# Introduction to Computer Architecture Chapter 4 - 5

#### **Pipeline Hazards**

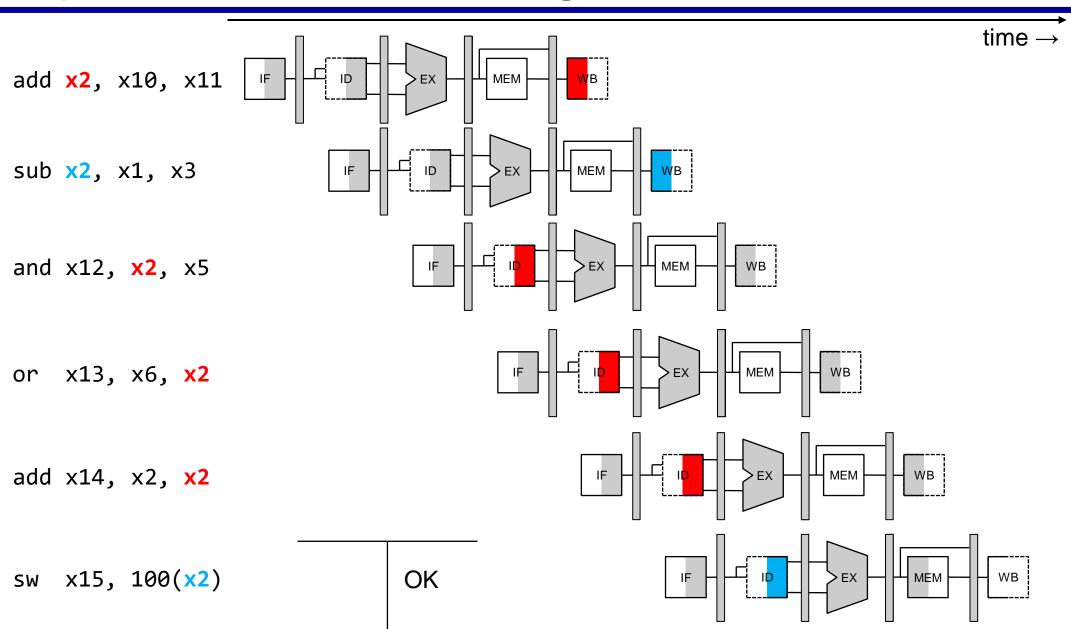
#### **Hyungmin Cho**

#### **Data Hazards in ALU Instructions**

Data hazard example:

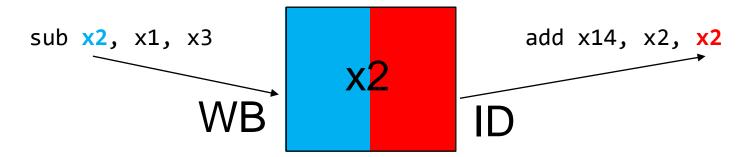
```
add x2, x10, x11
sub x^2, x^2, x^2
and x12, x2, x5
or x13, x6, x2
add x14, x2, x2
sw x15, 100(x2)
```

## **Dependencies & Forwarding**

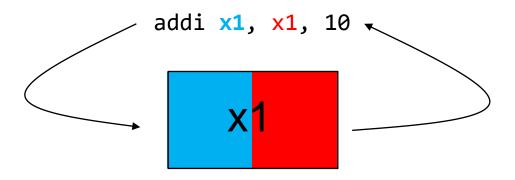


## Same Register Read & Write

What happens if you read & write the same register simultaneously?

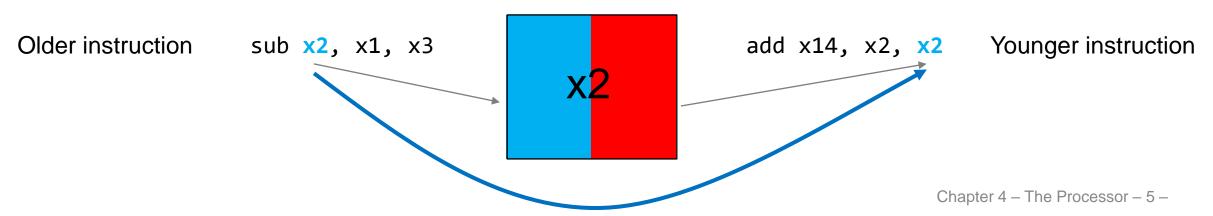


- Single-cycle CPU: The CPU reads the OLD value before the write
  - \* Example) addi x1, x1, 10
    - > What you read from x1 is the old value
    - As we proceed to the next cycle, x1 is updated with x1 + 10

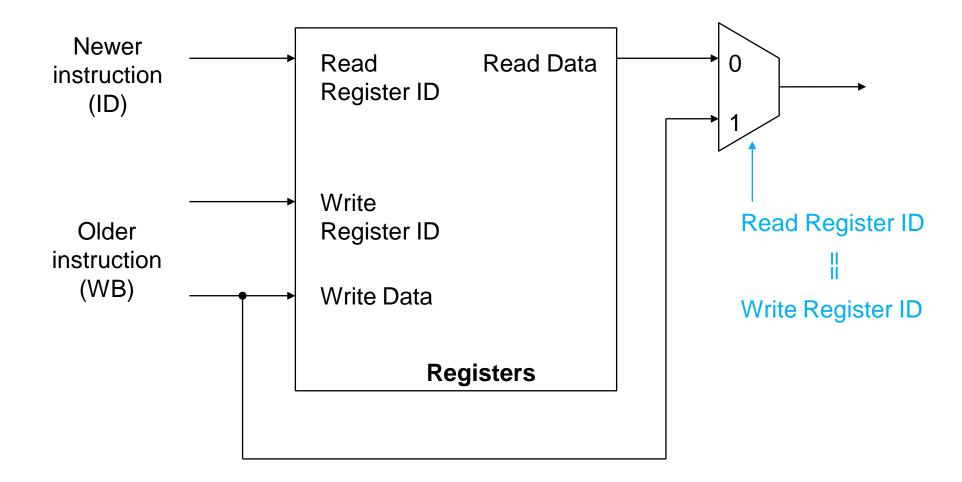


## Same Register Read & Write

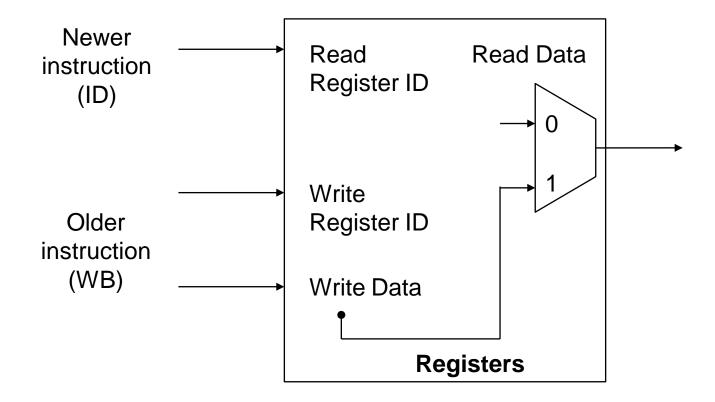
- Pipelined CPU: Let the CPU to read the NEW value written in the current cycle
  - An instruction does not read and write its source/destination registers at the same time
    - Read: ID stage, Write: WB stage
  - From the register file's perspective,
    - > Read: Younger instruction
    - Write: Older instruction
  - ⇒ Bypass the older instruction's value to the younger instruction



## **Register Bypass**

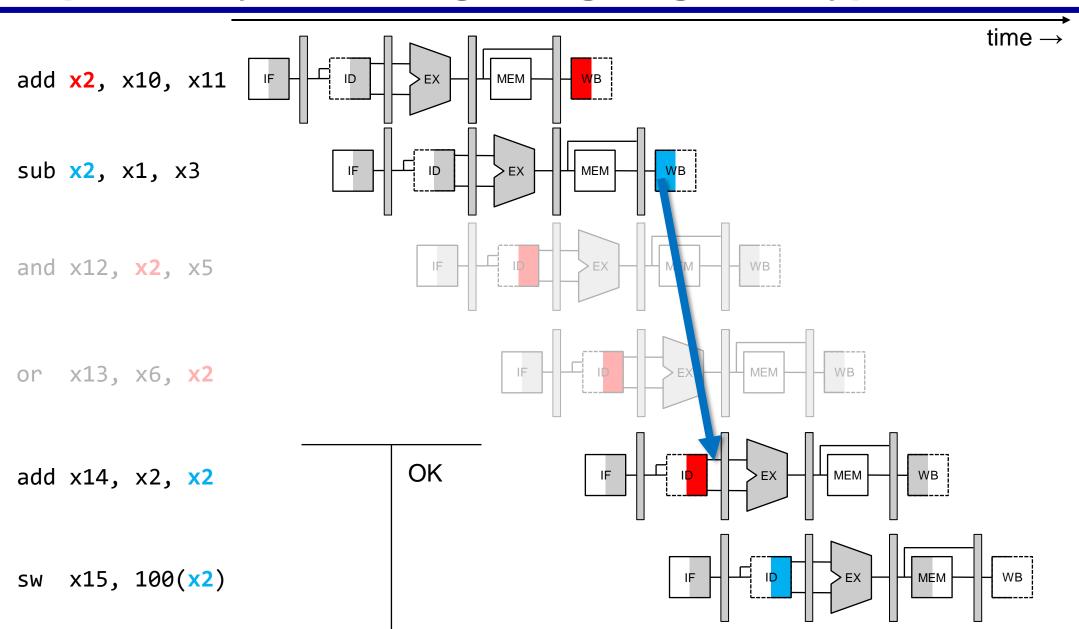


## **Register Bypass**

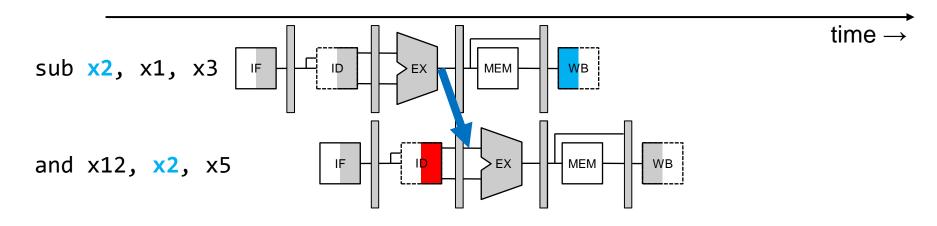


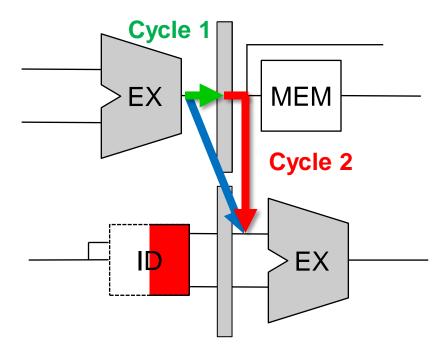
■ From now on, we assume the bypass circuit is embedded in the register file

## **Dependency Resolving using Register Bypass**

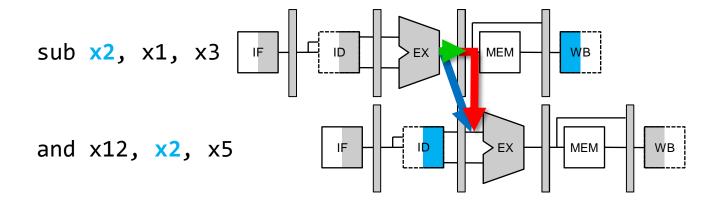


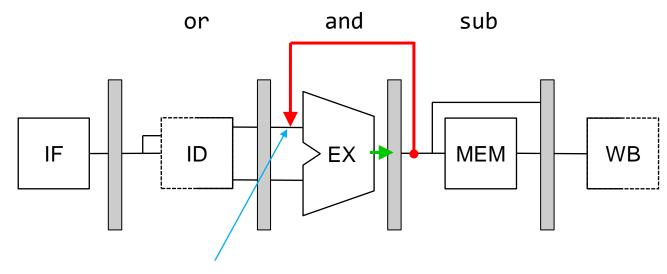
## **Register Forwarding**





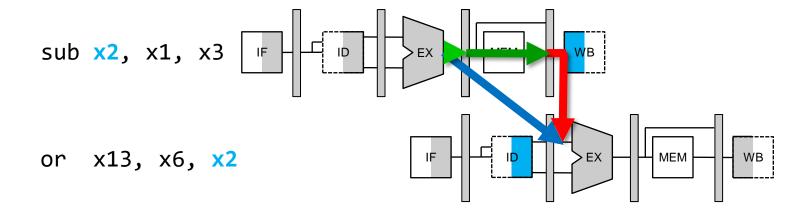
## **Register Forwarding**

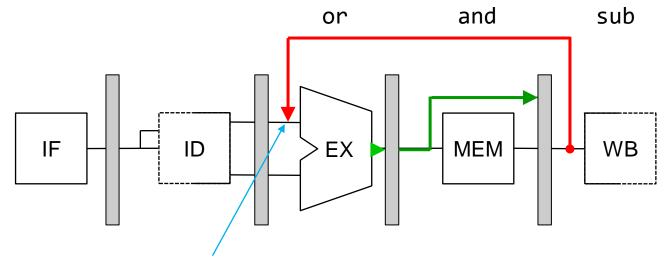




Need to decide when to use forwarding

## **Register Forwarding**

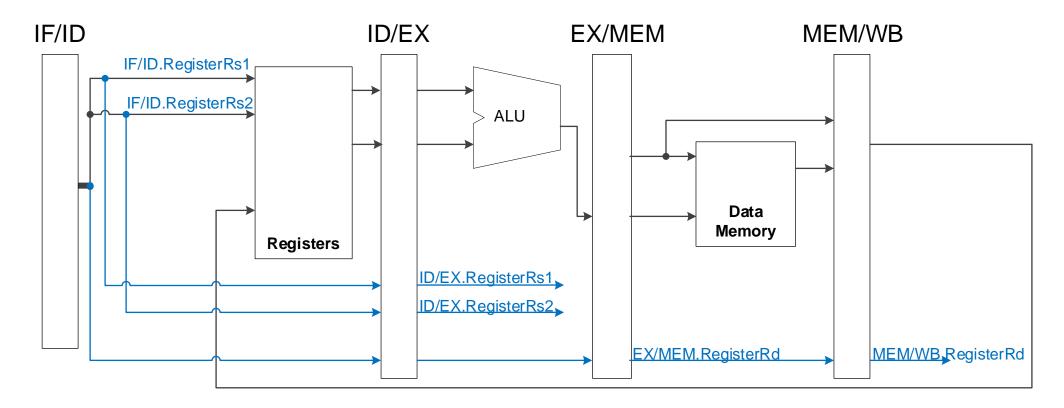




Need to decide when to use forwarding

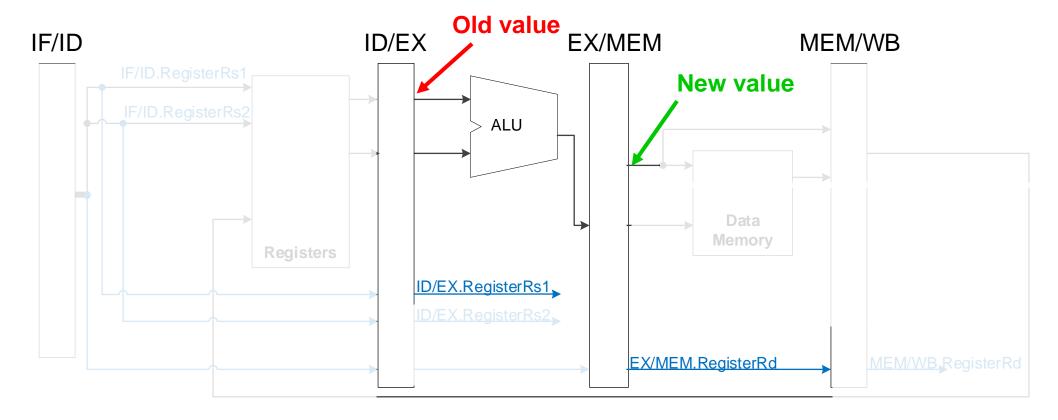
## **Detecting the Need for Forwarding**

Pass register numbers along the pipeline



## **Detecting the Need for Forwarding**

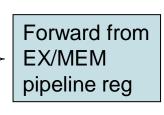
■ e.g., ID/EX.RegisterRs1 = register number for rs1 in ID/EX



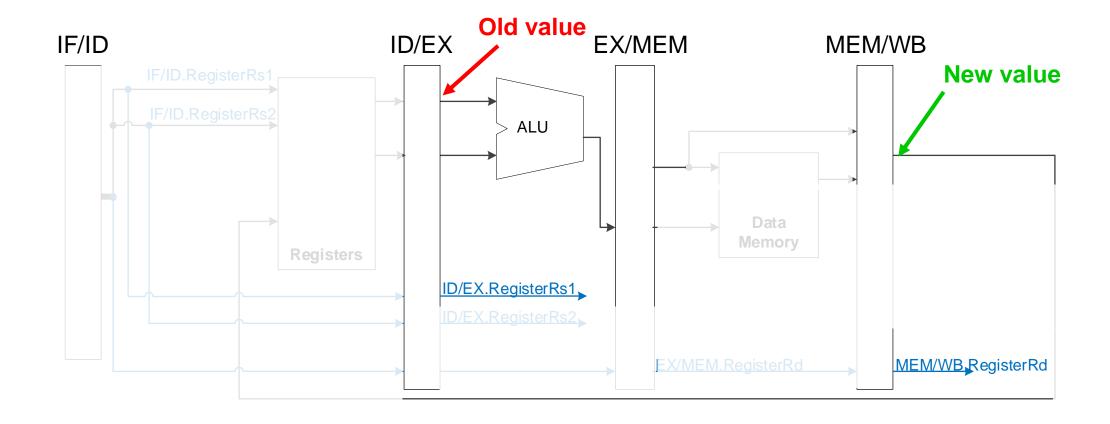
## Register Forwarding Condition

- Data hazards when
  - \* 1a. EX/MEM.RegisterRd = ID/EX.RegisterRs1
  - \* 1b. EX/MEM.RegisterRd = ID/EX.RegisterRs2

→ "EX Hazard"



## **Detecting the Need for Forwarding**



## **Register Forwarding Condition**

- Data hazards when
  - \* 1a. EX/MEM.RegisterRd = ID/EX.RegisterRs1
  - \* 1b. EX/MEM.RegisterRd = ID/EX.RegisterRs2

→ "EX Hazard"

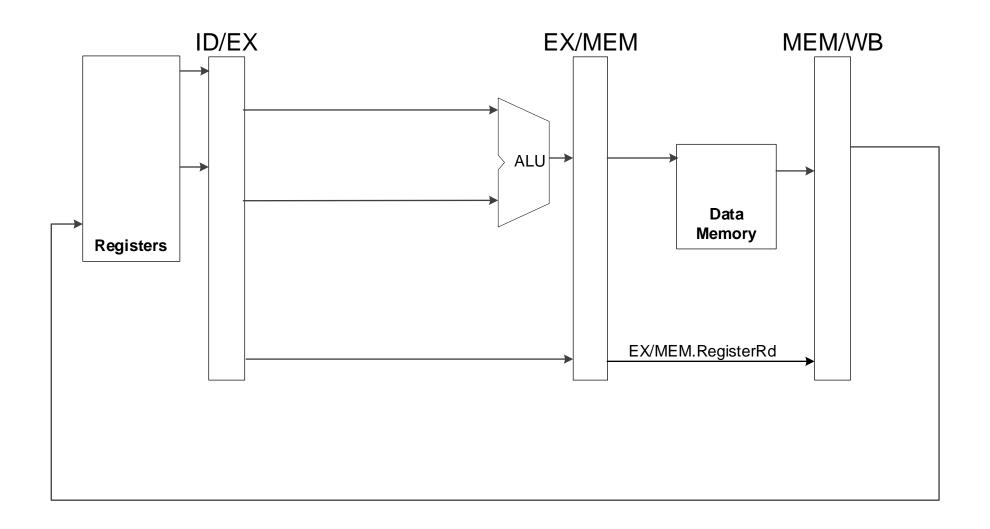
- \* 2a. MEM/WB.RegisterRd = ID/EX.RegisterRs1
- \* 2b. MEM/WB.RegisterRd = ID/EX.RegisterRs2

→ "MEM Hazard"

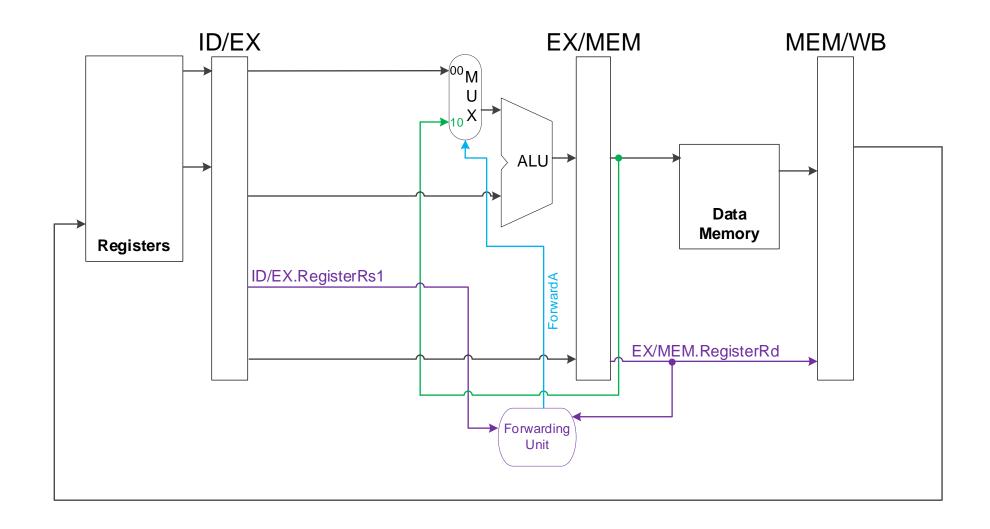
Forward from EX/MEM pipeline reg

Forward from MEM/WB pipeline reg

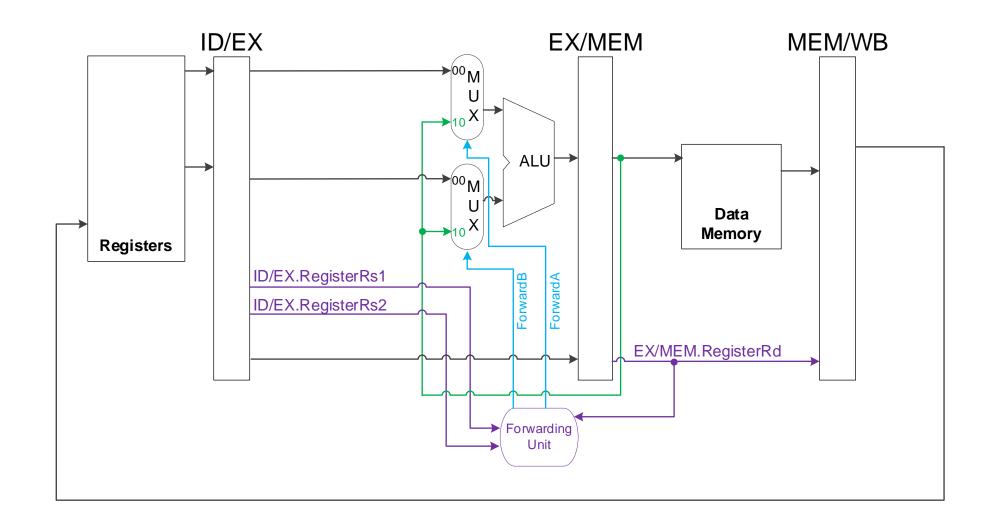
# Forwarding Paths – Original Datapath



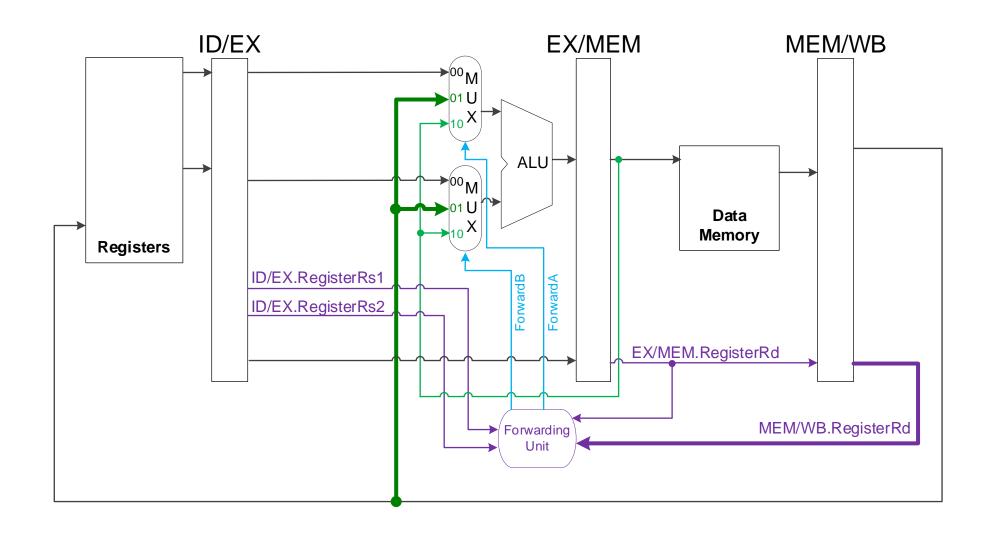
## Forwarding Paths – Original Datapath



## Forwarding Paths – EX Hazard Only



## Forwarding Paths – EX & MEM Hazards



## Forwarding Conditions – Rs1

- Default (No forwarding)
  - $\star$  ForwardA = 00
- EX hazard
  - if (EX/MEM.RegisterRd = ID/EX.RegisterRs1)
     ForwardA = 10
- MEM hazard
  - if (MEM/WB.RegisterRd = ID/EX.RegisterRs1)
     ForwardA = 01

## **Detecting the Need to Forward**

- But only if there is an actual register write!
  - \* EX/MEM.RegWrite, MEM/WB.RegWrite
- and only if Rd is not zero!

## Forwarding Conditions – Rs1

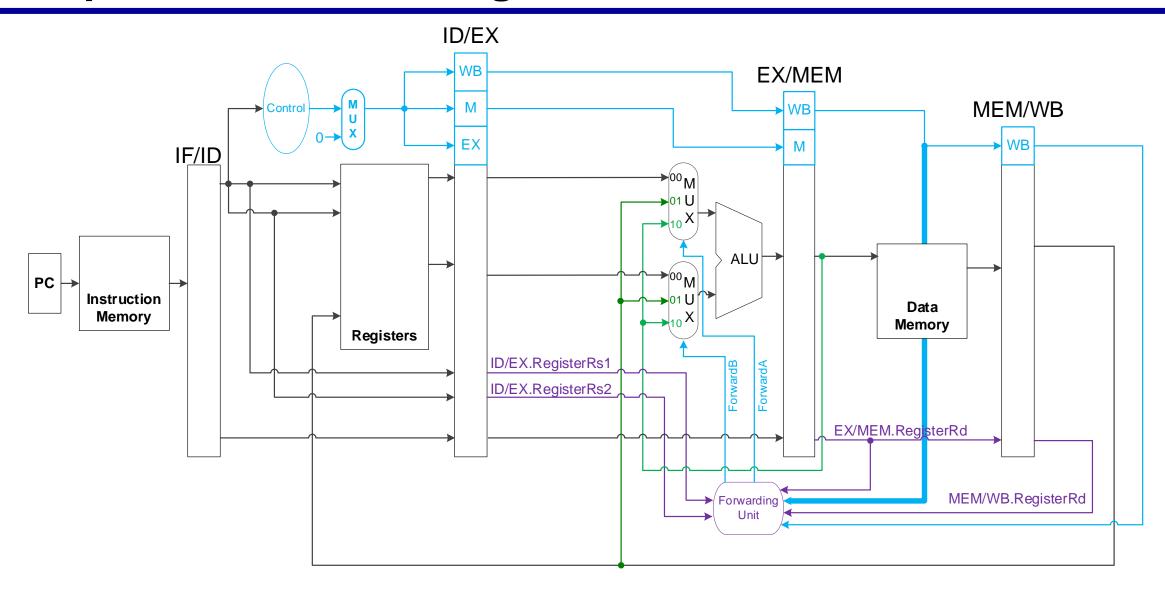
- Default (No forwarding)
  - ❖ ForwardA = 00
- EX hazard

```
    if (EX/MEM.RegWrite and (EX/MEM.RegisterRd ≠ 0)
        and (EX/MEM.RegisterRd = ID/EX.RegisterRs1))
    ForwardA = 10
```

#### MEM hazard

```
    if (MEM/WB.RegWrite and (MEM/WB.RegisterRd ≠ 0)
    and (MEM/WB.RegisterRd = ID/EX.RegisterRs1))
    ForwardA = 01
```

# **Datapath with Forwarding**



#### **Double Data Hazard**

Consider the following sequences:

```
add x1, x1, x2 add x1, x1, x2 add x2, x2, x3 add x1, x1, x4 add x1, x1, x4
```

- Both hazards occur
  - Want to use the most recent one
- Revise MEM hazard condition
  - Forward MEM hazard only when there is no EX hazard.

## **Revised Forwarding Condition**

#### EX hazard

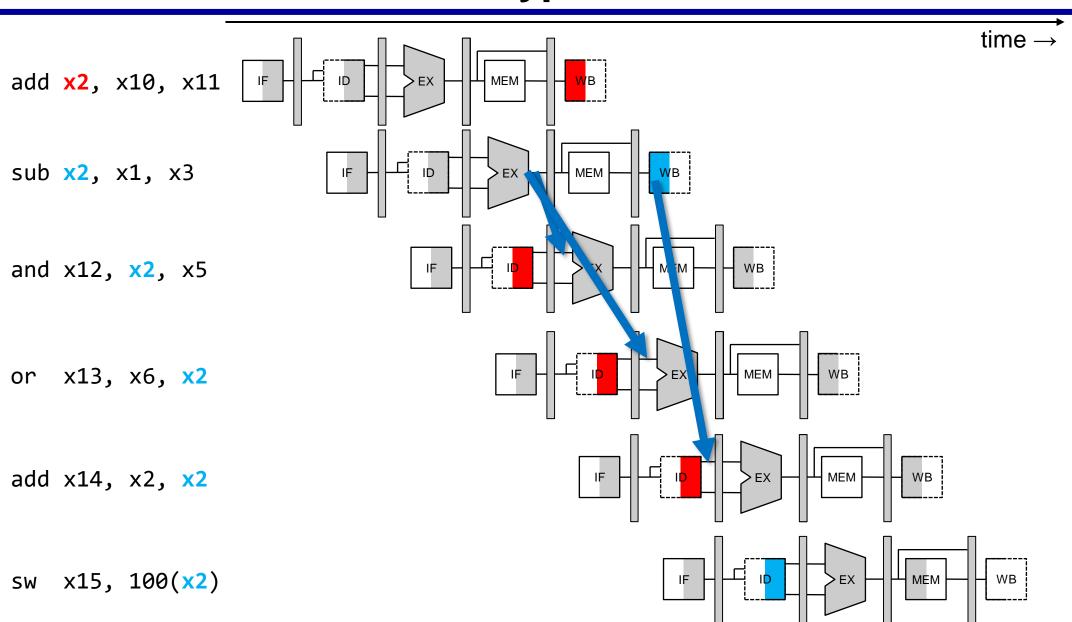
```
    if (EX/MEM.RegWrite and (EX/MEM.RegisterRd ≠ 0)
        and (EX/MEM.RegisterRd = ID/EX.RegisterRs1))
    ForwardA = 10
```

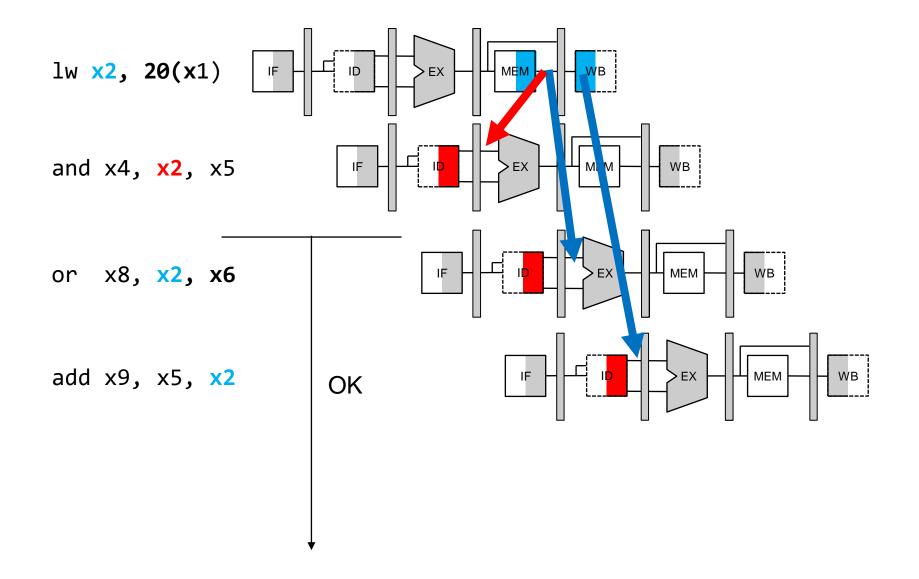
#### MEM hazard

```
    if (MEM/WB.RegWrite and (MEM/WB.RegisterRd ≠ 0)
        and no EX hazard
        and (MEM/WB.RegisterRd = ID/EX.RegisterRs1))
        ForwardA = 01
```

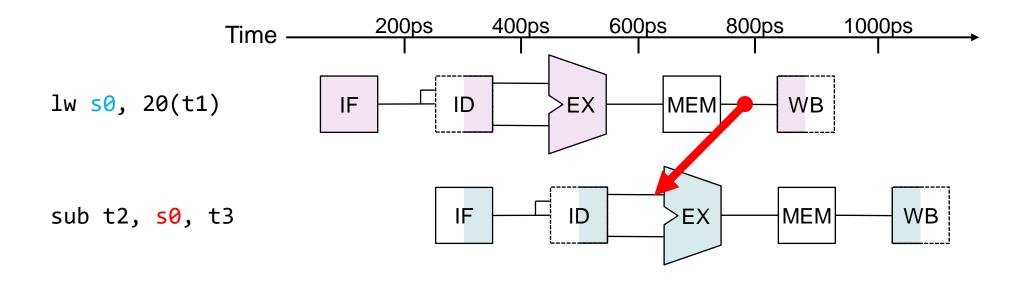
Same for Rs2...

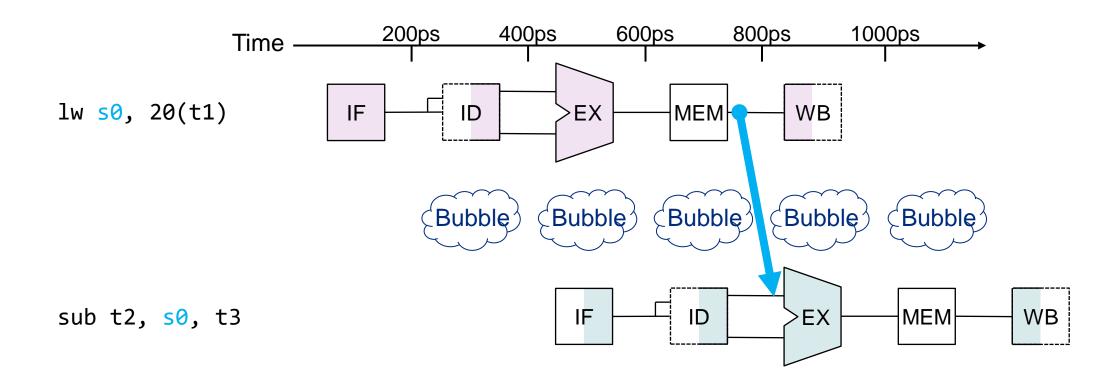
## Data Hazard Between R-Type Arithmetic Instructions

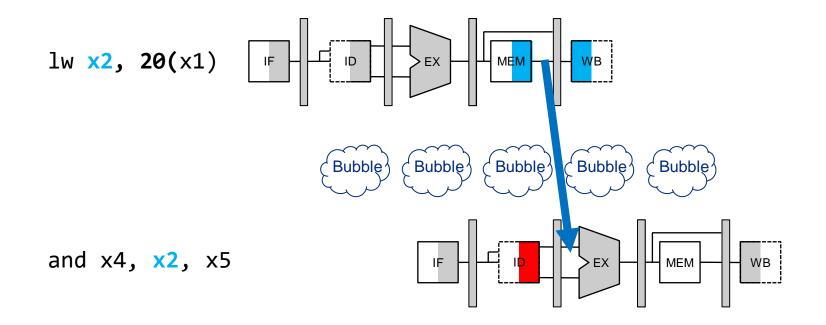




- Can't always avoid stalls by forwarding
  - If value not computed when needed
  - Can't forward backward in time!



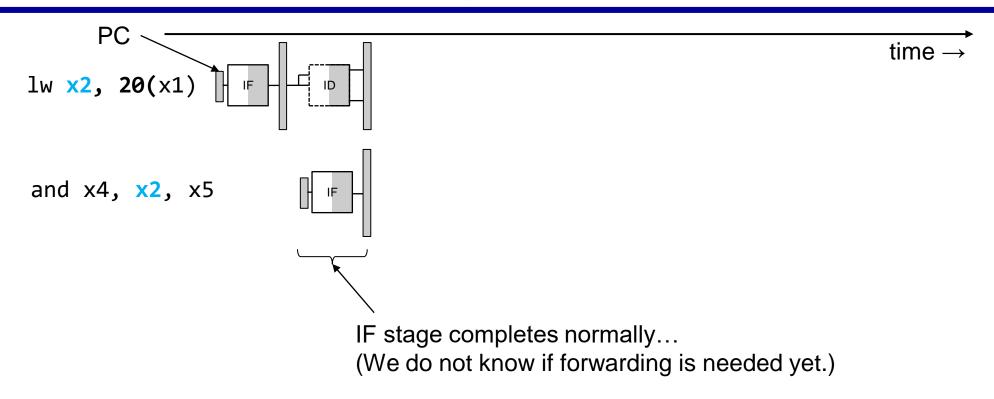




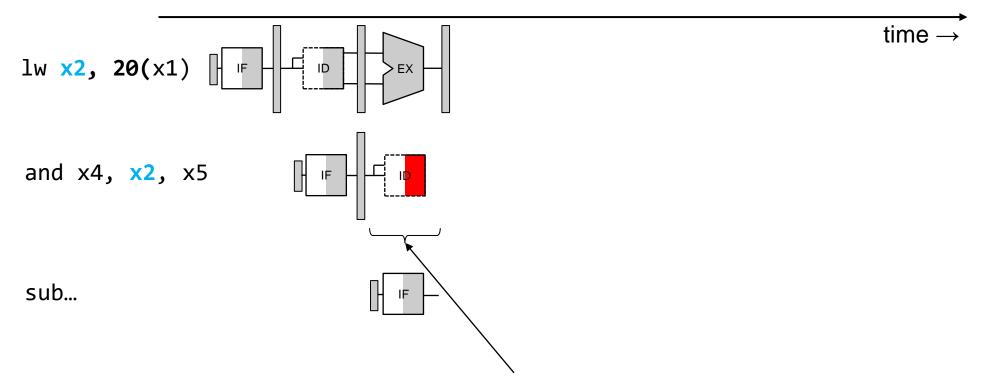
Need to stall 1 cycle

Let's see how it exactly works...

## **Stall for Load-Use Data Hazard (1)**



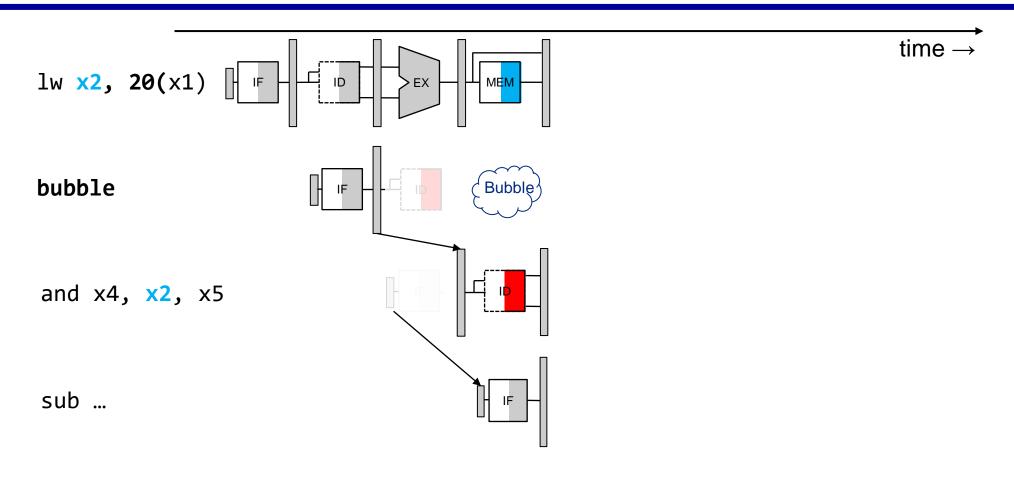
## **Stall for Load-Use Data Hazard (2)**



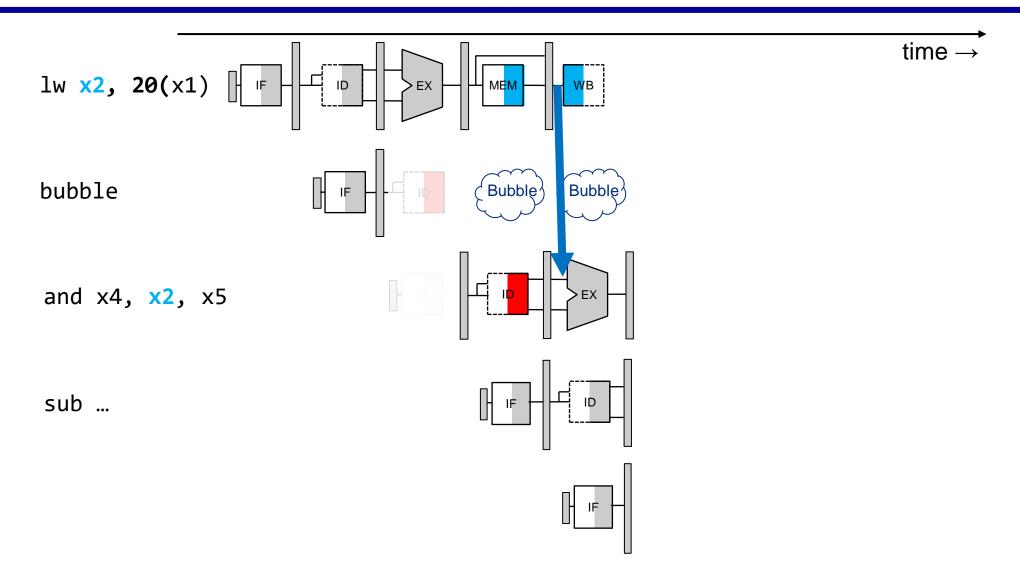
At the ID stage, we can identify if forwarding is required.

This instruction need to stay at the ID stage for 1 more cycle

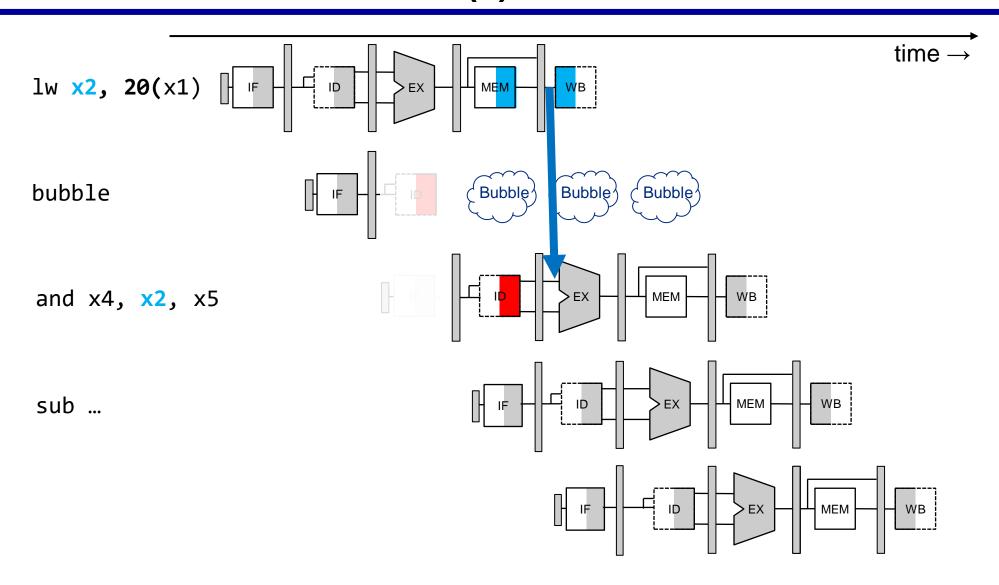
## Stall for Load-Use Data Hazard (3)

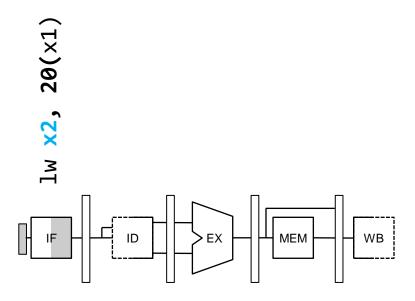


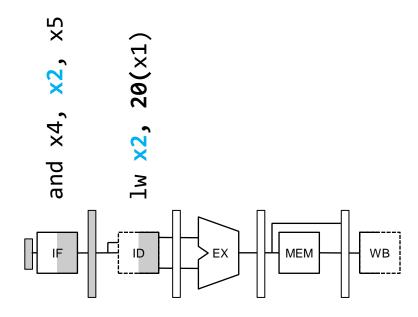
## **Stall for Load-Use Data Hazard (4)**

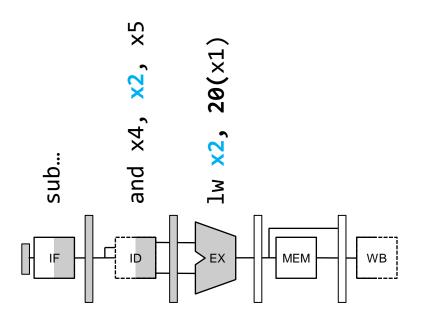


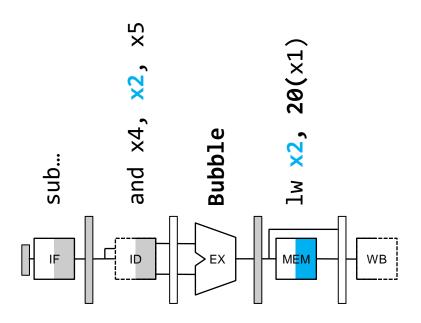
#### **Stall for Load-Use Data Hazard (5)**

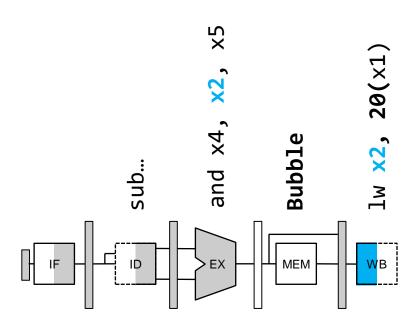








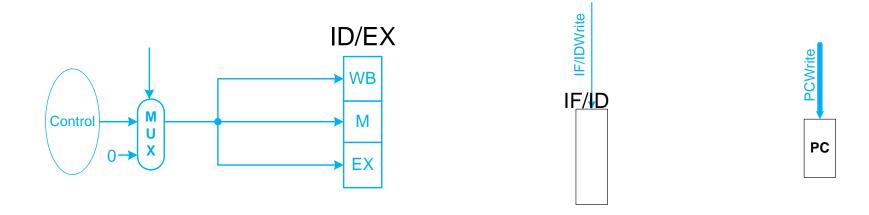




## Adding a Bubble – What We Want

- 1. Pipeline Bubble in EX, MEM, WB stages: Skip
- 2. Repeat the ID stage 1 more cycle
- 3. Repeat the IF stage 1 more cycle

## Adding a Bubble – How We Do It



- 1. EX, MEM, WB stages: Skip
  - All control signals (RegWrite, MemWrite, MemRead,...): '0'
- 2. Repeat the ID stage 1 more cycle
  - ➤ Do not change the IF/ID pipeline register → IF/IDWrite signal: '0'
- 3. Repeat the IF stage 1 more cycle
  - Do not change the PC → PCWrite signal: '0'

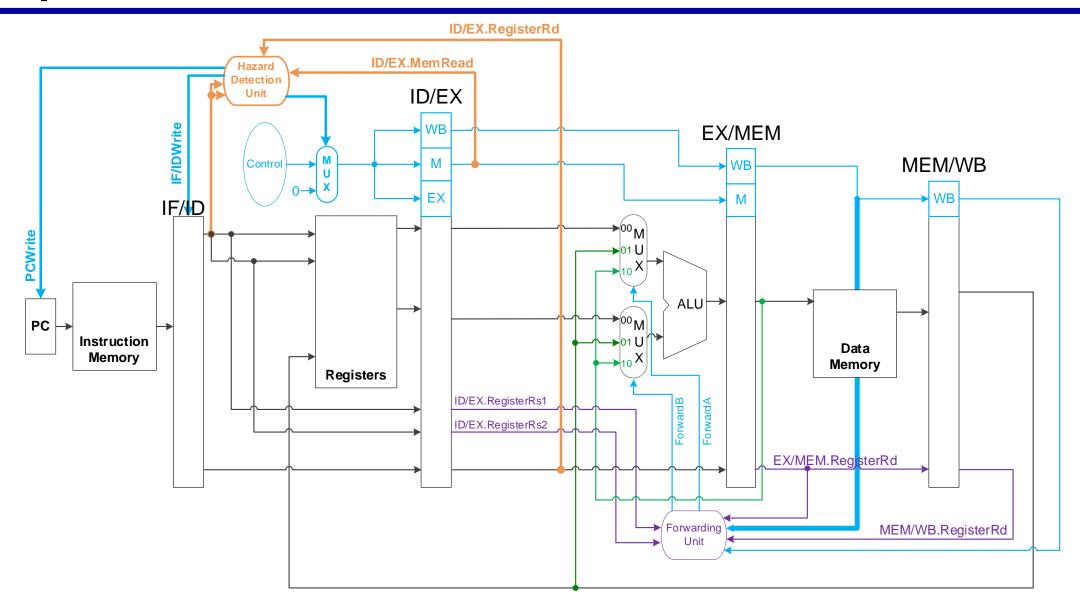
#### **Load-Use Hazard Detection**

- Check in ID stage
  - ALU operand register numbers in ID stage are...
    - > IF/ID.RegisterRs1, IF/ID.RegisterRs2
  - Destination register for load instruction is
    - > ID/EX.RegisterRd
- Load-use hazard when

```
* ID/EX.MemRead and
          ((ID/EX.RegisterRd = IF/ID.RegisterRs1) or
          (ID/EX.RegisterRd = IF/ID.RegisterRs2))
```

If detected, stall and insert bubble

## **Datapath with Hazard Detection**



## **Code Scheduling to Avoid Stalls**

Reorder code to avoid use of load result in the next instruction

$$-$$
 A = B + E; C = B + F;

