CS:APP Chapter 4
Computer Architecture

Wrap-Up

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Overview

Wrap-Up of PIPE Design

- Performance analysis
- Fetch stage design
- Exceptional conditions

Modern High-Performance Processors

- Out-of-order execution

Performance Metrics

Clock rate

- Measured in Megahertz or Gigahertz
- Function of stage partitioning and circuit design
  - Keep amount of work per stage small

Rate at which instructions executed

- CPI: cycles per instruction
- On average, how many clock cycles does each instruction require?
- Function of pipeline design and benchmark programs
  - E.g., how frequently are branches mispredicted?

CPI for PIPE

CPI ≈ 1.0

- Fetch instruction each clock cycle
- Effectively process new instruction almost every cycle
  - Although each individual instruction has latency of 5 cycles

CPI > 1.0

- Sometimes must stall or cancel branches

Computing CPI

- C clock cycles
- I instructions executed to completion
- B bubbles injected (C = I + B)

$$CPI = C/I = (I+B)/I = 1.0 + B/I$$

- Factor B/I represents average penalty due to bubbles

CPI for PIPE (Cont.)

B/I = LP + MP + RP

Typical Values

- LP: Penalty due to load/use hazard stalling
  - Fraction of instructions that are loads — 0.25
  - Fraction of load instructions requiring stall — 0.20
  - Number of bubbles injected each time — 1
  - ⇒ LP = 0.25 * 0.20 * 1 = 0.05
- MP: Penalty due to mispredicted branches
  - Fraction of instructions that are cond. jumps — 0.20
  - Fraction of cond. jumps mispredicted — 0.40
  - Number of bubbles injected each time — 2
  - ⇒ MP = 0.20 * 0.40 * 2 = 0.16
- RP: Penalty due to `ret` instructions
  - Fraction of instructions that are returns — 0.02
  - Number of bubbles injected each time — 3
  - ⇒ RP = 0.02 * 3 = 0.06
- Net effect of penalties 0.05 + 0.16 + 0.06 = 0.27
  - ⇒ CPI = 1.27 (Not bad!)

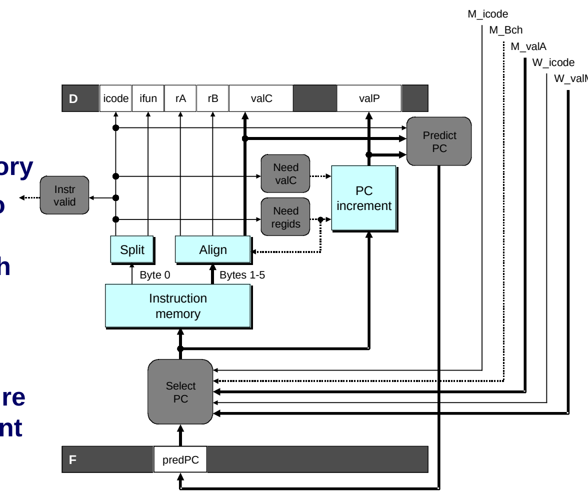
Fetch Logic Revisited

During Fetch Cycle

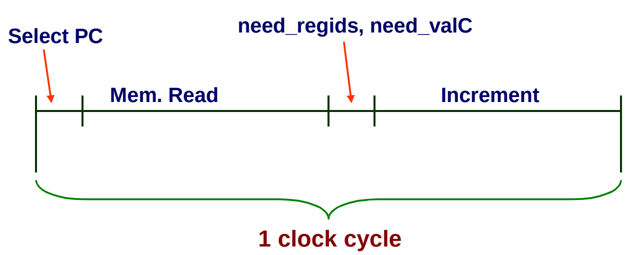
- Select PC
- Read bytes from instruction memory
- Examine icode to determine instruction length
- Increment PC

Timing

- Steps 2 & 4 require significant amount of time

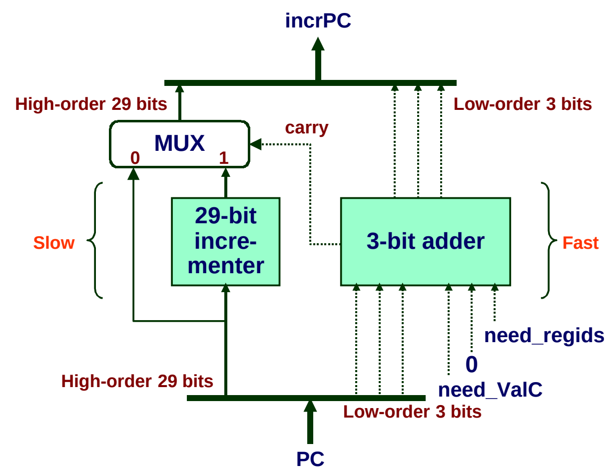


Standard Fetch Timing

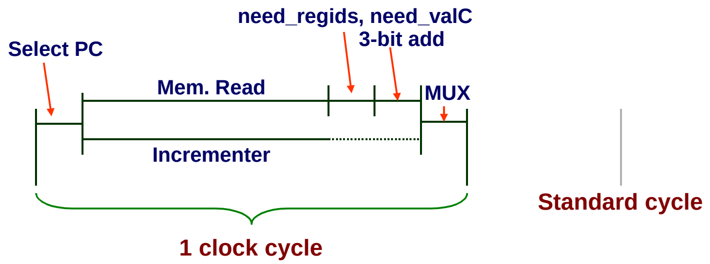


- Must Perform Everything in Sequence
- Can't compute incremented PC until know how much to increment it by

A Fast PC Increment Circuit



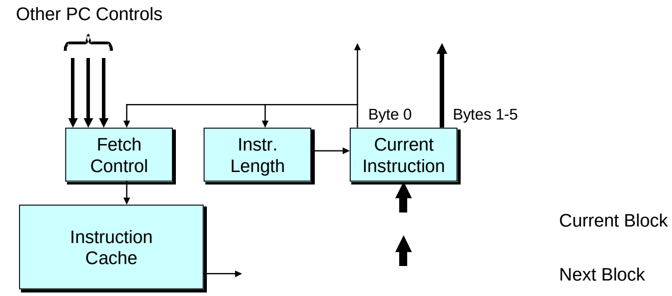
Modified Fetch Timing



29-Bit Incrementer

- Acts as soon as PC selected
- Output not needed until final MUX
- Works in parallel with memory read

More Realistic Fetch Logic



Fetch Box

- Integrated into instruction cache
- Fetches entire cache block (16 or 32 bytes)
- Selects current instruction from current block
- Works ahead to fetch next block
  - As reaches end of current block
  - At branch target

Exceptions

- Conditions under which pipeline cannot continue normal operation

Causes

- Halt instruction (Current)
- Bad address for instruction or data (Previous)
- Invalid instruction (Previous)
- Pipeline control error (Previous)

Desired Action

- Complete some instructions
  - Either current or previous (depends on exception type)
- Discard others
- Call exception handler
  - Like an unexpected procedure call

Exception Examples

Detect in Fetch Stage

```
jmp $-1                    # Invalid jump target

.byte 0xFF                 # Invalid instruction code

halt                       # Halt instruction
```

Detect in Memory Stage

```
irmovl $100,%eax
rmmovl %eax,0x10000(%eax) # invalid address
```

Exceptions in Pipeline Processor #1

```
# demo-exc1.ys
irmovl $100,%eax
rmmovl %eax,0x10000(%eax) # Invalid address
nop
.byte 0xFF                # Invalid instruction code
```

	1	2	3	4	5
0x000: irmovl $100,%eax	F	D	E	M	W
0x006: rmmovl %eax,0x1000(%eax)		F	D	E	M
0x00c: nop			F	D	E
0x00d: .byte 0xFF				F	D

Exception detected

Exception detected

Desired Behavior

- `rmmovl` should cause exception

Exceptions in Pipeline Processor #2

```
# demo-exc2.ys
0x000:    xorl %eax,%eax    # Set condition codes
0x002:    jne t             # Not taken
0x007:    irmovl $1,%eax
0x00d:    irmovl $2,%edx
0x013:    halt
0x014: t: .byte 0xFF        # Target
```

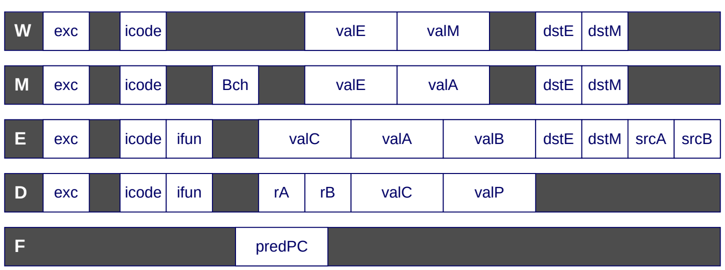
	1	2	3	4	5	6	7	8	9
0x000: xorl %eax,%eax	F	D	E	M	W				
0x002: jne t		F	D	E	M				
0x014: t: .byte 0xFF			F	D	E	M	W		
0x???: (I'm lost!)				F	D	E	M	W	
0x007: irmovl $1,%eax					F	D	E	M	W

Exception detected

Desired Behavior

- No exception should occur

Maintaining Exception Ordering



- Add exception status field to pipeline registers
- Fetch stage sets to either "AOK," "ADR" (when bad fetch address), or "INS" (illegal instruction)
- Decode & execute pass values through
- Memory either passes through or sets to "ADR"
- Exception triggered only when instruction hits write back

Side Effects in Pipeline Processor

```
# demo-exc3.ys
irmovl $100,%eax
rmmovl %eax,0x10000(%eax) # invalid address
addl %eax,%eax            # Sets condition codes
```

	1	2	3	4	5
0x000: irmovl $100,%eax	F	D	E	M	W
0x006: rmmovl %eax,0x1000(%eax)		F	D	E	M
0x00c: addl %eax,%eax			F	D	E

Exception detected

Condition code set

Desired Behavior

- `rmmovl` should cause exception
- No following instruction should have any effect

Avoiding Side Effects

Presence of Exception Should Disable State Update

- When detect exception in memory stage
  - Disable condition code setting in execute
  - Must happen in same clock cycle
- When exception passes to write-back stage
  - Disable memory write in memory stage
  - Disable condition code setting in execute stage

Implementation

- Hardwired into the design of the PIPE simulator
- You have no control over this

Rest of Exception Handling

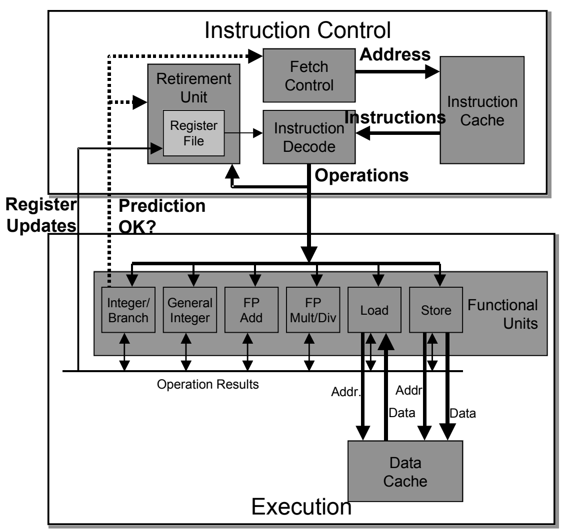
Calling Exception Handler

- Push PC onto stack
  - Either PC of faulting instruction or of next instruction
  - Usually pass through pipeline along with exception status
- Jump to handler address
  - Usually fixed address
  - Defined as part of ISA

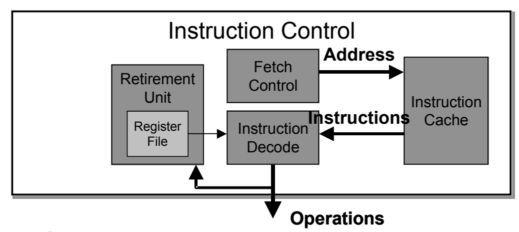
Implementation

- Haven't tried it yet!

Modern CPU Design



Instruction Control



Grabs Instruction Bytes From Memory

- Based on Current PC + Predicted Targets for Predicted Branches
- Hardware dynamically guesses whether branches taken/not taken and (possibly) branch target

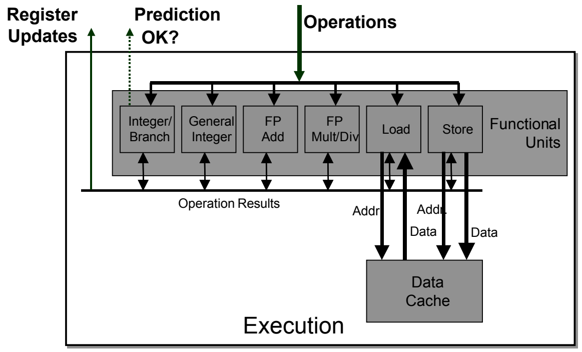
Translates Instructions Into *Operations*

- Primitive steps required to perform instruction
- Typical instruction requires 1–3 operations

Converts Register References Into *Tags*

- Abstract identifier linking destination of one operation with sources of later operations

Execution Unit



- Multiple functional units
  - Each can operate in independently
- Operations performed as soon as operands available
  - Not necessarily in program order
  - Within limits of functional units
- Control logic
  - Ensures behavior equivalent to sequential program execution

CPU Capabilities of Pentium III

Multiple Instructions Can Execute in Parallel

- 1 load
- 1 store
- 2 integer (one may be branch)
- 1 FP Addition
- 1 FP Multiplication or Division

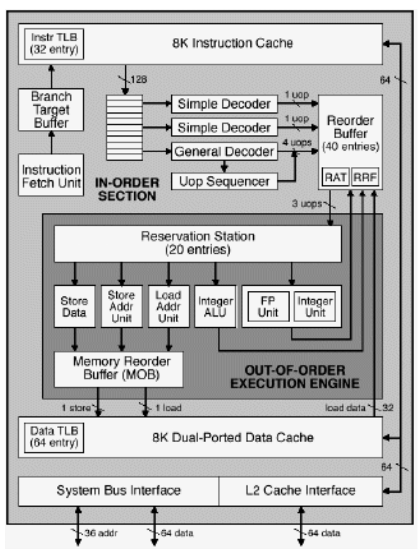
Some Instructions Take > 1 Cycle, but Can be Pipelined

Instruction	Latency	Cycles/Issue
Load / Store	3	1
Integer Multiply	4	1
Integer Divide	36	36
Double/Single FP Multiply	5	2
Double/Single FP Add	3	1
Double/Single FP Divide	38	38

PentiumPro Block Diagram

P6 Microarchitecture

- PentiumPro
- Pentium II
- Pentium III



Microprocessor Report
2/16/95

PentiumPro Operation

Translates instructions dynamically into "Uops"

- 118 bits wide
- Holds operation, two sources, and destination

Executes Uops with "Out of Order" engine

- Uop executed when
  - Operands available
  - Functional unit available
- Execution controlled by "Reservation Stations"
  - Keeps track of data dependencies between uops
  - Allocates resources

PentiumPro Branch Prediction

Critical to Performance

- 11–15 cycle penalty for misprediction

Branch Target Buffer

- 512 entries
- 4 bits of history
- Adaptive algorithm
  - Can recognize repeated patterns, e.g., alternating taken–not taken

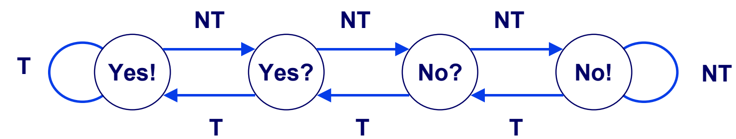
Handling BTB misses

- Detect in cycle 6
- Predict taken for negative offset, not taken for positive
  - Loops vs. conditionals

Example Branch Prediction

Branch History

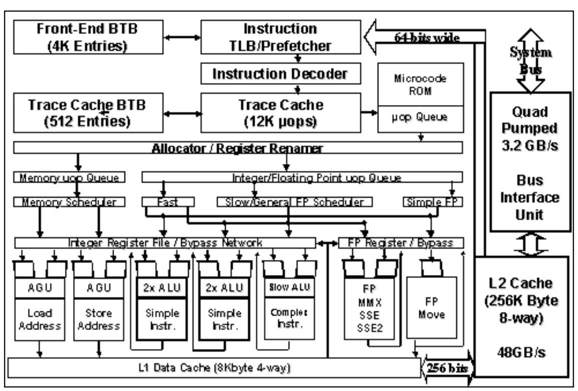
- Encode information about prior history of branch instructions
- Predict whether or not branch will be taken



State Machine

- Each time branch taken, transition to right
- When not taken, transition to left
- Predict branch taken when in state Yes! or Yes?

Pentium 4 Block Diagram

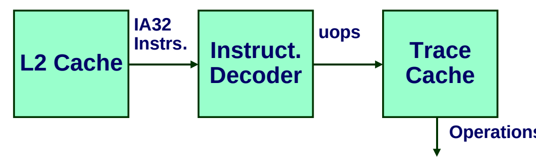


Intel Tech. Journal Q1, 2001

- Next generation microarchitecture

Pentium 4 Features

Trace Cache



- Replaces traditional instruction cache
- Caches instructions in decoded form
- Reduces required rate for instruction decoder

Double-Pumped ALUs

- Simple instructions (add) run at 2X clock rate

Very Deep Pipeline

- 20+ cycle branch penalty
- Enables very high clock rates
- Slower than Pentium III for a given clock rate

Processor Summary

Design Technique

- Create uniform framework for all instructions
  - Want to share hardware among instructions
- Connect standard logic blocks with bits of control logic

Operation

- State held in memories and clocked registers
- Computation done by combinational logic
- Clocking of registers/memories sufficient to control overall behavior

Enhancing Performance

- Pipelining increases throughput and improves resource utilization
- Must make sure maintains ISA behavior