low-level is too high-level

bebić / rač @ petnica / maj 2023

it started out with a CISC how did it end up like this? it was only a CISC, it was only a CISC

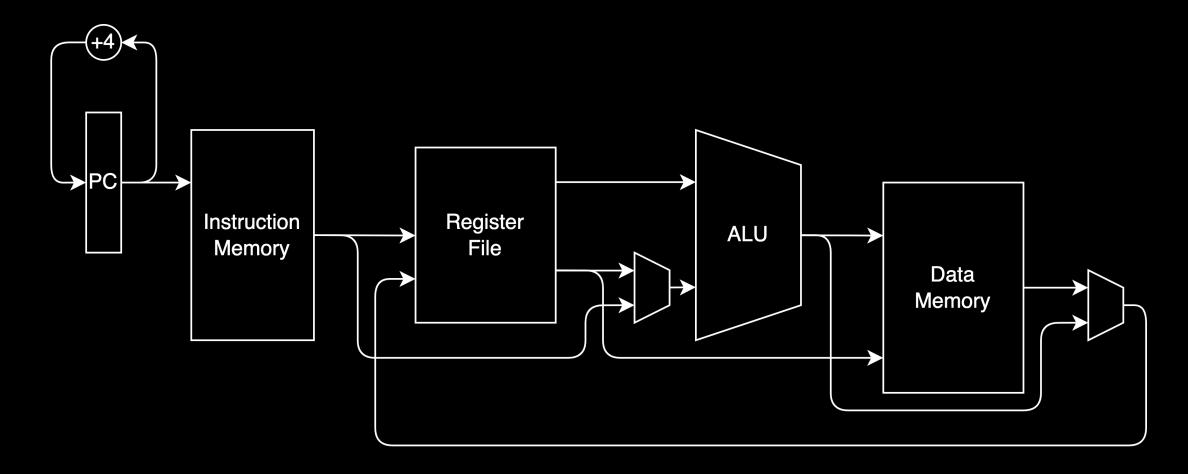
- floating point operations
- FLOPS (GFLOPS, ...)
- Intel i9-9900K (Skylake, 2018)
 - ∘ 3.30 GHz
 - o how many FLOPS?
 - ∘ ≈6.5 GFLOPS

its_rewind_time.gif

iron law

$$\frac{\text{time}}{\text{program}} = \frac{\text{instruction}}{\text{program}} \frac{\text{cycle}}{\text{instruction}} \frac{\text{time}}{\text{cycle}}$$

how does a CPU look like?



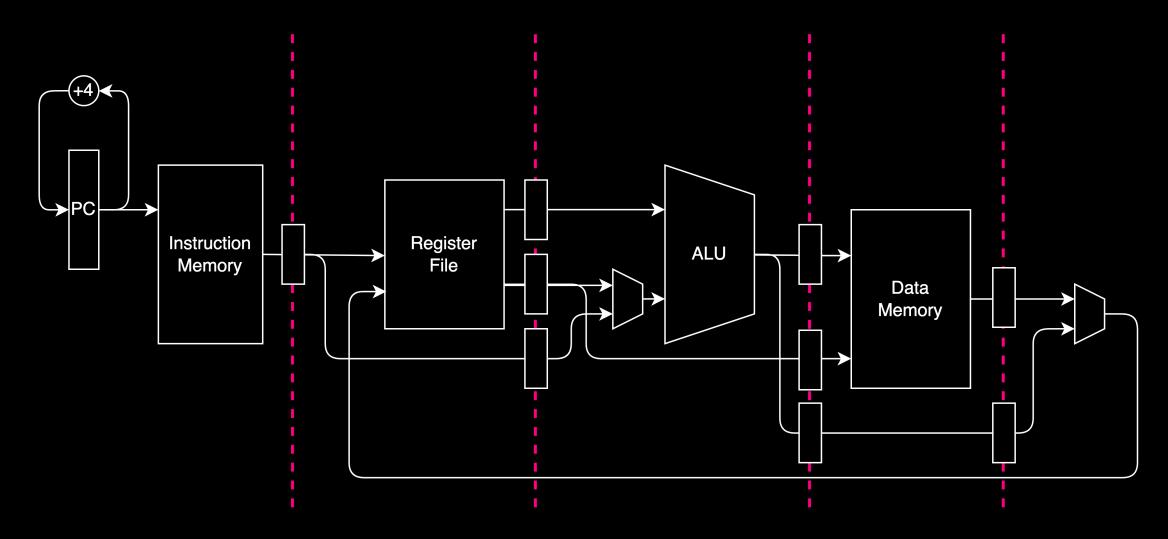
problem: critical path

• longest signal path that has to complete in one cycle

solution:



pipeline



instruction diagram

i	0	1	2	3	4	5	6	7	8
I1	IF	RF	EX	MEM	WB				
12		IF	RF	EX	MEM	WB			
13			IF	RF	EX	MEM	WB		
14				IF	RF	EX	MEM	WB	
15					IF	RF	EX	MEM	WB

stage diagram

i	0	1	2	3	4	5	6	7	8
IF	I1	12	13	14	15				
RF		I1	12	13	14	15			
EX			I1	12	13	14	15		
MEM				I1	12	13	14	15	
WB					I1	12	13	I4	15

Problem: hazards

• what if one instructions requires the result of another

Example

```
a \leftarrow [1234]
a \leftarrow a + 10
...
```

i	0	1	2	3	4	5	6	7	8
I1	IF	RF	EX	MEM	WB				
12		IF	• • •	•••	•••	RF	EX	MEM	WB
13						IF	RF	EX	MEM
14							IF	RF	EX
I5								IF	RF

i	0	1	2	3	4	5	6	7	8
IF	I1	I2	•••	•••	• • •	I3	I4	I 5	
RF		I1	• • •	•••	•••	I2	I3	14	I5
EX			I1	• • •	•••	•••	12	13	14
MEM				I1	•••	•••	•••	12	13
WB					I1	•••	•••	•••	12

That was a data hazard.

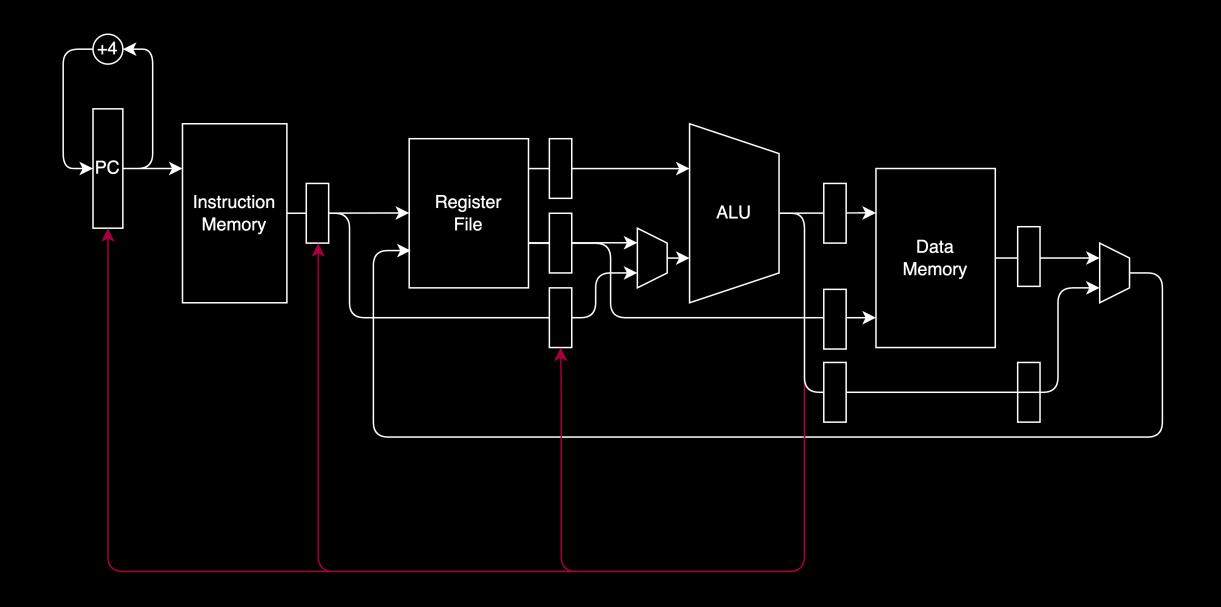
What about control flow?

example:

```
if (x ≠ 0) goto 102
x ← 1 + 2
...
102:
...
```

Solution (partial): speculate

- (aka guessing but *smart*)
- Instead of stalling, introduce a pipeline drain.



i	0	1	2	3	4	5	6	7	8
I1	IF	RF	EX	MEM	WB				
I2		IF	RF						
I3			IF						
I102				IF	RF	EX	MEM	WB	EX
I103					IF	RF	EX	MEM	WB

i	0	1	2	3	4	5	6	7	8
IF	I1	I2	13	I102	I103				
RF		I1	12	•••	I102	I103			
EX			I1	•••	•••	I102	I103		
MEM				I1	•••	•••	I102	I103	
WB					I1	•••	•••	I102	I103

predah

Lets look at a real problem: AXPY

$$y \leftarrow \alpha x + y$$

```
void daxpy(double alpha, double *x, double *y, int n) {
  for (int i = 0; i < n; i++) {
    y[i] = x[i] * alpha + y[i];
  }
}</pre>
```

```
void daxpy(double alpha, double *x, double *y, size_t n) {
    while (n ≠ 0) {
        *y = (*x) * alpha + (*y);
        x++;
        y++;
        n--;
    }
}
```

```
; f1 = alpha, r1 = x, r2 = y, r3 = n
start:
    f2 \leftarrow [r1]
                                   ; x[i]
     f2 ← f2 * f1
                                   ; x[i] * \alpha
    f3 \leftarrow [r2]
                                   ; y[i]
    f3 \leftarrow f2 + f3
                                   ; x[i] * \alpha + y[i]
    r1 \leftarrow r1 + 8
                                   ; X++
    r2 \leftarrow r2 + 8
                                    ; y++
    r3 \leftarrow r3 - 1
                                   ; n--
     if (r3 \neq 0) goto start; while (n \neq 0)
     return
```

but stalling is too slow
we waste way too many cycles
if only we could execute instructions out of order

lets just try it

RAW hazards, we don't want to wait

- pipeline is just a suggestion
- reservation stations

how will we resolve RAW hazards?

- operand tagging
- when operation completes, fill in the reservation stations

WAR & WAW hazards

- registers are just a suggestion
- register renaming

physical vs architectural registers

• Skylake - 180 physical registers vs 16 architectural

the problem of transparency

- memory is inconsistent
- exceptions are inconsistent

reorder buffer (ROB)

• "commit" instructions in-order

fin