

Lecture 10

Instruction-Level Parallelism

Recap

- Problem of single-cycle design:
 - Longest delay determines clock period
- Pipelining improves performance by increasing instruction throughput
 - Executes multiple instructions in parallel
 - Each instruction has the same latency
- Hazard: situations that prevent starting the next instruction in the next cycle
 - Structure hazard
 - Data hazard
 - Control hazard

Single-Cycle Datapath

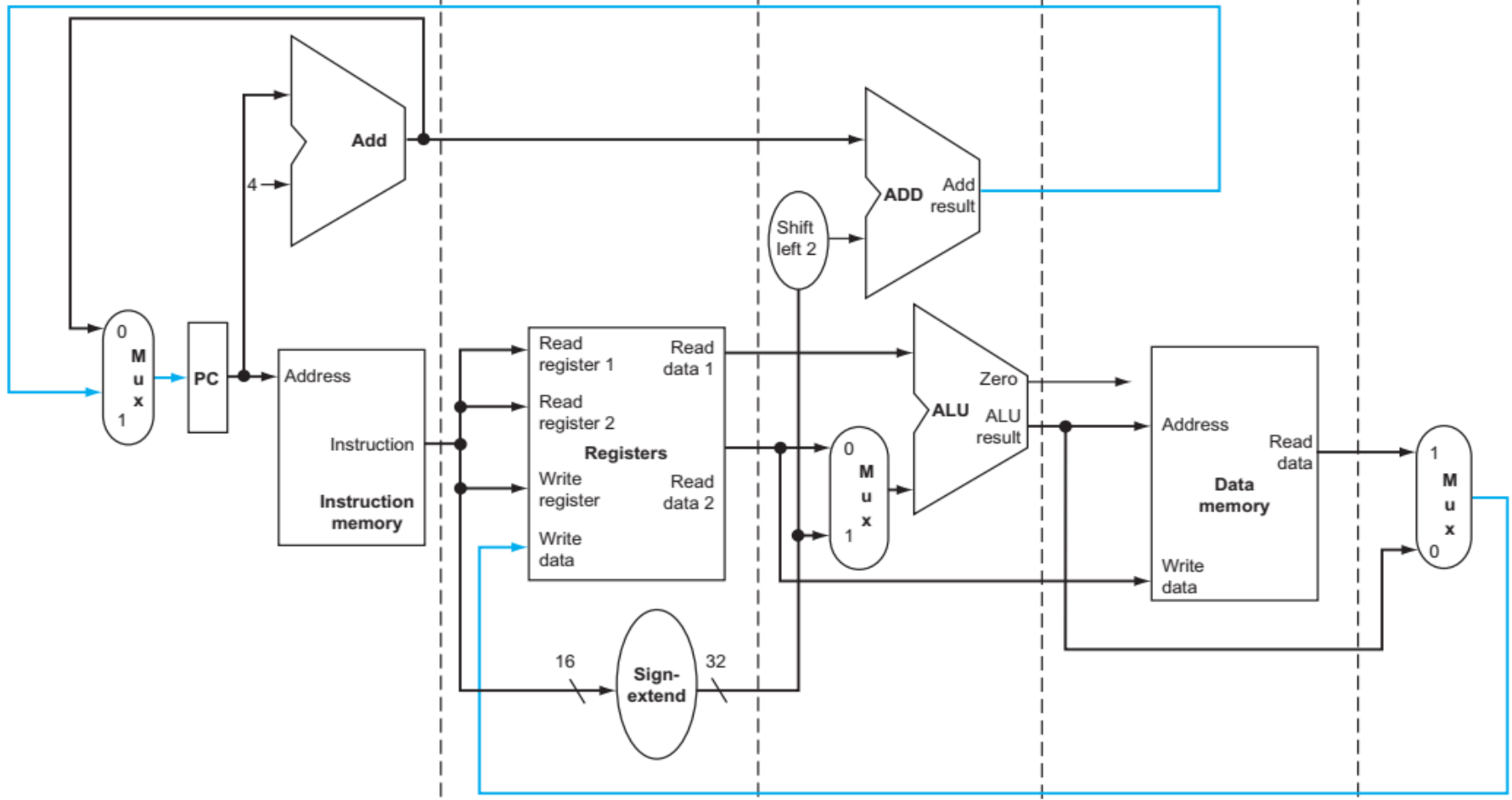
IF: Instruction fetch

ID: Instruction decode/
register file read

EX: Execute/
address calculation

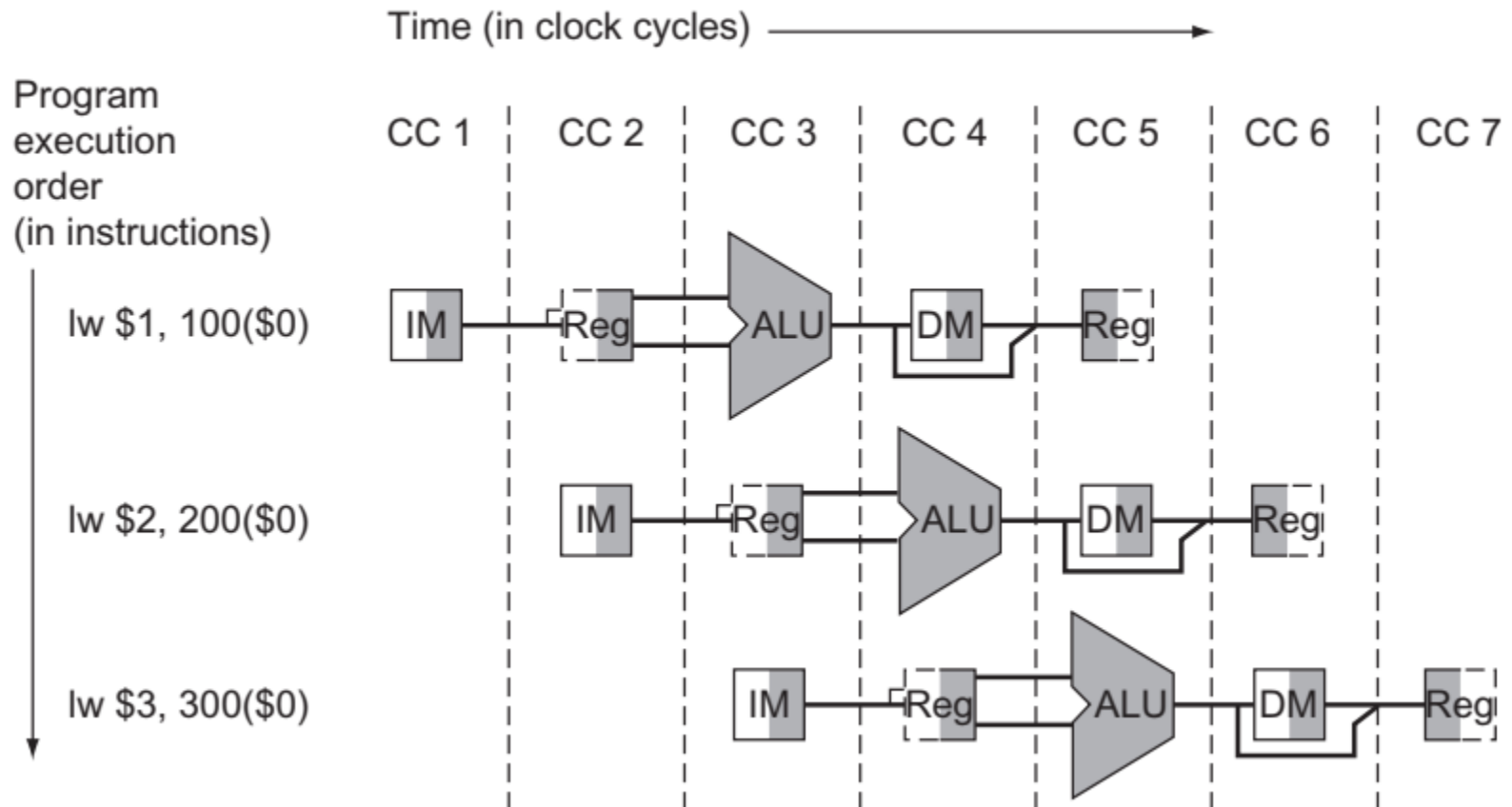
MEM: Memory access

WB: Write back

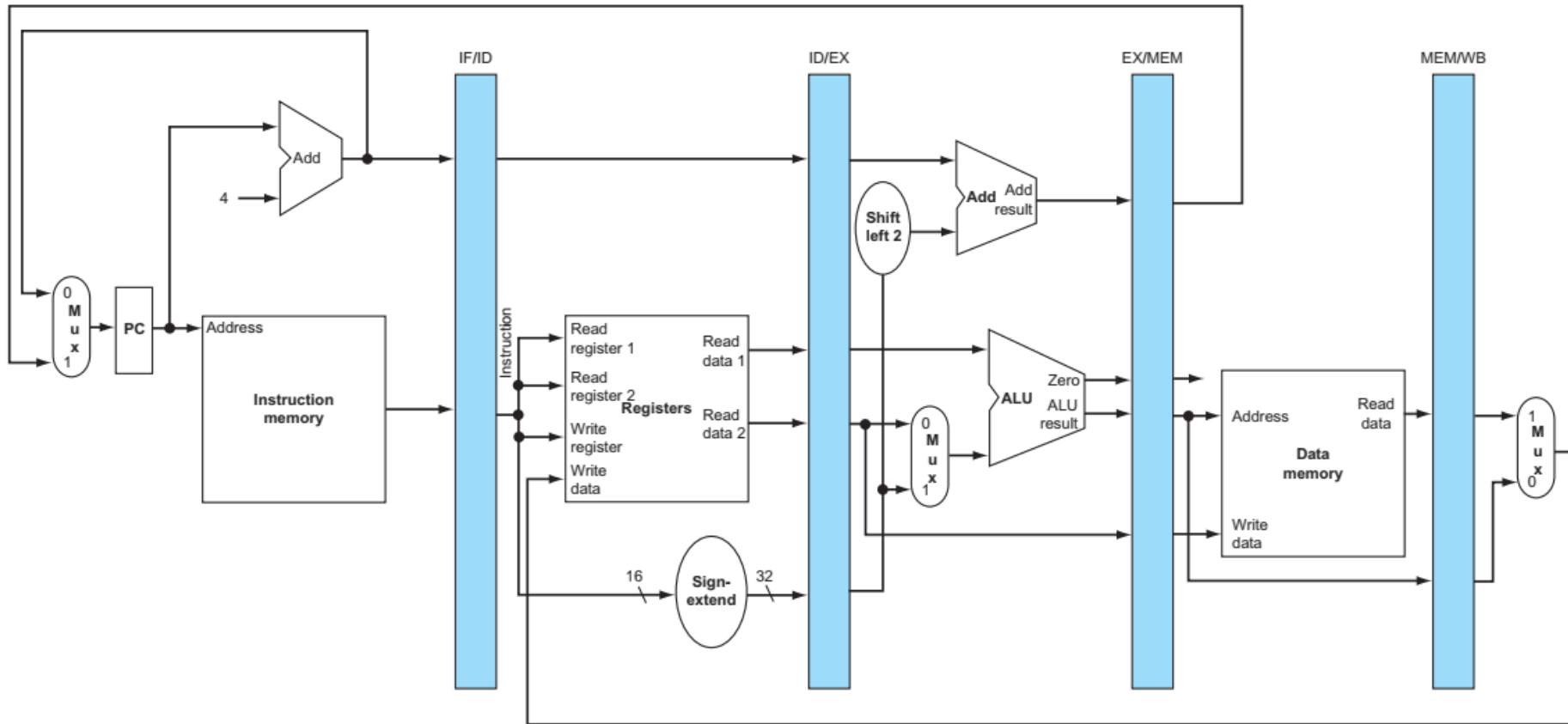


Pipelined Execution

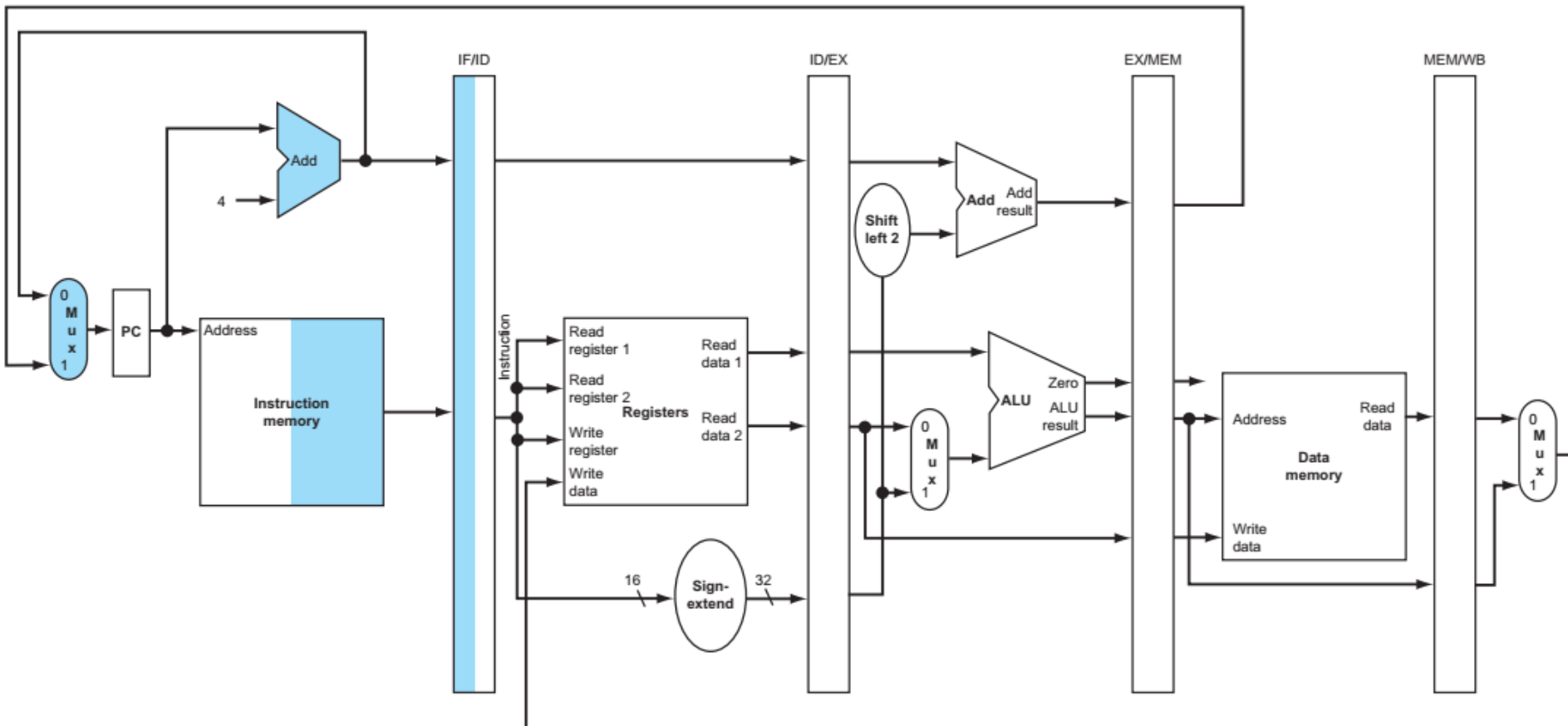
- Registers need to be added to save values between neighboring stages



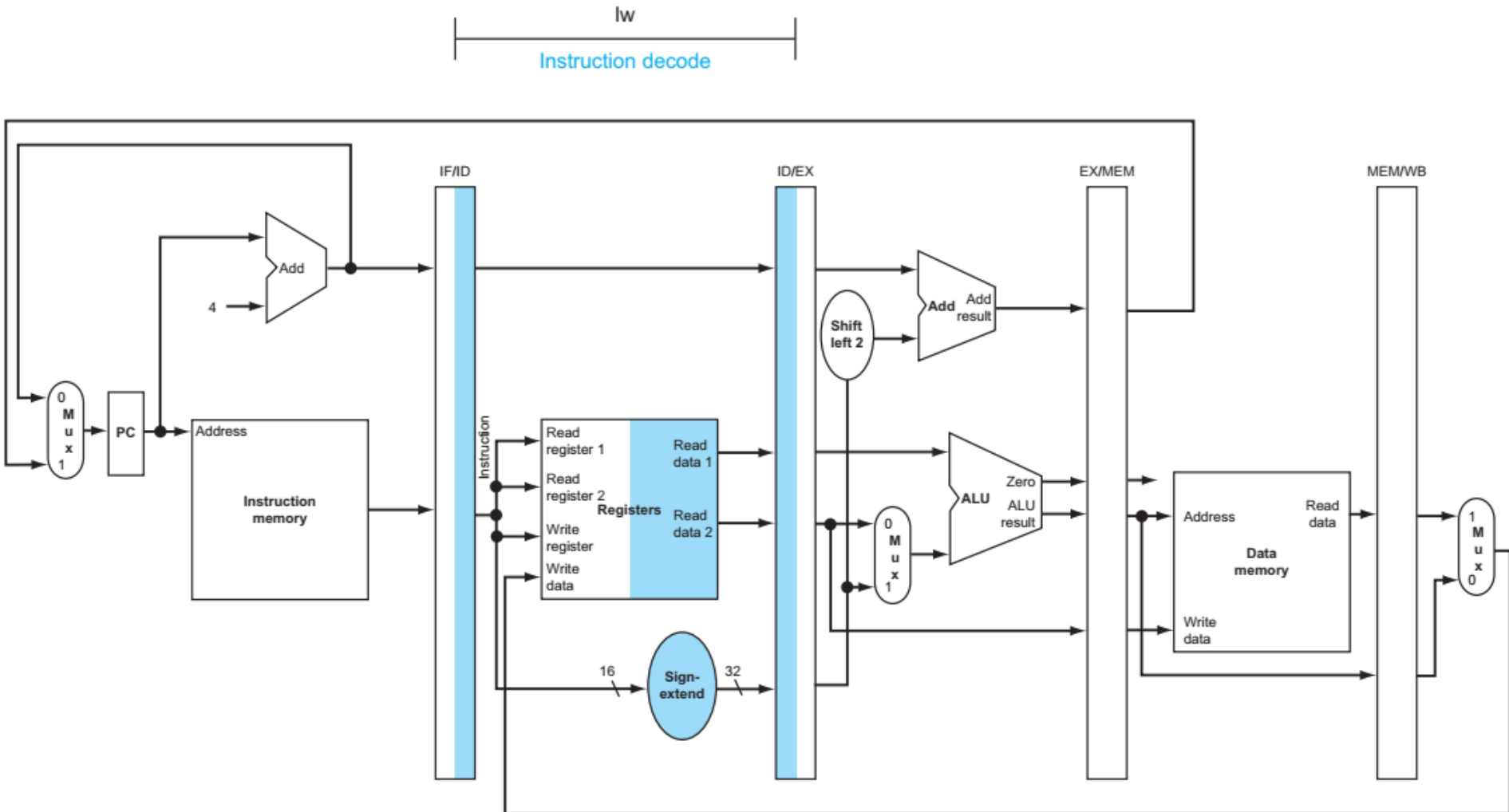
Pipelined Datapath



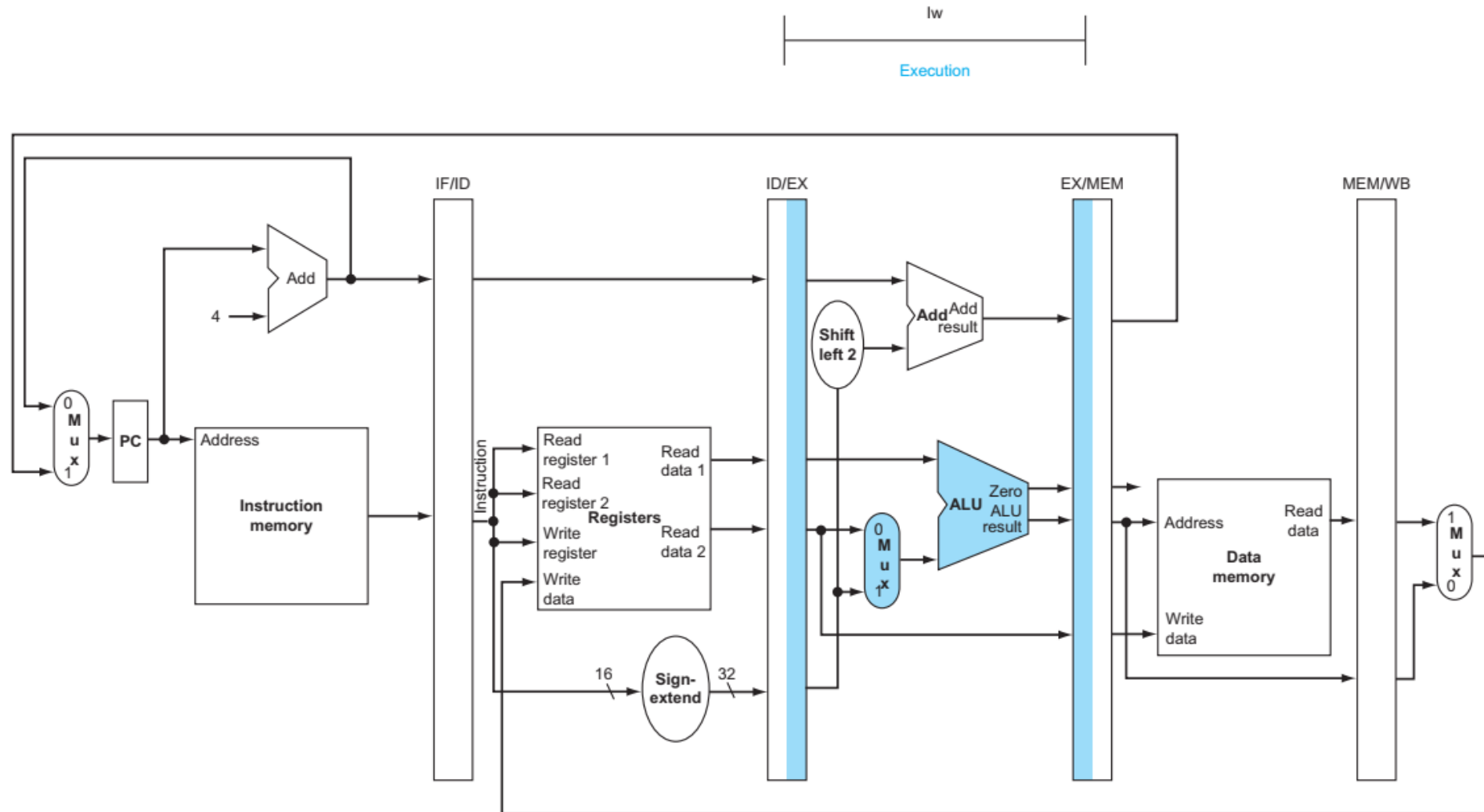
Example: Load Instruction Execution - IF



Example: Load Instruction Execution - ID

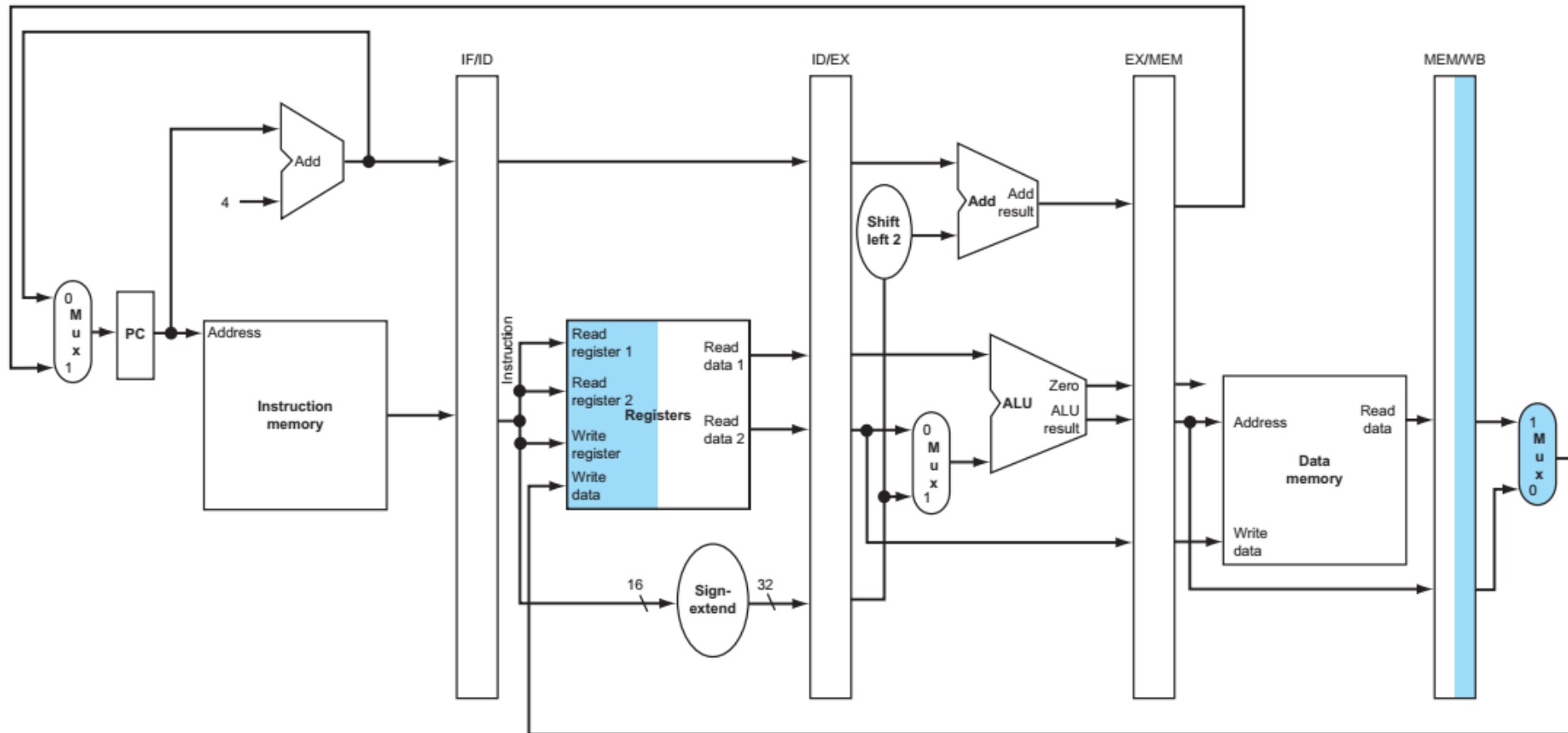


Example: Load Instruction Execution - EXE

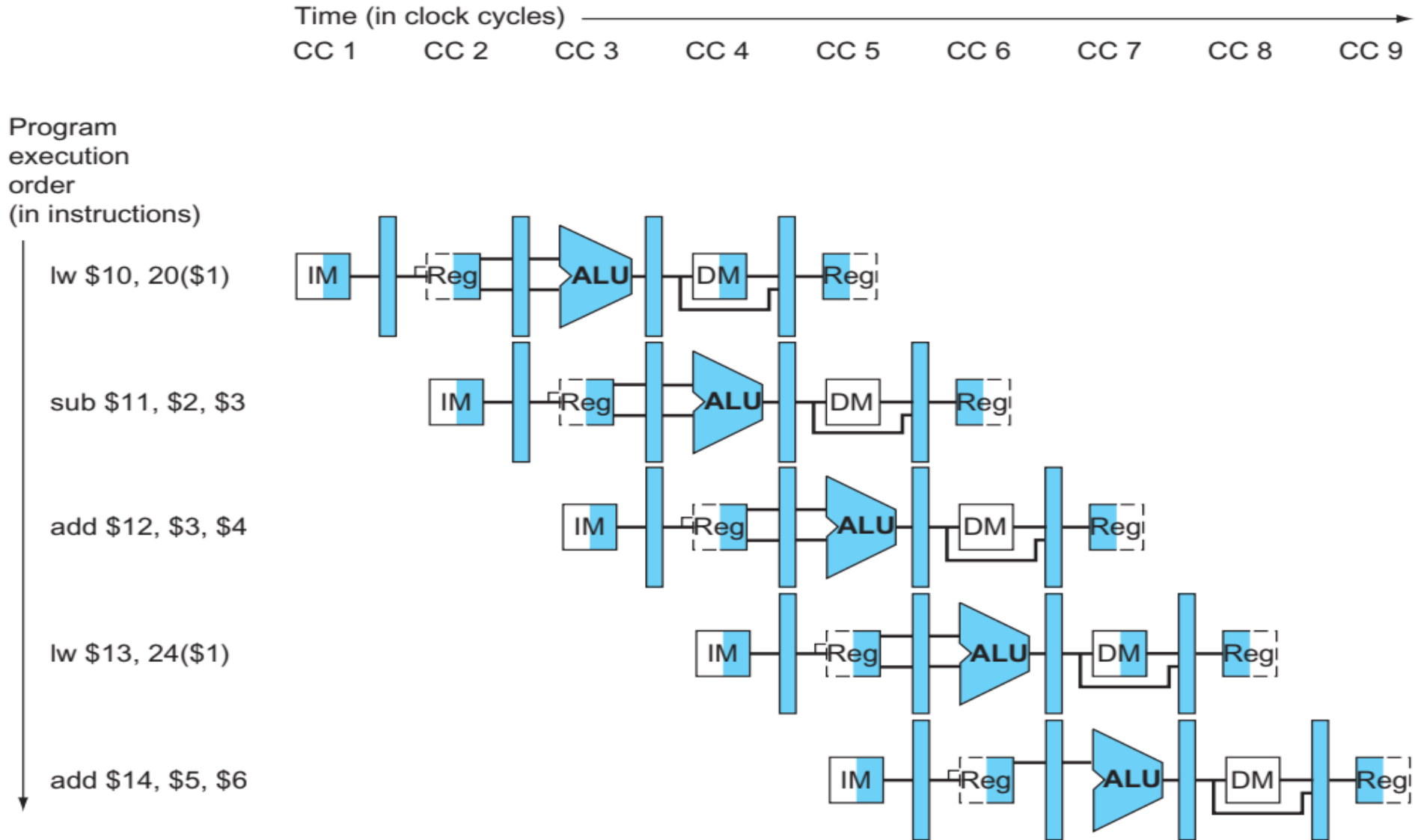


Example: Load Instruction Execution - WB

lw
Write-back

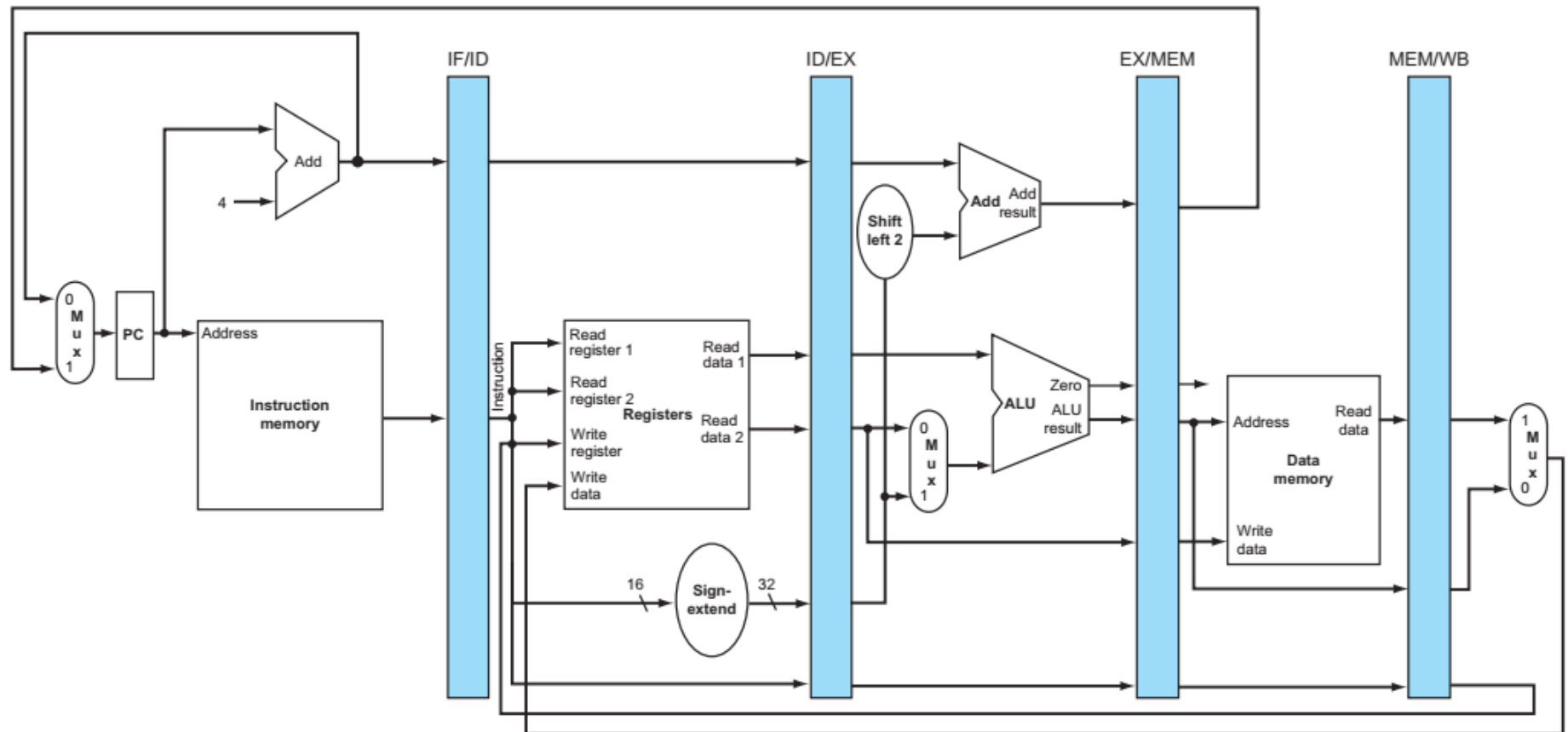


Multiple-clock-cycle Pipeline Diagrams

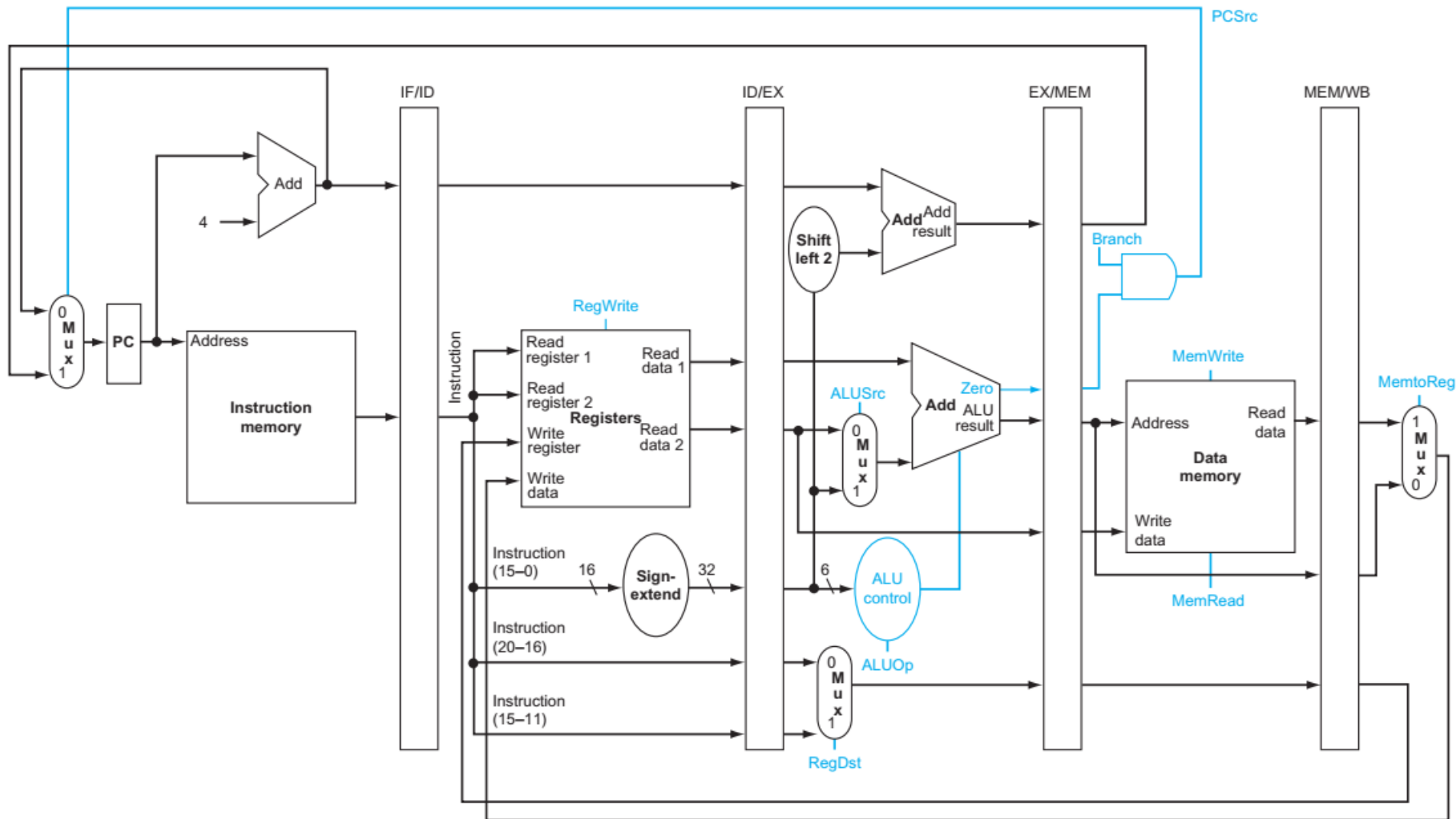


Instructions Executing at One Cycle

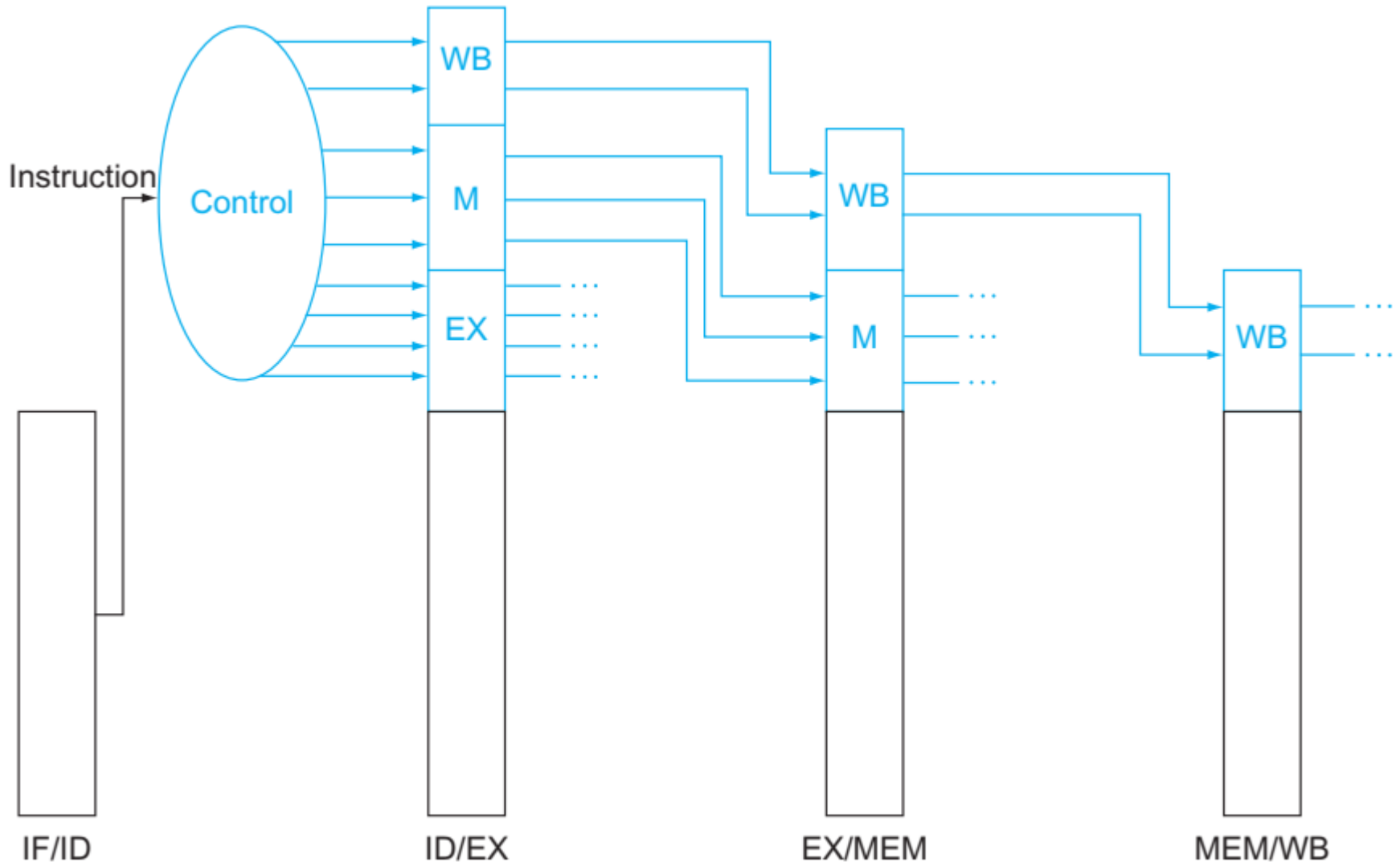
add \$14, \$5, \$6	lw \$13, 24 (\$1)	add \$12, \$3, \$4	sub \$11, \$2, \$3	lw \$10, 20(\$1)
Instruction fetch	Instruction decode	Execution	Memory	Write-back



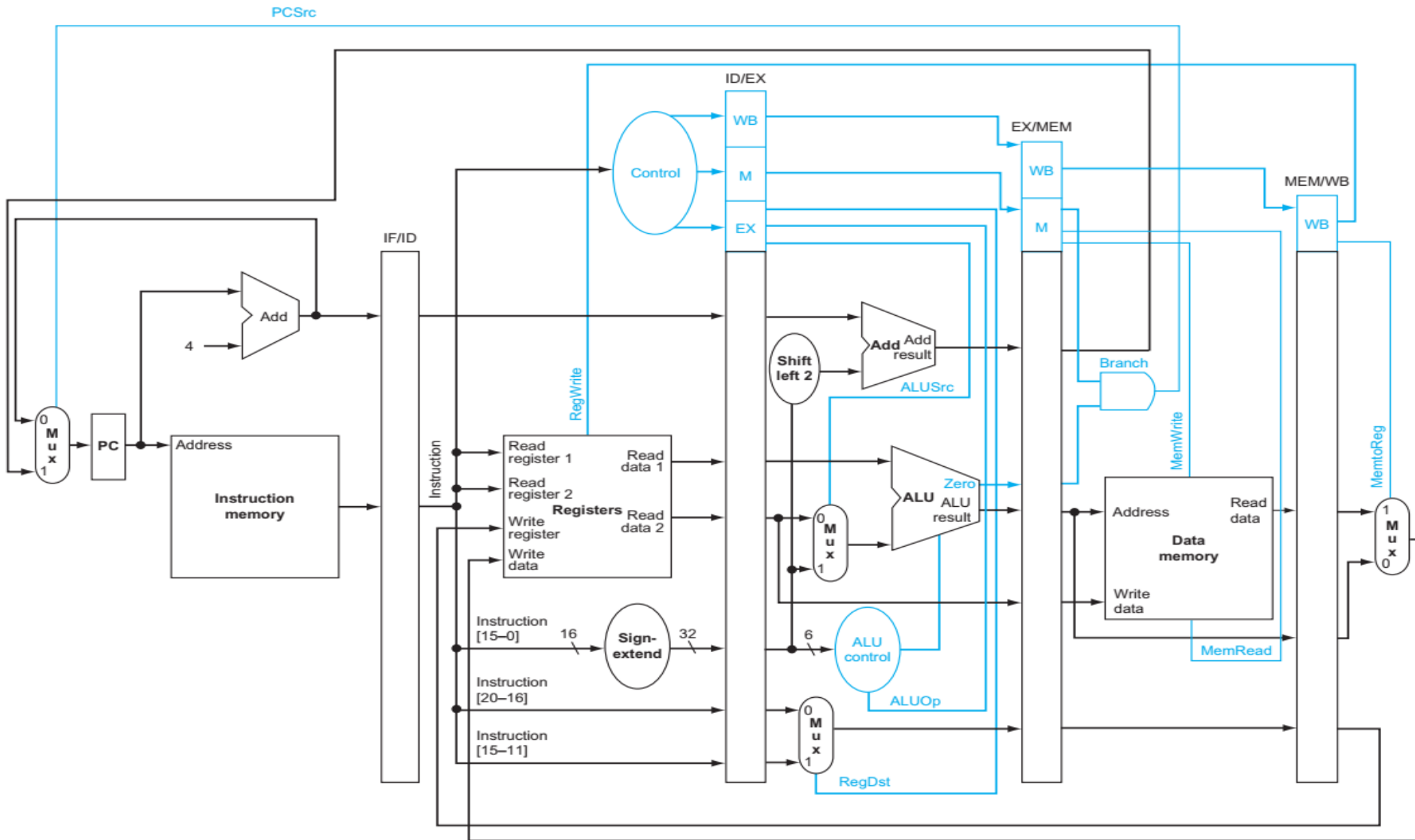
Pipelined Control: Control Signals



Pipelined Control: Control Module



Integrated Design

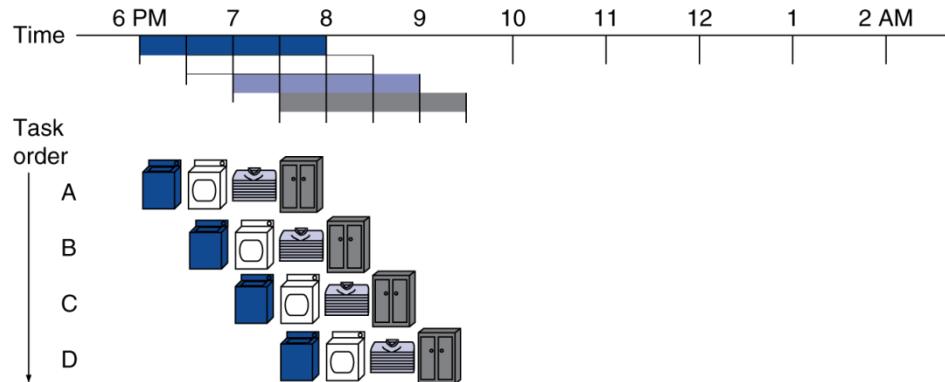


Instruction-Level Parallelism (ILP)

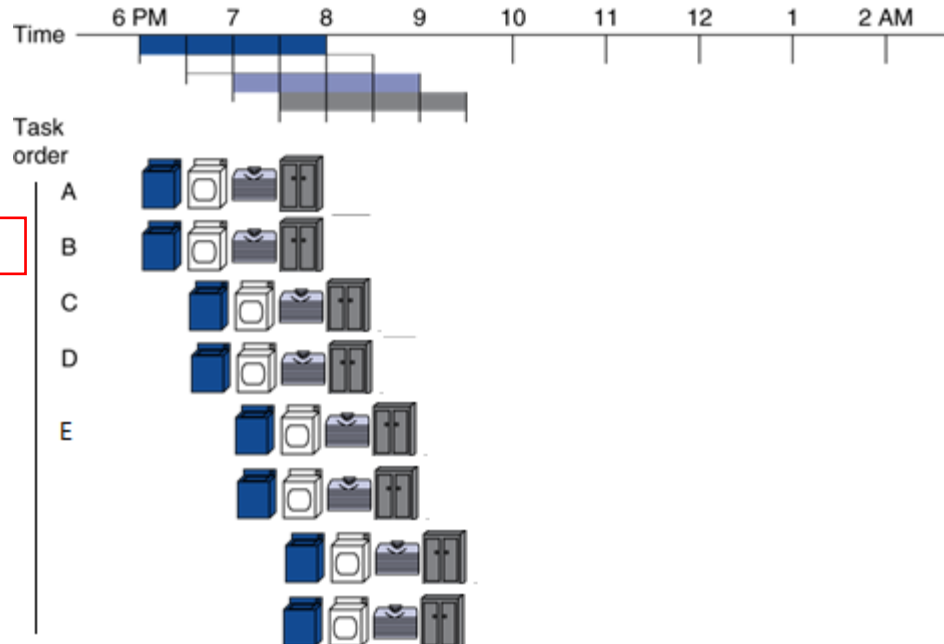
- Instruction-level parallelism: parallelism among instructions
 - Pipelining is one type of ILP: because pipeline executes multiple instructions in parallel
- To increase ILP
 - Deeper pipeline (more number of stages)
 - Less work per stage \Rightarrow shorter clock cycle
 - Multiple issue (start multiple instructions in one clock)
 - 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 BIPS (billion instructions per second), peak $CPI = 0.25$, peak $IPC = 4$
 - But dependencies reduce this in practice

Pipeline vs. Multiple-issue

- Pipeline:



- Multiple-issue:



more hardware

Two Key Problems of Multiple Issue

- Packaging instructions into issue slots
 - How many instructions can be issued
 - Which instructions should be issued
- Dealing with data and control hazards

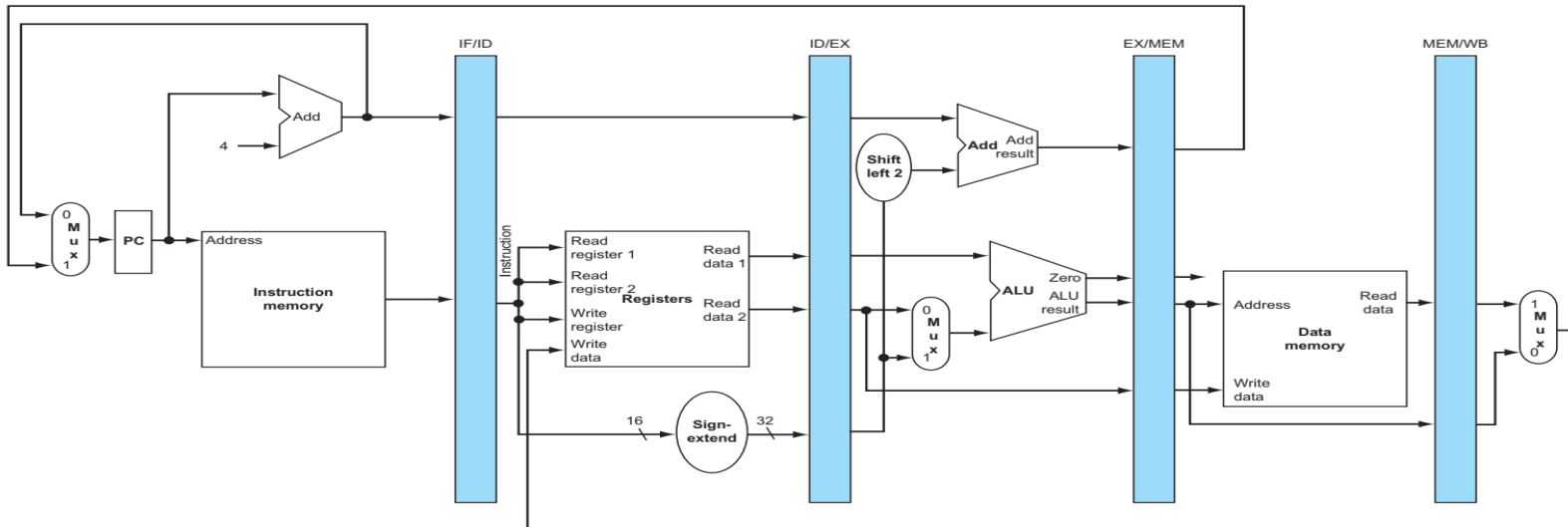
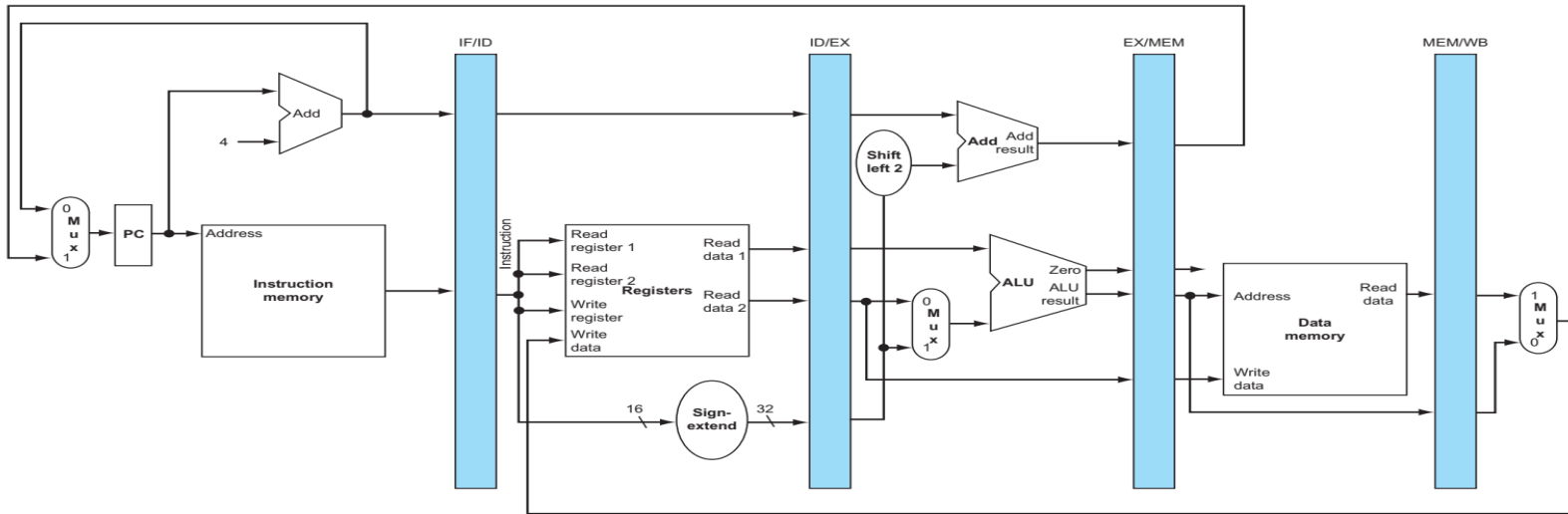
Static/Dynamic Multiple Issue

- Static multiple issue – decision made by **compiler**
 - Compiler groups instructions to be issued together
 - Packages them into “issue slots”
 - Compiler detects and avoids hazards
- Dynamic multiple issue – decision made by **processor**
 - 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

- Compiler groups instructions into “**issue packet**”
 - 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
 - \Rightarrow Very Long Instruction Word (VLIW)

Naïve Static Dual Issue

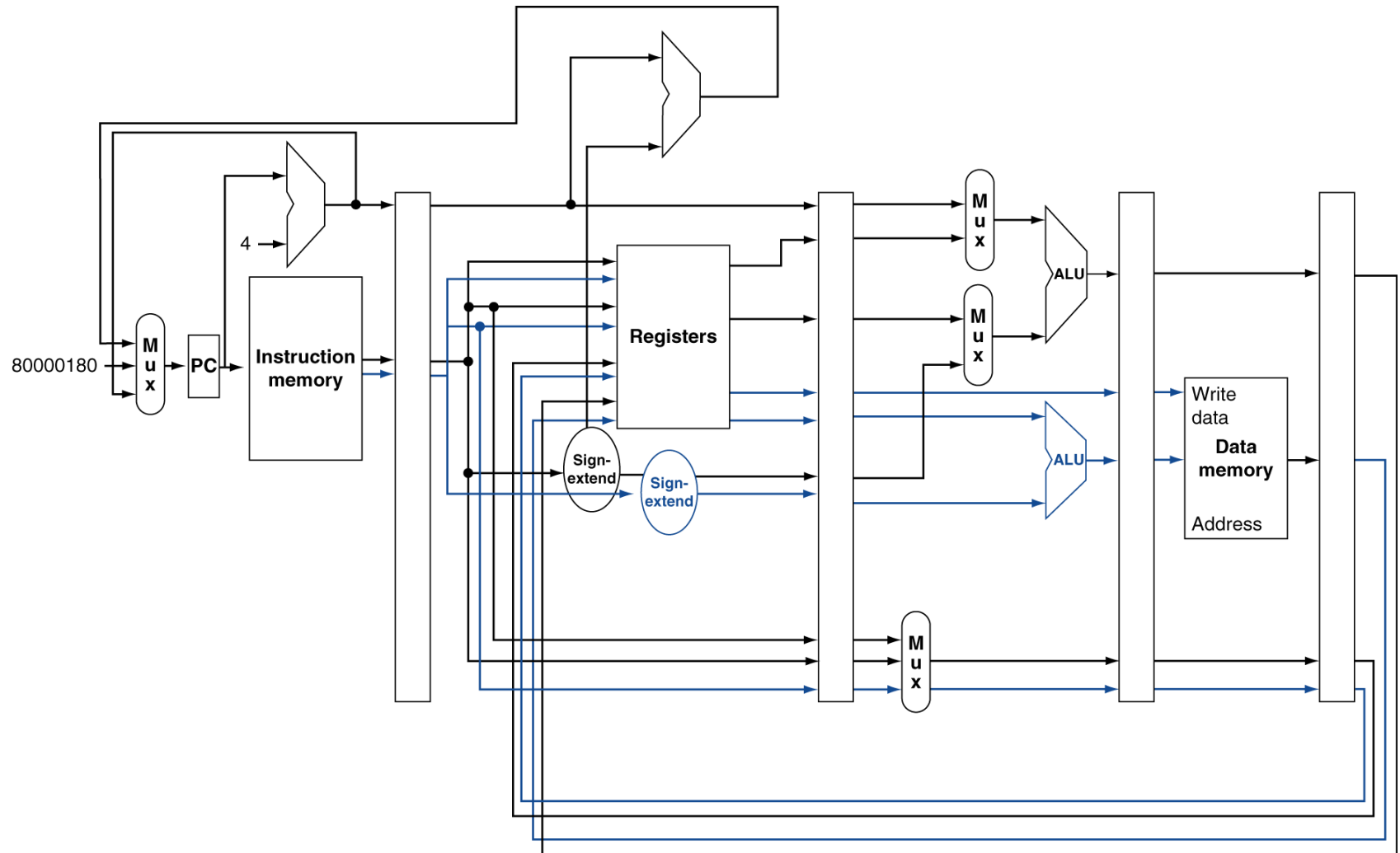


MIPS with Static Dual Issue

- Two-issue packets
 - Divide instructions into two types:
 - Type 1: ALU or branch instructions
 - Type 2: load or store instructions
 - In each cycle, execute a type1 and a type2 ins simultaneously
 - 64-bit aligned instructions

Address	Instruction type	Pipeline Stages						
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

MIPS with Static Dual Issue



Hazards in the Dual-Issue MIPS

- 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 `$t0`, `$s0`, `$s1`
lw `$s2`, 0(`$t0`)
 - Split into two packets, effectively a stall
- Load-use hazard
- Still one cycle **use latency** (number of clock cycles between load and use), but now two instructions
- More aggressive scheduling required

Scheduling Static Multiple Issue

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

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw    $t0, 0($s1)      # $t0=array element
      addu  $t0, $t0, $s2    # add scalar in $s2
      sw    $t0, 0($s1)      # store result
      addi  $s1, $s1, -4     # decrement pointer
      bne   $s1, $zero, Loop # branch $s1!=0
```

	ALU/branch	Load/store	cycle
Loop:		lw \$t0, 0(\$s1)	1
			2
			3
			4

Scheduling Example

- Schedule this for dual-issue MIPS

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Loop: lw    $t0, 0($s1)      # $t0=array element
      addu  $t0, $t0, $s2    # add scalar in $s2
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Loop:		lw \$t0, 0(\$s1)	1
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```

	ALU/branch	Load/store	cycle
Loop:		lw \$t0, 0(\$s1)	1
	addi \$s1, \$s1, -4		2
	addu \$t0, \$t0, \$s2		3
		sw \$t0, 4(\$s1)	4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw    $t0, 0($s1)      # $t0=array element
      addu  $t0, $t0, $s2    # add scalar in $s2
      sw    $t0, 0($s1)      # store result
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```

	ALU/branch	Load/store	cycle
Loop:		lw \$t0, 0(\$s1)	1
	addi \$s1, \$s1, -4		2
	addu \$t0, \$t0, \$s2		3
	bne \$s1, \$zero, Loop	sw \$t0, 4(\$s1)	4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw    $t0, 0($s1)      # $t0=array element
      addu  $t0, $t0, $s2    # add scalar in $s2
      sw    $t0, 0($s1)      # store result
      addi  $s1, $s1, -4     # decrement pointer
      bne   $s1, $zero, Loop # branch $s1!=0
```

	ALU/branch	Load/store	cycle
Loop:	<code>nop</code>	<code>lw \$t0, 0(\$s1)</code>	1
	<code>addi \$s1, \$s1, -4</code>	<code>nop</code>	2
	<code>addu \$t0, \$t0, \$s2</code>	<code>nop</code>	3
	<code>bne \$s1, \$zero, Loop</code>	<code>sw \$t0, 4(\$s1)</code>	4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw    $t0, 0($s1)      # $t0=array element
      addu  $t0, $t0, $s2    # add scalar in $s2
      sw    $t0, 0($s1)      # store result
      addi  $s1, $s1, -4     # decrement pointer
      bne   $s1, $zero, Loop # branch $s1!=0
```

	ALU/branch	Load/store	cycle
Loop:	<code>nop</code>	<code>lw \$t0, 0(\$s1)</code>	1
	<code>addi \$s1, \$s1, -4</code>	<code>nop</code>	2
	<code>addu \$t0, \$t0, \$s2</code>	<code>nop</code>	3
	<code>bne \$s1, \$zero, Loop</code>	<code>sw \$t0, 4(\$s1)</code>	4

- $IPC = 5/4 = 1.25$ (c.f. peak $IPC = 2$)

Loop Unrolling

- “Name dependence” or “anti-dependence”
 - Repeated instance of `lw $t0, 0($s1)`
`addu $t0, $t0, $s2`
`sw $t0, 0($s1)`
 - The data are independent, no data flow between two sets
 - Dependence comes from the reuse of the register name
- We use “loop unrolling” to remove “name dependence”
 - Replicate loop body to expose more parallelism
 - Use different registers per replication (called “register renaming”)
 - Reduces loop-control overhead

Loop Unrolling Example

- Repeat the code in the loop

```
lw    $t0, 0($s1)
addu  $t0, $t0, $s2
sw    $t0, 0($s1)
```

```
lw    $t1, -4($s1)
addu  $t1, $t1, $s2
sw    $t1, -4($s1)
```

	ALU/branch	Load/store	cycle
Loop:	addi \$s1, \$s1, -16	lw \$t0, 0(\$s1)	1
			2
	addu \$t0, \$t0, \$s2		3
		sw \$t0, 16(\$s1)	4
			5
			6
			7
			8

Loop Unrolling Example

- Repeat the code in the loop

```
lw    $t0, 0($s1)
addu  $t0, $t0, $s2
sw    $t0, 0($s1)
```

```
lw    $t1, -4($s1)
addu  $t1, $t1, $s2
sw    $t1, -4($s1)
```

	ALU/branch	Load/store	cycle
Loop:	addi \$s1, \$s1, -16	lw \$t0, 0(\$s1)	1
	nop	lw \$t1, 12(\$s1)	2
	addu \$t0, \$t0, \$s2		3
	addu \$t1, \$t1, \$s2	sw \$t0, 16(\$s1)	4
		sw \$t1, 12(\$s1)	5
			6
			7
			8

Loop Unrolling Example

- $IPC = 14/8 = 1.75$
 - Closer to 2, but at cost of registers and code size

	ALU/branch	Load/store	cycle
Loop:	addi \$s1 , \$s1, -16	lw \$t0 , 0(\$s1)	1
	nop	lw \$t1 , 12(\$s1)	2
	addu \$t0 , \$t0 , \$s2	lw \$t2 , 8(\$s1)	3
	addu \$t1 , \$t1 , \$s2	lw \$t3 , 4(\$s1)	4
	addu \$t2 , \$t2 , \$s2	sw \$t0 , 16(\$s1)	5
	addu \$t3 , \$t3 , \$s2	sw \$t1 , 12(\$s1)	6
	nop	sw \$t2 , 8(\$s1)	7
	bne \$s1 , \$zero, Loop	sw \$t3 , 4(\$s1)	8

- How about we choose to execute 3 or 5 instructions in a loop, instead of 4?

Dynamic Multiple Issue

- The decision is made by the processor during execution
- also called “Superscalar” processors
- CPU decides whether to issue 0, 1, 2, ... each cycle
 - Avoiding structural and data hazards
- No need for compiler scheduling
 - Though it may still help
 - Code semantics ensured by the CPU

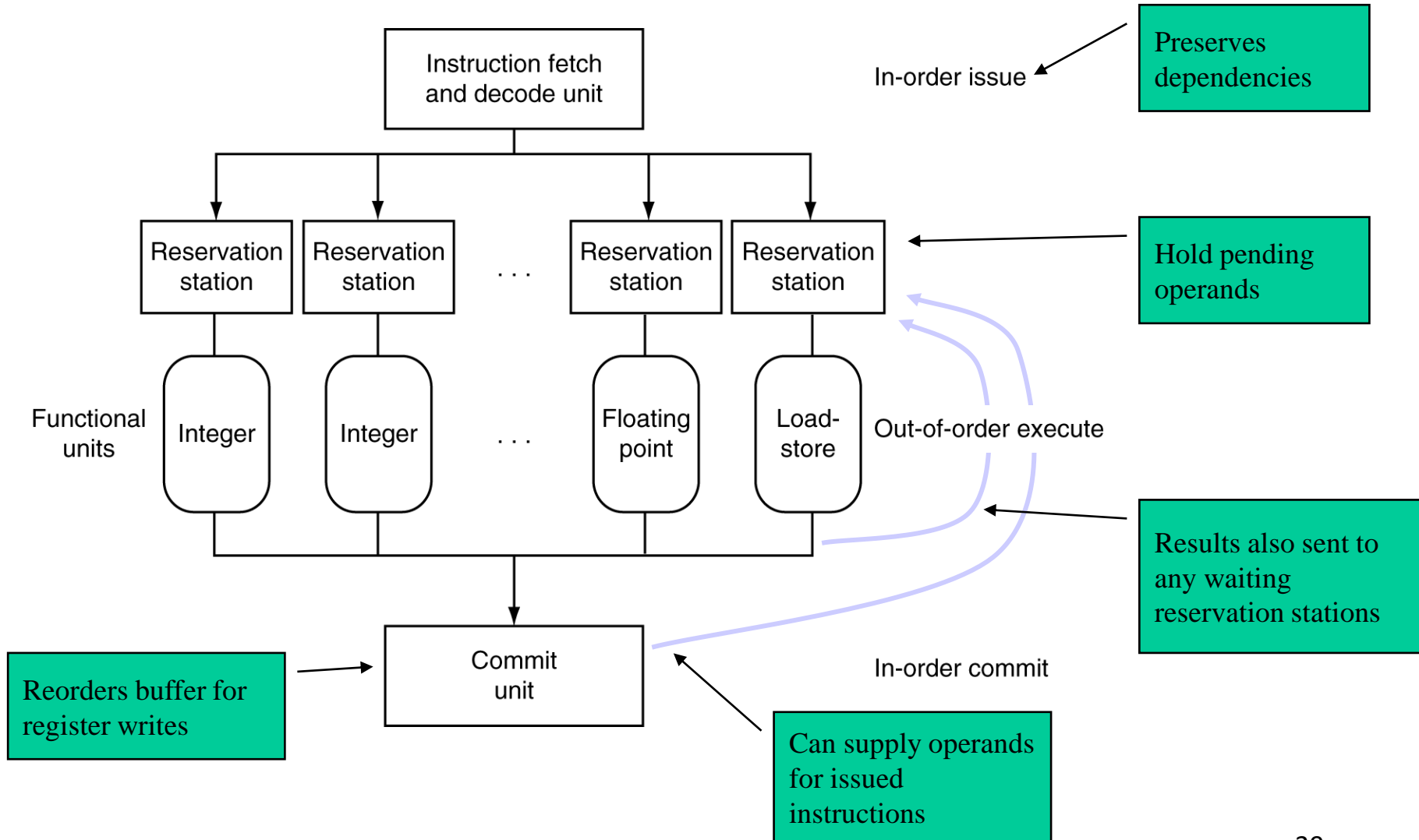
Dynamic Pipeline Scheduling

- **Hardware support** for reordering the order of instruction execution
- Allow the CPU to **execute instructions out of order** to avoid stalls
 - But **commit** result to registers **in order**
- Example

```
lw      $t0, 20($s2)
addu    $t1, $t0, $t2
sub      $s4, $s4, $t3
slti    $t5, $s4, 20
```

- Can start sub while addu is waiting for lw

Dynamically Scheduled CPU



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

Summary

	Static multiple issue	Dynamic multiple issue
Decision made by	Compiler (software)	Processor (hardware)
Also called	Very long instruction word (VLIW)	Superscaler
Ways to remove hazard	Loop unrolling/ Register renaming	Out-of-order execution

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
- 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., change the sequence of load and other ins.
 - e.g., change the sequence of branch and other ins.
 - 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)

Does Multiple Issue Work?

- Yes, but not as much as we'd like
- Programs have real dependencies that limit ILP
 - Some dependencies are hard to eliminate
 - Some parallelism is hard to expose
 - Memory delays and limited bandwidth
- Speculation can help if done well

Power Efficiency

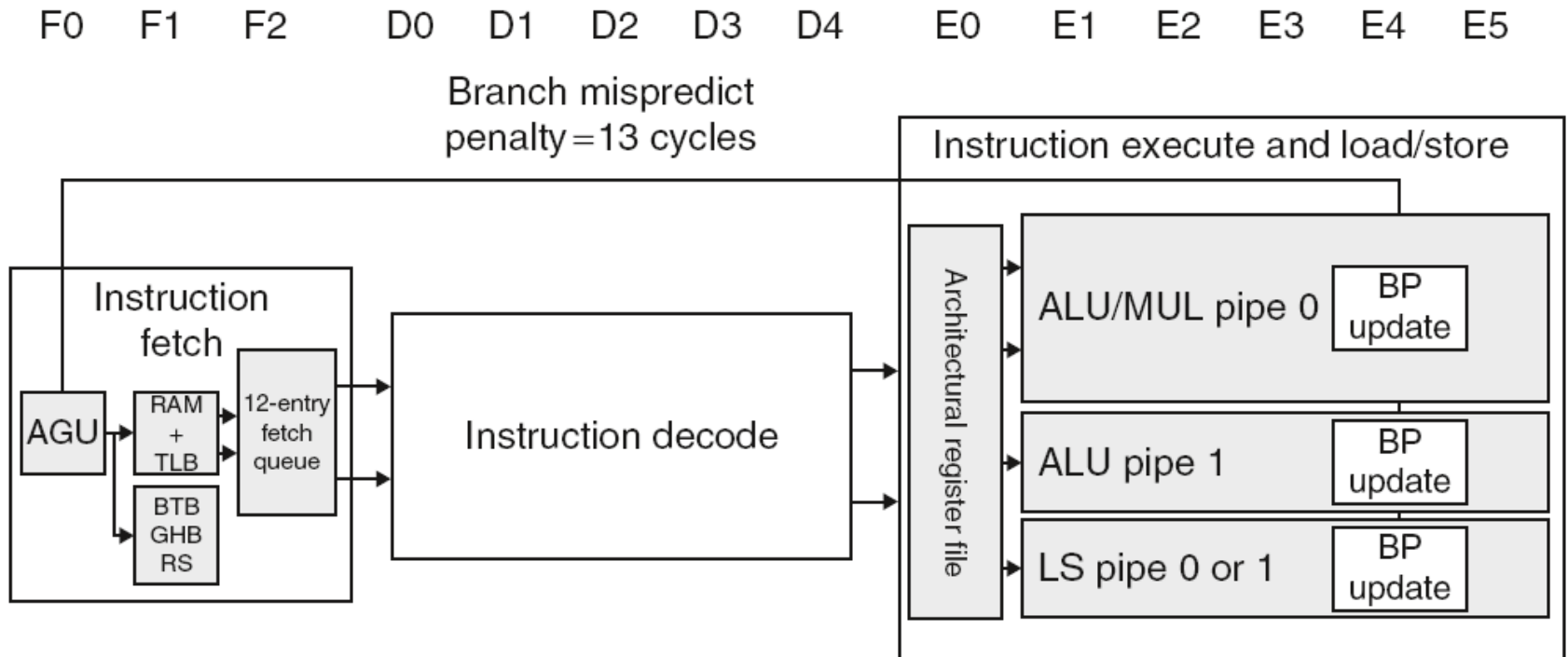
- Complexity of dynamic scheduling and speculations requires power
- Multiple simpler cores may be better

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
Core i5 Nehalem	2010	3300MHz	14	4	Yes	1	87W
Core i5 Ivy Bridge	2012	3400MHz	14	4	Yes	8	77W

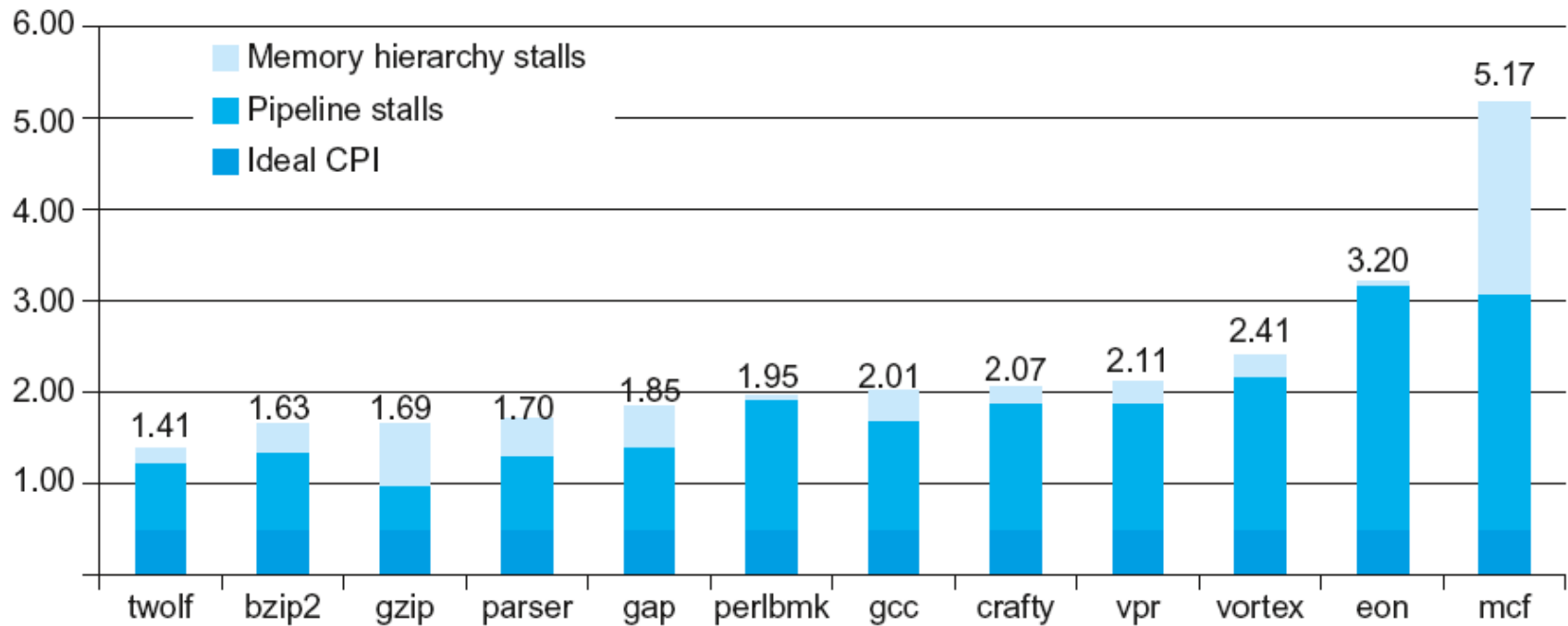
Cortex A8 and Intel i7

Processor	ARM A8	Intel Core i7 920
Market	Personal Mobile Device	Server, cloud
Thermal design power	2 Watts	130 Watts
Clock rate	1 GHz	2.66 GHz
Cores/Chip	1	4
Floating point?	No	Yes
Multiple issue?	Dynamic	Dynamic
Peak instructions/clock cycle	2	4
Pipeline stages	14	14
Pipeline schedule	Static in-order	Dynamic out-of-order with speculation
Branch prediction	2-level	2-level
1 st level caches/core	32 KiB I, 32 KiB D	32 KiB I, 32 KiB D
2 nd level caches/core	128-1024 KiB	256 KiB
3 rd level caches (shared)	-	2- 8 MB

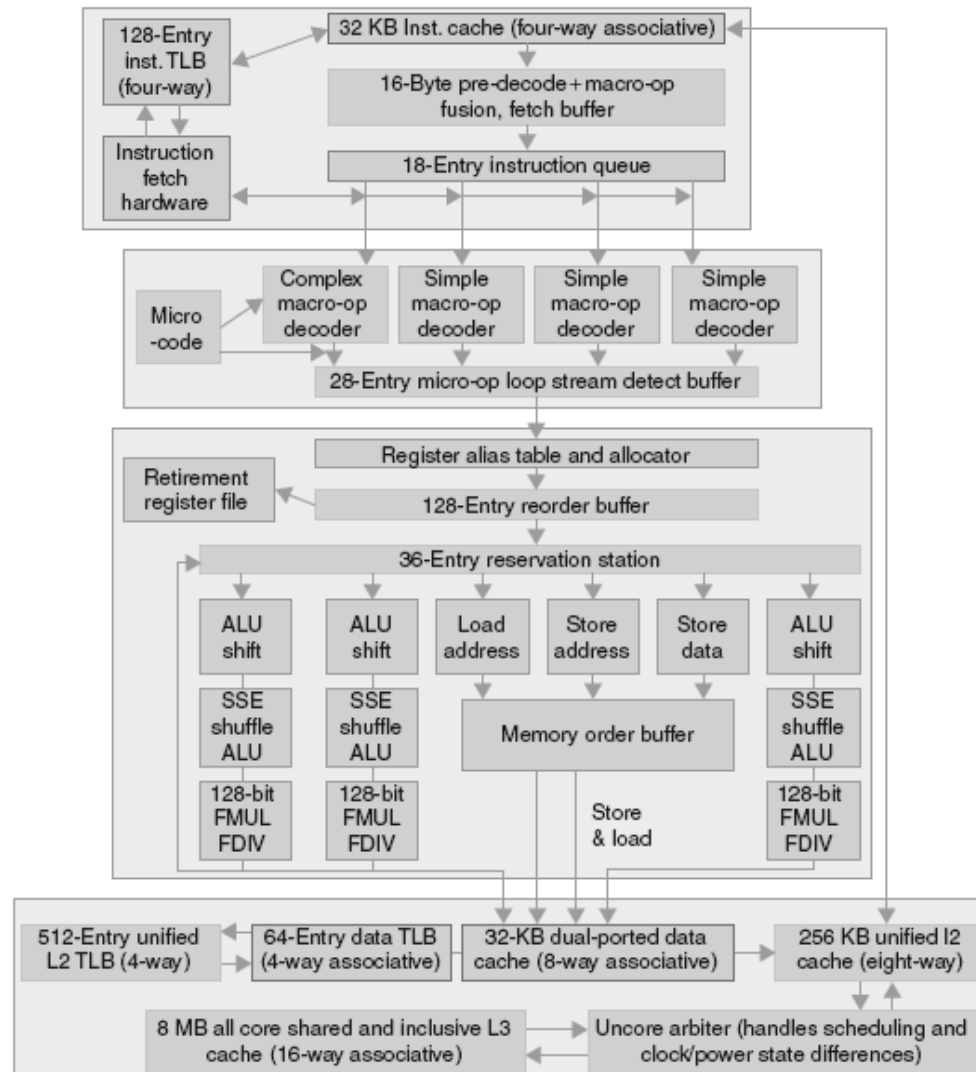
ARM Cortex-A8 Pipeline



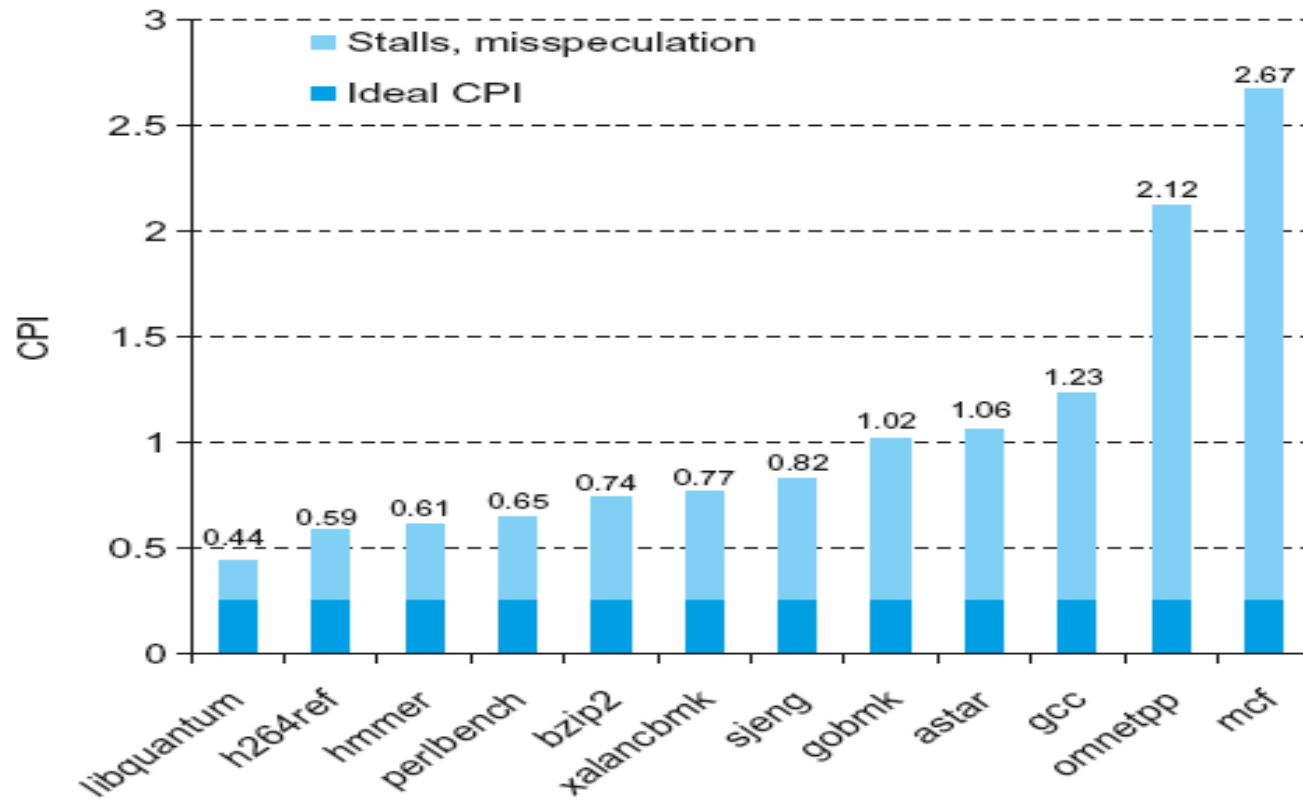
ARM Cortex-A8 Performance



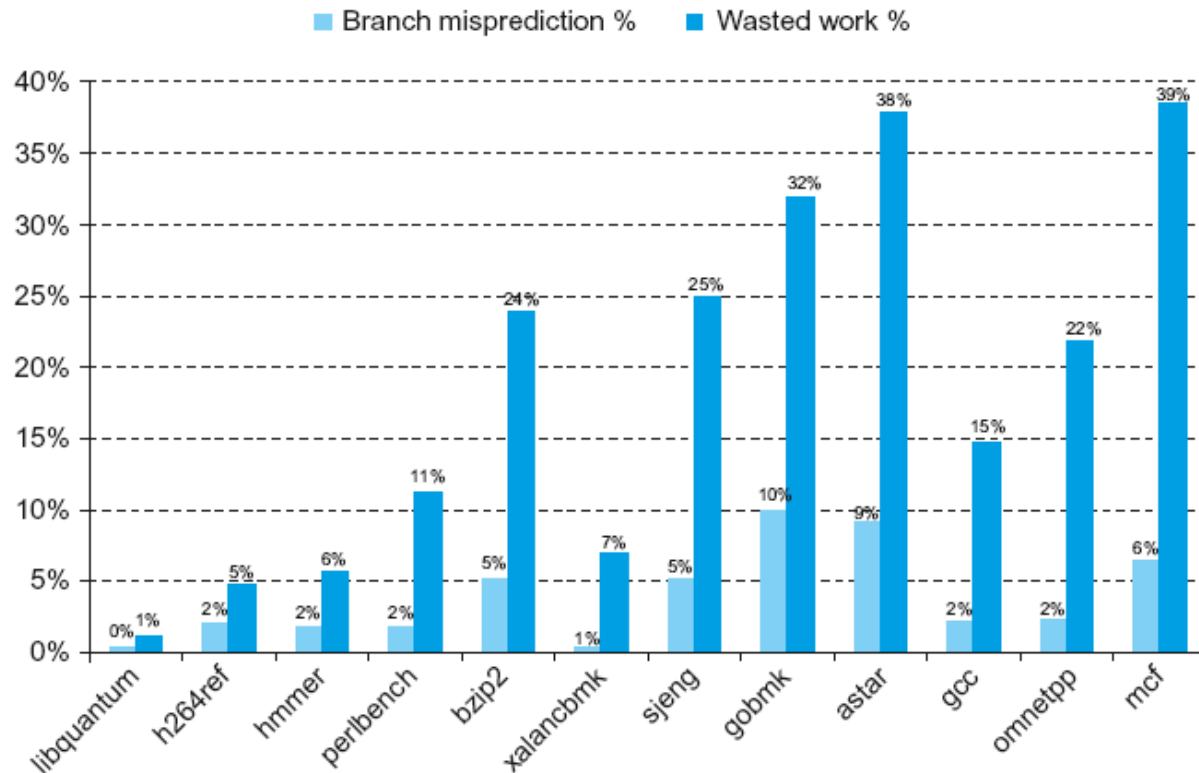
Core i7 Pipeline



Core i7 Performance



Core i7 Performance



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 do 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