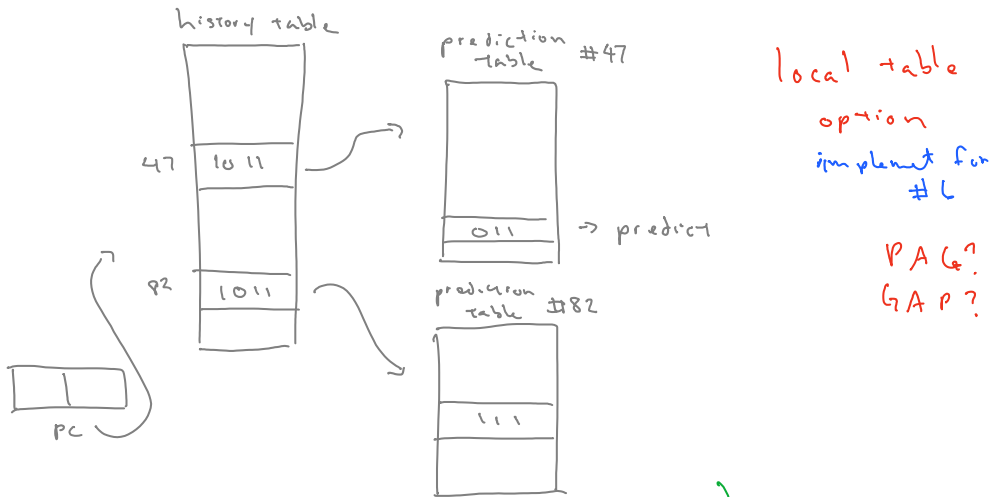


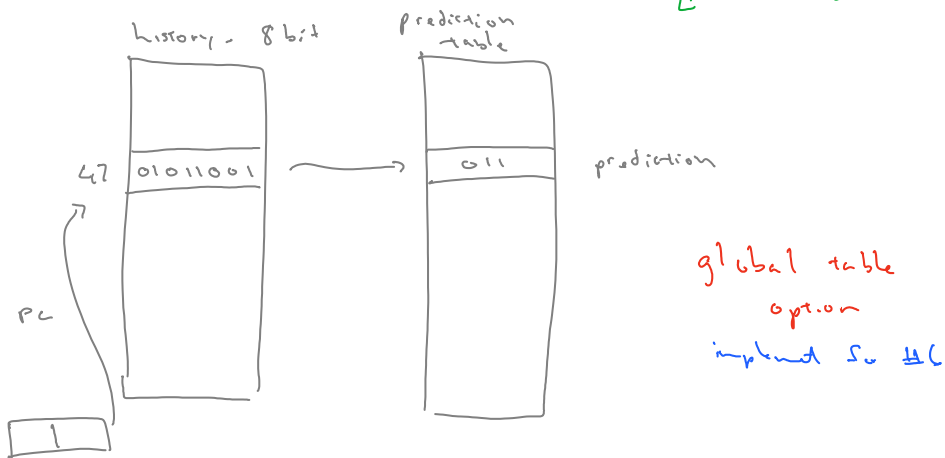
22 Two-Level Branch Predictors

Monday, October 26, 2015 10:01

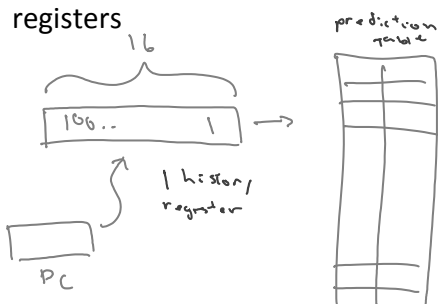
Two-Level Prediction



Another setup



What did the last 8 or 16 branches do?
Break the history register into a lot of registers



Turns out being about the same size, and about the same effective

https://en.wikipedia.org/wiki/Branch_predictor#Two-level_adaptive_predictor

Why don't we code without branches?

A, b

If (a < b) {

C = b

} else {

C = a

}

*else if (a < b) {
bne \$t0, \$t1, Label
move \$t7, \$t2
Label:
move \$t7, \$t1
end ;*

Conditional Move

movn	\$t0	\$t1	\$t2
movz			

if \$t0 != 0 move \$t0, \$t1

slt \$t0, \$t1, \$t2

movn \$t7, \$t2, \$t0

movz \$t7, \$t1, \$t0

*only move if condition is right.
Technically doing both, but only one
move will happen*

*because of conditional move, no need for Branch
branch predictors, pipeline stalls etc.*

Predicated Instructions

ARM

Itanium - not backwards compatible

Intel builds processors that AMD made instructions for

WARNING INTEL HW

Move ILP

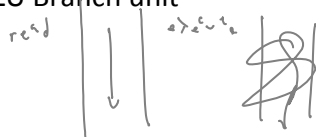
-multiple functioned units

3 integers ALU 2FP ALU Branch unit

Read the instructions

Out of order execute

In order commit



VERY LONG INSTRUCTION WORDS

VLIW

