

Lecture 19: Branches, OOO

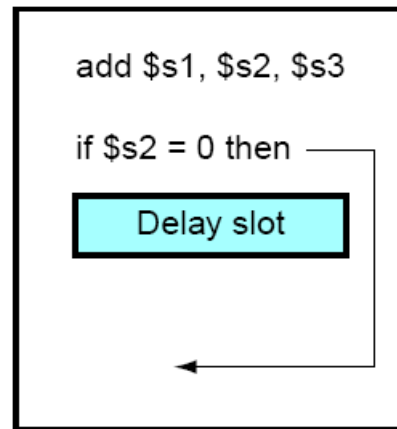
- Today's topics:
 - Instruction scheduling
 - Branch prediction
 - Out-of-order execution

Control Hazards

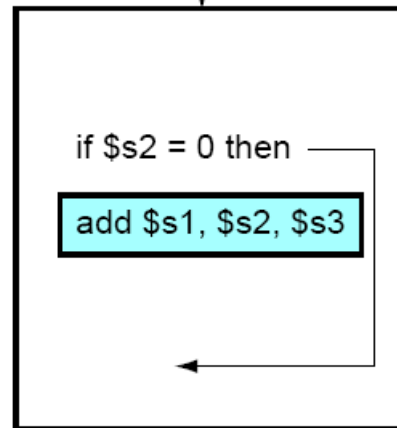
- Simple techniques to handle control hazard stalls:
 - for every branch, introduce a stall cycle (note: every 6th instruction is a branch!)
 - assume the branch is not taken and start fetching the next instruction – if the branch is taken, need hardware to cancel the effect of the wrong-path instruction
 - fetch the next instruction (branch delay slot) and execute it anyway – if the instruction turns out to be on the correct path, useful work was done – if the instruction turns out to be on the wrong path, hopefully program state is not lost
 - make a smarter guess and fetch instructions from the expected target

Branch Delay Slots

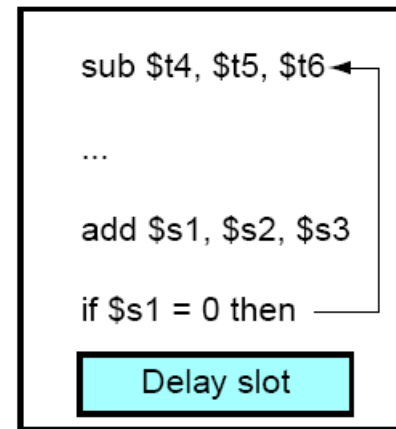
a. From before



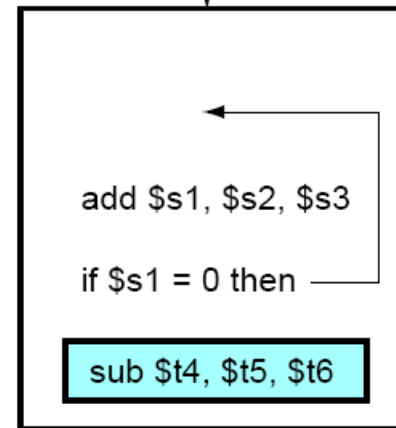
Becomes



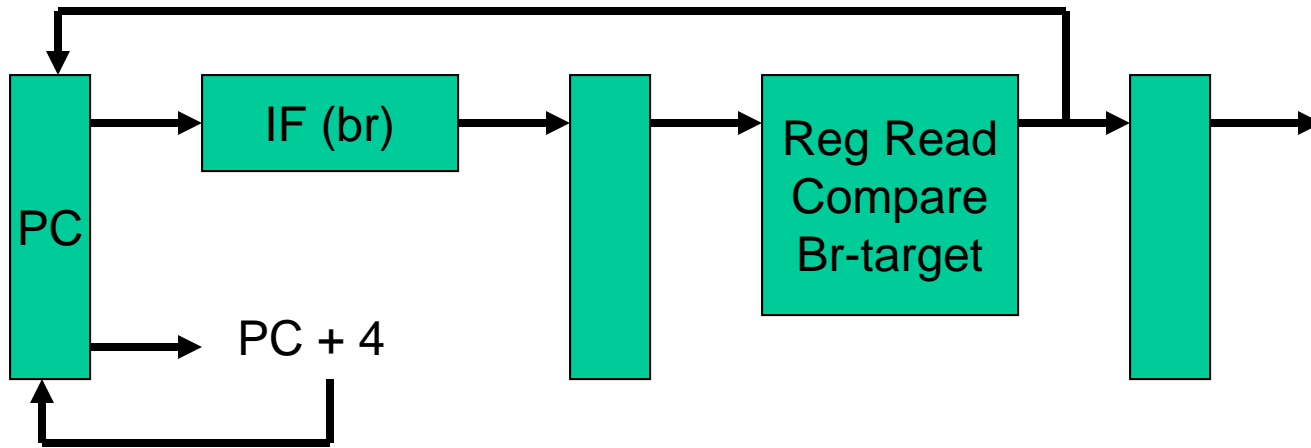
b. From target



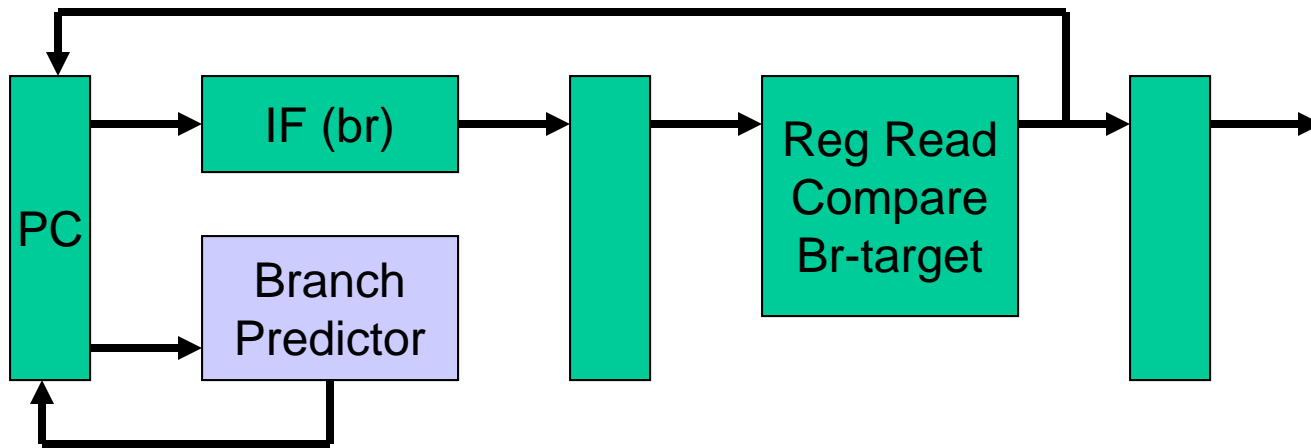
Becomes



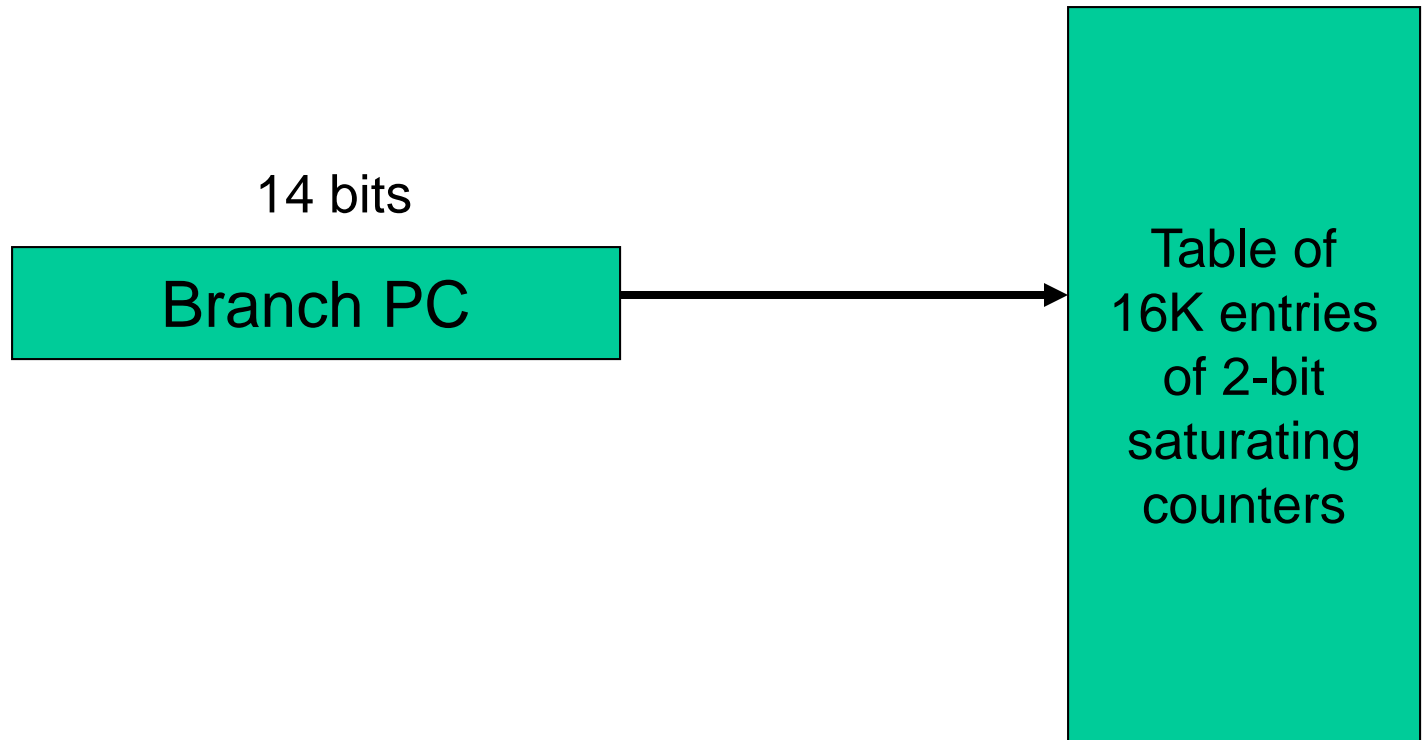
Pipeline without Branch Predictor



Pipeline with Branch Predictor



Bimodal Predictor



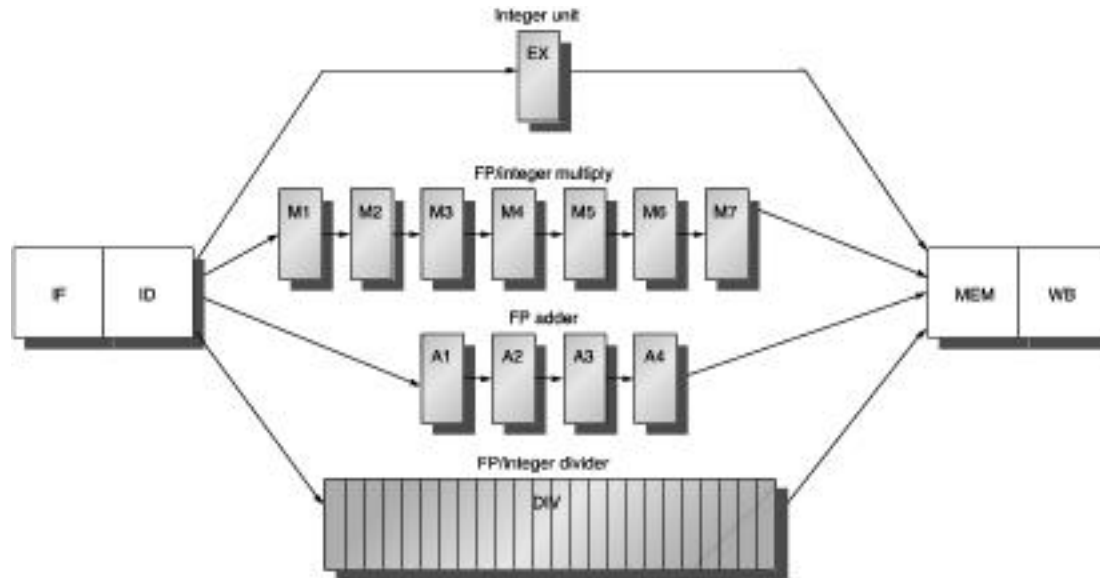
2-Bit Prediction

- For each branch, maintain a 2-bit saturating counter:
if the branch is taken: $\text{counter} = \min(3, \text{counter} + 1)$
if the branch is not taken: $\text{counter} = \max(0, \text{counter} - 1)$
... sound familiar?
- If $(\text{counter} \geq 2)$, predict taken, else predict not taken
- The counter attempts to capture the common case for each branch

Slowdowns from Stalls

- Perfect pipelining with no hazards \rightarrow an instruction completes every cycle (total cycles \sim num instructions)
 \rightarrow speedup = increase in clock speed = num pipeline stages
- With hazards and stalls, some cycles (= stall time) go by during which no instruction completes, and then the stalled instruction completes
- Total cycles = number of instructions + stall cycles

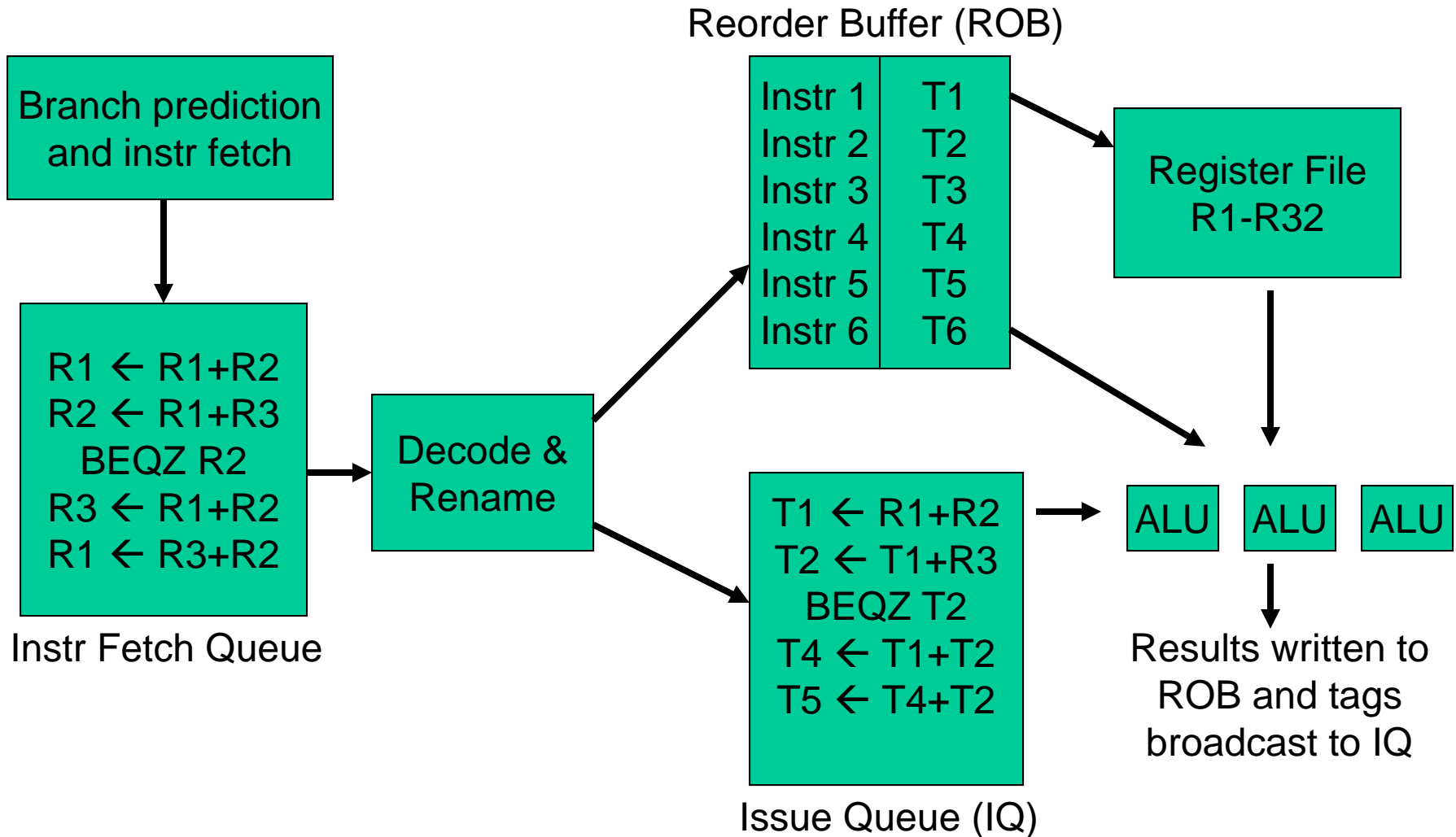
Multicycle Instructions



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- Multiple parallel pipelines – each pipeline can have a different number of stages
- Instructions can now complete out of order – must make sure that writes to a register happen in the correct order

An Out-of-Order Processor Implementation



Example Code

Completion times	with in-order	with ooo
ADD R1, R2, R3	5	5
ADD R4, R1, R2	6	6
LW R5, 8(R4)	7	7
ADD R7, R6, R5	9	9
ADD R8, R7, R5	10	10
LW R9, 16(R4)	11	7
ADD R10, R6, R9	13	9
ADD R11, R10, R9	14	10

Title

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