

Chapter 5:

Alternative Approaches to Issue and Commit

Background Required to Understand this Chapter



OOO Pipelines

Wakeup/select Mechanism

Instruction commit

Chapter 4

Contents



1.

Load Speculation

2.

Replay Mechanisms

3.

Simpler Version of an OOO Processor

4.

Compiler based Techniques

5.

EPIC based Techniques: Intel Itanium

Aggressive Speculation

Branch prediction is one form of speculation

- If we detect that a branch has been **mispredicted**
- **Solution:** **flush** the pipeline

This is not the **only** form of speculation

- Another very common type: **load latency speculation** or **value speculation**
- Assume that a **load** will hit in the **cache**
- **Speculatively** wakeup instructions
- Later on if this is not the case: **DO SOMETHING**



Types of Aggressive Speculation

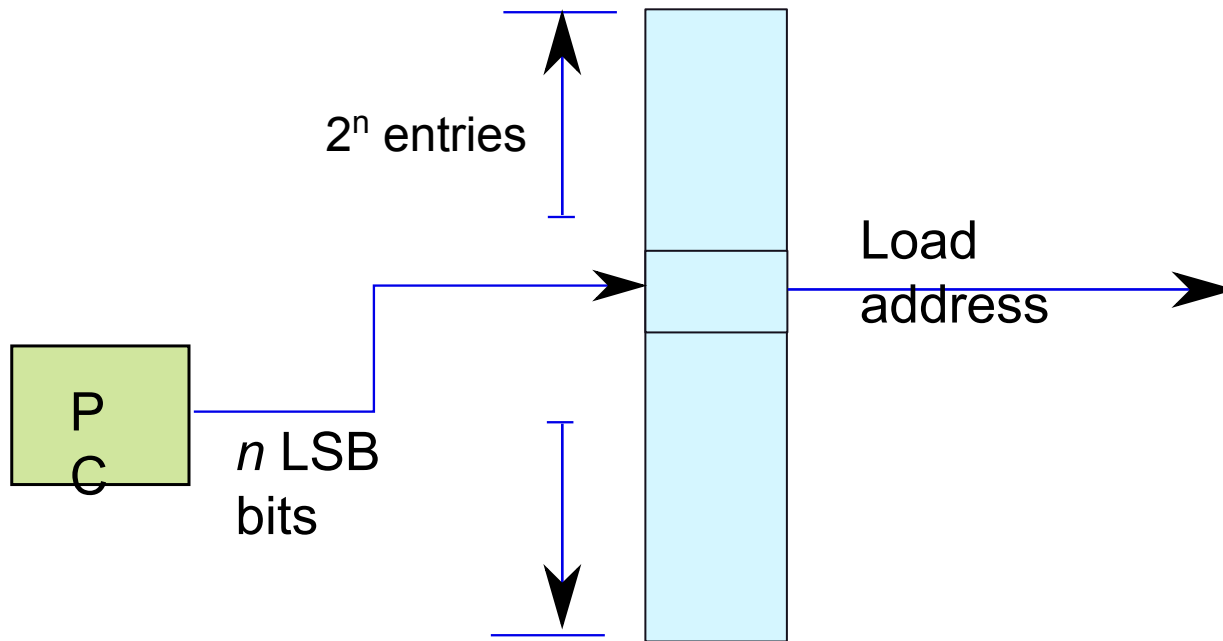
Address Speculation

Load-Store Dependence Speculation

Latency Speculation

Value Prediction

Address Speculation: Predict the memory address of a load or store



Predict last address scheme

- Use a simple predictor

Stride based Address Pattern


C code

```
int sum = 0, arr[10];
for (i=0; i < 10; i++){
    sum += arr[i];
}
```

Assembly code

```
// Let us assume that the base address of arr is in r0
mov r1, 0           // i = 0
mov r2, 0           // sum = 0

.loop: cmp r1, 10    // compare i with 10
      beq .exit      // if (r1 == 10) exit
      ld r3, [r0]     // load arr[i] to r3
      add r2, r2, r3   // sum += arr[i]
      add r0, r0, 4    // increment the memory address
      add r1, r1, 1    // increment the loop index
      b .loop
```



Predicting the Stride

Last address (A)	Stride (S)	Pattern (P)
------------------	------------	-------------

- Last address (A): The memory address **computed** the last time the instruction with this PC was **executed**.
- A stride-based access **pattern** is followed if:
current address – last address = S
- Then we **set** the pattern bit, P
- Alternatively, if P is **set**, we **predict** the next address to be
 - $A + S$

Load-Store Dependence Speculation



Predict a collision (same memory address) between a load and a store

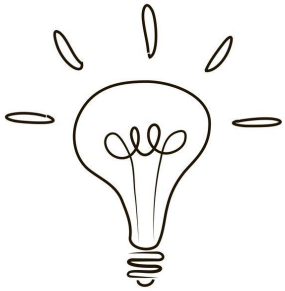


If there are no collisions, send the load directly to the cache.

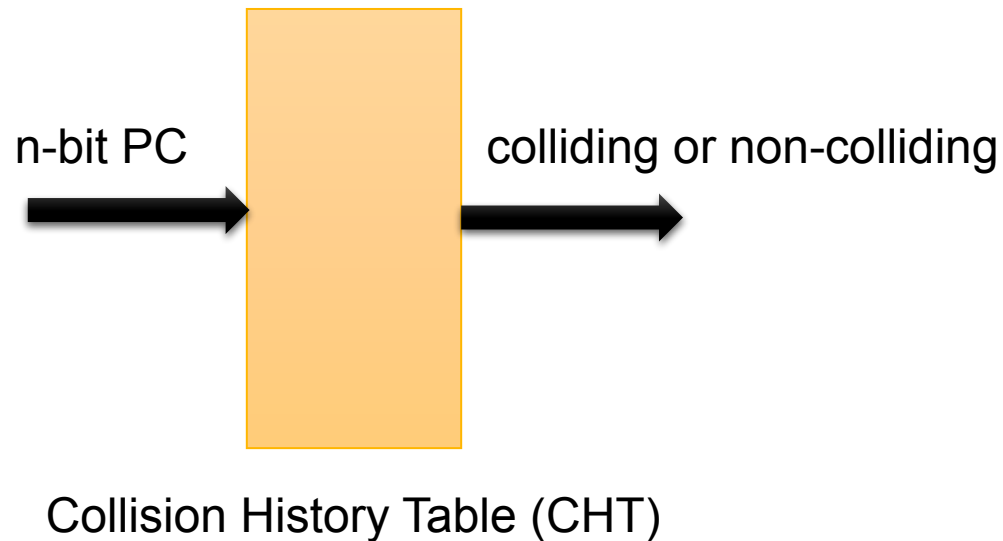


Forward values across unresolved stores.

Collision History Table



- Loads show **consistent** behavior
- They are either colliding or non-colliding

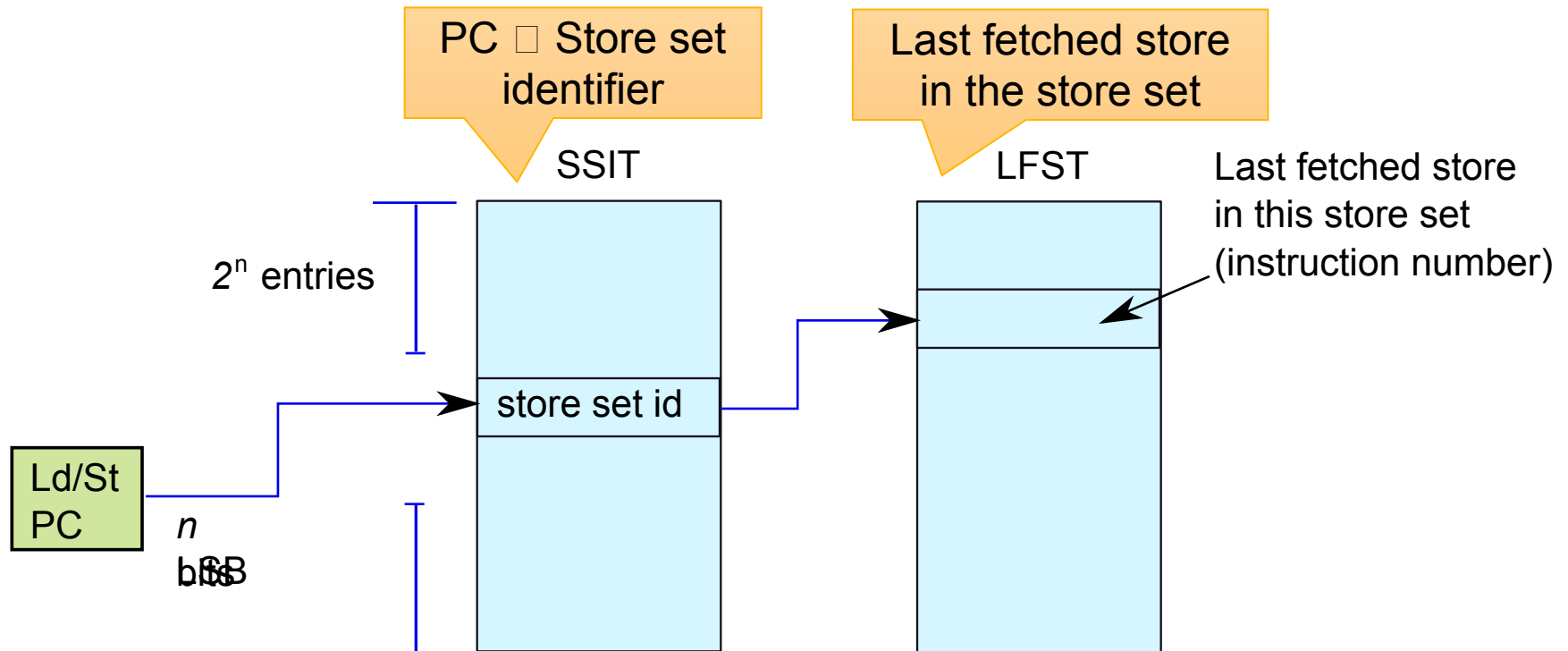


Using the CHT

- When we **compute** the address of a load
 - We **access** the CHT
- If it is predicted to be **colliding**
 - **Wait** for all prior stores to be resolved
- **Else**
 - Send the load to the d-cache
- Once the address is **resolved**
 - **Update** the CHT, recover the state (if necessary)

We can augment it with the store-load distance (D). A load waits till there are less than D entries before it in the LSQ.

Store Sets



Explicitly remember load-store dependences

Basic Idea

- For every **load**, we have an associated store set
 - Stores that have **forwarded** values to it in the past
- A **store** may be a part of a single store set

Load

1. **Read** the store set id
2. Get the instruction number of the **latest store** (S) from the LFST
3. The load **waits** for store S to get resolved and then receives the forwarded data.

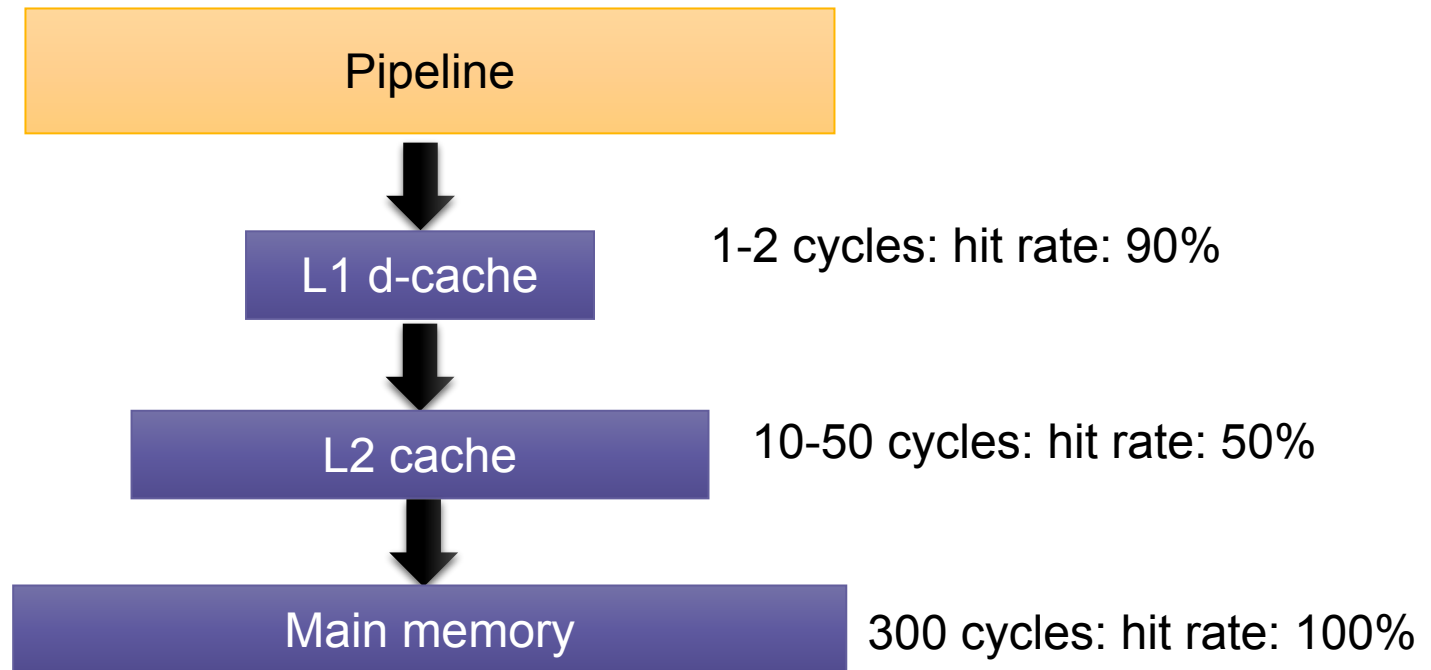
Store

1. **Read** the store set id
2. **Set** the instruction number of the current store in the corresponding entry of the LFST.
3. Can be used to speculatively **forward** data to loads in its store set.

Whenever we detect a load-store dependence, we update the SSIT and LFST

Load Latency Speculation

- A load might hit in the L1 cache (2 cycles) or might go to the lower levels of the memory system.
- We don't know for sure



Make a guess



“I bet you can’t guess what it is.”

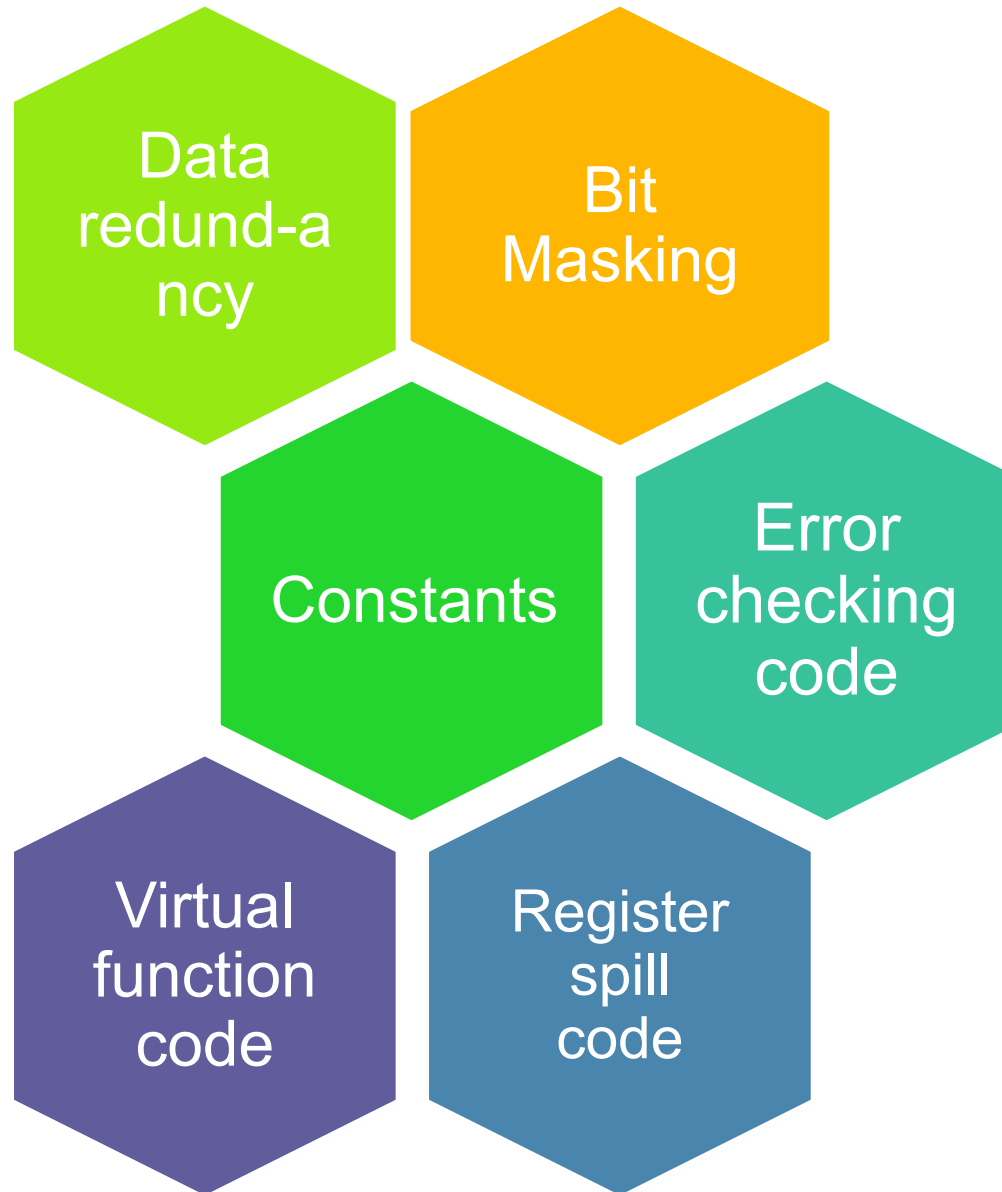


For load instructions, **predict** if it will hit in the data cache or not. If it will, do an early broadcast.



Design a hit-miss predictor. Same idea as branch predictors.

Value prediction: Why are values predictable?



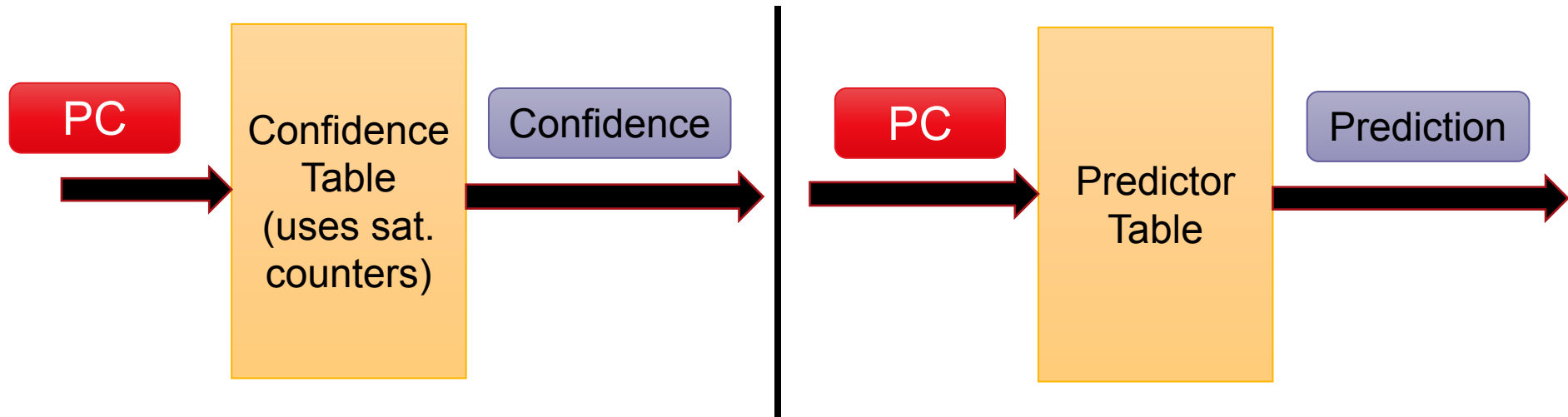
Value Predictor

Last value

Stride based


Based on profiling
results

Using an additional predictor for confidence



- First, use the **confidence** table to find out if it makes sense to **predict**
- Simultaneously, make a **prediction** using a predictor **table** (value, memory dependence, ALU result)
- **Predictor table** can contain 1 value, or the last **k** values
- Make a **prediction**, and use it if it has high **confidence**
- Update both the **tables** when the results are **available**
- If needed **recover** with a replay/flush mechanism

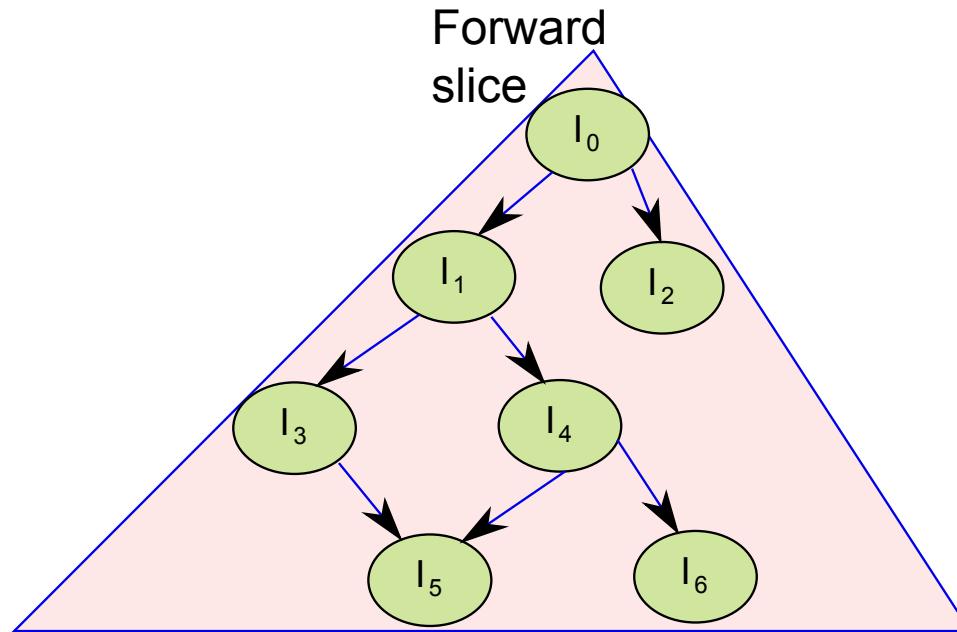
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Replay

- Flushing the **pipeline** for every misspeculation is not a wise thing
- Instead, **flush** a part of the **pipeline** (or only those instructions that have gotten a wrong **value**)
- **Replay** those **instructions** once again (after let's say the **load** completes its execution)
- When the instructions are being **replayed**, they are guaranteed to use the **correct** value of the load
- Identify and replay the **forward slice** □

Forward Slice of Instruction I_0



A forward slice contains an instruction's consumers, its consumers and so on.

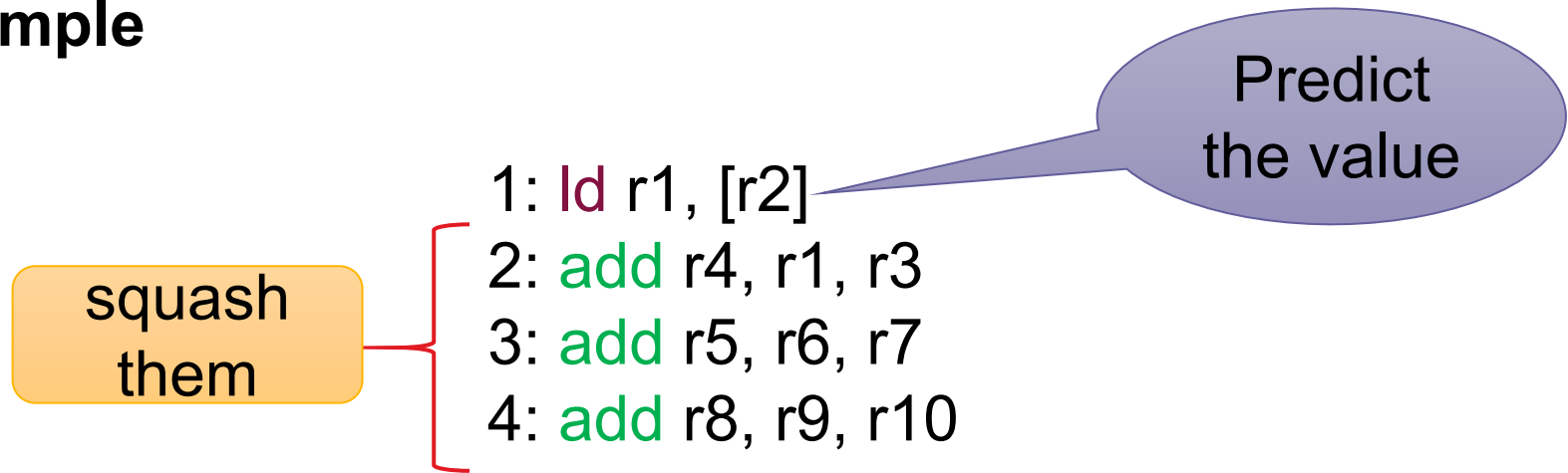
Non-Selective Replay

Trivial Solution: **Flush** the **pipeline** between the dispatch and execute stages

Smarter Solution

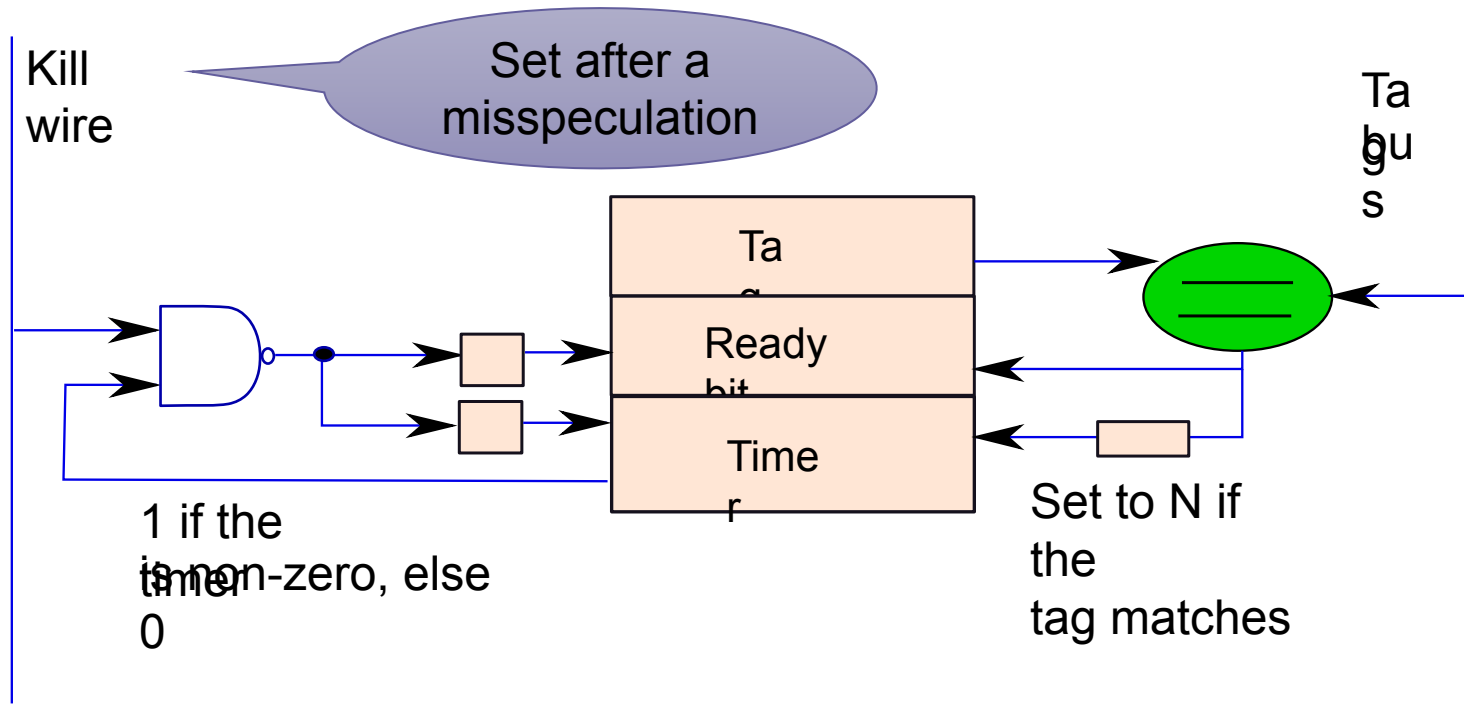
- It is not necessary to **flush** all the **instructions** between the schedule and execute stages
- Try to **reduce** the set of instructions
- Define a window of vulnerability (WV) for n cycles after a load is **selected**. A load should complete within n cycles if it hits in the d-cache and does not wait in the LSQ
- However, if the load takes more than n cycles, we need to do a **replay**

Example



- Let us say that instructions 2, 3, and 4 had one operand waking up in the WV of instruction 1
- If there is a misspeculation, all three instructions get **squashed**
- Instruction 1 gets **reissued** with the correct value later

Instruction Window Entry



- When an operand **becomes ready**, we set its timer to ***n***
- Every cycle it **decrements** (count down **timer**)
- Once it becomes 0, we can conclude that this instruction will not be **squashed**

More about Non-Selective Replay

- We attach the **expected latency** with each instruction packet as it flows down the pipeline

Wherever there is an additional delay (such as a **cache miss**)

- Time for a **replay**
- Set the **kill wire** 
- Each instruction window entry that has a non-zero **timer**, resets its ready flag

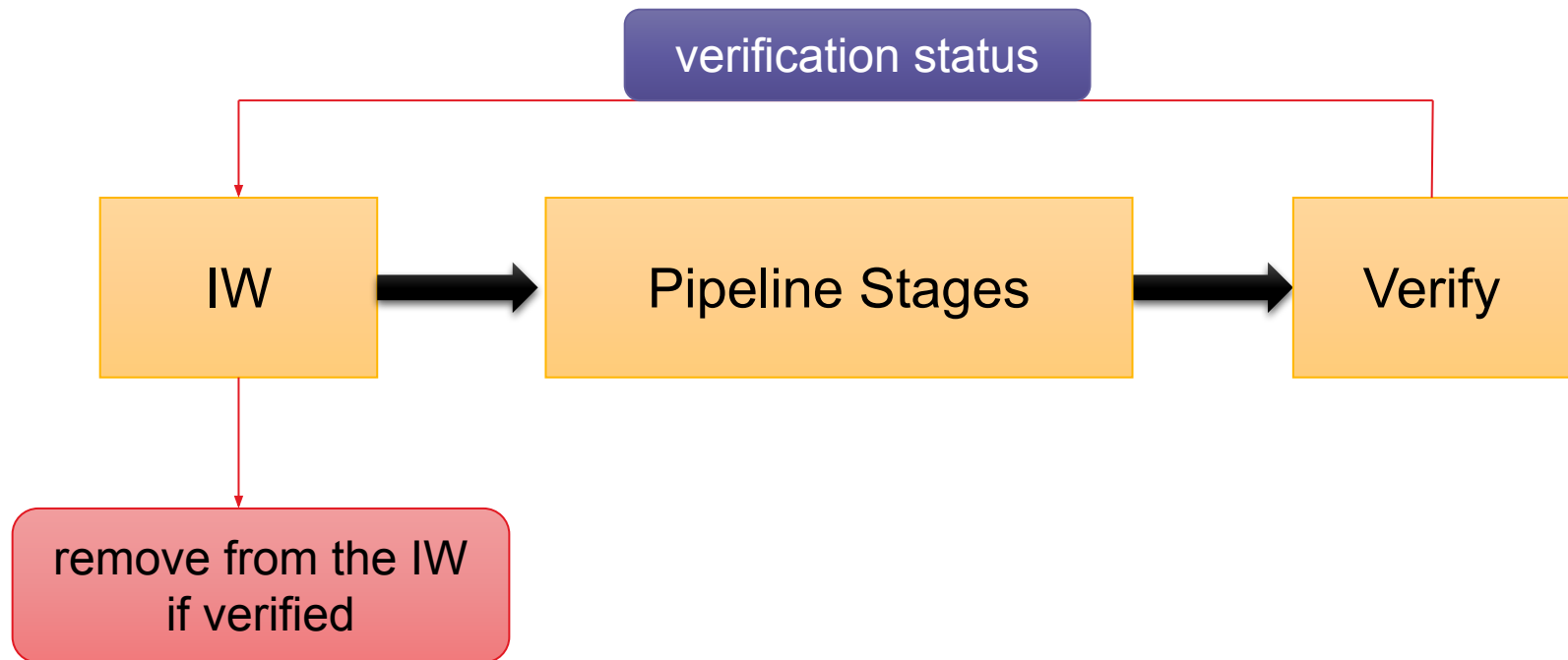
We now have a set of instructions that will be **replayed**

Methods of replaying instructions



Two methods of replaying

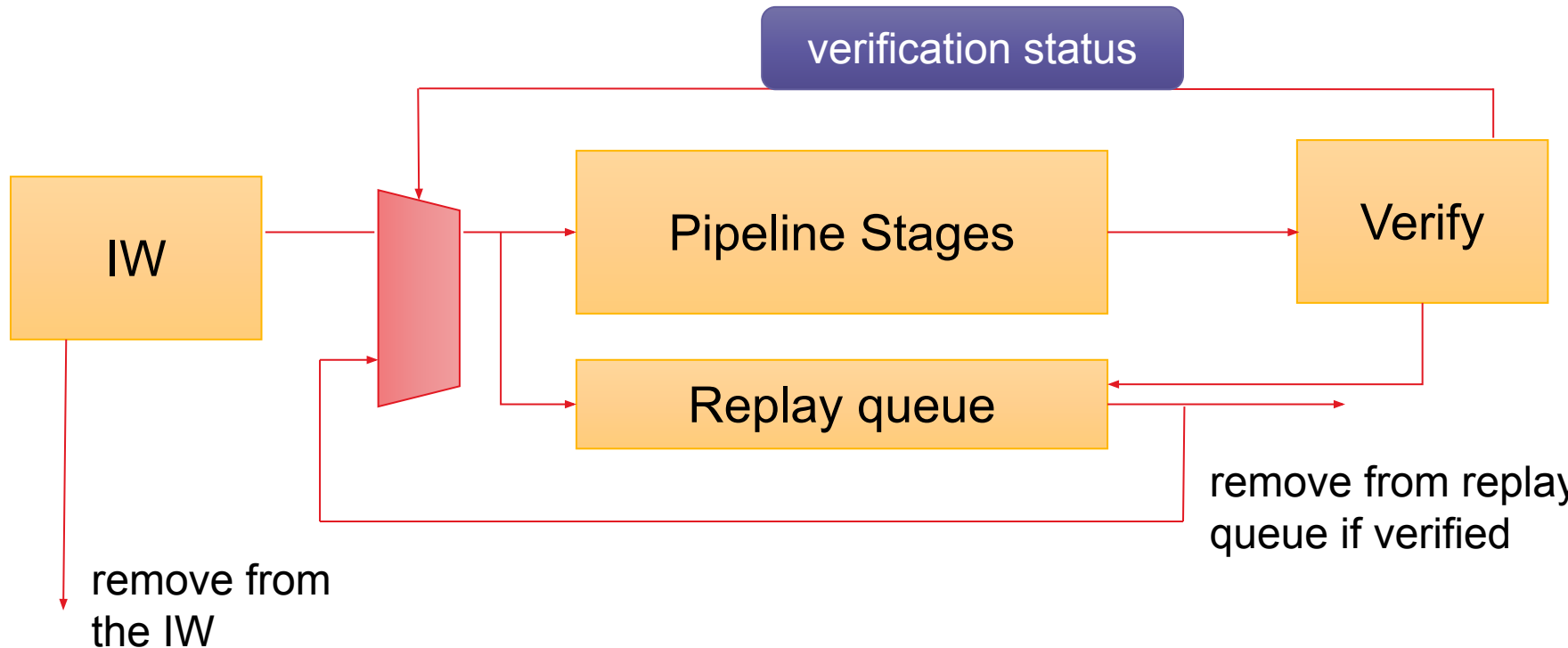
Method 1: Keep instructions that have been issued in the issue queue (see reference)



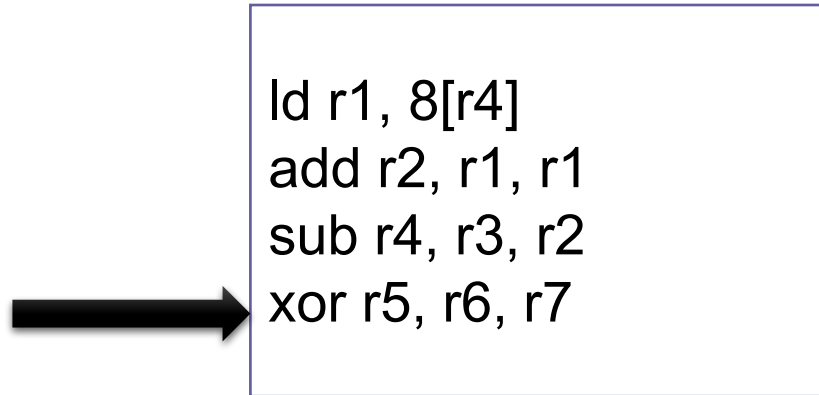
Two methods of replaying - II

Method 2:

- Move the **instructions** to a dedicated **replay** queue after issue
- Once an **instruction** is verified, remove it from the **replay** queue



Orphan Instructions



- Assume that the *load* instruction misses in the L1 cache
- The *add*, *sub*, and *xor* instructions will need to be **squashed**, and **replayed**
- For the *add* and *sub* instructions, tag will be **broadcast**



What about the *xor* instruction?

Say that r6's ready bit was forcefully set to 0

Orphan Instructions - II

Impractical Method

- Keep track of **squashed** instructions.
- **Re-broadcast** tags of orphan instructions.
 - ☐ We need to dynamically **detect** which instructions are orphans.

Better Approach

- Let the orphan instruction **reach** the head of the ROB
- **Execute** and **commit** it.



Delayed Selective Replay

- Let us now propose an idea to **replay** only those instructions that are in the **forward slice** of the **misspeculated load**
- Let us extend the non-selective **replay** scheme
- At the time of asserting the kill signal, plant a **poison** bit in the **destination** register of the load
- Propagate the bit along the **bypass** paths and through the **register file**
- If an **instruction** reads any operand whose poison bit is set, then the instruction's **poison** bit and its destination register are also set.
- When an instruction finishes **execution** □



Delayed Selective Replay - II

When an instruction finishes **execution** ☐

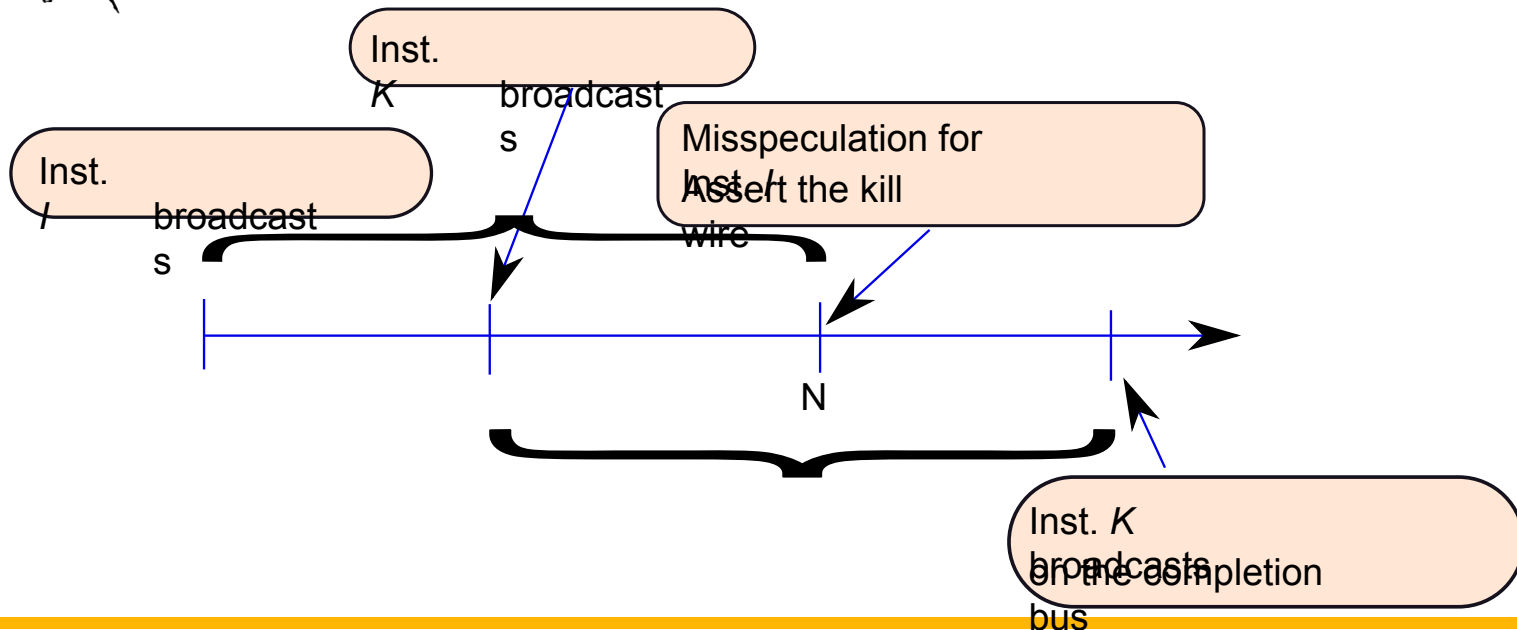
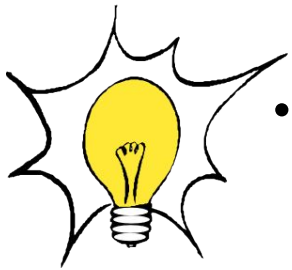
- Check if its **poison** bit is set.
- If yes, **squash** it
- If no, **remove** the instruction from the IW (it is verified to be correct)

Issues with this scheme

- It is **effective**, but assumes that we know the value: n
- This might not be **possible** all the time
- Instructions in the WV that have not been issued might become **orphans**

Orphan Instructions

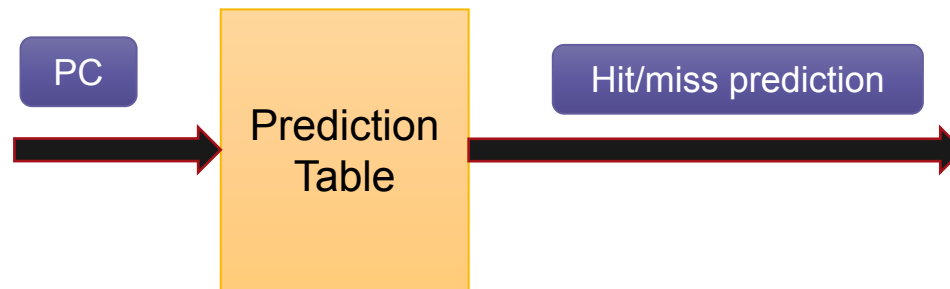
- We can always wait for the instruction to reach the head of the ROB.
- Another scheme: Let's say instruction J was **orphaned** because one of its **operands** (woken up by inst. K) was reset back to a non-ready state.
- Instruction K will later come back to rescue J , via broadcasting on the completion bus.



Token Based Selective Replay

Let us use a **pattern** found in most programs:

- Most of the **misses** in the **data cache** are accounted for by a relatively small **number** of instructions
- 90/10 thumb rule □ 90% of the misses are accounted for by 10% of instructions
- Predictor □ Given a PC, **predict** if it will lead to a d-cache **miss**
- Use a predictor similar to a **branch predictor** at the fetch stage



After Predicting a d-cache Miss

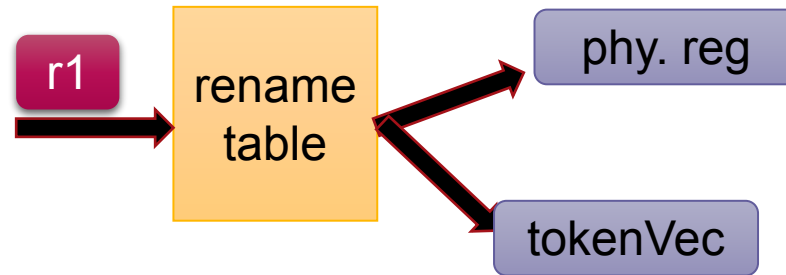
Instructions that are predicted to miss, will have a non-deterministic execution time (**most likely**) and lead to replays (set S1)

Other **instructions** will not lead to replays (**most likely**) (set S2)

Let us **consider** an instruction in set S1

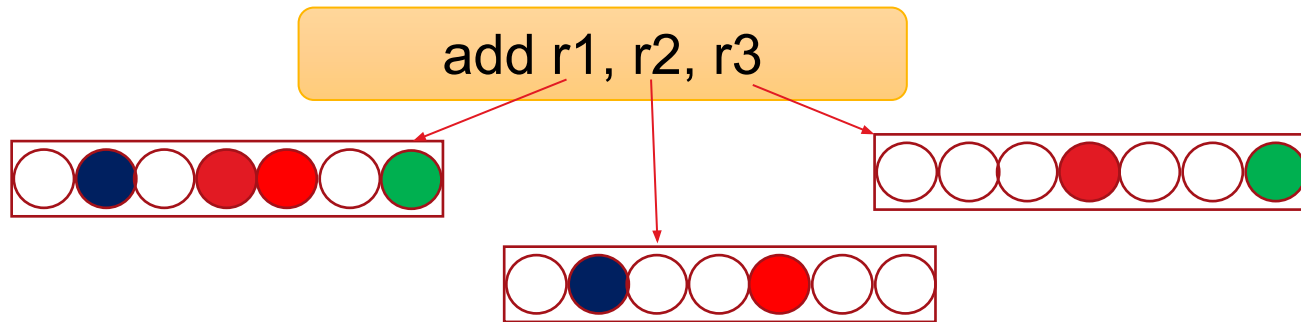
- At decode time, let the instruction collect a free **token**
- Save the id of the **token** in the **instruction packet**
- Example: assume the instruction: *ld r1, 4[r4]* is predicted to **miss**
 - Save the id of the **token** in the instruction packet of this instruction
- Say that the instruction gets token #5
 - This instruction is the **token head** for token #5
- Let us **propagate** this information to all the instructions dependent on the load
 - If this load fails, all the **dependent** instructions fail as well

Structure of the Rename Table



- If an instruction is a **token head**, we save the id of the token that it owns in the instruction packet
- Assume we have a **maximum** of N tokens.
 - *tokenVec* is an N -bit **vector**
- For the token head instruction, if it owns the i^{th} token, set the i^{th} bit to true in *tokenVec*
- Tokens are **propagated** the same way as poison bits

While reading the rename table ...

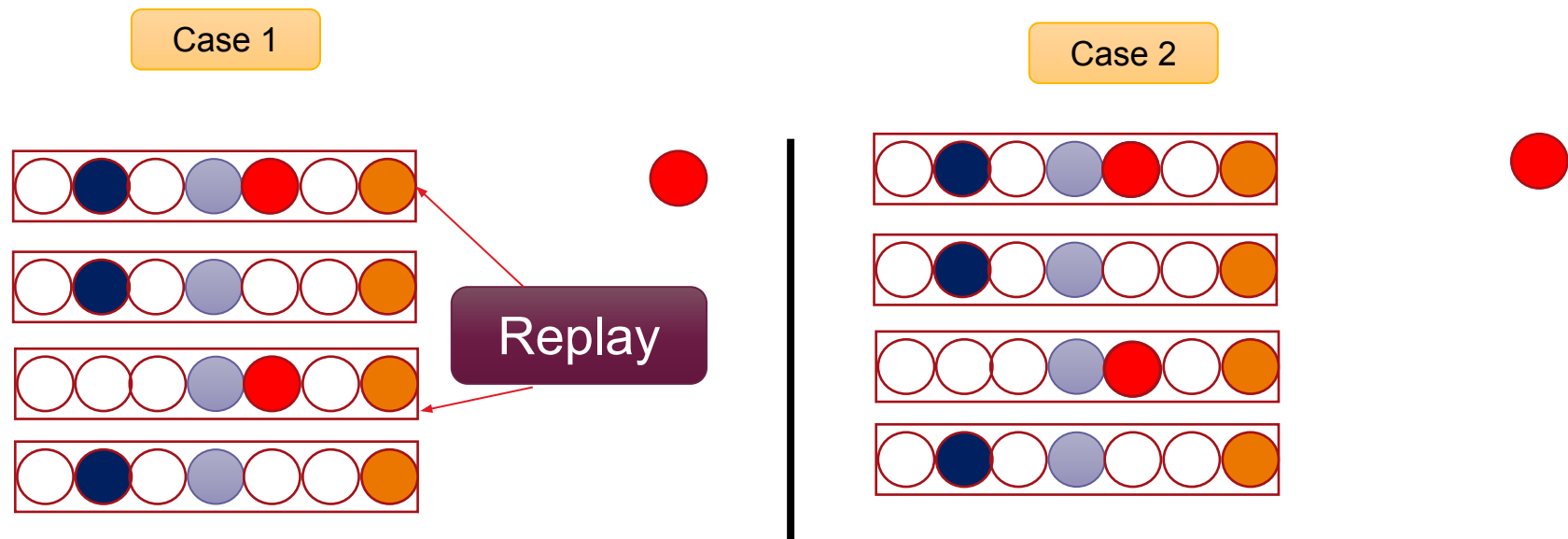


- Read the **tokenVecs** of the **source operands**
- Merge the **tokenVecs** of the source operands
- Save the merged **tokenVec** for the **destination** register (in the rename table)

After execution

After the **token head** instruction **completes** execution, see if it took additional cycles (verification of latency speculation)


- If **YES**, broadcast the token id to signal a replay (Case 1)
- If **NO**, broadcast the token id to all the instructions. They can turn the corresponding bit **off**. (Case 2)



Instructions in S2

- Assume an **instruction** that was not predicted to **miss** actually misses
- No **token** is attached to it
- Wait till it reaches the head of the ROB; **flush** the pipeline.

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A Simpler Design

Physical Register File (PRF) based design



Fast and efficient



Physical register management is onerous



State recovery is complex

Architectural Register File (ARF) based design



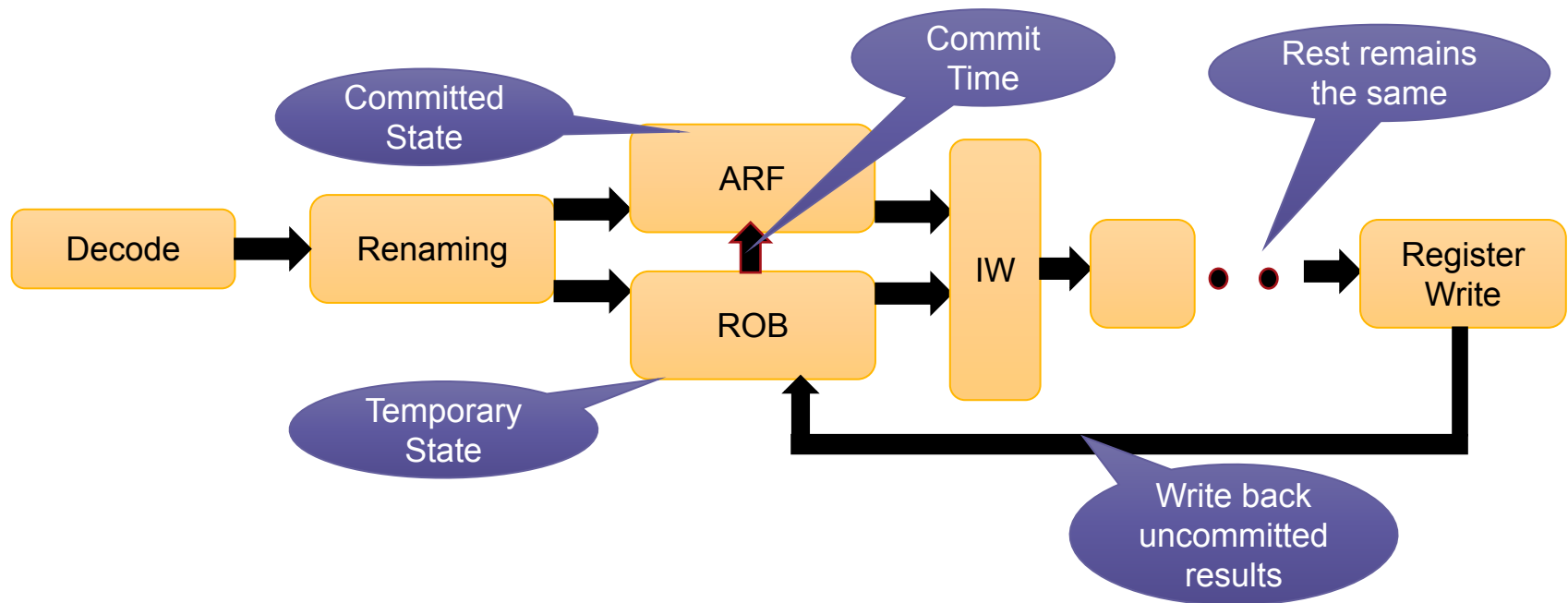
Have a dedicated architectural register file that stores the committed state



Enhance the ROB to store uncommitted values

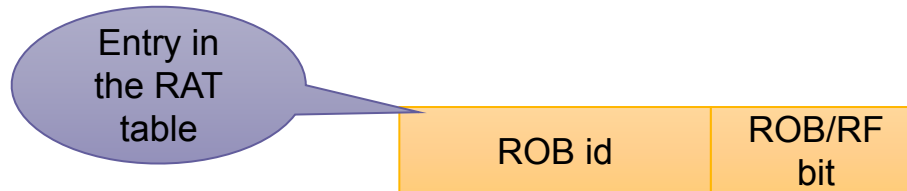
Let us now look at a different kind of OOO processor

- Instead of having a physical register file, let us have an **architectural register file (ARF)**
- A 16-entry **architectural register** file that contains the committed architectural **state**.

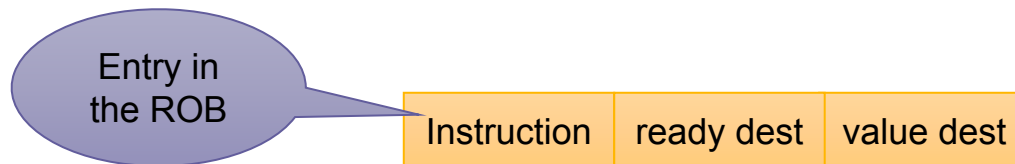


Changes to renaming

Entry in the **RAT** table



- **ROB/RF** bit \square 1 (value in the ROB), 0 (value in the ARF)
- Use the **ROB** if the ROB/RF bit indicates that the value might be there in the ROB
- **Entry** in the **ROB**: (ready bit indicates if the value is in the ROB (1) or being generated in the pipeline (0))



Changes to Dispatch and Wakeup

Each entry in the IW now stores the values of the operands

- **Reason**: We will not be accessing the RF again

What is the tag in this case?

- It is not the id of the **physical register**.
- It is the id of the **ROB** entry.

What else?

- Along with the **tag**, we need to **broadcast** the value of the **operand**, if we will not get the value from the **bypass** network
- This will make the circuit **slower**

Changes to Wakeup, Bypass, Reg. Write and Commit

- We can follow the same **speculative wakeup** strategy and **broadcast** a tag (in this case, id of ROB entry) immediately after an instruction is selected. Tags+values are broadcast when the instruction is in the write-back stage.
- Instructions directly proceed from the **select** unit to the execution units
- All tags are **ROB** ids.
- After execution, we write the **result** to the ROB entry
- Commit is simple. We always have the **architectural state** in the ARF.
- We just need to **flush** the ROB.

PRF based design vs ARF based design

 points in the PRF based design

- A **value** resides in only a single **location** (PRF). Multiple **copies** of values are never maintained. In a 64-bit **machine**, a value is 64 bits wide.
- Each entry in the IW is smaller (values are not saved).
- The broadcast also uses 7-bit tags


 Restoring state is complicated

 points in the ARF based design

- Recovery from **misspeculation** is easy
- We do not need a **free list**

 Values are stored at **multiple** places (ARF, ROB, IW)

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Compiler based Optimizations



Can the compiler optimize the code?



Reduce code size



Increase ILP



Reduce slow instructions
with fast ones


Constant Folding

```
int a = 4 + 6;  
int b = a * 2;  
int c = b * b;
```




We can directly **replace** *a* with 10, *b* with 20, and *c* with 400

Strength Reduction

 `int b = a * 8;`
`int d = c / 4;`
`int e = b * 12;`

slow

 `int b = a << 3;`
`int d = c >> 2;`
`int e = b << 2 + b << 3;`

fast

Common Subexpression Elimination



```
int c = (a + b) * 10;  
int d = (a + b) * (a + b);
```




```
int t1 = a + b;  
int c = t1 * 10;  
int d = t1 * t1;
```

- Each line in the second example corresponds to one line of assembly code.
- We **do not** compute (a+b) many times.

Dead Code Elimination

```
int main () {  
    int a=0, b=1, c;  
    int vals[4];  
  
    printf ("Hello World\n");  
    c = a + b;  
    vals[1] = c;  
}
```

Dead
code



Silent Stores

```
int arr[5], a, b, c;
```

```
arr[1] = 3;
```

```
a = 29;
```

```
b = a * arr[0];
```

```
arr[1] = 3; /* Not required */
```

```
printf ("%d \n", (arr[1] + b));
```



Silent
store

- Silent stores write the same value that is already present


Loop Based Optimizations

Loop Invariant based Code Motion

Original

```
for (i=0; i<N; i++) {  
    val = 5;  
    A[i] = val;  
}
```

Loop
Invariants
Moved



```
val = 5;  
for (i=0; i<N; i++) {  
    A[i] = val;  
}
```

- There is no point setting (val = 5) repeatedly.

Induction Variable based Optimization

Original

```
for (i=0; i<N; i++) {  
    j = 6*i;  
    A[i] = B[j] + C[j];  
}
```

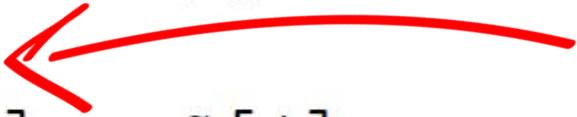
Induction
variable



Optimized

```
j = -6;  
for (i=0; i<N; i++) {  
    j = j + 6;  
    A[i] = B[j] + C[j];  
}
```

Replace
a multiply
with an add



- An add operation is **faster** than a multiply operation. Hence, it makes sense to **replace** multiplies with adds.

Loop Fusion

Original

```
for (i=0; i<N; i++) /* Loop 1 */  
    A[i] = 0;
```

```
for (i=0; i<N; i++) /* Loop 2 */  
    B[i] = 0;
```

Fuse the loops

Optimized

```
for (i=0; i<N; i++){ /* Loop 1 */  
    A[i] = 0;  
    B[i] = 0;  
}
```

- Loop fusion **reduces** the instruction **count** and the number of branches significantly

Loop Unrolling - I

```
for (i=0; i<10; i++){  
    sum = sum + i;  
}
```

Original loop

Assembly code

```
mov r0, 0          /* sum = 0 */  
mov r1, 0          /* i = 0 */  
  
.loop:  
cmp r1, 10  
beq .exit          /* if (i == 10) exit */  
add r0, r0, r1     /* sum = sum + i */  
add r1, r1, 1      /* i = i + 1 */  
b .loop            /* next iteration */  
  
.exit:
```

Loop Unrolling - II

C code

```
for (i=0; i<10; i+=2){  
    sum = sum + i + (i+1);  
}
```

Assembly code

```
mov r0, 0          /* sum = 0 */  
mov r1, 0          /* i = 0 */  
  
.loop:  
cmp r1, 10  
beq .exit          /* if (i == 10) exit */  
  
add r0, r0, r1     /* sum = sum + i */  
add r1, r1, 1      /* i = i + 1 */  
add r0, r0, r1     /* sum = sum + i */  
  
add r1, r1, 1      /* i = i + 1 */  
b .loop            /* next iteration */  
  
.exit:
```



Advantage: fewer total instructions and specifically fewer branch instructions

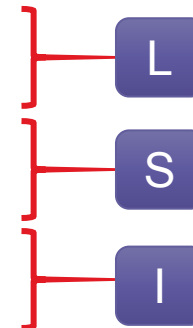
Software Pipelining

C code

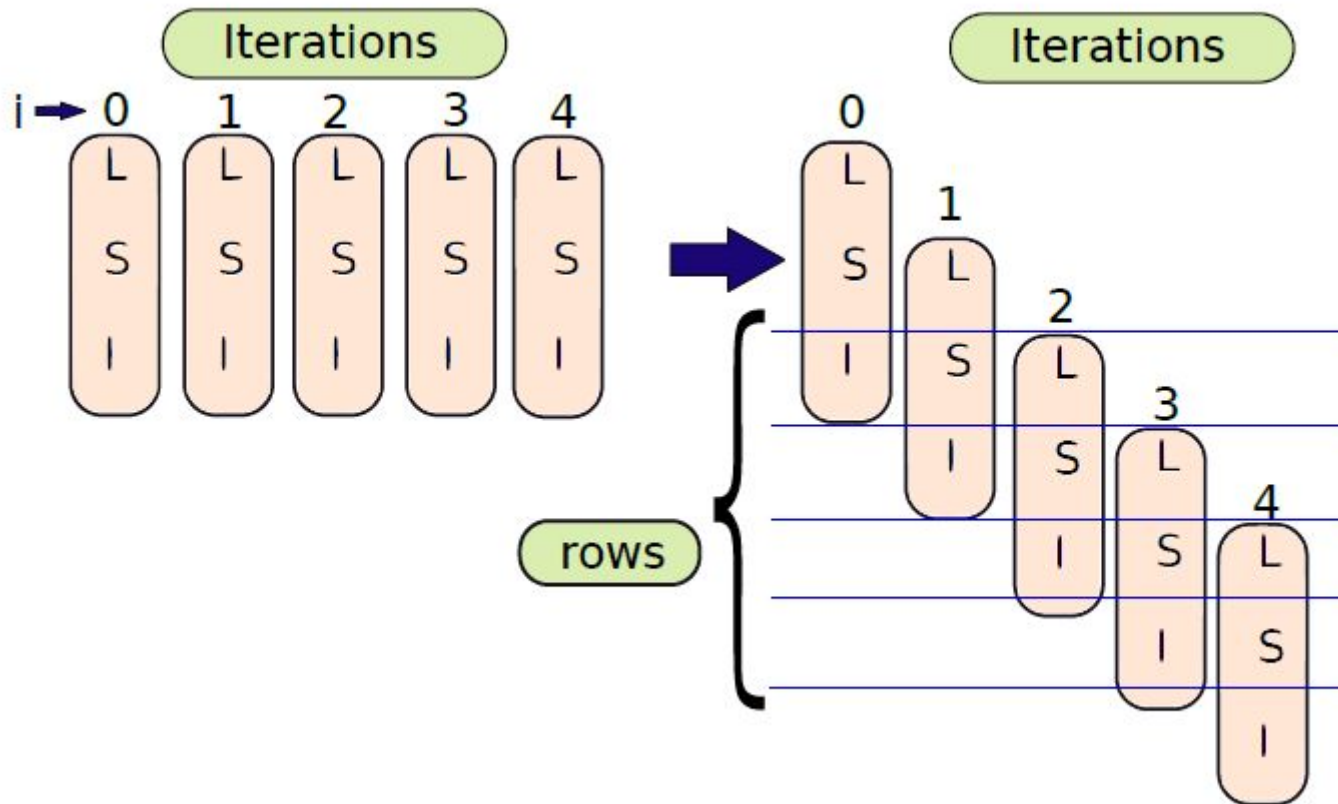
```
int A[300], B[300];
...
for(i=0; i<300; i++){
    A[i] = B[i];
}
```

Assembly code

```
1  /* Assume the base address of A is in r0
2     and B is in r1 */
3  mov r2, 0          /* i = 0 */
4  mov r10, 0         /* offset = 0 */
5
6  .loop:
7      cmp r2, 300     /* termination check */
8      beq .exit
9
10     add r3, r1, r10 /* r3 = addr(B) + offset */
11     ld r5, 0[r3]    /* r5 = B[i] */
12
13     add r4, r0, r10 /* r4 = addr(A) + offset */
14     st r5, 0[r4]    /* A[i] = r5 (= B[i]) */
15
16     add r2, r2, 1    /* i = i + 1 */
17     lsl r10, r2, 2   /* offset = i * 4 */
18
19     b .loop
20
21 .exit:
```

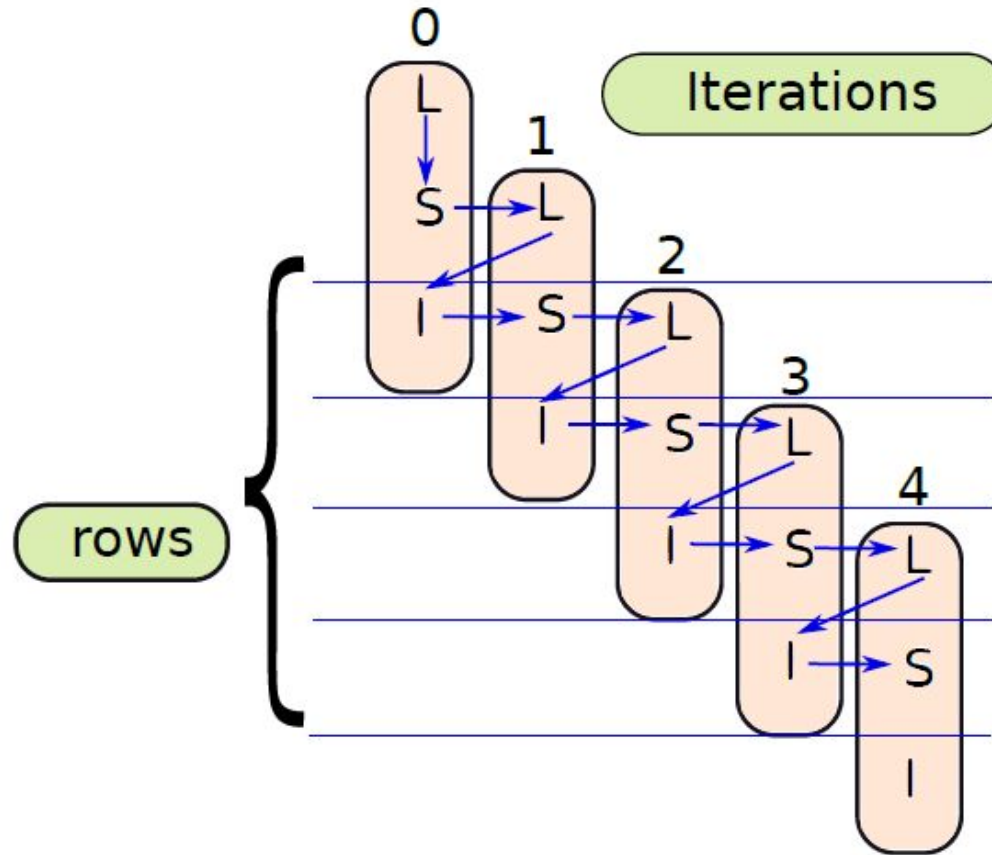


Visualization of the Execution Process



We can create our loops differently. Execute instructions from different iterations.

Can we execute instructions in this order?



Order of operations in a row

[$I^0 \square S^1 \square L^2$
	$I^1 \square S^2 \square L^3$
	$I^2 \square S^3 \square L^4$



Treat each **row** as a **pipeline stage**. **Execute** instructions from different iterations roughly at the same time.

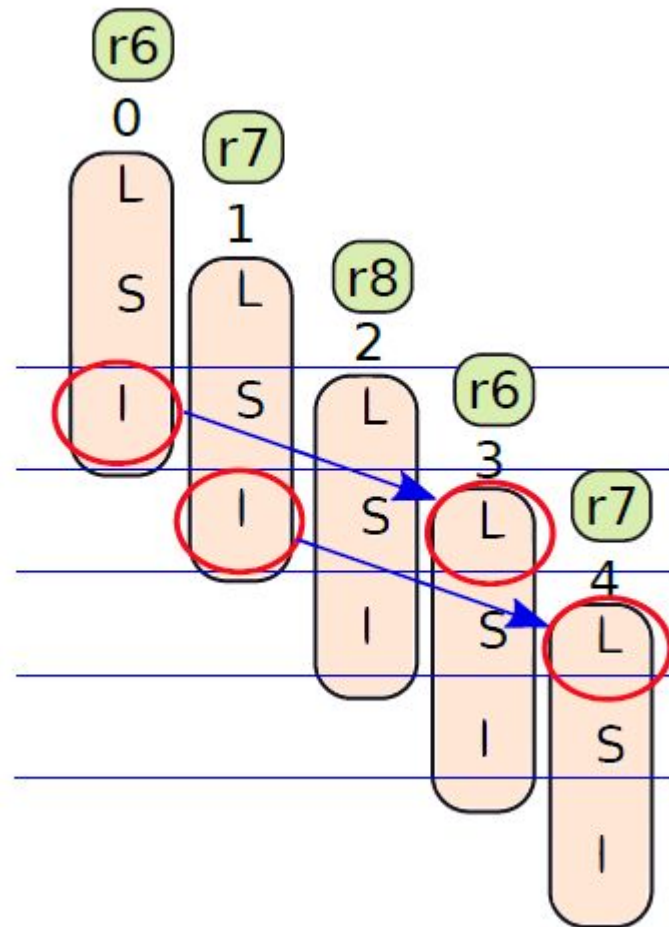
Advantages of Software Pipelining

- Consider this order:

$I^0 \square S^1 \square L^2 \square I^1 \square S^2 \square L^3 \square I^2 \square S^3 \square L^4$

- The gap between the L, S, and I blocks is one block
 - This means that we can absorb delays
 - We can accommodate multi-cycle loads without stalls
 - The blocks I, S, and L can possibly be executed concurrently
- There is a problem
 - How do we execute three blocks (belonging to different iterations) possibly concurrently?
 - **Solution:** Use different loop iterators

Different Loop Iterators: Group of 3 iterations



Code with Different Loop Iterators

```
/* First Row */
add r6, r6, 3      /* I0 */
lsl r10, r6, 2

add r4, r0, r11    /* S1 */
st r5, 0[r4]

add r3, r1, r12    /* L2 */
ld r5, 0[r3]

/* Second Row */
add r7, r7, 3      /* I1 */
lsl r11, r7, 2

add r4, r0, r12    /* S2 */
st r5, 0[r4]

add r3, r1, r10    /* L3 */
ld r5, 0[r3]

/* Third Row */
add r8, r8, 3      /* I2 */
lsl r12, r8, 2

add r4, r0, r10    /* S3 */
st r5, 0[r4]

add r3, r1, r11    /* L4 */
ld r5, 0[r3]
```



We cannot execute S1 and L2 in parallel because of the dependence on r5

Unroll the loop 3 times

```

/* First Row */
add r6, r6, 3    /* I0 */
lsl r10, r6, 2

add r4, r0, r11 /* S1 */
st  r21, 0[r4]

add r3, r1, r12 /* L2 */
ld  r22, 0[r3]

/* Second Row */
add r7, r7, 3    /* I1 */
lsl r11, r7, 2

add r4, r0, r12 /* S2 */
st  r22, 0[r4]

add r3, r1, r10 /* L3 */
ld  r20, 0[r3]

/* Third Row */
add r8, r8, 3    /* I2 */
lsl r12, r8, 2

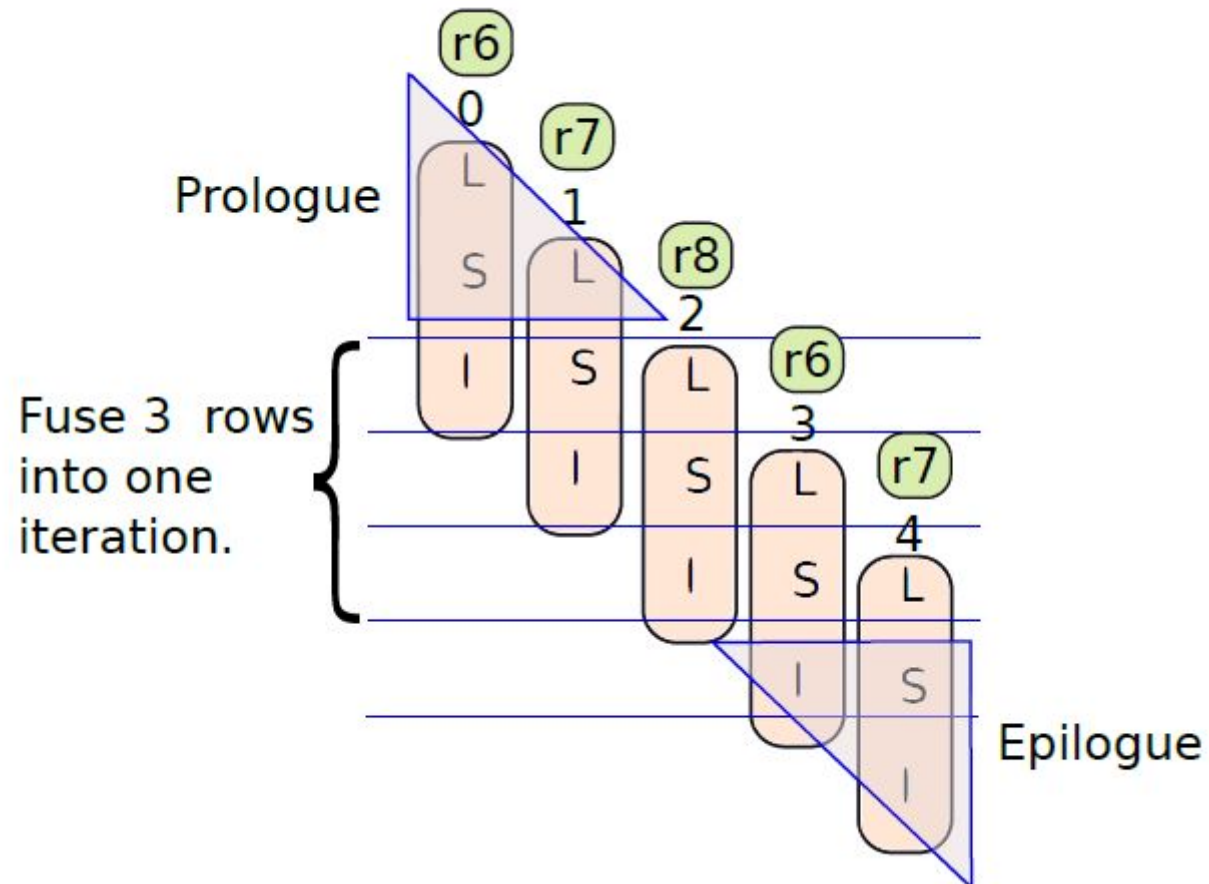
add r4, r0, r10 /* S3 */
st  r20, 0[r4]

add r3, r1, r11 /* L4 */
ld  r21, 0[r3]

```

If we had 32 registers, we could do this very easily and elegantly

Epilogue and Prologue



Solution without Unrolling

Original C code

```
int A[300], B[300];  
for(i=0; i<300; i++){  
    A[i] = B[i];  
}
```

Simpler C code

```
int A[300], B[300];  
int i = 0;  
.loop: if (i<300){  
    t = B[i]; /* L */  
    A[i] = t; /* S */  
    i++;      /* I */  
    goto .loop;  
}
```



```
i = -1; t = B[0];  
.loop if (i < 298) {  
    i++;  
    A[i] = t;  
    t = B[i+1];  
}  
A[299] = t;
```

Unrolling and Mixing

C code

```
int A[300], B[300];
for(i=0; i<300; i++){
    t1 = B[i];
    t2 = t1 * 5;
    A[i] = t2;
}
```


SW pipelined version

```
int A[300], B[300];
for(i=0; i<300; i+= 3){
    t1 = B[i];
    t2 = B[i+1];
    t3 = B[i+2];

    t11 = t1 * 5;
    t12 = t2 * 5;
    t13 = t3 * 5;

    A[i]    = t11;
    A[i+1]  = t12;
    A[i+2]  = t13;
}
```

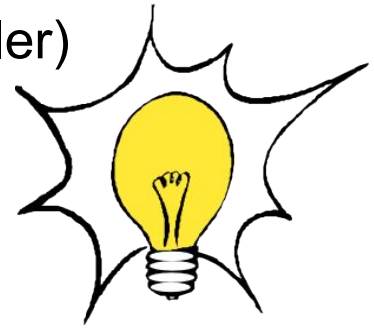
Contents

1.	Load Speculation
2.	Replay Mechanisms
3.	Simpler Version of an OOO Processor
4.	Compiler based Techniques
 5.	EPIC based Techniques: Intel Itanium



Can we outsource the work of renaming and scheduling to the compiler?

- Sounds like a **promising** idea ...
- Less hardware □ less power, less complexity
- Modern software is quite **fast** and quite intelligent
- **Basic idea:**
 - Create **bundles** of several instructions (using the compiler)
 - **Schedule** a bundle in one go
 - Assume that all **dependences** are handled.

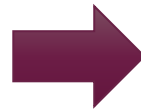


VLIW Processors

- VLIW (Very Long Instruction Word) processors were the **first** designs in this space.
 - **Bundle** instructions into long words
 - If an **instruction** is 4 bytes, bundle 4 into a 16-byte word
 - **Schedule** and **execute** all instructions together
- **Problems caused by**
 - Conditional *if* statements – control flow not predictable
 - Memory instructions – addresses are computed at runtime



Basic philosophy of many
VLIW processors



It is the compiler's job to
ensure correctness

If Statements: Predicated Execution

If Statements

Use **predicated execution** (remember GPUs).

- There maybe a **branch** in the bundle
- If it is **taken**, the rest of the instructions are invalid
- Mark them with an **invalid** bit
- Let these instructions **pass** through the pipeline (just don't process them)
- Remember *predicated execution* in GPUs



Curious Case of Memory Instructions

```
st r1, 8[r2]  
ld r3, 8[r4]
```

- We can have **multiple** memory instructions in a bundle
- The addresses are computed at **runtime**
- In this case, we have a **hazard**
- Same is the case for **two** store instructions, and a load ☐ store dependence



Avoid such situations in software or hardware

VLIW vs EPIC

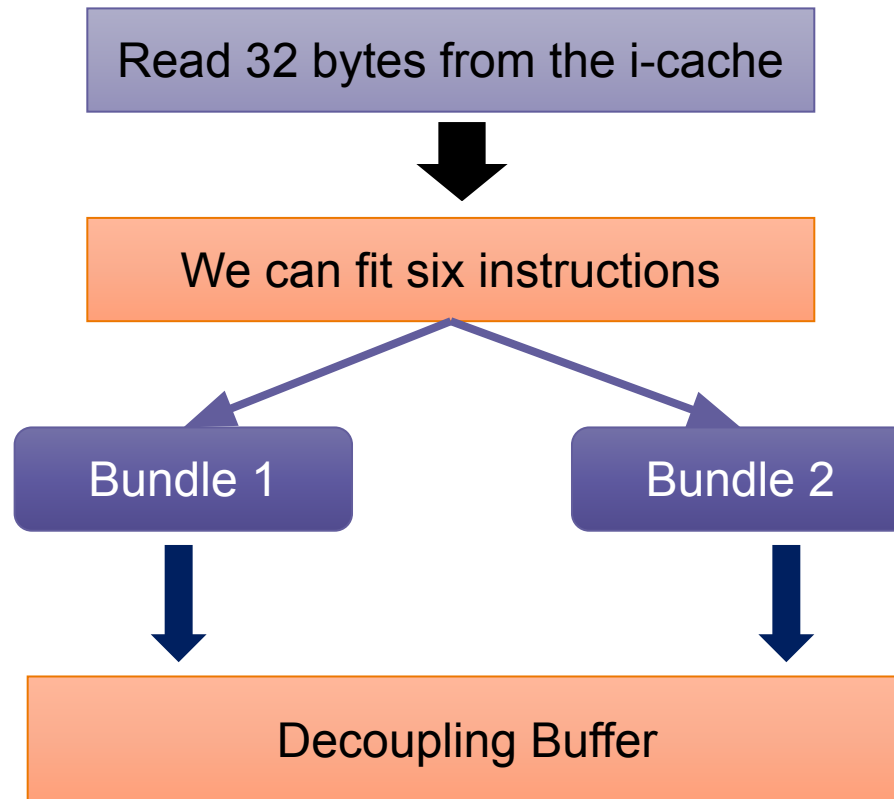


- Given that VLIW processors do not **necessarily** guarantee **correctness**, their usability is limited
- Mostly used in **digital signal processors**
- VLIW processors have been **replaced** by EPIC processors
- EPIC □ Explicitly Parallel Instruction Computing
- They **guarantee** correctness
 - Irrespective of the **compiler**

Intel Itanium Processor

- Unique collaboration between Intel and HP
- **Aim:**
 - EPIC processor
 - Designed to leverage the best of software and hardware
 - Targeted the server market
 - Primarily gets rid of the scheduler: instruction window, wakeup, select, and broadcast
 - The branch predictor, decode unit, execute units, and advanced load-store handling are still required

Fetch Stage



- Each bundle contains 3 instructions
- The decoupling buffer can hold 8 such bundles

Branch Predictors

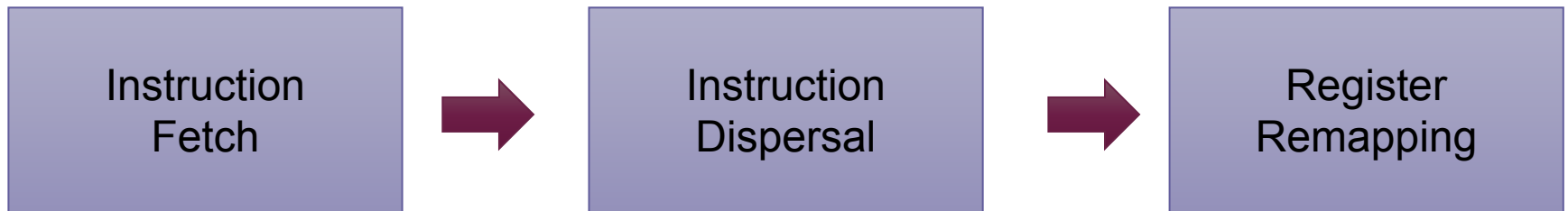
Itanium has four types of branch predictors

- **Compiler** directed
 - Four **special** registers: Target Address Registers (**TARs**)
 - The compiler **populates** them.
 - **Contain** a PC and a target
 - Whenever the current PC matches the PC in a **TAR** ☐ **predict taken** and **jump** to the target
- Traditional Predictor
 - **Large** PAp predictor

Branch Predictors – II

- Multi-way Branches
 - Compilers ensure that (typically) the last instruction in a bundle is a branch
 - If there are multiway branches: there are many possible targets for a given bundle
 - Predict the first instruction that is most likely a taken branch and then predict its target
- Loop Exit Predictor
 - The compiler marks the loop instruction
 - It also populates the register with the loop iteration count
 - The predictor keeps decrementing the loop count till it reaches 0. Then it predicts a loop exit.

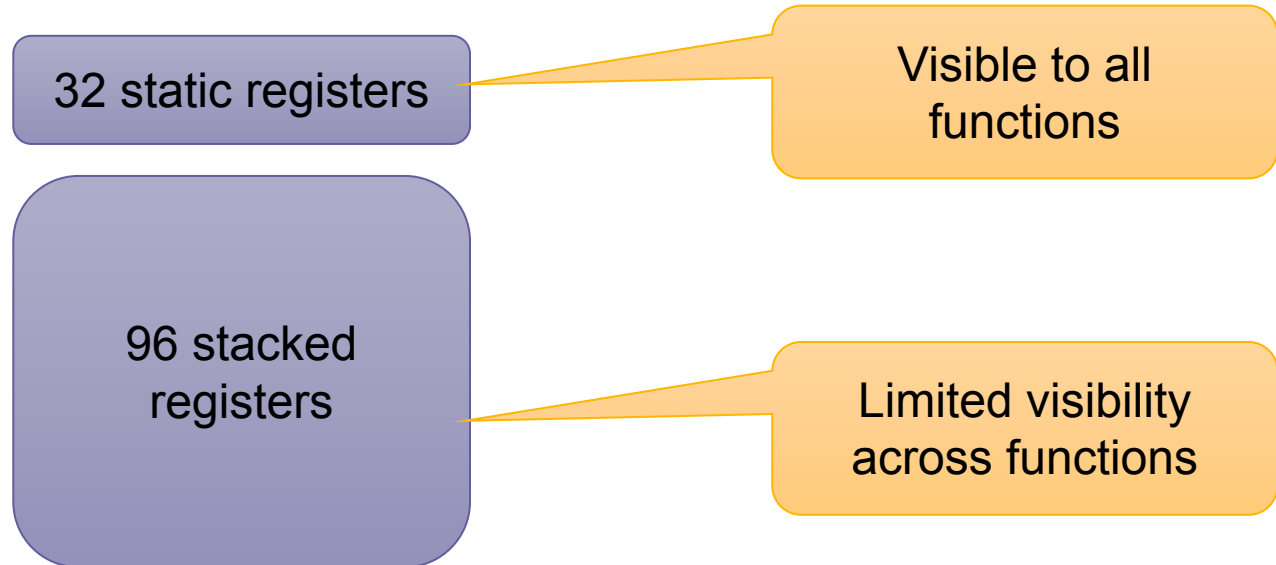
This part of the pipeline



- Itanium has 9 issue ports: 2 for memory, 2 for integer, 2 for floating point, 3 for branch instructions
- **Disperse** the instructions ☐ map instructions to issue ports
- Data hazards:
 - Option 1: **Avoid** data hazards in a bundle or put *nop* instructions or **forward** results.
 - Option 2: Use *stop bits*. Instructions between two instructions with their *stop bits* set to 1 are independent of each other.
- Structural hazards: Each **bundle** indicates the **resources** that it requires. This **information** is used to avoid structural hazards.

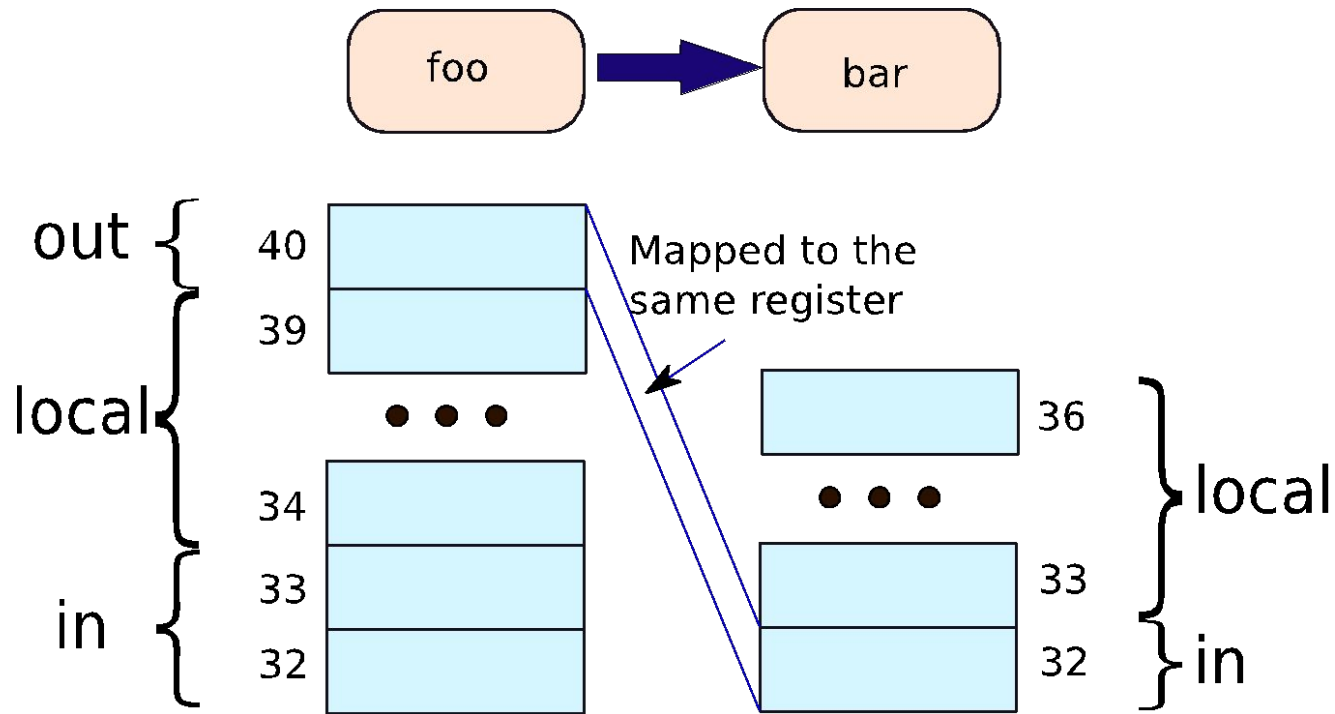
Register Remapping Stage

Large 128-entry register file.



Allocate **different** sets of **virtual registers** to each function.
This **avoids** spilling.

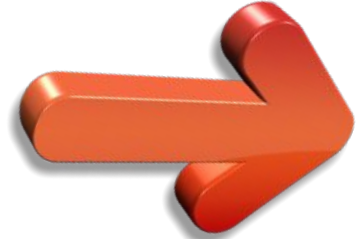
Example: Function *foo* calls function *bar*



We deliberately create an **overlap** in the **virtual register** set to pass parameters.

Register Stack Frame

- The *in* and *local* registers are **preserved** across function calls.
- The *out* registers are used to **send** parameters to *callee* functions.
- An *alloc* instruction **automatically** creates such a register stack frame.
- **Communicating** return values.



Binary Search

```
int bin_search(int arr[], int left, int right, int val){
    /* exit conditions */
    int mid;
    if (right < left) return -1;

    mid = (left + right) / 2;
    if(val == arr[mid])
        return mid;

    /* recursive conditions */
    if(val < arr[mid])
        return bin_search(arr, left, mid - 1, val);
    else
        return bin_search(arr, mid + 1, right, val);
}

int main(){
    ...
    result = bin_search ( ... );
next:
    printf("%d", result);
    ...
}
```

No processing done after receiving the return value. Just pass it on.

This is known as *tail recursion*

Register Stack Frame

- The *in* and *local* registers are **preserved** across function calls.
- The *out* registers are used to **send** parameters to *callee* functions.
- An *alloc* instruction **automatically** creates such a register stack frame.
- **Communicating** return values.
 - **Store** the return values in a *static* register
 - In this case, directly **jump** to the **return address** in the *main* **function**.
 - We don't need to **process** return values.

Support for Software Pipelining and Overflows

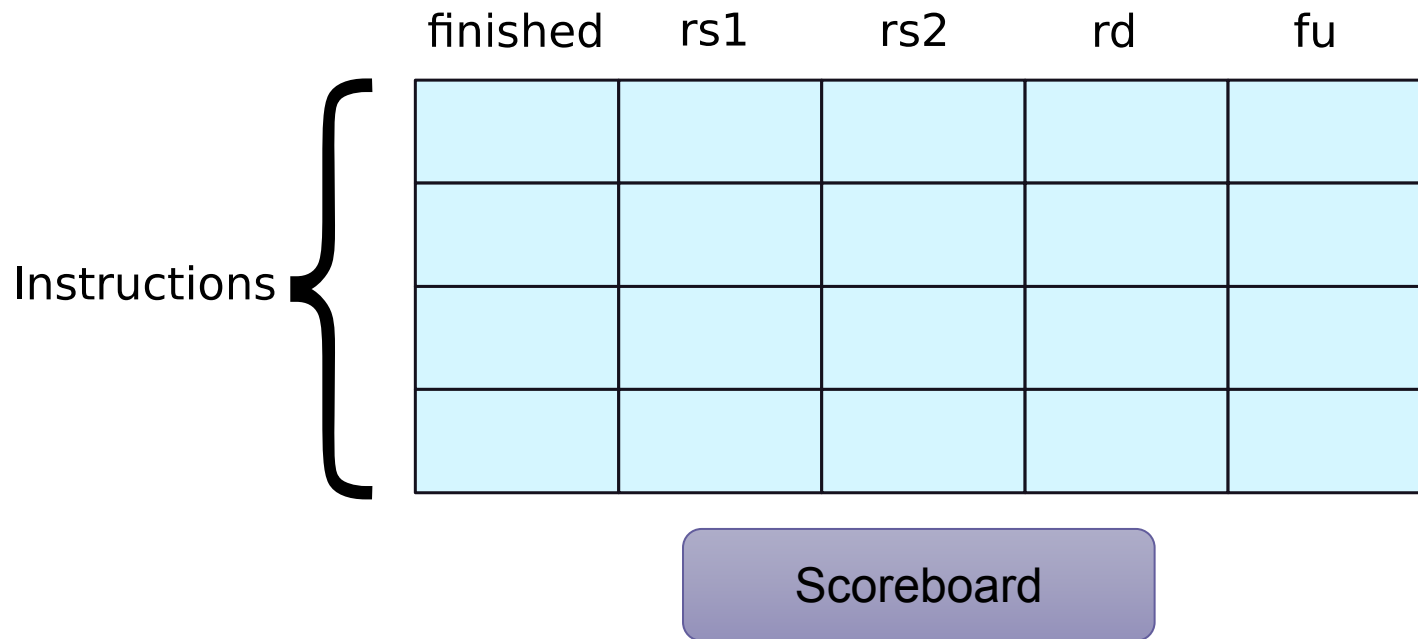
Main Problem: We run out of registers

- Itanium has a Register Stack Engine (RSE)
 - Automatically handles the **spilling** of registers to memory and **restoring** them

Software Pipelining

- We use **separate** registers for the same variable across **different** iterations.
- This issue is taken care of **automatically**
- Notion of a **rotating register set**
 - **Assign** registers based on the loop iteration number
 - Easier to **write** the code of SW-pipelined loops

High Performance Execution Engine



- Simple **mechanism** for OOO execution
- Makes instructions wait till it is **safe** to execute them
- *finished* field ☐ 1 if it has finished its execution, 0 otherwise.
- *fu* ☐ Name of the functional unit

Conditions: Instruction /

WAW Hazards

1. Check all the earlier entries
2. For each earlier entry E the following expression should be *false*
$$(E.finished = 0) \wedge (E.rd = I.rd)$$

WAR Hazards

1. Check all the earlier entries
2. For each earlier entry E the following expression should be *false*
$$(E.finished = 0) \wedge ((E.rs1 = I.rd) \vee (E.rs2 = I.rd))$$

Conditions: II

RAW Hazards

1. Check all the earlier entries
2. For each earlier entry E the following expression should be *false*
$$(E.finished = 0) \wedge ((E.rd = I.rs1) \vee (E.rd = I.rs2))$$

Structural Hazards

1. For each earlier entry E
$$(E.finished = 0) \wedge (E.fu = I.fu)$$

- Instructions *wait* in the *scoreboard* until they are *safe*
 - *No* hazards

Predication

Consider the following piece of code

```
if( rand () %2 ==  
0)  
    x = y;  
else  
    x = z;
```

- If we **flush** the pipeline upon a branch **misprediction**
 - It would be quite **unfair**
- Let the *if* **statement** just be used to mark an instruction with the result of the comparison
- Store the result in a **flags** register
- The rest of the instructions are **processed** regardless of the branch outcome
- Some **results** modify the architectural state, many do not

Code without Predication

```
/* mappings : x <=> r1 , y <=> r2 , z <=> r3 */  
mod r0 , r0 , 2 /* assume r0 contains the output of rand () ,  
                compute the remainder when dividing it by 2  
*/  
  
cmp r0 , 0 /* compare */  
beq .even  
mov r1 , r3 /* odd case */  
b. exit  
  
.even :  
mov r1 , r2 /* even case */  
  
.exit :
```



Count the number of **branch** instructions.

Predicated Instructions

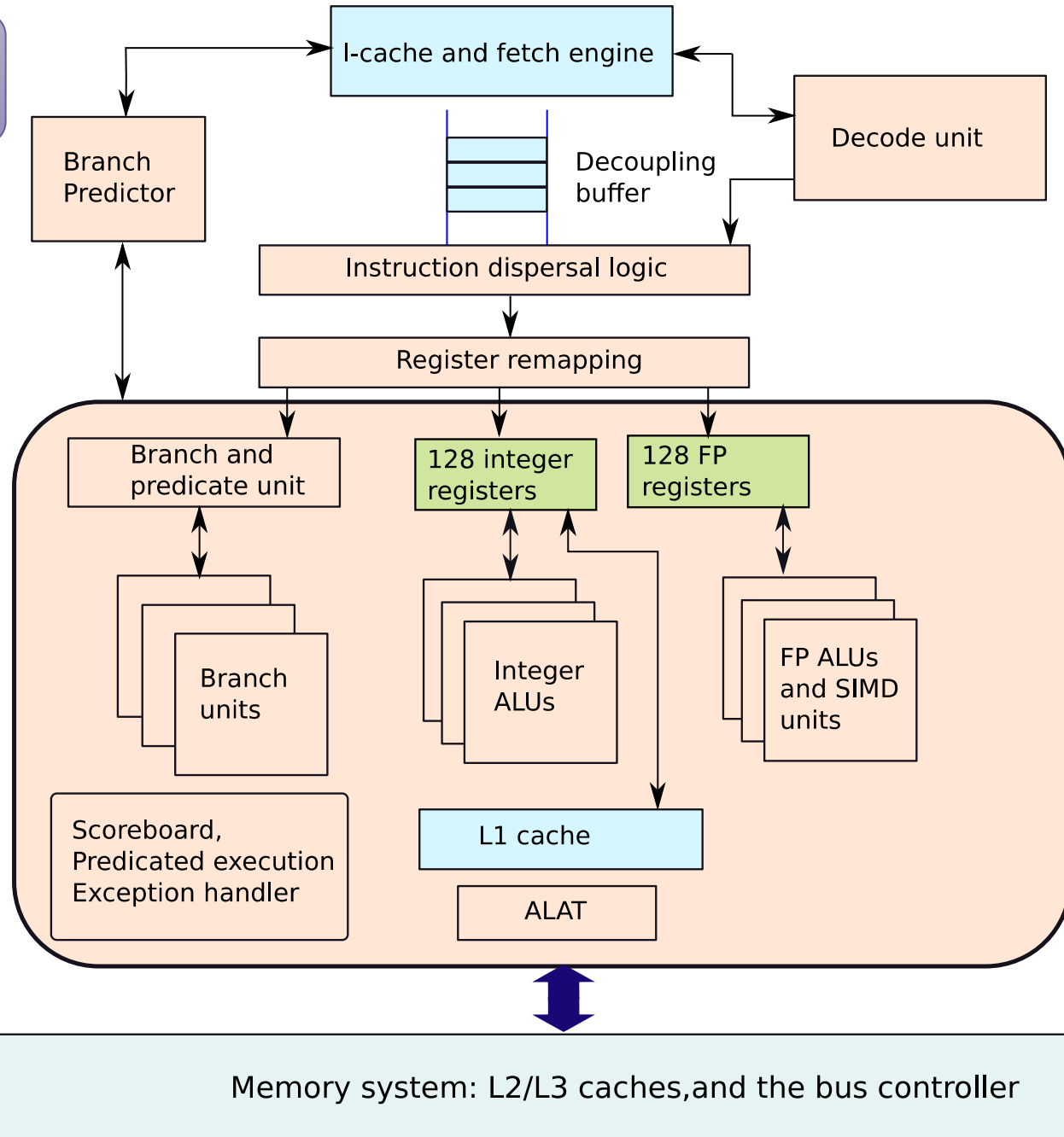
/ mappings : x <-> r1 , y <-> r2 , z <-> r3 */*

mod r0 , r0 , 2 / assume r0 contains the output of rand ()
compute the remainder when dividing it by */*

po ,pe = cmp r0 , 0 / compare and set the predicates */
[po] mov r1 , r3 /* odd case */
[pe] mov r1 , r2 /* even case */*

- The comparison generates **predicates (flags)**
 - *po* □ number is odd, *pe* □ number is even
- If the **predicate** is **correct**, the instruction gets executed, otherwise not
- Itanium sets and **maintains** the predicate registers
- An instruction is **executed** if all the predicate registers are set to 1 for the instruction.

Pipeline



Load Boosting

- **Boost** a **load** and some **instructions** that use its value to a point before “where it appears in the code”.
- Loads are almost always on the **critical path** □ hence, boosting them is beneficial because they can get their data *early*
- **Put** the load address in the ALAT
 - Advanced Load Address Table
- Subsequently, each **store** checks the ALAT for a match, and **marks** it (upon an address match)
- Put a load-check (ld.c) instruction at the **original point**
 - **Check** the ALAT
 - If there have been no **intervening** stores to the **same** address, the speculation is **successful**.
 - Else, **re-execute** the load and its **boosted** forward slice

Conclusion

There are four kinds of aggressive speculation: load address, dependence, latency, and value speculation.

There are three methods of replaying instructions: non-selective, delayed selective and token-based replay.

We can use the ROB as the physical register file and use it to buffer temporary values. The ARF can contain the committed state.

A host of compiler optimizations can be used to speed up programs and improve their memory access behavior.

EPIC processors guarantee correctness as well as follow the VLIW model that gives primacy to the compiler.



The
End