



*Intelligent wrong path issue: a
means of improving performance*

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Introduction

- ✦ Speculation of instructions is crucial for modern superscalars
- ✦ Branch predictors provide accuracies of up to 96% and are key to effective speculation
- ✦ However we cannot rely solely on prediction because the latency of misprediction has a negative impact on performance
- ✦ To solve this problem, computer architects came up with the idea of wrong path issue



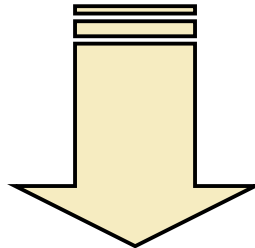
To issue or not to issue?

- ✖ Wrong path issue reduces the misprediction penalty
- ✖ On the other hand, useless wrong path instructions waste processor resources and must invariably be flushed from the pipeline
 - Have to have enough resources to issue and execute 2 paths knowing that one of them will be invalidated
- ✖ To find a better solution, we look at the behavior of branch instructions:

Branch behavior

✦ Program trace- branch instructions

1 0 1 1 1 1 1 1 1 0 0 1 1 0 1 1 0 0 1 0 1 1 0 1 1 1 1 1 1 1 0 1
1 1 1 1 0 1



✦ *BLEZ instruction.*

✦01101110111111111111111111111111.....



Idea

- ✦ Improve performance by introducing an algorithm which only selectively issues from the wrong path by observing the behavior of individual branches within a program
- ✦ Attempts to:
 - Reduce number of useless instructions being executed thus increasing useful instruction throughput
 - Reduce complexity involved in always issuing and executing of wrong path instructions
 - Prevent flushing of these instructions whenever the prediction is correct and therefore improving usage of resources and performance



Resource Usage

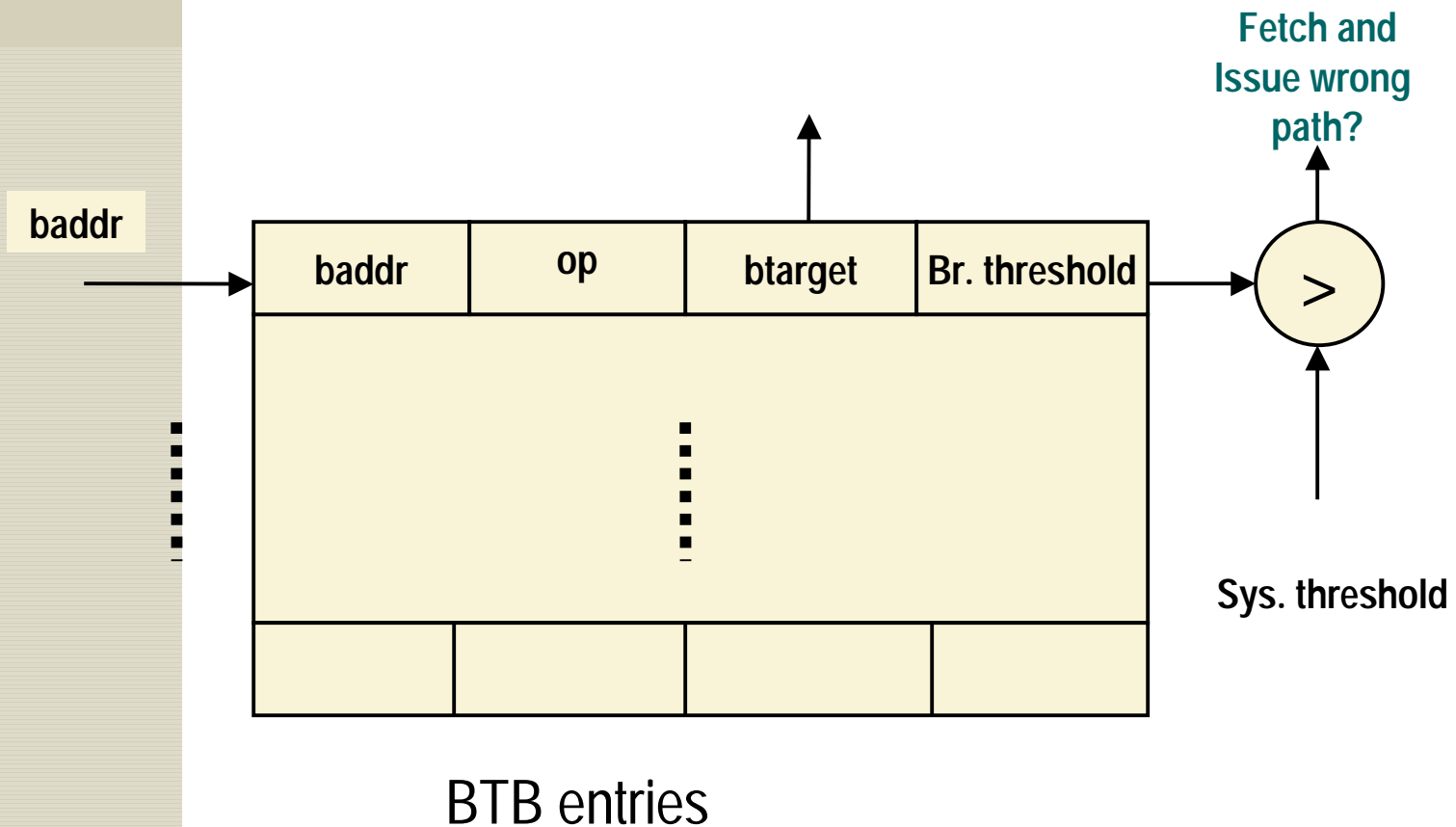
- ✦ # of functional units, dispatch queues, IFQs, reservation stations, etc.
 - For programs without enough ILP to make full use of processor resources, this might not be a problem
 - However if we have any programs that can make sufficient use of the processor resources then something needs to be done
- ✦ Attempt to improve resource usage using a new algorithm



Implementation details

- ✦ Branch address sent to predictor
- ✦ Predictor entry for each branch includes
 - Threshold value of particular branch
- ✦ Predictor includes confidence values which contain
 - *Increment* value for each correct prediction
 - *System threshold* value – (have to determine optimum value)
 - *Max* value of branch threshold
 - *Prediction penalty* for wrong predictions

Architecture



Program trace:

✦ Our program traces indicate that we attempt to capture those areas of the program in which the branch behavior is predicted to be highly accurate

:

op = 6 ; 0 br thr= 21 path dec= 1
op = 2 ; 1 br thr= 27 path dec= 1
op = 3 ; 1 br thr= 28 path dec= 1
op = 6 ; 0 br thr= 17 path dec= 1
op = 2 ; 1 br thr= 28 path dec= 1
op = 3 ; 1 br thr= 29 path dec= 0
op = 6 ; 0 br thr= 25 path dec= 1
op = 6 ; 0 br thr= 13 path dec= 1
op = 6 ; 1 br thr= 14 path dec= 1

:



Simulations

- ✦ We performed our simulations on spec2000 reduced benchmarks using two different #'s of execution resources
- ✦ Our benchmarks : quake (FP), mcf (INT), parser (INT)
 - Quake: Simulation of seismic wave propagation in large basins
 - Mcf: Combinatorial optimization / Single-depot vehicle scheduling
 - Parser: Word Processing
- ✦ The programs we simulated didn't have much parallelism but we were able to obtain data that proved our hypothesis to some degree

Simulations cont'd...

✦ 1st set of data

- 4 FPU adders
- 4 integer ALUs
- 1 integer MULT/DIV unit
- 1 FPU MULT/DIV unit

✦ 2nd set of data

- 3 FPU adders
- 3 integer ALUs
- 1 integer MULT/DIV unit
- 1 FPU MULT/DIV unit

✦ Baseline Architecture – Always issues and executes the wrong path

✦ Our program – Selectively issues and executes the wrong path depending on information from the branch predictor

Results for $FU = 4$

Baseline

<u>Benchm.</u>	<u>CPI</u>	<u>IPC</u>	<u>Exec_BW</u>
Equake	0.7175	1.3938	1.5320
Mcf	1.4201	0.7042	0.7672
Parser	0.6121	1.6338	1.9959

Our Dynamic Program

<u>Benchm.</u>	<u>CPI</u>	<u>IPC</u>	<u>Exec_BW</u>
Equake	0.7181	1.3927	1.4303
Mcf	1.4250	0.7018	0.7466
Parser	0.6036	1.6567	1.7259

Equake = 0.11% degradation (IPC)

Mcf = 0.24% degradation (IPC)

Parser= 2.29% improvement (IPC)

Results for $FU = 3$

Baseline

<u>Benchm.</u>	<u>CPI</u>	<u>IPC</u>	<u>Exec_BW</u>
Equake	0.7225	1.3840	1.5256
Mcf	1.4174	0.7055	0.7700
Parser	0.6228	1.6057	1.9657

Our Dynamic program

<u>Benchm.</u>	<u>CPI</u>	<u>IPC</u>	<u>Exec_BW</u>
Equake	0.7231	1.3829	1.4204
Mcf	1.4271	0.7007	0.7450
Parser	0.6146	1.6272	1.6877

Equake = 0.11% degradation (IPC)

Mcf = 0.48% degradation (IPC)

Parser= 2.15% improvement (IPC)



Conclusions

- ✦ Reduction of useless resource usage
- ✦ Effect of ILP
- ✦ Effect of more or less execution resources
- ✦ Effect on longer pipelines
- ✦ Validity of Hypothesis



References

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