Basic Pipelined Processor

Hung-Wei Tseng

Recap: von Neumman Architecture

509cbd23

00c2e800

Processor

Instructions	Data
0f00bb27	00c2e800
509cbd23	00000008
00005d24	00c2f000
0000bd24	00000008
2ca422a0	00c2f800
130020e4	00000008
00003d24	00c30000
2ca4e2b3	00000008

Memory

Program

Instructions	Data
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Storage

Outline

- Basic Pipeline Processor Design
- Pipeline Hazards
  - Structural Hazards
  - Control Hazards
  - Data Hazards
- Dynamic Branch Predictions

Which version is faster?

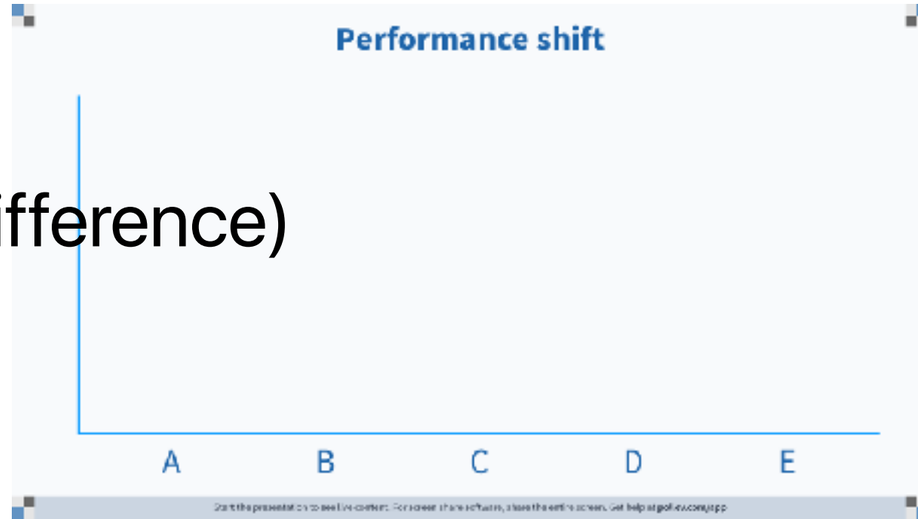
A

```
for(i=0;i<1000000000;i++)
{
    sum+=data[(i*15) & 131071];
}
```

B

```
for(i=0;i<1000000000;i++)
{
    sum+=data[((i << 4) – i) & 131071];
}
```

- Both version A and B produces the same output. Without compiler optimization, which version of code would have better performance?
  A. Version A
  B. Version B
  C. They are about the same (less than 5% difference)



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Which swap is faster?

A

```
void regswap(int* a, int* b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}
```

B

```
void xorswap(int* a, int* b) {
    *a ^= *b;
    *b ^= *a;
    *a ^= *b;
}
```

- Both version A and B swaps content pointed by a and b correctly. Which version of code would have better performance?
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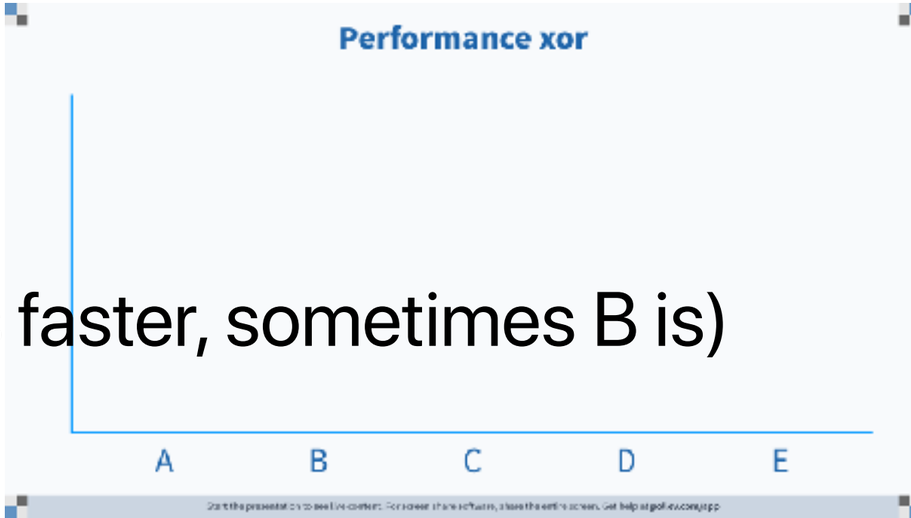

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void regswap(int* a, int* b) {
    int temp = *a;
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Recap: Why adding a sort makes it faster

- Why the sorting the array speed up the code despite the increased instruction count?

```
if(option)
    std::sort(data, data + arraySize);

for (unsigned i = 0; i < 100000; ++i) {
    int threshold = std::rand();
    for (unsigned i = 0; i < arraySize; ++i) {
        if (data[i] >= threshold)
            sum ++;
    }
}
```

Recap: Adding a sort…

```
if(option)
    std::sort(data, data + arraySize);

for (unsigned c = 0; c < arraySize*1000; ++c) {
        if (data[c%arraySize] >= INT_MAX/2)
            sum ++;
    }
}
```

Basic Processor Design

von Neumman Architecture

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2ca4e2b3	00000008

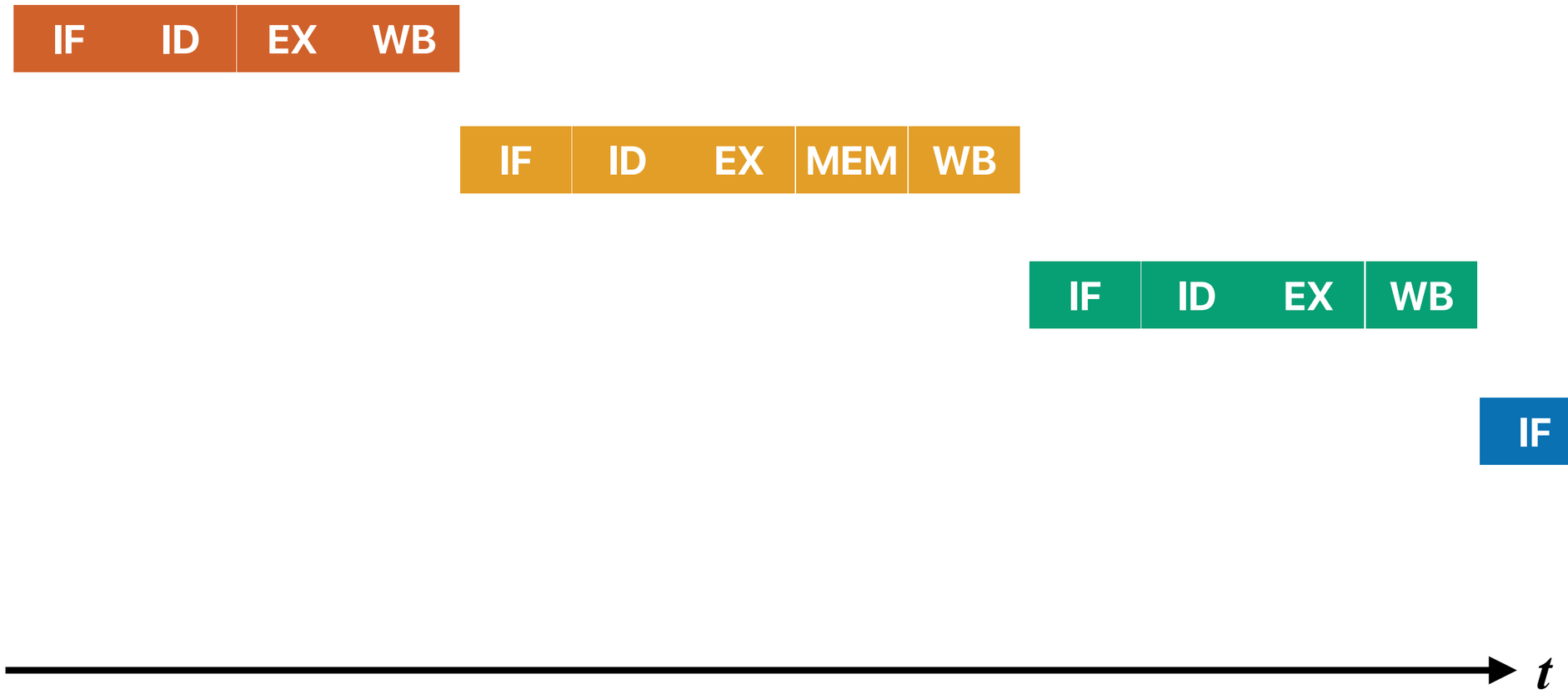
Storage

Tasks in RISC-V ISA

- Instruction Fetch (**IF**) — fetch the instruction from memory
- Instruction Decode (**ID**)
  - Decode the instruction for the desired operation and operands
  - Reading source register values
- Execution (**EX**)
  - ALU instructions: Perform ALU operations
  - Conditional Branch: Determine the branch outcome (taken/not taken)
  - Memory instructions: Determine the effective address for data memory access
- Data Memory Access (**MEM**) — Read/write memory
- Write Back (**WB**) — Present ALU result/read value in the target register
- Update PC
  - If the branch is taken — set to the branch target address
  - Otherwise — advance to the next instruction — current PC + 4

Simple implementation w/o branch

```
add x1, x2, x3
ld  x4, 0(x5)
sub x6, x7, x8
sub x9,x10,x11
sd  x1, 0(x12)
```



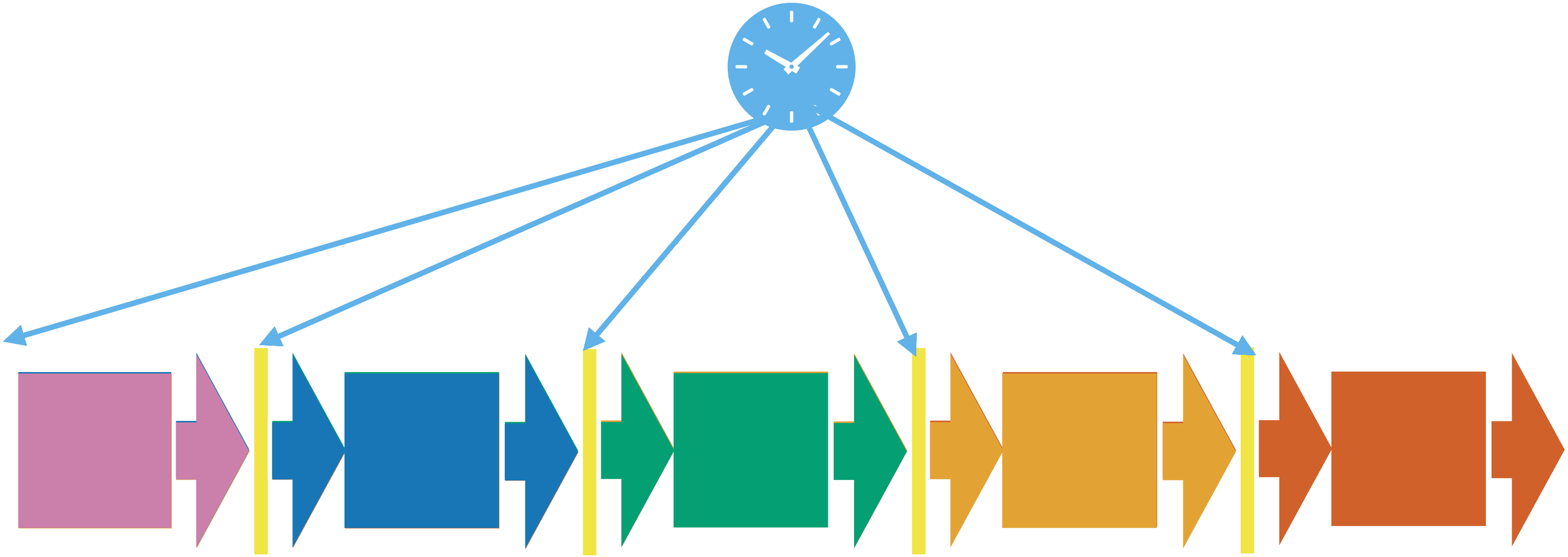
Pipelining

Pipelining

Pipelining

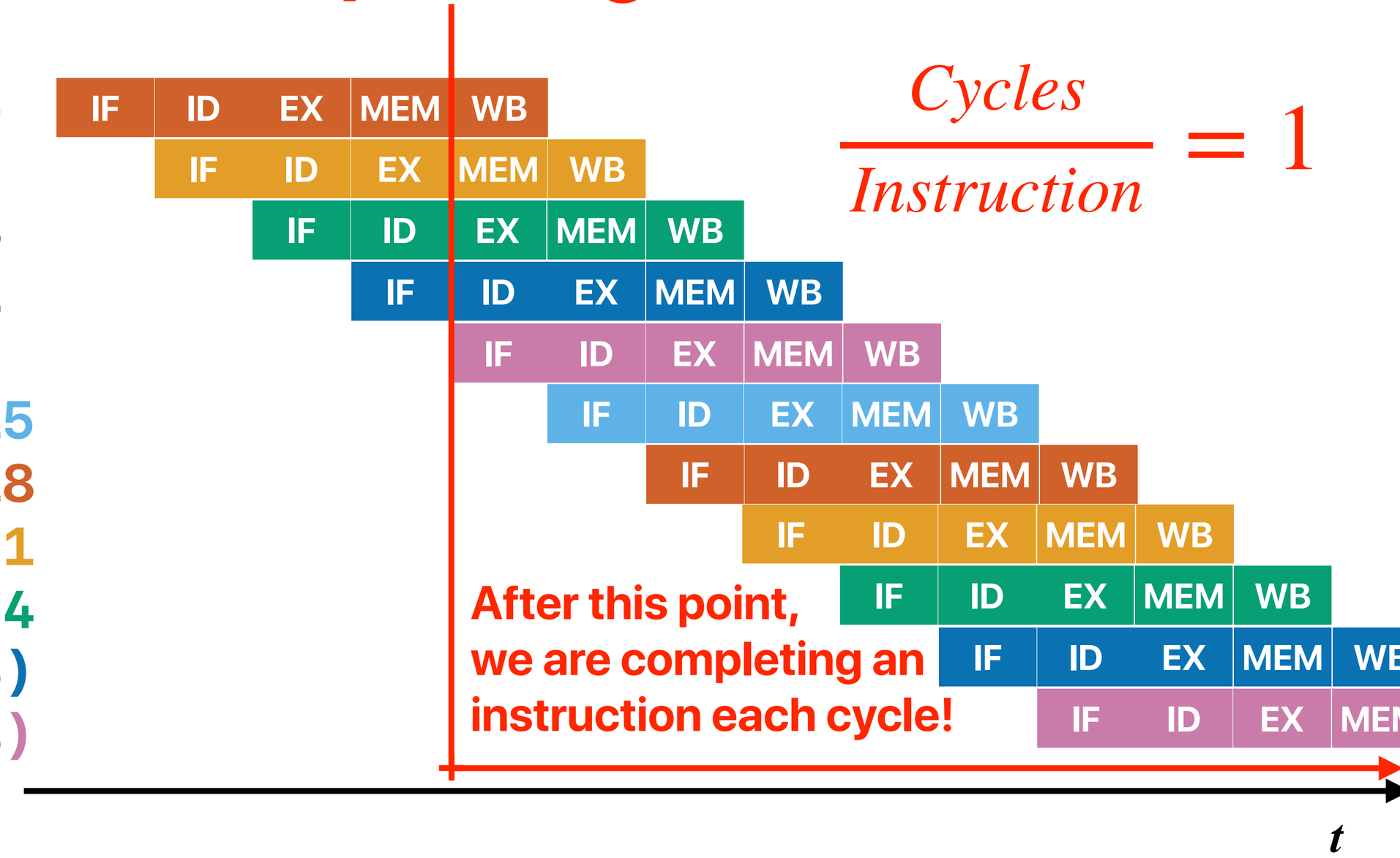
- Different parts of the processor works on different instructions simultaneously
- A clock signal controls and synchronize the beginning and the end of each part of the work
- A pipeline register between different parts of the processor to keep intermediate results necessary for the upcoming work

Pipelining



Pipelining

```
add x1, x2, x3
ld  x4, 0(x5)
sub x6, x7, x8
sub x9,x10,x11
sd  x1, 0(x12)
xor x13,x14,x15
and x16,x17,x18
add x19,x20,x21
sub x22,x23,x24
ld  x25, 4(x26)
sd  x27, 0(x28)
```



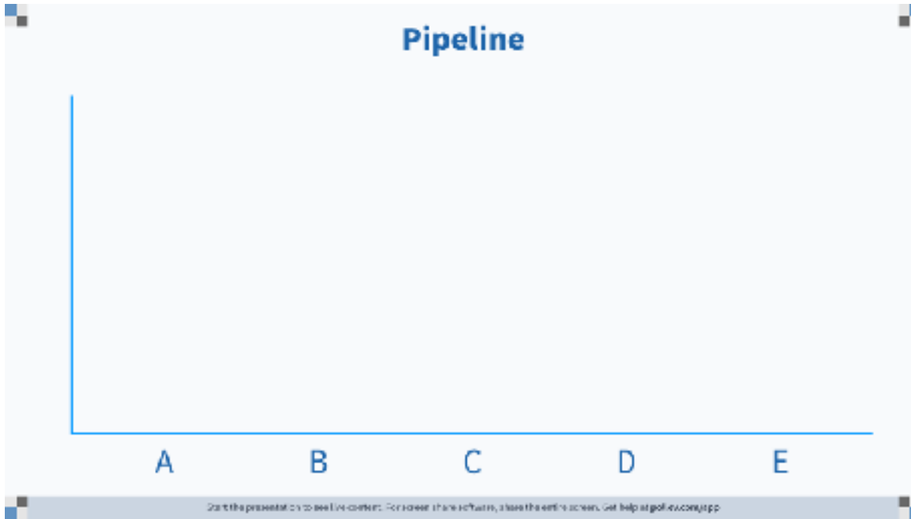
$$\frac{Cycles}{Instruction} = 1$$

Can we get them right?

- Given a simple pipelined RISC-V processor that we discussed so far, how many of the following code snippets can be executed with expected outcome?

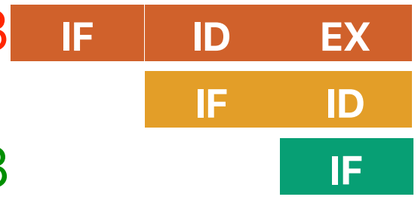
	I	II	III	IV
a	`add x1, x2, x3`	`add x1, x2, x3`	`add x1, x2, x3`	`add x1, x2, x3`
b	`ld x4, 0(x1)`	`ld x4, 0(x5)`	`ld x4, 0(x5)`	`ld x4, 0(x5)`
c	`sub x6, x7, x8`	`sub x6, x7, x8`	`bne x0, x7, L`	`sub x6, x7, x8`
d	`sub x9,x10,x11`	`sub x9, x1, x10`	`sub x9,x10,x11`	`sub x9,x10,x11`
e	`sd x1, 0(x12)`	`sd x11, 0(x12)`	`sd x1, 0(x12)`	`sd x1, 0(x12)`

A. 0
B. 1
C. 2
D. 3
E. 4



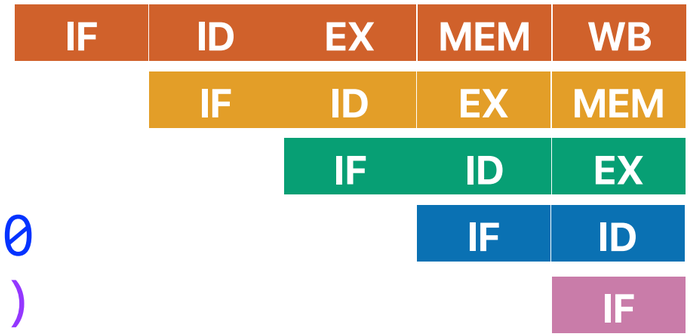
Draw the pipeline diagrams

```
add x1, x2, x3
ld  x4, 0(x1)
sub x6, x7, x8
sub x9,x10,x11
sd  x1, 0(x12)
```



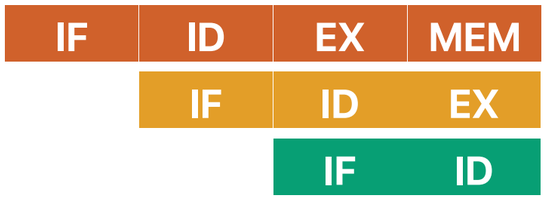
The desired value of x1 is not ready yet

```
add x1, x2, x3
ld  x4, 0(x5)
sub x6, x7, x8
sub x9, x1, x10
sd  x11, 0(x12)
```

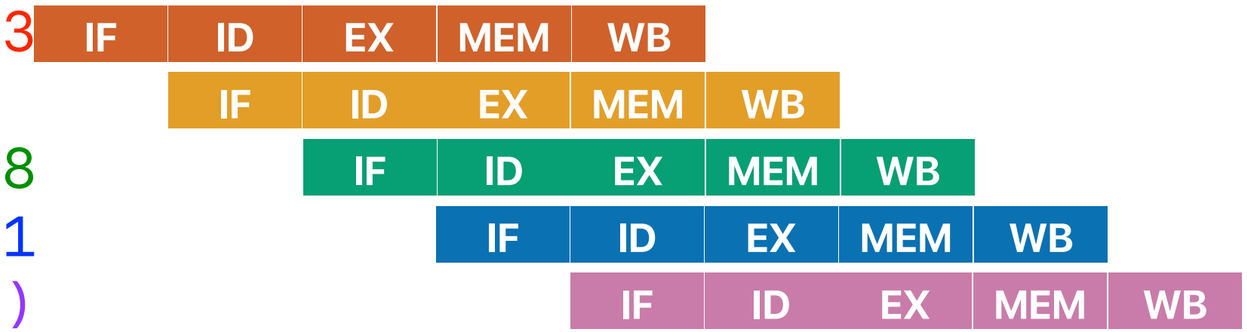


Both instructions need x1

```
add x1, x2, x3
ld  x4, 0(x5)
bne x0, x7, L
sub x9,x10,x11
sd  x1, 0(x12)
```



Doesn't know what to fetch at this moment



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d	`sub x9,x10,x11`	`sub x9, x1, x10`	`sub x9,x10,x11`	`sub x9,x10,x11`
e	`sd x1, 0(x12)`	`sd x11, 0(x12)`	`sd x1, 0(x12)`	`sd x1, 0(x12)`

A. 0

B. 1

C. 2

D. 3

E. 4

b cannot get x1 produced by a before WB

both a and d are accessing x1 at the 5th cycle

We don't know if d & e will be executed or not until c finishes

Pipeline hazards

Three pipeline hazards

- Structural hazards — resource conflicts cannot support simultaneous execution of instructions in the pipeline
- Control hazards — the PC can be changed by an instruction in the pipeline
- Data hazards — an instruction depending on a the result that's not yet generated or propagated when the instruction needs that

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Data Hazard

both a and d are accessing x1 at the 5th cycle

Structural Hazard

We don't know if d & e will be executed or not until c finishes

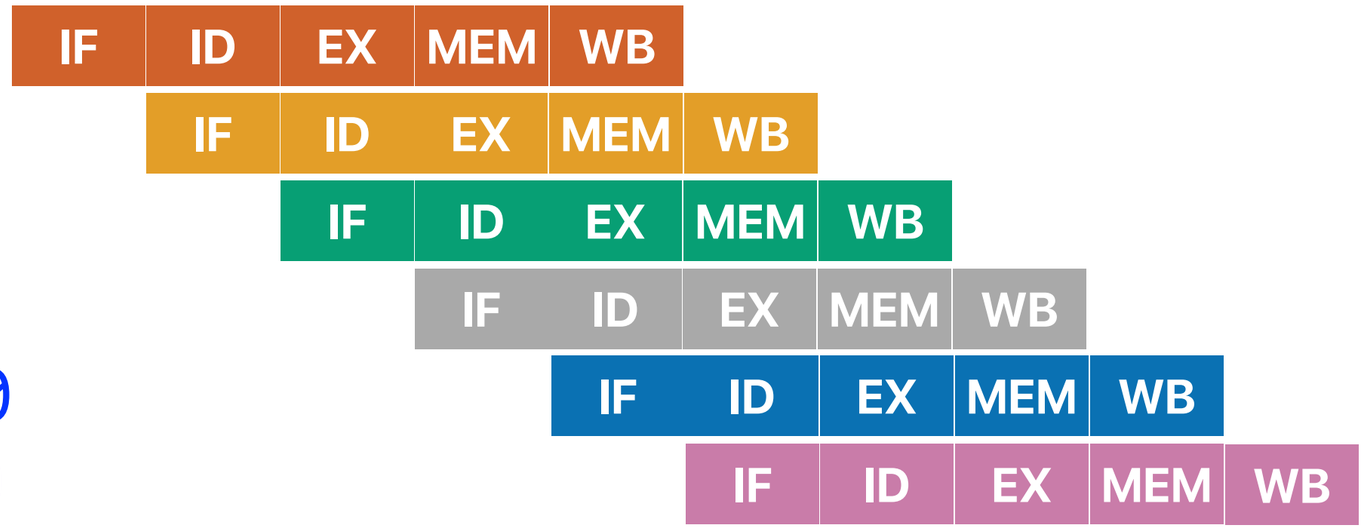
Control Hazard

Structural Hazards

Dealing with the conflicts between ID/WB

- The same register cannot be read/written at the same cycle
- Solution: insert no-ops (e.g, `add x0,x0,x0`) between them
- Drawback
  - If the number of pipeline stages changes, the code won't work
  - Slow

```
add x1, x2, x3
ld  x4, 0(x5)
sub x6, x7, x8
add x0, x0, x0
sub x9, x1, x10
sd  x11, 0(x12)
```



Dealing with the conflicts between ID/WB

- The same register cannot be read/written at the same cycle
- Solution: stall the later instruction, allowing the write to present the change in the register and the later can get the desired value
- Drawback: slow

```
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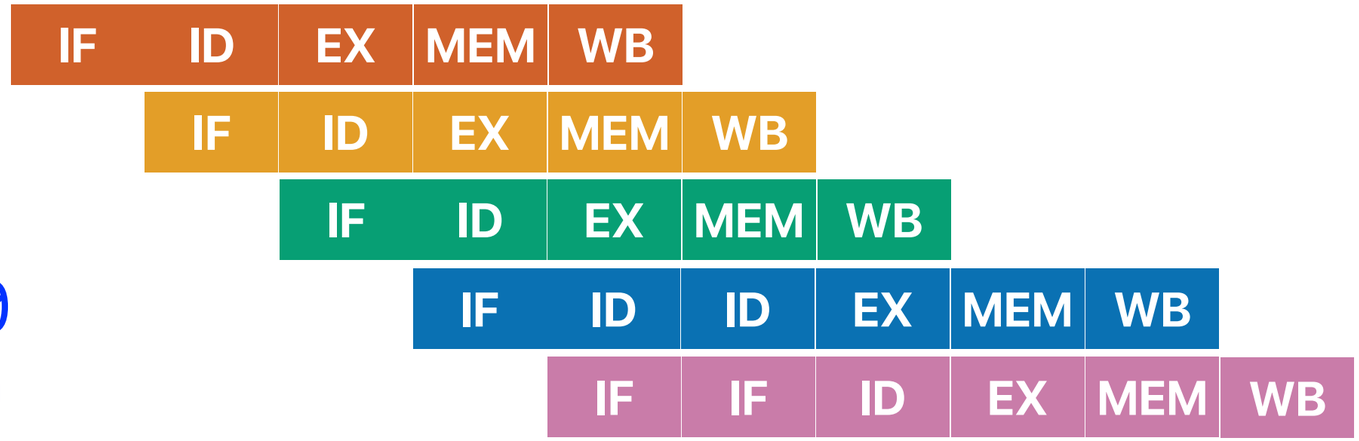

Dealing with the conflicts between ID/WB

- The same register cannot be read/written at the same cycle
- Better solution: write early, read late
  - Writes occur at the clock edge and complete long enough before the end of the clock cycle.
  - This leaves enough time for outputs to settle for reads
  - The revised register file is the default one from now!

```
add x1, x2, x3
ld  x4, 0(x5)
sub x6, x7, x8
sub x9, x1, x10
sd  x11, 0(x12)
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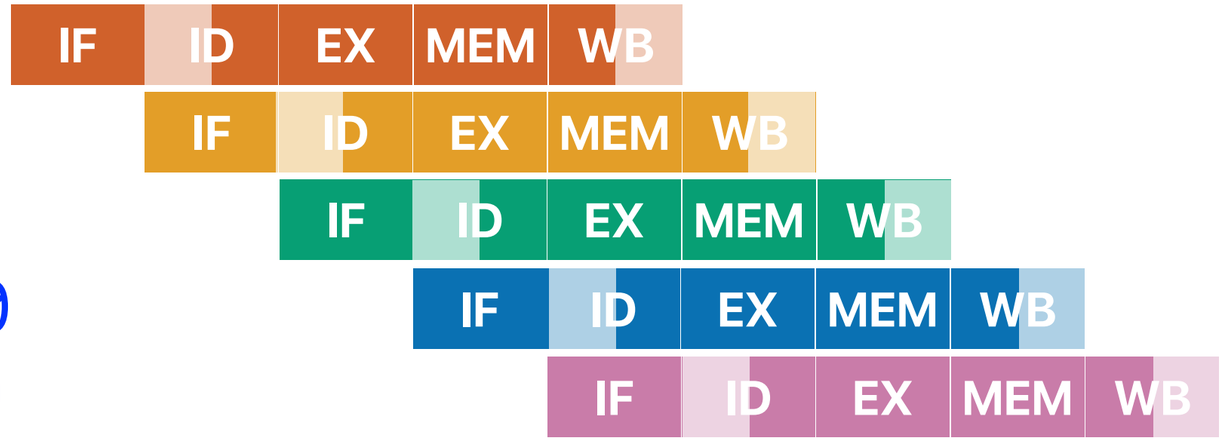

Why "split L1" cache

- Modern processors typically adopts a split L1 cache design that separates the instruction access from data accesses. What pair of instructions will be problematic if we don't use a split cache?

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a: ld  x1, 0(x2)
b: add x3, x4, x5
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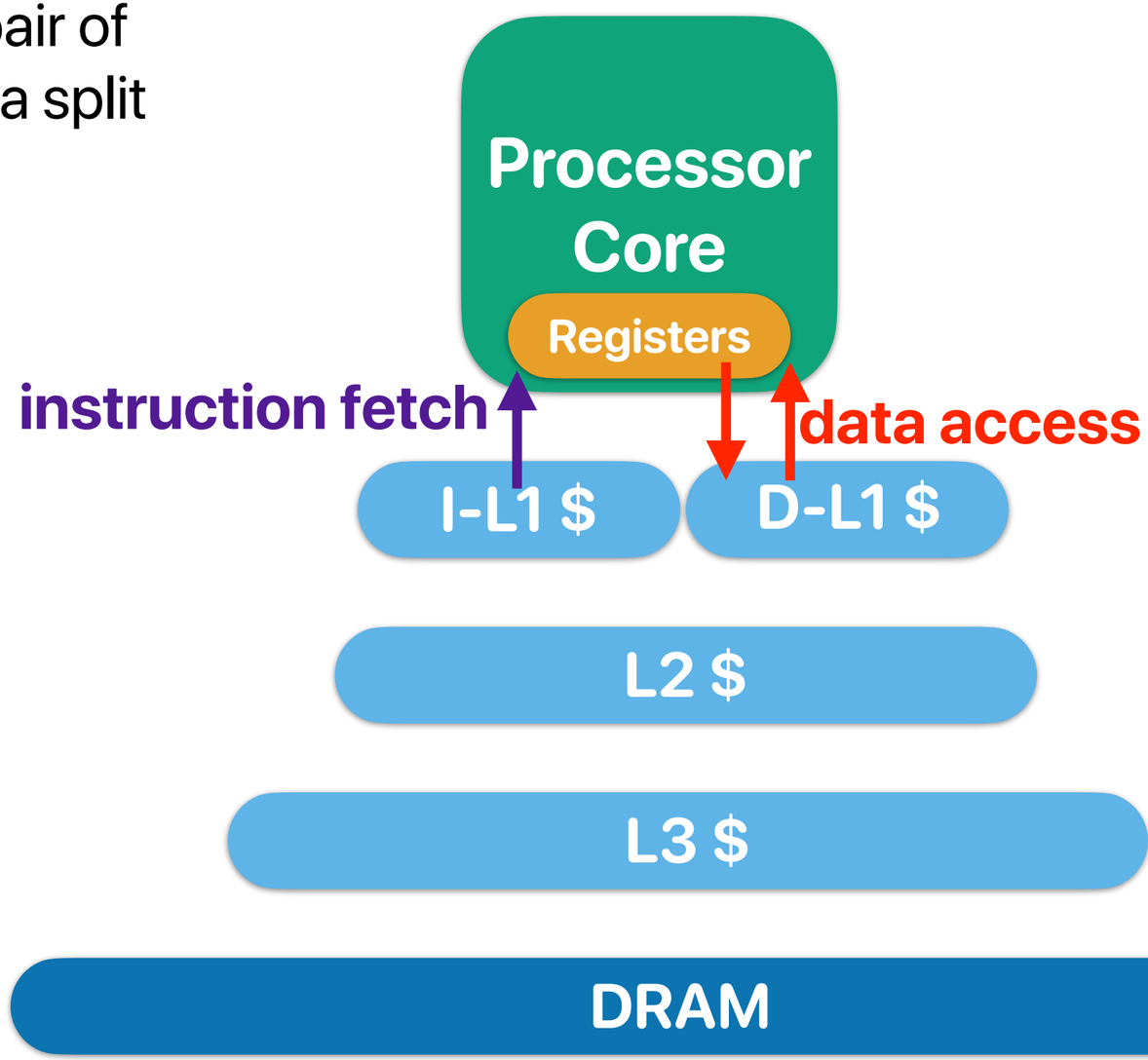
d: sub x9,x10,x11
e: sd  x1, 0(x12)
```

A. a & b
B. a & c
C. b & e
D. c & e
E. None



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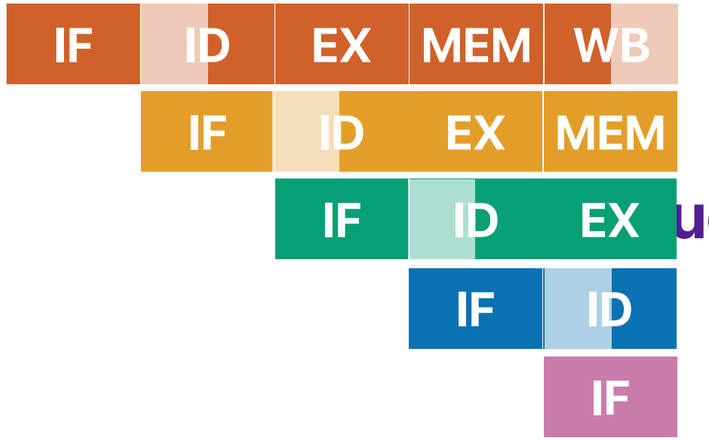

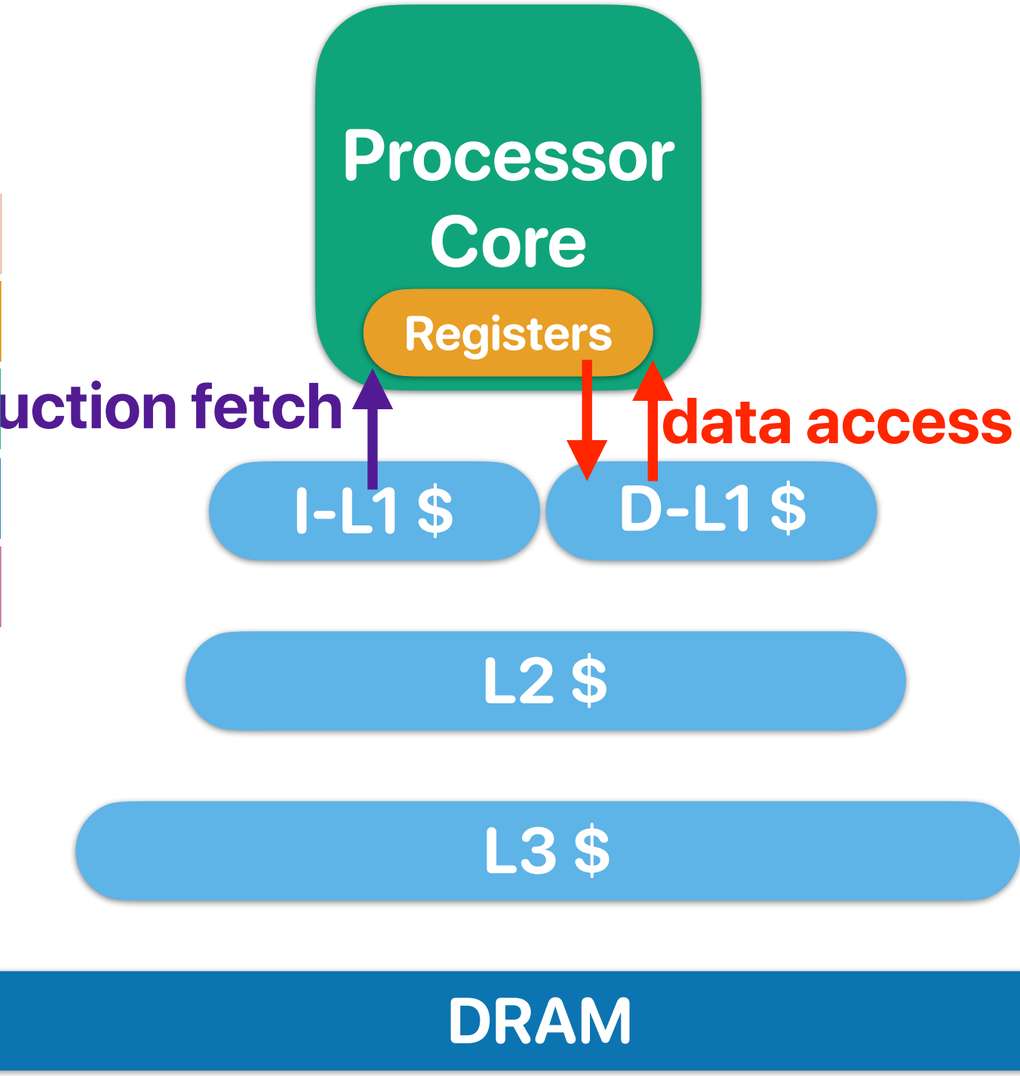

Why always 5 stages

- What pair of instructions will be problematic if we allow ALU instructions to skip the "MEM" stage?

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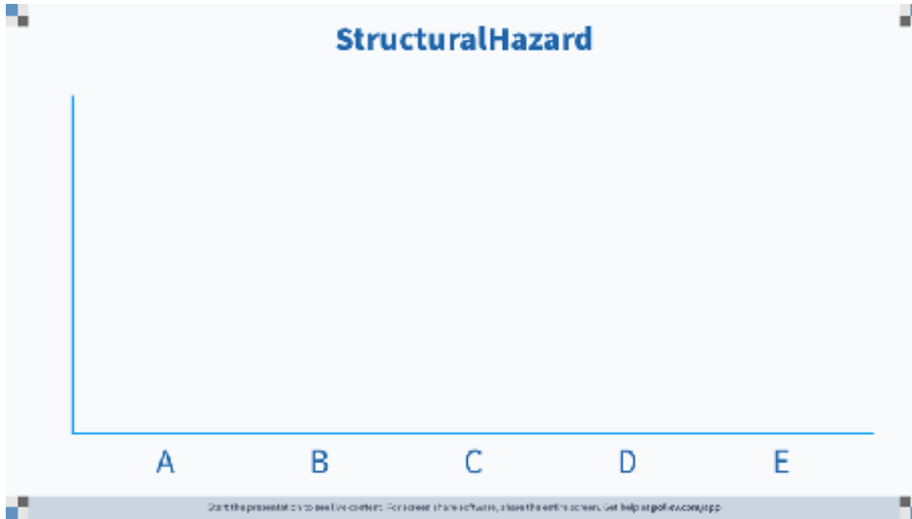

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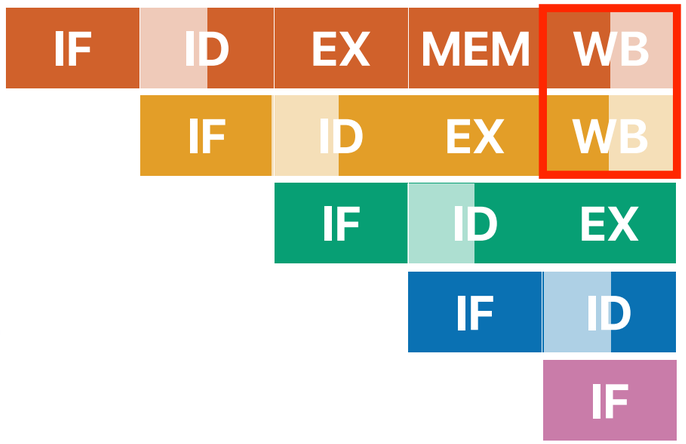


A. a & b

B. a & c

C. b & e

D. c & e

E. None

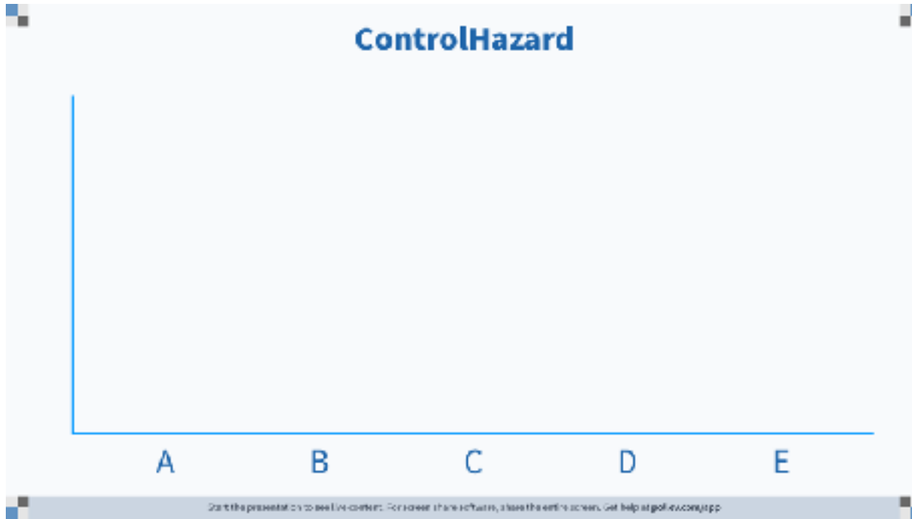
Structural Hazards

- Stall can address the issue — but slow
- Improve the pipeline unit design to allow parallel execution
  - Write-first, read later register files
  - Split L1-Cache
  - All instructions need to go through 5 stages

Control Hazards

The impact of control hazards

- Assuming that we have an application with 20% of branch instructions and the instruction stream incurs no data hazards. When there is a branch, we disable the instruction fetch and insert no-ops until we can determine the PC (happens in the EXE stage). What's the average CPI if we execute this program on the 5-stage RISC-V pipeline?
  A. 1
  B. 1.2
  C. 1.4
  D. 1.6
  E. 1.8



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ld  x4, 0(x5)
bne x0, x7, L
add x0, x0, x0
add x0, x0, x0
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sd  x1, 0(x12)
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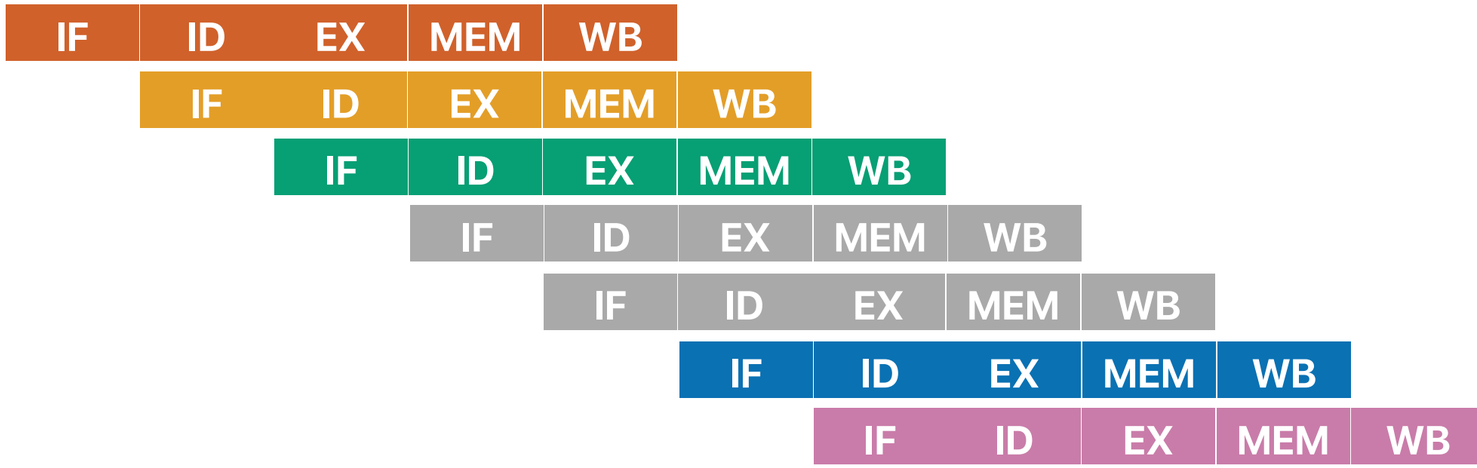

$$1 + 20\% \times 2 = 1.4$$

Why can't we proceed without stalls/no-ops?

- How many of the following statements are true regarding why we have to stall for each branch in the current pipeline processor
  - ① The target address when branch is taken is not available for instruction fetch stage of the next cycle
  - ② The target address when branch is not-taken is not available for instruction fetch stage of the next cycle
  - ③ The branch outcome cannot be decided until the comparison result of ALU is not out
  - ④ The next instruction needs the branch instruction to write back its result

A. 0
B. 1
C. 2
D. 3
E. 4

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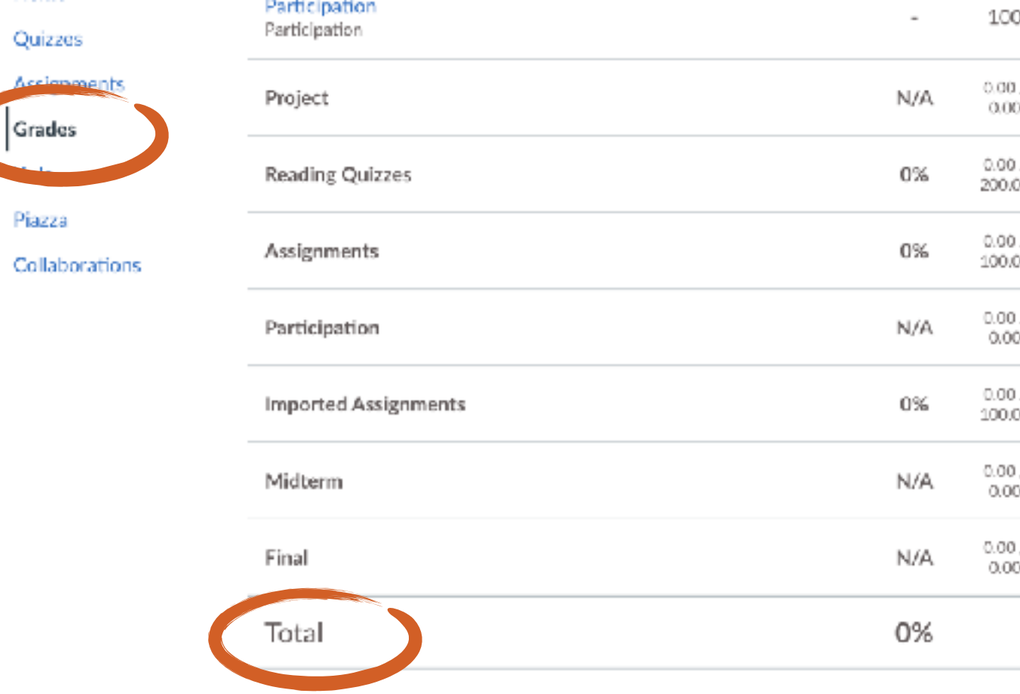
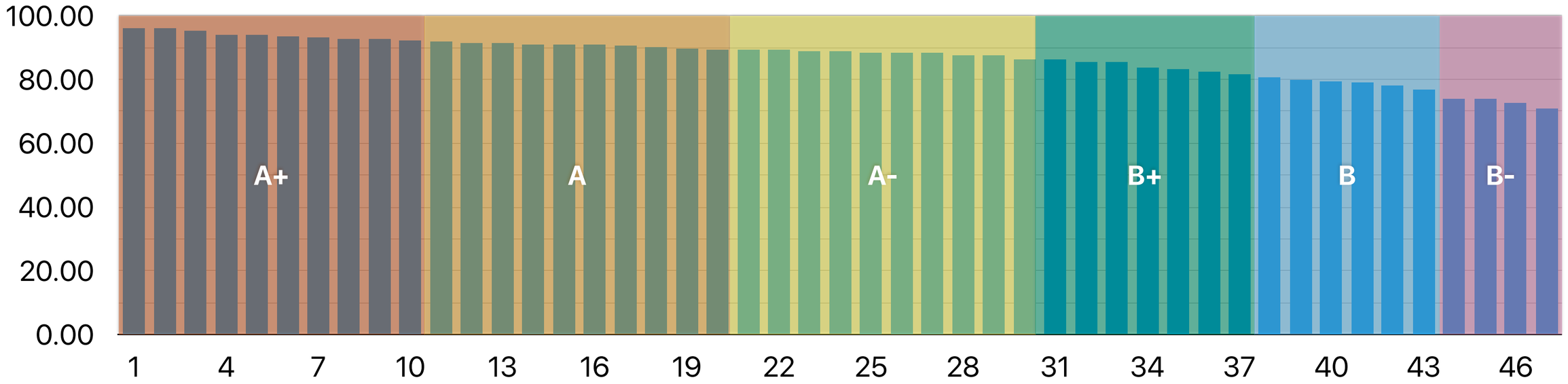
Midterm



- Average is 72 (last year was 66, online, open-book)
- Your overall grade decides your final letter grade, not just the midterm
- We still have 45% of the grades to be offered
- Pick up outside of Hung-Wei's office @ WCH 406

Current "Total" in eLearn and "Projected" Letter Grades



Announcements

- Reading quiz due next Monday
- Project is released
  - Please check website to the link of GitHub repo
  - You may discuss, but each needs an individual/distinguishable version of code
  - You need to write a brief report
  - Due 11/29 — **no extension**