CPU design options

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DARK2 in a nutshell

1. Memory Systems (caches, VM, DRAM, microbenchmarks, ...)
2. Multiprocessors (TLP, coherence, interconnects, scalability, clusters, ...)
3. CPUs (pipelines, ILP, scheduling, Superscalars, VLIWs, embedded, ...)
4. Future: (physical limitations, TLP+ILP in the CPU,...)
How it all started...the fossils

- ENIAC J.P. Eckert and J. Mauchly, Univ. of Pennsylvania, WW2
  - Electro Numeric Integrator And Calculator, 18.000 vacuum tubes
- EDVAC, J. V Neumann, operational 1952
  - Electric Discrete Variable Automatic Computer (stored programs)
- EDSAC, M.Wilkes, Cambridge University, 1949
  - Electric Delay Storage Automatic Calculator
- Mark-I... H. Aiken, Harvard, WW2, Electro-mechanic
- K. Zuse, Germany, electromech. computer, special purpose, WW2
- BARK, KTH, Gösta Neovius (was et Ericsson), Electro-mechanic early 50s
- BESK, KTH, Erik Stemme (was at Chalmers) early 50s
- SMIL, LTH mid 50s
How do you tell a good idea from a bad

The Book: The performance-centric approach

- CPI = #execution-cycles / #instructions executed (~ISA goodness – lower is better)
- CPI * cycle time ➔ performance
- CPI = CPI_{CPU} + CPI_{Mem}

The book rarely covers other design tradeoffs

- The feature centric approach…
- The cost-centric approach…
- Energy-centric approach…
- Verification-centric approach…
The Book: Quantitative methodology

Make design decisions based on execution statistics. Select workloads (programs representative for usage) Instruction mix measurements: statistics of relative usage of different components in an ISA

Experimental methodologies
- Profiling through tracing
- ISA simulators
Two guiding stars
-- the RISC approach:

Make the common case fast
- Simulate and profile anticipated execution
- Make cost-functions for features
- Optimize for overall end result (end performance)

Watch out for Amdahl's law
- \[ \text{Speedup} = \frac{\text{Execution\_time}_{\text{OLD}}}{\text{Execution\_time}_{\text{NEW}}} \]
- \[ \left[ (1-\text{Fraction ENHANCED}) + \frac{\text{Fraction ENHANCED}}{\text{Speedup ENHANCED}} \right] \]
Instruction Set Architecture (ISA)
-- the interface between software and hardware.

Tradeoffs between many options:
• functionality for OS and compiler
• wish for many addressing modes
• compact instruction representation
• format compatible with the memory system of choice
• desire to last for many generations
• bridging the semantic gap (old desire...)
• RISC: the biggest “customer” is the compiler
ISA trends today

- CPU families built around “Instruction Set Architectures” ISA
- Many incarnations of the same ISA
- ISAs lasting longer (~10 years)
- Consolidation in the market - fewer ISAs (not for embedded…)
- 15 years ago ISAs were driven by academia
- Today ISAs technically do not matter all that much (market-driven)
- How many of you will ever design an ISA?
- How many ISAs will be designed in Sweden?
Compiler Organization

Fortran Front-end → Intermediate Representation → High-level Optimization → Global & Local Optimization → Code Generation → Code

C Front-end → Intermediate Representation → High-level Optimization → Global & Local Optimization → Code Generation → Code

C++ Front-end → Intermediate Representation → High-level Optimization → Global & Local Optimization → Code Generation → Code

Machine-independent Translation

Procedure in-lining
Loop transformation
Register Allocation
Common sub-expressions
Instruction selection
constant folding
Compilers – a moving target!
The impact of compiler optimizations

- Compiler optimizations affect the number of instructions as well as the distribution of executed instructions (the instruction mix)
Memory allocation model also has a huge impact

- **Stack**
  - local variables in activation record
  - addressing relative to stack pointer
  - stack pointer modified on call/return

- **Global data area**
  - large constants
  - global static structures

- **Heap**
  - dynamic objects
  - often accessed through pointers
Execution in a CPU

"Machine Code"

"Data"

CPU
Operand models

Example: $C := A + B$

<table>
<thead>
<tr>
<th>Stack</th>
<th>Accumulator</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH [A]</td>
<td>LOAD [A]</td>
<td>LOAD R1,[A]</td>
</tr>
<tr>
<td>PUSH [B]</td>
<td>ADD [B]</td>
<td>ADD R1,[B]</td>
</tr>
<tr>
<td>ADD</td>
<td>STORE [C]</td>
<td>STORE [C],R1</td>
</tr>
<tr>
<td>POP [C]</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Mem  Stack implicit

Mem  Accumulator implicit

Mem  Register explicitly
Stack-based machine

Example: $C := A + B$

Mem:

- **A**: 12
- **B**: 14
- **C**: 10

- PUSH [A]
- PUSH [B]
- ADD
- POP [C]
Stack-based machine

Example: $C := A + B$

Mem:

A: 12
B: 14
C: 10

PUSH [A]
PUSH [B]
ADD
POP [C]
Stack-based machine

Example: \( C := A + B \)

Mem:

\[
\begin{array}{c}
A: 12 \\
B: 14 \\
C: 10 \\
\end{array}
\]

PUSH [A]
PUSH [B]
ADD
POP [C]
Stack-based machine

Example: C := A + B

Mem:

A: 12
B: 14
C: 10

PUSH [A]
PUSH [B]
ADD
POP [C]

12
14
Stack-based machine

Example: C := A + B

Mem:

A:12
B:14
C:10

PUSH [A]
PUSH [B]
ADD
POP [C]
Stack-based machine

Example: C := A + B

Mem:

PUSH [A]
PUSH [B]
ADD
POP [C]
Stack-based

- Implicit operands
- Compact code format (1 instr. = 1 byte)
- Simple to implement
- Not optimal for speed!!!
Accumulator-based

≈ Stack-based with a depth of one
One implicit operand from the accumulator

Mem:

PUSH [A]
ADD [B]
POP [C]
Register-based machine

Example: C := A + B

Data:

A: 12
B: 14
C: 26

LD R1, [A]
LD R7, [B]
ADD R2, R1, R7
ST R2, [C]

"Machine Code"

11
10
9
8
8
6
5
4
3
12
26
14
26

?
Register-based

- Commercial success:
  - CISC: X86
  - RISC: (Alpha), SPARC, (HP-PA), Power, MIPS, ARM
  - VLIW: IA64

- Explicit operands (i.e., "registers")
- Wasteful instr. format (1 instr. = 4 bytes)
- Suits optimizing compilers
- Optimal for speed!!!
## Properties of operand models

<table>
<thead>
<tr>
<th></th>
<th>Compiler Construction</th>
<th>Implementation Efficiency</th>
<th>Code Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stack</td>
<td>+</td>
<td>--</td>
<td>++</td>
</tr>
<tr>
<td>Accumulator</td>
<td>--</td>
<td>-</td>
<td>+</td>
</tr>
<tr>
<td>Register</td>
<td>++</td>
<td>++</td>
<td>--</td>
</tr>
</tbody>
</table>

General-purpose register model dominates today

**Reason:** general model for compilers and efficient implementation
# Operation types in the ISA

<table>
<thead>
<tr>
<th>Operator type</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arithmetical and logical</td>
<td>Integer arithmetic and logical operations: add, and, subtract, or</td>
</tr>
<tr>
<td>Data transfer</td>
<td>Loads/stores (move instructions on machines with memory addressing)</td>
</tr>
<tr>
<td>Control</td>
<td>Branch, jump, procedure call and return</td>
</tr>
<tr>
<td>System</td>
<td>Operating system call, virtual memory management instructions</td>
</tr>
<tr>
<td>Floating point</td>
<td>Floating-point operations: add, multiply,....</td>
</tr>
<tr>
<td>Decimal</td>
<td>Decimal add, decimal multiply, decimal-to-character conversions</td>
</tr>
<tr>
<td>String</td>
<td>String move, string compare, string search</td>
</tr>
</tbody>
</table>
## Instruction formats

<table>
<thead>
<tr>
<th>Operation &amp; no. of operands</th>
<th>Address specifier 1</th>
<th>Address field 1</th>
<th>...</th>
<th>Address specifier n</th>
<th>Address field n</th>
</tr>
</thead>
</table>

(a) Variable (e.g., VAX)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Address specifier</th>
<th>Address field 1</th>
<th>Address field 2</th>
<th>Address field 3</th>
</tr>
</thead>
</table>

(b) Fixed (e.g., DLX, MIPS, Power PC, Precision Architecture, SPARC)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Address specifier</th>
<th>Address field 1</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Operation</th>
<th>Address specifier 1</th>
<th>Address specifier 2</th>
<th>Address field</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Operation</th>
<th>Address specifier</th>
<th>Address field 1</th>
<th>Address field 2</th>
</tr>
</thead>
</table>

(c) Hybrid (e.g., IBM 360/70, Intel 80x86)

- A variable instruction format yields compact code but instruction decoding is more complex
## Generic instructions
(Load/Store Architecture)

<table>
<thead>
<tr>
<th>Instruction type</th>
<th>Example</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load</td>
<td>LW R1,30(R2)</td>
<td>Regs[R1] ← Mem[30+Regs[R2]]</td>
</tr>
<tr>
<td>Store</td>
<td>SW 30(R2),R1</td>
<td>Mem[30+Regs[R2]] ← Regs[R1]</td>
</tr>
<tr>
<td>ALU</td>
<td>ADD R1,R2,R3</td>
<td>Regs[R1] ← Regs[R2] + Regs[R3]</td>
</tr>
<tr>
<td>Control</td>
<td>BEQZ R1,KALLE</td>
<td>if (Regs[R1] == 0)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>PC ← KALLE + 4</td>
</tr>
</tbody>
</table>
Generic ALU Instructions

- **Integer arithmetic**
  - [add, sub] x [signed, unsigned] x [register, immediate]
  - e.g., ADD, ADDI, ADDU, ADDUI, SUB, SUBI, SUBU, SUBUI

- **Logical**
  - [and, or, xor] x [register, immediate]
  - e.g., AND, ANDI, OR, ORI, XOR, XORI

- **Load upper half immediate load**
  - It takes two instructions to load a 32 bit immediate
Generic Instruction Formats

I-type

\[
\begin{array}{cccccc}
\text{Opcode} & \text{Rs} & \text{Rd} & \text{Immediate} \\
6 & 5 & 5 & 16 \\
\end{array}
\]

R-type

\[
\begin{array}{cccccc}
\text{Opcode} & \text{Rs1} & \text{Rs2} & \text{Rd} & \text{Func} \\
6 & 5 & 5 & 5 & 11 \\
\end{array}
\]

J-type

\[
\begin{array}{cc}
\text{Opcode} & \text{Offset added to PC} \\
6 & 26 \\
\end{array}
\]
Generic FP Instructions

- Floating Point arithmetic
  - [add, sub, mult, div] x [double, single]
  - e.g., ADDD, ADDF, SUBD, SUBD, ...

- Compares (sets “compare bit”)
  - [lt, gt, le, ge, eq, ne] x [double, immediate]
  - e.g., LTD, GEF, ...

- Convert from/to integer, Fpregs
  - CVTF2I, CVTF2D, CVTI2D, ...
Simple Control

- Branches if equal or if not equal
  - BEQZ, BNEZ, cmp to register,
    \[ \text{PC} := \text{PC} + 4 + \text{immediate}_{16} \]
  - BFPT, BFPF, cmp to “FP compare bit”,
    \[ \text{PC} := \text{PC} + 4 + \text{immediate}_{16} \]

- Jumps
  - J: Jump --
    \[ \text{PC} := \text{PC} + \text{immediate}_{26} \]
  - JAL: Jump And Link --
    \[ \text{R31} := \text{PC} + 4; \text{PC} := \text{PC} + \text{immediate}_{26} \]
  - JALR: Jump And Link Register --
    \[ \text{R31} := \text{PC} + 4; \text{PC} := \text{PC} + \text{Reg} \]
  - JR: Jump Register --
    \[ \text{PC} := \text{PC} + \text{Reg} \text{ (“return from JAL or JALR”) } \]
Conditional Branches

Three options:

- **Condition Code**: Most operations have "side effects" on set of CC-bits. A branch depends on some CC-bit.

- **Condition Register**: A named register is used to hold the result from a compare instruction. A following branch instruction names the same register.

- **Compare and Branch**: The compare and the branch is performed in the same instruction.
# Important Operand Modes

<table>
<thead>
<tr>
<th>Addressing mode</th>
<th>Example instruction</th>
<th>Meaning</th>
<th>When used</th>
</tr>
</thead>
</table>
Size of immediates

- Immediate operands are very important for ALU and compare operations
- 16-bit immediates seem sufficient (75%-80%)
Implementing ISAs --pipelines

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EXAMPLE: pipeline implementation

Add R1, R2, R3

**Registers:**
- Shared by all pipeline stages
- A set of general purpose registers (GPRs)
- Some specialized registers (e.g., PC)
Load Operation:

LD R1, mem[cnst+R2]
Store Operation:

ST mem[cnst+R1], R2
EXAMPLE: Branch to R2 if R1 == 0

BEQZ R1, R2
Initially

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 1

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 2

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 3

PC →

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 4

LD RegA, (100 + RegC)

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 5

PC →

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 6

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 7

PC ➔

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)

Branch ➔ Next PC
Cycle 8

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Example: 5-stage pipeline
Example: 5-stage pipeline

The diagram illustrates a 5-stage pipeline with the following stages:

1. **IF** (Instruction Fetch)
2. **ID** (Instruction Decode)
3. **EX** (Execute)
4. **M** (Memory Access)
5. **WB** (Write Back)

The pipeline stages are connected by arrows showing the flow of instructions and data. The diagram also includes registers labeled as `s1` and `s2`, an arithmetic logic unit (ALU), and memory access components.
Example: 5-stage pipeline
Example: 5-stage pipeline

(IF) Instruction fetch

(ID) Instruction decode/register fetch

(EX) Execute/address calculation

(M) Memory access

(WB) Write back

early reg write

dest data

st data
Fundamental limitations

Hazards prevent instructions from executing in parallel:

**Structural hazards**: Simultaneous use of same resource
- If unified I+D$: LW will conflict with later I-fetch

**Data hazards**: Data dependencies between instructions
- LW R1, 100(R2) /* result avail in 2 - 100 cycles */
- ADD R5, R1, R7

**Control hazards**: Change in program flow
- BNEQ R1, #OFFSET
- ADD R5, R2, R3

Serialization of the execution by stalling the pipeline is one, although inefficient, way to avoid hazards
Fundamental types of data hazards

Code sequence  \( O_{pi} \ A \)
\( O_{pi+1}A \)

RAW (Read-After-Write)
Opi+1 reads A before Opi modifies A. Opi+1 reads old A!

WAR (Write-After-Read)  Opi+1 modifies A before
Opi reads A. Opi reads new A

WAW (Write-After-Write) Op i+1 modifies A before
Opi. The value in A is the one written by Opi, i.e., an old A.
Hazard avoidance techniques

Static techniques (compiler): code scheduling to avoid hazards

Dynamic techniques: hardware mechanisms to eliminate or reduce impact of hazards (e.g., out-of-order stuff)

Hybrid techniques: rely on compiler as well as hardware techniques to resolve hazards (e.g. VLIW support – later)
Cycle 3

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)
Cycle 3

IF RegC < 100 GOTO A

"Stall"

RegC := RegC + 1
RegB := RegA + 1

"Stall"

LD RegA, (100 + RegC)

PC

LD RegA, (100 + RegC)
Fix alt1: code scheduling

IF RegC < 100 GOTO A
RegB := RegA + 1
RegC := RegC + 1
LD RegA, (100 + RegC)
Fix alt2: Bypass hardware

- **Forwarding (or bypassing):** provides a direct path from M and WB to EX
- Only helps for ALU ops. What about load operations?
DLX with bypass

Diagram showing the DLX processor with bypass paths in the instruction pipeline (IF, ID, EX, M, WB) and data paths (Instruction fetch, Instruction decode/ register fetch, Execute/ address calculation, Memory access). The diagram includes components such as Add, NPQ, Registers, Mux, ALU, DTLB, L2 cache, and Mem.
Branch delays

IF RegC < 100 GOTO A
RegB := RegA + 1
RegC := RegC + 1
LD RegA, (100 + RegC)

8 cycles per iteration of 4 instructions 😞
Need longer basic blocks with independent instr.
Avoiding control hazards

Duplicate resources in ALU to compute branch condition and branch target address earlier

Branch delay cannot be completely eliminated

Branch prediction and code scheduling can reduce the branch penalty
Fix1: Minimizing Branch Delay Effects

PC := PC + Imm
Fix1: Minimizing Branch Delay Effects

Diagram showing the pipeline stages of an instruction fetch, decode, execute, memory access, and write back. The pipeline stages are labeled IF, ID, EX, M, and WB. The diagram illustrates the flow of instructions and data through the pipeline, with specific focus on minimizing branch delay effects.
Fix2: Static tricks

Delayed branch (schedule useful instr. in delay slot)
- Define branch to take place after a following instruction
- CONS: this is visible to SW, i.e., forces compatibility between generations

Predict Branch not taken (a fairly rare case)
- Execute successor instructions in sequence
- “Squash” instructions in pipeline if the branch is actually taken
- Works well if state is updated late in the pipeline
- 30%-38% of conditional branches are not taken on average

Predict Branch taken (a fairly common case)
- 62%-70% of conditional branches are taken on average
- Does not make sense for the generic arch. but may do for other pipeline organizations
Static scheduling to avoid stalls

- Scheduling an instruction from before is always safe
- Scheduling from target or from the not-taken path is not always safe; must be guaranteed that speculative instr. do no harm.

**Dynamic solution**

Goto 87
Static Scheduling of Instructions

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## Architectural assumptions

<table>
<thead>
<tr>
<th>From</th>
<th>To</th>
<th>Latency</th>
</tr>
</thead>
<tbody>
<tr>
<td>FP ALU</td>
<td>FP ALU</td>
<td>3</td>
</tr>
<tr>
<td>FP ALU</td>
<td>SD</td>
<td>2</td>
</tr>
<tr>
<td>LD</td>
<td>FP ALU</td>
<td>1</td>
</tr>
</tbody>
</table>

Latency = number of cycles between the two adjacent instructions

Delayed branch: one cycle delay slot
Scheduling example

for (i=1; i<=1000; i=i+1)
    x[i] = x[i] + 10;

Iterations are independent => parallel execution

loop:
    LD      F0, 0(R1)   ; F0 = array element
    ADDD    F4, F0, F2  ; Add scalar constant
    SD      0(R1), F4   ; Save result
    SUBI    R1, R1, #8  ; decrement array ptr.
    BNEZ    R1, loop    ; reiterate if R1 != 0

Can we eliminate all penalties in each iteration?
How about moving SD down?
Scheduling in each loop iteration

Original loop

```
loop:    LD     F0, 0(R1)  
stall   
ADDD    F4, F0, F2  
stall   
stall   
SD      0(R1), F4  
SUBI    R1, R1, #8  
BNEZ    R1, loop  
stall   
```

5 instructions + 4 bubbles = 9 cycles / iteration
(~one cycle per iteration on a vector architecture)

Can we do better by scheduling across iterations?
Scheduling in each loop iteration

Original loop

Loop:
- LD F0, 0(R1)
- ADDD F4, F0, F2
- SD 0(R1), F4
- SUBI R1, R1, #8
- BNEZ R1, loop

5 instruction + 4 bubbles = 9c / iteration

Statically scheduled loop

Loop:
- LD F0, 0(R1)
- ADDD F4, F0, F2
- SUBI R1, R1, #8
- BNEZ R1, loop
- SD 8(R1), F4

5 instruction + 1 bubble = 6c / iteration

Can we do even better by scheduling across iterations?
Unoptimized loop unrolling 4x

loop:

\begin{verbatim}
LD F0, 0(R1)
stall
ADDD F4, F0, F2
stall
; drop SUBI & BNEZ
stall
SD 0(R1), F4
LD F6, -8(R1)
stall
ADDD F8, F6, F2
stall
; drop SUBI & BNEZ
stall
SD -8(R1), F8
LD F10, -16(R1)
stall
ADDD F12, F10, F2
stall
; drop SUBI & BNEZ
stall
SD -16(R1), F12
LD F14, -24(R1)
stall
ADDD F16, F14, F2
SUBI R1, R1, #32 ; alter to 4*8
BNEZ R1, loop
SD -24(R1), F16
\end{verbatim}

24c / 4 iterations = 6 c / iteration
Optimized scheduled unrolled loop

**Loop:**
```
LD   F0, 0(R1)
LD   F6, -8(R1)
LD   F10, -16(R1)
LD   F14, -24(R1)
ADDD F4, F0, F2
ADDD F8, F6, F2
ADDD F12, F10, F2
ADDD F16, F14, F2
SD   0(R1), F4
SD   -8(R1), F8
SD   -16(R1), F12
SUBI R1, R1, #32
BNEZ R1, loop
SD   8(R1), F16
```

**Important steps:**
- Push loads up
- Push stores down
- Note: the displacement of the last store must be changed

**Benefits of loop unrolling:**
- Provides a larger seq. instr. window (larger basic block)
- Simplifies for static and dynamic methods to extract ILP

All penalties are eliminated. CPI=1
14 cycles / 4 iterations ==> 3.5 cycles / iteration
From 9c to 3.5c per iteration ==> speedup 2.6
Software pipelining 1(3)
Symbolic loop unrolling

- The instructions in a loop are taken from different iterations in the original loop

![Diagram showing software pipelined loop 1 and loop 2 with instructions BNEQ, SUB, ST, ADD, and LD for iterations 0 to 4. Loop 1 is shown in red and loop 2 in blue.](image-url)
Software pipelining 2(3)

Example:

```
loop:    LD   F0,0(R1)
       ADDD F4,F0,F2
       SD   0(R1),F4
       SUBI R1,R1,#8
       BNEZ R1,loop
```

Looking at three rolled-out iterations of the loop body:

- **Iteration i**
  - LD F0,0(R1)
  - ADDD F4,F0,F2
  - SD 0(R1),F4

- **Iteration i+1**
  - LD F0,0(R1)
  - ADDD F4,F0,F2
  - SD 0(R1),F4

- **Iteration i+2**
  - LD F0,0(R1)
  - ADDD F4,F0,F2
  - SD 0(R1),F4

Execute in the same loop!!
Software pipelining 3(3)

Instructions from three consecutive iterations form the loop body:

```
< prologue code >

loop: SD 0(R1),F4 ; from iteration i
ADDD F4,F0,F2 ; from iteration i+1
LD F0,-16(R1) ; from iteration i+2
SUBI R1,R1,#8
BNEZ R1,loop

< prologue code >
```

- No data dependencies within a loop iteration
- The dependence distance is 1 iterations
- WAR hazard elimination is needed (register renaming)
- 5c / iteration, but only uses 2 FP regs (instead of 8)
Software pipelining

- “Symbolic Loop Unrolling”
- Very tricky for complicated loops
- Less code expansion than outlining
- Register-poor if “rotating” is used
- Needed to hide large latencies (see IA-64)
Dependencies: Revisited

Two instructions must be independent in order to execute in parallel

• Three classes of dependencies that limit parallelism:
  • Data dependencies
    \[ X := \ldots \]
    \[ \ldots := \ldots X \ldots \]
  • Name dependencies
    \[ \ldots \ := \ldots X \]
    \[ X := \ldots \]
  • Control dependencies
    \[ \text{If } (X > 0) \text{ then} \]
    \[ Y := \ldots \]
Getting desperate for ILP

Erik Hagersten
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Multiple instruction issue per clock

Goal: Extracting ILP so that CPI < 1, i.e., IPC > 1

**Superscalar:**
- Combine static and dynamic scheduling to issue multiple instructions per clock
- HW finds independent instructions in “sequential” code
- Predominant: (PowerPC, SPARC, Alpha, HP-PA)

**Very Long Instruction Words (VLIW):**
- Static scheduling used to form packages of independent instructions that can be issued together
- Relies on compiler to find independent instructions (IA-64)
Superscalars

2 cycles
10 cycles
30 cycles
150 cycles

Issue logic

Regs

Mem

Thread 1

PC

SEK

€

£

1GB

2kB

64kB

2MB

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Example: A Superscalar DLX

- Issue 2 instructions simultaneously: 1 FP & 1 integer
  - Fetch 64-bits/clock cycle; Integer instr. on left, FP on right
  - Can only issue 2nd instruction if 1st instruction issues
  - Need more ports to the register file

<table>
<thead>
<tr>
<th>Type</th>
<th>Pipe stages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int.</td>
<td>IF</td>
</tr>
<tr>
<td>FP</td>
<td>IF</td>
</tr>
<tr>
<td>Int.</td>
<td>IF</td>
</tr>
<tr>
<td>FP</td>
<td>IF</td>
</tr>
<tr>
<td>Int.</td>
<td>IF</td>
</tr>
<tr>
<td>FP</td>
<td>IF</td>
</tr>
</tbody>
</table>

- EX stage should be fully pipelined
- 1 load delay slot corresponds to three instructions!
Statically Scheduled Superscalar DLX

Can be scheduled dynamically with Tomasulo’s alg.

Issue: Difficult to find a sufficient number of instr. to issue
Limits to superscalar execution

- Difficulties in scheduling within the constraints on number of functional units and the ILP in the code chunk
- Instruction decode complexity increases with the number of issued instructions
- Data and control dependencies are in general more costly in a superscalar processor than in a single-issue processor

Techniques to enlarge the instruction window to extract more ILP are important

Simple superscalars relying on compiler instead of HW complexity $\Rightarrow$ VLIW
VLIW: Very Long Instruction Word

Diagram showing the architecture of a Very Long Instruction Word (VLIW) processor. The diagram includes a pipeline of instructions (I) and registers (R) feeding into memory (Mem). The memory is divided into sections of 1GB, 2MB, 64kB, 2kB, and 1kB. The diagram also includes symbols for SEK, €, and £, indicating currency or possibly different memory states.
Very Long Instruction Word (VLIW)

Compiler is responsible for instruction scheduling

<table>
<thead>
<tr>
<th>Mem ref 1</th>
<th>Mem ref 2</th>
<th>FP op 1</th>
<th>FP op 2</th>
<th>Int op/ branch</th>
<th>Clock</th>
</tr>
</thead>
<tbody>
<tr>
<td>LD F0,0(R1)</td>
<td>LD F6,-8(R1)</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>1</td>
</tr>
<tr>
<td>LD F10,-16(R1)</td>
<td>LD F14,-24(R1)</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>2</td>
</tr>
<tr>
<td>LD F18,-32(R1)</td>
<td>LD F22,-40(R1)</td>
<td>ADDD F4,F0,F2</td>
<td>ADDD F8,F6,F2</td>
<td>NOP</td>
<td>3</td>
</tr>
<tr>
<td>LD F26,-48(R1)</td>
<td>NOP</td>
<td>ADDD F12,F10,F2</td>
<td>ADDD F16,F14,F2</td>
<td>NOP</td>
<td>4</td>
</tr>
<tr>
<td>NOP</td>
<td>NOP</td>
<td>ADDD F20,F18,F2</td>
<td>ADDD F24,F22,F2</td>
<td>NOP</td>
<td>5</td>
</tr>
<tr>
<td>SD 0(R1), F4</td>
<td>SD -8(R1), F8</td>
<td>ADDD F28,F26,F2</td>
<td>NOP</td>
<td>NOP</td>
<td>6</td>
</tr>
<tr>
<td>SD -16(R1), F12</td>
<td>SD -24(R1), F8</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>7</td>
</tr>
<tr>
<td>SD -32(R1), F20</td>
<td>SD -40(R1), F24</td>
<td>NOP</td>
<td>NOP</td>
<td>SUBI R1,R1,#48</td>
<td>8</td>
</tr>
<tr>
<td>SD 0(R1), F28</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>BNEZ R1,LOOP</td>
<td>9</td>
</tr>
</tbody>
</table>

VLIW will be revisited later on....
Predict next PC

PC → bubble → bubble → bubble

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)

Branch → Next PC
Cycle 4

Guess the next PC here!!

IF RegC < 100 GOTO A
RegC := RegC + 1
RegB := RegA + 1
LD RegA, (100 + RegC)

LD RegA, (100 + RegC)
Branch history table
A simple branch prediction scheme

- The branch-prediction buffer is indexed by bits from branch-instruction PC values
- If prediction is wrong, then invert prediction

Problem: can cause two mispredictions in a row
A two-bit prediction scheme

- Requires prediction to miss twice in order to change prediction => better performance

Go back to 66
Dynamic Scheduling Of Branches

LD
ADD
SUB
ST

>=0?

LD
ADD
SUB
ST

>1?

LD
ADD
SUB
ST

=0?

>2?

Y

Y

Y
N-level history

- Not only the PC of the BR instruction matters, also how you’ve got there is important
- Approach:
  - Record the outcome of the last N branches in a vector of N bits
  - Include the bits in the indexing of the branch table
- Pros/Cons: Same BR instruction may have multiple entries in the branch table

\[(N,M)\ \text{prediction} = N \text{ levels of } M\text{-bit prediction}\]
Tournament prediction

- **Issues:**
  - No one predictor suits all applications

- **Approach:**
  - Implement several predictors and dynamically select the most appropriate one

- **Performance example SPEC98:**
  - 2-bit prediction: 7% miss prediction
  - (2,2) 2-level, 2-bit: 4% miss prediction
  - Tournaments: 3% miss prediction
Branch target buffer

- Predicts branch target address in the IF stage
- Can be combined with 2-bit branch prediction

PC of instruction to fetch

msb

lsb

Predicted PC

index

No: instruction is not predicted to be branch. Proceed normally

Yes: then instruction is branch and predicted PC should be used as the next PC

Branch predicted taken or untaken
Putting it together

- BTB stores info about taken instructions
- Combined with a separate branch history table
- Instruction fetch stage highly integrated for branch optimizations
Folding branches

- BTB often contains the next few instructions at the destination address.
- Unconditional branches (and some conditional as well) branches execute in zero cycles:
  - Execute the dest instruction instead of the branch (if there is a hit in the BTB at the IF stage).
  - "Branch folding"
Procedure calls & BTB

BTB can predict “normal” branches

Procedure A

BTB can do a good job

BTB does not stand a chance
Return address stack

- Popular subroutines are called from many places in the code.
- Branch prediction may be confused!!
- May hurt other predictions
- New approach:
  - Push the return address on a [small] stack at the time of the call
  - Pop addresses on return
Overlapping Execution

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Multicycle operations in the pipeline (floating point)

(Not a SuperScalar...)

- Integer unit: Handles integer instructions, branches, and loads/stores
- Other units: May take several cycles each. Some units are pipelined (mult, add) others are not (div)
### Parallelism between integer and FP instructions

<table>
<thead>
<tr>
<th>Instruction</th>
<th>IF</th>
<th>ID</th>
<th>M1</th>
<th>M2</th>
<th>M3</th>
<th>M4</th>
<th>M5</th>
<th>M6</th>
<th>M7</th>
<th>MEM</th>
<th>WB</th>
</tr>
</thead>
<tbody>
<tr>
<td>MULTD F2,F4,F6</td>
<td>IF</td>
<td>ID</td>
<td>M1</td>
<td>M2</td>
<td>M3</td>
<td>M4</td>
<td>M5</td>
<td>M6</td>
<td>M7</td>
<td>MEM</td>
<td>WB</td>
</tr>
<tr>
<td>ADDD F8,F10,F12</td>
<td>IF</td>
<td>ID</td>
<td>M1</td>
<td>M2</td>
<td>M3</td>
<td>M4</td>
<td>M5</td>
<td>M6</td>
<td>M7</td>
<td>MEM</td>
<td>WB</td>
</tr>
<tr>
<td>SUBI R2,R3,#8</td>
<td>IF</td>
<td>ID</td>
<td>M1</td>
<td>M2</td>
<td>M3</td>
<td>M4</td>
<td>M5</td>
<td>M6</td>
<td>M7</td>
<td>MEM</td>
<td>WB</td>
</tr>
<tr>
<td>LD F14,0(R2)</td>
<td>IF</td>
<td>ID</td>
<td>M1</td>
<td>M2</td>
<td>M3</td>
<td>M4</td>
<td>M5</td>
<td>M6</td>
<td>M7</td>
<td>MEM</td>
<td>WB</td>
</tr>
</tbody>
</table>

**How to avoid structural and RAW hazards:**

**Stall in ID stage when**
- The functional unit can be occupied
- Many instructions can reach the WB stage at the same time

**RAW hazards:**
- Normal bypassing from MEM and WB stages
- Stall in ID stage if any of the source operands is a destination operand of an instruction in any of the FP functional units
WAR and WAW hazards for multicycle operations

WAR hazards are a non-issue because operands are read in program order (in-order)

WAW hazards are avoided by:
- stalling the SUBF until DIVF reaches the MEM stage, or
- disabling the write to register F0 for the DIVF instruction

WAW Example:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>OAs</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIVF</td>
<td>F0, F2, F4</td>
<td>FP divide 24 cycles</td>
</tr>
<tr>
<td>SUBF</td>
<td>F0, F8, F10</td>
<td>FP sub 3 cycles</td>
</tr>
</tbody>
</table>

SUB finishes before DIV; out-of-order completion
Dynamic Instruction Scheduling

Key idea: allow subsequent independent instructions to proceed

- DIVD F0, F2, F4 ; takes long time
- ADDD F10, F0, F8 ; stalls waiting for F0
- SUBD F12, F8, F13 ; Let this instr. bypass the ADDD
- Enables out-of-order execution (& out-of-order completion)

Two historical schemes used in “recent” machines:

- **Tomasulo** in IBM 360/91 in 1967 (also in Power-2)
- **Scoreboard** dates back to CDC 6600 in 1963
Simple Scoreboard Pipeline (covered briefly in this course)

- **Issue**: Decode and check for structural hazards
- **Read operands**: wait until no RAW hazard, then read operands (RAW)
- All data hazards are handled by the scoreboard mechanism
**Extended Scoreboard**

**Issue**: Instruction is issued when:
- No structural hazard for a functional unit
- No WAW with an instruction in execution

**Read**: Instruction reads operands when they become available (RAW)

**EX**: Normal execution

**Write**: Instruction writes when all previous instructions have read or written this operand (WAW, WAR)

*The scoreboard is updated when an instruction proceeds to a new stage*
Limitations with scoreboards

The scoreboard technique is limited by:

- Number of scoreboard entries (window size)
- Number and types of functional units
- Number of ports to the register bank
- Hazards caused by name dependencies

Tomasulo’s algorithm addresses the last two limitations
A more complicated example

DIV $F0, F2, F4
ADDD $F6, F0, F8
SUBD $F8, F10, F14
MULD $F6, F10, F8

;delayed a long time

WAR and WAW avoided through “register renaming”

Register Renaming:
DIV $F0, F2, F4
ADDD $F6, F0, F8
SUBD $tmp1, F10, F14 ;can be executed right away
MULD $tmp2, F10, tmp1 ;delayed a few cycles
Tomasulo’s Algorithm

- IBM 360/91 mid 60’s
- High performance without compiler support
- Extended for modern architectures
- Many implementations (PowerPC, Pentium...)
Simple Tomasulo’s Algorithm

<table>
<thead>
<tr>
<th>#3 DIV</th>
<th>F0,F2,F4</th>
</tr>
</thead>
<tbody>
<tr>
<td>#4 ADDD</td>
<td>F6,F0,F8</td>
</tr>
<tr>
<td>#5 SUBD</td>
<td>F8,F10,F14</td>
</tr>
<tr>
<td>#6 MULD</td>
<td>F6,F10,F8</td>
</tr>
</tbody>
</table>

Register renaming!

Res. Station

Common Data Bus (CDB)

IF

Issue

Mem

Int

Mem

FP

Add

FP

Mul1

FP

Mul2

FP

Div

Int Mem

Mem

ReOrder Buffer (ROB)

Write Stage

ReOrder

Buffer (ROB)

Op:div

D:F0

S1:F2

S2:F4

#3

Register renaming!

#3 DIV F0,F2,F4

#4 ADDD F6,F0,F8

#5 SUBD F8,F10,F14

#6 MULD F6,F10,F8

D:F0

V:c/f

D:F0

V:b/c

#3

#3

D:F0

V:c/f

#3

#3 DIV F0,F2,F4

#4 ADDD F6,F0,F8

#5 SUBD F8,F10,F14

#6 MULD F6,F10,F8

D:F0

V:b/c

#3

D:F0

V:c/f

#3

D:F0

V:b/c

#3
Tomasulo’s: What is going on?

1. Read Register:
   - Rename DestReg to the Res. Station location
2. Wait for all dependencies at Res. Station
3. After Execution
   a) Put result in Reorder Buffer (ROB)
   b) Broadcast result on CDB to all waiting instructions
   c) Rename DestReg to the ROB location
4. When all preceding instr. have arrived at ROB:
   - Write value to DestReg
Simple Tomasulo’s Algorithm

<table>
<thead>
<tr>
<th>#</th>
<th>Operation</th>
<th>Destinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>DIV</td>
<td>F0, F2, F4</td>
</tr>
<tr>
<td>4</td>
<td>ADDD</td>
<td>F6, F0, F8</td>
</tr>
<tr>
<td>5</td>
<td>SUBD</td>
<td>F8, F10, F14</td>
</tr>
<tr>
<td>6</td>
<td>MULD</td>
<td>F6, F10, F8</td>
</tr>
</tbody>
</table>

- **Res. Station**
- **Common Data Bus (CDB)**
- **ReOrder Buffer (ROB)**
- **Reg. Write Path**
- **Write Stage**

Diagram showing the flow of operations through the pipeline stages: IF, Issue, Mem, Int, Mem, FP, Mem, FP, FP, FP, Int, Mem, Mem.
Simple Tomasulo’s Algorithm

#3 DIV  F0,F2,F4
#4 ADD  F6,F0,F8
#5 SUB  F8,F10,F14
#6 MUL  F6,F10,F8

IF
Read operands
Issue
Mem
Int
Add
Mul1
Mem
FP
Mul2
Int
Mem
Reg. Write
Path

0:a
1:b
2:c
3:d
4:e
5:
6:
7:
8:
9:
Res. Station
Common Data Bus (CDB)

ReOrder
Buffer (ROB)
Write
Stage

Op
D
S1:v/ptr
D:
F0
S1:v
S2:v
D:
an sw
D:
an sw

112
Simple Tomasulo’s Algorithm
Simple Tomasulo’s Algorithm

1. Read operands
2. Issue
3. Mem
4. Read operands
5. Issue
6. Mem
7. Int
8. Mem
9. FP
10. FP
11. Mul1
12. FP
13. Mul2
14. FP
15. Div

Common Data Bus (CDB)

Reg. Write Path

ReOrder Buffer (ROB)

Res. Station

Write Stage
Simple Tomasulo’s Algorithm

IF

Issue

Reg. Write Path

0: #3
1: b
2: c
3: #6
4: #1
5: #5
6: #5
7: #5
8: #5
9: #5

Res. Station

Common Data Bus (CDB)

Int Mem

Mem

FP Add

FP Mul 1

FP Mul 2

FP Div

ReOrder Buffer (ROB)

Write Stage

Op
D
S1
S2
#
Op
D
S1:v/ptr
S2:v/ptr
#
Op
D
F0
S1:v
S2:v
#
Op
D
answ
#
Op
D
answ
#

#3 DIV F0, F2, F4
#4 ADDD F6, F0, F8
#5 SUBD F8, F10, F14
#6 MULD F6, F10, F8

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Simple Tomasulo’s Algorithm

- **IF**
  - Read operands
  - Issue
- **Mem**
  - Issue
- **Int**
  - Issue
- **Op**
  - D
  - S1
  - S2
  - 
- **FP**
  - Issue
  - **Add**
  - **Mul**
  - Div
- **Reg. Write Path**
- **ReOrder Buffer (ROB)**
- **Common Data Bus (CDB)**
- **Write Stage**
- **#3 DIV F0,F2,F4**
- **#4 ADDD F6,F0,F8**
- **#5 SUBD F8,F10,F14**
- **#6 MULD F6,F10,F8**
- **Op**
  - D
  - S1:v/ptr
  - S2:v/ptr
- **Op**
  - D
  - S1:v
  - S2:v
- **Op**
  - D:F0
  - answ
  - #
- **D**
  - answ

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Simple Tomasulo’s Algorithm

Reg. Write Path

Res. Station

Common Data Bus (CDB)

Write Stage

ReOrder Buffer (ROB)

IF

Issue

Op

D

S1

S2

#

Op

D

S1:v/ptr

S2:v/ptr

#

Op

D

D:F0

S1:v

S2:v

#

Op

D

D answ

#

D answ

#
Tomasulo’s: What is going on?

1. Read Register:
   - Rename DestReg to the Res. Station location
2. Wait for all dependencies at Res. Station
3. After Execution
   a) Put result in Reorder Buffer (ROB)
   b) Broadcast result on CDB to all waiting instructions
   c) Rename DestReg to the ROB location
4. When all preceding instr. have arrived at ROB:
   - Write value to DestReg
Dynamic Scheduling Past Branches

Schedule speculative instructions past branches

LD ADD SUB ST

"Predict taken"

LD ADD SUB ST

LD ADD SUB ST

"Predict taken"

LD ADD SUB ST

"Predict taken"

LD ADD SUB ST

"Predict taken"

LD ADD SUB ST

"Predict taken"

LD ADD SUB ST

"Predict taken"

=0?

>1?

<2?

Y

Y

Y

Y

Predict taken
Dynamic Scheduling Past Branches

LD ADD SUB ST

>=0?

LD ADD SUB ST

>1?

=0?

Wrong Prediction!!!

Y

LD ADD SUB ST

<2?

LD ADD SUB ST

Do not commit!
Summing up Tomasulo’s

- Out-of-order (O-O-O) execution
- In order commit
  - Allows for speculative execution (beyond branches)
  - Allows for precise exceptions
- Distributed implementation
  - Reservation stations – wait for RAW resolution
  - Reorder Buffer (ROB)
  - Common Data Bus “snoops” (CDB)
- “Register renaming” avoids WAW, WAR
- Costly to implement (complexity and power)
Dealing with Exceptions

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Exception handling in pipelines

Example: Page fault from TLB

Must restart the instruction that causes an exception (interrupt, trap, fault) “precise interrupts”

(...as well as all instructions following it.)

A solution (in-order…):

1. Force a trap instruction into the pipeline
2. Turn off all writes for the faulting instruction
3. Save the PC for the faulting instruction
   - to be used in return from exception
Guaranteeing the execution order

Exceptions may be generated in another order than the instruction execution order

<table>
<thead>
<tr>
<th>Pipeline stage</th>
<th>Problem causing exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF</td>
<td>Page fault on instruction fetch; misaligned memory access; memory protection violation</td>
</tr>
<tr>
<td>ID</td>
<td>Undefined or illegal opcode</td>
</tr>
<tr>
<td>EX</td>
<td>Arithmetic exception</td>
</tr>
<tr>
<td>MEM</td>
<td>Page fault on data access; misaligned memory access; memory protection violation</td>
</tr>
<tr>
<td>WB</td>
<td>none</td>
</tr>
</tbody>
</table>

Example sequence:

lw  (e.g., page fault in MEM)
add (e.g., page fault in IF)
FP Exceptions

Example:

- DIVF F0,F2,F4 24 cycles
- ADDF F10,F10,F8 3 cycles
- SUBF F12,F12,F14 3 cycles

SUBF may generate a trap before DIVF has completed!!
Revisiting Exceptions:

A pipeline implements precise interrupts iff:

All instructions before the faulting instruction can complete

All instructions after (and including) the faulting instruction must not change the system state and must be restartable

ROB helps the implementation in O-O-O execution
HW support for [static] speculation and improved ILP

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VLIW: Very Long Instruction Word

Diagram showing the relationship between the instruction queue (I), registers (Regs), memory (Mem), and other components of a VLIW architecture. The diagram illustrates the flow of instructions and data through the system, with labels for SEK, €, £, and various memory sizes (2kB, 64kB, 2MB, 1GB).
Very Long Instruction Word (VLIW)

- Independent functional units with no hazard detection

Compiler is responsible for instruction scheduling

<table>
<thead>
<tr>
<th>Mem ref 1</th>
<th>Mem ref 2</th>
<th>FP op 1</th>
<th>FP op 2</th>
<th>Int op/ branch</th>
<th>Clock</th>
</tr>
</thead>
<tbody>
<tr>
<td>LD F0,0(R1)</td>
<td>LD F6,-8(R1)</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>1</td>
</tr>
<tr>
<td>LD F10,-16(R1)</td>
<td>LD F14,-24(R1)</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>2</td>
</tr>
<tr>
<td>LD F18,-32(R1)</td>
<td>LD F22,-40(R1)</td>
<td>ADDD F4,F0,F2</td>
<td>ADDD F8,F6,F2</td>
<td>NOP</td>
<td>3</td>
</tr>
<tr>
<td>LD F26,-48(R1)</td>
<td>NOP</td>
<td>ADDD F12,F10,F2</td>
<td>ADDD F16,F14,F2</td>
<td>NOP</td>
<td>4</td>
</tr>
<tr>
<td>NOP</td>
<td>NOP</td>
<td>ADDD F20,F18,F2</td>
<td>ADDD F24,F22,F2</td>
<td>NOP</td>
<td>5</td>
</tr>
<tr>
<td>SD 0(R1), F4</td>
<td>SD -8(R1), F8</td>
<td>ADDD F28,F26,F2</td>
<td>NOP</td>
<td>NOP</td>
<td>6</td>
</tr>
<tr>
<td>SD -16(R1), F12</td>
<td>SD -24(R1), F8</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>7</td>
</tr>
<tr>
<td>SD -32(R1),F20</td>
<td>SD -40(R1),F24</td>
<td>NOP</td>
<td>NOP</td>
<td>SUBI R1,R1,#48</td>
<td>8</td>
</tr>
<tr>
<td>SD 0(R1),F28</td>
<td>NOP</td>
<td>NOP</td>
<td>NOP</td>
<td>BNEZ R1,LOOP</td>
<td>9</td>
</tr>
</tbody>
</table>
Limits to VLIW

Difficult to exploit parallelism
- $N$ functional units and $K$ "dependent" pipeline stages implies $N \times K$ independent instructions to avoid stalls

Memory and register bandwidth

Code size

No binary code compatibility

But, .... simpler hardware
- short schedule
- high frequency
HW support for static speculation

- Move LD up and ST down. But, how far?
  - Normally not outside of the basic block!

- These techniques will allow larger moves and increase the effective size of a basic block
  - Removing branches: predicate execution
  - Move LD above ST: hazard detection
  - Move LD above branch: avoid false exceptions
Compiler speculation

The compiler moves instructions before a branch so that they can be executed before the branch condition is known.

Advantage: creates longer schedulable code sequences => more ILP can exploited.

Example:

```plaintext
if (A == 0) then A = B; else A = A+4;
```

<table>
<thead>
<tr>
<th>Non speculative code</th>
<th>Speculative code</th>
</tr>
</thead>
<tbody>
<tr>
<td>LW R1,0(R3)</td>
<td>LW R1,0(R3)</td>
</tr>
<tr>
<td>BNEZ R1,L1</td>
<td>LW R14,0(R2)</td>
</tr>
<tr>
<td>LW R1,0(R2)</td>
<td>BEQZ R1,L3</td>
</tr>
<tr>
<td>J L2</td>
<td>ADD R14,R14,4</td>
</tr>
<tr>
<td>L1: ADD R1,R1,4</td>
<td>L3: SW 0(R3),R14</td>
</tr>
<tr>
<td>L2: SW 0(R3),R1</td>
<td></td>
</tr>
</tbody>
</table>

What about exceptions?

Move past BR + reg rename
Speculative instructions

Moving a LD up, may make it *speculative*

- Moving past a branch
- Moving past a ST (that may be to the same address)

Issues:
- Non-intrusive
- Correct exception handling (again)
- Low overhead
- Good prediction
Example: Moving LD above a branch

LD.s R1, 100(R2)  ;"Speculative LD" to R1
....  ;set "poison bit" in R1 if exception
BRNZ R7, #200
...
LD.chk R1  ;Get exception if poison bit of R1 is set

Good performance if the branch is not taken
Example: Moving LD above a ST

LD.a R1, 100(R2) ; “advanced LD”
; create entry in the ALAT <addr,reg>

....

ST R7, 50(R3) ; invalidate entry if ALAT addr match

...

LD.c R1 ; Redo LD if entry in ALAT invalid
; remove entry in ALAT

ALAT (advanced load address table) is an associative data structure storing tuples of: <addr, dest-reg>
Conditional execution

- Removes the need for some branches 😊

- Conditional Instructions
  - Conditional register move
    \[
    \text{CMOVZ R1, R2, R3} \quad ; \text{move R2 to R1 if (R3 == 0)}
    \]
  - Compare-and-swap (atomics memory operations later)
    \[
    \text{CAS R1, R2, R3} \quad ; \text{swap R2 and mem(R1) if (mem(R1)== R3)}
    \]
  - Avoiding a branch makes the basic block larger!!!
    ➔ More instructions for the code scheduler to play with

- Predicate execution
  - A more generalized technique
  - Each instruction executed if the associated 1-bit predicate REG is 1.
Predicate example

```c
IF R1 > R2 then
    LD R7, 100(R1)
    ADD R1, R1, #1
else
    LD R7, 100(R2)
    ADD R2, R2, #1
end
```

5 instr executed in "then path"
2 branches
Predicate example

IF R1 > R2 then
LD R7, 100(R1)
ADD R1, R1, #1
else
LD R7, 100(R2)
ADD R2, R2, #1
end

Using Predicates

IF R1 > R2 then P6=1; P7=0
else P6=0; P7=1 ; //one instr!
P6: LD R7, 100(R1)
P6: ADD R1, R1, #1
P7: LD R7, 100(R2)
P7: ADD R2, R2, #1

Standard Technique

CGT R3, R1, R2
BRNZ R3, else
LD R7, 100(R1)
ADD R1, R1, #1
BR end
else:
LD R7, 100(R2)
ADD R2, R2, #1
end:

5 instr executed in “then path”
2 branches

One instruction sets the two predicate Regs
Each instr. in the “then” guarded by P6
Each instr. in the “else” guarded by P7
→ One basic block
→ Fewer total instr

5 instr executed in “then path”
0 branch
HW vs. SW speculation

Advantages:
- Dynamic runtime disambiguation of memory addresses
- Dynamic branch prediction is often better than static which limits the performance of SW speculation.
- HW speculation can maintain a precise exception model

Main disadvantage:
- Complex implementation and extensive need of hardware resources (conforms with technology trends)
Example:
IA64 and Itanium(I)

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Little of everything

- VLIW
- Advanced loads supported by ALAT
- Load speculation supported by predication
- Dynamic branch prediction
- "All the tricks in the book"
Itanium instructions

- Instruction bundle (128 bits)
  - (5 bits) template (identifies I types and dependencies)
  - 3 x (41 bits) instruction
- Can issue up to two bundles per cycle (6 instr)
- The “Type” specifies if the instr. are independent
- Latencies:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Latency</th>
</tr>
</thead>
<tbody>
<tr>
<td>I-LD</td>
<td>1</td>
</tr>
<tr>
<td>FP-LD</td>
<td>9</td>
</tr>
<tr>
<td>Pred branch</td>
<td>0-3</td>
</tr>
<tr>
<td>Misspred branch</td>
<td>0-9</td>
</tr>
<tr>
<td>I-ALU</td>
<td>0</td>
</tr>
<tr>
<td>FP-ALU</td>
<td>4</td>
</tr>
</tbody>
</table>
Itanium Registers

- 128 65-bit GPR (w/ poison bit)
- 128 82-bit FP REGS
- 64 1-bit predicate REGS
- A bunch of CSRs (control/status registers)
Dynamic register window

Explicit Regs
(seen by the instructions)

- Physical Regs: 127
- Explicit Regs: 63
- Physical Regs: 0
- Explicit Regs: 0
Dynamic register window for GPRs

Explicit Regs (seen by main)

- Global: 0
- Dyn. main: 31
- Unused: 63

Physical Regs

- Global: 0
- Dyn. main: 31
- Unused: 127

Unused
Calling Procedure A

Procedure!!! (....not processes)

Explicit Regs (seen by main)
Explicit Regs (seen by proc A)

Physical Regs
- Unused: 127
- Input: 85
- Dyn. main: 63
- Global: 31

Output: 63, 54
Input: 10, 63

Procedure!!! (....not processes)
Calling Procedure B (automatic passing of parameters)
Register Stack Engine (RSE)

- Saves and restores registers to memory on register spills
- Implemented in hardware
- Works in the background
- Gives the illusion of an unlimited register stack

- This is similar to SPARC and UCB’s RISC
Register rotation: FP and GPRs

- Used in software pipelining
- Register renaming for each iteration
- Removes the need for prologue/epilogue
- RSE (register stack engine)
What is the alternative?

- VLIW was meant to simplify HW
- Itanium I has 230 M transistors and consumes 130W?
- Will it scale with technology?
- Other alternatives:
  - Increase cache size,
  - Increase the frequency, or,
  - Run more than one thread/chip (More about this during “Future Technologies”)