Lecture 8

Pipelined Processor

Peter Cheung Imperial College London

URL: www.ee.imperial.ac.uk/pcheung/teaching/EE2_CAS/ E-mail: p.cheung@imperial.ac.uk

Single-cyle vs Pipelined Processor

Single-Cycle



Pipelined



Pipelined Processor Abstraction



Adding Pipeline to Single-Cycle Processor



- Signals in Pipelined Processor are appended with first letter of stage (i.e., PCF, PCD, PCE).
- Register file written on **falling edge** of *CLK*

Adding Pipeline to Single-Cycle Processor



• Same control unit as single-cycle processor

Based on: "*Digital Design and Computer Architecture* (*RISC-V Edition*)" by Sarah Harris and David Harris (H&H).

• Control signals travel with the instruction (drop off when used)

Pipeline Hazards

- When an instruction depends on result from instruction that hasn't completed
- Two types of hazards:
 - Data hazard: register value not yet written back to register file
 - Control hazard: next instruction not decided yet (caused by branch)

Data Hazard



Avoid Data Hazard in code

- Insert enough nops for result to be ready
- Or move independent useful instructions forward



Based on: "Digital Design and Computer Architecture (RISC-V Edition)" by Sarah Harris and David Harris (H&H).

Handle Data Hazard by Forwarding

- Data is available on internal busses before it is written back to the register file (RF).
- Forward data from internal busses to Execute stage.
- Check if source register in Execute stage matches destination register of instruction in Memory or Writeback stage.
- If so, forward result.



Adding Hazard Unit



Data Hazard due to lw Data Dependency



Stalling to solve lw Data Dependency



Control Hazard

- beq, bne:
 - Branch not determined until the Execute stage of pipeline
 - Instructions after branch fetched before branch occurs
 - These **2 instructions must be flushed** if branch happens



(RISC-V Edition)" by Sarah Harris and David Harris (H&H).

Single-Cycle Processor Performance

Program Execution Time

- = (#instructions)(cycles/instruction)(seconds/cycle)
- = # instructions x CPI x T_C

Element	Parameter	Delay (ps)	
 Register clk-to-Q 	t_{pcq}	40	
Register setup	t _{setup}	50	
Multiplexer	t _{mux}	30	
AND-OR gate	t_{AND-OR}	20	
• ALU	t_{ALU}	120	
Decoder (control unit)	t_{dec}	25	
Extend unit	t_{ext}	35	
 Memory read 	t _{mem}	200	
Register file read	t_{RFread}	100	
• Register file setup	$t_{RFsetup}$	60	

Fetch Instruction	Dec Read Reg	Execute ALU	Memory Read / Write	Wr Reg
----------------------	--------------------	----------------	------------------------	-----------

Program with 100 billion instructions: **Exec Time** = # instructions x CPI x T_C = (100 × 10⁹)(1)(750 × 10⁻¹² s) = **75 seconds**



Based on: "Digital Design and Computer Architecture (RISC-V Edition)" by Sarah Harris and David Harris (H&H).

$$T_{c_single} = t_{pcq_PC} + 2t_{mem} + t_{RFread} + t_{ALU} + t_{mux} + t_{RFsetup}$$

PYKC 19 Nov 2024

EIE2 Instruction Architectures & Compilers

Pipelined Processor Performance

Pipelined processor critical path: $T_{c_pipelined} = \max of$ $t_{pcq} + t_{mem} + t_{setup}$ $2(t_{rec} + t_{mem} + t_{setup})$ Peroce

 $2(t_{RFread} + t_{setup})$ Decode $t_{pcq} + 4t_{mux} + t_{ALU} + t_{AND-OR} + t_{setup}$ Execute350ps $t_{pcq} + t_{mem} + t_{setup}$ Memory $2(t_{pcq} + t_{mux} + t_{RFwrite})$ Writeback

Program with 100 billion instructions

Execution Time = (# instructions) × CPI × T_c = (100 × 10⁹)(1.23)(350 × 10⁻¹²) = 43 seconds