Lecture 3: Introduction to Advanced Pipelining

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Review: Evaluating Branch Alternatives

- **Two part solution:**
  - **Determine branch taken or not sooner, AND**
  - **Compute taken branch address earlier**

$$\text{Pipeline speedup} = \frac{\text{Pipeline depth}}{1 + \text{Branch frequency} \times \text{Branch penalty}}$$

Scheduling scheme	*Branch penalty*	*CPI*	*speedup v. unpipelined*	*speedup v. stall*
Stall pipeline	**3**	**1.42**	**3.5**	**1.0**
Predict taken	**1**	**1.14**	**4.4**	**1.26**
Predict not taken	**1**	**1.09**	**4.5**	**1.29**
Delayed branch	**0.5**	**1.07**	**4.6**	**1.31**

Review: Summary of Pipelining Basics

- **Hazards limit performance**
  - **Structural: need more HW resources**
  - **Data: need forwarding, compiler scheduling**
  - **Control: early evaluation & PC, delayed branch, prediction**
- **Increasing length of pipe increases impact of hazards; pipelining helps instruction bandwidth, not latency**
- **Interrupts, Instruction Set, FP makes pipelining harder**
- **Compilers reduce cost of data and control hazards**
  - **Load delay slots**
  - **Branch delay slots**
  - **Branch prediction**
- **Today: Longer pipelines => More instruction level parallelism => SW and HW loop unrolling**

Advanced Pipelining and Instruction Level Parallelism (ILP)

- **ILP: Overlap execution of unrelated instructions**
  - **invisible to programmer vs. "process level parallelism"**
- **gcc 17% control transfer**
  - **5 instructions + 1 branch**
  - **Beyond single block to get more instruction level parallelism!**
- **Loop level parallelism one opportunity**
- **1st software (SW) then hardware (HW)**
  - **typically 10 iterations**
- **Do examples and then explain nomenclature**
- **DLX Floating Point as example**

FP Loop: Where are the Hazards?

```
Loop:  LD    F0,0(R1)   ;F0=vector element
       ADDD  F4,F0,F2   ;add scalar from F2
       SD    0(R1),F4   ;store result
       SUBI  R1,R1,8    ;decrement pointer 8B (DW)
       BNEZ  R1,Loop    ;branch R1!=zero
       NOP              ;delayed branch slot
```

Instruction producing result	*Instruction using result*	*Latency in clock cycles*
FP ALU op	Another FP ALU op	3
FP ALU op	Store double	2
Load double	FP ALU op	1
Load double	Store double	0
Integer op	Integer op	0

- **Where are the stalls?**

FP Loop Showing Stalls

```
1 Loop: LD    F0,0(R1)   ;F0=vector element
2       stall
3       ADDD  F4,F0,F2   ;add scalar in F2
4       stall
5       stall
6       SD    0(R1),F4   ;store result
7       SUBI  R1,R1,8    ;decrement pointer 8B (DW)
8       BNEZ  R1,Loop    ;branch R1!=zero
9       stall            ;delayed branch slot
```

Instruction producing result	*Instruction using result*	*Latency in clock cycles*
FP ALU op	Another FP ALU op	3
FP ALU op	Store double	2
Load double	FP ALU op	1

- **9 clocks: Rewrite code to minimize stalls?**

Revised FP Loop Minimizing Stalls

```
1 Loop: LD    F0,0(R1)
2       stall
3       ADDD  F4,F0,F2
4       SUBI  R1,R1,8
5       BNEZ  R1,Loop    ;delayed branch
6       SD    8(R1),F4   ;altered when move past SUBI
```

Replace BNEZ stall with SD by changing address of SD

Instruction producing result	*Instruction using result*	*Latency in clock cycles*
FP ALU op	Another FP ALU op	3
FP ALU op	Store double	2
Load double	FP ALU op	1

6 clocks: Unroll loop 4 times code to make faster?

Unroll Loop Four Times (straightforward way)

```
1  Loop: LD    F0,0(R1)
2        ADDD  F4,F0,F2
3        SD    0(R1),F4     ;drop SUBI & BNEZ
4        LD    F6,-8(R1)
5        ADDD  F8,F6,F2
6        SD    -8(R1),F8    ;drop SUBI & BNEZ
7        LD    F10,-16(R1)
8        ADDD  F12,F10,F2
9        SD    -16(R1),F12  ;drop SUBI & BNEZ
10       LD    F14,-24(R1)
11       ADDD  F16,F14,F2
12       SD    -24(R1),F16
13       SUBI  R1,R1,#32    ;alter to 4*8
14       BNEZ  R1,LOOP
15       NOP
```

Rewrite loop to minimize stalls?

15 + 4 x (1+2) = 27 clock cycles, or 6.8 per iteration
Assumes R1 is multiple of 4;
How many registers do we need? 3 v. 8.

Unrolled Loop That Minimizes Stalls

```
1 Loop: LD     F0,0(R1)
2       LD     F6,-8(R1)
3       LD     F10,-16(R1)
4       LD     F14,-24(R1)
5       ADDD   F4,F0,F2
6       ADDD   F8,F6,F2
7       ADDD   F12,F10,F2
8       ADDD   F16,F14,F2
9       SD     0(R1),F4
10      SD     -8(R1),F8
11      SD     -16(R1),F12
12      SUBI   R1,R1,#32
13      BNEZ   R1,LOOP
14      SD     8(R1),F16    ; 8-32 = -24
```

- What assumptions made when moved code?
  - OK to move store past SUBI even though changes register
  - OK to move loads before stores: get right data?
- When is it safe for compiler to do such changes?

14 clock cycles, or 3.5 per iteration
When safe to move instructions?

Compiler Perspectives on Code Movement: Dependencies v. Hazards

- Definitions: compiler concerned about dependencies in program, whether or not a HW hazard depends on a given pipeline
- Try to schedule to avoid hazards
- (True) Data dependencies (RAW if a hazard for HW)
  - Instruction i produces a result used by (data dependent) instruction j,
  - or Instruction j is "data dependent" on instruction k, and instruction k is "data dependent" on instruction i.
- If depedent, can't execute in parallel
- Easy to determine for registers (fixed names): R6=R7?
- Hard for memory:
  - Does 0(R4) = 0(R6)? (p* = q* ?)
  - From different loop iterations, does 20(R6) = 20(R6)?

Where are the (true) data dependencies?

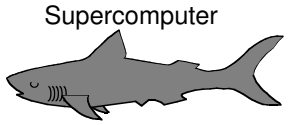
```
1 Loop: LD    F0,0(R1)
2       ADDD  F4,F0,F2
3       SUBI  R1,R1,8
4       BNEZ  R1,Loop   ;delayed branch
5       SD    8(R1),F4  ;altered when move past SUBI
```

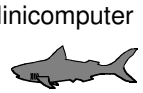

CS 252 Administrivia

- Prerequisite Quiz done, most did very well; a few on the margin
  - consider taking later?
- Reading Assignments for Lectures 3 to 7
  - CA:AQA, 2/e: Chapter 4, Appendix B
- To submit a bug, send a message to `arc2bugs@mkp.com`; $1 reward to first reporter

Computer Architecture in the News

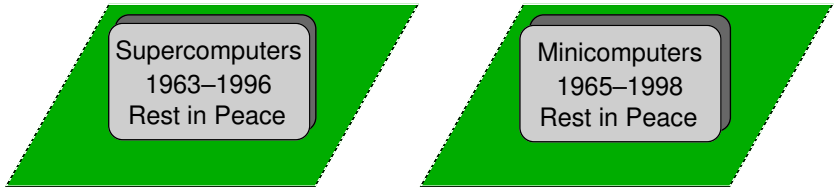
- **Computer Food Chain in the Real World!**





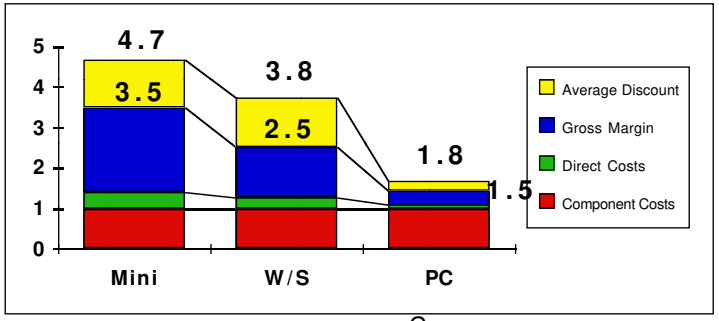
Cray Research
(property of SGI workstations)

Digital Equipment Corporation
(property of Compaq personal computers)



Computer Architecture in the News

- **Cost v. Price in the Real World!**



Digital Equipment Corporation Compaq

- **Can Compaq afford Research Labs??? (aka DEC CRL, SRC, WRL)**

Compiler Perspectives on Code Movement

- **Another kind of dependence called name dependence: two instructions use same name (register or memory location) but don't exchange data (not data dependency)**
- **Antidependence (WAR if a hazard for HW)**
  - **Instruction j writes a register or memory location that instruction i reads from and instruction i is executed first**
- **Output dependence (WAW if a hazard for HW)**
  - **Instruction i and instruction j write the same register or memory location; ordering between instructions must be preserved.**

Where are the name dependencies?

Antidependence (≈WAR), Output dependence (≈WAW)

```
1 Loop: LD     F0,0(R1)
2       ADDD   F4,F0,F2
3       SD     0(R1),F4      ;drop SUBI & BNEZ
4       LD     F0,-8(R1)
2       ADDD   F4,F0,F2
3       SD     -8(R1),F4     ;drop SUBI & BNEZ
7       LD     F0,-16(R1)
8       ADDD   F4,F0,F2
9       SD     -16(R1),F4    ;drop SUBI & BNEZ
10      LD     F0,-24(R1)
11      ADDD   F4,F0,F2
12      SD     -24(R1),F4
13      SUBI   R1,R1,#32     ;alter to 4*8
14      BNEZ   R1,LOOP
15      NOP
```

How can remove them?

Removing name dependencies

```
1 Loop: LD     F0,0(R1)
2       ADDD   F4,F0,F2
3       SD     0(R1),F4      ;drop SUBI & BNEZ
4       LD     F6,-8(R1)
5       ADDD   F8,F6,F2
6       SD     -8(R1),F8     ;drop SUBI & BNEZ
7       LD     F10,-16(R1)
8       ADDD   F12,F10,F2
9       SD     -16(R1),F12   ;drop SUBI & BNEZ
10      LD     F14,-24(R1)
11      ADDD   F16,F14,F2
12      SD     -24(R1),F16
13      SUBI   R1,R1,#32     ;alter to 4*8
14      BNEZ   R1,LOOP
15      NOP
```

Called "register renaming"; uses up registers

Compiler Perspectives on Code Movement

- Again Name Dependenceis are Hard for Memory Accesses
  - Does 100(R4) = 20(R6)?
  - From different loop iterations, does 20(R6) = 20(R6)?
- Our example required compiler to know that if R1 doesn't change then:

$$0(R1) \neq -8(R1) \neq -16(R1) \neq -24(R1)$$

There were no dependencies between some loads and stores so they could be moved by each other

Compiler Perspectives on Code Movement

- Final kind of dependence called control dependence
- Example

```
if p1 {S1;};
if p2 {S2;};
```

S1 is control dependent on p1 and
S2 is control dependent on p2 but not on p1.

Compiler Perspectives on Code Movement

- Two (obvious) constraints on control dependences:
  - An instruction that is control dependent on a branch cannot be moved before the branch so that its execution is no longer controlled by the branch.
  - An instruction that is not control dependent on a branch cannot be moved to after the branch so that its execution is controlled by the branch.
- Control dependencies are relaxed to get parallelism as long as gets same effect
- Get same effect if preserve order of exceptions (address in register checked by branch before use) and data flow (value in register depends on branch)

Where are the control dependencies?

```
1 Loop: LD     F0,0(R1)
2       ADDD   F4,F0,F2
3       SD     0(R1),F4
4       SUBI   R1,R1,8
5       BEQZ   R1,exit
6       LD     F0,0(R1)
7       ADDD   F4,F0,F2
8       SD     0(R1),F4
9       SUBI   R1,R1,8
10      BEQZ   R1,exit
11      LD     F0,0(R1)
12      ADDD   F4,F0,F2
13      SD     0(R1),F4
14      SUBI   R1,R1,8
15      BEQZ   R1,exit
....
```


When Safe to Unroll Loop?

- Example: Where are data dependencies in arrays? (A,B,C distinct & nonoverlapping)

```
for (i=1; i<=100; i=i+1) {
    A[i+1] = A[i] + C[i];     /* S1 */
    B[i+1] = B[i] + A[i+1];} /* S2 */
```

1. S2 uses the value, A[i+1], computed by S1 in the same iteration.

2. S1 uses a value computed by S1 in an earlier iteration, since iteration i computes A[i+1] which is read in iteration i+1. (The same is true of S2 for B[i] and B[i+1].) This is a "loop-carried dependence": between iterations

- Implies that iterations are dependent, and can't be executed in parallel
- Not the case for our prior example; each iteration was distinct

HW Schemes: Instruction Parallelism

- Why in HW at run time?
  - Works when can't know real dependence at compile time
  - Code for one machine runs well on another
  - Compiler simpler
- Key idea: Allow instructions behind stall to proceed

```
DIVD  F0,F2,F4
ADDD  F10,F0,F8
SUBD  F12,F8,F14
```

  - Enables out-of-order execution => out-of-order completion
  - Split ID stage to check both for structural & data dependencies
- Scoreboard dates to CDC 6600 in 1963 (First supercomputer); today in PCs

HW Schemes: Instruction Parallelism

- Out-of-order execution divides ID stage:
  1. Issue—decode instructions, check for structural hazards
  2. Read operands—wait until no data hazards, then read operands
- Scoreboards allow instruction to execute whenever 1 & 2 hold, not waiting for prior instructions
- CDC 6600: In-order issue, out-of-order execution, out-of-order commit (also called completion)

Scoreboard Implications

- Out-of-order completion => WAR, WAW hazards?
- Solutions for WAR
  - Queue both the operation and copies of its operands
  - Read registers only during Read Operands stage
- For WAW, must detect hazard: stall until other write completes
- Need to have multiple instructions in execution phase => multiple execution units or pipelined execution units
- Scoreboard keeps track of dependencies, state or operations
- Scoreboard replaces ID, EX, WB with 4 stages

Four Stages of Scoreboard Control

1. Issue—decode instructions & check for structural hazards (ID1)

   If a functional unit for the instruction is free and no other active instruction has the same destination register (WAW), the scoreboard issues the instruction to the functional unit and updates its internal data structure. If a structural or WAW hazard exists, then the instruction issue stalls, and no further instructions will issue until these hazards are cleared.

2. Read operands—wait until no data hazards, then read operands (ID2)

   A source operand is available if no earlier issued active instruction is going to write it, or if the register containing the operand is being written by a currently active functional unit. When the source operands are available, the scoreboard tells the functional unit to proceed to read the operands from the registers and begin execution. The scoreboard resolves RAW hazards dynamically in this step, and instructions may be sent into execution out of order.

Four Stages of Scoreboard Control

3. Execution—operate on operands (EX)

   The functional unit begins execution upon receiving operands. When the result is ready, it notifies the scoreboard that it has completed execution.

4. Write result—finish execution (WB)

   Once the scoreboard is aware that the functional unit has completed execution, the scoreboard checks for WAR hazards. If none, it writes results. If WAR, then it stalls the instruction.

   Example:

```
DIVD   F0,F2,F4
ADDD   F10,F0,F8
SUBD   F8,F8,F14
```

   CDC 6600 scoreboard would stall SUBD until ADDD reads operands

Three Parts of the Scoreboard

1. Instruction status—which of 4 steps the instruction is in

2. Functional unit status—Indicates the state of the functional unit (FU). 9 fields for each functional unit

   Busy—Indicates whether the unit is busy or not

   Op—Operation to perform in the unit (e.g., + or –)

   Fi—Destination register

   Fj, Fk—Source-register numbers

   Qj, Qk—Functional units producing source registers Fj, Fk

   Rj, Rk—Flags indicating when Fj, Fk are ready

3. Register result status—Indicates which functional unit will write each register, if one exists. Blank when no pending instructions will write that register

Detailed Scoreboard Pipeline Control

Instruction status	Wait until	Bookkeeping
Issue	Not busy (FU) and not result(D)	Busy(FU)← yes; Op(FU)← op; Fi(FU)← `D'; Fj(FU)← `S1'; Fk(FU)← `S2'; Qj← Result(`S1'); Qk← Result(`S2'); Rj← not Qj; Rk← not Qk; Result('D')← FU;
Read operands	Rj and Rk	Rj← No; Rk← No
Execution complete	Functional unit done	
Write result	∀f((Fj(f)≠Fi(FU) or Rj(f)=No) & (Fk(f) ≠Fi(FU) or Rk(f)=No))	∀f(if Qj(f)=FU then Rj(f)← Yes); ∀f(if Qk(f)=FU then Rj(f)← Yes); Result(Fi(FU))← 0; Busy(FU)← No

Scoreboard Example

FP Add latency = 2 clocks, Multiply = 10, Divide = 40

Instruction status

Instruction	j	k	Issue	Read operands	Execution complete	Write Result
LD F6	34+	R2				
LD F2	45+	R3				
F0	F2	F4				
SUBD F8	F6	F2				
DIVD F10	F0	F6				
ADDD F6	F8	F2				

Functional unit status

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	No								
Mult2	No								
Add	No								
Divide	No								

"The Scoreboard"

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
FU									

Scoreboard Example Cycle 1

Instruction status

Instruction	j	k	Issue	Read operands	Execution complete	Write Result
LD F6	34+	R2	1			
LD F2	45+	R3				
F0	F2	F4				
SUBD F8	F6	F2				
DIVD F10	F0	F6				
ADDD F6	F8	F2				

Functional unit status

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F6		R2				Yes
Mult1	No								
Mult2	No								
Add	No								
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
1	FU				Integer				

Scoreboard Example Cycle 2

Instruction status

Instruction	j	k	Issue	Read operands	Execution complete	Write Result
LD F6	34+	R2	1	2		
LD F2	45+	R3				
F0	F2	F4				
SUBD F8	F6	F2				
DIVD F10	F0	F6				
ADDD F6	F8	F2				

Functional unit status

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F6		R2				Yes
Mult1	No								
Mult2	No								
Add	No								
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
2	FU			Integer					

- **Issue 2nd LD?**

Scoreboard Example Cycle 3

Instruction status				Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3
LD	F2	45+	R3			
	F0	F2	F4			
SUBD	F8	F6	F2			
DIVD	F10	F0	F6			
ADDD	F6	F8	F2			

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F6		R2				Yes
Mult1	No								
Mult2	No								
Add	No								
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
3 FU				Integer					

- **Issue MULT?**

Scoreboard Example Cycle 4

Instruction status				Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3				
	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F6		R2				Yes
Mult1	No								
Mult2	No								
Add	No								
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
4 FU				Integer					

Scoreboard Example Cycle 5

Instruction status				Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5			
	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F2		R3				Yes
Mult1	No								
Mult2	No								
Add	No								
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
5 FU		Integer							

Scoreboard Example Cycle 6

Instruction status				Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6		
	F0	F2	F4	6			
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F2		R3				Yes
Mult1	Yes	Mult	F0	F2	F4	Integer		No	Yes
Mult2	No								
Add	No								
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
6 FU	Mult1	Integer							

Scoreboard Example Cycle 7

Instruction status				Read operands		Execution complete	Write Result
		j	k				
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	
	F0	F2	F4	6			
SUBD	F8	F6	F2	7			
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F2		R3				Yes
Mult1	Yes	Mult	F0	F2	F4	Integer		No	Yes
Mult2	No								
Add	Yes	Sub	F8	F6	F2		Integer	Yes	No
Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
7 FU	Mult1	Integer			Add				

- **Read multiply operands?**

Scoreboard Example Cycle 8a (first half clock cycle)

Instruction status				Read operands		Execution complete	Write Result
		j	k				
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	
	F0	F2	F4	6			
SUBD	F8	F6	F2	7			
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2				

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	Yes	Load	F2		R3				Yes
Mult1	Yes	Mult	F0	F2	F4	Integer		No	Yes
Mult2	No								
Add	Yes	Sub	F8	F6	F2		Integer	Yes	No
Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
8 FU	Mult1	Integer			Add	Divide			

Scoreboard Example Cycle 8b (second half clock cycle)

Instruction status				Read operands		Execution complete	Write Result
		j	k				
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6			
SUBD	F8	F6	F2	7			
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2				

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
Mult2	No								
Add	Yes	Sub	F8	F6	F2			Yes	Yes
Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
8 FU	Mult1				Add	Divide			

Scoreboard Example Cycle 9

Instruction status				Read operands		Execution complete	Write Result
		j	k				
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9		
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2				

Note: 10 time FU 2

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
Mult2	No								
Add	Yes	Sub	F8	F6	F2			Yes	Yes
Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
9 FU	Mult1				Add	Divide			

- **Read operands for MULT & SUBD? Issue ADDD?**

Scoreboard Example Cycle 11

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2				

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
8	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
0	Add	Yes	Sub	F8	F6	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	FU	F0	F2	F4	F6	F8	F10	F12	...	F30
11		Mult1				Add	Divide			

Scoreboard Example Cycle 12

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2				

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
7	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
	Add	No								
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	FU	F0	F2	F4	F6	F8	F10	F12	...	F30
12		Mult1					Divide			

- **Read operands for DIVD?**

Scoreboard Example Cycle 13

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13			

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
6	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	FU	F0	F2	F4	F6	F8	F10	F12	...	F30
13		Mult1			Add		Divide			

Scoreboard Example Cycle 14

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14		

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
5	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
2	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	FU	F0	F2	F4	F6	F8	F10	F12	...	F30
14		Mult1			Add		Divide			

Scoreboard Example Cycle 15

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14		

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
4	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
1	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
15 FU	Mult1			Add		Divide			

Scoreboard Example Cycle 16

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
3	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
0	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
16 FU	Mult1			Add		Divide			

Scoreboard Example Cycle 17

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
2	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
17 FU	Mult1			Add		Divide			

- **Write result of ADDD?**

Note: Scoreboard Example Cycle 17

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
2	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
17 FU	Mult1			Add		Divide			

- **Write result of ADDD? No, WAR hazard**

Scoreboard Example Cycle 18

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9		
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
1	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
18 FU	Mult1			Add		Divide			

Scoreboard Example Cycle 19

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
0	Mult1	Yes	Mult	F0	F2	F4			Yes	Yes
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6	Mult1		No	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
19 FU	Mult1			Add		Divide			

Scoreboard Example Cycle 20

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	20
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8			
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
	Mult1	No								
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6			Yes	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
20 FU				Add		Divide			

Scoreboard Example Cycle 21

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	20
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8	21		
ADDD	F6	F8	F2	13	14	16	

	Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
	Integer	No								
	Mult1	No								
	Mult2	No								
	Add	Yes	Add	F6	F8	F2			Yes	Yes
	Divide	Yes	Div	F10	F0	F6			Yes	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
21 FU				Add		Divide			

Scoreboard Example Cycle 22

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	20
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8	21		
ADDD	F6	F8	F2	13	14	16	22

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	No								
Mult2	No								
Add	No								
40 Divide	Yes	Div	F10	F0	F6			Yes	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
22 FU						Divide			

Scoreboard Example Cycle 61

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	20
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8	21	61	
ADDD	F6	F8	F2	13	14	16	22

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	No								
Mult2	No								
Add	No								
0 Divide	Yes	Div	F10	F0	F6			Yes	Yes

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
61 FU						Divide			

Scoreboard Example Cycle 62

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	20
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8	21	61	62
ADDD	F6	F8	F2	13	14	16	22

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	No								
Mult2	No								
Add	No								
0 Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
62 FU									

Review: Scoreboard Example Cycle 62

Instruction status

		j	k	Read operands	Execution complete	Write Result
LD	F6	34+	R2	1	2	3	4
LD	F2	45+	R3	5	6	7	8
	F0	F2	F4	6	9	19	20
SUBD	F8	F6	F2	7	9	11	12
DIVD	F10	F0	F6	8	21	61	62
ADDD	F6	F8	F2	13	14	16	22

Name	Busy	Op	dest Fi	S1 Fj	S2 Fk	Qj	FU for k Qk	Fj? Rj	Fk? Rk
Integer	No								
Mult1	No								
Mult2	No								
Add	No								
0 Divide	No								

Register result status

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
62 FU									

- **In-order issue; out-of-order execute & commit**

CDC 6600 Scoreboard

- Speedup 1.7 from compiler; 2.5 by hand
  BUT slow memory (no cache) limits benefit
- Limitations of 6600 scoreboard:
  - No forwarding hardware
  - Limited to instructions in basic block (small *window*)
  - Small number of functional units (structural hazards), especailly integer/load store units
  - Do not issue on structural hazards
  - Wait for WAR hazards
  - Prevent WAW hazards

Summary

- Instruction Level Parallelism (ILP) in SW or HW
- Loop level parallelism is easiest to see
- SW parallelism dependencies defined for program, hazards if HW cannot resolve
- SW dependencies/compiler sophistication determine if compiler can unroll loops
  - Memory dependencies hardest to determine
- HW exploiting ILP
  - Works when can't know dependence at run time
  - Code for one machine runs well on another
- Key idea of Scoreboard: Allow instructions behind stall to proceed (Decode => Issue instr & read operands)
  - Enables out-of-order execution => out-of-order completion
  - ID stage checked both for structural & data dependencies