



Fiscal Year 2019

Ver. 2020-01-09a

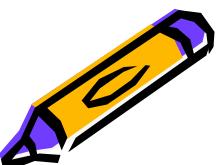
Course number: CSC.T433
School of Computing,
Graduate major in Computer Science

Advanced Computer Architecture

9. Instruction Level Parallelism: Exploiting ILP Using Multiple Issue and Speculation

www.arch.cs.titech.ac.jp/lecture/ACA/
Room No.W936
Mon 13:20-14:50, Thr 13:20-14:50

Kenji Kise, Department of Computer Science
kise_at_c.titech.ac.jp



Hardware register renaming

- Logical registers (architectural registers) which are ones defined by ISA
 - \$0, \$1, ... \$31
- Physical registers
 - Assuming plenty of registers are available, p0, p1, p2, ...
- A processor renames (converts) each logical register to a unique physical register dynamically

Typical instruction pipeline of scalar processor

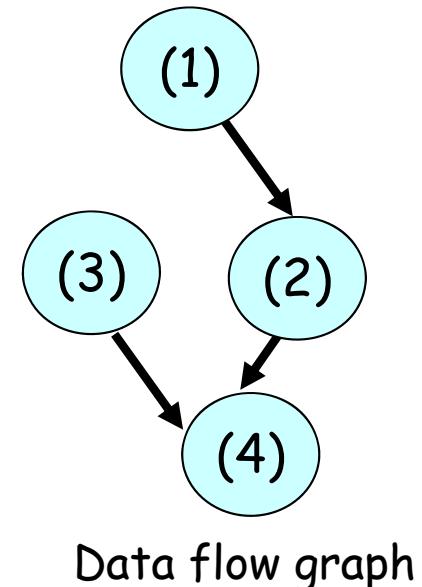


Typical instruction pipeline of high-performance superscalar processor



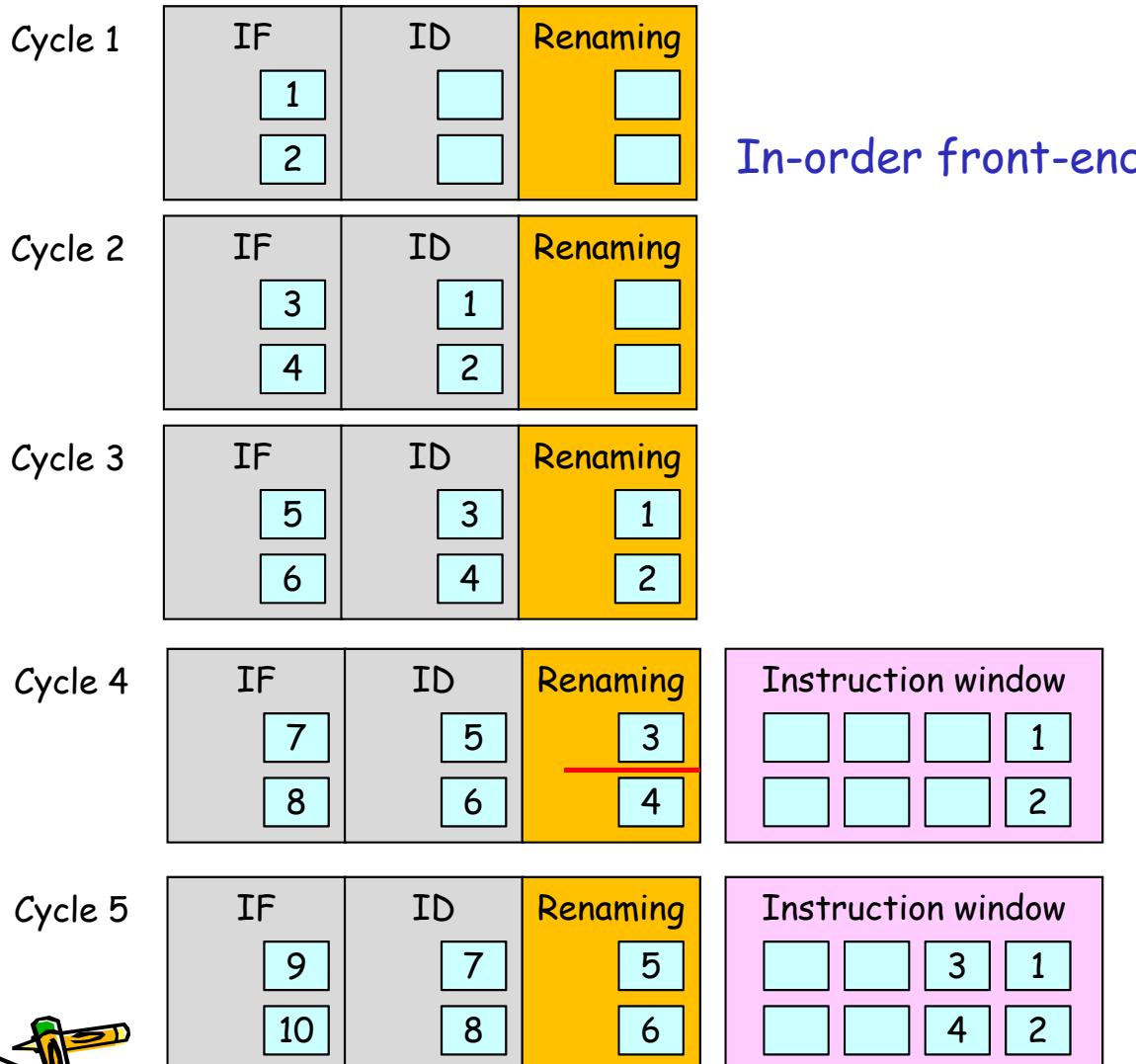
Out-of-order execution

- In **in-order execution** model, all instructions are executed in the order that they appear.
This can lead to unnecessary stalls.
 - Instruction (3) stalls waiting for insn (2) to go first, even though it does not have a data dependence.
- Using register renaming to eliminate output dependence and antidependence, just having true data dependence
- With **out-of-order execution**, insn (3) is allowed to be executed before the insn (2)
 - Scoreboarding (CDC6600 in 1964)
 - Tomasulo algorithm (IBM System/360 Model 91 in 1967)

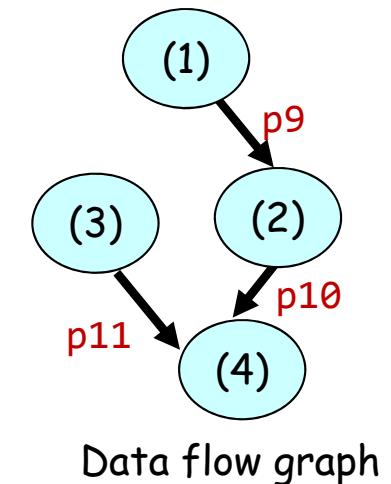


The key idea for OoO execution (1/3)

- In-order front-end, OoO execution core, in-order retirement using **instruction window** and reorder buffer (ROB)

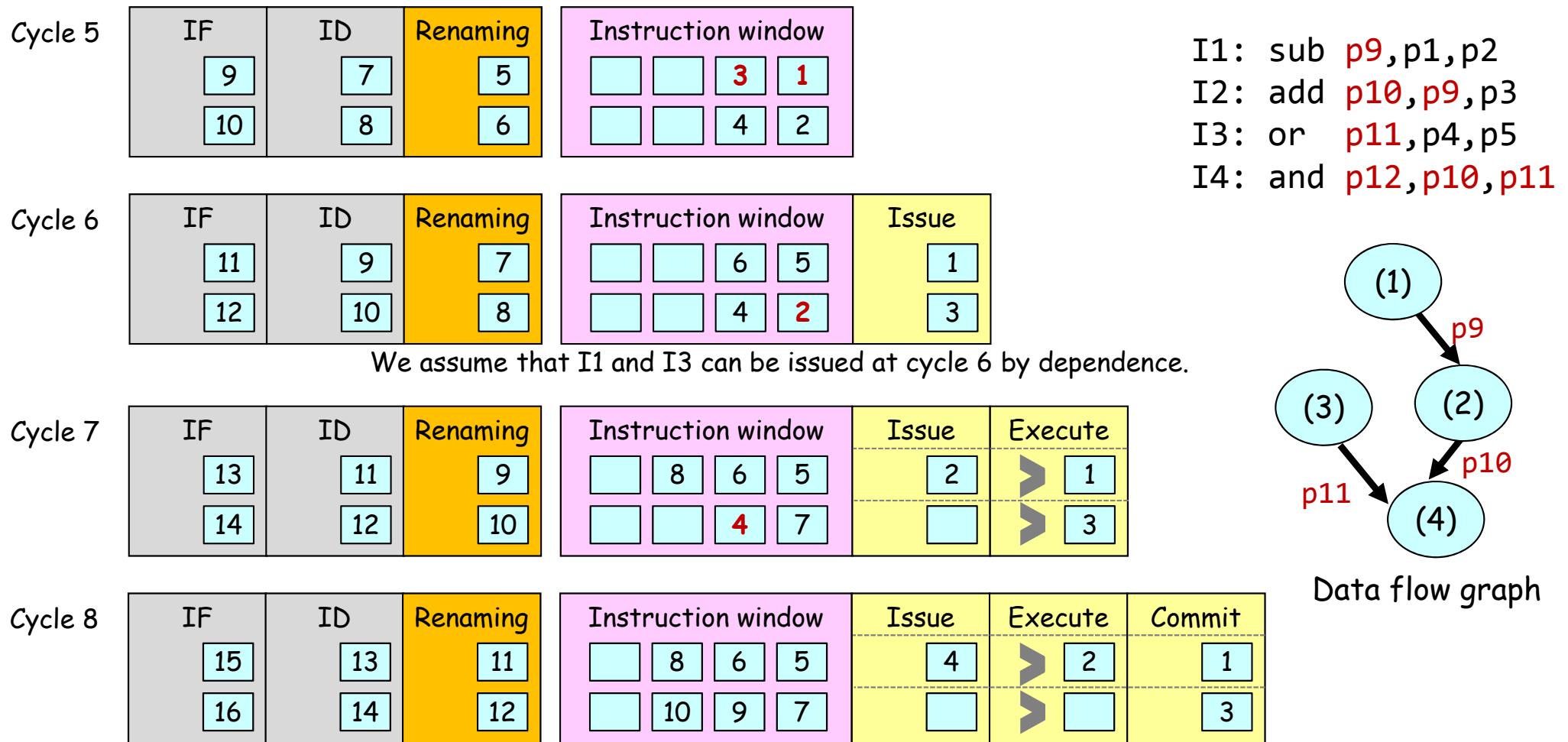


I1: sub p9, p1, p2
I2: add p10, p9, p3
I3: or p11, p4, p5
I4: and p12, p10, p11



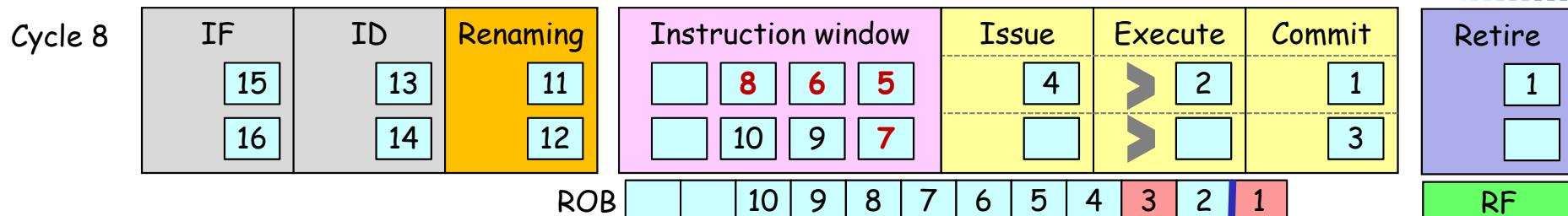
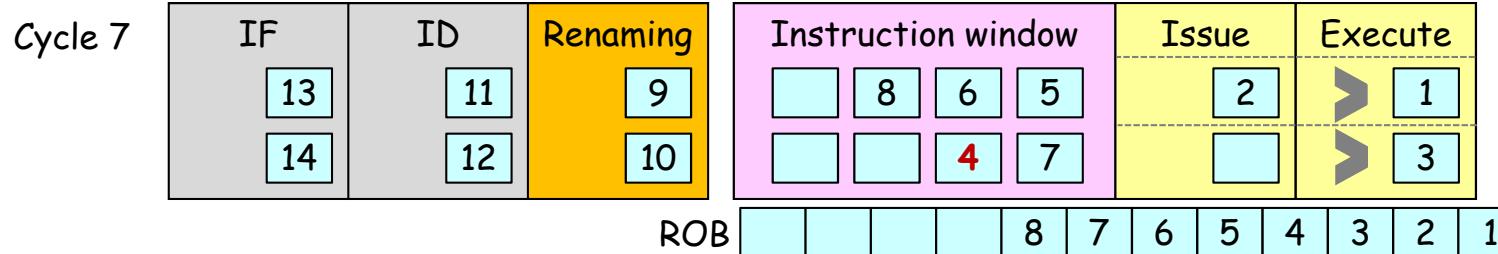
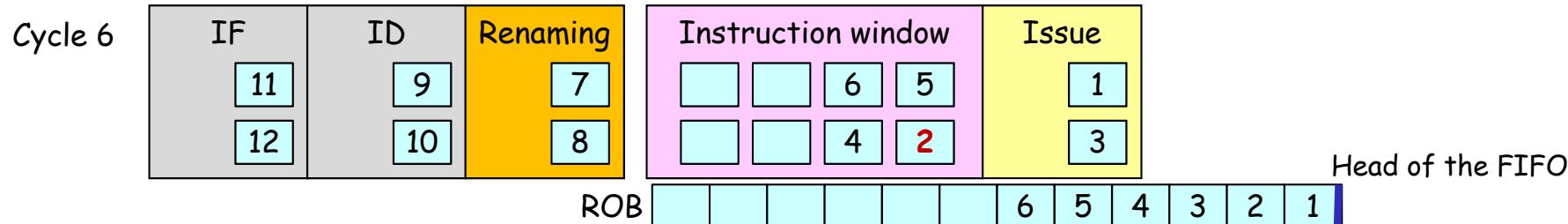
The key idea for OoO execution (2/3)

- In-order front-end, OoO execution core, in-order retirement using **instruction window** and reorder buffer (ROB)



The key idea for OoO execution (3/3)

- In-order front-end, OoO execution core, in-order retirement using **instruction window** and **reorder buffer (ROB)**



Instruction pipeline of OoO execution processor

- Allocating instructions to instruction window is called **dispatch**
- Issue** or fire wakes up instructions and their executions begin
- In **commit** stage, the computed values are written back to **ROB**
- The last stage is called **retire** or graduate. The completed **consecutive** instructions can be retired.
The result is written back to **register file** (architectural register file) using a logical register number.

In-order front-end



Out-of-order back-end (execution)

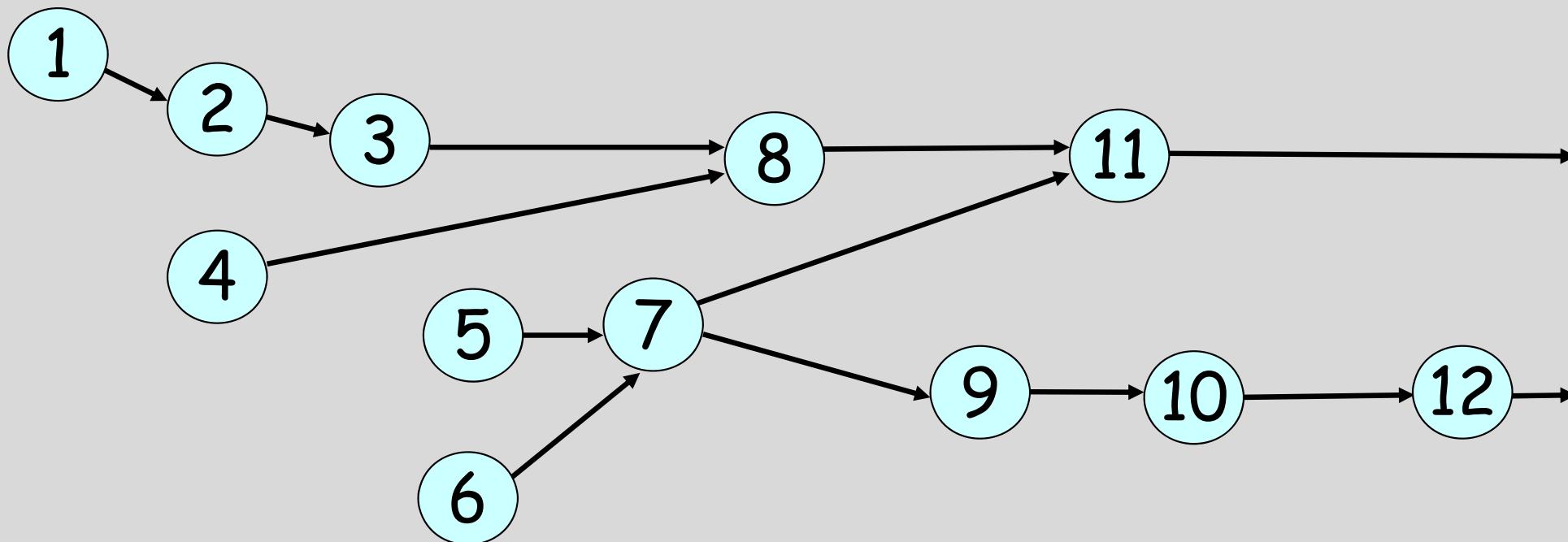


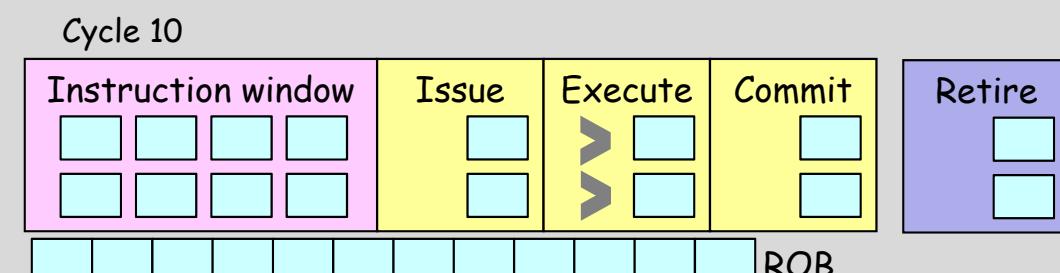
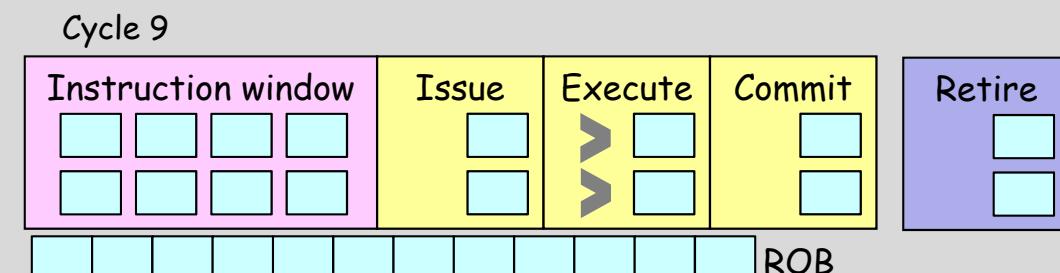
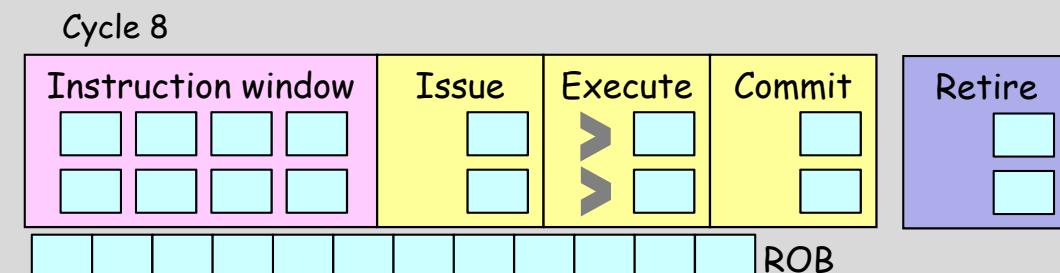
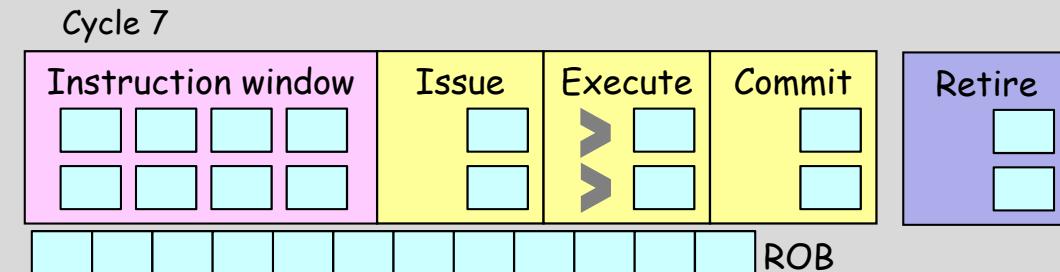
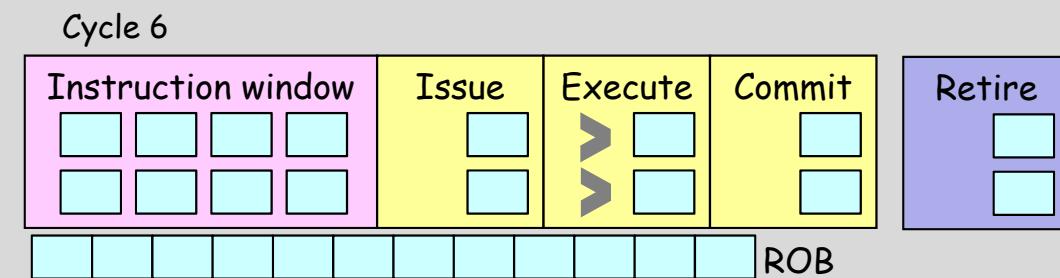
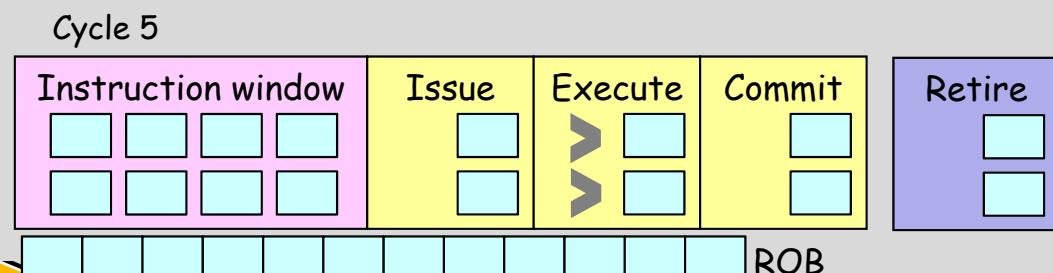
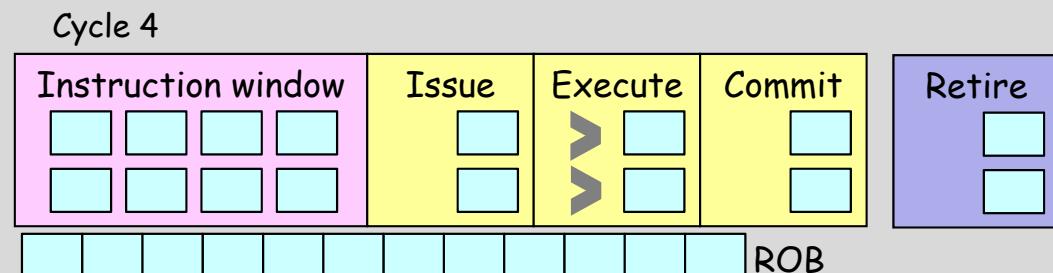
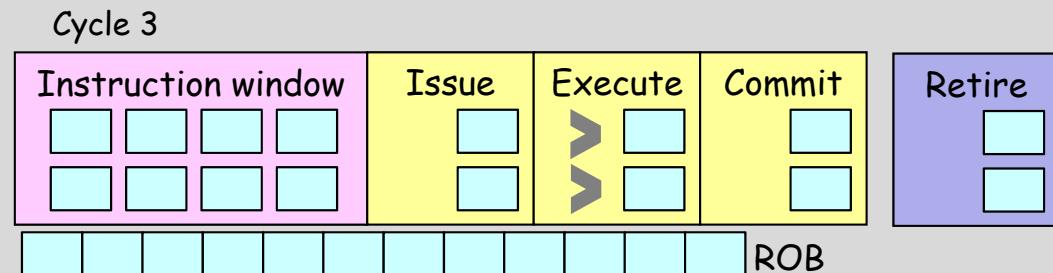
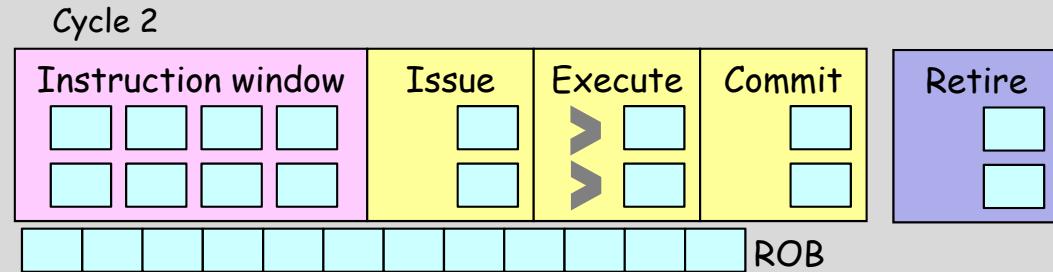
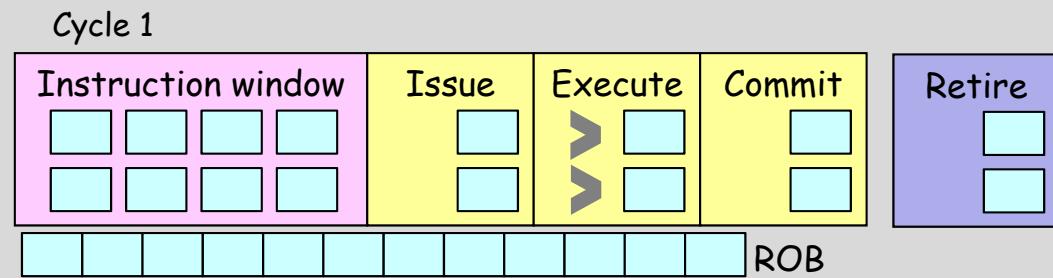
In-order retirement



Exercise: OoO execution

- Draw the cycle by cycle processing behavior of these 12 instructions
 - wakeup
 - select

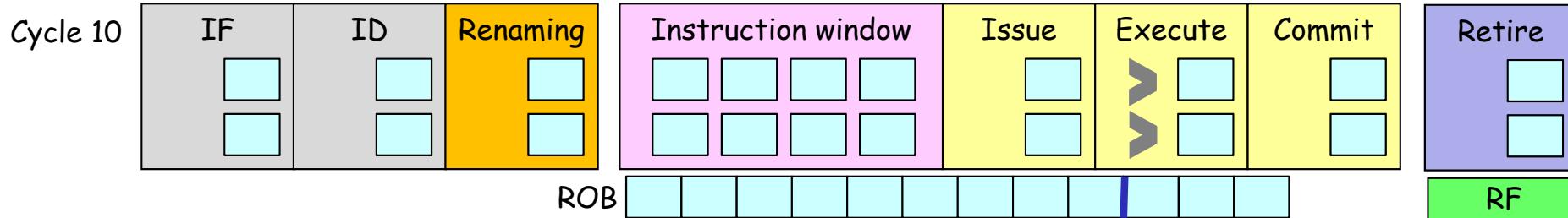
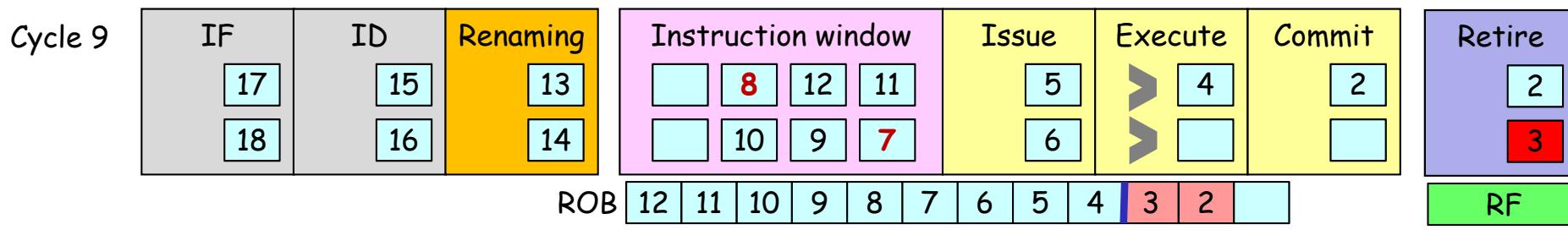




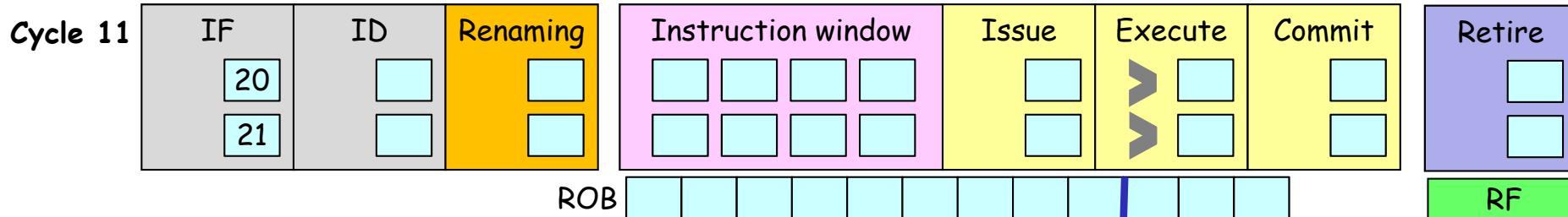
Prediction miss and recovery



- Assume that instruction 3 is a miss predicted branch and its target insn is 20
- When insn 3 is **retired**, it recovers by flushing all instructions and restart
- Register file (and PC) has the **architecture state** after insn 3 is executed



Recovery by flushing instructions on the wrong path (may takes several cycles)



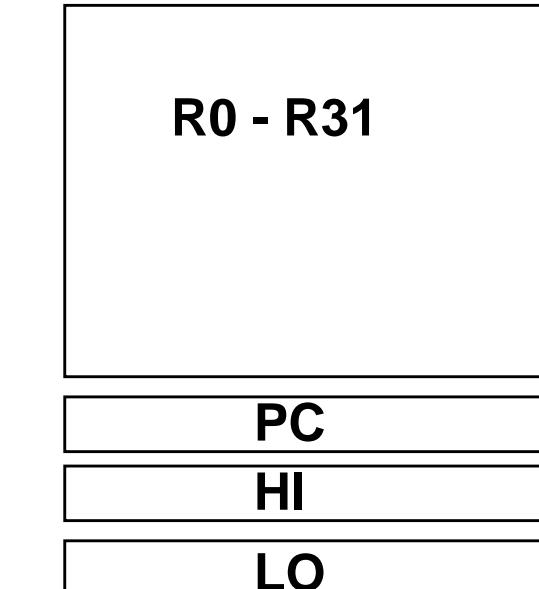
Restart by fetching instructions using the correct PC

MIPS R3000 Instruction Set Architecture (ISA)

- Instruction Categories

- Computational
- Load/Store
- Jump and Branch
- Floating Point
 - coprocessor
- Memory Management
- Special

Registers



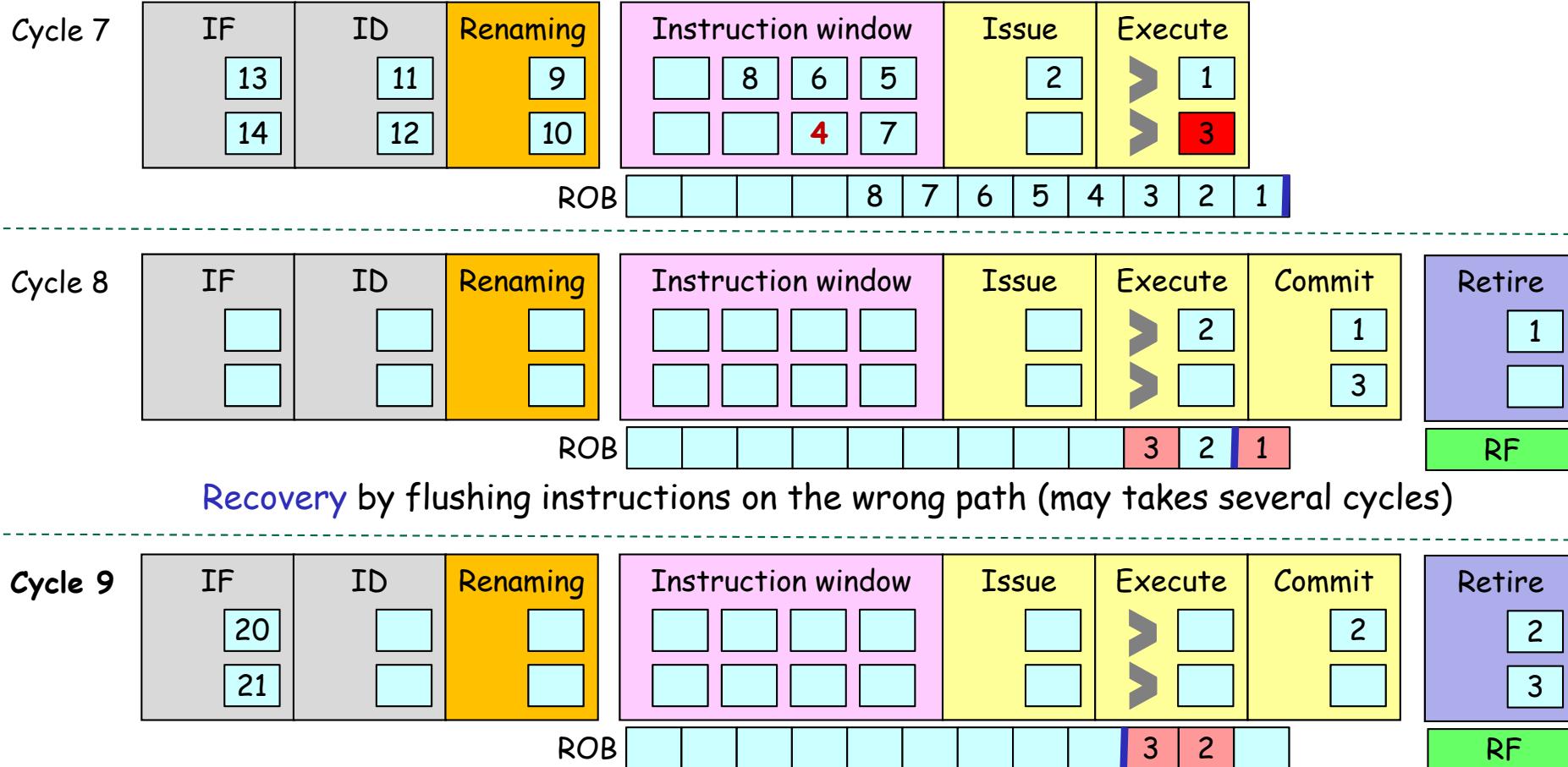
3 Instruction Formats: all 32 bits wide

OP	rs	rt	rd	shamt	funct	R format
OP	rs	rt		immediate		I format
OP				jump target (immediate)		J format

Branch prediction miss and aggressive recovery



- Instruction 3 is a miss predicted branch and its target insn is 20
- When insn 3 is **executed**, it recovers by flushing instructions after insn 3 and restarts



Aside: What is a window?

- A window is a space in the wall of a building or in the side of a vehicle, which has glass in it so that light can come in and you can see out. (Collins)

