CS305 Computer Architecture

Structural Hazards, Pipelined Datapath

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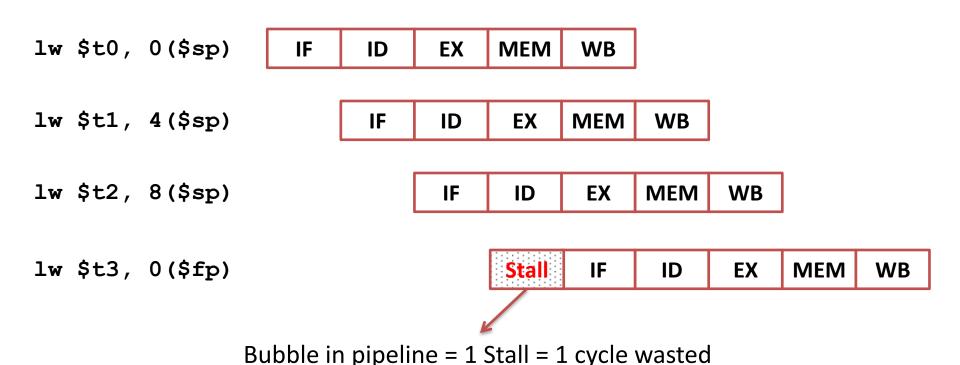
Issues with Pipelining: Hazards

- Hazard: condition or situation which does not allow the pipeline to operate "normally"
- Three kinds:
 - Structural hazards
 - Data hazards
 - Control hazards

Structural Hazard: Hardware Limitation

- Ideally, no hardware limitation
 - Separate spanners for "fit wheels" and "fit accessories"
 - IM and DM must be separate
 - Separate adders for PC+4, branch target computation
- If hardware limitation: structural hazard
 - E.g. same memory for IM and DM
 - Can still use pipelining, as much as possible

Structural Hazard Stall Pipeline



Performance Evaluation in Pipelined **Implementation**

- CPI in ideal pipeline = 1
 - CPI is cycles per instruction completion
- CPI in pipeline with stalls = $1 + F_{stall}$

Example:

Multi-cycle implementation has 9ns cycle time

Pipelined implementation has 10ns cycle time (due to extra datapath overheads)

Instruction mix:
Reg-reg 65%, beq 15%, lw 15%, sw 5%

What is the ideal speed-up?

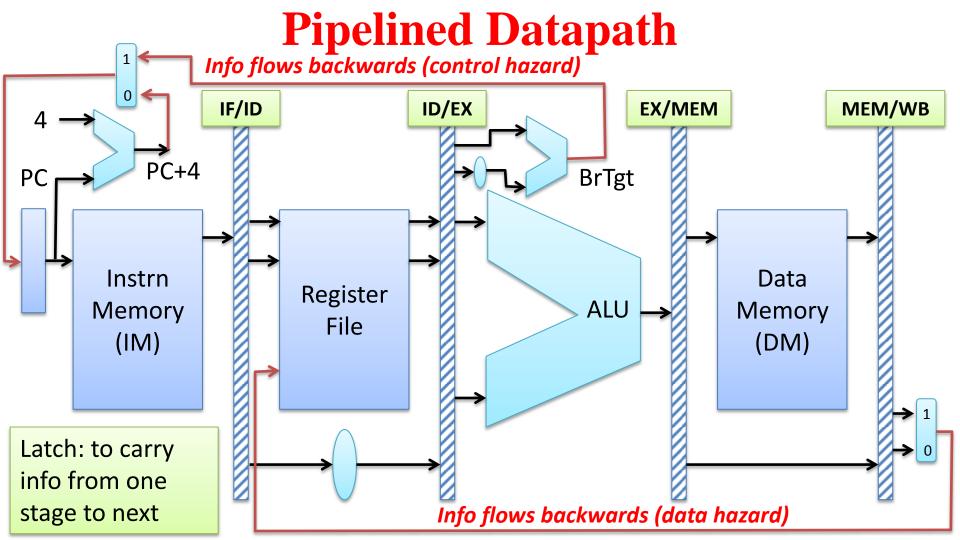
What is the speed-up with structural hazard in memory? $4 \times 9 = 3$

Handling Structural Hazard in the Register File

- Too expensive to stall
- A large fraction of instructions write registers
- Solution:
 - Write RegFile on rising edge (first half)
 - Read RegFile on falling edge (second half)
 - Why this order? Has to do with handling of data hazards

Pipelined Datapath, Control

- Modifications from multi-cycle
 - Simple modifications to datapath
 - Control becomes much more complex
- Same pattern as: single-cycle → multi-cycle



Summary

- Pipeline hazards:
 - Structural hazard
 - Data hazard
 - Control hazard
- Dealing with hazards: pipeline stall, affects ideal CPI
- Pipelined datapath: minor modifications
- Pipelined control: much more complex!