

CS2100 - Tutorial 6 - Pipelining

Week 8

1. Pipelining Basics

1000 1101 1111 1000 0...0

(1).

i. 0x8df80000 # lw \$24, 0(\$15) #Inst.Addr = 0x100

IF / ID		ID / EX		EX / MEM		MEM / WB	
No Control Signal		MToR	1	MToR	1	MToR	1
		RegWr	1	RegWr	1	RegWr	1
		MemRd	1	MemRd	1		
		MemWr	0	MemWr	0		
		Branch	0	Branch	0		
		RegDst	0				
		ALUSrc	1				
PC+4	0x104	ALUop	00	Branch	0		
OpCode	0x23	PC+4	0x104	BrcTgt	0x104	MemRes	Mem (16 ₁₀ + 0)
Rs	\$15	RData1	116 ₁₀	isZero?	0	AluRes	116 ₁₀ + 0
Rt	\$24	RData2	X	AluRes	116 ₁₀ + 0		
Rd	X	Rt	\$24	RData2	\$24		
Funct	X	Rd	X			DstRNum	\$24
Imm(16)	0	Imm(32)	0	DstRNum	\$24		

ii. `0x1023000C # beq $1, $3, 12 #Inst.Addr = 0x100`

IF / ID	
No Cont rol Signal	-----

PC+4	0x104
OpCode	0x4
Rs	\$1
Rt	\$3
Rd	X
Funct	X
Imm(16)	12 ₁₀

ID / EX	
MToR	X
RegWr	∅
MemRd	∅
MemWr	∅
Branch	1
RegDst	X
ALUsrc	∅
ALUop	01
PC+4	0x104
RData1	102 ₁₀
RData2	104 ₁₀
Rt	\$3
Rd	X
Imm(32)	12 ₁₀

EX / MEM	
MToR	X
RegWr	∅
MemRd	∅
MemWr	∅
Branch	1
BrcTgt	0x110
isZero?	∅
AluRes	-2 ₁₀
RData2	104 ₁₀
DstRNum	\$3

MEM / WB	
MToR	X
RegWr	∅
MemRes	X
AluRes	-2 ₁₀
DstRNum	\$3

... 0010 0010

iii. 0x0285c822 # sub \$25, \$20, \$5 #Inst.Addr = 0x100

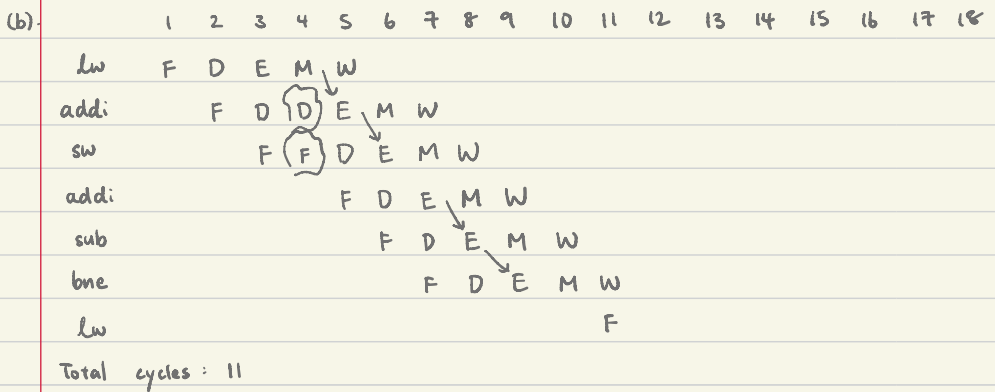
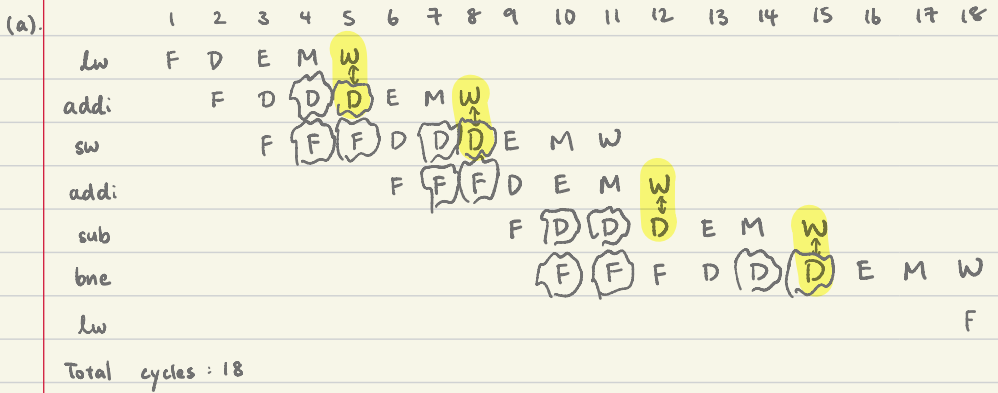
IF / ID	
No Control Signal	----- -----
PC+4	0x104
OpCode	0x0
Rs	\$20
Rt	\$5
Rd	\$25
Funct	0x22
Imm(16)	X

ID / EX	
MToR	∅
RegWr	1
MemRd	∅
MemWr	∅
Branch	∅
RegDst	1
ALUsrc	∅
ALUop	10
PC+4	0x104
RData1	12 ₁₀
RData2	106 ₁₀
Rt	\$5
Rd	\$25
Imm(32)	X

EX / MEM	
MToR	∅
RegWr	1
MemRd	∅
MemWr	∅
Branch	∅
BrcTgt	X
isZero?	∅
AluRes	15 ₁₀
RData2	106 ₁₀
DstRNum	\$25

MEM / WB	
MToR	∅
RegWr	1
MemRes	X
AluRes	15 ₁₀
DstRNum	\$25

2. Pipeline Hazards



(c).

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Lw

addi

SW

addi

sub

one

hw

Total cycles :

(d).

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Lw

add:

SW

addi

sub

bne

hw

Total cycles :

(e).

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Lw

add:

SW

addi

sub

bne

lw

Total cycles :

3. Data Forwarding Mechanism

- (a). Latch information
- (b). Datapath
- (c). Signal

