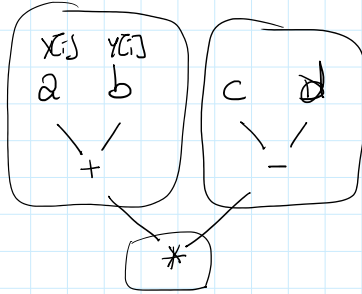
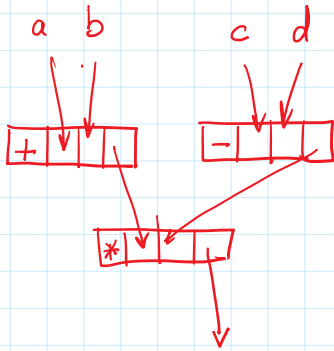
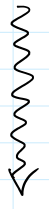


DATA FLOW

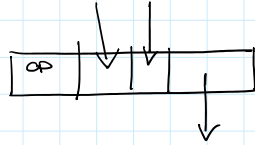
$$\begin{array}{c}
 x[i] \quad y[i] \\
 (a+b) * (c-d) \\
 \hline
 t_1 \quad * \quad t_2 \\
 \hline
 \hline
 \hline
 \end{array}$$

- ② | LOAD x[i] ↗
- LOAD y[i] ↘
- ADD R1
- ① | SUB c-d R2
- ③ | MUL

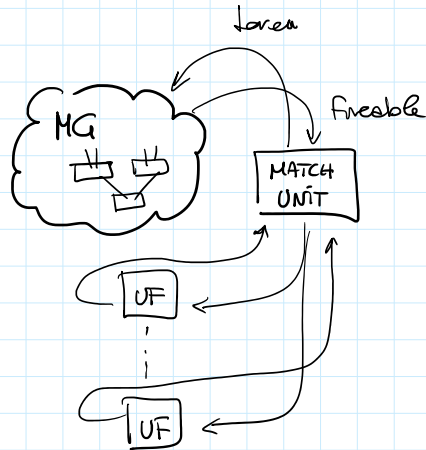
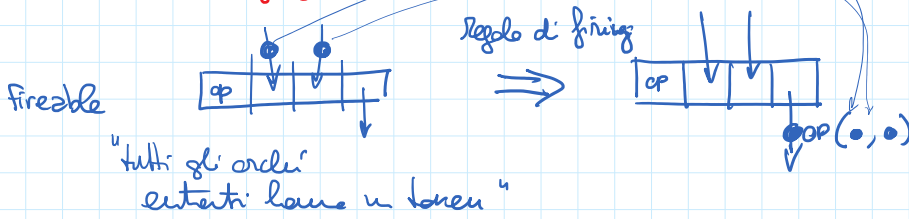


GRAFO DATA FLOW

Istruzioni DF

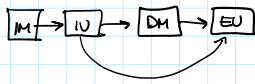
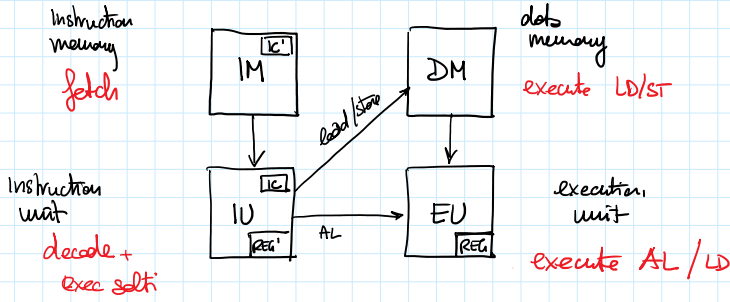


"Calcolo" di un grafo DF



PROCESSORE D-RISC "PIPELINE" (HARVARD)

mercoledì 29 novembre 2017 09:35



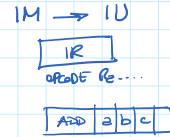
SAZI: IM → IU

load	a
------	---

IU
 $R_B \rightarrow IC$
 made ad IM il nuovo valore di IC



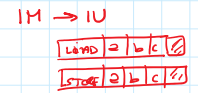
ADD



IU decodifica
 → EU
 <+, a, b, c>

EU
 $R_a + R_b \rightarrow R_c$

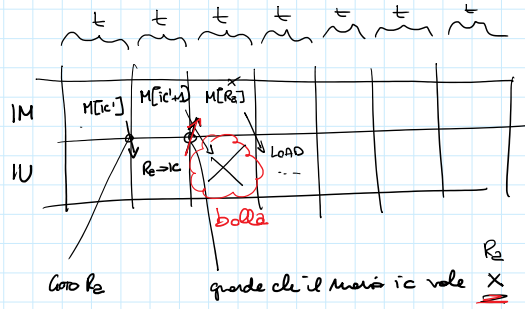
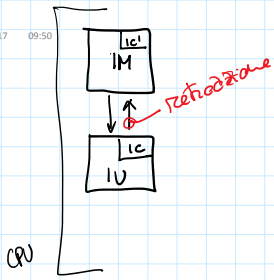
LOAD STORE



IU decodifica
 R_a, R_b
 <"LD", ind, R_c> → DM
 <"ST", ind, val>
 → EU <"ld", R_c>

DM esegue op richieste
 per LD univ = EU
 <val>

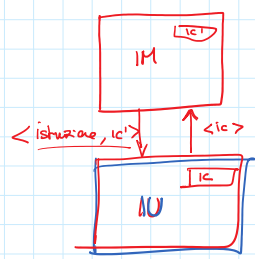
EU
 IU → <"ld", c>
 EU → <val> } val → R_c



← tempo di servizio (o latenza, tanto IM ed IU sono sequenziali) di IM ed IU

```

GOTO R2
out: ADD R3, R0, R2
      : LOAD ...
    
```

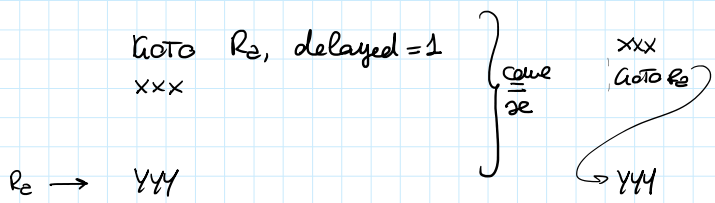


while true {
 se IU mi manda IC
 then manda alla IU M[new IC]
 new IC → ic'
 else manda alla IU M[ic']
 } ic'++

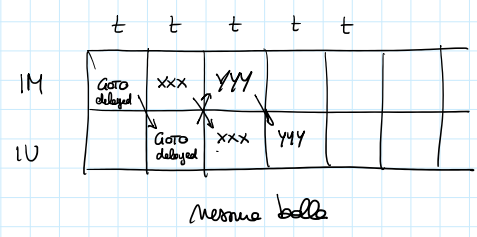
```

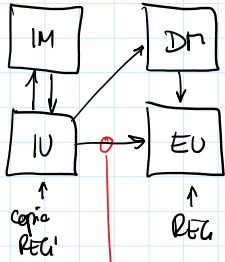
while (true) {
    ...
    if (<istruzione, ic'>. ic' == ic)
        then (dequeue <istruzione, ic'>. istruzione)
    else nop
}
    
```

delayed branch



esse "Bernstein"
 xxx non altro
 registra l'indirizzo
 istruzione del salto





ADD R_a, R_b, R_c
 GOTO R_c
 XXX
 → YYY

$\langle op, a, b, c \rangle \Rightarrow EU: f_{EU}(R_a) op(R_b) \rightarrow (R_c)$

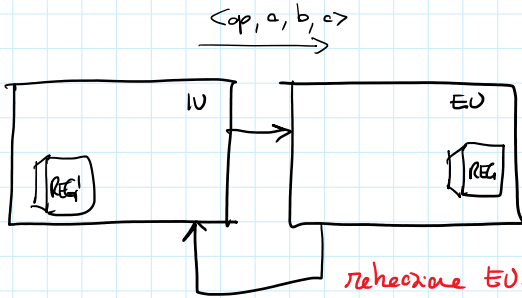
il valore di $R_c' \neq R_c$ dello EU

t	0	1	2	3	4	5	6	7	8	9
IM	A	G								
IU		A	G							
DM										
EU			A							

scelta R_c

$\langle +, d, b, c \rangle$

evadere il problema



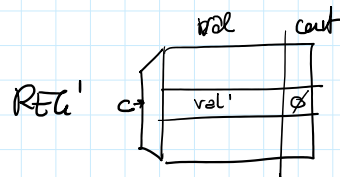
reazione EU-IU

nuovi valori di reg

$\langle c, val \rangle$

t	0	1	2	3	4	5
IM	X	G	xxx	xxx	yyy	
IU		A	G	G	xxx	yyy
DM						
EU			A			

$\langle c, val \rangle$



esse IU manda $\langle op, - - c \rangle$ ad EU

cont(c)++

quando IU legge R_c

se cont(R_c) $\neq 0 \Rightarrow$ ^{si} blocca

ADD R_a, R_b, R_c
 GOTO R_c
 XXX
 → YYY

bello dovuto a "dipendenza logica"
 valore di leggere su Unità X
 quando scritto da Unità Y

ogni volta che arriva $\langle val, x \rangle$ dal canale retrocede EU \rightarrow IU

val \rightarrow Reg'[x]. valore
 Reg'[x]. cont --

t	0	1	2	3	4	5	6	7	8	9
IM	A	G	xxx	yyy						
IU		A	G	C	xxx	yyy				
DM										
EU			A							

IU 1) Manda a EU $\langle +, a, b, c \rangle$
 2) cont(R_c)++

EU \rightarrow IU $\langle val, c \rangle$

IU val \rightarrow REG'[c]. valore
 REG'[c]. cont --

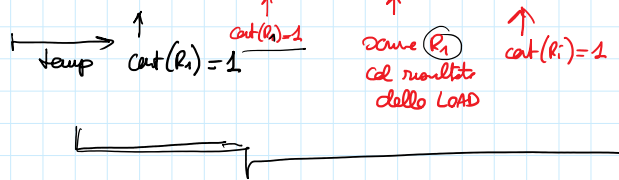
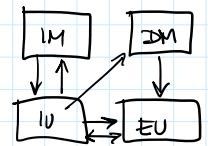
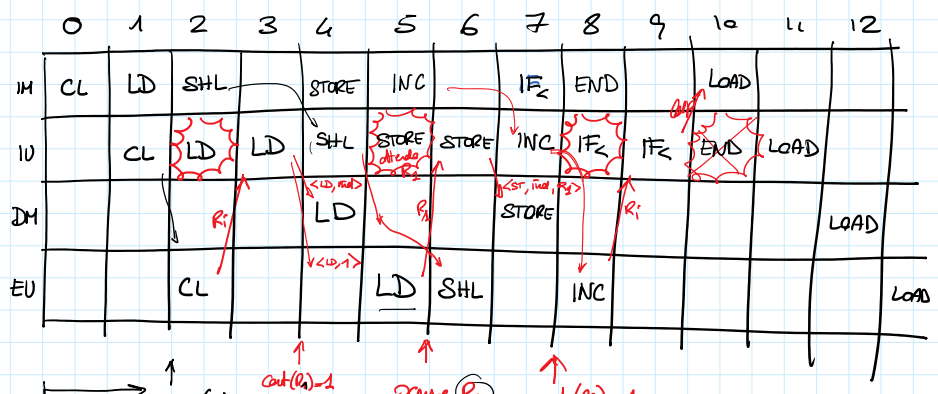
bello "do salto"

for(i=0; i<N; i++) a[i] = b[i] * 2;

$T_{id} = 6t$

```

    t CLEAR R1
    Loop: t LOAD RbaseB, R1, R1
           t SHL R1, #1, R1
           t STORE RbaseA, R1, R1
           t INC R1
           t IFZ R1, RN, Loop
    END
    
```



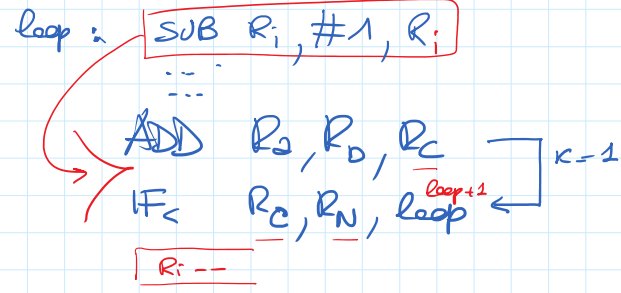
$$E = \frac{T_{id}}{T(n)} = \frac{6t}{10t} = 0.6$$

tempo di completamento del codice: n init + 1^a iterazione } $10t$ in questo caso

2 problemi
 ↓
 "balle da salto"

↓
 "balle da dipendere logico"

SOLUZIONI



usare delayed branch



Strutturare
 codice assembler
 D-RISC

A	IF		
A	IF	IF	
	A		

3t x 2ist
 ε = 2/3

A	S	IF	
A	S	IF	
	A	S	

3t x 3ist
 ε = 1