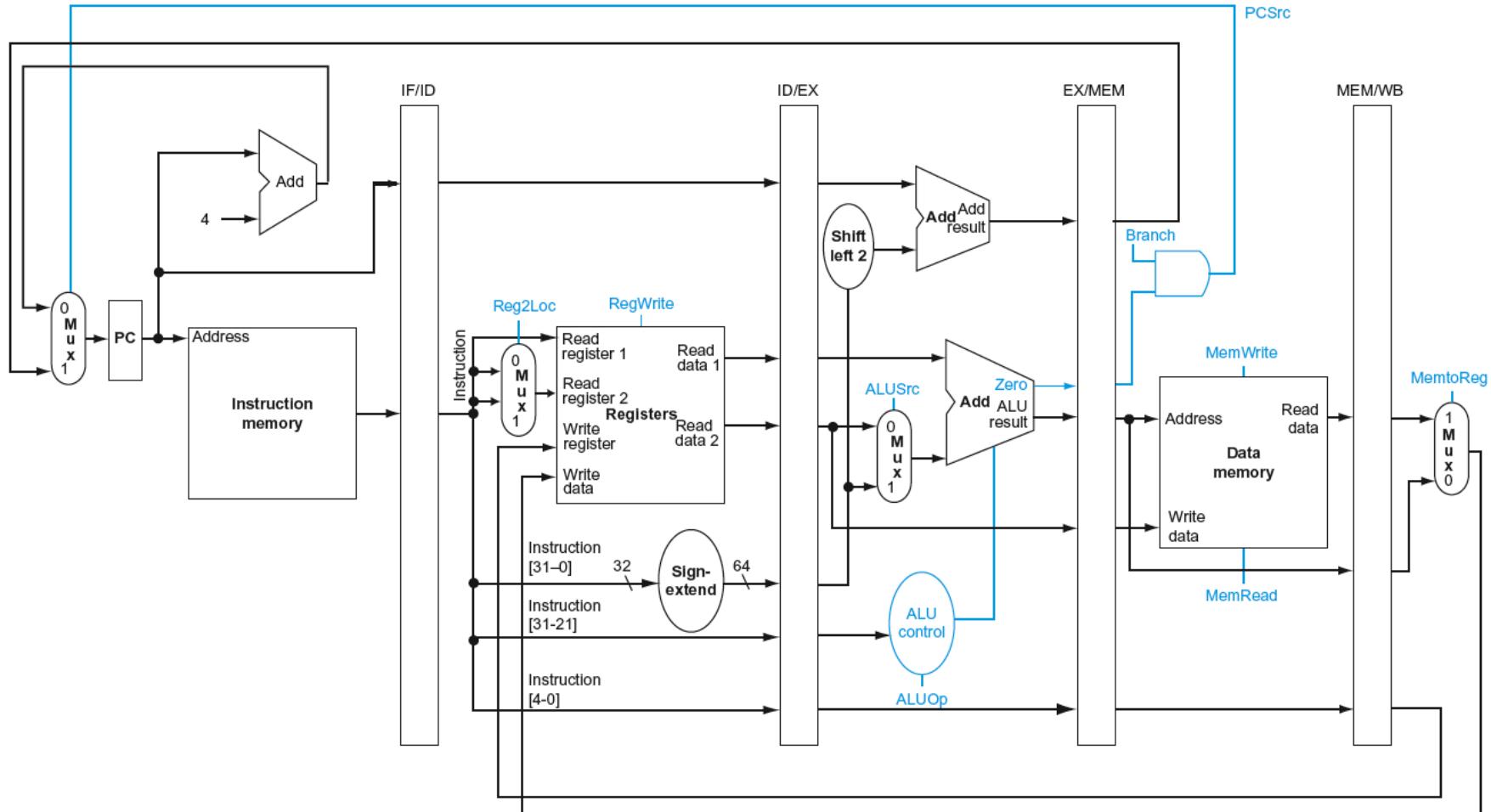


# Single-Cycle Pipeline Diagram

## State of pipeline in a given cycle

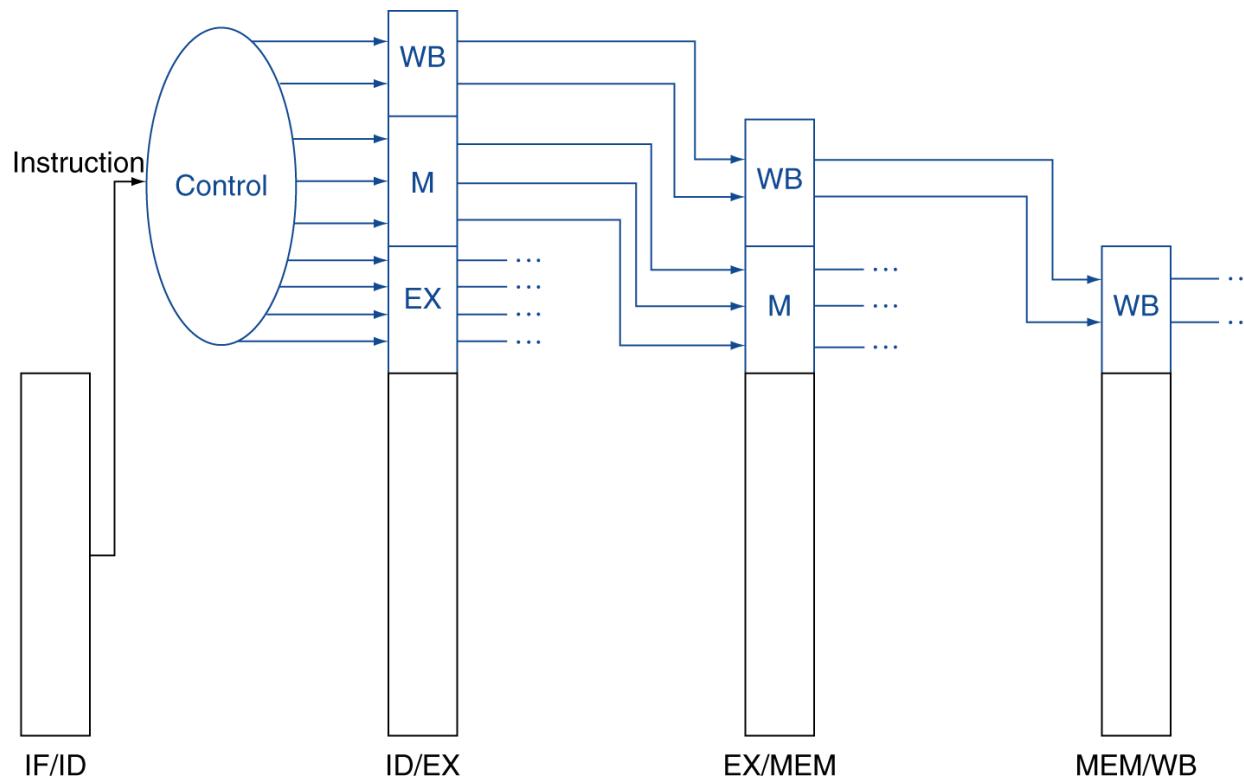


# Pipelined Control (Simplified)

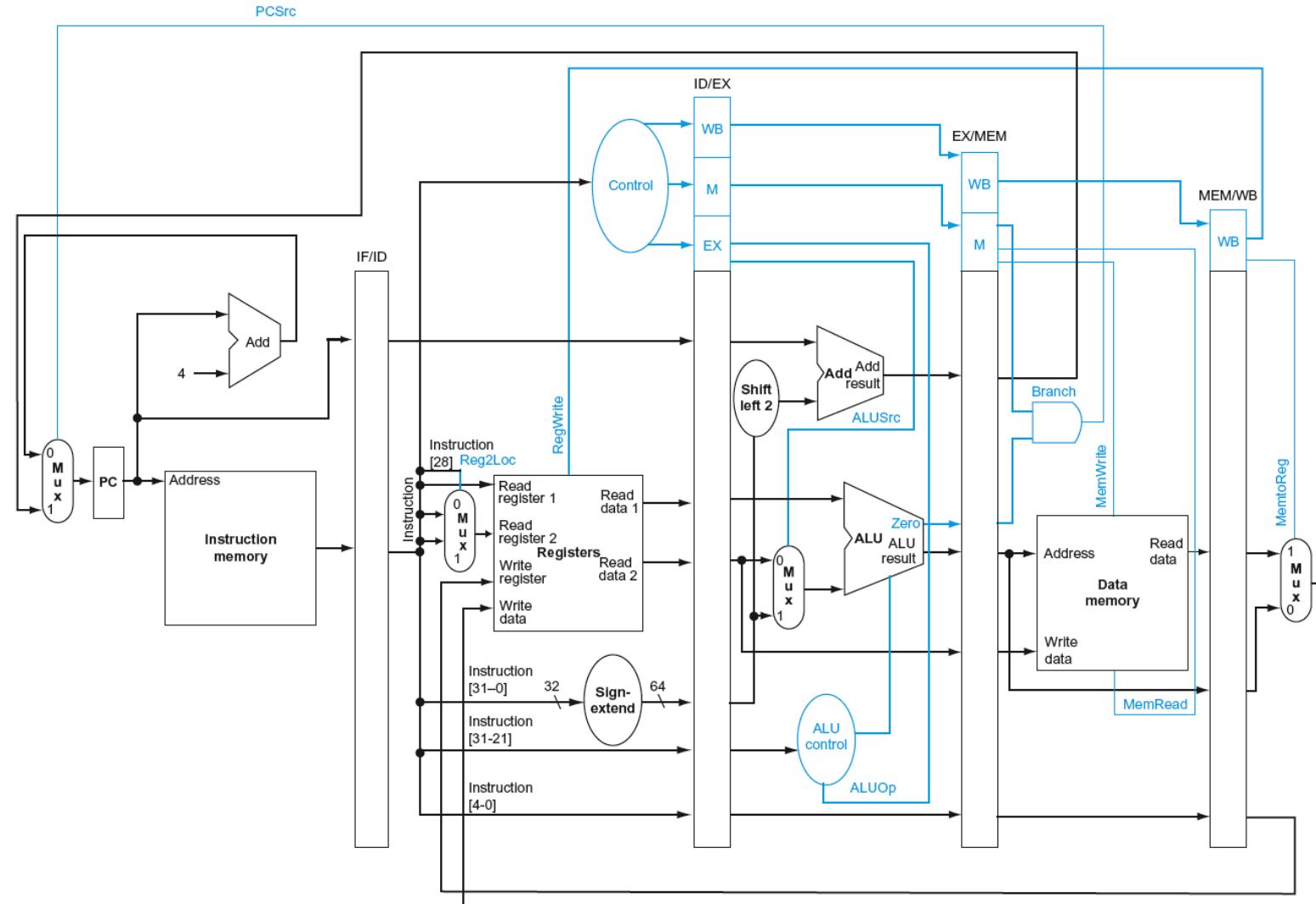


# Pipelined Control

- Control signals derived from instruction
  - As in single-cycle implementation



# Pipelined Control



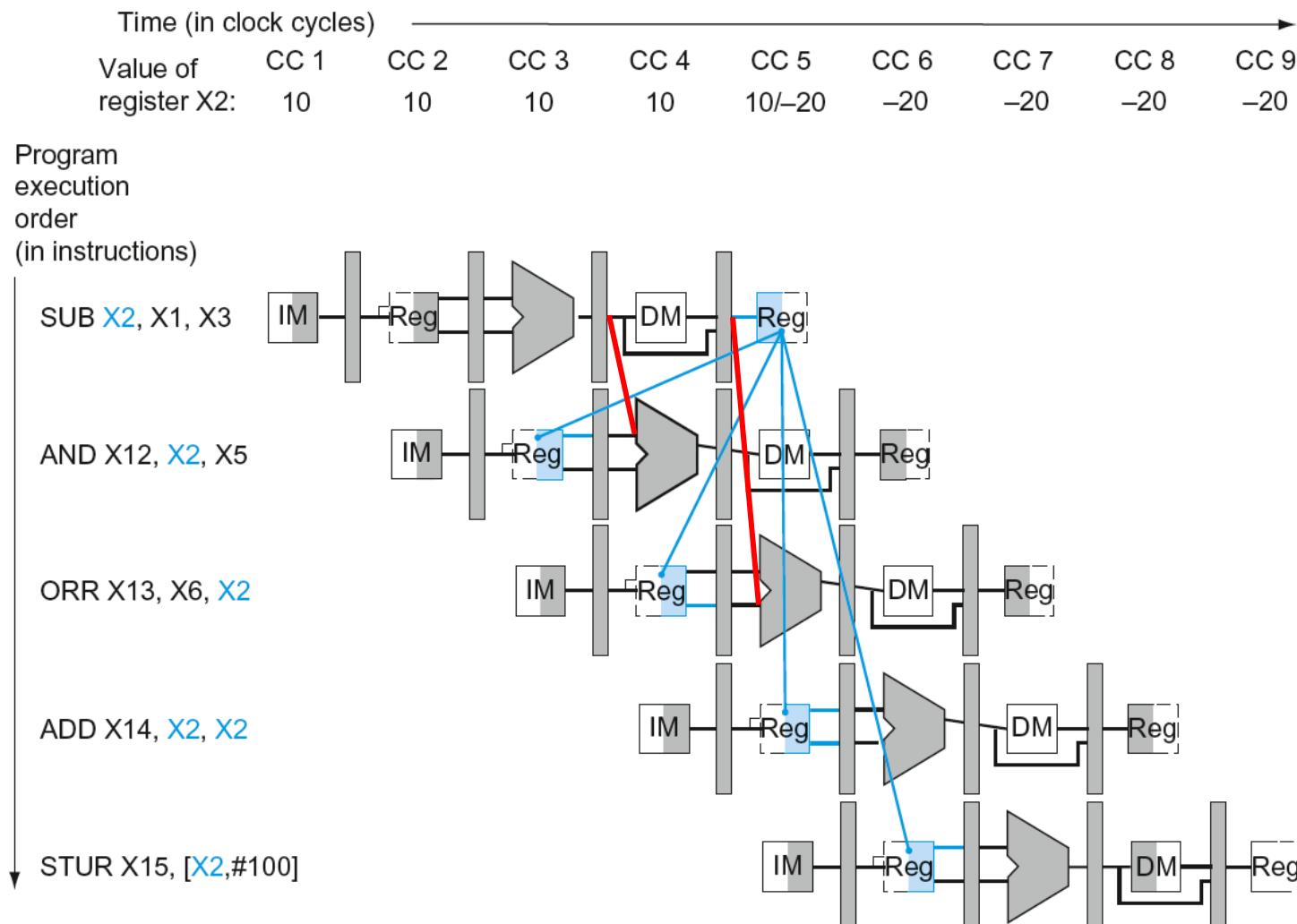
# Data Hazards in ALU Instructions

- Consider this sequence:

```
SUB  x2 , x1,x3  
AND  x12,x2 ,x5  
OR   x13,x6 ,x2  
ADD  x14,x2 ,x2  
STUR x15,[x2,#100]
```

- We can resolve hazards with forwarding
  - How do we detect when to forward?

# Dependencies & Forwarding



# Detecting the Need to Forward

- Pass register numbers along pipeline
  - e.g., ID/EX.RegisterRs = register number for Rs sitting in ID/EX pipeline register
- ALU operand register numbers in EX stage are given by
  - ID/EX.RegisterRn1, ID/EX.RegisterRm2
- Data hazards when
  - 1a. EX/MEM.RegisterRd = ID/EX.RegisterRn1
  - 1b. EX/MEM.RegisterRd = ID/EX.RegisterRm2
  - 2a. MEM/WB.RegisterRd = ID/EX.RegisterRn1
  - 2b. MEM/WB.RegisterRd = ID/EX.RegisterRm2

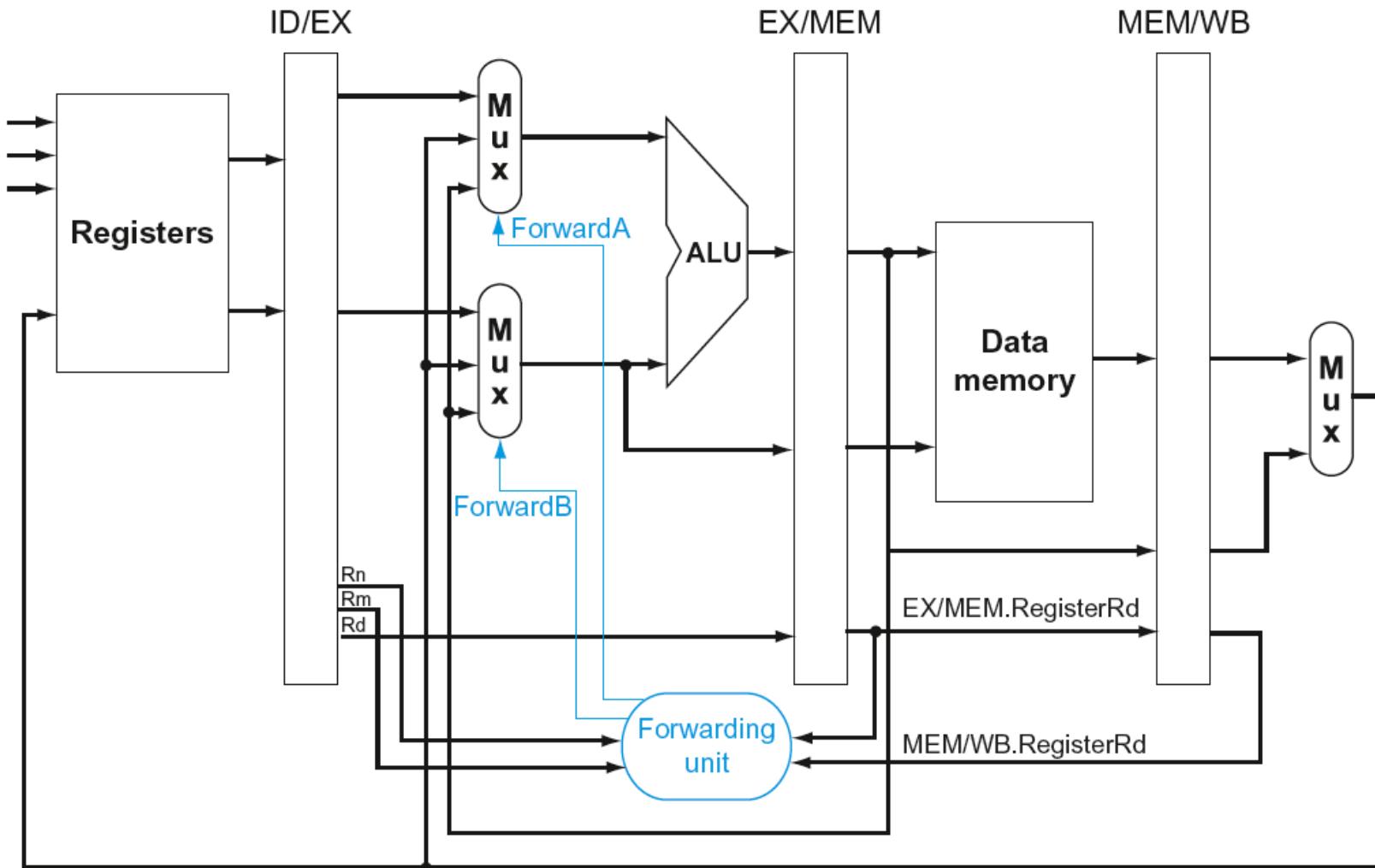
Fwd from  
EX/MEM  
pipeline reg

Fwd from  
MEM/WB  
pipeline reg

# Detecting the Need to Forward

- But only if forwarding instruction will write to a register!
  - EX/MEM.RegWrite, MEM/WB.RegWrite
- And only if Rd for that instruction is not XZR
  - EX/MEM.RegisterRd  $\neq$  31,  
MEM/WB.RegisterRd  $\neq$  31

# Forwarding Paths



# Forwarding Conditions

Mux control	Source	Explanation
ForwardA = 00	ID/EX	The first ALU operand comes from the register file.
ForwardA = 10	EX/MEM	The first ALU operand is forwarded from the prior ALU result.
ForwardA = 01	MEM/WB	The first ALU operand is forwarded from data memory or an earlier ALU result.
ForwardB = 00	ID/EX	The second ALU operand comes from the register file.
ForwardB = 10	EX/MEM	The second ALU operand is forwarded from the prior ALU result.
ForwardB = 01	MEM/WB	The second ALU operand is forwarded from data memory or an earlier ALU result.

# Double Data Hazard

- Consider the sequence:

add  $x_1, x_1, x_2$

add  $x_1, x_1, x_3$

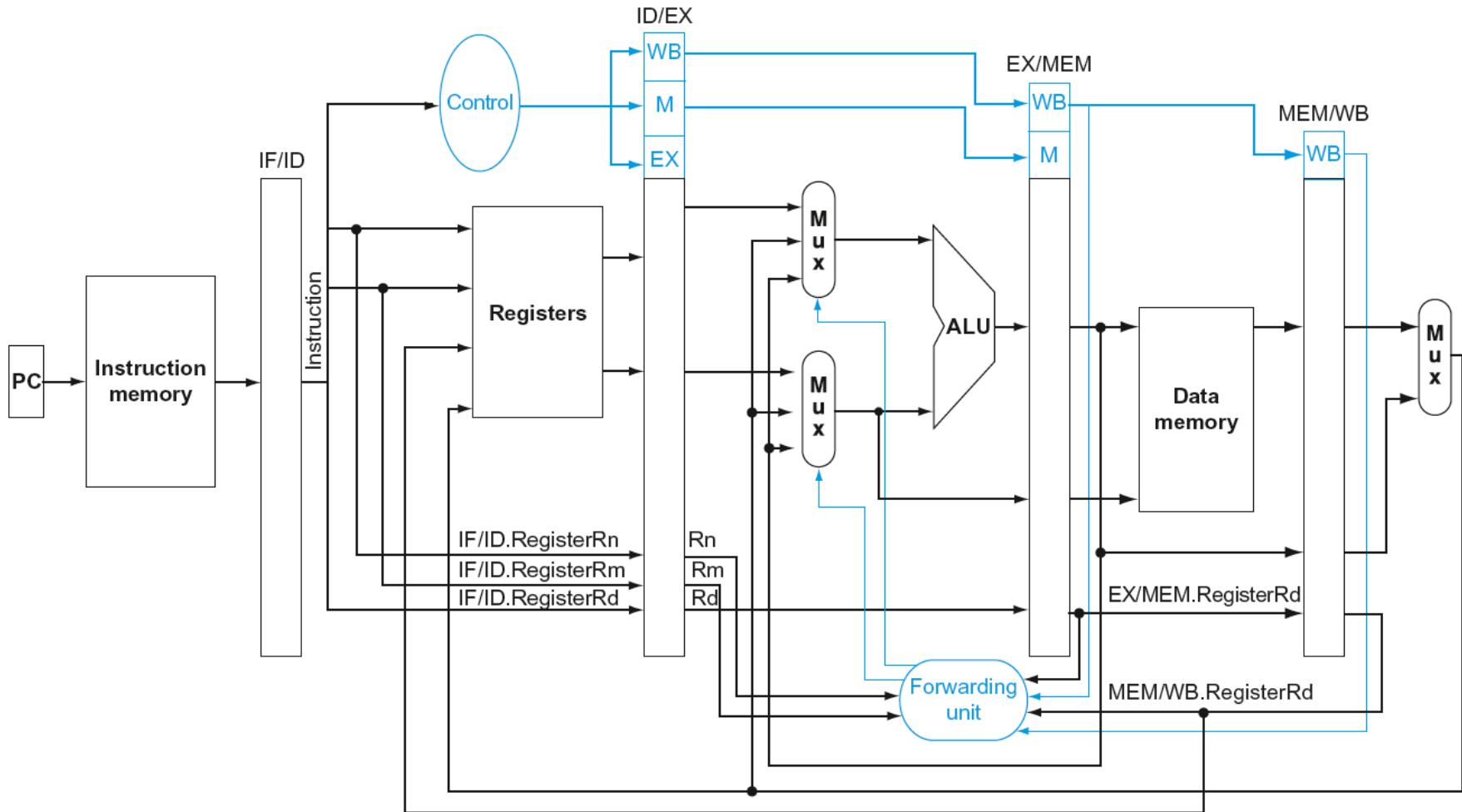
add  $x_1, x_1, x_4$

- Both hazards occur
  - Want to use the most recent
- Revise MEM hazard condition
  - Only fwd if EX hazard condition isn't true

# Revised Forwarding Condition

- MEM hazard
  - if (MEM/WB.RegWrite  
and (MEM/WB.RegisterRd ≠ 31)  
and not(EX/MEM.RegWrite and (EX/MEM.RegisterRd ≠ 31)  
and (EX/MEM.RegisterRd ≠ ID/EX.RegisterRn1))  
and (MEM/WB.RegisterRd = ID/EX.RegisterRn1)) ForwardA = 01
  - if (MEM/WB.RegWrite  
and (MEM/WB.RegisterRd ≠ 31)  
and not(EX/MEM.RegWrite and (EX/MEM.RegisterRd ≠ 31)  
and (EX/MEM.RegisterRd ≠ ID/EX.RegisterRm2))  
and (MEM/WB.RegisterRd = ID/EX.RegisterRm2)) ForwardB = 01

# Datapath with Forwarding



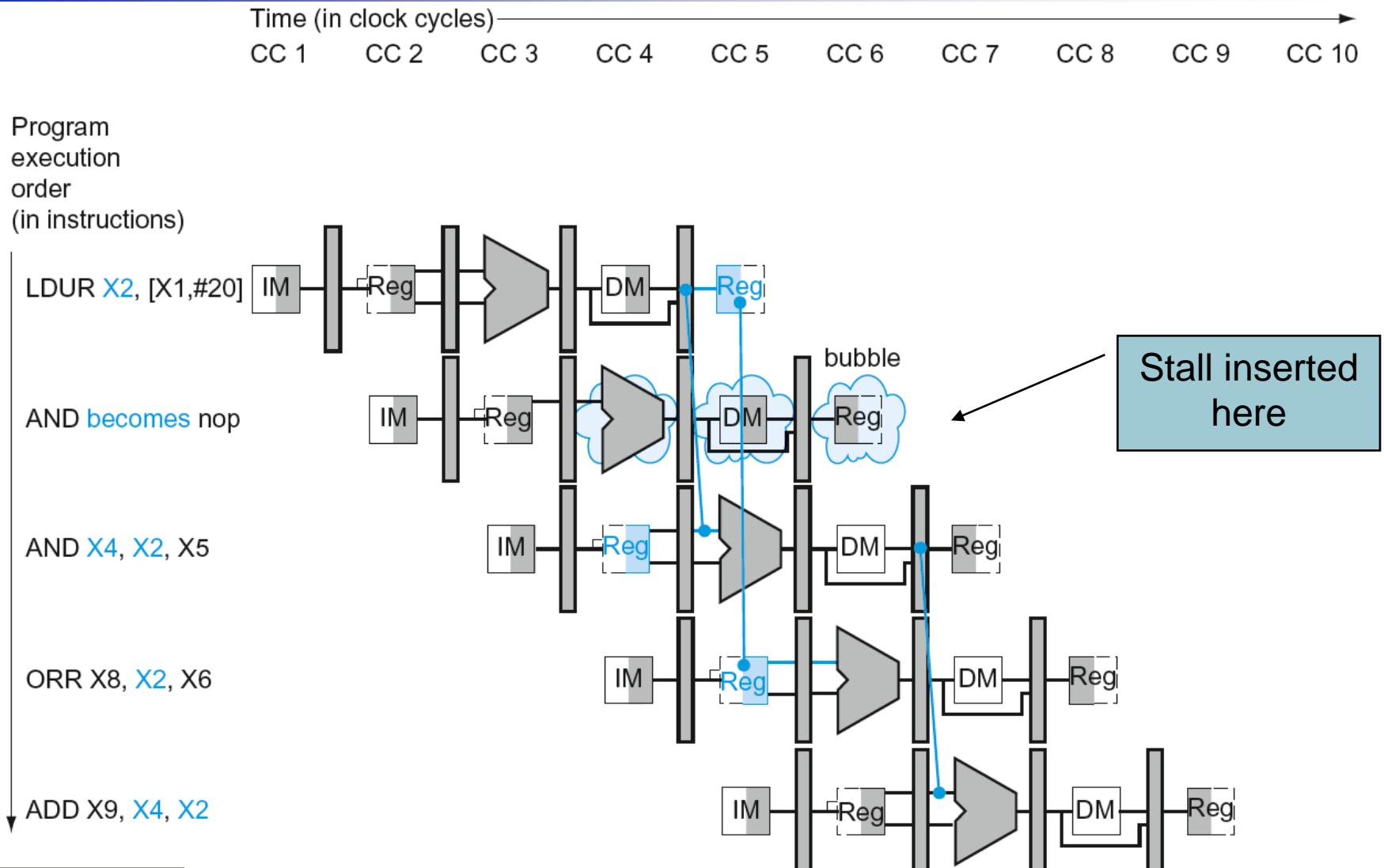
# Load-Use Hazard Detection

- Check when using instruction is decoded in ID stage
- ALU operand register numbers in ID stage are given by
  - IF/ID.RegisterRn1, IF/ID.RegisterRm2
- Load-use hazard when
  - ID/EX.MemRead and
$$((ID/EX.RegisterRd = IF/ID.RegisterRn1) \text{ or } (ID/EX.RegisterRd = IF/ID.RegisterRm1))$$
- If detected, stall and insert bubble

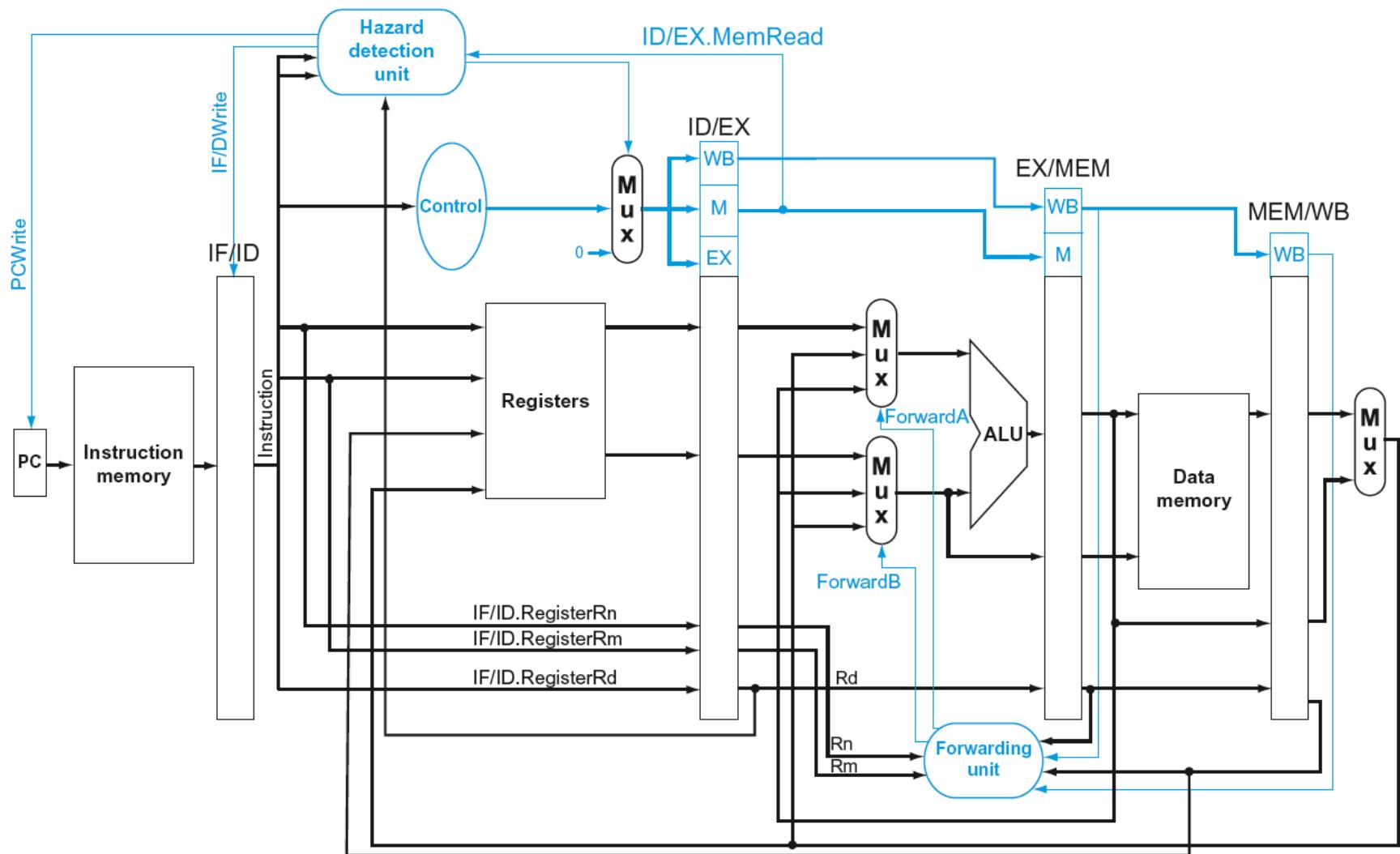
# How to Stall the Pipeline

- Force control values in ID/EX register to 0
  - EX, MEM and WB do nop (no-operation)
- Prevent update of PC and IF/ID register
  - Using instruction is decoded again
  - Following instruction is fetched again
  - 1-cycle stall allows MEM to read data for LDUI
    - Can subsequently forward to EX stage

# Load-Use Data Hazard



# Datapath with Hazard Detection



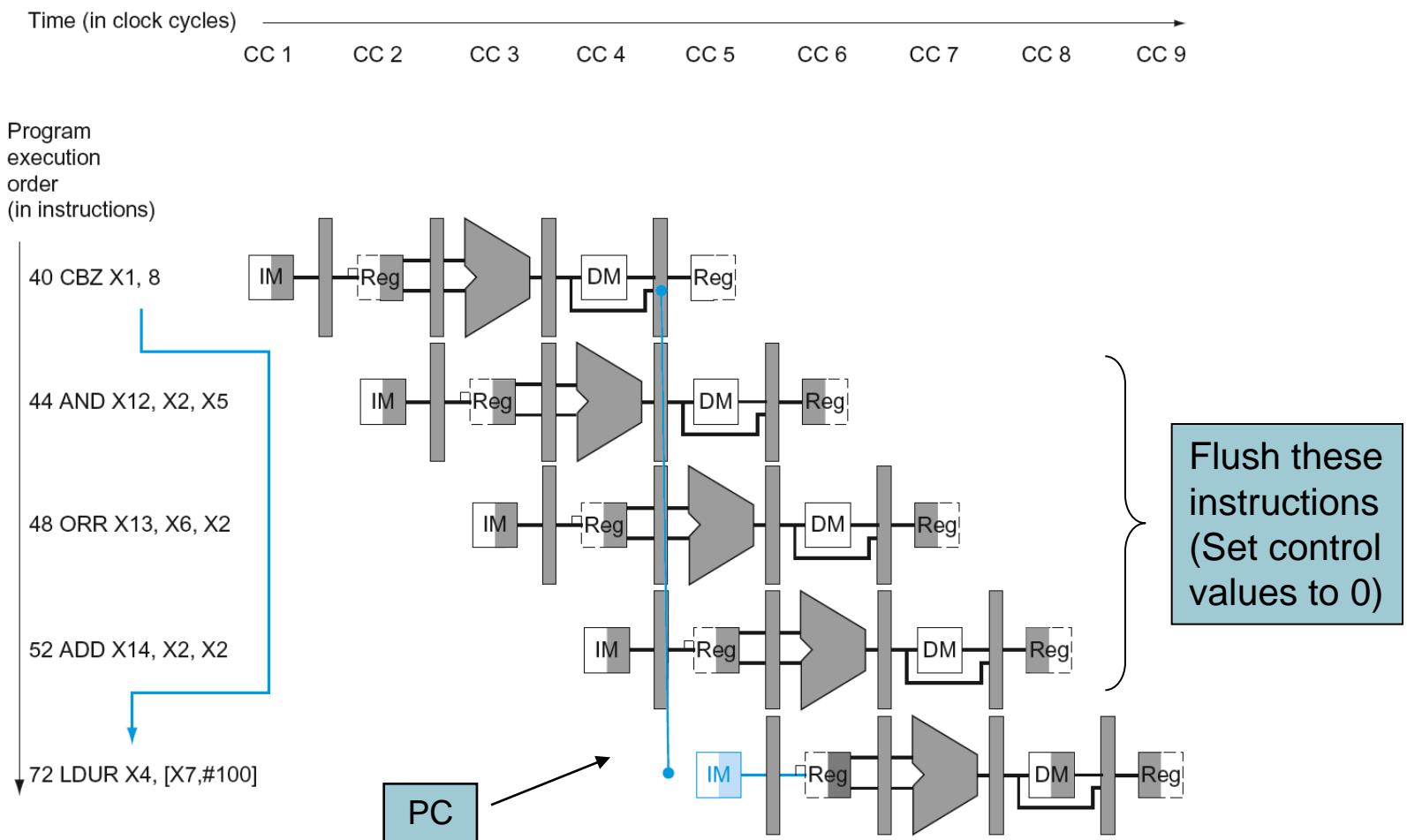
# Stalls and Performance

## The BIG Picture

- Stalls reduce performance
  - But are required to get correct results
- Compiler can arrange code to avoid hazards and stalls
  - Requires knowledge of the pipeline structure

# Branch Hazards

- If branch outcome determined in MEM

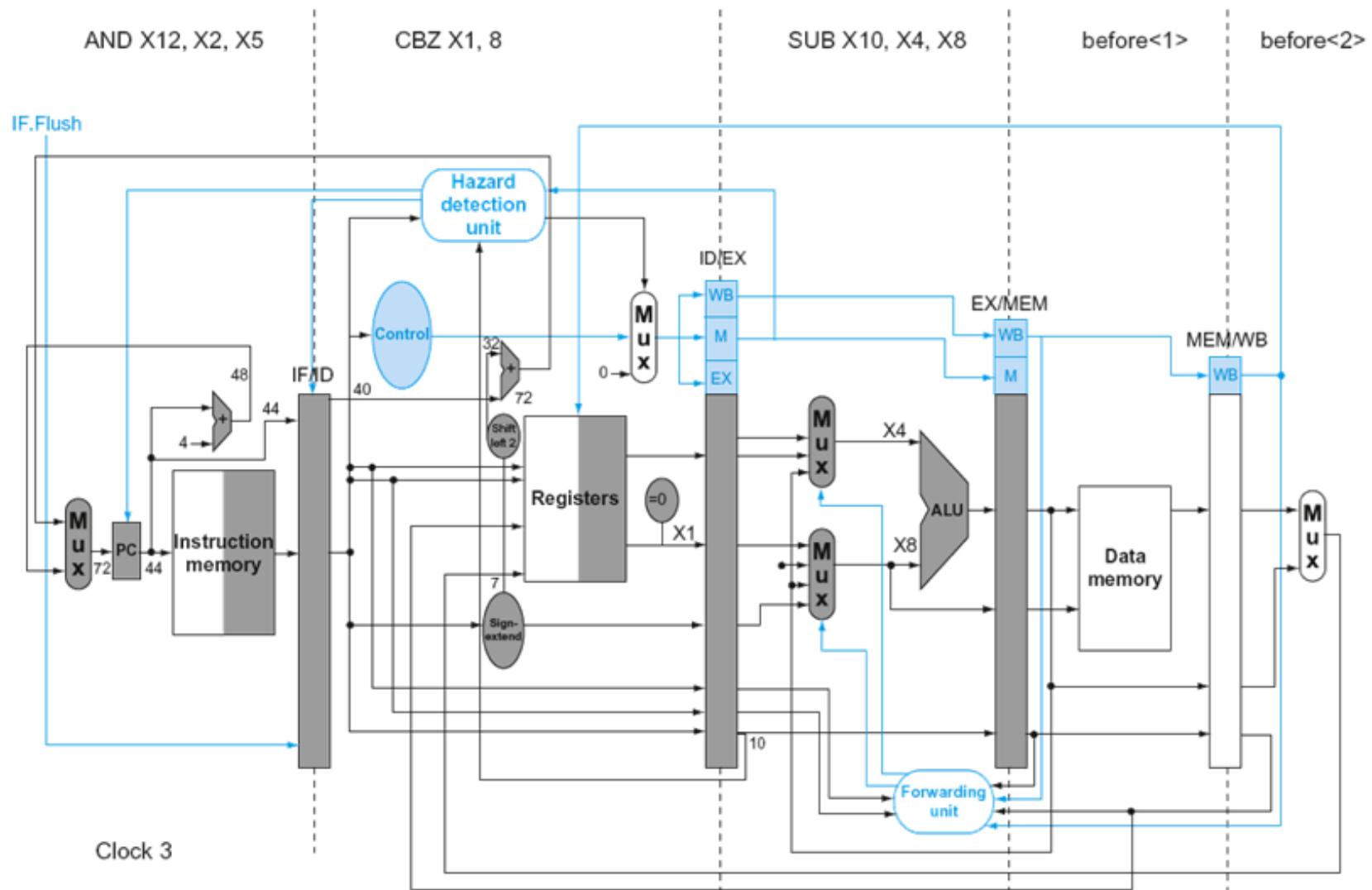


# Reducing Branch Delay

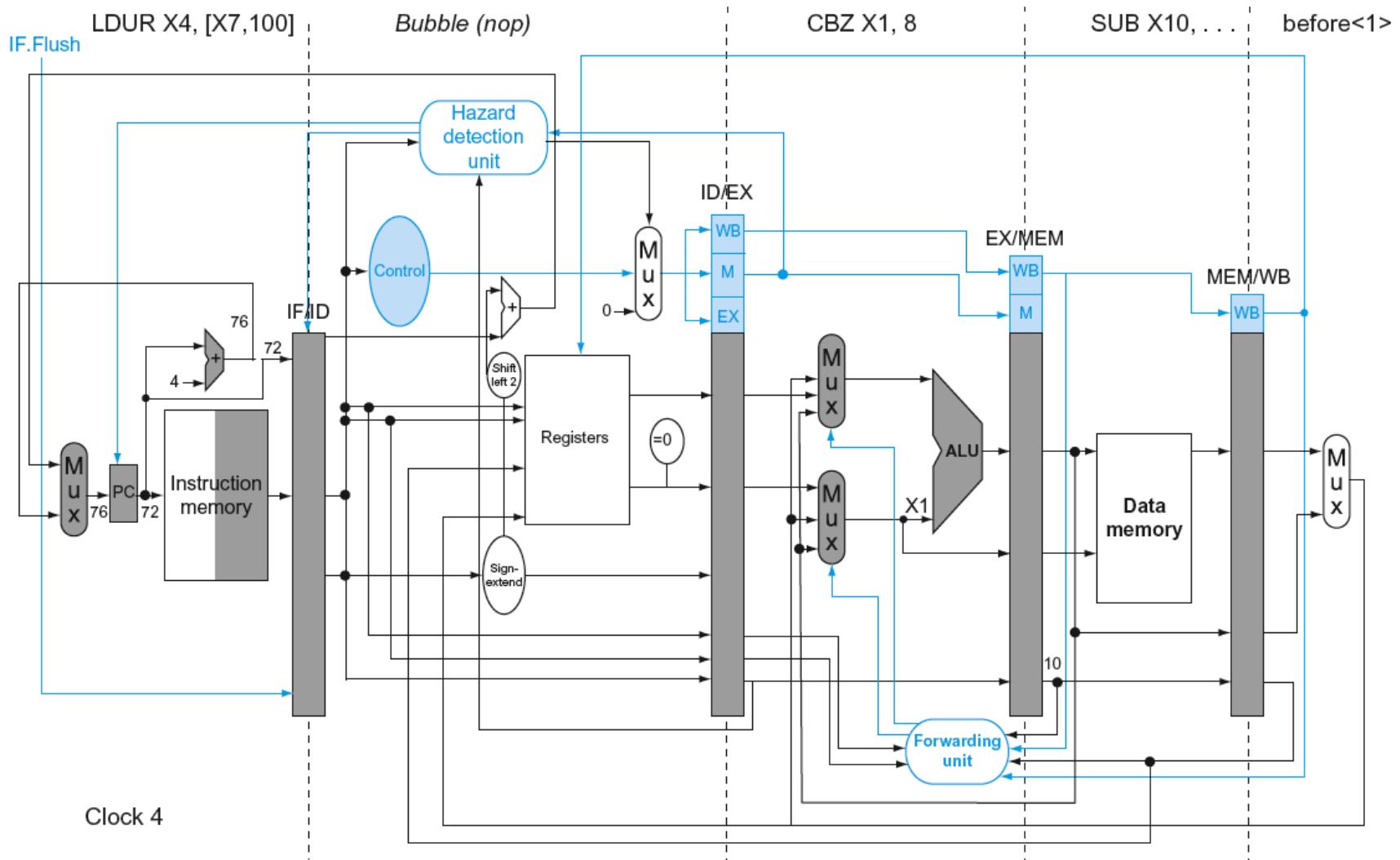
- Move hardware to determine outcome to ID stage
  - Target address adder
  - Register comparator
- Example: branch taken

```
36: SUB X10, X4, X8
40: CBZ X1, X3, 8
44: AND X12, X2, X5
48: ORR X13, X2, X6
52: ADD X14, X4, X2
56: SUB X15, X6, X7
      ...
72: LDUR X4, [X7, #50]
```

# Example: Branch Taken



# Example: Branch Taken



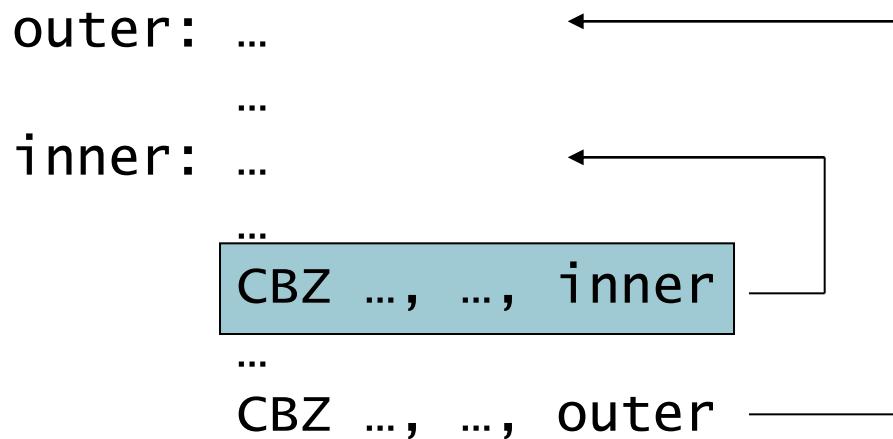
Clock 4

# Dynamic Branch Prediction

- In deeper and superscalar pipelines, branch penalty is more significant
- Use dynamic prediction
  - Branch prediction buffer (aka branch history table)
  - Indexed by recent branch instruction addresses
  - Stores outcome (taken/not taken)
  - To execute a branch
    - Check table, expect the same outcome
    - Start fetching from fall-through or target
    - If wrong, flush pipeline and flip prediction

# 1-Bit Predictor: Shortcoming

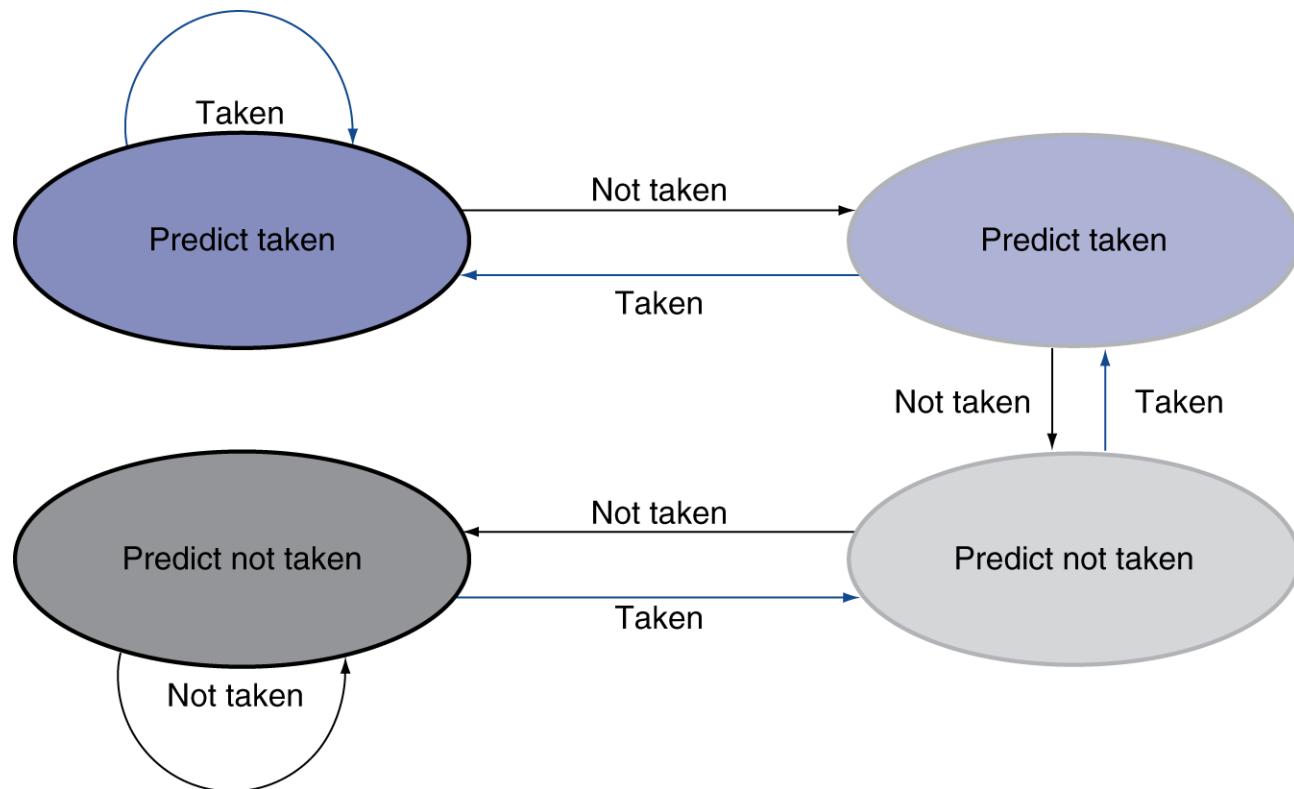
- Inner loop branches mispredicted twice!



- Mispredict as taken on last iteration of inner loop
- Then mispredict as not taken on first iteration of inner loop next time around

# 2-Bit Predictor

- Only change prediction on two successive mispredictions



# Calculating the Branch Target

- Even with predictor, still need to calculate the target address
  - 1-cycle penalty for a taken branch
- Branch target buffer
  - Cache of target addresses
  - Indexed by PC when instruction fetched
    - If hit and instruction is branch predicted taken, can fetch target immediately

# Exceptions and Interrupts

- “Unexpected” events requiring change in flow of control
  - Different ISAs use the terms differently
- Exception
  - Arises within the CPU
    - e.g., undefined opcode, overflow, syscall, ...
- Interrupt
  - From an external I/O controller
- Dealing with them without sacrificing performance is hard

# Handling Exceptions

- Save PC of offending (or interrupted) instruction
  - In LEGv8: Exception Link Register (ELR)
- Save indication of the problem
  - In LEGv8: Exception Syndrome Register (ESR)
  - We'll assume 1-bit
    - 0 for undefined opcode, 1 for overflow

# An Alternate Mechanism

- Vectored Interrupts
  - Handler address determined by the cause
- Exception vector address to be added to a vector table base register:
  - Unknown Reason:       $00\ 0000_{\text{two}}$
  - Overflow:                 $10\ 1100_{\text{two}}$
  - ....                       $11\ 1111_{\text{two}}$
- Instructions either
  - Deal with the interrupt, or
  - Jump to real handler

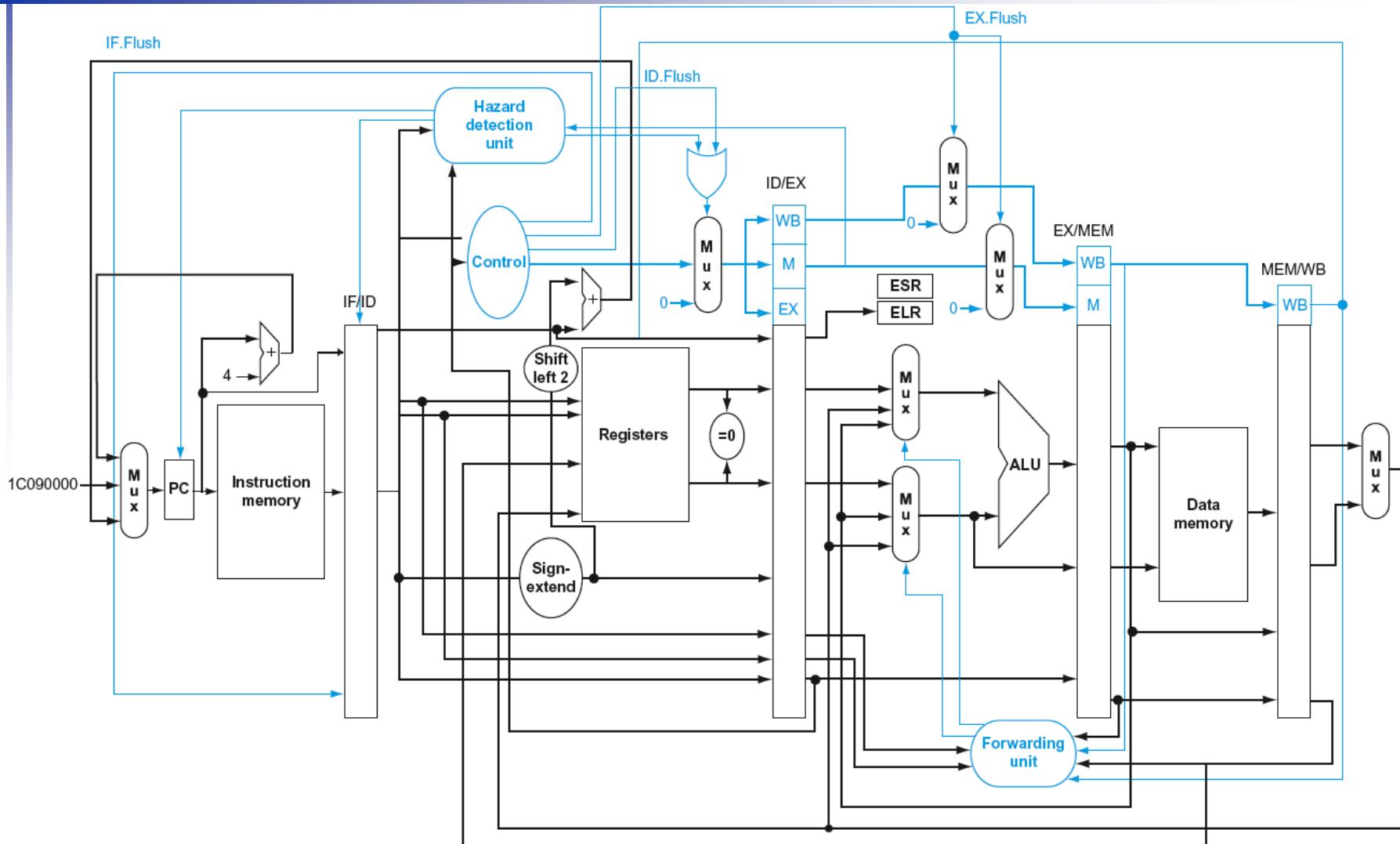
# Handler Actions

- Read cause, and transfer to relevant handler
- Determine action required
- If restartable
  - Take corrective action
  - use EPC to return to program
- Otherwise
  - Terminate program
  - Report error using EPC, cause, ...

# Exceptions in a Pipeline

- Another form of control hazard
- Consider overflow on add in EX stage
  - ADD X1, X2, X1
    - Prevent X1 from being clobbered
    - Complete previous instructions
    - Flush add and subsequent instructions
    - Set ESR and ELR register values
    - Transfer control to handler
- Similar to mispredicted branch
  - Use much of the same hardware

# Pipeline with Exceptions



# Exception Properties

- Restartable exceptions
  - Pipeline can flush the instruction
  - Handler executes, then returns to the instruction
    - Refetched and executed from scratch
- PC saved in ELR register
  - Identifies causing instruction
  - Actually PC + 4 is saved
    - Handler must adjust

# Exception Example

- Exception on ADD in

```
40      SUB    X11,  X2,  X4
44      AND    X12,  X2,  X5
48      ORR    X13,  X2,  X6
4C      ADD    X1,   X2,  X1
50      SUB    X15,  X6,  X7
54      LDUR   X16, [X7,#100]
```

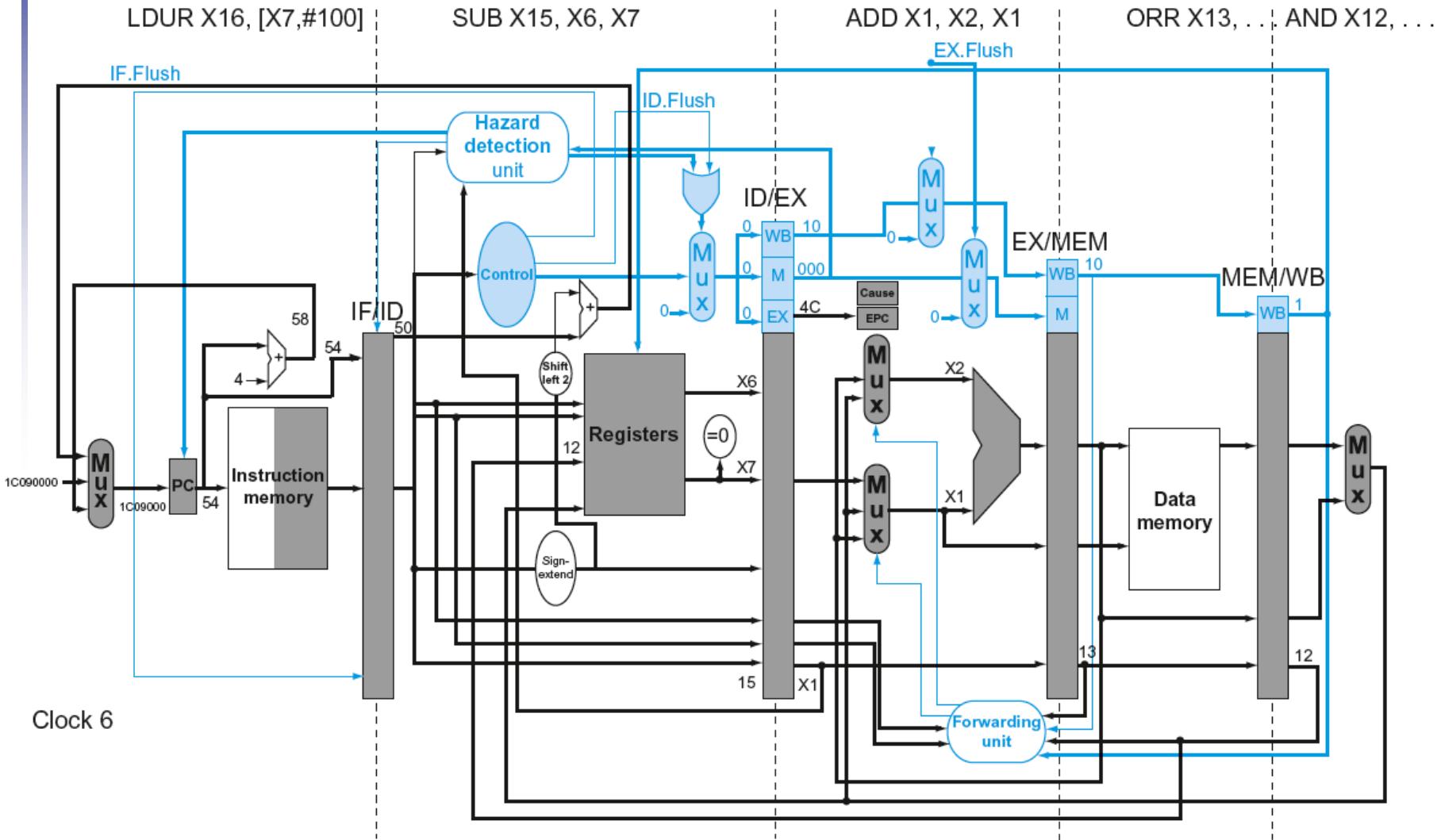
...

- Handler

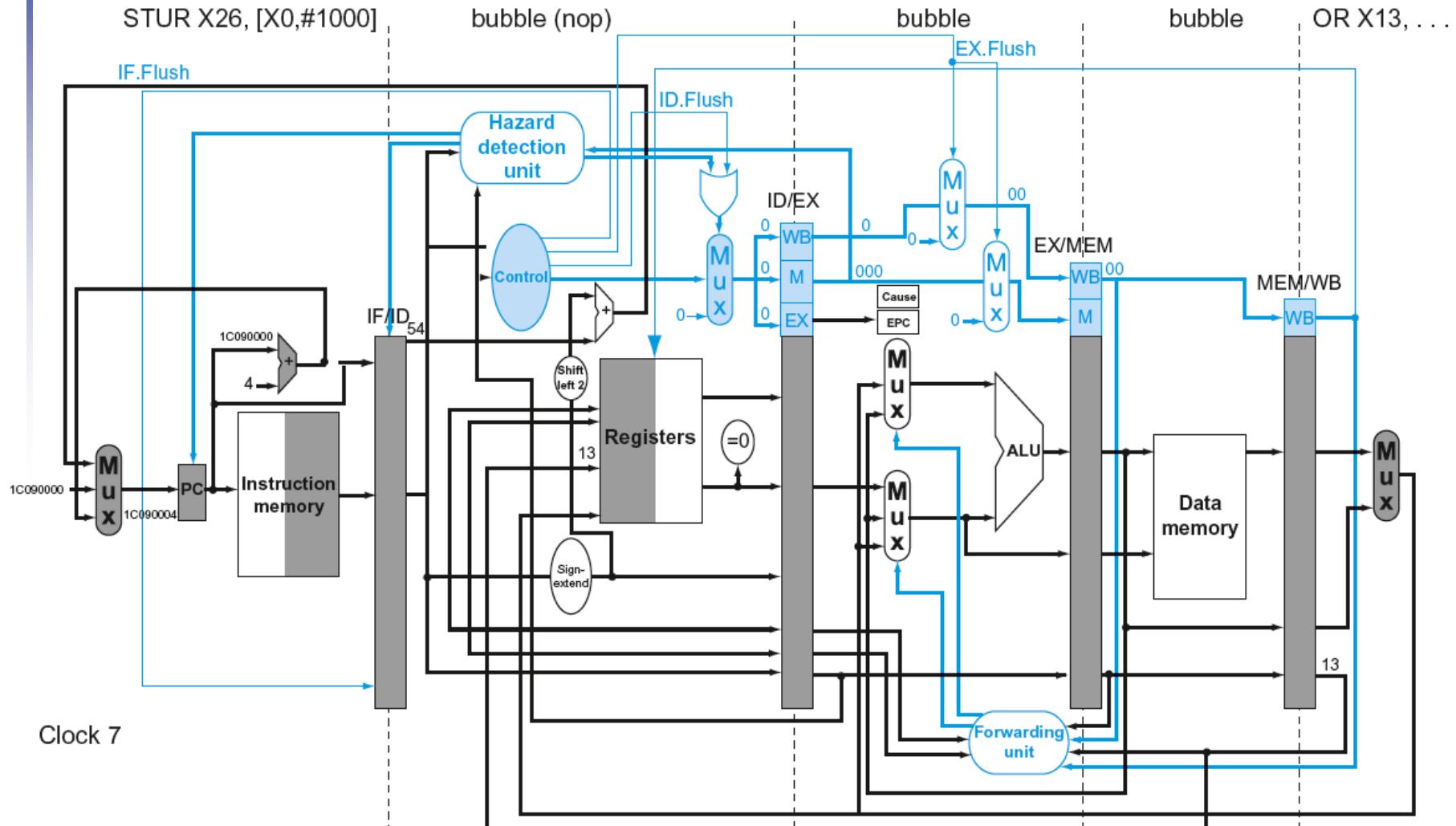
```
80000180      STUR   X26, [X0,#1000]
80000184      STUR   X27, [X0,#1008]
```

...

# Exception Example



# Exception Example



# Multiple Exceptions

- Pipelining overlaps multiple instructions
  - Could have multiple exceptions at once
- Simple approach: deal with exception from earliest instruction
  - Flush subsequent instructions
  - “Precise” exceptions
- In complex pipelines
  - Multiple instructions issued per cycle
  - Out-of-order completion
  - Maintaining precise exceptions is difficult!

# Imprecise Exceptions

- Just stop pipeline and save state
  - Including exception cause(s)
- Let the handler work out
  - Which instruction(s) had exceptions
  - Which to complete or flush
    - May require “manual” completion
- Simplifies hardware, but more complex handler software
- Not feasible for complex multiple-issue out-of-order pipelines

# Instruction-Level Parallelism (ILP)

- Pipelining: executing multiple instructions in parallel
- To increase ILP
  - Deeper pipeline
    - Less work per stage  $\Rightarrow$  shorter clock cycle
  - Multiple issue
    - Replicate pipeline stages  $\Rightarrow$  multiple pipelines
    - Start multiple instructions per clock cycle
    - CPI < 1, so use Instructions Per Cycle (IPC)
    - E.g., 4GHz 4-way multiple-issue
      - 16 GIPS, peak CPI = 0.25, peak IPC = 4
    - But dependencies reduce this in practice

# Instruction-Level Parallelism (ILP)

## LEGv8 Static Two-Issue Pipe Stages

Instruction type	Pipe stages						
ALU or branch instruction	IF	ID	EX	MEM	WB		
Load or store instruction	IF	ID	EX ↗	MEM	WB		
ALU or branch instruction		IF	ID	EX	MEM	WB	
Load or store instruction		IF	ID	EX	MEM	WB	
ALU or branch instruction			IF	ID	EX	MEM	WB
Load or store instruction			IF	ID	EX	MEM	WB
ALU or branch instruction				IF	ID	EX	MEM
Load or store instruction				IF	ID	EX	WB

# Instruction-Level Parallelism (ILP)

Las dependencias son una propiedad del programa.

El hecho de que esta dependencia de datos se detecta como *hazard* y si genera o no un *stall*, es propiedad de la organización del *pipeline*.

La dependencia de datos implica:

- La **posibilidad** de un *hazard*. 
- El orden en que se debe calcular el resultado.
- Un límite superior en cuanto se puede explotar el paralelismo.

Una dependencia de datos puede superarse:

- Manteniendo la dependencia pero evitando el *hazard*.
- Eliminando la dependencia al modificar el código.

# Instruction-Level Parallelism (ILP)

Los datos pueden fluir entre instrucciones mediante memoria o registros.

**Registros:** Relativamente sencillo de detectar, es transparente verlo desde las instrucciones.

**Memoria:** Difícil de detectar. Dos instrucciones pueden referirse a la misma posición pero parecer diferente: [x4,100] y [x6,20]. La misma instrucción ejecutada en distintas partes del código puede apuntar a posiciones distintas. Ej: {stur x0, [x4,100]; ldur x1, [x6,20]}

**Real dependencia de datos:** La instrucción  $i$  es dependiente en datos con la instrucción  $j$  cuando:

- La instrucción  $i$  produce un resultado que debe ser utilizado por la instrucción  $j$ .
- La instrucción  $j$  es dependiente de datos con la instrucción  $k$ , y la instrucción  $k$  es dependiente de datos con la instrucción  $i$ .

# Instruction-Level Parallelism (ILP)

```
1> L: ldur X0, [X1, #0]          //X0=array element, X1=element addr.  
2>      add X0, X0, X2          //add scalar in X2 and save in X0  
3>      stur X0, [x1, #0]        //store result  
4>      subi x1, x1, #8         //decrement pointer 8 bytes  
5>      cbz  x1, L              //branch si x1 es cero
```

# Instruction-Level Parallelism (ILP)

## Dependencia de nombre

Dos instrucciones usan el mismo registro o posición de memoria, pero no hay flujo real de datos.

- Dependencia de salida: Ocurre cuando las instrucciones  $i$  y  $j$  escriben la misma posición de memoria o registro. El orden original se debe preservar para asegurar que el valor final se corresponda con el valor de  $j$ .

**Register renaming:** Dado que las dependencias de nombre no son dependencias reales. Las instrucciones se pueden ejecutar simultáneamente o en otro orden, si el nombre (del registro o de la posición de memoria) se cambia para no generar conflictos.

# Instruction-Level Parallelism (ILP)

*Dependencia de datos o de nombre entre instrucciones que se ejecutan lo suficientemente cerca en tiempo de forma en que al superponerse en la ejecución se modifique el orden de acceso a los operandos involucrados en la dependencia.*

Tipos de *Hazard* de datos:



- **RAW:** j intenta leer un dato antes de que i lo escriba, j obtiene el valor desactualizado (dependencia real de datos).
- **WAW:** j intenta escribir un operando antes de que lo escriba i. Las escrituras se terminan realizando en el orden incorrecto, dejando como valor final el de i, en lugar de j. (Dependencia de salida)

# Instruction-Level Parallelism (ILP)

Ejemplo de *Hazard* de datos:

- **RAW:**

add X0, X1, X2  
add X3, X4, X0

add X0, X1, X2  
stur X3, [X0, #0]

- **WAW:**

add X0, X1, X2  
add X0, X3, X4

add X0, X1, X2  
ldur X0, [X3, #0]

# Instruction-Level Parallelism (ILP)

## Dependencia condicional de datos

Una instrucción que tiene una dependencia de control sobre un salto no puede moverse antes que el salto de forma en que su ejecución no esté controlada por el salto.

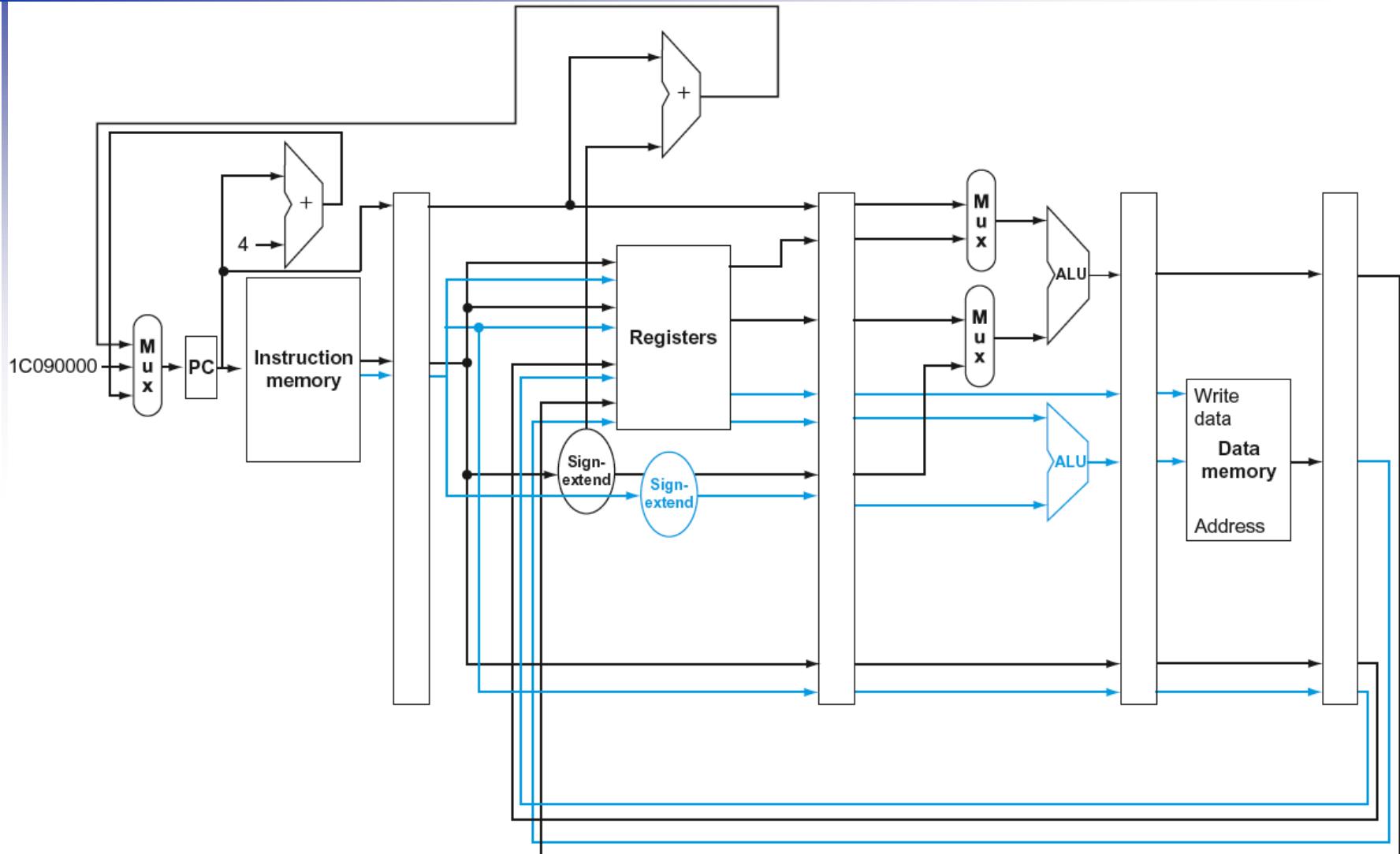
Una instrucción que no tiene una dependencia de control sobre un salto no puede moverse después del salto de forma en que su ejecución esté controlada por el salto.

```
1>      sub x2,x3,x4
2>      cbnz x2,L1
3>      ldur x1, [X2, #0]
4> L1:
```

# Multiple Issue

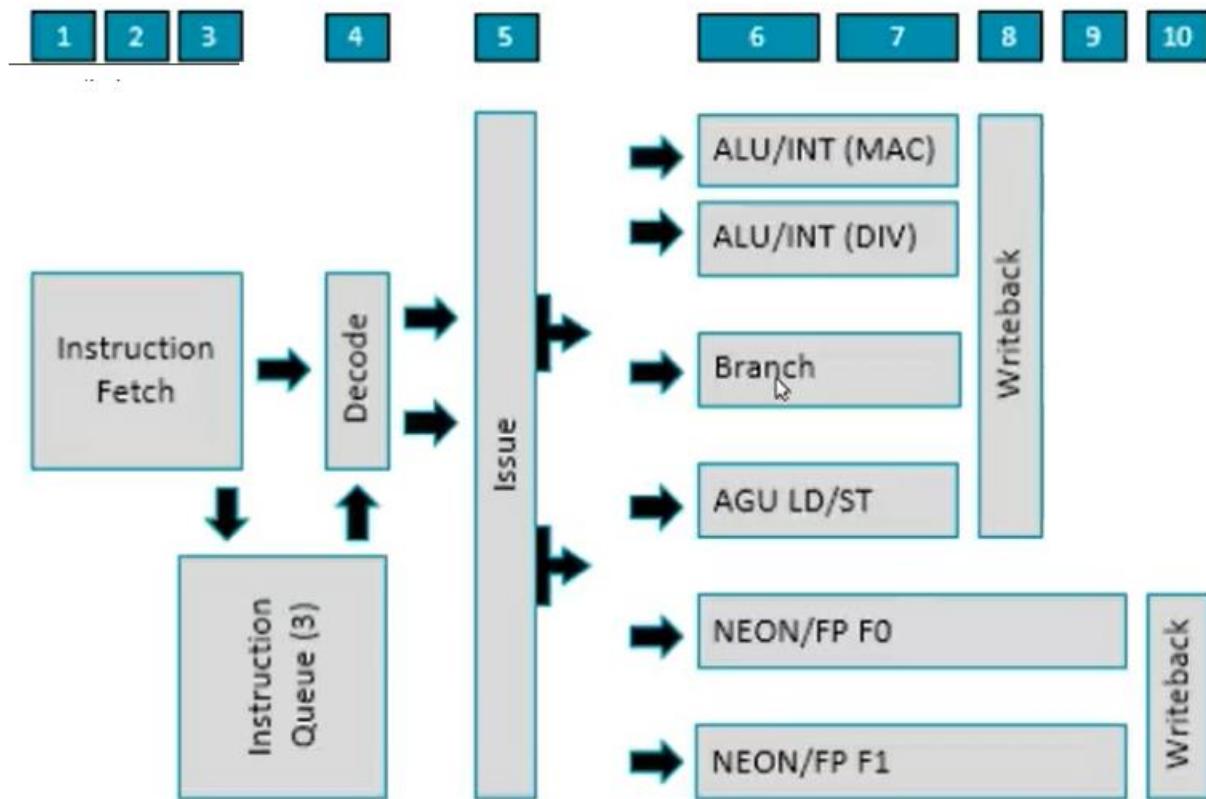
- Static multiple issue
  - Compiler groups instructions to be issued together
  - Packages them into “issue slots”
  - Compiler detects and avoids hazards (¿reorder?)
- Dynamic multiple issue
  - CPU examines instruction stream and chooses instructions to issue each cycle
  - Compiler can help by reordering instructions
  - CPU resolves hazards using advanced techniques at runtime

# Static Multiple Issue



# Static Multiple Issue

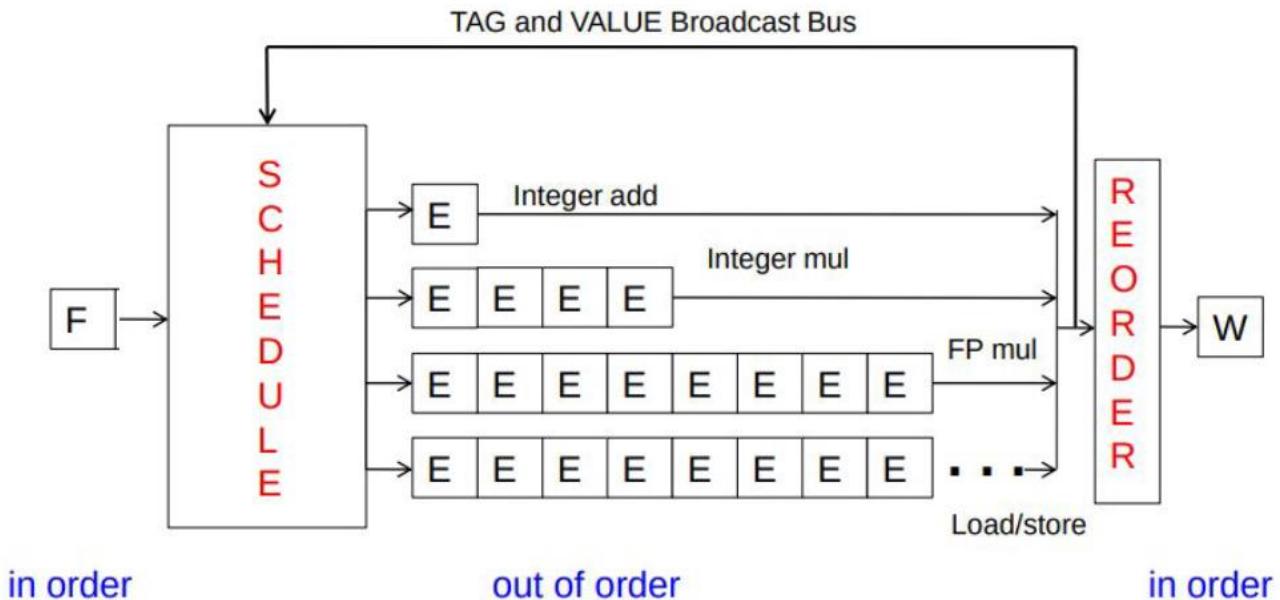
## ARM Cortex-A53 Microarchitecture



<https://www.anandtech.com/show/11441/dynamIQ-and-ARMs-new-CPUs-Cortex-A75-A55/4>

# Dinamic Multiple Issue

Ejecución OoO (Out-of-Order)



<https://www.anandtech.com/show/11441/dynamiq-and-arms-new-cpus-cortex-a75-a55/4>

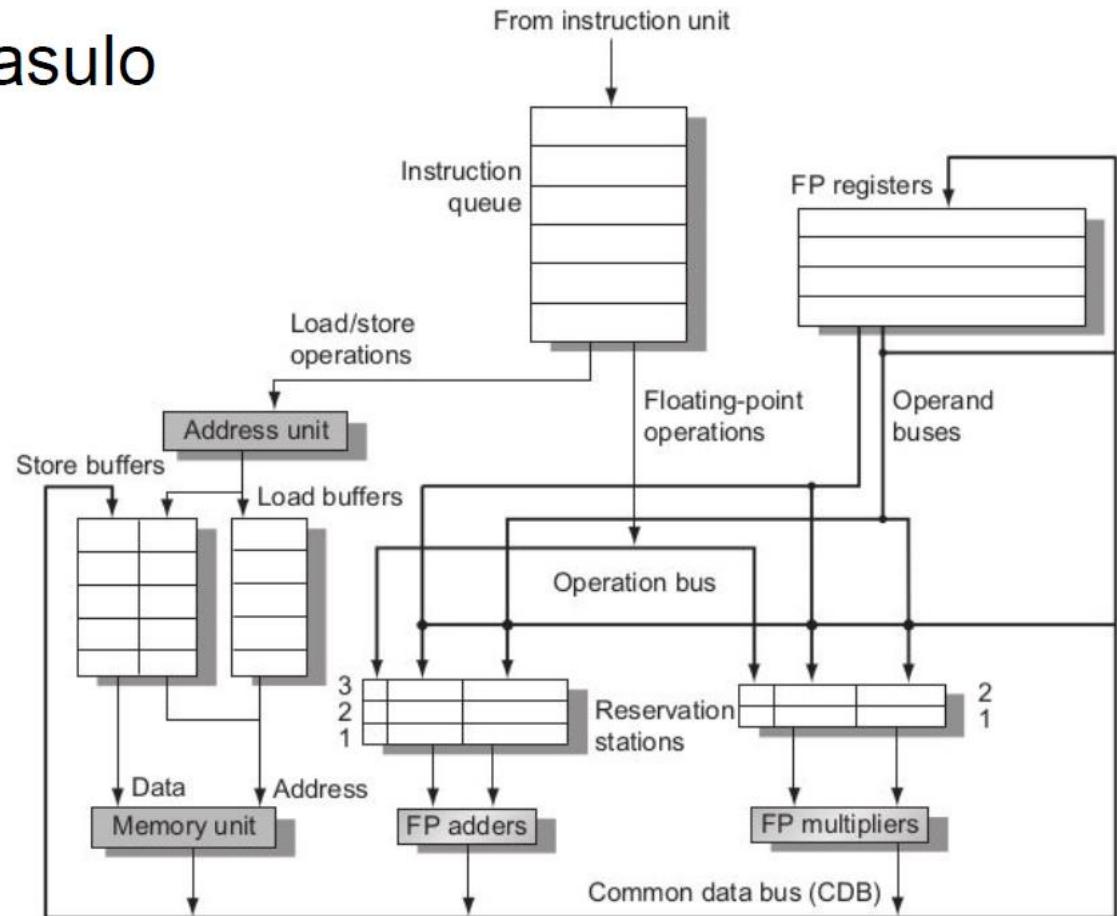
# Dinamic Multiple Issue

## Algoritmo de Tomasulo

Estructura básica de una unidad de punto flotante RISC-V usando el algoritmo de Tomasulo

Register file

	Valid	Tag	Value
X0			
X1			
X2			
...			
x31			



<https://www.anandtech.com/show/11441/dynamiq-and-arm-s-new-cpus-cortex-a75-a55/4>

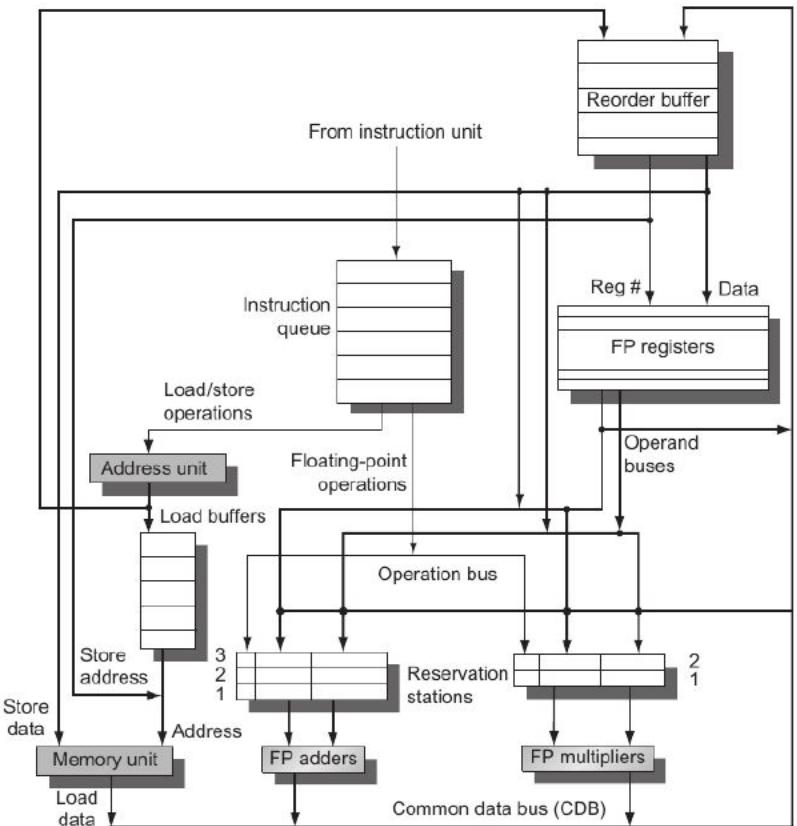
# Dinamic Multiple Issue

## Tomasulo + Speculation

Se agrega un buffer de reordenamiento (ROB) que mantiene los resultados hasta que el salto se termina de ejecutar.

Se agrega una fase de la instrucción: *commit* en la que se actualiza la memoria y los registros cuando una instrucción no es más especulativa.

Cada línea del ROB contiene: Tipo de instrucción, campo de destino, campo de valor y un campo de ready.



[https://www.anandtech.com/show/11441/dynamIQ-and-ARMs-new-CPUs-Cortex-A75-A55/4](https://www.anandtech.com/show/11441/dynamIQ-and-ARMs-new-CPUs-Cortex-A75-A55/)

# Speculation

- “Guess” what to do with an instruction
  - Start operation as soon as possible
  - Check whether guess was right
    - If so, complete the operation
    - If not, roll-back and do the right thing
- Common to static and dynamic multiple issue
- Examples
  - Speculate on branch outcome
    - Roll back if path taken is different
  - Speculate on load
    - Roll back if location is updated

# Compiler/Hardware Speculation

- Compiler can reorder instructions
  - e.g., move load before branch
  - Can include “fix-up” instructions to recover from incorrect guess
- Hardware can look ahead for instructions to execute
  - Buffer results until it determines they are actually needed
  - Flush buffers on incorrect speculation

# Speculation and Exceptions

- What if exception occurs on a speculatively executed instruction?
  - e.g., speculative load before null-pointer check
- Static speculation
  - Can add ISA support for deferring exceptions
- Dynamic speculation
  - Can buffer exceptions until instruction completion (which may not occur)

# Dependencias y Hazards

## Resumen de hazard respecto a las arquitecturas

Tipo de dependencia	In-order (1-issue)	Multiple issue in-order	Multiple issue out-of-order
Estructurales (Hazard)	No*	No*	Puede provocar stalls
Control	Puede provocar stalls	Deben considerarse al armar los issue packet. Puede provocar stalls	Deben considerarse al reordenar el código. Puede provocar stalls
Datos	RAW	RAW, WAW	RAW, WAW, WAR

\*Pueden existir por criterios de diseño, debe especificarse el hardware y el problema en particular

RAW: Puede evitarse con stalls o forwarding

WAW: Puede evitarse con register renaming

**Hazard Estructurales:** En la ejecución out-of-order, puede ocurrir que una instrucción requiere una unidad funcional (ALU, memoria, etc) que está ocupado ejecutando otra instrucción.

# Static Multiple Issue

- Compiler groups instructions into “issue packets”
  - Group of instructions that can be issued on a single cycle
  - Determined by pipeline resources required
- Think of an issue packet as a very long instruction
  - Specifies multiple concurrent operations
  - ⇒ Very Long Instruction Word (VLIW)

# Scheduling Static Multiple Issue

- Compiler must remove some/all hazards
  - Reorder instructions into issue packets
  - No dependencies with a packet
  - Possibly some dependencies between packets
    - Varies between ISAs; compiler must know!
  - Pad with nop if necessary

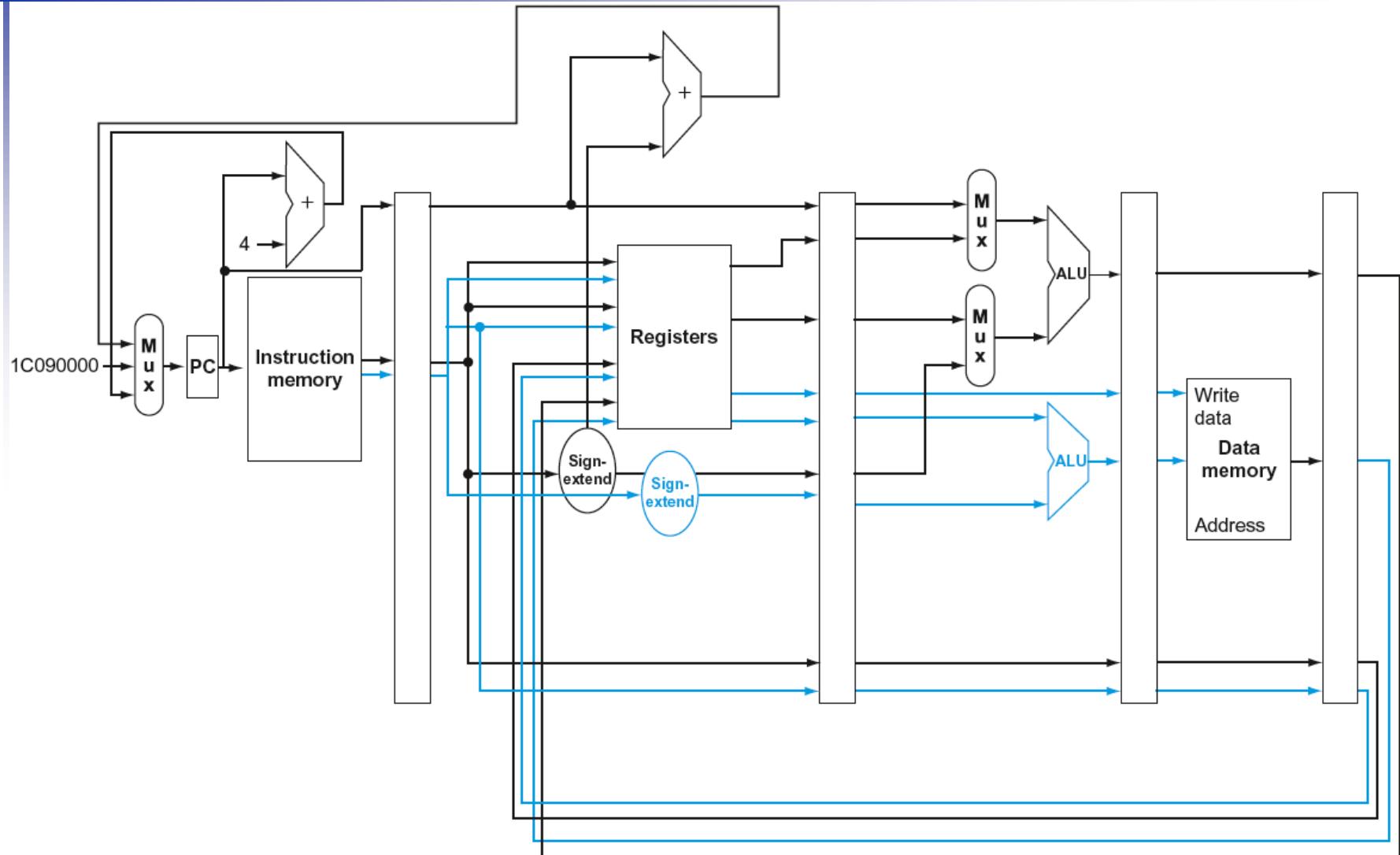
# LEGv8 with Static Dual Issue

## ■ Two-issue packets

- One ALU/branch instruction
- One load/store instruction
- 64-bit aligned
  - ALU/branch, then load/store
  - Pad an unused instruction with nop

Address	Instruction type	Pipeline Stages						
		IF	ID	EX	MEM	WB		
n	ALU/branch	IF	ID	EX	MEM	WB		
n + 4	Load/store	IF	ID	EX	MEM	WB		
n + 8	ALU/branch		IF	ID	EX	MEM	WB	
n + 12	Load/store		IF	ID	EX	MEM	WB	
n + 16	ALU/branch			IF	ID	EX	MEM	WB
n + 20	Load/store			IF	ID	EX	MEM	WB

# LEGv8 with Static Dual Issue



# Hazards in the Dual-Issue LEGv8

- More instructions executing in parallel
- EX data hazard
  - Forwarding avoided stalls with single-issue
  - Now can't use ALU result in load/store in same packet
    - ADD  $x_0$ ,  $x_0$ ,  $x_1$
    - LDUR  $x_2$ , [ $x_0$ , #0]
    - Split into two packets, effectively a stall
- Load-use hazard
  - Still one cycle use latency, but now two instructions
- More aggressive scheduling required

# Scheduling Example

- Schedule this for dual-issue LEGv8

```
Loop: LDUR x0, [x20,#0] // x0=array element
      ADD x0, x0,x21    // add scalar in x21
      STUR x0, [x20,#0] // store result
      SUBI x20, x20,#8  // decrement pointer
      CMP x20, x22      // Compare limit
      BGT Loop          // Branch if x20>x22
```

	ALU/branch	Load/store	cycle
Loop:	nop	LDUR x0, [x20,#0]	1
	SUBI x20, x20,#8	nop	2
	ADD x0, x0,x21	nop	3
	CMP x20, x22	nop	4
	BGT Loop	STUR x0, [x20,#0]	5

- IPC = 6/5 = 1.2 (c.f. peak IPC = 2)

# Scheduling Example

## Ejercicio 3-b

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21 // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8 // decrement pointer
5>          CMP X20,X22 // compare to loop limit
6>          B.GT Loop // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction	clk
Loop:	SUBI X20,X20,#8	LDUR X0, [X20,#0]	1
	CMP X20,X22	NOP	2
	ADD X0,X0,X21	NOP	3
	B.GT Loop	STUR X0, [X20,#0]	4
			5
			6

- IPC = 6/4 = 1.5 (c.f. peak IPC = 2)

# Scheduling Example

## Ejercicio 3: Static Multiple Issue Processor

Considere un procesador LEGv8 two-issue, donde en cada "issue packet" una de las instrucciones puede ser una operación de la ALU o un salto y la otra puede ser un *load* o *store*, tal como se muestra en la figura. El compilador asume toda la responsabilidad de eliminar los hazard, organizar el código e insertar operaciones tipo "nop" para que el código se ejecute sin necesidad de detección de hazard o generación de stalls.

Instruction type	Pipe stages						
	IF	ID	EX	MEM	WB		
ALU or branch instruction	IF	ID	EX	MEM	WB		
Load or store instruction	IF	ID	EX	MEM	WB		
ALU or branch instruction		IF	ID	EX	MEM	WB	
Load or store instruction		IF	ID	EX	MEM	WB	
ALU or branch instruction			IF	ID	EX	MEM	WB
Load or store instruction			IF	ID	EX	MEM	WB
ALU or branch instruction				IF	ID	EX	MEM
Load or store instruction				IF	ID	EX	WB

# Scheduling Example

```
Loop:    LDUR X0, [X20,#0]    // X0=array element
          ADD X0,X0,X21      // add scalar in X21
          STUR X0, [X20,#0]    // store result
          SUBI X20,X20,#8     // decrement pointer
          CMP X20,X22        // compare to loop limit
          B.GT Loop           // branch if X20 > X22
```

- a) Analice en el código las dependencias de datos y determine cuales generan data hazards. En cada caso indique: el tipo de hazard, el operando en conflicto y los números de las instrucciones involucradas. Suponga que los saltos están perfectamente predichos, de modo que los *control hazard* son manejados por hardware.

## Ejercicio 3-a

```
1> Loop:    LDUR X0, [X20,#0]    // X0=array element
2>          ADD X0,X0,X21      // add scalar in X21
3>          STUR X0, [X20,#0]    // store result
4>          SUBI X20,X20,#8     // decrement pointer
5>          CMP X20,X22        // compare to loop limit
6>          B.GT Loop           // branch if X20 > X22
```

# Scheduling Example

## Ejercicio 3-a

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21   // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8  // decrement pointer
5>          CMP X20,X22    // compare to loop limit
6>          B.GT Loop      // branch if X20 > X22
```

X0 - 1y2 - RAW

X0 - 1y2 - WAW

X0 - 2y3 - RAW

X20 - 4y5 - RAW

X0 - 2y1 - WAW condicional

# Scheduling Example

- b) ¿Cómo se organizaría el siguiente código en un procesador two-issue con pipeline para evitar la mayor cantidad posible de stalls?. I

## Ejercicio 3-b

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21   // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8   // decrement pointer
5>          CMP X20,X22      // compare to loop limit
6>          B.GT Loop        // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction

# Scheduling Example

## Ejercicio 3-b

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21   // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8  // decrement pointer
5>          CMP X20,X22     // compare to loop limit
6>          B.GT Loop      // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction	clk
Loop:	NOP	LDUR X0, [X20,#0]	1
	NOP	NOP	2
	ADD X0,X0,X21	NOP	3
	SUBI X20,X20,#8	STUR X0, [X20,#0]	4
	CMP X20,X22	NOP	5
	B.GT Loop	NOP	6

# Scheduling Example

## Ejercicio 3-b

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21 // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8 // decrement pointer
5>          CMP X20,X22 // compare to loop limit
6>          B.GT Loop // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction	clk
Loop:	SUBI X20,X20,#8	LDUR X0, [X20,#0]	1
	CMP X20,X22	NOP	2
	ADD X0,X0,X21	NOP	3
	B.GT Loop	STUR X0, [X20,#0]	4
			5
			6

# Scheduling Example

Ejercicio 3-b en el libro

	ALU or branch instruction	Data transfer instruction	Clock cycle
Loop:		LDUR X0,[X20,#0]	1
	SUBI X20, X20, #8		2
	ADD X0, X0, X21		3
	CMP X20, X22		4
	BGT Loop	STUR X0,[X20,#8]	5

**FIGURE 4.68** The scheduled code as it would look on a two-issue LEGv8 pipeline. The empty slots are no-ops.

# Loop Unrolling

- Replicate loop body to expose more parallelism
  - Reduces loop-control overhead
- Use different registers per replication
  - Called “**register renaming**”
  - Avoid loop-carried “anti-dependencies”
    - Store followed by a load of the same register
    - Aka “name dependence”
      - Reuse of a register name

# Loop Unrolling Example

	ALU/branch	Load/store	cycle
Loop:	SUBI x20, x20, #32	LDUR x0, [x20, #0]	1
	nop	LDUR x1, [x20, #24]	2
	ADD x0, x0, x21	LDUR x2, [x20, #16]	3
	ADD x1, x1, x21	LDUR x3, [x20, #8]	4
	ADD x2, x2, x21	STUR x0, [x20, #32]	5
	ADD x3, x3, x21	SW x1, [x20, #24]	6
	CMP x20, x22	SW x2, [x20, #16]	7
	BGT Loop	SW x3, [x20, #8]	8

- IPC = 15/8 = 1.875
  - Closer to 2, but at cost of registers and code size

# Loop Unrolling Example

## Ejercicio 3-c Loop unrolling

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21 // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8 // decrement pointer I

1b>         LDUR X0, [X2B,#0] // X0=array element
2b>         ADD X0,X0,X21 // add scalar in X21
3b>         STUR X0, [X2B,#0] // store result
4b>         SUBI X20,X20,#8 // decrement pointer

5>          CMP X20,X22 // compare to loop limit
6>          B.GT Loop // branch if X20 > X22
```

# Loop Unrolling Example

## Ejercicio 3-c Eliminar instrucciones innecesarias

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21 // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          SUBI X20,X20,#8 // decrement pointer

1b>         LDUR X1, [X20,#-8] // X0=array element
2b>         ADD X1,X1,X21 // add scalar in X21
3b>         STUR X1, [X20,#-8] // store result
4b>         SUBI X20,X20,#8 // decrement pointer

5>          CMP X20,X22 // compare to loop limit
6>          B.GT Loop // branch if X20 > X22
```

# Loop Unrolling Example

## Ejercicio 3-c Eliminar instrucción

```
1> Loop:    LDUR X0, [X20,#0]    // X0=array element
2>          ADD X0,X0,X21      // add scalar in X21
3>          STUR X0, [X20,#0]    // store result
4>          SUBI X20,X20,#8     // decrement pointer

1b>         LDUR X1, [X20,#-8]   // X0=array element
2b>         ADD X1,X1,X21      // add scalar in X21
3b>         STUR X1, [X20,#-8]   // store result
4b>         SUBI X20,X20,#16    // decrement pointer

5>          CMP X20,X22        // compare to loop limit
6>          B.GT Loop           // branch if X20 > X22
```

I

# Loop Unrolling Example

## Ejercicio 3-c

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21      // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          LDUR X1, [X20,#-8] // X0=array element
5>          ADD X1,X1,X21      // add scalar in X21
6>          STUR X1, [X20,#-8] // store result
7>          SUBI X20,X20,#16   // decrement pointer
8>          CMP X20,X22       // compare to loop limit
9>          B.GT Loop           // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction
1		

# Loop Unrolling Example

## Ejercicio 3-c

```
1> Loop:    LDUR X0, [X20,#0] // X0-array element
2>          ADD X0,X0,X21 // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          LDUR X1, [X20,#8] // X0-array element
5>          ADD X1,X1,X21 // add scalar in X21
6>          STUR X1, [X20,#-8] // store result
7>          SUBI X20,X20,#16 // decrement pointer
8>          CMP X20,X22 // compare to loop limit
9>          B.GT Loop // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction
Loop:		LDUR X0, [X20,#0]
		LDUR X1, [X20,#-8]
	ADD X0,X0,X21	
	ADD X1,X1,X21	STUR X0, [X20,#0]
	SUBI X20,X20,#16	STUR X1, [X20,#-8]
	CMP X20,X22	
	B.GT Loop	

# Loop Unrolling Example

## Ejercicio 3-c

```
1> Loop:    LDUR X0, [X20,#0] // X0=array element
2>          ADD X0,X0,X21 // add scalar in X21
3>          STUR X0, [X20,#0] // store result
4>          LDUR X1, [X20,#-8] // X0=array element
5>          ADD X1,X1,X21 // add scalar in X21
6>          STUR X1, [X20,#-8] // store result
7>          SUBI X20,X20,#16 // decrement pointer
8>          CMP X20,X22 // compare to loop limit
9>          B.GT Loop // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction
Loop:	SUBI X20,X20,#16	LDUR X0, [X20,#0]
	CMP X20,X22	LDUR X1, [X20,#8]
	ADD X0,X0,X21	I
	ADD X1,X1,X21	STUR X0, [X20,#16]
	B.GT Loop	STUR X1, [X20,#8]

# Loop Unrolling Example

## Ejercicio 3-c

```
1> Loop: LDUR X0, [X20,#0] // X0=array element
2> ADD X0,X0,X21 // add scalar in X21
3> STUR X0, [X20,#0] // store result
4> LDUR X1, [X20,#-8] // X0=array element
5> ADD X1,X1,X21 // add scalar in X21
6> STUR X1, [X20,#-8] // store result
7> SUBI X20,X20,#16 // decrement pointer
8> CMP X20,X22 // compare to loop limit
9> B.GT Loop // branch if X20 > X22
```

	ALU or branch instruction	Data transfer instruction
Loop:	SUBI X20,X20,#16	LDUR X0, [X20,#0]
	CMP X20,X22	LDUR X1, [X20,#8]
	ADD X0,X0,X21	
	ADD X1,X1,X21	STUR X0, [X20,#16]
	B.GT Loop	STUR X1, [X20,#8]

I

# Loop Unrolling Example

## 4.10 Parallelism via Instructions

349

	ALU or branch instruction	Data transfer instruction	Clock cycle
Loop:	SUBI X20, X20,#32	LDUR X0, [X20,#0]	1
		LDUR X1, [X20,#24]	2
	ADD X0, X0, X21	LDUR X2, [X20,#16]	3
	ADD X1, X1, X21	LDUR X3, [X20,#8]	4
	ADD X2, X2, X21	STUR X0, [X20,#32]	5
	ADD X3, X3, X21	STUR X1, [X20,#24]	6
	CMP X20, X22	STUR X2, [X20,#16]	7
	BGT Loop	STUR X3, [X20,#8]	8

**FIGURE 4.69 The unrolled and scheduled code of Figure 4.68 as it would look on a static two-issue LEGv8 pipeline.** The empty slots are no-ops. Since the first instruction in the loop decrements X20 by 32, the addresses loaded are the original value of X20, then that address minus 8, minus 16, and minus 24.

# Dynamic Multiple Issue

- “Superscalar” processors
- CPU decides whether to issue 0, 1, 2, ... each cycle
  - Avoiding structural and data hazards
- Avoids the need for compiler scheduling
  - Though it may still help
  - Code semantics ensured by the CPU

# Dynamic Pipeline Scheduling

- Allow the CPU to execute instructions out of order to avoid stalls
  - But commit result to registers in order
- Example

LDUR  $x_0$ , [x21,#20]

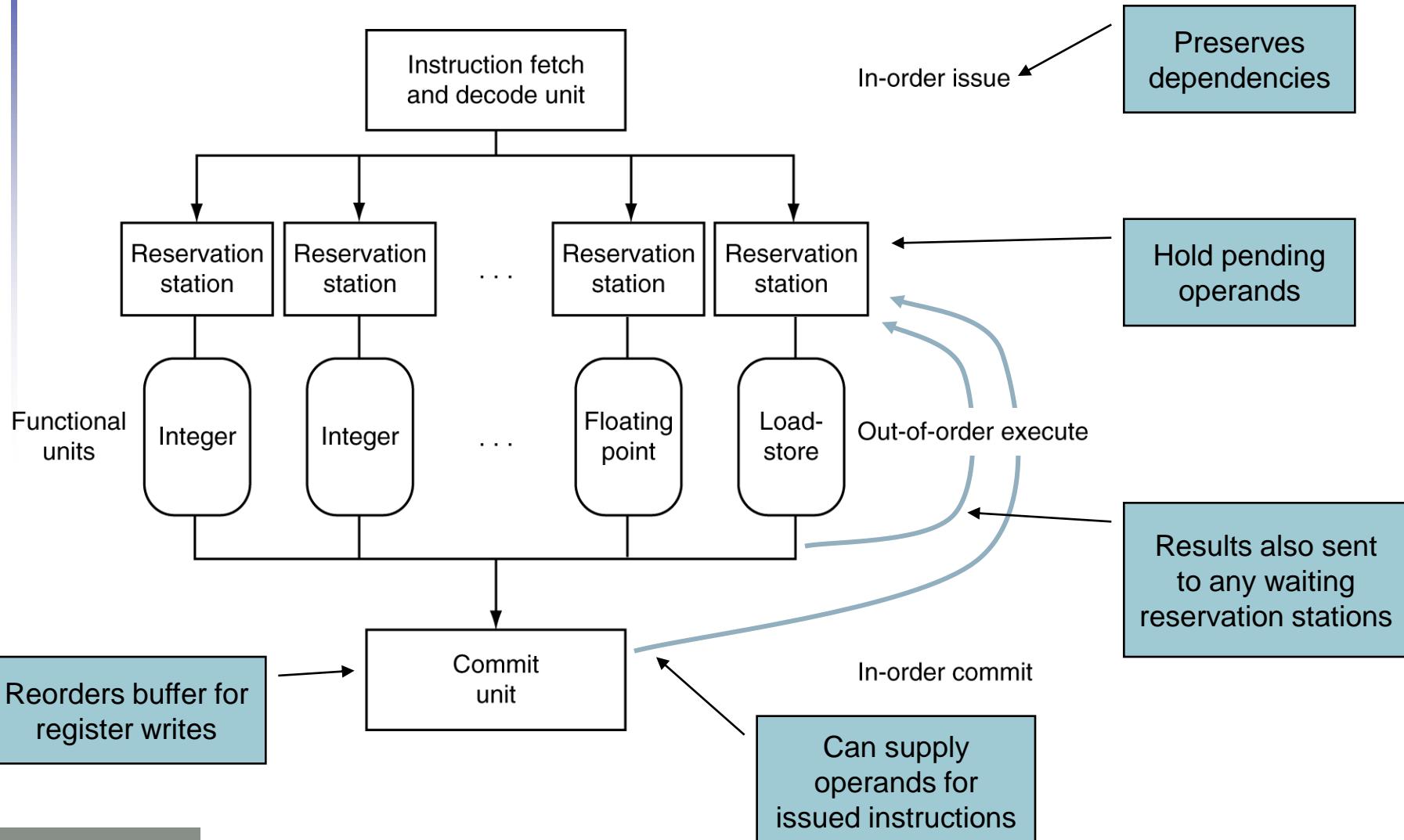
ADD  $x_1$ ,  $x_0$ ,  $x_2$

SUB  $x_{23}$ , $x_{23}$ , $x_3$

ANDI  $x_5$ ,  $x_{23}$ ,#20

- Can start sub while ADD is waiting for LDUI

# Dynamically Scheduled CPU



# Register Renaming

- Reservation stations and reorder buffer effectively provide register renaming
- On instruction issue to reservation station
  - If operand is available in register file or reorder buffer
    - Copied to reservation station
    - No longer required in the register; can be overwritten
  - If operand is not yet available
    - It will be provided to the reservation station by a function unit
    - Register update may not be required

# Speculation

- Predict branch and continue issuing
  - Don't commit until branch outcome determined
- Load speculation
  - Avoid load and cache miss delay
    - Predict the effective address
    - Predict loaded value
    - Load before completing outstanding stores
    - Bypass stored values to load unit
  - Don't commit load until speculation cleared

# Why Do Dynamic Scheduling?

- Why not just let the compiler schedule code?
- Not all stalls are predictable
  - e.g., cache misses
- Can't always schedule around branches
  - Branch outcome is dynamically determined
- Different implementations of an ISA have different latencies and hazards

# Does Multiple Issue Work?

## The BIG Picture

- Yes, but not as much as we'd like
- Programs have real dependencies that limit ILP
- Some dependencies are hard to eliminate
  - e.g., pointer aliasing
- Some parallelism is hard to expose
  - Limited window size during instruction issue
- Memory delays and limited bandwidth
  - Hard to keep pipelines full
- Speculation can help if done well

# Deep Pipelines

## Ejercicio 2

- Asuma  $N = 20$  (20 etapas de pipeline),  $W = 5$  (5 instrucciones leídas por fetch)
- Asuma: 1 de cada 5 instrucciones es un salto
- Asuma: bloques de 5 instrucciones donde la última es un salto

¿Cuántos ciclos de reloj toma hacer fetch de todas las instrucciones de un código de 500 instrucciones?

Considerando predictores con las siguientes precisiones: 100%, 99%, 98%, 95%.

**Precisión del 100%:**

100 ciclo. No se hace ningun fetch incorrecto.

**Precisión del 99%:**

$100 \text{ (camino de ejecución correcto)} + 20 \text{ (fetchs incorrectos)} = 120 \text{ ciclos}$

20% instrucciones extras levantadas.

**Precisión del 98%:**

$100 \text{ (camino de ejecución correcto)} + 20 * 2 \text{ (fetchs incorrectos)} = 140 \text{ ciclos}$

40% instrucciones extras levantadas.

**Precisión del 95%:**

$100 \text{ (camino de ejecución correcto)} + 20 * 5 \text{ (fetchs incorrectos)} = 200 \text{ ciclos}$

100% instrucciones extras levantadas.

# Predicción de Saltos

## El problema a resolver

¿Cuál es la próxima instrucción a hacer fetch?

La instrucción anterior aún no se decodificó (no sabemos si es un salto)

Para levantar la instrucción correcta debemos saber:

- 1) Si la instrucción anterior es un salto
- 2) En el caso de un salto condicional, si el salto se toma o no
- 3) En caso que se tome, cual es la dirección de salto.

# Predicción de Saltos

## Predicción de saltos

### Estáticos

- Not taken
- Taken
- BTFNT (backward taken, forward not taken)

### Dinámicos

- Predictor local (2 bit)
- Predictor de dos niveles (2 bits mejorado)
- Predictor gshared
- Predictor por torneos (Tournament predictors)
- Tagged Hybrid predictors

# Predicción de Saltos

## Branch Target Buffer (BTB)

Es una pequeña memoria asociativa que almacena la dirección donde se encuentra un salto y el destino.

PC	Target

# Predicción de Saltos

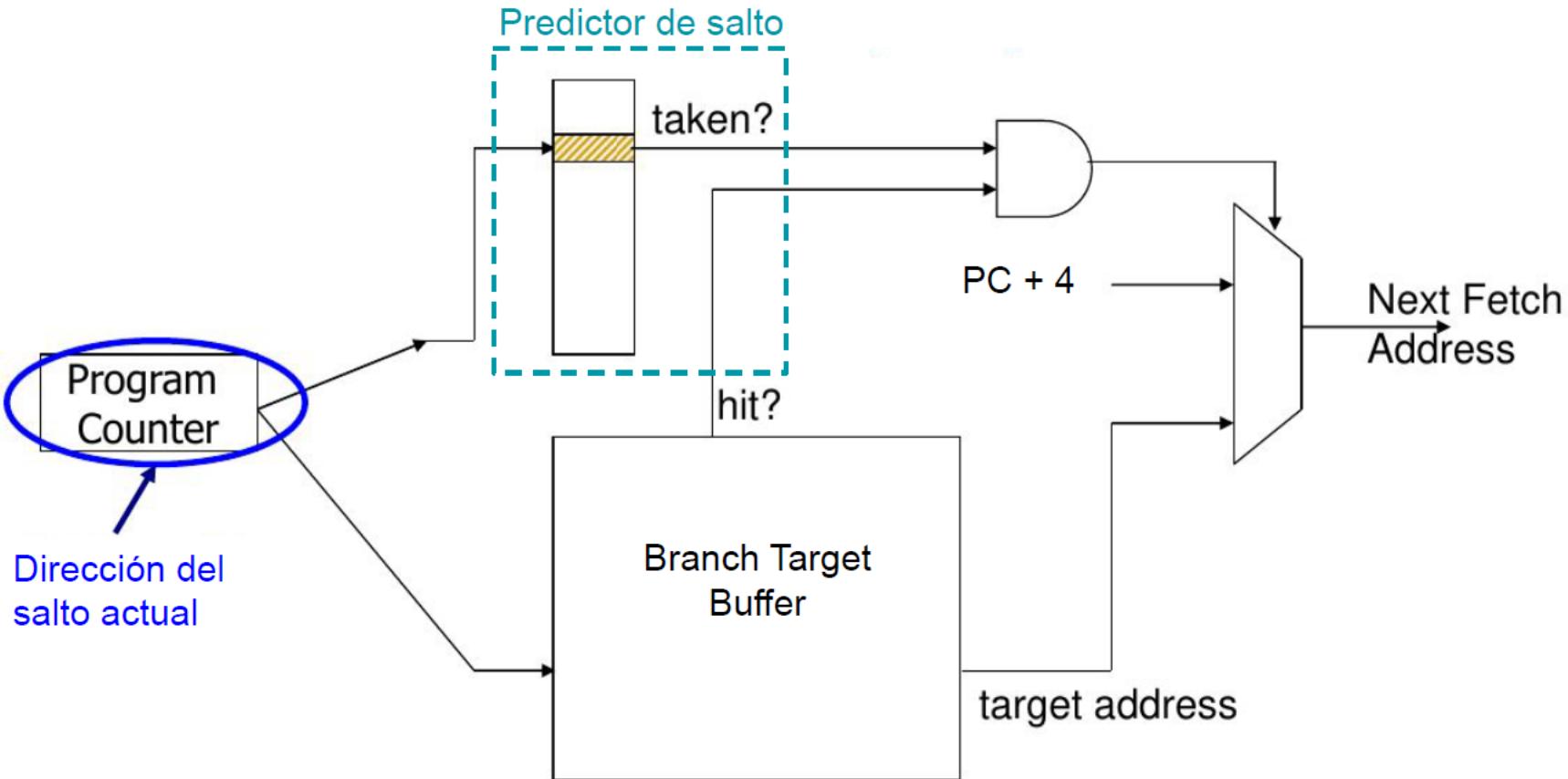
## Branch Target Buffer (BTB)

Es una pequeña memoria asociativa que almacena la dirección donde se encuentra un salto y el destino.

PC	Target

# Predicción de Saltos

## Predicción de dirección de salto



# Predicción de Saltos

## Tipos de predictores dinámicos

**Predictores locales:** Basan su predicción en la información de ejecuciones anteriores del mismo salto.

**Predictores globales:** Realizan la predicción utilizando la información de otros saltos del programa a ejecutar.

Ej

```
if (cond1)
...
if (cond1 AND cond2)
...
```

```
if (cond1)
    a = 2;
if (a == 0)
    ...

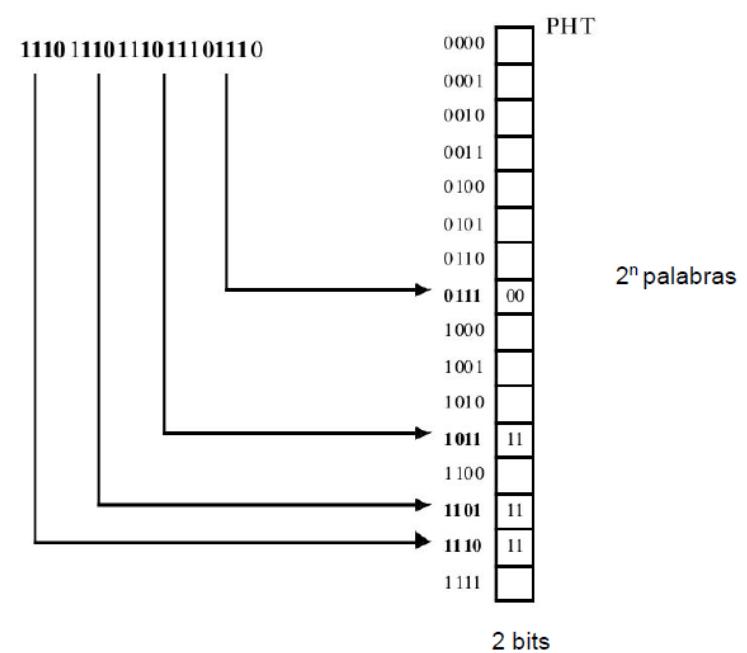
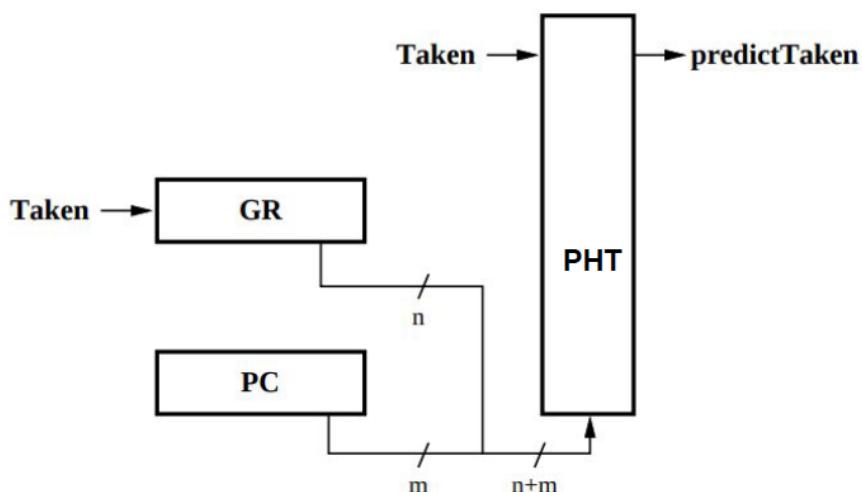
```

```
if (aa == 2)          //B1
    aa = 0;
if (bb == 2)          //B2
    bb = 0;
if (aa != bb) {      //B3
    ...
}
```

# Predicción de Saltos

## Predictor de dos niveles

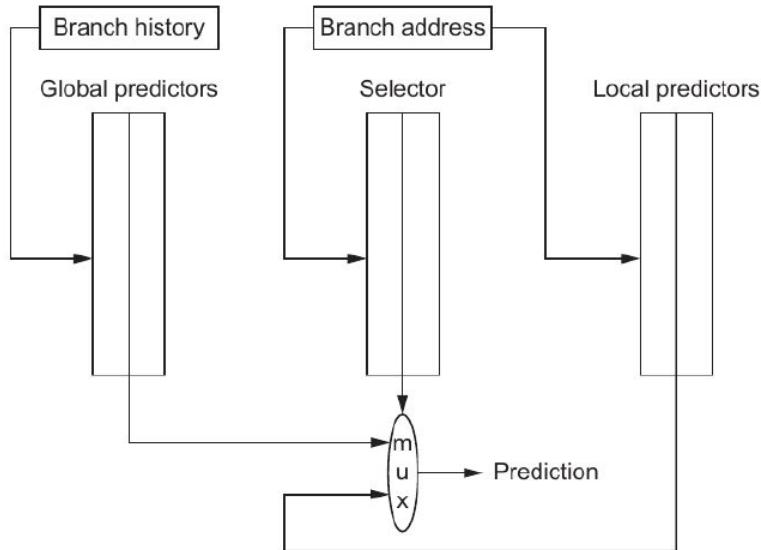
- Se hace una predicción basada en el resultado del salto que obtuvo el mismo patrón de T-NT



# Predicción de Saltos

## Predictores por torneo

- Se combinan predictores locales (predictor de 2 niveles) y globales
- La ventaja es que elige el tipo de predictor que mejor funciona para cada salto



# Power Efficiency

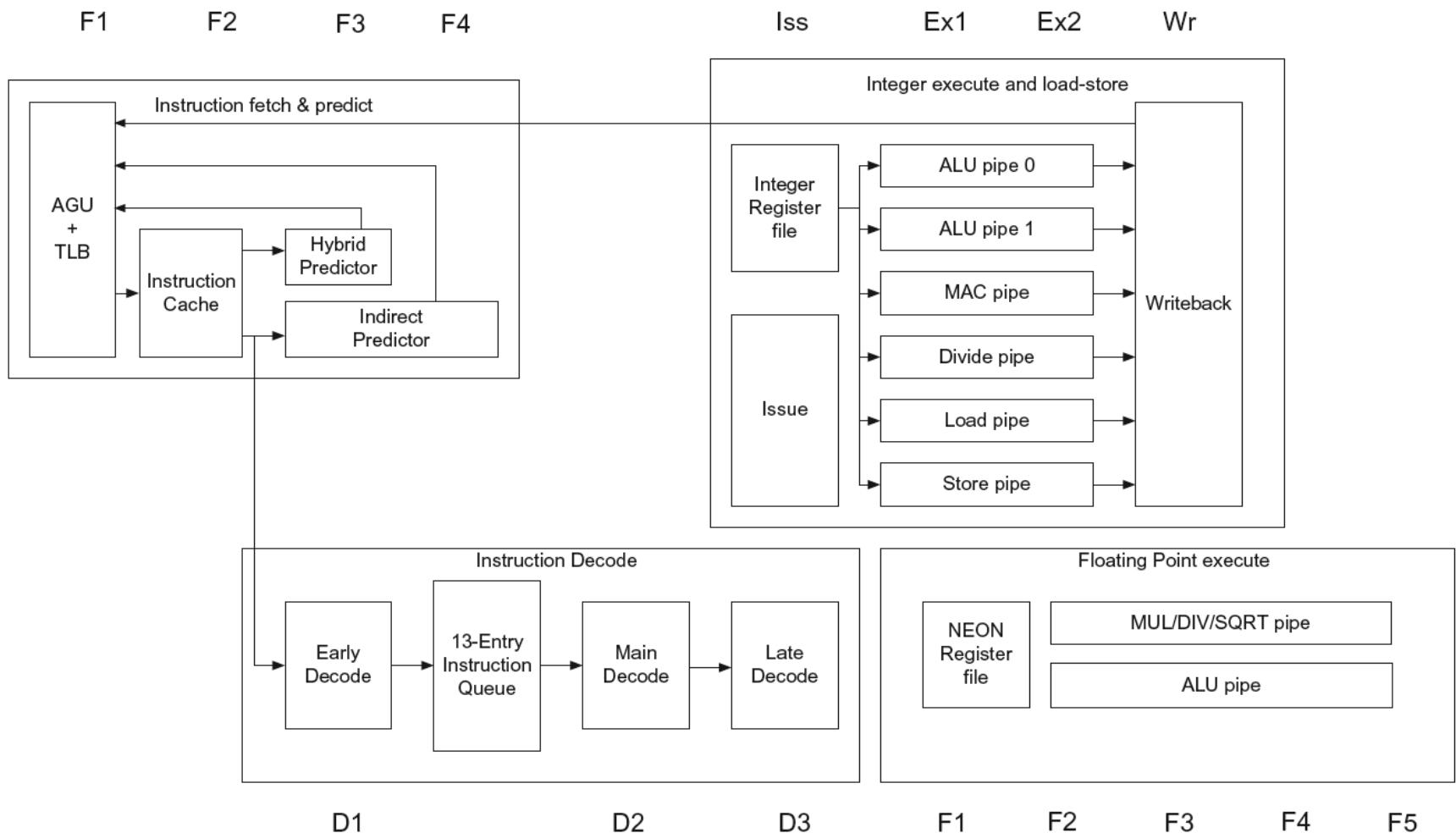
- Complexity of dynamic scheduling and speculations requires power
- Multiple simpler cores may be better

Microprocessor	Year	Clock Rate	Pipeline Stages	Issue width	Out-of-order/Speculation	Cores	Power
i486	1989	25MHz	5	1	No	1	5W
Pentium	1993	66MHz	5	2	No	1	10W
Pentium Pro	1997	200MHz	10	3	Yes	1	29W
P4 Willamette	2001	2000MHz	22	3	Yes	1	75W
P4 Prescott	2004	3600MHz	31	3	Yes	1	103W
Core	2006	2930MHz	14	4	Yes	2	75W
UltraSparc III	2003	1950MHz	14	4	No	1	90W
UltraSparc T1	2005	1200MHz	6	1	No	8	70W

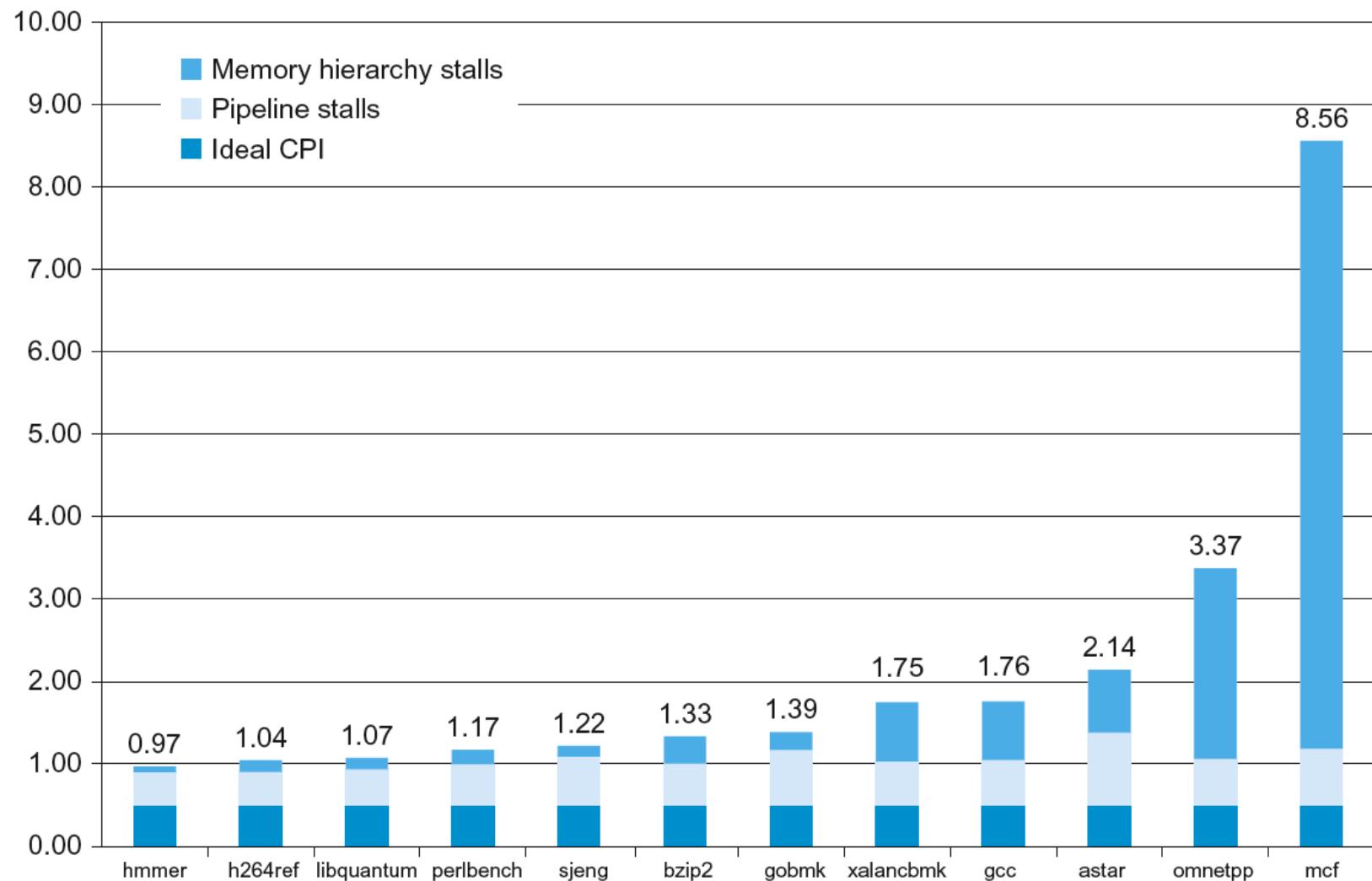
# Cortex A53 and Intel i7

Processor	ARM A53	Intel Core i7 920
Market	Personal Mobile Device	Server, cloud
Thermal design power	100 milliWatts (1 core @ 1 GHz)	130 Watts
Clock rate	1.5 GHz	2.66 GHz
Cores/Chip	4 (configurable)	4
Floating point?	Yes	Yes
Multiple issue?	Dynamic	Dynamic
Peak instructions/clock cycle	2	4
Pipeline stages	8	14
Pipeline schedule	Static in-order	Dynamic out-of-order with speculation
Branch prediction	Hybrid	2-level
1 <sup>st</sup> level caches/core	16-64 KiB I, 16-64 KiB D	32 KiB I, 32 KiB D
2 <sup>nd</sup> level caches/core	128-2048 KiB	256 KiB (per core)
3 <sup>rd</sup> level caches (shared)	(platform dependent)	2-8 MB

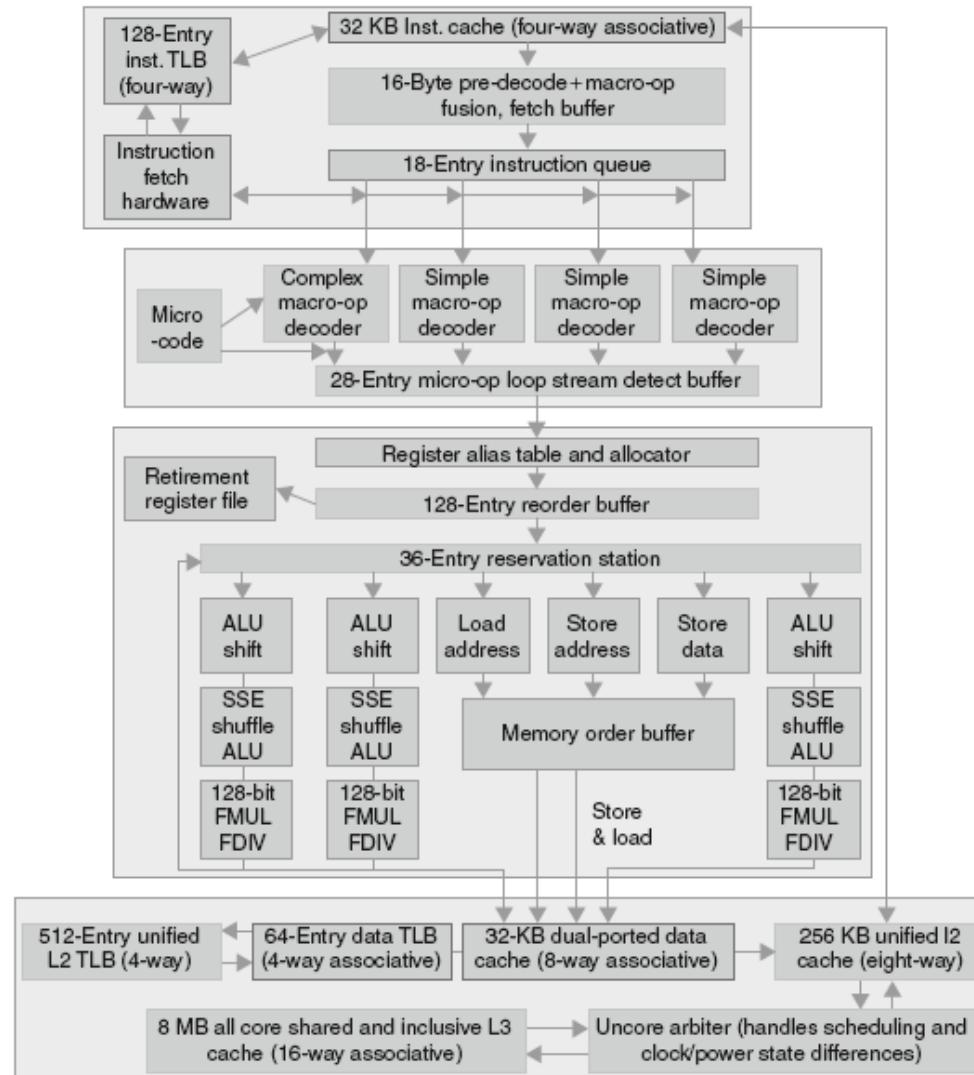
# ARM Cortex-A53 Pipeline



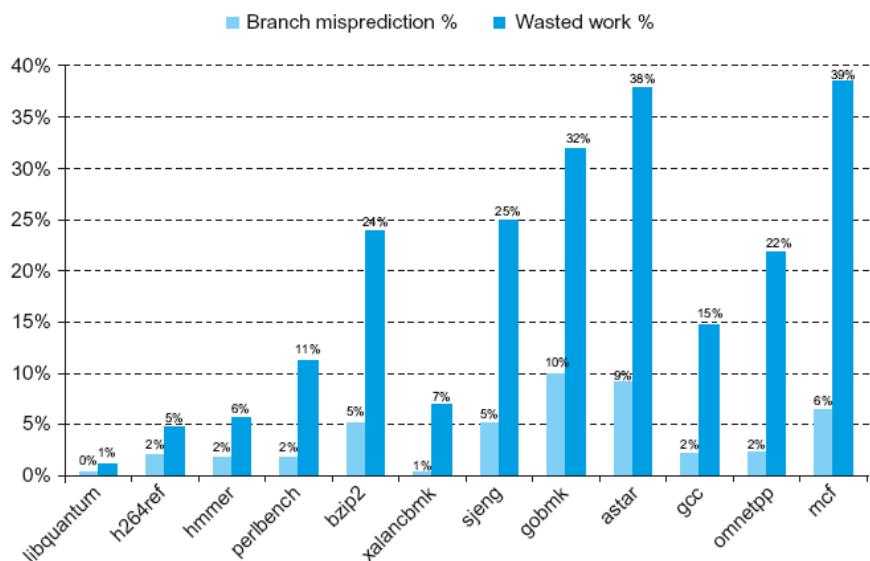
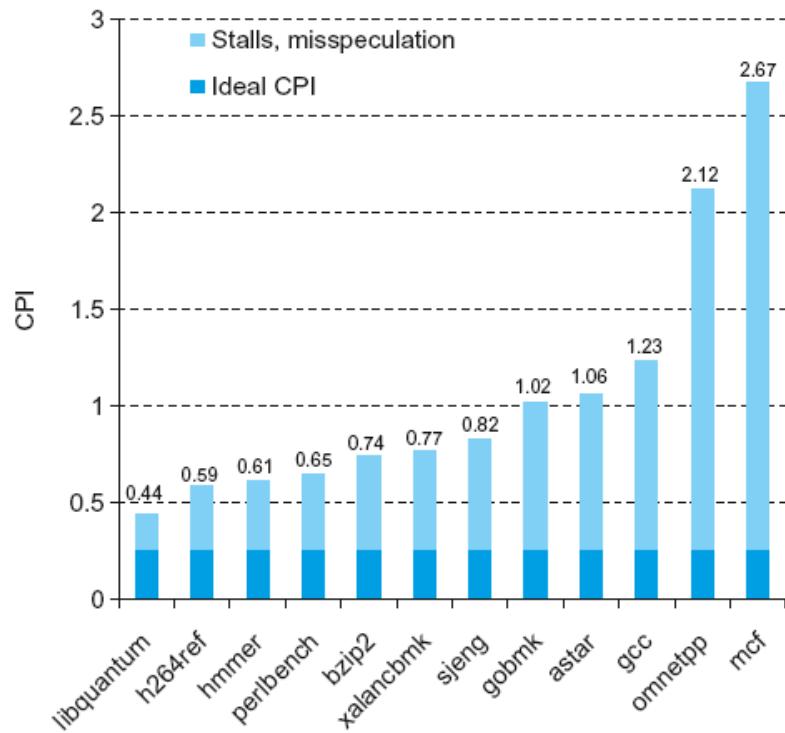
# ARM Cortex-A53 Performance



# Core i7 Pipeline



# Core i7 Performance



# Matrix Multiply

## ■ Unrolled C code

```
1 #include <x86intrin.h>
2 #define UNROLL (4)
3
4 void dgemm (int n, double* A, double* B, double* C)
5 {
6     for ( int i = 0; i < n; i+=UNROLL*4 )
7         for ( int j = 0; j < n; j++ ) {
8             __m256d c[4];
9             for ( int x = 0; x < UNROLL; x++ )
10                c[x] = _mm256_load_pd(C+i+x*4+j*n);
11
12            for( int k = 0; k < n; k++ )
13            {
14                __m256d b = _mm256_broadcast_sd(B+k+j*n);
15                for (int x = 0; x < UNROLL; x++)
16                    c[x] = _mm256_add_pd(c[x],
17                                         _mm256_mul_pd(_mm256_load_pd(A+n*k+x*4+i), b));
18            }
19
20            for ( int x = 0; x < UNROLL; x++ )
21                _mm256_store_pd(C+i+x*4+j*n, c[x]);
22        }
23 }
```

# Matrix Multiply

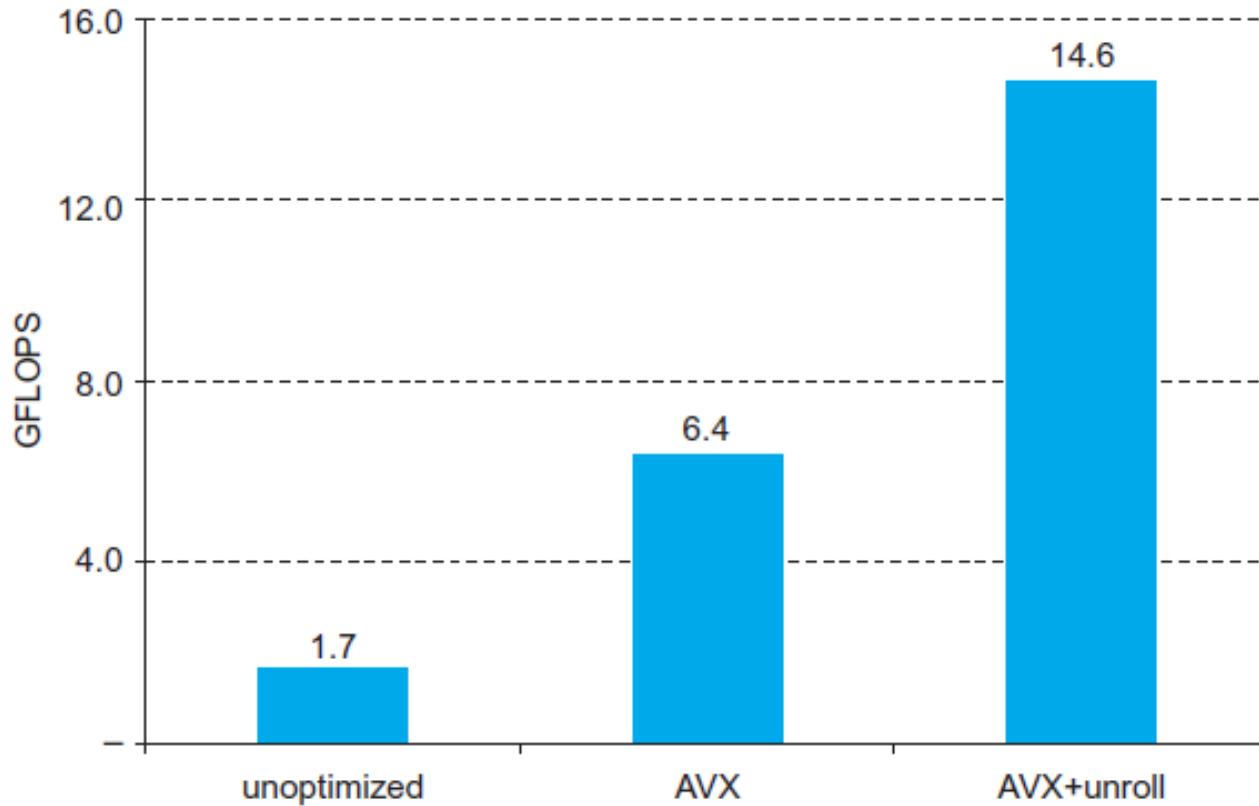
## Assembly code:

```

1 vmovapd (%r11),%ymm4          # Load 4 elements of C into %ymm4
2 mov %rbx,%rax                # register %rax = %rbx
3 xor %ecx,%ecx                # register %ecx = 0
4 vmovapd 0x20(%r11),%ymm3      # Load 4 elements of C into %ymm3
5 vmovapd 0x40(%r11),%ymm2      # Load 4 elements of C into %ymm2
6 vmovapd 0x60(%r11),%ymm1      # Load 4 elements of C into %ymm1
7 vbroadcastsd (%rcx,%r9,1),%ymm0 # Make 4 copies of B element
8 add $0x8,%rcx # register %rcx = %rcx + 8
9 vmulpd (%rax),%ymm0,%ymm5    # Parallel mul %ymm1,4 A elements
10 vaddpd %ymm5,%ymm4,%ymm4     # Parallel add %ymm5, %ymm4
11 vmulpd 0x20(%rax),%ymm0,%ymm5 # Parallel mul %ymm1,4 A elements
12 vaddpd %ymm5,%ymm3,%ymm3     # Parallel add %ymm5, %ymm3
13 vmulpd 0x40(%rax),%ymm0,%ymm5 # Parallel mul %ymm1,4 A elements
14 vmulpd 0x60(%rax),%ymm0,%ymm0 # Parallel mul %ymm1,4 A elements
15 add %r8,%rax                # register %rax = %rax + %r8
16 cmp %r10,%rcx                # compare %r8 to %rax
17 vaddpd %ymm5,%ymm2,%ymm2     # Parallel add %ymm5, %ymm2
18 vaddpd %ymm0,%ymm1,%ymm1     # Parallel add %ymm0, %ymm1
19 jne 68 <dgemm+0x68>         # jump if not %r8 != %rax
20 add $0x1,%esi                # register %esi = %esi + 1
21 vmovapd %ymm4,(%r11)          # Store %ymm4 into 4 C elements
22 vmovapd %ymm3,0x20(%r11)      # Store %ymm3 into 4 C elements
23 vmovapd %ymm2,0x40(%r11)      # Store %ymm2 into 4 C elements
24 vmovapd %ymm1,0x60(%r11)      # Store %ymm1 into 4 C elements

```

# Performance Impact



# Fallacies

- Pipelining is easy (!)
  - The basic idea is easy
  - The devil is in the details
    - e.g., detecting data hazards
- Pipelining is independent of technology
  - So why haven't we always done pipelining?
  - More transistors make more advanced techniques feasible
  - Pipeline-related ISA design needs to take account of technology trends
    - e.g., predicated instructions

# Pitfalls

- Poor ISA design can make pipelining harder
  - e.g., complex instruction sets (VAX, IA-32)
    - Significant overhead to make pipelining work
    - IA-32 micro-op approach
  - e.g., complex addressing modes
    - Register update side effects, memory indirection
  - e.g., delayed branches
    - Advanced pipelines have long delay slots

# Concluding Remarks

- ISA influences design of datapath and control
- Datapath and control influence design of ISA
- Pipelining improves instruction throughput using parallelism
  - More instructions completed per second
  - Latency for each instruction not reduced
- Hazards: structural, data, control
- Multiple issue and dynamic scheduling (ILP)
  - Dependencies limit achievable parallelism
  - Complexity leads to the power wall