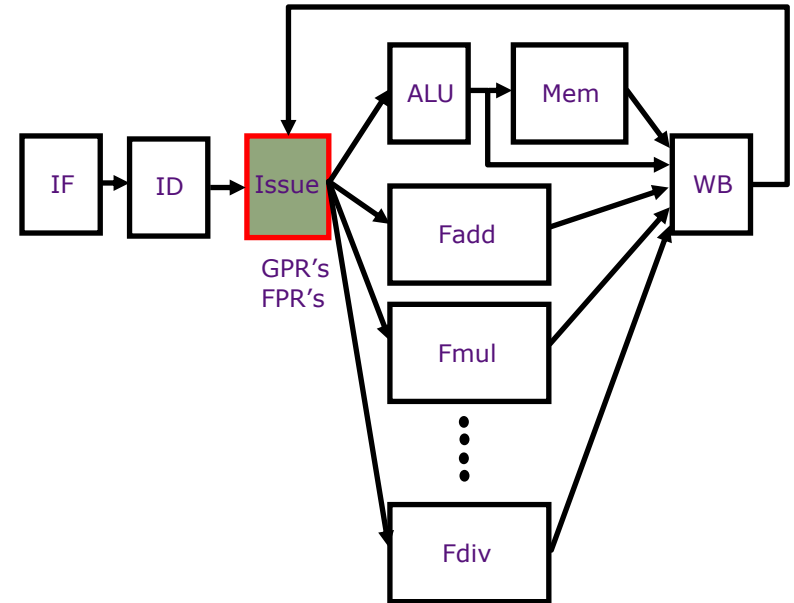


Complex Pipelining: Out-of-Order Execution, Register Renaming, and Exceptions

Daniel Sanchez

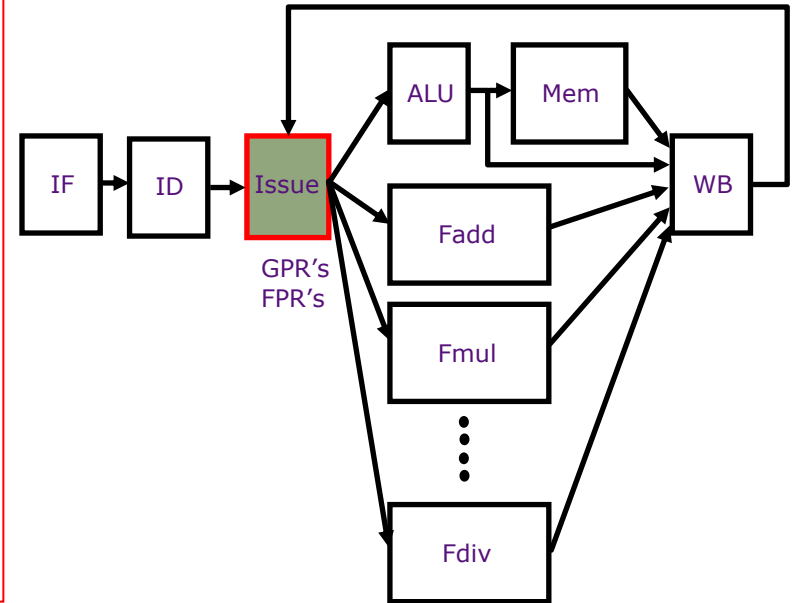
Computer Science and Artificial Intelligence Laboratory
M.I.T.

CDC 6600-style Scoreboard



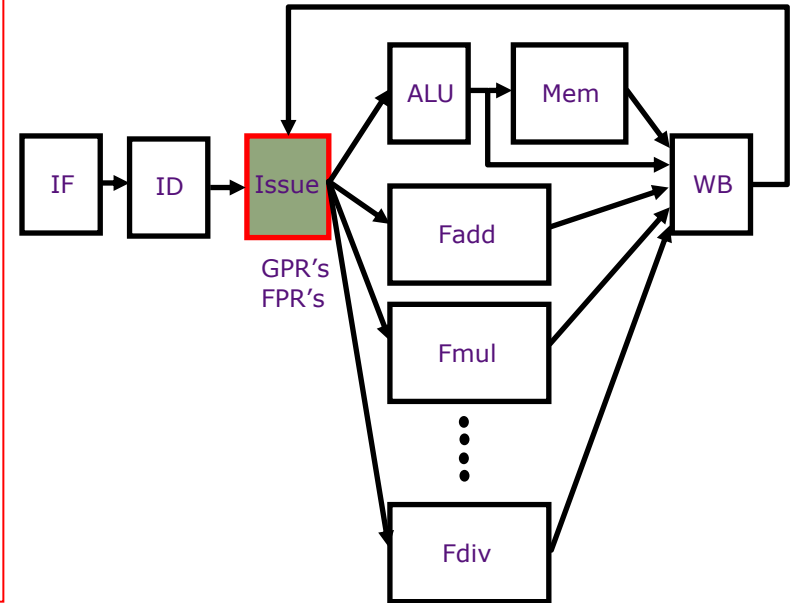
CDC 6600-style Scoreboard

Instructions are issued in order.



CDC 6600-style Scoreboard

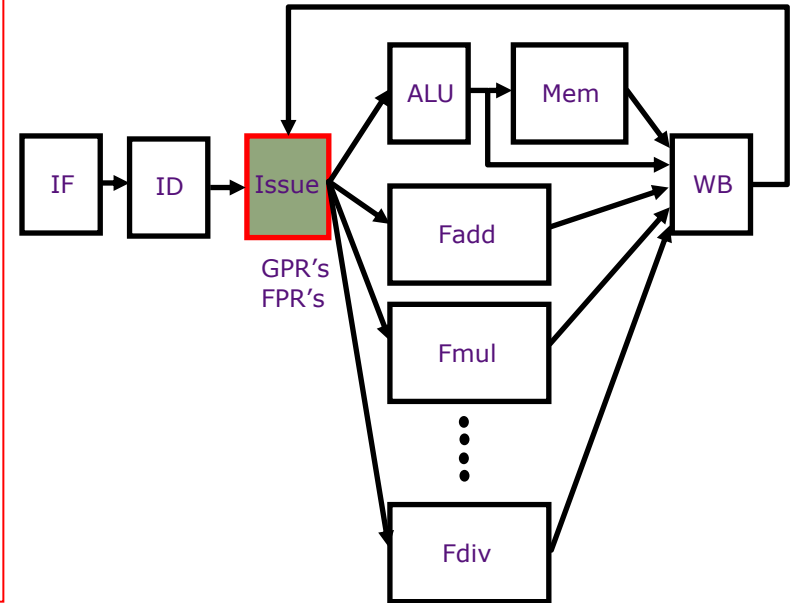
Instructions are issued in order.
An instruction is issued only if



CDC 6600-style Scoreboard

Instructions are issued in order.
An instruction is issued only if

- It cannot cause a RAW hazard

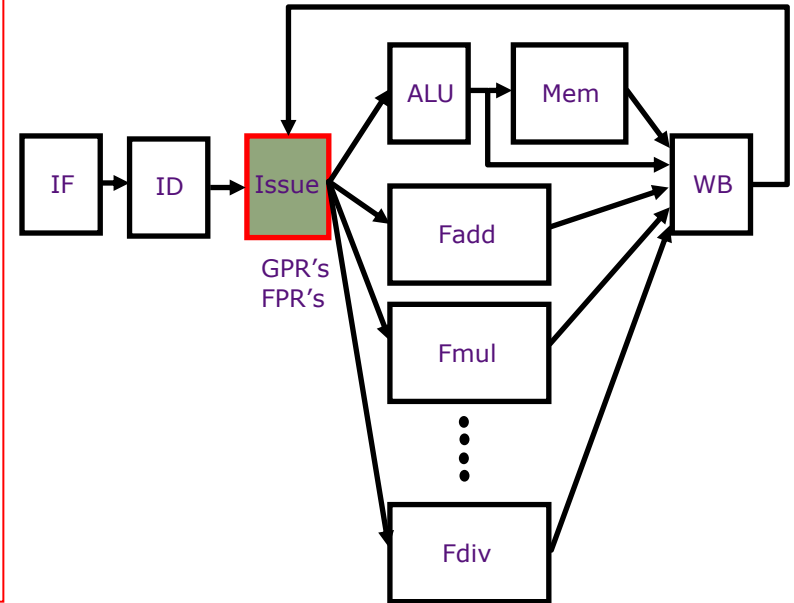


CDC 6600-style Scoreboard

Instructions are issued in order.

An instruction is issued only if

- It cannot cause a RAW hazard
- It cannot cause a WAW hazard

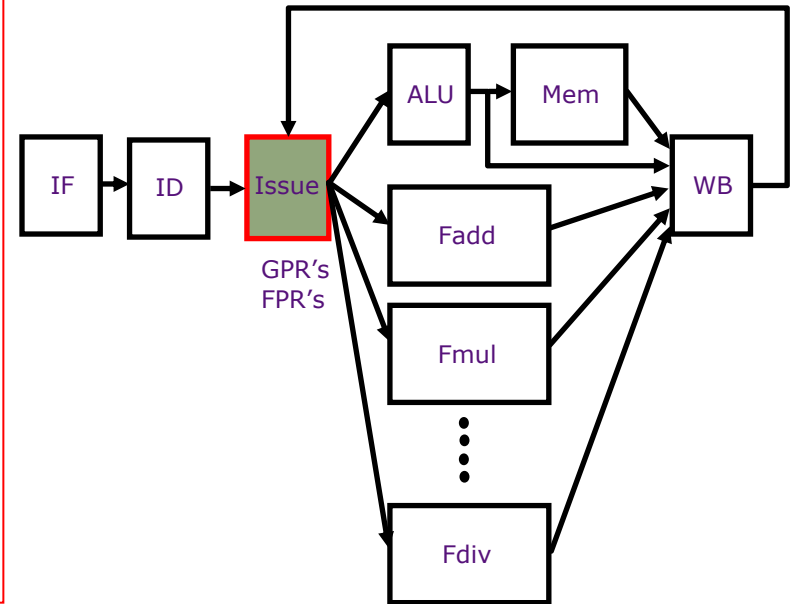


CDC 6600-style Scoreboard

Instructions are issued in order.

An instruction is issued only if

- It cannot cause a RAW hazard
 - It cannot cause a WAW hazard
- ⇒ There can be at most instruction in the execute phase that can write to a particular register*



CDC 6600-style Scoreboard

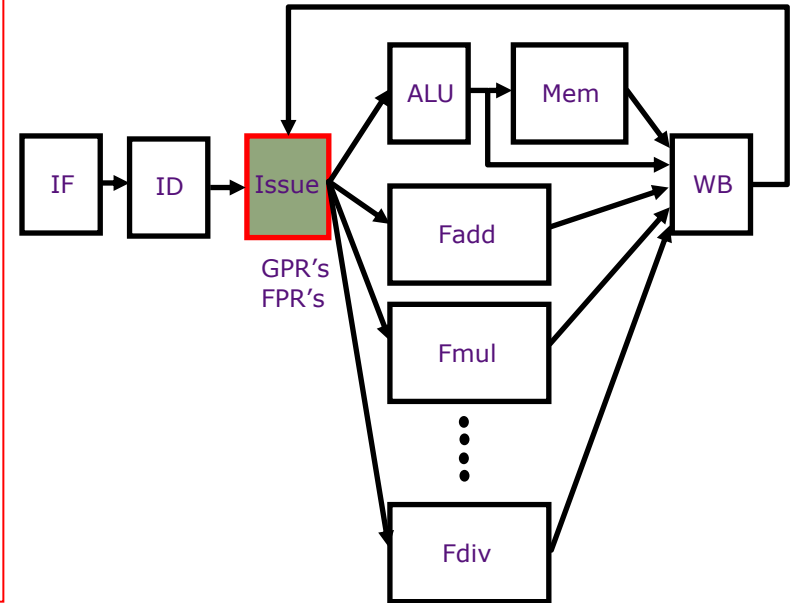
Instructions are issued in order.

An instruction is issued only if

- It cannot cause a RAW hazard
- It cannot cause a WAW hazard
⇒ There can be at most instruction in the execute phase that can write to a particular register

WAR hazards are not possible

- Due to in-order issue + operands read immediately



CDC 6600-style Scoreboard

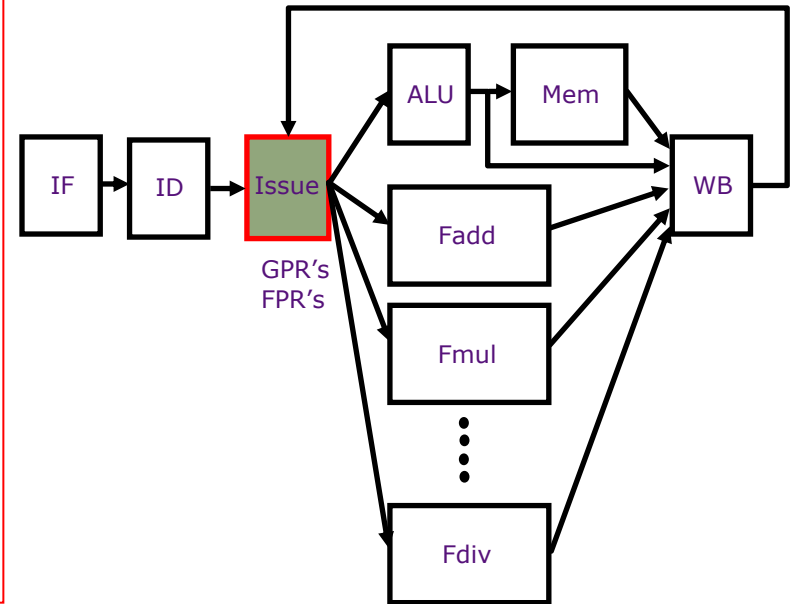
Instructions are issued in order.

An instruction is issued only if

- It cannot cause a RAW hazard
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⇒ There can be at most instruction in the execute phase that can write to a particular register

WAR hazards are not possible

- Due to in-order issue + operands read immediately



Scoreboard:
Two bit-vectors

CDC 6600-style Scoreboard

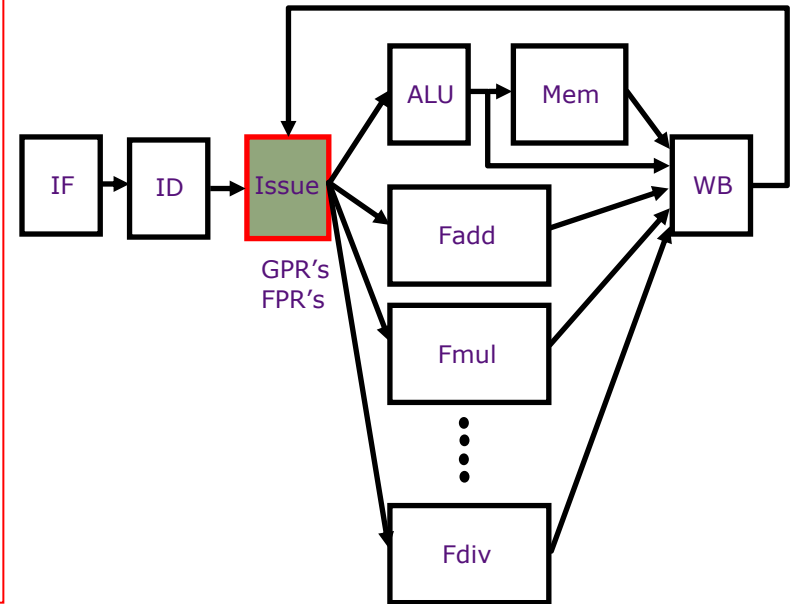
Instructions are issued in order.

An instruction is issued only if

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- It cannot cause a WAW hazard
⇒ There can be at most instruction in the execute phase that can write to a particular register

WAR hazards are not possible

- Due to in-order issue + operands read immediately



Scoreboard:
Two bit-vectors

Busy[FU#]: Indicates FU's availability
These bits are hardwired to FU's.

CDC 6600-style Scoreboard

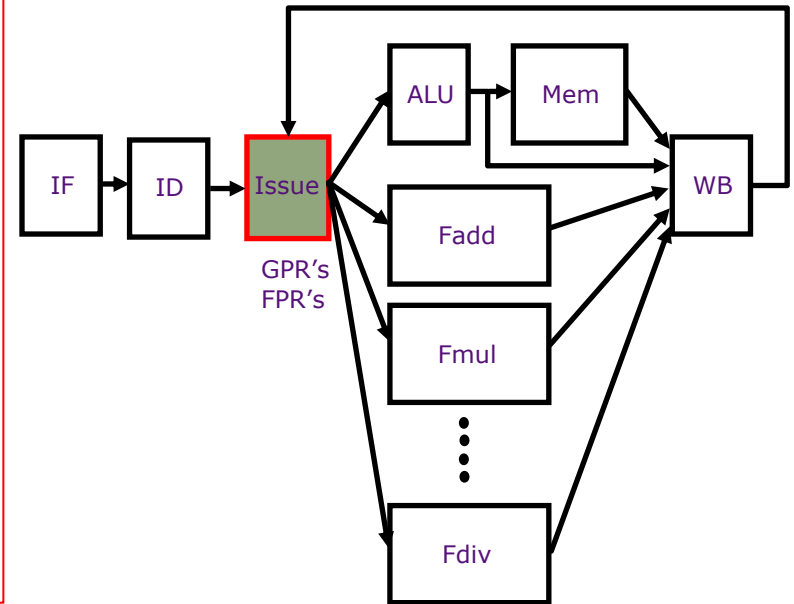
Instructions are issued in order.

An instruction is issued only if

- It cannot cause a RAW hazard
- It cannot cause a WAW hazard
⇒ There can be at most instruction in the execute phase that can write to a particular register

WAR hazards are not possible

- Due to in-order issue + operands read immediately

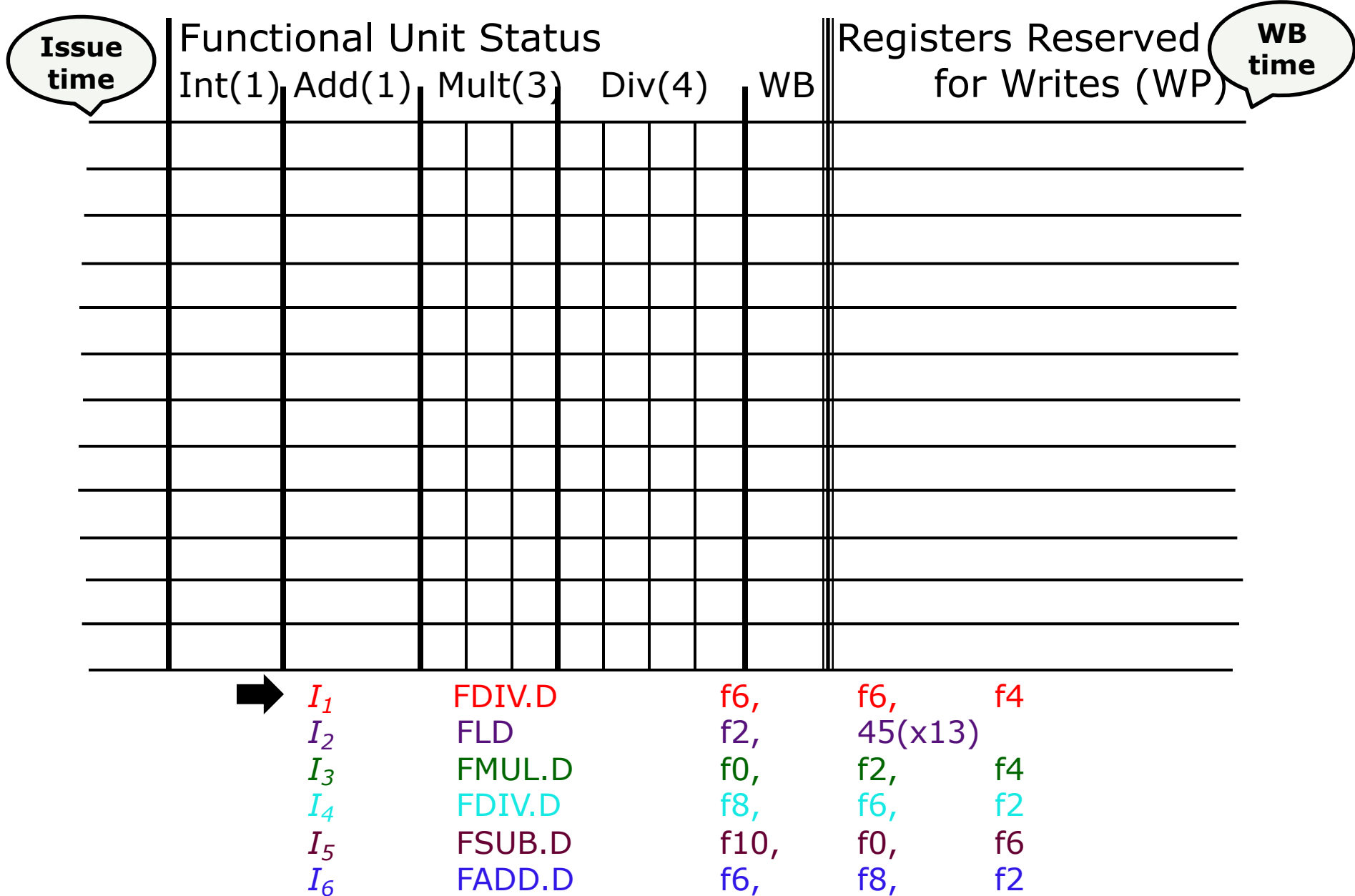


Scoreboard:
Two bit-vectors

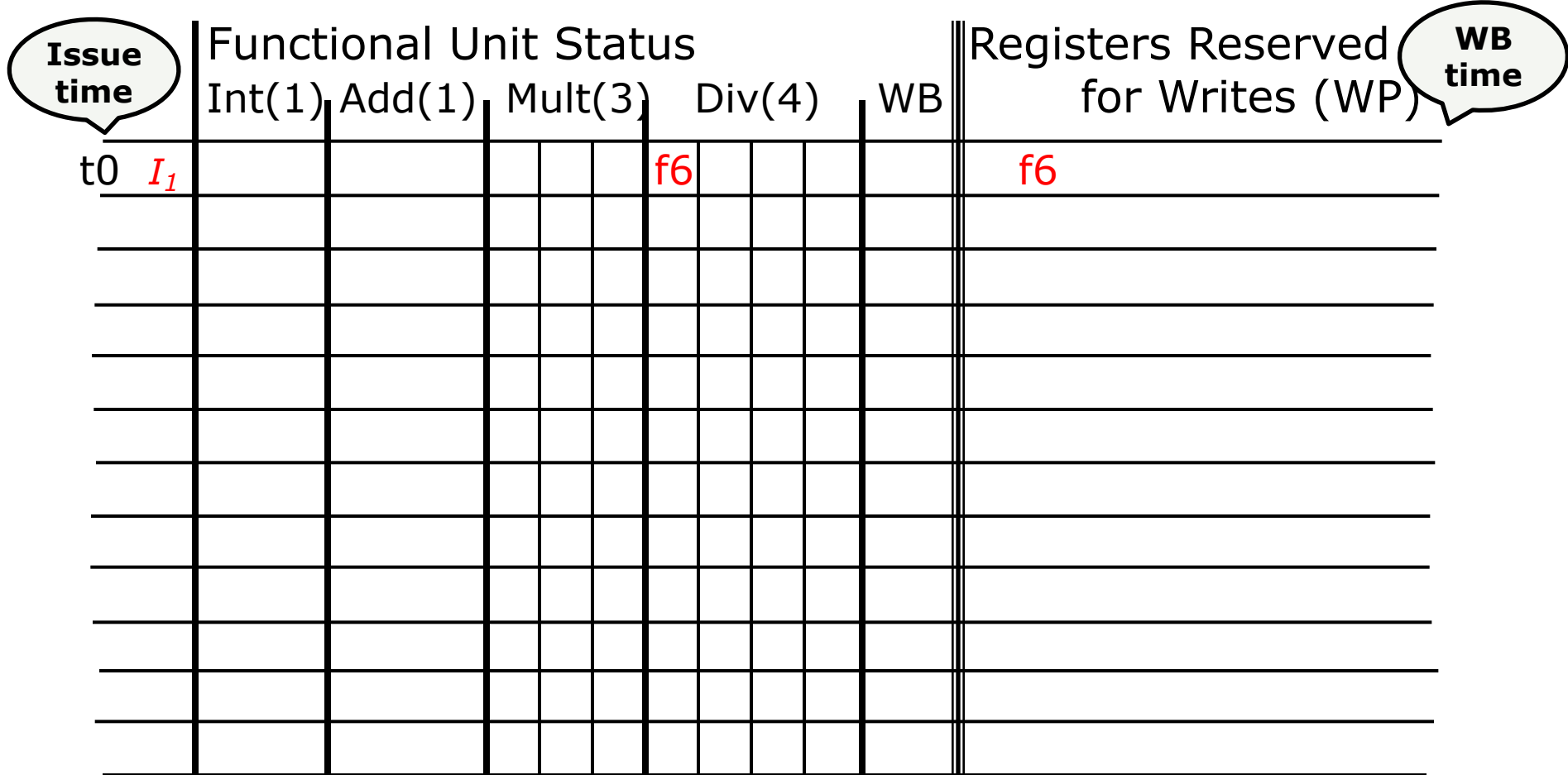
Busy[FU#]: Indicates FU's availability
These bits are hardwired to FU's.

WP[reg#]: Records if a write is pending for a register
Set to true by the Issue stage and set to false by the WB stage

Reminder: Scoreboard Dynamics

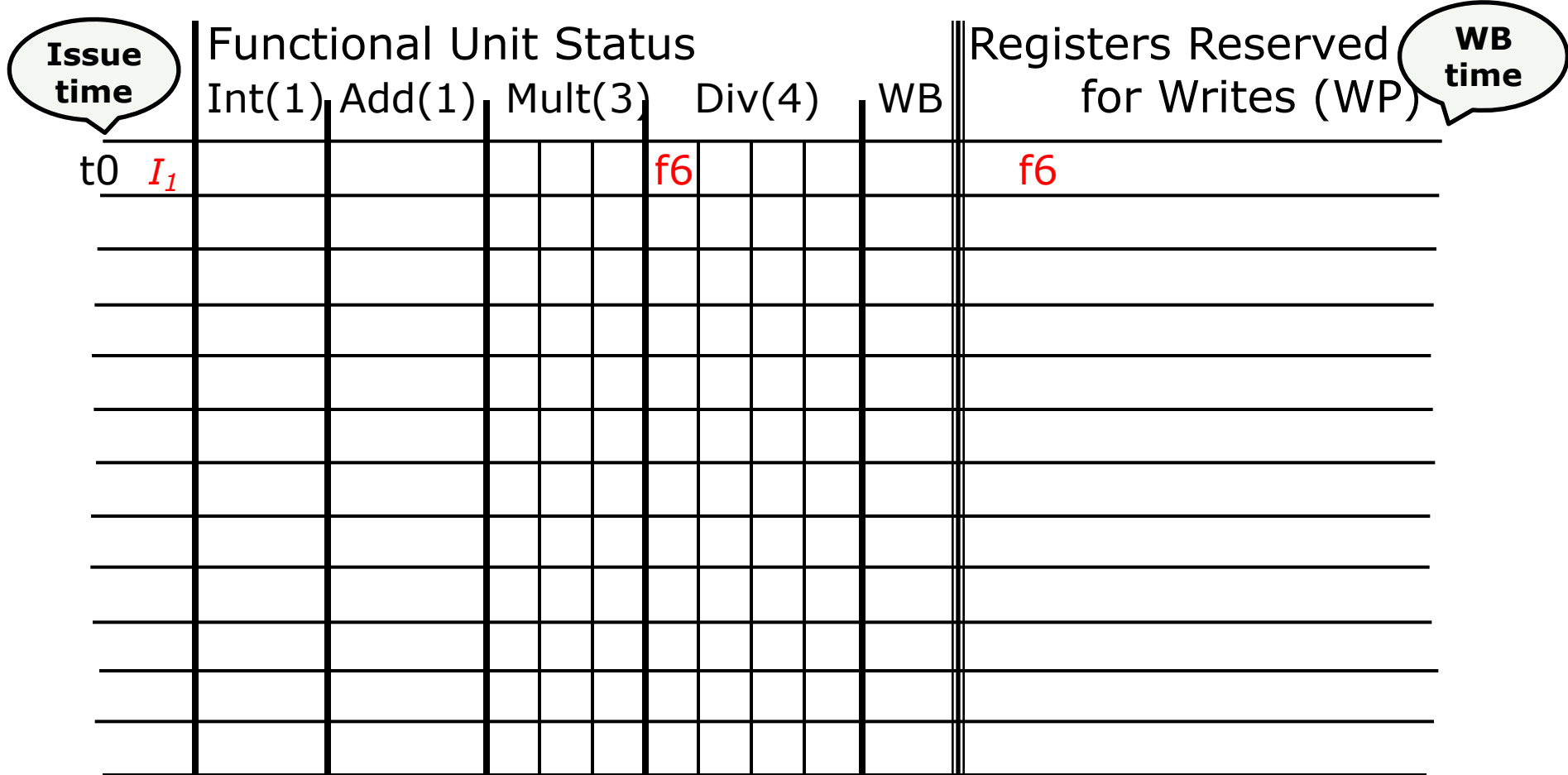


Reminder: Scoreboard Dynamics



→	I_1	FDIV.D	$f_6,$	$f_6,$	f_4
	I_2	FLD	$f_2,$	45(x13)	
	I_3	FMUL.D	$f_0,$	$f_2,$	f_4
	I_4	FDIV.D	$f_8,$	$f_6,$	f_2
	I_5	FSUB.D	$f_{10},$	$f_0,$	f_6
	I_6	FADD.D	$f_6,$	$f_8,$	f_2

Reminder: Scoreboard Dynamics



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		
	Int(1)	Add(1)	Mult(3)			Div(4)				WB			
t0	I_1												f6
t1	I_2	f2											f6, f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)	
	Int(1)	Add(1)	Mult(3)			Div(4)			WB			
t0 I_1								f6				f6
t1 I_2	f2							f6				f6, f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status					Registers Reserved for Writes (WP)	WB time
	Int(1)	Add(1)	Mult(3)	Div(4)	WB		
t0	I_1			f6		f6	
t1	I_2	f2		f6		f6, f2	
t2				f6	f2	f6, f2	$\underline{I_2}$



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)			WB				
t0	I_1						f6					f6	
t1	I_2	f2						f6				f6, f2	
t2								f6	f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)			WB				
t0	I_1							f6				f6	
t1	I_2	f2						f6				f6, f2	
t2								f6	f2			f6, f2	I_2
t3	I_3			f0				f6				f6, f0	



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time	
	Int(1)	Add(1)	Mult(3)			Div(4)			WB					
t0	I_1							f6				f6		
t1	I_2	f2						f6				f6, f2		
t2								f6	f2			f6, f2	I_2	
t3	I_3			f0				f6				f6, f0		
t4				f0					f6			f6, f0	I_1	



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)			WB				
t0	I_1						f6					f6	
t1	I_2	f2						f6				f6, f2	
t2								f6	f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	
t4				f0					f6			f6, f0	I_1
t5	I_4				f0	f8						f0, f8	

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)		WB					
t0	I_1						f6					f6	
t1	I_2	f2					f6					f6, f2	
t2							f6	f2				f6, f2	I_2
t3	I_3			f0				f6				f6, f0	
t4				f0				f6				f6, f0	I_1
t5	I_4			f0	f8							f0, f8	

	I_1	FDIV.D	f6,	f6,	f4
	I_2	FLD	f2,	45(x13)	
	I_3	FMUL.D	f0,	f2,	f4
	I_4	FDIV.D	f8,	f6,	f2
→	I_5	FSUB.D	f10,	f0,	f6
	I_6	FADD.D	f6,	f8,	f2

Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)			WB				
t0	I_1						f6					f6	
t1	I_2	f2						f6				f6, f2	
t2								f6	f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	
t4				f0					f6			f6, f0	I_1
t5	I_4			f0	f8							f0, f8	
t6							f8		f0			f0, f8	I_3

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time	
	Int(1)	Add(1)	Mult(3)			Div(4)			WB					
t0	I_1							f6				f6		
t1	I_2	f2						f6				f6, f2		
t2								f6	f2			f6, f2	I_2	
t3	I_3			f0					f6			f6, f0		
t4				f0					f6			f6, f0	I_1	
t5	I_4				f0	f8						f0, f8		
t6							f8			f0		f0, f8	I_3	
t7	I_5		f10					f8				f8, f10		

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)		WB					
t0	I_1						f6					f6	
t1	I_2	f2					f6					f6, f2	
t2							f6		f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	
t4				f0					f6			f6, f0	I_1
t5	I_4				f0	f8						f0, f8	
t6							f8			f0		f0, f8	I_3
t7	I_5		f10					f8				f8, f10	

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)		WB					
t0	I_1						f6					f6	
t1	I_2	f2						f6				f6, f2	
t2								f6	f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	
t4				f0					f6			f6, f0	I_1
t5	I_4				f0	f8						f0, f8	
t6							f8			f0		f0, f8	I_3
t7	I_5		f10					f8				f8, f10	
t8								f8	f10			f8, f10	I_5

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time	
	Int(1)	Add(1)	Mult(3)			Div(4)			WB					
t0	I_1						f6					f6		
t1	I_2	f2						f6				f6, f2		
t2								f6	f2			f6, f2	I_2	
t3	I_3			f0					f6			f6, f0		
t4				f0					f6			f6, f0	I_1	
t5	I_4				f0	f8						f0, f8		
t6							f8			f0		f0, f8	I_3	
t7	I_5		f10					f8				f8, f10		
t8								f8	f10			f8, f10	I_5	
t9									f8			f8	I_4	

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)		WB					
t0	I_1						f6					f6	
t1	I_2	f2					f6					f6, f2	
t2							f6		f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	
t4				f0					f6			f6, f0	I_1
t5	I_4			f0	f8							f0, f8	
t6							f8		f0			f0, f8	I_3
t7	I_5		f10					f8				f8, f10	
t8								f8	f10			f8, f10	I_5
t9									f8			f8	I_4
t10	I_6		f6									f6	

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



Reminder: Scoreboard Dynamics

Issue time	Functional Unit Status										Registers Reserved for Writes (WP)		WB time
	Int(1)	Add(1)	Mult(3)			Div(4)		WB					
t0	I_1						f6					f6	
t1	I_2	f2					f6					f6, f2	
t2							f6		f2			f6, f2	I_2
t3	I_3			f0					f6			f6, f0	
t4				f0					f6			f6, f0	I_1
t5	I_4				f0	f8						f0, f8	
t6							f8		f0			f0, f8	I_3
t7	I_5		f10					f8				f8, f10	
t8								f8	f10			f8, f10	I_5
t9									f8			f8	I_4
t10	I_6		f6									f6	
t11									f6			f6	I_6

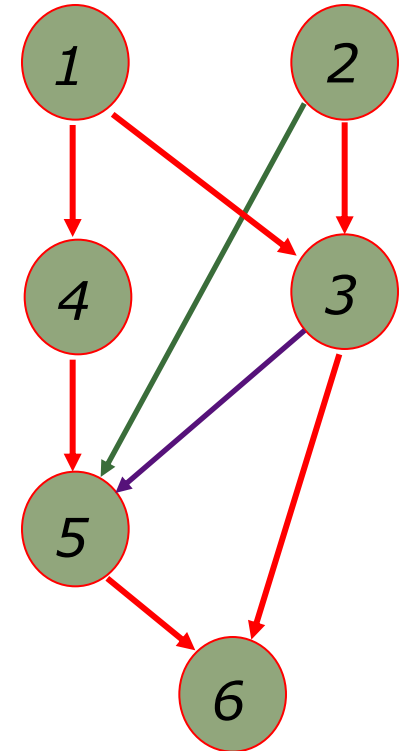
I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2



In-Order Issue Limitations

An example

					latency
1	FLD	f2,	34(x12)		1
2	FLD	f4,	45(x13)		<i>long</i>
3	FMUL.D	f6,	f4,	f2	3
4	FSUB.D	f8,	f2,	f2	1
5	FDIV.D	f4,	f2,	f8	4
6	FADD.D	f10,	f6,	f4	1

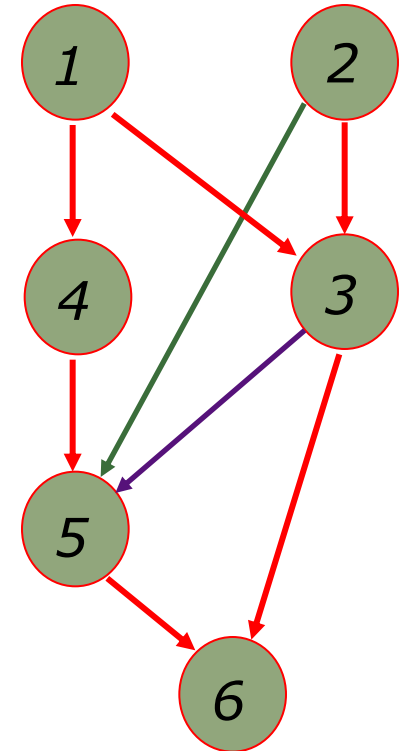


In-order: 1 (2,1) 2 3 4 4 3 5 . . . 5 6 6

In-Order Issue Limitations

An example

					latency
1	FLD	f2,	34(x12)		1
2	FLD	f4,	45(x13)		<i>long</i>
3	FMUL.D	f6,	f4,	f2	3
4	FSUB.D	f8,	f2,	f2	1
5	FDIV.D	f4,	f2,	f8	4
6	FADD.D	f10,	f6,	f4	1

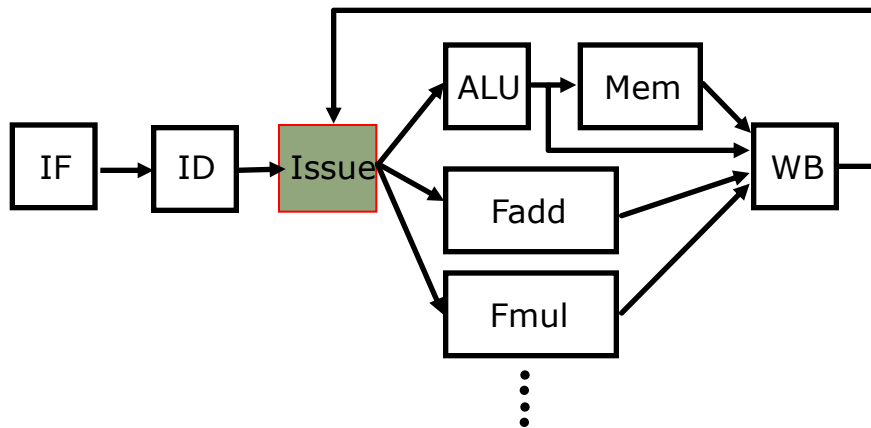


In-order:

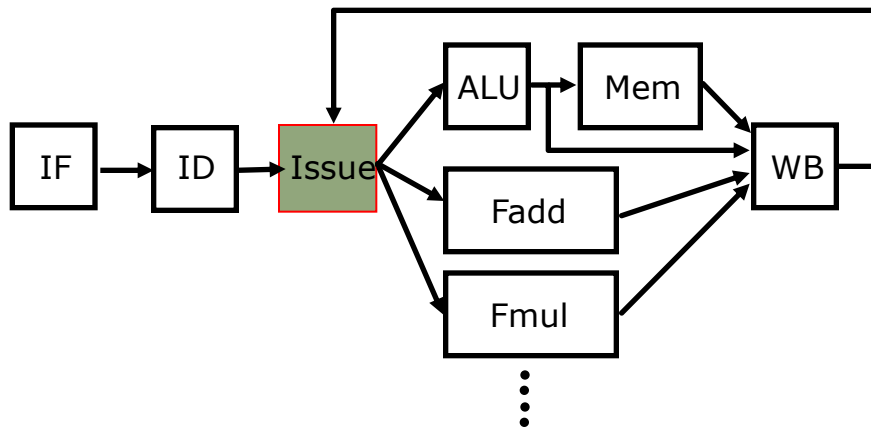
1 (2,1) 2 3 4 4 3 5 5 6 6

In-order restriction prevents instruction 4 from being dispatched

How can we address the delay caused by a RAW dependence associated with the next in-order instruction?



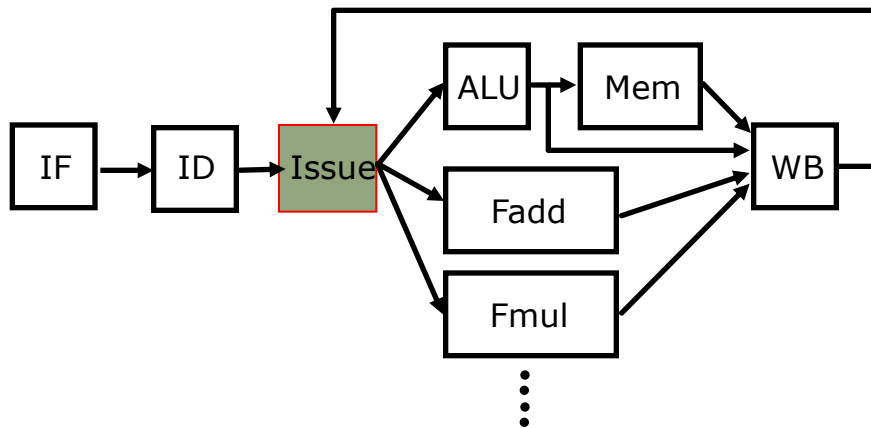
How can we address the delay caused by a RAW dependence associated with the next in-order instruction?



Find something else to do!

Out-of-Order Issue

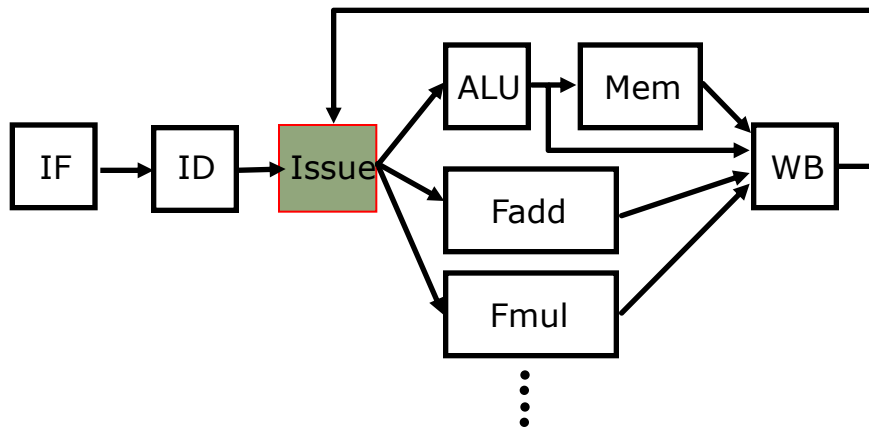
How can we address the delay caused by a RAW dependence associated with the next in-order instruction?



Find something else to do!

Out-of-Order Issue

How can we address the delay caused by a RAW dependence associated with the next in-order instruction?

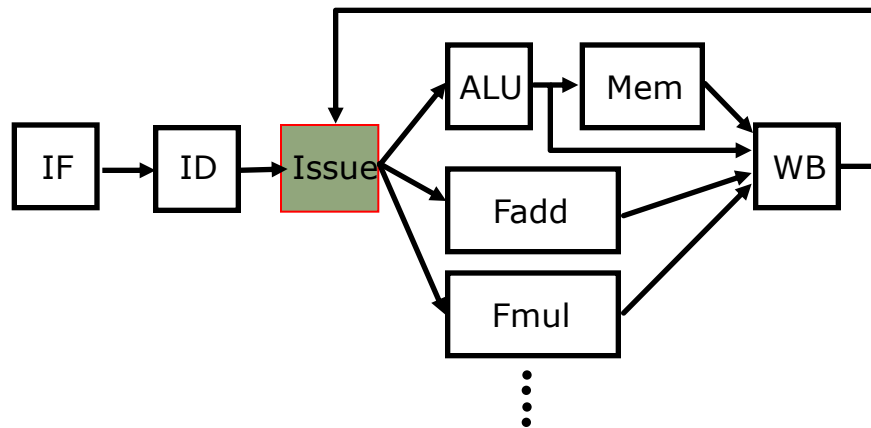


Find something
else to do!

- Issue stage buffer holds multiple instructions waiting to issue.

Out-of-Order Issue

How can we address the delay caused by a RAW dependence associated with the next in-order instruction?

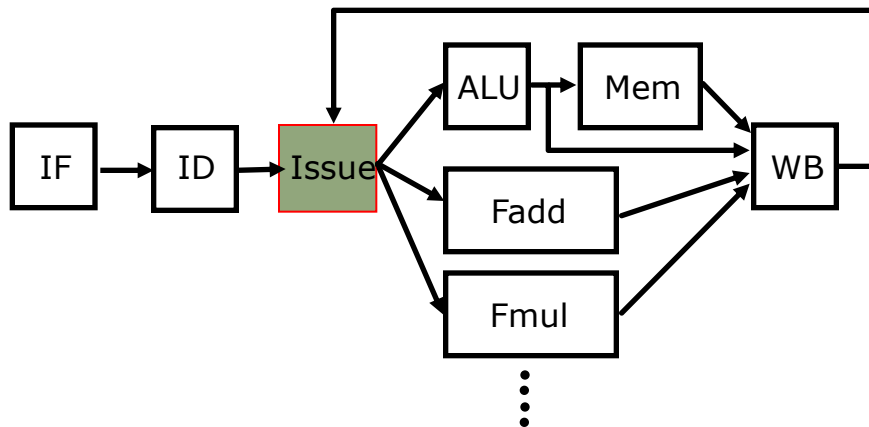


Find something else to do!

- Issue stage buffer holds multiple instructions waiting to issue.
- Decode adds next instruction to buffer if there is space and the instruction does not cause a WAR or WAW hazard.

Out-of-Order Issue

How can we address the delay caused by a RAW dependence associated with the next in-order instruction?



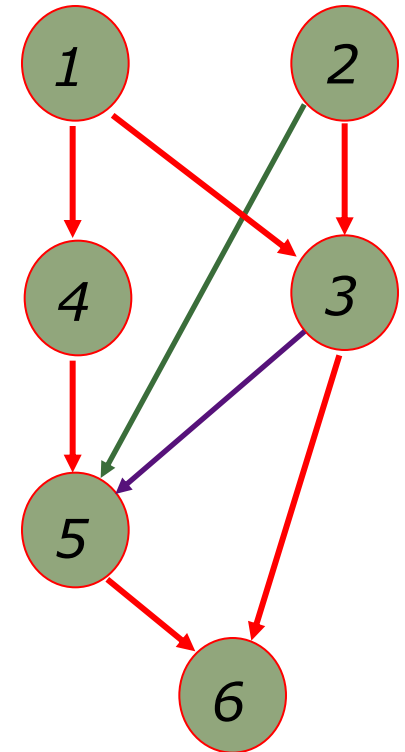
Find something else to do!

- Issue stage buffer holds multiple instructions waiting to issue.
- Decode adds next instruction to buffer if there is space and the instruction does not cause a WAR or WAW hazard.
- Can issue any instruction in buffer whose RAW hazards are satisfied (*for now at most one dispatch per cycle*).
Note: A writeback (WB) may enable more instructions.

In-Order Issue Limitations

An example

					<i>latency</i>
1	FLD	f2,	34(x12)		1
2	FLD	f4,	45(x13)		<i>long</i>
3	FMUL.D	f6,	f4,	f2	3
4	FSUB.D	f8,	f2,	f2	1
5	FDIV.D	f4,	f2,	f8	4
6	FADD.D	f10,	f6,	f4	1

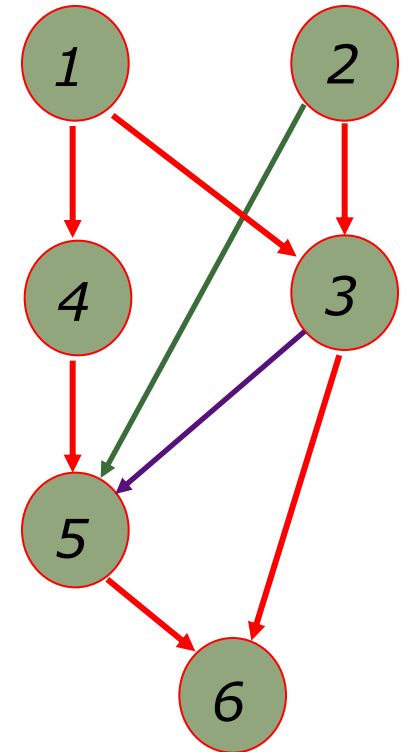


In-order: 1 (2,1) 2 3 4 4 3 5 5 6 6

In-Order Issue Limitations

An example

					<i>latency</i>
1	FLD	f2,	34(x12)		1
2	FLD	f4,	45(x13)		<i>long</i>
3	FMUL.D	f6,	f4,	f2	3
4	FSUB.D	f8,	f2,	f2	1
5	FDIV.D	f4,	f2,	f8	4
6	FADD.D	f10,	f6,	f4	1



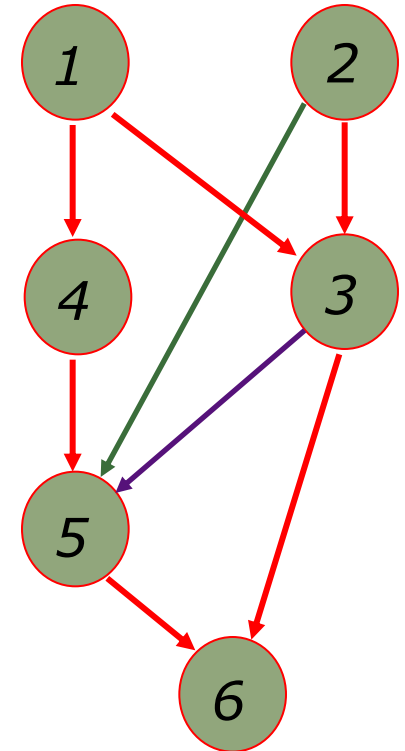
In-order: 1 (2,1) 2 3 4 4 3 5 5 6 6

Out-of-order: 1 (2,1) 4 4 2 3 5 . 3 . 5 6 6

In-Order Issue Limitations

An example

					latency
1	FLD	f2,	34(x12)		1
2	FLD	f4,	45(x13)		long
3	FMUL.D	f6,	f4,	f2	3
4	FSUB.D	f8,	f2,	f2	1
5	FDIV.D	f4,	f2,	f8	4
6	FADD.D	f10,	f6,	f4	1



In-order: 1 (2,1) 2 3 4 4 3 5 5 6 6

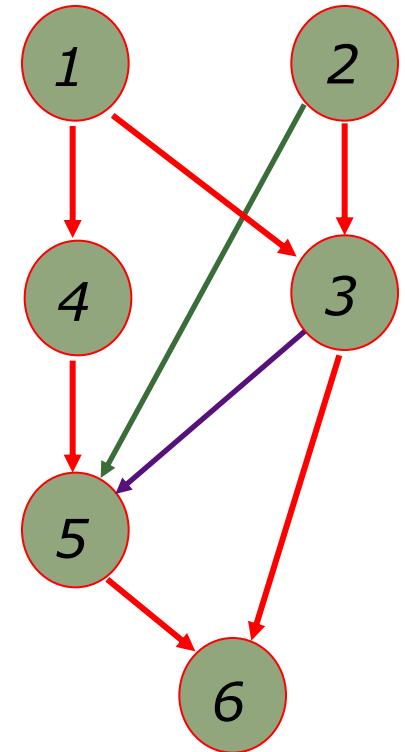
Out-of-order: 1 (2,1) 4 4 2 3 5 . 3 . 5 6 6

Out-of-order execution did not produce a significant improvement!

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In-order: 1 (2,1) 2 3 4 4 3 5 5 6 6

Out-of-order: 1 (2,1) 4 4 2 3 5 . 3 . 5 6 6

WAR/WAW hazards prevent instruction 5 from being dispatched

Out-of-order execution did not produce a significant improvement!

How many Instructions can be in the pipeline

Throughput is limited by number of instructions in flight, but which feature of an ISA limits the number of instructions in the pipeline?

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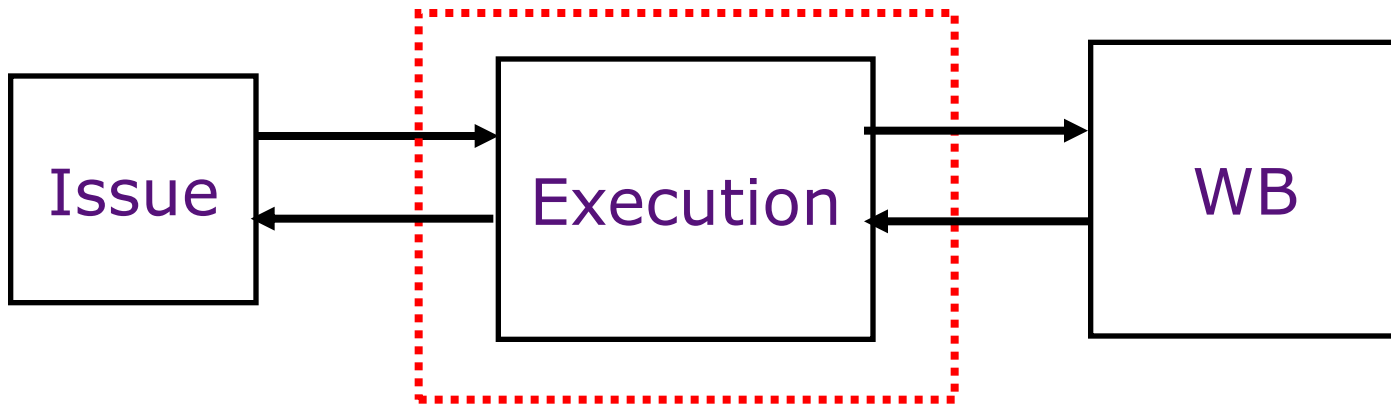
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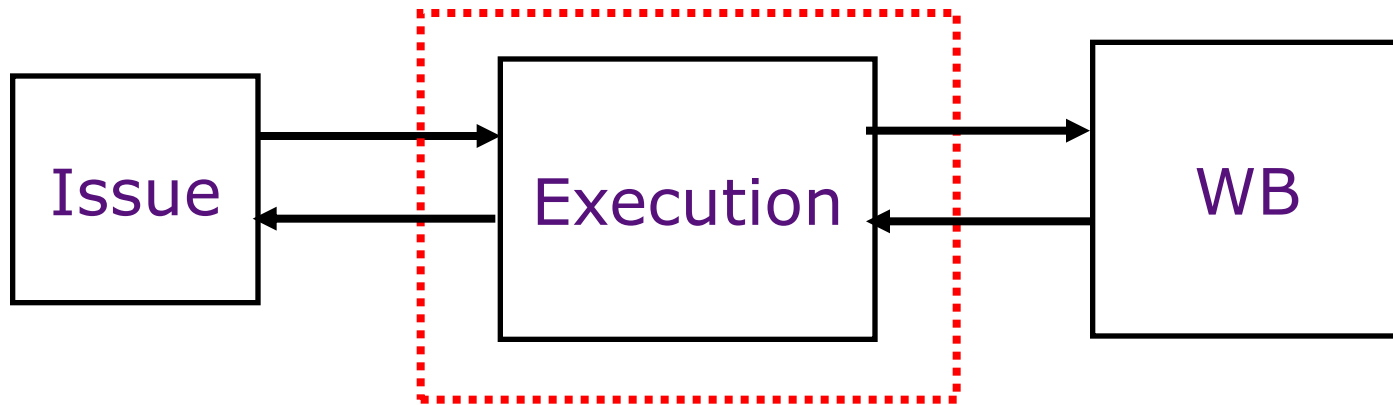
Little's Law

Throughput (\bar{T}) = Number in Flight (\bar{N}) / Latency (\bar{L})



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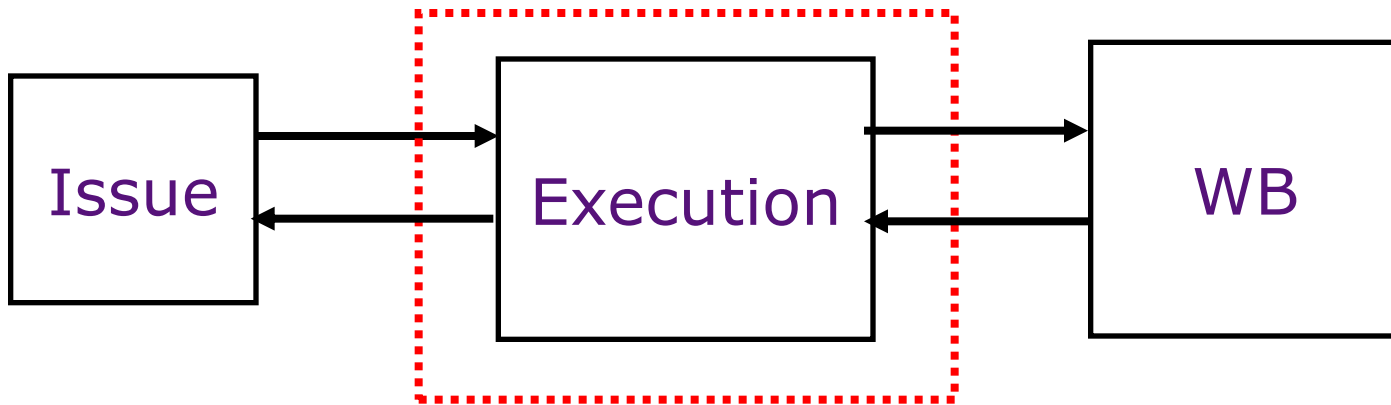
4 floating point registers

8 cycles per floating point operation

⇒

Little's Law

Throughput (\bar{T}) = Number in Flight (\bar{N}) / Latency (\bar{L})



Example:

4 floating point registers

8 cycles per floating point operation

⇒ 1/2 issues per cycle!

Overcoming the Lack of Register Names

Floating Point pipelines often cannot be kept filled with small number of registers.

IBM 360 had only 4 Floating Point Registers

Can a microarchitecture use more registers than specified by the ISA without loss of ISA compatibility ?

Overcoming the Lack of Register Names

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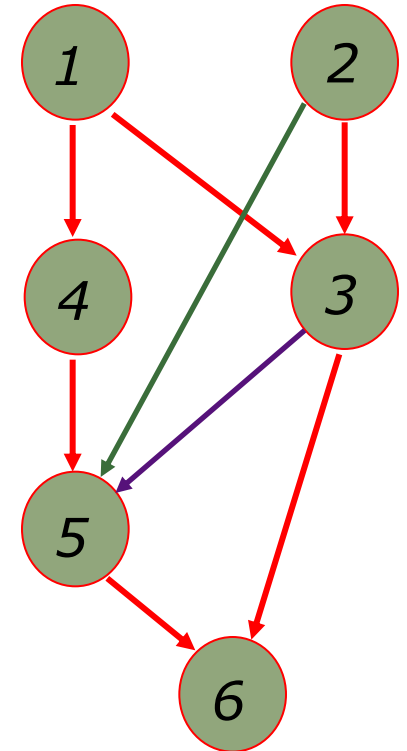
IBM 360 had only 4 Floating Point Registers

Can a microarchitecture use more registers than specified by the ISA without loss of ISA compatibility ?

Yes, Robert Tomasulo of IBM suggested an ingenious solution in 1967 based on *on-the-fly register renaming*

Instruction-level Parallelism via *Renaming*

					<i>latency</i>
1	FLD	f2,	34(x12)		1
2	FLD	f4,	45(x13)		<i>long</i>
3	FMUL.D	f6,	f4,	f2	3
4	FSUB.D	f8,	f2,	f2	1
5	FDIV.D	f4,	f2,	f8	4
6	FADD.D	f10,	f6,	f4	1

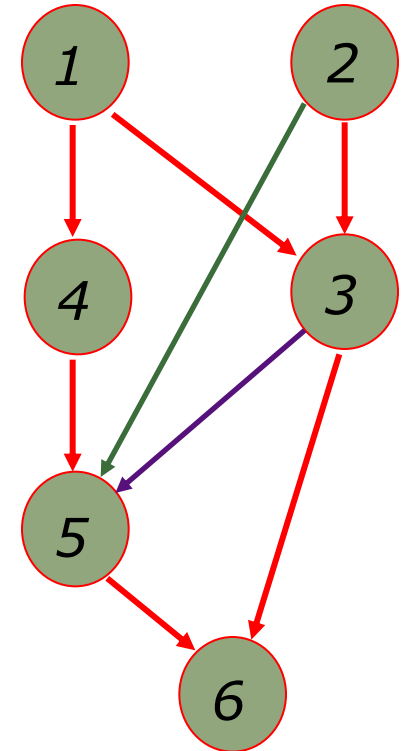


In-order:

1 (2,1) 2 3 4 4 3 5 5 6 6
 - - - - - - - -

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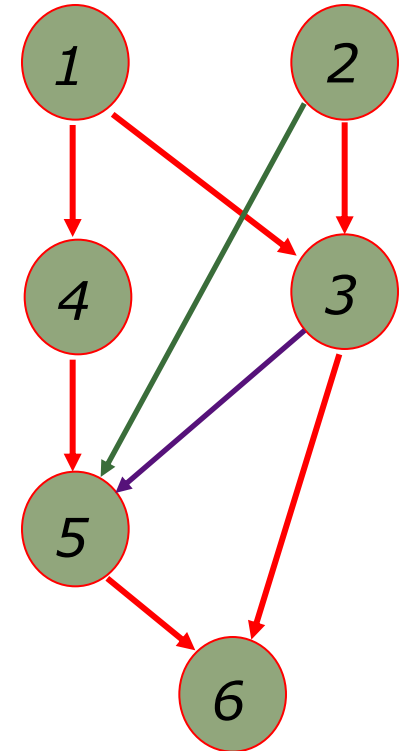


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Renaming eliminates WAR and WAW hazards

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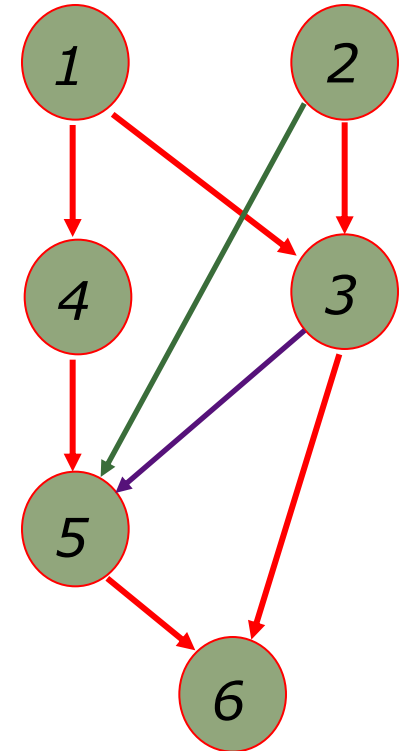


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*Renaming eliminates WAR and WAW hazards
 (renaming ⇒ additional storage)*

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5	FDIV.D	f4' ,	f2,	f8	4
6	FADD.D	f10,	f6,	f4'	1

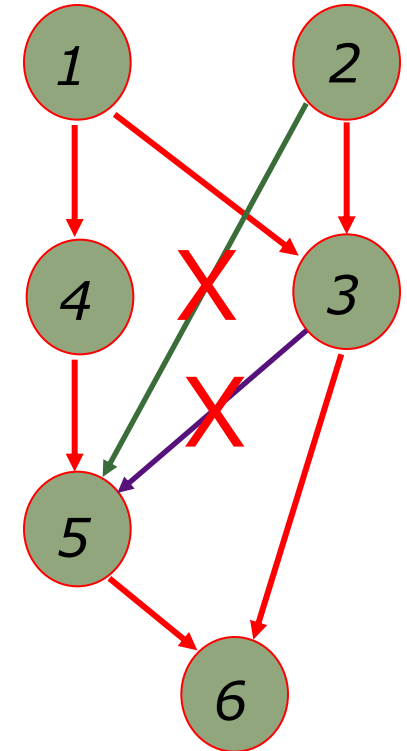


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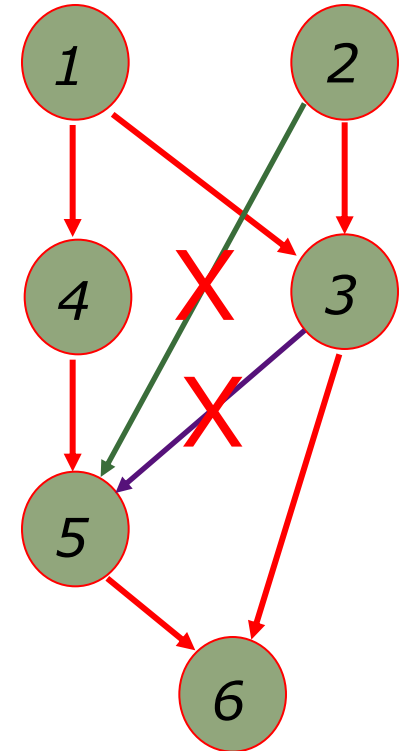


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Instruction-level Parallelism via *Renaming*

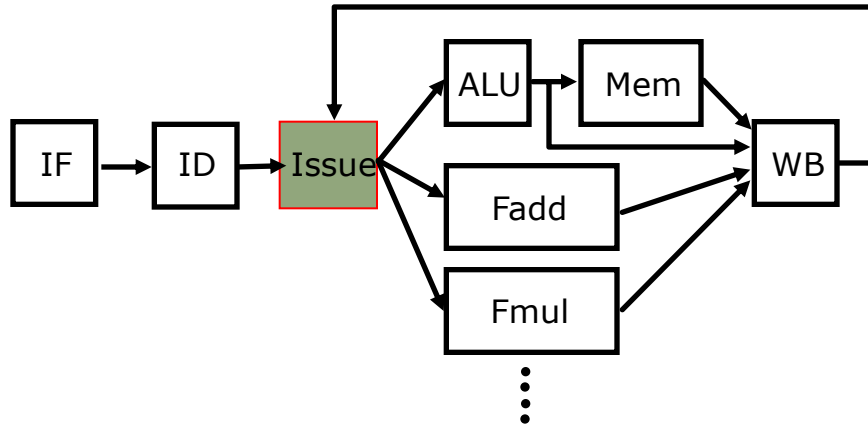
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5	FDIV.D	f4',	f2,	f8	4
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In-order: 1 (2,1) 2 3 4 4 3 5 . . . 5 6 6
 Out-of-order: 1 (2,1) 4 4 5 . . . (2,5) 3 . . 3 6 6

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Handling register dependencies

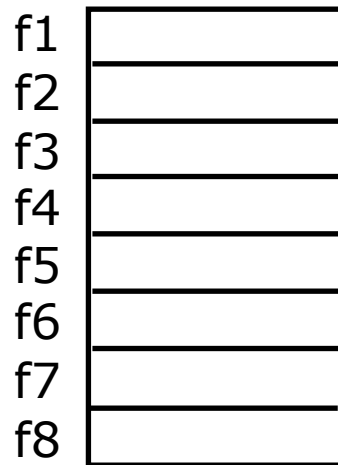


- Decode does register renaming, providing a new spot for each register write
 - Renaming eliminates WAR and WAW hazards by allowing use of more storage space
- Renamed instructions added to an issue stage structure, called the **reorder buffer (ROB)**. Any instruction in the ROB whose RAW hazards have been satisfied can be dispatched
 - Out-of-order or dataflow execution handles RAW hazards

Reorder Buffer

Smith and Pleszkun, 1985

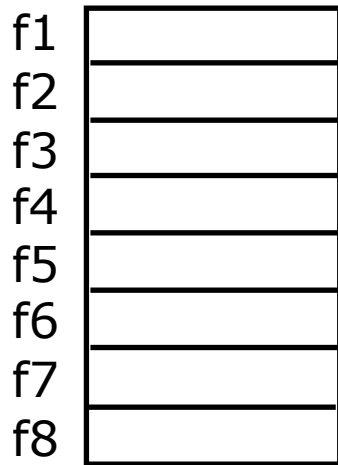
Register File



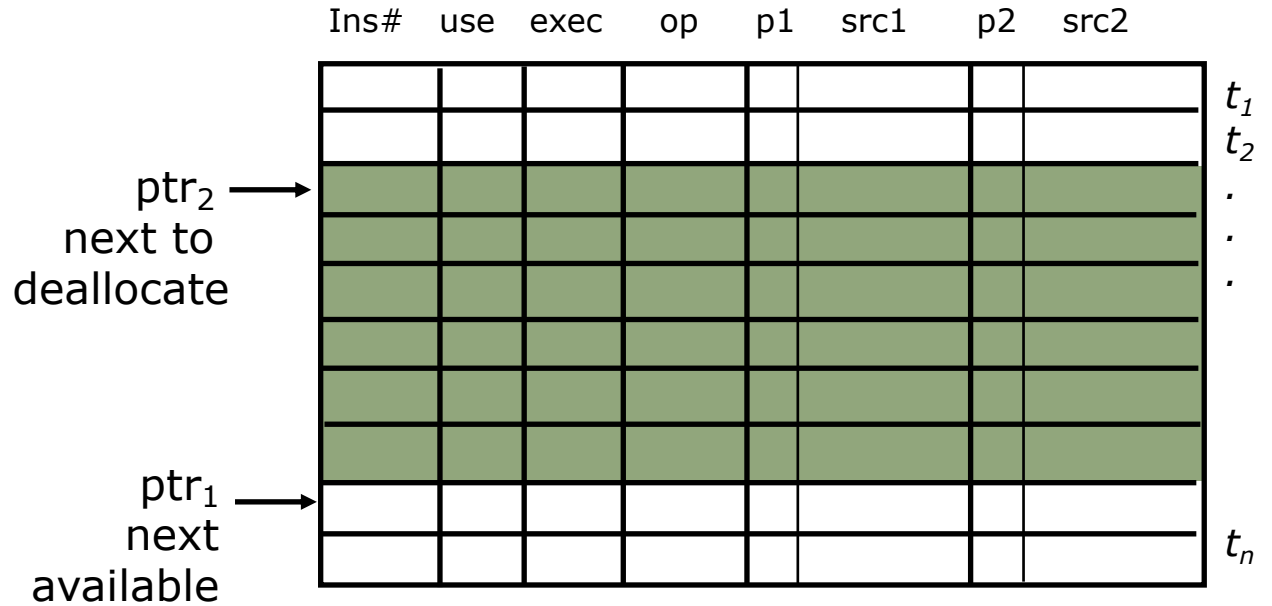
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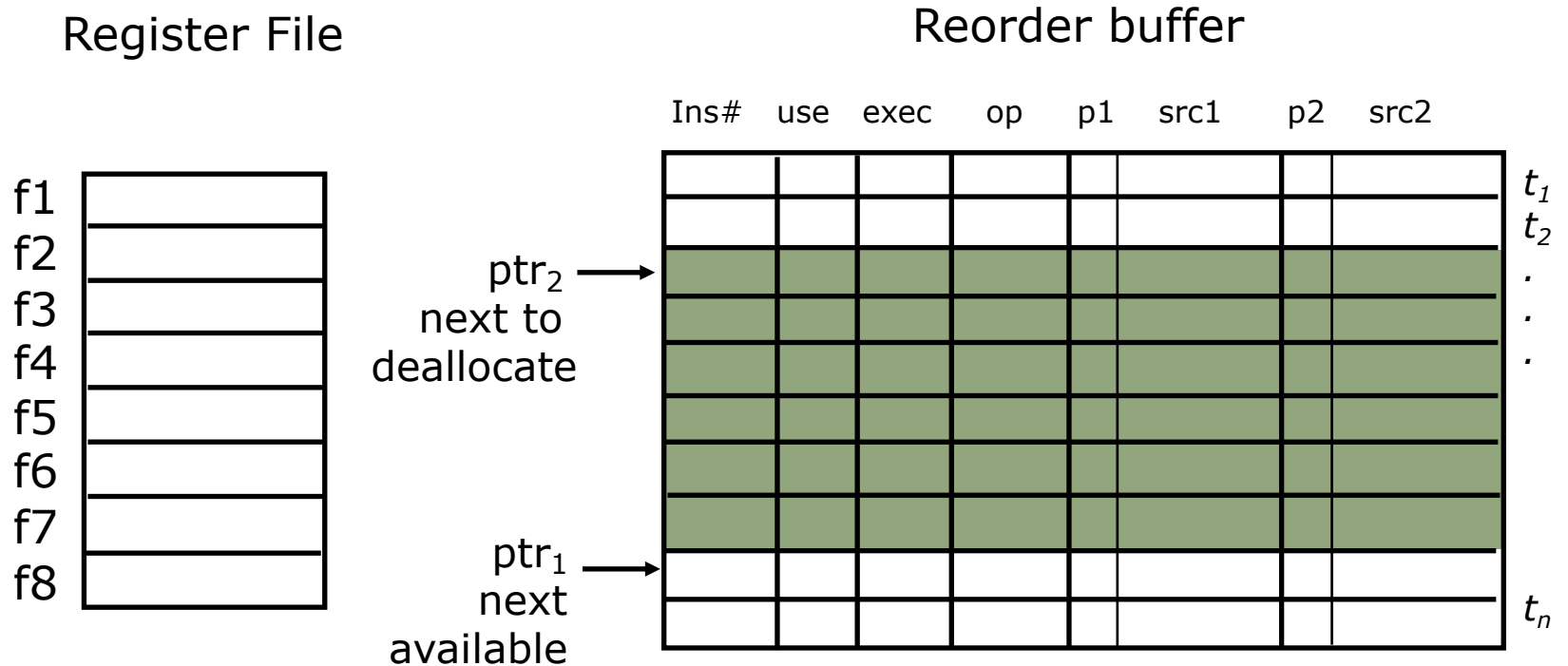


Reorder buffer



Reorder Buffer

Smith and Pleszkun, 1985

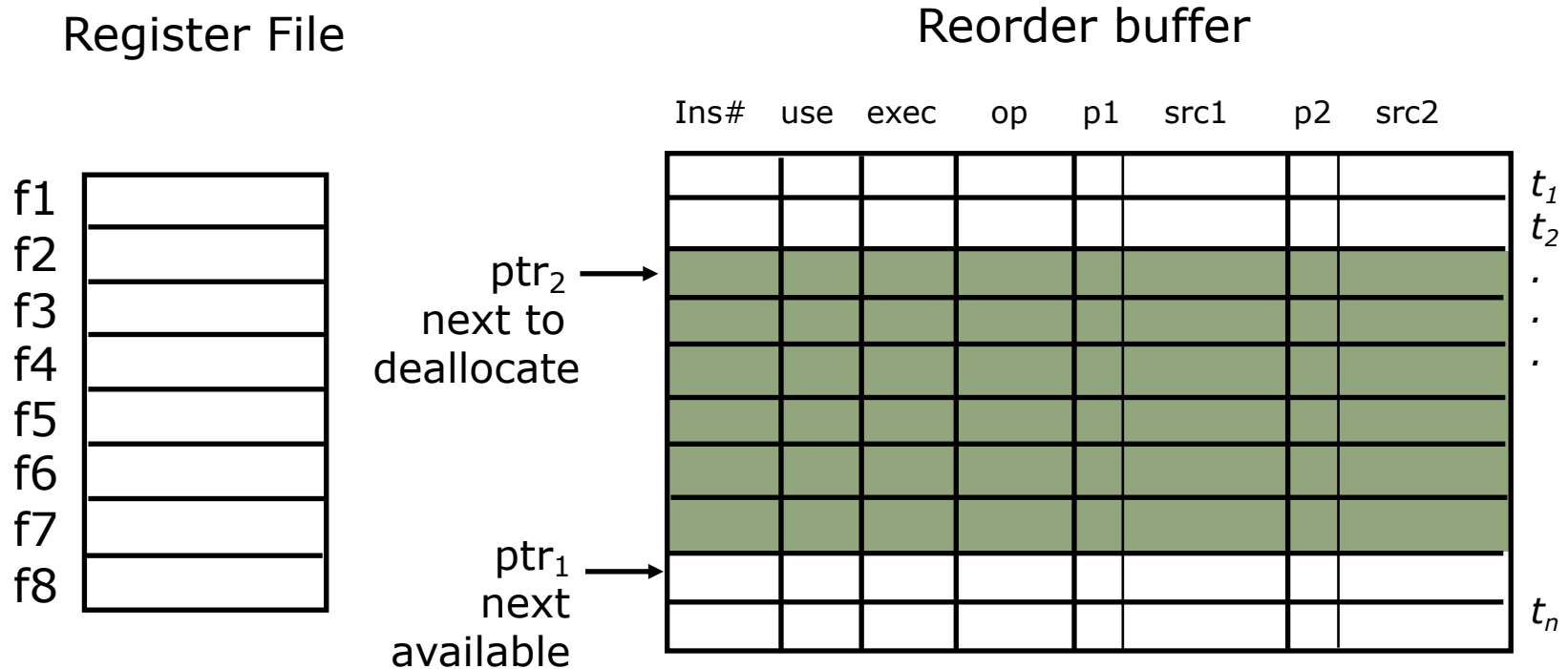


Instruction slot is candidate for execution when:

- It holds a valid instruction ("use" bit is set)
- It has not already started execution ("exec" bit is clear)
- Both operands are available ("present" bits p1 and p2 are set)

Reorder Buffer

Smith and Pleszkun, 1985



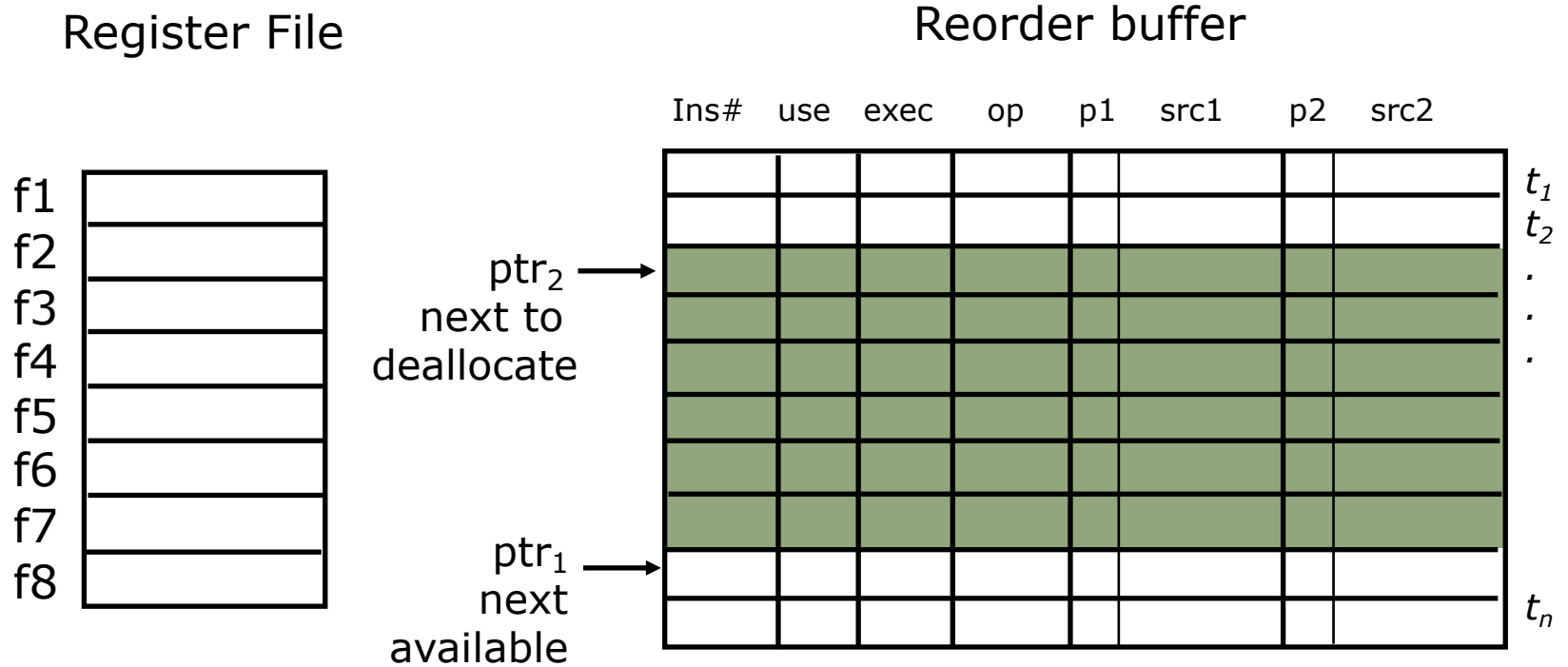
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Is it obvious where an architectural register value is?

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Is it obvious where an architectural register value is? **No**

Renaming & Out-of-order Issue

Renaming table & reg file

	p	data
f1		
f2		
f3		
f4		
f5		
f6		
f7		
f8		

Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2	
								t_1
								t_2
								t_3
								t_4
								t_5
								.
								.

Holds data (v_i)
or tag(t_i)

Renaming & Out-of-order Issue

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								.
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- *When are names (tags) in sources replaced by data?*
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								t_2
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Renaming & Out-of-order Issue

Renaming table & reg file

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f1		
f2		
f3		
f4		
f5		
f6		
f7		
f8		

Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2	
								t_1
								t_2
								t_3
								t_4
								t_5
								.
								.

Holds data (v_i)
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- *When are names (tags) in sources replaced by data?*
Whenever an FU produces data
- *When can a name (tag) be reused?*
Whenever an instruction completes

Renaming & Out-of-order Issue

An example

Renaming table & reg file

	p	data
f1		
f2		
f3		
f4		
f5		
f6		
f7		
f8		

data (v_i) / tag(t_i)

Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2	
								t_1
								t_2
								t_3
								t_4
								t_5
								.
								.

- *Insert instruction in ROB*
- *Issue instruction from ROB*
- *Complete instruction*
- *Empty ROB entry*

1	FLD	f2,	34(x12)
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3	FMUL.D	f6, f4,	f2
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Renaming & Out-of-order Issue

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Renaming table & reg file

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f3		
f4		
f5		
f6		
f7		
f8		

data (v_i) / tag(t_i)

Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2	
1	1	0	FLD					t_1
								t_2
								t_3
								t_4
								t_5
								.
								.

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Renaming & Out-of-order Issue

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Renaming table & reg file

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f1		
f2	0	t1
f3		
f4		
f5		
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data (v_i) / tag(t_i)

Reorder buffer

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data (v_i) / tag(t_i)

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 t_3
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data (v_i) / tag(t_i)

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	0						

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Renaming & Out-of-order Issue

An example

Renaming table & reg file

	p	data
f1		
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f3		
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data (v_i) / tag(t_i)

Reorder buffer

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Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2
	0						
2	1	0	FLD				

t_1
 t_2
 t_3
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	0						
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data (v_i) / tag(t_i)

Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2
	0						
2	1	1	FLD				
3	1	0	FMUL	0	t2	1	v1

t_1
 t_2
 t_3
 t_4
 t_5
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f7		
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Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2
	0						
2	1	1	FLD				
3	1	0	FMUL	0	t2	1	v1
4	1	0	FSUB	1	v1	1	v1

t_1
 t_2
 t_3
 t_4
 t_5
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	0						
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4	1	1	FSUB	1	v1	1	v1

t_1
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3	FMUL.D	f6,	f4, f2
4	FSUB.D	f8,	f2, f2
5	FDIV.D	f4,	f2, f8
6	FADD.D	f10,	f6, f4

Renaming & Out-of-order Issue

An example

Renaming table & reg file

	p	data
f1		
f2	1	v1
f3		
f4	0	t2
f5		
f6	0	t3
f7		
f8	0	t4

data (v_i) / tag(t_i)

Reorder buffer

Ins#	use	exec	op	p1	src1	p2	src2
	0						
2	1	1	FLD				
3	1	0	FMUL	0	t2	1	v1
4	1	1	FSUB	1	v1	1	v1
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Reorder buffer

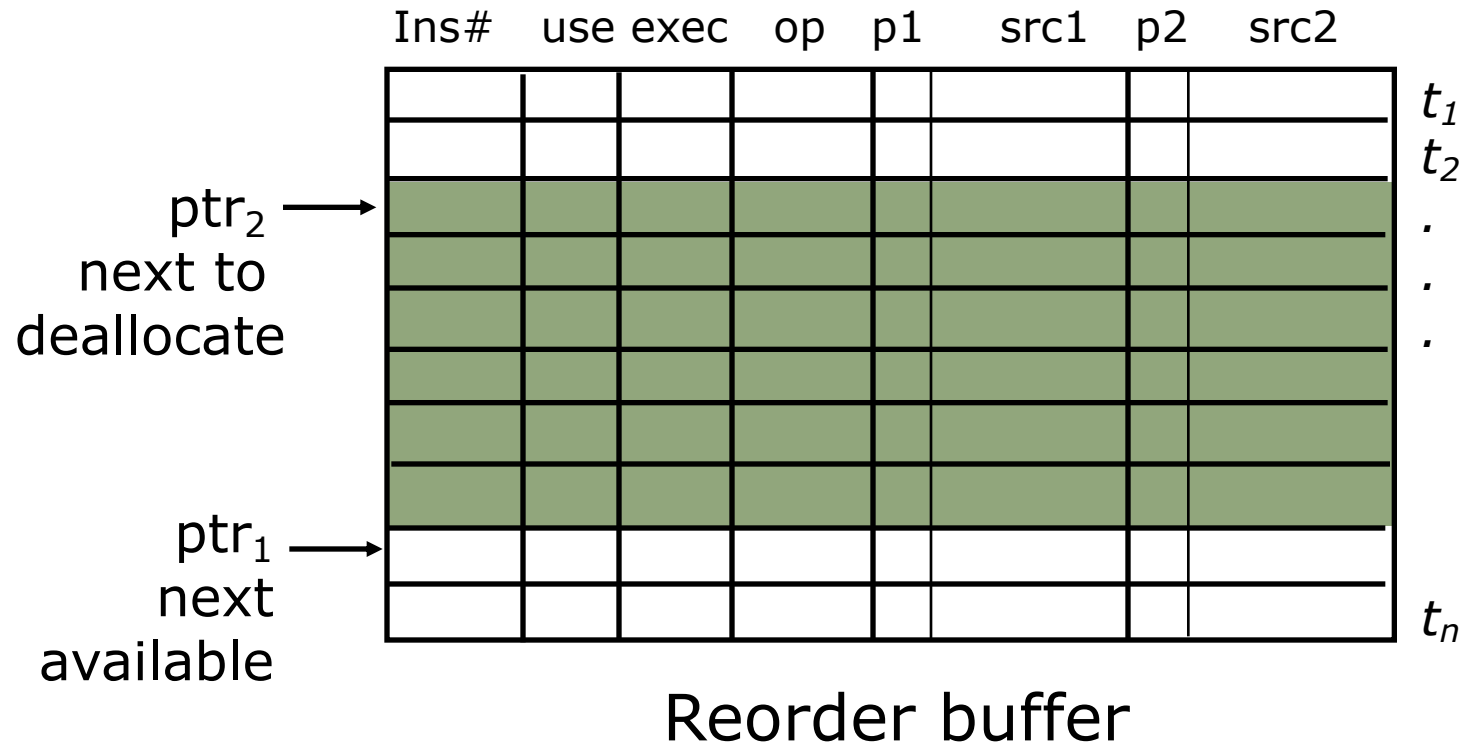
Ins#	use	exec	op	p1	src1	p2	src2
	0						
2	0						
3	1	0	FMUL	1	v2	1	v1
4	0						
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Simplifying Allocation/Deallocation



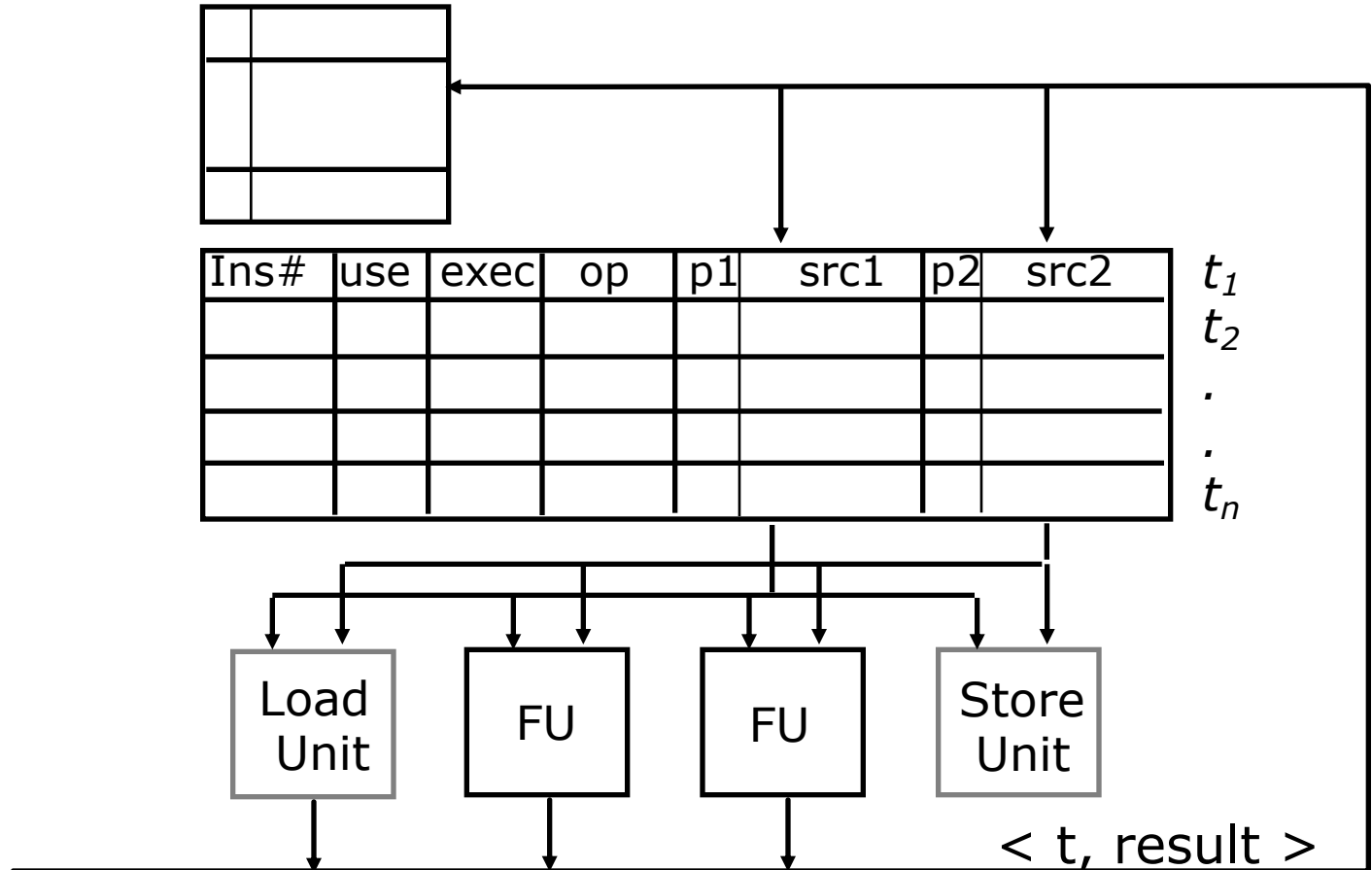
Instruction buffer is managed circularly

- Set "exec" bit when instruction begins execution
- When an instruction completes its "use" bit is marked free
- Increment ptr_2 only if the "use" bit is marked free

Data-Driven Execution

*Renaming
table &
reg file*

*Reorder
buffer*



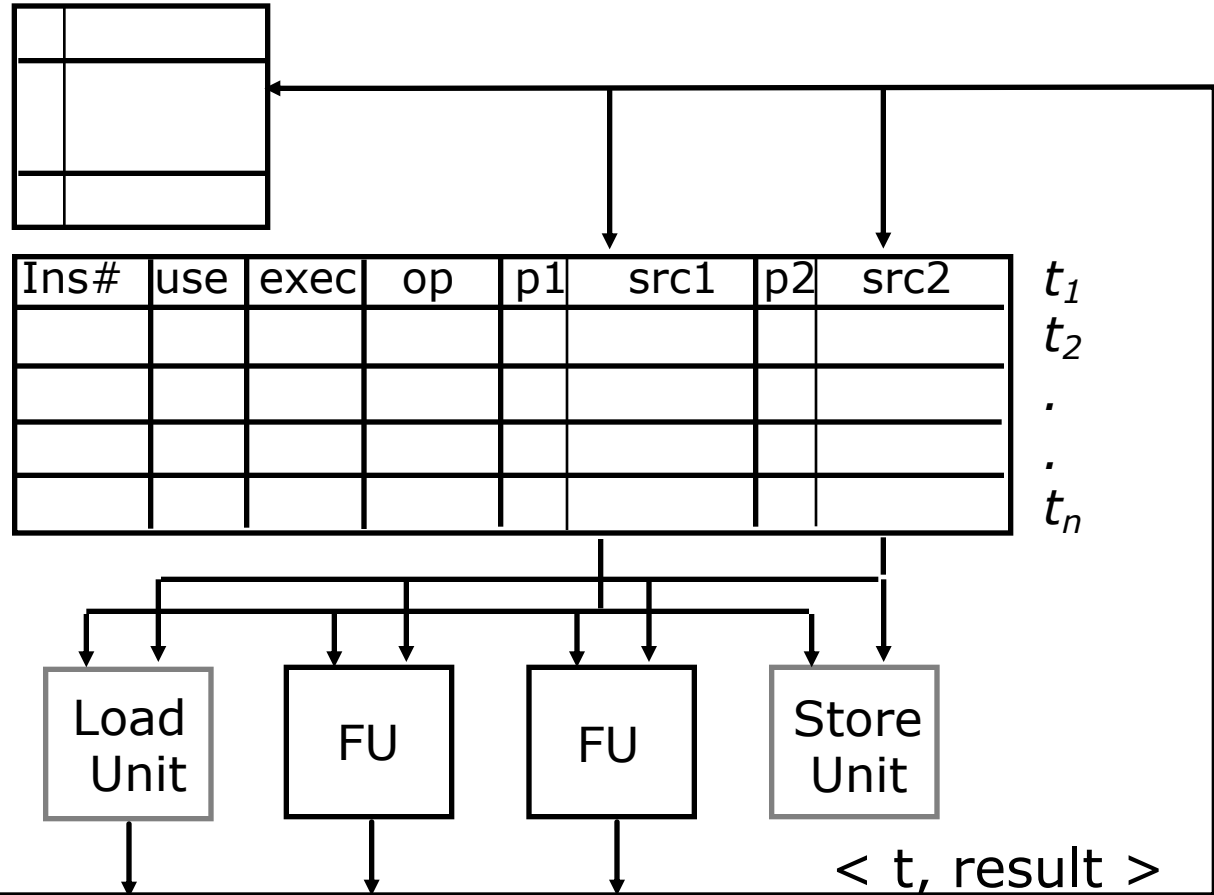
- Instruction template (i.e., tag t) is allocated by the Decode stage, which also stores the tag in the reg file
- When an instruction completes, its tag is deallocated

Data-Driven Execution

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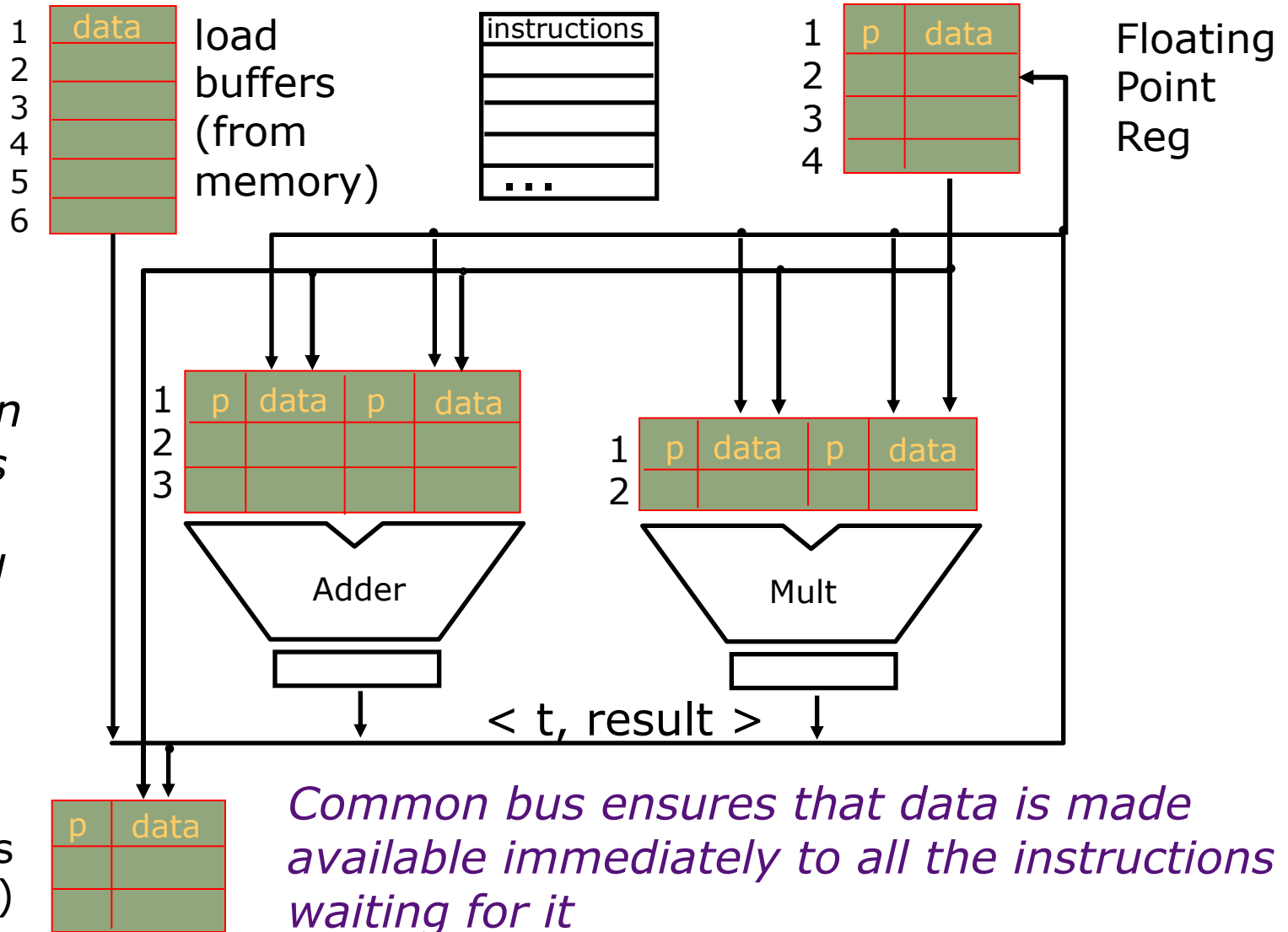
Replacing the
tag by its value
is an expensive
operation



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- When an instruction completes, its tag is deallocated

IBM 360/91 Floating Point Unit

R. M. Tomasulo, 1967



distribute instruction templates by functional units

Common bus ensures that data is made available immediately to all the instructions waiting for it

Effectiveness?

Renaming and Out-of-order execution was first implemented in 1969 in IBM 360/91 but was effective only on a very small class of problems and thus did not show up in the subsequent models until mid-nineties. *Why?*

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One more problem needed to be solved

Branch/jump penalties

More on this in the next lecture

Reminder: Precise Exceptions

Exceptions are relatively unlikely events that need special processing, but where adding explicit control flow instructions is not desired, e.g., divide by 0, page fault

Exceptions can be viewed as an implicit conditional subroutine call that is inserted between two instructions.

Therefore, it must appear as if the exception is taken between two instructions (say I_i and I_{i+1})

- the effect of all instructions up to and including I_i is complete
- no effect of any instruction after I_i has taken place

The handler either aborts the program or restarts it at I_{i+1} .

Effect on Exceptions

Out-of-order Completion

I_1	FDIV.D	f6,	f6,	f4
I_2	FLD	f2,	45(x13)	
I_3	FMUL.D	f0,	f2,	f4
I_4	FDIV.D	f8,	f6,	f2
I_5	FSUB.D	f10,	f0,	f6
I_6	FADD.D	f6,	f8,	f2

out-of-order comp 1 2 2 3 1 4 3 5 5 4 6 6

Effect on Exceptions

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I_1	FDIV.D	f6,	f6,	f4
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out-of-order comp 1 2 2 3 1 4 3 5 5 4 6 6

Consider exceptions
on "FDIV.D"s

Effect on Exceptions

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out-of-order comp 1 2 2 3 1 4 3 5 5 4 6 6

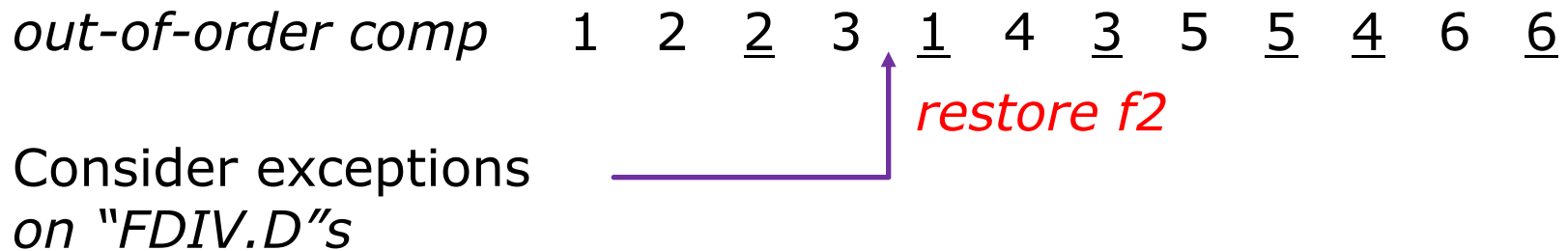
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Effect on Exceptions

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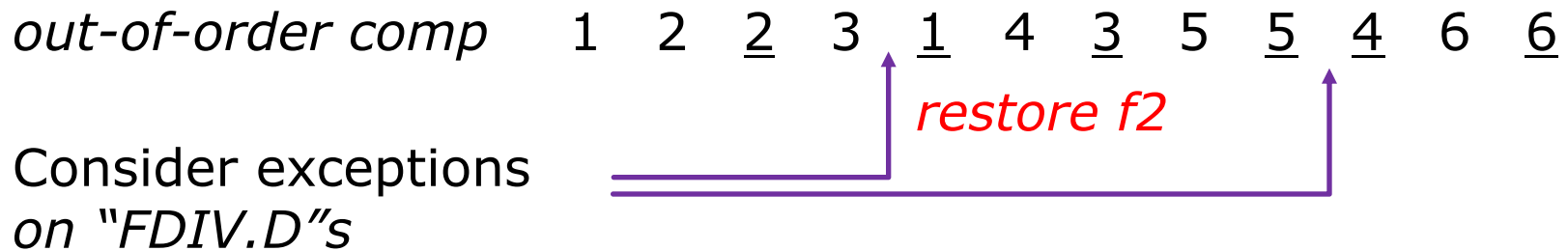
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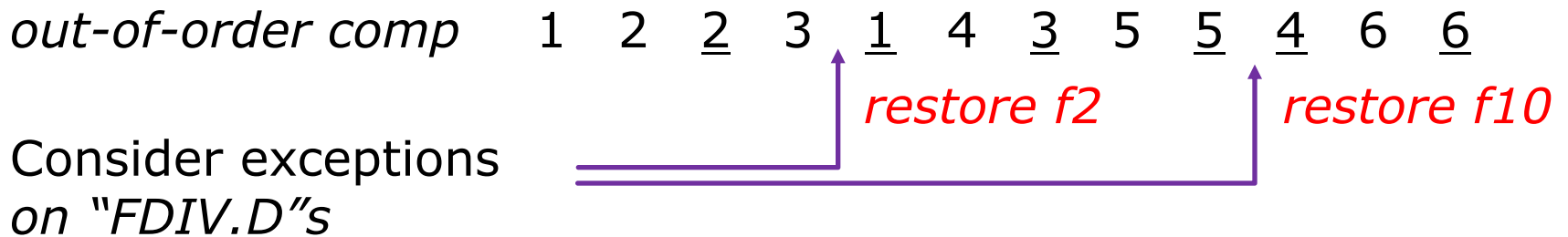
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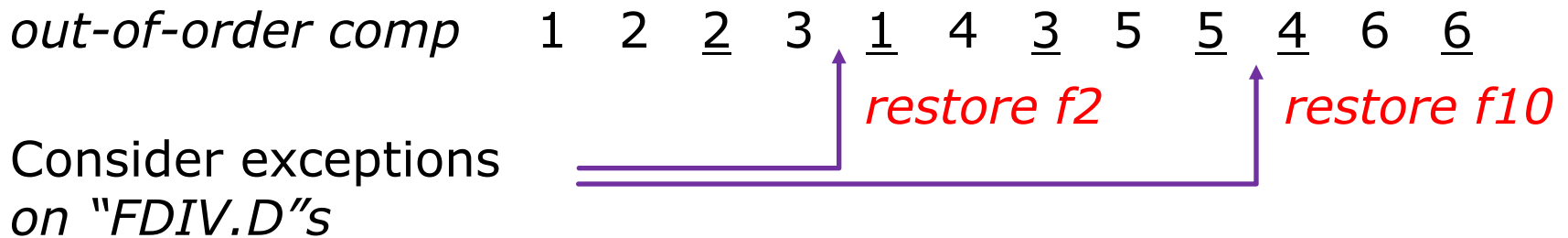
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Precise exceptions are difficult to implement at high speed
- want to start execution of later instructions before
exception checks finished on earlier instructions

Exceptions

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- Exceptions create a dependence on the value of the next PC

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Delay state update until commit on speculated instructions

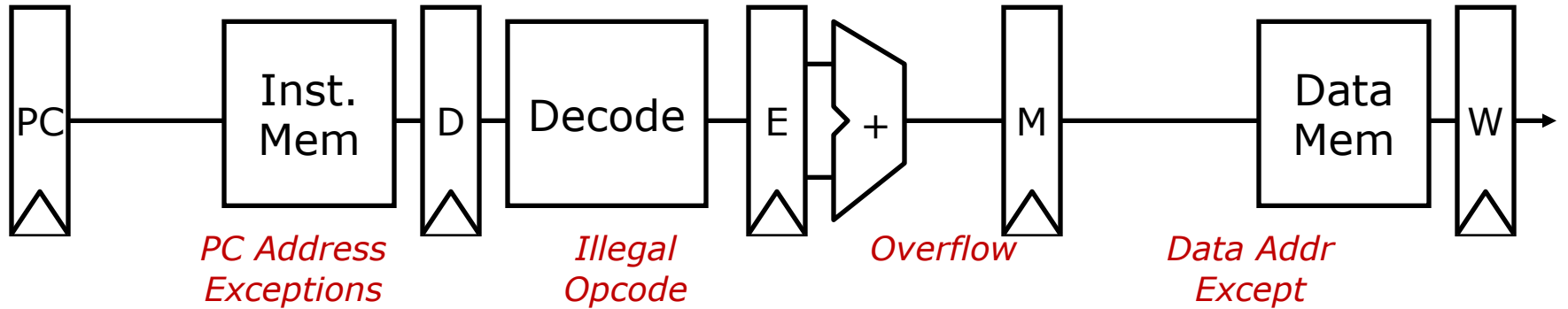
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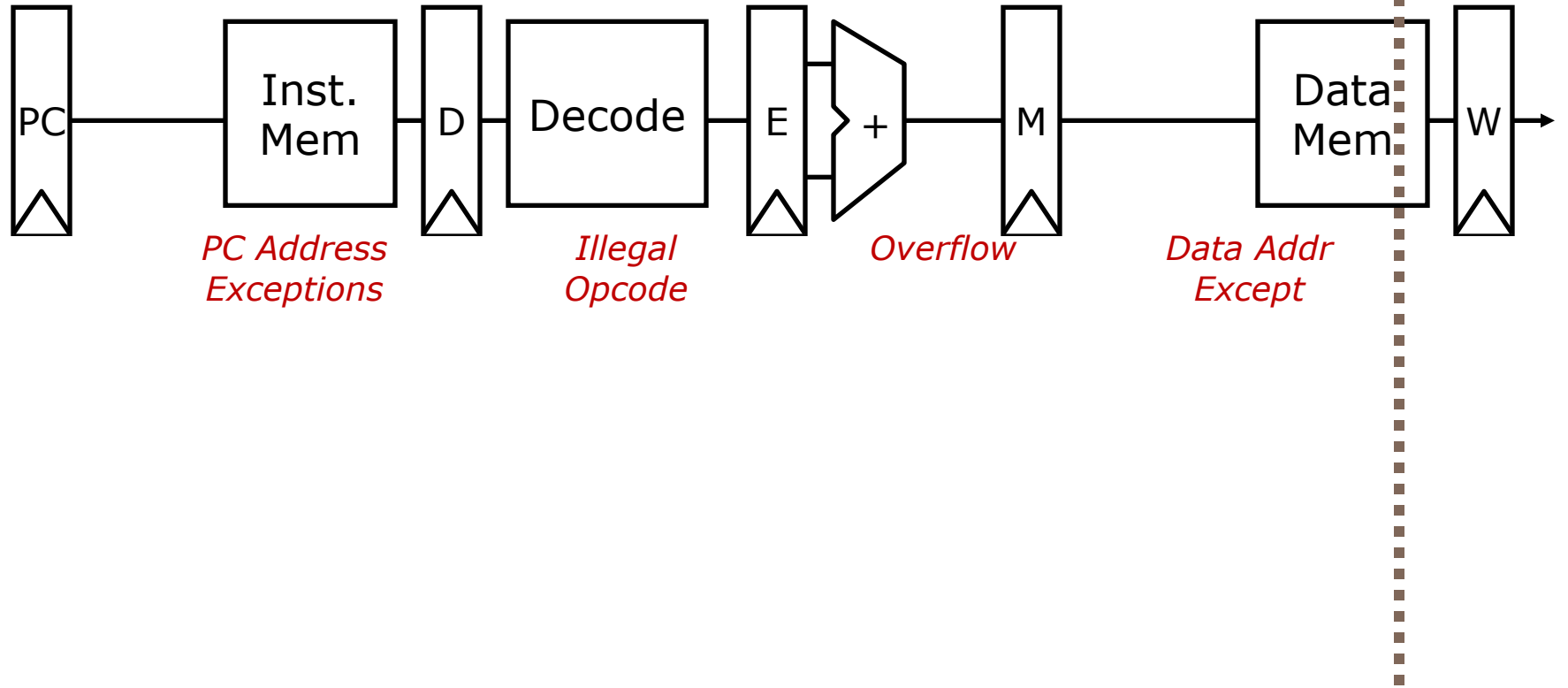
Delay state update until commit on speculated instructions
- Note: earlier exceptions must override later ones

Reminder: Exception Handling

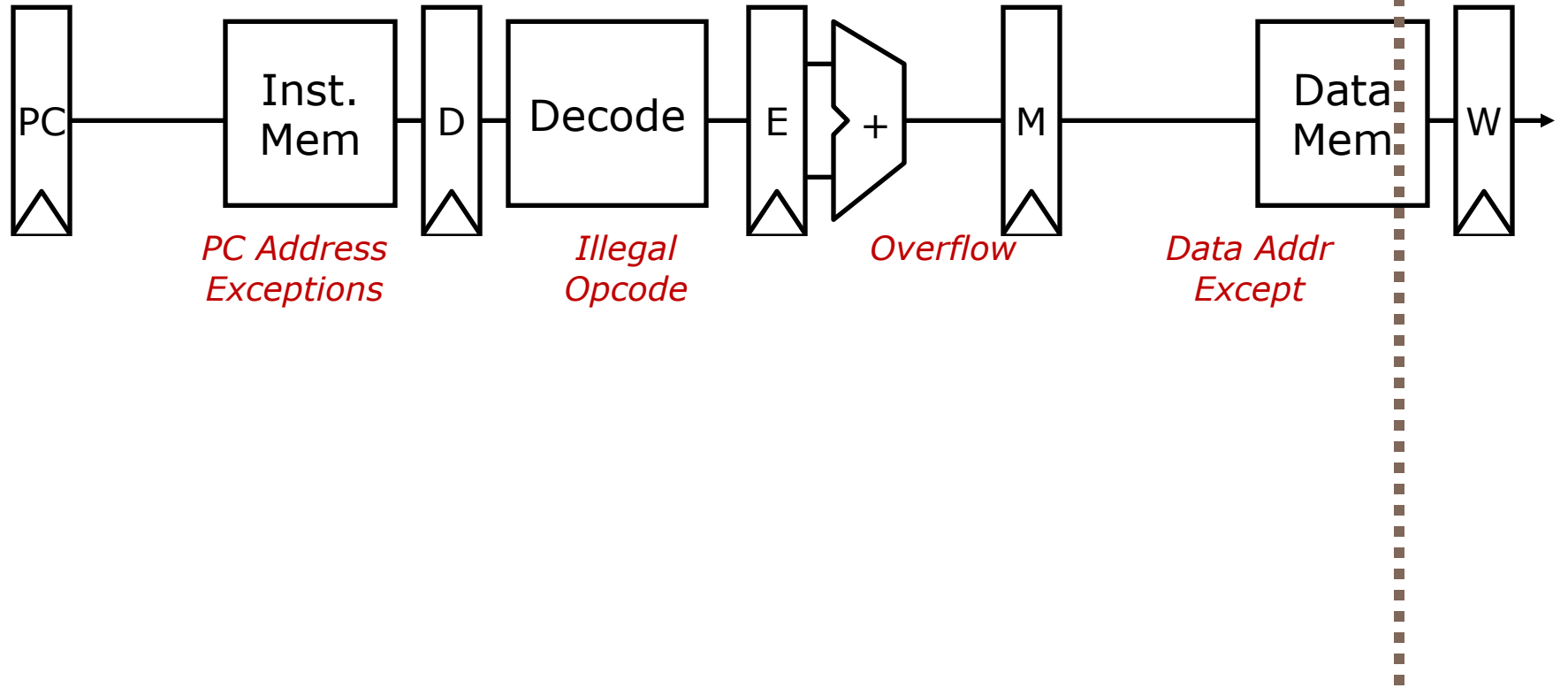
(In-Order Five-Stage Pipeline)



Reminder: Exception Handling (In-Order Five-Stage Pipeline)

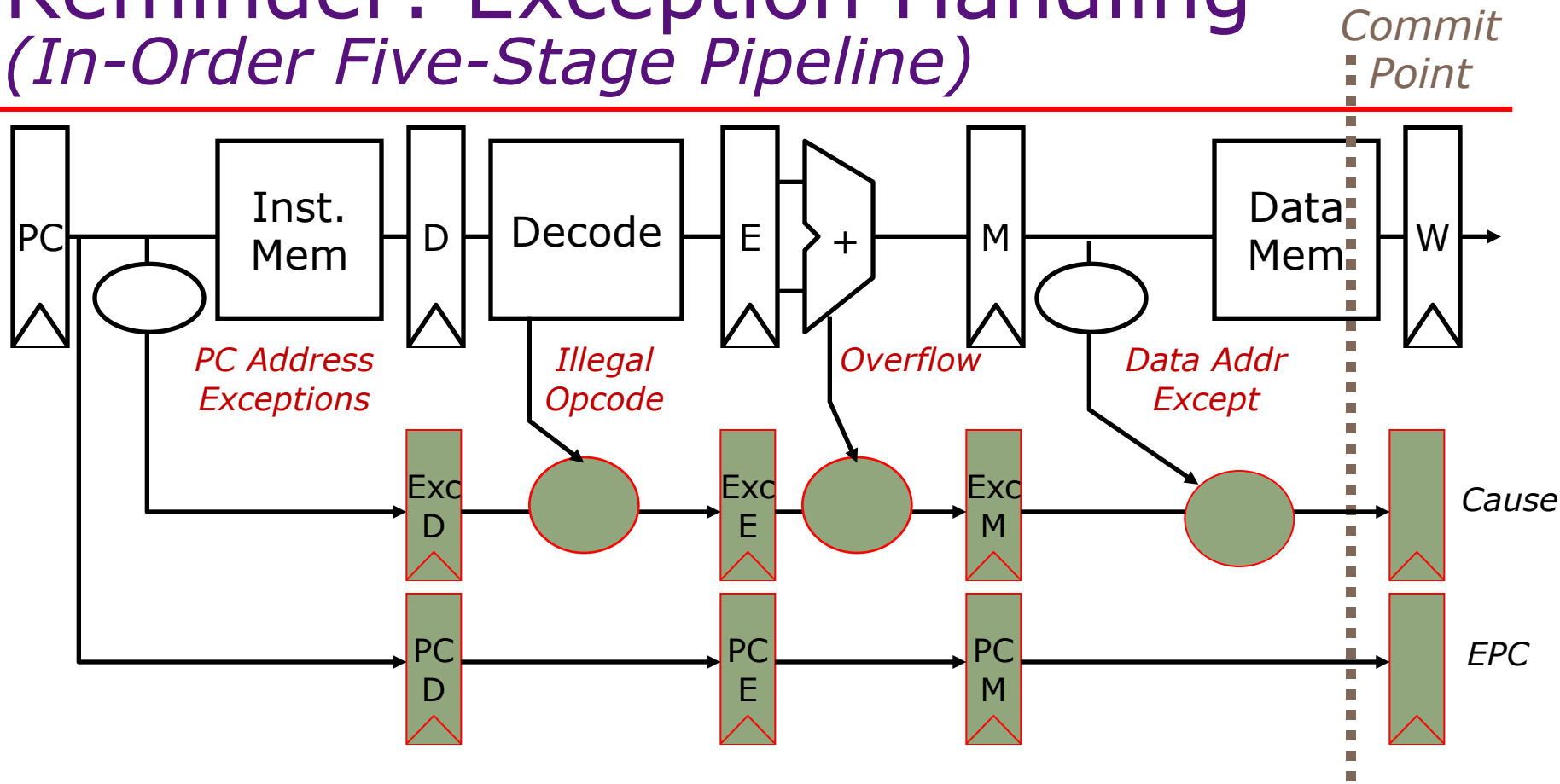


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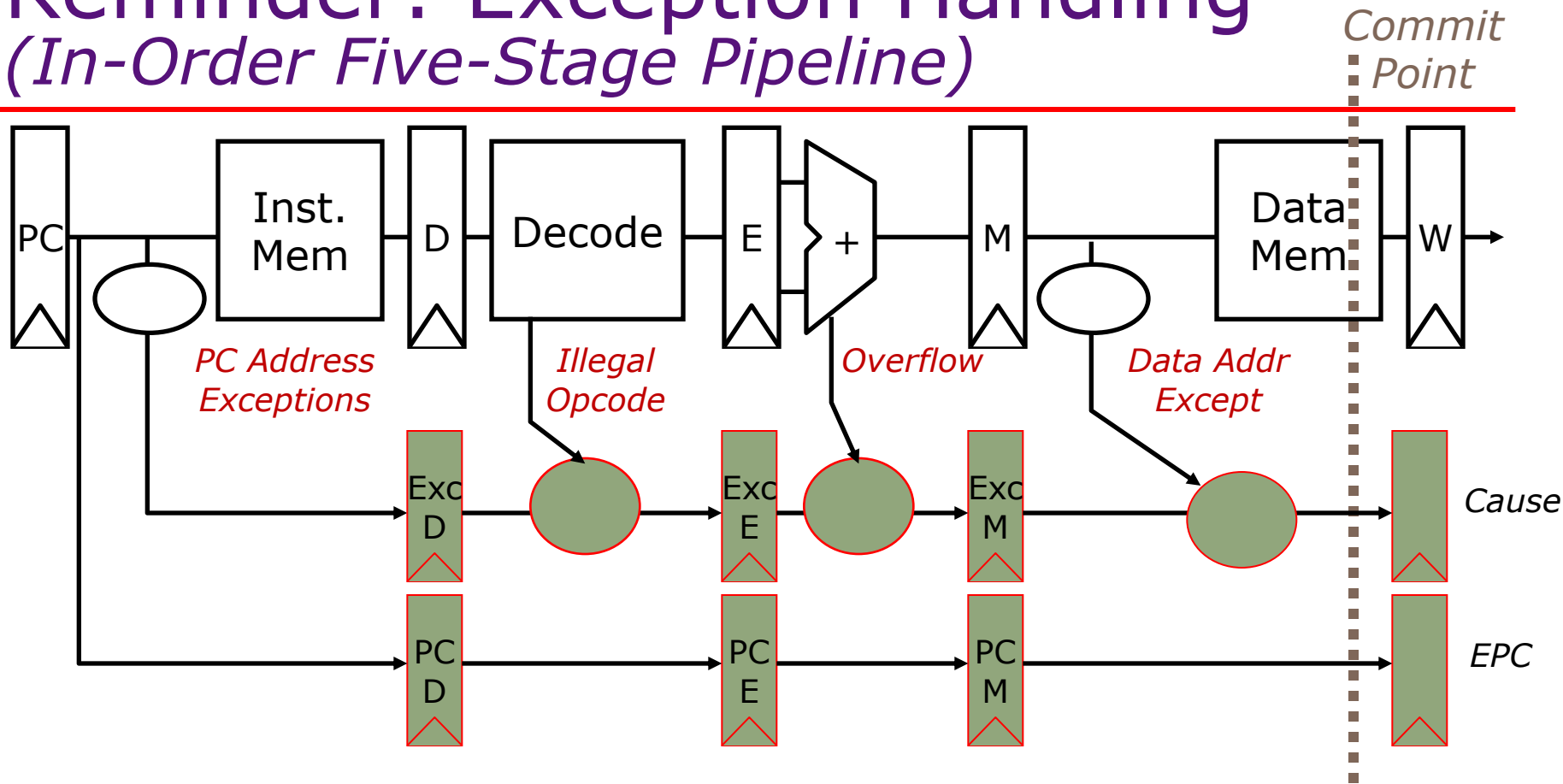
Hold exception flags in pipeline until commit point (M stage)

Reminder: Exception Handling (In-Order Five-Stage Pipeline)



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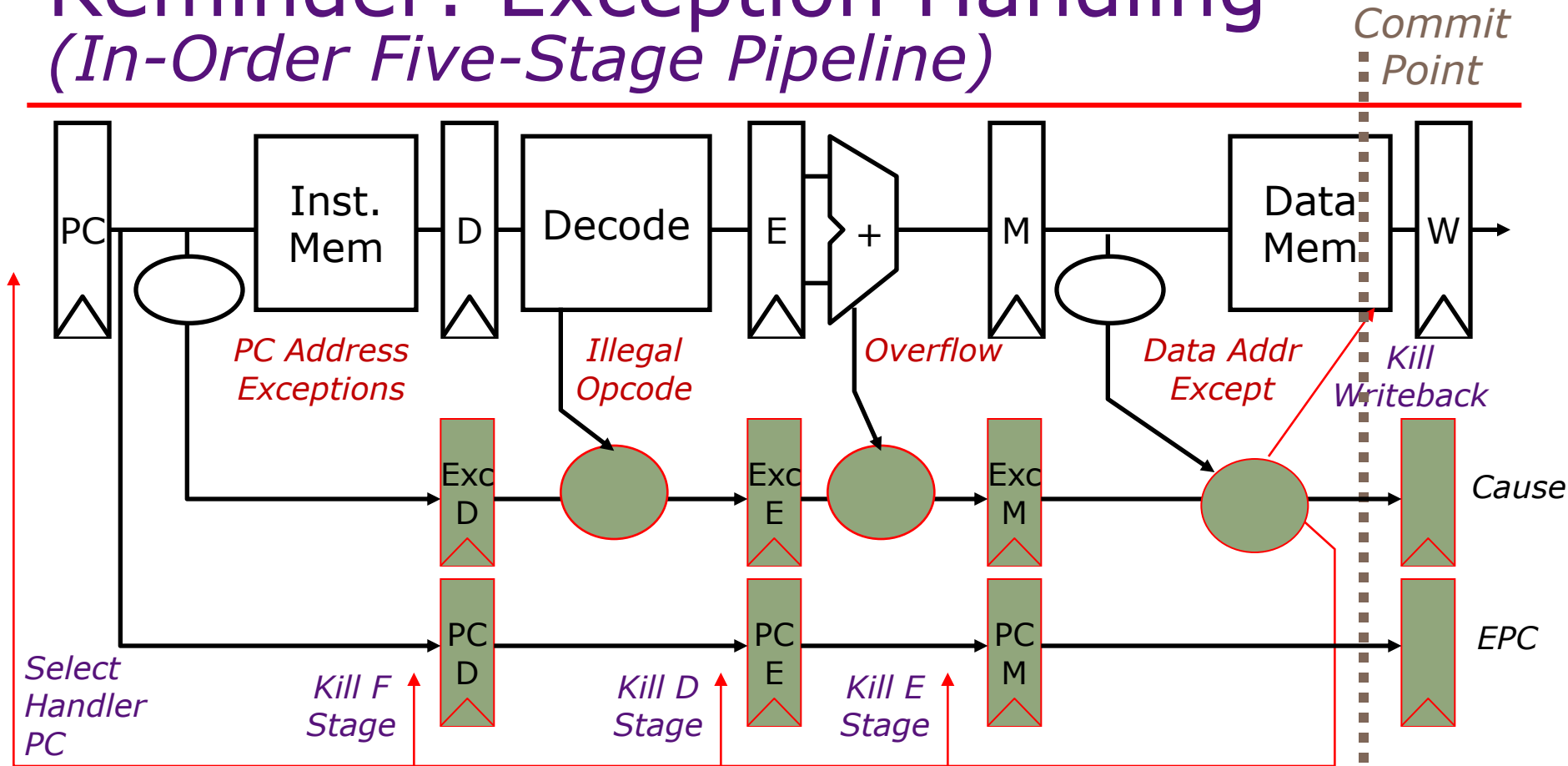
Reminder: Exception Handling (In-Order Five-Stage Pipeline)



Hold exception flags in pipeline until commit point (M stage)

- If exception at commit:
 - update Cause/EPC registers
 - kill all stages
 - fetch at handler PC

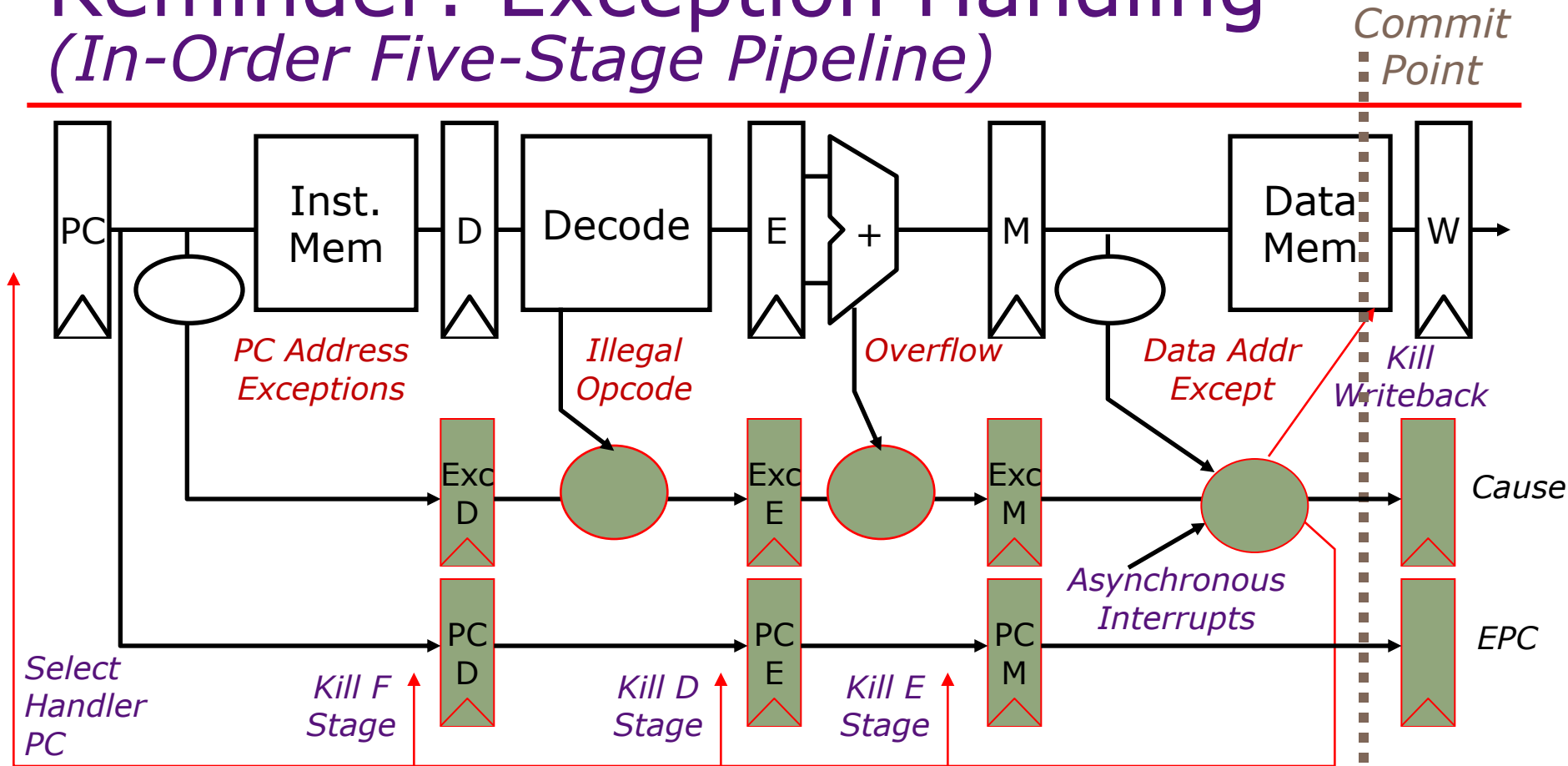
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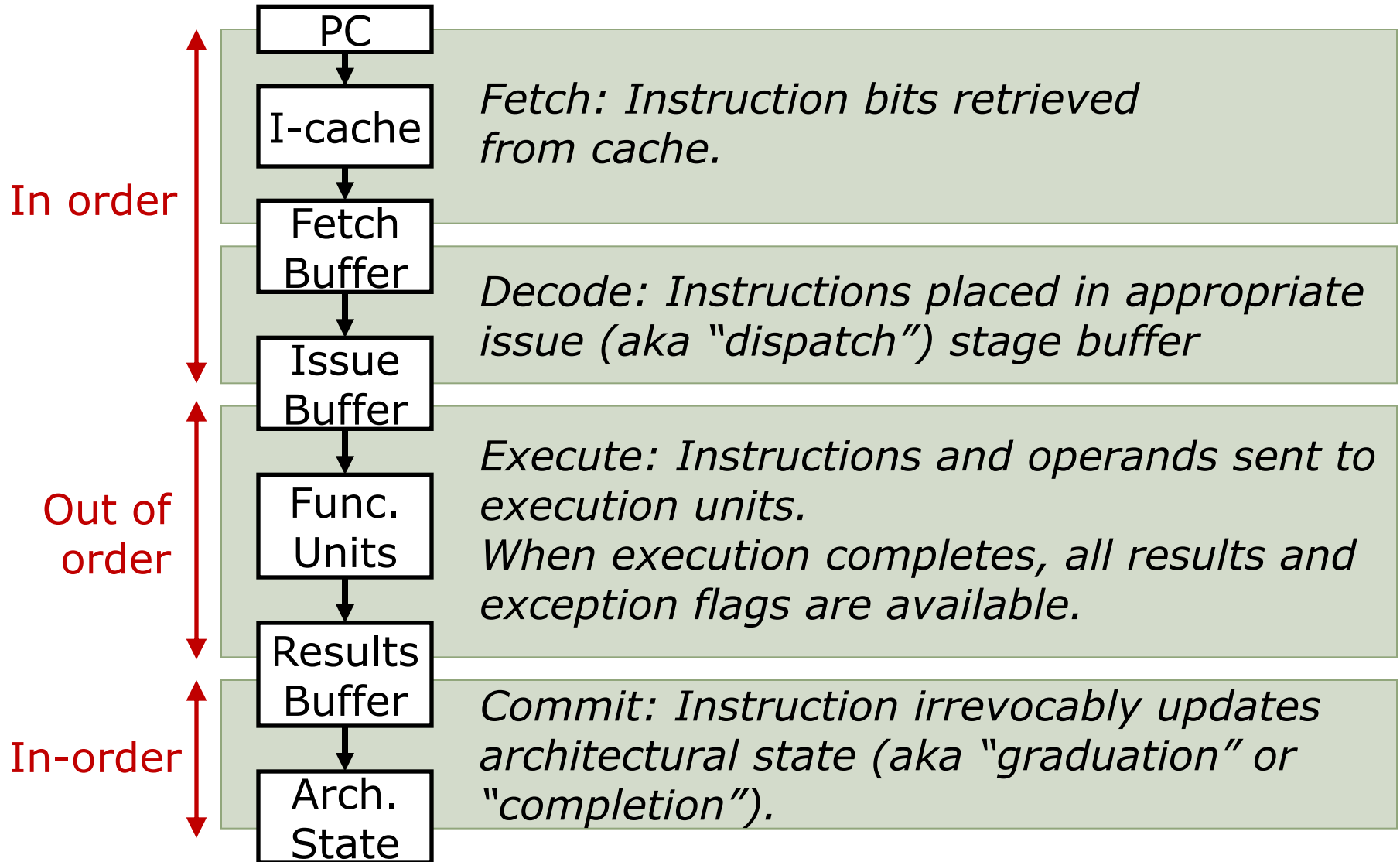


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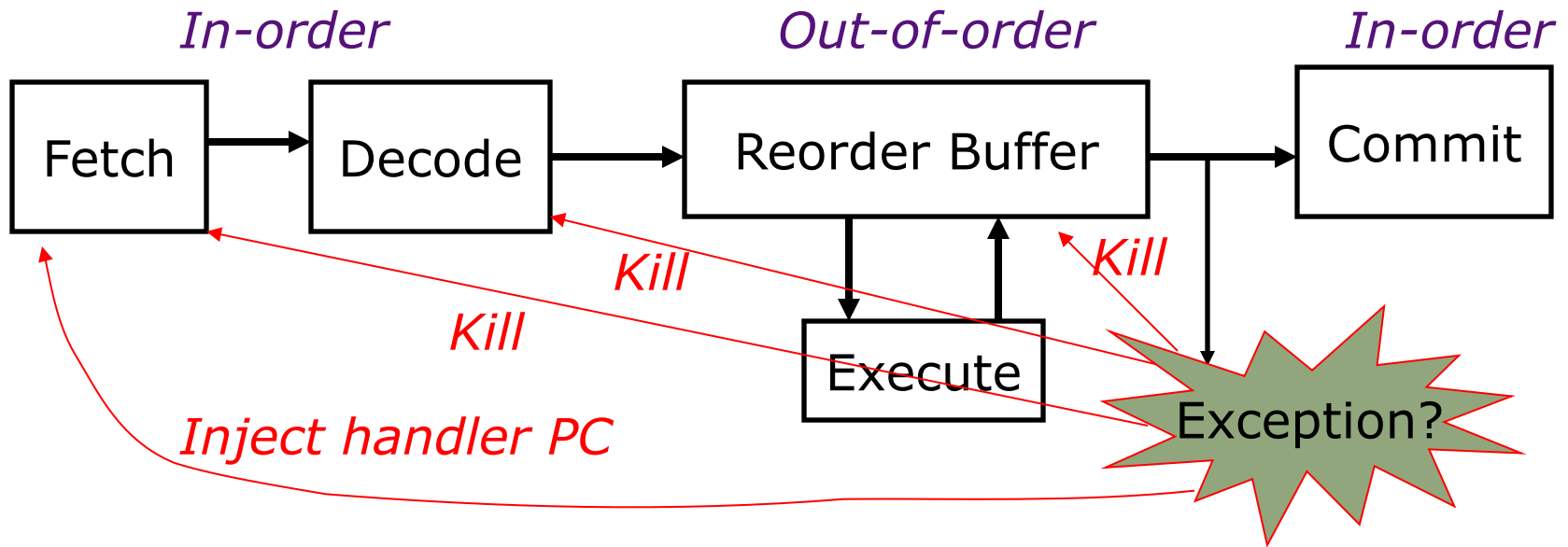
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Inject external interrupts at commit point

Phases of Instruction Execution



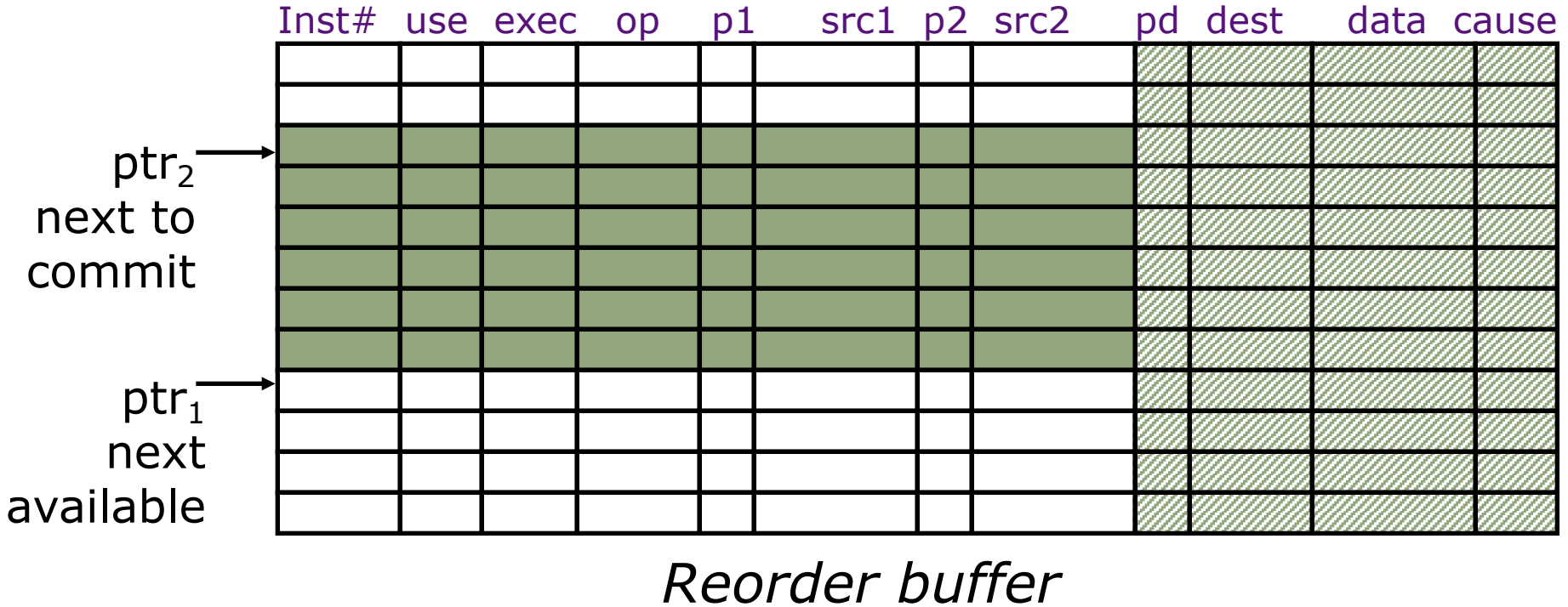
In-Order Commit for Precise Exceptions



- Instructions fetched and decoded into instruction reorder buffer in-order
- Execution is out-of-order (\Rightarrow out-of-order completion)
- *Commit* (write-back to architectural state, i.e., regfile & memory) is in-order

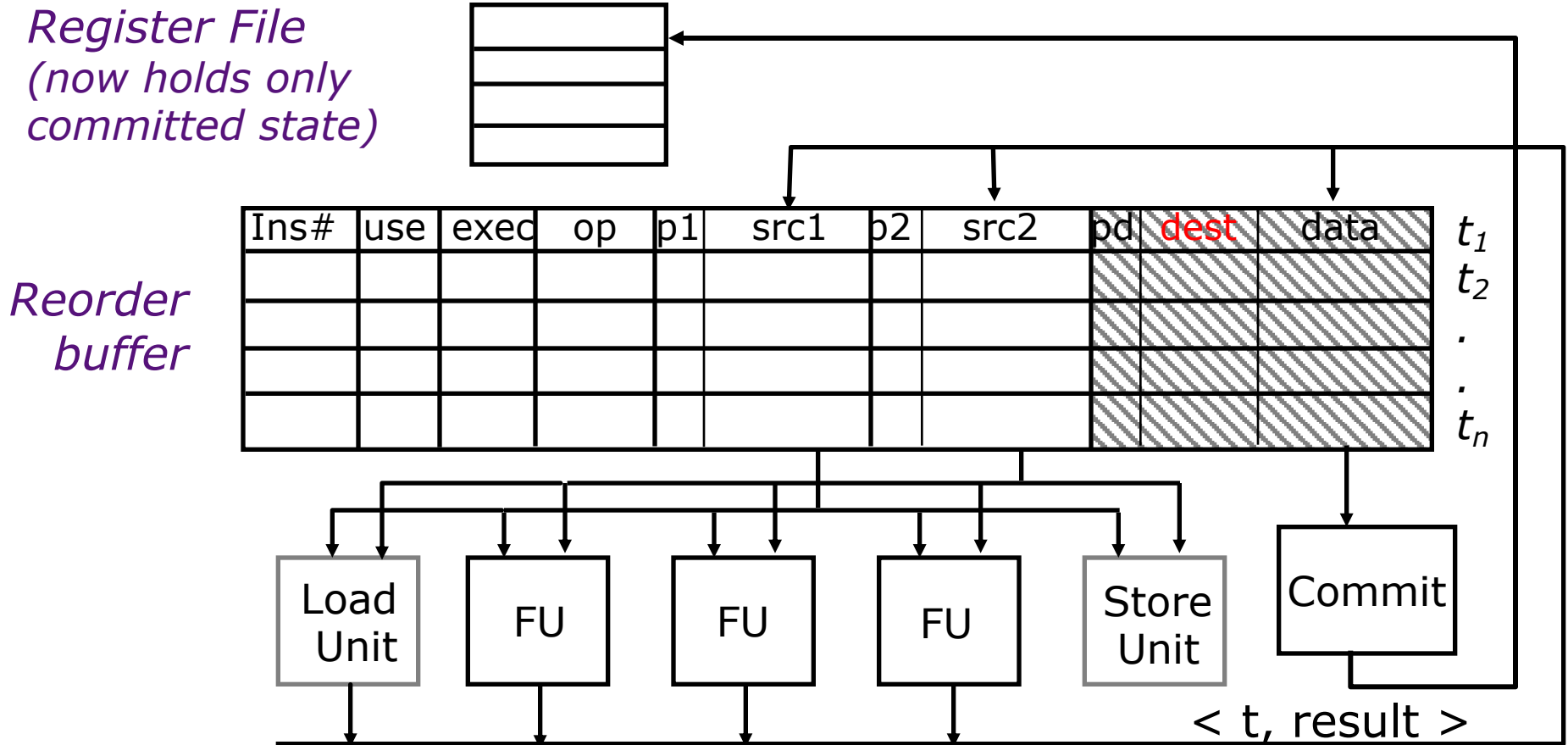
Temporary storage needed to hold results before commit (shadow registers and store buffers)

Extensions for Precise Exceptions



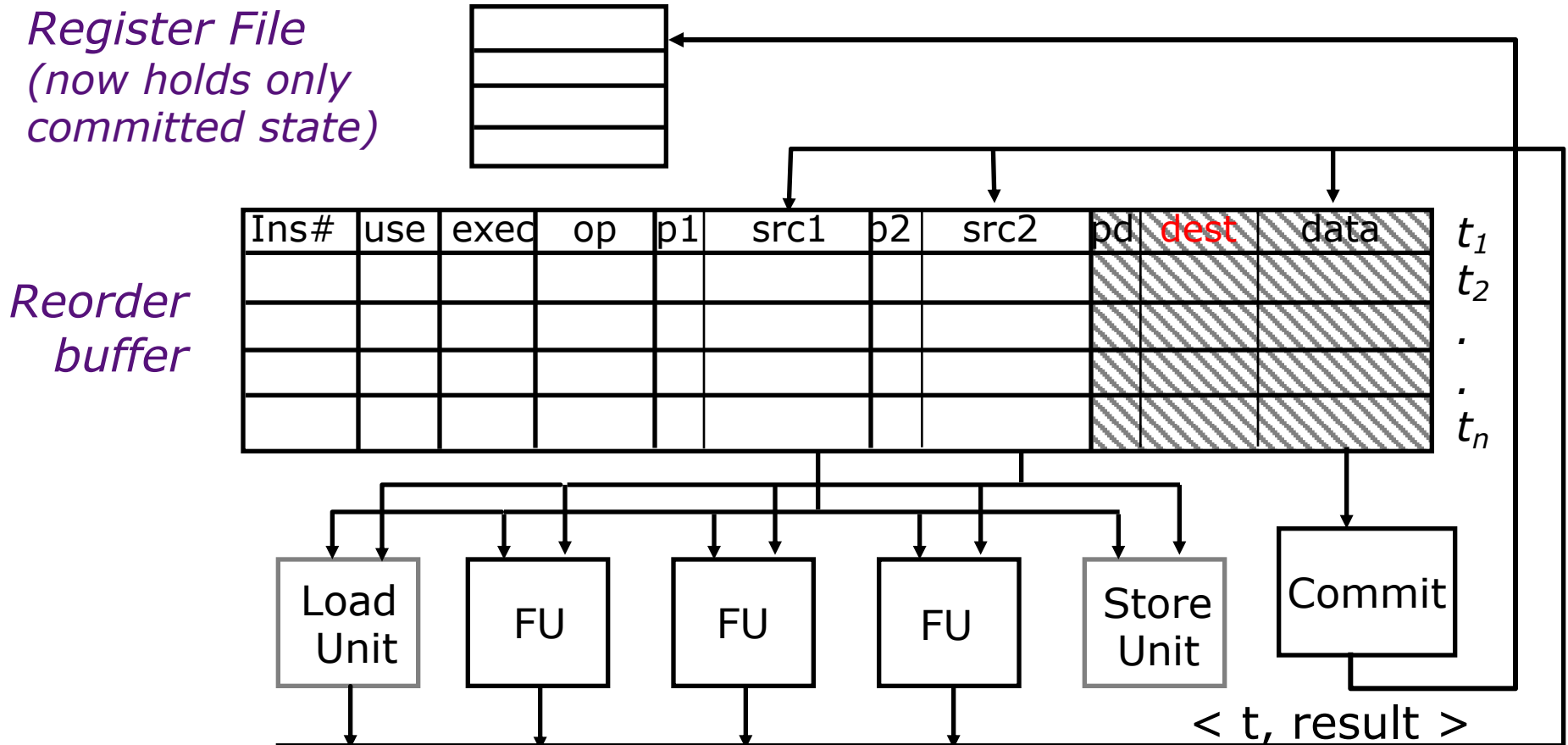
- add $\langle \text{pd}, \text{dest}, \text{data}, \text{cause} \rangle$ fields in the instruction template
- commit instructions to reg file and memory in program order \Rightarrow buffers can be maintained circularly
- on exception, clear reorder buffer by resetting $\text{ptr}_1 = \text{ptr}_2$
(stores must wait for commit before updating memory)

Rollback and Renaming



Register file does not contain renaming tags any more.
How does the decode stage find the tag of a source register?

Rollback and Renaming

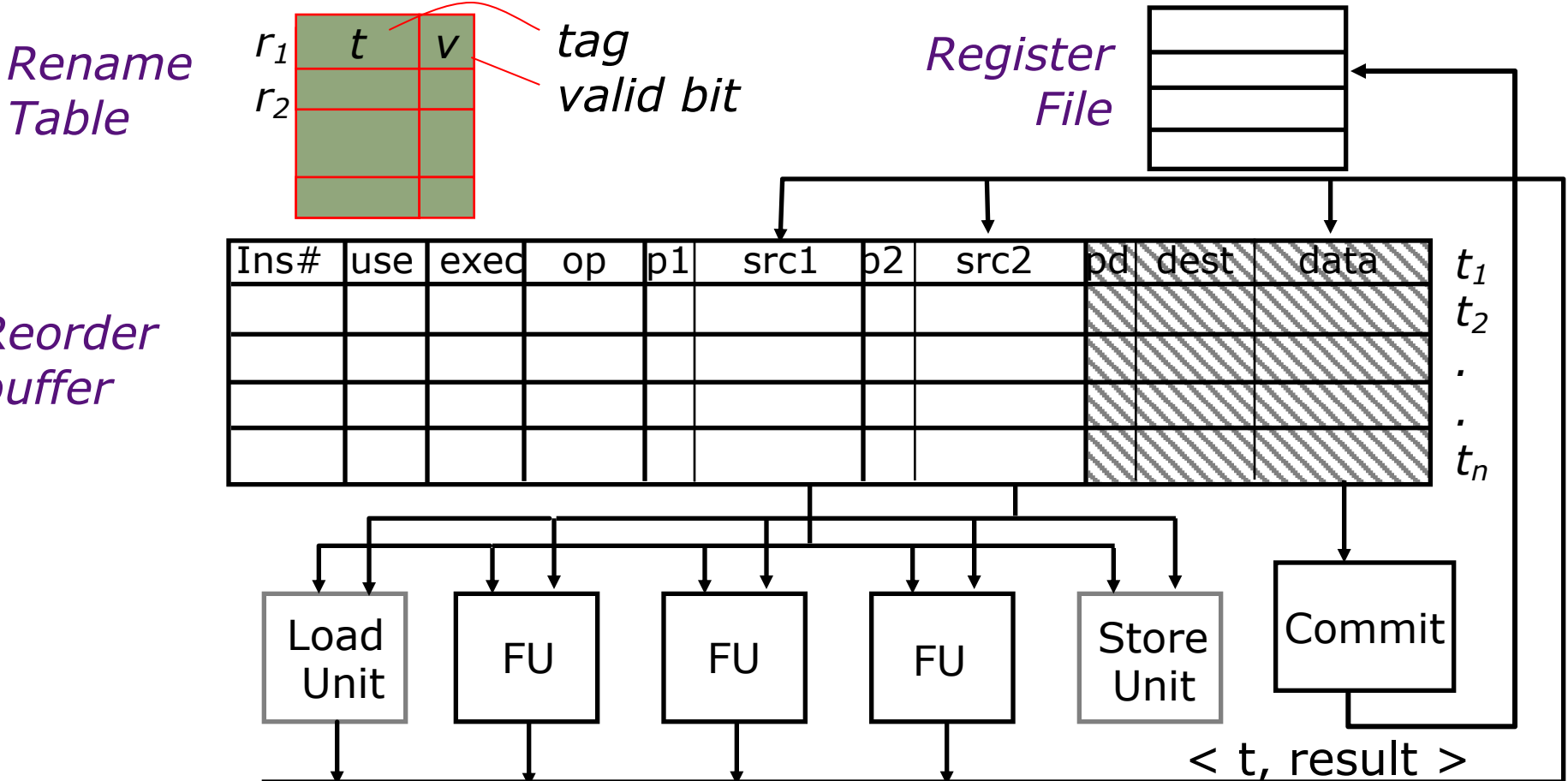


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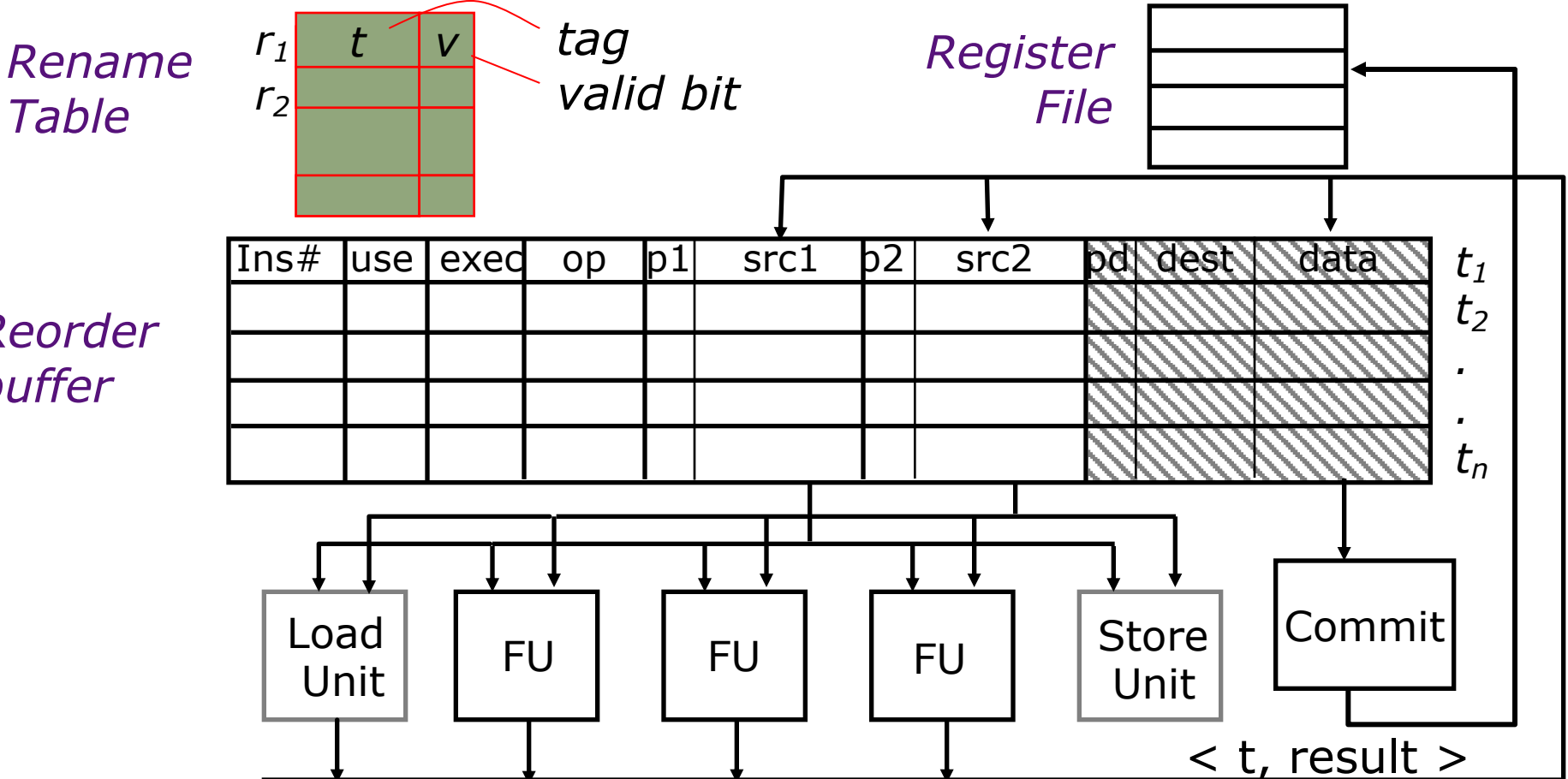
Search the "dest" field in the reorder buffer

Renaming Table



Renaming table is a cache to speed up register name lookup.
 It needs to be cleared after each exception taken.
 When else are valid bits cleared?

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Control transfers

Physical Register Files

- Reorder buffers are space inefficient – a data value may be stored in multiple places in the reorder buffer
- Idea: Keep all data values in a physical register file
 - Tag represents the name of the data value and name of the physical register that holds it
 - Reorder buffer contains only tags

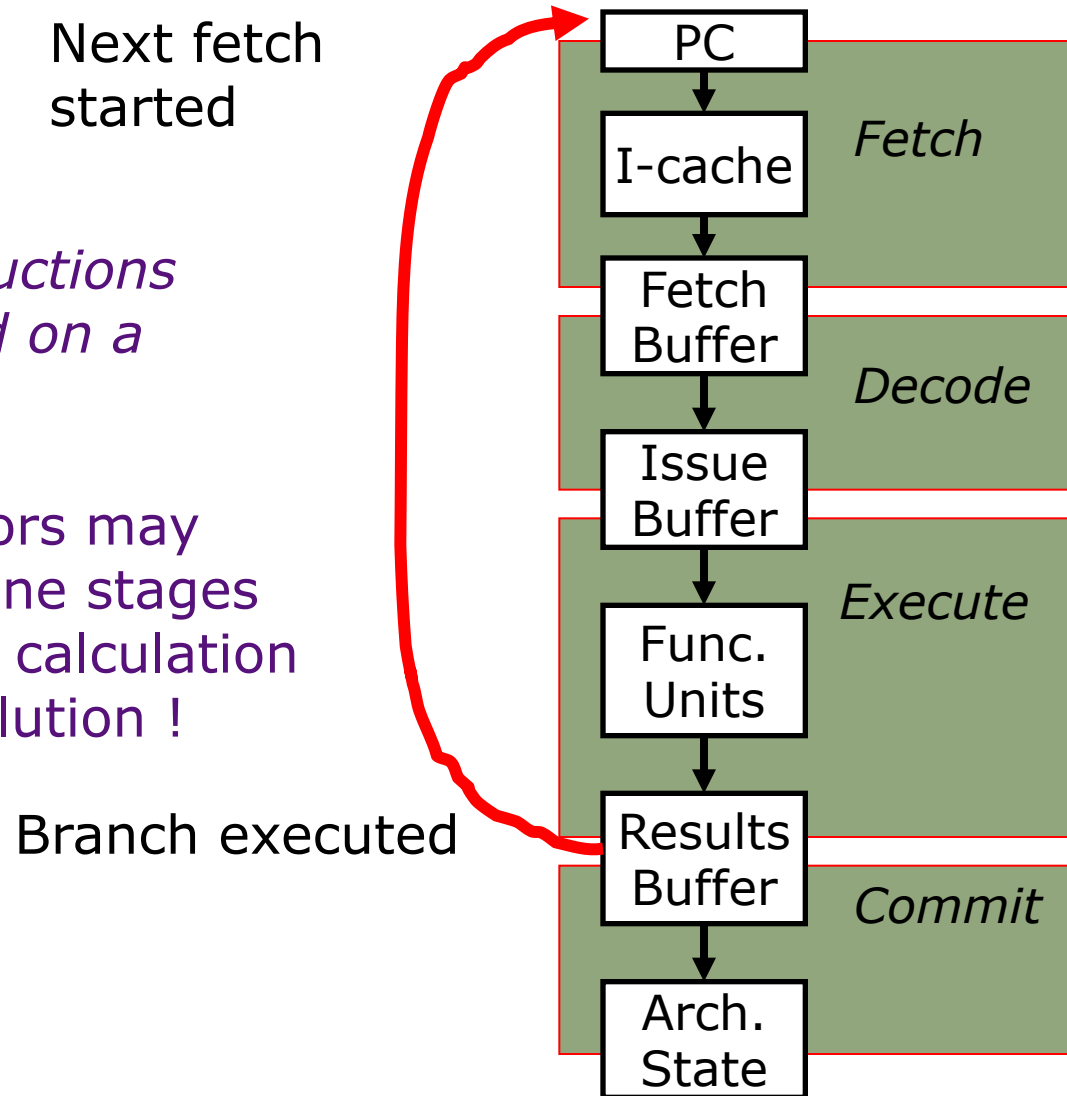
Thus, 64-bit data values may be replaced by 8-bit tags for a 256-element physical register file

More on this in later lectures ...

Branch Penalty

How many instructions need to be killed on a misprediction?

Modern processors may have > 10 pipeline stages between nextPC calculation and branch resolution !



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Next lecture:
Branch prediction &
Speculative execution

