Performance and Pipelining

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CS 3410, Spring 2015

Computer Science

Cornell University

See P&H Chapter: 1.6, 4.5-4.6


That's it. We surrender. Winter, you win. Key West anyone?
Due to this ridiculously stupid winter, Ithaca invites you to visit The Florida Keys this week. Please come back when things thaw out. Really, it's for the birds here now. (Still want to Visit Ithaca? Are you sure? Ok, click here.)
P.S. Send us a postcard.
VisitIthaca.com
The Florida Keys & Key West
come as you are
PLACES TO STAY »
THINGS TO DO »
CALENDAR OF EVENTS »
The Florida Keys
Key West
The southernmost city in the continental USA.
Key Largo
Islamorada
Marathon
Big Pine Key and the Lower Keys
Key West

Announcements

HW 1

- Quite long. Do not wait till the end.

Project 1 design doc

- Critical to do this, else Project 1 will be hard

HW 1 review session

- Wed (2/18) @ 7:30pm and Sun (2/22) @ 5:00pm
- Locations: Both in Upson B17

Prelim 1 review session

- Next Tue (2/24) and Sun(2/28). 7:30pm.
- Location: Olin 255 and Upson B17, respectively.

Goals for today

Performance

- What is performance?
- How to get it?

Pipelining

Performance

Complex question

- How fast is the processor?
- How fast your application runs?
- How quickly does it respond to you?
- How fast can you process a big batch of jobs?
- How much power does your machine use?

Measures of Performance

Clock speed

- 1 KHz, 10^3 Hz: cycle is 1 millisecond, ms, (10^{-6})
- 1 MHz, 10^6 Hz: cycle is 1 microsecond, us, (10^{-6})
- 1 Ghz, 10^9 Hz: cycle is 1 nanosecond, ns, (10^{-9})
- 1 Thz, 10^{12} Hz: cycle is 1 picosecond, ps, (10^{-12})

Instruction/application performance

- MIPs (Millions of instructions per second)
- FLOPs (Floating point instructions per second)
  - GPUs: GeForce GTX Titan (2,688 cores, 4.5 Tera flops, 7.1 billion transistors, 42 Gigapixel/sec fill rate, 288 GB/sec)
- Benchmarks (SPEC)

Measures of Performance

Latency

- How long to finish my program
  - Response time, elapsed time, wall clock time
  - CPU time: user and system time

Throughput

- How much work finished per unit time

Ideal: Want high throughput, low latency

… also, low power, cheap ($$) etc.

How to make the computer faster?

Decrease latency

Critical Path

- Longest path determining the minimum time needed for an operation
- Determines minimum length of clock cycle
  i.e. determines maximum clock frequency

Optimize for latency on the critical path

- Parallelism (like carry look ahead adder)
- Pipelining
- Both

Latency: Optimize Delay on Critical Path

E.g. Adder performance

32 Bit Adder Design	Space	Time
Ripple Carry	≈ 300 gates	≈ 64 gate delays
2-Way Carry-Skip	≈ 360 gates	≈ 35 gate delays
3-Way Carry-Skip	≈ 500 gates	≈ 22 gate delays
4-Way Carry-Skip	≈ 600 gates	≈ 18 gate delays
2-Way Look-Ahead	≈ 550 gates	≈ 16 gate delays
Split Look-Ahead	≈ 800 gates	≈ 10 gate delays
Full Look-Ahead	≈ 1200 gates	≈ 5 gate delays

Multi-Cycle Instructions

But what to do when operations take diff. times?

E.g: Assume:

- load/store: 100 ns ⟵ 10 MHz
- arithmetic: 50 ns ⟵ 20 MHz
- branches: 33 ns ⟵ 30 MHz

ms = 10^{-3} second
us = 10^{-6} seconds
ns = 10^{-9} seconds
ps = 10^{-12} seconds

Single-Cycle CPU

10 MHz (100 ns cycle) with

– 1 cycle per instruction

Multi-Cycle Instructions

Multiple cycles to complete a single instruction

E.g: Assume:

- load/store: 100 ns ← 10 MHz
- arithmetic: 50 ns ← 20 MHz
- branches: 33 ns ← 30 MHz

ms = 10^{-3} second
us = 10^{-6} seconds
ns = 10^{-9} seconds
ps = 10^{-12} seconds

Which one is faster: Single- or Multi-Cycle CPU?

Single-Cycle CPU

10 MHz (100 ns cycle) with

- 1 cycle per instruction

Multi-Cycle CPU

30 MHz (33 ns cycle) with

- 3 cycles per load/store
- 2 cycles per arithmetic
- 1 cycle per branch

Cycles Per Instruction (CPI)

Instruction mix for some program P, assume:

- 25% load/store (3 cycles / instruction)
- 60% arithmetic (2 cycles / instruction)
- 15% branches (1 cycle / instruction)

Multi-Cycle performance for program P:

$$3 * .25 + 2 * .60 + 1 * .15 = 2.1$$

average *cycles per instruction* (CPI) = 2.1

Multi-Cycle @ 30 MHz ← 30M cycles/sec ÷2.1 cycles/instr ≈15 MIPS

vs

Single-Cycle @ 10 MHz ← 10 MIPS = 10M cycles/sec ÷ 1 cycle/instr

MIPS = millions of instructions per second

Total Time

CPU Time = # Instructions x CPI x Clock Cycle Time

= Instr x cycles/instr x seconds/cycle

E.g. Say for a program with 400k instructions, 30 MHz:

CPU [Execution] Time = ?

Total Time

CPU Time = # Instructions x CPI x Clock Cycle Time

= Instr x cycles/instr x seconds/cycle

E.g. Say for a program with 400k instructions, 30 MHz:

CPU [Execution] Time = 400k x 2.1 x 33 ns = 27 ms

Total Time

CPU Time = # Instructions x CPI x Clock Cycle Time

= Instr x cycles/instr x seconds/cycle

E.g. Say for a program with 400k instructions, 30 MHz:

CPU [Execution] Time = 400k x 2.1 x 33 ns = 27 ms

How do we increase performance?

- Need to reduce CPU time
  - Reduce #instructions
  - Reduce CPI
  - Reduce Clock Cycle Time

Example

Goal: Make Multi-Cycle @ 30 MHz CPU (15MIPS) run 2x faster by making arithmetic instructions faster

Instruction mix (for P):

- 25% load/store, CPI = 3
- 60% arithmetic, CPI = 2
- 15% branches, CPI = 1

$$CPI = 0.25 \times 3 + 0.6 \times 2 + 0.15 \times 1$$

$$= 2.1$$

Goal: Make processor run 2x faster,

i.e. 30 MIPS instead of 15 MIPS

Example

Goal: Make Multi-Cycle @ 30 MHz CPU (15MIPS) run 2x faster by making arithmetic instructions faster

Instruction mix (for P):

- 25% load/store, CPI = 3
- 60% arithmetic, CPI = ~~2~~ 1
- 15% branches, CPI = 1

$$CPI = 0.25 \times 3 + 0.6 \times \underline{1} + 0.15 \times 1$$

$$= 1.5$$

First lets try CPI of 1 for arithmetic.

Is that 2x faster overall? No

How much does it improve performance?

Example

Goal: Make Multi-Cycle @ 30 MHz CPU (15MIPS) run 2x faster by making arithmetic instructions faster

Instruction mix (for P):

- 25% load/store, CPI = 3
- 60% arithmetic, CPI = ~~2~~ X
- 15% branches, CPI = 1

$$CPI = 1.05 = 0.25 \times 3 + 0.6 \times \underline{X} + 0.15 \times 1$$

$$1.05 = .75 + 0.6X + 0.15$$

$$X = 0.25$$

But, want to half our CPI from 2.1 to 1.05.

Let new arithmetic operation have a CPI of X. X =?

Then, X = 0.25, which is a significant improvement

Example

Goal: Make Multi-Cycle @ 30 MHz CPU (15MIPS) run 2x faster by making arithmetic instructions faster

Instruction mix (for P):

- 25% load/store, CPI = 3
- 60% arithmetic, CPI = ~~2~~ 0.25
- 15% branches, CPI = 1

To double performance CPI for arithmetic operations have to go from 2 to 0.25

Amdahl's Law

Amdahl's Law

Execution time after improvement =

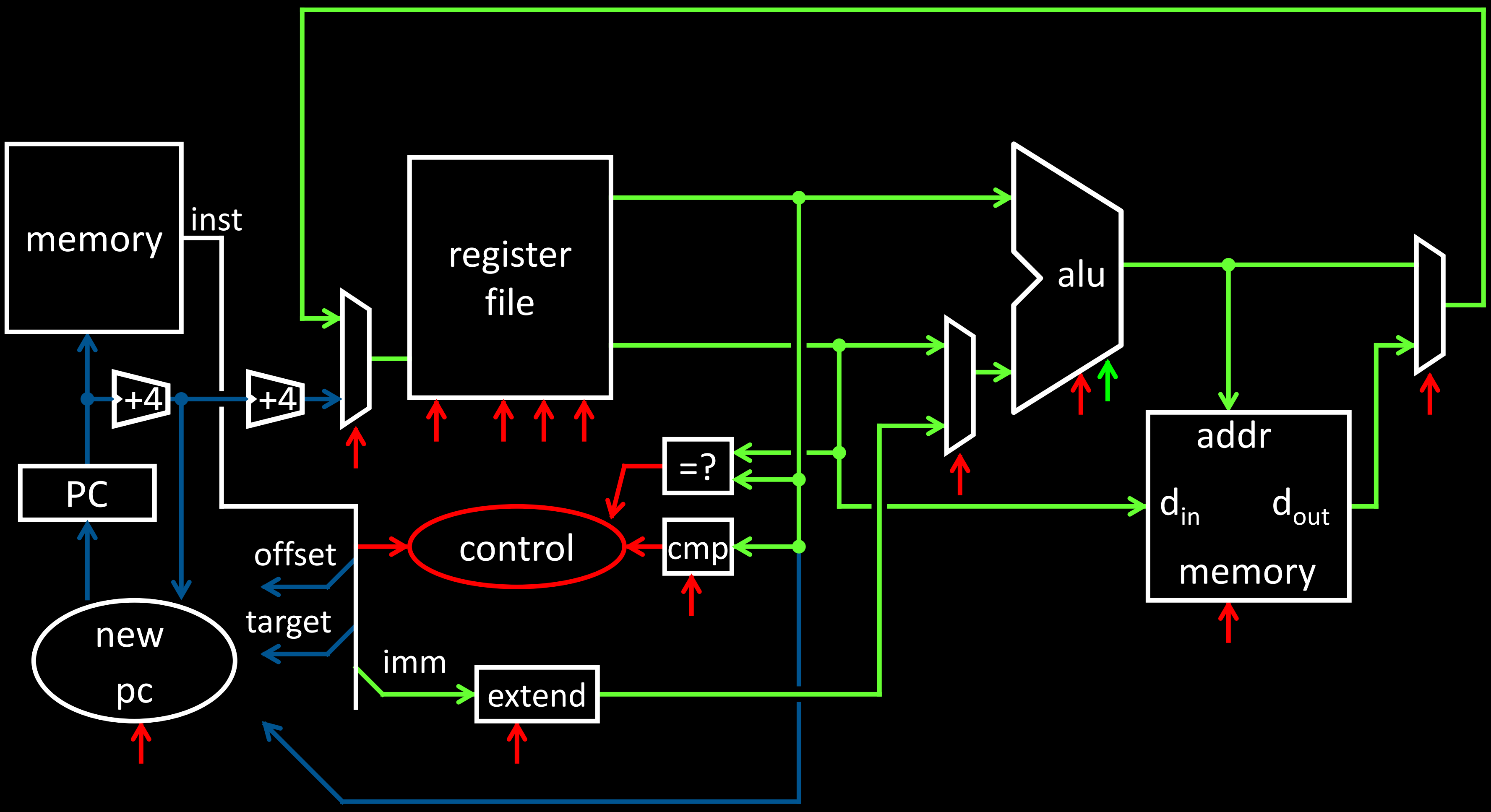
$$\frac{\text{execution time affected by improvement}}{\text{amount of improvement}} + \text{execution time unaffected}$$

Or: Speedup is limited by popularity of improved feature

Corollary: Make the common case fast

Caveat: Law of diminishing returns

Review: Single Cycle Processor



Review: Single Cycle Processor

Advantages

- Single cycle per instruction make logic and clock simple

Disadvantages

- Since instructions take different time to finish, memory and functional unit are not efficiently utilized
- Cycle time is the longest delay
  - Load instruction
- Best possible CPI is 1 (actually < 1 w parallelism)
  - However, lower MIPS and longer clock period (lower clock frequency); hence, lower performance

Review: Multi Cycle Processor

Advantages

- Better MIPS and smaller clock period (higher clock frequency)
- Hence, better performance than Single Cycle processor

Disadvantages

- Higher CPI than single cycle processor

Pipelining: Want better Performance

- want small CPI (close to 1) with high MIPS and short clock period (high clock frequency)

Improving Performance

Parallelism

Pipelining

Both!

Single Cycle vs Pipelined Processor

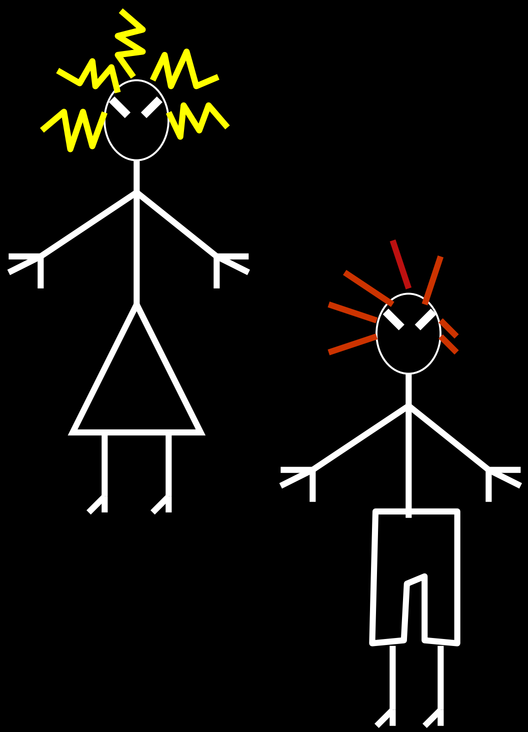
See: P&H Chapter 4.5

The Kids

Alice

Bob

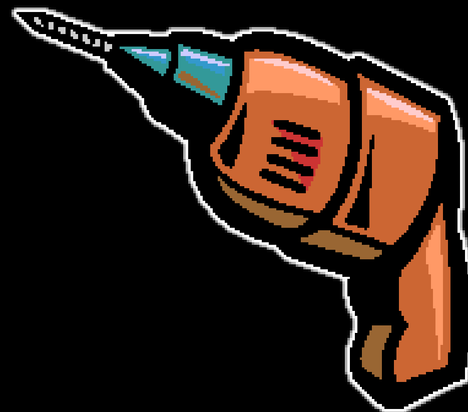
They don't always get along…



The Bicycle

The Materials

Saw



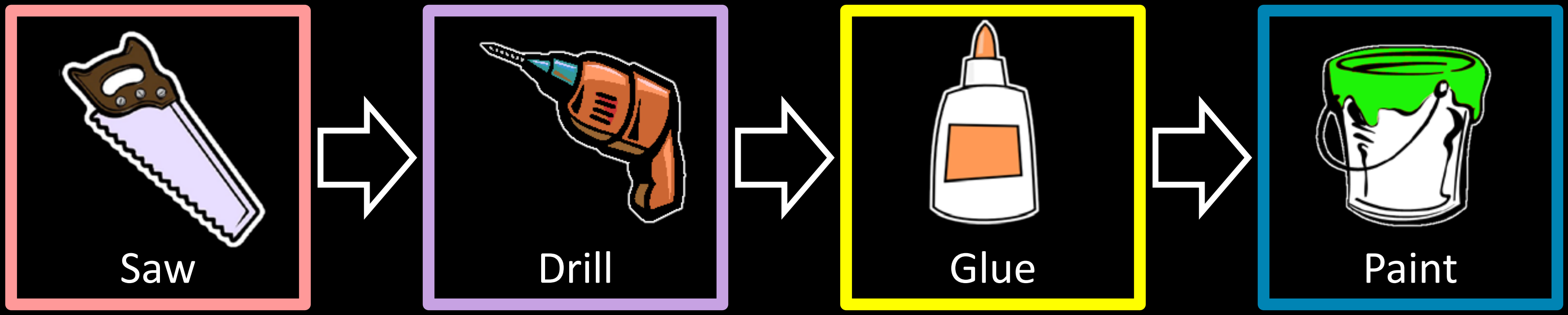
Drill

Glue

Paint

The Instructions

N pieces, each built following same sequence:



Design 1: Sequential Schedule

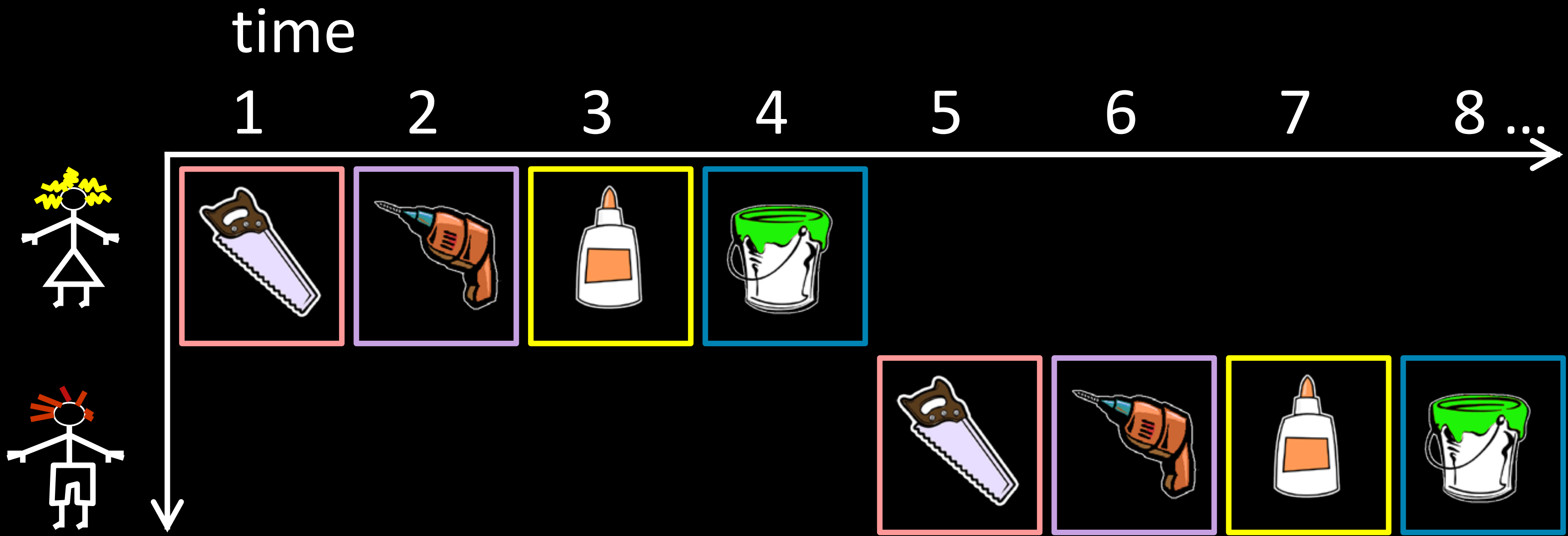
Alice owns the room

Bob can enter when Alice is finished

Repeat for remaining tasks

No possibility for conflicts

Sequential Performance



Latency: 4 hours/task

Throughput: 1 task/4 hrs

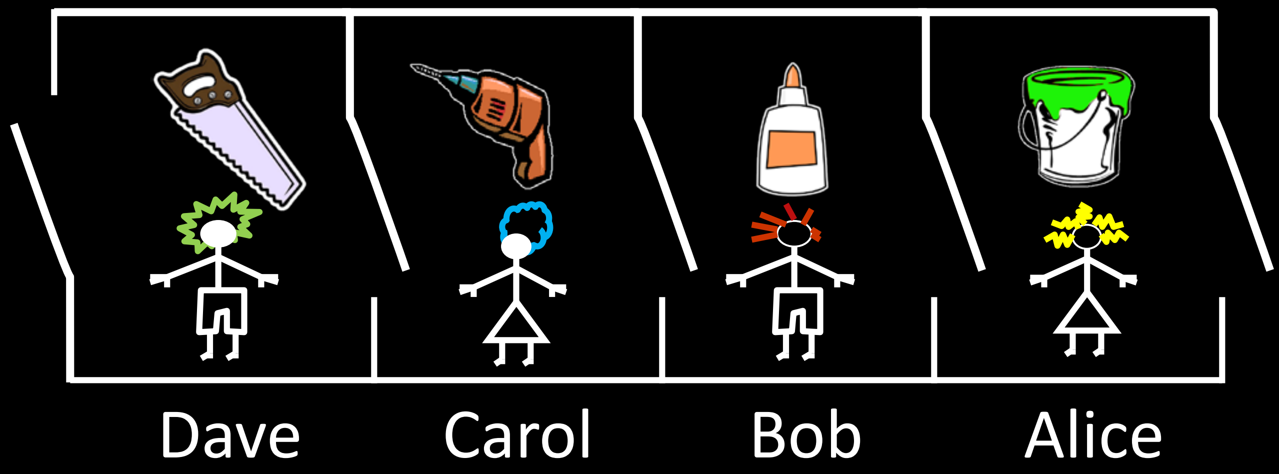
Concurrency: 1

CPI = 4

Can we do better?

Design 2: Pipelined Design

Partition room into *stages* of a *pipeline*



One person owns a stage at a time

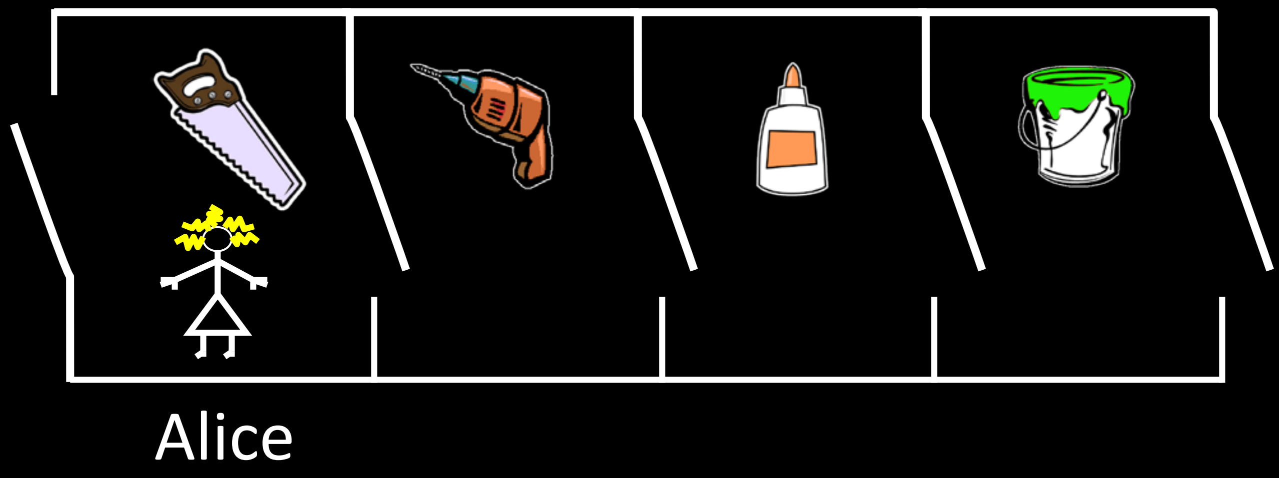
4 stages

4 people working simultaneously

Everyone moves right in lockstep

Design 2: Pipelined Design

Partition room into *stages* of a *pipeline*



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It still takes all four stages for one job to complete

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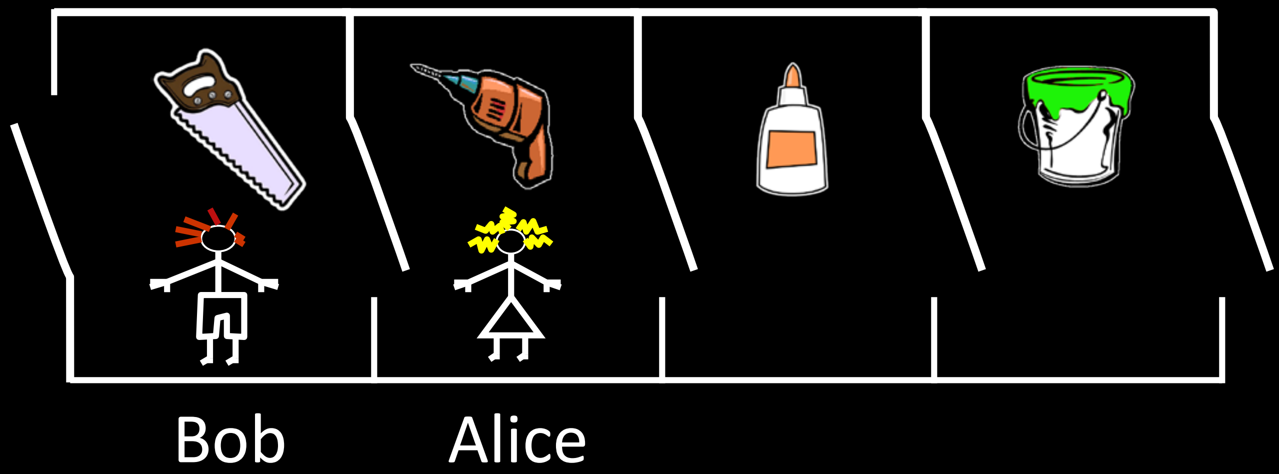

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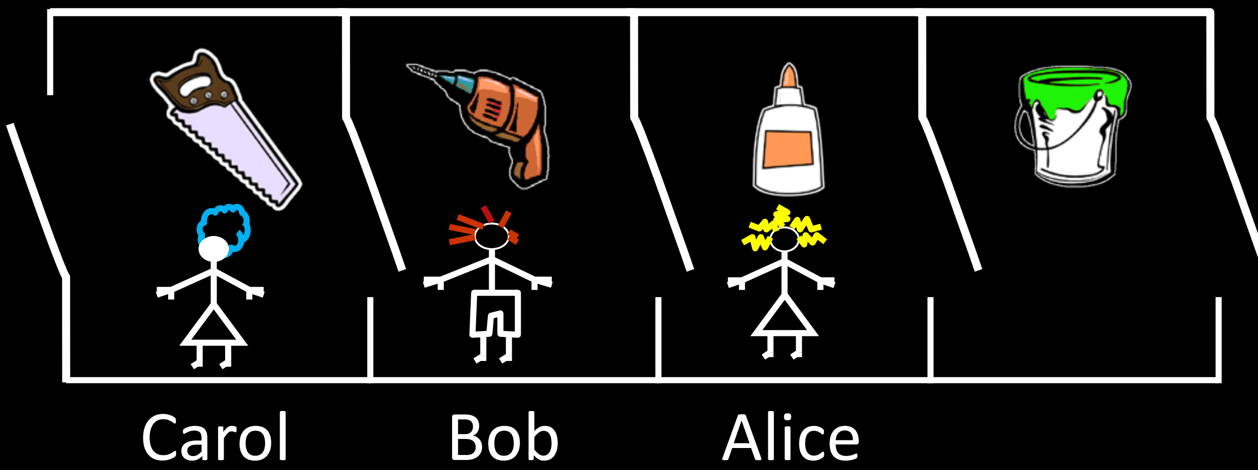

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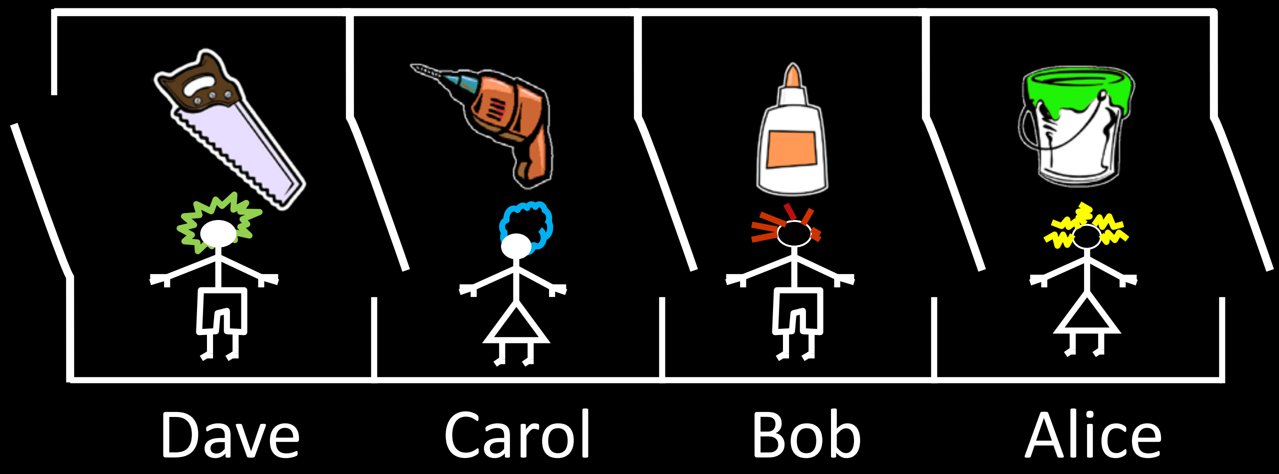


One person owns a stage at a time

4 stages

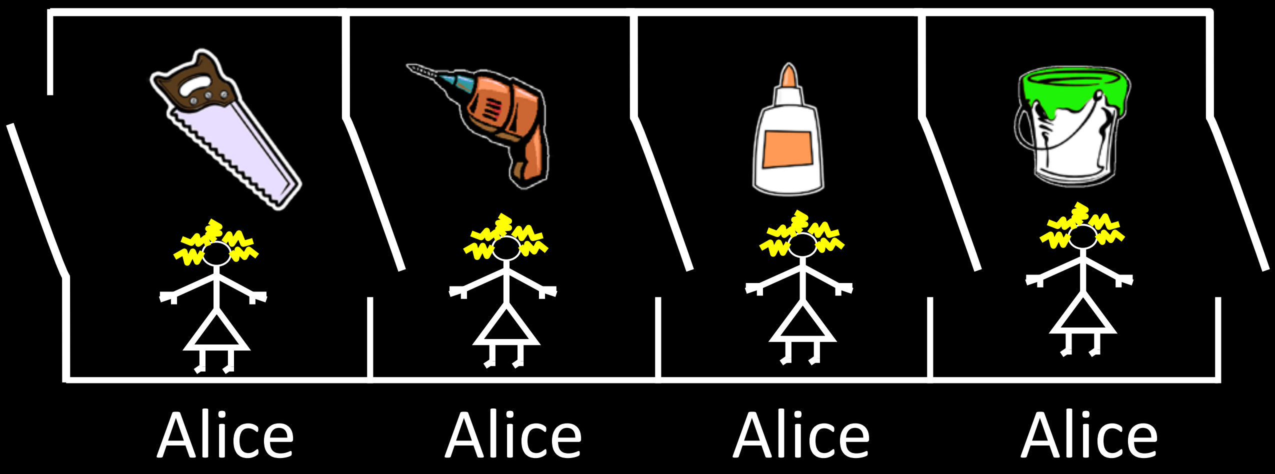
4 people working simultaneously

Everyone moves right in lockstep

It still takes all four stages for one job to complete

Design 2: Pipelined Design

Partition room into *stages* of a *pipeline*



One person owns a stage at a time

4 stages

4 people working simultaneously

Everyone moves right in lockstep

It still takes all four stages for one job to complete

Pipelined Performance

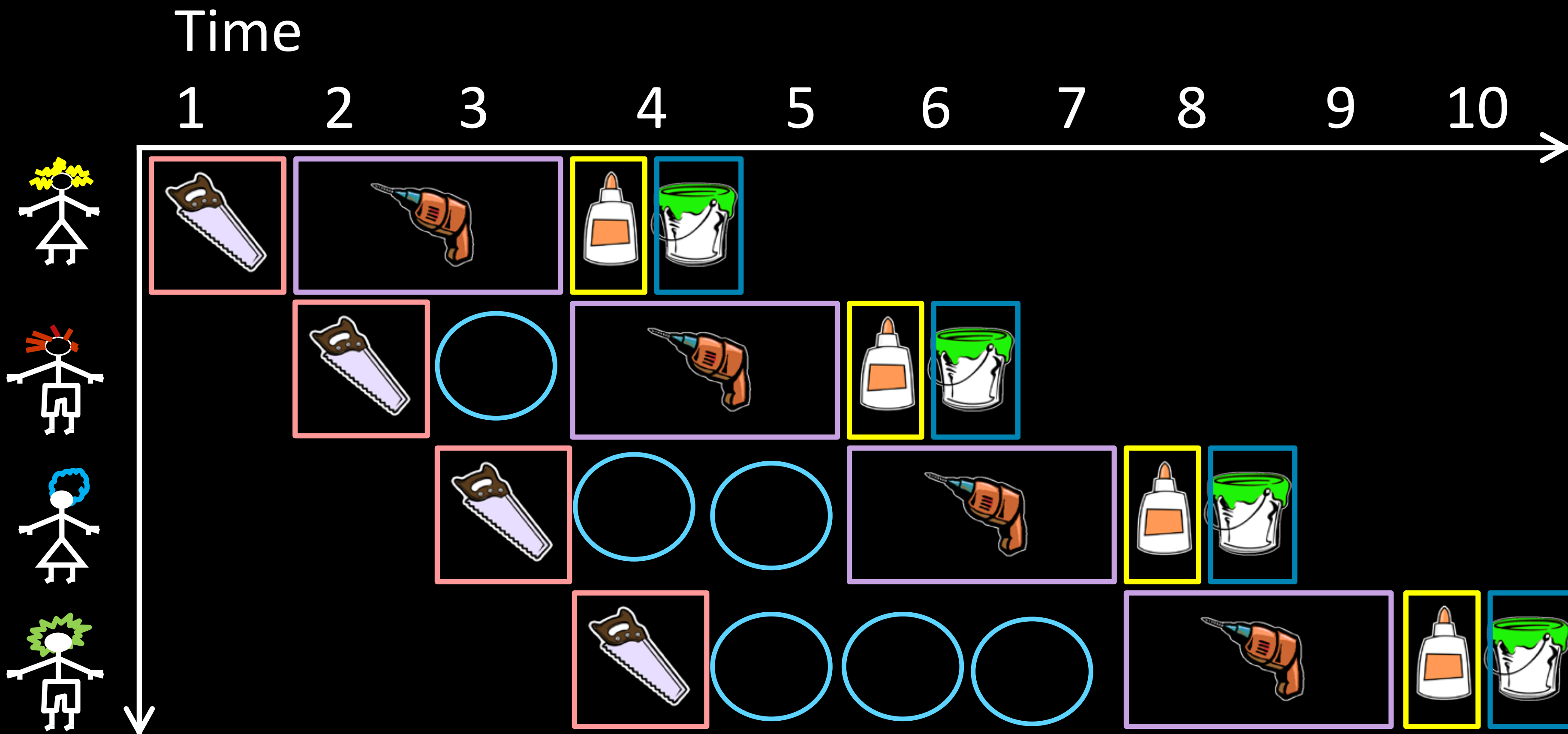
Latency: 4 hrs/task

Throughput: 1 task/hr

Concurrency: 4

CPI = 1

Pipelined Performance



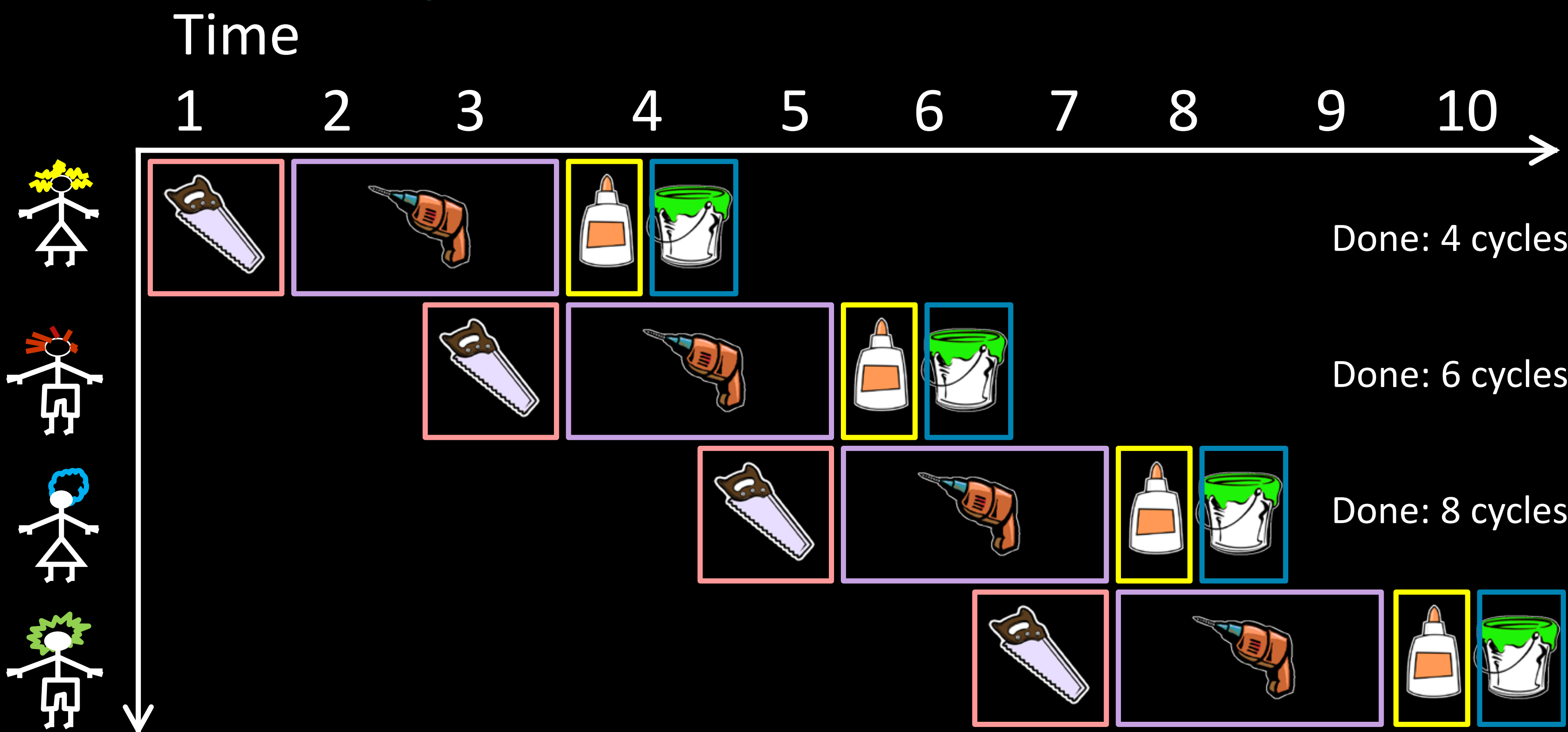
What if drilling takes twice as long, but gluing and paint take ½ as long?

Latency:

Throughput:

CPI =

Pipelined Performance



What if drilling takes twice as long, but gluing and paint take ½ as long?

Latency: 4 cycles/task

Throughput: 1 task/2 cycles   CPI = 2

Lessons

Principle:

Throughput increased by parallel execution

Balanced pipeline very important

Else slowest stage dominates performance

Pipelining:

- Identify *pipeline stages*
- Isolate stages from each other
- Resolve pipeline *hazards* (next lecture)

MIPs designed for pipelining

- Instructions same length
  - 32 bits, easy to fetch and then decode
- 3 types of instruction formats
  - Easy to route bits between stages
  - Can read a register source before even knowing what the instruction is
- Memory access through lw and sw only
  - Access memory after ALU

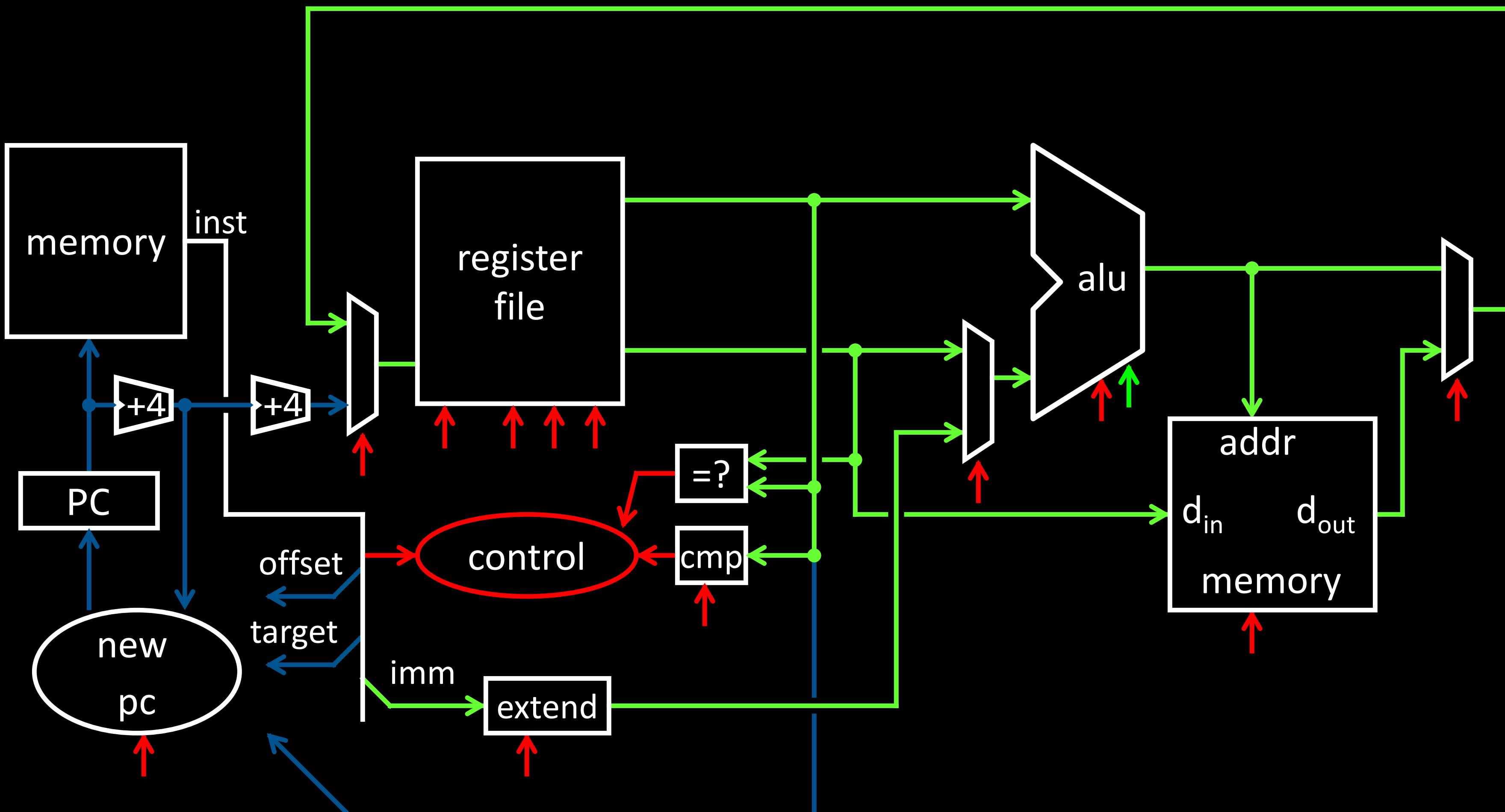
Basic Pipeline

Five stage "RISC" load-store architecture

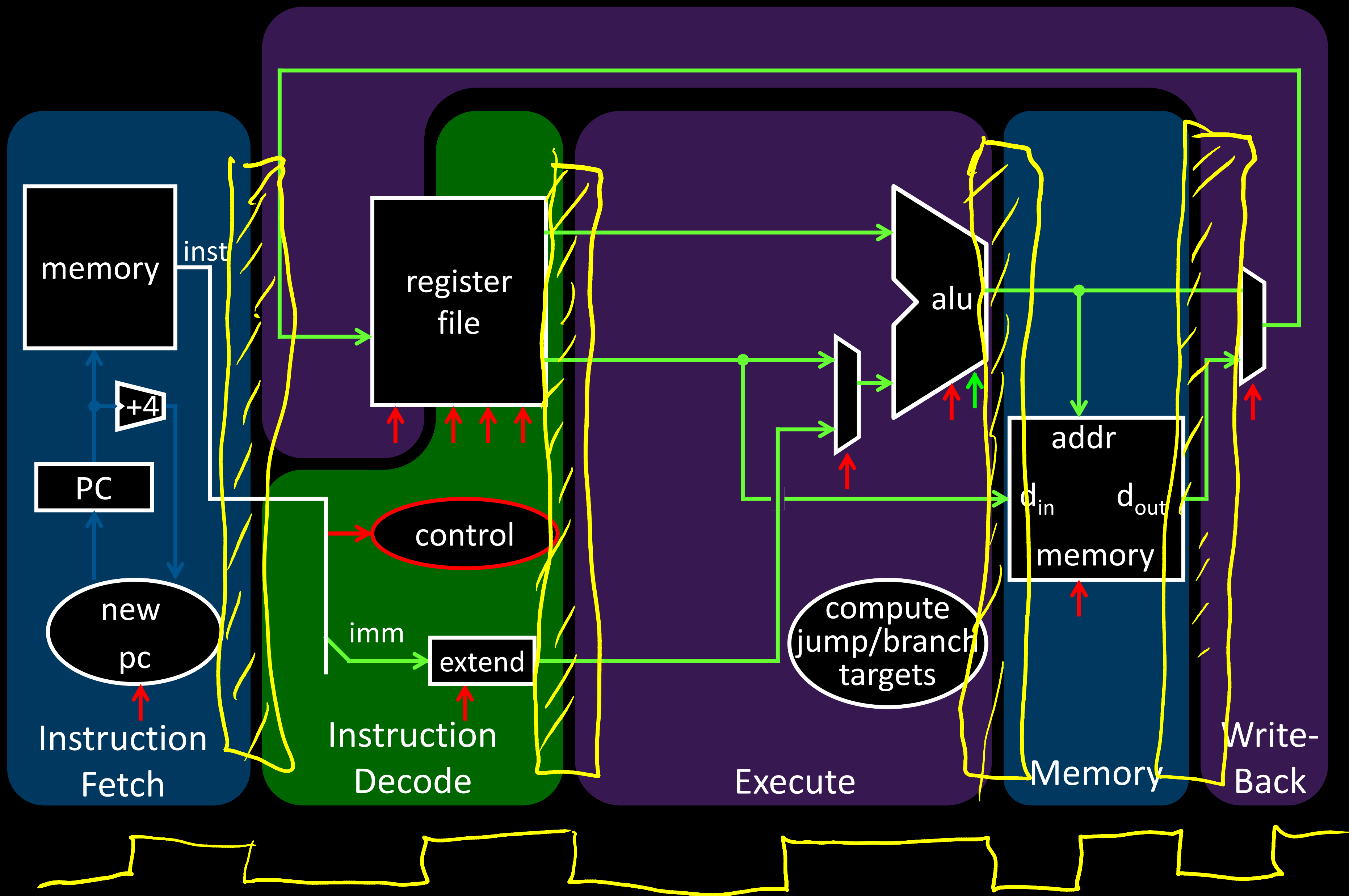
1. Instruction fetch (IF)
   – get instruction from memory, increment PC
2. Instruction Decode (ID)
   – translate opcode into control signals and read registers
3. Execute (EX)
   – perform ALU operation, compute jump/branch targets
4. Memory (MEM)
   – access memory if needed
5. Writeback (WB)
   – update register file

A Processor

Review: Single cycle processor

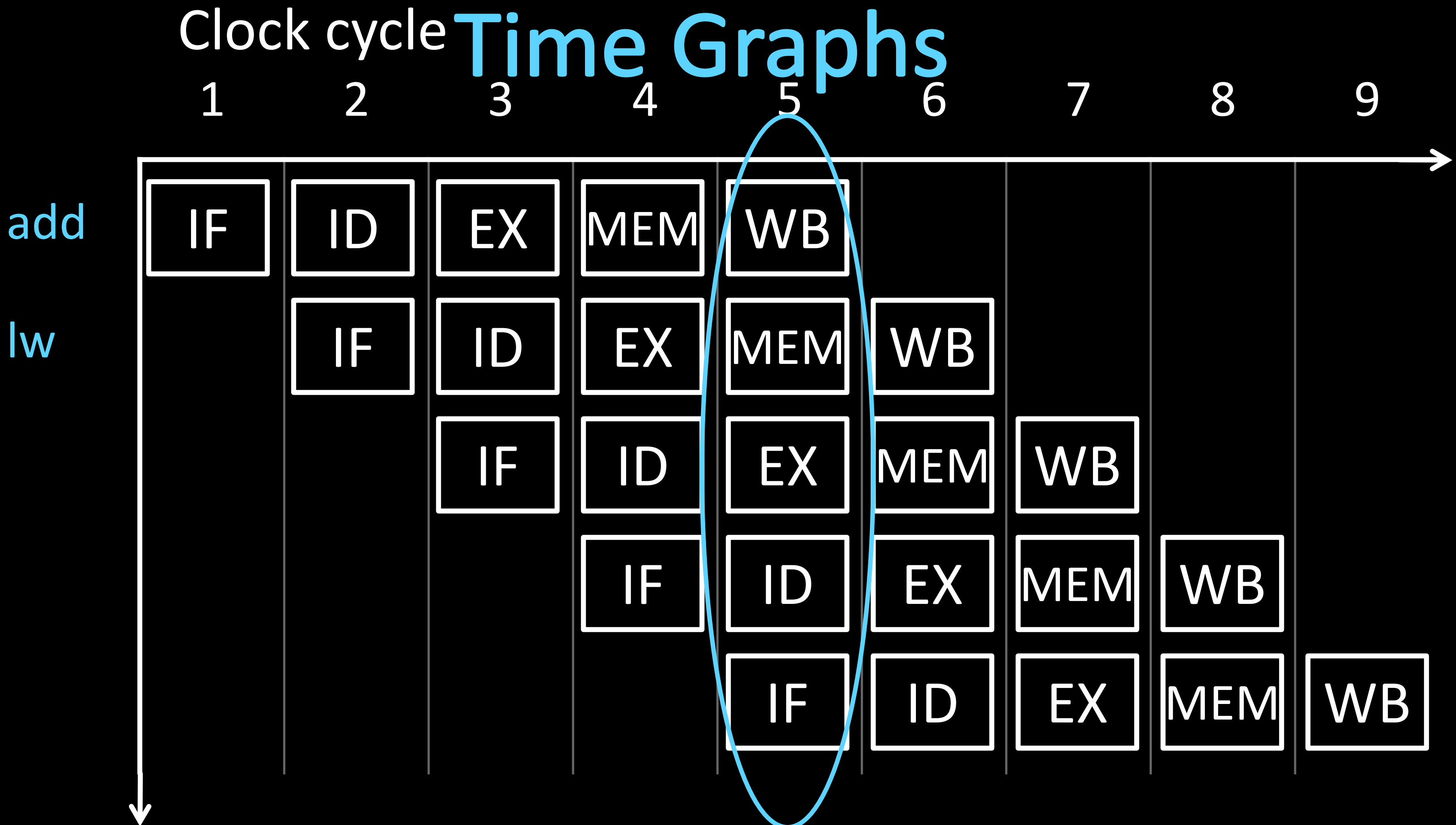


A Processor



memory
inst
+4
PC
new
pc
Instruction Fetch
register file
control
imm
extend
Instruction Decode
alu
compute jump/branch targets
Execute
addr
d_{in}
d_{out}
memory
Memory
Write-Back

Time Graphs



Latency: 5 cycles

Throughput: 1 instr/cycle

Concurrency: 5

CPI = 1

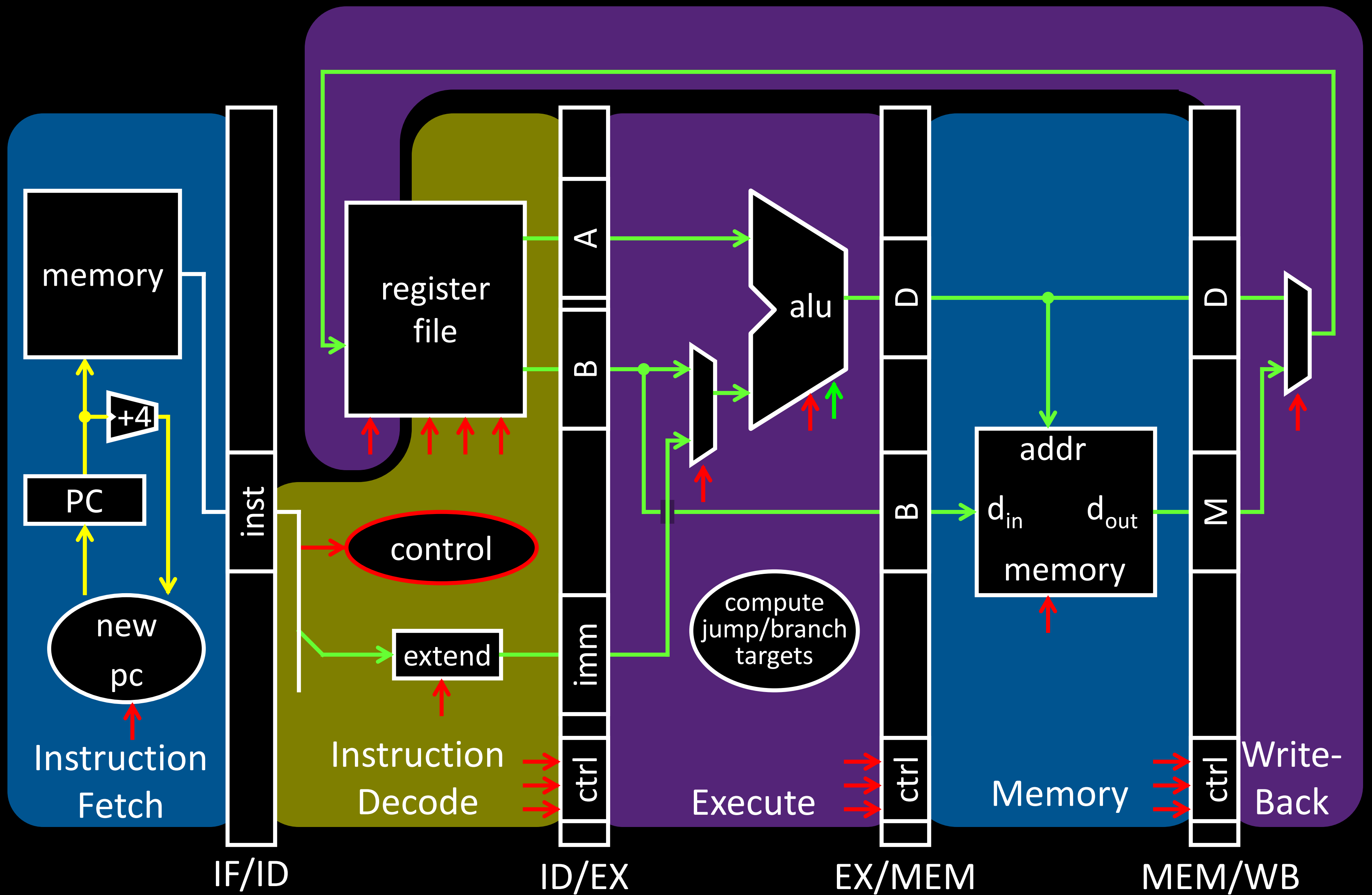
Principles of Pipelined Implementation

Break instructions across multiple clock cycles (five, in this case)

Design a separate stage for the execution performed during each clock cycle

Add pipeline registers (flip-flops) to isolate signals between different stages

Pipelined Processor



IF

Stage 1: Instruction Fetch

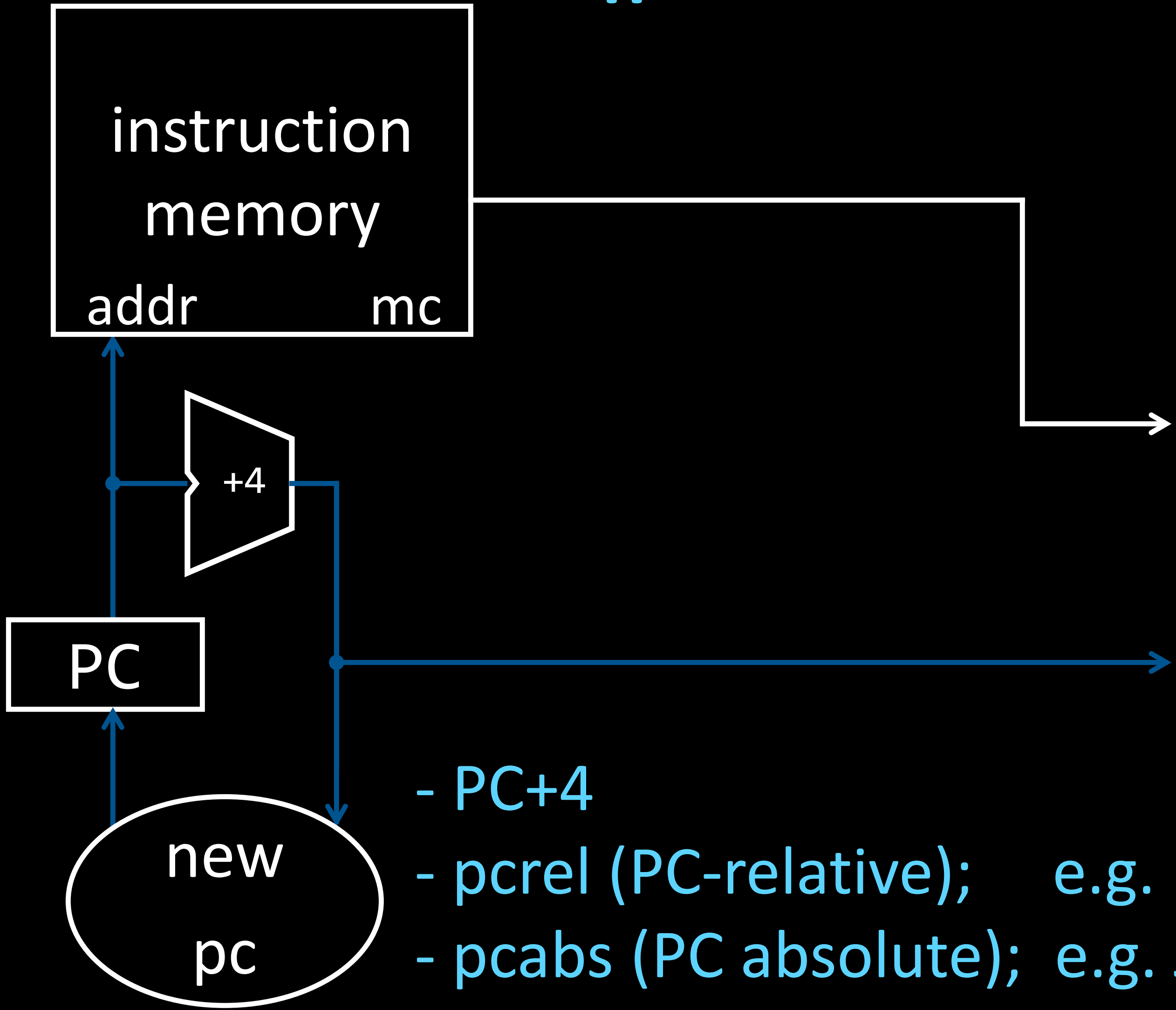
Fetch a new instruction every cycle

- Current PC is index to instruction memory
- Increment the PC at end of cycle (assume no branches for now)

Write values of interest to pipeline register (IF/ID)

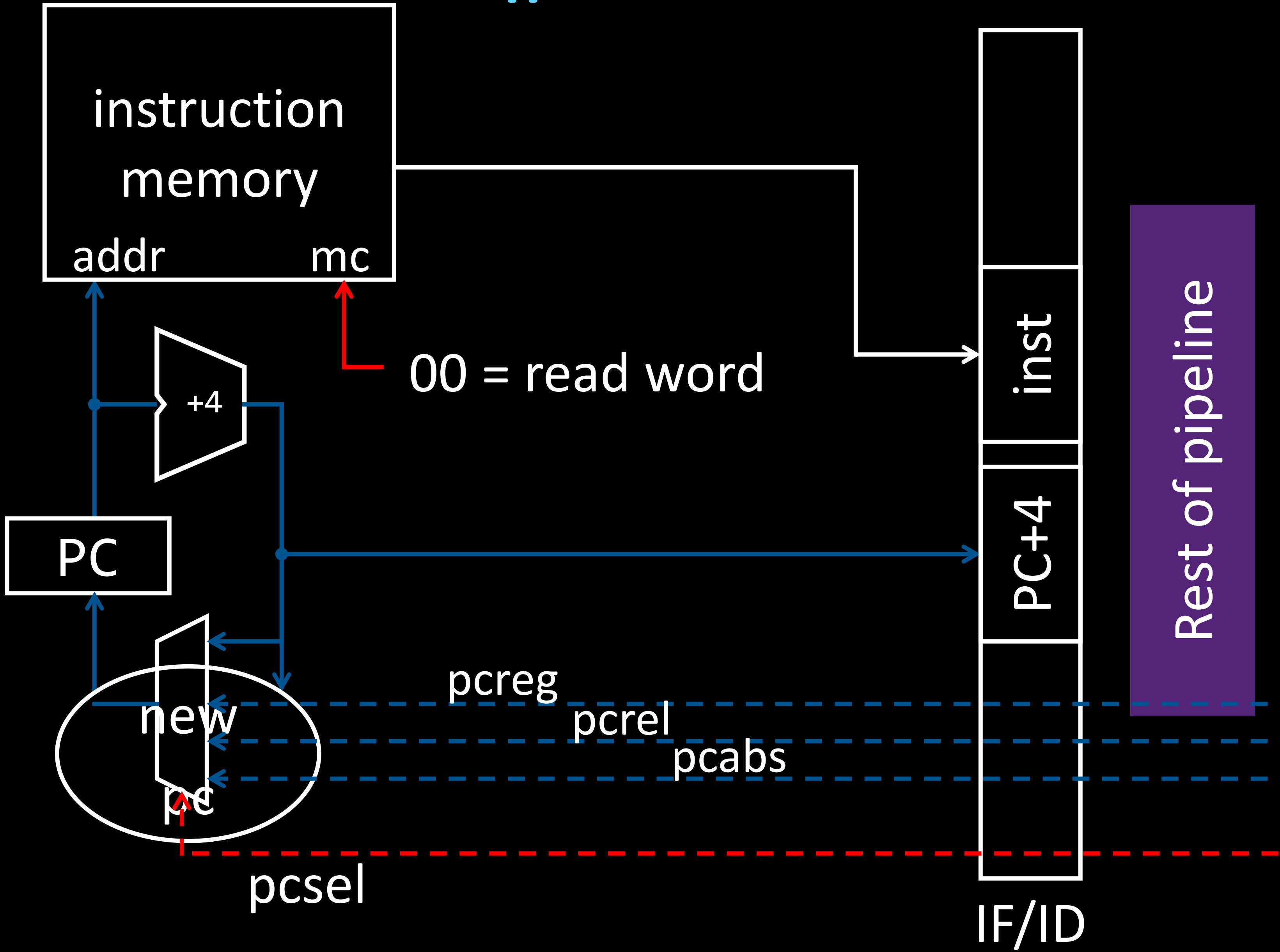
- Instruction bits (for later decoding)
- PC+4 (for later computing branch targets)

IF



- PC+4
- pcrel (PC-relative); e.g. BEQ, BNE
- pcabs (PC absolute); e.g. J and JAL
  - . $(PC+4)_{31..28}$ • target • 00
- pcreg (PC registers); e.g. JR

IF



instruction
memory
addr
mc
00 = read word
+4
PC
inst
PC+4
Rest of pipeline
pcreg
pcrel
pcabs
new
pc
pcsel
IF/ID

ID

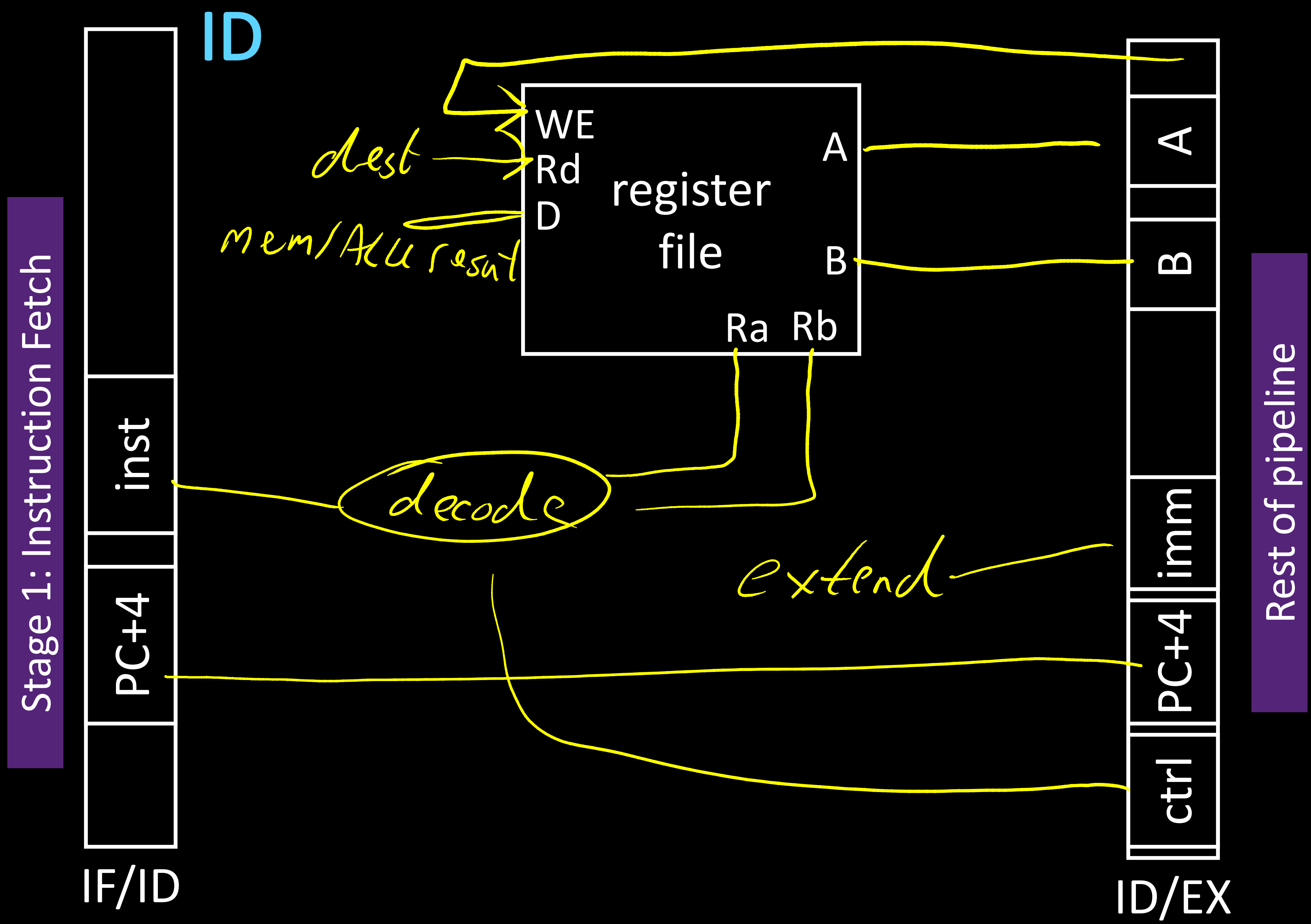
Stage 2: Instruction Decode

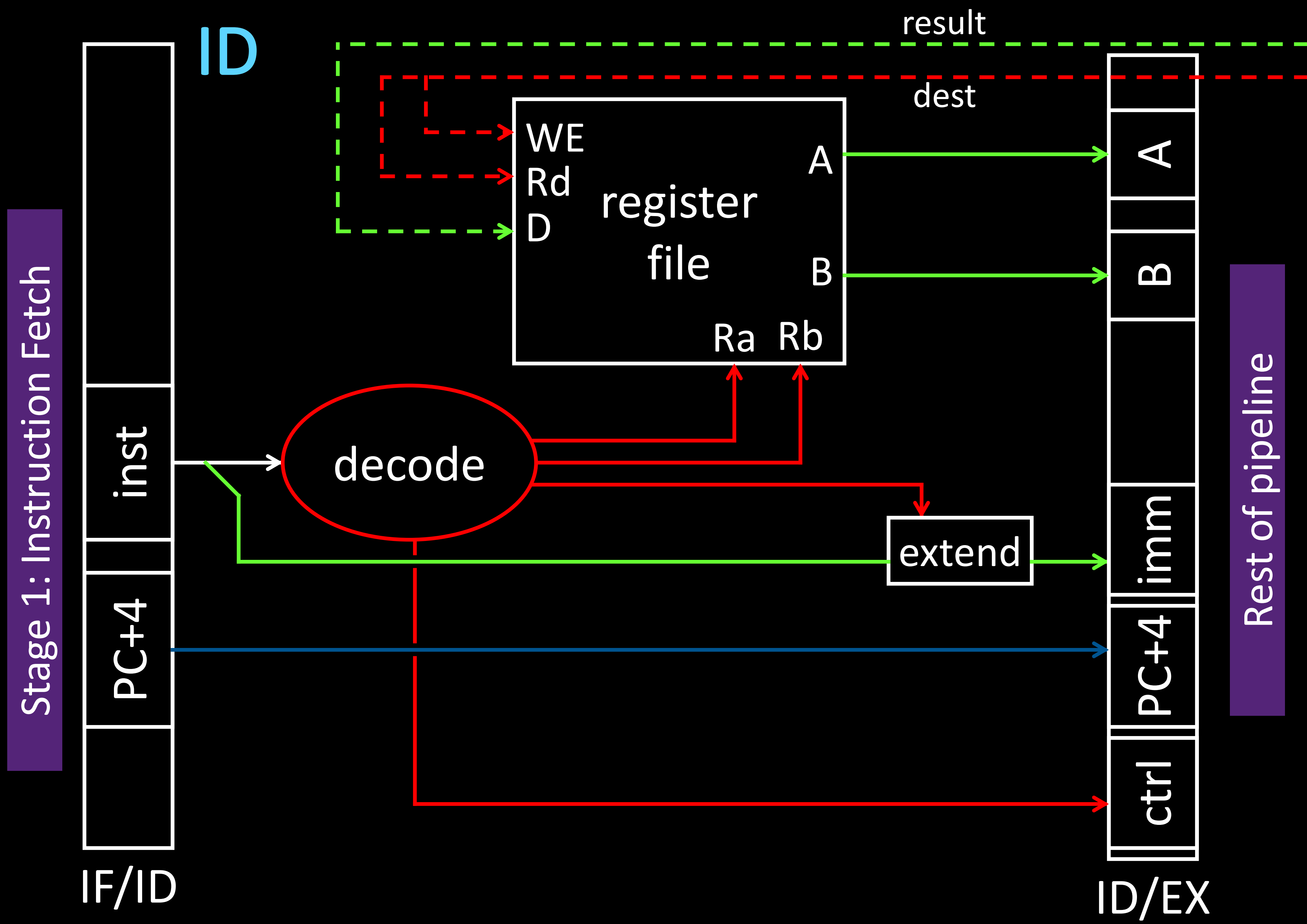
On every cycle:

- Read IF/ID pipeline register to get instruction bits
- Decode instruction, generate control signals
- Read from register file

Write values of interest to pipeline register (ID/EX)

- Control information, Rd index, immediates, offsets, …
- Contents of Ra, Rb
- PC+4 (for computing branch targets later)


ID
WE
Rd
D
register file
A
B
Ra
Rb
dest
mem/ALU result
decode
extend
inst
PC+4
IF/ID
A
B
imm
PC+4
ctrl
ID/EX
Stage 1: Instruction Fetch
Rest of pipeline


ID
result
dest
WE
Rd
D
register
file
A
B
Ra
Rb
decode
extend
inst
PC+4
A
B
imm
PC+4
ctrl
Stage 1: Instruction Fetch
Rest of pipeline
IF/ID
ID/EX

EX

Stage 3: Execute

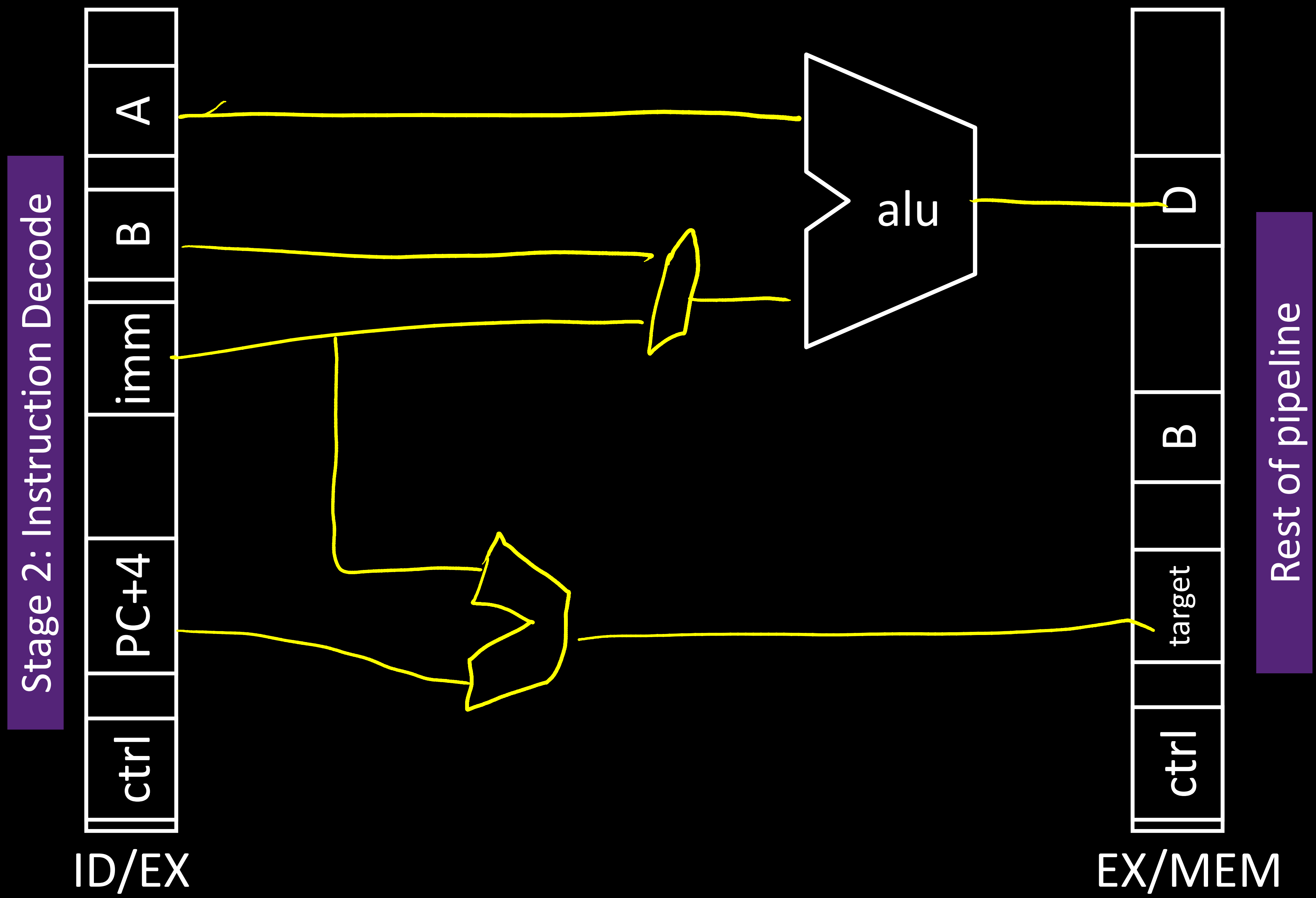
On every cycle:

- Read ID/EX pipeline register to get values and control bits
- Perform ALU operation
- Compute targets (PC+4+offset, etc.) *in case* this is a branch
- Decide if jump/branch should be taken

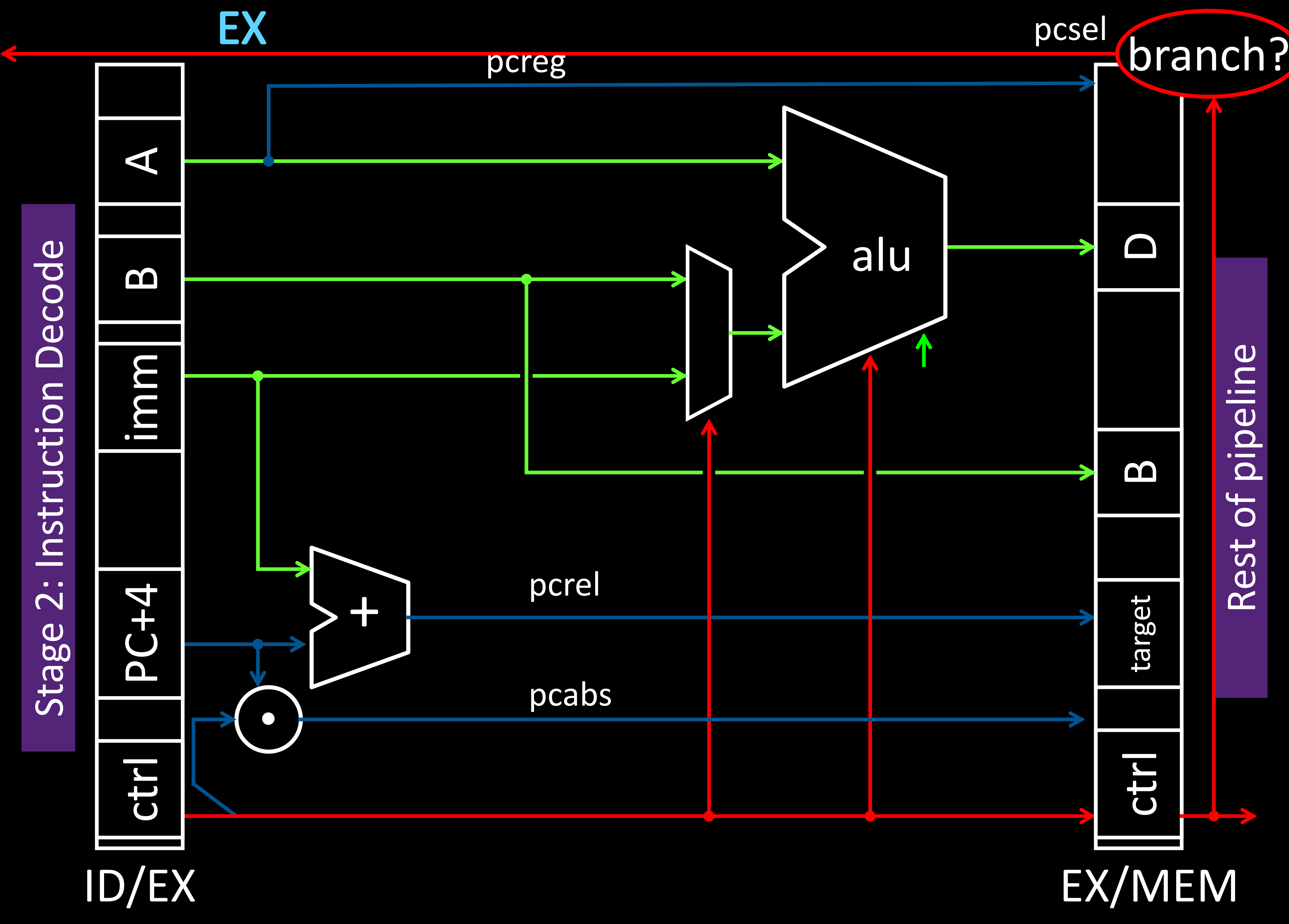
Write values of interest to pipeline register (EX/MEM)

- Control information, Rd index, …
- Result of ALU operation
- Value *in case* this is a memory store instruction

EX



Stage 2: Instruction Decode
A
B
imm
PC+4
ctrl
alu
D
B
target
ctrl
Rest of pipeline
ID/EX
EX/MEM


EX
pcsel
branch?
pcreg
A
alu
D
Stage 2: Instruction Decode
B
imm
B
Rest of pipeline
pcrel
+
PC+4
target
pcabs
ctrl
ctrl
ID/EX
EX/MEM

MEM

Stage 4: Memory

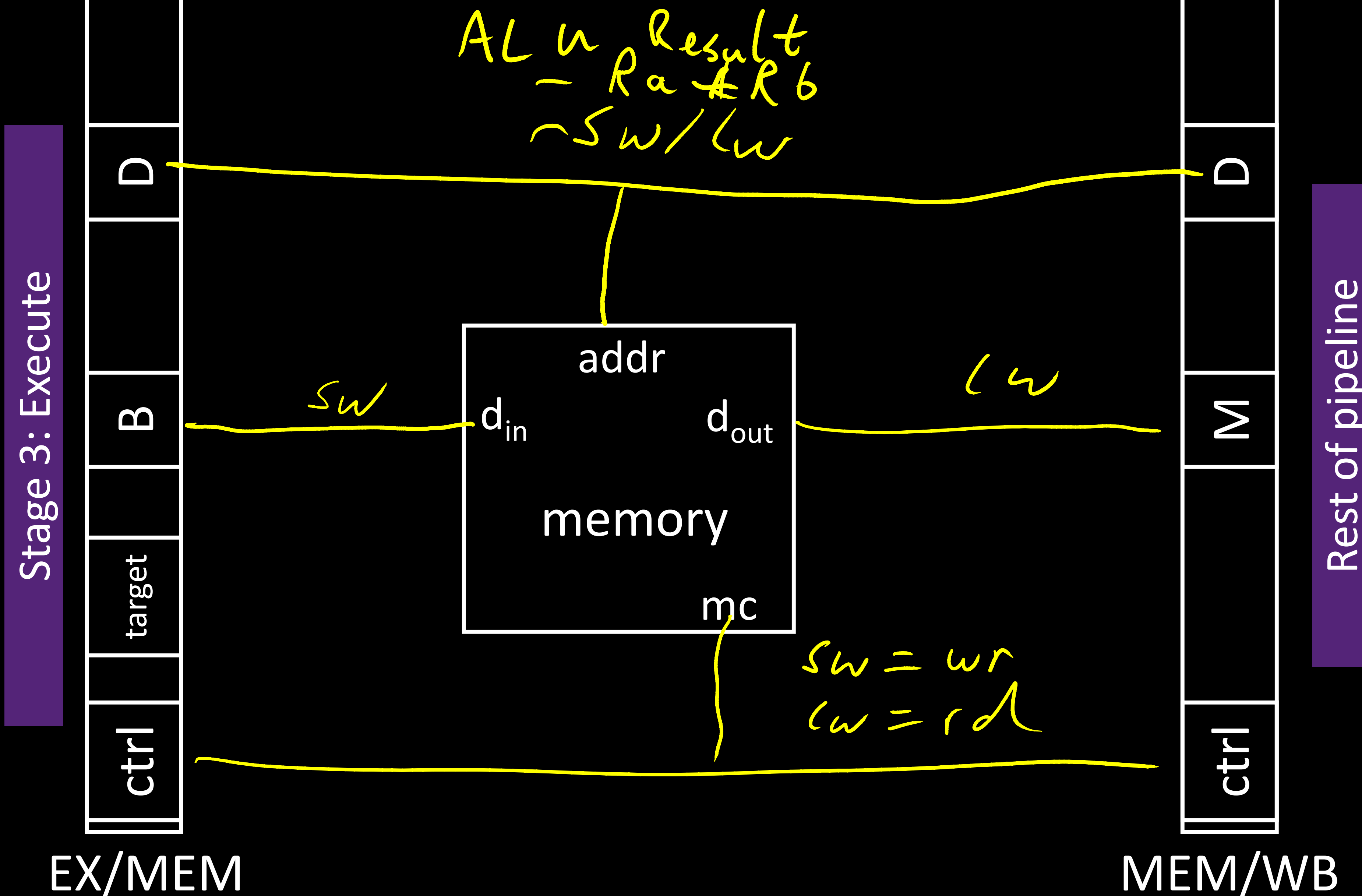
On every cycle:

- Read EX/MEM pipeline register to get values and control bits
- Perform memory load/store if needed
  - address is ALU result

Write values of interest to pipeline register (MEM/WB)

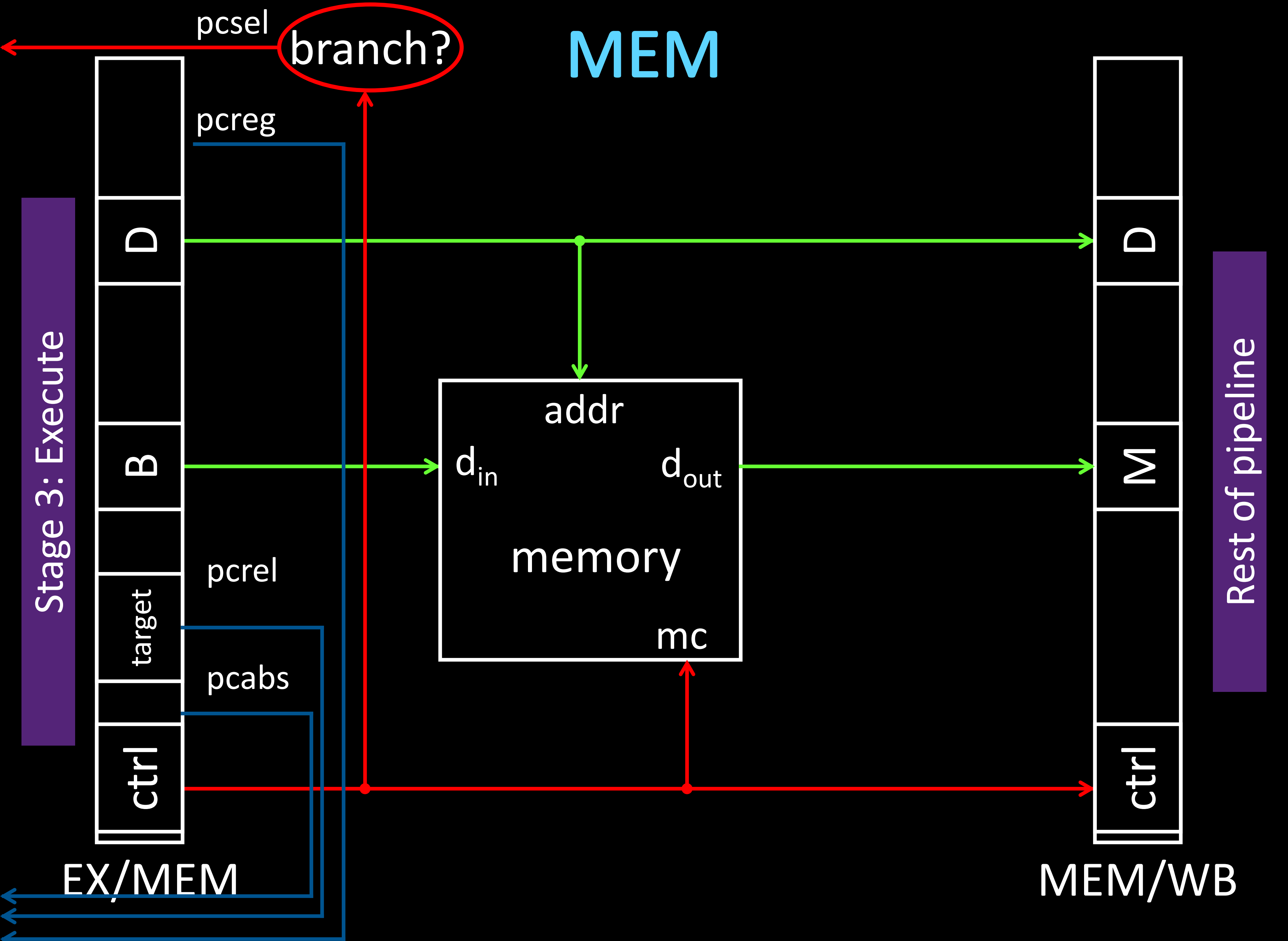
- Control information, Rd index, …
- Result of memory operation
- Pass result of ALU operation

MEM



ALU Result
- Ra + Rb
- sw/lw
Stage 3: Execute
D
B
target
ctrl
EX/MEM
addr
d_{in}
d_{out}
memory
mc
sw
lw
sw = wr
lw = rd
D
M
ctrl
MEM/WB
Rest of pipeline

MEM


pcsel
branch?
pcreg
Stage 3: Execute
D
B
pcrel
target
pcabs
ctrl
EX/MEM
addr
d_{in}
d_{out}
memory
mc
D
M
ctrl
MEM/WB
Rest of pipeline

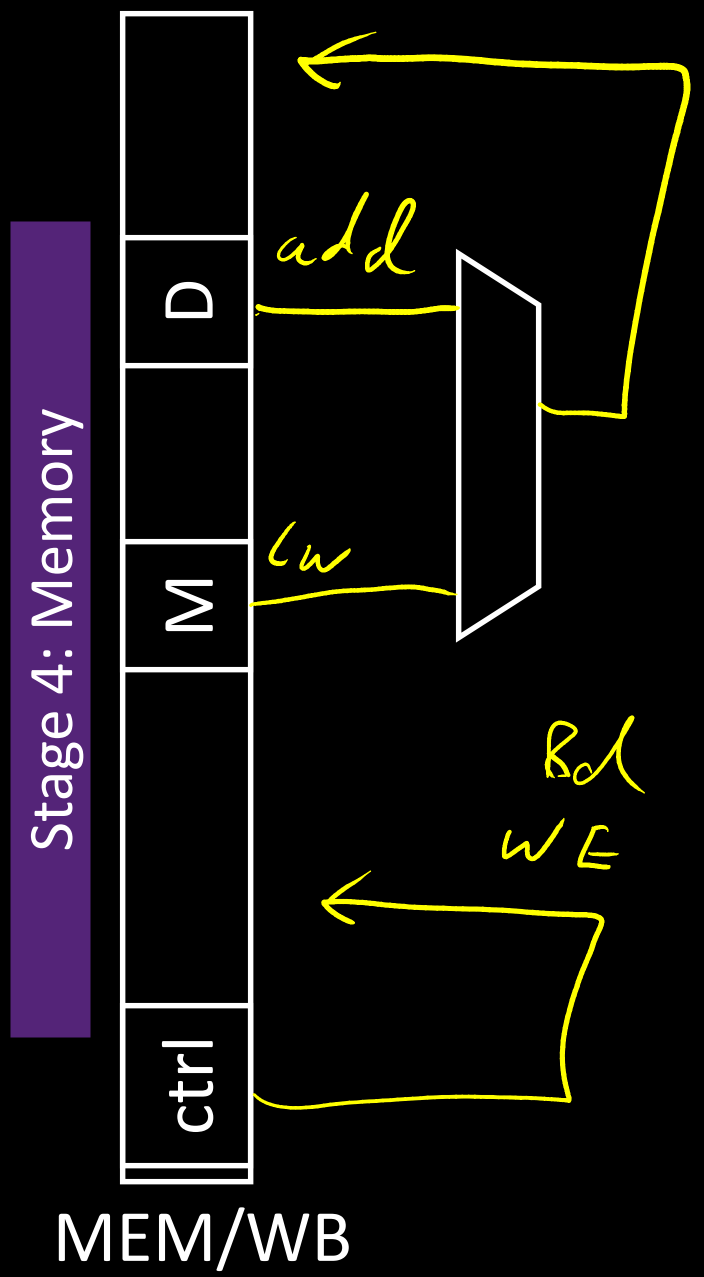
WB

Stage 5: Write-back

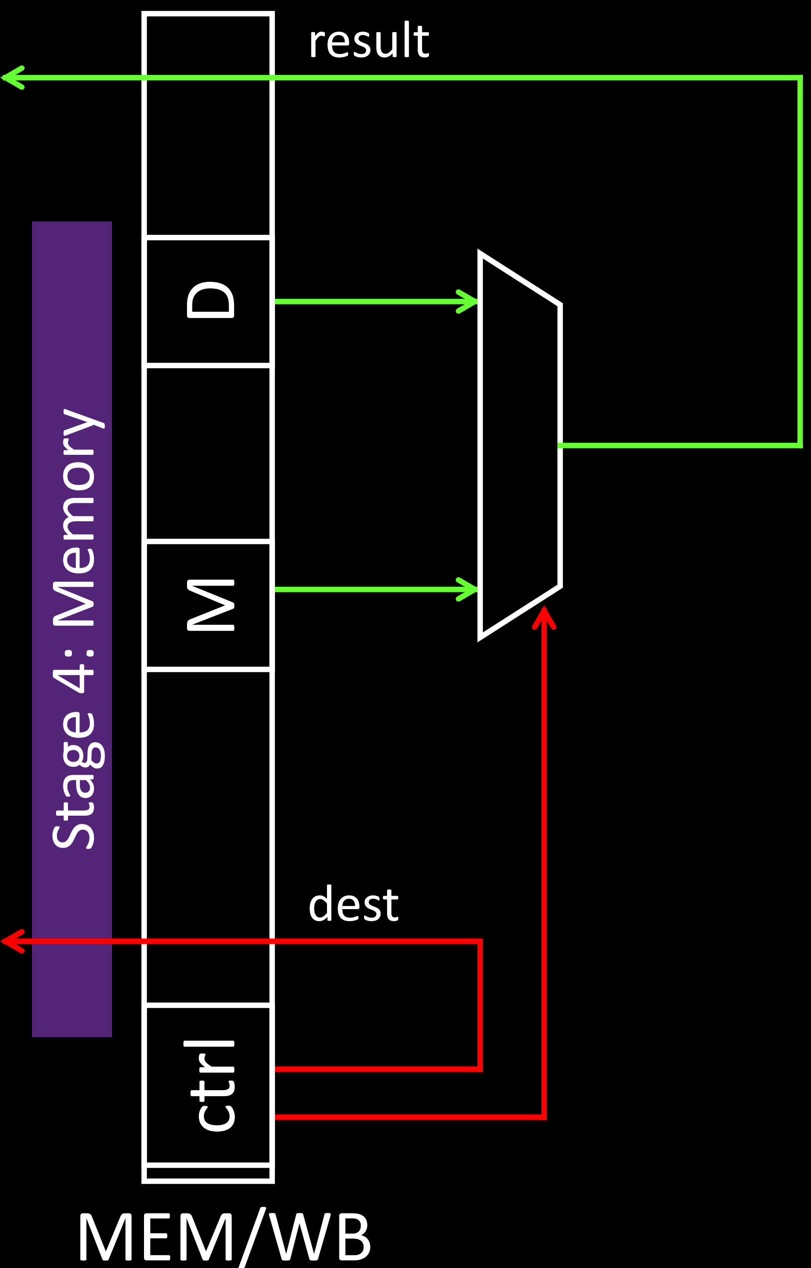
On every cycle:

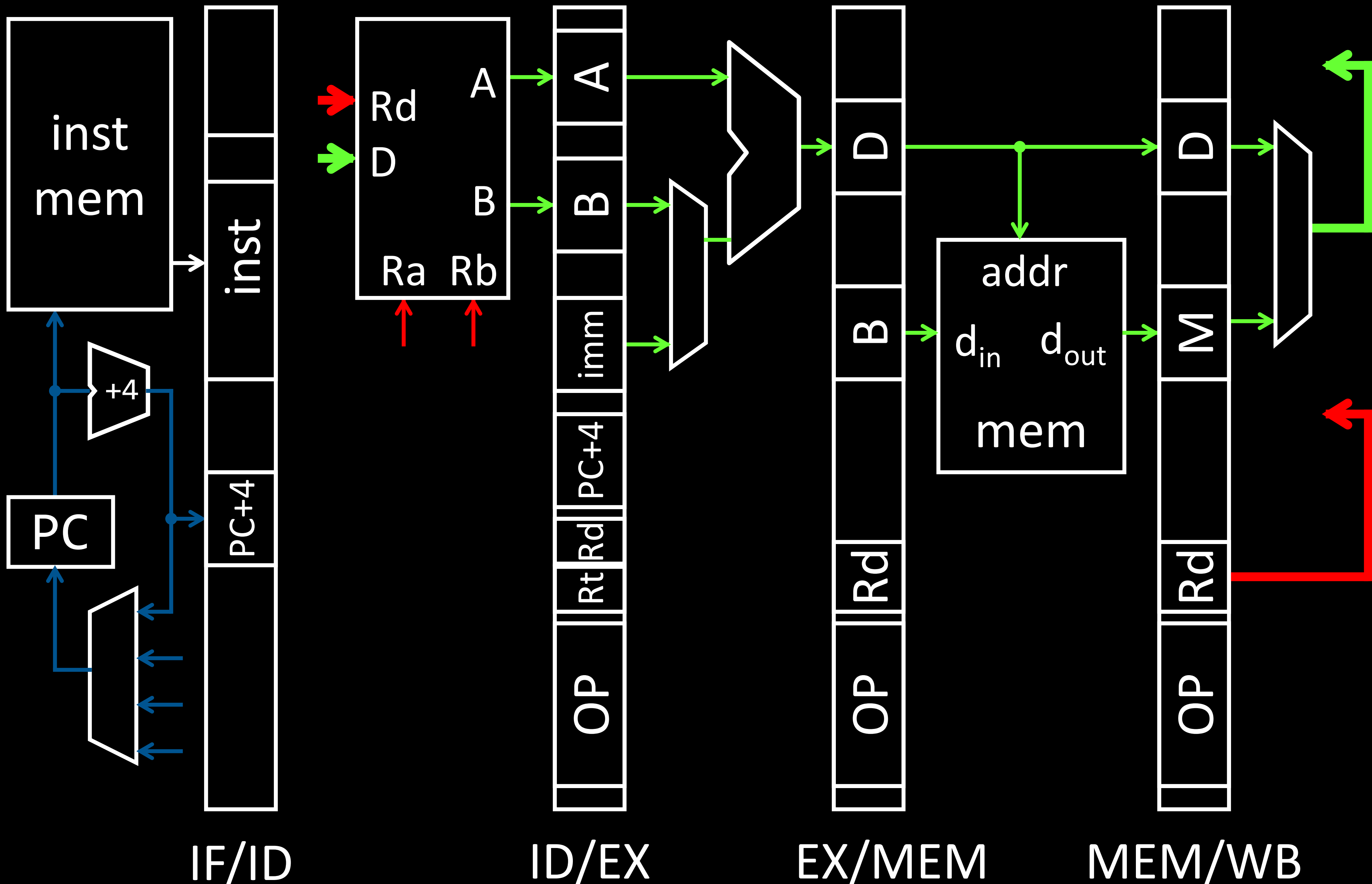
- Read MEM/WB pipeline register to get values and control bits
- Select value and write to register file

WB



WB





inst mem
inst
PC+4
PC
+4
Rd
D
A
B
Ra
Rb
A
B
imm
PC+4
Rd
Rt
OP
D
B
Rd
OP
addr
d_{in}
d_{out}
mem
D
M
Rd
OP
IF/ID
ID/EX
EX/MEM
MEM/WB

Pipelining Recap

Pipelining is a powerful technique to mask latencies and increase throughput

- Logically, instructions execute one at a time
- Physically, instructions execute in parallel
  - Instruction level parallelism

Abstraction promotes decoupling

- Interface (ISA) vs. implementation (Pipeline)