Lecture 12

- Today's topics:
  - More pipelining…

1

Pipeline diagram review

Clock cycle

	1	2	3	4	5	6	7	8	9
lw $8, 4($29)	IF	ID	EX	MEM	WB				
sub $2, $4, $5		IF	ID	EX	MEM	WB			
and $9, $10, $11			IF	ID	EX	MEM	WB		
or $16, $17, $18				IF	ID	EX	MEM	WB	
add $13, $14, $0					IF	ID	EX	MEM	WB

- This diagram shows the execution of an ideal code fragment.
  - Each instruction needs a total of five cycles for execution.
  - One instruction begins on every clock cycle for the first five cycles.
  - One instruction completes on each cycle from that time on.

2

Our examples are too simple

- Here is the example instruction sequence used to illustrate pipelining

```
lw   $8, 4($29)
sub  $2, $4, $5
and  $9, $10, $11
or   $16, $17, $18
add  $13, $14, $0
```

- The instructions in this example are independent.
  - Each instruction reads and writes completely different registers.
  - Our datapath handles this sequence easily, as we saw last time.
- *Is this the case for most sequences?*

3

An example with dependencies

```
sub   $2, $1, $3
and   $12, $2, $5
or    $13, $6, $2
add   $14, $2, $2
sw    $15, 100($2)
```

Is this a problem for the single-cycle and multicycle datapaths? no
Why? 1 instruction at a time

How would this code sequence fare in our pipelined datapath?

4

Data hazards in the pipeline diagram

Clock cycle

	1	2	3	4	5	6	7	8	9
sub $2, $1, $3	IF	ID	EX	MEM	WB				
and $12, $2, $5		IF	ID	EX	MEM	WB			
or $13, $6, $2			IF	ID	EX	MEM	WB		
add $14, $2, $2				IF	ID	EX	MEM	WB	
sw $15, 100($2)					IF	ID	EX	MEM	WB

- The SUB instruction does not write to register $2 until clock cycle 5. This causes two data hazards in our current pipelined datapath.
  - The AND reads register $2 in cycle 3. Since SUB hasn't modified the register yet, this will be the *old* value of $2, not the new one.
  - Similarly, the OR instruction uses register $2 in cycle 4, again before it's actually updated by SUB.

5

Things that are okay

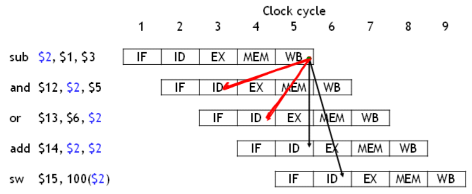
Clock cycle

	1	2	3	4	5	6	7	8	9
sub $2, $1, $3	IF	ID	EX	MEM	WB				
and $12, $2, $5		IF	ID	EX	MEM	WB			
or $13, $6, $2			IF	ID	EX	MEM	WB		
add $14, $2, $2				IF	ID	EX	MEM	WB	
sw $15, 100($2)					IF	ID	EX	MEM	WB

- The ADD instruction is okay, because of the register file design.
  - Registers are written at the beginning of a clock cycle.
  - The new value will be available by the end of that cycle.
- The SW is no problem at all, since it reads $2 after the SUB finishes.

6

Dependency arrows

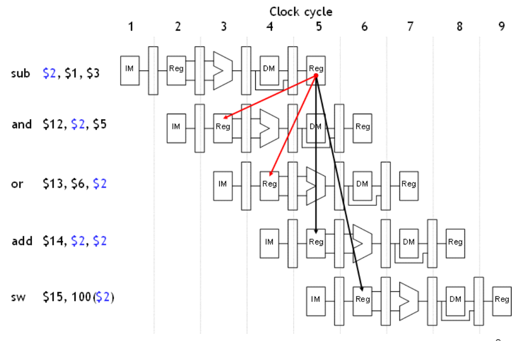


	Clock cycle 1	2	3	4	5	6	7	8	9
sub $2, $1, $3	IF	ID	EX	MEM	WB				
and $12, $2, $5		IF	ID	EX	MEM	WB			
or $13, $6, $2			IF	ID	EX	MEM	WB		
add $14, $2, $2				IF	ID	EX	MEM	WB	
sw $15, 100($2)					IF	ID	EX	MEM	WB

- Arrows indicate the flow of data between instructions.
  - The tails of the arrows show when register $2 is written.
  - The heads of the arrows show when $2 is read.
- Any arrow that points backwards in time represents a data hazard in our basic pipelined datapath. Here, hazards exist between instructions 1 & 2 and 1 & 3.

7

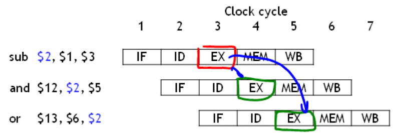
A fancier pipeline diagram



8

A more detailed look at the pipeline

- We have to eliminate the hazards, so the AND and OR instructions in our example will use the correct value for register $2.
- When is the data is actually produced and consumed?
- What can we do?



	Clock cycle 1	2	3	4	5	6	7
sub $2, $1, $3	IF	ID	EX	MEM	WB		
and $12, $2, $5		IF	ID	EX	MEM	WB	
or $13, $6, $2			IF	ID	EX	MEM	WB

9

A more detailed look at the pipeline

- We have to eliminate the hazards, so the AND and OR instructions in our example will use the correct value for register $2.
- Let's look at when the data is actually produced and consumed.
  - The SUB instruction produces its result in its EX stage, during cycle 3 in the diagram below.
  - The AND and OR need the new value of $2 in their EX stages, during clock cycles 4-5 here.

	Clock cycle 1	2	3	4	5	6	7
sub $2, $1, $3	IF	ID	EX	MEM	WB		
and $12, $2, $5		IF	ID	EX	MEM	WB	
or $13, $6, $2			IF	ID	EX	MEM	WB

10

Bypassing the register file

- The actual result $1 – $3 is computed in clock cycle 3, *before* it's needed in cycles 4 and 5.
- If we could somehow bypass the writeback and register read stages when needed, then we can eliminate these data hazards.
  - Today we'll focus on hazards involving arithmetic instructions.
  - Next time, we'll examine the lw instruction.
- Essentially, we need to pass the ALU output from SUB directly to the AND and OR instructions, without going through the register file.

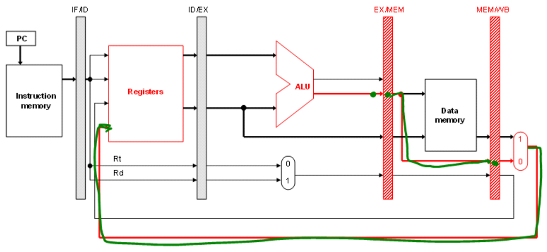
mux !!

	Clock cycle 1	2	3	4	5	6	7
sub $2, $1, $3	IF	ID	EX	MEM	WB		
and $12, $2, $5		IF	ID	EX	MEM	WB	
or $13, $6, $2			IF	ID	EX	MEM	WB

11

Where to find the ALU result

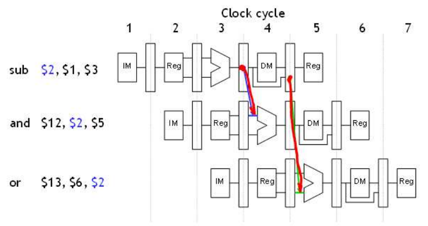
- The ALU result generated in the EX stage is normally passed through the pipeline registers to the MEM and WB stages, before it is finally written to the register file.
- This is an abridged diagram of our pipelined datapath.



12

Forwarding

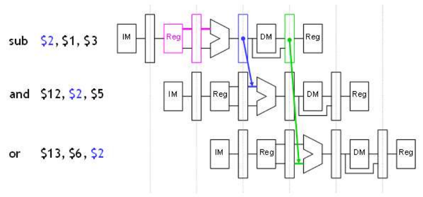
- Since the pipeline registers already contain the ALU result, we could just forward that value to subsequent instructions, to prevent data hazards.
  - In clock cycle 4, the AND instruction can get the value $1 – $3 from the EX/MEM pipeline register used by sub.
  - Then in cycle 5, the OR can get that same result from the MEM/WB pipeline register being used by SUB.



13

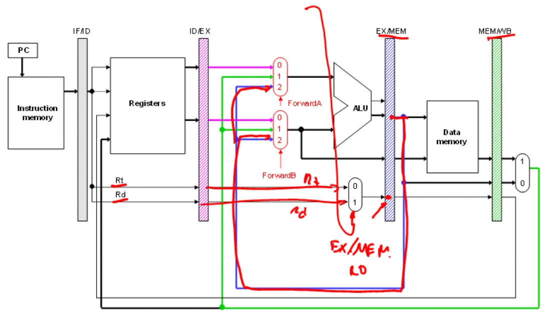
Outline of forwarding hardware

- A forwarding unit selects the correct ALU inputs for the EX stage.
  - If there is no hazard, the ALU's operands will come from the register file, just like before.
  - If there is a hazard, the operands will come from either the EX/MEM or MEM/WB pipeline registers instead.
- The ALU sources will be selected by two new multiplexers, with control signals named ForwardA and ForwardB.



14

Simplified datapath with forwarding muxes

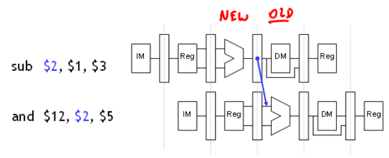


15

Detecting EX/MEM data hazards

- So how can the hardware determine if a hazard exists?

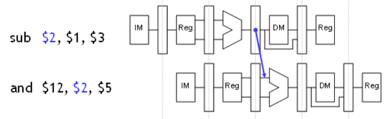
(OLD.RD == NEW.RS || OLD.RD == NEW.RT)
&& OLD.REGWRITE == 1



16

Detecting EX/MEM data hazards

- So how can the hardware determine if a hazard exists?
- An EX/MEM hazard occurs between the instruction currently in its EX stage and the previous instruction if:
  1. The previous instruction will write to the register file, *and*
  2. The destination is one of the ALU source registers in the EX stage.
- There is an EX/MEM hazard between the two instructions below.



- Data in a pipeline register can be referenced using a class-like syntax. For example, ID/EX.RegisterRt refers to the rt field stored in the ID/EX pipeline.

17

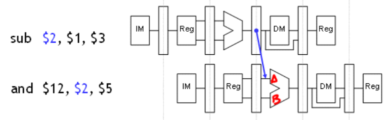
EX/MEM data hazard equations

- The first ALU source comes from the pipeline register when necessary.

```
if (EX/MEM.RegWrite = 1
    and EX/MEM.RegisterRd = ID/EX.RegisterRs)
then ForwardA = 2
```

- The second ALU source is similar.

```
if (EX/MEM.RegWrite = 1
    and EX/MEM.RegisterRd = ID/EX.RegisterRt)
then ForwardB = 2
```



18

Detecting MEM/WB data hazards

- A MEM/WB hazard may occur between an instruction in the EX stage and the instruction from *two* cycles ago.
- One new problem is if a register is updated twice in a row.

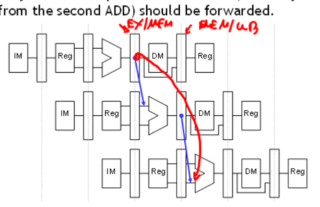
```
add  $1, $2, $3
add  $1, $1, $4
sub  $5, $5, $1
```

- Register $1 is written by *both* of the previous instructions, but only the most recent result (from the second ADD) should be forwarded.

add $1, $2, $3

add $1, $1, $4

sub $5, $5, $1



19

MEM/WB hazard equations

- Here is an equation for detecting and handling MEM/WB hazards for the first ALU source.

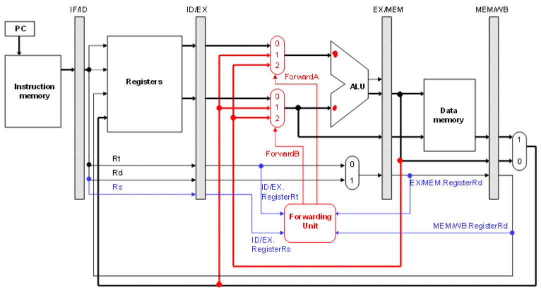
```
if (MEM/WB.RegWrite = 1
    and MEM/WB.RegisterRd = ID/EX.RegisterRs
    and (EX/MEM.RegisterRd ≠ ID/EX.RegisterRs or EX/MEM.RegWrite = 0)
then ForwardA = 1
```

- The second ALU operand is handled similarly.

```
if (MEM/WB.RegWrite = 1
    and MEM/WB.RegisterRd = ID/EX.RegisterRt
    and (EX/MEM.RegisterRd ≠ ID/EX.RegisterRt or EX/MEM.RegWrite = 0)
then ForwardB = 1
```

20

Simplified datapath with forwarding



21

The forwarding unit

- The forwarding unit has several control signals as inputs.

ID/EX.RegisterRs	EX/MEM.RegisterRd	MEM/WB.RegisterRd
ID/EX.RegisterRt	EX/MEM.RegWrite	MEM/WB.RegWrite

(The two RegWrite signals are not shown in the diagram, but they come from the control unit.)

- The fowarding unit outputs are selectors for the ForwardA and ForwardB multiplexers attached to the ALU. These outputs are generated from the inputs using the equations on the previous pages.
- Some new buses route data from pipeline registers to the new muxes.

22

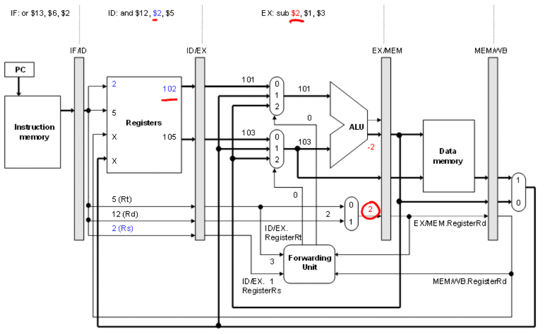
Example

```
sub   $2, $1, $3
and   $12, $2, $5
or    $13, $6, $2
add   $14, $2, $2
sw    $15, 100($2)
```

- Assume again each register initially contains its number plus 100.
  - After the first instruction, $2 should contain -2 (101 - 103).
  - The other instructions should all use -2 as one of their operands.
- We'll try to keep the example short.
  - Assume no forwarding is needed except for register $2.
  - We'll skip the first two cycles, since they're the same as before.

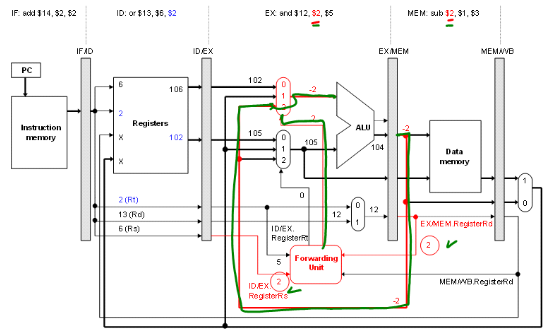
23

Clock cycle 3

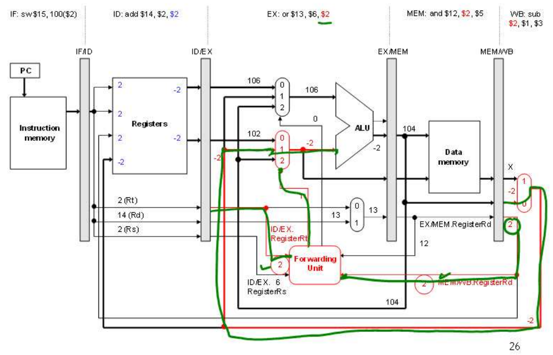


24

Clock cycle 4: forwarding $2 from EX/MEM



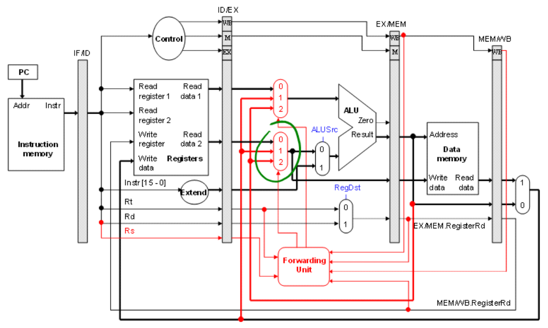
Clock cycle 5: forwarding $2 from MEM/WB



Lots of data hazards

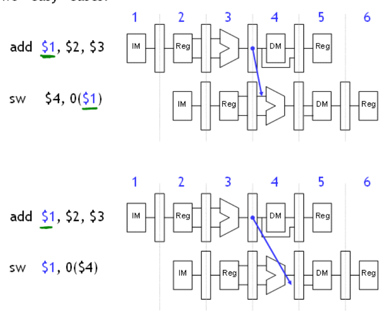
- The first data hazard occurs during cycle 4.
  - The forwarding unit notices that the ALU's first source register for the AND is also the destination of the SUB instruction.
  - The correct value is forwarded from the EX/MEM register, overriding the incorrect old value still in the register file.
- A second hazard occurs during clock cycle 5.
  - The ALU's second source (for OR) is the SUB destination again.
  - This time, the value has to be forwarded from the MEM/WB pipeline register instead.
- There are no other hazards involving the SUB instruction.
  - During cycle 5, SUB writes its result back into register $2.
  - The ADD instruction can read this new value from the register file in the same cycle.

Complete pipelined datapath...so far

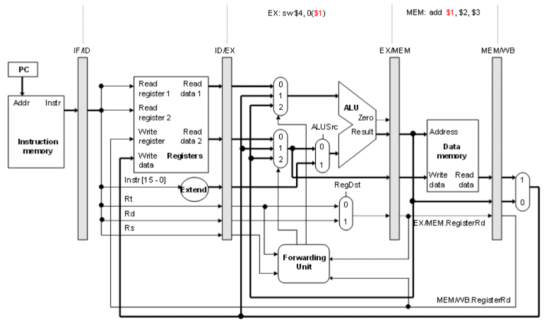


What about stores?

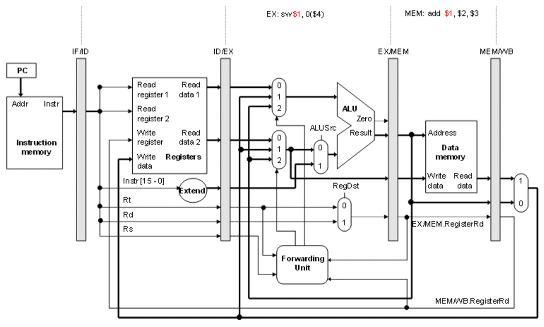
- Two "easy" cases:



Store Bypassing: Version 1

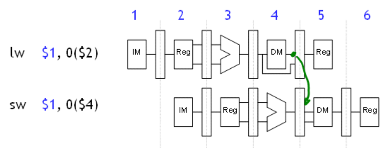


Store Bypassing: Version 2



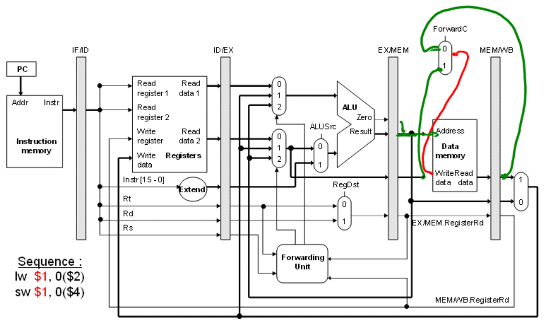
What about stores?

- A harder case:



- In what cycle is:
  - The load value available? ✓
  - The store value needed?
- What do we have to add to the datapath?

Load/Store Bypassing: Extend the Datapath



Miscellaneous comments

- Each MIPS instruction writes to at most one register.
  - This makes the forwarding hardware easier to design, since there is only one destination register that ever needs to be forwarded.
- Forwarding is especially important with deep pipelines like the ones in all current PC processors.
- Section 6.4 of the textbook has some additional material not shown here.
  - Their hazard detection equations also ensure that the source register is not $0, which can never be modified.
  - There is a more complex example of forwarding, with several cases covered. Take a look at it!

Summary

- In real code, most instructions are dependent upon other ones.
  - This can lead to data hazards in our original pipelined datapath.
  - Instructions can't write back to the register file soon enough for the next two instructions to read.
- Forwarding eliminates data hazards involving arithmetic instructions.
  - The forwarding unit detects hazards by comparing the destination registers of previous instructions to the source registers of the current instruction.
  - Hazards are avoided by grabbing results from the pipeline registers *before* they are written back to the register file.
- Next, we'll finish up pipelining.
  - Forwarding can't save us in some cases involving lw.
  - We still haven't talked about branches for the pipelined datapath.