March 3, 2004

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Pipeline Hazards

Data Hazards
• Arise when an instruction depends on the result of a previous instruction in a way that is exposed by the overlapping of instructions in the pipeline.

Control Hazards
• Arise from the pipelining of branches and other instructions that changes the PC.

Structural Hazards
• Arise from resource conflicts when the hardware cannot support all possible combinations of instructions simultaneously in overlapped execution.
Data Hazards

Data hazards arise when an instruction depends on the result of a previous instruction in a way that is exposed by the overlapping of instructions in the pipeline.
Control Hazards

Control hazards arise from the pipelining of branches, and other instructions that change the PC.

In this example, the branch occurs at the ID/OF in $I_1$. The easiest way to solve this would be to redo the IF of the instruction as soon as we detect the branch. The first IF basically works like a stall. If the branch is not taken, however, the repetition of IF becomes unnecessary.
There is a conflict, because a result from both FPADD and ADD are being written to Memory at the same time. This can be resolved by delaying one of the results.
Structural Hazards

Structural hazards arise from resource conflicts when the hardware cannot support all possible combinations of instructions simultaneously in overlapped execution.

<table>
<thead>
<tr>
<th></th>
<th>CC1</th>
<th>CC2</th>
<th>CC3</th>
<th>CC4</th>
<th>CC5</th>
<th>CC6</th>
<th>CC7</th>
<th>CC8</th>
<th>CC9</th>
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</thead>
<tbody>
<tr>
<td>LOAD</td>
<td>MEM</td>
<td>REG</td>
<td>EX</td>
<td>MEM</td>
<td>REG</td>
<td></td>
<td></td>
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<tr>
<td>$I_1$</td>
<td>MEM</td>
<td>REG</td>
<td>EX</td>
<td>MEM</td>
<td>REG</td>
<td></td>
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<tr>
<td>$I_2$</td>
<td>MEM</td>
<td>REG</td>
<td>EX</td>
<td>MEM</td>
<td>REG</td>
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<tr>
<td>$I_3$</td>
<td>MEM</td>
<td>REG</td>
<td>EX</td>
<td>MEM</td>
<td>REG</td>
<td></td>
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<tr>
<td>$I_4$</td>
<td>MEM</td>
<td>REG</td>
<td>EX</td>
<td>MEM</td>
<td>REG</td>
<td></td>
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</tr>
</tbody>
</table>
Program Transformation

FOR I ← 1 TO n do
  X ← A[I] + B[I]
  .
  .
  Y[I] ← 2 * X
  .
  .
  X ← C[I] / D[I]
  .
  .
  P ← X + 2
ENDFOR

⇒

FOR I ← 1 TO n do
  X ← A[I] + B[I]
  .
  .
  Y[I] ← 2 * X
  .
  .
  XX ← C[I] / D[I]
  .
  .
  P ← XX + 2
ENDFOR

data dependency

removes data dependency
Scaler Expansion

FOR I ← 1 TO n do
X ← A[I] + B[I]
Y[I] ← 2 * X
ENDFOR

removes data dependency

FOR I ← 1 TO n do
X ← A[I] + B[I]
Y[I] ← 2 * X[I]
ENDFOR

removes data dependency
Loop Unrolling

FOR I ← 1 TO n do
ENDFOR

⇒

\[
\begin{align*}
\vdots & \\
X[n] & \leftarrow A[n] * B[n]
\end{align*}
\]
Loop Fusion or Jamming

FOR I ← 1 TO n do
  X[I] ← Y[I] * Z[I]
ENDFOR
FOR I ← 1 TO n do
  M[I] ← P[I] + X[I]
ENDFOR

⇒

a) FOR I ← 1 TO n do
   X[I] ← Y[I] * Z[I]
   M[I] ← P[I] + X[I]
ENDFOR
b) FOR I ← 1 TO n do
   M[I] ← P[I] + Y[I] * Z[I]
ENDFOR
An overflow occurs when an arithmetic operation is performed, and the result is too large for the machine to hold.
If there is an overflow, the program is aborted and a new program is loaded by the IH.
The pipeline must be flushed, and then start again with IF of the first instruction of the IH.
A memory protection violation occurs when Memory is trying to be accessed by more than one process at once. Memory protection must be checked in both IF and MEM, before memory is accessed.

If a memory protection violation occurs, first the pipeline must be flushed, and then the PC must be changed.
A privileged instruction violation occurs when the user tries to execute a privileged instruction.

Privileged instructions must be checked in ID.

If a privileged instruction is trying to be executed by the user program, the program is aborted and a new program is loaded by the IH.

The pipeline must be flushed, and then start again with IF of the first instruction of the IH.
A page fault occurs when the program tries to access a page that is not currently in memory. The program must check for page faults in both IF and MEM, before memory is accessed.

If a page fault occurs, the remainder of the pipeline is executed, and control is given to the OS.
If a system call is detected after the execute phase, MEM and WB are allowed to finish before control is passed to the RTL. Once in the RTL, the SVC flag is set to 1, and the program goes to the IH.
I/O Interrupt

An I/O Interrupt can occur at any time, but is detected after the EX phase.
If an I/O Interrupt occurs, execute the rest of the pipeline, and give control to the OS.