# CS305 Computer Architecture

**Data Hazards in the Pipeline** 

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Control
Control

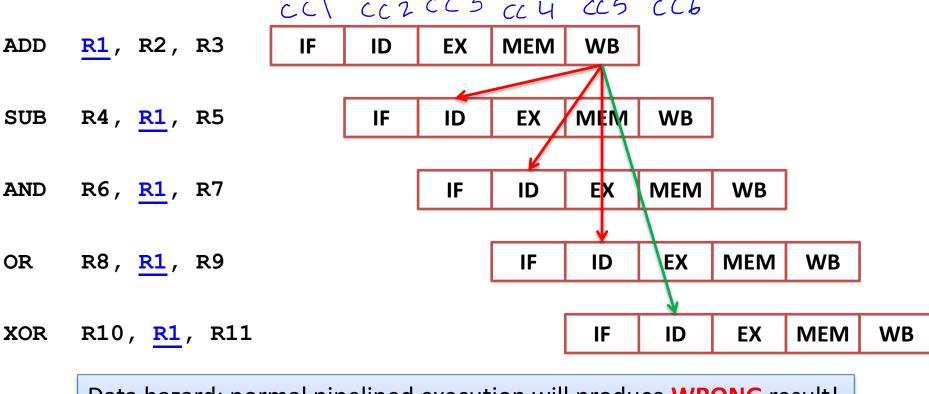
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### **Data Hazards**

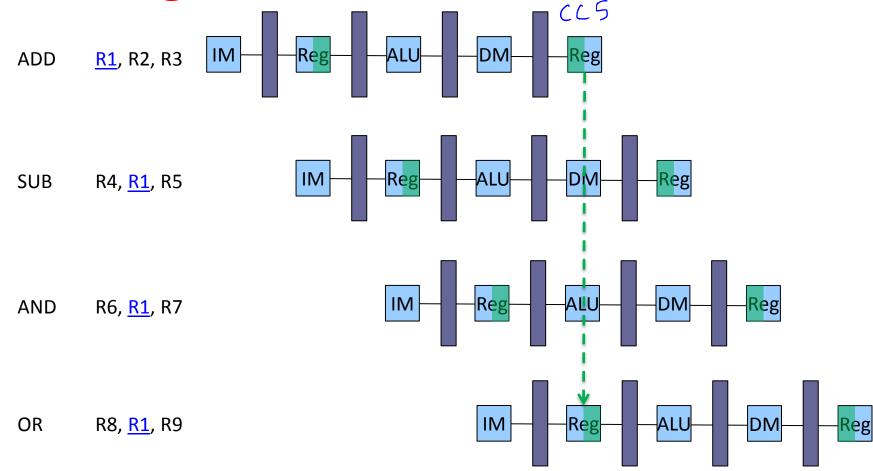
- Data dependence across instructions → data hazard
  - Register dependence
  - Memory dependence
- Example (DLX instruction set):
  - ADD <u>R1</u>, R2, R3
  - SUB R4, <u>R1</u>, R5
  - AND R6, <u>R1</u>, R7
  - OR R8, <u>R1</u>, R9
  - XOR R10, R1, R11
- All instructions after ADD depend on R1

# Pipeline With Data Hazards

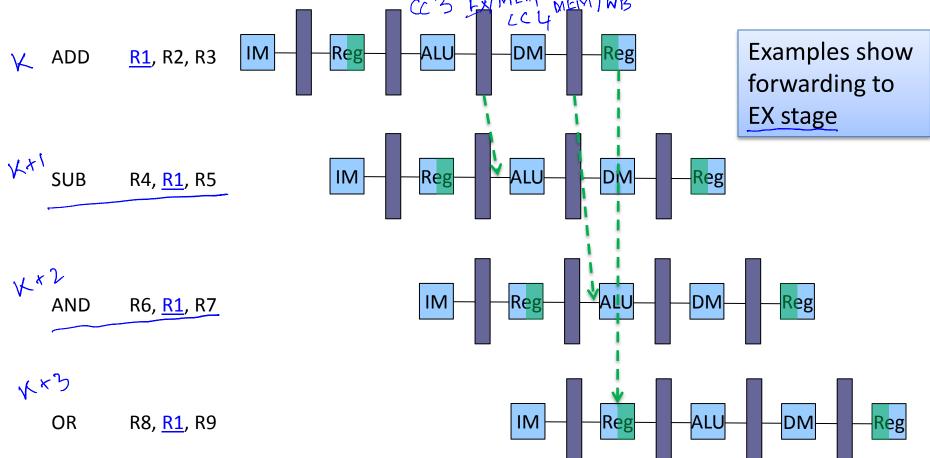


Data hazard: normal pipelined execution will produce **WRONG** result! Solution? Can stall. Can we do better?

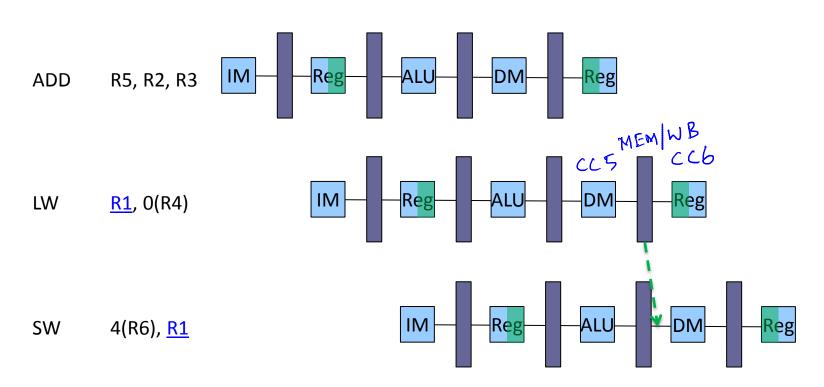
## Register File: Reads after Writes



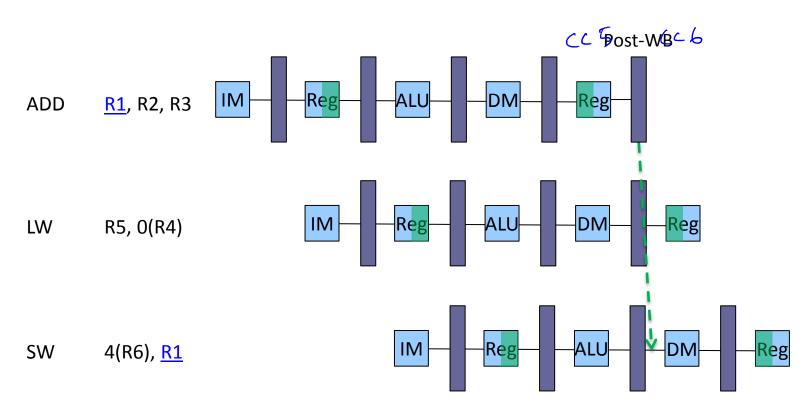
Minimizing Stalls via Data Forwarding



## **Data Forwarding to MEM Stage**

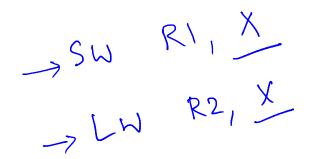


## Data Forwarding to MEM Stage (continued)



## **Memory Data Hazards**

- Not possible in MIPS
  - Memory operations always happen in order



## **Data Hazard Classification**

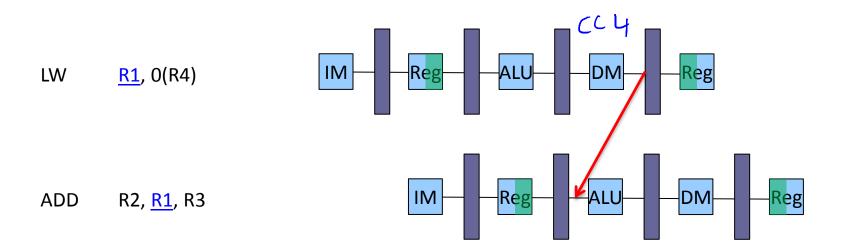
- Read after Write (RAW): use data forwarding to overcome
- Write after Write (WAW): arises only when writes can happen in different pipeline stages

	CC1	CC2	CC3	CC4	CC5	CC6
LW <u>R1</u> , 0(R2)	IF	ID	EX	MEM1	MEM2	WB
ADD <u>R1</u> , R2, R3		IF	ID	EX	WB	

- Has other problems as well: structural hazards
- Write after Read (WAR): rare

	CC1	CC2	CC3	CC4	CC5	CC6
SW R1, 0( <u>R2</u> )	IF	ID	EX	MEM1	MEM2	WB
ADD <u>R2</u> , R4, R3		IF	ID	EX	WB	

## Data Dependence Requiring a Stall



All data forwarding, stalling require control logic (reason for complexity in control)

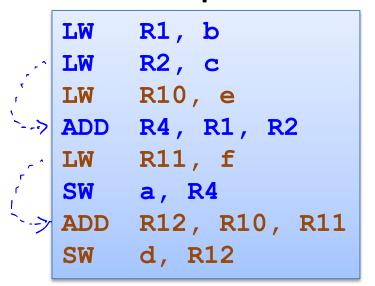
## Compiler's Role in Avoiding Stalls

```
a = b + c;
d = e + f;
```

#### Naïve compiler

```
LW R1, b
LW R2, c
ADD R4, R1, R2
SW a, R4
LW R10, e
LW R11, f
ADD R12, R10, R11
SW d, R12
```

#### **Clever compiler**



CPI without clever code scheduling =  $1 + F_{loads-causing-stalls}$ 

## Summary

- Data hazard: data dependence
  - MIPS: only RAW dependence in registers
  - Still, can have stall
- Need control logic for:
  - Data forwarding
  - Stalling