

# Pipelining a Datapath

Tom Kelliher, CS 220

Nov. 30, 2009

## 1 Administrivia

### Announcements

### Assignment

Read 5.1–5.2.

### From Last Time

Overview of pipelining.

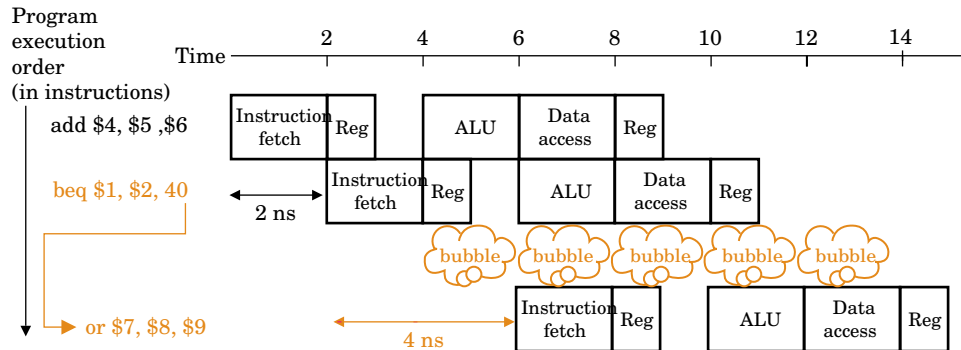
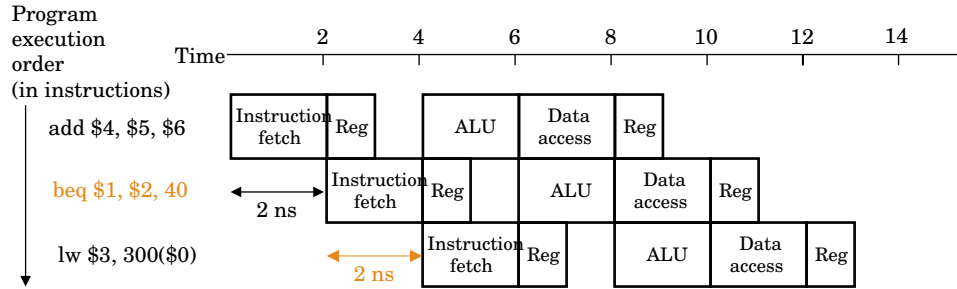
### Outline

1. Pipelining: a pipelined datapath. Hazards.
2. Simple example: a single lw.

### Coming Up

Introduction to caches.





Solutions:

(a) Stall.

(b) Predict.

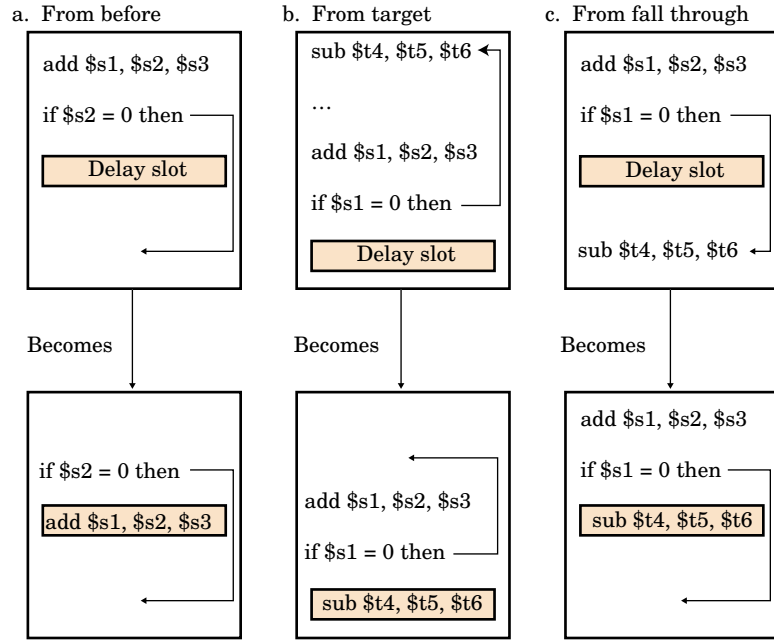
Static prediction. Truly static. Compile-time determined.

Dynamic prediction. Branch history tables. One-, two-bit counters.

(c) Delayed branch.

Assumes you know branch outcome early.

Code scheduling:

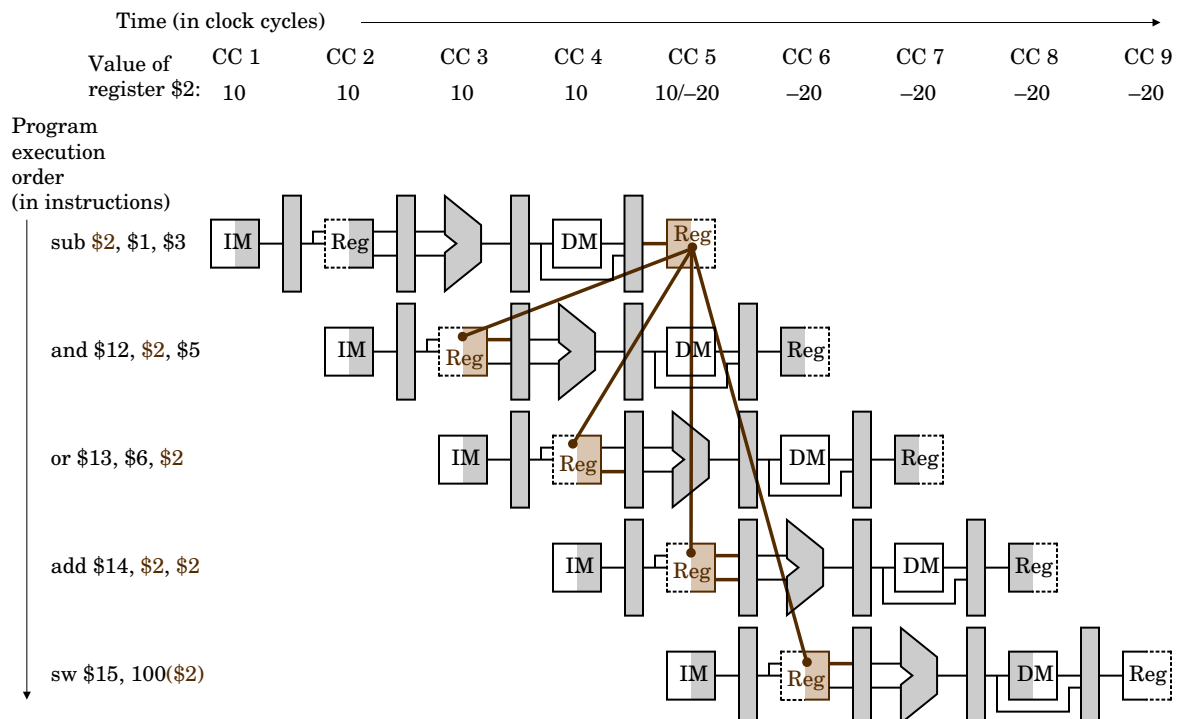


Consideration: deeper pipelines.

### 3. Data hazards.

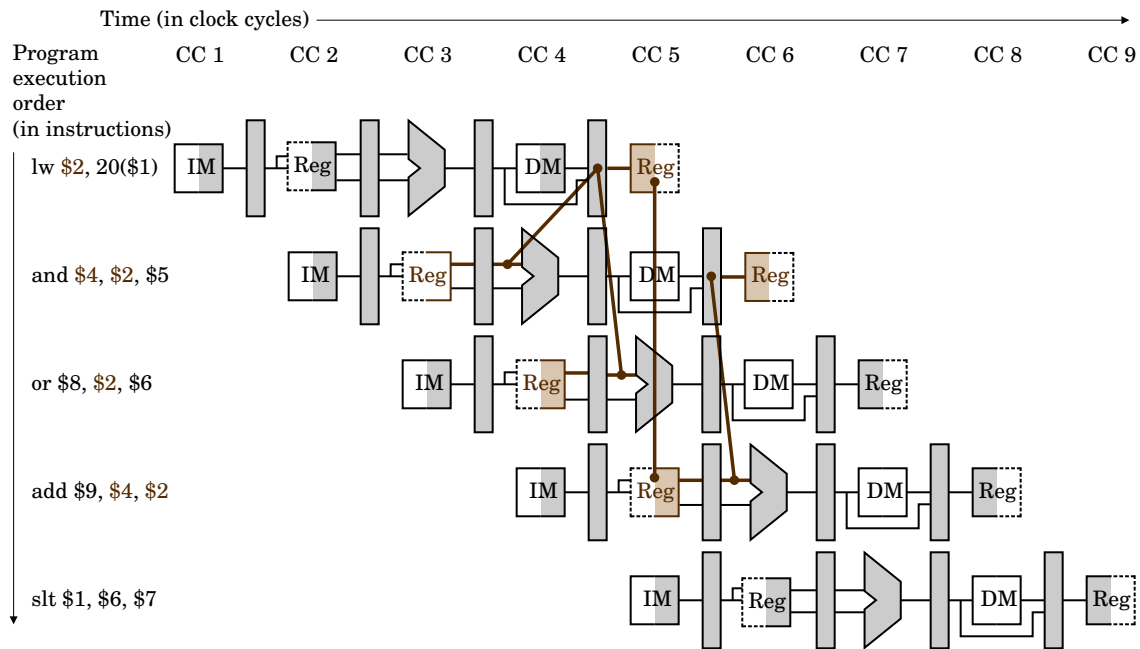
Data not available when needed.

ALU example:



Fixed by forwarding.

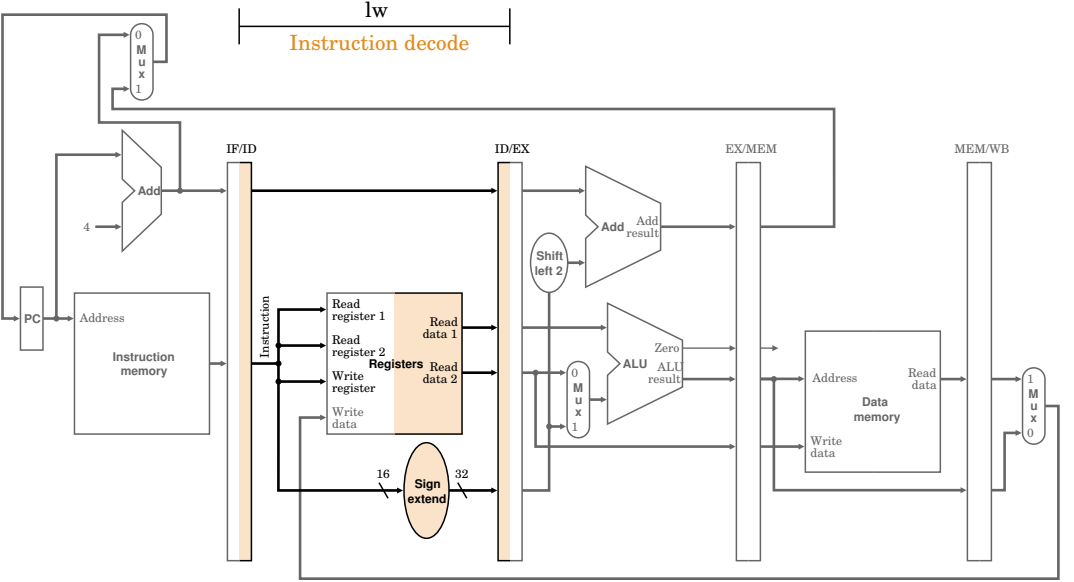
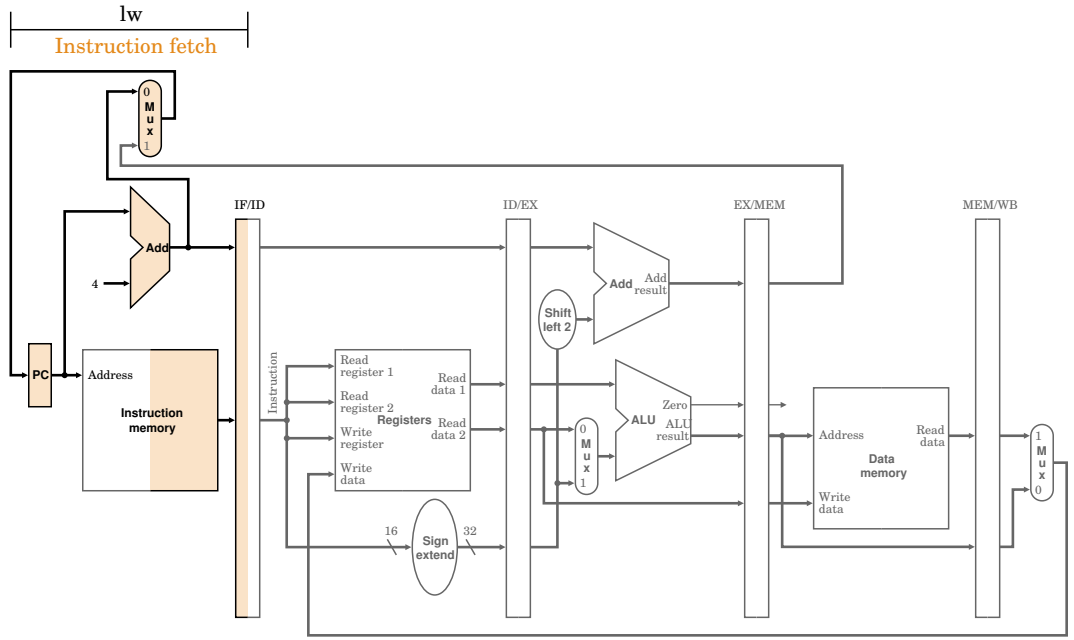
Memory example:

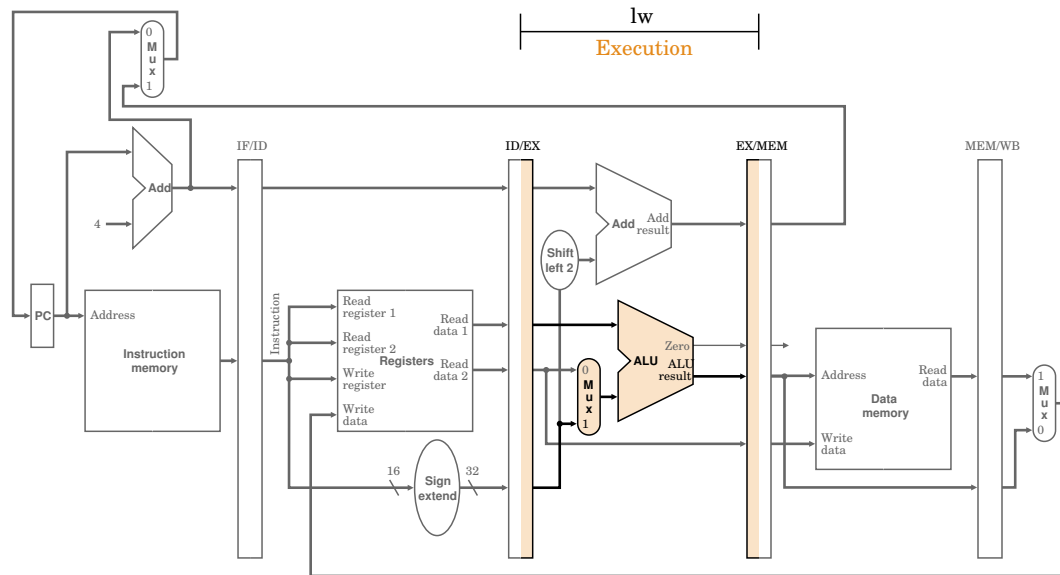


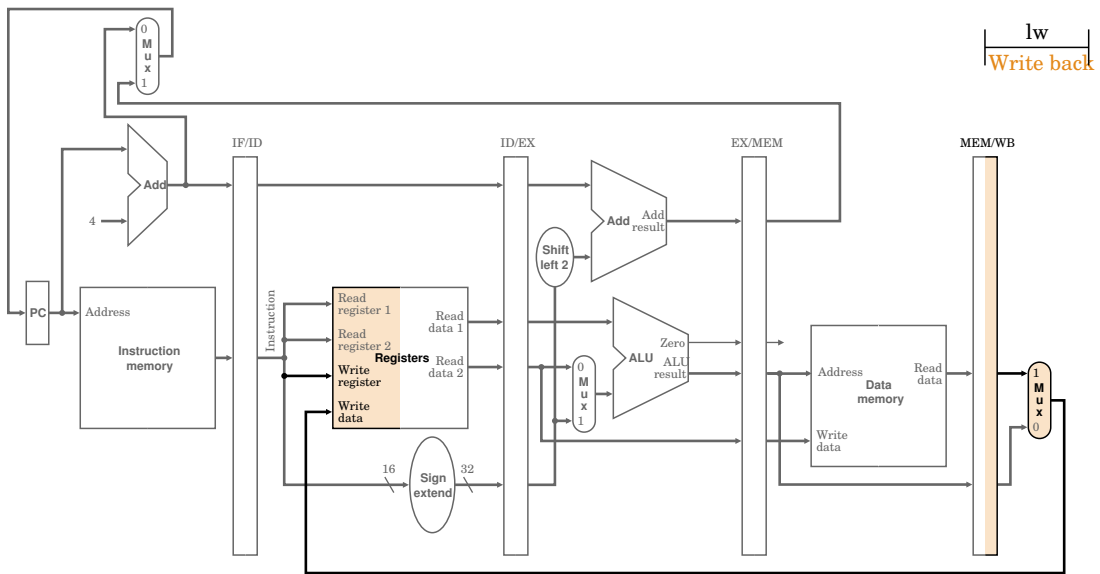
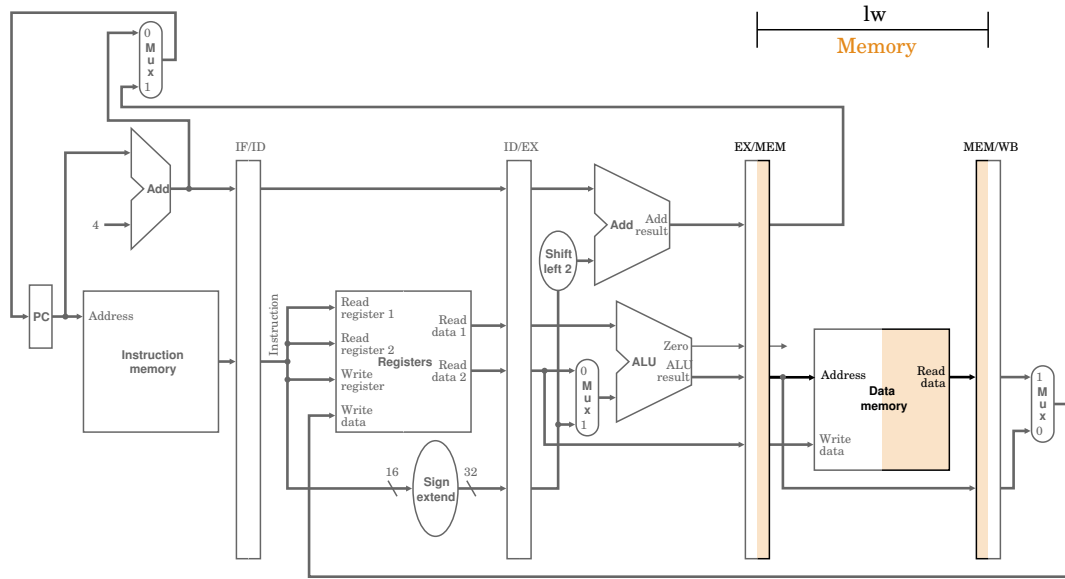
How can this be fixed?

## 2.2 Simple Example

Let's follow a `lw`. What's going on during each clock cycle?







97108/Patterson  
Figure 06.15