RISC Pipeline

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CS3410, Spring 2010
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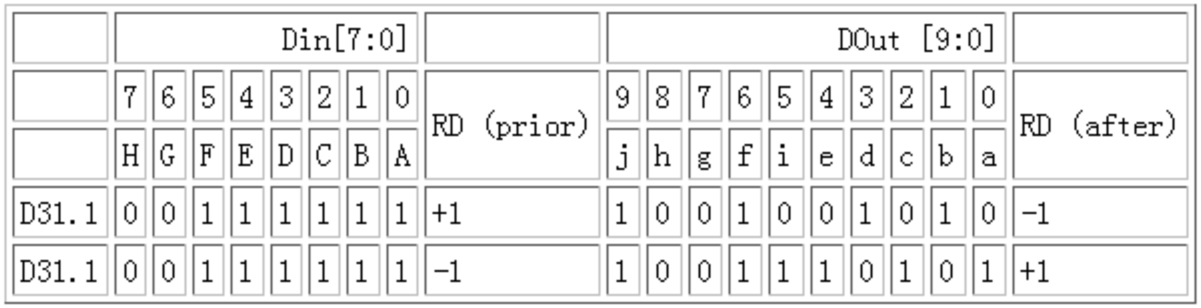
See: P&H Chapter 4.6

Homework 2



	Din[7:0]									DOut [9:0]										
	7	6	5	4	3	2	1	0	RD (prior)	9	8	7	6	5	4	3	2	1	0	RD (after)
	H	G	F	E	D	C	B	A		j	h	g	f	i	e	d	c	b	a	
D31.1	0	0	1	1	1	1	1	1	+1	1	0	0	1	0	0	1	0	1	0	-1
D31.1	0	0	1	1	1	1	1	1	-1	1	0	0	1	1	1	0	1	0	1	+1

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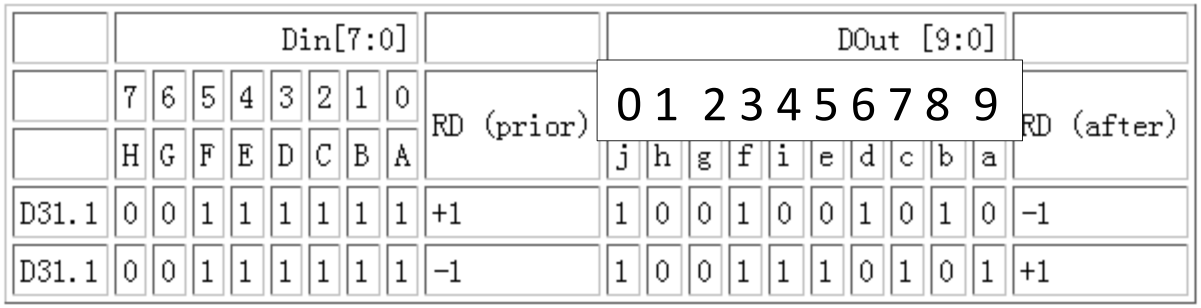


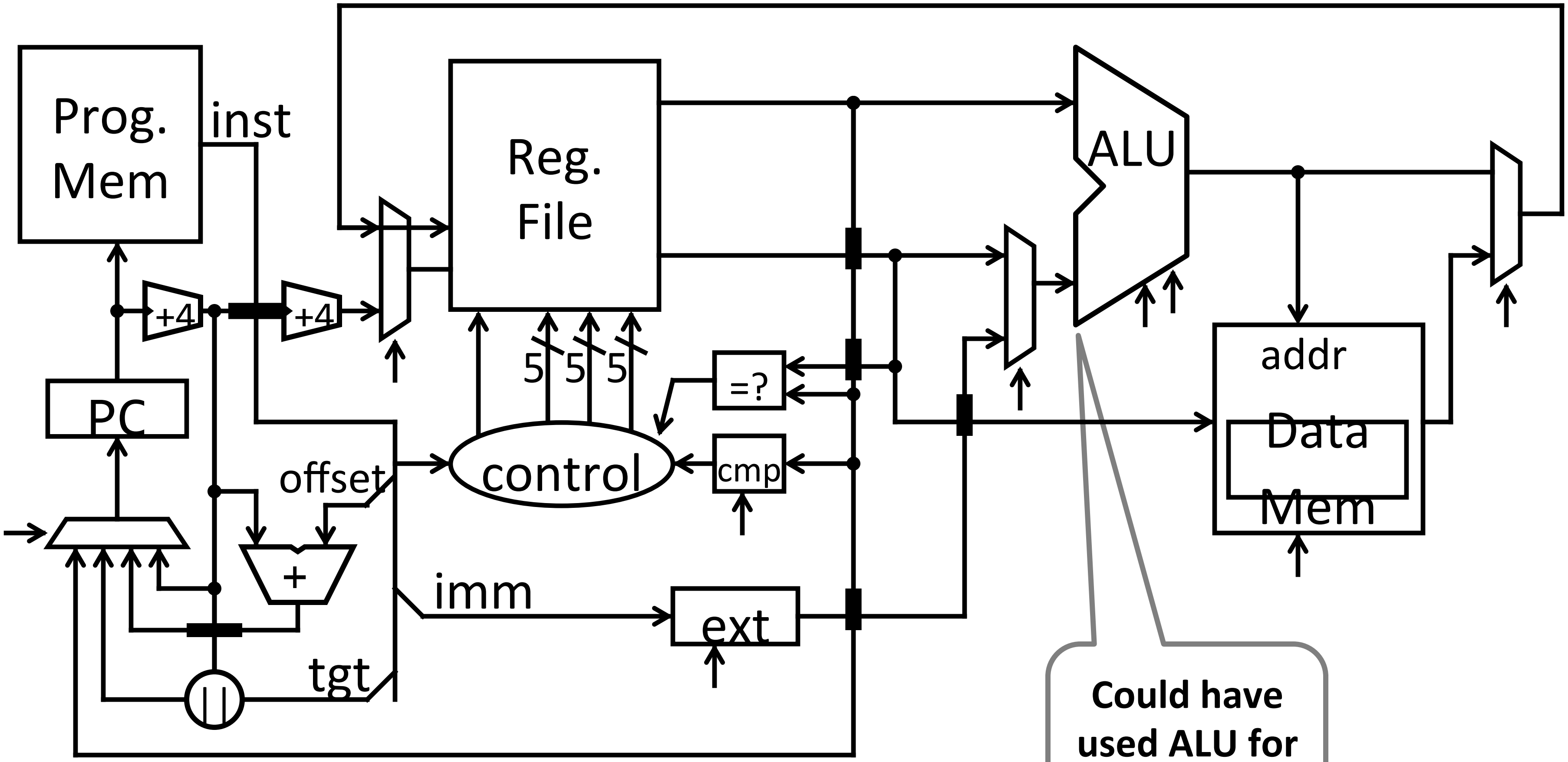
	Din[7:0]									DOut [9:0]										
	7	6	5	4	3	2	1	0	RD (prior)	0	1	2	3	4	5	6	7	8	9	RD (after)
	H	G	F	E	D	C	B	A		j	h	g	f	i	e	d	c	b	a	
D31.1	0	0	1	1	1	1	1	1	+1	1	0	0	1	0	0	1	0	1	0	-1
D31.1	0	0	1	1	1	1	1	1	-1	1	0	0	1	1	1	0	1	0	1	+1

☺

Announcements

- Homework 2 due tomorrow midnight
- Programming Assignment 1 release tomorrow
  - Pipelined MIPS processor (topic of today)
  - Subset of MIPS ISA
- Feedback
  - We want to hear from you!
  - Content?

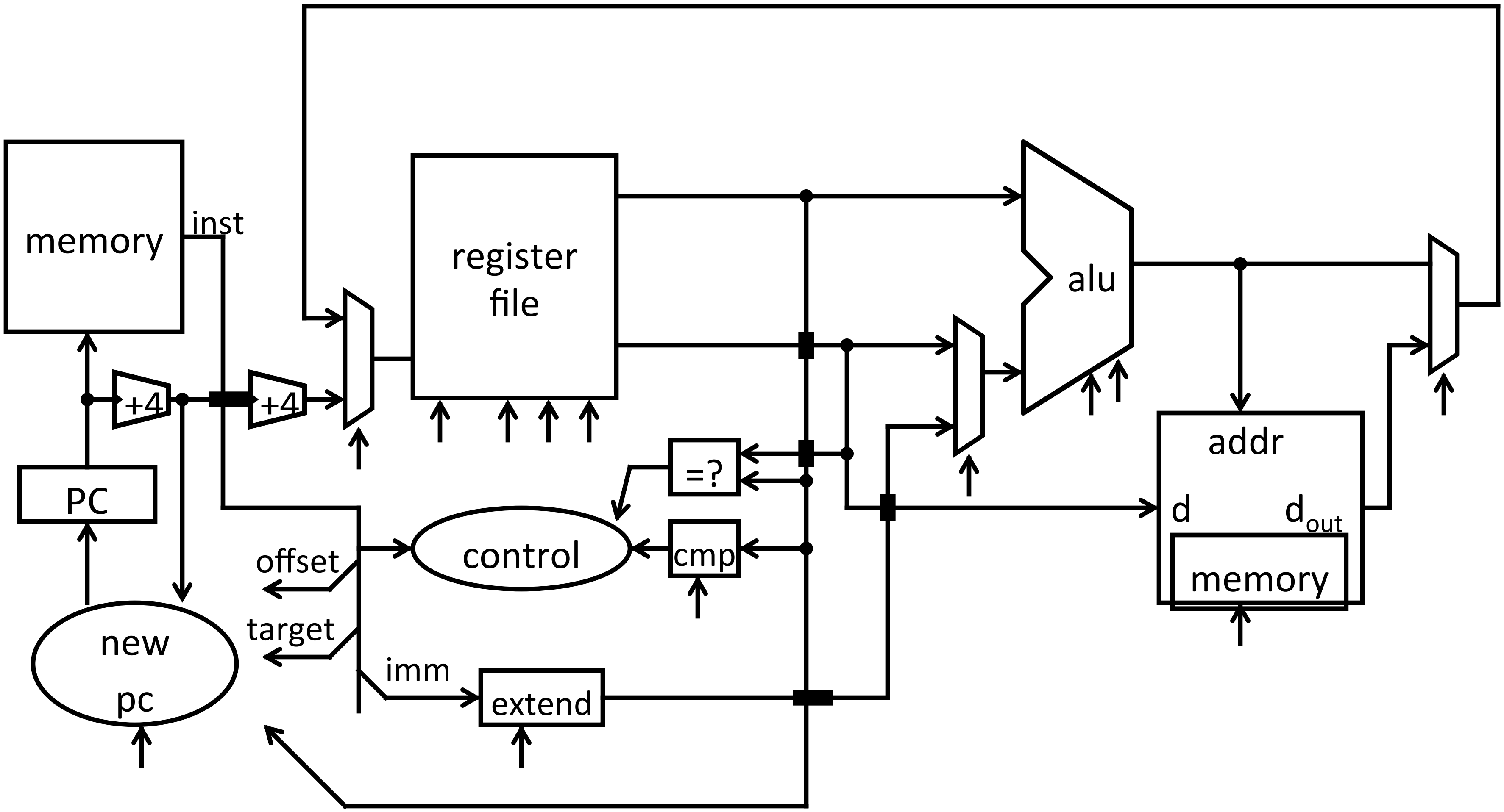
Absolute Jump



Could have used ALU for link add

op	mnemonic	description
0x3	JAL target	r31 = PC+8 (+8 due to branch delay slot) PC = (PC+4) || (target << 2)

Review: Single cycle processor



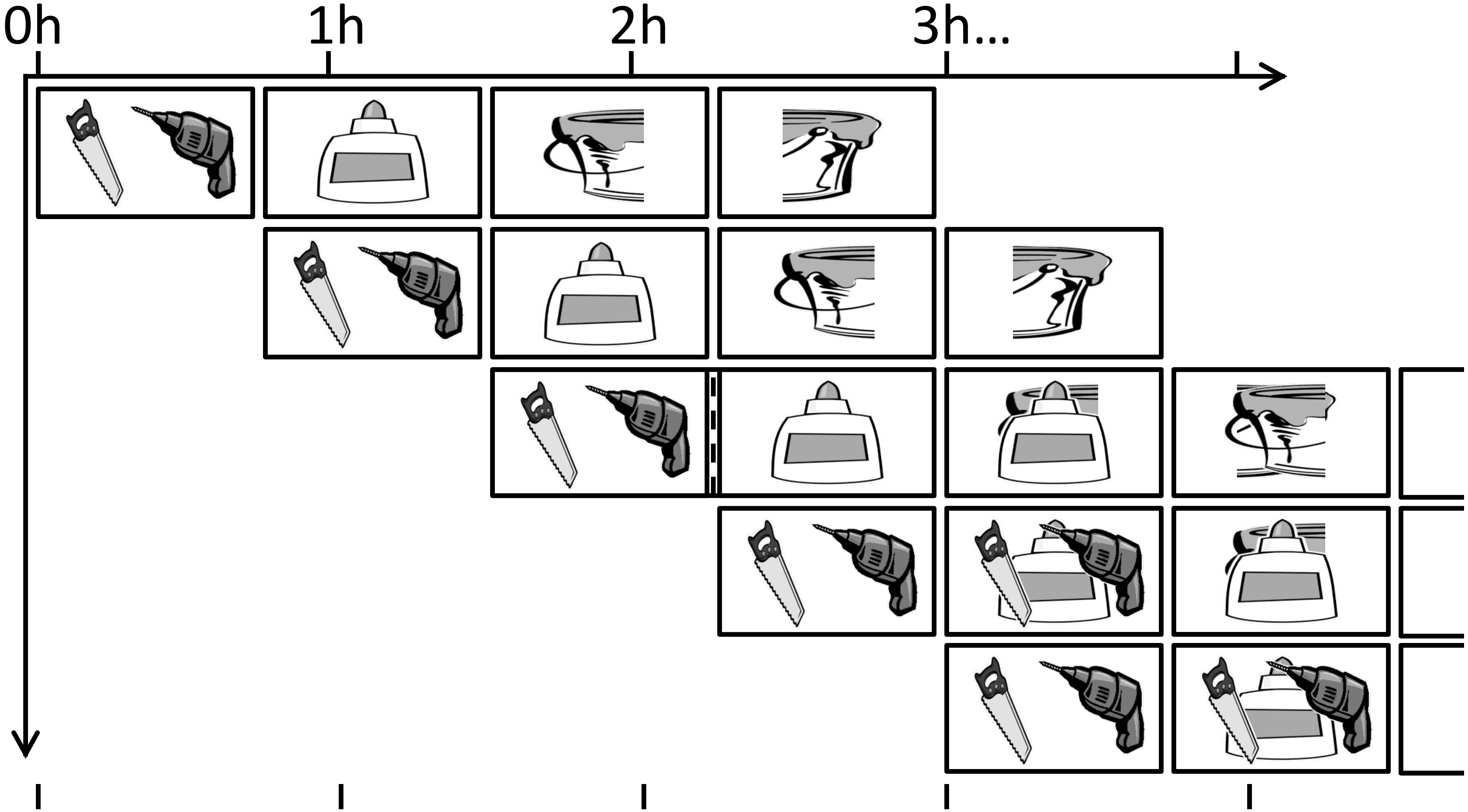
Single Cycle Processor

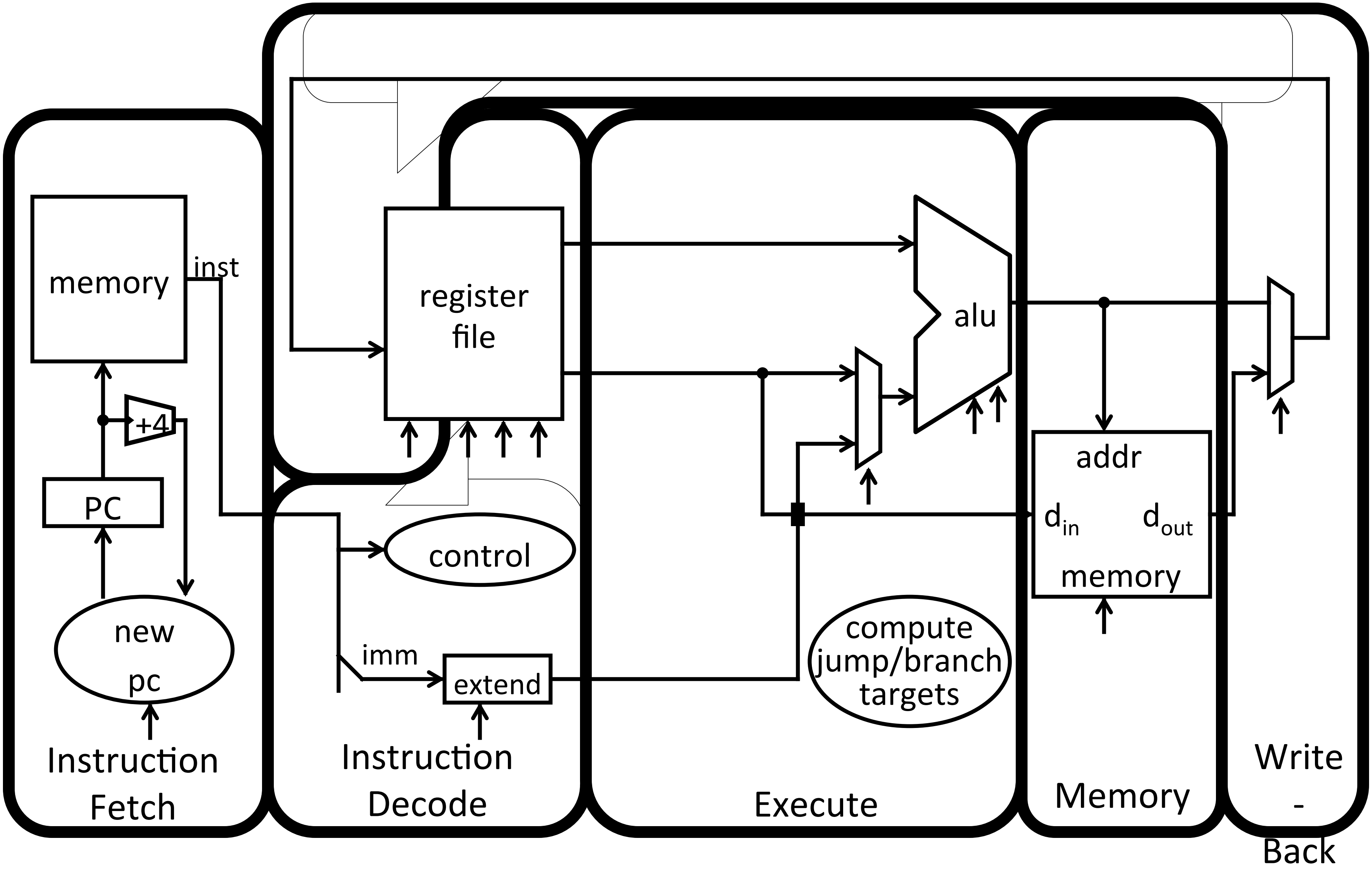
Advantages

- Single Cycle per instruction make logic and clock simple

Disadvantages

- Since instructions take different time to finish, memory and functional unit are not efficiently utilized.
- Cycle time is the longest delay.
  - Load instruction
- Best possible CPI is 1


0h
1h
2h
3h…


memory
inst
register file
alu
+4
PC
new pc
control
imm
extend
compute jump/branch targets
addr
d_{in}
d_{out}
memory
Instruction Fetch
Instruction Decode
Execute
Memory
Write - Back

Five stage "RISC" load-store architecture

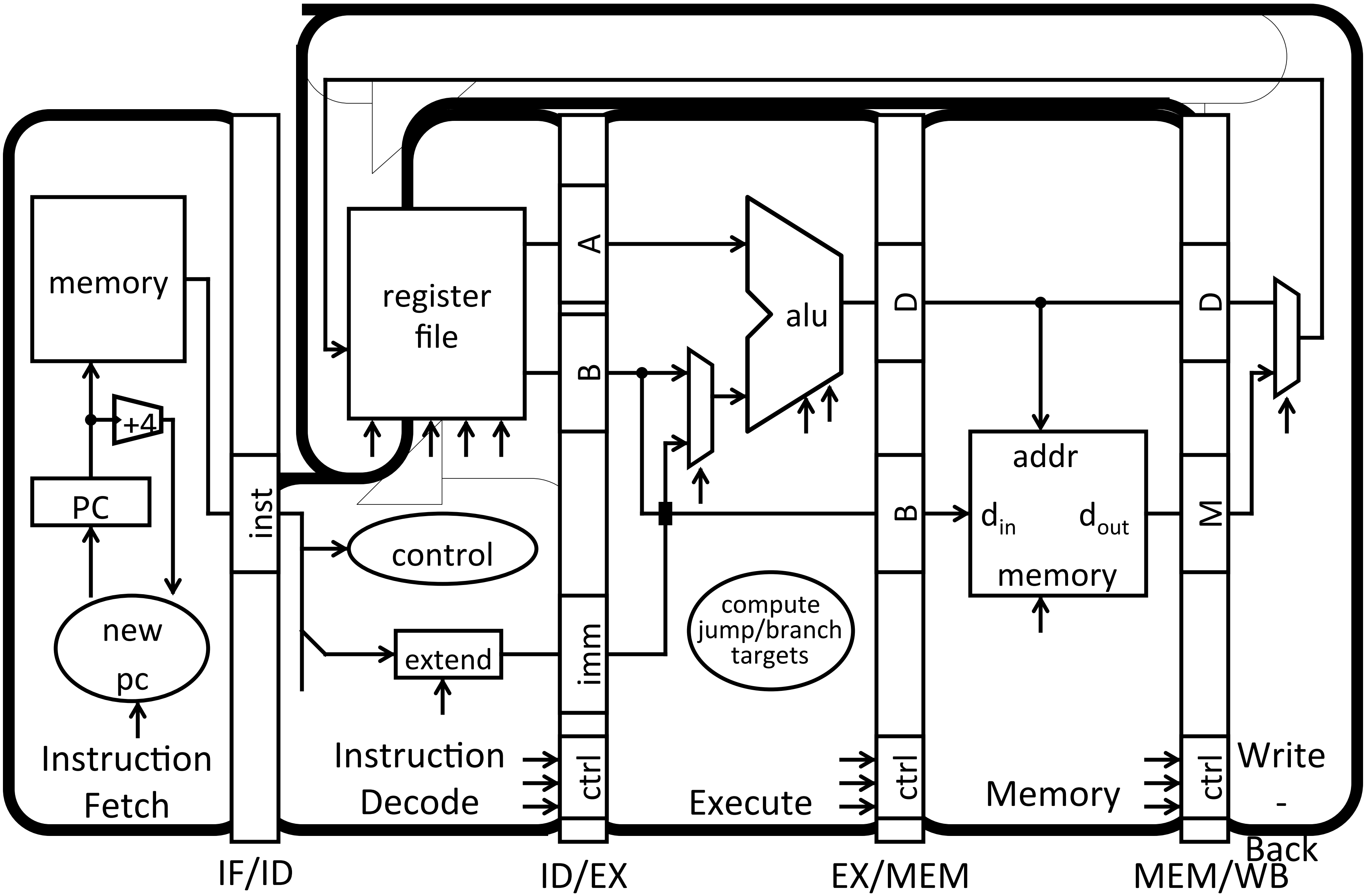
1. Instruction fetch (IF)
   - get instruction from memory, increment PC
2. Instruction Decode (ID)
   - translate opcode into control signals and read registers
3. Execute (EX)
   - perform ALU operation, compute jump/branch targets
4. Memory (MEM)
   - access memory if needed
5. Writeback (WB)
   -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


memory
+4
PC
new
pc
Instruction
Fetch
inst
IF/ID
register
file
control
extend
Instruction
Decode
A
B
imm
ctrl
ID/EX
alu
compute
jump/branch
targets
Execute
D
B
ctrl
EX/MEM
addr
d_{in}
d_{out}
memory
Memory
D
M
ctrl
MEM/WB
Write
-
Back

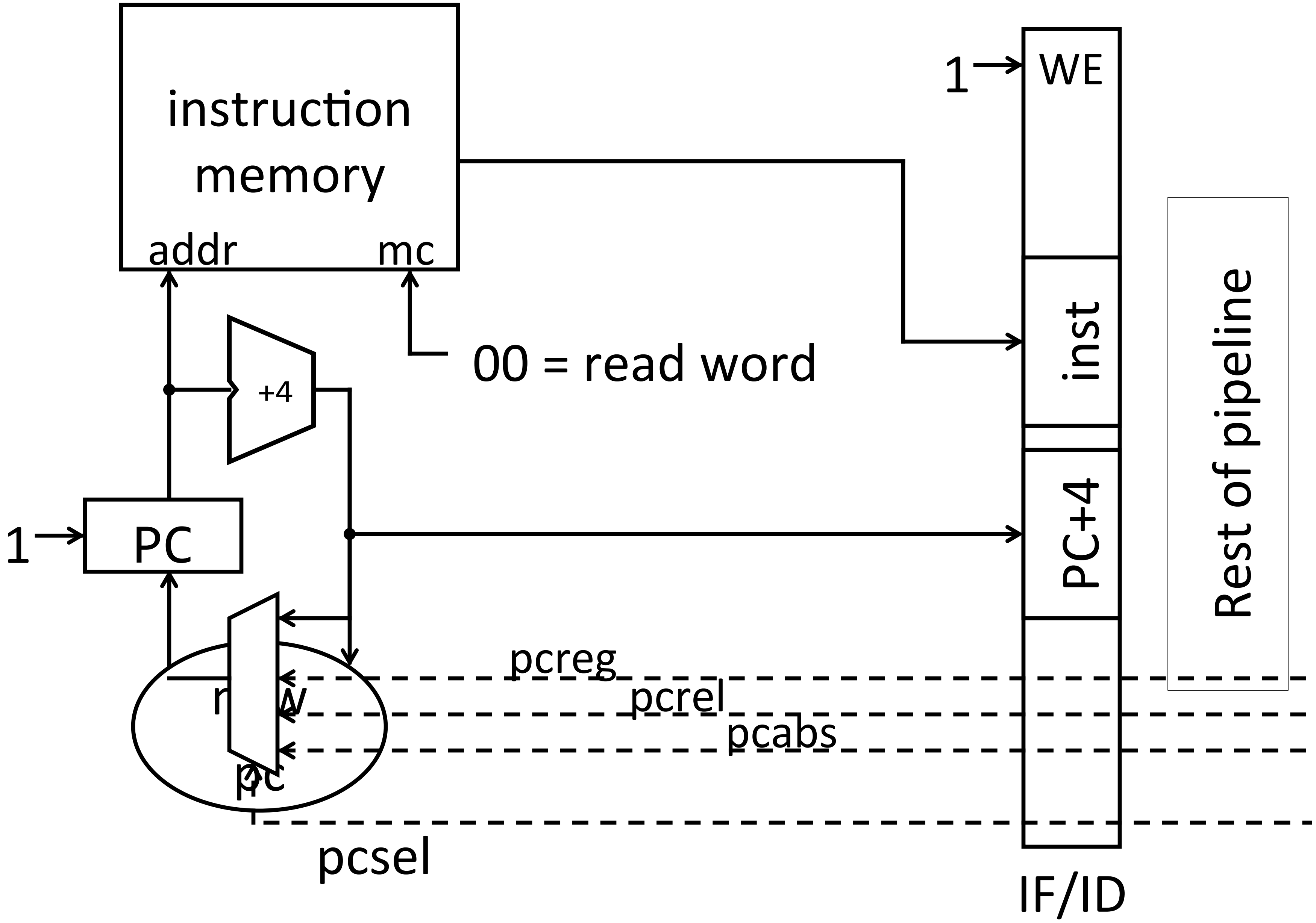
Stage 1: Instruction Fetch

Fetch a new instruction every cycle

- Current PC is index to instruction memory
- Increment the PC at end of cycle (assume no branches for now)

Write values of interest to pipeline register (IF/ID)

- Instruction bits (for later decoding)
- PC+4 (for later computing branch targets)



instruction memory

addr

mc

00 = read word

+4

1

PC

n w

pc

pcsel

pcreg

pcrel

pcabs

1

WE

inst

PC+4

Rest of pipeline

IF/ID

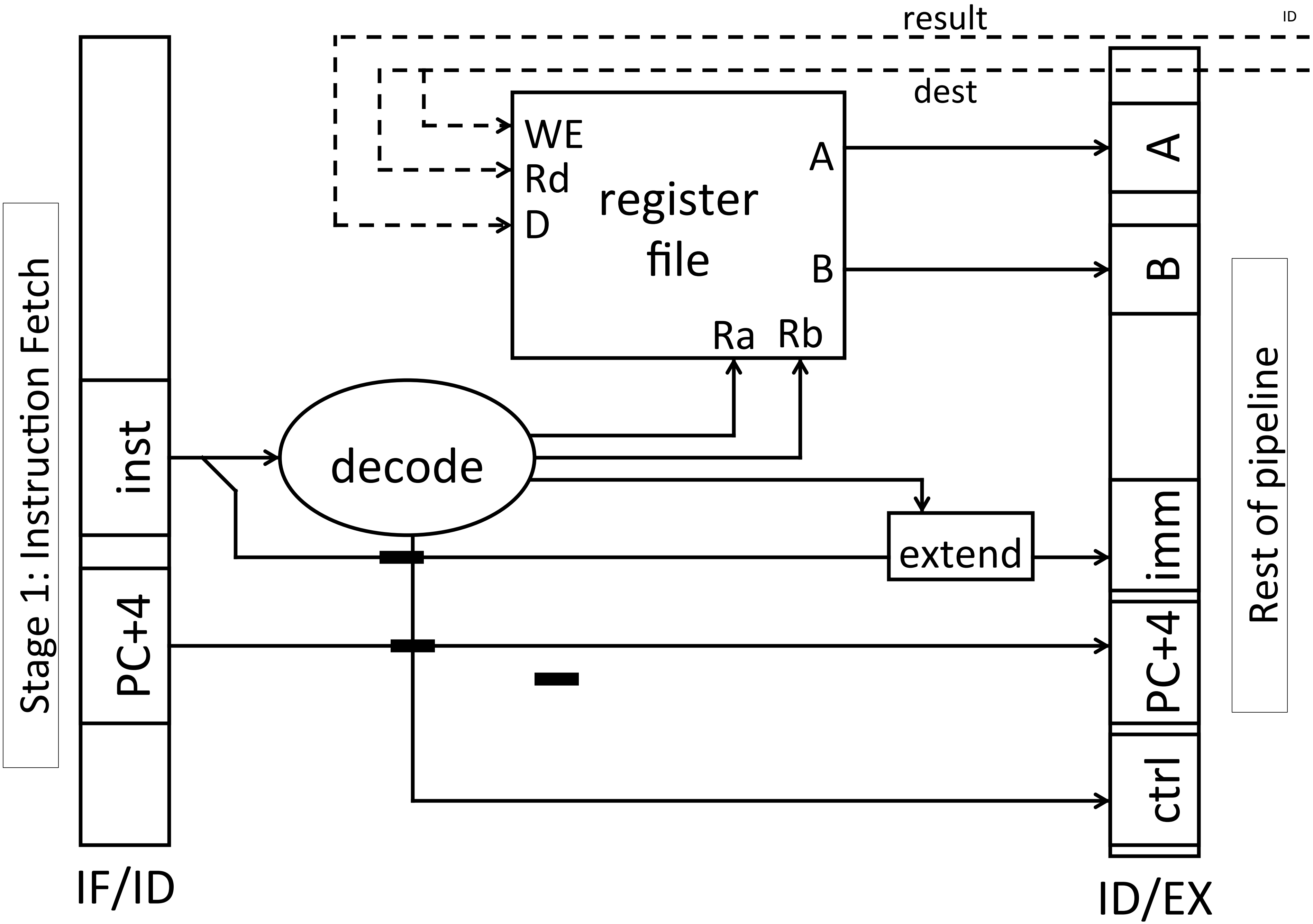
Stage 2: Instruction Decode

On every cycle:

- Read IF/ID pipeline register to get instruction bits
- Decode instruction, generate control signals
- Read from register file

Write values of interest to pipeline register (ID/EX)

- Control information, Rd index, immediates, offsets, …
- Contents of Ra, Rb
- PC+4 (for computing branch targets later)


ID
result
dest
WE
Rd
D
register file
A
B
Ra
Rb
decode
extend
inst
PC+4
IF/ID
A
B
imm
PC+4
ctrl
ID/EX
Stage 1: Instruction Fetch
Rest of pipeline

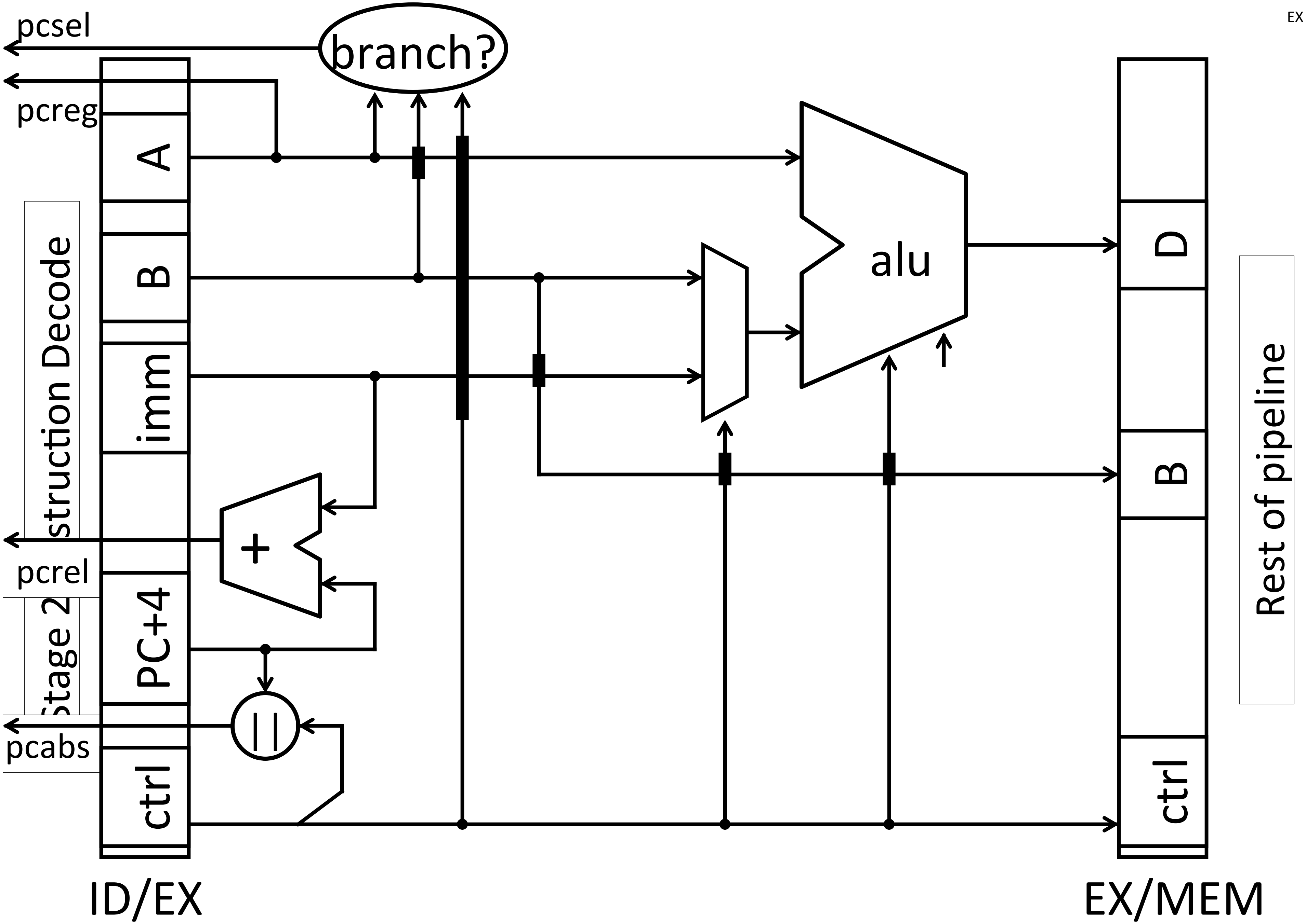
Stage 3: Execute

On every cycle:

- Read ID/EX pipeline register to get values and control bits
- Perform ALU operation
- Compute targets (PC+4+offset, etc.) *in case* this is a branch
- Decide if jump/branch should be taken

Write values of interest to pipeline register (EX/MEM)

- Control information, Rd index, …
- Result of ALU operation
- Value *in case* this is a memory store instruction


pcsel
branch?
pcreg
A
B
imm
PC+4
ctrl
Stage 2 struction Decode
pcrel
+
||
pcabs
alu
D
B
ctrl
Rest of pipeline
ID/EX
EX/MEM

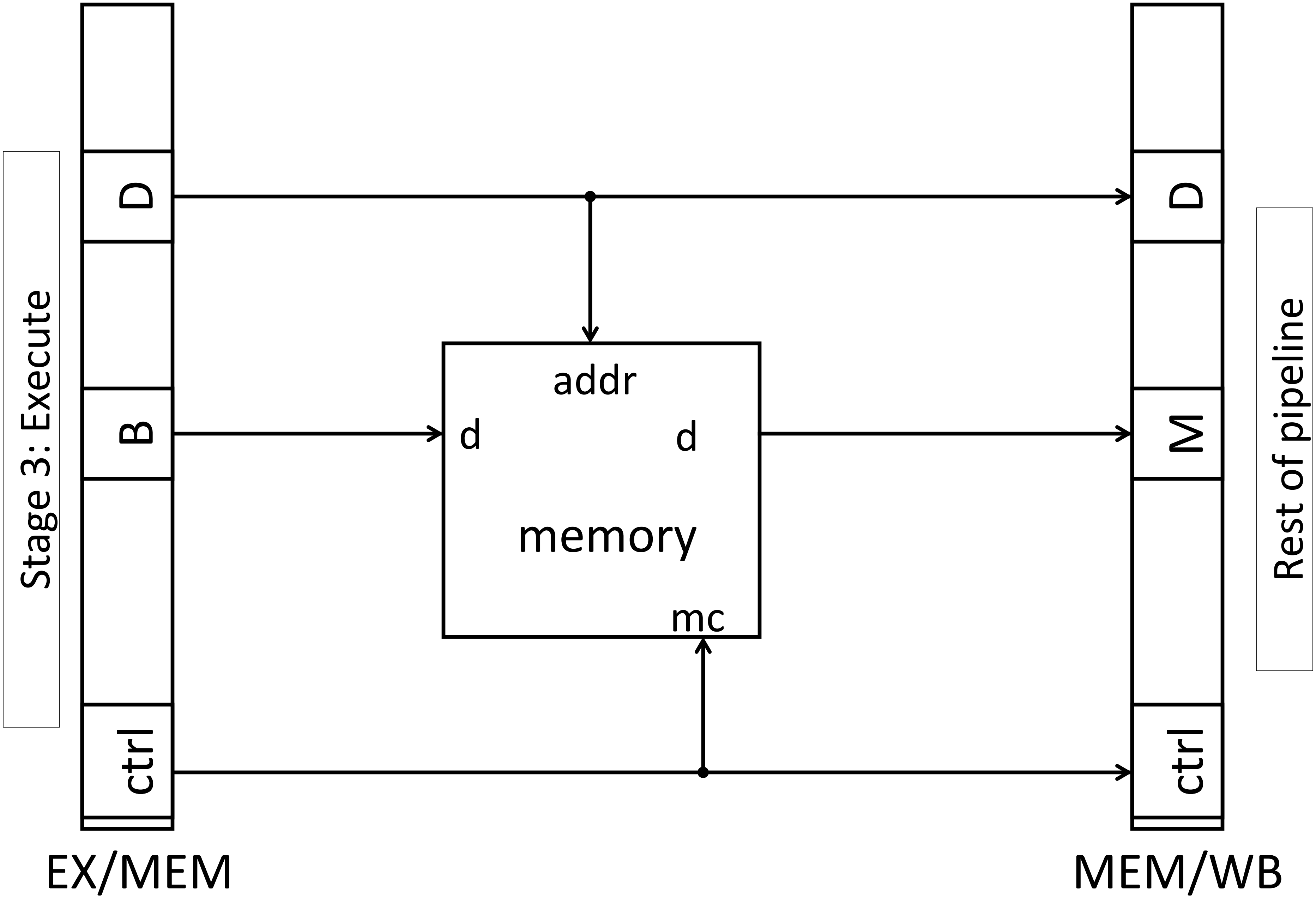
Stage 4: Memory

On every cycle:

- Read EX/MEM pipeline register to get values and control bits
- Perform memory load/store if needed
  - address is ALU result

Write values of interest to pipeline register (MEM/WB)

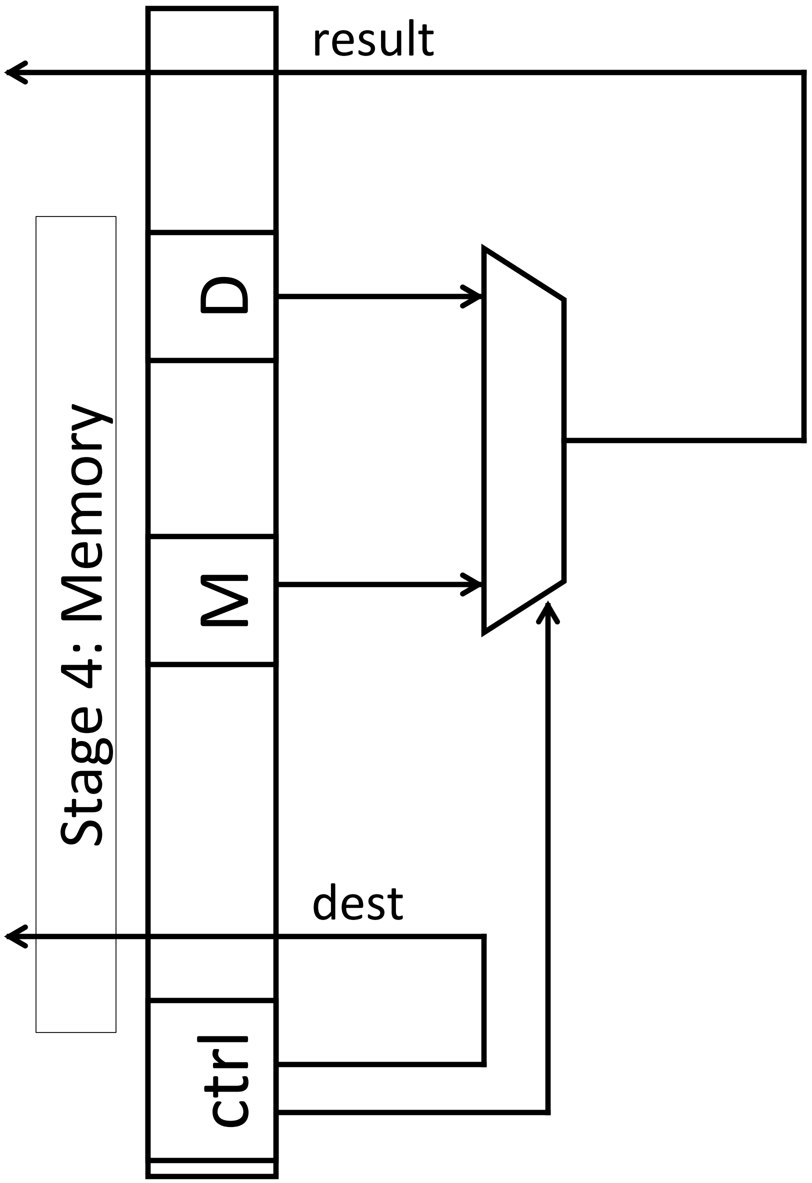
- Control information, Rd index, …
- Result of memory operation
- Pass result of ALU operation


Stage 3: Execute
D
B
ctrl
addr
d
d
memory
mc
D
M
ctrl
Rest of pipeline
EX/MEM
MEM/WB

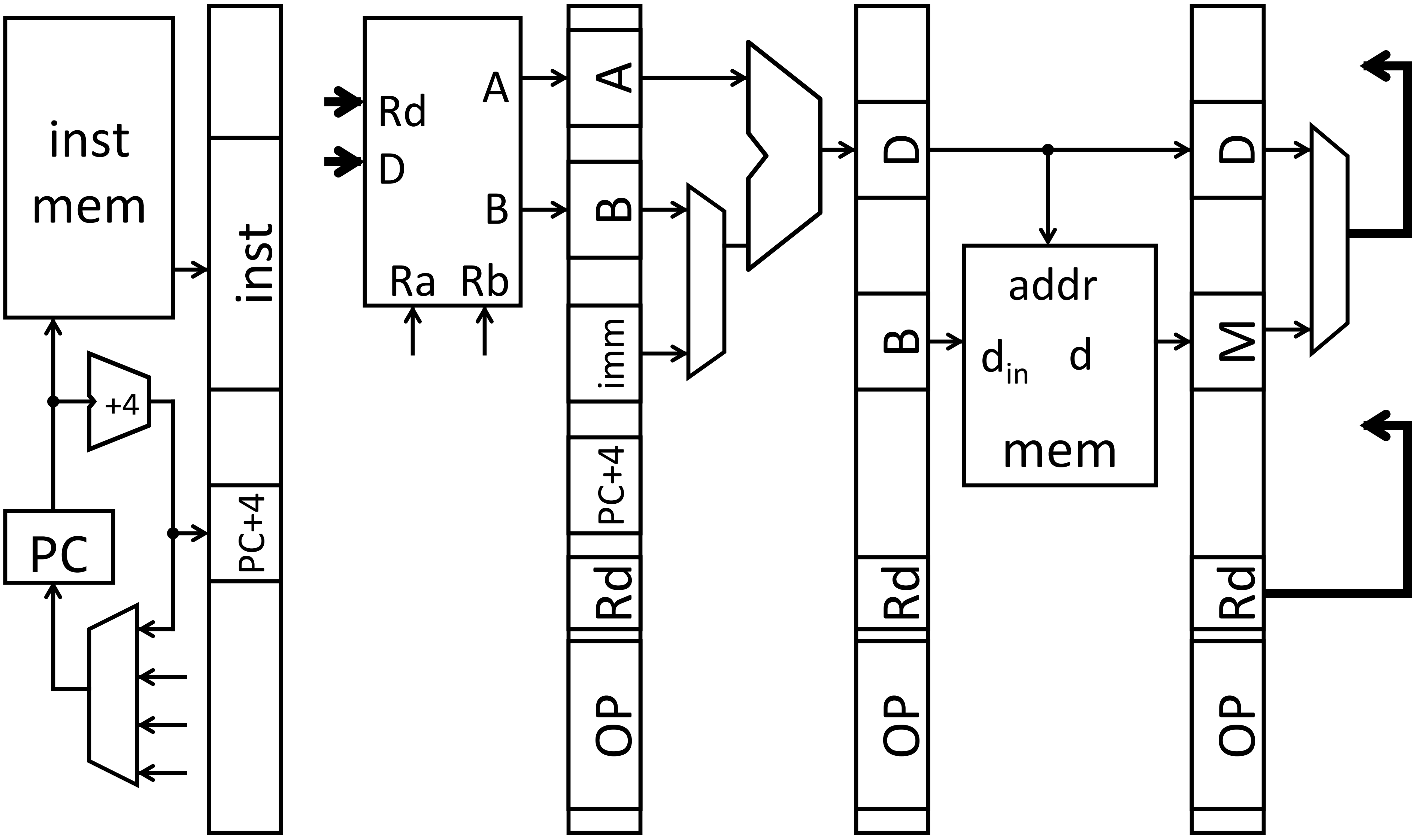
Stage 5: Write-back

On every cycle:

- Read MEM/WB pipeline register to get values and control bits
- Select value and write to register file

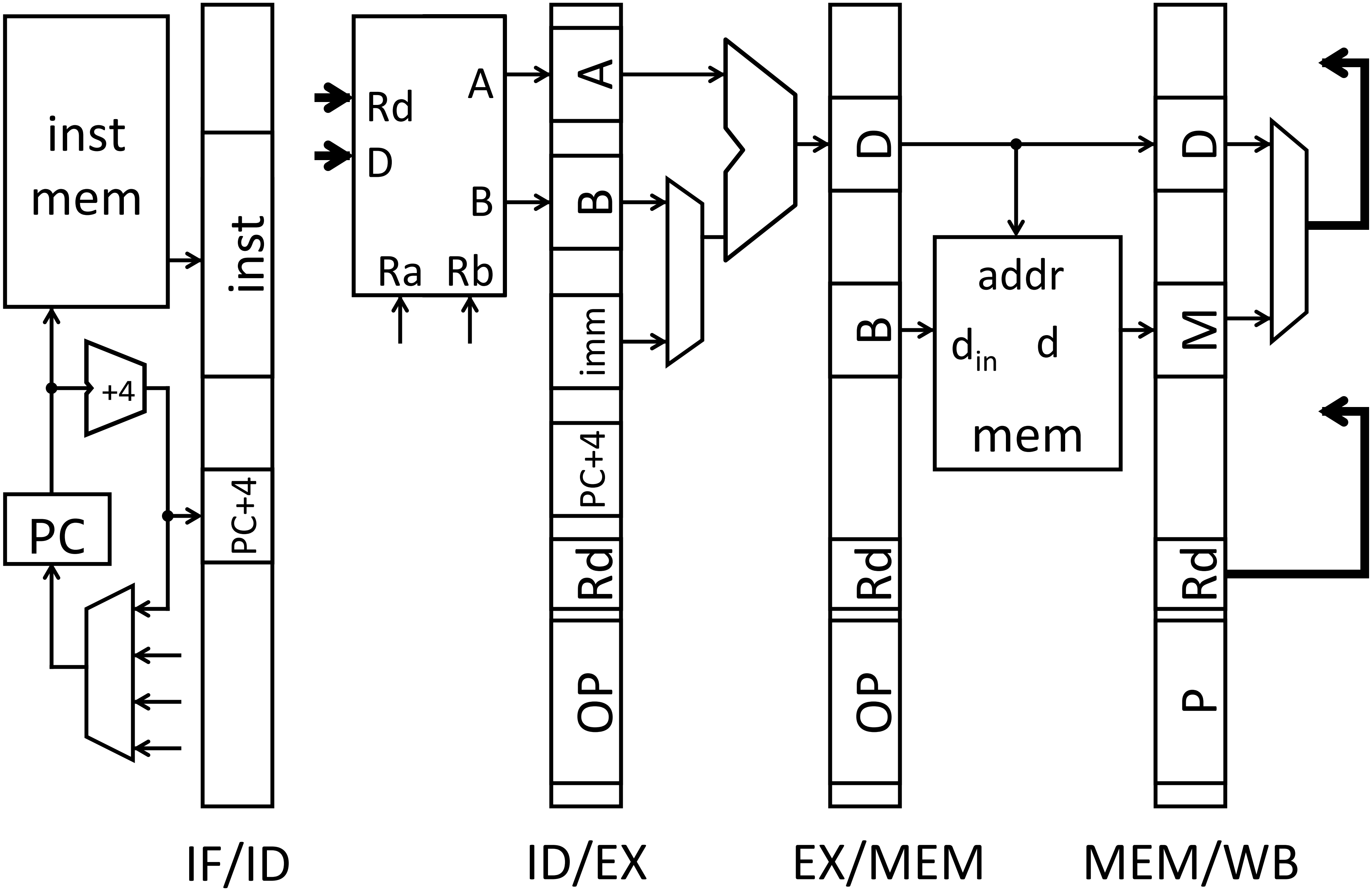


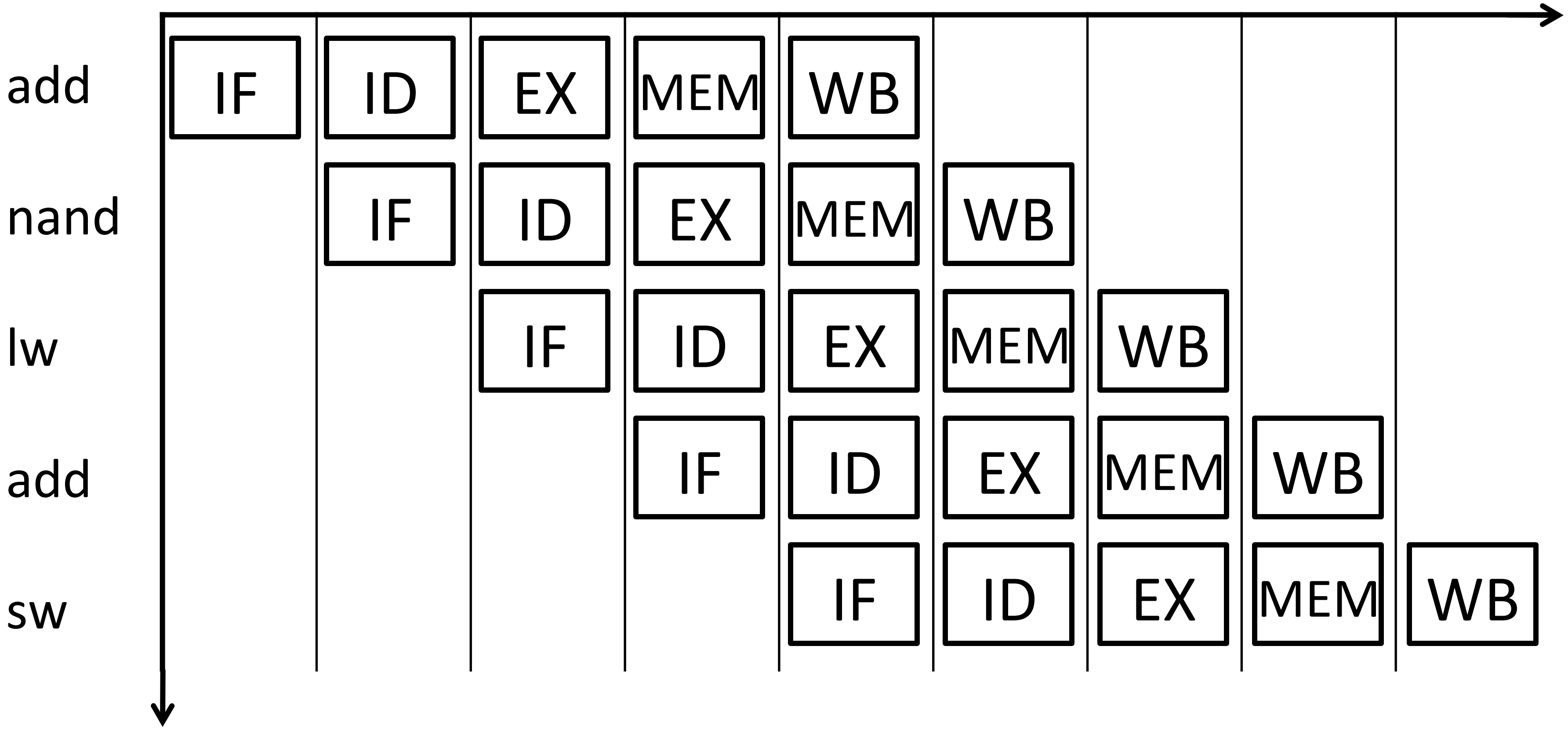
MEM/WB



IF/ID ID/EX EX/MEM MEM/WB

```
nand r6, r4, r5;
lw   r4, 20(r2);
add  r5, r2, r5;
sw   r7, 12(r3);
```


inst mem
PC
+4
inst
PC+4
Rd
D
A
B
Ra
Rb
A
B
imm
PC+4
Rd
OP
D
B
Rd
OP
addr
d_{in}
d
mem
D
M
Rd
P
IF/ID
ID/EX
EX/MEM
MEM/WB



Clock cycle	1	2	3	4	5	6	7	8	9
add	IF	ID	EX	MEM	WB				
nand		IF	ID	EX	MEM	WB			
lw			IF	ID	EX	MEM	WB		
add				IF	ID	EX	MEM	WB	
sw					IF	ID	EX	MEM	WB

Latency:

Throughput:

Concurrency:

CPI =

Powerful technique for masking latencies

- Logically, instructions execute one at a time
- Physically, instructions execute in parallel
  - Instruction level parallelism

Abstraction promotes decoupling

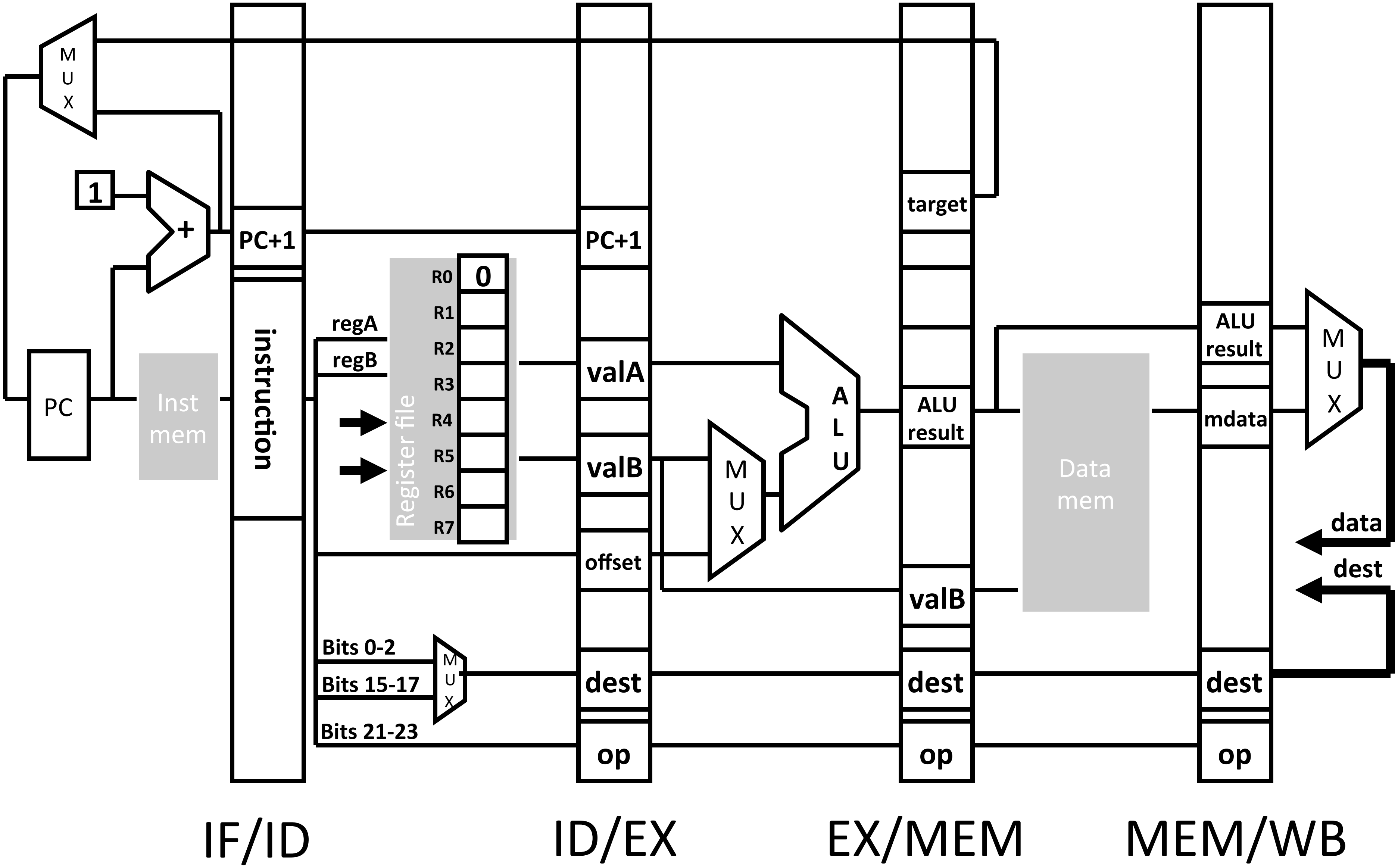
- Interface (ISA) vs. implementation (Pipeline)

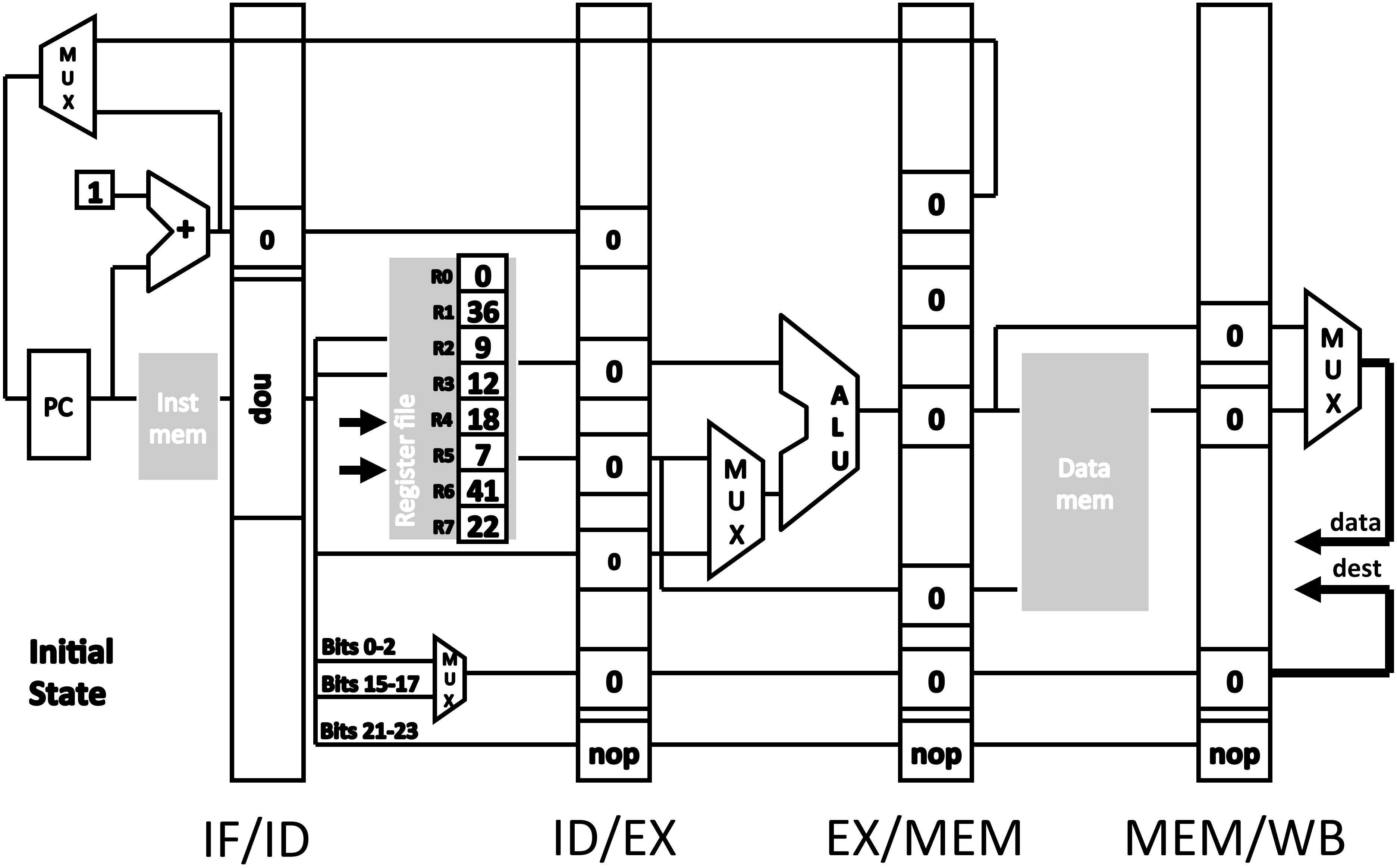
The end

Assume eight-register machine

Run the following code on a pipelined datapath

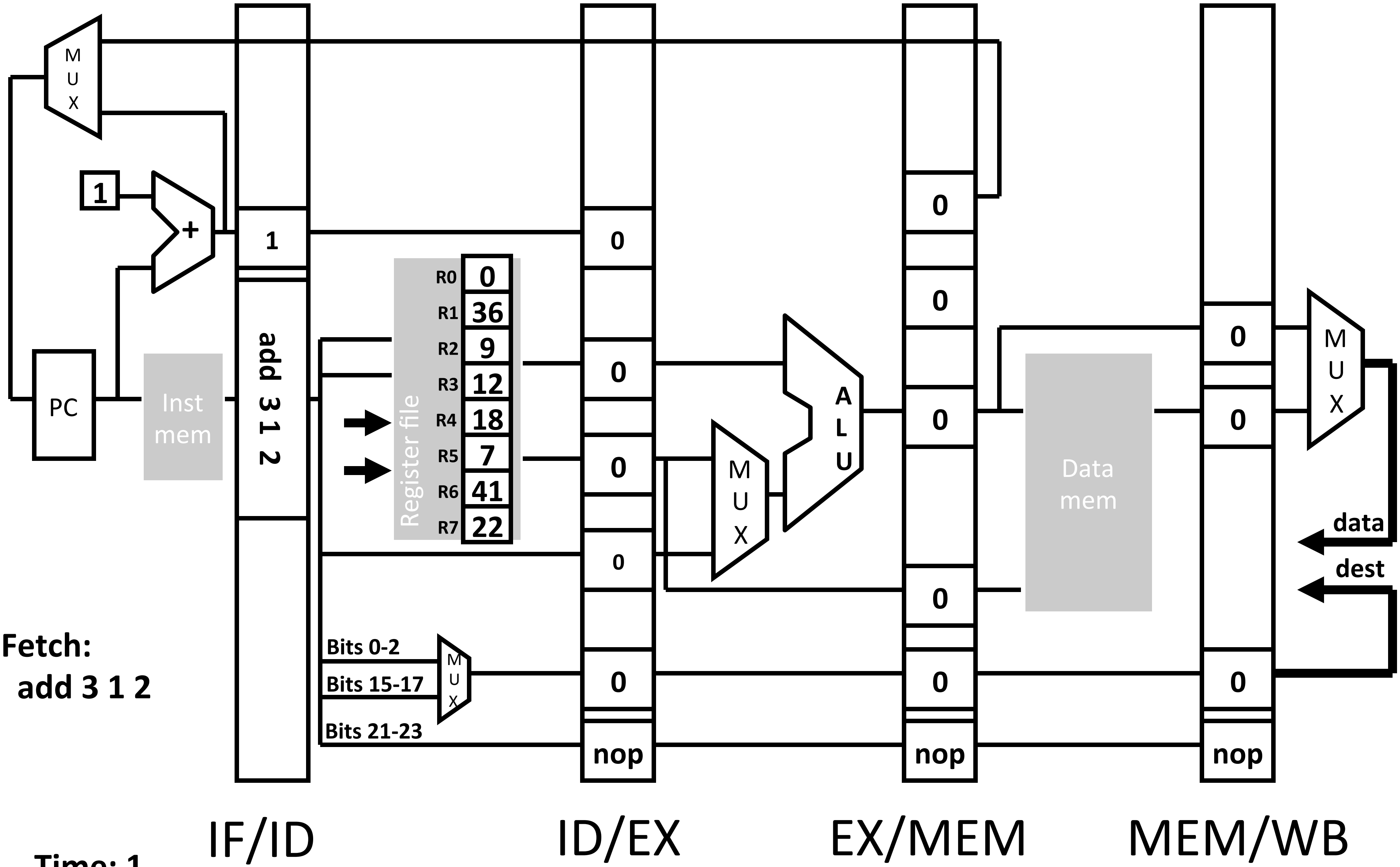
```
add        3   1    2   ;  reg 3 = reg 1 + reg 2
nand       6   4    5   ;  reg 6 = ~(reg 4 & reg 5)
lw   4   20 (2)  ;  reg 4 =  Mem[reg2+20]
add        5   2    5   ;  reg 5 = reg 2 + reg 5
sw        7    12(3)   ;  Mem[reg3+12] = reg 7
```


M U X
1
+
PC
Inst mem
PC+1
instruction
regA
regB
Register file
R0
0
R1
R2
R3
R4
R5
R6
R7
Bits 0-2
Bits 15-17
Bits 21-23
M U X
PC+1
valA
valB
offset
dest
op
M U X
A L U
target
ALU result
valB
dest
op
Data mem
ALU result
mdata
dest
op
M U X
data
dest
IF/ID
ID/EX
EX/MEM
MEM/WB



Initial State

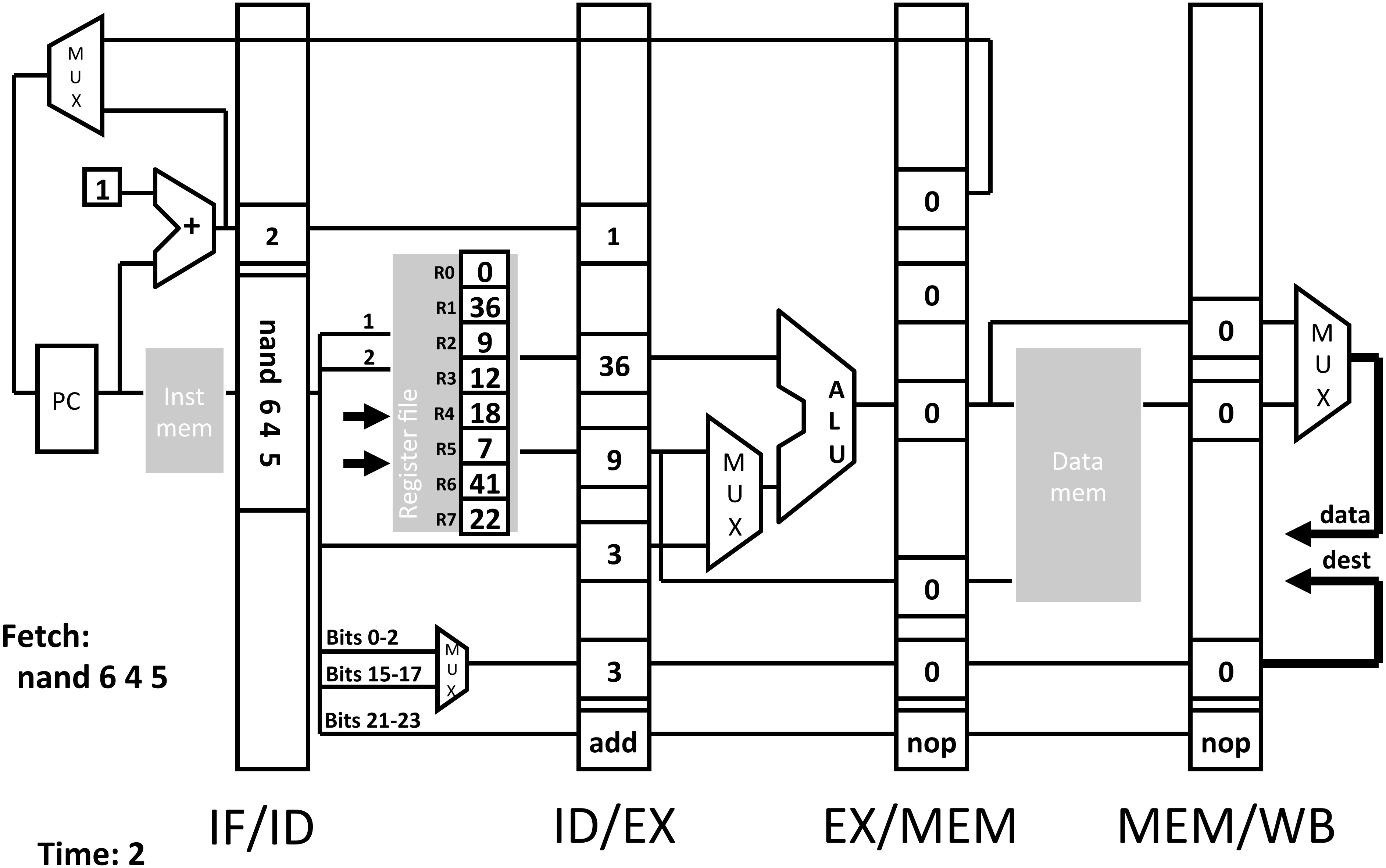
add 3 1 2



Fetch:
add 3 1 2

Time: 1

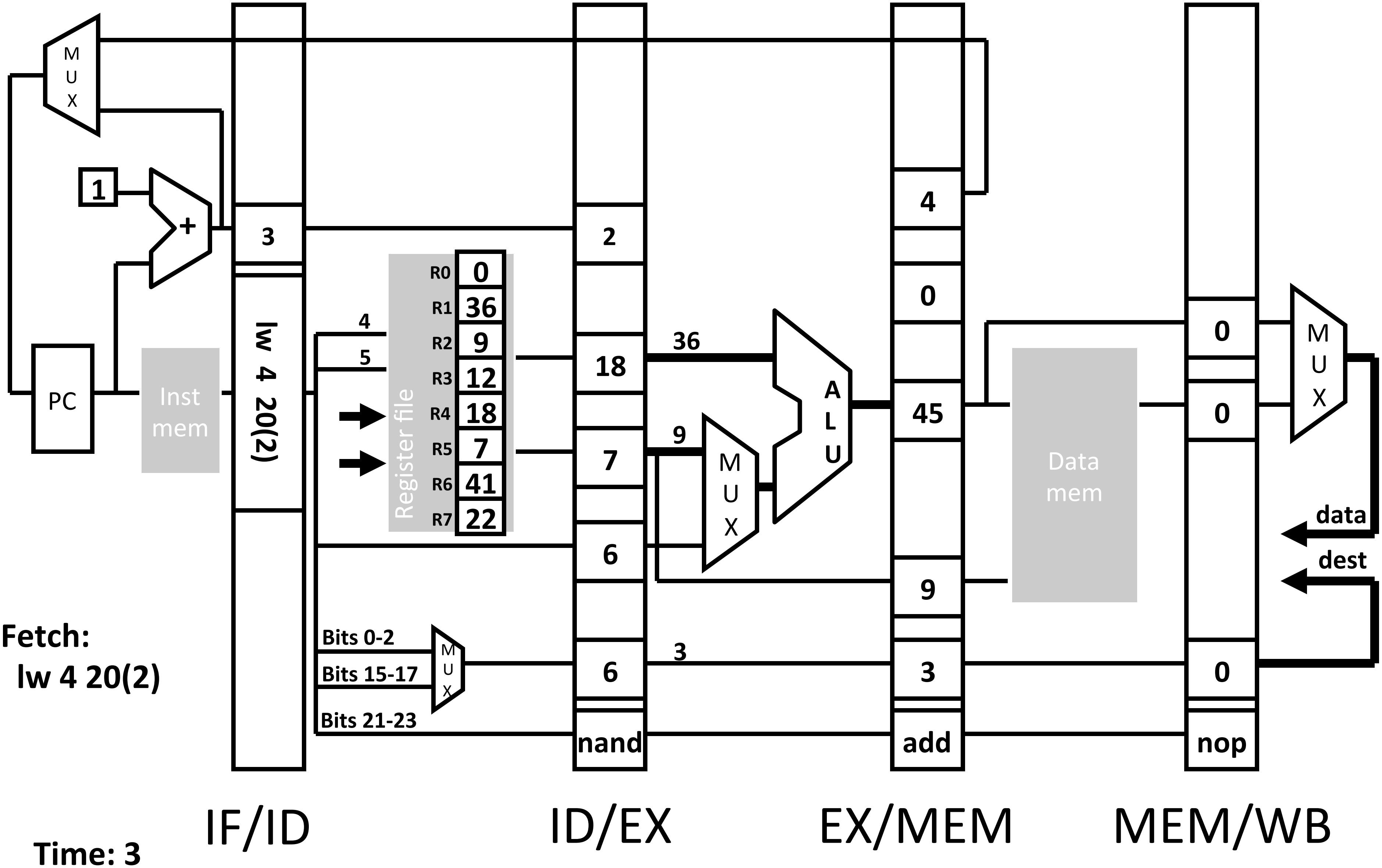
nand 6 4 5 **add 3 1 2**



Fetch:
nand 6 4 5

Time: 2

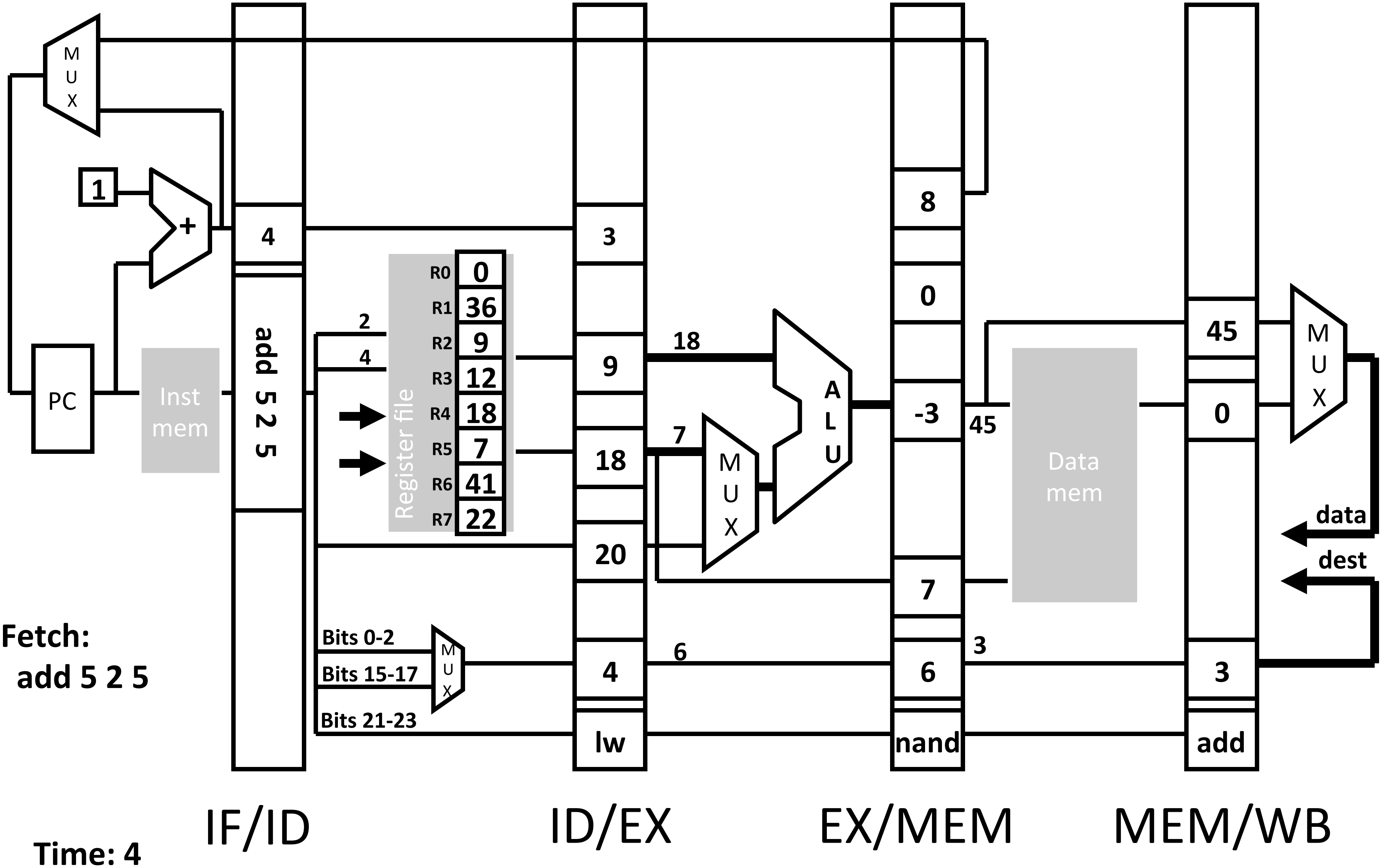
lw 4 20(2) **nand 6 4 5** **add 3 1 2**



Fetch:
lw 4 20(2)

Time: 3

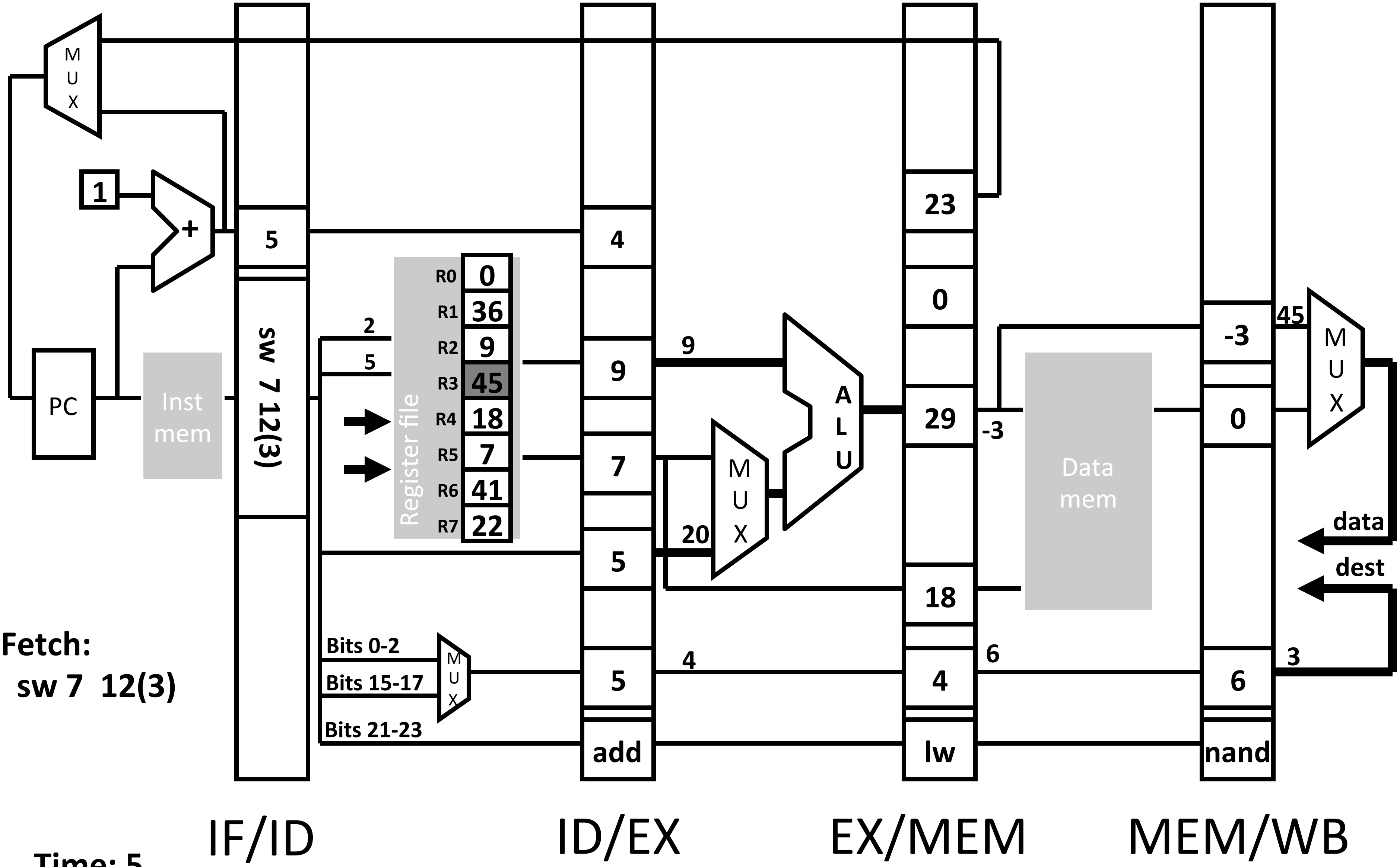
add 5 2 5 **lw 4 20(2)** **nand 6 4 5** **add 3 1 2**



Fetch:
add 5 2 5

Time: 4

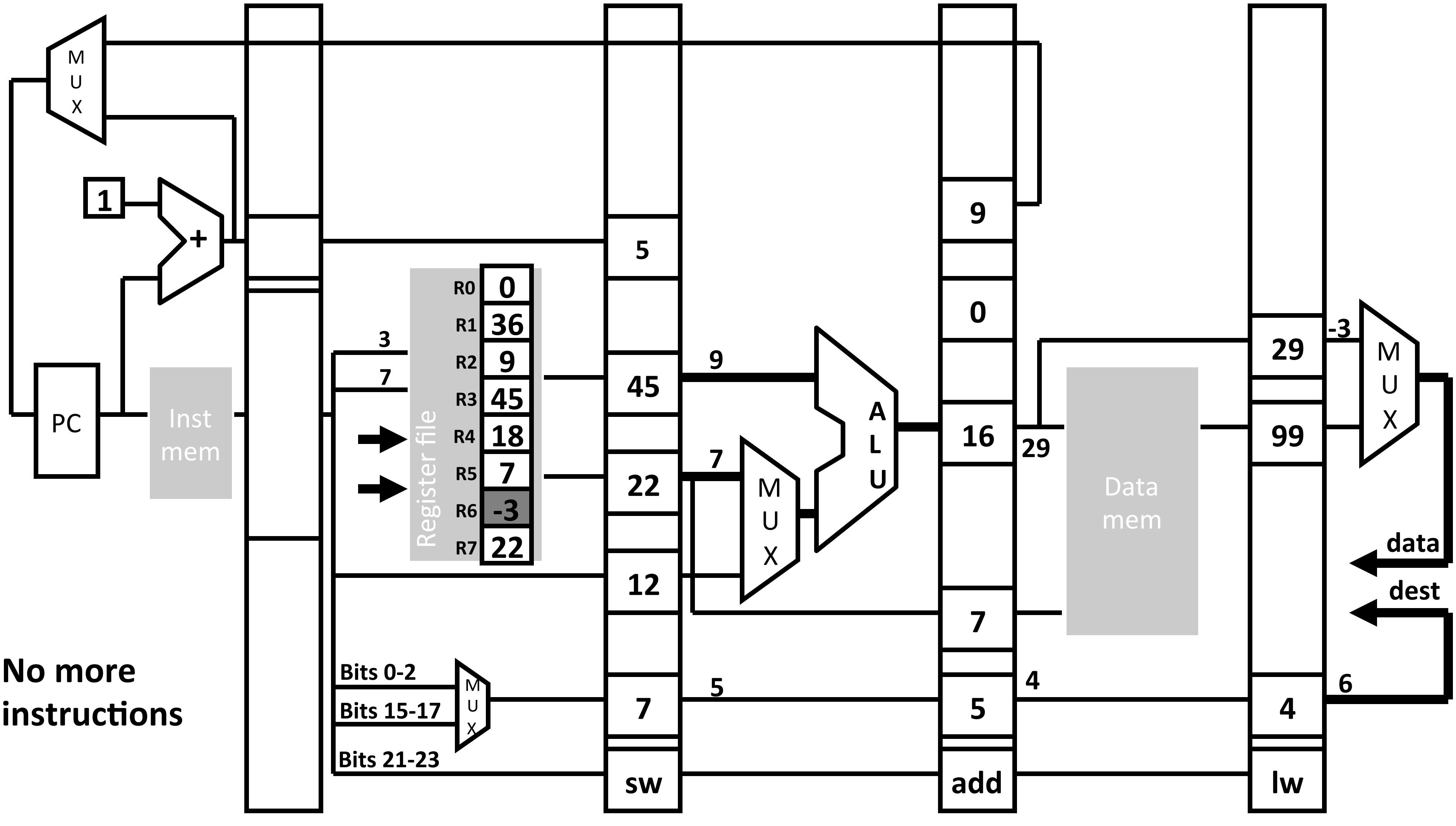
sw 7 12(3) **add 5 2 5** **lw 4 20 (2)** **nand 6 4 5** **add 3 1 2**



Fetch:
sw 7 12(3)

Time: 5

sw 7 12(3) **add 5 2 5** **lw 4 20(2)** **nand 6 4 5**

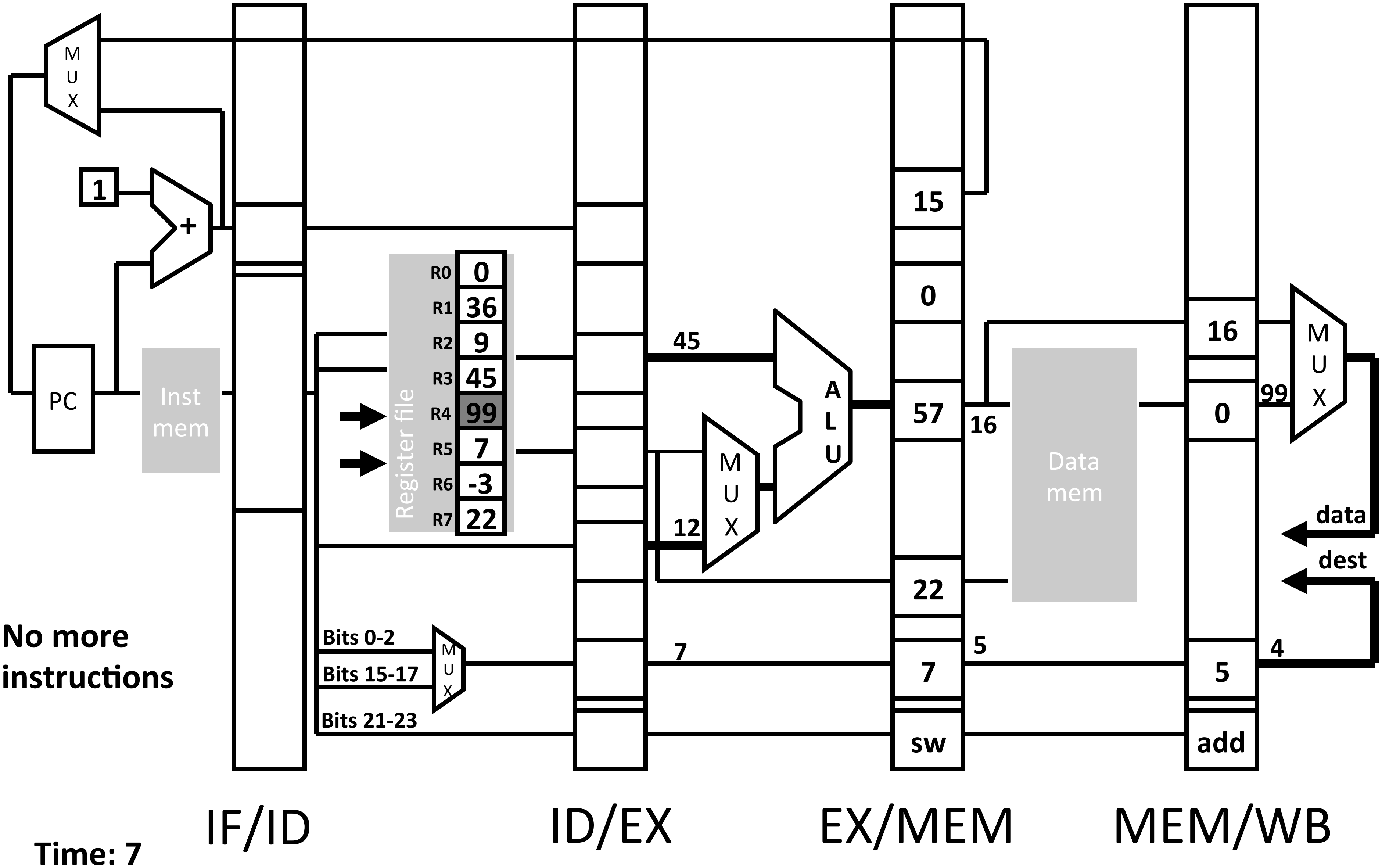


No more instructions

IF/ID ID/EX EX/MEM MEM/WB

Time: 6

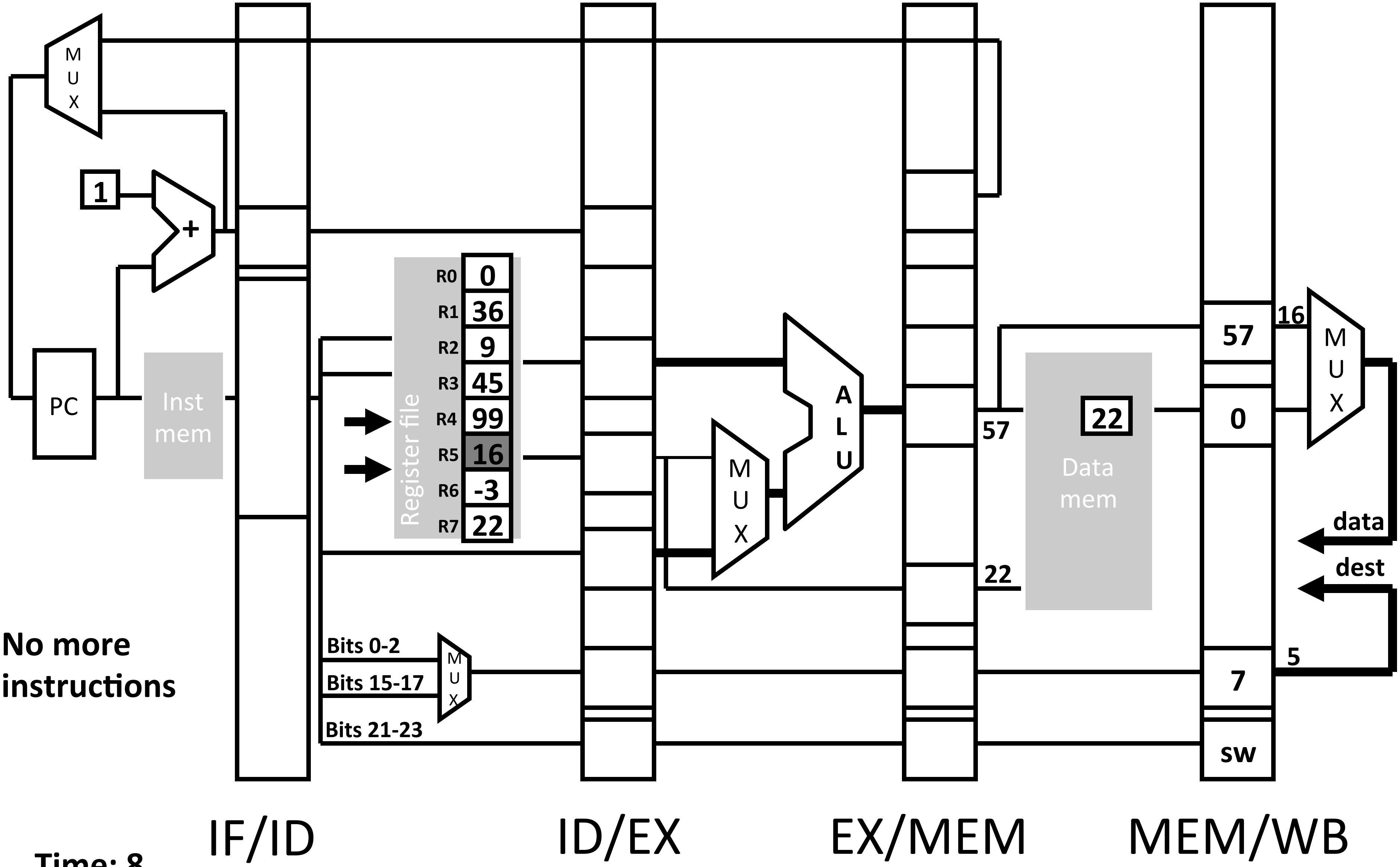
nop **nop** **sw 7 12(3)** **add 5 2 5** **lw 4 20(2)**



No more instructions

Time: 7

nop **nop** **nop** **sw 7 12(3)** **add 5 2 5**

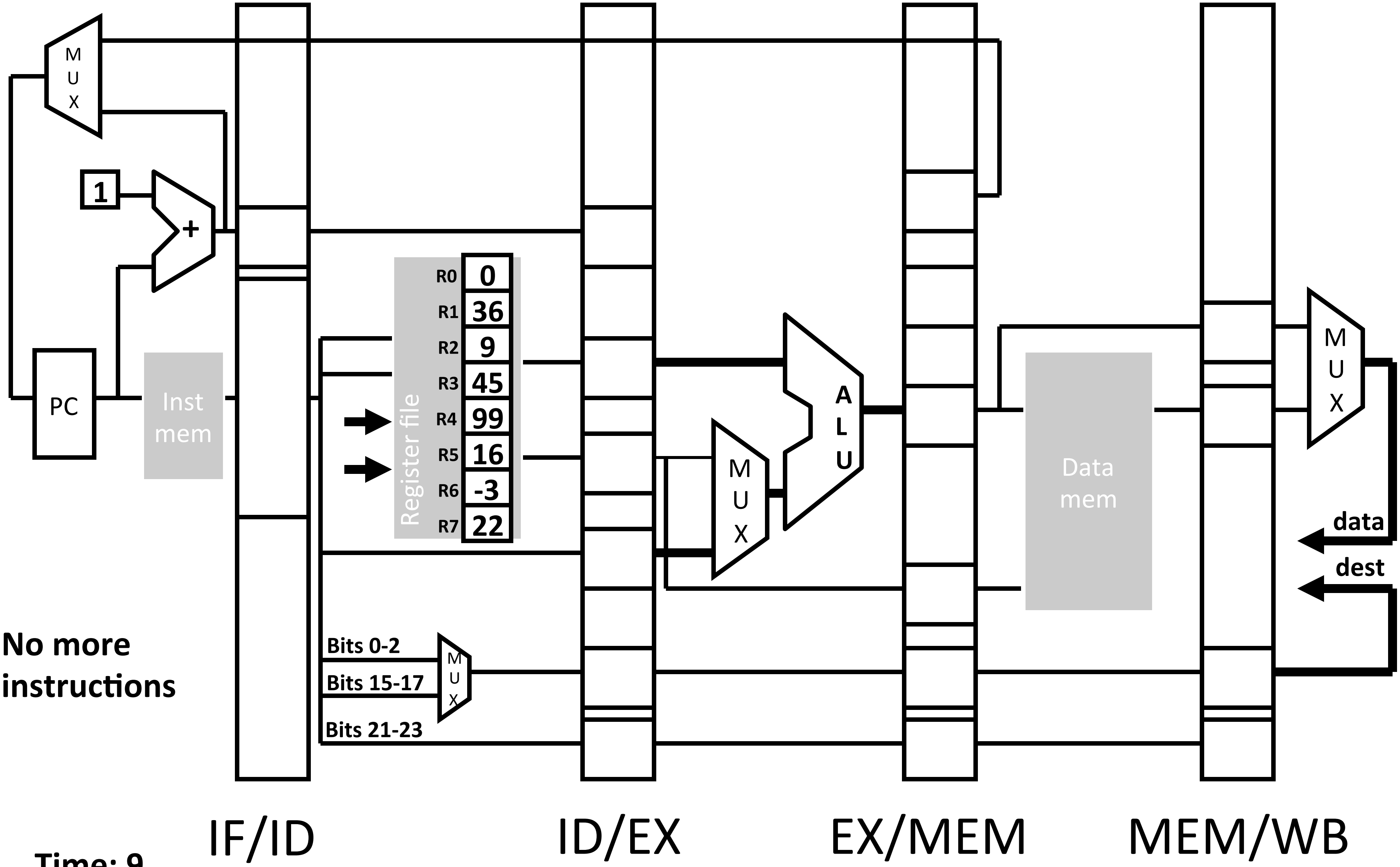


No more instructions

Time: 8

Slides thanks to Sally McKee

nop **nop** **nop** **nop** **sw 7 12(3)**



No more instructions

Time: 9