**In-order vs. Out-of-order Execution**

**In-order instruction execution**
- instructions are fetched, executed & completed in compiler-generated order
- one stalls, they all stall
- instructions are **statically scheduled**

**Out-of-order instruction execution**
- instructions are fetched in compiler-generated order
- instruction completion may be in-order (today) or out-of-order (older computers)
- in between they may be executed in some other order
- independent instructions behind a stalled instruction can pass it
- instructions are **dynamically scheduled**

**Dynamic Scheduling**

**Out-of-order processors:**
- after instruction decode
  - check for **structural hazards**
    - an instruction can be issued when a functional unit is available
    - an instruction stalls if no appropriate functional unit
  - check for **data hazards**
    - an instruction can execute when its operands have been calculated or loaded from memory
    - an instruction stalls if operands are not available
Dynamic Scheduling

Out-of-order processors:

• don’t wait for previous instructions to execute if this instruction does not depend on them

• ready instructions can execute before earlier instructions that are stalled, e.g., waiting for their data to be loaded from memory
  • when go around a load instruction that is stalled for a cache miss:
    • use lockup-free caches that allow instruction issue to continue while a miss is being satisfied
    • the load-use instruction still stalls

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Dynamic Scheduling

in-order processors

lw $3, 100($4) in execution, cache miss
add $2, $3, $4 consumer waits until the miss is satisfied
sub $5, $6, $7 independent instruction waits for the add

out-of-order processors

lw $3, 100($4) in execution, cache miss
sub $5, $6, $7 independent instruction can execute during the cache miss
add $2, $3, $4 consumer waits until the miss is satisfied
Dynamic Scheduling

Out-of-order processors:

- ready instructions can execute before earlier instructions that are stalled, e.g., waiting for their branch condition to be computed
- when go around a branch instruction:
  - the instructions that are issued from the predicted path are issued speculatively, called speculative execution
  - speculative instructions can execute (but not commit) before the branch is resolved
  - if the prediction was wrong, speculative instructions are flushed from the pipeline
  - if prediction is right, instructions are no longer speculative

Speculative Execution

Instruction speculation: executing an instruction before it is known that it should be executed

- all instructions that are fetched because of a prediction are speculative
- inorder pipeline:
  - branch is executed before the path
- out-of-order pipeline:
  - path can be executed before the branch
  - speculative instructions can be executed but not committed
Speculative Execution

In addition, executing speculative instructions:

- must be safe (no additional exceptions) or must handle the exceptions after the instruction is no longer speculative
- must generate the same results