

CS2100 Computer Organisation
Tutorial #10: Pipelining
(Week 12: 5 – 9 April 2021)

LumiNUS Discussion Questions

- D1. Suppose the four stages in some 4-stage pipeline take the following timing: 2ns, 3ns, 4ns, and 2ns. Given 1000 instructions, what is the speedup (in two decimal places) of the pipelined processor compared to the non-pipelined single-cycle processor?
- D2. Let's try to understand pipeline processor by doing a detailed trace. Suppose the pipeline registers (also known as pipeline latches) store the following information:

IF / ID		ID / EX		EX / MEM		MEM / WB	
No Control Signal		MemToReg		MToR		MToR	
		RegWr		RegWr			
		MemRd		MemRd		RegWr	
		MemWr		MemWr			
		Branch		Branch			
		RegDst				MemRes	
		ALUsrc					
		ALUop		BrcTgt		ALURes	
				isZero?		DstRNum	
				ALURes			
PC+4		PC+4		ALUOp2			
OpCode		ALUOp1					
Rs		ALUOp2					
Rt		Rt					
Rd		Rd					
Funct		Imm (32)		DstRNum			
Imm (16)							

Show the progress of the following instructions through the pipeline stages by filling in the content of pipeline registers. Note that these are the same instructions from Tutorial #5 Question 1 so that you can reuse some of the answers here.

- i. **0x8df80000 # lw \$24, 0(\$15) #Inst.Addr = 0x100**
- ii. **0x1023000C # beq \$1, \$3, 12 #Inst.Addr = 0x100**
- iii. **0x0285c822 # sub \$25, \$20, \$5 #Inst.Addr = 0x100**

Assume that registers 1 to 31 have been initialized to a value that is equal to 101 + its register number. i.e. [\$1] = 102, [\$31] = 132 etc. You can put "X" in fields that are irrelevant for that instruction. Do note that in reality, these fields are actually generated but not utilized.

Part (i) has been worked out for you.

i. `0x8df80000 # lw $24, 0($15) #Inst.Addr = 0x100`

IF / ID		ID / EX		EX / MEM		MEM / WB	
No Control Signal		MToR	1	MToR	1	MToR	1
		RegWr	1	RegWr	1		
		MemRd	1	MemRd	1		
		MemWr	0				
		Branch	0	MemWr	0	RegWr	1
		RegDst	0	Branch	0		
		ALUSrc	1			MemRes	Mem(116)
		ALUOp	00	BrcTgt	X	ALURes	X
PC+4	0x104	PC+4	0x104	isZero?	X		
OpCode	0x23	ALUOpr1	116	ALURes	116	DstRNum	\$24
Rs	\$15	ALUOpr2	X	ALUOpr2	X		
Rt	\$24	Rt	\$24				
Rd	X	Rd	X	DstRNum	\$24		
Funct	X						
Imm (16)	0	Imm (32)	0				

Tutorial Questions

- Given the following three formulas (See Lecture #20, Section 5 Performance):

$$CT_{seq} = \sum_{k=1}^N T_k$$

$$CT_{pipeline} = \max(T_k) + T_d$$

$$Speedup_{pipeline} = \frac{CT_{seq} \times InstNum}{CT_{pipeline} \times (N + InstNum - 1)}$$

For each of the following processor parameters, calculate CT_{seq} , $CT_{pipeline}$ and $Speedup_{pipeline}$ (to two decimal places) for 10 instructions and for 10 million instructions.

	Stages Timing (for 5 stages, in ps)	Latency of pipeline register (in ps)
a.	300, 100, 200, 300, 100 (slow memory)	0
b.	200, 200, 200, 200, 200	40
c.	200, 200, 200, 200, 200 (ideal)	0

2. [AY2014/5 Semester 2 Exam]

Refer to the following MIPS program:

```

# register $s0 contains a 32-bit value
# register $s1 contains a non-zero 8-bit value
#           at the right most (least significant) byte
add  $t0, $s0, $zero    #inst A
add  $s2, $zero, $zero  #inst B
lp:  bne $s2, $zero, done #inst C
     beq $t0, $zero, done #inst D
     andi $t1, $t0, 0xFF  #inst E
     bne $s1, $t1, nt     #inst F
     addi $s2, $s2, 1     #inst G
nt:  srl $t0, $t0, 8      #inst H
     j    lp             #inst J
done:

```

We assume that the register **\$s0** contains **0xAFAFFAFA** and **\$s1** contains **0xFF**.

Given a 5-stage MIPS pipeline processor, for each of the parts below, give the total number of cycles needed for the first iteration of the execution from instructions **A** to **H** (i.e. excluding the “**j lp**” instruction). Remember to include the cycles needed for instruction **H** to finish the WB stage. Note that the questions are independent from each other.

- With only data forwarding mechanisms and no control hazard mechanism.
- With data forwarding and “assume not taken” branch prediction. Note that there is no early branching.
[Recall that early branching means branch decision is made at stage 2 (Decode stage); no early branch means branch decision is made at stage 4 (Memory stage).]
- By swapping two instructions (from Instructions **A** to **H**), we can improve the performance of **early branching (with all additional forwarding paths)**. Give the two instructions that can be swapped. You only need to indicate the instruction letters in your answer.

Give the total number of cycles needed for the execution of the whole code in the worst case for each of the following assumptions. You may assume that the jump instruction (**j**) computes the address of the instruction to jump to in the MEM stage.

- With only data forwarding mechanisms and no control hazard mechanism.
- With data forwarding and “assume not taken” branch prediction. Note that there is no early branching.

3. [AY2017/8 Semester 2 Exam]

Refer to the MIPS code below. *A* and *B* are integer arrays whose base addresses are in **\$s0** and **\$s1** respectively. The arrays are of the same size *n* (number of elements). **\$s2** contains the value *n*. For this question, we will focus on the code from Instruction 1 onwards.

```
.data
A: .word 11, 9, 31, 2, 9, 1, 6, 10
B: .word 3, 7, 2, 12, 11, 41, 19, 35
n: .word 8

.text
main: la    $s0, A      # $s0 is the base address of array A
      la    $s1, B      # $s1 is the base address of array B
      la    $t0, n      # $t0 is the addr of n (size of array)
             # $s2 is the content of n
      beq   $s2, $zero, End # Inst1
      addi  $t8, $s2, -1    # Inst2
      sll   $t8, $t8, 2     # Inst3
Loop: add   $t0, $s0, $t8    # Inst4
      add   $t1, $s1, $t8    # Inst5
      lw    $t2, 0($t0)     # Inst6
      lw    $t3, 0($t1)     # Inst7
      andi  $t4, $t3, 3     # Inst8
      addi  $t4, $t4, -3    # Inst9
      beq   $t4, $zero, A1  # Inst10
      add   $t2, $t2, $t3    # Inst11
      j     A2              # Inst12
A1:   addi  $t2, $t2, 1      # Inst13
A2:   sw    $t2, 0($t0)     # Inst14
      addi  $t8, $t8, -8    # Inst15
      slt   $t7, $t8, $zero # Inst16
      beq   $t7, $zero, Loop # Inst17
End:
```

Assuming a 5-stage MIPS pipeline system with forwarding and early branching, that is, the branch decision is made at the ID stage. No branch prediction is made and no delayed branching is used. For the jump (j) instruction, the computation of the target address to jump to is done at the ID stage as well.

Assume also that the first **beq** instruction begins at cycle 1.

- a. Suppose arrays *A* and *B* now each contains 200 positive integers. What is the minimum number and maximum number of instructions executed? (Consider only the above code segment from Inst1 to Inst17.)
- b. List out the instructions where some stall cycle(s) are inserted in executing that instruction in the pipeline. These include delay caused by data dependency and control hazard. You may write the instruction number InstX instead of writing out the instruction in full.
- c. How many cycles does one iteration of the loop (from Inst1 to Inst17) take if the **beq** instruction at Inst10 branches to *A1*? You have to count until the WB stage of Inst17.
- d. How many cycles does one iteration of the loop (from Inst1 to Inst17) take if the **beq** instruction at Inst10 does not branch to *A1*? You have to count until the WB stage of Inst17.

A blank pipeline chart is shown in the next page for your use. The Microsoft word version of it is also available on LumiNUS > Files and the CS2100 website.

