Advanced Computer Architecture

Chapter 4:
More sophisticated CPU architectures

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CHAPTER 4

4.1 Control hazards, branch prediction

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4.1 Control Hazards, Branch Prediction

BEQZ R1,Label	IF	ID	EX	MEM	WB					
successor 1		IF	*stall*	*stall*	IF	ID	EX	MEM	WB	
successor 2						IF	ID	EX	MEM	WB
Cycle	1	2	3	4	5	6	7	8	9	

A taken branch could cause a three-cycle delay in the DLX pipeline - two stalls and a repeated IF:

- Condition is tested in EX
- Branch target address is calculated during MEM stage (DLX branch is relative to PC) *((why??))*

Even if the branch is not taken, we still suffer one stall.

Branches are common - 10% – 20%

(H&P pp.161)

- Two part solution:
  - Determine branch taken or not sooner
  - Compute taken branch address earlier
- DLX branch conditions are deliberately simple: BEQZ, BNEZ
- DLX solution:
  - Move zero test to ID stage
  - Introduce dedicated adder in ID stage for calculating branch target address
- One cycle stall

How can we avoid this stall?

- **Predict branch taken**

  Benchmark studies show 53% taken

  Doesn't really work in DLX - we don't know the destination address

- **Predict branch not taken** (47%)
  - Don't stall - execute next instruction
  - But "squash" it if branch turns out to be taken
  - i.e. block memory access and WB
  - Luckily these come late in pipeline in DLX

- **Delayed branch**
  - Don't stall - *always* execute next instruction
  - Don't squash results
  - Used in DLX, SPARC
- In DLX 5-stage pipeline, one delay slot is enough to avoid branch delay.
- In more aggressively pipelined machine (eg MIPS R4000) more delay slots would be needed

Where to get instructions to fill branch delay slot?

- Before branch instruction
- From the target address (only useful if branch taken)
- From fall-through (only useful if not taken)
- May need to add code to cancel effect of delay slot instructions inadvertently executed, eg at end of a loop

How well do compilers do?

- Fills about 60% of branch delay slots
- Of these, about 80% actually contribute usefully
- Overall effectiveness: $60\% \times 80\% = 50\%$
- Effective average branch delay $\approx 50\%$

It is much harder to make effective use of multiple delay slots

“Cancelling” branches

Cancelling (or “nullifying”) branches are a variation on delayed branches.

Idea:

- Get compiler to predict whether branch is probably taken or not
- Have two variants of delayed branch -
  - BEQZL “branch likely”: predicted taken, ie delayed branch, cancel if not taken
  - BEQZU “branch unlikely”: predicted not-taken, ie delayed branch, cancel if taken
- Squash the delay slot’s updates if mispredicted

Unfortunately, compilers are not very good at predicting branches. Profile-based branch prediction improves performance substantially.

Branch delays in a deeper pipeline

Consider the MIPS R4000 pipeline structure:

- **IF:** first half of fetching of instr^n; PC selection happens here as well as initiation of I-cache access
- **IS:** second half of I-cache access
- **RF:** instruction decode and register fetch
- **EX:** ALU operation - arithmetic, effective address calculation, branch target computation, condition evaluation
- **DF:** data fetch; first half of D-cache access
- **DS:** second half of D-cache access hit
- **TC:** tag check; determine whether the D-cache access was a hit
- **WB:** write back for loads and register-register operations

Two cycle load delay:

LD R1,100(R2)	IF	IS	RF	EX	DF	**DS**	TC	WB
		IF	IS	RF	EX	DF	DS	TC
			IF	IS	RF	EX	DF	DS
ADD R4,R1,R3				IF	IS	RF	**EX**	DF

Three cycle branch delay:

BEQZ R1,Label	IF	IS	RF	**EX**	DF	DS	TC	WB
		IF	IS	RF	EX	DF	DS	TC
			IF	IS	RF	EX	DF	DS
				IF	IS	RF	EX	DF
					IF	IS	RF	EX

Delayed branches are of little value here

Run-time branch prediction

Using profiles to inform the compiler is awkward and unsatisfactory *((why??))*

Why not collect and use the information dynamically?

(H&P pp.262)

One-bit branch prediction

Idea: "Branch History Table"

- Maintain small table of branch predictions
- Indexed by low-order bits of PC
- Bit set indicates corresponding branch was taken last time

Performance of 1-bit prediction

Consider the conditional branch in a loop:

```
label:
    body of loop
    SUBI R1,R1,#1
    BNEZ R1,label
```

- Suppose the loop is executed 9 times
- Branch is taken 9 times, not taken once
- What is the prediction accuracy, assuming the prediction bit for the branch remains in the prediction buffer?

Q:

- Suppose the loop is executed 9 times
- Branch is taken 9 times, not taken once
- What is the prediction accuracy, assuming the prediction bit for the branch remains in the prediction buffer?

A:

- Will inevitably mispredict on 10^{th} iteration
- Will also mispredict on first
- Because prediction bit was flipped on previous execution of the loop's last iteration
  - Branch is taken 90% of the time
  - But correctly predicted only 80% of the time

How can we do better?

Two-bit branch prediction

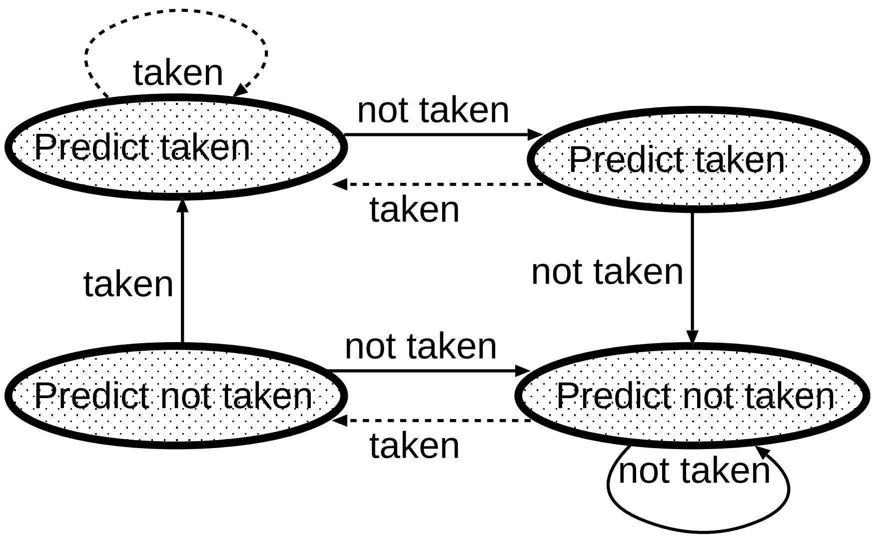


Figure 1: State transition diagram for 2-bit branch prediction

- Prediction misses twice before being changed
- Need two bits for each table entry
- **Implementation:** either separate cache-like BHT, or extra bits held with each entry of the I-cache
- Still mispredicts 5% – 20%; many more sophisticated schemes...

Branch target prediction

- Predicting whether a branch is taken is not much use in DLX because we have already moved the test and target address calculation into ID
- There is still a one-cycle branch delay
- The nullifying delayed branch idea uses *static* prediction
- How can we avoid the delay when dynamic prediction is correct?
- **Problem:**

BEQZ R1,Label	IF	ID	EX	MEM	WB	
successor 1		IF	ID	EX	MEM	WB

  - Need to know the address from which to load the next instruction
  - Before the branch has been decoded!

The Branch Target Buffer

Idea:

- Maintain small table
- Indexed by low-order bits of PC of recently-executed branches
- Containing *branch target address*
- Accessed during IF, yields predicted next PC

Implementation:

- You must check that the prediction actually refers to the current PC (cf tag check in cache)
- BTB also includes branch prediction state bits, and is updated when branch prediction changes
- Must minimise cost of misprediction. E.g. also fetch the predicted-not-taken instruction
- Reduces branch delay to zero
  - Can also predict virtual function calls
  - Predicting function *returns* is harder; see H&P pp.277

Branch folding

- Idea: instead of just the branch target address, stash the branch target *instruction* in the BTB
- Skip IF stage for next instruction
- Effective CPI for branch is zero
- Could stash target instruction for both taken and not-taken cases to reduce misprediction delay

Control hazards: summary

- Branches are very common, often every 5 instructions or so
- Delayed branches rely on compile-time instruction scheduling
- Cancelling delayed branches rely on static branch prediction
- 1-bit, 2-bit and cleverer dynamic prediction schemes
- 5% – 20% “hard core” of mispredicted branches
- Branch Target Buffer reduces delay for predicted branches to zero
- Misprediction delays must be minimised
- Large effective misprediction delay with multiple issue and speculative execution

4.2 Pipelining With Multicycle Operations

- Up to now we have assumed that the EX and MEM stages can always be finished in one clock cycle.
- This may be difficult or impossible to organise
- Examples:
  - Integer multiply
  - Integer divide
  - Floating-point add, multiply
  - FP divide, square root etc
  - ⋆ Cache misses
- How does this complicate pipeline control?

(H&P pp.187,201)

FP arithmetic components

- FP arithmetic generally consists of several stages. E.g. FP Addition (H&P pp.A-23)
  - Unpack FP operands, deal with signs
  - Shift so mantissae are aligned according to exponents
  - Add
  - Renormalise, accommodating carries
  - Round
  - Compute sign of result
- Some are functionally distinct from one another and are therefore efficient to pipeline
- Some units are not easy to pipeline, leading to structural hazards
- Some stages are used in more than one instruction, leading to potential structural hazards

Example: R4000 FPU

Add:	U	S+A	A+R	R+S							
Mul:	U	E+M	M	M	M	M	N	N+A	R		
Div:	U	A	R	D^{28}	D+A	D+R	D+R	D+A	D+R	A	R
Cmp:	U	A	R								
cycle	1	2	3	4	5	6	7	8	9	10	11

Table shows FP stages needed by each FP inst^{n} in each cycle:

U: Unpack FP numbers

S: Operand shift

A: Mantissa add

R: Rounding

E: Exception test

M: First stage of multiplier

N: Second stage of multiplier

D: Divide stage

Supporting multiple outstanding FP operations

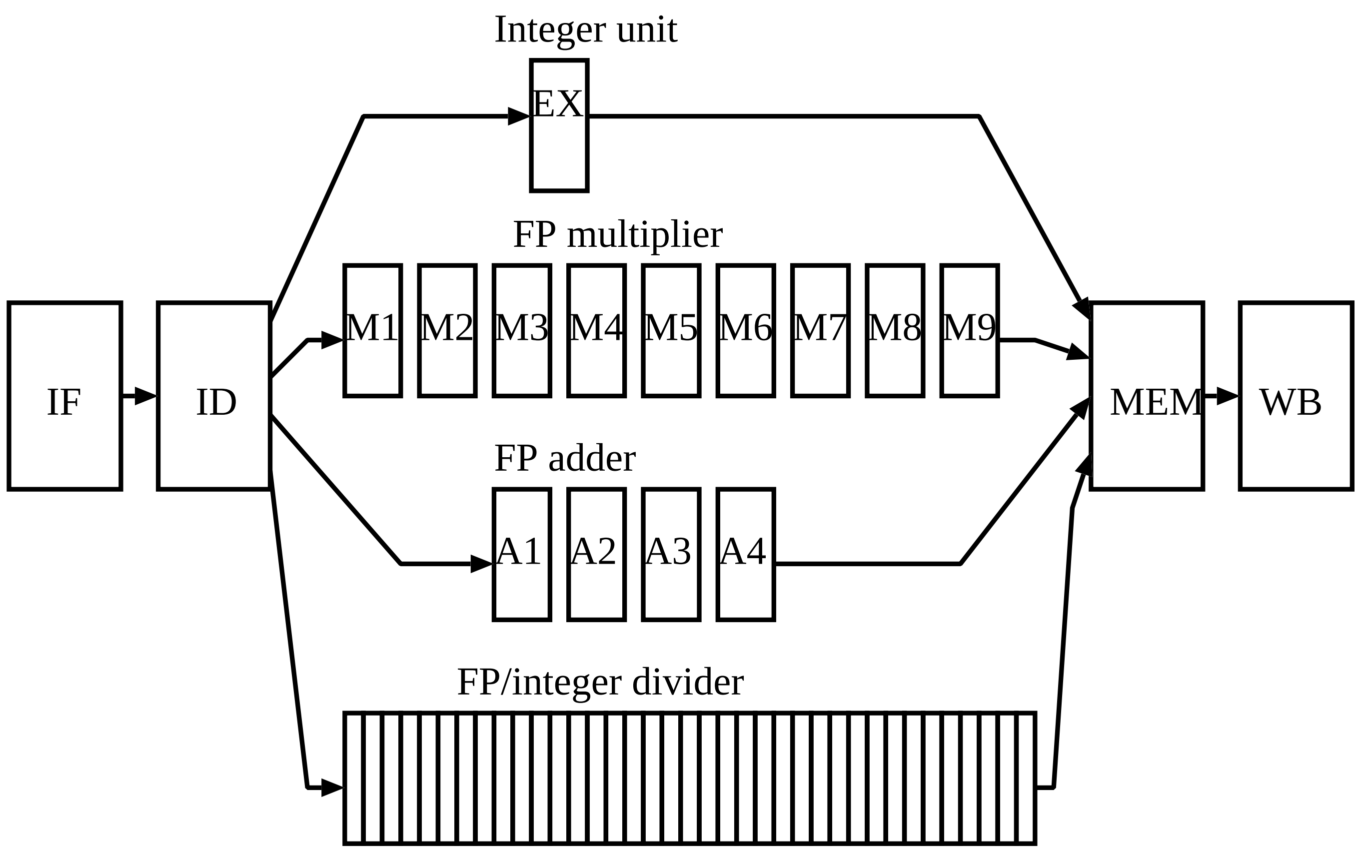


Figure 2: Multiple FP units, divide not pipelined

Diagram shows fully-pipelined Add and Multiply, but Divide is non-pipelined.

(H&P pp.190)

Structural hazards

- In R4000 some stages are shared (eg R,S,A) $\Rightarrow$ structural hazards possible
- Non-pipelined stages (eg Divide)
- *Initiation interval:* The number of cycles after initiation of an operation (eg Divide) before another Divide can be issued without structural stall
- *Latency:* the number of cycles after initiation of an operation before the result is available

Example:

Suppose we have separate, non-pipelined FP Add, Multiply and Divide units. Consider:

```
ADDF R3, R1, R2
SUBF R6, R4, R5
MULF R8, R6, R7
DIVF R10, R3, R9
```

Timing:

$+$	IF	ID	EX	EX	EX	MEM	WB						
$-$		IF	ID	*stall*	*stall*	EX	EX	EX	MEM	WB			
$\times$			IF	*stall*	*stall*	ID	*stall*	*stall*	EX	...EX	MEM	WB	
$\div$				*stall*	*stall*	IF	*stall*	*stall*	ID	EX...EX		MEM	WB

Figure 3: Structural and data stalls with non-pipelined FPUs

OBSERVE

- Because the DLX pipeline only issues instructions in order, DIVF is stalled unnecessarily
- Instructions are not necessarily completed in order (“out-of-order completion”)

  This creates new hazard possibilities.

NEW DATA HAZARDS

Thus far we have seen one kind of data hazard: a calculation must wait until a value it needs has been calculated. There are actually three kinds of data hazard:

RAW "Read after write": the register must be read *after* it has been written (or at least calculated)

WAW "Write after write": The register must be written *after* previous instructions have written to it - updates must be performed in order

WAR "Write after read": The register must only be written to *after* previous instructions have read it

WAW and WAR hazards couldn't happen in the simple DLX pipeline

(H&P pp.151)

WAR

"Write after read": The register must only be written to *after* previous instructions read it:

DIVF R1, R2, R3	IF	ID	EX	EX	EX	EX	EX	MEM	WB
STORE R6, A		IF	ID	*stall*	*stall*	*stall*	EX	MEM	WB
SUBF R6, R4, R5			IF	ID	EX	MEM	WB		
								↑?R6 read her	
							↑R6 written here		

If R6 is only read when the STORE instr^{n} is ready to execute, it could already have been overwritten by a later instruction.

WAR hazards cannot occur in DLX even extended with long-latency FP operations:

- In DLX, registers are always read in order in ID
- Copies of the operands are held when the instruction is stalled

WAR hazards become a serious concern with scoreboarding, as we see shortly.

WAW

- **EXAMPLE**

  With out-of-order completion, instructions can write their results in a different order, eg.

  ```
  DIVF  R1, R2, R3
  STORE R1, A
  SUBF  R1, R4, R5
  ```

  The divide finishes after the subtract, leaving the wrong result in R1.

- This is called a WAW (Write-after-Write) hazard.

- WAW hazards occur because instructions no longer reach WB in order

Handling WAW hazards

In our static DLX pipeline with multicycle operations, we can neglect WAR hazards but WAW hazards need attention.

A simple solution is to stall the WB stage so that register writes occur in issue order.

This need not lead to a performance loss, if enough forwarding is provided - but this can get very complicated indeed.

PERFORMANCE

Without out-of-order issue (covered in the *next* section, this static-pipeline approach has somewhat disappointing performance.

- **EXAMPLE 1:** Consider the spice circuit-simulation benchmark (which heavily involves floating point), running on the MIPS R3000.

  35% of total no of clock cycles are stalls:

load delays:	3%	(assume perfect cache)
branch delays:	2%	
FP structural stalls:	3%	
FP data hazard stalls:	27%	

- **EXAMPLE 2:** H&P pp.208 shows a similar breakdown for R4000 - pipelining the Add and Multiply doesn't help

We will therefore focus on reducing data hazard stalls; we will examine hardware techniques first then consider compile-time approaches.

4.3 Dynamic Instruction Scheduling

IDEA: Allow instructions to issue out of order when dependencies allow.

EXAMPLE:

```
DIVF R1, R2, R3
ADDF R4, R1, R5
SUBF R5, R5, R6
```

Here, ADDF is delayed waiting for result of DIVF. Meanwhile SUBF can proceed. We must delay writing it's result, or take some other action, or ADDF will get the wrong data.

- This is primarily of interest with long-running operations such as FP arithmetic and memory accesses
- Low-latency operations (such as integer arithmetic) are handled separately by a simple statically-scheduled pipeline

(H&P pp.241)

Hazards

Goal: schedule execution to prevent hazards from causing stalls. Recall the three kinds of hazard:

- Control (conditional branches)
- Structural (contention for hardware)
- Data
  - RAW (read-after-write)
  - WAW (write-after-write)
  - WAR - new

We will consider two approaches:

- **Scoreboarding**

  Directly addresses RAW hazards

- **Register renaming/Tomasulo**

  Overcomes WAW and WAR hazards

Register renaming is the basis for speculative execution, which addresses control hazards.

Instruction issue/overtaking

Fundamental principle:

- Split ID into two components:
  - IS (Issue)

    Each instruction is processed in order, and the scoreboard is interrogated and updated to reflect the data flow
  - RO (read operands)

    Buffer each issued instruction, wait until no data hazards, then initiate execution. Execution of delayed instructions can start in any order

Simple assumption **(for scoreboarding)**:

- Operands are *always* read from registers — ie there is no forwarding

The role of the scoreboard is to activate those appropriate instructions delayed in the RO stage, just as soon as their operands are delivered to their source registers.

We modify the pipeline structure as follows :

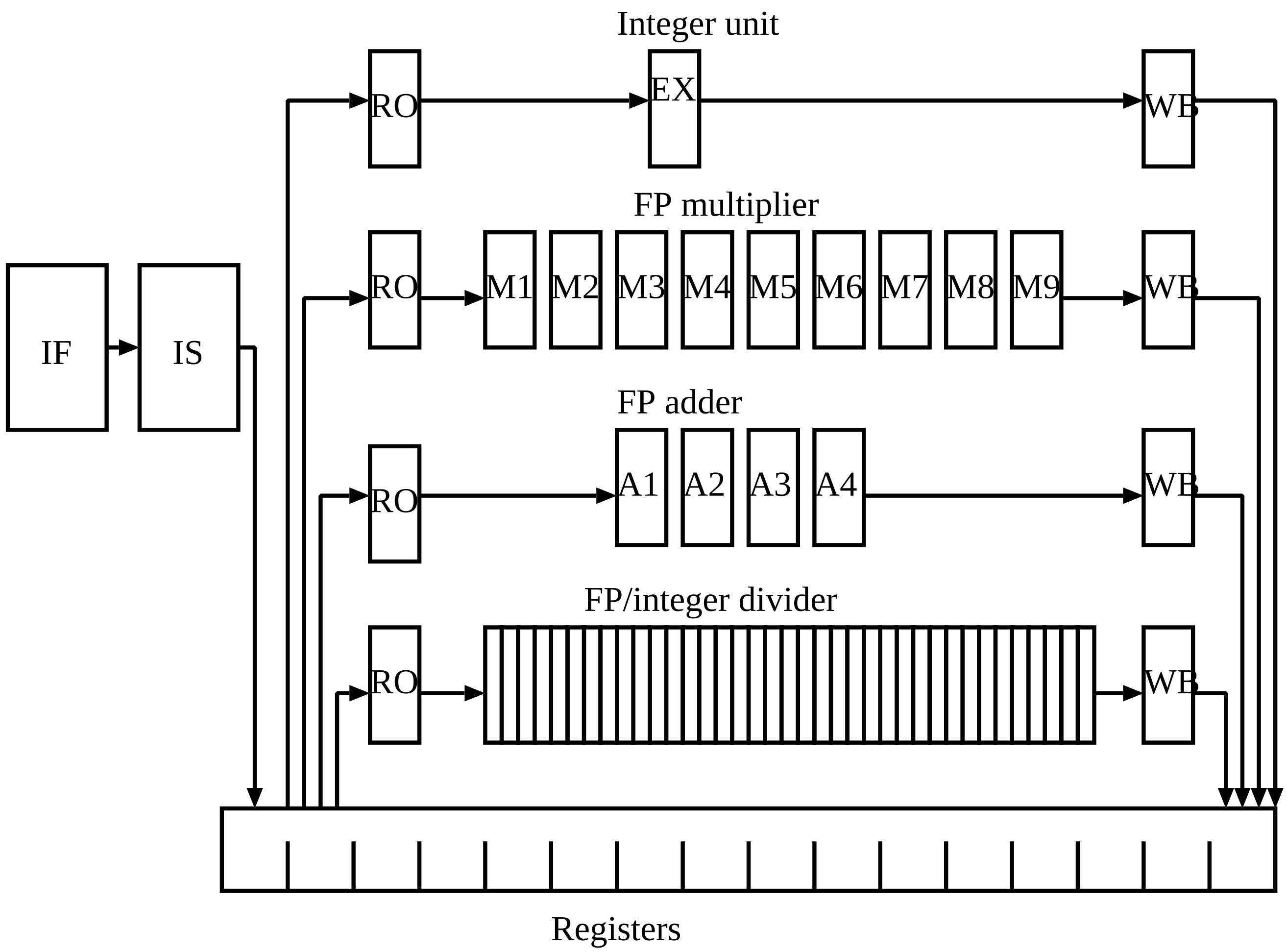


Figure 4: Data path for scoreboarding

In more detail...

Issue: This stage processes instructions in order.

It stalls if an instruction

- requires an FU which is busy
- shares its destination register with another instruction already being executed.

When issue stalls, no further instructions can be issued.

This deals with structural and WAW hazards.

Read operands:

This stage maintains a table of instructions received from the Issue stage. Each instruction is delayed until its operands are available, that is:

- an instruction can be executed as soon as both its operands are available
- an operand is available if the register it's in is not currently being written, and will not be written by any active instruction.
- When an instruction is activated, its operands are fetched from the register file, and the required FU is instructed to begin execution
- This deals with RAW hazards.

WB

- Essentially, when the FU completes, it writes its result to the destination register.
- However, because of possible WAR hazards, the scoreboard must be consulted first. If a WAR hazard exists, the FU must wait before writing its result.
- After updating the register, details are relayed to the Read Operands stage so that any instructions waiting are enabled.

- Is it possible to perform dynamic scheduling better?
- What might now cause a stall?
  - **Issue:**
    - structural hazard - inevitable
    - WAW data hazard - rare but notice that stall delays issue of other instructions
  - **Read Operands:**
    - RAW data hazard - inevitable but when data becomes available, it is routed via a register, with extra cycle delay.
      If several instructions are waiting for one value, they could all start as soon as it becomes available - but have to access registers serially.
  - **WB:**
    - WAR hazard
      This is not inevitable

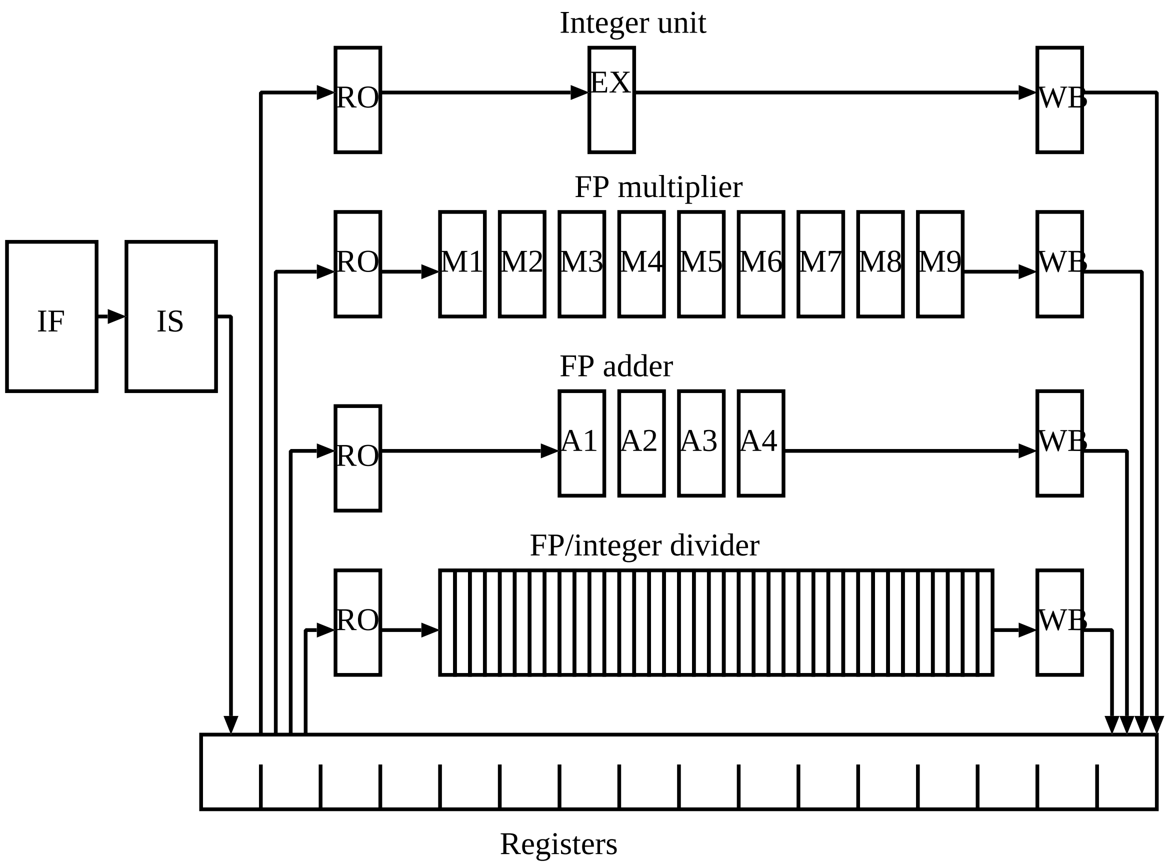
The term *scoreboard* was introduced with the first processor with dynamic instruction scheduling, the CDC 6600, produced by Control Data Corporation in 1964: this was the first real "supercomputer".

The 6600 had 16 Functional Units (FUs):

- 4 FP units, 7 integer units and 5 memory units.

A revised design, the 7600 had one, pipelined FP adder and one pipelined FP multiplier instead of 4 non-pipelined units. The dynamic instruction scheduling issues are the same.

Scoreboard control



- Reservation stations (RO) hold inst^{n}s which are executing or awaiting operands
- Inst^n is blocked in IS until reservation station is free
- Broadcast destination register of completing inst^n to enable inst^{n}s waiting for it

- But check for WAR hazard first *((how))*

Costs of scoreboarding

- Need comparators to monitor completing instructions' destination registers, + WAW and WAR hazard detection
- Multiple buses and perhaps also multiple ports for register file

4.4 Tomasulo's "Register Renaming" scheme

The scoreboarding scheme is somewhat unsatisfactory because :

- It fails to perform forwarding - operands cannot be used until they have been written to the register file.
- WAR hazards still cause stalls

Tomasulo's design deals with both these problems in an interesting way.

(H&P pp.251)

IDEA:

When a functional unit finishes an instruction, broadcast the result on a common data bus, to all the functional units, just in case this is what they're waiting for.

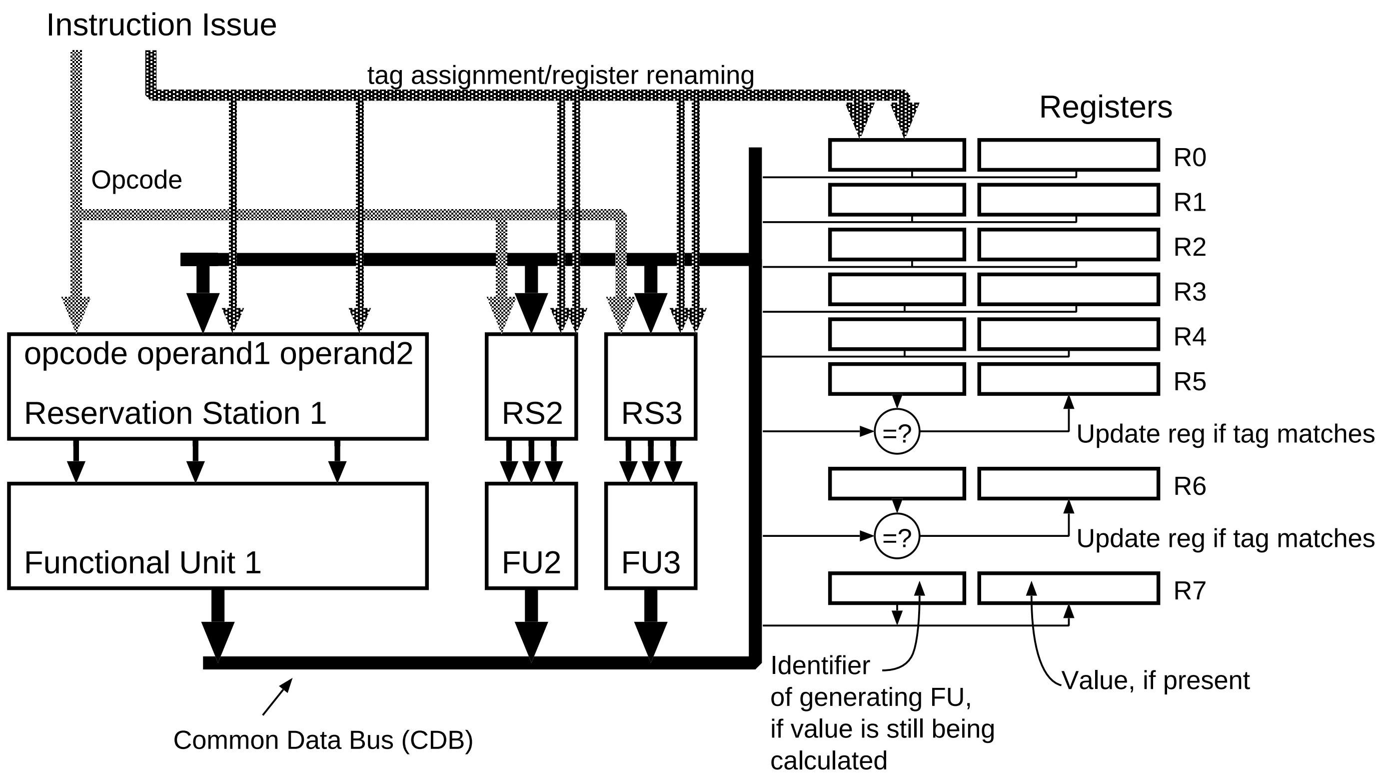
Q: How does an FU know what it's waiting for?

A: Each FU is fronted by a buffer, a "reservation station", containing the opcode it is supposed to perform, and the operands

- **OR** If the operand is not yet available, the reservation station holds a tag identifying the FU which will generate the operand.

- When an FU finishes an instruction, it broadcasts (on the common data bus) the result, together with a tag, its FU number.
- All the reservation stations monitor the common data bus. Watching out for the results whose tags match the operand tags.
- A reservation station activates its FU as soon as
  - the FU has finished it previous instruction
  - both operands have arrived.

How is this done?



- Each register monitors the CDB for a value tagged appropriately and updates the its contents when a match occurs

THE SEQUENCE OF EVENTS

ISSUE

- Get an instruction from the floating-point operation queue. If there is an empty reservation station for an appropriate FU, sent the opcode and destination register to the reservation station.

- If the operands are in registers, send them too.

- If an operand is not yet in a register, it must be being computed by some active FU. Send the identifier tag for the FU to the reservation station instead.

  (To do this, the registers are tagged with the FU which will provide their value).

EXECUTE

- If one or more of the operands is not yet available, monitor the common data bus until a value with the appropriate tag appears.
- When both operands are available and the FU is free, execute the operation.
- This ensures RAW hazards are dealt with.

WRITE RESULT

- When the FU finishes, broadcast it on the common data bus, and from there in to the registers and any FU's waiting for this result.

STRUCTURAL HAZARDS

- The reservation stations form a buffer, allowing an instruction to be issued to the RS even if the FU is busy.
- The instruction will be stalled in the RS until the FU is free
- If another instruction needs the FU, it will stall in the issue stage until the RS is free. This may cause delay in issuing other instructions
- The CDB limits the machine to one completion per clock. If several instructions complete in the same cycle a priority scheme is used to provide access to the CDB serially.

Q: Is it possible to deal with this by duplicating the CDB?

WAR HAZARDS

EXAMPLE

```
MULF R0, R0, R2
SD   R0, 0(R11)  (Store R0)
MULF R0, R4, R6
SD   R0, 8(R11)  (Store R0)
```

- Note that there is no data dependence between the MULF instructions, but there is a WAR hazard ("anti-dependence") between the first SD and the second MULF.
- With the scoreboard scheme this results in a stall
- With Tomasulo's scheme it does not.

WHY?

WAW HAZARDS

EXAMPLE

```
MULF  R0, R2, R4
ADDF  R0, R6, R8
```

- When MULF is issued the register R0 will be marked with the identifier of the multiply unit.
- Ordinarily, any following instruction which uses R0 would get its operand from the multiply unit when it finishes, via the CDB.
- However, when the ADDF is issued, register R0 is marked with the identifier tag of the adder.
- When the multiply completes, it will broadcast on the CDB, but no register or FU will be interested.

Register renaming

- WAR hazards happen when a register is reused
- This could be avoided by the compiler - if instruction set has enough registers
- In a loop, can't avoid reusing registers in successive iterations (except by unrolling)
- Tomasulo's scheme dynamically assigns a tag to each value to be calculated
- You need a distinct tag for each reservation station - so in effect, tags identify additional registers in the machine, invisible to the programmer
- The instruction-level parallelism is not limited by the number of registers available (Tomasulo was working on the IBM 360/91, which had to use an instruction set with just 4 FP registers)

Memory accesses

- We have not looked at how loads and stores are handled. This is an important area where dynamic scheduling is advantageous
- With dynamic scheduling, loads and stores can be re-ordered

Memory access disambiguation

To get loads right when loads and stores can be reordered, we need to check the actual addresses:

- Maintain a buffer containing the target addresses of issued store instructions
- Check each load to see whether its target address matches the address of an outstanding store
- If so, stall the load until the value to be stored becomes available, and substitute it in — bypassing the memory.

TOMASULO : CONCLUSIONS

- Yields improved performance through
  - → reduced latency via forwarding
  - → reduced stalls due to structural, WAR and WAW hazards
- Substantial hardware cost
  - Associative lookup needed for tag matching
  - For every register and reservation station
  - Tag matching must be very fast
- Performance could be improved by duplicating the CDB, but would need to do double tag matching at every register and reservation station

4.5 Multiple instructions/cycle

How can we reduce CPI to less than 1?

- **"Superpipelined":** Clock IS twice as fast as rest of CPU
- **Very Long Instr^{n} Words (VLIW):**
  - IF/ID/IS fetch & issue fixed no of inst^{n}s
  - Scheduled by the compiler
  - Unused issue slots are empty
  - As seen in Intel i860, Multiflow Trace, HP/Intel IA-64 ("Merced") (?)
- **Superscalar:**
  - IF fetches large package of inst^{n}s then checks for hazards between them
  - Issues all inst^{n}s up to first hazard
  - Saves rest for next cycle
  - As seen in many modern CPUs

In superscalar,

- Avoids wasted instruction space
- Can be compatible with older implementations
- But actual issue rate can be improved by compile-time scheduling to create hazard-free instruction packages

In VLIW,

- Instruction set exposes internal architecture

In both cases,

- Dynamic scheduling (eg Tomasulo) can be used.
- Compiler scheduling helps

Static 2×superscalar DLX

- Inst^{n} packet: 1 FP & 1 anything else
- Fetch 64-bits/cycle; Int on left, FP on right
- Can only issue 2nd inst^{n} if 1st issues
- Add ports for FP regs so FP load & FP op can issue together

Type	Pipeline stages						
Int. inst^{n}	IF	ID	EX	MEM	WB		
FP inst^{n}	IF	ID	EX	MEM	WB		
Int. inst^{n}		IF	ID	EX	MEM	WB	
FP inst^{n}		IF	ID	EX	MEM	WB	
Int. inst^{n}			IF	ID	EX	MEM	WB
FP inst^{n}			IF	ID	EX	MEM	WB

Increased effective delays

Int: LD F0,100(R1)	IF	ID	EX	MEM	WB			
FP: inst^n	IF	ID	EX	MEM	WB			
Int: LD R2,100(R1)		IF	ID	EX	MEM	WB		
FP: inst^n		IF	ID	EX	MEM	WB		
Int: inst^n			IF	ID	EX	MEM	WB	
FP: ADDD F2,F0,F1			IF	ID	EX	MEM	WB	
Int: ADD R4,R2,R3				IF	ID	EX	MEM	W
FP: inst^n				IF	ID	EX	MEM	W

- Load delay is increased from 1 to at least 3, since inst^n in right half can't use it, nor inst^{n}s in next slot

- Needs more aggressive compiler inst^n scheduling

Static 2×superscalar - problems

New hazards:

- While Integer/FP split is simple for the HW, get CPI of 0.5 only for programs with exactly 50% FP operations

Data and control hazards cause more stalls:

- Any hazard in an inst^{n} package blocks second issue

Hardware complexity:

- If more inst^{n}s issue at same time, greater difficulty of decode and issue
- Even in 2×, ID must examine 2 opcodes, 6 register specifiers, & decide if 1 or 2 inst^{n}s can issue

(H&P pp.279)

Simplifying issue...

- VLIW: tradeoff inst^{n} space for simple decoding
- By definition, all the operations the compiler puts in the multi-inst^{n} package can execute in parallel
- E.g., 2 integer operations, 2 FP ops, 2 Memory refs, 1 branch
  - Eg 16–24 bits per field
  - Inst^{n} size at least $7 \times 16 = 112$
  - When insufficient instruction-level parallelism is present, instruction's fields are sparsely used
  - Very large code size
  - Increased memory bandwidth demand due to inst^{n}s

(H&P pp.284)

Static SS: Branch delays

- 10%–20% of DLX inst^{n}s are branches
- Average length of basic block (ie branch-free sequence) little more that 5
- Whole basic block *could* fit into one inst^n
- But data hazards prevent this, both in VLIW and in static superscalar

IDEA: trace scheduling

- Compiler technique that schedules across several branches
- Packs operations from most-likely path ("trace") into minimum no of inst^{n} words
- Using static branch prediction based on execution profiles
- In effect, compile-time speculative execution
- Misprediction penalty still large (though could speculate on both branches...)

Nasty practical problem:

- Instructions executed speculatively (moved across a branch) might cause page faults or FP exceptions

(Software pipelining is essentially the same idea applied to loops; see tutorial exercise)

(H&P pp.296)

Dynamic superscalar (H&P pp.282)

- Dynamic scheduling should reduce dependence on sophisticated compiler and large no of registers

- **Key issue:** What hazards can block simultaneous issue?

  – <u>*Can*</u> issue dependent inst$^{\mathrm{n}}$s together

  – ∵ tags for dependent inst$^{\mathrm{n}}$s can be issued to reserv$^{\mathrm{n}}$ stations concurrently

  – But must check for structural stalls: all reserv$^{\mathrm{n}}$ stations full, or two inst$^{\mathrm{n}}$s need same one

  – Issue is in-order: if ${\mathrm{inst}^{\mathrm{n}}}_i$ of an n-word package has an issue stall, it's very hard to issue ${\mathrm{inst}^{\mathrm{n}}}_{i+1}$–${\mathrm{inst}^{\mathrm{n}}}_n$

  – (n completions/clock needs n CDBs)

- Nasty problem:

  – Conditional branches

Branches in a dynamic superscalar

- We want to issue a package of dependent inst^{n}s, e.g.

BEQZ R10,Label	IF	IS							
LD F0,100(R1)		IF	IS	MEM	MEM	WB			
ADDD F2,F0,F1		IF	IS	RO	RO	EX	EX	WB	
LD R2,100(R1)		IF	IS	MEM	MEM	WB			
SUBD F3,F2,F4		IF	IS	RO	RO	RO	RO	EX	EX
ADD R4,R2,R3		IF	IS	RO	RO	EX	WB		
Issue no.	1	2							

- Suppose branch is last item of prev issue (eg ∵ we block issue of rest of package)
- Issue 2 mustn't proceed speculatively
- Because it will update several registers
- These registers are used to pass values from inst^{n} to inst^{n}
- They would have to be reinstated if the branch were mispredicted

4.6 Speculative Execution

How can we avoid blocking issue on branches?

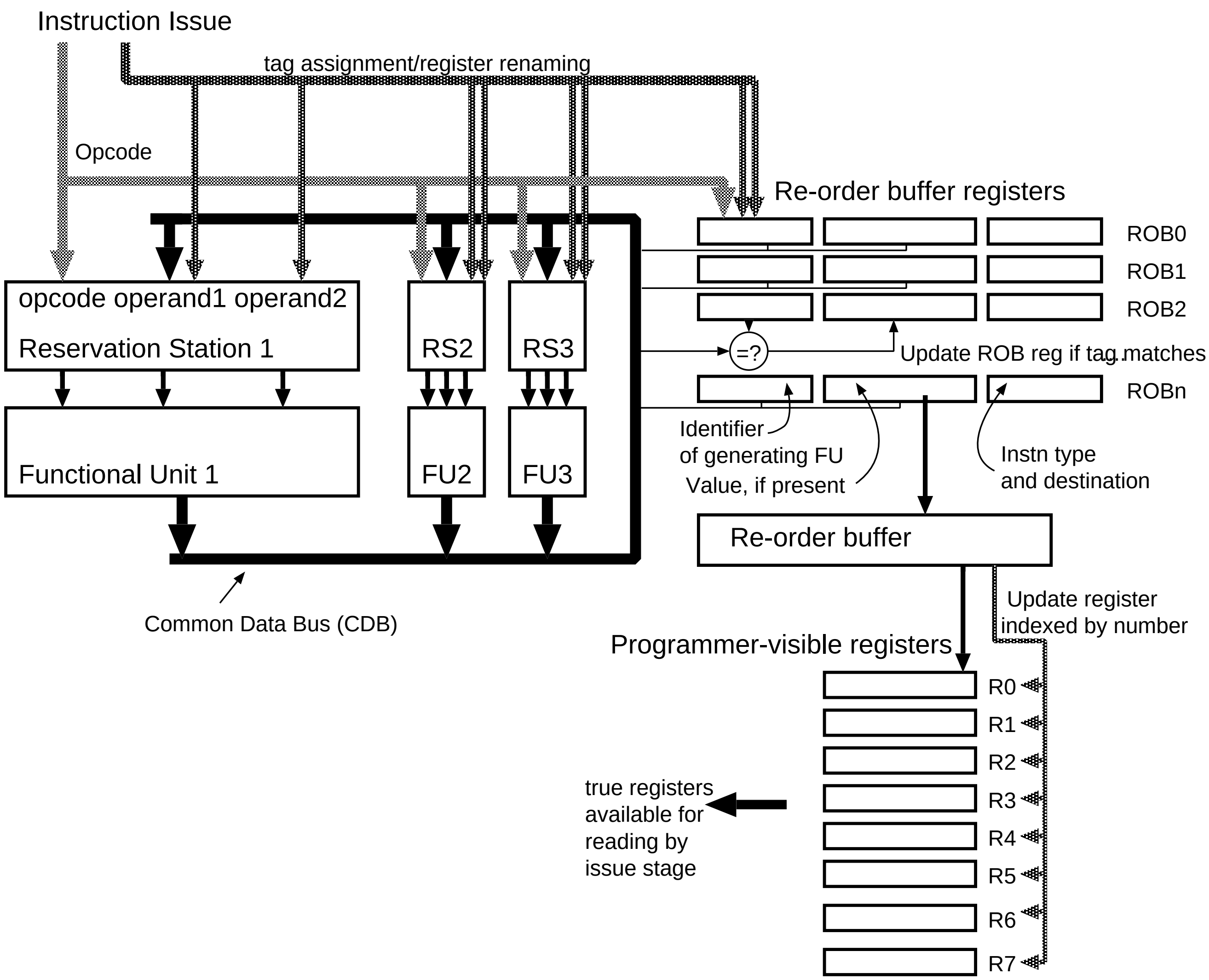
- Tomasulo's scheme allows values to be passed from inst^{n} to inst^{n} without updating registers
- So we extend it so register update is delayed until conditional branch is resolved
- We need somewhere to stash results while waiting to be committed

(H&P pp.308)

Re-order buffer

- Re-order buffer (ROB) provides additional registers to hold values waiting to be committed
- ROB registers are managed like reservation stations, waiting for service
- The ROB updates the “true” destination register with the allocated ROB register value
- This “commit” stage occurs in-order, so that the machine’s programmer-visible state is consistent

Tomasulo extended with ROB



Sequence of events

- Issue: as before except ROB register is allocated and passed tag of the FU which will generate the result.

  Branches are also passed to the ROB

- Execute: no change

- Write result: broadcast on CDB as before, but result is collected in ROB register instead of true register

- Commit: ROB register is allocated for each uncommitted inst^{n}. Process them in order, writing results to true destination

Note

- true registers are *only* updated by ROB

Re-order buffer: commit

- Commit:

  ROB register is allocated for each uncommitted inst^n.

  Process them in order, writing results to true destination

  - select ROB register of next inst^n in order
  - wait for values to arrive if necessary
  - pass result to destination register
  - ROB register is freed for reallocation

  Unless inst^n was a branch

Re-order buffer: branches

When the ROB encounters a conditional branch, there are two cases:

- **Correctly-predicted**

  No further action is necessary

- **Incorrectly-predicted**

  Need to prevent updates which would arise from mis-speculatively–executed inst^{n}s still to be committed

  Action:

  – Flush entire ROB contents
  (so still-finishing inst^{n}s broadcast results but results aren't collected)

  – Fetch next inst^{n} from proper next PC address

Re-order buffer: subtleties

- ROB is also a good place to do memory disambiguation and to delay memory writes until committed
- ROB must actually commit multiple inst^{n}s per cycle if it is to keep up with multiple issue
- What happens when a second conditional branch is encountered before a preceding one is committed?
- How to reduce misprediction penalty?
- How big should the ROB be?

  (ROB size is sometimes called the *window*, since this is the extent to which the processor looks ahead to find work to do)

Speculative execution: summary

- The tricky problem is to execute dependent chains of instructions speculatively
- This is vital in multiple-issue processors where effective branch delay would be huge even if correctly predicted
- Compiler techniques like trace scheduling and software pipelining exist, and can be assisted by various hardware techniques
- A dynamic technique builds neatly on Tomasulo's scheme
- Issue stage renames dest^{n} reg to ROB reg
- ROB copies ROB regs to true dest^{n} regs in proper exec^{n} order
- This simplifies processing of interrupts, exceptions and page faults
- 20% of HP8000's 3.8M transistors devoted to inst^{n} reorder buffer