

# Chapter 4

## The Processor



# Stalls and Performance

## The BIG Picture

- Stalls reduce performance
  - But are required to get correct results
- Compiler can arrange code to avoid hazards and stalls
  - Requires knowledge of the pipeline structure



# Control Hazards

- Branch determines flow of control
  - Fetching next instruction depends on branch outcome
  - Pipeline can't always fetch correct instruction
    - Still working on ID stage of branch
- In MIPS pipeline
  - Need to compare registers and compute target early in the pipeline
  - Add hardware to do it in ID stage



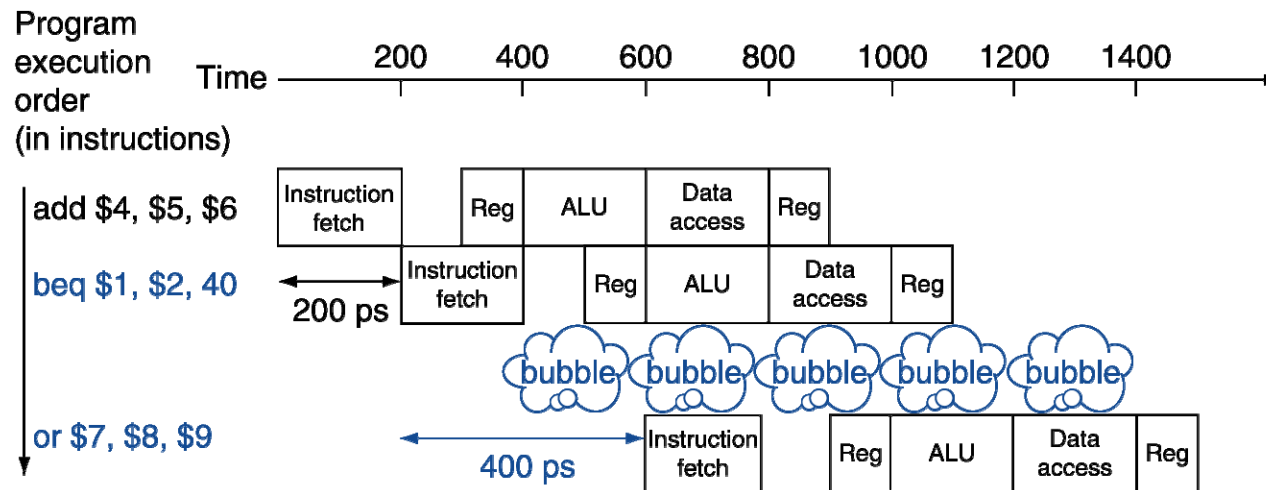
# Dealing With Branch Hazards

- Hardware solutions
  - stall until you know which direction branch goes
  - guess which direction, start executing chosen path (but be prepared to undo any mistakes!)
    - static branch prediction: base guess on instruction type
    - dynamic branch prediction: base guess on execution history
  - reduce the branch delay



# Stall on Branch

- Wait until branch outcome determined before fetching next instruction



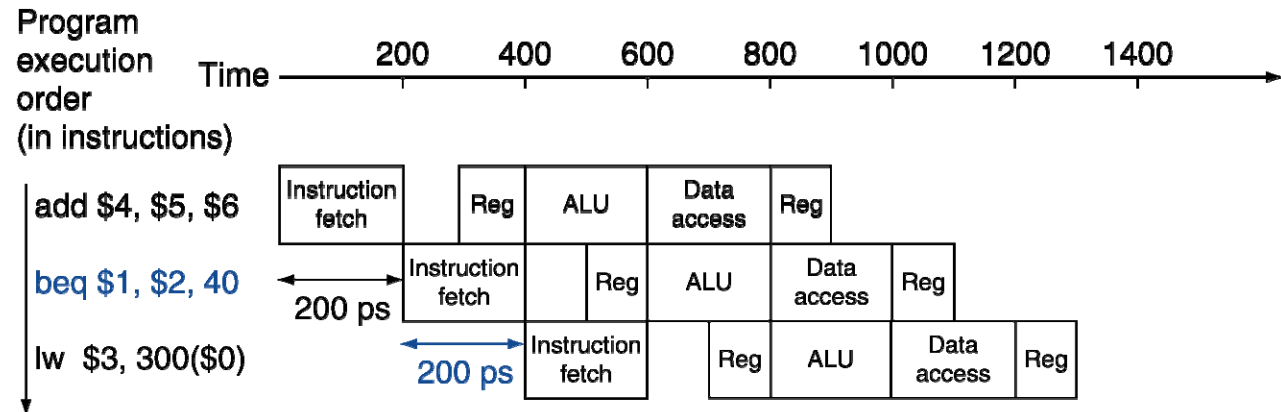
# Branch Prediction

- Longer pipelines can't readily determine branch outcome early
  - Stall penalty becomes unacceptable
- Predict outcome of branch
  - Only stall if prediction is wrong
- In MIPS pipeline
  - Can predict branches not taken
  - Fetch instruction after branch, with no delay

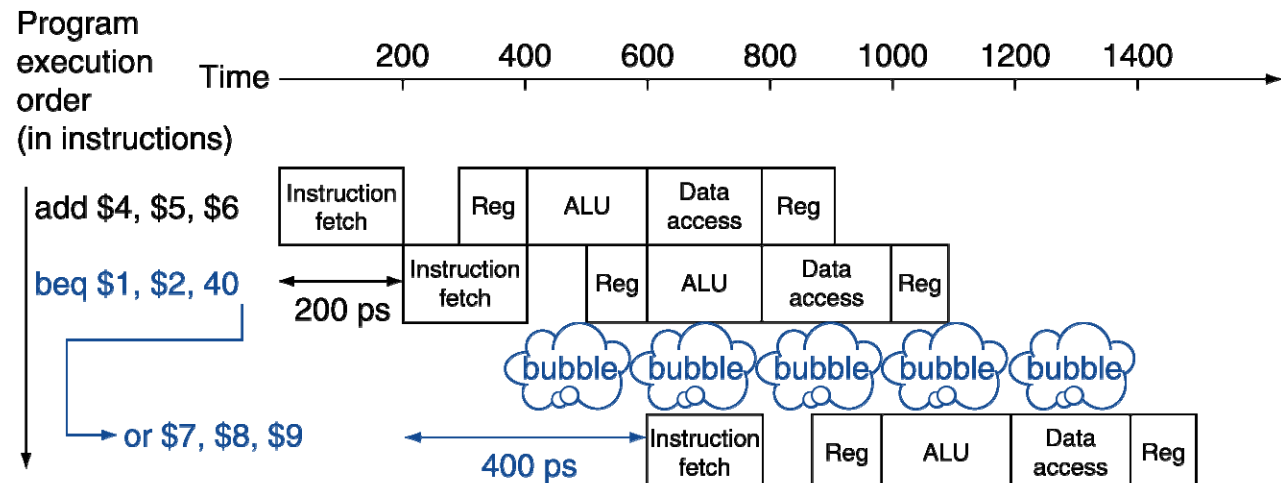


# MIPS with Predict Not Taken

Prediction correct



Prediction incorrect



# More-Realistic Branch Prediction

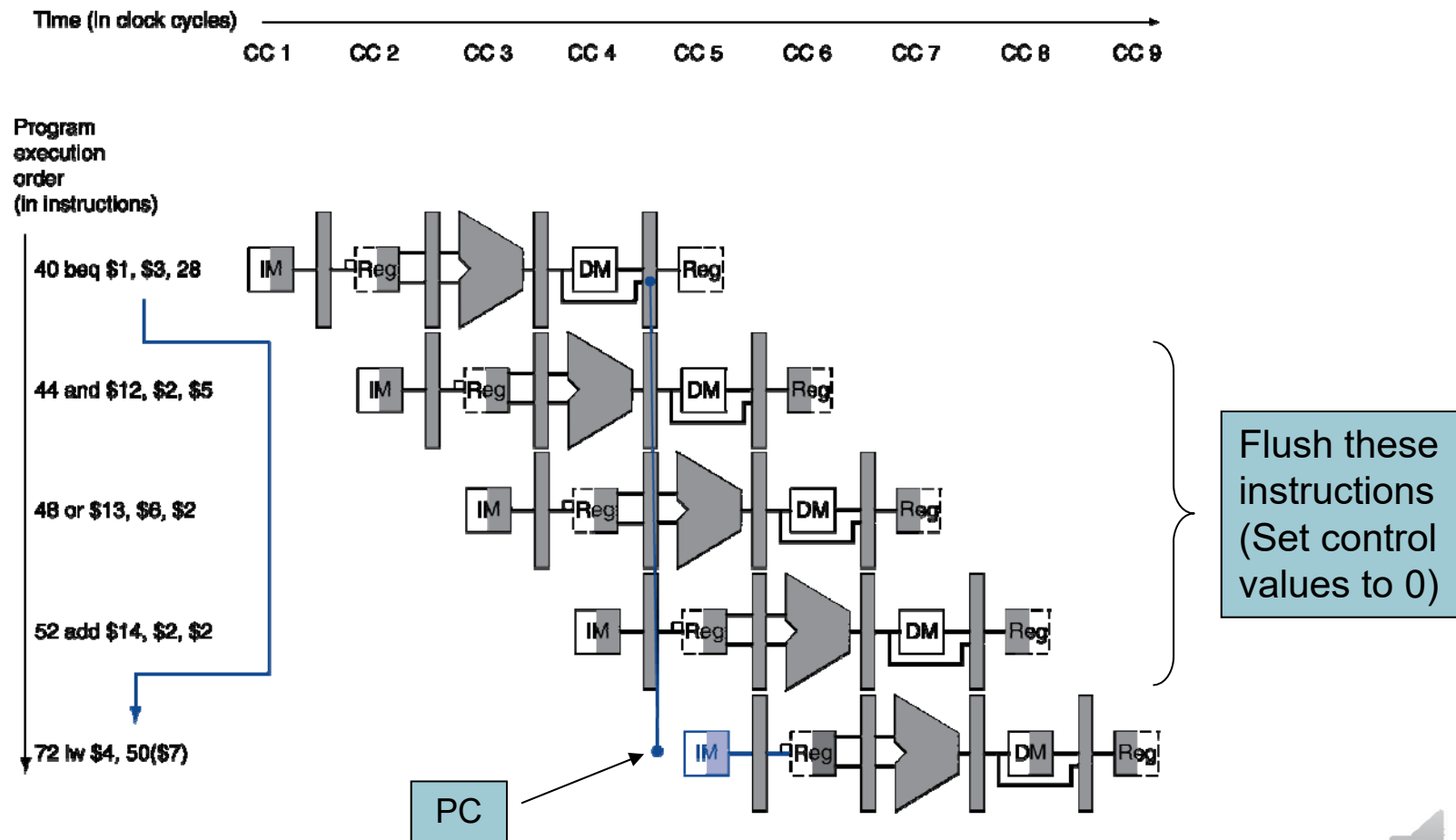
- Static branch prediction
  - Based on typical branch behavior
  - Example: loop and if-statement branches
    - Predict backward branches taken
    - Predict forward branches not taken
- Dynamic branch prediction
  - Hardware measures actual branch behavior
    - e.g., record recent history of each branch
  - Assume future behavior will continue the trend
    - When wrong, stall while re-fetching, and update history





# Branch Hazards

- If branch outcome determined in MEM



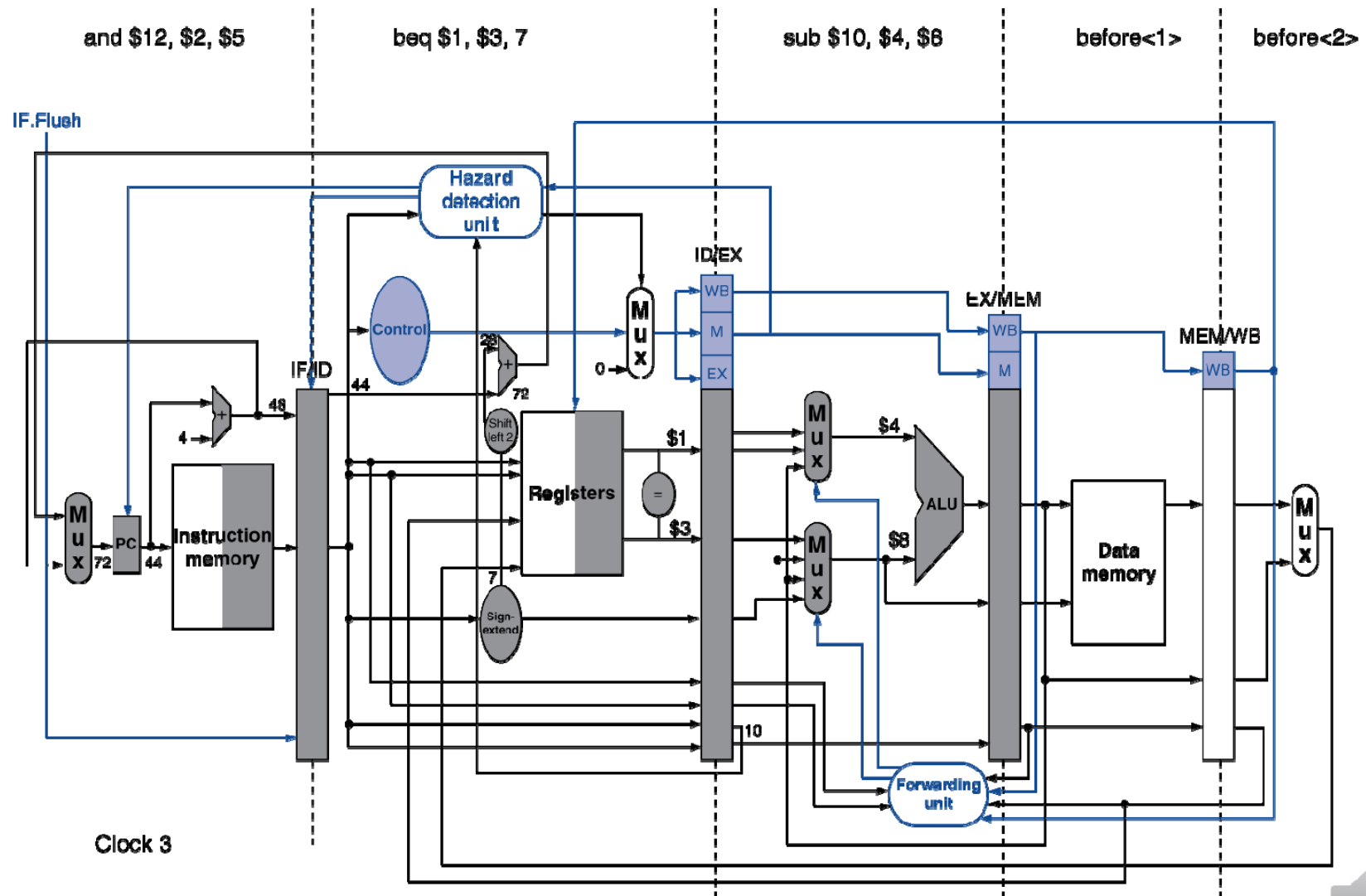
# Reducing Branch Delay

- Move hardware to determine outcome to ID stage
  - Target address adder
  - Register comparator
- Example: branch taken

```
36:  sub  $10, $4, $8
40:  beq  $1,  $3,  7
44:  and  $12, $2, $5
48:  or   $13, $2, $6
52:  add  $14, $4, $2
56:  slt  $15, $6, $7
    ...
72:  lw   $4,  50($7)
```



# Example: Branch Taken



# Example: Branch Taken

