Pipeline Depth Tradeoffs and the Intel® Pentium® 4 Processor

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Agenda

- **Review**

- **Pipeline Depth**

- **Execution Trace Cache**

- **L1 Data Cache**

- **Summary**

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Intel® Netburst™ Micro-architecture vs P6

Basic P6 Pipeline

1	2	3	4	5	6	7		10
Fetch	Fetch	Decode	Decode	Decode	Rename	ROB Rd	Rdy/Sc	Exec

Intro at 733MHz .18µ

Basic Pentium® 4 Processor Pipeline

1	2	3	4	5	6	7	8	9	10	11	12	13	14	
TC Nxt IP		TC Fetch		Drive	Alloc	Rename		Que	Sch	Sch	Sch	Disp	Disp	

Intro at

Hyper pipelined Technology enables industry leading performance and clock rate

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Hyper Pipelined Technology
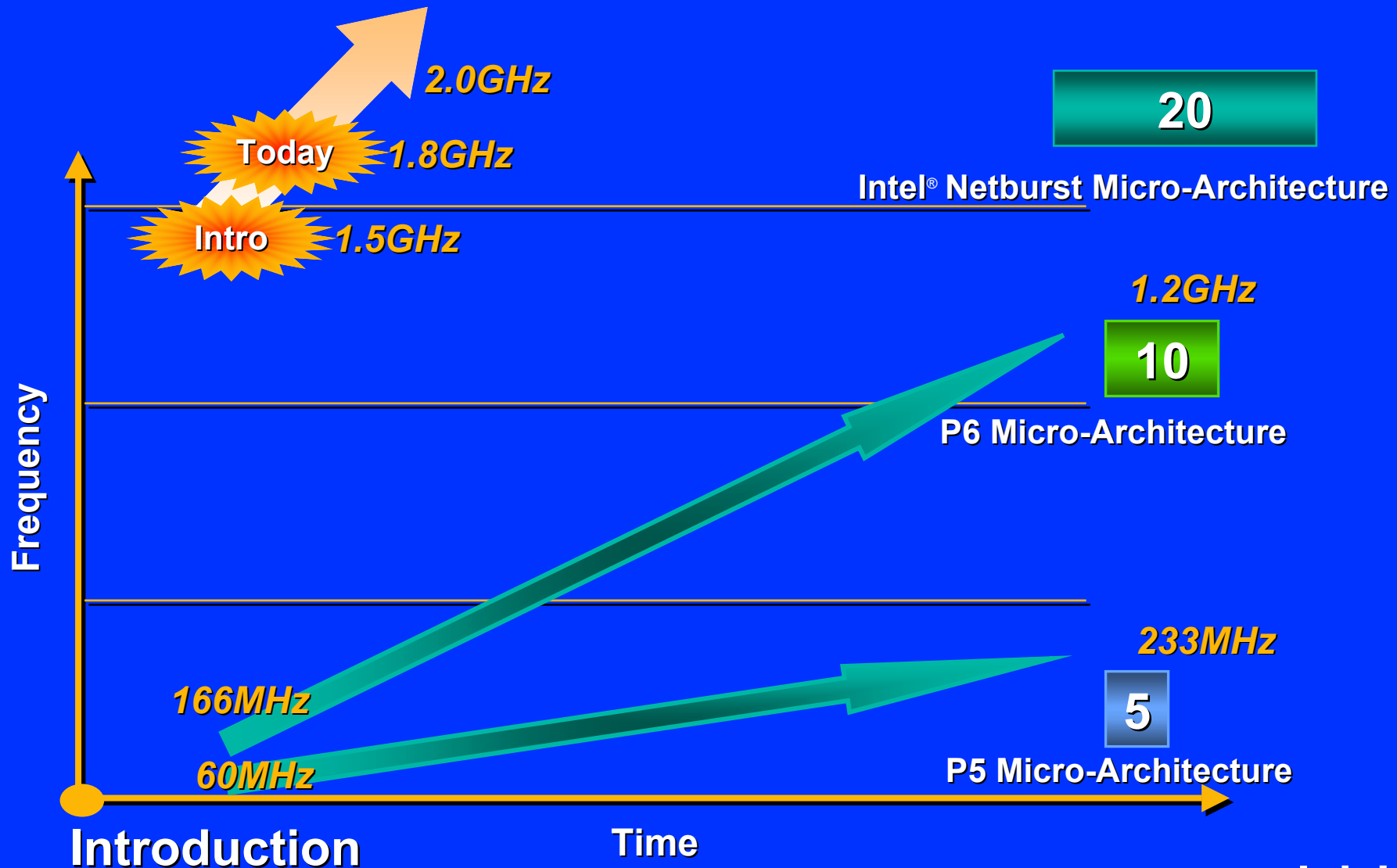
Deeper Pipelines are Better

Source: Average of 2000 application segments from performance simulations

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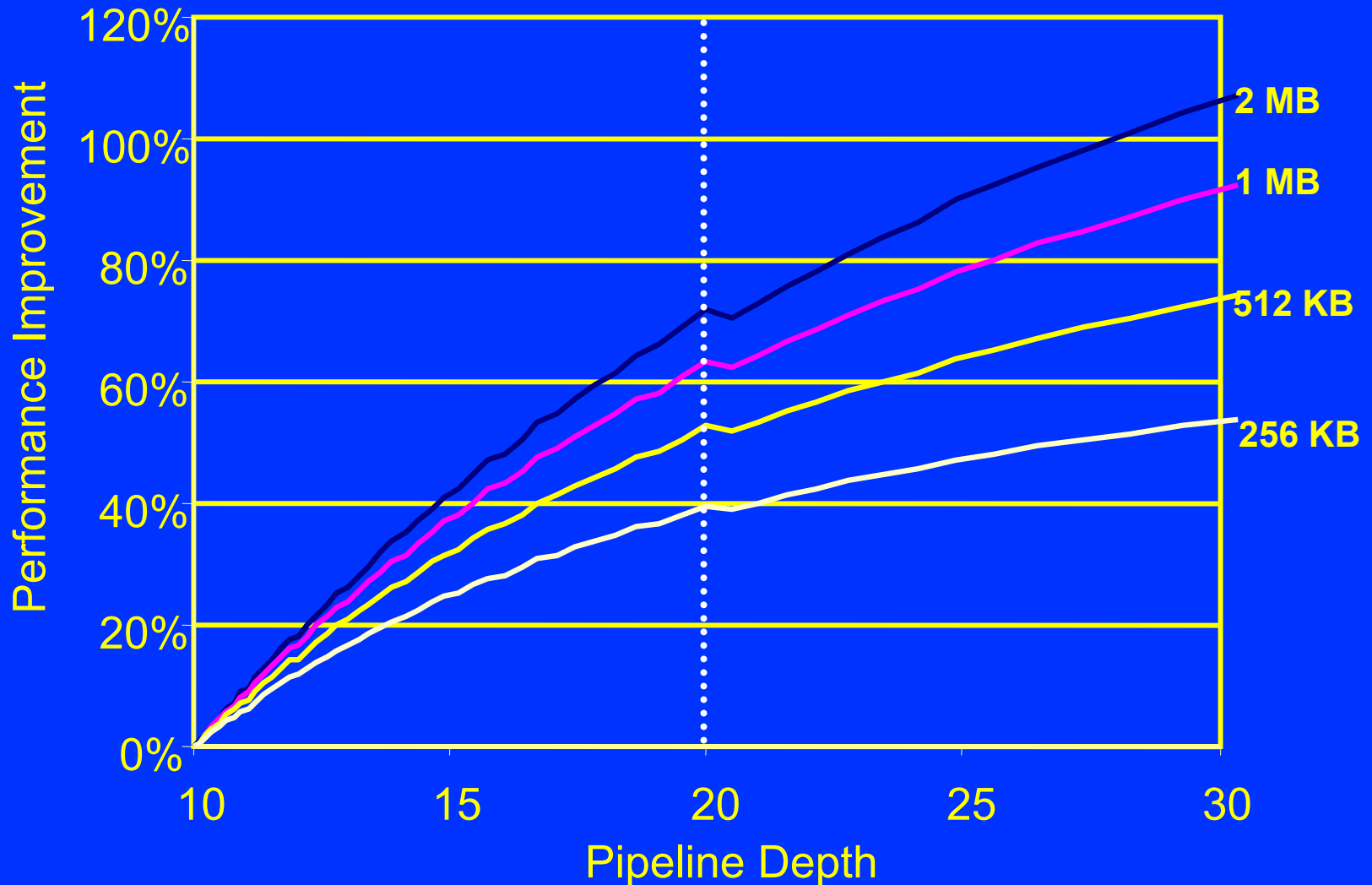
Why not deeper pipelines?

- **Increases complexity**
  - **Harder to balance**
  - **More challenges to architect around**
  - **More algorithms**
  - **Greater validation effort**
  - **Need to pipeline the wires**

Overall Engineering Effort Increases Quickly as Pipeline depth increases

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Performance

- High bandwidth front end

-

High Bandwidth Front End

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Higher Frequency increases requirements of front end

- **Branch prediction is more important**
  - **So we improved it**
- **Need greater uop bandwidth**
  - **Branches constantly change the flow**
  - **Need to decode more instructions in parallel**

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Block Diagram

System Bus

64-bit wide

Instruction TLB

Dynamic BTB 4K Entries

Instruction Decoder

Bus Interface Unit

Quad Pumped 3.2 GB/s

Micro Instruction Sequencer

Execution Trace Cache 12K uops

Trace Cache BTB 512 Entries

Allocator / Register Renamer

Memory μop Queue

Integer/Floating Point μop Queue

Integer Schedulers

Floating Point Schedulers

Memory | **Slow** | **Fast Int** | **Fast Int** | **FP Move** | **FP Gen**

Integer Register File / Bypass Network

FP Register / Bypass

L2 Cache

64GB/s

Slow ALU
Complex Instr.

2xAGU
Ld/St Address unit

2xALU
Simple Instr.

2xALU
Simple Instr.

FP Move

Fmul FAdd | **Fmul FAdd** | **Fmul FAdd**

256-bit wide

L1 Data Cache 8Kbyte 4-way

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Execution Trace Cache

```
1 cmp
2 br -> T1

   ..
   ... (unused code)

T1:    3 sub
           4 br -> T2

               ..
               ... (unused code)

T2:        5 mov
           6 sub
           7 br -> T3

               ..
               ... (unused code)

T3:        8 add
           9 sub

       10 mul
       11 cmp
       12 br  -> T4
```

Trace Cache Delivery

1 cmp	2 br T1	3 T1: sub
4 br T2	5 mov	6 sub
7 br T3	8 T3:add	9 sub
10 mul	11 cmp	12 br T4

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Execution Trace Cache

P6 Microarchitecture

1 cmp	2 br T1	
3 T1: sub	4 br T2	
5 mov	6 sub	7 br T3
8 T3:add	9 sub	10 mul
11 cmp	12 br T4	

BW = 1.5 uops/ns

Trace Cache Delivery

1 cmp	2 br T1	3 T1: sub
4 br T2	5 mov	6 sub
7 br T3	8 T3:add	9 sub
10 mul	11 cmp	12 br T4

BW = 6 uops/ns

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Inside the Execution Trace Cache

Instruction Pointer: `0x0900`

	Way 0	Way 1	Way 2	Way 3
Set 0				
Set 1		head		
Set 2				body 1
Set 3	body 2			
Set 4			tail	
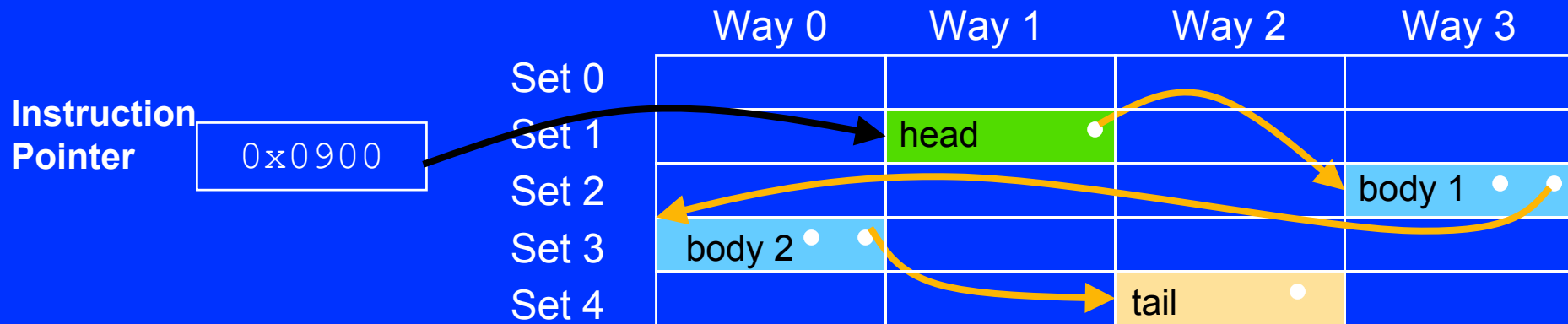
head	cmp, br T1, T1:sub, br T2, mov, sub
body 1	br T3, T3:add, sub, mul, cmp, br T4
body 2	T4:add, sub, mov, add, add, mov
tail	add, sub, mov, add, add, mov

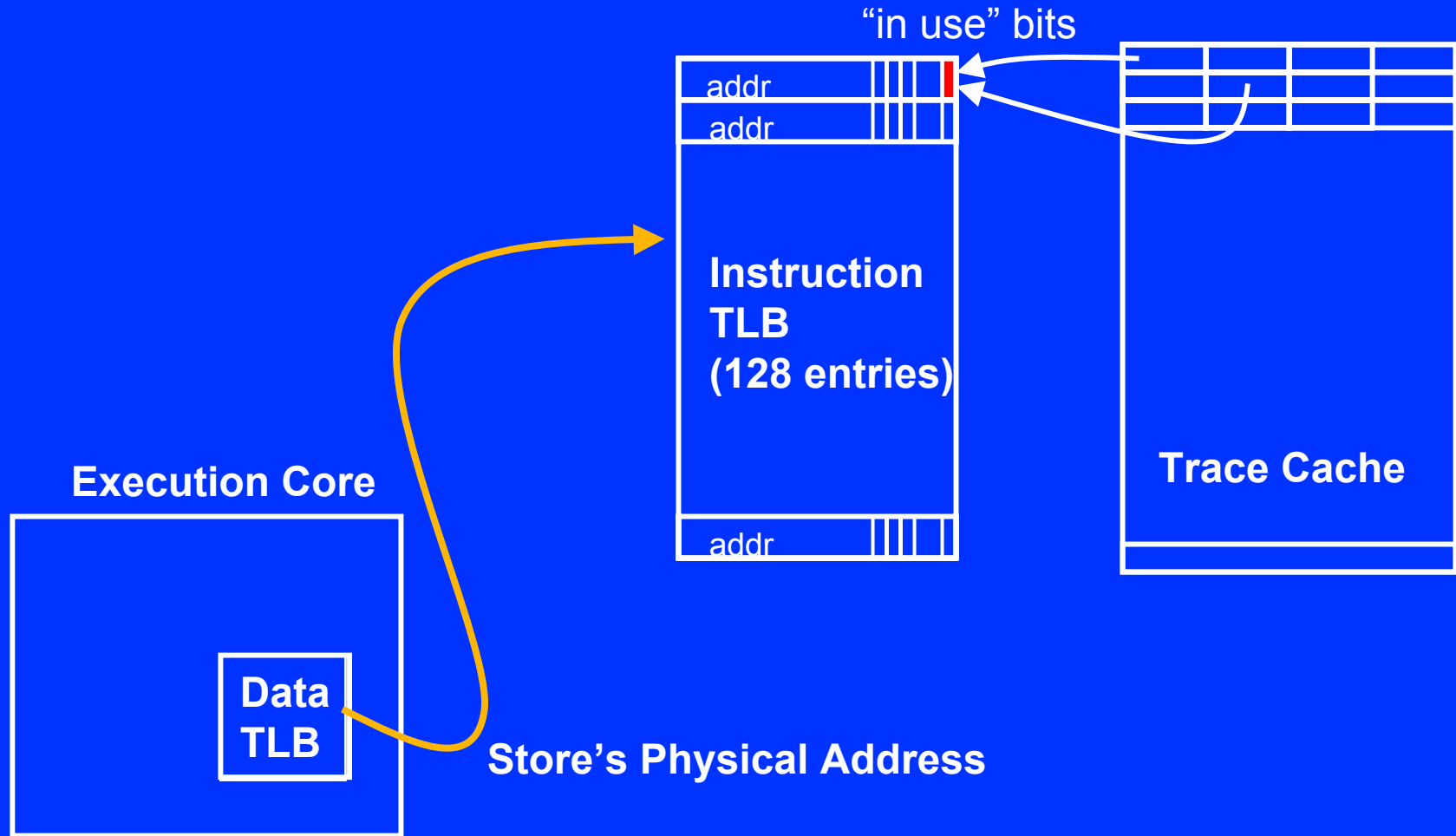intel®

Self Modifying Code

- **Programs that modify the instruction stream that is being executed**

- **Very common in Java* code from JITs**

- **Requires hardware mechanisms to maintain consistency**

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Self Modifying Code
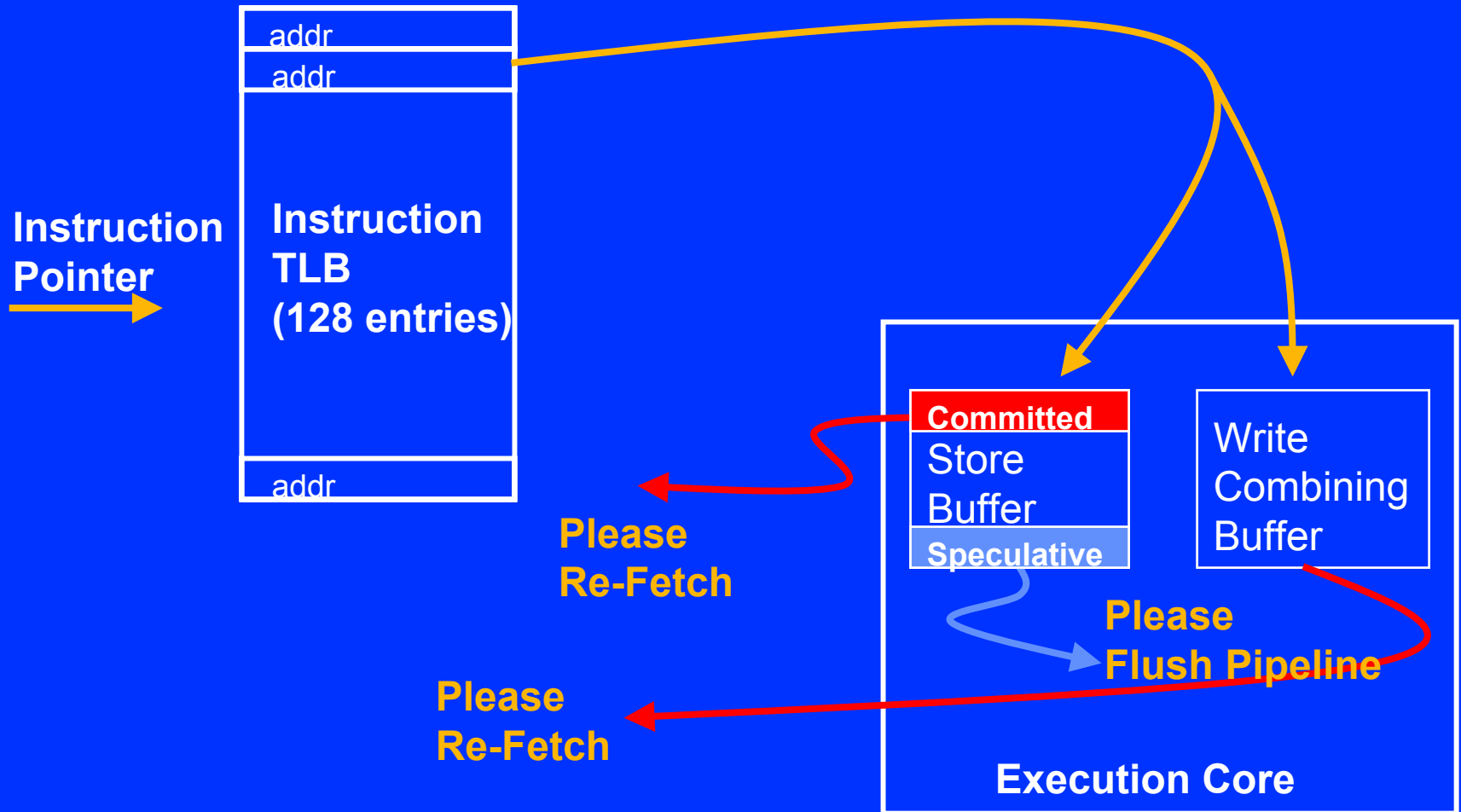
- **The hardware needs to handle two basic cases:**
  - Stores that write to instructions in the Trace Cache
  - Instruction fetches that hit pending stores
    - Speculative
    - Committed

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Case 1: Stores to cached instructions

"in use" bits

addr

addr

Instruction
TLB
(128 entries)

addr

Trace Cache

Execution Core

Data
TLB

Store's Physical Address

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Case 2: Fetches to pending stores

Instruction Pointer

addr
addr

Instruction TLB (128 entries)

addr

Please Re-Fetch

Committed
Store Buffer
Speculative

Write Combining Buffer

Please Flush Pipeline

Please Re-Fetch

Execution Core

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Execution Trace Cache

- **Provides higher bandwidth for higher frequency core**

- **Reduces fetch latency**
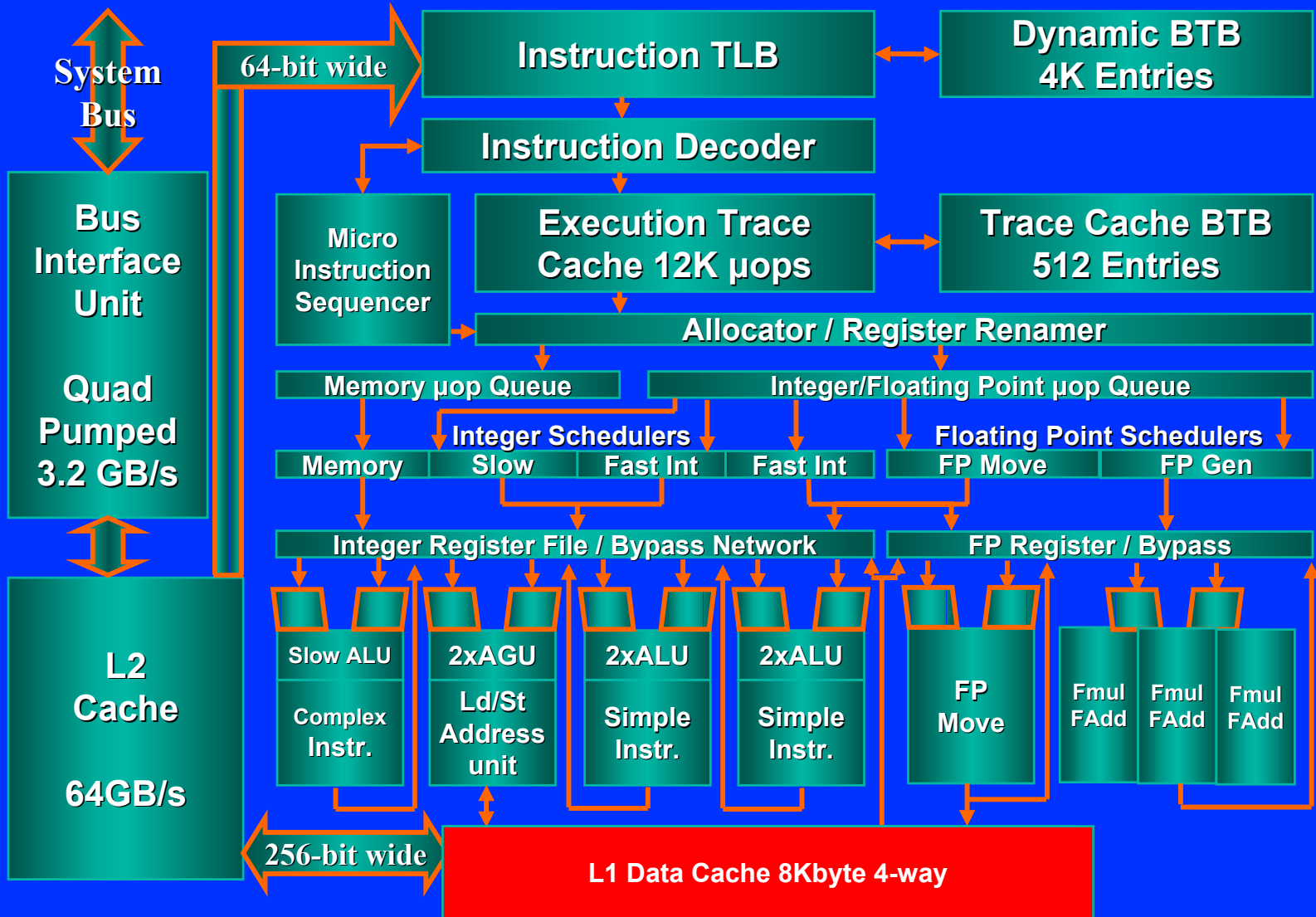
- **Requires new fundamentally new algorithms**

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Performance

- **High bandwidth front end**
- **Lo**

Low Latency Core

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L1 Data Cache

System Bus

Bus Interface Unit

Quad Pumped 3.2 GB/s

L2 Cache

64GB/s

64-bit wide

Instruction TLB

Dynamic BTB 4K Entries

Instruction Decoder

Micro Instruction Sequencer

Execution Trace Cache 12K µops

Trace Cache BTB 512 Entries

Allocator / Register Renamer

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Integer Schedulers

Floating Point Schedulers

| Memory | Slow | Fast Int | Fast Int | FP Move | FP Gen |

Integer Register File / Bypass Network

FP Register / Bypass

| Slow ALU | 2xAGU | 2xALU | 2xALU | | | |
| Complex Instr. | Ld/St Address unit | Simple Instr. | Simple Instr. | FP Move | Fmul FAdd | Fmul FAdd | Fmul FAdd |

256-bit wide

L1 Data Cache 8Kbyte 4-way

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L1 Cache is 3x Faster
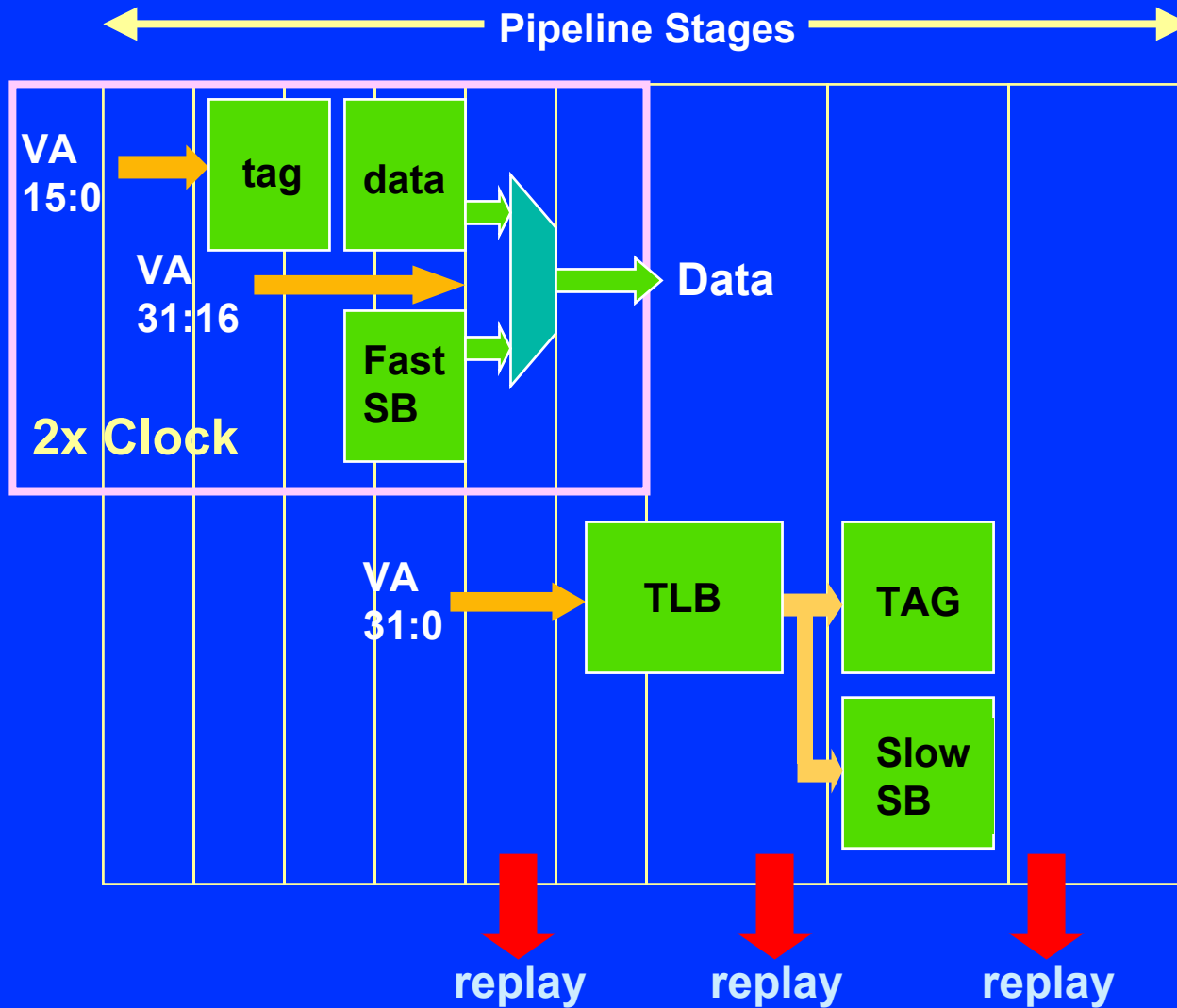
- **P6:**
  - **3 clocks @ 1GHz**

  3ns
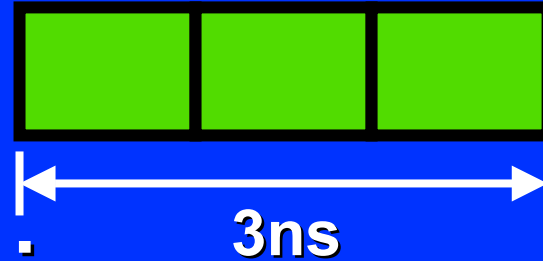
- **Pentium® 4 Processor :**
  - **2 clocks @ 2GHz**

  1ns
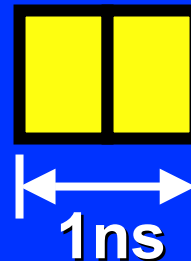
Lower Latency is Higher Performance

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L1 Data Cache

L1 Data Cache

VA 15:0 → tag | data → Data
VA 31:16
Fast SB
2x Clock

VA 31:0 → TLB → TAG
Slow SB
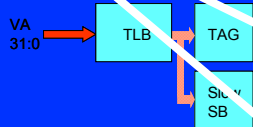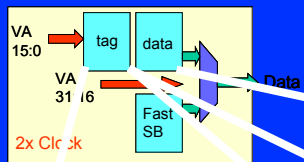
Way Predictor (Tag array)

Mini Tag

Data array

Way select

Hit (Replay)

10:6 → 15:11

19:16

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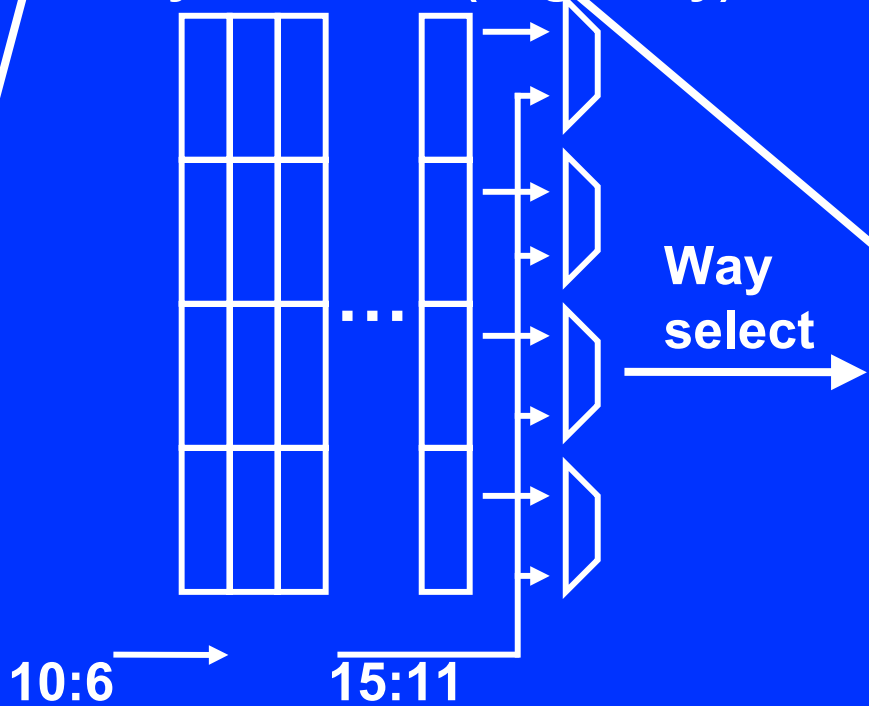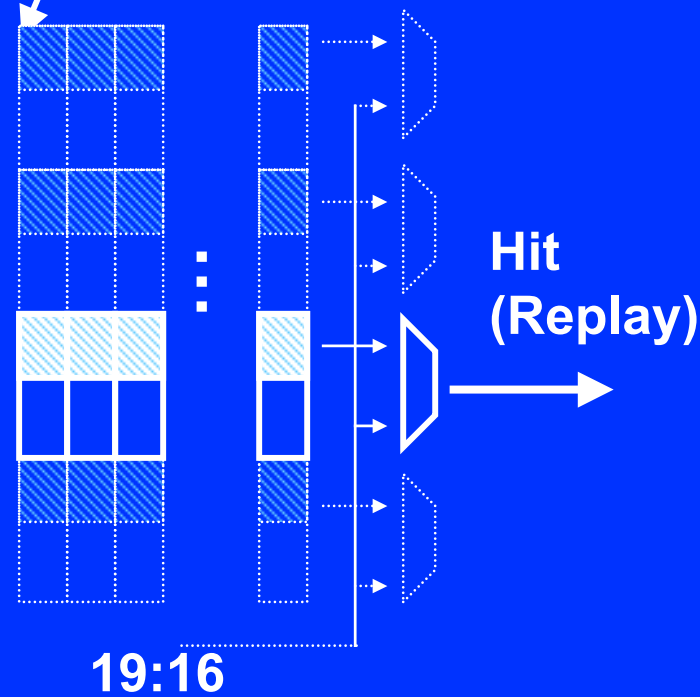
Performance

- **High bandwidth front end**
- **Low latency core**
- **Low**

Lower Memory Latency

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Reducing Latency

- **As frequency increases, it is important to improve the performance of the memory subsystem**

- **Data Prefetch Logic**
  - **Watches processor memory traffic**
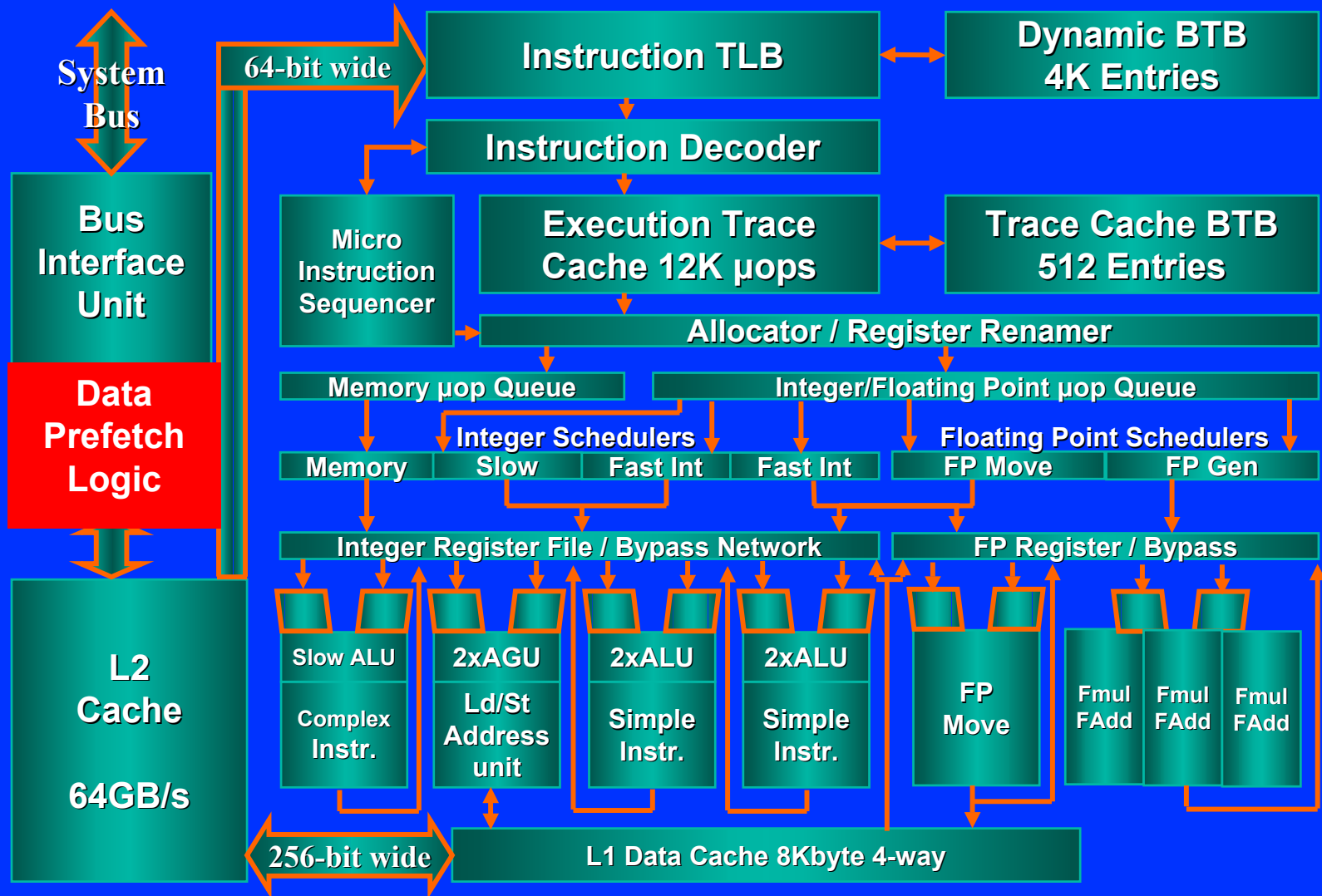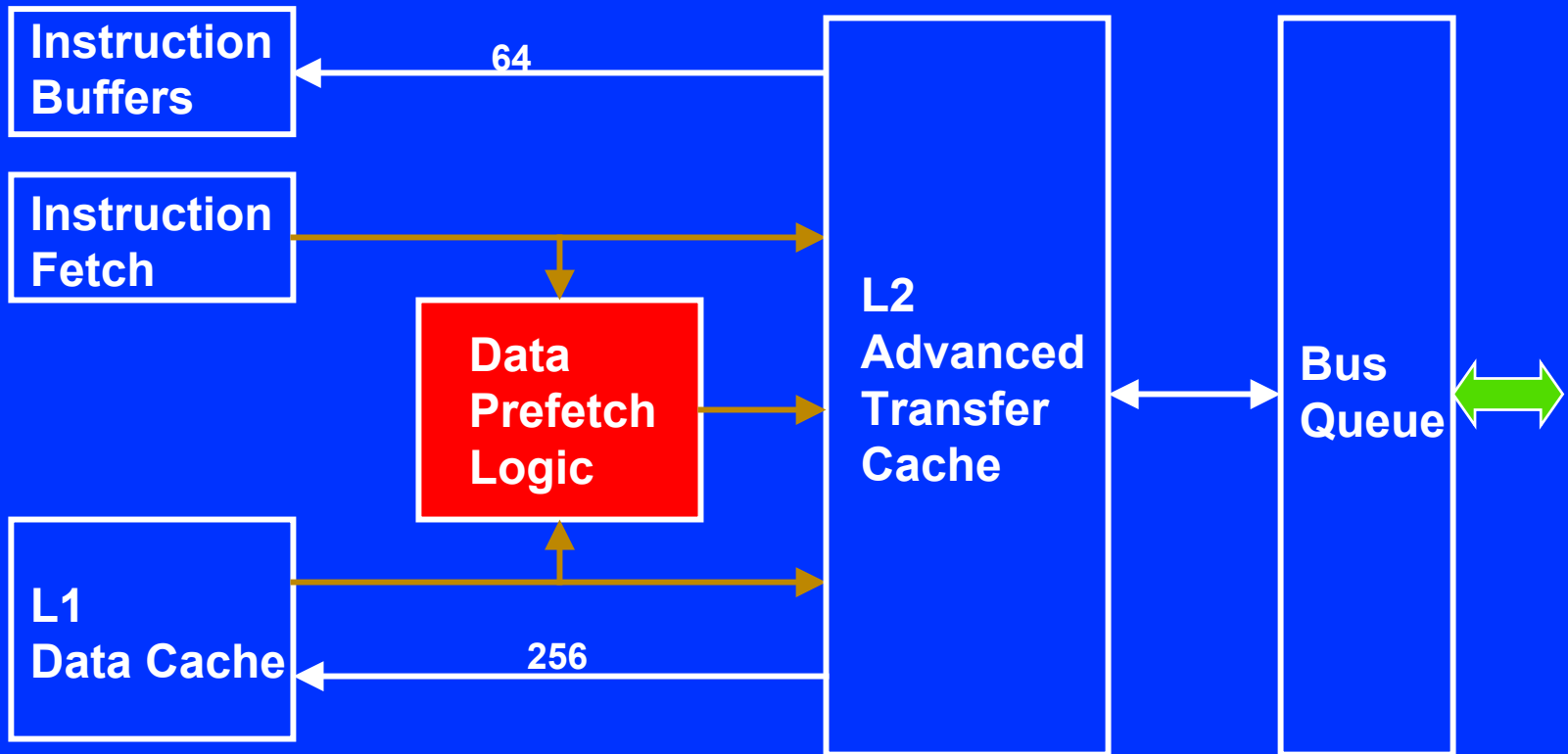 - **Looks for patterns**
  - **Initiates accesses**

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Data Prefetch Logic

System Bus

64-bit wide → **Instruction TLB** ↔ **Dynamic BTB 4K Entries**

Bus Interface Unit

Data Prefetch Logic

L2 Cache 64GB/s

Instruction Decoder

Micro Instruction Sequencer

Execution Trace Cache 12K μops ↔ **Trace Cache BTB 512 Entries**

Allocator / Register Renamer

Memory μop Queue | **Integer/Floating Point μop Queue**

Integer Schedulers
Memory | Slow | Fast Int | Fast Int

Floating Point Schedulers
FP Move | FP Gen

Integer Register File / Bypass Network | **FP Register / Bypass**

Slow ALU / Complex Instr. | 2xAGU / Ld/St Address unit | 2xALU / Simple Instr. | 2xALU / Simple Instr. | FP Move | Fmul FAdd | Fmul FAdd | Fmul FAdd

256-bit wide ↔ **L1 Data Cache 8Kbyte 4-way**

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Data Prefetch Logic

Instruction Buffers

Instruction Fetch

Data Prefetch Logic

L1 Data Cache

L2 Advanced Transfer Cache

Bus Queue

64

256

Prefetch logic first checks L2 cache and then fetches lines from memory that miss L2 cache.

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Data Prefetch Logic

- **Watches for streaming memory access patterns**
  - **Can track 8 multiple independent streams**
  - **Loads, Stores or Instruction**
  - **Forward or Backward**
- **Analysis on 32 byte cache line granularity**
- **Looks for "mostly" complete streams:**
  - **Access to cache lines 1,2,3,4,5,6 will prefetch**
  - **Access to cache lines 1,2,   4,5,6 will prefetch**
  - **1,   ,3,   ,   ,6,   ,   ,9 will not prefetch**

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Performance

- **High bandwidth front end**
- **Low latency core**
- **Lower memory latency**

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Summary

- **The Pentium® 4 Processor's deep pipelines provide high performance by enabling high frequency**

- **Deep pipelines are more difficult to engineer**

- **Larger caches further improve benefits of Pentium® 4 Processor's deep pipeline**

- **Compilers further increase benefits of deep pipelines by removing hazards**

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