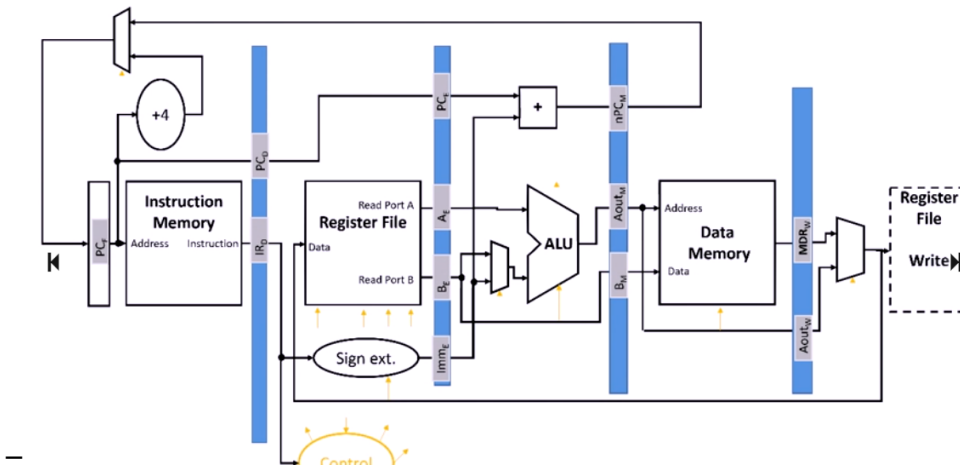


Motivation

- Fließbandprinzip
 - each component has own dedicated task
 - invented by Henry Ford
- pipeline the execution of multiple instructions
 - assembly line of instructions
- divide instruction processing into distinct stages
 - different instruction executed each stage
 - requires additional registers between each stage

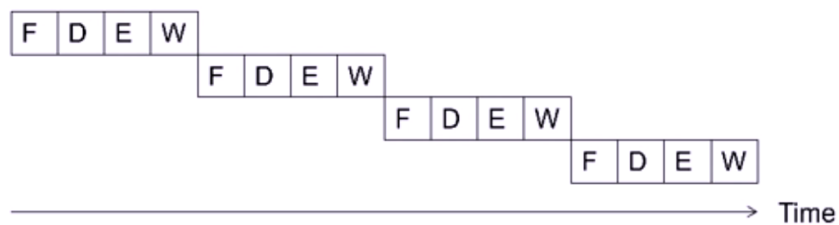
Enabling Pipelined Processing: Pipeline Registers

www.tu-graz.at



Example

- four independent ADDs
 - Multi-cycle: 4 cycles per instruction

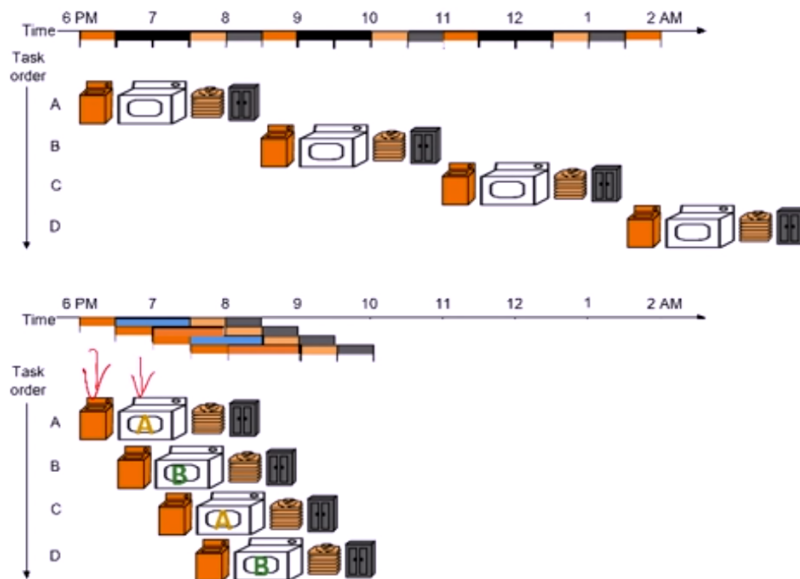


- Pipelined: 4 cycles per 4 instructions (steady state)



- laundry analogy

- compensate being slow on specific stage
- multiple instance of slow stage



throughput restored (2 loads per hour) using 2 dryers

Ideal Pipelining

Goal: **Increase throughput with little increase in cost**
(hardware cost, in case of instruction processing)

Repetition of identical operations

- The same operation is repeated on a large number of different inputs (e.g., all laundry loads go through the same steps)

Repetition of independent operations

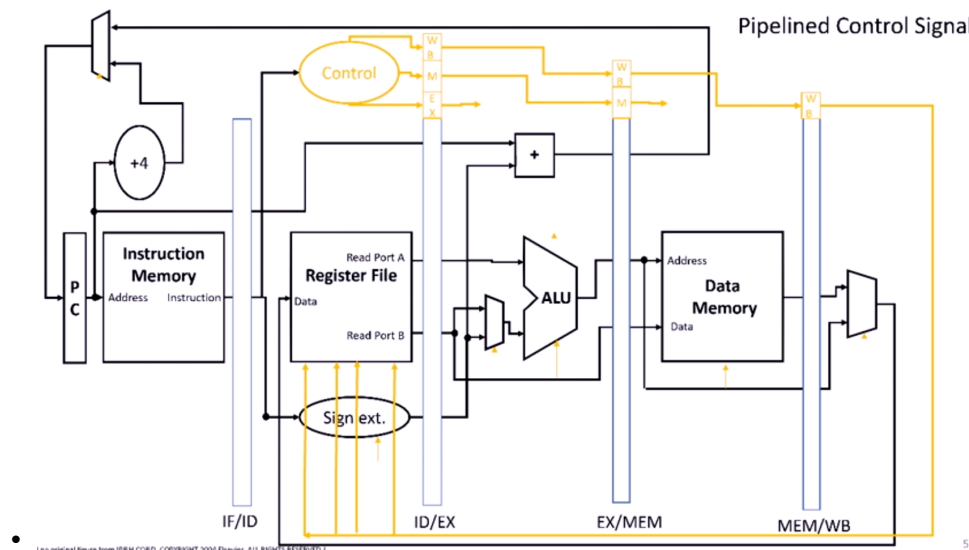
- No dependencies between repeated operations

Uniformly partitionable suboperations

- Processing can be evenly divided into uniform-latency suboperations (that do not share resources)

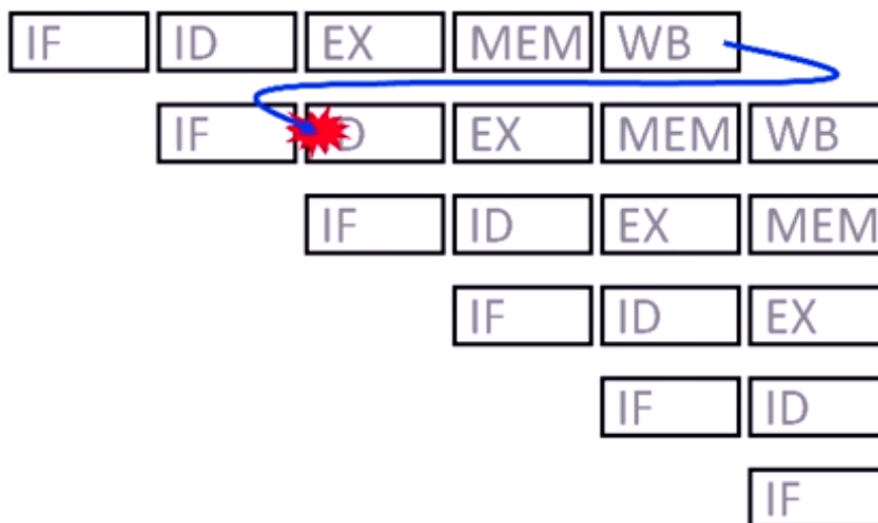
Control Signals

- signals piped through and used when needed

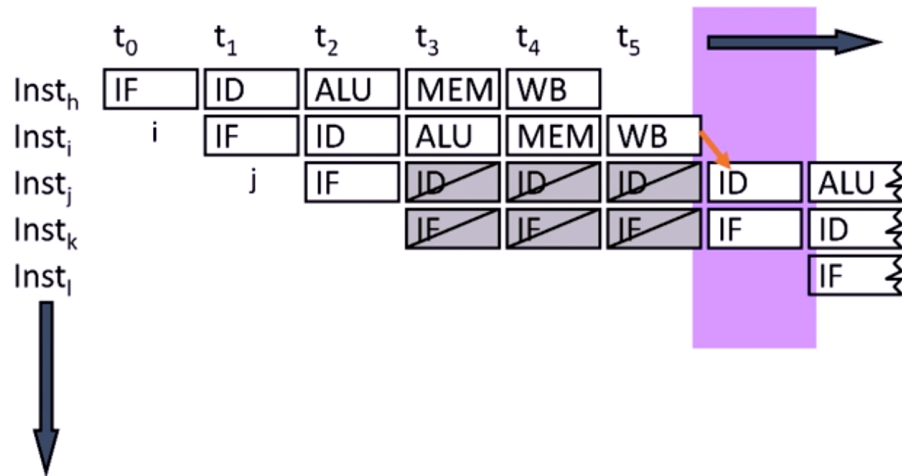


RAW Dependence Handling

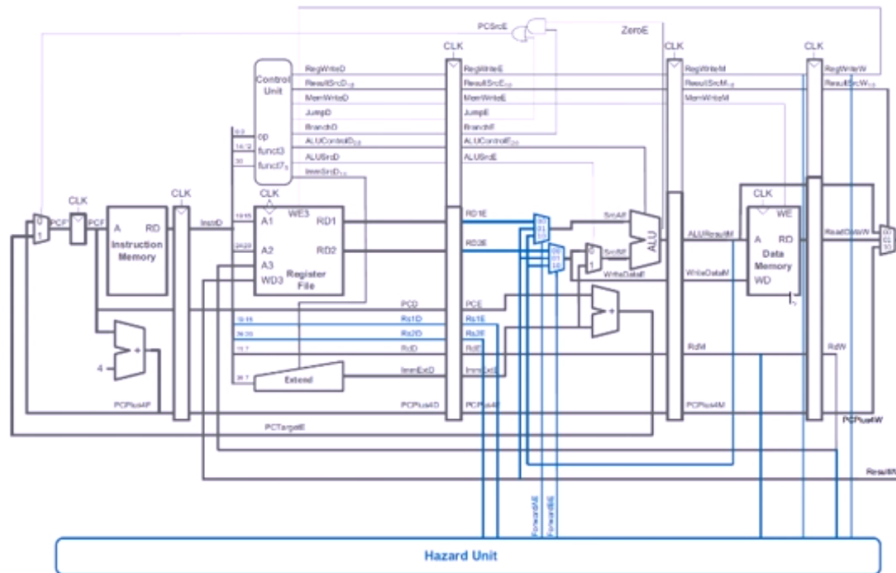
- RAW - read after write
- sometimes result needed by instruction not calculated yet
 - e.g. 2nd instruction needs value from first
 - which has not finished yet



-
- stall
 - wait until data value available



- dependence detection
 - scoreboarding
 - * each registers has valid bit
 - * instruction writing to register resets valid bit
 - * instruction in decode stage needs to check if all source registers are valid
 - data forwarding/bypassing
 - * forward result to dependent instruction as soon as available
 - * hazard unit detects dependencis between instructions



*