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CS61C : Machine Structures

Lecture 29 – Introduction to Pipelined Execution

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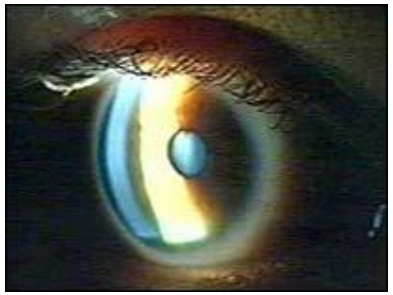
Bionic Eyes let blind see! ⇒

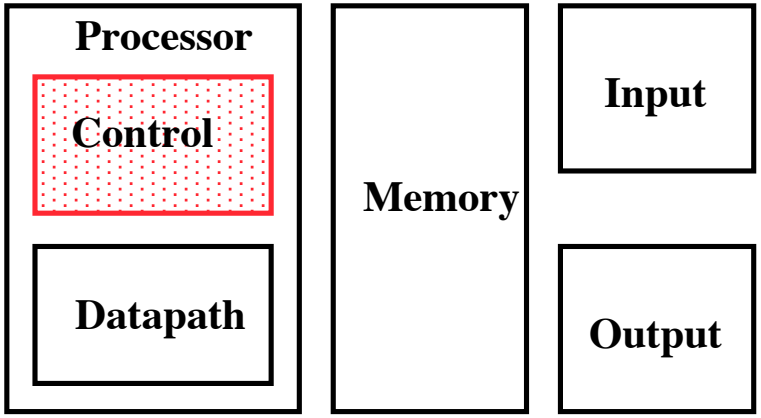


Johns Hopkins researchers have announced they have invented a "bionic eye" with a computer chip on the back of the eye and a small wireless video camera in a pair of glasses. Face recognition? Not yet, but soon!

news.bbc.co.uk/1/hi/health/4411591.stm

Review: Single cycle datapath

- 5 steps to design a processor
  - 1. Analyze instruction set => datapath requirements
  - 2. Select set of datapath components & establish clock methodology
  - 3. Assemble datapath meeting the requirements
  - 4. Analyze implementation of each instruction to determine setting of control points that effects the register transfer.
  - 5. Assemble the control logic
- Control is the hard part
- MIPS makes that easier
  - Instructions same size
  - Source registers always in same place
  - Immediates same size, location
  - Operations always on registers/immediates



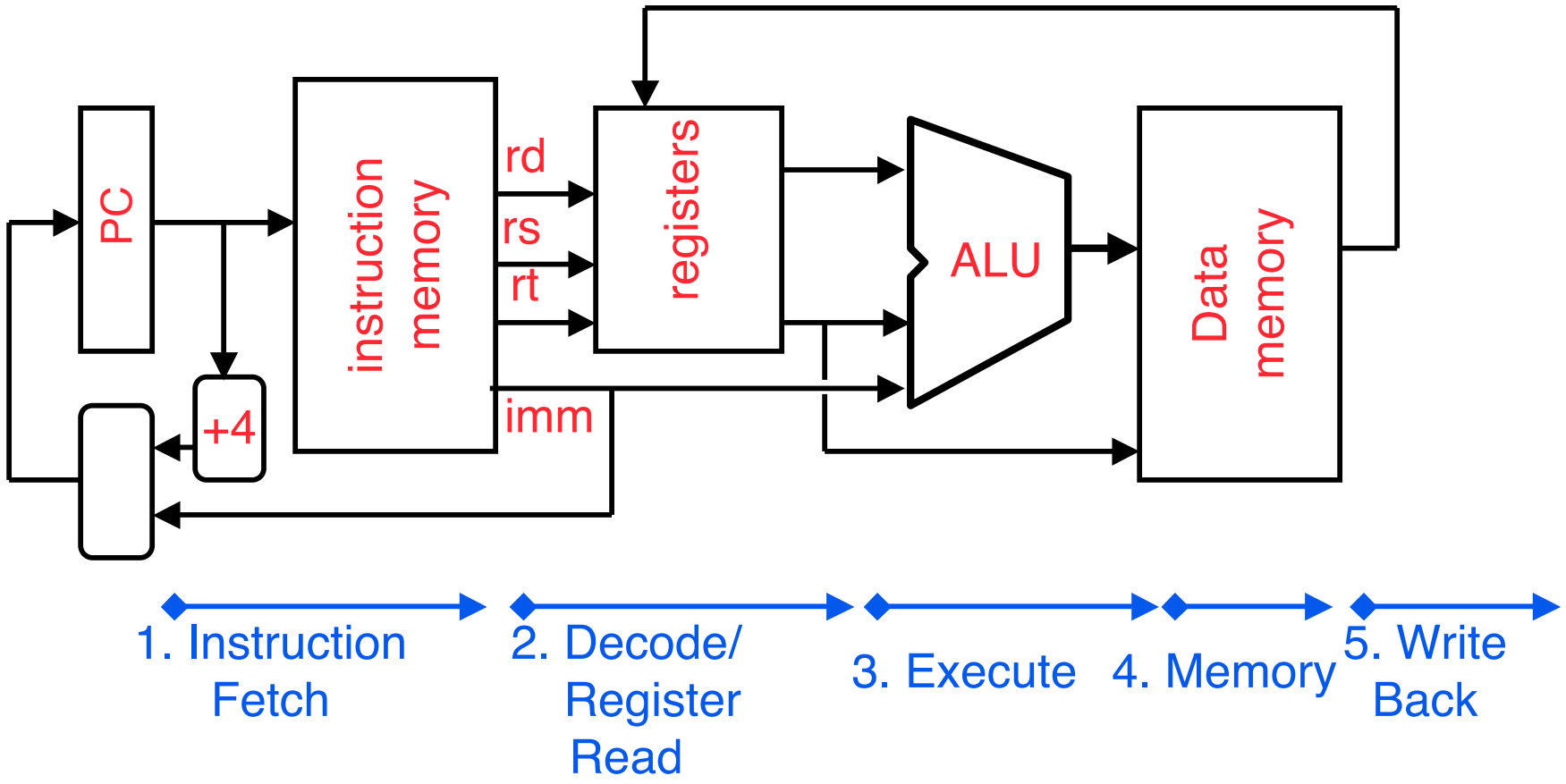
Review Datapath (1/3)

- Datapath is the hardware that performs operations necessary to execute programs.
- Control instructs datapath on what to do next.
- Datapath needs:
  - access to storage (general purpose registers and memory)
  - computational ability (ALU)
  - helper hardware (local registers and PC)

Review Datapath (2/3)

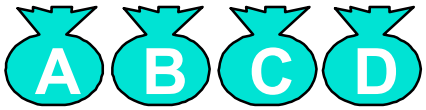
- Five stages of datapath (executing an instruction):
  1. Instruction Fetch (Increment PC)
  2. Instruction Decode (Read Registers)
  3. ALU (Computation)
  4. Memory Access
  5. Write to Registers
- ALL instructions must go through ALL five stages.

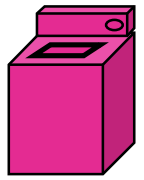
Review Datapath (3/3)

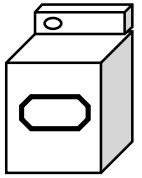


Gotta Do Laundry

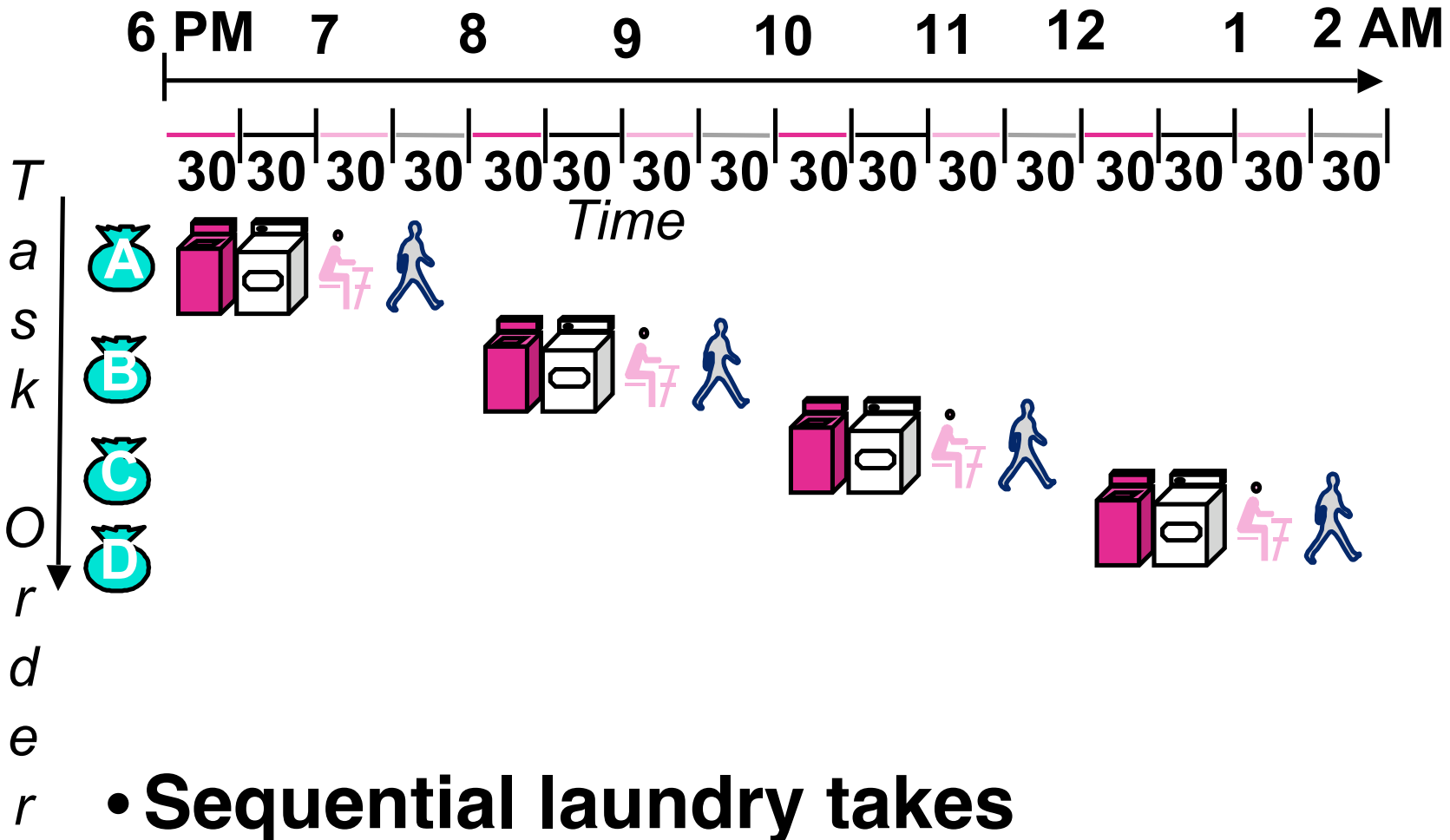
- Ann, Brian, Cathy, Dave each have one load of clothes to wash, dry, fold, and put away
- Washer takes 30 minutes
- Dryer takes 30 minutes
- "Folder" takes 30 minutes
- "Stasher" takes 30 minutes to put clothes into drawers





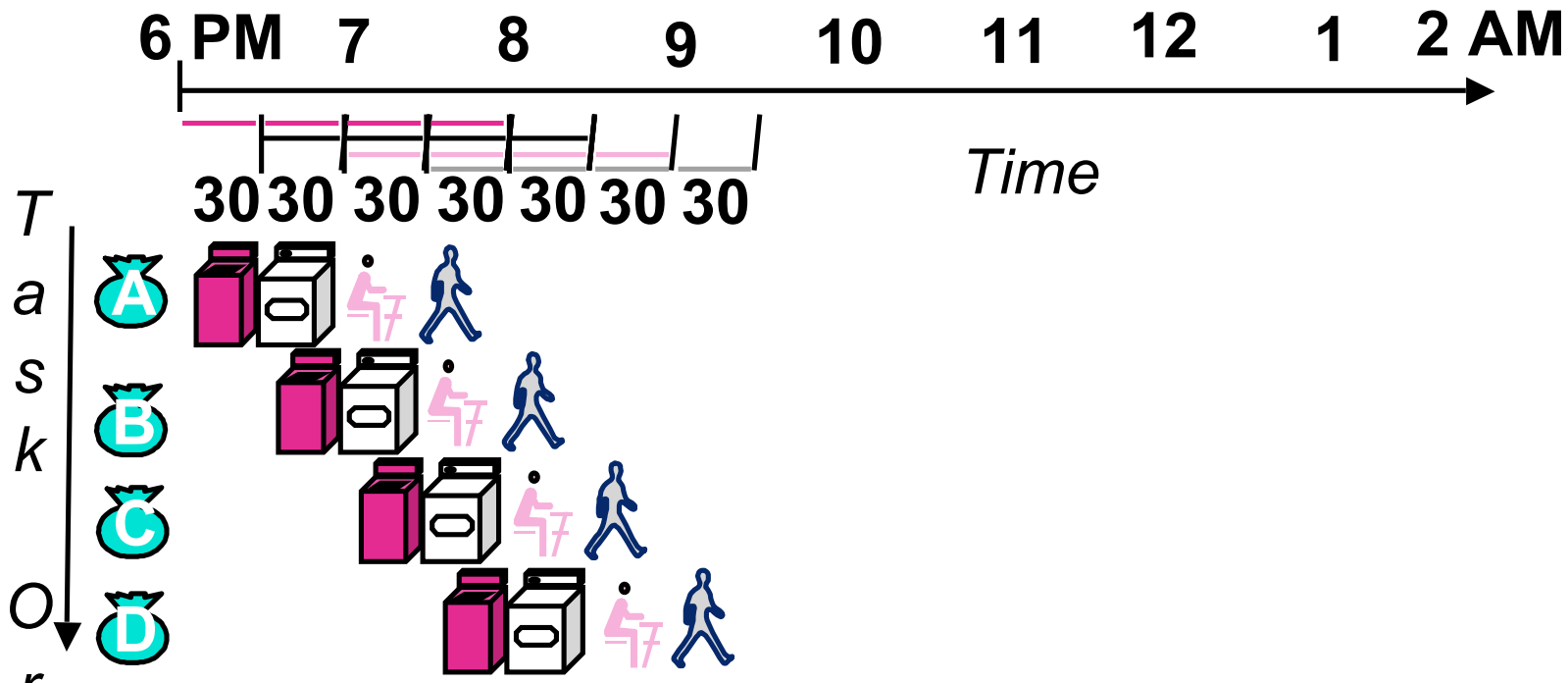


Sequential Laundry



- Sequential laundry takes 8 hours for 4 loads

Pipelined Laundry

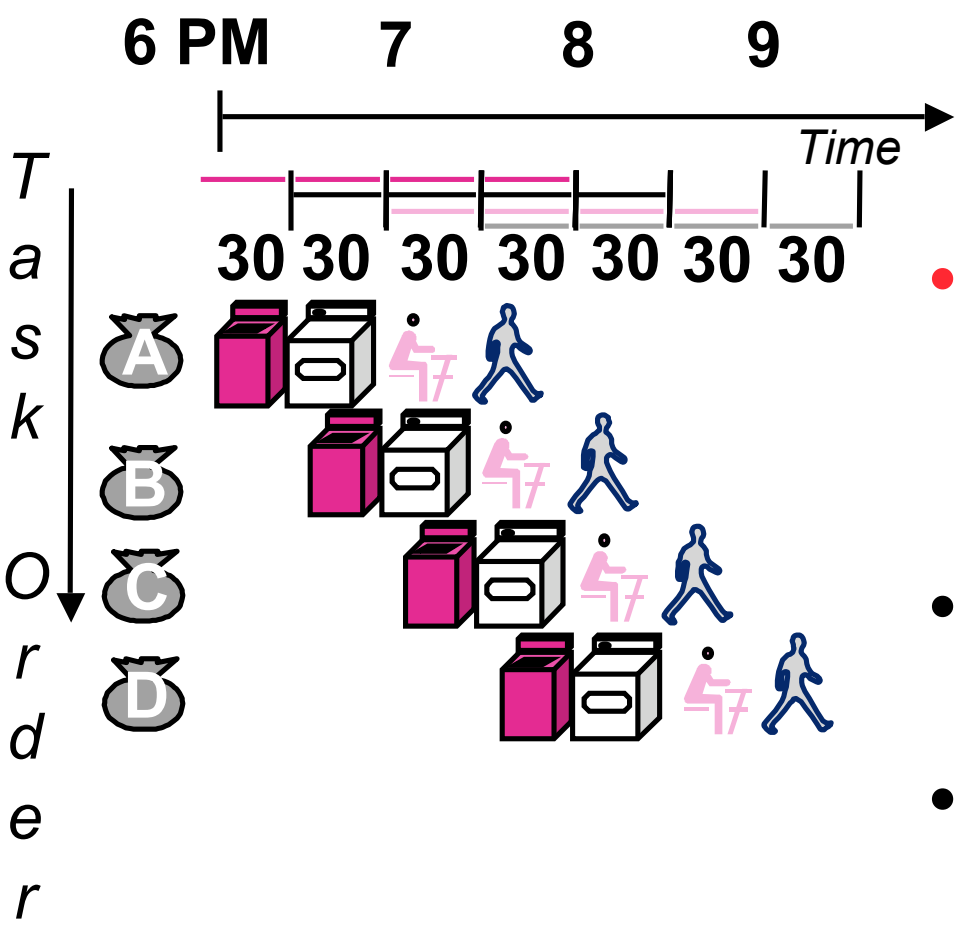


- **Pipelined laundry takes 3.5 hours for 4 loads!**

General Definitions

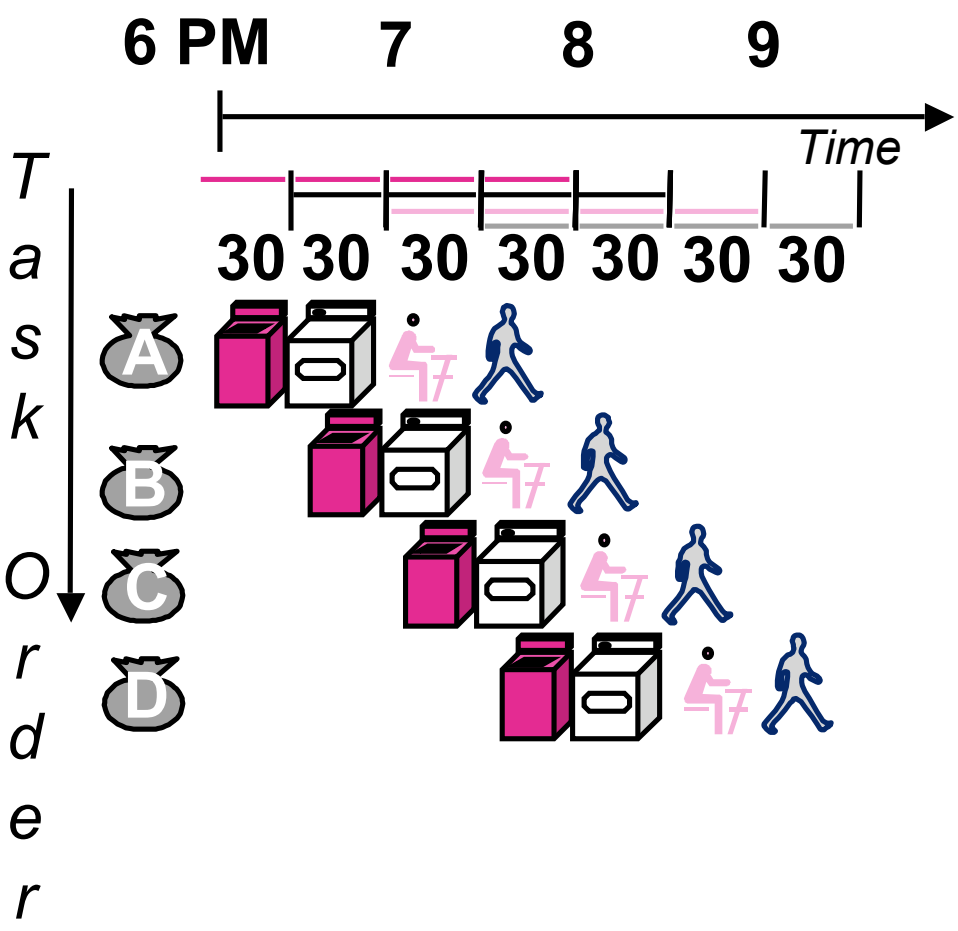
- **Latency**: time to completely execute a certain task
  - for example, time to read a sector from disk is disk access time or disk latency
- **Throughput**: amount of work that can be done over a period of time

Pipelining Lessons (1/2)



- Pipelining doesn't help latency of single task, it helps throughput of entire workload
- Multiple tasks operating simultaneously using different resources
- Potential speedup = Number pipe stages
- Time to "fill" pipeline and time to "drain" it reduces speedup: 2.3X v. 4X in this example

Pipelining Lessons (2/2)



- Suppose new Washer takes 20 minutes, new Stasher takes 20 minutes. How much faster is pipeline?
- Pipeline rate limited by slowest pipeline stage
- Unbalanced lengths of pipe stages also reduces speedup

Steps in Executing MIPS

1) IFetch: Fetch Instruction, Increment PC

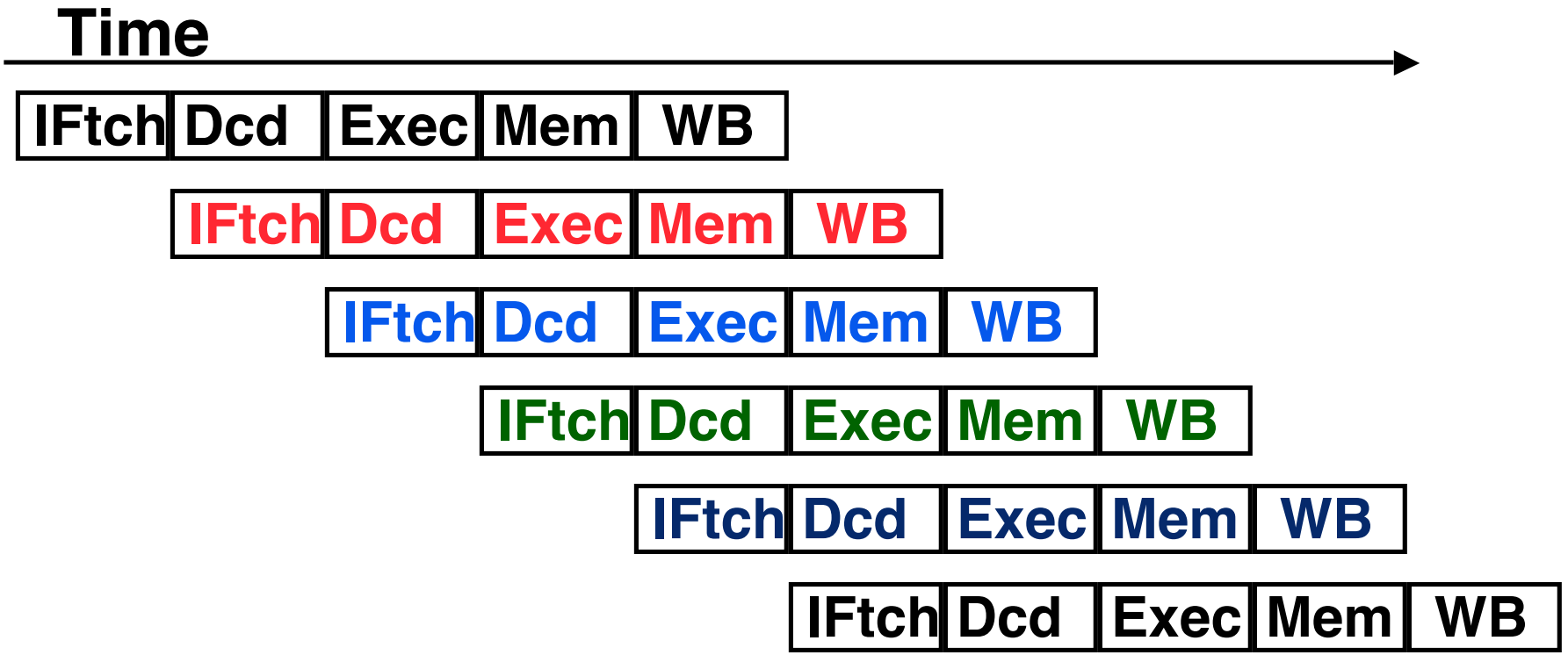
2) Decode Instruction, Read Registers

3) Execute:
   Mem-ref: Calculate Address
   Arith-log: Perform Operation

4) Memory:
   Load: Read Data from Memory
   Store: Write Data to Memory

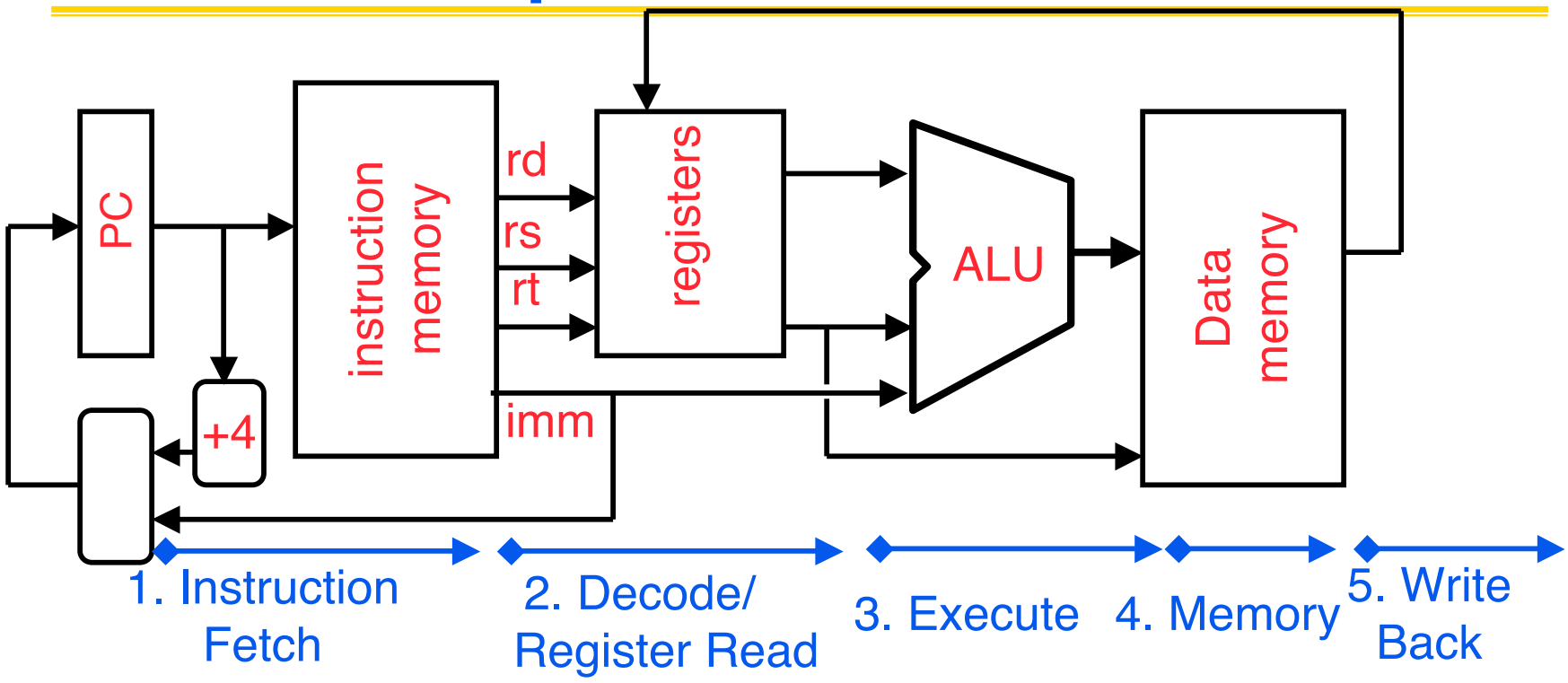
5) Write Back: Write Data to Register

Pipelined Execution Representation

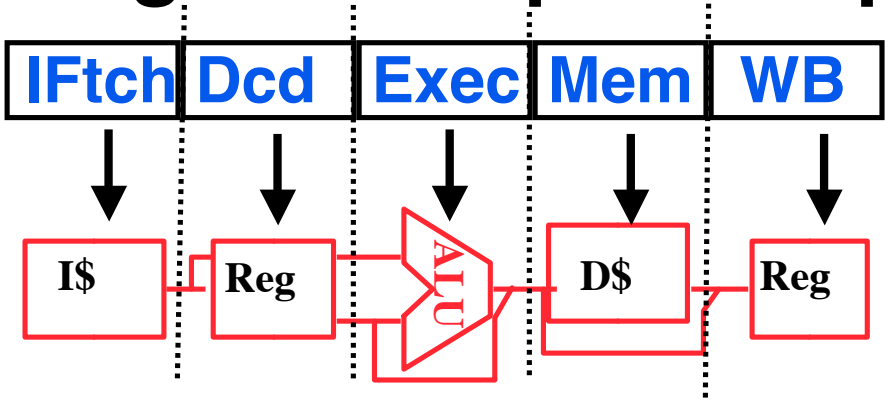


- Every instruction must take same number of steps, also called pipeline "stages", so some will go idle sometimes

Review: Datapath for MIPS

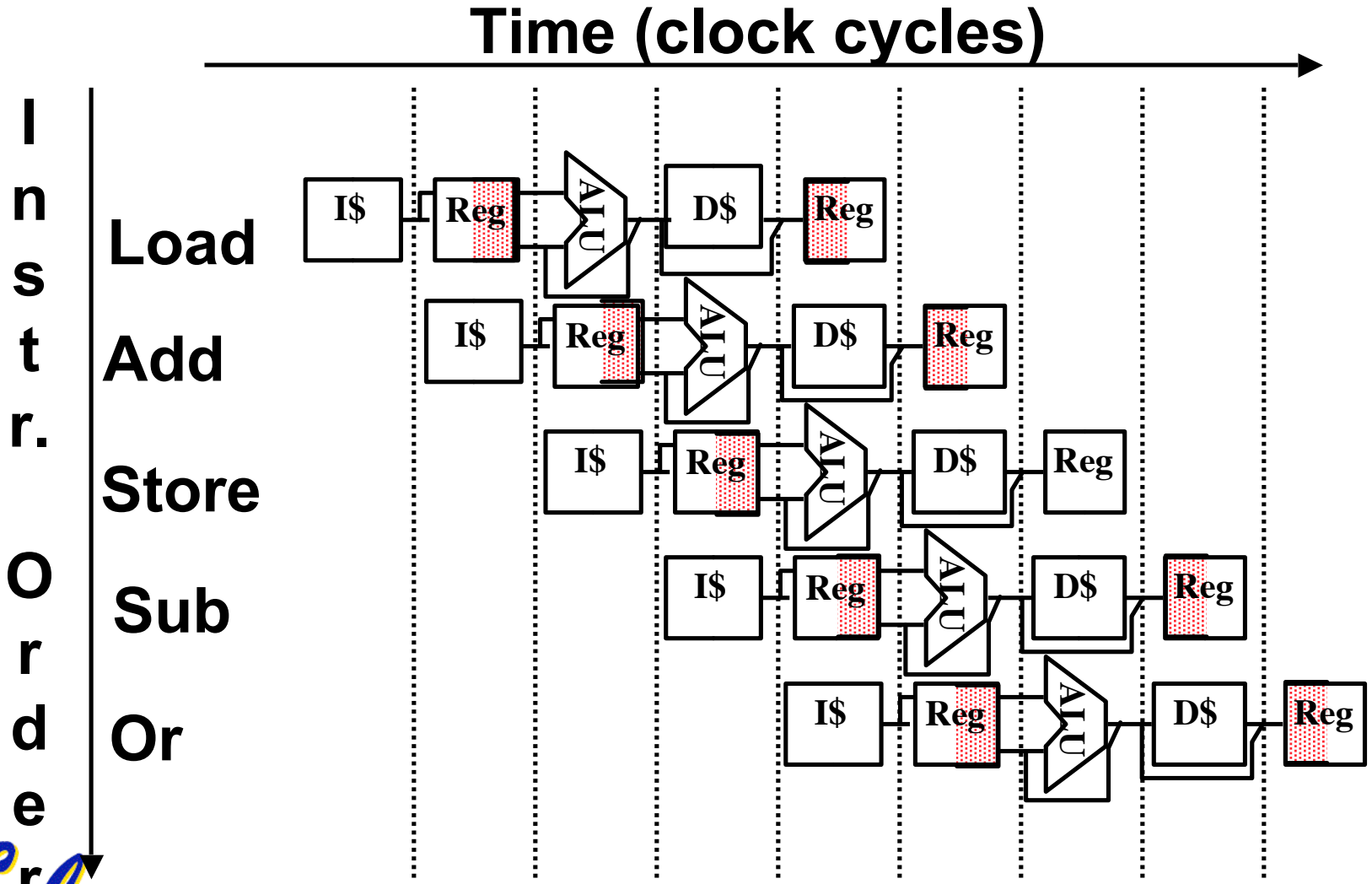


- **Use datapath figure to represent pipeline**



Graphical Pipeline Representation

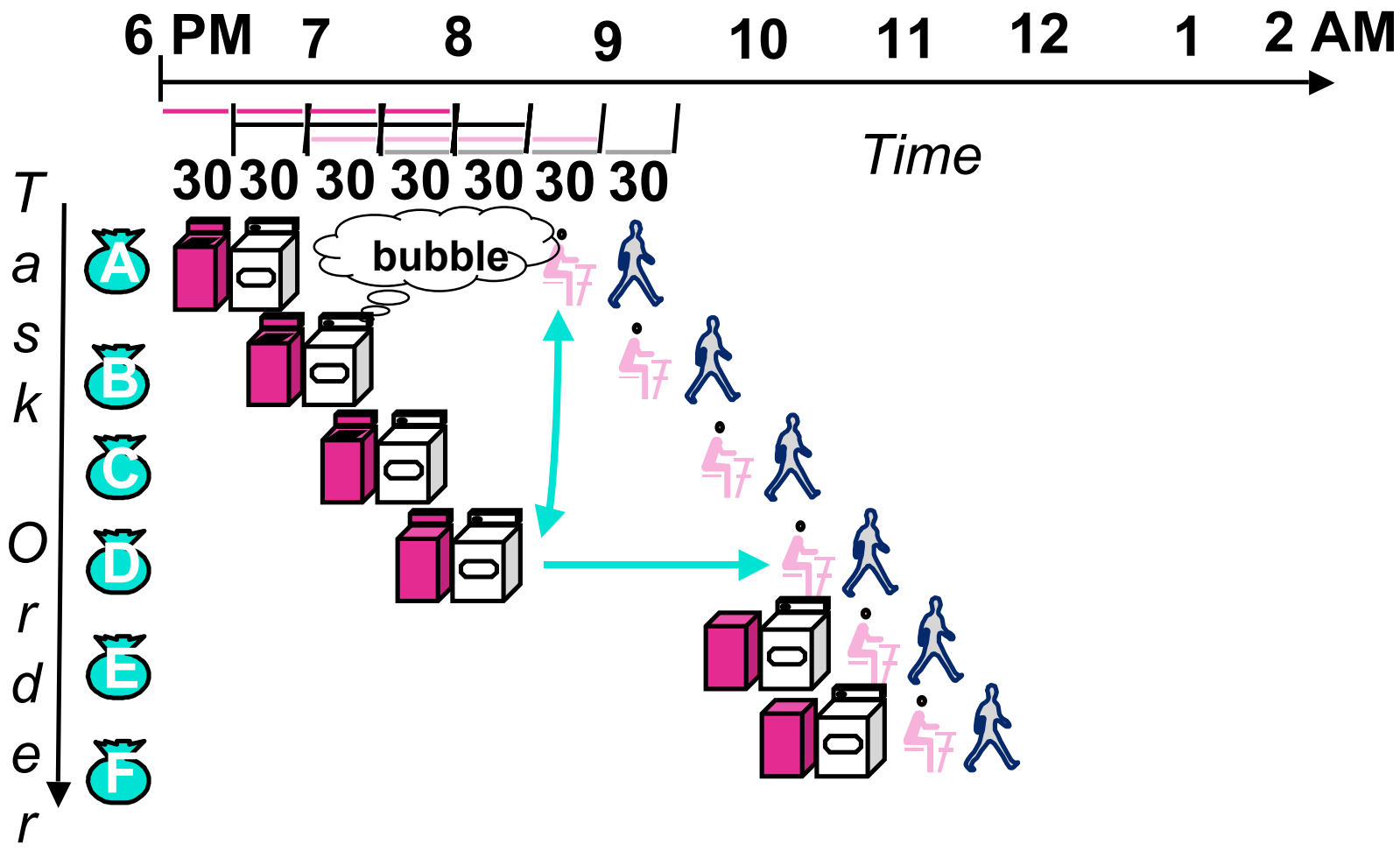
(In Reg, right half highlight read, left half write)



Example

- Suppose 2 ns for memory access, 2 ns for ALU operation, and 1 ns for register file read or write; compute instr rate
- Nonpipelined Execution:
  - lw : IF + Read Reg + ALU + Memory + Write Reg = 2 + 1 + 2 + 2 + 1 = 8 ns
  - add: IF + Read Reg + ALU + Write Reg = 2 + 1 + 2 + 1 = 6 ns
- Pipelined Execution:
  - Max(IF,Read Reg,ALU,Memory,Write Reg) = 2 ns

Pipeline Hazard: Matching socks in later load



A depends on D; stall since folder tied up

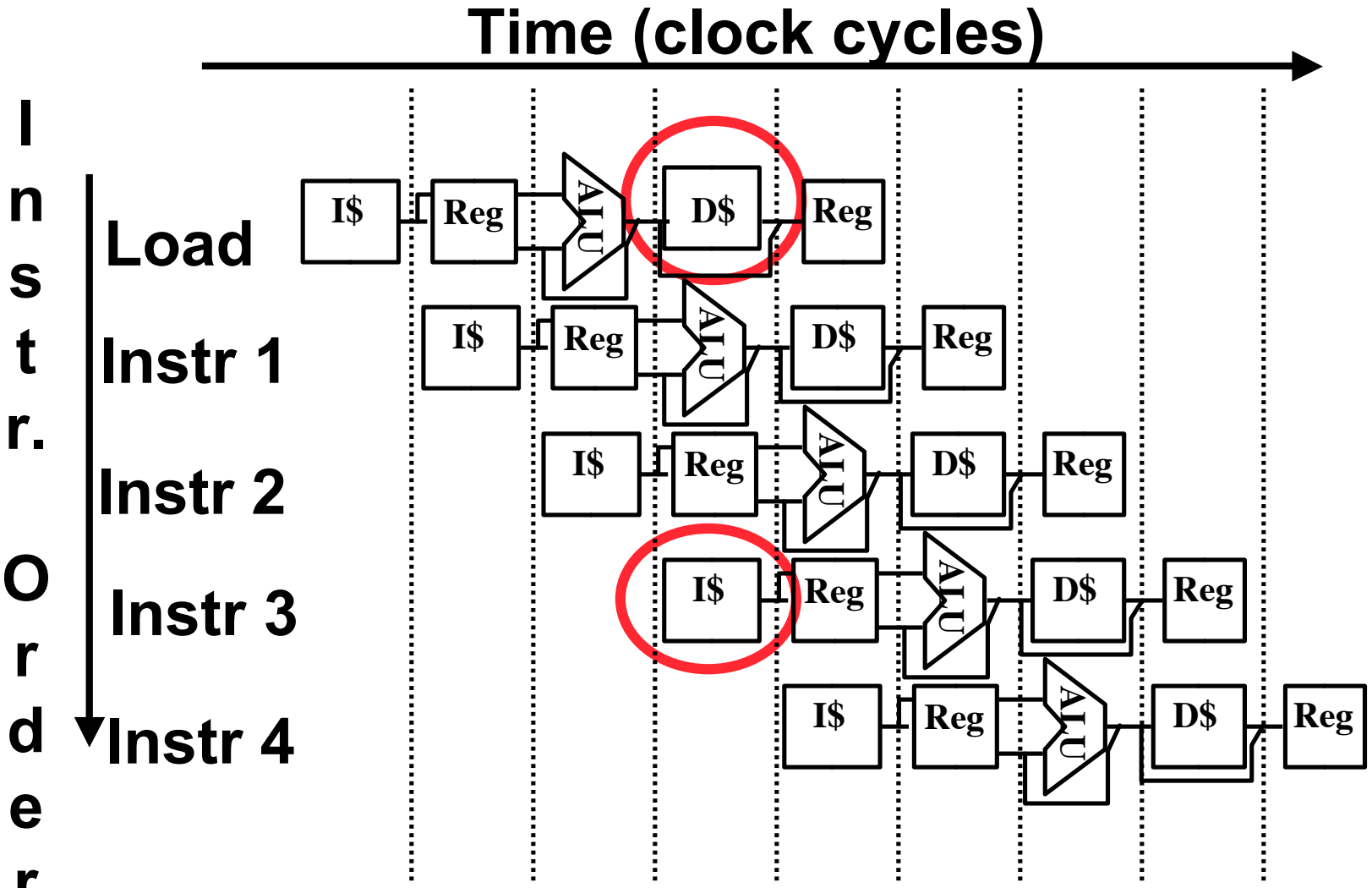
Administrivia

- Any administration?

Problems for Computers

- Limits to pipelining: Hazards prevent next instruction from executing during its designated clock cycle
  - Structural hazards: HW cannot support this combination of instructions (single person to fold and put clothes away)
  - Control hazards: Pipelining of branches & other instructions stall the pipeline until the hazard; "bubbles" in the pipeline
  - Data hazards: Instruction depends on result of prior instruction still in the pipeline (missing sock)

Structural Hazard #1: Single Memory (1/2)

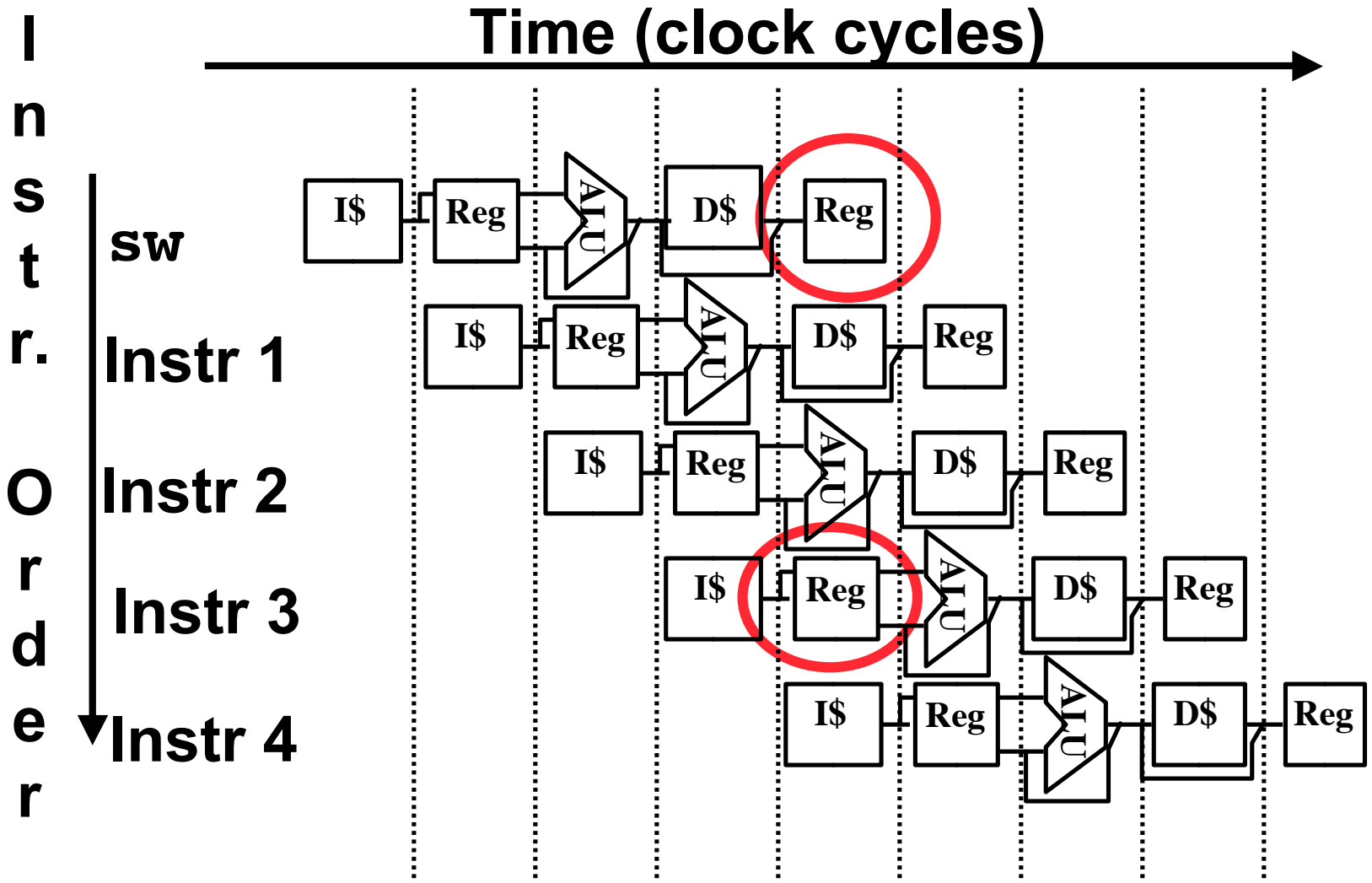


Read same memory twice in same clock cycle

Structural Hazard #1: Single Memory (2/2)

- Solution:
  - infeasible and inefficient to create second memory
  - (We'll learn about this more next week)
  - so simulate this by having two Level 1 Caches (a temporary smaller [of usually most recently used] copy of memory)
  - have both an L1 Instruction Cache and an L1 Data Cache
  - need more complex hardware to control when both caches miss

Structural Hazard #2: Registers (1/2)



Can't read and write to registers simultaneously

Structural Hazard #2: Registers (2/2)

- Fact: Register access is *VERY* fast: takes less than half the time of ALU stage
- Solution: introduce convention
  - always Write to Registers during first half of each clock cycle
  - always Read from Registers during second half of each clock cycle
  - Result: can perform Read and Write during same clock cycle

Peer Instruction

A. Thanks to pipelining, I have reduced the time it took me to wash my shirt.

B. Longer pipelines are always a win (since less work per stage & a faster clock).

C. We can rely on compilers to help us avoid data hazards by reordering instrs.

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Peer Instruction Answer

A. Throughput better, not execution time

B. "…longer pipelines do usually mean faster clock, but branches cause problems!

C. "they happen too often & delay too long." Forwarding! (e.g, Mem ⇒ ALU)

A. Thanks to pipelining, I have reduced the time it took me to wash my shirt. FALSE

B. Longer pipelines are always a win (since less work per stage & a faster clock). FALSE

C. We can rely on compilers to help us avoid data hazards by reordering instrs. FALSE

	ABC
1:	FFF
2:	FFT
3:	FTF
4:	FTT
5:	TFF
6:	TFT
7:	TTF
8:	TTT

Things to Remember

- Optimal Pipeline
  - Each stage is executing part of an instruction each clock cycle.
  - One instruction finishes during each clock cycle.
  - On average, execute far more quickly.
- What makes this work?
  - Similarities between instructions allow us to use same stages for all instructions (generally).
  - Each stage takes about the same amount of time as all others: little wasted time.