Pipelining

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A Pipelined Datapath

Multiple instructions overlapped in execution

Improve throughput, not individual instruction execution time

Exploit parallelism among instructions in a sequential stream

Balance length of each stage. Ideally -

$$Time_{\text{between instrs}_{\text{pipelined}}} = \frac{Time_{\text{between instrs}_{\text{non-pipelined}}}}{\text{Number of pipe stages}}$$
MIPS Advantages

• Instructions of the same length
• Few instruction formats
• Memory operands only in ld and st ⇒ can use ALU for address computation
• Operands aligned in memory ⇒ only one access per instruction
• Single result computed per instruction

Additional Datapath Units?

Each component used within a single pipeline stage

To pass data from earlier to later stage, must place info in pipeline register
Hazards

Structural (e.g., instruction/data fetch)

Control (e.g., beq)

Data (e.g., add followed by sub)

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Structural Hazards

Replicate datapath units
Control Hazards

Stall

Predict

Delayed instruction

Data Hazard

Forward or bypass

Delayed instruction
Instruction-Level Parallelism

Super-pipelining
Dynamic pipelining
Very Large Instruction Word (VLIW)
Super-Scalar

Super-pipelining

Increase the number of pipeline stages
Fundamentally limited by latch speed and hazards
Dynamic Pipelining

Execute instructions out-of-order

- Hide memory latency
- Avoid stalls that the compiler could not avoid
- Speculatively execute instructions while waiting for hazards to be resolved

Types of Data Hazards

RAW - true dependence
WAR - anti dependence
WAW - Output dependence
Data Hazards: Forwarding

- The CDC 6600 Score-board architecture
- Tomasulo’s generalized forwarding algorithm in the IBM360
  - used reservation stations and shared buses

Super-Scalar

Multiple instructions per pipeline stage

- in-order or out-of-order execution
- in-order or out-of-order completion
VLIW

Multiple instructions per pipeline stage
Dependences taken care of by the compiler
Availability of hardware resources assured
Need to recompile source even to run on the same ISA

Advanced Processor Design Techniques

Register Renaming - eliminate WAW, WAR hazards
Speculative execution
Branch prediction
Summary

Dynamic superscalar designs are dramatically more complex than scalar (and even in order superscalar)

The effort thus far seems to be worth it (Dynamic 21264 2x performance of in order 21164 (although some gains are due to a better memory system)

Focus seems to be shifting to memory performance imbalance