



Microprocessor & Computer Architecture (μ pCA)

UE19CS252

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Microprocessor & Computer Architecture (μ pCA)

Introduction to Pipeline Processor

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Syllabus



~~Unit 1: Basic Processor Architecture and Design~~

Unit 2: Pipelined Processor and Design

- ~~• 3 Stage ARM Processor~~
- ~~• 5 Stage Pipeline Processor~~
- ~~• Introduction to Pipeline Processor~~
- Understanding the Pipeline Execution

Unit 3: Memory Design

Unit 4: Input/Output Device Design

Unit 5: Advanced Architecture

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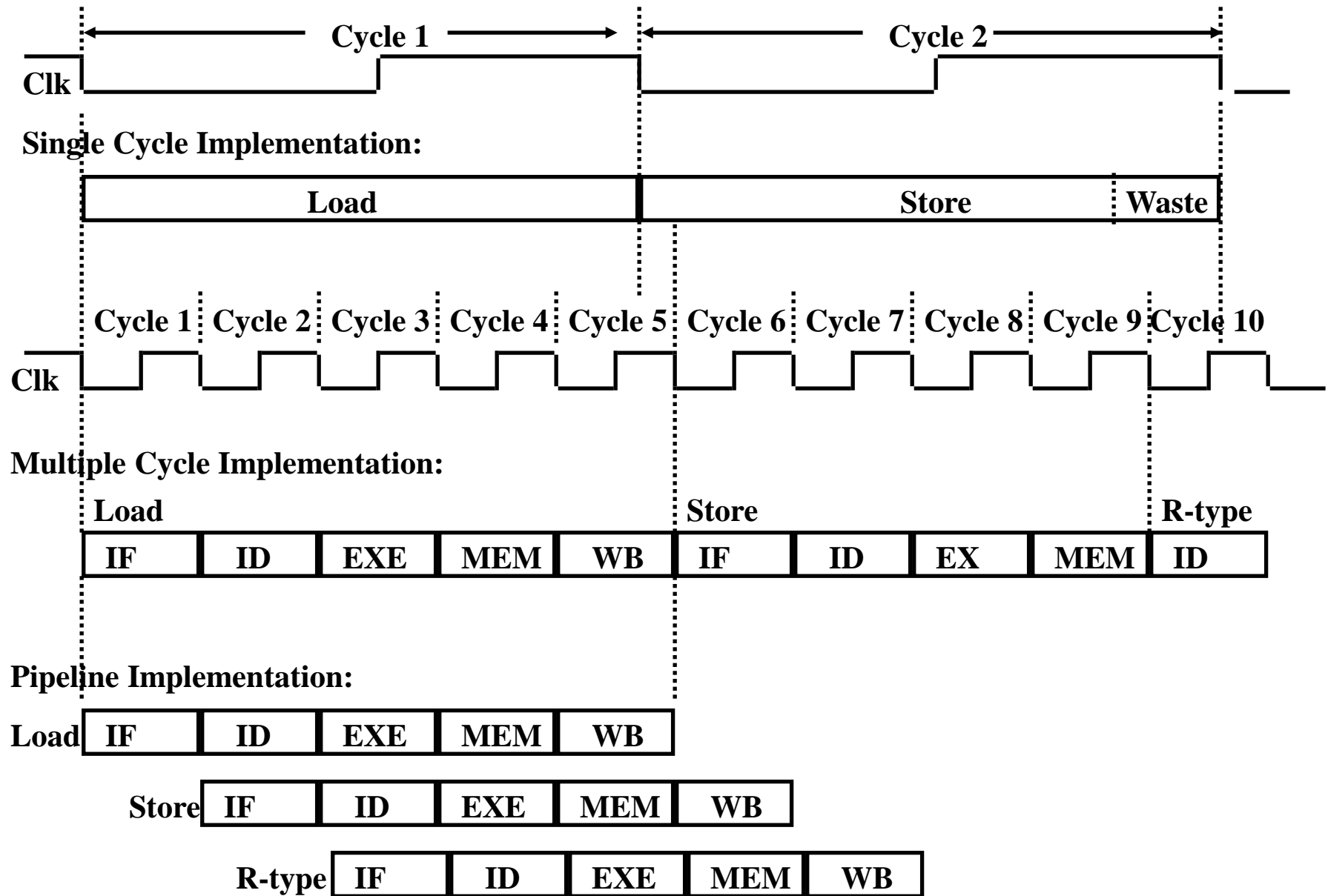
Text 1: “Computer Organization and Design”, Patterson, Hennessey, 5th Edition, Morgan Kaufmann, 2014.

Reference 1:“Computer Architecture: A Quantitative Approach”, Hennessey, Patterson, 5th Edition, Morgan Kaufmann, 2011.

Appendix C	Pipelining: Basic and Intermediate Concepts	
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Single Cycle, Multiple Cycle, vs. Pipeline



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Pipelined Execution

K stage	T1	T2	T3	T4	T5	T6	T7	T8	T9
IF	I1	I2	I3	I4	I5				
ID		I1	I2	I3	I4	I5			
EX			I1	I2	I3	I4	I5		
MB				I1	I2	I3	I4	I5	
WB					I1	I2	I3	I4	I5

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Pipelined Execution

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WB					I1	I2	I3	I4	I5

Diagram illustrating the execution of 5 instructions (I1 to I5) across 5 stages (IF, ID, EX, MB, WB) over 9 clock cycles (T1 to T9). The first instruction (I1) takes 5 clock cycles (5*1*1). The remaining 4 instructions (I2 to I5) take 4 clock cycles each ((5-1)*1).

- 1ST instruction take 5 CLOCK (Each stage, 1 clock time T_c)
- Rest will take 1 more than the previous instruction
- **Execution time on pipeline processor:** = Kstage * 1 instuction + (n-1) :
= 5*1+4= 9 clocks
- **Execution on a non-pipeline processor:** = Kstage * n Instructions
= 5*5= 25 clocks

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Pipelined Execution

K stage	T1	T2	T3	T4	T5	T6	T7	T8	T9
IF	I1	I2	I3	I4	I5				
ID		I1	I2	I3	I4	I5			
EX			I1	I2	I3	I4	I5		
MB				I1	I2	I3	I4	I5	
WB					I1	I2	I3	I4	I5

$k*tc*1$ (arrow from T1 to T5 of WB stage)

$(n-1)*tc$ (oval around T5 to T9 of WB stage)

Number of stages= k

Clock Cycle = t_c

Number of Instructions = n

■ Execution time_{pipeline} = $k*tc*1 + (n-1)*tc = [k+(n-1)]t_c$

■ Execution time_{unpipeline} = $n* t_p = n* k* t_c$

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Speedup vs # of Stages in Pipeline Processor

$$\blacksquare \text{Speedup}(S) = \frac{\text{Execution Time on Unpipelined}}{\text{Execution Time on Pipelined}}$$

$$\frac{nt_p}{(k+n-1)t_c} \rightarrow \frac{nt_p}{(k-1+n)t_c}$$

If n is too big or as number of instructions increases $n > k-1$ will tend to n

$$\text{Speedup}(S) = \frac{nt_p}{nt_c}$$

$$\text{Speedup}(S) = \frac{t_p}{t_c}$$

$$\text{Speedup}(S) = \frac{k * t_c}{t_c}$$

$$\text{Speedup}(S) = k$$

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Pipeline Execution



Compute the Execution time on 5 Stage processor (Pipeline vs Non Pipeline Processor):

Number of instructions = 100.

Cycle Time $T_c = 60$

Solution:

Execution on a non-pipeline processor: $= K_{\text{stage}} * T_c * n \text{ Instructions}$
 $= 5 * 60 * 100 = 30000 \text{ clocks}$

Execution Time on Pipeline Processor: $= K_{\text{stage}} * 1 \text{ instruction} * T_c + (n-1) * T_c :$
 $= (5 * 1 * 60) + (99 * 60) = 300 + 5940 = 6240 \text{ clocks}$

Clock time per stage = Cycle time = T_c

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Speedup vs # of Stages in Pipeline Processor

$$\blacksquare \text{Speedup}(S) = \frac{\text{Execution Time on Unpipelined}}{\text{Execution Time on Pipelined}}$$

$$\blacksquare \text{Speedup}(S) = \frac{30000}{6240}$$

$$\blacksquare \text{Speedup}(S) = 4.8 \approx 5$$

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Theoretical Claim



$$\text{Time taken}_{\text{pipeline}} = \frac{\text{Time taken on unpipelined}}{\text{No.of pipeline stages}}$$

$$\text{Time taken}_{\text{pipeline}} = 30000/5 = 6000 \approx 6240$$

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Design issue 1



Clock Cycle Time of all the stages cannot be same!

Example

IF	ID	EXE	MEM	WB
300 ps	400 ps	350 ps	550 ps	100 ps
200 ps	150 ps	100 ps	190 ps	140 ps

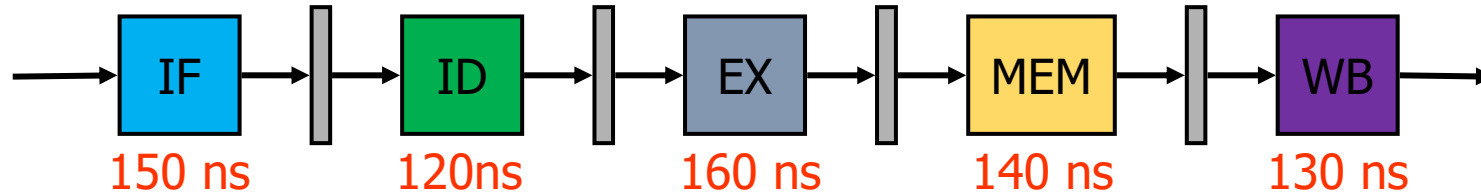
Leads to imbalance latency

Solution:

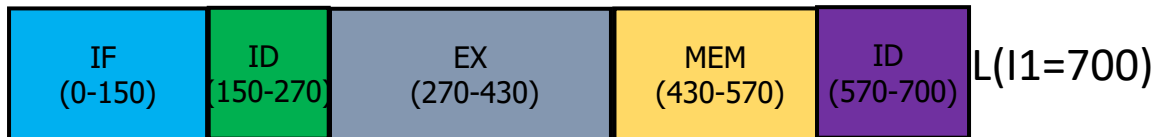
Make Length of each stage equal to Length of Longest stage or slowest Stage

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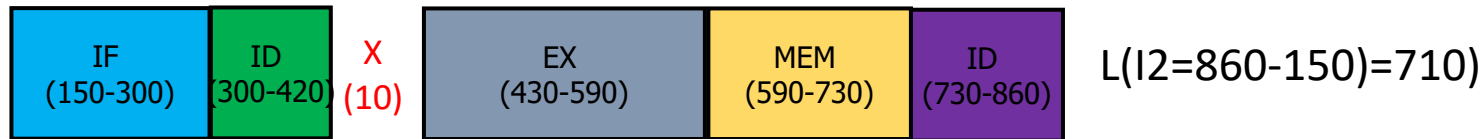
PIPELINE THROUGHPUT AND LATENCY



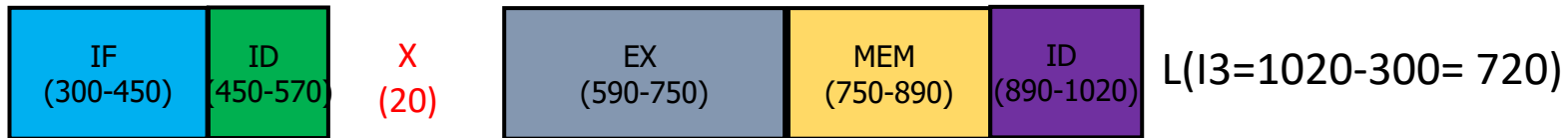
I1



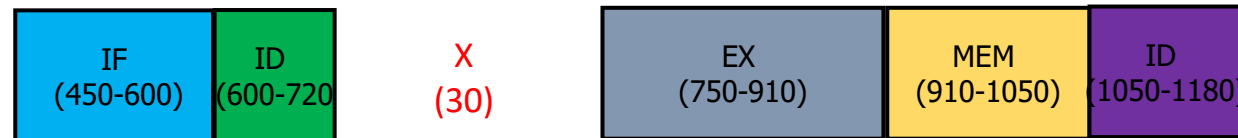
I2



I3



I4

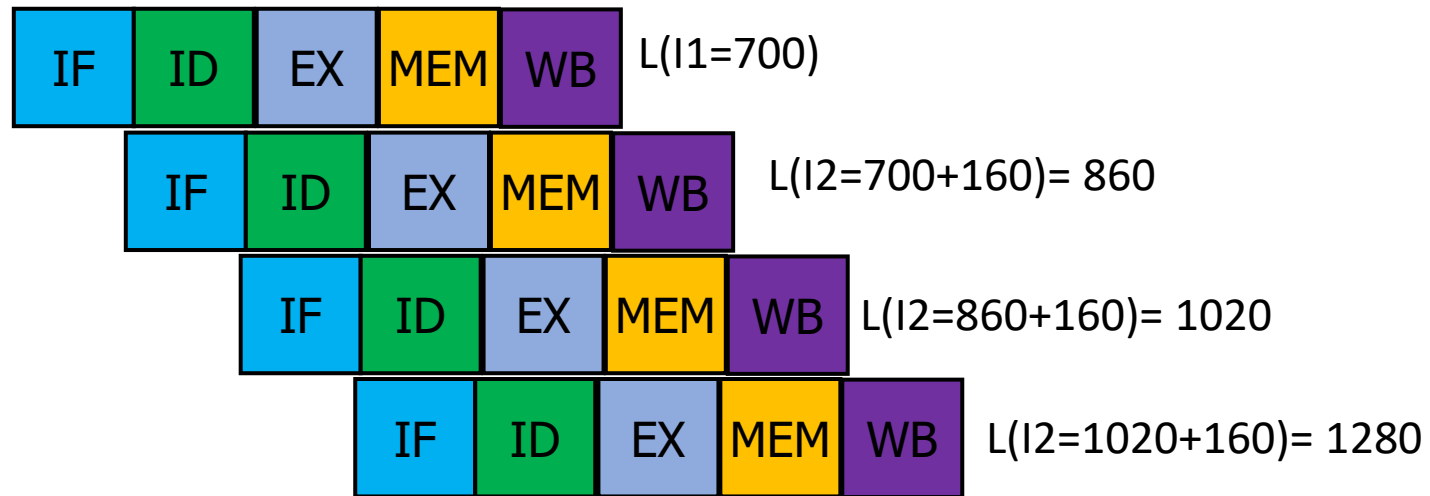
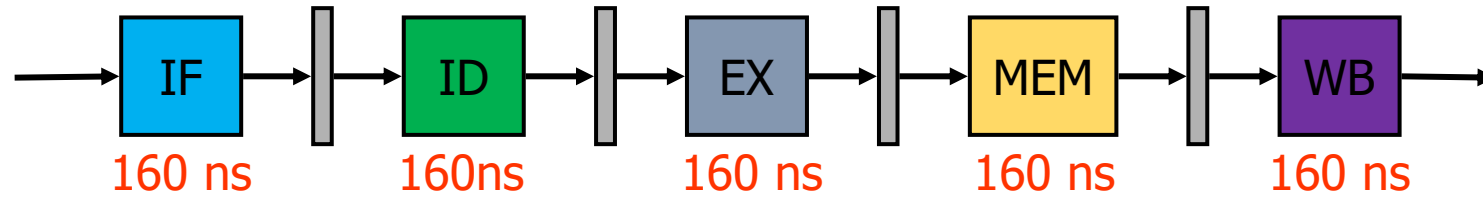


L(I3=1180-450= 730)

Uneven latency and Throughput= 1180

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PIPELINE THROUGHPUT AND LATENCY



Balanced latency and Throughput= 1280 instead of 1180

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Evaluating 5-Stage Pipeline Processor

A 5 stage pipeline processor has stage delays as 150, 120, 160, 140 and 130 ns.

What is the time taken to execute 100 instructions.

What is the Speed up of pipeline processor?

Solution:

Execution on a non-pipeline processor: $(150+120+160+140+130) * 100 = 700 * 100 = 70000 \text{ ns}$

Execution on a pipeline processor:

Slowest stage: $\text{Max}(150, 120, 160, 140, 130) = 160 \text{ ns}$

Clock time T_c of each stage = 160 ns

$$\begin{aligned} &= (1 * T_c * \# \text{stages}) + ((IC - 1) * T_c) \\ &= (1 * 160 * 5) + (99 * 160) \\ &= 800 + 15840 \\ &= 16640 \text{ ns} \end{aligned}$$

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Performance of 5-Stage Pipeline Processor



Execution on a non-pipeline processor

$$(150+120+160+140+130) * 100 = 362 * 100 = 70000\text{ns}$$

Execution on a pipeline processor:

$$(1*160*5) + (99*160) = 800 + 15840 = 16640\text{ns}$$

$$\text{Speedup(S): } 70000/16640 = 4.2$$

Theoretical Claim

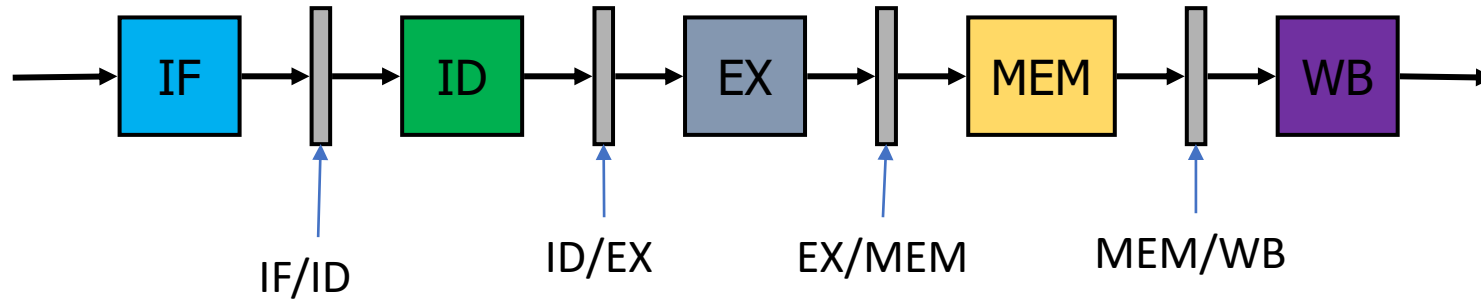
$$\text{Time taken}_{\text{pipeline}} = \frac{\text{Time taken on unpipelined}}{\text{No. of pipeline stages}}$$

Performance of 5-Stage Pipeline Processor

$$16640 = \frac{(160 * 5 * 100)}{5} = \frac{80000}{5} \approx 16000$$

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Design issue 2: Pipeline Register Overhead



- We shall refer to the pipeline registers that are set between two stages with the names of the stages. So, we will have IF/ID, ID/EX, EX/MEM and MEM/WB registers.
- They serve the purpose of transferring outputs produced in a phase to the subsequent phase in the multi-cycle implementation.
- These registers must be large enough to contain all data moving from one phase to the following one

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Design issue 2: Pipeline Register Overhead



Pipeline overhead: combination of **pipeline register delay** and the **clock skew**.

- **Pipeline registers delay:** Setup time that triggers a write or when data input changes and propagation delay to the clock.
- **Clock skew:** Maximum delay between when the clock **arrives** at any two registers.

[Reference](#)

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Evaluating 5-Stage Pipeline Processor With Register Overhead

A 5 stage pipeline processor has stage delays as 150, 120, 160, 140 and 130 ns.

The register overhead is 5 ns each.

What is the time taken to execute 100 instructions.

What is the Speed up of pipeline processor?

Solution:

Execution on a non-pipeline processor: $(150+120+160+140+130) * 100 = 700 * 100 = 70000 \text{ ns}$

Execution on a pipeline processor:

Slowest stage: $\text{Max}(150, 120, 160, 140, 130) = 160 \text{ ns}$

Clock time T_c of each stage = 160 ns

Register overhead of each stage = 5 ns

Clock time T_c of each stage = 165 ns

Execution on a pipeline processor:
$$\begin{aligned} &= (1 * T_c * \# \text{stages}) + ((IC - 1) * T_c) \\ &= (1 * 165 * 5) + (99 * 165) \\ &= 825 + 16335 \\ &= 17160 \text{ ns} \end{aligned}$$

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Performance of 5-Stage Pipeline Processor



Execution on a non-pipeline processor

$$(150+120+160+140+130) * 100 = 362 * 100 = 70000\text{ns}$$

Execution on a pipeline processor:

$$(1*165*5)+(99*165) = 825+15840 = 17160\text{ns}$$

$$\text{Speedup(S): } 70000/17160 = 4.07$$

Theoretical Claim

$$\text{Time taken}_{\text{pipeline}} = \frac{\text{Time taken on unpipelined}}{\text{No. of pipeline stages}}$$

Performance of 5-Stage Pipeline Processor

$$17160 = \frac{(165 * 5 * 100)}{5} = \frac{82500}{5} \approx 16500$$

What Else May Go Wrong?





THANK YOU

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