

# PIPELINING: BRANCH AND MULTICYCLE INSTRUCTIONS

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# Overview

- Announcement

- ▣ Homework 1 submission deadline: Sept. 12<sup>th</sup>

- This lecture

- ▣ Control hazards in the five-stage pipeline

- ▣ Multicycle instructions

- Pipelined

- Unpipelined

- ▣ Reorder buffer

# Control Hazards

- Example C/C++ code

```
for (i=100; i != 0; i--) {  
    sum = sum + i;  
}  
total = total + sum;
```

**How many branches are in this code?**

# Control Hazards

## □ Example C/C++ code

```
for (i=100; i != 0; i--) {  
    sum = sum + i;  
}  
total = total + sum;
```

add r1, r0, #100

for:

beq r0, r1, next

add r2, r2, r1

sub r1, r1, #1

J for

next:

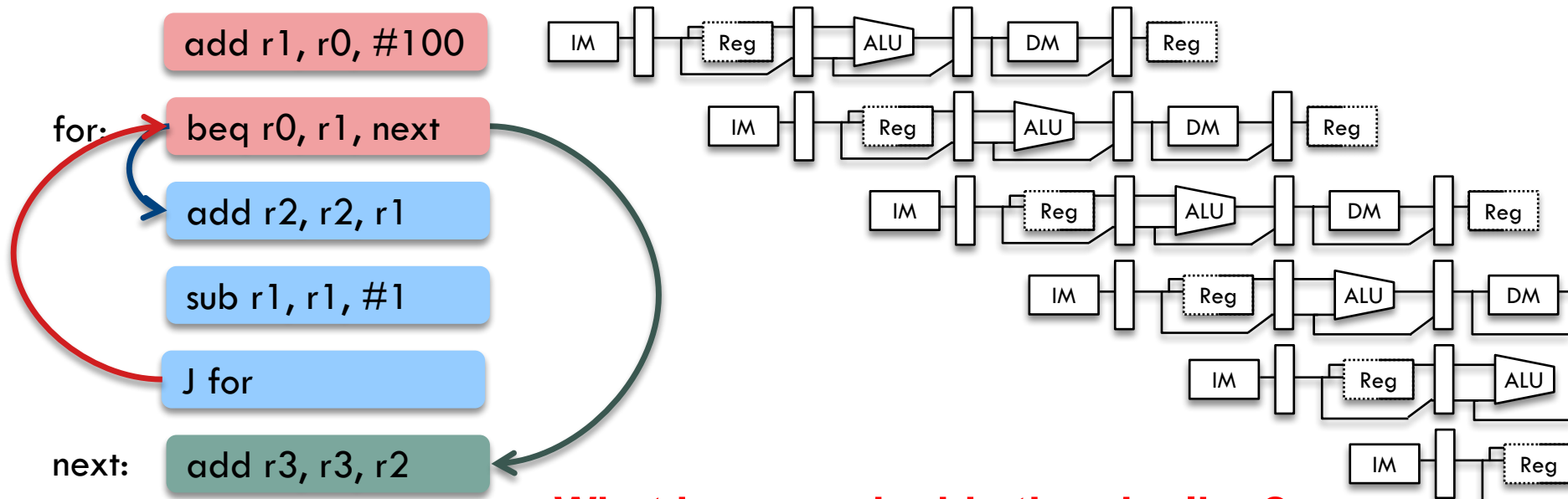
add r3, r3, r2

**What are possible target instructions?**

# Control Hazards

## □ Example C/C++ code

```
for (i=100; i != 0; i--) {  
    sum = sum + i;  
}  
total = total + sum;
```



**What happens inside the pipeline?**

# Handling Control Hazards

- 1. introducing stall cycles and delay slots
- How many cycles/slots?
- One branch per every six instructions on average!!

for:

add r1, r0, #100

beq r0, r1, next

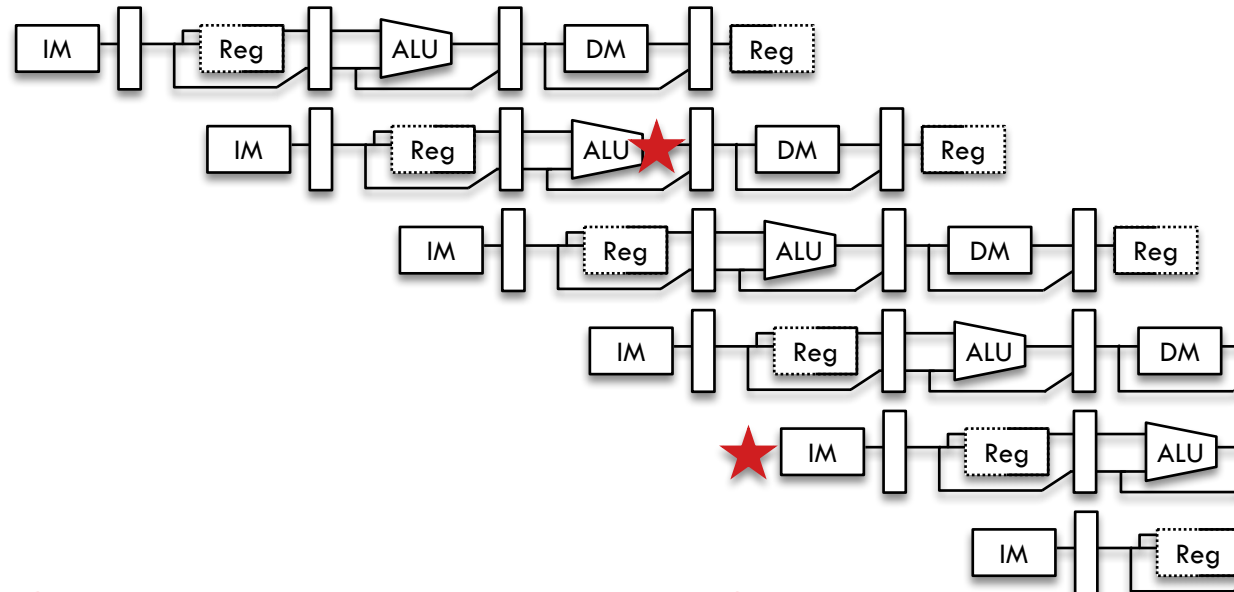
nothing

nothing

add r2, r2, r1

sub r1, r1, #1

J for



**2 additional delay slots per 6 cycles!**

# Handling Control Hazards

- 1. introducing stall cycles and delay slots
  - How many cycles/slots?
  - One branch per every six instructions on average!!

for:

add r1, r0, #100

beq r0, r1, next

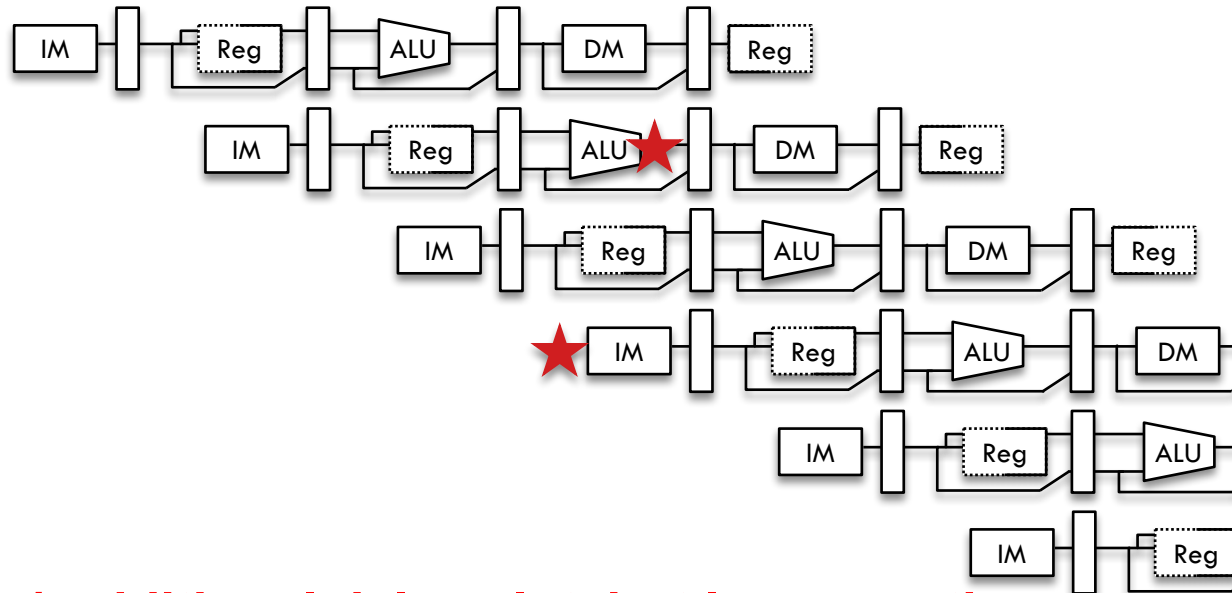
nothing

add r2, r2, r1

sub r1, r1, #1

J for

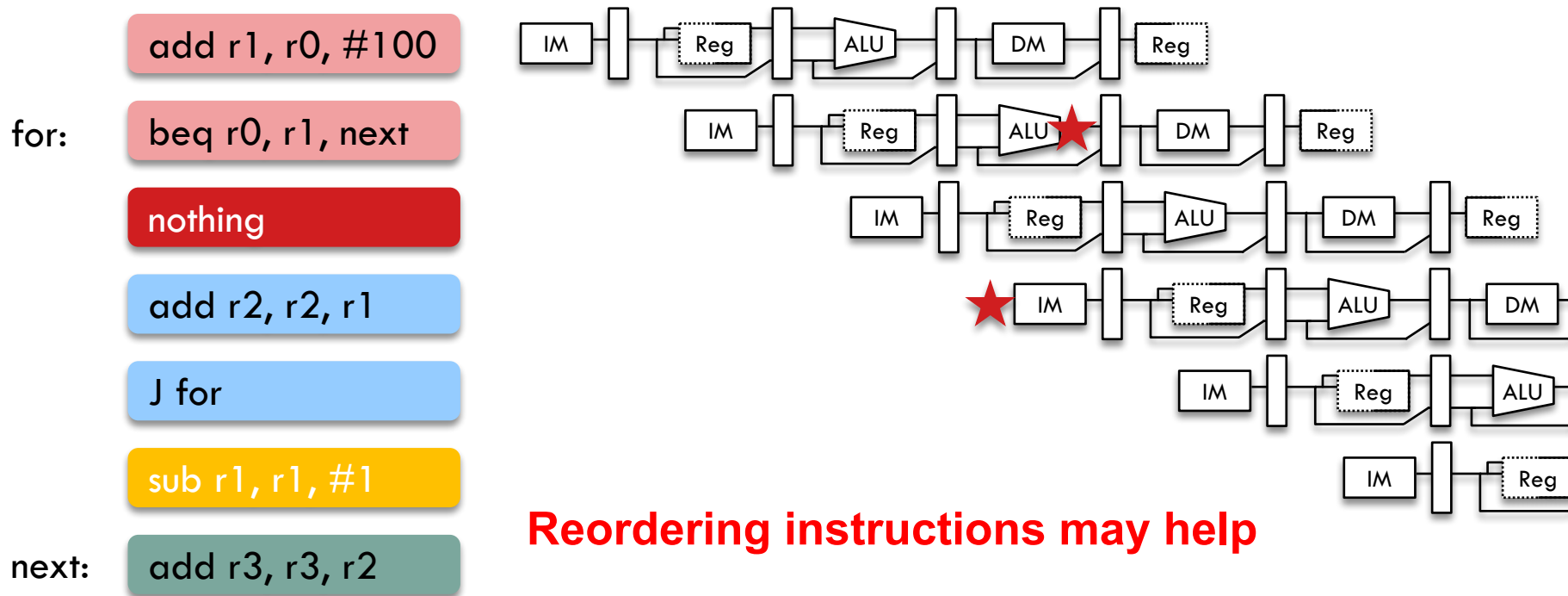
nothing



1 additional delay slot, but longer path

# Handling Control Hazards

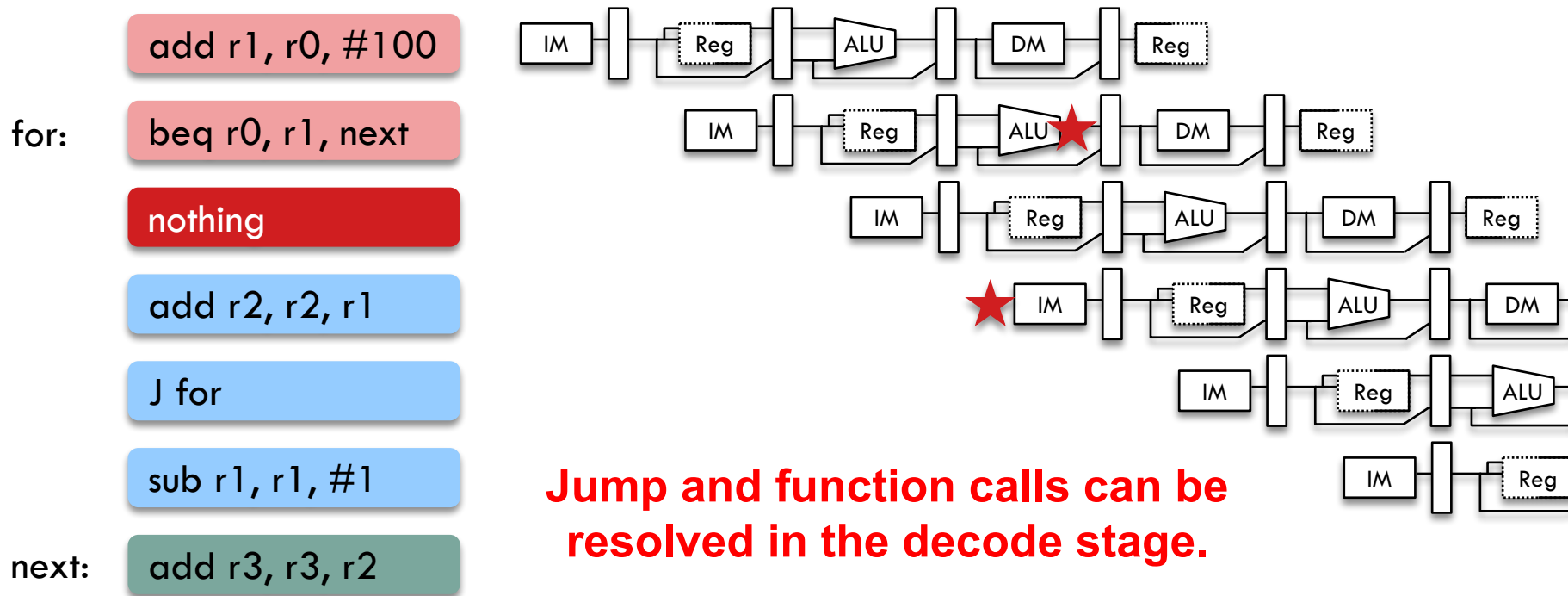
- 1. introducing stall cycles and delay slots
  - How many cycles/slots?
  - One branch per every six instructions on average!!





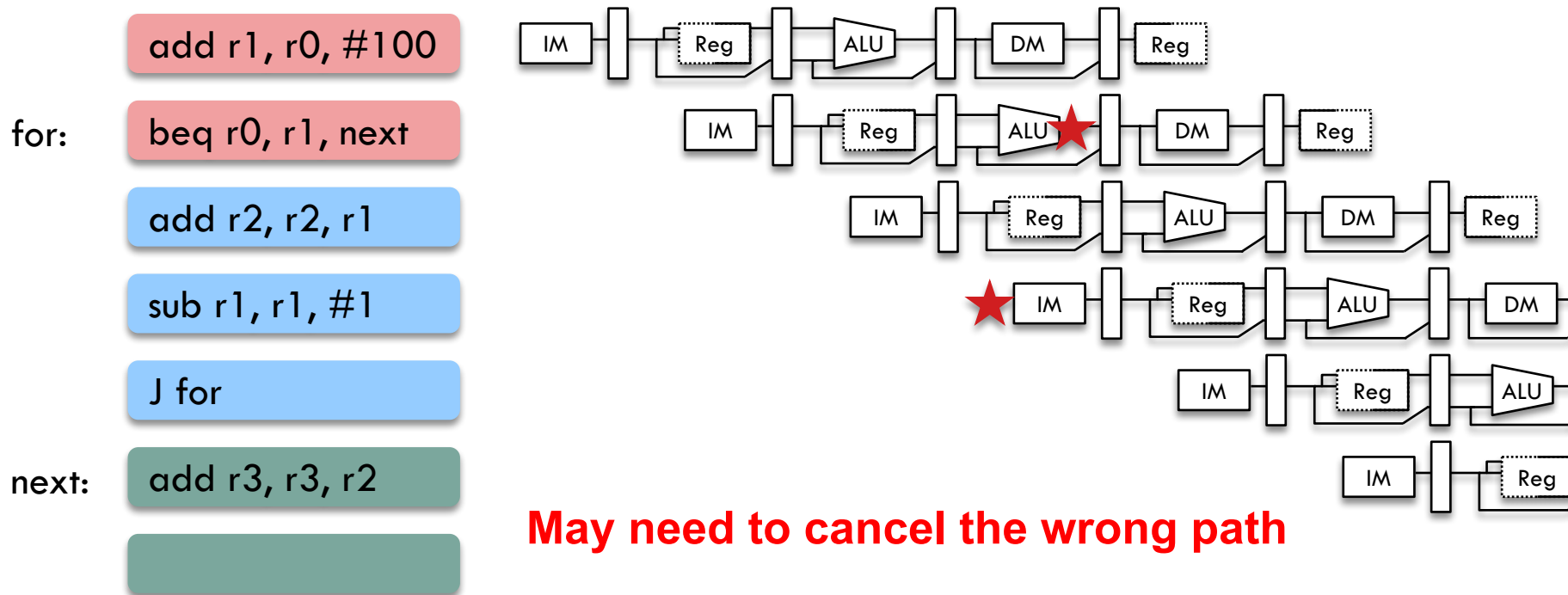
# Handling Control Hazards

- 1. introducing stall cycles and delay slots
  - How many cycles/slots?
  - One branch per every six instructions on average!!



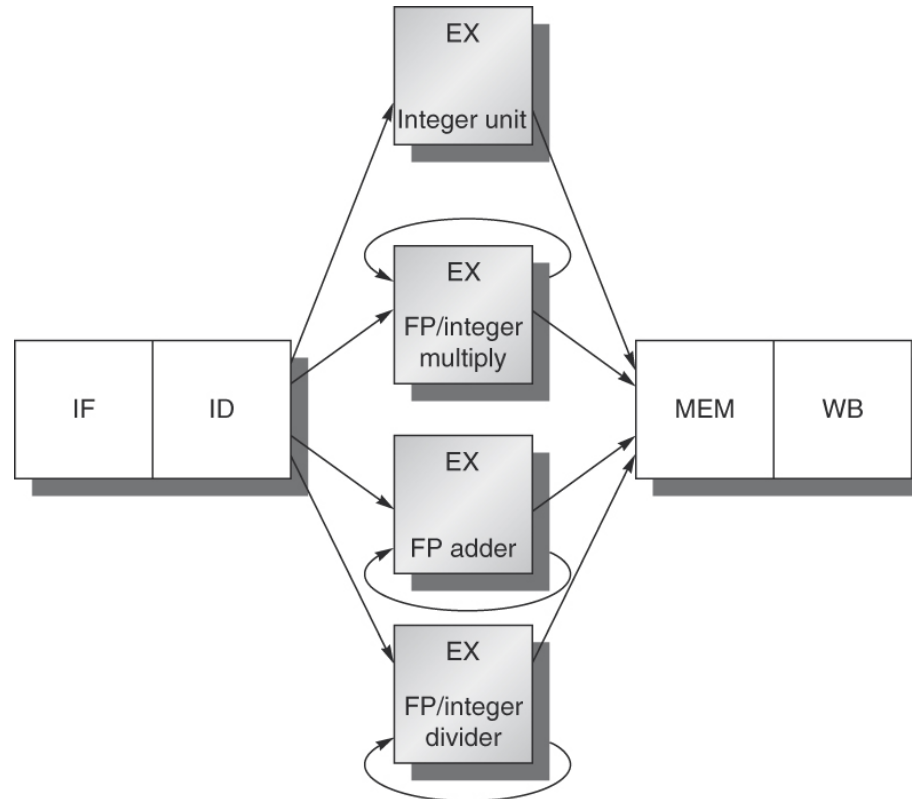
# Handling Control Hazards

- 1. introducing stall cycles and delay slots
- 2. predict the branch outcome
  - simply assume the branch is taken or not taken
  - predict the next PC



# Multicycle Instructions

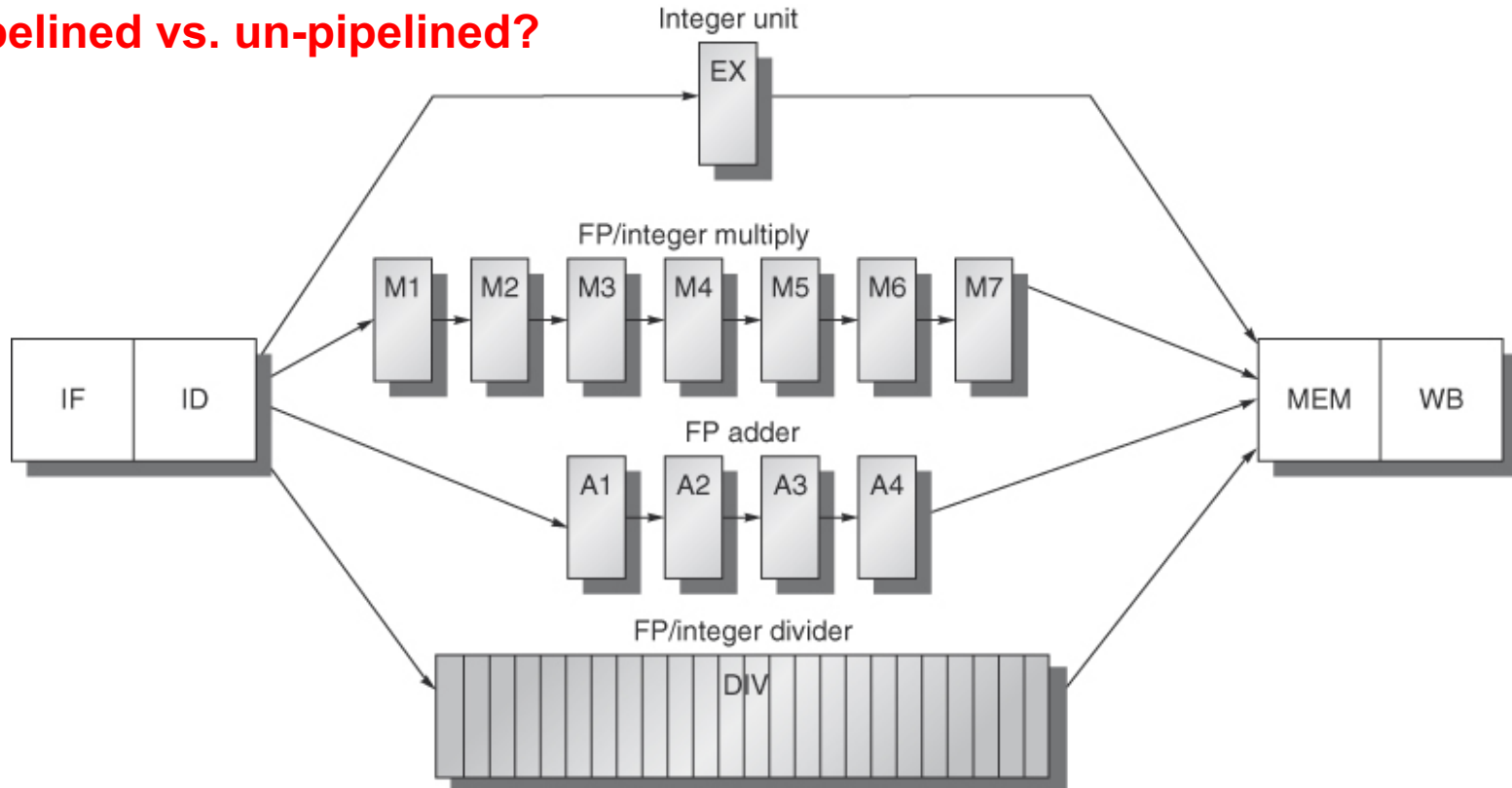
- Not all of the ALU operations complete in one cycle
  - ▣ Typically, FP operations need more time



# Multicycle Instructions

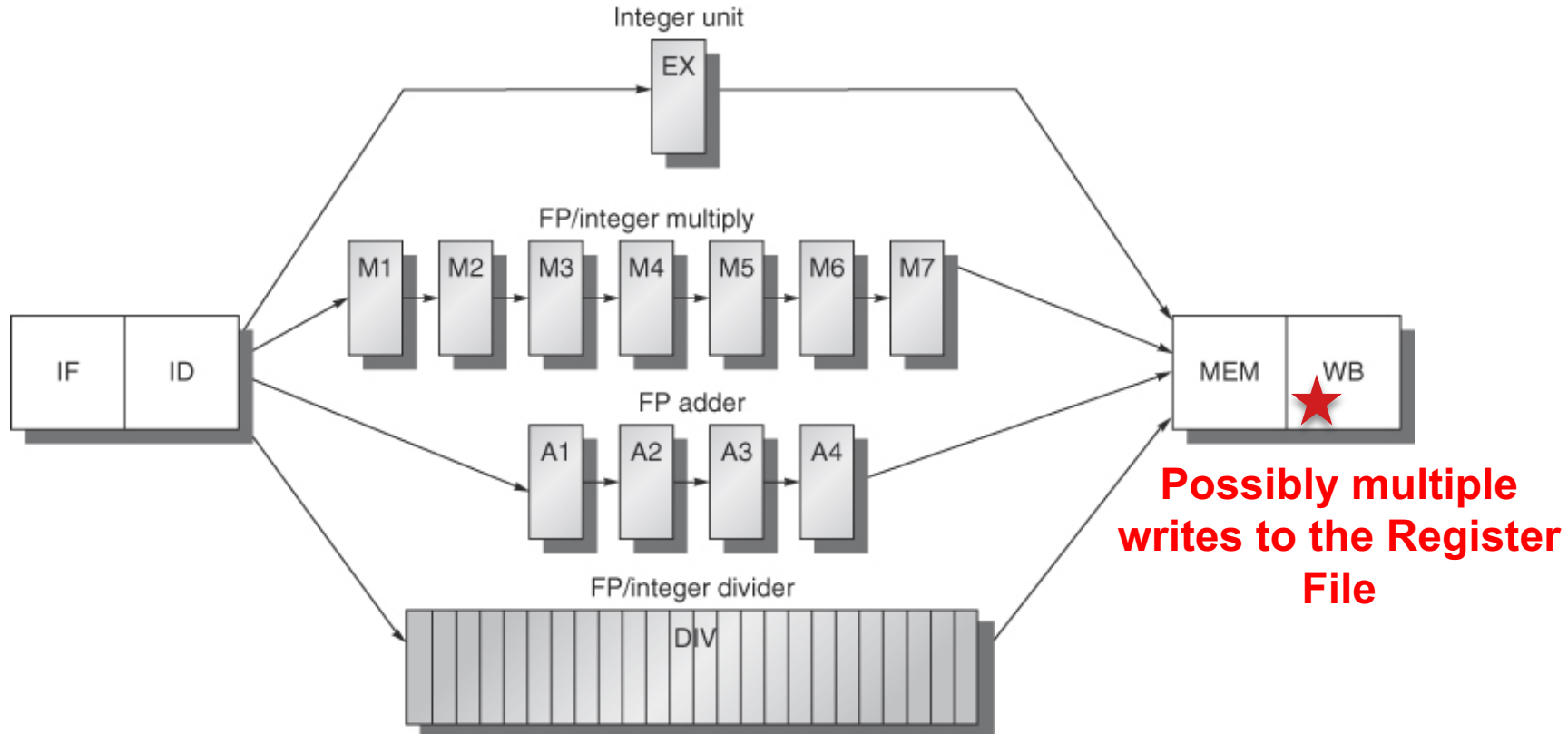
- Not all of the ALU operations complete in one cycle
  - ▣ pipelined and un-pipelined multicycle functional units

Pipelined vs. un-pipelined?



# Multicycle Instructions

- Structural hazards
  - ▣ potentially multiple RF writes



# Multicycle Instructions

- Data hazards
  - ▣ more read-after-write hazards

```
load f4, 0(r2)
```

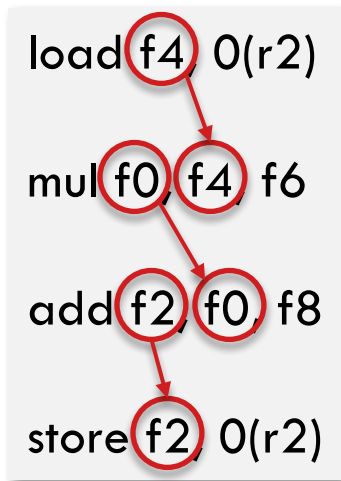
```
mul f0, f4, f6
```

```
add f2, f0, f8
```

```
store f2, 0(r2)
```

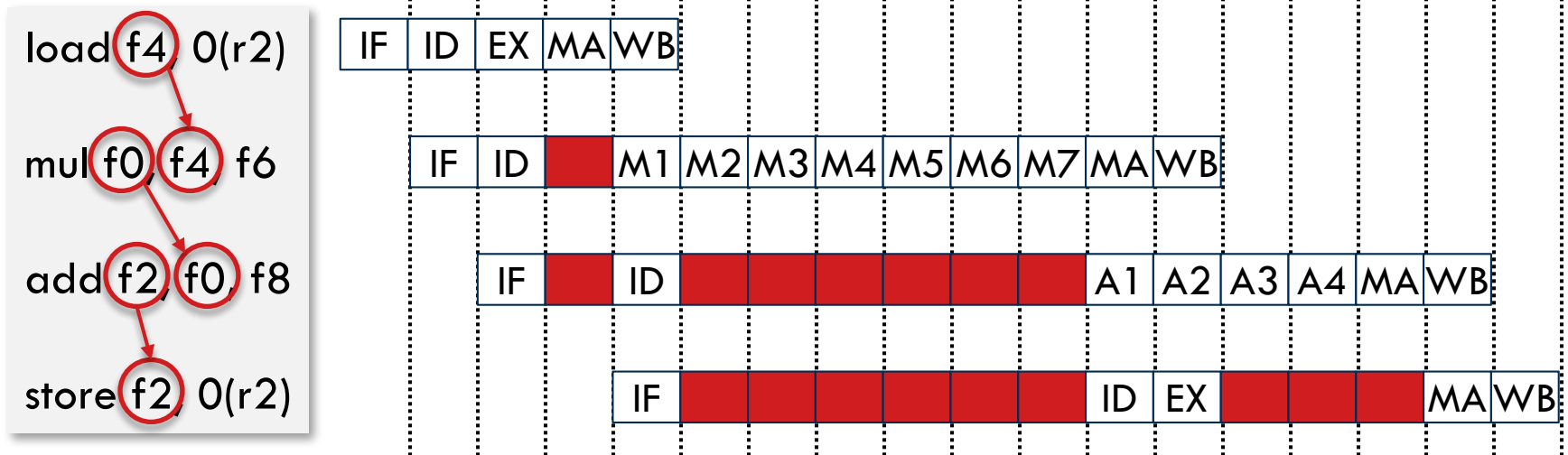
# Multicycle Instructions

- Data hazards
  - ▣ more read-after-write hazards



# Multicycle Instructions

- Data hazards
  - ▣ more read-after-write hazards





# Multicycle Instructions

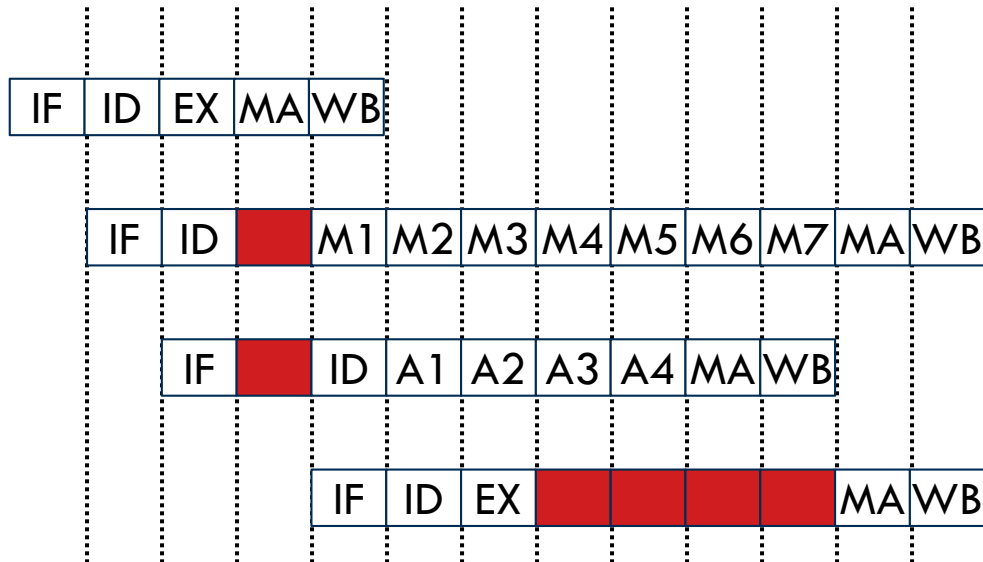
- Data hazards
  - ▣ potential write-after-write hazards

load f4, 0(r2)

mul **f2**, f4, f6

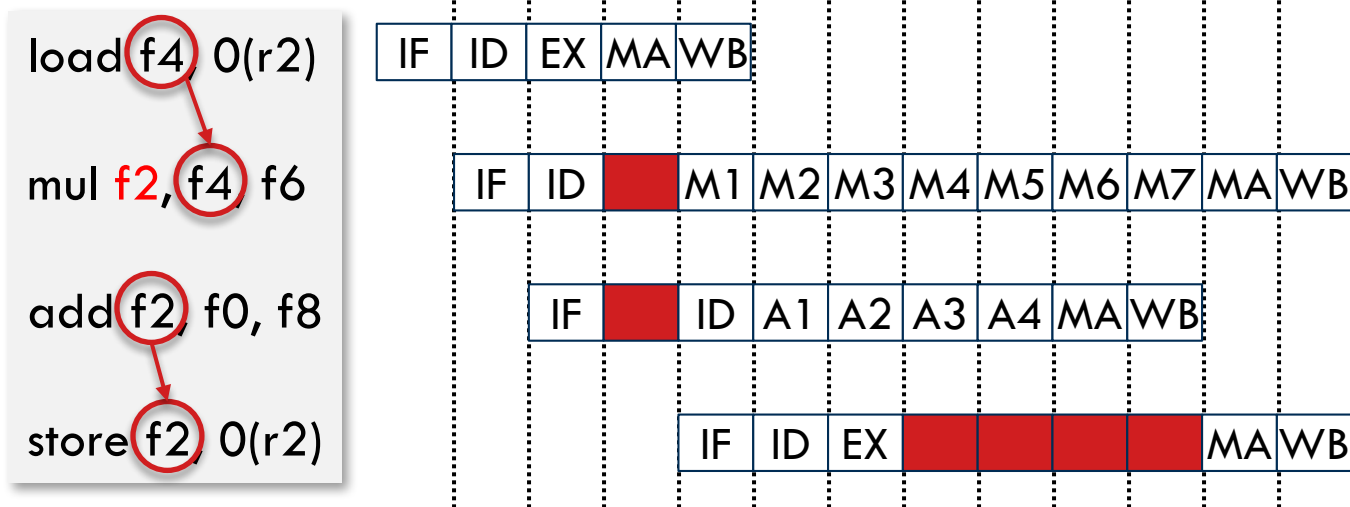
add f2, f0, f8

store f2, 0(r2)



# Multicycle Instructions

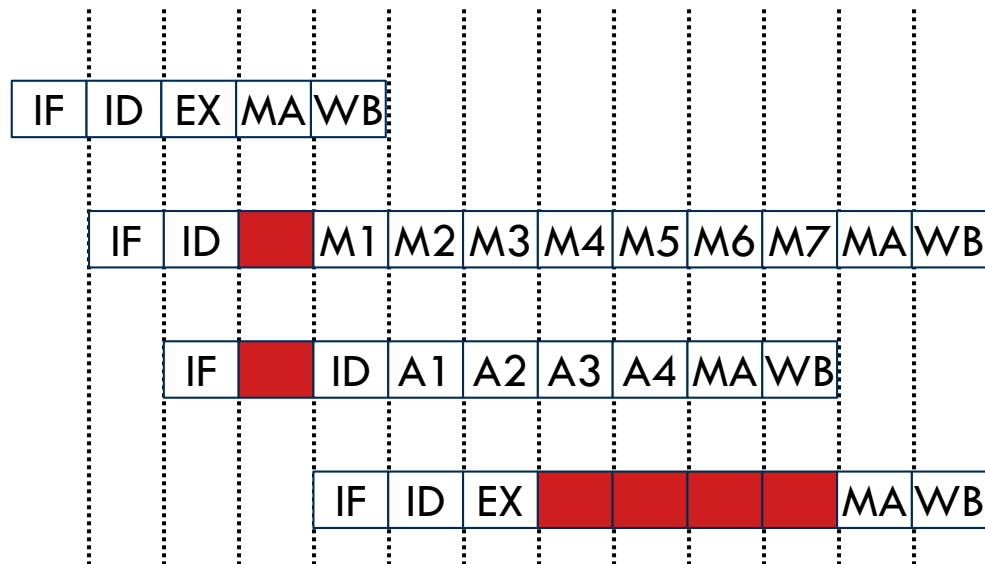
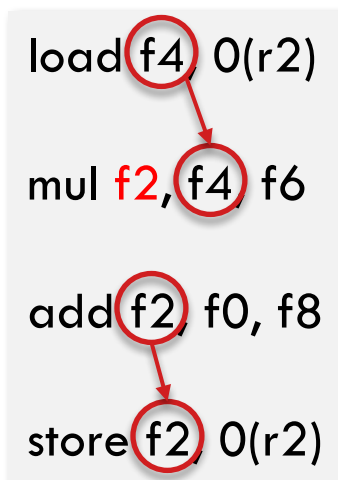
- Data hazards
  - ▣ potential write-after-write hazards



# Multicycle Instructions

- Data hazards
  - ▣ potential write-after-write hazards

load f4, 0(r2)  
mul f2, f4, f6  
add f2, f0, f8  
store f2, 0(r2)



**Out of Order  
Write-back!!**

# Multicycle Instructions

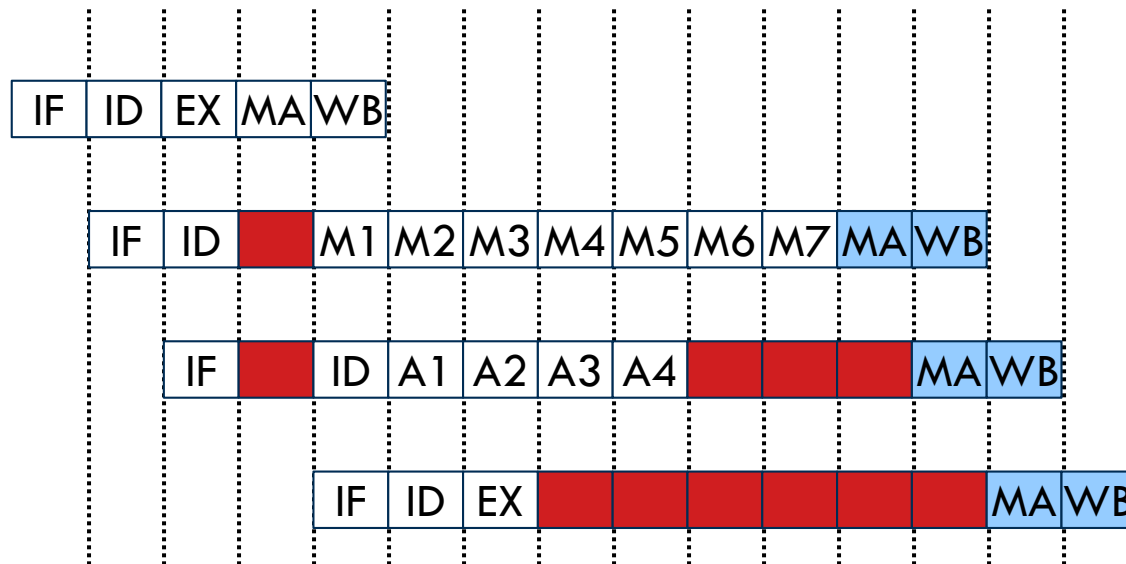
- Data hazards
  - ▣ potential write-after-write hazards

load f4, 0(r2)

mul f2, f4, f6

add f2, f0, f8

store f2, 0(r2)



**In-Order  
Writes**

# Multicycle Instructions

- Imprecise exception

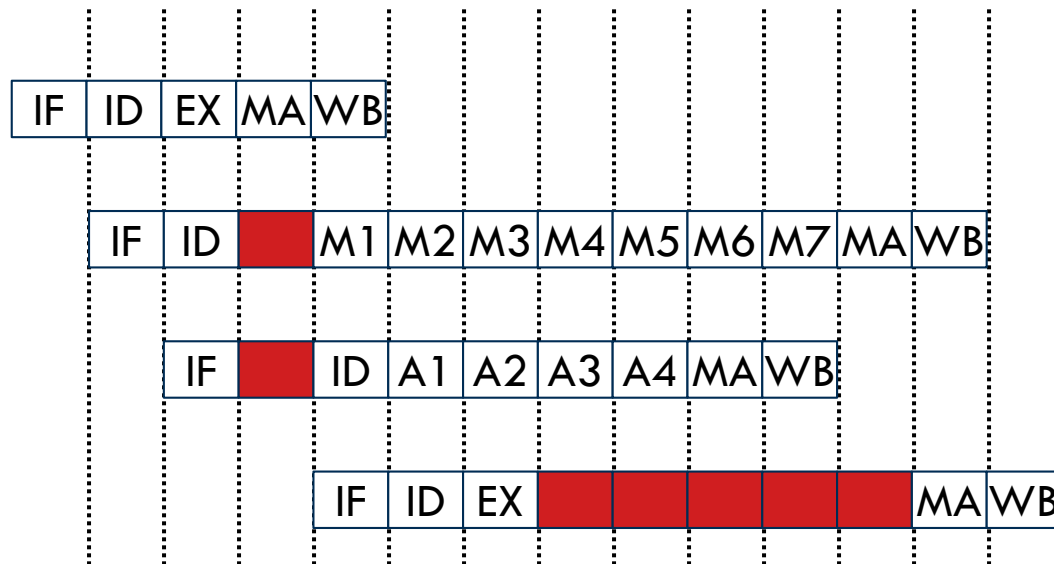
- ▣ instructions do not necessarily complete in program order

load f4, 0(r2)

mul f2, f4, f6

add f3, f0, f8

store f2, 0(r2)



# Multicycle Instructions

- Imprecise exception

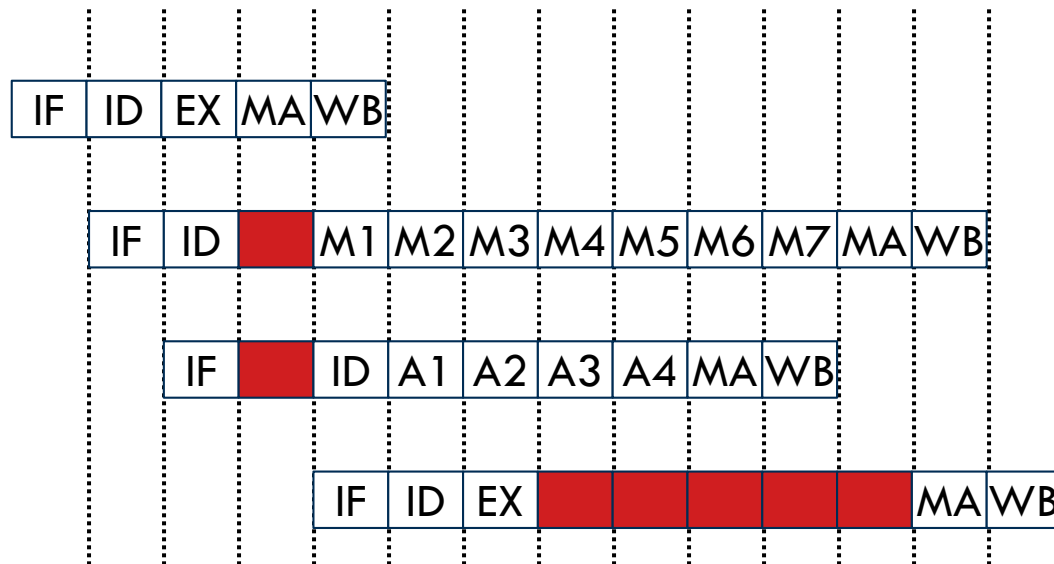
- ▣ instructions do not necessarily complete in program order

load f4, 0(r2)

mul f2, f4, f6

add f3, f0, f8

store f2, 0(r2)

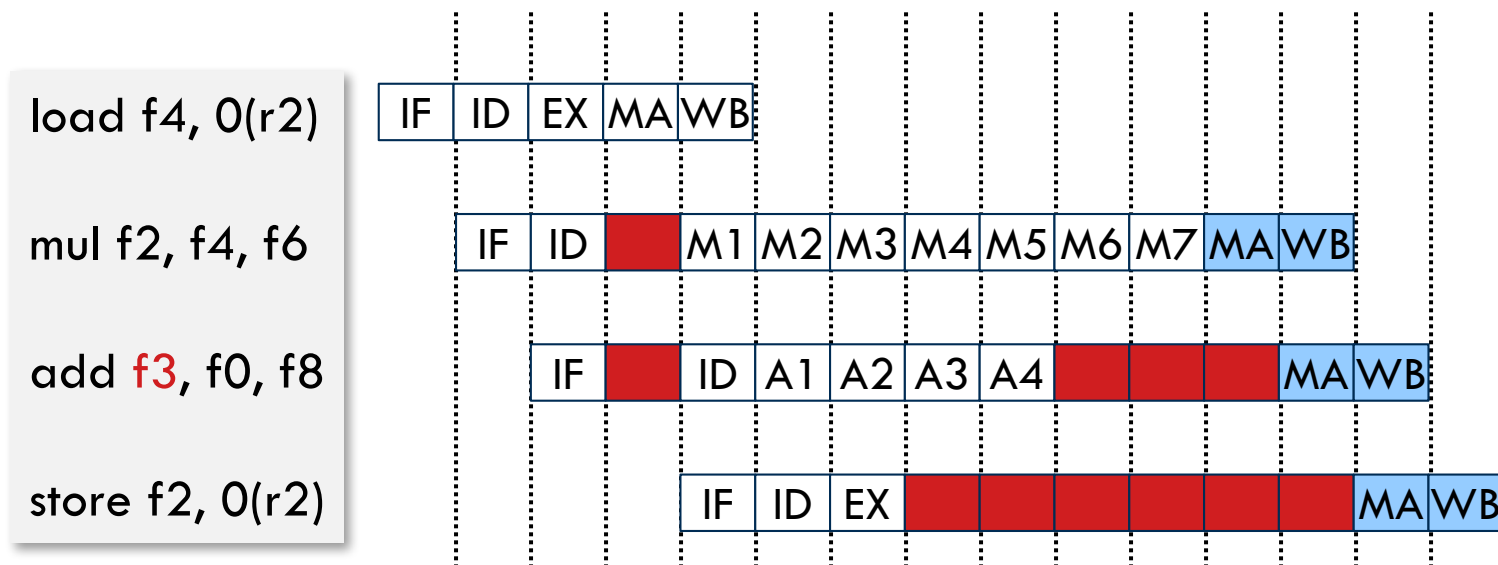


Overflow!!

# Multicycle Instructions

- Imprecise exception

- ▣ state of the processor must be kept updated with respect to the program order

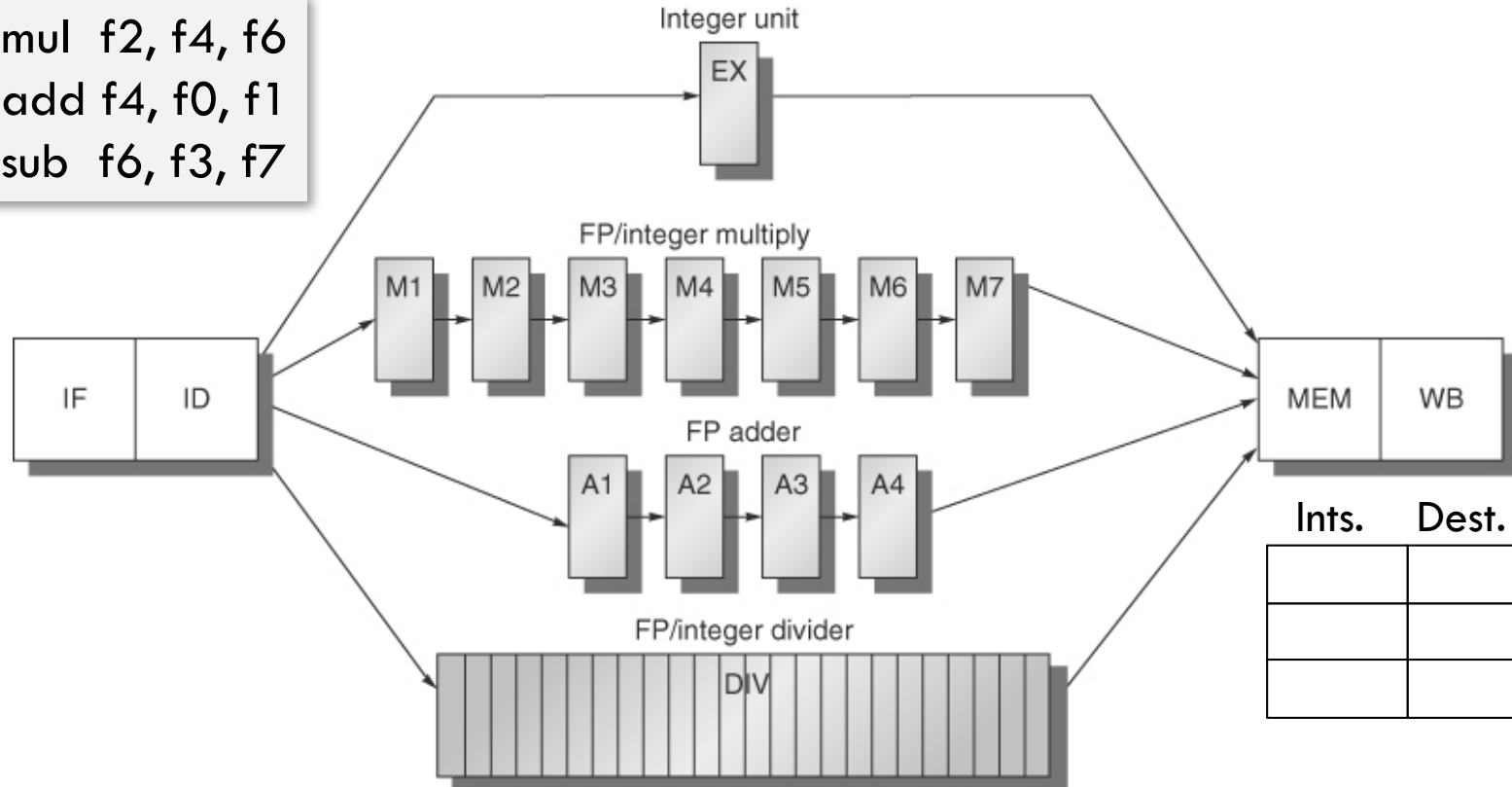


In-order register file updates

# Reorder Buffer

## □ Multicycle Instructions

```
mul f2, f4, f6  
add f4, f0, f1  
sub f6, f3, f7
```





# Reorder Buffer

## □ Multicycle Instructions

```
mul f2, f4, f6  
add f4, f0, f1  
sub f6, f3, f7
```

