

Universidade de Aveiro

Mestrado em Engenharia de Computadores e Telemática Arquitecturas de Alto Desempenho

Branch Prediction

Academic year 2021/2022

Exercises adapted from Computer Architecture: a Quantitative Approach

1. A (m,n) correlating branch predictor takes into account the execution behavior of the previous m branches to choose among 2 m n-bit branch predictors in predicting a particular branch. A (m,n) local branch predictor works in a similar fashion, but only keeps track of the past behavior of an individual branch, through its m previous instances, to predict its future behavior.

There is a design trade-off involved with such predictors: correlating branch predictors require little memory for global history, which allows them to maintain n-bit branch predictors for a large number of different branch groups (thus, reducing the probability of branch instructions reusing the same predictor), while local branch predictors require substantially more memory for local history and, because of that, are limited to keep track of a relatively smaller number of branch instruction groups.

Consider a (1,2) correlating branch predictor that can track four branches, requiring 16 storage bits, versus a (2,2) local branch predictor that can track two branches using the same amount of memory. For the branch outcomes listed in the table bellow

Branch PC (decimal word address)	Outcome
1816	T
2172	NT
3108	NT
2172	NT
3108	NT
1816	T
3108	NT
1816	T
2172	T

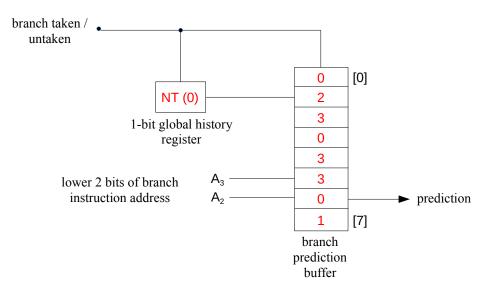
provide the prediction, the table entry used to make the prediction, any updates to the table as a result of the prediction and the final misprediction rate of each predictor. Initialize each predictor to the following values

	Correlating branch predictor							
entry	branch group			prediction				
0	0	NT	0	NT				
1	0	T	2	T				
2	1	NT	3	T				
3	1	T	0	NT				
4	2	NT	3	T				
5	2	T	3	T				
6	3	NT	0	NT				
7	3	T	1	NT				

Local predictor							
entry	branch group	group outcomes state					
0	0	NT, NT	3	Т			
1	0	NT, T	0	NT			
2	0	T, NT	0	NT			
3	0	T, T	2	Т			
4	1	NT, NT	0	NT			
5	1	NT, T	0	NT			
6	1	T, NT	2	T			
7	1	T, T	3	Т			

and assume that the global history register states that the last global branch was NT and that the local history table states that the last two local branches were T, NT and T, T for its two entries, respectively.

Notice that the provided word addresses suppose that the bit address lines A1 and A0, which are zero, are omitted.

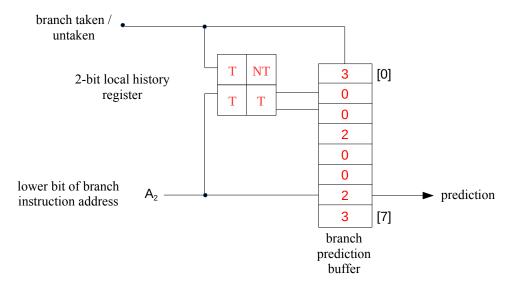


(1,2) correlating branch predictor

	Correlating branch predictor								
branch PC (dec)	branch PC (hexa)	last outcome	entry	internal state (present)	prediction	outcome	internal state (next)		
1816	718	NT	4	3	T	T	3		
2172	87C	T	7	1	NT	NT	0		
3108	C24	NT	2	3	T	NT	2		
2172	87C	NT	6	0	NT	NT	0		
3108	C24	NT	2	2	T	NT	0		
1816	718	NT	4	3	T	T	3		
3108	C24	T	3	0	NT	NT	0		
1816	718	NT	4	3	T	T	3		
2172	87C	Т	7	0	NT	T	1		

misprediction rate = 33%

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(2,2) local branch predictor

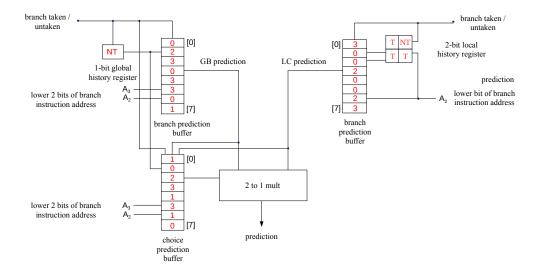
	Local branch predictor									
branch PC (dec)	branch PC (hexa)	last two outcomes	entry	internal state (present)	prediction	outcome	internal state (next)			
1816	718	T-NT	2	0	NT	T	1			
2172	87C	T-T	7	3	T	NT	2			
3108	C24	NT-T	5	0	NT	NT	0			
2172	87C	NT-NT	4	0	NT	NT	0			
3108	C24	NT-NT	4	0	NT	NT	0			
1816	718	T-T	3	2	T	T	3			
3108	C24	NT-NT	4	0	NT	NT	0			
1816	718	T-T	3	3	T	T	3			
2172	87C	NT-NT	4	0	NT	T	1			

misprediction rate = 33%

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2. Consider now a *tournament branch predictor* built with the correlating branch predictor and the local branch predictor of problem 1. For the branch outcomes listed in the table of problem 1, provide the prediction, the table entry of the *choice prediction buffer* used to select the prediction, any updates to the table as a result of the prediction and the final misprediction rate. Initialize the choice prediction buffer to the following values

Tournament branch predictor							
entry	branch last internal group outcome state		selection				
0	0	NT	1	GB			
1	0	T	0	GB			
2	1	NT	2	LC			
3	1	T	3	LC			
4	2	NT	1	GB			
5	2	T	3	LC			
6	3	NT	1	GB			
7	3	T	0	GB			



tournament branch predictor

	Tournament branch predictor									
branch PC (dec)	branch PC (hexa)	last outcome	entry	internal state (present)	prediction (GB)	prediction (LC)	prediction	outcome	internal state (next)	
1816	718	NT	4	1	T	NT	T	T	0	
2172	87C	T	7	0	NT	T	NT	NT	0	
3108	C24	NT	2	2	T	NT	NT	NT	3	
2172	87C	NT	6	1	NT	NT	NT	NT	1	
3108	C24	NT	2	3	T	NT	NT	NT	3	
1816	718	NT	4	0	T	T	T	T	0	
3108	C24	T	3	3	NT	NT	NT	NT	3	
1816	718	NT	4	0	T	T	T	T	0	
2172	87C	T	7	0	NT	NT	NT	T	0	

misprediction rate =

11%

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