

Lecture 15: Instruction level parallelism

Monday, February 11, 2019 8:14 AM

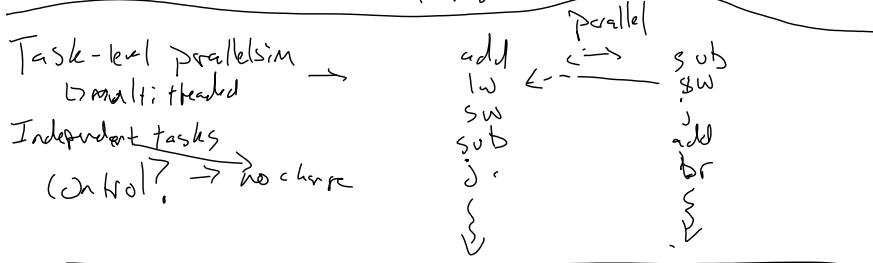
Outline

- Increasing performance with ILP
- Finding ILP
- Multi-issue pipeline
- VLIW

Pipelining is one form of ILP

↳ Execute different parts of different instructions
↳ stages

add
lw
sw
sub
j
↑



add lw sw sub j → w/ independent instructions
↳ add more execution units
another adder, branch unit, etc.

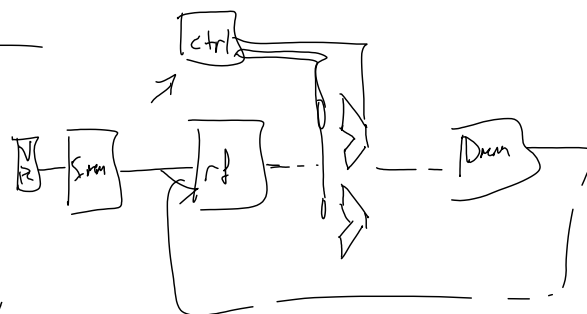
more power
wastage?

↳ different clocks? → difficult

↳ group independent instructions
↳ Dynamically search for independent instructions

Statically in compiler

hard to do
because many dependencies
are only known dynamically



Finding ILP

Scalpy

for (int i=0; i<100; i++)
z[i] = a*x[i] + y[i]

loop unrolling

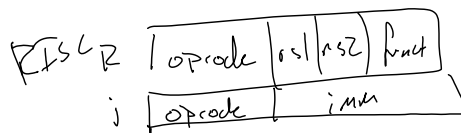
rather than one iteration at a time, if iterations are independent can do 2 or more at once

for (i=0; i<100; i+=2) {

z[i] = a*x[i] + y[i] → independent

z[i+1] = a*x[i+1] + y[i+1]

Li x1, 100
Add x2, zero, zero
Addi x2, x2, 1
Top: Add x3, x3, x2 add x8, x8, x7 fewer control instructions
↳ Lw t0, 0(x3) lw t2, 0(x8) four control dependencies
Mul t0, x6, t0
Add x4, x4, x2
↳ Lw t1, 0(x4)
Add t1, t0, t1
Add x5, x5, x2
Sw t1, 0(x5) = addi x2, x2, 2
Blr x2, x1, Top addi x7, x7, 2



VLIW FSA

↳ very long instruction word

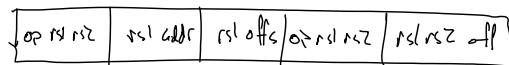
EPIC

↳ explicitly parallel instruction computer

SIMD → single instruction multiple data

... 1 1 1 0 predicate

VLIW



Encode what each functional unit is doing in the very long instruction

res^u

0	1	2	-
32	32	32	32

3	4	5	-
---	---	---	---

3	5	7	-
---	---	---	---

address^u w1, w2, w3



Static ILP

Dual-issue pipeline

