Chapter 3 – Instruction-Level Parallelism and its Exploitation (Part 2)

ILP vs. Parallel Computers
Dynamic Scheduling (Section 3.4, 3.5)
Dynamic Branch Prediction (Section 3.3, 3.9, and Appendix C)
Hardware Speculation and Precise Interrupts (Section 3.6)
Multiple Issue (Section 3.7)
Static Techniques (Section 3.2, Appendix H)
Limitations of ILP
Multithreading (Section 3.11)
Putting it Together (Mini-projects)
Reducing penalties from control dependences

Basic idea

- Hardware guesses
  * Whether branch will be taken/not taken
  * Where the branch will go

Especially important for multiple issue processors

Desirable properties

- Good prediction rate
- Make correct prediction fast
- Don't slow too much on misprediction
Maintain a buffer with prediction bits

Index buffer with LSBs of branch instruction PC

Predict based on indexed bit, change bit on misprediction

Accessed in ID stage (not useful for simple 5-stage pipeline)

Limitation of 1-bit predictor?
Variations on Branch Prediction Buffer

Variations

- n-bit predictor
- Correlating predictors
- Tournament predictors
N-bit Predictor

Contains n-bit saturating counter
Count up if taken, down if not taken
Predict taken if $\geq 2^{(n-1)}$; predict not taken if $< 2^{(n-1)}$
2-bit good for loops
Correlating Predictors: \((m,n)\) Predictor

Use outcome of previous \(m\) branches and \(n\)-bit predictors

For each branch, the prediction buffer contains

An entry for each possible history of previous \(m\) branches

Each entry is an \(n\)-bit predictor

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Correlating Predictors: \((m,n)\) Predictor

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Correlating Predictors (Cont.)

(1,1) predictor

Prediction based on 1 previous branch,
1 bit predictor

Number of prediction entries per branch = ??

Number of bits per prediction entry = ??
(1,1) predictor
   Prediction based on 1 previous branch,
   1 bit predictor

Number of prediction entries per branch = 2
   (first for previous branch taken, second for not taken)
Number of bits per prediction entry = 1
   (because 1 bit predictor)
Correlating Predictors Example

Loop:

If a == 1            /* b1 */
    a = 0
If a == 0            /* b2 */
    ...

Let a = 1, 3, 1, 3, 1, 3, ...

Notation: N=not taken; T=taken

Initialize (1,1) prediction buffer entries of b2 to NT

    (1st entry for previous branch taken, 2nd for not taken)

Direction of b1:
Direction of b2:
History at b2:
Prediction entries of b2:
Prediction for b2:
Correlating Predictors Example

Loop:

If a == 1 /* b1 */
    a = 0
If a == 0 /* b2 */

...

Let a = 1, 3, 1, 3, 1, 3, ...

Notation: N=not taken; T=taken

Initialize (1,1) prediction buffer entries of b2 to NT

(1\textsuperscript{st} entry for previous branch taken, 2\textsuperscript{nd} for not taken)

Direction of b1: T, N, T, N, T, N, T, N, ...

Direction of b2:

History at b2:

Prediction entries of b2:

Prediction for b2:
Correlating Predictors Example

Loop:
   If a == 1 /* b1 */
       a = 0
   If a == 0 /* b2 */
   ...

Let a = 1, 3, 1, 3, 1, 3, ...

Notation: N=not taken; T=taken

Initialize (1,1) prediction buffer entries of b2 to NT
   (1\textsuperscript{st} entry for previous branch taken, 2\textsuperscript{nd} for not taken)

Direction of b1: T, N, T, N, T, N, T, N, ...

Direction of b2: T, N, T, N, T, N, T, N, ...

History at b2:

Prediction entries of b2:

Prediction for b2:
Correlating Predictors Example**

Loop:

If a == 1 /* b1 */
    a = 0
If a == 0 /* b2 */
    ...

Let a = 1, 3, 1, 3, 1, 3, ...

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Initialize (1,1) prediction buffer entries of b2 to NT
(1\textsuperscript{st} entry for previous branch taken, 2\textsuperscript{nd} for not taken)

Direction of b1: T, N, T, N, T, N, T, N, ...
Direction of b2: T, N, T, N, T, N, T, N, ...
History at b2: T, N, T, N, T, N, T, N, ...

Prediction entries of b2: NT,

Prediction for b2:
Correlating Predictors Example

Loop:

If a == 1 /* b1 */
  a = 0
If a == 0 /* b2 */

...

Let a = 1, 3, 1, 3, 1, 3, ...

Notation: N=not taken; T=taken

Initialize (1,1) prediction buffer entries of b2 to NT

(1st entry for previous branch taken, 2nd for not taken)

Direction of b1: T, N, T, N, T, N, T, N, ...

Direction of b2: T, N, T, N, T, N, T, N, ...

History at b2: T, N, T, N, T, N, T, N, ...

Prediction entries of b2: NT, TT, TN, TN, TN, TN, TN, TN, ...

Prediction for b2: N, T, T, N, T, N, T, N, ...
Figure 3.3 Comparison of 2-bit predictors. A noncorrelating predictor for 4096 bits is first, followed by a noncorrelating 2-bit predictor with unlimited entries and a 2-bit predictor with 2 bits of global history and a total of 1024 entries. Although these data are for an older version of SPEC, data for more recent SPEC benchmarks would show similar differences in accuracy.
Alloyed or hybrid predictor – combines global branch history with local branch information

Figure 3.4 A gshare predictor with 1024 entries, each being a standard 2-bit predictor.
Combine multiple predictors with a selector

Often combine a global predictor and a local predictor

Selector typically two bit saturating counter

Increment when predicted predictor correct, other incorrect
Tournament Predictor**

Combine multiple predictors with a selector

Often combine a global predictor and a local predictor

Selector typically two bit saturating counter

Increment when predicted predictor correct, other incorrect

Figure 3.5 A tournament predictor using the branch address to index a set of 2-bit selection counters, which choose between a local and a global predictor. In this case, the index to the selector table is the current branch address. The two tables are also 2-bit predictors that are indexed by the global history and branch address, respectively. The selector acts like a 2-bit predictor, changing the preferred predictor for a branch address when two mispredicts occur in a row. The number of bits of the branch address used to index the selector table and the local predictor table is equal to the length of the global branch history used to index the global prediction table. Note that misprediction is a bit tricky because we need to change both the selector table and either the global or local predictor.
Tournament Predictor Example - Alpha 21264

Uses 4K 2-bit counters to choose from global and local predictor

Global predictor

4K entries of 2-bit predictors
Indexed by history of last 12 branches

Local predictor is a two-level predictor

History table with 1K 10-bit entries (for that branch)
Each entry gives 10 most recent branch outcomes
Indexes table of 1K entries with 3-bit counters

Total of 29K bits

Misprediction rate

SPECfp95 – 1 per 1000
SPECint95 – 11.5 per 1000
Figure 3.6 The misprediction rate for three different predictors on SPEC89 versus the size of the predictor in kilobits. The predictors are a local 2-bit predictor, a correlating predictor that is optimally structured in its use of global and local information at each point in the graph, and a tournament predictor. Although these data are for an older version of SPEC, data for more recent SPEC benchmarks show similar behavior, perhaps converging to the asymptotic limit at slightly larger predictor sizes.
More Predictors

Lots of work on branch prediction
International Branch Prediction Competition!
Branch Prediction Buffer Strategies: Limitations

Limitations

- May use bit from wrong PC
- Target must be known when branch resolved
Branch Target Buffer or Cache (Section 3.9)

Store target PC along with prediction

Accessed in IF stage

Next IF stage uses target PC
  No bubbles on correctly predicted taken branch

Must store tag

More state

Can remove not-taken branches?
Branch Target Buffer or Cache**

Store target PC along with prediction

Accessed in IF stage

Next IF stage uses target PC
  No bubbles on correctly predicted taken branch

Must store tag

More state

Can remove not-taken branches?
  N-bit predictors must update state for not-taken branches
Store target PC along with prediction

Accessed in IF stage

Next IF stage uses target PC
  - No bubbles on correctly predicted taken branch

Must store tag

More state

Can remove not-taken branches?
  - N-bit predictors must update state for not-taken branches
  - Maintain branch prediction buffer to remove not-taken branches from target buffer
Branch Target Cache With Target Instruction

Store target instruction along with prediction
Send target instruction instead of branch into ID
Zero cycle branch - branch folding
Used for unconditional jumps
E.g., ARM Cortex A-53
Return Address Stack (Section 3.9)

Hardware stack for addresses for returns
Call pushes return address in stack
Return pops the address
Perfect prediction if stack length $\geq$ call depth
Static vs. Dynamic Branch Prediction Accuracy

Figure 4. As processors use more complex algorithms, branch-prediction accuracy increases. (Number of history-table entries in parentheses.) *also uses return-address stack.
Speculative Execution

How far can we go with branch prediction?

Speculative fetch?
Speculative issue?
Speculative execution?
Speculative write?
Speculative Execution

Allows instructions after branch to *execute* before knowing if branch will be taken

Must be able to undo if branch is not taken

Often try to combine with dynamic scheduling

Key insight: Split Write stage into Complete and Commit
  Complete out of order
    No state update
  Commit in order
    State updated (instruction no longer speculative)

Use reorder buffer
**Overview**

Instructions complete out-of-order
Reorder buffer reorganizes instructions
Modify state in-order

**Reorder Buffer**

<table>
<thead>
<tr>
<th>Entry</th>
<th>Busy</th>
<th>Type</th>
<th>Dest</th>
<th>Result</th>
<th>State</th>
<th>Excep</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>LD</td>
<td>4</td>
<td></td>
<td>Exec</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>BR</td>
<td></td>
<td></td>
<td>Exec</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>1</td>
<td>ADD</td>
<td>6</td>
<td>75</td>
<td>Compl</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction tag now is reorder buffer entry
Re-order Buffer Pipeline

Issue:

Execute:

Complete:

Commit:
Re-order Buffer Pipeline**

Issue:

Allocate reorder buffer entry (RB) and reservation station (RS)
Make RS and register result status point to RB
Read operands from registers or reorder buffer if available

Execute:

Complete:

Commit:
Re-order Buffer Pipeline**

Issue:
- Allocate reorder buffer entry (RB) and reservation station (RS)
- Make RS and register result status point to RB
- Read operands from registers or reorder buffer if available

Execute:
- Execute when operands available
  (Monitor CDB if not available)

Complete:

Commit:
Re-order Buffer Pipeline**

Issue:

Allocate reorder buffer entry (RB) and reservation station (RS)
Make RS and register result status point to RB
Read operands from registers or reorder buffer if available

Execute:

Execute when operands available
(Monitor CDB if not available)

Complete:

Write result to CDB, RB entry pointed to by RS, other RS waiting for this operand (no write in register file)
Commit: When instruction reaches head of reorder buffer:

Write result in register file (for all but branch and store)

For store, do memory write

For branch,

    if mispredict, flush all entries in reorder buffer and restart

Make RB entry free
Precise Interrupts Again

Precise interrupts hard with dynamic scheduling

Consider our canonical code fragment:

```
LF F6,34(R2)
LF F2,45(R3)
MULTF F0,F2,F4
SUBF F8,F6,F2
DIVF F10,F0,F6
ADDF F6,F8,F2
```

What happens if DIVF causes an interrupt?

ADDF has already completed

Out-of-order completion makes interrupts hard

But reorder buffer can help!
Reorder Buffer for Precise Interrupts
Reorder Buffer for Precise Interrupts**

Take interrupt only after instruction reaches the head of the reorder buffer

Flush all remaining instructions and restart

Ok since no registers updated or stores sent to memory
Re-order Buffer Drawback

Operands need to be read from reorder buffer or registers
Alternative: Rename registers
Rename Registers + Reorder Buffer

Many current machines

- More physical registers than logical registers
- Reorder buffer does not have values
- Read all values from registers

Rename mechanism

- Rename map stores mapping from logical to physical registers
  - (Logical register Ri mapped to physical register Rp)
- On issue, Ri mapped to Rp-new
- On completion, write to Rp-new
- On commit, old mapping of Ri discarded (free Rp-old)
- On misprediction, new mapping of Ri discarded (free Rp-new)