

## Scoreboard instruction execution steps

# HY425 Lecture 04: Dynamic Scheduling with Renaming, Tomasulo's Algorithm

Dimitrios S. Nikolopoulos

University of Crete and FORTH-ICS

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- ▶ **Issue** – decode and check for structural hazards
  - ▶ Instructions issued strictly in program order
  - ▶ Instruction not issued if structural hazards
  - ▶ Instruction not issued if output-dependent on earlier instruction
- ▶ **Read operands** – wait until no hazards (data, structural) read operands
  - ▶ True dependences resolved in this stage
  - ▶ **No value forwarding**, result communicated through registers

## Scoreboard instruction execution steps

- ▶ **Execute** – functional unit begins execution, notifies scoreboard upon completion
- ▶ **Write result** – stall if WAR hazards are violated (reordering), otherwise write result to register file

## Scoreboard limitations

- ▶ Parallelism available among instructions in a **single basic block**
- ▶ **Instruction window** – number of scoreboard entries available to hold instructions and look for ILP
- ▶ Number and type of **functional units** – structural hazards
- ▶ **Anti- and output-dependences** – both stall the scoreboard on write-back
- ▶ Relies heavily on **compiler** to schedule instructions

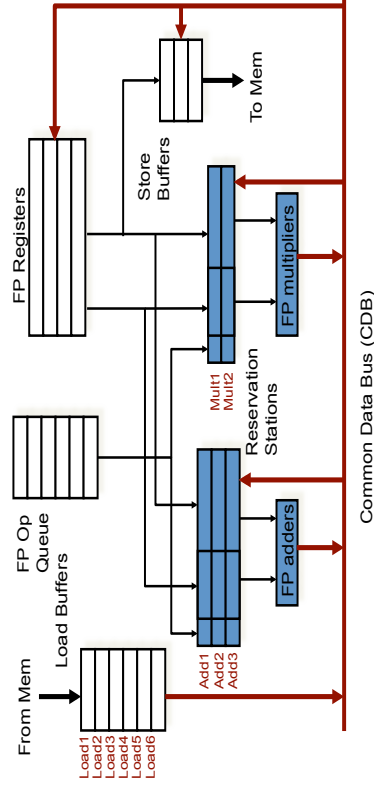
## Tomasulo's algorithm key ideas

- ▶ **Register renaming** to avoid WAR and WAW hazards
  - ▶ Use alternative destination register instead of stalling at WB
- ▶ Operands are communicated to instructions through **reservation stations**, instead of registers visible to the programmer
  - ▶ Reservation stations are operand buffers – can also be seen as additional hidden registers
  - ▶ A form of forwarding logic

## Tomasulo's algorithm key ideas

- ▶ **Less dependent on compiler support** than scoreboard
  - ▶ If more reservation stations than registers, hazards can be eliminated without compiler support
- ▶ Hazard detection logic and execution are **distributed** instead of centralized
  - ▶ Reservation stations per FU control execution and receive operands through a common data bus
  - ▶ Less contention between waiting instructions at register file

## Tomasulo's organization



## Reservation stations

- $Op$  – Operation to perform in the FU
- $V_j, V_k$  – Value of source operands
- $Q_j, Q_k$  – Reservations stations producing the corresponding source operands. Only one  $Q$  or  $V$  field is valid for each operand
- busy** – Indicates that reservation station and accompanying FU are busy

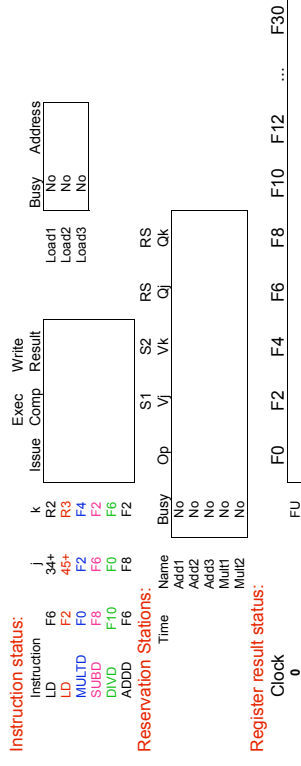
# Instruction execution stages in Tomasulo's algorithm

**Issue** – get instruction from FP operation queue. If reservation station free in corresponding FU (no structural hazard) issue instruction and send operands if in registers. Perform **register renaming** (assign value if operand available, reservation station ID if operand not available)

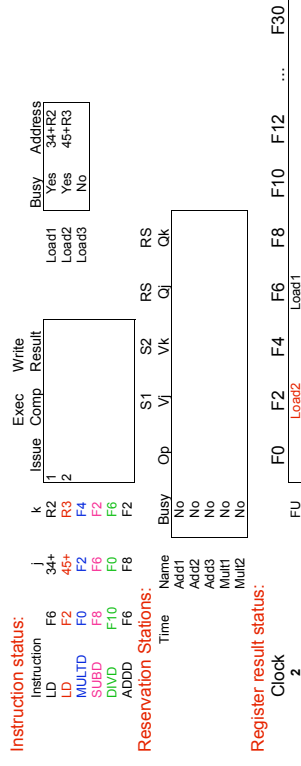
**Execute** – if one or both operands not available **monitor common data bus** for operand. When all operands available execute instruction. Prevents RAW hazards.

**Write result (commit)** – Write result on **common data bus** and from there to registers and any FUs waiting for the result.

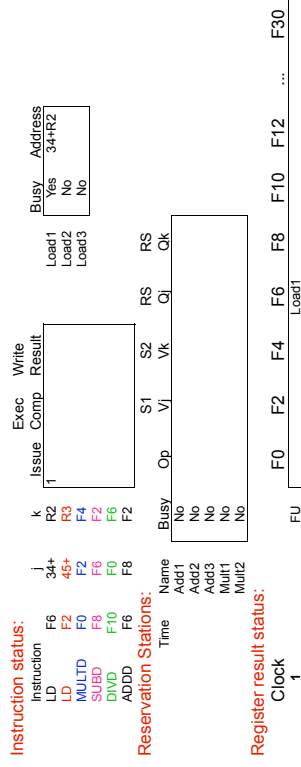
**Common data bus transmits value plus source reservation station** to resolve dependences, instead of value plus destination (typical bus operation)



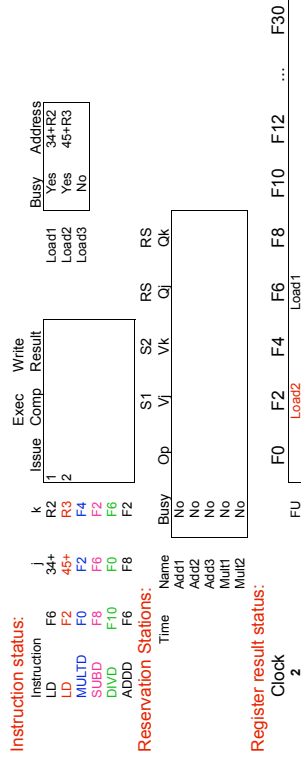
# Tomasulo example



# Tomasulo example – cycle 1



# Tomasulo example – cycle 2



## Tomasulo example – cycle 3

- Registers renamed, MULTD issued

**Instruction status:**

Instruction	F6	F34+
LD	F2	45+
MULTD	F0	F2
SUBD	F8	F2
DIVD	F10	F6
ADD	F6	F8

**Reservation Stations:**

Time	Name	Op	S1	S2	RS	QI	OK
1	Add1	SUBD	M(34+R2)	M(45+R3)			
2	Add2	ADD					
3	Add3	MULTD	R(F4)	Load2			
4	Mult1						
5	Mult2						

**Register result status:**

Register	Value
F0	Mult1
F2	Load2
F4	
F6	
F8	Load1
F10	
F12	
F30	

Clock 3

## Tomasulo example – cycle 4

- Load2 completes and releases Mult1 and Add1

**Instruction status:**

Instruction	F6	F34+
LD	F2	45+
MULTD	F0	F2
SUBD	F8	F2
DIVD	F10	F6
ADD	F6	F8

**Reservation Stations:**

Time	Name	Op	S1	S2	RS	QI	OK
1	Add1	SUBD	M(34+R2)	M(45+R3)			
2	Add2	ADD					
3	Add3	MULTD	R(F4)	Load2			
4	Mult1						
5	Mult2						

**Register result status:**

Register	Value
F0	Mult1
F2	Load2
F4	M(34+R2)
F6	
F8	F8
F10	
F12	Add1
F30	

Clock 4

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## Tomasulo example – cycle 5

- ADD issues versus scoreboard stall

**Instruction status:**

Instruction	F6	F34+
LD	F2	45+
MULTD	F0	F2
SUBD	F8	F2
DIVD	F10	F6
ADD	F6	F8

**Reservation Stations:**

Time	Name	Op	S1	S2	RS	QI	OK
1	Add1	SUBD	M(34+R2)	M(45+R3)			
2	Add2	ADD					
3	Add3	MULTD	R(F4)	Load2			
4	Mult1						
5	Mult2						

**Register result status:**

Register	Value
F0	Mult1
F2	Load2
F4	M(34+R2)
F6	
F8	F8
F10	
F12	Add1
F30	

Clock 5

## Tomasulo example – cycle 6

- ADD issues versus scoreboard stall

**Instruction status:**

Instruction	F6	F34+
LD	F2	45+
MULTD	F0	F2
SUBD	F8	F2
DIVD	F10	F6
ADD	F6	F8

**Reservation Stations:**

Time	Name	Op	S1	S2	RS	QI	OK
1	Add1	SUBD	M(34+R2)	M(45+R3)			
2	Add2	ADD					
3	Add3	MULTD	R(F4)	Load2			
4	Mult1						
5	Mult2						

**Register result status:**

Register	Value
F0	Mult1
F2	Load2
F4	M(34+R2)
F6	
F8	F8
F10	
F12	Add1
F30	

Clock 6

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## Tomasulo's algorithm

- Registers renamed, MULTD issued

**Instruction status:**

Instruction	F6	F34+
LD	F2	45+
MULTD	F0	F2
SUBD	F8	F2
DIVD	F10	F6
ADD	F6	F8

**Reservation Stations:**

Time	Name	Op	S1	S2	RS	QI	OK
1	Add1	SUBD	M(34+R2)	M(45+R3)			
2	Add2	ADD					
3	Add3	MULTD	R(F4)	Load2			
4	Mult1						
5	Mult2						

**Register result status:**

Register	Value
F0	Mult1
F2	Load2
F4	M(34+R2)
F6	
F8	F8
F10	
F12	Add1
F30	

Clock 5

## Tomasulo's algorithm

- ADD issues versus scoreboard stall

**Instruction status:**

Instruction	F6	F34+
LD	F2	45+
MULTD	F0	F2
SUBD	F8	F2
DIVD	F10	F6
ADD	F6	F8

**Reservation Stations:**

Time	Name	Op	S1	S2	RS	QI	OK
1	Add1	SUBD	M(34+R2)	M(45+R3)			
2	Add2	ADD					
3	Add3	MULTD	R(F4)	Load2			
4	Mult1						
5	Mult2						

**Register result status:**

Register	Value
F0	Mult1
F2	Load2
F4	M(34+R2)
F6	
F8	F8
F10	
F12	Add1
F30	

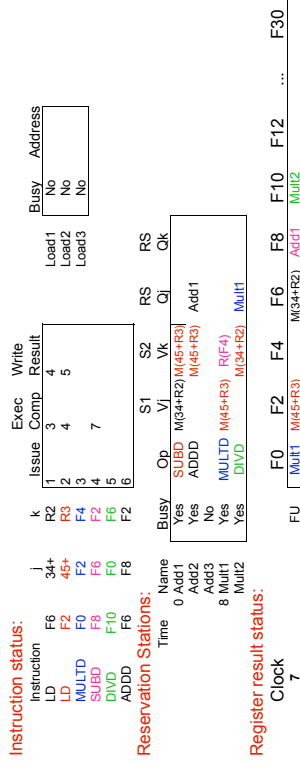
Clock 6

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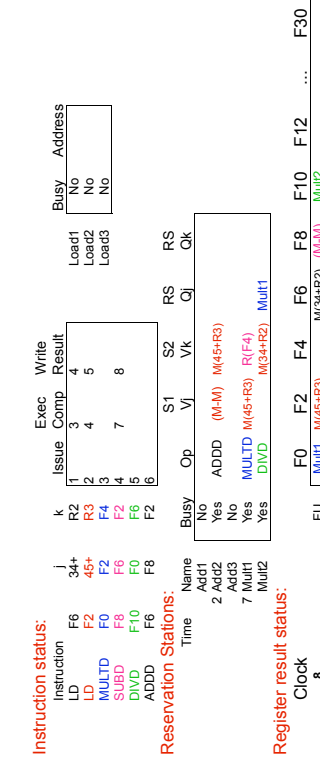
## Tomasulo example – cycle 7

- ▶ Add1 completes, releases Add2



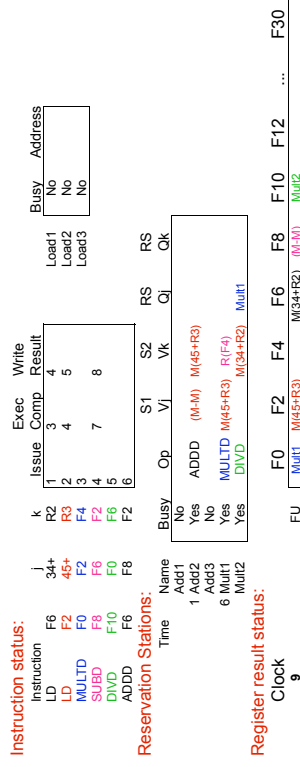
## Tomasulo example – cycle 8

- ▶ Add2 finishes, no waiting RS



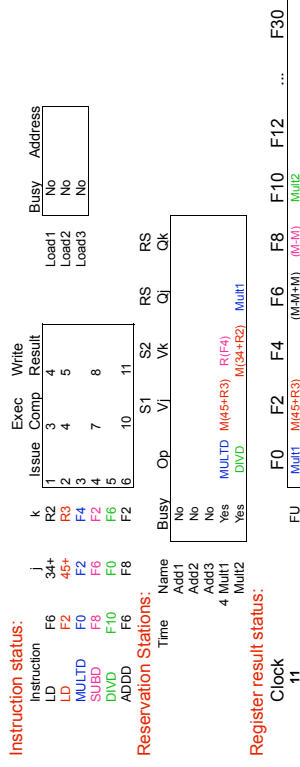
## Tomasulo example – cycle 9

- ▶ Add2 finishes, no waiting RS

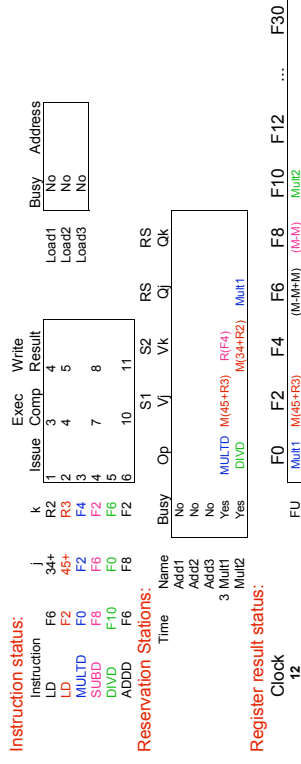


## Tomasulo example – cycle 11

- ▶ ADDD can proceed and write result, no WAR hazard



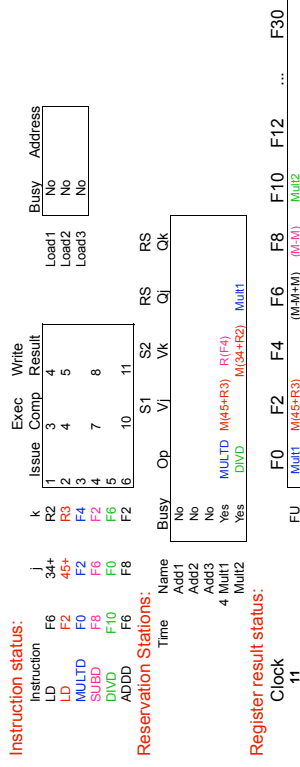
## Tomasulo example – cycle 12



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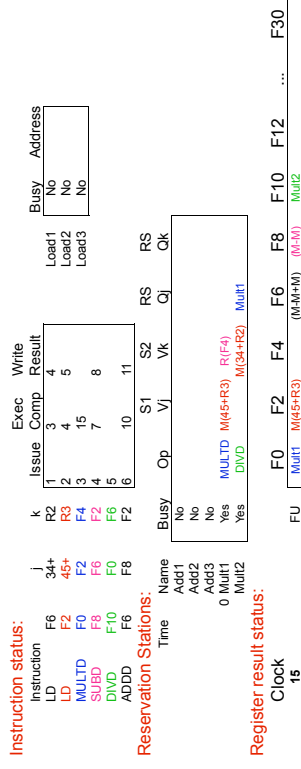
## Tomasulo example – cycle 13



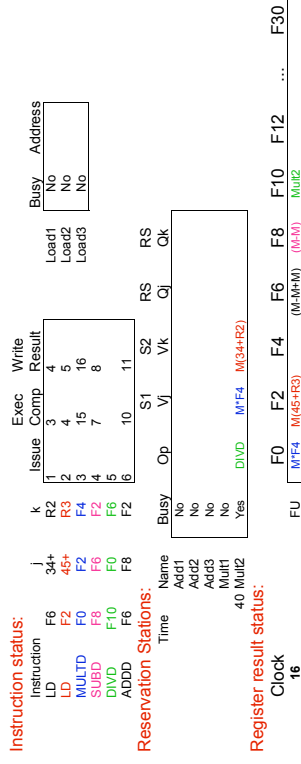
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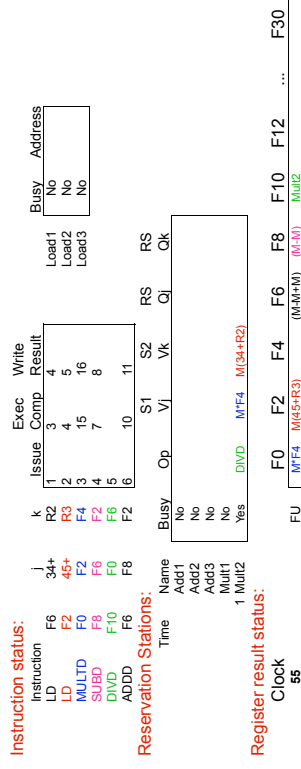
## Tomasulo example – cycle 15



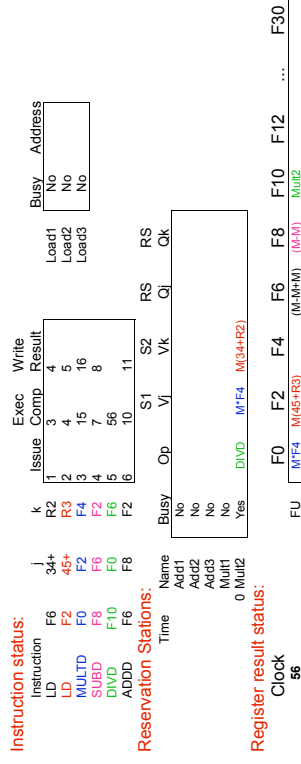
## Tomasulo example – cycle 16



## Tomasulo example – cycle 55

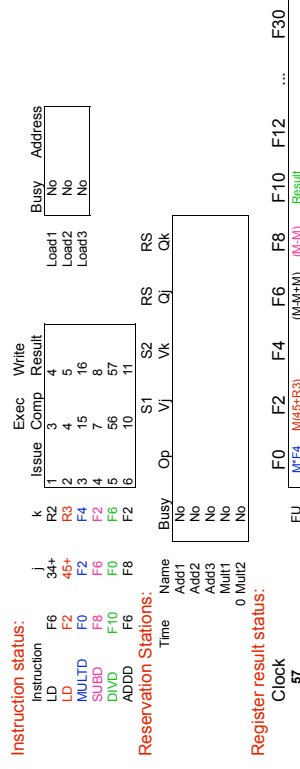


## Tomasulo example – cycle 56



## Tomasulo example – cycle 57

- ▶ Out-of-order execution, out-of-order completion, faster than scoreboard



Issue	Comp	Write	Result	Busy	Address
1	3	4		No	
2	4	5		No	
3	15	16		No	
4	7	8		No	
5	56	57		No	
6	10	11		No	

## Dependencies due to access in same memory location

- ▶ Loads and stores can execute out-of-order if targeting different addresses
- ▶ Assume store to M follows load to M in program order
  - ▶ Attempt to complete store first causes WAR hazard
- ▶ Assume load to M follows store to M in program order
  - ▶ Attempt to complete load first causes RAW hazard
- ▶ Assume store to M follows store to M in program order
  - ▶ Attempt to complete second store first causes WAW hazard

## Memory-based hazards

- ▶ Solution: execute loads, stores in-order using a load-store queue
- ▶ Dynamic memory disambiguation
- ▶ Execution of a load-store implies effective address calculation
- ▶ Loads wait until they reach head of load-store queue to execute
  - ▶ Prior stores have completed
  - ▶ Future stores follow them in the queue
  - ▶ Execute in two steps: compute effective address, read memory

## Resolving memory-based dependencies

- ▶ Stores wait until they reach head of load-store queue to execute
  - ▶ Prior loads have completed
  - ▶ Prior stores have completed
  - ▶ Execute in one step: compute effective address



## Tomasulo control logic

Instruction state	Wait until	Action or bookkeeping
Issue FP operation	Station r empty	if (RegisterStat[r].Qi ≠ 0) {Rs[r].Qi ← RegisterStat[r].Qi} else {Rs[r].Vj ← Regs[r]; Rs[r].Qj ← 0}; if (RegisterStat[r].Qi ≠ 0) {Rs[r].Ok ← RegisterStat[r].Qi } else {Rs[r].Vk ← Regs[r]; Rs[r].Ok ← 0}; Rs[r].Busy ← yes; RegisterStat[r].Qi=r;
Load or Store	Buffer r empty	if (RegisterStat[r].Qi ≠ 0) {Rs[r].Qj ← RegisterStat[r].Qi } else {Rs[r].Vj ← Regs[r]; Rs[r].Qj ← 0}; Rs[r].A ← Imm; Rs[r].Busy ← yes; RegisterStat[r].Qi=r;
Load only Store only		if (RegisterStat[r].Qi ≠ 0) {Rs[r].Ok ← RegisterStat[r].Qi } else {Rs[r].Vk ← Regs[r]; Rs[r].Ok ← 0 };
Execute FP operation Load-store	(Rs[r].Qi=0) and (Rs[r].Ok=0) load-store queue	Compute result; operands in Vj and Vk Rs[r].A ← Rs[r].Vj + Rs[r].A;
Load step 2	Load step 1 complete	Read from Mem[Rs[r].A]
Write result FP operation or load	Execution complete at r & CDB available	∀x (if (RegisterStat[x].Qi=r) {Rs[x] ← result; RegisterStat[x].Qi ← 0}); ∀x (if (Rs[x].Qi=r) {Rs[x].Vj ← result; Rs[x].Qj ← 0}); ∀x (if (Rs[x].Ok=r) {Rs[x].Vk ← result; Rs[x].Ok ← 0}); Rs[r].Busy ← no;
Store	Execution complete at r & Rs[r].Ok=0	Mem[Rs[r].A] ← Rs[r].Vk; Rs[r].Busy ← no;

## Dynamic scheduling strengths and limitations

- ▶ **Strengths:**
  - ▶ High performance, if instruction window is sufficiently large
  - ▶ Depends less on sophisticated compiler support
  - ▶ Good for architectures where it is hard to optimally schedule code, or have few registers
- ▶ **Limitations:**
  - ▶ Requires advanced techniques to increase instruction window, most notably branch prediction (e.g. to find instructions across the iterations of a parallel loop)
  - ▶ High complexity, therefore high power consumption.
  - ▶ Complex control logic for reservation stations, plus need high-speed associative searches.
  - ▶ Single common data bus can be a bottleneck

## Improving ILP in HW/SW

- ▶ **Branch prediction** (next topic): Uncovering more instructions to overlap by predicting if branches or taken or not taken and reducing branch stall impact
- ▶ **Multiple issue:** Allow processor to issue and hopefully complete more than one instructions per cycle

## Improving ILP in HW/SW

- ▶ **Hardware speculation:** Allow processor to execute instructions without knowing the outcome of branches (speculatively)
- ▶ **Combined techniques:** Multiple issue with dynamic scheduling, multiple issue with static scheduling, multiple issue with branch prediction, multiple issue with speculation