

Tomasulo's Algorithm



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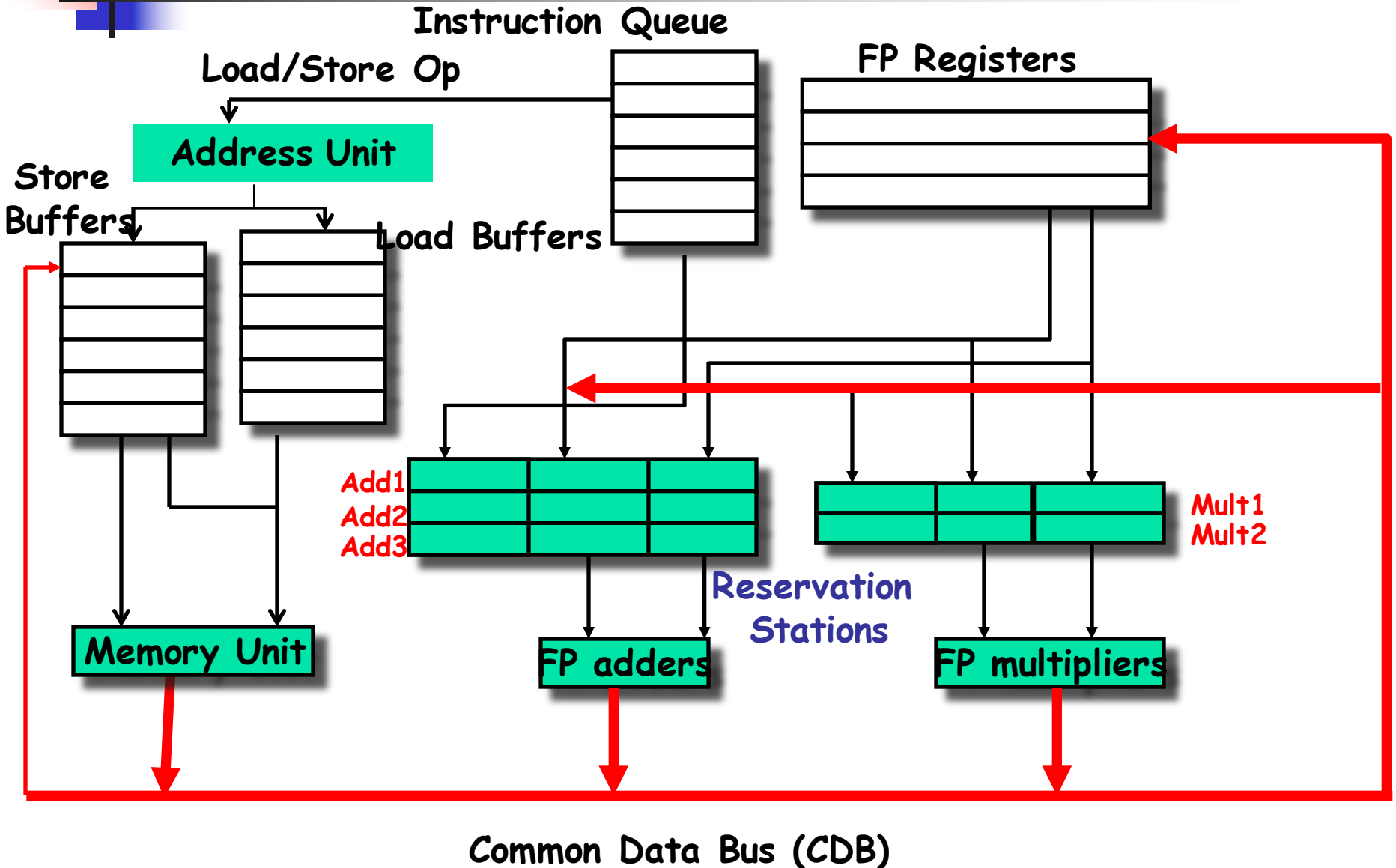
(Slides are based on the lecture note from
Prof. Chia-Lin Yang)



Dynamic Scheduling Mechanisms: Tomasulo Algorithm

- For IBM 360/91 about 3 years after CDC 6600
- Goal: High Performance without special compilers
- Small number of floating point registers (4 in 360) prevented interesting compiler scheduling of operations
 - This led Tomasulo to try to figure out how to get more effective registers — [renaming in hardware!](#)
- Why Study 1966 Computer?
- The descendants of this have flourished!
 - Alpha 21264, Pentium 4, AMD Opteron, Power 5, ...

Tomasulo Organization





Reservation Station Components

Op operation to perform in the unit (e.g., + or -)

Qj, Qk reservation stations producing source registers

Vj, Vk value of source operands

Busy indicates reservation station and FU is busy

Register result status indicates which functional unit will write each register, if one exists. Blank when no pending instructions that will write that register.



Three Stages of Tomasulo Algorithm

1. Issue get instruction from FP Op Queue

If reservation station free, issue instr & send operands to the reservation station. This steps also performs the process of renaming registers.

2. Execution operate on operands (EX)

When both operands ready then execute;
if not ready, watch CDB for result

3. Write result finish execution (WB)

Write on Common Data Bus to all awaiting units;
mark reservation station available.

Tomasulos Algorithmus: Beispiel

Instruction stream

Instruction status:

Instruction	j	k	Issue	Exec	Write	Comp	Result
LD	F6	34+	R2				
LD	F2	45+	R3				
MULTD	F0	F2	F4				
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

	Busy	Address
Load1	No	
Load2	No	
Load3	No	

3 Load/Buffers

Reservation Stations:

Time	Name	Busy	Op	$S1$ Vj	$S2$ Vk	RS Qj	RS Qk
	Add1	No					
	Add2	No					
	Add3	No					
	Mult1	No					
	Mult2	No					

FU count down

3 FP Adder R.S.
2 FP Mult R.S.

Register result status:

Clock
0

Clock cycle counter

	$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
FU									

Tomasulos Algorithmus: Zyklus 1

Instruction status:

Instruction	j	k	Issue	Exec	Write	Comp	Result	Busy	Address
LD	F6	34+	R2	1				Yes	34+R2
LD	F2	45+	R3					No	
MULTD	F0	F2	F4					No	
SUBD	F8	F6	F2					No	
DIVD	F10	F0	F6					No	
ADDD	F6	F8	F2					No	

Reservation Stations:

Time	Name	Busy	Op	$S1$ Vj	$S2$ Vk	RS Qj	RS Qk
	Add1	No					
	Add2	No					
	Add3	No					
	Mult1	No					
	Mult2	No					

Register result status:

Clock	$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
1				Load1					

Tomasulos Algorithmus: Zyklus 2

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>	
			<i>Issue</i>	<i>Comp Result</i>
LD	F6	34+	R2	1
LD	F2	45+	R3	2
MULTD	F0	F2	F4	
SUBD	F8	F6	F2	
DIVD	F10	F0	F6	
ADDD	F6	F8	F2	

	Busy	Address
Load1	Yes	34+R2
Load2	Yes	45+R3
Load3	No	

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
Add1		No					
Add2		No					
Add3		No					
Mult1		No					
Mult2		No					

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
2		Load2			Load1				

Hinweis: mehrere Ladebefehle können im Lade Puffer gelassen werden.

Tomasulos Beispiel: Zyklus 3

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>		
LD	F6	34+	R2	1	3	Load1	Yes 34+R2
LD	F2	45+	R3	2		Load2	Yes 45+R3
MULTD	F0	F2	F4	3		Load3	No
SUBD	F8	F6	F2				
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Register renaming

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
Add1		No					
Add2		No					
Add3		No					
Mult1		Yes	MULTD		R(F4)	Load2	
Mult2		No					

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
3	Mult1	Load2			Load1				

- Hinweis : Das Register F2 wird umbenannt zu Load2 von der Reservation Station.
- Load1 wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Load1?

Tomasulos Algorithmus: Zyklus 4

Instruction status:

Instruction	j	k	Exec Write			Busy	Address
			Issue	Comp	Result		
LD	F6	34+	R2	1	3	4	No
LD	F2	45+	R3	2	4		Yes 45+R3
MULTD	F0	F2	F4	3			No
SUBD	F8	F6	F2	4			
DIVD	F10	F0	F6				
ADDD	F6	F8	F2				

Reservation Stations:

Time	Name	Busy	Op	S1	S2	RS	RS
				Vi	Vk	Oi	Ok
Add1	Yes	SUBD	M(A1)				Load2
Add2	No						
Add3	No						
Mult1	Yes	MULTD		R(F4)		Load2	
Mult2	No						

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
4	Mult1	Load2		M(A1)	Add1				

- Load2 wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Load2?

Tomasulos Algorithmus: Zyklus 5

Instruction status:

Instruction	j	k	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4				
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2					

Reservation Stations:

Time	Name	Busy	Op	$S1$	$S2$	RS	RS
				V_j	V_k	Q_j	Q_k
2	Add1	Yes	SUBD	M(A1)	M(A2)		
	Add2	No					
	Add3	No					
10	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

Clock	$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
5	Mult1	M(A2)		M(A1)	Add1	Mult2			

- Der Timer fängt für Add1 und Mult1 an.

Tomasulos Algorithmus: Zyklus 6

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4				
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6				

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
1	Add1	Yes	SUBD	M(A1)	M(A2)		
	Add2	Yes	ADDD		M(A2)	Add1	
	Add3	No					
9	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

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

Tomasulos Algorithmus: Zyklus 7

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7			
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6				

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
0	Add1	Yes	SUBD	M(A1)	M(A2)		
	Add2	Yes	ADDD		M(A2)	Add1	
	Add3	No					
8	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

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

- SUBD wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Add1?

Tomasulos Algorithmus: Zyklus 8

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6				

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
2	Add2	Yes	ADDD	(M-M)	M(A2)		
	Add3	No					
7	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Out-of-order Ausführung

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
8	Mult1	M(A2)		Add2	(M-M)	Mult2			

Tomasulos Algorithmus: Zyklus 9

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6				

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
1	Add2	Yes	ADDD	(M-M)	M(A2)		
	Add3	No					
6	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

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

Tomasulos Algorithmus: Zyklus 10

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6	10			

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
0	Add2	Yes	ADDD	(M-M)	M(A2)		
	Add3	No					
5	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

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

- ADDD wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Add2?

Tomasulos Algorithmus: Zyklus 11

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
4	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
11	Mult1	M(A2)	(M-M+M)	(M-M)	Mult2				

- Alle schnellen Befehle sind fertig in diesem Zyklus ausgeführt!

Tomasulos Algorithmus: Zyklus 12

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
3	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
12	Mult1	M(A2)		(M-M+N)	(M-M)	Mult2			

Tomasulos Algorithmus: Zyklus 13

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
2	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
13	Mult1	M(A2)		(M-M+N)	(M-M)	Mult2			

Tomasulos Algorithmus: Zyklus 14

Instruction status:

Instruction	j	k	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3			Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	Op	$S1$	$S2$	RS	RS
				V_j	V_k	Q_j	Q_k
	Add1	No					
	Add2	No					
	Add3	No					
1	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

Clock	$F0$	$F2$	$F4$	$F6$	$F8$	$F10$	$F12$...	$F30$
14	FU	Mult1	M(A2)		(M-M+N)	(M-M)	Mult2		

Tomasulos Algorithmus: Zyklus 15

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
LD	F6	34+	R2	1	3	4	Load1	No
LD	F2	45+	R3	2	4	5	Load2	No
MULTD	F0	F2	F4	3	15		Load3	No
SUBD	F8	F6	F2	4	7	8		
DIVD	F10	F0	F6	5				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	<i>Op</i>	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
0	Mult1	Yes	MULTD	M(A2)	R(F4)		
	Mult2	Yes	DIVD		M(A1)	Mult1	

Register result status:

Clock	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
15	FU	Mult1	M(A2)		(M-M+N)	(M-M)	Mult2		

- MULTD wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Mult1?

Tomasulos Algorithmus: Zyklus 16

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
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				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	<i>Op</i>	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
	Mult1	No					
40	Mult2	Yes	DIVD	M*F4	M(A1)		

Register result status:

Clock	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
16	FU	M*F4	M(A2)	(M-M+N	(M-M)	Mult2			



Überspring ein paar Zyklen!

Tomasulos Algorithmus: Zyklus 55

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
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				
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
	Mult1	No					
1	Mult2	Yes	DIVD	M*F4	M(A1)		

Register result status:

Clock	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
55	FU	M*F4	M(A2)		(M-M+N)	(M-M)	Mult2		

Tomasulos Algorithmus: Zyklus 56

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Exec Write</i>			Busy	Address	
			<i>Issue</i>	<i>Comp</i>	<i>Result</i>			
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			
ADDD	F6	F8	F2	6	10	11		

Reservation Stations:

Time	Name	Busy	<i>Op</i>	<i>S1</i>	<i>S2</i>	<i>RS</i>	<i>RS</i>
				<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
	Mult1	No					
0	Mult2	Yes	DIVD	M*F4	M(A1)		

Register result status:

Clock	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
56	FU	M*F4	M(A2)		(M-M+N)	(M-M)	Mult2		

- DIVD wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Mult2?

Tomasulos Algorithmus: Zyklus 57

Instruction status:

Instruction	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Exec Comp</i>	<i>Write Result</i>	Busy	Address
LD	F6	34+	R2	1	3	4	Load1
LD	F2	45+	R3	2	4	5	Load2
MULTD	F0	F2	F4	3	15	16	Load3
SUBD	F8	F6	F2	4	7	8	
DIVD	F10	F0	F6	5	56	57	
ADDD	F6	F8	F2	6	10	11	

Reservation Stations:

Time	Name	Busy	Op	<i>S1</i> <i>Vj</i>	<i>S2</i> <i>Vk</i>	<i>RS</i> <i>Qj</i>	<i>RS</i> <i>Qk</i>
	Add1	No					
	Add2	No					
	Add3	No					
	Mult1	No					
	Mult2	Yes	DIVD	M*F4	M(A1)		

Register result status:

Clock	F0	F2	F4	F6	F8	F10	F12	...	F30
56	FU	M*F4	M(A2)		(M-M+N	(M-M)	Result		

- Noch einmal: In-order issue, out-of-order execution and out-of-order completion. (In-order Ausgabe, out-of-order Ausführung, und out-of-order Fertigstellung)



Tomasulos Algorithmus: Ausführung für Schleifen

Loop:	LD	F0	0	R1
	MULTD	F4	F0	F2
	SD	F4	0	R1
	SUBI	R1	R1	#8
	BNEZ	R1	Loop	

- vereinfachte Annahme: MULTD dauert 4 Taktzyklen
- Annahme: Der erste LD Befehl dauert 8 Taktzyklen (L1 Cache Miss). Die folgenden LD Befehle dauern nur 1 Taktzyklus (L1 Cache Hit)
- Sprungvorhersage: immer ausgeführt
- Wir führen hier nur 2 Iterationen aus

Tomasulos Algorithmus: Schleife

Instruction status:

Exec Write

ITER	Instruction	j	k	Issue	Comp	Result	Fu
1	LD	F0	0	R1			No
1	MULTD	F4	F0	F2			No
1	SD	F4	0	R1			No
2	LD	F0	0	R1			No
2	MULTD	F4	F0	F2			No
2	SD	F4	0	R1			No

Iter-
ation
Count

Reservation Stations:

Time	Name	Busy	Op	Vj	Vk	Qj	Qk
Add1	No						
Add2	No						
Add3	No						
Mult1	No						
Mult2	No						

Code:

LD	F0	0	R1
MULTD	F4	F0	F2
SD	F4	0	R1
SUBI	R1	R1	#8
BNEZ	R1	Loop	

Added Store Buffers

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
0	80									

Sprungbefehl

Der Wert des Registers R1, benutzt für die Berechnung der Adresse um die Iterationssteuerung zu kontrollieren

Tomasulos Algorithmus (Schleife) Zyklus 1

Instruction status:

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Yes	80	
							No		
							No		
							No		
							No		
							No		
							No		

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1 ←
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1
	Mult1	No						SUBI R1 R1 #8
	Mult2	No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
1	80	Load1								

Tomasulos Algorithmus (Schleife) Zyklus 2

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Yes	80	
1	MULTD	F4	F0	F2	2		No		
							No		
							No		
							No		
							No		
							No		

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2 ←
	Add3	No						SD F4 0 R1
	Mult1	Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8
	Mult2	No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
2	80	Load1		Mult1						

Tomasulos Algorithmus (Schleife) Zyklus 3

Instruction status:

					<i>Exec Write</i>					
<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>	
1	LD	F0	0	R1	1		Load1	Yes	80	
1	MULTD	F4	F0	F2	2		Load2	No		
1	SD	F4	0	R1	3		Load3	No		
							Store1	Yes	80	Mult1
							Store2	No		
							Store3	No		

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1
	Mult1	Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8
	Mult2	No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	...	<i>F30</i>
3	80	<i>Fu</i>	Load1	Mult1						

- Das Register F0 wird automatisch umbenannt

Tomasulos Algorithmus (Schleife) Zyklus 4

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Yes	80	
1	MULTD	F4	F0	F2	2		No		
1	SD	F4	0	R1	3		No		
							Yes	80	Mult1
							No		
							No		

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
Add1		No						LD F0 0 R1
Add2		No						MULTD F4 F0 F2
Add3		No						SD F4 0 R1
Mult1		Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8 ←
Mult2		No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
4	80	<i>Fu</i>	Load1	Mult1						

- SUBI Befehl wird ausgeführt (nicht in FP Einheiten)

Tomasulos Algorithmus (Schleife) Zyklus 5

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Yes	80	
1	MULTD	F4	F0	F2	2		No		
1	SD	F4	0	R1	3		No		
							Yes	80	Mult1
							No		
							No		

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
Add1		No						LD F0 0 R1
Add2		No						MULTD F4 F0 F2
Add3		No						SD F4 0 R1
Mult1		Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8
Mult2		No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
5	72	Load1		Mult1						

- BNEZ Befehl wird ausgeführt (nicht in FP Einheiten)

Tomasulos Algorithmus (Schleife) Zyklus 6

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Load1	Yes 80	
1	MULTD	F4	F0	F2	2		Load2	Yes 72	
1	SD	F4	0	R1	3		Load3	No	
2	LD	F0	0	R1	6		Store1	Yes 80	Mult1
							Store2	No	
							Store3	No	

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
Add1	No							LD F0 0 R1 ←
Add2	No							MULTD F4 F0 F2
Add3	No							SD F4 0 R1
Mult1	Yes	Multd			R(F2)	Load1		SUBI R1 R1 #8
Mult2	No							BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
6	72	Load2		Mult1						

- Beachten: Das Wort von Adresse 80 wird nicht F0 zugeordnet

Tomasulos Algorithmus (Schleife) Zyklus 7

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Load1	Yes	80
1	MULTD	F4	F0	F2	2		Load2	Yes	72
1	SD	F4	0	R1	3		Load3	No	
2	LD	F0	0	R1	6		Store1	Yes	80
2	MULTD	F4	F0	F2	7		Store2	No	
							Store3	No	

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2 ←
	Add3	No						SD F4 0 R1
	Mult1	Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8
	Mult2	Yes	Multd		R(F2)	Load2		BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
7	72	<i>Fu</i>	Load2	Mult2						

- Registeransatz ist hier unabhängig von Berechnungen
- Die erste und zweite Iterationen können sich überlappen

Tomasulos Algorithmus (Schleife) Zyklus 8

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1		Load1	Yes	80
1	MULTD	F4	F0	F2	2		Load2	Yes	72
1	SD	F4	0	R1	3		Load3	No	
2	LD	F0	0	R1	6		Store1	Yes	80
2	MULTD	F4	F0	F2	7		Store2	Yes	72
2	SD	F4	0	R1	8		Store3	No	

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
Add1		No						LD F0 0 R1
Add2		No						MULTD F4 F0 F2
Add3		No						SD F4 0 R1
Mult1		Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8
Mult2		Yes	Multd		R(F2)	Load2		BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
8	72	<i>Fu</i>	Load2	Mult2						

Tomasulos Algorithmus (Schleife) Zyklus 9

Instruction status:

Exec Write

ITER	Instruction	<i>j</i>	<i>k</i>	Issue	Comp	Result	Busy	Addr	<i>Fu</i>	
1	LD	F0	0	R1	1	9	Load1	Yes	80	
1	MULTD	F4	F0	F2	2		Load2	Yes	72	
1	SD	F4	0	R1	3		Load3	No		
2	LD	F0	0	R1	6		Store1	Yes	80	Mult1
2	MULTD	F4	F0	F2	7		Store2	Yes	72	Mult2
2	SD	F4	0	R1	8		Store3	No		

Reservation Stations:

Time	Name	Busy	Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1
	Mult1	Yes	Multd		R(F2)	Load1		SUBI R1 R1 #8 ←
	Mult2	Yes	Multd		R(F2)	Load2		BNEZ R1 Loop

Register result status

Clock	R1	<i>Fu</i>	F0	F2	F4	F6	F8	F10	F12	...	F30
9	72		Load2		Mult2						

- Load1 wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Load1?
- Beachten: SUBI wird ausgeführt

Tomasulos Algorithmus (Schleife) Zyklus 10

Instruction status:

ITER	Instruction	j	k	Exec Write			Busy	Addr	Fu	
				Issue	Comp	Result				
1	LD	F0	0	R1	1	9	10	Load1	No	
1	MULTD	F4	F0	F2	2			Load2	Yes	72
1	SD	F4	0	R1	3			Load3	No	
2	LD	F0	0	R1	6	10		Store1	Yes	80
2	MULTD	F4	F0	F2	7			Store2	Yes	72
2	SD	F4	0	R1	8			Store3	No	

Reservation Stations:

Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:			
									S1	S2	RS
	Add1	No						LD	F0	0	R1
	Add2	No						MULTD	F4	F0	F2
	Add3	No						SD	F4	0	R1
4	Mult1	Yes	Multd	M[80]	R(F2)			SUBI	R1	R1	#8
	Mult2	Yes	Multd		R(F2)	Load2		BNEZ	R1	Loop	

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
10	64	Load2		Mult2						

- Load2 wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Load2?
- Beachten: BNEQ wird ausgeführt

Tomasulos Algorithmus (Schleife) Zyklus 11

Instruction status:

Exec Write

ITER	Instruction	<i>j</i>	<i>k</i>	Issue	Comp	Result	Busy	Addr	Fu
1	LD	F0	0	R1	1	9	10	Load1	No
1	MULTD	F4	F0	F2	2			Load2	No
1	SD	F4	0	R1	3			Load3	Yes 64
2	LD	F0	0	R1	6	10	11	Store1	Yes 80
2	MULTD	F4	F0	F2	7			Store2	Yes 72
2	SD	F4	0	R1	8			Store3	No

Reservation Stations:

Time	Name	Busy	Op	<i>V_j</i>	<i>V_k</i>	<i>Q_j</i>	<i>Q_k</i>	Code:
	Add1	No						LD F0 0 R1 ←
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1
3	Mult1	Yes	Multd	M[80]	R(F2)			SUBI R1 R1 #8
4	Mult2	Yes	Multd	M[72]	R(F2)			BNEZ R1 Loop

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
11	64	Fu	Load3			Mult2				

- Der dritte LD (Laden) Befehl

Tomasulos Algorithmus (Schleife) Zyklus 12

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1	9	10	Load1	No
1	MULTD	F4	F0	F2	2			Load2	No
1	SD	F4	0	R1	3			Load3	Yes 64
2	LD	F0	0	R1	6	10	11	Store1	Yes 80
2	MULTD	F4	F0	F2	7			Store2	Yes 72
2	SD	F4	0	R1	8			Store3	No

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2 ←
	Add3	No						SD F4 0 R1
2	Mult1	Yes	Multd	M[80]	R(F2)			SUBI R1 R1 #8
3	Mult2	Yes	Multd	M[72]	R(F2)			BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
12	64	<i>Fu</i>	Load3	Mult2						

- Warum wird der dritte MULTD nicht ausgegeben?

Tomasulos Algorithmus (Schleife) Zyklus 13

Instruction status:

Exec Write

ITER	Instruction	<i>j</i>	<i>k</i>	Issue	Comp	Result	Busy	Addr	Fu
1	LD	F0	0	R1	1	9	10	Load1	No
1	MULTD	F4	F0	F2	2			Load2	No
1	SD	F4	0	R1	3			Load3	Yes 64
2	LD	F0	0	R1	6	10	11	Store1	Yes 80
2	MULTD	F4	F0	F2	7			Store2	Yes 72
2	SD	F4	0	R1	8			Store3	No

Reservation Stations:

Time	Name	Busy	Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2 ←
	Add3	No						SD F4 0 R1
1	Mult1	Yes	Multd	M[80]	R(F2)			SUBI R1 R1 #8
2	Mult2	Yes	Multd	M[72]	R(F2)			BNEZ R1 Loop

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
13	64	Fu	Load3	Mult2						

- Warum wird der dritte SD (Speichern) nicht ausgegeben?

Tomasulos Algorithmus (Schleife) Zyklus 14

Instruction status:

Exec Write

ITER	Instruction	<i>j</i>	<i>k</i>	Issue	Comp	Result	Busy	Addr	Fu		
1	LD	F0	0	R1	1	9	10	Load1	No		
1	MULTD	F4	F0	F2	2	14	Load2	No			
1	SD	F4	0	R1	3		Load3	Yes	64		
2	LD	F0	0	R1	6	10	11	Store1	Yes	80	Mult1
2	MULTD	F4	F0	F2	7		Store2	Yes	72	Mult2	
2	SD	F4	0	R1	8		Store3	No			

Reservation Stations:

Time	Name	Busy	Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:			
	Add1	No						LD	F0	0	R1
	Add2	No						MULTD	F4	F0	F2
	Add3	No						SD	F4	0	R1
0	Mult1	Yes	Multd	M[80]	R(F2)			SUBI	R1	R1	#8
1	Mult2	Yes	Multd	M[72]	R(F2)			BNEZ	R1	Loop	

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
14	64	Fu	Load3	Mult2						

- Mult1 wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Mult1?

Tomasulos Algorithmus (Schleife) Zyklus 15

Instruction status:

Exec Write

ITER	Instruction	<i>j</i>	<i>k</i>	Issue	Comp	Result	Busy	Addr	Fu
1	LD	F0	0	R1	1	9	10	Load1	No
1	MULTD	F4	F0	F2	2	14	15	Load2	No
1	SD	F4	0	R1	3			Load3	Yes
2	LD	F0	0	R1	6	10	11	Store1	Yes
2	MULTD	F4	F0	F2	7	15		Store2	Yes
2	SD	F4	0	R1	8			Store3	No

Reservation Stations:

Time	Name	Busy	Op	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	Code:
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2 ←
	Add3	No						SD F4 0 R1
	Mult1	No						SUBI R1 R1 #8
0	Mult2	Yes	Multd	M[72]	R(F2)			BNEZ R1 Loop

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
15	64	Fu	Load3	Mult2						

- Mult2 wird im nächsten Zyklus fertig sein. Welcher Befehl braucht Mult2?

Tomasulos Algorithmus (Schleife) Zyklus 16

Instruction status:

ITER	Instruction	j	k	Exec Write			Busy	Addr	Fu		
				Issue	Comp	Result					
1	LD	F0	0	R1	1	9	10	Load1	No		
1	MULTD	F4	F0	F2	2	14	15	Load2	No		
1	SD	F4	0	R1	3			Load3	Yes	64	
2	LD	F0	0	R1	6	10	11	Store1	Yes	80	[80]*R2
2	MULTD	F4	F0	F2	7	15	16	Store2	Yes	72	[72]*R2
2	SD	F4	0	R1	8			Store3	No		

Reservation Stations:

Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:			
									S1	S2	RS
	Add1	No						LD	F0	0	R1
	Add2	No						MULTD	F4	F0	F2
	Add3	No						SD	F4	0	R1
4	Mult1	Yes	Multd		R(F2)	Load3		SUBI	R1	R1	#8
	Mult2	No						BNEZ	R1	Loop	

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
16	64	Fu	Load3	Mult1						

Tomasulos Algorithmus (Schleife) Zyklus 17

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1	9	10	Load1	No
1	MULTD	F4	F0	F2	2	14	15	Load2	No
1	SD	F4	0	R1	3			Load3	Yes 64
2	LD	F0	0	R1	6	10	11	Store1	Yes 80 [80]*R2
2	MULTD	F4	F0	F2	7	15	16	Store2	Yes 72 [72]*R2
2	SD	F4	0	R1	8			Store3	Yes 64 Mult1

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1 ←
	Mult1	Yes	Multd		R(F2)	Load3		SUBI R1 R1 #8
	Mult2	No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
17	64	<i>Fu</i>	Load3		Mult1					

Tomasulos Algorithmus (Schleife) Zyklus 18

Instruction status:

Exec Write

<i>ITER</i>	<i>Instruction</i>	<i>j</i>	<i>k</i>	<i>Issue</i>	<i>Comp</i>	<i>Result</i>	<i>Busy</i>	<i>Addr</i>	<i>Fu</i>
1	LD	F0	0	R1	1	9	10	Load1	No
1	MULTD	F4	F0	F2	2	14	15	Load2	No
1	SD	F4	0	R1	3	18		Load3	Yes 64
2	LD	F0	0	R1	6	10	11	Store1	Yes 80 [80]*R2
2	MULTD	F4	F0	F2	7	15	16	Store2	Yes 72 [72]*R2
2	SD	F4	0	R1	8			Store3	Yes 64 Mult1

Reservation Stations:

<i>Time</i>	<i>Name</i>	<i>Busy</i>	<i>Op</i>	<i>Vj</i>	<i>Vk</i>	<i>Qj</i>	<i>Qk</i>	<i>Code:</i>
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1
	Mult1	Yes	Multd		R(F2)	Load3		SUBI R1 R1 #8 ←
	Mult2	No						BNEZ R1 Loop

Register result status

<i>Clock</i>	<i>R1</i>	<i>F0</i>	<i>F2</i>	<i>F4</i>	<i>F6</i>	<i>F8</i>	<i>F10</i>	<i>F12</i>	<i>...</i>	<i>F30</i>
18	64	<i>Fu</i>	Load3			Mult1				

Tomasulos Algorithmus (Schleife) Zyklus 19

Instruction status:

ITER	Instruction	j	k	Exec Write			Busy	Addr	Fu		
				Issue	Comp	Result					
1	LD	F0	0	R1	1	9	10	Load1	No		
1	MULTD	F4	F0	F2	2	14	15	Load2	No		
1	SD	F4	0	R1	3	18	19	Load3	Yes	64	
2	LD	F0	0	R1	6	10	11	Store1	No		
2	MULTD	F4	F0	F2	7	15	16	Store2	Yes	72	[72]*R2
2	SD	F4	0	R1	8	19		Store3	Yes	64	Mult1

Reservation Stations:

Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:			
									S1	S2	RS
Add1	No							LD	F0	0	R1
Add2	No							MULTD	F4	F0	F2
Add3	No							SD	F4	0	R1
Mult1	Yes	Multd			R(F2)	Load3		SUBI	R1	R1	#8
Mult2	No							BNEZ	R1	Loop	

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
19	56	Fu	Load3		Mult1					



Tomasulos Algorithmus (Schleife) Zyklus 20

Instruction status:

ITER	Instruction	j	k	Exec Write			Busy	Addr	Fu		
				Issue	Comp	Result					
1	LD	F0	0	R1	1	9	10	Load1	Yes	56	
1	MULTD	F4	F0	F2	2	14	15	Load2	No		
1	SD	F4	0	R1	3	18	19	Load3	Yes	64	
2	LD	F0	0	R1	6	10	11	Store1	No		
2	MULTD	F4	F0	F2	7	15	16	Store2	No		
2	SD	F4	0	R1	8	19	20	Store3	Yes	64	Mult1

Reservation Stations:

Time	Name	Busy	Op	Vj	Vk	Qj	Qk	Code:
	Add1	No						LD F0 0 R1
	Add2	No						MULTD F4 F0 F2
	Add3	No						SD F4 0 R1
	Mult1	Yes	Multd		R(F2)	Load3		SUBI R1 R1 #8
	Mult2	No						BNEZ R1 Loop

Register result status

Clock	R1	F0	F2	F4	F6	F8	F10	F12	...	F30
20	56	Fu	Load1		Mult1					

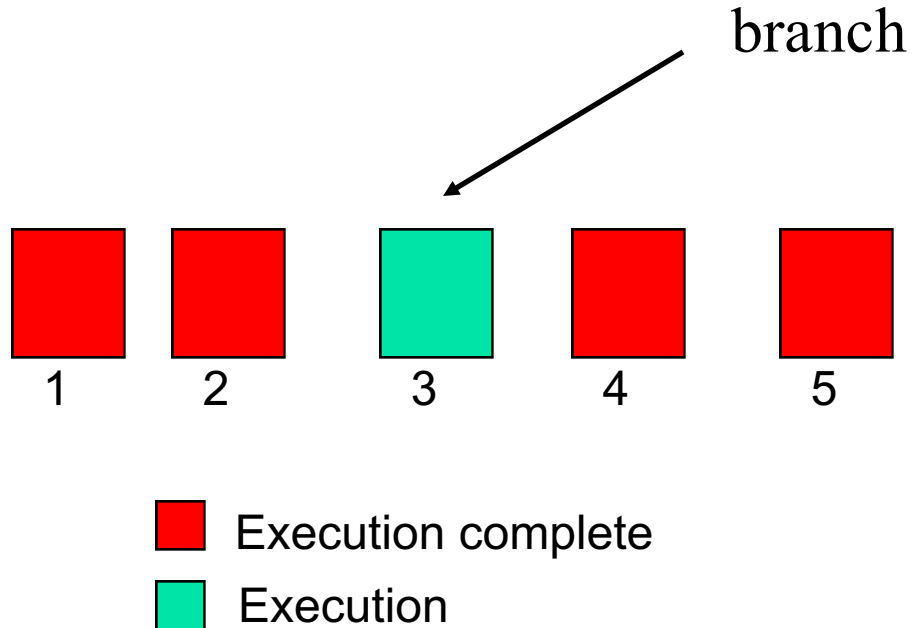
- Noch einmal: In-order issue, out-of-order execution and out-of-order completion. (In-order Ausgabe, out-of-order Ausführung, und out-of-order Fertigstellung)



Hardware Based Speculation (cont'd)

- Three key ideas
 - Dynamic branch prediction
 - Choose which instructions to execute
 - Speculative execution
 - Allow execution of instructions before the control dependences are resolved
 - HW undo if prediction is wrong
 - Dynamic instruction scheduling
 - Scheduling different combinations of basic blocks
 - Exploiting more ILP requires that we overcome the limitation of control dependence:

Hardware Speculation



- Instruction 1 & 2 are allowed to change the machine state
- Instruction 4 & 5 should not change the machine state



Hardware Speculation

- Tomasulo without speculation
 - Issue
 - Execution
 - Write Result
 - write results to the CDB & update the register file or memory
- Tomasulo with speculation
 - Issue
 - Execution
 - Write Result
 - write results to the CDB & store results in a HW buffer (**Reorder Buffer**)
 - Commit
 - Update register file or memory



Four Steps of Speculative Tomasulo Algorithm

1. Issue—get instruction from FP Op Queue

If reservation station and reorder buffer slot free, issue instr & send operands & reorder buffer no. for destination.

2. Execution—operate on operands (EX)

When both operands ready then execute; if not ready, watch CDB for result; when both in reservation station, execute

3. Write result—finish execution (WB)

Write on Common Data Bus to all awaiting FUs & reorder buffer; mark reservation station available.

4. Commit—update register with reorder result

When instr. at head of reorder buffer & result present, update register with result (or store to memory) and remove instr from reorder buffer.

Hardware Speculation

- Need HW buffer for results of uncommitted instructions: *reorder buffer*

```

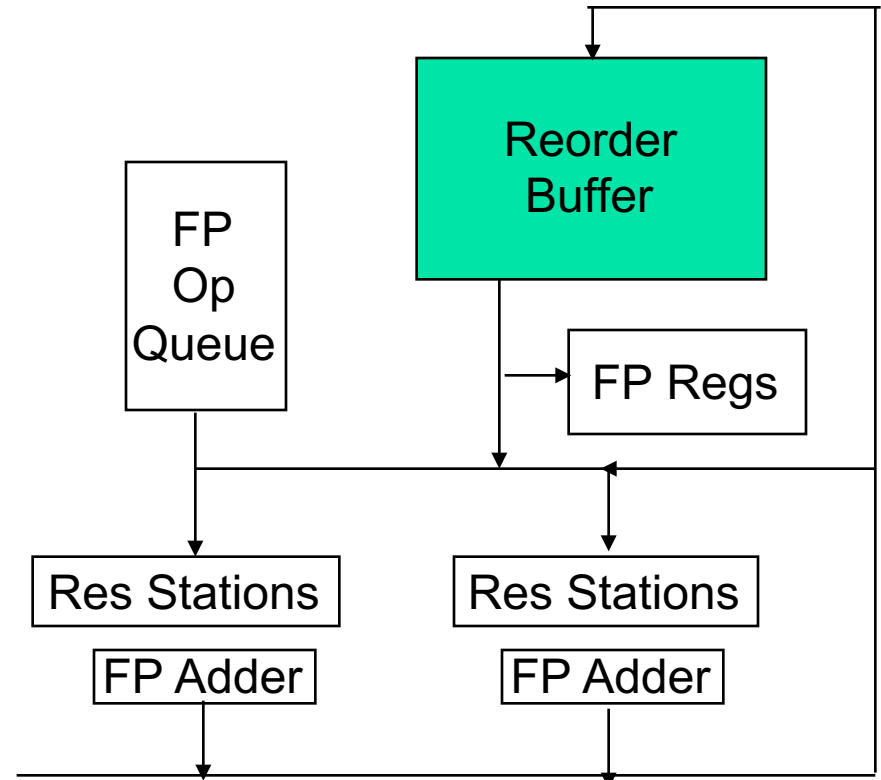
...
...
MULTD  F0, F2, F4
DIVD   F10, F0, F6
...
    
```

Reservation Station

	Busy	Op	Vj	Vk	Qj	Qk	Dest
Mult1	Yes	mult	[F2]	[F4]			#1
Mult2	Yes	div		[F6]	#1		

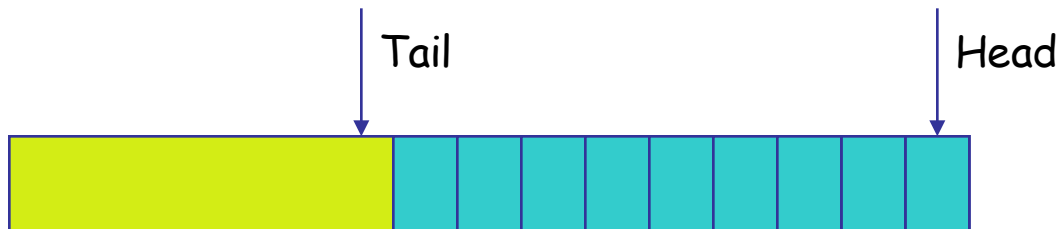
Reorder Buffer

	Busy	Instruction	State	Destination	Value
#1	yes	multd f0,f2,f4	Write Result	F0	x
#2	yes	divd f10,f0,f6	Execute	F10	

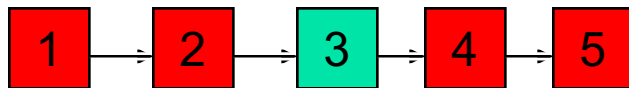


Reorder Buffer

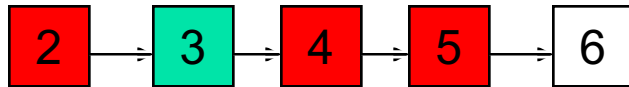
- **It is a simple circular array with a head and a tail pointer:**
 - **New instructions are allocated a position at the tail in program order.**
 - **Each entry provides a location for storing the instruction's result.**
 - **When the instruction at the head is complete and becomes non-speculative the values are committed and the instruction is removed from the buffer.**



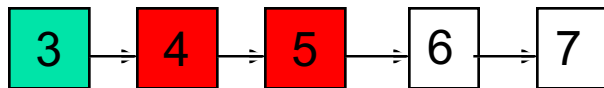
Commit Stage



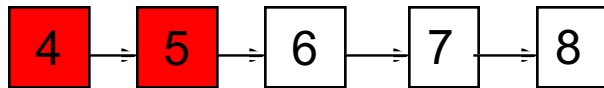
Instruction 1 commit



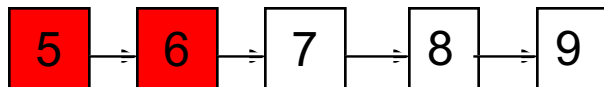
Instruction 2 commit



Wait for instruction 3 to complete



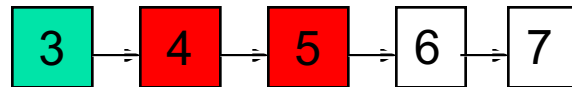
Instruction 3 commit



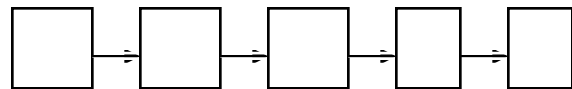
Instruction 4 commit

Speculative Execution

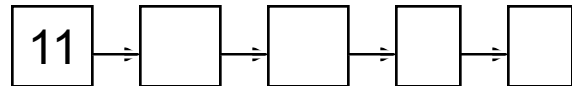
- How to handle mispredicted branch?



Inst 3 is a mispredicted branch

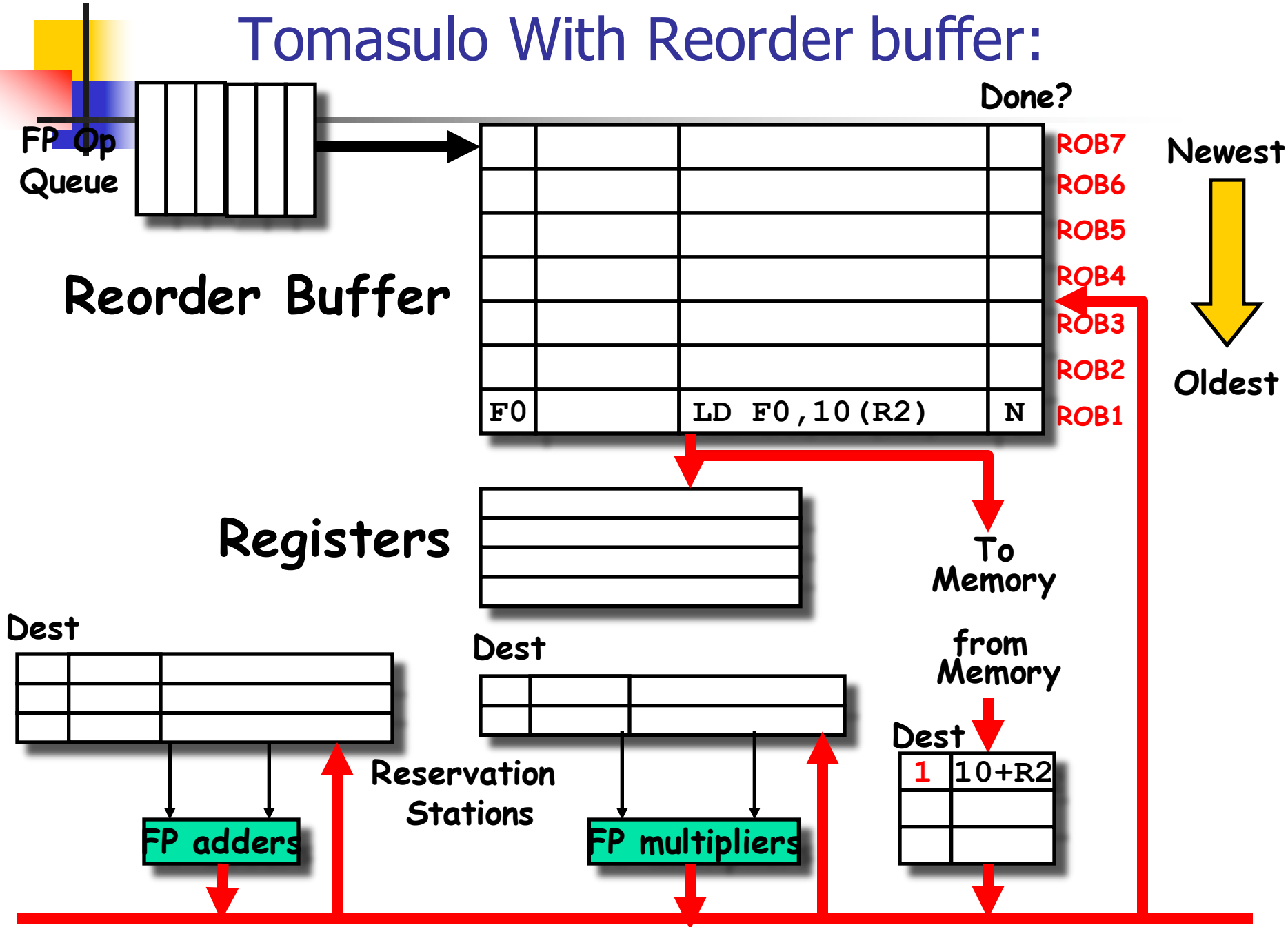


flush the reorder buffer

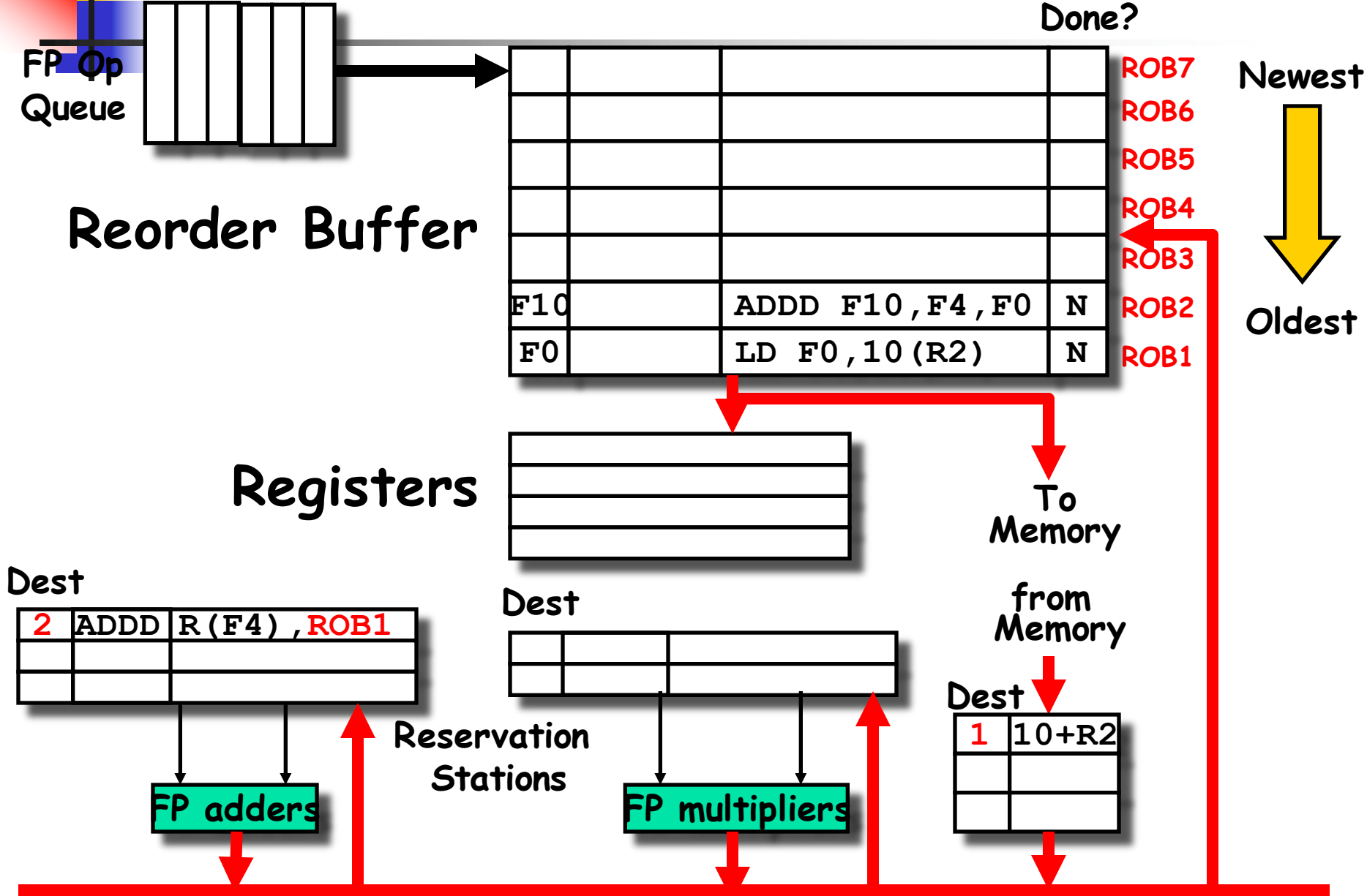


Fetch from the right path

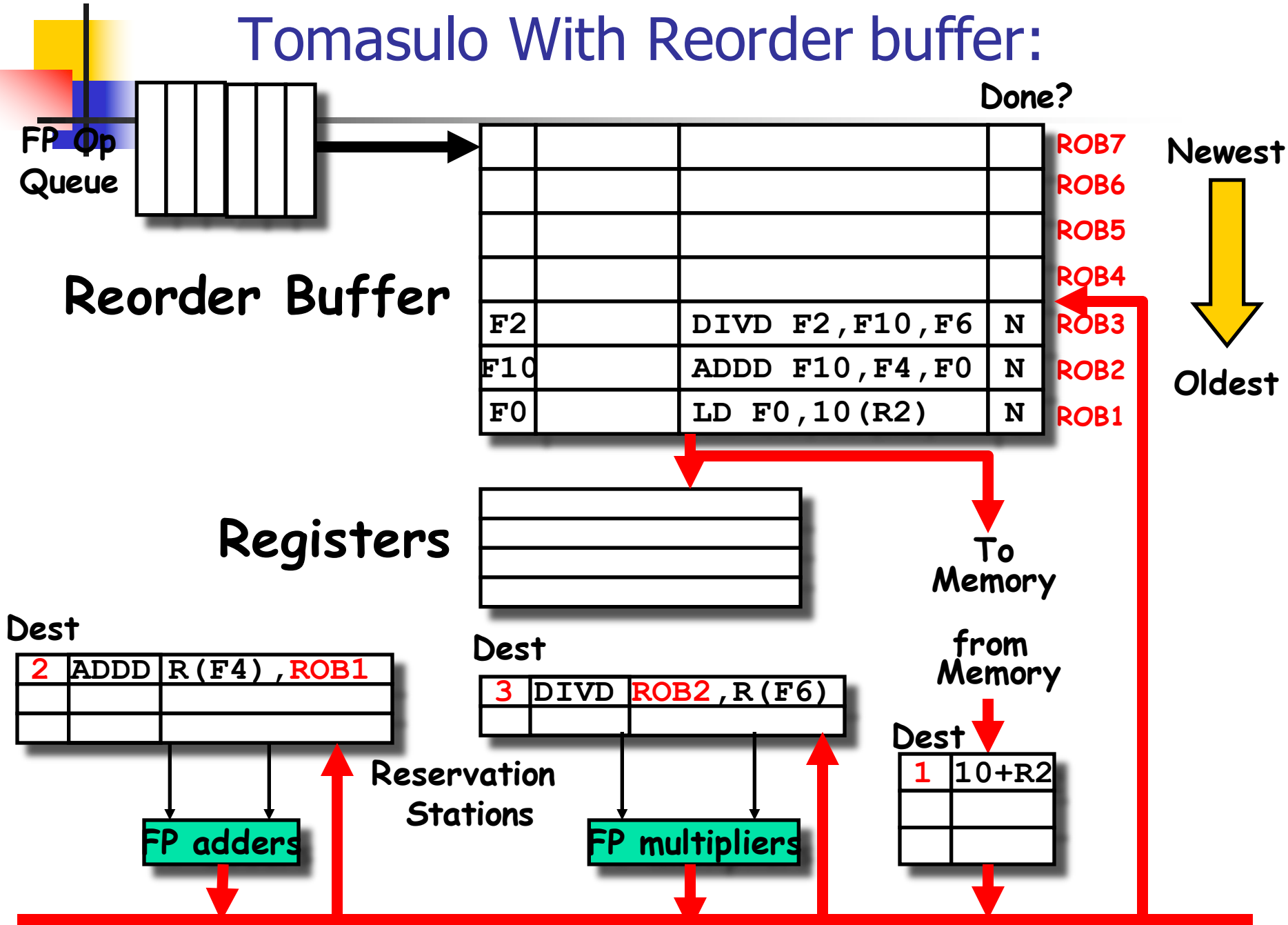
Tomasulo With Reorder buffer:



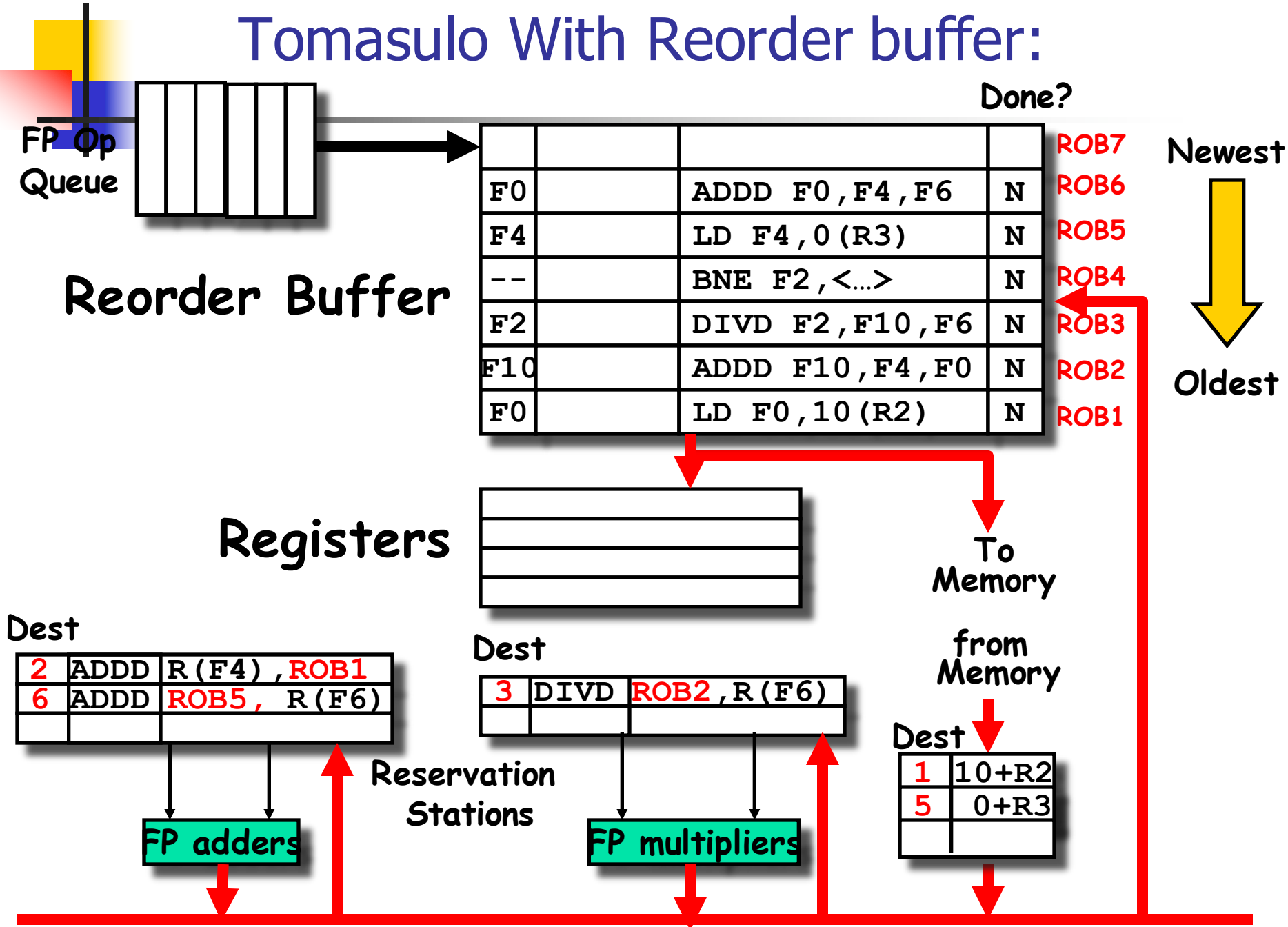
Tomasulo With Reorder buffer:



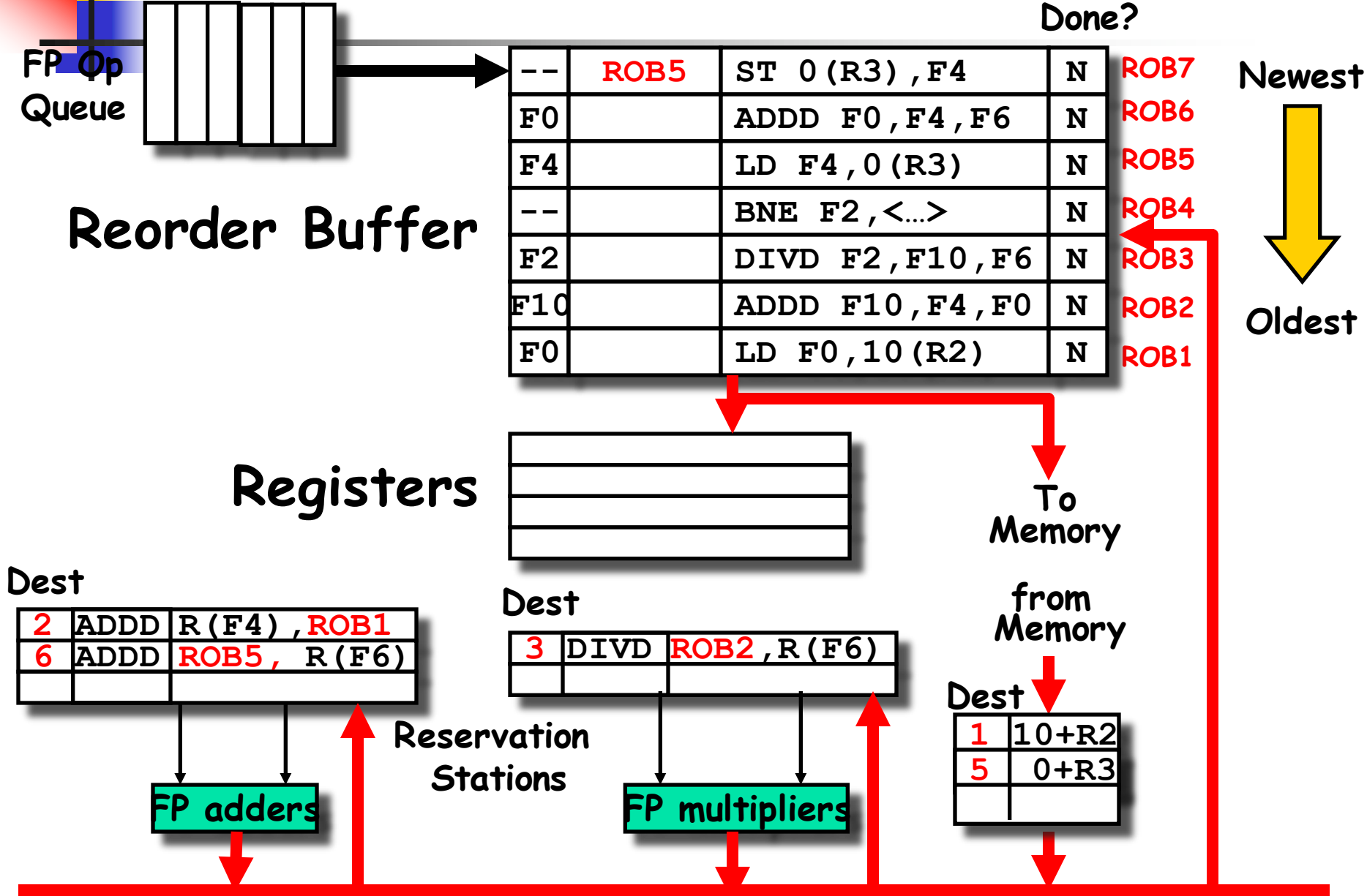
Tomasulo With Reorder buffer:



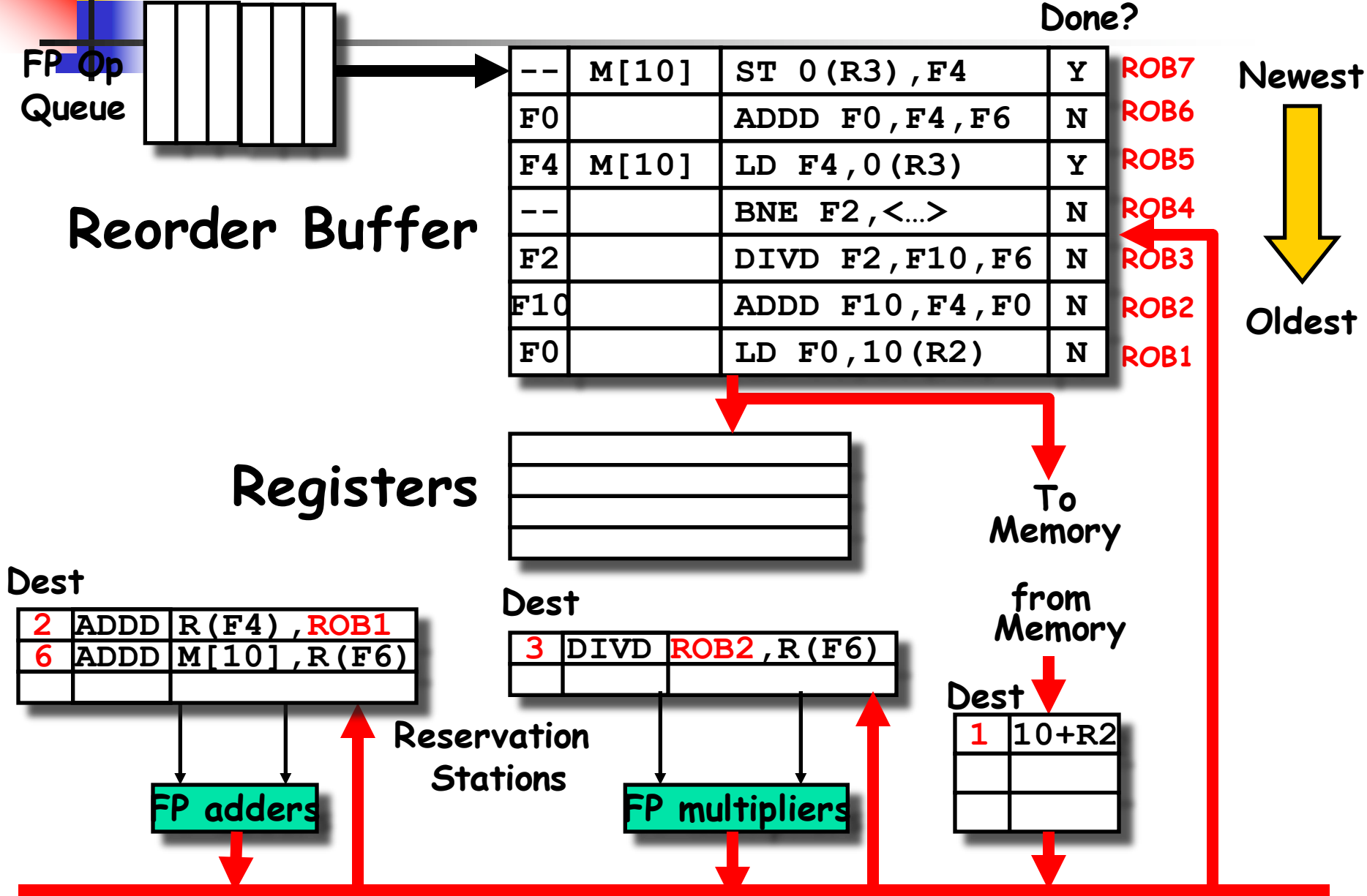
Tomasulo With Reorder buffer:



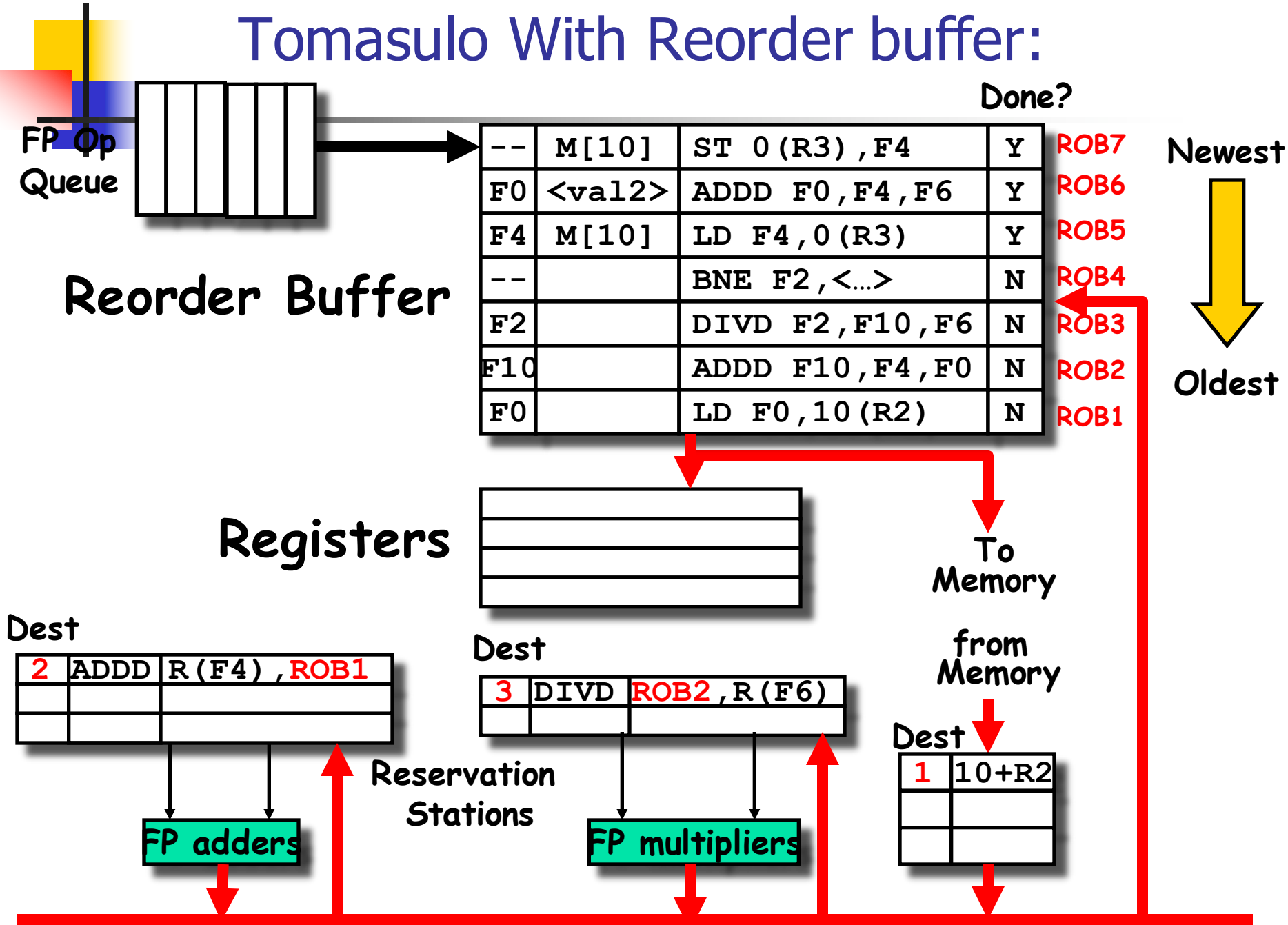
Tomasulo With Reorder buffer:



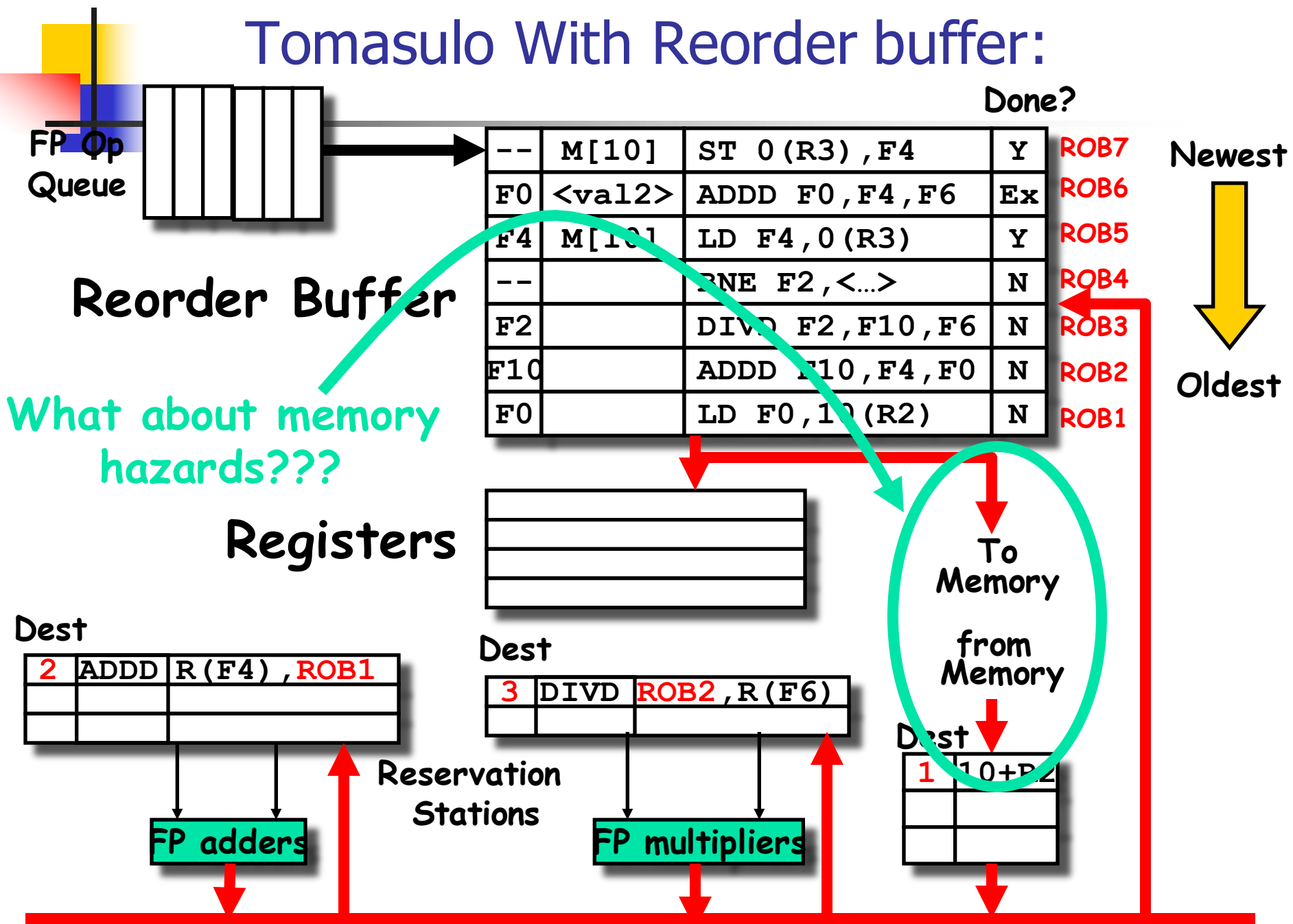
Tomasulo With Reorder buffer:



Tomasulo With Reorder buffer:



Tomasulo With Reorder buffer:





Avoiding Memory Hazards

- WAW and WAR hazards through memory are eliminated with speculation because actual updating of memory occurs in order, when a store is at head of the ROB, and hence, no earlier loads or stores can still be pending
- RAW hazards through memory are maintained by two restrictions:
 1. not allowing a load to initiate the second step of its execution if any active ROB entry occupied by a store has a Destination field that matches the value of the address field of the load, and
 2. maintaining the program order for the computation of an effective address of a load with respect to all earlier stores.
- these restrictions ensure that any load that accesses a memory location written to by an earlier store cannot perform the memory access until the store has written the data



Backup - German



hardwarebasierte spekulative Ausführung

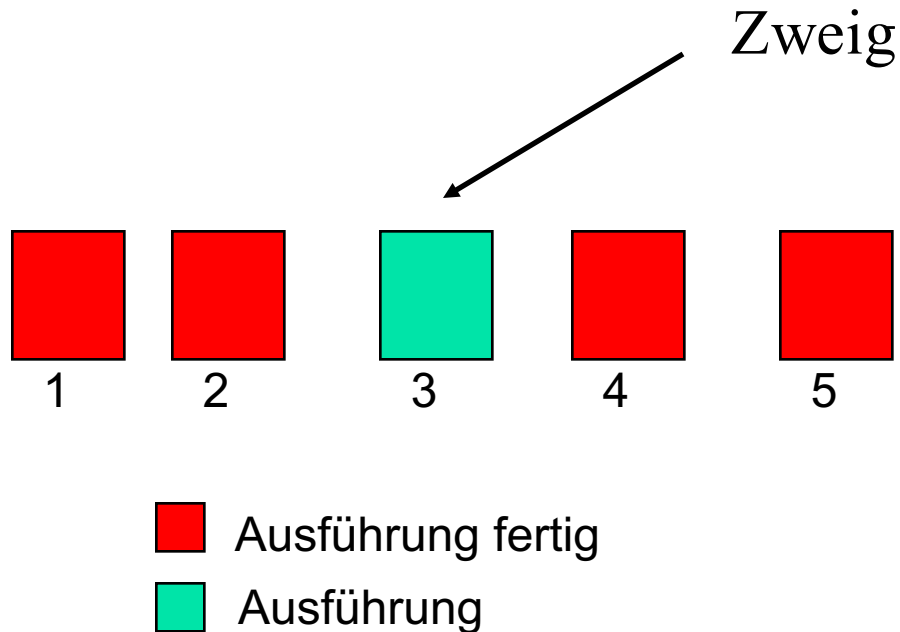
- **Speculation:** allow an instruction to execute that is dependent on a predicted branch *without* any consequences (including exceptions) if branch prediction is wrong (“HW undo”)
- Speculative Execution vs.
Dynamic branch prediction + dynamic instruction scheduling
 - Speculative execution
 - Speculate the outcome of a branch and fetch, issue and **execute** instructions
 - Dynamic instruction scheduling + branch prediction
 - Speculate the outcome of a branch, and fetch, issue instructions



hardwarebasierte spekulative Ausführung

- Drei Ideen
 - dynamische Sprungvorhersagen (dynamic branch prediction)
 - wählen welche Befehle auszuführen aus
 - spekulative Ausführung (speculative execution)
 - erlauben Ausführungen der Befehle bevor die Kontrollflussabhängigkeit gelöst wird
 - löschen im HW wenn die Vorhersage unrichtig ist
 - dynamische Befehlsausführung (dynamic instruction scheduling)
 - führen verschiedene Kombinationen von Befehlen aus
 - bearbeiten die Limitierung von Kontrollflussabhängigkeit, um bessere ILP zu bekommen

hardwarebasierte spekulative Ausführung



- Befehle 1 & 2 werden den Maschinenzustand zu verändern erlaubt
- Befehle 4 & 5 sollen den Maschinenzustand nicht verändern



hardwarebasierte spekulative Ausführung

- Tomasulo ohne Spekulation
 - Issue
 - Execution
 - Write Result
 - write results to the CDB & update the register file or memory

- Tomasulo mit Spekulation
 - Issue
 - Execution
 - Write Result
 - write results to the CDB & store results in a HW buffer (**Reorder Buffer**)
 - Commit
 - Update register file or memory



Four Steps of Speculative Tomasulo Algorithm

1. Issue—get instruction from FP Op Queue

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2. Execution—operate on operands (EX)

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3. Write result—finish execution (WB)

Write on Common Data Bus to all awaiting FUs & reorder buffer; mark reservation station available.

4. Commit—update register with reorder result

When instr. at head of reorder buffer & result present, update register with result (or store to memory) and remove instr from reorder buffer.

Hardware Speculation

- Need HW buffer for results of uncommitted instructions: *reorder buffer*

```

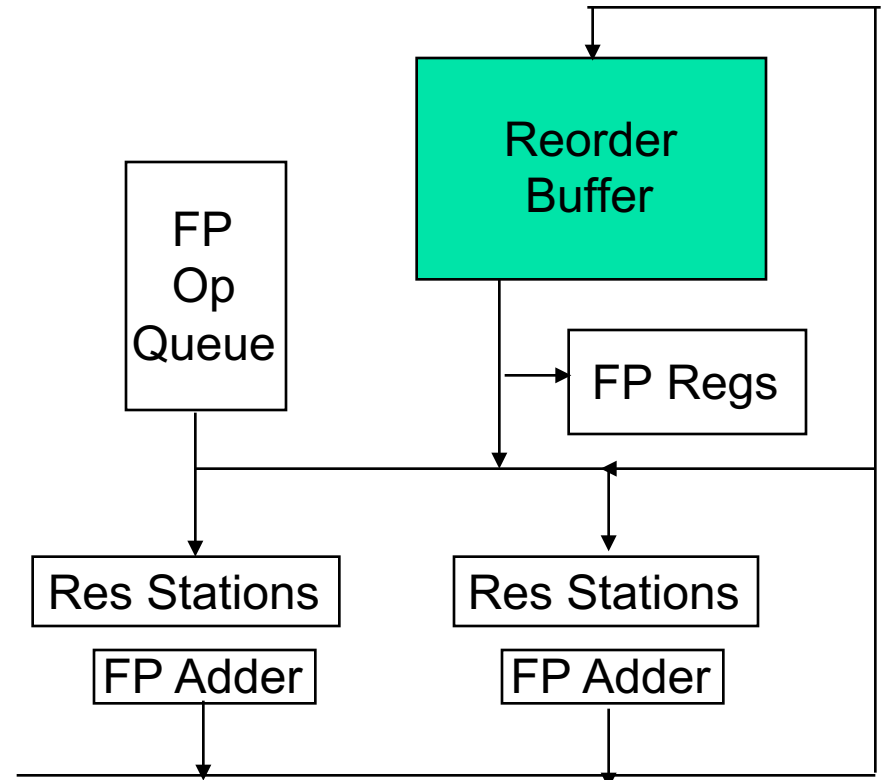
...
...
MULTD  F0, F2, F4
DIVD   F10, F0, F6
...
    
```

Reservation Station

	Busy	Op	Vj	Vk	Qj	Qk	Dest
Mult1	Yes	mult	[F2]	[F4]			#1
Mult2	Yes	div		[F6]	#1		

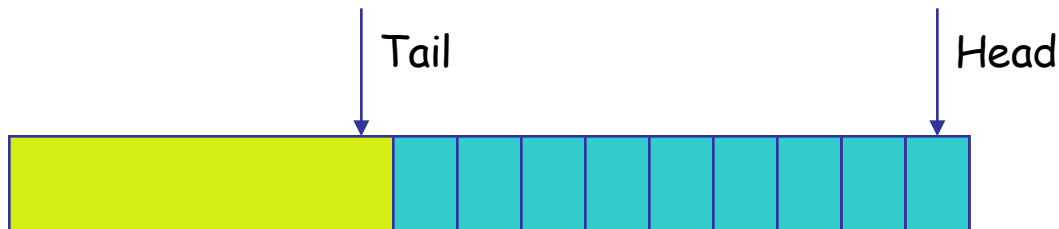
Reorder Buffer

	Busy	Instruction	State	Destination	Value
#1	yes	multd f0,f2,f4	Write Result	F0	x
#2	yes	divd f10,f0,f6	Execute	F10	

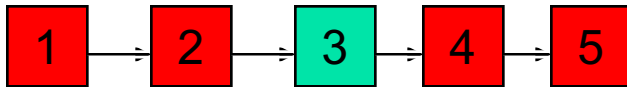


Reorder Buffer

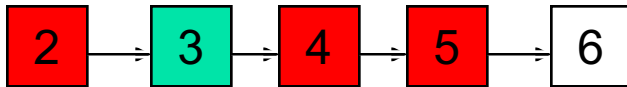
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 - **When the instruction at the head completes and becomes non-speculative the values are committed and the instruction is removed from the buffer.**



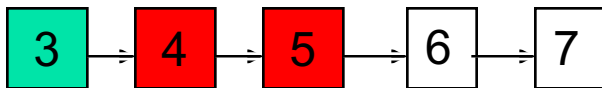
Commit Stage



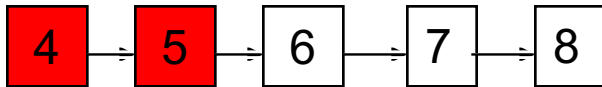
Instruction 1 commit



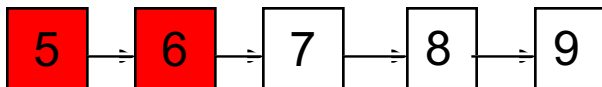
Instruction 2 commit



Wait for instruction 3 to complete



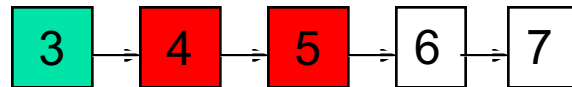
Instruction 3 commit



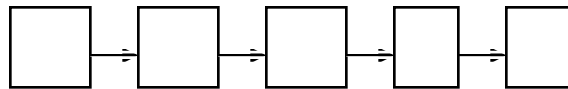
Instruction 4 commit

Speculative Execution

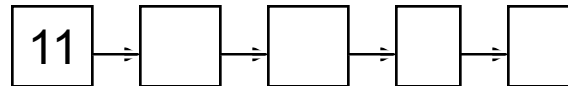
- How to handle mispredicted branch?



Inst 3 is a mispredicted branch

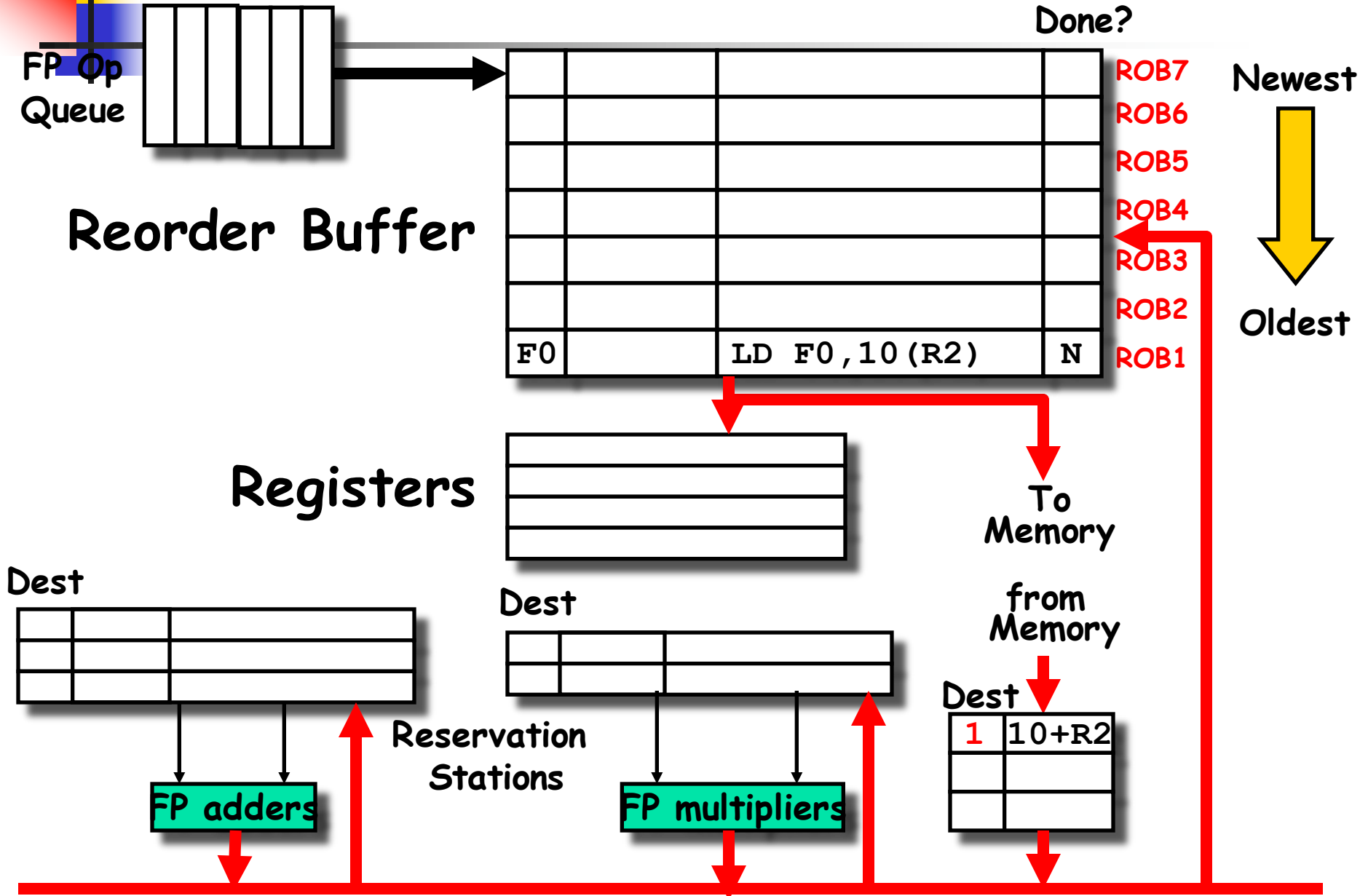


flush the reorder buffer

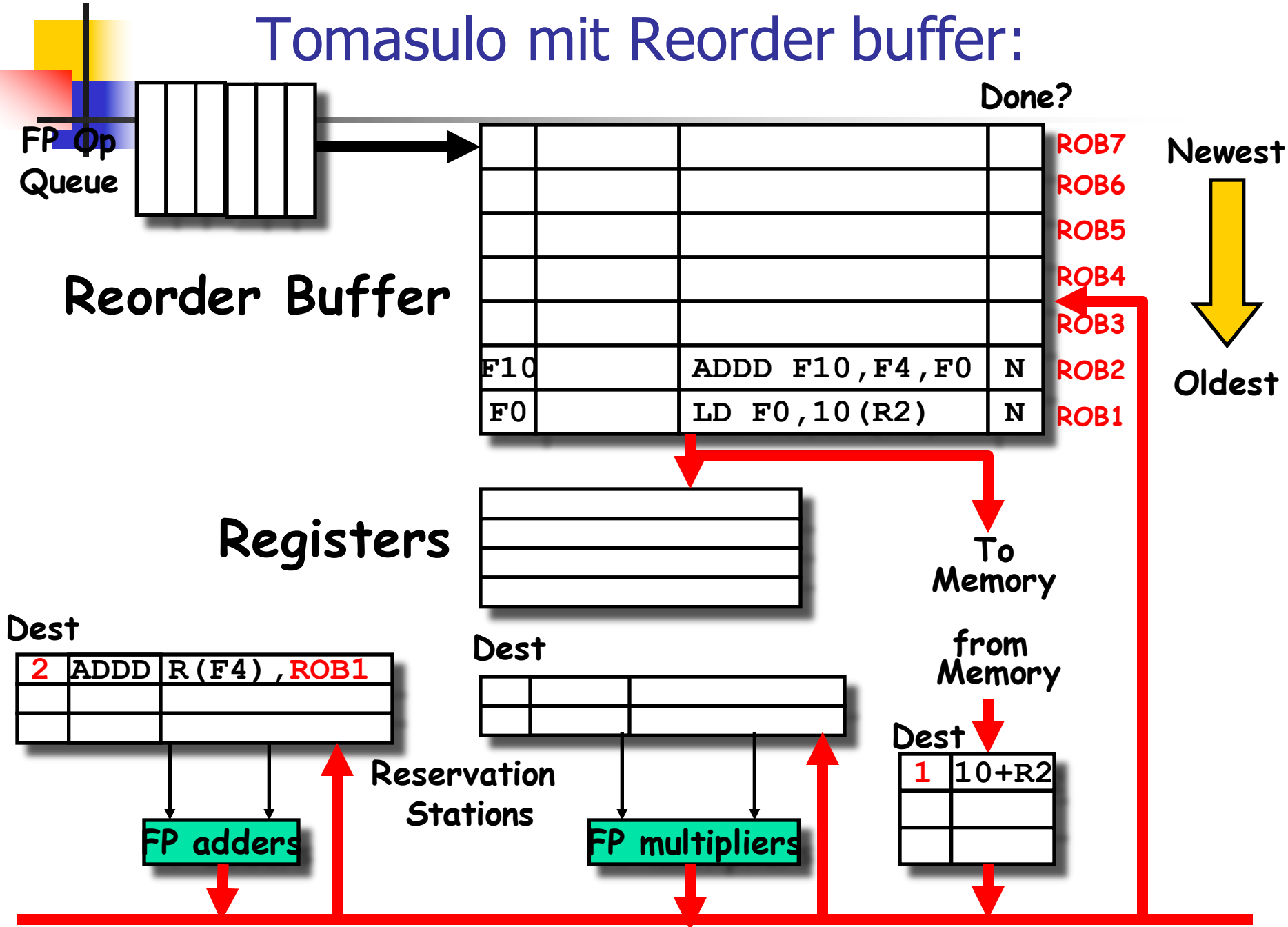


Fetch from the right path

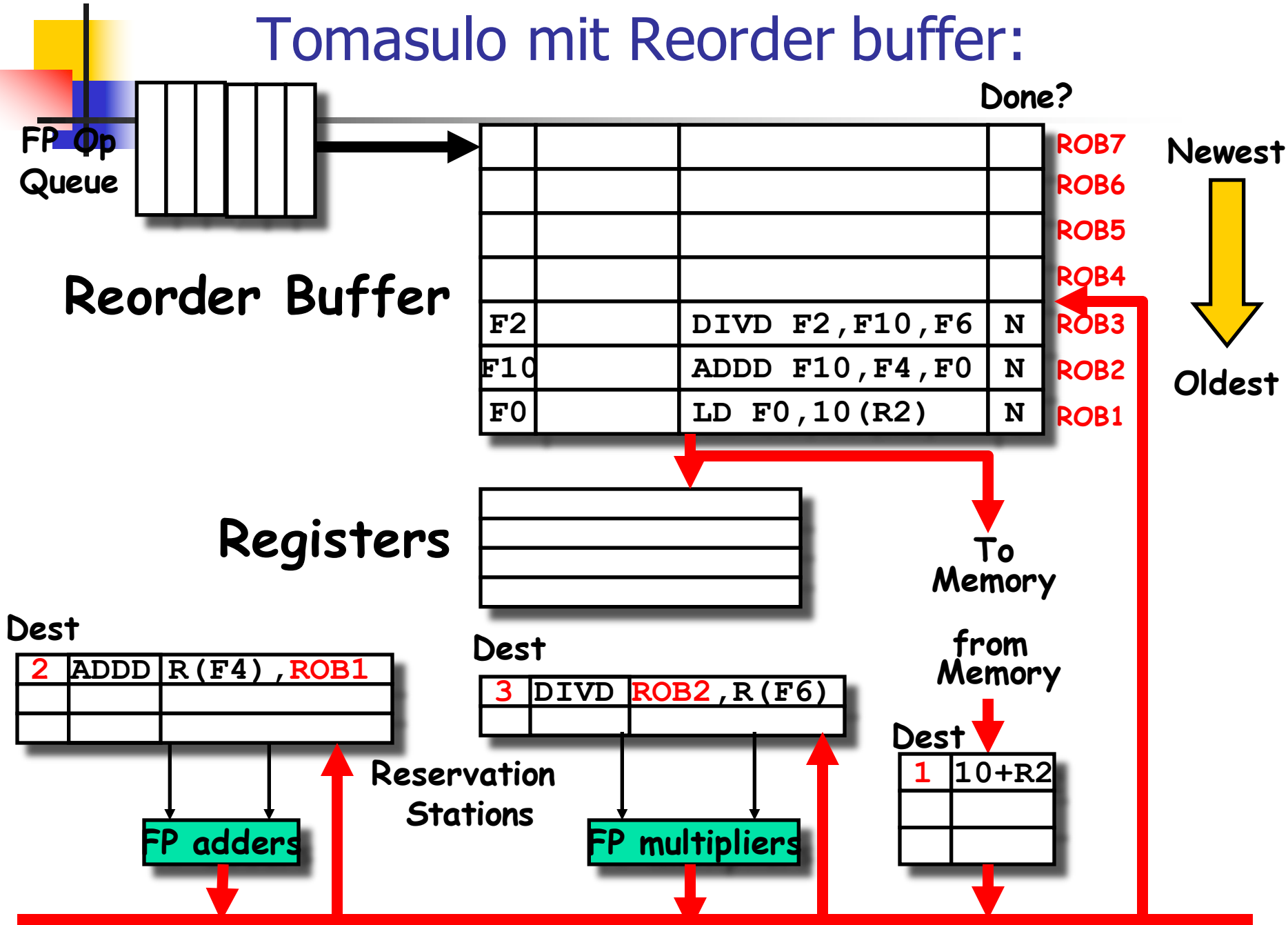
Tomasulo mit Reorder buffer:



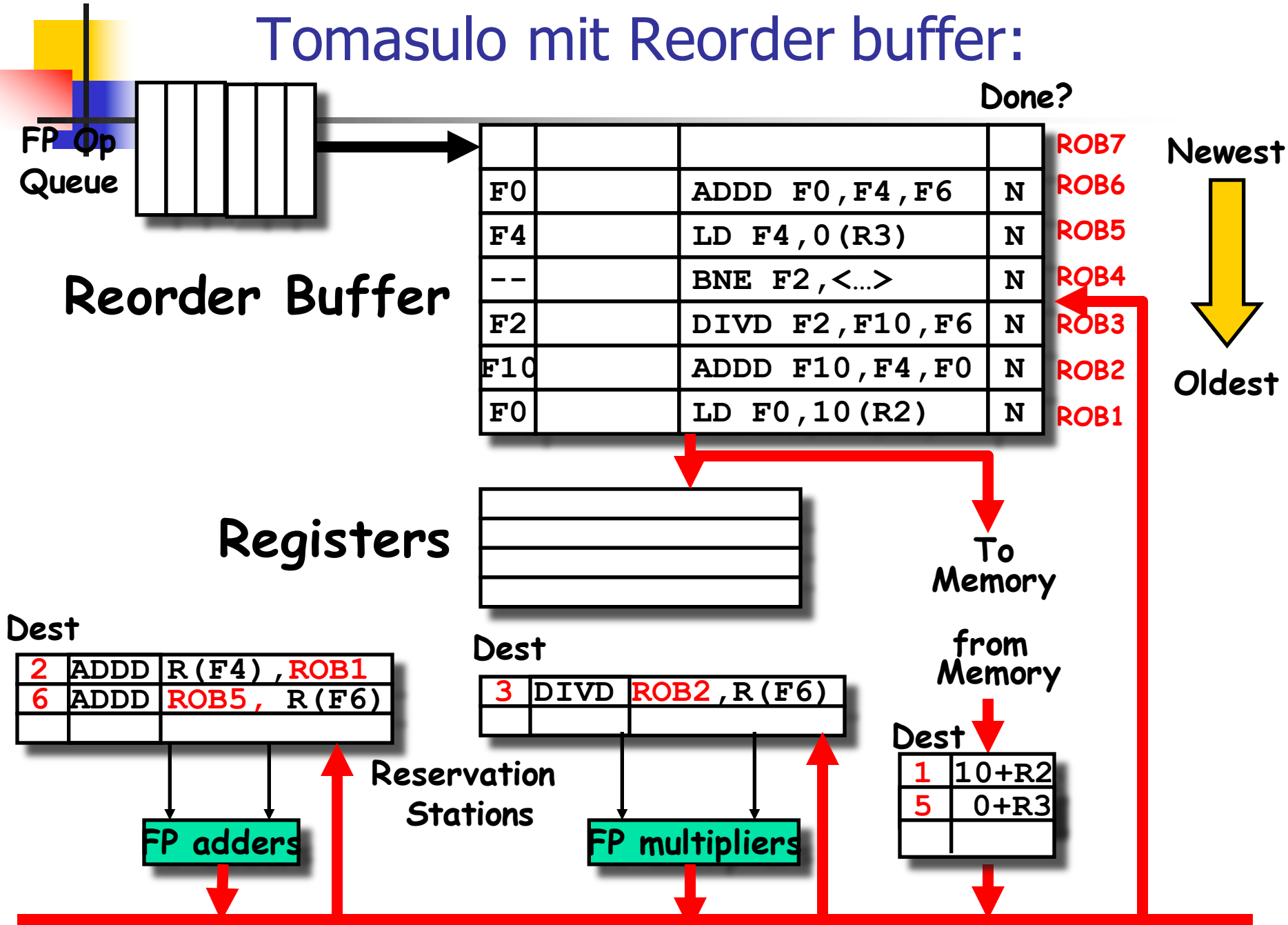
Tomasulo mit Reorder buffer:



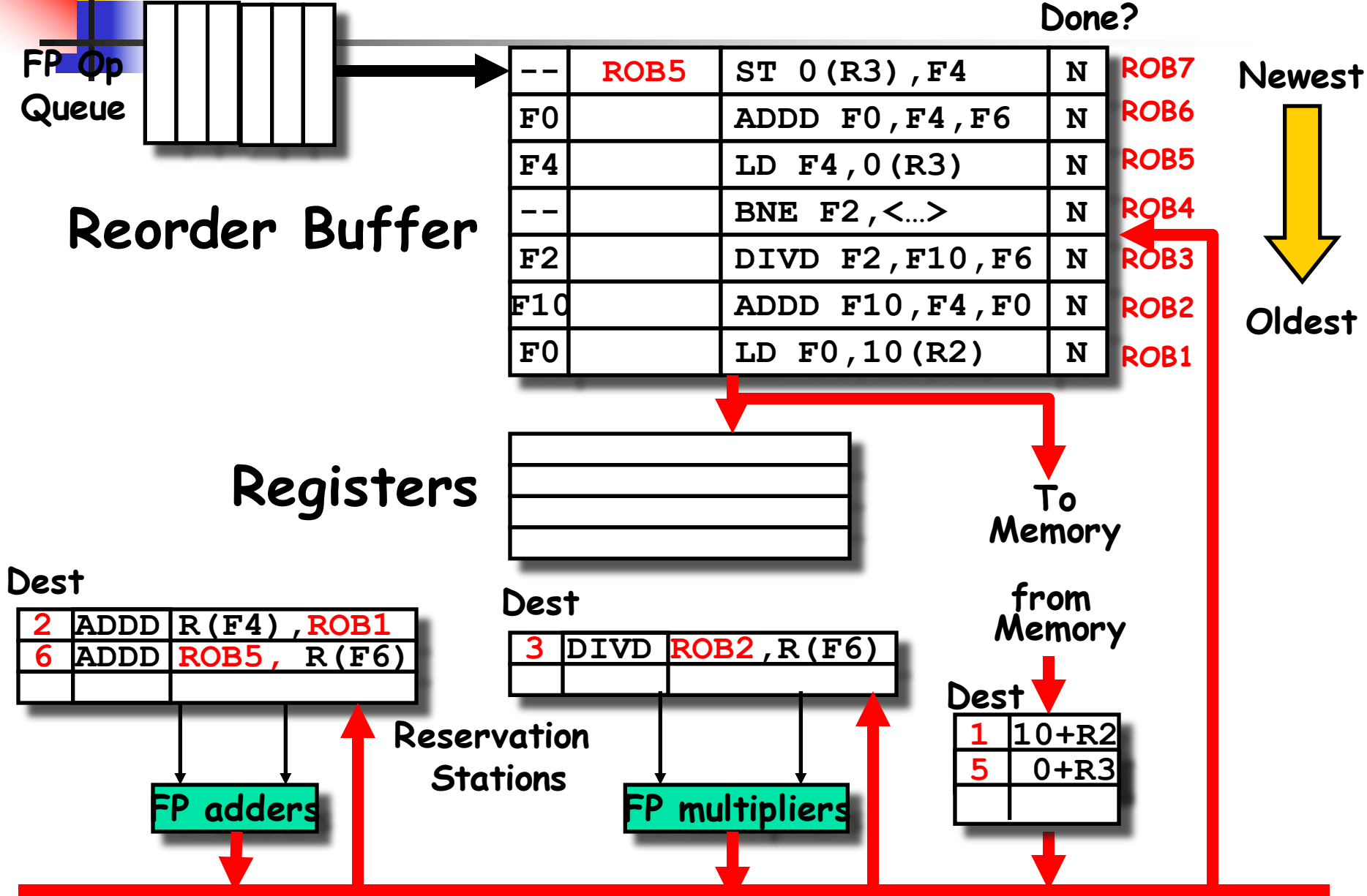
Tomasulo mit Reorder buffer:



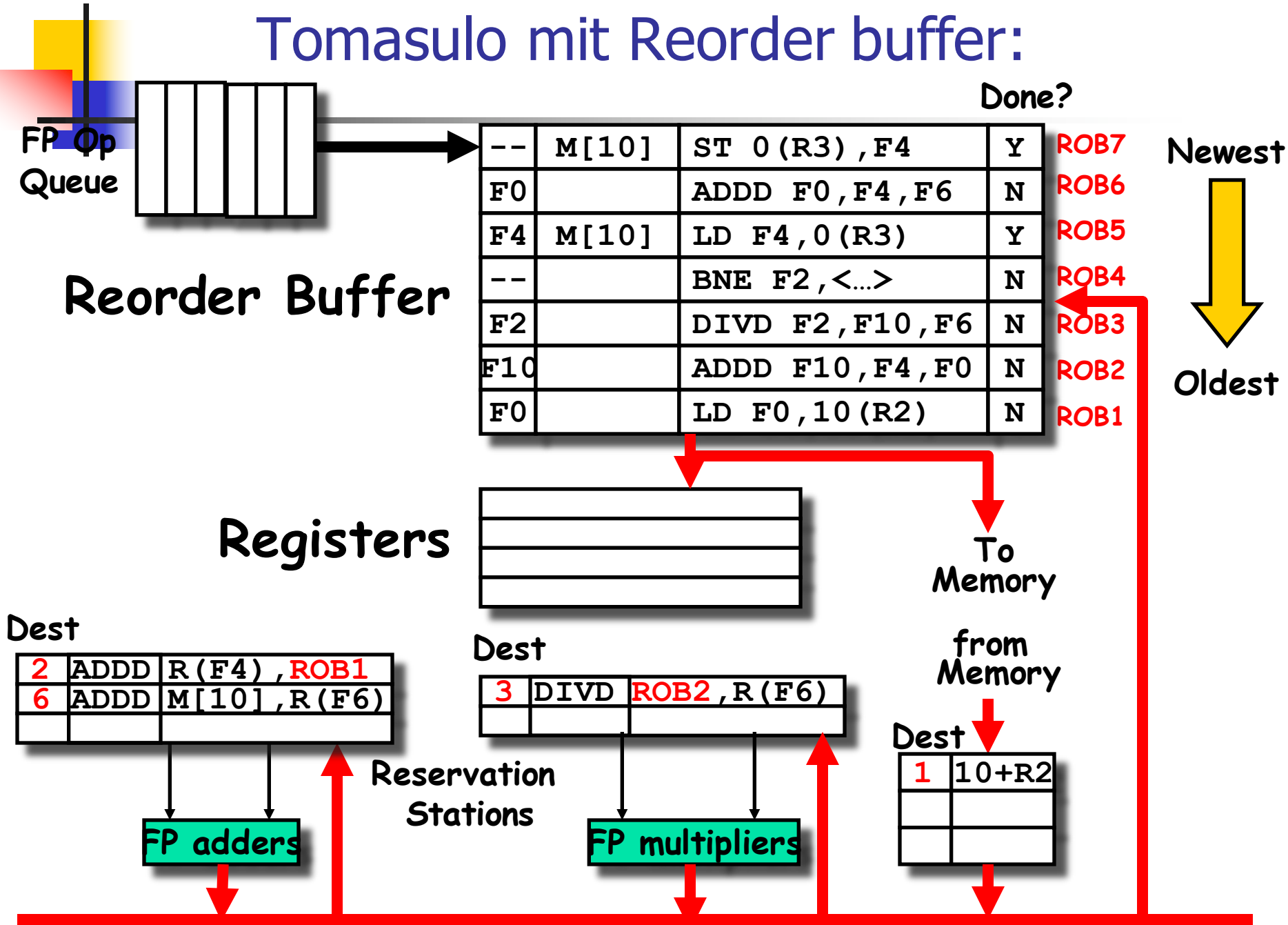
Tomasulo mit Reorder buffer:



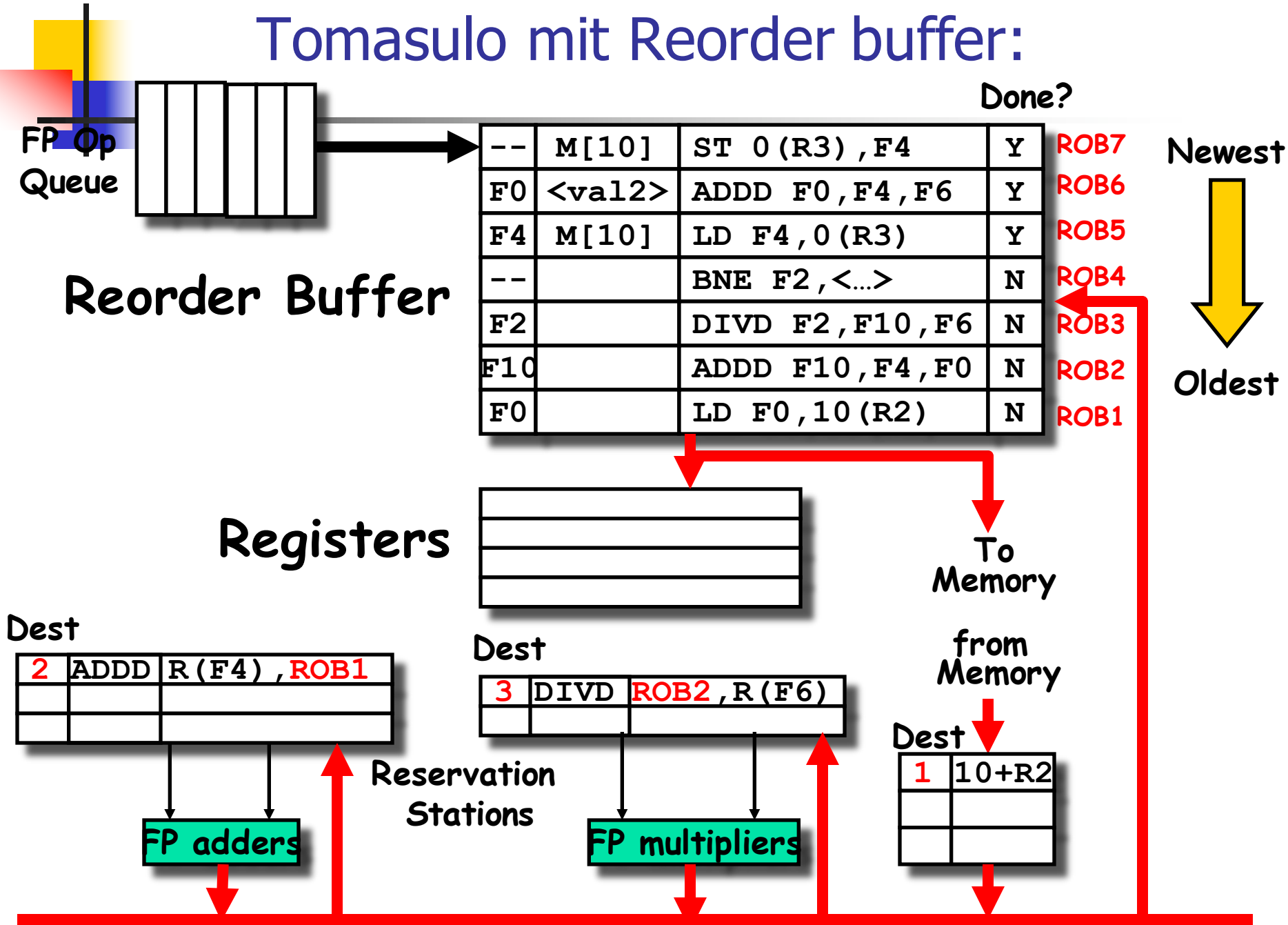
Tomasulo mit Reorder buffer:



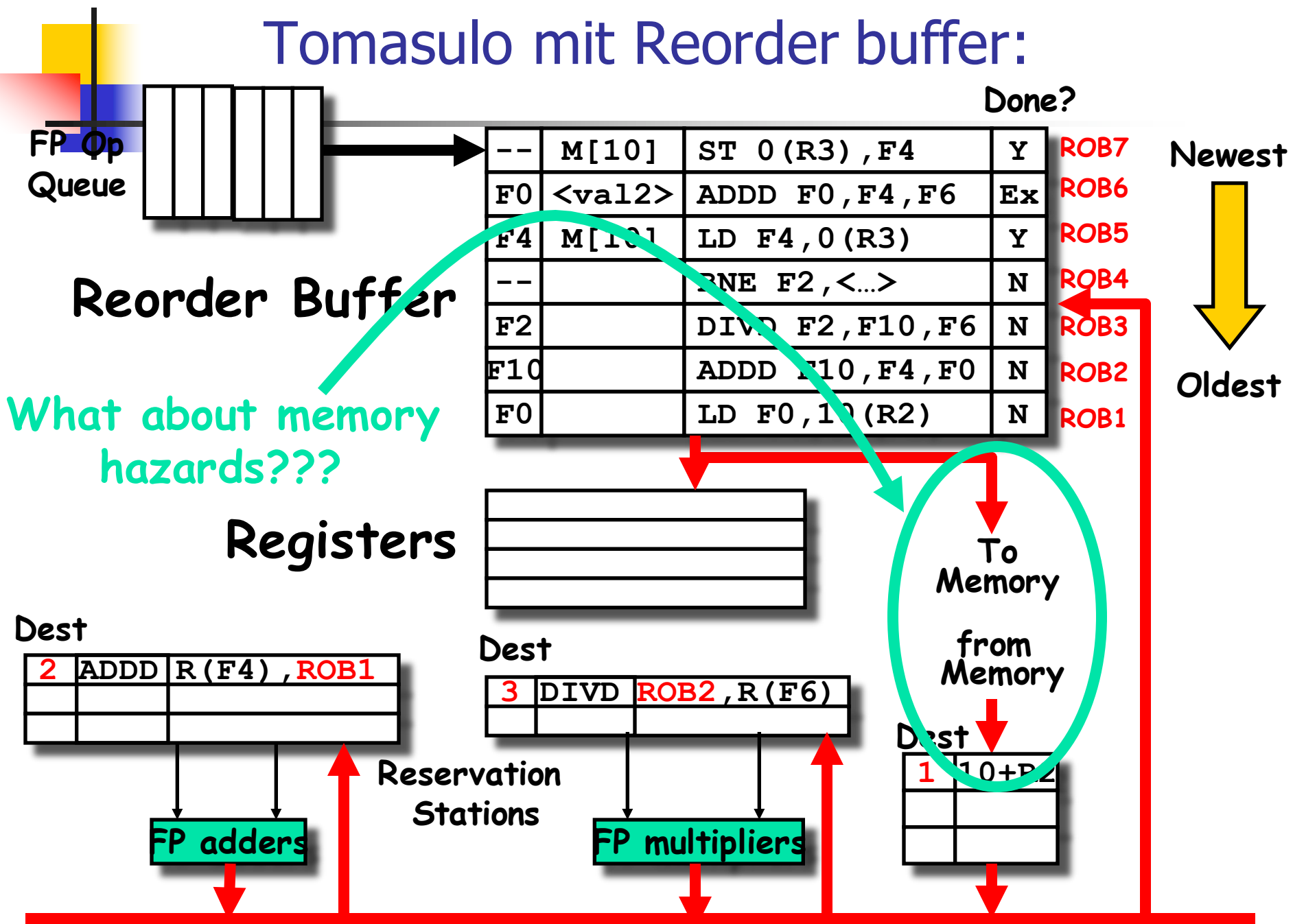
Tomasulo mit Reorder buffer:



Tomasulo mit Reorder buffer:



Tomasulo mit Reorder buffer:





Avoiding Memory Hazards

- WAW and WAR hazards through memory are eliminated with speculation because actual updating of memory occurs in order, when a store is at head of the ROB, and hence, no earlier loads or stores can still be pending
- RAW hazards through memory are maintained by two restrictions:
 1. not allowing a load to initiate the second step of its execution if any active ROB entry occupied by a store has a Destination field that matches the value of the address field of the load, and
 2. maintaining the program order for the computation of an effective address of a load with respect to all earlier stores.
- these restrictions ensure that any load that accesses a memory location written to by an earlier store cannot perform the memory access until the store has written the data



hardwarebasierte spekulative Ausführung

- **Speculation:** allow an instruction to execute that is dependent on a predicted branch *without* any consequences (including exceptions) if branch prediction is wrong (“HW undo”)
- Speculative Execution vs.
Dynamic branch prediction + dynamic instruction scheduling
 - Speculative execution
 - Speculate the outcome of a branch and fetch, issue and execute instructions
 - Dynamic instruction scheduling + branch prediction
 - Speculate the outcome of a branch, and fetch, issue instructions