

Instruction Pipe Hazards

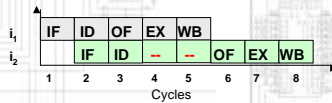
Three primary data hazards [RAW]

⊕ RAW Read-after-write

eg $i_1: R_2 \leftarrow R_3 \div R_4$

$i_2: R_5 \leftarrow R_2 + R_1$

Delay i_2 - OF until i_1 - WB



Instruction Pipe Hazards

Three primary data hazards [WAR]

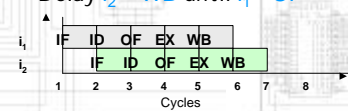
⊕ WAR Write-after-read

[concurrent execution - see later]

eg $i_1: R_2 \leftarrow R_3 \times R_4$

$i_2: R_4 \leftarrow R_5 + R_6$

Delay i_2 - WB until i_1 - OF



Instruction Pipe Hazards

Three primary data hazards [WAW]

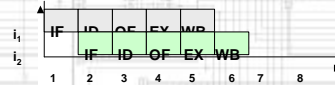
⊕ WAW Write-after-write

[concurrent execution - see later]

eg $i_1: R_2 \leftarrow R_3 + R_4$

$i_2: R_2 \leftarrow R_5 + R_6$

Delay i_2 - WB until i_1 - WB



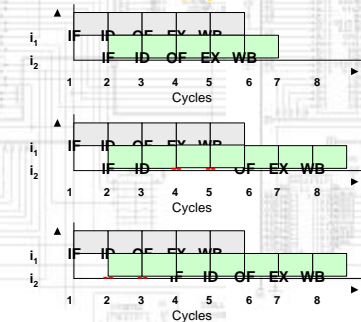
⊕ Solution

⊕ The incidence of data dependency hazards may be lowered by having compiler or assembler move:

- ⊕ NOPs between them
- ⊕ Independent instructions between them

Instruction Pipe Hazards

Solution



Instruction Pipe Hazards

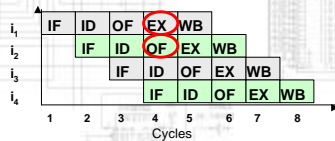
Rearranging the order of instruction execution

Problem

$$i_1 \quad R_3 \leftarrow R_3 + R_4$$

$$i_2 \quad R_5 \leftarrow R_2 + R_1$$

$$i_3 \quad R_6 \leftarrow R_6 + R_7$$

$$i_4 \quad R_8 \leftarrow R_8 + R_7$$


Instruction Pipe Hazards

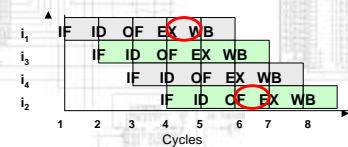
Rearranging the order of instruction execution

Solution -> Move i_3, i_4 between i_1 and i_2

$$i_1 \quad R_3 \leftarrow R_3 + R_4$$

$$i_3 \quad R_6 \leftarrow R_6 + R_7$$

$$i_4 \quad R_8 \leftarrow R_8 + R_7$$

$$i_2 \quad R_5 \leftarrow R_2 + R_1$$


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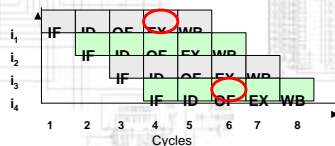
Insert NOP [no operation]

Insert NOPs

$$i_1 \quad R_3 \leftarrow R_3 + R_4$$

$$i_2 \quad \text{NOP}$$

$$i_3 \quad \text{NOP}$$

$$i_4 \quad R_5 \leftarrow R_2 + R_1$$


Dynamic dependency Checking

- ⊕ The existence of control branches means that we must also check dynamically
- ⊕ Two approaches have evolved:
 - ⊕ Tomasulo's Method
 - ⊕ Scoreboard Method

- ⊕ Here all results are placed on a common data bus with a TAG to show from where it comes.
- ⊕ Hence all waiting functional units and registers may obtain a copy simultaneously.