Chapter 4

The Processor

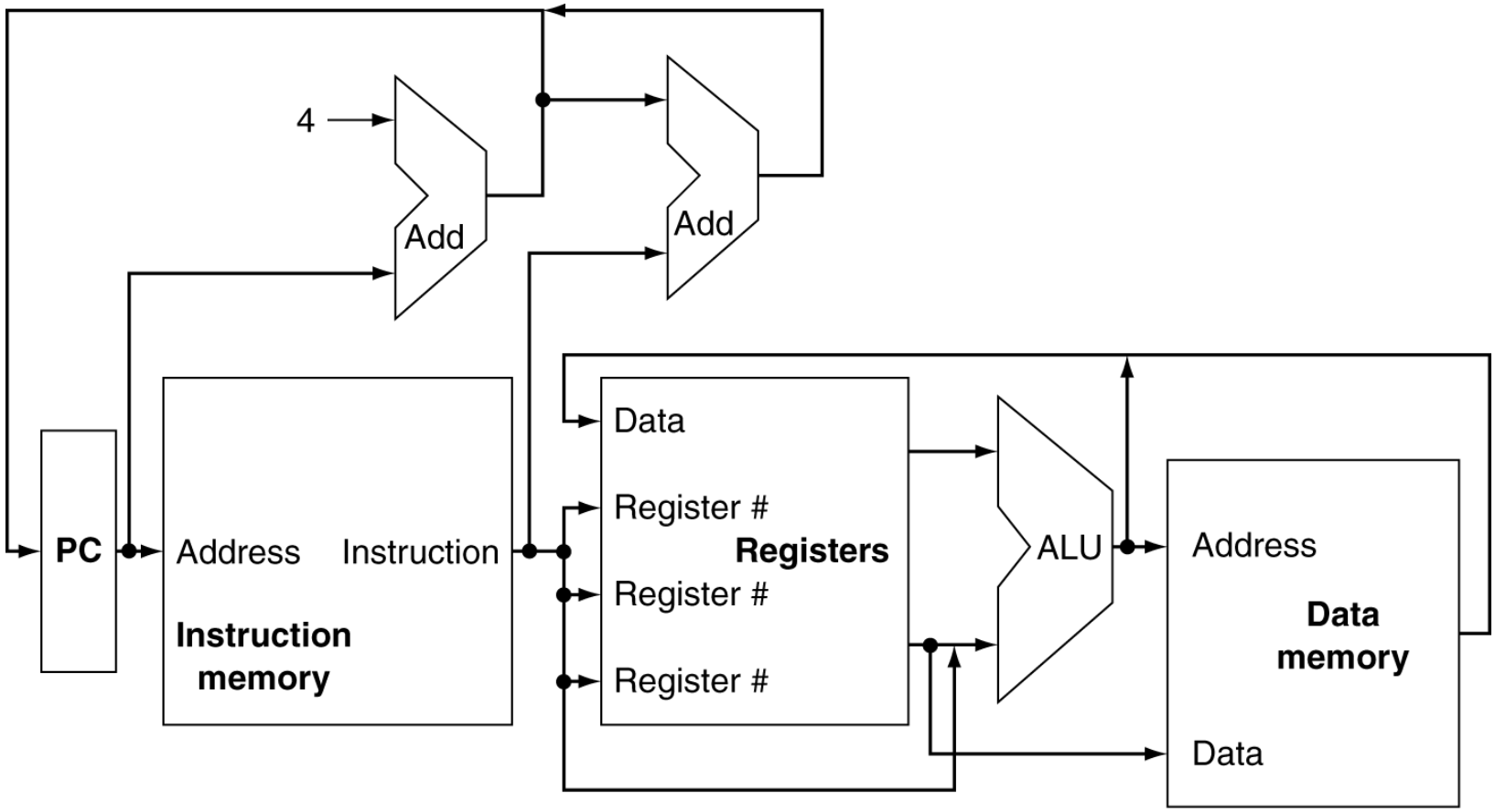
Introduction

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

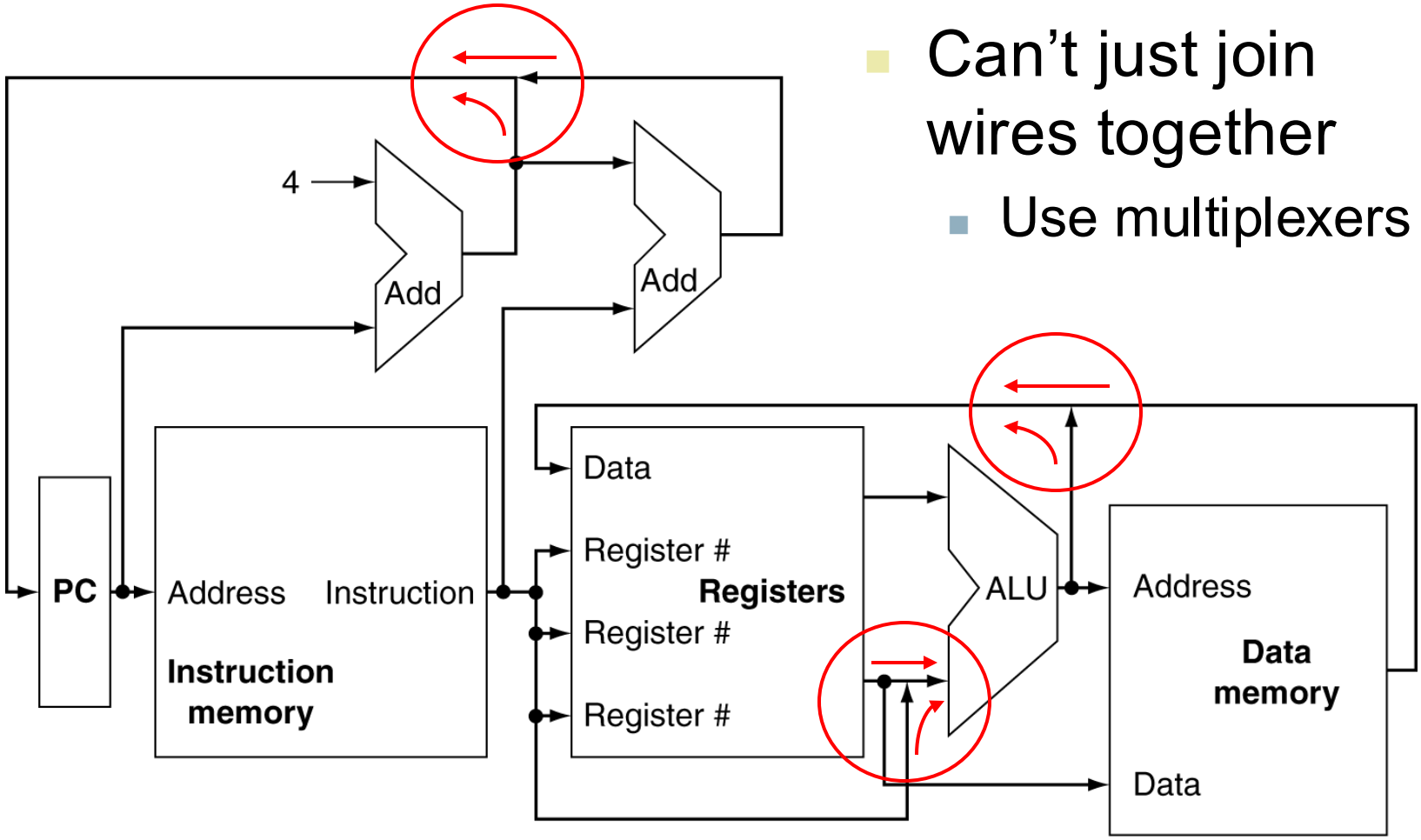
Instruction Execution

- 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

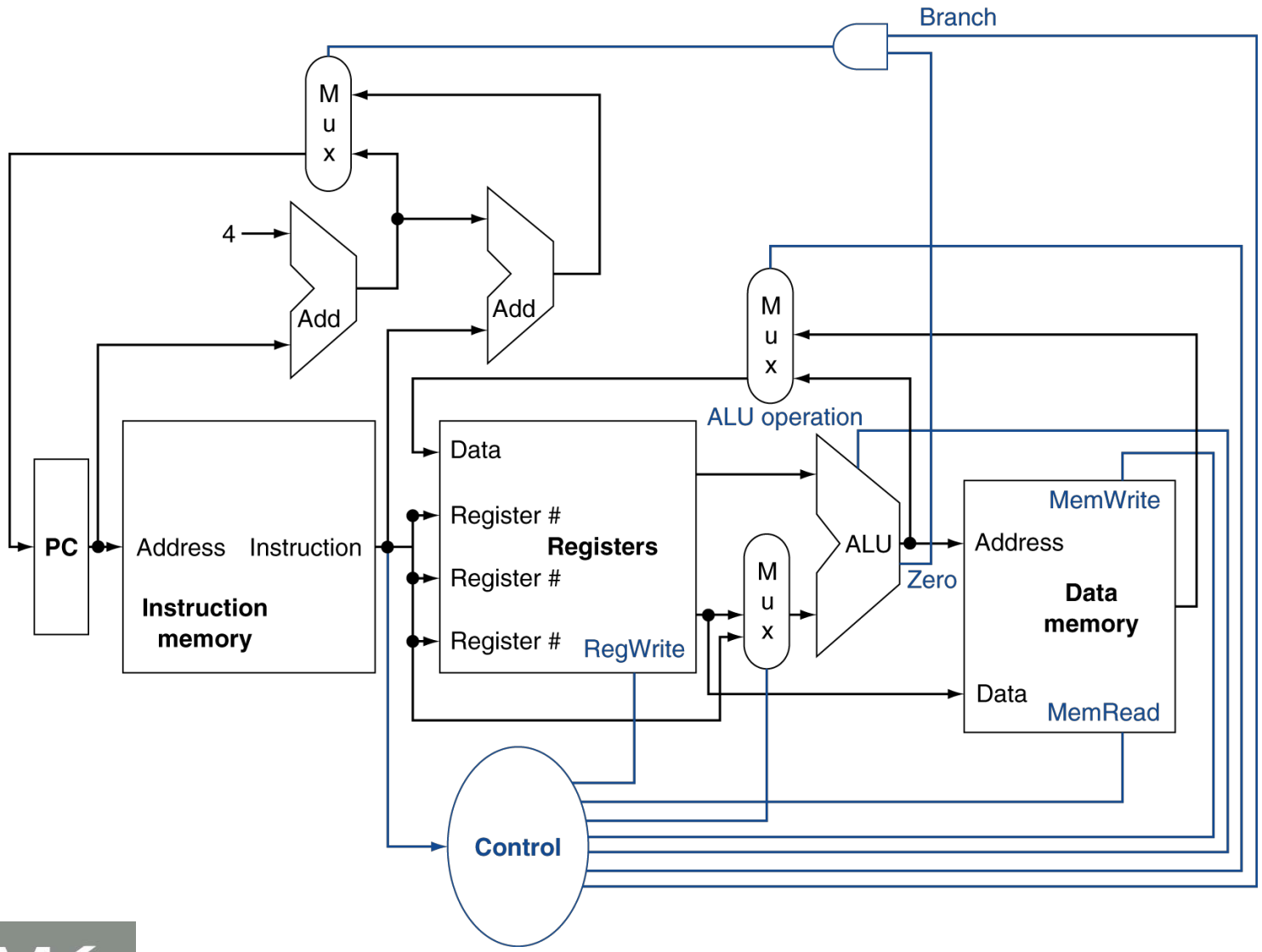


Multiplexers



- Can't just join wires together
  - Use multiplexers

Control

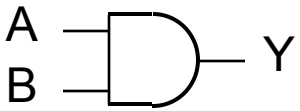

Branch
M
u
x
4
Add
Add
M
u
x
ALU operation
PC
Address
Instruction
Instruction
memory
Data
Register #
Registers
Register #
Register #
RegWrite
M
u
x
ALU
Zero
MemWrite
Address
Data
memory
Data
MemRead
Control

Logic Design Basics

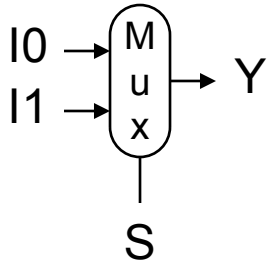
- Information encoded in binary
  - Low voltage = 0, High voltage = 1
  - One wire per bit
  - Multi-bit data encoded on multi-wire buses
- Combinational element
  - Operate on data
  - Output is a function of input
- State (sequential) elements
  - Store information

Combinational Elements

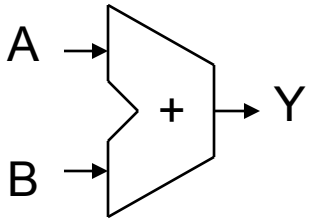
- AND-gate
  - Y = A & B



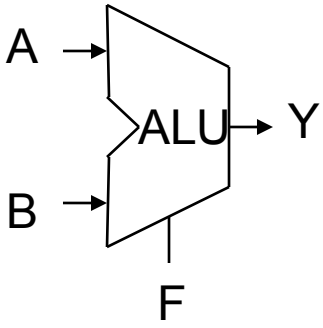
- Multiplexer
  - Y = S ? I1 : I0



- Adder
  - Y = A + B

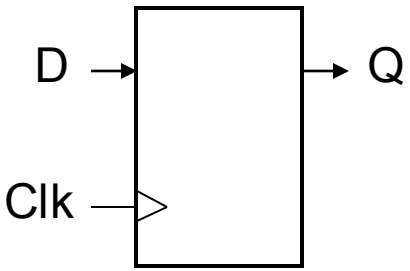


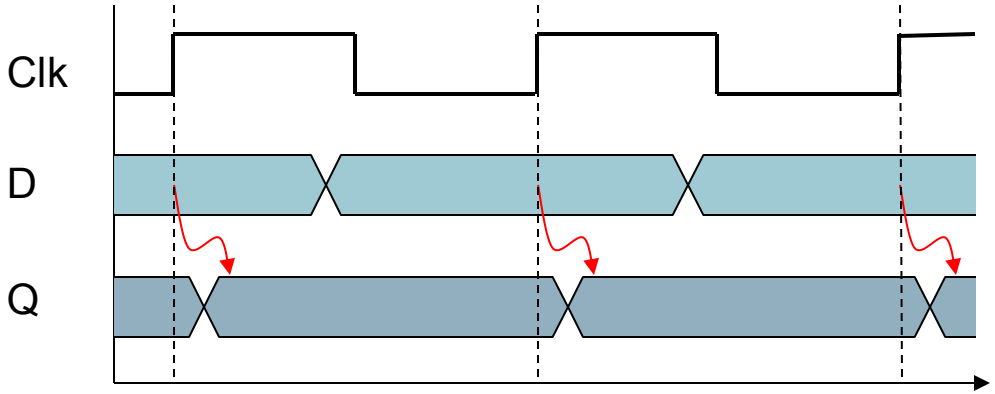
- Arithmetic/Logic Unit
  - Y = F(A, B)



Sequential Elements

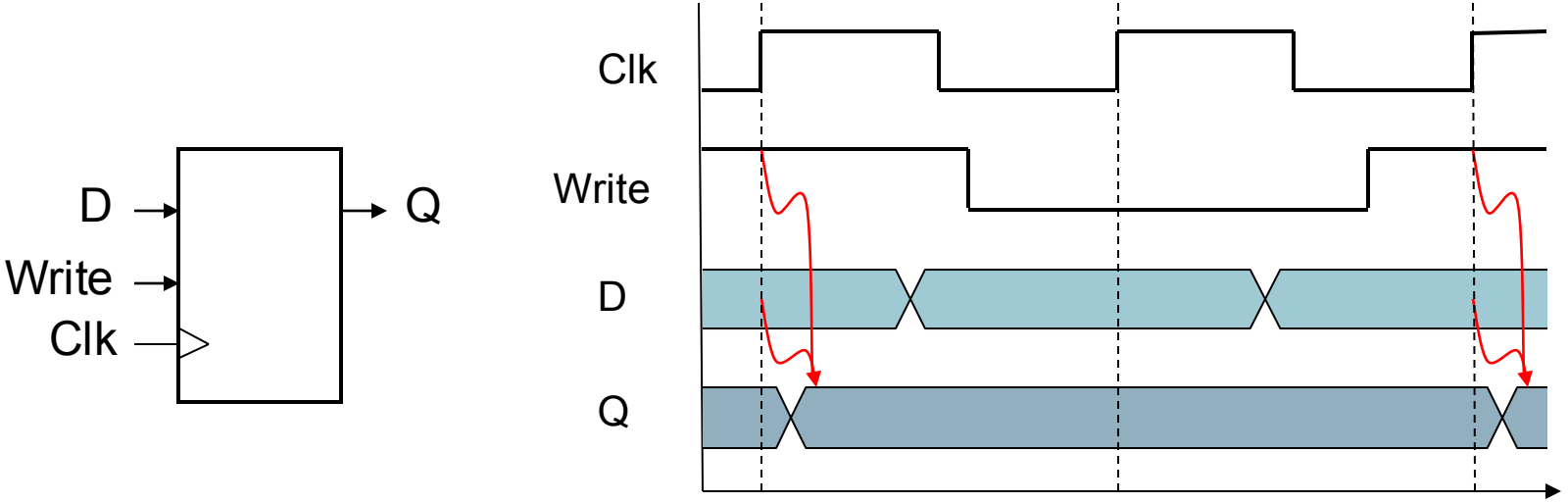
- Register: stores data in a circuit
  - Uses a clock signal to determine when to update the stored value
  - Edge-triggered: update when Clk changes from 0 to 1





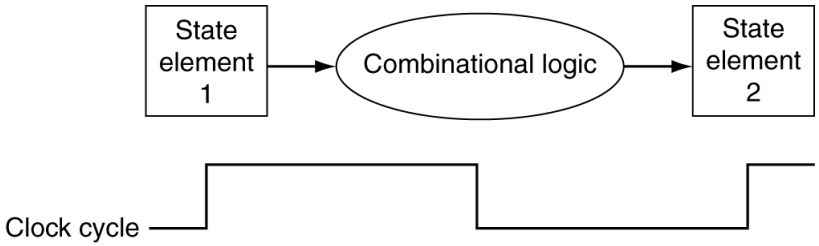
Sequential Elements

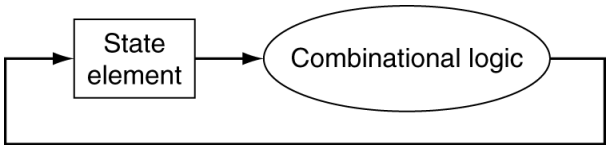
- Register with write control
  - Only updates on clock edge when write control input is 1
  - Used when stored value is required later



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



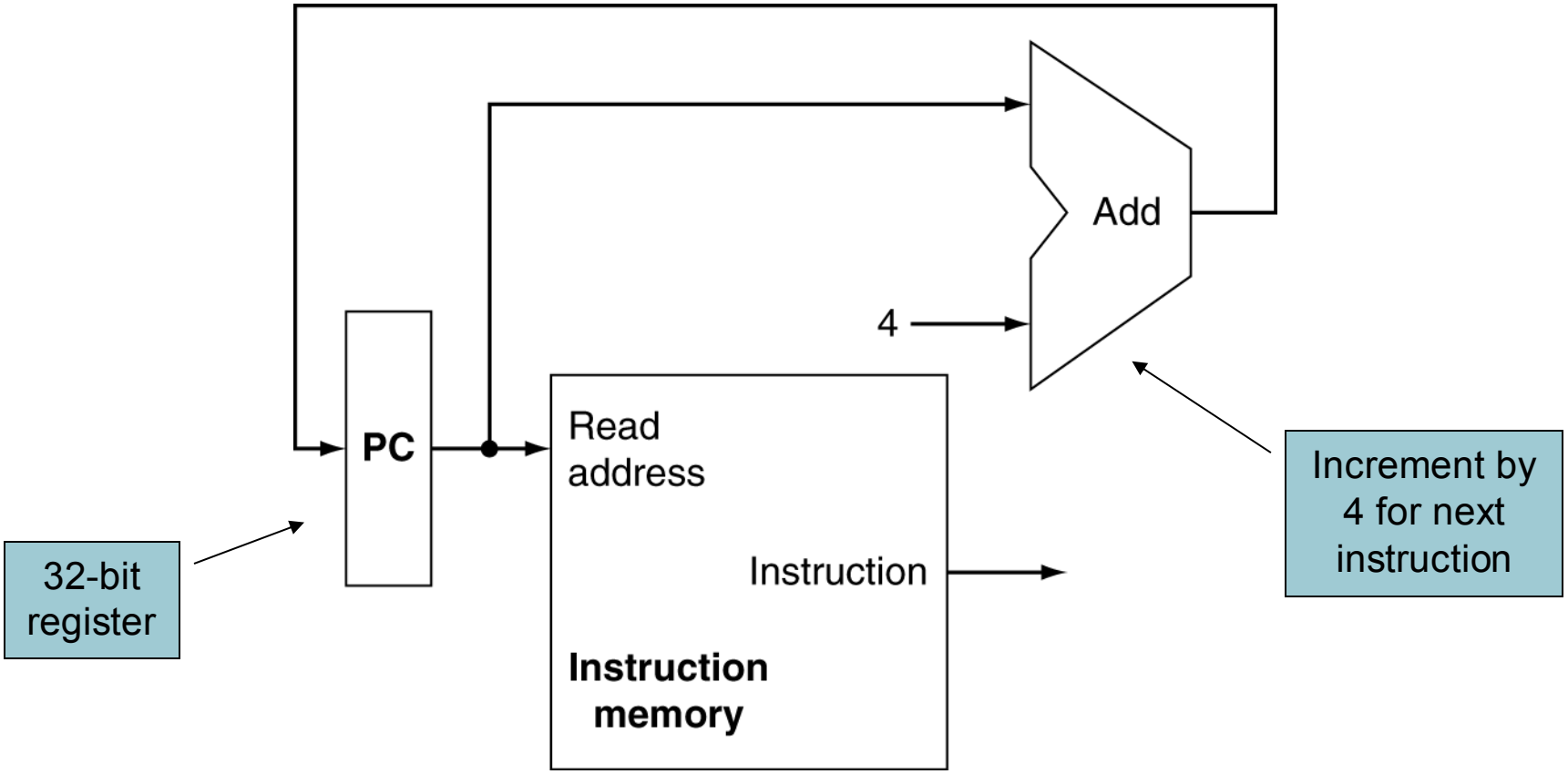


Building a Datapath

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

Instruction Fetch

Common for all



Recall: Instruction Formats

mips ে branching → ১ ধরনের (bne, beq)

add t_0, t_1, t_2

$t_0 = t_1 + t_2$

Name	Fields						Comments
Field size	6 bits	5 bits	5 bits	5 bits	5 bits	6 bits	All MIPS instructions are 32 bits long
R-format	op	rs	rt	rd	shamt	funct	Arithmetic instruction format
I-format	op	rs	rt	address/immediate			Transfer, branch, imm. format
J-format	op	target address					Jump instruction format

lw t_0 80 (a_0) → offset, → base address

t_0 destination

sw t_0 80 (a_0)

t_0 src, 80 (a_0) destination

rs

addi t_0, t_1, 10

rd rs i

beq t_0 t_1

operand সব সময় always register

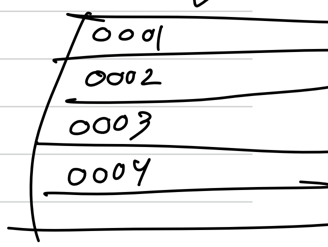
is the branch taken? → call ৪ check instruction ফর, then check ALU → Z=1 কিনা. (beq and Z=1) হলে ans → yes

branch taken = ?

immidiete value থেকে address calc. করে pc তে update

16 bit immidiete কে 2 বার shift

memory 2types
- flat memory (continuous address এ value থাকে) — line এ building
- bank এ (ছোট ছোট part এ)



hardware limitation — একবার single time এ hardware থেকে 4 byte or 4টা location থেকে data আনে, but immidiete শুধু address গুলোকে দেখতে পারে, (1 byte)

0, 4, 16 এর chunk আকারে, single করে 3, 5 no. address আসবে না,

এই trick এর জন্য laster 2টো 00, বাদ দিয়ে দেই

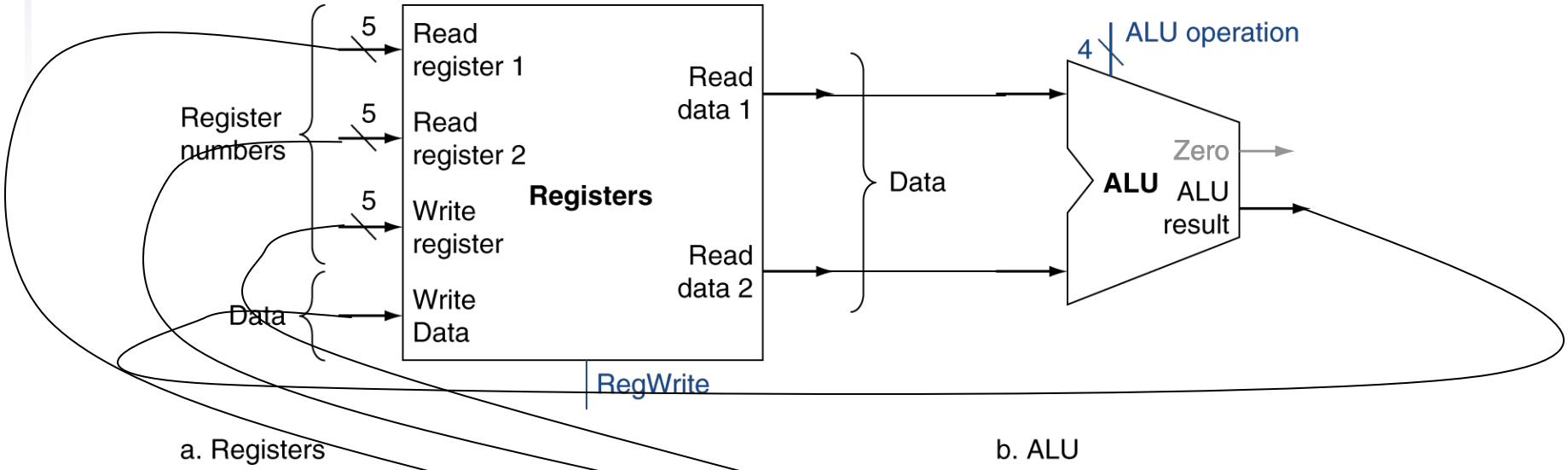
1 ← 0001|00
2 ← 0010|00

0100 → 4
1000 → 8

jump এও 2 বার shift → কারণ এটাও paragraph address

R-Format Instructions

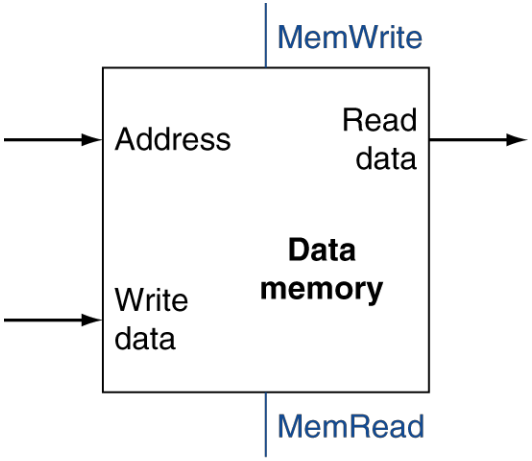
- Read two register operands
- Perform arithmetic/logical operation
- Write register result



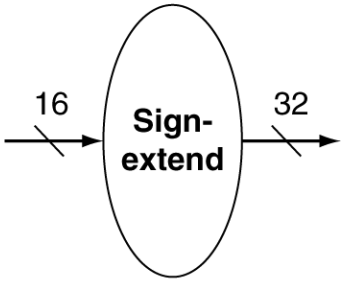
6 bits	5 bits	5 bits	5 bits	5 bits	6 bits
op	rs	rt	rd	shamt	funct

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



a. Data memory unit

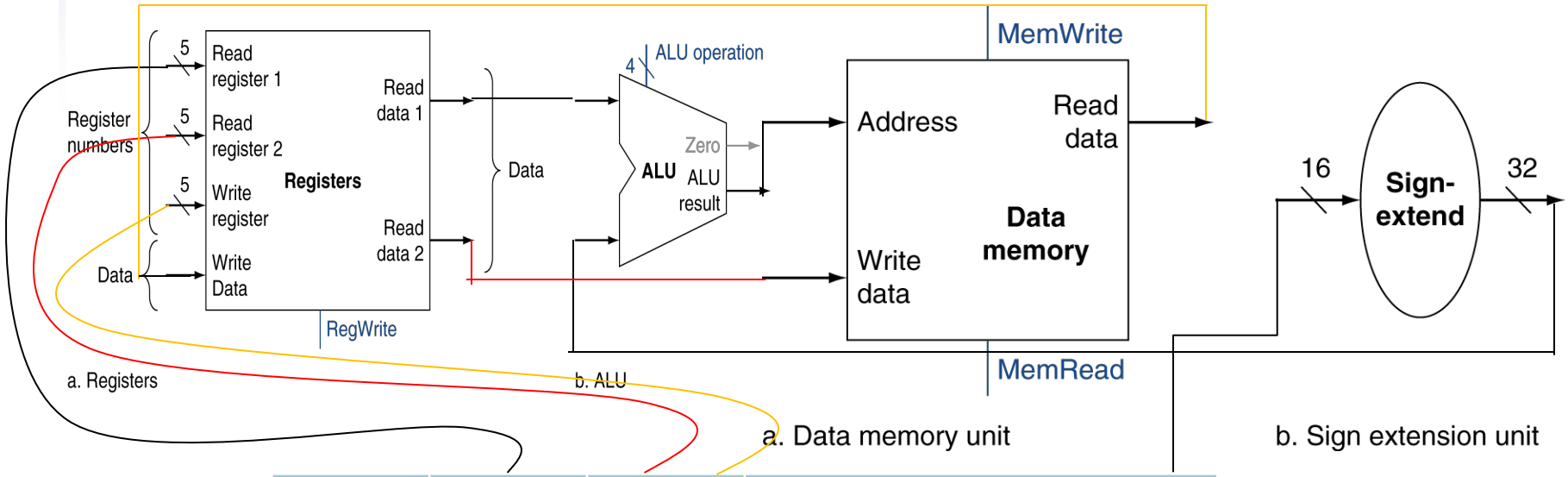


b. Sign extension unit

6 bits	5 bits	5 bits	5+5+6 = 16 bits
op	rs	rt	addr./imm.

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

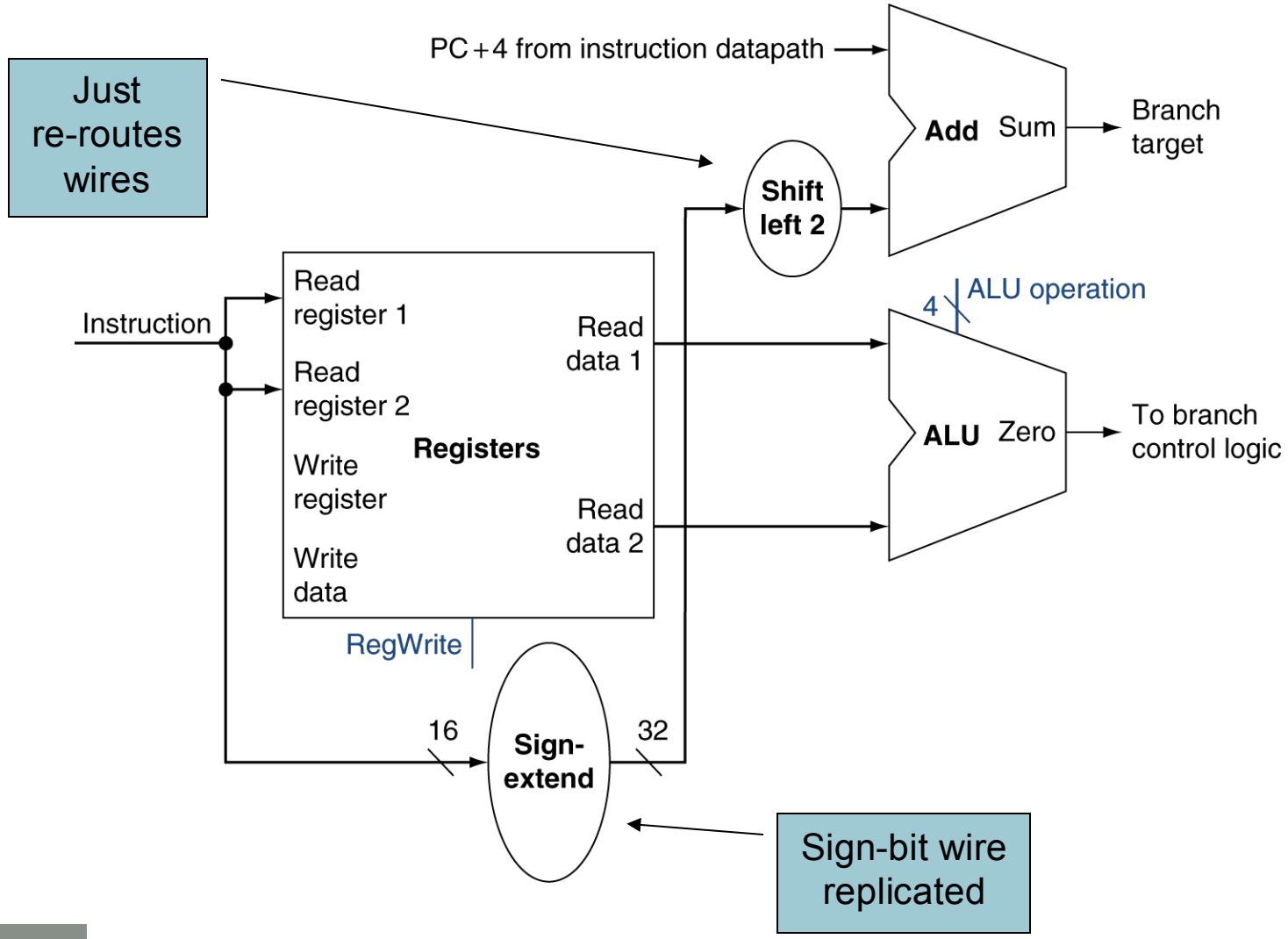


6 bits	5 bits	5 bits	5+5+6 = 16 bits
op	rs	rt	addr./imm.

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

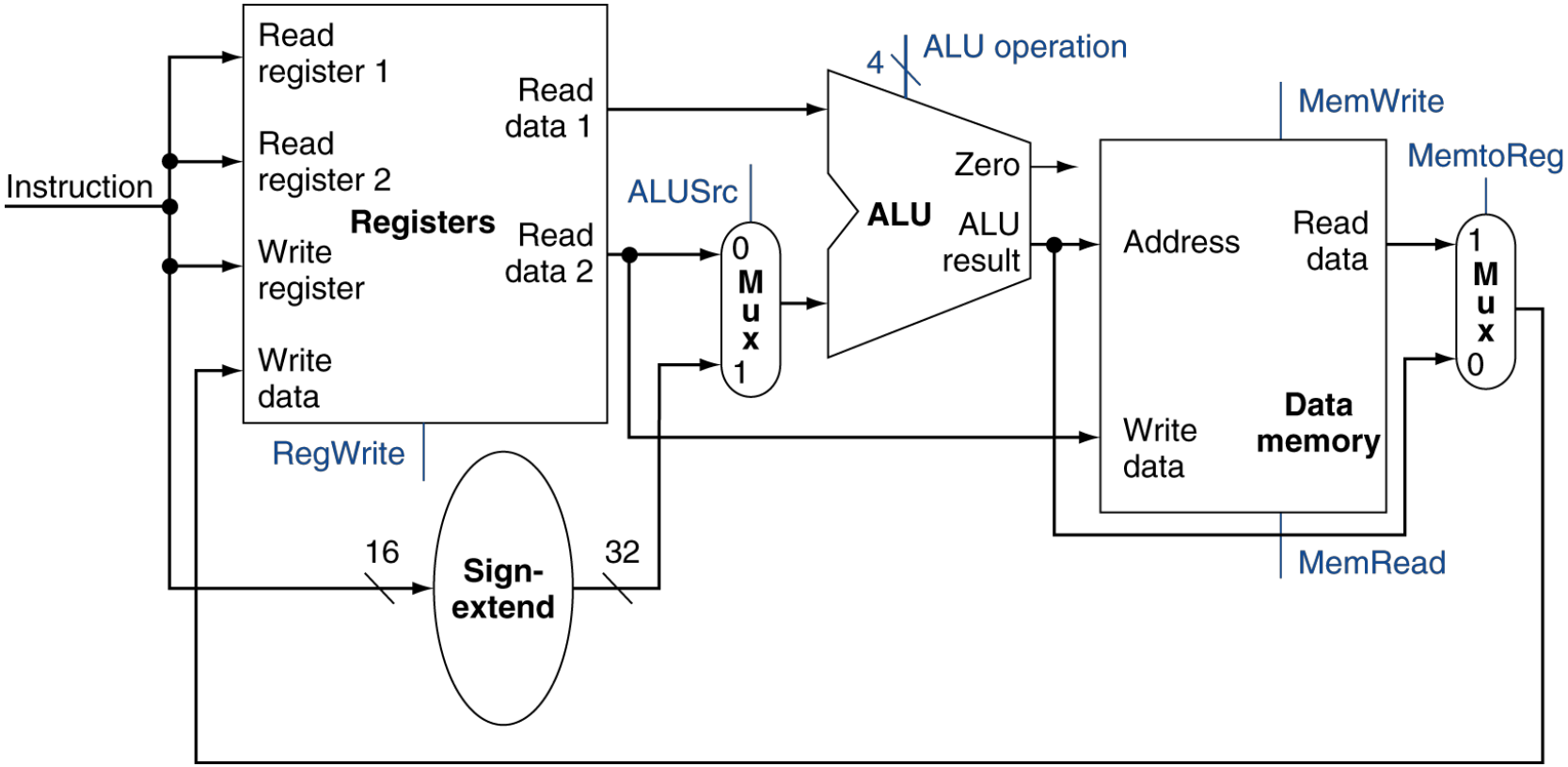
Branch Instructions



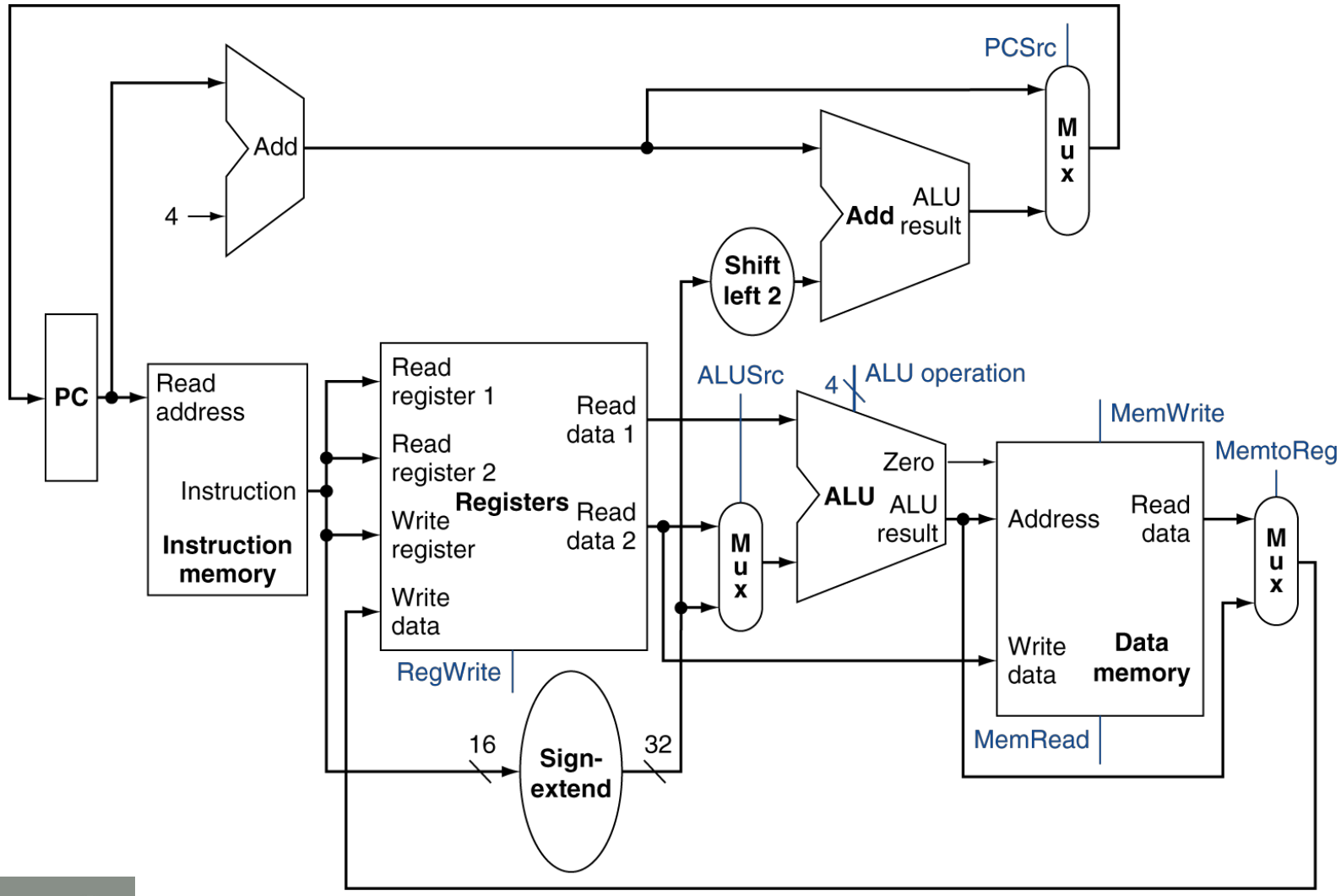
Composing the Elements

- 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 = add
  - Branch: F = subtract
  - R-type: F depends on funct field

ALU control	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	set-on-less-than
1100	NOR

ALU Control

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

opcode	ALUOp	Operation	funct	ALU function	ALU control
lw	00	load word	XXXXXX	add	0010
sw	00	store word	XXXXXX	add	0010
beq	01	branch equal	XXXXXX	subtract	0110
R-type	10	add	100000	add	0010
		subtract	100010	subtract	0110
		AND	100100	AND	0000
		OR	100101	OR	0001
		set-on-less-than	101010	set-on-less-than	0111

ALU Control

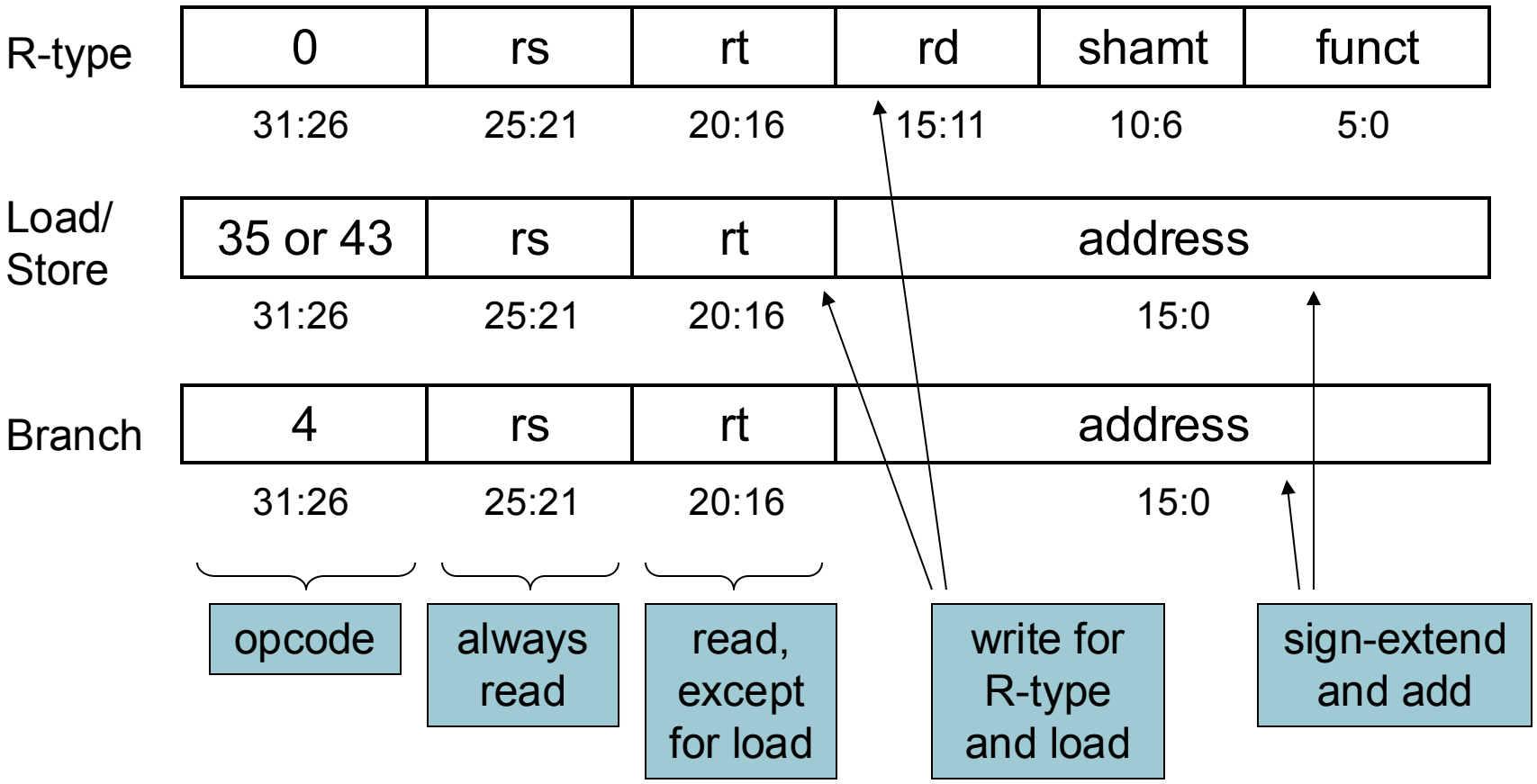
- Truth Table For ALU Control Unit

mips → hardware fixed

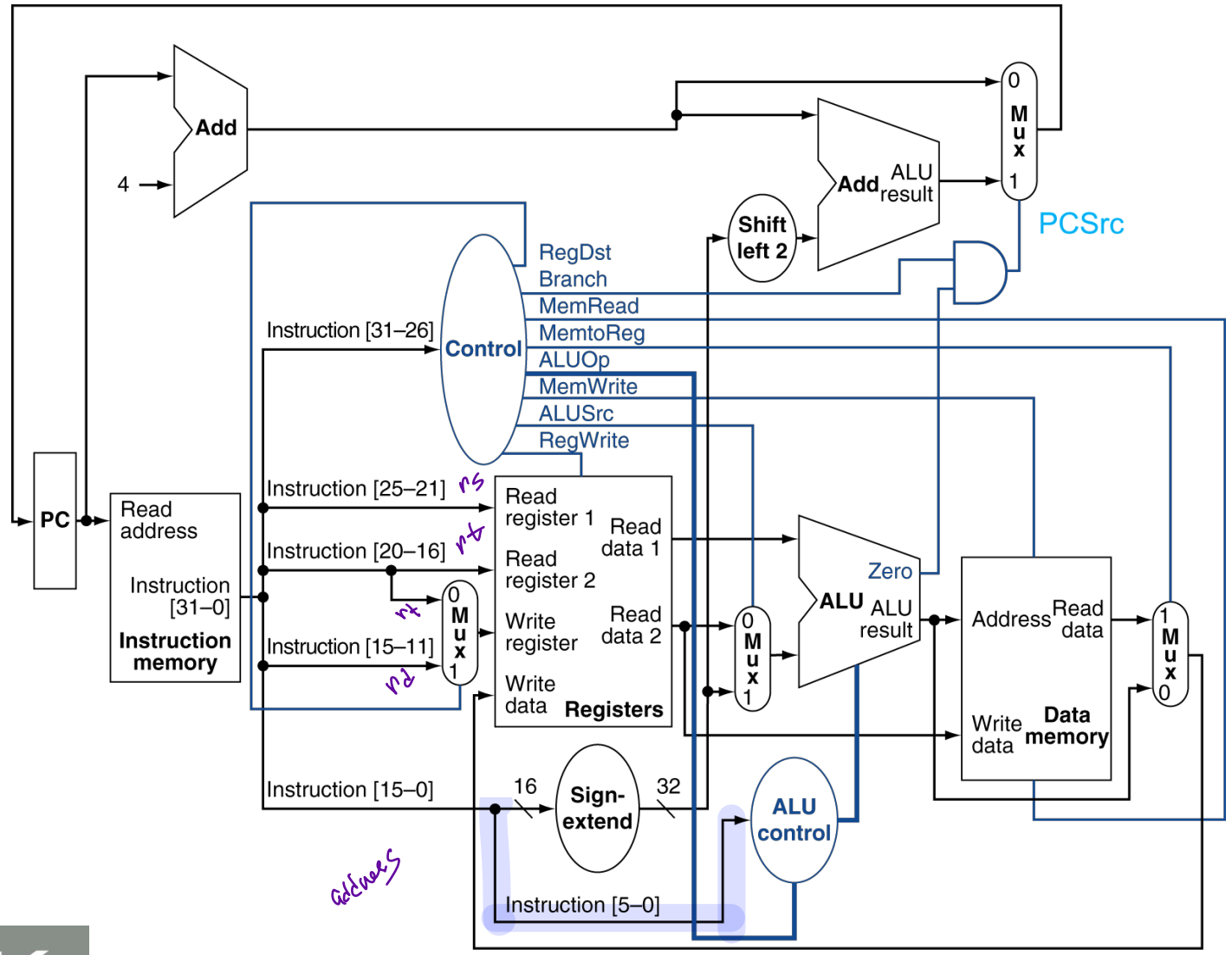
ALUOp		Funct field						Operation
ALUOp1	ALUOp0	F5	F4	F3	F2	F1	F0	
0	0	X	X	X	X	X	X	0010 add
X	1	X	X	X	X	X	X	0110 sub
1	X	X	X	0	0	0	0	0010 add
1	X	X	X	0	0	1	0	0110 sub
1	X	X	X	0	1	0	0	0000 AND
1	X	X	X	0	1	0	1	0001 OR
1	X	X	X	1	0	1	0	0111 slt

The Main Control Unit

- Control signals derived from instruction



Datapath With Control

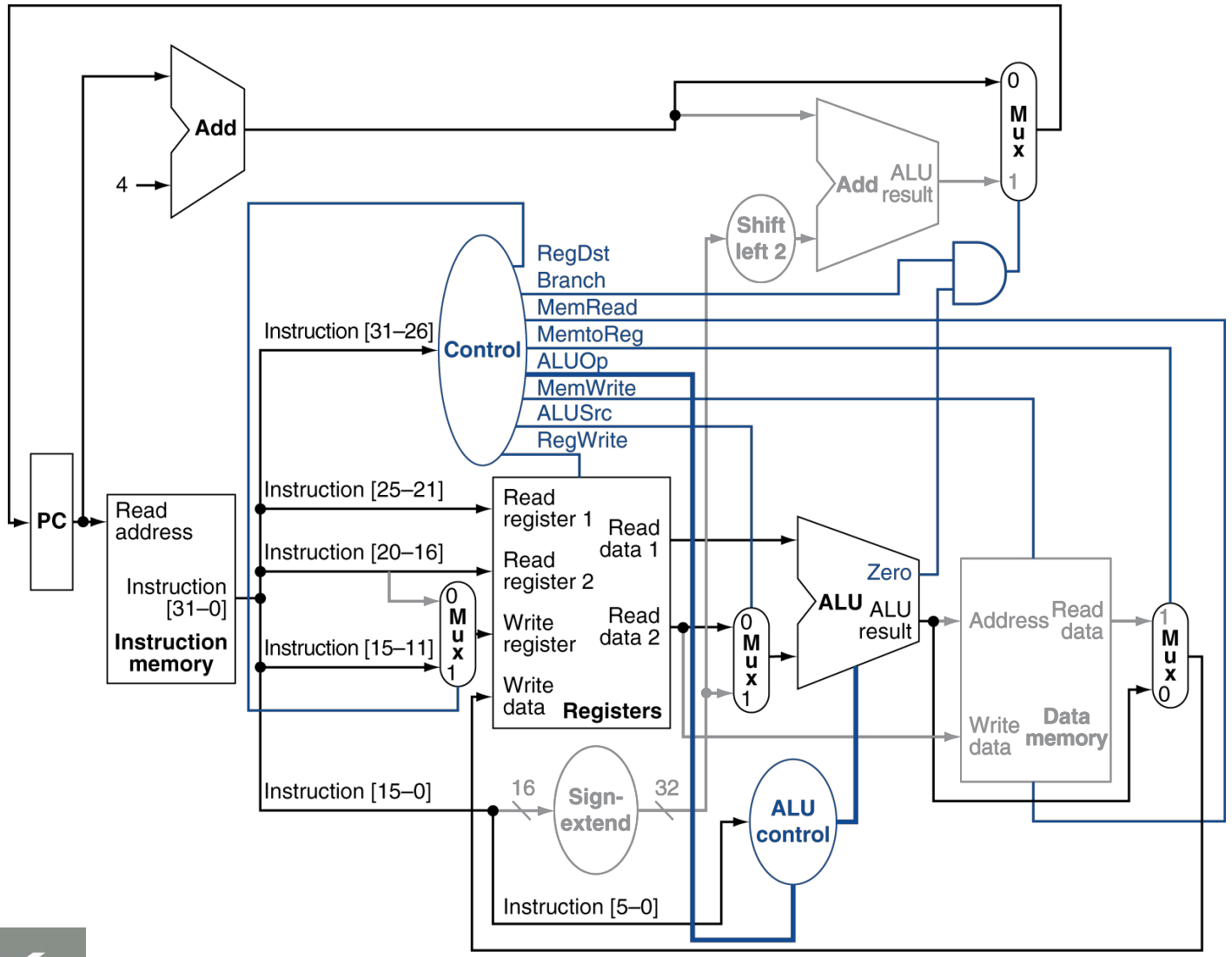


All Control Signals

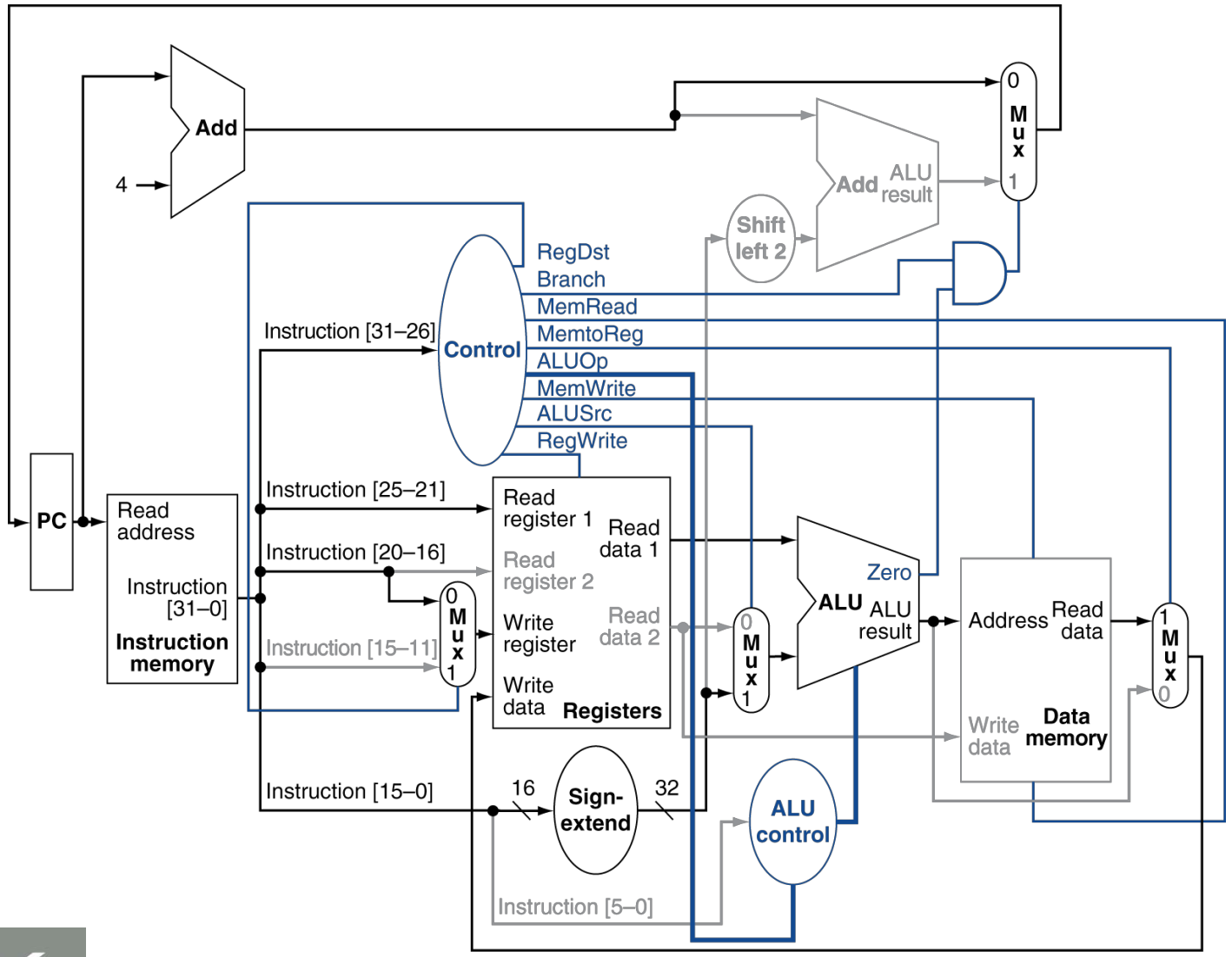
Signal name	Effect when deasserted	Effect when asserted
RegDst	The register destination number for the Write register comes from the rt field (bits 20:16).	The register destination number for the Write register comes from the rd field (bits 15:11).
RegWrite	None.	The register on the Write register input is written with the value on the Write data input.
ALUSrc	The second ALU operand comes from the second register file output (Read data 2).	The second ALU operand is the sign-extended, lower 16 bits of the instruction.
PCSrc	The PC is replaced by the output of the adder that computes the value of PC + 4.	The PC is replaced by the output of the adder that computes the branch target.
MemRead	None.	Data memory contents designated by the address input are put on the Read data output.
MemWrite	None.	Data memory contents designated by the address input are replaced by the value on the Write data input.
MemtoReg	The value fed to the register Write data input comes from the ALU.	The value fed to the register Write data input comes from the data memory.

FIGURE 4.16 The effect of each of the seven control signals. When the 1-bit control to a two-way multiplexor is asserted, the multiplexor selects the input corresponding to 1. Otherwise, if the control is deasserted, the multiplexor selects the 0 input. Remember that the state elements all have the clock as an implicit input and that the clock is used in controlling writes. Gating the clock externally to a state element can create timing problems. (See Appendix B for further discussion of this problem.)

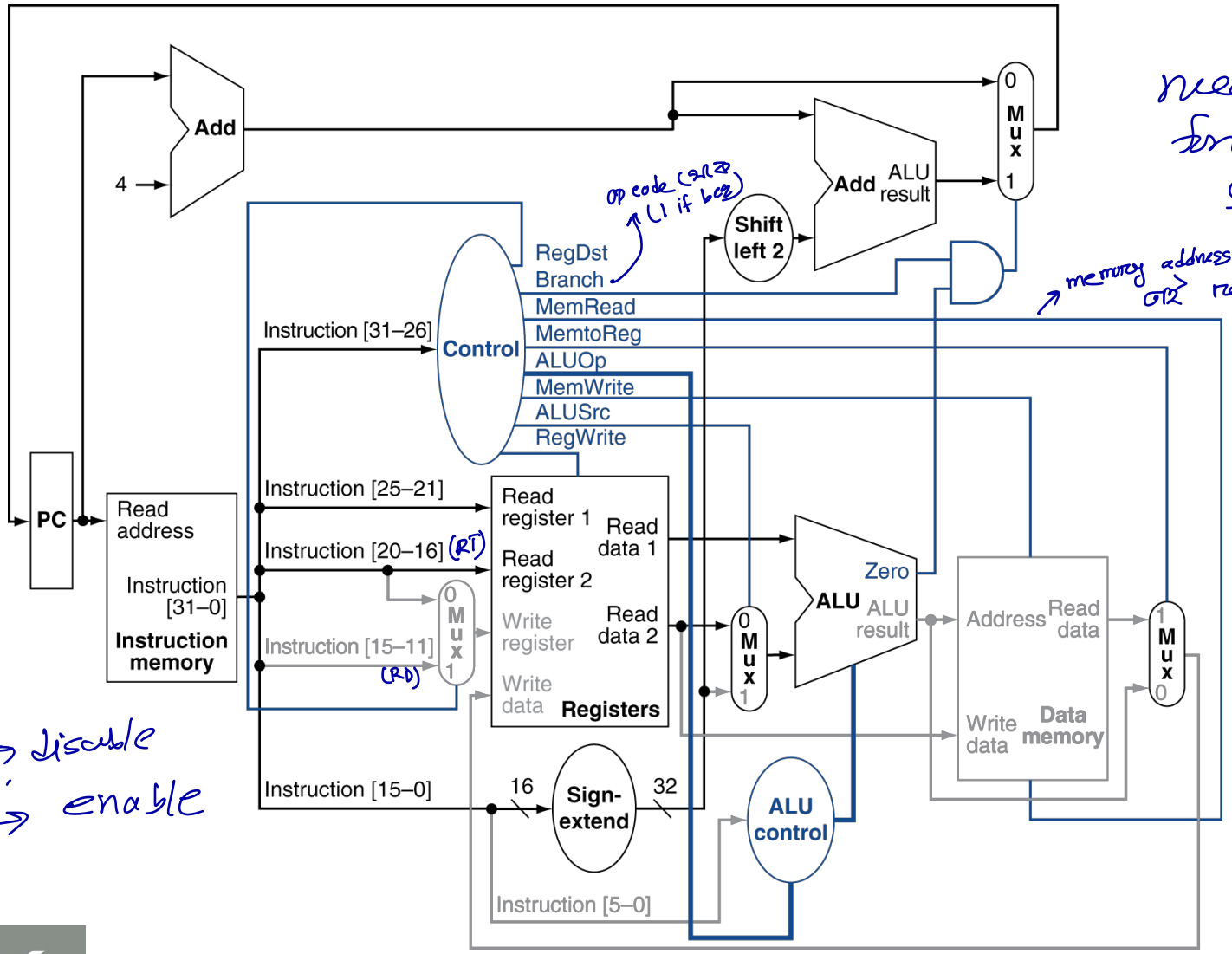
R-Type Instruction



Load Instruction



Branch-on-Equal Instruction



need notes for this slide

memory address reading costly, OR read of Branch signal

DSR → disable

SR → enable

Control Values

Instruction	RegDst	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	ALUOp1	ALUOp0
R-format	1	0	0	1	0	0	0	1	0
lw									
sw									
beq									

Control Values

Instruction	RegDst	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	ALUOp1	ALUOp0
R-format	1	0	0	1	0	0	0	1	0
lw	0	1	1	1	1	0	0	0	0
sw							0	0	0
beq								0	1

Control Values

Instruction	RegDst	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	ALUOp1	ALUOp0
R-format	1	0	0	1	0	0	0	1	0
lw	0	1	1	1	1	0	0	0	0
sw	X	1	X	0	0	1	0	0	0
beq									

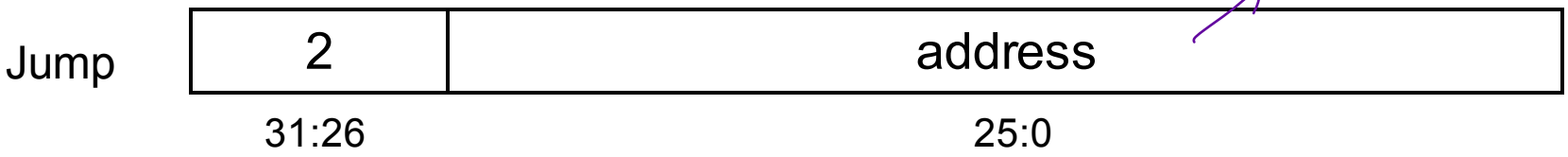
Control Values

Instruction	RegDst	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	ALUOp1	ALUOp0
R-format	1	0	0	1	0	0	0	1	0
lw	0	1	1	1	1	0	0	0	0
sw	X	1	X	0	0	1	0	0	0
beq	X	0	X	0	0	0	1	0	1

Control Values

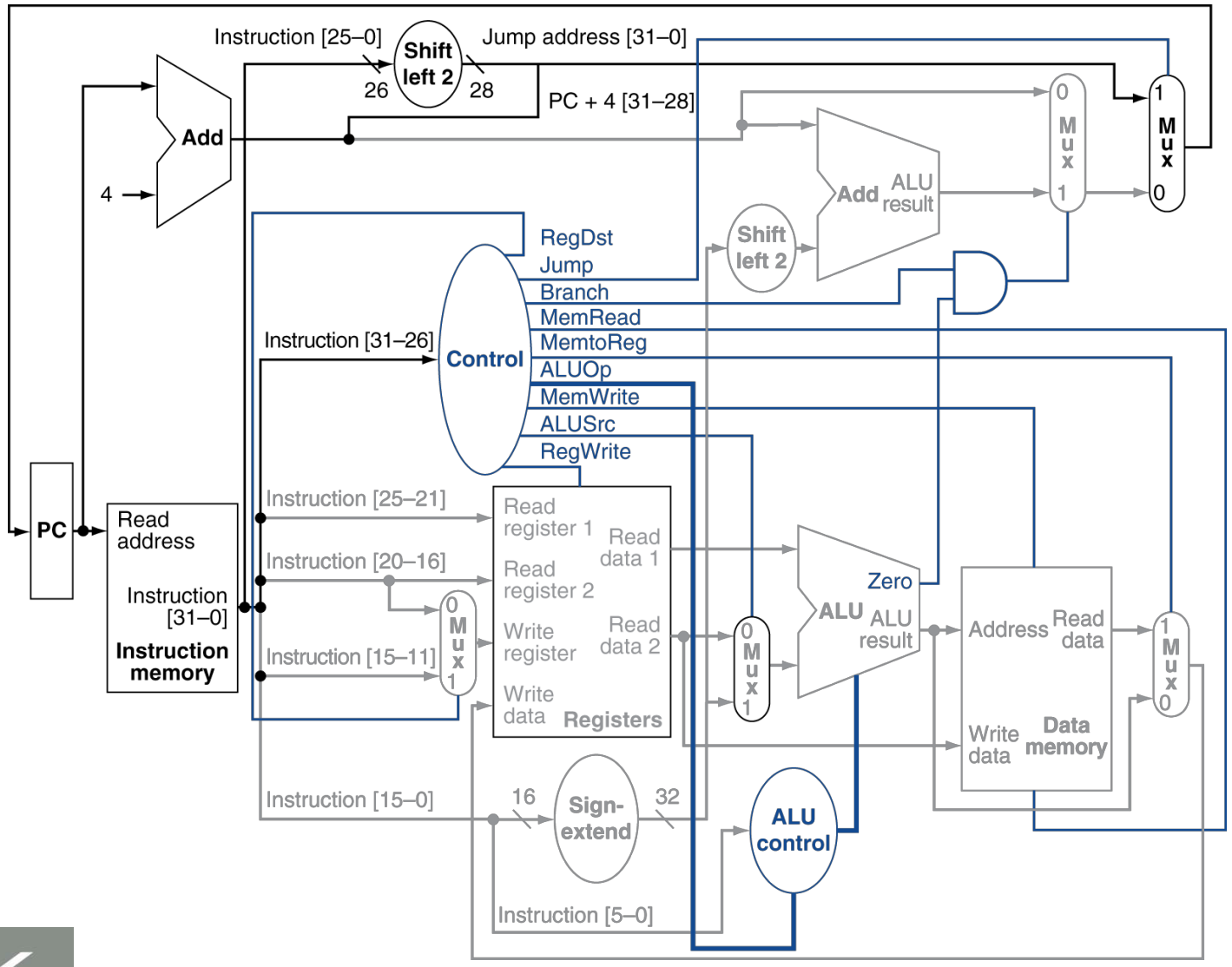
Instruction	RegDst	ALUSrc	Memto-Reg	Reg-Write	Mem-Read	Mem-Write	Branch	ALUOp1	ALUOp0
R-format	1	0	0	1	0	0	0	1	0
lw	0	1	1	1	1	0	0	0	0
sw	X	1	X	0	0	1	0	0	0
beq	X	0	X	0	0	0	1	0	1

Implementing Jumps



- 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 Jumps Added

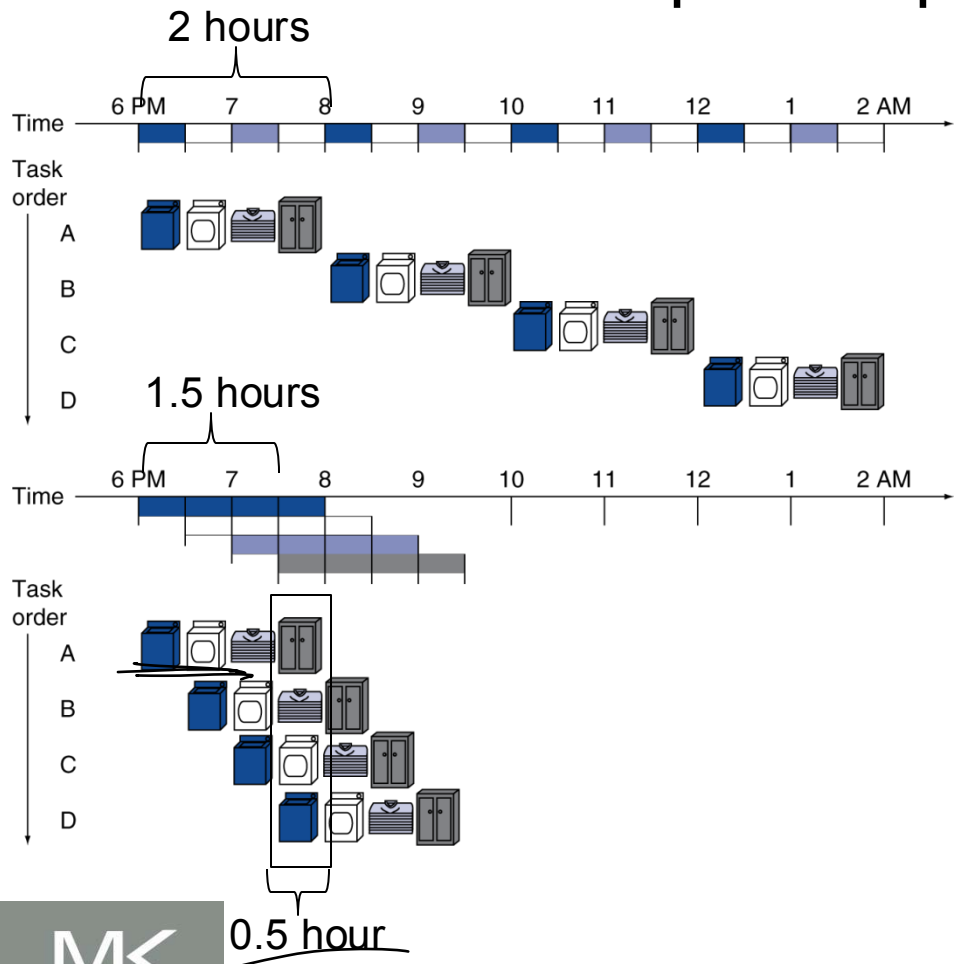


Performance Issues

- 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 ≈ 4 = number of stages

MIPS Pipeline

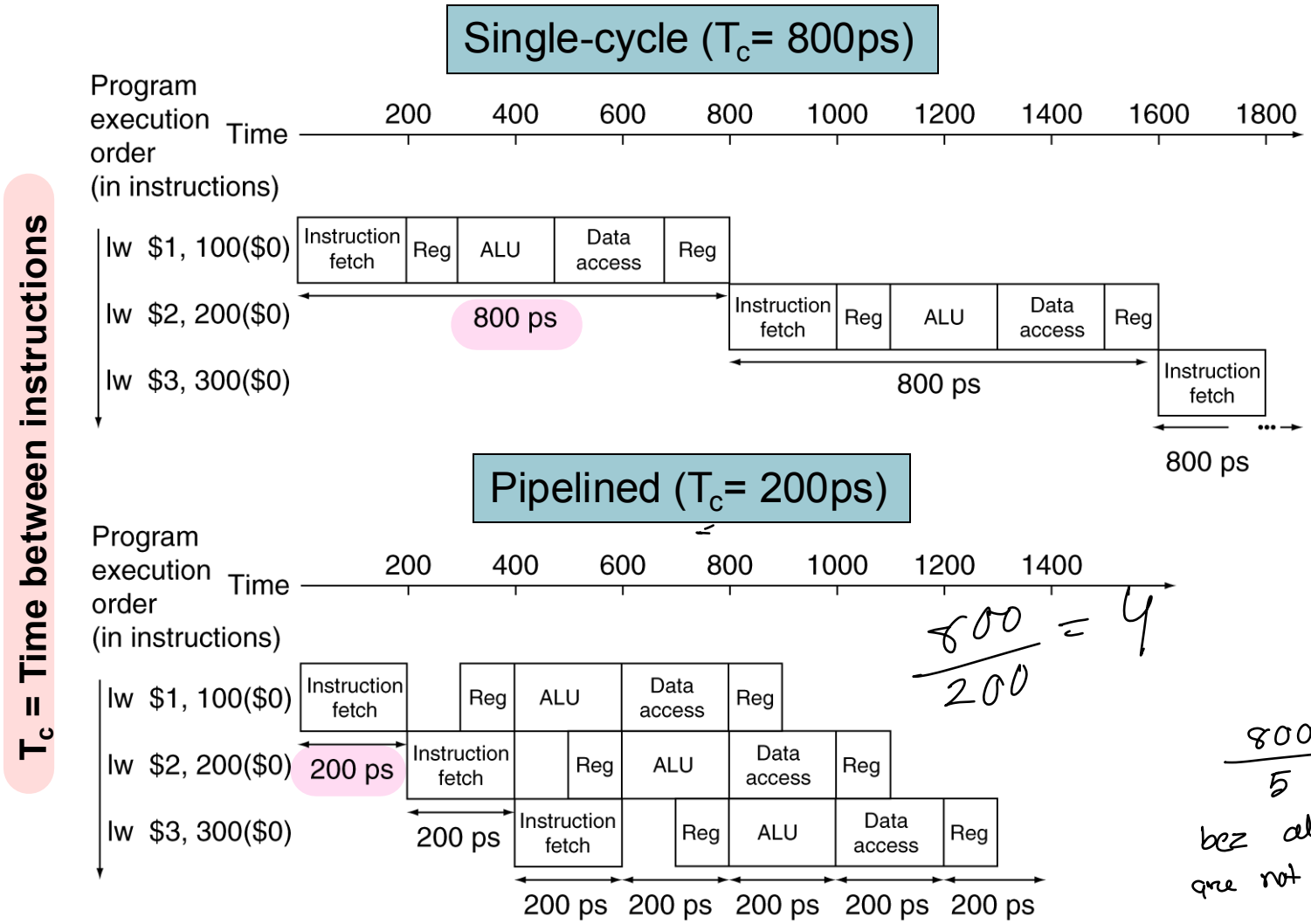
- Five stages, one step per stage
  1. IF: Instruction fetch from memory
  2. ID: Instruction decode & register read
  3. EX: Execute operation or calculate address
  4. MEM: Access memory operand
  5. WB: Write result back to register

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
lw	200ps	100 ps	200ps	200ps	100 ps	800ps
sw	200ps	100 ps	200ps	200ps		700ps
R-format	200ps	100 ps	200ps		100 ps	600ps
beq	200ps	100 ps	200ps			500ps

Pipeline Performance



$\frac{800}{200} = 4$

$\frac{800}{5} \neq 4$

bez all stages are not balanced

Pipeline Speedup

- If all stages are balanced
  - i.e., all take the same time
  - Time between instructions$_{pipelined}$ = Time between instructions$_{nonpipelined}$ / Number of stages
- If not balanced, speedup is less
- Speedup due to increased throughput
  - Latency (time for each instruction) does not decrease

the rate at which instructions are completed per second

it's a measure of how fast can a pipeline can stand and finish instru-

Pipelining and ISA Design

- MIPS 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 3rd stage, access memory in 4th 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

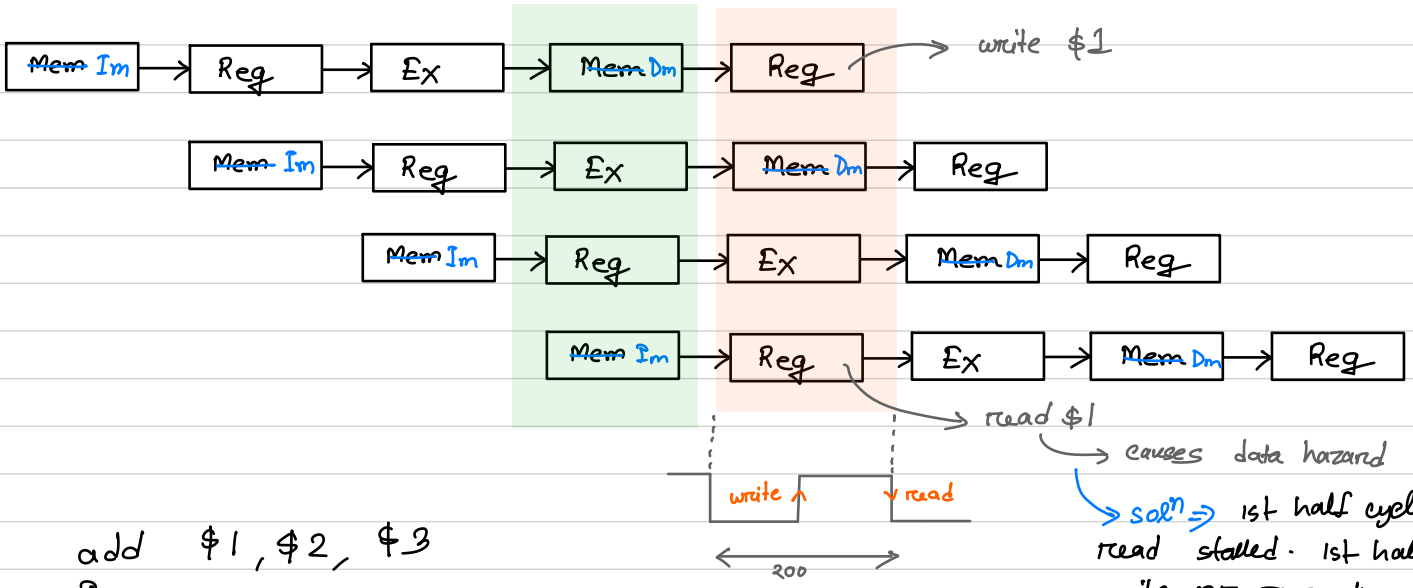
⇒ same slice 1, 2 or instruction
same resource conflict

- Conflict for use of a resource
- In MIPS 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

the soln to structure hazard → cleaning up the resource

⇓

separate instruction memory and data memory

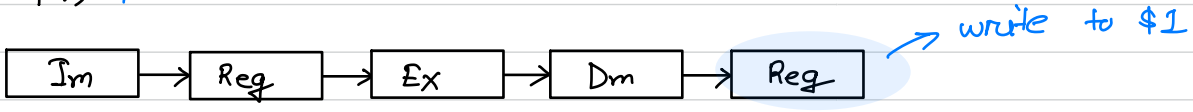


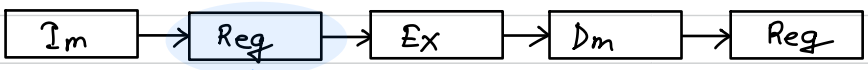
soln ⇒ 1st half cycle → read stalled. 1st half → write করলে, the 2nd half → read করলে, একই clock cycle → data write and read করা যাবে

add $1, $2, $3
I1
I2
sub $4, $1, $5

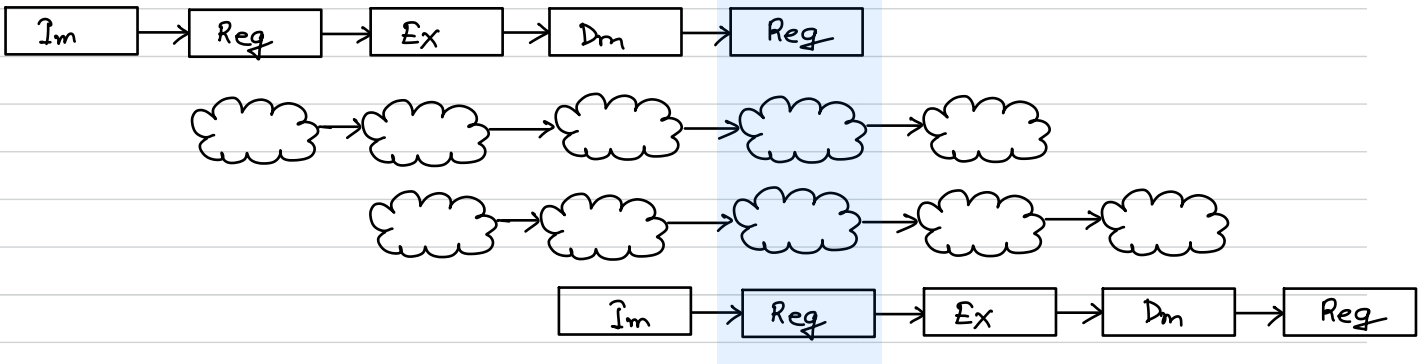
Raw Hazard ⇒ read ও write এর মধ্যে হওয়া করা

add $1, $2, $3
sub $4, $1, $5



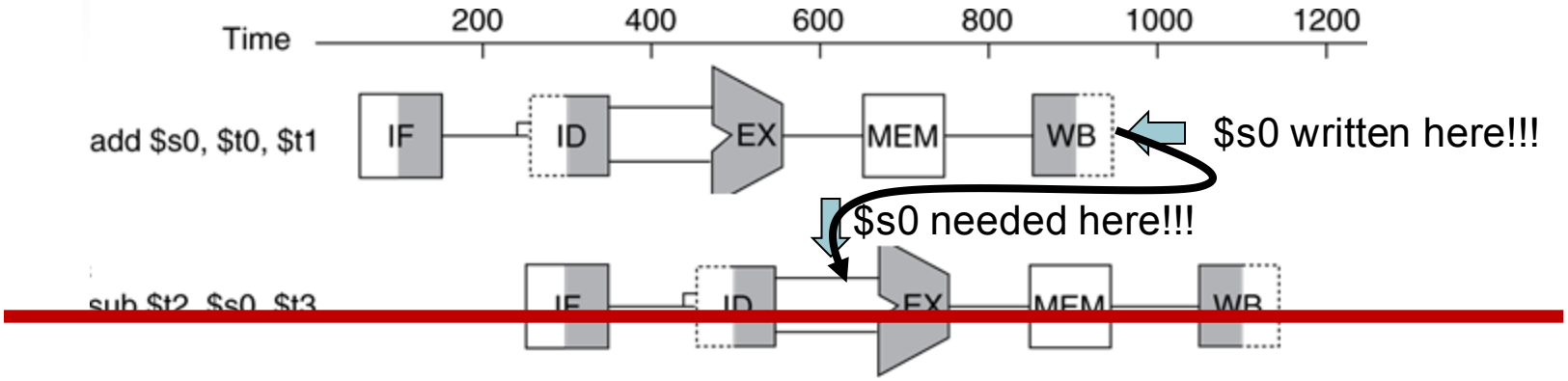


read $1
→ problem
⇒ soln ⇒ bubble



Data Hazards

- An instruction depends on completion of data access by a previous instruction
  - `add  $s0, $t0, $t1`
    `sub  $t2, $s0, $t3`



Data Hazards

- An instruction depends on completion of data access by a previous instruction
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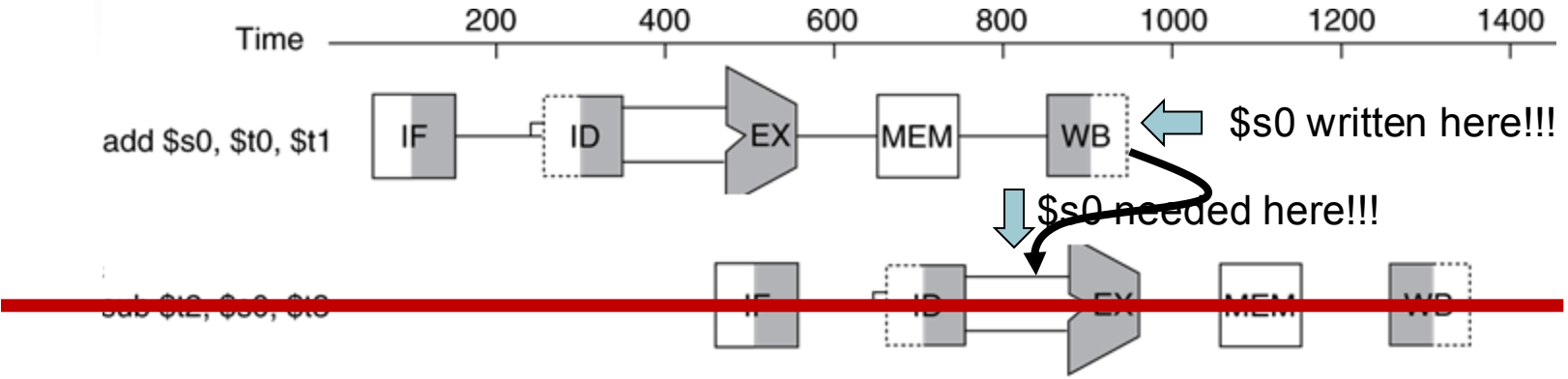
    `sub  $t2, $s0, $t3`



Data Hazards

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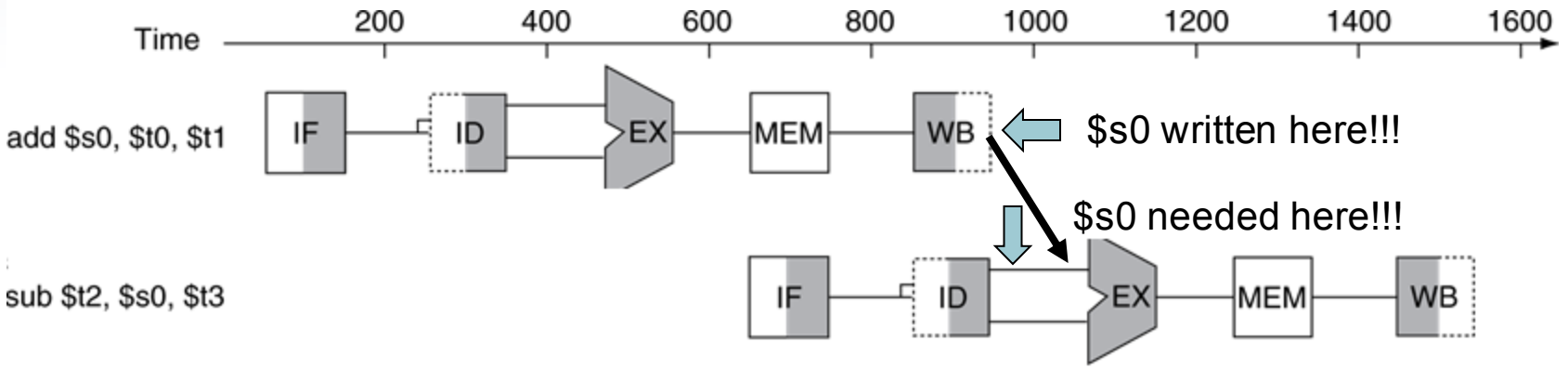
    `sub  $t2, $s0, $t3`



Data Hazards

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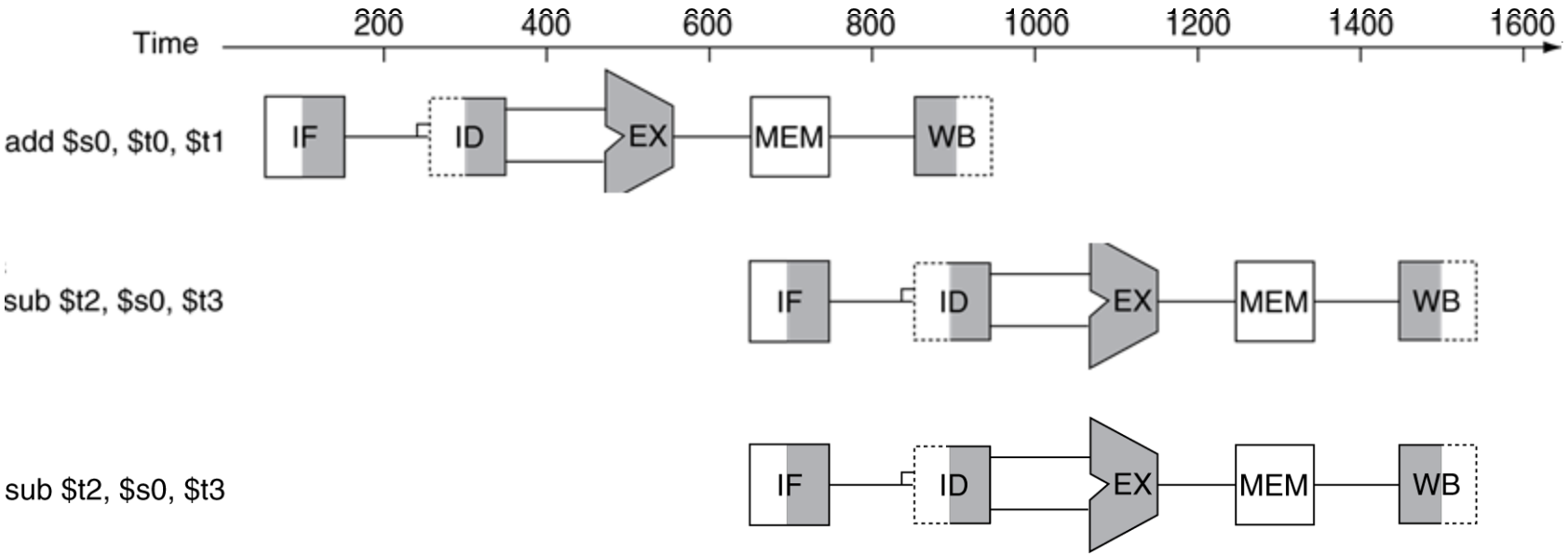
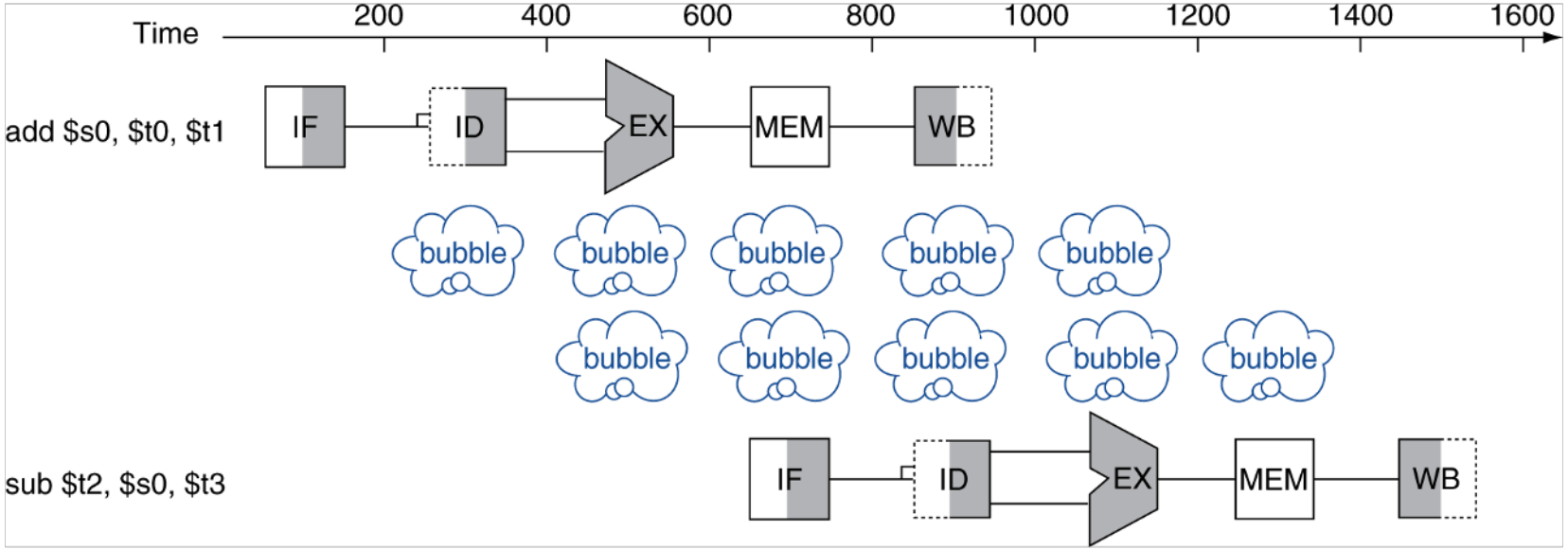
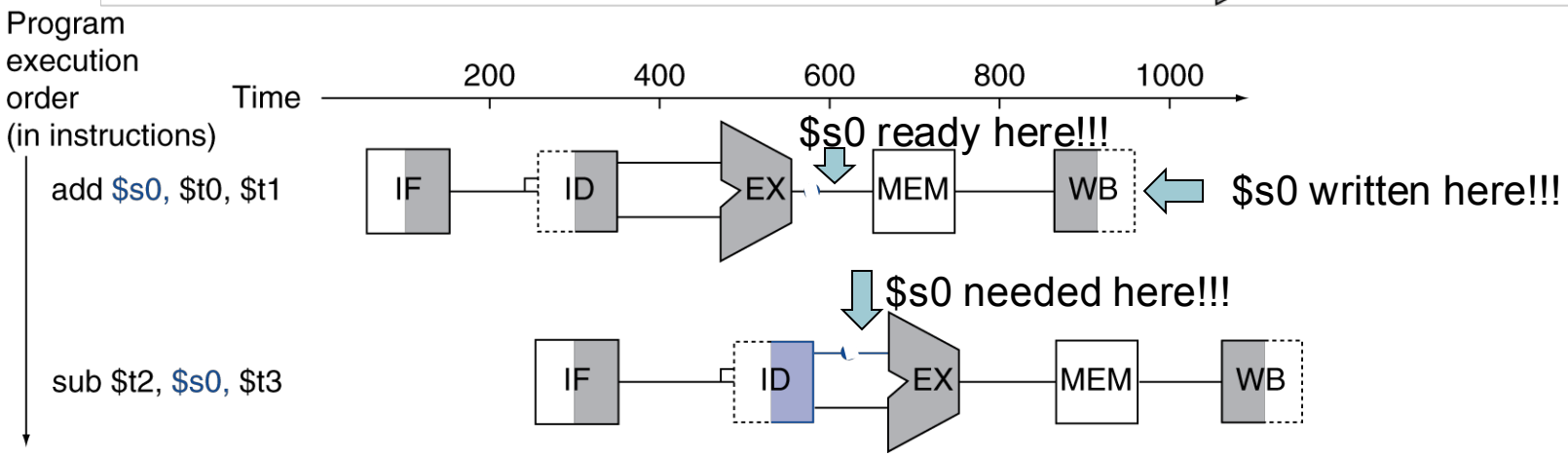


Forwarding (aka Bypassing)

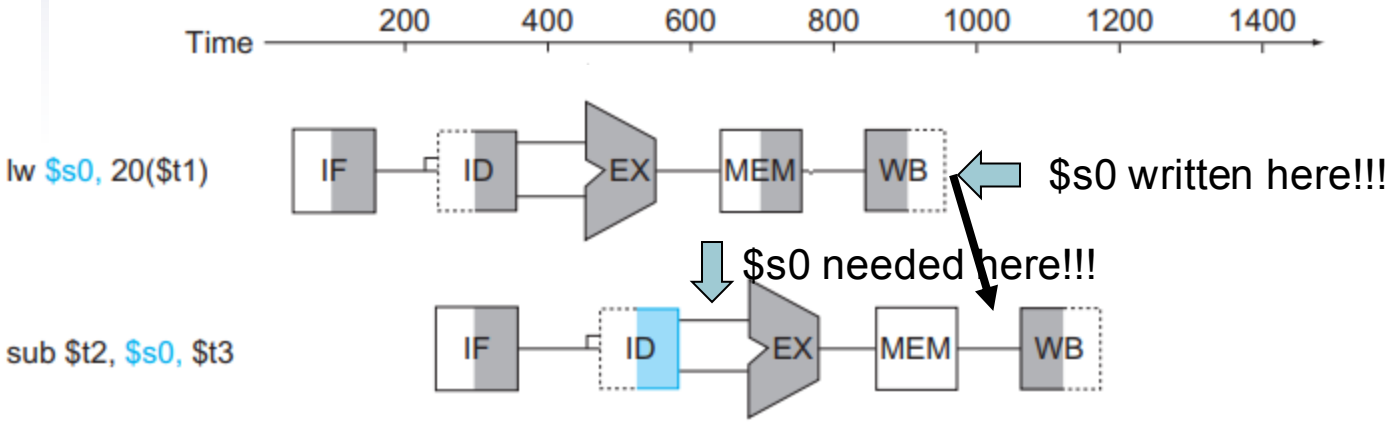
COMPARE





Load-Use Data Hazard

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



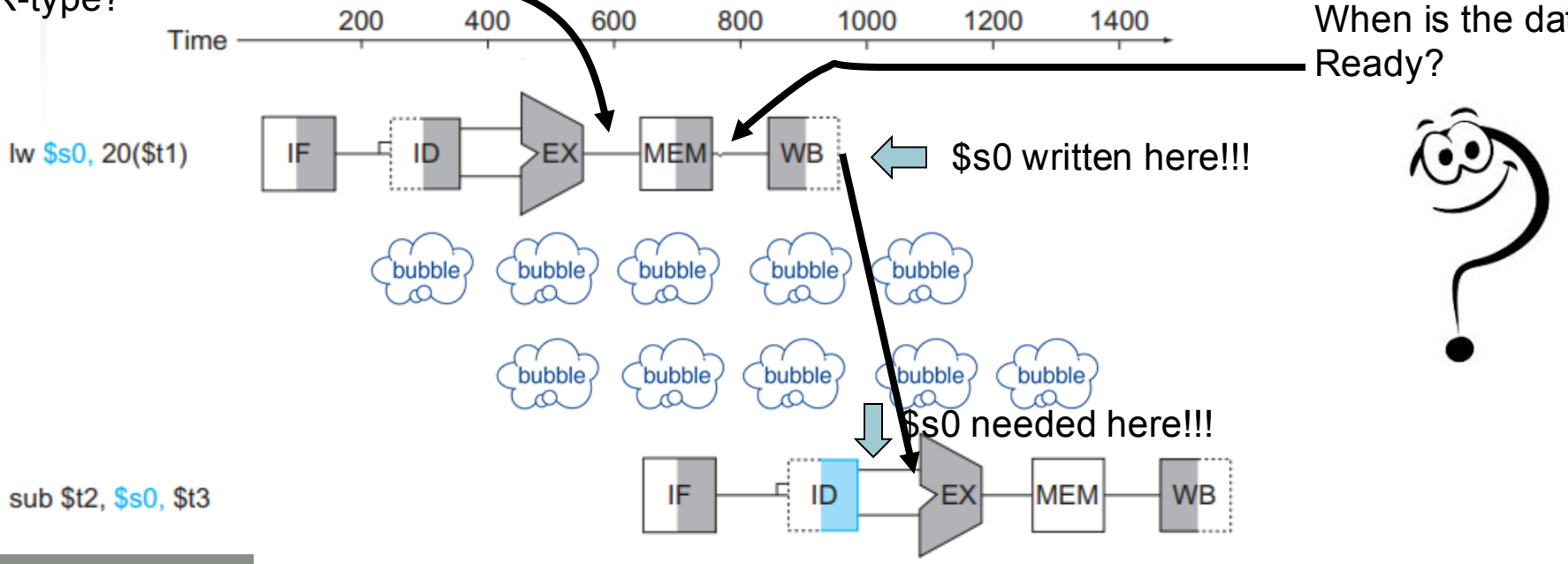
Load-Use Data Hazard

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

When WAS the data Ready for R-type?

Can we solve by FORWARDING?

When is the data Ready?



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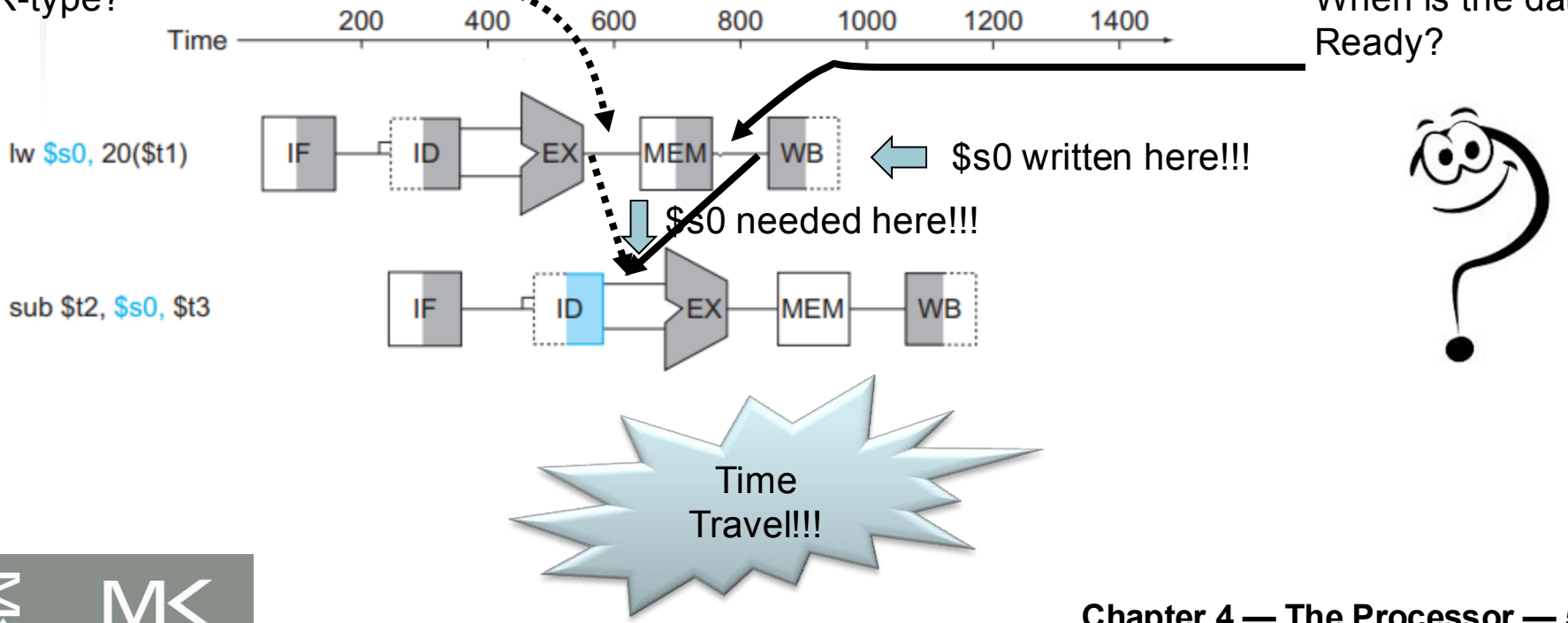

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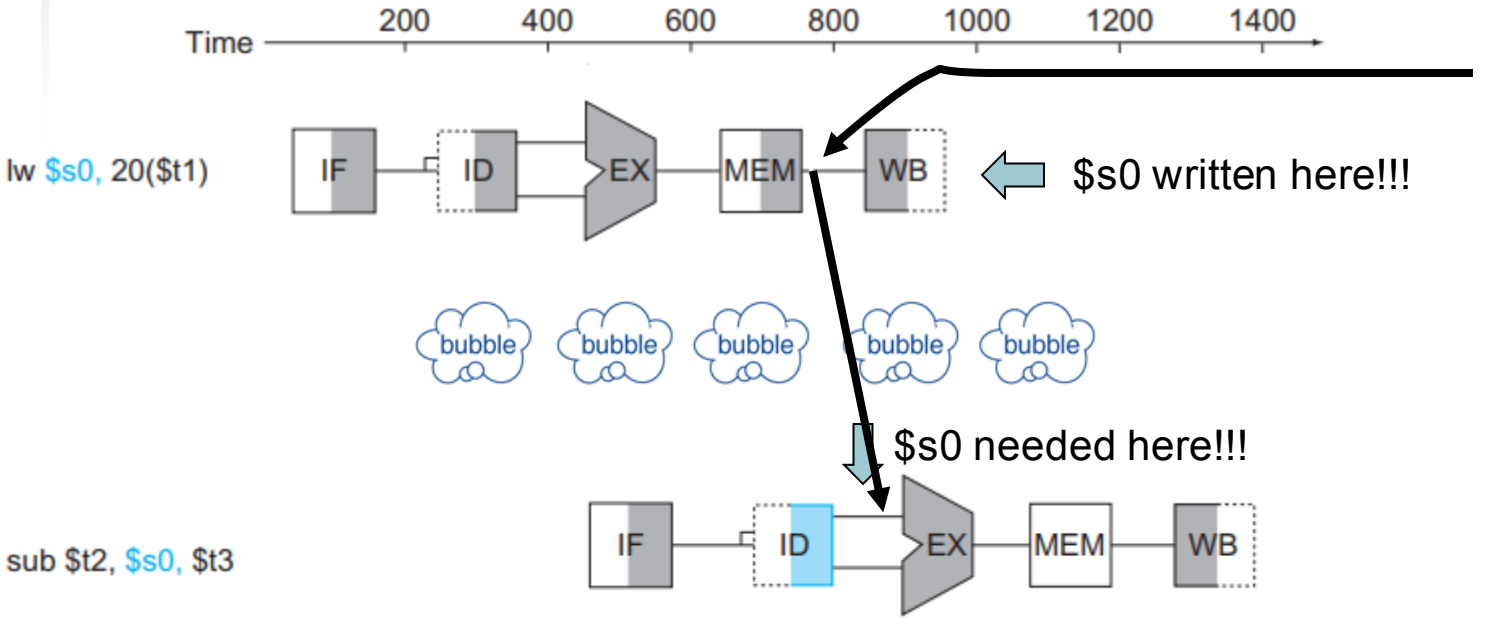

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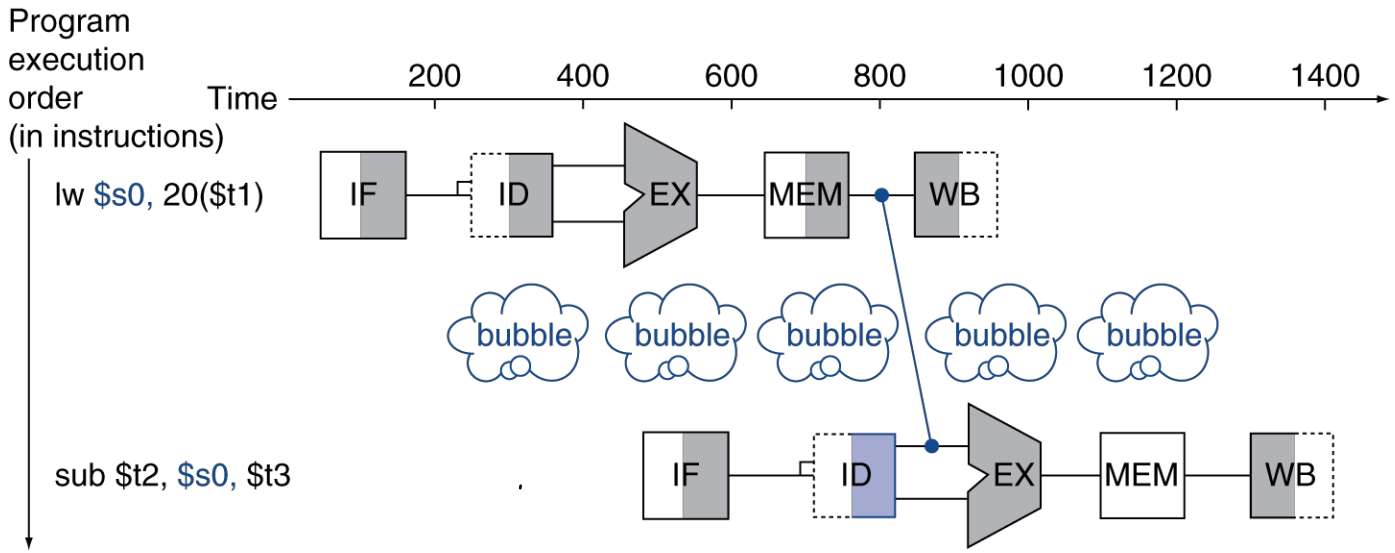


Code Scheduling to Avoid Stalls

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

compiler দ্বারা reschedule করা

```
lw  $t1, 0($t0)
lw  $t2, 4($t0)
add $t3, $t1, $t2
sw  $t3, 12($t0)
lw  $t4, 8($t0)
add $t5, $t1, $t4
sw  $t5, 16($t0)
```

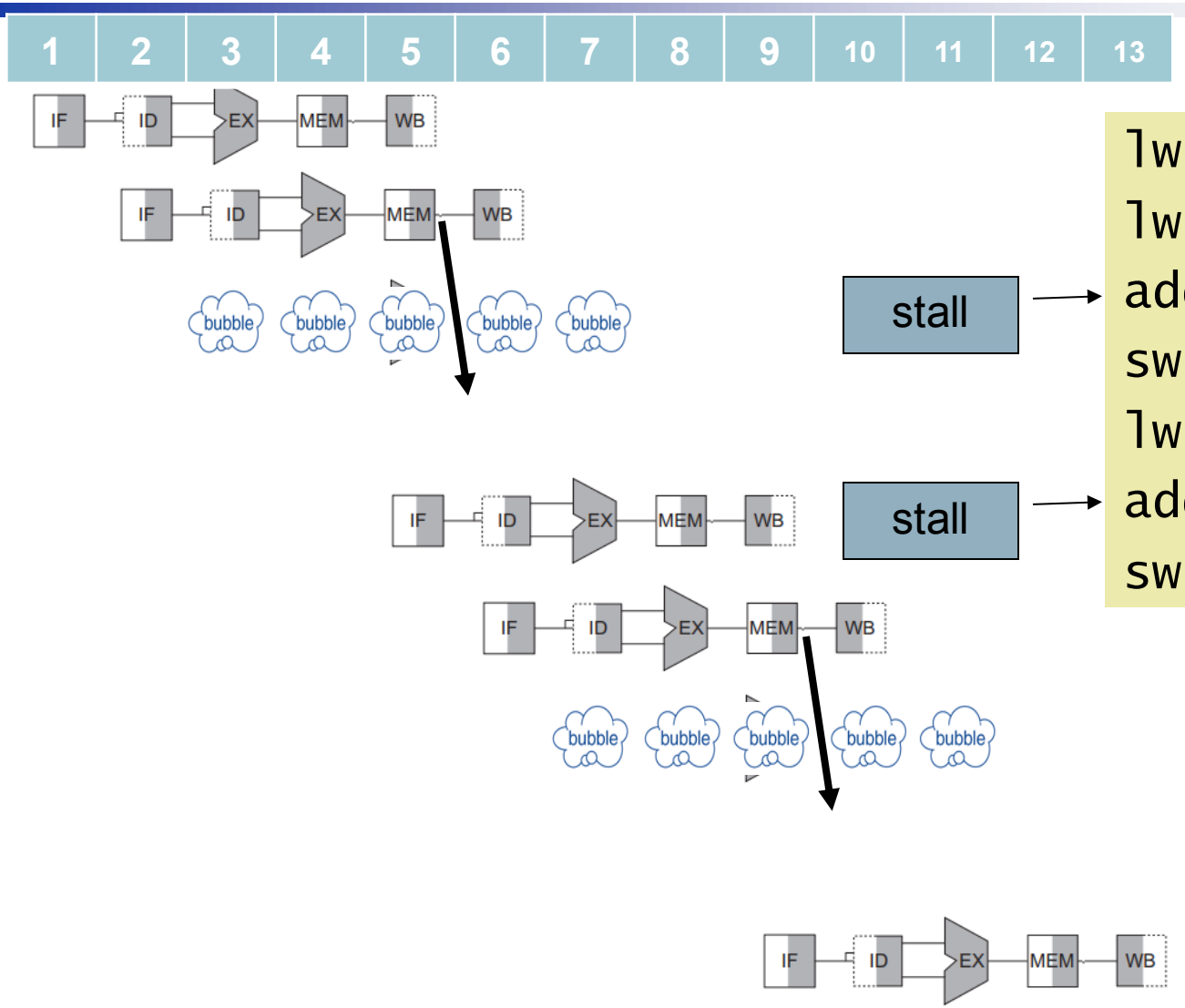
stall

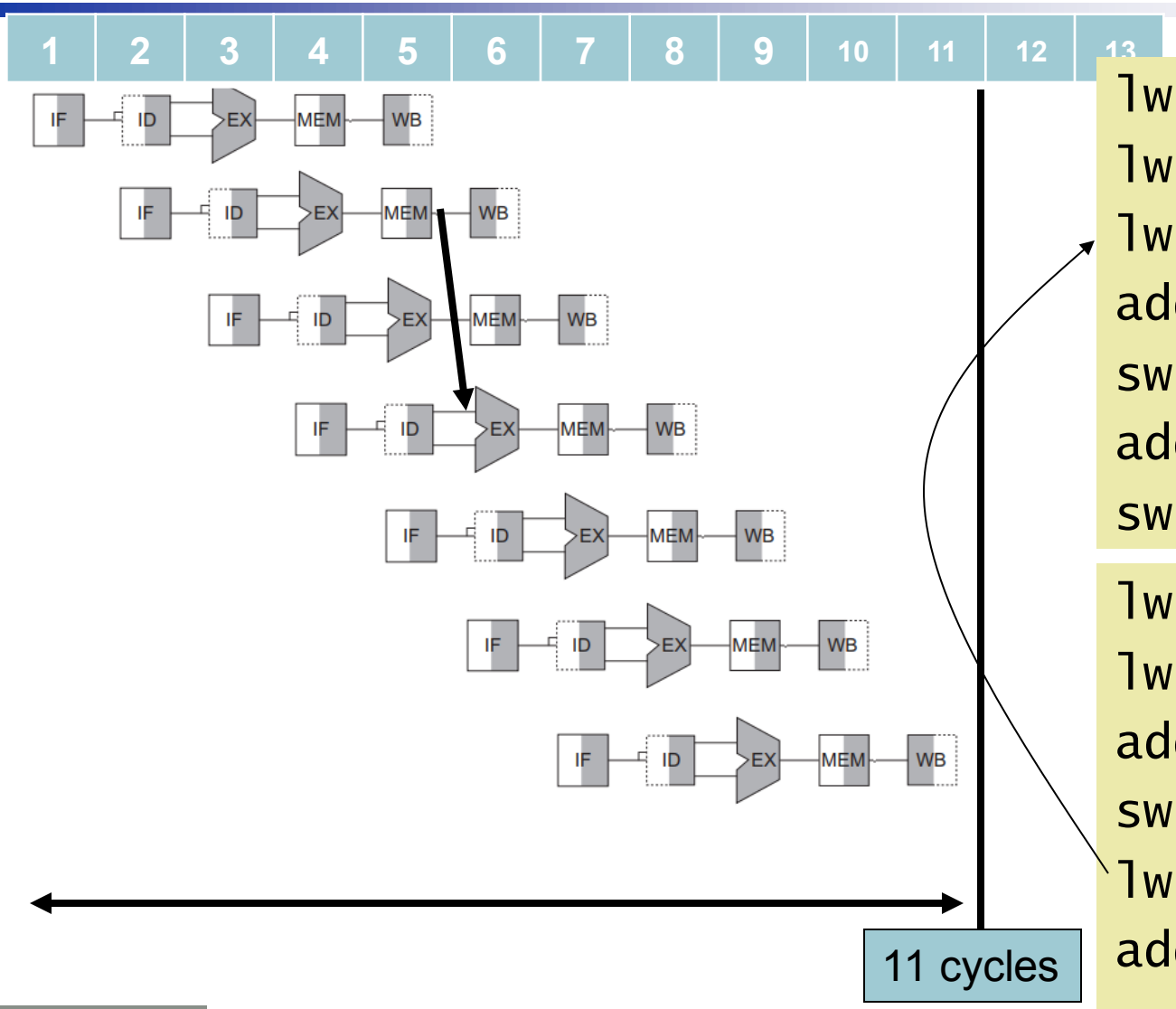
stall

13 cycles

```
lw  $t1, 0($t0)
lw  $t2, 4($t0)
lw  $t4, 8($t0)
add $t3, $t1, $t2
sw  $t3, 12($t0)
add $t5, $t1, $t4
sw  $t5, 16($t0)
```

11 cycles


1
2
3
4
5
6
7
8
9
10
11
12
13
IF
ID
EX
MEM
WB
bubble
stall
stall
lw $t1, 0($t0)
lw $t2, 4($t0)
add $t3, $t1, $t2
sw $t3, 12($t0)
lw $t4, 8($t0)
add $t5, $t1, $t4
sw $t5, 16($t0)
13 cycles




```
lw   $t1, 0($t0)
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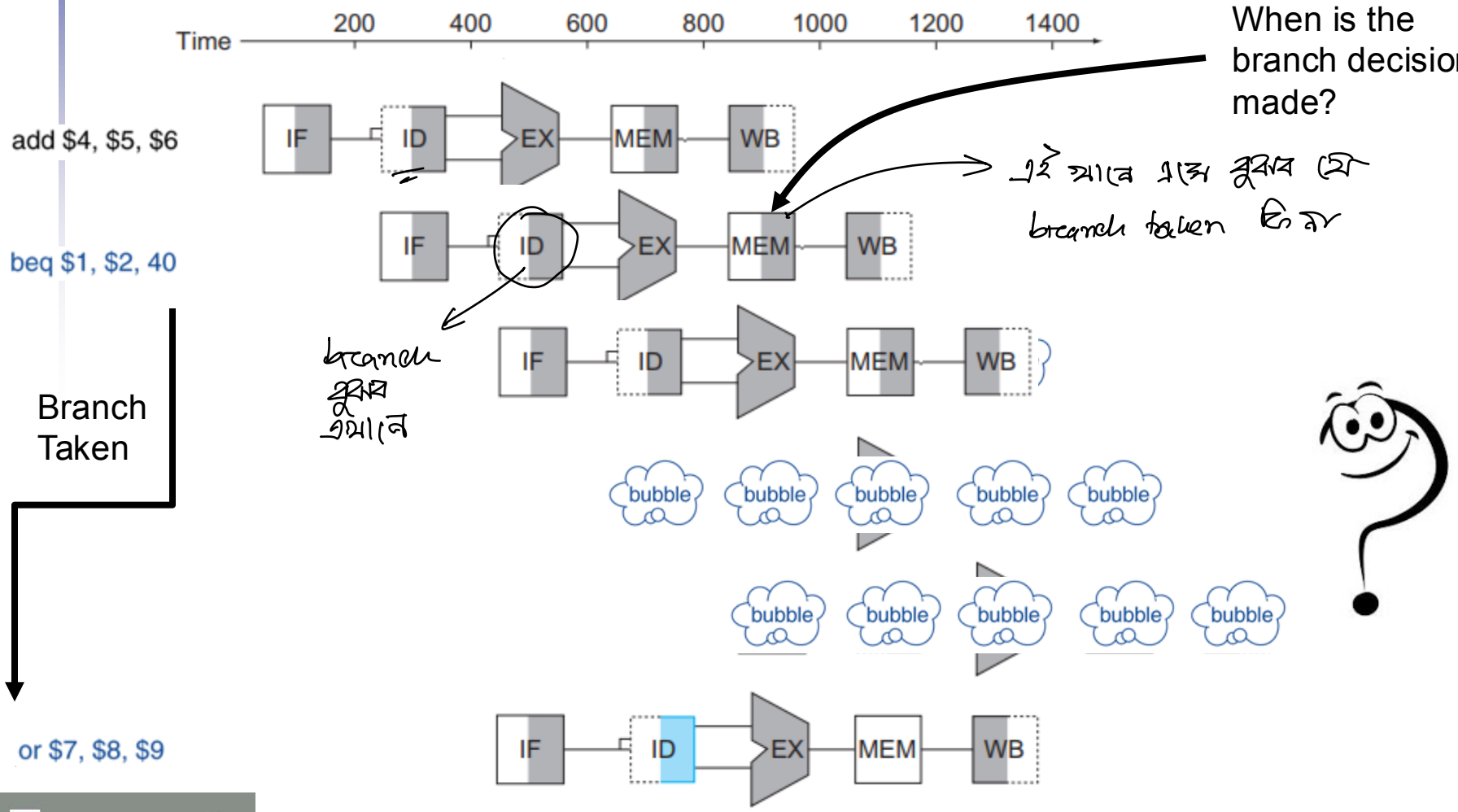
sw   $t3, 12($t0)
lw   $t4, 8($t0)
add  $t5, $t1, $t4
sw   $t5, 16($t0)
```

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 MIPS pipeline
  - Need to compare registers and compute target early in the pipeline
  - Add hardware to do it in ID stage

Branch Scenario



Stall on Branch (Improved)

- Wait until branch outcome determined before fetching next instruction
- 17% branch
- How much is the slowdown?

83% => 1 cycle

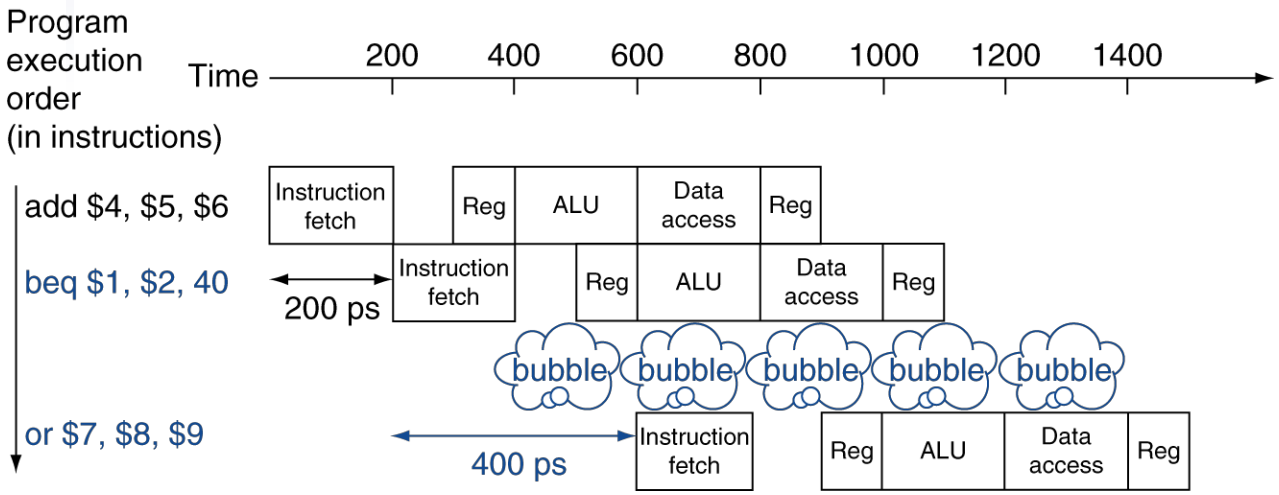
17% => 2 cycles

So, effective CPI

$$= \frac{1 \times 83 + 2 \times 17}{100}$$

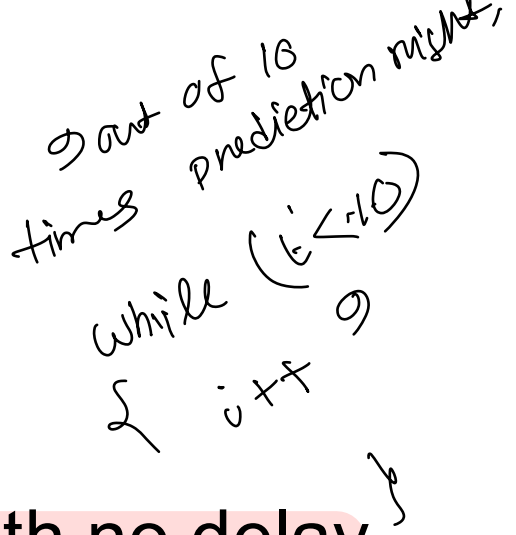
$$= \frac{83 + 34}{100}$$

$$= 1.17$$



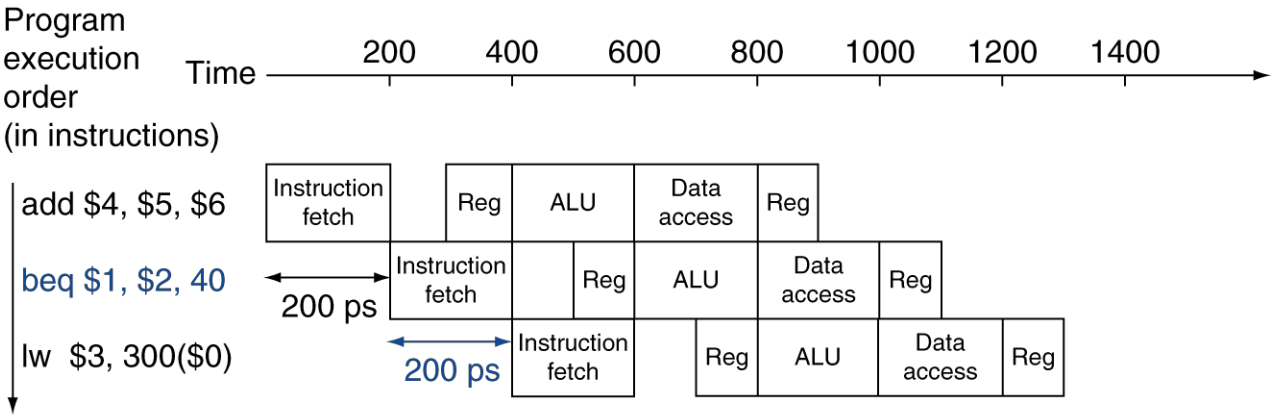
Branch Prediction

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

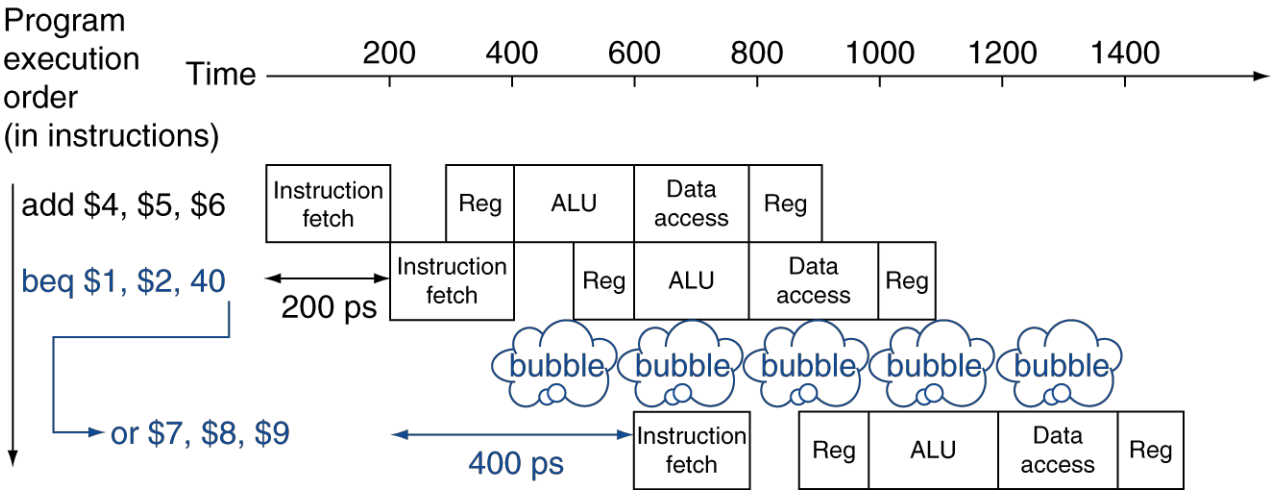


MIPS with Predict Not Taken

Prediction correct



Prediction incorrect

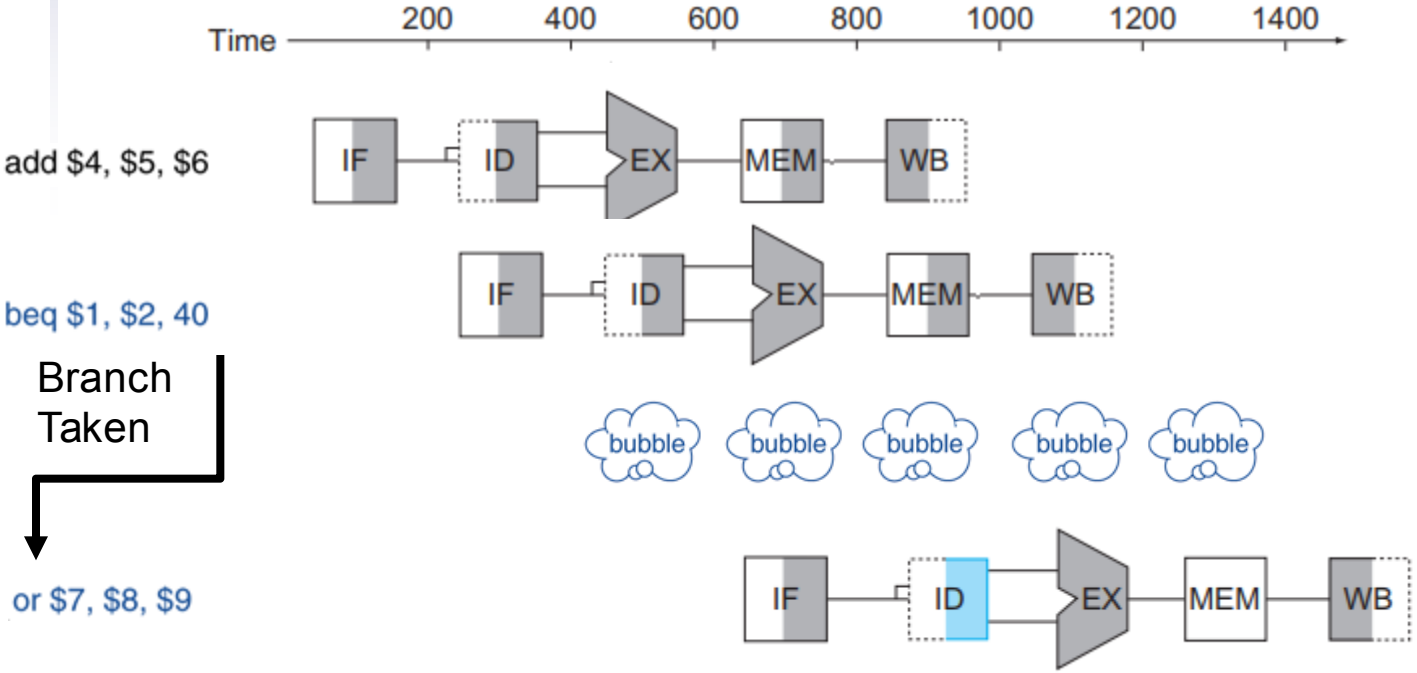


More-Realistic Branch Prediction

- 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

Delayed Branch

- Always execute the next sequemtial instruction
  - i.e., taken branch is always delayed
  - The delay is hidden by rearrangement



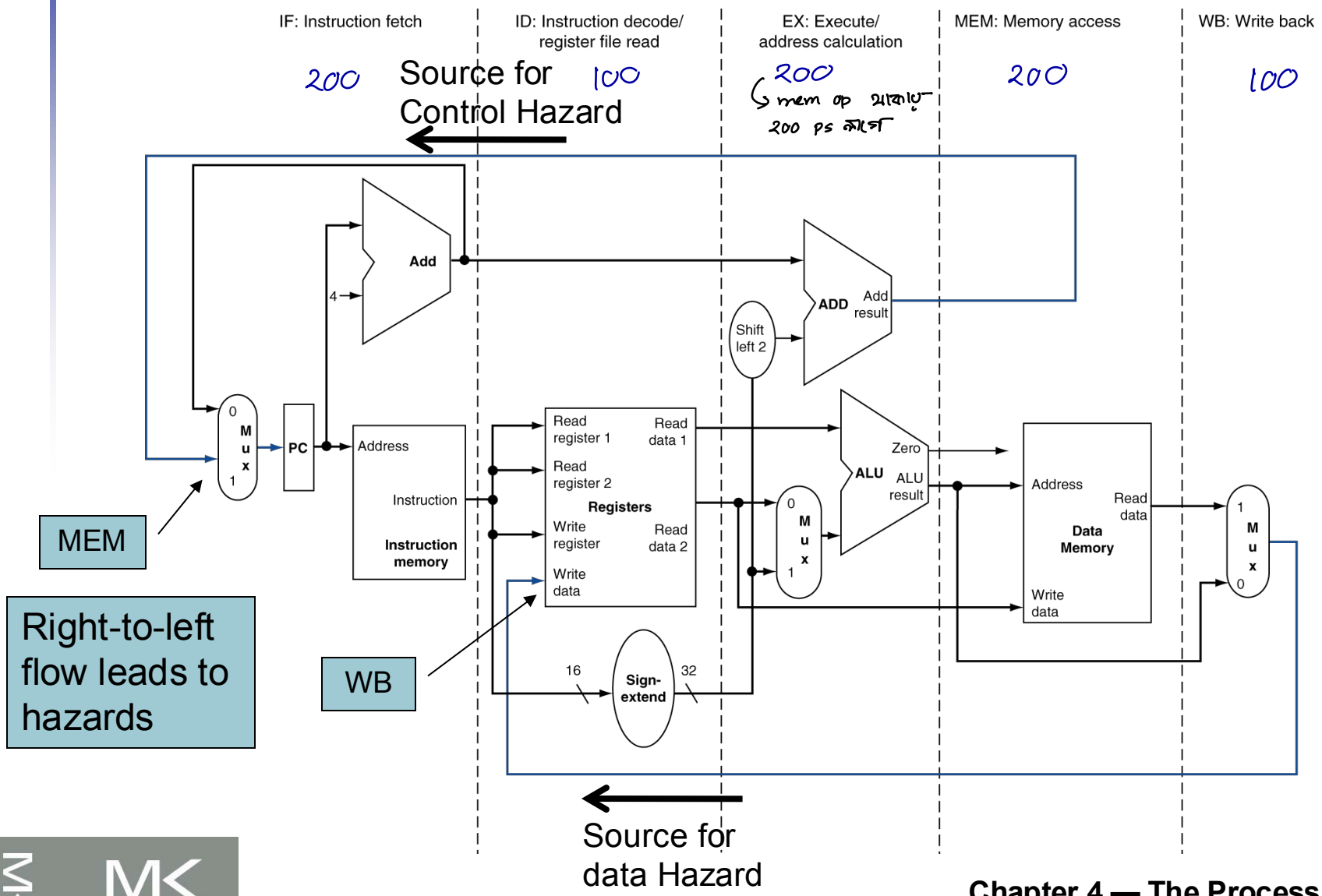
MIPS Solution to Control Hazard

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

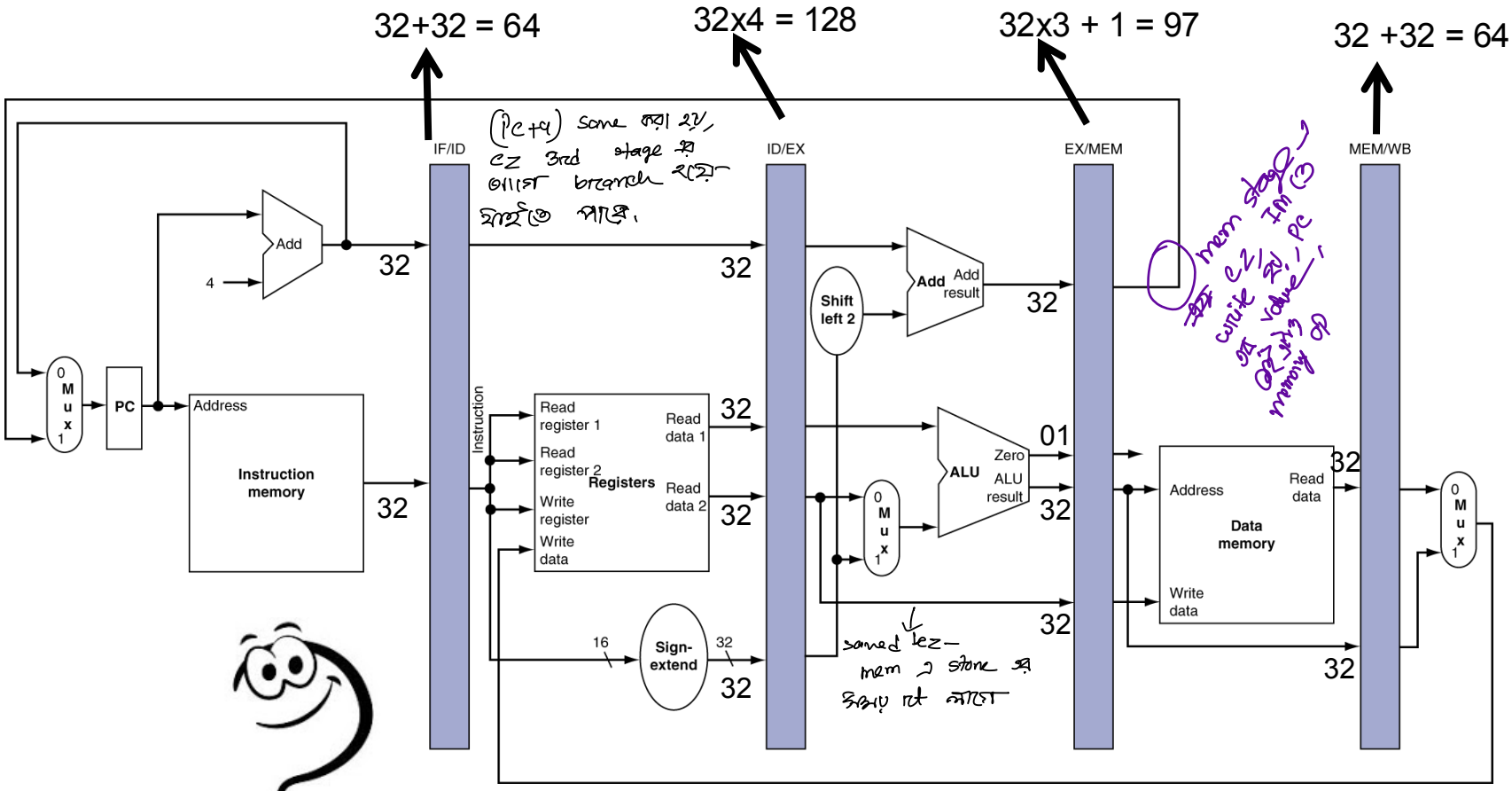
MIPS Pipelined Datapath



Pipeline registers

We may need to update the sizes as we proceed!!!

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

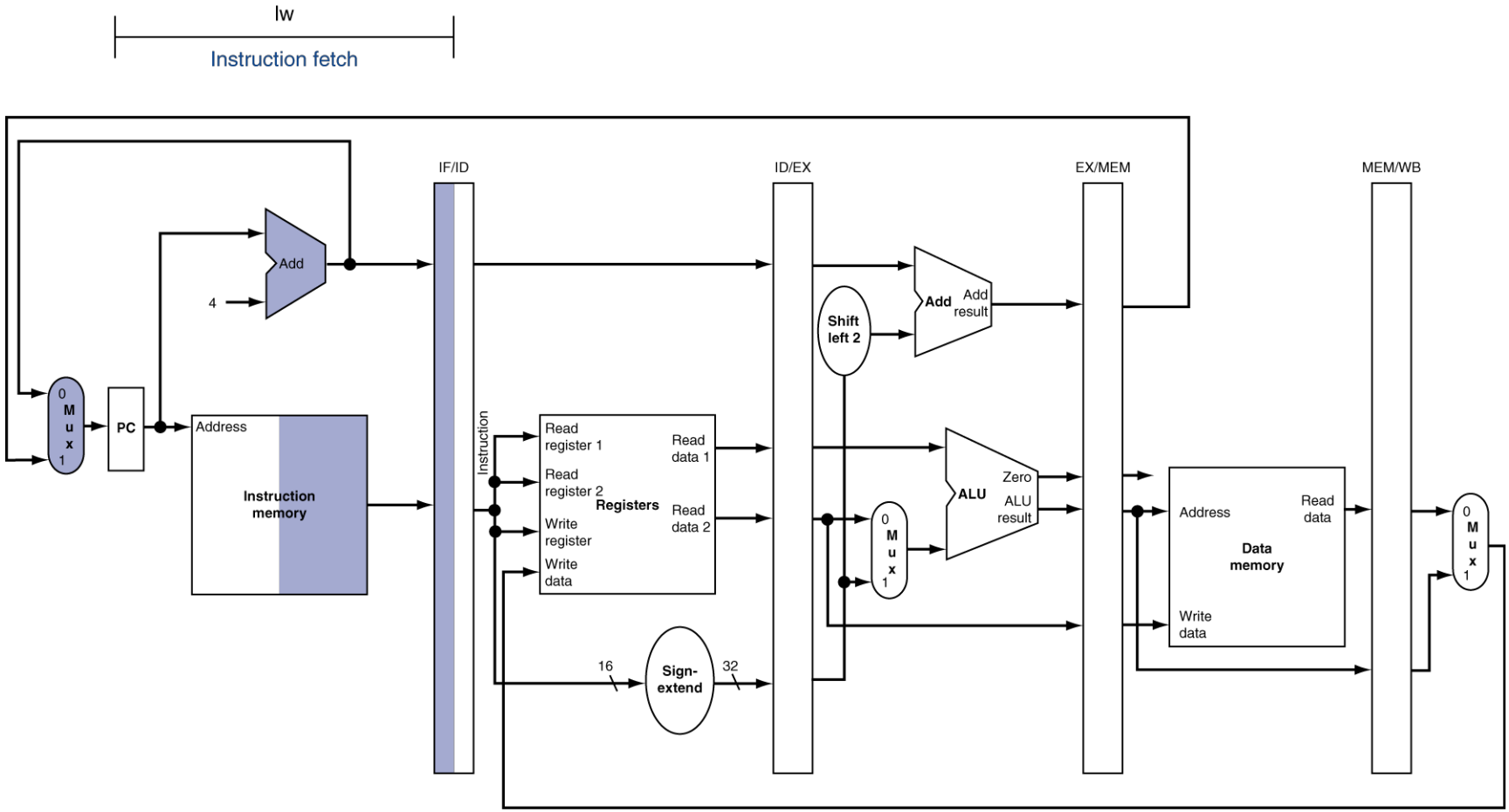


What is the size of the pipeline registers?

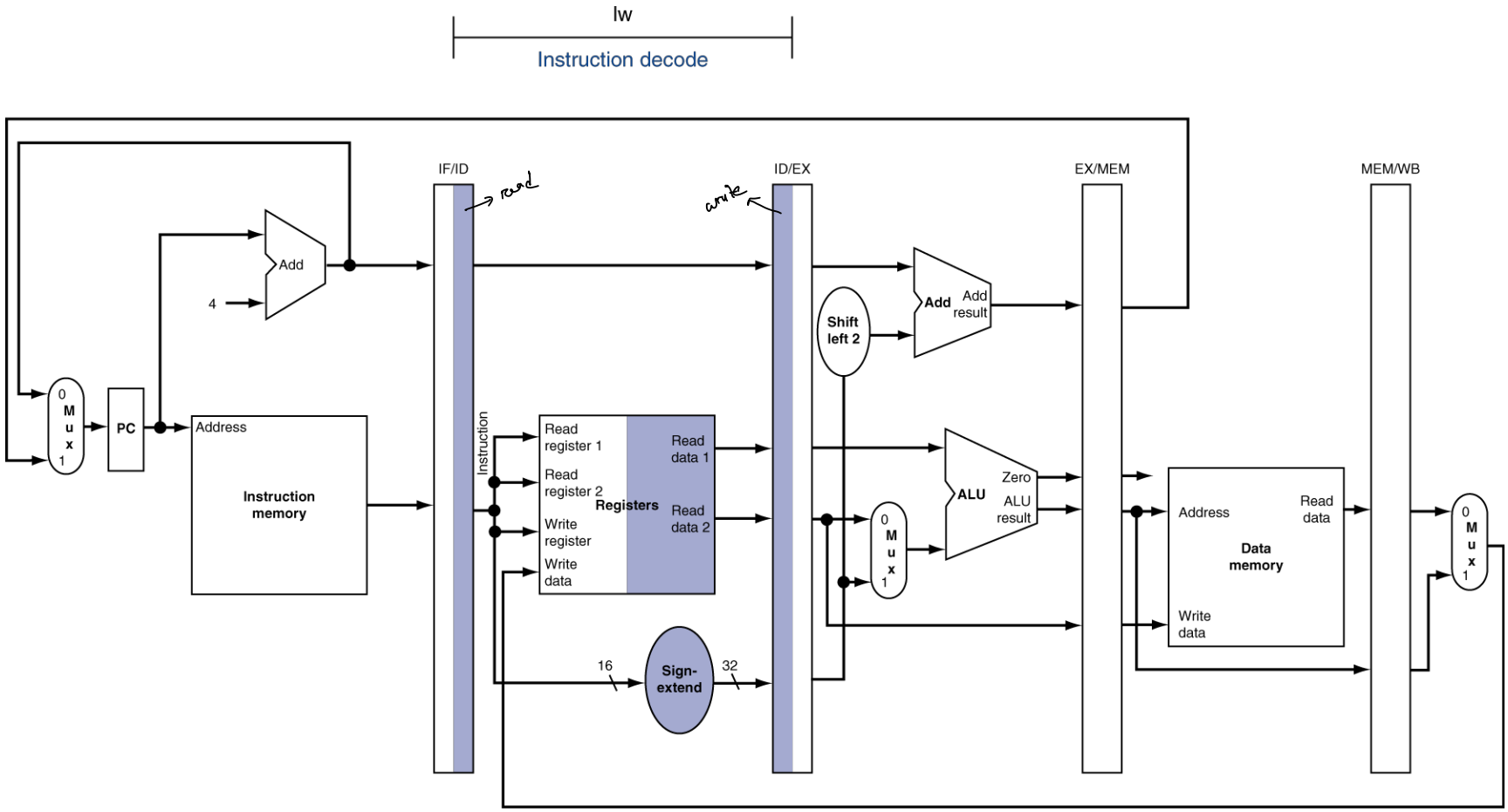
Pipeline Operation

- 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

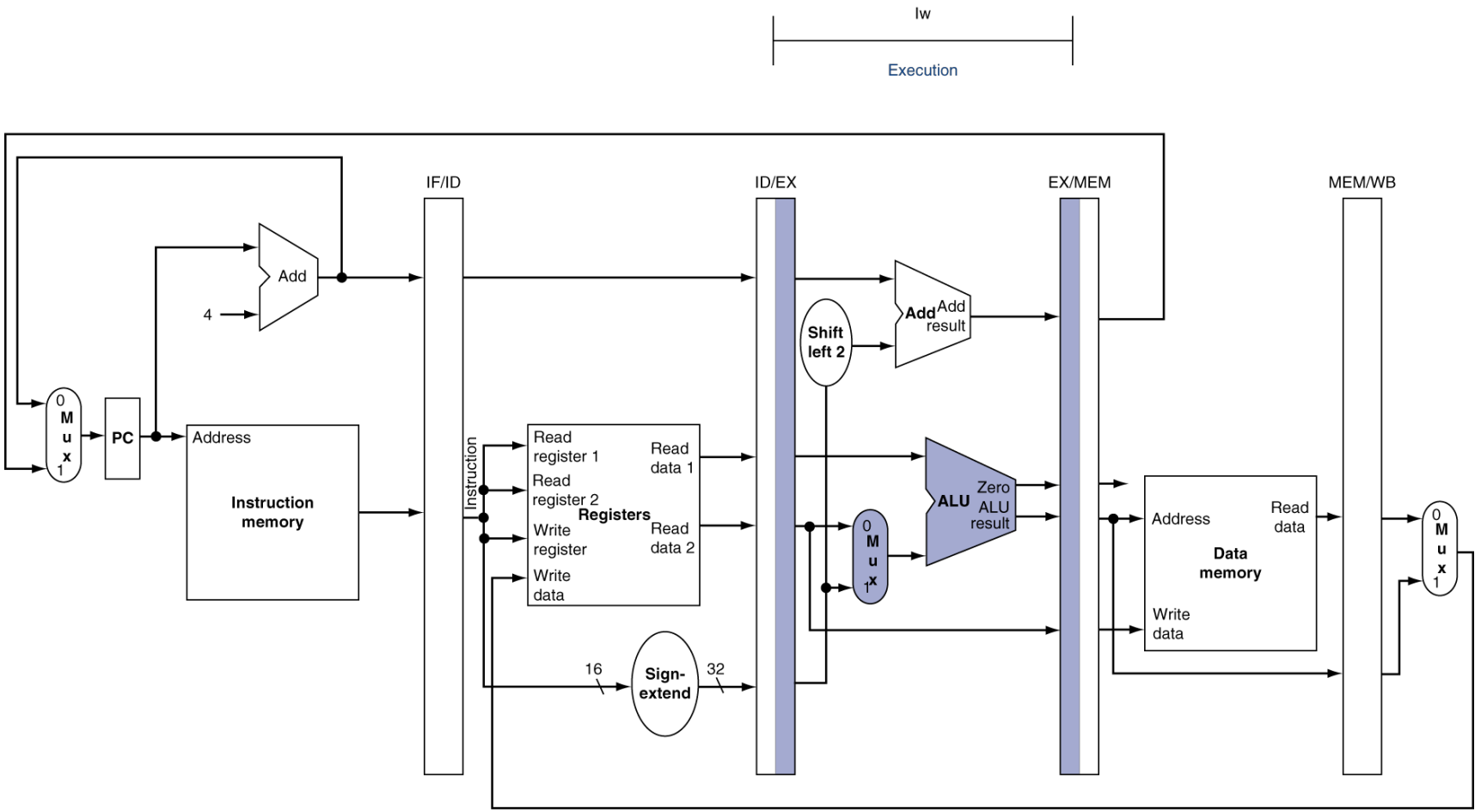
IF for Load


lw
Instruction fetch
IF/ID
ID/EX
EX/MEM
MEM/WB
Add
4
M u x
0
1
PC
Address
Instruction memory
Instruction
Read register 1
Read register 2
Registers
Write register
Write data
Read data 1
Read data 2
16
Sign-extend
32
Shift left 2
Add
Add result
ALU
Zero
ALU result
Address
Read data
Data memory
Write data

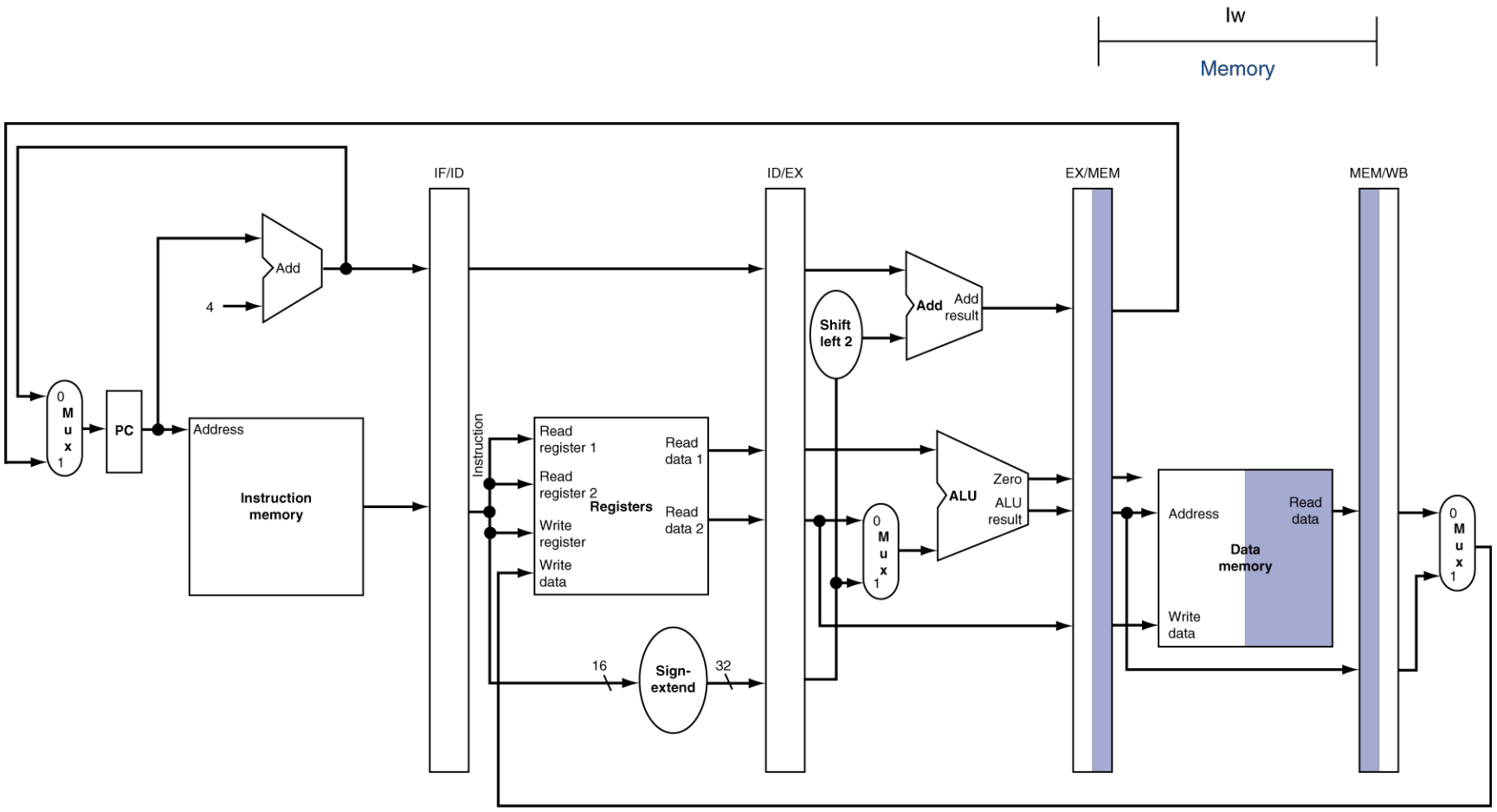
ID for Load


lw
Instruction decode
IF/ID
ID/EX
EX/MEM
MEM/WB
read
write
Add
4
M u x
0
1
PC
Address
Instruction memory
Instruction
Read register 1
Read register 2
Registers
Write register
Write data
Read data 1
Read data 2
16
Sign-extend
32
Shift left 2
Add
Add result
ALU
Zero
ALU result
Address
Read data
Data memory
Write data

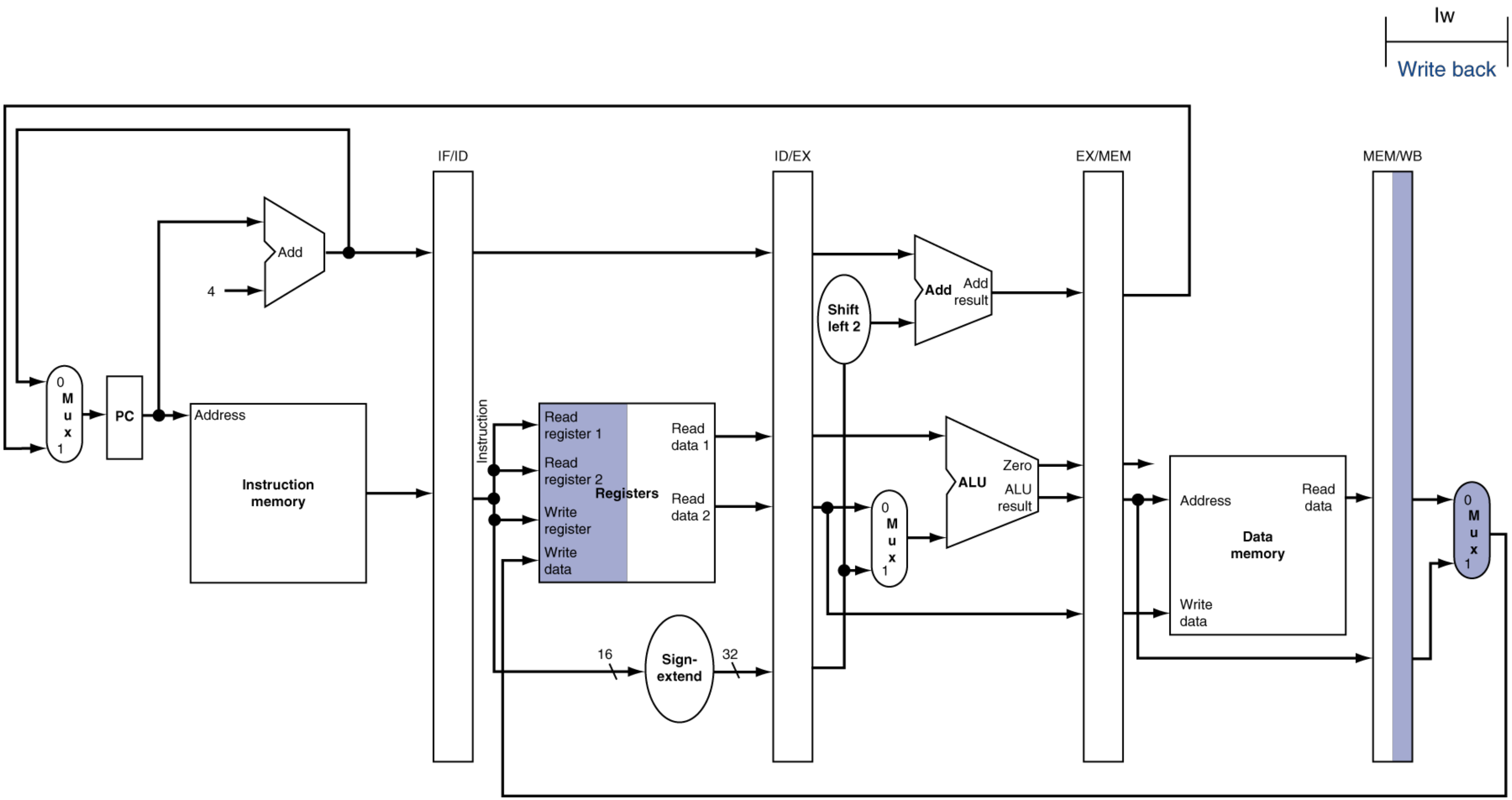
EX for Load


lw
Execution
IF/ID
ID/EX
EX/MEM
MEM/WB
Add
4
M
u
x
0
1
PC
Address
Instruction memory
Instruction
Read register 1
Read register 2
Registers
Write register
Write data
Read data 1
Read data 2
Shift left 2
Add
Add result
ALU
Zero
ALU result
Address
Read data
Data memory
Write data
16
Sign-extend
32

MEM for Load

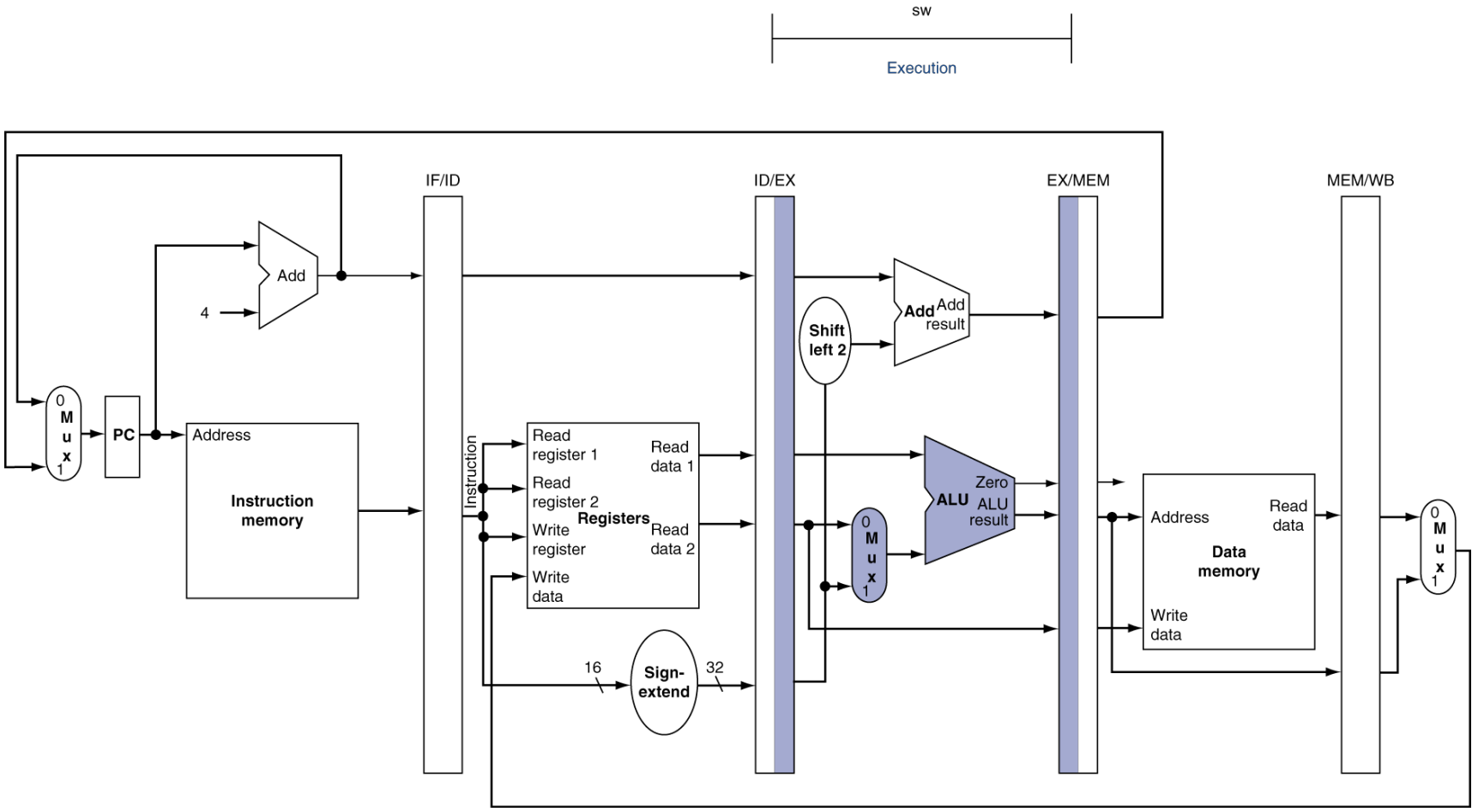

lw
Memory
IF/ID
ID/EX
EX/MEM
MEM/WB
Add
4
M u x
PC
Address
Instruction memory
Instruction
Read register 1
Read register 2
Registers
Write register
Write data
Read data 1
Read data 2
16
Sign-extend
32
Shift left 2
Add
Add result
ALU
Zero
ALU result
Address
Data memory
Read data
Write data

WB for Load

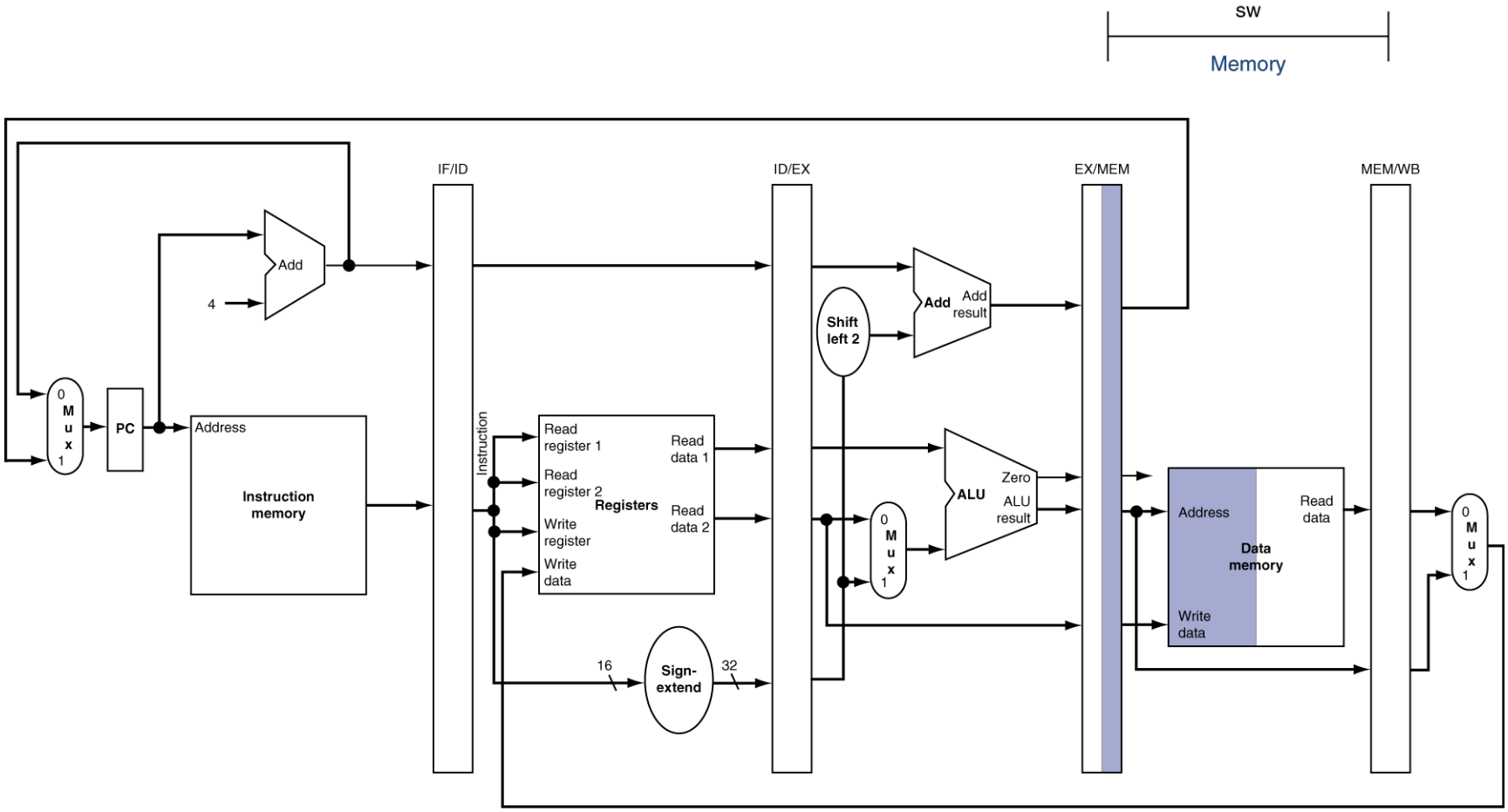


bug ⇒ কোন reg এ write করবে তার value not saved anywhere.

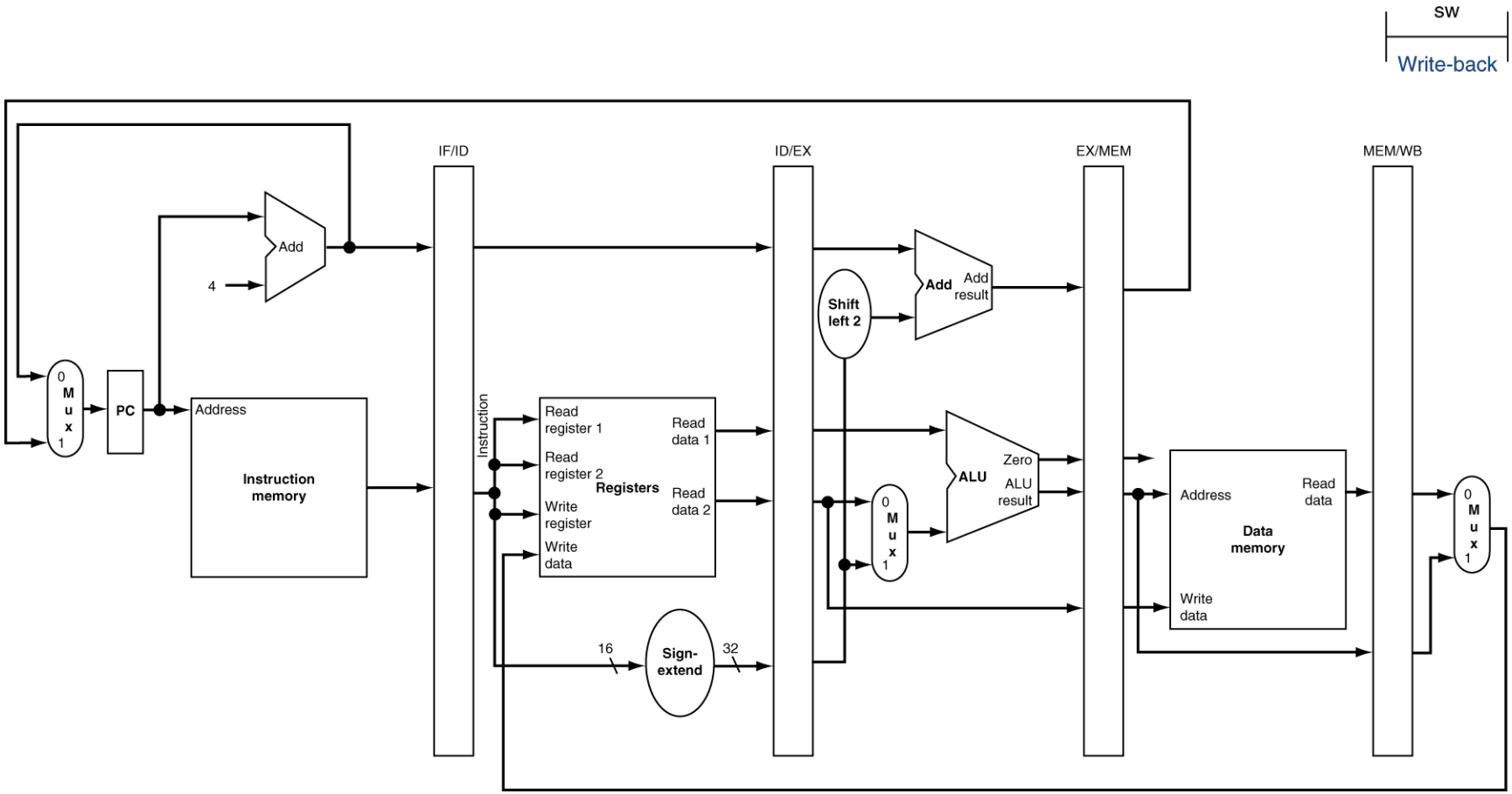
EX for Store


sw
Execution
IF/ID
ID/EX
EX/MEM
MEM/WB
Add
4
0
M
u
x
1
PC
Address
Instruction memory
Instruction
Read register 1
Read register 2
Registers
Write register
Write data
Read data 1
Read data 2
16
Sign-extend
32
Shift left 2
Add
Add result
ALU
Zero
ALU result
Address
Read data
Data memory
Write data

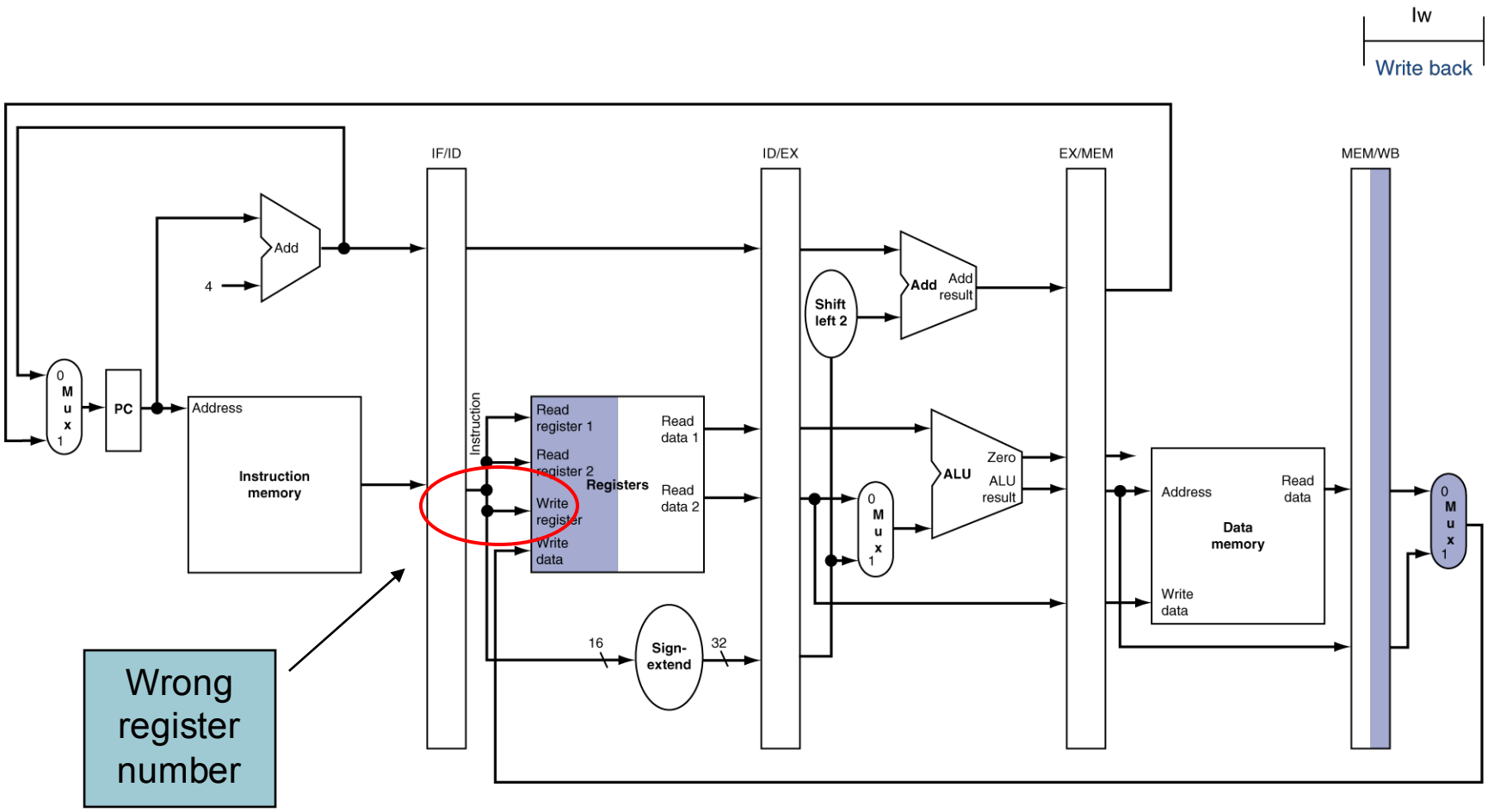
MEM for Store



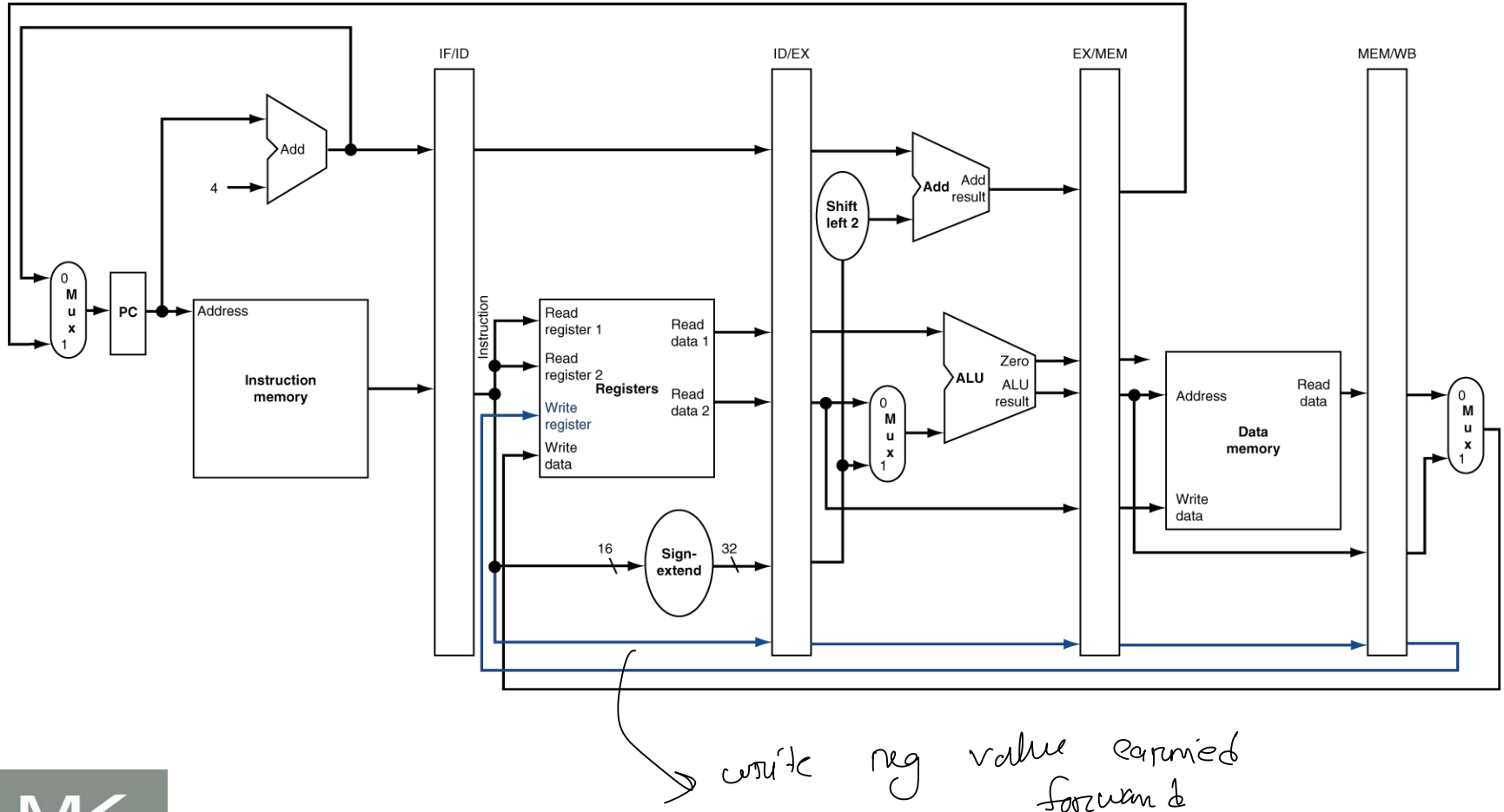
WB for Store


SW
Write-back
IF/ID
ID/EX
EX/MEM
MEM/WB
Add
4
M
u
x
0
1
PC
Address
Instruction memory
Instruction
Read register 1
Read register 2
Registers
Write register
Write data
Read data 1
Read data 2
16
Sign-extend
32
Shift left 2
Add
Add result
ALU
Zero
ALU result
Address
Read data
Data memory
Write data

WB for Load Revisited

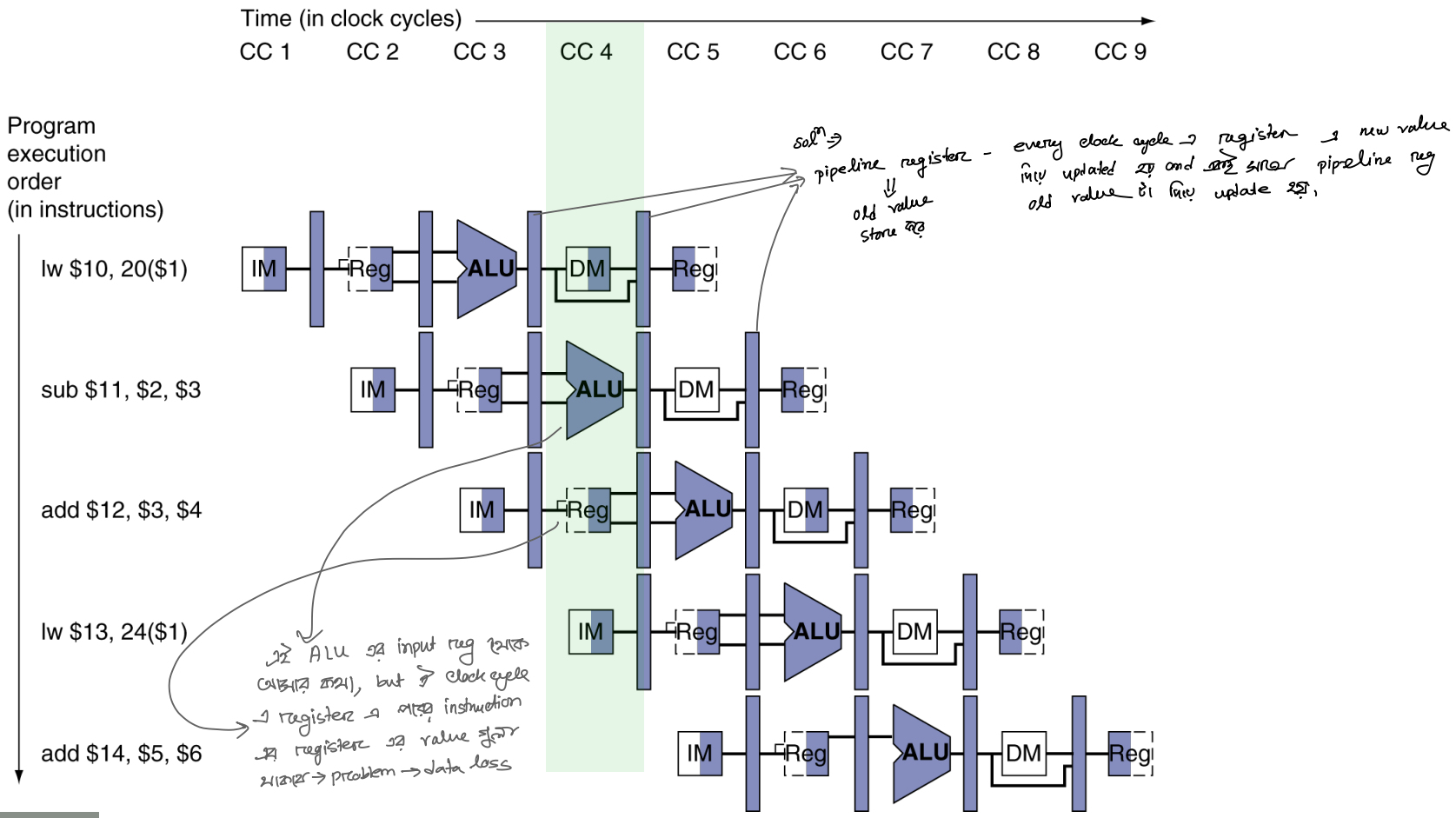


Corrected Datapath for Load



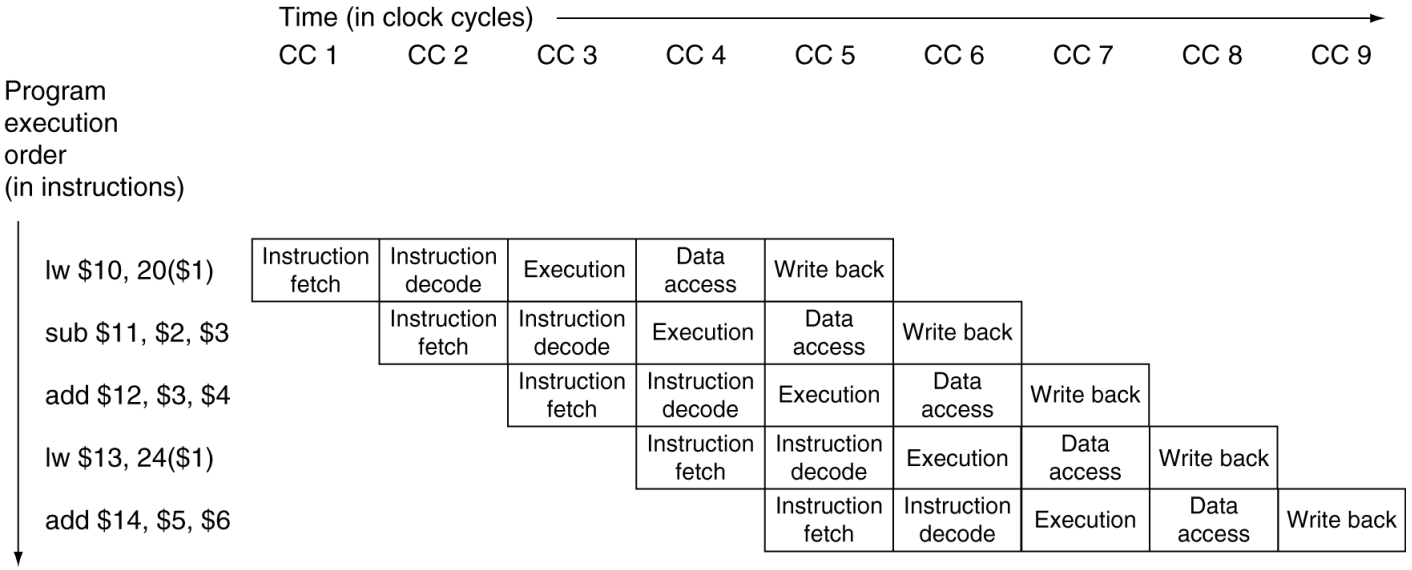
Multi-Cycle Pipeline Diagram

- Form showing resource usage



Multi-Cycle Pipeline Diagram

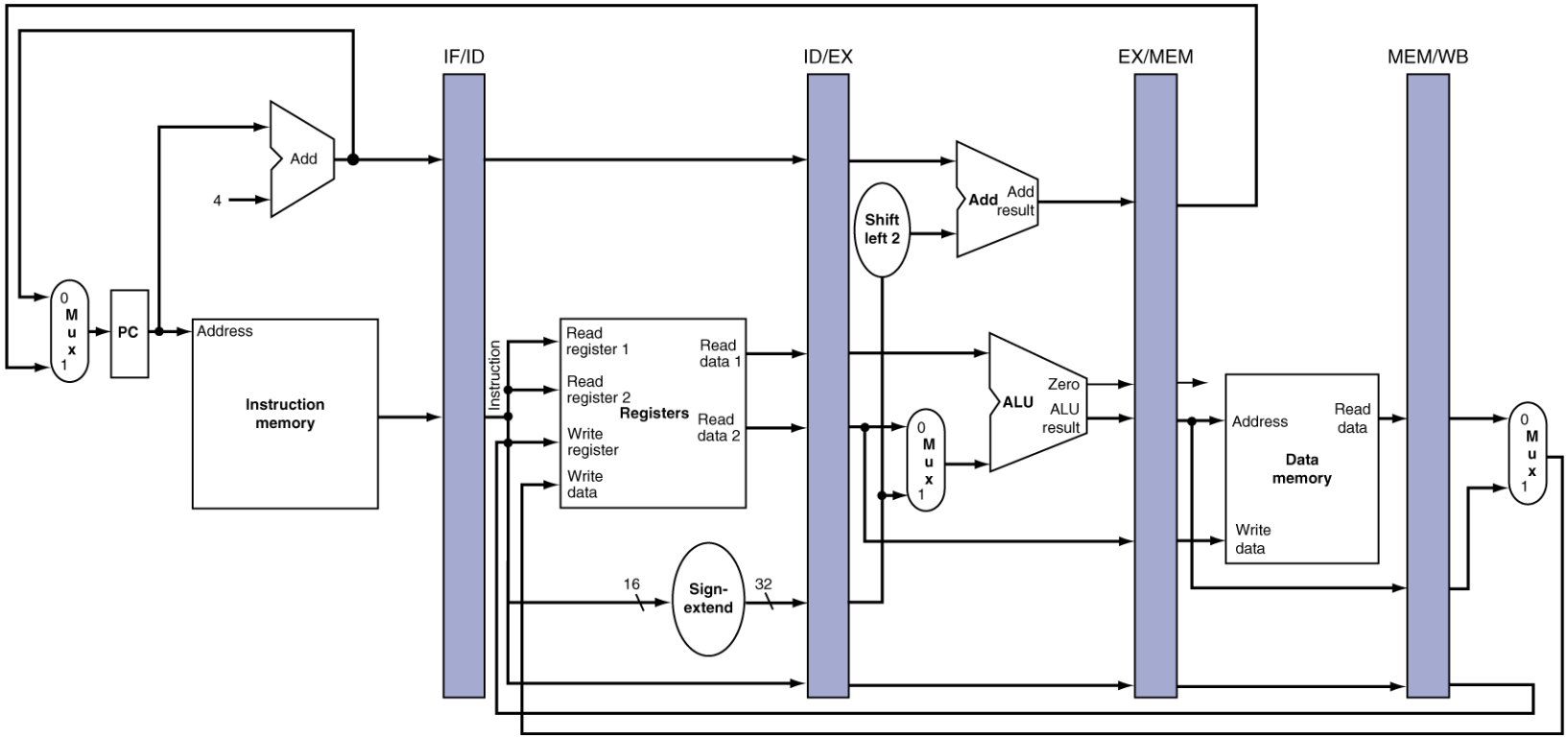
- Traditional form



Single-Cycle Pipeline Diagram

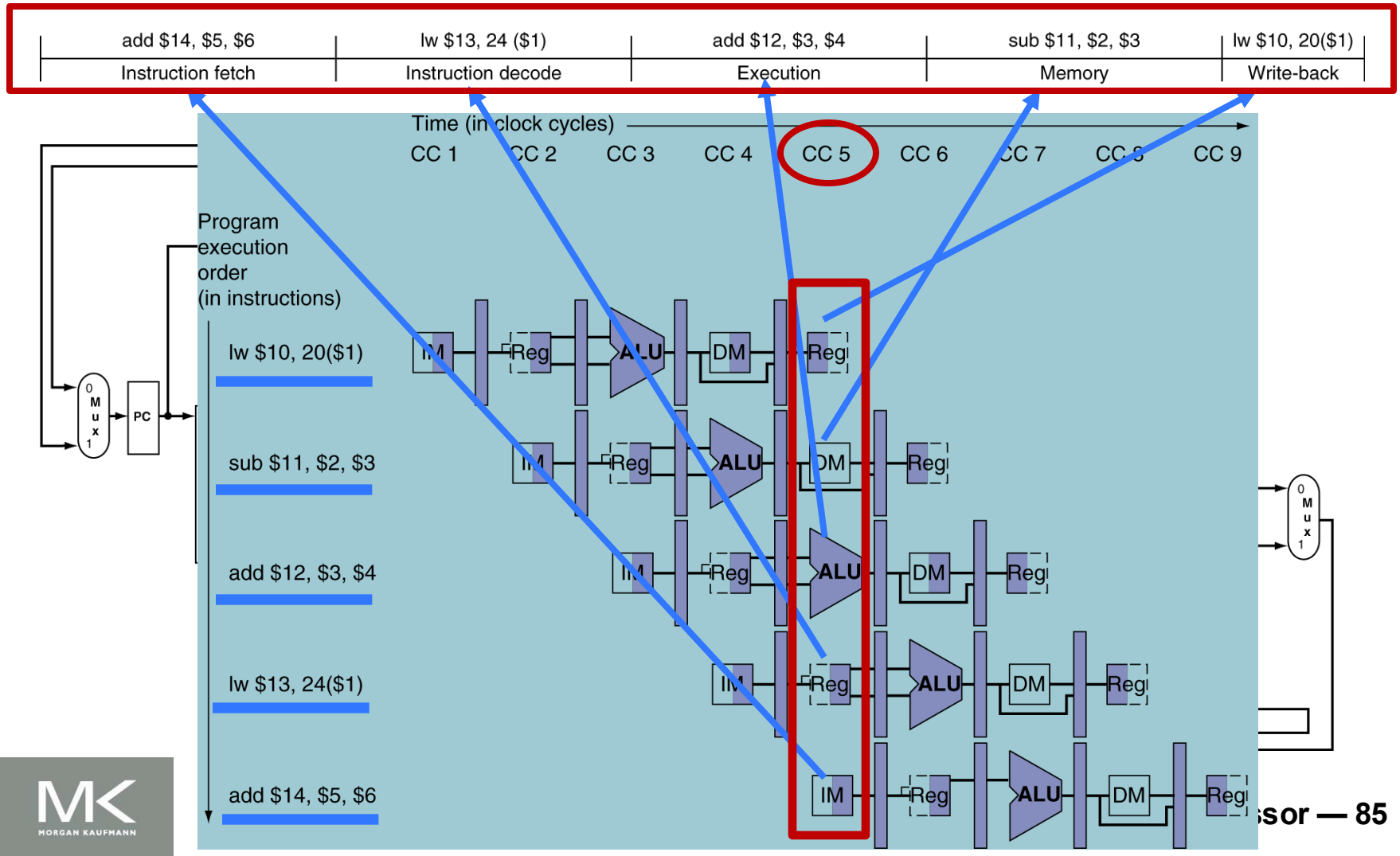
- State of pipeline in a given cycle

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

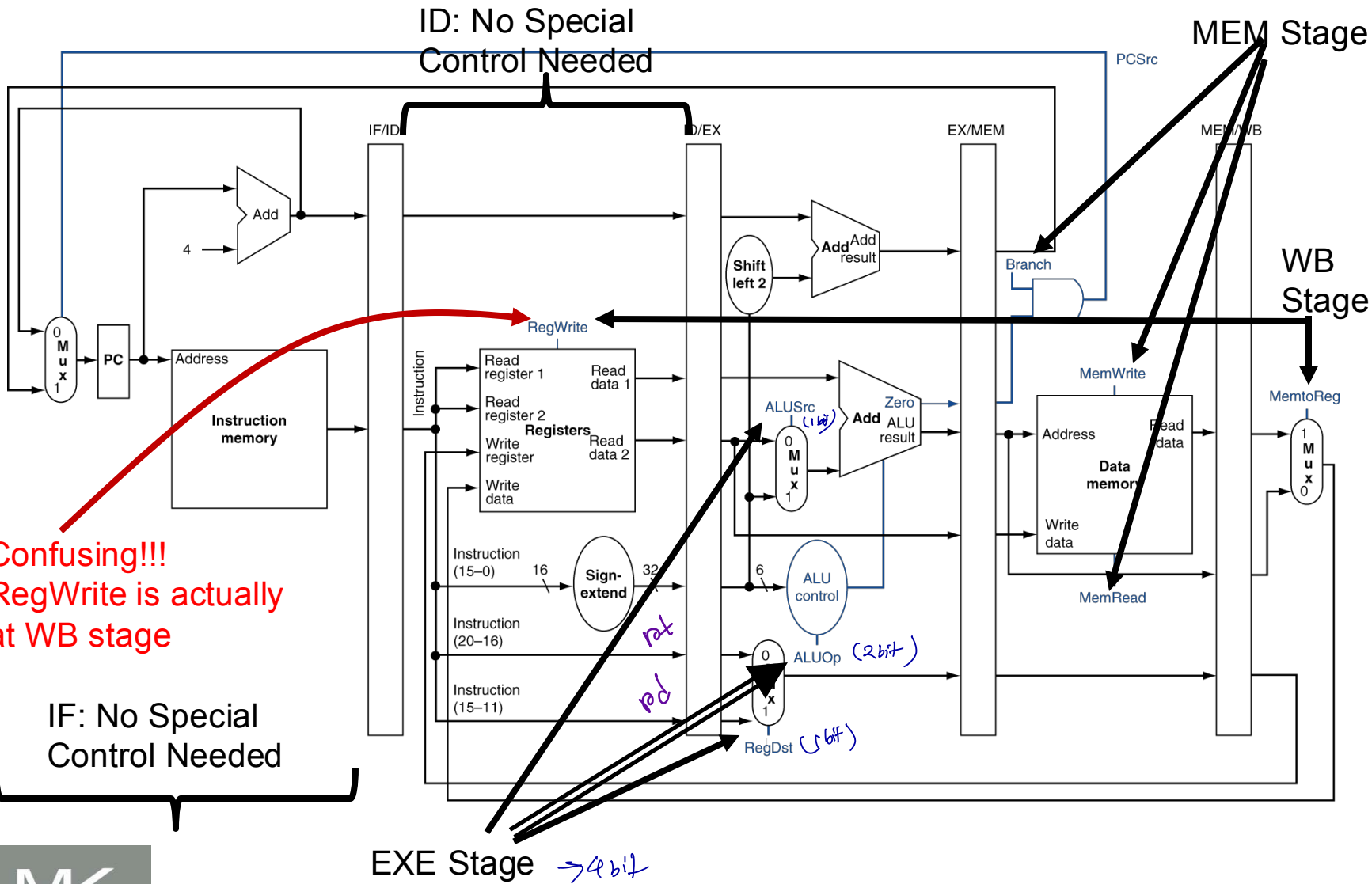


Single-Cycle Pipeline Diagram

- State of pipeline in a given cycle

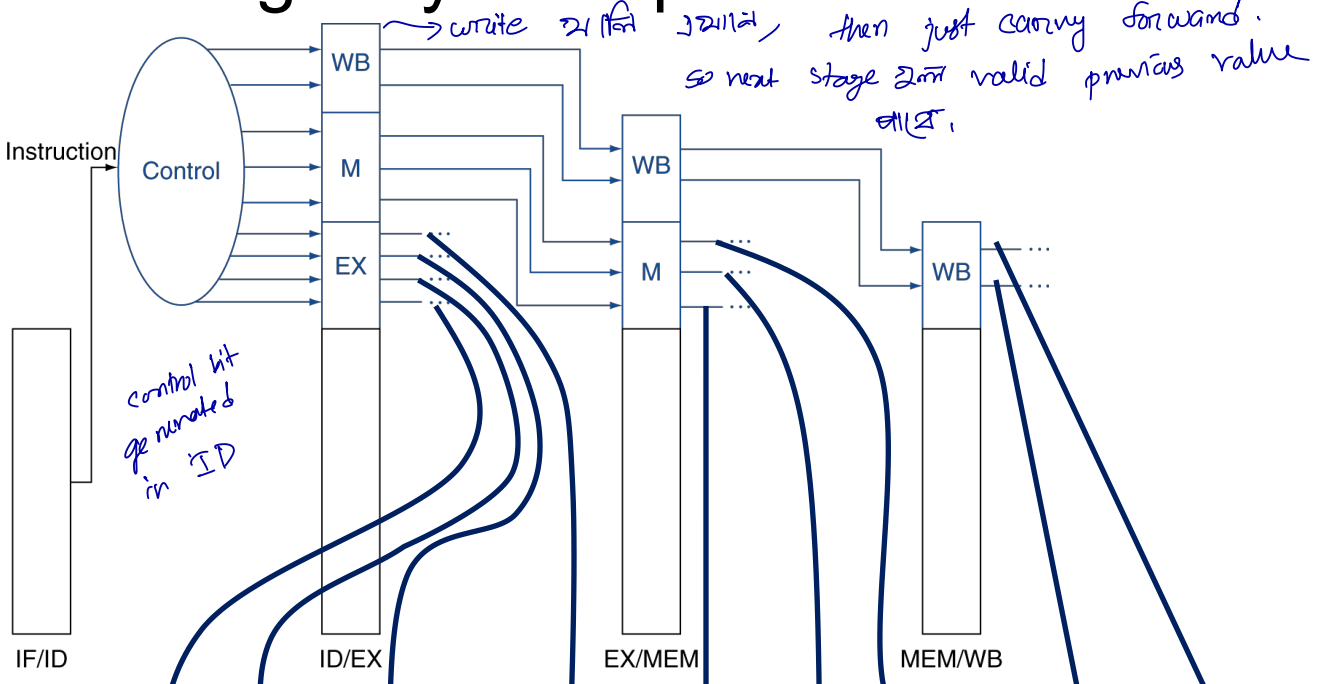


Pipelined Control (Simplified)



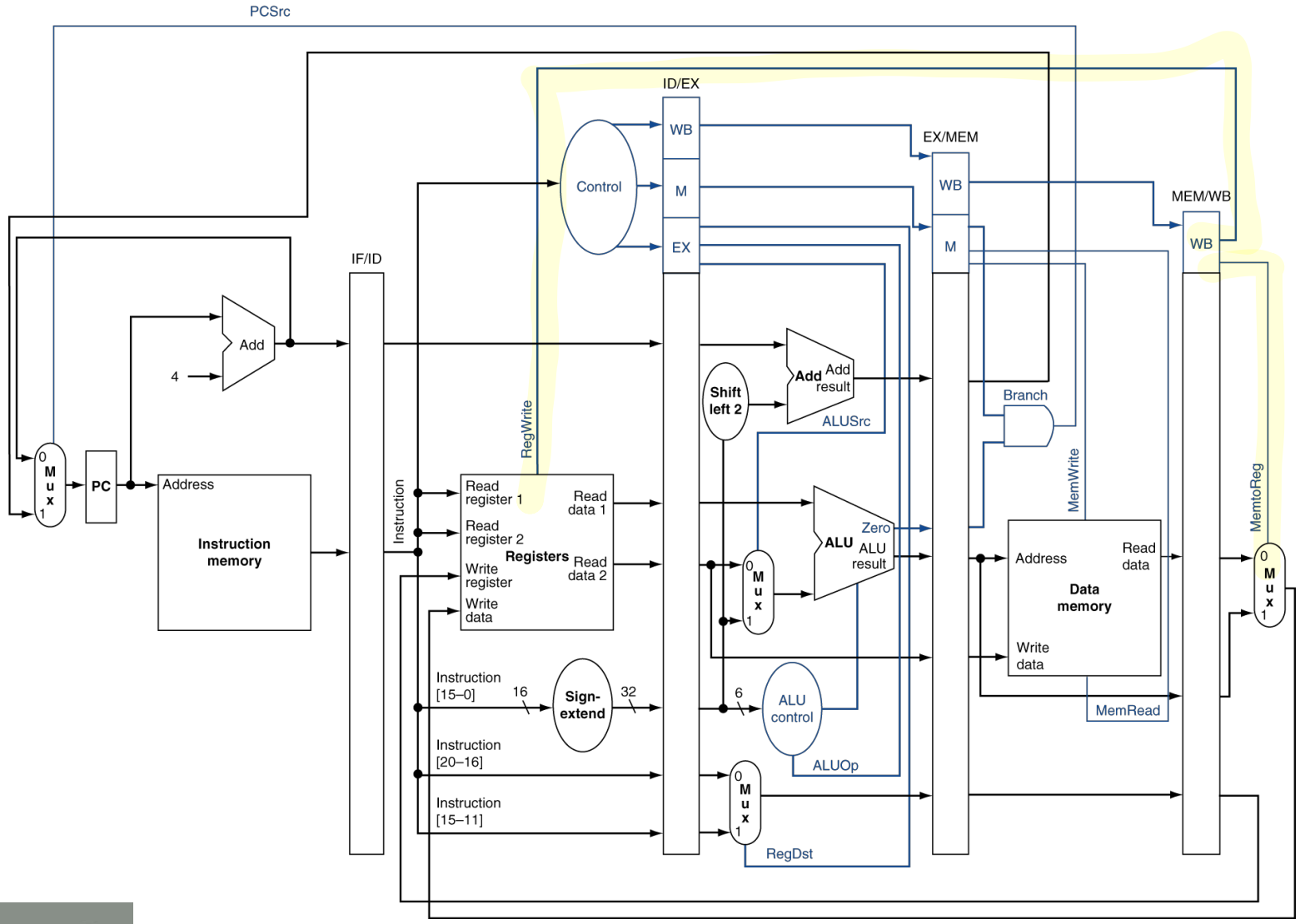
Pipelined Control

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



Instruction	Execution/address calculation stage control lines				Memory access stage control lines			Write-back stage control lines	
	RegDst	ALUOp1	ALUOp0	ALUSrc	Branch	Mem-Read	Mem-Write	Reg-Write	Memto-Reg
R-format	1	1	0	0	0	0	0	1	0
lw	0	0	0	1	0	1	0	1	1
sw	X	0	0	1	0	0	1	0	X
beq	X	0	1	0	1	0	0	0	X

Pipelined Control



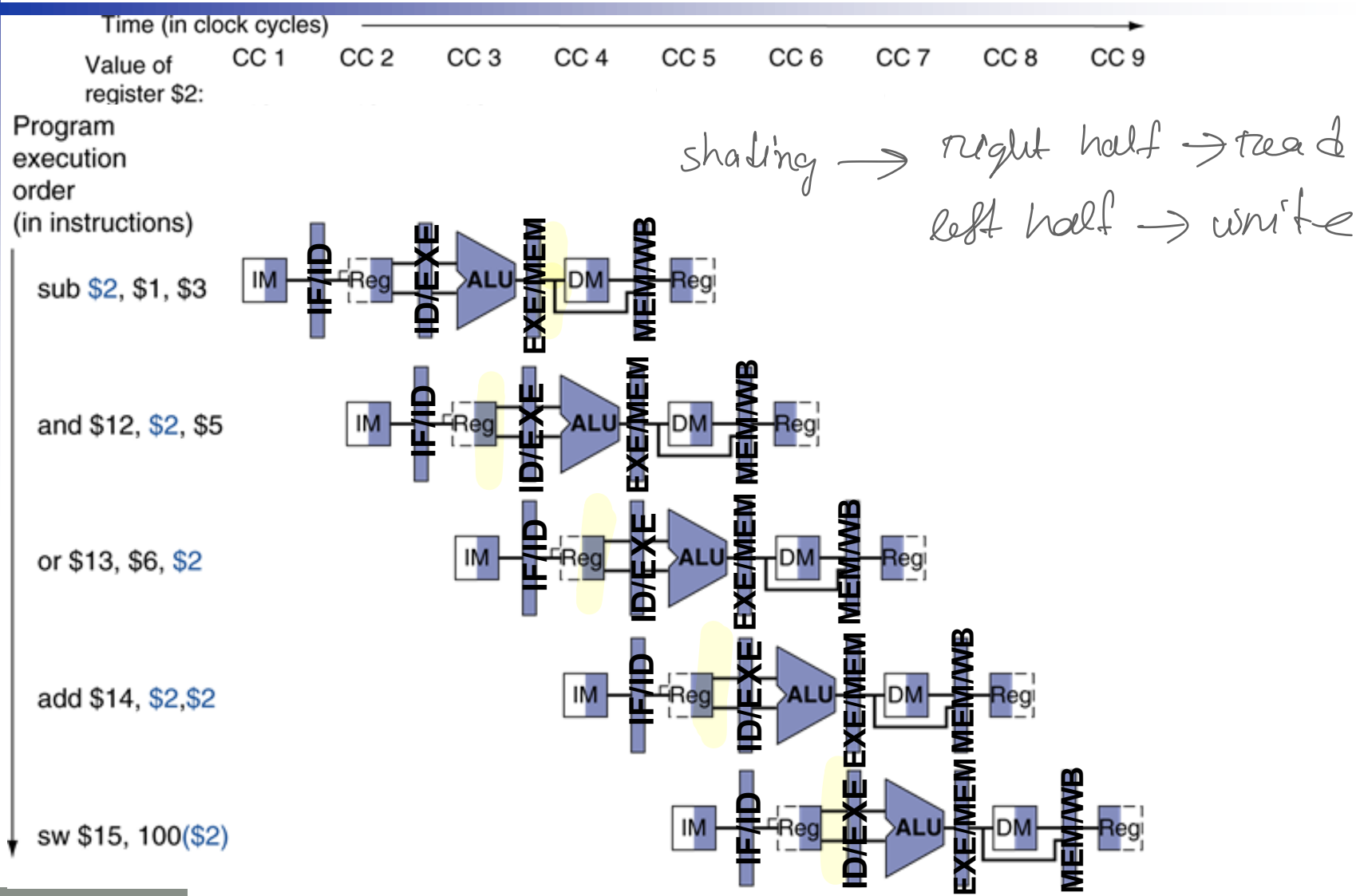
Data Hazards in ALU Instructions

- Consider this sequence:

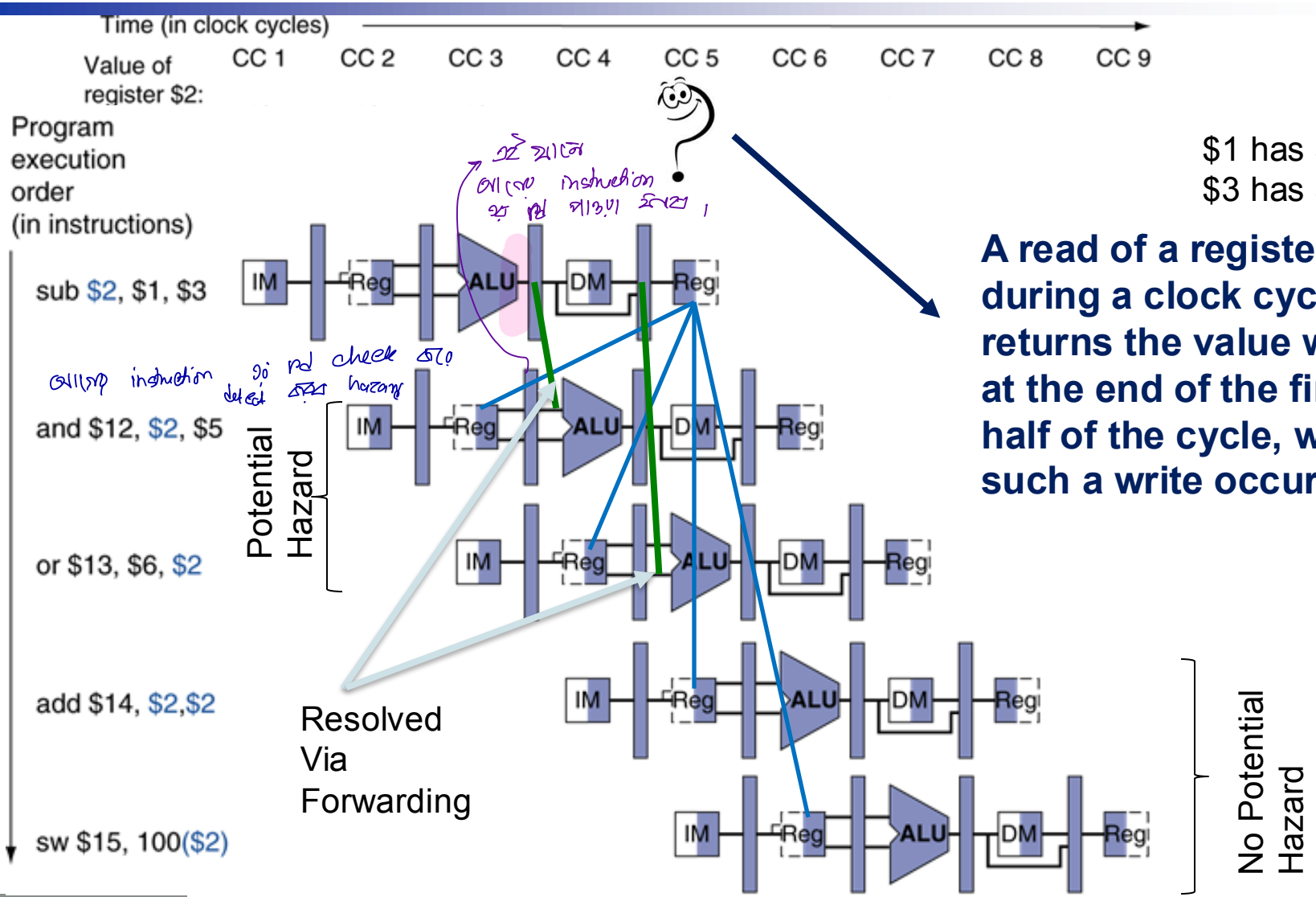
```
sub $2, $1,$3
and $12,$2,$5
or  $13,$6,$2
add $14,$2,$2
sw  $15,100($2)
```

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

Dependencies & Forwarding



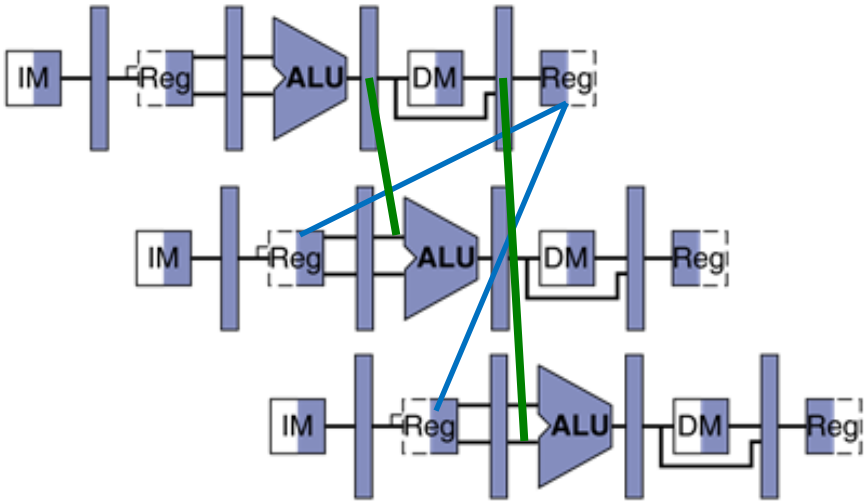
Dependencies & Forwarding



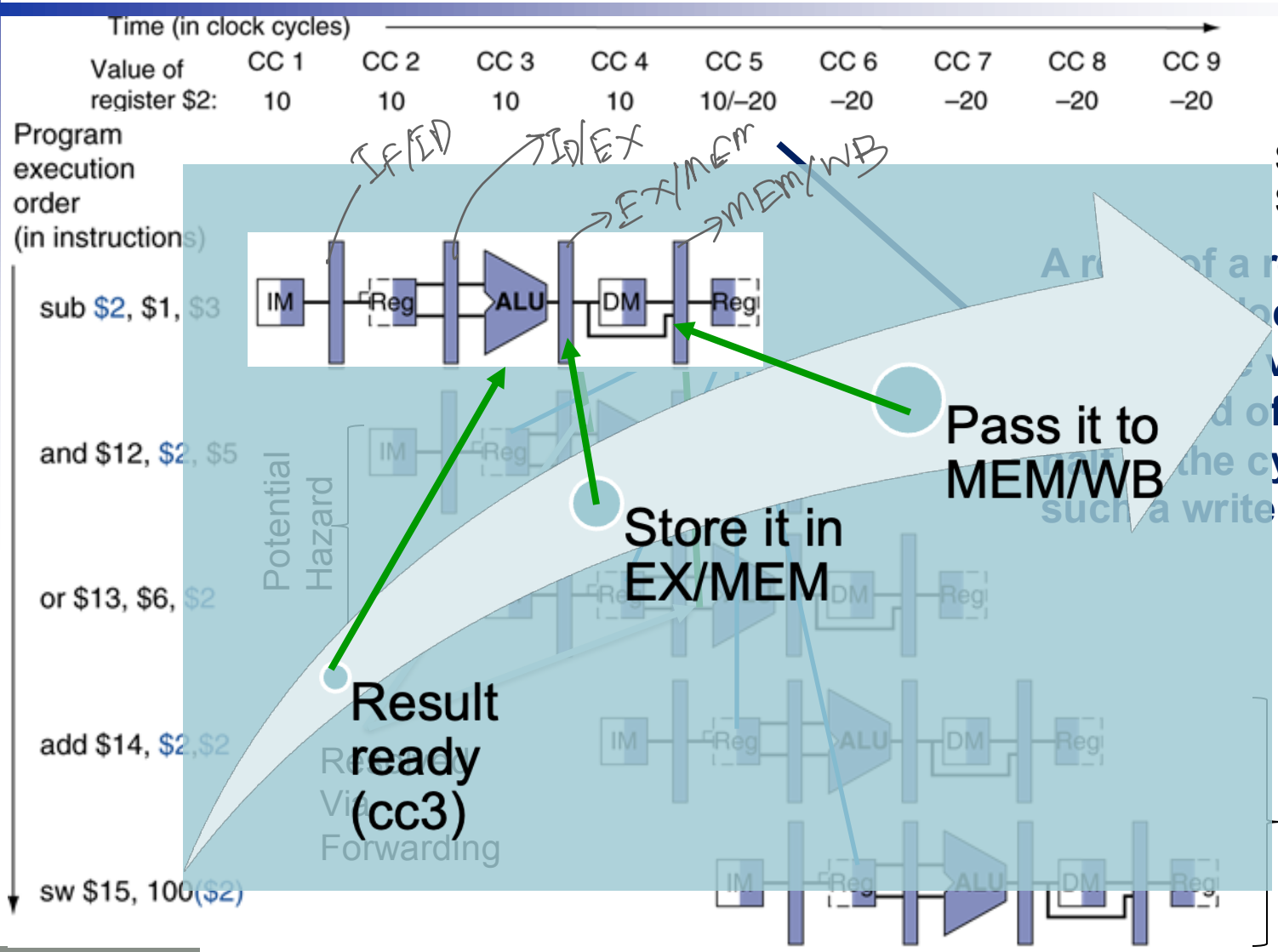
sub $2, $1, $3

and $12, $2, $5

or $13, $6, $2



Dependencies & Forwarding



$1 has 30
$3 has 50

register
ck cycle
value written
f the first
ycle, when
occurs

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.RegisterRs, ID/EX.RegisterRt
- Data hazards when
  - 1a. EX/MEM.RegisterRd = ID/EX.RegisterRs
  - 1b. EX/MEM.RegisterRd = ID/EX.RegisterRt
  - 2a. MEM/WB.RegisterRd = ID/EX.RegisterRs
  - 2b. MEM/WB.RegisterRd = ID/EX.RegisterRt

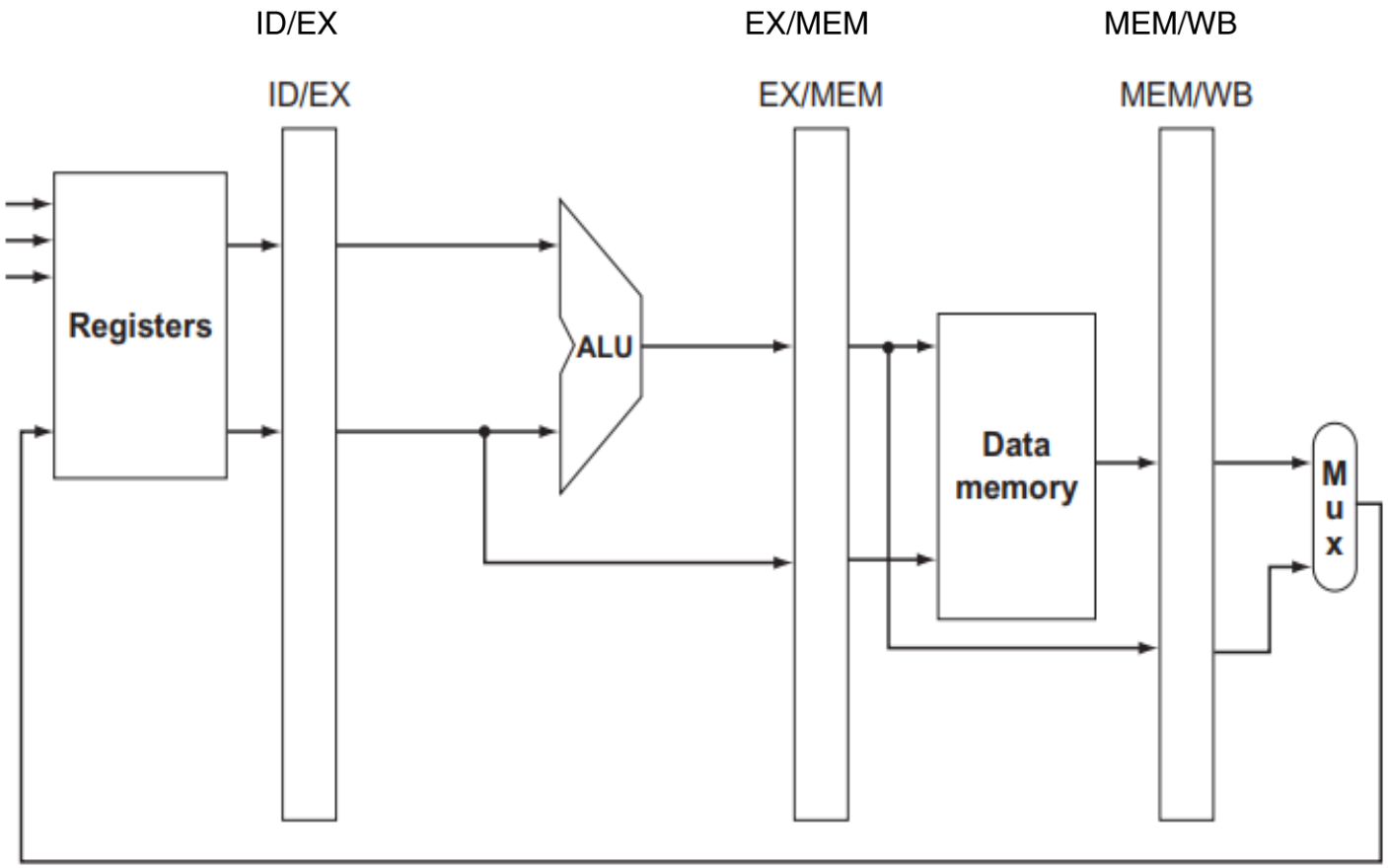
Fwd from EX/MEM pipeline reg

Fwd from MEM/WB pipeline reg

Detecting the Need to Forward

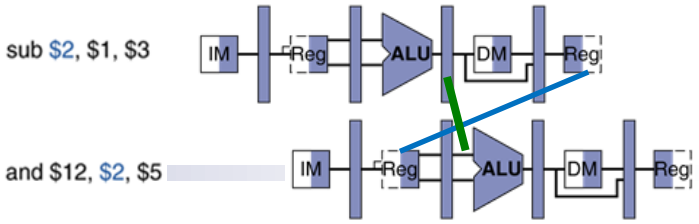
- But only if forwarding instruction will write to a register!
  - EX/MEM.RegWrite, MEM/WB.RegWrite
- And only if Rd for that instruction is not $zero
  - EX/MEM.RegisterRd ≠ 0, MEM/WB.RegisterRd ≠ 0

Forwarding Paths

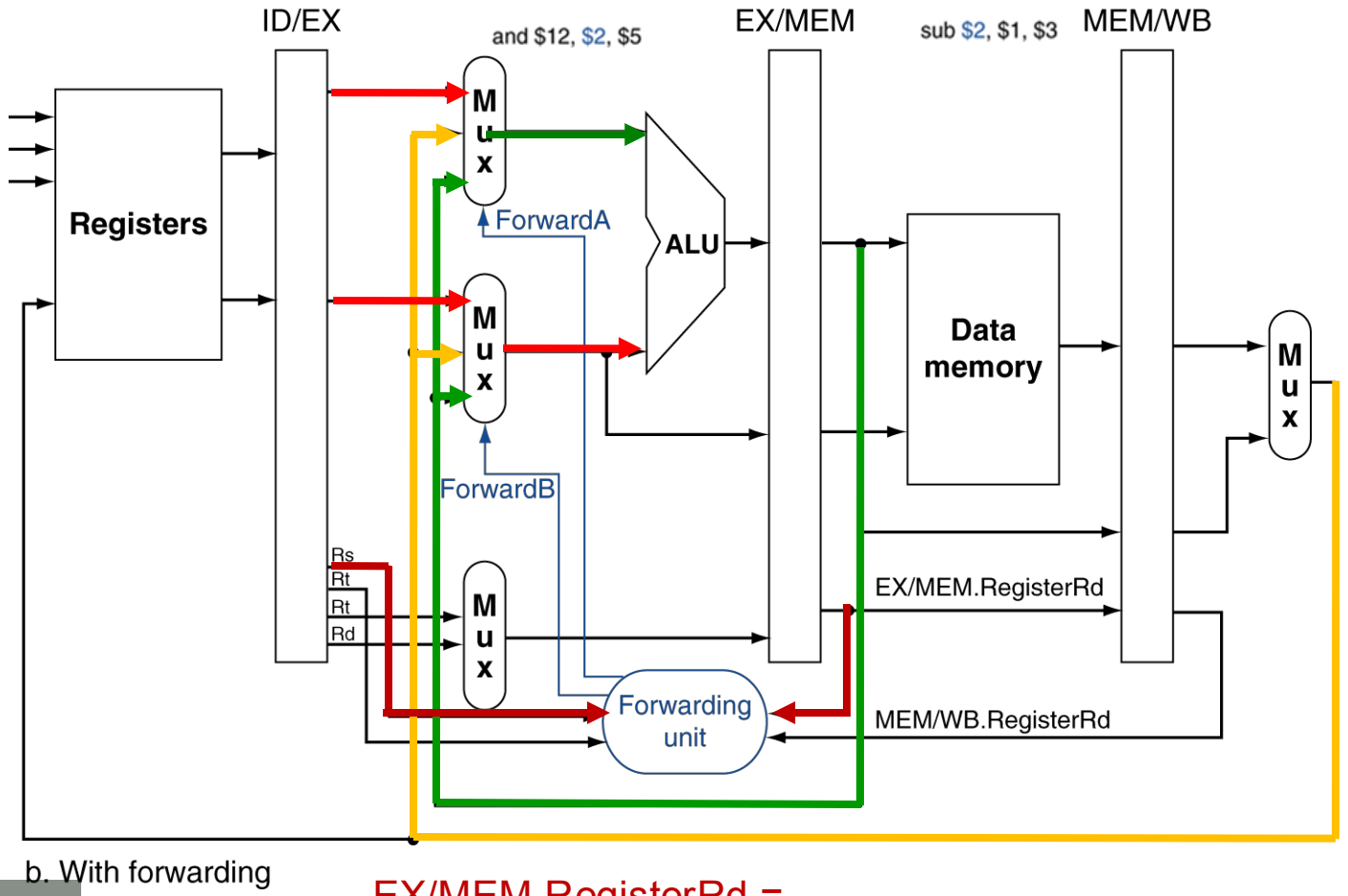


a. No forwarding

Forwarding Paths



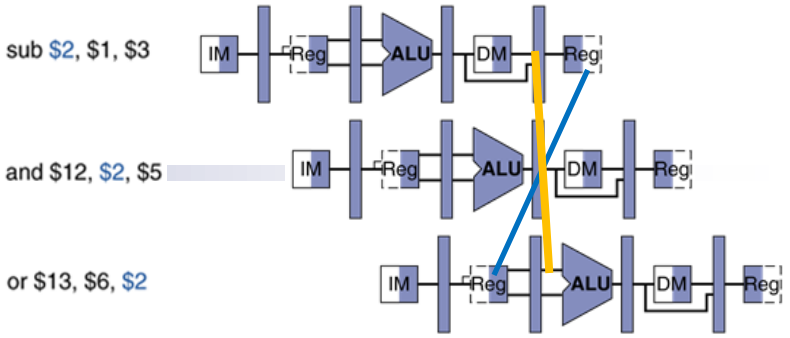
We have not shown regWrite and $zero checks here.



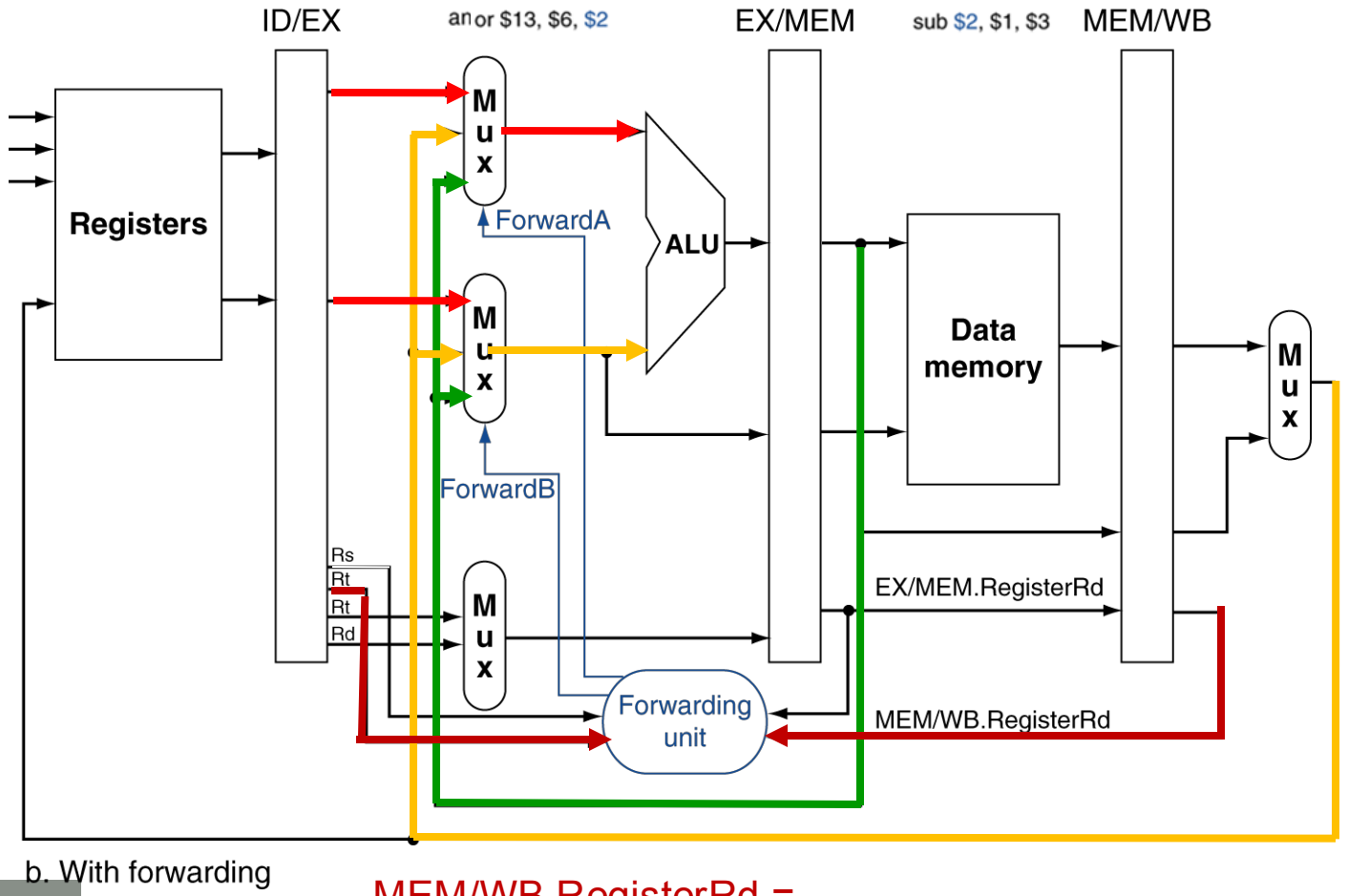
b. With forwarding

EX/MEM.RegisterRd = ID/EX.RegisterRs

Forwarding Paths



We have not shown regWrite and $zero checks here.

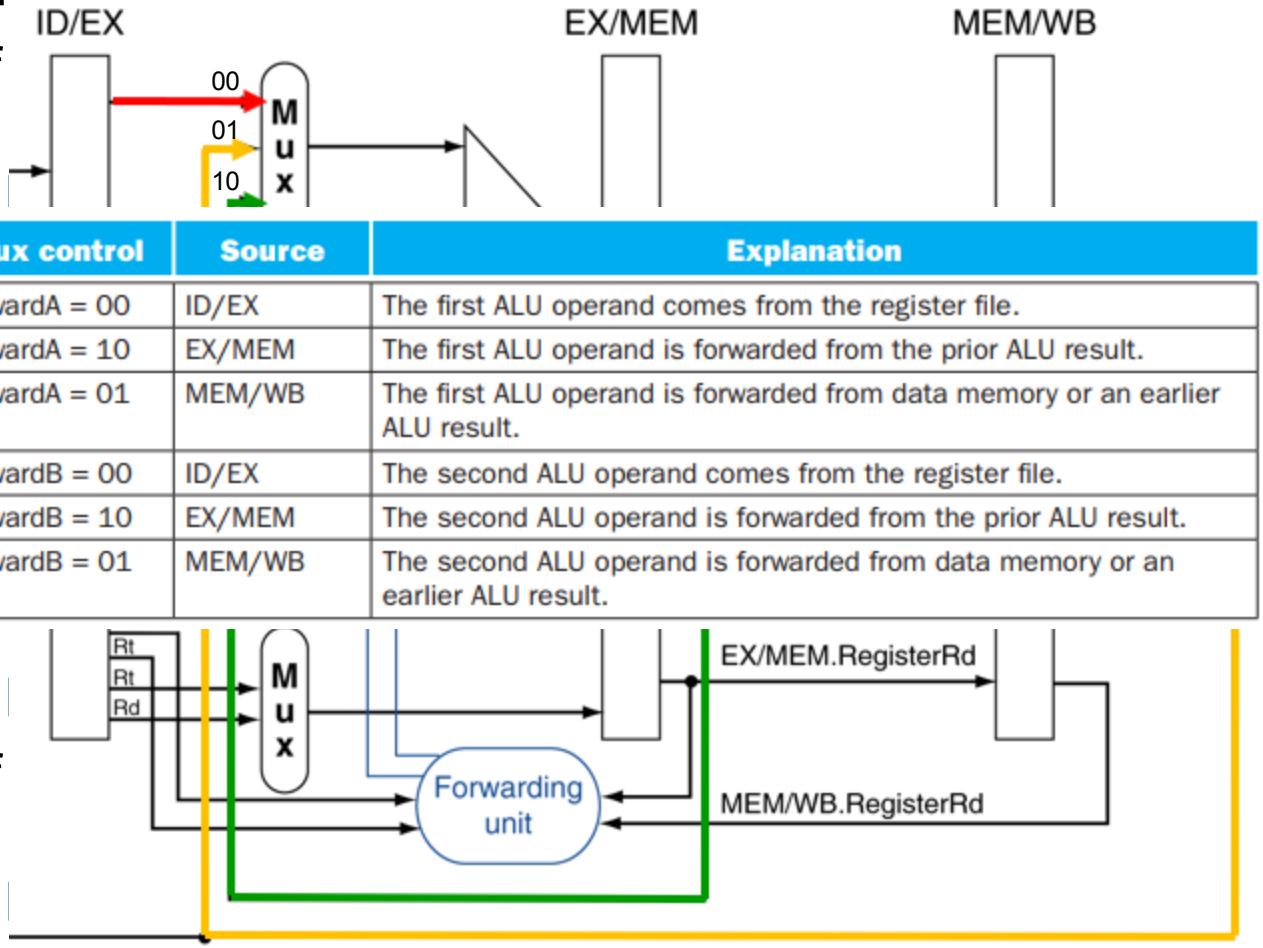


b. With forwarding

MEM/WB.RegisterRd = ID/EX.RegisterRt

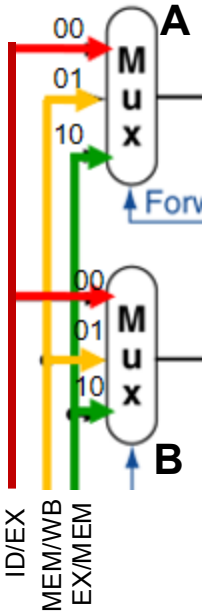
Forwarding Conditions

- EX hazard
  - if



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.

- M
  - if



Double Data Hazard

- Consider the sequence:

```
add $1,$1,$2
add $1,$1,$3
add $1,$1,$4
```

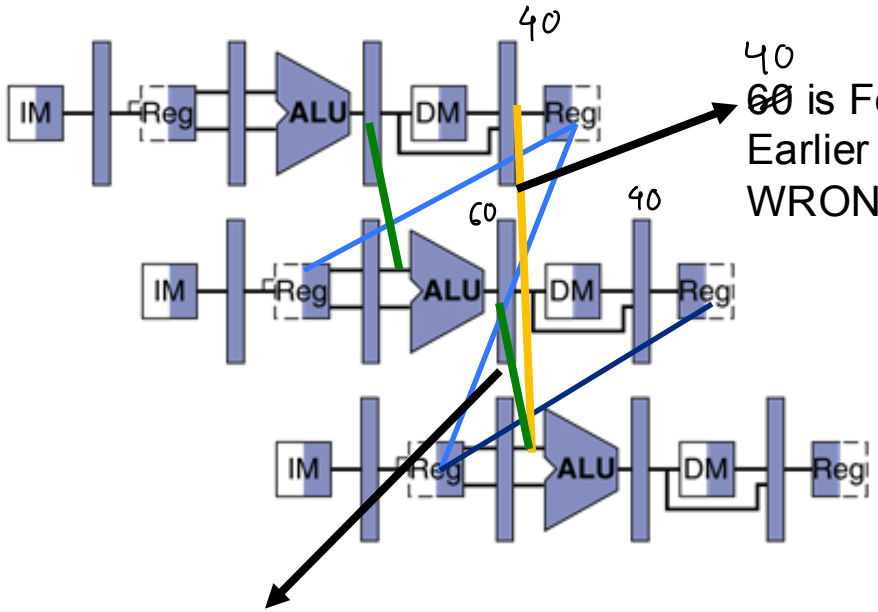
- Both hazards occur
  - Want to use the most recent
- Revise MEM hazard condition
  - Only fwd if EX hazard condition isn't true

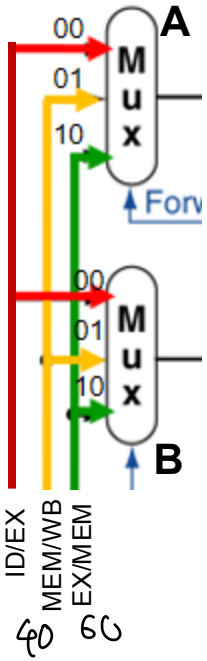
Double Data Hazard

CC:	cc1	cc2	cc3	cc4	cc5	cc6	cc7
$2:	30	30	30	30	30	30	30
$3:	20	20	20	20	20	20	20
$4:	4	4	4	4	4	4	4
$1:	10	10	10	10	10/40		

What is expected?

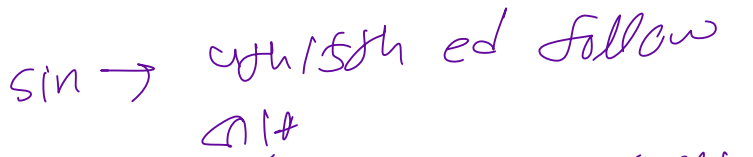
```
add $1,$1,$2
add $1,$1,$3
add $1,$1,$4
```



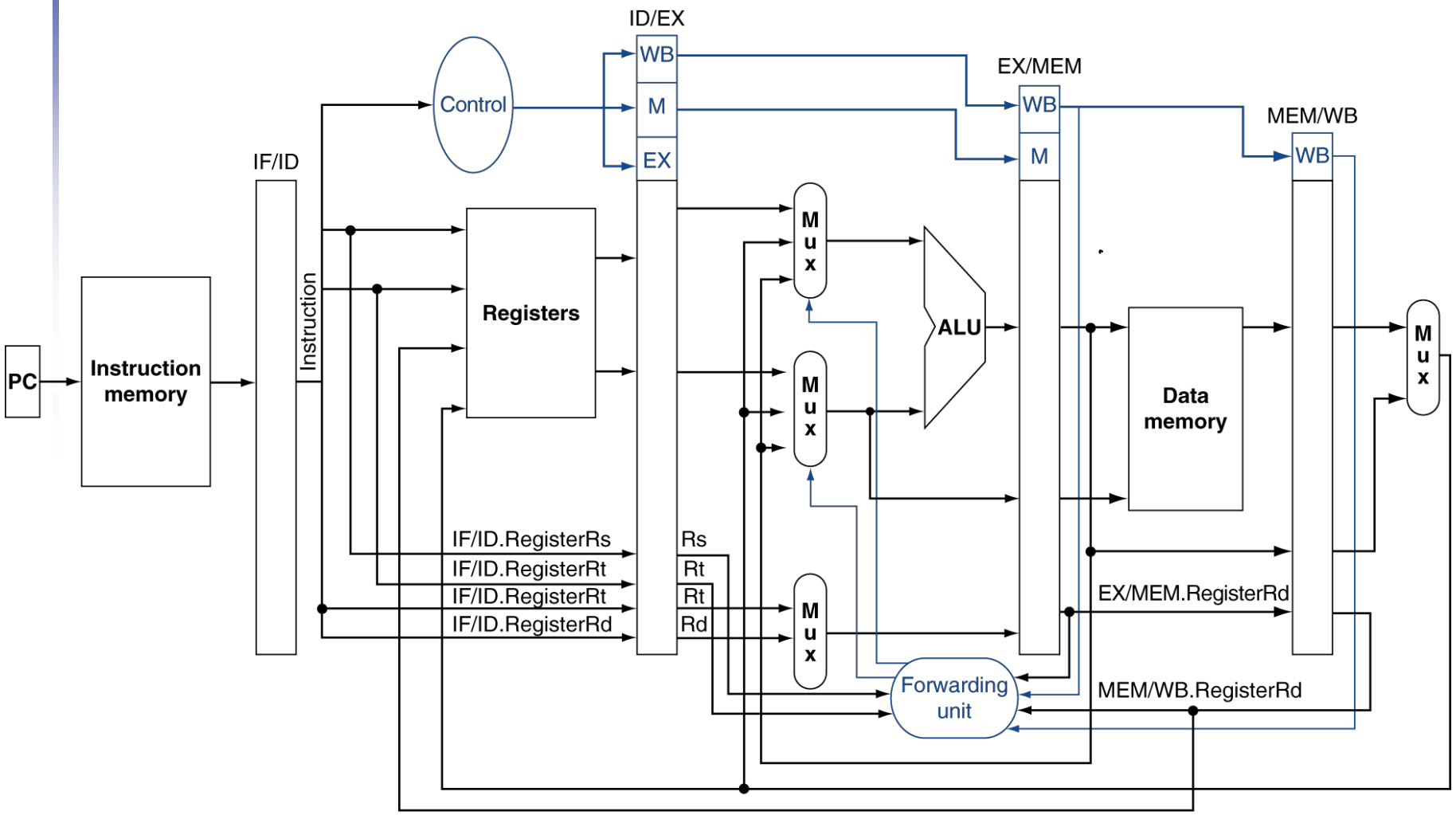


Revised Forwarding Condition

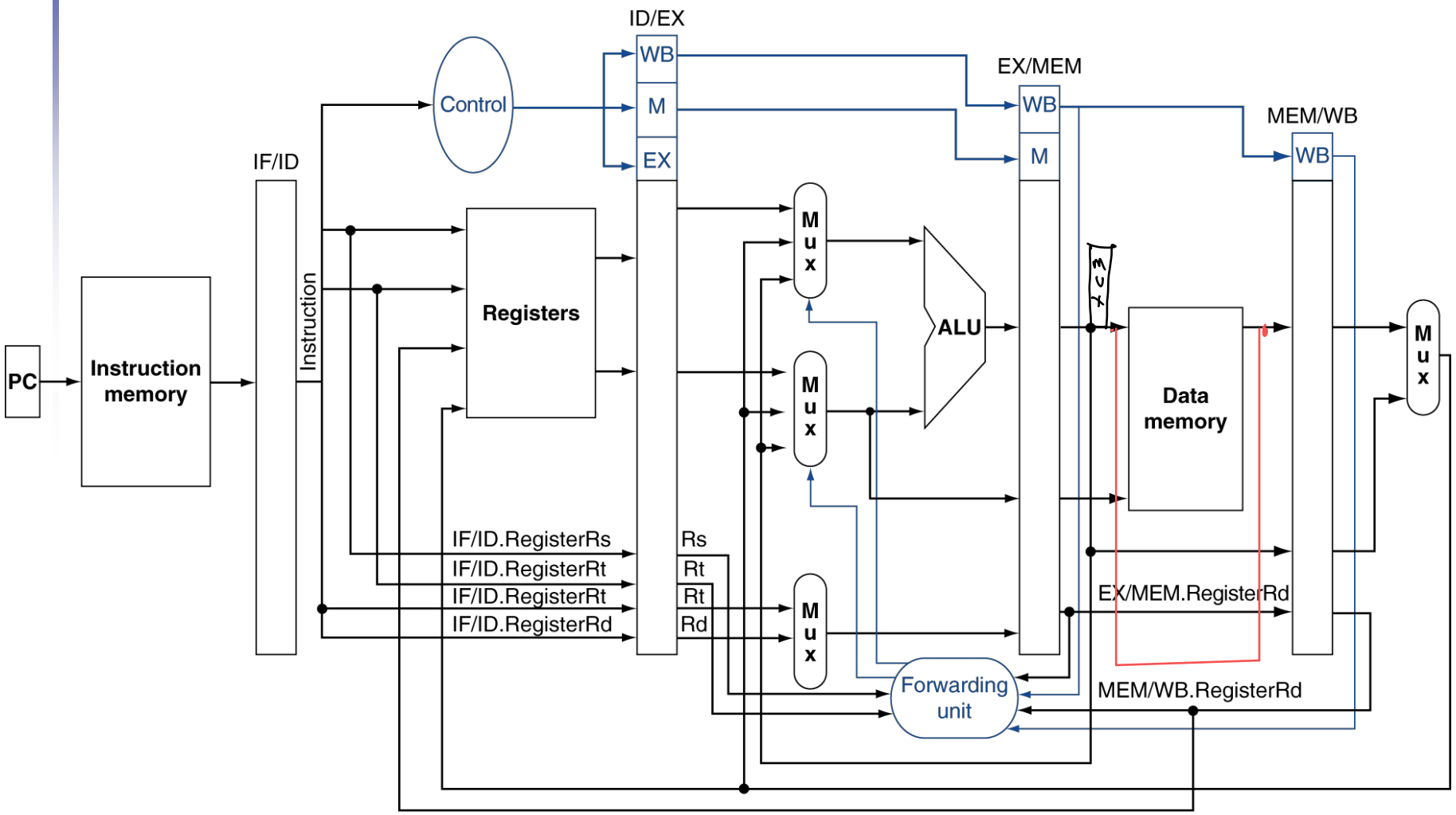
- MEM hazard
  - if (MEM/WB.RegWrite and (MEM/WB.RegisterRd ≠ 0)
    and not (EX/MEM.RegWrite and (EX/MEM.RegisterRd ≠ 0)
    and (EX/MEM.RegisterRd = ID/EX.RegisterRs))
    and (MEM/WB.RegisterRd = ID/EX.RegisterRs))
    ForwardA = 01
  - if (MEM/WB.RegWrite and (MEM/WB.RegisterRd ≠ 0)
    and not (EX/MEM.RegWrite and (EX/MEM.RegisterRd ≠ 0)
    and (EX/MEM.RegisterRd = ID/EX.RegisterRt))
    and (MEM/WB.RegisterRd = ID/EX.RegisterRt))
    ForwardB = 01



Datapath with Forwarding



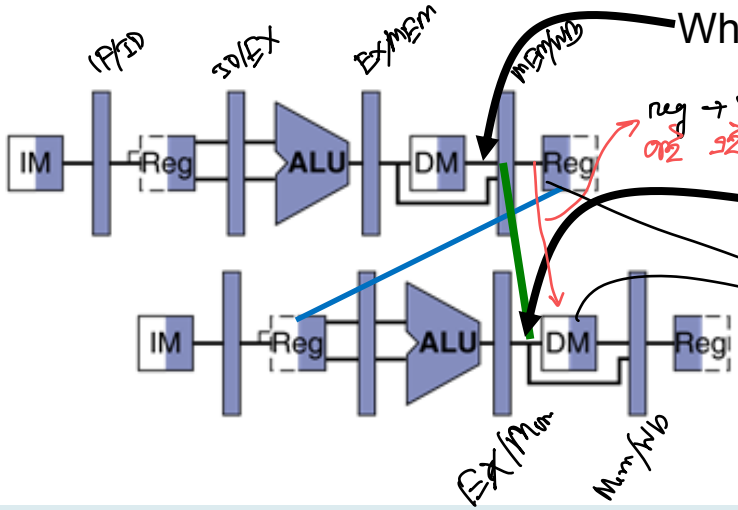
Datapath with Forwarding



Load -> Store (Mem to Mem Copy)

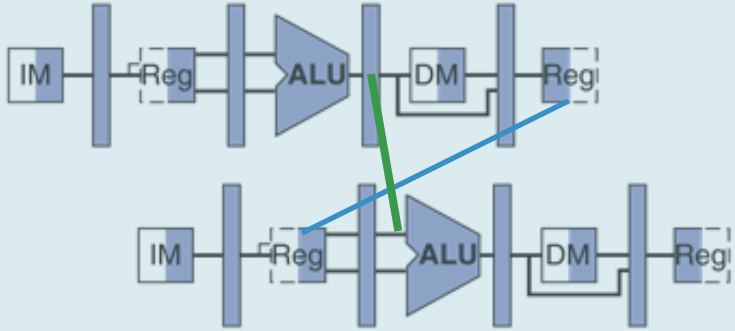
lw $2, 20($1)

sw $2, 15($3)

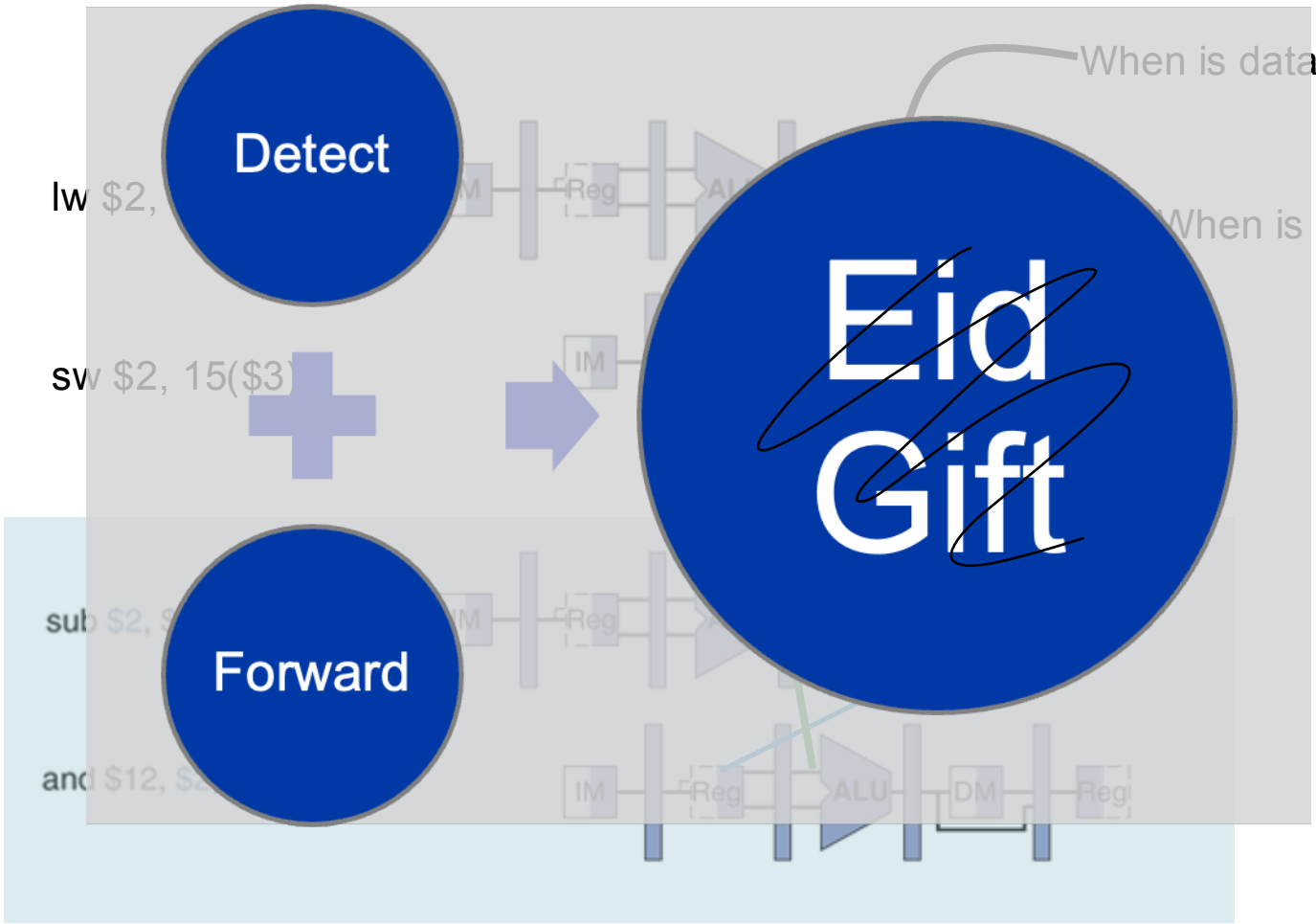


sub $2, $1, $3

and $12, $2, $5

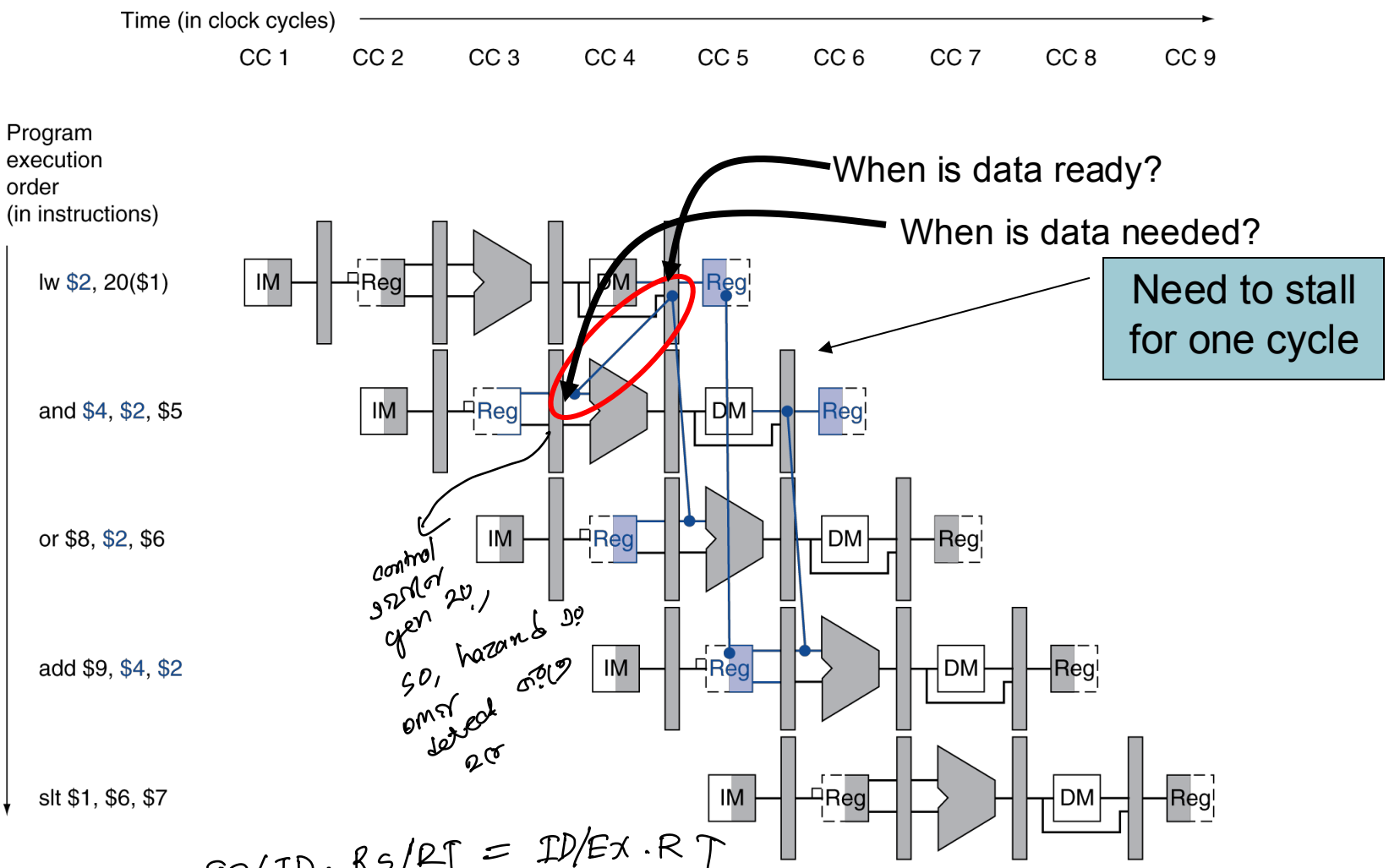


Load -> Store (Mem to Mem Copy)

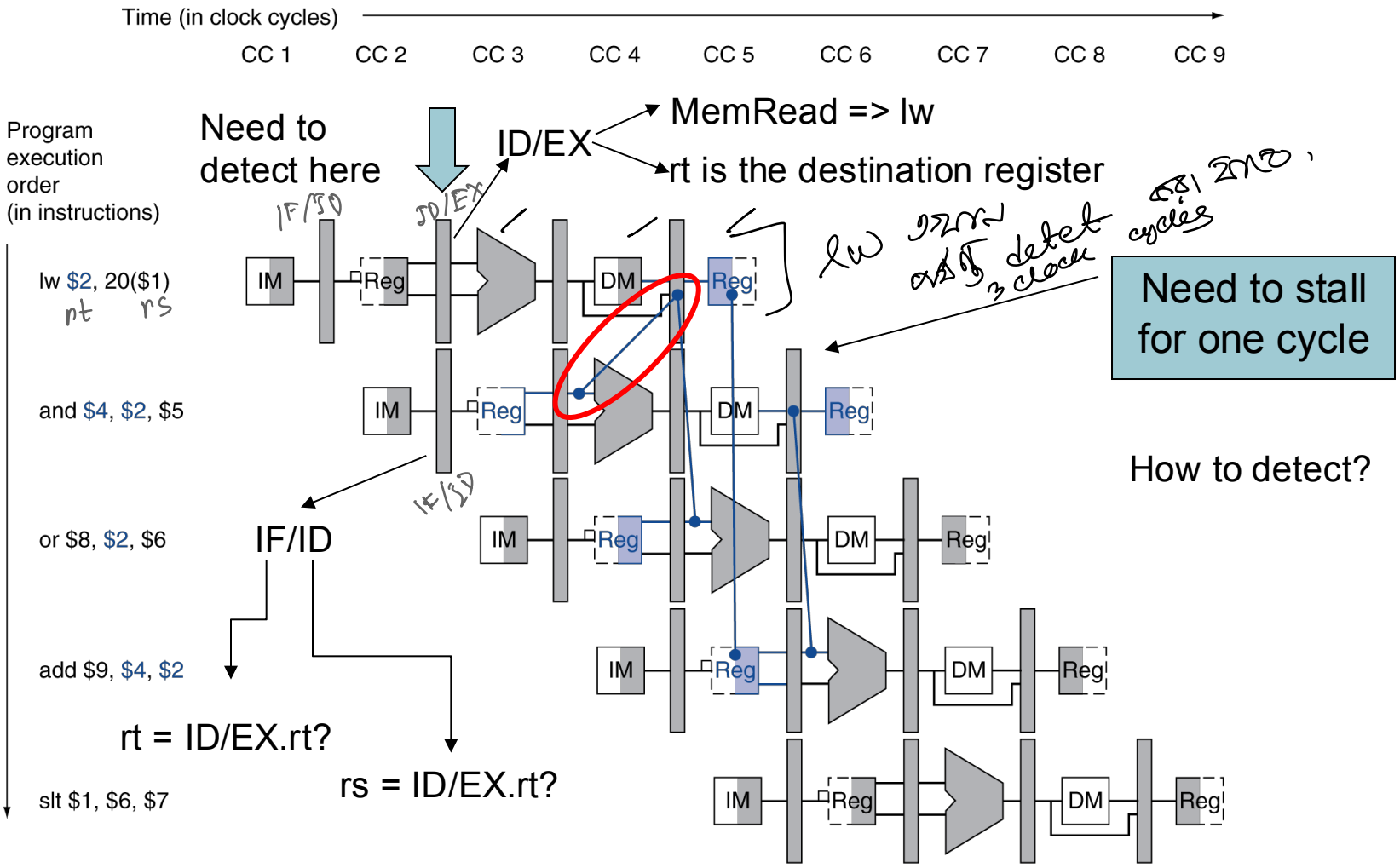


mux ⇒ truth table

Load-Use Data Hazard



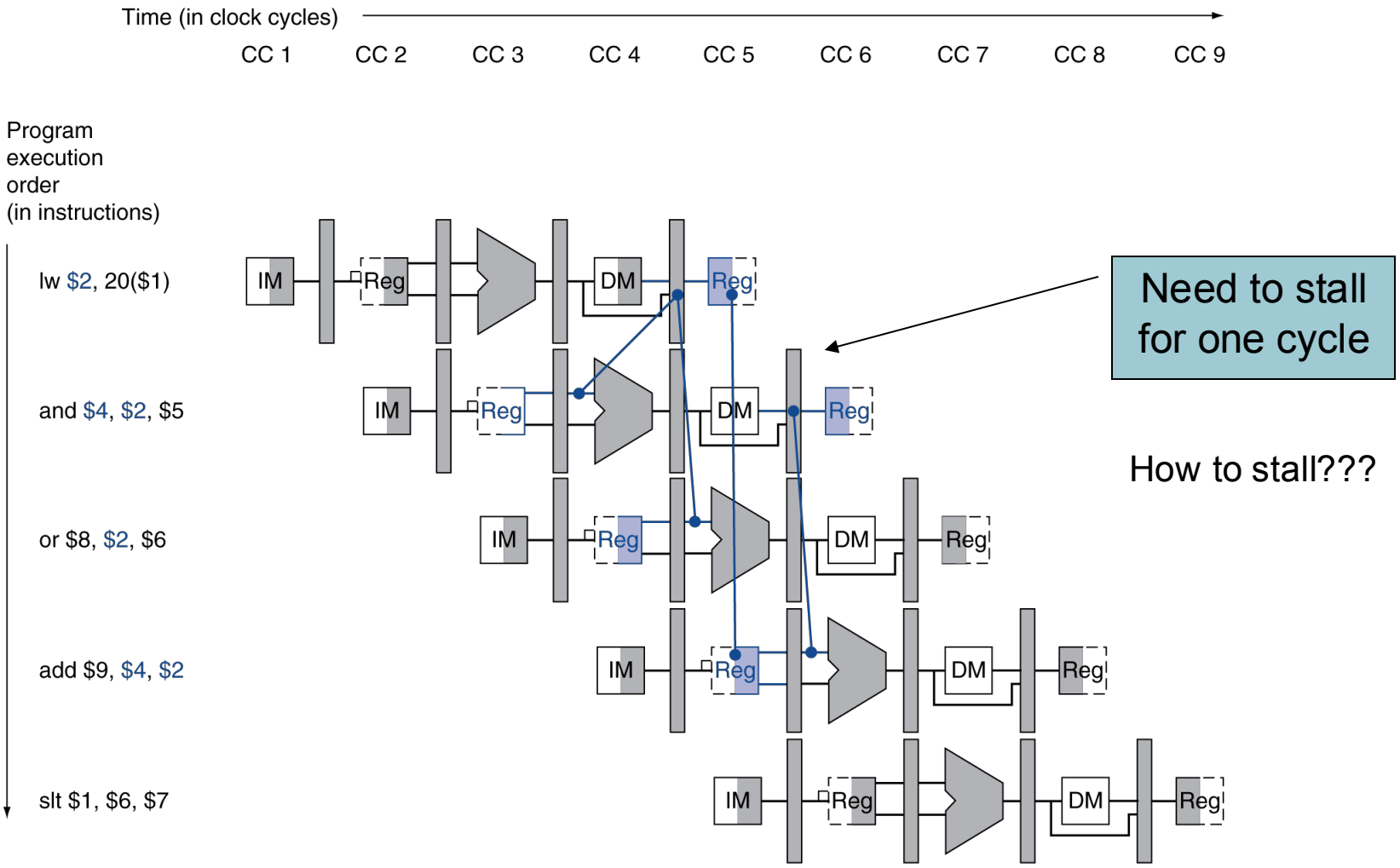
Load-Use Data Hazard



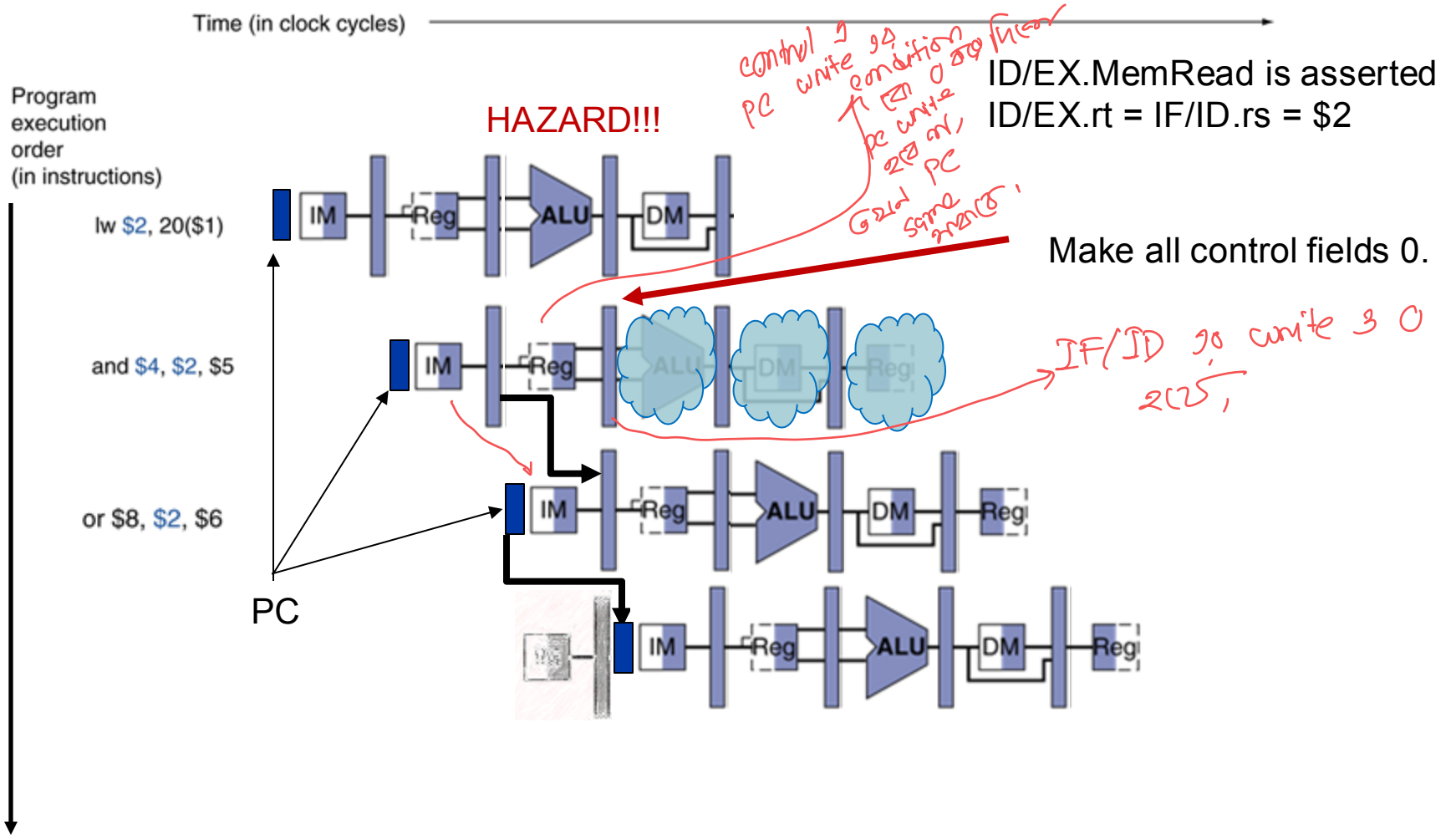
Load-Use Hazard Detection

- Check when using instruction is decoded in ID stage
- ALU operand register numbers in ID stage are given by
  - IF/ID.RegisterRs, IF/ID.RegisterRt
- Load-use hazard when
  - ID/EX.MemRead and
    ((ID/EX.RegisterRt = IF/ID.RegisterRs) or
    (ID/EX.RegisterRt = IF/ID.RegisterRt))
- If detected, stall and insert bubble

Load-Use Data Hazard



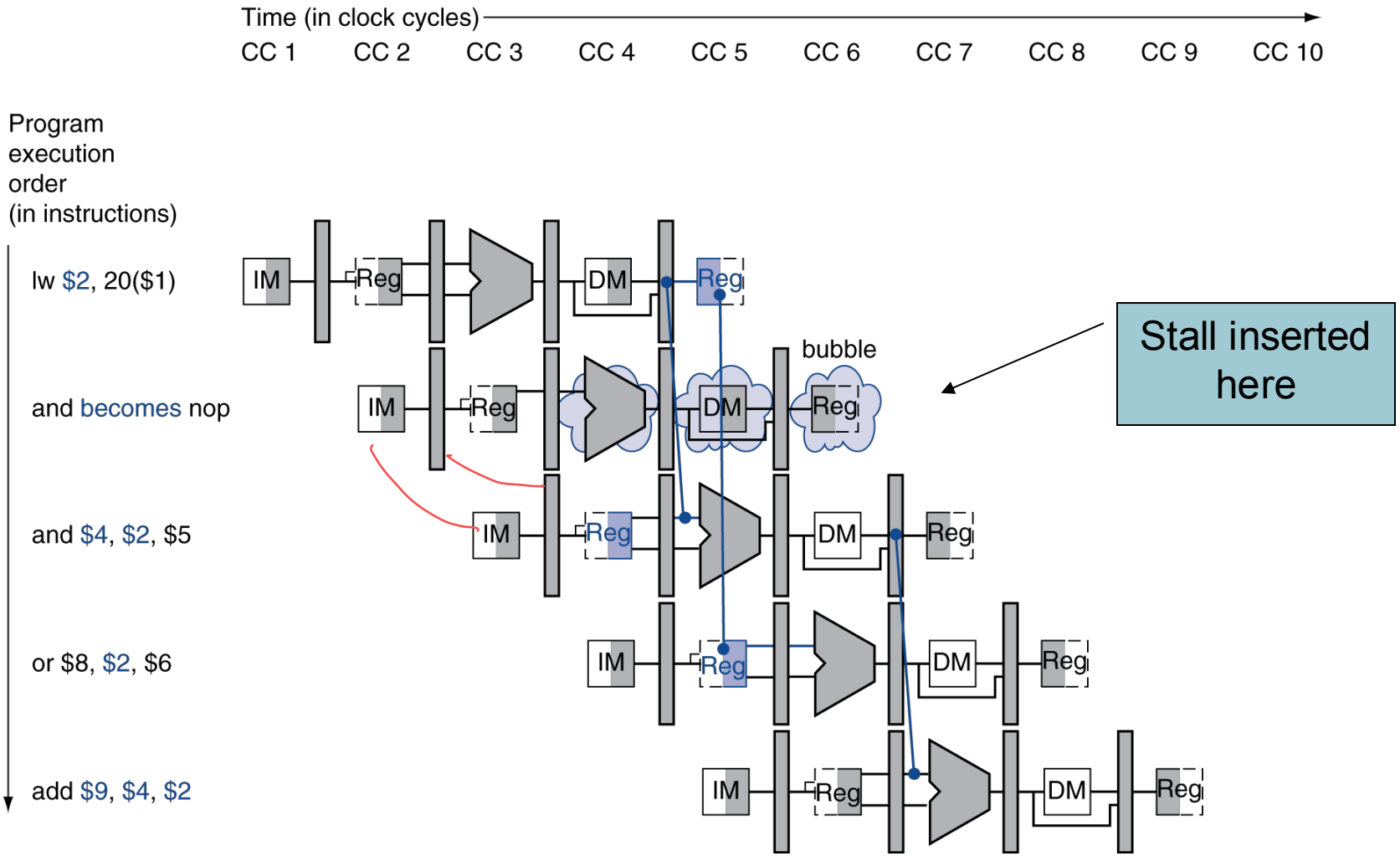
How to Stall


Time (in clock cycles)
Program execution order (in instructions)
lw $2, 20($1)
and $4, $2, $5
or $8, $2, $6
HAZARD!!!
IM
Reg
ALU
DM
PC
ID/EX.MemRead is asserted
ID/EX.rt = IF/ID.rs = $2
Make all control fields 0.

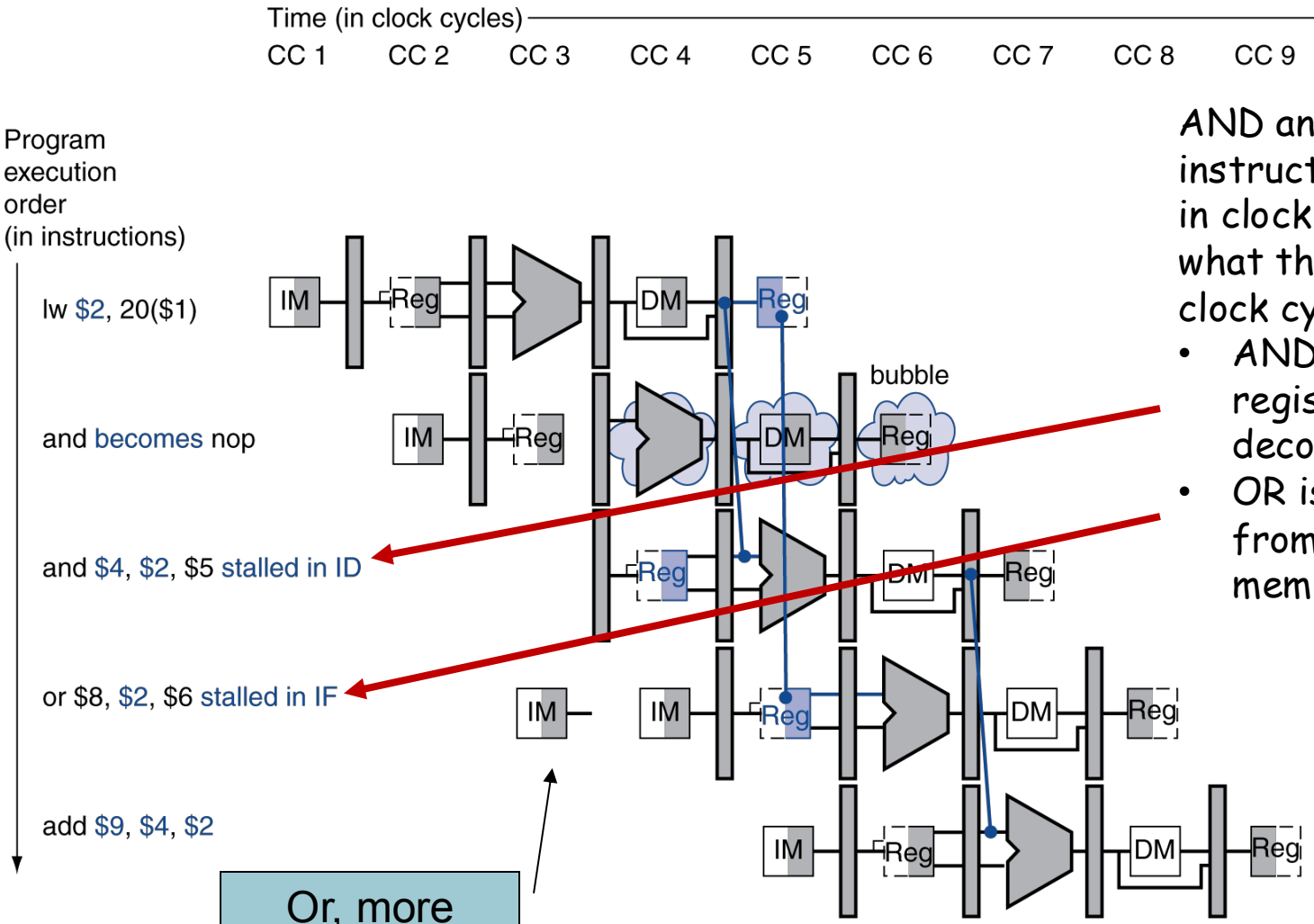
How to Stall the Pipeline

- 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 lw
    - Can subsequently forward to EX stage

Stall/Bubble in the Pipeline



Stall/Bubble in the Pipeline

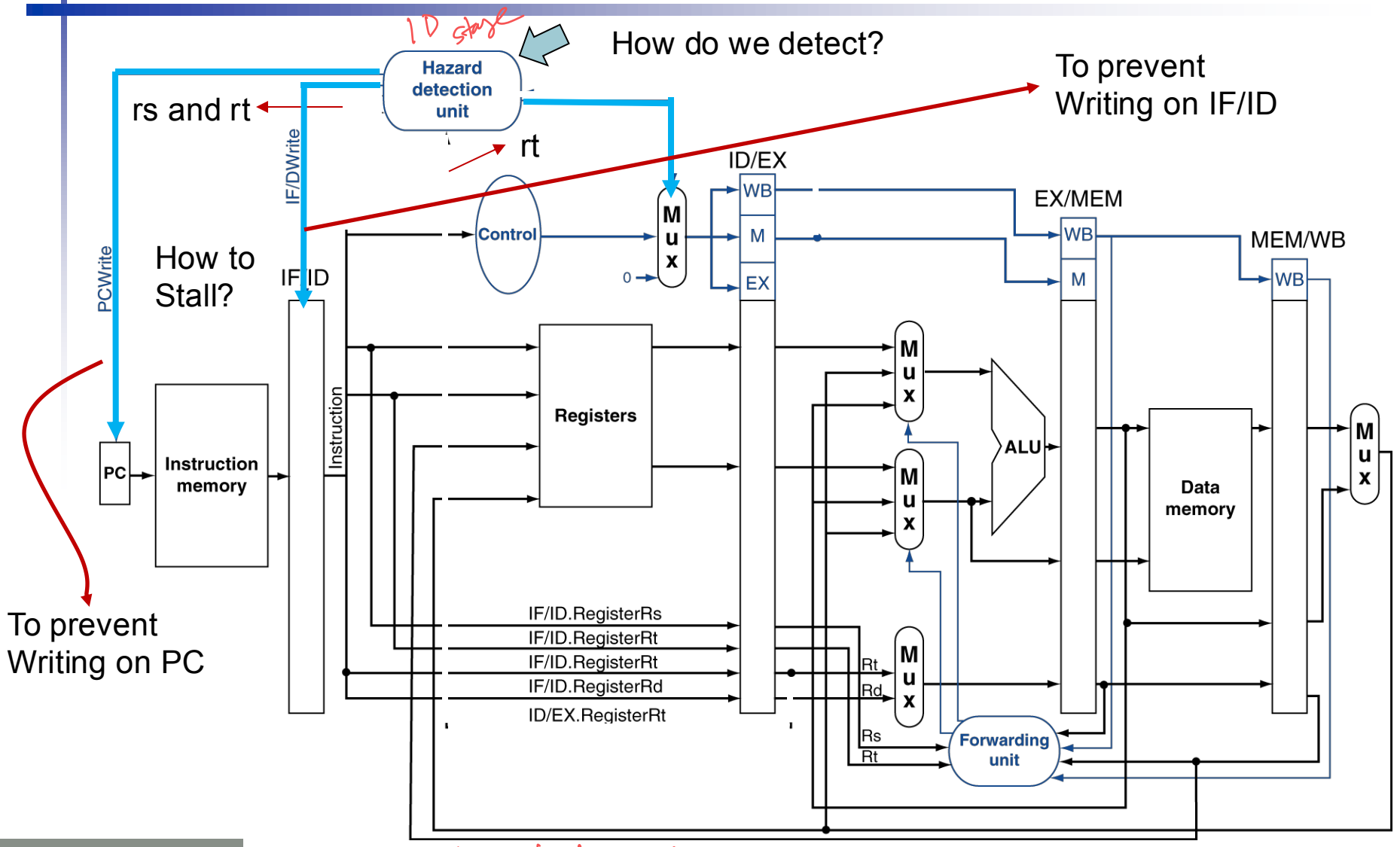


AND and OR instructions repeat in clock cycle 4 what they did in clock cycle 3:

- AND reads registers and decodes, and
- OR is refetched from instruction memory.

Or, more accurately…

Datapath with Hazard Detection



Stalls and Performance

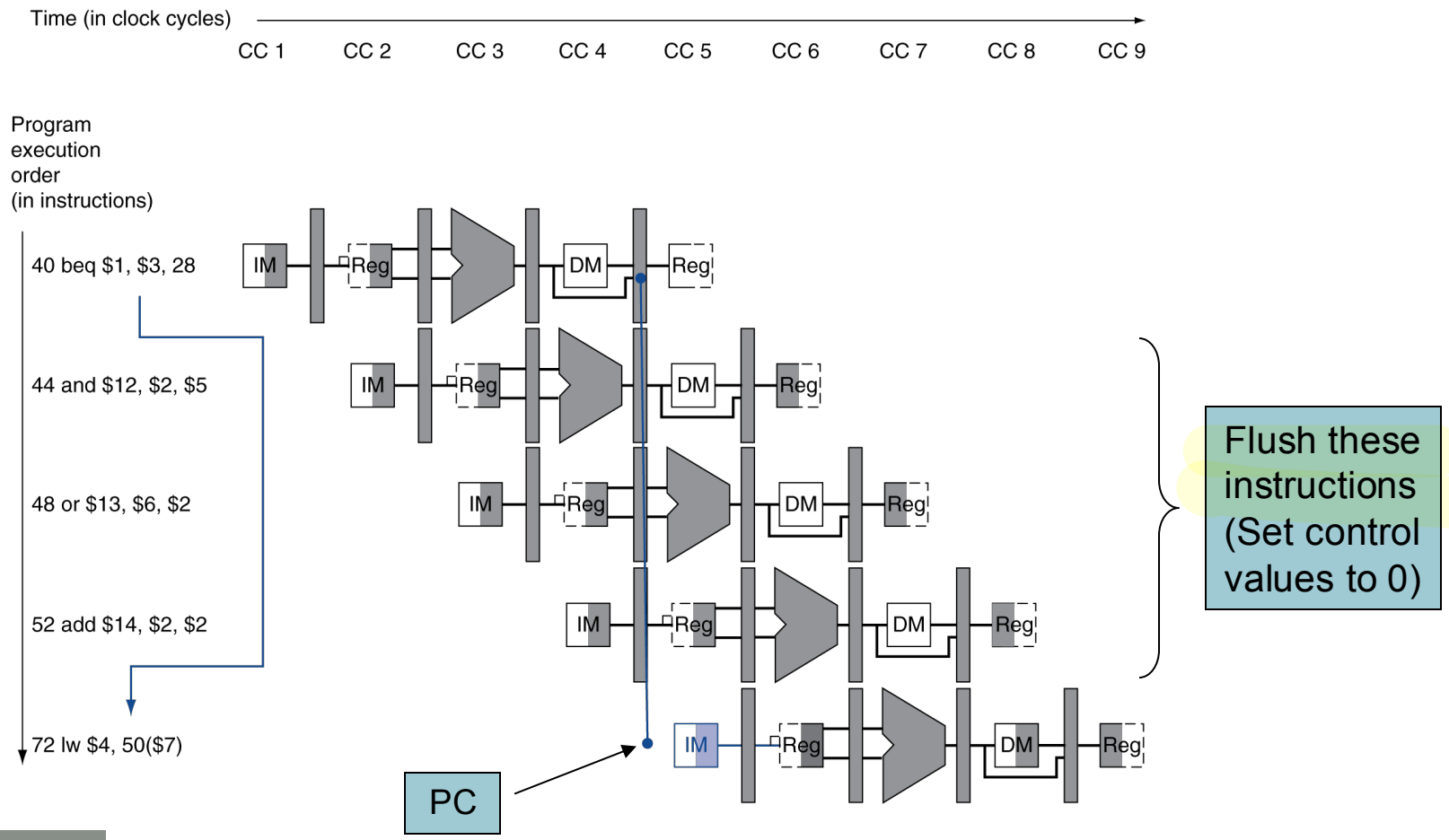
The BIG Picture

- 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

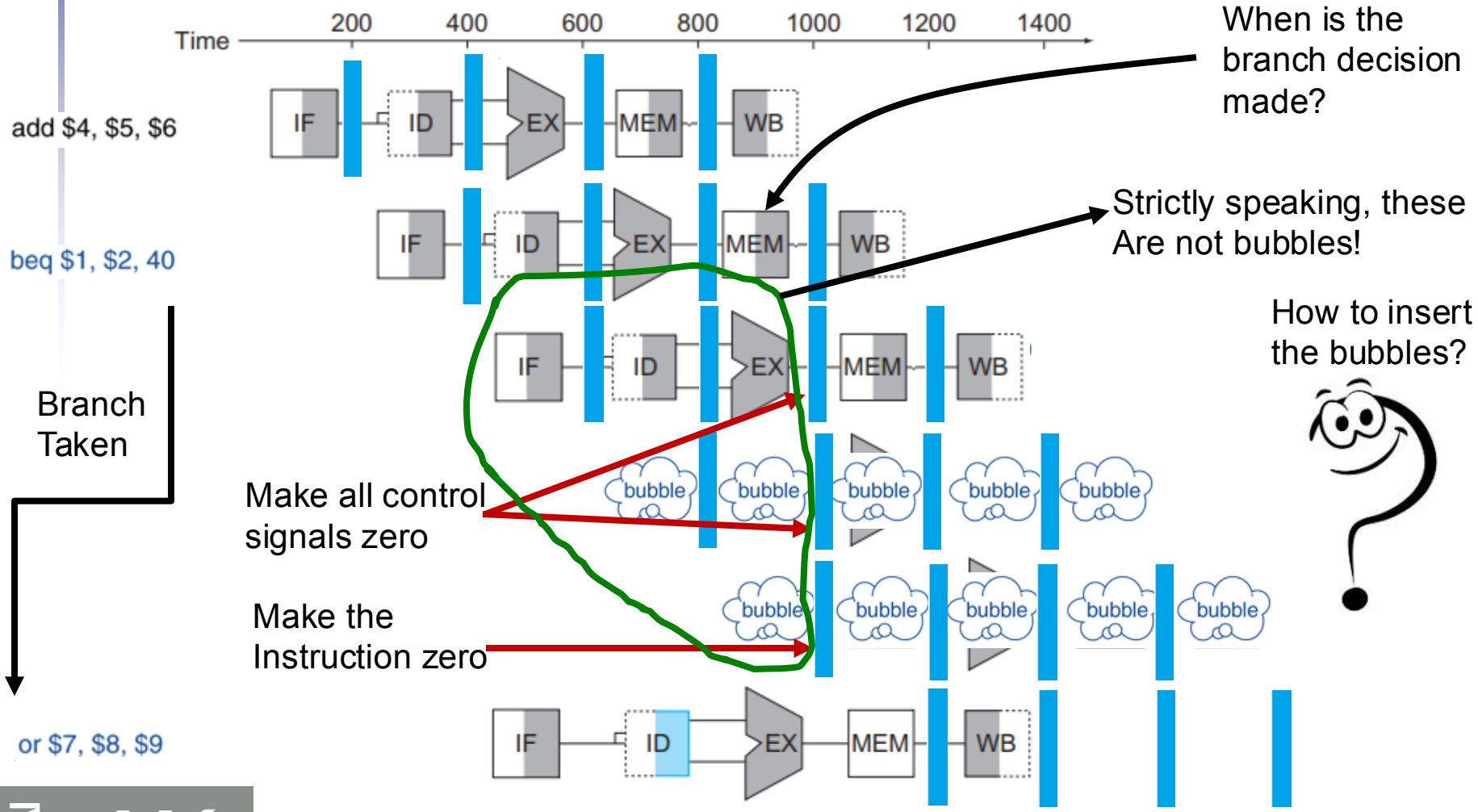
Book ⇒ (4.1 – 4.7)
included CT syllabus

Branch Hazards

- If branch outcome determined in MEM



Branch Scenario (RECALLING)

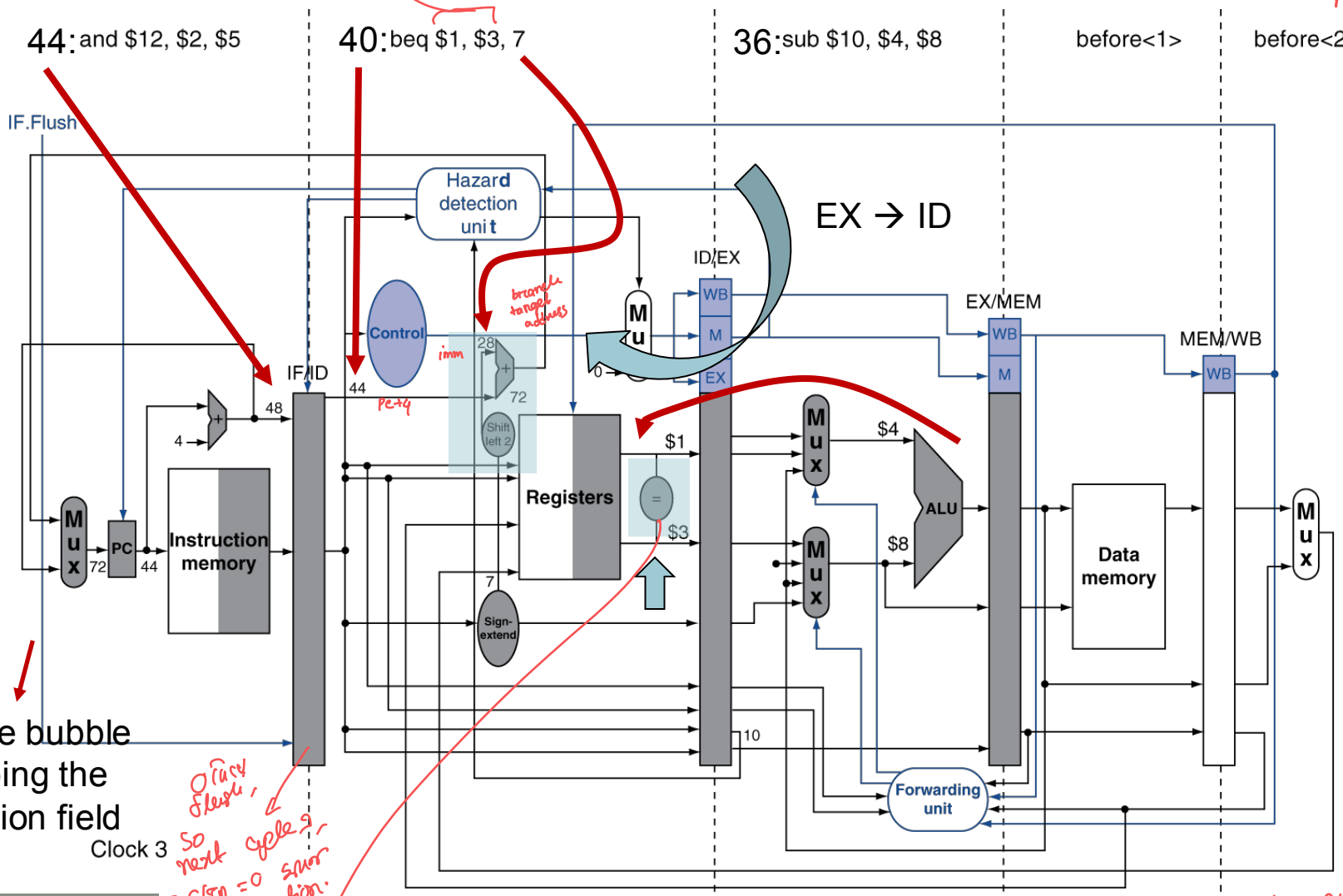


Reducing Branch Delay

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

```
36:   sub   $10, $4, $8
40:   beq   $1,  $3, 7
44:   and   $12, $2, $5
48:   or    $13, $2, $6
52:   add   $14, $4, $2
56:   slt   $15, $6, $7
      ...
72:   lw    $4, 50($7)
```

Example: Branch Taken



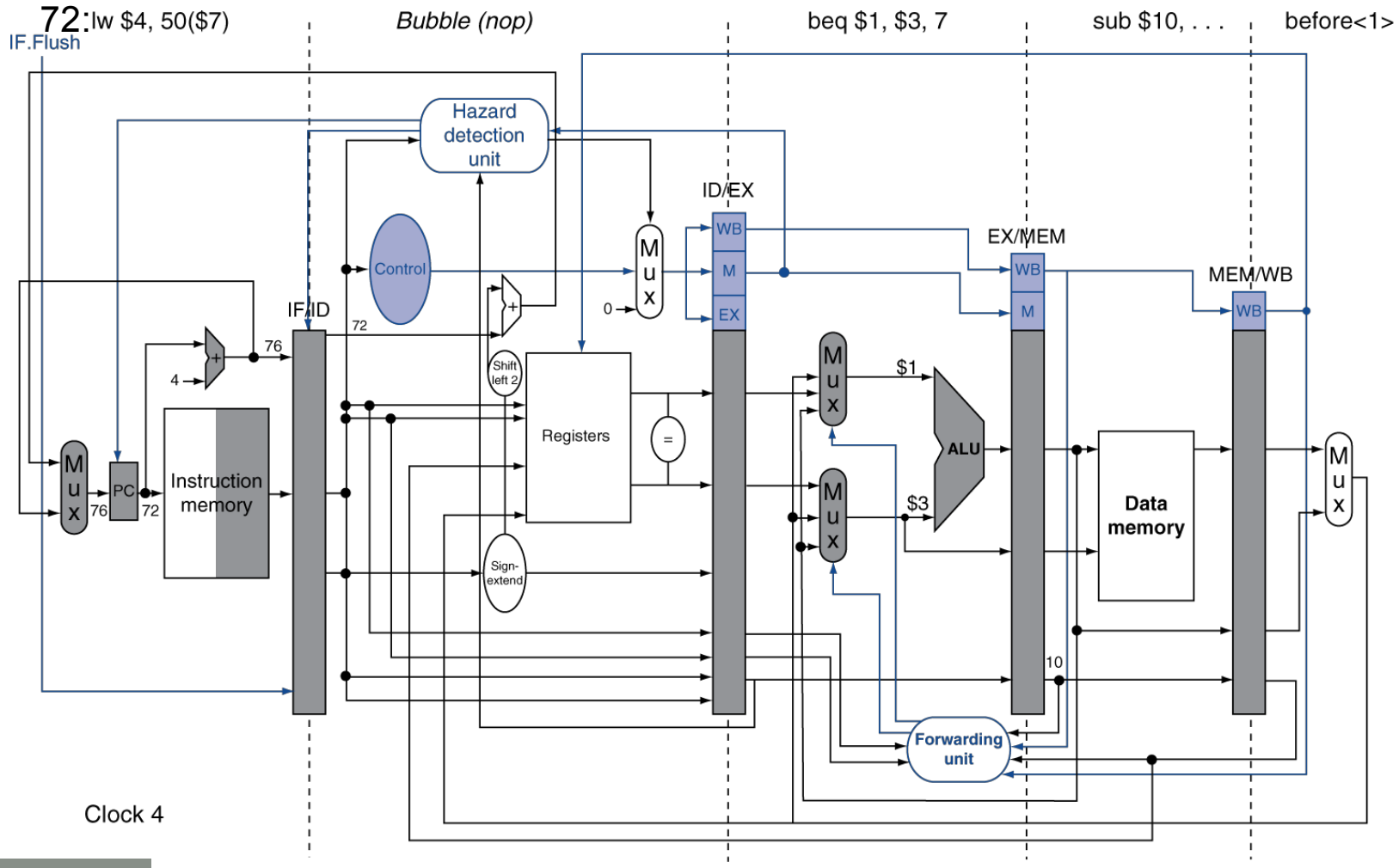
Puts the bubble by zeroing the instruction field

Clock 3

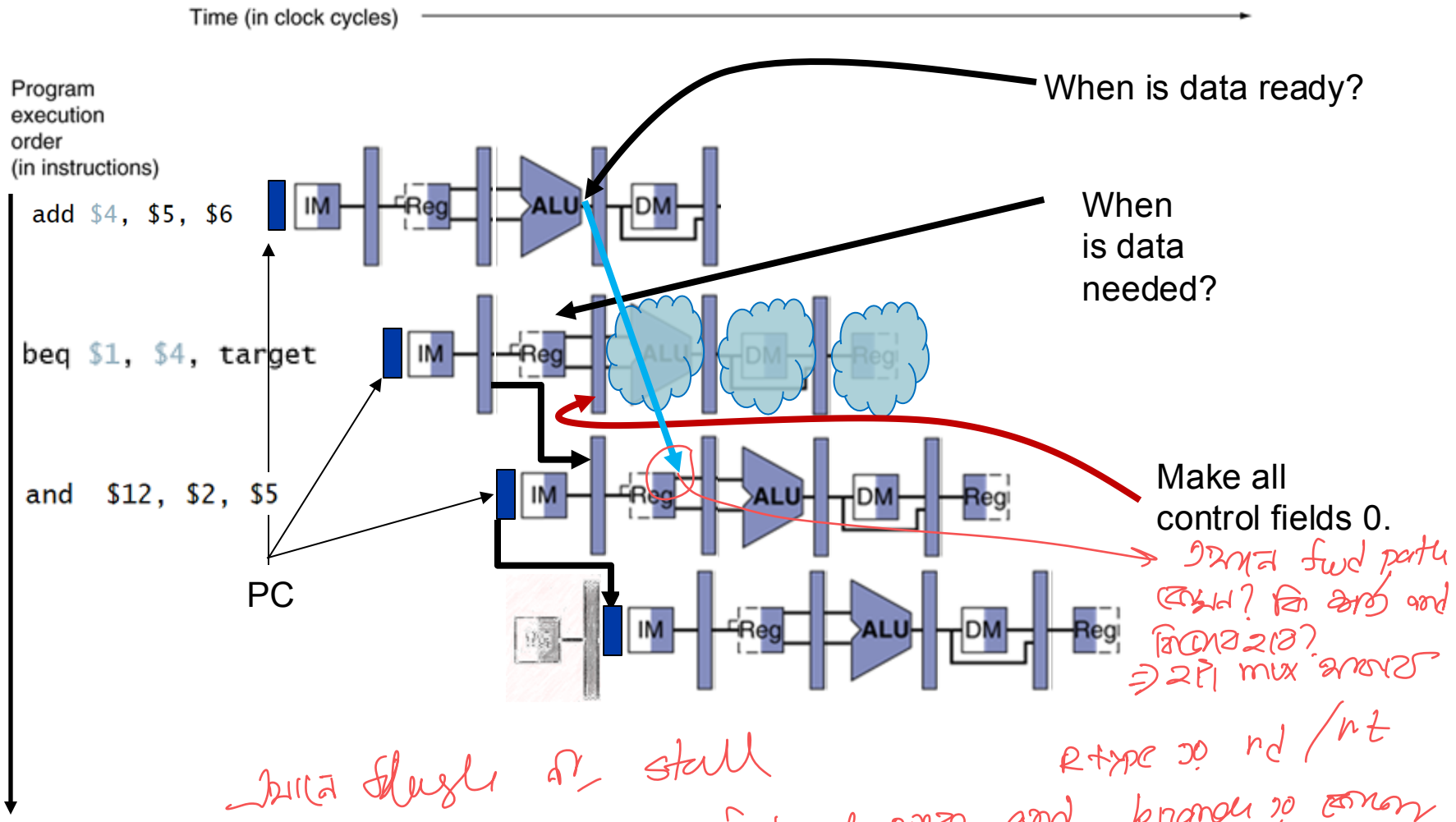
Stall ⇒ pause, resume

Flush ⇒ যখন wrong ins. pipline থেকে ফেলে

Example: Branch Taken

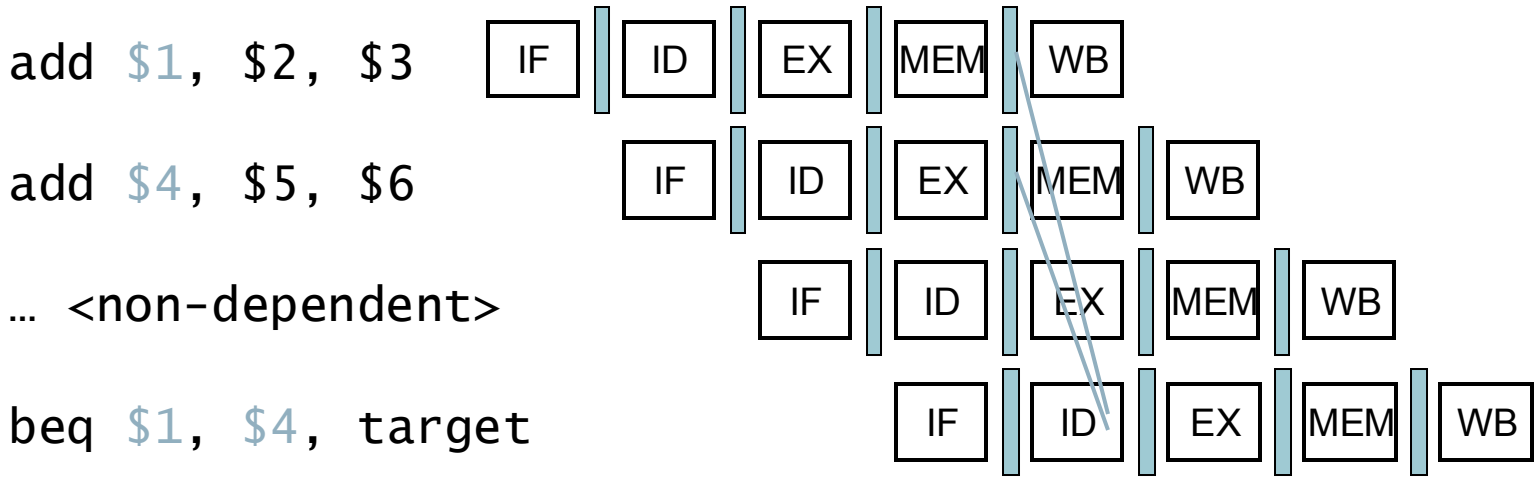


Data Hazards for Branches



Data Hazards for Branches

- If a comparison register is a destination of 2nd or 3rd preceding ALU instruction



- Can resolve using forwarding

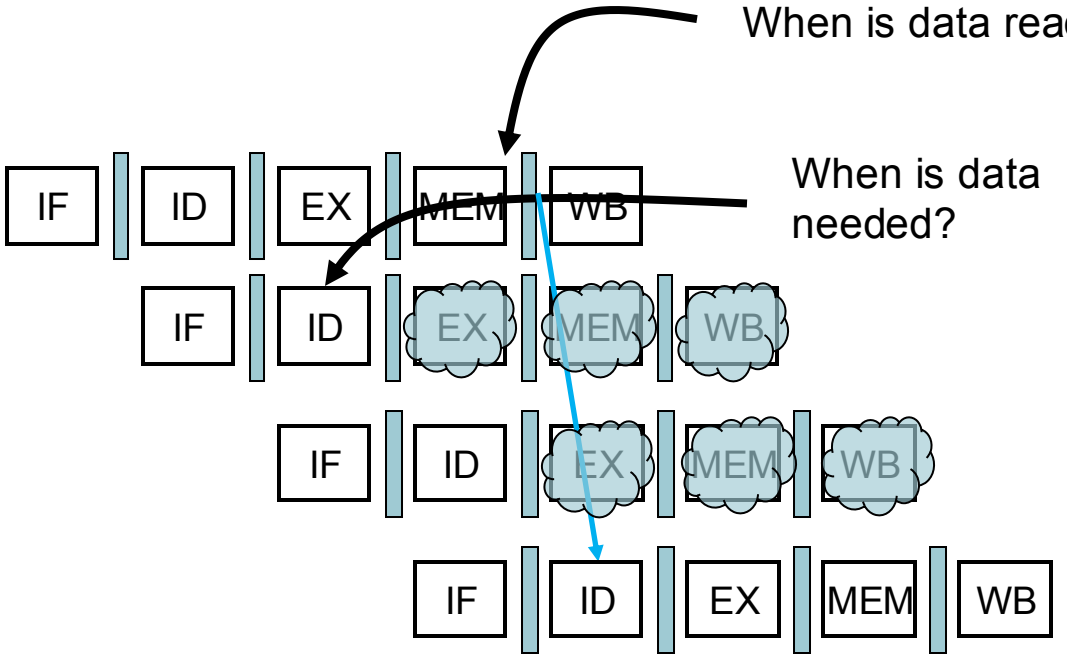
Data Hazards for Branches

IF.Flush All controls made zero

```
lw   $1, addr
beq $1, $4, target

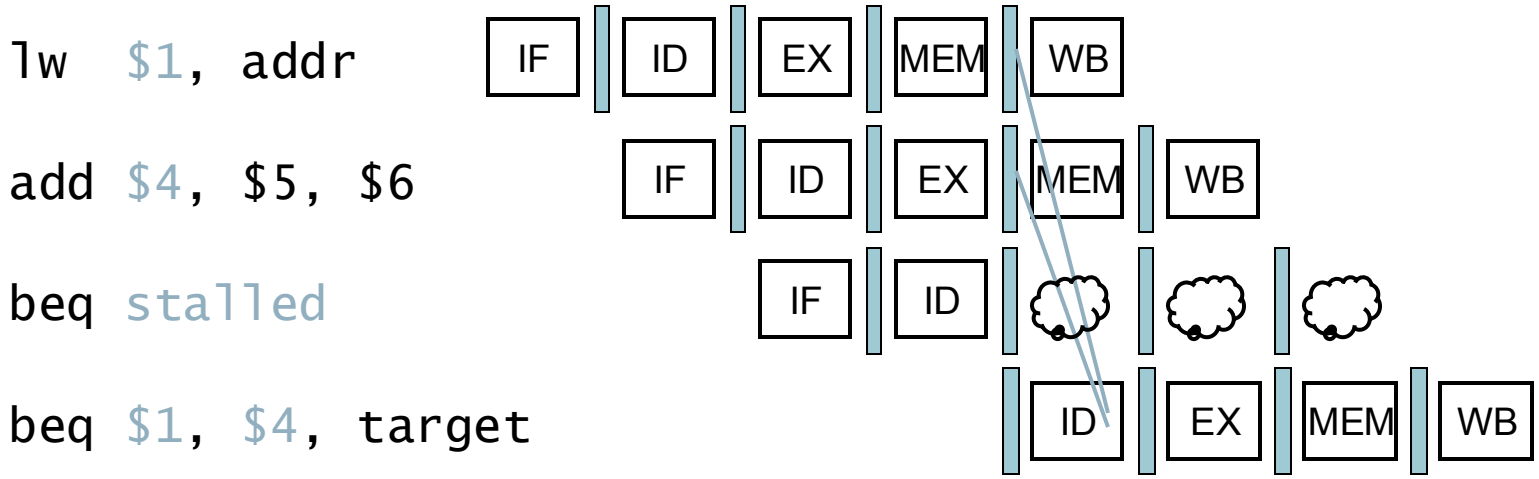
beq stalled
```

2nd stall



Data Hazards for Branches

- If a comparison register is a destination of preceding ALU instruction or 2nd preceding load instruction
  - Need 1 stall cycle



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

- Consider a loop branch:
  - branches nine times in a row
  - then is not taken once.

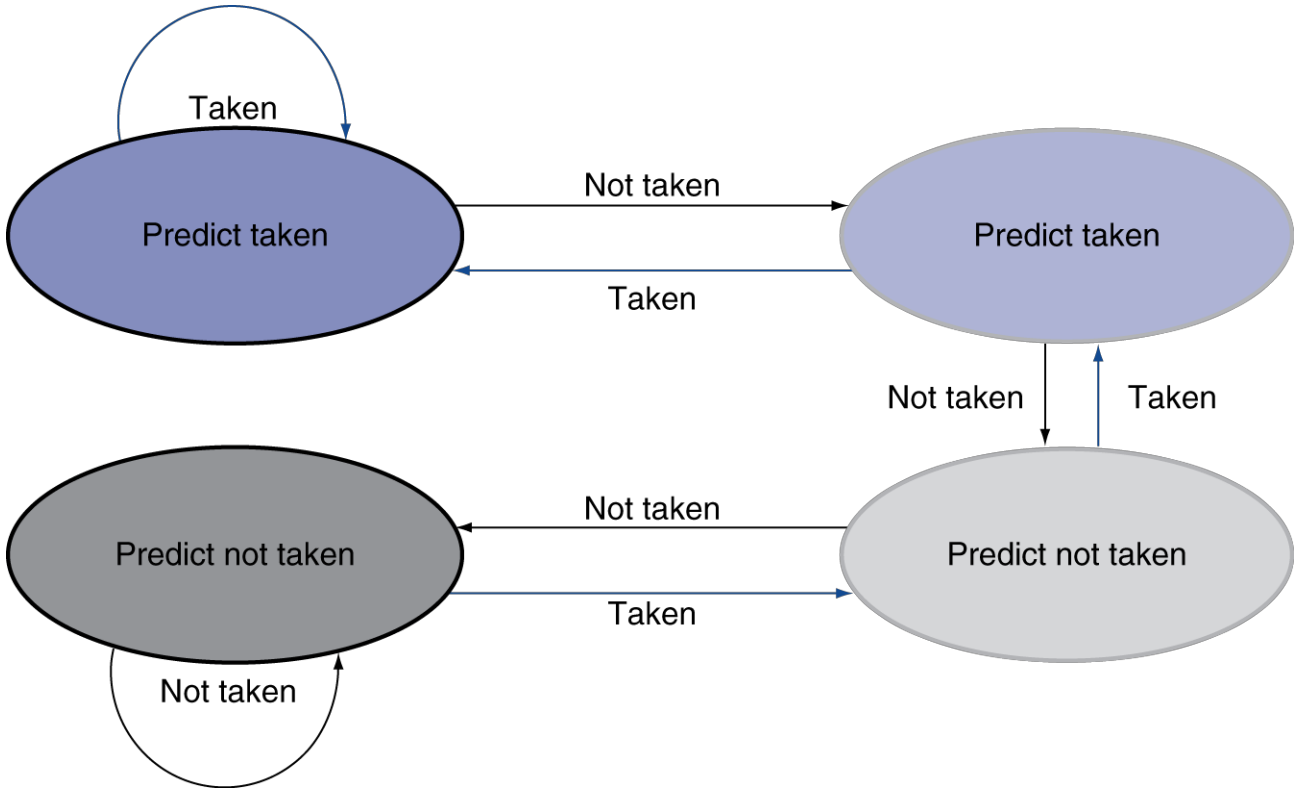
90% time Taken

- What is the prediction accuracy for this branch, assuming the prediction bit for this branch remains in the prediction buffer?
- Mispredict as taken on last iteration of inner loop
- Then mispredict as not taken on first iteration of inner loop next time around

80% time Accurate

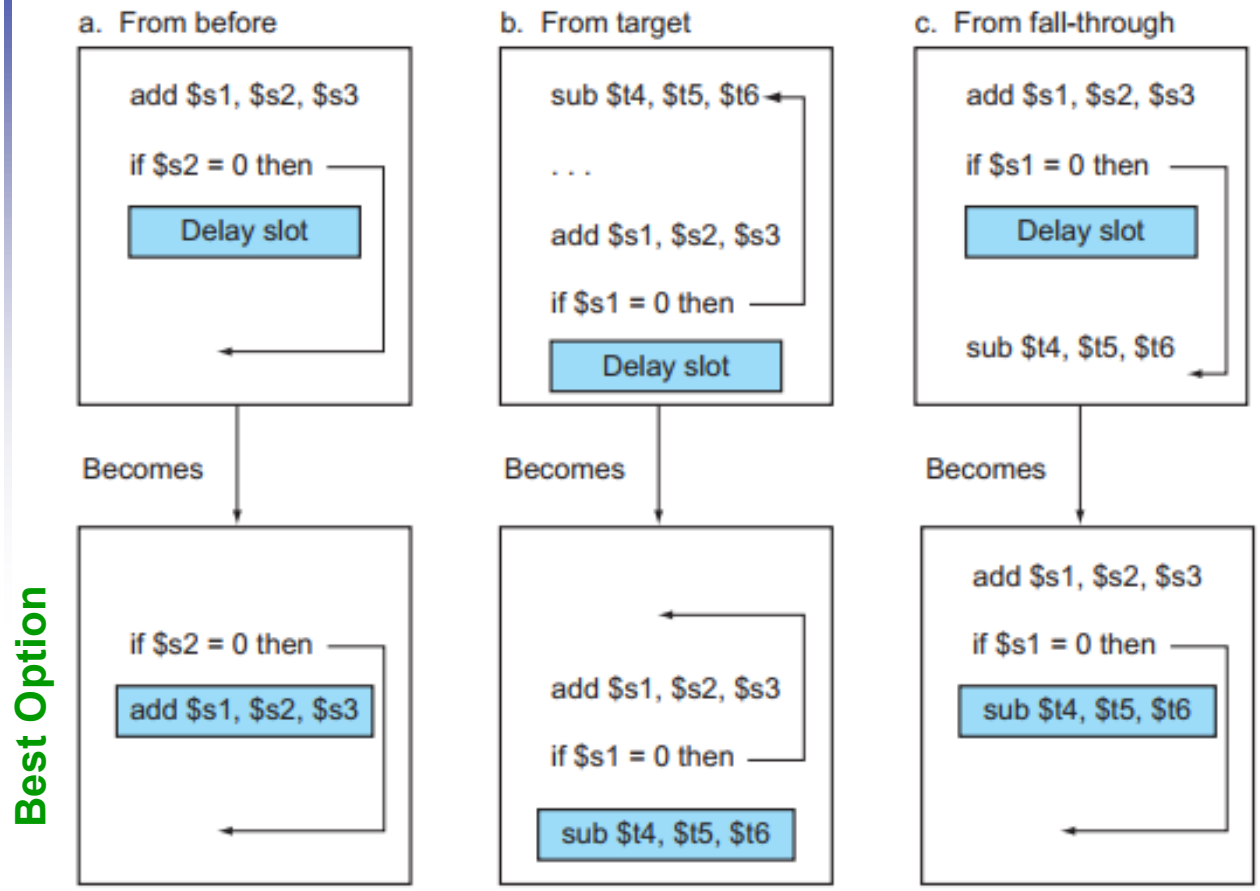
2-Bit Predictor

- Only change prediction on two successive mispredictions



a branch that strongly favors taken or not taken—as many branches do—will be mispredicted only once.

Branch Delay Slot



Best Option

BDS is scheduled with an independent instruction from before the branch.

BDS is scheduled from the target of the branch

BDS may be scheduled from the not-taken fall-through

For (b) & (c):

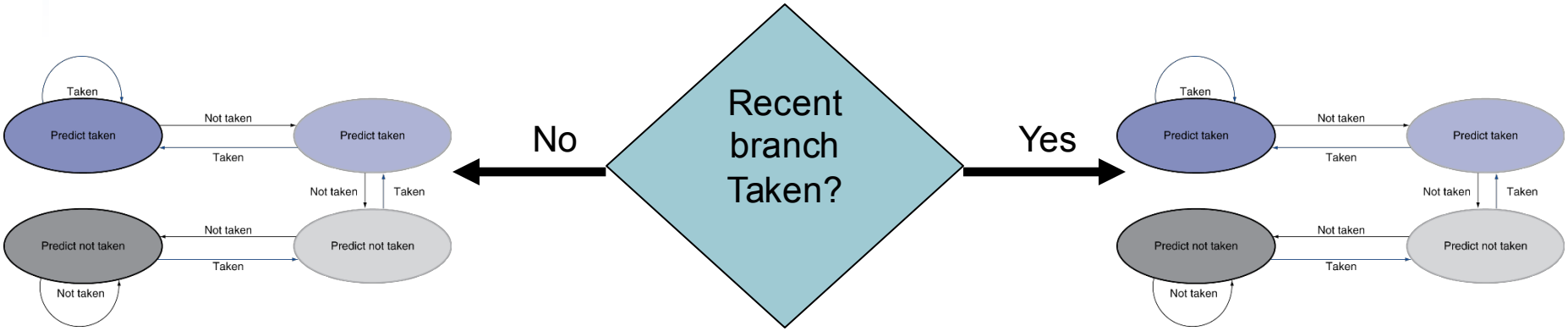
- usually the target instruction will need to be copied because it can be reached by another path.
- it must be OK to execute the sub instruction when the branch goes in the unexpected direction.
- By "OK" we mean that the work is wasted, but the program will still execute correctly

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

More on Predicting

- **correlating predictor:** A branch predictor that combines local behavior of a particular branch and global information about the behavior of some recent number of executed branches.



More on Predicting

- **Tournament predictor:** A branch predictor with multiple predictions for each branch and a selection mechanism that chooses which predictor to enable for a given branch.

Exceptions and Interrupts

- "Unexpected" events requiring change in flow of control
  - Different ISAs use the terms differently
- Exception ⇒ internal / external
  - Arises within the CPU
    - e.g., undefined opcode, overflow, syscall, …
  - either terminate
  - or
  - resume with some recovery mechanisms
- Interrupt
  - From an external I/O controller
- Dealing with them without sacrificing performance is hard

Handling Exceptions

- In MIPS, exceptions managed by a System Control Coprocessor (CP0)
- Save PC of offending (or interrupted) instruction
  - In MIPS: Exception Program Counter (EPC)
- Save indication of the problem
  - In MIPS: Cause register
  - We'll assume 1-bit
    - 0 for undefined opcode, 1 for overflow
- Jump to handler at 8000 00180

exception হলে – OS এ কিছু fixed code আছে – সেদেরকে call করে

An Alternate Mechanism

- Vectored Interrupts
  - Handler address determined by the cause
- Example:
  - Undefined opcode: C000 0000
  - Overflow: C000 0020
  - …: C000 0040
- Instructions either
  - Deal with the interrupt, or (32 byte 정도 enough instruction allocate to deal with it)
  - Jump to real handler (otherwise jump to another)

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, …

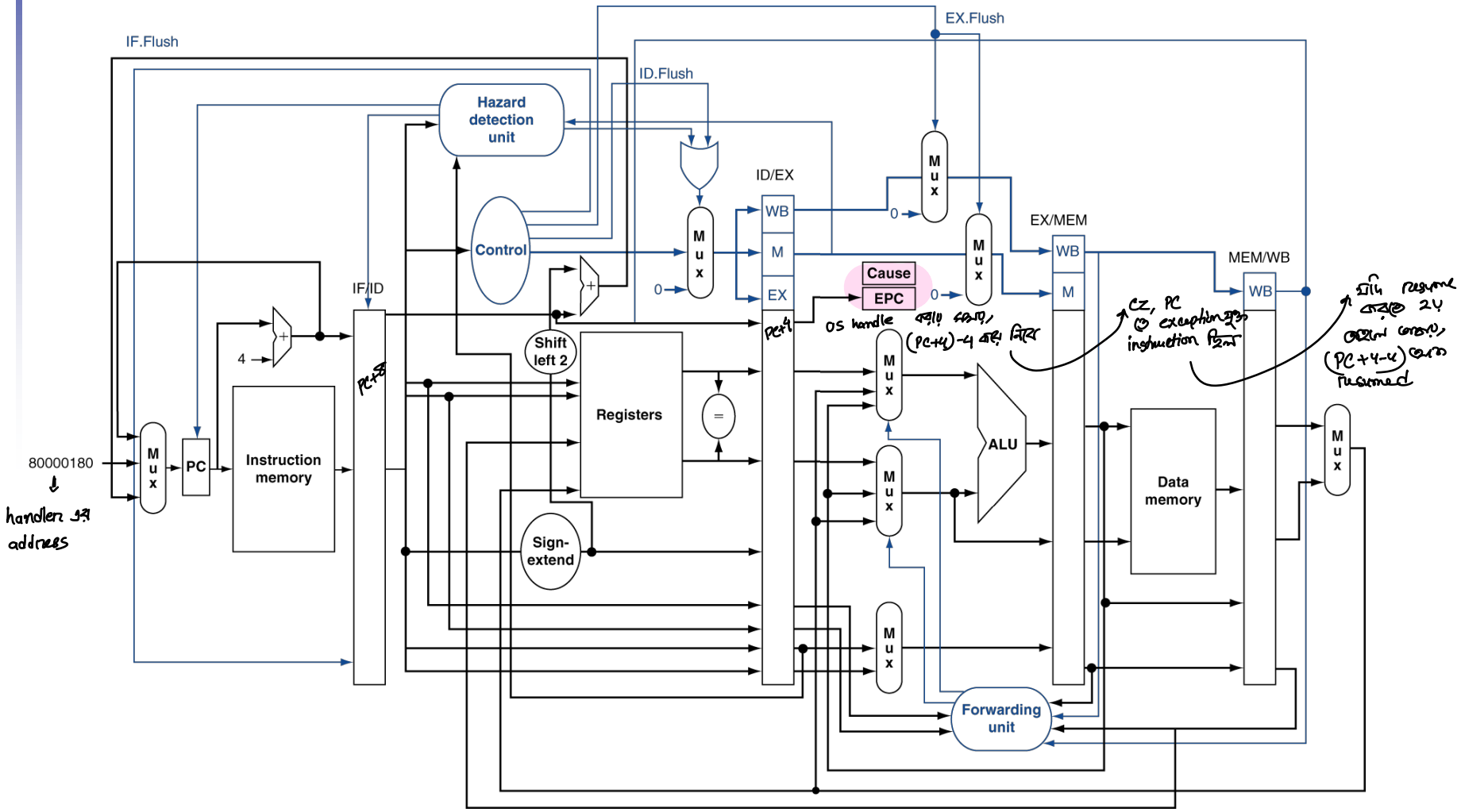
Exceptions in a Pipeline

- Another form of control hazard
- Consider overflow on add in EX stage

  `add $1, $2, $1`

  - Prevent $1 from being clobbered
  - Complete previous instructions
  - Flush add and subsequent instructions
  - Set Cause and EPC register values
  - Transfer control to handler
- Similar to mispredicted branch
  - Use much of the same hardware

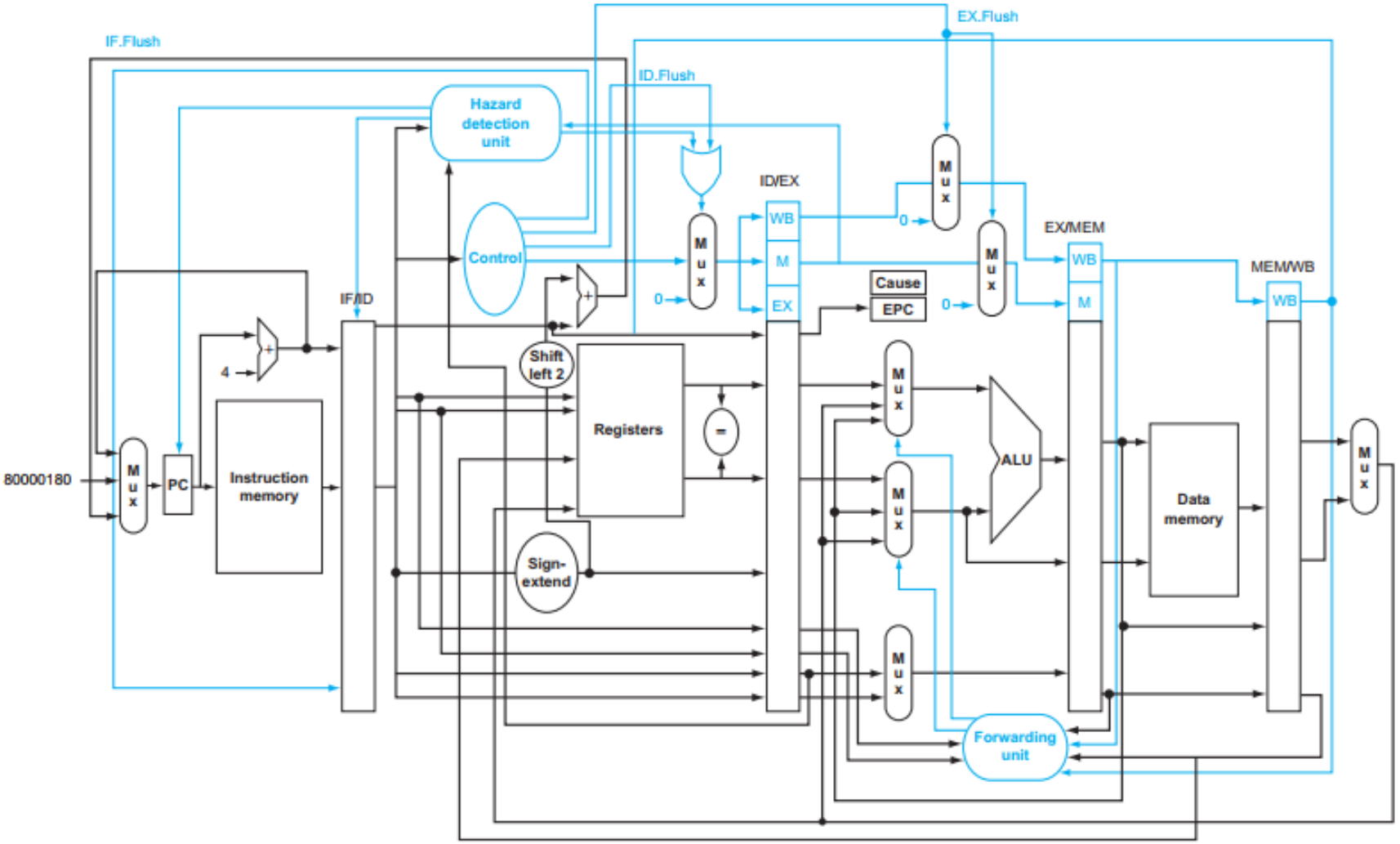
Pipeline with Exceptions



Exception Properties

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

Datapath with controls to handle exceptions



Exception Example

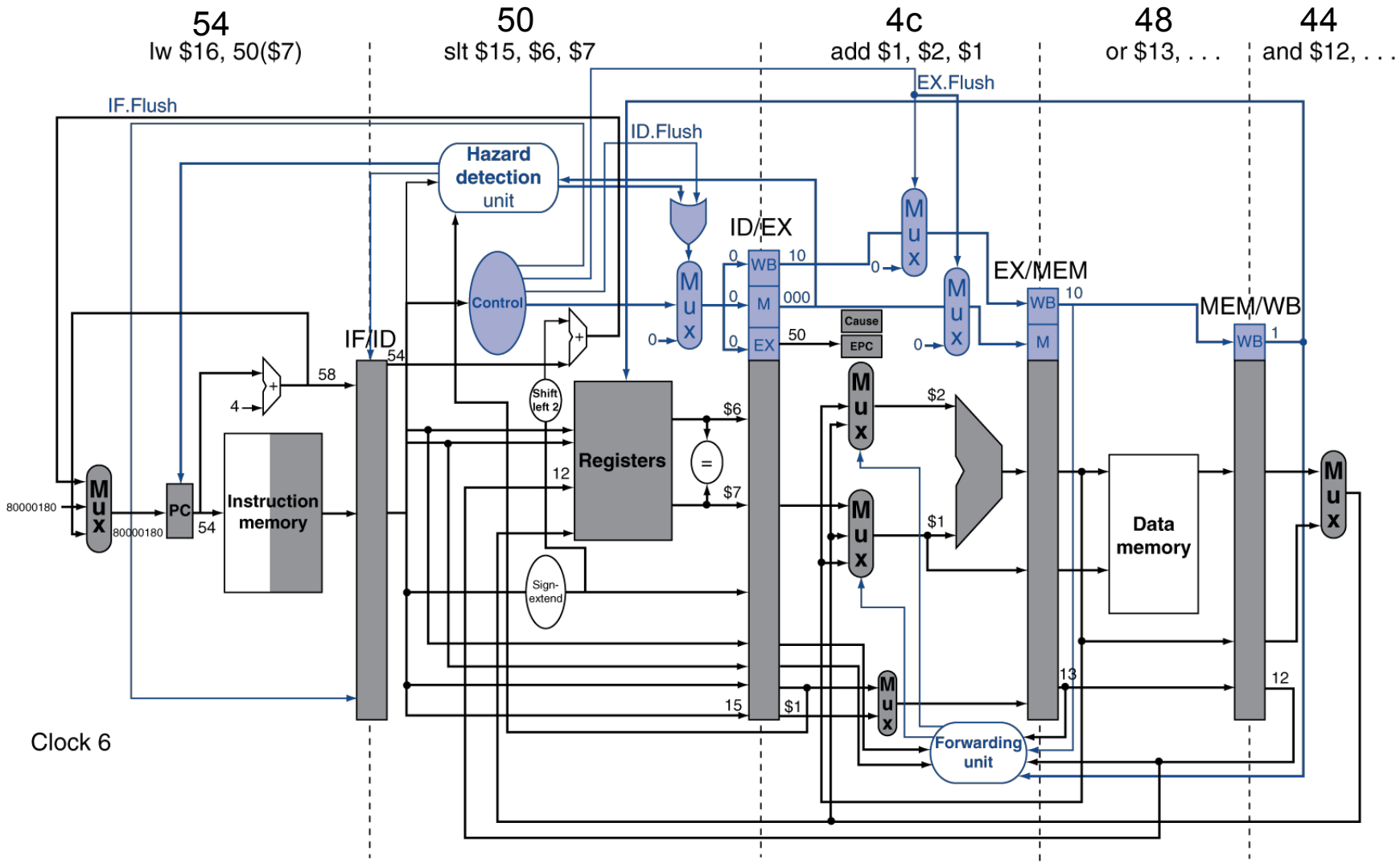
- Exception on add in

```
40      sub   $11, $2, $4
44      and   $12, $2, $5
48      or    $13, $2, $6
4C      add   $1,  $2, $1
50      slt   $15, $6, $7
54      lw    $16, 50($7)
…
```

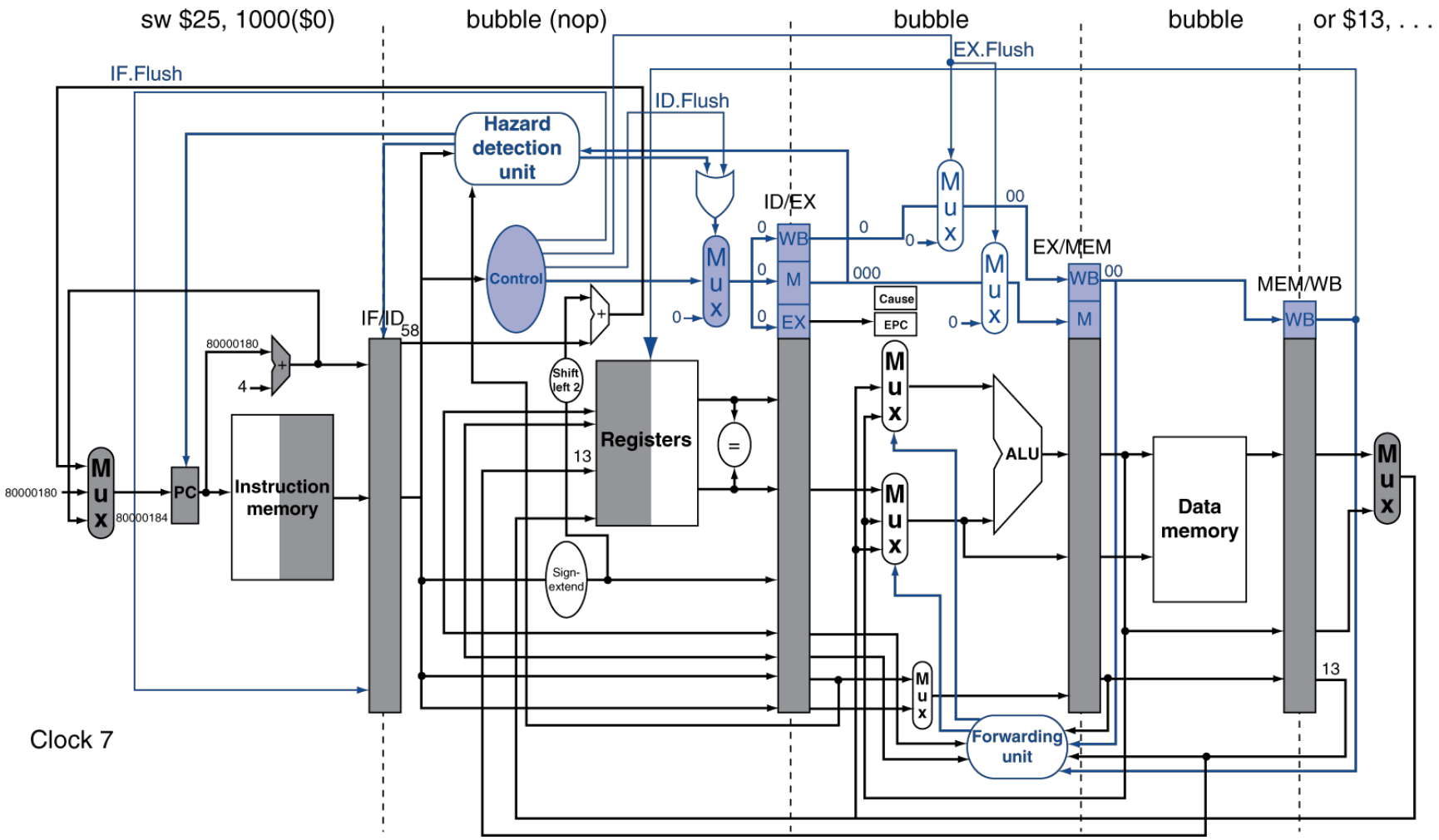
- Handler

```
80000180    sw    $25, 1000($0)
80000184    sw    $26, 1004($0)
…
```

Exception Example



Exception Example



if memory not in cache ⇒ undefined memory → will be fetched later on

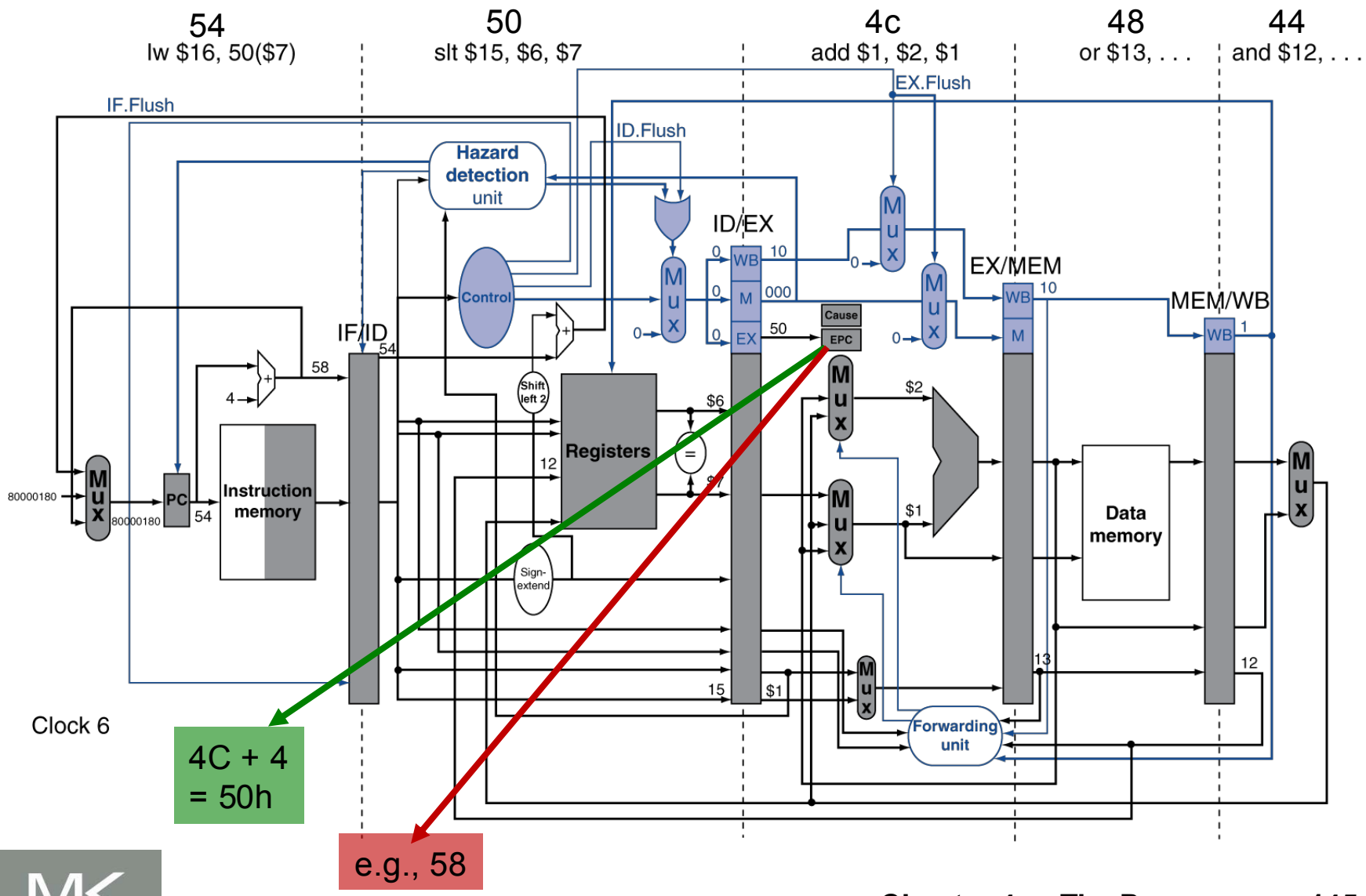
Multiple Exceptions

- 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

EPC: Precise vs. Imprecise



Instruction-Level Parallelism (ILP)

- Pipelining: executing multiple instructions in parallel
- To increase ILP
  - Deeper pipeline
    - Less work per stage ⇒ shorter clock cycle
  - Multiple issue
    - Replicate pipeline stages ⇒ 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, peak CPI = 0.25, peak IPC = 4 ⇒good
    - But dependencies reduce this in practice

moderate → IPC = 2

Multiple Issue

- Static multiple issue
  - Compiler groups instructions to be issued together
  - Packages them into “issue slots”
  - Compiler detects and avoids hazards
- 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

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 followed by a store (whether the load is dependent on the store)
    - 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 ignoring exceptions until it is clear that they really should occur
- Dynamic speculation
  - Can buffer exceptions until instruction completion
    - i.e., the instruction is not speculative anymore

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

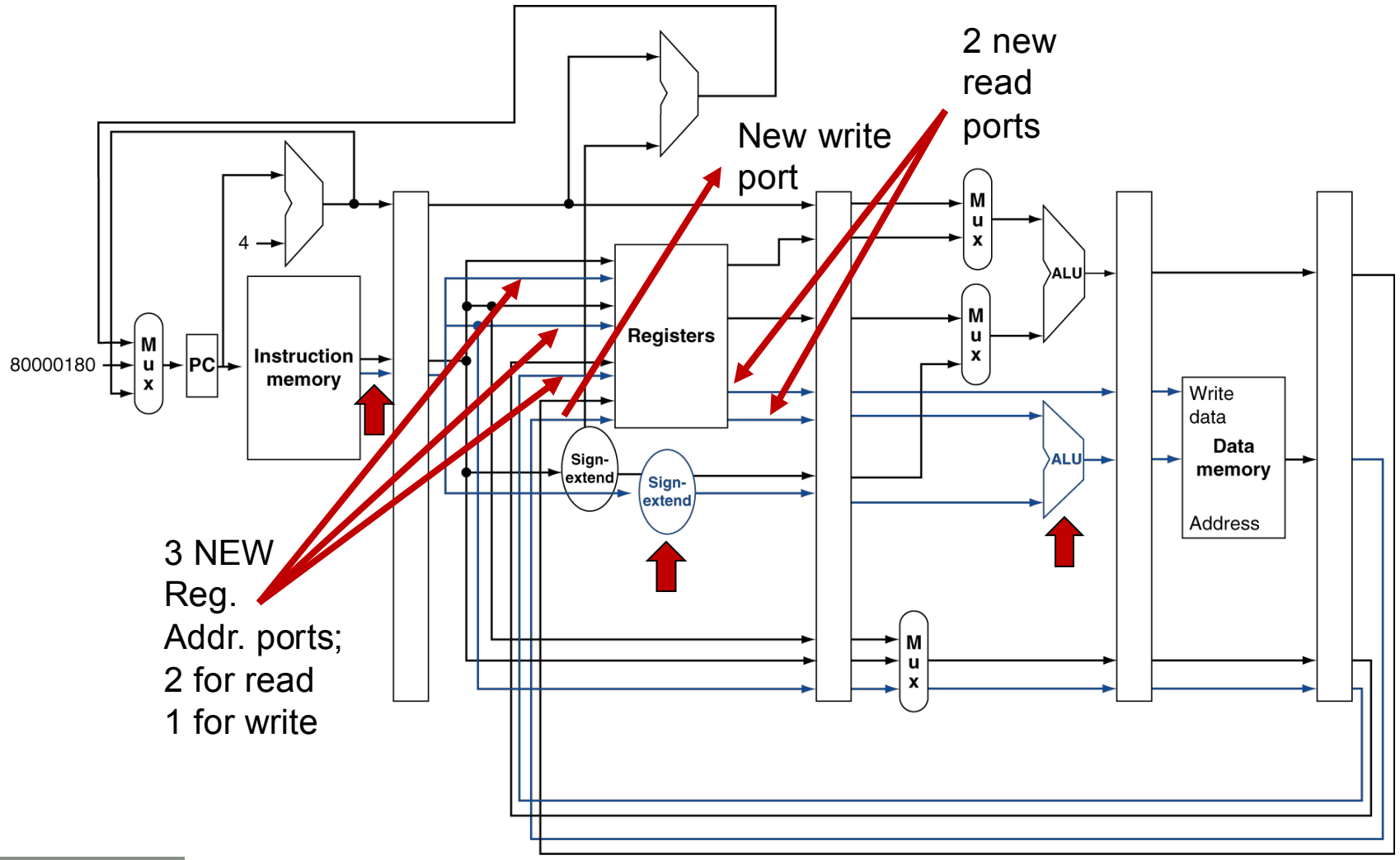
- Compiler must remove/reduce/prevent some/all hazards
  - Reorder instructions into issue packets
  - No dependencies within a packet
  - Possibly some dependencies between packets
    - This will be handled by Hardware (forwarding/Stall)
  - Pad with nop if necessary

MIPS 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						
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
      load $s2, 0($t0)
      ```
    - Split into two packets, effectively a stall
- Load-use hazard
  - (between two issue packet)
  - Still one cycle use latency, but now two instructions
- More aggressive scheduling required
      ```

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:	nop	lw $t0, 0($s1)	1
	addi $s1, $s1,-4	nop	2
	addu $t0, $t0, $s2	nop	3
	bne $s1, $zero, Loop	sw $t0, 4($s1)	4

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

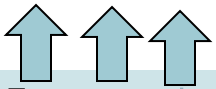
Loop Unrolling

- 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

register reading

	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, $t4, $s2	sw $t1, 12($s1)	6
	nop	sw $t2, 8($s1)	7
	bne $s1, $zero, Loop	sw $t3, 4($s1)	8



```
Loop: lw   $t0, 0($s1)
      addu $t0, $t0, $s2
      sw   $t0, 0($s1)
      addi $s1, $s1,-4
      bne  $s1, $zero, Loop
```

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

if prediction wrong → flush

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

Simple superscalar vs. VLIW

- The code is guaranteed by the hardware to execute correctly.
  - independent of the issue rate
  - or pipeline structure of the processor.
- In VLIW, recompilation may be required for different processor models;
- In other static issue processors, code should run correctly across different implementations
  - but often so poorly as to make compilation effectively required.

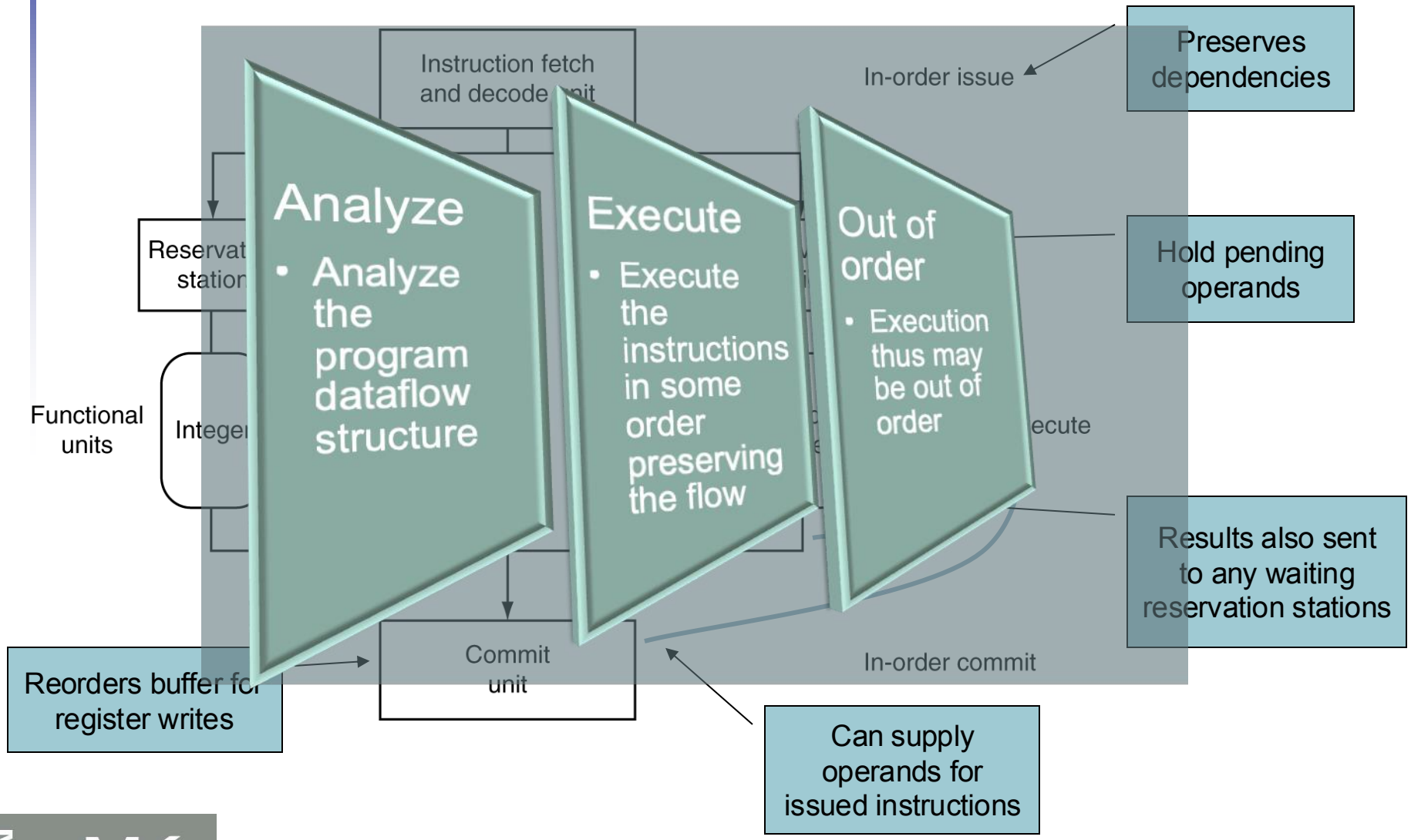
Dynamic Pipeline Scheduling

- 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



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
      - The name of the functional unit is tracked
    - Register update may not be required

Speculation

- Predict branch and continue issuing
  - Don’t commit until branch outcome determined
- Load speculation
  - support speculation on load addresses,
  - allowing load-store reordering,
  - Don’t commit load until speculation cleared

Why Do Dynamic Scheduling?

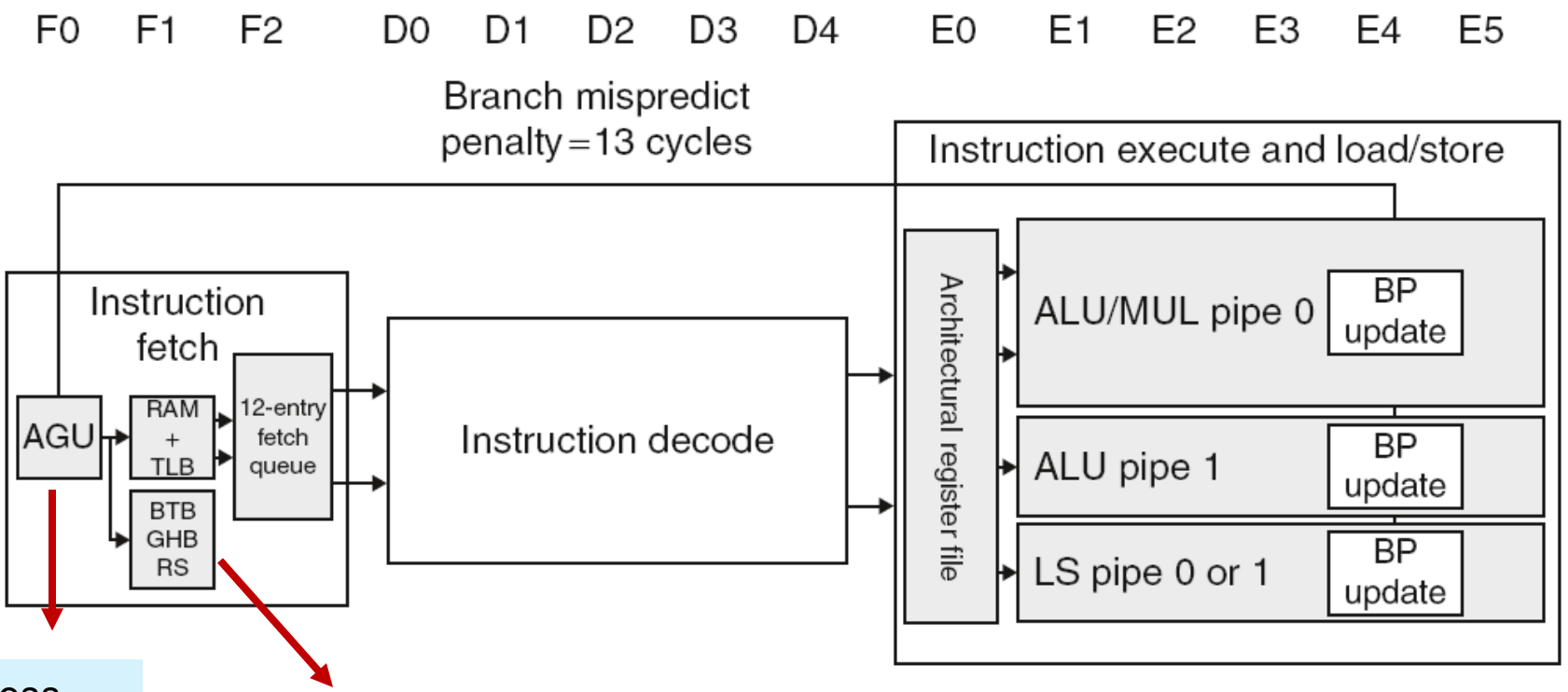
- Why not just let the compiler schedule code?
- Not all stalls are predicable
  - e.g., cache misses
- Can't always schedule around branches
  - Branch outcome is dynamically determined
- Different implementations of an ISA have different latencies and hazards

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
- Some parallelism is hard to expose
- Memory delays and limited bandwidth
  - Hard to keep pipelines full
- Speculation can help if done well

ARM Cortex-A8 Pipeline



Address Generation Unit

Branch Target Buffer
Global History Buffer
Return Stack

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

Sir এর part

hardware / Datapath থেকে আসবে section

এই part থেকে আসবে,

compulsory ques => 30 marks

7টা ques => 15 marks

ans => 5টা

* OBE er প্রশ্ন গুলো হবে

১টা ques (3d) - easy - 35

2nd type (যেটা /class) - medium - 35

বাকি 3 marks - উদাহরণ type

(*) design Question

- (*) new instruction দিবে, এটাকে datapath এ incorporate
- (*) new hazard type দিবে → condition
- (*) datapath থেকে processor design