

Calvin and Hobbes by Bill Watterson

#### Exam

7:00 – 8:30 Tuesday (Tomorrow!)

# Bring:

- Pencil
- Calculator
- Notes Sheet
  - letter-sized, double sided, 1 sheet

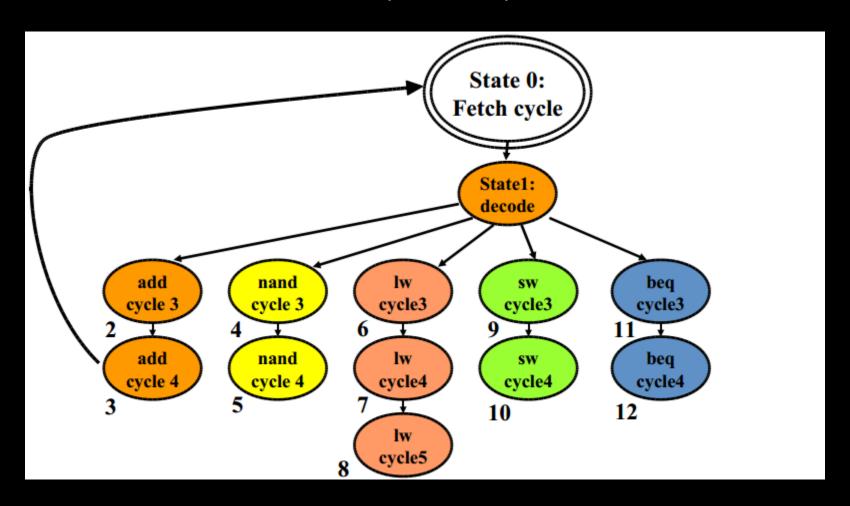
**Exam Review** 

Multi-cycle Datapath

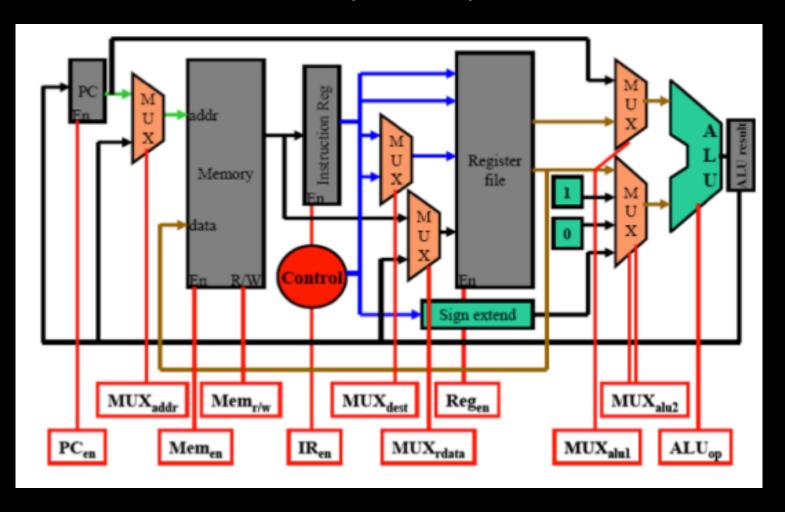
Pipeline Datapath Hazards!

Caches

### Multi-Cycle Datapath



### Multi-Cycle Datapath



Multi-Cycle Datapath

Frequency as compared to single-cycle?

Do all instructions take the same amount of time?

What is the CPI for a multi-cycle machine?

Multi-Cycle Datapath

Frequency as compared to single-cycle?

Higher

Do all instructions take the same amount of time?
No! (ADD, NAND, SW, BEQ: 4 cycles, LW: 5 cycles)

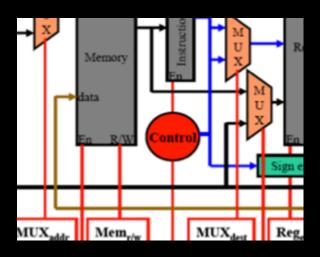
What is the CPI for a multi-cycle machine?

Depends on the instructions you run through it

Multi-Cycle Datapath

Why doesn't multi-cycle have data hazards or control hazards?

What does the red Control circle on the diagram do?



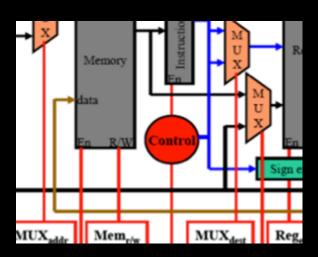
#### Multi-Cycle Datapath

Why doesn't multi-cycle have data hazards or control hazards?

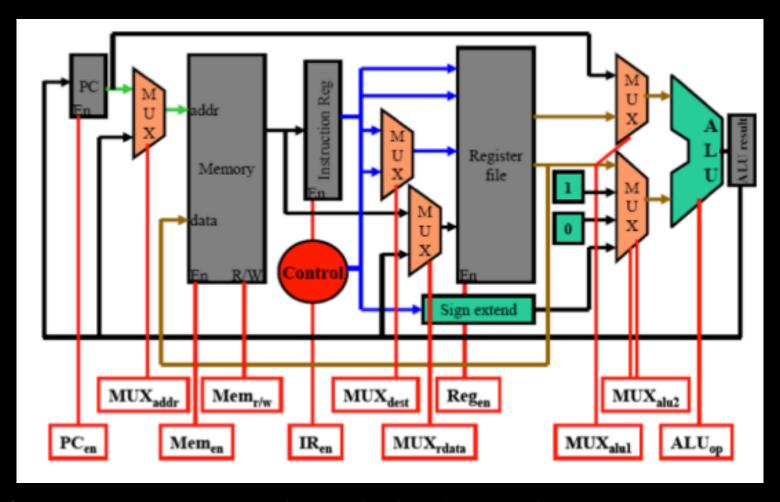
Only one instruction is running at a time

What does the red Control circle on the diagram do?

Sets the control signals for muxes, ALU, Memory, and Reg

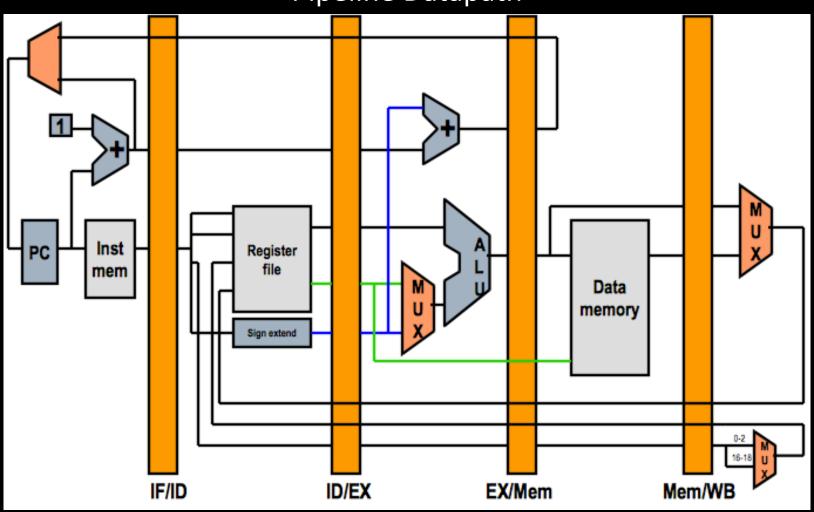


### Multi-Cycle Datapath



Let's run an instruction through the datapath

### Pipeline Datapath



Pipeline Datapath

Frequency as compared to single-cycle?

Do all instructions take the same amount of time?

What is the CPI for a pipelined processor?

Pipeline Datapath

Frequency as compared to single-cycle?

Higher

Do all instructions take the same amount of time?
Yes

What is the CPI for a pipelined processor?

1 (over many instructions)

#### Pipeline Datapath

Timing Example

25% lw

5% sw

1000 Instructions:

50% add/nand

20% beq

6 ns – Register Read/Write

2 ns – ALU Operations

10 ns – Memory Access

What is the total execution time? (No Hazards)

#### Pipeline Datapath

Timing Example

25% lw

5% sw

1000 Instructions:

50% add/nand

20% beq

6 ns – Register Read/Write

2 ns – ALU Operations

10 ns – Memory Access

What is the total execution time? (No Hazards) 10 \* (4+1000) = 10040 ns

Data Hazards

**Avoidance** 

**Detect and Stall** 

**Detect and Forward** 

#### Pipeline Datapath

Timing Example

25% lw

6 ns – Register Read/Write

1000 Instructions:

5% sw

50% add/nand

2 ns – ALU Operations

20% beq

10 ns – Memory Access

37% of ADD/NAND instructions followed by dependent instruction Detect and forward

What is the total execution time?

#### Pipeline Datapath

Timing Example

25% lw 5% sw

6 ns – Register Read/Write

1000 Instructions:

50% add/nand

10 ns – Memory Access

2 ns – ALU Operations

20% beq

37% of ADD/NAND instructions followed by dependent instruction Detect and forward

What is the total execution time?

10 \* (4+1000) = 10040 ns

#### **Control Hazards**

No Branches

**Avoid** 

**Detect-and-stall** 

Speculate-and-squash

#### **Control Hazards**

In a 27 stage pipeline, if Branches are resolved in Stage 14: Which stages must be squashed?

#### **Control Hazards**

In a 27 stage pipeline, if Branches are resolved in Stage 14: Which stages must be squashed?

Stages 1 through 13

#### Pipeline Datapath

Timing Example

25% lw

6 ns – Register Read/Write

1000 Instructions:

5% sw

50% add/nand

2 ns – ALU Operations

20% beq

10 ns – Memory Access

10% of BEQ instructions are mispredicted Speculate-and-squash

What is the total execution time?

### Pipeline Datapath

Timing Example

25% lw

5% sw

50% add/nand

1000 Instructions:

20% beq

6 ns – Register Read/Write

2 ns – ALU Operations

10 ns – Memory Access

10% of BEQ instructions are mispredicted Speculate-and-squash

What is the total execution time?

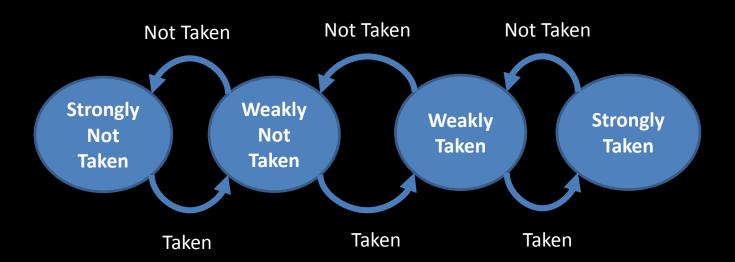
10 \* (4+1000 + 1000\*0.2\*0.1\*3) = 10640 ns

#### **Branch Predictors**

Pattern is:

N N N T (Starting at Strongly Taken)

What is the mispredict rate?

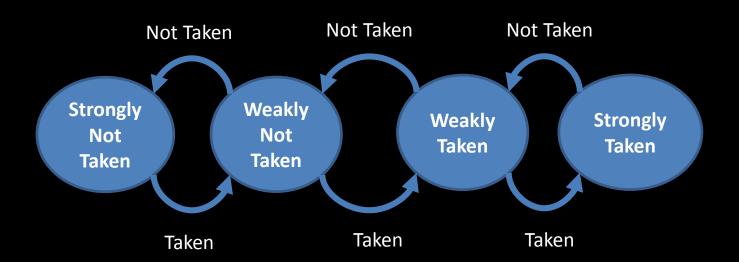


#### **Branch Predictors**

Pattern is:

N N N T (Starting at Strongly Taken)

What is the mispredict rate? 25%



Caches

What are the types of Locality?

What's the calculation for Block Index bits?

What's the calculation for Set Index bits?

#### Caches

What are the types of Locality?

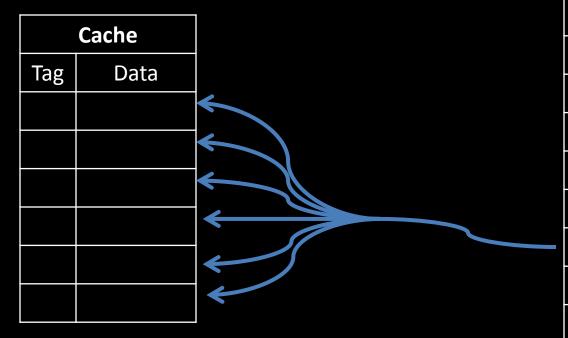
Spatial & Temporal

What's the calculation for Block Index bits? log<sub>2</sub>(block size)

What's the calculation for Set Index bits? log<sub>2</sub>(number of sets)

### **Types of Caches**

### **Fully Associative**

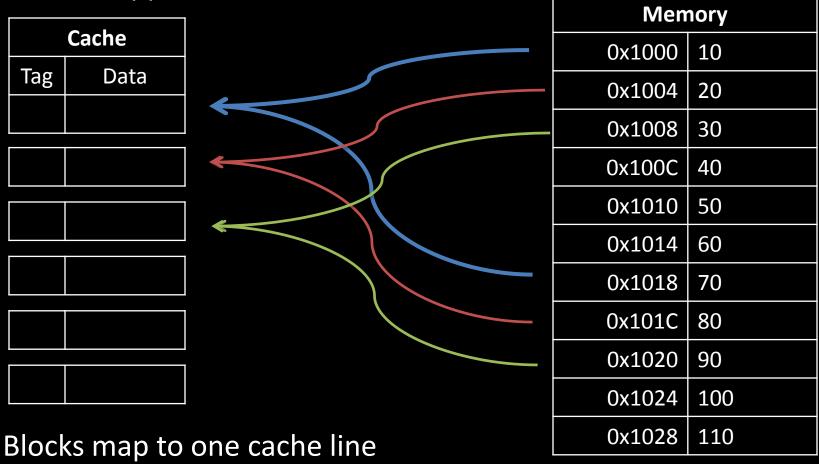


Blocks map to any cache line

| Memory |     |
|--------|-----|
| 0x1000 | 10  |
| 0x1004 | 20  |
| 0x1008 | 30  |
| 0x100C | 40  |
| 0x1010 | 50  |
| 0x1014 | 60  |
| 0x1018 | 70  |
| 0x101C | 80  |
| 0x1020 | 90  |
| 0x1024 | 100 |
| 0x1028 | 110 |

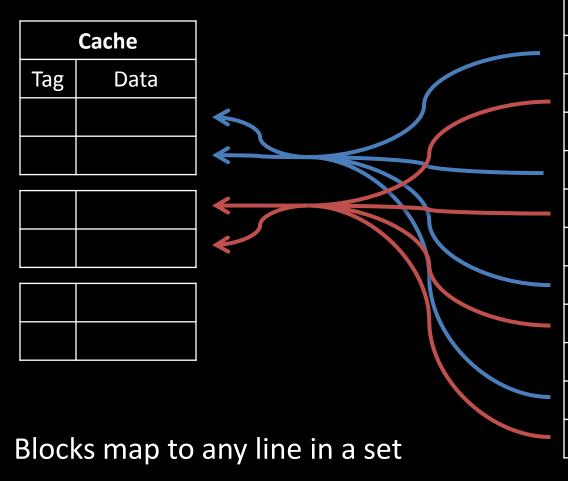
### **Types of Caches**

### **Direct Mapped**



### **Types of Caches**

#### **Set Associative**



| iviemory |     |
|----------|-----|
| 0x1000   | 10  |
| 0x1004   | 20  |
| 0x1008   | 30  |
| 0x100C   | 40  |
| 0x1010   | 50  |
| 0x1014   | 60  |
| 0x1018   | 70  |
| 0x101C   | 80  |
| 0x1020   | 90  |
| 0x1024   | 100 |
| 0x1028   | 110 |

#### Caches

What are the Three C's and how do we determine them?

#### Caches

What are the Three C's and how do we determine them?

Compulsory – if we have never loaded it

Capacity – misses in same size fully associative cache

Conflict – any additional misses in actual cache

#### Caches

What's the difference between Write Allocate and No Write Allocate?

What's the difference between Write Through and Write Back?

#### Caches

What's the difference between Write Allocate and No Write Allocate?

Write Allocate – add to cache on write miss No Write Allocate – don't add to cache

What's the difference between Write Through and Write Back?

Write Through – always write to memory

Write Back – just write to cache

#### Caches

Timing Example

25% lw 5% sw

6 ns – Register Read/Write

1000 Instructions:

50% add/nand

2 ns – ALU Operations

20% beq

10 ns – Memory Access

10% of BEQ instructions are mispredicted, Speculate-and-squash 20% of all memory accesses miss caches. Misses take 20 cycles

What is the total execution time?

#### Caches

Timing Example

25% lw 5% sw 50% add/nand

1000 Instructions:

20% beq

6 ns – Register Read/Write

2 ns – ALU Operations

10 ns – Memory Access

10% of BEQ instructions are mispredicted, Speculate-and-squash 20% of all memory accesses miss caches. Misses take 20 cycles

What is the total execution time?

= 62640 ns