



Putting It All Together

- When we combine dynamic scheduling, multiple issue, and speculation, we create a microarchitecture similar to those in modern processors.
- This integration allows for significant performance improvements by executing multiple instructions simultaneously while handling dependencies and branch predictions.







Example

Loop: LD R2,0(R1) ;R2=array element ;increment R2 DADDIU R2,R2,#1 SD R2,0(R1) ;store result R1,R1,#8 ; increment pointer DADDIU ; branch if not last element BNE R2, R3, LOOP

One address calculation
One ALU operation
One branch evaluation
Two instruction committed
Per cycle

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
LD	R2,0(R1)																			
DADDIU	R2,R2,#1					_	1													
SD	R2,0(R1)							*												
DADDIU	R1,R1,#8						,													
BNE	R2,R3,L00P							A.												
LD	R2,0(R1)								X											
DADDIU	R2,R2,#1											*	1							
SD	R2,0(R1)									A				1						
DADDIU	R1,R1,#8								*											
BNE	R2,R3,L00P													X						
LD	R2,0(R1)														X					
DADDIU	R2,R2,#1																	A	7	
SD	R2,0(R1)															A				
DADDIU	R1,R1,#8														*					
BNE	R2,R3,L00P																			4







Example with Speculation

R2,0(R1) ;R2=array element Loop: LD R2,R2,#1 ;increment R2 DADDIU R2,0(R1) ;store result SD R1, R1, #8 DADDIU ;increment pointer ; branch if not last element BNE R2,R3,L00P

One address calculation
One ALU operation
One branch evaluation
Two instruction committed
Per cycle

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
LD	R2,0(R1)																			
DADDIU	R2,R2,#1					M	1													
SD	R2,0(R1)																			
DADDIU	R1,R1,#8																			
BNE	R2,R3,L00P							4												
LD	R2,0(R1)																			
DADDIU	R2,R2,#1								×	1										
SD	R2,0(R1)										A									
DADDIU	R1,R1,#8																			
BNE	R2,R3,L00P										¥									
LD	R2,0(R1)																			
DADDIU	R2,R2,#1											×	1							
SD	R2,0(R1)																			
DADDIU	R1,R1,#8																			
BNE	R2,R3,L00P													A						

