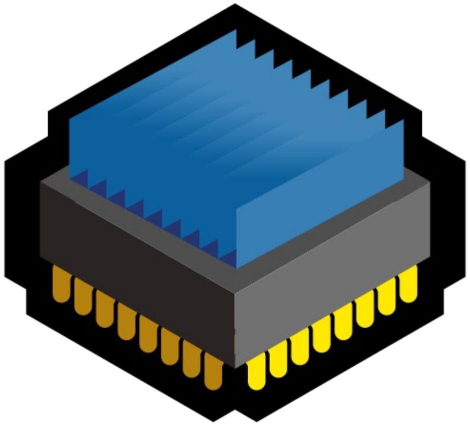
CS 261
Fall 2021

Mike Lam, Professor



CPU Architecture

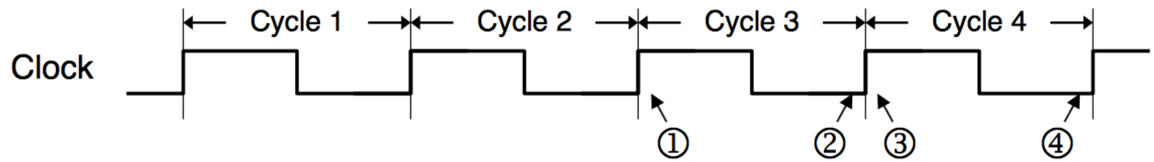
Topics

- CPU stages and design
- Pipelining

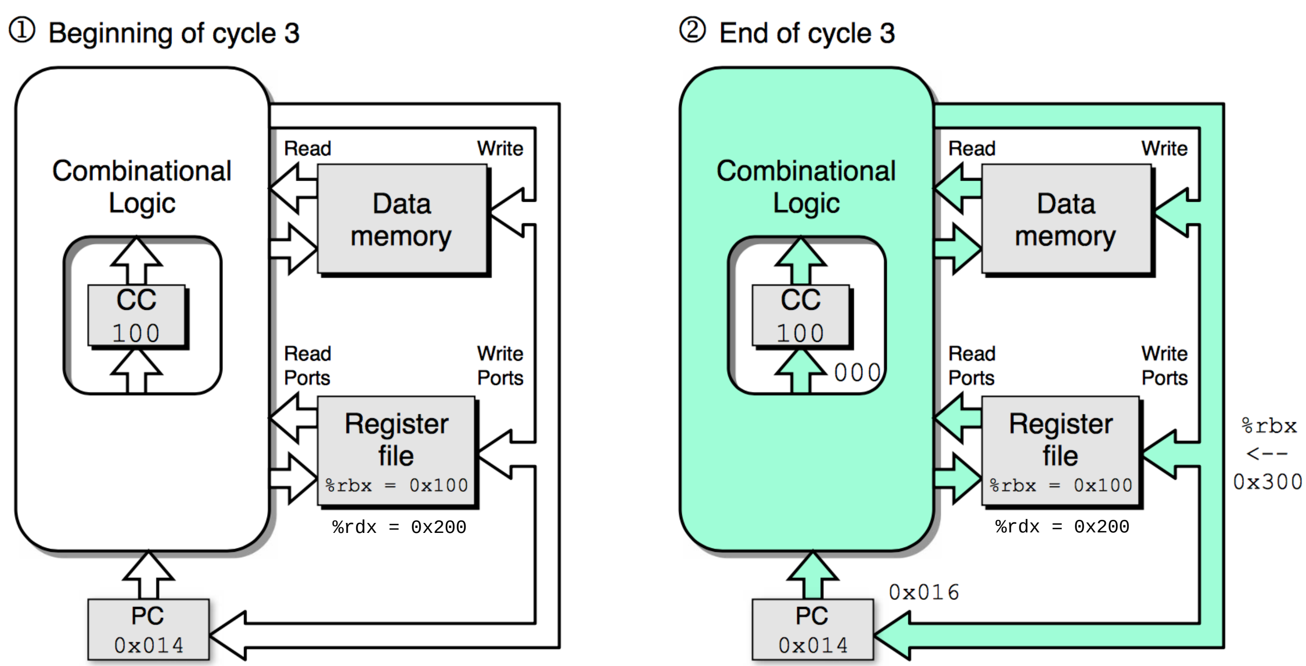
CPU overview

- A CPU consists of
  - Combinational circuits for computation
  - Sequential circuits for memory
  - Wires/buses for connectivity and intermediate results
  - A clocked register PC for synchronization

Example



Cycle 1:	`0x000: irmovq $0x100,%rbx # %rbx <-- 0x100`
Cycle 2:	`0x00a: irmovq $0x200,%rdx # %rdx <-- 0x200`
Cycle 3:	`0x014: addq %rdx,%rbx # %rbx <-- 0x300 CC <-- 000`
Cycle 4:	`0x016: je dest # Not taken`
Cycle 5:	`0x01f: rmmovq %rbx,0(%rdx) # M[0x200] <-- 0x300`



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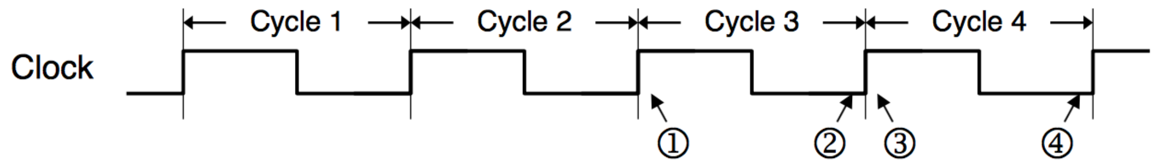

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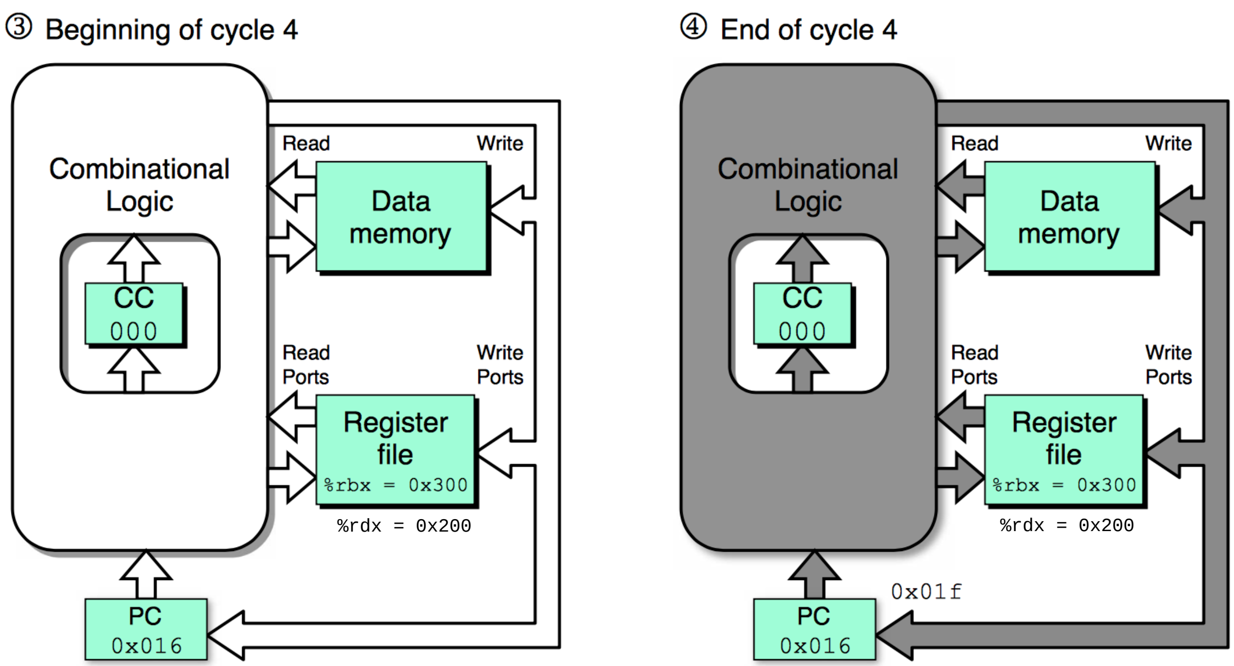
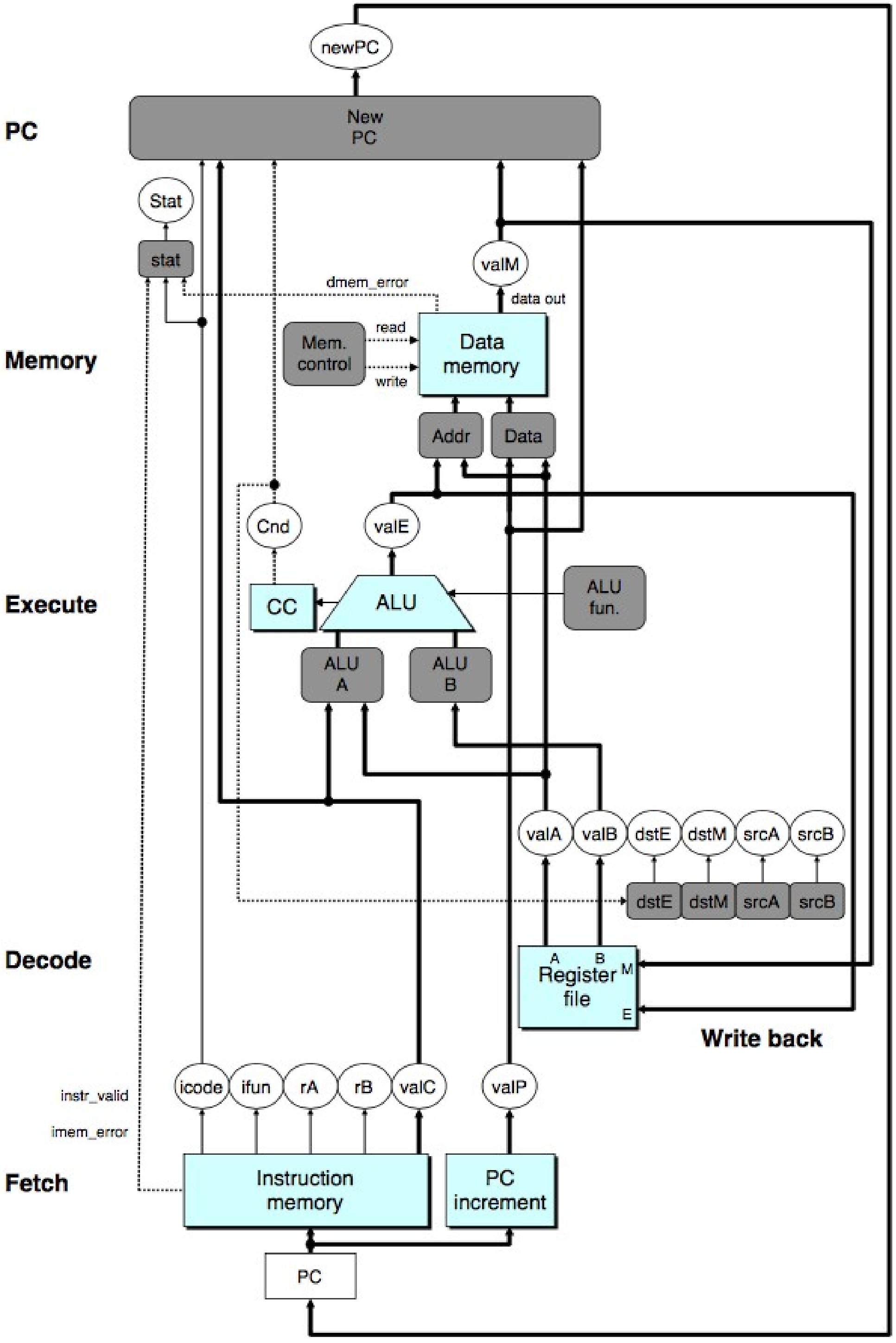


CPU design

- SEQ: sequential Y86 CPU
  - Runs one instruction at a time
  - `ysim`: simulator
- Components:
  - Clocked register (PC)
  - Hardware units (blue boxes)
    - Combinational/sequential circuits
    - ALU, register file, memory
  - Control logic (grey rectangles)
    - Combinational circuits
    - Details in textbook
  - Wires (white circles)
    - Word (thick lines)
    - Byte (thin lines)
    - Bit (dotted lines)

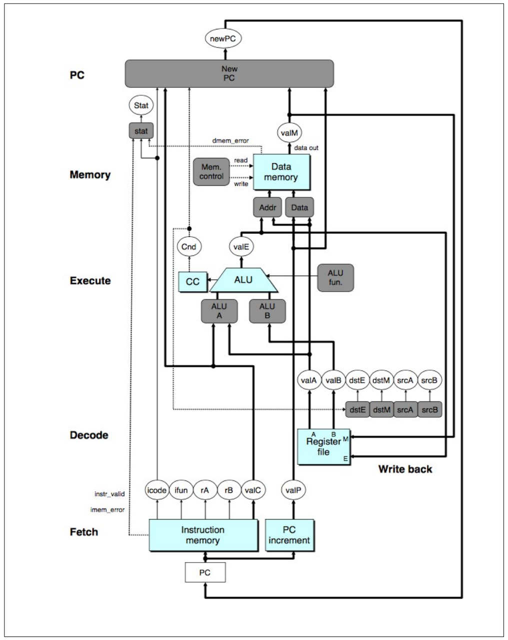


System design

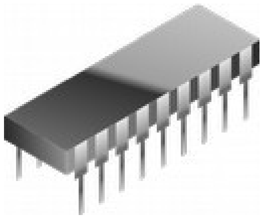
- CPU measurement
  - Throughput: instructions executed per second
    - GIPS: billions of (“giga-”) instructions per second
    - 1 GIPS → each instruction takes 1 nanosecond (a billionth of a second)
  - Latency / delay: time required per instruction
    - Picosecond: 10^{-12} seconds   Nanosecond: 10^{-9} seconds
    - 1,000 ps = 1 nanosecond
  - Relationship: *throughput = # instructions / latency*
    - Example: 1 / 320ps * (1000ps/ns) = 0.003125 * 1000 ≈ 3.1 GIPS

System design

- Current CPU design is serial
  - One instruction executes at a time
  - Only way to improve is to run faster!
  - Limited by speed of light / electricity
- One approach: make it smaller
  - Shorter circuit = faster circuit
  - Limited by manufacturing technology

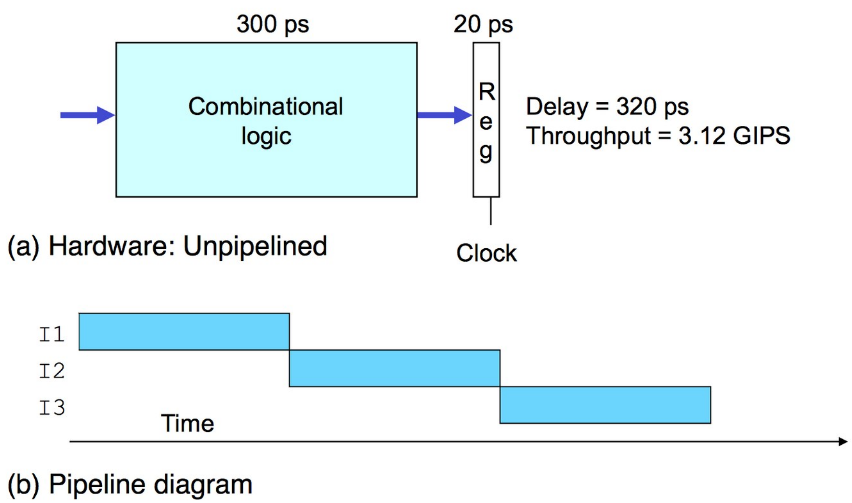


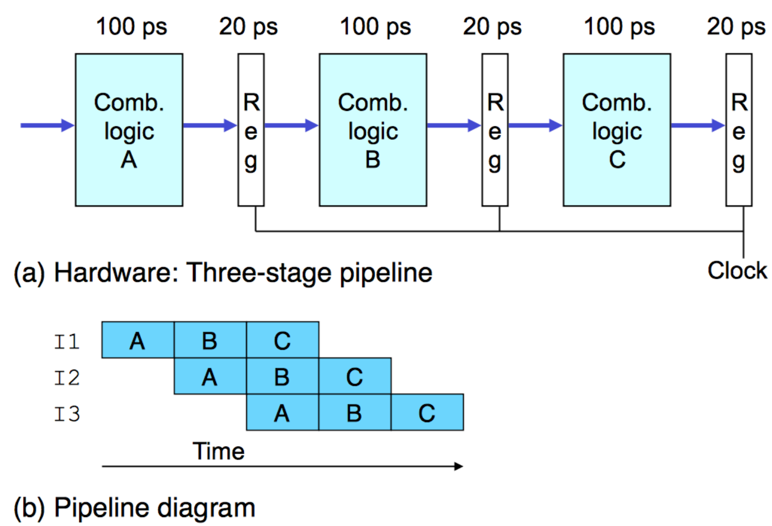
What else could we do?



System design

- Idea: pipelined design
  - Multiple instructions execute simultaneously ("instruction-level parallelism")
  - Similar to cafeteria line or car wash
  - Split logic into stages and connect stages with clocked registers





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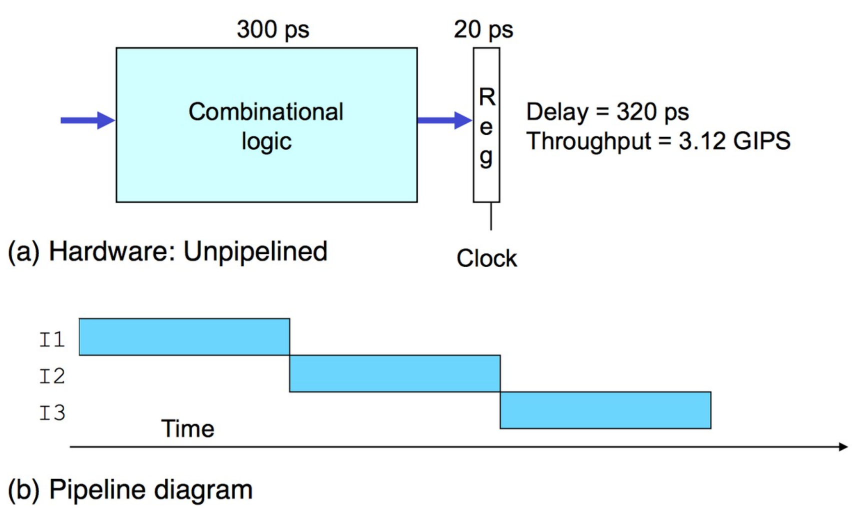
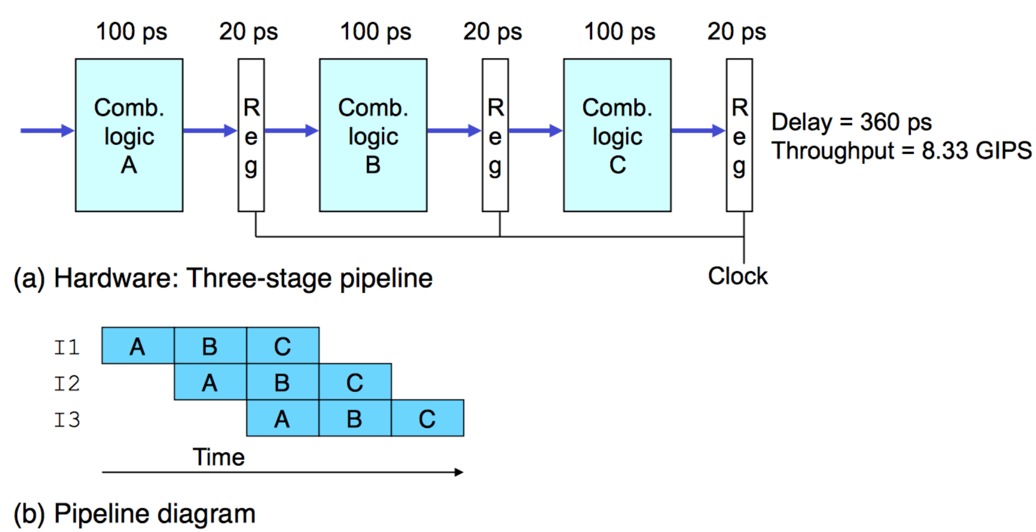
System design

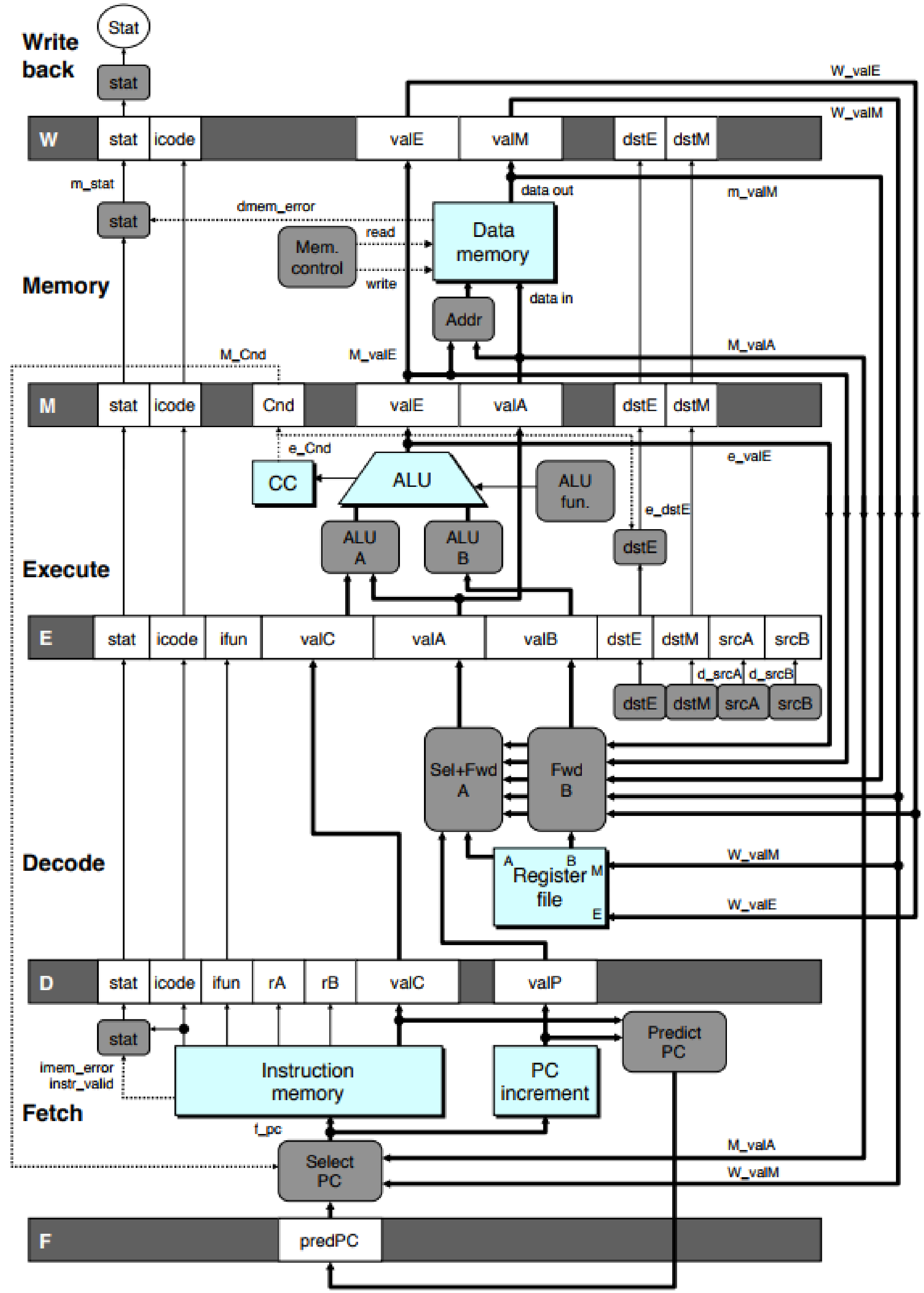
- Idea: pipelined design
  - Multiple instructions execute simultaneously ("instruction-level parallelism")
  - Similar to cafeteria line or car wash
  - Split logic into stages and connect stages with clocked registers
  - System design tradeoff: **throughput vs. latency**





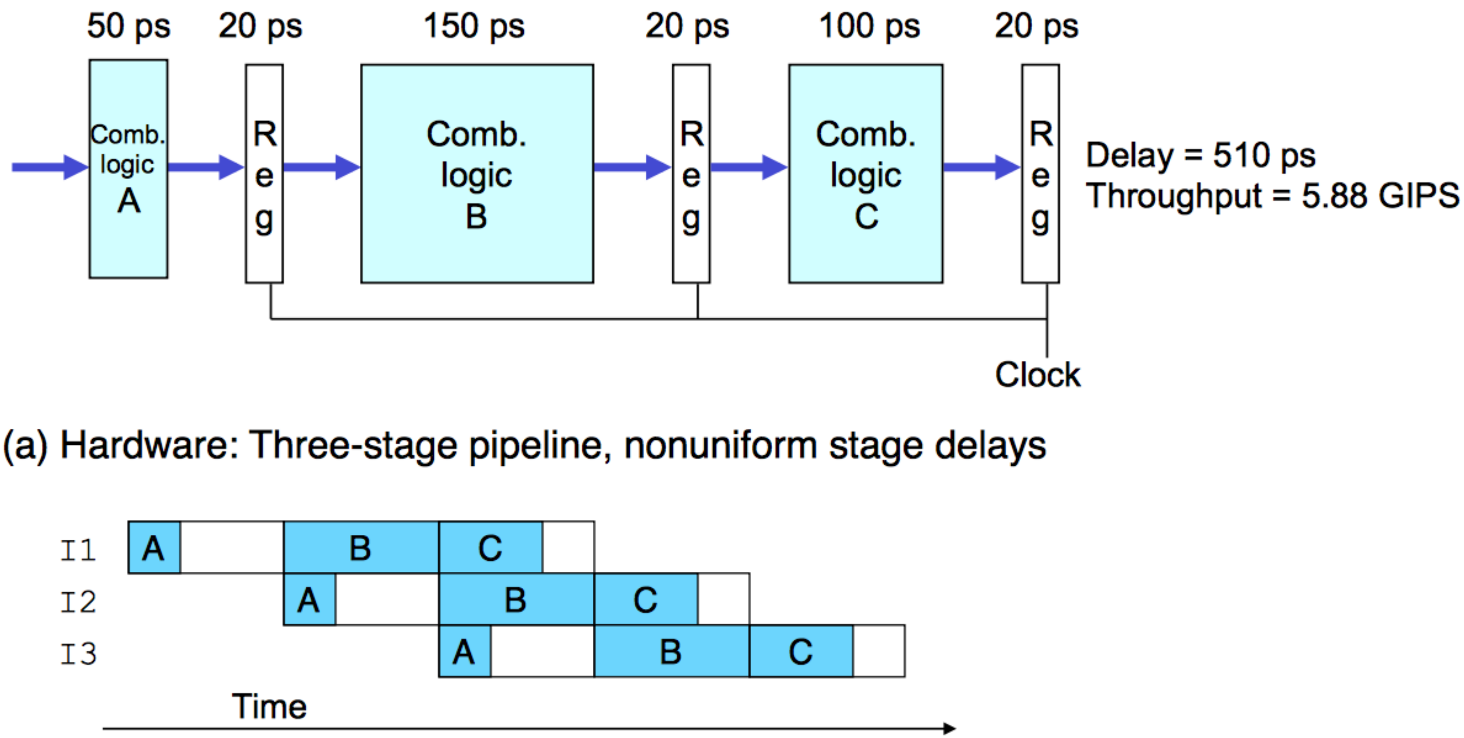
Y86 pipelining

- It's complicated!
  - Split up the stages and add more clocked registers for intermediate results



Pipelining

- Limitation: non-uniform partitioning
  - Logic segments may have significantly different lengths



(b) Pipeline diagram

Pipelining

- Limitation: dependencies
  - The effect of one instruction depends on the result of another
  - Both data and control dependencies
  - Sometimes referred to as hazards

Data dependency:

```
irmovq $8, %rax
addq %rax, %rbx
mrmovq 0x300(%rbx), %rdx
```

Control dependency:

```
loop:
    subq %rdx, %rbx
    jne loop
   irmovq $10, %rdx
```

Pipelining

- Approaches to avoiding hazards
  - Halt execution (or throw an exception)
  - Stalling: “hold back” an instruction temporarily
  - Data forwarding: allow latter stages to feed into earlier stages, bypassing memory or registers
    - (for data dependencies)
  - Branch prediction: guess address of next instruction
    - (for control dependencies)
  - For more info, read CS:APP section 4.5

Conditional moves

- Similar to conditional jumps, but they move data if certain condition codes are set
  - Benefit: no branch prediction penalty
    - Improved performance in the presence of pipelining

```
if (a > b) c = d;
```

```
  subq   %rbx, %rax
  jle skip
  rrmovq %rdx, %rcx
skip:
```

Data (CCs) and control dependencies

→

```
subq   %rbx, %rax
cmovg  %rdx, %rcx
```

No control dependency (only data)

Amdahl's Law

T_s = serial time

T_P = parallel time

p = # of parallel stages

S = speedup = $\dfrac{T_S}{T_P}$

should increase as p grows

r = % of logic not amenable to pipelining

$$T_P = \frac{(1-r)T_S}{p} + rT_S$$

$$S = \text{speedup} = \frac{T_S}{\frac{(1-r)T_S}{p} + rT_S}$$

Amdahl's Law: $S \leq \dfrac{1}{r}$ as p increases

Amdahl's Law

p = # of parallel stages

r = % of logic not amenable to pipelining

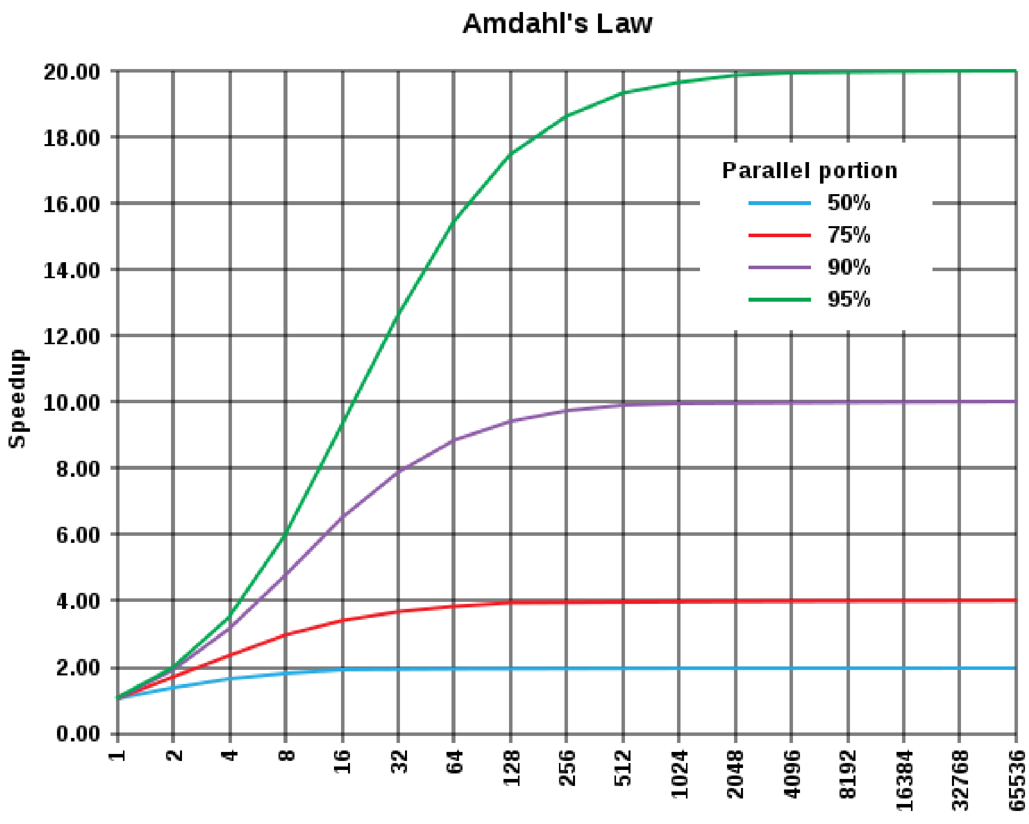
$$S = \text{speedup} = \frac{T_S}{\frac{(1-r)T_S}{p} + rT_S}$$

Amdahl's Law:

$$S \leq \frac{1}{r} \quad \text{as } p \text{ increases}$$

r = 50% → speedup limited to 2x
r = 25% → speedup limited to 4x
r = 10% → speedup limited to 10x
r = 5% → speedup limited to 20x

Speedup limited inversely proportionally by serial %



https://en.wikipedia.org/wiki/Amdahl's_law#/media/File:AmdahlsLaw.svg

Summary

- We’ve now learned how a CPU is constructed
  - Transistors → logic gates → circuits → CPU
  - Pipelining provides instruction-level parallelism
    - Although there are some limitations
- This is not a CPU architecture class
  - We won’t be closely studying the specifics of SEQ
  - If you’re interested, the details are in section 4.3
  - Same for PIPE (the pipelined version), in section 4.5
  - If you’re REALLY interested, plan to take CS 456

CS 456: Architecture

- Course objectives:
  - **Summarize the construction of a pipelined processor from low-level building blocks**
  - Describe and categorize hardware techniques for parallel implementation at the instruction, data, and thread levels
  - Summarize storage and I/O interfacing techniques
  - Apply address decoding and memory hierarchy strategies
  - Evaluate the performance impact of various hardware designs, including caches
  - Describe how hardware implementations can improve overall system performance
  - Justify the use of hardware-based optimizations that fail occasionally
  - Compare and contrast the actual execution of code with software designs
  - Analyze how a person's logical flow of thinking (sequential) differs from the processor implementation
  - Demonstrate the ability to communicate hardware and software design trade-offs to both professional colleagues and laypeople

Lessons learned

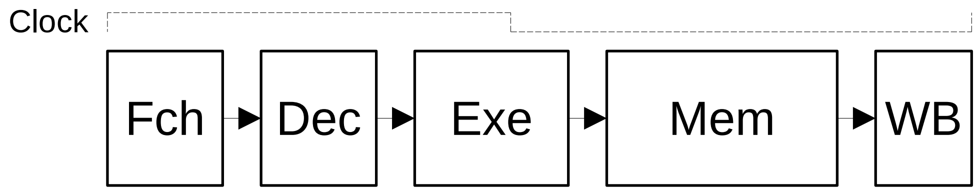
- **Computers are not human**; they're complex machines
  - Machines require extremely precise inputs
  - Machine output can be difficult to interpret
- **Abstraction helps to manage complexity**
  - Use simpler components to build more complex ones
- **System design involves tradeoffs**
  - Simpler ISA vs. ease of coding
  - Throughput vs. latency
- **The details matter (A LOT!)**
  - There are many ways to fail
  - Skill and dedication are required to succeed

Next up

- Y86 architecture and semantics
- Memory architecture and caching
- Final module: operating systems

Lab Diagram

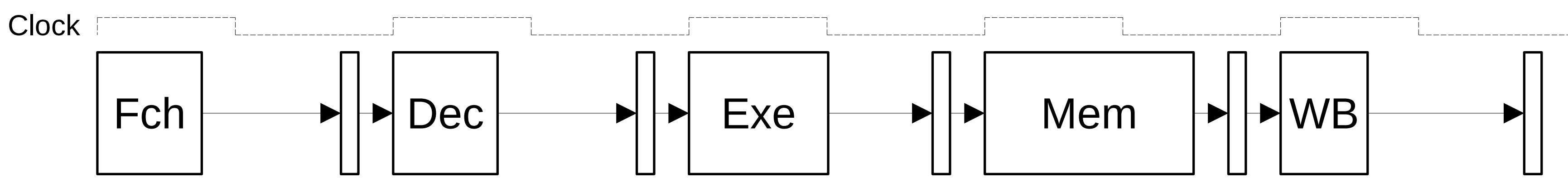
Sequential CPU:



`mrmovq (%rdi), %rbx`	Fch-Dec-Exe-Mem-WB				
`addq %rbx, %rax`		Fch-Dec-Exe-Mem-WB			
`addq %rcx, %rdi`			Fch-Dec-Exe-Mem-WB		
`subq %rdx, %rsi`				Fch-Dec-Exe-Mem-WB	
`jne loop`					Fch-Dec-Exe-Mem-WB

Time →

Pipelined CPU:



`mrmovq (%rdi), %rbx`	Fch	Dec							
`addq %rbx, %rax`		Fch							
`addq %rcx, %rdi`									
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`jne loop`									

(UNFINISHED - #3 on lab)