



The End
is
Nigh!

time →

1 cycle

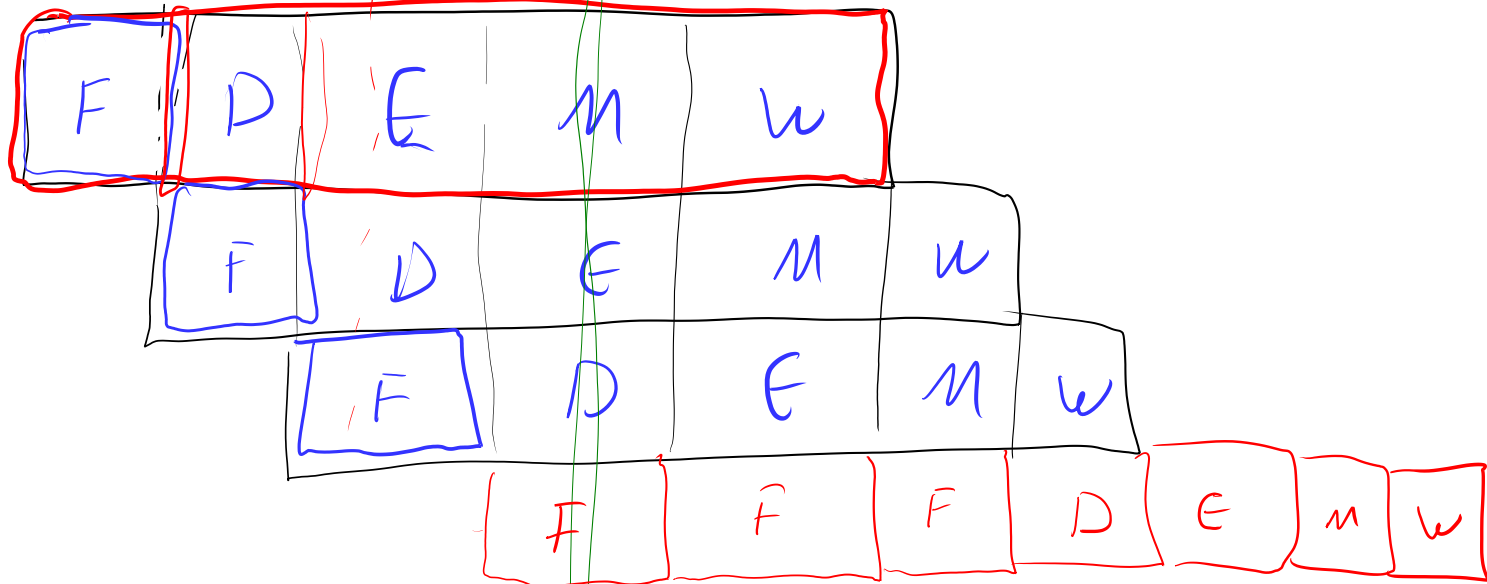


addr

mem

jmp

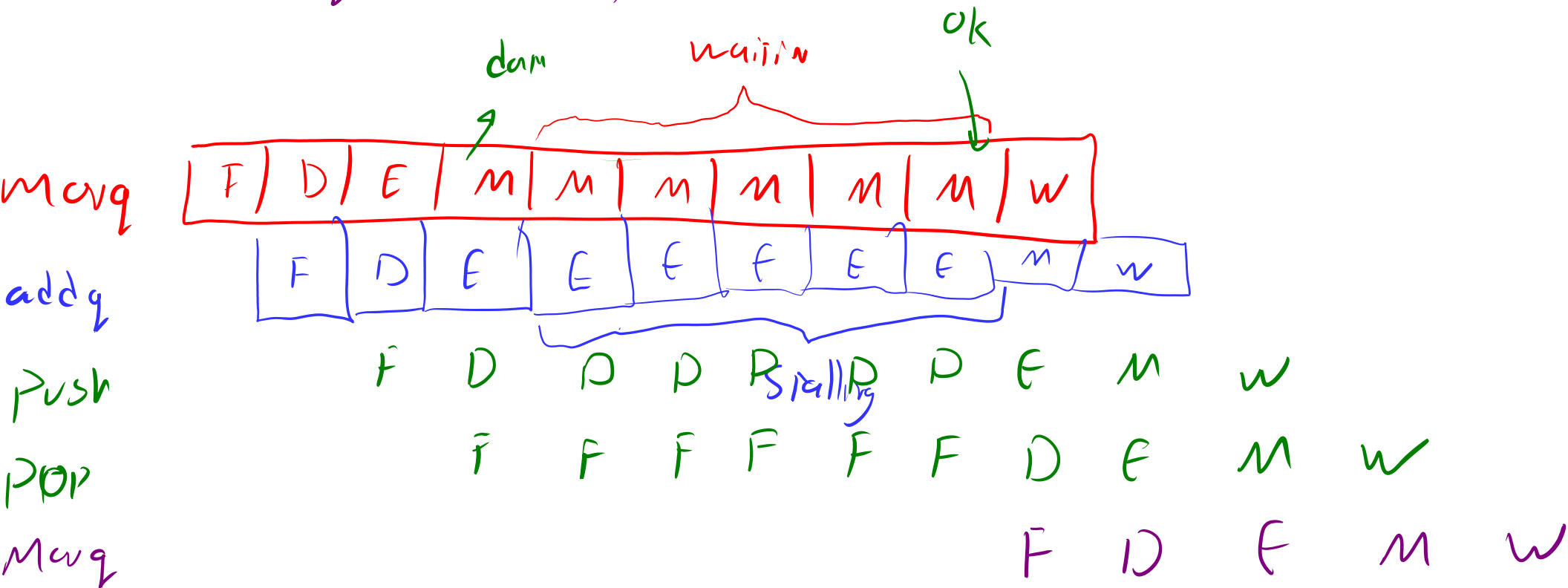
suby



instr
seq

Notice
Pass each stage ≤ 1 time

movq	(%rax), %rdx	L1	hit	1 cycle
add	\$3, %rdi	L2		5
push	%rdi	L3		20
pop	%rsi	DRAM		300
movq	%rsi, %rd			

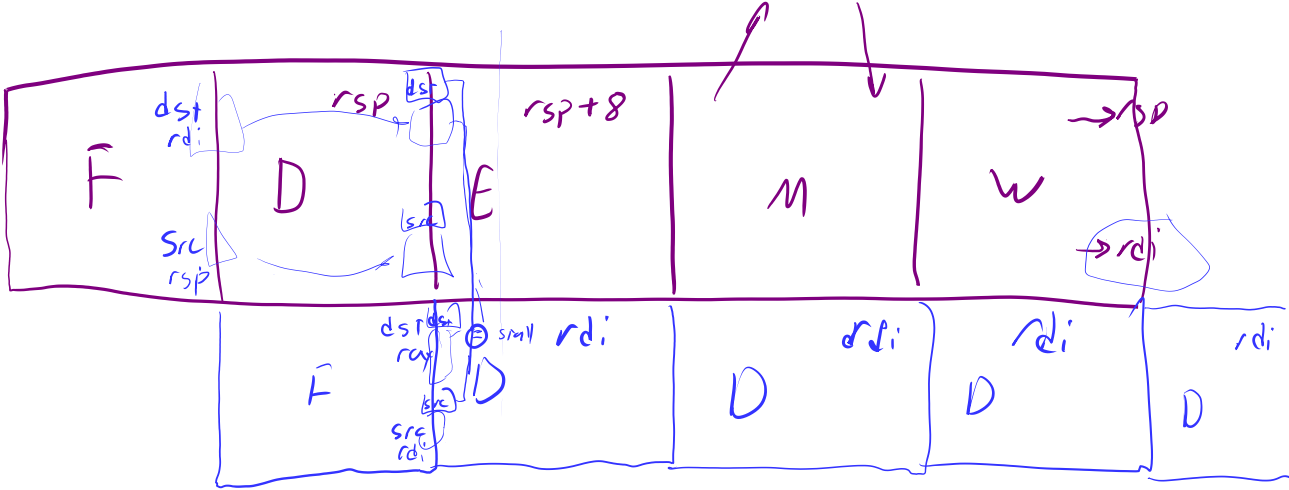


data dep
→ spill

```
addq $8,%rsp
movq (%rsp),%rdi
```

POPq
movq

$\%rdi$
data dep
 $(\%rdi), \%rax$

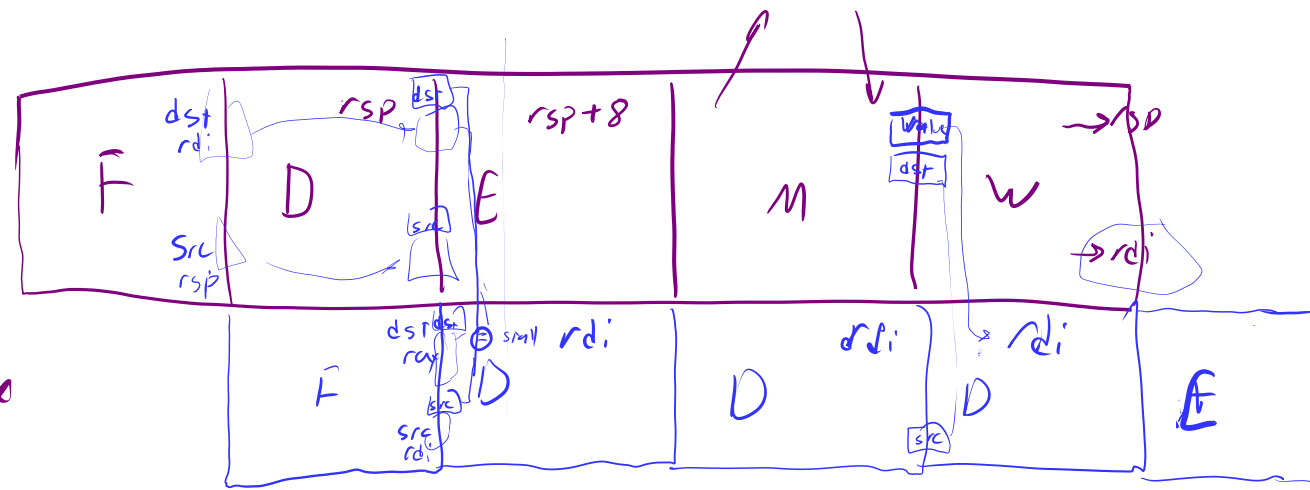


data dep
 → stall
 Forward

```
addq $8,%rsp
movq (%rsp),%rdi
```

POPq
 movq

$\%rdi$
 data dep
 ($\%rdi$), $\%rax$



Stall

• by staying in stage

• why?

a. the instruce before stalled

b. Work is slow

c. data dep \longrightarrow forward

Forward

• how?

Comp Pipeln reg

• How know

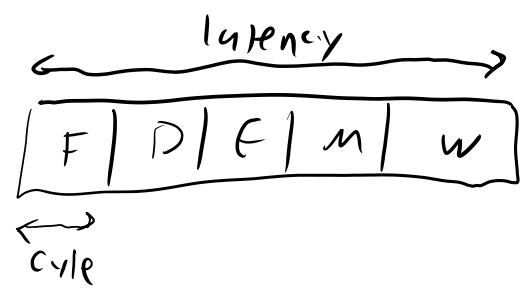
a. signal (wire) tells us

b. Function Unit tells us

c. compare pipeln reg

latency

$$\text{STOP}_{\text{Time}} - \text{START}_{\text{Time}}$$



Throughput

$$\frac{\text{Things}}{\text{time}} \approx \frac{1}{\text{cycle}}$$

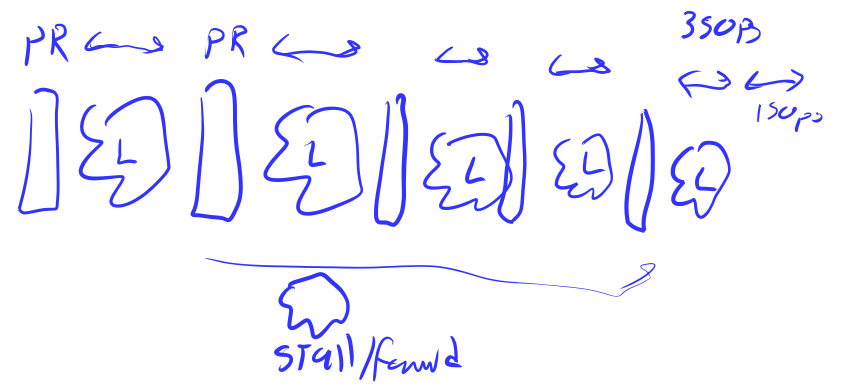
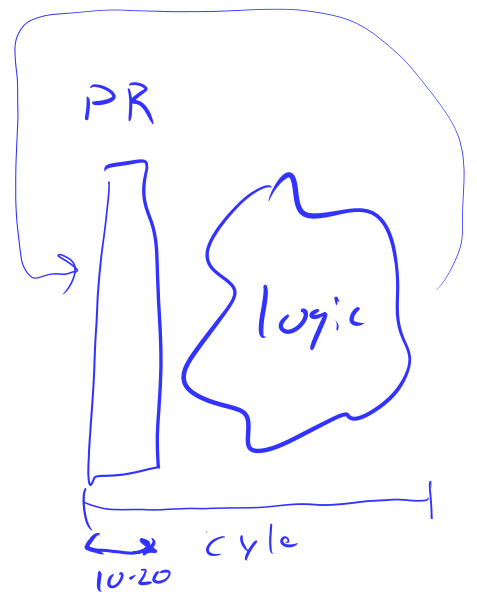
$$\frac{1}{s} = \text{Hz}$$

$$\frac{1}{2,000,000,000} = 2.6 \text{ Hz}$$

Pipeline increase both!

500 ps

latency



350ps
150ps

int
+
1cy

ALU

fp
+

3cy

fd

3-30 cycles

