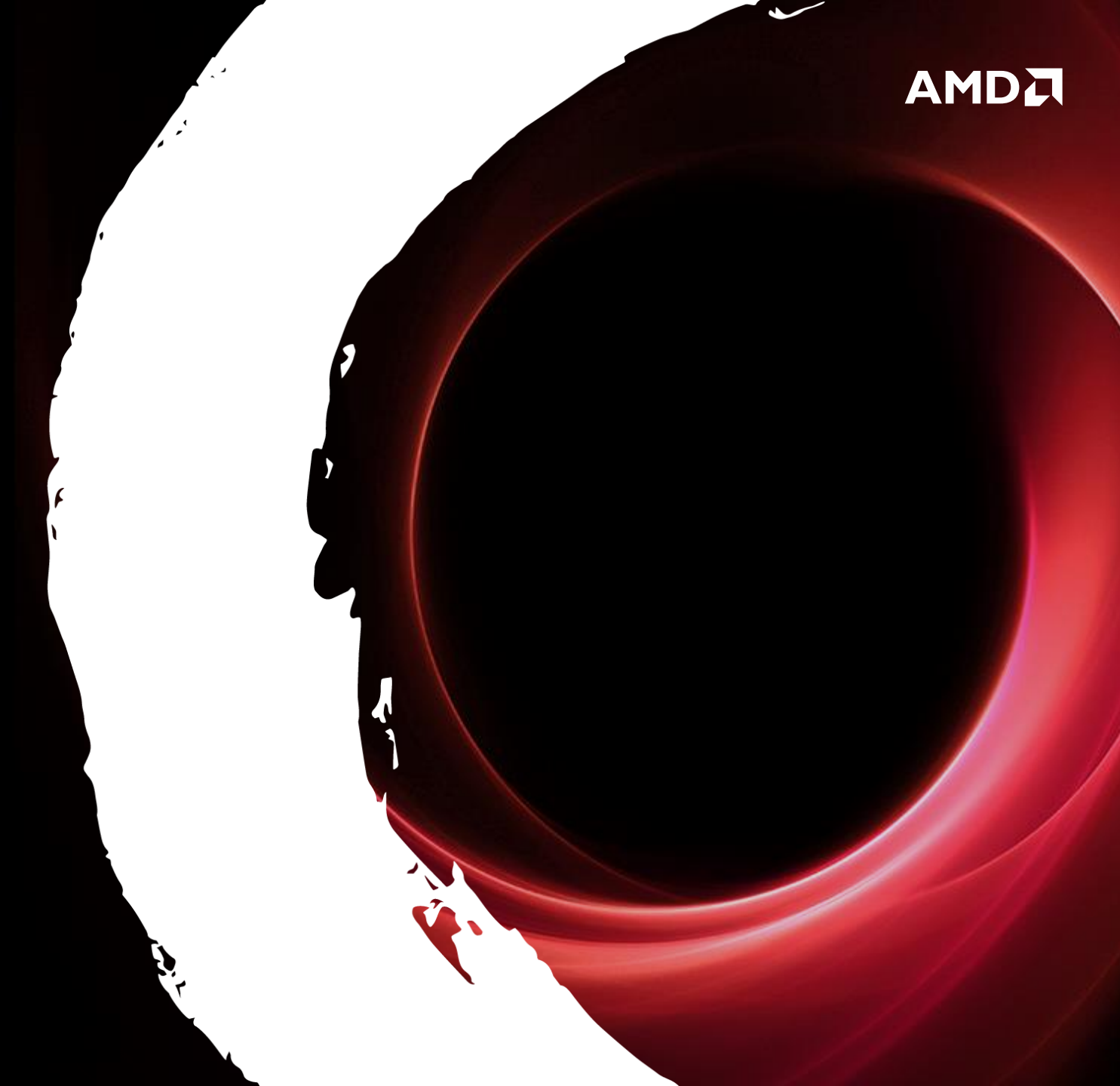


A NEW X86 CORE ARCHITECTURE FOR THE NEXT GENERATION OF COMPUTING

MIKE CLARK
SENIOR FELLOW



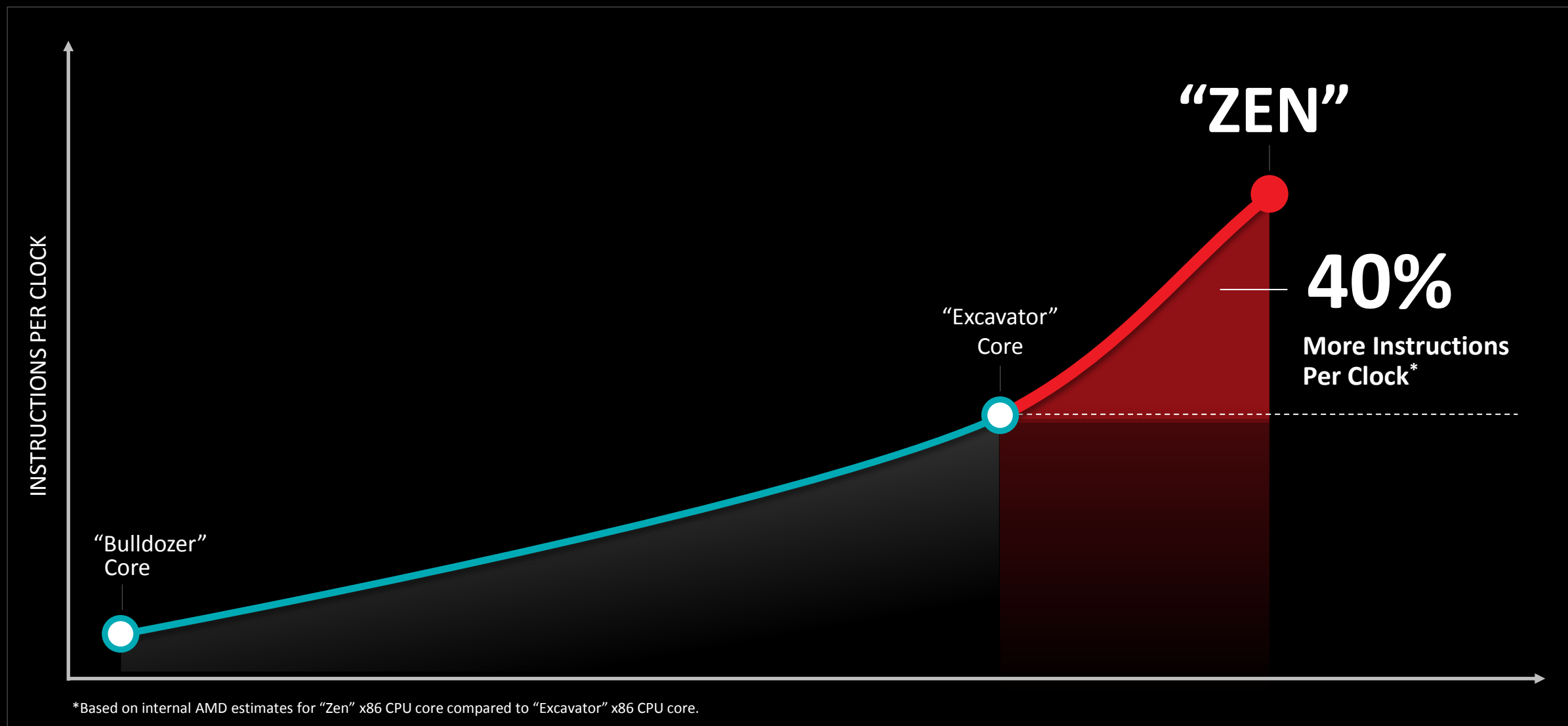
THE ROAD TO ZEN

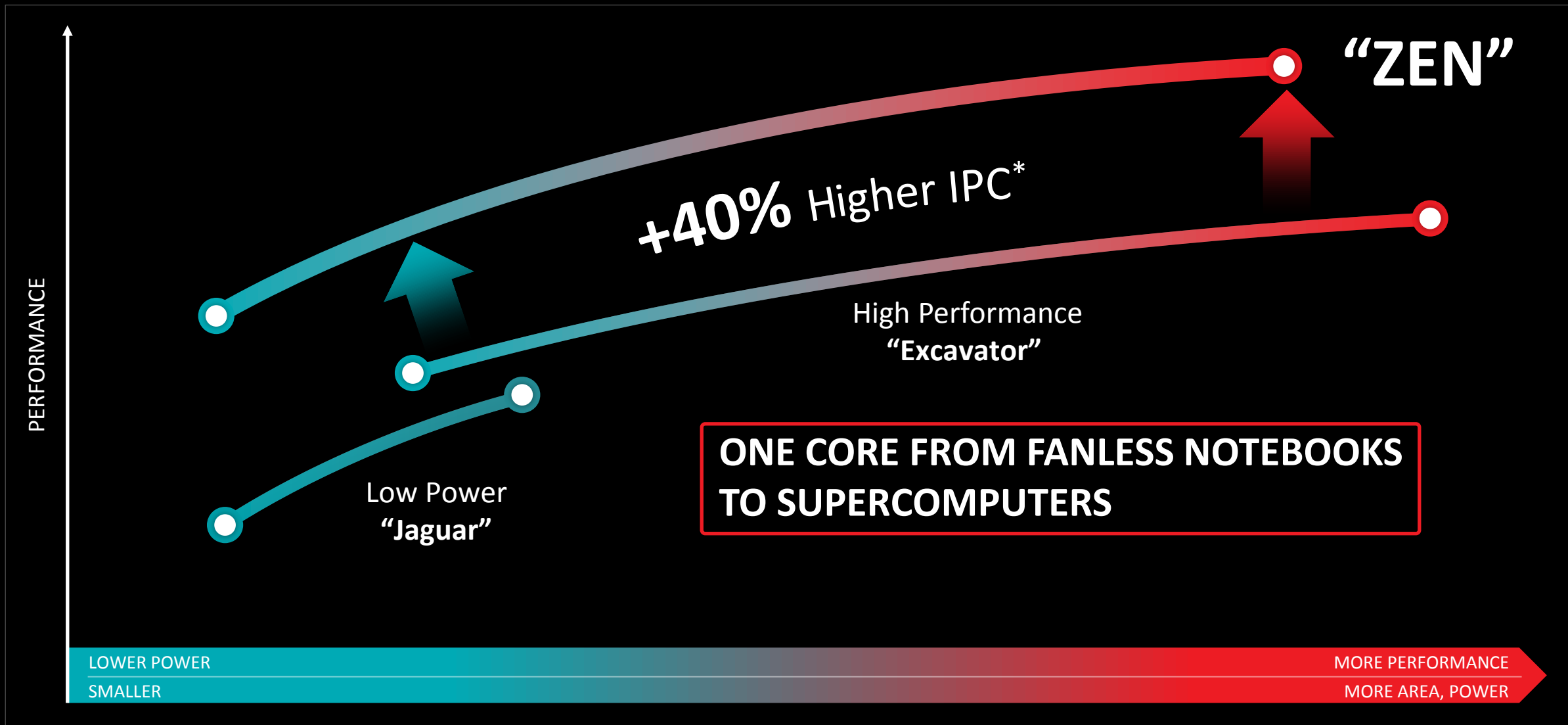
HIGH LEVEL ARCHITECTURE

- IMPROVEMENTS IN CORE ENGINE
- FLOATING POINT
- IMPROVEMENTS IN CACHE SYSTEM
- SMT DESIGN TO MAXIMIZE THROUGHPUT
- NEW ISA EXTENSIONS

SUMMARY

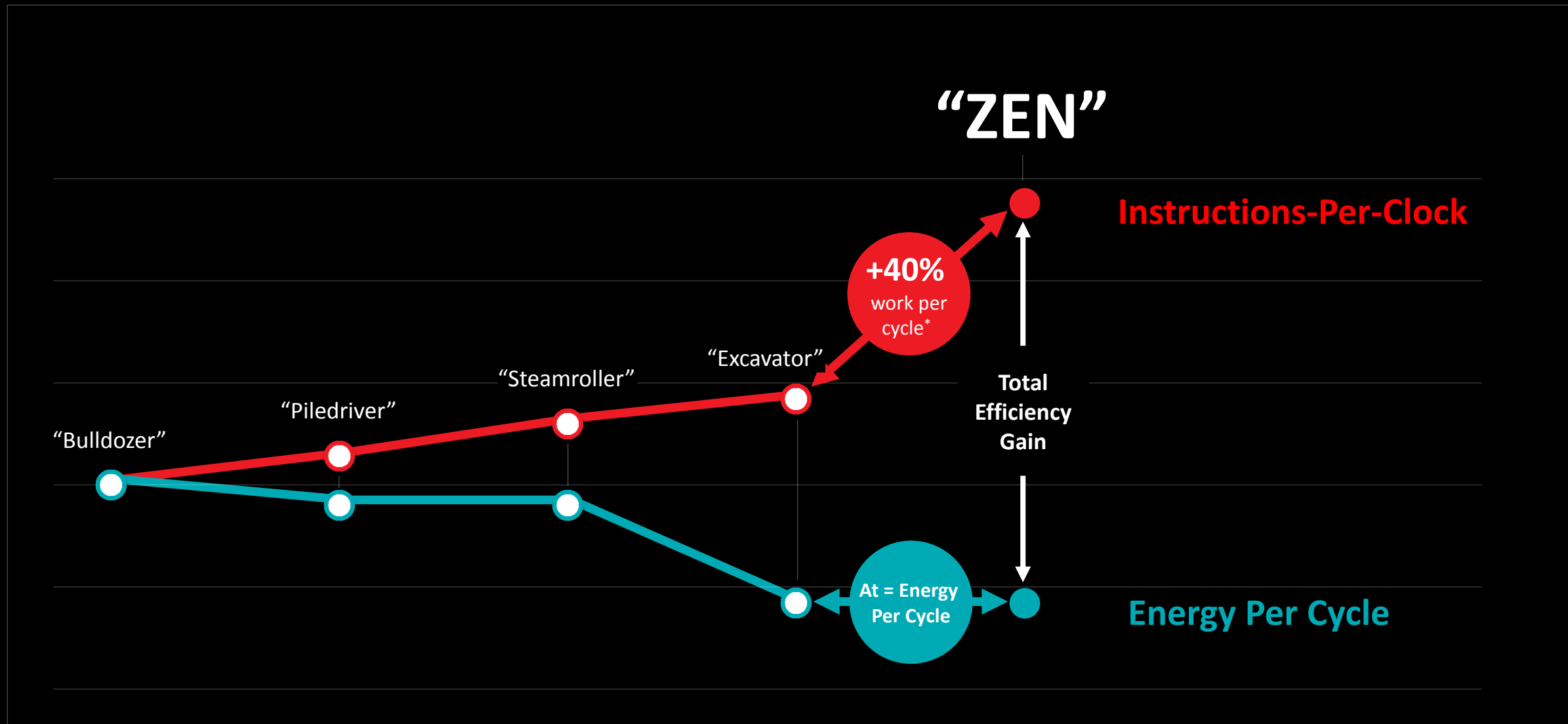
NEXT STEP UP





*Based on internal AMD estimates for "Zen" x86 CPU core compared to "Excavator" x86 CPU core.

DEFYING CONVENTION: A WIDE, HIGH PERFORMANCE, EFFICIENT CORE



*Based on internal AMD estimates for "Zen" x86 CPU core compared to "Excavator" x86 CPU core.

BETTER CORE ENGINE

- Two threads per core
- Branch mispredict improved
- Better branch prediction with 2 branches per BTB entry
- Large Op Cache
- Wider micro-op dispatch 6 vs. 4
- Larger Instruction Schedulers
Integer: 84 vs. 48 | FP: 96 vs. 60
- Larger retire 8 ops vs. 4 ops
- Quad issue FPU
- Larger Retire Queue 192 vs. 128
- Larger Load Queue 72 vs. 44
- Larger Store Queue 44 vs. 32

BETTER CACHE SYSTEM

- Write back L1 cache
- Faster L2 cache
- Faster L3 cache
- Faster Load to FPU: 7 vs. 9 cycles
- Better L1 and L2 data prefetcher
- Close to 2x the L1 and L2 bandwidth
- Total L3 bandwidth up 5x

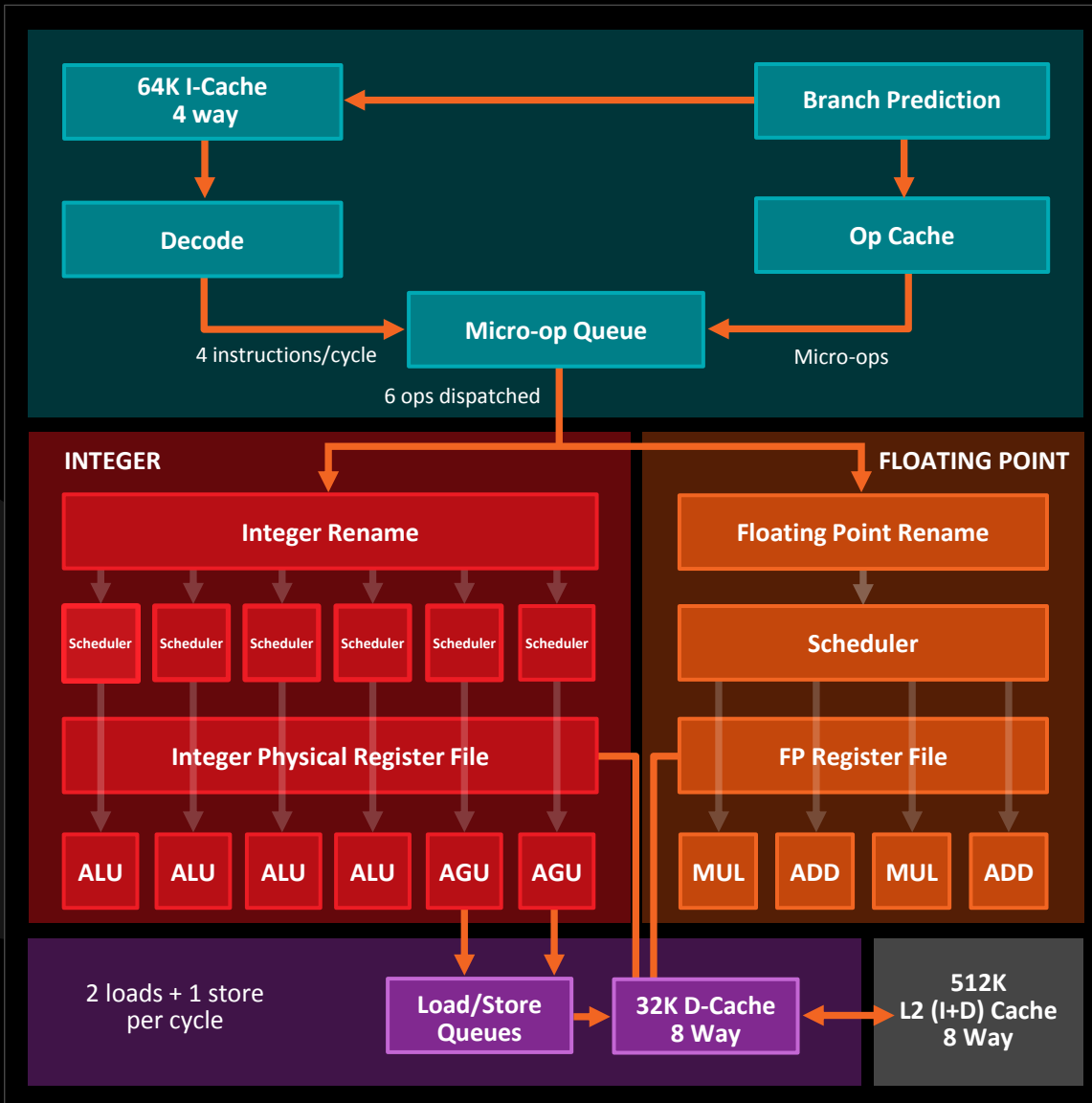
LOWER POWER

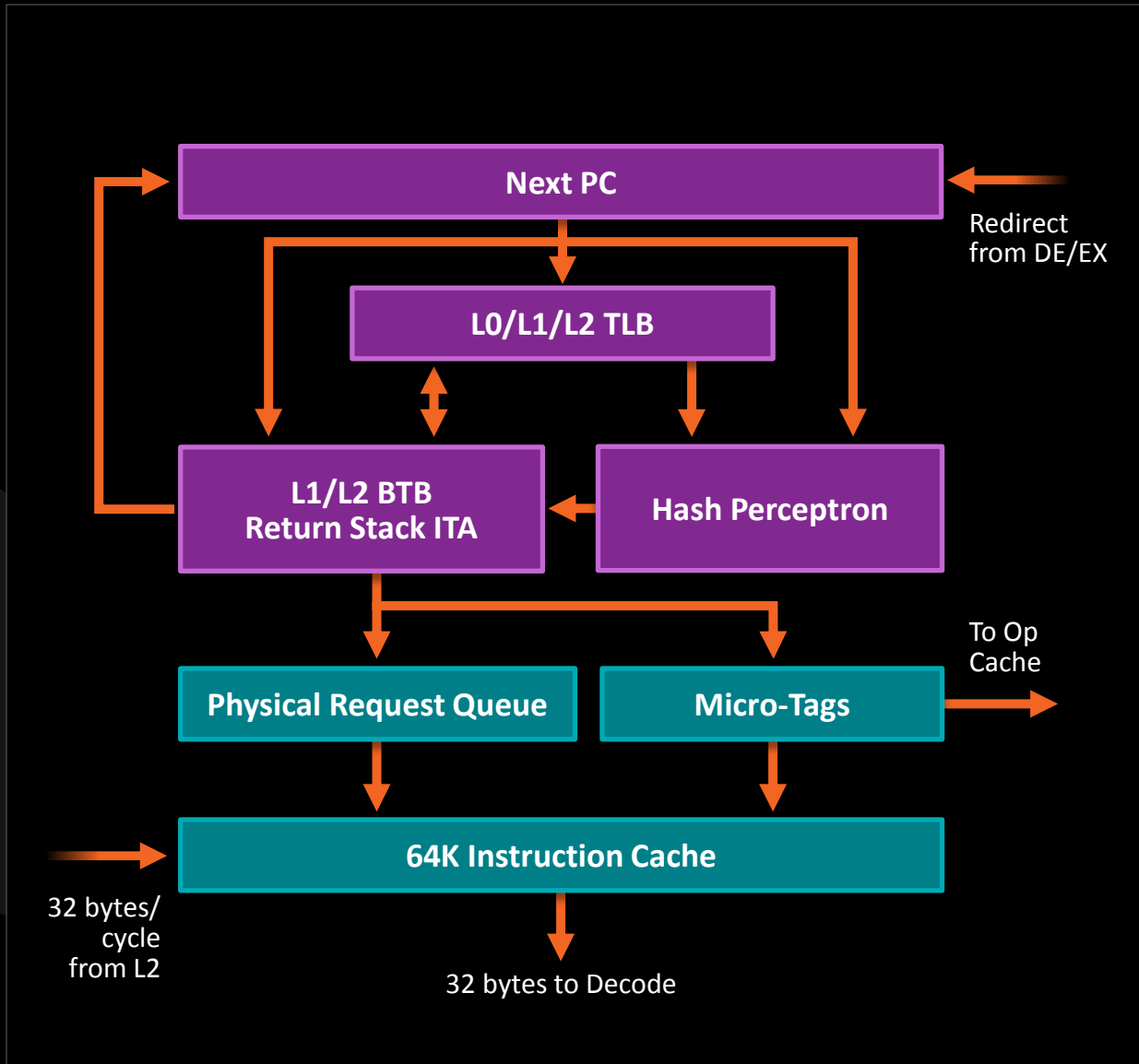
- Aggressive clock gating with multi-level regions
- Write back L1 cache
- Large Op Cache
- Stack Engine
- Move elimination
- Power focus from project inception
- Low Power Design Methodologies

40% IPC PERFORMANCE UPLIFT

ZEN MICROARCHITECTURE

- ▲ Fetch Four x86 instructions
- ▲ Op Cache instructions
- ▲ 4 Integer units
 - Large rename space – 168 Registers
 - 192 instructions in flight/8 wide retire
- ▲ 2 Load/Store units
 - 72 Out-of-Order Loads supported
- ▲ 2 Floating Point units x 128 FMACs
 - built as 4 pipes, 2 Fadd, 2 Fmul
- ▲ I-Cache 64K, 4-way
- ▲ D-Cache 32K, 8-way
- ▲ L2 Cache 512K, 8-way
- ▲ Large shared L3 cache
- ▲ 2 threads per core



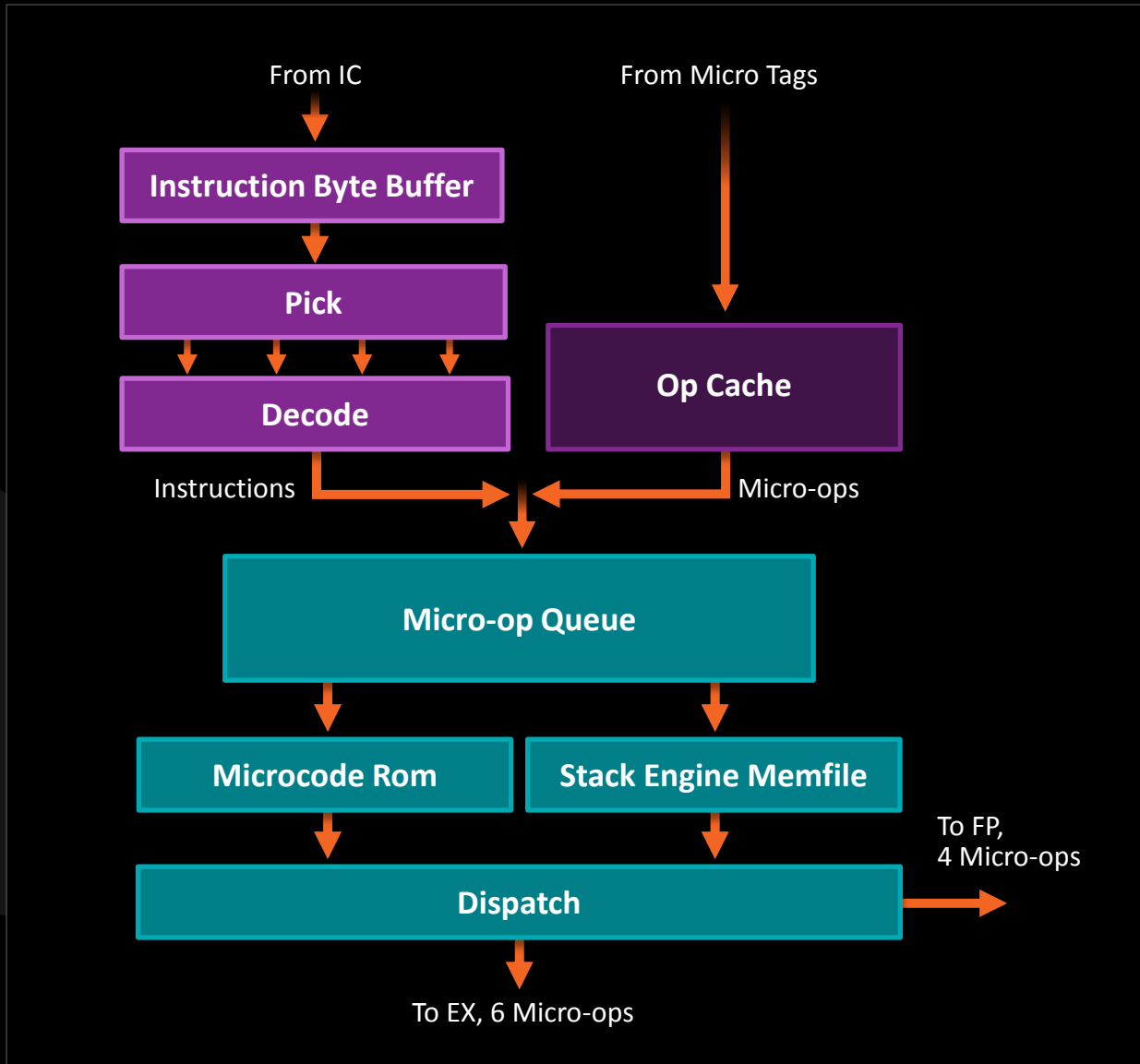


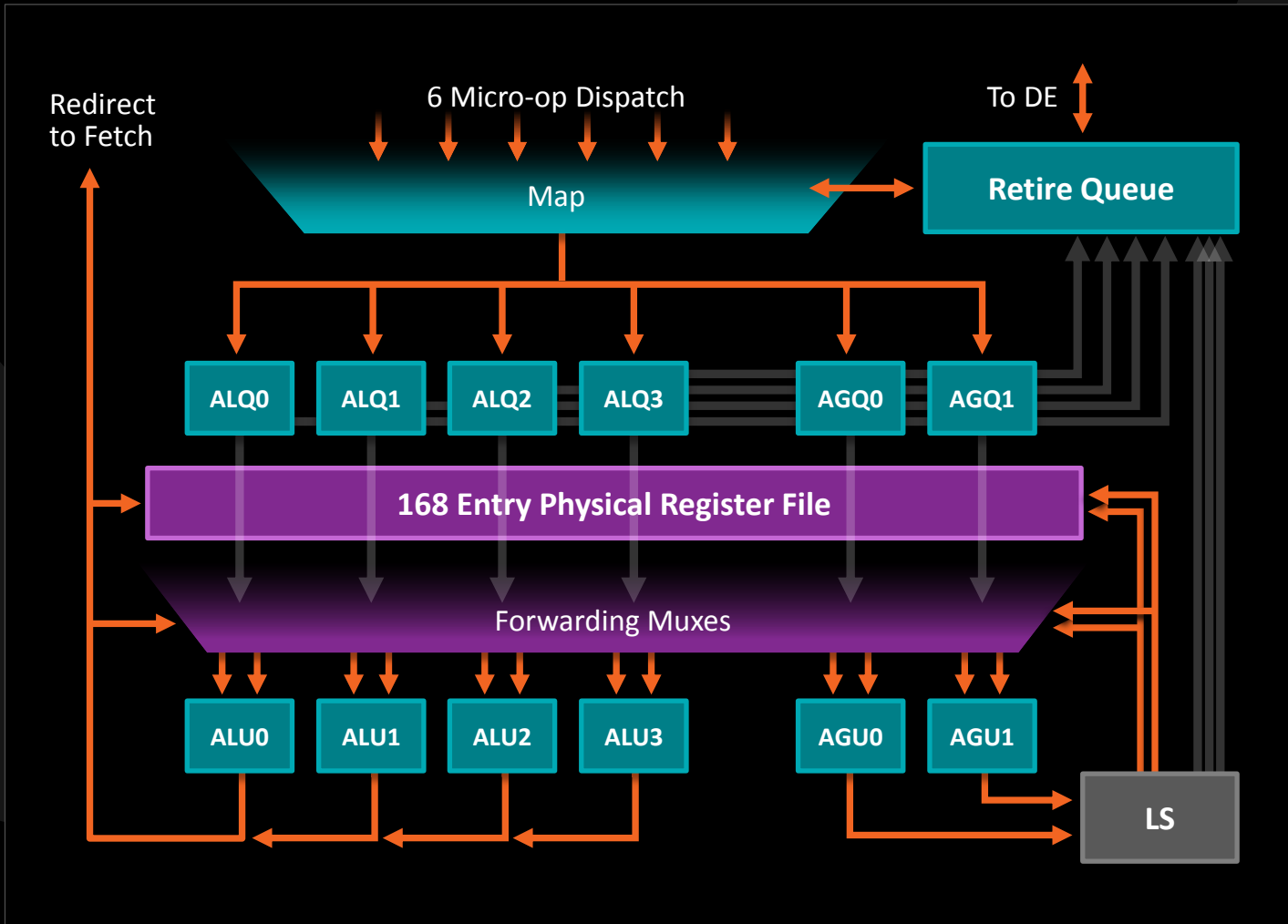
FETCH

- ▲ Decoupled Branch Prediction
- ▲ TLB in the BP pipe
 - 8 entry L0 TLB, all page sizes
 - 64 entry L1 TLB, all page sizes
 - 512 entry L2 TLB, no 1G pages
- ▲ 2 branches per BTB entry
- ▲ Large L1 / L2 BTB
- ▲ 32 entry return stack
- ▲ Indirect Target Array (ITA)
- ▲ 64K, 4-way Instruction cache
- ▲ Micro-tags for IC & Op cache
- ▲ 32 byte fetch

DECODE

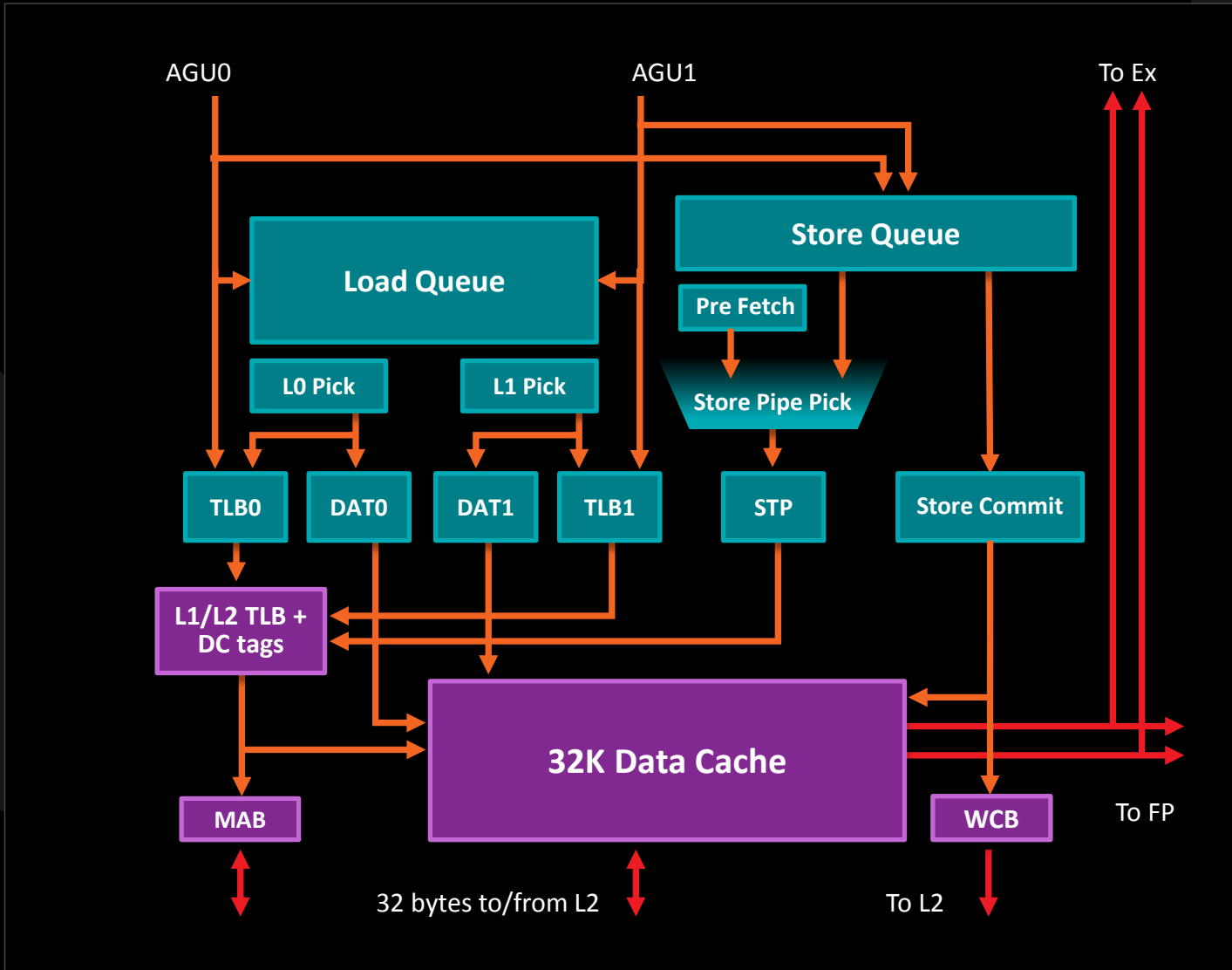
- ▲ Inline Instruction-length Decoder
- ▲ Decode 4 x86 instructions
- ▲ Op cache
- ▲ Micro-op Queue
- ▲ Stack Engine
- ▲ Branch Fusion
- ▲ Memory File for Store to Load Forwarding





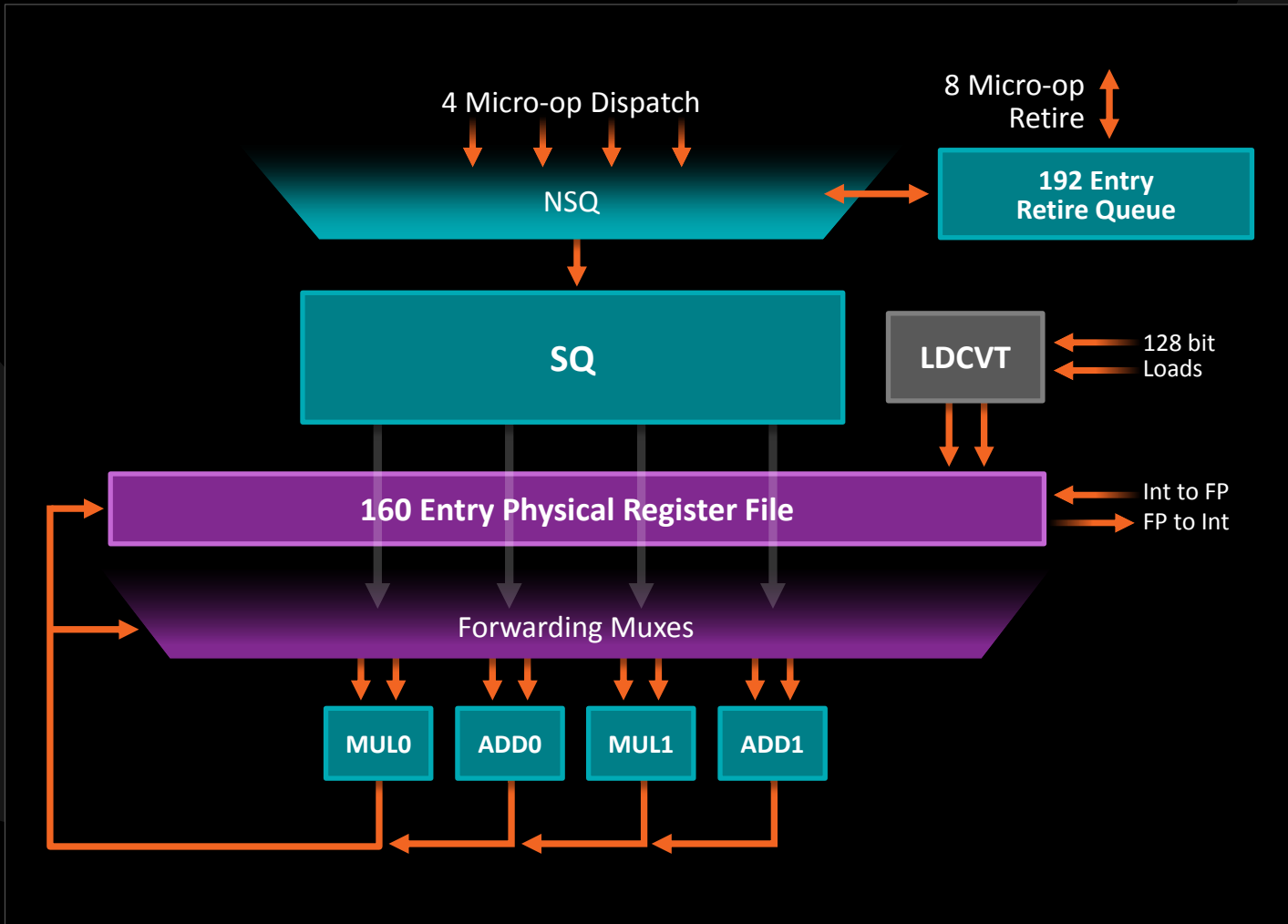
EXECUTE

- ▲ 6x14 entry Scheduling Queues
- ▲ 168 entry Physical Register File
- ▲ 6 issue per cycle
 - 4 ALU's, 2 AGU's
- ▲ 192 entry Retire Queue
- ▲ Differential Checkpoints
- ▲ 2 Branches per cycle
- ▲ Move Elimination
- ▲ 8-Wide Retire



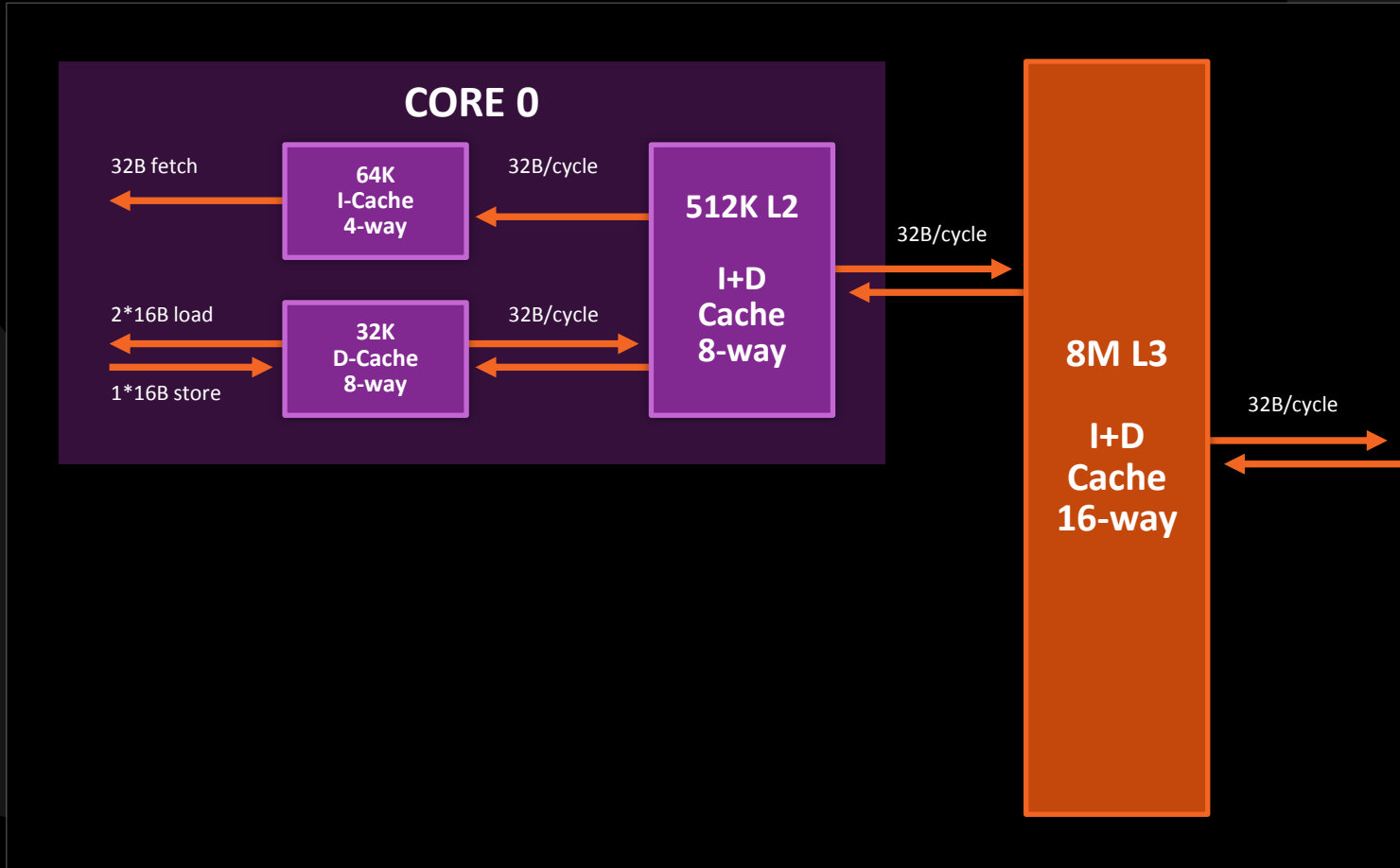
LOAD/STORE AND L2

- ▲ 72 Out of Order Loads
- ▲ 44 entry Store Queue
- ▲ Split TLB/Data Pipe, store pipe
- ▲ 64 entry L1 TLB, all page sizes
- ▲ 1.5K entry L2 TLB, no 1G pages
- ▲ 32K, 8 way Data Cache
 - Supports two 128-bit accesses
- ▲ Optimized L1 and L2 Prefetchers
- ▲ 512K, private (2 threads), inclusive L2



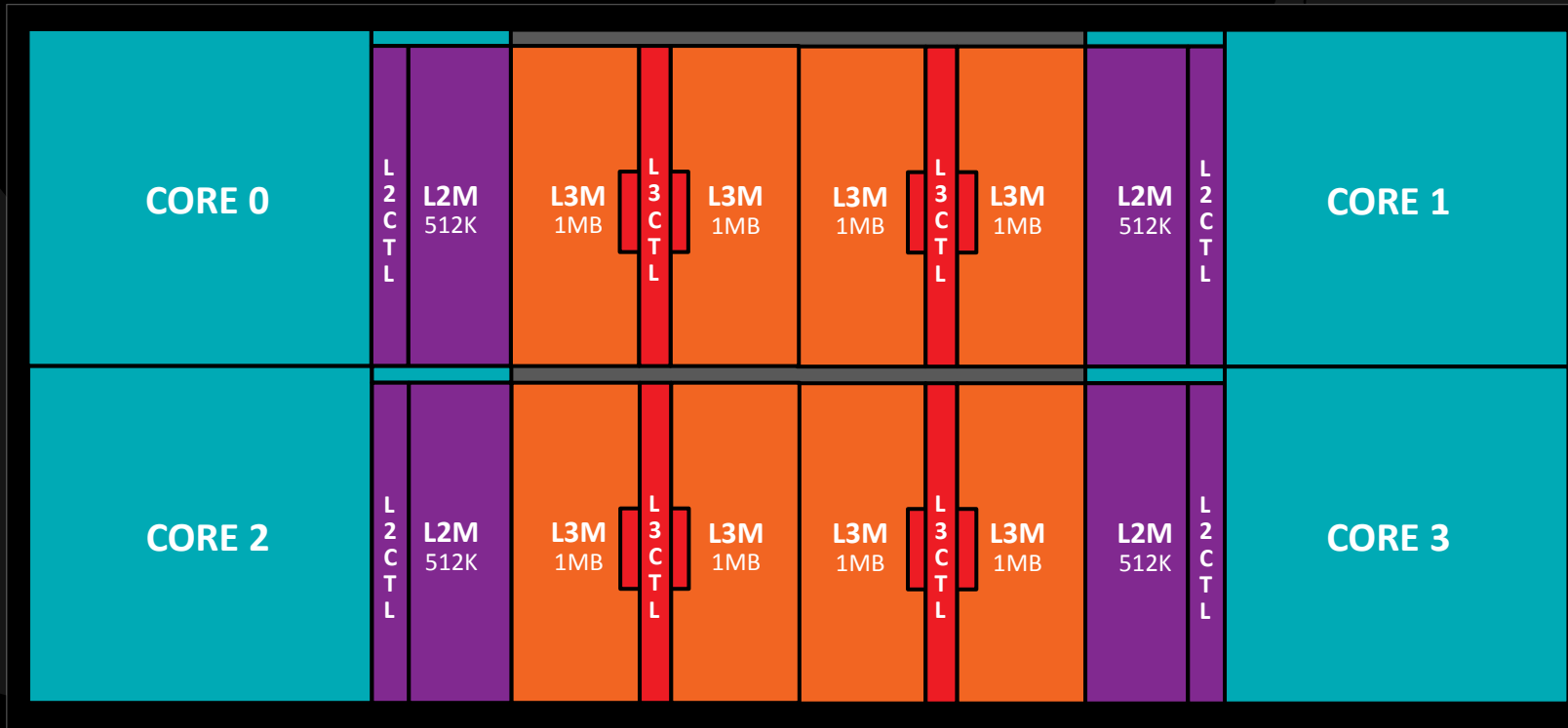
FLOATING POINT

- ▲ 2 Level Scheduling Queue
- ▲ 160 entry Physical Register File
- ▲ 8 Wide Retire
- ▲ 1 pipe for 1x128b store
- ▲ Accelerated Recovery on Flushes
- ▲ SSE, AVX1, AVX2, AES, SHA, and legacy mmx/x87 compliant
- ▲ 2 AES units



ZEN CACHE HIERARCHY

- ▲ Fast private 512K L2 cache
- ▲ Fast shared L3 cache
- ▲ High bandwidth enables prefetch improvements
- ▲ L3 is filled from L2 victims
- ▲ Fast cache-to-cache transfers
- ▲ Large Queues for Handling L1 and L2 misses



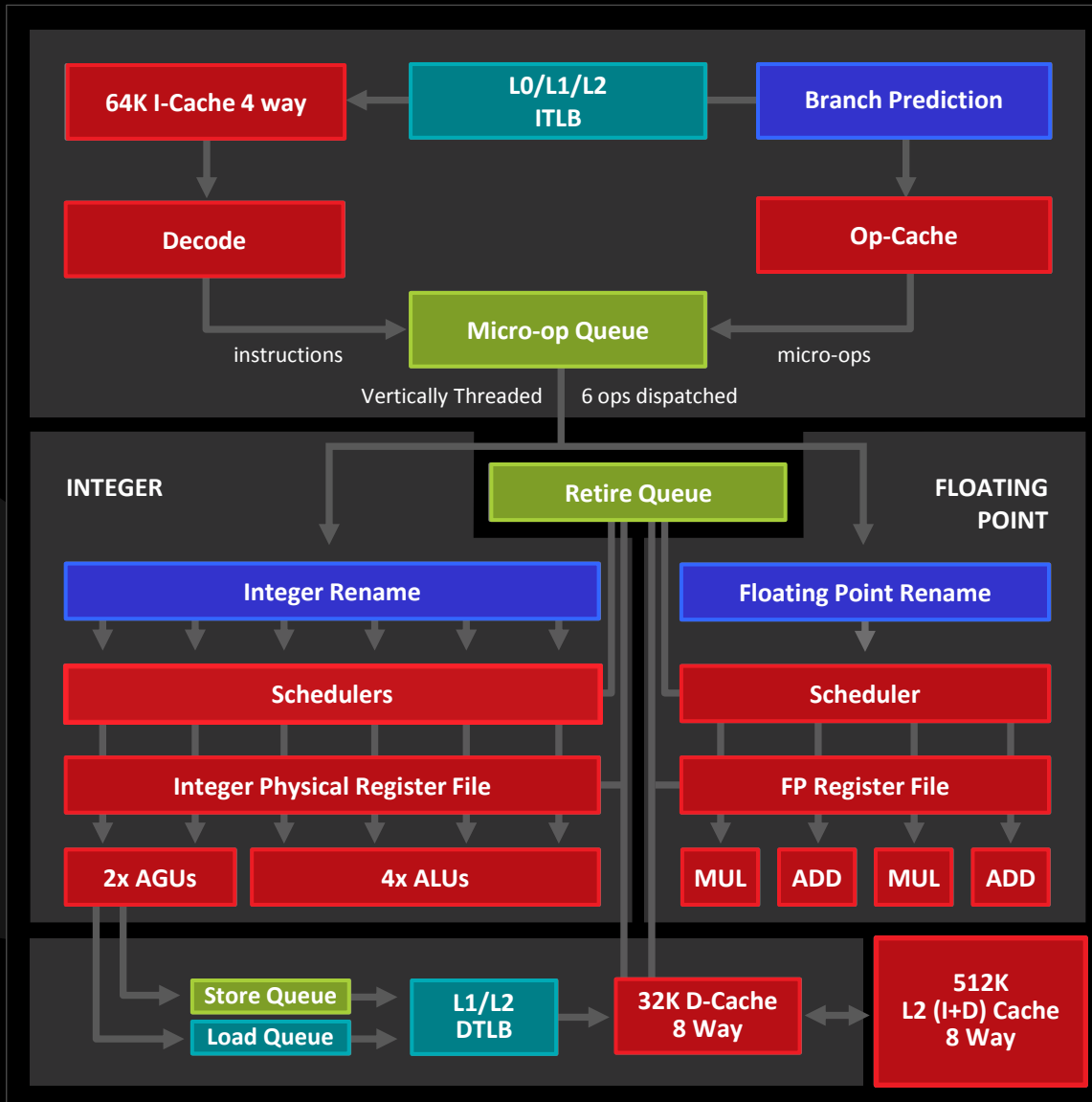
CPU COMPLEX

- ▲ A CPU complex (CCX) is four cores connected to an L3 Cache.
- ▲ The L3 Cache is 16-way associative, 8MB, mostly exclusive of L2.
- ▲ The L3 Cache is made of 4 slices, by low-order address interleave.
- ▲ Every core can access every cache with same average latency

SMT OVERVIEW

- ▲ All structures fully available in 1T mode
- ▲ Front End Queues are round robin with priority overrides
- ▲ Increased throughput from SMT

- Competitively shared structures
- Competitively shared and SMT Tagged
- Competitively shared with Algorithmic Priority
- Statically Partitioned



NEW INSTRUCTIONS



Feature	Notes	Excavator	Zen
ADX	Extending multi-precision arithmetic support		✓
RDSEED	Complement to RDRAND random number generation		✓
SMAP	Supervisor Mode Access Prevention		✓
SHA1/SHA256	Secure Hash Implementation Instructions		✓
CLFLUSHOPT	CLFLUSH ordered by SFENCE		✓
XSAVEC/XSAVES/XRSTORS	New Compact and Supervisor Save/Restore		✓
CLZERO	Clear Cache Line		✓
PTE Coalescing	Combines 4K page tables into 32K page size		✓

■ AMD Exclusive

We support all the standard ISA including AVX & AVX-2, BMI1 & BMI2, AES, RDRAND, SMEP



“ZEN”

DESIGNED FROM THE GROUND UP FOR OPTIMAL BALANCE OF PERFORMANCE AND POWER

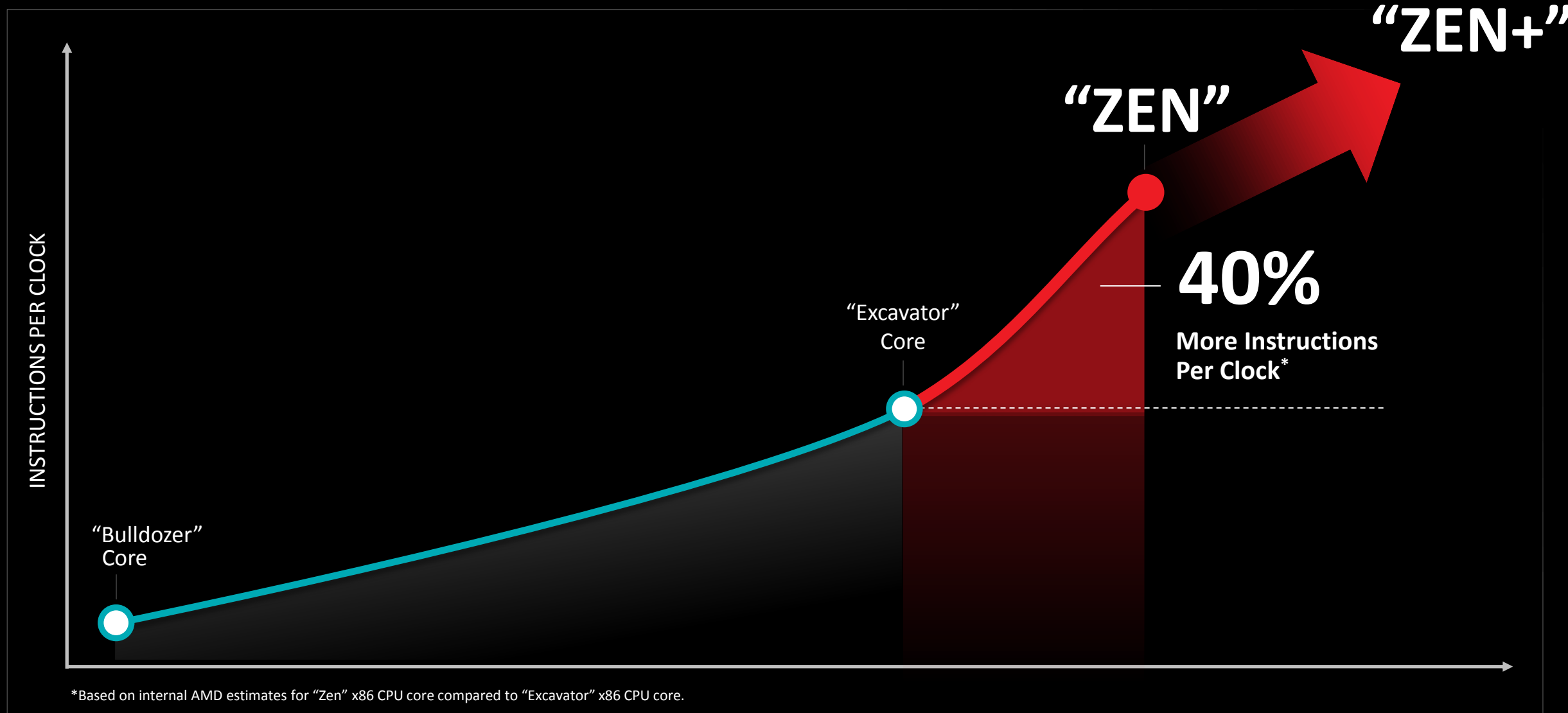
Totally New High-performance Core Design

New High-Bandwidth, Low Latency Cache System

Simultaneous Multithreading (SMT) for High Throughput

Energy-efficient FinFET Design Scales from Enterprise to Client Products

A COMMITTED ROADMAP TO X86 PERFORMANCE



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