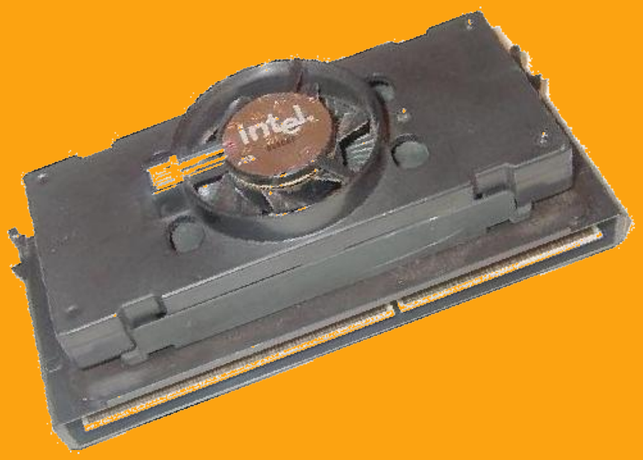
HELSINGIN YLIOPISTO
HELSINGFORS UNIVERSITET
UNIVERSITY OF HELSINKI

Lecture 8

CPU Structure and Function

Ch 12.1-4 [Sta06]

- Registers
- Instruction cycle
- Pipeline
  - Dependences
  - Dealing with Branches

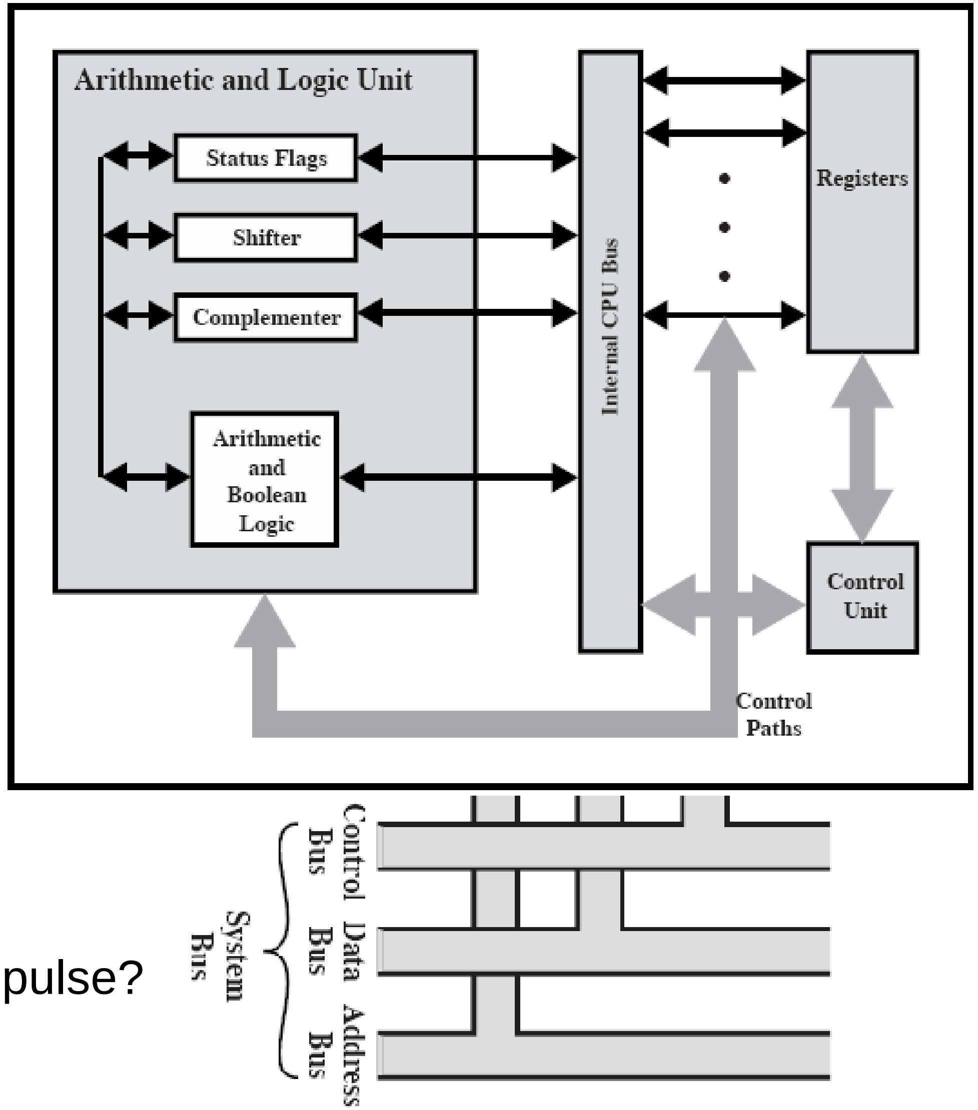


General structure of CPU

- ALU
  - Calculations, comparisons
- Registers
  - Fast work area
- Processor bus
  - Moving bits
- Control Unit (*Ohjausyksikkö*)

  (Ch 16-17)
  - What? Where? When?
  - Clock pulse
  - Generate control signals
    - What happens at the next pulse?
- MMU?
- Cache?

(Sta06 Fig 12.2)



Registers

- Top of memory hierarchy
- User visible registers
  - Programmer / Compiler decides how to use these
  - How many? Names?
- Control and status registers
  - Some of these used <u>indirectly</u> by the program
    - PC, PSW, flags, …
  - Some used only by CPU <u>internally</u>
    - MAR, MBR, …
- Internal latches (*apurekisteri)* for temporal storage during instruction execution
  - Example: Instruction register (IR) instruction interpretation; operand first to latch and only then to ALU

ADD R1,R2,R3

BNEQ Loop

User visible registers

- Different processor families⇨

  different number of registers,

  different naming conventions (*nimeämistavat*),

  different purposes
- General-purpose registers (*yleisrekisterit)*
- Data registers (*datarekisterit*)
- Address registers (*osoiterekisterit*)
  - Segment registers (*segmenttirekisterit*)
  - Index registers (*indeksirekisterit*)
  - Stack pointer (*pino-osoitin*)
  - Frame pointer (*ympäristöosoitin*)
- Condition code registers (*tilarekisterit*)

No condition code regs.

IA-64, MIPS

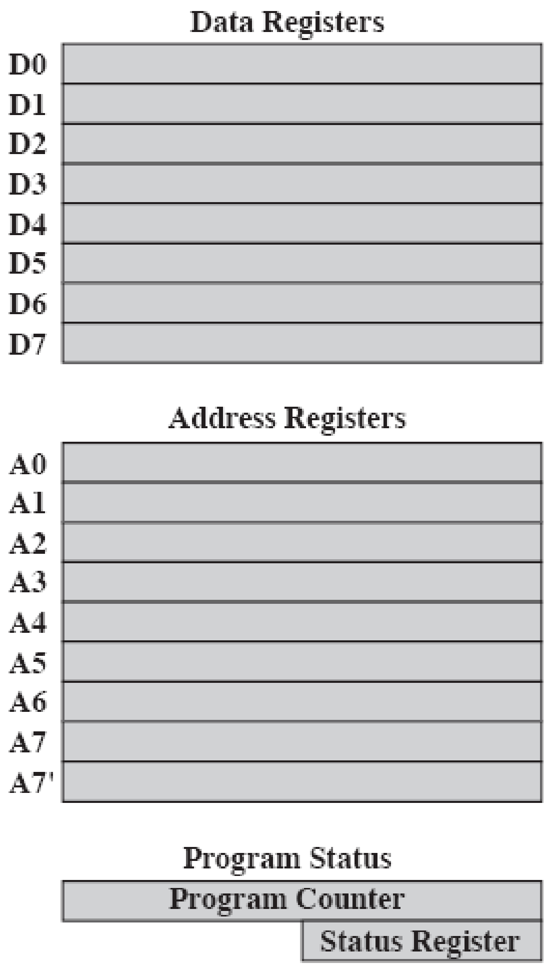
Example

(Sta06 Fig 12.3)

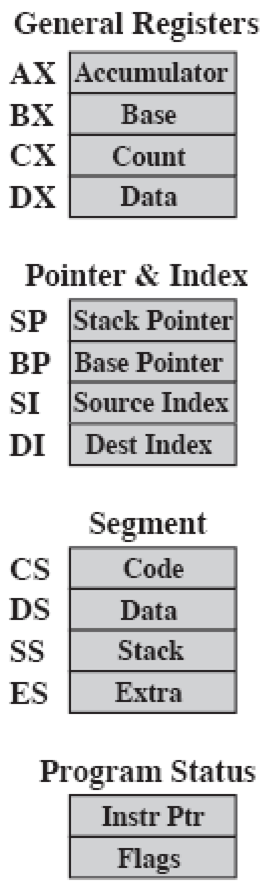
Number of registers:

(8/) 16-32 ok! (y 1977)

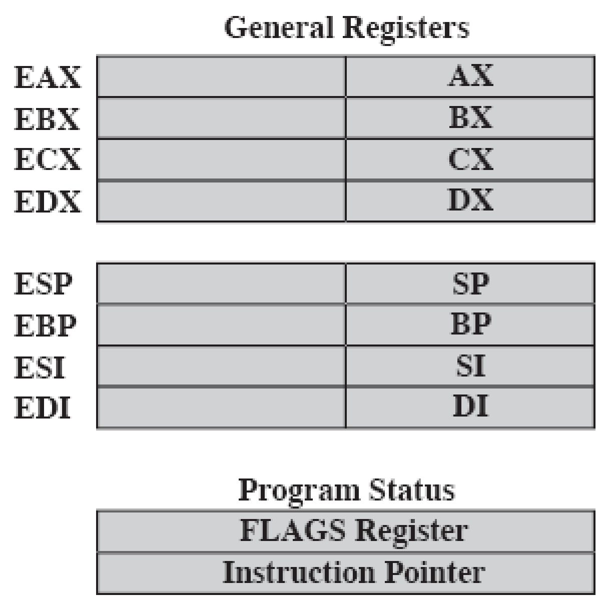
RISC: several hundreds



(a) MC68000



(b) 8086



(c) 80386 - Pentium 4

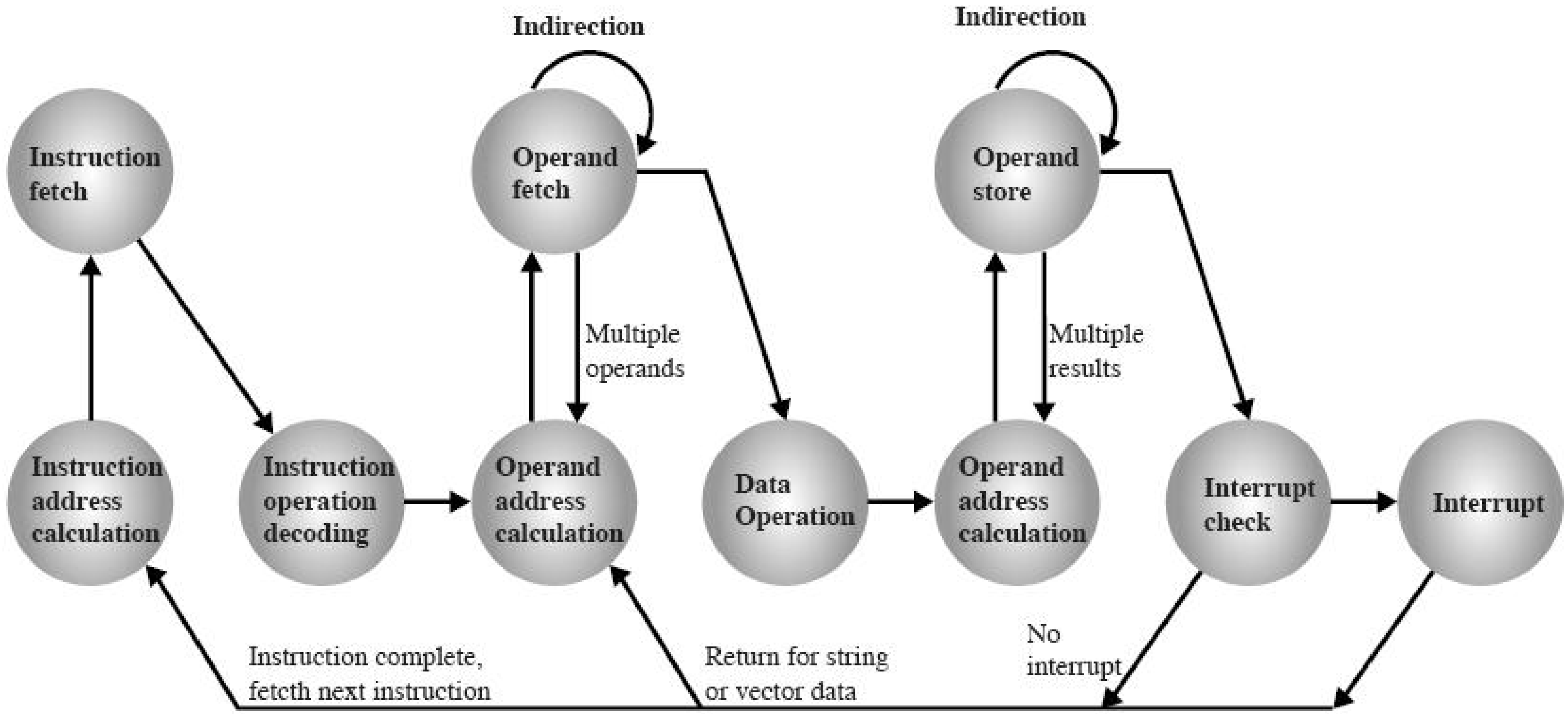
PSW - Program Status Word

- Name varies in different architectures
- State of the CPU
  - Privileged mode vs user mode
- Result of comparison (*vertailu*)
  - Greater, Equal, Less, Zero, ...
- Exceptions (*poikkeus*) during execution?
  - Divide-by-zero, overflow
  - Page fault, “memory violation”
- Interrupt enable/ disable
  - Each ‘class’ has its own bit
- Bit for interrupt request?
  - I/O device requesting guidance

Design issues:

- OS support
- Memory and registers in control data storing
- paging
- Subroutines and stacks
- etc

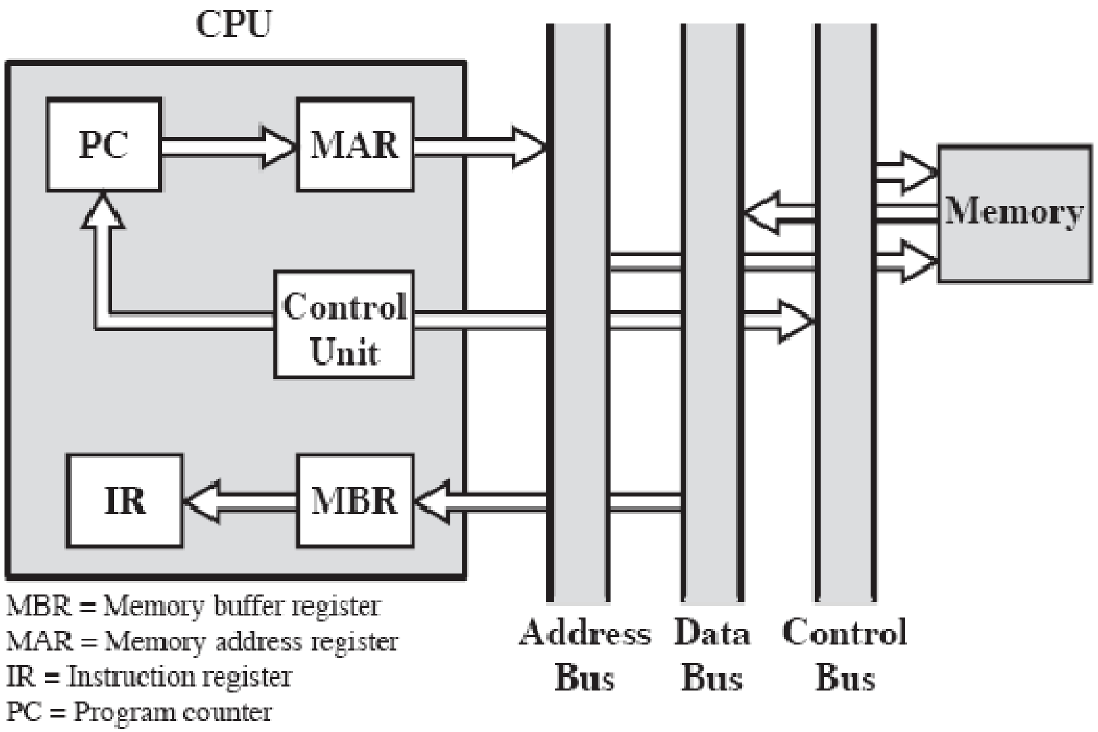
Instruction cycle (*käskysykli*)



(Sta06 Fig 12.5)

Instruction fetch (käskyn nouto)

- MAR ← PC
- MAR ← MMU(MAR)
- Control Bus ← Reserve
- Control Bus ← Read
- PC ← ALU(PC+1)
- MBR ← MEM[MAR]
- Control Bus ← Release
- IR ← MBR



Cache (*välimuisti*)!
Prefetch (*ennaltanouto*)!

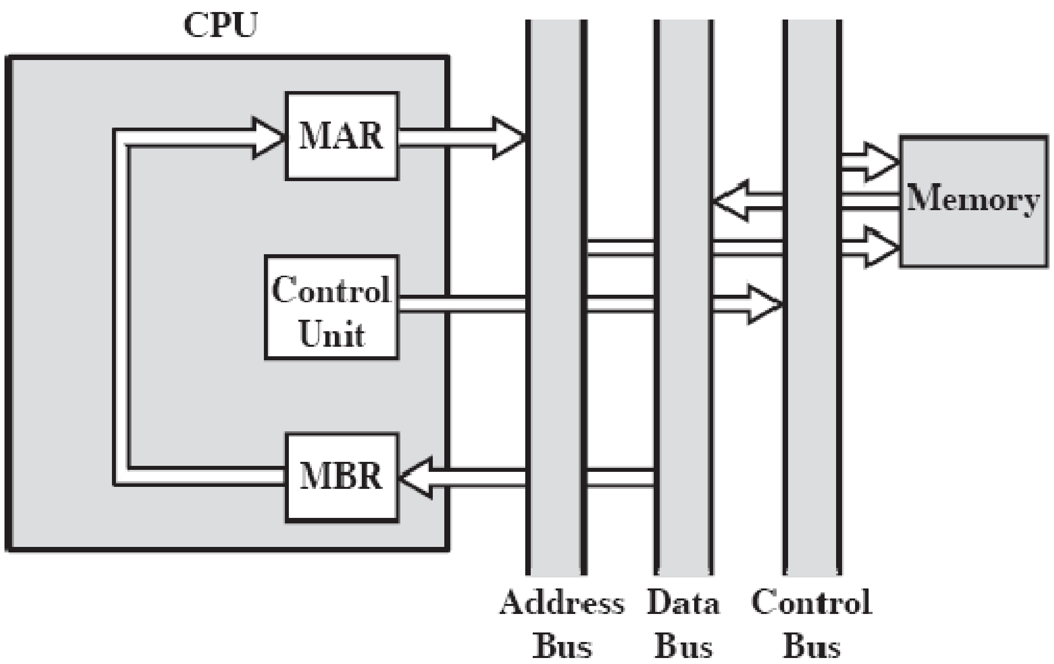
(Sta06 Fig 12.6)

Operand fetch, Indirect addressing
(Operandin nouto, epäsuora osoitus)

- MAR ← Address
- MAR ← MMU(MAR)
- Control Bus ← Reserve
- Control Bus ← Read
- MBR ← MEM[MAR]

- MAR ← MBR
- MAR ← MMU(MAR)
- Control Bus ← Read
- MBR ← MEM[MAR]
- Control Bus ← Release

ALU? Regs? ← MBR



Cache!

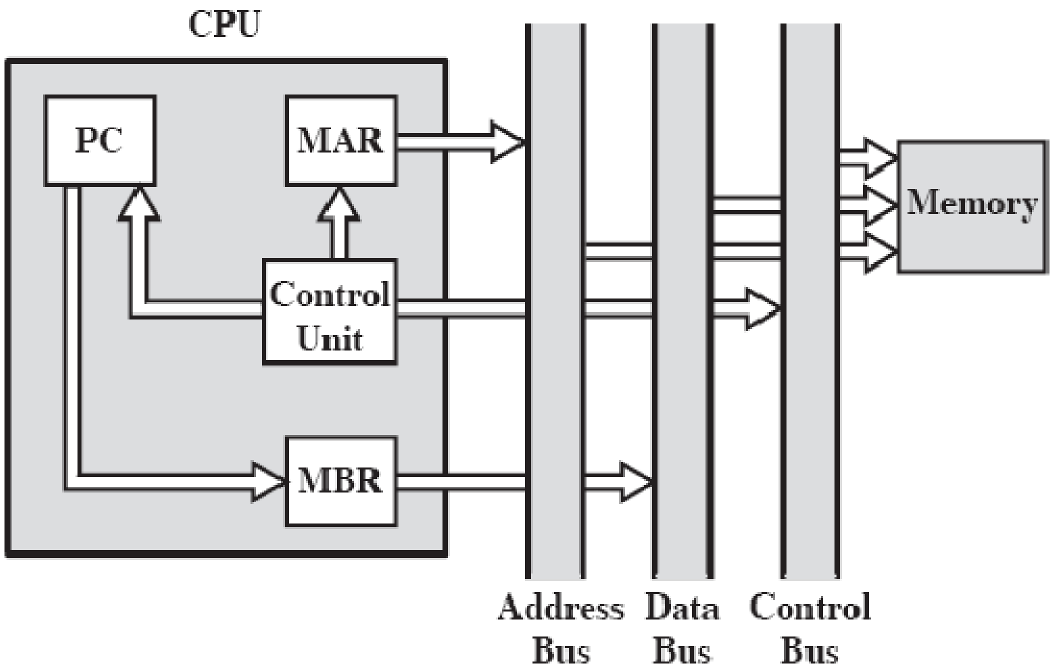
(Sta06 Fig 12.7)

Data flow, interrupt cycle

- MAR ← SP
- MAR ← MMU(MAR)
- Control Bus ← Reserve
- MBR ← PC
- Control Bus ← Write
- MAR ← SP ← ALU(SP+1)
- MAR ← MMU(MAR)
- MBR ← PSW
- Control Bus ← Write
- SP ← ALU(SP+1)
- PSW ← privileged & disable
- MAR ← Interrupt number
- Control Bus ← Read

  PC ← MBR ← MEM[MAR]
- Control Bus ← Release

No address translation!



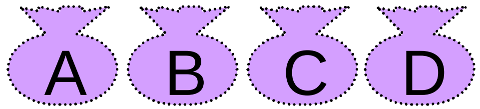
SP = Stack Pointer

(Sta06 Fig 12.8)

Instruction pipelining

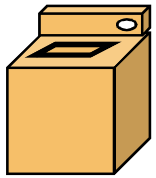
(*liukuhihna*)

Laundry (*pesula*) example (by David A. Patterson)

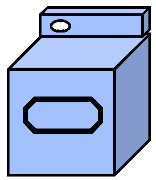


- Ann, Brian, Cathy, Dave:
  each have one load of clothes
  to wash, dry and fold

- Washer takes 30 min



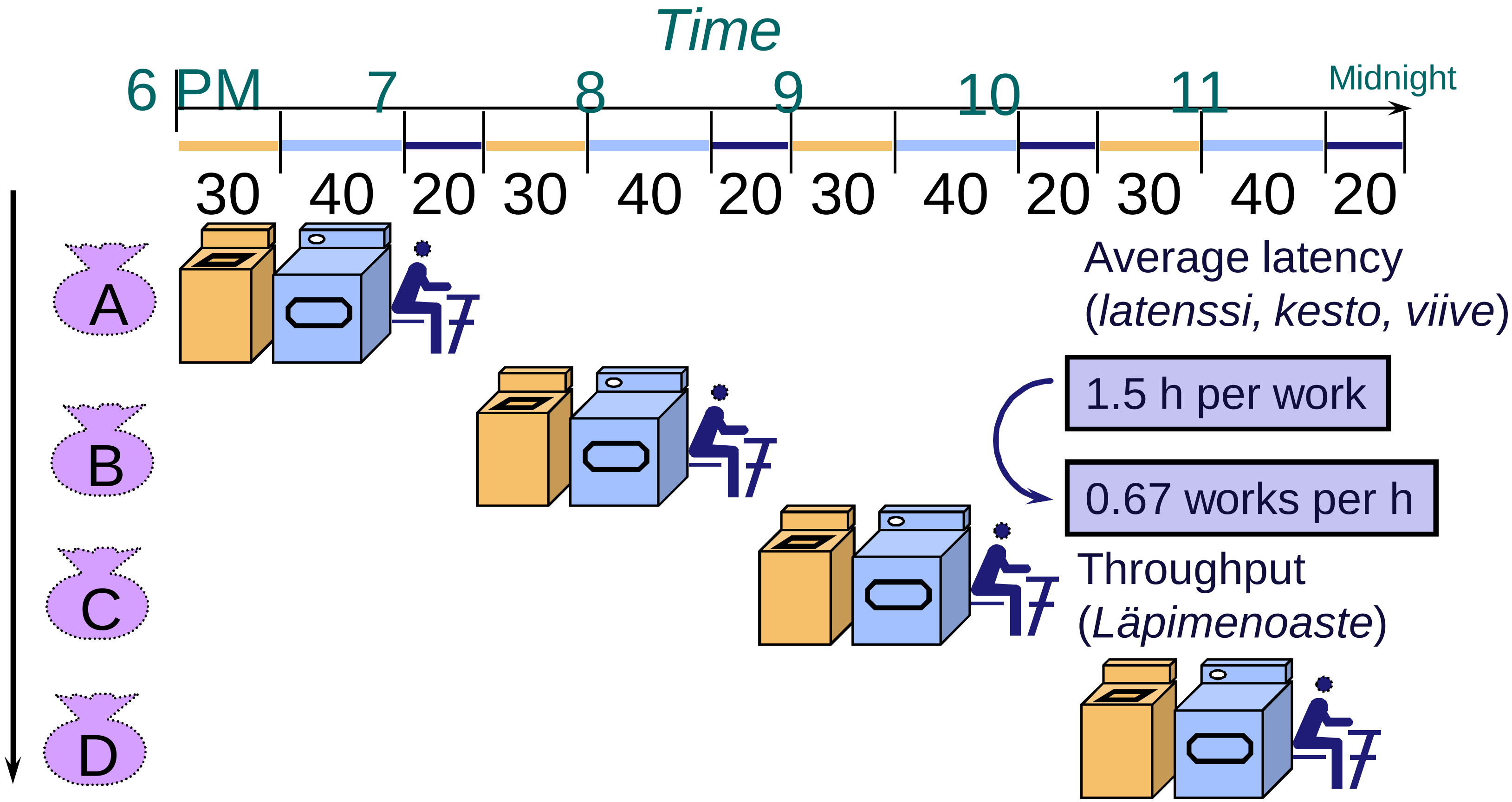
- Dryer takes 40 min



- “Folder” takes 20 min

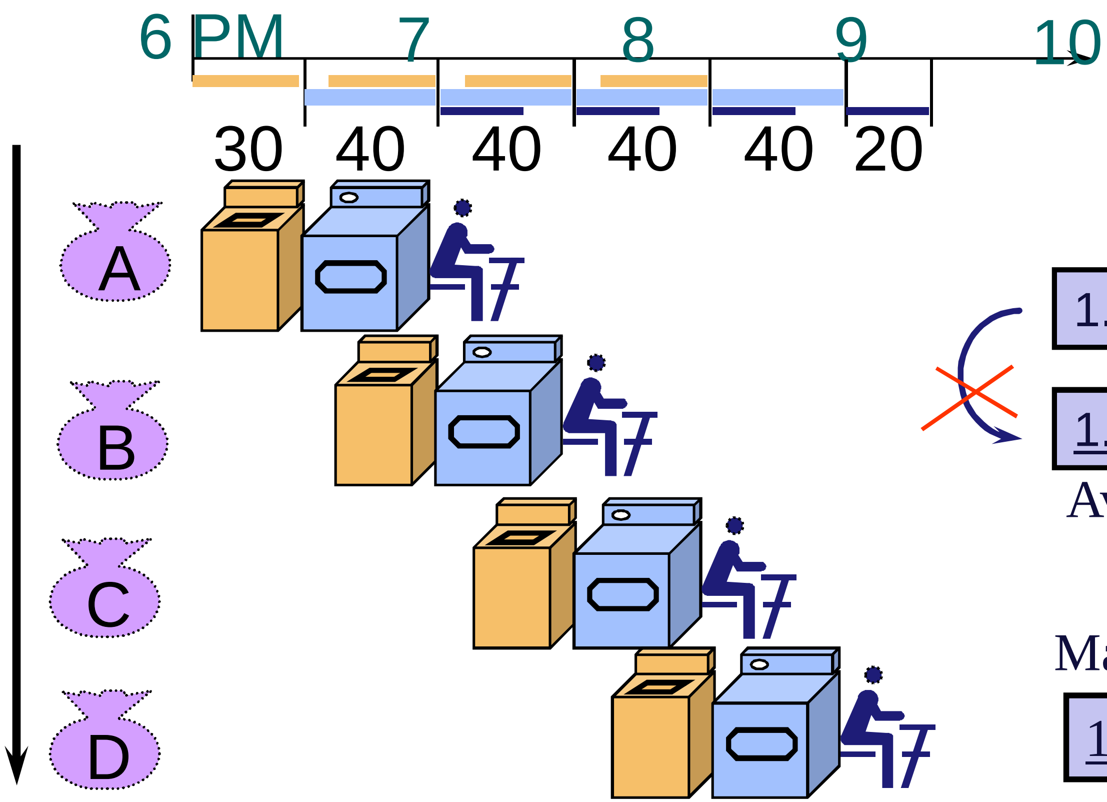
Sequential Laundry

- Takes 6 hours for 4 loads
- If they learned pipelining, how long would laundry take?



Pipelined Laundry

- Takes 3.5 hours for 4 loads



1.5 h per work

1.14 work per h

Average speed

Max speed?

1.5 work per h

At best case, laundry is completed every 40 minutes! (0.67 h / finished work)

Lessons

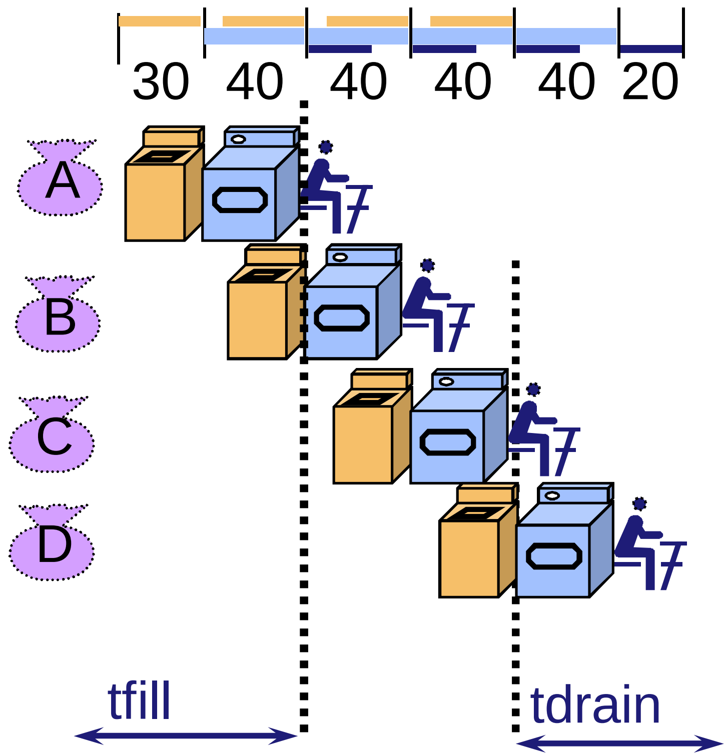
- Pipelining does not help latency of single task, but it helps throughput of the entire workload
- Pipelining can delay single task compared with situation where it is alone in the system
  - Next stage occupied, must wait
- Multiple tasks operating simultaneously, but different phases
- Pipeline rate limited by slowest pipeline stage
  - Can proceed when all stages done
  - Not very efficient, if different stages have different durations, unbalanced lengths
- Potential speedup

  = maximum possible speedup

  = number of pipe stages

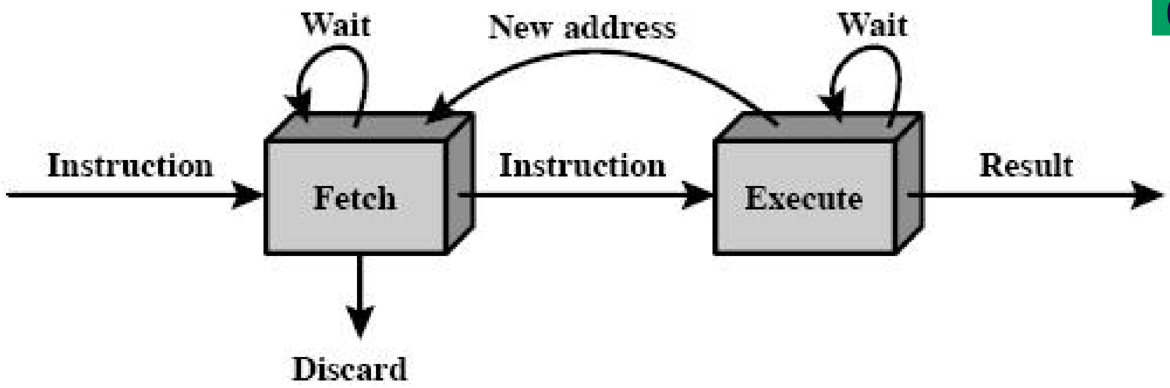
Lessons

- Complex implementation,
- May need more resources
  - Enough electrical current and sockets to use both washer and dryer simultaneously
  - Two (or three) people present all the time in the laundry
- Time to “fill” pipeline and time to “drain” it reduce speedup
- “Hiccups” (*hikka*)
  - Variation in task arrivals, works best with constant flow of tasks



2-stage instruction execution pipeline (*2-vaiheinen liukuhihna*)

(Sta06 Fig 12.9)



- Instruction pre-fetch (*ennaltanouto)* at the same time as execution of previous instruction
- Principle of locality (*paikallisuus*): assume 'sequential' execution
- Problems
  - Execution phase longer → fetch stage sometimes idle
  - Execution modifies PC (jump, branch) → fetched wrong instr.
    - Prediction of the next instruction's location was incorrect!
- Not enough parallelism → more stages?

6-stage pipeline

Time →

	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Instruction 1	FI	DI	CO	FO	EI	WO								
Instruction 2		FI	DI	CO	FO	EI	WO							
Instruction 3			FI	DI	CO	FO	EI	WO						
Instruction 4				FI	DI	CO	FO	EI	WO					
Instruction 5					FI	DI	CO	FO	EI	WO				
Instruction 6						FI	DI	CO	FO	EI	WO			
Instruction 7							FI	DI	CO	FO	EI	WO		
Instruction 8								FI	DI	CO	FO	EI	WO	
Instruction 9									FI	DI	CO	FO	EI	WO

FE - Fetch instruction
DI - Decode instruction
CO - Calculate operand addresses

FO - Fetch operands
EI - Execute instruction
WO - Write operand

(Sta06 Fig 12.10)

Pipeline speedup (*nopeutus*)?

- Lets calculate (based on Fig 12.10):
  - 6- stage pipeline, 9 instr. → 14 time units
  - Same without pipeline → 9*6 = 54 time units
  - Speedup = 54/14 = 3.86 < 6 !
  - Maximum speedup: one instruction per time unit finish:

    9 time units → 9 instructions; 54/9= 6
- Not every instruction uses every stage
  - Will not affect the pipeline speed
  - Speedup may be small (some stages idle, waiting for slow)
  - Unused stage → CPU idle (execution "bubble")
  - Serial execution could be faster (no wait for other stages)

Pipeline performance: one cycle time

$$\tau = \max_{i=1..k}[\tau_i] + d = \tau_m + d \quad >> d$$

Cycle time (*jakson kesto*)

Stage i time

Latch delay, move data from one stage to next ~ one clock pulse

Max time (duration) of the slowest stage (*Hitaimman vaiheen (max) kesto*)

- Cycle time is the same for all stages
  - Time (in clock pulses) to execute the stage
- Each stage takes one cycle time to execute
- Slowest stage determines the pace (*tahti, etenemisvauhti*)
  - The longest duration becomes bottleneck

Speedup?

n instructions , k stages, τ =cycle time

No pipeline: $T_1 = nk\tau$

Pessimistic: assumes the same duration for all stages

Pipeline: $T_k = [k + (n-1)]\tau$

See Sta06 Fig 12.10

and chek yourself!

k stages before the first task (instruction) is finished

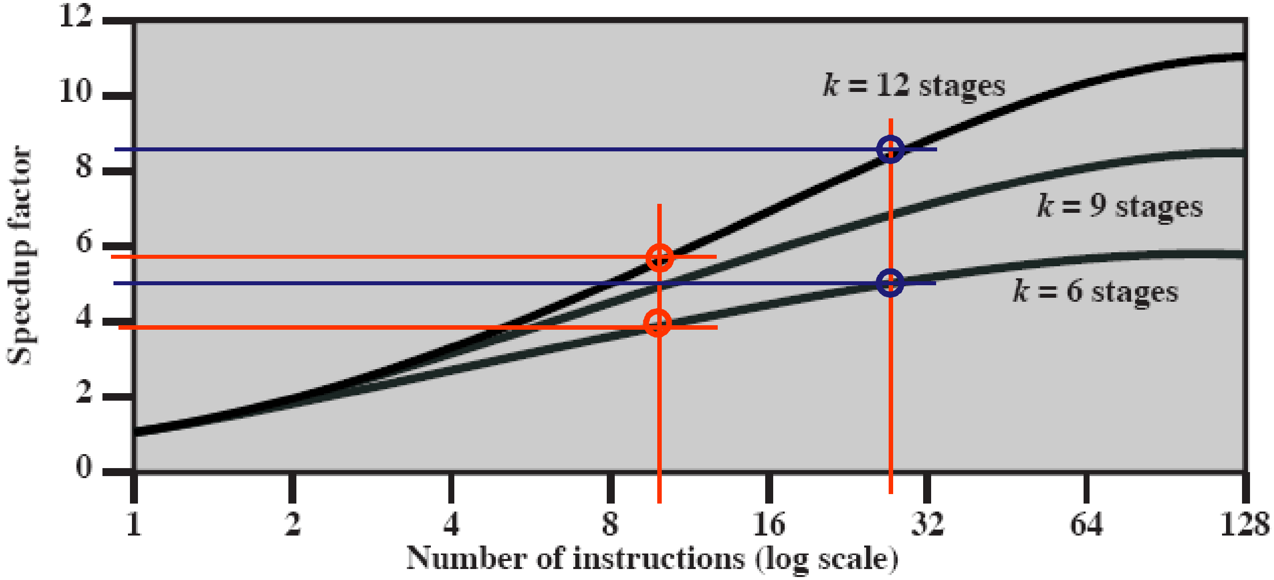
next (n-1) tasks (instructions) will finish each during one cycle, one after another

Speedup:

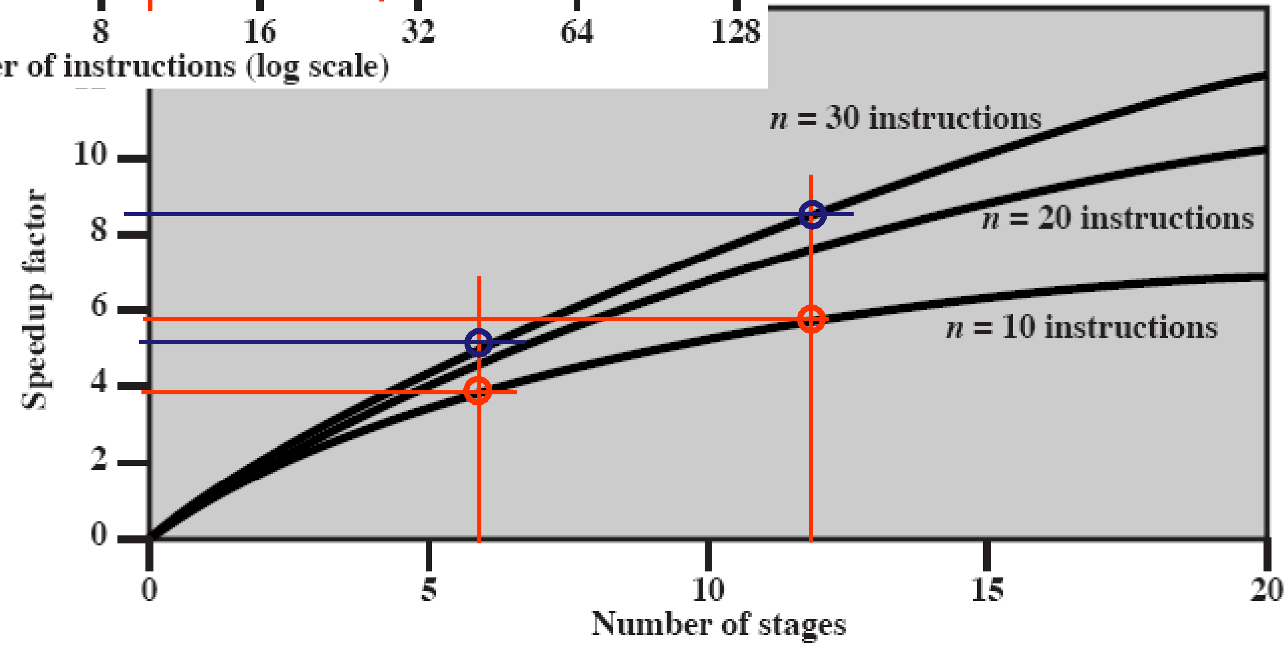
$$S_k = \frac{T_1}{T_k} = \frac{nk\tau}{[k + (n-1)]\tau} = \frac{nk}{[k + (n-1)]}$$

Speedup?

Assumption: no jumps, branches



more gains from multiple stages when more instructions without jumps



(Sta06 Fig 12.14)

More notes

- Extra issues
  - CPU must store ‘midresults’ somewhere between stages and move data from buffer to buffer
  - From one instruction’s viewpoint the pipeline takes longer time than single execution
- Bu still
  - Executing large set of instructions is faster
  - Better throughput (*läpimenoaste*) (instructions/sec)

- The parallel (*rinnakkainen*) execution of instructions in the pipeline makes them proceed faster as whole, but slows down execution of single instruction

Problems, design issues

- Structural dependency (*rakenteellinen riippuvuus*)
  - Several stages may need the same HW
  - Memory: FI, FO, WO
  - ALU: CO, EI

```
STORE   R1,VarX
ADD     R2,R3,VarY
MUL     R3,R4,R5
```

- Control dependency (*kontrolliriippuvuus*)
  - Jump destination of conditional branch known only after EI-stage
  - → Prefetched wrong instructions

```
ADD     R1,R7, R9
Jump    There
ADD     R2,R3,R4
MUL     R1,R4,R5
```

- Data dependency (*datariippuvuus*)
  - Instruction needs the result of the previous non-finished instruction

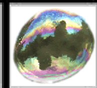
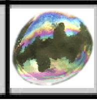
```
MUL   R1,R2,R3
LOAD R6, Arr(R1)
```

Solutions

- Hardware must notice and wait until dependency cleared
  - Add extra waits, “bubbles”, to the pipeline; Commonly used
  - Bubble (*kupla*) delayes everything behind it in all stages
- Structural dependency
  - More hardware, f.ex. separate ALUs for CO- and EI-stages
  - Lot of registers, less operands from memory
- Control dependency
  - Clear pipeline, fetch new instructions
  - Branch prediction, prefetch these or those?
- Data dependency
  - Change execution order of instructions
  - By-pass (*oikopolku*) in hardware: result can be accessed already before WO-stage

Example: data dependency

MUL R1, R2, R3
ADD R4, R5, R6
SUB R7, R1, R8
ADD R1, R1, R3

1	2	3	4	5	6	7	8	9	10	11
FI	DI	CO	FO	EI	WO					
	FI	DI	CO	FO	EI	WO				
		FI	DI	CO		FO	EI	WO		
			FI	DI	CO		FO	EI	WO	

MUL R1, R2, R3
ADD R4, R5, R6
SUB R7, R7, R8
ADD R1, R1, R3

1	2	3	4	5	6	7	8	9	10	11
FI	DI	CO	FO	EI	WO					
	FI	DI	CO	FO	EI	WO				
		FI	DI	CO	FO	EI	WO			
			FI	DI	CO	FO	EI	WO		

too far,
no effect

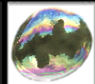
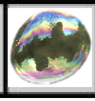
Example: Change instruction execution order

MUL R1, R2, R3

ADD R4, R5, R6

SUB R7, R1, R8

ADD R9, R0, R8

1	2	3	4	5	6	7	8	9	10	11
FI	DI	CO	FO	EI	WO					
	FI	DI	CO	FO	EI	WO				
		FI	DI	CO		FO	EI	WO		
			FI	DI	CO		FO	EI	WO	

MUL R1, R2, R3

ADD R4, R5, R6

ADD R9, R0, R8

SUB R7, R1, R8

1	2	3	4	5	6	7	8	9	10	11
FI	DI	CO	FO	EI	WO					
	FI	DI	CO	FO	EI	WO				
		FI	DI	CO	FO	EI	WO			
			FI	DI	CO	FO	EI	WO		

switched instructions

Example: by-pass (oikopolut)

MUL R1, R2, R3

ADD R4, R5, R1

SUB R7, R4, R1

1	2	3	4	5	6	7	8	9	10	11	
FI	DI	CO	FO	EI	WO						
	FI	DI	CO			FO	EI	WO			
		FI	DI	CO					FO	EI	WO

MUL R1, R2, R3

ADD R4, R5, R1

SUB R7, R4, R1

1	2	3	4	5	6	7	8	9	10	11
FI	DI	CO	FO	EI	WO					
	FI	DI	CO		FO	EI	WO			
		FI	DI	CO			FO	EI	WO	

With by-pass

Jumps and pipelining (*Hypyt ja liukuhihna*)

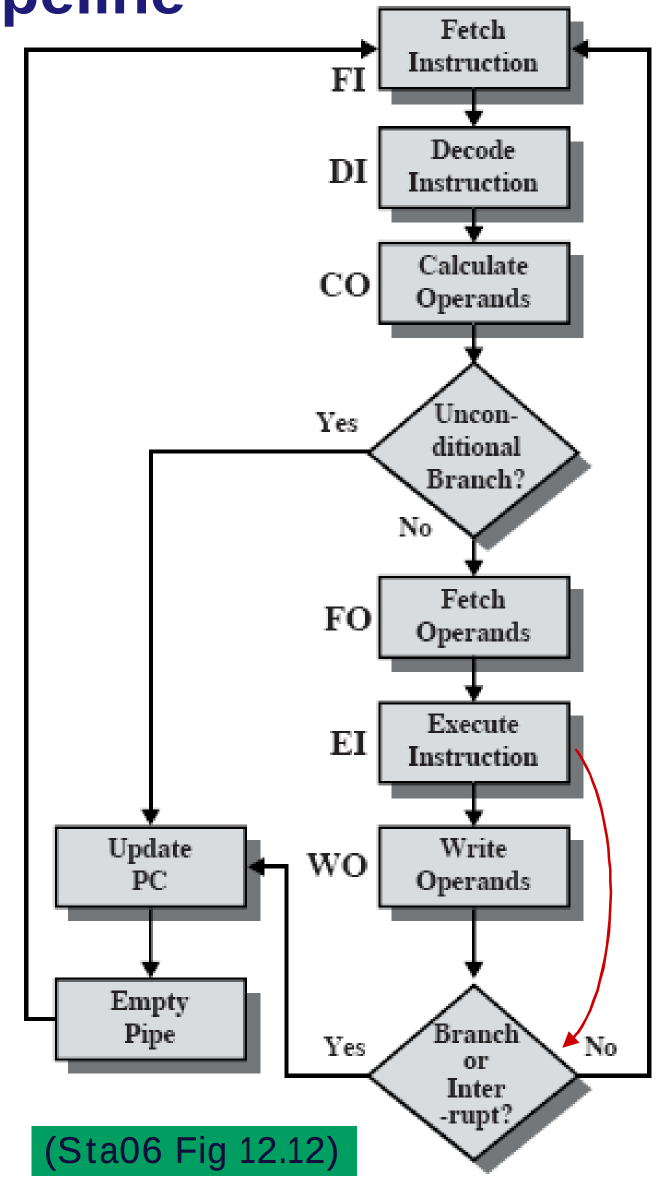
- Multiple streams (*Monta suorituspolkua*)
- Delayed branch (*Viivästetty hyppy*)
- Prefetch branch target (*Kohteen ennaltanouto*)
- Loop buffer (*Silmukkapuskuri*)
- Branch prediction (*Ennustuslogiikka*)

Effect of cond. branch on pipeline

Time → ←Branch Penalty→

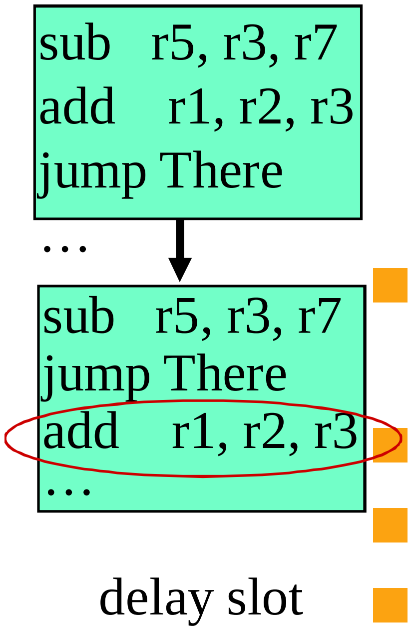
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Instr 1	FI	DI	CO	FO	EI	WO								
Instr 2		FI	DI	CO	FO	EI	WO							
Instr 3			FI	DI	CO	FO	EI	WO						
Instr 4				FI	DI	CO	FO							
Instr 5					FI	DI	CO							
Instr 6						FI	DI							
Instr 7							FI							
Instr 15								FI	DI	CO	FO	EI	WO	
Instr 16									FI	DI	CO	FO	EI	WO

(Sta06 Fig 12.11)



(Sta06 Fig 12.12)

Delayed branch (*viivästetty haarautuminen*)



- Compiler places some useful instructions (1 or more) after branch instructions;
  - always executed!
  - No roll-back of instructions due incorrect prediction
    - This would be difficult to do
  - If no useful instruction available, compiler uses NOP
- Less actual work lost
  - Almost done, when branch decision known
- This is easier than emptying the pipeline during branch
- Worst case: NOP-instructions waist some cycles
- Can be difficult to do (for the compiler)

Multiple instruction streams (*monta suorituspolkua*)

- Execute speculatively to both directions
  - Prefetch instructions that follow the branch to the pipeline
  - Prefetch instructions from branch target to <u>other</u> pipeline
  - After branch decision: reject the incorrect pipeline (or results)
- Problems
  - Branch target address known after some calculations
  - Second split on one of the pipelines
    - Continue any way? Only one speculation at a time?
  - More hardware!
    - More pipelines, speculative results (registers!), control
  - Speculative instructions may delay real work
    - Bus& register contention? More ALUs?
- Capability to *cancel* not-taken instruction stream from pipeline

IBM 370/168,

IBM 3033

Prefetch branch target (*kohteen ennaltanouto*)

- Prefetch just branch target instruction, but do not execute it yet
  - Do only FI-stage
  - If branch taken, no need to wait for memory
- Must be able to clear the pipeline
- Prefetching branch target may cause page-fault

IBM 360/91 (1967)

Loop buffer (*silmukkapuskuri*)

- Keep ***n*** <u>most recently fetched</u> instructions in high speed buffer inside the CPU
  - Use prefetch also
    - With good luck the branch target is in the buffer
    - F.ex. IF-THEN and IF-THEN-ELSE structures
- Works for small loops (at most ***n*** instructions)
  - Fetch from memory just once
- Gives better spacial locality than just cache

CRAY-1
Motorola 68010

Branch prediction (hyppyjen ennustus)

- Make a (educated?) guess which direction is more probable:

  Branch or no?

- Static prediction (*staattinen ennustus*)
  - Fixed: Always taken (*aina hypätään*)
  - Fixed: Never taken (*ei koskaan hypätä*)
    - ~ 50% correct
  - Predict by opcode (*operaatiokoodin perusteella*)
    - In advance decided which codes are more likely to branch
    - For example, BLE instruction is commonly used at the end of stepping loop, guess a branch
    - ~ 75% correct (reported in LILJ88)

Motorola 68020
VAX 11/780

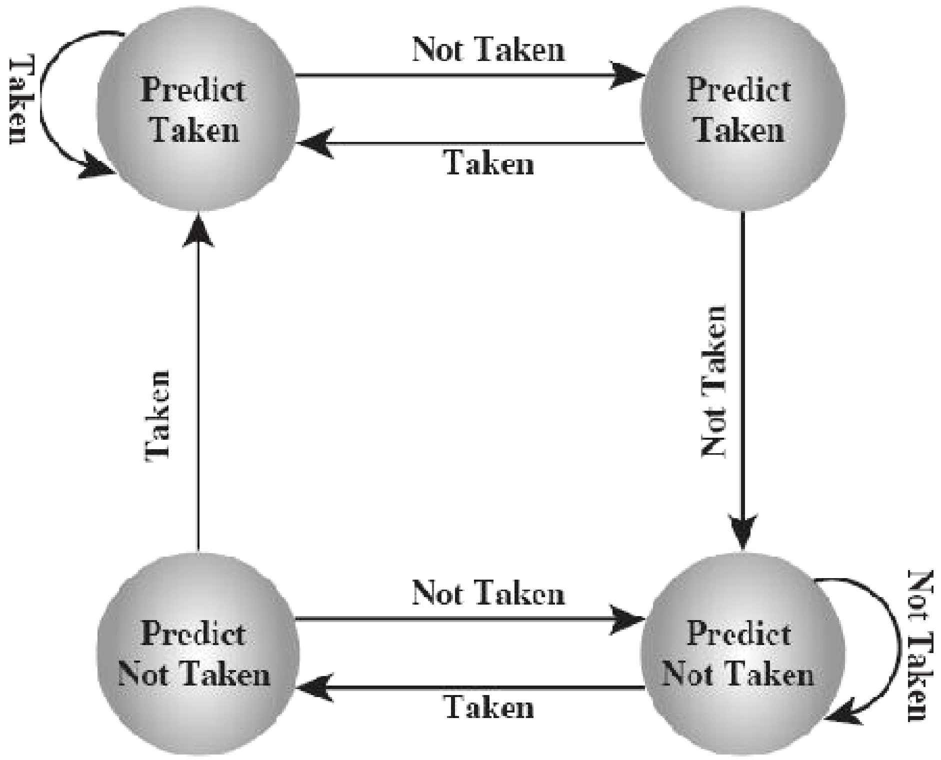
Branch prediction (hyppyjen ennustus)

- Dynamic prediction (*dynaaminen ennustus*)
  - What has happened in the recent history with this instruction
    - Improves the accuracy of the prediction
  - CPU needs internal space for this = branch history table
    - Instruction addres
    - Branch target (instruction or address)
    - Decision: taken / not taken
- Simple alternative
  - Predict based on the previous execution
    - 1 bit is enough
  - Loops will always have one or two incorrect predictions

Branch prediction (*hyppyjen ennustus*)

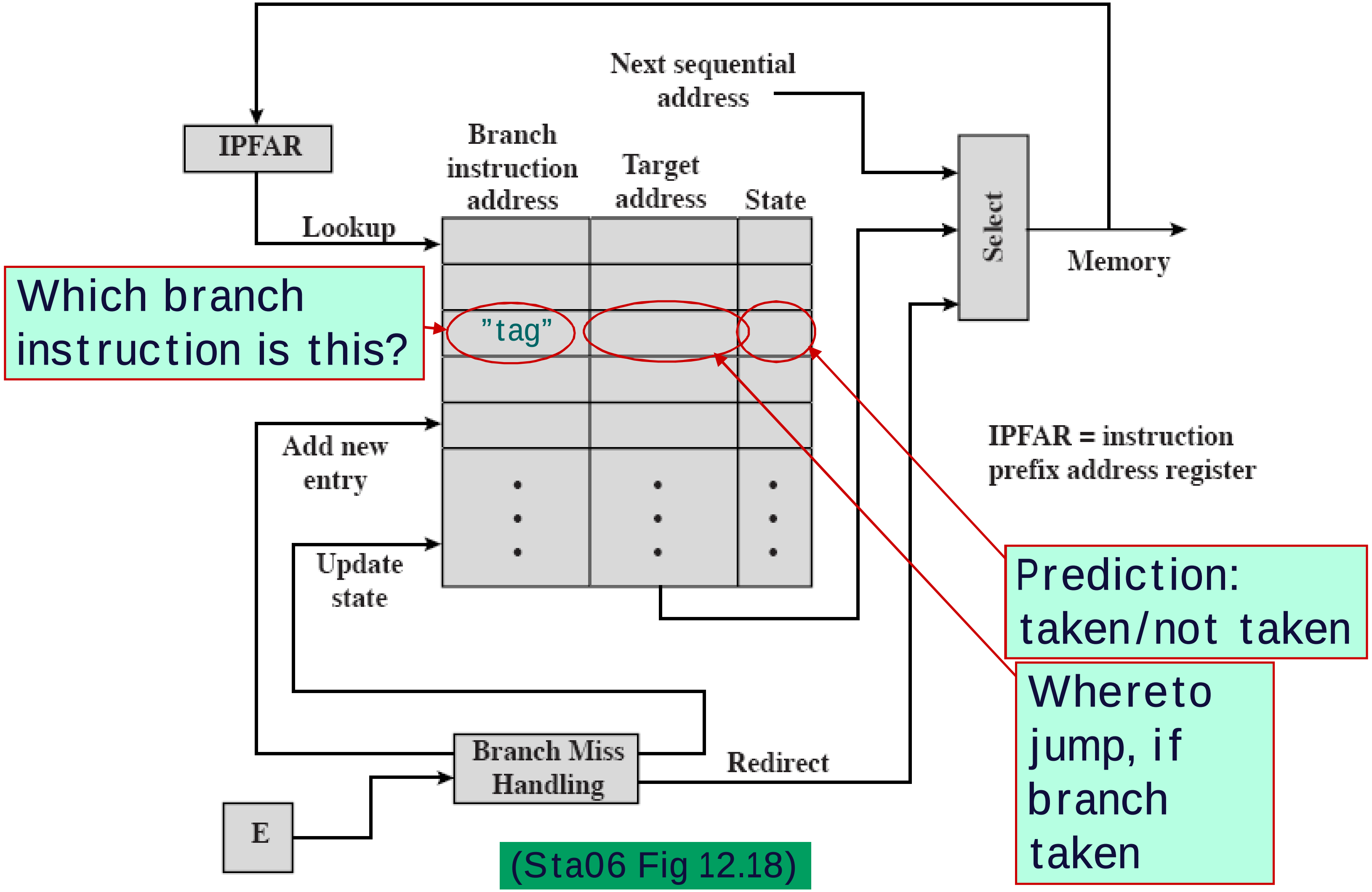
- Improved simple model
  - Don't change the prediction so soon
  - Based on two previous instructions
  - 2 bits enough

PowerPC 620



(Sta06 Fig 12.17)

Branch history table strategy
(*ennustaminen hyppyhistorian avulla*)



(Sta06 Fig 12.18)

Review Questions / Kertauskysymyksiä

- What information PSW needs to contain?
- Why 2-stage pipeline is not very beneficial?
- What elements effect the pipeline?
- What mechanisms can be used to handle branching?
- How does CPU move to interrupt handling?

- Mitä tietoja on sisällytettävä PSW:hen?
- Miksi 2-vaiheisesta liukuhihnasta ei ole paljon hyötyä?
- Mitkä tekijät vaikeuttavat liukuhihnan toimintaa?
- Millaisia ratkaisuja on käytetty hyppykäskyjen vaikutuksen eliminoimiseen?
- Kuinka CPU siirtyy keskeytyskäsittelyyn?