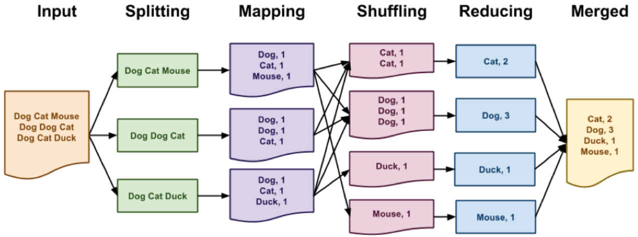
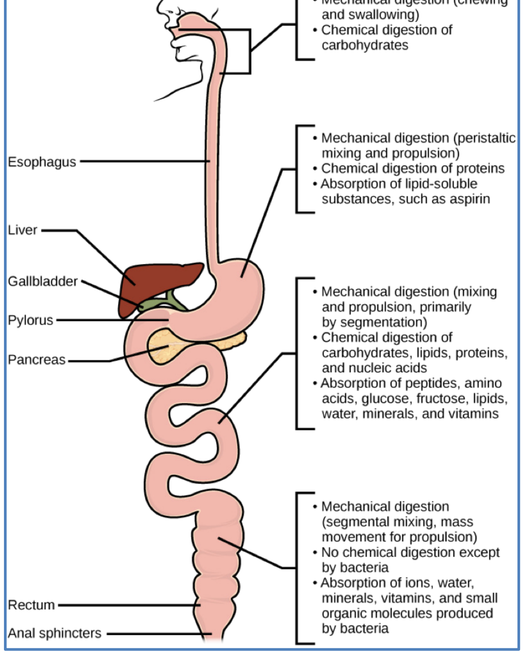
CSE 141: Introduction to Computer Architecture

Pipelines

First things first:
Pipelines are the coolest.

- Seriously, this idea is everywhere



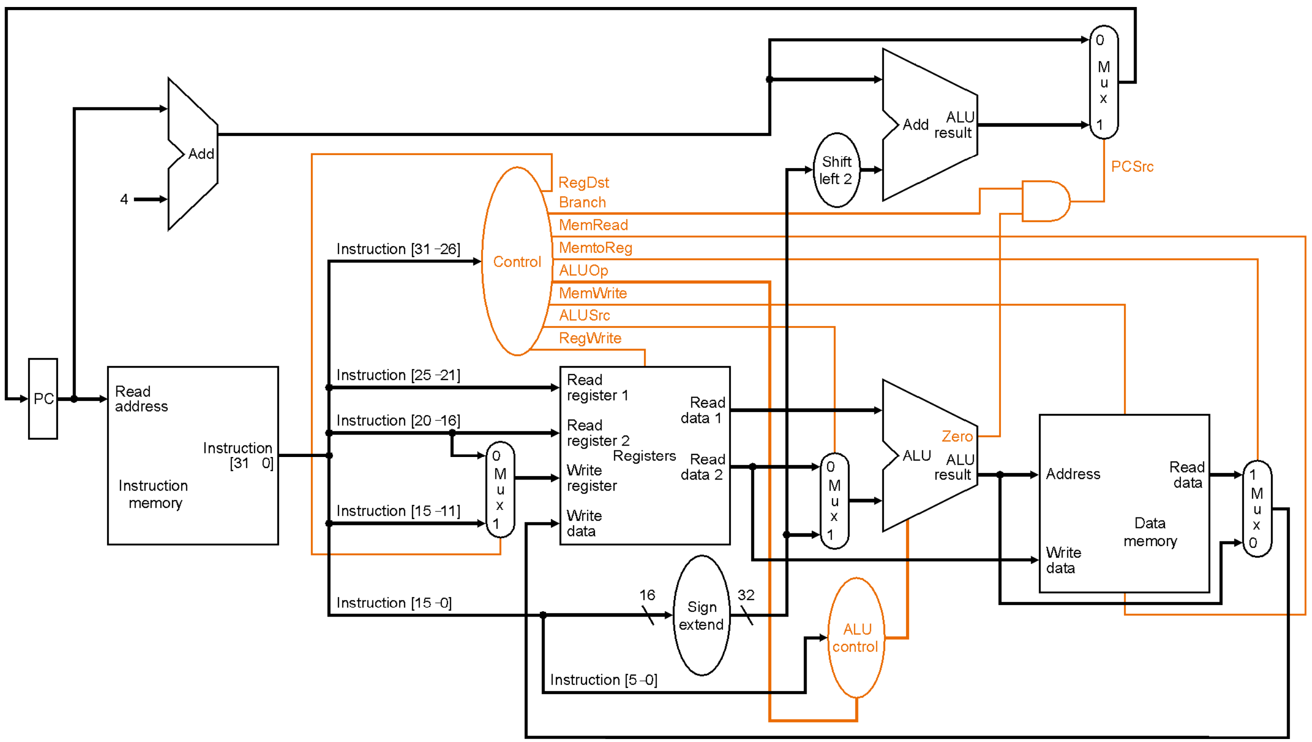


THE key idea of pipelining

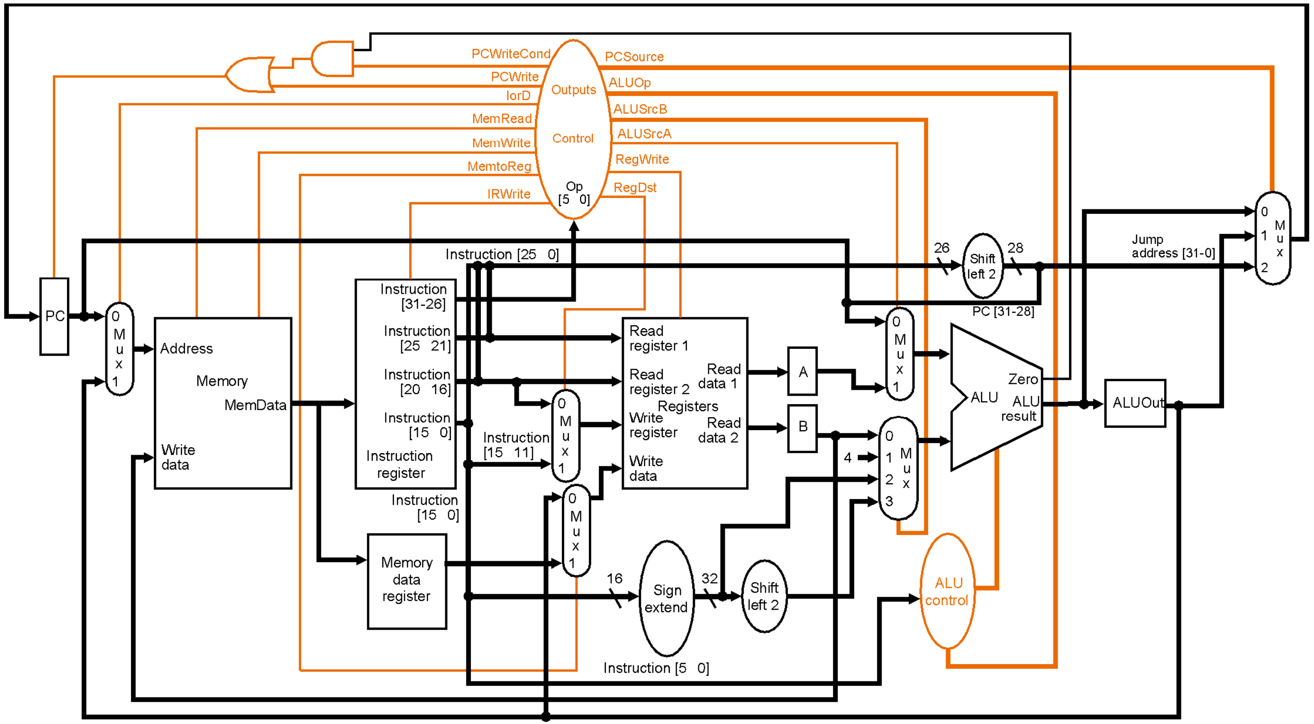
- Throughput >>> latency
- Computers are very useful because they do <u>a lot</u> of things well
  - It is much less important how well any one thing is done

- Which is faster?
  - A machine with average CPI of 2.0 running at 48 MHz
  - A machine with average CPI of 10.0 running at 4 GHz

Review -- Single Cycle CPU

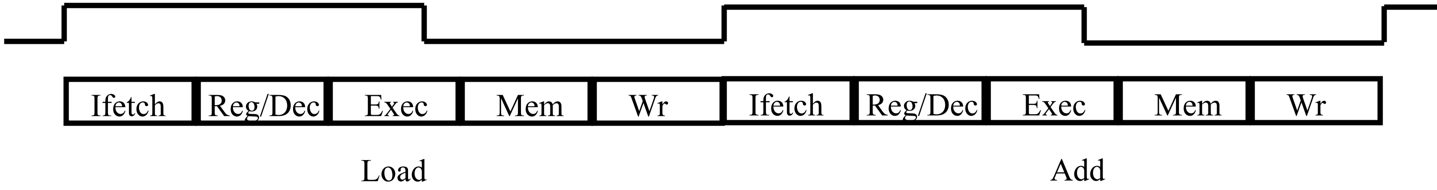


(not quite) Review -- Multiple Cycle CPU

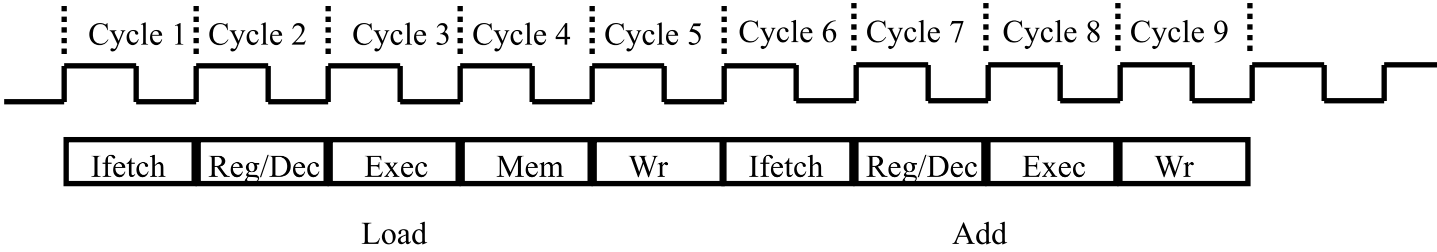


Review -- Instruction Latencies

Single-Cycle CPU

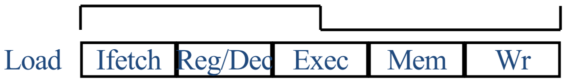


Multiple Cycle CPU

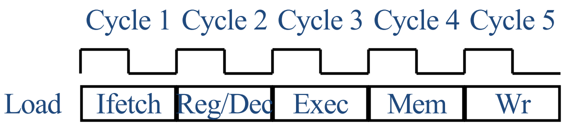


Instruction Latencies and Throughput

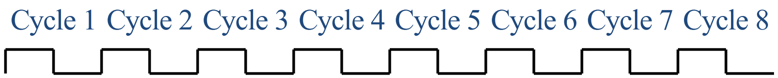
Single-Cycle CPU



Multiple Cycle CPU

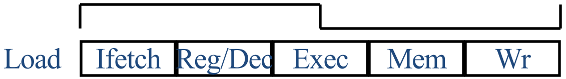


Pipelined CPU

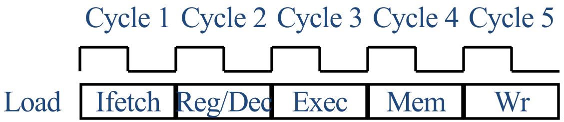


Instruction Latencies and Throughput

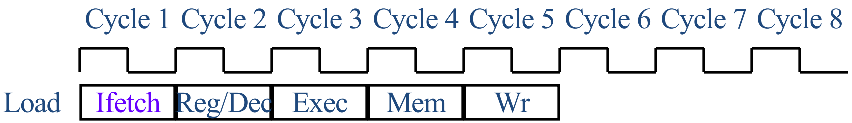
Single-Cycle CPU



Multiple Cycle CPU

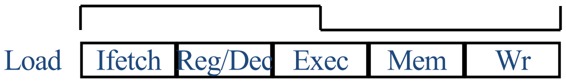


Pipelined CPU

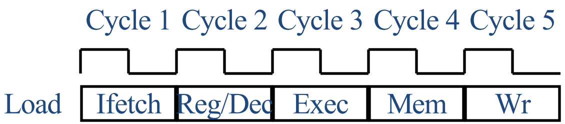


Instruction Latencies and Throughput

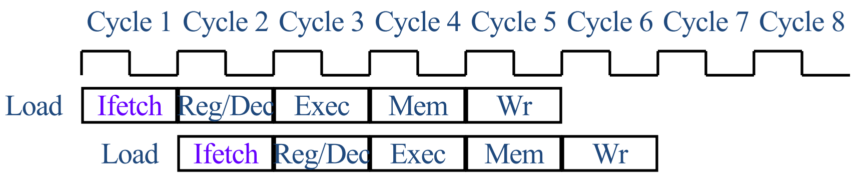
Single-Cycle CPU



Multiple Cycle CPU

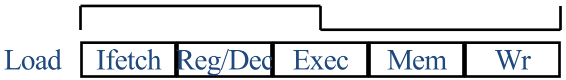


Pipelined CPU

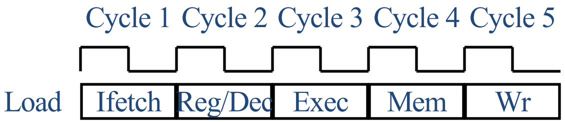


Instruction Latencies and Throughput

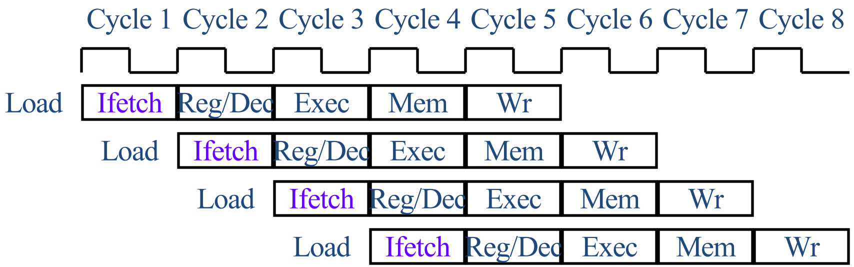
Single-Cycle CPU



Multiple Cycle CPU



Pipelined CPU



Pipelining Advantages

- Higher *maximum* throughput
- Higher *utilization* of CPU resources

- But, more complicated *datapath*, more complex control(?)

Poll Q: What affects throughput?
Peak throughput depends on…

	Single Cycle	Multi-Cycle	Pipeline
A	Longest Instruction	Cycle Time	Average Instruction
B	Longest Instruction	Cycle Time	Longest Instruction
C	Longest Instruction	Average Instruction	Cycle Time
D	Average Instruction	Longest Instruction	Cycle Time
E	*None of the above*		

Poll Q: What affects throughput?
<u>Peak throughput</u> depends on...

	Single Cycle	Multi-Cycle	Pipeline
C	Longest Instruction	Average Instruction	Cycle Time

Throughput is useful work over time – one measure: insts / sec

ET = Inst * <u>CPI * CT</u>

Single Cycle: ET = Inst * 1 * BIG
Multi Cycle: ET = Inst * [3 .. 5] * CT
Pipeline: ET = Inst * 1 * CT

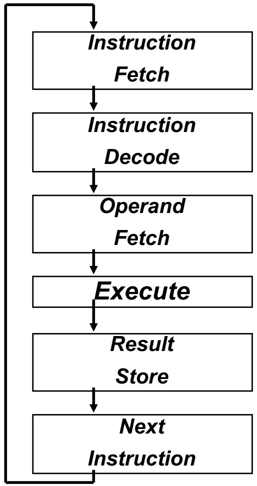
Pipelining in Modern CPUs

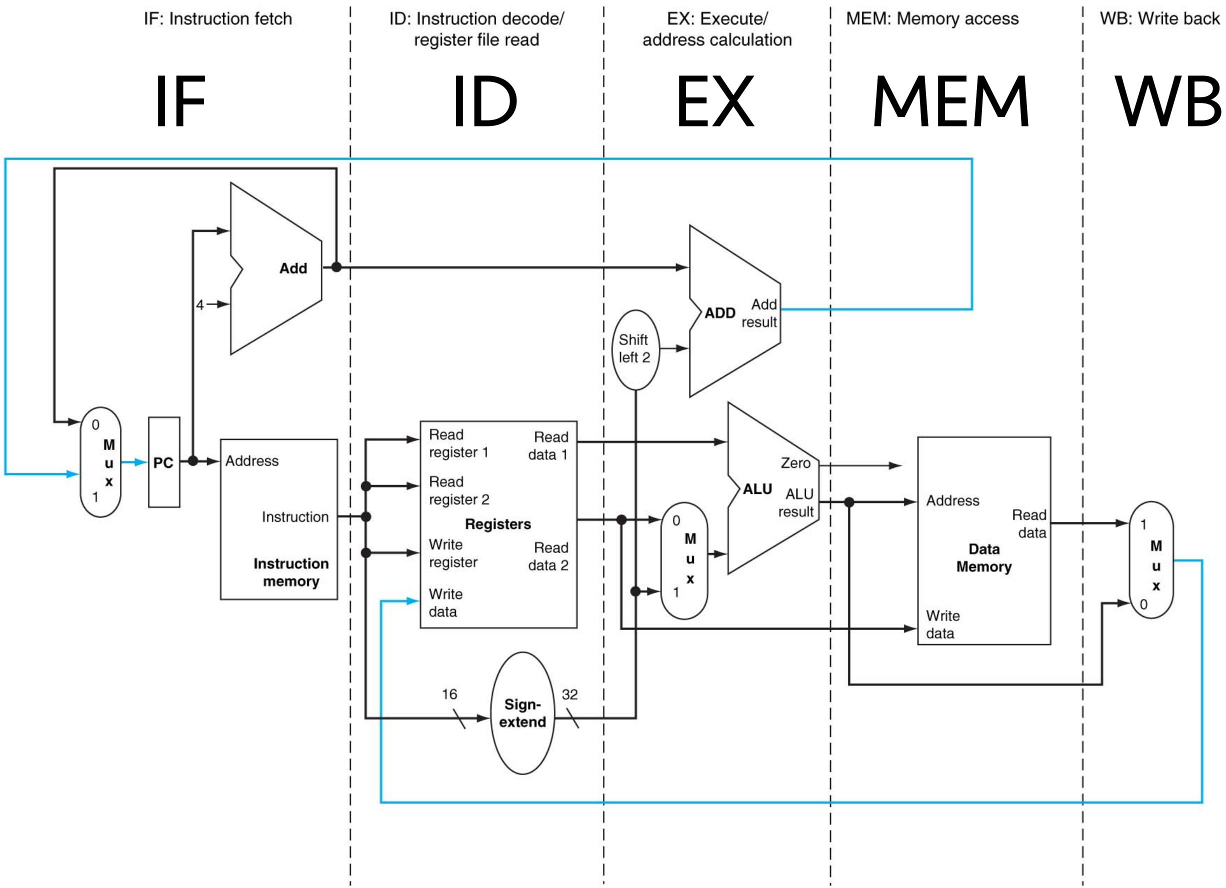
- CPU Datapath
- Arithmetic Units
- System Buses
- Software (at multiple levels)
- etc…

A Pipelined Datapath

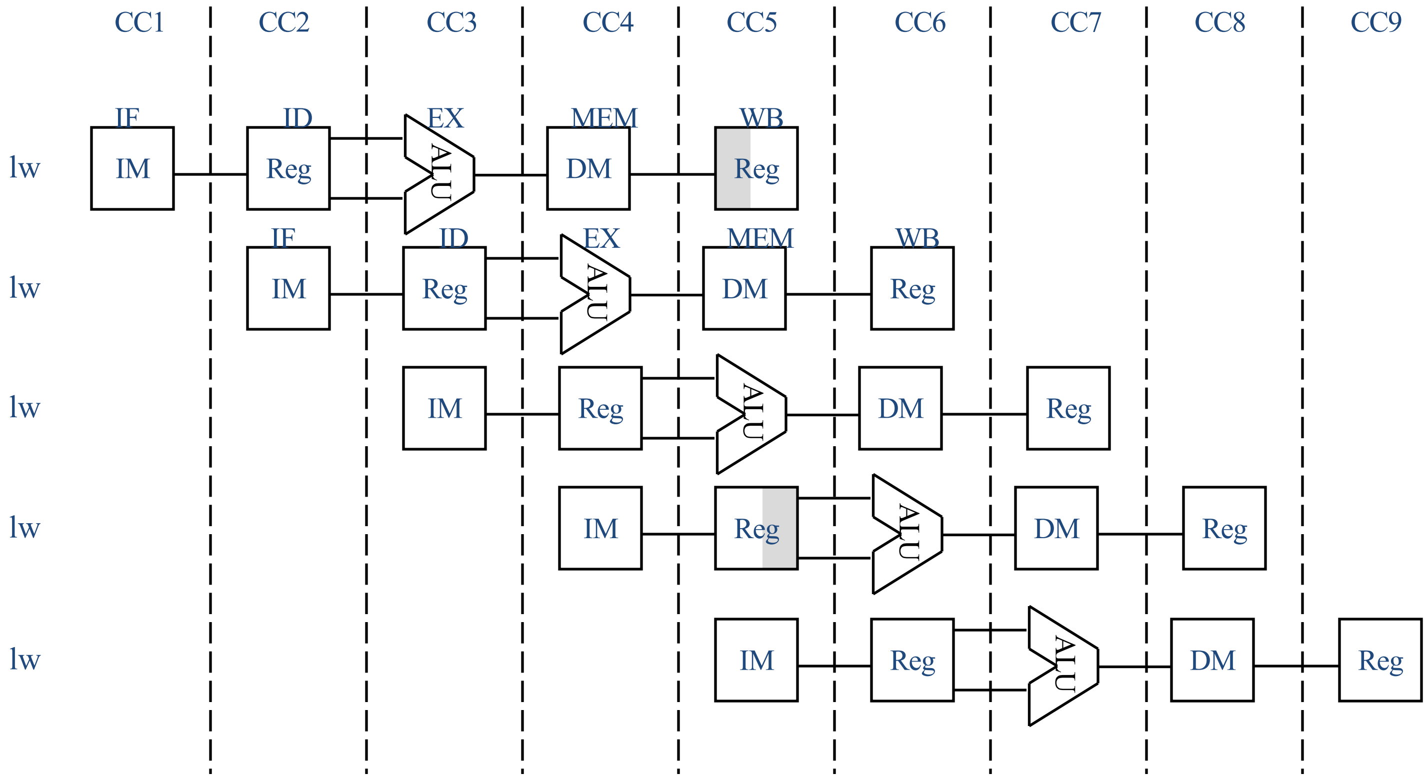
IF	Instruction fetch
ID	Instruction decode and register fetch
EX	Execution and effective address calculation
MEM	Memory access
WB	Write back

Pipelined Datapath (roughly)

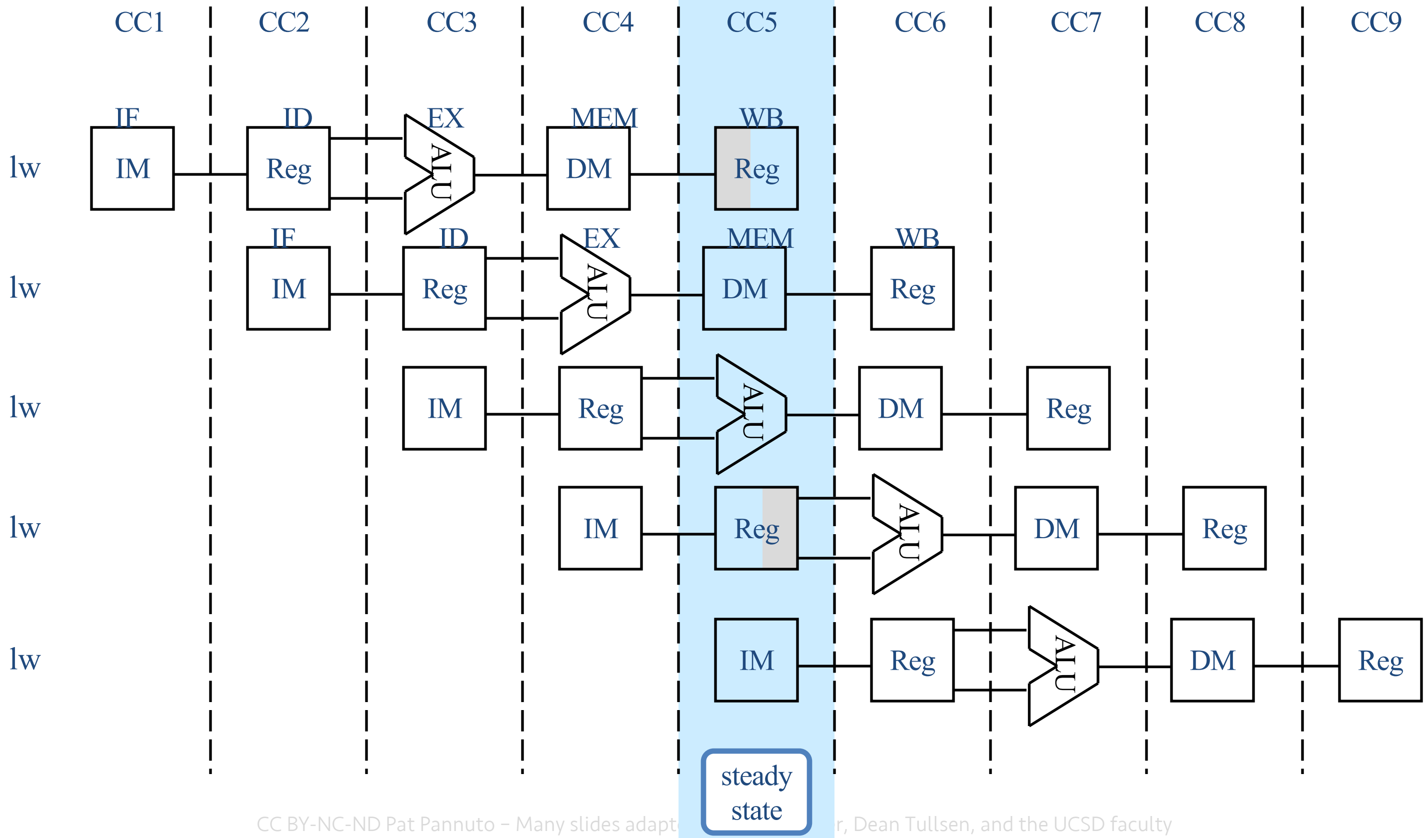




Execution in a Pipelined Datapath



Execution in a Pipelined Datapath



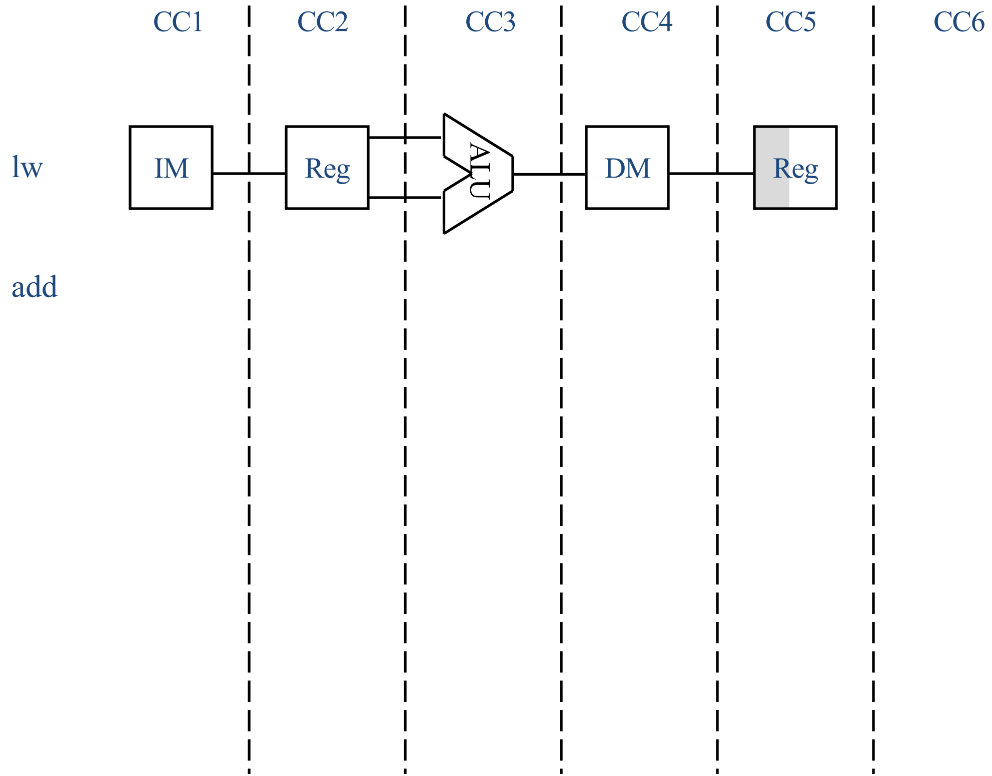
Mixed Instructions in the Pipeline

CC1 CC2 CC3 CC4 CC5 CC6

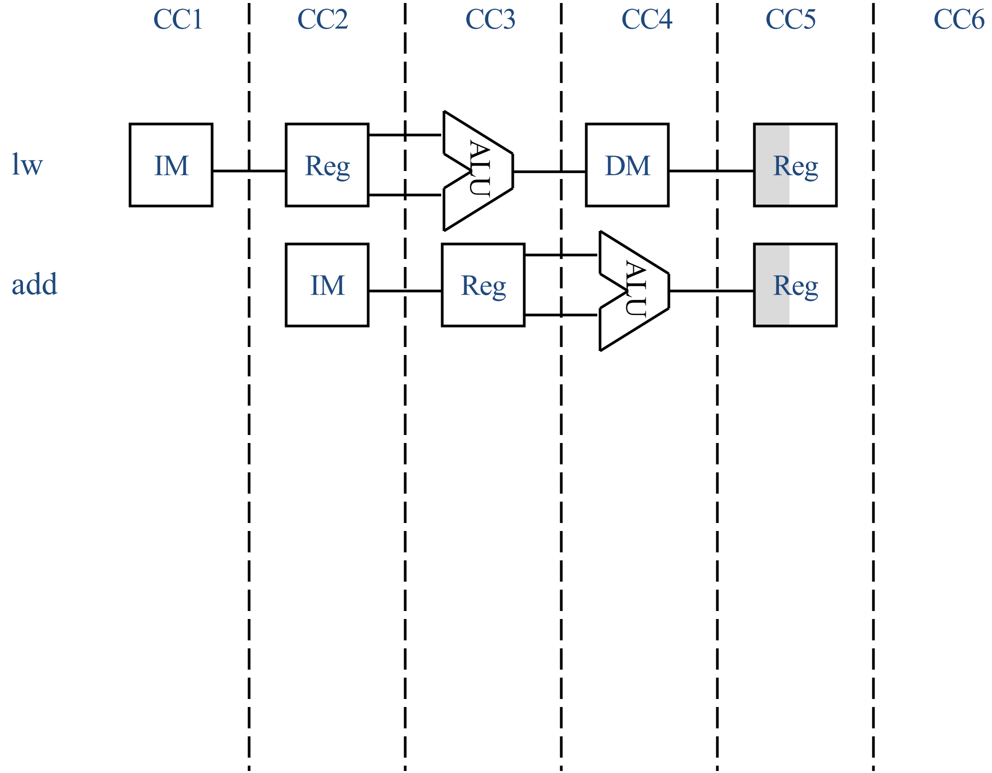
lw

add

Mixed Instructions in the Pipeline



Mixed Instructions in the Pipeline



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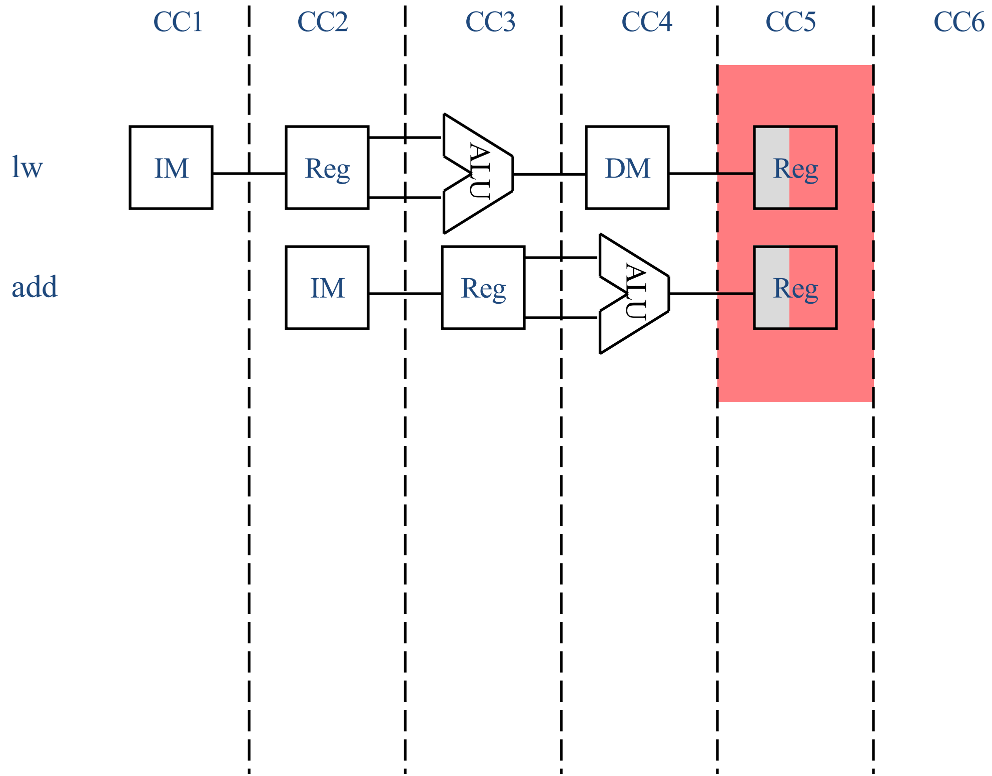

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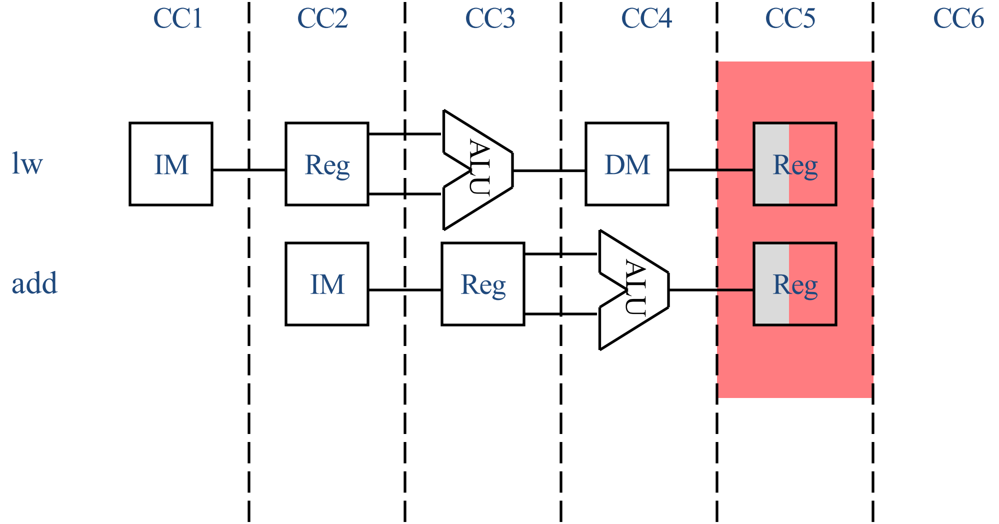
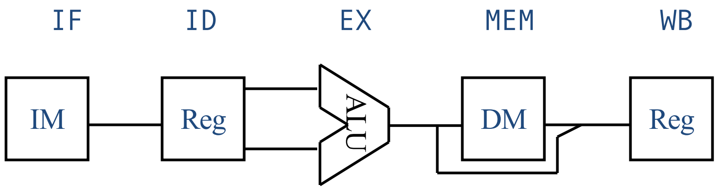


This is called a structural hazard – too many instructions want to use the same resource.
In our pipeline, we can make this hazard disappear (next slide).
In more complex pipelines, structural hazards are again possible.

Pipeline Principles

- All instructions that share a pipeline should have the same *stages* in the same *order*.
  - therefore, *add* does nothing during Mem stage
  - *sw* does nothing during WB stage
- All intermediate values must be latched each cycle.



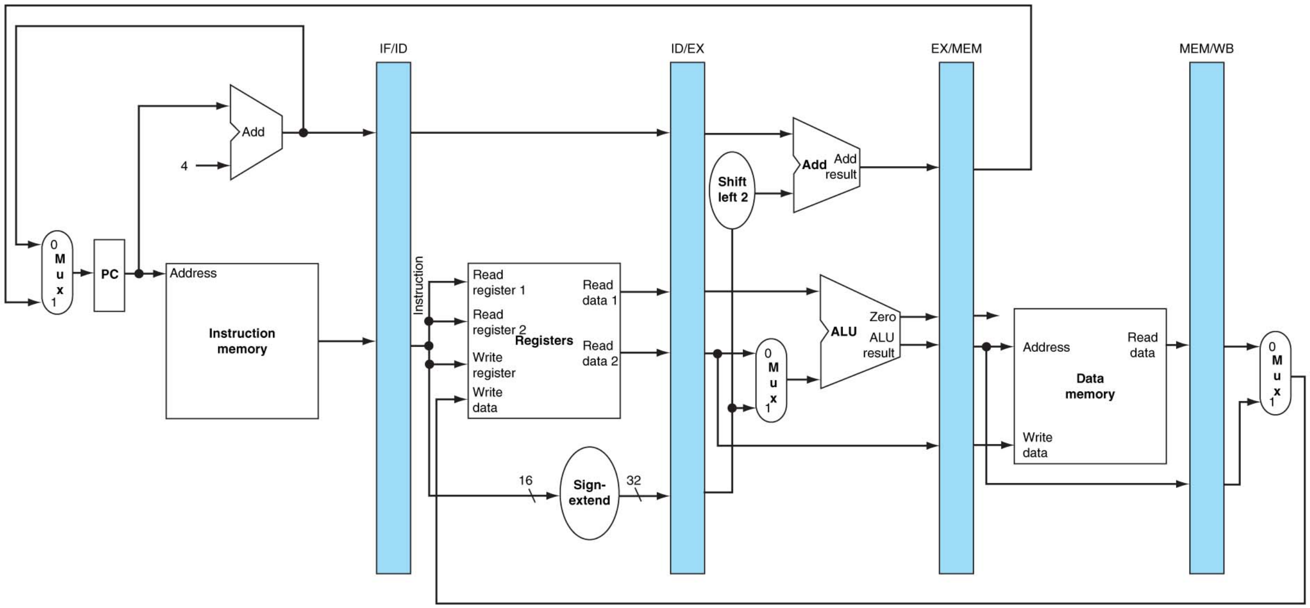
Pipeline stages

- What is the performance implication of making every instruction go through all 5 stages? (e.g., instead of 4 for add, 3 for beq, etc.)

(Choose BEST answer)	
A	Decreases peak throughput by 20%
B	Increases program latency by 20%
C	No significant impact on peak throughput or program latency
D	Depends on how many R-type instructions, beq, etc.
E	None of the above

Pipelined Datapath

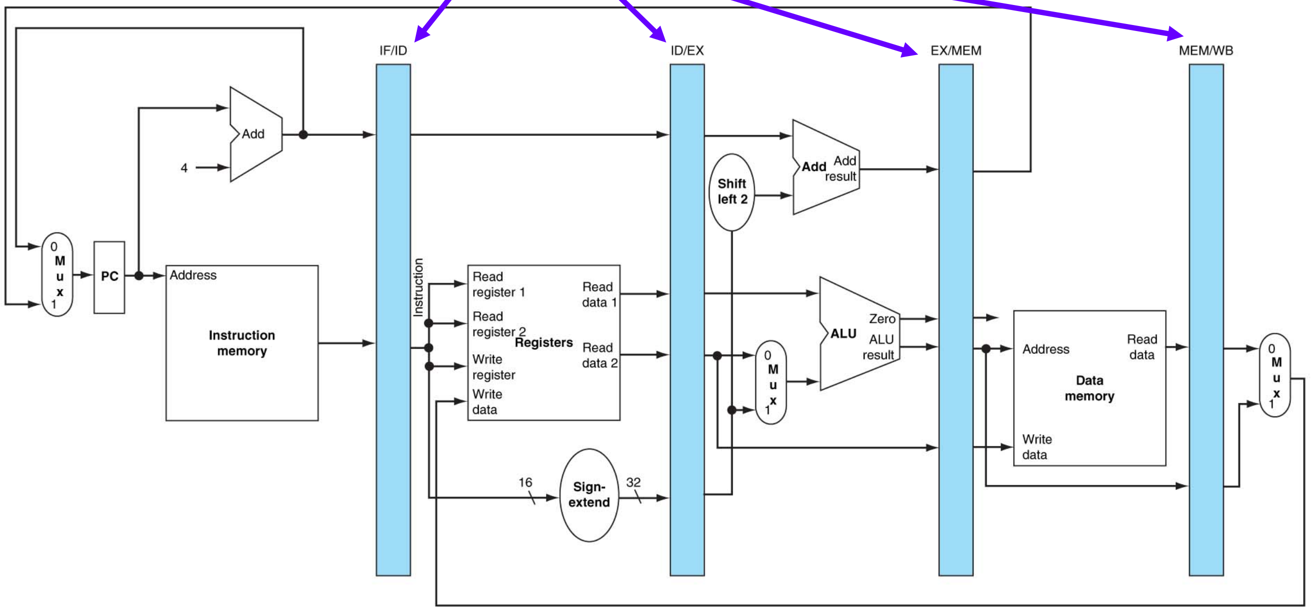
Instruction Fetch	Instruction Decode/ Register Fetch	Execute/ Address Calculation	Memory Access	Write Back
IF	ID	EX	MEM	WB



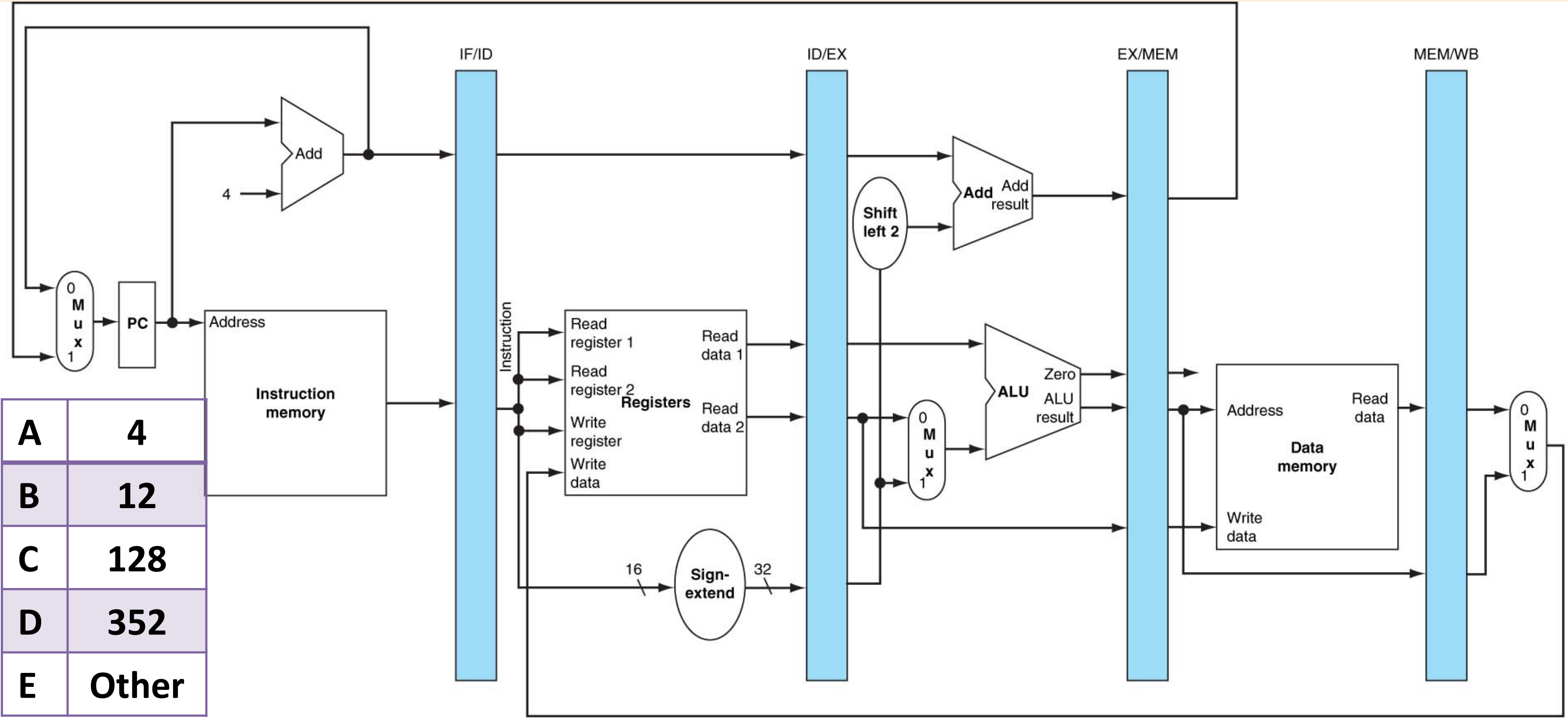
Pipelined Datapath

Instruction Fetch	Instruction Decode/ Register Fetch	Execute/ Address Calculation	Memory Access	Write Back
IF	ID	EX	MEM	WB

registers!



Poll Q: How many D flip flops are in this pipeline?



A	4
B	12
C	128
D	352
E	Other

The Pipeline in Execution

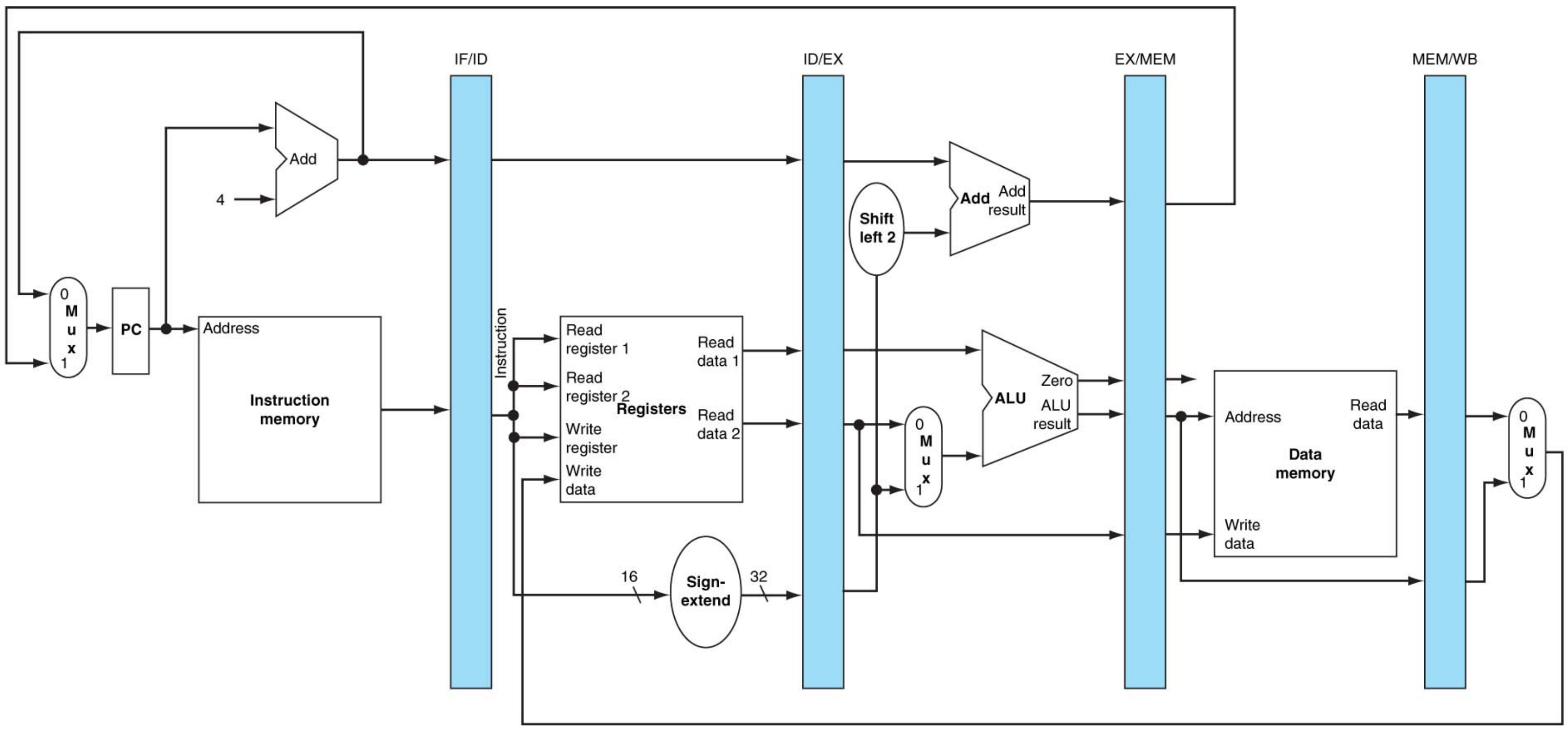
add $10, $1, $2

Instruction Decode/ Register Fetch

Execute/ Address Calculation

Memory Access

Write Back



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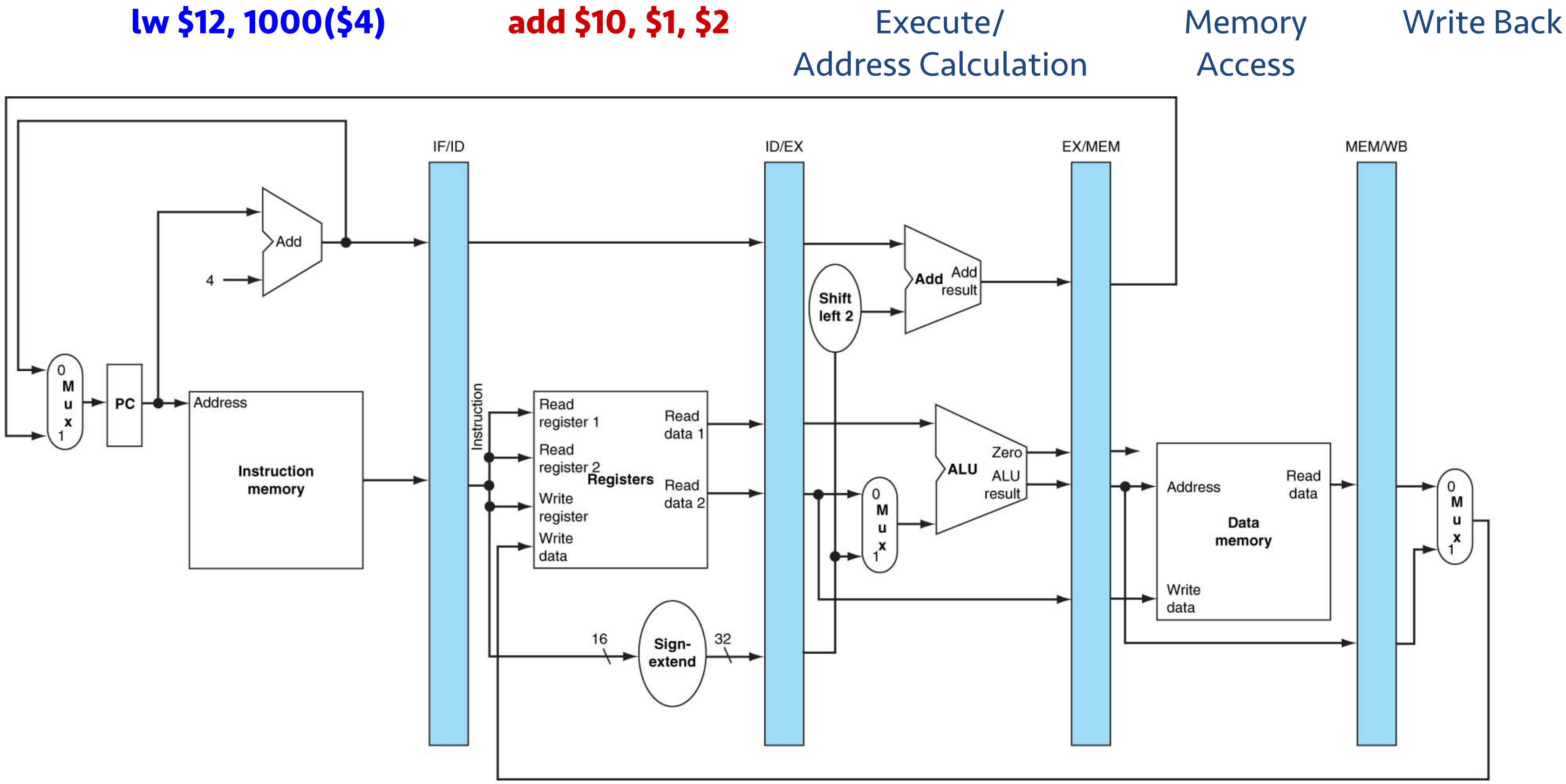
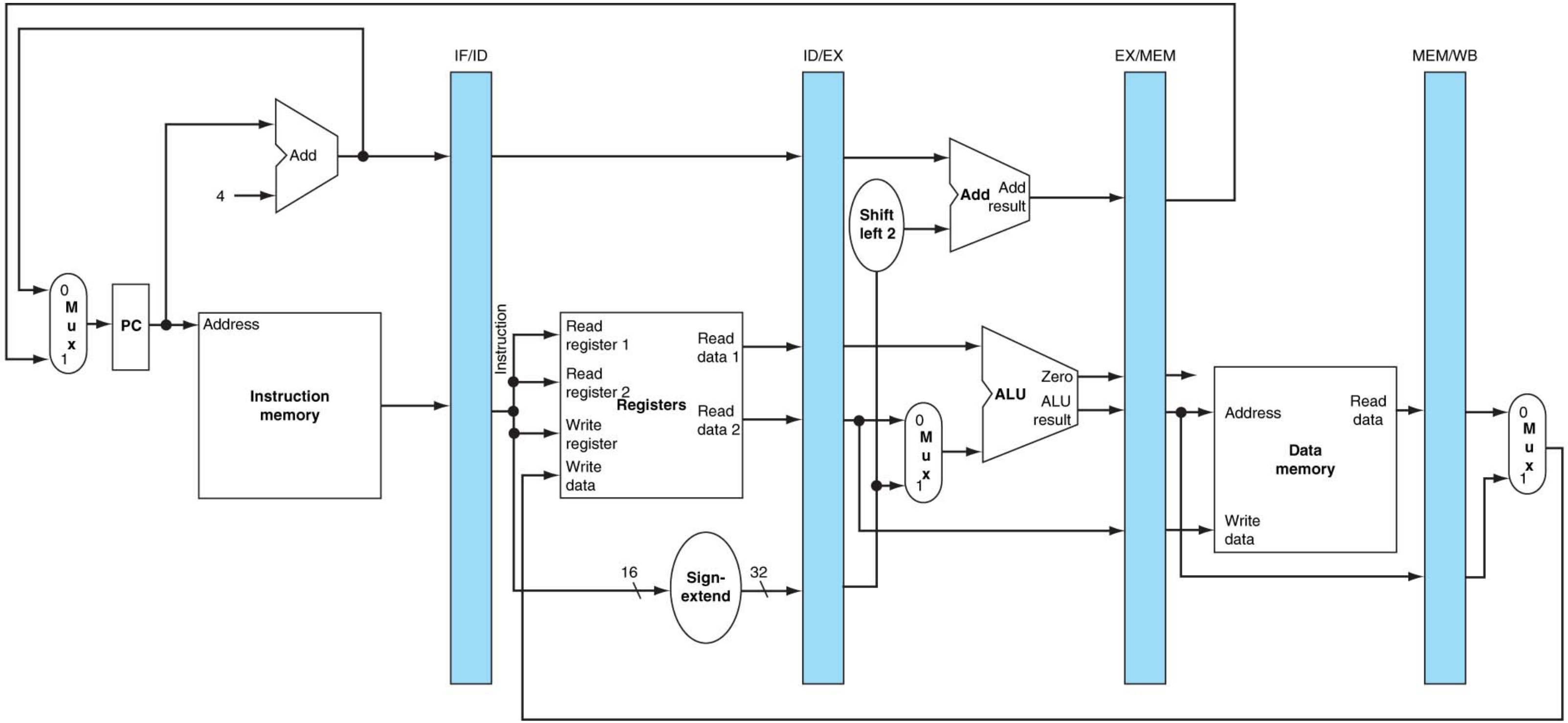


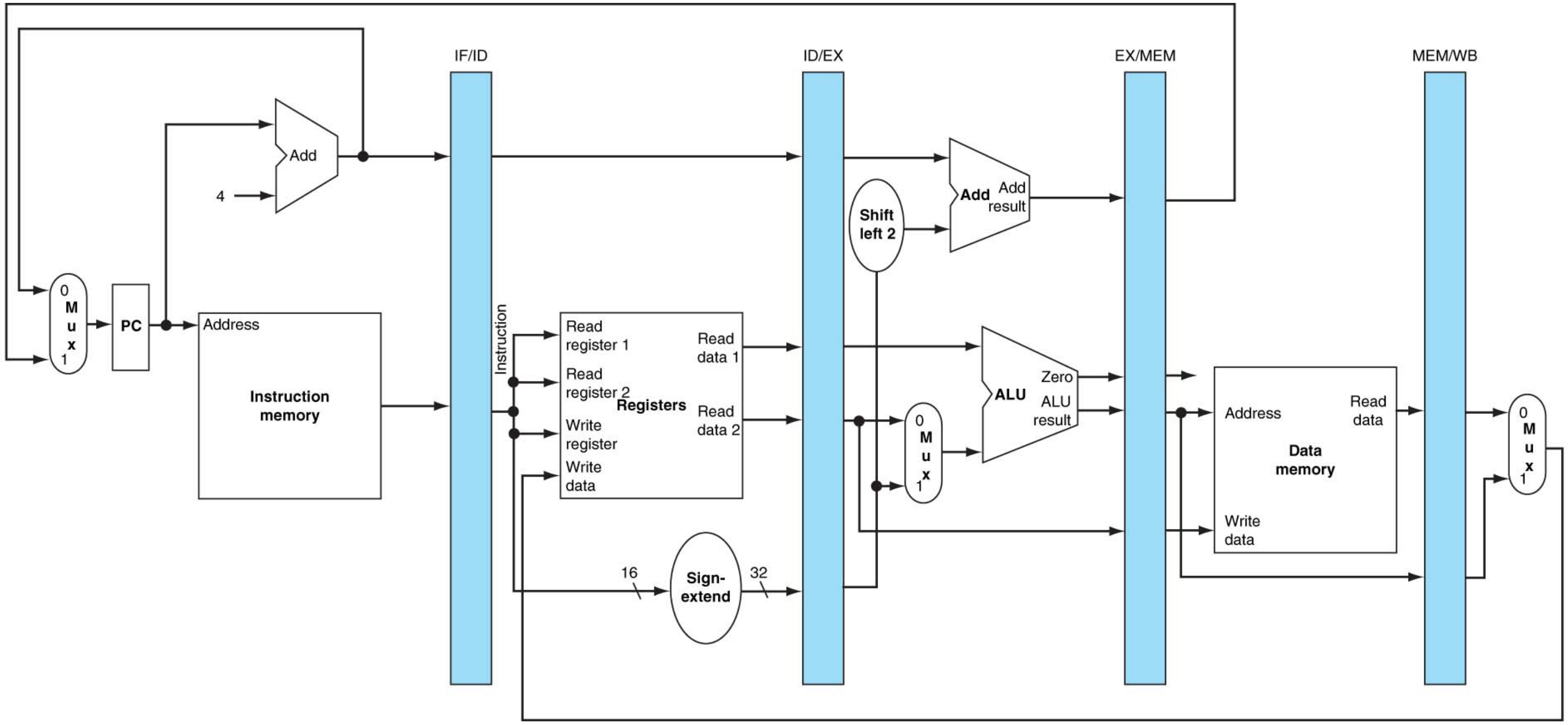
The Pipeline in Execution

sub $15, $4, $1 | lw $12, 1000($4) | add $10, $1, $2 | Memory Access | Write Back



The Pipeline in Execution

Instruction Fetch **sub $15, $4, $1** **lw $12, 1000($4)** **add $10, $1, $2** Write Back



The Pipeline in Execution

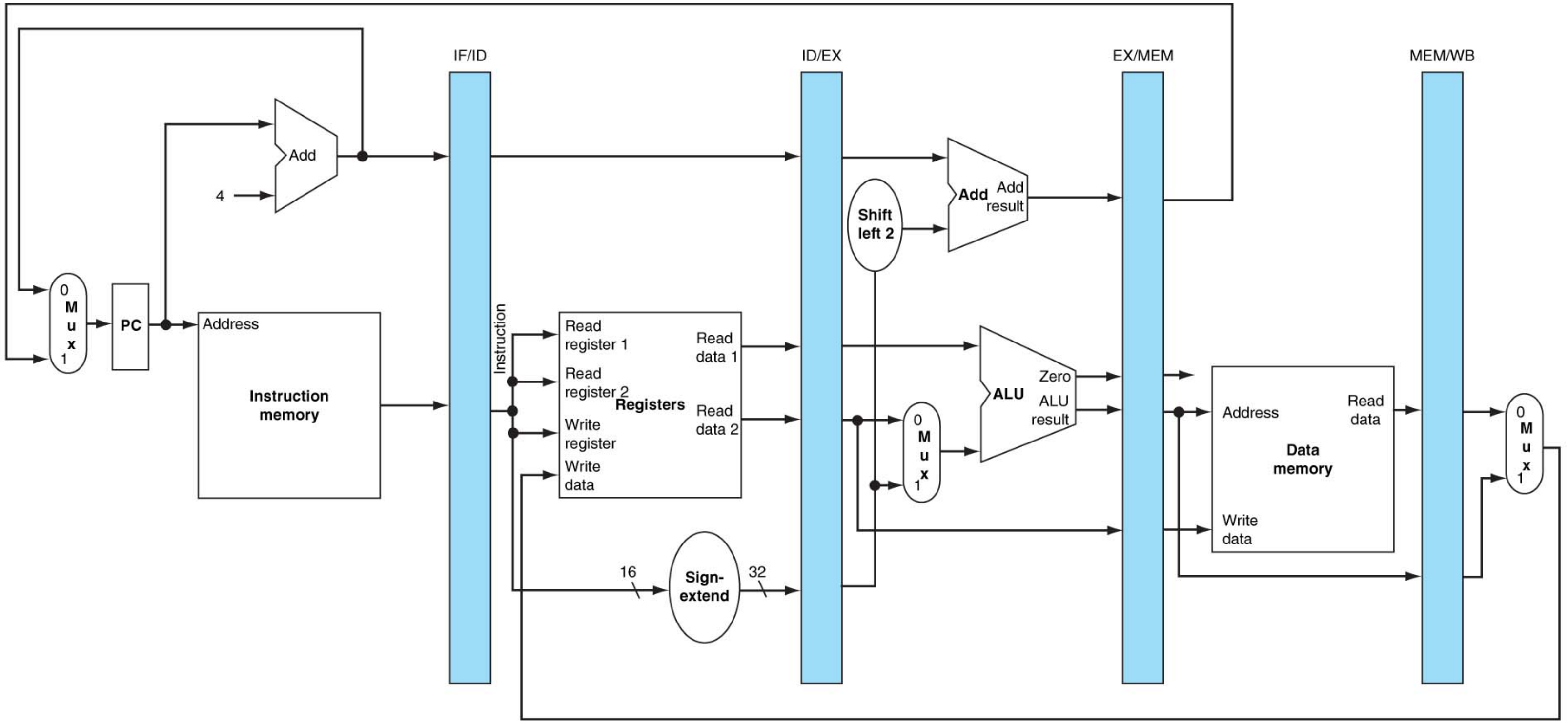
Instruction Fetch

Instruction Decode/
Register Fetch

sub $15, $4, $1

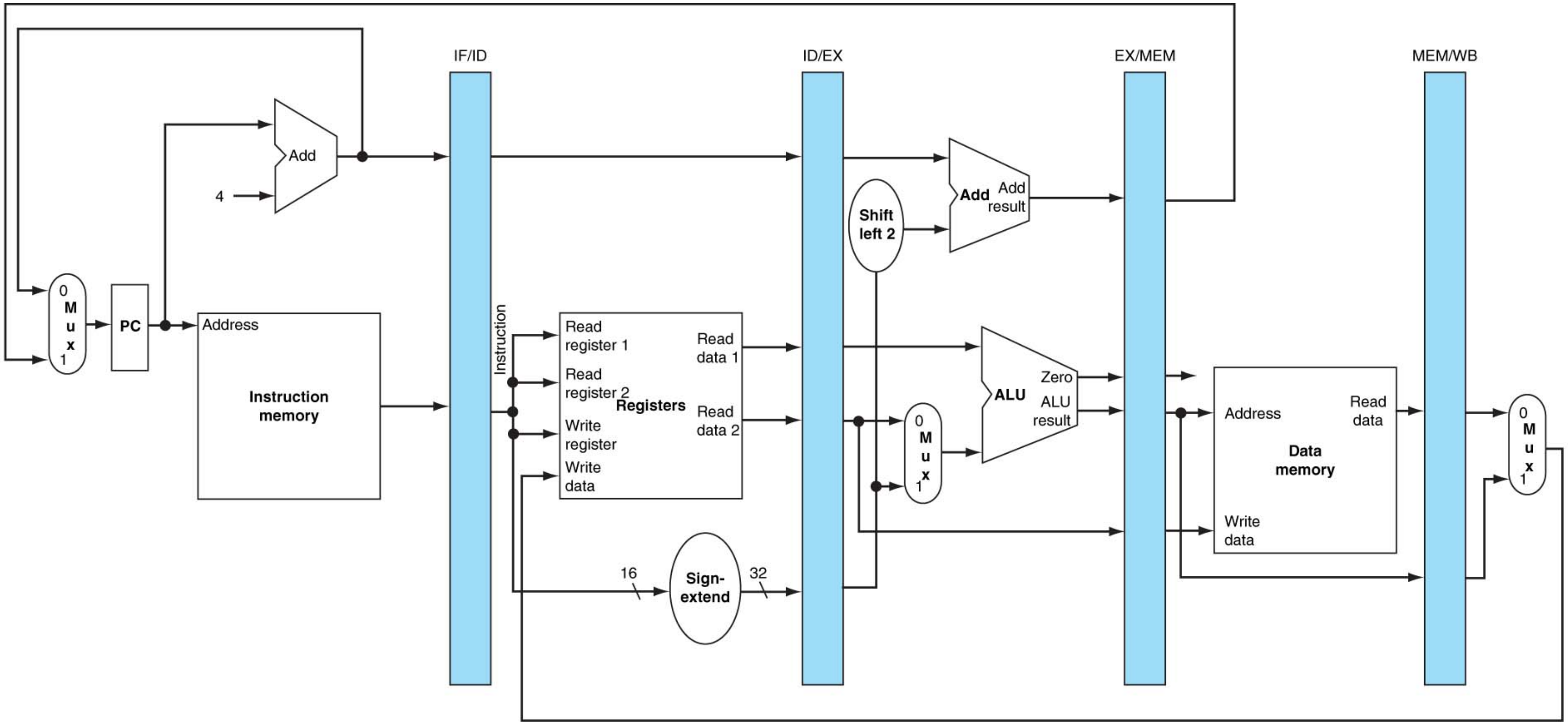
lw $12, 1000($4)

add $10, $1, $2



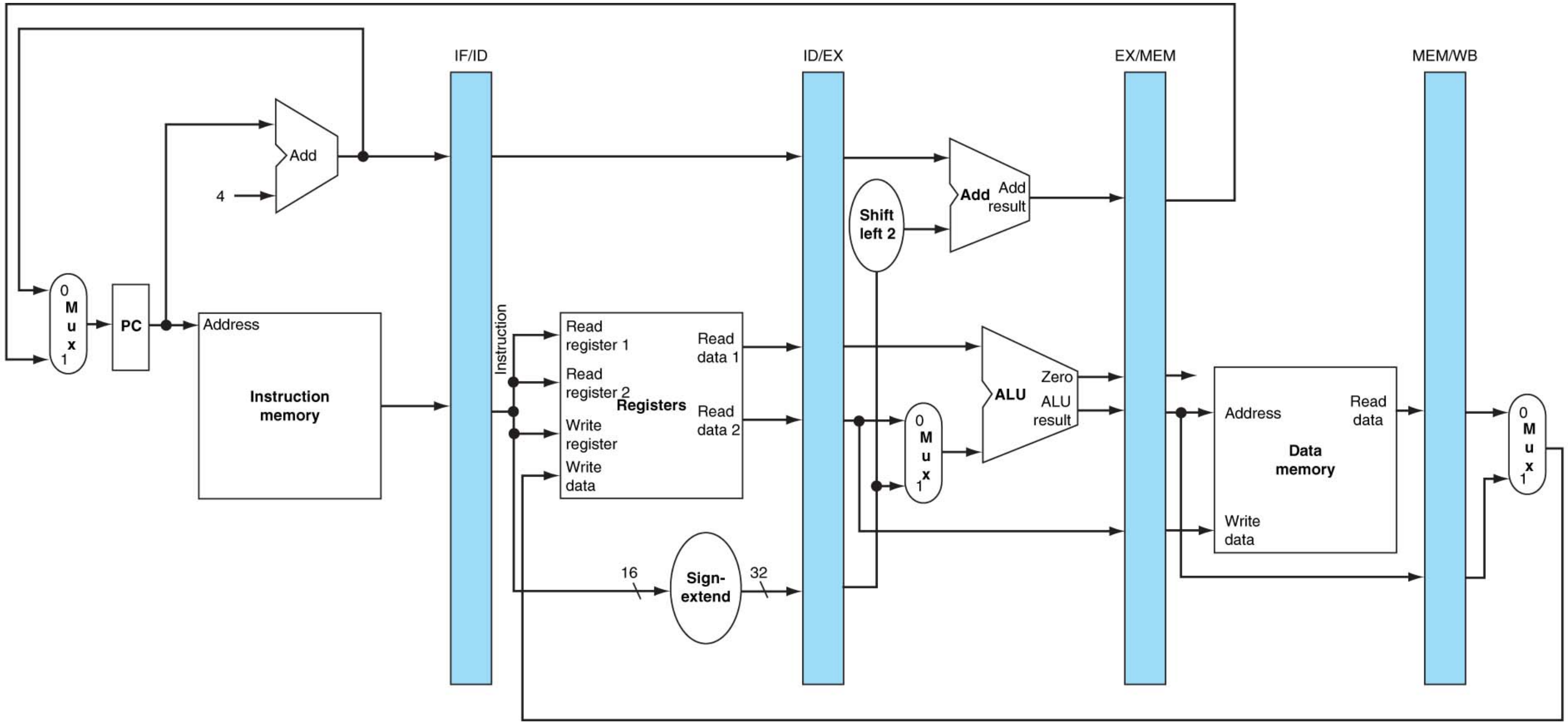
The Pipeline in Execution

Instruction Fetch | Instruction Decode/ Register Fetch | Execute/ Address Calculation | **sub $15, $4, $1** | **lw $12, 1000($4)**



The Pipeline in Execution

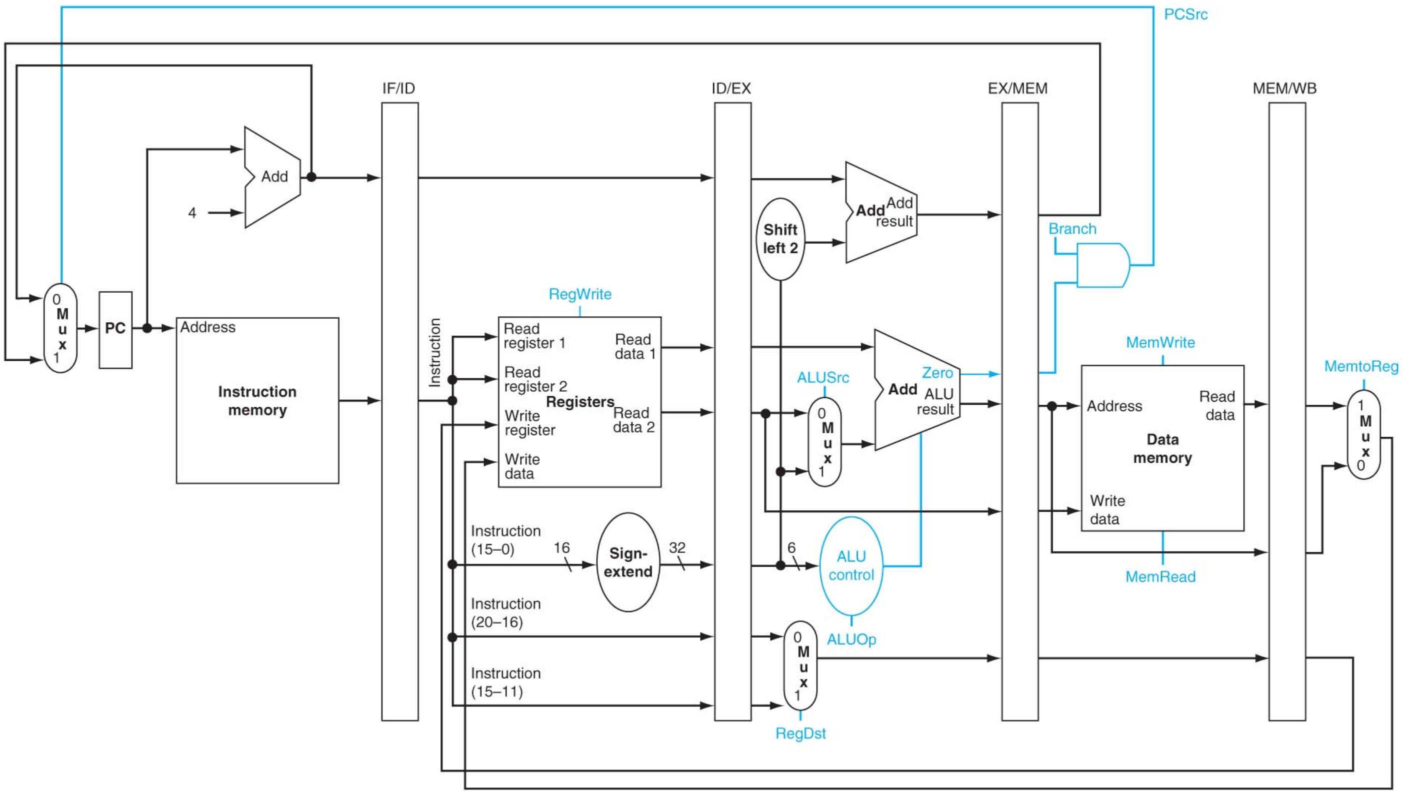
Instruction Fetch | Instruction Decode/ Register Fetch | Execute/ Address Calculation | Memory Access | **sub $15, $4, $1**



Review: When executing only R-type instructions…

	Single Cycle		Multi-Cycle		Pipeline	
	# cycles to exec 1 inst	CPI for 1M insts	# cycles to exec 1 inst	CPI for 1M insts	# cycles to exec 1 inst	CPI for 1M insts
A	1	1	4	4	5	5
B	4	4	5	1	1	5
C	4	4	5	5	4	1
D	1	1	4	4	5	1
E	*None of the above*					

The Pipeline, now with controls….



Pipelined Control

- I told you multicycle control was messy. We would expect pipelined control to be messier.

Pipelined Control

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  - Why?

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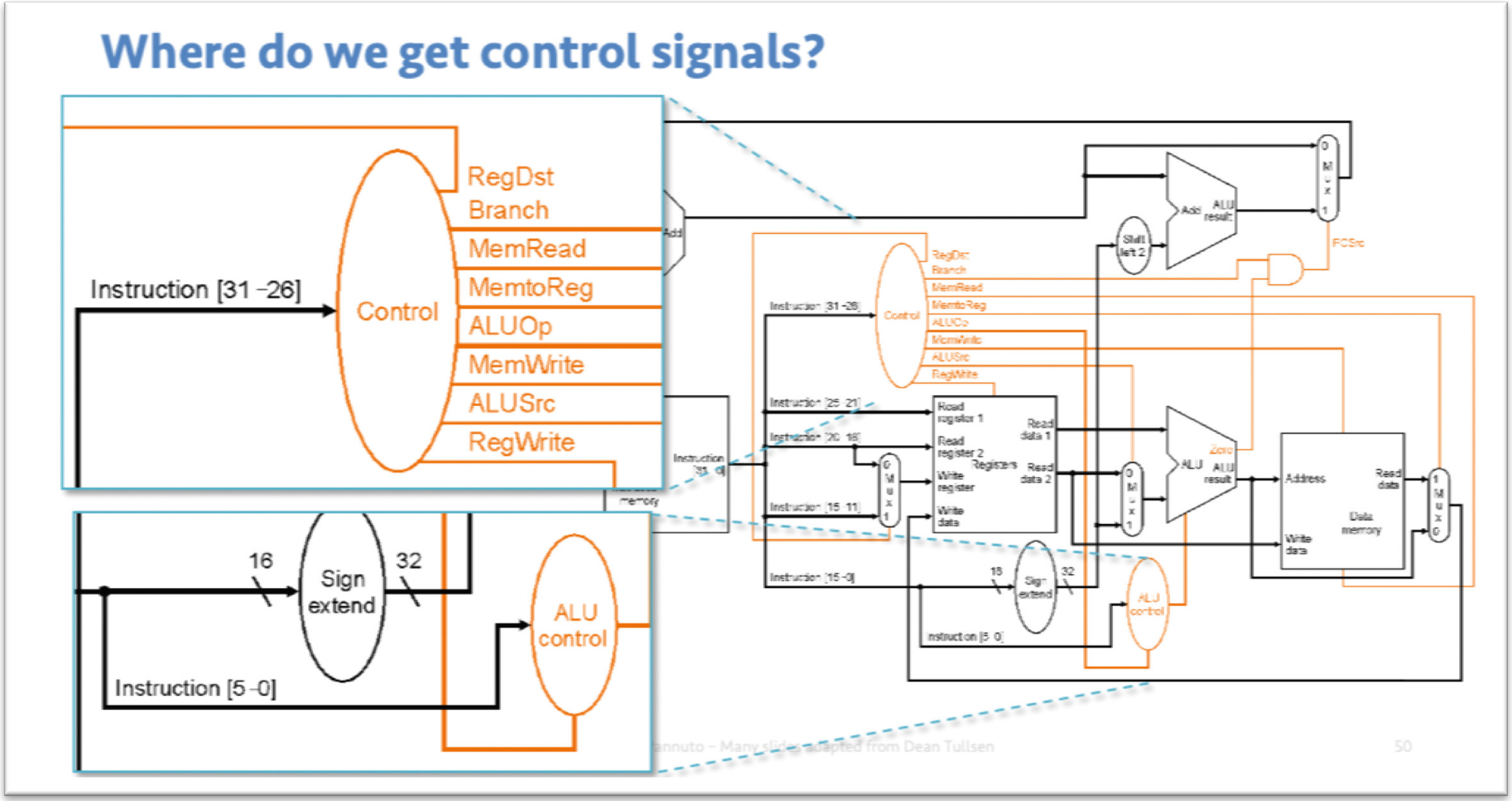
  - Why?
- But it turns out we can do it with just…

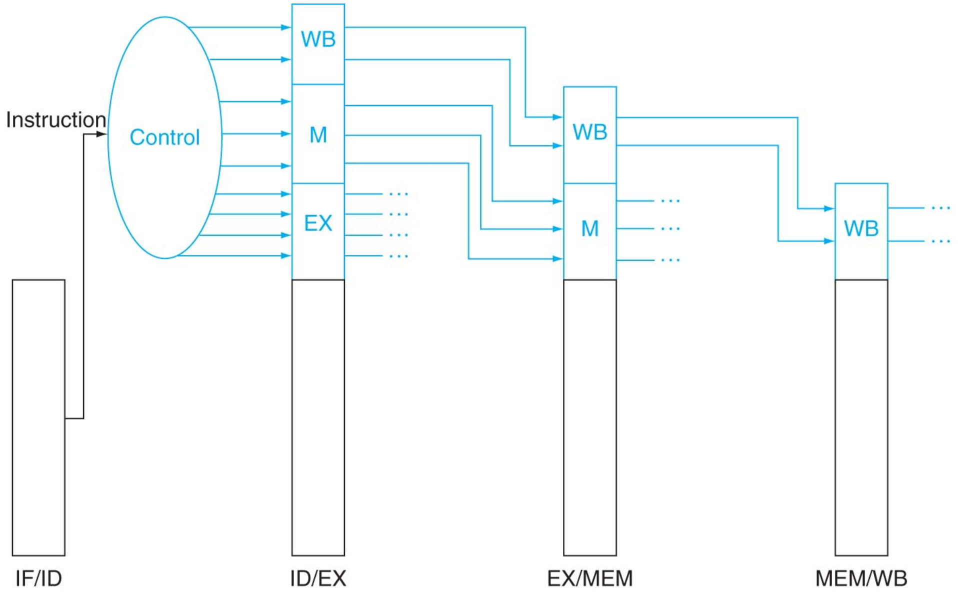
Pipelined Control

- I told you multicycle control was messy. We would expect pipelined control to be messier.
  - Why?
- But it turns out we can do it with just…
- Combinational logic!
  - Signals generated once
  - Follow instruction through the pipeline

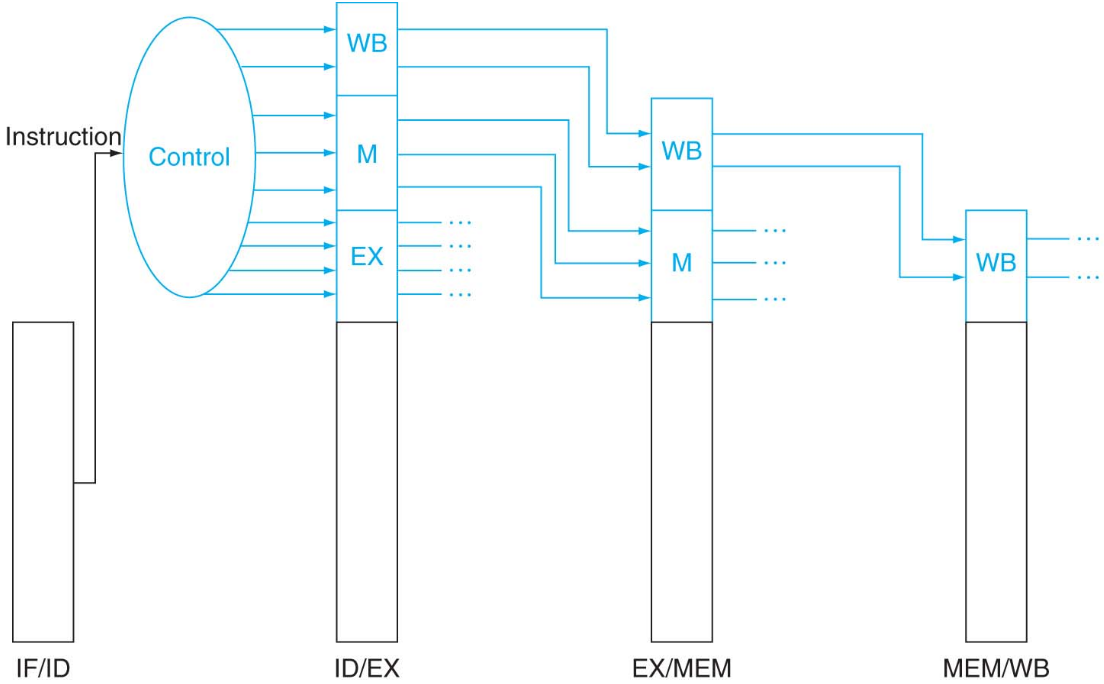
Recall: Control signals in the single-cycle machine



Pipelined Control

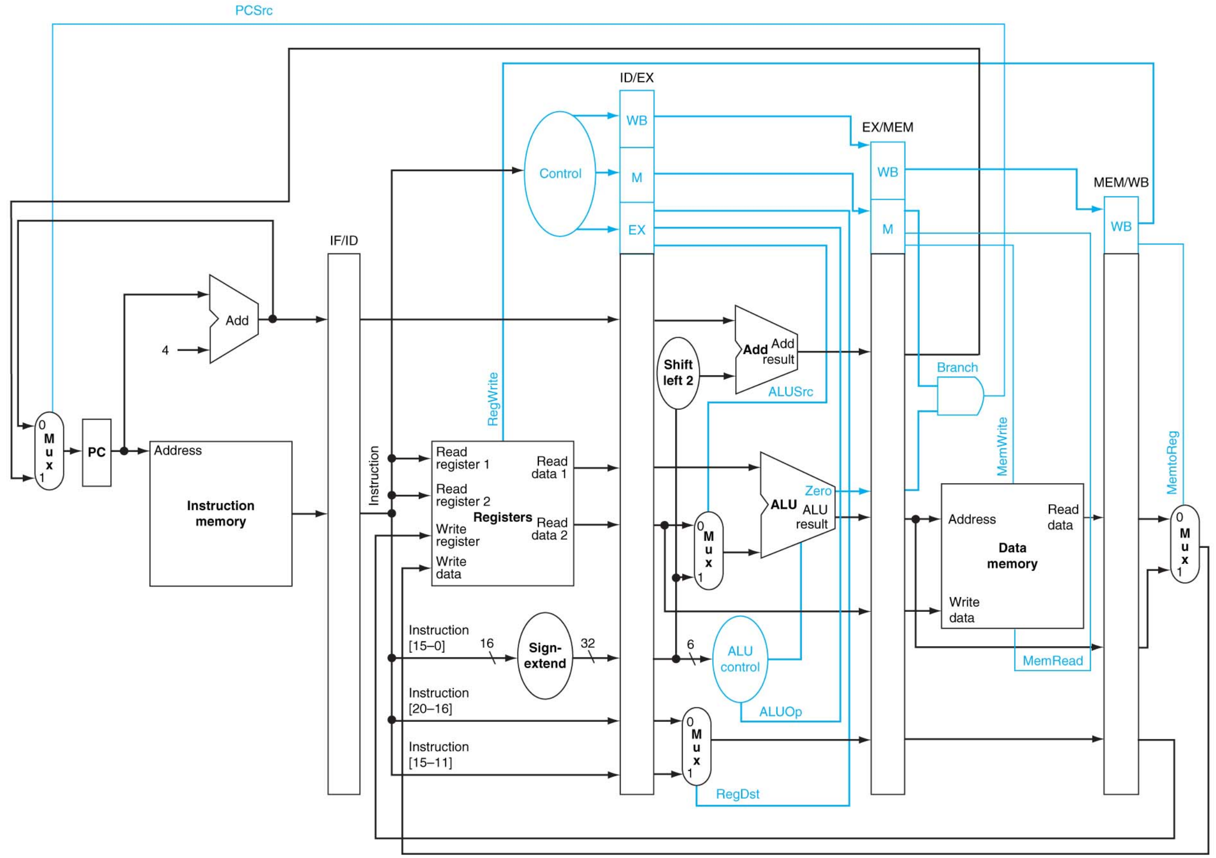


Pipelined Control



So, really it is combinational logic and some registers to propagate the signals to the right stage.

The Pipeline with Control Logic



Pipelined Control Signals

	Execution Stage Control Lines				Memory Stage Control Lines			Write Back Stage Control Lines	
Instruction	RegDst	ALUOp1	ALUOp0	ALUSrc	Branch	MemRead	MemWrite	RegWrite	MemtoReg
R-Format	1	1	0	0	0	0	0	1	0
lw	0	0	0	1	0	1	0	1	1
sw	x	0	0	1	0	0	1	0	x
beq	x	0	1	0	1	0	0	0	x

Pipelined Control Signals

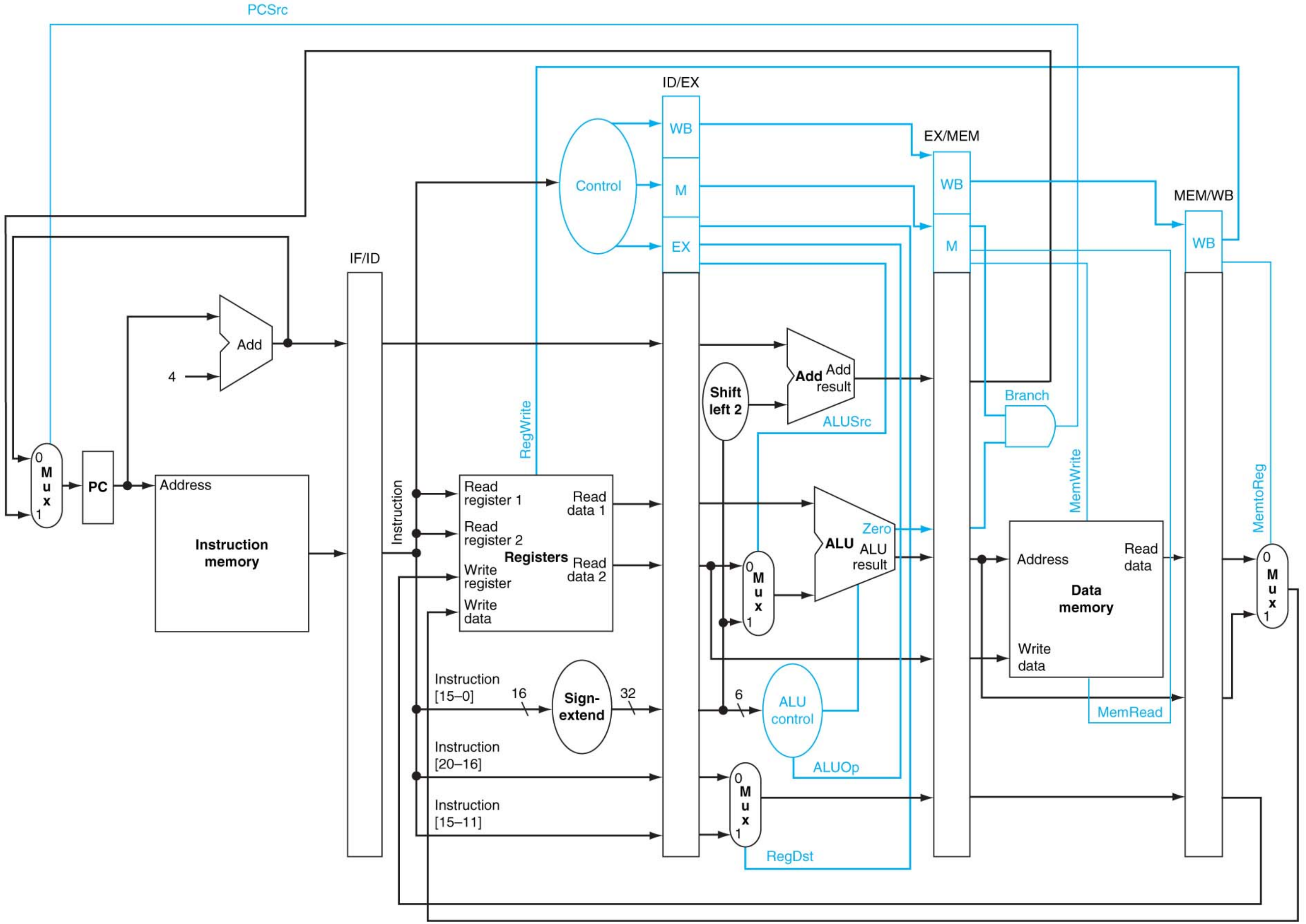
	Execution Stage Control Lines				Memory Stage Control Lines			Write Back Stage Control Lines	
Instruction	RegDst	ALUOp1	ALUOp0	ALUSrc	Branch	MemRead	MemWrite	RegWrite	MemtoReg
R-Format	1	1	0	0	0	0	0	1	0
lw	0	0	0	1	0	1	0	1	1
sw	x	0	0	1	0	0	1	0	x
beq	x	0	1	0	1	0	0	0	x

Let’s just do one.

The Pipeline with Control Logic

You Choose:

A. R-format
B. lw
C. sw
D. beq



Is it really that easy?

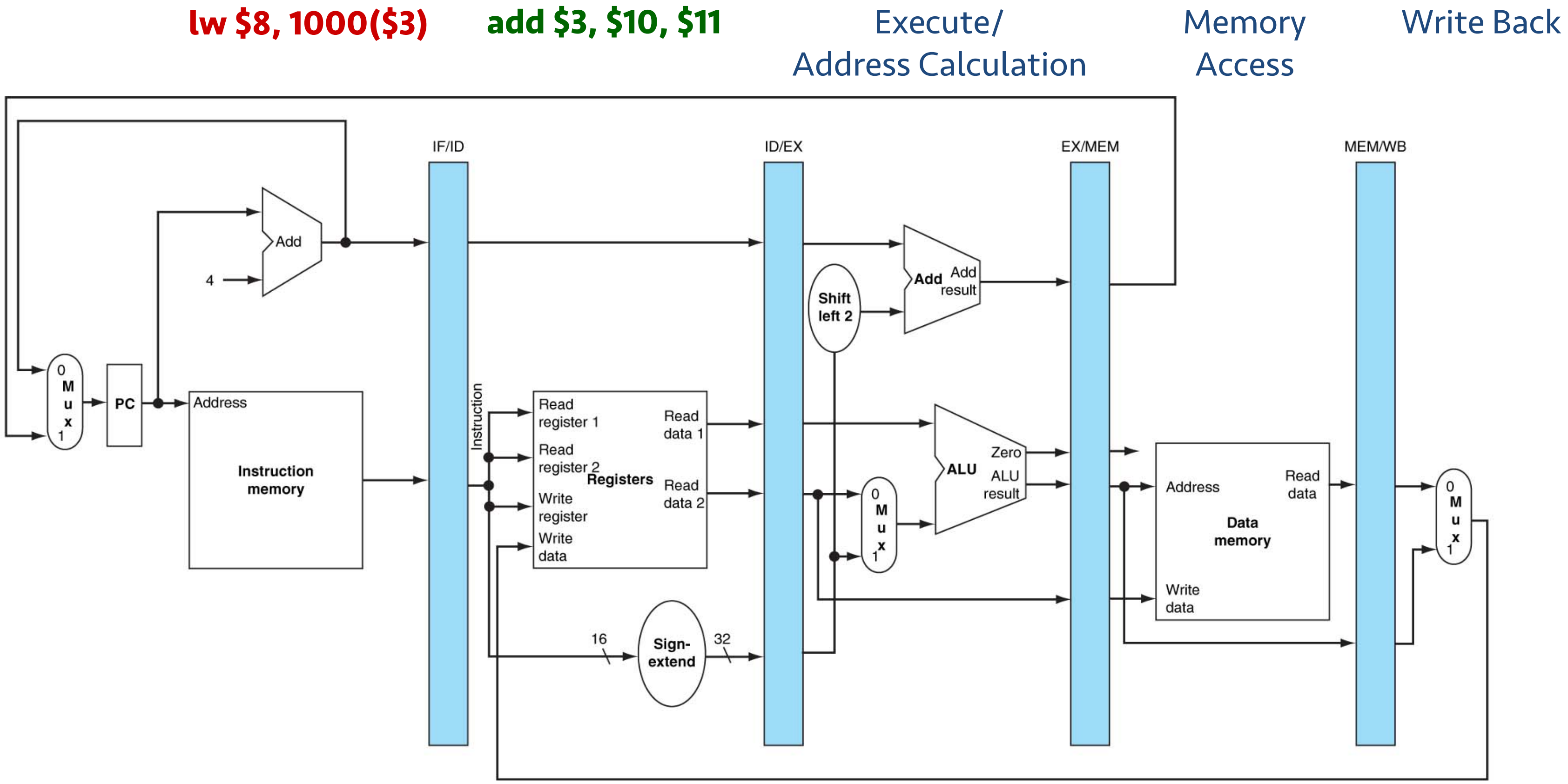
- What happens when…

  add $3, $10, $11

  lw $8, 1000($3)

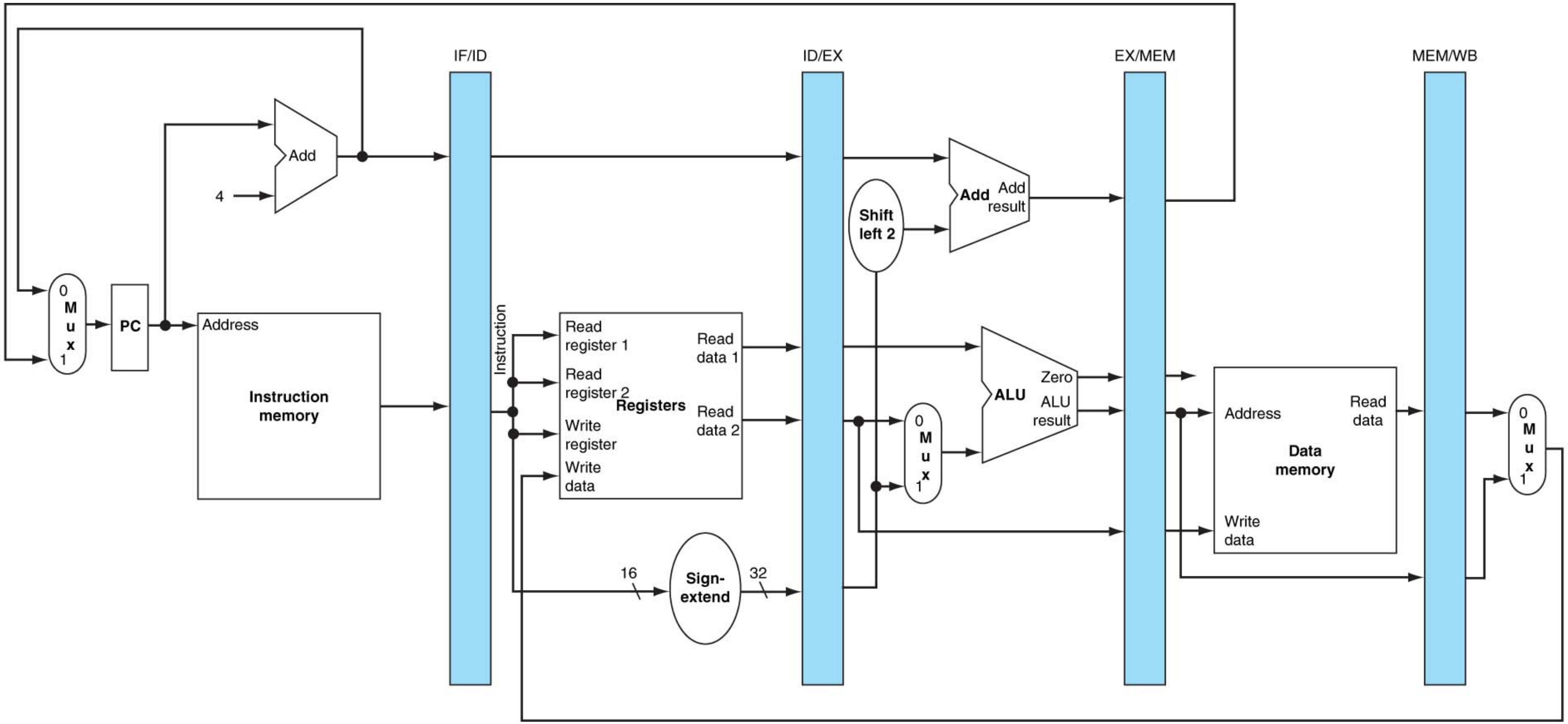
  sub $11, $8, $7

The Pipeline in Execution



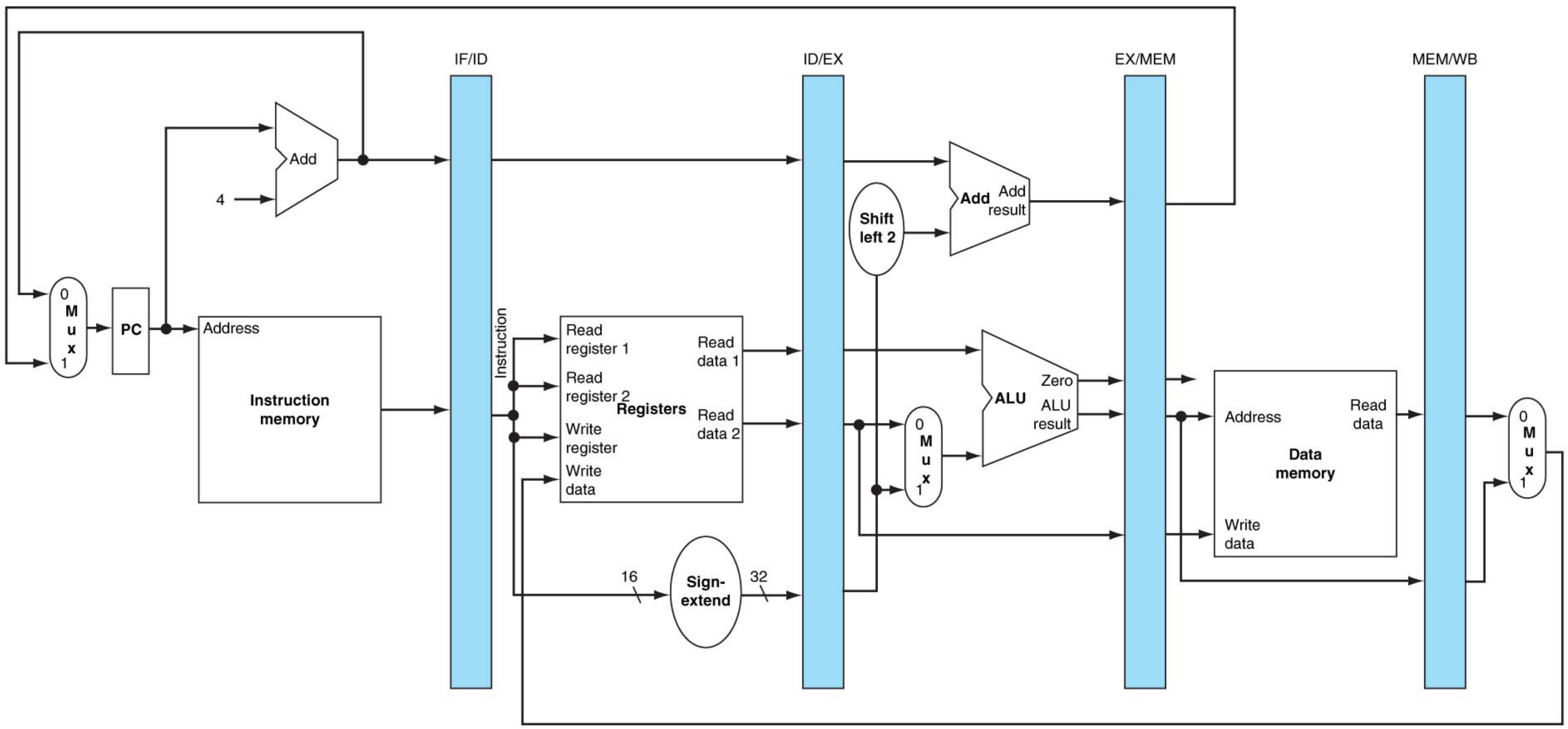
The Pipeline in Execution

sub $11, $8, $7 | lw $8, 1000($3) | add $3, $10, $11 | Memory Access | Write Back



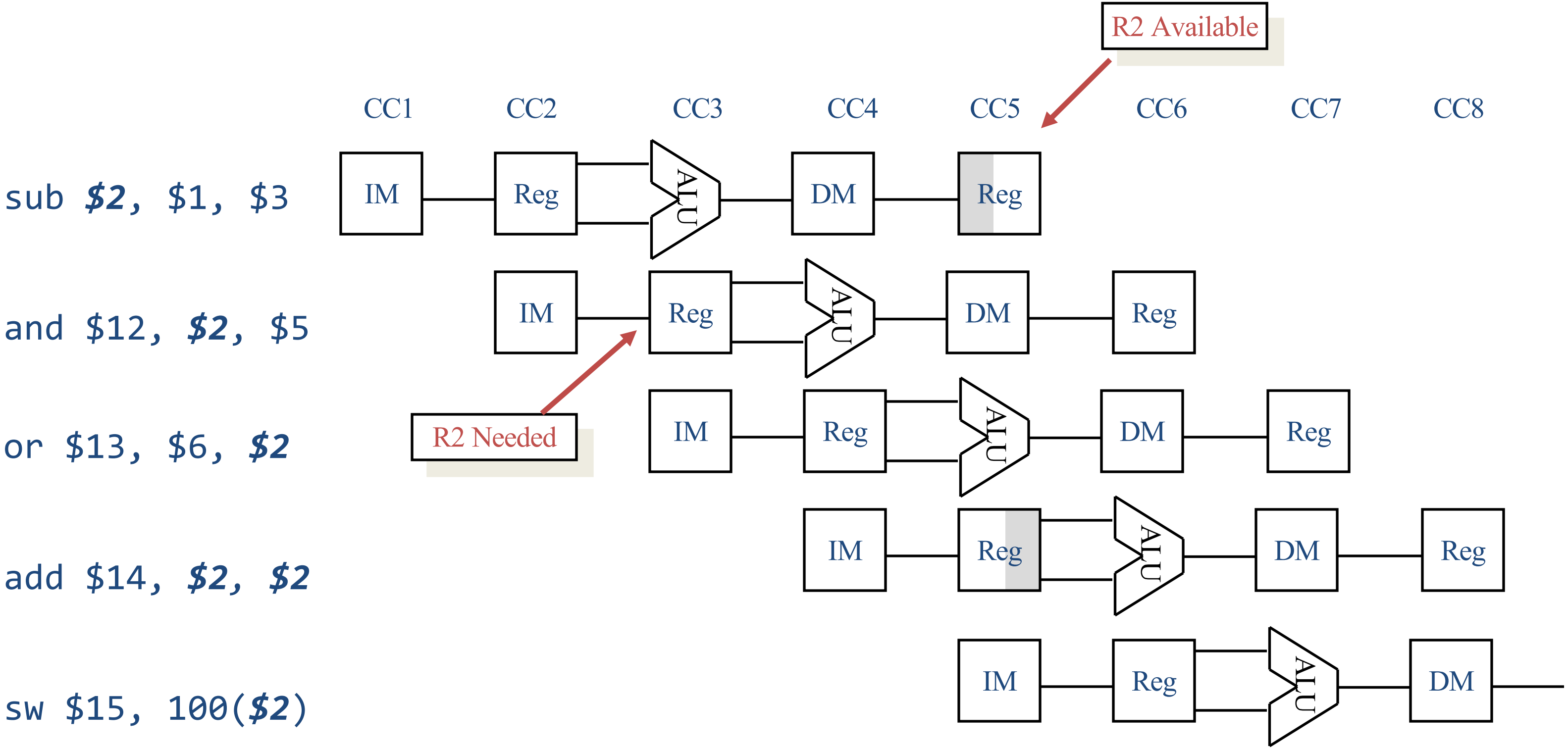
The Pipeline in Execution

add $10, $1, $2 **sub $11, $8, $7** **lw $8, 1000($3)** **add $3, $10, $11** Write Back



Data Hazards

When a result is needed in the pipeline before it is available, a **data hazard** occurs. *What can we do?*



Data Hazards

```
sub $2, $1, $3
and $4, $2, $5
or  $8, $2, $6
add $9, $4, $2
slt $1, $6, $7
```

- Data Hazards are caused by data dependences
- Not all data dependences result in data hazards
- A data hazard results when there is a data dependence between two instructions that appear too close together in the pipeline

- We will define a data hazard as any data dependence that requires either the software or hardware to take special action to get correct

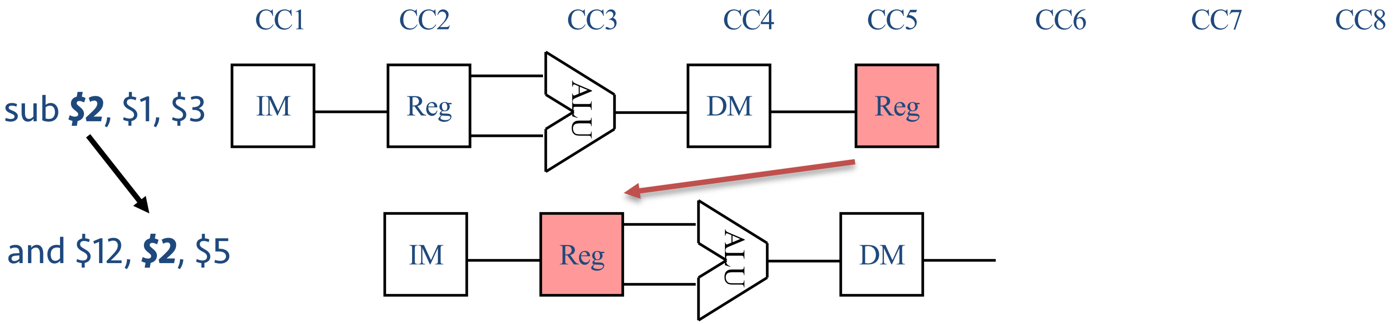
Dealing With Data Hazards – What can we do…

- …in Software?
  –
- …in Hardware?
  –
  –

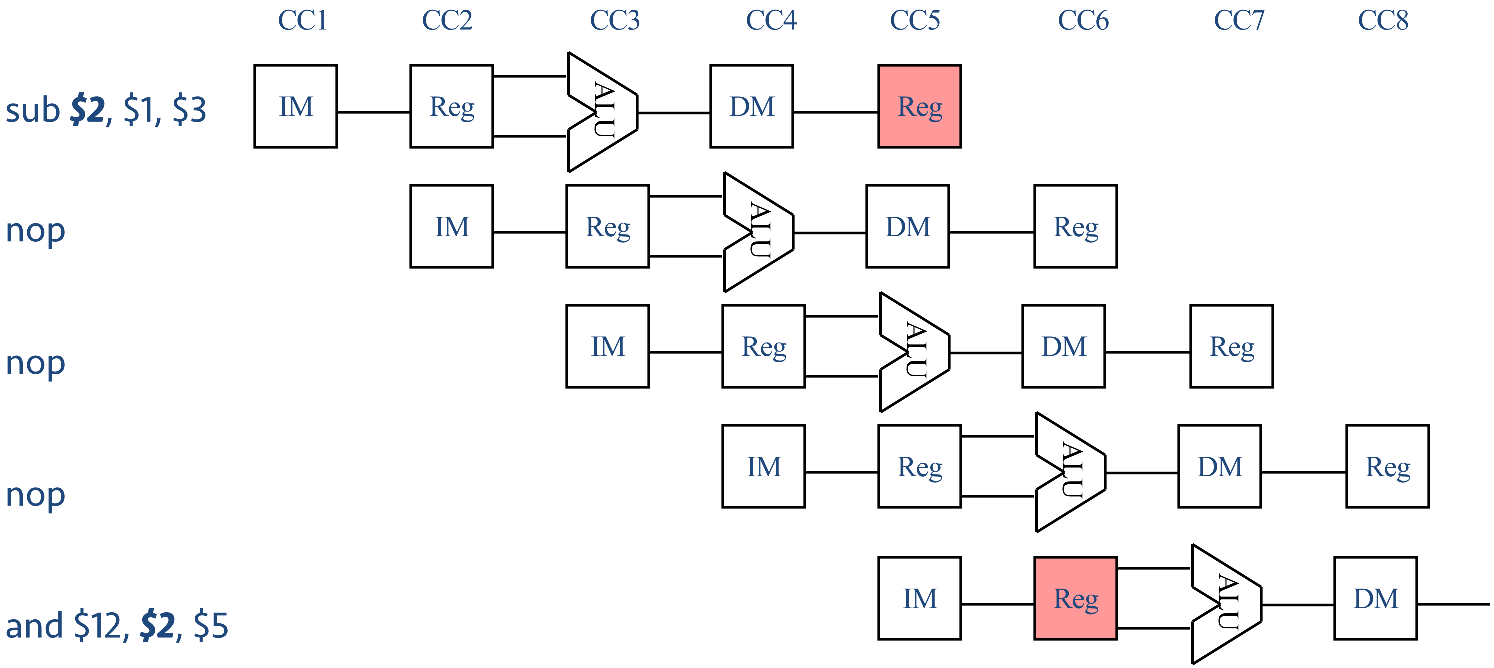
Data Hazards are caused by *instruction dependences*.
For example, the add is data-dependent on the subtract:

```
subi  $5, $4, #45
add   $8, $5, $2
```

Dealing with Data Hazards in Software



Dealing with Data Hazards in Software



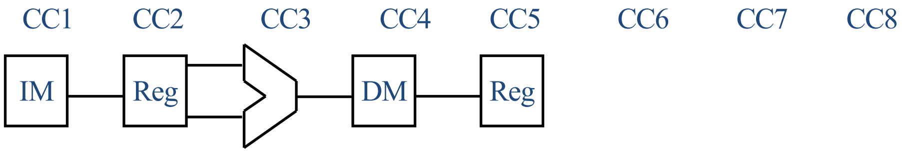
How Many No-ops?

```
sub  $2, $1, $3
and  $4, $2, $5
or   $8, $2, $6
add  $9, $4, $2
slt  $1, $6, $7
```

Are No-ops Really Necessary?

```
sub  $2, $1, $3
and  $4, $2, $5
or   $8, $3, $6
add  $9, $2, $8
slt  $1, $6, $7
```

Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls



sub **$2**, $1, $3

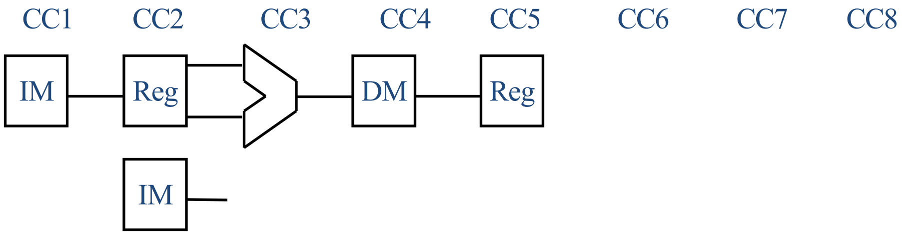
and $12, **$2**, $5

or $13, $6, **$2**

add $14, **$2**, **$2**

sw $15, 100(**$2**)

Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls



sub **$2**, $1, $3

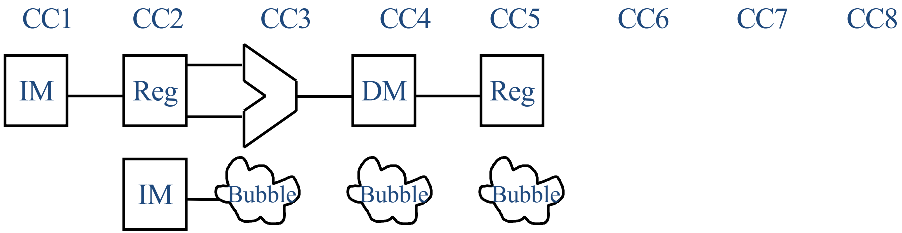
and $12, **$2**, $5

or $13, $6, **$2**

add $14, **$2**, **$2**

sw $15, 100(**$2**)

Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls



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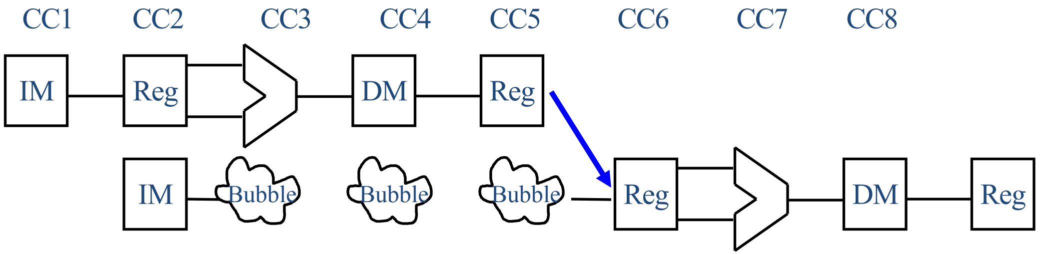
Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls



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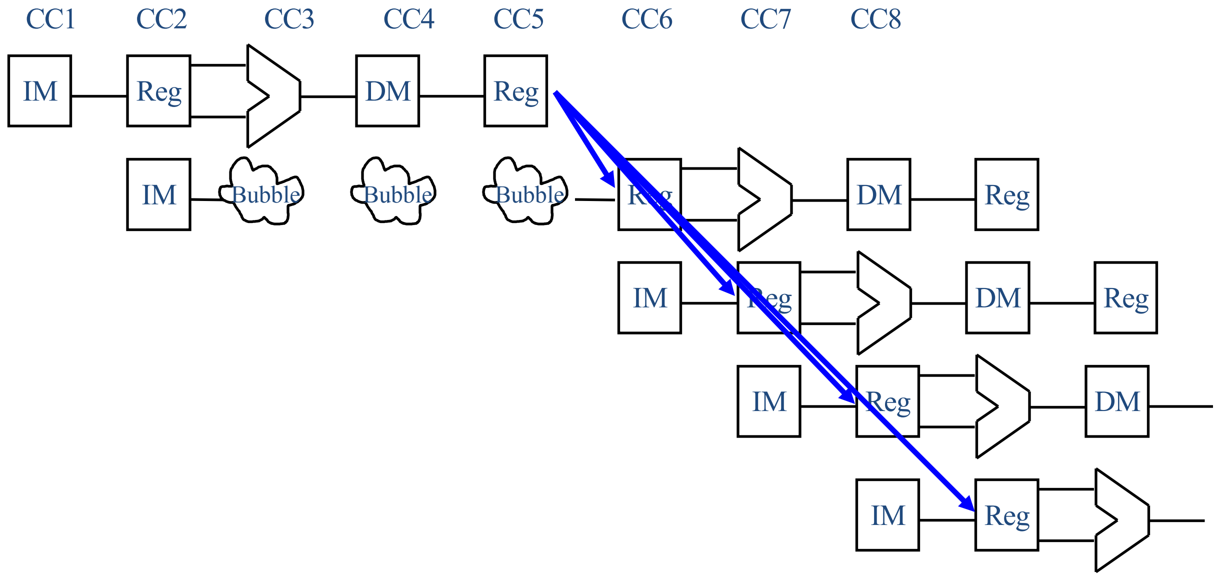

Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls (alt. View)

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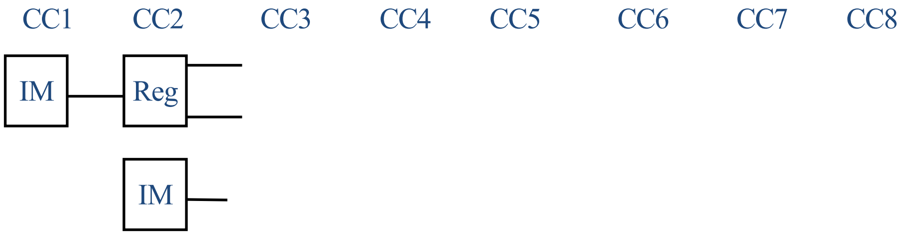
Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls (alt. View)



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Dealing with Data Hazards in Hardware
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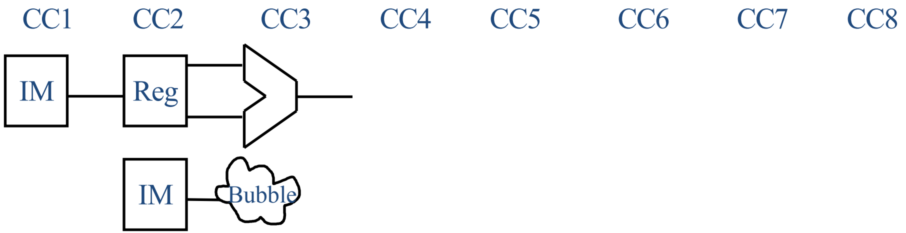

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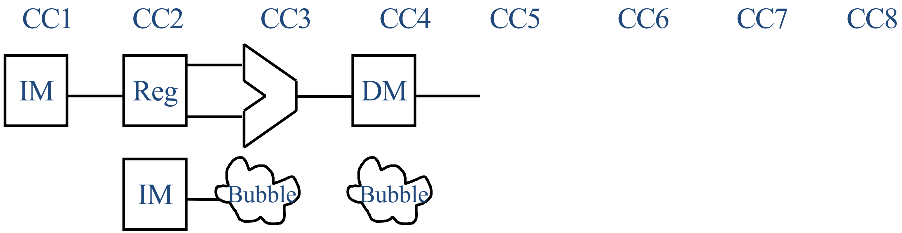
Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls (alt. View)



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Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls (alt. View)

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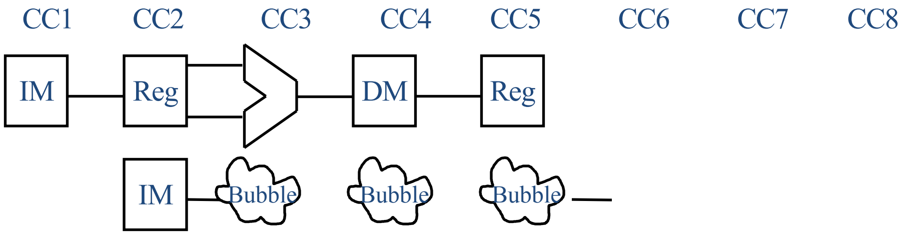
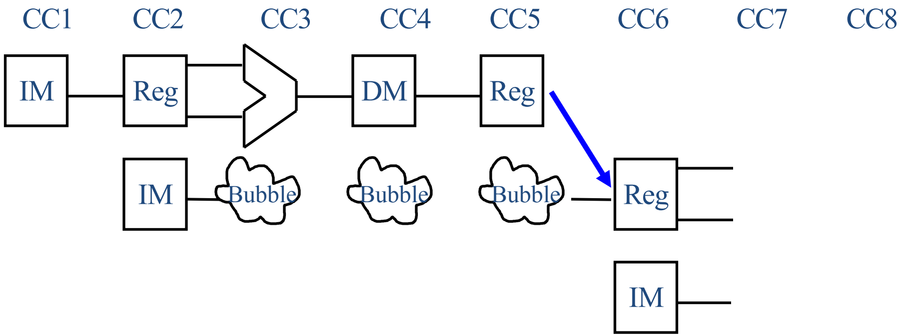
add $14, **$2**, **$2**

sw $15, 100(**$2**)



Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls (alt. View)



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or $13, $6, **$2**

add $14, **$2**, **$2**

sw $15, 100(**$2**)

Dealing with Data Hazards in Hardware
Part II-Pipeline Stalls (alt. View)

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and $12, **$2**, $5

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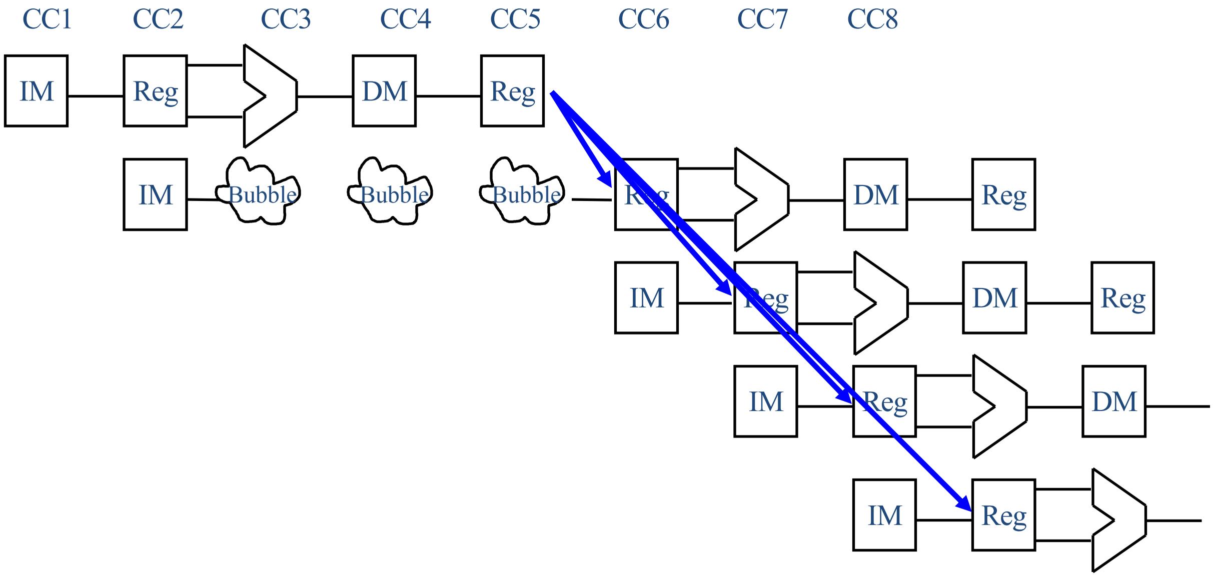
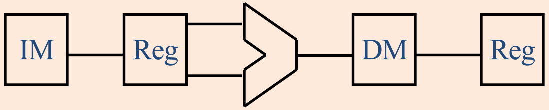


Poll Q: Try it yourself

	CC1	CC2	CC3	CC4	CC5	CC6	CC7	CC8
`sub  $2, $1, $3`	IF	ID	EX	M	WB			
`add $12, $3, $5`								
`or  $13, $6, $2`								
`add $14, $12, $2`								
`sw  $14, 100($2)`								

	How many bubbles?
A	5
B	6
C	7
D	8
E	None of the above



IF ID EX M WB

Working this example...

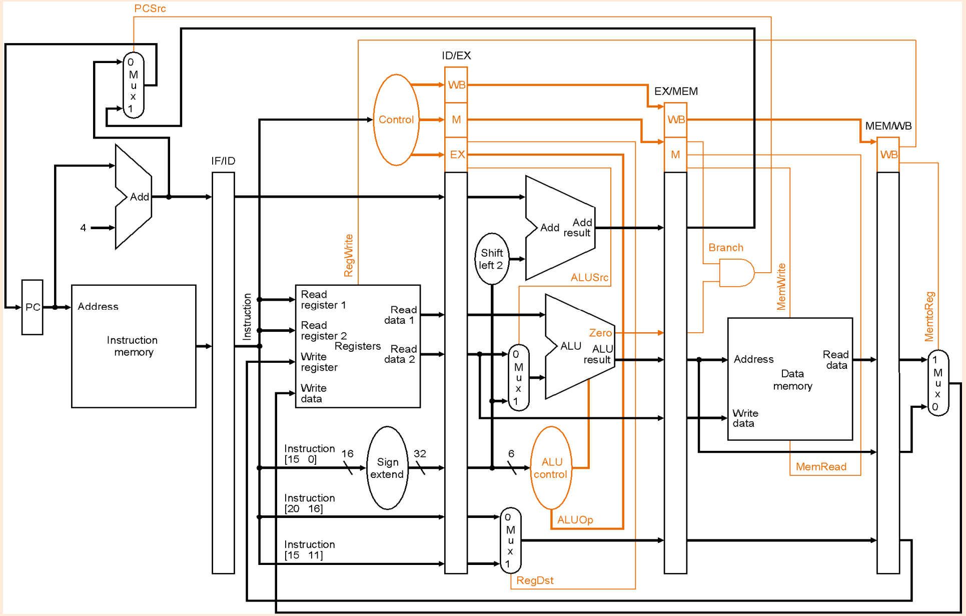
	CC1	CC2	CC3	CC4	CC5	CC6	CC7	CC8
`sub $2, $1, $3`	IF	ID	EX	M	WB			
`add $12, $3, $5`								
`or $13, $6, $2`								
`add $14, $12, $2`								
`sw $14, 100($2)`								

Poll Q: How to actually implement this in hardware?

Once you detect the hazard in ID – what must you do to **insert the nop and "stall"**?

1. Flush all instructions in the pipeline (set control signals to 0).
2. Set all control signals going to ID/EX register to zero.
3. Set PCWrite to zero.
4. Set IF/ID register write to zero.

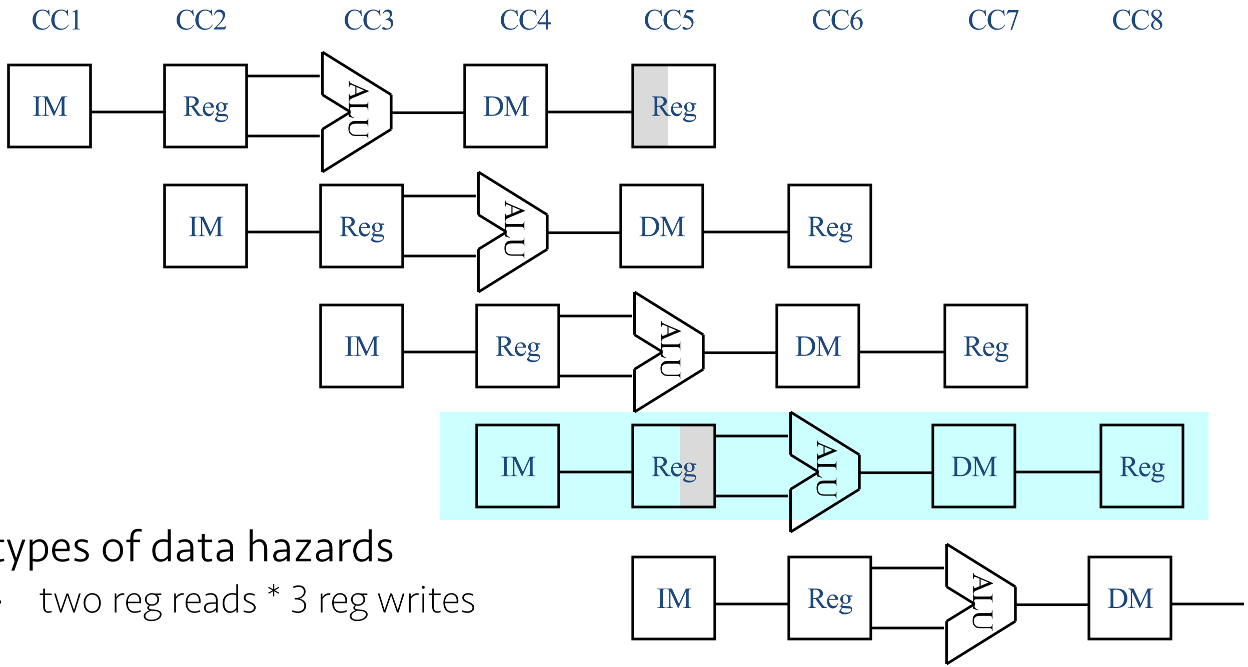
Selection	Changes
A	1, 3, 4
B	1, 2, 3
C	2, 3, 4
D	1
E	None of the above



Pipeline Stalls

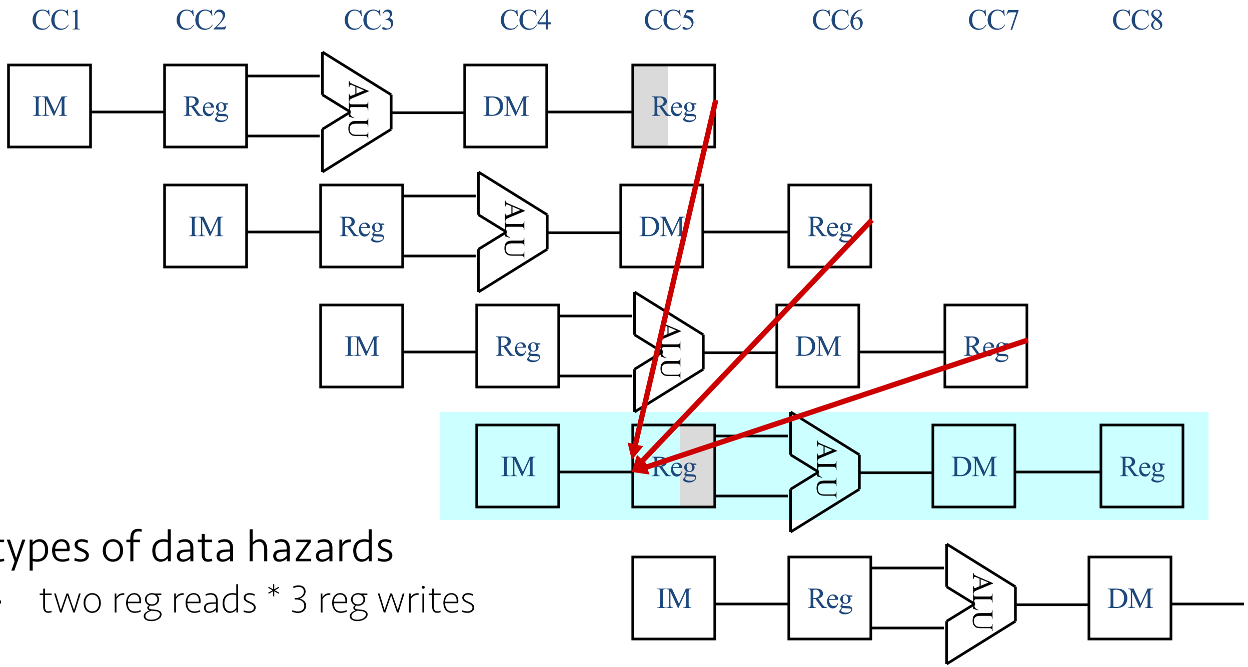
- To ensure proper pipeline execution in light of register dependences, we must:
  - detect the hazard
  - stall the pipeline

Knowing When to Stall



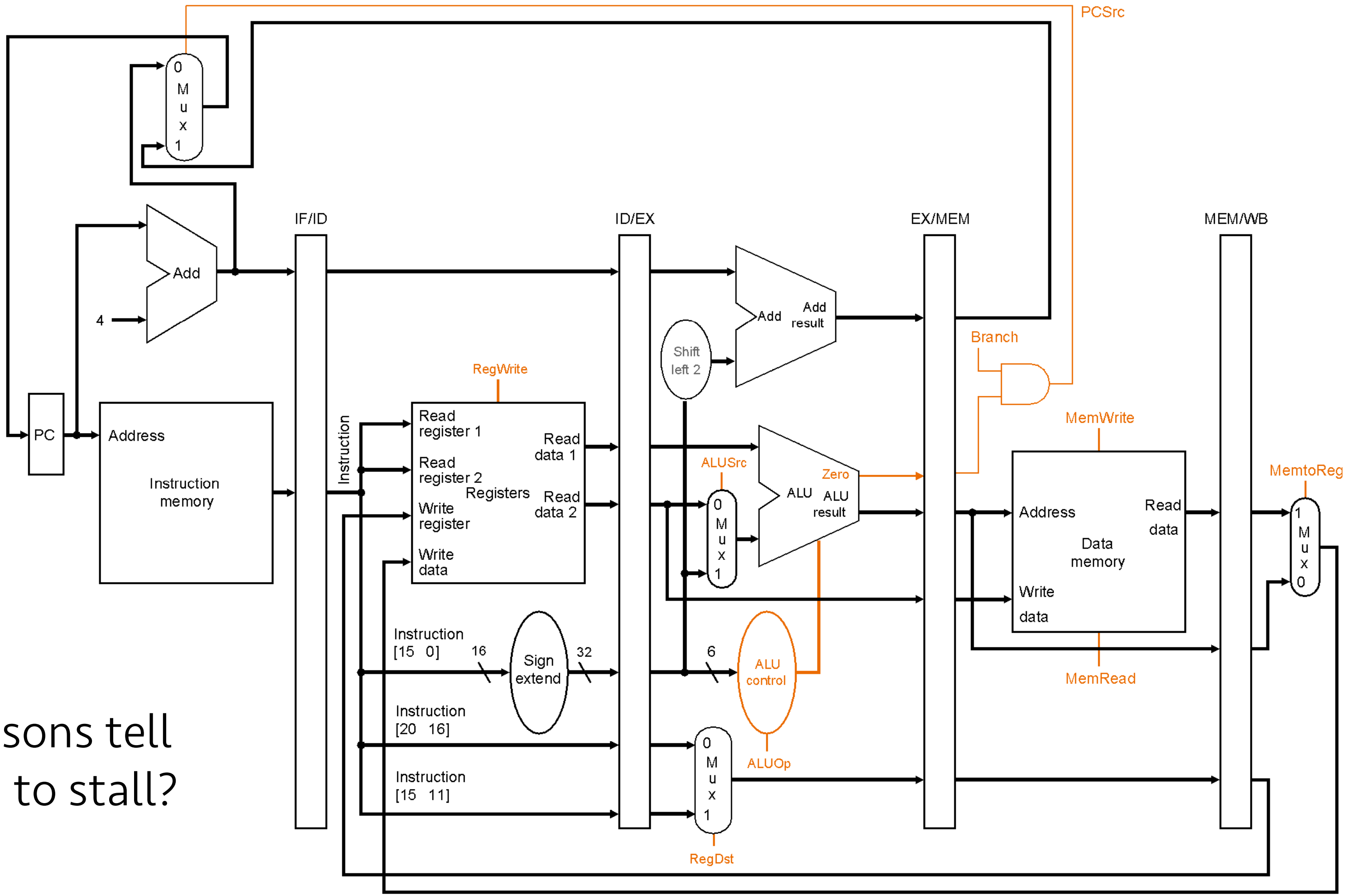
- 6 types of data hazards
  - two reg reads * 3 reg writes

Knowing When to Stall



- 6 types of data hazards
  - two reg reads * 3 reg writes

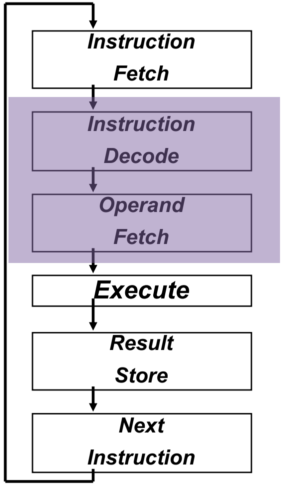
The Pipeline



- What comparisons tell us when to stall?

Stalling the Pipeline

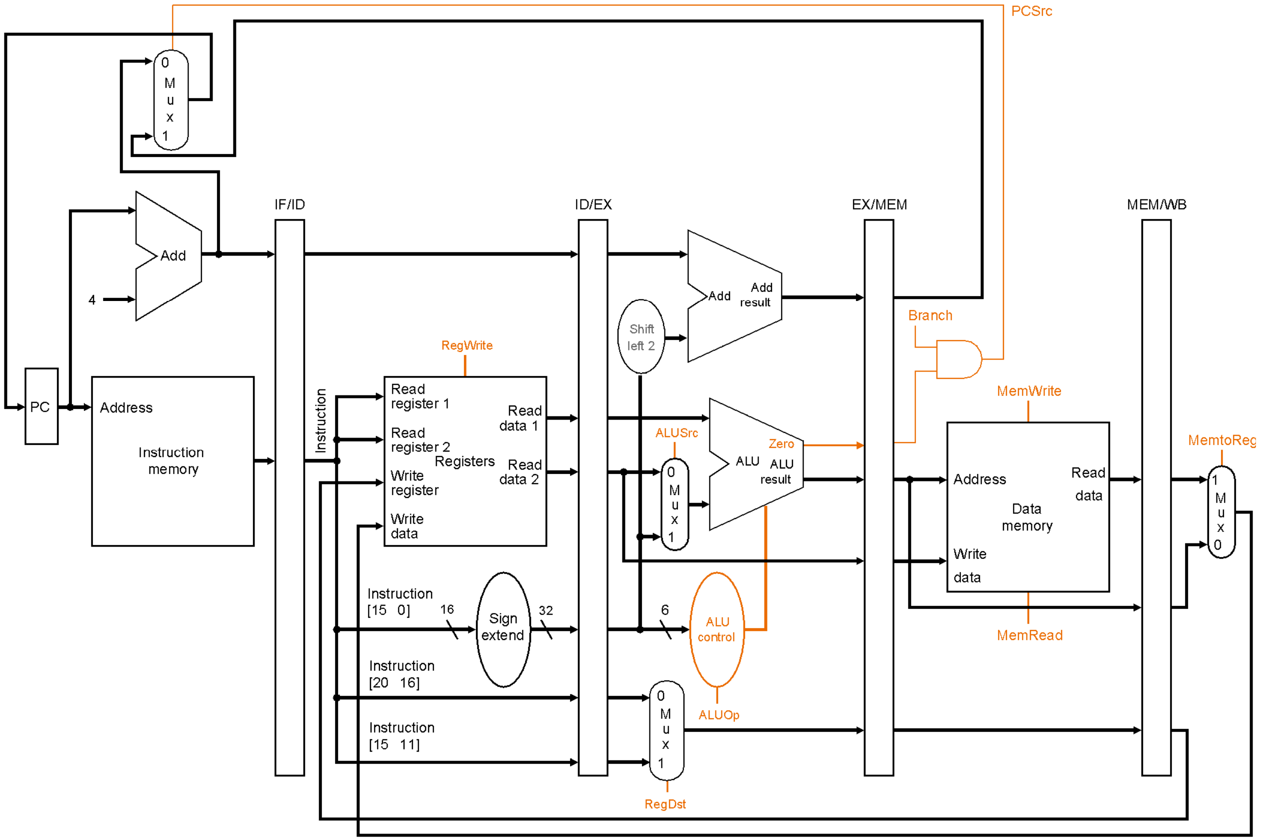
- Once we detect a hazard, then we have to be able to stall the pipeline (insert a *bubble*).
- Stalling the pipeline is accomplished by
  - (1) preventing the IF and ID stages from making progress
    - the ID stage because it cannot proceed until the dependent instruction completes
    - the IF stage because we do not want to lose any instructions.
  - (2) essentially, inserting "nops" in hardware



Stalling the Pipeline

- Preventing the IF and ID stages from proceeding
  - don't write the PC (PCWrite = 0)
  - don't rewrite IF/ID register (IF/IDWrite = 0)
- Inserting "nops"
  - set all control signals propagating to EX/MEM/WB to zero

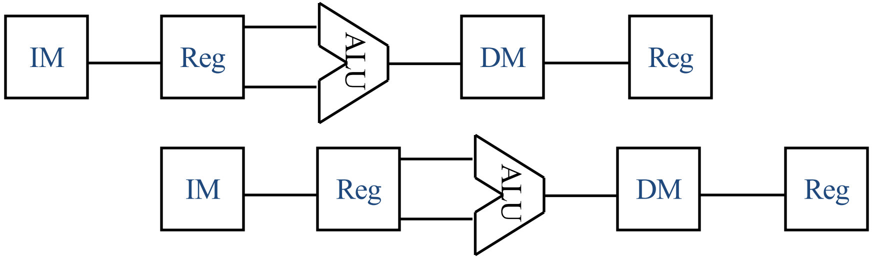
Can we do better? How else might we deal with (some?) data hazards?

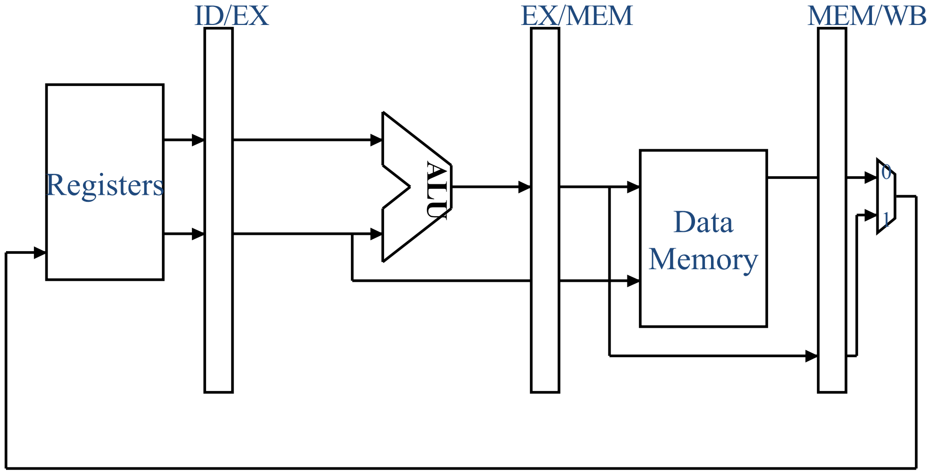


Reducing Data Hazards Through Forwarding

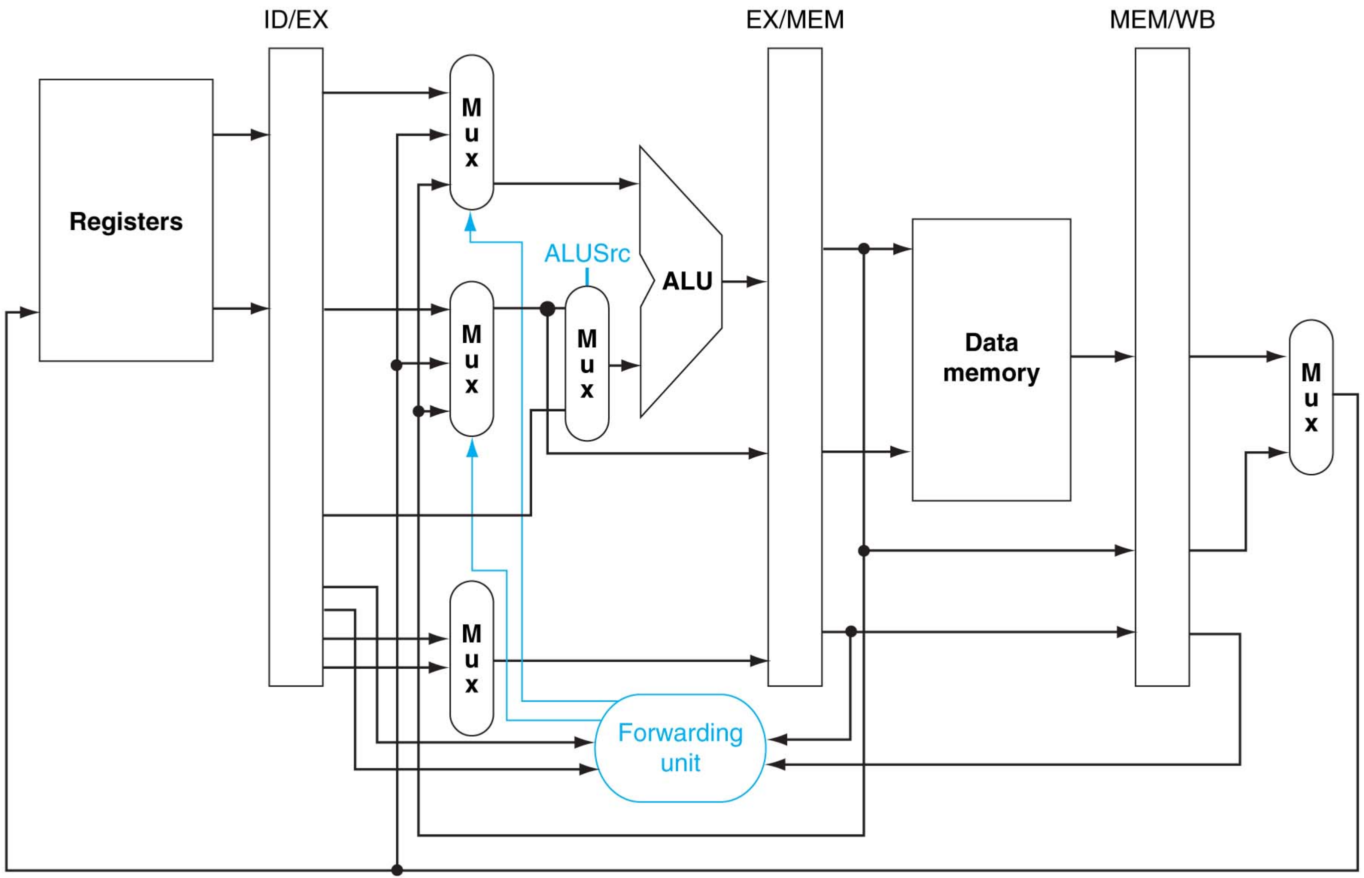
`add $2, $3, $4`

`add $5, $3, $2`





Reducing Data Hazards Through Forwarding

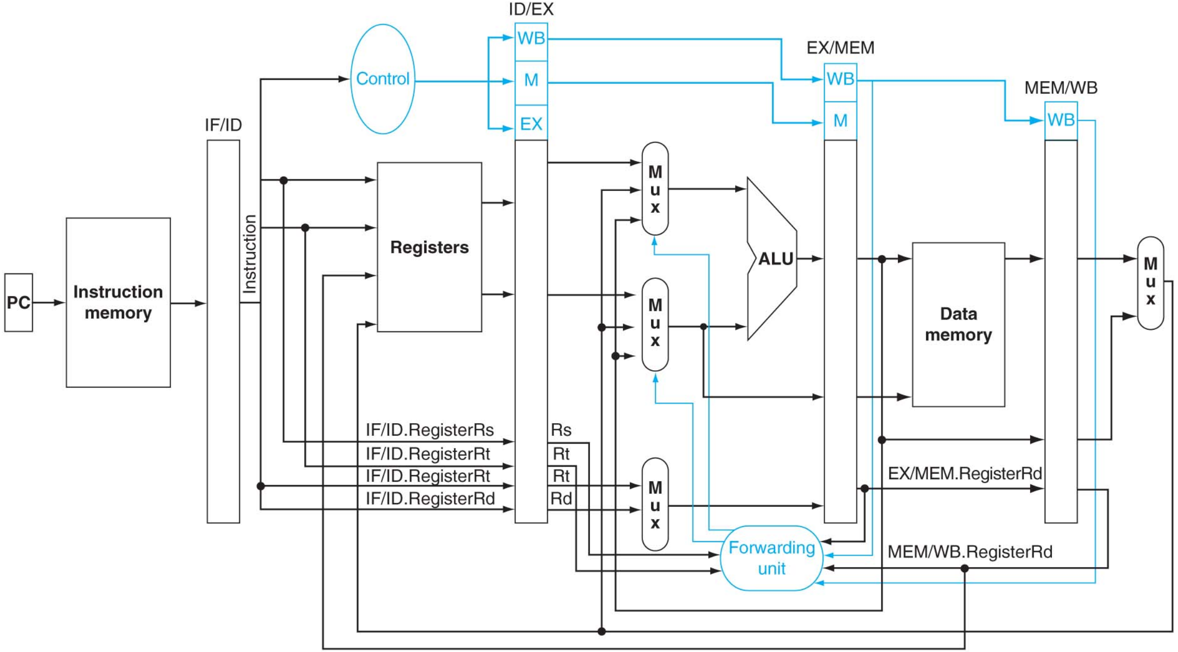


Reducing Data Hazards Through Forwarding

EX Hazard: *(similar for the MEM stage)*

```
if (EX/MEM.RegWrite
and (EX/MEM.RegisterRd != 0)
and (EX/MEM.RegisterRd = ID/EX.RegisterRs))
then ForwardA = 10
```

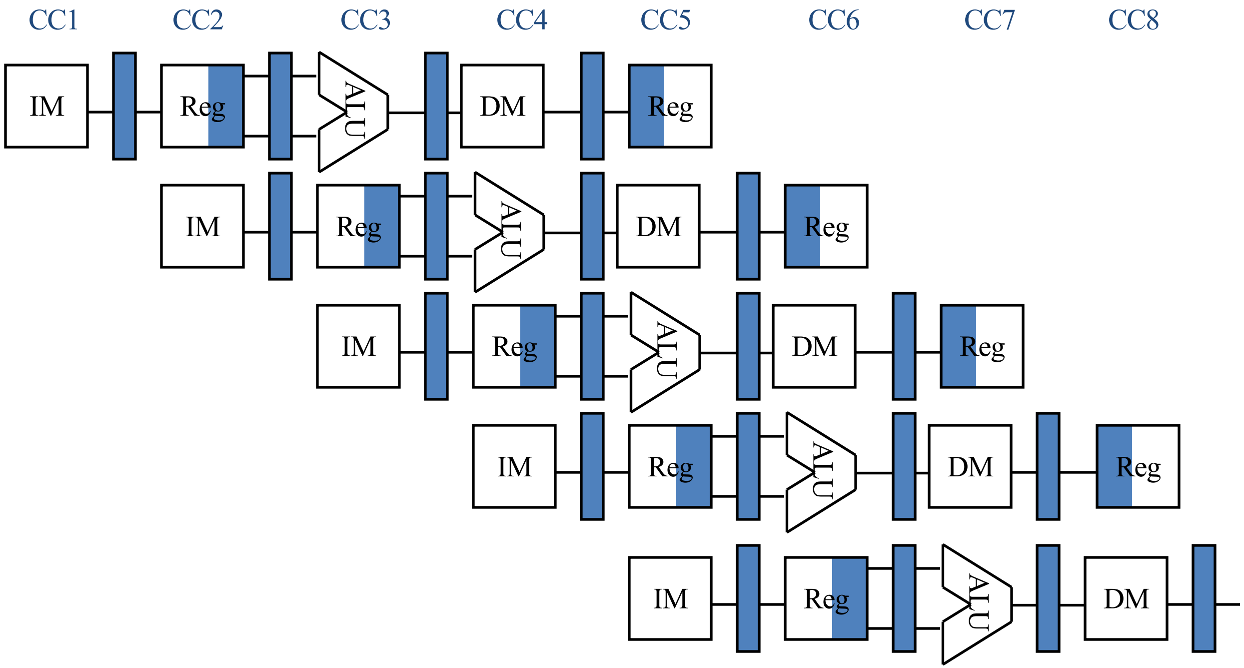
```
if (EX/MEM.RegWrite
and (EX/MEM.RegisterRd != 0)
and (EX/MEM.RegisterRd = ID/EX.RegisterRt))
then ForwardB = 10
```



Data Forwarding

- The Previous Data Path handles two types of data hazards
  - EX hazard
  - MEM hazard
- The register file handles the third (WB hazard)
  - if the register file is asked to read and write the same register in the same cycle, the register file has **internal forwarding logic** that allows the write data to be forwarded to the output
  - This is still forwarding (even if you don't "see" the lines b/c internal)!

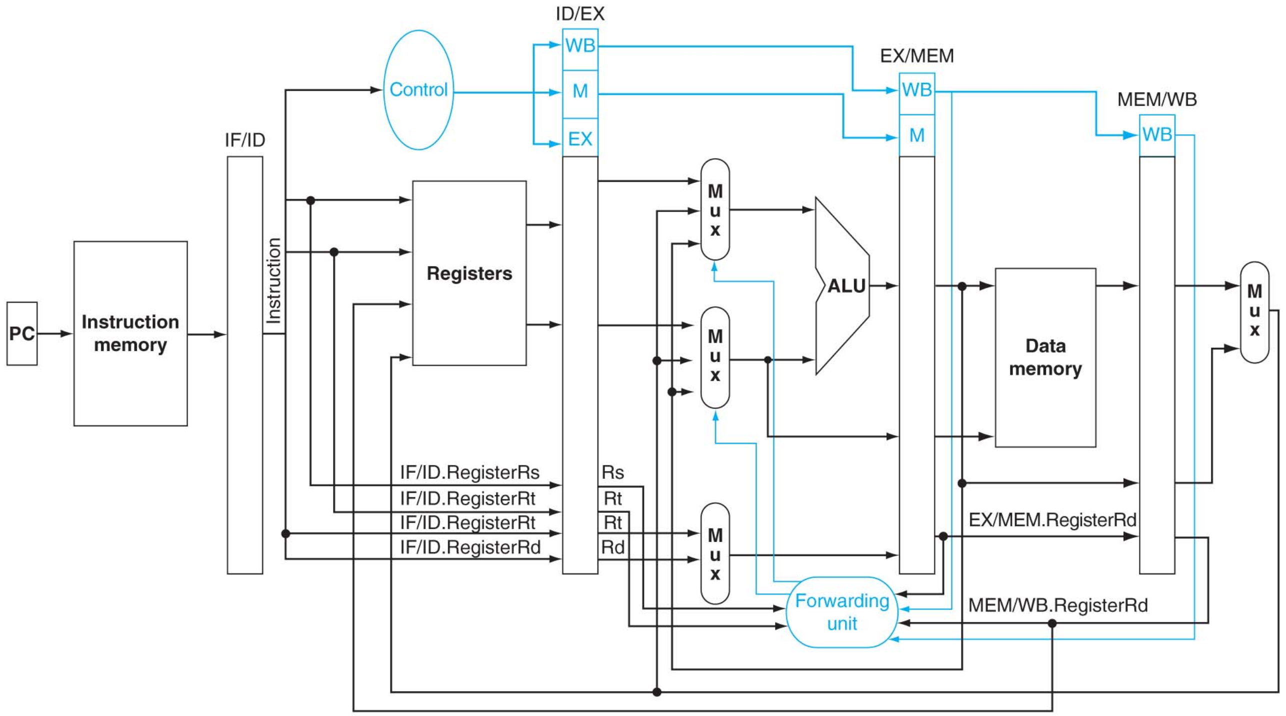
Eliminating Data Hazards via Forwarding




```
sub $2, $1, $3

and $6, $2, $5

or $13, $6, $2

add $14, $2, $2

sw $15, 100($2)
```

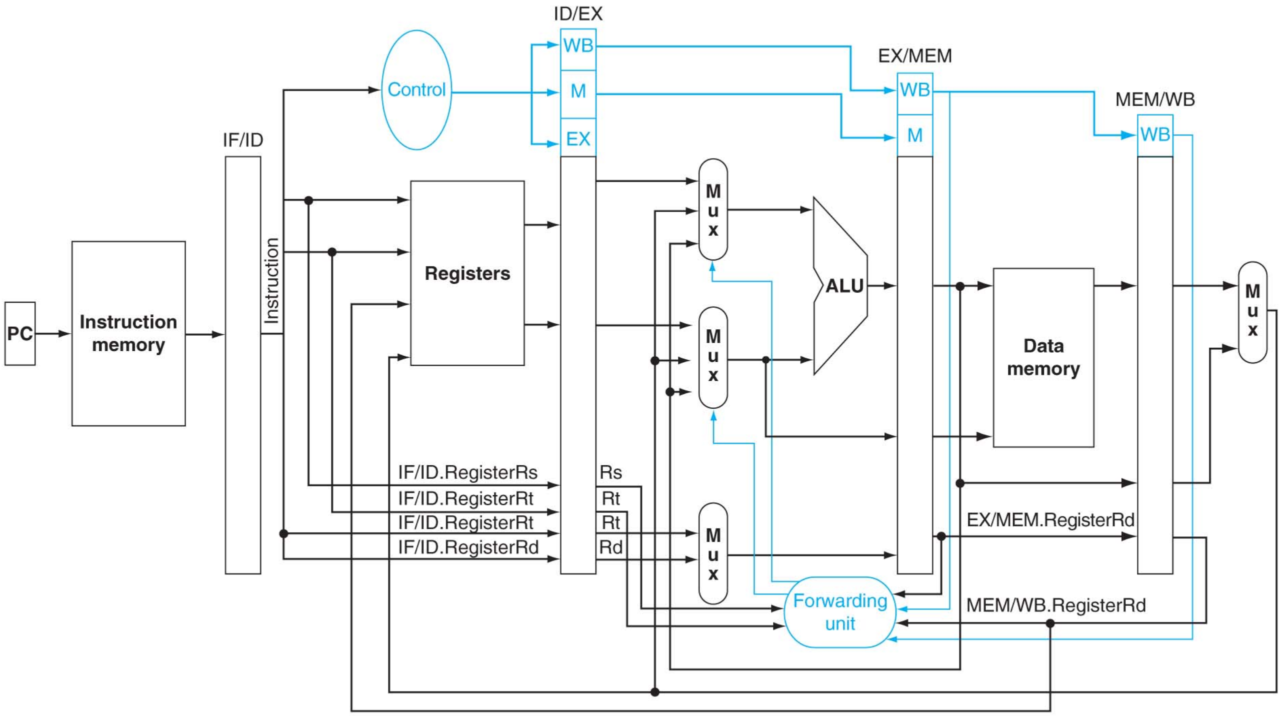
Forwarding in Action

add $1, $12, $3 sub $12, $3, $4 add $3, $10, $11 Memory Access Write Back



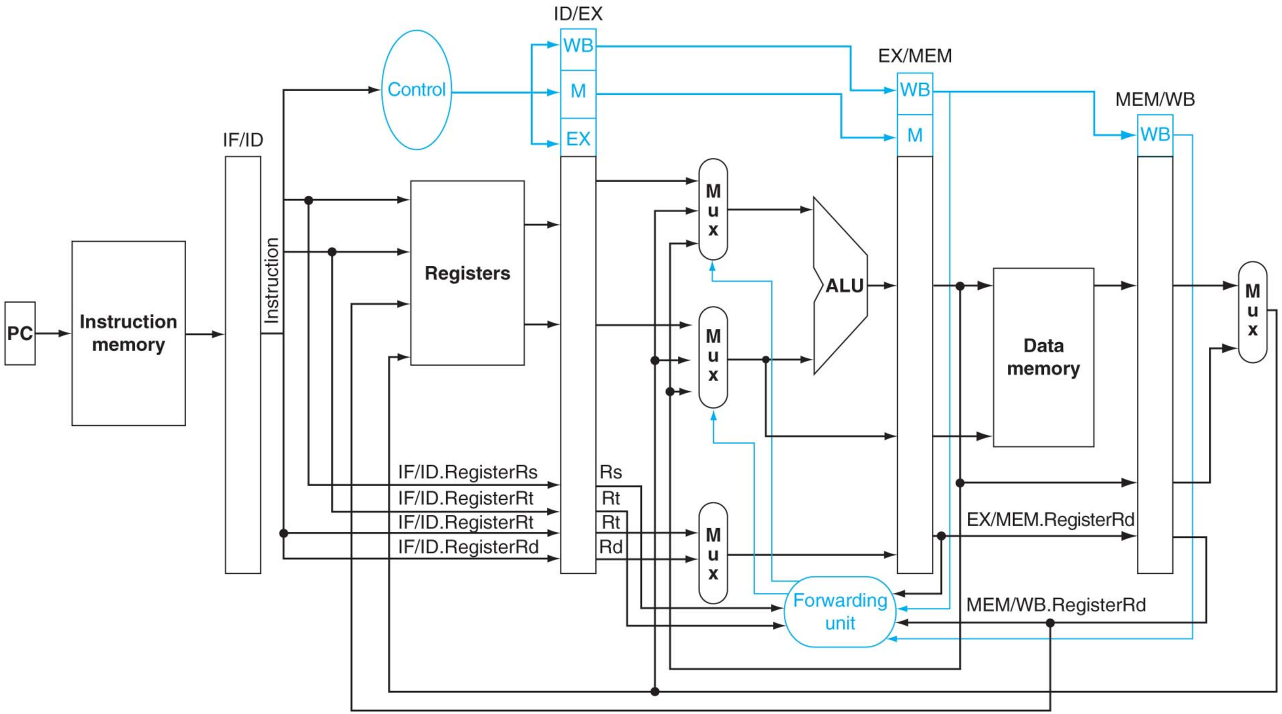
Forwarding in Action

Instruction Fetch add $1, $12, $3 sub $12, $3, $4 add $3, $10, $11 Write Back

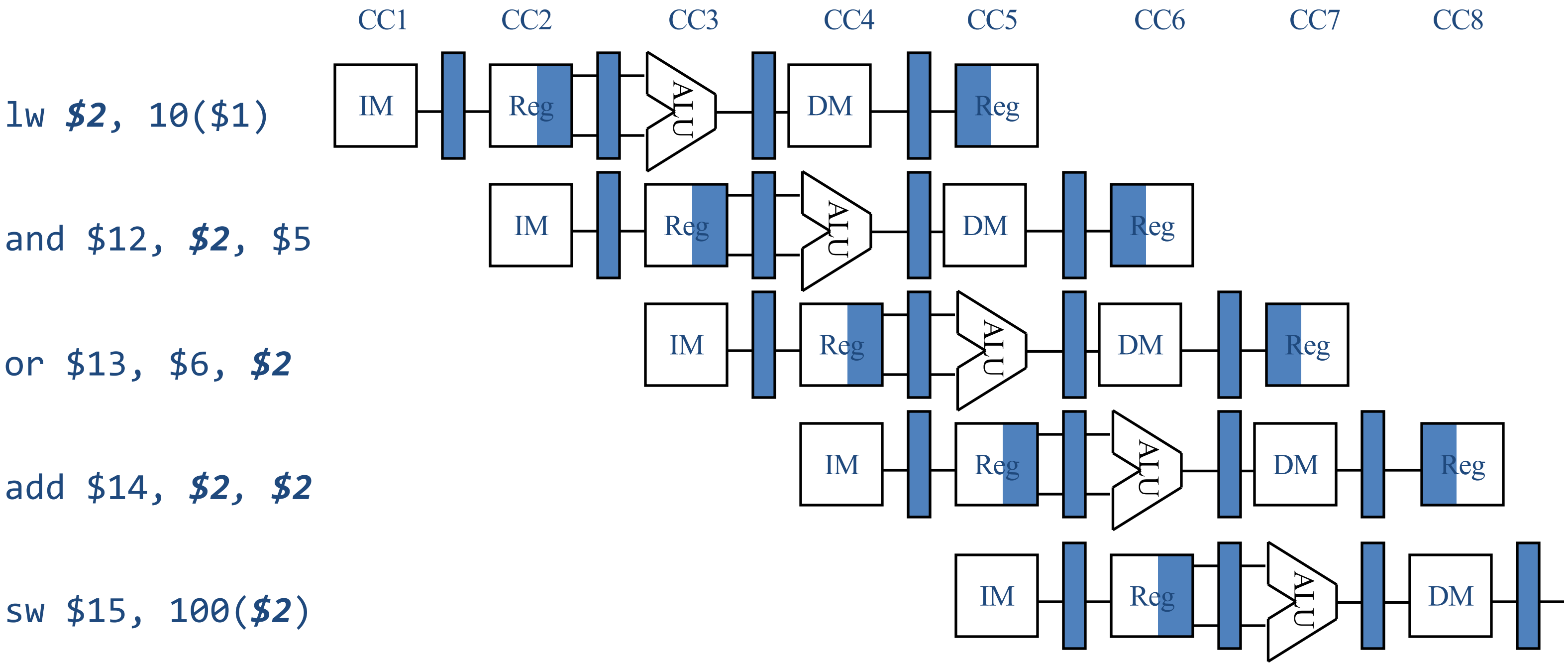


Forwarding in Action

Instruction Fetch Instruction Decode **add $1, $12, $3** **sub $12, $3, $4** **add $3, $10, $11**



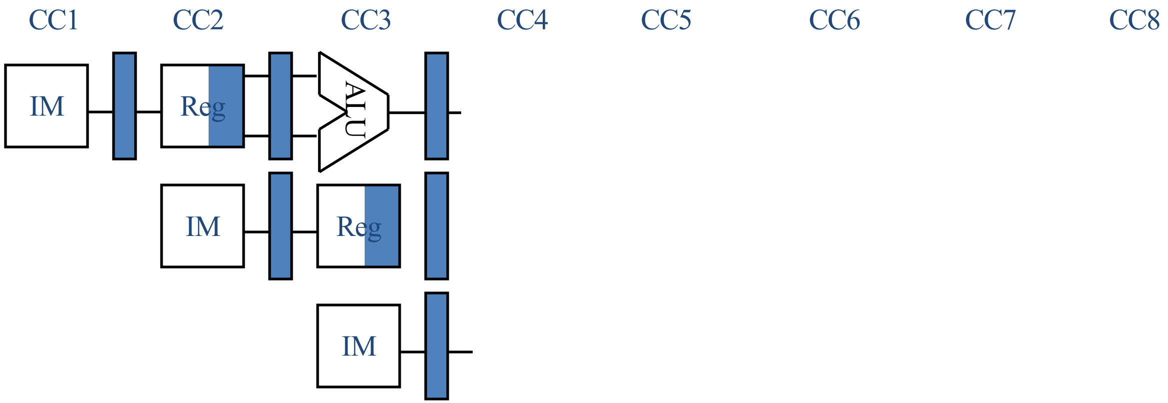
Eliminating Every Data Hazard via Forwarding?



Eliminating Data Hazards via Forwarding and stalling

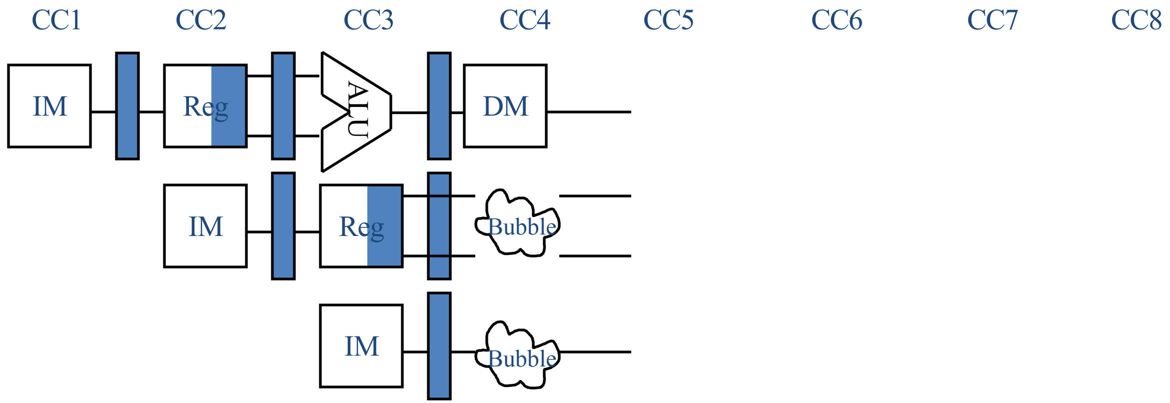
	CC1	CC2	CC3	CC4	CC5	CC6	CC7	CC8
`lw $2, 10($1)`								
`and $12, $2, $5`								
`or $13, $6, $2`								
`add $14, $2, $2`								
`sw $15, 100($2)`								

Eliminating Data Hazards via Forwarding and stalling




```
lw $2, 10($1)

and $12, $2, $5

or $13, $6, $2

add $14, $2, $2

sw $15, 100($2)
```

Eliminating Data Hazards via Forwarding and stalling



lw ***$2***, 10($1)

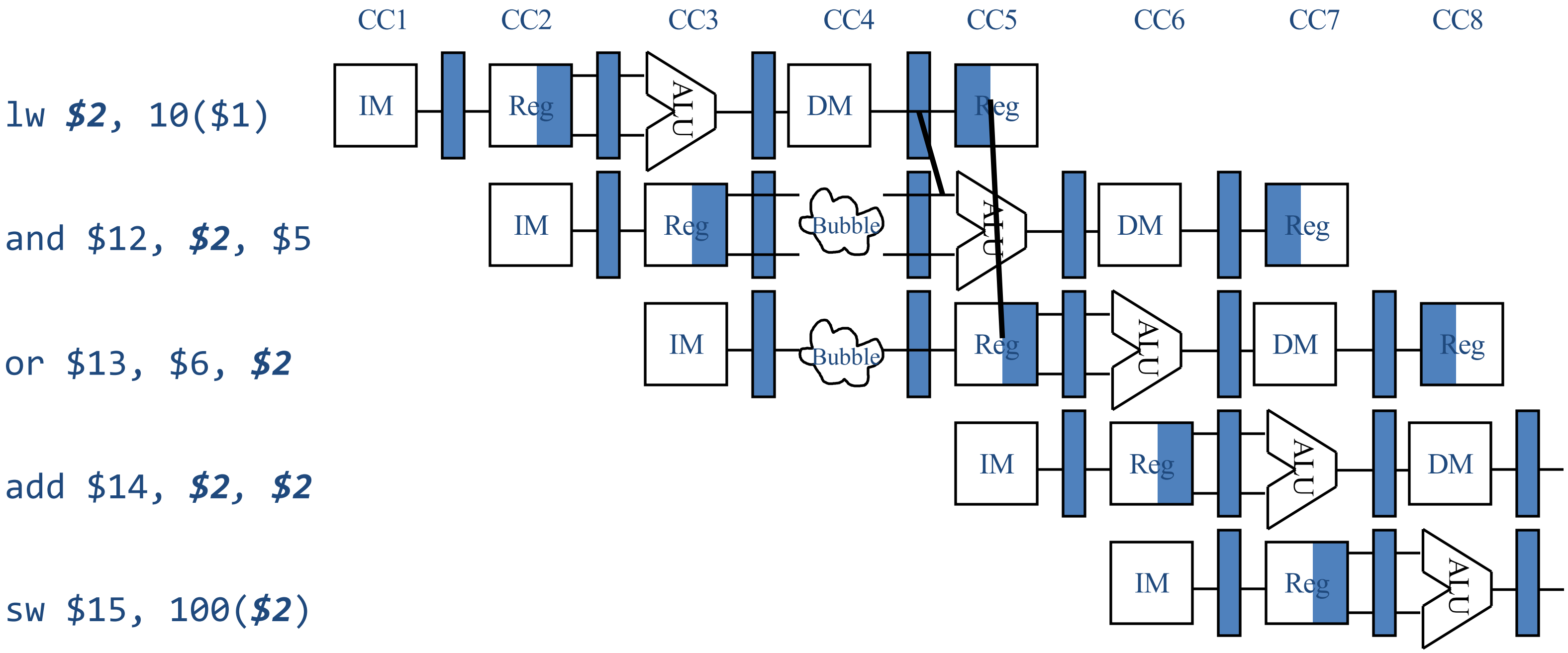
and $12, ***$2***, $5

or $13, $6, ***$2***

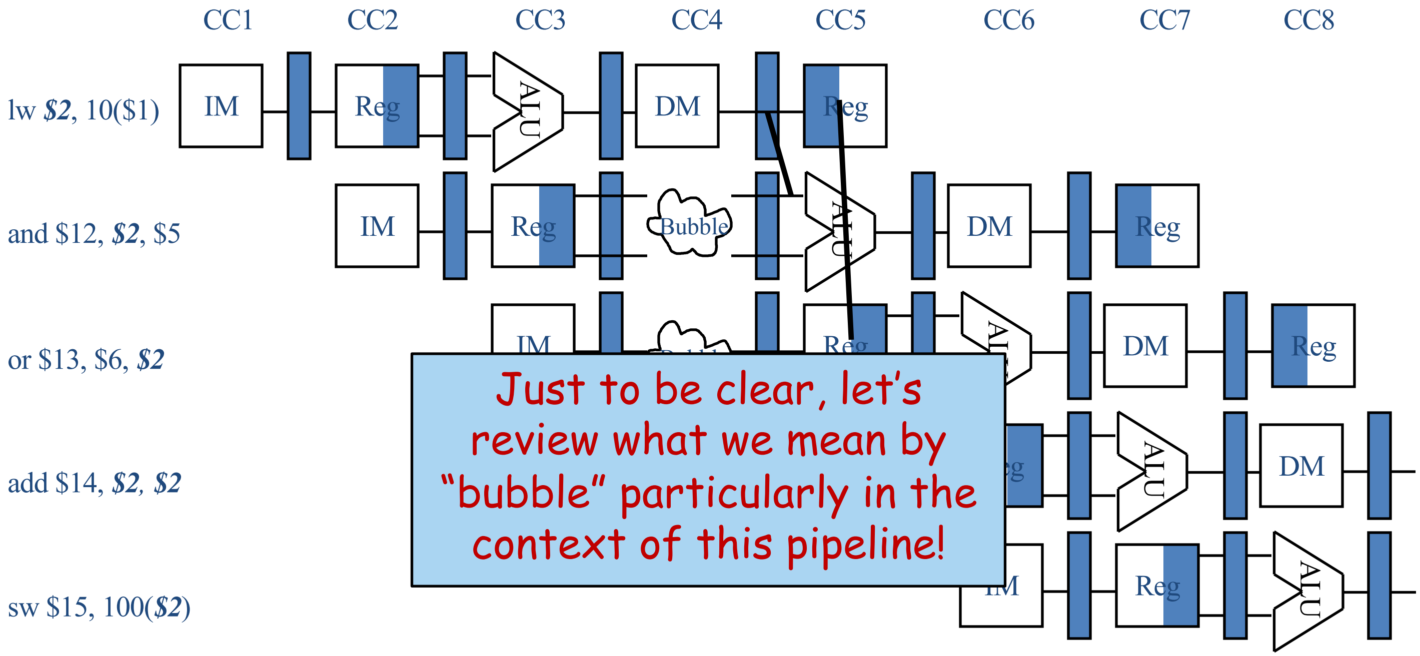
add $14, ***$2***, ***$2***

sw $15, 100(***$2***)

Eliminating Data Hazards via Forwarding and stalling

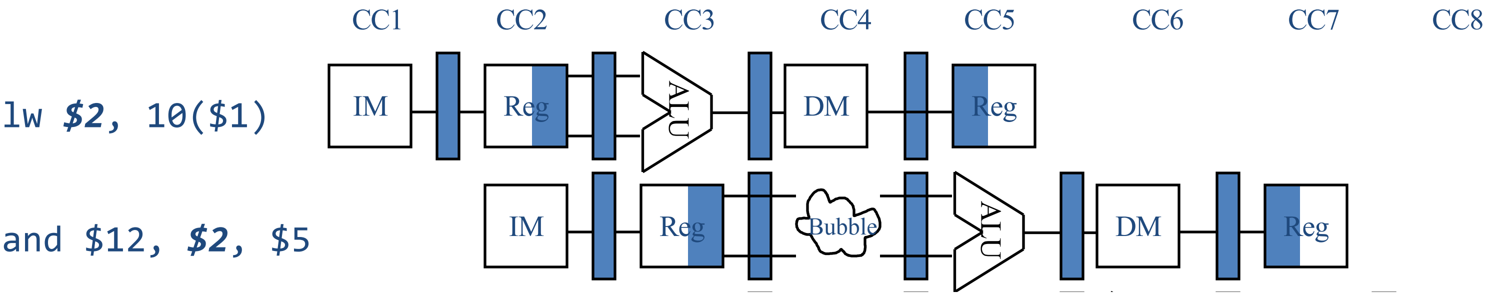


Eliminating Data Hazards via Forwarding and stalling



Just to be clear, let's review what we mean by "bubble" particularly in the context of this pipeline!

Eliminating Data Hazards via Forwarding and stalling

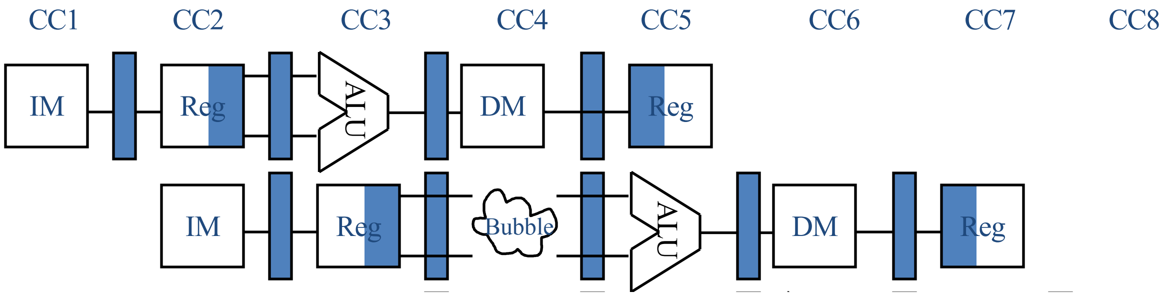


What is really happening during the bubble (for this particular pipeline)?

Eliminating Data Hazards via Forwarding and stalling

`lw $2, 10($1)`

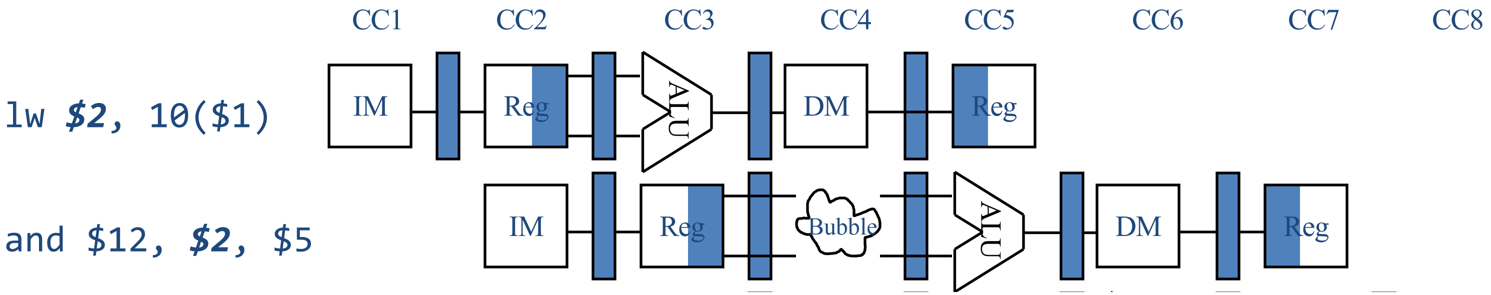
`and $12, $2, $5`



What is really happening during the bubble (for this particular pipeline)?

- While ***lw*** moves to the Mem stage in CC4, the ***and*** instruction repeats the ID stage (important because the values the ***and*** reads in CC4 are the ones it will carry forward).

Eliminating Data Hazards via Forwarding and stalling



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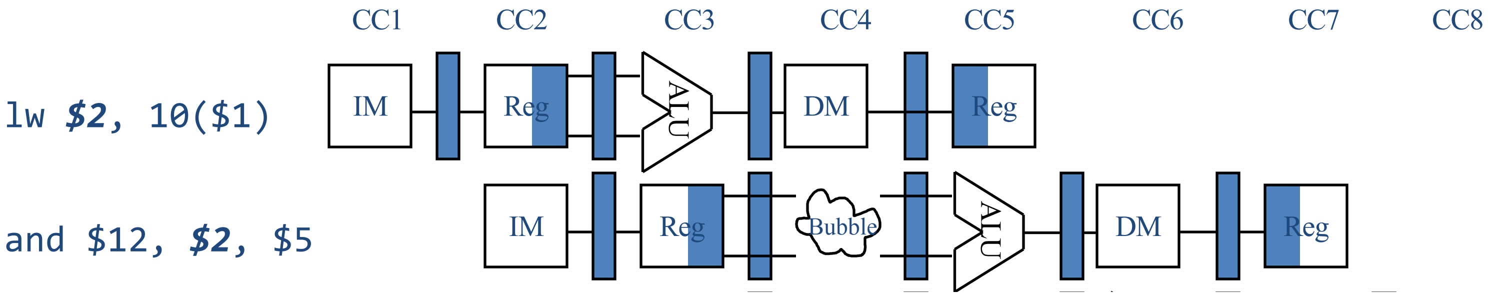
- While ***lw*** moves to the Mem stage in CC4, the ***and*** instruction repeats the ID stage (important because the values the ***and*** reads in CC4 are the ones it will carry forward).
- There is now *no instruction* in the EX stage. So we better make sure that whatever is in the EX stage is safe.

Eliminating Data Hazards via Forwarding and stalling



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- While ***lw*** moves to the Mem stage in CC4, the ***and*** instruction repeats the ID stage (important because the values the ***and*** reads in CC4 are the ones it will carry forward).
- There is now *no instruction* in the EX stage. So we better make sure that whatever is in the EX stage is safe.
    - Safe = no state changes (PC, reg, memory), now or as it moves through the pipeline.

Poll Q: Stalls & Forwards

- How many stalls occur and how many values require hardware forwarding support to avoid stalling for our MIPS 5-stage pipeline?

```
add $3, $2, $1
lw  $4, 100($3)
and $6, $4, $3
sub $7, $6, $2
add $9, $3, $6
```

	Stalls	Forwarded values
A	1	3
B	2	4
C	2	3
D	1	5
E	None of the above	

Try this one...

- Show bubbles and forwarding for this code

```
add $3, $2, $1
lw  $4, 100($3)
and $6, $4, $3
sub $7, $6, $2
add $9, $3, $6
```

Another one…

- Show bubbles and forwarding for this code

```
lw   $9, 100($6)      IF   ID   EX   M   WB
addi $6, $9, #26
sub  $7, $6, $9
add  $6, $3, $6
add  $3, $2, $6
```

Poll Q: How many stalls?

- Suppose EX is the longest (in time) pipeline stage
- To reduce CT, we split it in half. Given the following (new) pipeline:
  IF ID EX1 EX2 M WB
  Assume the input data must be available at the start of EX1 and the output is available after EX2
- How many hardware stalls would be required in the following code (assuming hardware forwarding wherever possible)?

	Stalls
A	0
B	1
C	2
D	3
E	4

```
add r1, r2, r3
add r4, r1, r3
```

Poll Q: How many stalls?

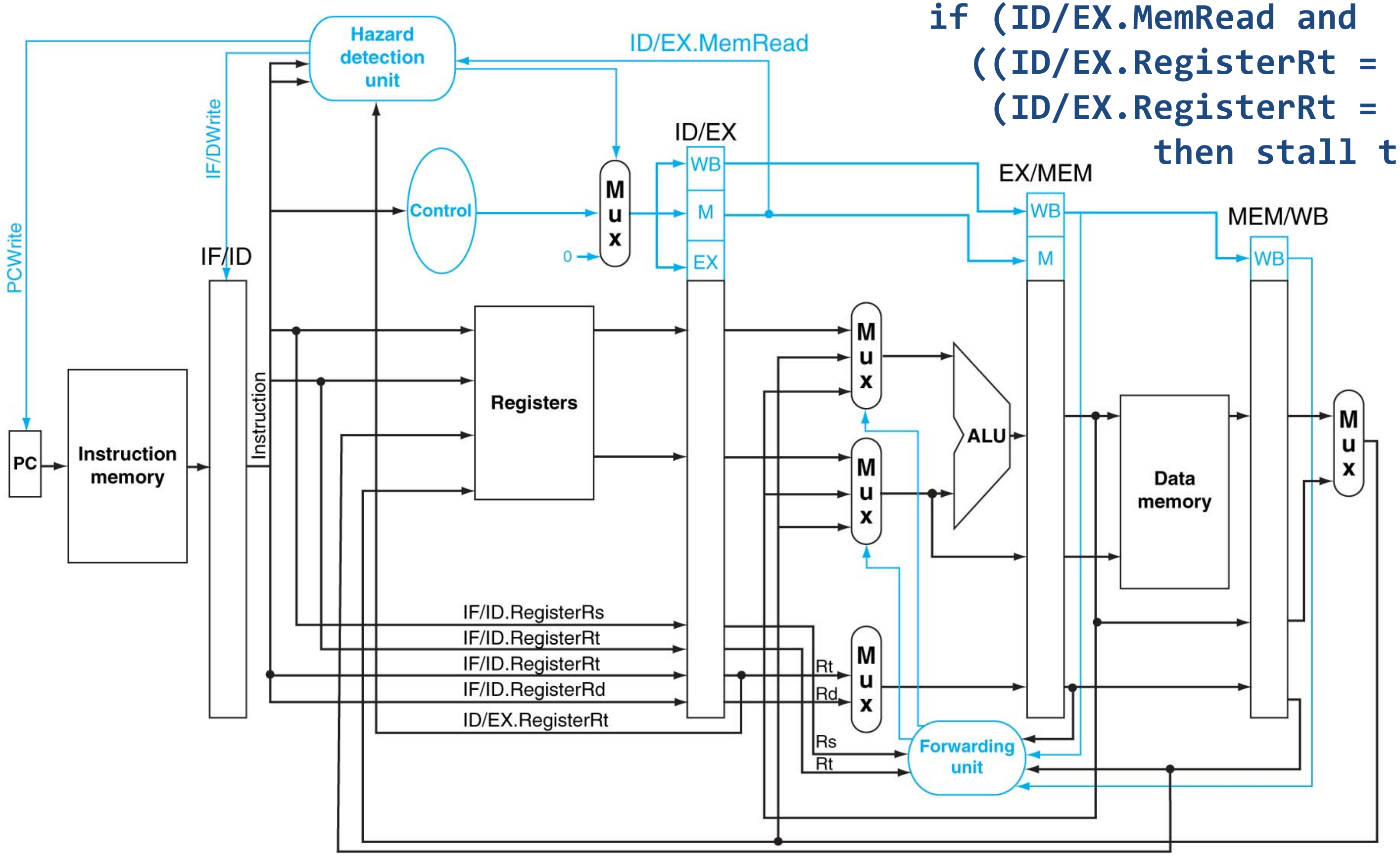
- Suppose EX is the longest (in time) pipeline stage
- To reduce CT, we split it in half. Given the following (new) pipeline:
  IF ID EX1 EX2 M WB
  Assume the input data must be available at the start of EX1 and the output is available after EX2
- How many hardware stalls would be required in the following code (assuming hardware forwarding wherever possible)?

```
lw  r1, 0(r3)
add r2, r1, r3
```

	Stalls
A	0
B	1
C	2
D	3
E	4

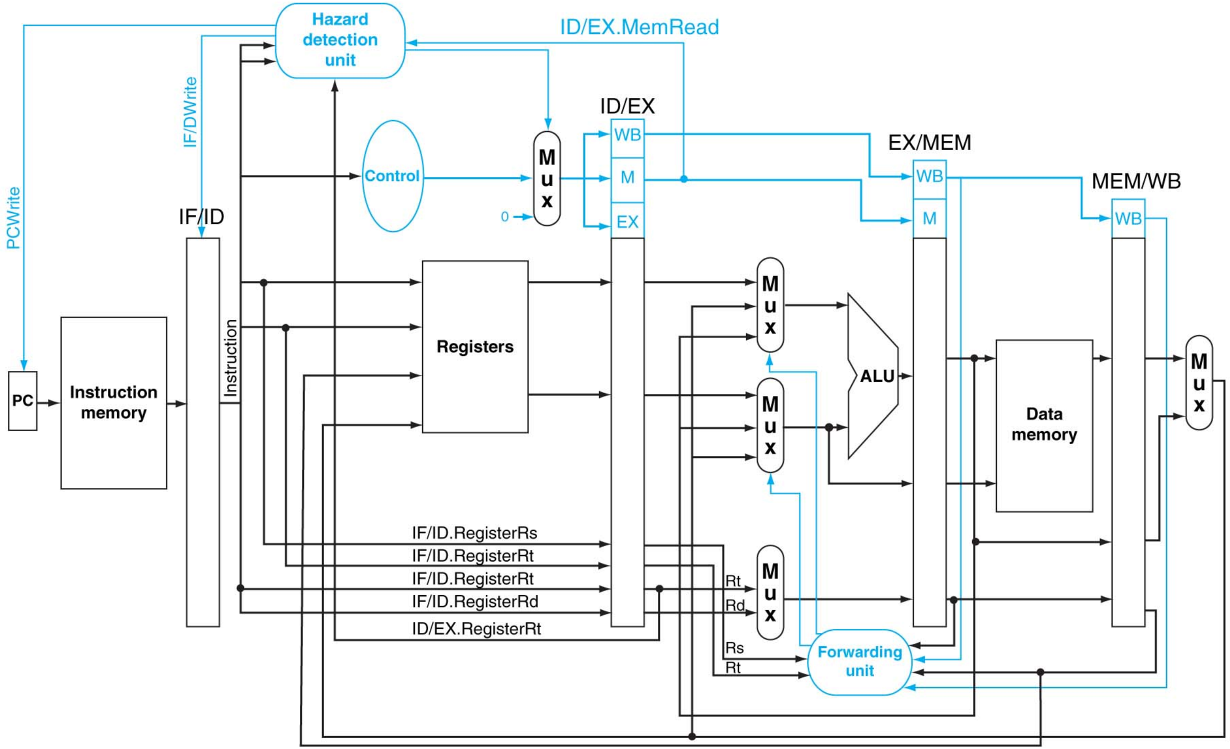
Datapath with Hazard-Detection

```
if (ID/EX.MemRead and
  ((ID/EX.RegisterRt = IF/ID.RegisterRs) or
   (ID/EX.RegisterRt = IF/ID.RegisterRt)))
        then stall the pipeline
```



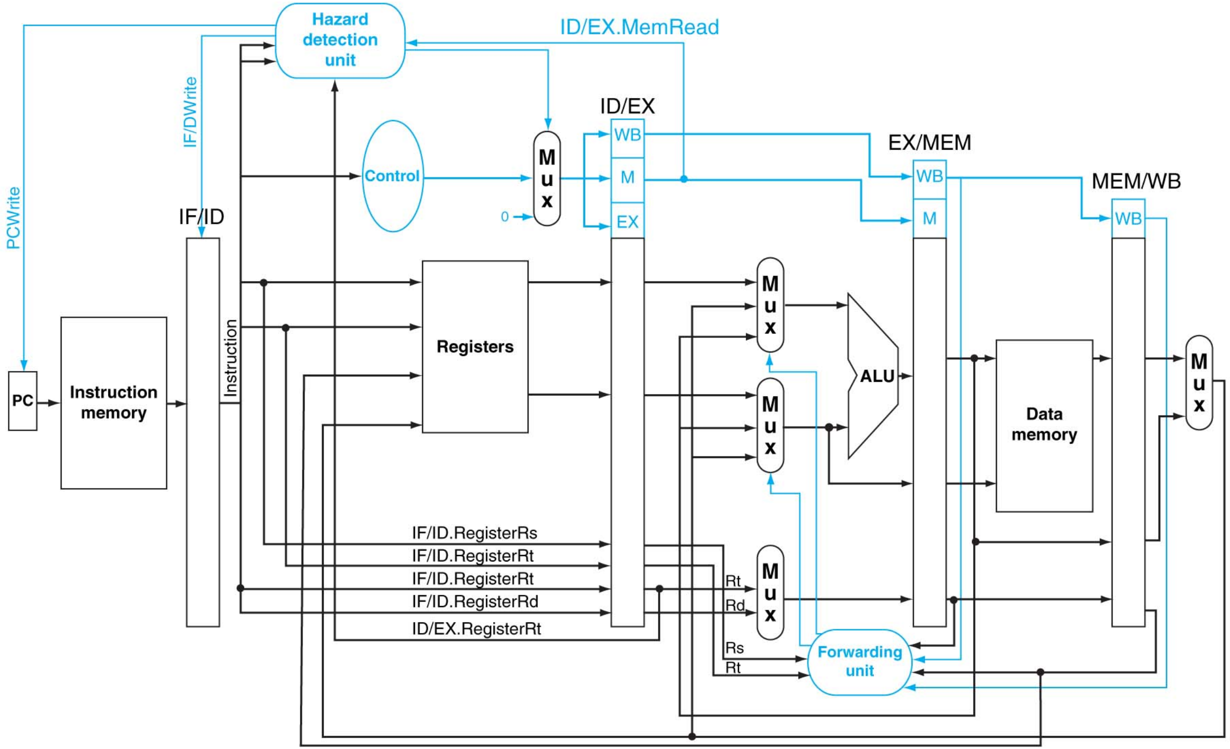
Hazard Detection

and $4, $2, $5 ***lw $2, 20($1)***



Hazard Detection

and $4, $2, $5   *nop (bubble)*   *lw $2, 20($1)*



What other hazards might we have to watch out for?

- Data hazards are when the result of one computation is used in a later computation
- Is there other re-use?

Control Dependence

- Just as an instruction will be dependent on other instructions to provide its operands (data dependence), it will also be dependent on other instructions to determine whether it gets executed or not (control dependence, aka, branch dependence).
- Control dependences are particularly critical with conditional branches.

```
add $5, $3, $2                somewhere: or $10, $5, $2
sub $6, $5, $2                           add $12, $11, $9
beq $6, $7, somewhere                    ...
and $9, $6, $1
...
```

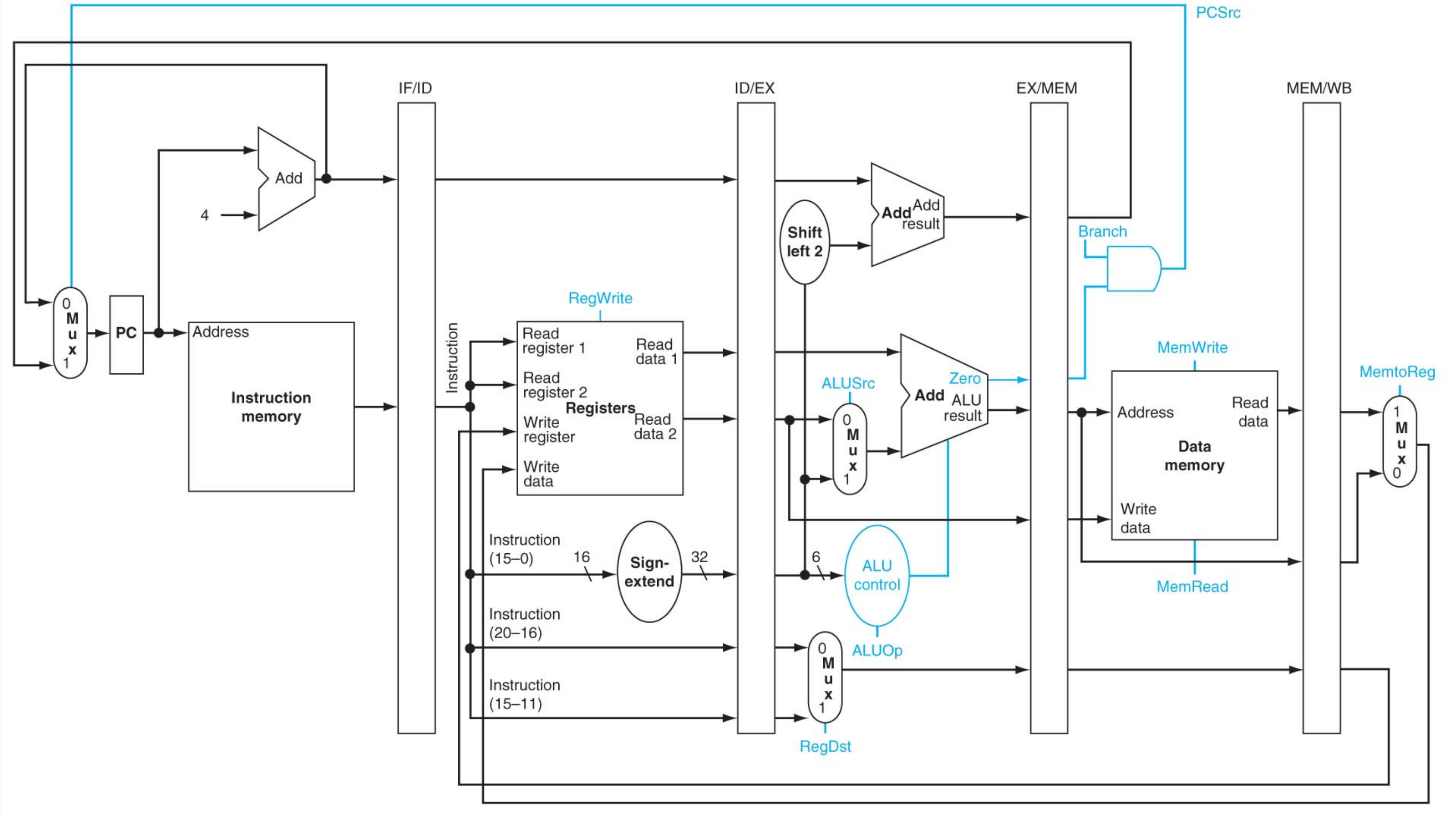
Branch Hazards

- Branch dependences can result in branch hazards (when they are too close to be handled correctly in the pipeline)
  - (sound familiar?)

Stalling the pipeline

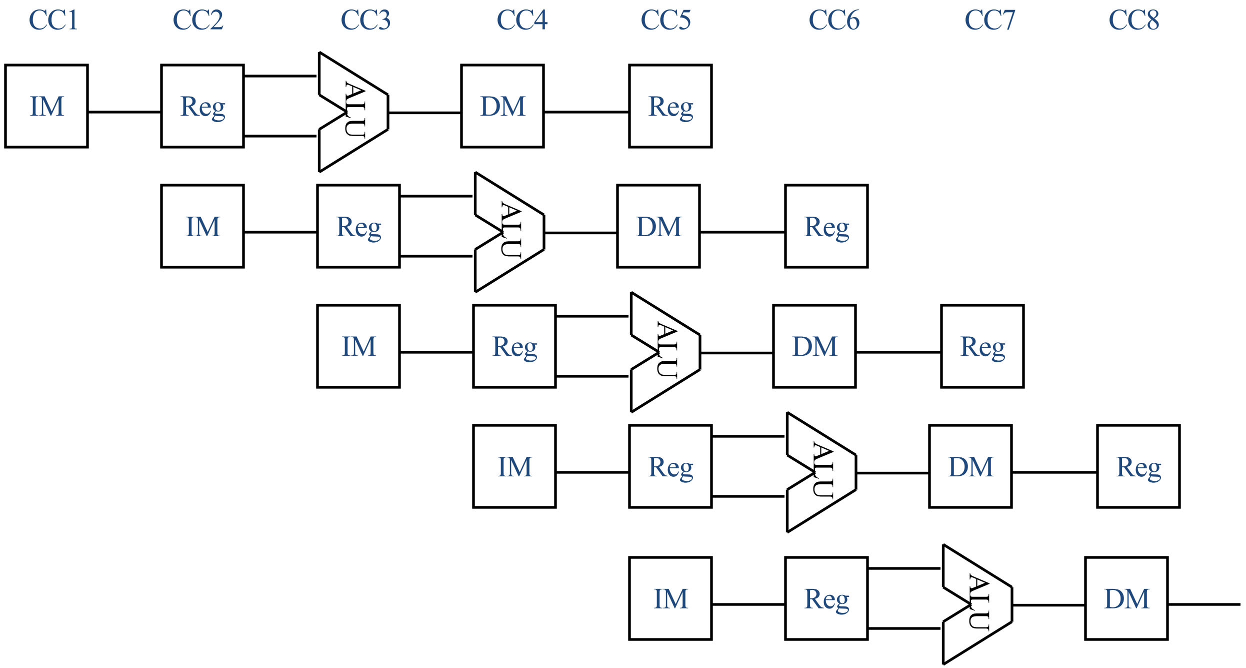
Given our current pipeline, let's assume we stall until we know the branch outcome (i.e., until the PC is known to be correct). How many cycles will we lose per branch?

	cycles
A	0
B	1
C	2
D	3
E	4



Branch Hazards

```
beq $2, $1, here

add ...

sub ...

lw ...

here: lw ...
```



Dealing With Branch Hazards

- Ideas??

Dealing With Branch Hazards

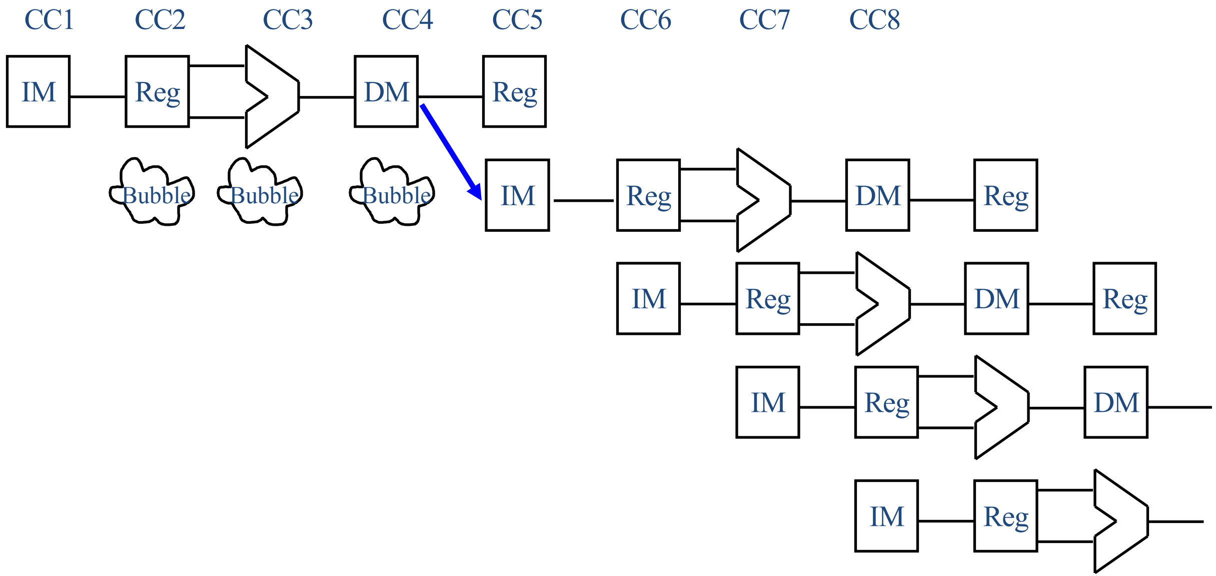
- Hardware
  - stall until you know which direction
  - reduce hazard through earlier computation of branch direction
  - guess which direction
    - assume not taken (easiest)
    - more educated guess based on history
      - (requires that you know it is a branch before it is even decoded!)

Dealing With Branch Hazards

- Hardware
  - stall until you know which direction
  - reduce hazard through earlier computation of branch direction
  - guess which direction
    - assume not taken (easiest)
    - more educated guess based on history
      - (requires that you know it is a branch before it is even decoded!)
- Hardware/Software
  - nops
  - instructions that get executed either way (delayed branch).

Stalling for Branch Hazards

```
beq $4, $0, there

and $12, $2, $5

or ...

add ...

sw ...
```



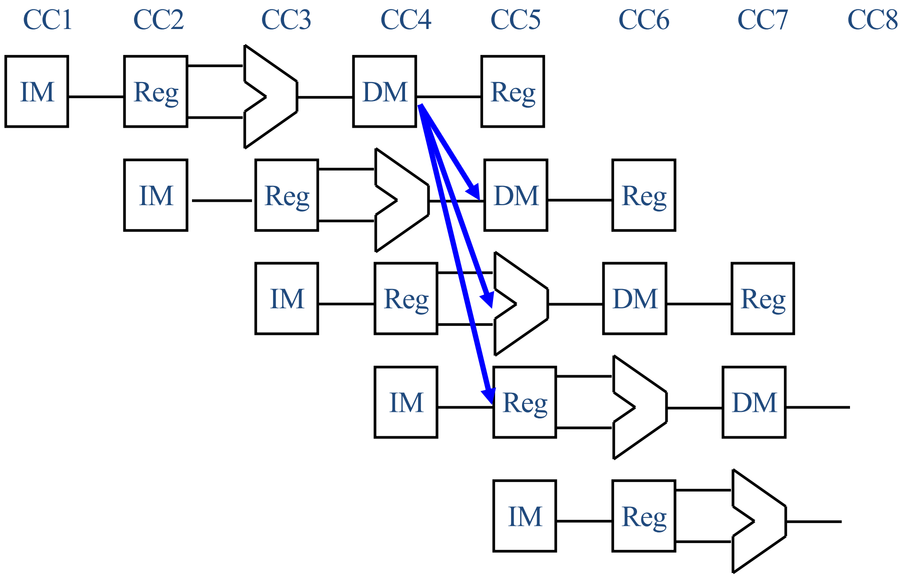
Stalling for Branch Hazards

- Seems wasteful, particularly when the branch isn't taken.
- Makes all branches cost 4 cycles.

Assume Branch *Not Taken*

- works pretty well when you're right!

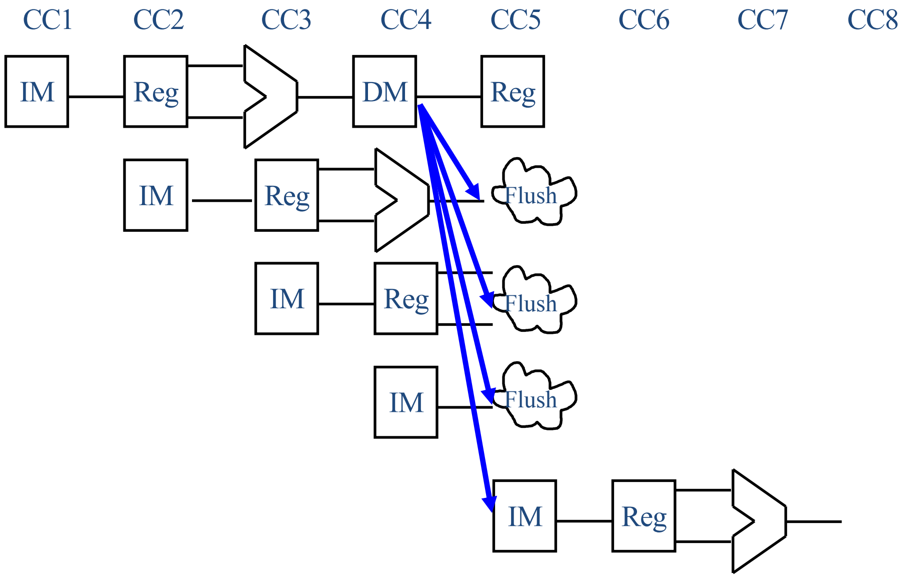
```
beq $4, $0, there

and $12, $2, $5

or ...

add ...

sw ...
```



Assume Branch *Not Taken*

- *same performance as stalling* when you're wrong

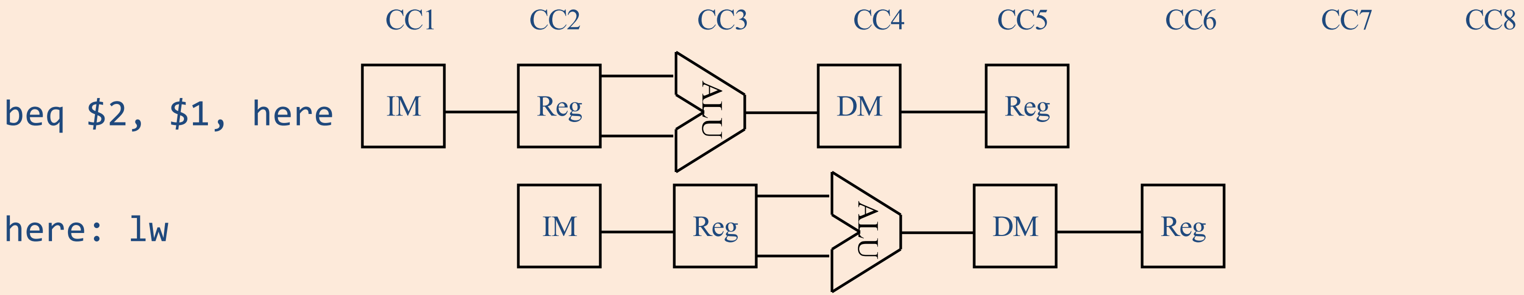
```
beq $4, $0, there

and $12, $2, $5

or ...

add ...

there: sub $12, $4, $2
```



Assume Branch *Not Taken*

- Performance depends on percentage of time you guess right
- Flushing an instruction means to prevent it from changing any permanent state (registers, memory, PC)
  - sounds a lot like a bubble...
  - But notice that we need to be able to **insert** those bubbles **later** in the pipeline

Branch Hazards – What if we predict taken instead?



Required information to predict Taken:

1. Whether an instruction is a branch (before decode)
2. The target of the branch
3. The outcome of the branch condition

	Required knowledge
A	2 , 3
B	1 , 2 , 3
C	1 , 2
D	2
E	None of the above

Branch Target Buffer

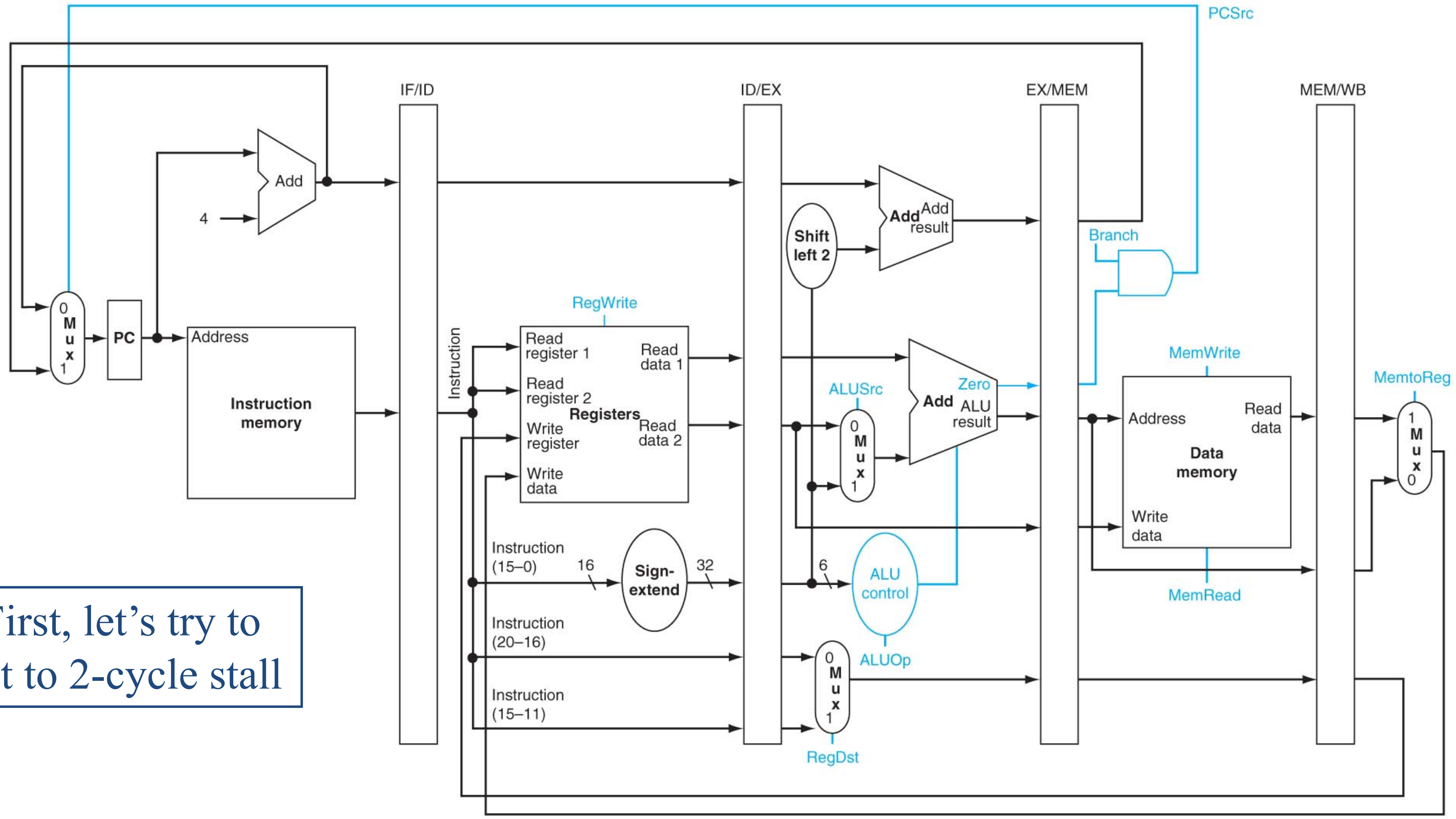
aka, how to know it's a branch before you know it's a branch

- Keeps track of the PCs of recently seen branches and their targets.
- Consult during Fetch (in parallel with Instruction Memory read) to determine:
  - Is this a branch?
  - If so, what is the target

Reducing the Branch Delay

- Can we change anything in the pipeline to make branch delay less bad?

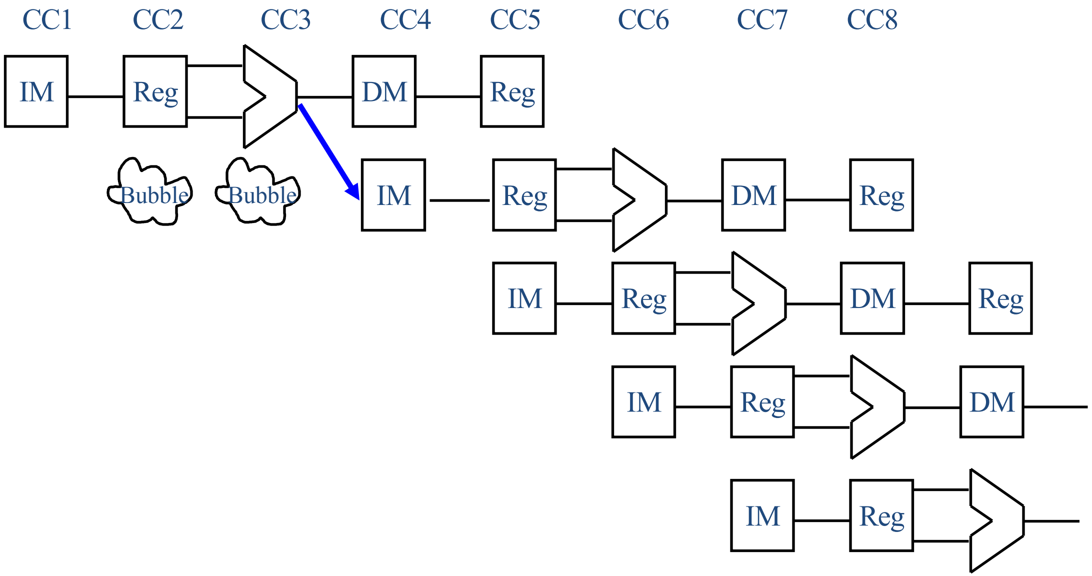
Reducing the Branch Delay



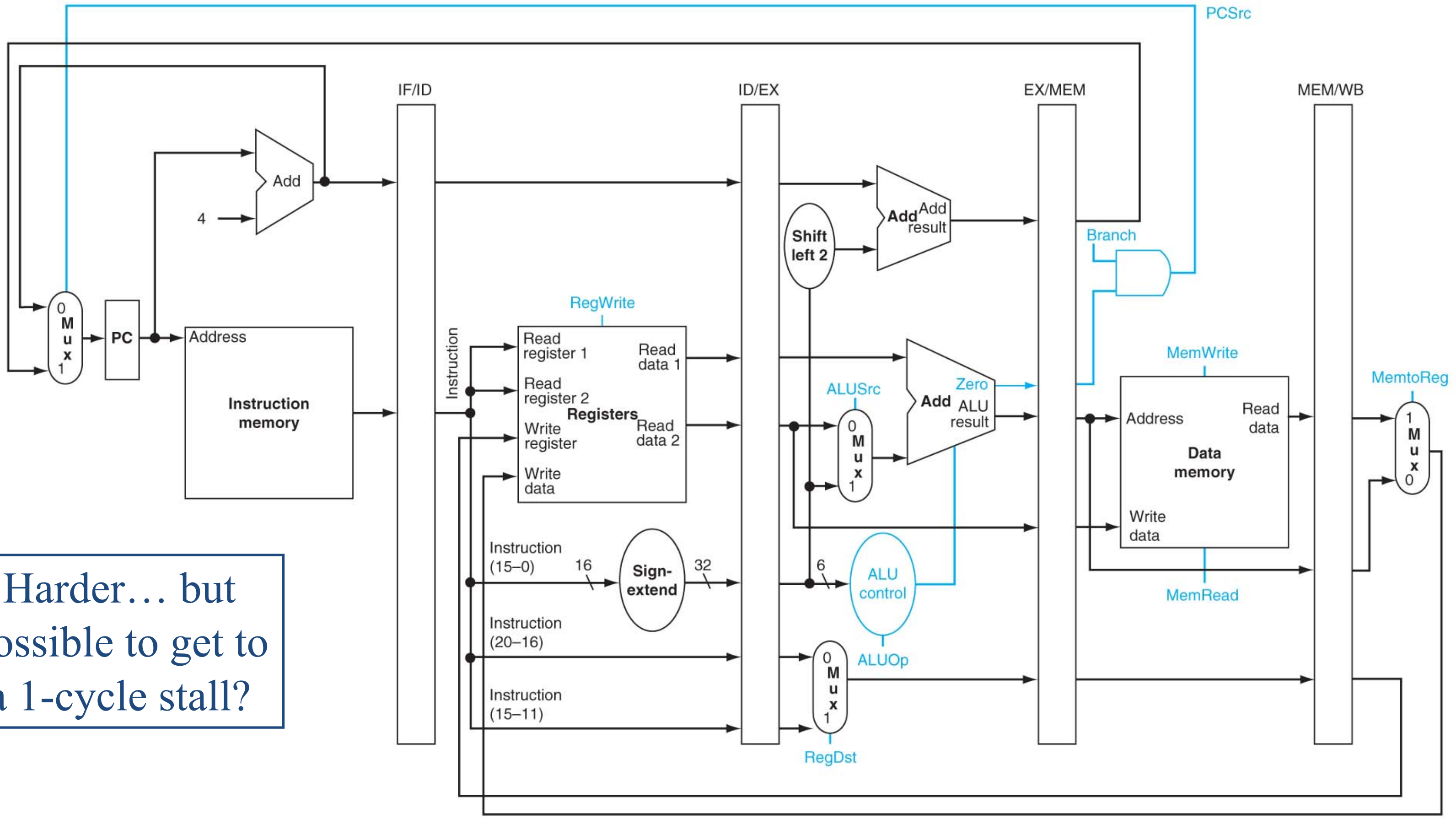
First, let's try to get to 2-cycle stall

Stalling for Branch Hazards

```
beq $4, $0, there

and $12, $2, $5

or ...

add ...

sw ...
```

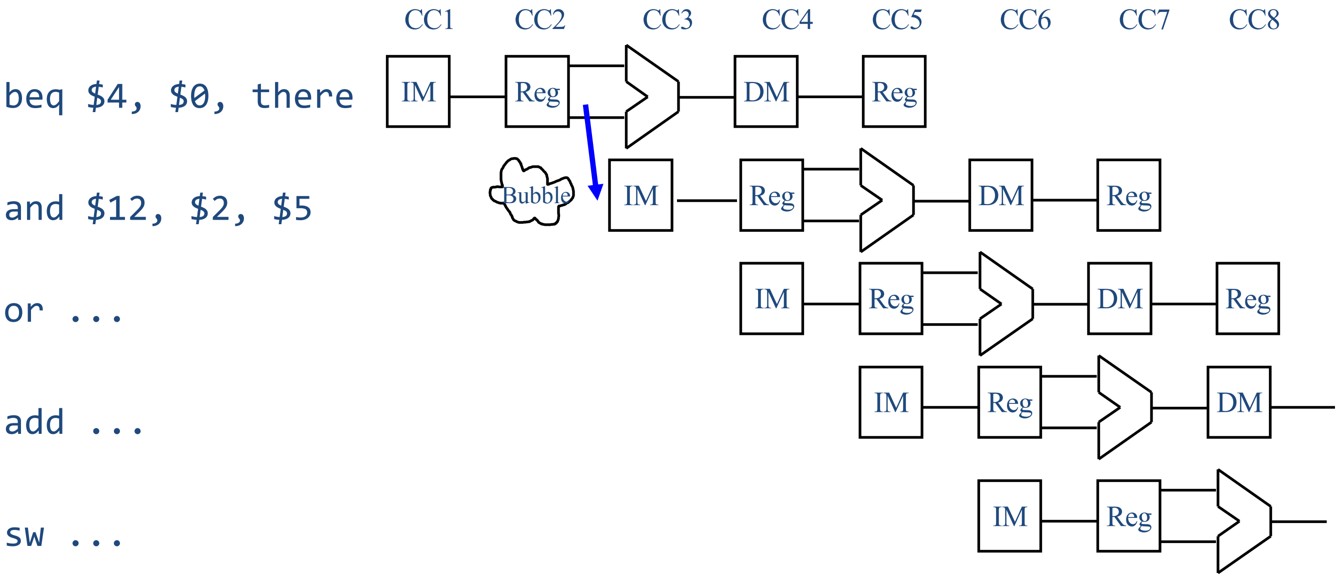


Reducing the Branch Delay More??



Harder… but possible to get to a 1-cycle stall?

Stalling for Branch Hazards



Quick Flashback:

`Part I said, we only need “beq”, no “bgt”, “blt” in MIPS…`

What if we want to condition the control flow? Branches.

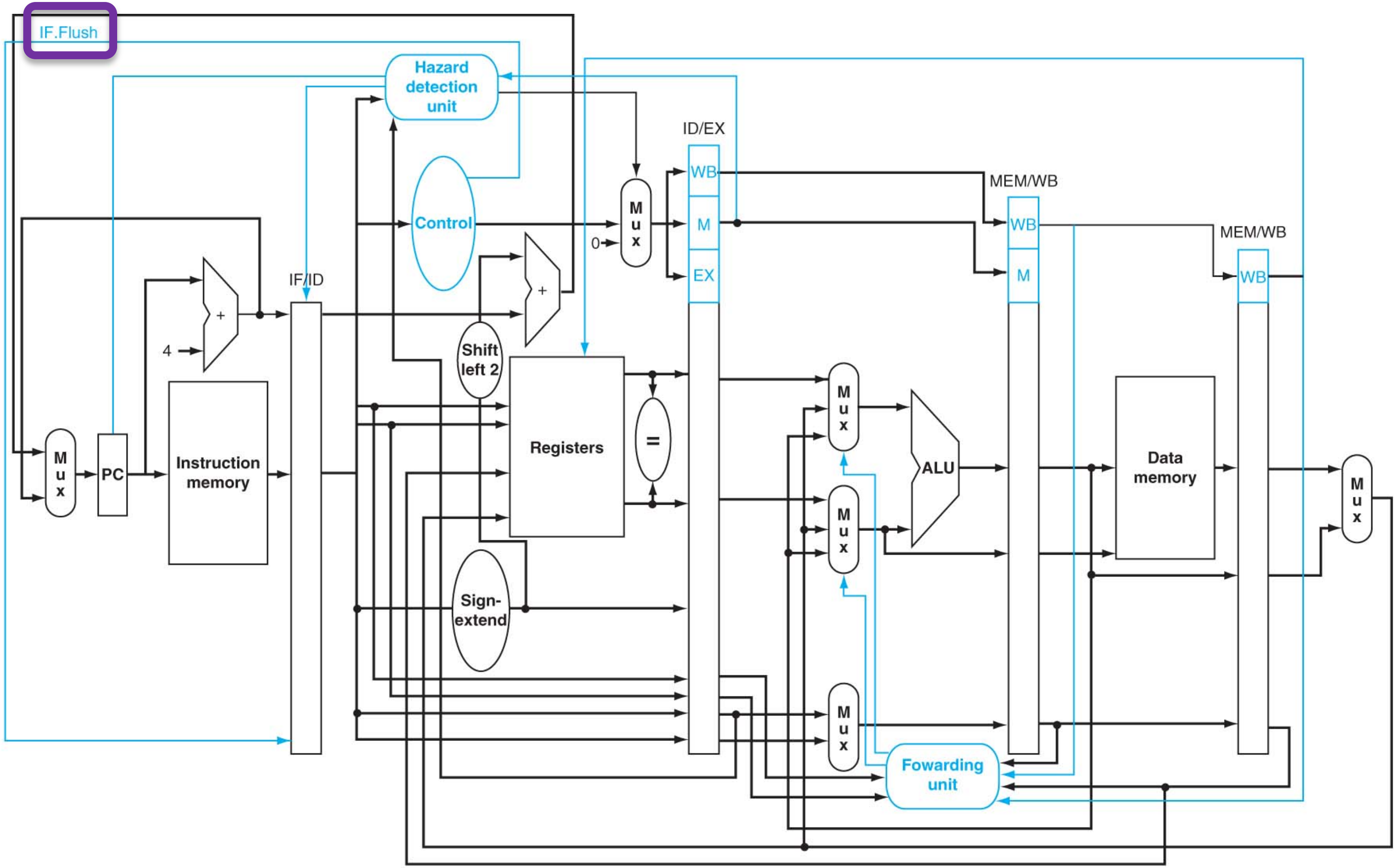
`do { … ; a++; } while (a < 100);`

- `beq` and `bne` are the only branches you need
  - `beq r1, r2, addr  =>  if (r1 == r2):  goto addr`
- But other operations can be combined…
  - `slt $1, $2, $3    =>  if ($2 < $3) $1 = 1; else $1 = 0`
- `beq`, `bne`, `slt`, and `$zero`, can implement all fundamental conditions
  - Always, never, !=, = =, >, <=, >=, <, >(unsigned), <= (unsigned), ...

```
if (i<j)
    w = w+1;
else
    w = 5;
```

The Pipeline with flushing for taken branches

- Notice the IF/ID flush line added.



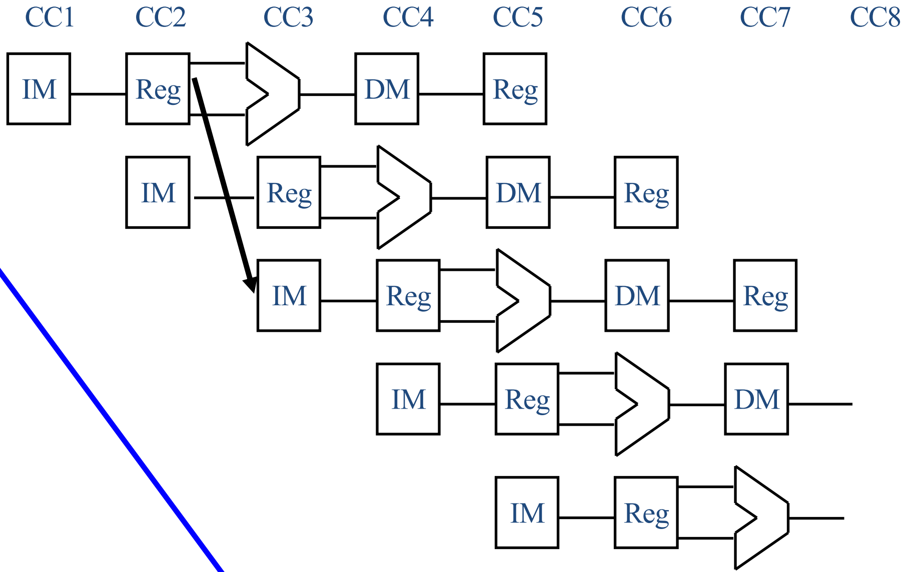
Eliminating the Branch Stall

A cute idea, but not one used by modern cores

- There's no rule that says we have to see the effect of the branch immediately. Why not wait an extra instruction before branching?
- The original SPARC and MIPS processors each used a single *branch delay slot* to eliminate single-cycle stalls after branches.
- The instruction after a conditional branch is *always executed* in those machines, regardless of whether the branch is taken or not!

Branch Delay Slot

```
    beq $4, $0, there

    and $12, $2, $5

there: or ...

    add ...

    sw ...
```



Branch delay slot instruction (next instruction after a branch) is executed even if the branch is taken.

Filling the branch delay slot

- The branch delay slot is only useful if you can find something to put there.
- If you can't find anything, you must put a nop to ensure correctness.
- Where do we find instructions to fill the branch delay slot?
  -
  -
  -

Filling the branch delay slot

```
1   add  $5, $3, $7
2   add  $9, $1, $3
3   sub  $6, $1, $4
4   and  $7, $8, $2
5   beq  $6, $7, there
    nop   /* branch delay slot */
6   add  $9, $1, $4
7   sub  $2, $9, $5
    ...
    there:
8   mult $2, $10, $11
    ...
```

- Which instructions could be used to replace the nop?

Branch Delay Slots

- This works great for this implementation of the architecture, but becomes a permanent part of the ISA.
- What about the MIPS R10000, which has a 5-cycle branch penalty, and executes 4 instructions per cycle??
- What about the Pentium 4, which has a 21-cycle branch penalty and executes up to 3 instructions per cycle???

Early resolution of branch + branch delay slot

- Worked well for MIPS R2000 (the 5-stage pipeline MIPS)
- Early resolution doesn't scale well to modern architectures
  - Better to always have execute happen in execute
  - Forwarding into branch instruction?
- Branch delay slot
  - Doesn't solve the problem in modern pipelines
  - Still in ISA, so have to make it work even though it doesn't provide any significant advantage.
  - Violates important general principal – (unless you really only want a single generation of your product) do not expose current technology limitations to the ISA.

Okay, then…

- What do we do in modern architectures???

Branch Prediction

- Always assuming a branch is not taken is a crude form of *branch prediction*.
- What about loops that are *taken* 95% of the time?
  - we would like the option of assuming *not taken* for some branches, and assuming *taken* for others, depending on ???

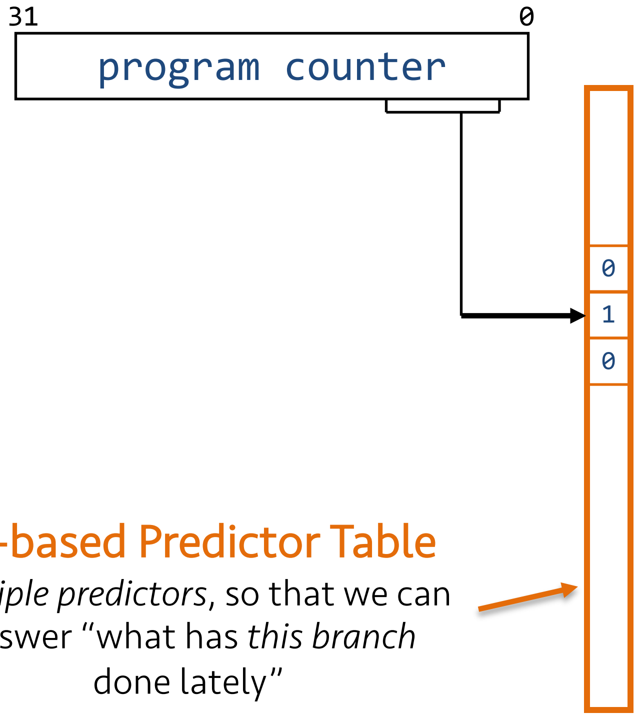
Branch Prediction

- Historically, two broad classes of branch predictors:
- Static predictors – for branch B, always make the same prediction.
- Dynamic predictors – for branch B, make a new prediction every time the branch is fetched.
- Tradeoffs?
- Modern CPUs all have sophisticated dynamic branch prediction.

Dynamic Branch Prediction

- What information is available to make an intelligent prediction?

Branch Prediction: Simplest 1-bit predictor



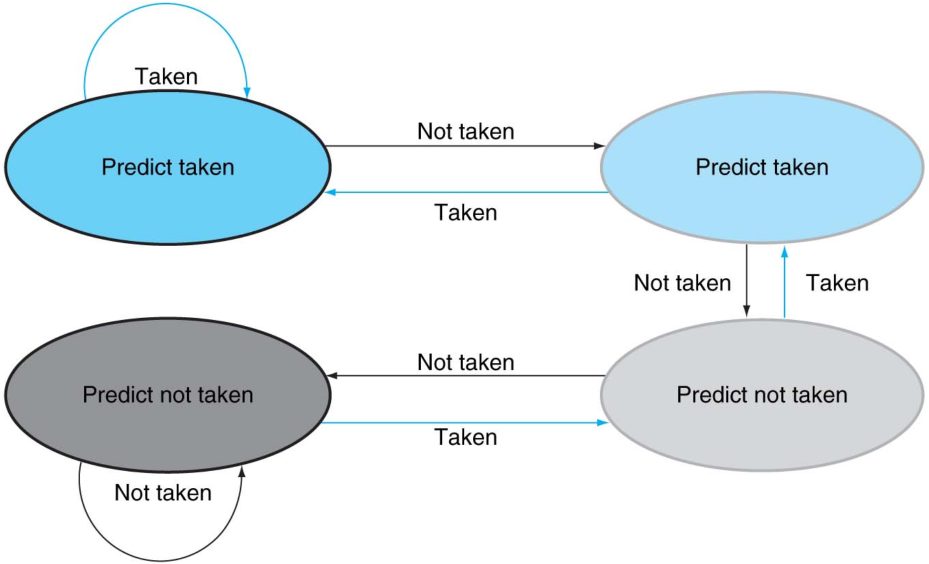
PC-based Predictor Table

Multiple predictors, so that we can answer "what has *this branch* done lately"

```
for (i=0; i<10; i++) {
   ...
   ...
}
```

```
...
...
add  $i, $i, #1
beq $i, #10, loop
```

Two-bit predictors give better loop prediction



This state machine also referred to as a *saturating counter.*
It counts down (on *not takens*) to 00 or up (on *takens*)
to 11, but does not wrap around.

```
for (i=0; i<10; i++) {
   ...
   ...
}
```

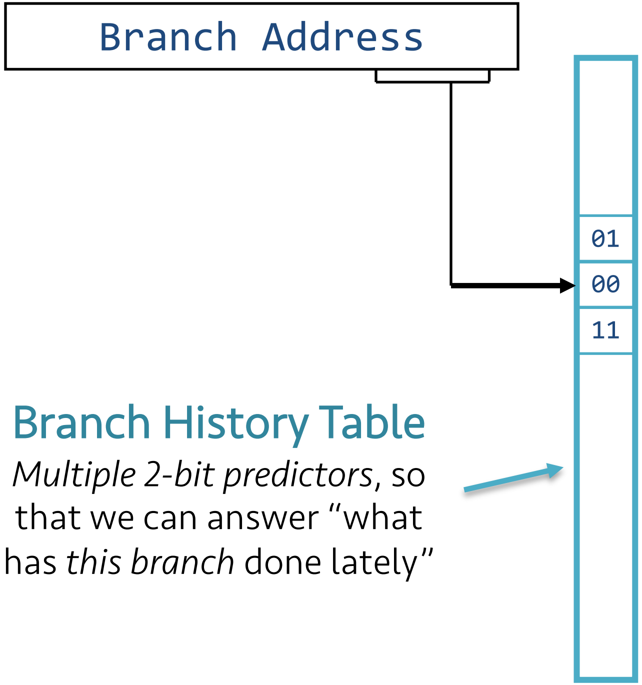
```
...
...
add  $i, $i, #1
beq $i, #10, loop
```

Branch History Table

first introduced by the "[2-bit] bimodal predictor"

- has limited size
- 2 bits by N (e.g. 4K)
- uses low bits of branch address to choose entry

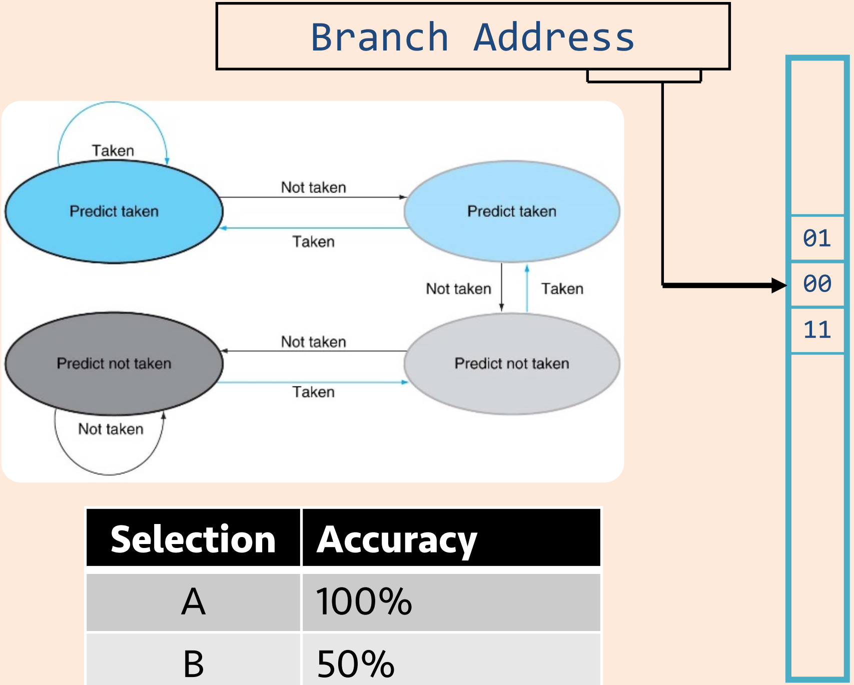
- what about even/odd branch?



2-bit bimodal predictor

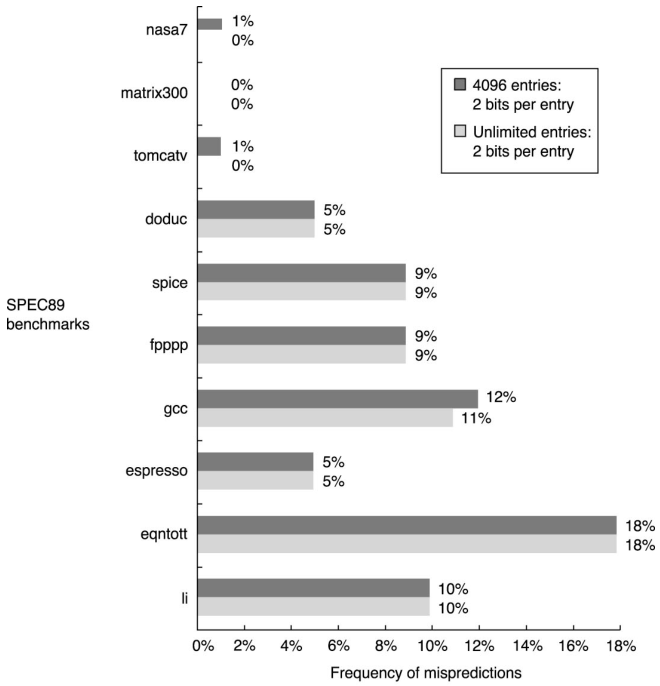
- For the following loop, what will be the **prediction accuracy** of the bimodal predictor for the **conditional branch that closes the loop**?

```
for (i=0; i< 2; i++)
  //two iterations per loop
  {  z = …  }
```



Selection	Accuracy
A	100%
B	50%
C	0%
D	Maybe 0%, maybe 50%
E	other

2-bit bimodal misprediction rates



Is this good enough?

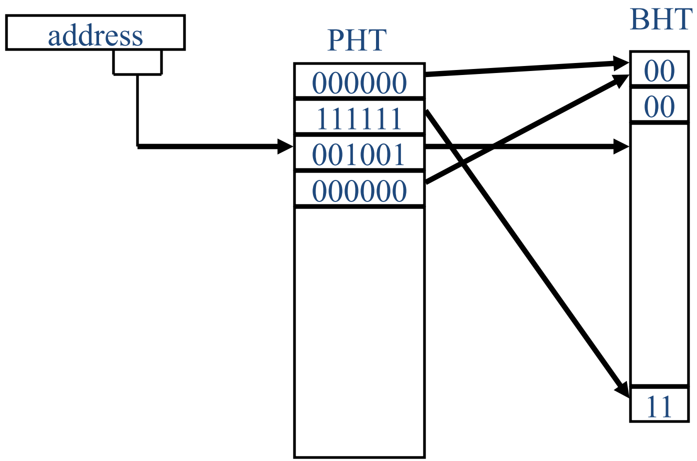
Can We Do Better?

- Can we get more information dynamically than just the recent bias of this branch?

Can We Do Better?

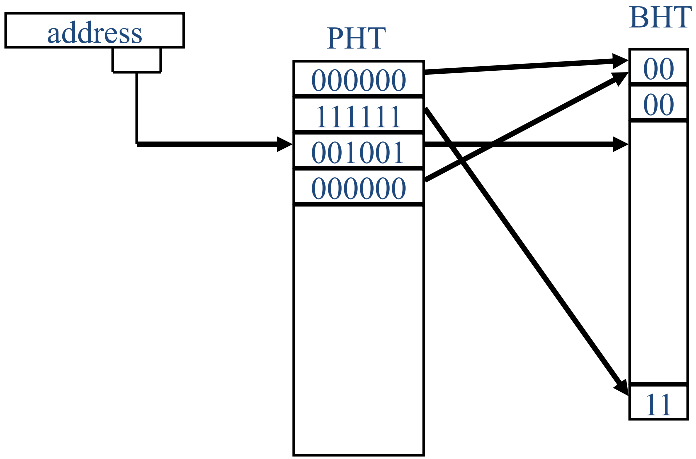
Yes: 2-level local predictor

- Can we get more information dynamically than just the recent bias of this branch?
- We can look at patterns (2-level *local* predictor) for a particular branch.
  - last eight branches 00100100, then it is a good guess that the next one is “1” (taken)



Can We Do Better?

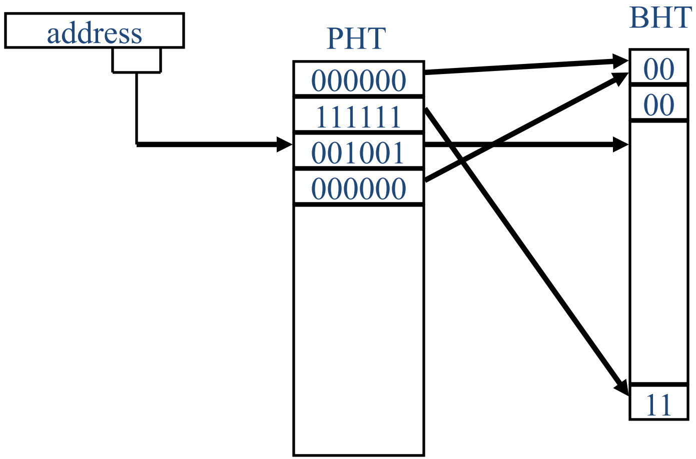
Yes: 2-level local predictor



- "2-level" → Two tables
- *Pattern History Table (PHT)*
  - Indexed by PC (branch address)
  - Width ~= Pattern Complexity
- *Branch History Table (BHT)*
  - Indexed by *pattern*
  - Same structure as used in the 2-bit bimodal, but different meaning!
  - No longer "what is this branch likely to do next", now, "what is likely to come next in this pattern"

Can We Do Better?

Yes: 2-level local predictor



- even / odd branch?

Can We Do Better?

- Can we get more information dynamically than just the recent bias of this branch?

Can We Do Better?
Yes: Correlating Predictor

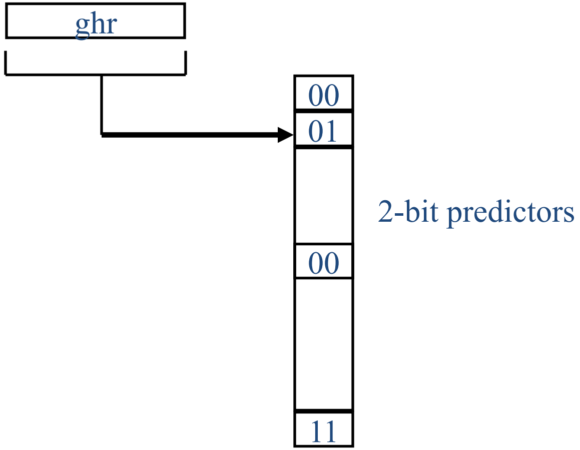
- Can we get more information dynamically than just the recent bias of this branch?
- *Correlating Branch Predictors* also look at other branches for clues

```
if (i == 0)
  ...
if (i > 7)
  ...
```

- Typically use two indexes
  - Global history register --> history of last m branches (e.g., 0100011)
  - branch address

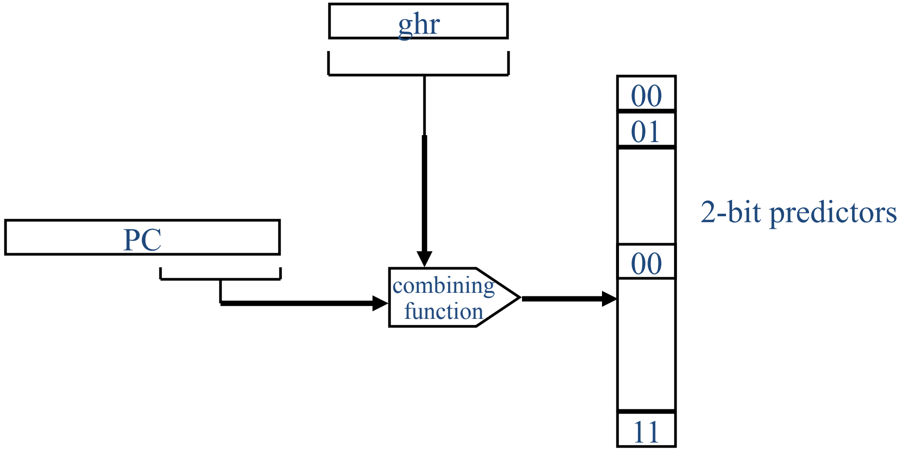
Correlating Branch Predictors

- The *global history register (ghr)* is a shift register that records the last *n* branches (of any address) encountered by the processor.
  - "What does the pattern of *recent branching done* tell me?"



Two-level correlating branch predictors

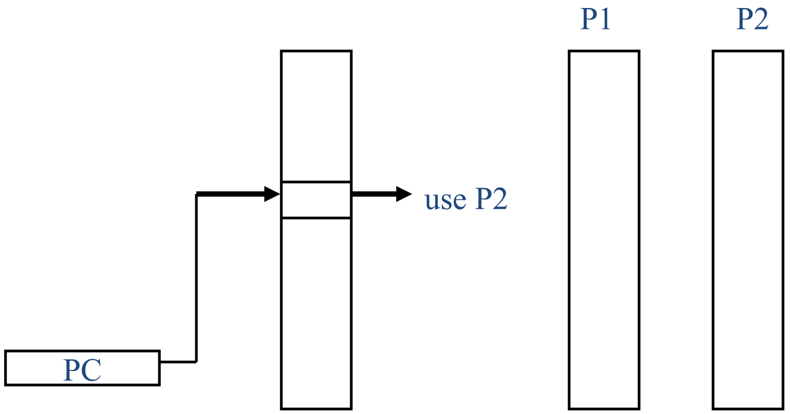
- Can use both the PC address and the GHR



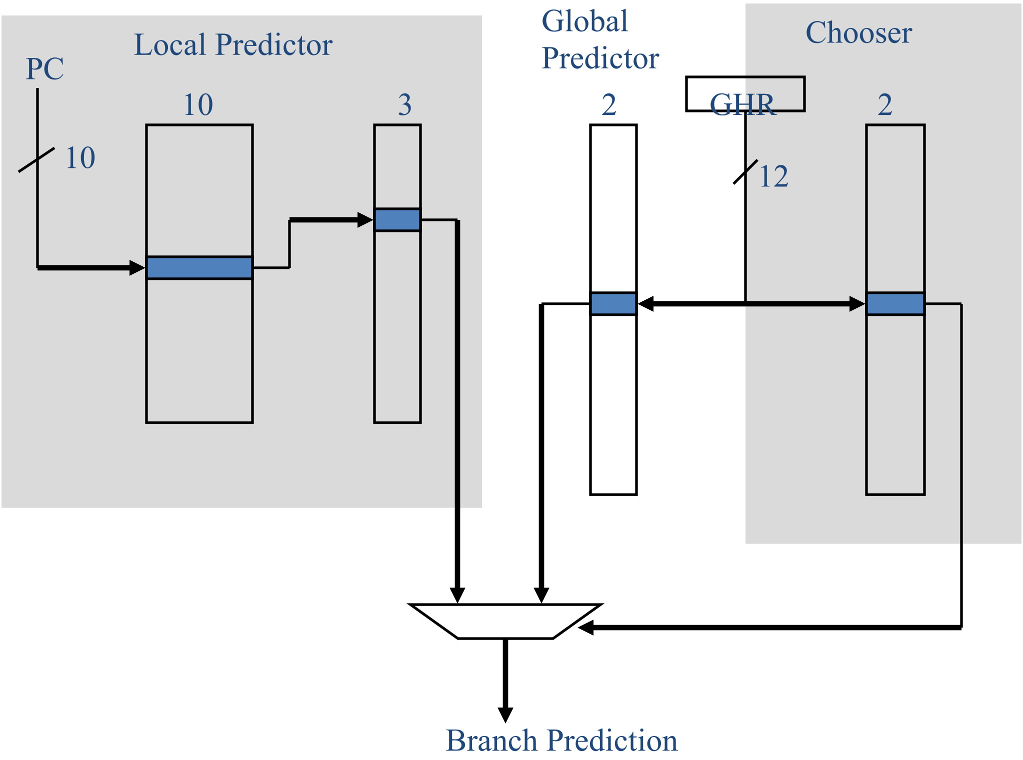
- Most common – ***gshare***: use xor as the combining function.

Are we happy yet????

- *Combining branch predictors* use multiple schemes and a voter to decide which one typically does better for *that* branch.



Compaq/Digital Alpha 21264



Aliasing in Branch Predictors

- Branch predictors will always be of finite size, while code size is relatively unlimited.

Aliasing in Branch Predictors

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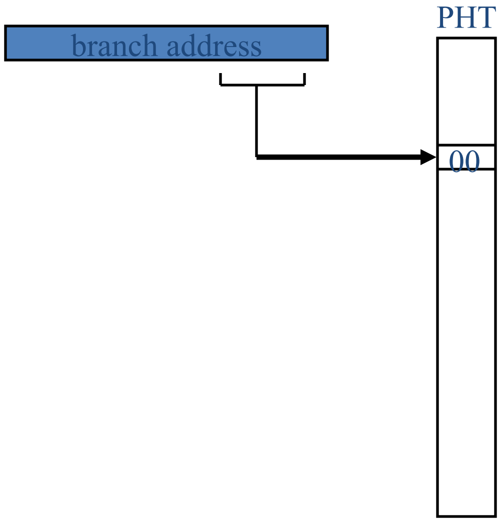
- What happens when (in the common case) there are more branches than entries in the branch predictor?

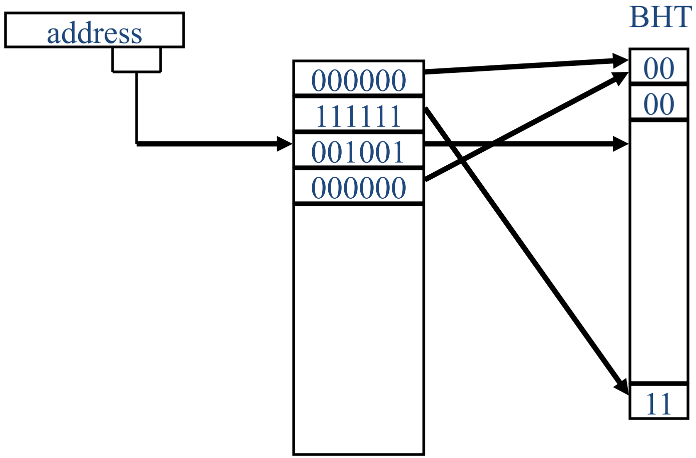
Aliasing in Branch Predictors

- Branch predictors will always be of finite size, while code size is relatively unlimited.
- What happens when (in the common case) there are more branches than entries in the branch predictor?
- We call these conflicts *aliasing*.
- We can have negative aliasing (when biases are different) or neutral aliasing (biases same). Positive aliasing is unlikely.

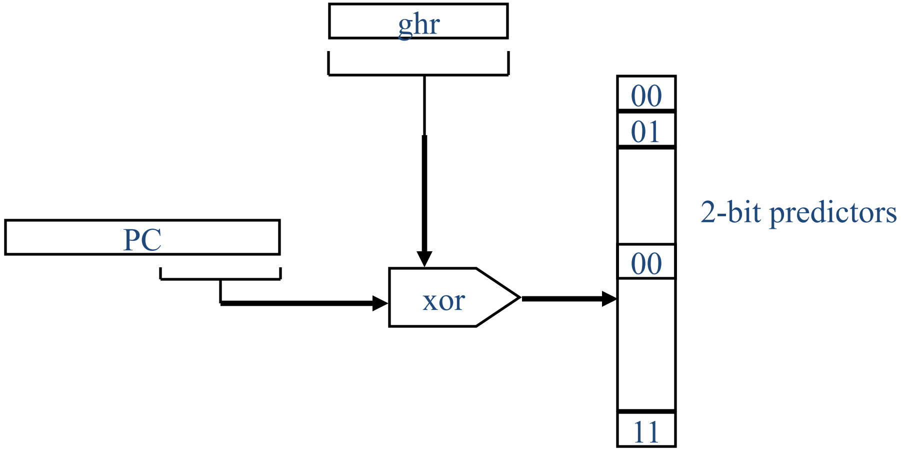
Bimodal aliasing



Local Predictor Aliasing



Gshare aliasing



Branch Prediction

- Latest branch predictors significantly more sophisticated, using more advanced correlating techniques, larger structures, and soon possibly using AI techniques.
- Remember from earlier….
  - Presupposes what two pieces of information are available at *fetch time*?
    -
    -
  - Branch Target Buffer supplies this information.

OKAY. So how many of these crazy branch predictor variations do I need to memorize for CSE 141??

- What I want you to know about branch predictors:
  - Why they are useful (why do we put *so much work* into making good ones)?
  - What info do predictors need to operate, and where do they get this info?
  - How the simpler ones work, specifically…
    - 1-bit predictor
    - 2-bit bimodal predictor
    - 2-level local predictor
  - What some of the 'additional tricks' are, specifically…
    - What is a "Global History Register"?
    - What does a "combining function" do?
  - What problems can arise that confound prediction?
  - ***Given a description***, how to analyze novel branch predictor performance

Defining CSE141 "standard parameters"

(And one more performance example while we're at it)

```
loop: lw $15, 1000($2)
      add $16, $15, $12
      lw $18, 1004($2)
      add $19, $18, $12
      beq $19, $0, loop
      nop
```

What is the steady-state CPI of this code?

Assume branch taken many times.
Assume 5-stage pipeline, forwarding, early branch resolution, branch delay slot

Always assume this architecture if not given the details

Putting it all together.

For a given program on our 5-stage MIPS pipeline processor:

- 20% of insts are loads, 50% of instructions following a load are arithmetic instructions depending on the load
- 20% of instructions are branches.
- We manage to fill 80% of the branch delay slots with useful instructions.

	CPI
A	0.76
B	0.9
C	1.0
D	1.1
E	1.14

- **What is the CPI of your program?**

Given our 5-stage MIPS pipeline…
What is the steady state CPI for the following code?

```
Loop:  lw r1, 0 (r2)
       add r2, r3, r4
       sub r5, r1, r2
       beq r5, $zero, Loop
       nop
```

Selection	CPI
A	1
B	1.25
C	1.5
D	1.75
E	None of the above

That was a lot.

- Seriously!
- Loosely, we just covered ~30 years of processor design in 4 weeks
  - (The good ideas are always more obvious in hindsight…)

Pipelining Key Points

- ET = IC * CPI * CT
- Achieve high *throughput* without reducing instruction *latency*
- Pipelining exploits a special kind of parallelism (parallelism between functionality required in different cycles by different instructions).
- Pipelining uses combinational logic to generate (and registers to propagate) control signals.
- Pipelining creates potential hazards.

Data Hazard Key Points

- Pipelining provides high throughput, but does not handle data dependences easily.
- Data dependences cause *data hazards*.
- Data hazards can be solved by:
  - software (nops)
  - hardware stalling
  - hardware forwarding
- Our processor, and indeed all modern processors, use a combination of forwarding and stalling.
- ET = IC * CPI * CT

Control Hazard Key Points

- Control (branch) hazards arise because we must fetch the next instruction before we know:
  - if we are branching
  - where we are branching
- Control hazards are detected in hardware.
- We can reduce the impact of control hazards through:
  - early detection of branch address and condition
  - *branch prediction*
  - branch delay slots

Branch Prediction Key Points

- Branch mispredicts are *expensive*, especially in deeper pipelines
- Predictors must answer three things correctly to avoid misprediction:
  1. Is the instruction at this address a branch?
  2. If so, are we likely to take this branch?
  3. If so, where is it going to take us?
- The best predictions combine multiple sources of information