CS425
Computer Systems Architecture

Fall 2019

Static Instruction Scheduling
Techniques to reduce stalls

CPI = Ideal CPI + Structural stalls per instruction + RAW stalls per instruction + WAR stalls per instruction + WAW stalls per instruction

We will study two types of techniques:

<table>
<thead>
<tr>
<th>Dynamic instruction scheduling</th>
<th>Static instruction scheduling (SW/compiler)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scoreboard (reduce RAW stalls)</td>
<td>Loop Unrolling</td>
</tr>
<tr>
<td>Register Renaming (reduce WAR &amp; WAW stalls)</td>
<td>SW pipelining</td>
</tr>
<tr>
<td>• Tomasulo</td>
<td></td>
</tr>
<tr>
<td>• Reorder buffer</td>
<td></td>
</tr>
<tr>
<td>Branch Prediction (reduce control stalls)</td>
<td>Trace Scheduling</td>
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Scoreboard Architecture (CDC 6600)
Tomasulo Organization
Dependencies between Instructions

• What are the sources of stalls/bubbles?
  • instructions that use the same registers

• **Parallel** instructions can execute without imposing any stalls (if we ignore structural hazards)
  o DIV.D F0, F2, F4
  o ADD.D F10, F1, F3

• **Dependencies** between instructions may lead to stalls
  o DIV.D F0, F2, F4
  o ADD.D F10, F0, F3
  
  **RAW** must enter the execution stage in order

• The dependencies between instructions limit the order of execution of these instructions (impose in order execution). In the 2nd example ADD.D must execute after DIV.D has completed. On the other hand, parallel instructions may execute in the any order (out-of-order execution). In the 1st example ADD.D can execute before DIV.D.
Dependencies between Instructions

• **Data Dependences**: instructions are data dependent when there is a chain of RAW hazards between them.

• **Name Dependences**: instructions are name dependent when there is a WAR (anti-dependence) or WAW (output-dependence) hazard between them.

  L.D \( F_0, 0(R1) \)
  
  ADD.D \( F_4, F_0, F_2 \)
  
  L.D \( F_0, 0(R2) \)

• **Control Dependences**: Instructions dependent via branches.

  ```
  if p1 { S1; }
  ```
R4000 Performance

• Non-Ideal CPI:
  - **Load stalls:**
    1 ÷ 2 clock cycles
  - **Branch stalls:**
    2 cycles + unfilled slots
  - **FP result stalls:**
    RAW data hazard (latency)
  - **FP structural stalls:**
    Not enough FP hardware (parallelism)
Instruction Level Parallelism (ILP)

• ILP: parallel execution of unrelated (independent) instructions

• gcc 17% control transfer instructions
  – 5 instructions + 1 branch
  – need to look beyond a code block to find more instruction level parallelism

• Loop level parallelism one opportunity
  – First SW, then HW approaches
FP Loop: where are the hazards?

while (R1 > 0) { M[R1] = M[R1] + F2; R1 -= 8 }

Loop:
L.D F0,0(R1); F0=vector element
ADD.D F4,F0,F2; add scalar from F2
S.D 0(R1),F4; store result
SUBI R1,R1,8; decrement pointer 8B (DW)
BNEZ R1,Loop; branch R1!=zero
NOP; branch delay slot

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<td>Integer op</td>
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Stalls?
Assume 5-stage DLX (in order)
FP Loop Showing Stalls

1 Loop: L.D F0,0(R1) ;F0=vector element
2 stall
3 ADD.D F4,F0,F2 ;add scalar in F2
4 stall
5 stall
6 S.D 0(R1), F4 ;store result
7 SUBI R1,R1,8 ;decrement pointer 8B (DW)
8 BNEZ R1,Loop ;branch R1!=zero
9 stall ;branch delay slot

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9 cycles:
Rewrite the code to minimize stalls!
Scheduled code for FP Loop

1 Loop: L.D  F0,0(R1)
2         stall
3  ADD.D F4,F0,F2
4  SUBI  R1,R1,8
5  BNEZ  R1,Loop ;delayed branch
6  S.D  8(R1),F4 ;altered when move past SUBI

Move SD past BNEZ by modifying the address offset of SD

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6 clocks: Unroll loop 4 times to make code faster?
Loop Unrolling

while (R1 > 0) { M[R1] = M[R1] + F2; R1 -= 8 }

while (R1 >= 4*8) {
    M[R1] = M[R1] + F2;
    M[R1-8] = M[R1-8] + F2;
    M[R1-16] = M[R1-16] + F2;
    R1 -= 4*8
}
while (R1 > 0) { M[R1] = M[R1] + F2; R1 -= 8 }

Independent instructions inside the loop. Good opportunities for scheduling.
Unroll Loop 4 times: name dependencies?

1. Loop:
   1. L.D   F0,0(R1)
   2. ADD.D F4,F0,F2
   3. S.D   0(R1),F4  ;drop SUBI & BNEZ
   4. L.D   F0,-8(R1)
   5. ADD.D F4,F0,F2
   6. S.D   -8(R1),F4  ;drop SUBI & BNEZ
   7. L.D   F0,-16(R1)
   8. ADD.D F4,F0,F2
   9. S.D   -16(R1),F4  ;drop SUBI & BNEZ
  10. L.D   F0,-24(R1)
  11. ADD.D F4,F0,F2
  12. S.D   -24(R1),F4
  13. SUBI  R1,R1,#32  ; alter to 4*8
  14. BNEZ  R1,LOOP
  15. NOP
Unroll Loop 4 times: name dependencies?

1. Loop:
   1. L.D F0,0(R1)
   2. ADD.D F4,F0,F2
   3. S.D 0(R1),F4 ;drop SUBI & BNEZ
   4. L.D F0,-8(R1)
   5. ADD.D F4,F0,F2
   6. S.D -8(R1),F4 ;drop SUBI & BNEZ
   7. L.D F0,-16(R1)
   8. ADD.D F4,F0,F2
   9. S.D -16(R1),F4 ;drop SUBI & BNEZ
   10. L.D F0,-24(R1)
   11. ADD.D F4,F0,F2
   12. S.D -24(R1),F4
   13. SUBI R1,R1,#32 ;alter to 4*8
   14. BNEZ R1,LOOP
   15. NOP

How to deal with these?
No name dependencies now!

```
1  Loop: L.D F0,0(R1)
2     ADD.D F4,F0,F2
3     S.D 0(R1),F4 ;drop SUBI & BNEZ
4     L.D F6,-8(R1)
5     ADD.D F8,F6,F2
6     S.D -8(R1),F8 ;drop SUBI & BNEZ
7     L.D F10,-16(R1)
8     ADD.D F12,F10,F2
9     S.D -16(R1),F12 ;drop SUBI & BNEZ
10    L.D F14,-24(R1)
11    ADD.D F16,F14,F2
12    S.D -24(R1),F16
13    SUBI R1,R1,#32 ;alter to 4*8
14    BNEZ R1,LOOP
15    NOP
```

“register renaming” removed WAR/WAW stalls
Unroll Loop 4 times

15 + 4 x (1+2) = 27 clock cycles, or 6.8 per iteration
Assumes R1 is multiple of 4
Schedule Unrolled Loop

1. Loop: L.D F0,0 (R1)
2. L.D F6,-8 (R1)
3. L.D F10,-16 (R1)
4. L.D F14,-24 (R1)
5. ADD.D F4,F0,F2
6. ADD.D F8,F6,F2
7. ADD.D F12,F10,F2
8. ADD.D F16,F14,F2
9. S.D 0 (R1),F4
10. S.D -8 (R1),F8
11. S.D -16 (R1),F12
12. SUBI R1,R1,#32
13. BNEZ R1,LOOP
14. S.D 8 (R1),F16 ; 8-32 = -24

14 clock cycles, or 3.5 per iteration

- What kind of assumptions did we use to reorder and move the instructions?
  - OK to move store past SUBI even though changes register
  - OK to move loads before stores/add: get right data?
  - When is it safe for compiler to do such changes?
Compiler Perspectives on Code Movement

- Name Dependencies are hard to identify for Memory Accesses
  - $100(R4) == 20(R6)$?
  - for different iterations of the loop, is $20(R6) == 20(R6)$?

- In our example the compiler must understand that when R1 does not change then:

  $0(R1) \neq -8(R1) \neq -16(R1) \neq -24(R1)$

- There were no dependencies between some loads and stores so they could be moved by each other
When is it safe to unroll a loop?

• Example: Are there dependencies? (A,B,C distinct & non-overlapping)
  
  ```c
  for (i=0; i<100; i=i+1) {
    A[i+1] = A[i] + C[i];    /* S1 */
    B[i+1] = B[i] + A[i+1];  /* S2 */
  }
  ```

  • S2 uses the value, $A[i+1]$, computed by S1 in the same iteration.
  
  • S1 uses a value computed by S1 in an earlier iteration, since iteration $i$ computes $A[i+1]$ which is read in iteration $i+1$. The same is true of S2 for $B[i]$ and $B[i+1]$. This form of dependence (across iterations) is called loop-carried dependence.

  • In our prior example, each iteration was distinct. Dependences in the above example force successive iterations of this loop to execute in series.

  • Implies that iterations can’t be executed in parallel, right?
Loop-carried dependence: No parallelism?

• Example:
  
  ```c
  for (i=0; i<100; i=i+1) {
    A[i]   = A[i] + B[i];  /* S1 */
    B[i+1] = C[i] + D[i];  /* S2 */
  }
  ```

  • S1 uses the value of B[i] which is produced by a previous iteration (loop-carried dependence).

  • There is no other dependency. Hence, this dependence is not circular. We can conclude that the loop can be parallel.

  
  \[ \begin{align*}
  A[0] &= A[0] + B[0] \\
  B[1] &= C[0] + D[0] \\
  \cdots
  \end{align*} \]

  \[ \begin{align*}
  A[0] &= A[0] + B[0] \\
  B[1] &= C[0] + D[0] \\
  \cdots
  \end{align*} \]
Loop-carried dependence: No parallelism?

• Example:

```c
for (i=0; i<100; i=i+1) {
    A[i] = A[i] + B[i];    /* S1 */
    B[i+1] = C[i] + D[i];  /* S2 */
}

A[0] = A[0] + B[0];    /* start-up code */
for (i=0; i<99; i=i+1) {
    B[i+1] = C[i] + D[i];      /* S2 */
    A[i+1] = A[i+1] + B[i+1];  /* S1 */
}

B[100] = C[99] + D[99];    /* clean-up code */
```
Recurrence – Dependence Distance

• Example:
  for (i=1; i< 100; i=i+1) {
      Y[i] = Y[i-1] + Y[i];
  }
  loop-carried dependence in recurrence form.

• Example:
  for (i=5; i< 100; i=i+1) {
      Y[i] = Y[i-5] + Y[i];
  }
  Iteration \(i\) depends on iteration \(i-5\), thus it has a dependence distance
  of 5. The longer the dependence distance the more potential to extract parallelism.
Alternative: Software Pipelining

• Observation: If the iterations of the loop are independent, then we can exploit more ILP by executing instructions from different iterations of the loop.

• Software pipelining: reorganizes loops so that each iteration is made from instructions chosen from different iterations of the original loop without loop unrolling (Tomasulo in SW)
## Software Pipelining: Example

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<tr>
<td>LD F0,0(R1)</td>
<td><strong>start-up code</strong></td>
<td>ADDD F4,F0,F2</td>
<td>LD F0,-8(R1)</td>
<td>ADDD F4,F0,F2</td>
</tr>
<tr>
<td>SD 0(R1),F4</td>
<td>ADDD F4,F0,F2</td>
<td>LD F0,-16(R1)</td>
<td>ADDD F4,F0,F2</td>
<td>LD F0,-24(R1)</td>
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<td>ADDD F4,F0,F2</td>
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<tr>
<td>SD -16(R1),F4</td>
<td>ADDD F4,F0,F2</td>
<td>LD F0,-32(R1)</td>
<td>ADDD F4,F0,F2</td>
<td><strong>finish-up code</strong></td>
</tr>
<tr>
<td>SD -24(R1),F4</td>
<td>ADDD F4,F0,F2</td>
<td>SD -32(R1),F4</td>
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*start-up code*

*finish-up code*
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<tr>
<td>LD F0,0(R1)</td>
<td>ADDD F4,F0,F2</td>
<td>LD F0,-8(R1)</td>
<td>ADDD F4,F0,F2</td>
<td>LD F0,-16(R1)</td>
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<td>SD 0(R1),F4</td>
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**start-up code**

**finish-up code**

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**start-up code**

**Iteration 0**

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**Iteration 4**

**finish-up code**

SD -32(R1),F4
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**finish-up code**

SD -32(R1),F4
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**Iteration 0**:
- **LD** F0,0(R1)
- **ADD** F4,F0,F2 **LD** F0,-8(R1)

**Iteration 1**:
- **SD** 0(R1),F4
- **ADD** F4,F0,F2

**Iteration 2**:
- **SD** -8(R1),F4
- **ADD** F4,F0,F2

**Iteration 3**:
- **SD** -16(R1),F4
- **ADD** F4,F0,F2

**Iteration 4**:
- **SD** -24(R1),F4
- **ADD** F4,F0,F2

**finish-up code**
- **SD** -32(R1),F4
Software Pipelining: Example

Before: Unroll 3 times
1  L.D   F0,0(R1)
2  ADD.D F4,F0,F2
3  S.D   0(R1),F4
4  L.D   F6,-8(R1)
5  ADD.D F8,F6,F2
6  S.D   -8(R1),F8
7  L.D   F10,-16(R1)
8  ADD.D F12,F10,F2
9  S.D   -16(R1),F12
10 SUBI  R1,R1,#24
11 BNEZ  R1,LOOP

After: Software Pipelined
1  S.D   0(R1),F4 ; Stores M[i]
2  ADD.D F4,F0,F2 ; Adds to M[i-1]
3  L.D   F0,-16(R1); Loads M[i-2]
4  SUBI  R1,R1,#8 ; i = i - 1
5  BNEZ  R1,LOOP

RAW hazards convert to WAR hazards.

5 cycles per iteration
Software Pipelining vs Loop Unrolling

Symbolic Loop Unrolling

- Maximize result-use distance
- Less code space than unrolling

But..
- Harder to implement
- Execution of SUB & BNEZ in every iteration