CS252
Graduate Computer Architecture
Lecture 8

Prediction/Speculation
(Branches, Return Addrs)
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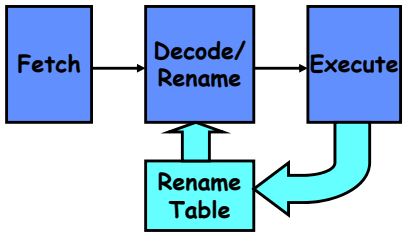
Review: Hardware Support for Memory Disambiguation: The Simple Version

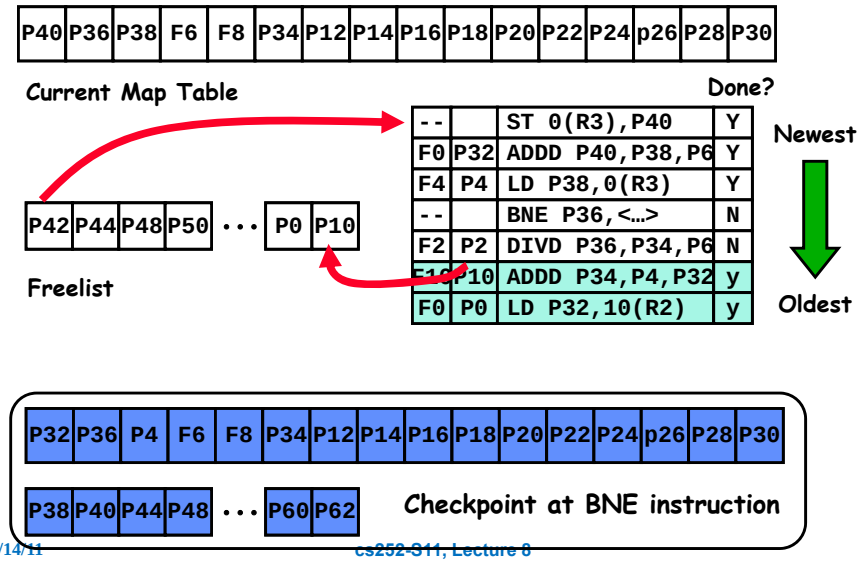
- Need buffer to keep track of all outstanding stores to memory, in program order.
  - Keep track of address (when becomes available) and value (when becomes available)
  - FIFO ordering: will retire stores from this buffer in program order
- When issuing a load, record current head of store queue (know which stores are ahead of you).
- When have address for load, check store queue:
  - If *any* store prior to load is waiting for its address, stall load.
  - If load address matches earlier store address (associative lookup), then we have a *memory-induced RAW hazard*:
    - » store value available ⇒ return value
    - » store value not available ⇒ return ROB number of source
  - Otherwise, send out request to memory
- Actual stores commit in order, so no worry about WAR/WAW hazards through memory.

Quick Recap: Explicit Register Renaming

- Make use of a *physical* register file that is larger than number of registers specified by ISA
- Keep a translation table:
  - ISA register => physical register mapping
  - When register is written, replace table entry with new register from freelist.
  - Physical register becomes free when not being used by any instructions in progress.



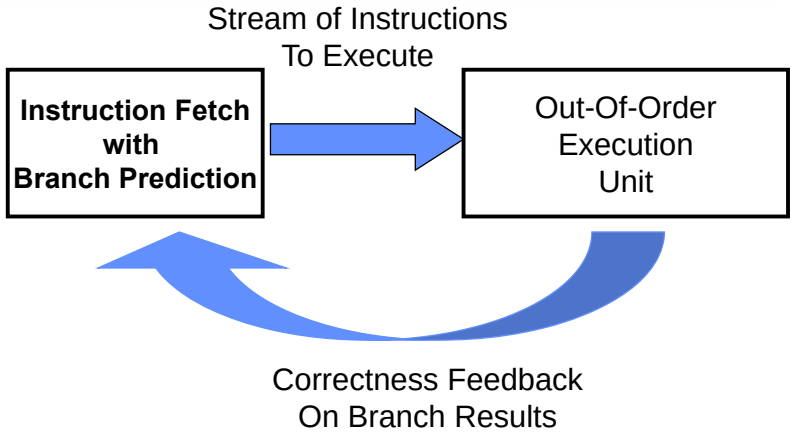
Review: Explicit register renaming:
R10000 Freelist Management



Review: Advantages of Explicit Renaming

- Decouples *renaming* from *scheduling:*
  - Pipeline can be exactly like "standard" DLX pipeline (perhaps with multiple operations issued per cycle)
  - Or, pipeline could be tomasulo-like or a scoreboard, etc.
  - Standard forwarding or bypassing could be used
- Allows data to be fetched from single register file
  - No need to bypass values from reorder buffer
  - This can be important for balancing pipeline
- Many processors use a variant of this technique:
  - R10000, Alpha 21264, HP PA8000
- Another way to get precise interrupt points:
  - All that needs to be "undone" for precise break point is to undo the table mappings
  - Provides an interesting mix between reorder buffer and future file
    - » Results are written immediately back to register file
    - » Registers *names* are "freed" in program order (by ROB)

Independent "Fetch" unit



- Instruction fetch decoupled from execution
- Often issue logic (+ rename) included with Fetch

Branches must be resolved quickly

- In our loop-unrolling example, we relied on the fact that branches were under control of "fast" integer unit in order to get overlap!

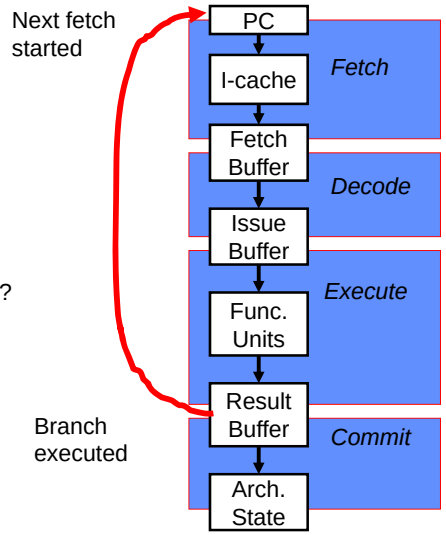
```
Loop:   LD      F0    0     R1
        MULTD   F4    F0    F2
        SD      F4    0     R1
        SUBI    R1    R1    #8
        BNEZ    R1    Loop
```

- What happens if branch depends on result of multd??
  - We completely lose all of our advantages!
  - Need to be able to "predict" branch outcome.
  - If we were to predict that branch was taken, this would be right most of the time.
- Problem much worse for superscalar machines!

Relationship between precise interrupts and speculation:

- Speculation is a form of guessing
  - Branch prediction, data prediction
  - If we speculate and are wrong, need to back up and restart execution to point at which we predicted incorrectly
  - This is exactly same as precise exceptions!
- Branch prediction is a very important!
  - Need to "take our best shot" at predicting branch direction.
  - If we issue multiple instructions per cycle, lose lots of potential instructions otherwise:
    - » Consider 4 instructions per cycle
    - » If take single cycle to decide on branch, waste from 4 - 7 instruction slots!
- Technique for both precise interrupts/exceptions and speculation: *in-order completion or commit*
  - This is why reorder buffers in all new processors

Control Flow Penalty



Modern processors may have > 10 pipeline stages between next PC calculation and branch resolution !

How much work is lost if pipeline doesn't follow correct instruction flow?

~ Loop length x pipeline width

MIPS Branches and Jumps

Each instruction fetch depends on one or two pieces of information from the preceding instruction:

1) Is the preceding instruction a taken branch?

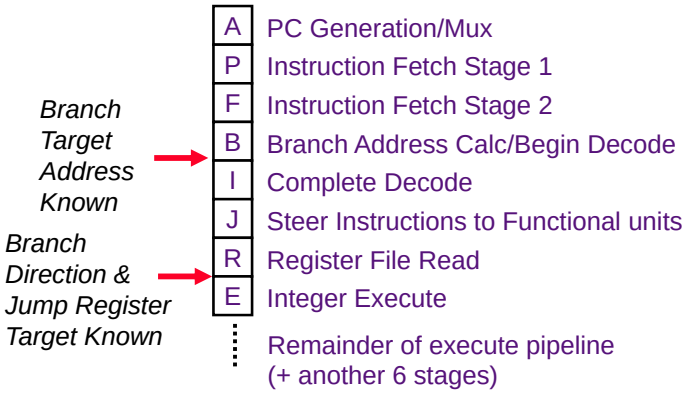
2) If so, what is the target address?

Instruction	*Taken known?*	*Target known?*
J	After Inst. Decode	After Inst. Decode
JR	After Inst. Decode	After Reg. Fetch
BEQZ/BNEZ	After Reg. Fetch*	After Inst. Decode

*Assuming zero detect on register read

Branch Penalties in Modern Pipelines

UltraSPARC-III instruction fetch pipeline stages
(in-order issue, 4-way superscalar, 750MHz, 2000)



Reducing Control Flow Penalty

Software solutions

- ***Eliminate branches - loop unrolling***
  Increases the run length
- ***Reduce resolution time - instruction scheduling***
  Compute the branch condition as early as possible (of limited value)

Hardware solutions

- **Find something else to do - *delay slots***
  Replaces pipeline bubbles with useful work (requires software cooperation)
- ***Speculate - branch prediction***
  ***Speculative execution* of instructions beyond the branch**

Administrative

- Midterm I: Wednesday 3/16
  Location: 320 Soda Hall
  TIME: 2:30-5:30
  - Can have 1 sheet of 8½x11 *handwritten* notes – both sides
  - No microfiche of the book!
- This info is on the Lecture page (has been)
- Meet at LaVal's afterwards for Pizza and Beverages
  - Great way for me to get to know you better
  - I'll Buy!

Branch Prediction

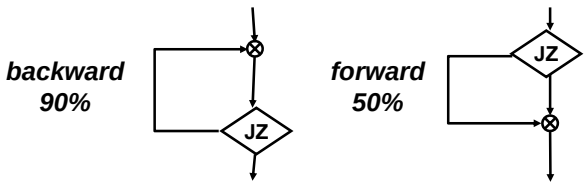
- *Motivation:*
  - Branch penalties limit performance of deeply pipelined processors
  - Modern branch predictors have high accuracy: (>95%) and can reduce branch penalties significantly
- *Required hardware support:*
  - *Prediction structures:*
    - » Branch history tables, branch target buffers, etc.
  - *Mispredict recovery mechanisms:*
    - » *Keep result computation separate from commit*
    - » Kill instructions following branch in pipeline
    - » Restore state to state following branch

Case for Branch Prediction when Issue N instructions per clock cycle

- Branches will arrive up to *n* times faster in an *n*-issue processor
  - Amdahl's Law => relative impact of the control stalls will be larger with the lower potential CPI in an *n*-issue processor
  - conversely, need branch prediction to 'see' potential parallelism
- Performance = *ƒ*(accuracy, cost of misprediction)
  - Misprediction ⇒ Flush Reorder Buffer
  - Questions: How to increase accuracy or decrease cost of misprediction?
- Decreasing cost of misprediction
  - Reduce number of pipeline stages before result known
  - Decrease number of instructions in pipeline
  - Both contraindicated in high issue-rate processors!

Static Branch Prediction

Overall probability a branch is taken is ~60-70% but:



ISA can attach preferred direction semantics to branches, e.g., Motorola MC88110
bne0 *(preferred taken)* beq0 *(not taken)*

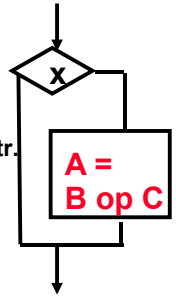
ISA can allow arbitrary choice of statically predicted direction, e.g., HP PA-RISC, Intel IA-64
typically reported as ~80% accurate

Predicated Execution

- **Avoid branch prediction by turning branches into conditionally executed instructions:**

  if (x) then A = B op C else NOP

  - **If false, then neither store result nor cause exception**
  - **Expanded ISA of Alpha, MIPS, PowerPC, SPARC have conditional move; PA-RISC can annul any following instr.**
  - **IA-64: 64 1-bit condition fields selected so conditional execution of any instruction**
  - **This transformation is called "if-conversion"**
- **Drawbacks to conditional instructions**
  - **Still takes a clock even if "annulled"**
  - **Stall if condition evaluated late**
  - **Complex conditions reduce effectiveness; condition becomes known late in pipeline**



Dynamic Branch Prediction

learning based on past behavior

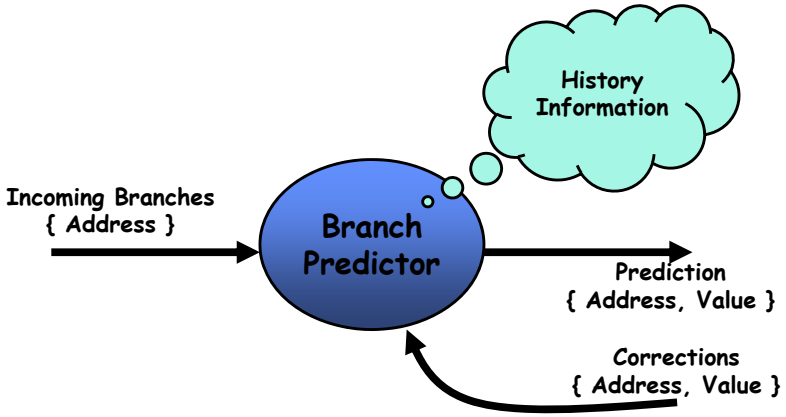
Temporal correlation

The way a branch resolves may be a good predictor of the way it will resolve at the next execution

Spatial correlation

Several branches may resolve in a highly correlated manner *(a preferred path of execution)*

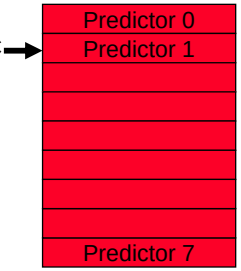
Dynamic Branch Prediction Problem



- **Incoming stream of addresses**
- **Fast outgoing stream of predictions**
- **Correction information returned from pipeline**

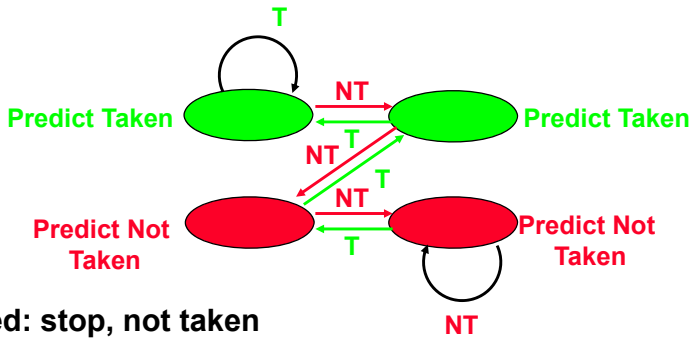
What does history look like? E.g.: One-level Branch History Table (BHT)

- **Each branch given its own predictor state machine**
- **BHT is table of "Predictors"**
  - **Could be 1-bit, could be complex state machine**
  - **Indexed by PC address of Branch – without tags**
- **Problem: in a loop, 1-bit BHT will cause two mispredictions (avg is 9 iterations before exit):**
  - **End of loop case: when it exits instead of looping as before**
  - **First time through loop on *next* time through code, when it predicts exit instead of looping**
- **Thus, most schemes use at least 2 bit predictors**
- **In Fetch state of branch:**
  - **Use Predictor to make prediction**
- **When branch completes**
  - **Update corresponding Predictor**



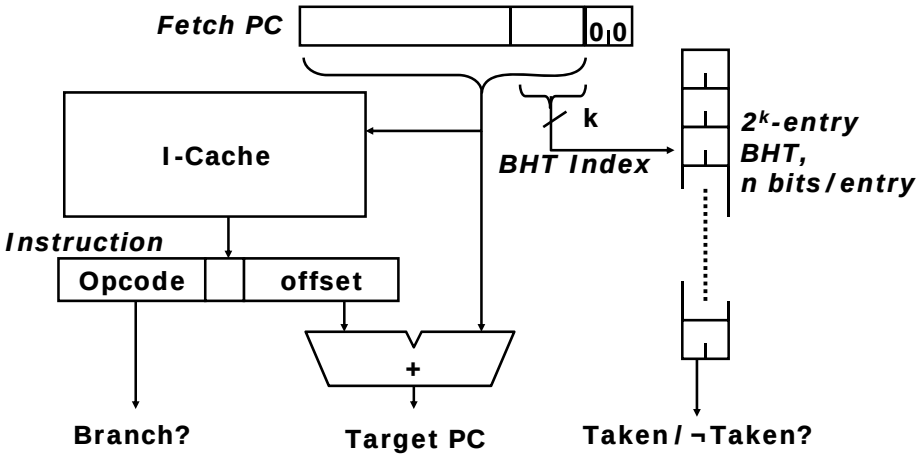
2-bit predictor

- Solution: 2-bit scheme where change prediction only if get misprediction *twice:*



- Red: stop, not taken
- Green: go, taken
- Adds *hysteresis* to decision making process

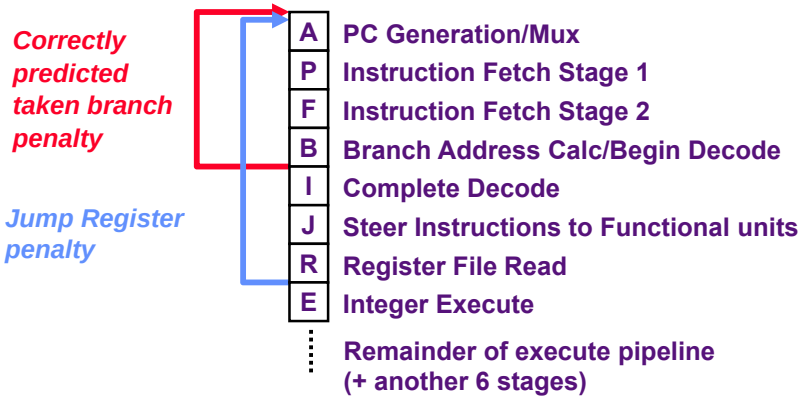
Typical Branch History Table



4K-entry BHT, 2 bits/entry, ~80-90% correct predictions

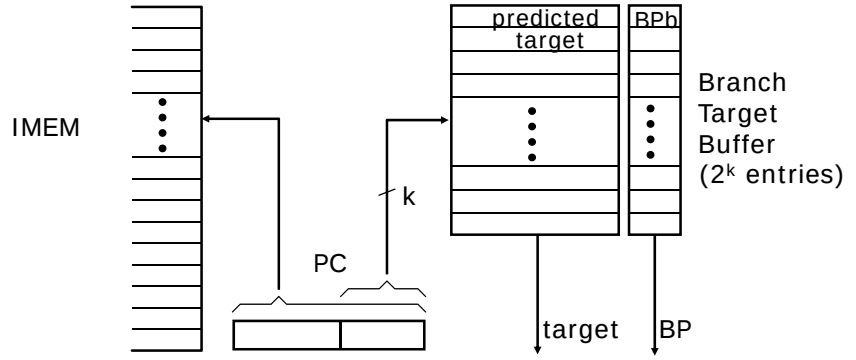
Pipeline considerations for BHT

Only predicts branch direction. Therefore, cannot redirect fetch stream until after branch target is determined.



UltraSPARC-III fetch pipeline

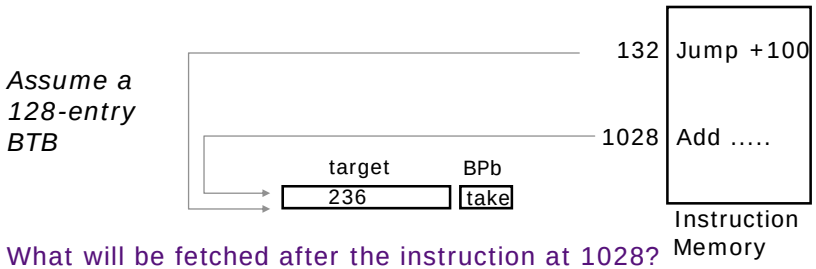
Branch Target Buffer



BP bits are stored with the predicted target address.

IF stage: *If (BP=taken) then nPC=target else nPC=PC+4*
later: *check prediction, if wrong then kill the instruction and update BTB & BPb else update BPb*

Address Collisions in BTB



What will be fetched after the instruction at 1028?

BTB prediction = 236

Correct target = 1032

⇒ *kill* PC=236 and *fetch* PC=1032

Is this a common occurrence?
Can we avoid these bubbles?

BTB is only for Control Instructions

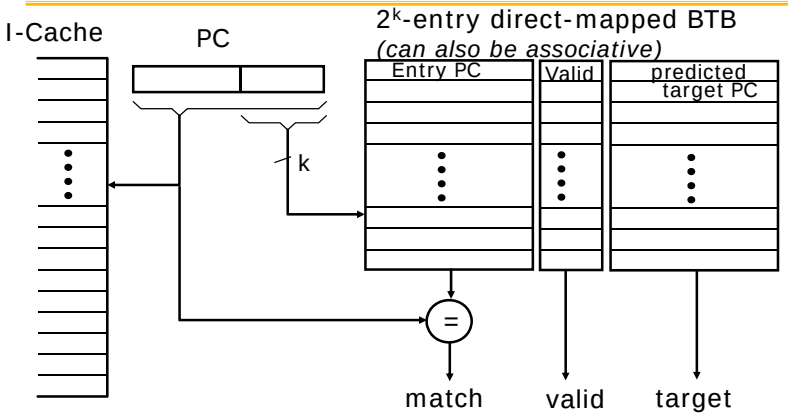
BTB contains useful information for branch and jump instructions only

⇒ Do not update it for other instructions

For all other instructions the next PC is PC+4 !

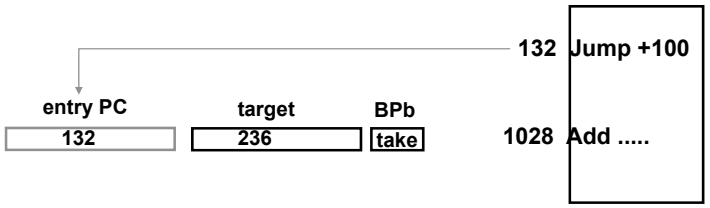
How to achieve this effect without decoding the instruction?

Branch Target Buffer (BTB)



- **Keep both the branch PC and target PC in the BTB**
- **PC+4 is fetched if match fails**
- **Only *predicted taken* branches and jumps held in BTB**
- **Next PC determined *before* branch fetched and decoded**

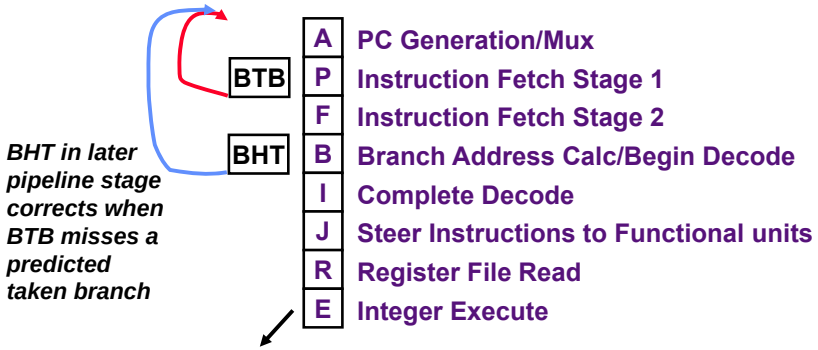
Consulting BTB Before Decoding



- **The match for PC=1028 fails and 1028+4 is fetched**
  - ***eliminates false predictions after ALU instructions***
- **BTB contains entries only for control transfer instructions**
  - ***more room to store branch targets***

Combining BTB and BHT

- BTB entries are considerably more expensive than BHT, but can redirect fetches at earlier stage in pipeline and can accelerate indirect branches (JR)
- BHT can hold many more entries and is more accurate



BTB/BHT only updated after branch resolves in E stage

Uses of Jump Register (JR)

- Switch statements (jump to address of matching case)

  BTB works well if same case used repeatedly

- Dynamic function call (jump to run-time function address)

  BTB works well if same function usually called, (e.g., in C++ programming, when objects have same type in virtual function call)

- Subroutine returns (jump to return address)

  BTB works well if usually return to the same place

  ⇒ *Often one function called from many distinct call sites!*

How well does BTB work for each of these cases?

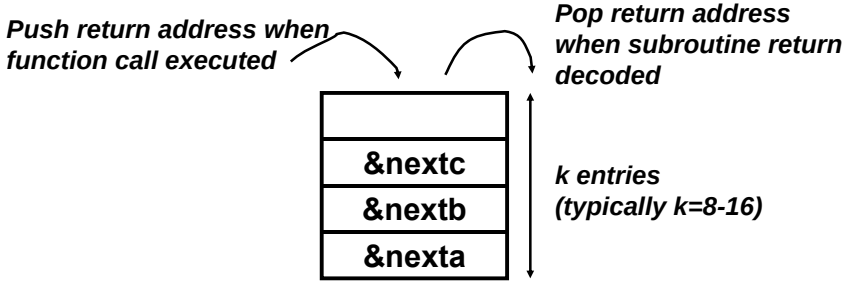
Subroutine Return Stack

Small structure to accelerate JR for subroutine returns, typically much more accurate than BTBs.

fa() { fb(); nexta: }

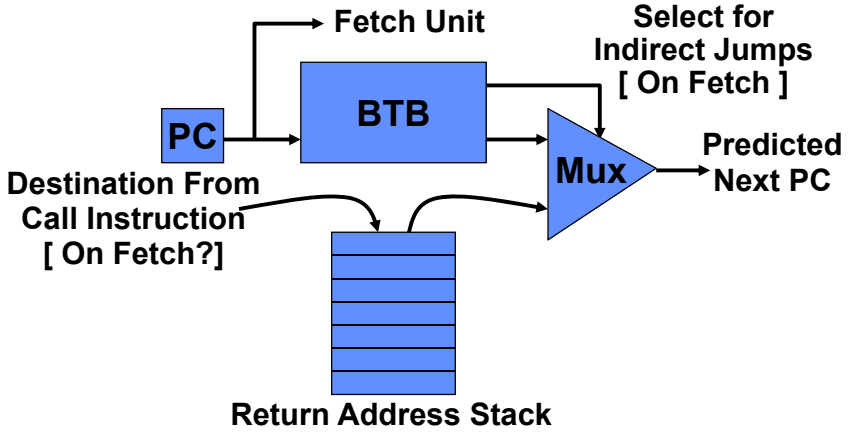
fb() { fc(); nextb: }

fc() { fd(); nextc: }



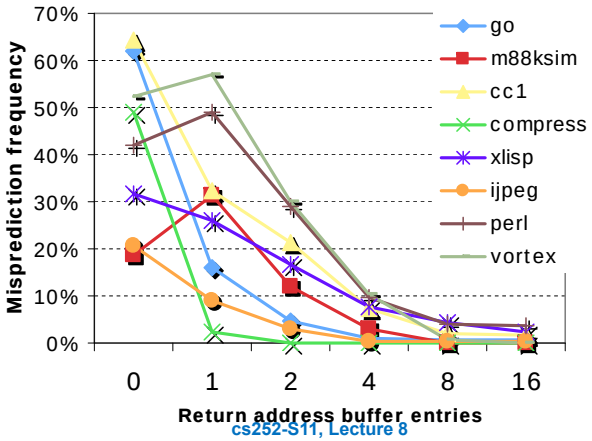
Special Case Return Addresses

- Register Indirect branch hard to predict address
  - SPEC89 85% such branches for procedure return
  - Since stack discipline for procedures, save return address in small buffer that acts like a stack: 8 to 16 entries has small miss rate



Performance: Return Address Predictor

- Cache most recent return addresses:
  - Call ⇒ Push a return address on stack
  - Return ⇒ Pop an address off stack & predict as new PC



Correlating Branches

- Hypothesis: recent branches are correlated; that is, behavior of recently executed branches affects prediction of current branch
- Two possibilities; Current branch depends on:
  - Last m most recently executed branches anywhere in program Produces a "GA" (for "global adaptive") in the Yeh and Patt classification (e.g. GAg)
  - Last m most recent outcomes of same branch. Produces a "PA" (for "per-address adaptive") in same classification (e.g. PAg)
- Idea: record m most recently executed branches as taken or not taken, and use that pattern to select the proper branch history table entry
  - A single history table shared by all branches (appends a "g" at end), indexed by history value.
  - Address is used along with history to select table entry (appends a "p" at end of classification)
  - If only portion of address used, often appends an "s" to indicate "set-indexed" tables (I.e. GAs)

Exploiting Spatial Correlation

Yeh and Patt, 1992

```
if (x[i] < 7) then
      y += 1;
if (x[i] < 5) then
      c -= 4;
```

If first condition false, second condition also false

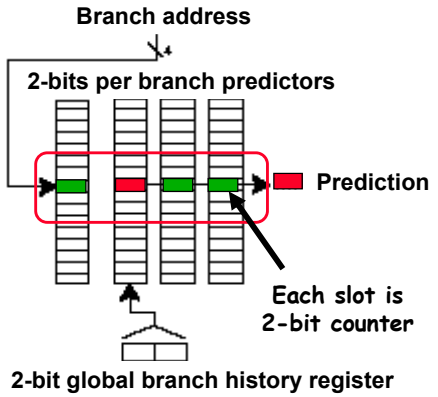
History register, H, records the direction of the last N branches executed by the processor

Correlating Branches

- For instance, consider global history, set-indexed BHT. That gives us a GAs history table.

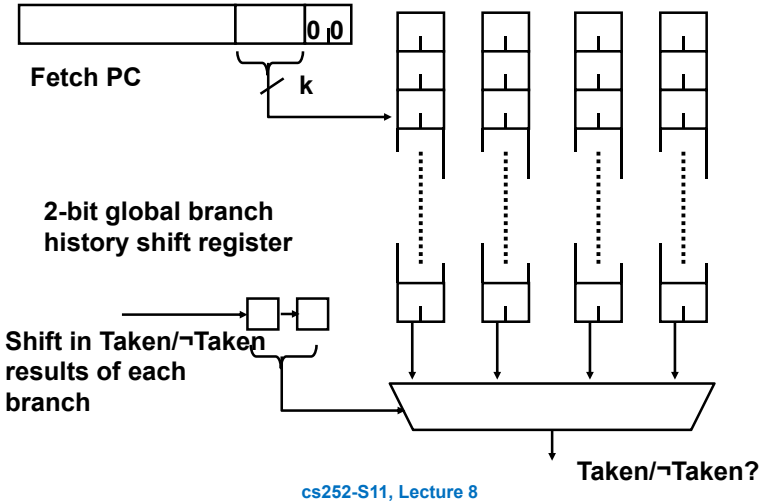
(2,2) GAs predictor

- First 2 means that we keep two bits of history
- Second means that we have 2 bit counters in each slot.
- Then behavior of recent branches selects between, say, four predictions of next branch, updating just that prediction
- Note that the original two-bit counter solution would be a (0,2) GAs predictor
- Note also that aliasing is possible here...



Two-Level Branch Predictor (e.g. GAs)

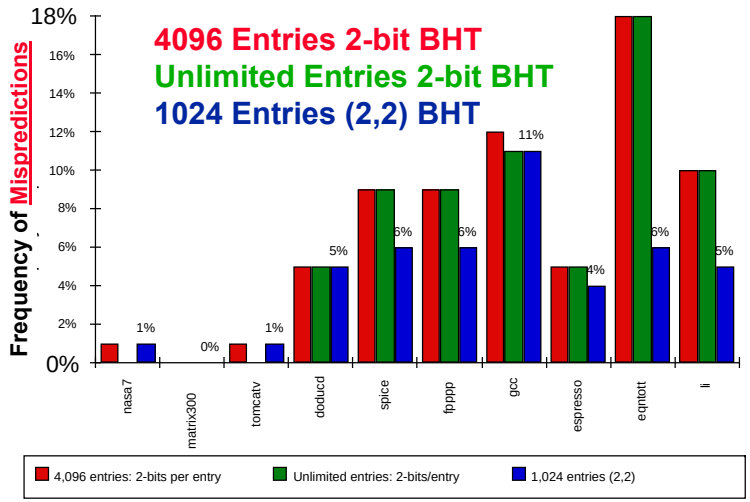
Pentium Pro uses the result from the last two branches to select one of the four sets of BHT bits (~95% correct)



What are Important Metrics?

- Clearly, Hit Rate matters
  - Even 1% can be important when above 90% hit rate
- Speed: Does this affect cycle time?
- Space: Clearly Total Space matters!
  - Papers which do not try to normalize across different options are playing fast and lose with data
  - Try to get best performance for the cost

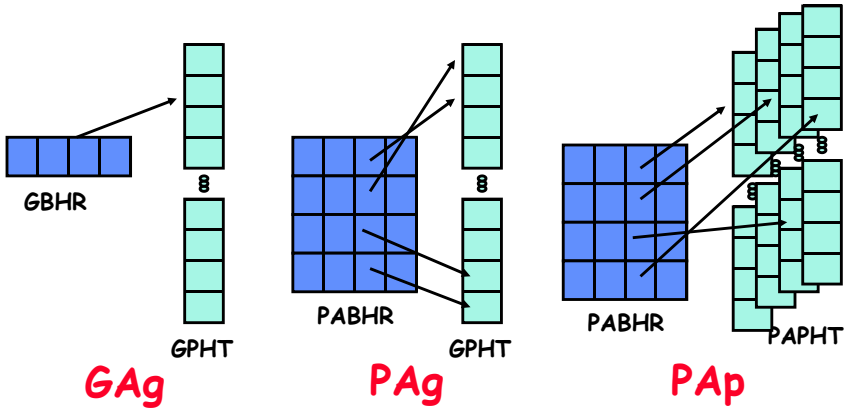
Accuracy of Different Schemes



BHT Accuracy

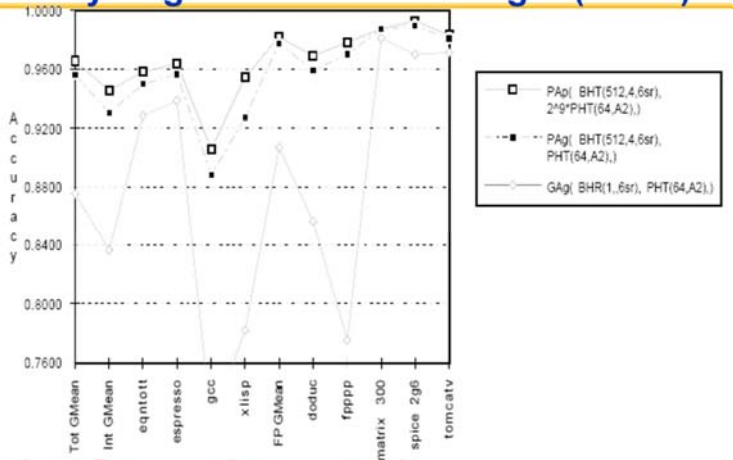
- Mispredict because either:
  - Wrong guess for that branch
  - Got branch history of wrong branch when index the table
- 4096 entry table programs vary from 1% misprediction (nasa7, tomcatv) to 18% (eqntott), with spice at 9% and gcc at 12%
  - For SPEC92, 4096 about as good as infinite table
- How could HW predict "this loop will execute 3 times" using a simple mechanism?
  - Need to track history of just that branch
  - For given pattern, track most likely following branch direction
- Leads to two separate types of recent history tracking:
  - GBHR (Global Branch History Register)
  - PABHR (Per Address Branch History Table)
- Two separate types of Pattern tracking
  - GPHT (Global Pattern History Table)
  - PAPHT (Per Address Pattern History Table)

Yeh and Patt classification



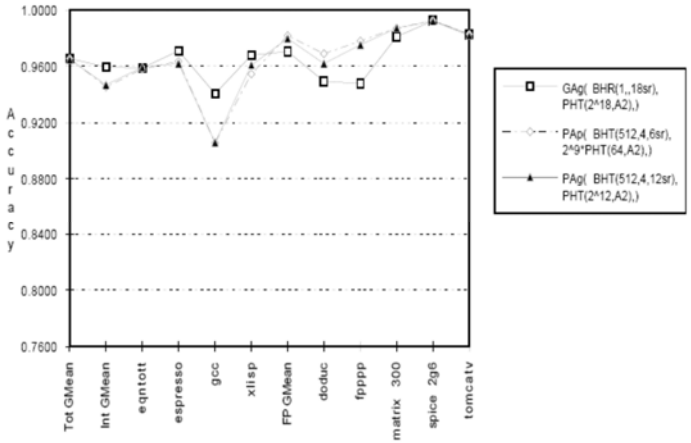
- GAg: Global History Register, Global History Table
- PAg: Per-Address History Register, Global History Table
- PAp: Per-Address History Register, Per-Address History Table

Two-Level Adaptive Schemes: History Registers of Same Length (6 bits)



- PAp best: But uses a lot more state!
- GAg not effective with 6-bit history registers
  - Every branch updates the same history register⇒interference
- PAg performs better because it has a branch history table

Versions with Roughly same accuracy (97%)

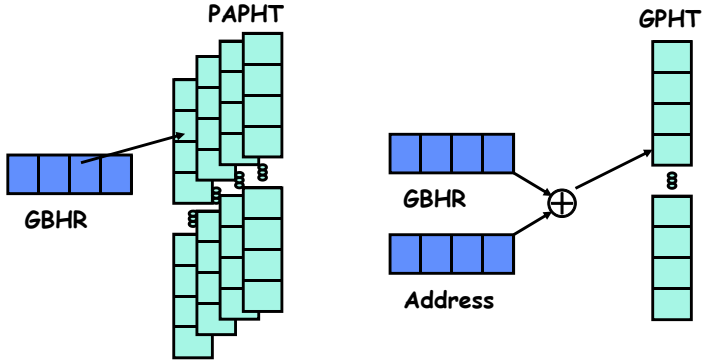


- Cost:
  - GAg requires 18-bit history register
  - PAg requires 12-bit history register
  - PAp requires 6-bit history register
- PAg is the cheapest among these

Why doesn't GAg do better?

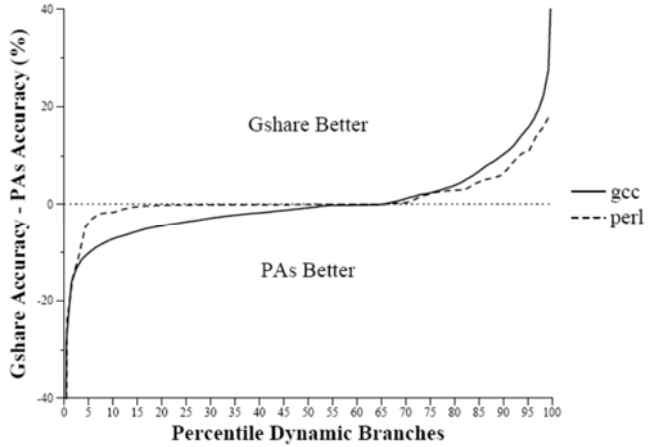
- Difference between GAg and both PA variants:
  - GAg tracks correllations between different branches
  - PAg/PAp track corellations between different instances of the same branch
- These are two different types of pattern tracking
  - Among other things, GAg good for branches in straight-line code, while PA variants good for loops
- Problem with GAg? It aliases results from different branches into same table
  - Issue is that different branches may take same global pattern and resolve it differently
  - GAg doesn't leave flexibility to do this

Other Global Variants: Try to Avoid Aliasing



- GAs: Global History Register, Per-Address (Set Associative) History Table
- Gshare: Global History Register, Global History Table with Simple attempt at anti-aliasing

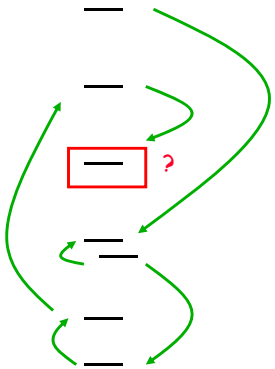
Is Global or Local better?



- Neither: Some branches local, some global
  - From: "An Analysis of Correlation and Predictability: What Makes Two-Level Branch Predictors Work," Evers, Patel, Chappell, Patt
  - Difference in predictability quite significant for some branches!

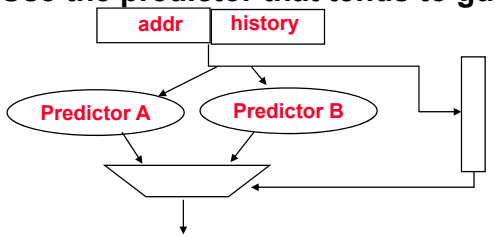
Dynamically finding structure in Spaghetti

- Consider complex "spaghetti code"
- Are all branches likely to need the same type of branch prediction?
  - No.
- What to do about it?
  - How about predicting which predictor will be best?
  - Called a "Tournament predictor"



Tournament Predictors

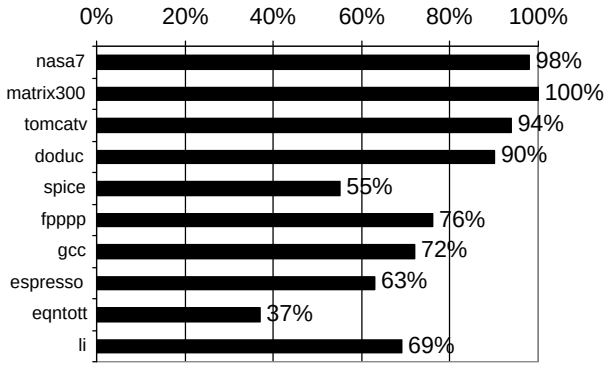
- Motivation for correlating branch predictors is 2-bit predictor failed on important branches; by adding global information, performance improved
- Tournament predictors: use 2 predictors, 1 based on global information and 1 based on local information, and combine with a selector
- Use the predictor that tends to guess correctly



Tournament Predictor in Alpha 21264

- 4K 2-bit counters to choose from among a global predictor and a local predictor
- Global predictor also has 4K entries and is indexed by the history of the last 12 branches; each entry in the global predictor is a standard 2-bit predictor
  - 12-bit pattern: ith bit 0 => ith prior branch not taken; ith bit 1 => ith prior branch taken;
- Local predictor consists of a 2-level predictor:
  - Top level a local history table consisting of 1024 10-bit entries; each 10-bit entry corresponds to the most recent 10 branch outcomes for the entry. 10-bit history allows patterns 10 branches to be discovered and predicted.
  - Next level Selected entry from the local history table is used to index a table of 1K entries consisting a 3-bit saturating counters, which provide the local prediction
- Total size: 4K*2 + 4K*2 + 1K*10 + 1K*3 = 29K bits! (~180,000 transistors)

% of predictions from local predictor in Tournament Scheme



Accuracy of Branch Prediction

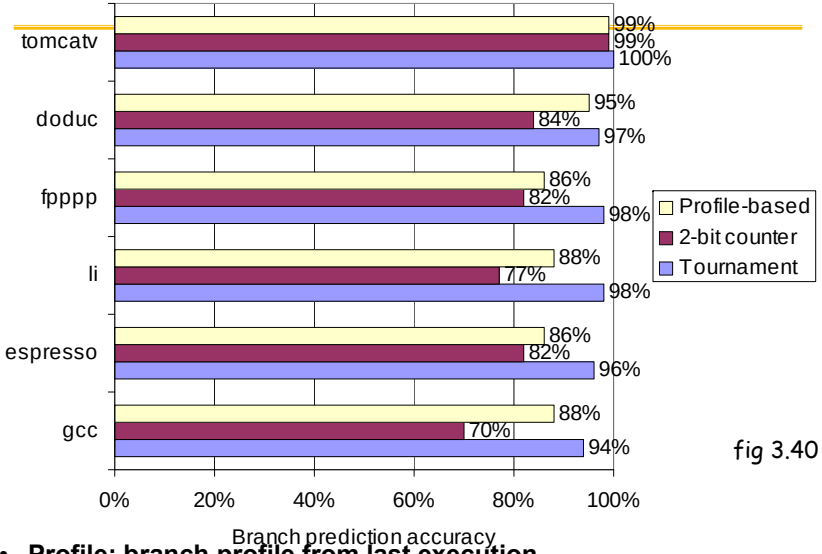
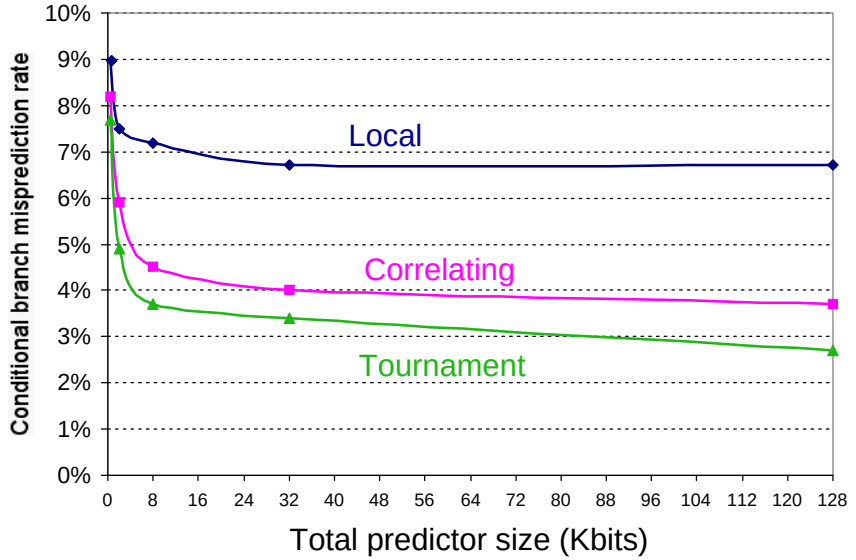


fig 3.40

- Profile: branch profile from last execution (static in that in encoded in instruction, but profile)

Accuracy v. Size (SPEC89)



Pitfall: Sometimes bigger and dumber is better

- 21264 uses tournament predictor (29 Kbits)
- Earlier 21164 uses a simple 2-bit predictor with 2K entries (or a total of 4 Kbits)
- SPEC95 benchmarks, 21264 outperforms
  - 21264 avg. 11.5 mispredictions per 1000 instructions
  - 21164 avg. 16.5 mispredictions per 1000 instructions
- Reversed for transaction processing (TP) !
  - 21264 avg. 17 mispredictions per 1000 instructions
  - 21164 avg. 15 mispredictions per 1000 instructions
- TP code much larger & 21164 hold 2X branch predictions based on local behavior (2K vs. 1K local predictor in the 21264)

Speculating Both Directions

An alternative to branch prediction is to execute both directions of a branch *speculatively*

- resource requirement is proportional to the number of concurrent speculative executions
- only half the resources engage in useful work when both directions of a branch are executed speculatively
- branch prediction takes less resources than speculative execution of both paths

With accurate branch prediction, it is more cost effective to dedicate all resources to the predicted direction

Conclusion

- Explicit Renaming: more physical registers than needed by ISA.
  - Rename table: tracks current association between architectural registers and physical registers
  - Uses a translation table to perform compiler-like transformation on the fly
- Prediction works because….
  - Programs have patterns
  - Just have to figure out what they are
  - Basic Assumption: Future can be predicted from past!
- Correlation: Recently executed branches correlated with next branch.
  - Either different branches (GA)
  - Or different executions of same branches (PA).
- Two-Level Branch Prediction
  - Uses complex history (either global or local) to predict next branch
  - Two tables: a history table and a pattern table
  - Global Predictors: GAg, GAs, GShare
  - Local Predictors: PAg, Pap