

## **Chapter 4**

### **The Processor**

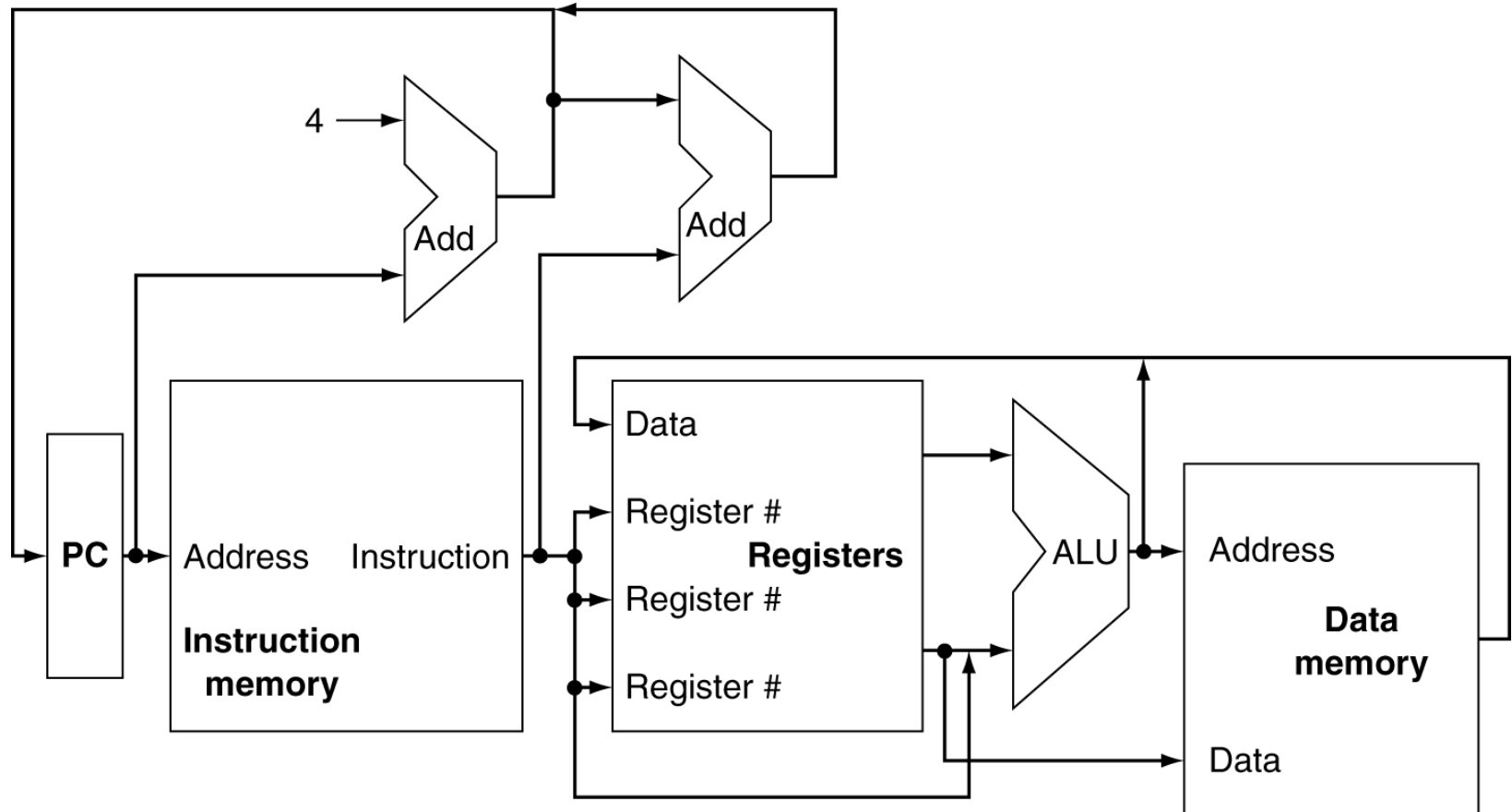
# Introduction

- CPU performance factors
  - Instruction count
    - Determined by ISA and compiler
  - CPI and Cycle time
    - Determined by CPU hardware
- We will examine two MIPS implementations
  - A simplified version
  - A more realistic pipelined version
- Simple subset, shows most aspects
  - Memory reference: lw, sw
  - Arithmetic/logical: add, sub, and, or, slt
  - Control transfer: beq, j

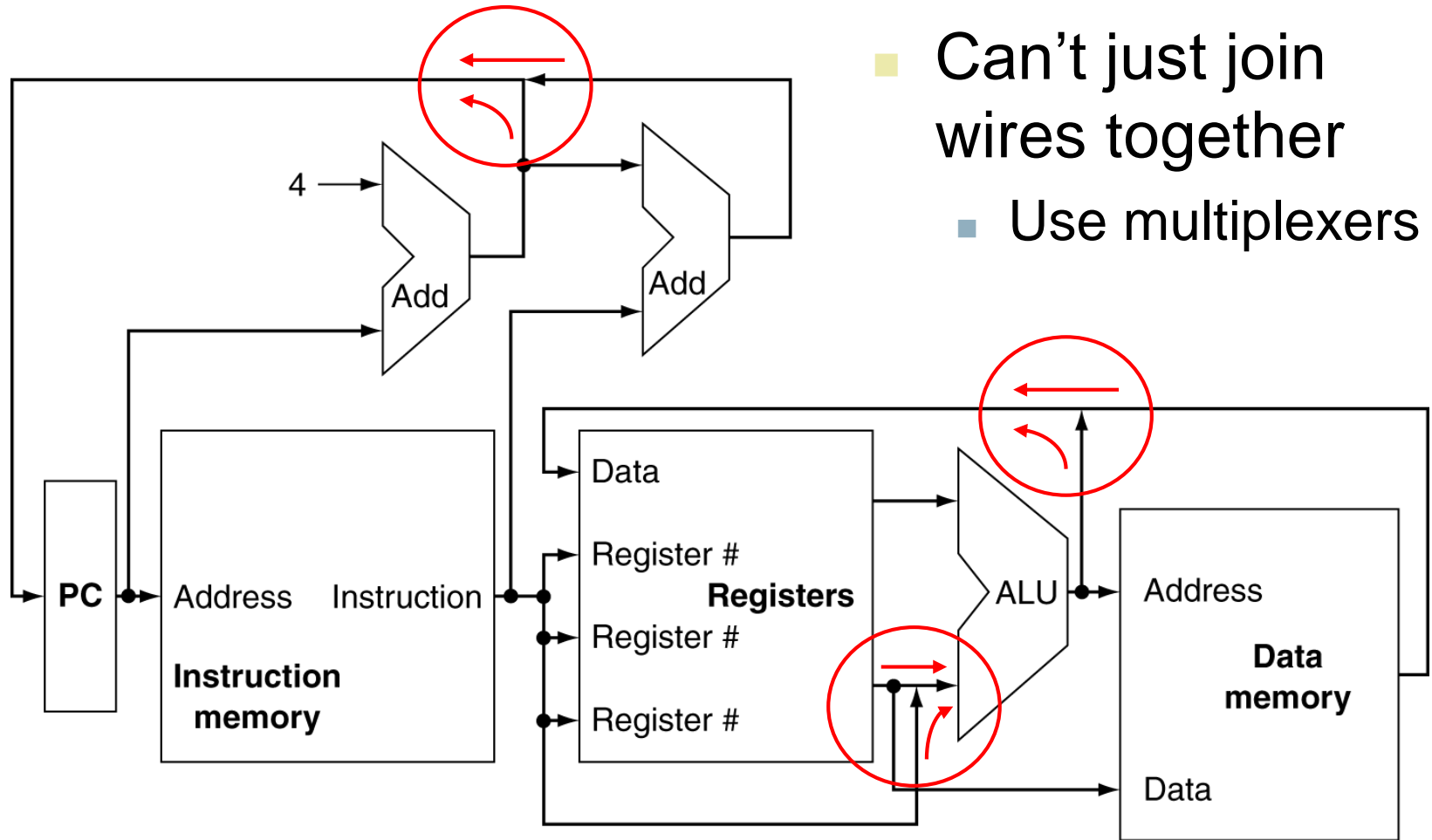
# Instruction Execution

- PC → instruction memory, fetch instruction
- Register numbers → register file, read registers
- Depending on instruction class
  - Use ALU to calculate
    - Arithmetic result
    - Memory address for load/store
    - Branch target address
  - Access data memory for load/store
  - $PC \leftarrow \text{target address or } PC + 4$

# CPU Overview

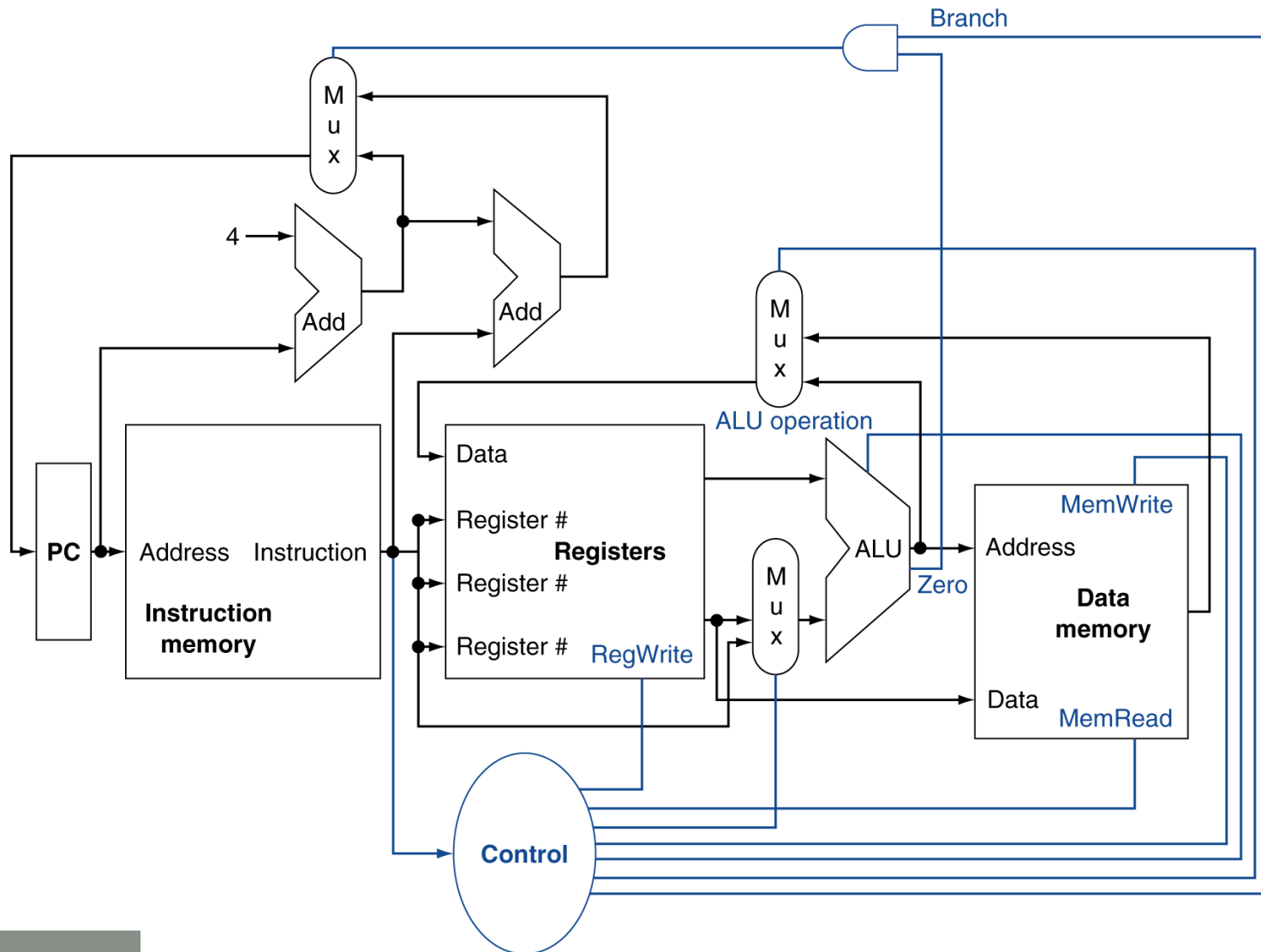


# Multiplexers



- Can't just join wires together
  - Use multiplexers

# Control



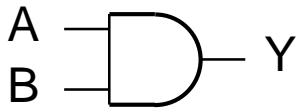
# Logic Design Basics

- Information encoded in binary
  - Low voltage = 0, High voltage = 1
  - One wire per bit
  - Multi-bit data encoded on multi-wire buses
- Combinational element
  - Operate on data
  - Output is a function of input
- State (sequential) elements
  - Store information

# Combinational Elements

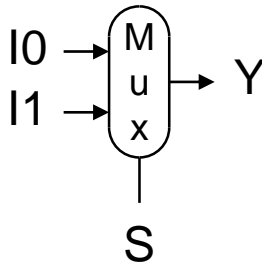
- AND-gate

- $Y = A \& B$



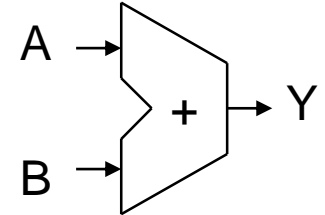
- Multiplexer

- $Y = S ? I1 : I0$



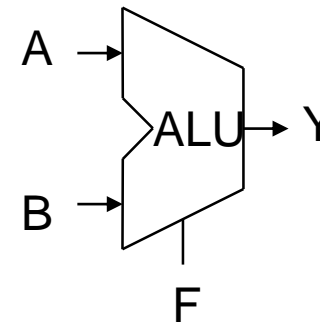
- Adder

- $Y = A + B$



- Arithmetic/Logic Unit

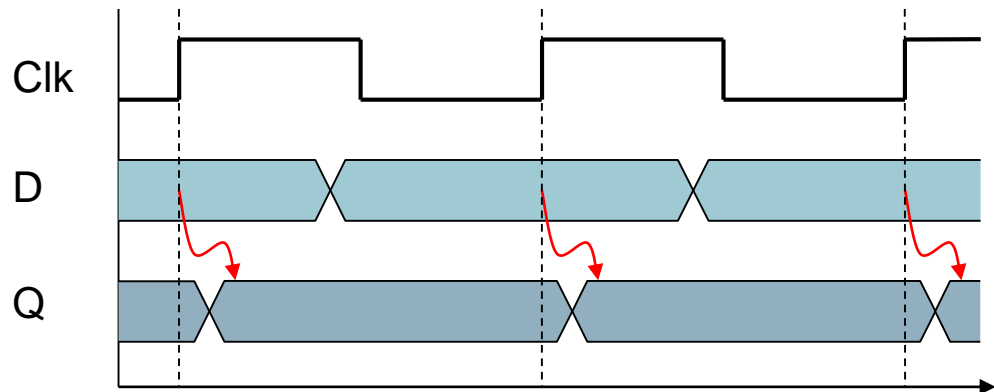
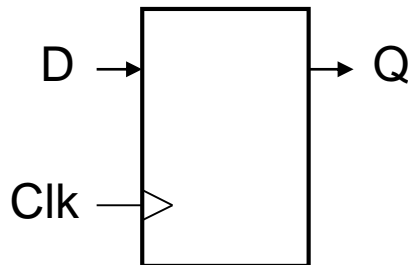
- $Y = F(A, B)$





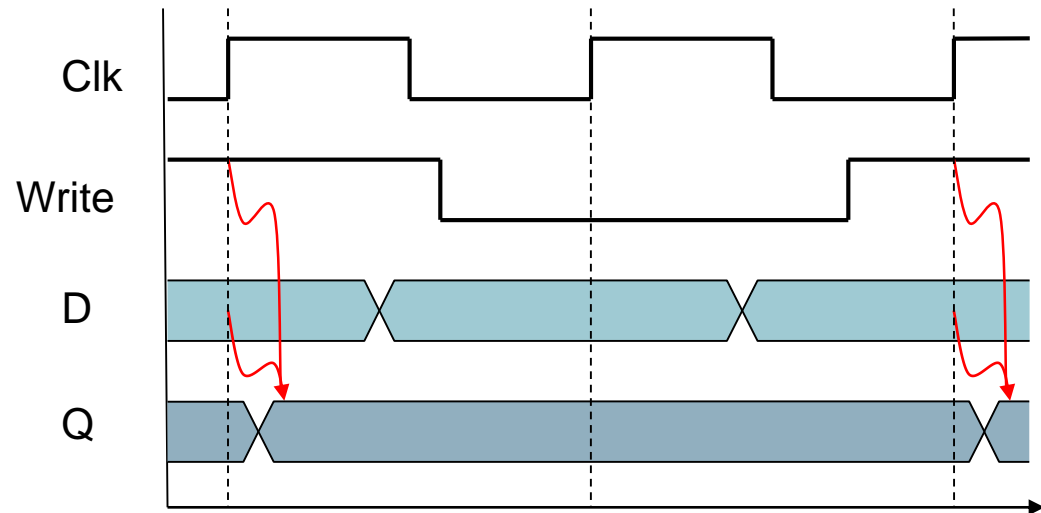
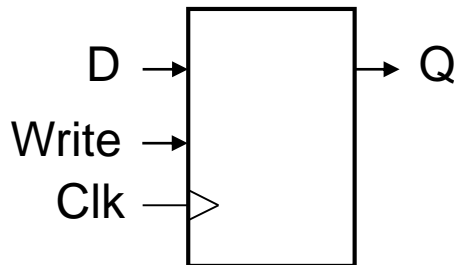
# Sequential Elements

- Register: stores data in a circuit
  - Uses a clock signal to determine when to update the stored value
  - Edge-triggered: update when Clk changes from 0 to 1



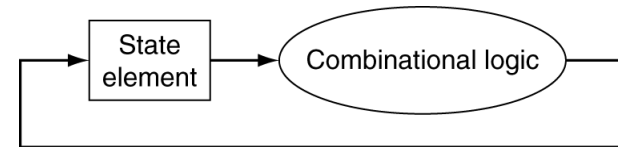
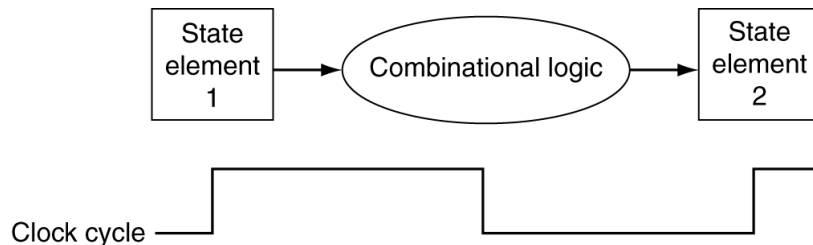
# Sequential Elements

- Register with write control
  - Only updates on clock edge when write control input is 1
  - Used when stored value is required later



# Clocking Methodology

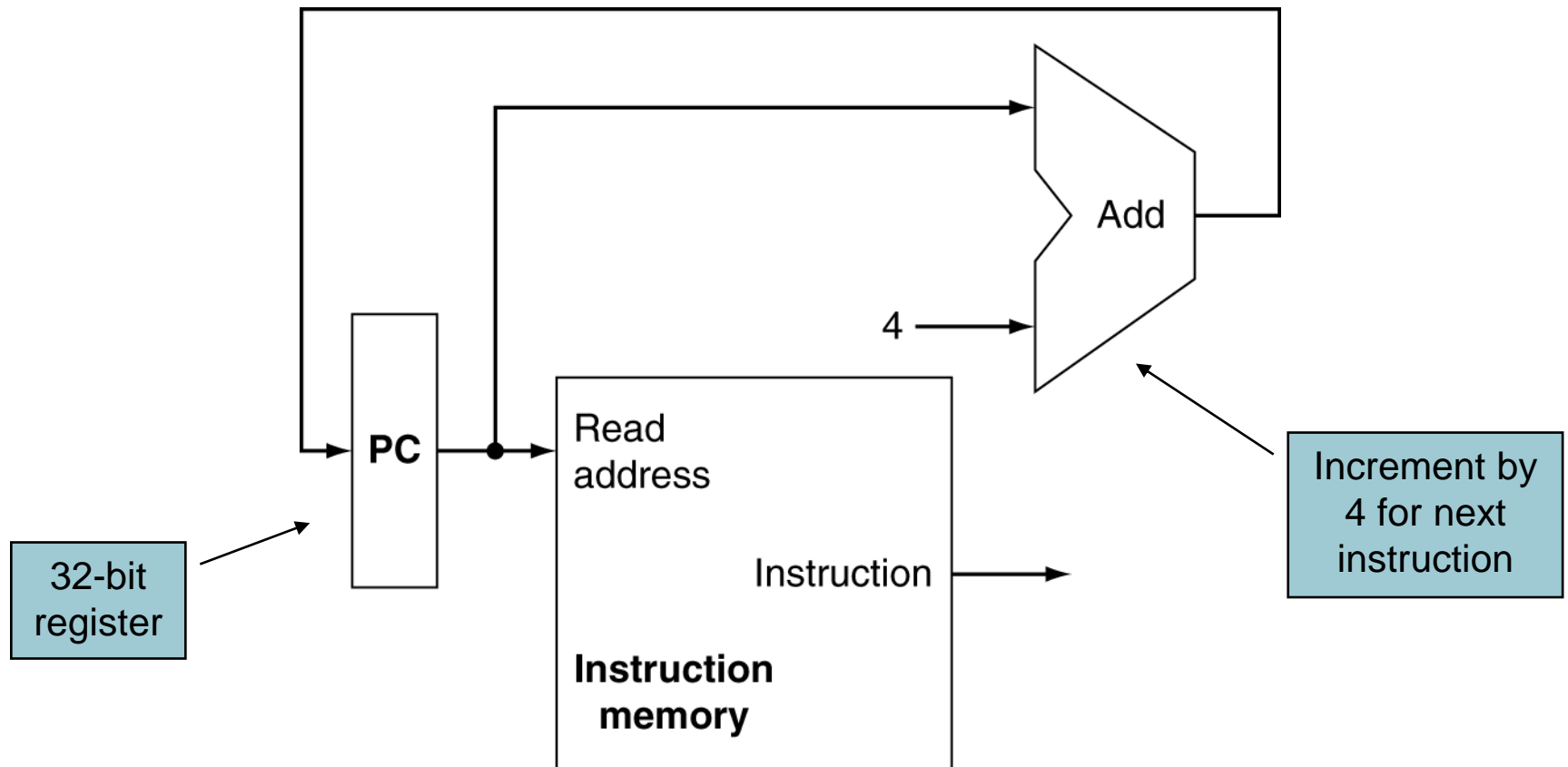
- Combinational logic transforms data during clock cycles
  - Between clock edges
  - Input from state elements, output to state element
  - Longest delay determines clock period



# Building a Datapath

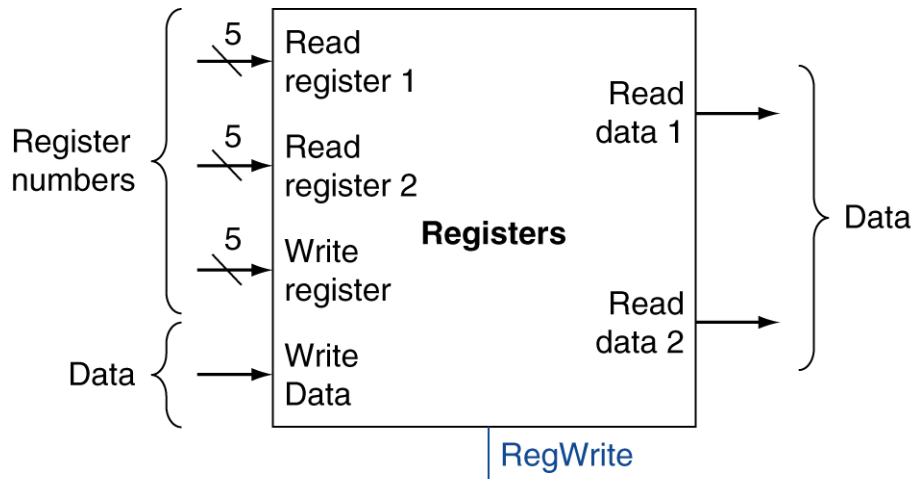
- Datapath
  - Elements that process data and addresses in the CPU
    - Registers, ALUs, mux's, memories, ...
- We will build a MIPS datapath incrementally
  - Refining the overview design

# Instruction Fetch

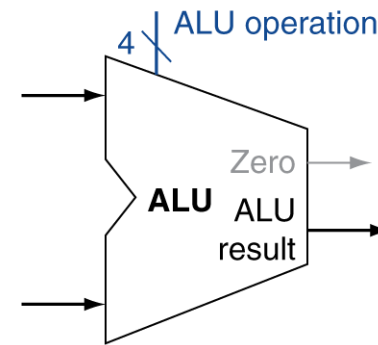


# R-Format Instructions

- Read two register operands
- Perform arithmetic/logical operation
- Write register result



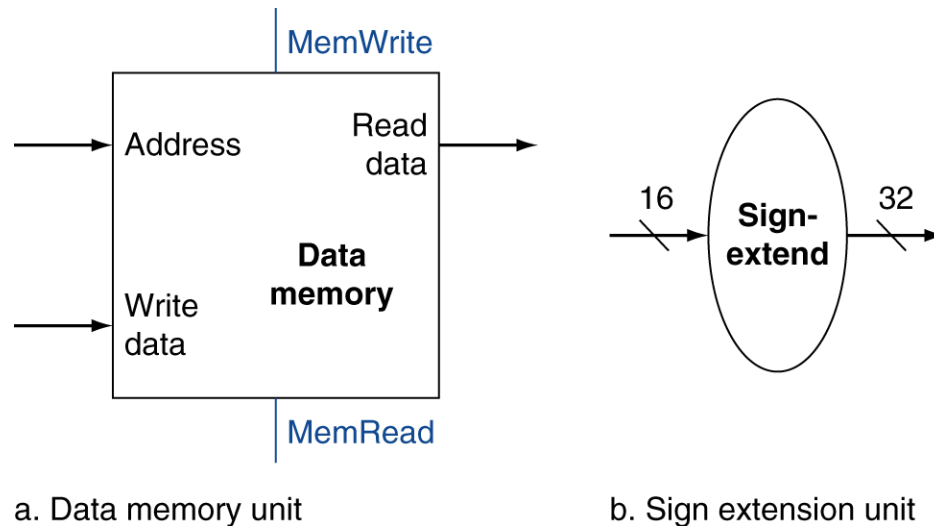
a. Registers



b. ALU

# Load/Store Instructions

- Read register operands
- Calculate address using 16-bit offset
  - Use ALU, but sign-extend offset
- Load: Read memory and update register
- Store: Write register value to memory

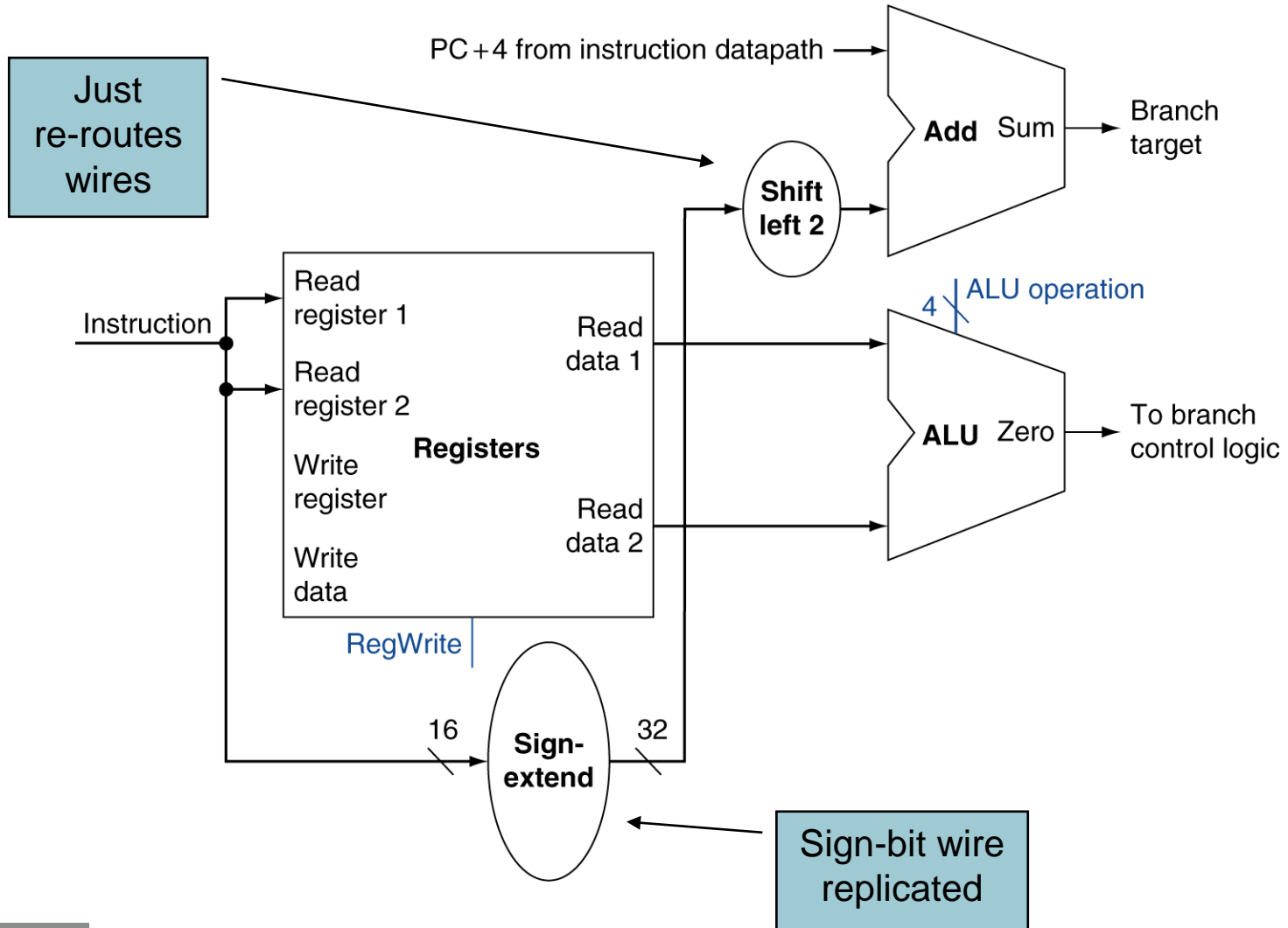


# Branch Instructions

- Read register operands
- Compare operands
  - Use ALU, subtract and check Zero output
- Calculate target address
  - Sign-extend displacement
  - Shift left 2 places (word displacement)
  - Add to PC + 4
    - Already calculated by instruction fetch



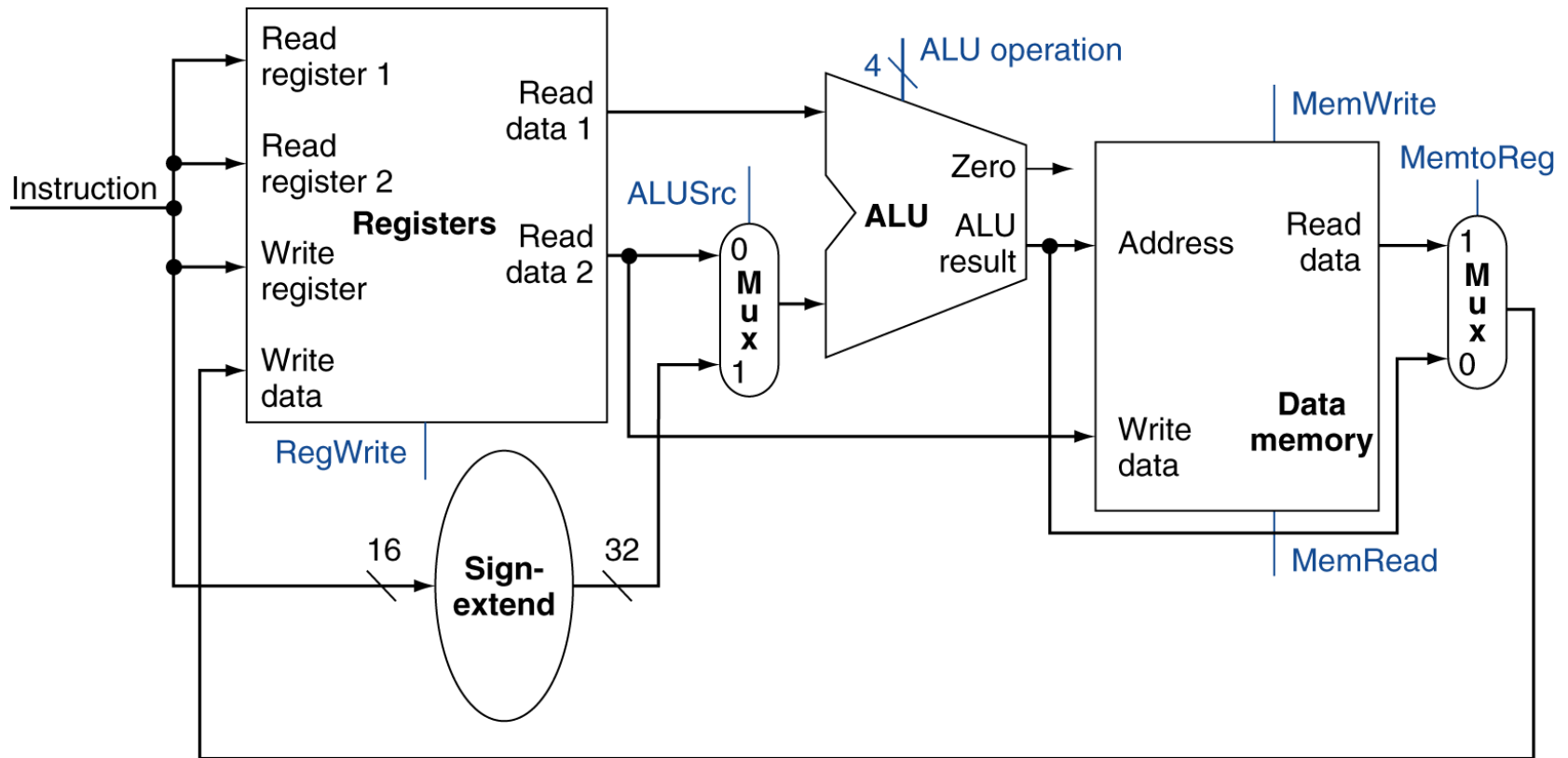
# Branch Instructions



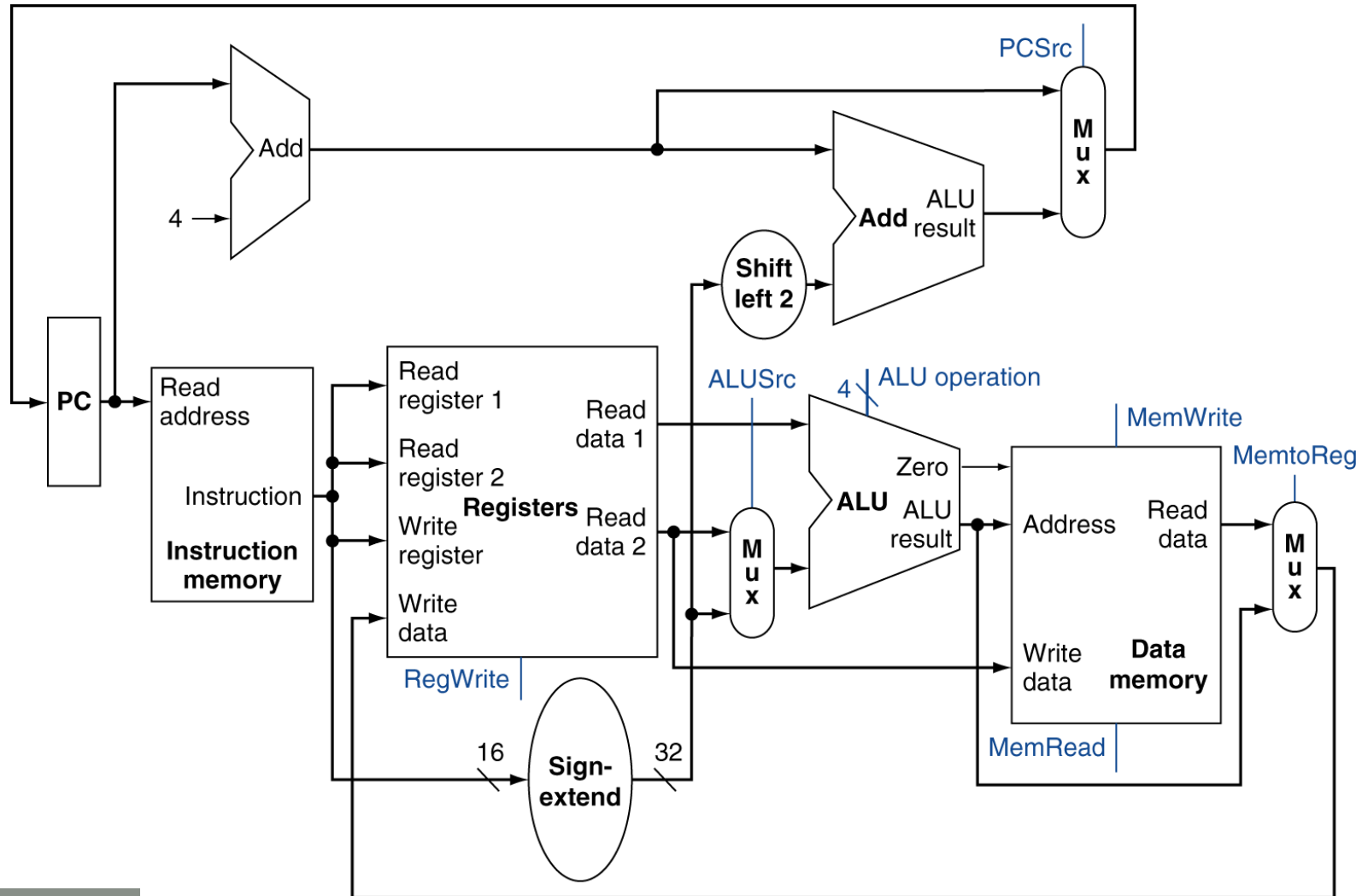
# Composing the Elements

- First-cut data path does an instruction in one clock cycle
  - Each datapath element can only do one function at a time
  - Hence, we need separate instruction and data memories
- Use multiplexers where alternate data sources are used for different instructions

# R-Type/Load/Store Datapath



# Full Datapath



# ALU Control

- ALU used for
  - Load/Store:  $F = \text{add}$
  - Branch:  $F = \text{subtract}$
  - R-type:  $F$  depends on funct field

ALU control	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	set-on-less-than
1100	NOR

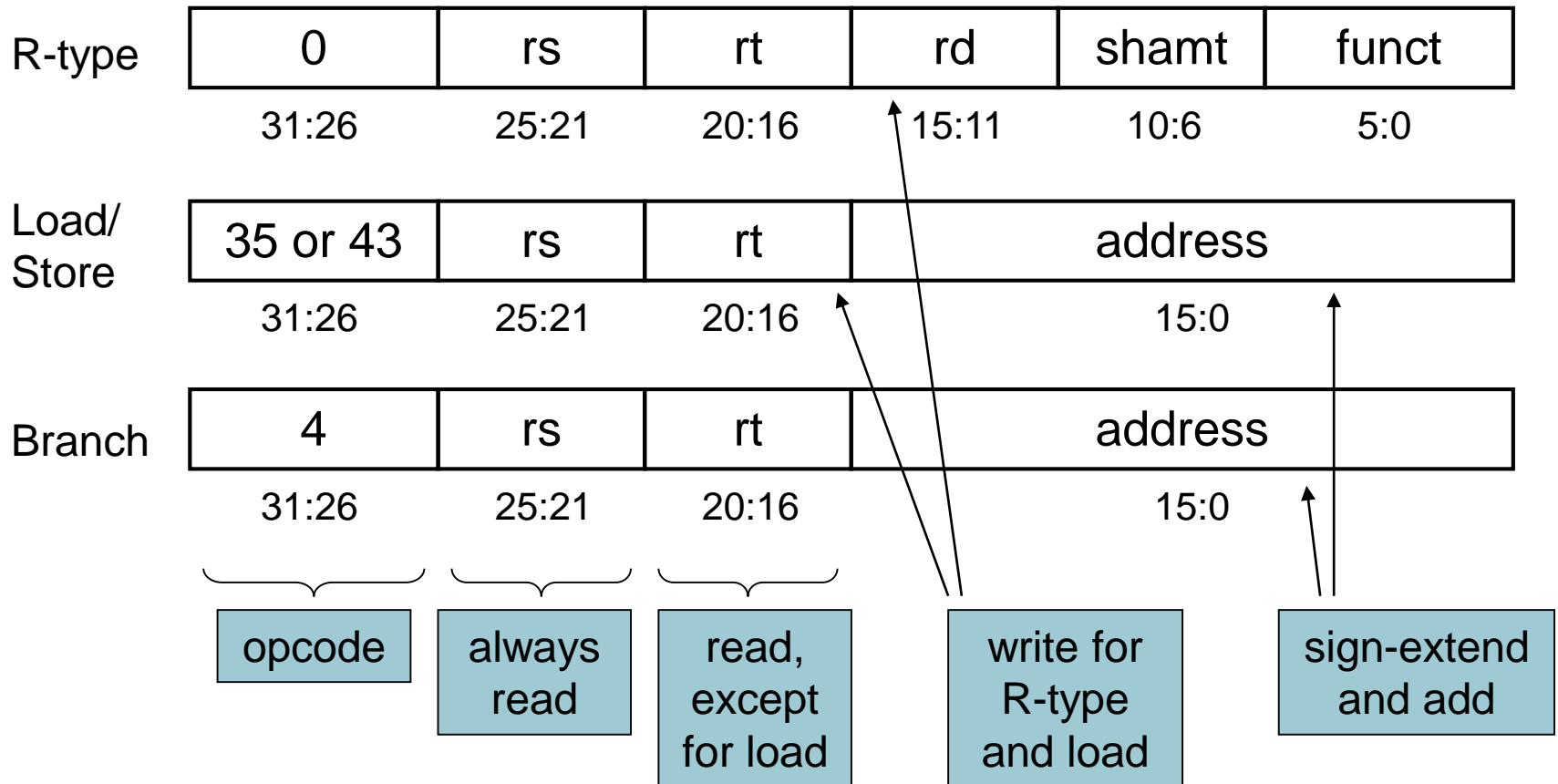
# ALU Control

- Assume 2-bit ALUOp derived from opcode
  - Combinational logic derives ALU control

opcode	ALUOp	Operation	funct	ALU function	ALU control
lw	00	load word	XXXXXX	add	0010
sw	00	store word	XXXXXX	add	0010
beq	01	branch equal	XXXXXX	subtract	0110
R-type	10	add	100000	add	0010
		subtract	100010	subtract	0110
		AND	100100	AND	0000
		OR	100101	OR	0001
		set-on-less-than	101010	set-on-less-than	0111

# The Main Control Unit

- Control signals derived from instruction

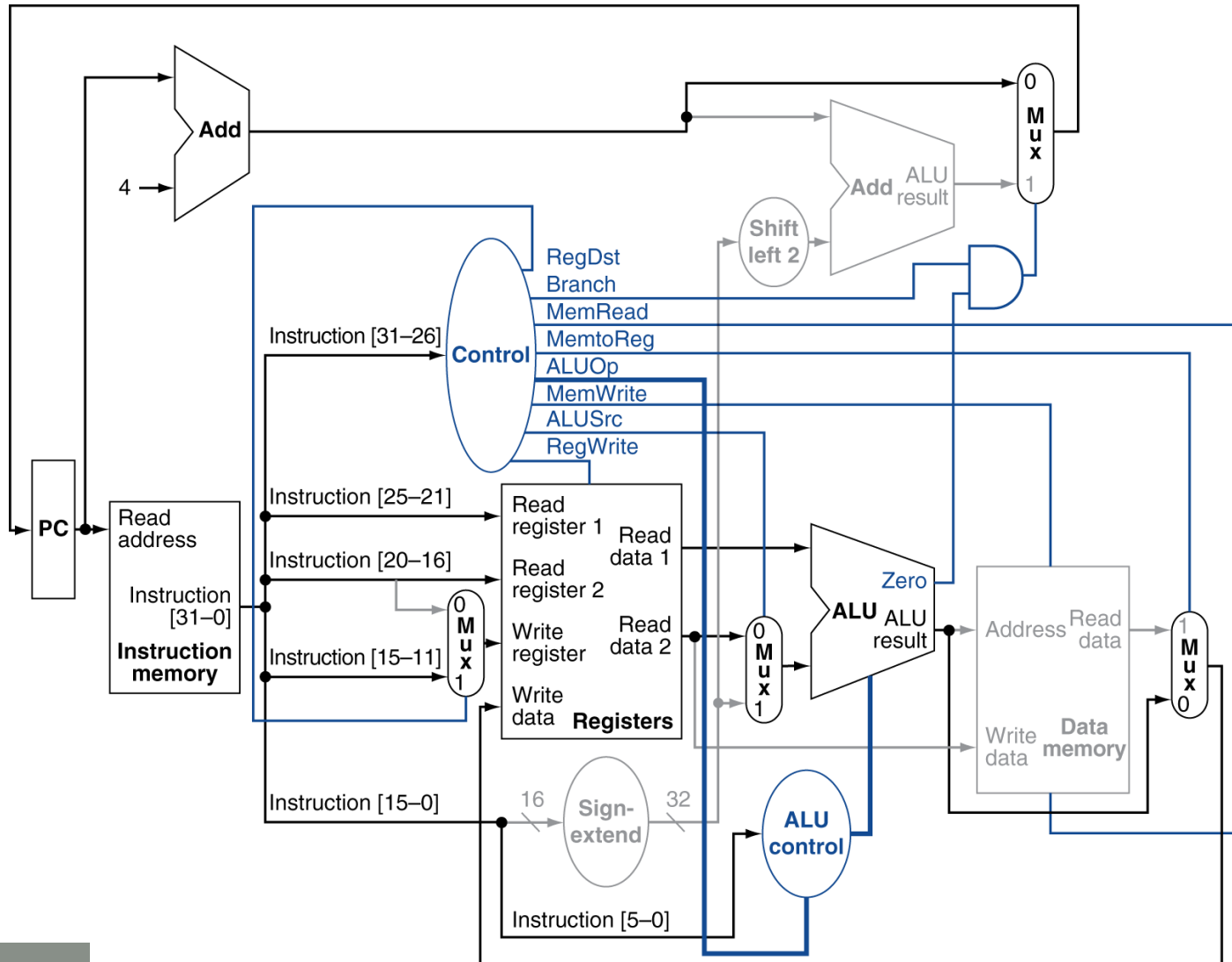


The diagram illustrates the internal components and data flow of a processor:

- PC (Program Counter):** Provides the initial address to the Instruction Memory.
- Instruction Memory:** Receives the 32-bit instruction from the PC. It is divided into four 16-bit segments: [31-26], [25-21], [20-16], and [15-11].
- Control:** Receives the 6-bit instruction segment [31-26] and outputs control signals: RegDst, Branch, MemRead, MemtoReg, ALUOp, MemWrite, ALUSrc, and RegWrite.
- Registers:**
  - Read registers:** Receive 5-bit addresses from instruction segments [25-21] and [20-16] to output 32-bit read data 1 and 2.
  - Write register:** Receives a 5-bit address from instruction segment [20-16] to output a 32-bit write data.
- Sign-extend:** Takes the 16-bit instruction segment [15-0] and extends it to 32 bits.
- ALU control:** Takes the 6-bit instruction segment [5-0] and outputs a 6-bit ALUOp to the ALU.
- ALU (Arithmetic Logic Unit):**
  - Left Operand:** Can be a 32-bit register value (selected via a 2-to-1 Mux with input 0) or the 32-bit sign-extended value (selected via input 1).
  - Right Operand:** Can be a 32-bit register value (selected via a 2-to-1 Mux with input 0) or the 32-bit ALUSrc value from the Instruction Memory (selected via input 1).
  - ALUOp:** Controls the operation performed on the operands.
  - Zero Flag:** A 1-bit output indicating if the result is zero.
- Branch and ALU Result Mux:** A 2-to-1 Mux that selects between the ALU result (input 0) and the 32-bit branch target from the register file (input 1, selected by the Branch control signal).
- Add (PC Update):** A 32-bit adder that takes the current PC value and the 4-bit branch offset from the Instruction Memory segment [31-26] to calculate the next PC value.
- Data Memory:**
  - Address:** Receives a 32-bit address from the ALU result.
  - Read data:** Outputs 32-bit data from memory (selected via a 2-to-1 Mux with input 1) to the Register File's Read register 2.
  - Write data:** Receives 32-bit data from the Register File's Write register.



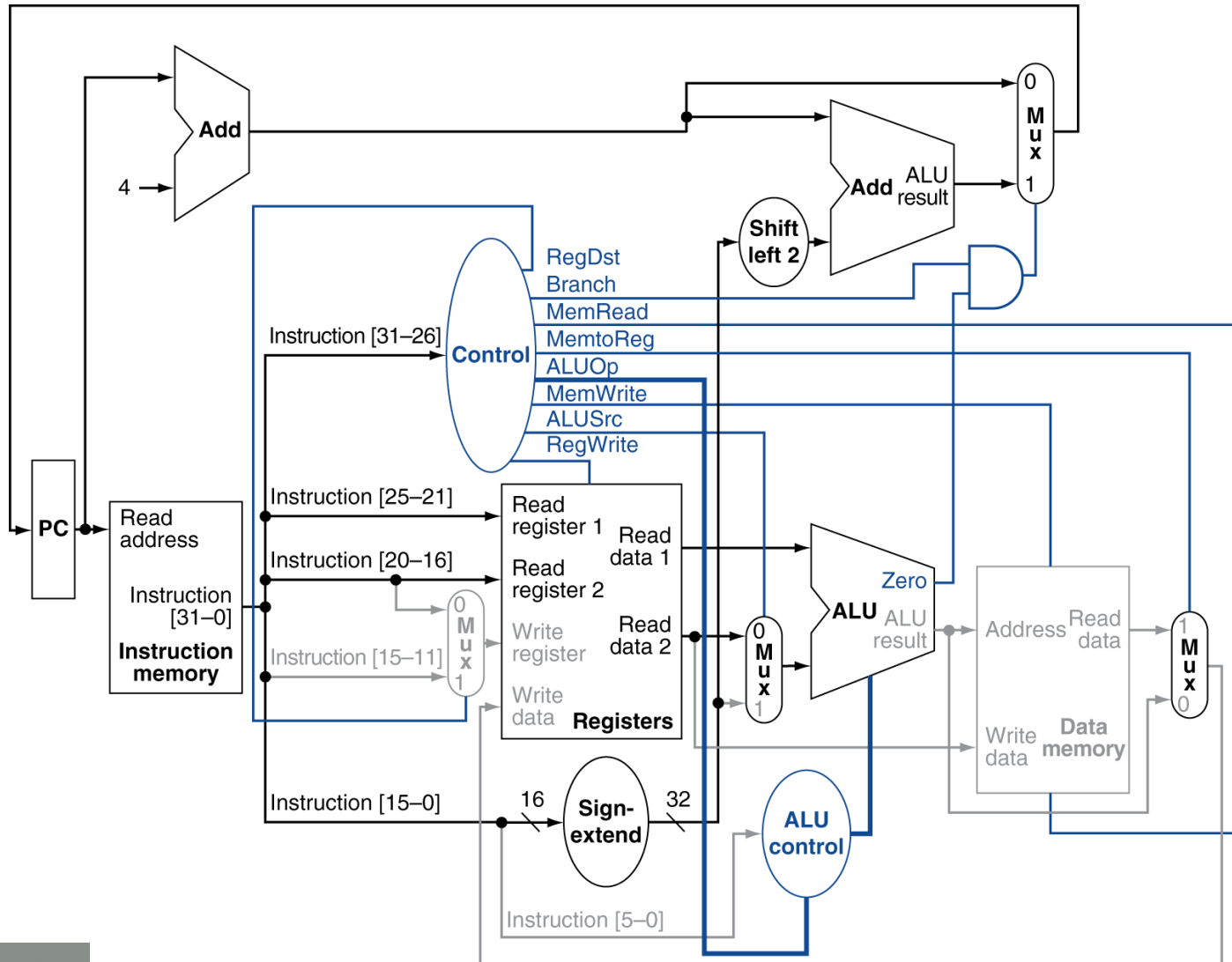
# R-Type Instruction



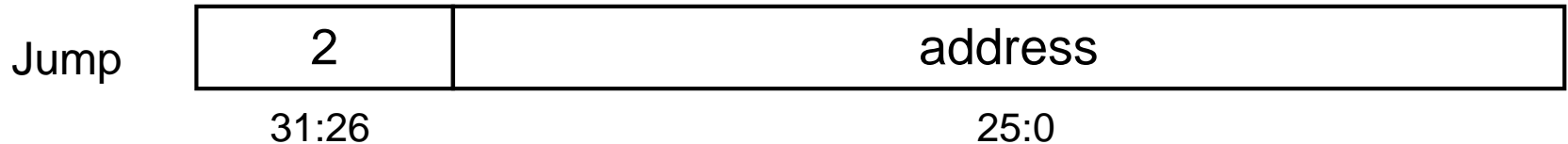
## MK



# Branch-on-Equal Instruction

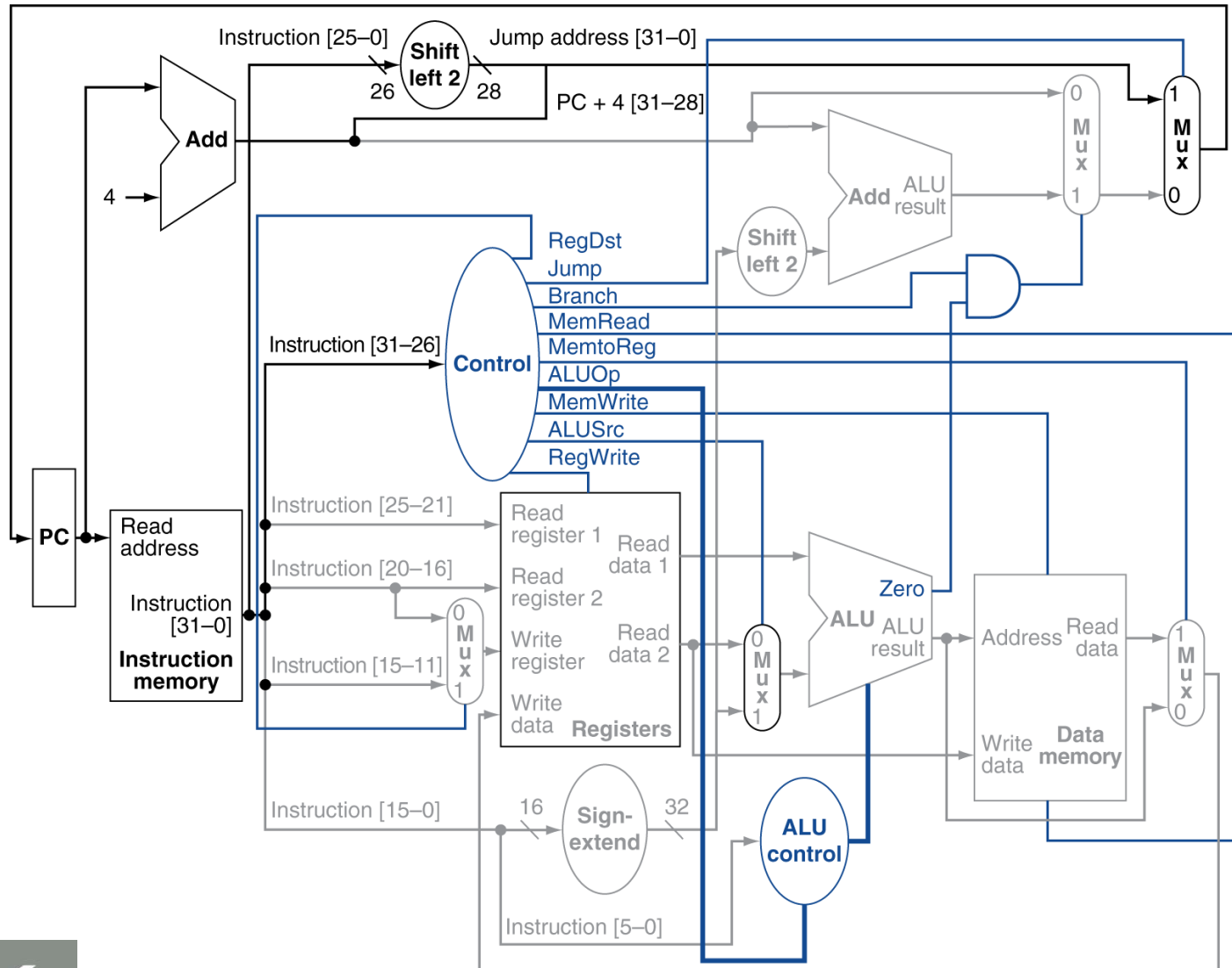


# Implementing Jumps



- Jump uses word address
- Update PC with concatenation of
  - Top 4 bits of old PC
  - 26-bit jump address
  - 00
- Need an extra control signal decoded from opcode

# Datapath With Jumps Added

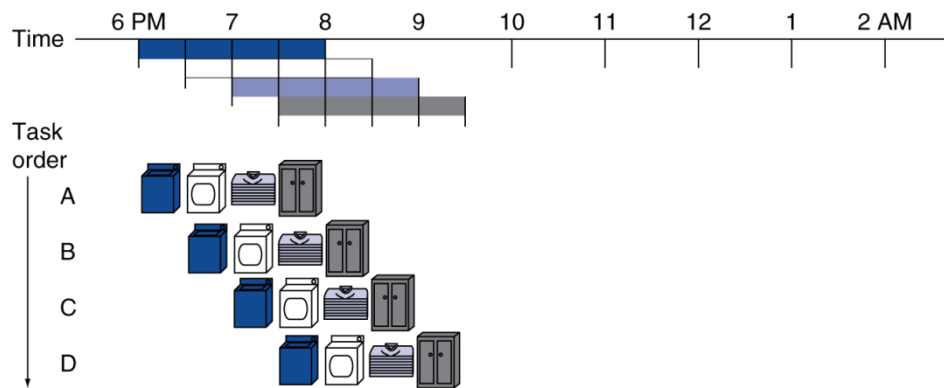
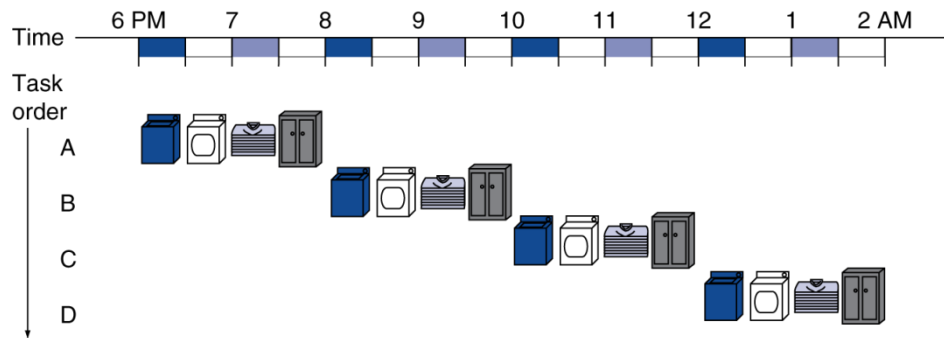


# Performance Issues

- Longest delay determines clock period
  - Critical path: load instruction
  - Instruction memory → register file → ALU → data memory → register file
- Not feasible to vary period for different instructions
- Violates design principle
  - Making the common case fast
- We will improve performance by pipelining

# Pipelining Analogy

- Pipelined laundry: overlapping execution
  - Parallelism improves performance



- Four loads:
  - Speedup  
 $= 8 / 3.5 = 2.3$
- Non-stop:
  - Speedup  
 $= 2n / 0.5n + 1.5 \approx 4$   
 $= \text{number of stages}$

# MIPS Pipeline

- Five stages, one step per stage
  1. IF: Instruction fetch from memory
  2. ID: Instruction decode & register read
  3. EX: Execute operation or calculate address
  4. MEM: Access memory operand
  5. WB: Write result back to register

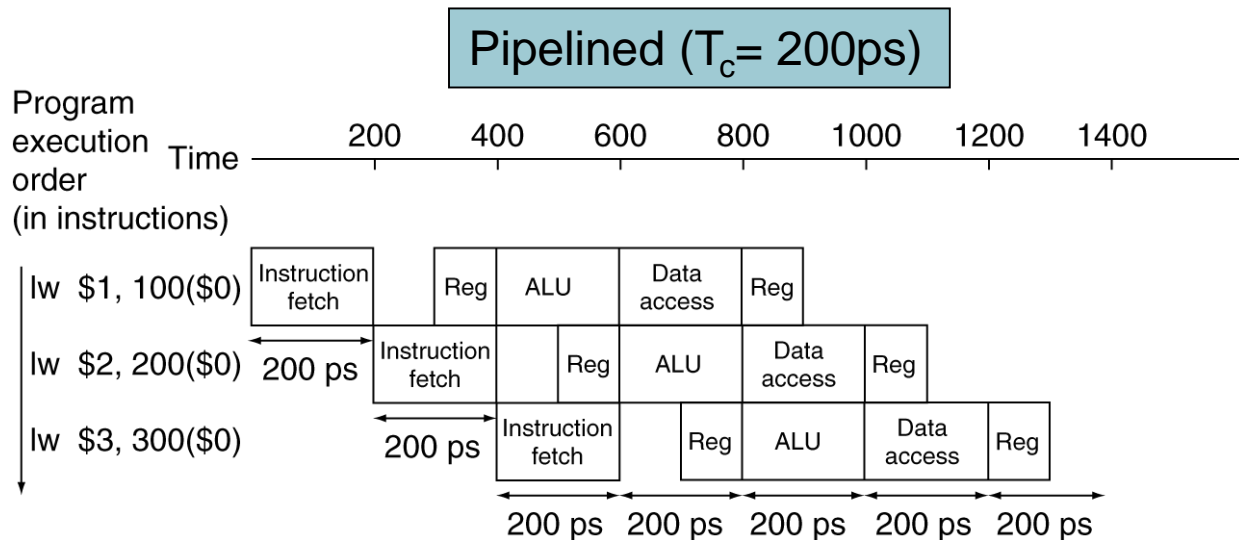
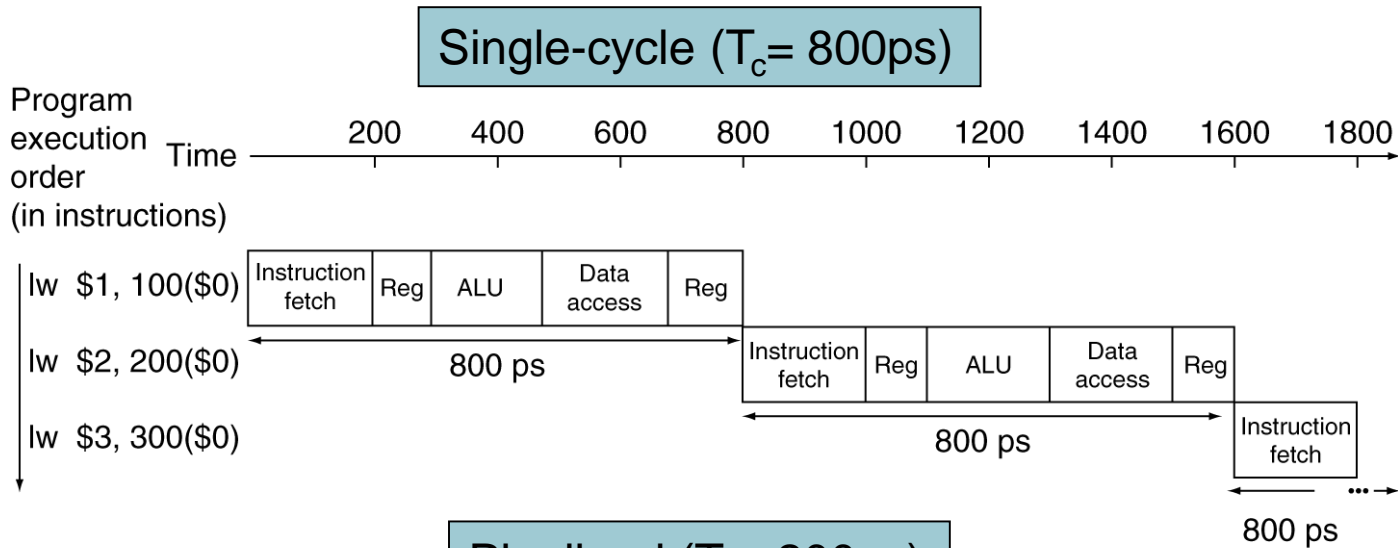


# Pipeline Performance

- Assume time for stages is
  - 100ps for register read or write
  - 200ps for other stages
- Compare pipelined datapath with single-cycle datapath

Instr	Instr fetch	Register read	ALU op	Memory access	Register write	Total time
lw	200ps	100 ps	200ps	200ps	100 ps	800ps
sw	200ps	100 ps	200ps	200ps		700ps
R-format	200ps	100 ps	200ps		100 ps	600ps
beq	200ps	100 ps	200ps			500ps

# Pipeline Performance



# Pipeline Speedup

- If all stages are balanced
  - i.e., all take the same time
  - Time between instructions<sub>pipelined</sub>  
= 
$$\frac{\text{Time between instructions}_{\text{nonpipelined}}}{\text{Number of stages}}$$
- If not balanced, speedup is less
- Speedup due to increased throughput
  - Latency (time for each instruction) does not decrease

# Pipelining and ISA Design

- MIPS ISA designed for pipelining
  - All instructions are 32-bits
    - Easier to fetch and decode in one cycle
    - c.f. x86: 1- to 17-byte instructions
  - Few and regular instruction formats
    - Can decode and read registers in one step
  - Load/store addressing
    - Can calculate address in 3<sup>rd</sup> stage, access memory in 4<sup>th</sup> stage
  - Alignment of memory operands
    - Memory access takes only one cycle

# Hazards

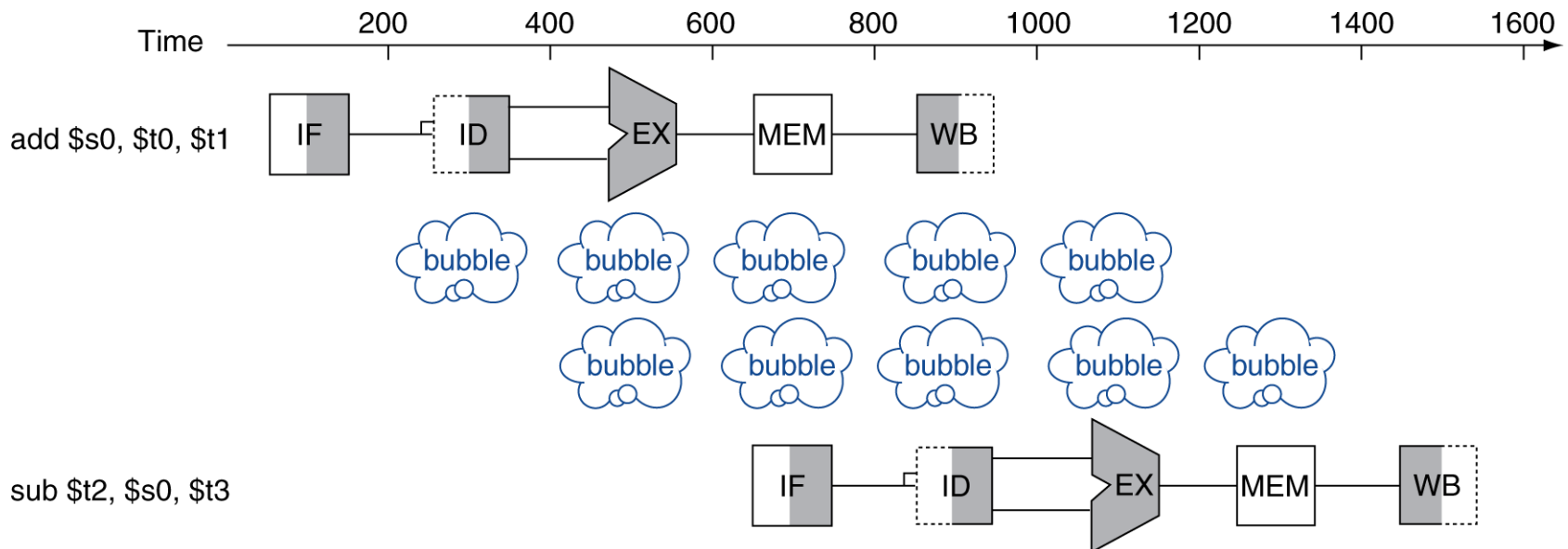
- Situations that prevent starting the next instruction in the next cycle
- Structure hazards
  - A required resource is busy
- Data hazard
  - Need to wait for previous instruction to complete its data read/write
- Control hazard
  - Deciding on control action depends on previous instruction

# Structure Hazards

- Conflict for use of a resource
- In MIPS pipeline with a single memory
  - Load/store requires data access
  - Instruction fetch would have to *stall* for that cycle
    - Would cause a pipeline “bubble”
- Hence, pipelined datapaths require separate instruction/data memories
  - Or separate instruction/data caches

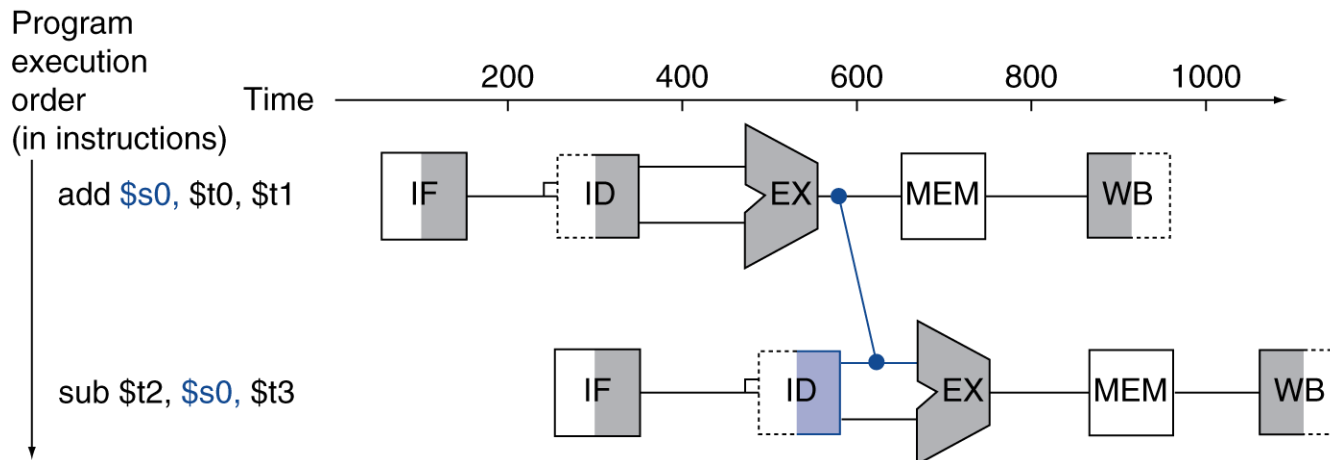
# Data Hazards

- An instruction depends on completion of data access by a previous instruction
  - add **\$s0**, \$t0, \$t1
  - sub \$t2, **\$s0**, \$t3



# Forwarding (aka Bypassing)

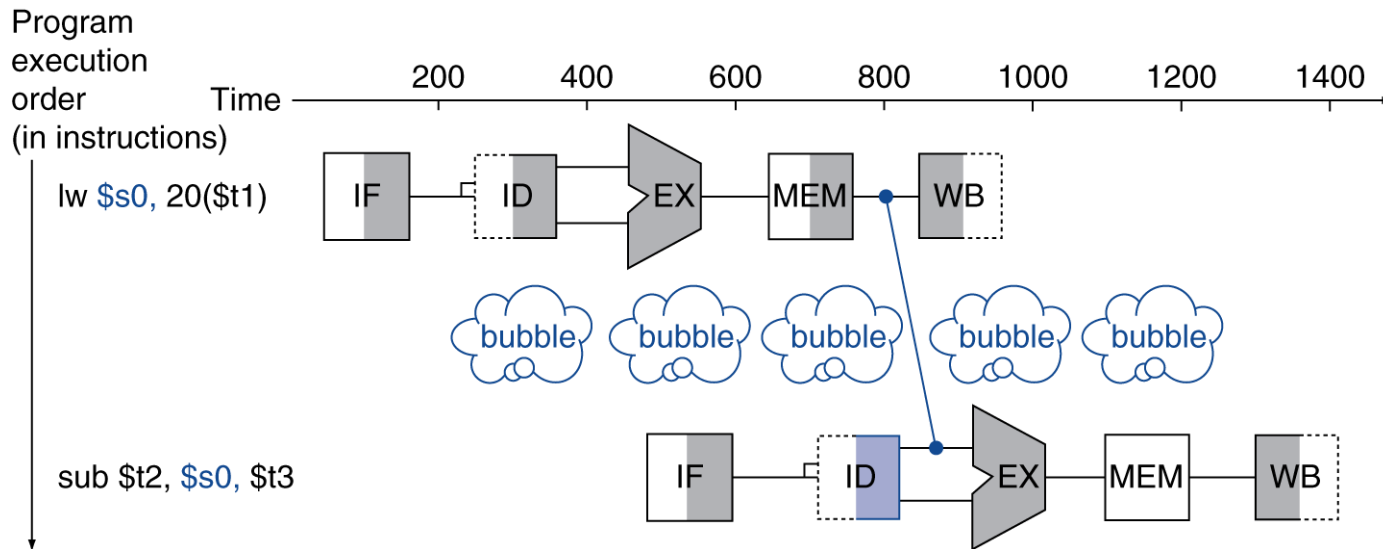
- Use result when it is computed
  - Don't wait for it to be stored in a register
  - Requires extra connections in the datapath





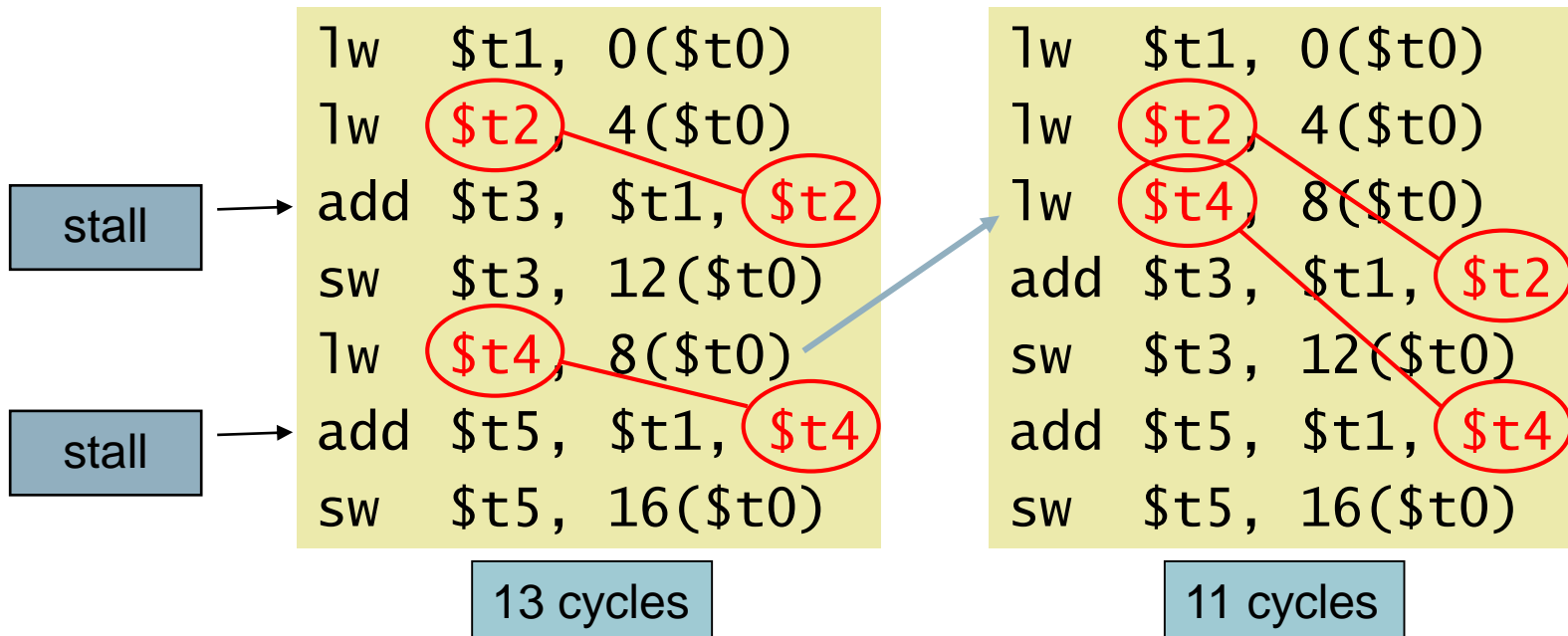
# Load-Use Data Hazard

- Can't always avoid stalls by forwarding
  - If value not computed when needed
  - Can't forward backward in time!



# Code Scheduling to Avoid Stalls

- Reorder code to avoid use of load result in the next instruction
- C code for  $A = B + E$ ;  $C = B + F$ ;

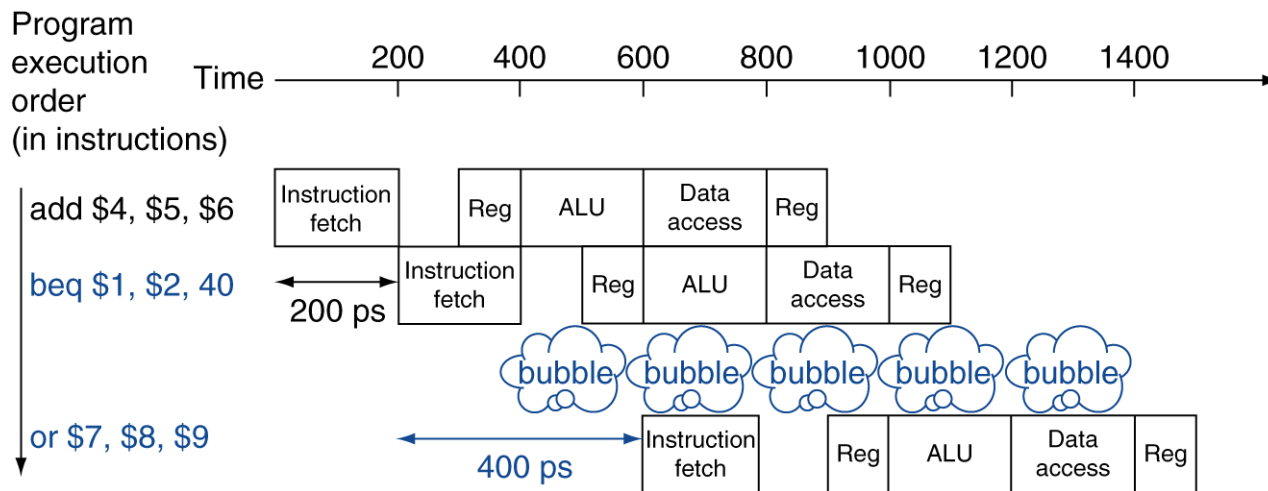


# Control Hazards

- Branch determines flow of control
  - Fetching next instruction depends on branch outcome
  - Pipeline can't always fetch correct instruction
    - Still working on ID stage of branch
- In MIPS pipeline
  - Need to compare registers and compute target early in the pipeline
  - Add hardware to do it in ID stage

# Stall on Branch

- Wait until branch outcome determined before fetching next instruction

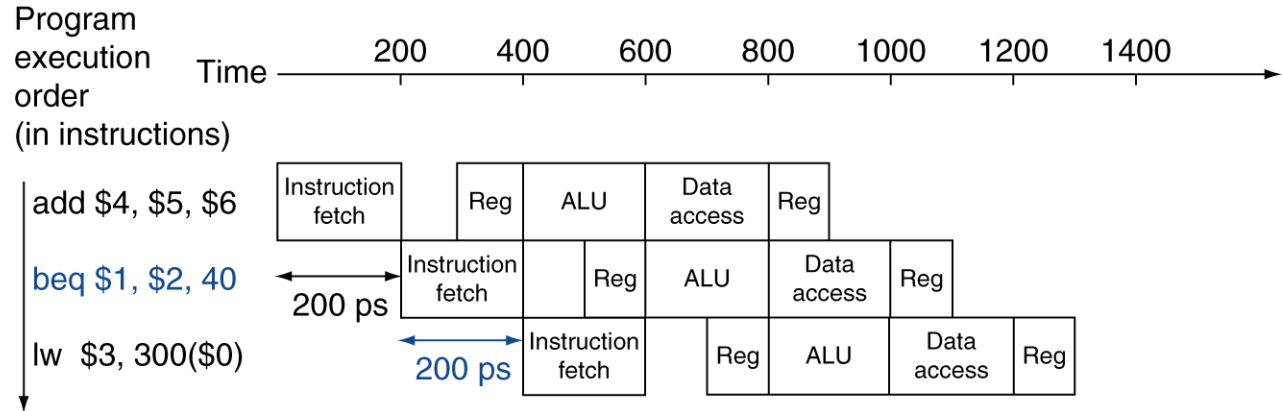


# Branch Prediction

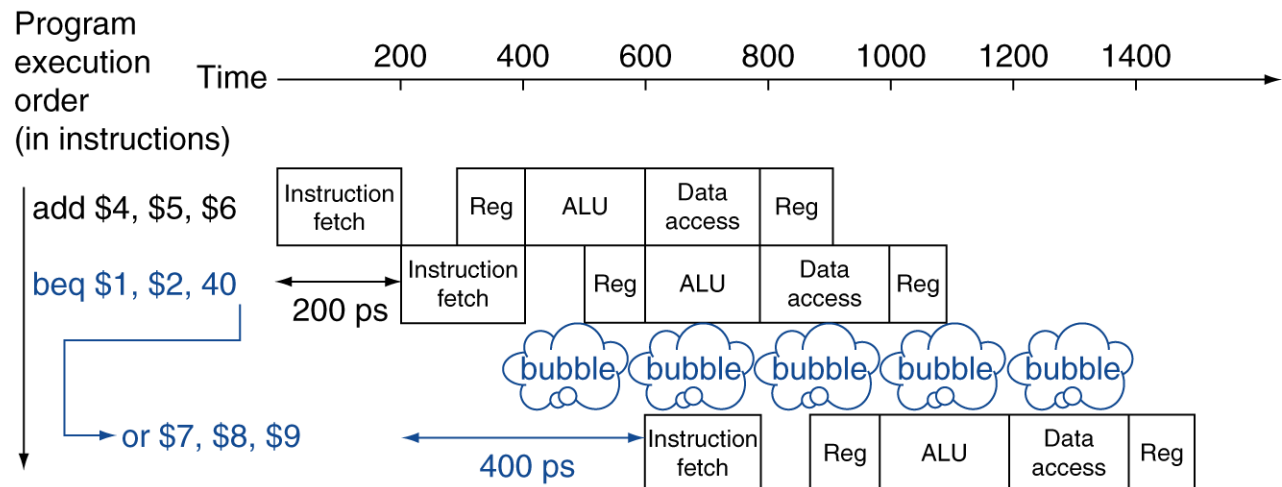
- Longer pipelines can't readily determine branch outcome early
  - Stall penalty becomes unacceptable
- Predict outcome of branch
  - Only stall if prediction is wrong
- In MIPS pipeline
  - Can predict branches not taken
  - Fetch instruction after branch, with no delay

# MIPS with Predict Not Taken

Prediction  
correct



Prediction  
incorrect



# More-Realistic Branch Prediction

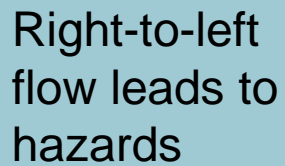
- Static branch prediction
  - Based on typical branch behavior
  - Example: loop and if-statement branches
    - Predict backward branches taken
    - Predict forward branches not taken
- Dynamic branch prediction
  - Hardware measures actual branch behavior
    - e.g., record recent history of each branch
  - Assume future behavior will continue the trend
    - When wrong, stall while re-fetching, and update history

# Pipeline Summary

## The BIG Picture

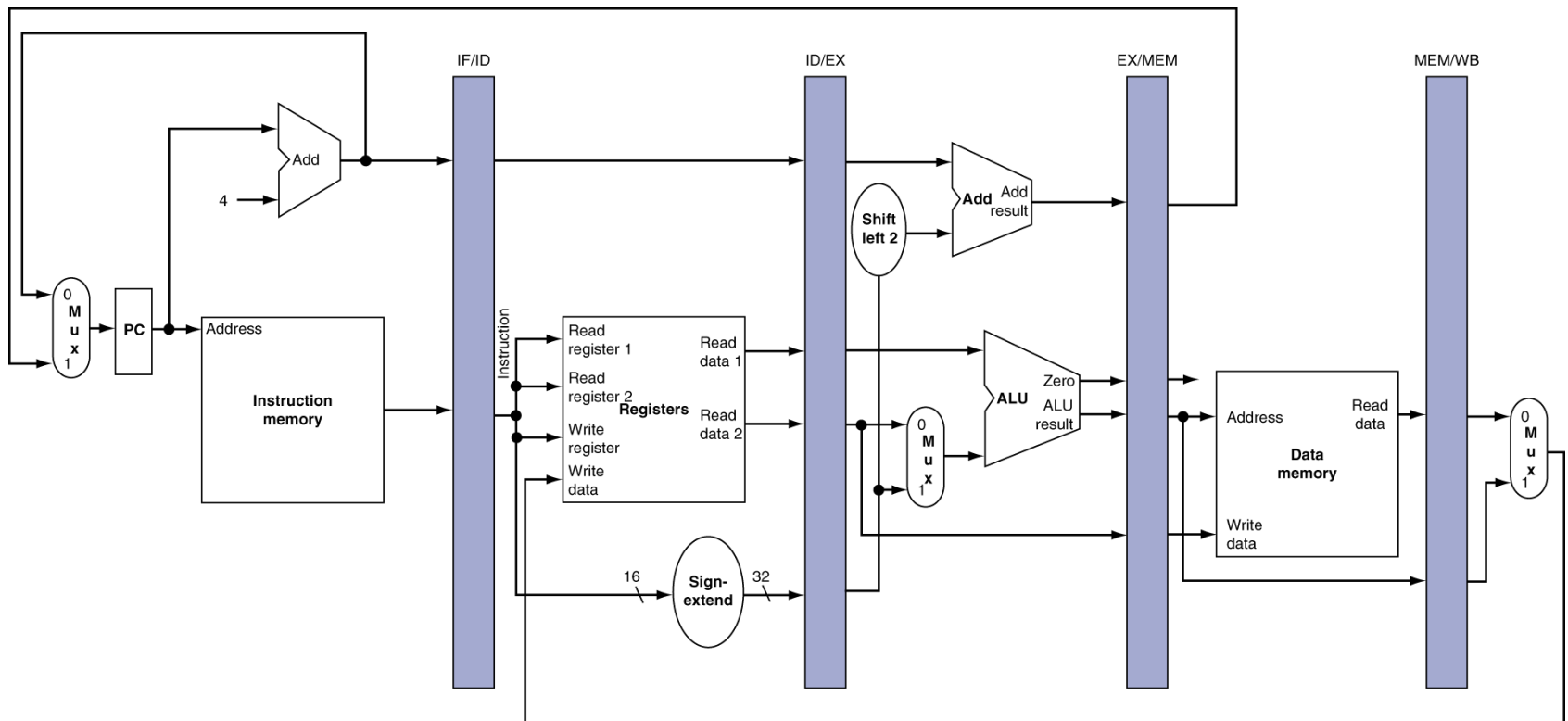
- Pipelining improves performance by increasing instruction throughput
  - Executes multiple instructions in parallel
  - Each instruction has the same latency
- Subject to hazards
  - Structure, data, control
- Instruction set design affects complexity of pipeline implementation





# Pipeline registers

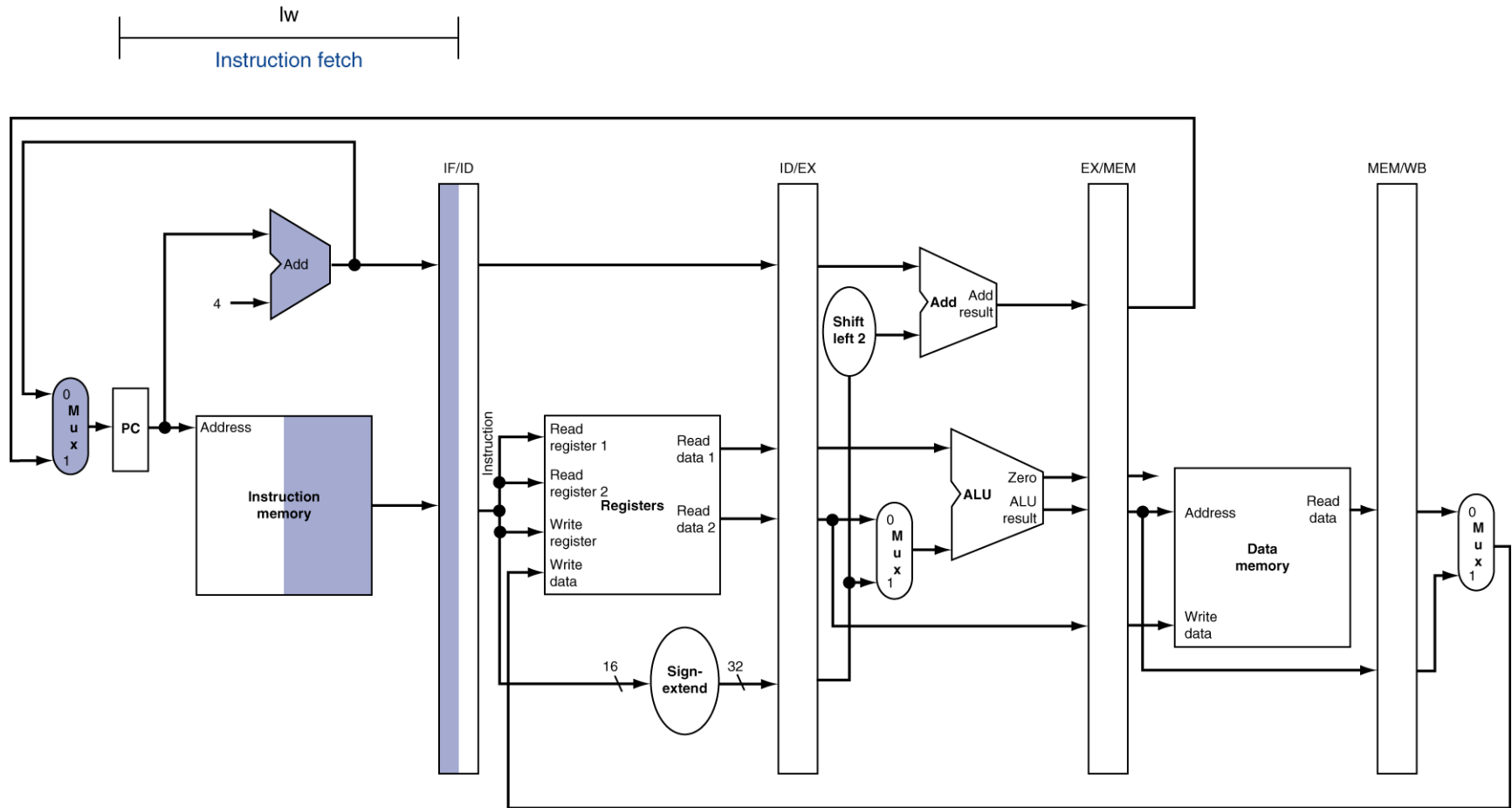
- Need registers between stages
  - To hold information produced in previous cycle



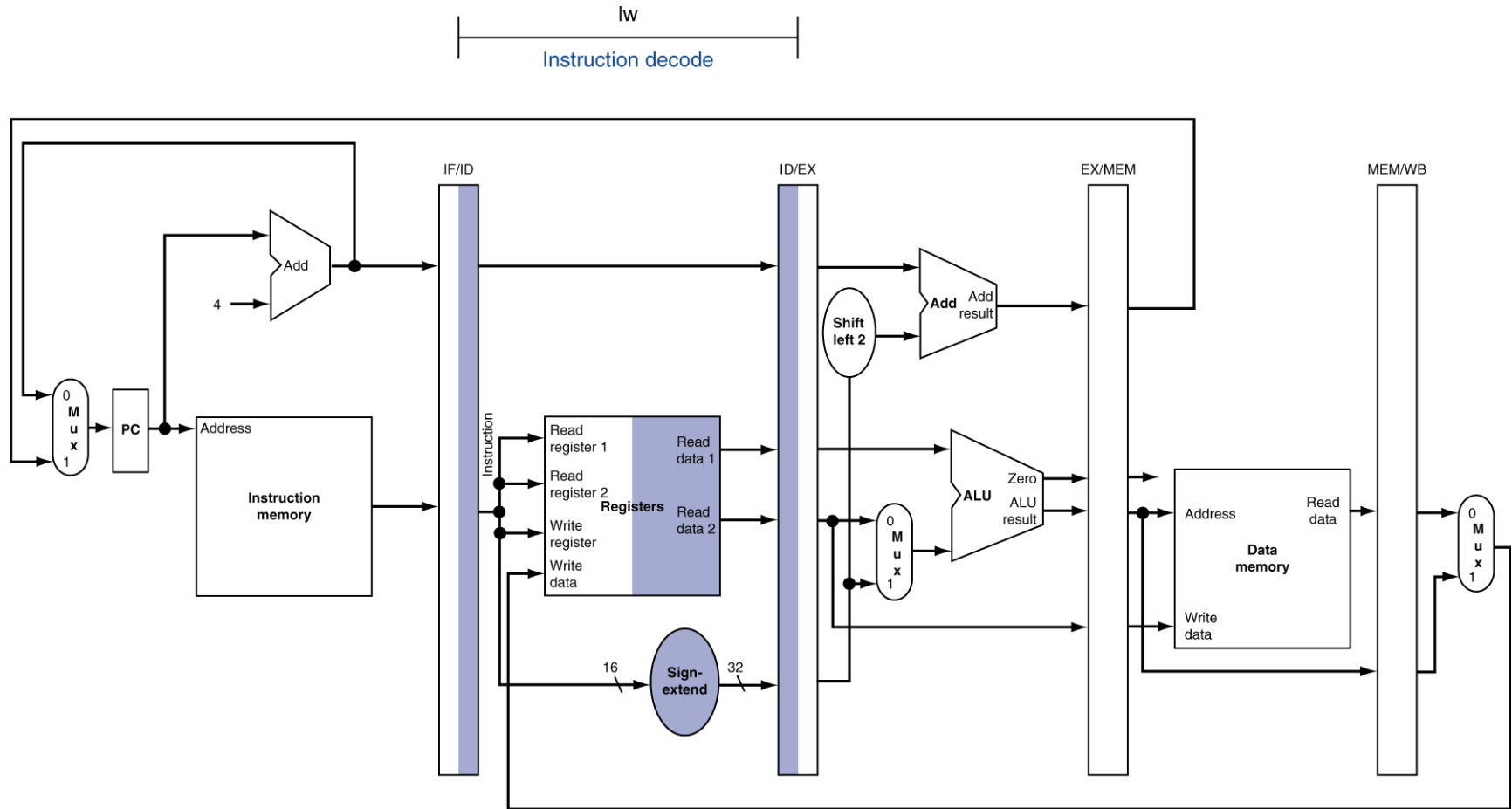
# Pipeline Operation

- Cycle-by-cycle flow of instructions through the pipelined datapath
  - “Single-clock-cycle” pipeline diagram
    - Shows pipeline usage in a single cycle
    - Highlight resources used
  - c.f. “multi-clock-cycle” diagram
    - Graph of operation over time
- We’ll look at “single-clock-cycle” diagrams for load & store

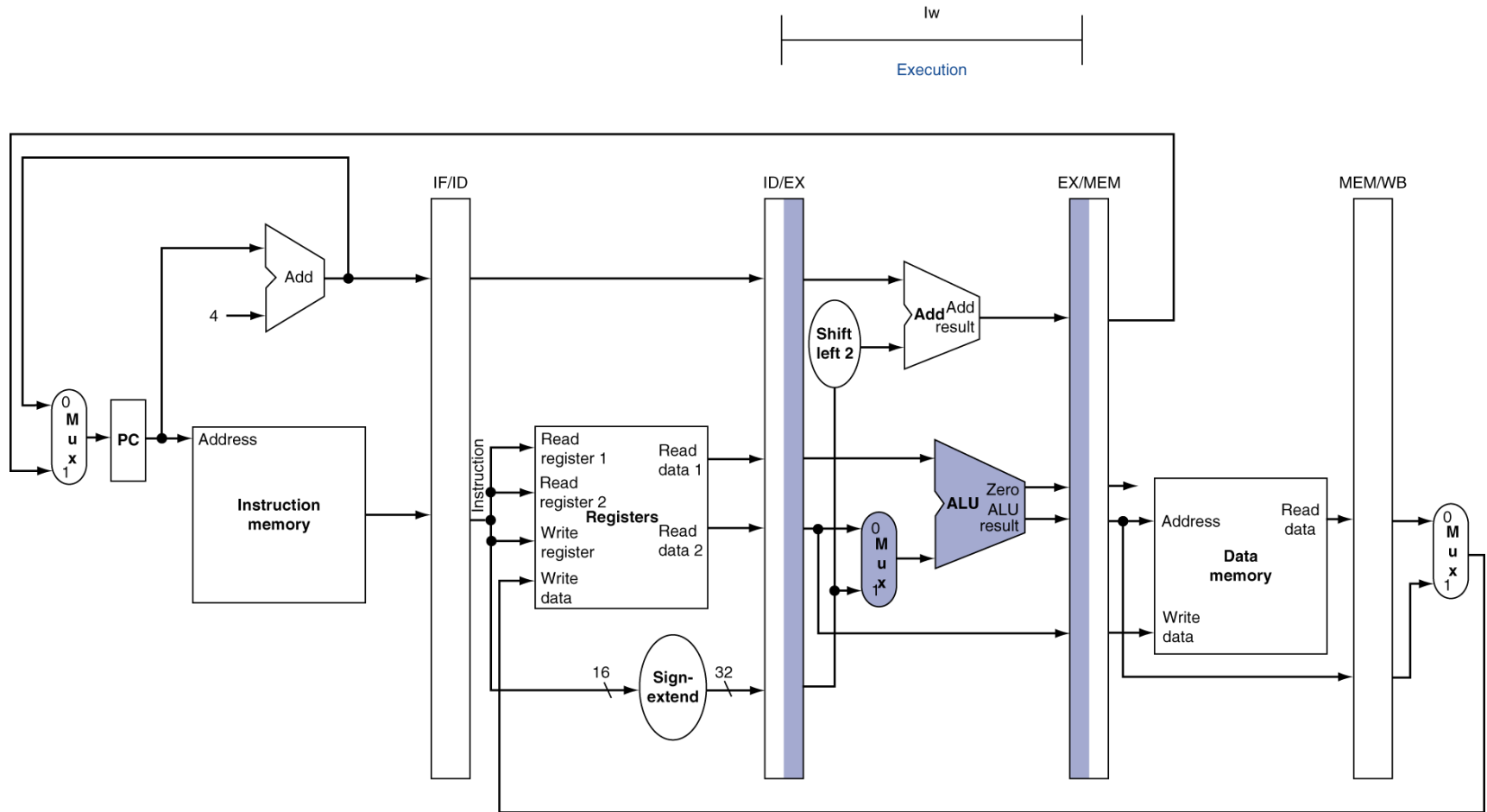
# IF for Load, Store, ...



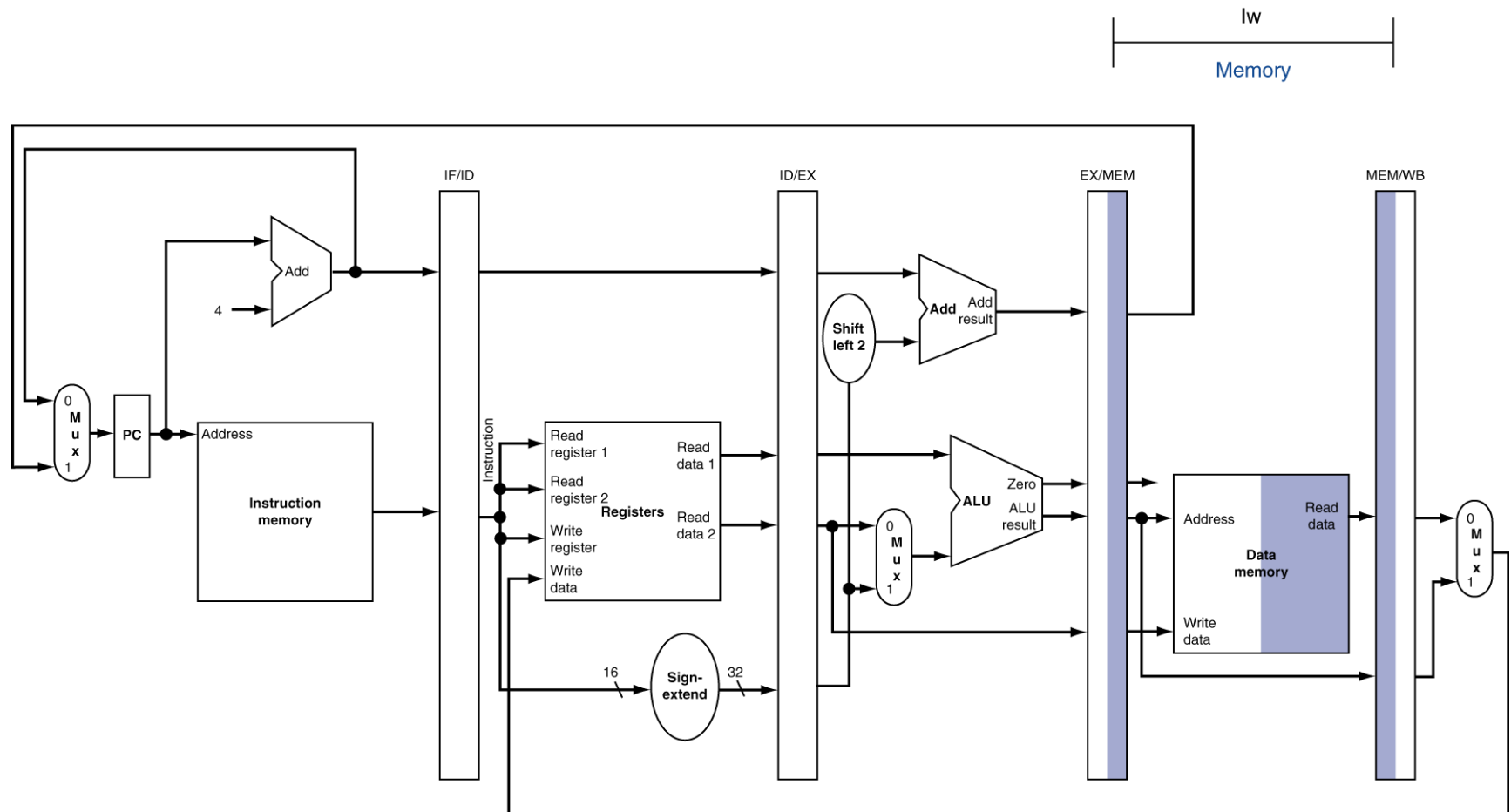
# ID for Load, Store, ...



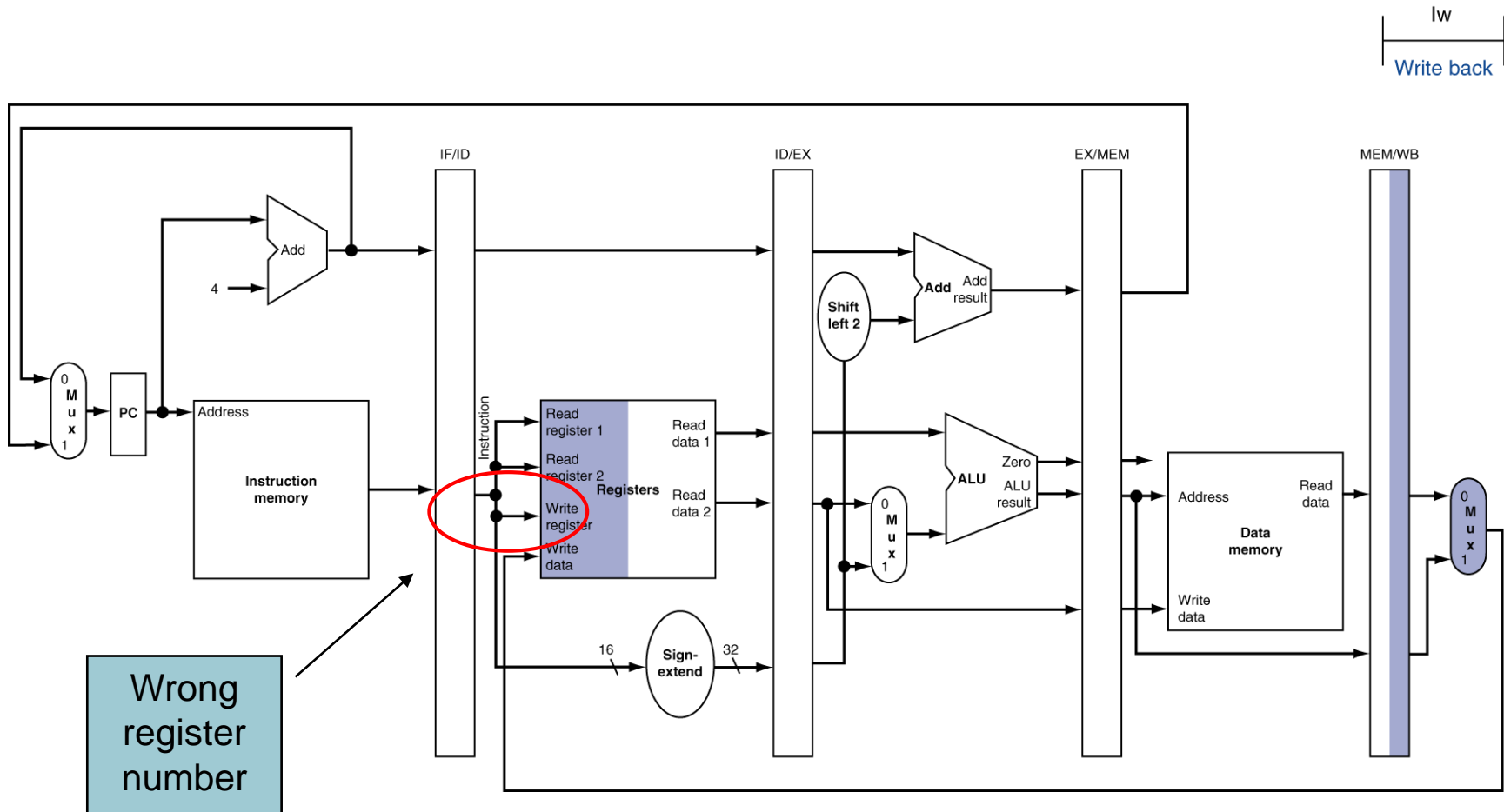
# EX for Load



# MEM for Load

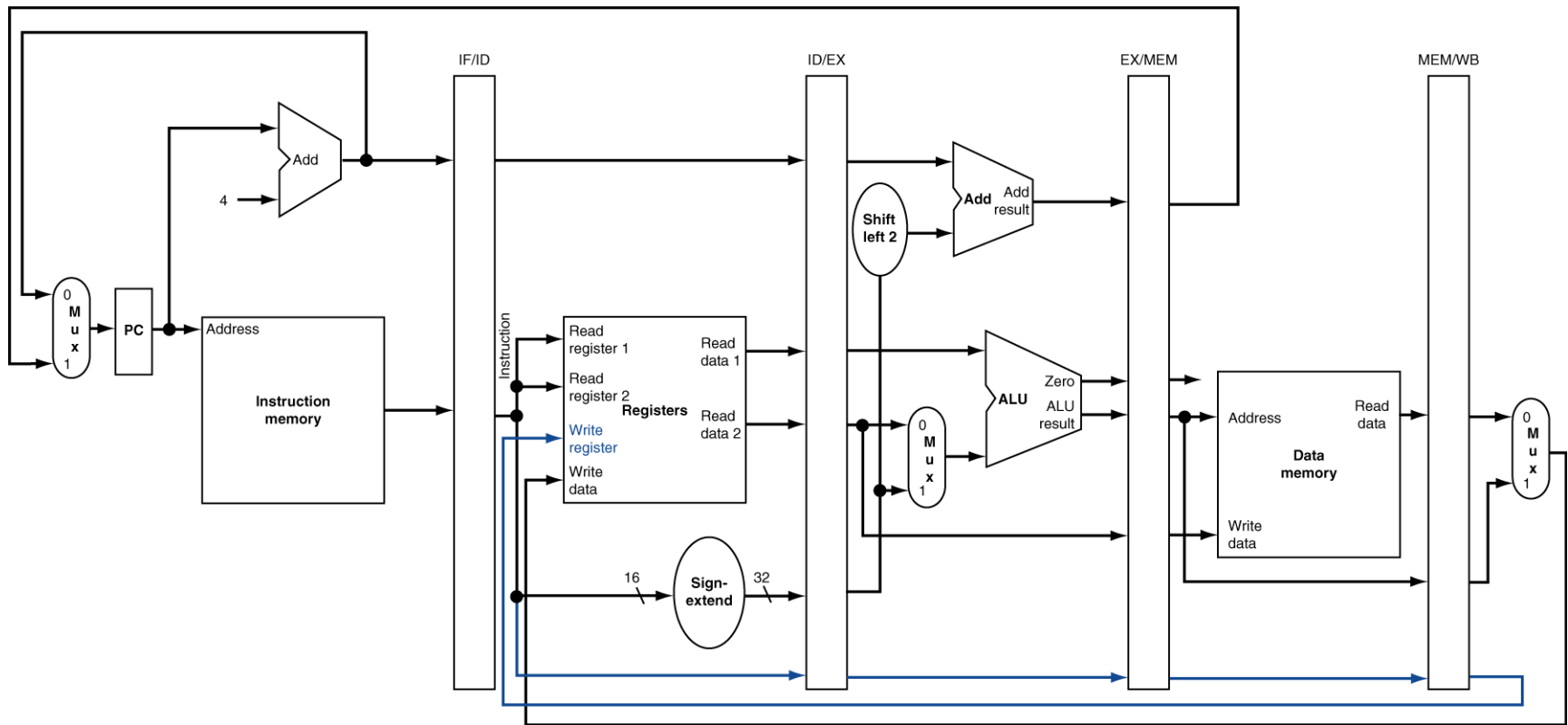


# WB for Load

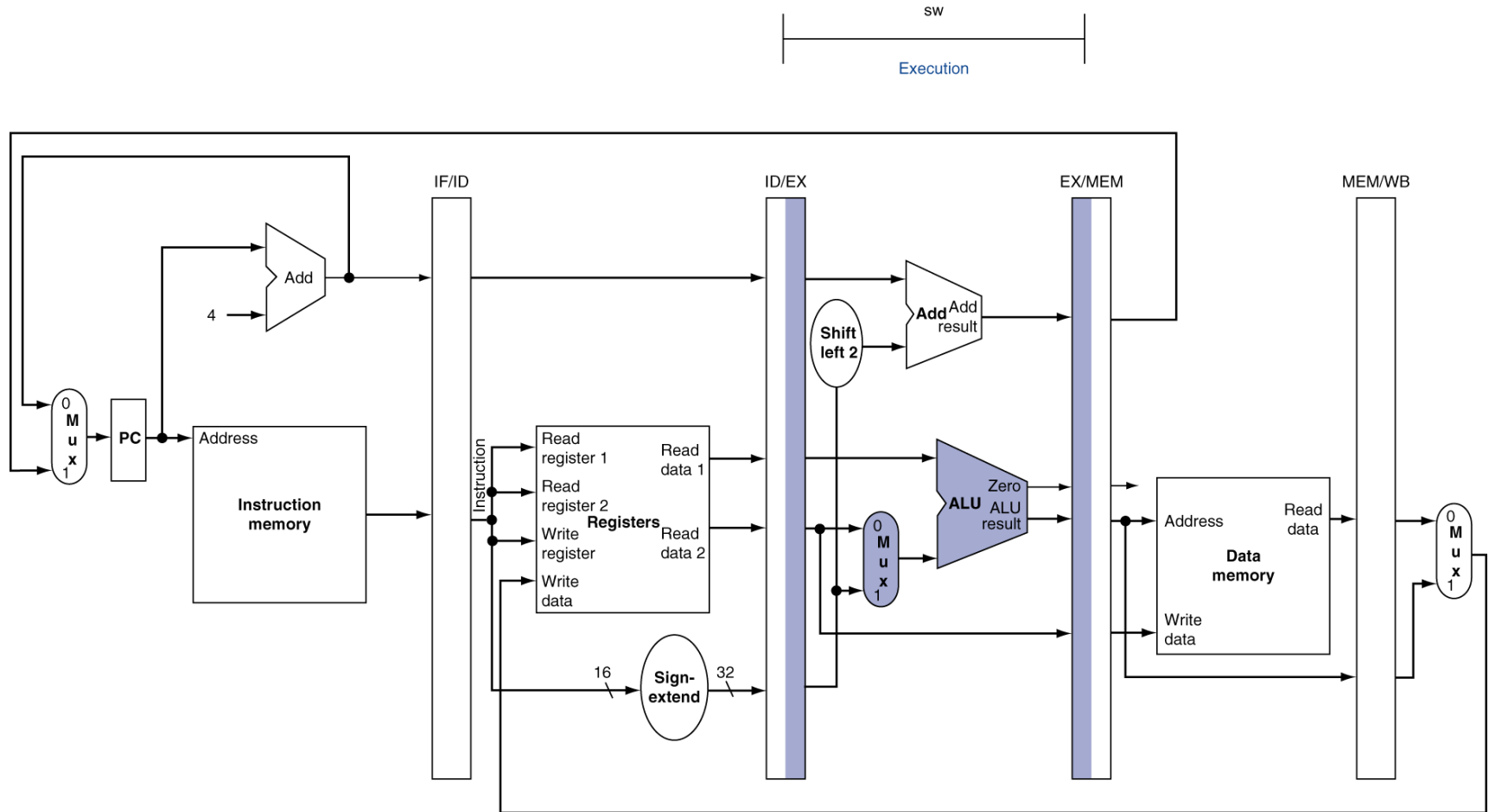




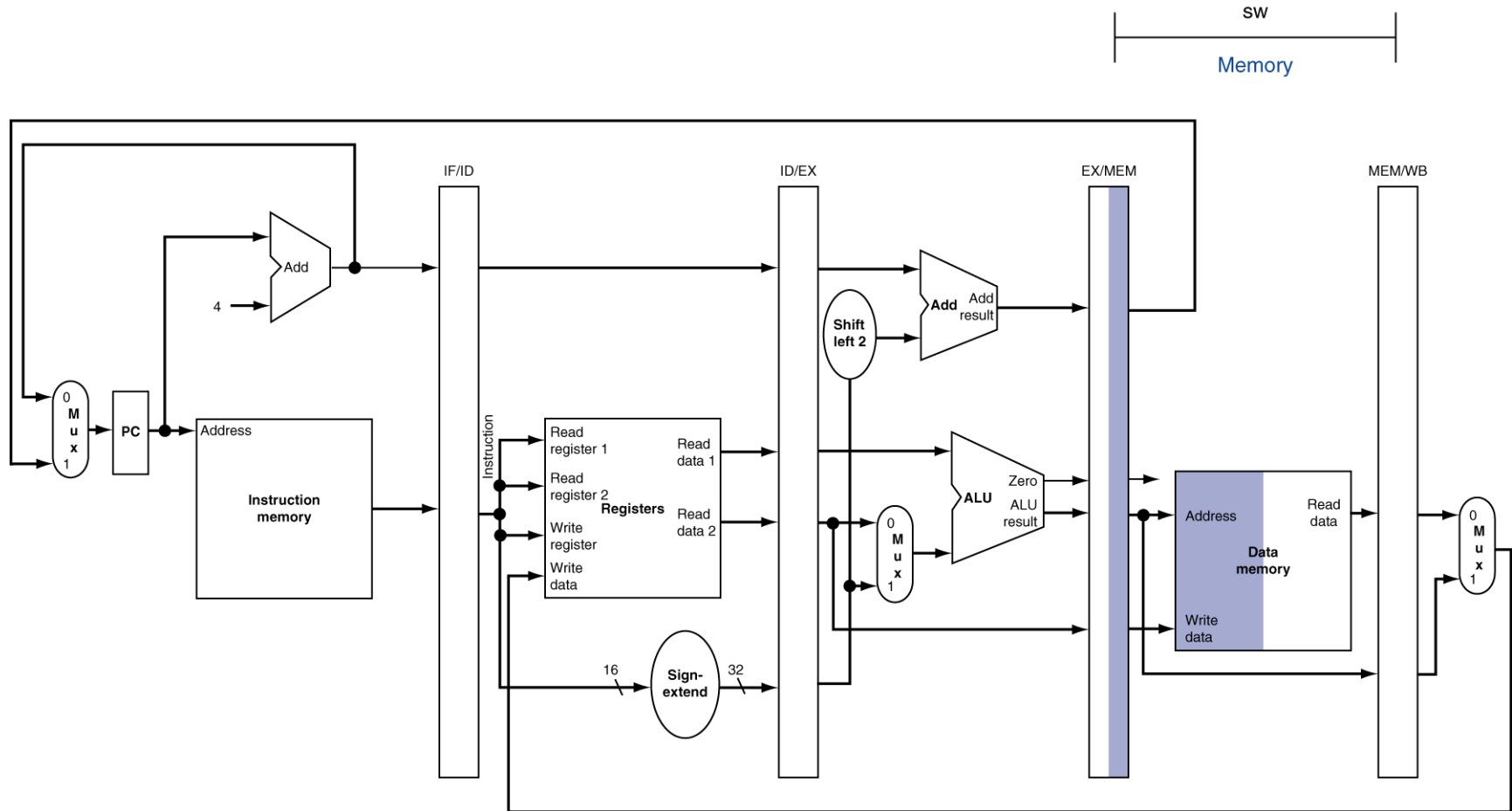
# Corrected Datapath for Load



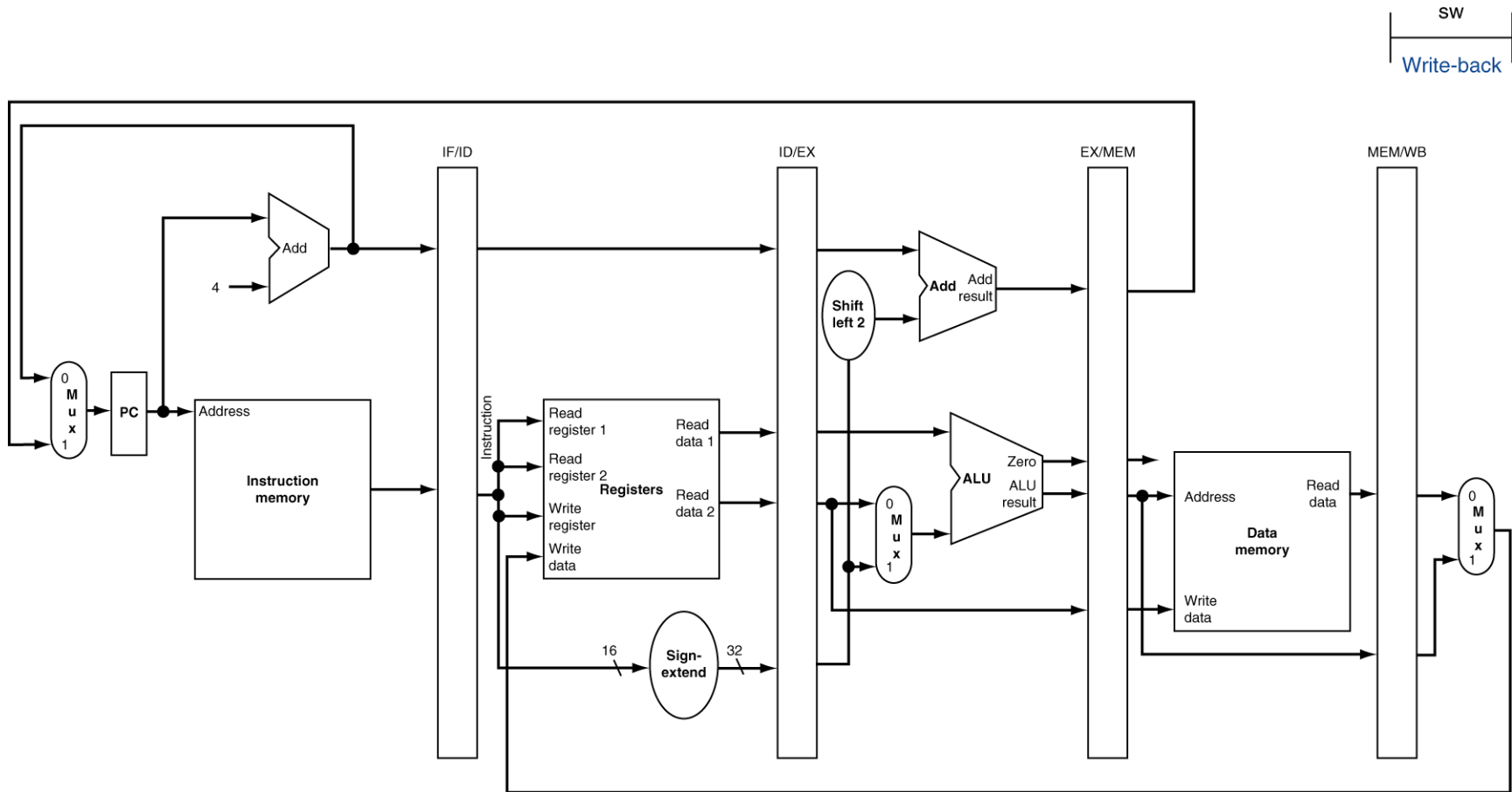
# EX for Store



# MEM for Store

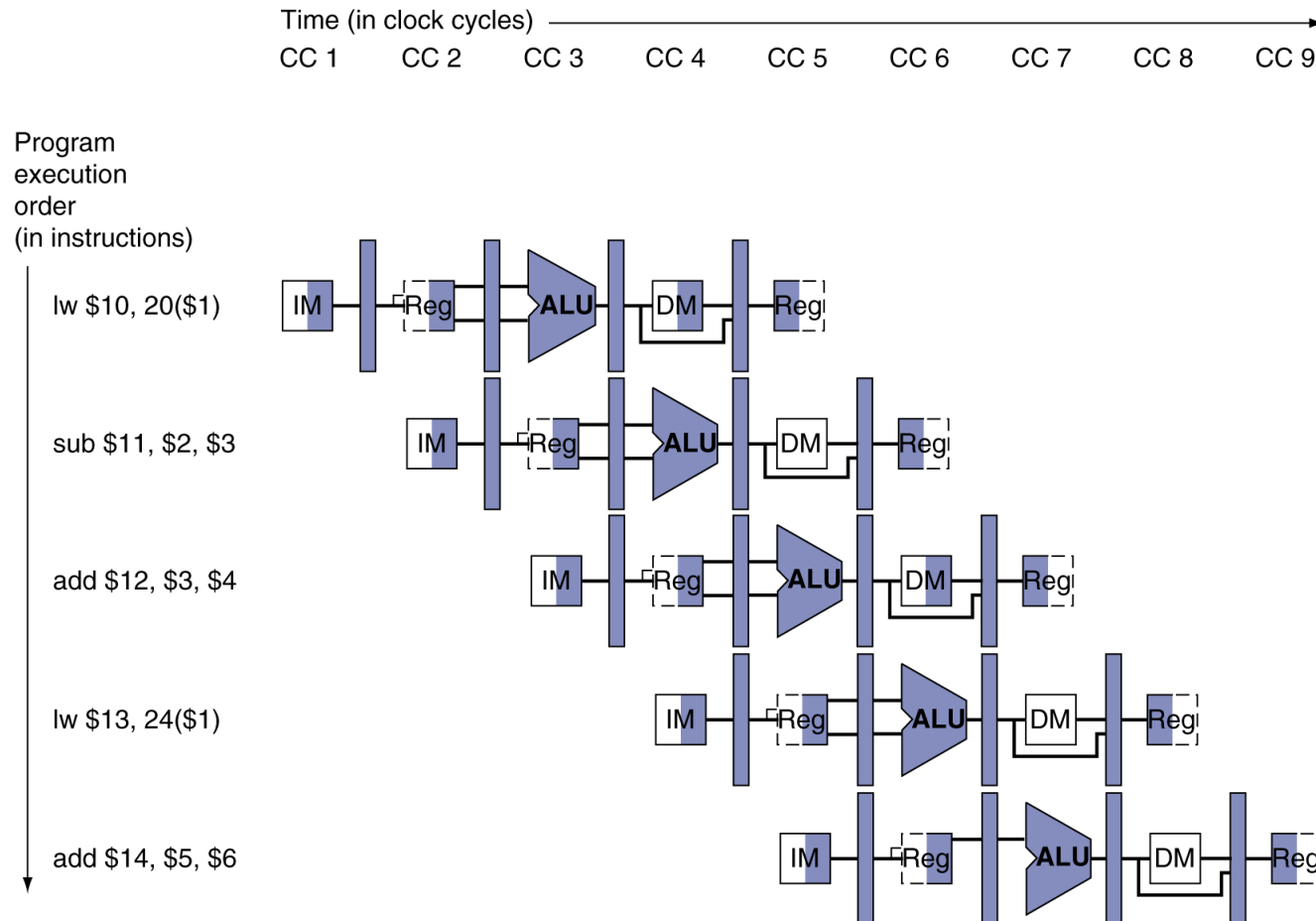


# WB for Store



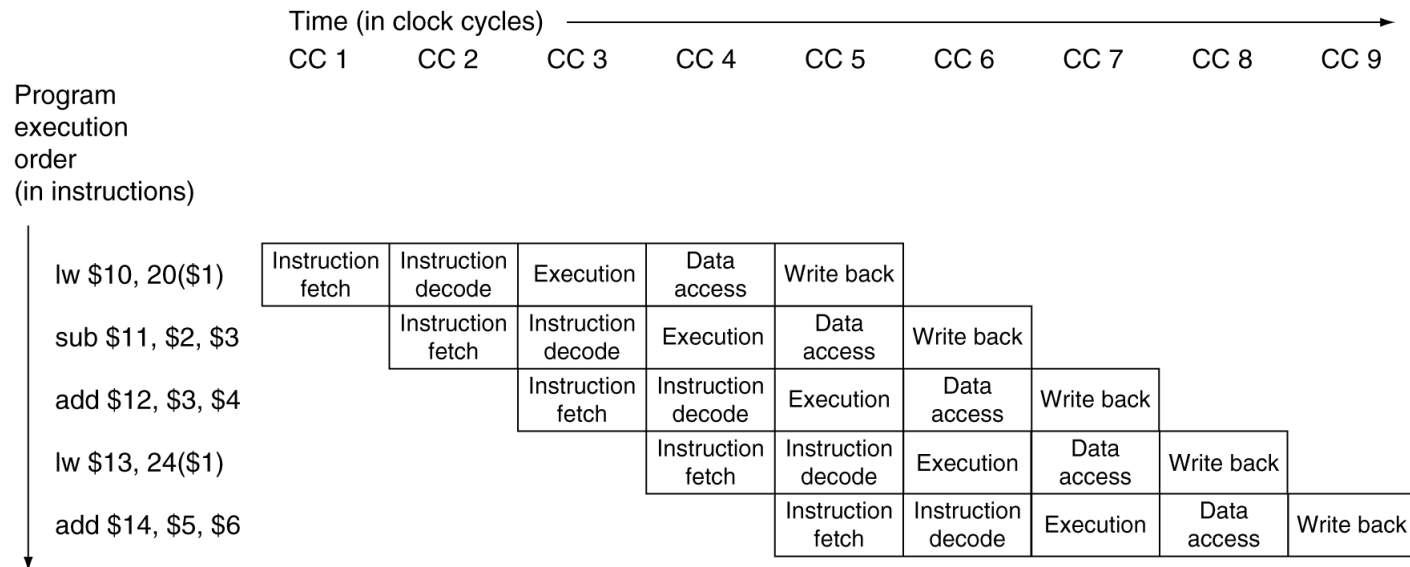
# Multi-Cycle Pipeline Diagram

- Form showing resource usage



# Multi-Cycle Pipeline Diagram

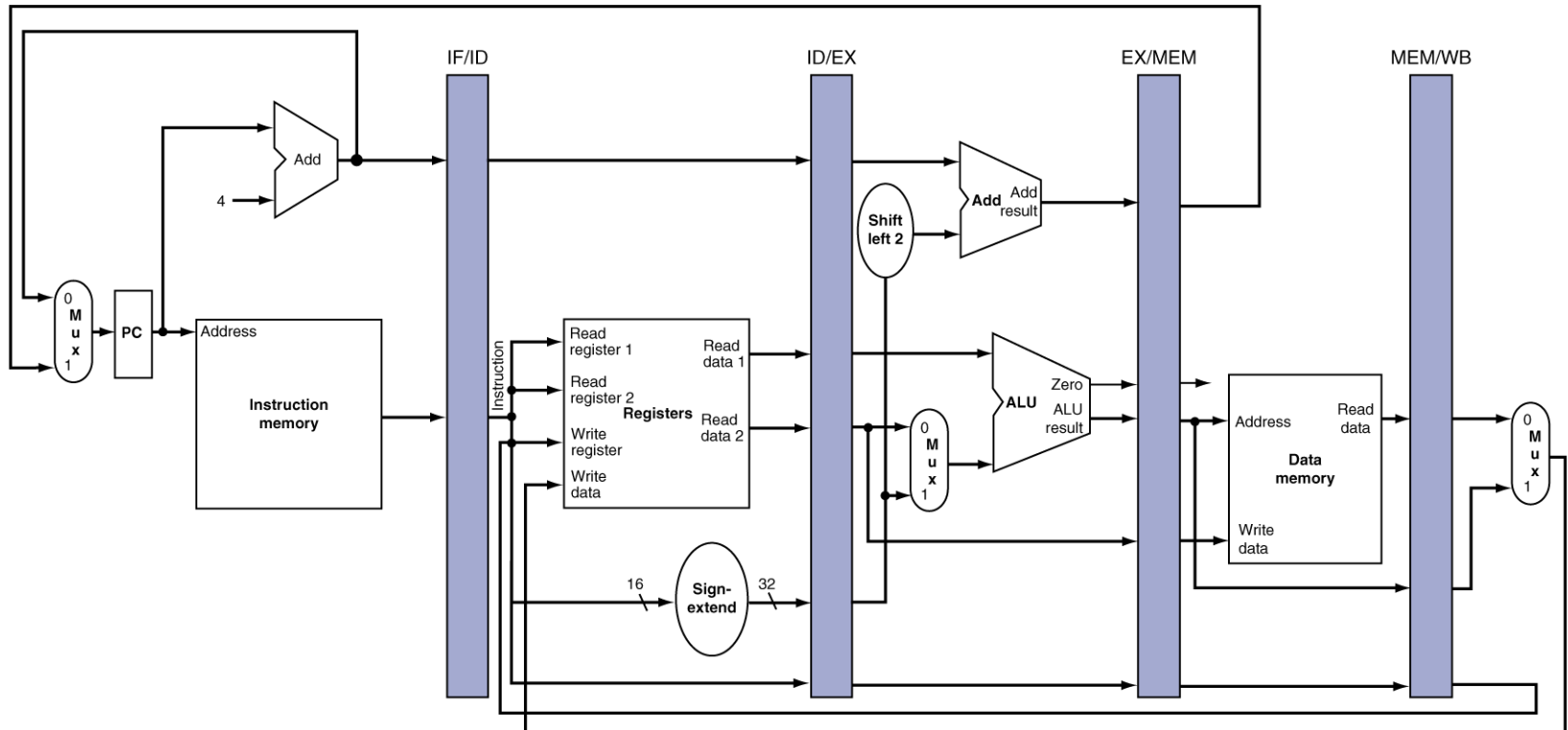
## ■ Traditional form



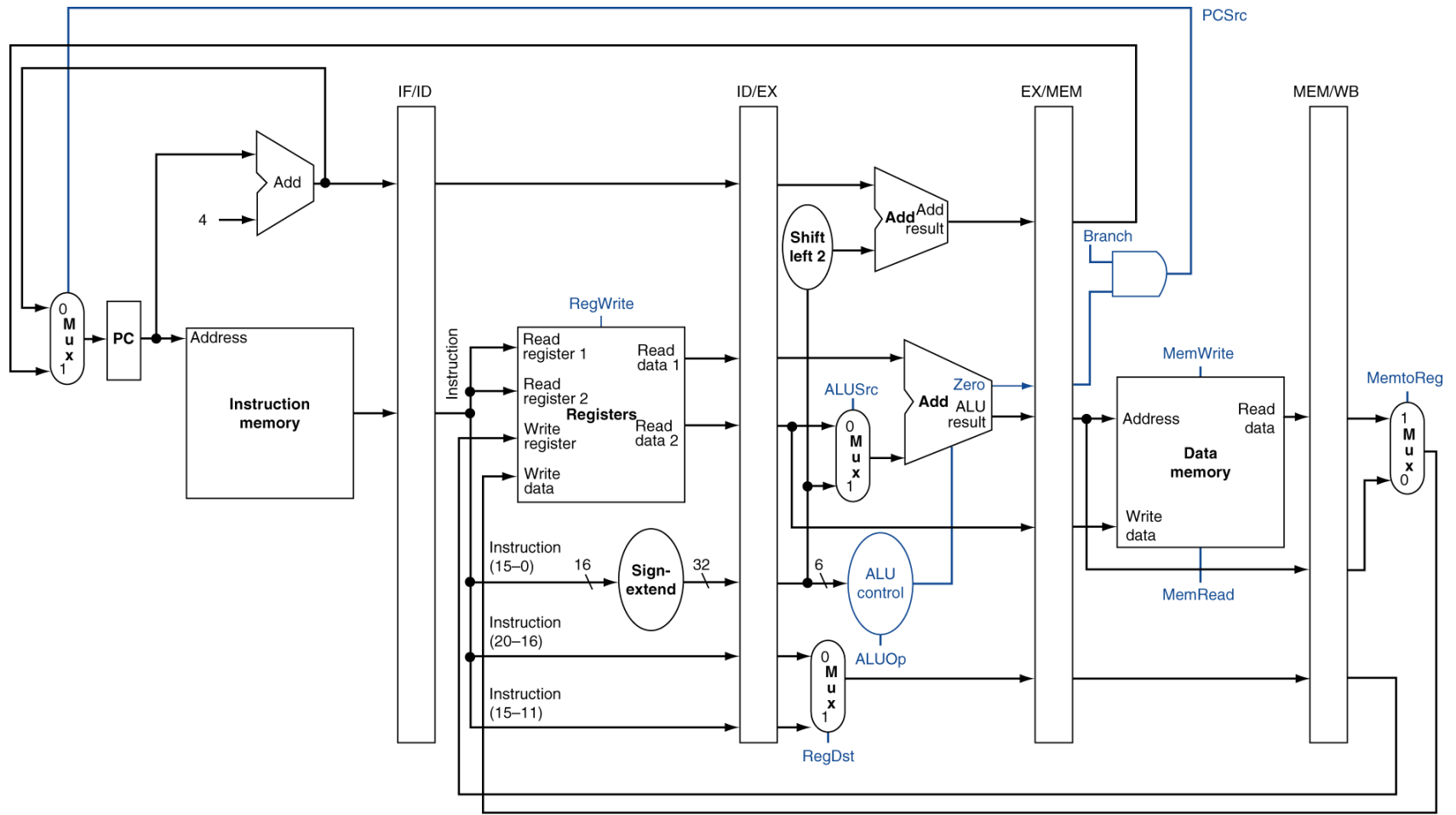
# Single-Cycle Pipeline Diagram

## ■ State of pipeline in a given cycle

add \$14, \$5, \$6	lw \$13, 24 (\$1)	add \$12, \$3, \$4	sub \$11, \$2, \$3	lw \$10, 20(\$1)
Instruction fetch	Instruction decode	Execution	Memory	Write-back



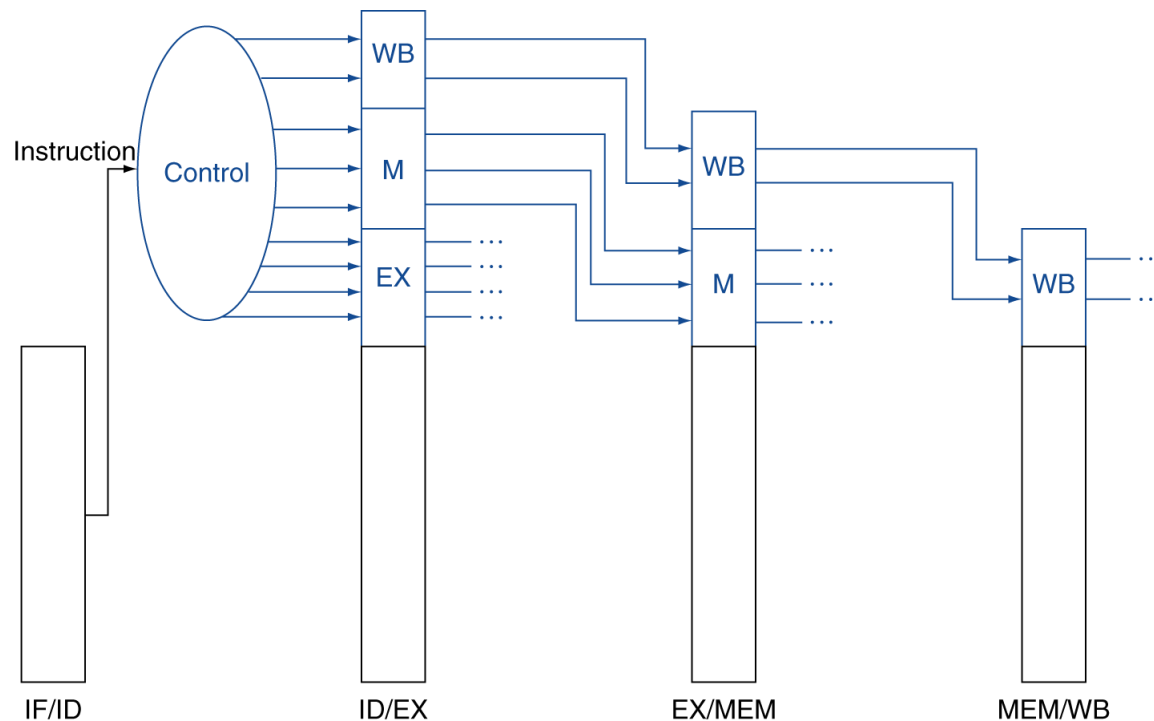
# Pipelined Control (Simplified)





# Pipelined Control

- Control signals derived from instruction
  - As in single-cycle implementation



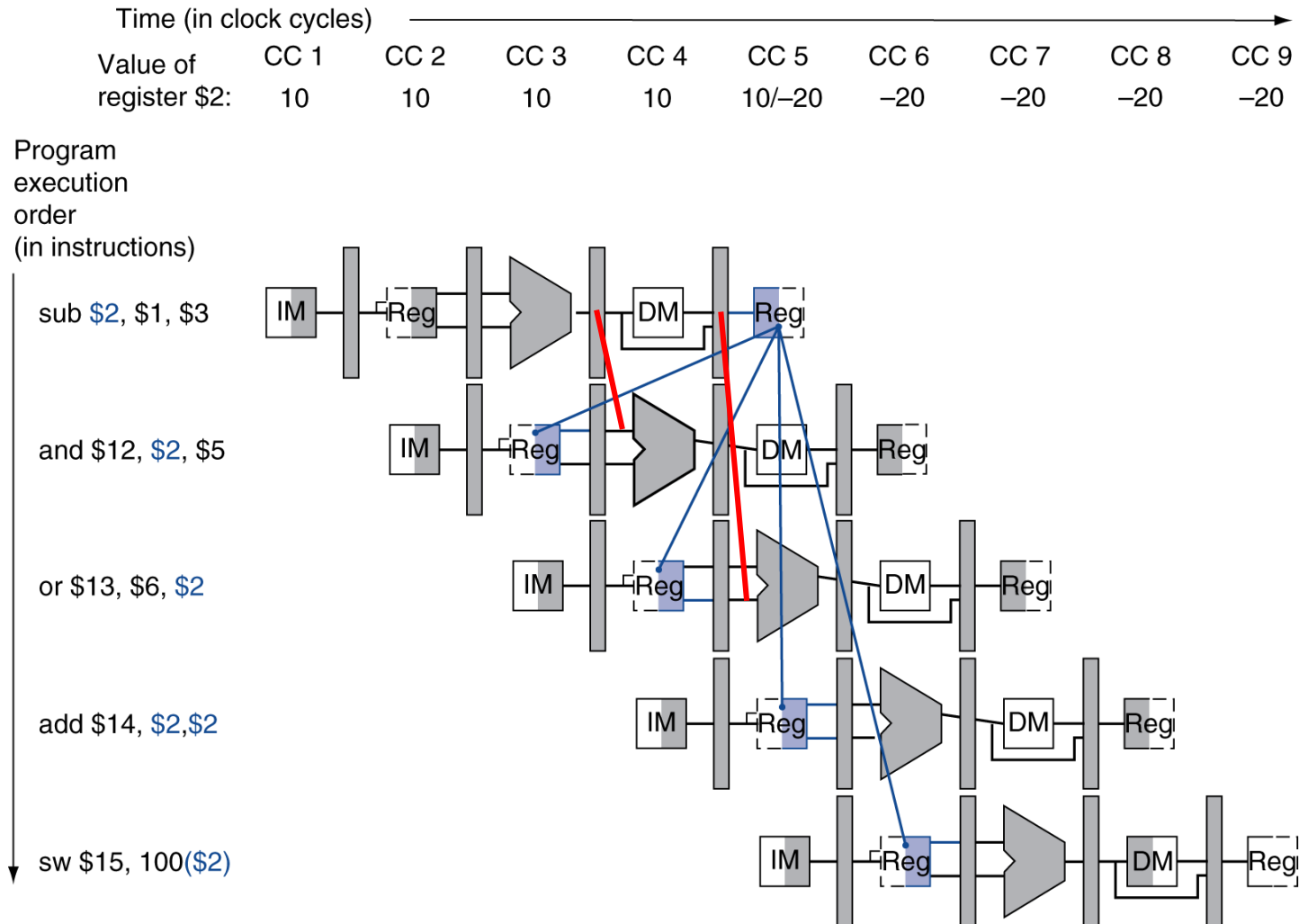
## MK



# Data Hazards in ALU Instructions

- Consider this sequence:  
    sub \$2, \$1, \$3  
    and \$12, \$2, \$5  
    or \$13, \$6, \$2  
    add \$14, \$2, \$2  
    sw \$15, 100(\$2)
- We can resolve hazards with forwarding
  - How do we detect when to forward?

# Dependencies & Forwarding



# Detecting the Need to Forward

- Pass register numbers along pipeline
  - e.g., ID/EX.RegisterRs = register number for Rs sitting in ID/EX pipeline register
- ALU operand register numbers in EX stage are given by
  - ID/EX.RegisterRs, ID/EX.RegisterRt
- Data hazards when
  - 1a. EX/MEM.RegisterRd = ID/EX.RegisterRs
  - 1b. EX/MEM.RegisterRd = ID/EX.RegisterRt
  - 2a. MEM/WB.RegisterRd = ID/EX.RegisterRs
  - 2b. MEM/WB.RegisterRd = ID/EX.RegisterRt

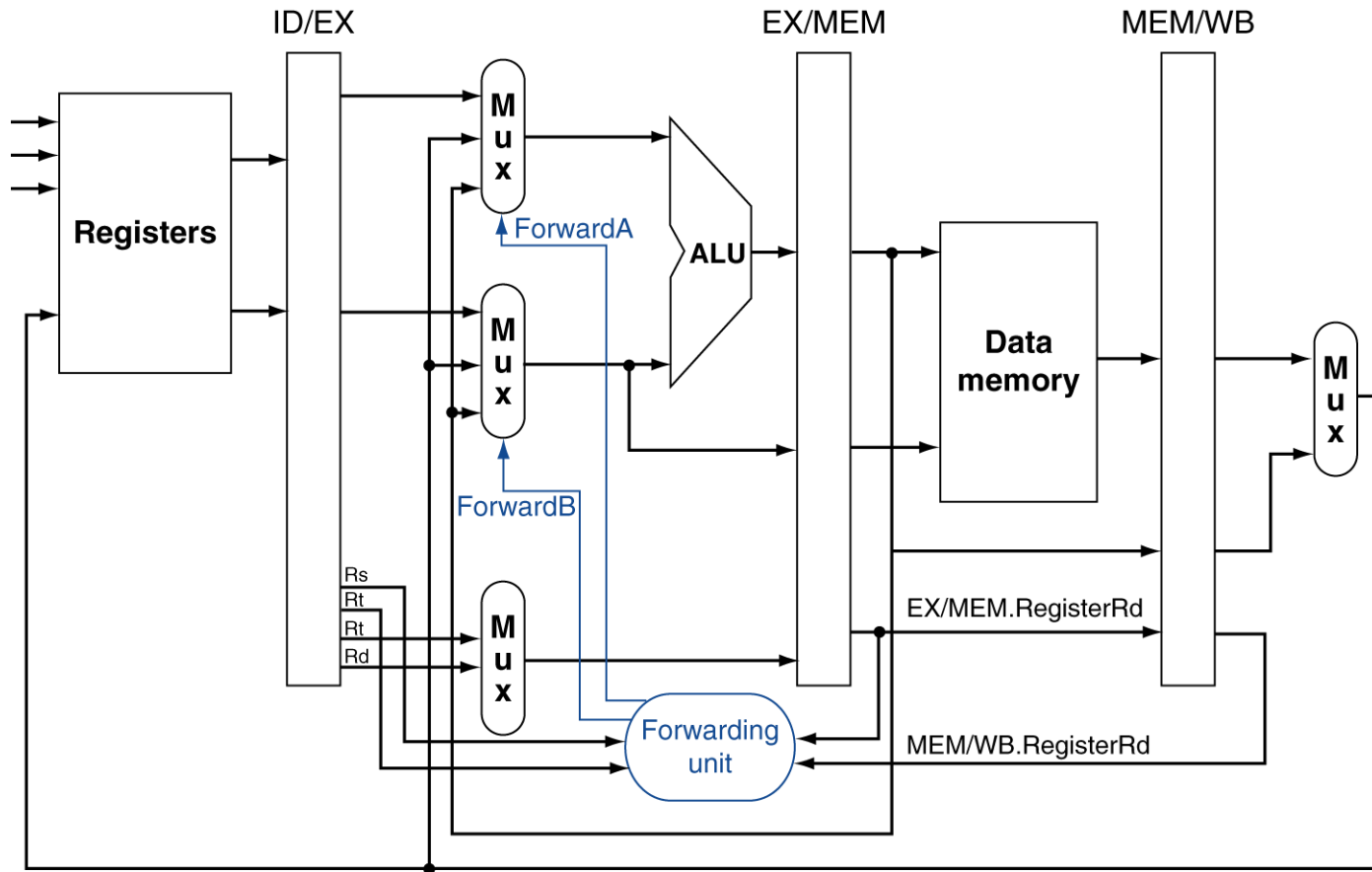
Fwd from  
EX/MEM  
pipeline reg

Fwd from  
MEM/WB  
pipeline reg

# Detecting the Need to Forward

- But only if forwarding instruction will write to a register!
  - EX/MEM.RegWrite, MEM/WB.RegWrite
- And only if Rd for that instruction is not \$zero
  - EX/MEM.RegisterRd  $\neq$  0,  
MEM/WB.RegisterRd  $\neq$  0

# Forwarding Paths



b. With forwarding

# Forwarding Conditions

## ■ EX hazard

- if (EX/MEM.RegWrite and (EX/MEM.RegisterRd  $\neq$  0) and (EX/MEM.RegisterRd = ID/EX.RegisterRs))

ForwardA = 10

- if (EX/MEM.RegWrite and (EX/MEM.RegisterRd  $\neq$  0) and (EX/MEM.RegisterRd = ID/EX.RegisterRt))

ForwardB = 10

## ■ MEM hazard

- if (MEM/WB.RegWrite and (MEM/WB.RegisterRd  $\neq$  0) and (MEM/WB.RegisterRd = ID/EX.RegisterRs))

ForwardA = 01

- if (MEM/WB.RegWrite and (MEM/WB.RegisterRd  $\neq$  0) and (MEM/WB.RegisterRd = ID/EX.RegisterRt))

ForwardB = 01



# Double Data Hazard

- Consider the sequence:
  - add \$1, \$1, \$2
  - add \$1, \$1, \$3
  - add \$1, \$1, \$4
- Both hazards occur
  - Want to use the most recent
- Revise MEM hazard condition
  - Only fwd if EX hazard condition isn't true

# Revised Forwarding Condition

- MEM hazard

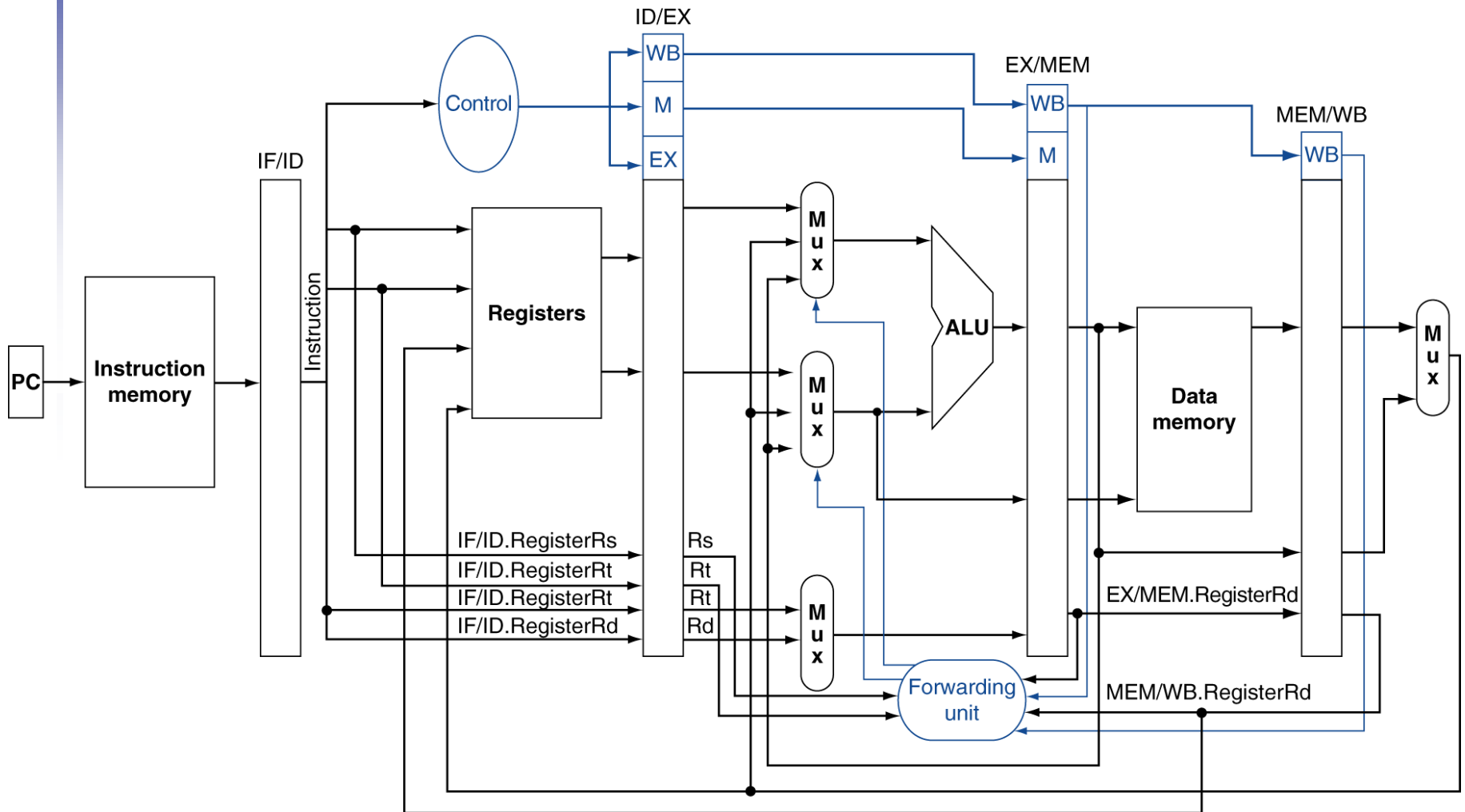
- if (MEM/WB.RegWrite and (MEM/WB.RegisterRd  $\neq$  0)  
and not (EX/MEM.RegWrite and (EX/MEM.RegisterRd  $\neq$  0)  
and (EX/MEM.RegisterRd = ID/EX.RegisterRs))  
and (MEM/WB.RegisterRd = ID/EX.RegisterRs))

ForwardA = 01

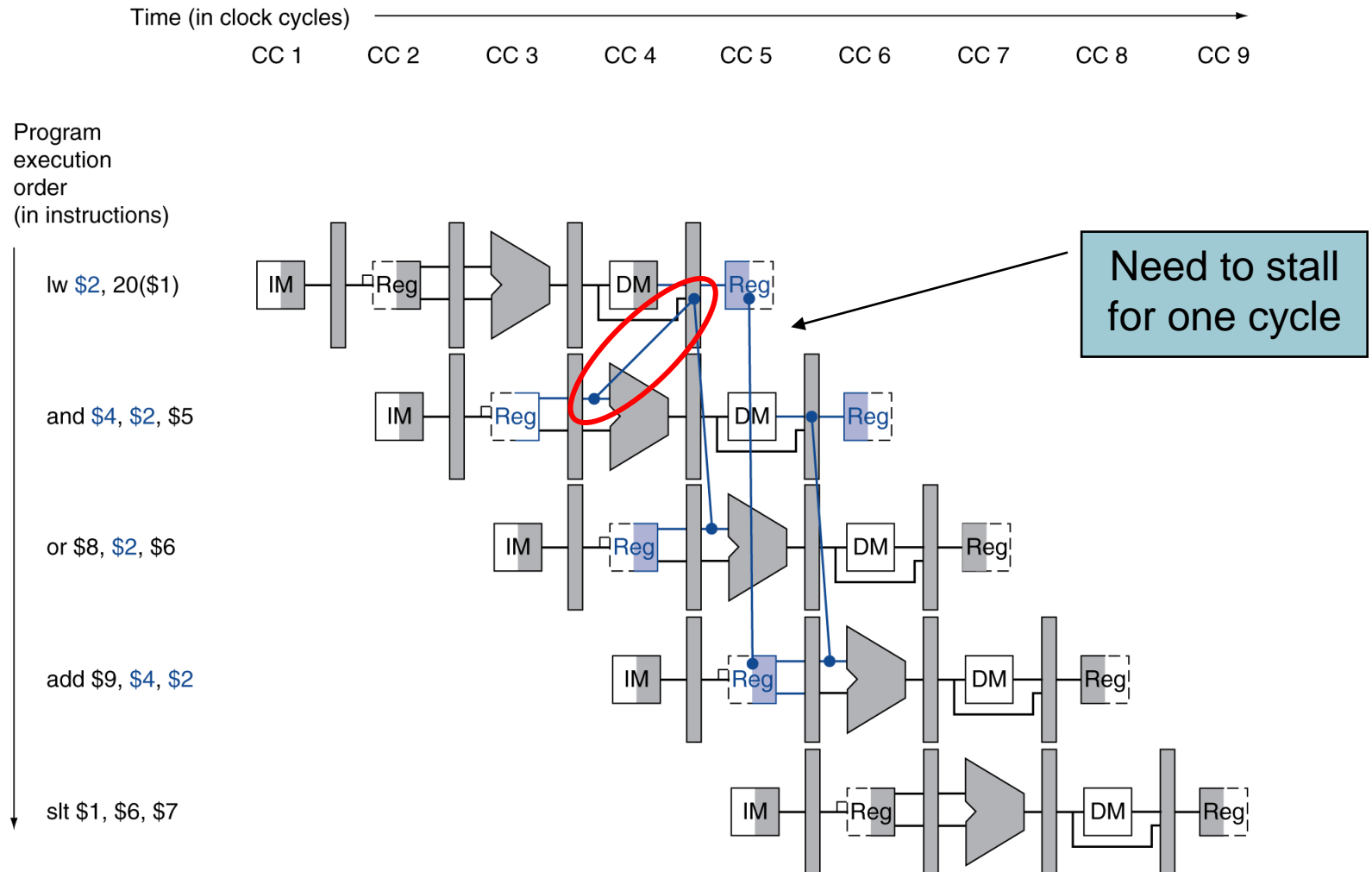
- if (MEM/WB.RegWrite and (MEM/WB.RegisterRd  $\neq$  0)  
and not (EX/MEM.RegWrite and (EX/MEM.RegisterRd  $\neq$  0)  
and (EX/MEM.RegisterRd = ID/EX.RegisterRt))  
and (MEM/WB.RegisterRd = ID/EX.RegisterRt))

ForwardB = 01

# Datapath with Forwarding



# Load-Use Data Hazard



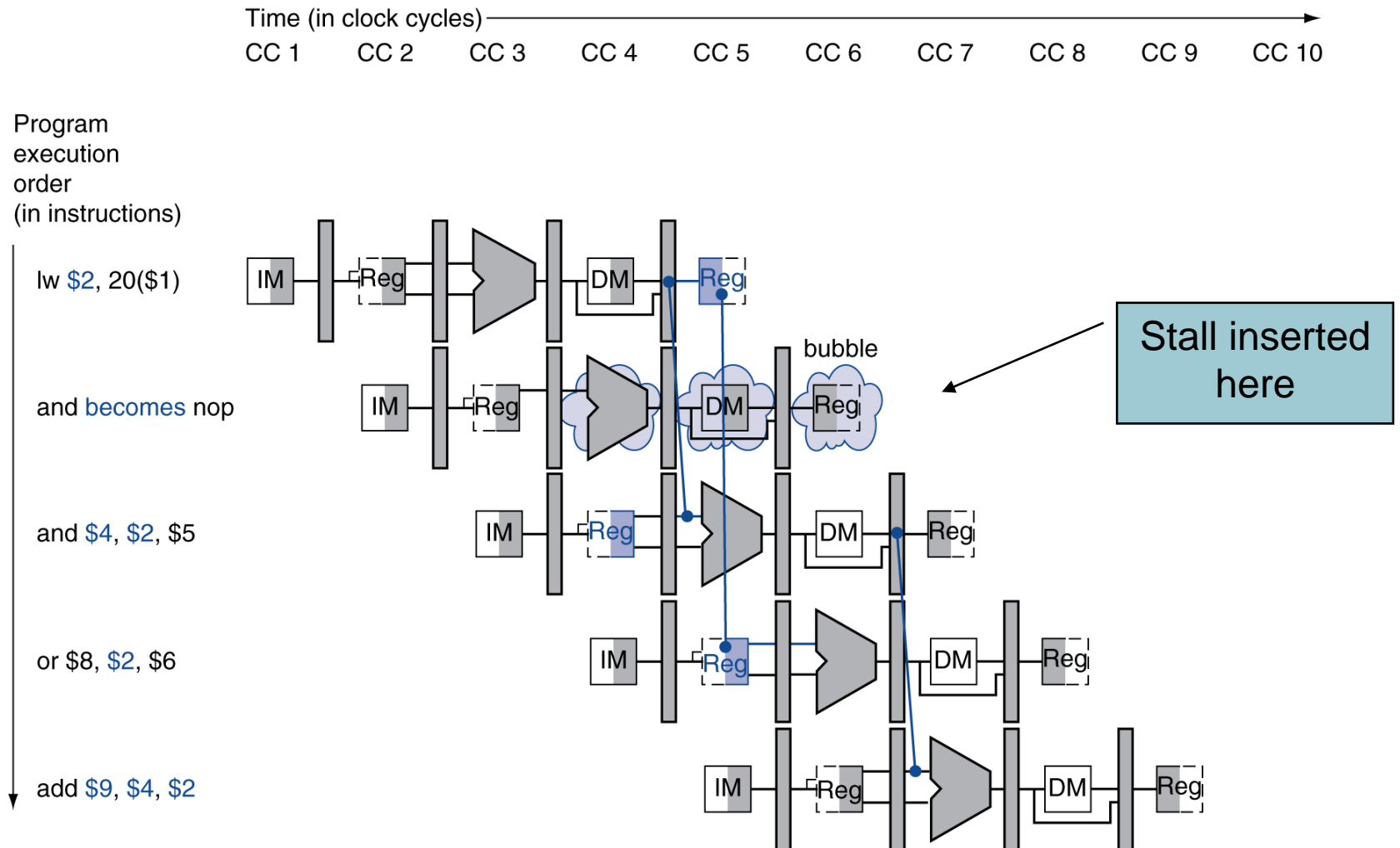
# Load-Use Hazard Detection

- Check when using instruction is decoded in ID stage
- ALU operand register numbers in ID stage are given by
  - IF/ID.RegisterRs, IF/ID.RegisterRt
- Load-use hazard when
  - ID/EX.MemRead and  
((ID/EX.RegisterRt = IF/ID.RegisterRs) or  
(ID/EX.RegisterRt = IF/ID.RegisterRt))
- If detected, stall and insert bubble

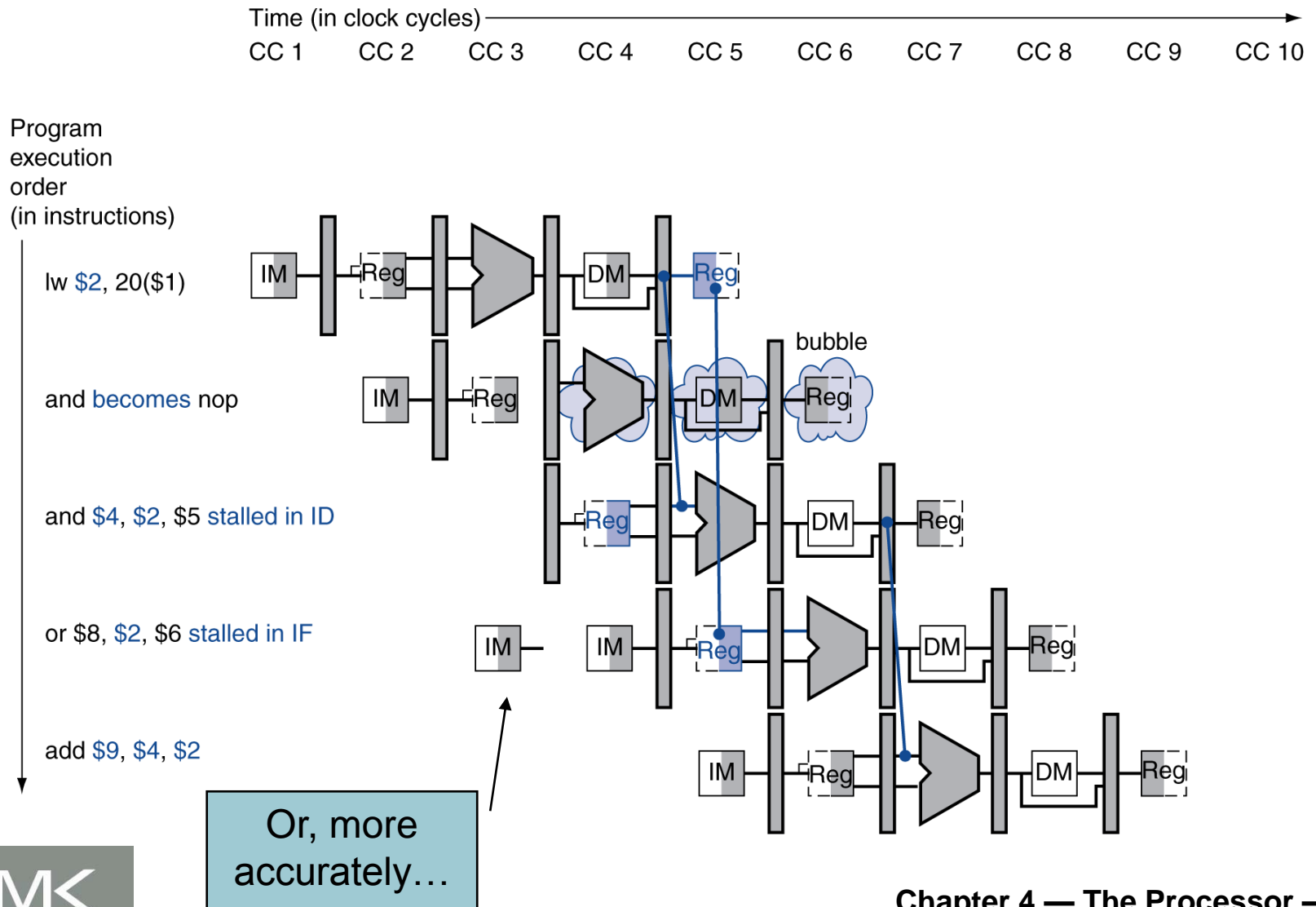
# How to Stall the Pipeline

- Force control values in ID/EX register to 0
  - EX, MEM and WB do nop (no-operation)
- Prevent update of PC and IF/ID register
  - Using instruction is decoded again
  - Following instruction is fetched again
  - 1-cycle stall allows MEM to read data for 1w
    - Can subsequently forward to EX stage

# Stall/Bubble in the Pipeline

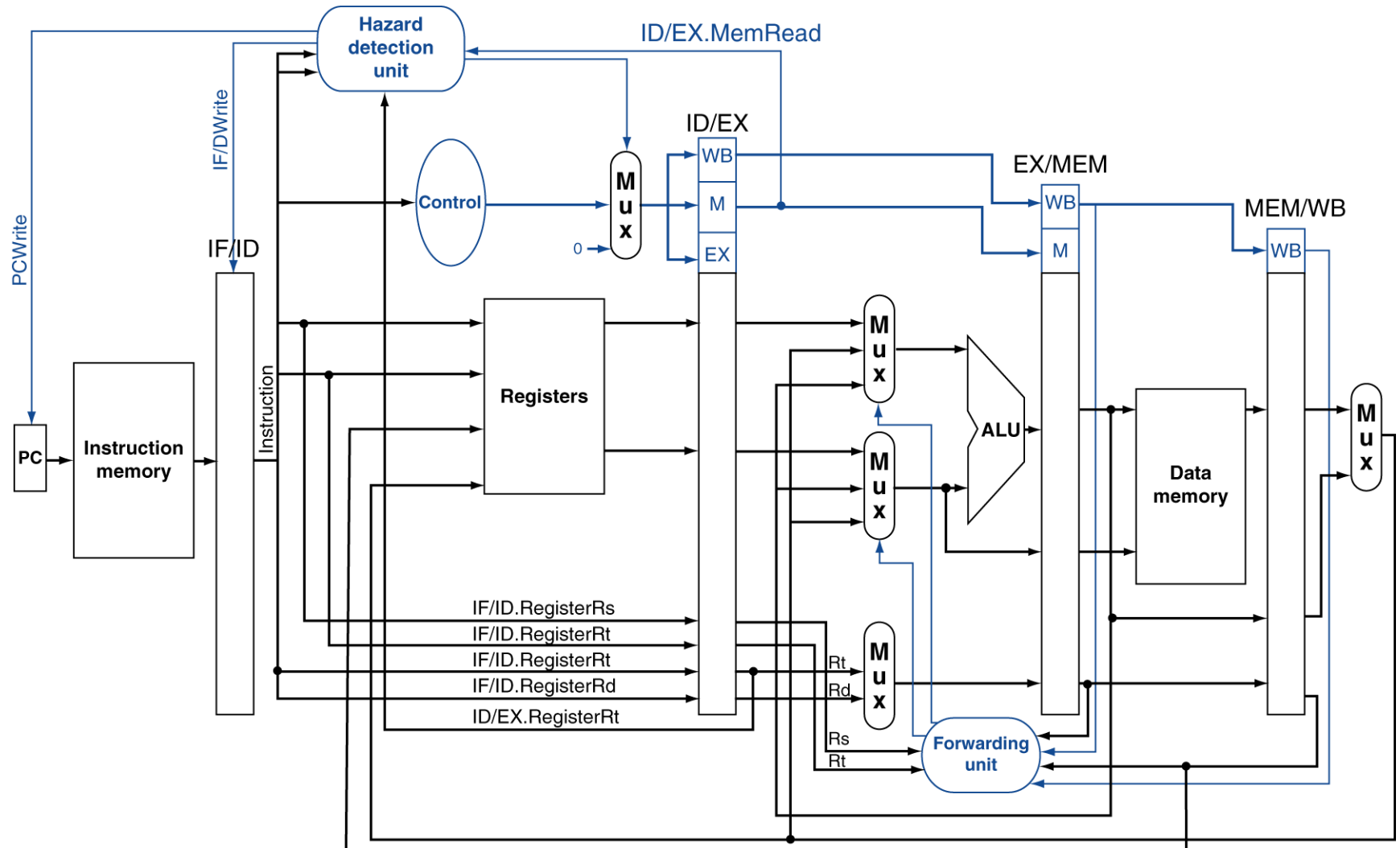


# Stall/Bubble in the Pipeline





# Datapath with Hazard Detection



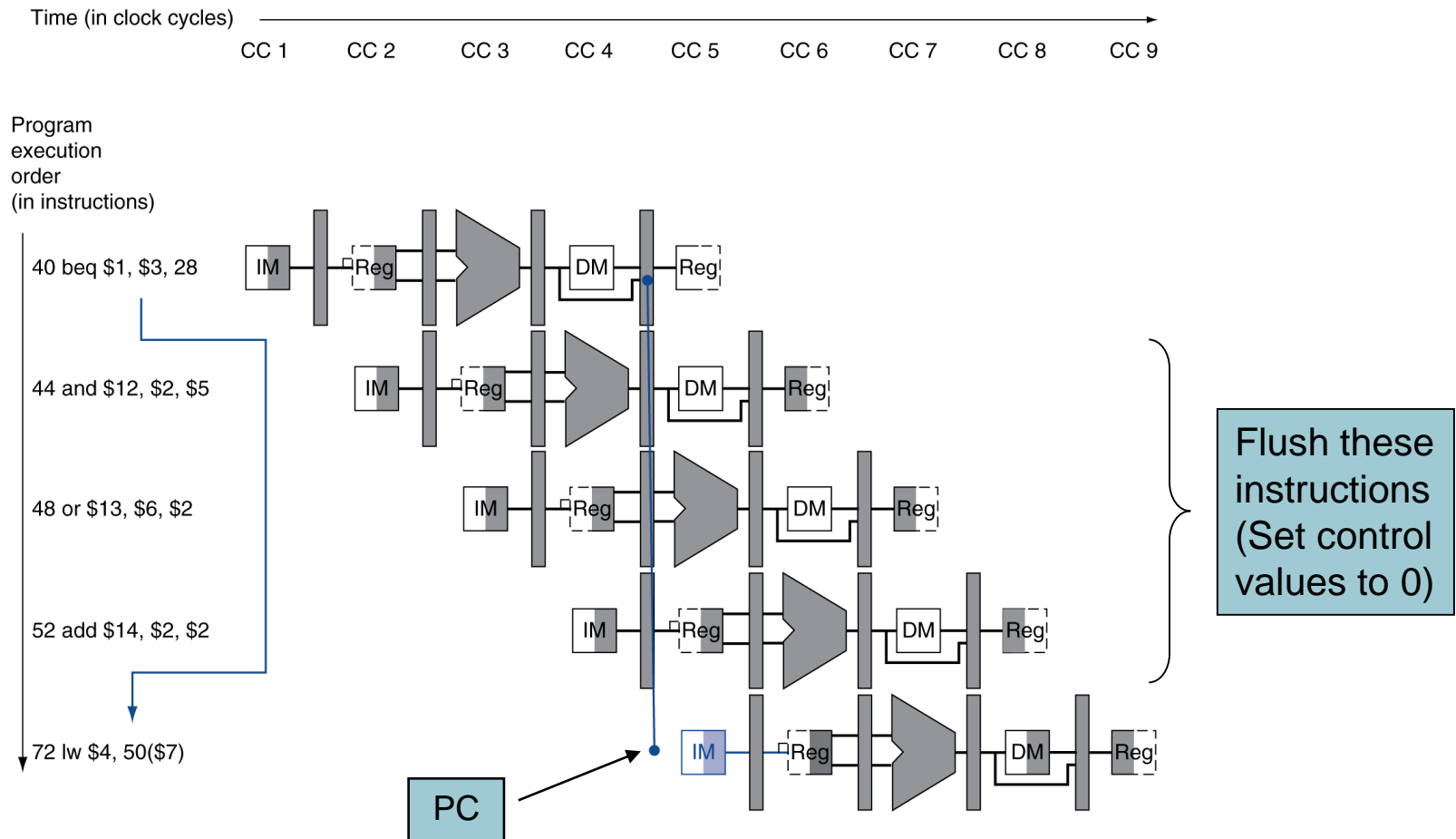
# Stalls and Performance

## The BIG Picture

- Stalls reduce performance
  - But are required to get correct results
- Compiler can arrange code to avoid hazards and stalls
  - Requires knowledge of the pipeline structure

# Branch Hazards

- If branch outcome determined in MEM

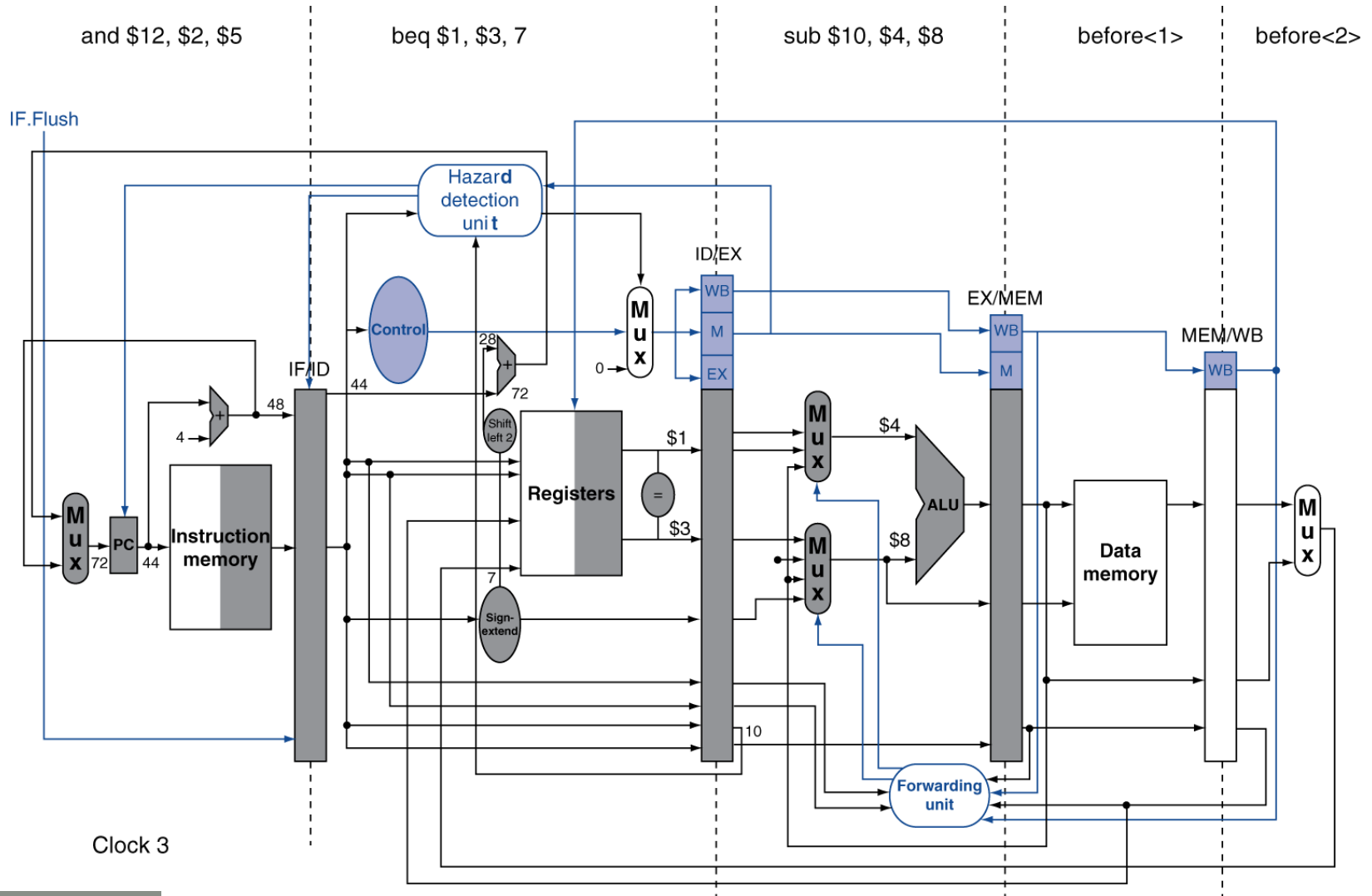


# Reducing Branch Delay

- Move hardware to determine outcome to ID stage
  - Target address adder
  - Register comparator
- Example: branch taken

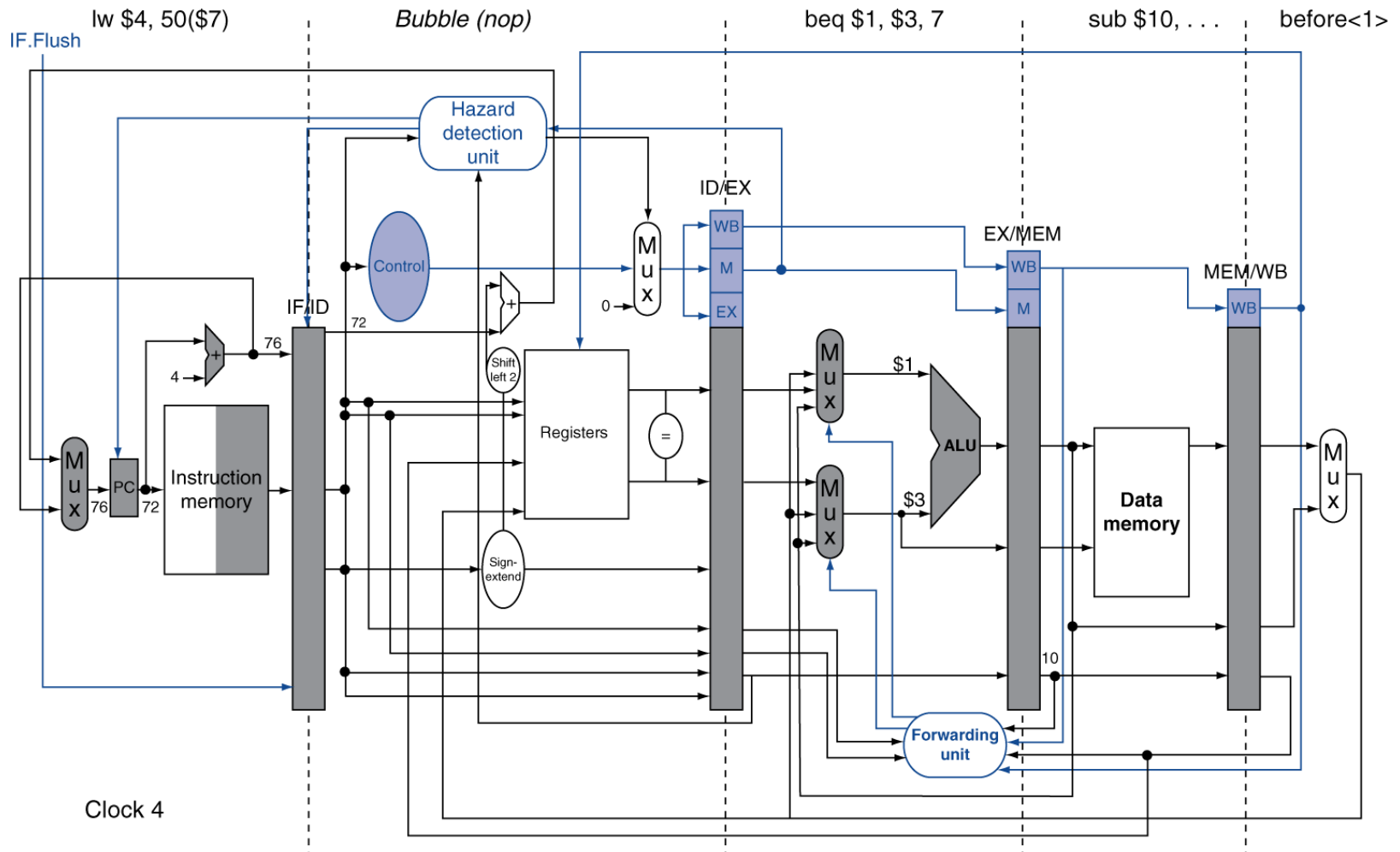
```
36:  sub    $10, $4, $8
40:  beq    $1,  $3, 7
44:  and    $12, $2, $5
48:  or     $13, $2, $6
52:  add    $14, $4, $2
56:  slt    $15, $6, $7
    ...
72:  lw     $4, 50($7)
```

# Example: Branch Taken



Clock 3

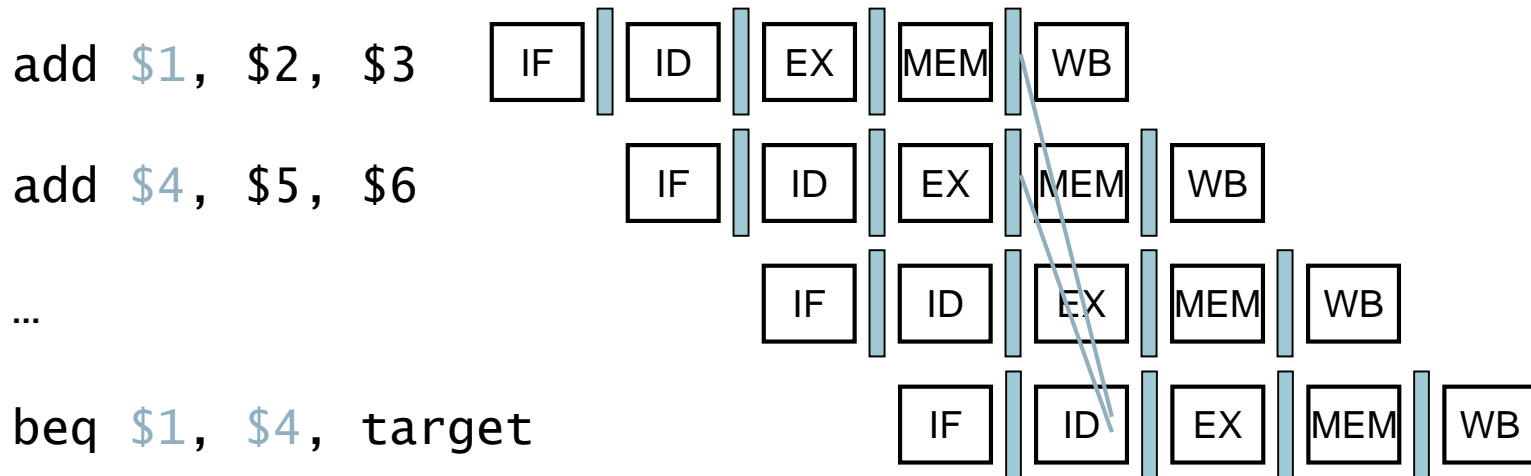
# Example: Branch Taken



Clock 4

# Data Hazards for Branches

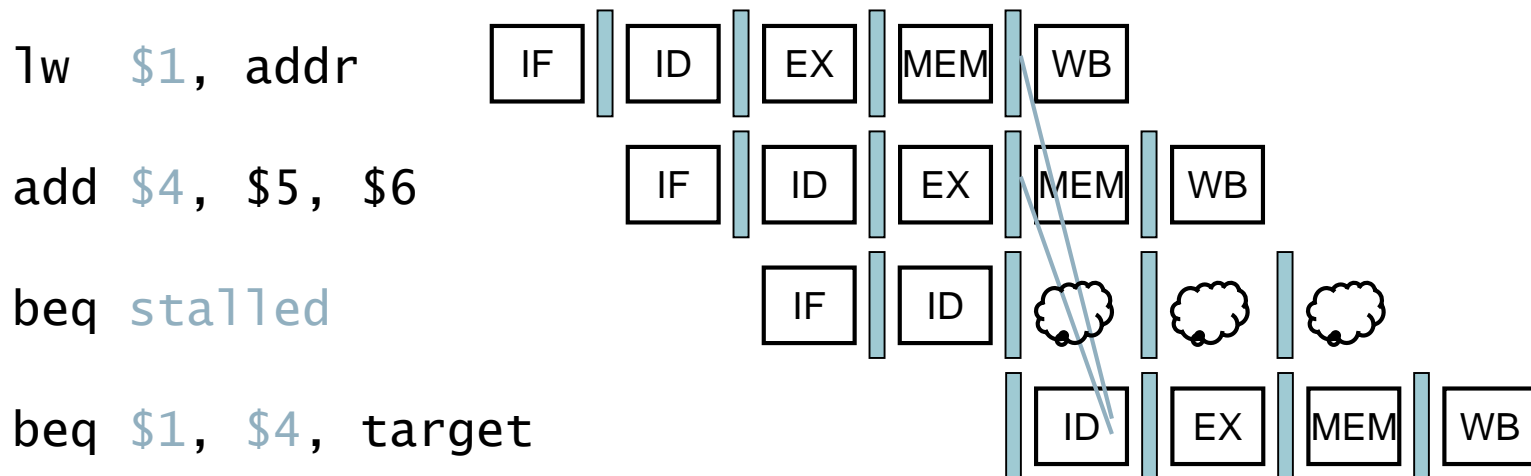
- If a comparison register is a destination of 2<sup>nd</sup> or 3<sup>rd</sup> preceding ALU instruction



- Can resolve using forwarding

# Data Hazards for Branches

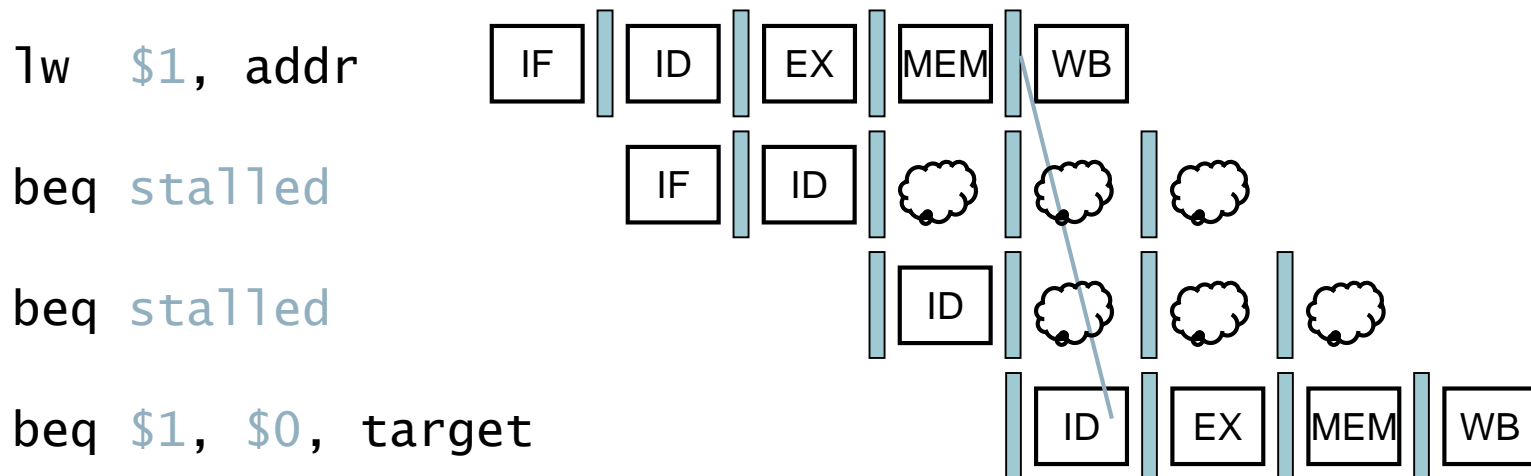
- If a comparison register is a destination of preceding ALU instruction or 2<sup>nd</sup> preceding load instruction
  - Need 1 stall cycle





# Data Hazards for Branches

- If a comparison register is a destination of immediately preceding load instruction
  - Need 2 stall cycles

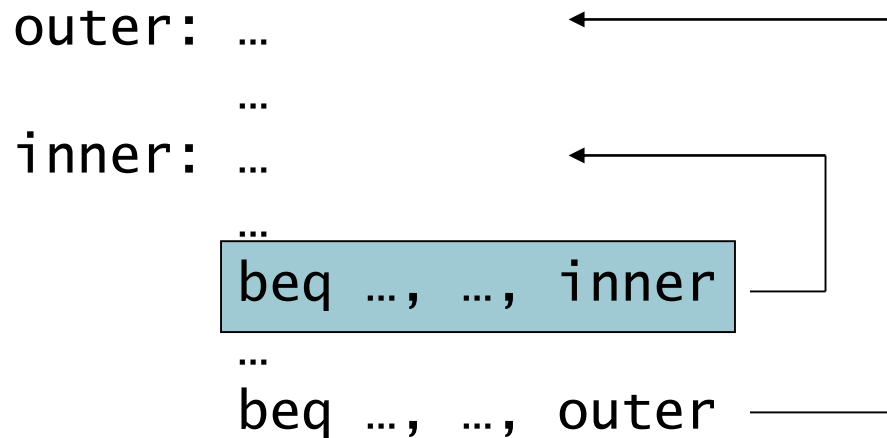


# Dynamic Branch Prediction

- In deeper and superscalar pipelines, branch penalty is more significant
- Use dynamic prediction
  - Branch prediction buffer (aka branch history table)
  - Indexed by recent branch instruction addresses
  - Stores outcome (taken/not taken)
  - To execute a branch
    - Check table, expect the same outcome
    - Start fetching from fall-through or target
    - If wrong, flush pipeline and flip prediction

# 1-Bit Predictor: Shortcoming

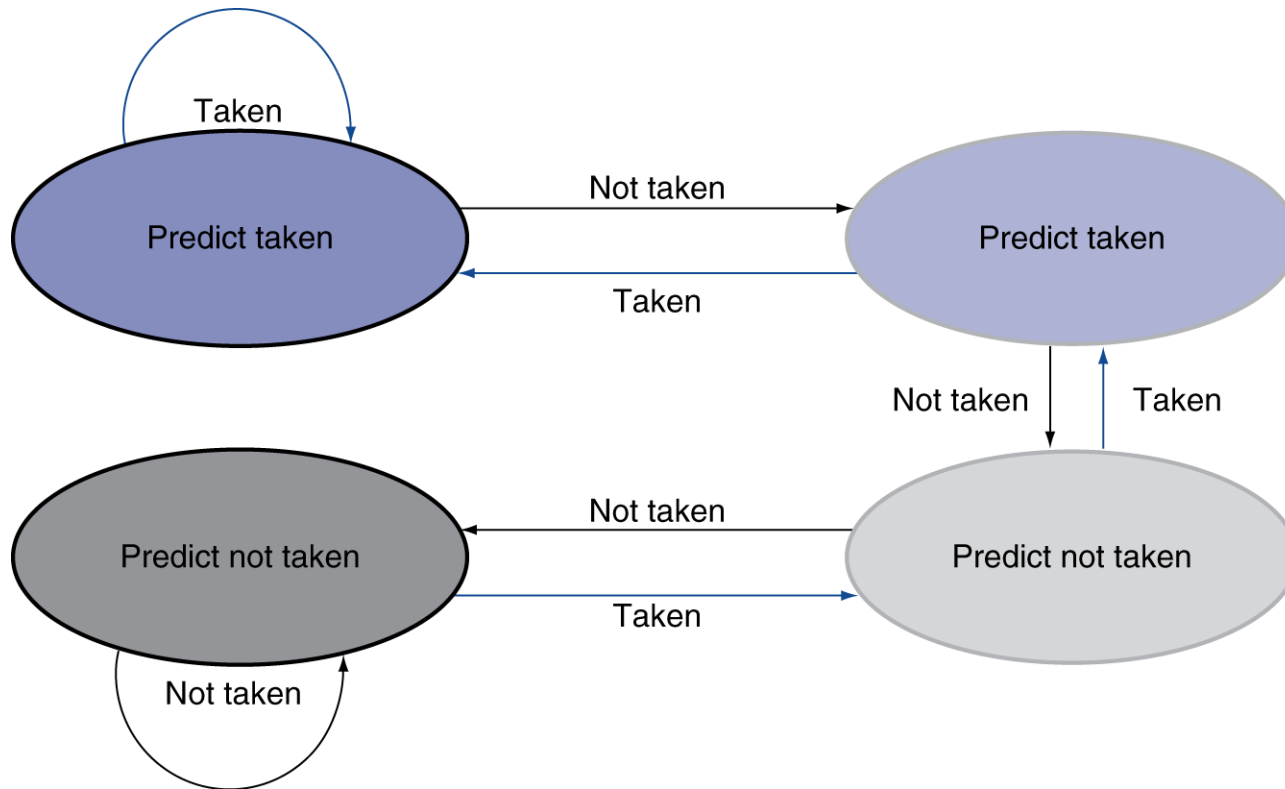
- Inner loop branches mispredicted twice!



- Mispredict as taken on last iteration of inner loop
- Then mispredict as not taken on first iteration of inner loop next time around

# 2-Bit Predictor

- Only change prediction on two successive mispredictions



# Calculating the Branch Target

- Even with predictor, still need to calculate the target address
  - 1-cycle penalty for a taken branch
- Branch target buffer
  - Cache of target addresses
  - Indexed by PC when instruction fetched
    - If hit and instruction is branch predicted taken, can fetch target immediately