MIPS Implementation

Material from Chapter 3 of H&P (for DLX).

Material from Chapter 6 of P&H (for MIPS).

Outline: (In this set.)

  Unpipelined DLX Implementation. (Diagram only.)

  Pipelined DLX and MIPS Implementations: Hardware, notation, hazards.

  Dependency Definitions.

  Data Hazards: Definitions, stalling, bypassing.

  Control Hazards: Squashing, one-cycle implementation.

Outline: (Covered in class but not yet in set.)

  Operation of nonpipelined implementation, elegance and power of pipelined implementation.
  (See text.)

  Computation of CPI for program executing a loop.
FIGURE 3.1 The implementation of the DLX datapath allows every instruction to be executed in four or five clock cycles.
Pipelined MIPS Implementation

Note: diagram omits connections for some instructions.
Pipeline Details

**Pipeline Segments** a.k.a. **Pipeline Stages**

Divide pipeline into *segments*.

Each segment occupied by at most one instruction.

At any time, different segments can be occupied by different instructions.

Segments given names: **IF, ID, EX, MEM, WB**

Sometimes **MEM** shortened to **ME**.
**Pipeline Registers** a.k.a. **Pipeline Latches**

Registers separating pipeline segments.

Written at end of each cycle.

To emphasize role, drawn as part of dividing bars.

Registers named using pair of segment names and register name.

For example, **IF/ID.IR, ID/EX.IR, ID/EX.A** (used in text, notes).

**if_id_ir, id_ex_ir, id_ex_rs_val** (used in Verilog code).
Pipeline Execution Diagram

Diagram showing the pipeline segments that instructions occupy as they execute.

Time on horizontal axis, instructions on vertical axis.

Diagram shows where instruction is at a particular time.

<table>
<thead>
<tr>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>add r1, r2, r3</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>and r4, r5, r6</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>lw r7, 8(r9)</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A vertical slice (e.g., at cycle 3) shows processor activity at that time.

In such a slice a segment should appear at most once . . .

. . . if it appears more than once execution not correct . . .

. . . since a segment can only execute one instruction at a time.
Pipeline Control

Setting control inputs to devices including . . .

. . . multiplexor inputs . . .

. . . function for ALU . . .

. . . operation for memory . . .

. . . whether to clock each register . . .

. . . et cetera.
Options for controlling pipeline:

- Decode in ID
  Determine settings in ID, pass settings along in pipeline latches.

- Decode in Each Stage
  Pass opcode portions of instruction along.
  Decoding performed as needed.

Real systems decode in ID.

For clarity, diagrams misleadingly imply decoding in stage needed . . .
  . . . by passing entire instruction along.

Example given later in this set.
Dependencies and Hazards

Remember

Operands **read from** registers in ID...

... and results **written to** registers in WB.

Consider the following **incorrect execution**:

<table>
<thead>
<tr>
<th>Cycle</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
</tr>
<tr>
<td>add</td>
</tr>
<tr>
<td>sub</td>
</tr>
<tr>
<td>and</td>
</tr>
<tr>
<td>xor</td>
</tr>
</tbody>
</table>

Execution incorrect because ...

... **sub** reads r1 before **add** writes (or even finishes computing) r1, ...

... **and** reads r1 before **add** writes r1, and ...

... **xor** reads r4 before **sub** writes r4.
Dependencies and Hazards

Incorrect execution due to...

... *dependencies* in program...

... *and hazards* in hardware (pipeline).

Incorrect execution above is the “fault” of the hardware...

... because the ISA does not forbid dependencies.

**Dependency:**
A relationship between two instructions...

... indicating that their execution should be (or appear to be) in program order.

**Hazard:**
A potential execution problem in an implementation due to overlapping instruction execution.

There are several kinds of dependencies and hazards.

For each kind of dependence there is a corresponding kind of hazard.
Dependencies

Dependency:
A relationship between two instructions ...
... indicating that their execution should be, or appear to be, in program order.

If $B$ is dependent on $A$ then $B$ should appear to execute after $A$.

Dependency Types:

- **True, Data, or Flow Dependence** (Three different terms used for the same concept.)
- **Name Dependence**
- **Control Dependence**
Data Dependence: (a.k.a., True and Flow Dependence)

A dependence between two instructions ...
... indicating data needed by the second is produced by the first.

Example:

```
add r1, r2, r3
sub r4, r1, r5
and r6, r4, r7
```

The `sub` is dependent on `add` (via `r1`).

The `and` is dependent on `sub` (via `r4`).

The `and` is dependent `add` (via `sub`).

Execution may be incorrect if ...
... a program having a data dependence ...
... is run on a processor having an uncorrected RAW hazard.
Name Dependencies

There are two kinds: *antidependence* and *output dependence*.

**Antidependence:**
A dependence between two instructions ... 
... indicating a value written by the second ... 
... that the first instruction reads.

Antidependence Example

```
add  r1, r2, r3
sub  r2, r4, r5
```

*sub* is antidependent on the *add*.

Execution may be incorrect if ... 
... a program having an antidependence ... 
... is run on a processor having an uncorrected WAR hazard.
Output Dependence:
A dependence between two instructions …
… indicating that both instructions write the same location …
… (register or memory address).

Output Dependence Example

```
add r1, r2, r3
sub r1, r4, r5
```

The sub is output dependent on add.

Execution may be incorrect if …
… a program having an output dependence …
… is run on a processor having an uncorrected WAW hazard.
Control Dependence:
A dependence between a branch instruction and a second instruction ...
... indicating that whether the second instruction executes ...
... depends on the outcome of the branch.

beq $1, $0 SKIP  # Delayed branch
nop
add $2, $3, $4
SKIP:
sub $5, $6, $7

The add is control dependent on the beq.

The sub is not control dependent on the beq.
Pipeline Hazards

**Hazard:**
A potential execution problem in an implementation due to overlapping instruction execution.

**Interlock:**
Hardware that avoids hazards by stalling certain instructions when necessary.

**Hazard Types:**

*Structural Hazard:*
Needed resource currently busy.

*Data Hazard:*
Needed value not yet available or overwritten.

*Control Hazard:*
Needed instruction not yet available or wrong instruction executing.
Data Hazards

Identified by acronym indicating correct operation.

- **RAW**: Read after write, akin to data dependency.
- **WAR**: Write after read, akin to anti dependency.
- **WAW**: Write after write, akin to output dependency.

DLX and MIPS implementations above only subject to RAW hazards.

RAR not a hazard since read order irrelevant (without an intervening write).
When threatened by a hazard:

- **Stall** (Pause a part of the pipeline.)
  Stalling avoids overlap that would cause error.

  This does slow things down.

- Add hardware to avoid the hazards.
  Details of hardware depend on hazard and pipeline.

  Several will be covered.
Structural Hazards

Cause: two instructions simultaneously need one resource.

Solutions:

Stall.

Duplicate resource.

Pipelines in this section do not have structural hazards.

Covered in more detail with floating-point instructions.
HP Chapter-3 DLX and MIPS Subject to RAW Hazards.

Consider the following **incorrect execution** of code containing data dependencies.

<table>
<thead>
<tr>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>add</td>
<td>r1, r2, r3</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>sub</td>
<td>r4, r1, r5</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>and</td>
<td>r6, r1, r8</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>xor</td>
<td>r9, r4, r11</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Execution incorrect because ...

... *sub* reads *r1* before *add* writes (or even finishes computing) *r1*, ...

... *and* reads *r1* before *add* writes *r1*, and ...

... *xor* reads *r4* before *sub* writes *r4*.

Problem fixed by *stalling* the pipeline.
**Stall:**
To pause execution in a pipeline from IF up to a certain stage.

With stalls, code can execute correctly:

For code on previous slide, stall until data in register.

<table>
<thead>
<tr>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>add</strong> r1, r2, r3</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>sub</strong> r4, r1, r5</td>
<td>IF</td>
<td>ID</td>
<td>-----&gt;</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>and</strong> r6, r1, r8</td>
<td>IF</td>
<td>-----&gt;</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>xor</strong> r9, r4, r11</td>
<td>IF</td>
<td>ID</td>
<td>-&gt;</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Arrow shows that instructions stalled.

Stall creates a **bubble**, segments without valid instructions, in the pipeline.

With bubbles present, CPI is greater than its ideal value of 1.
Stall Implementation

Stall implemented by asserting a *hold* signal . . .

. . . which inserts a *nop* (or equivalent) after the stalling instruction and . . .

. . . disables clocking of pipeline latches before the stalling instruction.

<table>
<thead>
<tr>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>add r1, r2, r3</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>sub r4, r1, r5</td>
<td>IF</td>
<td>ID</td>
<td>-------&gt;</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>and r6, r1, r8</td>
<td>IF</td>
<td>-------&gt;</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>xor r9, r4, r11</td>
<td>IF</td>
<td>ID</td>
<td>-&gt;</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

During cycle 3, a *nop* is in EX.

During cycle 4, a *nop* is in EX and MEM.

The two adjacent *nops* are called a *bubble* . . .

. . . they move through the pipeline with the other instructions.

A third *nop* is in EX in cycle 7.
Some stalls are avoidable.

Consider again:

<table>
<thead>
<tr>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>add r1, r2, r3</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>sub r4, r1, r5</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>and r6, r1, r8</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>xor r9, r4, r11</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
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</tbody>
</table>

Note that the new value of \( r1 \) needed by \( \text{sub} \) ...  
... has been computed at the end of cycle 2 ...  
... and isn’t really needed until the beginning of the next cycle, 3.

Execution was incorrect because the value had to go around the pipeline to ID.

Why not provide a shortcut?

Why not call a shortcut a \textit{bypass} or \textit{forwarding} path?
Non-Bypassed MIPS

IF

PC

+4

Addr

Mem Port

Data
Out

Addr

IR

ID

NPC

Addr

Data

Addr

Data

Addr

D In

20:16

25:21

format immed

 Decode dest. reg

IR

EX

NPC

rsv

rtv

IMM

dst

IR

dst

E

Z

N

MEM

Mem Port

Addr

Data

Data

In

Out

ALU

MD

dst

IR

dst

IR

WB

ALU

Port

MD

rtv

Data

E

Z

N

=0

<0

dst
Bypassed MIPS
MIPS Implementation With Some Forwarding Paths:

! Cycle        0  1  2  3  4  5  6  7  8  9  10
add  r1, r2, r3  IF  ID  EX  MEM  WB
sub  r4, r1, r5  IF  ID  EX  MEM  WB
and  r6, r1, r8  IF  ID  EX  MEM  WB
xor  r9, r4, r11 IF  ID  EX  MEM  WB

It works!
MIPS Implementation With Some Forwarding Paths:

Not all stalls are avoidable.

<table>
<thead>
<tr>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>lw r1, 0(r2)</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>add r1, r1, r4</td>
<td>IF</td>
<td>ID</td>
<td>--&gt;</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>sw 4(r2), r1</td>
<td>IF</td>
<td>--&gt;</td>
<td>ID</td>
<td>-----&gt;</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>addi r2, r2, 8</td>
<td>IF</td>
<td>-----&gt;</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

Stall due to `lw` could not be avoided (data not available in cycle 3).

Stall in cycles 5 and 6 could be avoided with a new forwarding path.
Bypass Control Logic for Lower ALU Mux

Start with logic for \textit{rd}, show path of Mux logic.
Logic to determine \textit{rd} for register file.
Bypass Control Logic for Lower ALU Mux
Bypass Control Logic

Control logic not minimized (for clarity).

Control Logic Generating $\text{ID/EX.RD}$. 

Present in previous implementations, just not shown.

Determines which register gets written based on instruction.

Instruction categories used in boxes such as $\text{= Load}$ (some instructions omitted):

$\text{= Non-link CTI}$: branches and jumps except linking jumps ($\text{jal}$ and $\text{jalr}$).

$\text{= Store}$: All store instructions.

$\text{= Type I ALU}$: All Type I ALU instructions.

$\text{= Load}$: All load instructions.

$\text{= Type R}$: All Type R instructions.

$\text{= Link CTI}$: $\text{jal}$ and $\text{jalr}$. 
Logic Generating **ID/EX.MUX**.

Equal (=') box determines if two register numbers are equal.

Register number zero is not equal register zero, nor any other register.

(The bypassed zero value might not be zero.)
Control Hazards

Cause: on **taken** CTI several wrong instructions fetched.

Consider:
Example of incorrect execution

<table>
<thead>
<tr>
<th>I Adr</th>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x100</td>
<td>bgtz  r4, TARGET</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x104</td>
<td>sub   r4, r2, r5</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x108</td>
<td>sw    0(r2), r1</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x10c</td>
<td>and   r6, r1, r8</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x110</td>
<td>or     r12, r13, r14</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

TARGET: !  TARGET = 0x200

Branch is taken yet two instructions past delay slot (sub) complete execution.

Branch target finally fetched in cycle 4.

Problem: Two instructions following delay slot.
Handling Instructions Following a Taken Branch Delay Slot

Option 1: Don’t fetch them.

Possible (with pipelining) because …

… fetch starts (sw in cycle 2) …

… after branch decoded.

(Would be impossible …

… for non-delayed branch.)

<table>
<thead>
<tr>
<th>!I Adr</th>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x100</td>
<td>bgtz</td>
<td>r4,</td>
<td>TARGET</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x104</td>
<td>sub</td>
<td>r4,</td>
<td>r2,</td>
<td>r5</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
</tr>
<tr>
<td>0x108</td>
<td>sw</td>
<td>0(r2),</td>
<td>r1</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x10c</td>
<td>and</td>
<td>r6,</td>
<td>r1,</td>
<td>r8</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
</tr>
<tr>
<td>0x110</td>
<td>or</td>
<td>r12,</td>
<td>r13,</td>
<td>r14</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
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</tbody>
</table>

TARGET: !  TARGET = 0x200

0x200  xor r9, r4, r11               IF | ID | EX | MEM | WB
Handling Instructions Following a Taken Branch

Option 2: Fetch them, but squash (stop) them in a later stage.

This will work if instructions squashed …
… before modifying architecturally visible storage (registers and memory).

Memory modified in MEM stage and registers modified in WB stage …
… so instructions must be stopped before beginning of MEM stage.

Can we do it? Depends depends where branch instruction is.

In example, need to squash sw before cycle 5.

During cycle 3 bgtz in MEM …
… it has been decoded and the branch condition is available …
… so we know whether the branch is taken …
… so sw can easily be squashed before cycle 5.

Option 2 will be used.
Instruction Squashing

*In-Flight Instruction:* An instruction in the execution pipeline.

Later in the semester a more specific definition will be used.

*Squashing:* [an instruction]

preventing an in-flight instruction...

... from writing registers, memory or any other visible storage.

Squashing also called: *nulling, abandoning,* and *cancelling*.

Like an insect, a squashed instruction is still there (in most cases) but can do no harm.
Squashing Instruction in Example MIPS Implementation

Two ways to squash.

- Prevent it from writing architecturally visible storage.
  
  Replace destination register control bits with zero. (Writing zero doesn’t change anything.)
  
  Set memory control bits (not shown so far) for no operation.

- Change Operation to \texttt{nop}.
  
  Would require changing many control bits.
  
  Squashing shown that way here for brevity.
  
  Illustrated by placing a \texttt{nop} in \texttt{IR}.

Why not replace squashed instructions with target instructions?

Because there is no straightforward and inexpensive way . . .

. . . to get the instructions \textit{where and when} they are needed.

(Curvysideways and expensive techniques covered in Chapter 4.)
MIPS implementation used so far.
Example of correct execution

<table>
<thead>
<tr>
<th>I</th>
<th>Cycle</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x100</td>
<td>bgtz</td>
<td>r4, TARGET</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x104</td>
<td>sub</td>
<td>r4, r2, r5</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
<td>MEM</td>
<td>WB</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x108</td>
<td>sw</td>
<td>0(r2), r1</td>
<td>IF</td>
<td>IDx</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>0x10c</td>
<td>and</td>
<td>r6, r1, r8</td>
<td>IFx</td>
<td></td>
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<td></td>
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</tr>
<tr>
<td>0x110</td>
<td>or</td>
<td>r12, r13, r14</td>
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...  
TARGET: !  TARGET = 0x200  
0x200 xor r9, r4, r11  IF | ID | EX | MEM | WB |

Branch outcome known at end of cycle 2 ...  
... wait for cycle 3 when doomed instructions (sw and and) in flight ...  
... and squash them so in cycle 4 they act like nops.  

Two cycles (1, 2, and 3), are lost.  

Two cycles called a branch penalty.  

Two cycles is alot of cycles, is there something we can do?
Compute branch target address in ID stage.
Zero-Cycle Branch Delay Implementation

Compute branch target and condition in ID stage.

Workable because register values not needed to compute branch address and . . .

. . . branch condition can be computed quickly.

Now how fast will code run?

<table>
<thead>
<tr>
<th>I Adr</th>
<th>Cycle</th>
<th>0</th>
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<td>r4, TARGET</td>
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<td>EX</td>
<td>MEM</td>
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<tr>
<td>0x104</td>
<td>sub</td>
<td>r4, r2, r5</td>
<td>IF</td>
<td>ID</td>
<td>EX</td>
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. . .

TARGET: !  TARGET = 0x200

| 0x200 | xor   | r9, r4, r11 | IF | ID | EX | MEM | WB |

No penalty, not a cycle wasted!!
Non-Bypassed MIPS

IF

ID

EX

MEM

WB

+4

PC

Addr

Mem Port

Data

Out

Addr

IR

Addr

Data

Addr

Dst

Data

In

Addr

Data

rtv

IMM

E

Z

N

 dst

=0

<0

dst

dst

dst

dst

format
immed

Decode
dest. reg

25:21

20:16

06-43

ID Branch MIPS

IF

IF

ID

EX

MEM

WB

NPC

_addr

20:16

25:21

Addr

Data

Addr

Data

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