CS152: Computer Architecture and Engineering
Introduction to Pipelining

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lecture slides: http://www-inst.eecs.berkeley.edu/~cs152/
Recap: Microprogramming

- Specialize state-diagrams easily captured by microsequencer
  - simple increment & “branch” fields
  - datapath control fields

- Control design reduces to Microprogramming

- Microprogramming is a fundamental concept
  - implement an instruction set by building a very simple processor and interpreting the instructions
  - essential for very complex instructions and when few register transfers are possible
  - overkill when ISA matches datapath 1-1
Summary: Microprogramming one inspiration for RISC

° If simple instruction could execute at very high clock rate...

° If you could even write compilers to produce microinstructions...

° If most programs use simple instructions and addressing modes...

° If microcode is kept in RAM instead of ROM so as to fix bugs ...

° If same memory used for control memory could be used instead as cache for “macroinstructions”...

° Then why not skip instruction interpretation by a microprogram and simply compile directly into lowest language of machine? (microprogramming is overkill when ISA matches datapath 1-1)
Recap: Exceptions and Interrupts

- Exceptions are the hard part of control.

- Need to find convenient place to detect exceptions and to branch to state or microinstruction that saves PC and invokes the operating system.

- As we get pipelined CPUs that support page faults on memory accesses which means that the instruction cannot complete AND you must be able to restart the program at exactly the instruction with the exception, it gets even harder.
Modification to the Control Specification

- **IR <= MEM[PC]**
  - PC <= PC + 4
- **S <= PC + SX**
  - EPC <= PC - 4
  - PC <= exp_addr
  - cause <= 12 (Ovf)
- **S <= A fun B**
  - 0100
- **S <= A op ZX**
  - 0110
- **S <= A + SX**
  - 1000
  - 1011
- **M <= MEM[S]**
  - 1001
- **MEM[S] <= B**
  - 1100
- **R[rd] <= S**
  - 0101
- **R[rt] <= S**
  - 0111
- **R[rt] <= M**
  - 1010
- **EPC <= PC - 4**
- **PC <= exp_addr**
- **cause <= 10 (RI)**
- **If A = B then PC <= S**
- **S <= A - B**
- **overflow**
- **EPC <= PC - 4**
- **other**
- **undefined instruction**
- **0000**
- **0001**
- **0010**
- **0011**
- **0100**
- **0101**
- **0110**
- **0111**
- **1000**
- **1001**
- **1010**
- **1011**
- **1100**
The Big Picture: Where are We Now?

° The Five Classic Components of a Computer

° Today’s Topics:
  • Pipelining by Analogy
  • Administrivia; Course road map
Pipelining is Natural!

° Laundry Example

° Ann, Brian, Cathy, Dave each have one load of clothes to wash, dry, and fold

° Washer takes 30 minutes

° Dryer takes 30 minutes

° “Folder” takes 30 minutes

° “Stasher” takes 30 minutes to put clothes into drawers
Sequential Laundry

Sequential laundry takes 8 hours for 4 loads.

If they learned pipelining, how long would laundry take?
Pipelined Laundry: Start work ASAP

° Pipelined laundry takes 3.5 hours for 4 loads!
Pipelining Lessons

- Pipelining doesn’t help latency of single task, it helps throughput of entire workload
- Multiple tasks operating simultaneously using different resources
- Potential speedup = Number pipe stages
- Pipeline rate limited by slowest pipeline stage
- Unbalanced lengths of pipe stages reduces speedup
- Time to “fill” pipeline and time to “drain” it reduces speedup
- Stall for Dependences
The Five Stages of Load

- Cycle 1: Ifetch
- Cycle 2: Reg/Dec
- Cycle 3: Exec
- Cycle 4: Mem
- Cycle 5: Wr

- Ifetch: Instruction Fetch
  - Fetch the instruction from the Instruction Memory
- Reg/Dec: Registers Fetch and Instruction Decode
- Exec: Calculate the memory address
- Mem: Read the data from the Data Memory
- Wr: Write the data back to the register file
Pipelining

- Improve performance by increasing instruction throughput

*Ideal speedup is number of stages in the pipeline. Do we achieve this?*
Basic Idea

What do we need to add to actually split the datapath into stages?
Graphically Representing Pipelines

- Can help with answering questions like:
  - how many cycles does it take to execute this code?
  - what is the ALU doing during cycle 4?
  - use this representation to help understand datapaths
Conventional Pipelined Execution Representation

Time

Program Flow
Single Cycle, Multiple Cycle, vs. Pipeline

Single Cycle Implementation:

- Cycle 1: Load
- Cycle 2: Store 
  : Waste

Multiple Cycle Implementation:

- Cycle 1: Load
- Cycle 2: R-type
- Cycle 3: Ifetch
- Cycle 4: Reg
- Cycle 5: Exec
- Cycle 6: Mem
- Cycle 7: Wr
- Cycle 8: Ifetch
- Cycle 9: Reg
- Cycle 10: Exec
- Cycle 11: Mem
- Cycle 12: Wr
- Cycle 13: Ifetch

Pipeline Implementation:

- Load: Ifetch
- Store: Ifetch
- R-type: Ifetch

Clk

DAP Fa97, © U.CB
Why Pipeline?

Suppose we execute 100 instructions

Single Cycle Machine
- 45 ns/cycle \times 1\ CPI \times 100\ inst = 4500\ ns

Multicycle Machine
- 10\ ns/cycle \times 4.6\ CPI\ (due\ to\ inst\ mix) \times 100\ inst = 4600\ ns

Ideal pipelined machine
- 10\ ns/cycle \times (1\ CPI \times 100\ inst + 4\ cycle\ drain) = 1040\ ns
Why Pipeline? Because the resources are there!

Time (clock cycles)

Inst 0
Inst 1
Inst 2
Inst 3
Inst 4
Can pipelining get us into trouble?

° **Yes:** Pipeline Hazards
  
  • **structural hazards:** attempt to use the same resource two different ways at the same time
    - E.g., combined washer/dryer would be a structural hazard or folder busy doing something else (watching TV)
  
  • **data hazards:** attempt to use item before it is ready
    - E.g., one sock of pair in dryer and one in washer; can’t fold until get sock from washer through dryer
    - instruction depends on result of prior instruction still in the pipeline
  
  • **control hazards:** attempt to make a decision before condition is evaluated
    - E.g., washing football uniforms and need to get proper detergent level; need to see after dryer before next load in branch instructions

° **Can always resolve hazards by waiting**
  
  • pipeline control must detect the hazard
  
  • take action (or delay action) to resolve hazards
Administrative Issues

**Schedule Ahead**

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- midterm
- pipeline (5) → cache (6) → xtra & writeup
- proj
- present
- last lecture
- final report

**Computers in the news: IA-64 outline**

- **Explicit Parallel Instruction Computer (EPIC)**
  - No. Parallel instructions per clock cycle in ISA
- **128 Integer registers + 128 Fl. Pt. Registers**
- **“Predicative” Instructions**
  - If Cond then A <= B else A <= C
Single Memory is a Structural Hazard

Detection is easy in this case! (right half highlight means read, left half write)
Structural Hazards limit performance

° Example: if 1.3 memory accesses per instruction and only one memory access per cycle then
  • average CPI ≥ 1.3
  • otherwise resource is more than 100% utilized
Control Hazard Solutions

° Stall: wait until decision is clear
  • It's possible to move up decision to 2nd stage by adding hardware to check registers as being read

° Impact: 2 clock cycles per branch instruction => slow
Control Hazard Solutions

° **Predict:** guess one direction then back up if wrong
  • Predict not taken

° **Impact:** 1 clock cycles per branch instruction if right, 2 if wrong (right \(\approx 50\%\) of time)

° **More dynamic scheme:** history of 1 branch (\(\approx 90\%\))
Control Hazard Solutions

- Redefine branch behavior (takes place after next instruction) “delayed branch”

- Impact: 0 clock cycles per branch instruction if can find instruction to put in “slot” (≈ 50% of time)

- As launch more instruction per clock cycle, less useful
Data Hazard on r1

add r1, r2, r3
sub r4, r1, r3
and r6, r1, r7
or  r8, r1, r9
xor r10, r1, r11
Data Hazard on r1:

- Dependencies backwards in time are hazards

Time (clock cycles)

add r1,r2,r3
sub r4,r1,r3
and r6,r1,r7
or r8,r1,r9
xor r10,r1,r11
Data Hazard Solution:

- “Forward” result from one stage to another

Time (clock cycles)

add r1, r2, r3
sub r4, r1, r3
and r6, r1, r7
or r8, r1, r9
xor r10, r1, r11

- “or” OK if define read/write properly
Forwarding (or Bypassing): What about Loads

• Dependencies backwards in time are hazards

![Diagram showing forwarding]

- Can’t solve with forwarding:
- Must delay/stall instruction dependent on loads
Designing a Pipelined Processor

- Go back and examine your datapath and control diagram
- associated resources with states
- ensure that flows do not conflict, or figure out how to resolve
- assert control in appropriate stage
Pipelined Datapath (as in book); hard to read
What happens if we start a new instruction every cycle?
Control and Datapath

IR <- Mem[PC]; PC <- PC+4;

A <- R[rs]; B <- R[rt]

S <- A + B;
S <- A or ZX;
S <- A + SX;
S <- A + SX;

M <- Mem[S]
Mem[S] <- B

R[rd] <- S;
R[rt] <- S;
R[rd] <- M;

If Cond
PC < PC+SX;

Equal

Next PC
PC
Inst. Mem
IR
Reg File
Exec
Mem Access
Mem
Data Mem
Reg. File
Pipelining the Load Instruction

The five independent functional units in the pipeline datapath are:

- Instruction Memory for the Ifetch stage
- Register File’s Read ports (bus A and busB) for the Reg/Dec stage
- ALU for the Exec stage
- Data Memory for the Mem stage
- Register File’s Write port (bus W) for the Wr stage
The Four Stages of R-type

- Cycle 1: Ifetch
- Cycle 2: Reg/Dec
- Cycle 3: Exec
- Cycle 4: Wr

- **Ifetch: Instruction Fetch**
  - Fetch the instruction from the Instruction Memory

- **Reg/Dec: Registers Fetch and Instruction Decode**

- **Exec:**
  - ALU operates on the two register operands
  - Update PC

- **Wr: Write the ALU output back to the register file**
Pipelining the R-type and Load Instruction

We have pipeline conflict or structural hazard:
- Two instructions try to write to the register file at the same time!
- Only one write port
Important Observation

° Each functional unit can only be used once per instruction

° Each functional unit must be used at the same stage for all instructions:
  • Load uses Register File’s Write Port during its 5th stage
    
    | 1 | 2 | 3 | 4 | 5 |
    |---|---|---|---|---|
    | Load | Ifetch | Reg/Dec | Exec | Mem | Wr |

  • R-type uses Register File’s Write Port during its 4th stage
    
    | 1 | 2 | 3 | 4 |
    |---|---|---|---|
    | R-type | Ifetch | Reg/Dec | Exec | Wr |

° 2 ways to solve this pipeline hazard.
Solution 1: Insert “Bubble” into the Pipeline

- Insert a “bubble” into the pipeline to prevent 2 writes at the same cycle
  - The control logic can be complex.
  - Lose instruction fetch and issue opportunity.

- No instruction is started in Cycle 6!
Solution 2: Delay R-type’s Write by One Cycle

Delay R-type’s register write by one cycle:

- Now R-type instructions also use Reg File’s write port at Stage 5
- Mem stage is a **NOOP** stage: nothing is being done.

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Modified Control & Datapath

IR <- Mem[PC]; PC <- PC+4;

A <- R[rs]; B<– R[rt]

S <- A + B;
S <- A or ZX;
S <- A + SX;
S <- A + SX;
if Cond PC < PC+SX;

M <- S
M <- S
M <- Mem[S]
Mem[S] <- B

R[rd] <- M;
R[rt] <- M;
R[rd] <- M;

Equal

Reg. File

Mem Access

Data Mem

Mem

Exec

A
B

D
The Four Stages of Store

Ifetch: Instruction Fetch
- Fetch the instruction from the Instruction Memory

Reg/Dec: Registers Fetch and Instruction Decode

Exec: Calculate the memory address

Mem: Write the data into the Data Memory
The Three Stages of Beq

° **Ifetch: Instruction Fetch**
  - Fetch the instruction from the Instruction Memory

° **Reg/Dec:**
  - Registers Fetch and Instruction Decode

° **Exec:**
  - compares the two register operand,
  - select correct branch target address
  - latch into PC
Control Diagram

IR <- Mem[PC]; PC < PC+4;

A <- R[rs]; B <- R[rt]

S <- A + B;
S <- A or ZX;
S <- A + SX;
S <- A + SX;
If Cond PC < PC+SX;

M <- S

R[rd] <- S;
R[rt] <- S;
R[rd] <- M;

S <- A or ZX;

R[rt] <- S;

M <- Mem[S]

Mem[S] <- B

M <- S

M <- S

M <– S

A B

Exec

Reg File

M

Reg. File

Data Mem

Mem Access

Next PC

PC

Inst. Mem

IR

Equal

cs 152 L1 3 .43
Let's Try it Out

```
10    lw        r1, r2(35)
14    addI      r2, r2, 3
20    sub       r3, r4, r5
24    beq       r6, r7, 100
30    ori       r8, r9, 17
34    add       r10, r11, r12
100   and       r13, r14, 15
```

these addresses are octal
Start: Fetch 10

10  lw  r1, r2(35)
14  addl  r2, r2, 3
20  sub  r3, r4, r5
24  beq  r6, r7, 100
30  ori  r8, r9, 17
34  add  r10, r11, r12
100  and  r13, r14, 15
Fetch 14, Decode 10

```
10  lw  r1, r2(35)
14  addi  r2, r2, 3
20  sub  r3, r4, r5
24  beq  r6, r7, 100
30  ori  r8, r9, 17
34  add  r10, r11, r12
100 and  r13, r14, 15
```
Fetch 20, Decode 14, Exec 10

10   lw     r1, r2(35)
14   addl   r2, r2, 3
20   sub    r3, r4, r5
24   beq    r6, r7, 100
30   ori    r8, r9, 17
34   add    r10, r11, r12
100  and    r13, r14, 15
Fetch 24, Decode 20, Exec 14, Mem 10

10 lw r1, r2(35)
14 addl r2, r2, 3
20 sub r3, r4, r5
24 beq r6, r7, 100
30 ori r8, r9, 17
34 add r10, r11, r12
100 and r13, r14, 15
Fetch 30, Dcd 24, Ex 20, Mem 14, WB 10

```
10  lw  r1, r2(35)
14  addI r2, r2, 3
20  sub  r3, r4, r5
24  beq  r6, r7, 100
30  ori  r8, r9, 17
34  add  r10, r11, r12
100 and  r13, r14, 15
```
Fetch 34, Dcd 30, Ex 24, Mem 20, WB 14

10 lw r1, r2(35)
14 addI r2, r2, 3
20 sub r3, r4, r5
24 beq r6, r7, 100
30 ori r8, r9, 17
34 add r10, r11, r12
100 and r13, r14, 15
ooops, we should have only one delayed instruction
Squash the extra instruction in the branch shadow!

10 lw r1, r2(35)
14 addl r2, r2, 3
20 sub r3, r4, r5
24 beq r6, r7, 100
30 ori r8, r9, 17
34 add r10, r11, r12

100 and r13, r14, 15
Squash the extra instruction in the branch shadow!

10 lw r1, r2(35)
14 addl r2, r2, 3
20 sub r3, r4, r5
24 beq r6, r7, 100
30 ori r8, r9, 17
34 add r10, r11, r12

100 and r13, r14, 15
Squash the extra instruction in the branch shadow!

r1 = M[r2 + 35]
r2 = r2 + 3
r3 = r4 - r5
r8 = r9 | 17

10  lw  r1, r2(35)
14  addl r2, r2, 3
20  sub  r3, r4, r5
24  beq  r6, r7, 100
30  ori  r8, r9, 17
34  add  r10, r11, r12

100 and r13, r14, 15
Summary: Pipelining

° What makes it easy
  • all instructions are the same length
  • just a few instruction formats
  • memory operands appear only in loads and stores

° What makes it hard?
  • structural hazards: suppose we had only one memory
  • control hazards: need to worry about branch instructions
  • data hazards: an instruction depends on a previous instruction

° We’ll build a simple pipeline and look at these issues

° We’ll talk about modern processors and what really makes it hard:
  • exception handling
  • trying to improve performance with out-of-order execution, etc.
Summary

- Pipelining is a fundamental concept
  - multiple steps using distinct resources

- Utilize capabilities of the Datapath by pipelined instruction processing
  - start next instruction while working on the current one
  - limited by length of longest stage (plus fill/flush)
  - detect and resolve hazards