### CMP301B/CMPN301: Computer Architecture



## Pipelining Hazards

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# Agenda

- Pipelining Hazards
- Structural Hazards
  - Structural Hazards Solutions
- Data Hazards
  - Data Hazards Solutions
- Control Hazards
  - Control Hazards Solutions
- Exceptions

# Question??

#### Assume

- Fetch = 10 ns
- Decode = 6 ns
- Execute = 8 ns
- Memory = 10 ns
- Write back = 6 ns

What is the speedup of a pipelined processor Vs. Single cycle processor and Multi cycle processor?

<u>Given</u>: Number of instructions is 1000 instruction (50% add and sub instructions, 10% load, 10% store, 30% branch)

# **Pipeline Hazards**

- Hazards: Situations that prevent an instruction from being executed in its designated clock cycle
- Types of Hazards
  - **1.Structural Hazards**: two different instructions use same h/w in same cycle
  - **2.Data Hazards**: An instruction depends on the results of previous instruction
  - **3.Control Hazards**: When an instruction changes PC, like branches
- The simplest hazards solution is to stall the pipeline (some instructions are allowed to proceed, while other are delayed)

## Structural hazards

 No two instructions are processed by the same module at the same time.

### Solutions:

Stalling the pipeline (inserting bubbles)

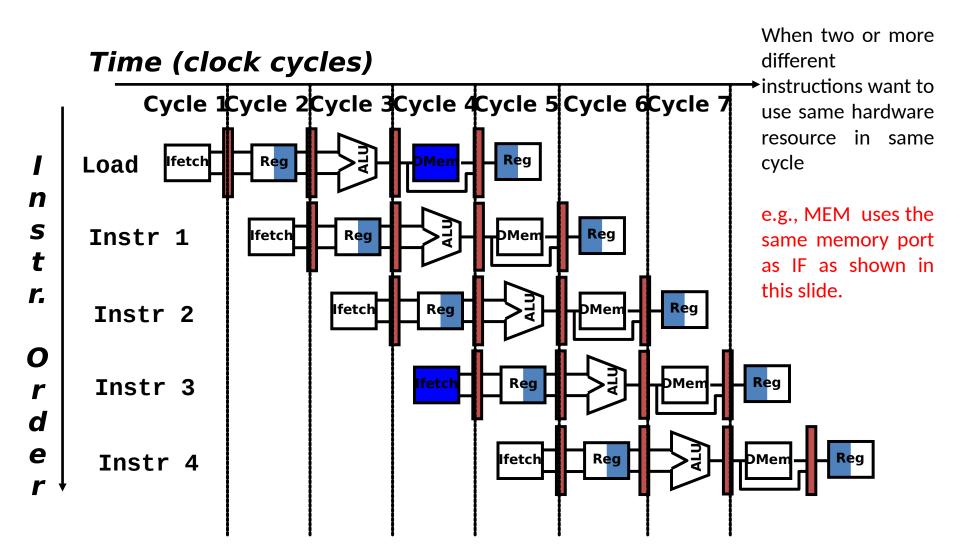
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## Structural hazards

### Examples

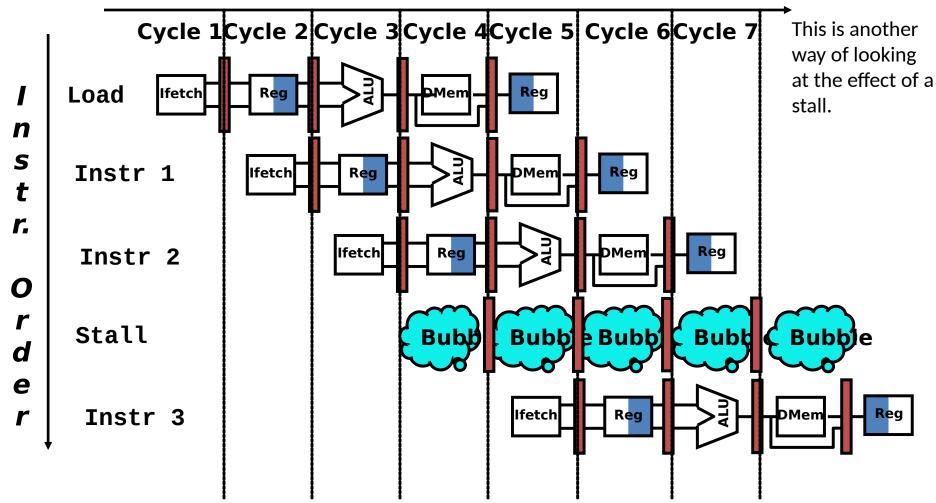
- Instruction fetch is conflicting with data memory access
  - Use two separate caches one for instructions and one for the data.
- Register file is accessed by the instruction in the decode (reading) and the instruction in the writeback (writing)
  - Ensure that writing is done in the first half of the clock and reading is done at the second half of the clock

## **Structural Hazards**



## **Structural Hazards**

### Time (clock cycles)



## **Data Hazards**

 An occurrence in which a planned instruction cannot execute in the proper clock cycle because data that is needed to execute the instruction is not yet available.

## **Data Hazards**

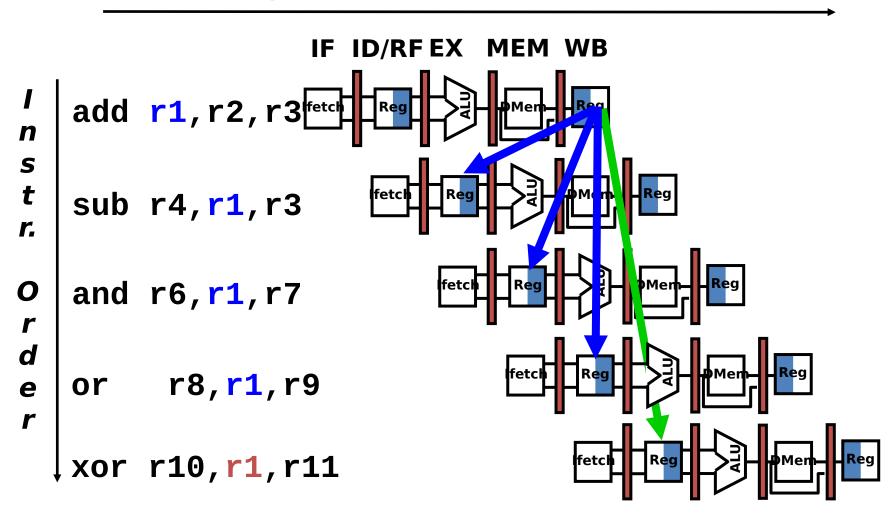
 Data hazards arise from the dependence of one instruction on an earlier one that is still in the pipeline.

### Example:

```
add $s0, $t0, $t1
sub $t2, $s0, $t3
```

# **Example**

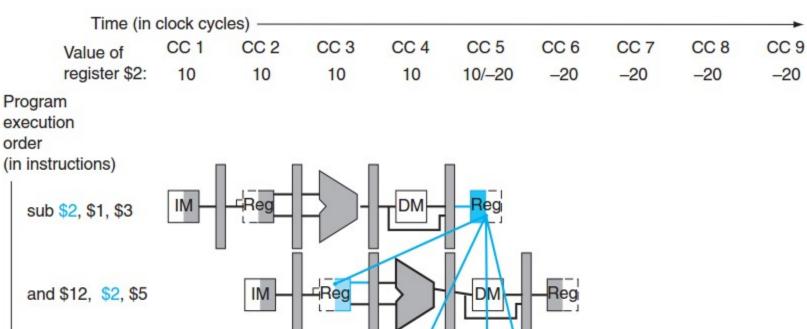
### Time (clock cycles)



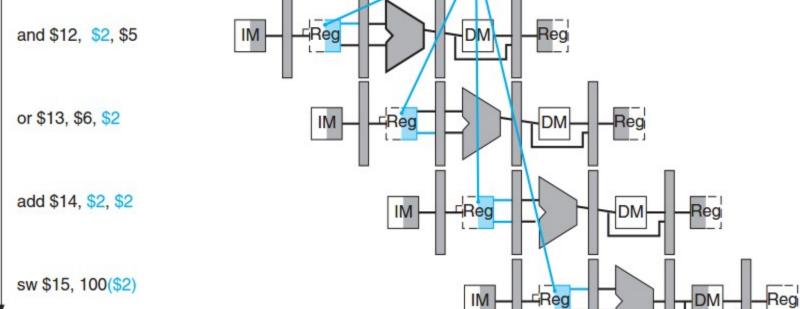
## **Data Hazards- Solutions**

- Solution (1): Software-solution: Compiler arranges instructions to avoid data dependencies
- Solution (2): Data Forwarding "or bypassing": forward the data back to the requesting stage "immediately when it is available"
- Solution (3): Stalling the pipeline: inserting bubbles and stall the instruction till the data is written back

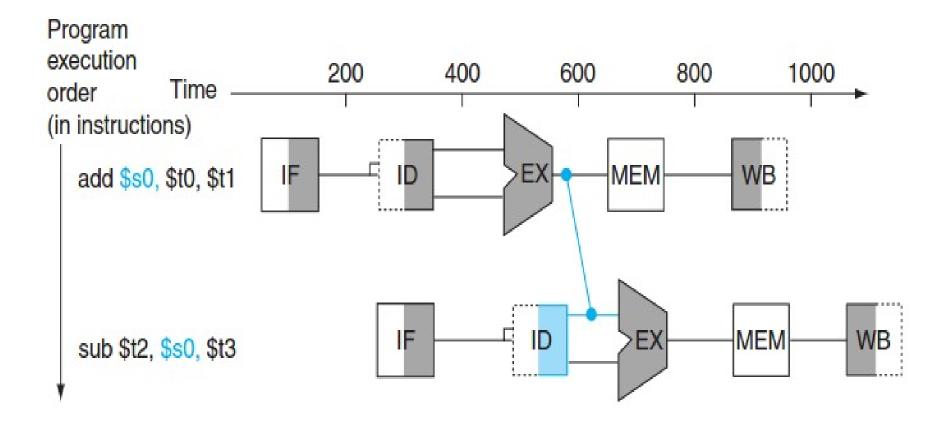
# **Data Forwarding**

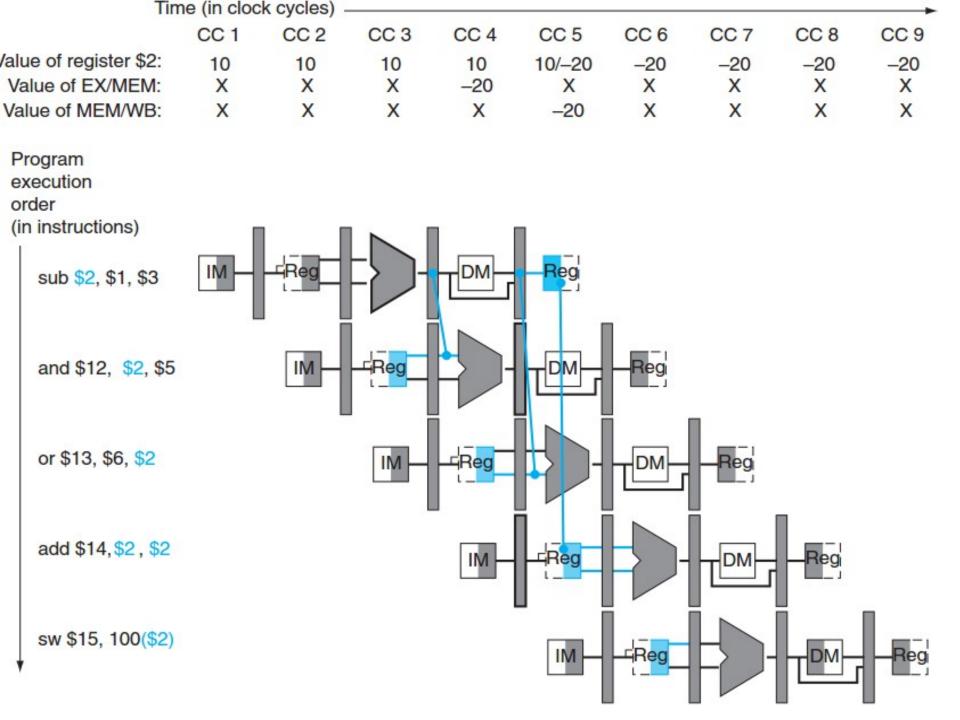


order

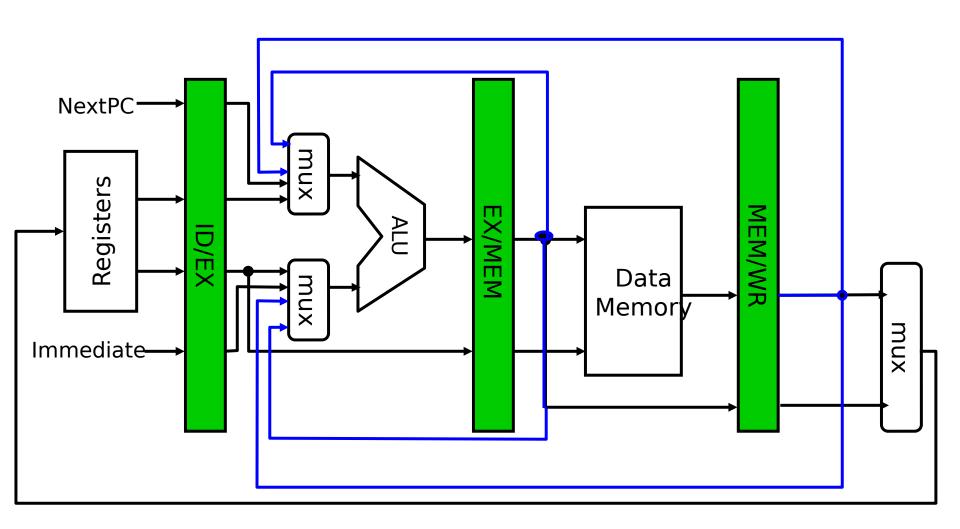


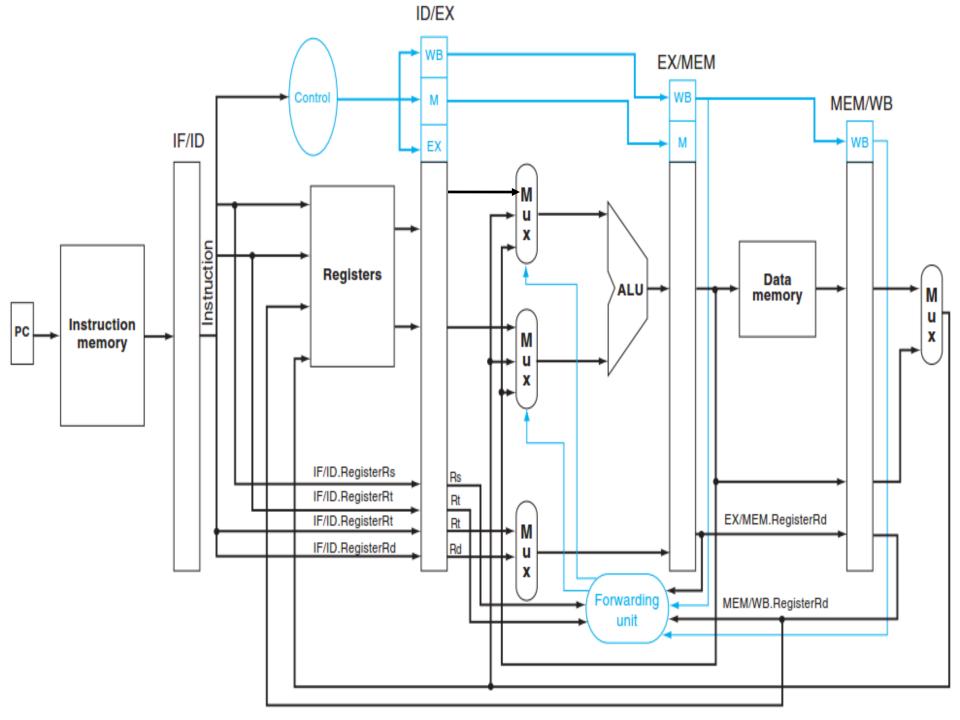
# **Data Forwarding**





#### **HW Change for Forwarding**

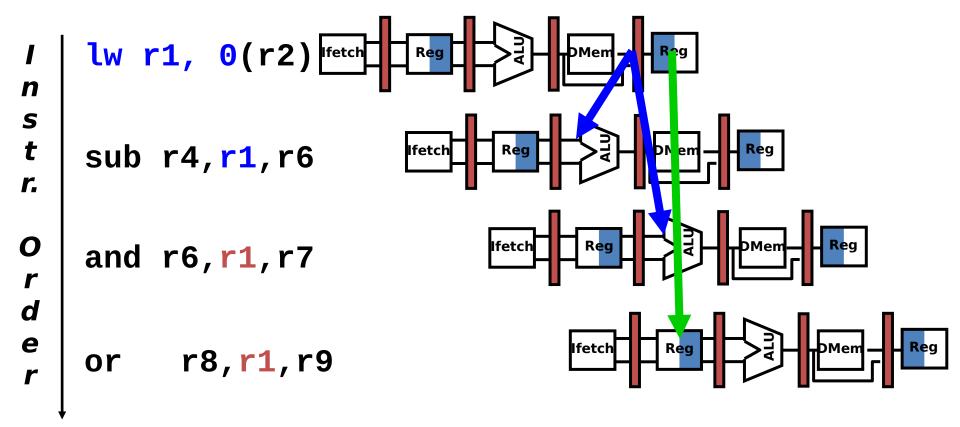




## **Load-Use Data Hazard**

 A specific form of data hazard in which the data requested by a load instruction has not yet become available when it is requested.

### Time (clock cycles)



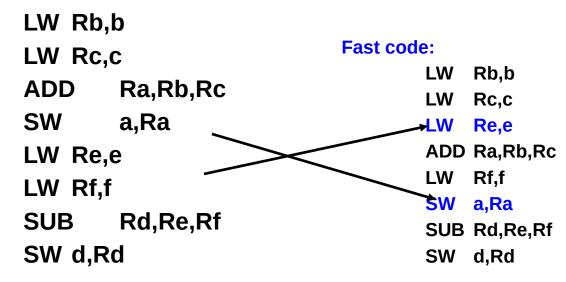
## **Software Scheduling to Avoid Load Hazards**

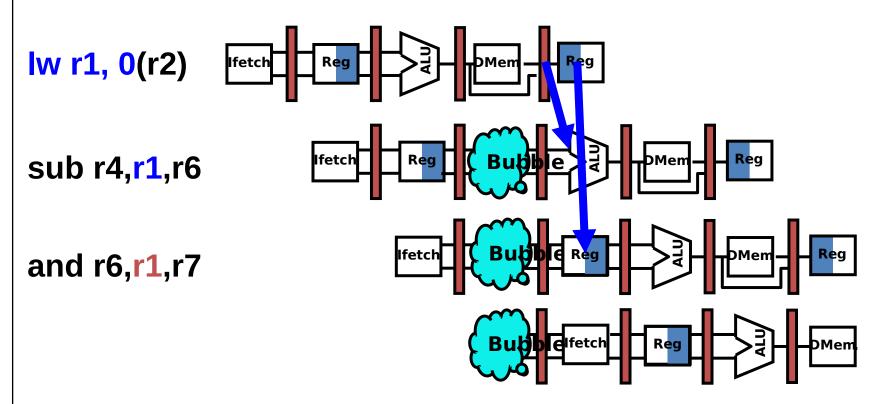
Try producing fast code for

$$a = b + c;$$
  
 $d = e - f;$ 

assuming a, b, c, d ,e, and f in memory.

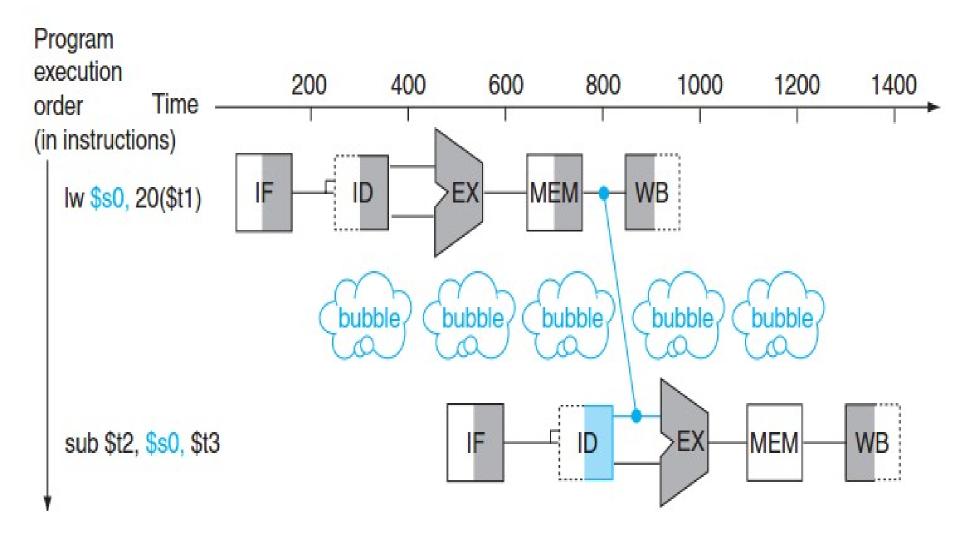
Slow code:





Pipeline should be stalled till the data becomes available

## **Load-Use Data Hazard**



## **Load-Use Data Hazard**

Load-Use Hazard check

```
if (ID/EX.MemRead and
          ((ID/EX.RegisterRt = IF/ID.RegisterRs) or
          (ID/EX.RegisterRt = IF/ID.RegisterRt)))
          stall the pipeline
```

Is the instruction is load ??

How can we insert NOP in the pipe??

## Data Hazard Detection H/W

