61C in the News

InformationWeek
THE BUSINESS VALUE OF TECHNOLOGY

IT's Next Hot Job: Hadoop Guru

JPMorgan Chase makes a case for the big data platform (and career track) of the future.

By **Doug Henschen** InformationWeek
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"Hadoop's a big deal," said [Berkeley EECS Alum] Cloudera CEO Mike Olson. "It's not just a Web thing. Companies across a wide range of vertical markets are generating big data and need to understand that data in a way they never did before."

[JP Morgan] has 150 petabytes (with a "p") of data online, generated by trading operations, banking activities, credit card transactions, and some 3.5 billion logins each year

"The good news is that Hadoop experts aren't born, they're trained."

CS 61C: Great Ideas in Computer Architecture (Machine Structures) Lecture 32: Pipeline Parallelism 3

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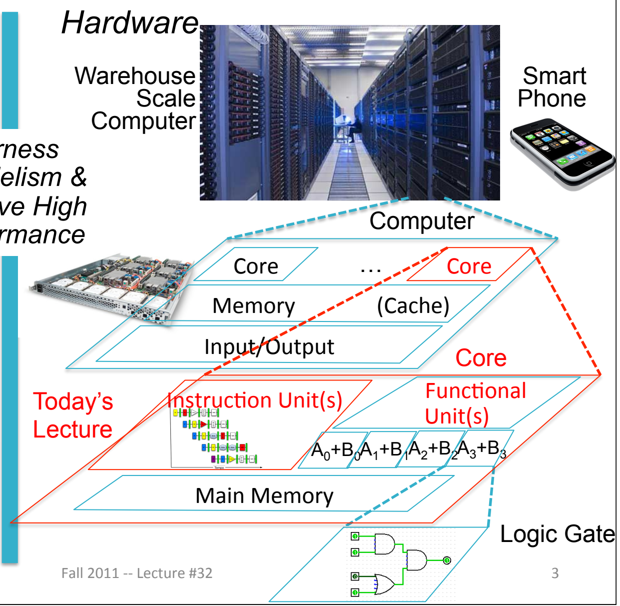
You Are Here!

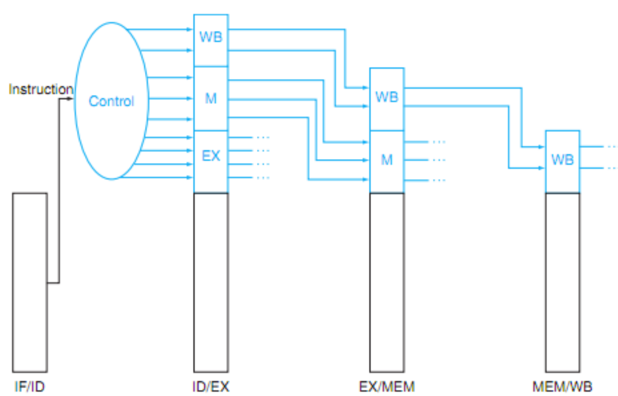
Software

- Parallel Requests
  Assigned to computer
  e.g., Search “Katz”
- Parallel Threads
  Assigned to core
  e.g., Lookup, Ads
- Parallel Instructions
  >1 instruction @ one time
  e.g., 5 pipelined instructions
- Parallel Data
  >1 data item @ one time
  e.g., Add of 4 pairs of words
- Hardware descriptions
  All gates functioning in
  parallel at same time

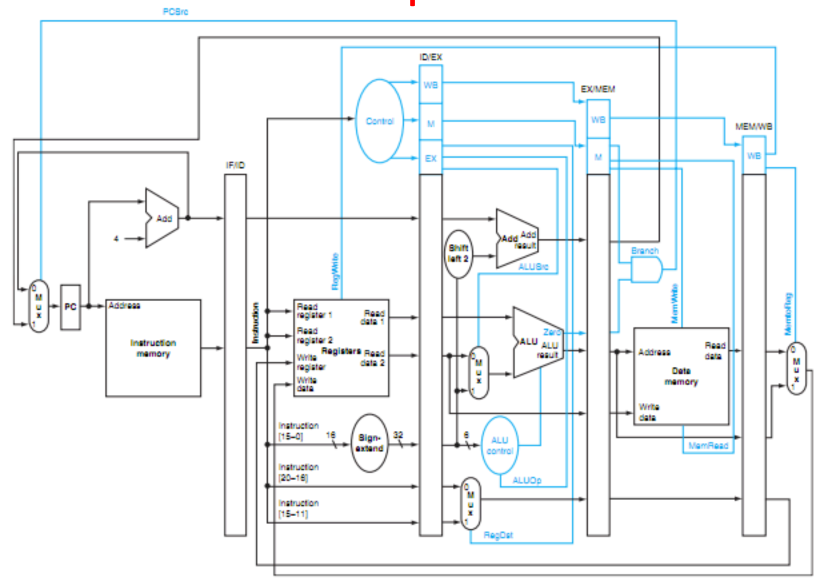
Harness Parallelism & Achieve High Performance



P&H Figure 4.50



P&H 4.51 – Pipelined Control



Hazards

Situations that prevent starting the next logical instruction in the next clock cycle

1. Structural hazards
   – Required resource is busy (e.g., roommate studying)
2. Data hazard
   – Need to wait for previous instruction to complete its data read/write (e.g., pair of socks in different loads)
3. Control hazard
   – Deciding on control action depends on previous instruction (e.g., how much detergent based on how clean prior load turns out)

Data Hazards: Code Scheduling to Avoid Stalls

- Reorder code to avoid use of load result in the next instruction
- C code for `A = B + E; C = B + F;`

```
     lw   $t1, 0($t0)
     lw   $t2, 4($t0)
stall → add  $t3, $t1, $t2
     sw   $t3, 12($t0)
     lw   $t4, 8($t0)
stall → add  $t5, $t1, $t4
     sw   $t5, 16($t0)
```

13 cycles

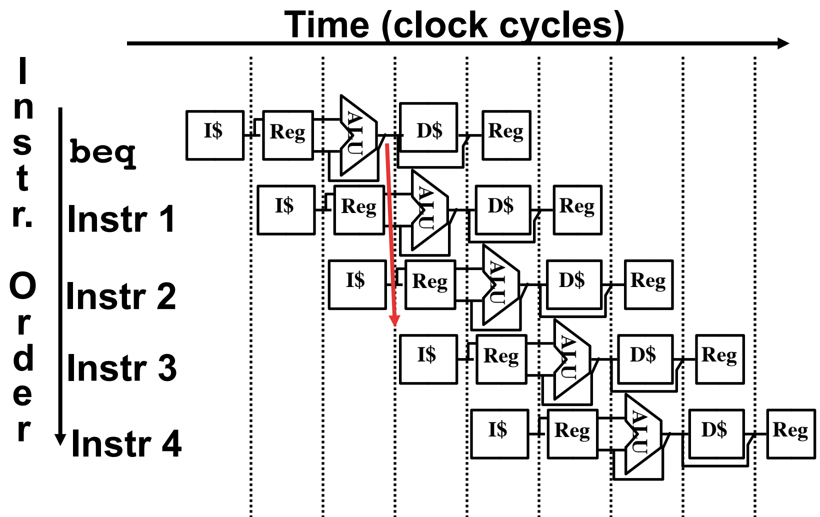
```
lw   $t1, 0($t0)
lw   $t2, 4($t0)
lw   $t4, 8($t0)
add  $t3, $t1, $t2
sw   $t3, 12($t0)
add  $t5, $t1, $t4
sw   $t5, 16($t0)
```

11 cycles

3. Control Hazards

- Branch determines flow of control
  - Fetching next instruction depends on branch outcome
  - Pipeline can't always fetch correct instruction
    - Still working on ID stage of branch
- BEQ, BNE in MIPS pipeline
- Simple solution Option 1: *Stall* on every branch until have new PC value
  - Would add 2 bubbles/clock cycles for every Branch! (~ 20% of instructions executed)

Stall => 2 Bubbles/Clocks



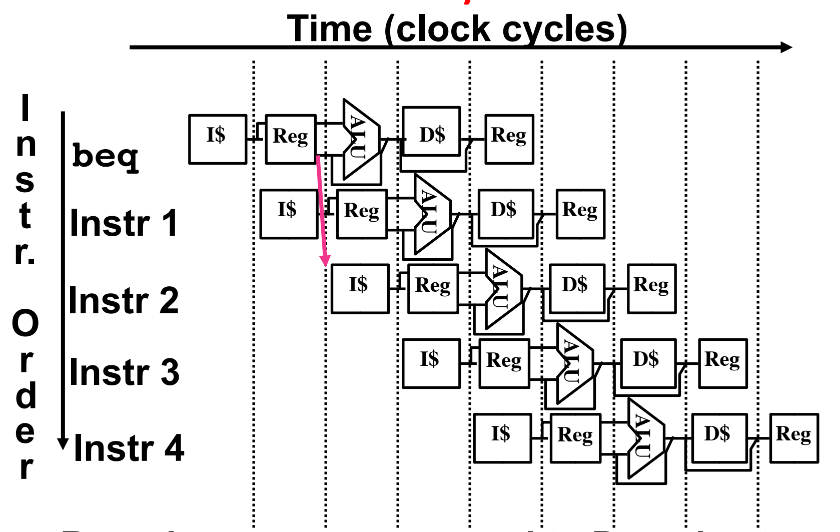
Where do we do the compare for the branch?

Control Hazard: Branching

- Optimization #1:
  - Insert special branch comparator in Stage 2
  - As soon as instruction is decoded (Opcode identifies it as a branch), immediately make a decision and set the new value of the PC
  - Benefit: since branch is complete in Stage 2, only one unnecessary instruction is fetched, so only one no-op is needed
  - Side Note: means that branches are idle in Stages 3, 4 and 5

Question: What's an efficient way to implement the equality comparison?

One Clock Cycle Stall



Branch comparator moved to Decode stage.

Control Hazards: Branching

- Option 2: *Predict* outcome of a branch, fix up if guess wrong
  - Must cancel all instructions in pipeline that depended on guess that was wrong
  - This is called "flushing" the pipeline
- Simplest hardware if we predict that all branches are NOT taken
  - Why?

Control Hazards: Branching

- Option #3: Redefine branches
  - Old definition: if we take the branch, none of the instructions after the branch get executed by accident
  - New definition: whether or not we take the branch, the single instruction immediately following the branch gets executed (the *branch-delay slot*)
- *Delayed Branch* means *we always execute inst after branch*
- This optimization is used with MIPS

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Example: Nondelayed vs. Delayed Branch

Nondelayed Branch

```
    or   $8, $9, $10
    add  $1, $2, $3
    sub  $4, $5, $6
    beq  $1, $4, Exit
    xor  $10, $1, $11
Exit:
```

Delayed Branch

```
    add  $1, $2,$3
    sub  $4, $5, $6
    beq  $1, $4, Exit
    or   $8, $9, $10
    xor  $10, $1, $11
Exit:
```

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Control Hazards: Branching

- Notes on Branch-Delay Slot
  - Worst-Case Scenario: put a no-op in the branch-delay slot
  - Better Case: place some instruction preceding the branch in the branch-delay slot—as long as the changed doesn't affect the logic of program
    - Re-ordering instructions is common way to speed up programs
    - Compiler usually finds such an instruction 50% of time
    - Jumps also have a delay slot …

Greater Instruction-Level Parallelism (ILP)

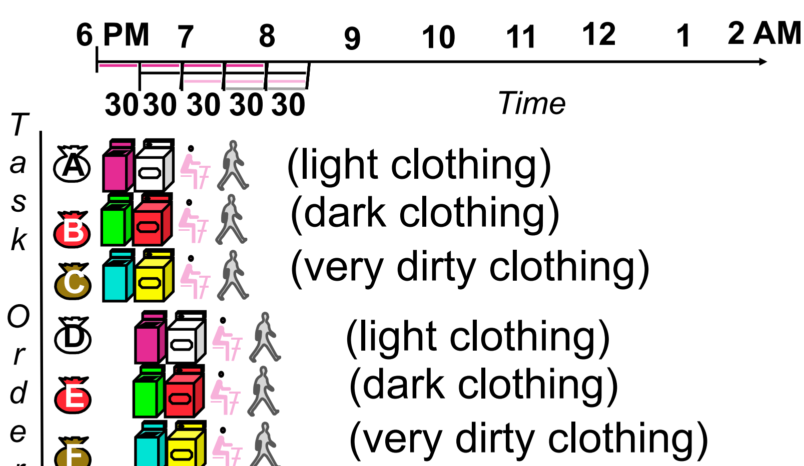
§4.10 Parallelism and Advanced Instruction Level Parallelism

- Deeper pipeline (5 => 10 => 15 stages)
  - Less work per stage ⇒ shorter clock cycle
- Multiple issue "superscalar"
  - Replicate pipeline stages ⇒ multiple pipelines
  - Start multiple instructions per clock cycle
  - CPI < 1, so use Instructions Per Cycle (IPC)
  - E.g., 4GHz 4-way multiple-issue
    - 16 BIPS, peak CPI = 0.25, peak IPC = 4
  - But dependencies reduce this in practice

Multiple Issue

- Static multiple issue
  - Compiler groups instructions to be issued together
  - Packages them into "issue slots"
  - Compiler detects and avoids hazards
- Dynamic multiple issue
  - CPU examines instruction stream and chooses instructions to issue each cycle
  - Compiler can help by reordering instructions
  - CPU resolves hazards using advanced techniques at runtime

Superscalar Laundry: Parallel per stage



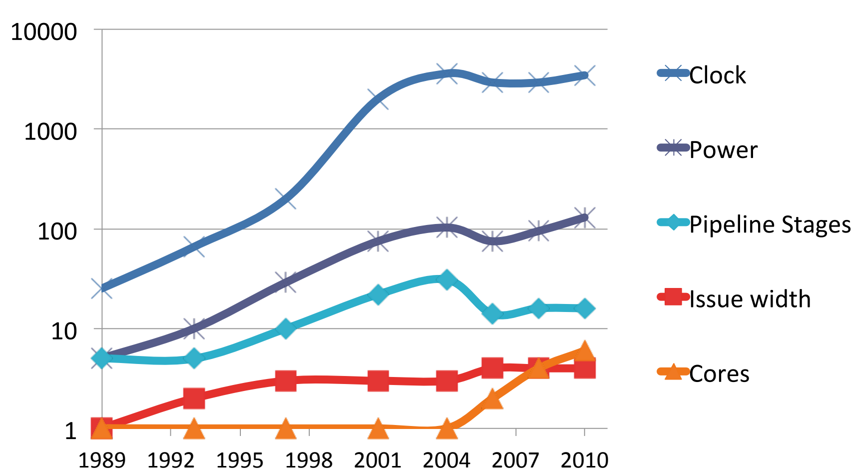
- More resources, HW to match mix of parallel tasks?

Pipeline Depth and Issue Width

- Intel Processors over Time

Microprocessor	Year	Clock Rate	Pipeline Stages	Issue width	Cores	Power
i486	1989	25 MHz	5	1	1	5W
Pentium	1993	66 MHz	5	2	1	10W
Pentium Pro	1997	200 MHz	10	3	1	29W
P4 Willamette	2001	2000 MHz	22	3	1	75W
P4 Prescott	2004	3600 MHz	31	3	1	103W
Core 2 Conroe	2006	2930 MHz	14	4	2	75W
Core 2 Yorkfield	2008	2930 MHz	16	4	4	95W
Core i7 Gulftown	2010	3460 MHz	16	4	6	130W

Pipeline Depth and Issue Width



Static Multiple Issue

- Compiler groups instructions into "issue packets"
  - Group of instructions that can be issued on a single cycle
  - Determined by pipeline resources required
- Think of an issue packet as a very long instruction
  - Specifies multiple concurrent operations

Scheduling Static Multiple Issue

- Compiler must remove some/all hazards
  - Reorder instructions into issue packets
  - No dependencies within a packet
  - Possibly some dependencies between packets
    - Varies between ISAs; compiler must know!
  - Pad issue packet with nop if necessary

MIPS with Static Dual Issue

- Two-issue packets
  - One ALU/branch instruction
  - One load/store instruction
  - 64-bit aligned
    - ALU/branch, then load/store
    - Pad an unused instruction with nop

Address	Instruction type	Pipeline Stages						
n	ALU/branch	IF	ID	EX	MEM	WB		
n + 4	Load/store	IF	ID	EX	MEM	WB		
n + 8	ALU/branch		IF	ID	EX	MEM	WB	
n + 12	Load/store		IF	ID	EX	MEM	WB	
n + 16	ALU/branch			IF	ID	EX	MEM	WB
n + 20	Load/store			IF	ID	EX	MEM	WB

Hazards in the Dual-Issue MIPS

- More instructions executing in parallel
- EX data hazard
  - Forwarding avoided stalls with single-issue
  - Now can't use ALU result in load/store in same packet
    - ```
      add  $t0, $s0, $s1
      load $s2, 0($t0)
      ```
    - Split into two packets, effectively a stall
- Load-use hazard
  - Still one cycle use latency, but now two instructions
- More aggressive scheduling required
      ```

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw   $t0, 0($s1)       # $t0=array element
      addu $t0, $t0, $s2     # add scalar in $s2
      sw   $t0, 0($s1)       # store result
      addi $s1, $s1,–4       # decrement pointer
      bne  $s1, $zero, Loop # branch $s1!=0
```

	ALU/branch	Load/store	cycle
Loop:			1
			2
			3
			4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw   $t0, 0($s1)       # $t0=array element
      addu $t0, $t0, $s2     # add scalar in $s2
      sw   $t0, 0($s1)       # store result
      addi $s1, $s1,–4       # decrement pointer
      bne  $s1, $zero, Loop # branch $s1!=0
```

	ALU/branch	Load/store	cycle
Loop:	nop	lw $t0, 0($s1)	1
			2
			3
			4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw   $t0, 0($s1)       # $t0=array element
      addu $t0, $t0, $s2     # add scalar in $s2
      sw   $t0, 0($s1)       # store result
      addi $s1, $s1,-4       # decrement pointer
      bne  $s1, $zero, Loop  # branch $s1!=0
```

	ALU/branch	Load/store	cycle
Loop:	nop	lw $t0, 0($s1)	1
	addi $s1, $s1,-4	nop	2
			3
			4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw   $t0, 0($s1)       # $t0=array element
      addu $t0, $t0, $s2     # add scalar in $s2
      sw   $t0, 0($s1)       # store result
      addi $s1, $s1,-4       # decrement pointer
      bne  $s1, $zero, Loop  # branch $s1!=0
```


	ALU/branch	Load/store	cycle
Loop:	nop	lw $t0, 0($s1)	1
	addi $s1, $s1,-4	nop	2
	addu $t0, $t0, $s2	nop	3
			4

Scheduling Example

- Schedule this for dual-issue MIPS

```
Loop: lw   $t0, 0($s1)       # $t0=array element
      addu $t0, $t0, $s2     # add scalar in $s2
      sw   $t0, 0($s1)       # store result
      addi $s1, $s1,–4       # decrement pointer
      bne  $s1, $zero, Loop  # branch $s1!=0
```

	ALU/branch	Load/store	cycle
`Loop:`	nop	`lw $t0, 0($s1)`	1
	`addi $s1, $s1,–4`	nop	2
	`addu $t0, $t0, $s2`	nop	3
	`bne $s1, $zero, Loop`	`sw $t0, 4($s1)`	4

- IPC = 5/4 = 1.25 (c.f. peak IPC = 2)

Loop Unrolling

- Replicate loop body to expose more parallelism
  – Reduces loop-control overhead
- Use different registers per replication
  – Called "register renaming"
  – Avoid loop-carried "anti-dependencies"
    - Store followed by a load of the same register
    - Aka "name dependence"
      – Reuse of a register name

Loop Unrolling Example

	ALU/branch	Load/store	cycle
Loop:	addi $s1, $s1,-16	lw $t0, 0($s1)	1
	nop	lw $t1, 12($s1)	2
	addu $t0, $t0, $s2	lw $t2, 8($s1)	3
	addu $t1, $t1, $s2	lw $t3, 4($s1)	4
	addu $t2, $t2, $s2	sw $t0, 16($s1)	5
	addu $t3, $t4, $s2	sw $t1, 12($s1)	6
	nop	sw $t2, 8($s1)	7
	bne $s1, $zero, Loop	sw $t3, 4($s1)	8

- IPC = 14/8 = 1.75
  – Closer to 2, but at cost of registers and code size

Dynamic Multiple Issue

- “Superscalar” processors
- CPU decides whether to issue 0, 1, 2, … each cycle
  – Avoiding structural and data hazards
- Avoids the need for compiler scheduling
  – Though it may still help
  – Code semantics ensured by the CPU

Dynamic Pipeline Scheduling

- Allow the CPU to execute instructions *out of order* to avoid stalls
  - But commit result to registers in order
- Example

```
lw     $t0, 20($s2)
addu   $t1, $t0, $t2
subu    $s4, $s4, $t3
slti   $t5, $s4, 20
```

  - Can start subu while addu is waiting for lw

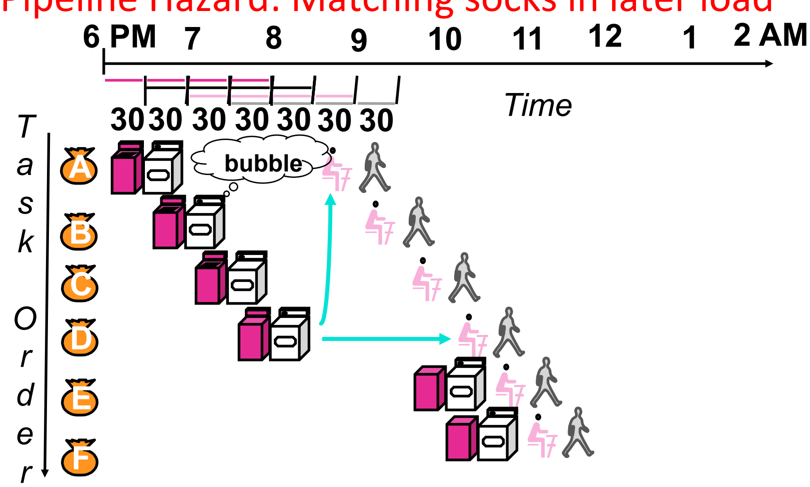
Why Do Dynamic Scheduling?

- Why not just let the compiler schedule code?
- Not all stalls are predicable
  - e.g., cache misses
- Can't always schedule around branches
  - Branch outcome is dynamically determined
- Different implementations of an ISA have different latencies and hazards

Speculation

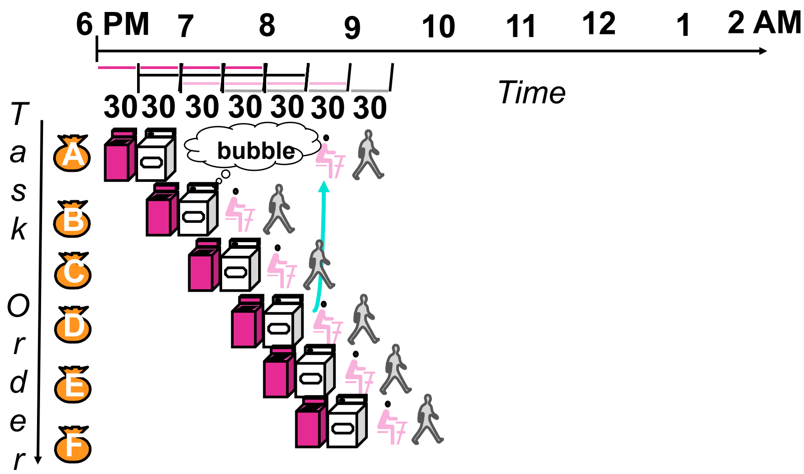
- "Guess" what to do with an instruction
  - Start operation as soon as possible
  - Check whether guess was right
    - If so, complete the operation
    - If not, roll-back and do the right thing
- Common to static and dynamic multiple issue
- Examples
  - Speculate on branch outcome (Branch Prediction)
    - Roll back if path taken is different
  - Speculate on load
    - Roll back if location is updated

Pipeline Hazard: Matching socks in later load



- A depends on D; stall since folder tied up;

Out-of-Order Laundry: Don't Wait



- A depends on D; rest continue; need more resources to allow out-of-order

Out Of Order Intel

- All use OOO since 2001

Microprocessor	Year	Clock Rate	Pipeline Stages	Issue width	**Out-of-order/ Speculation**	Cores	Power
i486	1989	25MHz	5	1	**No**	1	5W
Pentium	1993	66MHz	5	2	**No**	1	10W
Pentium Pro	1997	200MHz	10	3	**Yes**	1	29W
P4 Willamette	2001	2000MHz	22	3	**Yes**	1	75W
P4 Prescott	2004	3600MHz	31	3	**Yes**	1	103W
Core	2006	2930MHz	14	4	**Yes**	2	75W
Core 2 Yorkfield	2008	2930 MHz	16	4	**Yes**	4	95W
Core i7 Gulftown	2010	3460 MHz	16	4	**Yes**	6	130W

Does Multiple Issue Work?

The BIG Picture

- Yes, but not as much as we'd like
- Programs have real dependencies that limit ILP
- Some dependencies are hard to eliminate
  - e.g., pointer aliasing
- Some parallelism is hard to expose
  - Limited window size during instruction issue
- Memory delays and limited bandwidth
  - Hard to keep pipelines full
- Speculation can help if done well

"And in Conclusion.."

- Pipelining is an important form of ILP
- Challenge is (are?) hazards
  - Forwarding helps w/many data hazards
  - Delayed branch helps with control hazard in 5 stage pipeline
  - Load delay slot / interlock necessary
- More aggressive performance:
  - Longer pipelines
  - Superscalar
  - Out-of-order execution
  - Speculation