

Predication and Speculation

Compilers for High Performance Computers

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Problem Introduction

```
1 void process_data(int *data, int size) {  
2     for (int i = 0; i < size; i++) {  
3         if (data[i] < 50) {  
4             data[i] = 0;  
5         }  
6     }  
7 }
```

Listing: For size=100000000, we take 1.348 seconds

Conditional Codes

- Concern control flow of the program
- Jump to a different instruction based on a condition
- May effect performance

Instructions have to wait for dependencies

```
1 loop:
2     cmp w21, w20                // compare i with size
3     b.ge end_loop              // if i >= size, exit loop
4     ldr w0, [x19, w21, UXTW #2] // w0 = data[i]
5     cmp w0, #50
6     b.ge skip_update           // if data[i] >= 50, skip
7     mov w0, #0                 // w0 = 0
8     str w0, [x19, w21, UXTW #2] // data[i] = w0
9 skip_update:
10    add w21, w21, #1            // i++
11    b loop
```

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
ldr	F	D	E	M	W											
cmp		F	D	S	S	E	M	W								
b.ge			F	D	S	S	S	S	E	M	W					
mov												F	D	E	M	W

Figure: We need to wait for `data[i]` to be written back to `w0` for the comparison. We also need to wait for `b.ge` to finish to know which instruction to fetch next

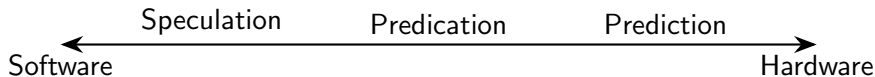
Instructions have to wait for dependencies

Problem

- We have to wait for `data[i]` to be loaded
- We cannot exploit available resources
- We do not know which instruction to fetch next
- Pipeline stalls, $IPC \downarrow$
- **We need to reduce the cost of conditional branching**

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
ldr	F	D	E	M	M	M	M	M	W											
cmp		F	D	S	S	S	S	S	S	E	M	W								
b.ge			F	D	S	S	S	S	S	S	S	S	E	M	W					
mov																F	D	E	M	W

Figure: A Cache miss may effect the pipeline even more.



- **Speculation**

- Speculate about control flow at run time while compiling
- Generate additional code, e.g., compensation code

- **Predication**

- Execute multiple branches
- Select correct result when condition arrives
- Requires special instructions, e.g., `cmov`

- **Prediction**

- Try to predict control flow during run time
- Using a hardware structure such as a branch predictor

Speculation

Definition

"An instruction is *speculatively* executed if it is moved above a conditional branch that it is control dependent upon" [1]

- **Compiler-controlled**
 - Speculate about real control flow
 - Try to enable other optimization opportunities
- **Control Speculation**
 - Execute instructions before control flow was determined
- **Data Speculation**
 - Execute instructions with potentially wrong data

Exceptions

Type	Behavior	Example
<i>safe</i>	Never causes an exception to a dominating block	Register-to-register operations
<i>unsafe</i>	Can always cause an exception to a dominating block	Loads, certain floating-point instructions

Predicated Execution without Branching

```
1 loop_predicated:
2     cmp w21, w20                // compare i with size
3     b.ge end_predicated        // if i >= size, exit
4     loop
5
6     ldr w0, [x19, w21, UXTW #2] // w0 = data[i]
7     cmp w0, #50
8     csel w0, wzr, w0, lt        // if w0 < 50, w0 = 0;
9     // else w0 = w0
10    str w0, [x19, w21, UXTW #2] // data[i] = w0
11
12    add w21, w21, #1            // i++
13    b loop_predicated
```


Speculative Execution with Branching

```
1 loop_speculative:
2     cmp w21, w20                // compare i with size
3     b.ge end_speculative       // if i >= size, exit loop
4
5     ldr w0, [x19, w21, UXTW #2] // w0 = data[i]
6     cmp w0, #50
7     b.ge skip_update           // if data[i] >= 50, skip
   update
8     mov w0, #0                  // w0 = 0
9     str w0, [x19, w21, UXTW #2] // data[i] = w0
10 skip_update:
11     add w21, w21, #1            // i++
12     b loop_speculative
```

References & Questions I

- [1] P.P. Chang et al. “Three architectural models for compiler-controlled speculative execution”. In: *IEEE Transactions on Computers* 44.4 (1995), pp. 481–494. DOI: [10.1109/12.376164](https://doi.org/10.1109/12.376164).