# 计算机体系结构lab4

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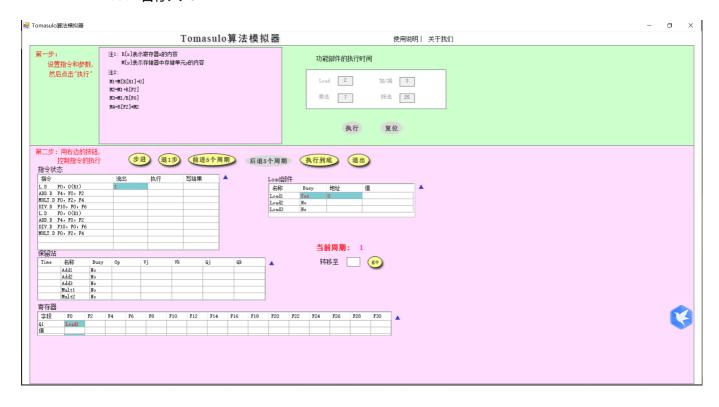
# Tomasulo算法

# 输入指令程序, 配置指令耗时

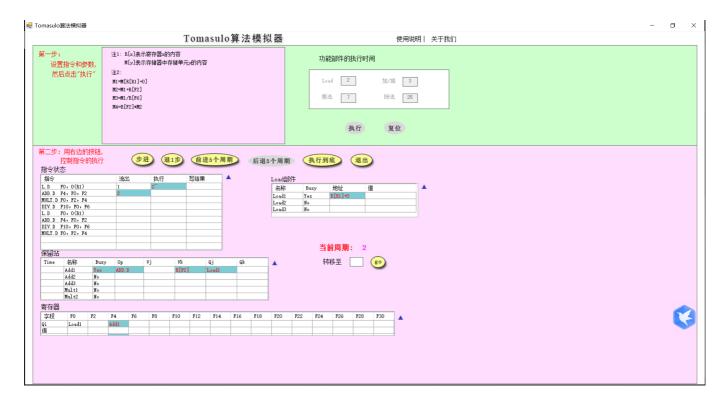


# 指令执行周期跟踪

- 1. Cycle 1
  - 取出第一条指令L.D F0, 0(R1)
  - Load1设为Busy
  - Load1名存入F0



- 取出第二条指令 ADD.D F4, F0, F2
- 。 Qj存入Load1
- Add1设为Busy
- o Add1名存入 F4
- · L.D指令执行



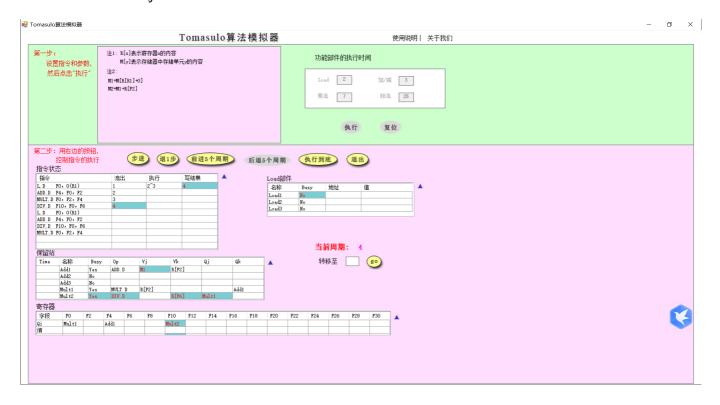
#### 3. Cycle 3

- 。 Load指令执行完毕
- 取出第三条指令 MULT.D F0, F2, F4
- Mult1.Busy=Yes
- o F0.Qi=Mult1
- o Mult1.Qk=Add1



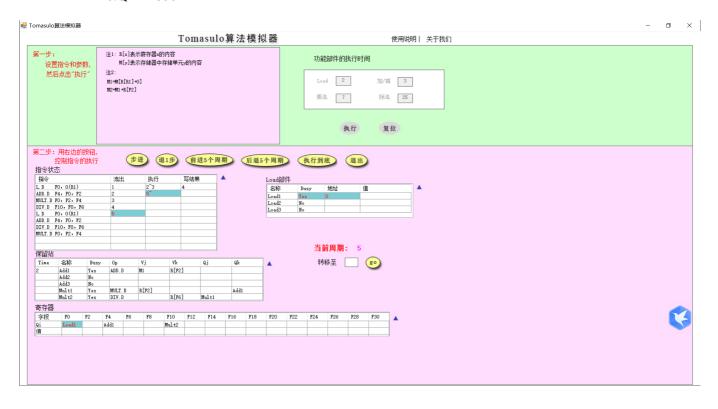
- Load1 Write Result
- Load1.Busy = No
- o Add1.Vj=M1
- Fetch 4th instruction
- Mult2.Busy = Yes

Mult2.Qj = Mult1



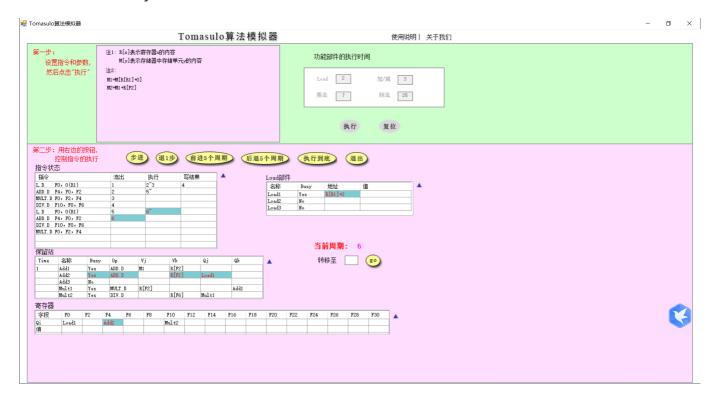
# 5. Cycle 5

- 2nd instruction start to execute
- o fetch 5th instruction
- Load1.Busy = Yes
- F0.Qi = Load1



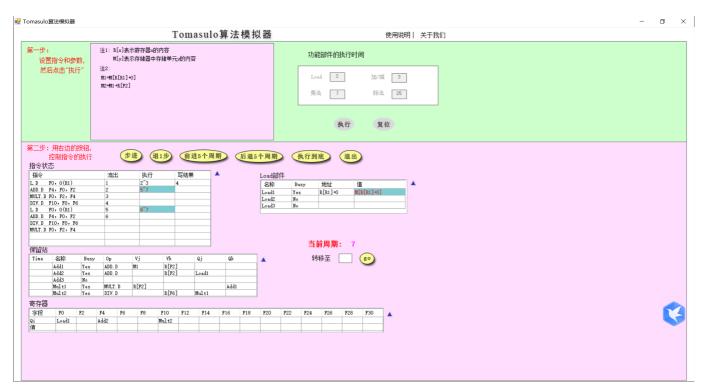
- Load1 start to execute
- Fetch 6th instruction
- Add2.Busy = Yes

Add2.Qj = Load1

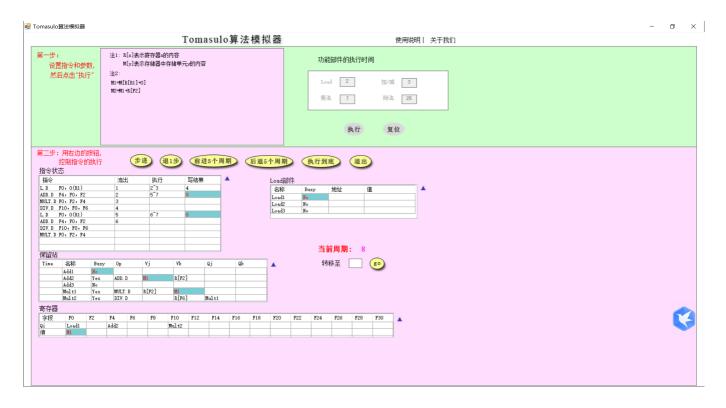


# 7. Cycle 7

o 2nd and 5th instruction complete

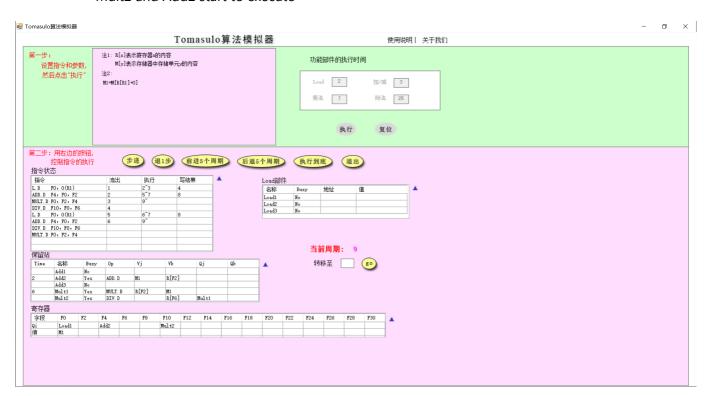


- o 2nd and 5th instruction write result
- F0.Value = M1
- Add2.Vj = M1
- Mult1.Vk = M1

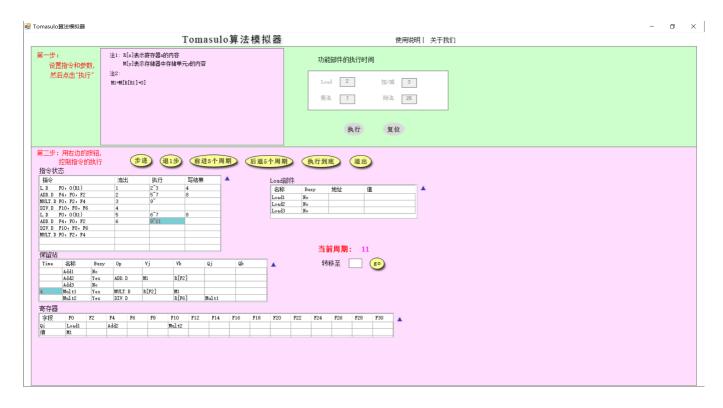


#### 9. Cycle 9

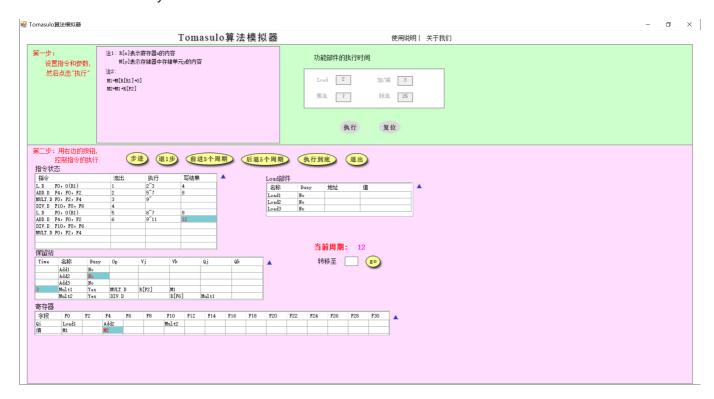
• Mult2 and Add2 start to execute



- 10. Skip Cycle 10
- 11. Cycle 11
  - Add2 Complete

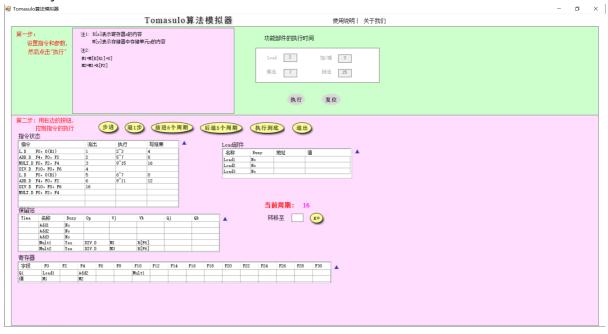


- o 6th write to F4
- F4.Value = M2
- Add2.Busy = No



- 13. Cycle 13 skip
- 14. Cycle 14 skip
- 15. Cycle 15 skip
- 16. Cycle 16

- o 3rd instruction write to F10
- Fetch 7th instruction
- o F10.Qi = Mult1
- Mult2.Vj = M3



# 17. Cycle 17

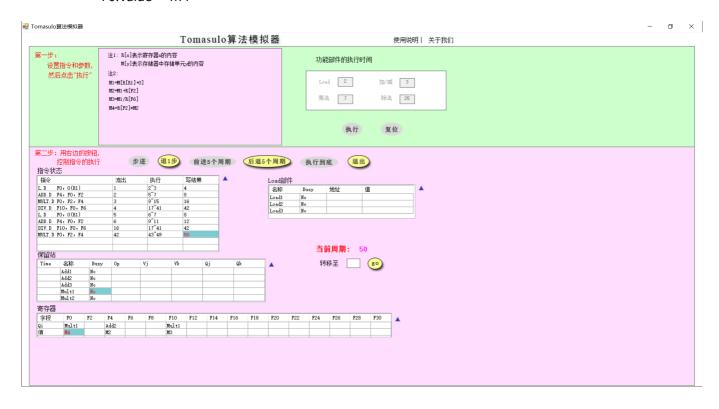
• 4th and 7th instruction start to execute



# 18. Cycle 18 ~ Cycle 41 skip

- 4th and 7th instruction write results
- F10.Value = M3
- Fetch 8th instruction
- o F0.Qi = Mult1

- 21. Cycle 50
  - o 8th write to F0
  - F0.Value = M4



# Tomasulo 原理分析

# RAW(写后读):

- 1. L.D F0, (0)R1
- 2. ADD.D F1, F0

Tomasulo算法会先将Load后面依赖F0的,使用Load1.相当于通过保留站的表映射,缓存依赖关系,等到数据准备好之后通过CDB broadcast,所以后面的指令无需等待停顿,从而提高了效率.

# WAR(读后写)

- 1. ADD.D F2, F1
- 2. L.D F1, (0)R1

Tomasulo重命名读的寄存器为Load1, 之前的Add1并不会受到影响.

#### WAW(写后写)

- 1. L.D F1, (0)R1
- 2. L.D F1, (0)R2 Tomasulo流出后即进行写预约, 后面的可以覆盖前面的, 所以保证最后结果是最后的输出