

# Team: QuickFixDemons

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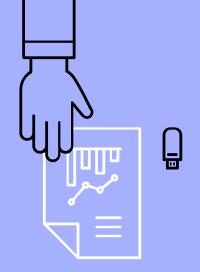
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# What is Branch Target Buffer (BTB)?

- Maps PC to Target Address
- Helps CPU to find next instruction to execute
- Only Branch Instruction

Address	Target Address
PC	PC + 39

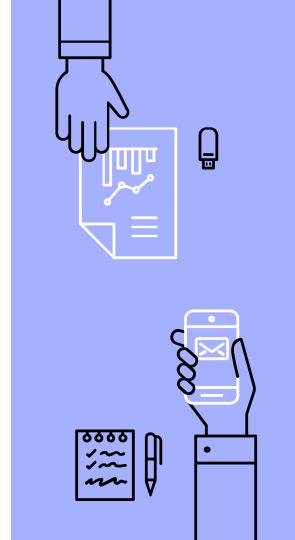




### Motivation

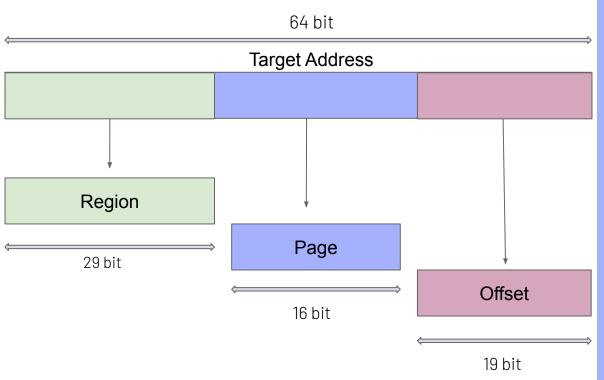
- Large code Footprint
- CPU frontend bottleneck
- Contribution of BTB misses
- Limited BTB capacity

For instance, Google has reported that 23.5% of all CPU cycles are lost to frontend stalls for its Web search binary.



## Partitioning

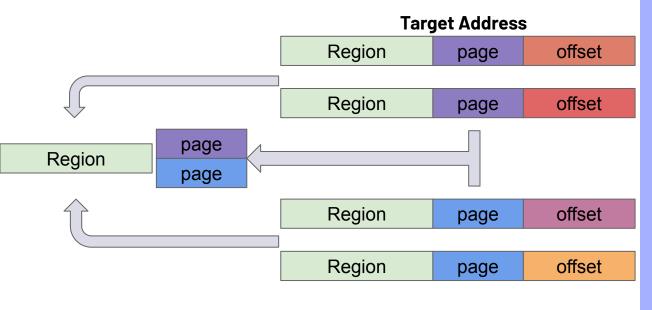
- Target Address can be decomposed
- Improve storage space efficiency

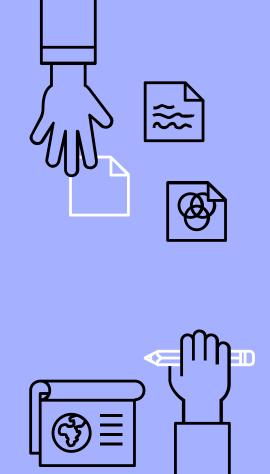




# Target Deduplication

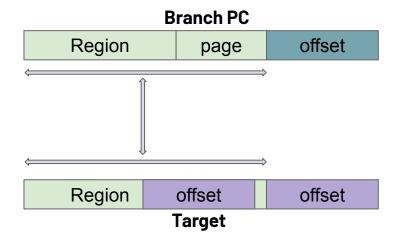
Many Target Address maps to same region and pages





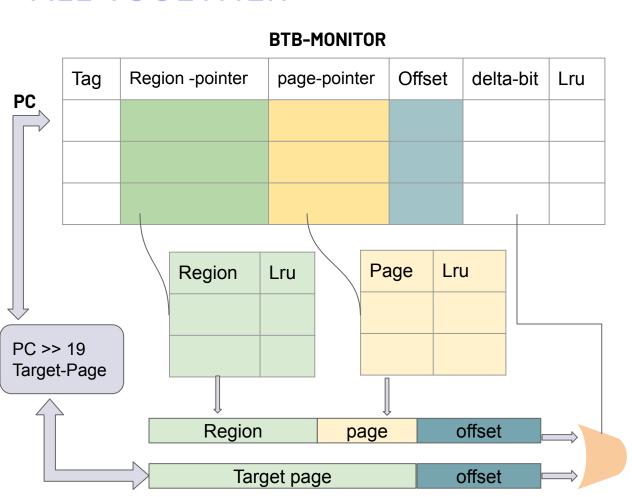
## Target Encoding

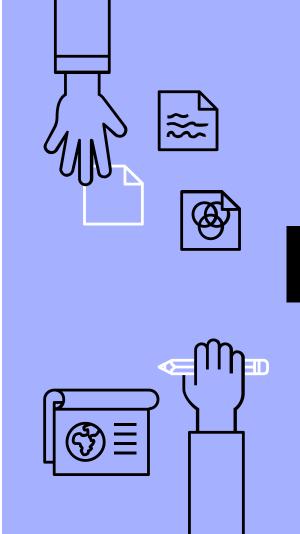
• Branch PC and Target often share the same region and page





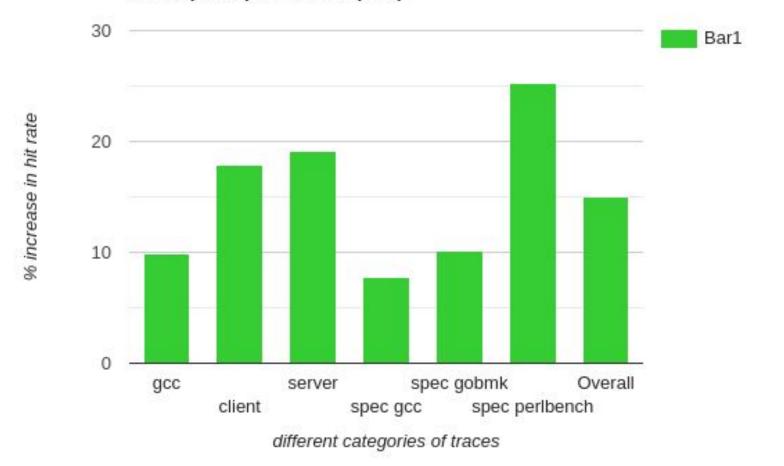
### **ALL TOGETHER**



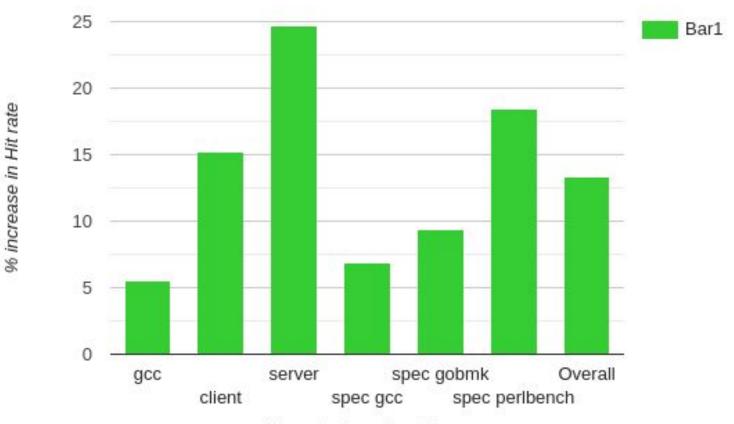


### **RESULTS**

Pdede (1.2KB) vs Baseline(1KB)

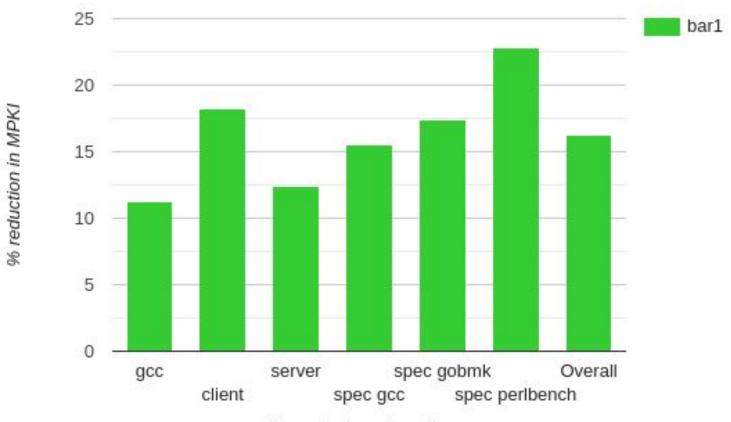


#### Pdede(~2.5KB) vs baseline(~2KB)



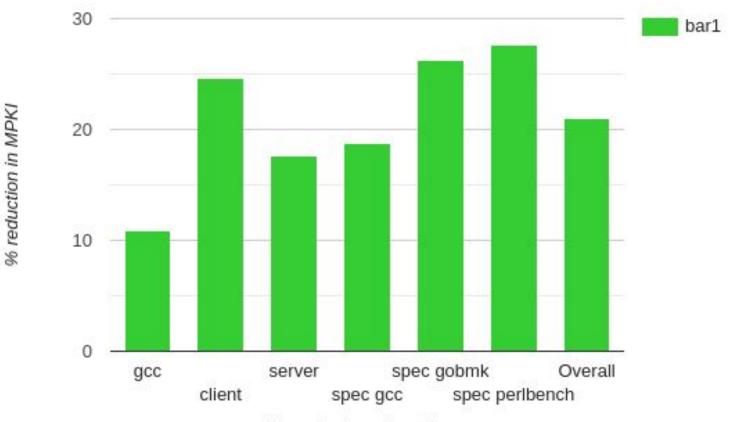
different categories of traces

#### MPKI Reduction Pdede (1.2KB) wrt Baseline(1KB)



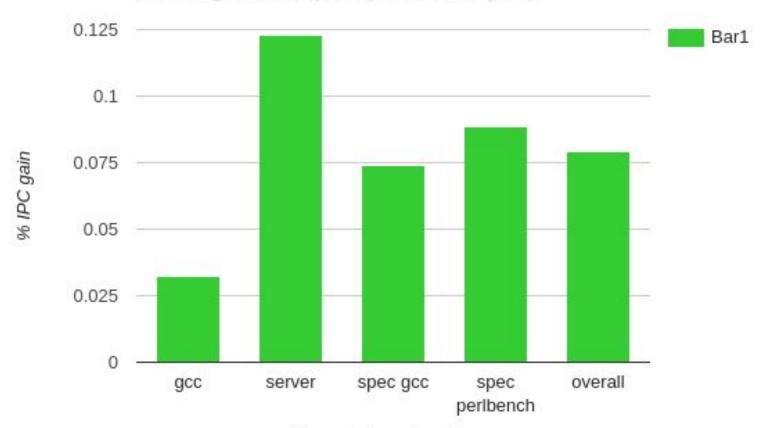
different categories of traces

#### MPKI Reduction of Pdede(~2.5KB) vs Baseline(~2KB)



different categories of traces

#### Max IPC gain Pdede (1.2KB) wrt Baseline(1KB)



different categories of traces

### Pros and Cons

- Space Efficient
- Reduces Miss Rate



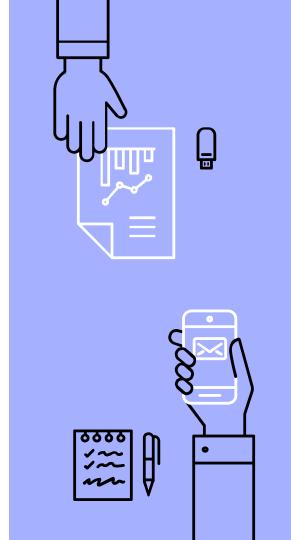
- Works well only on application having high percentage of branch
- Large code-footprint
- Data-center applications

Pros Cons

### Conclusion

- Three ideas
- Space-Efficiency of BTBs
- Performance Gains

The novel ideas presented and these insights will ease future research on increasing efficiency and throughput of branch target buffers.



# THANKS!

# Any questions?

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Repository:

BTB Organisation

