Pipelining

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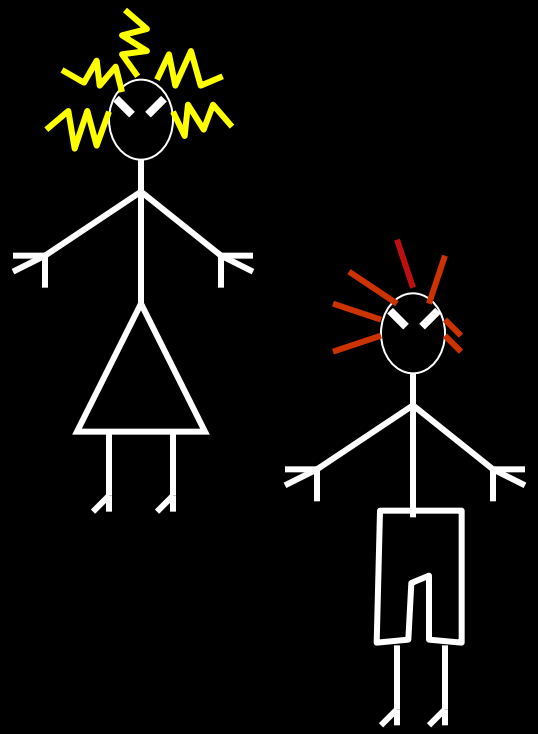
See: P&H Chapter 4.5

Alice

Bob



They don’t always get along…

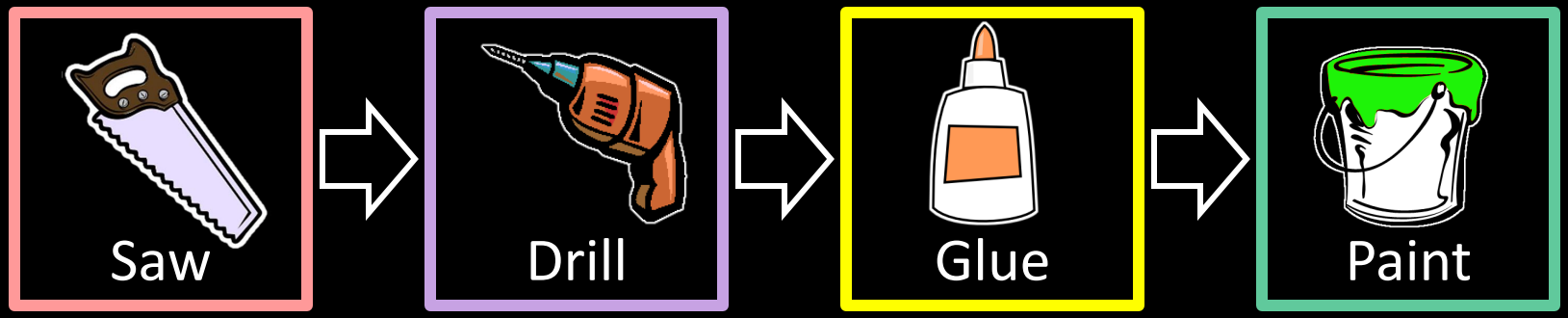
Saw

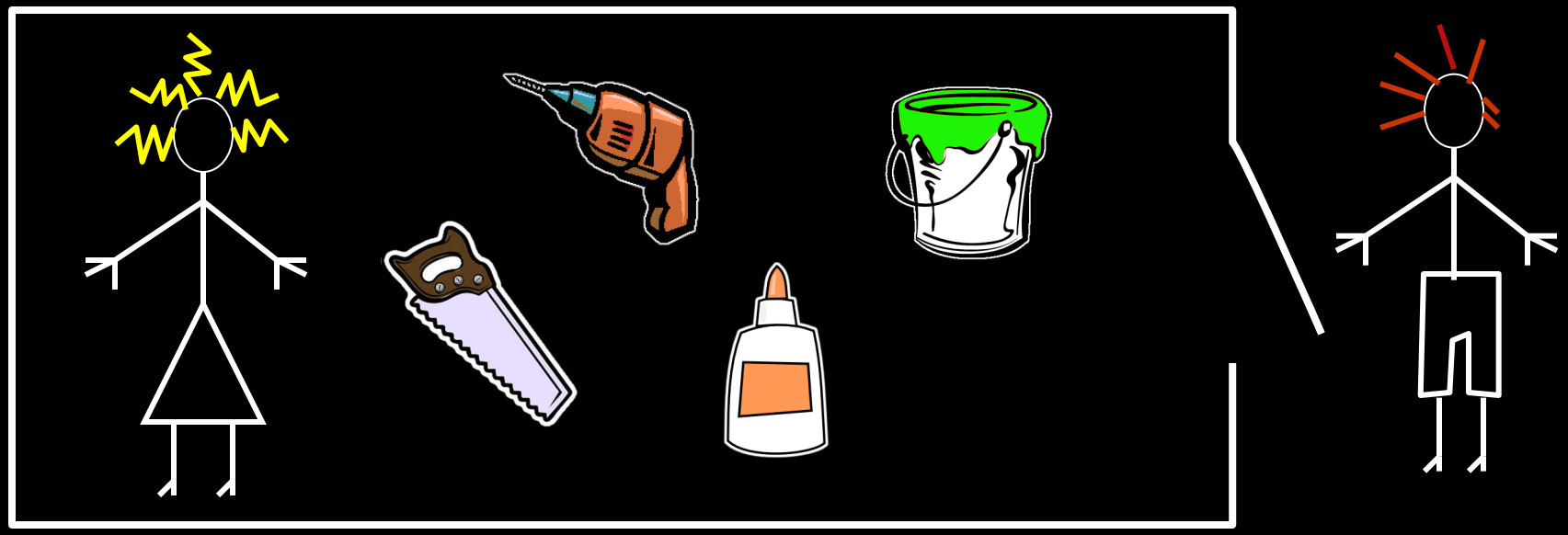
Drill

Glue

Paint

N pieces, each built following same sequence:



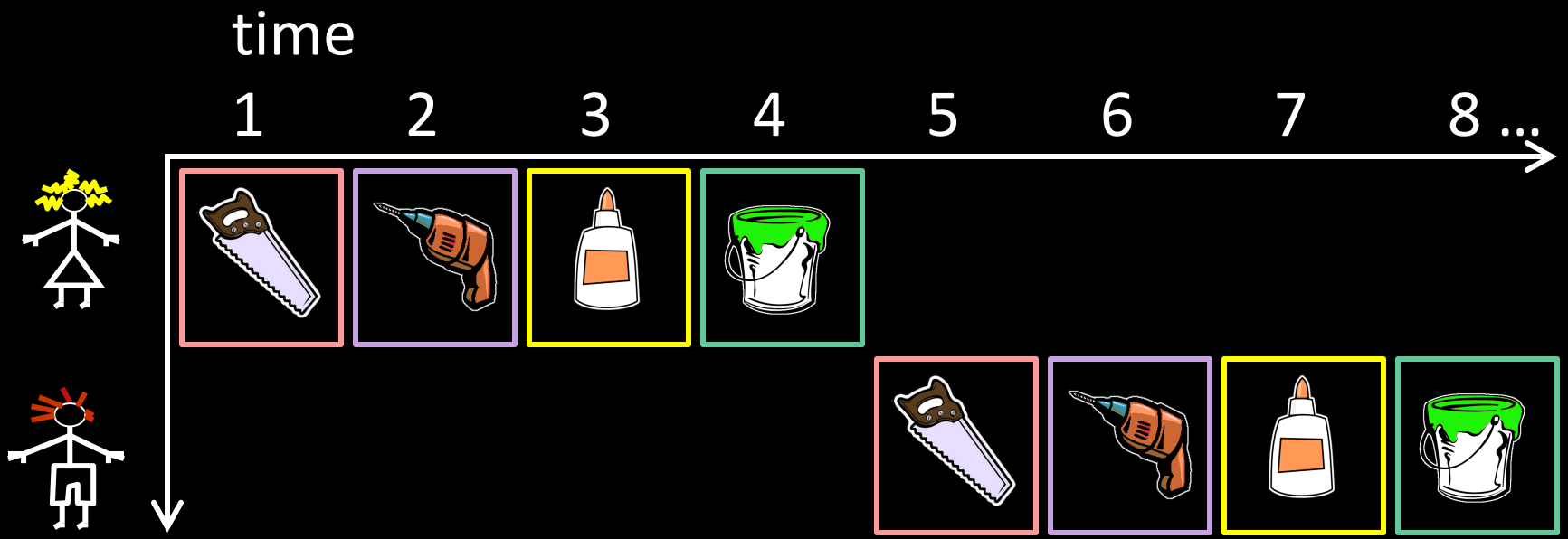


Alice owns the room

Bob can enter when Alice is finished

Repeat for remaining tasks

No possibility for conflicts



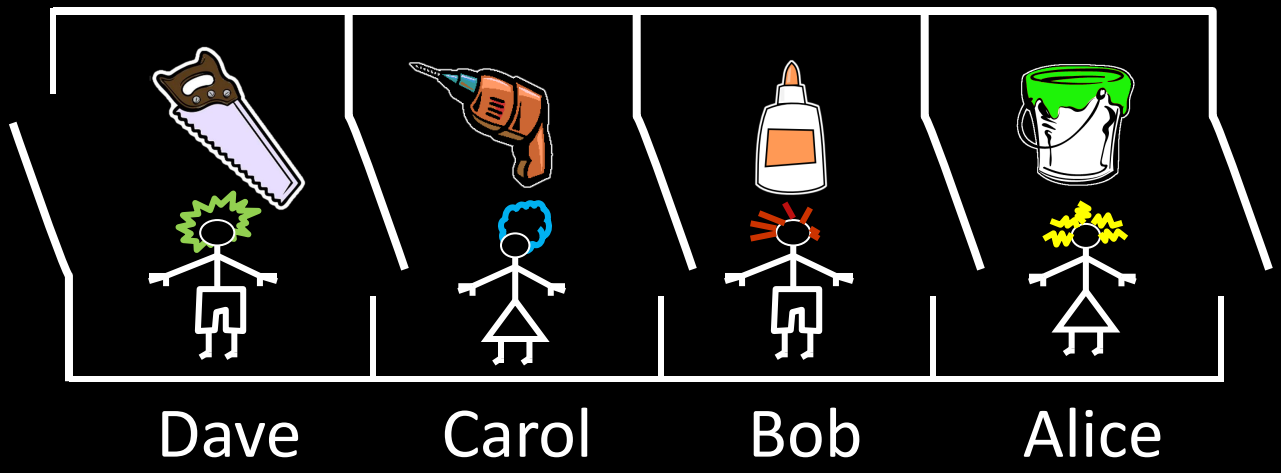
Latency:

Throughput:

Concurrency:

Can we do better?

Partition room into *stages* of a *pipeline*



One person owns a stage at a time

4 stages

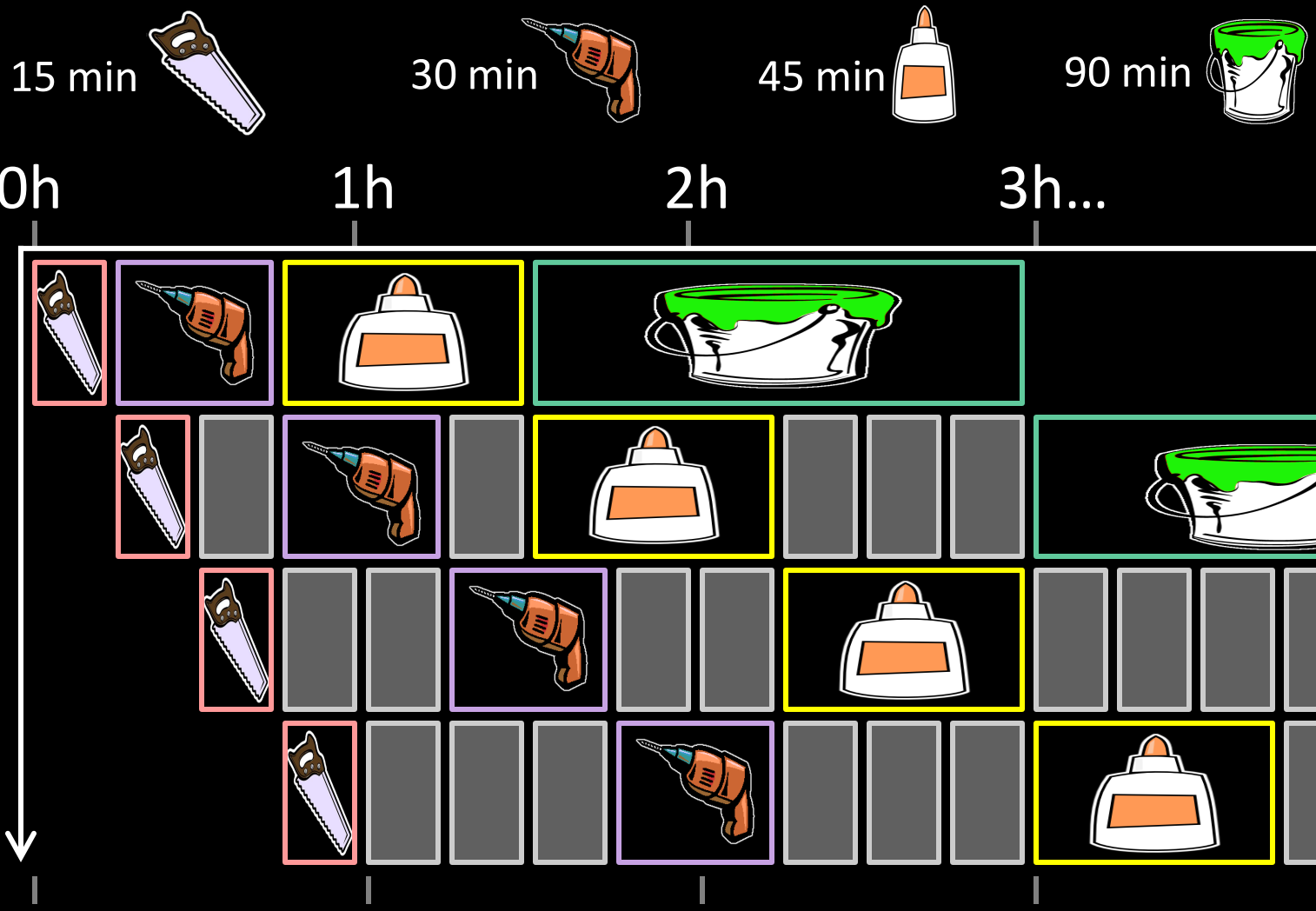
4 people working simultaneously

Everyone moves right in lockstep

Latency:

Throughput:

Concurrency:

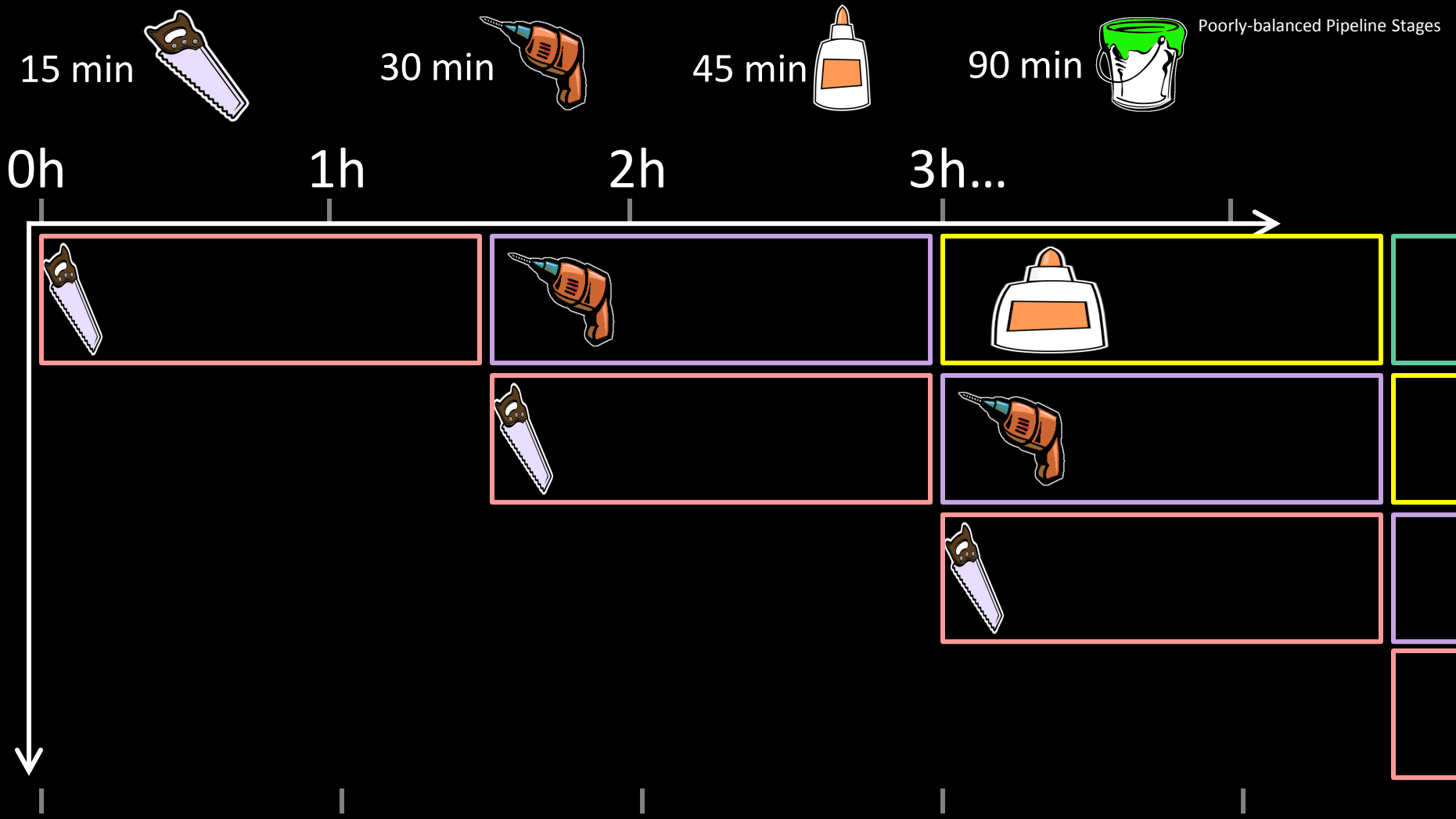


Latency:

Throughput:

Concurrency:

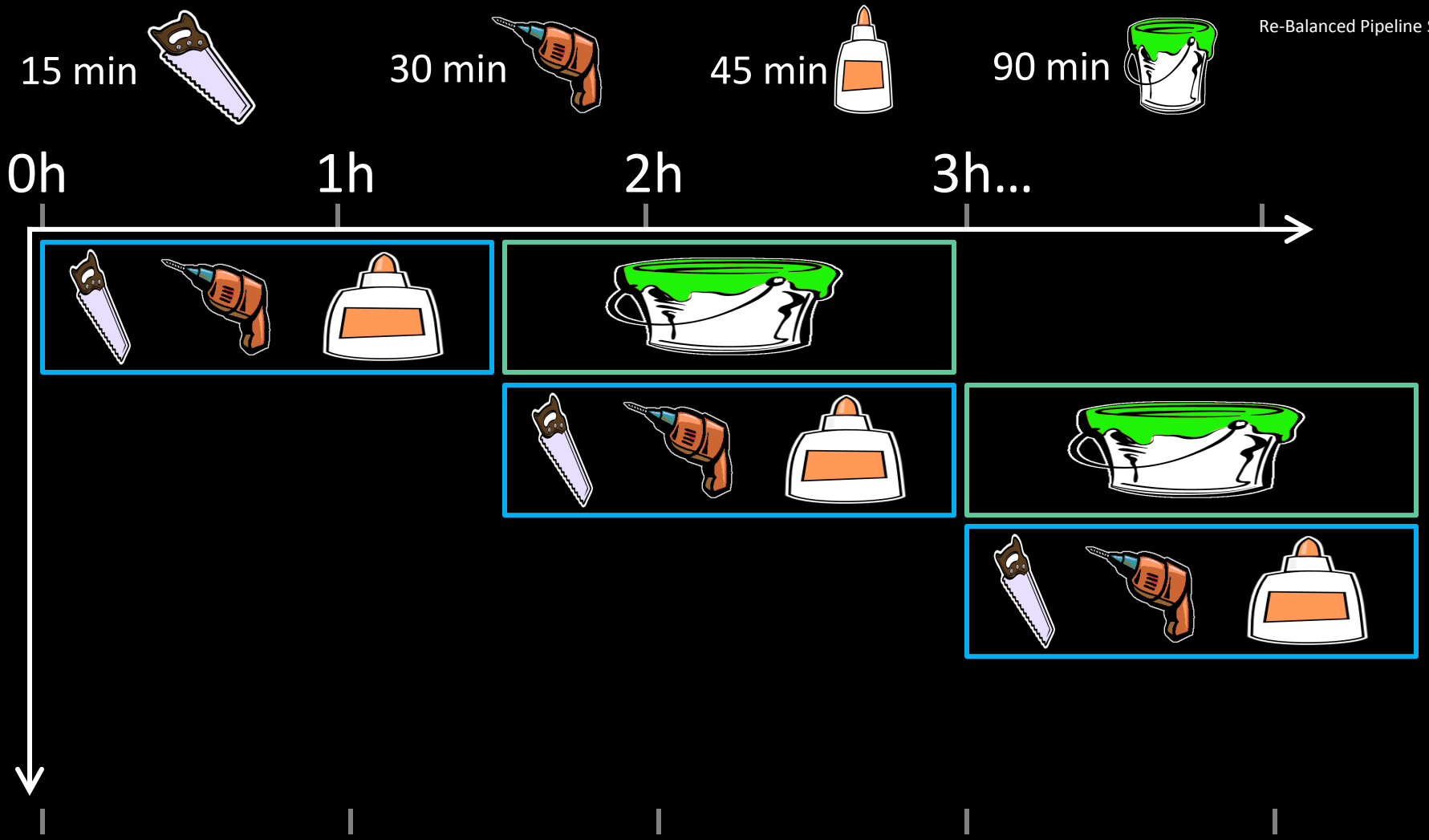
Poorly-balanced Pipeline Stages



Latency:

Throughput:

Concurrency:



Latency:

Throughput:

Concurrency:


15 min
30 min
45 min
45+45 min
0h
1h
2h
3h…
Latency:
Throughput:
Concurrency:

Q: What if glue step of task 3 depends on output of task 1?

Latency:

Throughput:

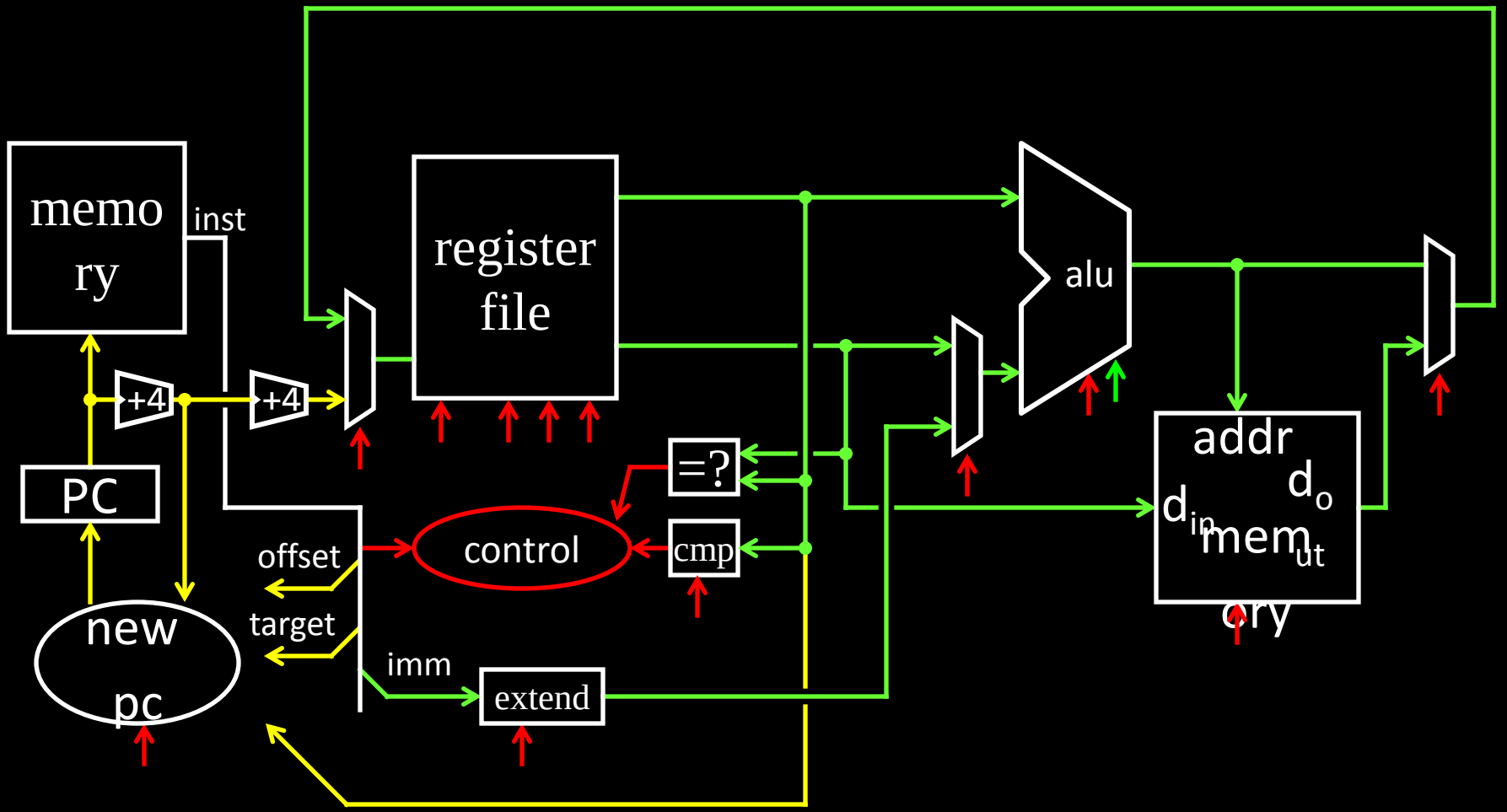
Concurrency:

Principle:

Latencies can be masked by parallel execution

Pipelining:

- Identify *pipeline stages*
- Isolate stages from each other
- Resolve pipeline *hazards*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alu
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+4
PC
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target
imm
extend
new
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addr
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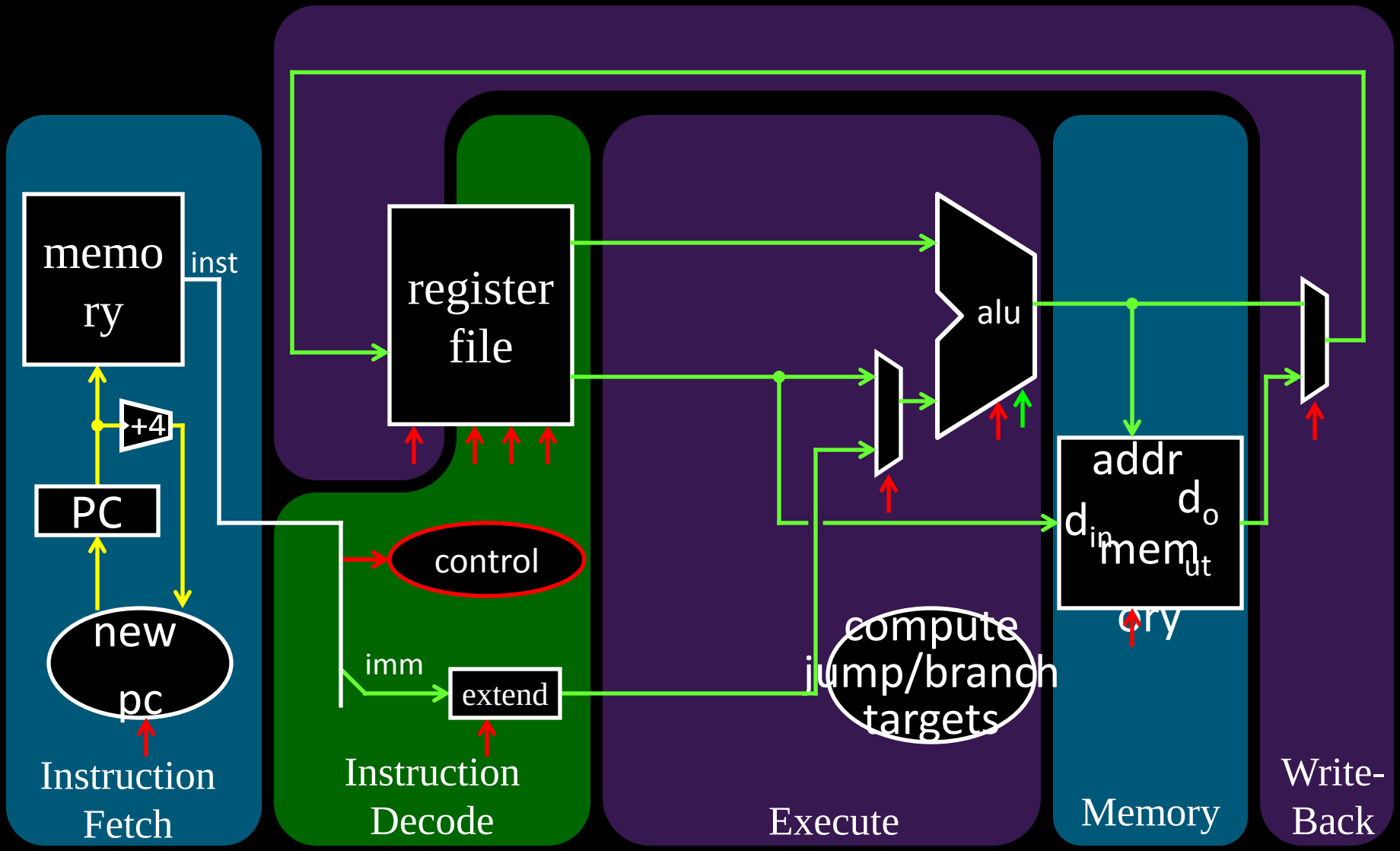
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new
pc
imm
extend
compute
jump/branch
targets
Instruction
Fetch
Instruction
Decode
Execute
Memory
Write-
Back

Five stage "RISC" load-store architecture

1. Instruction fetch (IF)
   - get instruction from memory, increment PC
2. Instruction Decode (ID)
   - translate opcode into control signals and read registers
3. Execute (EX)
   - perform ALU operation, compute jump/branch targets
4. Memory (MEM)
   - access memory if needed
5. Writeback (WB)
   - update register file

Slides thanks to Sally McKee & Kavita Bala

Break instructions across multiple clock cycles (five, in this case)

Design a separate stage for the execution performed during each clock cycle

Add pipeline registers to isolate signals between different stages