





Detailed implementation of Early Branch suggested in 2nd Ed.

Original drawing provided by Prof. Dubois. Early branch implementation by Gandhi Puvvada

The pseudo code for the Early Branch design:

FU (the original Forwarding Unit in EX stage):

1. EX Hazard:

```
if [
    EX/MEM.RegWrite
    and (EX/MEM.WriteRegister != 0)
    and (EX/MEM.WriteRegister == ID/EX.ReadRegister_RS)
]
then make FW_RS_MEM = 1 (i.e. make ALUSelA = 10; make EX1 = true)

if [
    EX/MEM.RegWrite
    and (EX/MEM.WriteRegister != 0)
    and (EX/MEM.WriteRegister == ID/EX.ReadRegister_RT)
]
then make FW_RT_MEM = 1 (i.e. make ALUSelB = 10; make EX2 = true)
```

2. MEM Hazard:

```
if [
    MEM/WB.RegWrite
    and (MEM/WB.WriteRegister != 0)
    and (MEM/WB.WriteRegister == ID/EX.ReadRegister_RS)
    and (EX1 != true)
]
then make FW_RS_WB = 1 (i.e. make ALUSelA = 01)

if [
    MEM/WB.RegWrite
    and (MEM/WB.WriteRegister != 0)
    and (MEM/WB.WriteRegister == ID/EX.ReadRegister_RT)
    and (EX2 != true)
]
then make FW_RT_WB = 1 (i.e. make ALUSelB = 01)
```

FU_Br (New Forwarding Unit in ID stage to serve the early branch):

```
If [
    EX/MEM.RegWrite
    and (EX/MEM.WriteRegister /= 0)
    and (EX/MEM.WriteRegister == IF/ID.ReadRegister_RS)
]
then make FW_RS = 1

If [
    EX/MEM.RegWrite
    and (EX/MEM.WriteRegister /= 0)
    and (EX/MEM.WriteRegister == IF/ID.ReadRegister_RT)
]
then make FW_RT = 1
```

HDU (Original Hazard Detection Unit in ID stage):

Note: Here `ID/EX.WriteRegister` refers to the WriteRegister after the mux governed by RegDst.
We could replace it with `ID/EX.WriteRegisterRt`.

```
If [
    ID/EX.MemRead
    and (ID/EX.WriteRegister /= 0)
    and { (ID/EX.WriteRegister == IF/ID.ReadRegister_RS)
        or
        (ID/EX.WriteRegister == IF/ID.ReadRegister_RT) }
]
then make STALL_LW = 1
```

HDU_Br (New Hazard Detection Unit in ID stage to serve the early branch):

Note: Here `ID/EX.WriteRegister` refers to the WriteRegister after the mux governed by RegDst.

```
If [
    Branch
    and [
        [ ID/EX.RegWrite
          and (ID/EX.WriteRegister /= 0)
          and { (ID/EX.WriteRegister == IF/ID.ReadRegister_RS)
              or
              (ID/EX.WriteRegister == IF/ID.ReadRegister_RT) }
        ]
        or
        [ EX/MEM.MemRead
          and (EX/MEM.WriteRegister /= 0)
          and { (EX/MEM.WriteRegister == IF/ID.ReadRegister_RS)
              or
              (EX/MEM.WriteRegister == IF/ID.ReadRegister_RT) }
        ]
    ]
]
then make STALL_BEQ = 1
```
