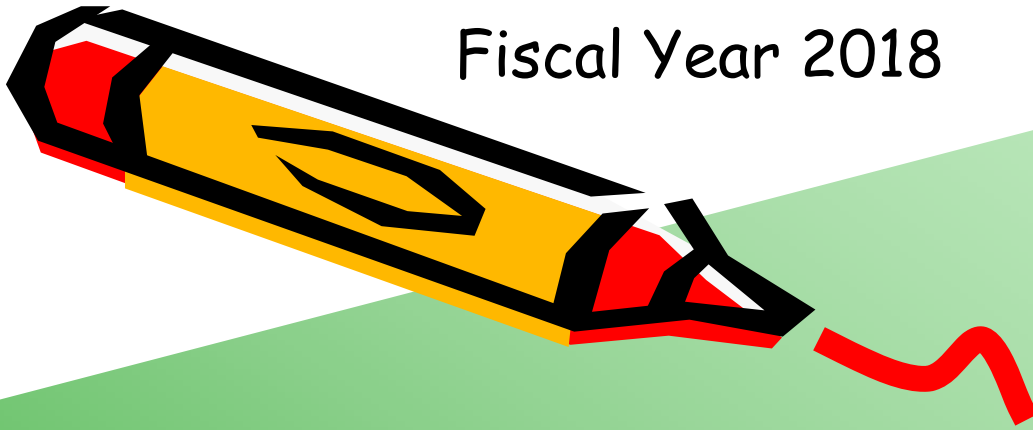


Fiscal Year 2018

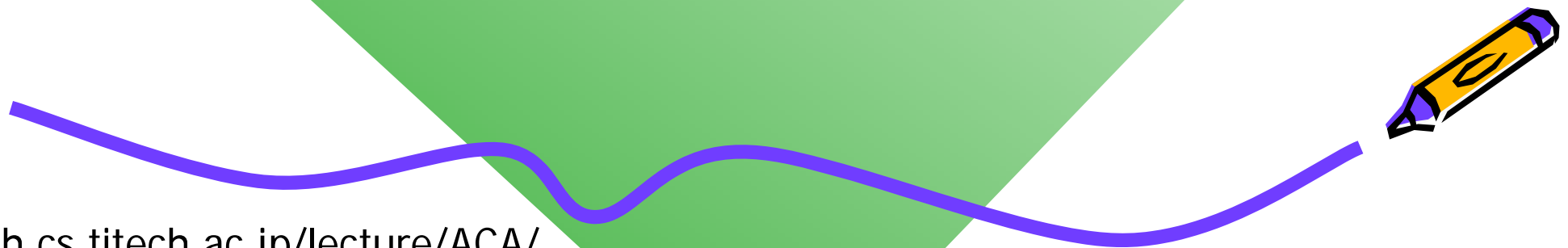
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Course number: CSC.T433
School of Computing,
Graduate major in Computer Science

Advanced Computer Architecture

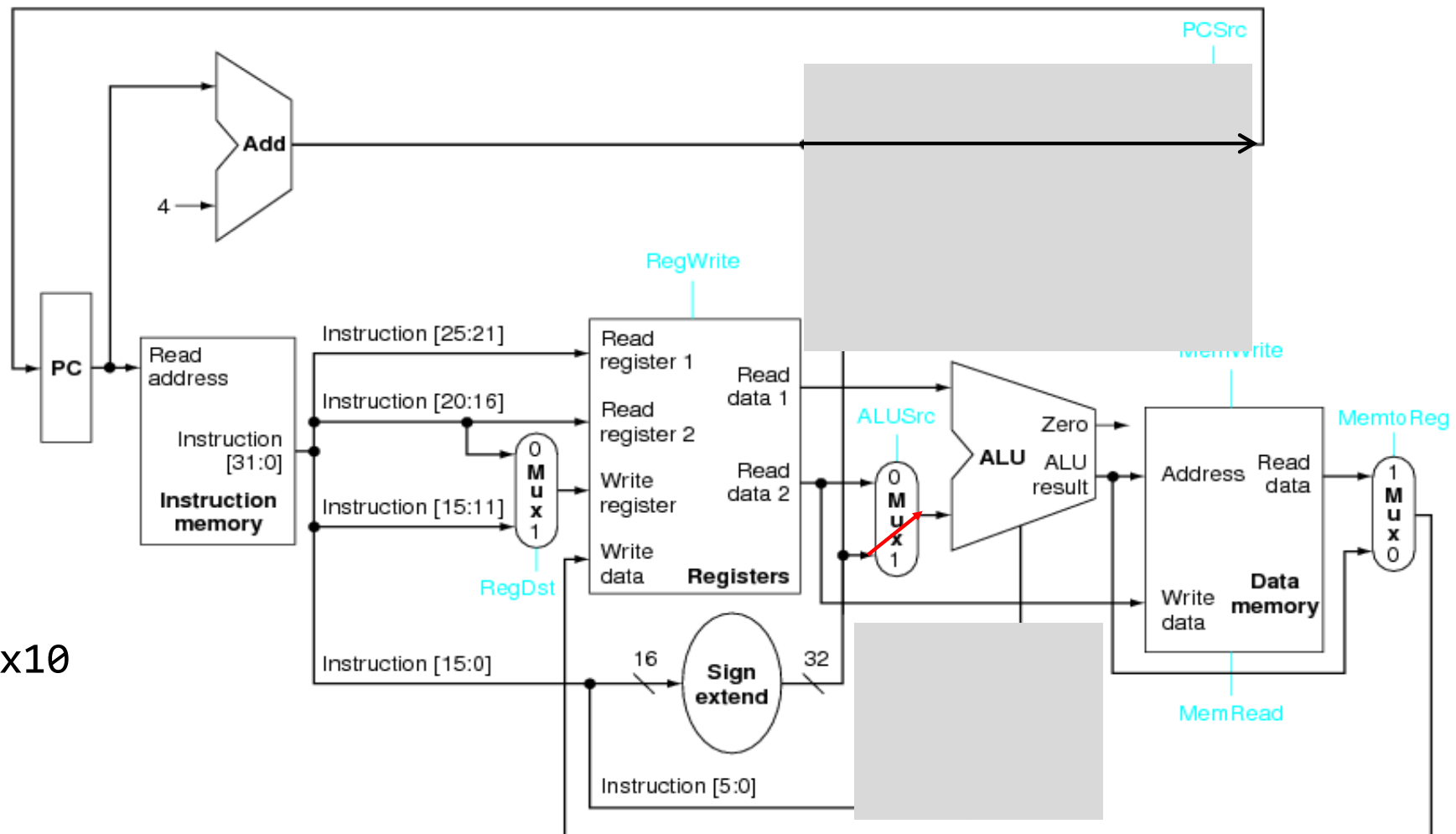
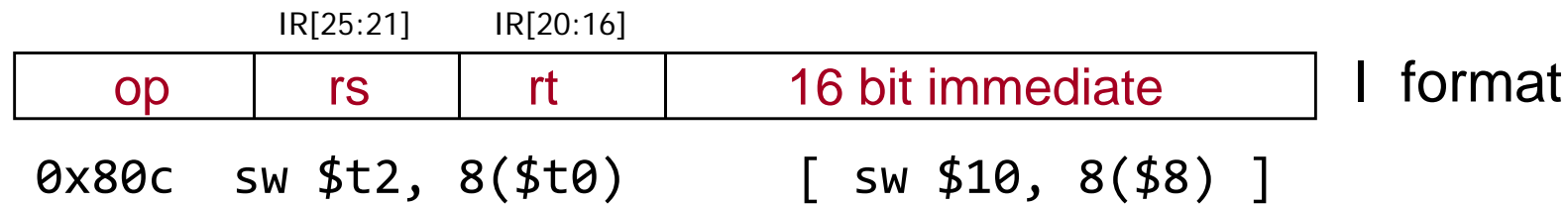
4. Pipelining



www.arch.cs.titech.ac.jp/lecture/ACA/
Room No.W936
Mon 13:20-14:50, Thr 13:20-14:50

Kenji Kise, Department of Computer Science
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Datapath of processor supporting **ADD, ADDI, LW, SW**



\$8 = 0x10
\$10 = 2

MIPS Control Flow Instructions

- MIPS **conditional branch** instructions:

bne \$s0, \$s1, Lbl # go to Lbl if \$s0≠\$s1

beq \$s0, \$s1, Lbl # go to Lbl if \$s0=\$s1

- Ex: **if (i==j) h = i + j;**

bne \$s0, \$s1, Lbl1

add \$s3, \$s0, \$s1

Lbl1: ...

- Instruction Format (**I** format):



- How is the branch destination address specified?

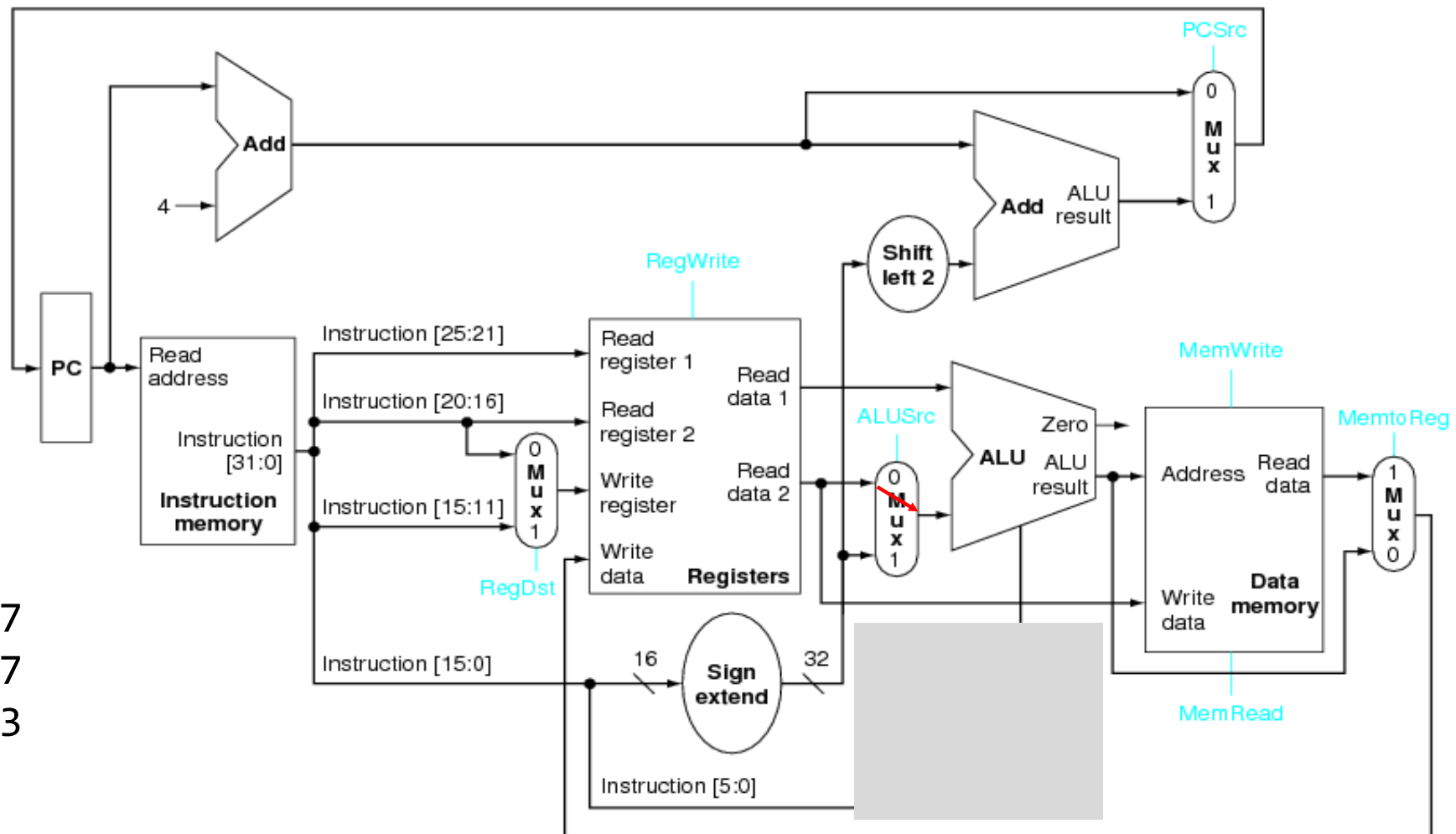


Datapath of processor supporting **ADD, ADDI, LW, SW, BNE, BEQ**



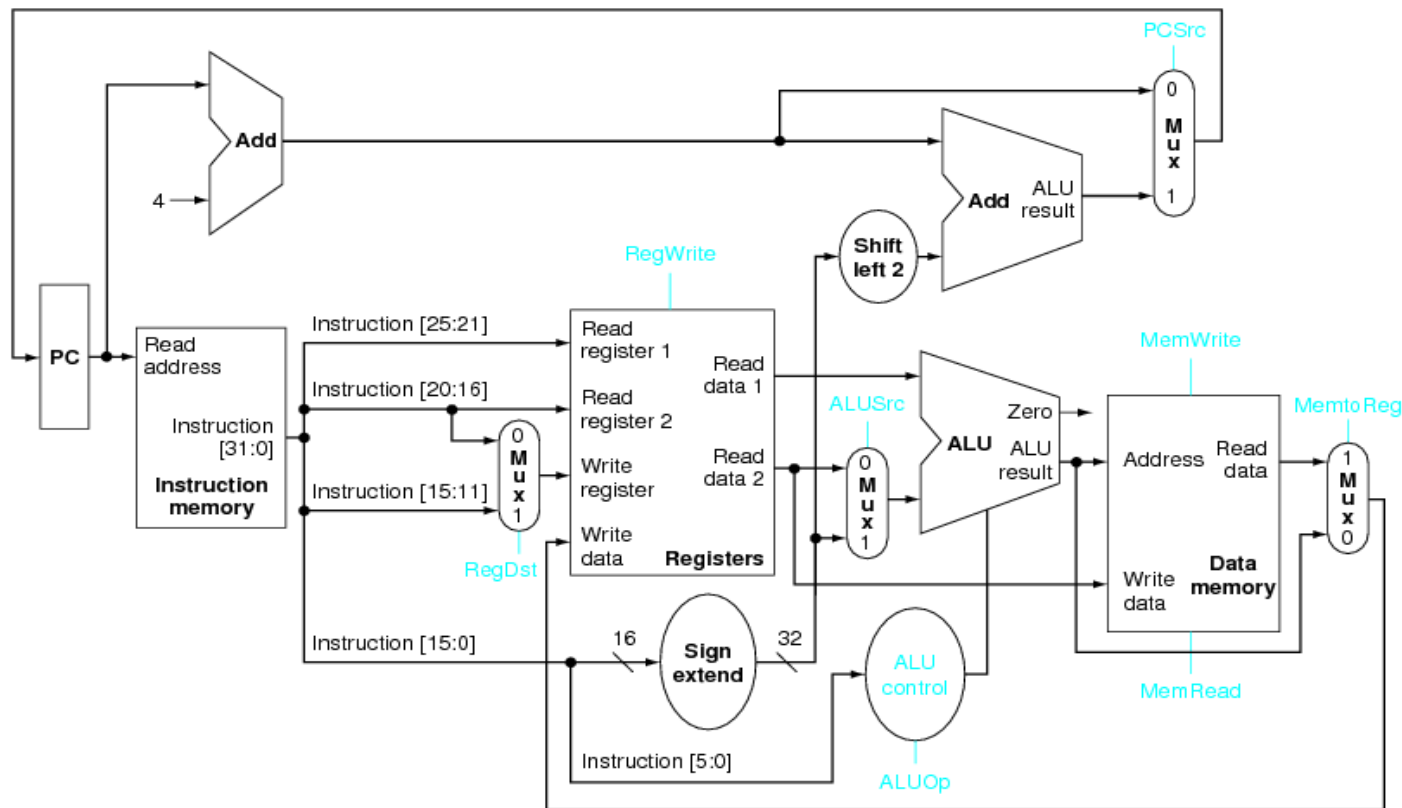
0x810 beq \$t0, \$t1, Lb [beq \$8, \$9, Lb]

\$8 = 7
\$9 = 7
imm = -3



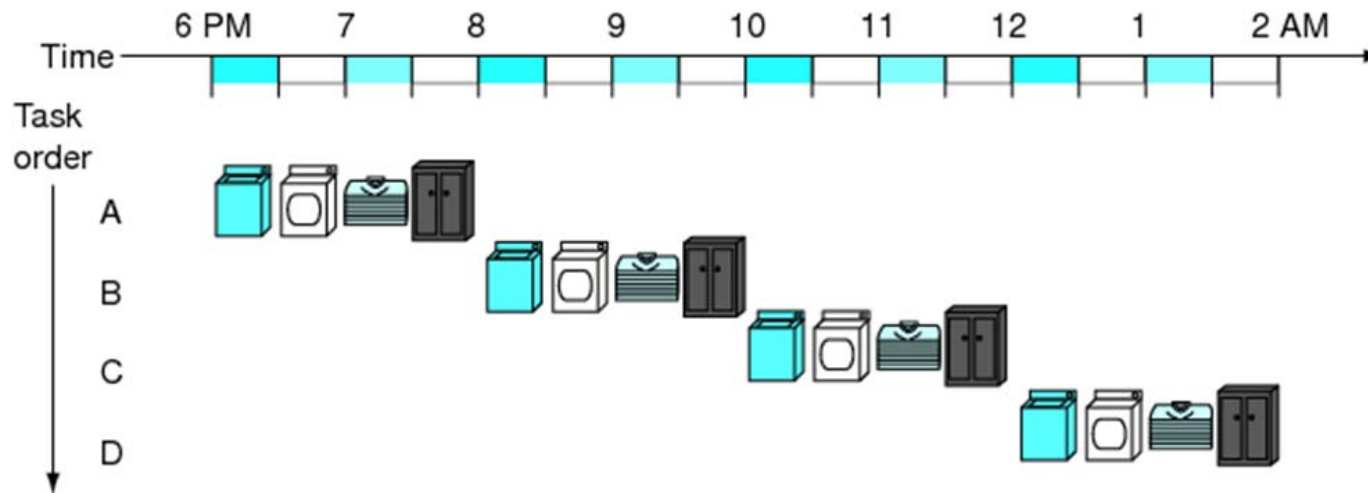
Single-cycle implementation of processors

- Single-cycle implementation also called **single clock cycle implementation** is the implementation in which an instruction is executed in one clock cycle. While easy to understand, it is too slow to be practical.



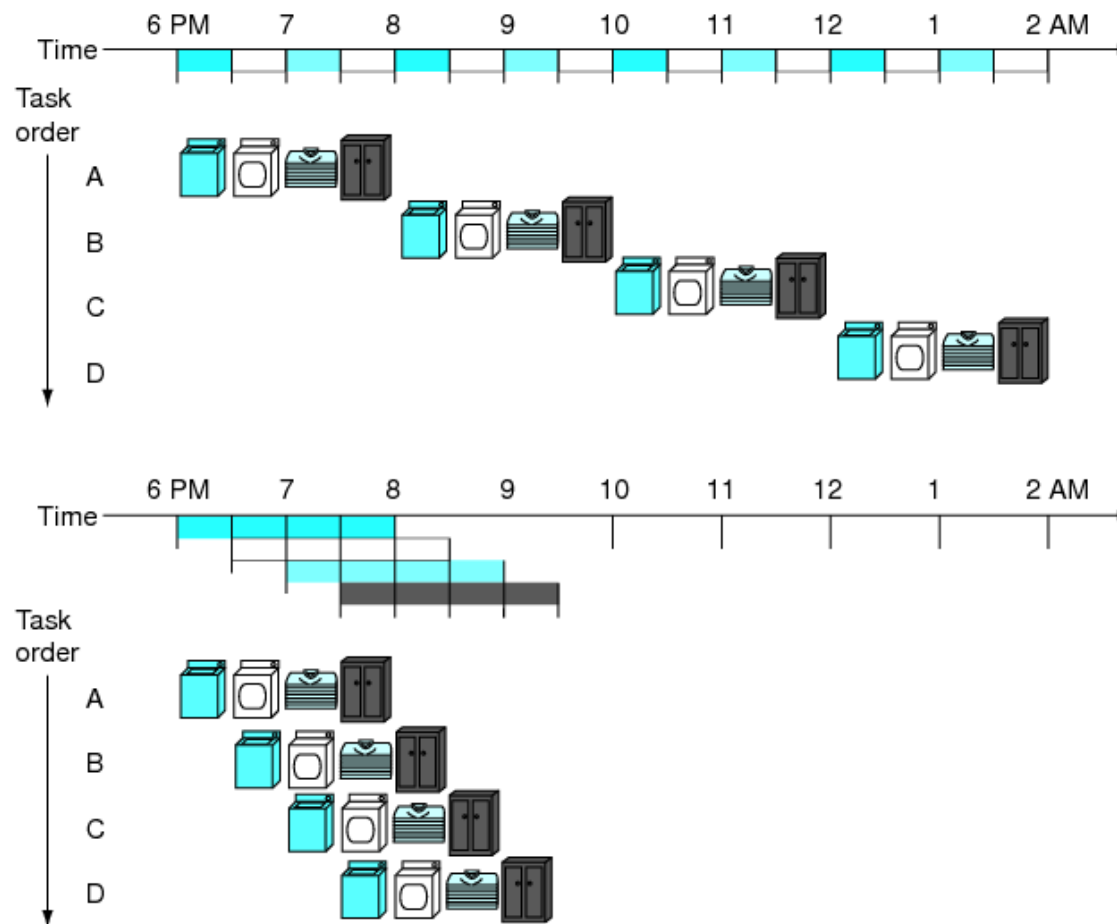
Single-cycle implementation of laundry

- (A) Ann, (B) Brian, (C) Cathy, and (D) Don each have dirty clothes to be *washed, dried, folded, and put away* where each takes 30 minutes.
- Cycle time is 2 hours.
- Sequential laundry takes 8 hours for 4 loads.

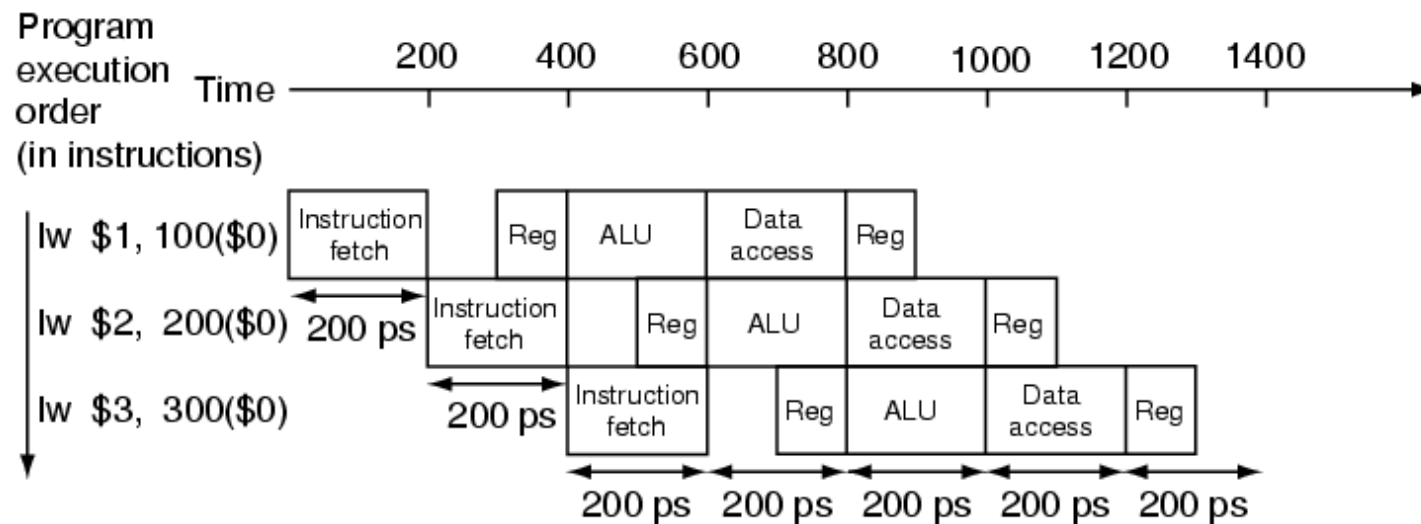
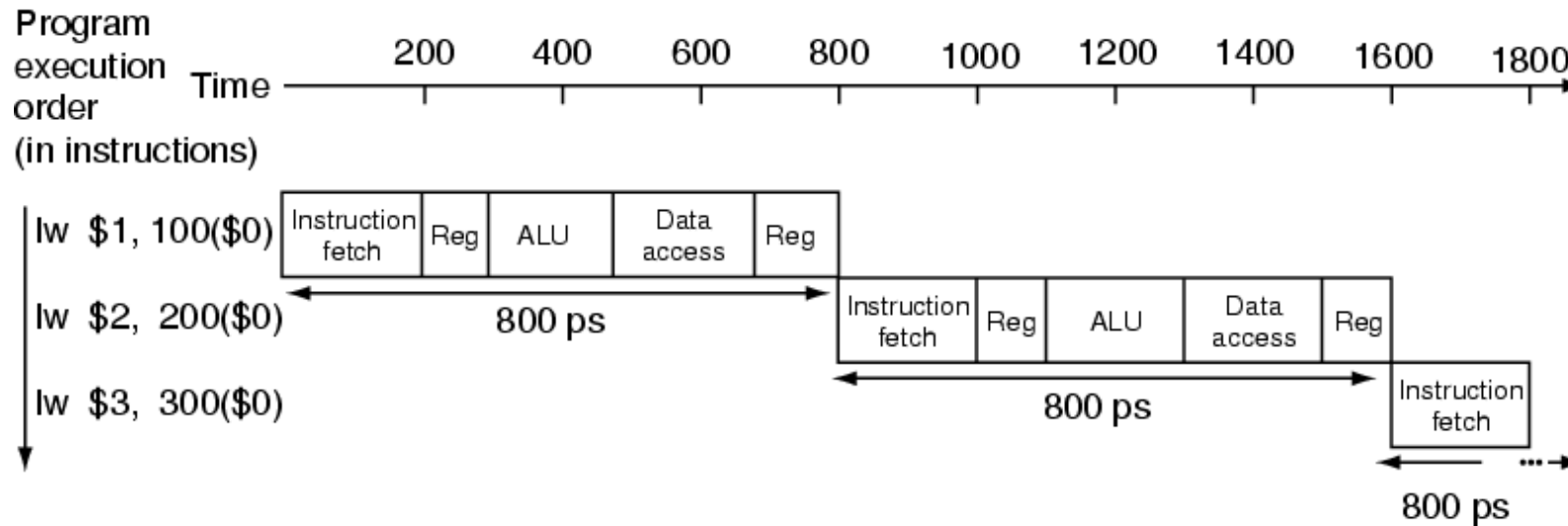


Single-cycle implementation and **pipelining**

- Pipelined laundry takes 3.5 hours just using the same hardware resources. Cycle time is 30 minutes.
- What is the latency of each load?

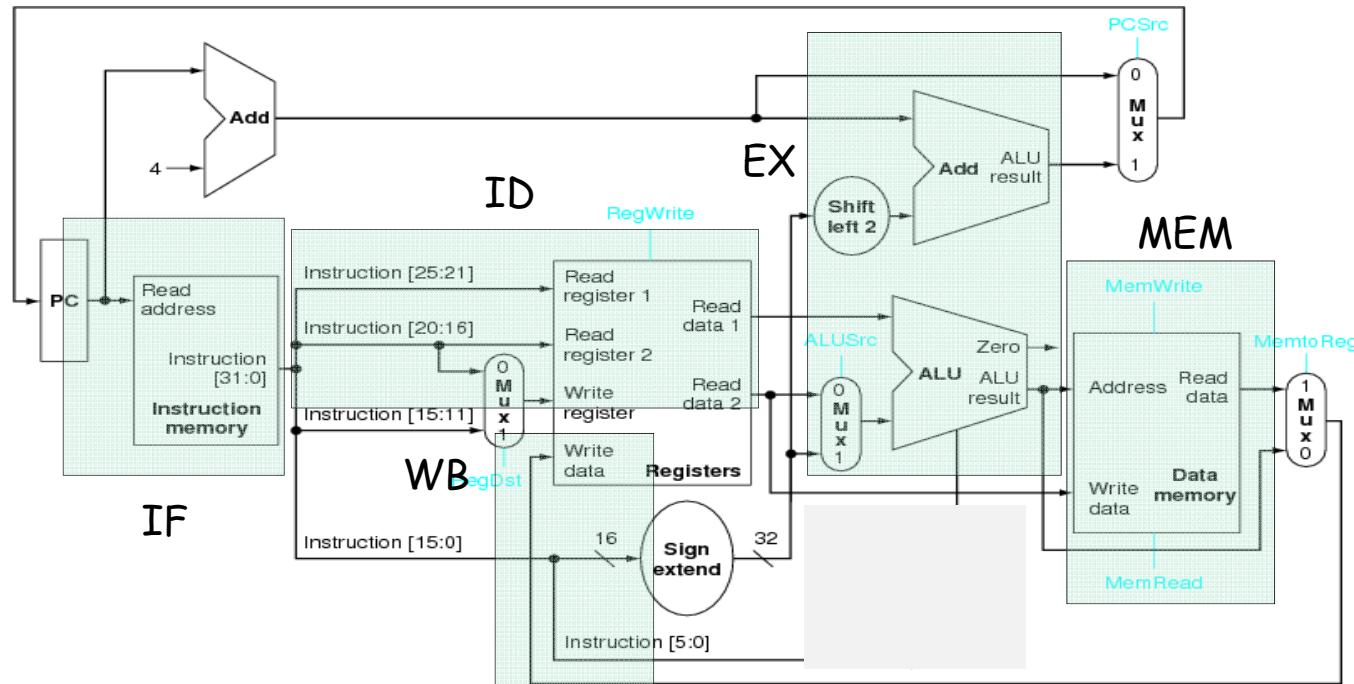


Single-cycle and pipelined processors



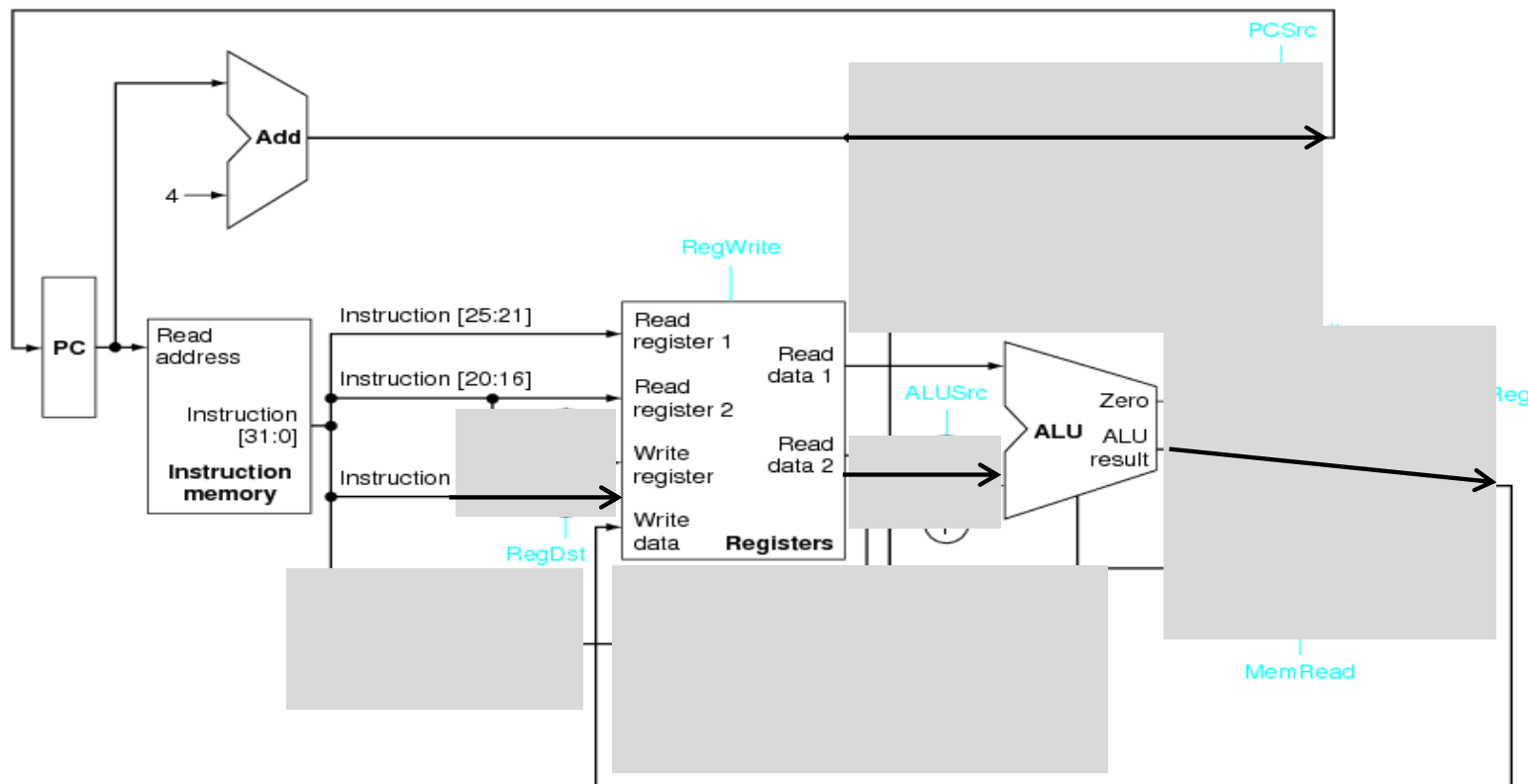
Conventional five steps (stages) of MIPS

- **IF**: Instruction Fetch from instruction memory
- **ID**: Instruction Decode and operand fetch from regfile (register file)
- **EX**: EXecute operation or calculate address for load/store or calculate branch condition and target address
- **MEM** (MA): MEMory access for load/store
- **WB**: Write result Back to regfile



Towards four stage pipelined one supporting ADD

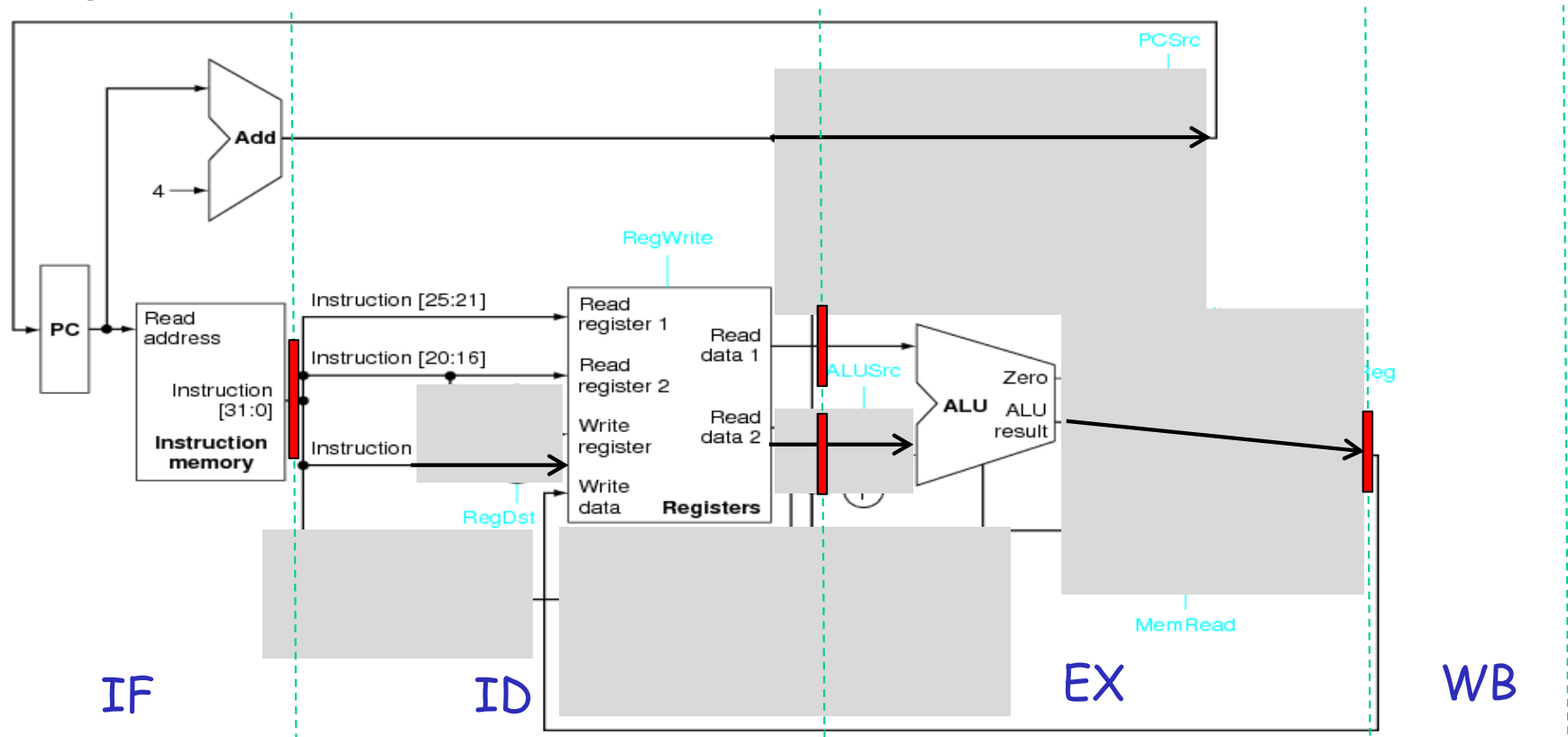
- **IF**: Instruction Fetch from instruction memory
- **ID**: Instruction Decode and operand fetch from regfile
- **EX**: EXecute operation
- **WB**: Write result Back to regfile



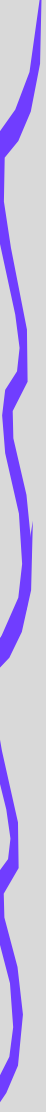

Pipeline registers

- add \$0, \$0, \$0 # NOP, $\$0 \leq 0 + 0$
- add \$1, \$1, \$1 # $\$1 \leq 22 + 22$
- add \$2, \$2, \$2 # $\$2 \leq 33 + 33$
- add \$0, \$0, \$0 # NOP
- add \$0, \$0, \$0 # NOP
- add \$0, \$0, \$0 # NOP

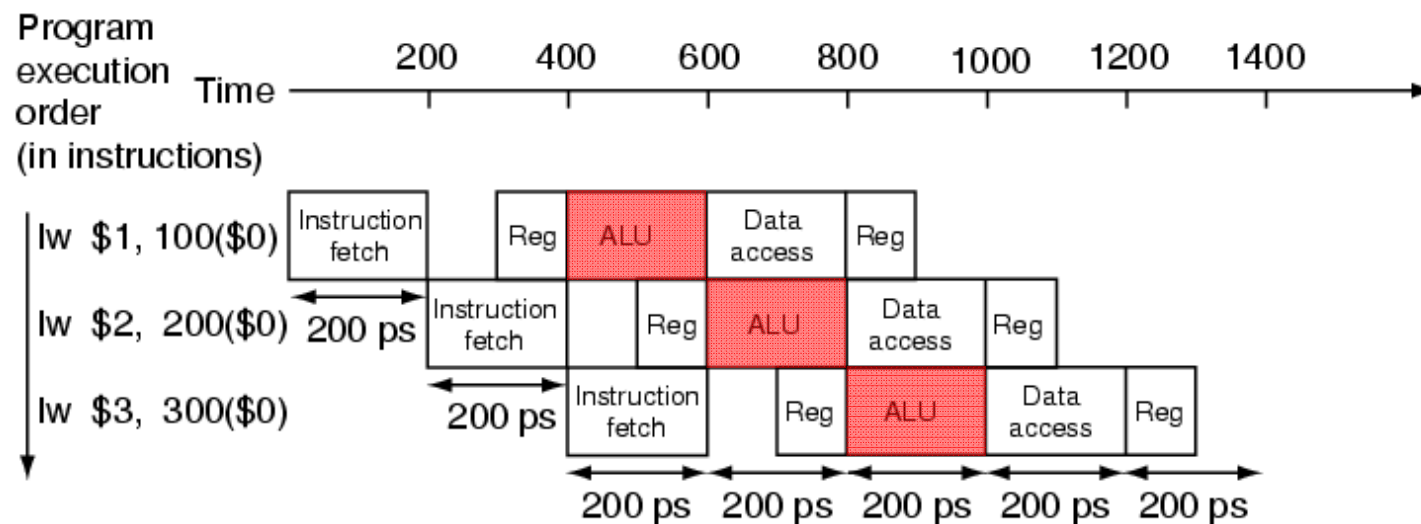
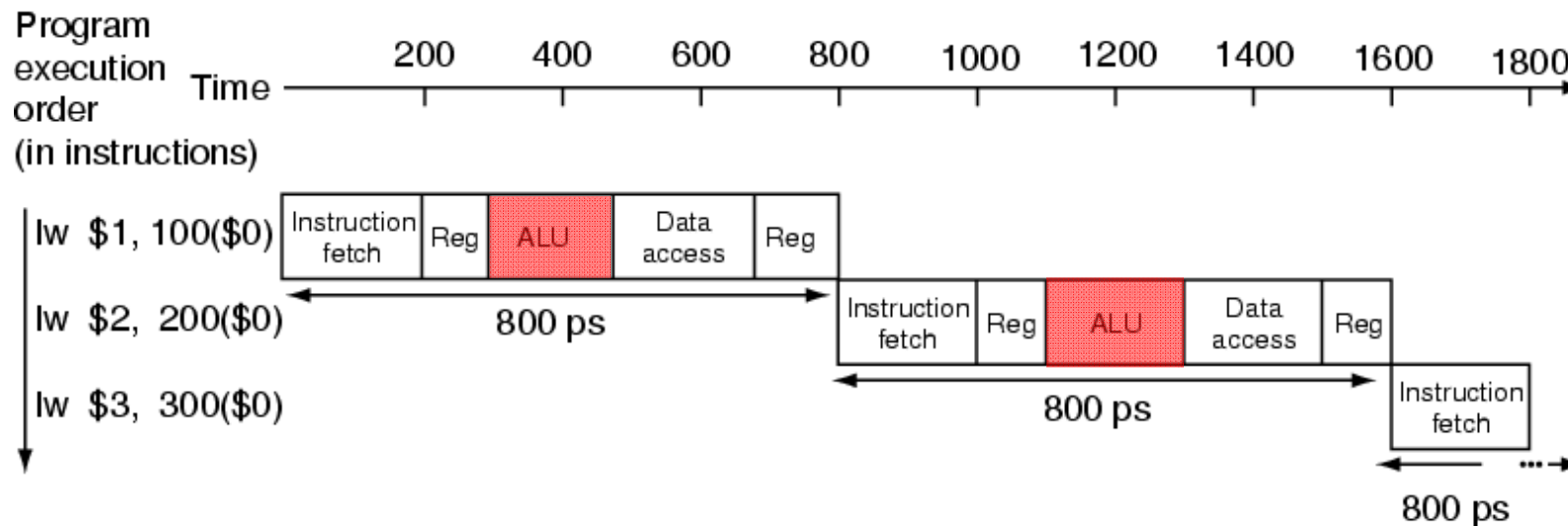
assuming initial values of $r[1]=22$ and $r[2]=33$



Exercise: Correcting the pipeline datapath



Single-cycle and pipelined processors



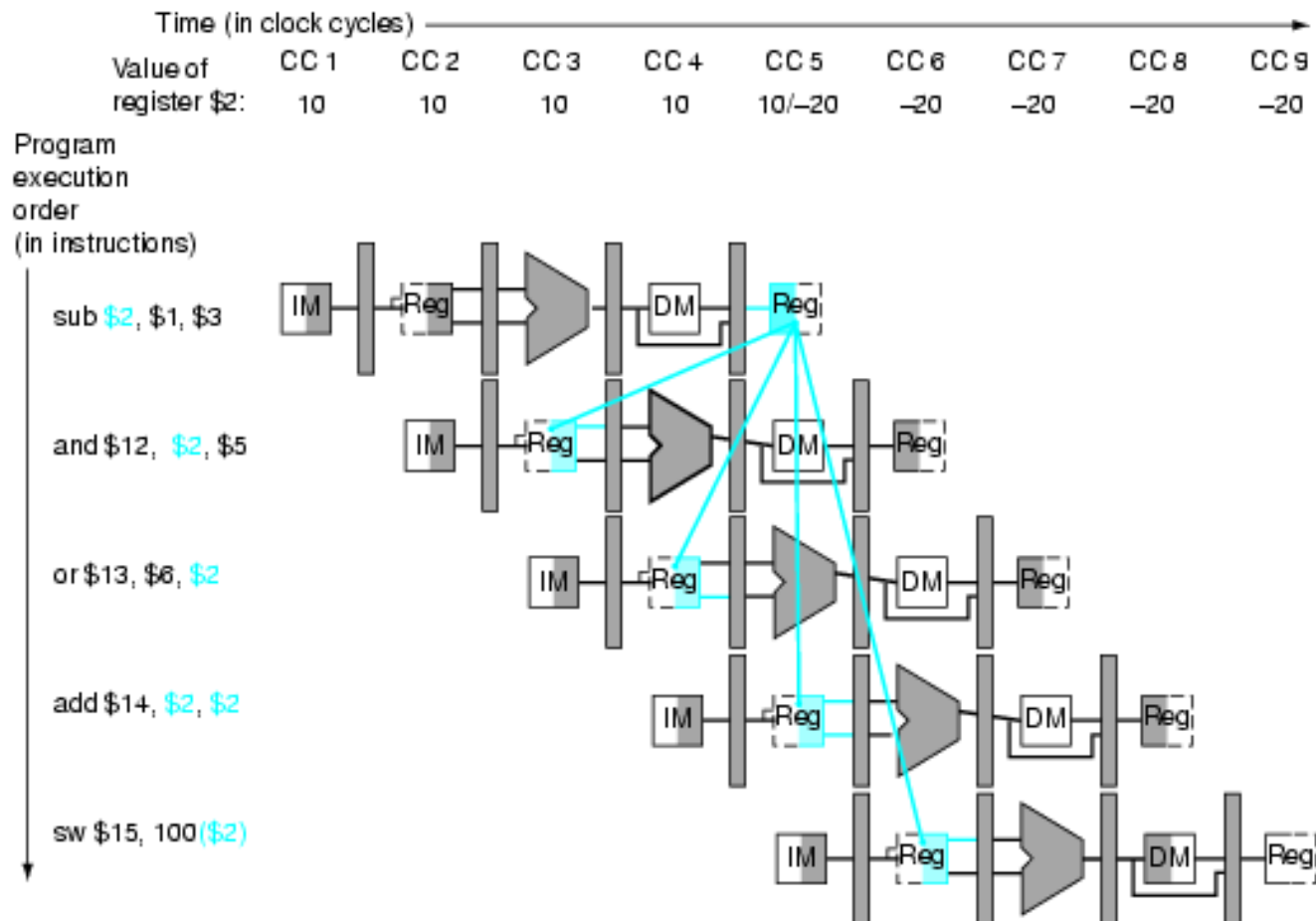
Homework 4

1. Design a four stage pipelined processor supporting MIPS `add` instructions in Verilog HDL. Please download `proc01.v` from the support page and refer it.
2. Verify the behavior of designed processor using following assembly code assuming initial values of `r[1]=22`, `r[2]=33`, `r[3]=44`, and `r[4]=55`
 - `add $0, $0, $0 # NOP {6'h0, 5'd0, 5'd0, 5'd0, 5'd0, 6'h20}`
 - `add $1, $1, $1 #`
 - `add $2, $2, $2 #`
 - `add $3, $3, $3 #`
 - `add $4, $4, $4 #`
3. Submit **a report printed on A4 paper** at the beginning of the next lecture.
 - The report should include a block diagram, a source code in Verilog HDL, and obtained waveforms of your design.



Data hazard caused by data dependency

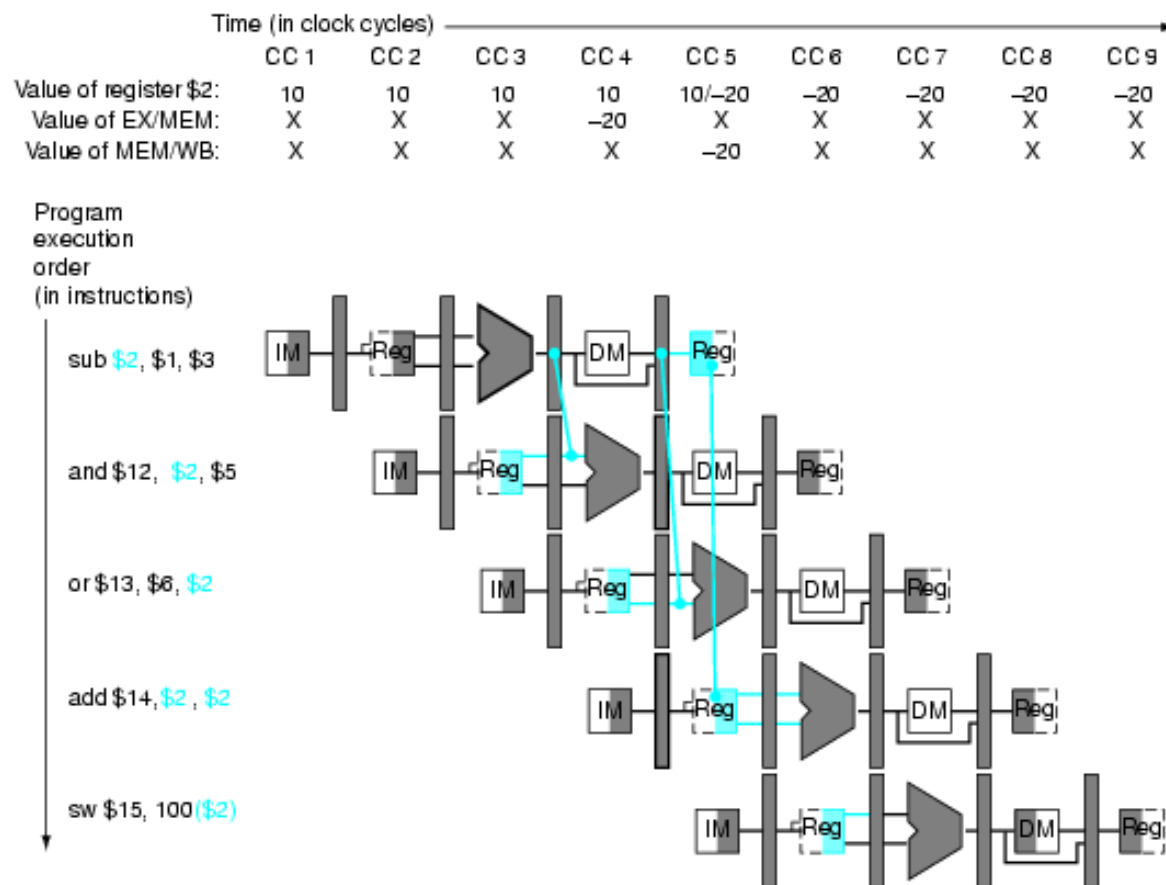
- The register value **\$2** for **AND instruction** is not written back to register file yet.



pipeline diagram

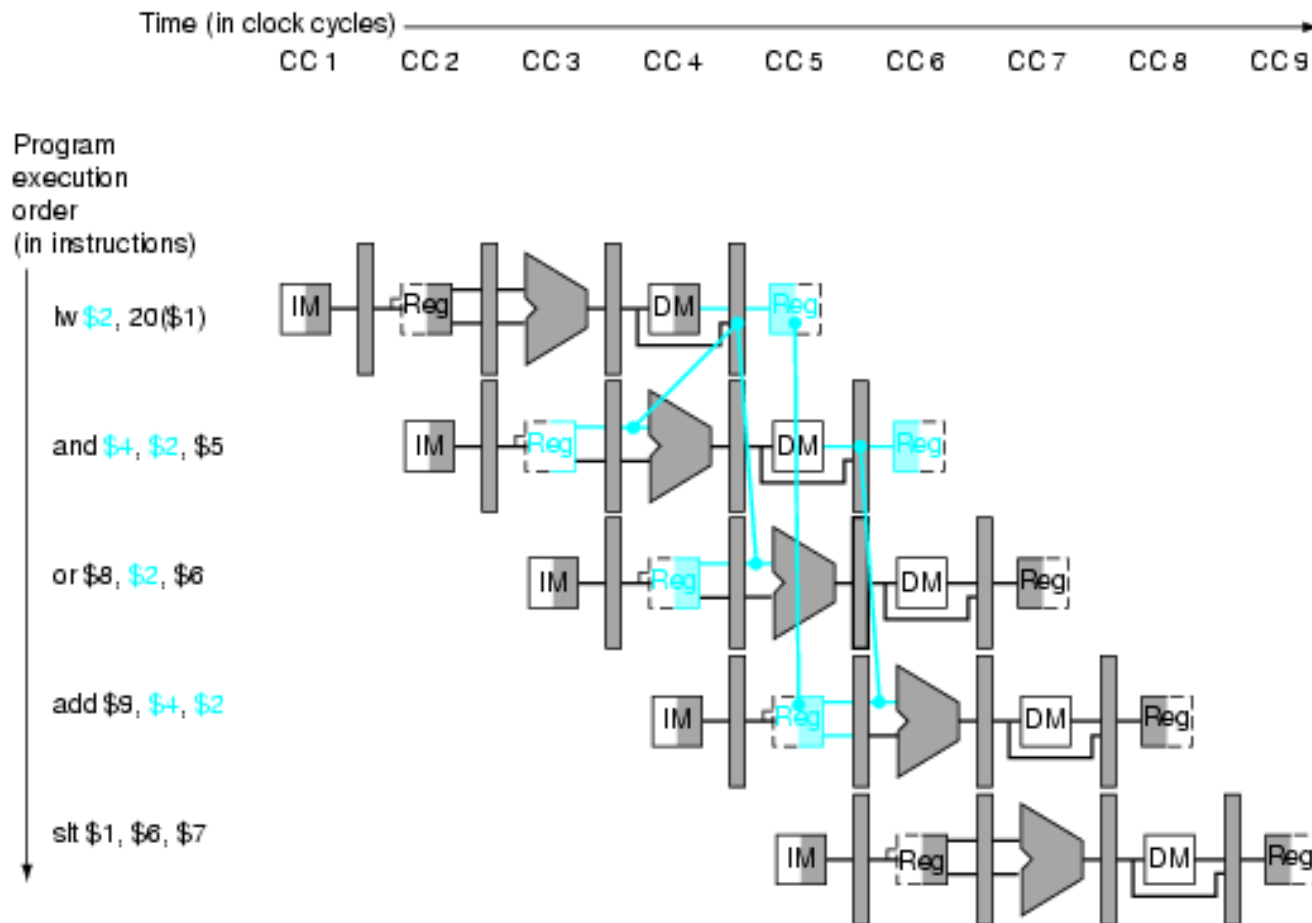
Data forwarding

- Do not wait for data to be written to register file. Sending the data directly to where needed (consumers).
- In these cases, pipeline registers provide the operand.

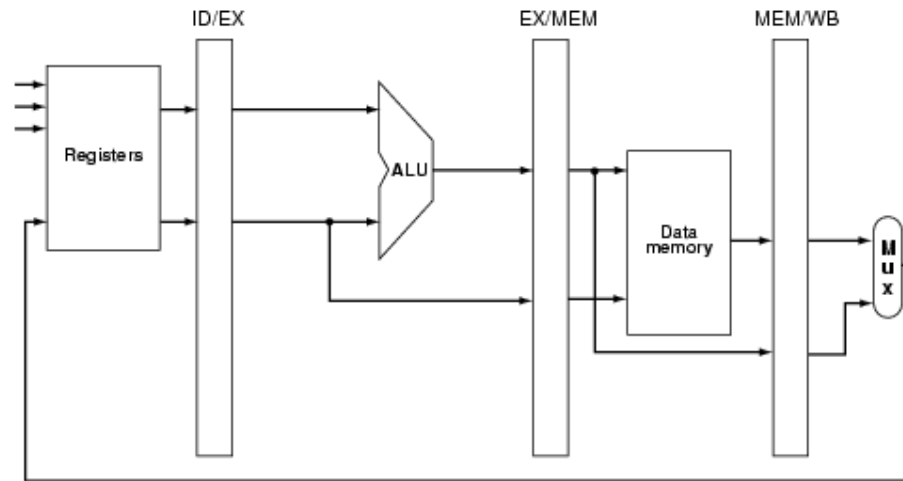


Stalling the processor by data hazard

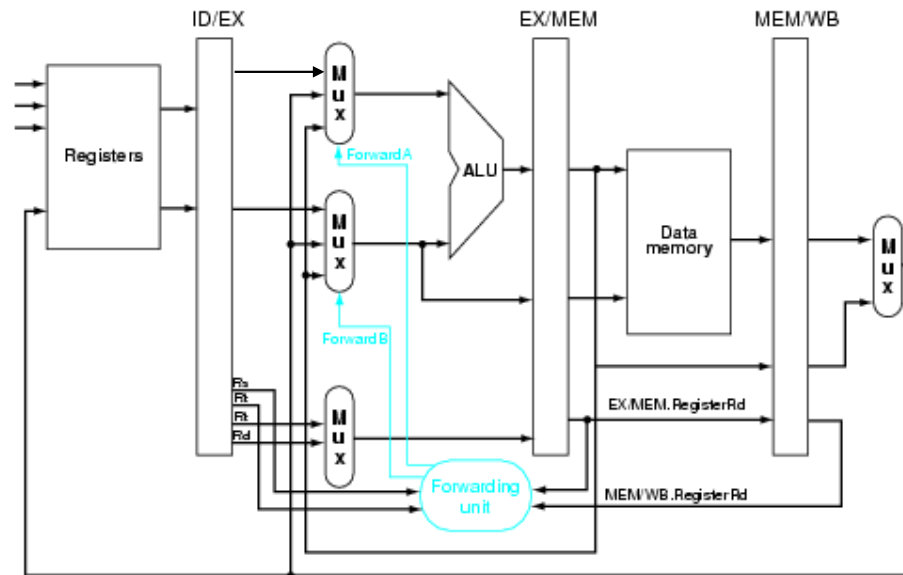
- Stall needed only when ...



Adding path and mux for data forwarding



a. No forwarding



b. With forwarding