Scoreboard Limitations



- No forwarding read from register
- Structural hazards stall at issue
- WAW hazard stall at issue
- WAR hazard stall at write



IBM 360/91: ~3 years after CDC 6600

- Had very few registers
 - 4 in IBM 360 vs 8 in CDC 6600
 - Resulted in frequent data dependencies.
 - → Needed a way to efficiently resolve WAR & WAW dependencies to maximize opportunity for instruction reordering
- Had longer memory & functional unit latencies

 \rightarrow Needed to find independent instructions in the presence of long-latency stalls

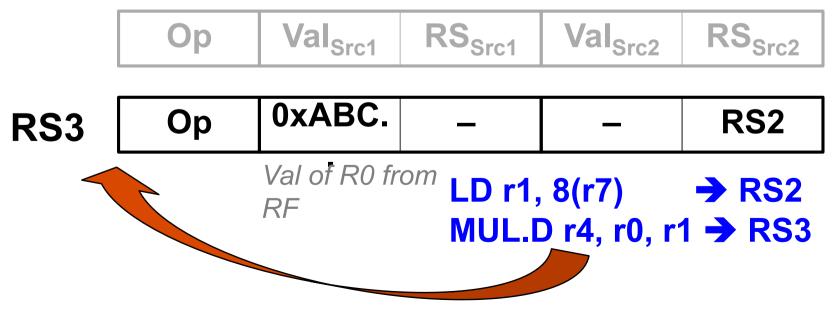
 Solution: Tomasulo's Algorithm for improved dynamic scheduling Tomasulo's Algorithm: key ideas



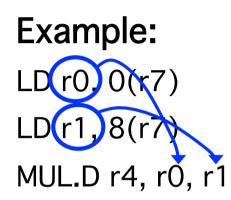
- Controls and buffers distributed with functional units (scoreboard centralizes this functionality)
 - Called reservation stations
 - Prevents front-end blocking due to a structural hazard
- Register names replaced by pointers to reservation station entries: register renaming
 - Register renaming avoids WAR & WAW hazards by renaming all destination registers
 - Older readers no longer endangered by younger writers (avoids WAR hazard)
 - Newly issued readers always get the value from most recent (in program order) writer (avoids WAW hazard)
- Common data bus broadcasts results to all functional units
 - Provides **forwarding** functionality



- Register renaming accomplished through reservation stations (RS) containing:
 - The instruction
 - Operand values (when available)
 - RS number(s) of instruction(s) providing the operand values











Example:

LD r0, 0(r7)	→	RS1: LD RS1, 0, 0x1000
LD(r1, 8(r7))	→	RS2: LDRS2, 8, 0x1000
MUL.D r4, r0, r1	→	RS3: MUL.D RS3, RS1, RS2
ADD.D r1, r0, r3	→	RS4: ADD.D RS4, RS1, 0x16

WAW dependence avoided through renaming!

Q: Which r1 should be written into the register file?

A: Only the last (ADD.D \rightarrow RS4), thus ensuring that the register file holds the correct register value even if instructions reordered



- As each instruction is issued to an RS:
 - Available values are fetched (from register file) and buffered at the instruction's RS
 - Dataflow (RAW) dependencies resolved by changing source register specifiers to RS' producing those register values
 - A result status register (or rename table) maps each architectural register to the most recent RS producing its value

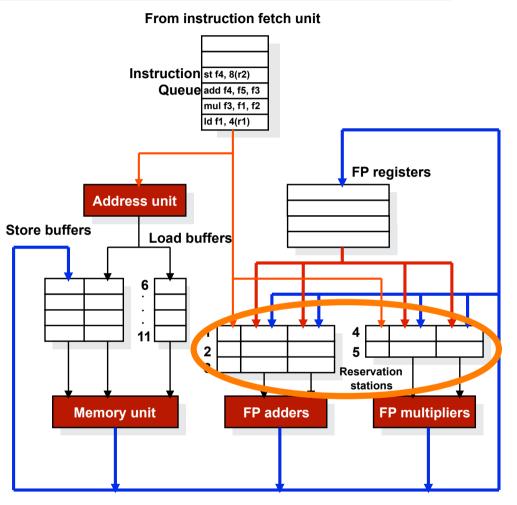


- Handles RAW with proper stalls and eliminates WAR and WAW through register renaming
- Step 1: Issue
 - Get next instruction from the fetch queue and issue it to the reservation stations if there is a free reservation station
 - Read operands from register file if available or rename operands if pending (resolve WAR, WAW)
- Step 2: Execute
 - Monitor the CDB for operand(s). Once available, store into all reservation stations waiting for it
 - Execute instruction when both operands are ready in the reservation station (RAW)
- Step 3: Write result
 - Put the result on CDB and write it into the register file (if last producer) and all reservation stations waiting on it (RAW)



IBM S/360 model 91 used Tomasulo's Algorithm

- Dynamic O-O-O execution
- Tags (RS #'s) used to name flow dependencies
- 5 reservation stations
- 6 load buffers
- Issue instructions to reservation stations, load buffers and store buffers
- Instructions wait in reservation stations or store buffers until all their operands are collected
- Functional units broadcast result and tag on the Common Data Bus (CDB) for all reservation stations, store buffers and FP register file



Reservation stations associated with functional units: simplifies scheduling & management of structural hazards



- Op: Operation to be performed
- Qj, Qk: Reservation station producing source registers
- Vj, Vk: Values of source operands
- Busy: indicates whether reservation station is busy
- Register result status Qi: indicates which RS will write each register, if one exists. Blank otherwise.



Instruction Issue:

Get next instruction from head of the issue queue

If reservation station RS is available then:

```
For each p in { j, k } representing operand register uIf Reg[u].Qi == 0 then RS.Vp = Reg[u].value// value ready nowIf Reg[u].Qi != 0 then RS.Qp = Reg[u].Qi// value not yet readyRS.Busy = 1// reserve this RSRS.Op = instruction opcode// set the operation
```

Execution:

Wait until (RS.Qj == 0) and (RS.Qk == 0), and whilst waiting:
 For each p in { j, k }
 If CDB.tag == RS.Qp then { RS.Vp = CDB.value; RS.Qp = 0 }
When (RS.Qj == 0) and (RS.Qk == 0), perform operation in RS.Op

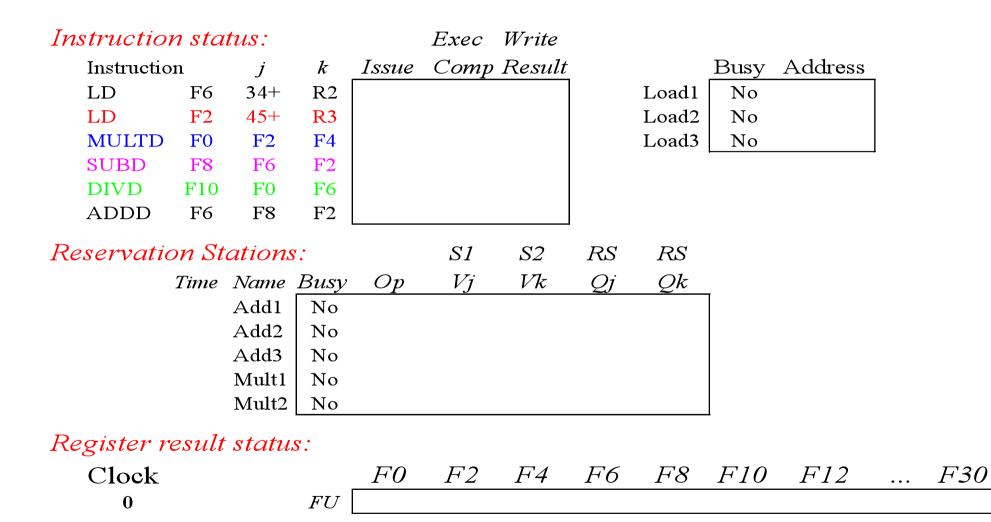
• Write Result:

When CDB is free, broadcast CDB = { tag = RS.id, value = RS.result } and clear RS.Busy Inf3 Computer Architecture - 2016-2017

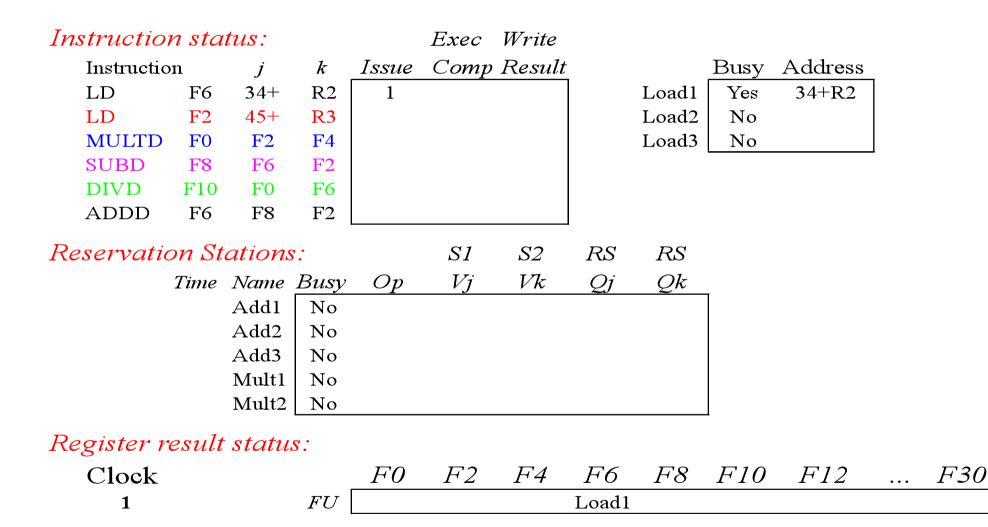


- LDs: 2 cycles
- ADDs and SUBDs: 2 cycles
- MULTDs: 10 cycles
- DIVDs: 40 cycles





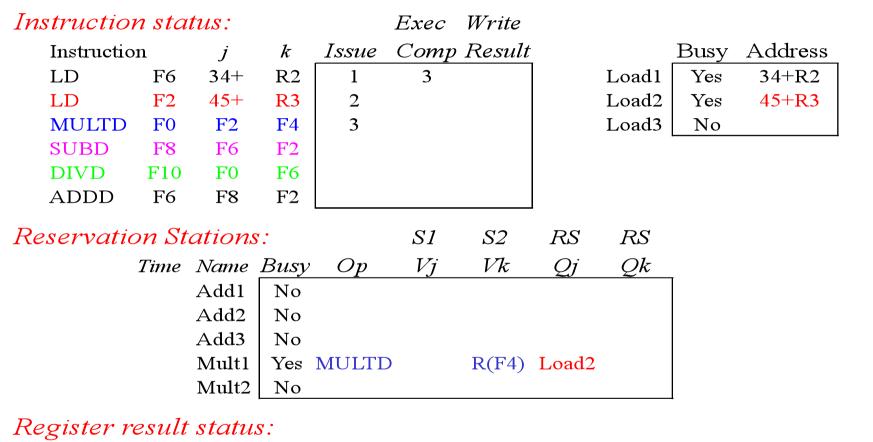






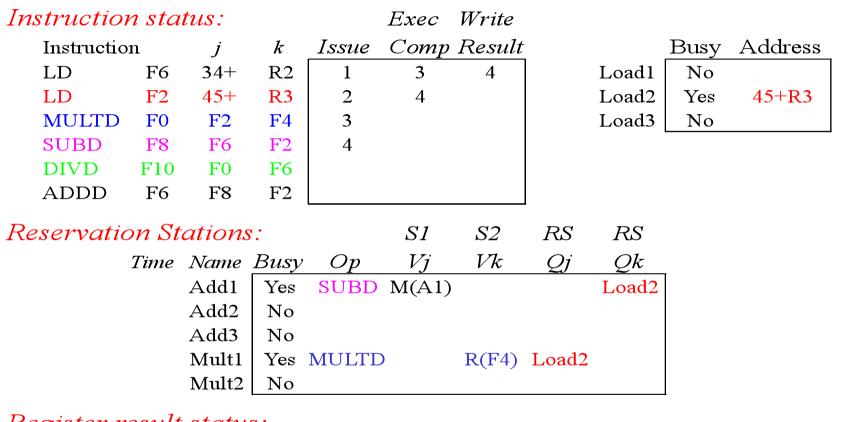
Instr	ructior	n sta	tus:			Exec	Write						
Ins	struction	n	j	k	Issue	Comp	Result			Busy	Address		
LI	D	F6	34+	R2	1				Load1	Yes	34+R2		
LI	D	F2	45+	R3	2				Load2	Yes	45+R3		
\mathbf{M}	ULTD	F0	F2	F4					Load3	No			
SU	JBD	F8	F6	F2									
DI	IVD	F10	FO	F6									
AI	DDD	F6	F8	F2									
Rese	ervatic	on St	ations	5:		S1	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_			
			Add1	No									
			Add2	No									
			Add3	No									
			Mult1	No									
			Mult2	No									
Regi	ister re	esult	statu	s:									
\mathbf{C}	lock				F0	F2	F4	F6	F8	<i>F10</i>	F12	•••	F30
	2			FU		Load2		Load1					





Clock		F0	F2	F4	F6	F8	<i>F10</i>	F12	•••	F30
3	FU	Mult1	Load2		Load1					

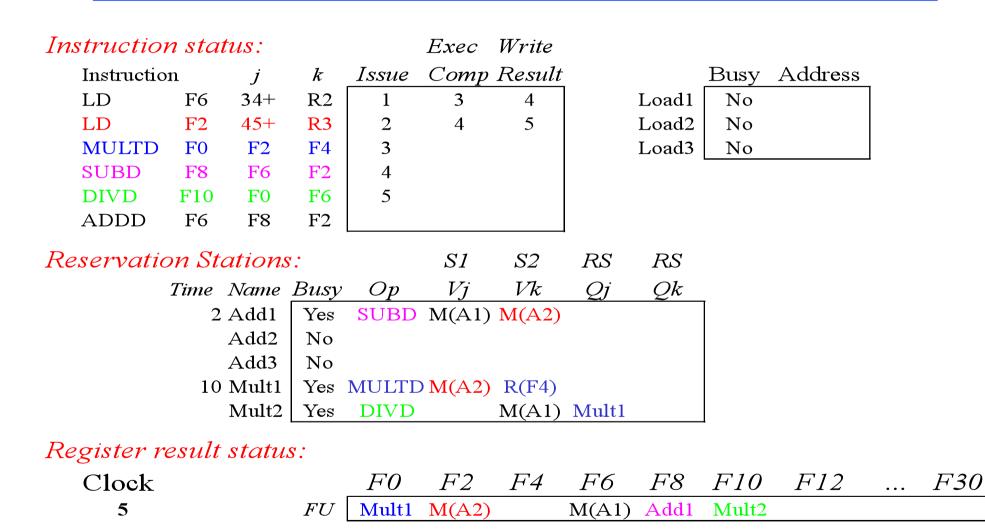




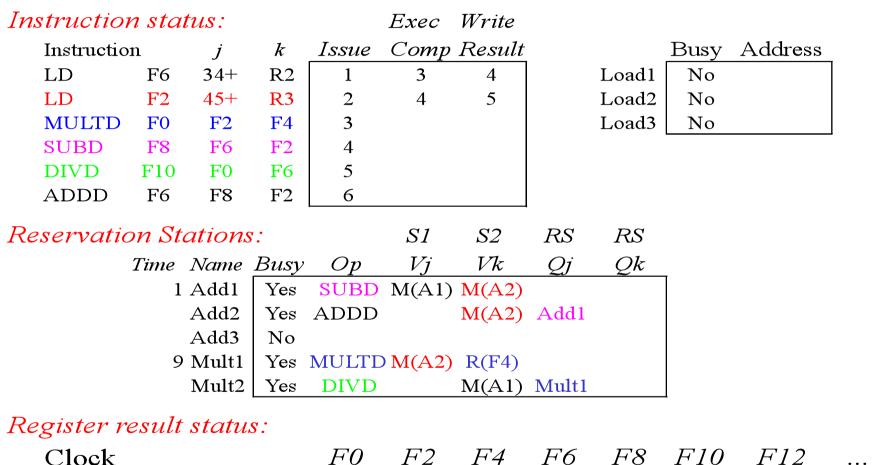
Register result status:

Clock		F0	F2	F4	F6	F8	<i>F10</i>	<i>F12</i>	•••	<i>F30</i>
4	FU	Mult1	Load2		M(A1)	Add1				



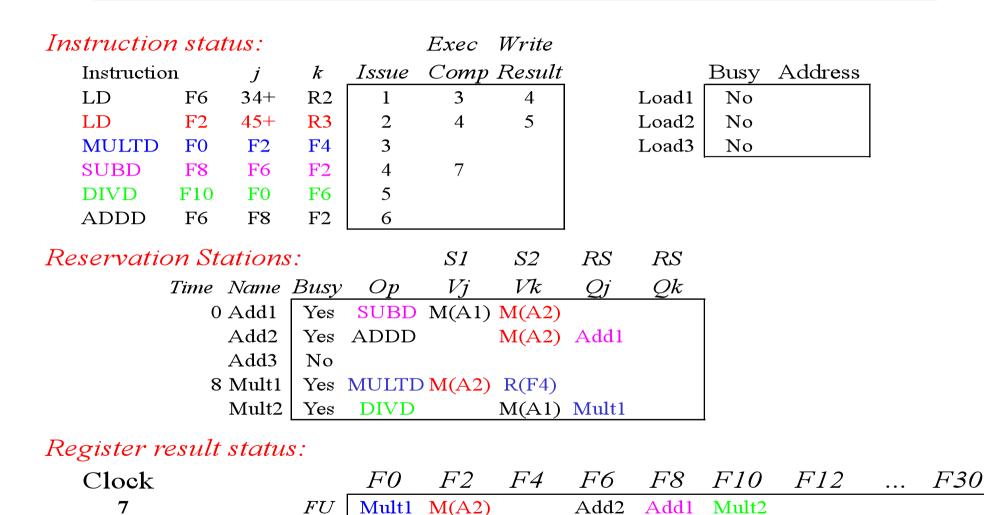




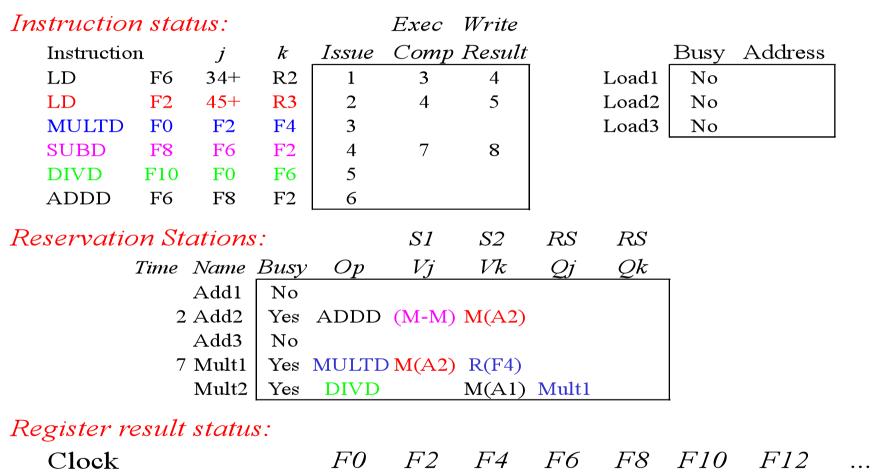


Clock	_	F0	F2	F4	F6	F8	<i>F10</i>	<i>F12</i>	•••	<i>F30</i>
6	FU	Mult1	M(A2)		Add2	Add1	Mult2			









Mult1

FU

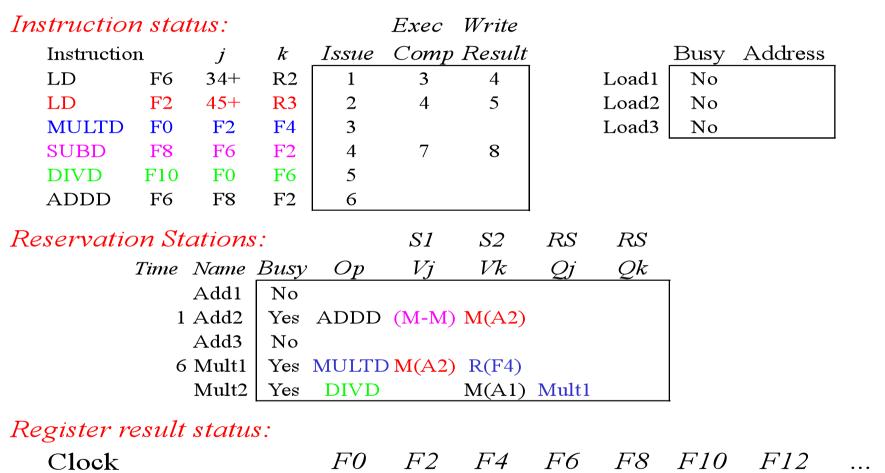
M(A2)

8

Add2

(M-M) Mult2





Mult1

FU

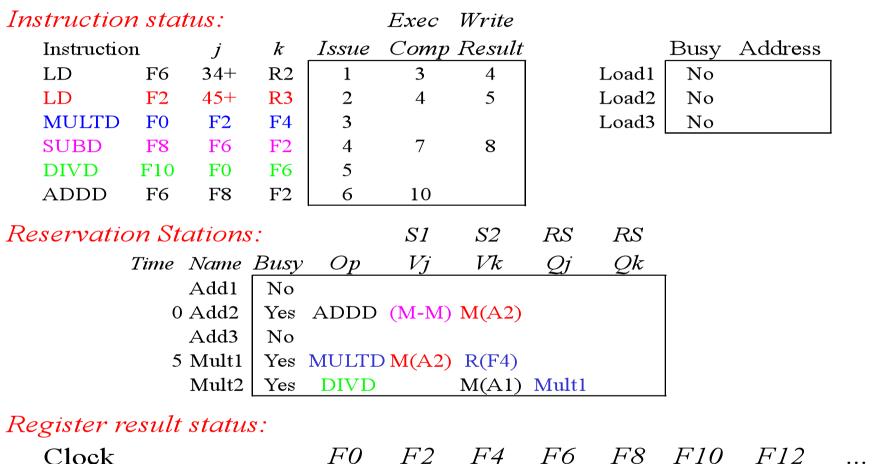
M(A2)

9

Add2

(M-M) Mult2



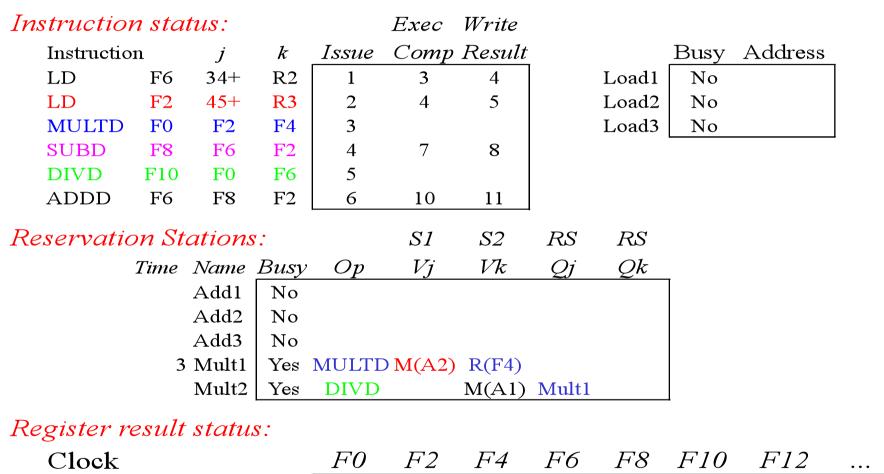


Clock		F0	F2	F4	F6	F8	F10	<i>F12</i>	•••	<i>F30</i>
10	FU	Mult1	M(A2)		Add2	(M-M)	Mult2			



Inst	ruction	n sta	tus:			Exec	Write						
I	nstructio	n	j	k	Issue	Comp	Result			Busy	Address		
L	D	F6	34+	R2	1	3	4		Load1	No			
L	D	F2	45+	R3	2	4	5		Load2	No			
Ν	AULTD	F0	F2	F 4	3				Load3	No			
S	UBD	F8	F6	F2	4	7	8						
Γ	DIVD	F10	$\mathbf{F0}$	F6	5								
A	ADDD	F6	F8	F2	6	10	11						
Res	ervatic	on St	ations			<i>S1</i>	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	V j	Vk	Qj	Qk				
			Add1	No									
			Add2	No									
			Add3	No									
		4	Mult1	Yes	MULTE	M (A2)	R(F4)						
			Mult2	Yes	DIVD		M(A1)	Mult1					
Reg	vister re	esult	statu	s:									
(Clock				F0	F2	F4	F6	F8	<i>F10</i>	F12	•••	F30
	11			FU	Mult1	M(A2)	(1	M-M+N	/. (M-M)	Mult2			





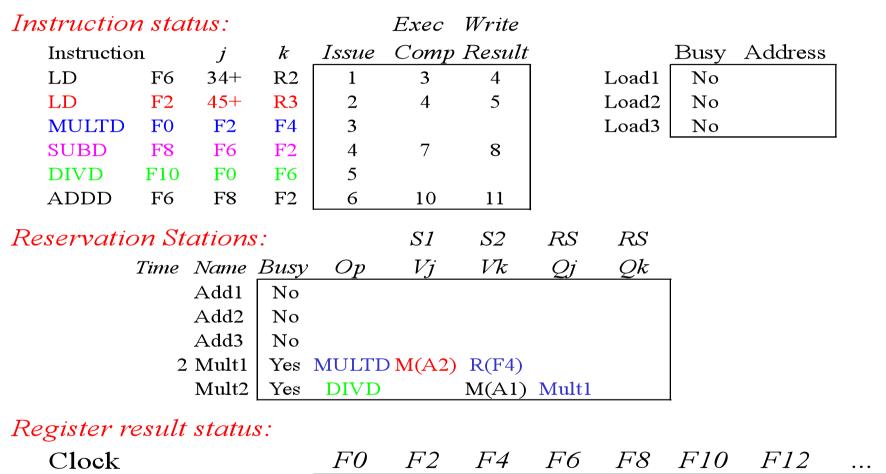
Mult1

FU

M(A2)

(M-M+N(M-M) Mult2





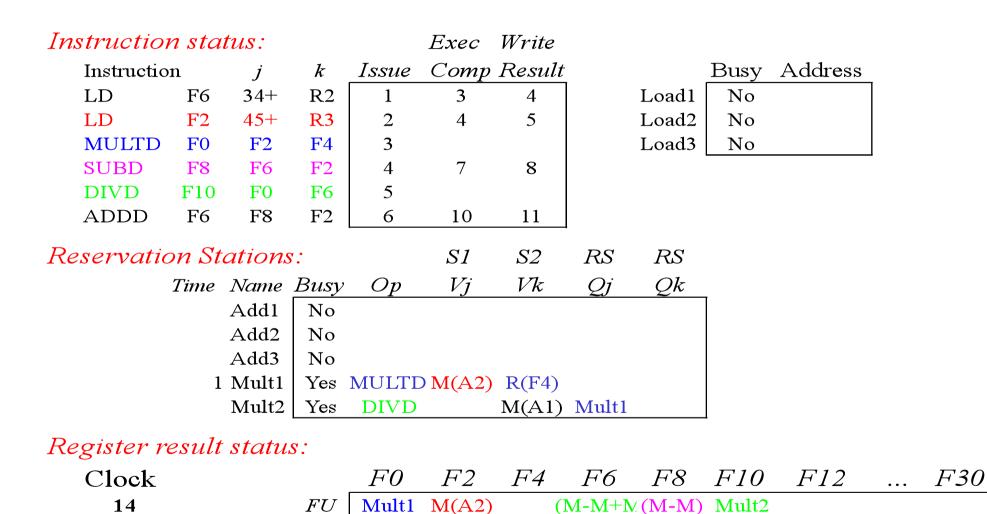
Mult1

FU

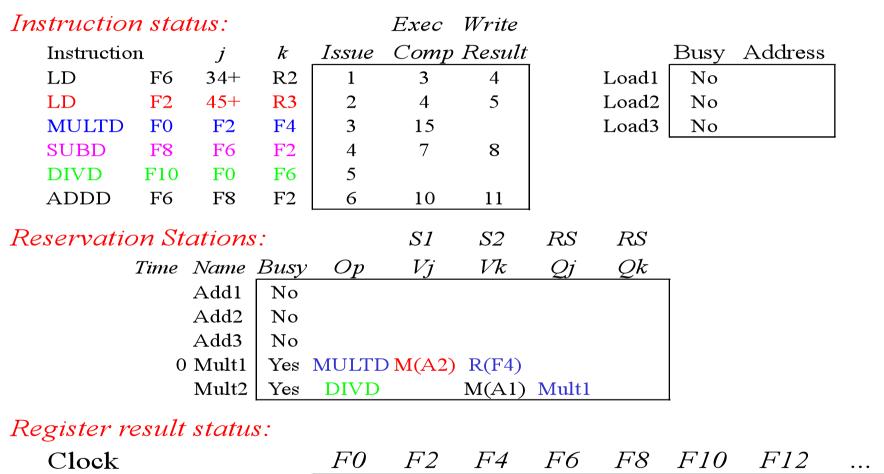
M(A2)

(M-M+N(M-M) Mult2









Mult1

FU

M(A2)

15

(M-M+N(M-M) Mult2



Instructio	on sta	tus:			Exec	Write					
Instructi	on	j	k	Issue	Comp	Result			Busy	Address	
LD	F6	34+	R2	1	3	4		Load1	No		
LD	F2	45+	R3	2	4	5		Load2	No		
MULTE	F 0	F2	F4	3	15	16		Load3	No		
SUBD	F8	F6	F2	4	7	8					
DIVD	F10	$\mathbf{F0}$	F6	5							
ADDD	F6	F8	F2	6	10	11					
Reservat	ion St	ations	s:		S1	<i>S2</i>	RS	RS			
	Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_		
		Add1	No								
		Add2	No								
		Add3	No								
		Mult1	No								
	40) Mult2	Yes	DIVD	M*F4	M(A1)]		
Register	result	t statu	<i>s</i> :								
Clock				F0	F2	F4	Fб	F8	<i>F10</i>	F12	•••
16			FU	M* F4	M(A2)	()	M-M+N	√. (M-M)	Mult2		



Instruct	ior	ı sta	tus:			Exec	Write						
Instruc	ctio	n	j	k	Issue	Comp	Result			Busy	Address		
LD		F6	34+	R2	1	3	4		Load1	No			
LD		F2	45+	R3	2	4	5		Load2	No			
MULT	D	F0	F2	F4	3	15	16		Load3	No			
SUBD		F8	F6	F2	4	7	8						
DIVD		F10	FO	F6	5								
ADDI)	F6	F8	F2	6	10	11						
Reserva	itio	n St	ations	:		<i>S1</i>	<i>S2</i>	RS	RS				
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk				
			Add1	No									
			Add2	No									
			Add3	No									
			Mult1	No									
		1	Mult2	Yes	DIVD	M* F4	M(A1)						
Register	r re	esult	statu	s:									
Cloc	k				F0	F2	F4	F6	F8	<i>F10</i>	F12	•••	F30
55				FU	M* F4	M(A2)	()	A-M+I	V (M-M)	Mult2			



In	structio	n sta	tus:			Exec	Write					
	Instructio	n	j	k	Issue	Comp	Result			Busy	Address	
	LD	F6	34+	R2	1	3	4		Load1	No		
	LD	F2	45+	R3	2	4	5		Load2	No		
	MULTD	F0	F2	F4	3	15	16		Load3	No		
	SUBD	F8	F6	F2	4	7	8					
	DIVD	F10	FO	F6	5	56						
	ADDD	F6	F8	F2	6	10	11					
Re	eservatio	on St	ations	5:		<i>S1</i>	<i>S2</i>	RS	RS			
		Time	Name	Busy	Op	Vj	Vk	Qj	Qk	_		
			Add1	No								
			Add2	No								
			Add3	No								
			Mult1	No								
		C	Mult2	Yes	DIVD	M* F4	M(A1)					
Re	egister r	esult	statu	s:								
	Clock				F0	F2	F4	F6	F8	<i>F10</i>	F12	•••

M*F4 M(A2)

FU

(M-M+N(M-M) Mult2)

56



In	structio	n sta	tus:			Exec	Write					
	Instructio	n	j	k	Issue	Comp	Result			Busy	Address	
	LD	F6	34+	R2	1	3	4		Load1	No		
	LD	F2	45+	R3	2	4	5		Load2	No		
	MULTD	F0	F2	F4	3	15	16		Load3	No		
	SUBD	F8	F6	F2	4	7	8					
	DIVD	F10	F0	F6	5	56	57					
	ADDD	F6	F8	F2	6	10	11					
Re	eservatio	on St	ation	s:		<i>S1</i>	<i>S2</i>	RS	RS			
		Time	Name	Busy	Op	V j	Vk	Qj	Qk	_		
			Add1	No								
			Add2	No								
			Add3	No								
			Mult1	No								
			Mult2	Yes	DIVD	M* F4	M(A1)					
Re	egister r	esult	t statu	<i>s</i> :								
	Clock				F0	F2	F4	F6	F8	<i>F10</i>	<i>F12</i>	•

 $F0 \quad F2 \quad F4 \quad F6 \quad F8 \quad F10 \quad F12 \quad \dots \quad F30$ $FU \quad M^{*}F4 \quad M(A2) \qquad (M-M+N(M-M) \quad \text{Result}$



- Register renaming:
 - Q_j and Q_k can come from any reservation station independent of the register file \rightarrow in fact we could have many more reservation stations than registers
 - V_j and V_k store the actual <u>value</u> to be used
- Parallel release of all instructions dependent as soon as the earlier instruction completes (both sub.d and MUL.d get the value from Load_2)
- No need to wait on WAR and WAW (notice that ADD.D has issued before DIV.D has read its f6 operand and will execute as soon as the SUB.D finishes)