

	Delay	E.g	Pipeline
1. Read After Write			
1. RAW-1			
(a) Non-lw			
+ without forwarding (sw also cause RAW)	still +2	sll \$t3, x, x sw \$t3, 0(x) add x, \$t3, \$t3	F D E M W F / / D E M W
+ with forwarding	+0	sll \$t3, x, x slt x, \$t3, x	F D E M W F D E M W
(b) lw			
+ without forwarding	+2	lw \$t3, x(x) srl x, \$t3, x	F D E M W F / / D E M W
+ with forwarding	+1	lw \$t3, x(x) srl x, \$t3, x sw x, x(\$t3)	F D E M W F D / E M W
2. RAW-2			
(a) Non-lw			
+ without forwarding (sw also cause RAW)	+1	sll \$t3, x, x xxx x, x, x slt x, \$t3, x	F D E M W F D E M W F / / D E M W
+ with forwarding	+0	sll \$t3, x, x xxx x, x, x slt x, \$t3, x	F D E M W F D E M W F D E / E M W
(b) lw			
+ without forwarding	+1	lw \$t3, x(x) xxx x, x, x srl x, \$t3, x	F D E M W F D E M W F / / D E M W
+ load Word with forwarding (3 <sup>rd</sup> instruction RAW on the 1 <sup>st</sup> )	+0	lw \$t3, x(x) xxx x, x, x sw x, x(\$t3)	F D E M W F D E M W F D E M W
3. Branch**			
i) at MEM/Decode, ii) no forwarding iii) <u>imm</u> after write (non-lw/lw)*		sll/lw \$t3, x beq \$t3, x, L	F D E M W / / F D E M W
i) at MEM, ii) forwarding iii) <u>imm</u> after write (non-lw)*		sll \$t3, x, x beq \$t3, x, L	F D E M W F D E M W
i) at MEM, ii) forwarding, iii) <u>imm</u> after write (lw)*		lw \$t3, x (x) beq \$t3, x, L	F D E M W F / D E M W
i) at Decode, ii) forwarding iii) <u>imm</u> after write (non-lw)*	+1	<b>RAW1</b> sll \$t3, x, x <b>RAW2</b> beq \$t3, x, L	F D E M W F / D E M W
i) at Decode, ii) forwarding iii) <u>imm</u> after write (lw)*	+2	<b>Early branching</b> +1 lw \$t3, x (x) beq \$t3, x, L	F D E M W F / / D E M W
4. After-branch Control Hazard			
No prediction / wrong prediction (at MEM) No prediction / wrong prediction (at Decode)	+3 +1		F D E M W / / / F D E M W
Correct prediction	+0		F D E M W F D E M W
Delayed branching		Fail: +1/0 Success: +0	

### Special Cases

- If SAME line has RAW-1 and RAW-2, then only add delay for RAW-1
- If ever RAW-1 followed by RAW-2, then only add delay for RAW-1

\* be careful, doesn't consider being 2-after write, but rule of thumb is just -1 the "imm after write" case