## Factors that Prevent Progress

```
Issue:
    Instructions must be issued in order.
   Only a certain number of instructions can be issued in one cycle.
    An RS entry of the right type must be available.
   An ROB entry must be available.
Dispatch:
   The RS must have actual values for each operand.
   An ALU or processing unit must be available.
   Only a certain number of instructions from each RS can be dispatched in one cycle.
Execution:
   No limitations.
Broadcast:
   Only a certain number of instructions may broadcast in the same cycle.
Commit:
    Instructions must be committed in order.
   Only a certain number of instructions can be committed in one cycle.
Processor Characteristics Worksheet
Same cycle:
   free RS & use RS (?)
    issue & dispatch (no - See Lesson 8, Video 10. Also see Lesson 9, Video 24 answer at 0:10.)
    capture & dispatch (no)
    execute & broadcast (no)
   reuse ROB (no)
# / cycle:
    issue (1)
   broadcast (1)
Dispatch priority (oldest, random)
# of universal RS's:
ALU's:
                                        Pipelined?
                # RS's
                           # ALU's
    operation
Exe time:
    operation
                cycles
broadcast priority (slower ALU)
# of ROB's:
```

## Tomasulo's Algorithm

For each ALU

If the instruction is complete

If there is a RAT entry for the completed instruction

Put the instruction result into the register that corresponds to that RAT entry.

Mark the RAT entry as unused.

For each RS

For each operand slot in the RS

If the operand slot is waiting for the results of the completed instruction

Put the result of the completed instruction into the operand slot.

Mark the ALU as unused.

Mark as unused the RS that was occupied by the completed instruction.

While there is an instruction to issue

If there is an appropriate RS entry which was empty at the beginning of the cycle, or which became empty during the cycle and the processor allows reuse in the same cycle

Put the instruction into that RS entry.

For each operand

If the RAT entry corresponding to the operand register indicates that a result is being waited on  $\,$ 

Put the RS number of the instruction that we are waiting on into the operand slot of the RS for the instruction that is being issued.

Fetch the value from the operand register and put it into the operand of the RS for the instruction that is being issued.

Put the RS number for the instruction that is being issued into the RAT entry that corresponds to the destination register of the instruction that is being issued.

Remove the instruction from the instruction queue.

For each RS

If RS has instruction with actual values for operands

If the appropriate ALU or processing unit is free

Dispatch the instruction, including operands and the RS number.

## Reorder Buffer

For each ALU

If the instruction is complete

Put the result into the ROB entry corresponding to the destination register. For each RS that is waiting for it

Put the result into the RS as an operand.

Free the ALU.

While there is an instruction to issue

If there is an empty ROB entry and an empty appropriate  $\ensuremath{\mathtt{RS}}$ 

Put opcode into RS.

Put ROB entry number into RS.

For each operand which is a register

If there is a ROB entry number in the RAT for that register  $\,$  Put the ROB entry number into the RS as an operand.

else

Put the register value into the RS as an operand.

Put opcode into ROB entry.

Put destination register name into ROB entry.

Put ROB entry number into RAT entry for the destination register.

Take the instruction out of the instruction window.

## For each RS

If RS has instruction with actual values for operands  $\,$  If an appropriate ALU or processing unit is free

Dispatch the instruction, including operands and the ROB entry number. Free the RS.  $\,$ 

While the next ROB entry to be retired has a result

Write the result to the register.

If the ROB entry number is in the RAT, remove it.

Free the ROB entry.