

Lecture 4:
**Tomasulo Algorithm and Dynamic
Branch Prediction**

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Computer Science 252
Spring 1998

Review: Summary

- **Instruction Level Parallelism (ILP) in SW or HW**
- **Loop level parallelism is easiest to see**
- **SW parallelism dependencies defined for program, hazards if HW cannot resolve**
- **SW dependencies/compiler sophistication determine if compiler can unroll loops**
 - Memory dependencies hardest to determine
- **HW exploiting ILP**
 - Works when can't know dependence at run time
 - Code for one machine runs well on another
- **Key idea of Scoreboard: Allow instructions behind stall to proceed (Decode => Issue instr & read operands)**
 - Enables out-of-order execution => out-of-order completion
 - ID stage checked both for structural & data dependencies

Review: Three Parts of the Scoreboard

1. Instruction status—which of 4 steps the instruction is in

2. Functional unit status—Indicates the state of the functional unit (FU). 9 fields for each functional unit

Busy—Indicates whether the unit is busy or not

Op—Operation to perform in the unit (e.g., + or −)

Fi—Destination register

Fj, Fk—Source-register numbers

Qj, Qk—Functional units producing source registers Fj, Fk

Rj, Rk—Flags indicating when Fj, Fk are ready

3. Register result status—Indicates which functional unit will write each register, if one exists. Blank when no pending instructions will write that register

Review: Scoreboard Example Cycle 3

Instruction status				Read	Execute	Write	
Instruction	<i>j</i>	<i>k</i>		Issue	operand	complete	Result
LD	F6	34+	R2	1	2	3	
LD	F2	45+	R3				
MULT	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Functional unit status		<i>dest</i>	<i>S1</i>	<i>S2</i>	<i>FU for <i>j</i></i>	<i>FU for <i>k</i></i>	<i>F_j?</i>	<i>F_k?</i>
<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>F_i</i>	<i>F_j</i>	<i>F_k</i>	<i>Q_j</i>	<i>Q_k</i>
	Integer	Yes	Load	F6		R2		
	Mult1	No						
	Mult2	No						
	Add	No						
	Divide	No						

Register result status		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
Clock										
3	<i>FU</i>	Integer								

- **Issue MULT? No, stall on structural hazard**

Review: Scoreboard Example Cycle 9

Instruction status				Read	Executi	Write					
Instruction	<i>j</i>	<i>k</i>	Issue	operanc	comple	Result					
LD	F6	34+	R2	1	2	3	4				
LD	F2	45+	R3	5	6	7	8				
MULT	F0	F2	F4	6	9						
SUBD	F8	F6	F2	7	9						
DIVD	F10	F0	F6	8							
ADDD	F6	F8	F2								

Functional unit status		Busy	Op	dest	<i>S1</i>	<i>S2</i>	FU for <i>j</i>	FU for <i>k</i>	<i>Fj?</i>	<i>Fk?</i>
Time	Name			<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>	<i>Rj</i>	<i>Rk</i>
	Integer	No								
10	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
2	Add	Yes	Sub	F8	F6	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status		F0	F2	F4	F6	F8	F10	F12	...	F30
Clock										
9	FU	Mult1				Add	Divide			

- **Read operands for MULT & SUBD? Issue ADDD?**

Review: Scoreboard Example Cycle 17

Instruction status				Read	Execution	Write					
Instruction	<i>j</i>	<i>k</i>		Issue	operands	complete	Result				
LD	F6	34+	R2	1	2	3	4				
LD	F2	45+	R3	5	6	7	8				
MULT	F0	F2	F4	6	9						
SUBD	F8	F6	F2	7	9	11	12				
DIVD	F10	F0	F6	8							
ADDD	F6	F8	F2	13	14	16					

Functional unit status		<i>dest</i>	<i>S1</i>	<i>S2</i>	<i>FU for <i>j</i></i>	<i>FU for <i>k</i></i>	<i>F_j?</i>	<i>F_k?</i>
<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Fi</i>	<i>Fj</i>	<i>Fk</i>	<i>Qj</i>	<i>Qk</i>
	Integer	No						
2	Mult1	Yes	Mult	F0	F2	F4		
	Mult2	No						
	Add	Yes	Add	F6	F8	F2		
	Divide	Yes	Div	F10	F0	F6	Mult1	

Register result status		<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
Clock										
17	<i>FU</i>	Mult1			Add		Divide			

- Write result of ADDD? No, WAR hazard

Review: Scoreboard Example Cycle 62

Instruction status				Read	Execution	Write					
Instruction	<i>j</i>	<i>k</i>		Issue	operand	complete	Result				
LD	F6	34+	R2	1	2	3	4				
LD	F2	45+	R3	5	6	7	8				
MULT	F0	F2	F4	6	9	19	20				
SUBD	F8	F6	F2	7	9	11	12				
DIVD	F10	F0	F6	8	21	61	62				
ADDD	F6	F8	F2	13	14	16	22				

Functional unit status		Busy	Op	dest	S1	S2	FU for <i>j</i>	FU for <i>k</i>	Fj?	Fk?
Time	Name			Fi	Fj	Fk	Qj	Qk	Rj	Rk
	Integer	No								
	Mult1	No								
	Mult2	No								
	Add	No								
	0 Divide	No								

Register result status		F0	F2	F4	F6	F8	F10	F12	...	F30
Clock										
62	FU									

- In-order issue; out-of-order execute & commit** DAP Spr.'98 ©UCB 7

Review: Scoreboard Summary

- **Speedup 1.7 from compiler; 2.5 by hand
BUT slow memory (no cache)**
- **Limitations of 6600 scoreboard**
 - No forwarding (First write register then read it)
 - Limited to instructions in basic block
(small *window*)
 - Number of functional units(structural hazards)
 - Wait for WAR hazards
 - Prevent WAW hazards

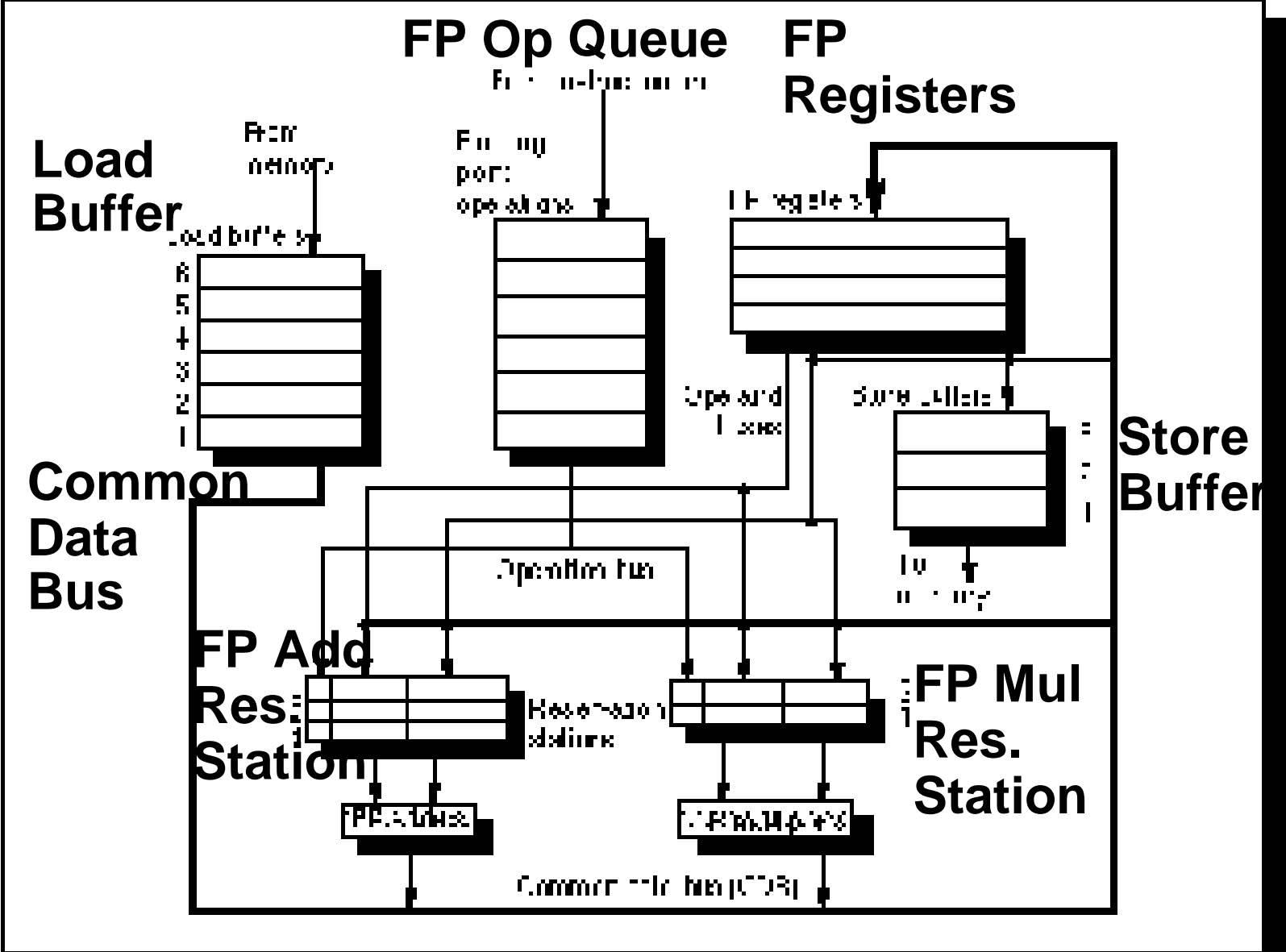
Another Dynamic Algorithm: Tomasulo Algorithm

- **For IBM 360/91 about 3 years after CDC 6600 (1966)**
- **Goal: High Performance without special compilers**
- **Differences between IBM 360 & CDC 6600 ISA**
 - IBM has only 2 register specifiers/instr vs. 3 in CDC 6600
 - IBM has 4 FP registers vs. 8 in CDC 6600
- **Why Study? lead to Alpha 21264, HP 8000, MIPS 10000, Pentium II, PowerPC 604, ...**

Tomasulo Algorithm vs. Scoreboard

- Control & buffers distributed with Function Units (FU) vs. centralized in scoreboard;
 - FU buffers called “reservation stations”; have pending operands
- Registers in instructions replaced by values or pointers to reservation stations(RS); called register renaming ;
 - avoids WAR, WAW hazards
 - More reservation stations than registers, so can do optimizations compilers can't
- Results to FU from RS, not through registers, over Common Data Bus that broadcasts results to all FUs
- Load and Stores treated as FUs with RSs as well
- Integer instructions can go past branches, allowing FP ops beyond basic block in FP queue

Tomasulo Organization



Reservation Station Components

Op—Operation to perform in the unit (e.g., + or –)

Vj, Vk—**Value** of Source operands

- Store buffers has V field, result to be stored

Qj, Qk—Reservation stations producing source registers (value to be written)

- Note: No ready flags as in Scoreboard; $Q_j, Q_k=0 \Rightarrow$ ready
- Store buffers only have Q_i for RS producing result

Busy—Indicates reservation station or FU is busy

Register result status—Indicates which functional unit will write each register, if one exists. Blank when no pending instructions that will write that register.

Three Stages of Tomasulo Algorithm

1. Issue—get instruction from FP Op Queue

If reservation station free (no structural hazard),
control issues instr & sends operands (renames registers).

2. Execution—operate on operands (EX)

When both operands ready then execute;
if not ready, watch Common Data Bus for result

3. Write result—finish execution (WB)

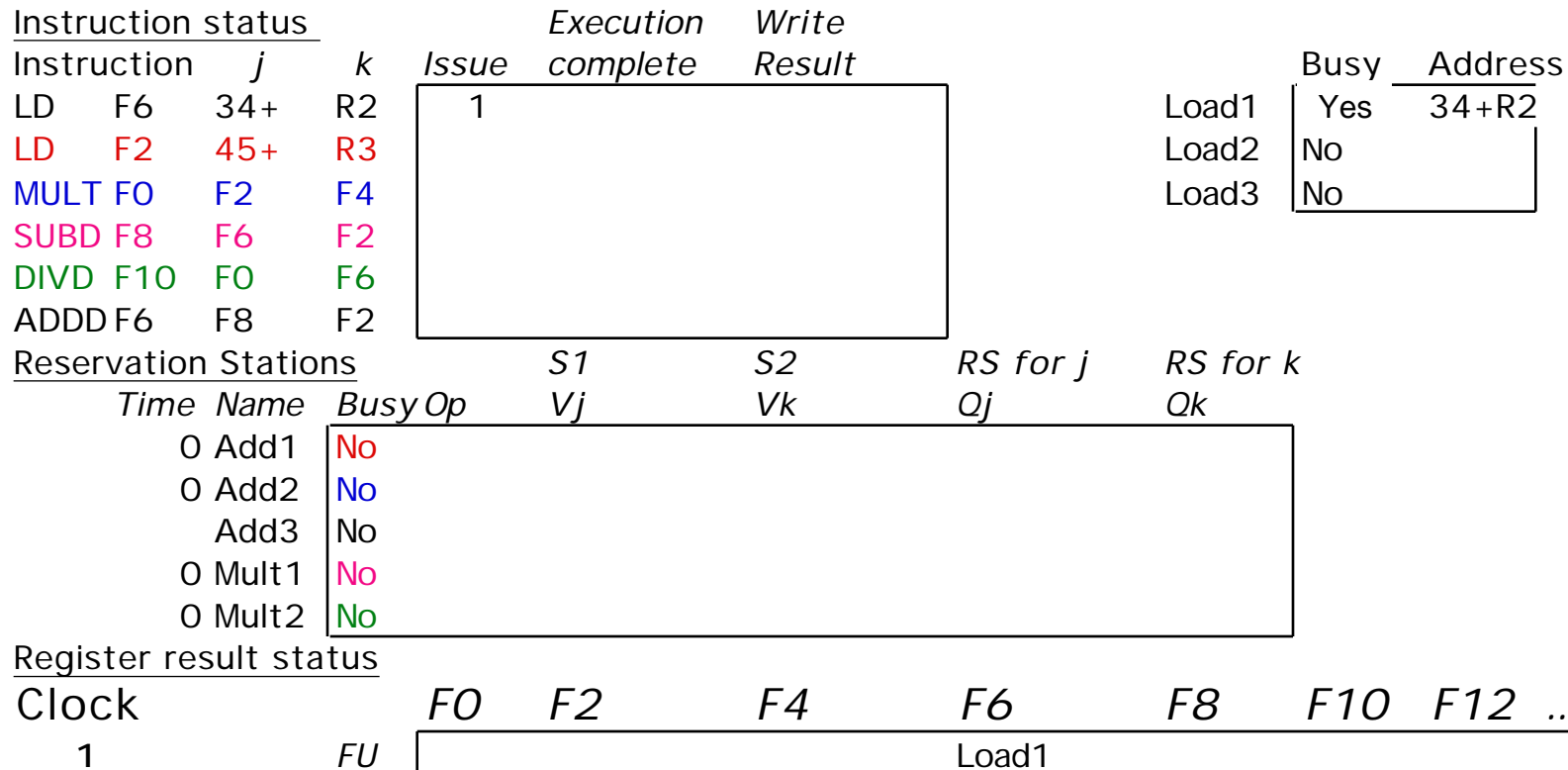
Write on Common Data Bus to all awaiting units;
mark reservation station available

- Normal data bus: data + destination (“go to” bus)
- Common data bus: data + source (“come from” bus)
 - 64 bits of data + 4 bits of Functional Unit source address
 - Write if matches expected Functional Unit (produces result)
 - Does the broadcast

Tomasulo Example Cycle 0

Instruction status				<i>Issue</i>	<i>Execution complete</i>	<i>Write Result</i>						
Instruction	<i>j</i>	<i>k</i>						Busy	Address			
LD	F6	34+	R2					Load1	No			
LD	F2	45+	R3					Load2	No			
MULT	F0	F2	F4					Load3	No			
SUBD	F8	F6	F2									
DIVD	F10	F0	F6									
ADDD	F6	F8	F2									
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>					
	0	Add1	No									
	0	Add2	No									
	0	Add3	No									
	0	Mult1	No									
	0	Mult2	No									
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
0			<i>FU</i>									

Tomasulo Example Cycle 1



CS 252 Administrivia

- **Get your photo taken by Joe Gebis! (or give URL)**
- **Class videos review next door (201 McLaughlin)**
- **Reading Assignments for Lectures 3 to 7**
 - **Computer Architecture: A Quantitative Approach, Chapter 4, Appendix B**
- **Exercises for Lectures 3 to 7**
 - **Due Thursday February 12 at 5PM homework box in 283 Soda (building is locked at 6:45 PM)**
 - **4.2, 4.10, 4.19**
 - **4.14 parts c) and d) only**
 - **B.2**
 - **Done in pairs, but both need to understand whole assignment**
 - **Study groups encouraged, but pairs do own work**

Computers in the News

- The first Alpha 21264 chips are sampling now and will enter volume production in the spring of 1998
 - 15.2 million transistors
 - 64 KB on-chip data and instruction caches
 - superscalar: 4 instructions per clock cycle to be issued to 4 integer execution units and 2 floating point units
 - Out-of-order instruction execution
 - Improved branch prediction through “intuitive execution”
- Performance will begin at an estimated 40 SPECint95 and 60 SPECfp95 and will reach more than 100 SPECint95 and 150 SPECfp95, and operate at more than 1000 MHz by the year 2000.
 - FYI: Intel Pentium II 333 MHz Pentium II (1998)
13 SPECint95, 9 SPECfp95

Tomasulo Example Cycle 2

Instruction status				Issue	Execution complete	Write Result		
Instruction	<i>j</i>	<i>k</i>					Busy	Address
LD	F6	34+	R2	1			Load1	Yes 34+R2
LD	F2	45+	R3	2			Load2	Yes 45+R3
MULT	F0	F2	F4				Load3	No
SUBD	F8	F6	F2					
DIVD	F10	F0	F6					
ADDD	F6	F8	F2					

Reservation Stations			S1	S2	RS for <i>j</i>	RS for <i>k</i>
Time	Name	Busy Op	V _{<i>j</i>}	V _{<i>k</i>}	Q _{<i>j</i>}	Q _{<i>k</i>}
0	Add1	No				
0	Add2	No				
	Add3	No				
0	Mult1	No				
0	Mult2	No				

Register result status		F0	F2	F4	F6	F8	F10	F12	...	F30
Clock										
2	FU		Load2		Load1					

Note: Unlike 6600, can have multiple loads outstanding

Tomasulo Example Cycle 3

Instruction status				Issue	Execution complete	Write Result		Busy	Address
Instruction	<i>j</i>	<i>k</i>							
LD	F6	34+	R2	1	3		Load1	Yes	34+R2
LD	F2	45+	R3	2			Load2	Yes	45+R3
MULT	F0	F2	F4	3			Load3	No	
SUBD	F8	F6	F2						
DIVD	F10	F0	F6						
ADDD	F6	F8	F2						

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
0	Add1	No				
0	Add2	No				
	Add3	No				
0	Mult1	Yes MULTD		R(F4)	Load2	
0	Mult2	No				

Register result status									
Clock	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
3	FU	Mult1	Load2		Load1				

- **Note: registers names are removed (“renamed”) in Reservation Stations; MULT issued vs. scoreboard**
- **Load1 completing; what is waiting for Load1?**

Tomasulo Example Cycle 4

Instruction status				Issue	Execution	Write			Busy	Address
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>				
LD	F6	34+	R2	1	3	4		Load1	No	
LD	F2	45+	R3	2	4			Load2	Yes	45+R3
MULT	F0	F2	F4	3				Load3	No	
SUBD	F8	F6	F2	4						
DIVD	F10	F0	F6							
ADDD	F6	F8	F2							

Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	0	Add1	Yes SUBD	M(34+R2)			Load2
	0	Add2	No				
		Add3	No				
	0	Mult1	Yes MULTD		R(F4)	Load2	
	0	Mult2	No				

Register result status											
Clock			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
4		<i>FU</i>	Mult1	Load2		M(34+R2)	Add1				

- Load2 completing; what is waiting for it?

Tomasulo Example Cycle 5

Instruction status				Issue	Execution	Write			Busy	Address		
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>						
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4								
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2									
Reservation Stations					<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>				
	<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>				
	2	Add1	Yes	SUBD	M(34+R2)	M(45+R3)						
	0	Add2	No									
		Add3	No									
	10	Mult1	Yes	MULTD	M(45+R3)	R(F4)						
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
5			FU	Mult1	M(45+R3)		M(34+R2)	Add1	Mult2			

Tomasulo Example Cycle 6

Instruction status				Issue	Execution	Write			Busy	Address
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>				
LD	F6	34+	R2	1	3	4		Load1	No	
LD	F2	45+	R3	2	4	5		Load2	No	
MULT	F0	F2	F4	3				Load3	No	
SUBD	F8	F6	F2	4						
DIVD	F10	F0	F6	5						
ADDD	F6	F8	F2	6						

Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	1	Add1	Yes	SUBD	M(34+R2)	M(45+R3)	
	0	Add2	Yes	ADDD		M(45+R3)	Add1
		Add3	No				
	9	Mult1	Yes	MULTD	M(45+R3)	R(F4)	
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1

Register result status											
Clock			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
6		<i>FU</i>	Mult1	M(45+R3)		Add2	Add1	Mult2			

- Issue ADDD here vs. scoreboard?

Tomasulo Example Cycle 7

Instruction status				Issue	Execution	Write						
Instruction	j	k		$Issue$	$complete$	$Result$		Busy	Address			
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7							
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6								
Reservation Stations					$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk				
	0	Add1	Yes	SUBD	$M(34+R2)$	$M(45+R3)$						
	0	Add2	Yes	ADDD		$M(45+R3)$	Add1					
		Add3	No									
	8	Mult1	Yes	MULTD	$M(45+R3)$	$R(F4)$						
	0	Mult2	Yes	DIVD		$M(34+R2)$	Mult1					
Register result status												
Clock				$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
7			FU	Mult1	$M(45+R3)$		Add2	Add1	Mult2			

- Add1 completing; what is waiting for it?

Tomasulo Example Cycle 8

Instruction status			Execution			Write					
Instruction	<i>j</i>	<i>k</i>	Issue	complete	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No		
LD	F2	45+	R3	2	4	5		Load2	No		
MULT	F0	F2	F4	3				Load3	No		
SUBD	F8	F6	F2	4	7	8					
DIVD	F10	F0	F6	5							
ADDD	F6	F8	F2	6							
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>				
	Time	Name	Busy	Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>			
	0	Add1	No								
	2	Add2	Yes	ADDD	M()-M()	M(45+R3)					
	0	Add3	No								
	7	Mult1	Yes	MULTD	M(45+R3)	R(F4)					
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1				
Register result status											
Clock			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
8		FU	Mult1	M(45+R3)		Add2	M()-M()	Mult2			

Tomasulo Example Cycle 9

Instruction status				Execution	Write							
Instruction	<i>j</i>	<i>k</i>	Issue	complete	Result			Busy	Address			
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6								
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>					
	0	Add1	No									
	1	Add2	Yes	ADDD	M()-M()	M(45+R3)						
	0	Add3	No									
	6	Mult1	Yes	MULTD	M(45+R3)	R(F4)						
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
9			FU	Mult1	M(45+R3)		Add2	M()-M()	Mult2			

Tomasulo Example Cycle 10

Instruction status				Execution	Write							
Instruction	<i>j</i>	<i>k</i>	Issue	complete	Result			Busy	Address			
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10							
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>				
	0	Add1	No									
	0	Add2	Yes	ADDD	M()-M()	M(45+R3)						
	0	Add3	No									
	5	Mult1	Yes	MULTD	M(45+R3)	R(F4)						
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
10			FU	Mult1	M(45+R3)		Add2	M()-M()	Mult2			

- Add2 completing; what is waiting for it?

Tomasulo Example Cycle 11

Instruction status			Execution			Write					
Instruction	<i>j</i>	<i>k</i>	Issue	complete	Result			Busy	Address		
LD	F6	34+	R2	1	3	4		Load1	No		
LD	F2	45+	R3	2	4	5		Load2	No		
MULT	F0	F2	F4	3				Load3	No		
SUBD	F8	F6	F2	4	7	8					
DIVD	F10	F0	F6	5							
ADDD	F6	F8	F2	6	10	11					
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>				
	Time	Name	Busy	Op	<i>V_j</i>	<i>V_k</i>	<i>Q_j</i>	<i>Q_k</i>			
	0	Add1	No								
	0	Add2	No								
	0	Add3	No								
	4	Mult1	Yes	MULTD	M(45+R3)	R(F4)					
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1				
Register result status											
Clock			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
11		FU	Mult1	M(45+R3)		(M-M)+M()	M()-M()	Mult2			

- Write result of ADDD here vs. scoreboard?

Tomasulo Example Cycle 12

Instruction status				Execution	Write					
Instruction	j	k	Issue	complete	Result			Busy	Address	
LD	F6	34+	R2	1	3	4		Load1	No	
LD	F2	45+	R3	2	4	5		Load2	No	
MULT	F0	F2	F4	3				Load3	No	
SUBD	F8	F6	F2	4	6	7				
DIVD	F10	F0	F6	5						
ADDD	F6	F8	F2	6	10	11				
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$			
	Time	Name	Busy Op	Vj	Vk	Qj	Qk			
	0	Add1	No							
	0	Add2	No							
	0	Add3	No							
	3	Mult1	Yes	MULTD	M(45+R3)	R(F4)				
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1			
Register result status										
Clock				F0	F2	F4	F6	F8	F10	F12 ... F30
12			FU	Mult1	M(45+R3)		(M-M)+M()	M()-M()	Mult2	

- Note: all quick instructions complete already

Tomasulo Example Cycle 13

Instruction status				Issue	Execution	Write						
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>		Busy	Address			
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>					
	0	Add1	No									
	0	Add2	No									
		Add3	No									
	2	Mult1	Yes	MULTD	M(45+R3)	R(F4)						
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
13			FU	Mult1	M(45+R3)		(M-M)+M()	M()-M()	Mult2			

Tomasulo Example Cycle 14

Instruction status				Execution	Write							
Instruction	<i>j</i>	<i>k</i>	Issue	complete	Result			Busy	Address			
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3				Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>					
	0	Add1	No									
	0	Add2	No									
	0	Add3	No									
	1	Mult1	Yes	MULTD	M(45+R3)	R(F4)						
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
14			FU	Mult1	M(45+R3)		(M-M)+M()	M()-M()	Mult2			

Tomasulo Example Cycle 15

Instruction status				Issue	Execution	Write			Busy	Address		
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>						
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3	15			Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>				
	0	Add1	No									
	0	Add2	No									
		Add3	No									
	0	Mult1	Yes	MULTD	M(45+R3)	R(F4)						
	0	Mult2	Yes	DIVD		M(34+R2)	Mult1					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
15			FU	Mult1	M(45+R3)		(M-M)+M()	M()-M()	Mult2			

- **Mult1 completing; what is waiting for it?**

Tomasulo Example Cycle 16

Instruction status				Issue	Execution	Write						
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>			Busy	Address		
LD	F6	34+	R2	1	3	4			Load1	No		
LD	F2	45+	R3	2	4	5			Load2	No		
MULT	F0	F2	F4	3	15	16			Load3	No		
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservation Stations					<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>				
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>					
	0	Add1	No									
	0	Add2	No									
		Add3	No									
	0	Mult1	No									
	40	Mult2	Yes	DIVD	M*F4		M(34+R2)					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
16			<i>FU</i>	M*F4	M(45+R3)		(M-M)+M()	M()-M()	Mult2			

- **Note: Just waiting for divide**

Tomasulo Example Cycle 55

Instruction status				Issue	Execution	Write						
Instruction	<i>j</i>	<i>k</i>		<i>Issue</i>	<i>complete</i>	<i>Result</i>		Busy	Address			
LD	F6	34+	R2	1	3	4		Load1	No			
LD	F2	45+	R3	2	4	5		Load2	No			
MULT	F0	F2	F4	3	15	16		Load3	No			
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5								
ADDD	F6	F8	F2	6	10	11						
Reservation Stations				<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>					
	<i>Time</i>	<i>Name</i>	<i>Busy Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>					
	0	Add1	No									
	0	Add2	No									
		Add3	No									
	0	Mult1	No									
	1	Mult2	Yes	DIVD	M*F4		M(34+R2)					
Register result status												
Clock				<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
55			<i>FU</i>	M*F4	M(45+R3)		(M-M)+M()	M()-M()	Mult2			

Tomasulo Example Cycle 56

Instruction status				Issue	Execution	Write						
Instruction	j	k		$Issue$	$complete$	$Result$			Busy	Address		
LD	F6	34+	R2	1	3	4			Load1	No		
LD	F2	45+	R3	2	4	5			Load2	No		
MULT	F0	F2	F4	3	15	16			Load3	No		
SUBD	F8	F6	F2	4	7	8						
DIVD	F10	F0	F6	5	56							
ADDD	F6	F8	F2	6	10	11						
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$					
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk				
	0	Add1	No									
	0	Add2	No									
		Add3	No									
	0	Mult1	No									
	0	Mult2	Yes	DIVD	$M * F4$				$M(34+R2)$			
Register result status												
Clock				$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
56			FU	$M * F4$	$M(45+R3)$		$(M-M)+M()$	$M()-M()$	Mult2			

- Mult 2 completing; what is waiting for it?

Tomasulo Example Cycle 57

Instruction status				Issue	Execution complete	Write Result	Busy	Address
Instruction	j	k						
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULT	F0	F2	F4	3	15	16	Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5	56	57		
ADDD	F6	F8	F2	6	10	11		

Reservation Stations				S1	S2	RS for j	RS for k
Time	Name	Busy	Op	V_j	V_k	Q_j	Q_k
0	Add1	No					
0	Add2	No					
	Add3	No					
0	Mult1	No					
0	Mult2	No					

Register result status											
Clock			F0	F2	F4	F6	F8	F10	F12	...	F30
57		FU	$M * F4$	$M(45+R3)$		$(M-M)+M()$	$M()-M()$	$M * F4 / M$			

- Again, in-order issue, out-of-order execution, completion

Compare to Scoreboard Cycle 62

Instruction status				Read	Execution	Write					
Instruction	<i>j</i>	<i>k</i>		Issue	operand	complete	Result				
LD	F6	34+	R2	1	2	3	4				
LD	F2	45+	R3	5	6	7	8				
MULT	F0	F2	F4	6	9	19	20				
SUBD	F8	F6	F2	7	9	11	12				
DIVD	F10	F0	F6	8	21	61	62				
ADDD	F6	F8	F2	13	14	16	22				

Functional unit status		Busy	Op	dest	S1	S2	FU for <i>j</i>	FU for <i>k</i>	Fj?	Fk?
Time	Name			Fi	Fj	Fk	Qj	Qk	Rj	Rk
	Integer	No								
	Mult1	No								
	Mult2	No								
	Add	No								
	0 Divide	No								

Register result status		F0	F2	F4	F6	F8	F10	F12	...	F30
Clock										
62	FU									

- Why takes longer on Scoreboard/6600?

Tomasulo v. Scoreboard (IBM 360/91 v. CDC 6600)

Pipelined Functional Units	Multiple Functional Units
(6 load, 3 store, 3 +, 2 x/÷)	(1 load/store, 1 +, 2 x, 1 ÷)
window size: 14 instructions	5 instructions
No issue on structural hazard	same
WAR: renaming avoids	stall completion
WAW: renaming avoids	stall completion
Broadcast results from FU	Write/read registers
Control: reservation stations	central scoreboard

Tomasulo Drawbacks

- **Complexity**
 - delays of 360/91, MIPS 10000, IBM 620?
- **Many associative stores (CDB) at high speed**
- **Performance limited by Common Data Bus**
 - Multiple CDBs => more FU logic for parallel assoc stores

Tomasulo Loop Example

Loop: LD	F0	0	R1
MULTD	F4	F0	F2
SD	F4	0	R1
SUBI	R1	R1	#8
BNEZ	R1	Loop	

- Assume Multiply takes 4 clocks
- Assume first load takes 8 clocks (cache miss?), second load takes 4 clocks (hit)
- To be clear, will show clocks for SUBI, BNEZ
- Reality, integer instructions ahead

Loop Example Cycle 0

Instruction status				Execution			Write	
Instruction	j	k	iteration	Issue	complete	Result	Busy	Address
LD	F0	0 R1	1			Load1	No	Qi
MULT	F4	F0 F2	1		Load2	No		
SD	F4	0 R1	1		Load3	No		
LD	F0	0 R1	2		Store1	No		
MULT	F4	F0 F2	2		Store2	No		
SD	F4	0 R1	2		Store3	No		

Reservation Stations			$S1$	$S2$	RS for j	RS for k	Code:
Time	Name	Busy Op	Vj	Vk	Qj	Qk	
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	No					SUBI R1 R1 #8
0	Mult2	No					BNEZ R1 Loop

Register result status			$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12 \dots$	$F30$
Clock	R1									
0	80	Qi								

Loop Example Cycle 1

Instruction status				Execution			Write		
Instruction	j	k	iteration	Issue	complete	Result	Busy	Address	
LD F0	0	R1	1	1		Load1	Yes	80	
MULT F4	F0	F2	1				Load2	No	
SD F4	0	R1	1				Load3	No	Qi
LD F0	0	R1	2				Store1	No	
MULT F4	F0	F2	2				Store2	No	
SD F4	0	R1	2				Store3	No	

Reservation Stations

Time	Name	Busy	Op	S1	S2	RS for j	RS for k	Code:
				V_j	V_k	Q_j	Q_k	
0	Add1	No						LD F0 0 R1
0	Add2	No						MULT F4 F0 F2
0	Add3	No						SD F4 0 R1
0	Mult1	No						SUBI R1 R1 #8
0	Mult2	No						BNEZ R1 Loop

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12...	F30
1	80	Qi	Load1						

Loop Example Cycle 2

Instruction status				Execution			Write	
Instruction	<i>j</i>	<i>k</i>	iteration	Issue	complete	Result	Busy	Address
LD F0		0 R1	1	1		Load1	Yes	80
MULT F4		F0 F2	1	2		Load2	No	
SD F4		0 R1	1			Load3	No	Qi
LD F0		0 R1	2			Store1	No	
MULT F4		F0 F2	2			Store2	No	
SD F4		0 R1	2			Store3	No	

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>	
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	Yes MULTD		R(F2)	Load1		SUBI R1 R1 #8
0	Mult2	No					BNEZ R1 Loop

Register result status			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i> ...	<i>F30</i>
Clock	R1									
2	80	Qi	Load1		Mult1					

Loop Example Cycle 3

Instruction status				Execution				Write	
Instruction	<i>j</i>	<i>k</i>	iteration	Issue	complete	Result	Busy	Address	
LD F0	0	R1	1	1		Load1	Yes	80	
MULT F4	F0	F2	1	2		Load2	No		
SD F4	0	R1	1	3		Load3	No	Qi	
LD F0	0	R1	2			Store1	Yes	80	
MULT F4	F0	F2	2			Store2	No		
SD F4	0	R1	2			Store3	No		

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>	
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	Yes MULTD		R(F2)	Load1		SUBI R1 R1 #8
0	Mult2	No					BNEZ R1 Loop

Register result status			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i> ...	<i>F30</i>
Clock	R1									
3	80	Qi	Load1		Mult1					

- **Note: MULT1 has no registers names in RS**

Loop Example Cycle 4

Instruction status				Execution			Write	
Instruction	<i>j</i>	<i>k</i>	iteration	Issue	complete	Result	Busy	Address
LD F0	0	R1	1	1		Load1	Yes	80
MULT F4	F0	F2	1	2		Load2	No	
SD F4	0	R1	1	3		Load3	No	Qi
LD F0	0	R1	2			Store1	Yes	80
MULT F4	F0	F2	2			Store2	No	
SD F4	0	R1	2			Store3	No	

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>	
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	Yes MULTD		R(F2)	Load1		SUBI R1 R1 #8
0	Mult2	No					BNEZ R1 Loop

Register result status			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i> ...	<i>F30</i>
Clock	R1									
4	72	Qi	Load1		Mult1					

Loop Example Cycle 5

Instruction status				Execution			Write	
Instruction	<i>j</i>	<i>k</i>	iteration	Issue	complete	Result	Busy	Address
LD F0		0 R1	1	1		Load1	Yes	80
MULT F4		F0 F2	1	2		Load2	No	
SD F4		0 R1	1	3		Load3	No	Qi
LD F0		0 R1	2			Store1	Yes	80
MULT F4		F0 F2	2			Store2	No	
SD F4		0 R1	2			Store3	No	

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>	
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	Yes MULTD		R(F2)	Load1		SUBI R1 R1 #8
0	Mult2	No					BNEZ R1 Loop

Register result status			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i> ...	<i>F30</i>
Clock	R1									
5	72	Qi	Load1		Mult1					

Loop Example Cycle 6

Instruction status				Execution				Write				
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address				
LD	F0	0 R1	1	1			Load1	Yes	80			
MULT	F4	F0 F2	1	2			Load2	Yes	72			
SD	F4	0 R1	1	3			Load3	No		Qi		
LD	F0	0 R1	2	6			Store1	Yes	80	Mult1		
MULT	F4	F0 F2	2				Store2	No				
SD	F4	0 R1	2				Store3	No				
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$					
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:			
	0	Add1	No						LD	F0	0 R1	
	0	Add2	No						MULT	F4	F0 F2	
	0	Add3	No						SD	F4	0 R1	
	0	Mult1	Yes	MULTD		R(F2)	Load1		SUBI	R1	R1 #8	
	0	Mult2	No						BNEZ	R1	Loop	
Register result status												
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30	
6	72	Qi	Load2		Mult1							

- Note: F0 never sees Load1 result

Loop Example Cycle 7

Instruction status				Execution				Write				
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address				
LD	F0	0 R1	1	1			Load1	Yes	80			
MULT	F4	F0 F2	1	2			Load2	Yes	72			
SD	F4	0 R1	1	3			Load3	No		Qi		
LD	F0	0 R1	2	6			Store1	Yes	80	Mult1		
MULT	F4	F0 F2	2	7			Store2	No				
SD	F4	0 R1	2				Store3	No				
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$					
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:			
	0	Add1	No						LD	F0	0 R1	
	0	Add2	No						MULT	F4	F0 F2	
	0	Add3	No						SD	F4	0 R1	
	0	Mult1	Yes	MULTD		R(F2)	Load1		SUBI	R1	R1 #8	
	0	Mult2	Yes	MULTD		R(F2)	Load2		BNEZ	R1	Loop	
Register result status												
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30	
7	72	Qi	Load2		Mult2							

- **Note: MULT2 has no registers names in RS**

Loop Example Cycle 8

Instruction status				Execution			Write	
Instruction	<i>j</i>	<i>k</i>	iteration	Issue	complete	Result	Busy	Address
LD F0		0 R1	1	1		Load1	Yes	80
MULT F4		F0 F2	1	2		Load2	Yes	72
SD F4		0 R1	1	3		Load3	No	Qi
LD F0		0 R1	2	6		Store1	Yes	80
MULT F4		F0 F2	2	7		Store2	Yes	72
SD F4		0 R1	2	8		Store3	No	

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>	
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	Yes MULTD		R(F2)	Load1		SUBI R1 R1 #8
0	Mult2	Yes MULTD		R(F2)	Load2		BNEZ R1 Loop

Register result status			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i> ...	<i>F30</i>
Clock	R1									
8	72	Qi	Load2		Mult2					

Loop Example Cycle 9

Instruction status				Execution				Write	
Instruction	j	k	iteration	Issue	complete	Result	Busy	Address	
LD F0	0	R1	1	1	9	Load1	Yes	80	
MULT F4	F0	F2	1	2		Load2	Yes	72	
SD F4	0	R1	1	3		Load3	No	Qi	
LD F0	0	R1	2	6		Store1	Yes	80	
MULT F4	F0	F2	2	7		Store2	Yes	72	
SD F4	0	R1	2	8		Store3	No		

Reservation Stations			$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$	Code:
Time	Name	Busy Op	Vj	Vk	Qj	Qk	
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
0	Mult1	Yes MULTD		R(F2)	Load1		SUBI R1 R1 #8
0	Mult2	Yes MULTD		R(F2)	Load2		BNEZ R1 Loop

Register result status			$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12 \dots$	$F30$
Clock	R1									
9	64	Qi	Load2		Mult2					

- **Load1 completing; what is waiting for it?**

Loop Example Cycle 10

Instruction status			Execution				Write		Busy Address	
Instruction	<i>j</i>	<i>k</i>	iteration	Issue	complete	Result				
LD F0	0	R1	1	1	9	10	Load1	No		
MULT F4	F0	F2	1	2			Load2	Yes	72	
SD F4	0	R1	1	3			Load3	No	Qi	
LD F0	0	R1	2	6	10		Store1	Yes	80	
MULT F4	F0	F2	2	7			Store2	Yes	72	
SD F4	0	R1	2	8			Store3	No		

Reservation Stations			<i>S1</i>	<i>S2</i>	<i>RS for j</i>	<i>RS for k</i>	
Time	Name	Busy Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
0	Add1	No					LD F0 0 R1
0	Add2	No					MULT F4 F0 F2
0	Add3	No					SD F4 0 R1
4	Mult1	Yes MULTD	M(80)	R(F2)			SUBI R1 R1 #8
0	Mult2	Yes MULTD		R(F2)	Load2		BNEZ R1 Loop

Register result status			<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12...</i>	<i>F30</i>
Clock	R1									
10	64	Qi	Load2		Mult2					

- **Load2 completing; what is waiting for it?**

Loop Example Cycle 11

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2			Load2	No			
SD	F4	0 R1	1	3			Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	Mult1	
MULT	F4	F0 F2	2	7			Store2	Yes	72	Mult2	
SD	F4	0 R1	2	8			Store3	No			
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	3	Mult1	Yes	MULTD	M(80)	R(F2)			SUBI	R1	R1 #8
	4	Mult2	Yes	MULTD	M(72)	R(F2)			BNEZ	R1	Loop
Register result status											
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30
11	64	Qi	Load3		Mult2						

Loop Example Cycle 12

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2			Load2	No			
SD	F4	0 R1	1	3			Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	Mult1	
MULT	F4	F0 F2	2	7			Store2	Yes	72	Mult2	
SD	F4	0 R1	2	8			Store3	No			
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	2	Mult1	Yes	MULTD	M(80)	R(F2)			SUBI	R1	R1 #8
	3	Mult2	Yes	MULTD	M(72)	R(F2)			BNEZ	R1	Loop
Register result status											
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30
12	64	Qi	Load3		Mult2						

Loop Example Cycle 13

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2			Load2	No			
SD	F4	0 R1	1	3			Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	Mult1	
MULT	F4	F0 F2	2	7			Store2	Yes	72	Mult2	
SD	F4	0 R1	2	8			Store3	No			
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	1	Mult1	Yes	MULTD	M(80)	R(F2)			SUBI	R1	R1 #8
	2	Mult2	Yes	MULTD	M(72)	R(F2)			BNEZ	R1	Loop
Register result status											
Clock	R1		$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
13	64	Qi	Load3		Mult2						

Loop Example Cycle 14

Instruction status						Execution		Write					
Instruction	j	k	$iteration$	$Issue$	$complete$	$Result$		Busy	Address				
LD	F0	0 R1	1	1	9	10	Load1	No					
MULT	F4	F0 F2	1	2	14		Load2	No					
SD	F4	0 R1	1	3			Load3	Yes	64	Qi			
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	Mult1			
MULT	F4	F0 F2	2	7			Store2	Yes	72	Mult2			
SD	F4	0 R1	2	8			Store3	No					
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$						
	$Time$	$Name$	$Busy$	Op	Vj	Vk	Qj	Qk	$Code:$				
	0	Add1	No						LD	F0	0	R1	
	0	Add2	No						MULT	F4	F0	F2	
	0	Add3	No						SD	F4	0	R1	
	0	Mult1	Yes	MULTD	M(80)	R(F2)			SUBI	R1	R1	#8	
	1	Mult2	Yes	MULTD	M(72)	R(F2)			BNEZ	R1		Loop	
Register result status													
Clock	R1		$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$		
14	64	Qi	Load3		Mult2								

- **Mult1 completing; what is waiting for it?**

Loop Example Cycle 15

Instruction status						Execution		Write							
Instruction	j	k	$iteration$	Issue	complete	Result		Busy	Address						
LD	F0	0 R1	1	1	9	10	Load1	No							
MULT	F4	F0 F2	1	2	14	15	Load2	No							
SD	F4	0 R1	1	3			Load3	Yes	64	Qi					
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	$M(80)*R($					
MULT	F4	F0 F2	2	7	15		Store2	Yes	72	Mult2					
SD	F4	0 R1	2	8			Store3	No							
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$								
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:						
	0	Add1	No						LD	F0	0 R1				
	0	Add2	No						MULT	F4	F0 F2				
	0	Add3	No						SD	F4	0 R1				
	0	Mult1	No						SUBI	R1	R1 #8				
	0	Mult2	Yes	MULTD	$M(72)$	$R(F2)$			BNEZ	R1	Loop				
Register result status															
Clock	R1		$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$				
15	64	Qi	Load3		Mult2										

- Mult2 completing; what is waiting for it?

Loop Example Cycle 16

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2	14	15	Load2	No			
SD	F4	0 R1	1	3			Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	$M(80)*R($	
MULT	F4	F0 F2	2	7	15	16	Store2	Yes	72	$M(72)*R($	
SD	F4	0 R1	2	8			Store3	No			
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	0	Mult1	Yes	MULTD		R(F2)	Load3		SUBI	R1	R1 #8
	0	Mult2	No						BNEZ	R1	Loop
Register result status											
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30
16	64	Qi	Load3		Mult1						

Loop Example Cycle 17

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2	14	15	Load2	No			
SD	F4	0 R1	1	3			Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	$M(80)*R($	
MULT	F4	F0 F2	2	7	15	16	Store2	Yes	72	$M(72)*R($	
SD	F4	0 R1	2	8			Store3	Yes	64	Mult1	
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	0	Mult1	Yes	MULTD		R(F2)	Load3		SUBI	R1	R1 #8
	0	Mult2	No						BNEZ	R1	Loop
Register result status											
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30
17	64	Qi	Load3		Mult1						

Loop Example Cycle 18

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2	14	15	Load2	No			
SD	F4	0 R1	1	3	18		Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	Yes	80	$M(80)*R($	
MULT	F4	F0 F2	2	7	15	16	Store2	Yes	72	$M(72)*R($	
SD	F4	0 R1	2	8			Store3	Yes	64	Mult1	
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	0	Mult1	Yes	MULTD		R(F2)	Load3		SUBI	R1	R1 #8
	0	Mult2	No						BNEZ	R1	Loop
Register result status											
Clock	R1		$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
18	56	Qi	Load3		Mult1						

Loop Example Cycle 19

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2	14	15	Load2	No			
SD	F4	0 R1	1	3	18	19	Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	No			
MULT	F4	F0 F2	2	7	15	16	Store2	Yes	72	$M(72)*R($	
SD	F4	0 R1	2	8			Store3	Yes	64	Mult1	
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$	Code:			
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk			
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	0	Mult1	Yes	MULTD		R(F2)	Load3		SUBI	R1	R1 #8
	0	Mult2	No						BNEZ	R1	Loop
Register result status											
Clock	R1		F0	F2	F4	F6	F8	F10	F12	...	F30
19	56	Qi	Load3		Mult1						

Loop Example Cycle 20

Instruction status						Execution		Write						
Instruction	j	k	$iteration$	Issue	complete	Result		Busy	Address					
LD	F0	0 R1	1	1	9	10	Load1	No						
MULT	F4	F0 F2	1	2	14	15	Load2	No						
SD	F4	0 R1	1	3	18	19	Load3	Yes	64	Qi				
LD	F0	0 R1	2	6	10	11	Store1	No						
MULT	F4	F0 F2	2	7	15	16	Store2	Yes	72	$M(72)*R($				
SD	F4	0 R1	2	8	20		Store3	Yes	64	Mult1				
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$							
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:					
	0	Add1	No						LD	F0	0 R1			
	0	Add2	No						MULT	F4	F0 F2			
	0	Add3	No						SD	F4	0 R1			
	0	Mult1	Yes	MULTD		R(F2)	Load3		SUBI	R1	R1 #8			
	0	Mult2	No						BNEZ	R1	Loop			
Register result status														
Clock	R1		$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$			
20	56	Qi	Load3		Mult1									

Loop Example Cycle 21

Instruction status				Execution				Write			
Instruction	j	k	$iteration$	Issue	complete	Result	Busy	Address			
LD	F0	0 R1	1	1	9	10	Load1	No			
MULT	F4	F0 F2	1	2	14	15	Load2	No			
SD	F4	0 R1	1	3	18	19	Load3	Yes	64	Qi	
LD	F0	0 R1	2	6	10	11	Store1	No			
MULT	F4	F0 F2	2	7	15	16	Store2	No			
SD	F4	0 R1	2	8	20	21	Store3	Yes	64	Mult1	
Reservation Stations				$S1$	$S2$	$RS\ for\ j$	$RS\ for\ k$				
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:		
	0	Add1	No						LD	F0	0 R1
	0	Add2	No						MULT	F4	F0 F2
	0	Add3	No						SD	F4	0 R1
	0	Mult1	Yes	MULTD		R(F2)	Load3		SUBI	R1	R1 #8
	0	Mult2	No						BNEZ	R1	Loop
Register result status											
Clock	R1		$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
21	56	Qi	Load3		Mult1						

Tomasulo Summary

- **Reservations stations: renaming to larger set of registers + buffering source operands**
 - Prevents registers as bottleneck
 - Avoids WAR, WAW hazards of Scoreboard
 - Allows loop unrolling in HW
- **Not limited to basic blocks (integer units gets ahead, beyond branches)**
- **Helps cache misses as well**
- **Lasting Contributions**
 - Dynamic scheduling
 - Register renaming
 - Load/store disambiguation
- **360/91 descendants are Pentium II; PowerPC 604; MIPS R10000; HP-PA 8000; Alpha 21264**