PIPELINING: BRANCH AND MULTICYCLE INSTRUCTIONS

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Control Hazards

- Sample C++ code

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

How many branches in this code?

Control Hazards

- Sample C++ code

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

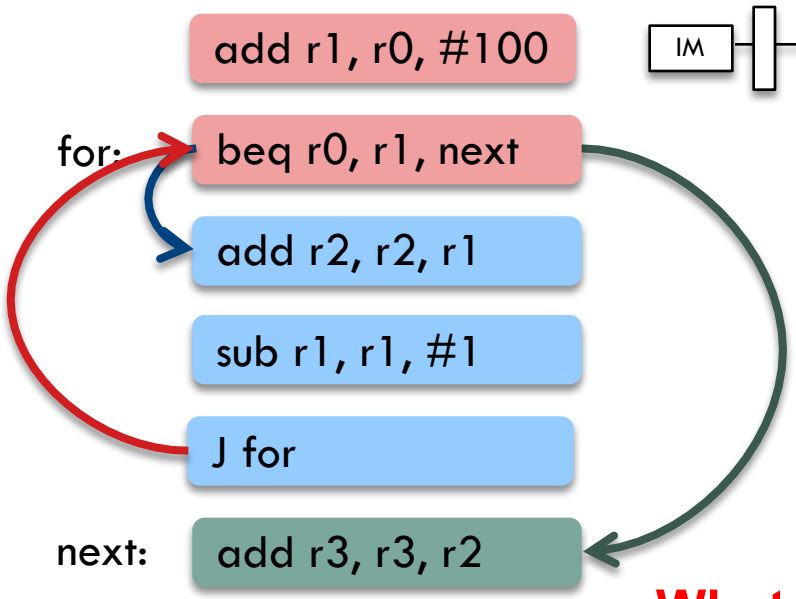
```
      add r1, r0, #100
for:  beq r0, r1, next
      add r2, r2, r1
      sub r1, r1, #1
      J for
next: add r3, r3, r2
```

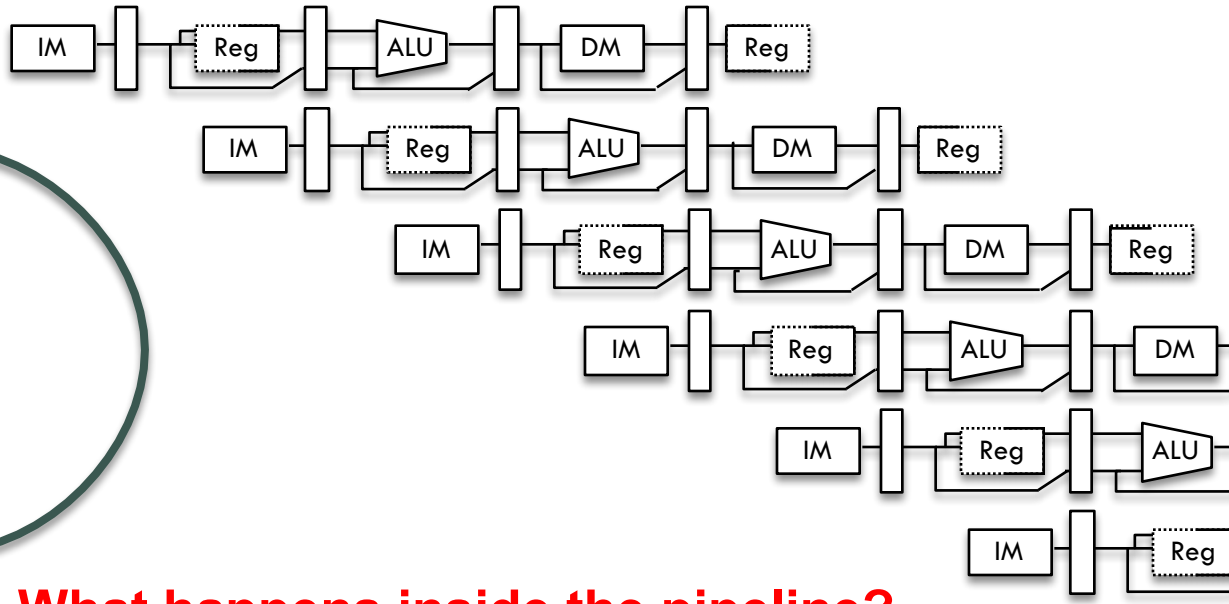
What are possible target instructions?

Control Hazards

- Sample C++ code

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



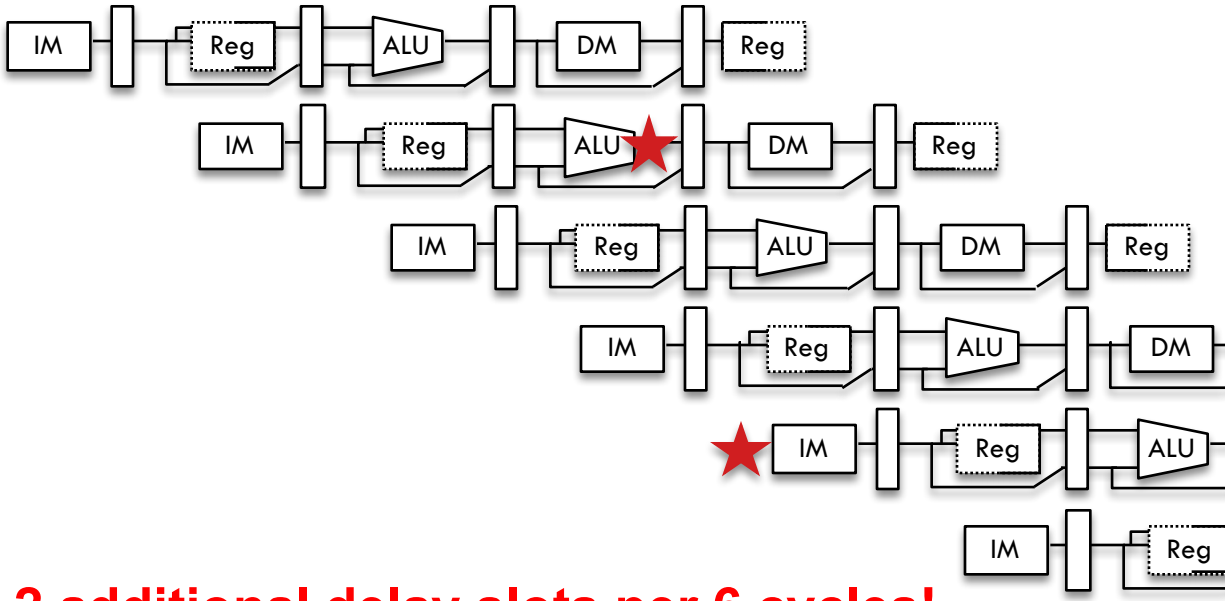


What happens inside the pipeline?

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
```



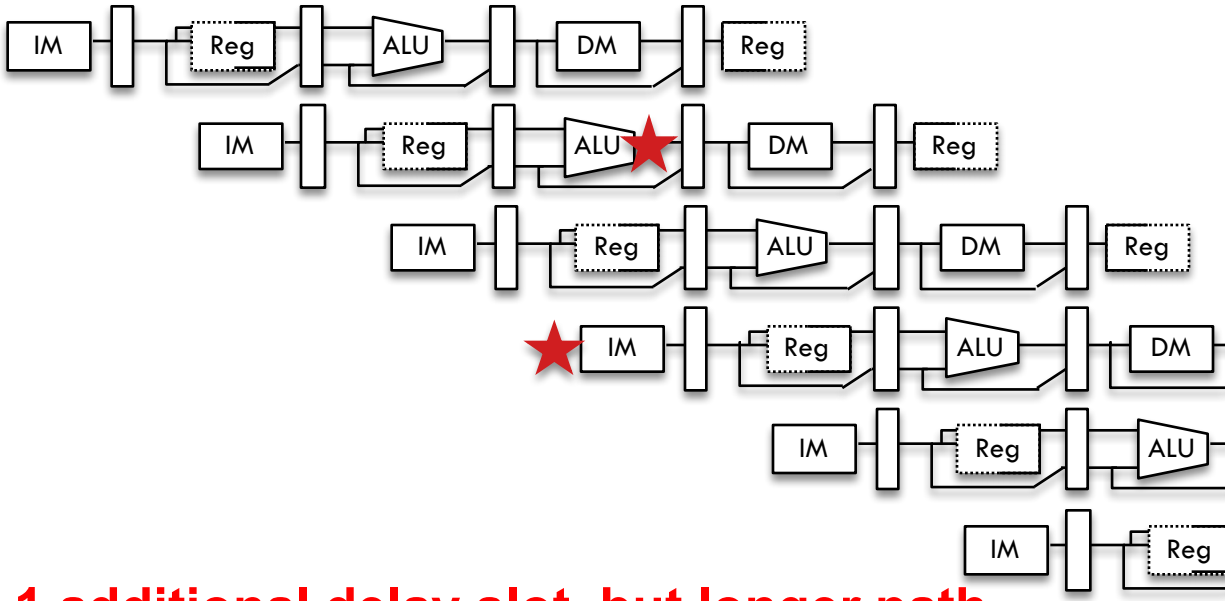
2 additional delay slots per 6 cycles!

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
```

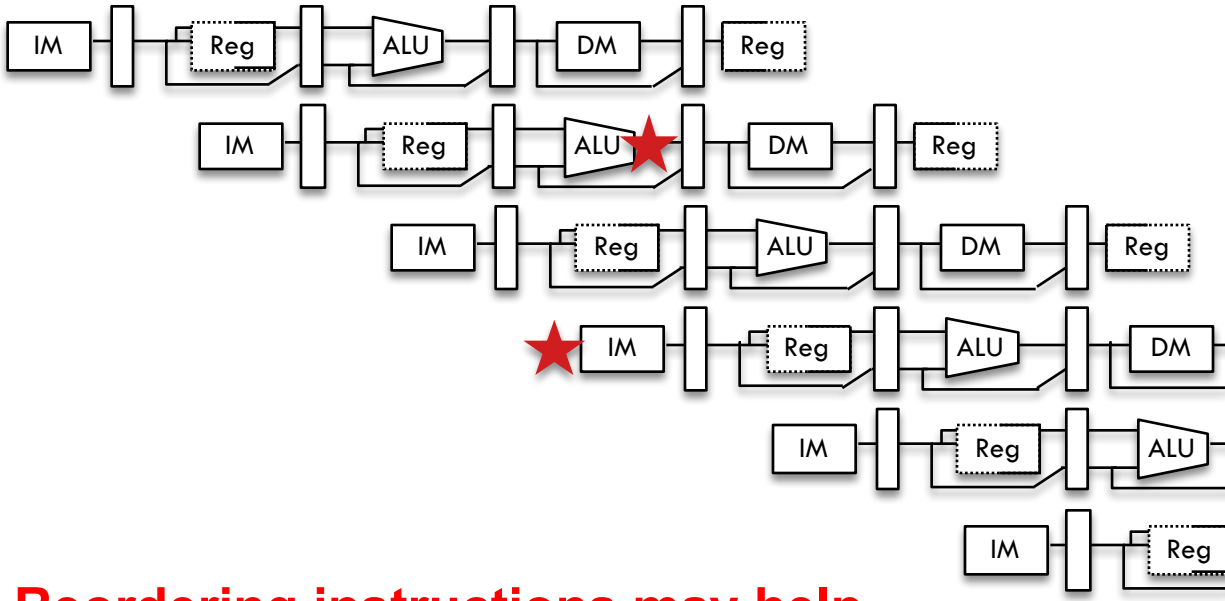


1 additional delay slot, but longer path

Handling Control Hazards

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

```
        add r1, r0, #100
for:    beq r0, r1, next
        nothing
        add r2, r2, r1
        J for
        sub r1, r1, #1
next:   add r3, r3, r2
```

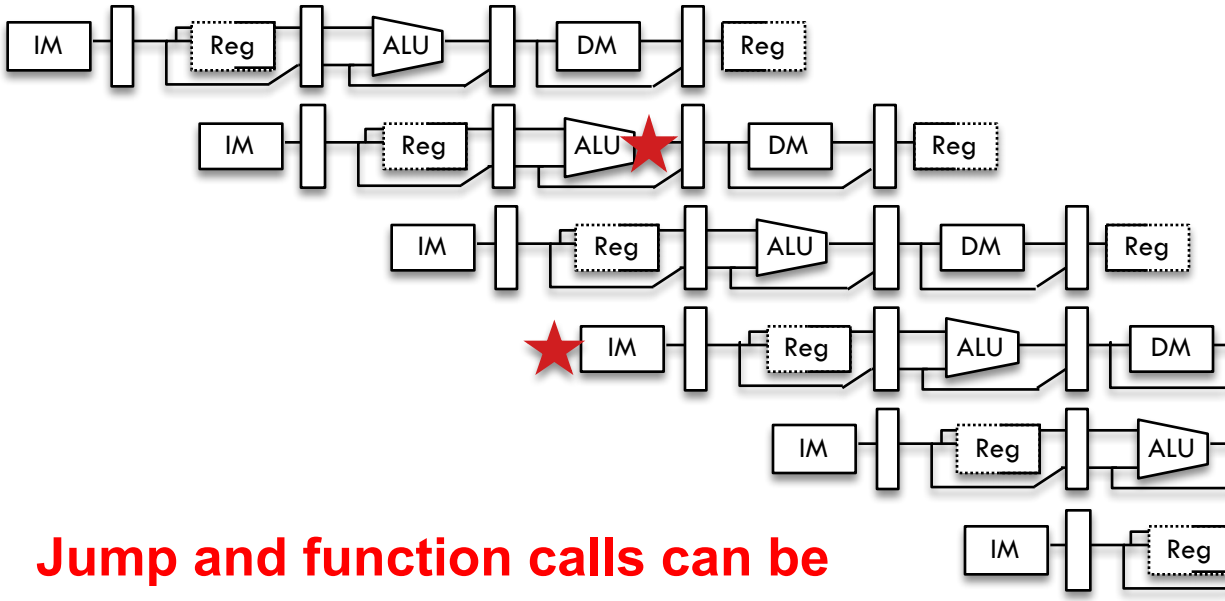


Reordering instructions may help

Handling Control Hazards

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

```
        add r1, r0, #100
for:    beq r0, r1, next
        nothing
        add r2, r2, r1
        J for
        sub r1, r1, #1
next:   add r3, r3, r2
```

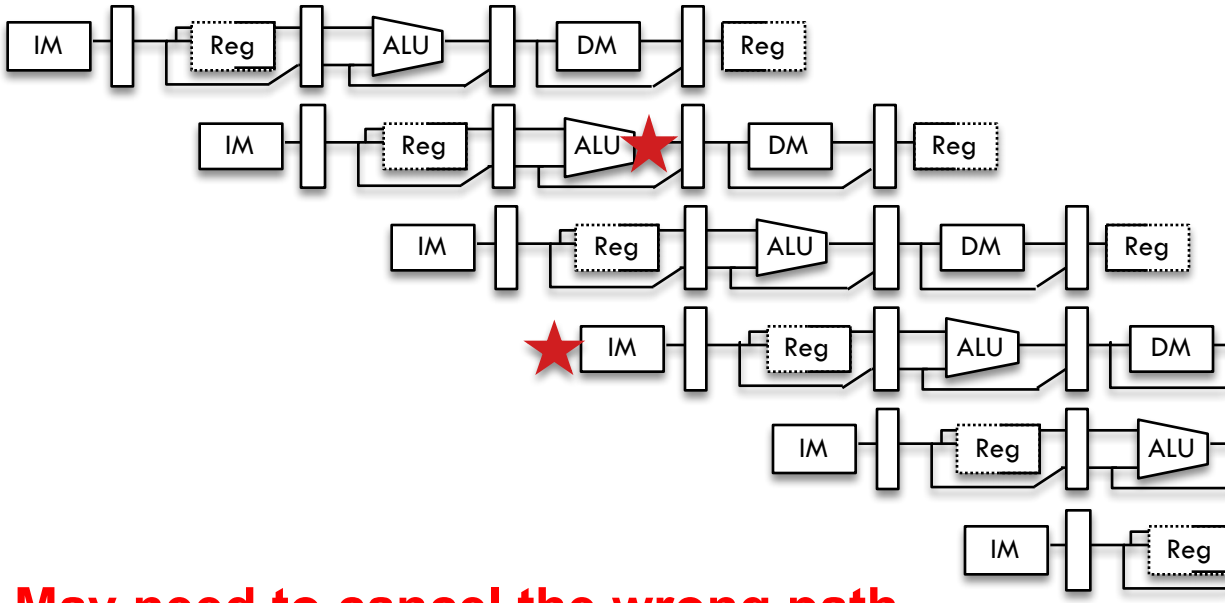


Jump and function calls can be resolved in the decode stage.

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

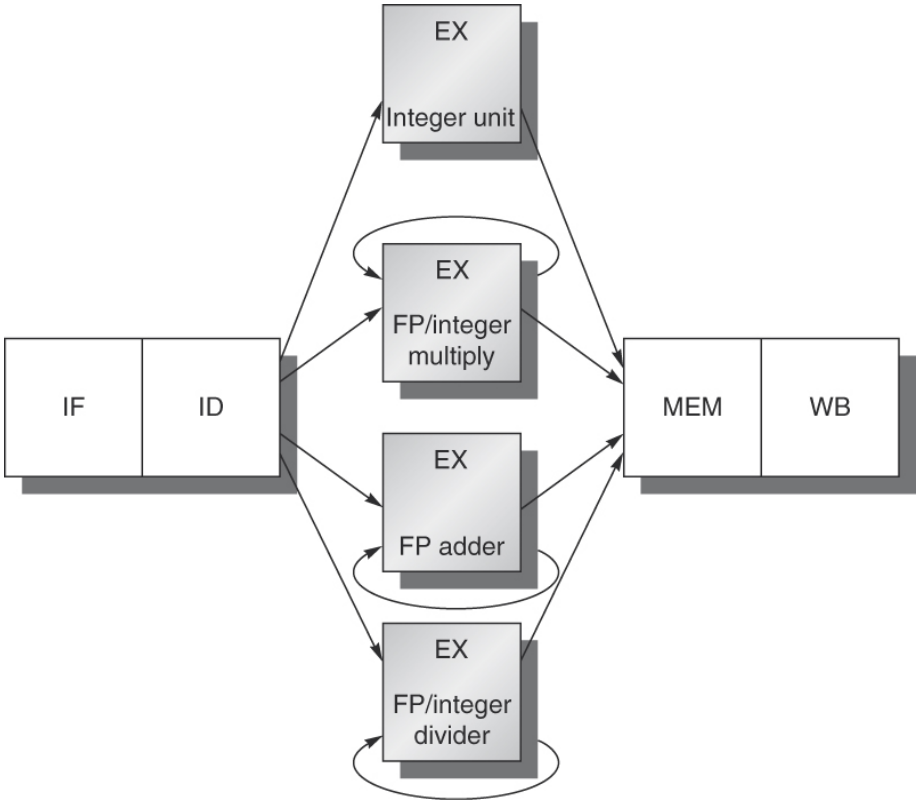
```
        add r1, r0, #100
for:    beq r0, r1, next
        add r2, r2, r1
        sub r1, r1, #1
        J for
next:   add r3, r3, r2
```



May need to cancel the wrong path

Multicycle Instructions

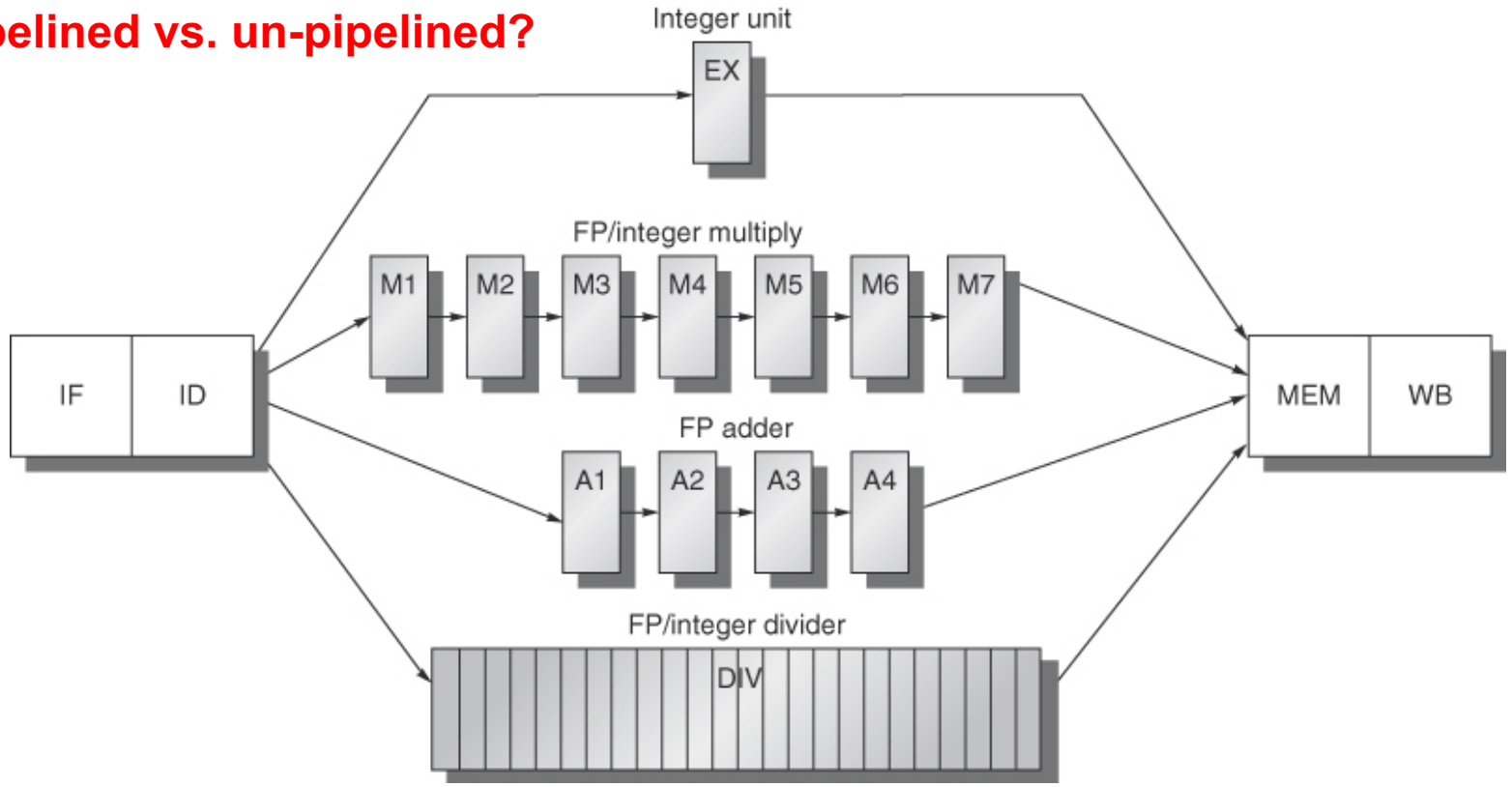
- Not all of the ALU operations complete in one cycle
  - Typically, FP operations need more time



Multicycle Instructions

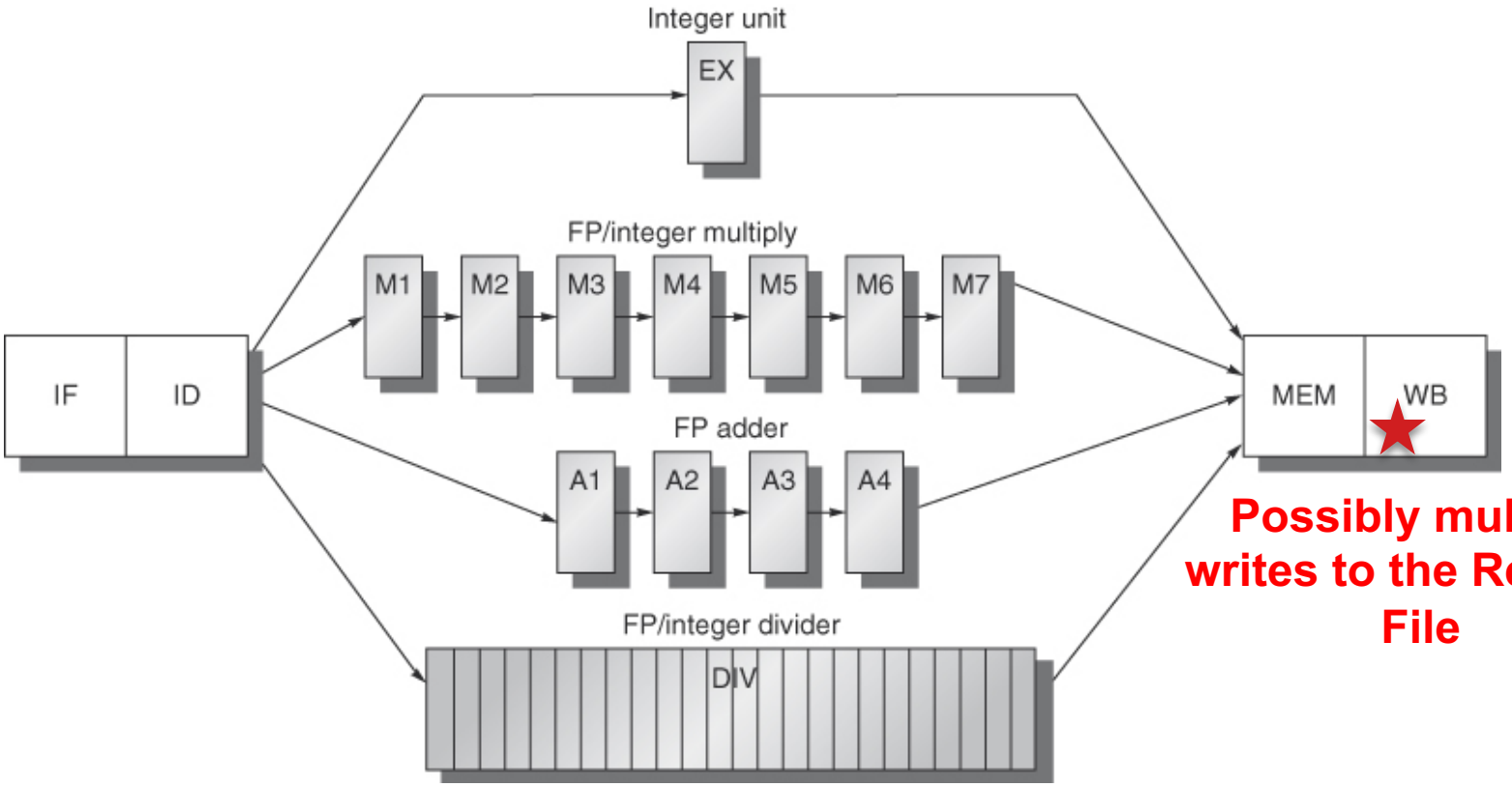
- Not all of the ALU operations complete in one cycle
  - pipelined and un-pipelined multicycle functional units

Pipelined vs. un-pipelined?



Multicycle Instructions

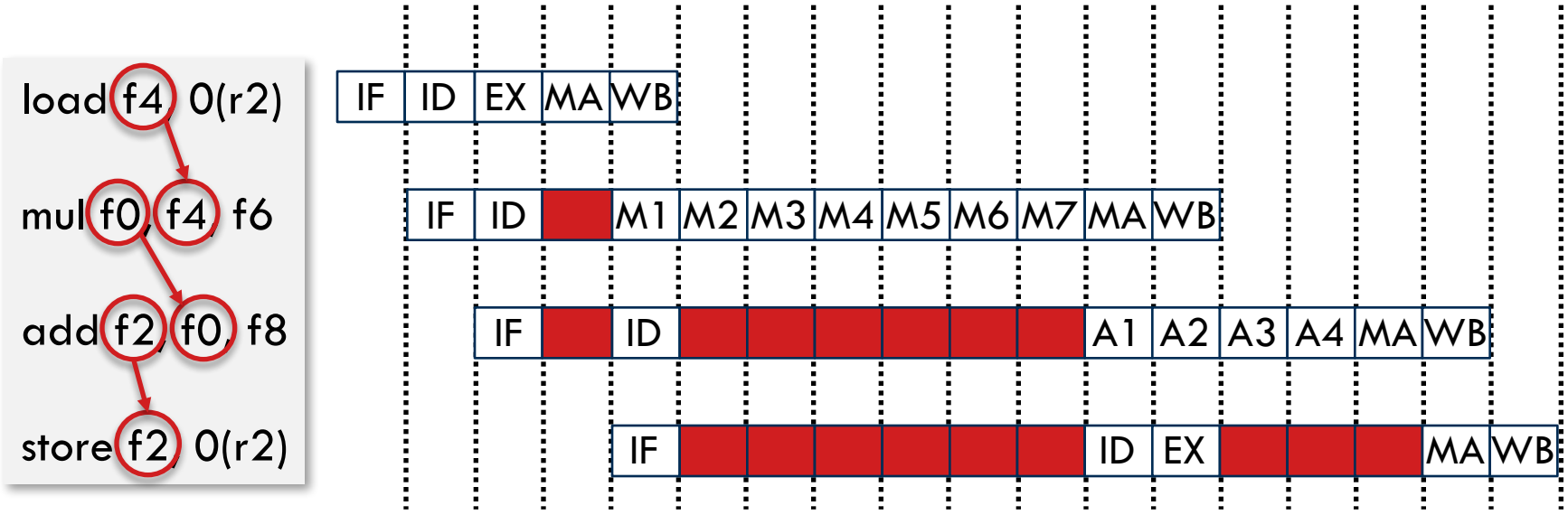
- Structural hazards
  - potentially multiple RF writes



Possibly multiple writes to the Register File

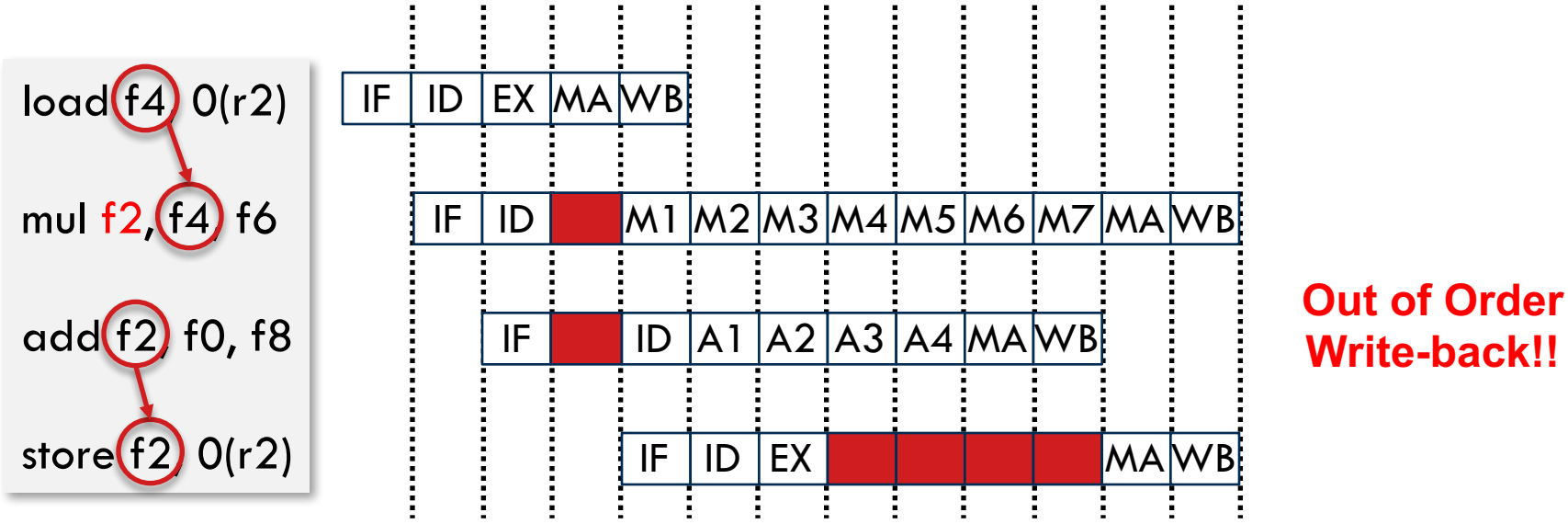
Multicycle Instructions

- Data hazards
  - more read-after-write hazards



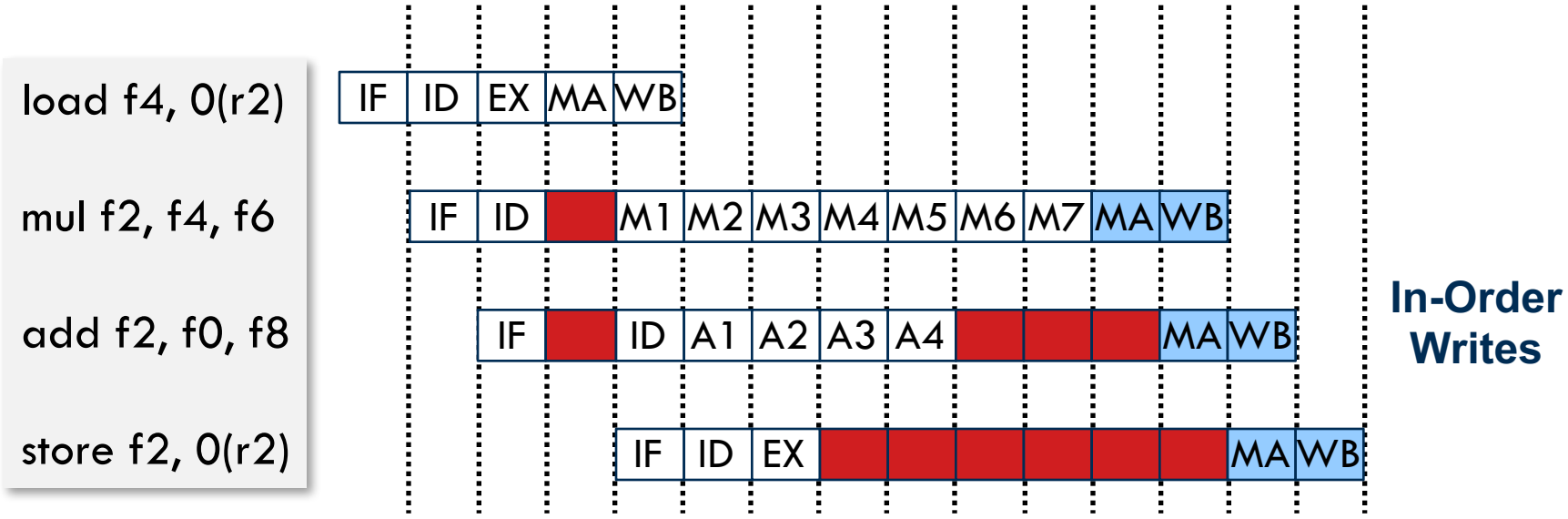
Multicycle Instructions

- Data hazards
  - potential wire-after-write hazards



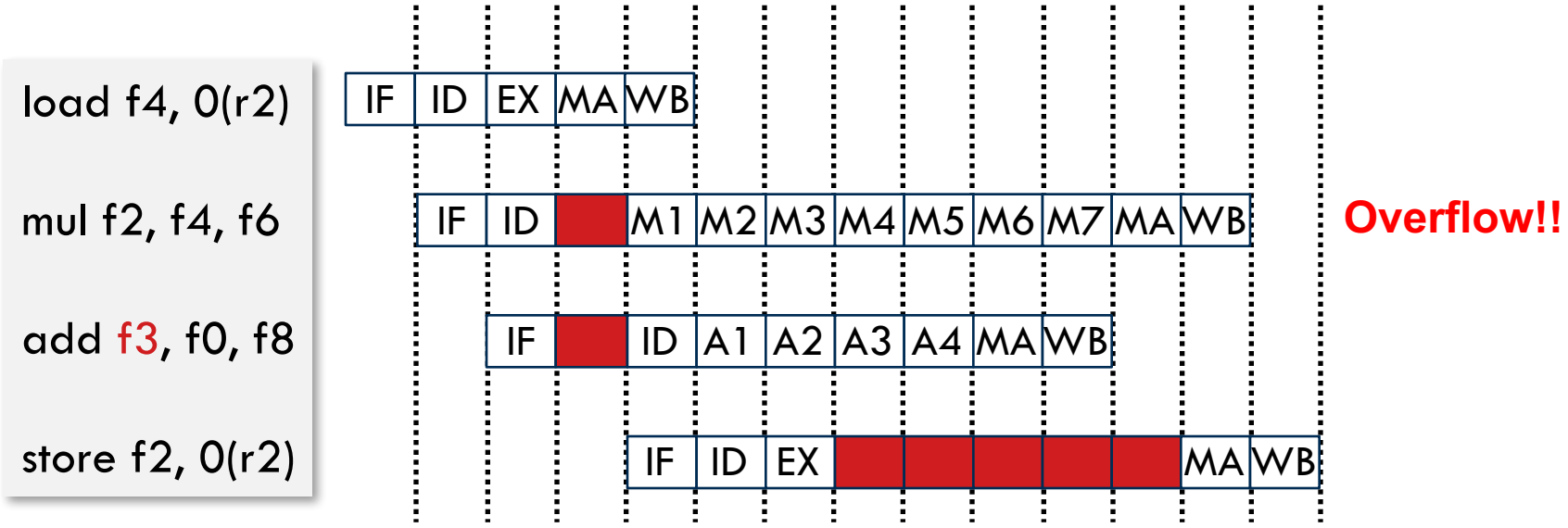
Multicycle Instructions

- Data hazards
  - potential wire-after-write hazards



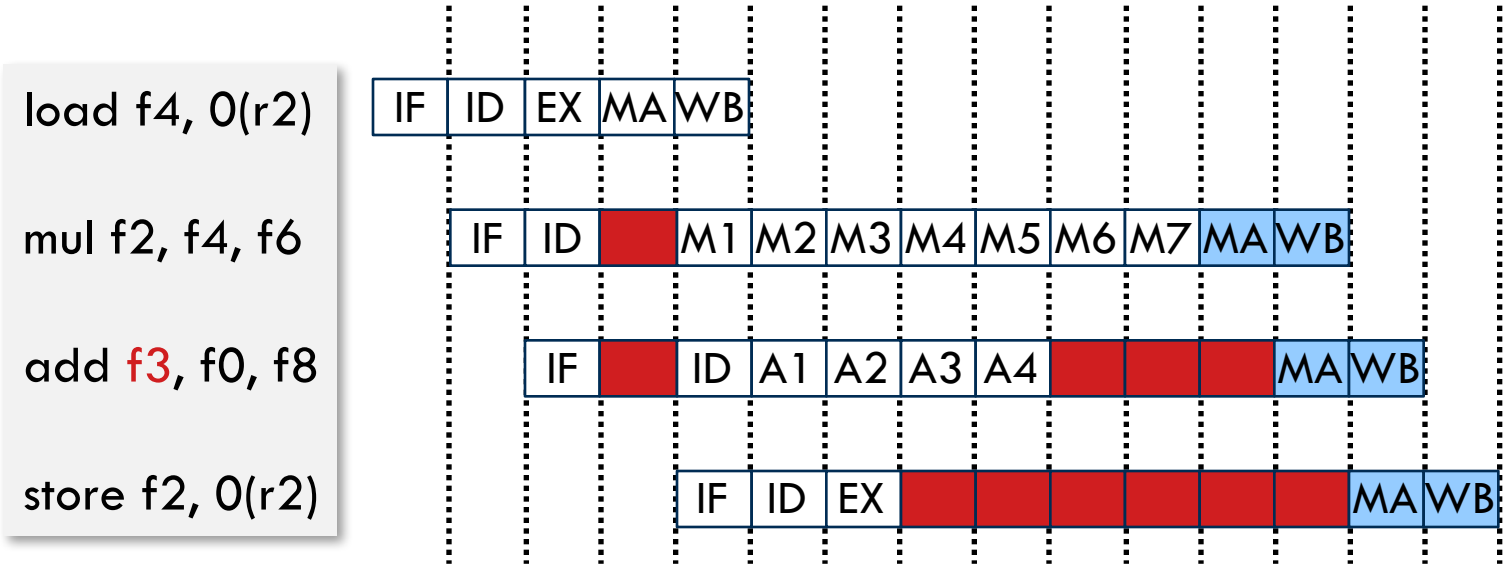
Multicycle Instructions

- Imprecise exception
  - instructions do not necessarily complete in program order



Multicycle Instructions

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

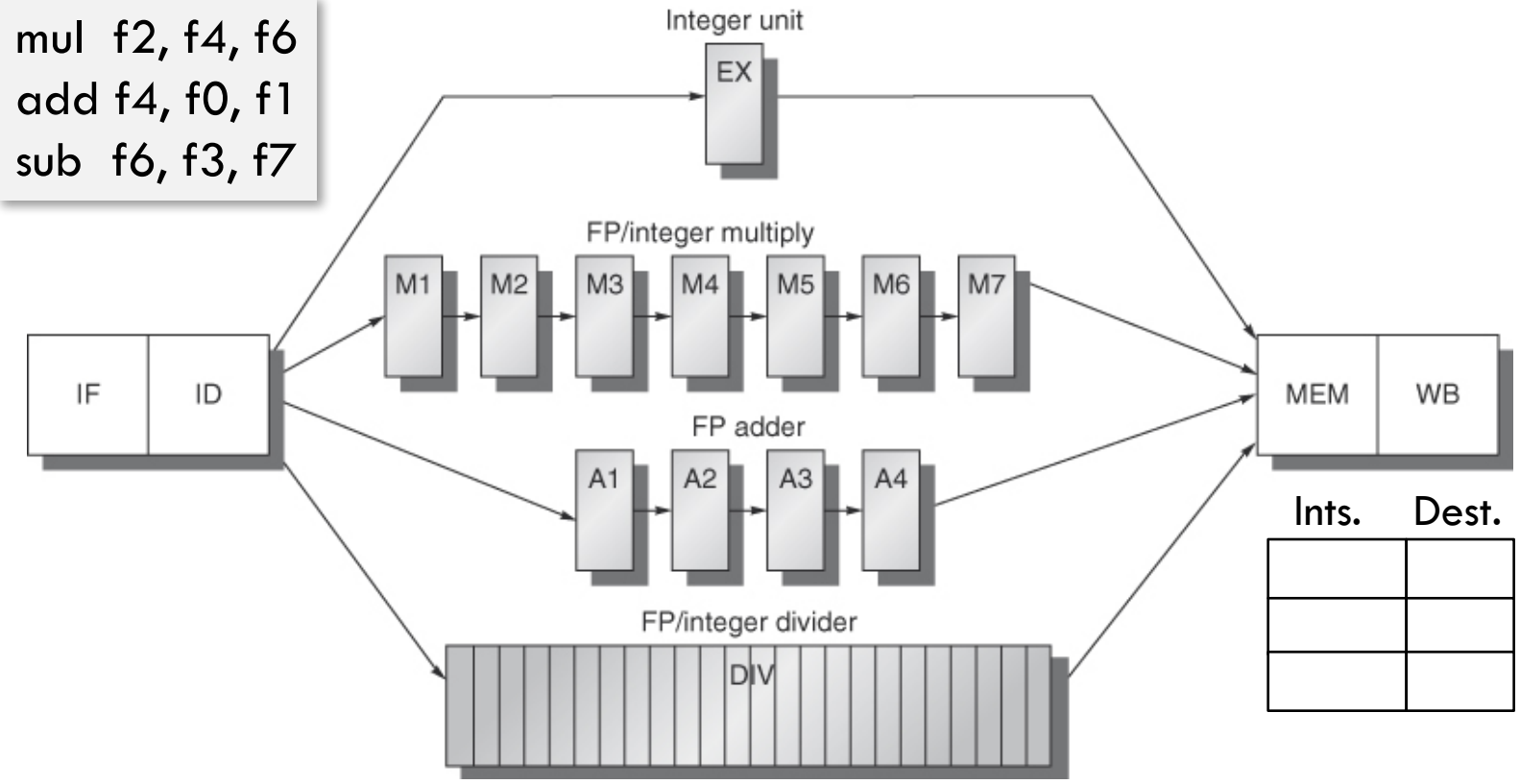


In-order register file updates

Reorder Buffer

- Multicycle Instructions

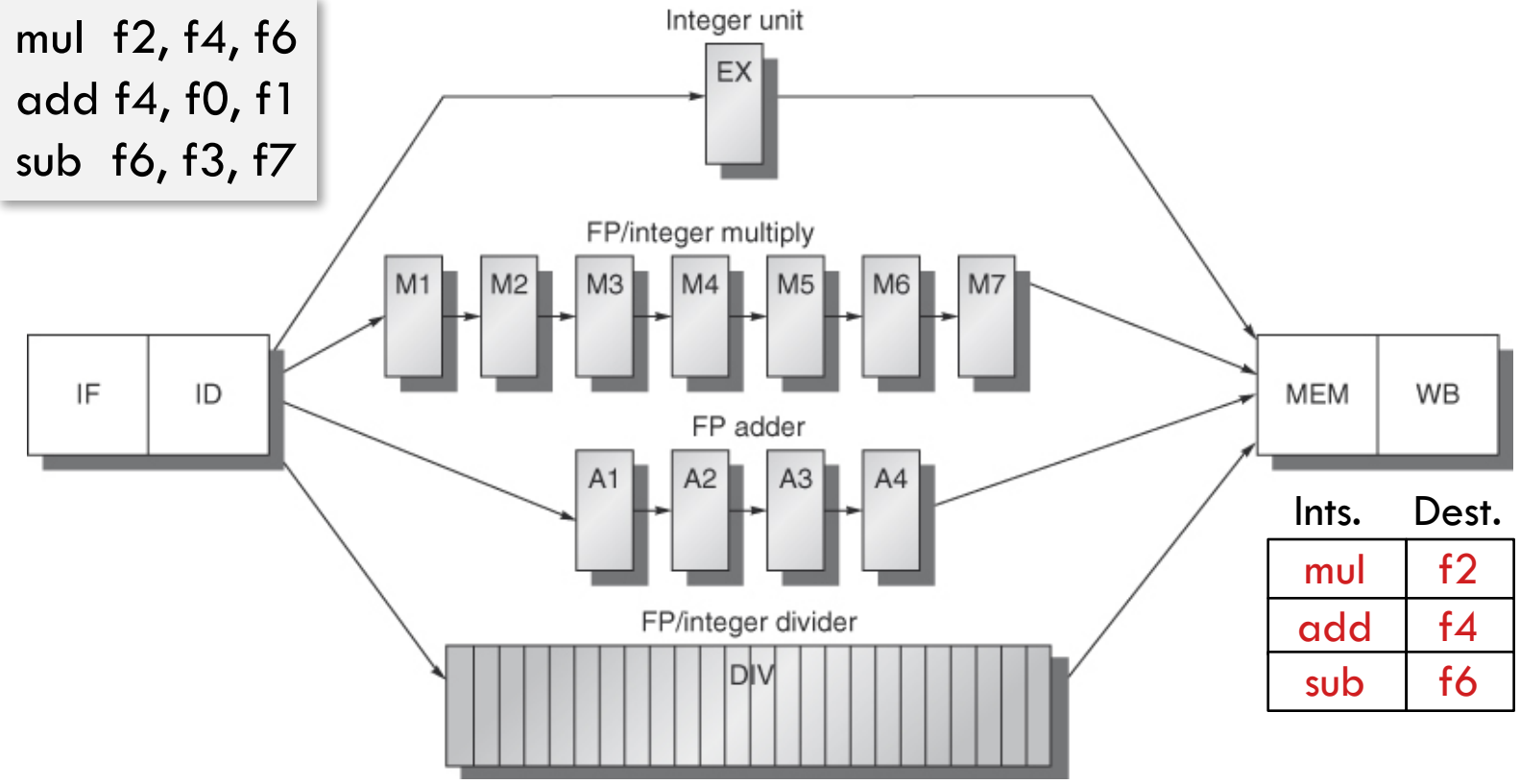
```
mul  f2, f4, f6
add f4, f0, f1
sub  f6, f3, f7
```



Reorder Buffer

- Multicycle Instructions

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



Ints.	Dest.
mul	f2
add	f4
sub	f6