

ECE 2300
Digital Logic & Computer Organization
Fall 2016

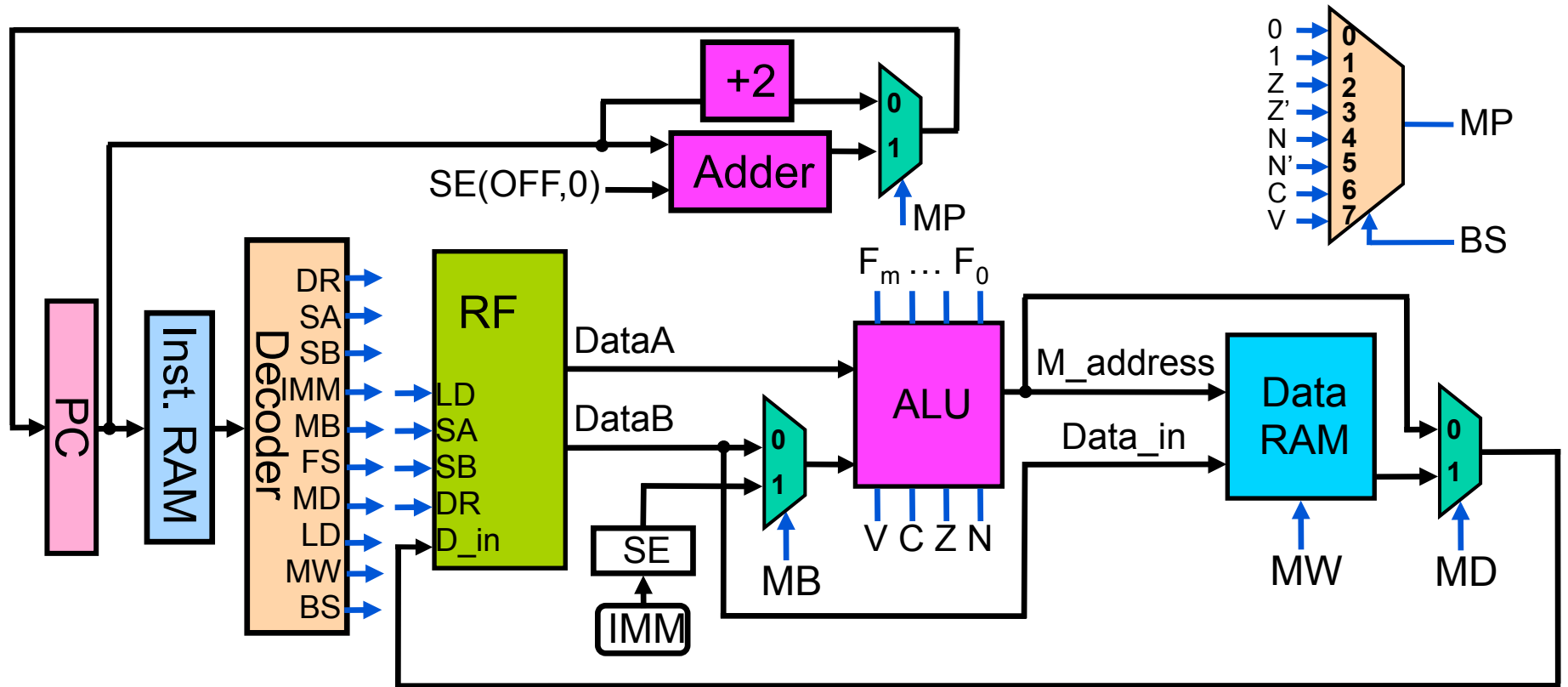
Pipelined Microprocessor



Cornell University

Lecture 18: 1

Programmable Processor



Single Cycle Microprocessor Performance

- Hardware steps: instruction fetch, register read, ALU, memory, register write
- Assume each step takes 1ns
- Different instructions use different steps

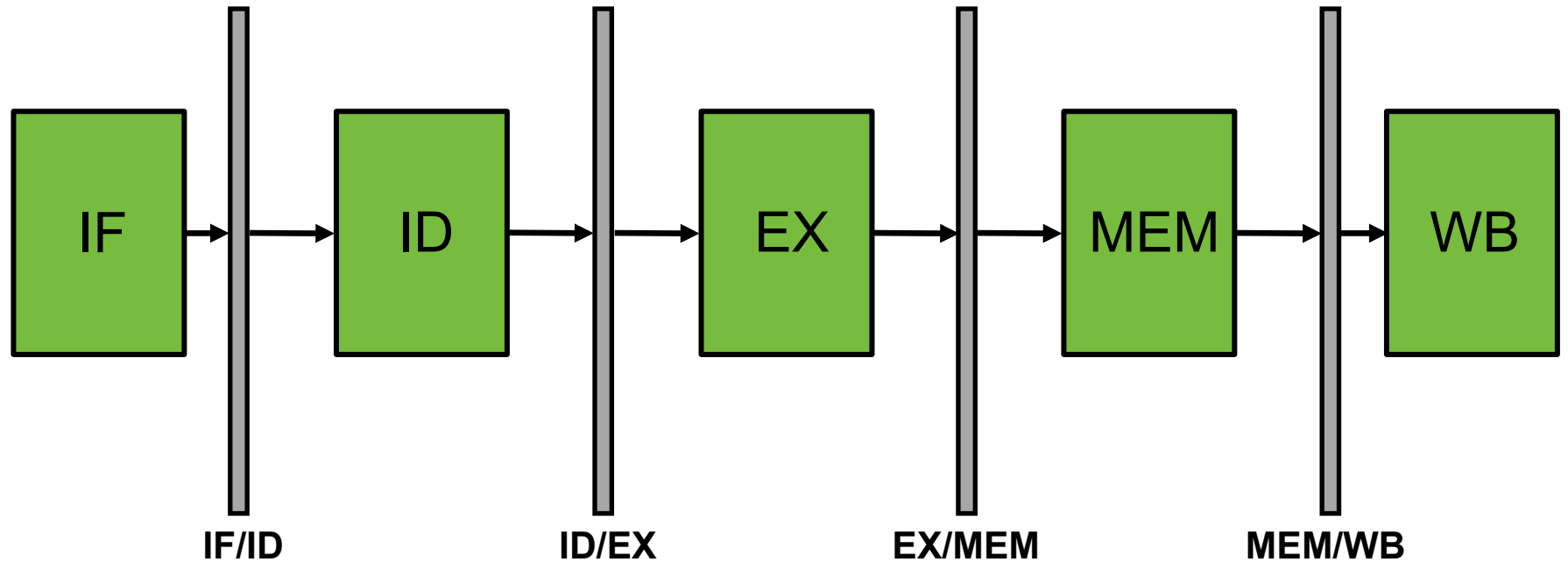
Instruction Type	IF	RR	ALU	MEM	RW	Total
Register to Register	1ns	1ns	1ns	-	1ns	4ns
Load from Memory	1ns	1ns	1ns	1ns	1ns	5ns
Store to Memory	1ns	1ns	1ns	1ns	-	4ns
Jump	1ns	1ns	-	-	-	2ns

- Clock period is limited by longest instruction (5ns)
- Pipelining: Overlap instruction execution by performing each step in successive clock cycles

5 Steps in Instruction Execution

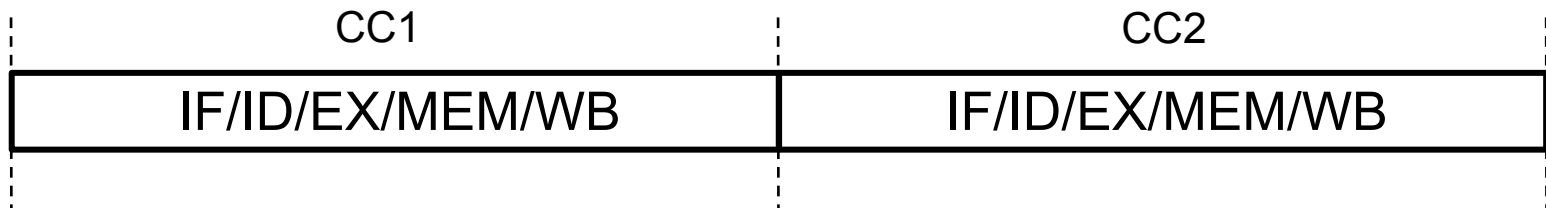
- **Instruction Fetch (IF)**
 - Update PC; Fetch instruction
- **Instruction Decode (ID)**
 - Decode instruction; Read register file
- **Execute (EX)**
 - Perform ALU operation
- **Memory (MEM)**
 - Perform memory operation
- **Write Back (WB)**
 - Store result into register file

Pipelining: Basic Idea

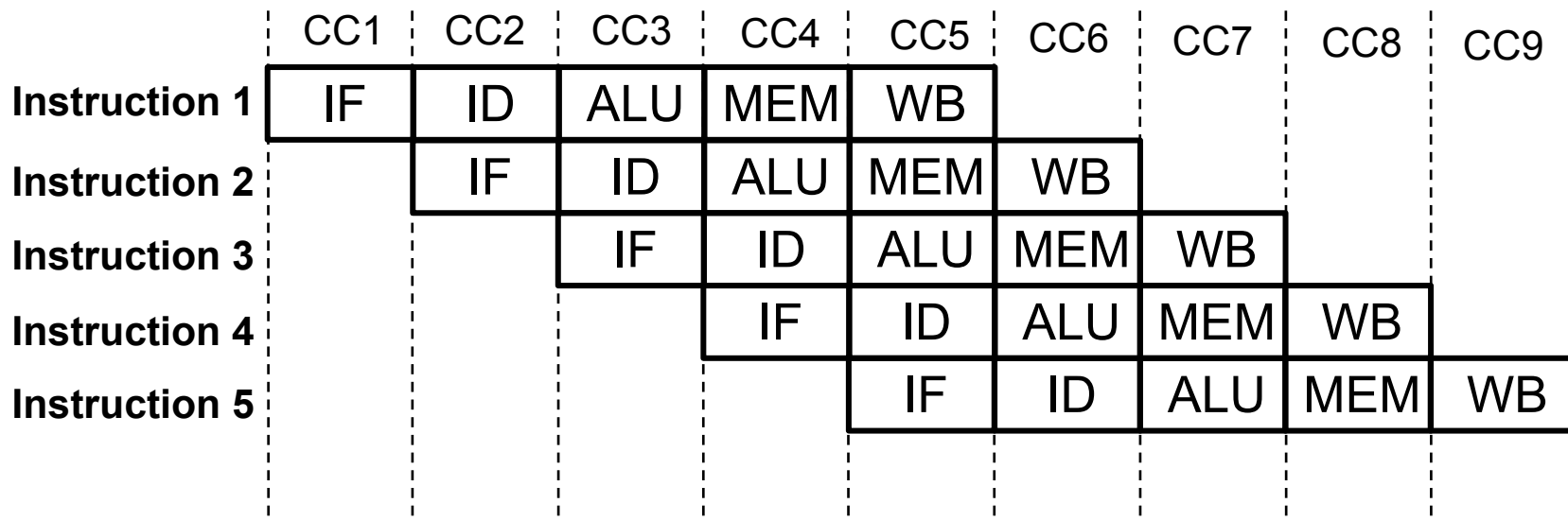


Pipelining: Overlapped Instructions

- **Single-cycle execution**



- **Pipelined execution**

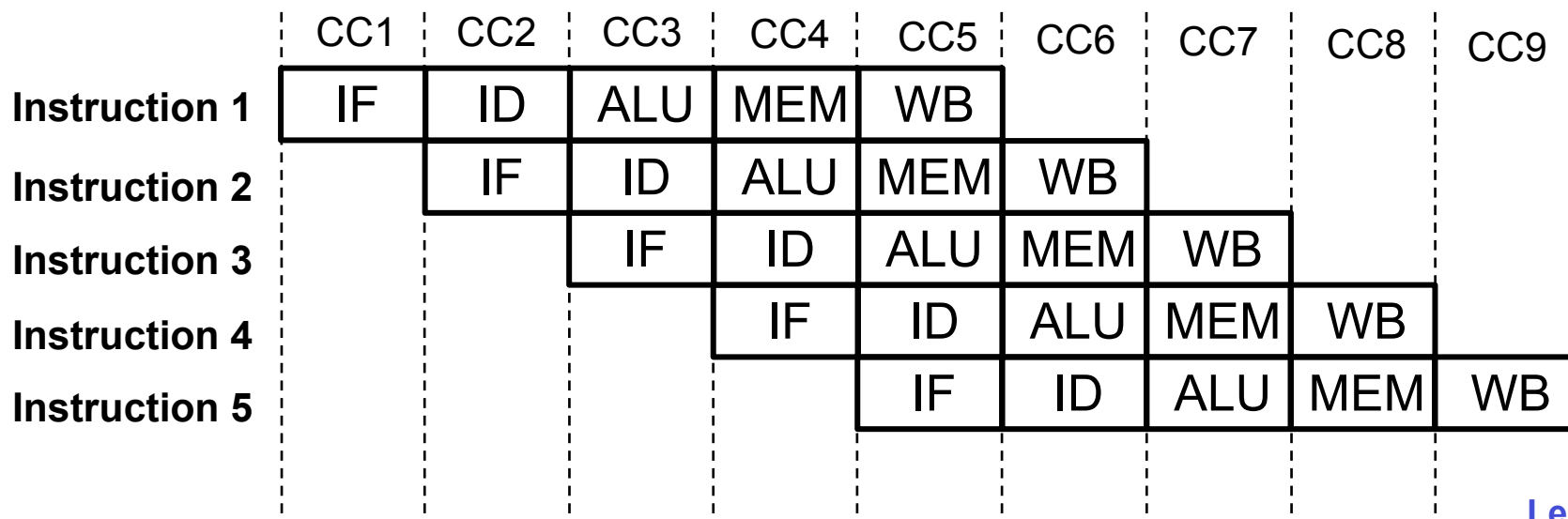


Pipelining: Performance

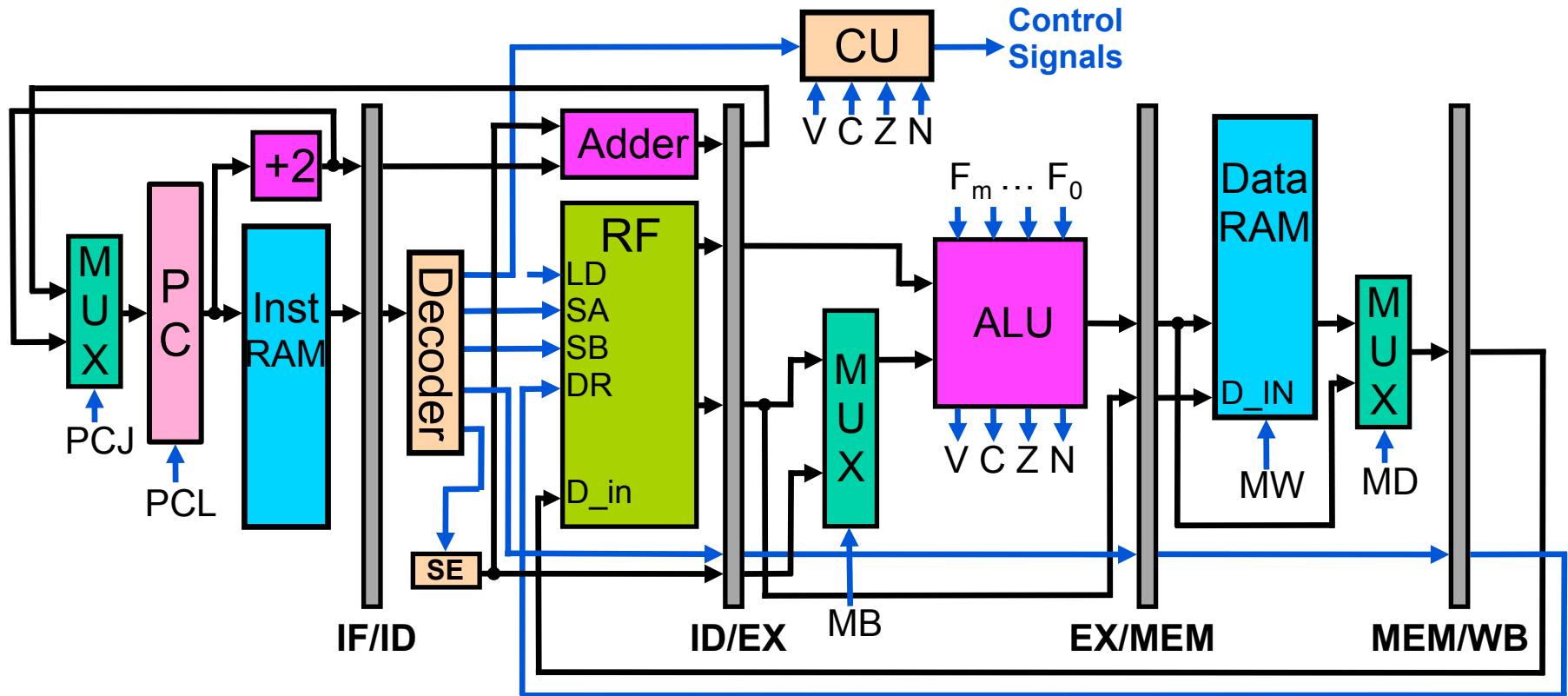
- **Faster clock frequency than single cycle processor**
- **Each instruction takes 5 cycles**
- **Average number of cycles per instruction (CPI)**

$$\frac{\text{Number of cycles for } N \text{ instructions}}{N} = \frac{N + 4}{N} \approx 1$$

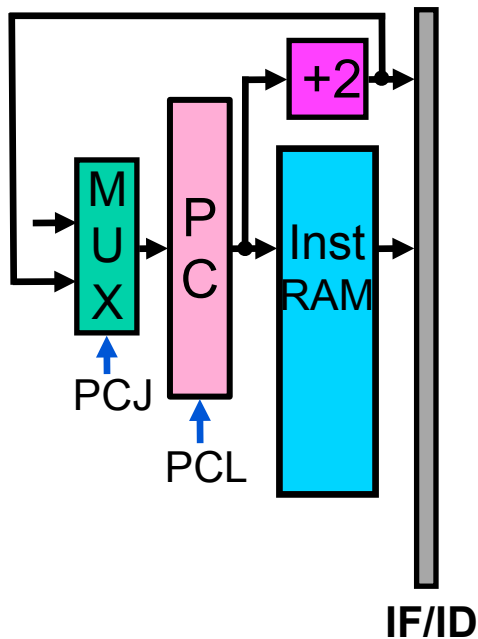
- **~1 instruction completed every cycle (ideally)**



Pipelined Processor

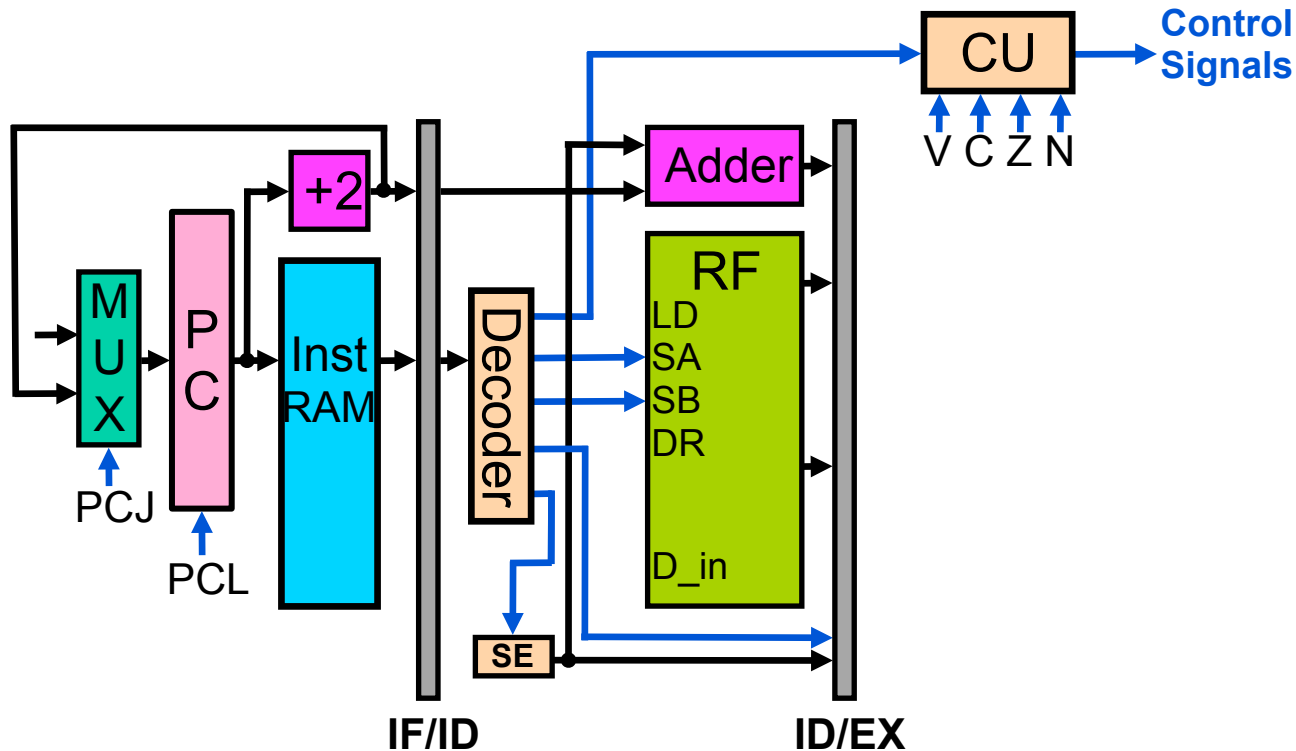


Instruction Fetch Stage



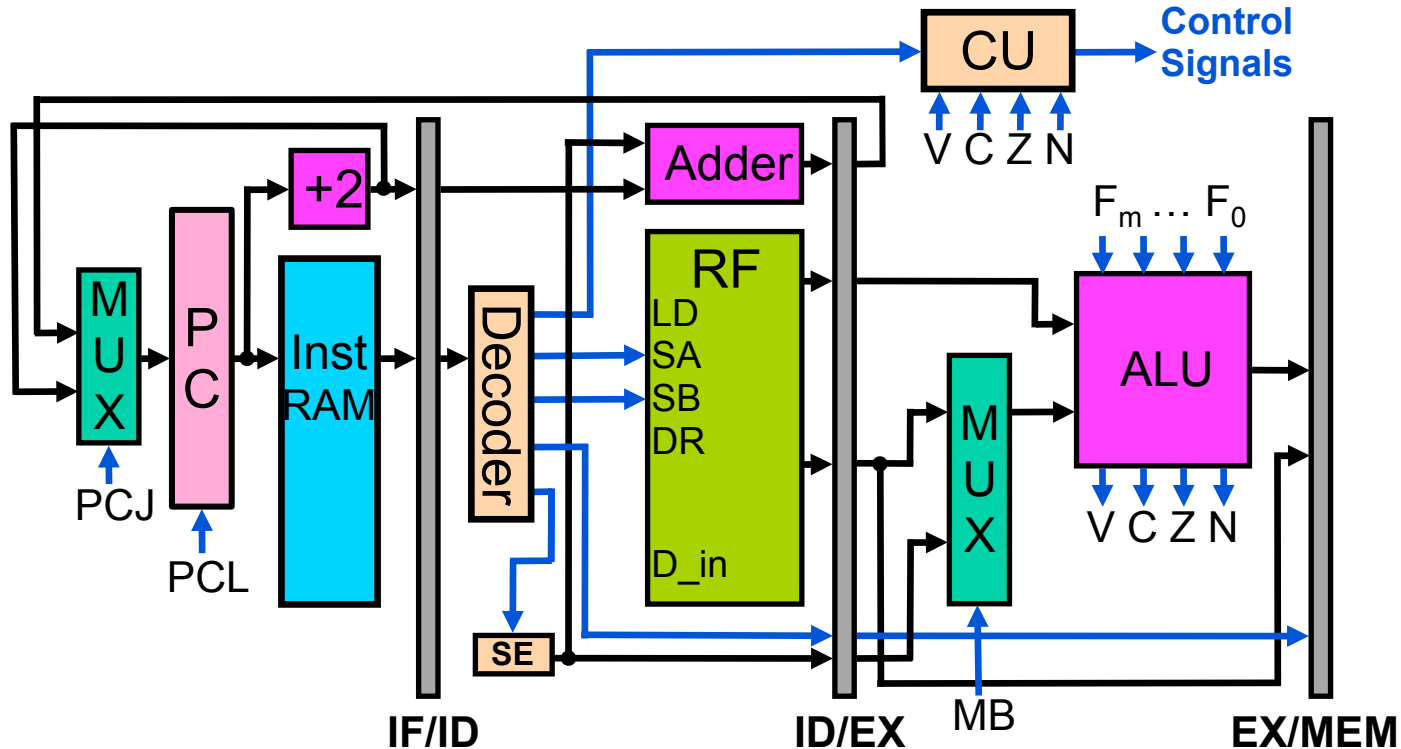
- Fetch the instruction into IF/ID
- Load PC+2 into PC
- Place PC+2 into IF/ID

Instruction Decode Stage



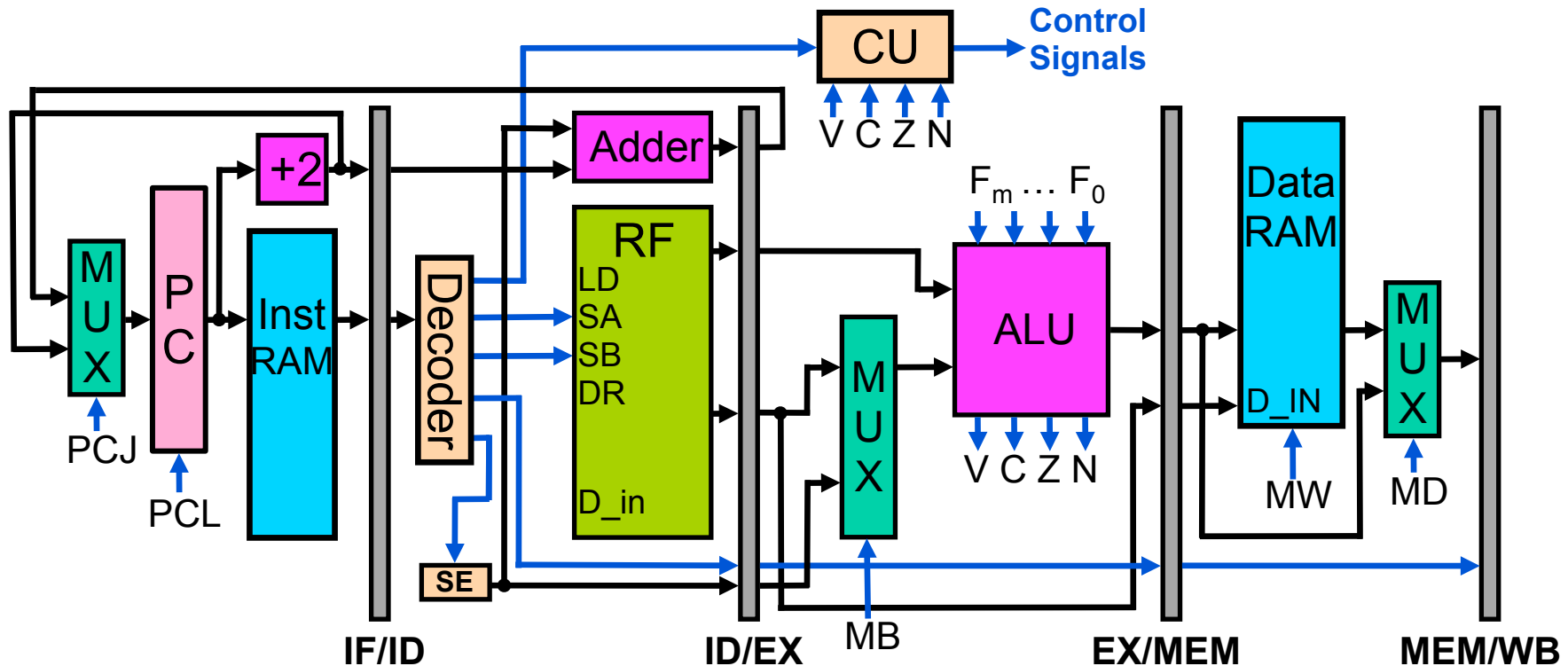
- Read source operands from RF into ID/EX
- Place SE(IMM) into ID/EX
- Place SE(IMM)+(PC+2) into ID/EX
- Place DR into ID/EX

Execute Stage



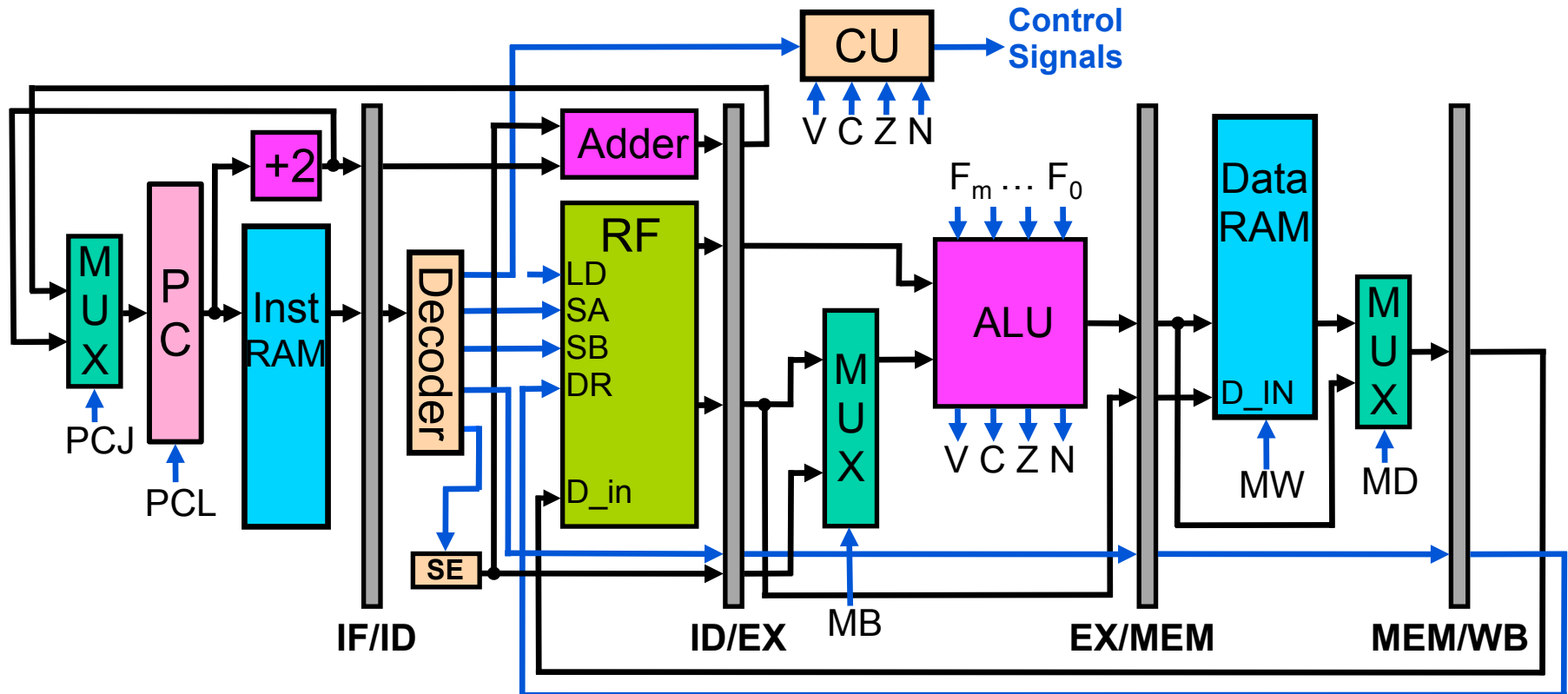
- Perform ALU operation and place into EX/MEM
- Pass DataB from the RF to EX/MEM
- Pass DR to EX/MEM
- If taken branch, update PC

Memory Stage



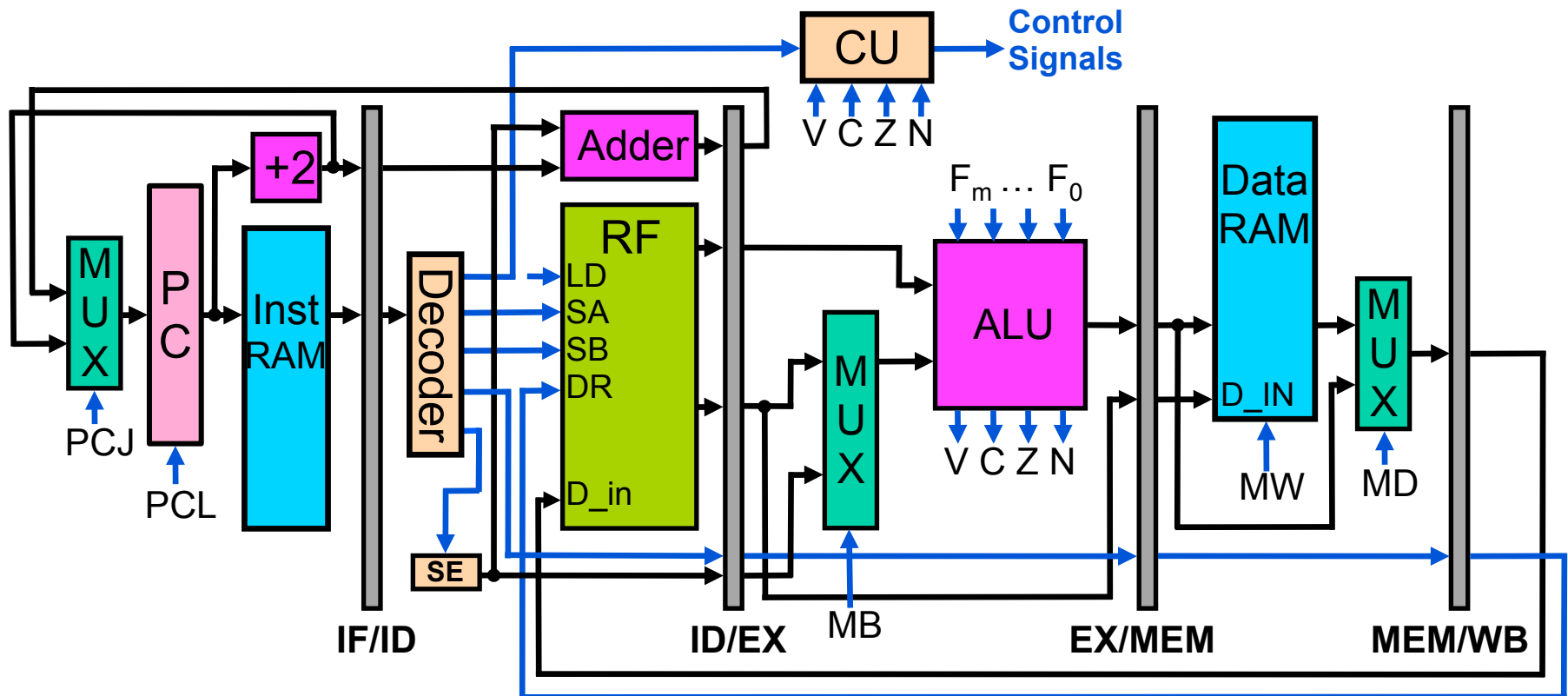
- Store: Write data into RAM
- Load: Read data from RAM into MEM/WB
- ALU operation: pass ALU result from EX/MEM to MEM/WB
- Pass DR to MEM/WB

Writeback Stage

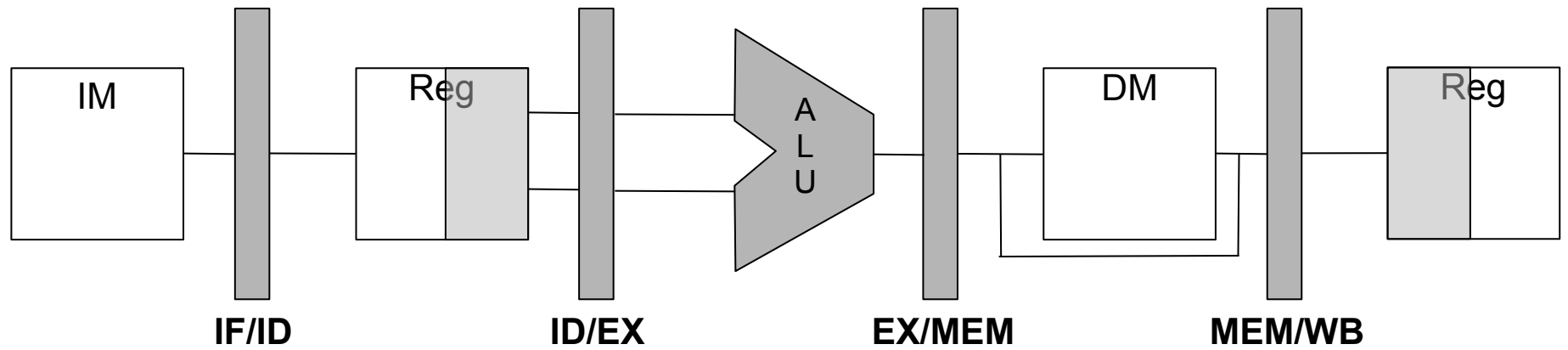


- Load or ALU operation: Write register file

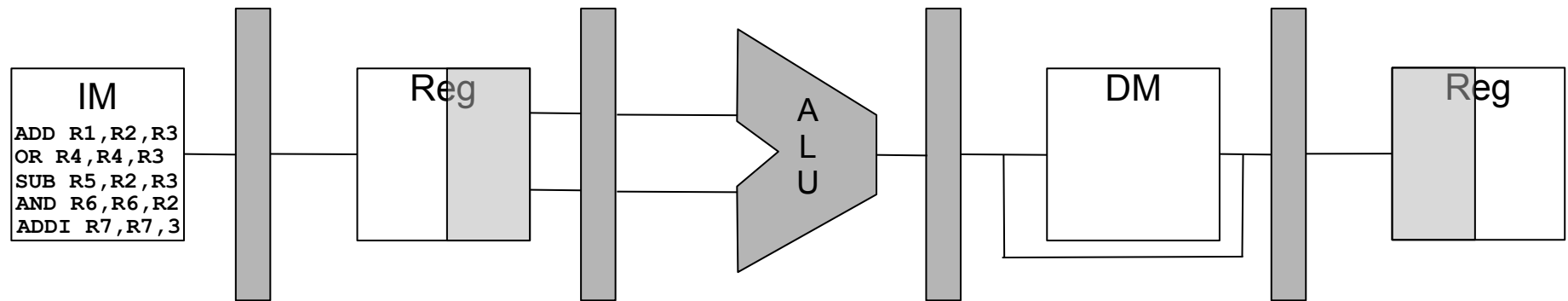
Pipelined Microprocessor



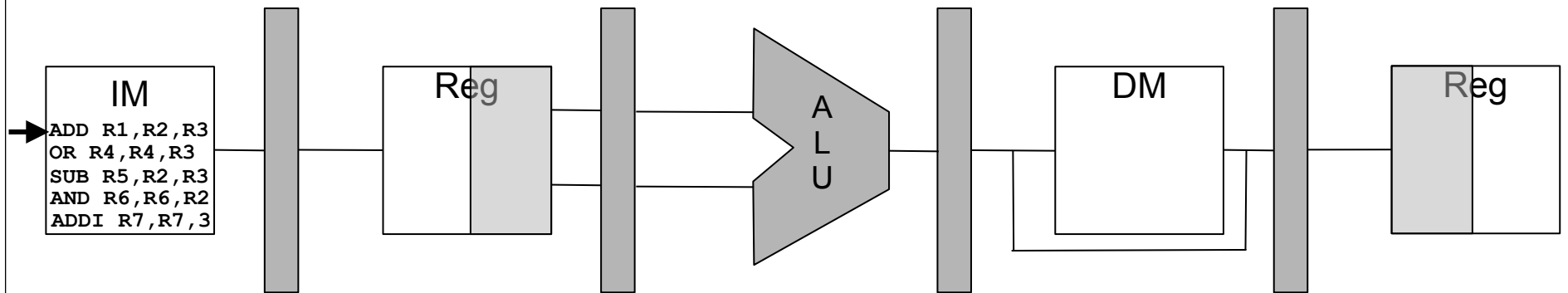
Abstract Representation



Example Instruction Sequence

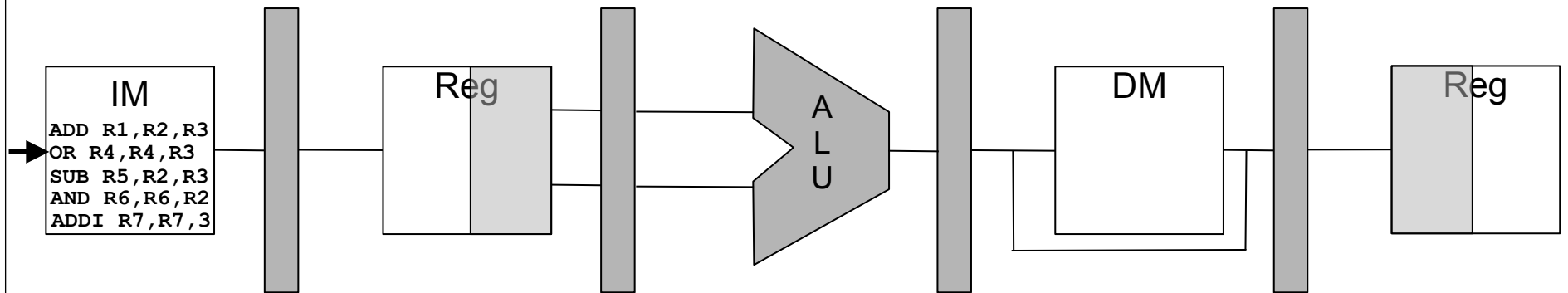


Example Instruction Sequence



ADD R1, R2, R3

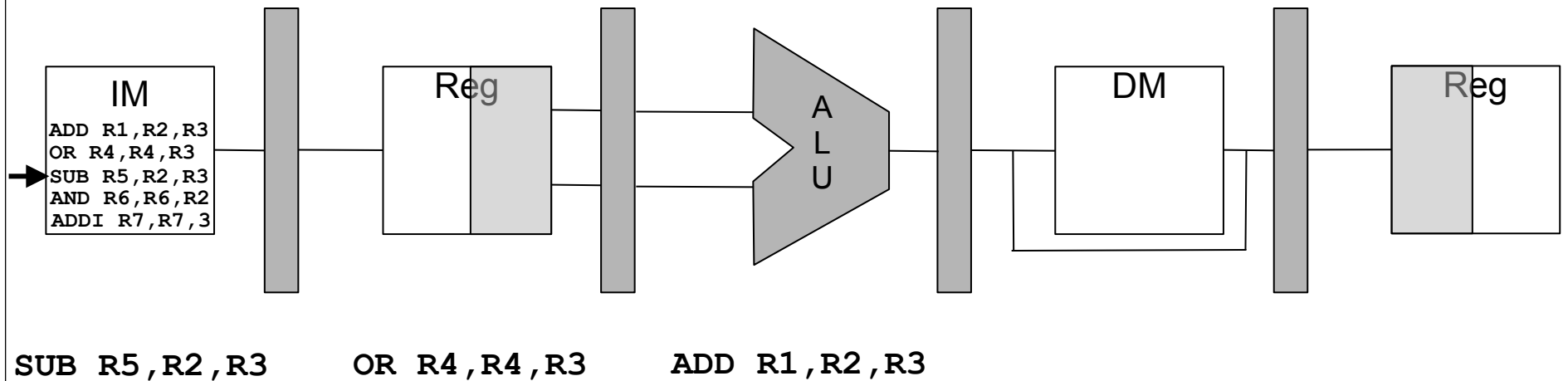
Example Instruction Sequence



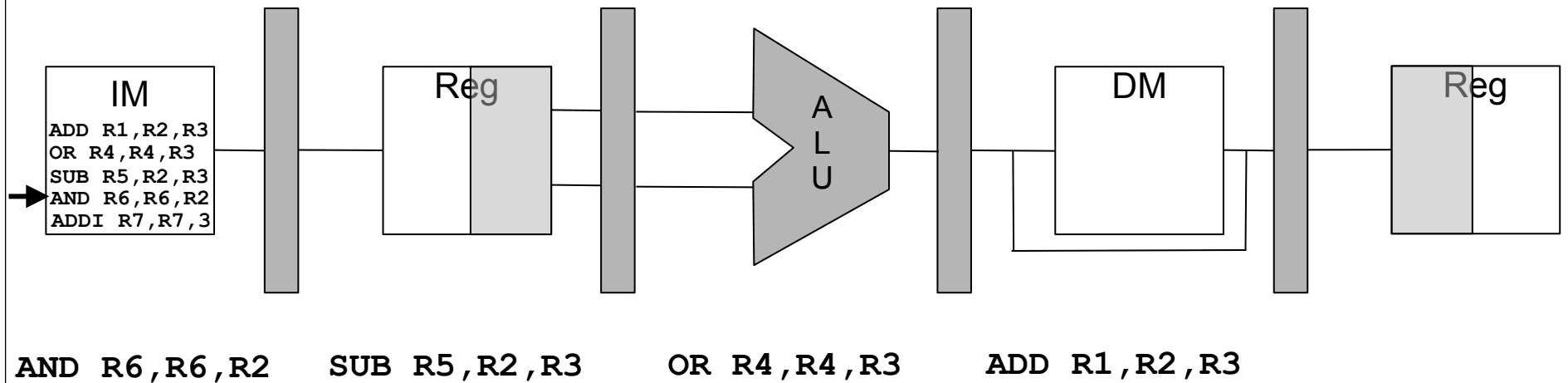
OR R4 , R4 , R3

ADD R1 , R2 , R3

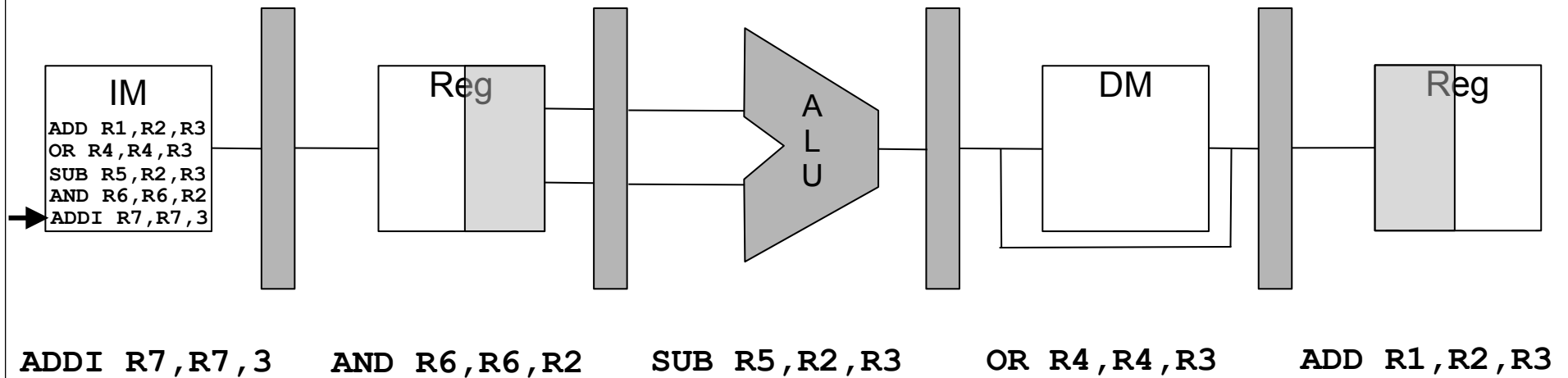
Example Instruction Sequence



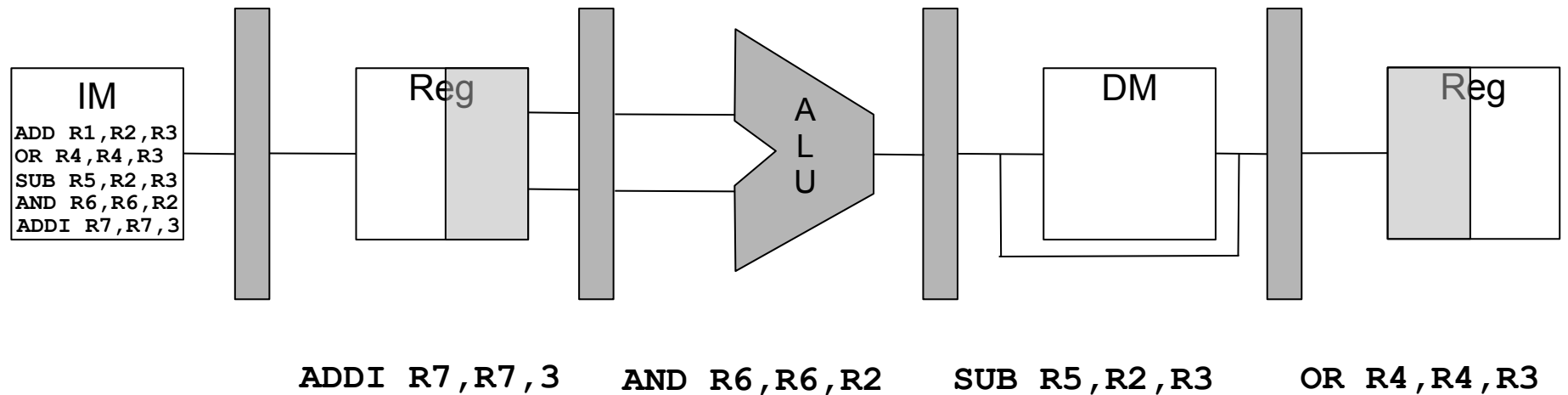
Example Instruction Sequence



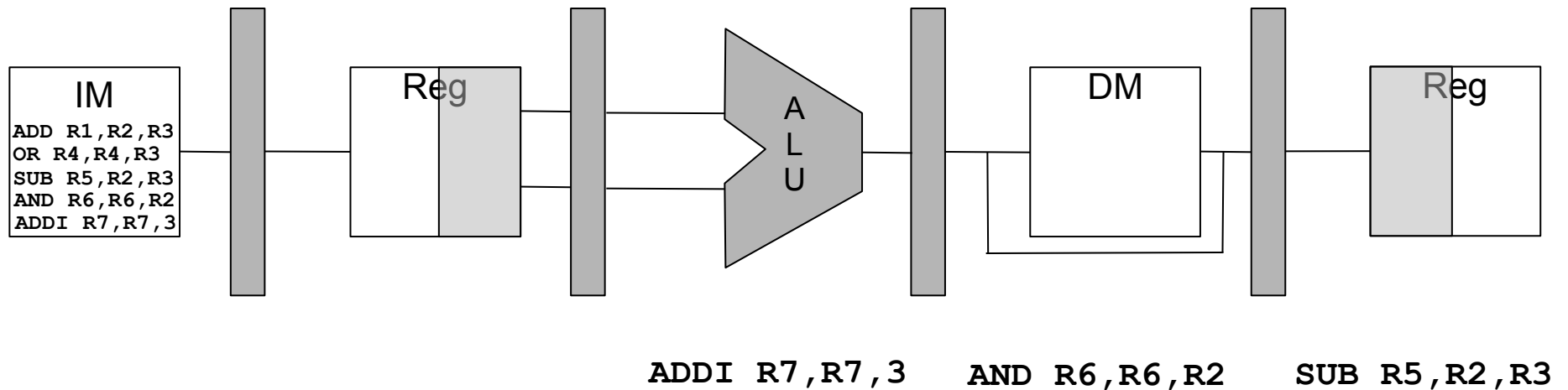
Example Instruction Sequence



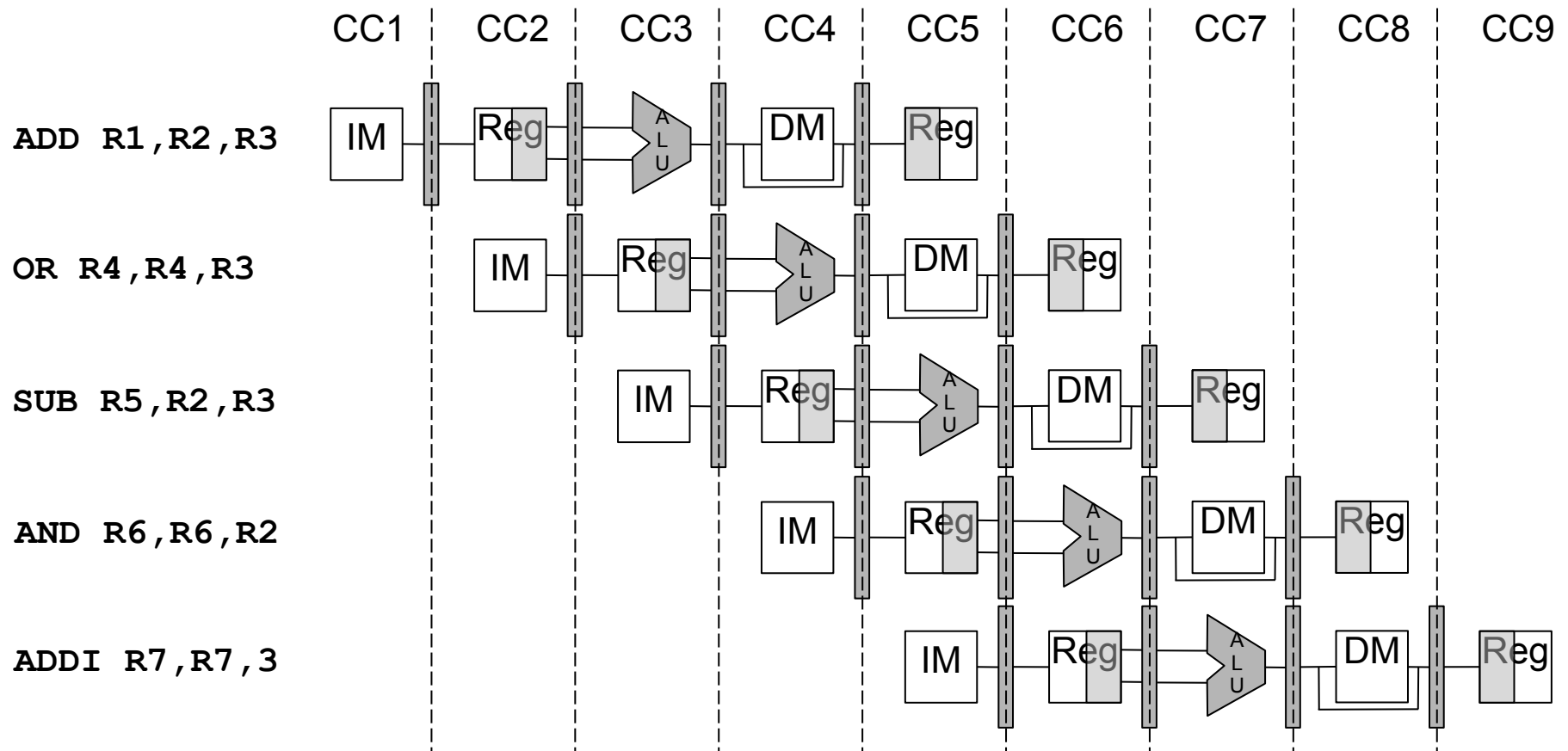
Example Instruction Sequence



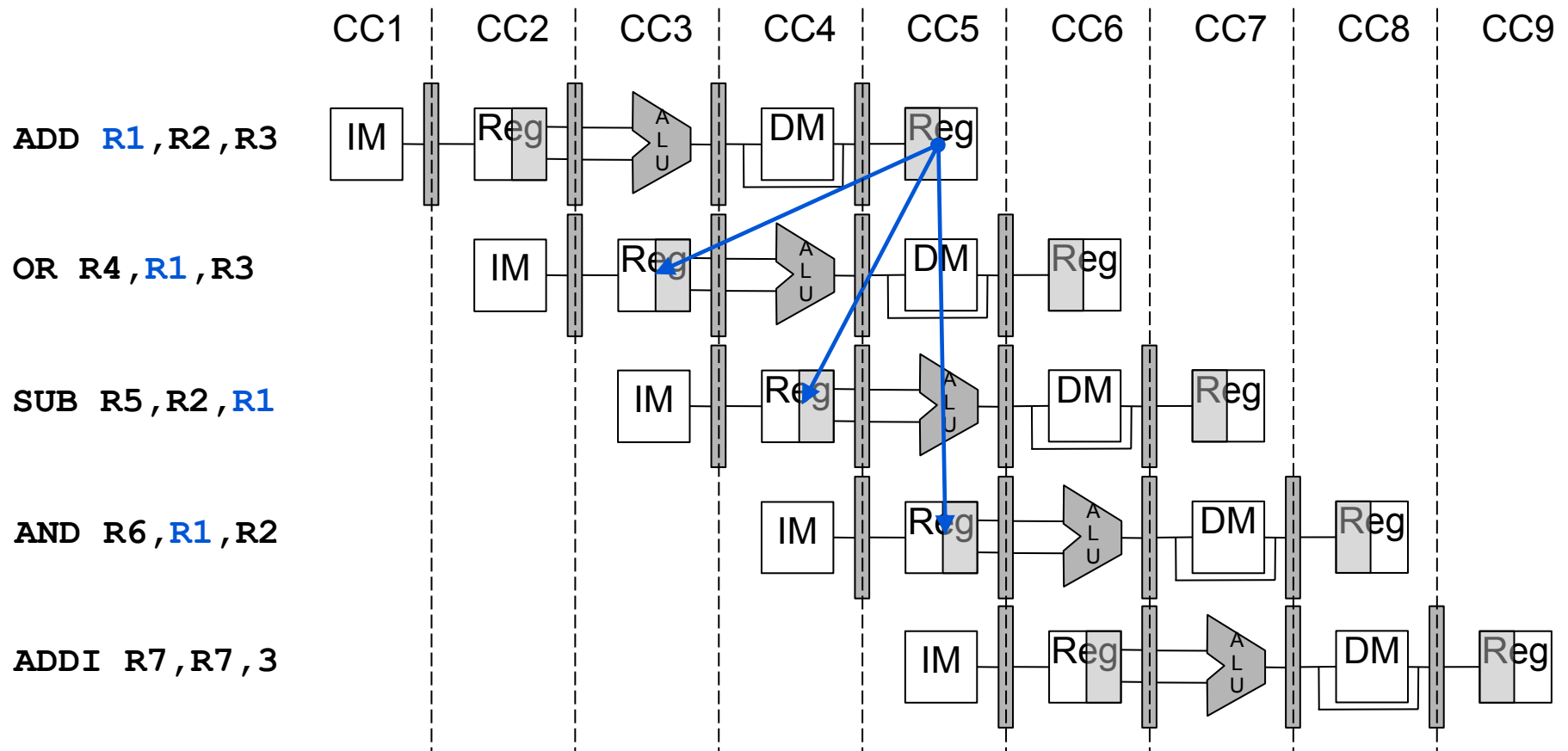
Example Instruction Sequence



Example Instruction Sequence



What About This Sequence?



The OR, SUB, and AND instructions are data dependent on the ADD instruction

Data Hazard

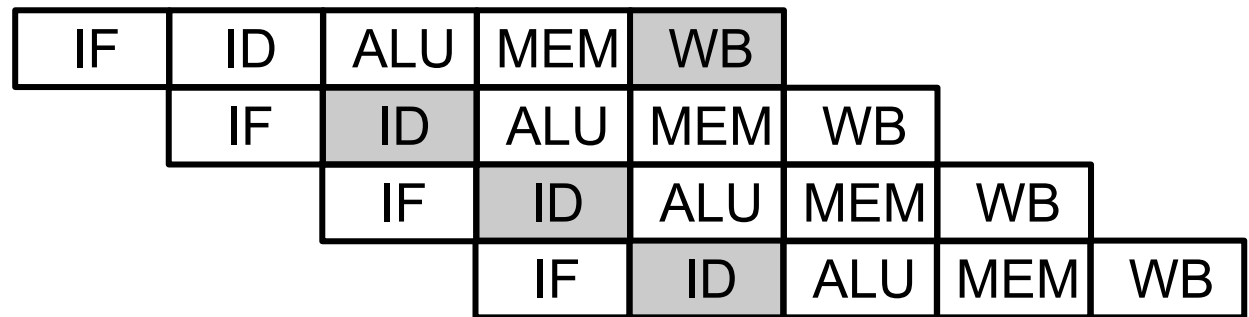
- Occurs when a register is read before the write back of a value to that register

ADD R1,R2,R3

OR R4,R1,R3

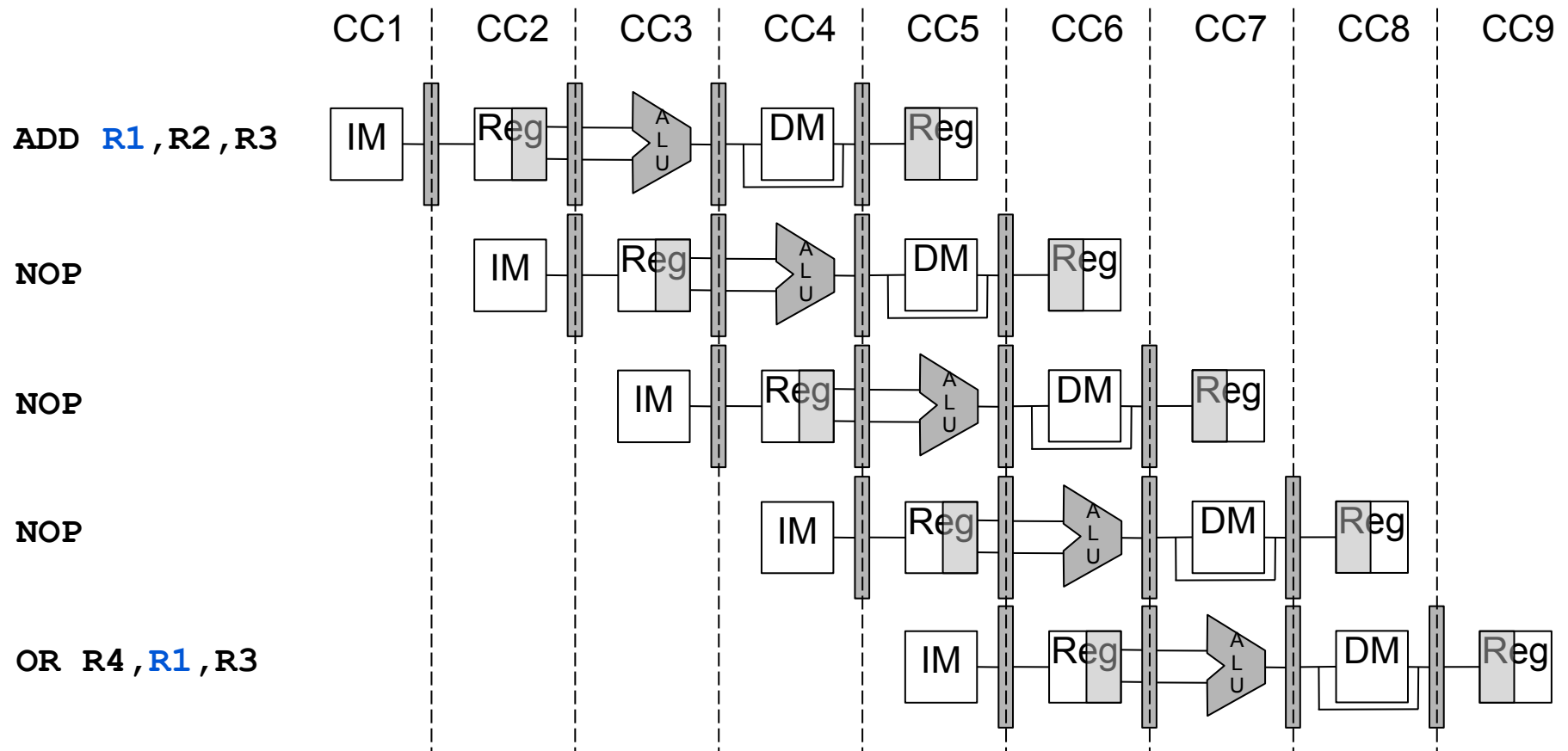
SUB R5,R2,R1

AND R6,R1,R2

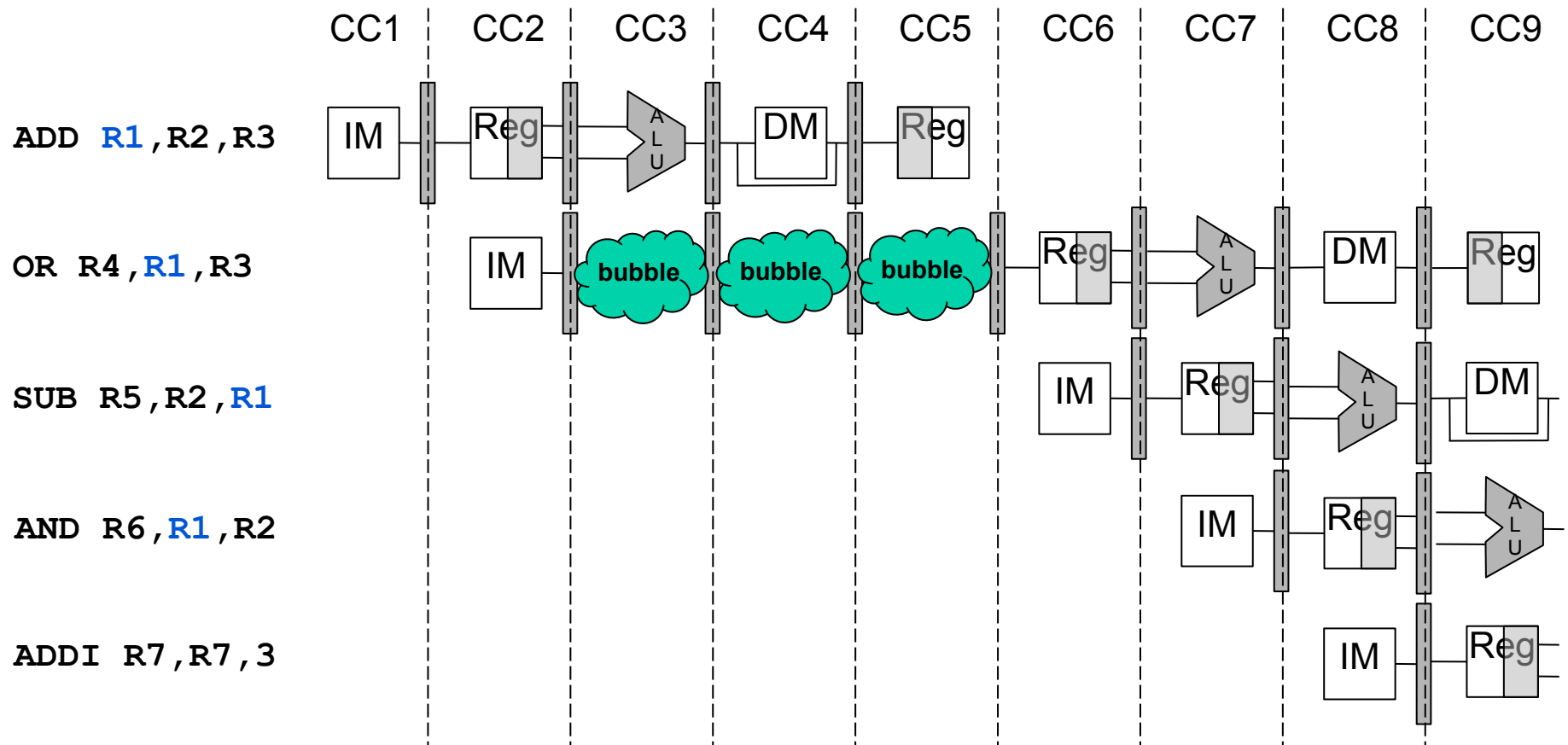


- What should happen**
 - The 1st instruction calculates a new value for R1
 - The 2nd, 3rd, and 4th instructions use this new value
- What actually happens**
 - The 2nd, 3rd, and 4th instructions read the old value of R1
 - The first instruction then writes the new value into R1

Solution 1: SW Inserts NOP Instructions

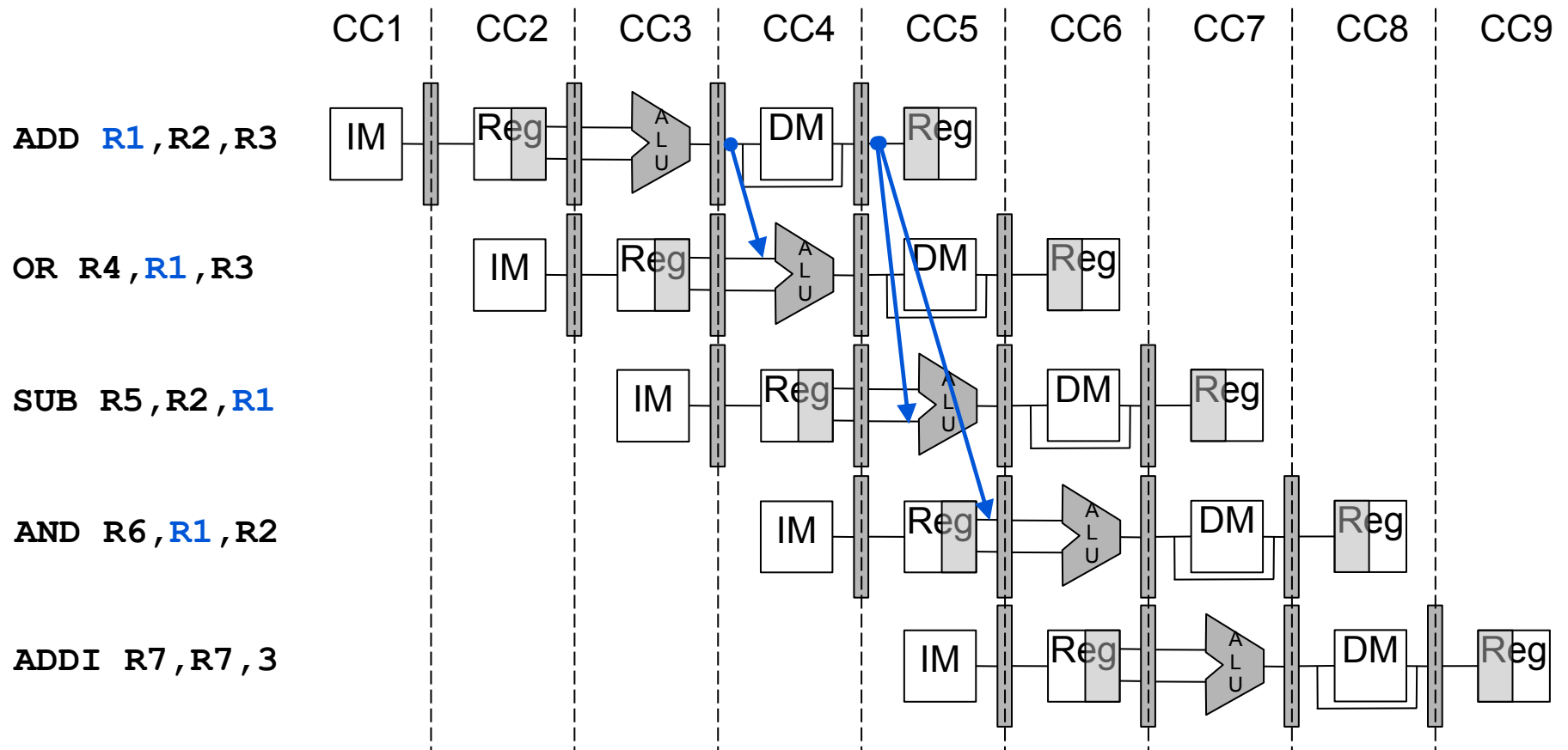


Solution 2: HW Stalls the Pipeline

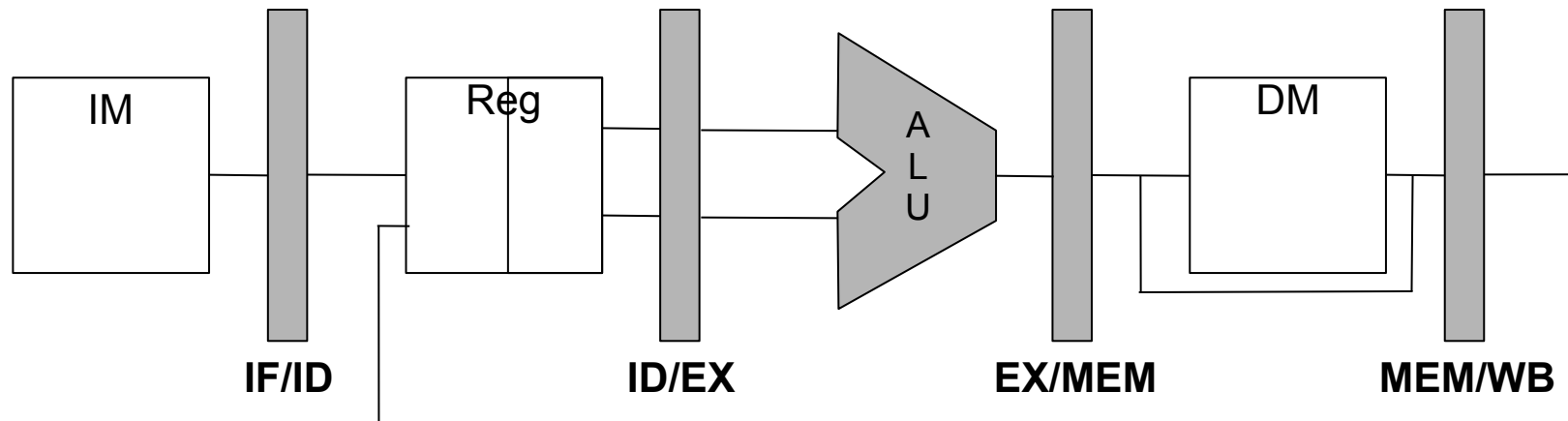


The OR instruction remains in the IF stage for three additional cycles

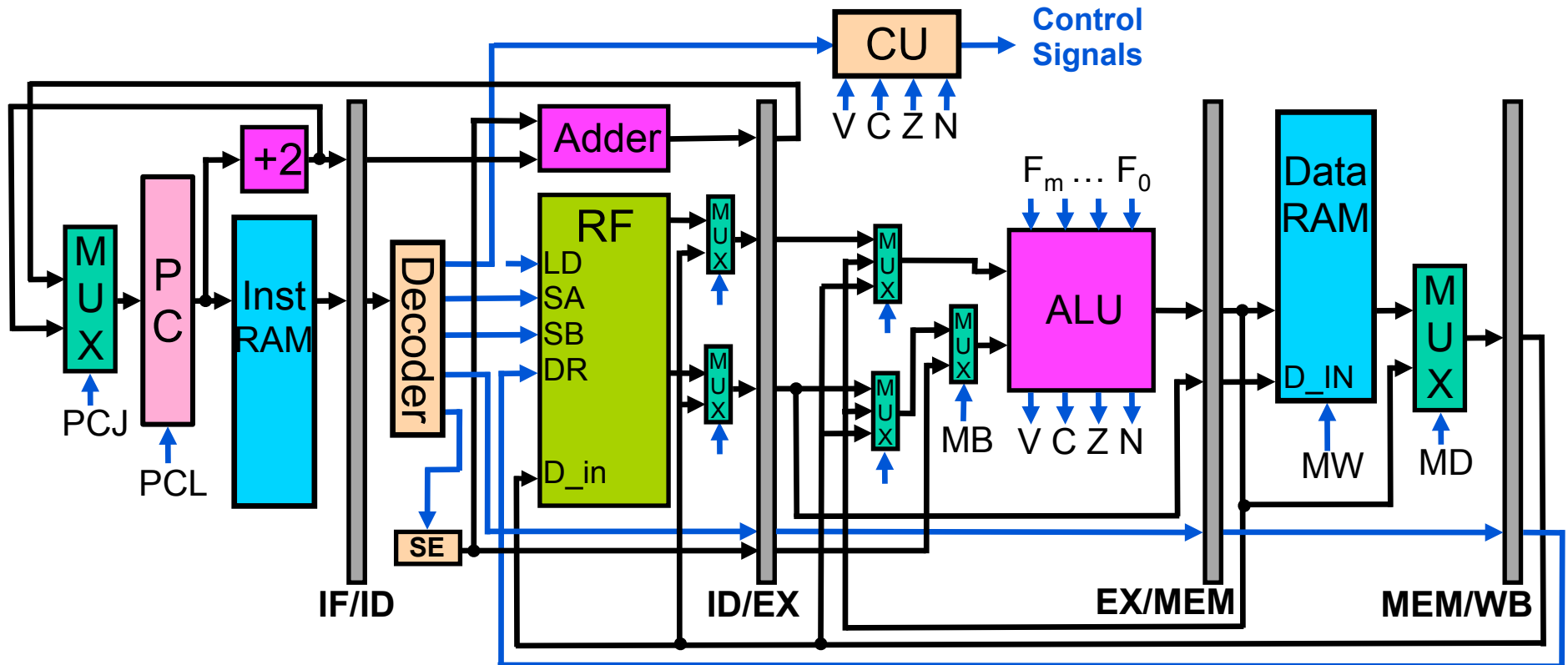
Solution 3: HW Forwarding (Bypassing)



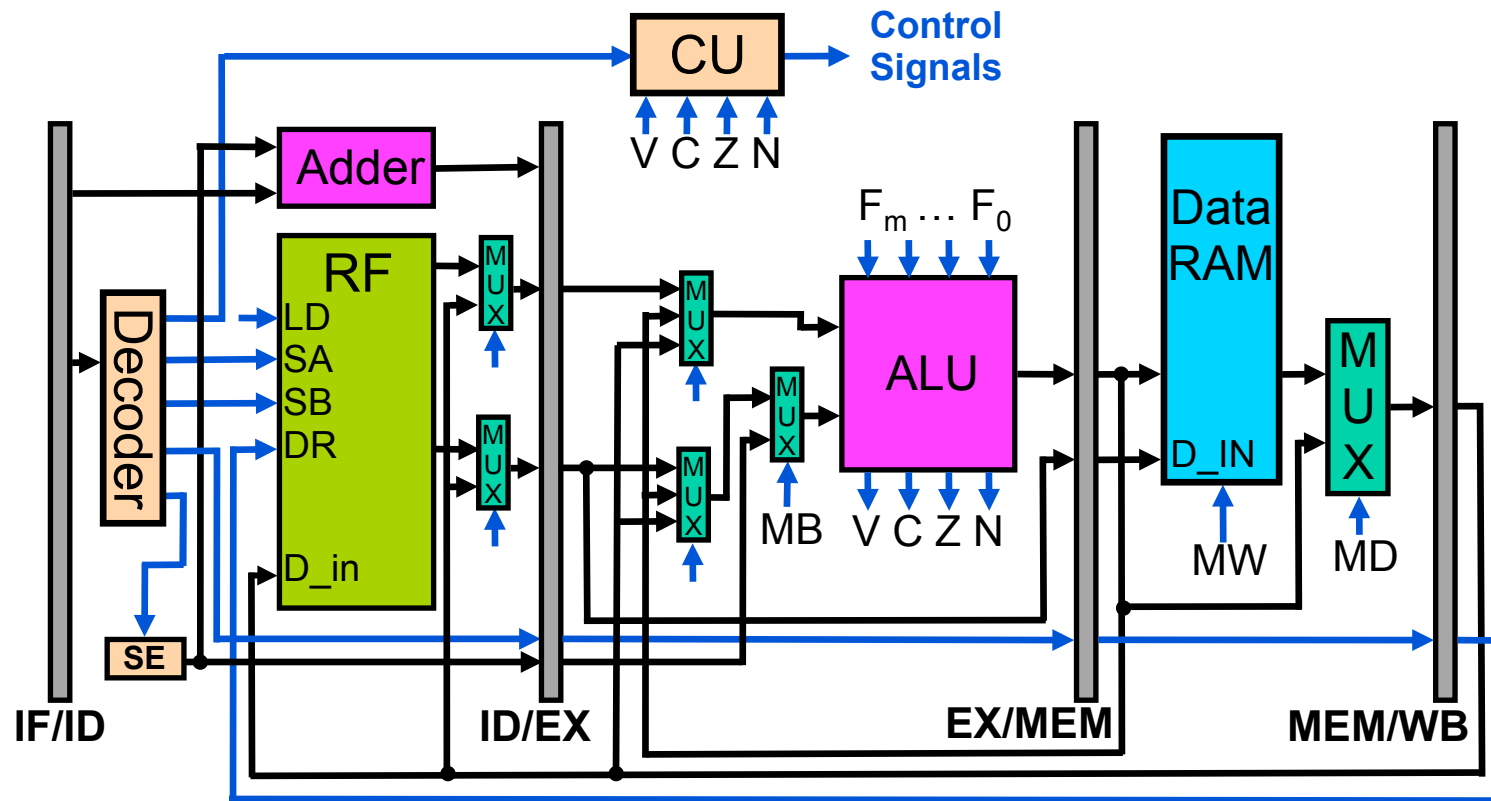
Pipeline Modifications for Forwarding?



Pipelined Processor with Forwarding



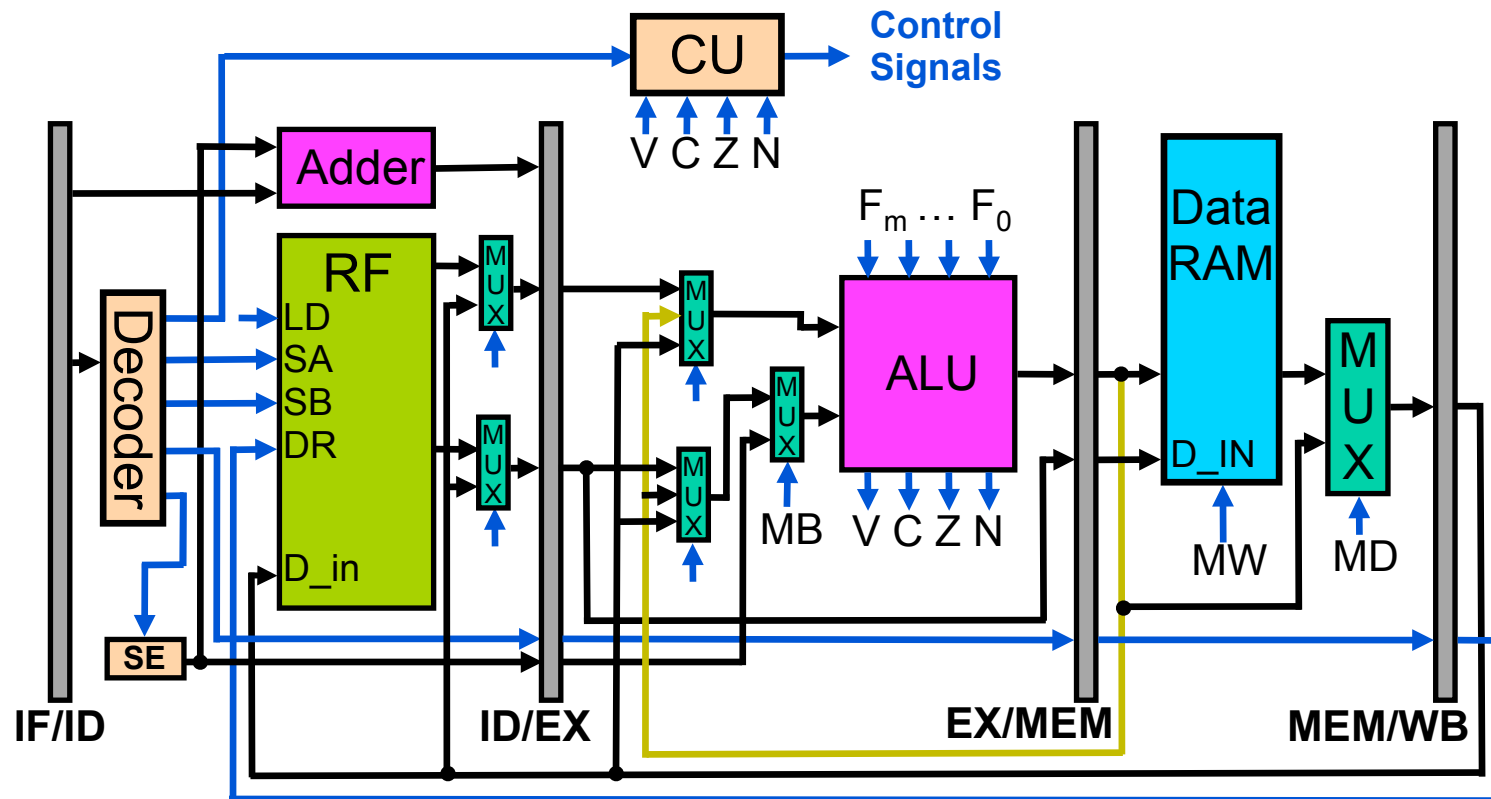
Forwarding in Action



OR R4, R1, R3

ADD R1, R2, R3

Forwarding in Action

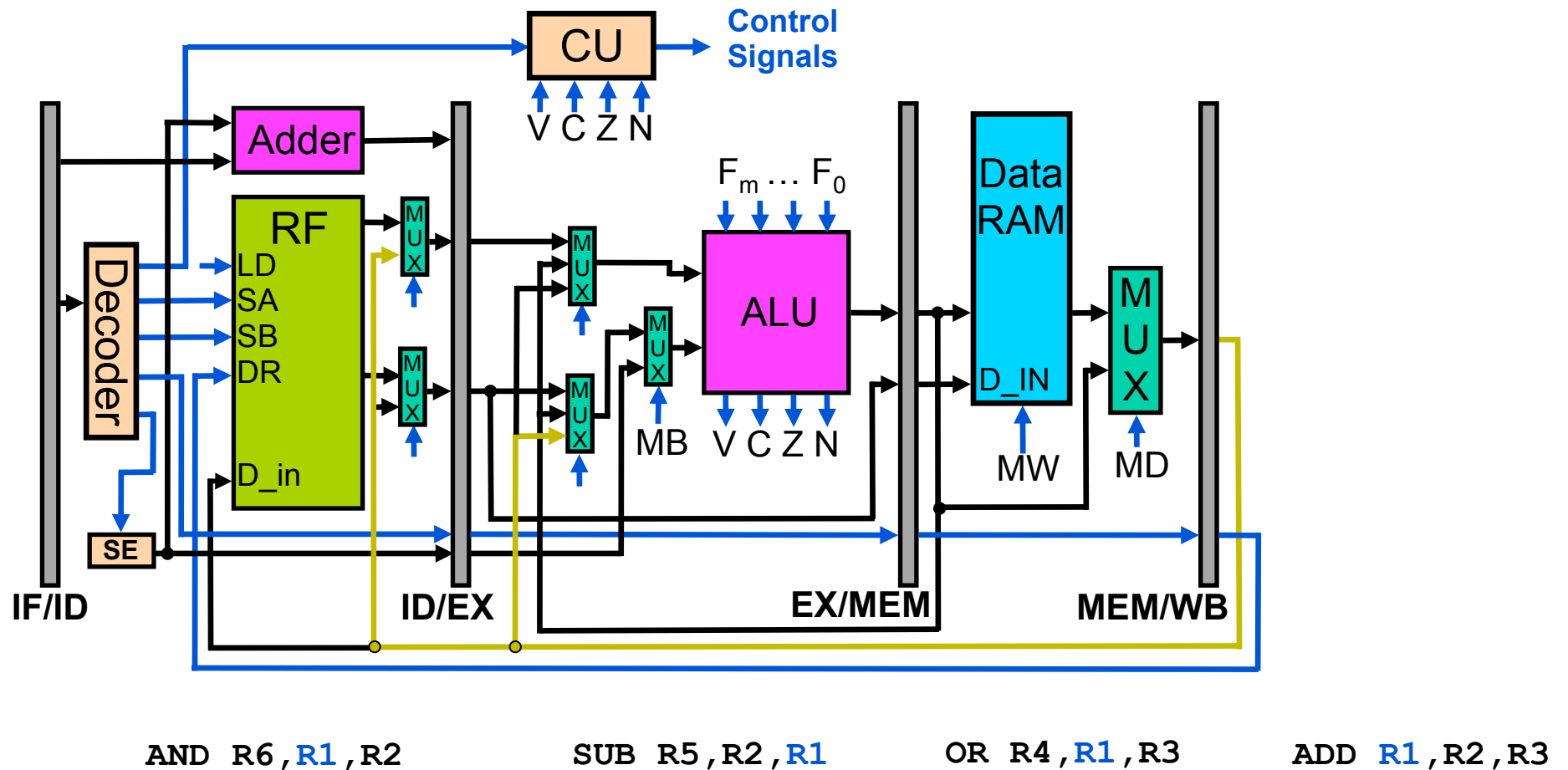


SUB R5, R2, R1

OR R4, R1, R3

ADD R1, R2, R3

Forwarding in Action



Next Time

More Pipelined Microprocessor