CS 152 Computer Architecture and Engineering

Lecture 5 - Pipelining II
(Branches, Exceptions)

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Last time in Lecture 4

$$\frac{\text{Time}}{\text{Program}} = \frac{\text{Instructions}}{\text{Program}} * \frac{\text{Cycles}}{\text{Instruction}} * \frac{\text{Time}}{\text{Cycle}}$$

Increases because of pipeline bubbles

Reduces because fewer logic gates on critical paths between flip-flops

- Pipelining increases clock frequency, while growing CPI more slowly, hence giving greater performance
- Pipelining of instructions is complicated by HAZARDS:
  - Structural hazards (two instructions want same hardware resource)
  - Data hazards (earlier instruction produces value needed by later instruction)
  - Control hazards (instruction changes control flow, e.g., branches or exceptions)
- Techniques to handle hazards:
  1) Interlock (hold newer instruction until older instructions drain out of pipeline and write back results)
  2) Bypass (transfer value from older instruction to newer instruction as soon as available somewhere in machine)
  3) Speculate (guess effect of earlier instruction)

Control Hazards

What do we need to calculate next PC?

- For Jumps
  - Opcode, PC and offset
- For Jump Register
  - Opcode, Register value
- For Conditional Branches
  - Opcode, Register (for condition), PC and offset
- For all other instructions
  - Opcode and PC (and have to know it's not one of above)

PC Calculation Bubbles

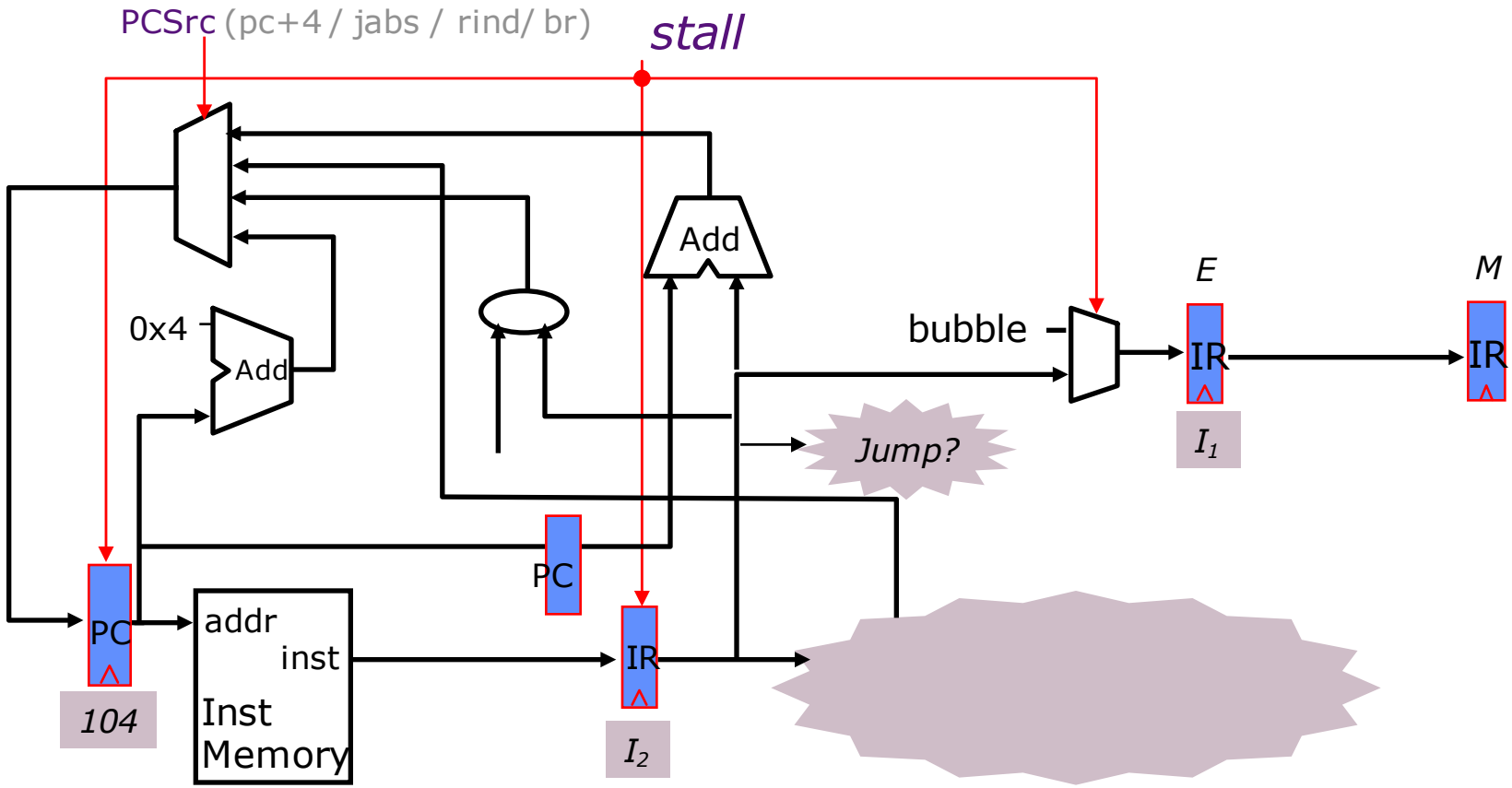
	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .	
(I_1) x1 ← x0 + 10	IF_1	ID_1	EX_1	MA_1	WB_1					
(I_2) x3 ← x2 + 17		IF_2	IF_2	ID_2	EX_2	MA_2	WB_2			
(I_3)				IF_3	IF_3	ID_3	EX_3	MA_3	WB_3	
(I_4)						IF_4	IF_4	ID_4	EX_4	MA_4 WB_4

Resource Usage

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .		
IF	I_1	-	I_2	-	I_3	-	I_4				
ID		I_1	-	I_2	-	I_3	-	I_4			
EX			I_1	-	I_2	-	I_3	-	I_4		
MA				I_1	-	I_2	-	I_3	-	I_4	
WB					I_1	-	I_2	-	I_3	-	I_4

- ⇒ *pipeline bubble*

Speculate next address is PC+4



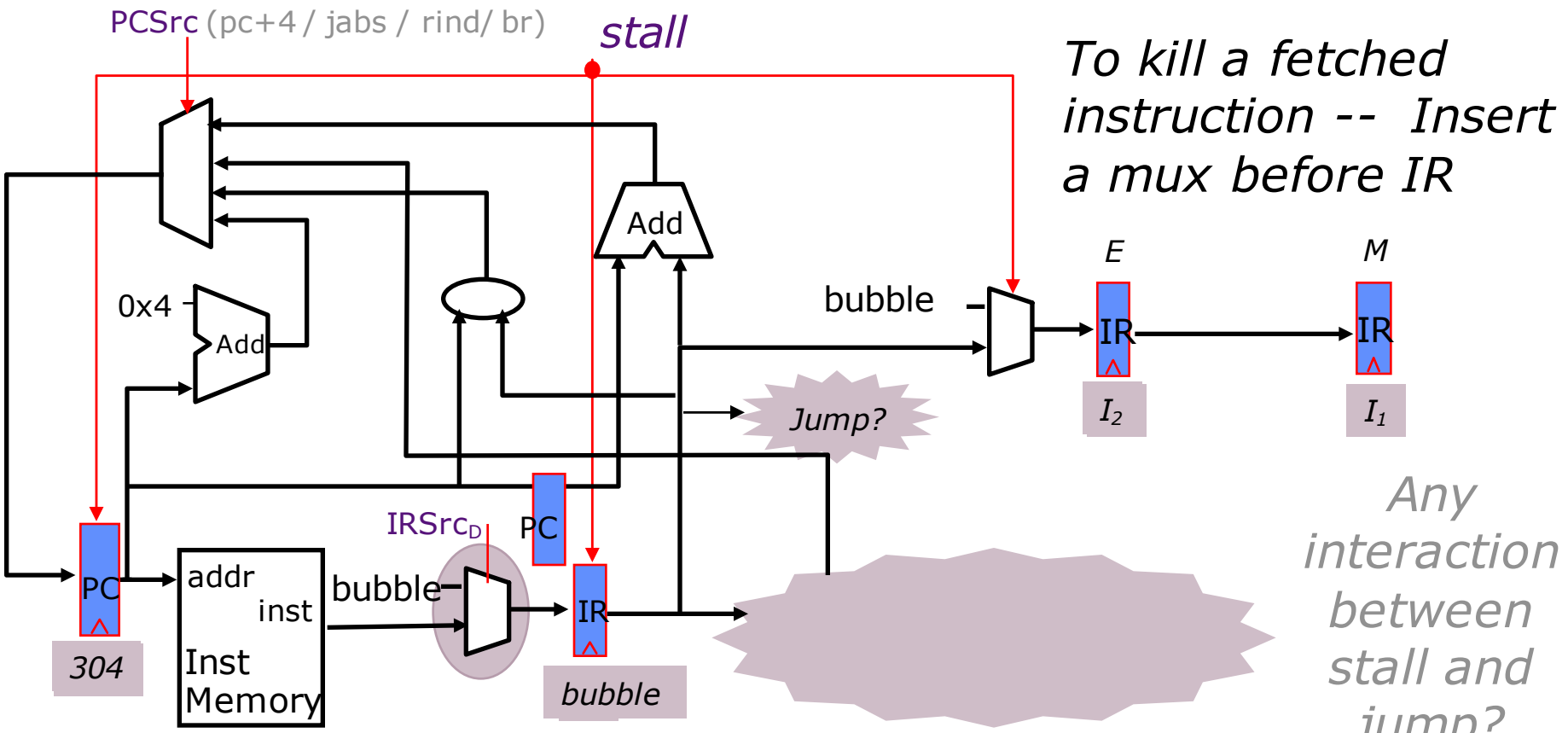
I_1	096	ADD
I_2	100	J 304
I_3	~~104~~	~~ADD~~
I_4	304	ADD

kill

A jump instruction kills (not stalls) the following instruction

How?

Pipelining Jumps



To kill a fetched instruction -- Insert a mux before IR

Any interaction between stall and jump?

I_1	096	ADD
I_2	100	J 304
I_3	~~104~~	~~ADD~~
I_4	304	ADD

kill

$IRSrc_D$ = *Case* $opcode_D$
J, JAL ⇒ bubble
… ⇒ IM

Jump Pipeline Diagrams

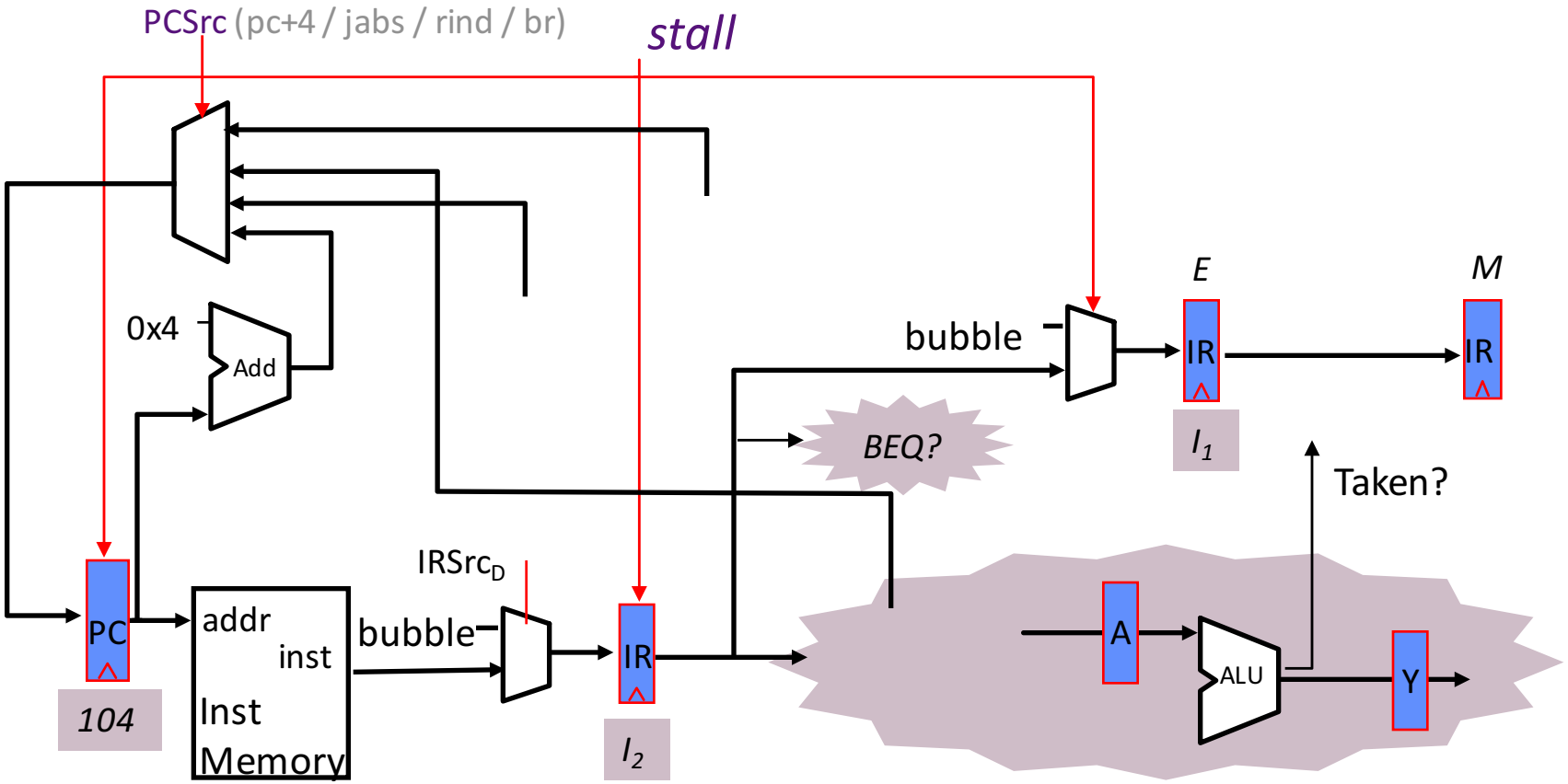
	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
(I_1) 096: ADD	IF_1	ID_1	EX_1	MA_1	WB_1				
(I_2) 100: J 304		IF_2	ID_2	EX_2	MA_2	WB_2			
(I_3) 104: ADD			IF_3	-	-	-	-		
(I_4) 304: ADD				IF_4	ID_4	EX_4	MA_4	WB_4	

Resource Usage

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
IF	I_1	I_2	I_3	I_4	I_5				
ID		I_1	I_2	-	I_4	I_5			
EX			I_1	I_2	-	I_4	I_5		
MA				I_1	I_2	-	I_4	I_5	
WB					I_1	I_2	-	I_4	I_5

- ⇒ *pipeline bubble*

Pipelining Conditional Branches

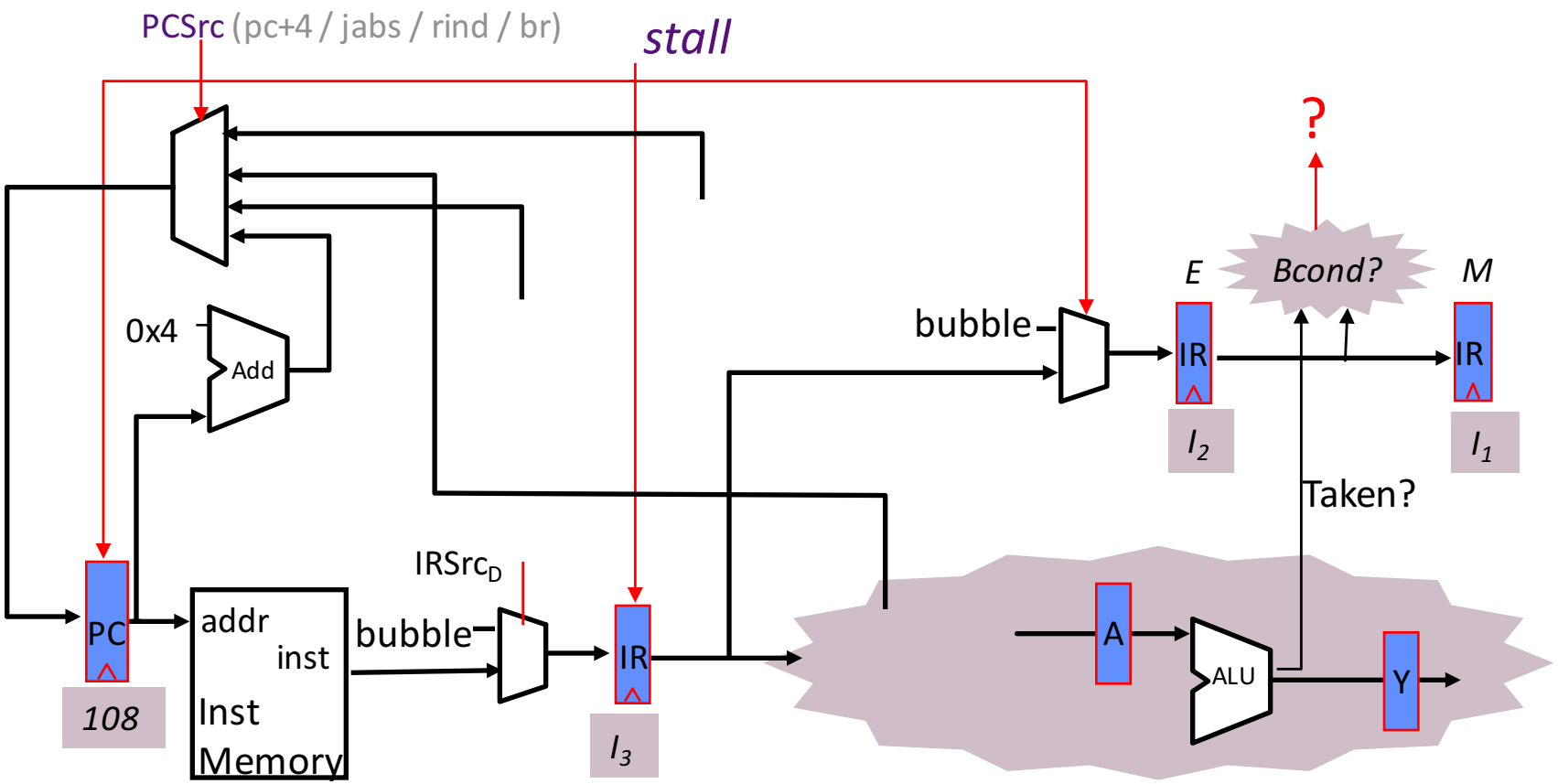


I_1	096	ADD
I_2	100	BEQ x1,x2 +200
I_3	104	ADD
I_4	300	ADD

Branch condition is not known until the execute stage

what action should be taken in the decode stage ?

Pipelining Conditional Branches

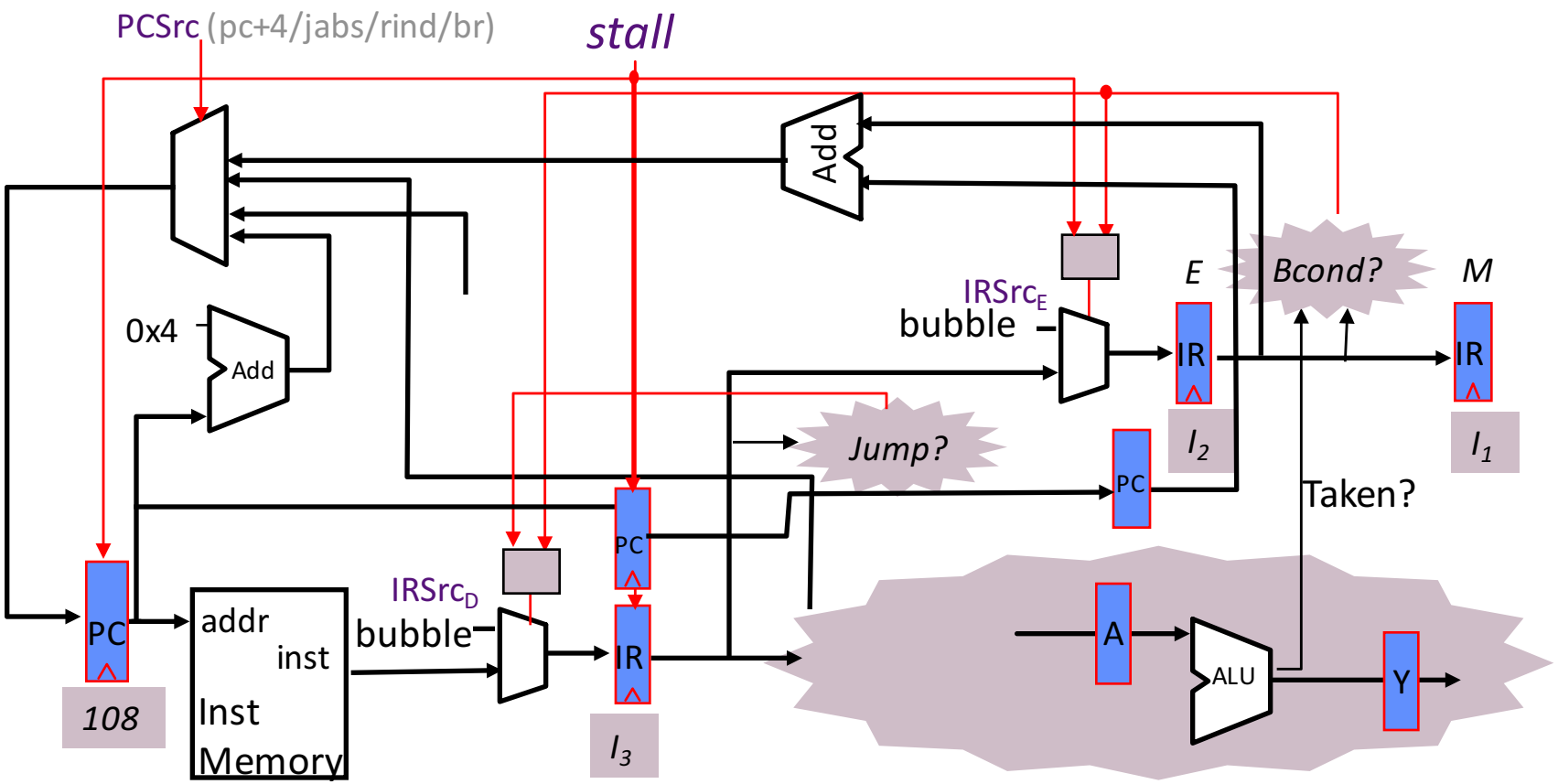


I_1	096	ADD
I_2	100	BEQ x1,x2 +200
I_3	104	ADD
I_4	300	ADD

If the branch is taken

- kill the two following instructions
- the instruction at the decode stage is not valid ⇒ *stall signal is not valid*

Pipelining Conditional Branches



I_1:	096	ADD
I_2:	100	BEQ x1,x2 +200
I_3:	104	ADD
I_4:	300	ADD

If the branch is taken

- kill the two following instructions
- the instruction at the decode stage is not valid ⇒ *stall signal is not valid*

Branch Pipeline Diagrams
(resolved in execute stage)

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
(I_1) 096: ADD	IF_1	ID_1	EX_1	MA_1	WB_1				
(I_2) 100: BEQ +200		IF_2	ID_2	EX_2	MA_2	WB_2			
(I_3) 104: ADD			IF_3	ID_3	-	-	-		
(I_4) 108:				IF_4	-	-	-	-	
(I_5) 300: ADD					IF_5	ID_5	EX_5	MA_5	WB_5

Resource Usage

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
IF	I_1	I_2	I_3	I_4	I_5				
ID		I_1	I_2	I_3	-	I_5			
EX			I_1	I_2	-	-	I_5		
MA				I_1	I_2	-	-	I_5	
WB					I_1	I_2	-	-	I_5

- ⇒ *pipeline bubble*

Use simpler branches (e.g., only compare one reg against zero) with compare in decode stage

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
(I_1) 096: ADD	IF_1	ID_1	EX_1	MA_1	WB_1				
(I_2) 100: BEQZ +200		IF_2	ID_2	EX_2	MA_2	WB_2			
(I_3) 104: ADD			IF_3	-	-	-	-		
(I_4) 300: ADD				IF_4	ID_4	EX_4	MA_4	WB_4	

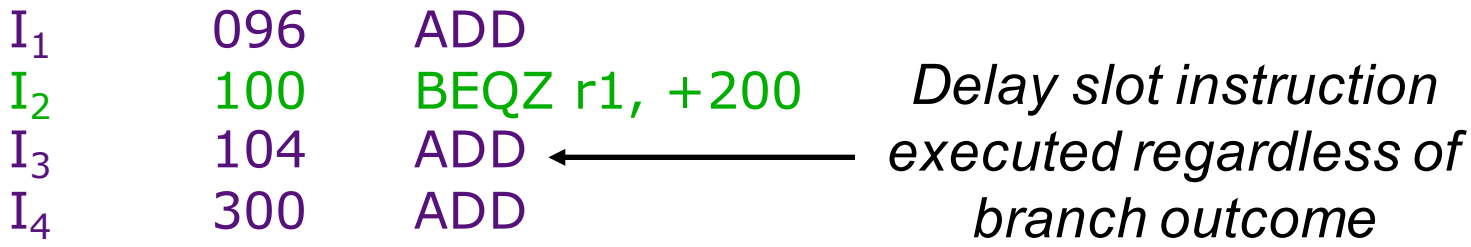
Resource Usage

time	t0	t1	t2	t3	t4	t5	t6	t7	. . . .
IF	I_1	I_2	I_3	I_4	I_5				
ID		I_1	I_2	-	I_4	I_5			
EX			I_1	I_2	-	I_4	I_5		
MA				I_1	I_2	-	I_4	I_5	
WB					I_1	I_2	-	I_4	I_5

- ⇒ *pipeline bubble*

Branch Delay Slots (expose control hazard to software)

- Change the ISA semantics so that the instruction that follows a jump or branch is always executed
  - gives compiler the flexibility to put in a useful instruction where normally a pipeline bubble would have resulted.



Branch Pipeline Diagrams
(branch delay slot)

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
(I_1) 096: ADD	IF_1	ID_1	EX_1	MA_1	WB_1				
(I_2) 100: BEQZ +200		IF_2	ID_2	EX_2	MA_2	WB_2			
(I_3) 104: ADD			IF_3	ID_3	EX_3	MA_3	WB_3		
(I_4) 300: ADD				IF_4	ID_4	EX_4	MA_4	WB_4	

Resource Usage

	time t0	t1	t2	t3	t4	t5	t6	t7	. . . .
IF	I_1	I_2	I_3	I_4					
ID		I_1	I_2	I_3	I_4				
EX			I_1	I_2	I_3	I_4			
MA				I_1	I_2	I_3	I_4		
WB					I_1	I_2	I_3	I_4	

Post-1990 RISC ISAs don't have delay slots

- Encodes microarchitectural detail into ISA
  - C.f. IBM 650 drum layout
- Performance issues
  - E.g., I-cache miss on delay slot causes machine to wait, even if delay slot is a NOP
- Complicates more advanced microarchitectures
  - 30-stage pipeline with four-instruction-per-cycle issue
- Better branch prediction reduced need

Why an Instruction may not be dispatched every cycle (CPI>1)

- Full bypassing may be too expensive to implement
  - typically all frequently used paths are provided
  - some infrequently used bypass paths may increase cycle time and counteract the benefit of reducing CPI
- Loads have two-cycle latency
  - Instruction after load cannot use load result
  - MIPS-I ISA defined *load delay slots*, a software-visible pipeline hazard (compiler schedules independent instruction or inserts NOP to avoid hazard). Removed in MIPS-II (pipeline interlocks added in hardware)
    - MIPS:"**M**icroprocessor without **I**nterlocked **P**ipeline **S**tages"
- Conditional branches may cause bubbles
  - kill following instruction(s) if no delay slots

Machines with software-visible delay slots may execute significant number of NOP instructions inserted by the compiler. NOPs increase instructions/program!

RISC-V Branches and Jumps

Each instruction fetch depends on one or two pieces of information from the preceding instruction:

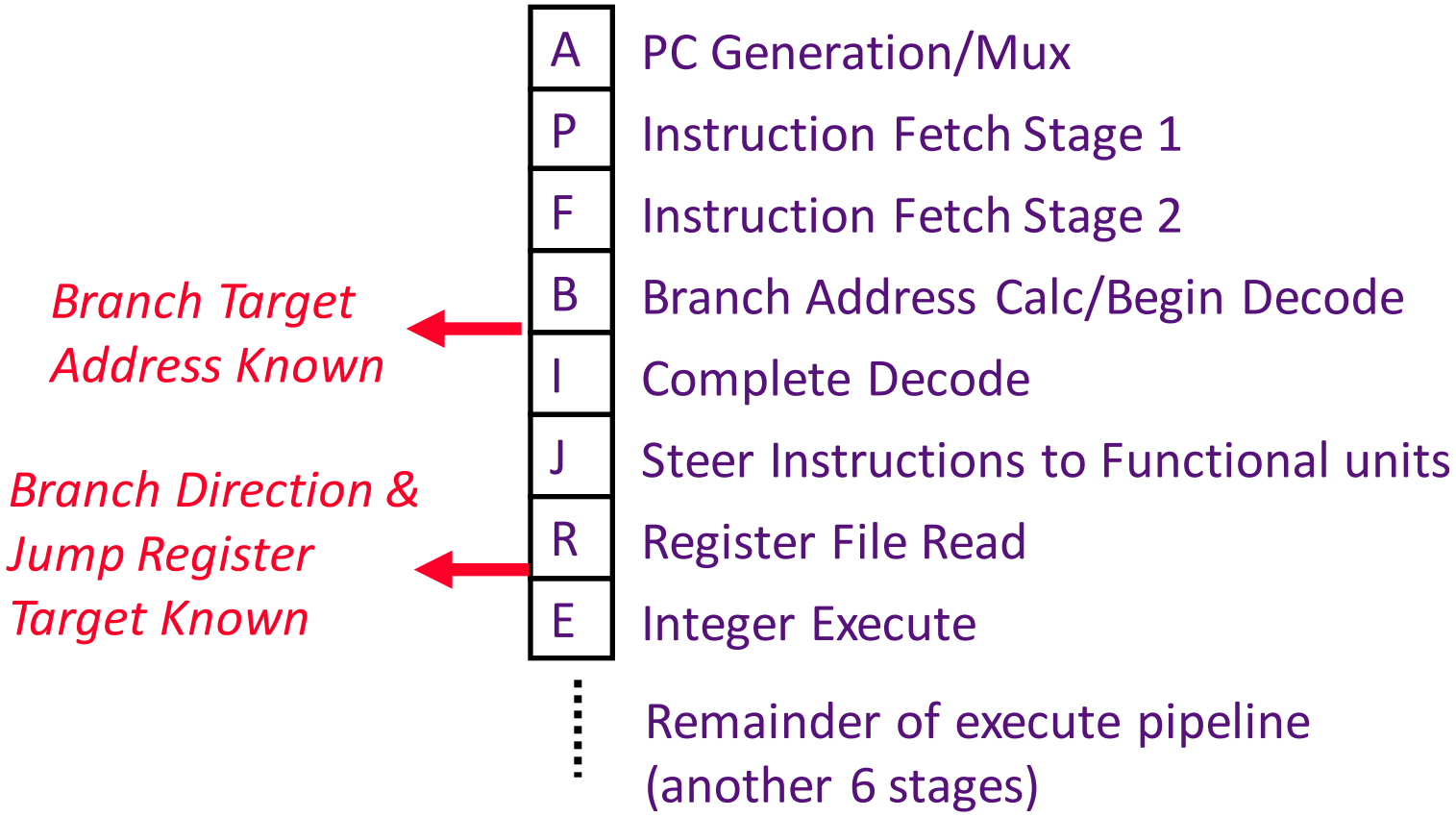
1) Is the preceding instruction a taken branch?

2) If so, what is the target address?

Instruction	*Taken known?*	*Target known?*
J	After Inst. Decode	After Inst. Decode
JR	After Inst. Decode	After Reg. Fetch
B<cond.>	After Execute	After Inst. Decode

Branch Penalties in Modern Pipelines

UltraSPARC-III instruction fetch pipeline stages
(in-order issue, 4-way superscalar, 750MHz, 2000)



Reducing Control Flow Penalty

- Software solutions
  - Eliminate branches - loop unrolling
    - Increases the run length
  - Reduce resolution time - instruction scheduling
    - Compute the branch condition as early as possible (of limited value because branches often in critical path through code)

- Hardware solutions
  - Find something else to do - delay slots
    - Replaces pipeline bubbles with useful work (requires software cooperation)
  - Speculate - branch prediction
    - Speculative execution of instructions beyond the branch

Branch Prediction

Motivation:

Branch penalties limit performance of deeply pipelined processors

Modern branch predictors have high accuracy (>95%) and can reduce branch penalties significantly

Required hardware support:

Prediction structures:

- Branch history tables, branch target buffers, etc.

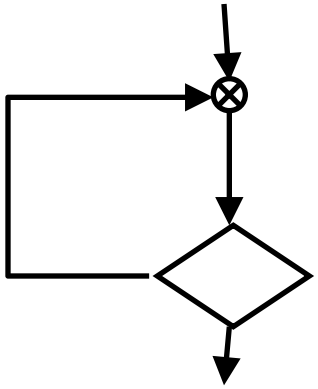
Mispredict recovery mechanisms:

- *Keep result computation separate from commit*
- Kill instructions following branch in pipeline
- Restore state to that following branch

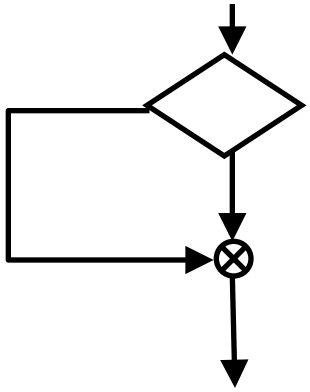
Static Branch Prediction

Overall probability a branch is taken is ~60-70% but:

backward
90%



forward
50%



ISA can attach preferred direction semantics to branches, e.g., Motorola MC88110

bne0 *(preferred taken)* beq0 *(not taken)*

ISA can allow arbitrary choice of statically predicted direction, e.g., HP PA-RISC, Intel IA-64, MIPS (BEQL, branch on equal likely)

typically reported as ~80% accurate

Dynamic Branch Prediction
learning based on past behavior

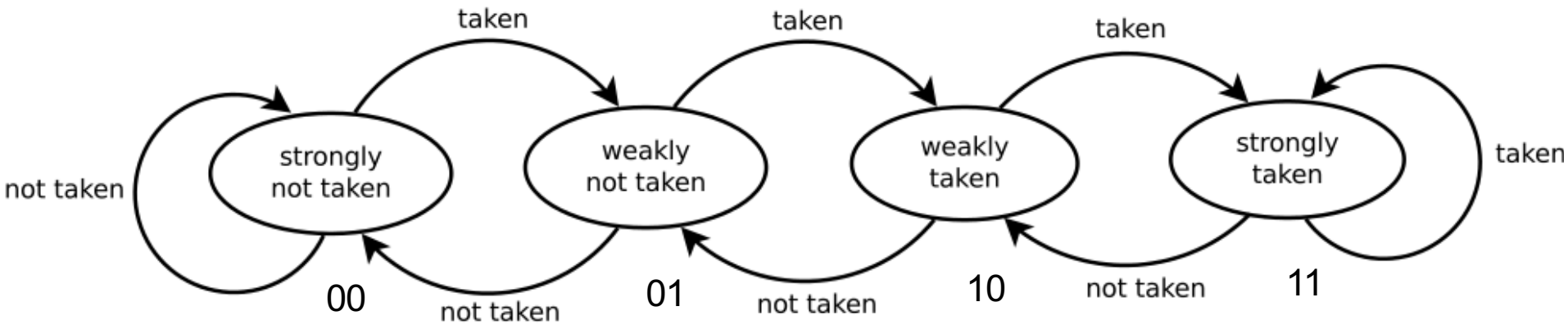
- Temporal correlation
  - The way a branch resolves may be a good predictor of the way it will resolve at the next execution
- Spatial correlation
  - Several branches may resolve in a highly correlated manner (a preferred path of execution)

Branch Prediction Bits

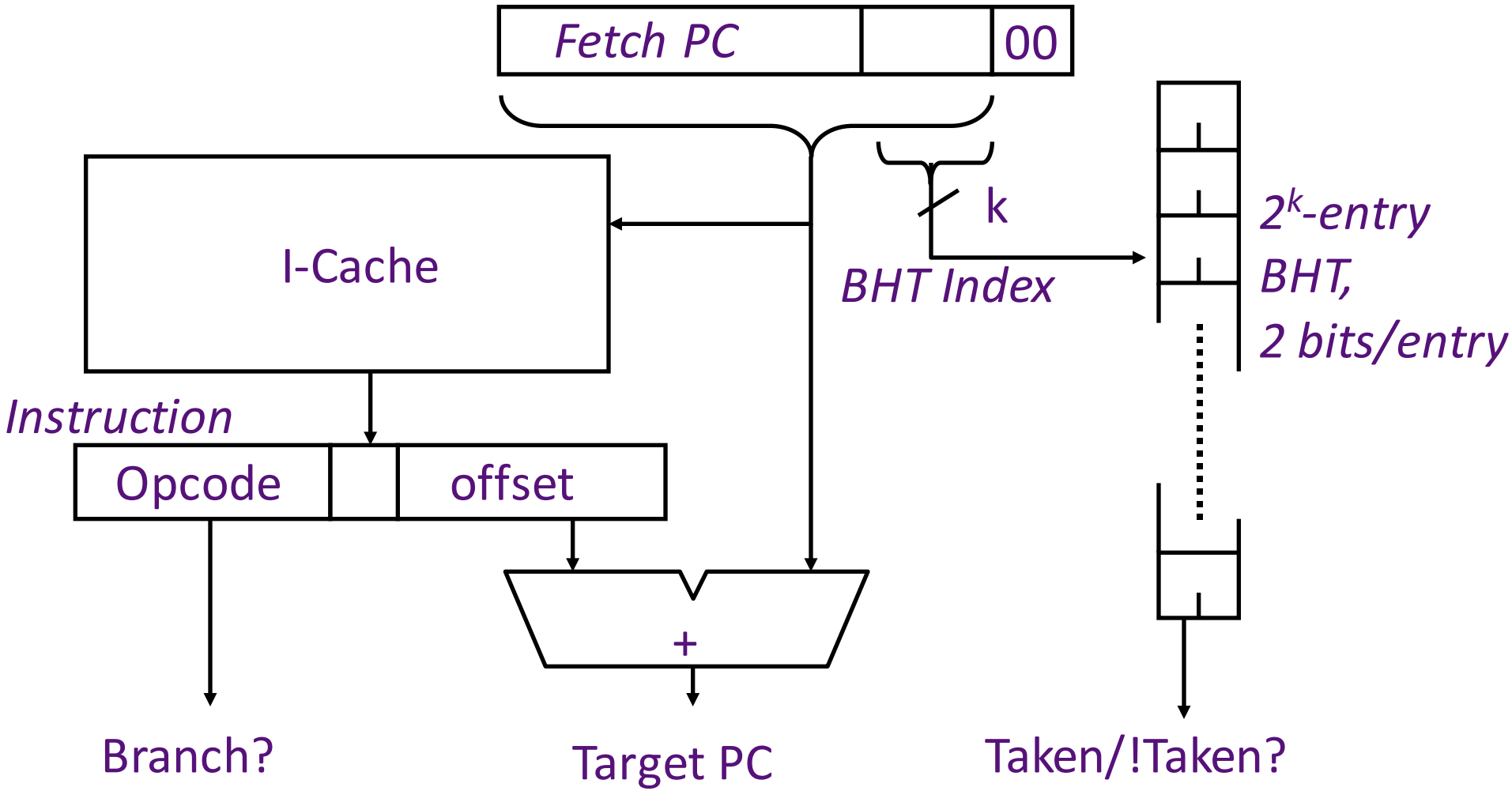
- Finite state machine (FSM) used to store "history" of a particular branch instruction.
  - Use current state to predict branch, then update state based on actual branch outcome

- Common is 2 BP bits per instruction ⇒ 4 state FSM

- Change the prediction after two consecutive mistakes:



Branch History Table (BHT)



4K-entry BHT, 2 bits/entry, ~80-90% correct predictions

Exploiting Spatial Correlation

Yeh and Patt, 1992

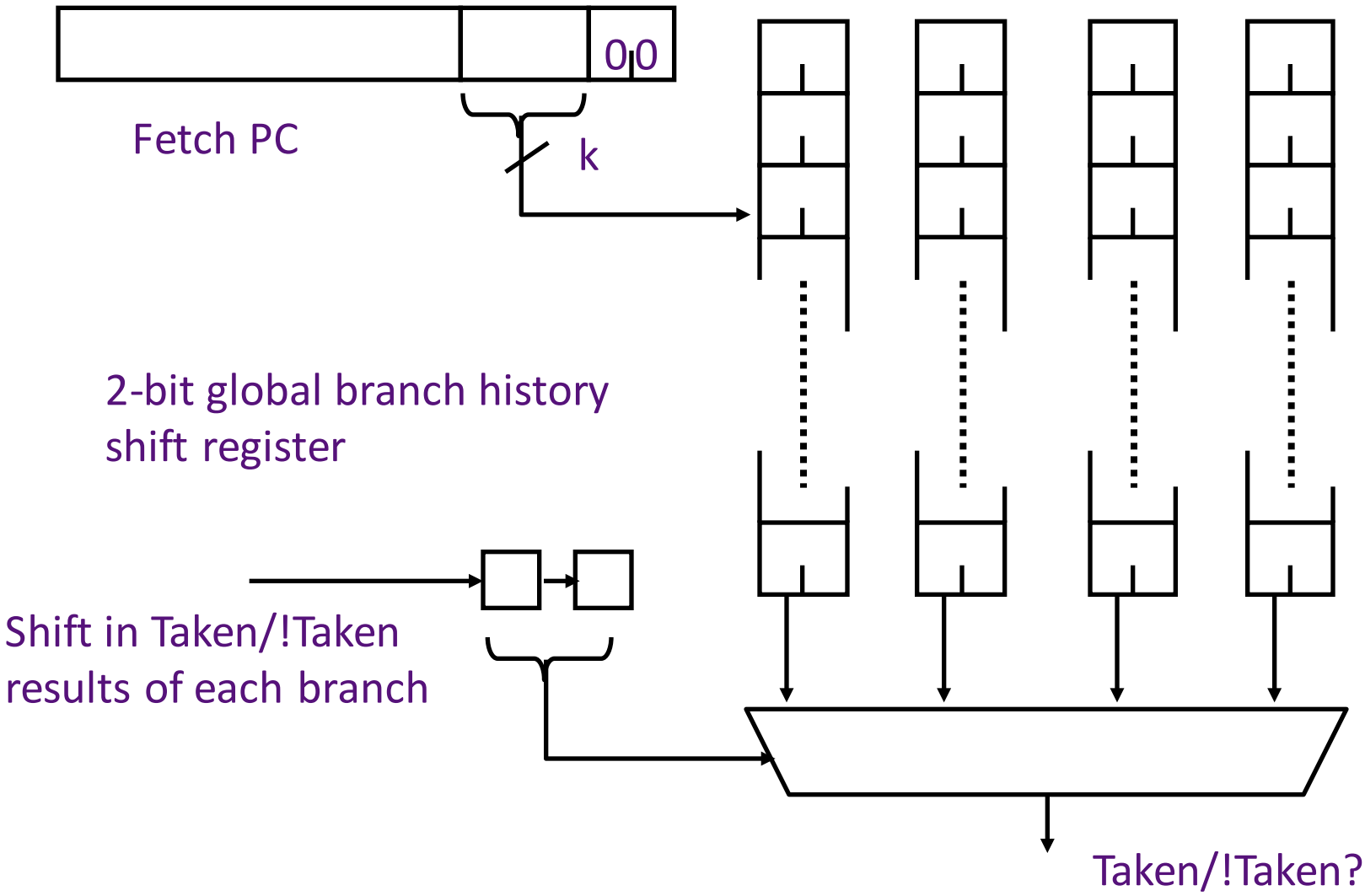
```
if (x[i] < 7) then
     y += 1;
if (x[i] < 5) then
     c -= 4;
```

If first condition false, second condition probably also false

History register, H, records the direction of the last N branches executed by the processor

Two-Level Branch Predictor

Pentium Pro uses the result from the last two branches to select one of the four sets of BHT bits (~95% correct)

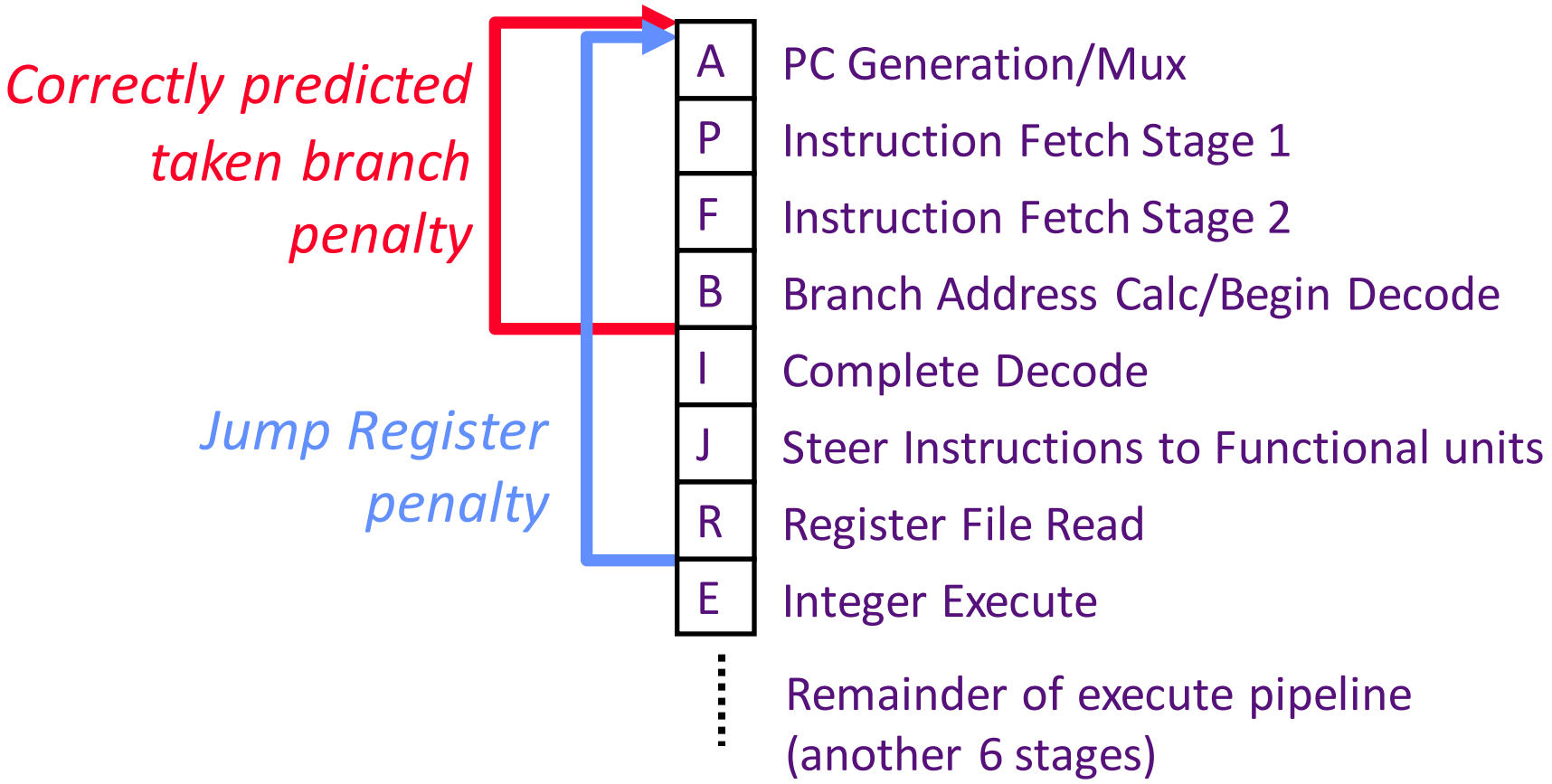


Speculating Both Directions

- An alternative to branch prediction is to execute both directions of a branch speculatively
  - execute down both paths until branch is resolved (delaying commits)
  - what if branch follows another branch, …
  - resource requirement is proportional to the number of concurrent speculative executions
  - only half the resources engage in useful work when both directions of a branch are executed speculatively
  - branch prediction takes less resources than speculative execution of both paths
- With accurate branch prediction, it is more cost effective to dedicate all resources to the predicted direction!

Limitations of BHTs

Only predicts branch direction. Therefore, cannot redirect fetch stream until after branch target is determined.

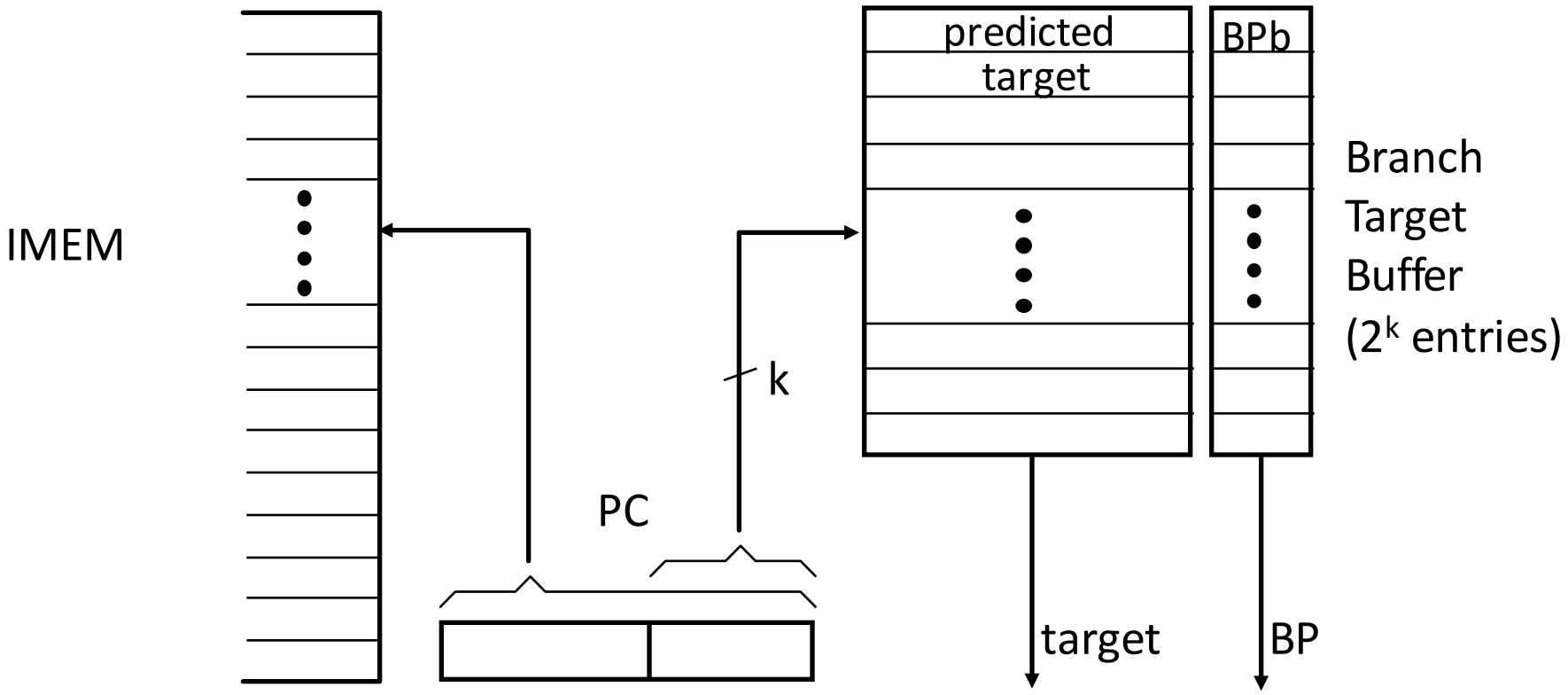


UltraSPARC-III fetch pipeline

CS152 Administrivia

- PS1 now due Thursday next week instead of Today.
- Quiz 1 next week on Tue Sep 20 will cover PS1, Lab1, lectures 1-5, and associated readings.

Branch Target Buffer

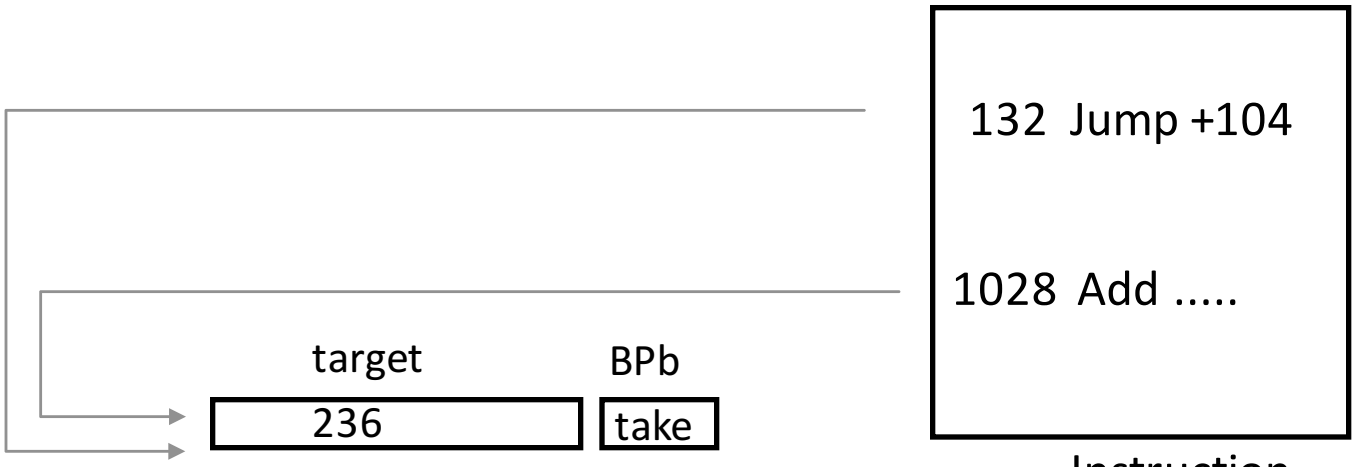


BP bits are stored with the predicted target address.

IF stage: *If (BP=taken) then nPC=target else nPC=PC+4*
Later: *check prediction, if wrong then kill the instruction and update BTB & BPb else update BPb*

Address Collisions

Assume a 128-entry BTB



What will be fetched after the instruction at 1028?

BTB prediction = 236

Correct target = 1032

⇒ *kill* PC=236 and *fetch* PC=1032

Is this a common occurrence?
Can we avoid these bubbles?

BTB is only for Control Instructions

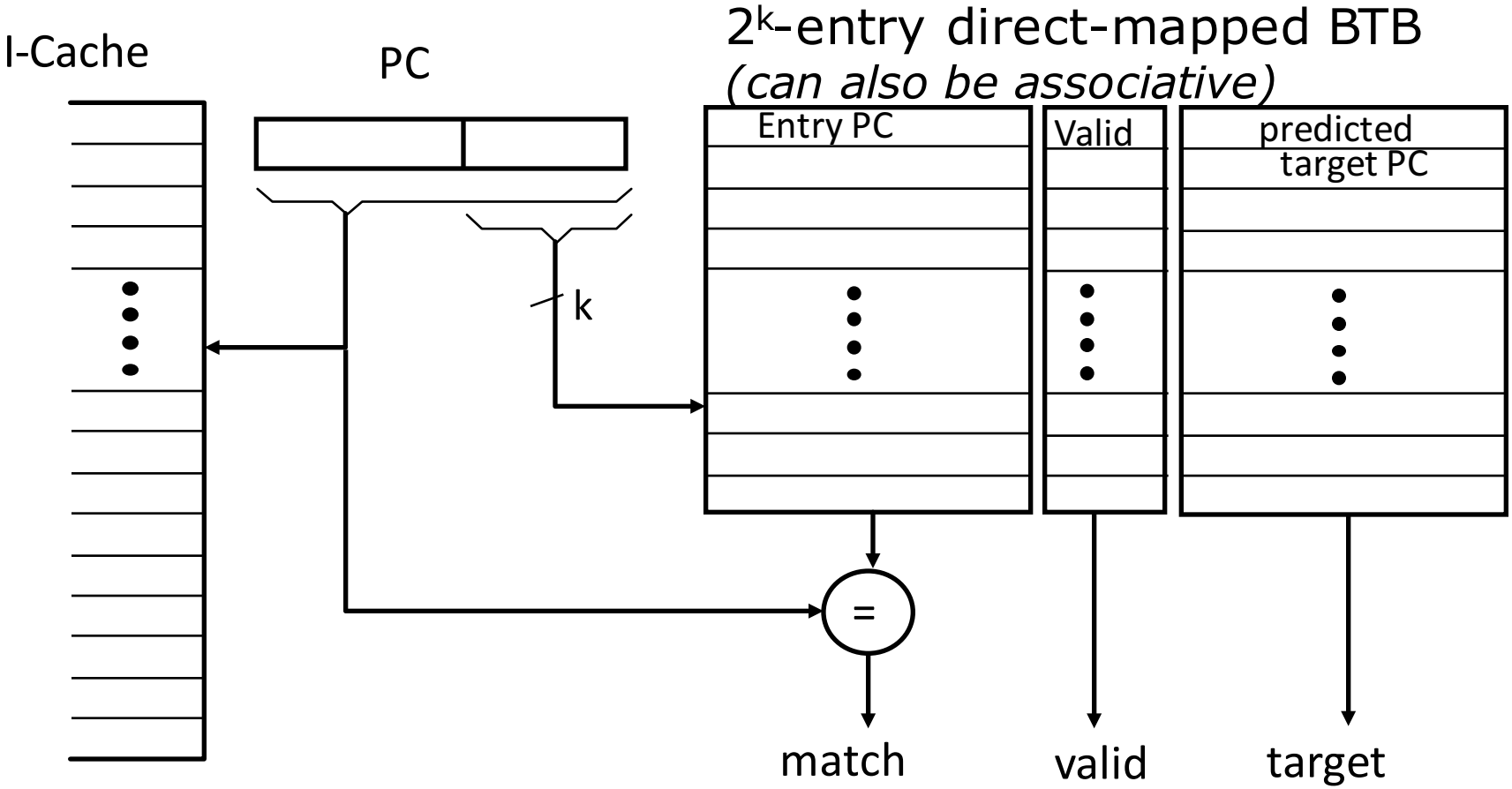
- BTB contains useful information for branch and jump instructions only

  $\Rightarrow$ Do not update it for other instructions

- For all other instructions the next PC is PC+4 !

- *How to achieve this effect without decoding the instruction?*

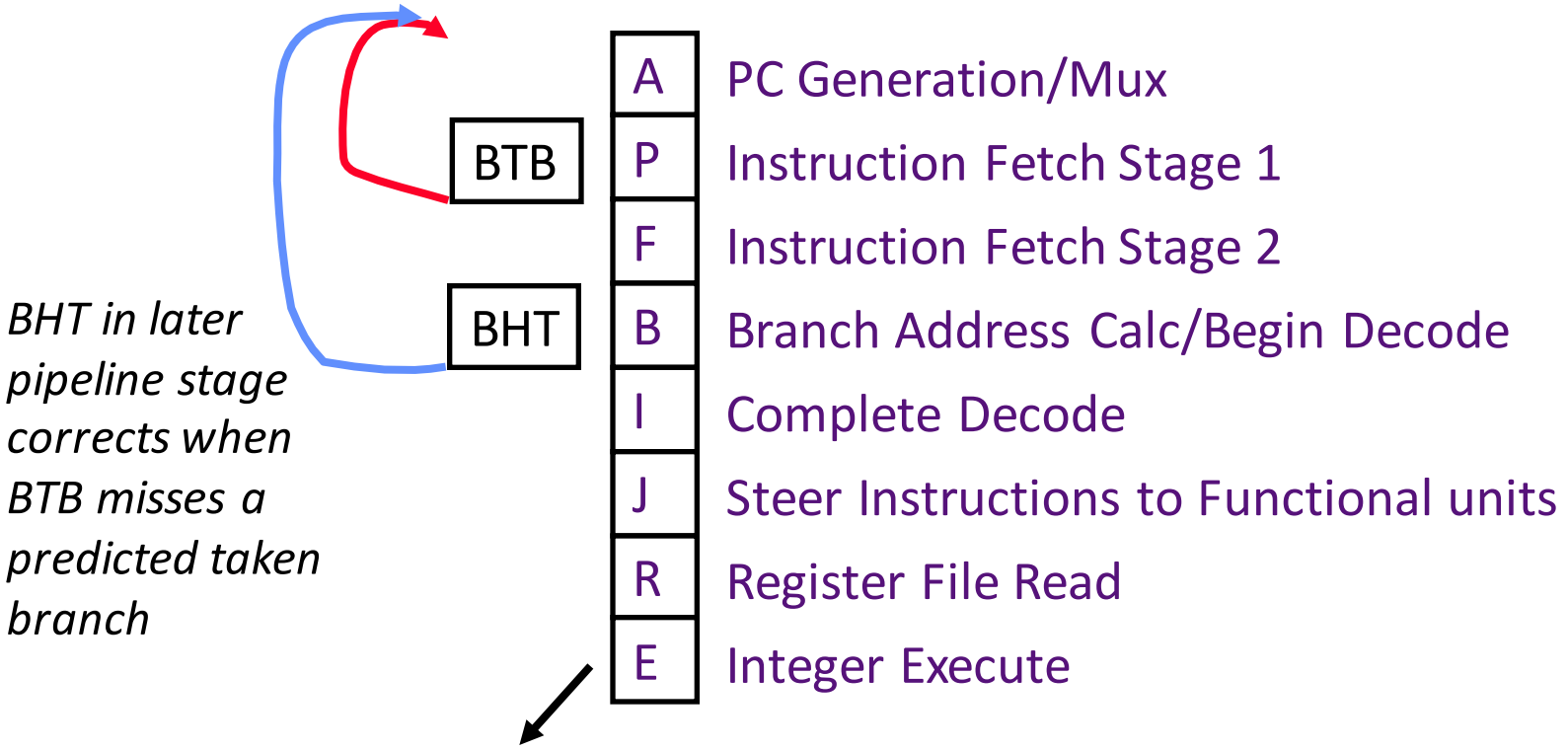
Branch Target Buffer (BTB)



- Keep both the branch PC and target PC in the BTB
- PC+4 is fetched if match fails
- Only *taken* branches and jumps held in BTB
- Next PC determined *before* branch fetched and decoded

Combining BTB and BHT

- BTB entries are considerably more expensive than BHT, but can redirect fetches at earlier stage in pipeline and can accelerate indirect branches (JR)
- BHT can hold many more entries and is more accurate



BTB/BHT only updated after branch resolves in E stage

Uses of Jump Register (JR)

- Switch statements (jump to address of matching case)

  BTB works well if same case used repeatedly

- Dynamic function call (jump to run-time function address)

  BTB works well if same function usually called, (e.g., in C++ programming, when objects have same type in virtual function call)

- Subroutine returns (jump to return address)

  BTB works well if usually return to the same place
  ⇒ *Often one function called from many distinct call sites!*

How well does BTB work for each of these cases?

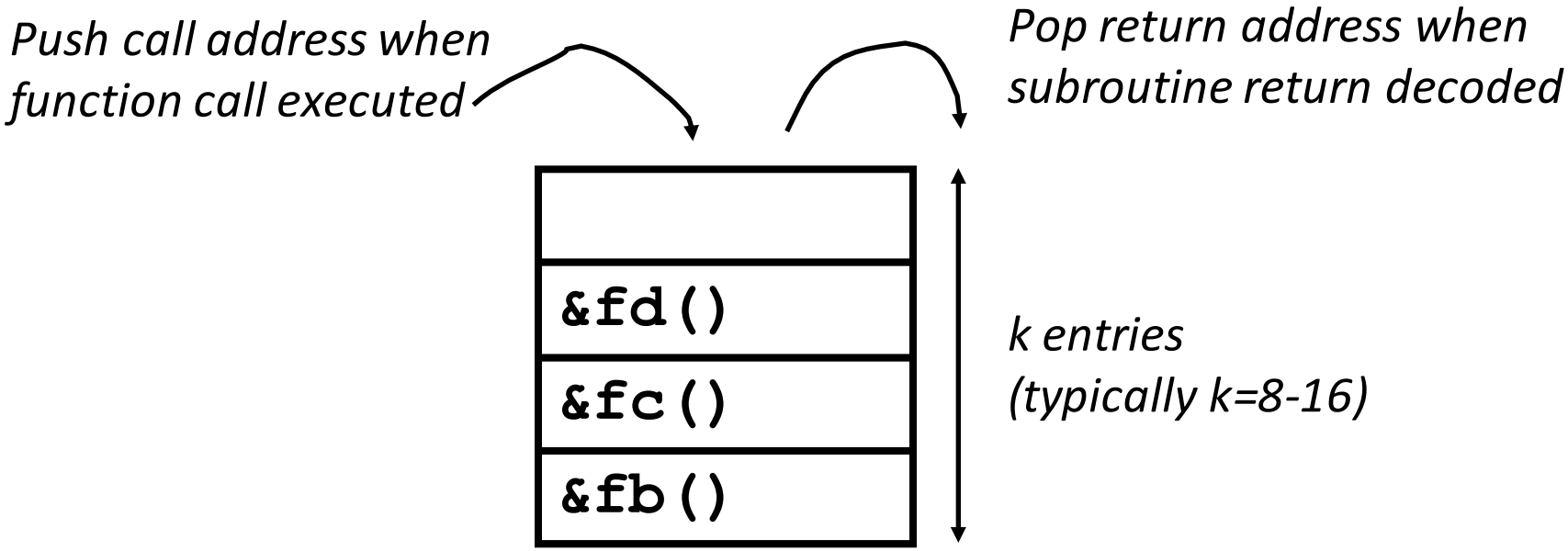
Subroutine Return Stack

Small structure to accelerate JR for subroutine returns, typically much more accurate than BTBs. Use instead of BTB for returns.

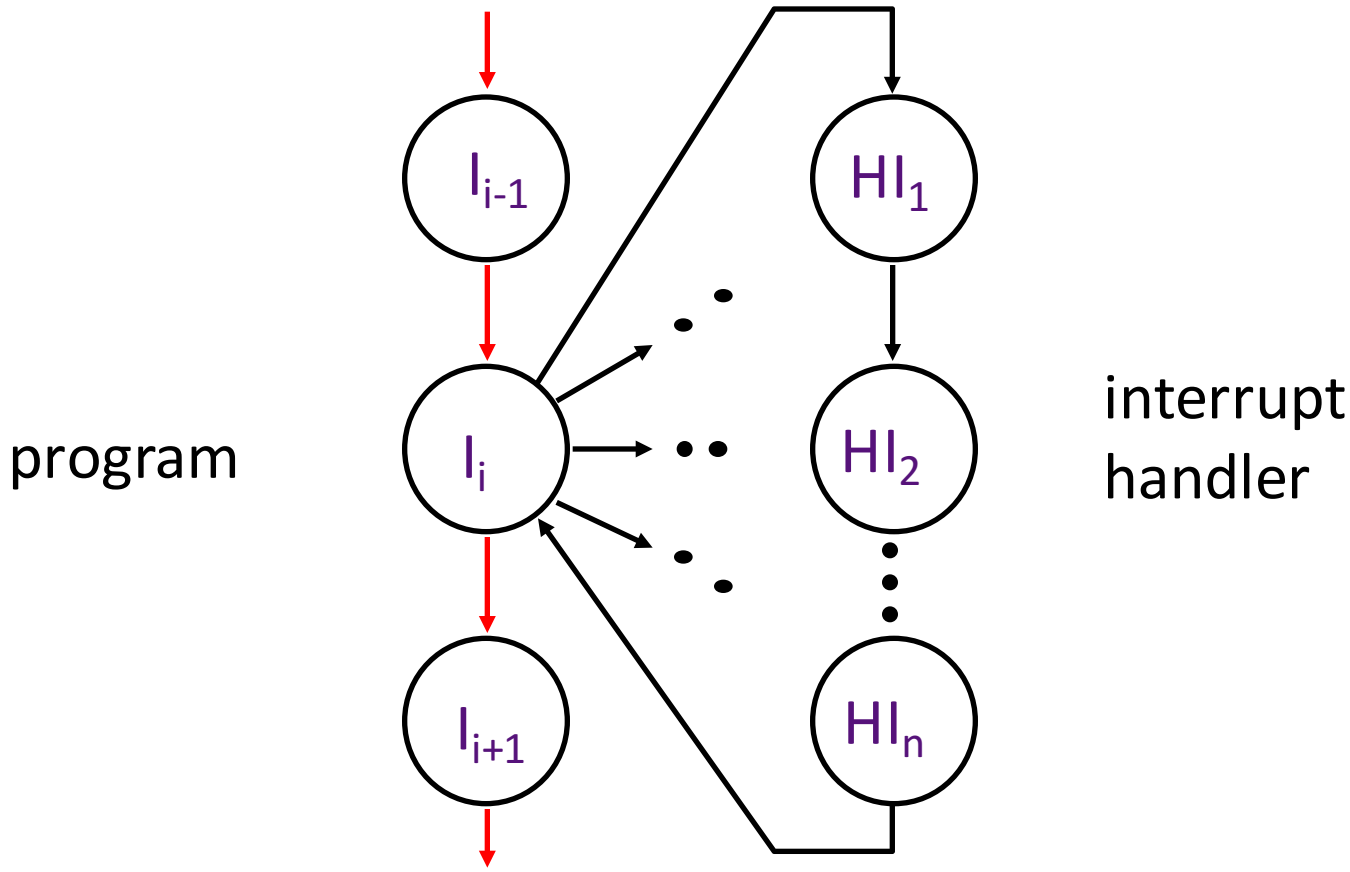
```
fa() { fb(); }

fb() { fc(); }

fc() { fd(); }
```



Interrupts:
altering the normal flow of control



An *external or internal event* that needs to be processed by another (system) program. The event is usually unexpected or rare from program's point of view.

Causes of Interrupts

Interrupt: an *event* that requests the attention of the processor

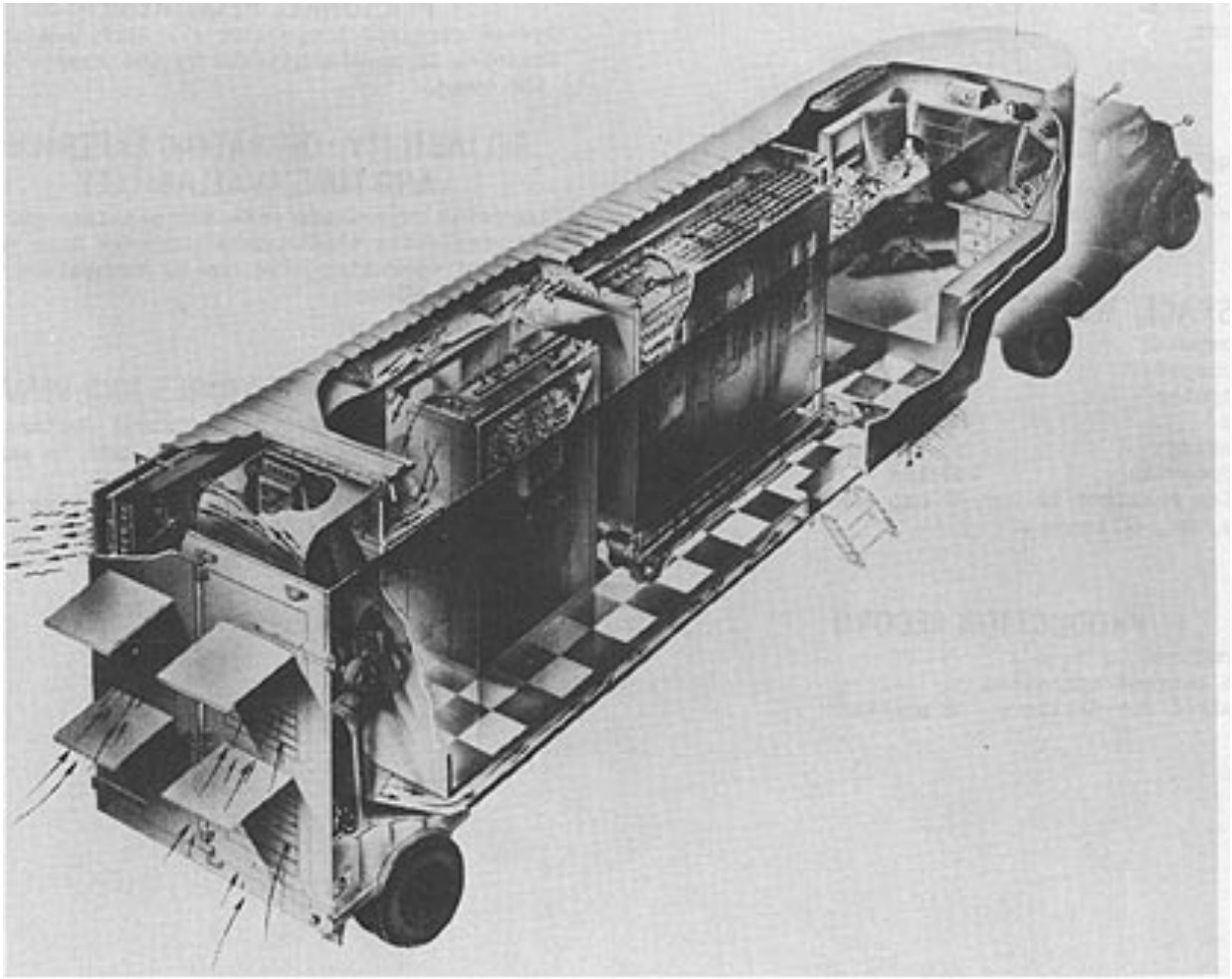
- Asynchronous: an *external event*
  - input/output device service-request
  - timer expiration
  - power disruptions, hardware failure
- Synchronous: an *internal event (a.k.a. traps or exceptions)*
  - undefined opcode, privileged instruction
  - arithmetic overflow, FPU exception
  - misaligned memory access
  - *virtual memory exceptions:* page faults, TLB misses, protection violations
  - system calls, e.g., jumps into kernel

History of Exception Handling

- First system with exceptions was Univac-I, 1951
  - Arithmetic overflow would either
    - 1. trigger the execution of a two-instruction fix-up routine at address 0, or
    - 2. at the programmer's option, cause the computer to stop
  - Later Univac 1103, 1955, modified to add external interrupts
    - Used to gather real-time wind tunnel data
- First system with I/O interrupts was DYSEAC, 1954
  - Had two program counters, and I/O signal caused switch between two PCs
  - Also, first system with DMA (direct memory access by I/O device)

[Courtesy Mark Smotherman]

DYSEAC, first mobile computer!



- Carried in two tractor trailers, 12 tons + 8 tons
- Built for US Army Signal Corps

[Courtesy Mark Smotherman]

Asynchronous Interrupts:
invoking the interrupt handler

- An I/O device requests attention by asserting one of the *prioritized interrupt request lines*

- When the processor decides to process the interrupt
  - It stops the current program at instruction I_i, completing all the instructions up to I_{i-1} (*precise interrupt)*
  - It saves the PC of instruction I_i in a special register (EPC)
  - It disables interrupts and transfers control to a designated interrupt handler running in kernel mode

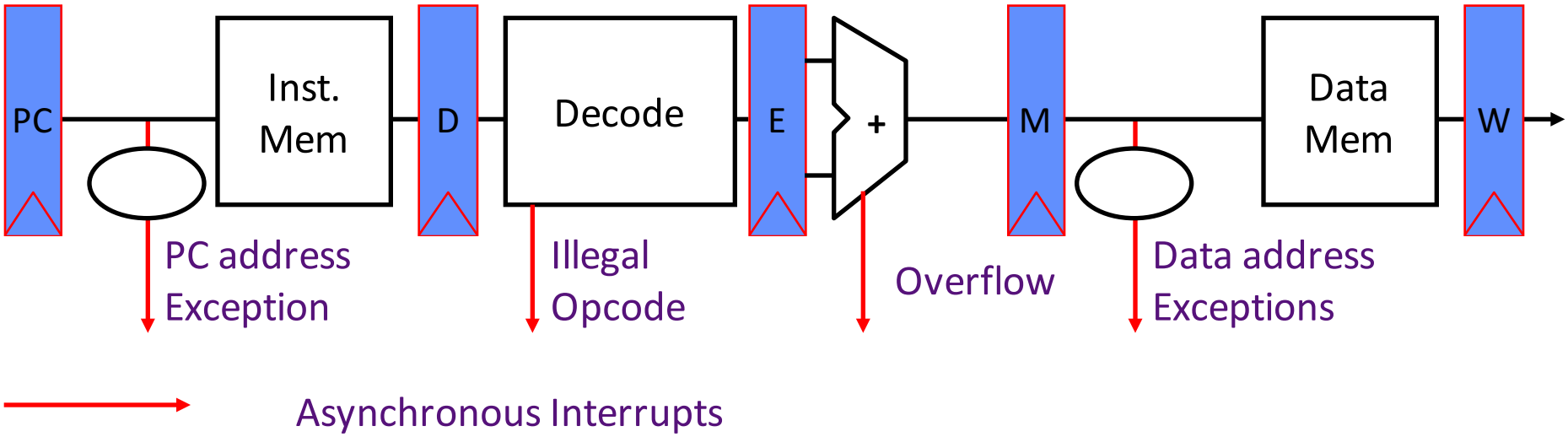
Interrupt Handler

- Saves EPC before enabling interrupts to allow nested interrupts ⇒
  - need an instruction to move EPC into GPRs
  - need a way to mask further interrupts at least until EPC can be saved
- Needs to read a *status register* that indicates the cause of the interrupt
- Uses a special indirect jump instruction RFE (*return-from-exception*) which
  - enables interrupts
  - restores the processor to the user mode
  - restores hardware status and control state

Synchronous Interrupts

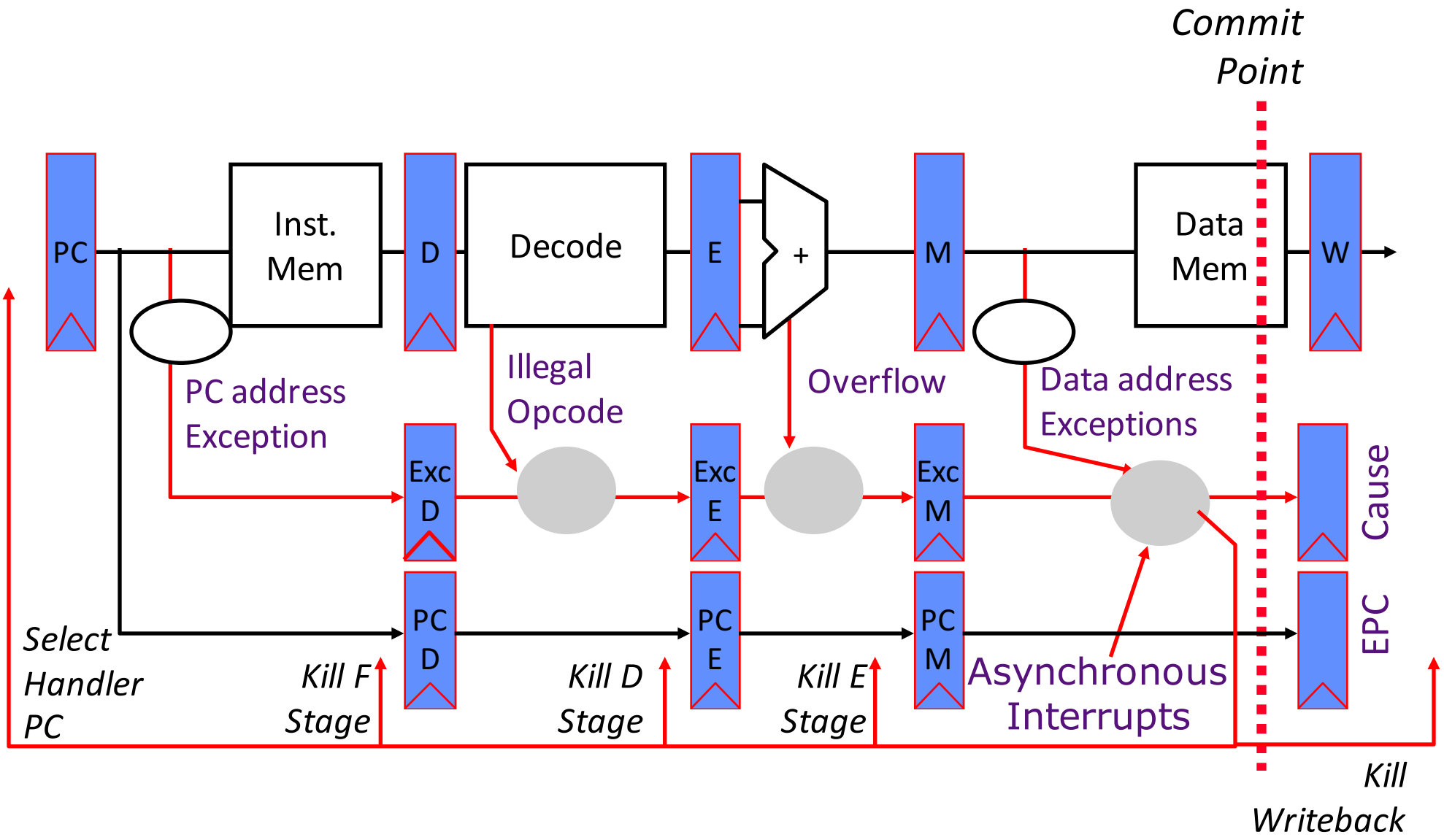
- A synchronous interrupt (exception) is caused by a *particular instruction*
- In general, the instruction cannot be completed and needs to be *restarted* after the exception has been handled
  - requires undoing the effect of one or more partially executed instructions
- In the case of a system call trap, the instruction is considered to have been completed
  - a special jump instruction involving a change to privileged kernel mode

Exception Handling 5-Stage Pipeline



- How to handle multiple simultaneous exceptions in different pipeline stages?
- How and where to handle external asynchronous interrupts?

Exception Handling 5-Stage Pipeline



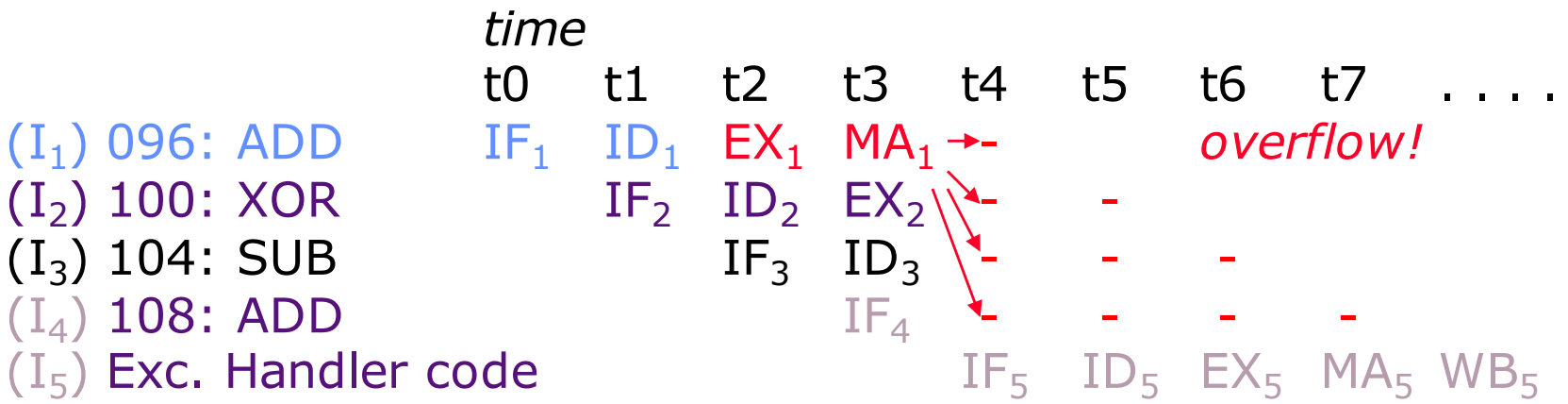
Exception Handling 5-Stage Pipeline

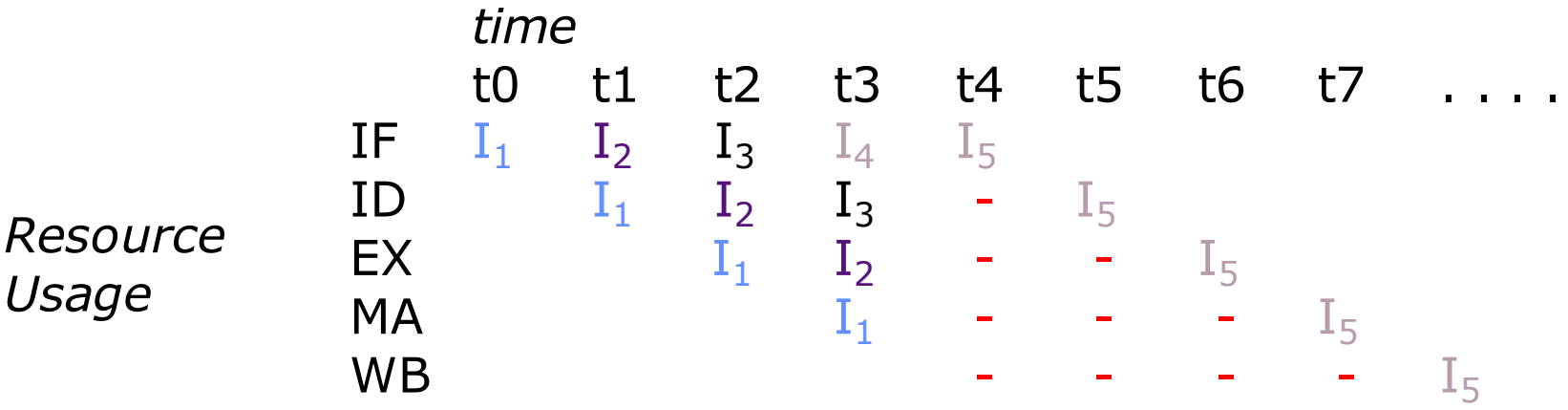
- Hold exception flags in pipeline until commit point (M stage)
- Exceptions in earlier pipe stages override later exceptions *for a given instruction*
- Inject external interrupts at commit point (override others)
- If exception at commit: update Cause and EPC registers, kill all stages, inject handler PC into fetch stage

Summary – Handling Exceptions

- Check prediction mechanism
  - Exceptions detected at end of instruction execution pipeline, special hardware for various exception types
- Recovery mechanism
  - Only write architectural state at commit point, so can throw away partially executed instructions after exception
  - Launch exception handler after flushing pipeline
- Bypassing allows use of uncommitted instruction results by following instructions

Exception Pipeline Diagram





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