Pipelining – Part 2

CSE 410, Spring 2007

Computer Systems

http://www.cs.washington.edu/410

Reading and References

- *Computer Organization and Design, Patterson and Hennessy*
  - » Section 6.4 Data Hazards and Forwarding
  - » Section 6.5 Data Hazards and Stalls
  - » Section 6.6 Branch Hazards

Control Hazards

- Branch instructions cause **control hazards** (aka **branch hazards**) because we don't know which instruction to fetch next

we don't know until here

```
bne $s0, $s1, skip
add $s4, $s3, $s0
...
skip:
 sub $s4, $s3, $s0
```

IF	ID	EX	MEM	WB	
	IF	ID	EX	MEM	WB

do we fetch the **add** or the **sub**?

Idea: Stall for branch hazard

- Stall until we know which instruction to execute next
  - » would introduce a 4-cycle pipeline bubble in the basic pipeline

bne $s0, $s1, next	IF	ID	EX	MEM	WB			
sub $s4, $s3, $s0	*stall*				IF	ID	EX	MEM	WB

Idea: Move Branch Logic to **ID**

- Move the branch hardware to ID stage
  - » Hardware to compare two registers is simpler than hardware to add them
- We still have to stall for one cycle
- And we can't move the branch up any more

`bne $s0, $s1, next`	IF	ID	EX	MEM	WB		
`sub $s4, $s3, $s0`	*stall*		IF	ID	EX	MEM	WB

Idea: Reorder Instructions

- Reordering instructions is a common technique for avoiding pipeline stalls
- Static reordering
  - » programmer, compiler and assembler do this
- Dynamic reordering
  - » modern processors can see several instructions
  - » they execute any that have no dependency
  - » this is known as *out-of-order execution* and is complicated to implement but effective

Branch Delay Slot

- A branch now causes a stall of one cycle
- Try to execute an instruction instead of nop
- The compiler (assembler, programmer) must find an instruction to fill the branch delay slot
  - » 50% of the instructions are useful
  - » 50% are **`nop`**s which don't do anything

Branch Delay Slot execution

- Instruction in the branch delay slot always executes, no matter what the branch does
  - » it follows the branch in memory
  - » but it "piggybacks" and is always executed
  - » no bubble at all

`bne $s0, $s1, next`	IF	ID	EX	MEM	WB		
`add $s3,$s3,1`		IF	ID	EX	MEM	WB	
`sub $s4, $s3, $s0`			IF	ID	EX	MEM	WB

actual instruction sequence after reordering by assembler

beq with delay slot

```
.set    noreorder
.set    nomacro
beq     $v0,$zero,$L4
move    $s1,$s4
.set    macro
.set    reorder
```


jal with delay slot

```
move    $a0,$s3
move    $a1,$s0
.set    noreorder
.set    nomacro
jal     QuickSort
move    $a2,$s4
.set    macro
.set    reorder
```


Idea: Predict the branch action

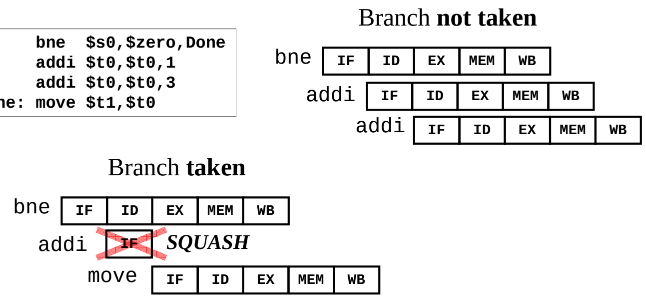
- For example, assume the branch is not taken
  - » Execute the next instruction in memory
- If we guessed right, we're golden
  - » no bubble at all
- If we guessed wrong, then we lose a little
  - » squash the partially completed instructions.
  - » This is called *flushing the pipeline*
  - » Wasted time, but would have stalled anyway

Squash

- Must be able to completely suppress the effects of guessing wrong
  - » An instruction cannot write to memory or a register until we're sure it should execute

Assume Branch Not Taken

```
     bne  $s0,$zero,Done
     addi $t0,$t0,1
     addi $t0,$t0,3
Done: move $t1,$t0
```



Static Branch Prediction

- Most backwards branch are taken (80%)
  - » they are part of loops
- Half of forward branches are taken (50%)
  - » if statements
- Common static branch prediction scheme is
  - » predict backwards branches are taken
  - » predict forward branches are not taken
- This does okay (70-80%), but not great

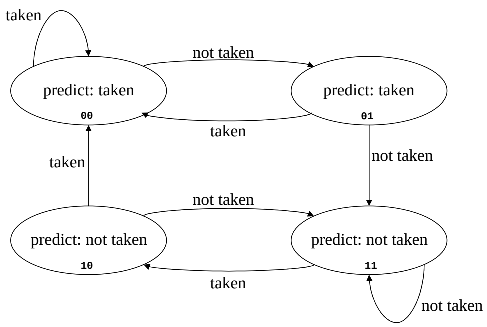
Dynamic Branch Prediction

- Most programs are pretty regular
  - » Most of the time only execute a small subset of the program code
  - » Same branch instructions execute repeatedly
- A particular branch instruction is usually:
  - » taken if it was taken last time
  - » not taken if it was not taken last time
- If we keep a history of each branch instruction, then we can predict much better

Dynamic Branch Prediction

- The CPU records what happened last time we executed the branch at this address
- Generally record last two results
  - » simple 4-state transition table makes prediction
- Dynamic branch prediction is 92-98% accurate

2-bit prediction scheme



Implementing Branch Prediction

- There is not room to store every branch instruction address
  - » so last few bits of the instruction address are used to index into a table
  - » some instructions collide like a hash table
  - » but that's okay, it just means we're wrong once in a while

Branch Prediction Table

Address	state?	Predict	correct?	new state
...	...	...	...	...
0x004012**34**	11	not taken	yes	11
0x004F02**38**	00	taken	no	01
0x004022**3C**	10	not taken	no	00
...	...	...	...	...

Importance of Branch Prediction

- Branches occur very frequently
  - » every five instructions on average
- Modern processors execute up to 4 instructions per cycle
  - » so a branch occurs every 2 cycles
- Newer pipelines are getting longer
  - » 8,9,11,13 cycles
  - » error penalty is 3-5 cycles instead of 1 cycle
  - » hard to fill branch delay slots