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UCB CS61C : Machine Structures

Lecture 29 – CPU Design : Pipelining to Improve Performance II 2010-04-07

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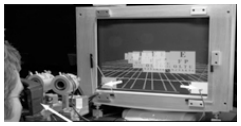
IS 3D BAD FOR YOU? MANY HAVE EYESTRAIN!

Cal researcher Marty Banks has put together a system to help with the eyestrain many viewers experience with 3D content on a small screen – the vergence / accomodation conflict.



www.technologyreview.com/computing/24976

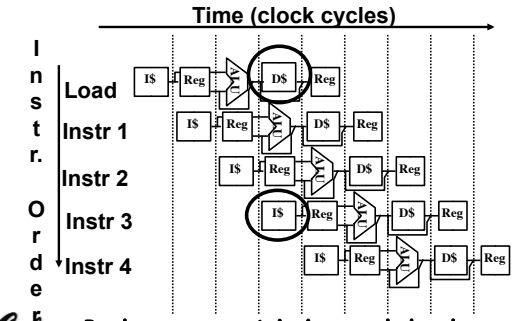
Review

- Pipelining is a BIG idea
- Optimal Pipeline
  - Each stage is executing part of an instruction each clock cycle.
  - One instruction finishes during each clock cycle.
  - On average, execute far more quickly.
- What makes this work?
  - Similarities between instructions allow us to use same stages for all instructions (generally).
  - Each stage takes about the same amount of time as all others: little wasted time.

Problems for Pipelining CPUs

- Limits to pipelining: Hazards prevent next instruction from executing during its designated clock cycle
  - Structural hazards: HW cannot support some combination of instructions (single person to fold and put clothes away)
  - Control hazards: Pipelining of branches causes later instruction fetches to wait for the result of the branch
  - Data hazards: Instruction depends on result of prior instruction still in the pipeline (missing sock)
- These might result in pipeline stalls or "bubbles" in the pipeline.

Structural Hazard #1: Single Memory (1/2)

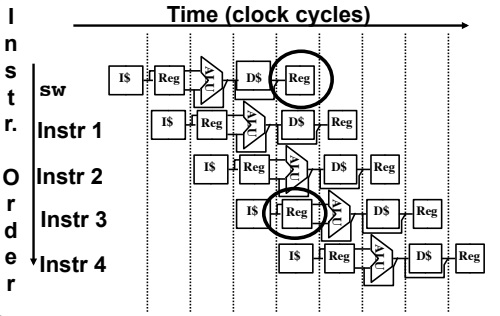


Read same memory twice in same clock cycle

Structural Hazard #1: Single Memory (2/2)

- Solution:
  - infeasible and inefficient to create second memory
  - (We'll learn about this more friday/next week)
  - …so simulate this by having two Level 1 Caches
    - (a temporary smaller [of usually most recently used] copy of memory)
  - have both an L1 Instruction Cache and an L1 Data Cache
  - need more complex hardware to control when both caches miss

Structural Hazard #2: Registers (1/2)

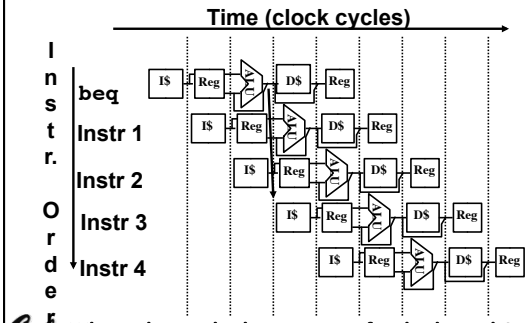


Can we read and write to registers simultaneously?

Structural Hazard #2: Registers (2/2)

- Two different solutions have been used:
  1) RegFile access is *VERY* fast: takes less than half the time of ALU stage
     - Write to Registers during first half of each clock cycle
     - Read from Registers during second half of each clock cycle
  2) Build RegFile with independent read and write ports
- Result: can perform Read and Write during same clock cycle

Control Hazard: Branching (1/9)



Where do we do the compare for the branch?

Control Hazard: Branching (2/9)

- We had put branch decision-making hardware in ALU stage
  - therefore two more instructions after the branch will always be fetched, whether or not the branch is taken
- Desired functionality of a branch
  - if we do not take the branch, don't waste any time and continue executing normally
  - if we take the branch, don't execute any instructions after the branch, just go to the desired label

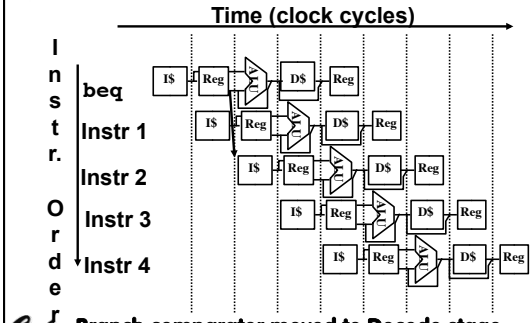
Control Hazard: Branching (3/9)

- Initial Solution: Stall until decision is made
  - insert "no-op" instructions (those that accomplish nothing, just take time) or hold up the fetch of the next instruction (for 2 cycles).
  - Drawback: branches take 3 clock cycles each (assuming comparator is put in ALU stage)

Control Hazard: Branching (4/9)

- 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: This means that branches are idle in Stages 3, 4 and 5.

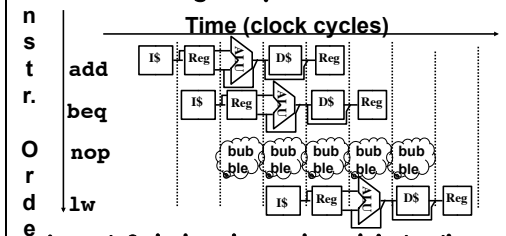
Control Hazard: Branching (5/9)



Branch comparator moved to Decode stage.

Control Hazard: Branching (6/9)

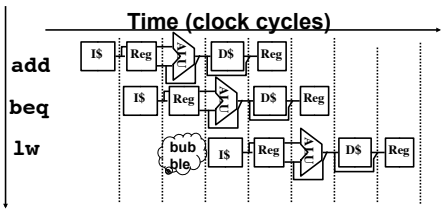
- User inserting no-op instruction



Impact: 2 clock cycles per branch instruction ⇒ slow

Control Hazard: Branching (7/9)

- Controller inserting a single bubble



Impact: 2 clock cycles per branch instruction ⇒ slow

…story about engineer, physicist, mathematician asked to build a fence around a flock of sheep using minimal fence…

Control Hazard: Branching (8/9)

- Optimization #2: 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 (called the branch-delay slot)
- The term "Delayed Branch" means we always execute inst after branch
- This optimization is used with MIPS

Control Hazard: Branching (9/9)

- Notes on Branch-Delay Slot
  - Worst-Case Scenario: can always put a no-op in the branch-delay slot
  - Better Case: can find an instruction preceding the branch which can be placed in the branch-delay slot without affecting flow of the program
    - re-ordering instructions is a common method of speeding up programs
    - compiler must be very smart in order to find instructions to do this
    - usually can find such an instruction at least 50% of the time
    - Jumps also have a delay slot…

Example: Nondelayed vs. Delayed Branch

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

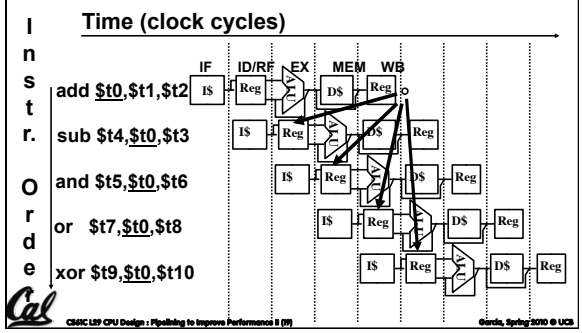
Data Hazards (1/2)

- Consider the following sequence of instructions

```
add $t0, $t1, $t2
sub $t4, $t0 ,$t3
and $t5, $t0 ,$t6
or  $t7, $t0 ,$t8
xor $t9, $t0 ,$t10
```

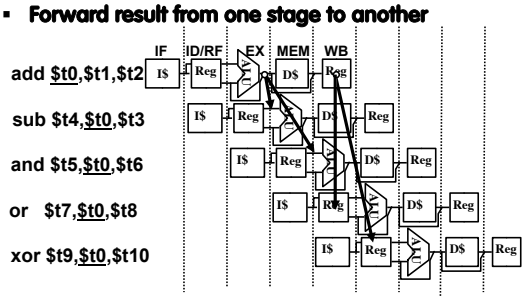
Data Hazards (2/2)

- Data-flow backward in time are hazards



Data Hazard Solution: Forwarding

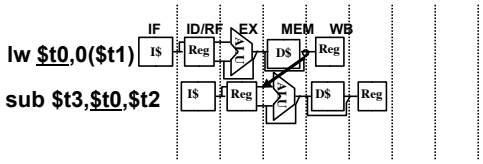
- Forward result from one stage to another



"or" hazard solved by register hardware

Data Hazard: Loads (1/4)

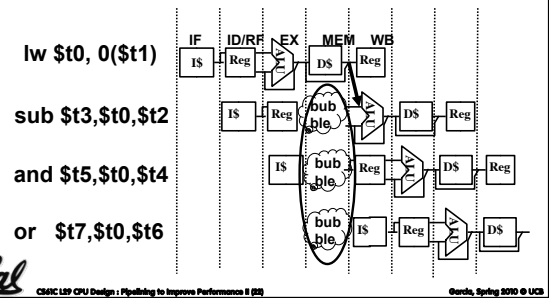
- Dataflow backwards in time are hazards



- Can't solve all cases with forwarding
- Must stall instruction dependent on load, then forward (more hardware)

Data Hazard: Loads (2/4)

- Hardware stalls pipeline
  - Called "interlock"

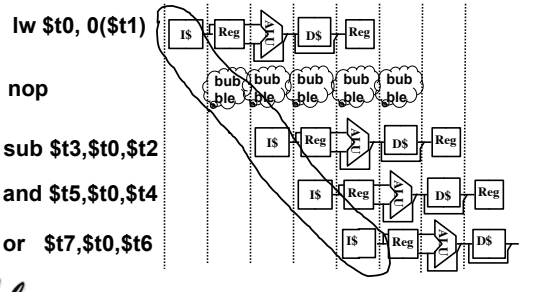


Data Hazard: Loads (3/4)

- Instruction slot after a load is called "load delay slot"
- If that instruction uses the result of the load, then the hardware interlock will stall it for one cycle.
- If the compiler puts an unrelated instruction in that slot, then no stall
- Letting the hardware stall the instruction in the delay slot is equivalent to putting a nop in the slot (except the latter uses more code space)

Data Hazard: Loads (4/4)

- Stall is equivalent to nop



Peer Instruction

1) Thanks to pipelining, I have reduced the time it took me to wash my one shirt.
2) Longer pipelines are always a win (since less work per stage & a faster clock).

	12
a)	FF
b)	FT
c)	TF
d)	TT

"And in Conclusion.."

- Pipeline challenge is 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:
  - Superscalar
  - Out-of-order execution

Bonus slides

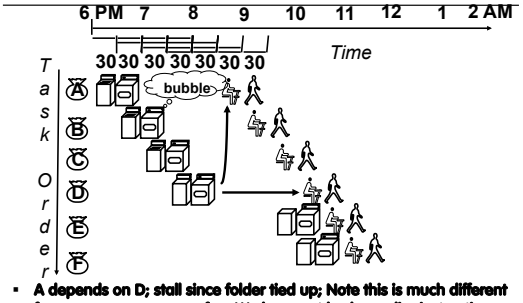
- These are extra slides that used to be included in lecture notes, but have been moved to this, the "bonus" area to serve as a supplement.
- The slides will appear in the order they would have in the normal presentation

Bonus

Historical Trivia

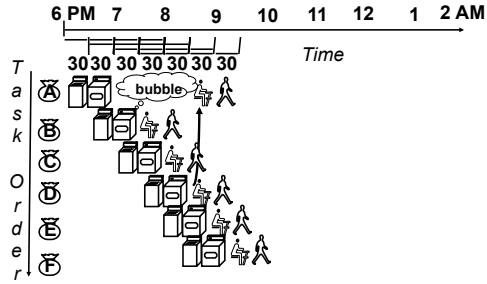
- First MIPS design did not interlock and stall on load-use data hazard
- Real reason for name behind MIPS:
  Microprocessor without
  Interlocked
  Pipeline
  Stages
  - Word Play on acronym for Millions of Instructions Per Second, also called MIPS

Pipeline Hazard: Matching socks in later load



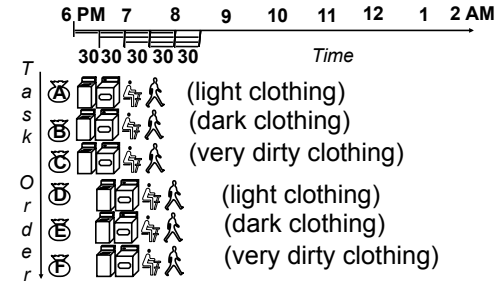
- A depends on D; stall since folder tied up; Note this is much different from processor cases so far. We have not had a earlier instruction depend on a later one.

Out-of-Order Laundry: Don't Wait



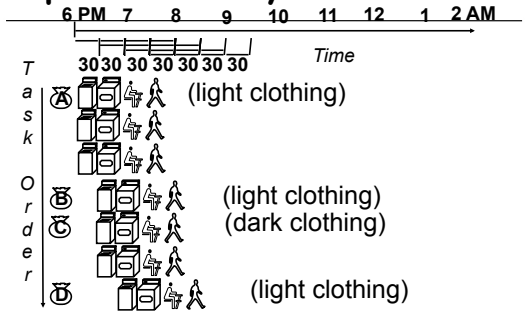
- A depends on D; rest continue; need more resources to allow out-of-order

Superscalar Laundry: Parallel per stage



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

Superscalar Laundry: Mismatch Mix



Task mix underutilizes extra resources

Peer Instruction (1/2)

Assume 1 instr/clock, delayed branch, 5 stage pipeline, forwarding, interlock on unresolved load hazards (after 10^3 loops, so pipeline full)

```
Loop:   lw    $t0, 0($s1)
        addu  $t0, $t0, $s2
        sw    $t0, 0($s1)
        addiu $s1, $s1, -4
        bne   $s1, $zero, Loop
        nop
```

•How many pipeline stages (clock cycles) per loop iteration to execute this code?

1 2 3 4 5 6 7 8 9 10

Peer Instruction Answer (1/2)

- Assume 1 instr/clock, delayed branch, 5 stage pipeline, forwarding, interlock on unresolved load hazards. 10^3 iterations, so pipeline full.

```
Loop: 1. lw    $t0, 0($s1)
      2. (data hazard so stall)
      3. addu  $t0, $t0, $s2
      4. sw    $t0, 0($s1)
      5. addiu $s1, $s1, -4
      6. bne   $s1, $zero, Loop
      7. nop
         (delayed branch so exec. nop)
```

- How many pipeline stages (clock cycles) per loop iteration to execute this code?

1 2 3 4 5 6 **(7)** 8 9 10

Peer Instruction (2/2)

Assume 1 instr/clock, delayed branch, 5 stage pipeline, forwarding, interlock on unresolved load hazards (after 10^3 loops, so pipeline full). Rewrite this code to reduce pipeline stages (clock cycles) per loop to as few as possible.

```
Loop:   lw    $t0, 0($s1)
        addu  $t0, $t0, $s2
        sw    $t0, 0($s1)
        addiu $s1, $s1, -4
        bne   $s1, $zero, Loop
        nop
```

•How many pipeline stages (clock cycles) per loop iteration to execute this code?

1 2 3 4 5 6 7 8 9 10

Peer Instruction (2/2) How long to execute?

• Rewrite this code to reduce clock cycles per loop to as few as possible:

```
                    (no hazard since extra cycle)
Loop: 1. lw    $t0, 0($s1)
      2. addiu $s1, $s1, -4
      3. addu  $t0, $t0, $s2
      4. bne   $s1, $zero, Loop
      5. sw    $t0, +4($s1)
                    (modified sw to put past addiu)
```

- How many pipeline stages (clock cycles) per loop iteration to execute your revised code? (assume pipeline is full)

1 2 3 4 **(5)** 6 7 8 9 10