

EEC 485 High Performance Arch. (Fall 2007)

Chapter 6 Pipelining

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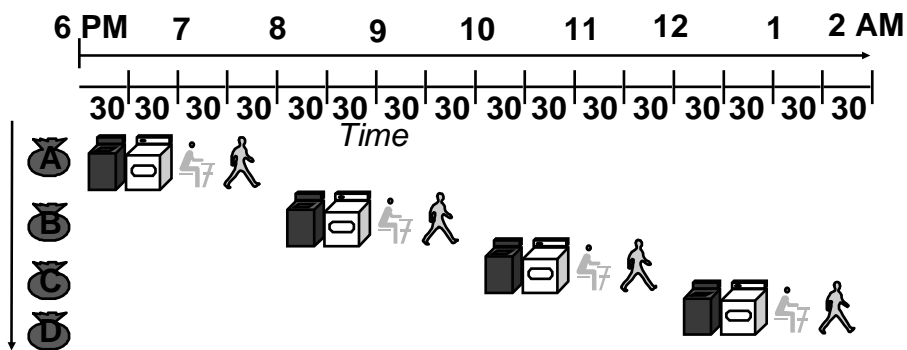
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=> Issue is "High Performance"

Laundry Example

- ❑ Laundry Example
- ❑ Ann, Brian, Cathy, Dave each have one load of clothes to wash, dry, and fold
- ❑ Washer takes 30 minutes
- ❑ Dryer takes 30 minutes
- ❑ "Folder" takes 30 minutes
- ❑ "Stasher" takes 30 minutes to put clothes into drawers

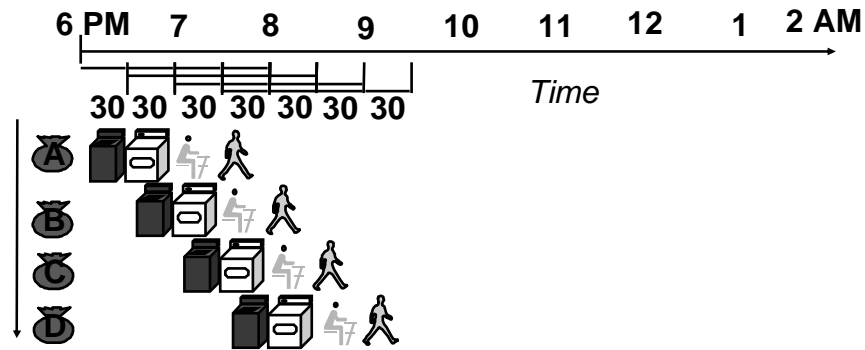


Sequential Laundry



Sequential laundry takes 8 hours for 4 loads
 If they learned pipelining, how long would laundry take?

Faster Laundry – Pipelining

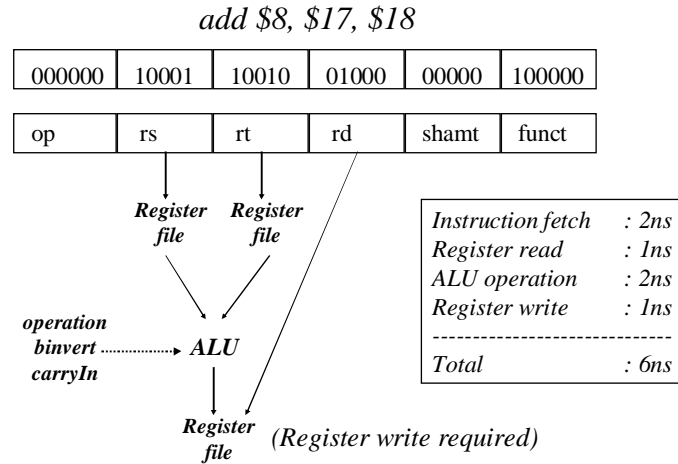


Faster laundry takes 3.5 hours for 4 loads!

5 Stages of MIPS

Step name	Action for R-type instructions	Action for memory-reference instructions	Action for branches	Action for jumps
Instruction fetch	$IR = \text{Memory}[PC]$ $PC = PC + 4$			
Instruction decode/register fetch	$A = \text{Reg}[IR[25-21]]$ $B = \text{Reg}[IR[20-16]]$ $ALUOut = PC + (\text{sign-extend}(IR[15-0]) \ll 2)$			
Execution, address computation, branch/ jump completion	$ALUOut = A \text{ op } B$	$ALUOut = A + \text{sign-extend}(IR[15-0])$	if $(A == B)$ then $PC = ALUOut$	$PC = PC[31-28] \parallel (IR[25-0] \ll 2)$
Memory access or R-type completion	$\text{Reg}[IR[15-11]] = ALUOut$	Load: $MDR = \text{Memory}[ALUOut]$ or Store: $\text{Memory}[ALUOut] = B$		
Memory read completion		Load: $\text{Reg}[IR[20-16]] = MDR$		

Execution time for “add”

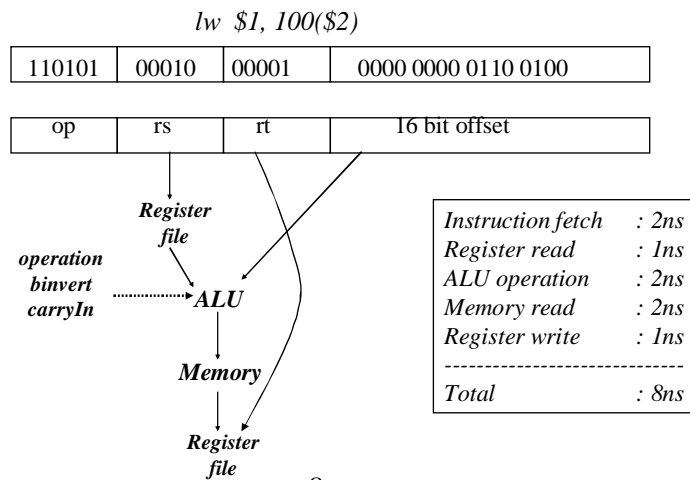


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Execution time for “load”

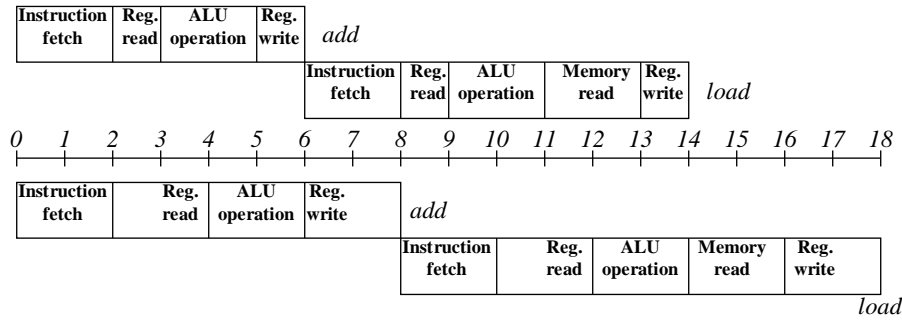


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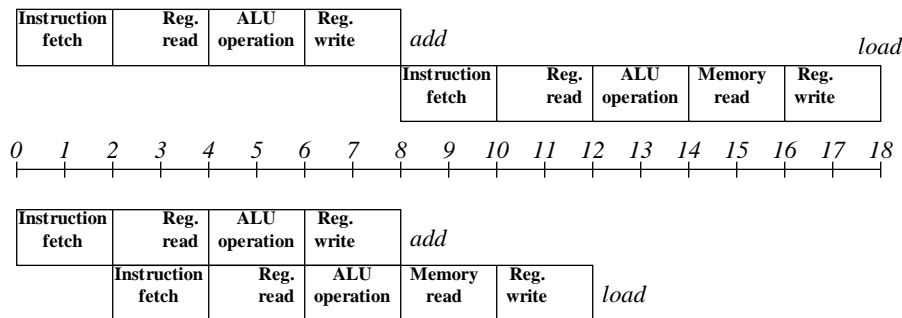
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Single cycle vs. Multicycle



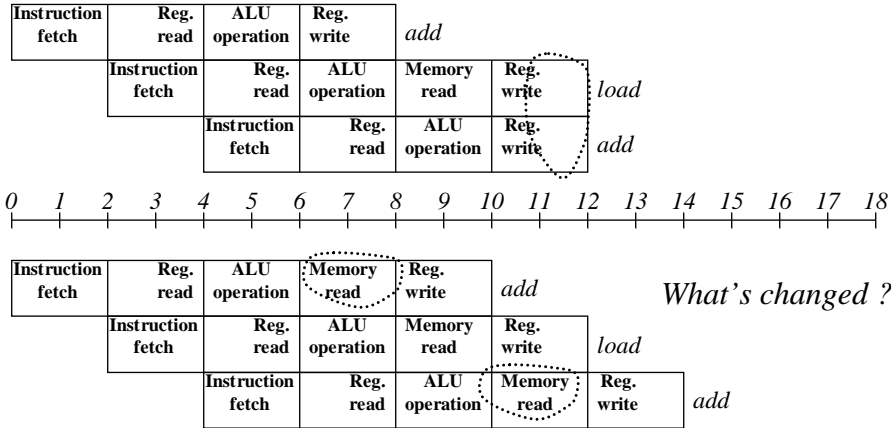
What are the advantages of multicycle implementation ?
What are the disadvantages of multicycle implementation ?

Multicycle vs. Pipelined



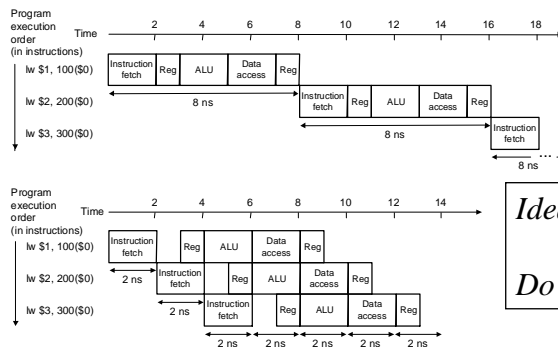
What are the advantages of pipelined implementation ?
What are the disadvantages of pipelined implementation ?

5 Stages in MIPS



Speedup

- Improve performance by increasing instruction throughput



*Ideal speedup is equal to what?
Do we achieve this?*

Stage Length

❑ Clock cycle

- Each of 5 stages takes the similar amount of time
- And it must be small as much as possible

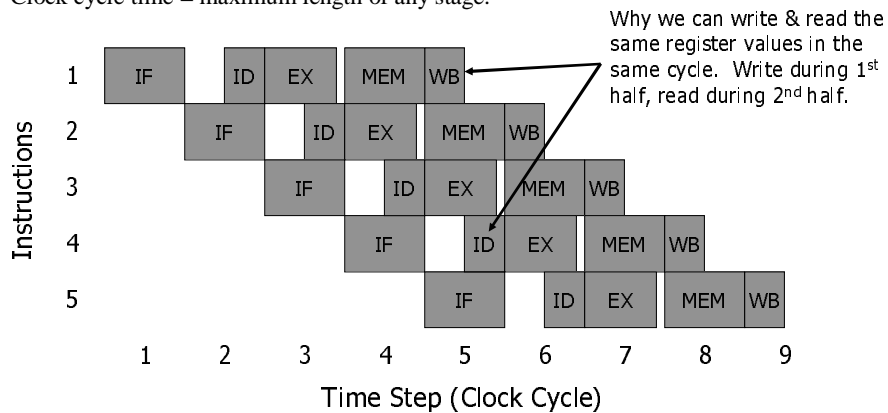
❑ What makes it easy

- all instructions are the same length
- just a few instruction formats

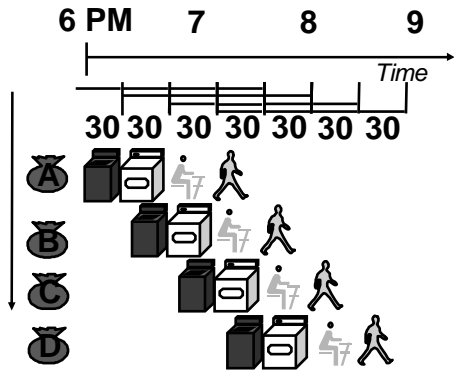
Stage Length

Stages' may require different amounts of time

Clock cycle time = maximum length of any stage.

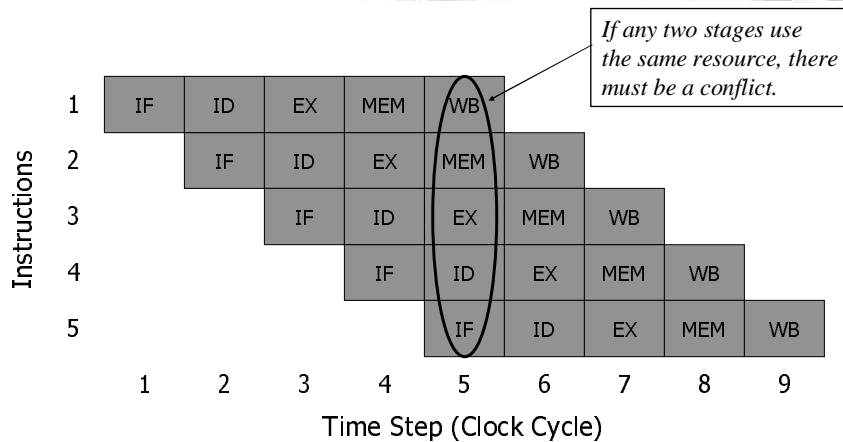


Lessons from Pipelined Laundry



- ✓ Pipelining doesn't help latency of single task, it helps throughput of entire workload
- ✓ Potential speedup = Number pipe stages
- ✓ Pipeline rate limited by slowest pipeline stage
- ✓ Unbalanced lengths of pipe stages reduces speedup
- ✓ Time to "fill" pipeline and time to "drain" it reduces speedup
- ✓ Multiple tasks operating simultaneously using different resources – any dependencies, any conflicts ???

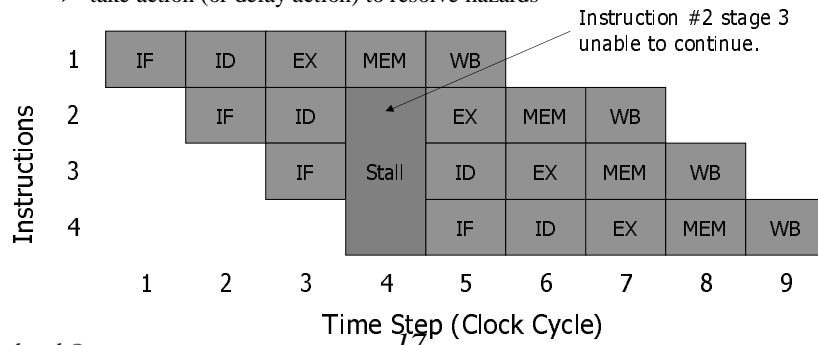
Can pipelining get us into trouble?



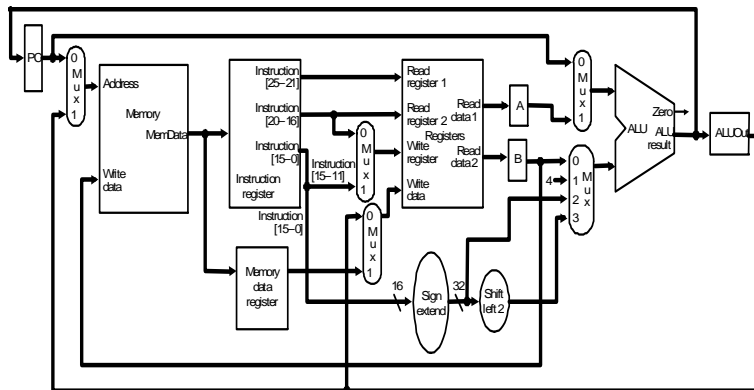
Hazards

Hazard = when an instruction's stage is unable to execute during the current cycle.

- ❑ Can always resolve hazards by waiting
 - pipeline control must detect the hazard
 - take action (or delay action) to resolve hazards



Resources in Multicycle MIPS



Hazards

- ❑ Resource conflict
 - At any moment, 5 pipeline stages are all active doing something but with different instructions
 - A resource in each stage must not be used for other stages

- ❑ What makes it easy
 - memory operands appear only in loads and stores

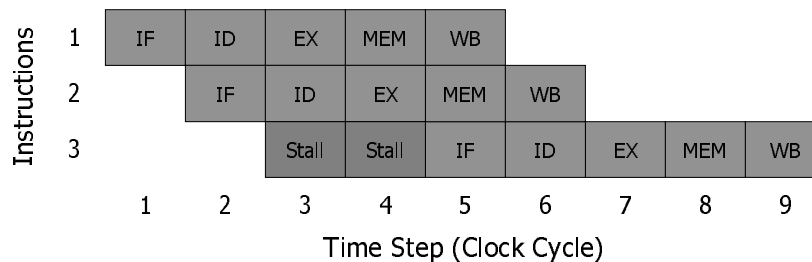
- ❑ What makes it hard
 - structural hazards: suppose we had only one memory (\Leftarrow we already remove this type of hazards)
 - control hazards: need to worry about branch instructions
 - data hazards: an instruction depends on a previous instruction

Structural Hazards

A needed functional unit is busy executing a previous instruction
 (Attempt to use the same resource two different ways at the same time)

Example:

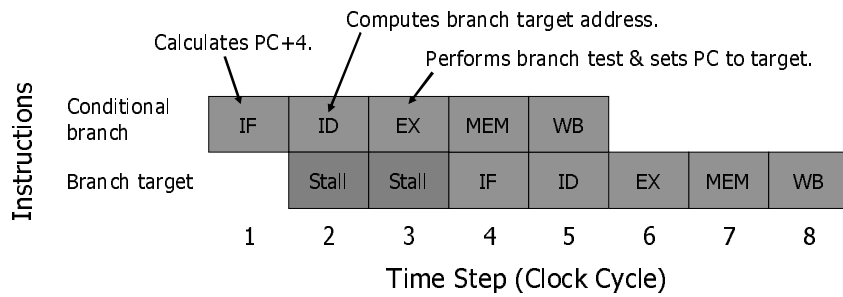
- Our sample MIPS pipeline has none.
- What if PC+4 computation used main ALU instead of separate adder?



Control Hazards

While executing a previous branch, next instruction address might not yet be known.

(attempt to make a decision before condition is evaluated)



Data Hazards

Needed data still being computed by previous instruction.

(attempt to use item before it is ready)

