

Material from Section 4.3

This set under construction.

Outline

- Branch Prediction Overview
- One-Level Predictor
- Two-Level Correlating Predictor
- Other topics to be added.
- Sample Problems

Motivation

Branches occur frequently in code.

At best, one cycle of branch delay; more with dependencies.

Therefore, impact on CPI is large.

Techniques

Branch Prediction:

Predict outcome of branch. (Taken or not taken.)

Branch Target Prediction:

Predict branch or other CTI's target address.

Branch Folding:

Replace branch or other CTI with target instruction.

Methods Covered

One-level predictor, a.k.a. *bimodal*.

Two-Level Predictors

GAg, a.k.a. *Global History*.

gshare.

Local History, a.k.a. *PAg*.

Idea: Predict using past behavior.

Example:

```
LOOP:
  lw    r1, 0(r2)    ! Read random number, either 0 or 1.
  addi  r2, r2, #4
  slt   r6, r2, r7
  beqz  r1, SKIP
  addi  r3, r3, #1
SKIP:
  bneq  r6, LOOP     ! Loop executes 100 iterations.
  nop
```

Second branch, **bneq**, taken 99 out of 100 executions.

Pattern for **bneq**: T T T ... NT T T T

First branch shows no pattern.

SPEC89 benchmarks on IBM POWER (predecessor to PowerPC).

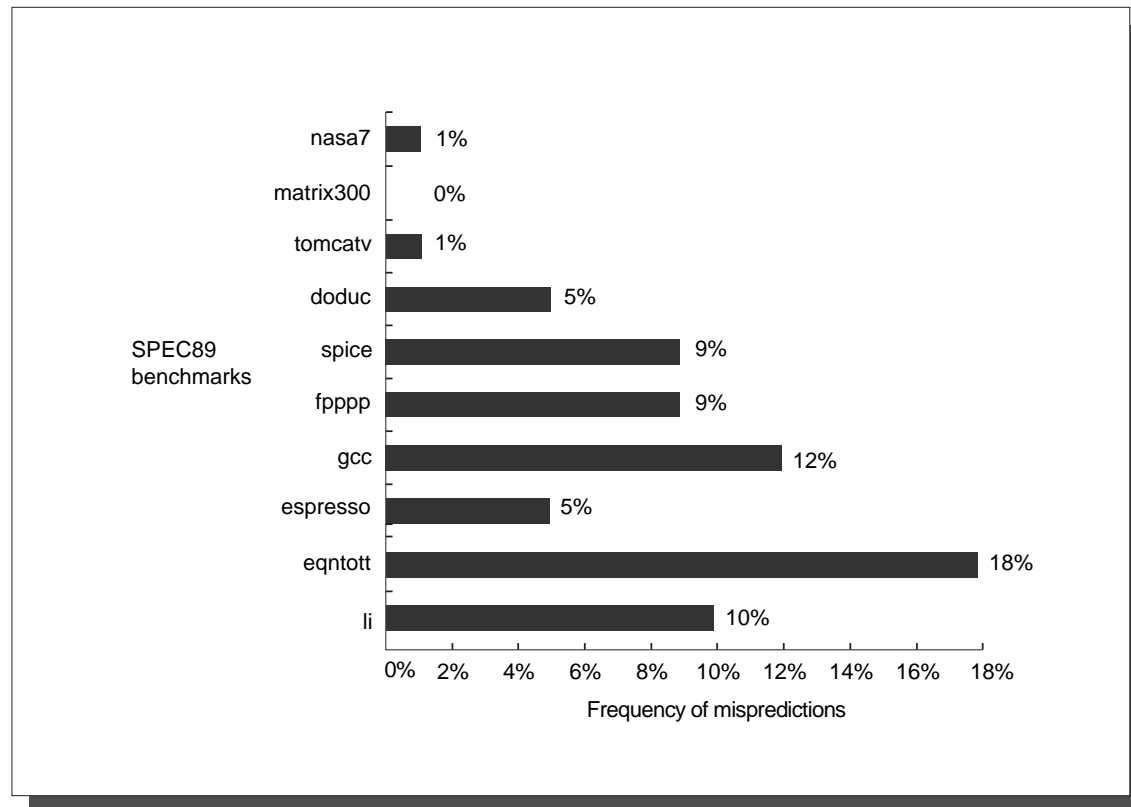


FIGURE 4.14 Prediction accuracy of a 4096-entry two-bit prediction buffer for the SPEC89 benchmarks.

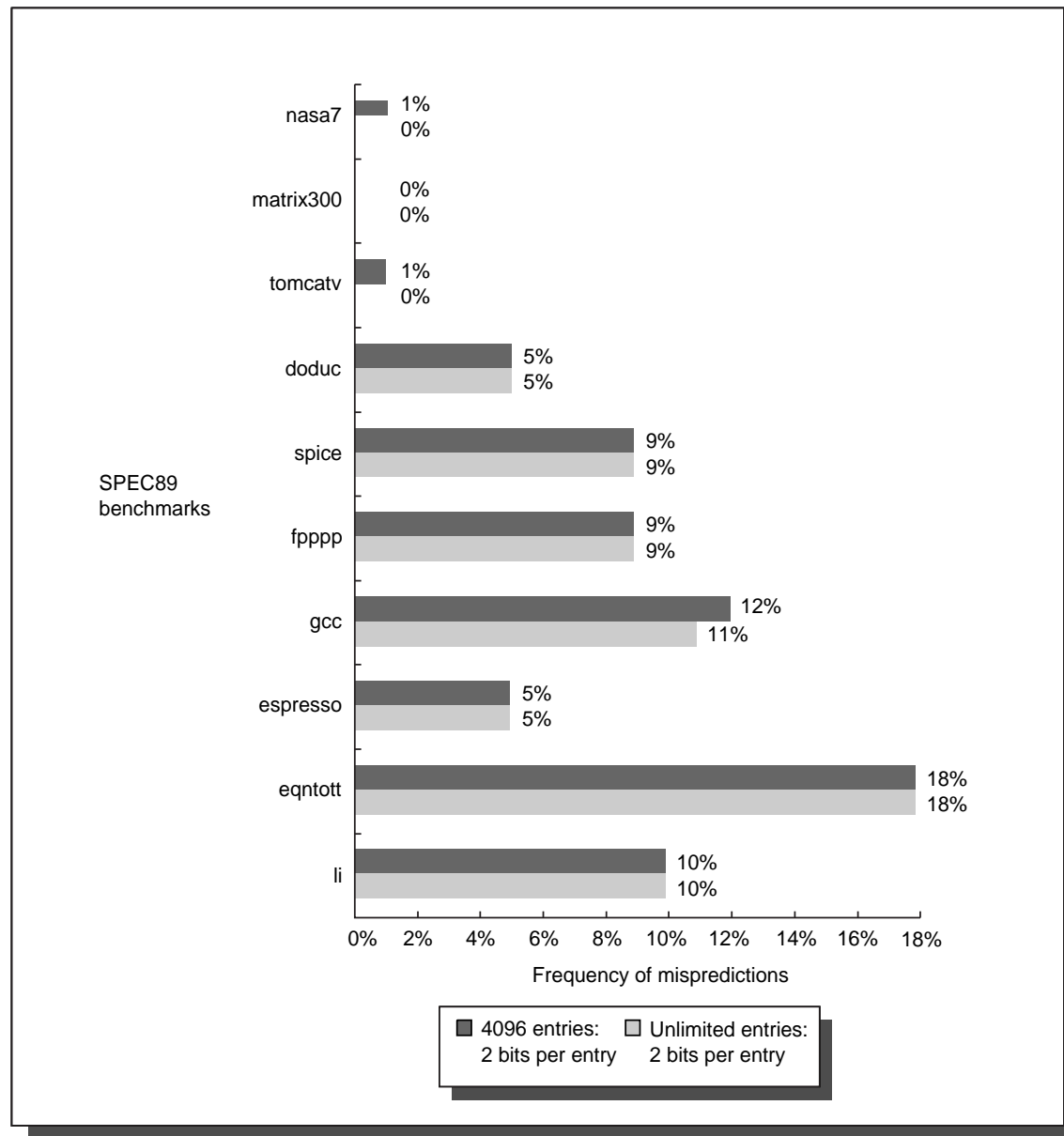


FIGURE 4.15 Prediction accuracy of a 4096-entry two-bit prediction buffer versus an infinite buffer for the SPEC89 benchmarks.

EE 4720 Lecture Transparency, Formatted 12:29, 22 April 2002 from lsli12.

Outcome: [of a branch instruction execution].

The outcome of the execution of a branch instruction.

T:

A taken branch.

NT: or *N*

A branch that is not taken.

Prediction: [made by branch prediction hardware].

The predicted outcome of a branch.

Misprediction:

An incorrectly predicted outcome.

Prediction Accuracy: [of a branch prediction scheme].

The number of correct predictions divided by the number of predictions.

Speculative Execution:

The execution of instructions following a predicted branch.

Misprediction Recovery:

Undoing the effect of speculatively executed instructions ...
... and re-starting instruction fetch at the correct address.

Idea: maintain a *branch history* for each branch instruction.

Branch History:

Information about past behavior of the branch.

Branch histories stored in a *branch history table*.

Often, branch history is sort of number of times branch taken...
... minus number of times not taken.

Other types of history possible.

Branch history read to make a prediction.

Branch history updated when branch outcome known.

If a counter used, branch history incremented when branch taken...
... and decremented when branch not taken.

Symbol n denotes number of bits for branch history.

To save space and for performance reasons ...
... branch history limited to a few bits, usually $n = 2$.

Branch history updated using a *saturating counter*.

A saturating counter is an arithmetic unit that can add or subtract one ...
... in which $x + 1 \rightarrow x + 1$ for $x \in [0, 2^n - 2]$...
... $x - 1 \rightarrow x - 1$ for $x \in [1, 2^n - 1]$...
... $(2^n - 1) + 1 \rightarrow 2^n - 1$...
... and $0 - 1 \rightarrow 0$.

For an n -bit counter, predict taken if counter $> 2^{n-1}$.

Illustrated for Chapter-3 DLX implementation ...

... even though prediction not very useful.

Branch Prediction Steps

1: Predict.

Read branch history, available in ID.

2: Determine Branch Outcome

Execute predicted branch in usual way.

3: Recover (If necessary.)

Undo effect of speculatively executing instructions, start fetching from correct path.

4: Update Branch History

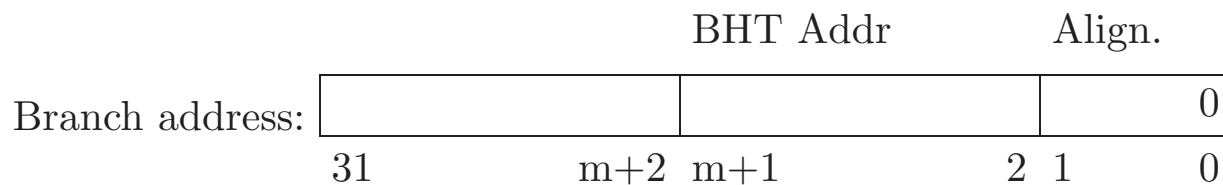
Branch History Table

Stores branch histories,

Implemented using a memory device.

Address (called index) is *hash* of branch address (PC).

For 2^m -entry BHT, hash is m lowest bits of branch PC **skipping alignment**.



Data input and output of BHT is branch history.

Outcomes for individual branches, categorized by pattern, sorted by frequency.

Branches running \TeX text formatter compiled for SPARC (Solaris).

```
Arbitrary, pat 60288, br732164, 0.7743 0.7170 0.7199 (0.19675)
% Patterns # Branches gshre local corr Local History
0: fe7f 0.0004 1397 0.912 0.916 0.896 TTTTTTTNNTTTTTTTT 0
1: ff3f 0.0004 1323 0.924 0.909 0.900 TTTTTTNNTTTTTTTT 0
2: fcff 0.0004 1317 0.949 0.939 0.948 TTTTTTTTNNTTTTTT 0
3: ff9f 0.0003 1245 0.910 0.905 0.898 TTTTNNNTTTTTTTTT 0
4: f9ff 0.0003 1235 0.955 0.950 0.955 TTTTTTTTTTNNTTTTT 0
5: ffcf 0.0003 1188 0.926 0.921 0.923 TTTNNTTTTTTTTTTT 0
6: 60 0.0003 1163 0.873 0.829 0.854 NNNNNTTNNNNNNNNN 0
7: 180 0.0003 1159 0.955 0.914 0.926 NNNNNNNTTNNNNNNN 0
8: 300 0.0003 1158 0.949 0.926 0.934 NNNNNNNNTTNNNNNN 0
9: c0 0.0003 1155 0.944 0.917 0.926 NNNNNNTTNNNNNNNN 0
```

Short Loop, pat 124, br 137681, 0.8908 0.9055 0.7441 (0.03700)

	% Patterns	# Branches	gshre	local	corr	Local History	
0:	5555	0.0040	14753	0.987	0.981	0.912	TNTNTNTNTNTNTNTN 1
1:	aaaa	0.0040	14730	0.859	0.978	0.461	NTNTNTNTNTNTNTNT 1
2:	9249	0.0022	8062	0.997	0.992	0.988	TNNTNNTNNTNNTNNT 1
3:	4924	0.0022	8055	0.997	0.998	0.998	NNTNNTNNTNNTNNTN 1
4:	2492	0.0022	8047	0.993	0.991	0.009	NTNNTNNTNNTNNTNN 1
5:	db6d	0.0013	4864	0.713	0.915	0.065	TNTTNTTNTTNTTNTT 1
6:	b6db	0.0013	4713	0.862	0.903	0.926	TTNTTNTTNTTNTTNT 1
7:	6db6	0.0012	4640	0.991	0.978	0.970	NTTNTTNTTNTTNTTN 1
8:	bbbb	0.0008	3061	0.896	0.936	0.949	TTNTTTNTTTNTTTNT 1

Long Loop?, pat 32, br 185795, 0.9170 0.9052 0.9096 (0.04993)

0:	fffe	0.0025	9204	0.902	0.930	0.913	NTTTTTTTTTTTTTTTT 2
1:	8000	0.0025	9198	0.654	0.700	0.705	NNNNNNNNNNNNNNNT 2
2:	7fff	0.0022	8052	0.890	0.817	0.818	TTTTTTTTTTTTTTTTN 2
3:	ffbf	0.0018	6800	0.933	0.908	0.920	TTTTTTNTTTTTTTTTT 2
4:	feff	0.0018	6782	0.946	0.938	0.942	TTTTTTTTNTTTTTTTT 2
5:	ff7f	0.0018	6778	0.949	0.946	0.950	TTTTTTNTTTTTTTTTT 2
6:	fdff	0.0018	6738	0.947	0.941	0.946	TTTTTTTTNTTTTTTTT 2
7:	1	0.0018	6690	0.955	0.945	0.942	TNNNNNNNNNNNNNNN 2
8:	fffd	0.0018	6667	0.968	0.966	0.967	TNTTTTTTTTTTTTTTT 2

```

Phase Change, pat 26, br 48190, 0.8453 0.9040 0.8470 (0.01295)
    % Patterns # Branches gshre local corr Local History
0:    c000 0.0012      4554 0.653 0.777 0.680 NNNNNNNNNNNNNNNNTT 3
1:    e000 0.0009      3420 0.714 0.859 0.758 NNNNNNNNNNNNNNNTTT 3
2:    f000 0.0008      2942 0.756 0.888 0.788 NNNNNNNNNNNNNNTTTT 3
3:    fffc 0.0008      2878 0.908 0.960 0.959 NNTTTTTTTTTTTTTTTT 3
4:    f800 0.0007      2642 0.786 0.917 0.827 NNNNNNNNNNNNNNTTTT 3
5:         3 0.0007      2572 0.968 0.952 0.951 TTNNNNNNNNNNNNNNNN 3
6:    fc00 0.0007      2435 0.815 0.933 0.854 NNNNNNNNNNNNTTTTTT 3
7:    fe00 0.0006      2225 0.836 0.936 0.876 NNNNNNNNNNTTTTTTTT 3
8:    ff00 0.0006      2140 0.856 0.947 0.931 NNNNNNNNTTTTTTTTTT 3
9:    ff80 0.0006      2061 0.854 0.941 0.934 NNNNNNNTTTTTTTTTT 3

```

```

One Way, pat 2, br 2617433, 0.9917 0.9934 0.9897 (0.70337)
0:    ffff 0.5151 1916950 0.993 0.996 0.993 TTTTTTTTTTTTTTTTTT 4
1:         0 0.1882 700483 0.988 0.986 0.982 NNNNNNNNNNNNNNNNNN 4

```

Idea: Base branch decision on ...

... the address of the branch instruction (as in the one-level scheme) ...

... and the most recent branch outcomes.

History:

The outcome (taken or not taken) of the most recent branches. Usually stored as a bit vector with 1 indicating taken.

Pattern History Table (PHT):

Memory for 2-bit counters, indexed (addressed) by some combination of history and the branch instruction address.

Some Types of Two-Level Predictors

Global, a.k.a. *GAg*.

History is global (same for all branches), stored in a *global history register* (*GHR*).

PHT indexed using history only.

gshare

History is global (same for all branches), stored in a *global history register* (*GHR*).

PHT indexed using history exclusive-ored with branch address.

gselect

History is global (same for all branches), stored in a *global history register* (*GHR*).

PHT indexed using history concatenated with branch address.

Local, a.k.a., *PAg*.

History is local, BHT stores history for each branch.

PHT indexed using history only.

```

! Loop always iterates 4 times.
! Branch below never taken.
  bneq r2, SKIP      N                               N
  addd f0, f0, f2
SKIP:
  addi  r1, r0, #4
LOOP:
  multd f0, f0, f2
  subi  r1, r1, #1
  bneq  r1, LOOP      T   T   T   N   ... T   T   T   N   ...
! Cycle          10  20  30  40  50  110 120 130 140 150
!
! Global History (m=4), X: depends on earlier branches.
! 10  XXXN  Human would predict taken.
! 20  XXNT  Human would predict taken.
! 30  XNTT  Human would predict taken.
! 40  NTTT  Human would predict not taken.
! 50  TTTN

```

Register `r1` not available until cycle ten¹.

Cycle 1: When branch in ID, read BHT and make prediction.

Cycle 1: (Optional) Backup (checkpoint) register map (if present).

Cycle 10: Execute branch in usual way and check prediction.

Cycle 11: If prediction correct, update BHT when branch commits.

Cycle 11: If pred. wrong, start recovery process (does not occur here).

`! Predict not taken, not taken.`

Cycle:	0	1	2	3		10	11	12	13
<code>bneq r1, TARGET</code>	IF	ID	Q		...	B	WC		
<code>xor r2, r3, r4</code>		IF	ID	Q	EX	WB		C	
									C

...

`TARGET:`

`and r5, r6, r7`

¹ Perhaps due to a cache miss, or maybe it depended on a long-latency floating-point operation, the reason is not important

BHT use when branch taken, correctly predicted.

Register `r1` not available until cycle 10.

Cycle 1: When branch in ID, compute target, read BHT and make prediction.

Cycle 10: Execute branch in usual way.

Cycle 11: Check outcome. Correctly predicted.

Cycle 23: Commit branch after `div`.

! Predict taken, taken.

Cycle:	0	1	2	3		10	11	...	21	22	23
<code>div f0,f2, f4</code>	ID	Q	DIV						DIV	WC	
<code>bneq r1, TARGET</code>	IF	ID	Q		...	B	WB				C
<code>xor r2, r3, r4</code>		IFx									
...											
TARGET:											
<code>and r5, r6, r7</code>				IF...							C

BHT use when branch taken, incorrectly predicted, register map *not* backed up.

Register `r1` not available until cycle 10.

Cycle 1: When branch in ID, compute target, read BHT and make prediction.

Cycle 10: Compute branch condition.

Cycle 11: Misprediction “discovered.” Because register map not backed up, recovery must wait until commit.

Cycle 23: Start recovery: Squash instructions in reorder buffer, start fetching correct path.

! Predict not taken, taken. Register map not backed up.

Cycle:	0	1	2	3		10	11	...	21	22	23
<code>div f0,f2, f4</code>	ID	Q	DIV						DIV	WC	
<code>bneq r1, TARGET</code>	IF	ID	Q		...	B	WB				C
<code>xor r2, r3, r4</code>		IF	ID	Q	EX ...						

...

TARGET:

<code>and r5, r6, r7</code>											IF
-----------------------------	--	--	--	--	--	--	--	--	--	--	---------

BHT use when branch taken, incorrectly predicted, register map backed up.

Register `r1` not available until cycle 10.

Cycle 1: When branch in ID, backup (checkpoint) register map, compute target, read BHT and make prediction.

Cycle 10: Compute branch condition.

Cycle 11: Misprediction discovered. Squash reorder buffer past branch, switch to backed up register map, start fetching correct path.

Cycle 23: Branch commits.

! Predict not taken, taken. Register map backed up.

Cycle:	0	1	2	3		10	11	...	21	22	23
<code>div f0,f2, f4</code>	ID	Q	DIV						DIV	WC	
<code>bneq r1, TARGET</code>	IF	ID	Q		...	B	WB				C
<code>xor r2, r3, r4</code>		IF	ID	Q	EX						

...

TARGET:

<code>and r5, r6, r7</code>							IF
-----------------------------	--	--	--	--	--	--	----	------

Global history must be accurate.

Why that's a problem:

! First branch: Predict not taken, taken. Register map backed up.

Cycle:	0	1	2	3		10	11	12	13	...	21	22	23
div f0,f2, f4	ID	Q	DIV								DIV	WC	
bneq r1, TARGET	IF	ID	Q		...	B	WB						C
beqz r2, SKIP		IF	ID	Q	B	...							
xor r2, r3, r4			IF	ID	EX	...							
...													
TARGET:													
and r5, r6, r7							IF	ID	Q	EX	...		
beqz r4, LINE1								IF	ID	Q	...		
Cycle:	0	1	2	3		10	11	12	13	...	21	22	23

Cycle 2: beqz should see global history with bneq not taken.

Global history includes *assumption* that bneq not taken.

! First branch: Predict not taken, taken. Register map backed up.

Cycle:	0	1	2	3		10	11	12	13	...	21	22	23
div f0,f2, f4	ID	Q	DIV								DIV	WC	
bneq r1, TARGET	IF	ID	Q		...	B	WB						C
beqz r2, SKIP		IF	ID	Q	B	...							
xor r2, r3, r4			IF	ID	Q	EX...							
...													
TARGET:													
and r5, r6, r7							IF	ID	Q	...			
beqz r4, LINE1								IF	ID	...			
Cycle:	0	1	2	3		10	11	12	13	...	21	22	23

Cycle 3: Now global history includes assumption that **bneq** and first **beqz** not taken.

Cycle 11: Oops, **bneq** misprediction discovered.

Global history has two incorrect assumptions ...

... unless they're fixed prediction for second **beqz** won't be accurate.

Cycle 12: **beqz** should see global history with **bneq** taken.

Global History in Two-Level Predictor with Dynamic Execution

Global history backed up (*checkpointed*) at each branch.

Predicted outcome shifted into global history.

If misprediction discovered, global history restored from backup ...
... just as the register map can be.

Target Prediction:

Predicting the outcome and target of a branch.

Branch Target Buffer:

A table indexed by branch address holding a predicted target address.

Target Prediction

Put BTB in IF stage.

Use PC to read an entry from BTB.

If valid entry found, replace PC with predicted target.

With target correctly predicted, zero branch delay.

Static scheduled system (for clarity).

Cycle:	0	1	2	3	4		10	11	12	13	14
bneq r1, TARGET	IF	ID	EX	MEM	WB		IF	ID	EX	MEM	WB
xor r2, r3, r4									IF	ID	EX
TARGET:											
and r5, r6, r7		IF	ID	EX	MEM	WB		IF	X		

Cycle 0

BTB lookup and prediction. Predict taken.

Target from BTB will be clocked into PC.

Static scheduled system (for clarity).

Cycle:	0	1	2	3	4		10	11	12	13	14
bneq r1, TARGET	IF	ID	EX	MEM	WB		IF	ID	EX	MEM	WB
xor r2, r3, r4									IF	ID	EX
TARGET:											
and r5, r6, r7		IF	ID	EX	MEM	WB		IF	X		

Cycle 1

Start fetching predicted target.

Execute branch instruction (in ID).

Check predicted outcome and predicted target.

Correct predictions, continue execution.

Target Prediction Example, continued.

12-30

12-30

Cycle:	0	1	2	3	4		10	11	12	13	14
bneq r1, TARGET	IF	ID	EX	MEM	WB		IF	ID	EX	MEM	WB
xor r2, r3, r4									IF	ID	EX
TARGET:											
and r5, r6, r7		IF	ID	EX	MEM	WB		IF	X		

Cycle 10

BTB lookup and prediction. Predict taken.

Target from BTB will be clocked into PC.

Cycle 11

Start fetching predicted target.

Execute branch instruction (in ID).

Ooops, incorrect outcome prediction ...

... replace target with **nop** ...

... and clock correct target into PC.

12-30

12-30

What BTB predicts for branch instructions:

That instruction will be a CTI.

If CTI is a branch, that branch is taken.

CTI target.

For branches and non-indirect jumps (j, jal)...

... predicting target is easy, since target always same.

```
bneq r1, LOOP      ! Target always PC + 4 + 4 * LOOP
j LINEJ             ! Target always PC + 4 + 4 * LINEJ
```

For register-indirect jumps (jr, jalr) ...

... prediction depends on predictable behavior.

```
jr r1              ! Target is in r1. Can be different each time.
jalr r1            ! Target is in r1. Can be different each time.
```

Predictability depends on how jumps used.

Major Uses

- Procedure Passed as Parameter

For example, function passed to the C library's `qsort`.

These rarely change so target is predictable.

- Case Statements

These change, and so prediction more difficult.

Separate techniques used for procedure returns and other indirect jumps.

Return Address Prediction

Keep a stack of (what appear to be) return addresses.

Other Indirect Jumps Prediction

Predict last target.

Use global branch history to index BTB.

Used for return instruction. (An instruction used for a procedure return, which may not have the mnemonic **return**).

Operation

Hardware keeps a stack of return addresses.

BTB stores whether instruction is a return.

When a call instruction encountered push return address on stack.

When BTB identifies instruction as a return target address is popped off stack.

Effectiveness

Works fairly well.

Can be confused when returns skipped (as with long jumps).

Costly to implement precisely with dynamic scheduling.

Can be used for everything except return instructions.

Last time instruction executed target address stored in BTB.

If entry found and predicted taken (for a branch), last target address used.

Effectiveness:

Perfect for non-indirect jumps and branches (if taken).

Reasonably effective on indirect branches.

Use Global History

Can be used for everything except return instructions.

Much more effective on than last target.

Consider code for C switch statement:

```
! Possible code for a switch statement.
! switch( r2 ) { case 0: foo(); break; case 1: bar(); break; ... }
! Set r1 to base of switch address table.
lhi  r1, #0x1234
ori  r1, r1, #0x5670
! Multiply switch index by stride of table (4 bytes per address).
slli r3, r2, #2
! Get address of case code address.
add  r1, r1, r3
! Get case code address.
lw   r4, 0(r1)
! Jump to case code.
jr   r4
```

If r2 rarely changes, jr predictable.

Possible BTB Contents

Target address.

History information (replaces BHT).

Tag, to detect collisions.