Complex Pipelining

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Complex Pipelining: Motivation

Instruction pipelining becomes complex when we want high performance in the presence of:

- Multi-cycle operations, for example:
  - Full or partially pipelined floating-point units, or
  - Long-latency operations, e.g., divides

- Variable-latency operations, for example:
  - Memory systems with variable access time

- Replicated function units, for example:
  - Multiple floating-point or memory units
CDC 6600
Seymour Cray, 1963

- A fast pipelined machine with 60-bit words
  - 128 Kword main memory capacity, 32 banks
- Ten functional units (parallel, unpipelined)
  - Floating Point: adder, 2 multipliers, divider
  - Integer: adder, 2 incrementers, ...
- Hardwired control
- Dynamic scheduling of instructions using a scoreboard
- Ten Peripheral Processors for Input/Output
  - A fast multi-threaded 12-bit integer ALU
- Very fast clock, 10 MHz (FP add in 4 clocks)
- >400,000 transistors, 750 sq. ft., 5 tons, 150 kW, new freon-based cooling technology
- Fastest machine in world for 5 years (until CDC 7600)
  - Over 100 sold ($7-10M each)
CDC 6600: Datapath

Central Memory

Address Regs 8 x 18-bit
- oprnd
- addr
- result
- addr

Operand Regs 8 x 60-bit

Index Regs 8 x 18-bit

Inst. Stack 8 x 60-bit

10 Functional Units

IR
CDC 6600: A Load/Store Architecture

- Separate instructions to manipulate three types of registers:
  - 8 60-bit data registers (X)
  - 8 18-bit address registers (A)
  - 8 18-bit index registers (B)

- All arithmetic and logic instructions are reg-to-reg

- Only Load and Store instructions refer to memory!
  - Touching address registers 1 to 5 initiates a load
  - 6 to 7 initiates a store
  - very useful for vector operations
CDC6600: Vector Addition

B1 ← - n
loop: JZE B1, exit
A1 ← B1 + a1 load into X1
A2 ← B1 + b1 load into X2
X6 ← X1 + X2
A6 ← B1 + c1 store X6
B1 ← B1 + 1
jump loop

Ai = address register
Bi = index register
Xi = data register

more on vector processing later...
We will present complex pipelining issues more abstractly ...
Floating Point ISA

Interaction between the Floating point datapath and the Integer datapath is determined largely by the ISA

MIPS ISA

- separate register files for FP and Integer instructions
  the only interaction is via a set of move instructions
  (some ISAs don’t even permit this)
- separate load/store for FPR’s and GPR’s but both use GPR’s for address calculation
- separate conditions for branches
  FP branches are defined in terms of condition codes
Floating Point Unit

Much more hardware than an integer unit

Single-cycle floating point unit is a bad idea - *why?*

- it is common to have several floating point units
- it is common to have different types of FPUs *Fadd, Fmul, Fdiv, …*
- an FPU may be pipelined, partially pipelined or not pipelined

*To operate several FPUs concurrently the register file needs to have more read and write ports*
Functional Unit Characteristics

fully pipelined

partially pipelined

Functional units have internal pipeline registers

⇒ operands are latched when an instruction enters a functional unit
⇒ inputs to a functional unit (e.g., register file) can change during a long latency operation
Realistic Memory Systems

Latency of access to the main memory is usually much higher than one cycle and often unpredictable

*Solving this problem is a central issue in computer architecture*

Common approaches to improving memory performance

- separate instruction and data memory ports
  ⇒ no self-modifying code
- caches
  *single cycle except in case of a miss ⇒ stall*
- interleaved memory
  *multiple memory accesses ⇒ bank conflicts*
- split-phase memory operations
  ⇒ out-of-order responses
Complex Pipeline Structure
Complex Pipeline Control Issues

- Structural hazards at the execution stage if some FPU or memory unit is not pipelined and takes more than one cycle

- Structural hazards at the write-back stage due to variable latencies of different function units

- Out-of-order write hazards due to variable latencies of different function units

- How to handle exceptions?
Complex In-Order Pipeline

- Delay writeback so all operations have same latency to W stage
  - Write ports never oversubscribed (one inst. in & one inst. out every cycle)

How to prevent increased writeback latency from slowing down single-cycle integer operations?

Bypassing
How should we handle data hazards for long-latency operations?

Stall pipeline on long latency operations, e.g., divides, cache misses

Exceptions?

Speculate that exceptions won’t occur and detect them and recover in program order at commit point.
Superscalar In-Order Pipeline

- Fetch two instructions per cycle; issue both simultaneously if one is integer/memory and other is floating-point
- Inexpensive way of increasing throughput
- Can be extended to wider issue but register file ports and bypassing costs grow quickly
  - E.g., 4-issue UltraSPARC
Dependence Analysis

Needed to Exploit Instruction-level Parallelism
Types of Data Hazards

Consider executing a sequence of

\[ r_k \leftarrow (r_i) \text{ op } (r_j) \]

type of instructions

**Data-dependence**

- \[ r_3 \leftarrow (r_1) \text{ op } (r_2) \]
  - Read-after-Write (RAW) hazard

- \[ r_5 \leftarrow (r_3) \text{ op } (r_4) \]

**Anti-dependence**

- \[ r_3 \leftarrow (r_1) \text{ op } (r_2) \]
  - Write-after-Read (WAR) hazard

- \[ r_1 \leftarrow (r_4) \text{ op } (r_5) \]

**Output-dependence**

- \[ r_3 \leftarrow (r_1) \text{ op } (r_2) \]
  - Write-after-Write (WAW) hazard

- \[ r_3 \leftarrow (r_6) \text{ op } (r_7) \]
Detecting Data Hazards

Range and Domain of instruction $i$

- $R(i) =$ Registers (or other storage) modified by instruction $i$
- $D(i) =$ Registers (or other storage) read by instruction $i$

Suppose instruction $j$ follows instruction $i$ in the program order. Executing instruction $j$ before the effect of instruction $i$ has taken place can cause a

- RAW hazard if $R(i) \cap D(j) \neq \emptyset$
- WAR hazard if $D(i) \cap R(j) \neq \emptyset$
- WAW hazard if $R(i) \cap R(j) \neq \emptyset$
Register vs. Memory
Data Dependences

• Data hazards due to register operands can be determined at the decode stage but

• Data hazards due to memory operands can be determined only after computing the effective address

\[
\text{store} \quad M[(r1) + \text{disp1}] \leftarrow (r2) \\
\text{load} \quad r3 \leftarrow M[(r4) + \text{disp2}]
\]

Does \((r1) + \text{disp1} == (r4) + \text{disp2}\) ?

A full lecture on how to handle memory dependency later. This lecture: focuses on register dependency
Data Hazards: An Example

\[ I_1 \] DIVD
\[ I_2 \] LD
\[ I_3 \] MULTD
\[ I_4 \] DIVD
\[ I_5 \] SUBD
\[ I_6 \] ADDD

RAW Hazards
WAR Hazards
WAW Hazards
Instruction Scheduling

Valid orderings:

in-order  \( I_1 \)  \( I_2 \)  \( I_3 \)  \( I_4 \)  \( I_5 \)  \( I_6 \)

out-of-order  \( I_2 \)  \( I_1 \)  \( I_3 \)  \( I_4 \)  \( I_5 \)  \( I_6 \)

out-of-order  \( I_1 \)  \( I_2 \)  \( I_3 \)  \( I_5 \)  \( I_4 \)  \( I_6 \)
### Out-of-order Completion

#### In-order Issue

<table>
<thead>
<tr>
<th>Cycle</th>
<th>In-order comp</th>
<th>Out-of-order comp</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>2</td>
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<tr>
<td>3</td>
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<td></td>
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</tr>
<tr>
<td>15</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Latency

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Operation</th>
<th>Source Register(s)</th>
<th>Destination Register(s)</th>
<th>Latency</th>
</tr>
</thead>
<tbody>
<tr>
<td>$I_1$</td>
<td>DIVD</td>
<td>f6, f6, f4</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>$I_2$</td>
<td>LD</td>
<td>f2, 45(r3)</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>$I_3$</td>
<td>MULTD</td>
<td>f0, f2, f4</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>$I_4$</td>
<td>DIVD</td>
<td>f8, f6, f2</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>$I_5$</td>
<td>SUBD</td>
<td>f10, f0, f6</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>$I_6$</td>
<td>ADDD</td>
<td>f6, f8, f2</td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

What problems can out-of-order comp cause?

**Structural hazards**

**Data hazards**

**Exceptions**
Scoreboard: A Hardware Data Structure to Detect Hazards Dynamically
Can we solve write hazards without equalizing all pipeline depths and without bypassing?
When is it Safe to Issue an Instruction?

• Approach: Stall issue until sure that issuing will cause no dependence problems...

• Suppose a data structure keeps track of all the instructions in all the functional units

• The following checks need to be made before the Issue stage can dispatch an instruction
  – Is the required function unit available?
  – Is the input data available? ⇒ RAW?
  – Is it safe to write the destination? ⇒ WAR? WAW?
  – Is there a structural conflict at the WB stage?
A Data Structure for Correct Issues

Keeps track of the status of Functional Units

<table>
<thead>
<tr>
<th>Name</th>
<th>Busy</th>
<th>Op</th>
<th>Dest</th>
<th>Src1</th>
<th>Src2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mem</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mul1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mul2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Div</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The instruction $i$ at the Issue stage consults this table

- FU available? check the busy column
- RAW? search the dest column for i’s sources
- WAR? search the source columns for i’s destination
- WAW? search the dest column for i’s destination

An entry is added to the table if no hazard is detected;
An entry is removed from the table after Write-Back
Simplifying the Data Structure
Assuming In-order Issue

- Suppose the instruction is not dispatched by the Issue stage
  - If a RAW hazard exists
  - or if the required FU is busy

- Suppose operands are latched by the functional unit on issue

Can the dispatched instruction cause a

- **WAR hazard?** NO: Operands read at issue
- **WAW hazard?** YES: Out-of-order completion

<table>
<thead>
<tr>
<th>Name</th>
<th>Busy</th>
<th>Op</th>
<th>Dest</th>
<th>Src1</th>
<th>Src2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int</td>
<td></td>
<td></td>
<td>Write Pending</td>
<td>No</td>
<td>Read is pending after issue</td>
</tr>
<tr>
<td>Mem</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>......</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Simplifying the Data Structure

- No WAR hazard
  \[ \implies \text{no need to keep} \ \text{src1} \ \text{and} \ \text{src2} \]

- The Issue stage does not dispatch an instruction in case of a WAW hazard
  \[ \implies \text{a register name can occur at most once in the} \ \text{dest} \ \text{column} \]
  Can be encoded as a bit vector

<table>
<thead>
<tr>
<th>Name</th>
<th>Busy</th>
<th>Op</th>
<th>Dest</th>
<th>Src1</th>
<th>Src2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int</td>
<td></td>
<td></td>
<td>Write</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mem</td>
<td></td>
<td></td>
<td>Pending</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Add1</td>
<td></td>
<td></td>
<td>No</td>
<td>Read pending</td>
<td>after issue</td>
</tr>
<tr>
<td>......</td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
Scoreboard for In-order Issues

Busy[FU#] : a bit-vector to indicate FU’s availability.
  (FU = Int, Add, Mult, Div)
  These bits are hardwired to FU's.

WP[reg#] : a bit-vector to record the registers for which writes are pending.
  These bits are set to true by the Issue stage and set to false by the WB stage

Issue checks the instruction (opcode dest src1 src2) against the scoreboard (Busy & WP) to dispatch

  FU available?  Busy[FU#]
  RAW?          WP[src1] or WP[src2]
  WAR?          cannot arise
  WAW?          WP[dest]
## Scoreboard Dynamics

### Issue time

<table>
<thead>
<tr>
<th>Issue time</th>
<th>Functional Unit Status</th>
<th>Registers Reserved for Writes</th>
</tr>
</thead>
<tbody>
<tr>
<td>t0</td>
<td>I₁</td>
<td></td>
</tr>
<tr>
<td>t1</td>
<td>I₂, f2</td>
<td>f6, f2</td>
</tr>
<tr>
<td>t2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>t3</td>
<td>I₃, f0</td>
<td>f6, f0</td>
</tr>
<tr>
<td>t4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>t5</td>
<td>I₄, f0, f8</td>
<td>f0, f8</td>
</tr>
<tr>
<td>t6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>t7</td>
<td>I₅, f10</td>
<td>f8, f10</td>
</tr>
<tr>
<td>t8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>t9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>t10</td>
<td>I₆, f6</td>
<td></td>
</tr>
<tr>
<td>t11</td>
<td></td>
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</tr>
</tbody>
</table>

### WB time

- Check Busy[Fu#]
- Check WP[src1, src2]
- Check WP[dest]
Instructions are issued in order. An instruction is issued only if
- It cannot cause a RAW hazard
- It cannot cause a WAW hazard
\[ \Rightarrow \text{There can be at most instruction in the execute phase that can write in a particular register} \]

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
Preview: Anatomy of a Modern Out-of-Order Superscalar Core

• L06 (Today): Complex pipes w/in-order issue
• L07: Out-of-order exec & renaming
• L08: Branch prediction
• L09: Speculative execution and recovery
• L10: Advanced Memory Ops