

# CS 222 Computer Organization & Architecture

## Lecture 22 [12.03.2019]

### Introduction to RISC instruction pipeline



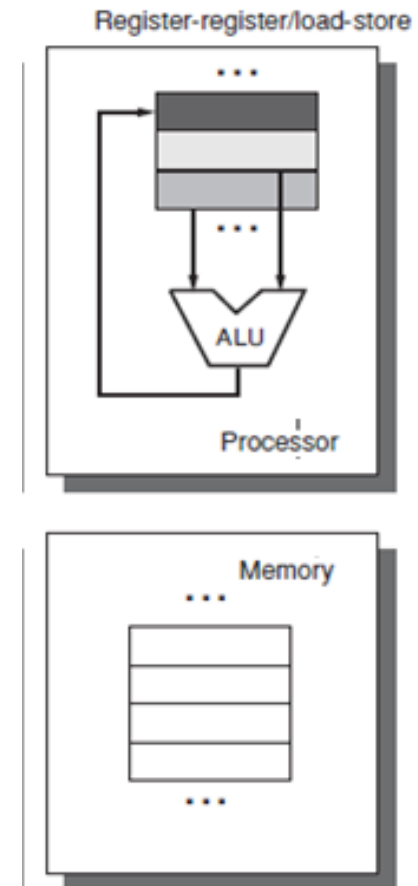
**John Jose**

**Assistant Professor**

**Department of Computer Science & Engineering  
Indian Institute of Technology Guwahati, Assam.**

# Introduction to MIPS

- ❖ Microprocessor without Interlocked Pipelined Stages
- ❖ 32 registers (32 bit each)
- ❖ Uniform length instructions
- ❖ RISC- Load store architecture



# Introduction to MIPS

	6 bits	5 bits	5 bits	5 bits	5 bits	6 bits
<b>R:</b>	op	rs	rt	rd	shamt	funct
<b>I:</b>	op	rs	rt	address / immediate		
<b>J:</b>	op	target address				

op: basic operation of the instruction (opcode)

rs: first source operand register

rt: second source operand register

rd: destination operand register

shamt: shift amount

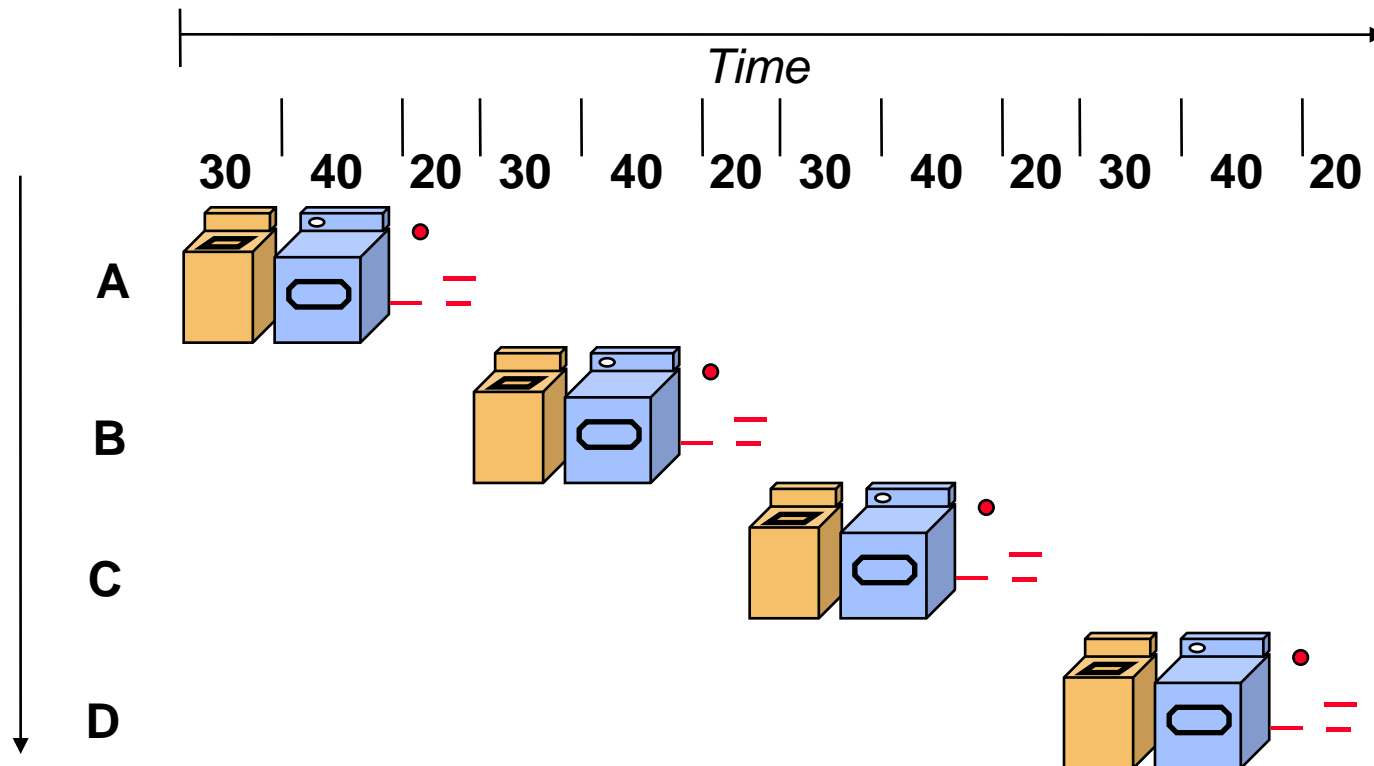
funct: selects the specific variant of the opcode (function code)

address: offset for load/store instructions ( $\pm 2^{15}$ )

immediate: constants for immediate instructions

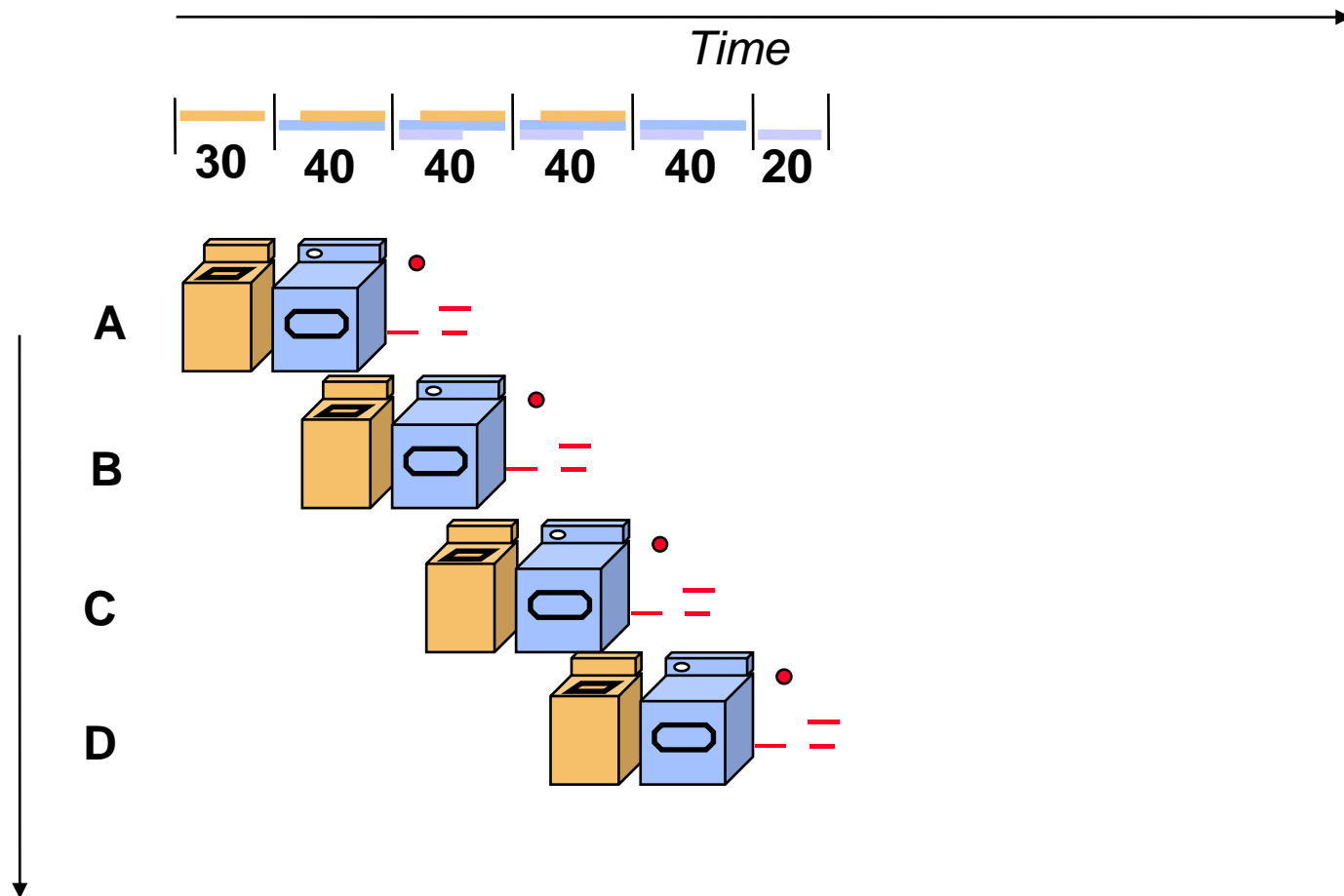
# Unpipelined Work flow

- ❖ Start work when previous one is fully over
- ❖ Sequential laundry takes 6 hours for 4 loads



# Pipelined Work flow

- ❖ Start work as soon as possible
- ❖ Pipelined laundry takes 3.5 hours for 4 loads

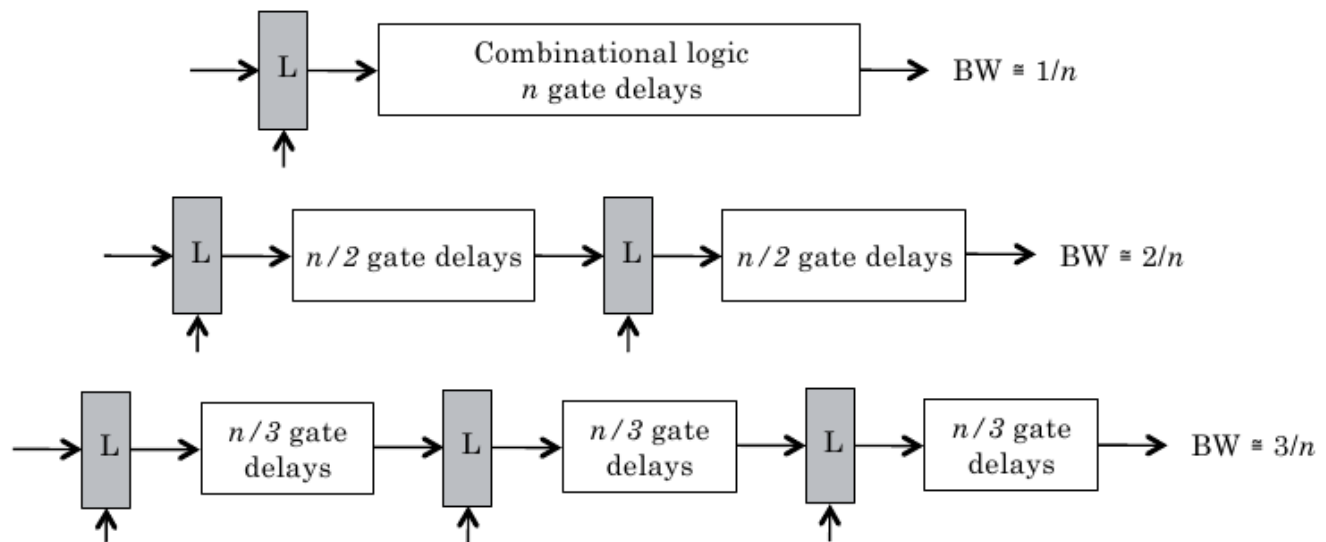


# Pipelining Characteristics

- ❖ Pipelining doesn't reduce latency of single task, it improves throughput of entire workload
- ❖ Pipeline rate limited by slowest pipeline stage
- ❖ Potential speedup = Number of pipe stages
- ❖ Unbalanced lengths of pipe stages reduces speedup
- ❖ Time to "fill" pipeline and time to "drain" it reduces speedup

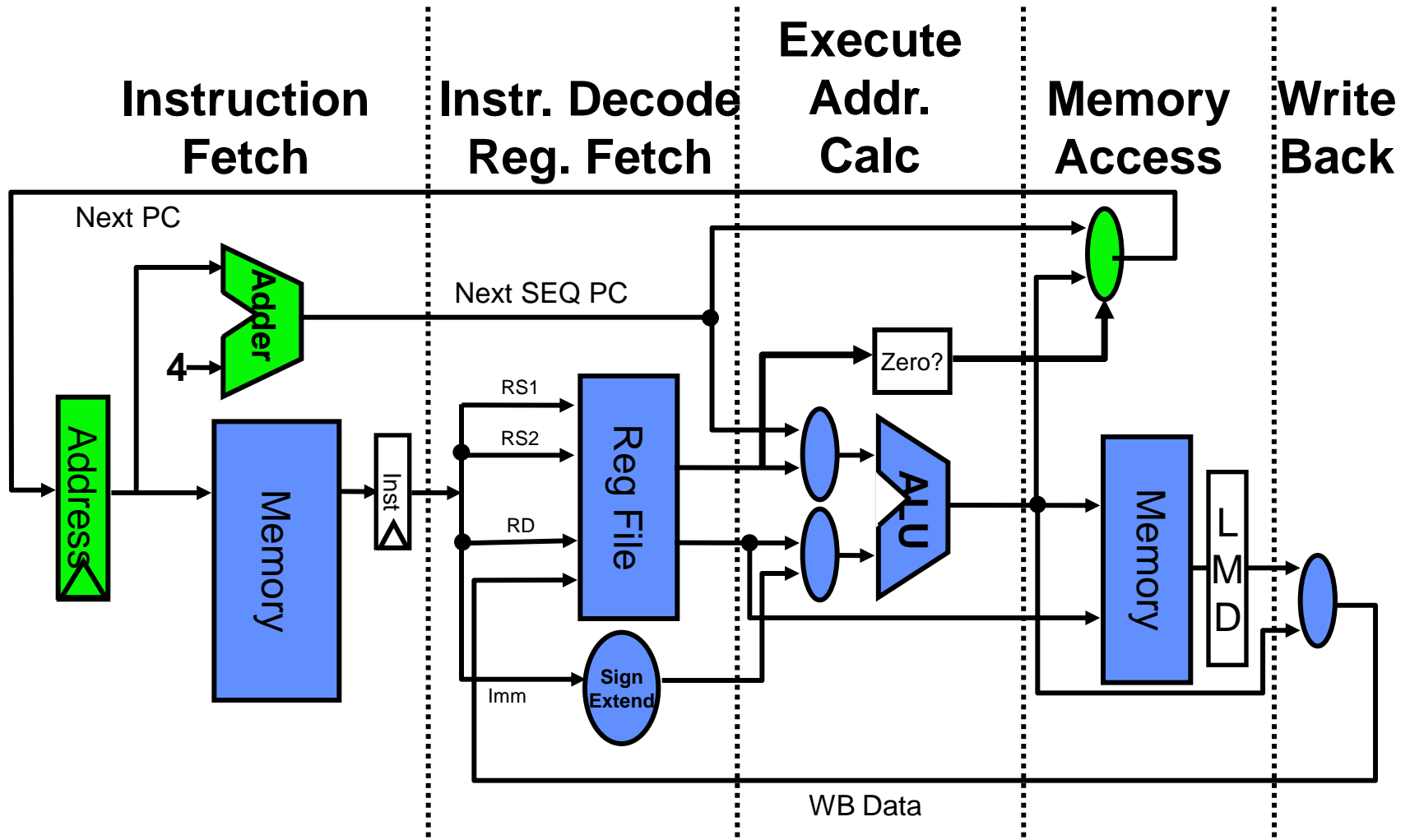
# Pipelining in Circuits

- ❖ Pipelining partitions the system into multiple independent stages with added buffers between the stages.
- ❖ Pipelining can increase the throughput of a system.



Potential  $k$ -fold increase of throughput in a  $k$ -stage pipelined system

# Unpipelined RISC Data path





# Pipelined RISC Data path

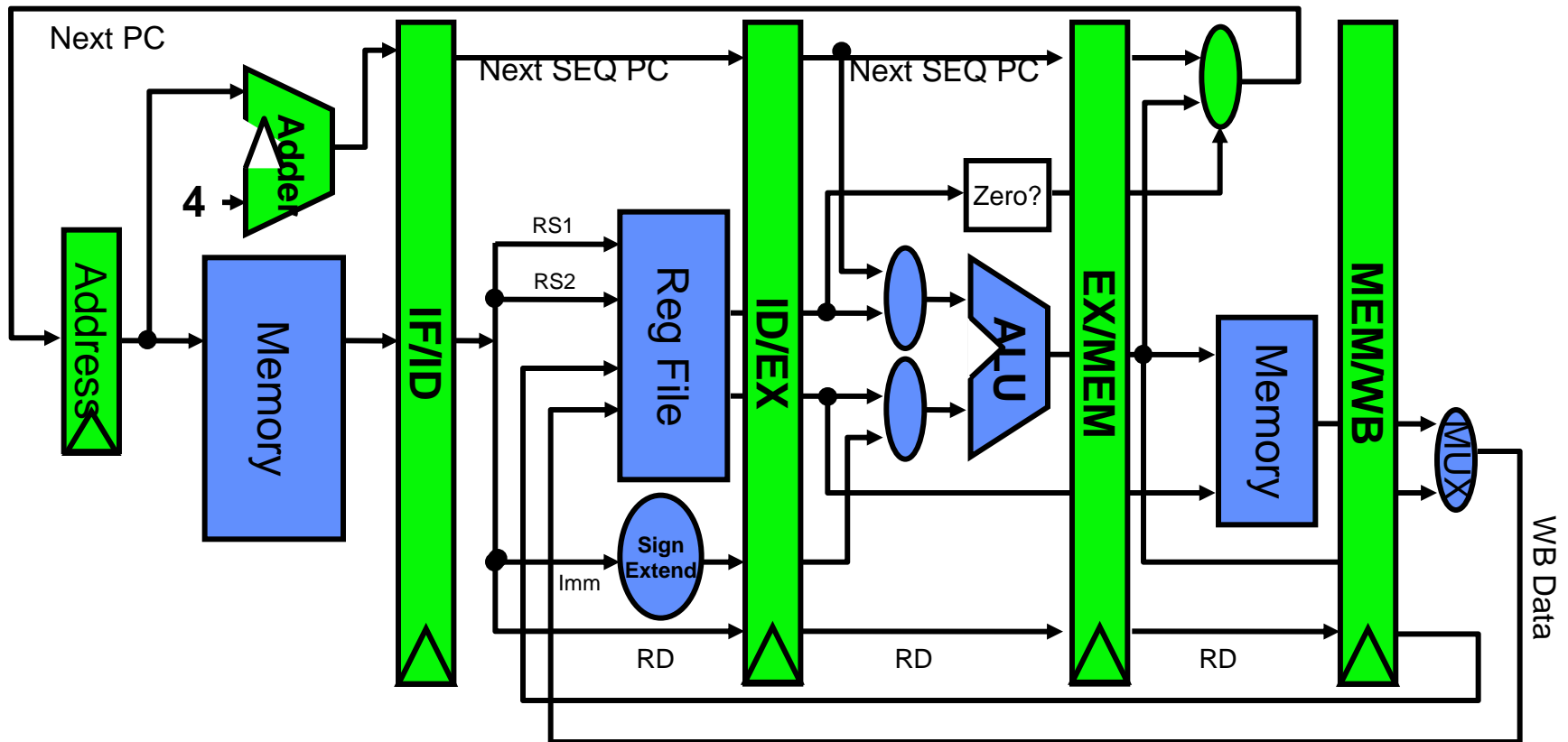
Instruction  
Fetch

Instr. Decode  
Reg. Fetch

Execute  
Addr.  
Calc

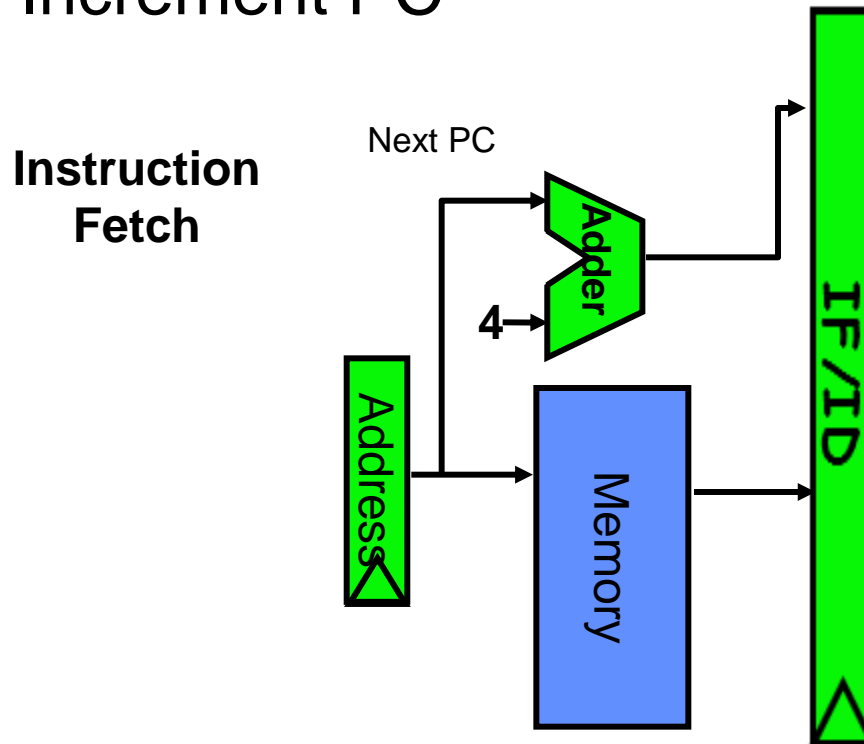
Memory  
Access

Write  
Back



# RISC MIPS Instruction Pipeline

- ❖ Each instruction can take at most 5 clock cycles
- ❖ **Instruction fetch cycle (IF)**
  - ❖ Based on PC, fetch the instruction from memory
  - ❖ Increment PC

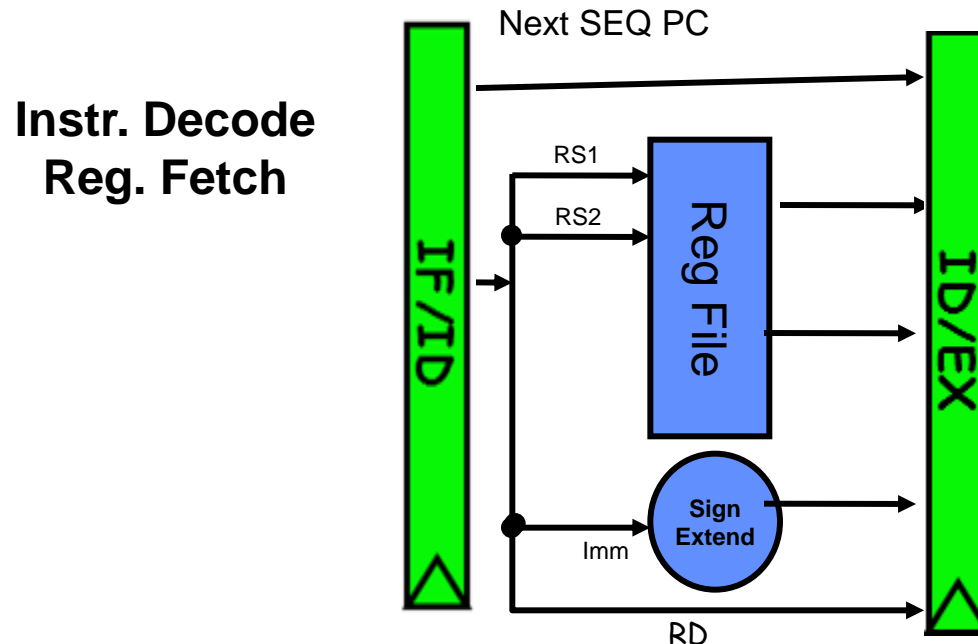


# RISC MIPS Instruction Pipeline

- ❖ **Instruction decode/register fetch cycle (ID)**
- ❖ Decode the instruction + register read operation
- ❖ Fixed field decoding **[ADD R1,R2,R3] OR [LW R1,8(R2)]**

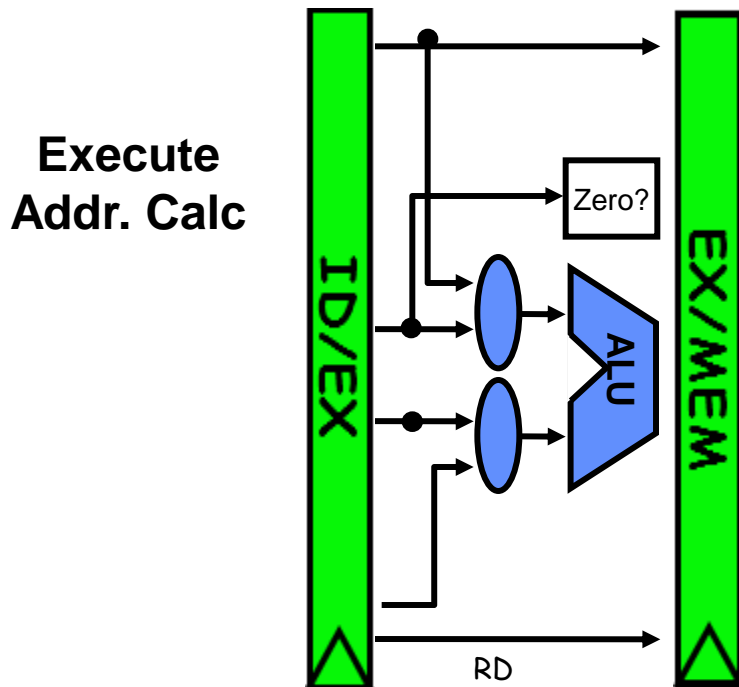
Ex: A3.01.02.03 : 10100011 00000001 00000010 00000011

Ex: 86.01.02.03 : 10000110 00000001 00001000 00000010



# RISC MIPS Instruction Pipeline

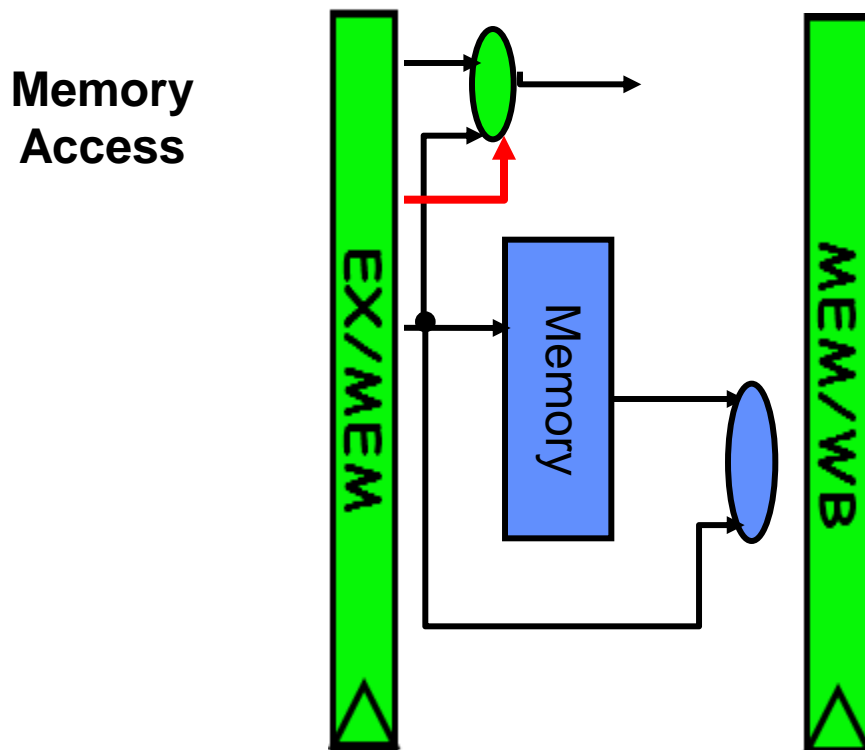
- ❖ **Execution/Effective address cycle (EX)**
- ❖ Memory reference: Calculate the effective address
- ❖ **[LW R1,8(R2) ]                      EFF ADDR= [R2] +8**
- ❖ Register-register ALU instruction **[ADD R1,R2,R2]**



# RISC MIPS Instruction Pipeline

## ❖ Memory access cycle (MEM)

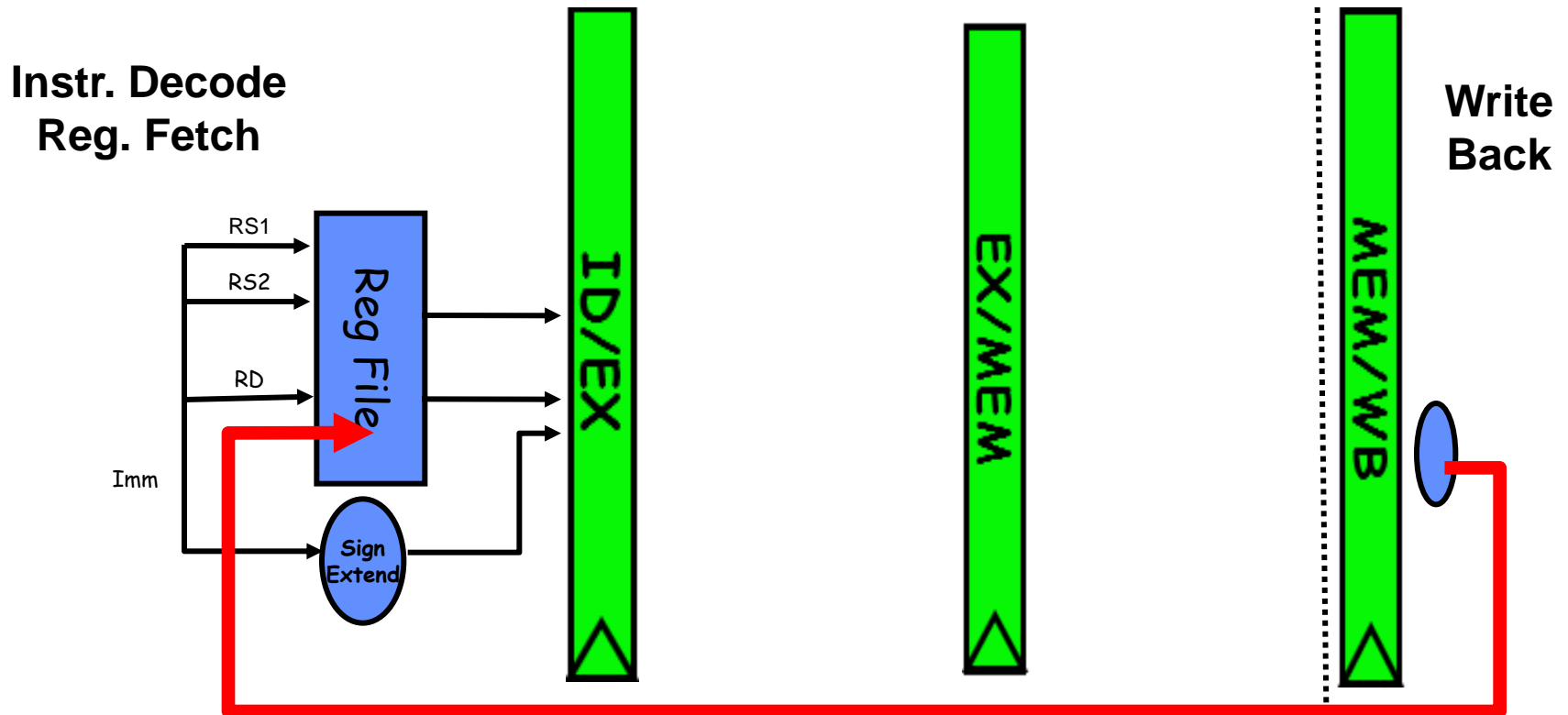
- ❖ Load from memory and store in register [LW R1,8(R2)]
- ❖ Store the data from the register to memory [SW R3,16(R4)]



# RISC Instruction Pipeline

## ❖ Write-back cycle (WB)

- ❖ Register-register ALU instruction or load instruction
- ❖ Write to register file **[LW R1,8(R2)]** , **[ADD R1,R2,R3]**



# Pipelined RISC Data path

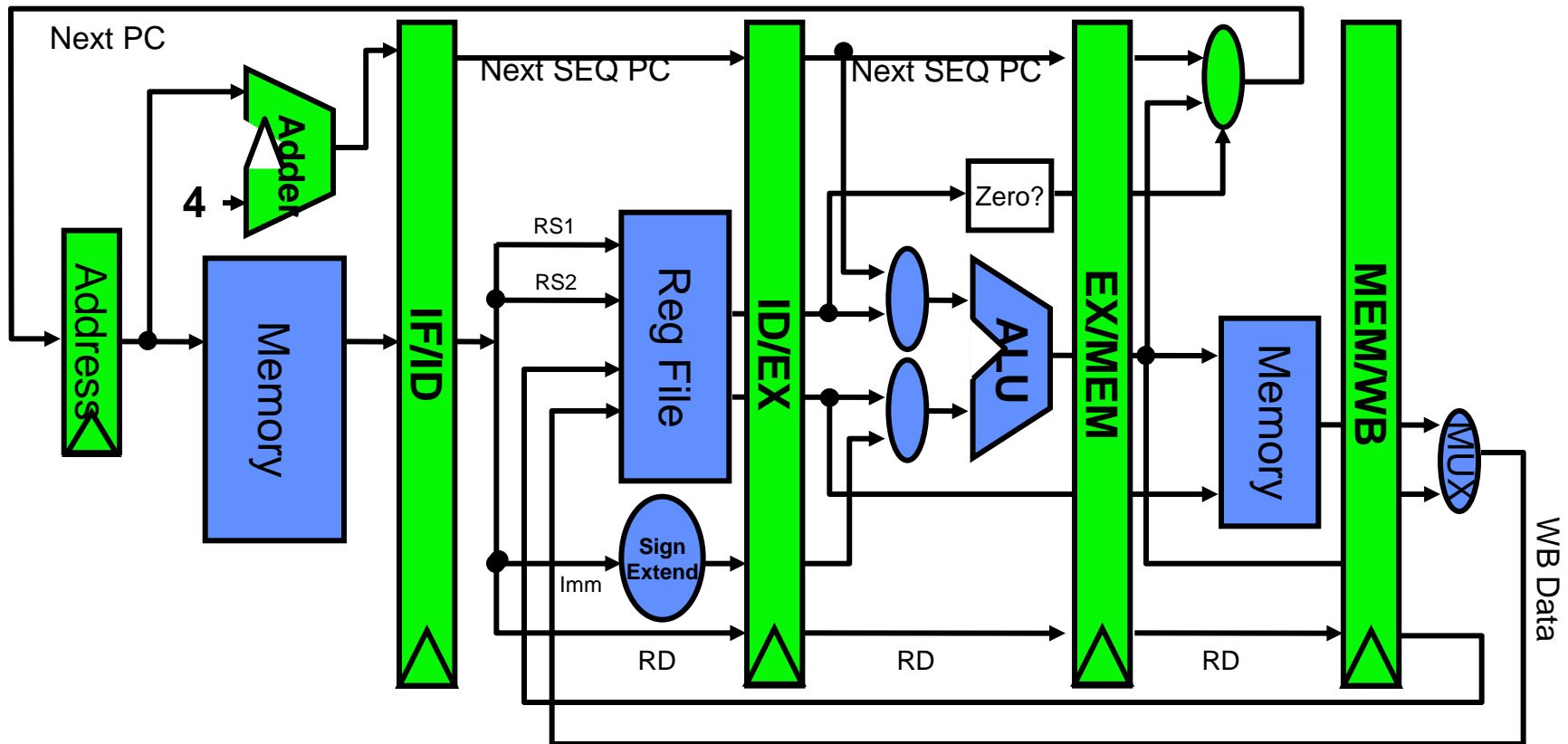
Instruction  
Fetch

Instr. Decode  
Reg. Fetch

Execute  
Addr.  
Calc

Memory  
Access

Write  
Back

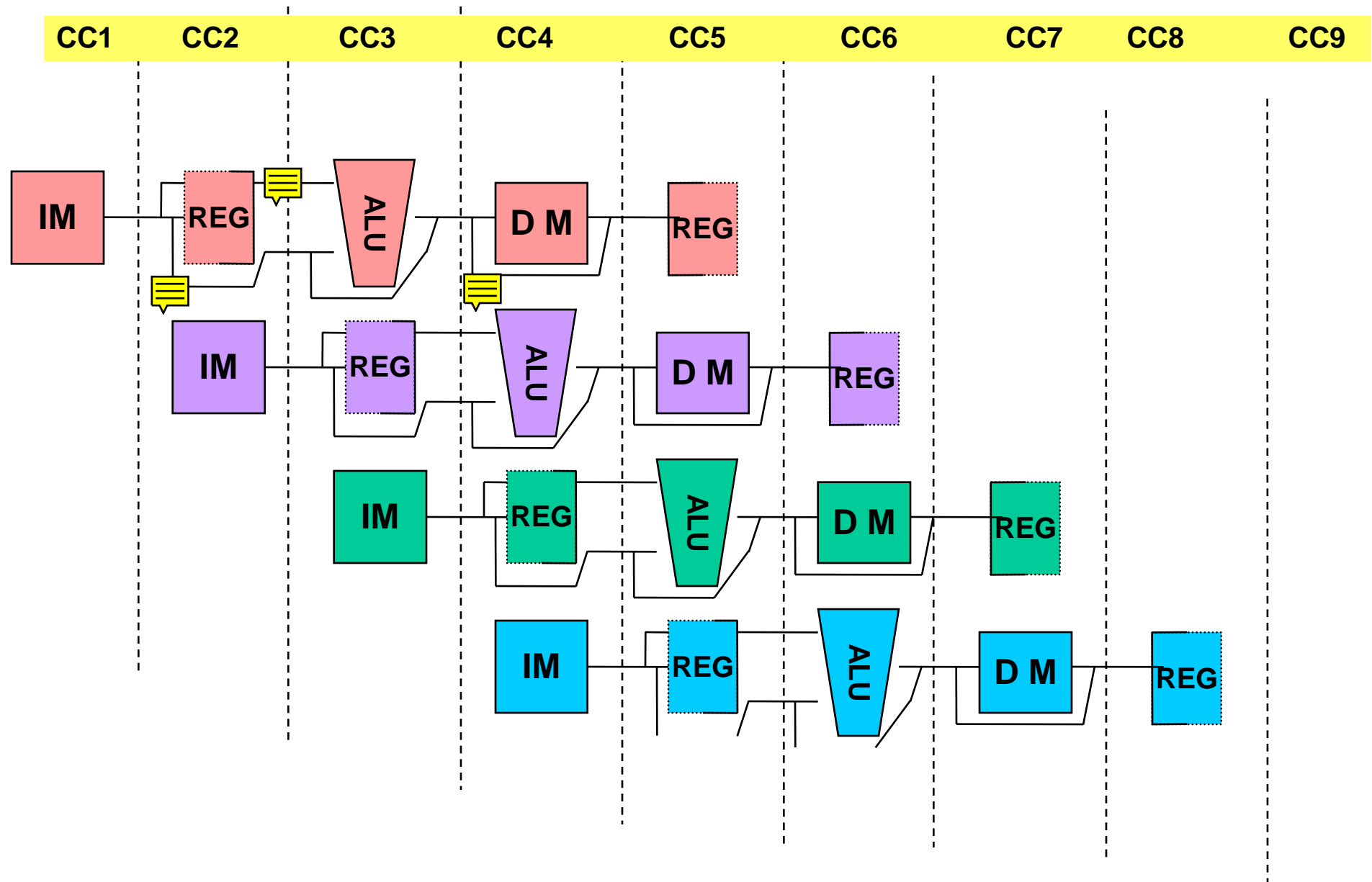


# Visualizing Pipelining

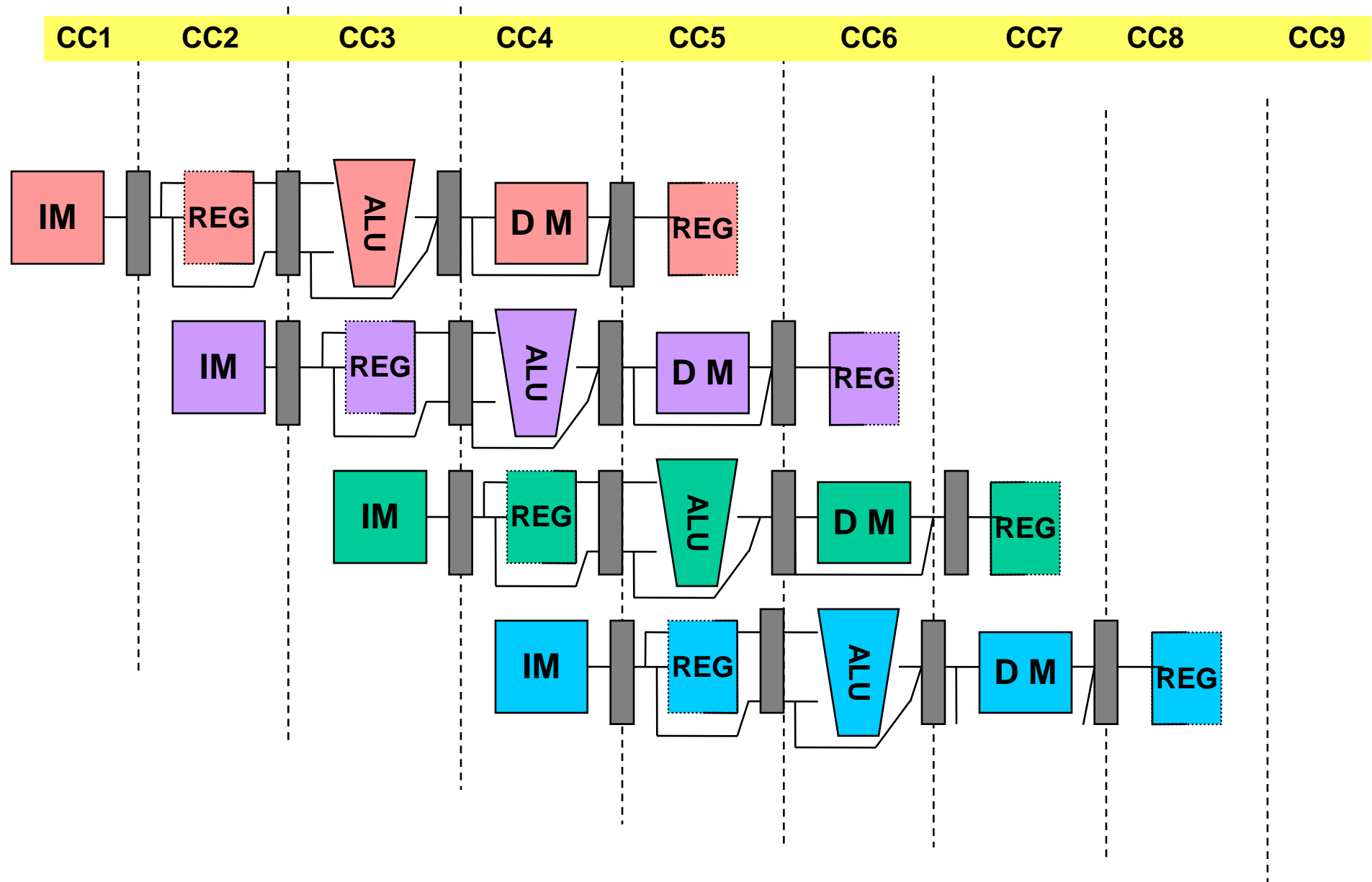
	Clock number							
Instruction number	1	2	3	4	5	6	7	8
$i$	IF	ID	EX	MEM	WB			
$i+1$		IF	ID	EX	MEM	WB		
$i+2$			IF	ID	EX	MEM	WB	
$i+3$				IF	ID	EX	MEM	WB
$i+4$					IF	ID	EX	MEM



# Visualizing Pipelining



# Visualizing Pipelining





**johnjose@iitg.ac.in**  
**<http://www.iitg.ac.in/johnjose/>**