Modern Computer Architectures

ET4074 - 2018/2019

TU Delft

Lab sessions & deadlines

Nov. 27	Lab 1 Kick-off
Dec. 4	Lab question session
Dec. 11	***Assignment 1 submission deadline*** *(40% grade)* Lab 2 Kick-off
Dec. 12	Lab question session
Dec. 19	Lab question session
Jan. 9	Lab question session
Jan. 21	***Assignment 2 submission deadline*** *(60% grade)*

Lab Grade = 40% Assignment 1 + 60% Assignment 2

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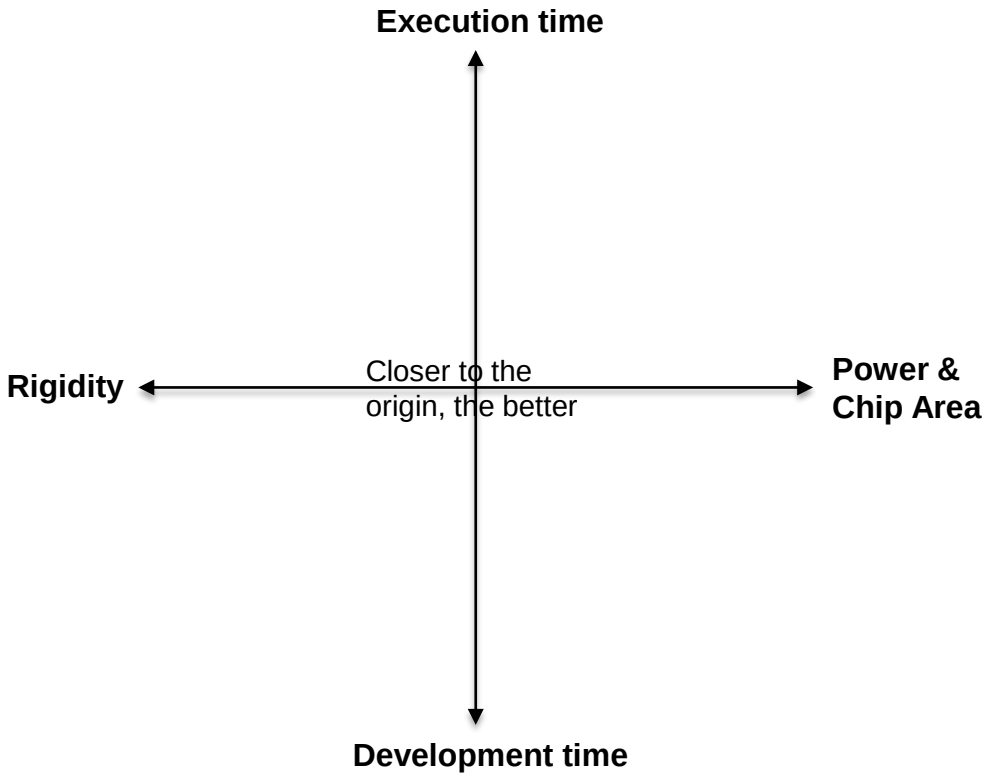
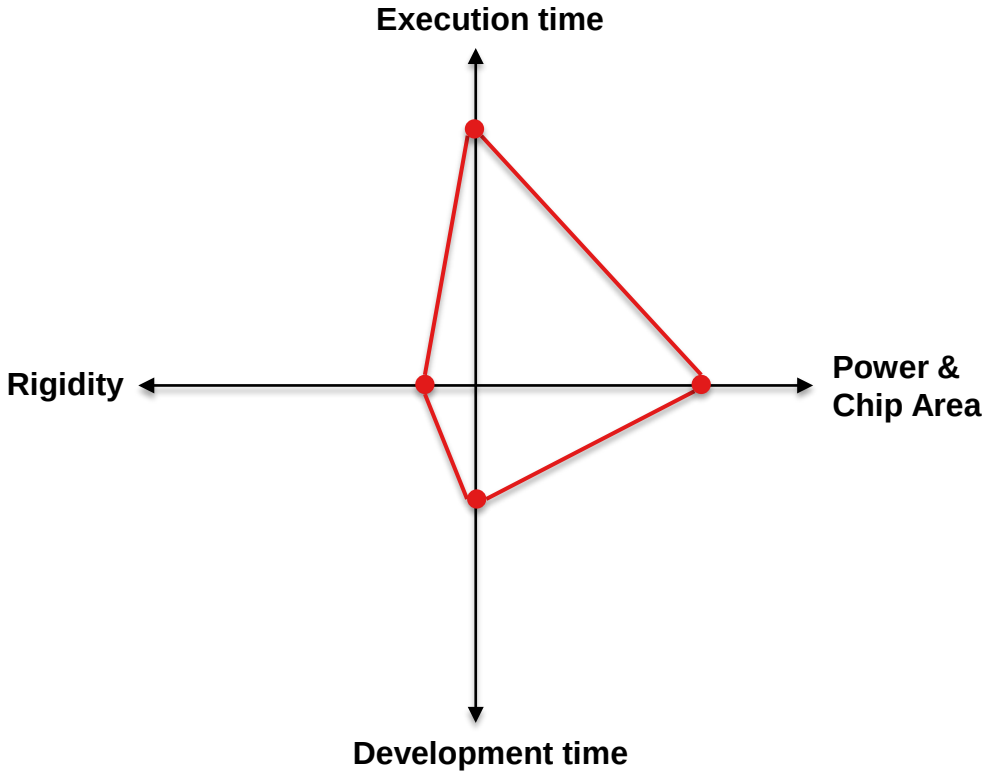
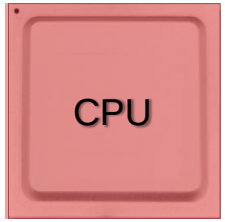
Hardware technology trends



Hardware technology trends





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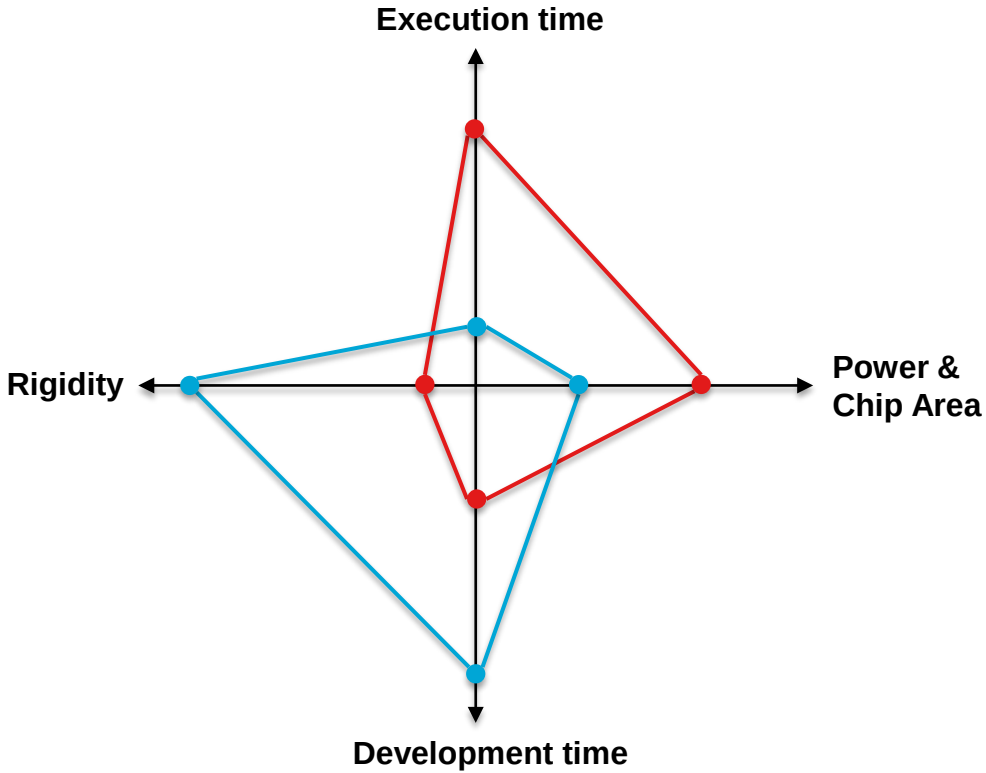

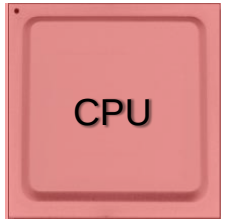

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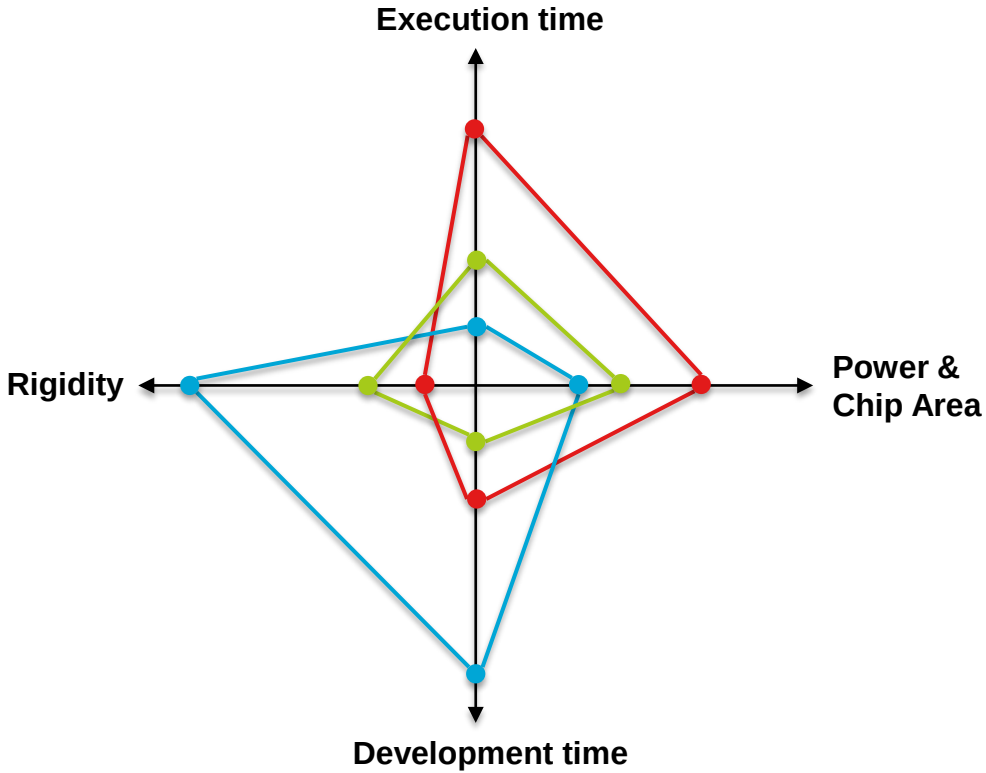
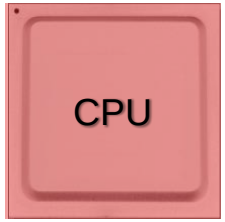
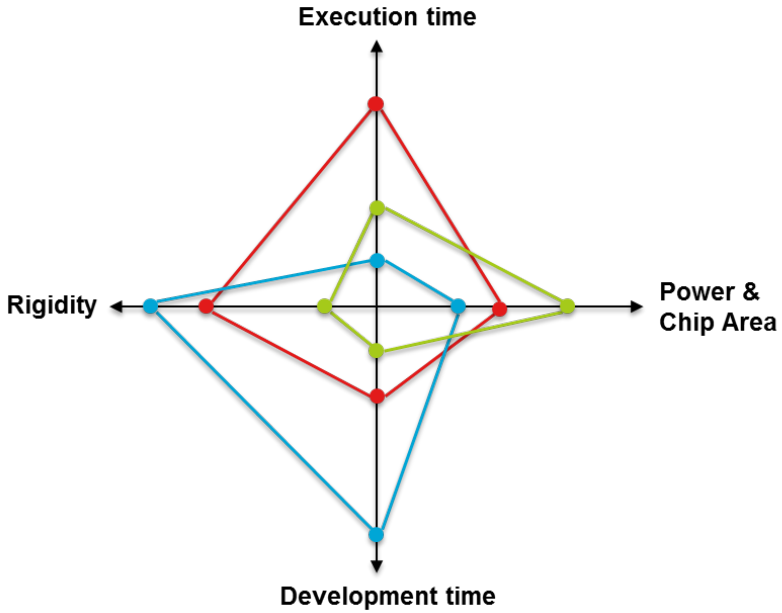


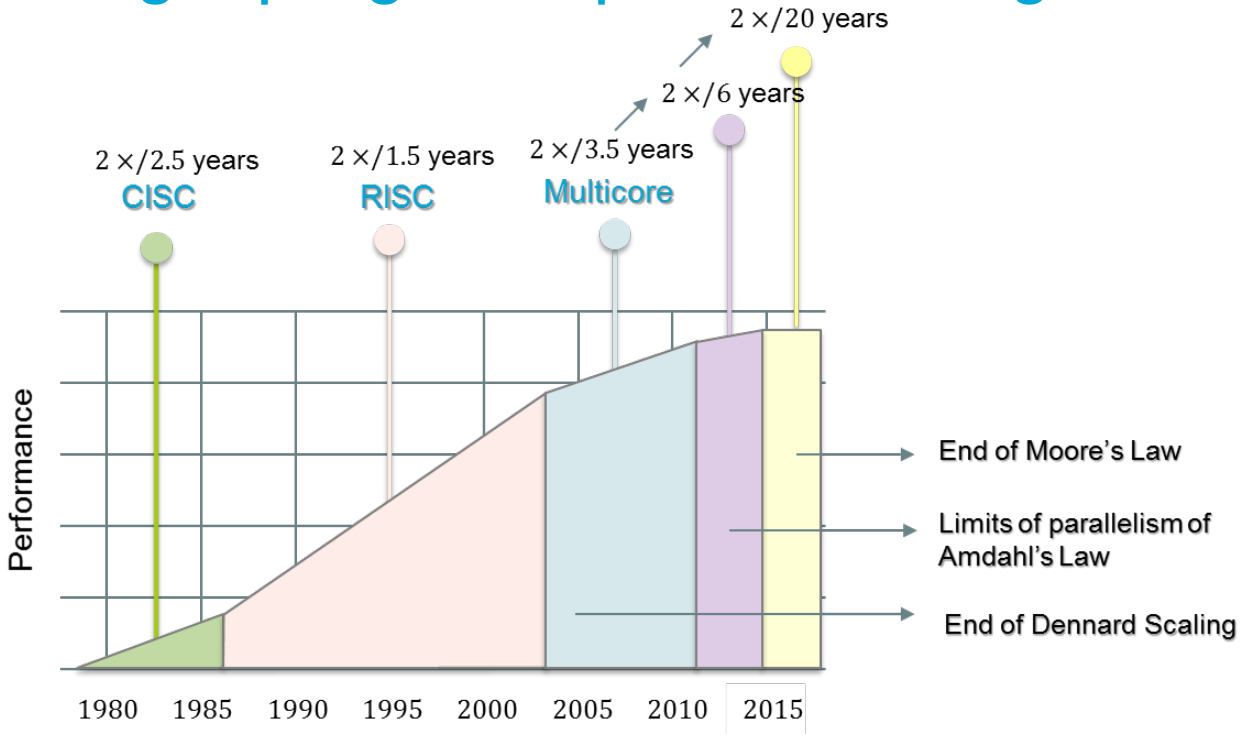


Hardware technology trends

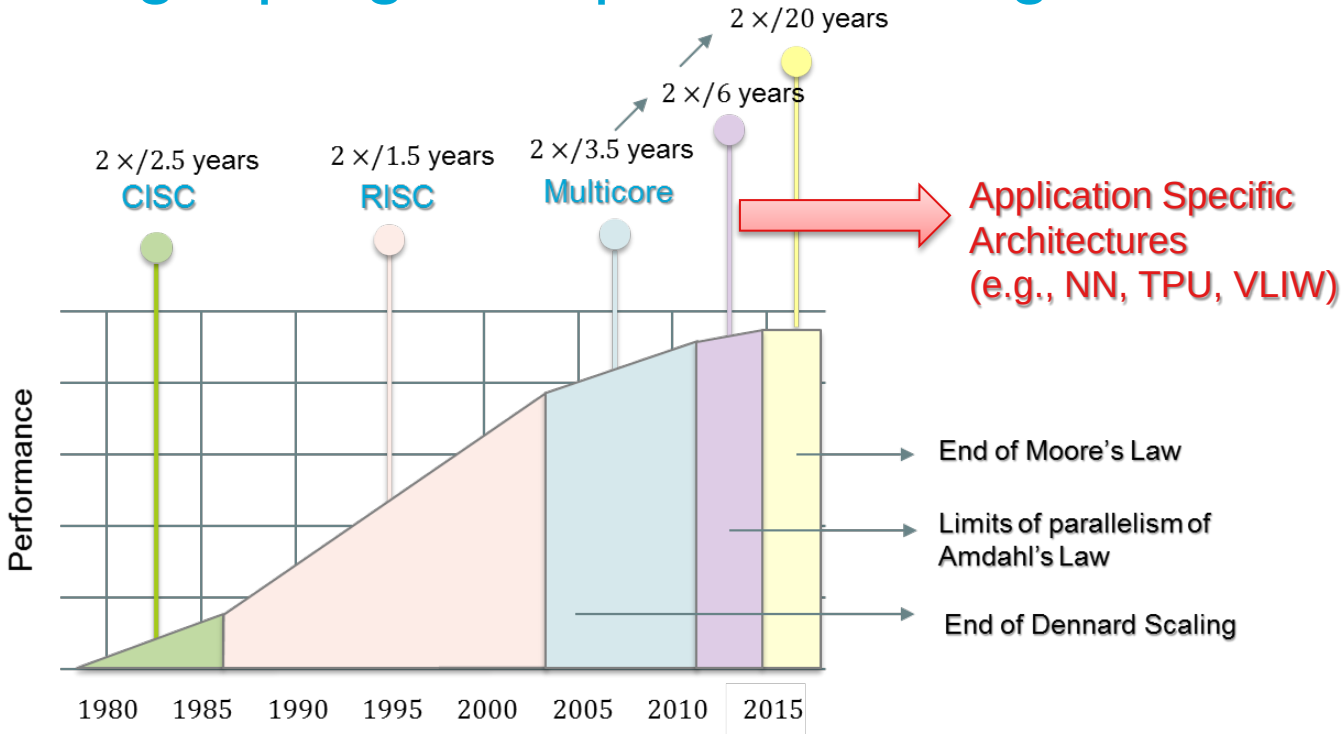


- **Implementation platform: FPGAs** - trade-off between advantages of
  - **general purpose processors** (flexibility, short development time) and
  - **ASICs** (fast execution time)

Single program speed end of growth



Single program speed end of growth



Application Specific Architectures

- Achieve higher efficiency by tailoring the architecture to the characteristics of a domain of applications
- More effective parallelism for a specific domain

VLIW application specific architectures

VLIW characteristics:

- VLIW contains multiple primitive RISC-style instructions that can be executed in parallel by the processor functional units
- The compiler decides which primitive non-interdependent instructions to execute in parallel, and packs them into a very long instruction word

Why VLIW:

- Ability to extract a highly parallel instruction stream
- Hardware is regular (benefits layout) and scalable (issue width and number of execution units)
- Enables higher performance without the inherent complexity of other architectures (e.g., superscalar)

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Lab overview

- **Given:**
  - Parameterizable VLIW soft processor architecture
  - A set of applications with common characteristics
  - FPGA implementation platform
- **Goal:**
  - Modify the VLIW processor architecture such that it can execute in a most efficient manner the given set of applications (in software for Assignment 1; on FPGA for Assignment 2)

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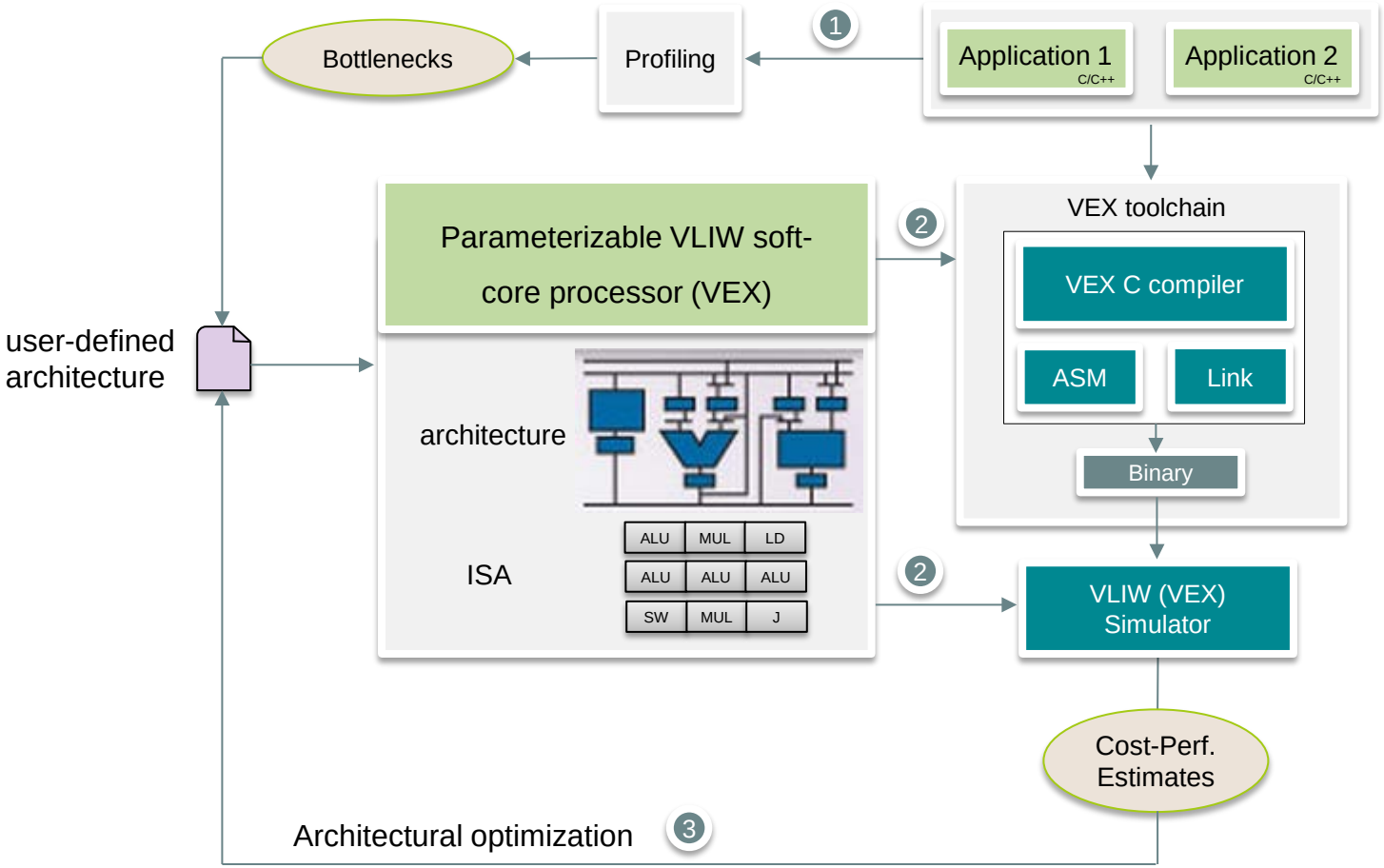
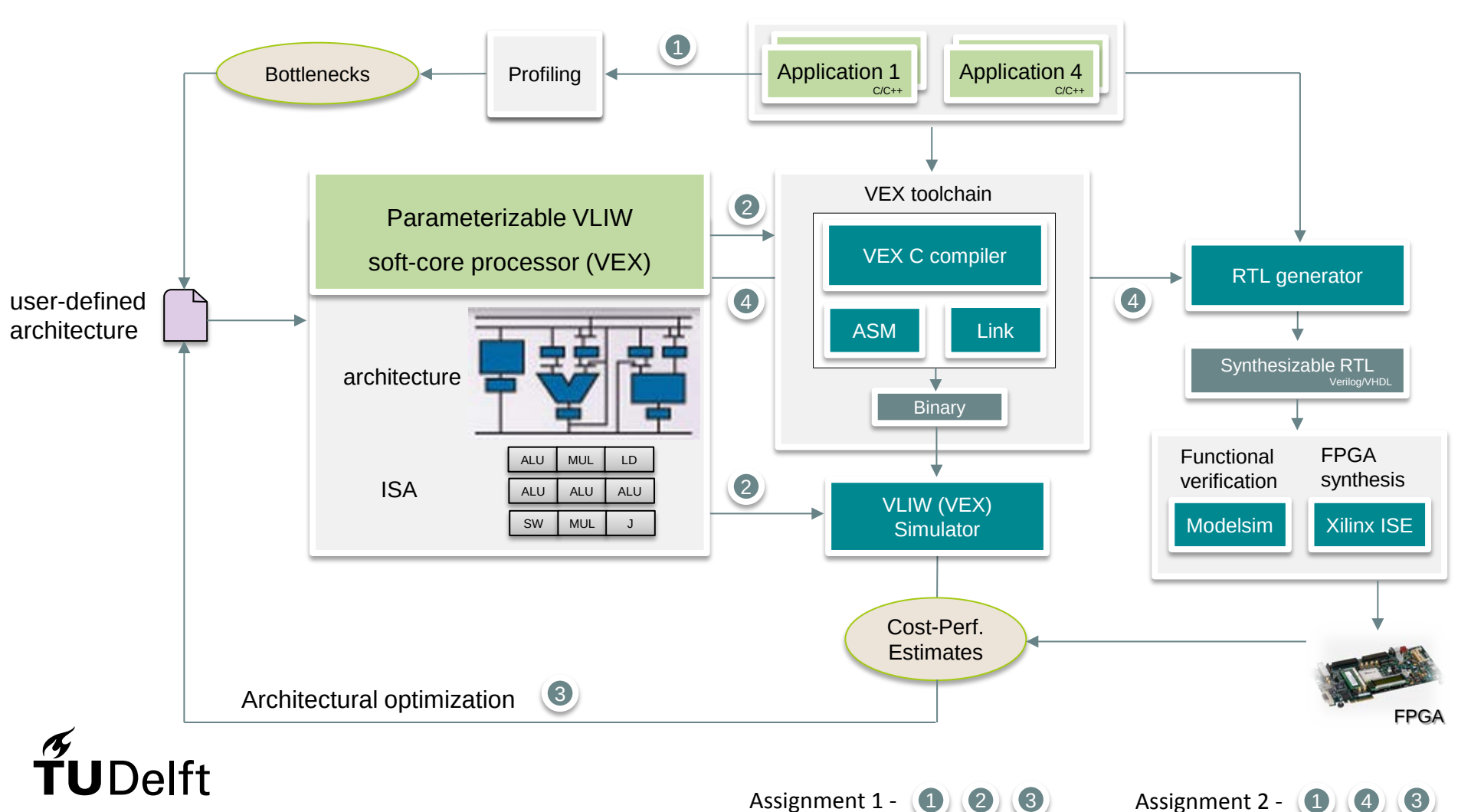

Bottlenecks
Profiling
1
Application 1
C/C++
Application 2
C/C++
Parameterizable VLIW soft-core processor (VEX)
2
VEX toolchain
VEX C compiler
ASM
Link
Binary
user-defined architecture
architecture
ISA
ALU
MUL
LD
ALU
ALU
ALU
SW
MUL
J
2
VLIW (VEX) Simulator
Cost-Perf. Estimates
Architectural optimization
3



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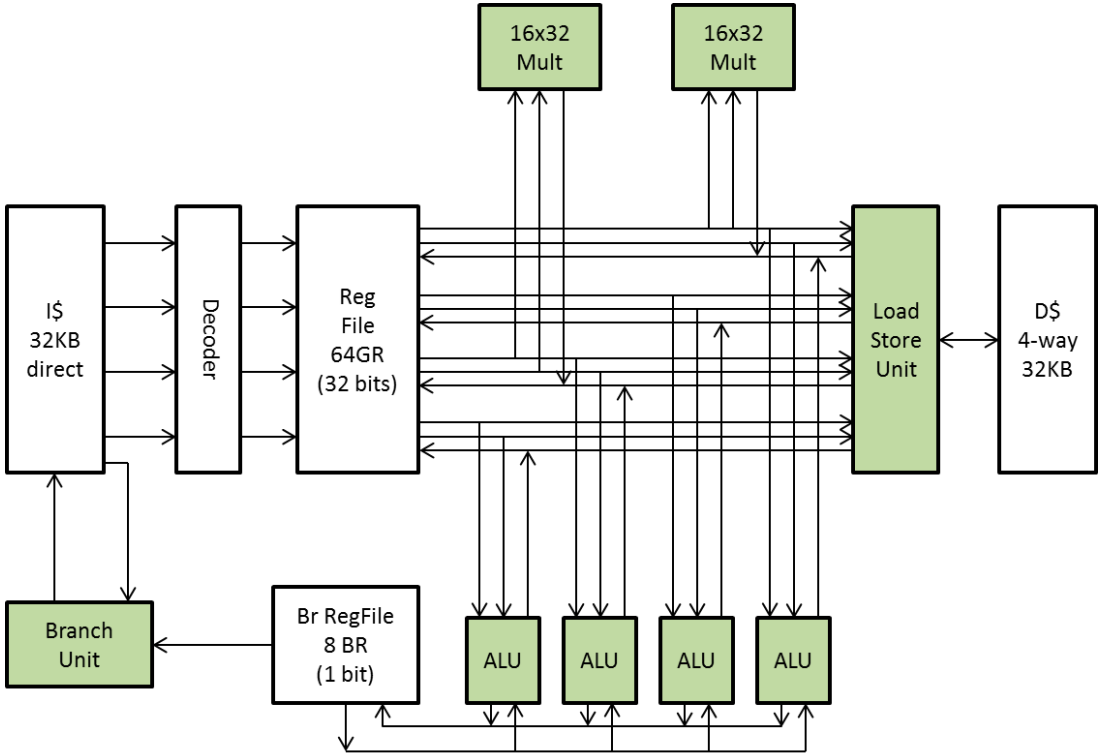
Assignment 1 - 1 2 3

Assignment 2 - 1 4 3

VEX default architecture

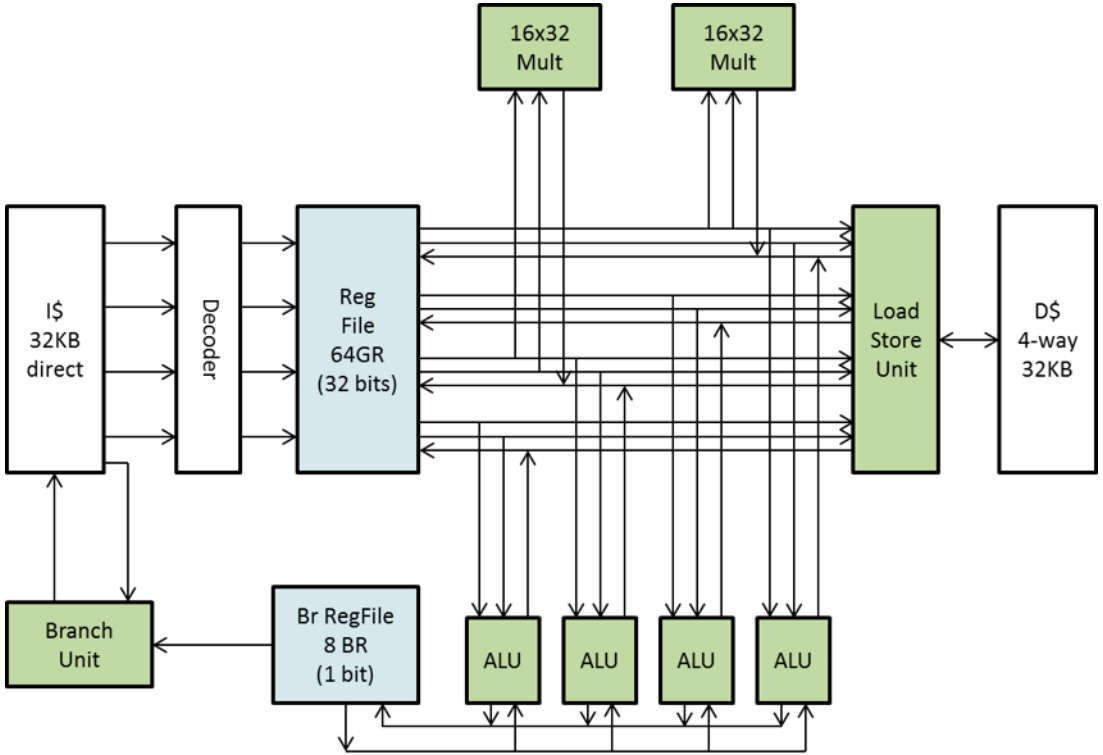


Functional Units

can be accessed in parallel

- ALU
- Mult
- Load/Store Unit
- Branch Unit

VEX default architecture



Functional Units

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Registers

- 64 32-bit GR
- 8 1-bit BR

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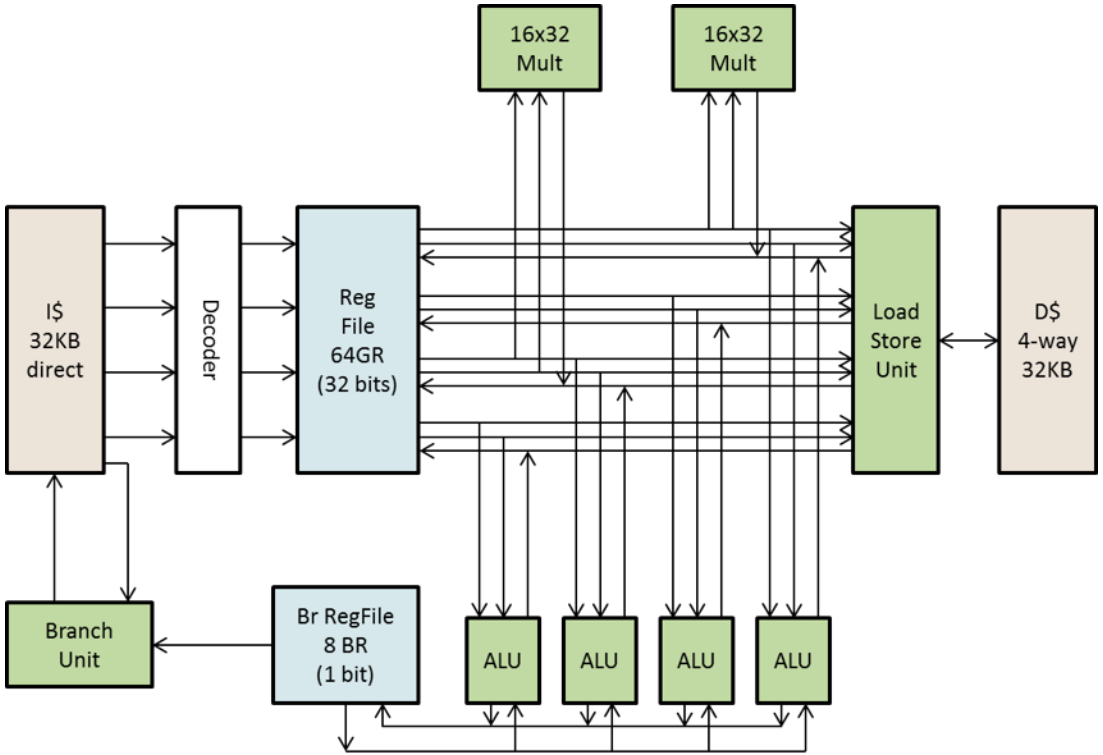
VEX default architecture



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Memory

- 32KB Data Cache
- 32KB Instr. Cache

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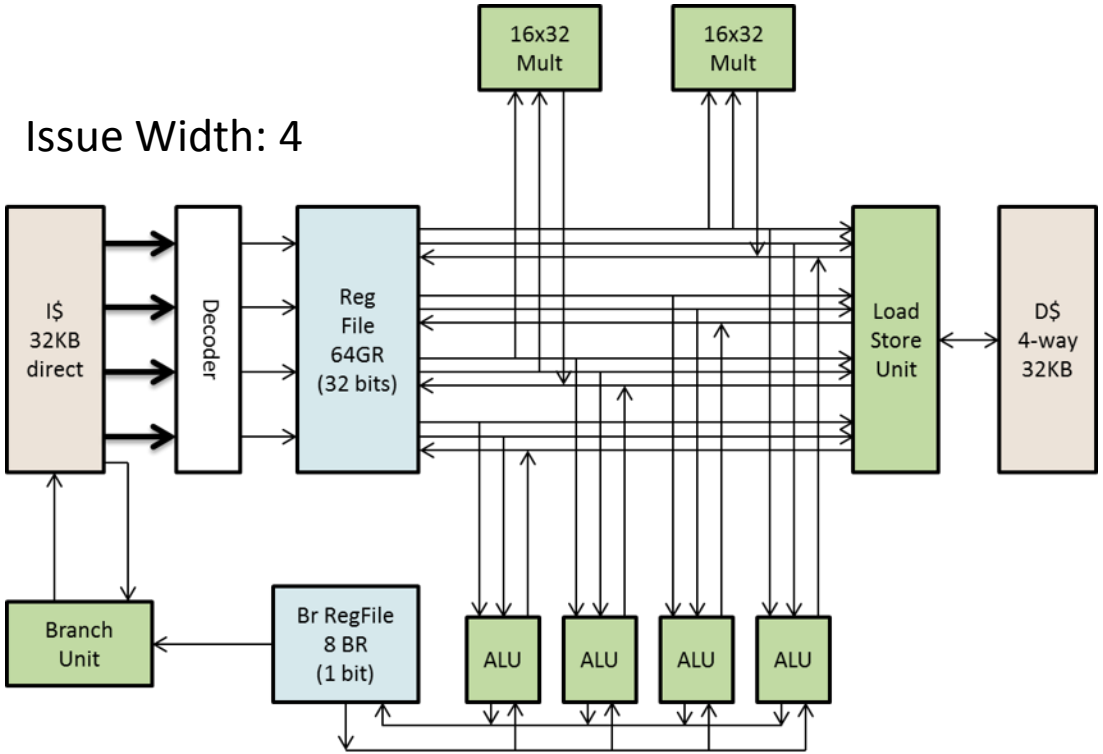
VEX default architecture



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Assignment 1 details

Given:

- 2 C-coded applications (common domain) as workload for each group
- Parametrizable VLIW (VEX) soft-core processor
- VEX toolchain

Goal:

- Determine ONE VEX architecture, optimal for both applications in terms of performance and area utilization.

  Note: Consider both applications domain: general purpose (fast), embedded (small area and low pwer), etc.

Method:

- Design Space Exploration (DSE) by changing the architecture configuration parameters.

VEX architecture configuration parameters

File: *configuration.mm*

	RES: IssueWidth	# operations executed in parallel
Functional Units	RES: ALU	# of ALU
	RES: Mpy	# of Mult
	RES: Memory	# of Load/Store Units
Registers	REG: $r0	# of 32-bit general purpose registers (GR)
	REG: $b0	# of 1-bit branch registers (BR)
Data Cache 32-bit connections	RES: MemLoad	# of connections for load operations
	RES: MemStore	# of connections for store operations
	RES: MemPft	# of connections for pre-fetch operations

VEX compiler optimization (OPTIONAL)

- Optimization via compiler flags
  E.g., -On, -autoinline
  (see Section 3.1, Optimization in *Assignment_1_VEX.pdf*)
- #pragma

Performance estimation

- Running the VEX simulator generates many results.
  Most important:

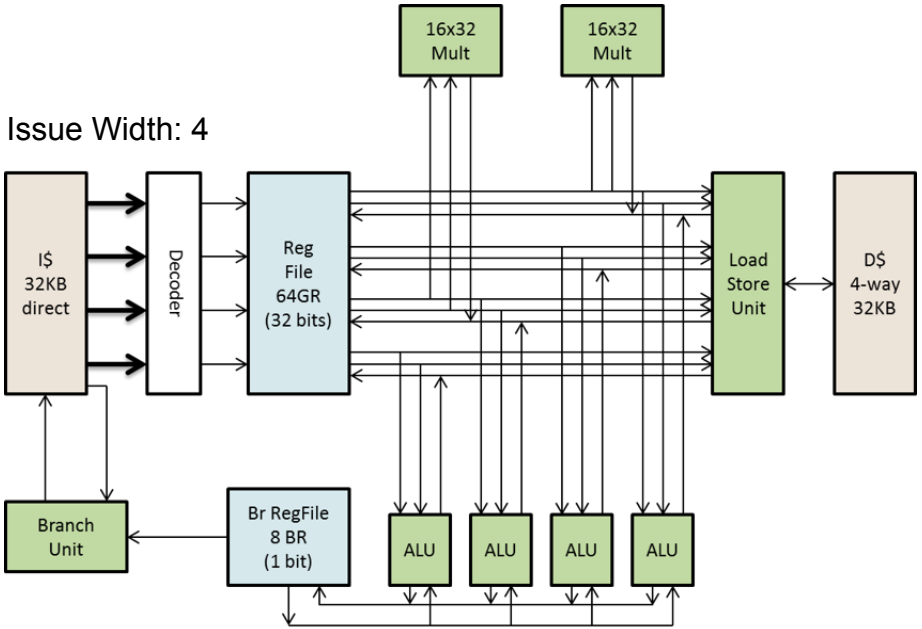
  File: *ta.log.000*

```
Total Cycles:          19308 (193.08 msec)
Execution Cycles:      12461 ( 64.54%)
Stall Cycles:           6847 ( 35.46%)
Nops:                   1204 (  6.24%)
Executed operations:   20579
```

- “Total Cycles” includes cache accesses, which is beyond the scope of Assignment 1!

Area estimation

Area	Units	
A_{1_ALU}	3273	
A_{1_Mult}	40614	
$A_{1\_LW/SW}$	1500	
A_{64_GR}	26388	
A_{8_BR}	258	
A_{misc}	6739	
$A_{1\_connection}$	1000	Between lw/sw unit and data cache
A_{DCache}	568882	
A_{ICache}	568882	



Total area for Assignment 1:

$$A \cong (\#ALU) * A_{1\_ALU} + (\#Mult) * A_{1\_Mult} + (\#LW/SW) * A_{1\_LW/SW} + A_{GR} + A_{BR} + (\#Connections\ to\ LW/SW) * A_{1\_connection}$$

Area estimation

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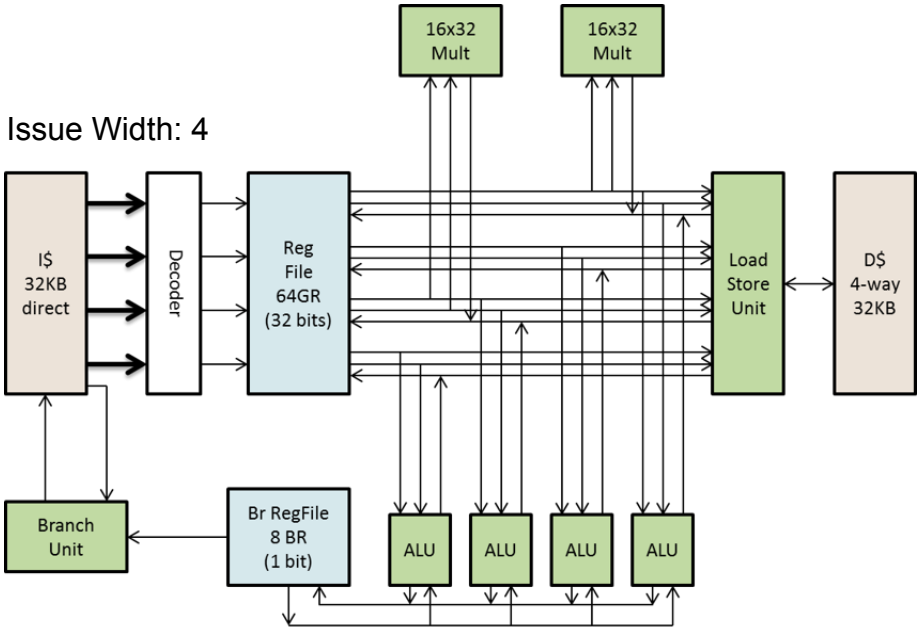


Area scaling for register files (BR or GR):

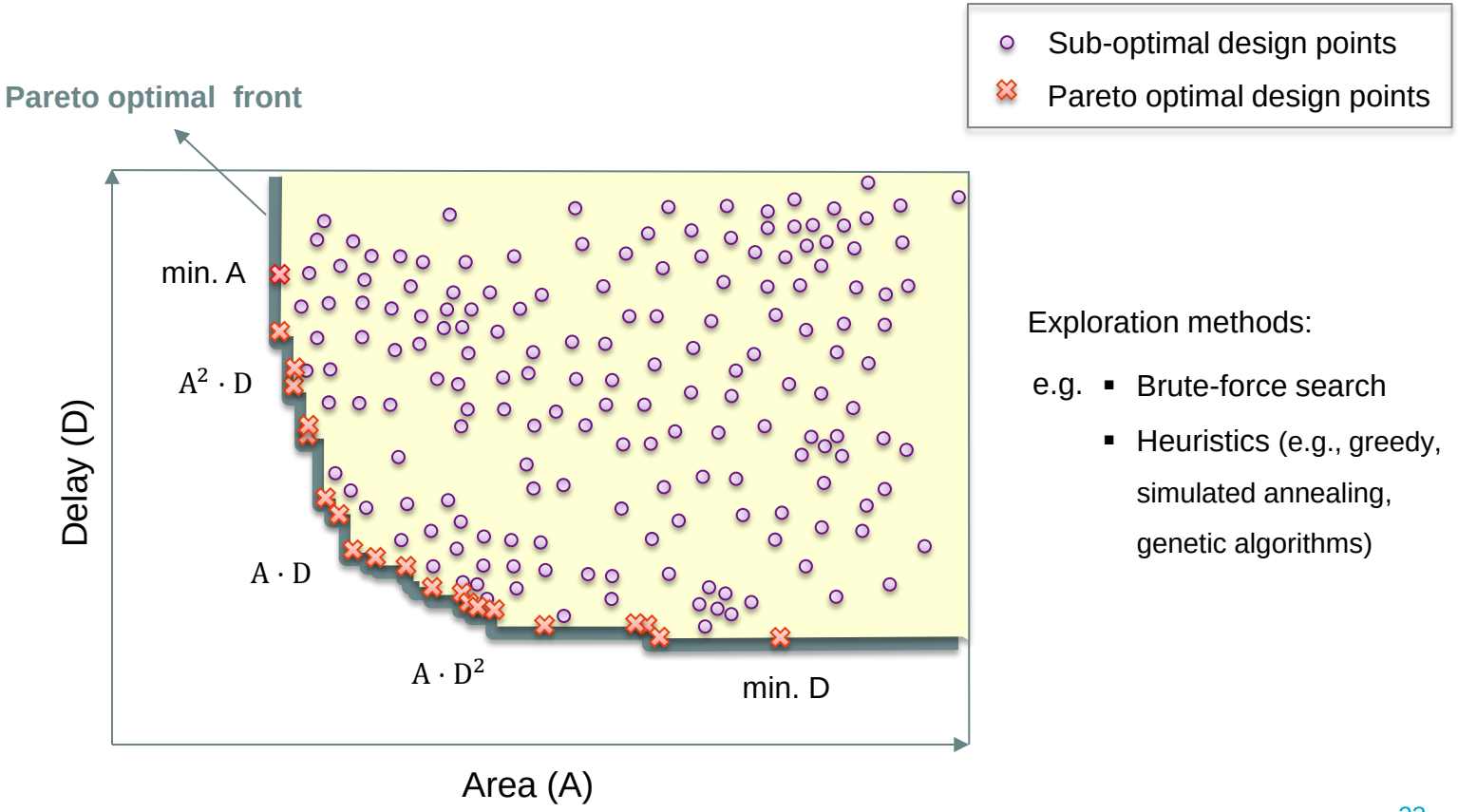
$$A_{REGS} \sim No_{regs} * (\#\ read\ ports) * (\#\ write\ ports)$$

For <u>each</u> issue slot there are: 2 read ports, 1 write port

$$\Rightarrow A_{REGS} \sim No_{regs} * 2 * (IssueWidth)^2$$

e.g., $A_{GR} = \frac{A_{64\_GR}}{64} * (\#regs) * \left(\frac{\text{Issue Width}}{4}\right)^2$

DSE – Area-Delay trade-off



Exploration methods:

e.g.
- Brute-force search
- Heuristics (e.g., greedy, simulated annealing, genetic algorithms)

Report

- Max. 4-page
- Identify application domain based on both benchmarks.
  - Scientific, embedded, general-purpose?
- Method of searching the design space.
- Choose a single processor design.
  - Why is it best for your application domain?
- Justify choices (trade-off for a balanced design).
- Follow requirements from course guide pdf.

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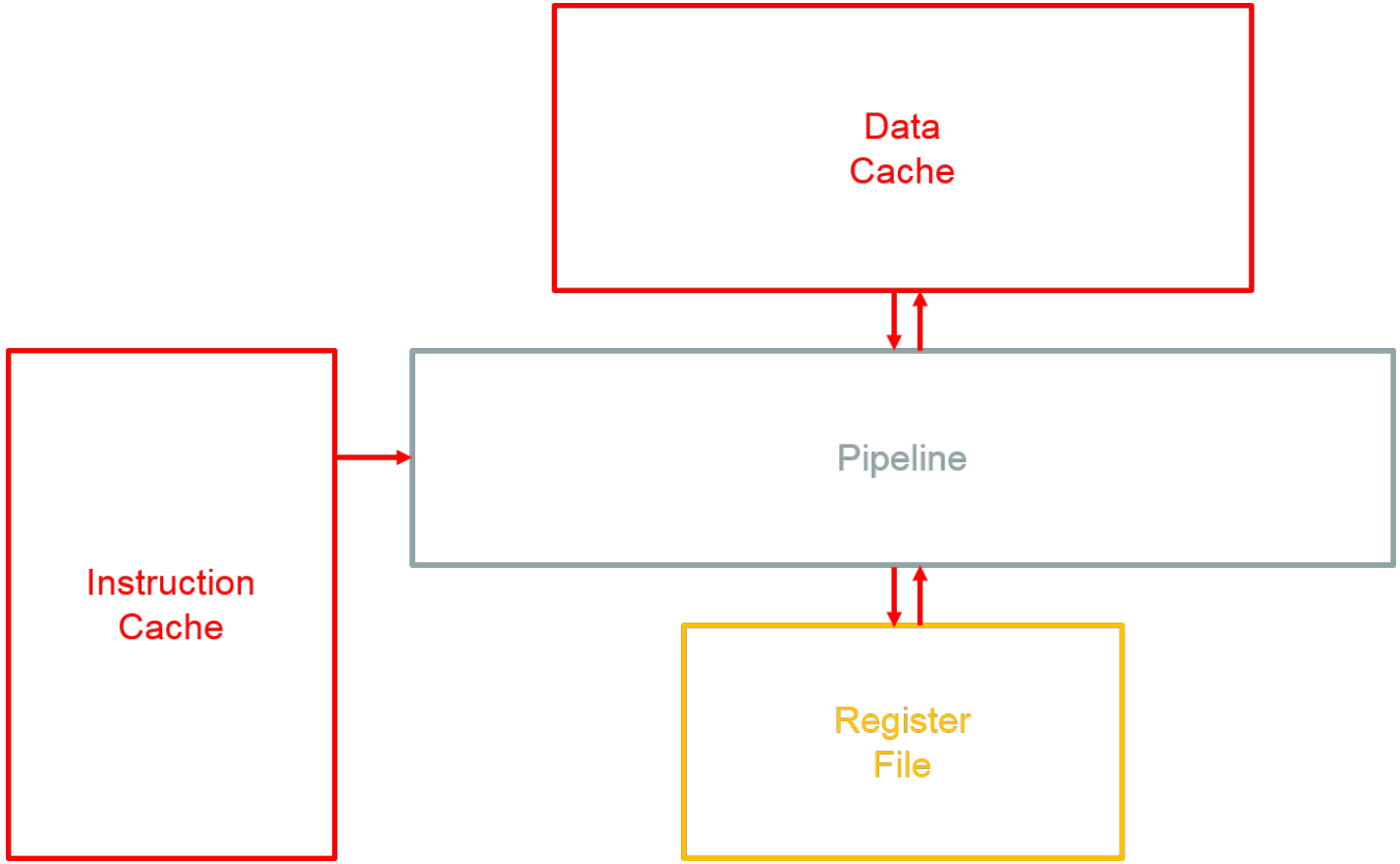
Submission requirements

- Max. 4-page report pdf
- Archive with the final machine configuration file (*configuration.mm*)

- Naming convention:
  - ET4074_2018_A1_report_group#.pdf
  - ET4074_2018_A1_src_group#.zip

Extra slides

- Example - balancing functional units in a VLIW


Data
Cache
Instruction
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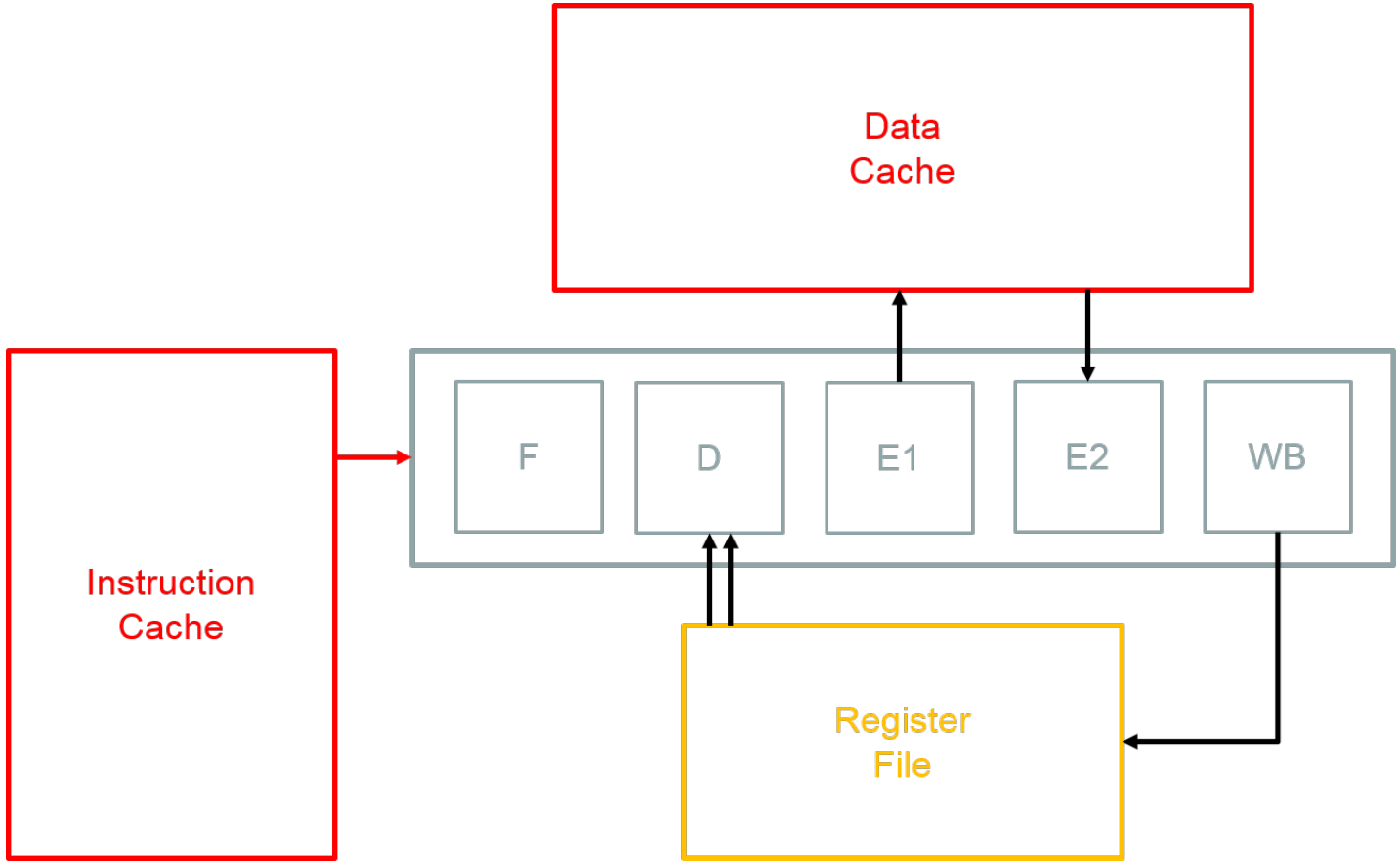
File


Data
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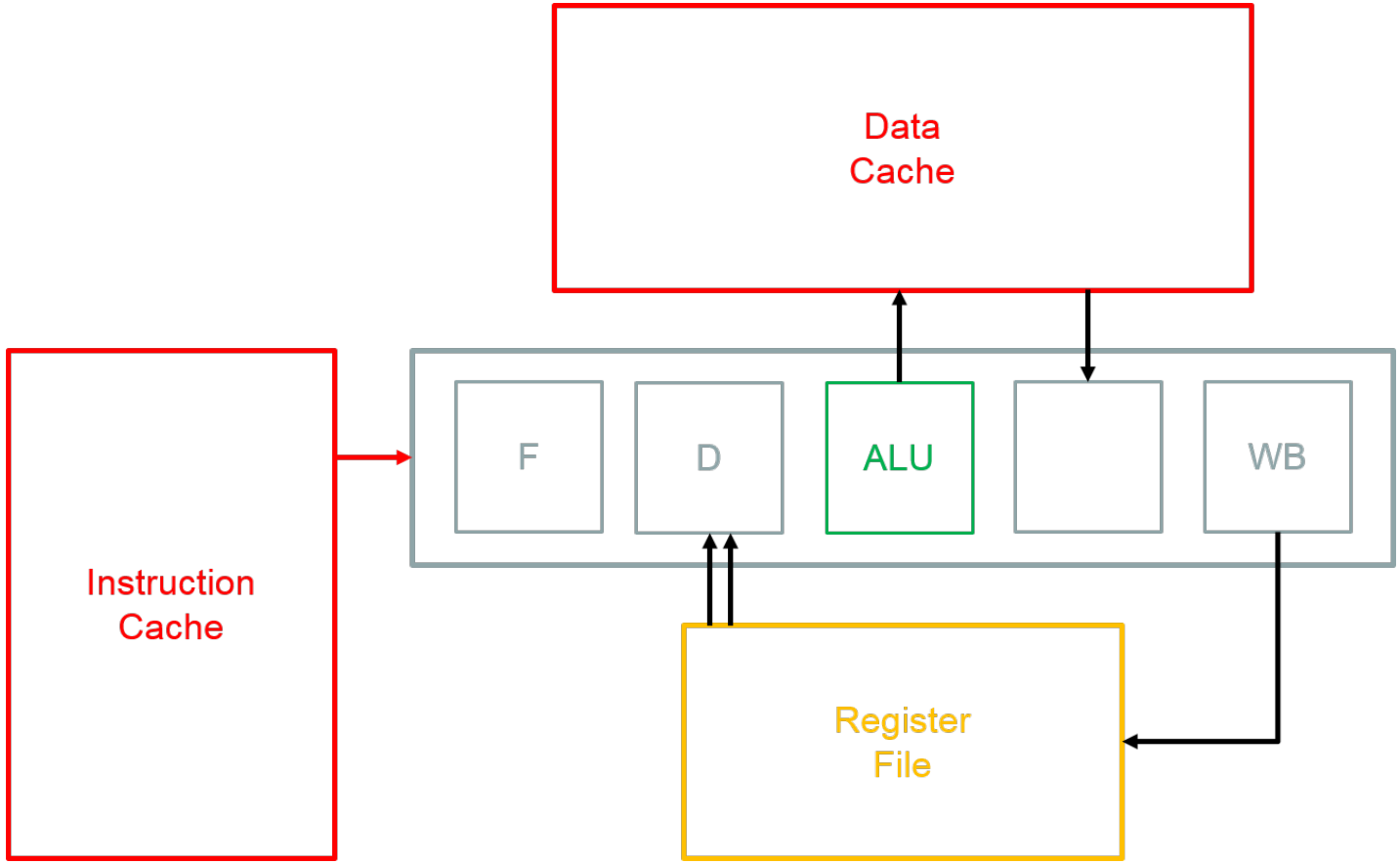
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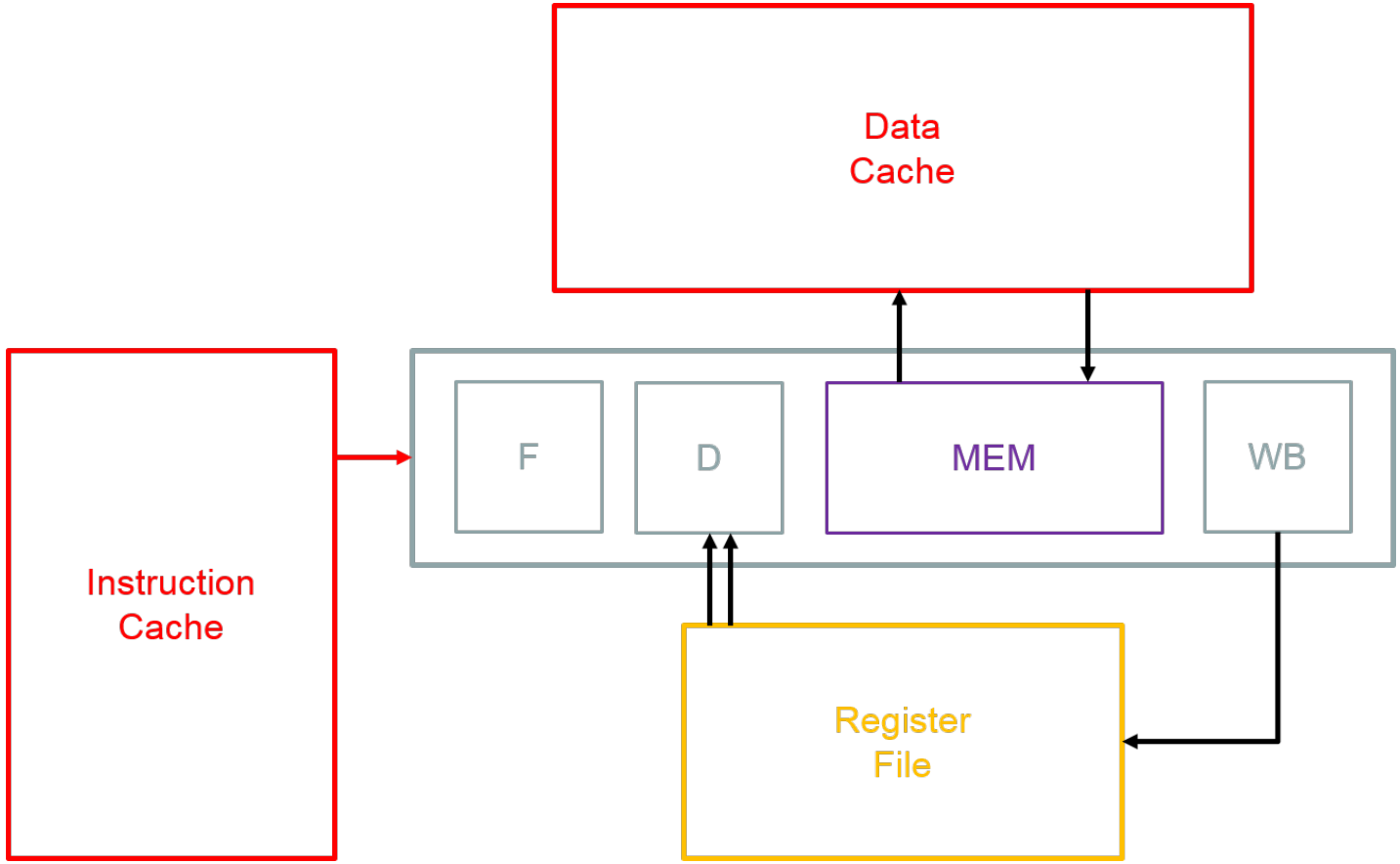
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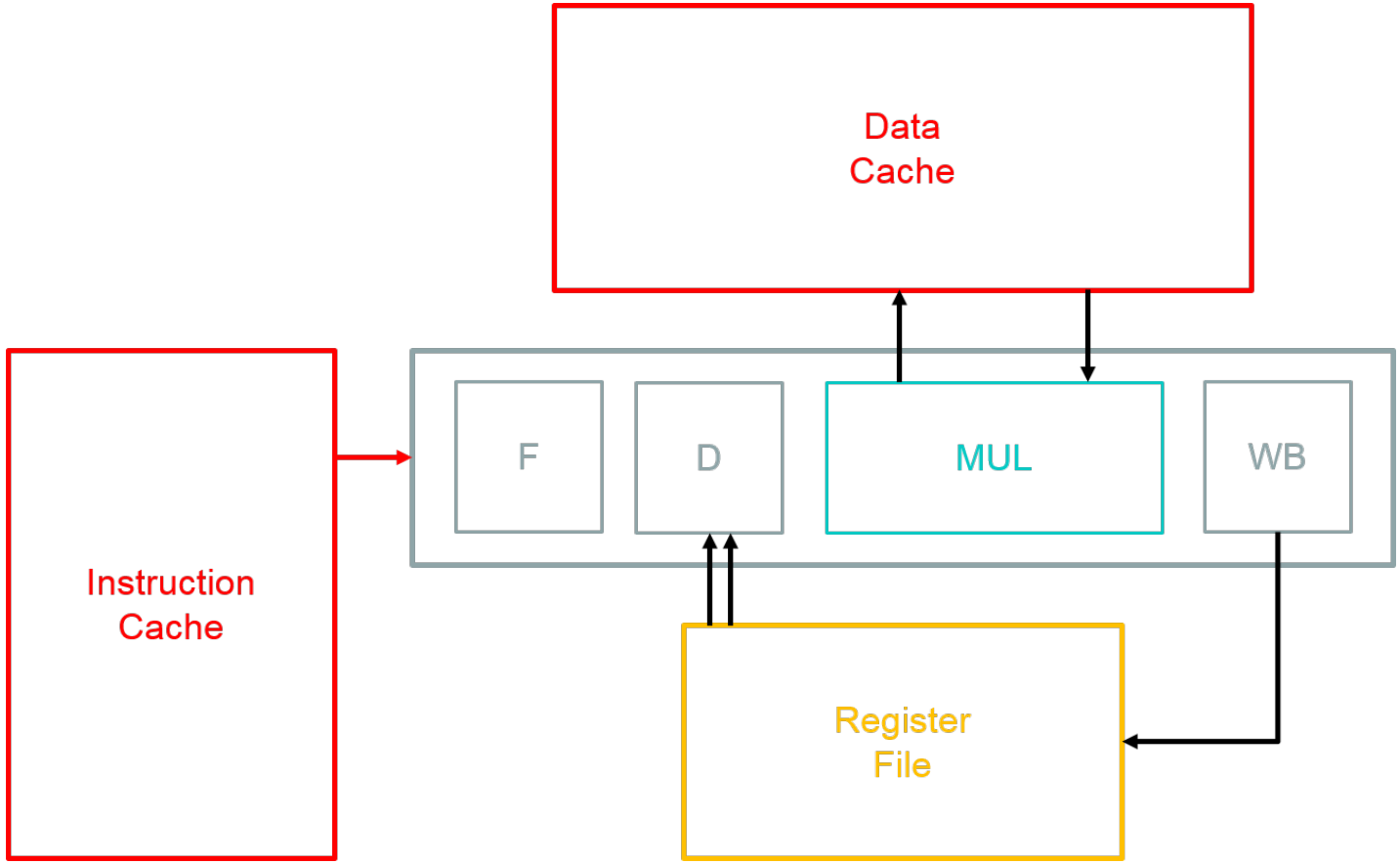
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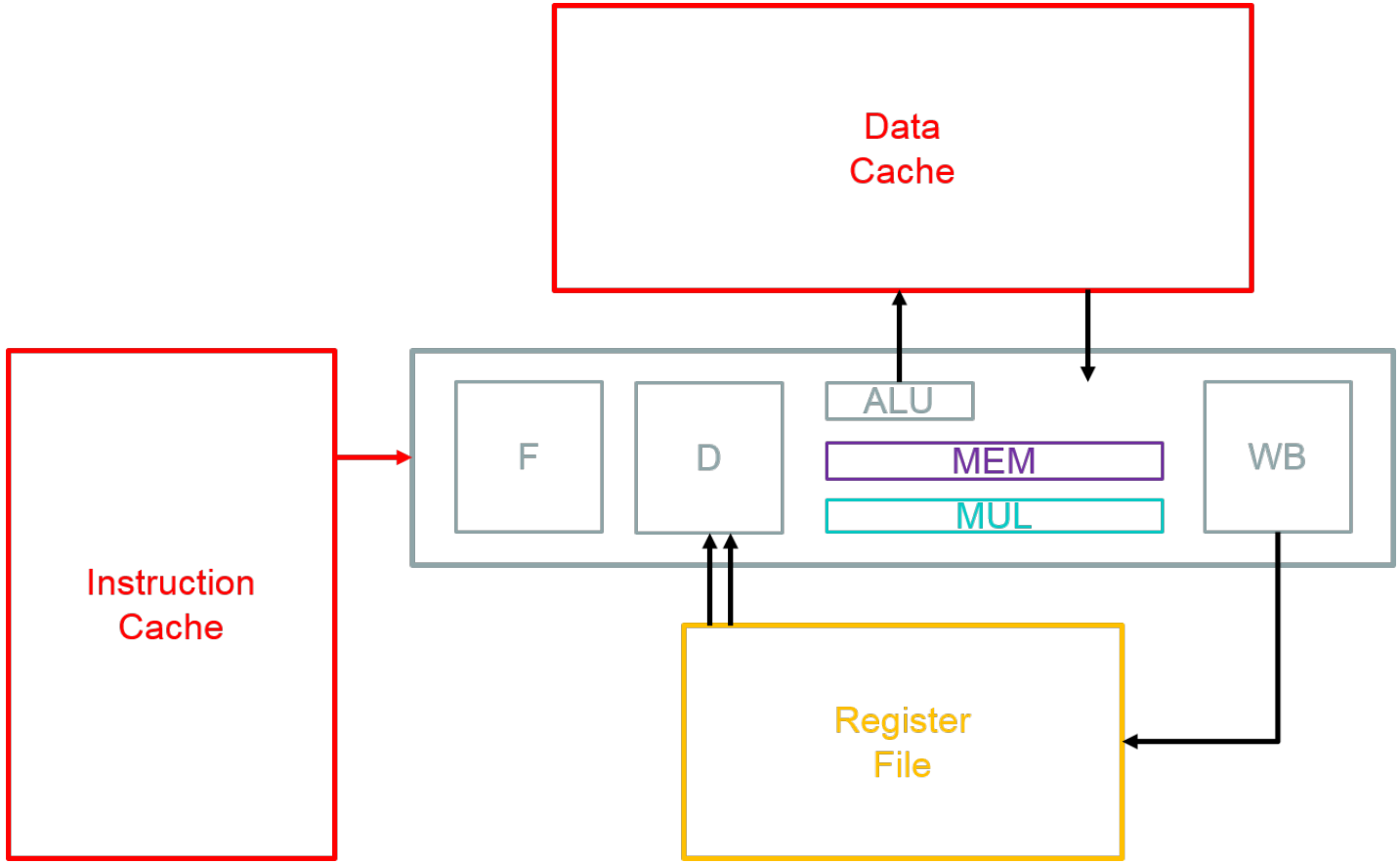
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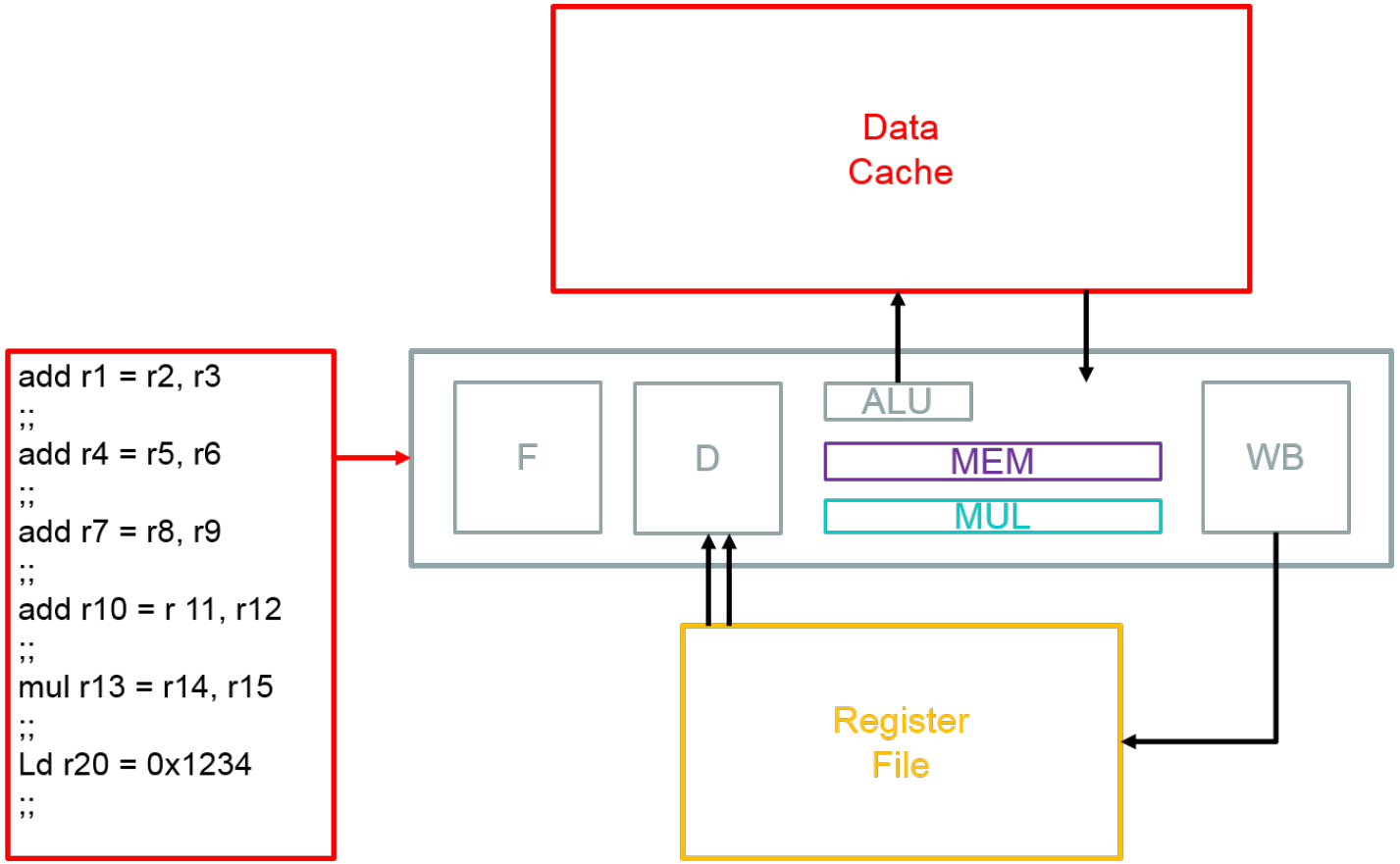
Data
Cache
add r1 = r2, r3
;;
add r4 = r5, r6
;;
add r7 = r8, r9
;;
add r10 = r 11, r12
;;
mul r13 = r14, r15
;;
Ld r20 = 0x1234
;;
F
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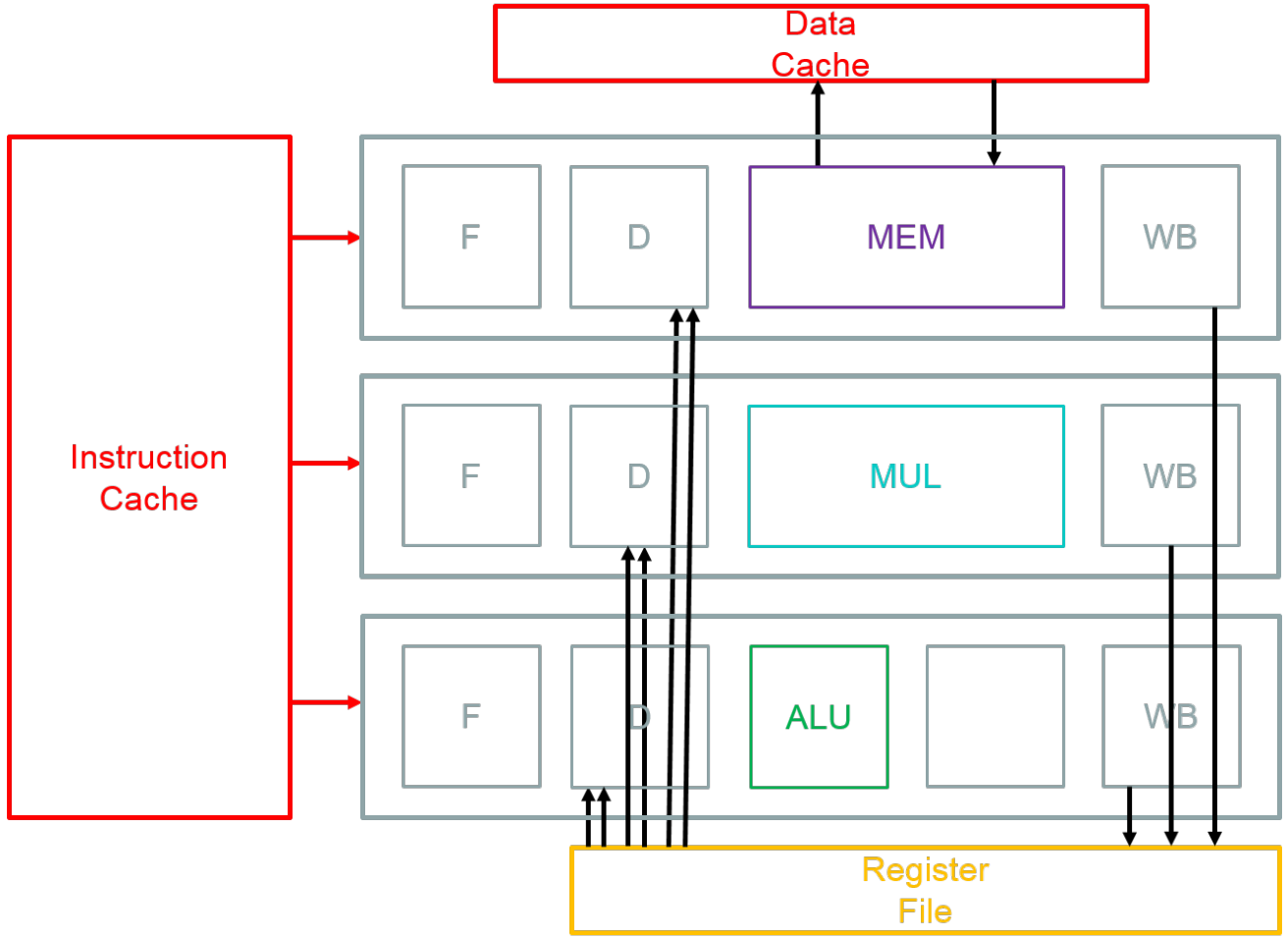
MUL
WB
Register
File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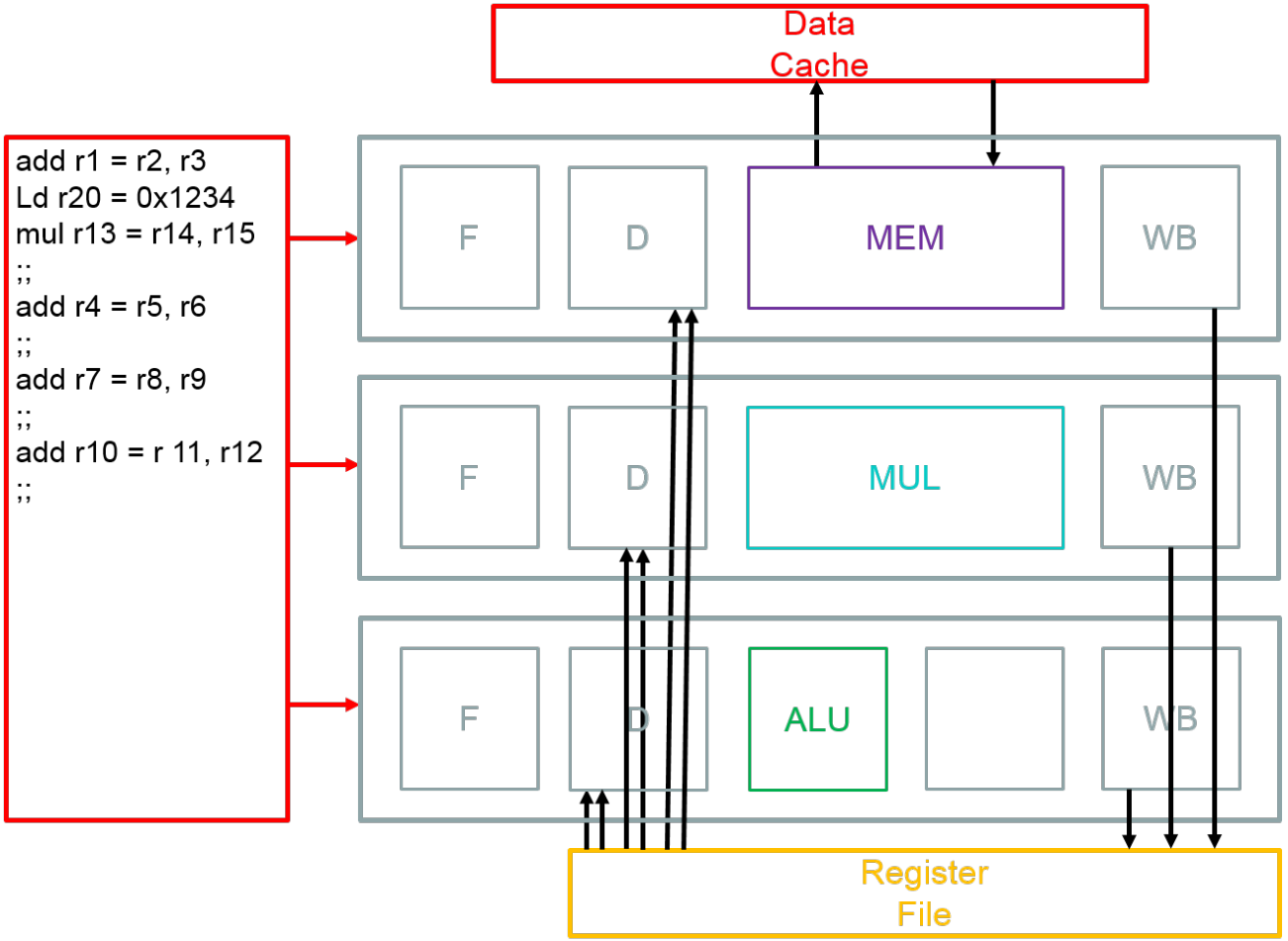
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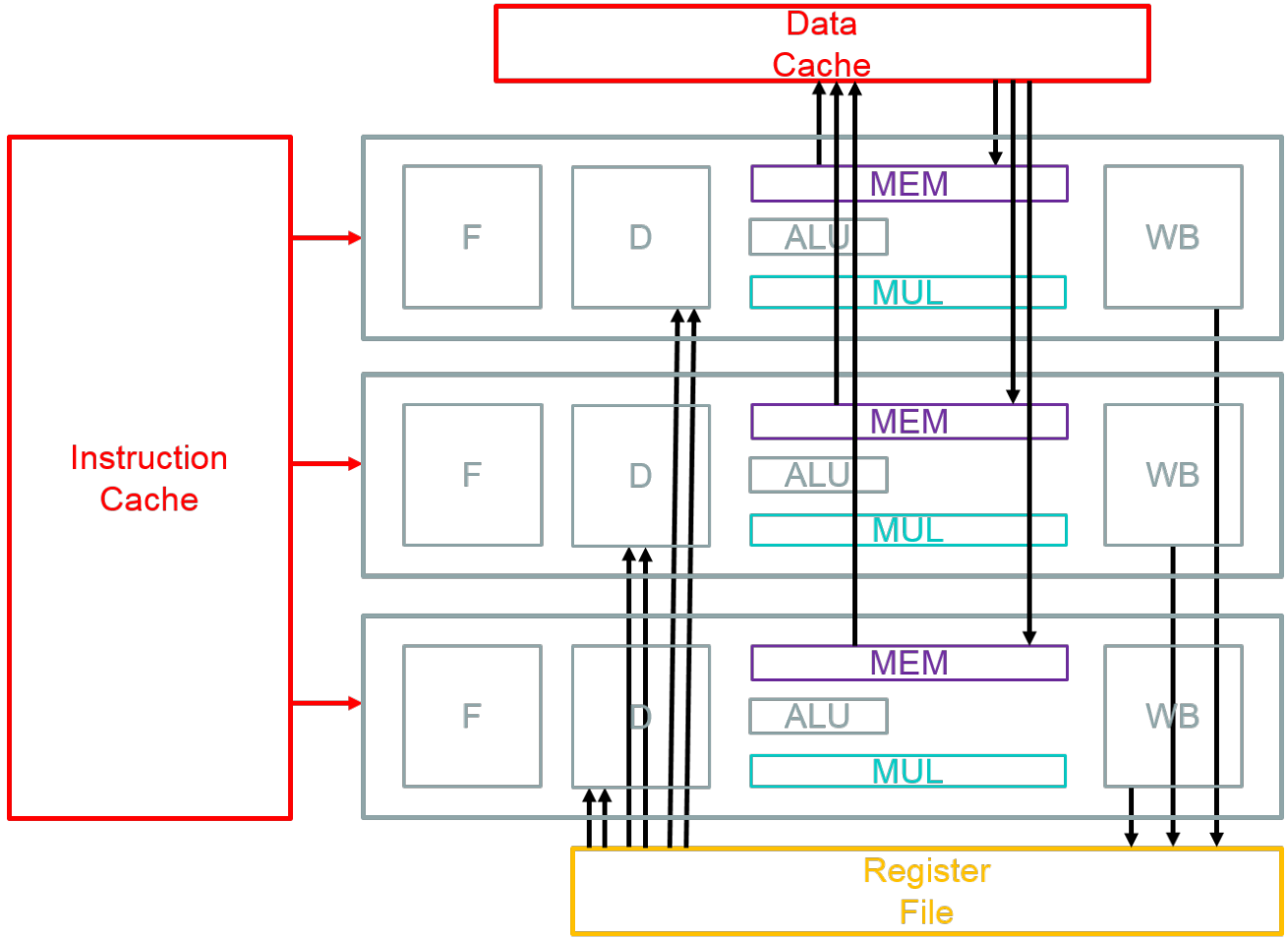
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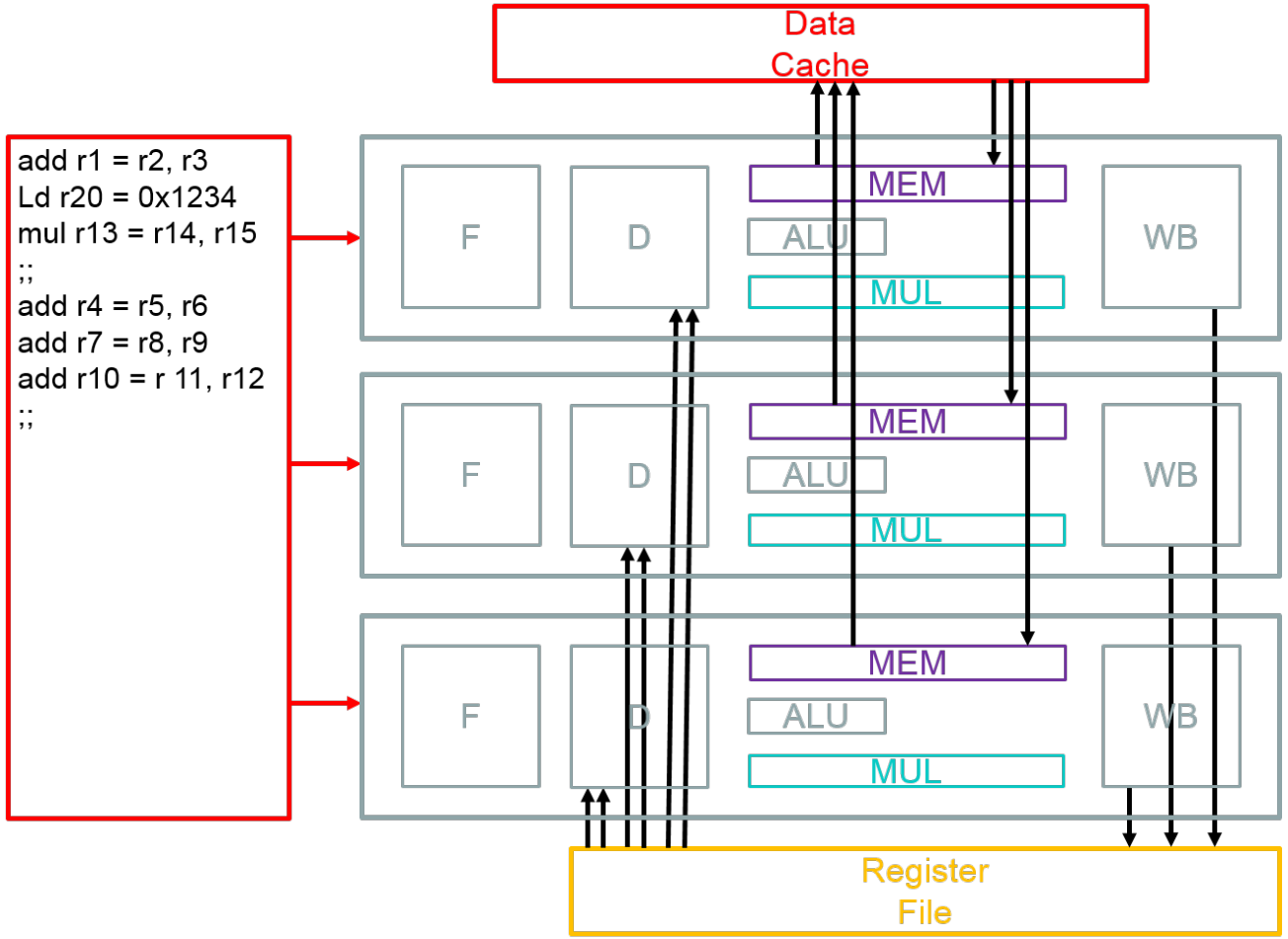
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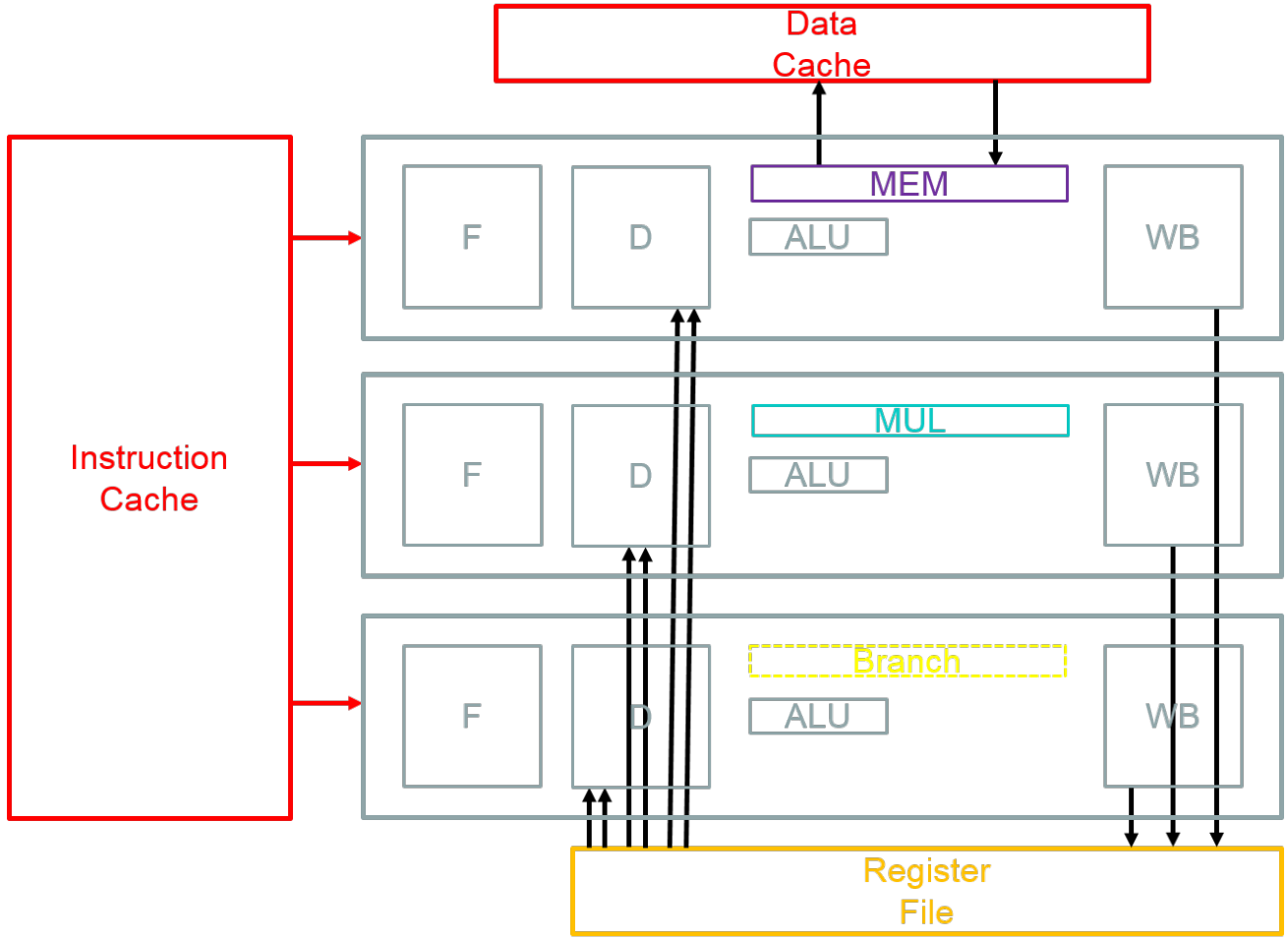
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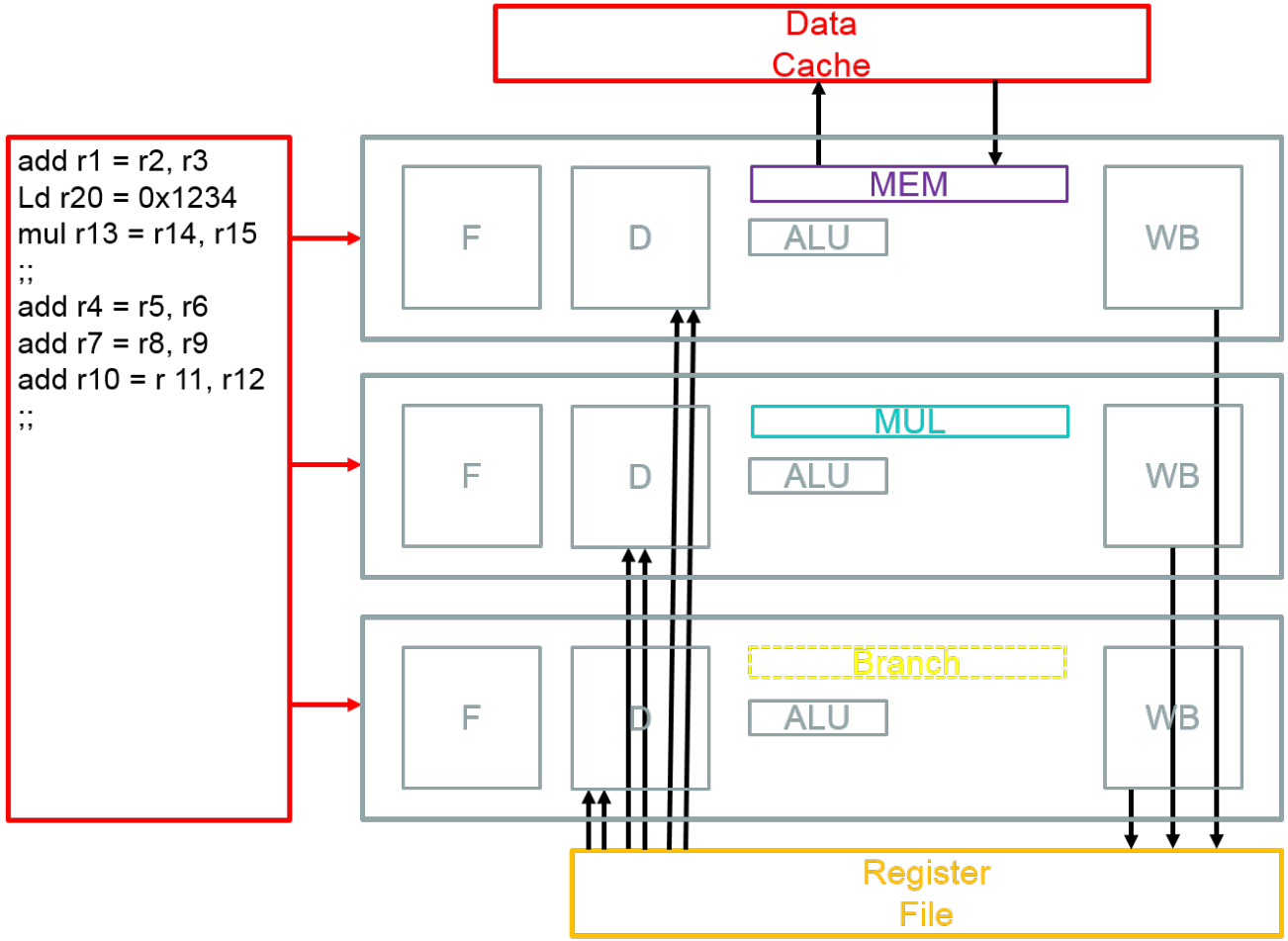
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