CS152: Computer Architecture and Engineering
Introduction to Pipelining

October 15, 1997

Dave Patterson (http.cs.berkeley.edu/~patterson)

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

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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

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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)

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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

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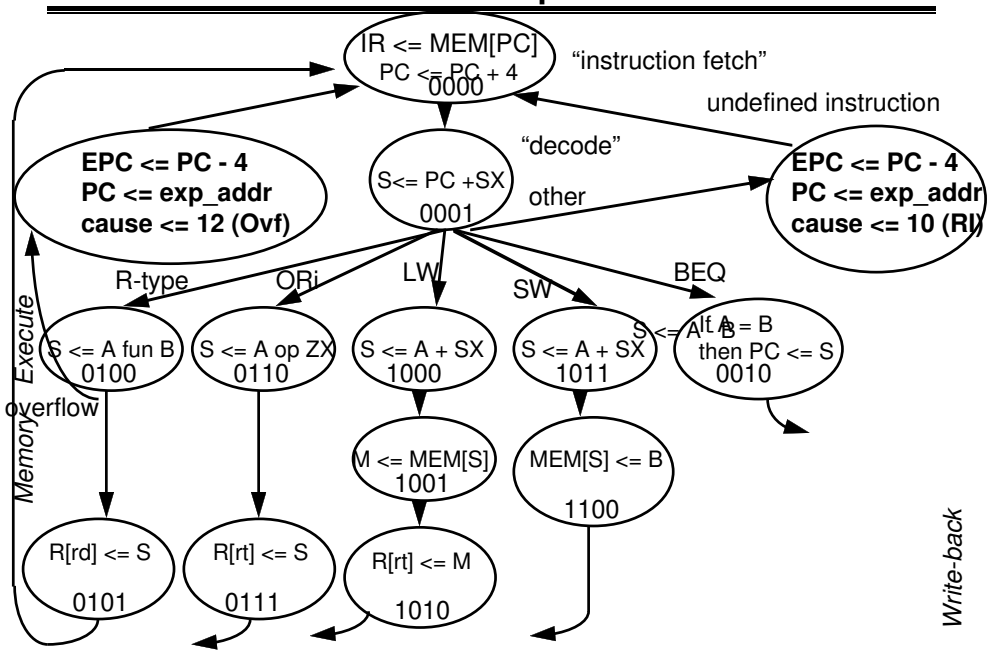
Modification to the Control Specification



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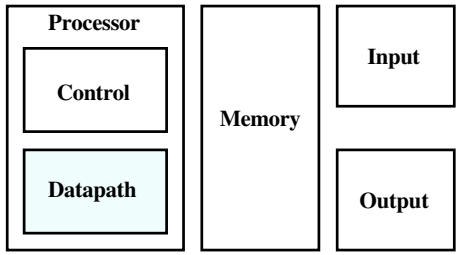
The Big Picture: Where are We Now?

- The Five Classic Components of a Computer



- Today's Topics:
  - Pipelining by Analogy
  - Administrivia; Course road map
  -

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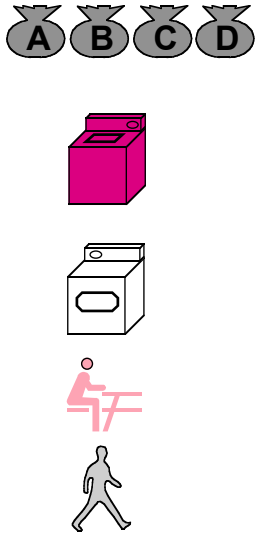
Pipelining is Natural!

- 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



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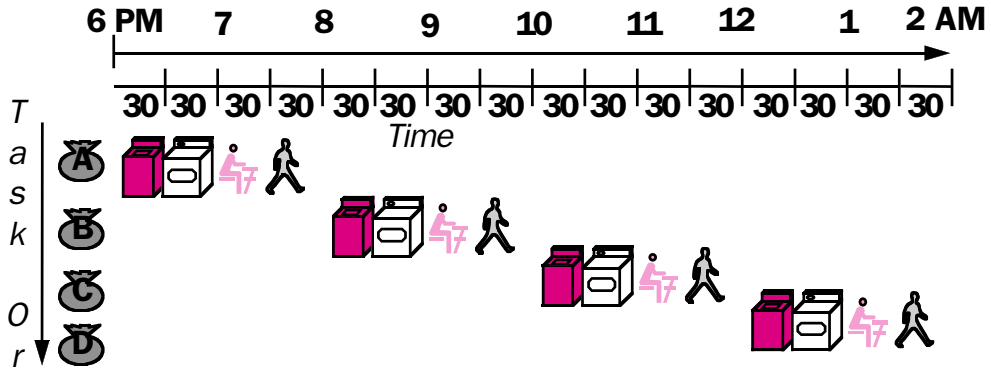
Sequential Laundry



- Sequential laundry takes 8 hours for 4 loads
- If they learned pipelining, how long would laundry take?

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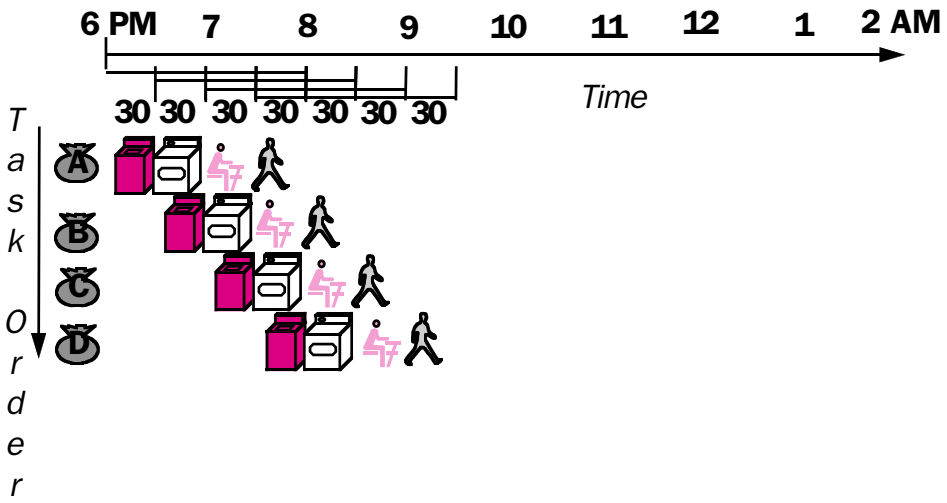
Pipelined Laundry: Start work ASAP



° Pipelined laundry takes 3.5 hours for 4 loads!

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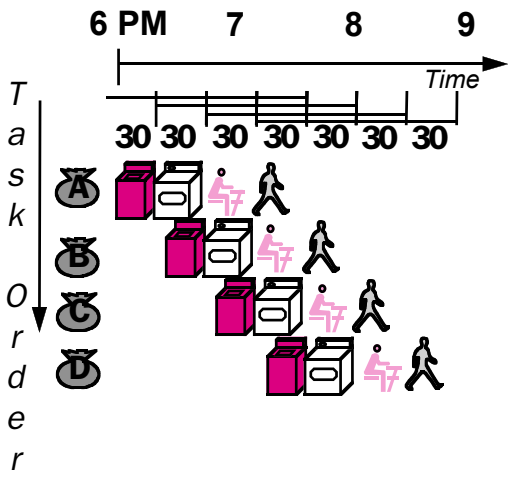
Pipelining Lessons



° 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

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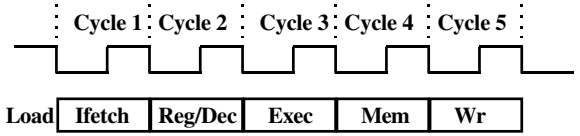
The Five Stages of Load



° 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

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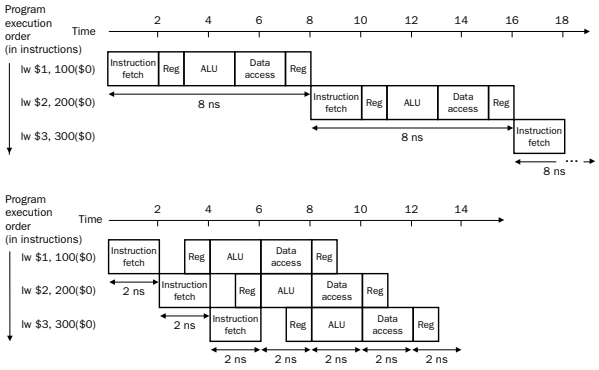
Pipelining

° Improve perfomance by increasing instruction throughput



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

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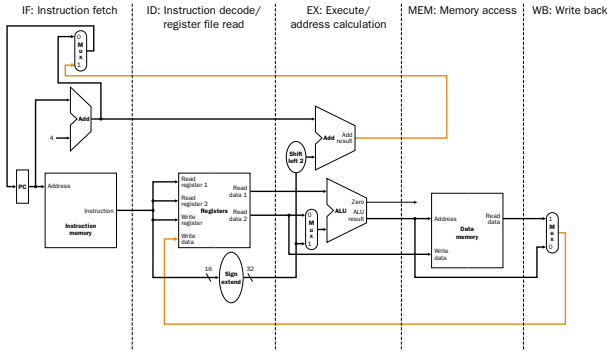
Basic Idea



° *What do we need to add to actually split the datapath into stages?*

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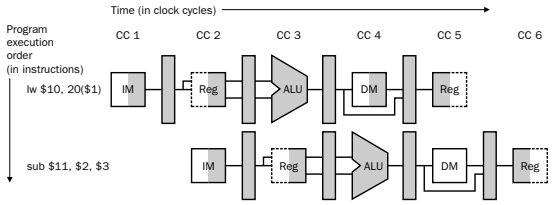
Graphically Representing Pipelines



° **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**

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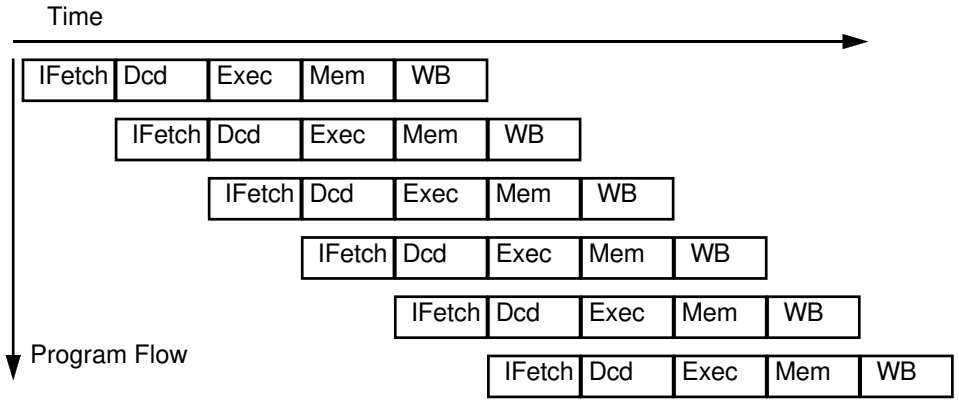
Conventional Pipelined Execution Representation



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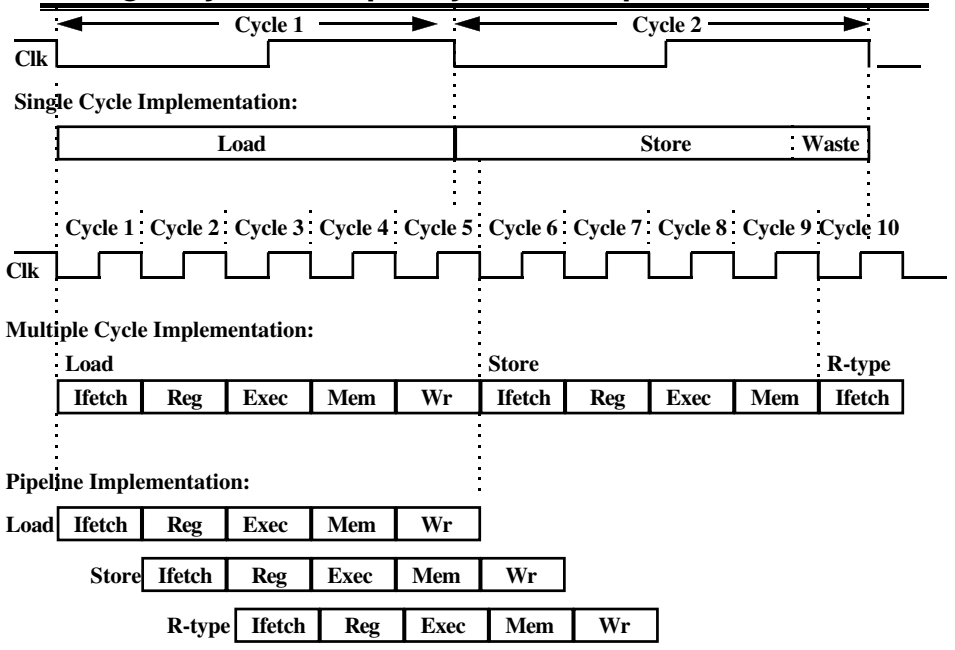
Single Cycle, Multiple Cycle, vs. Pipeline



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Why Pipeline?

- Suppose we execute 100 instructions
- Single Cycle Machine
  - 45 ns/cycle x 1 CPI x 100 inst = 4500 ns
- Multicycle Machine
  - 10 ns/cycle x 4.6 CPI (due to inst mix) x 100 inst = 4600 ns
- Ideal pipelined machine
  - 10 ns/cycle x (1 CPI x 100 inst + 4 cycle drain) = 1040 ns

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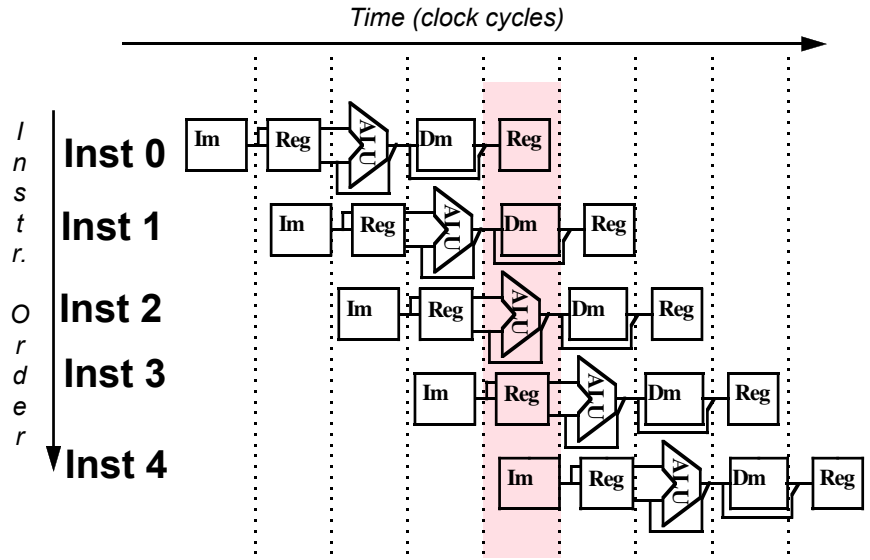
Why Pipeline? Because the resources are there!



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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 evaulated
    - 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

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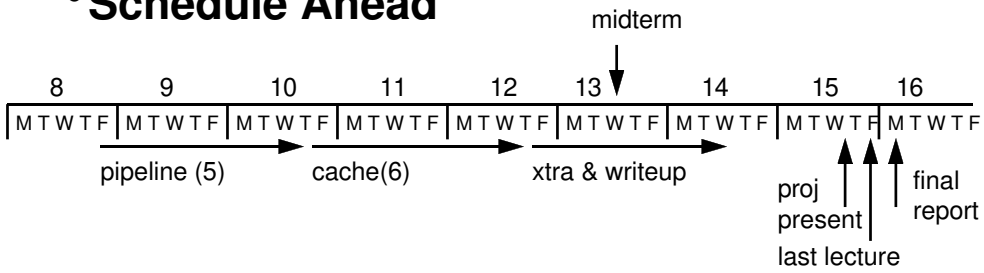
Administrative Issues

- Schedule Ahead



- 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

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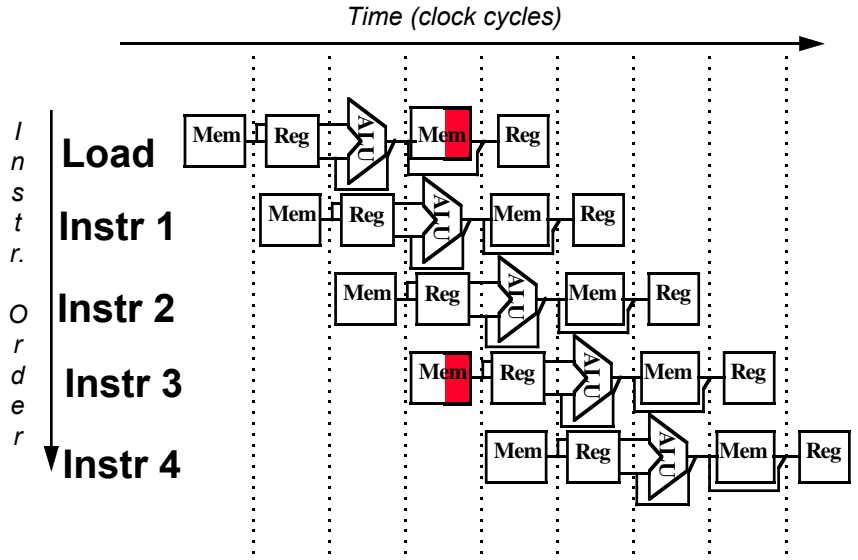
Single Memory is a Structural Hazard



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

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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

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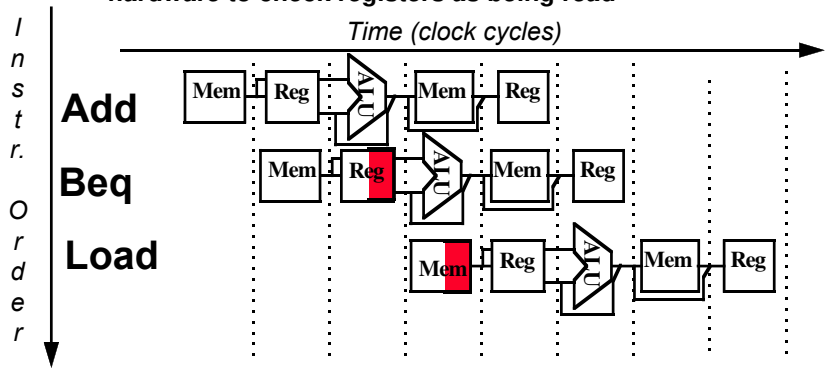
Control Hazard Solutions

- Stall: wait until decision is clear
  - Its 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

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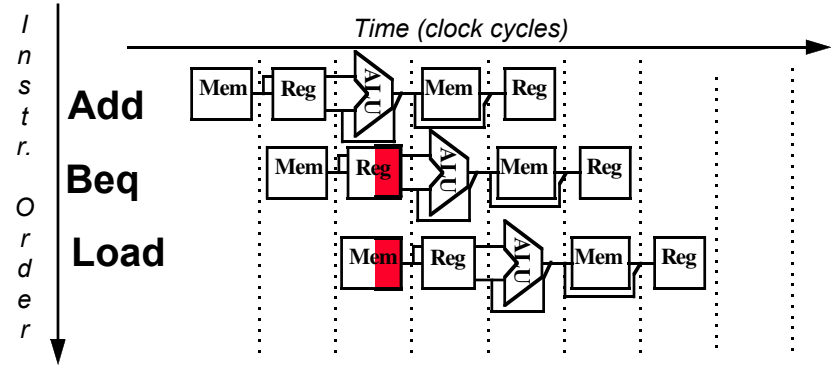
Control Hazard Solutions

- 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 ≈ 50% of time)
- More dynamic scheme: history of 1 branch (≈ 90%)

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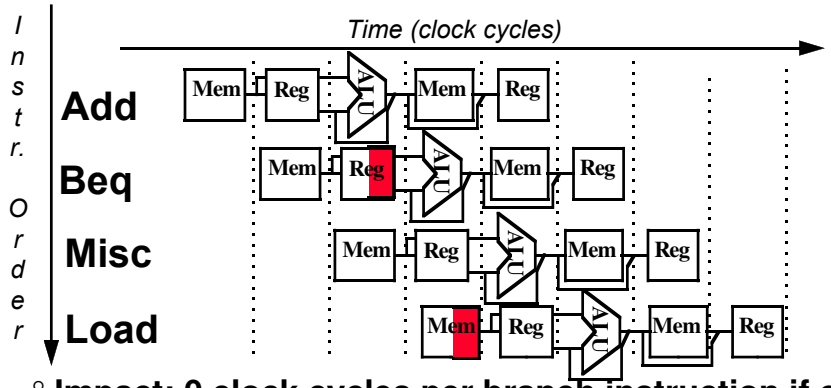
Control Hazard Solutions

° 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

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Data Hazard on r1

add r1 ,r2,r3

sub r4, r1 ,r3

and r6, r1 ,r7

or r8, r1 ,r9

xor r10, r1 ,r11

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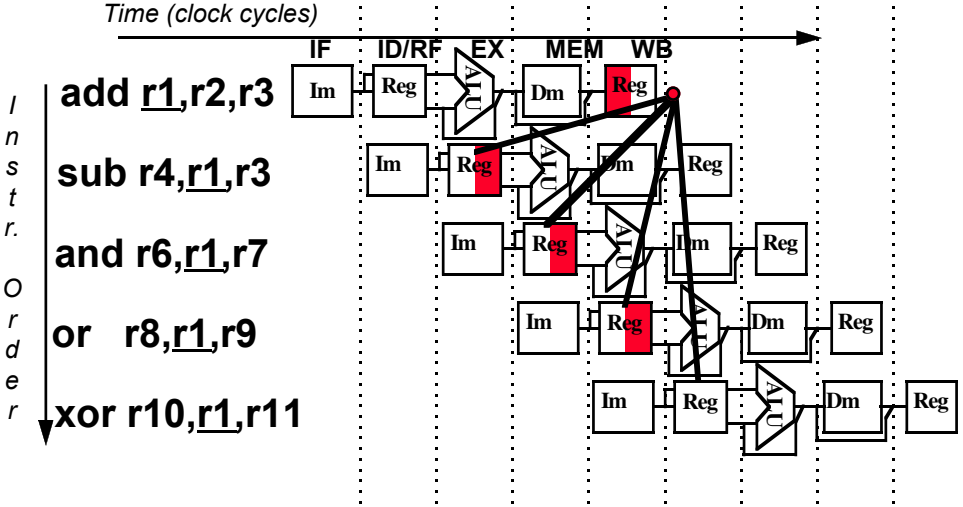
Data Hazard on r1:

• Dependencies backwards in time are hazards



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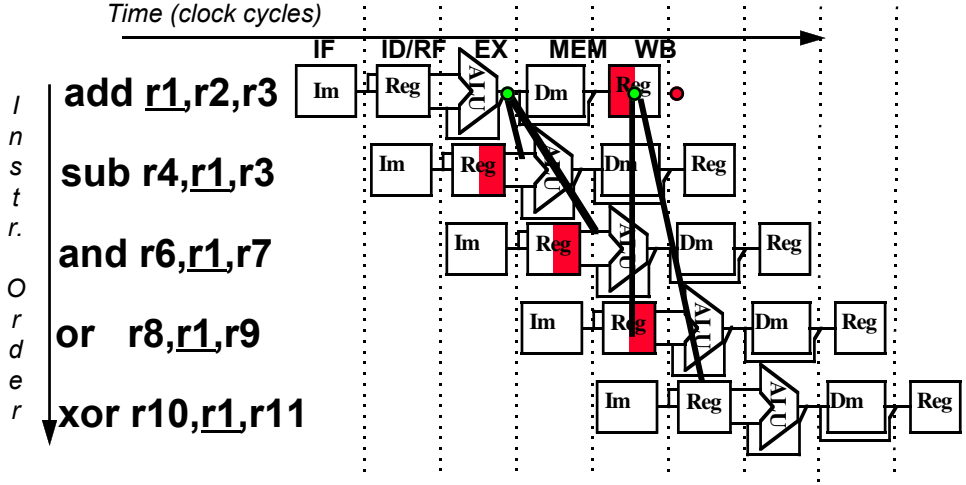
Data Hazard Solution:

• “Forward” result from one stage to another



• “or” OK if define read/write properly

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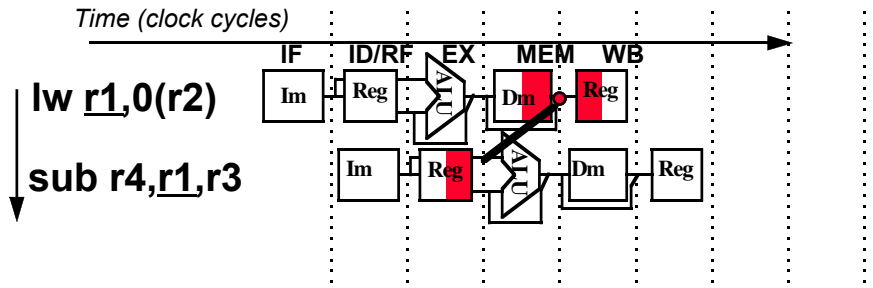
Forwarding (or Bypassing): What about Loads

- Dependencies backwards in time are hazards



- Can't solve with forwarding:
- Must delay/stall instruction dependent on loads

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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

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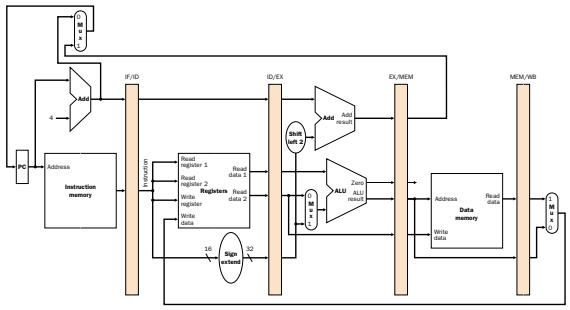
Pipelined Datapath (as in book); hard to read



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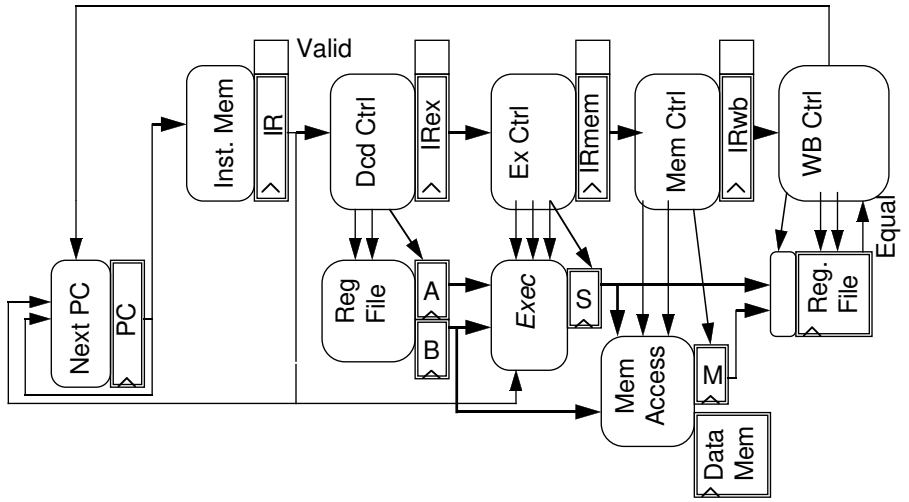
Pipelined Processor (almost) for slides

- What happens if we start a new instruction every cycle?



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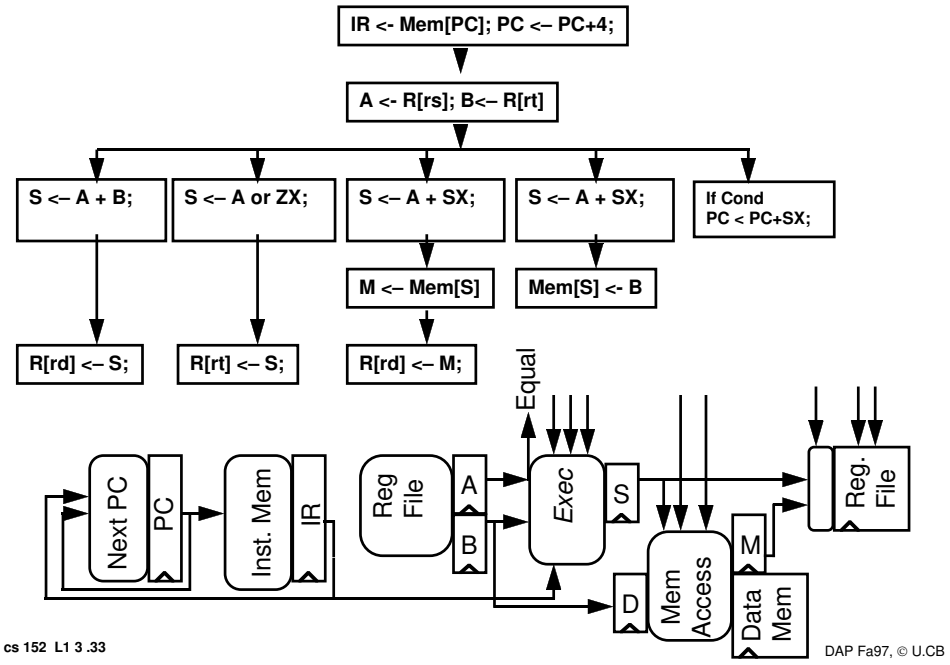
Control and Datapath



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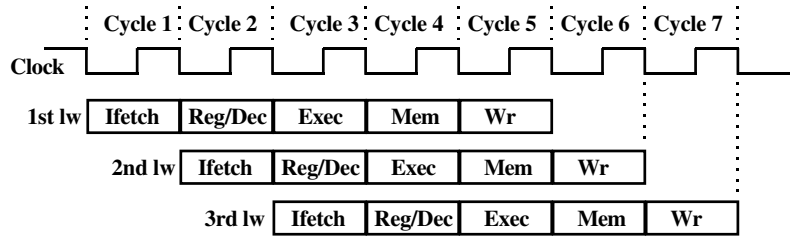
Pipelining the Load Instruction



- 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

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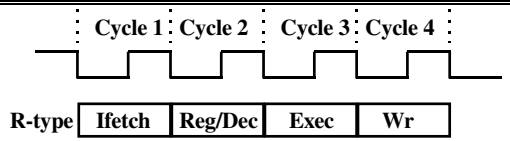
The Four Stages of R-type



- 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

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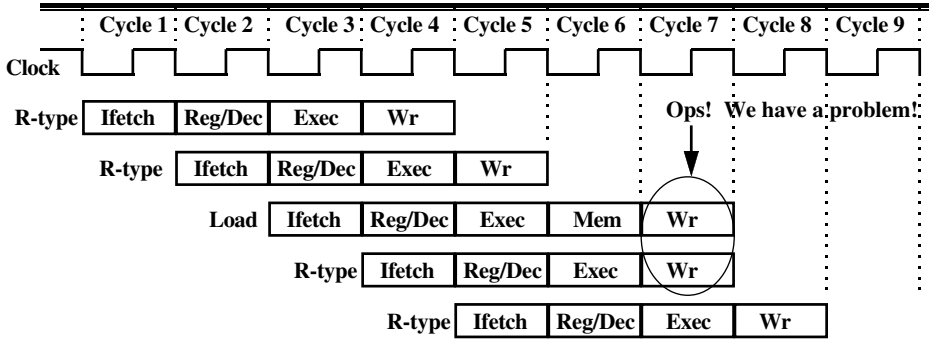
Pipelining the R-type and Load Instruction



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

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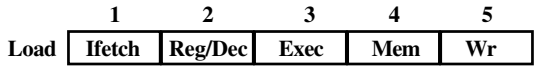
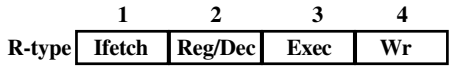
Important Observation

- 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



  - R-type uses Register File's Write Port during its 4th stage



- 2 ways to solve this pipeline hazard.

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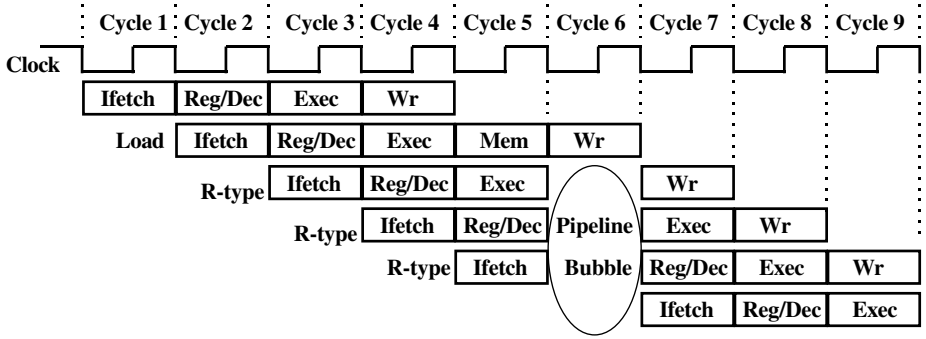
Solution 1: Insert "Bubble" into the Pipeline



- 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!

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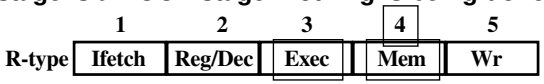
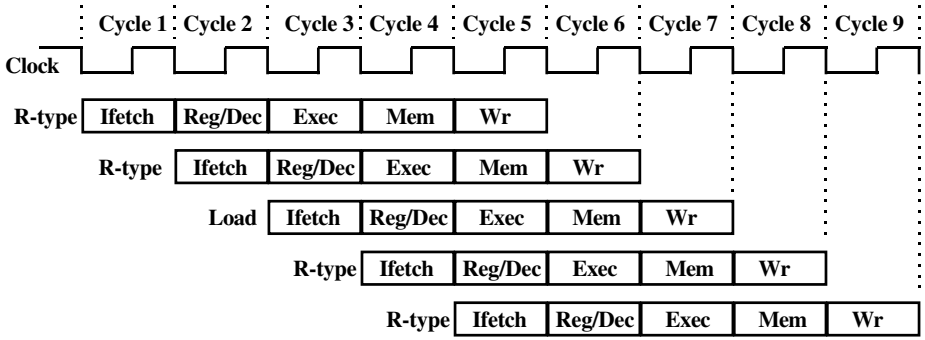
Solution 2: Delay R-type's Write by One Cycle

- 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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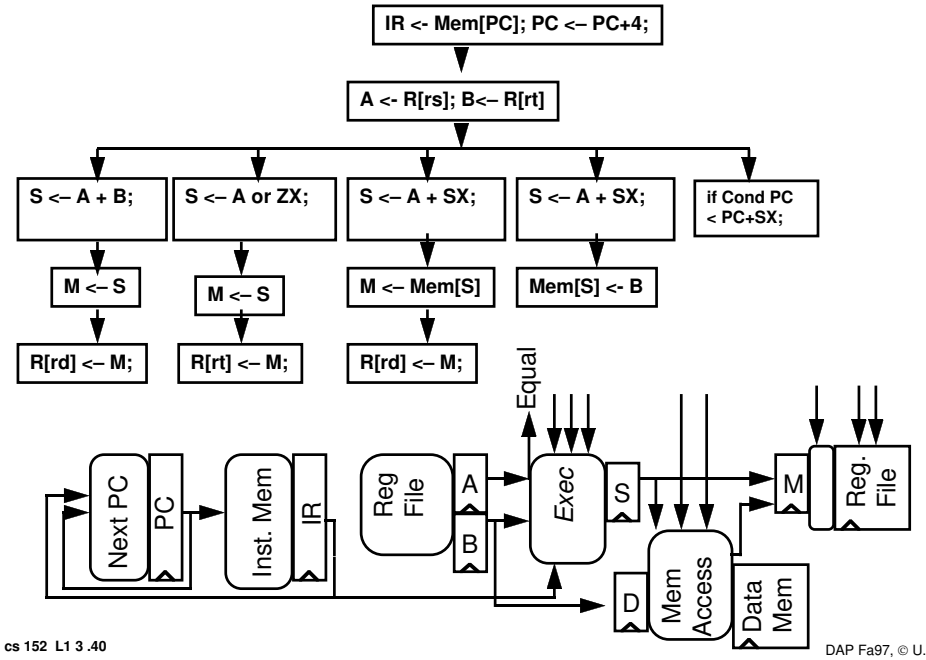
Modified Control & Datapath



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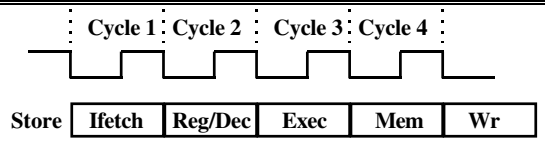
The Four Stages of Store



- **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**

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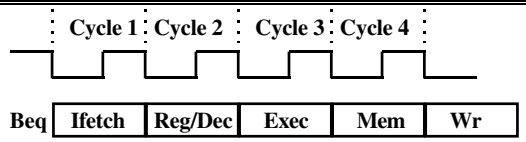
The Three Stages of Beq



- **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

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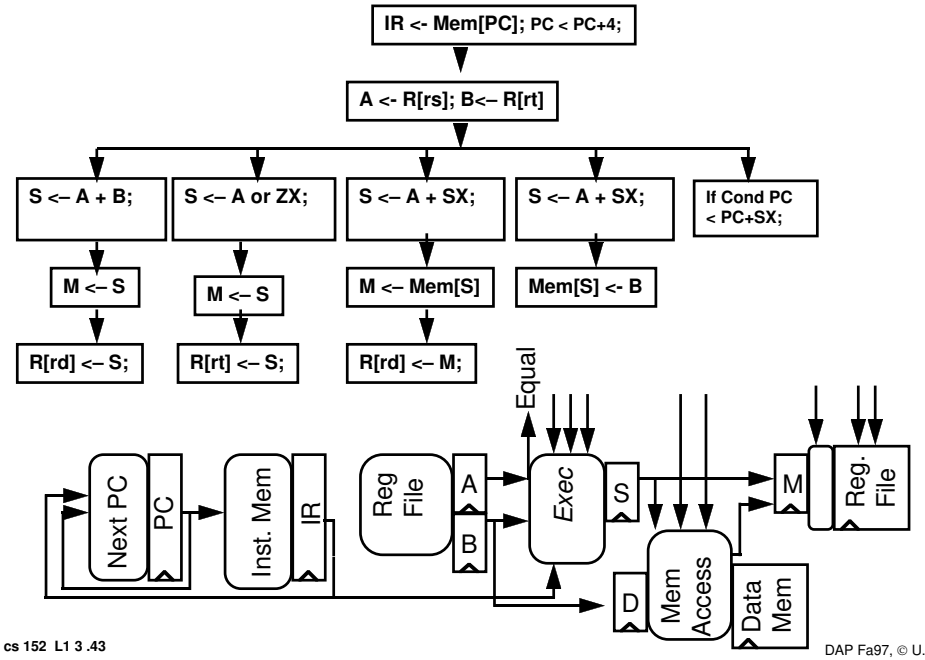
Control Diagram



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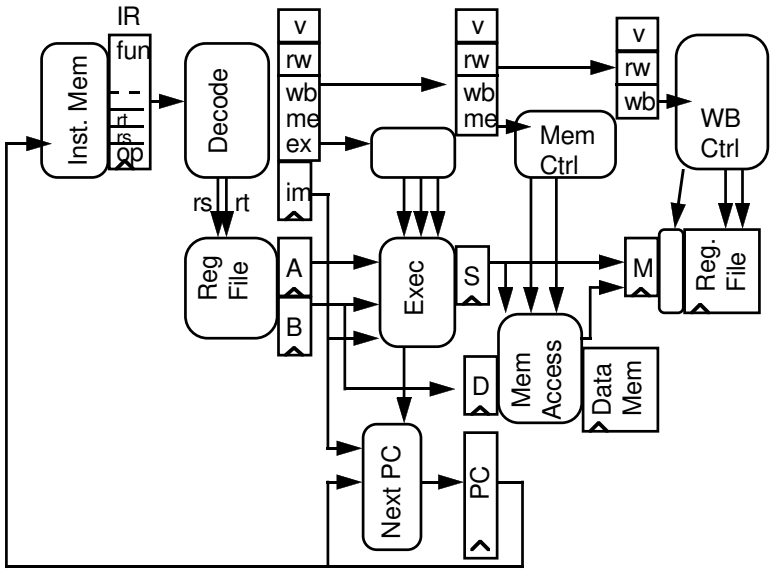
Datapath + Data Stationary Control



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Let's Try it Out

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**

these addresses are octal

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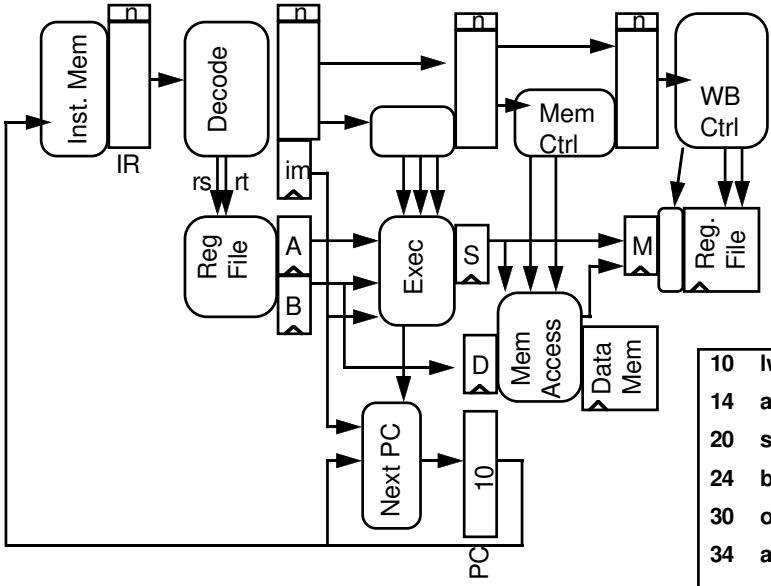
Start: Fetch 10



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**

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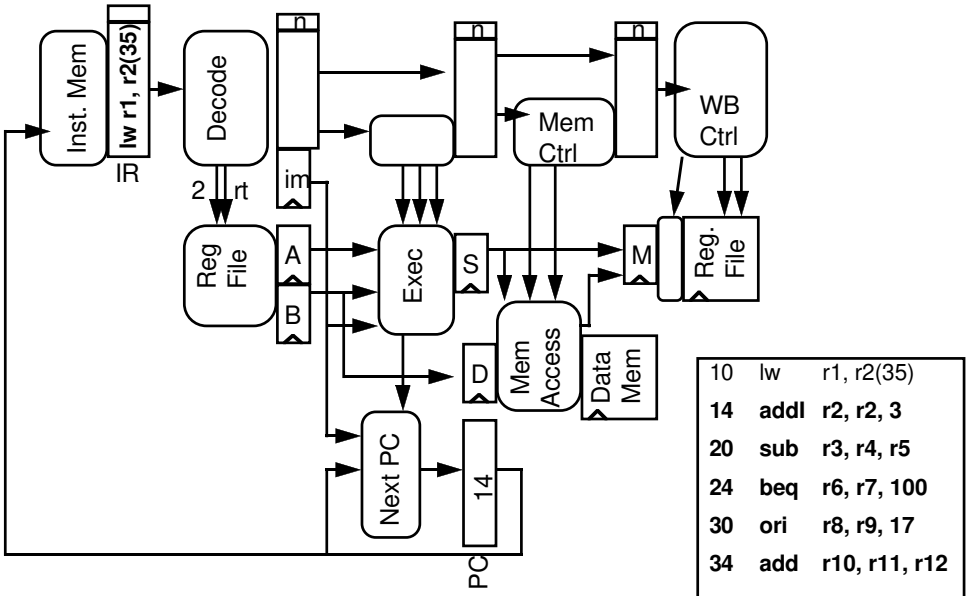
Fetch 14, Decode 10



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**

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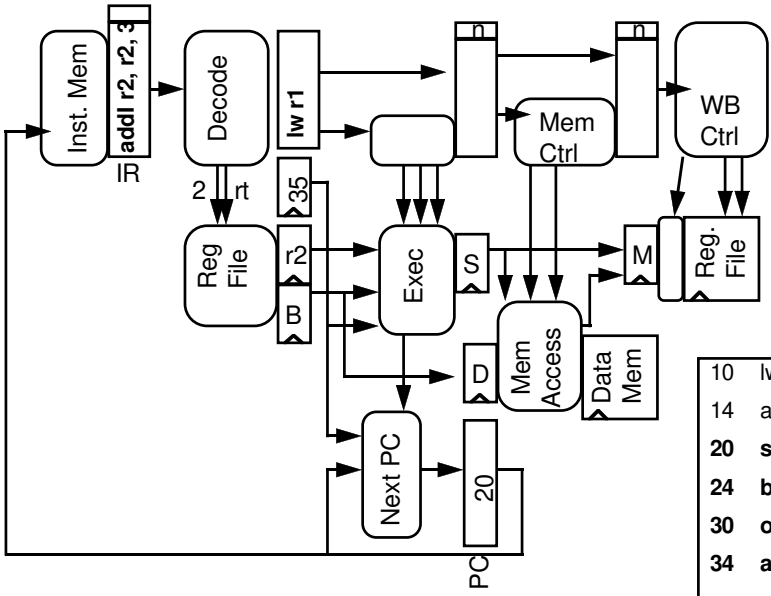
Fetch 20, Decode 14, Exec 10



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**

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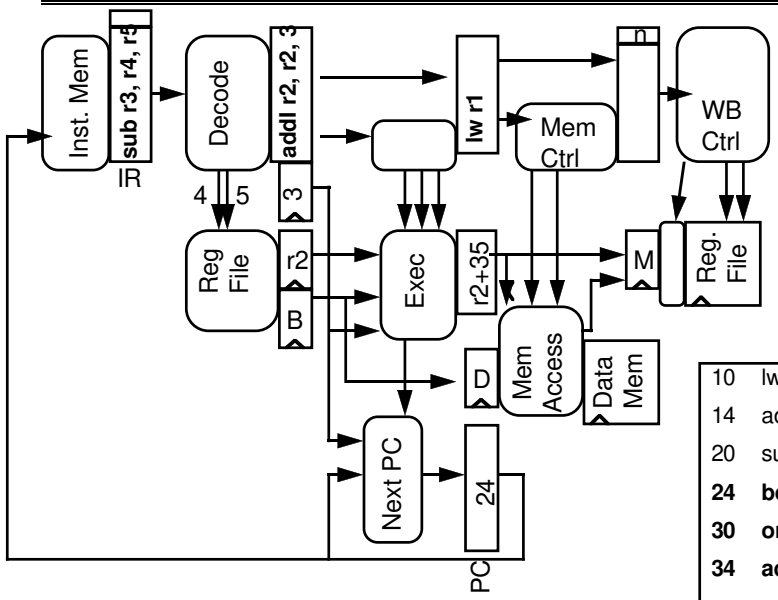
Fetch 24, Decode 20, Exec 14, Mem 10



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**

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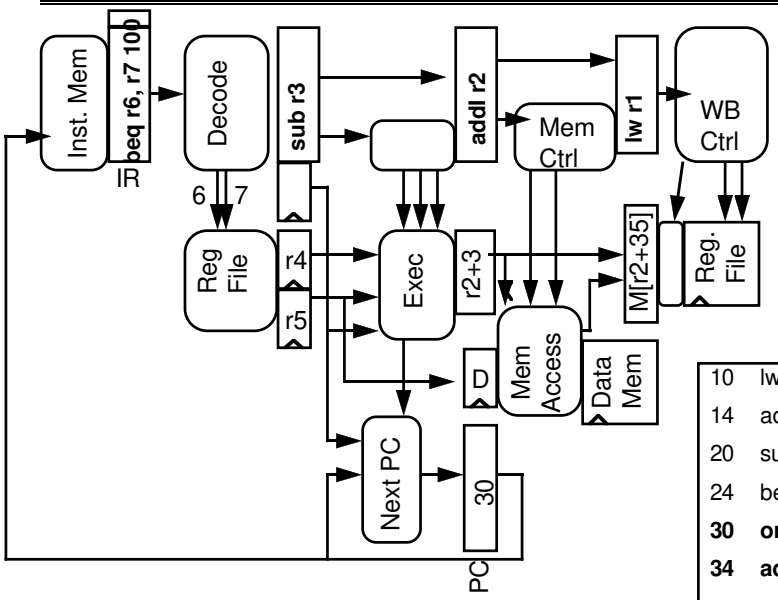
Fetch 30, Dcd 24, Ex 20, Mem 14, WB 10



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**

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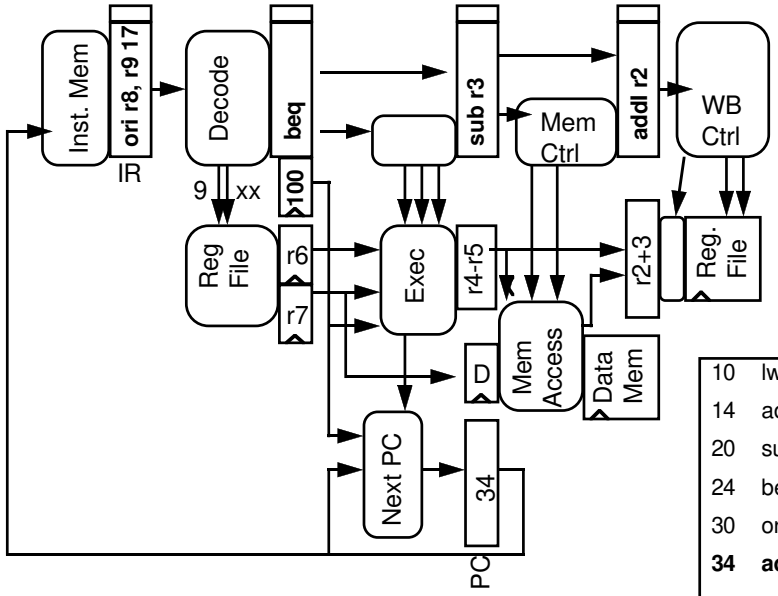
Fetch 34, Dcd 30, Ex 24, Mem 20, WB 14



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**

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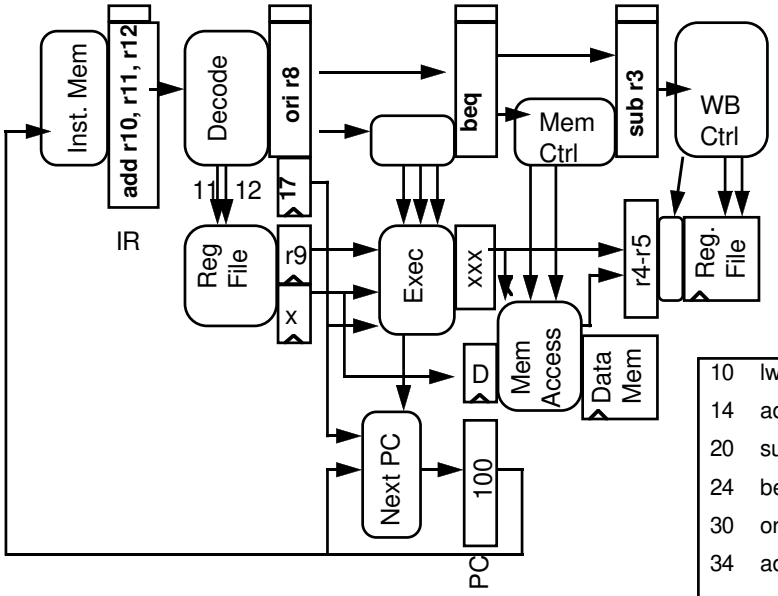
Fetch 100, Dcd 34, Ex 30, Mem 24, WB 20



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**

ooops, we should have only one delayed instruction

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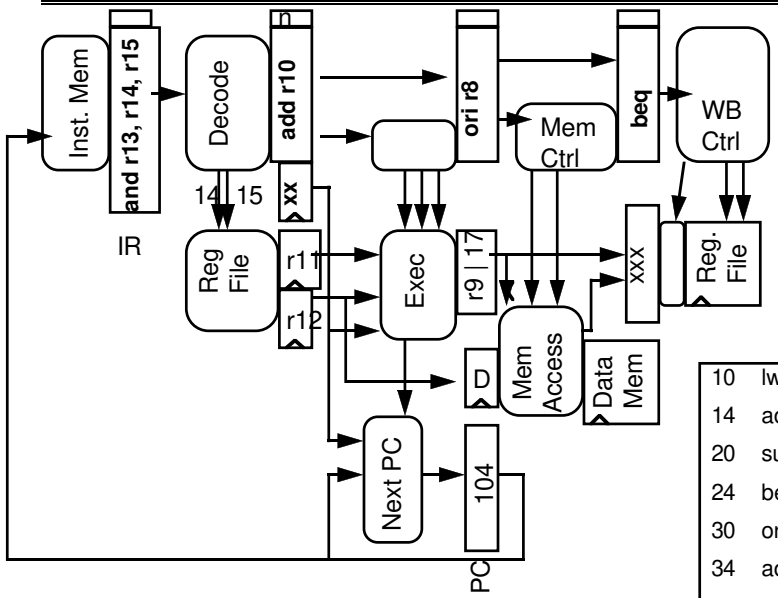
Fetch 104, Dcd 100, Ex 34, Mem 30, WB 24



r1=M[r2+35]
r2 = r2+3
r3 = r4-r5

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**

Squash the extra instruction in the branch shadow!

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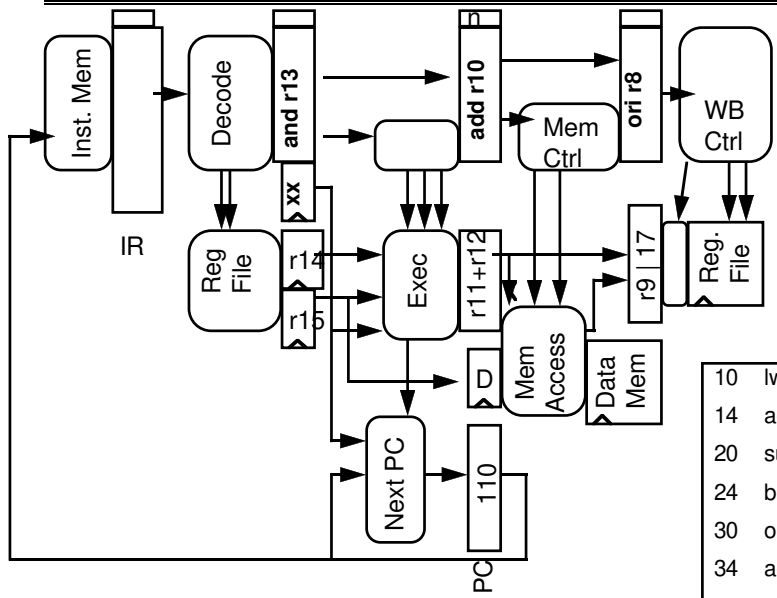
Fetch 108, Dcd 104, Ex 100, Mem 34, WB 30



r1=M[r2+35]
r2 = r2+3
r3 = r4-r5

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**

Squash the extra instruction in the branch shadow!

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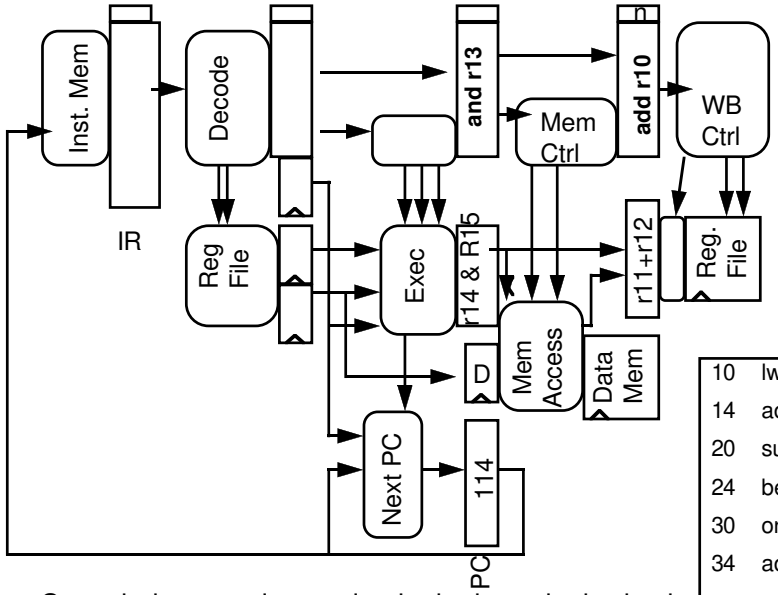
Fetch 114, Dcd 110, Ex 104, Mem 100, WB 34



NO WB
NO Ovflow

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

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**

Squash the extra instruction in the branch shadow!

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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.**

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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

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