Lecture 13: Pipelining

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601.229 Computer Systems Fundamentals

MIPS overview

History

- Developed by MIPS Technologies in 1984, first product in 1986
- Used in
  - Silicon Graphics (SGI) Unix workstations
  - Digital Equipment Corporation (DEC) Unix workstation
  - Nintendo 64
  - Sony PlayStation
- Inspiration for ARM (esp. v8)

Overview

- 32 bit architecture (registers, memory addresses)
- 32 registers
- Multiply and divide instructions
- Floating point numbers

Example: Addition

- Mathematical view of addition

$$a = b + c$$

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$$a = b + c$$

- MIPS instruction

```
add a,b,c
```

a, b, c are registers

32 Registers

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8-15,24,25	$t0-$t9	temporaries, can be overwritten by function
16-23	$s0-$s7	saved, have to be preserved by function

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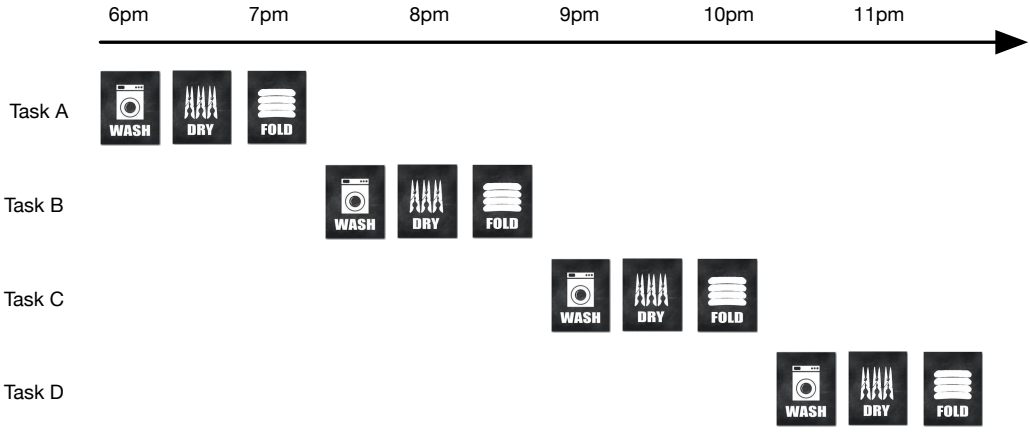
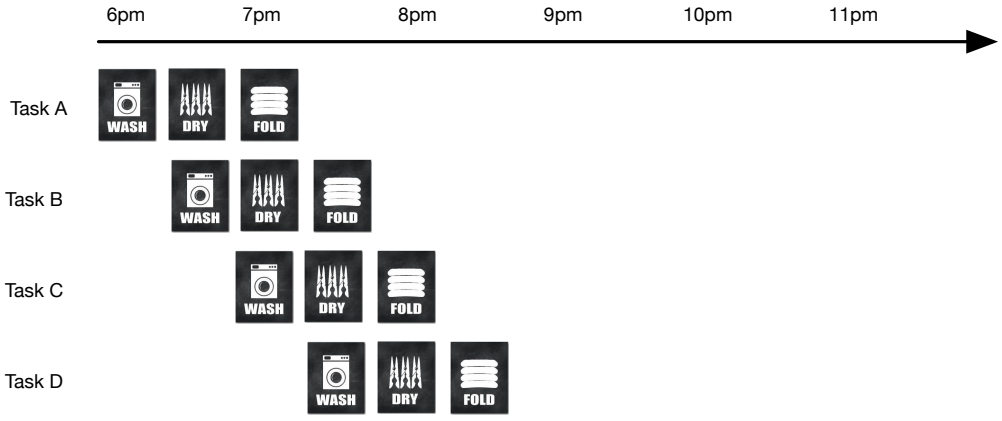
16-23	$s0-$s7	saved, have to be preserved by function
26-27	$k0-$k1	reserved for kernel
28	$gp	global area pointer
29	$sp	stack pointer
30	$fp	frame pointer

Pipelining

Laundry Analogy



Laundry Pipelined



Speed-up

- Theoretical speed-up: 3 times
- Actual speed-up in example: 2 times
  - sequential: 1:30+1:30+1:30+1:30 = 6 hours
  - pipelined: 1:30+0:30+0:30+0:30 = 3 hours
- Many tasks $\rightarrow$ speed-up approaches theoretical limit

MIPS instruction pipeline

MIPS Pipeline

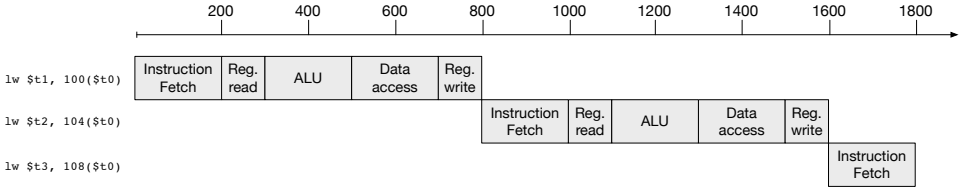
- Fetch instruction from memory
- Read registers and decode instruction (note: registers are always encoded in same place in instruction)
- Execute operation OR calculate an address
- Access an operand in memory
- Write result into a register

Time for Instructions

Breakdown for each type of instruction

Instruction class	**Instr. fetch**	**Register read**	**ALU oper.**	**Data access**	**Register write**	**Total time**
Load word (lw)	200ps	100ps	200ps	200ps	100ps	800ps
Store word (sw)	200ps	100ps	200ps	200ps		700ps
R-format (add)	200ps	100ps	200ps		100ps	600ps
Brand (beq)	200ps	100ps	200ps			500ps

Pipeline Execution



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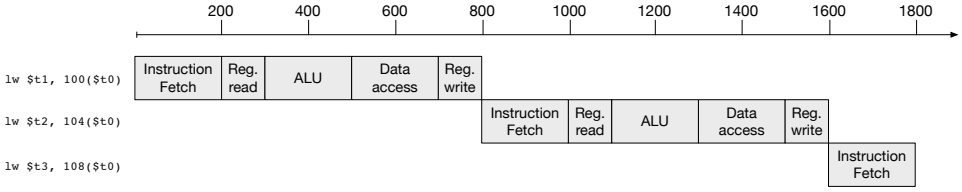

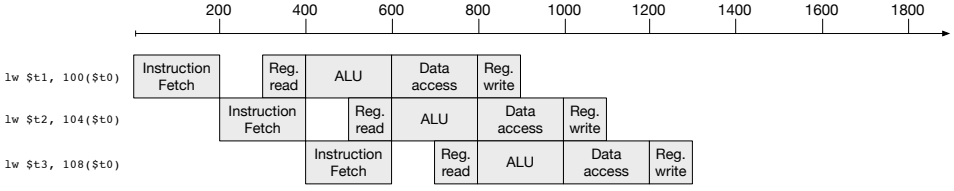

Speed-up

- Theoretical speed-up: 4 times
- Actual speed-up in example: 1.71 times
  - sequential: 800ps + 800ps + 800ps = 2400ps
  - pipelined: 1000ps + 200ps + 200ps = 1400ps
- Many tasks $\rightarrow$ speed-up approaches theoretical limit

Design for Pipelining

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- Few instruction formats
  $\rightarrow$ parallel op decode and register read
- Memory access limited to load and store instructions
  $\rightarrow$ stage 3 used for memory access, otherwise operation execution
- Words aligned in memory
  $\rightarrow$ able to read in one instruction
  (aligned = memory address multiple of 4)

Hazards

Hazards

- Hazard = next instruction cannot be executed in next clock cycle
- Types
  - structural hazard
  - data hazard
  - control hazard

Structural Hazard

- Definition: instructions overlap in resource use in same stage
- For instance: memory access conflict

	1	**2**	**3**	**4**	**5**	**6**	**7**
i1	FETCH	DECODE	MEMORY	MEMORY	ALU	REGISTER	
i2		FETCH	DECODE	MEMORY	MEMORY	ALU	REGISTER
				conflict			

- MIPS designed to avoid structural hazards

Data Hazard

- Definition: instruction waits on result from prior instruction
- Example

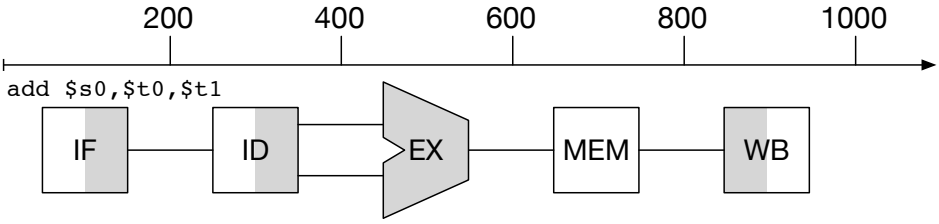
  ```
  add $s0, $t0, $t1
  sub $t0, $s0, $t3
  ```

  - add instruction writes result to register $s0 in stage 5
  - sub instruction reads $s0 in stage 2

$\Rightarrow$ Stage 2 of sub has to be delayed

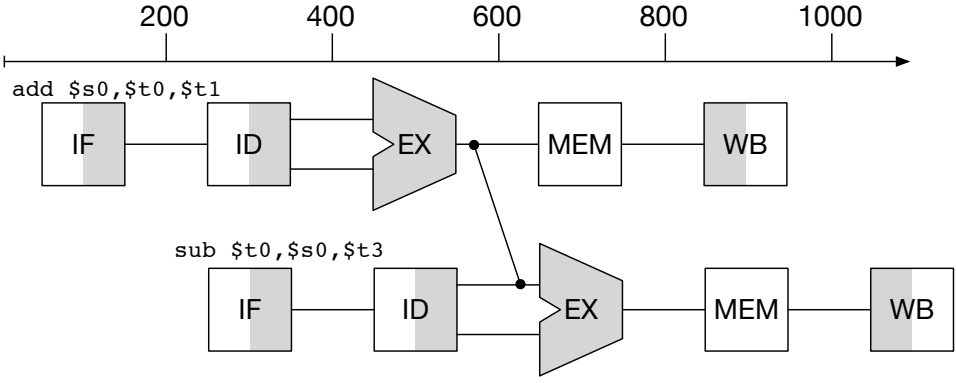
- We overcome this in hardware

Graphical Representation



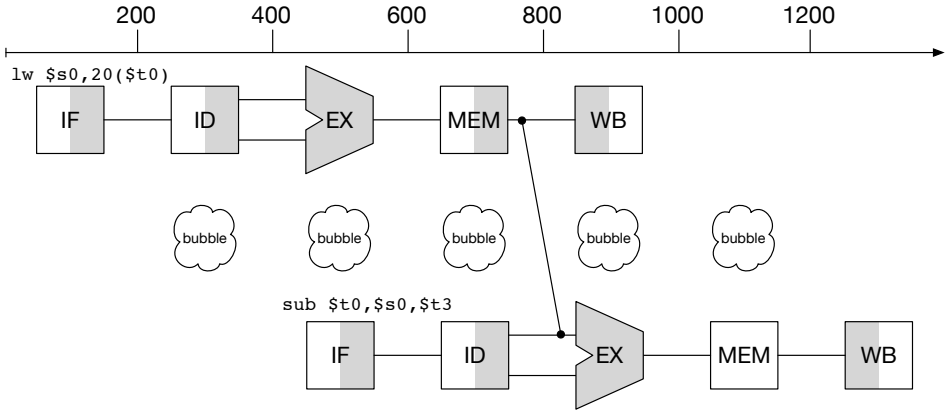
- IF: instruction fetch
- ID: instruction decode
- EX: execution
- MEM: memory access
- WB: write-back

Add and Subtract



- Add wiring to circuit to directly connect output of ALU for next instruction

Load and Subtract



- Add wiring from memory lookup to ALU
- Still 1 cycle unused: "pipeline stall" or "bubble"

Reorder Code

Code with data hazard

```
lw   $t1, 0($t0)
lw   $t2, 4($t0)
add $t3, $t1, $t2
sw   $t3, 12($t0)
lw   $t4, 8($t0)
add $t5, $t1, $t4
sw   $t5, 16($t0)
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Load instruction now completed in time

Clicker quiz!

Clicker quiz omitted from public slides

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Control Hazard

- Also called branch hazard
- Selection of next instruction depends on outcome of previous
- Example

```
add $s0, $t0, $t1
beq $s0, $s1, ff40
sub $t0, $s0, $t3
```

  - sub instruction only executed if branch condition fails

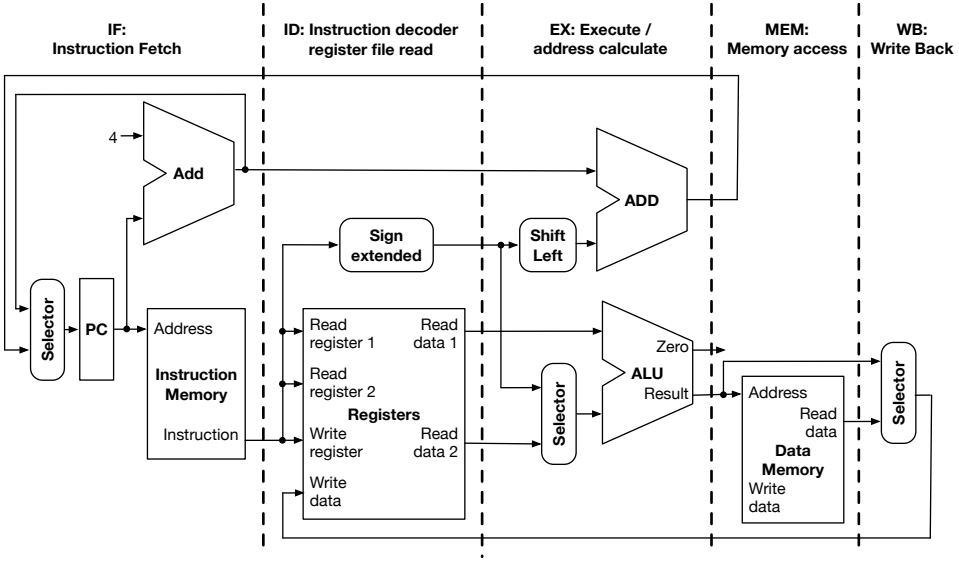
$\rightarrow$ cannot start until branch condition result known

Branch Prediction

- Assume that branches are never taken
  $\rightarrow$ full speed if correct
- More sophisticated
  - keep record of branch taken or not
  - make prediction based on history

Pipelined data path

Datapath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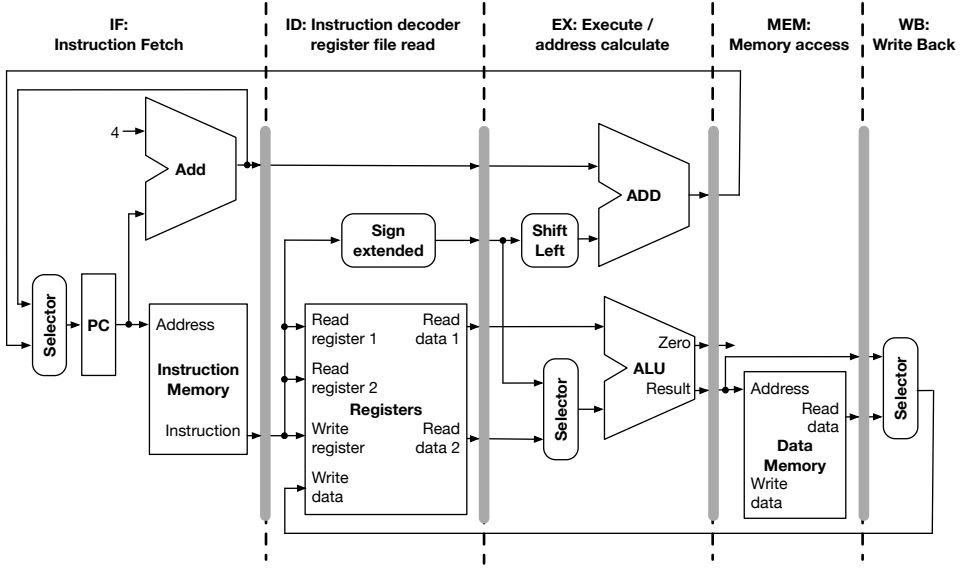
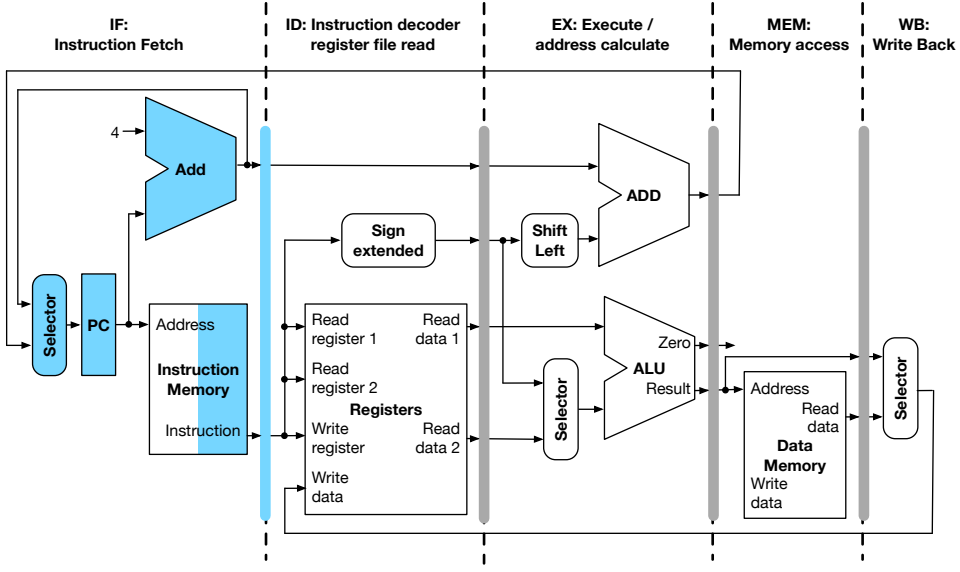


Load

Load: Stage 1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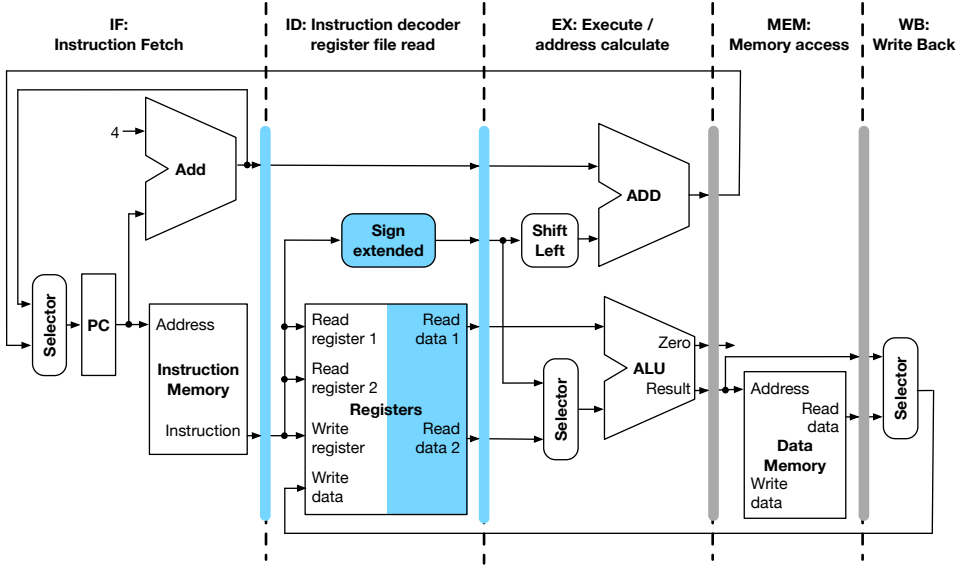
Load: Stage 2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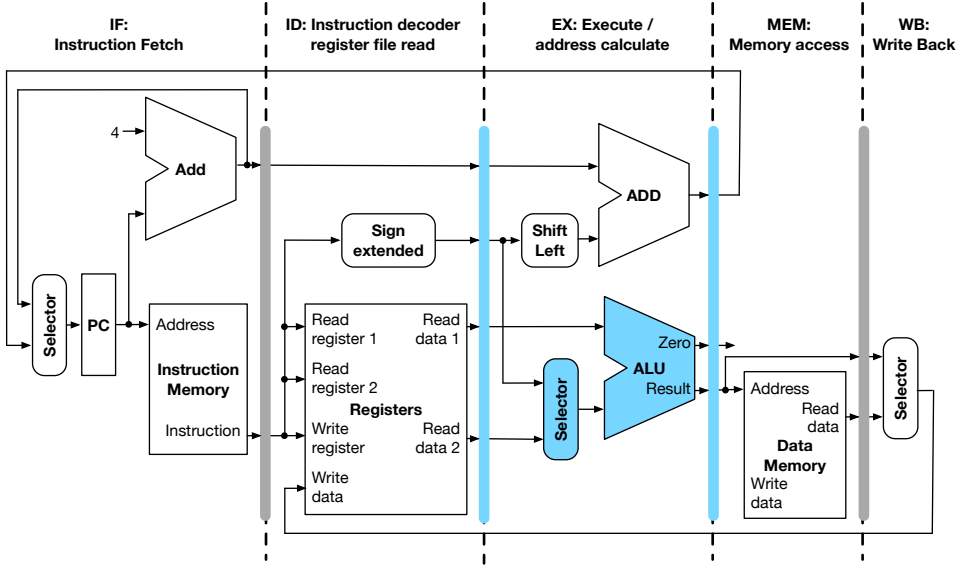
Load: Stage 3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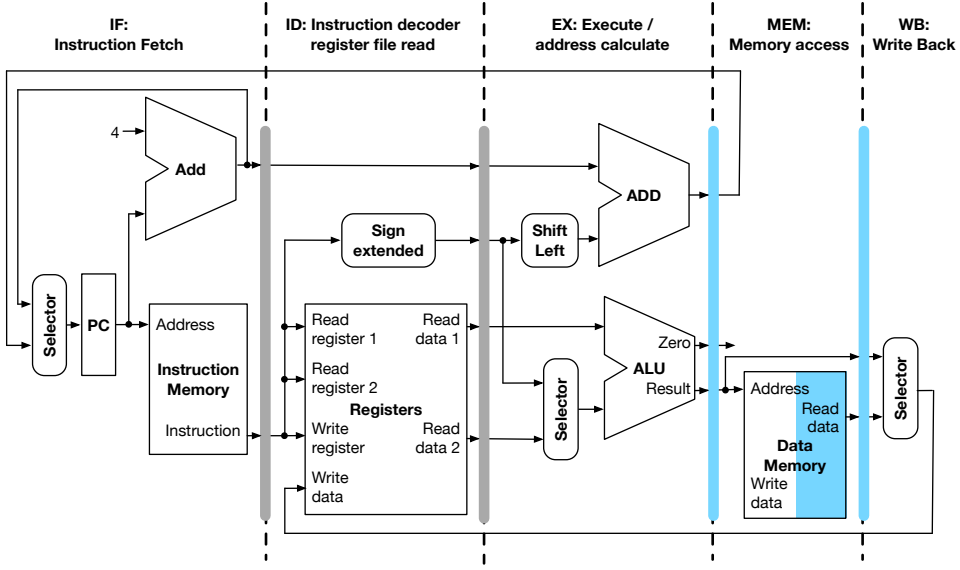
Load: Stage 4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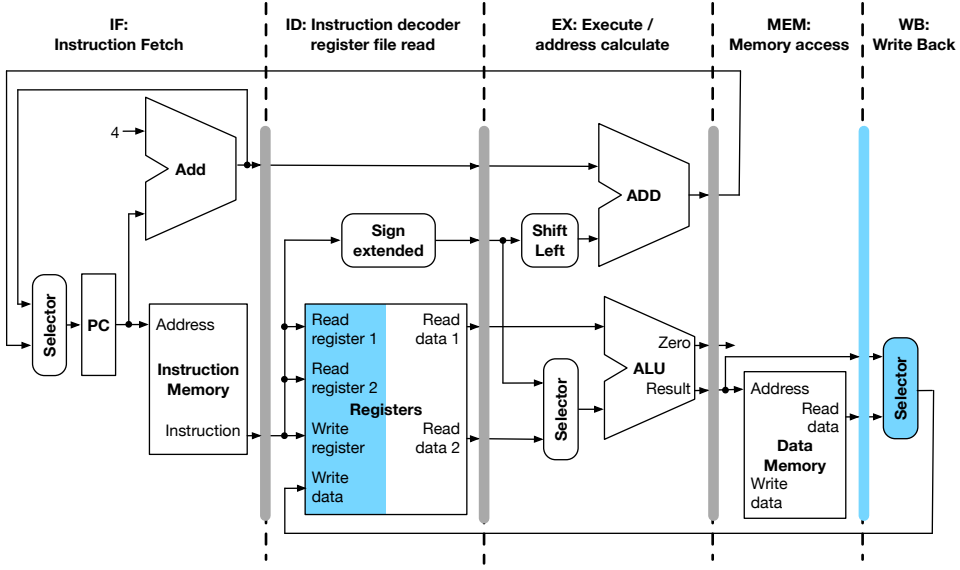
Load: Stage 5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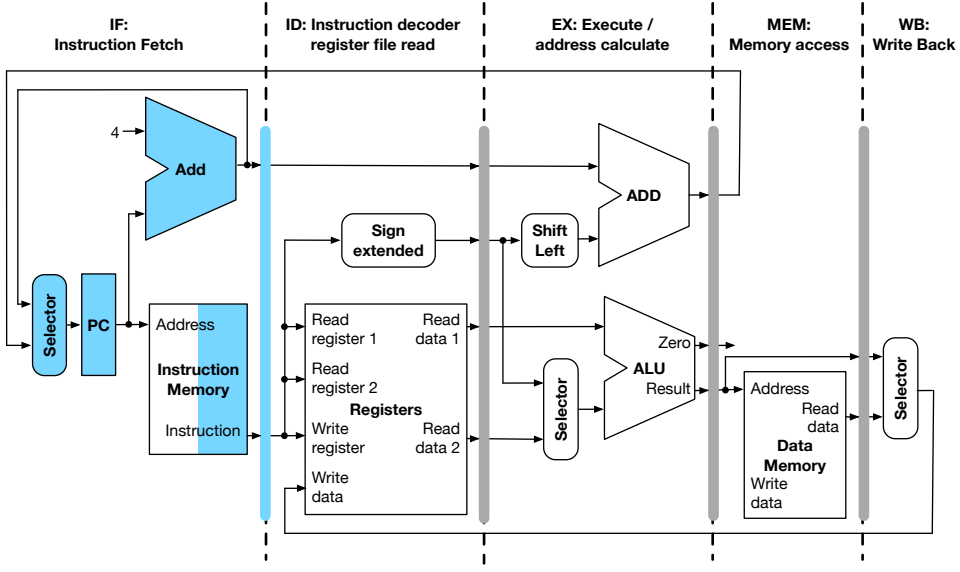
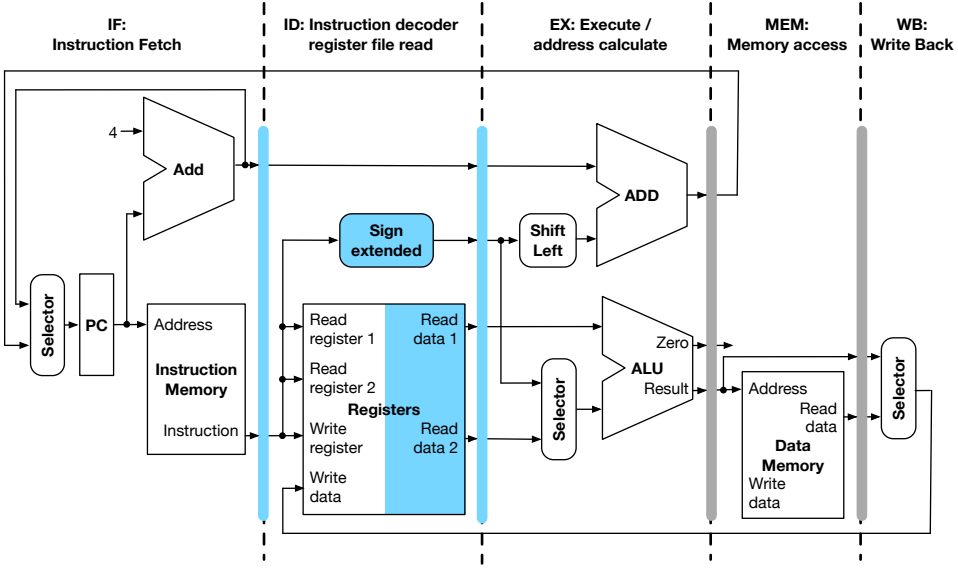
Store

Store: Stage 1



Store: Stage 2



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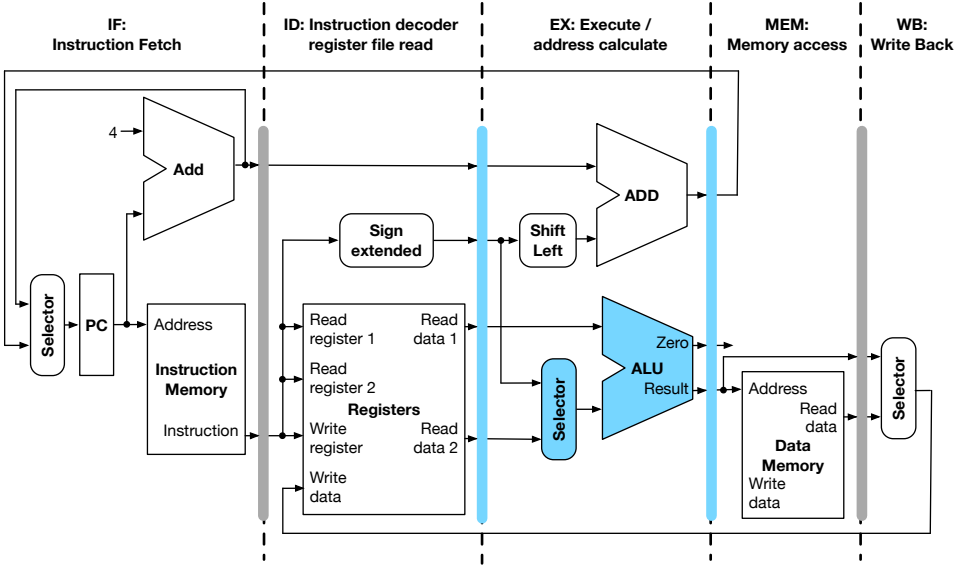
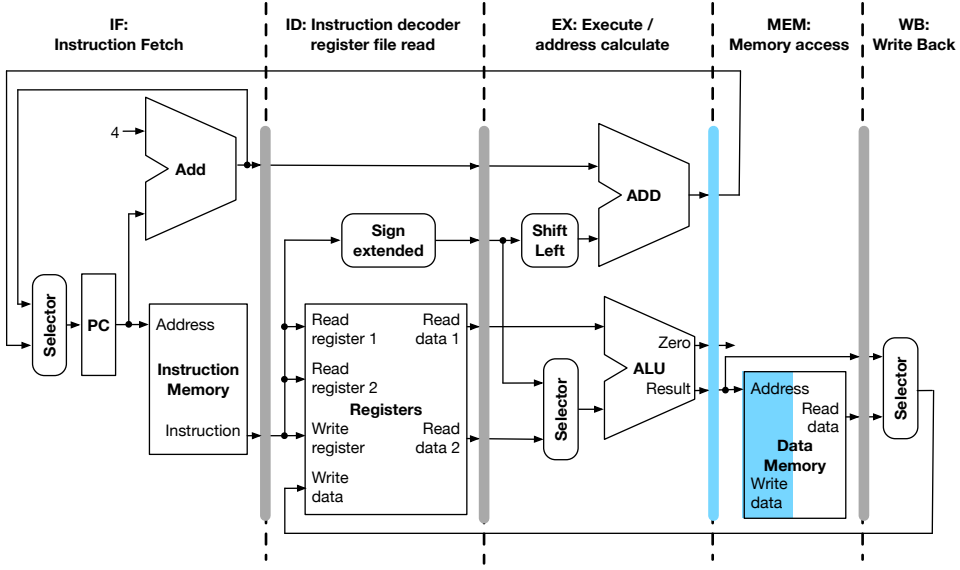


Store: Stage 4



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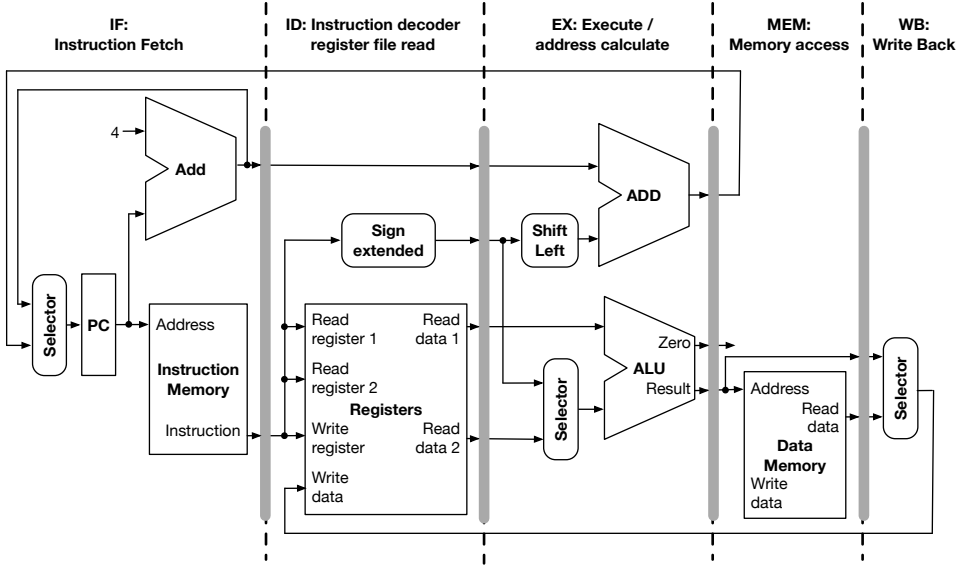
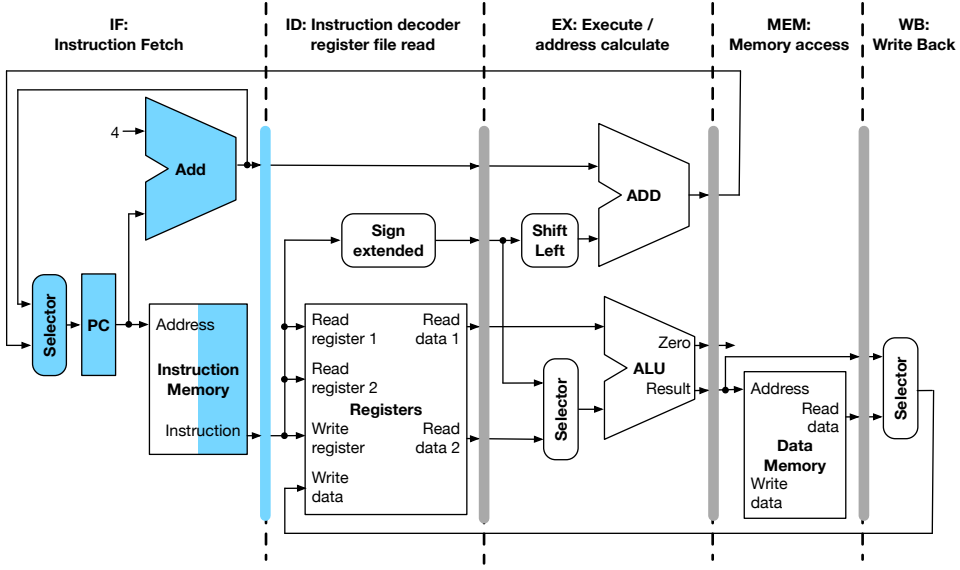


Add

Add: Stage 1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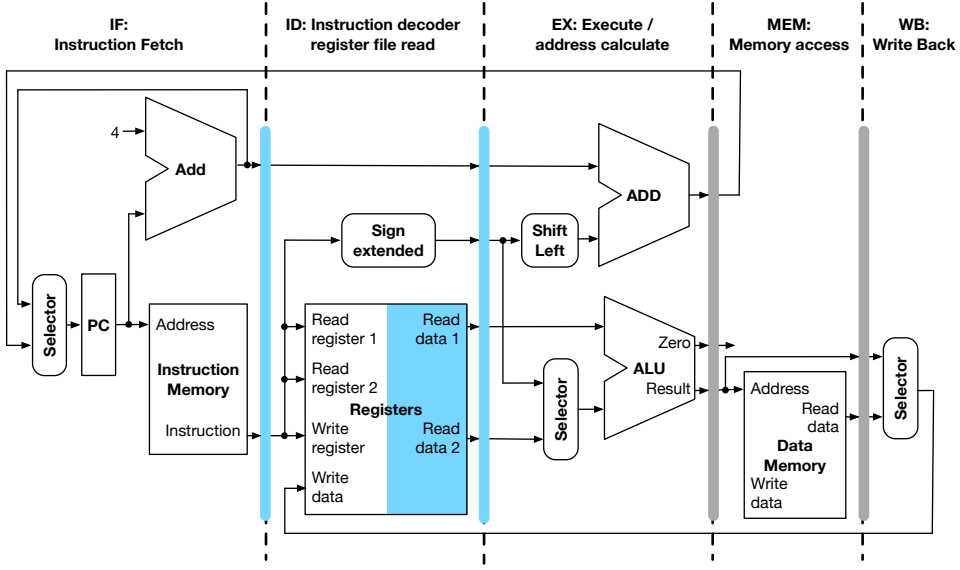
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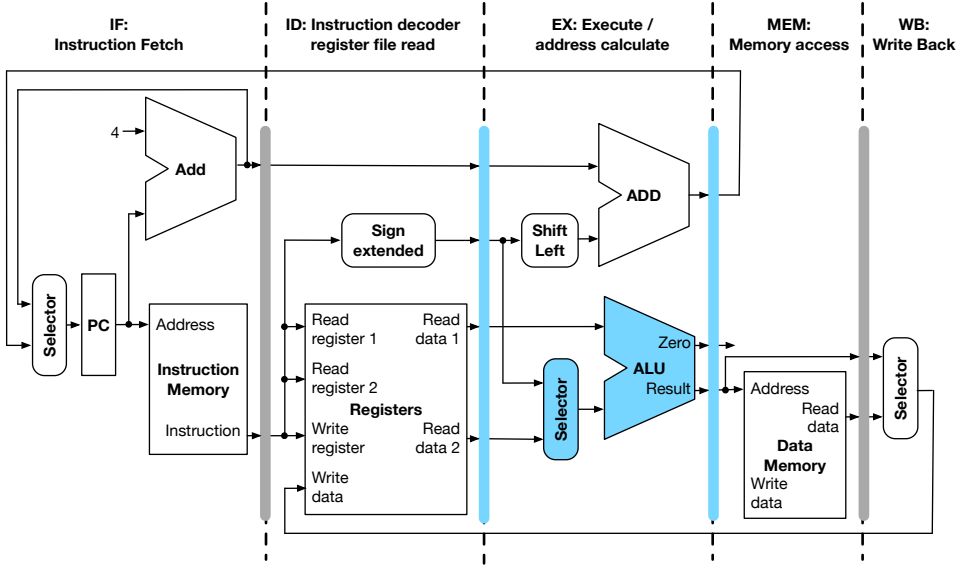
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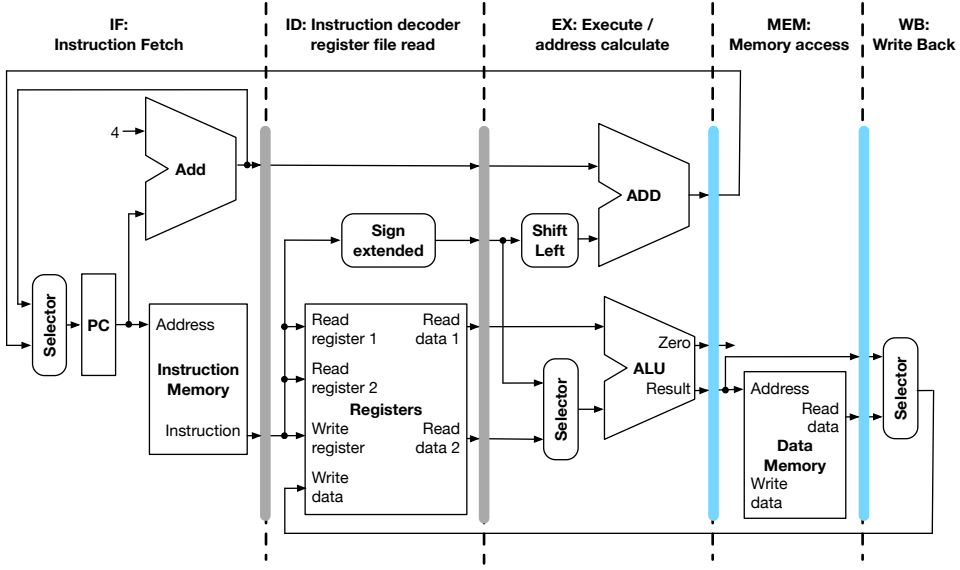
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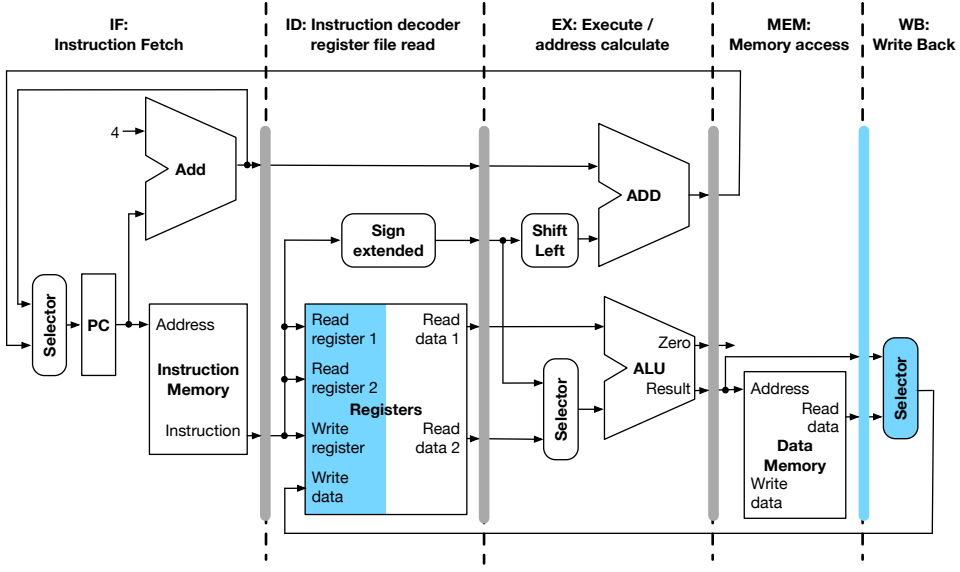
Add: Stage 5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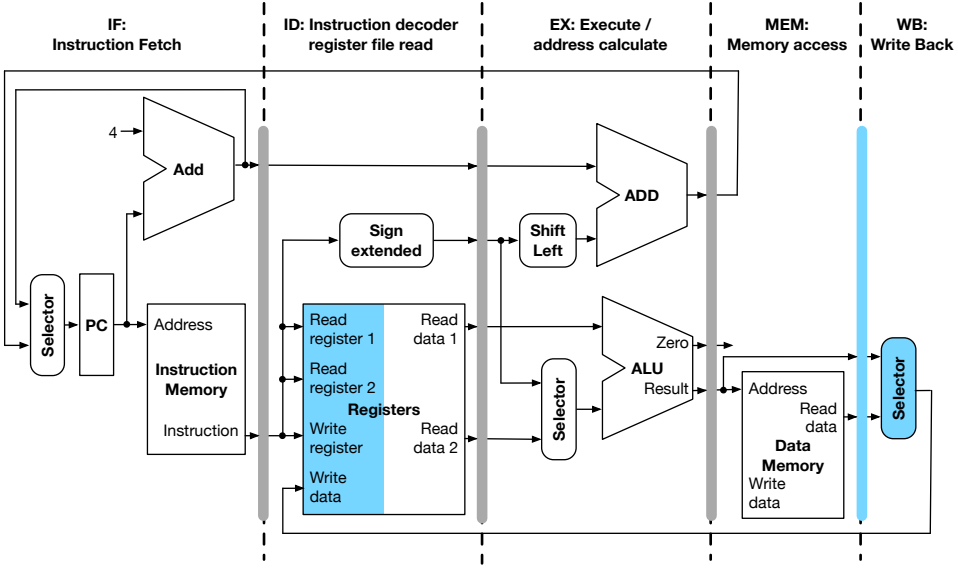
Write to register

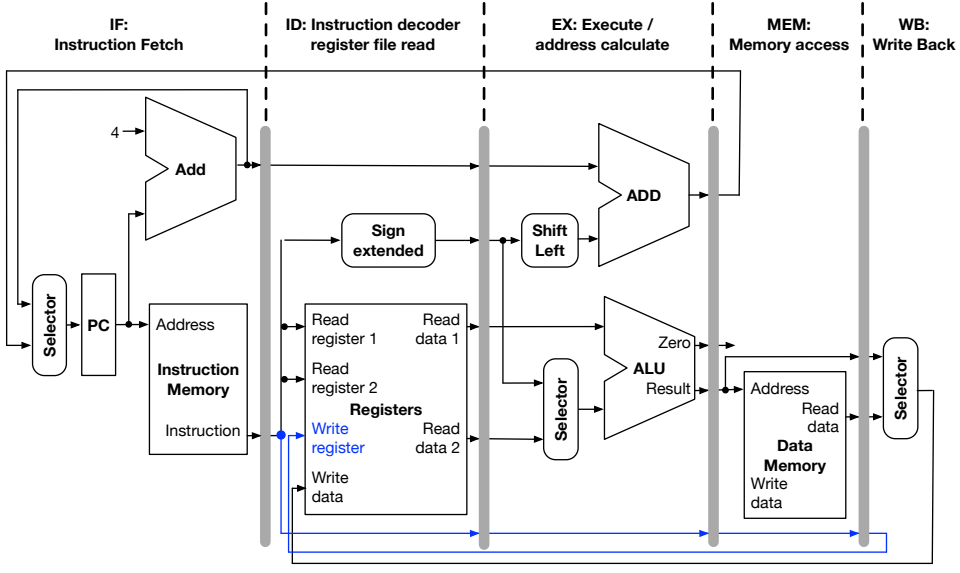
Which Register?



Problem

- Write register
  - decoded in stage 2
  - used in stage 5
- Identity of register has to be passed along

Data Path for Write Register

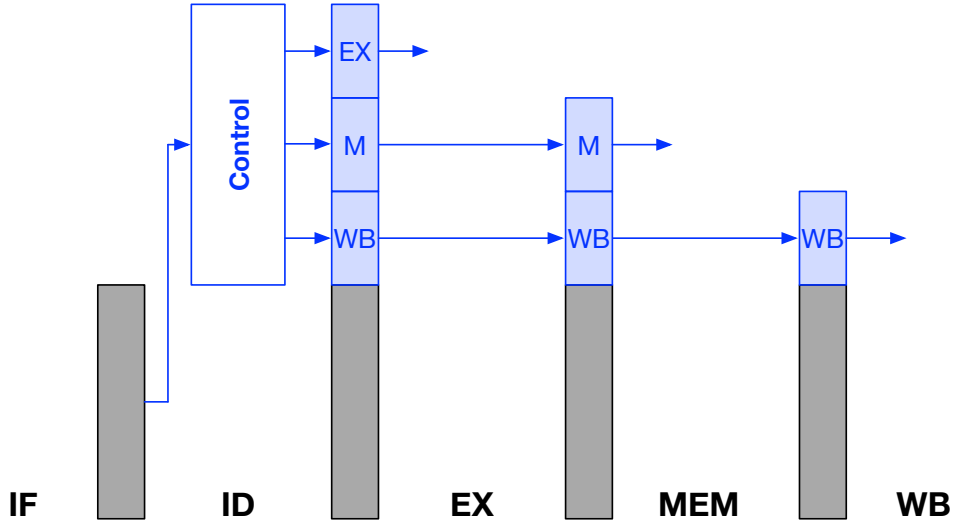
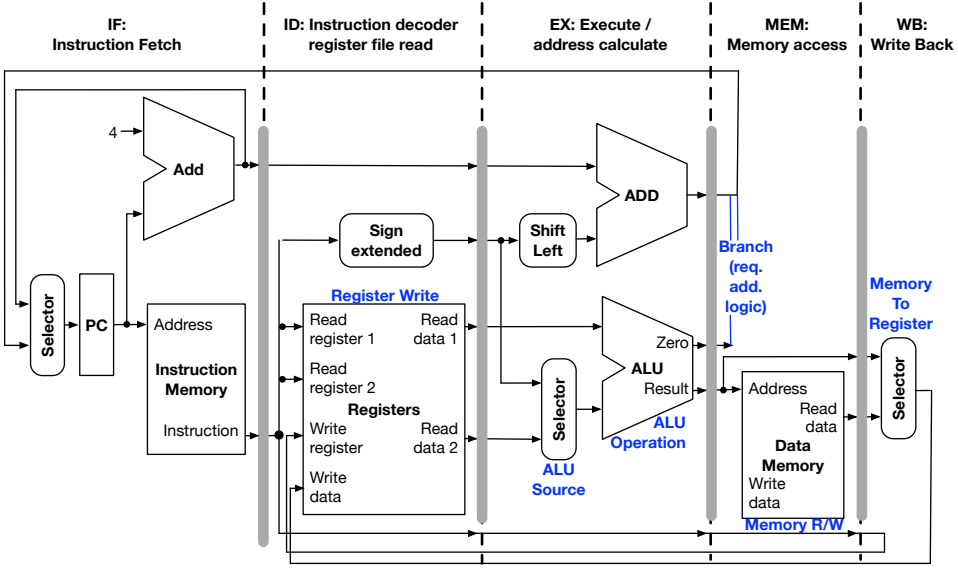


Pipelined control

Pipelined Control

- At each stage, information from instruction is needed
  - which ALU operation to execute
  - which memory address to consult
  - which register to write to
- This control information has to be passed through stages

Pipelined Control



Control Flags