

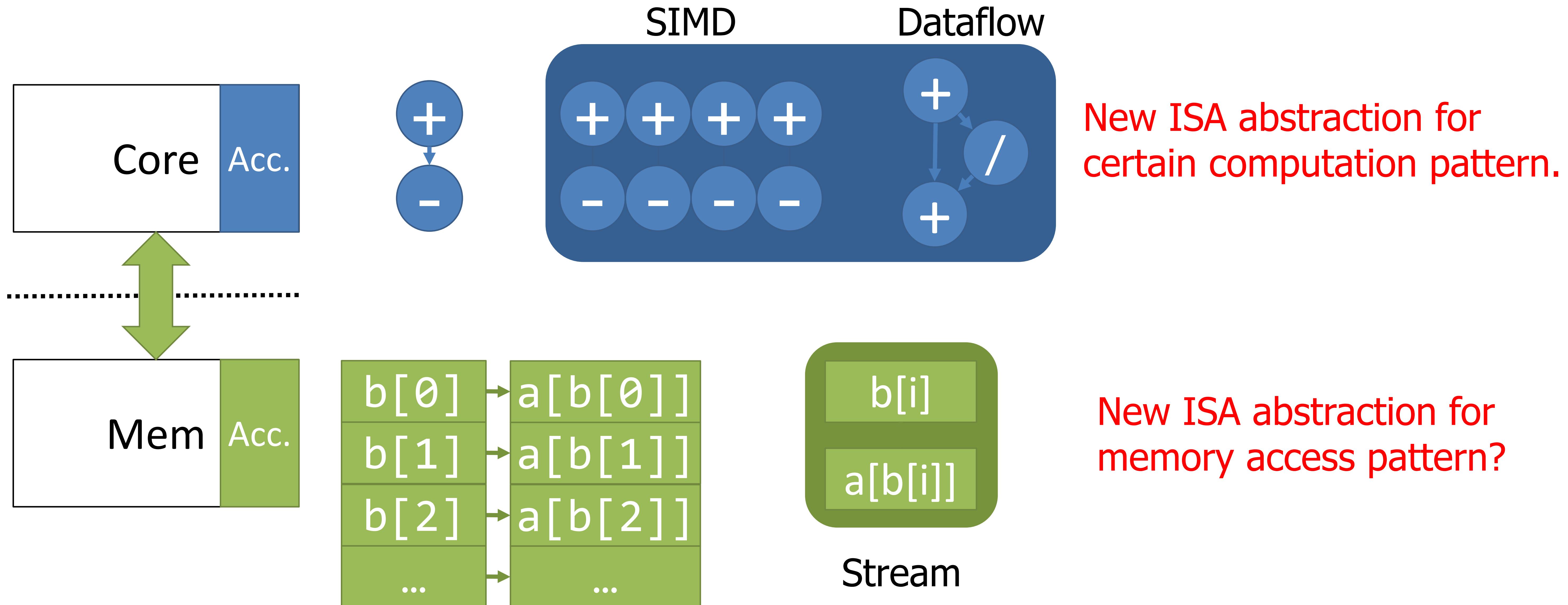
# Stream-based Memory Specialization for General Purpose Processors

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Prof. Tony Nowatzki

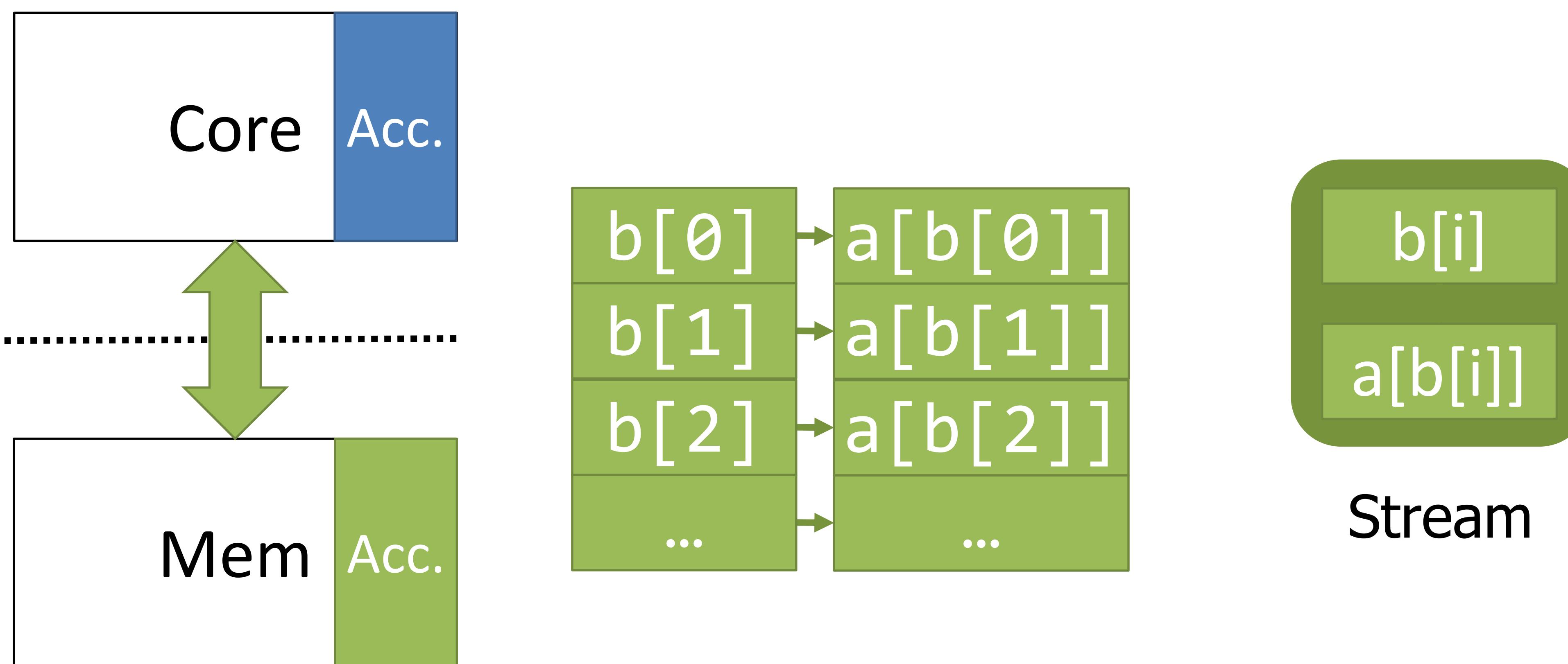


# Computation & Memory Specialization



# Stream: A New ISA Memory Abstraction

- Stream: A decoupled memory access pattern.
- Higher level abstraction in ISA.
  - Decouple memory access.
  - Enable efficient prefetching.
  - Leverage stream information in cache policies.
- 60% memory accesses → streams.
- 1.37× speedup over a traditional O3 processor.



# Outline

- Insight & Opportunities.
- Stream Characteristics.
- Stream ISA Extension.
- Stream-Aware Policies.
- Microarchitecture Extension.
- Evaluation.

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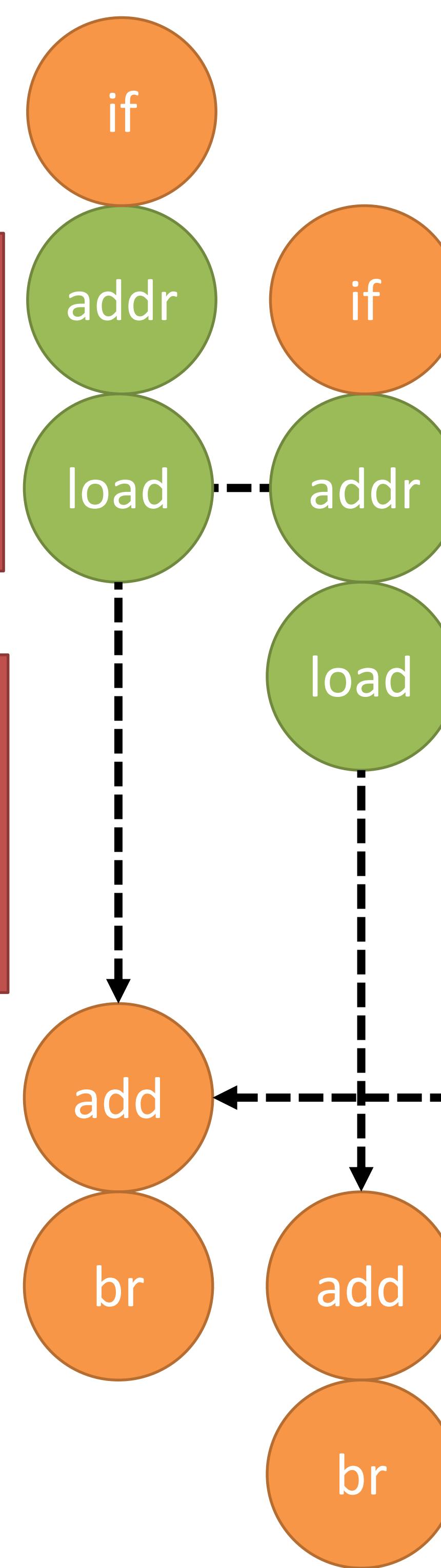
# Conventional Memory Abstraction

```
while (i < N) {  
    if (cond)  
        v +=     
    i++;  
}
```

Overhead 2:  
Similar address  
computation/loads.

Overhead 1:  
Hard to prefetch  
with control flow.

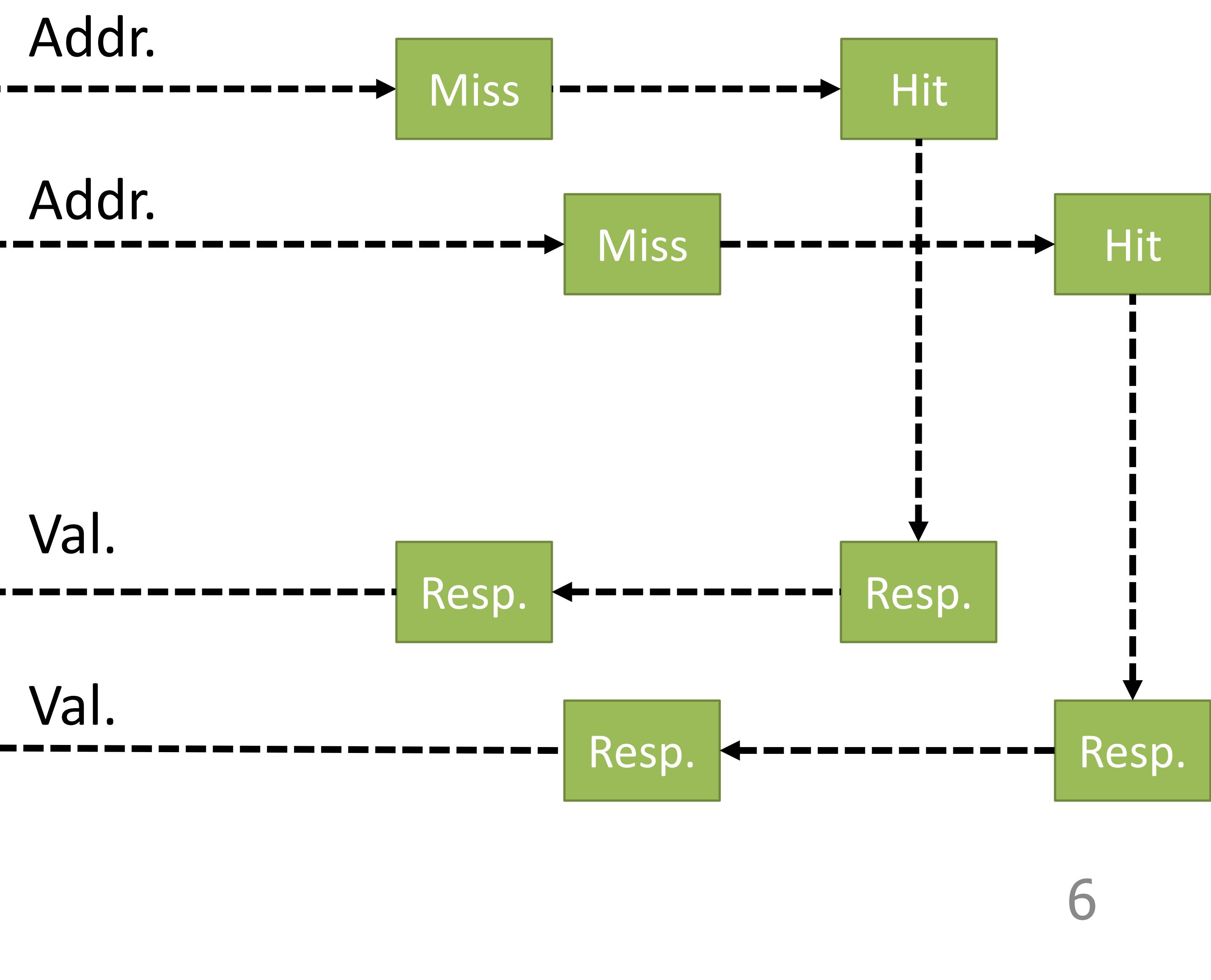
**O3 Core**



**L1 Cache**

**L2 Cache**

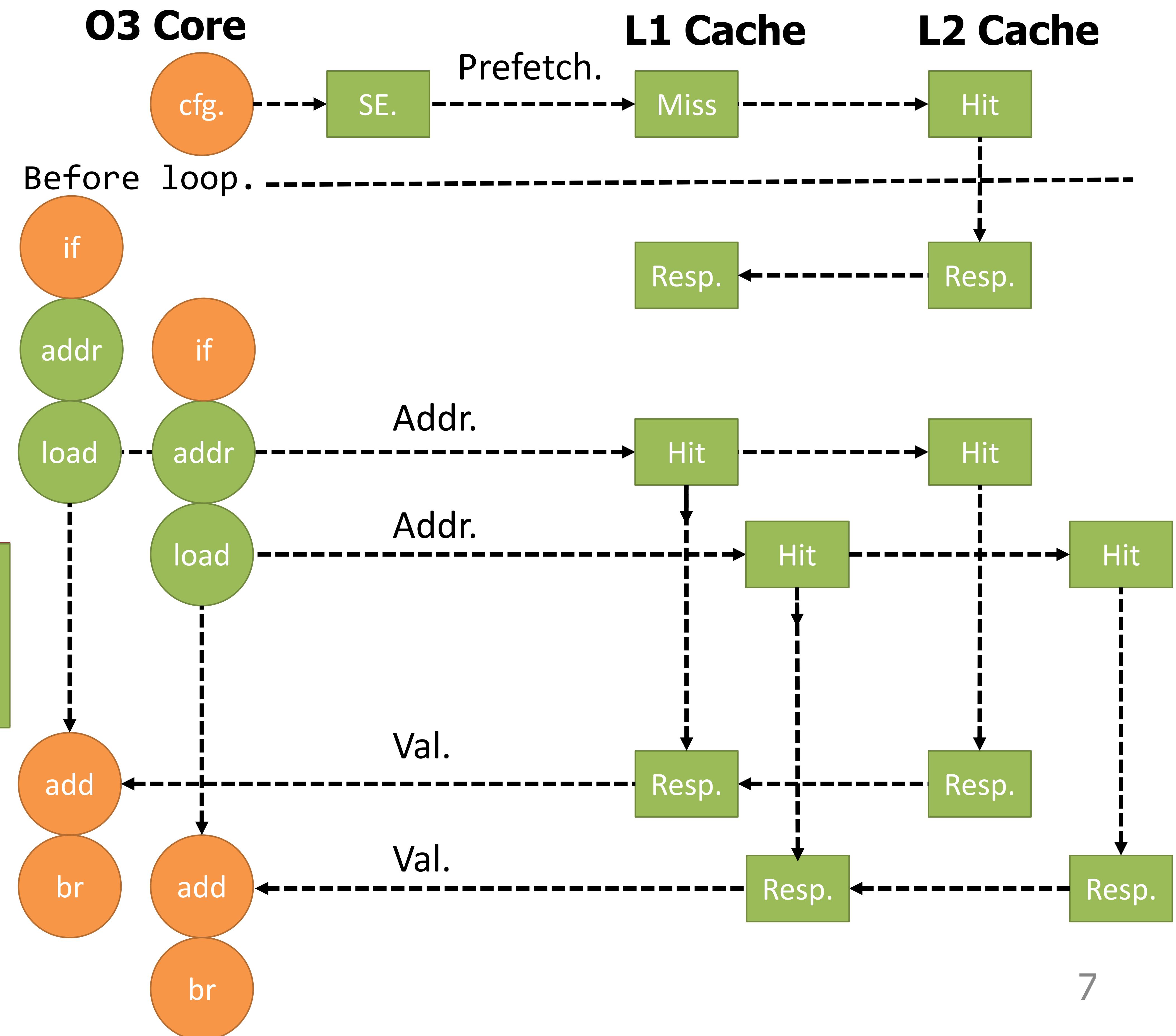
Overhead 3:  
Assumption on reuse.



# Opportunity 1: Prefetch with Ctrl. Flow

```
cfg(a[i]);  
while (i < N) {  
    if (cond)  
        v += a[i];  
    i++;  
}
```

Opportunity 1:  
Prefetch with  
control flow.

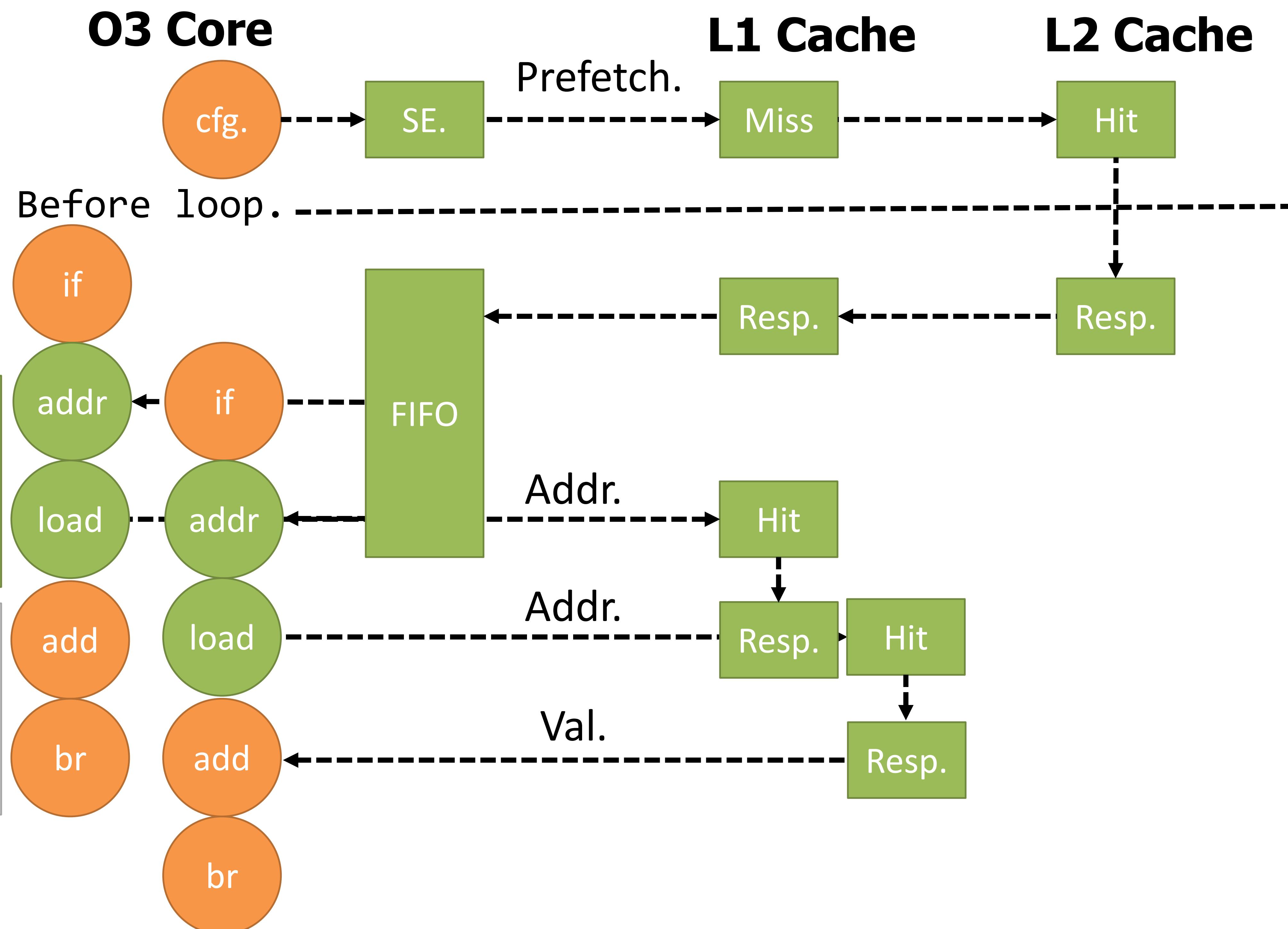


# Opportunity 2: Semi-Binding Prefetch

```
s_a = cfg();  
while (i < N) {  
    if (cond)  
        v += s_a;  
    i++;  
}
```

Opportunity 2:  
Semi-binding  
prefetch.

Opportunity 1:  
Prefetch with  
control flow.

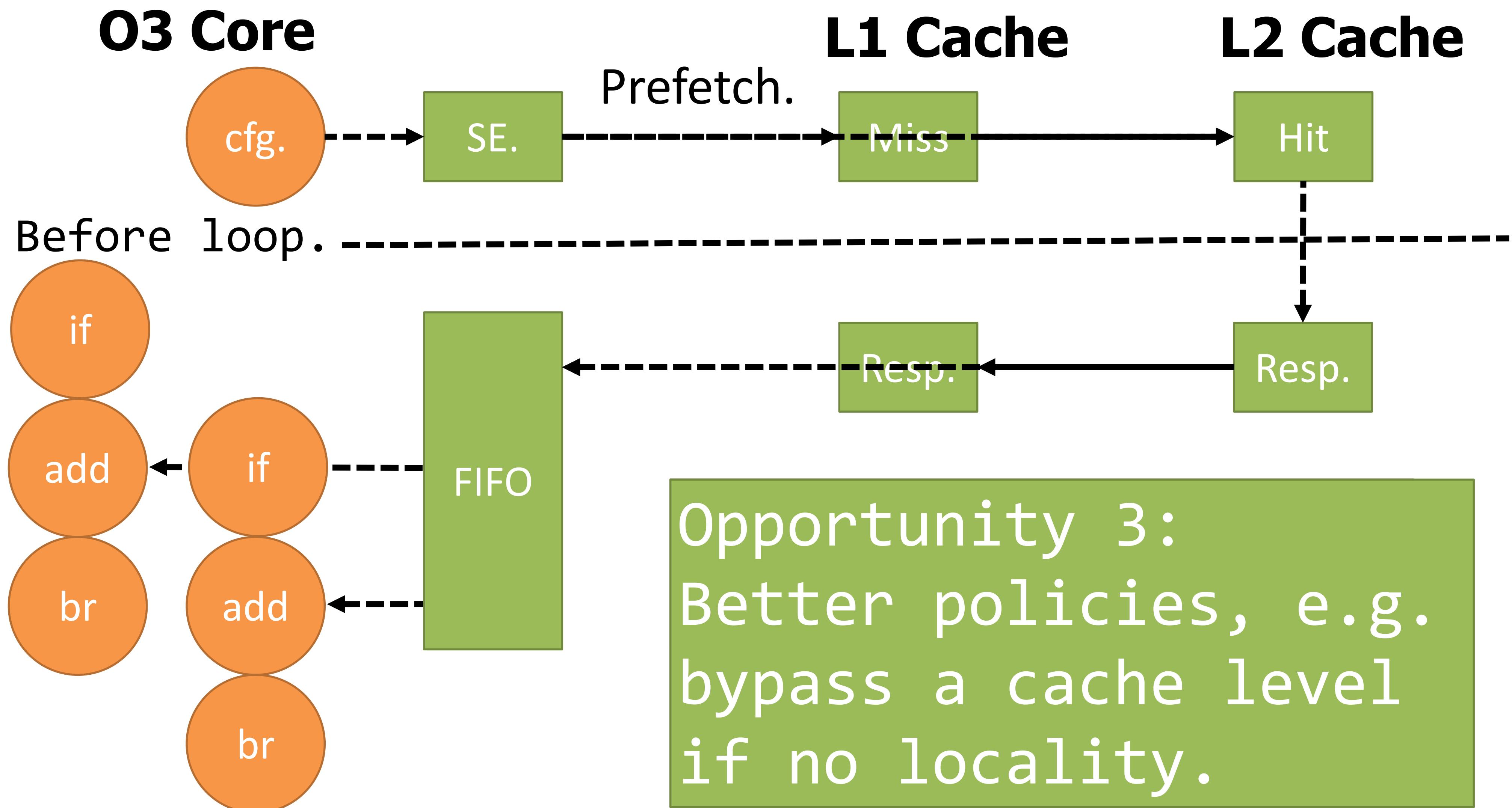


# Opportunity 3: Stream-Aware Policies

```
s_a = cfg();  
while (i < N) {  
    if (cond)  
        v += s_a;  
}
```

Opportunity 2:  
Semi-binding  
prefetch.

Opportunity 1:  
Prefetch with  
control flow.



# Related Work

- Decouple access execute.
  - Outrider [ISCA'11], DeSC [MICRO'15], etc.
  - Ours: New ISA abstraction for the access engine.
- Prefetching.
  - Stride, IMP [MICRO'15], etc.
  - Ours: Explicit access pattern in ISA.
- Cache bypassing policy.
  - Counter-based [ICCD'05], LLC bypassing [ISCA'11], etc.
  - Ours: Incorporate static stream information.

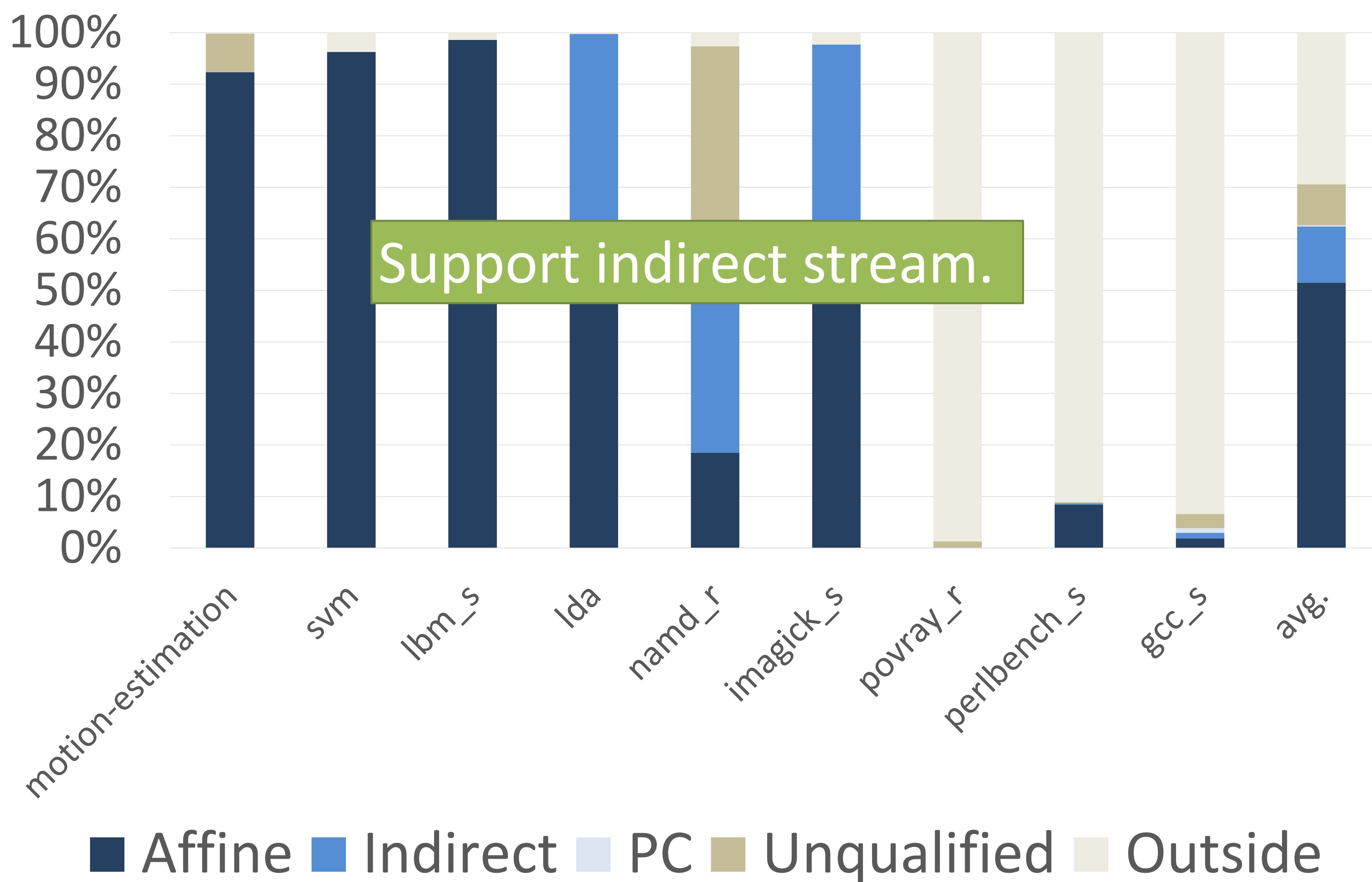
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# Stream Characteristics – Stream Type

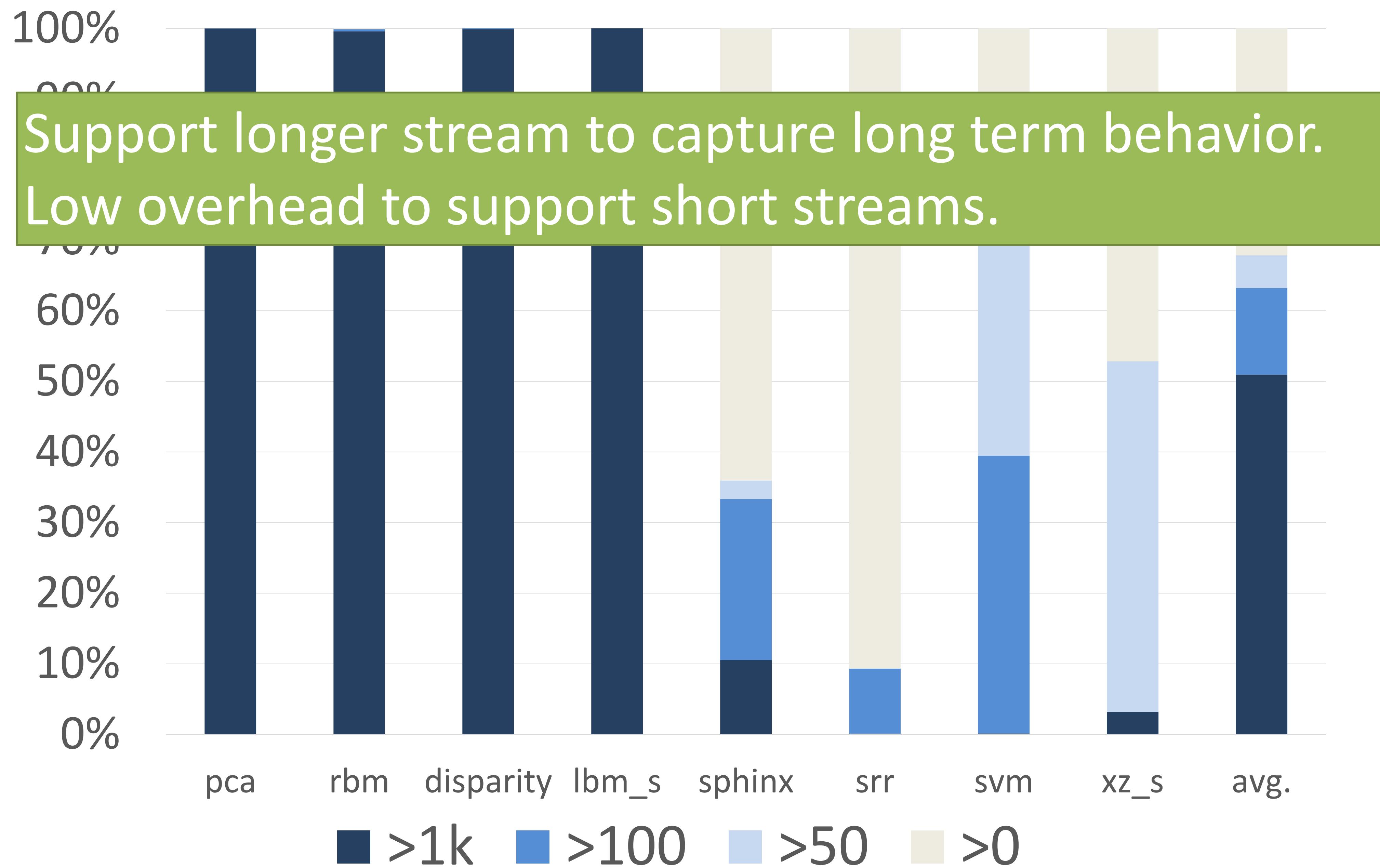
Trace analysis on CortexSuite/SPEC CPU 2017.

- 51.49% affine, 10.19% indirect.
- Indirect streams can be as high as 40%.



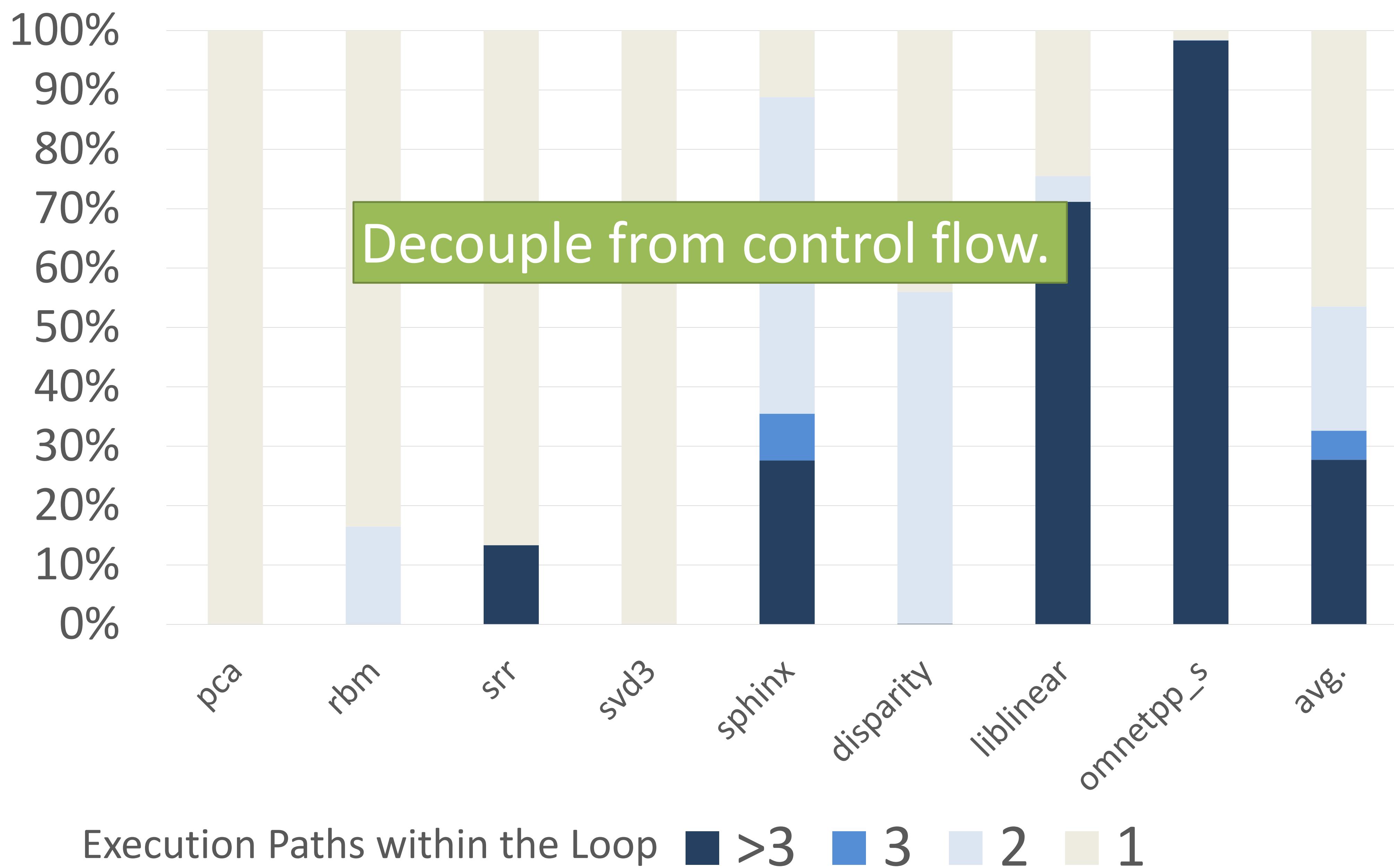
# Stream Characteristics – Stream Length

- 51% stream accesses from stream longer than 1k.
- Some benchmarks contain short streams.



# Stream Characteristics – Control Flow

- 53% stream accesses from loop with control flow.



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# Stream ISA Extension – Basic Example

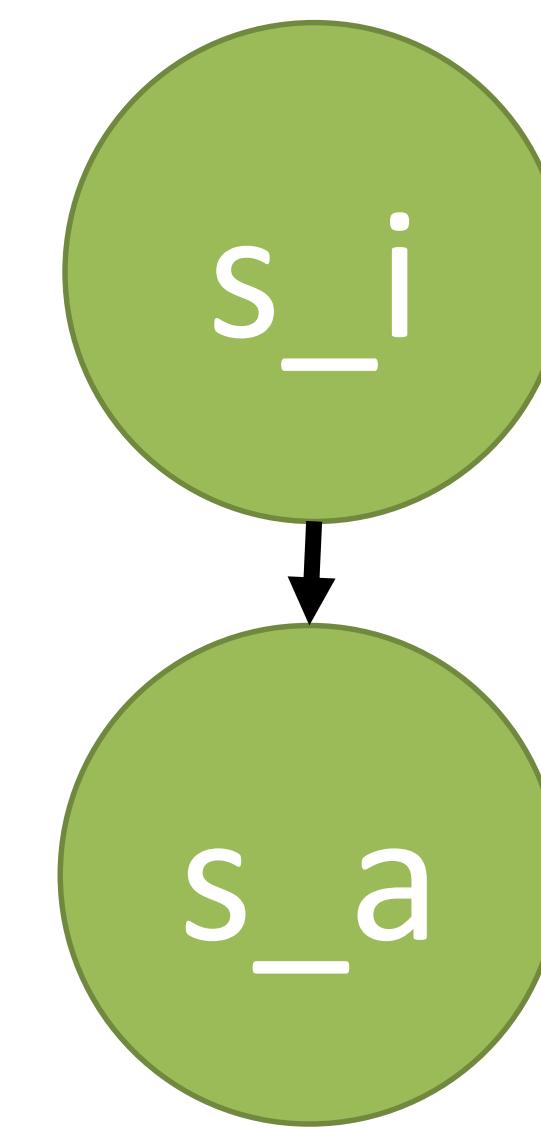
## Original C Code

```
int i = 0;  
while (i < N) {  
    sum += sum;  
    i++;  
}
```

## Stream Decoupled Pseudo Code

```
stream_cfg(s_i, sum);  
while (s_i < N) {  
    sum += sum;  
}  
stream_end(s_i, s_a);
```

## Stream Dependence Graph



## Iter. Step User

## Pseudo-Reg

## Stream a[i]



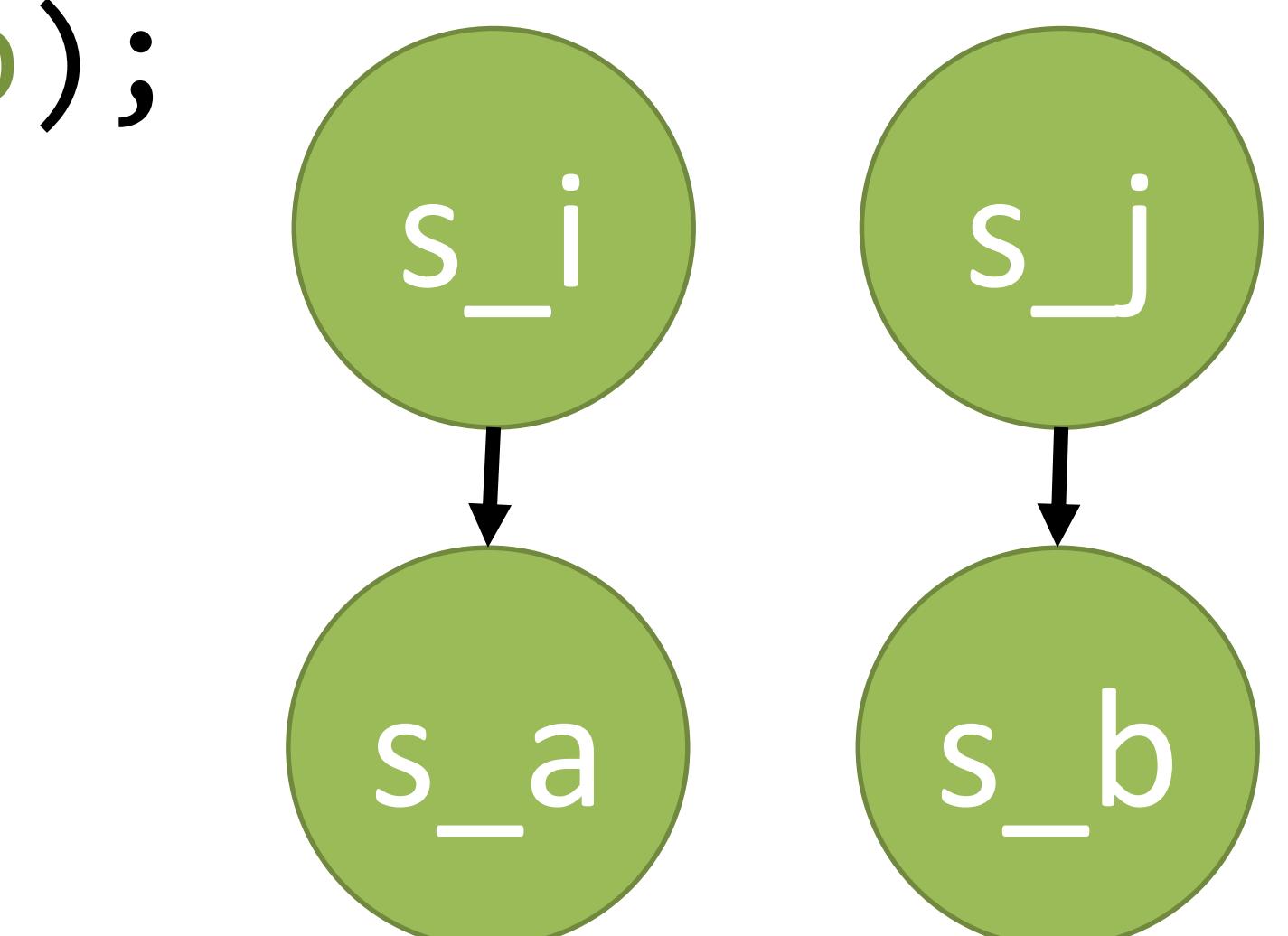
# Stream ISA Extension – Control Flow

## Original C Code

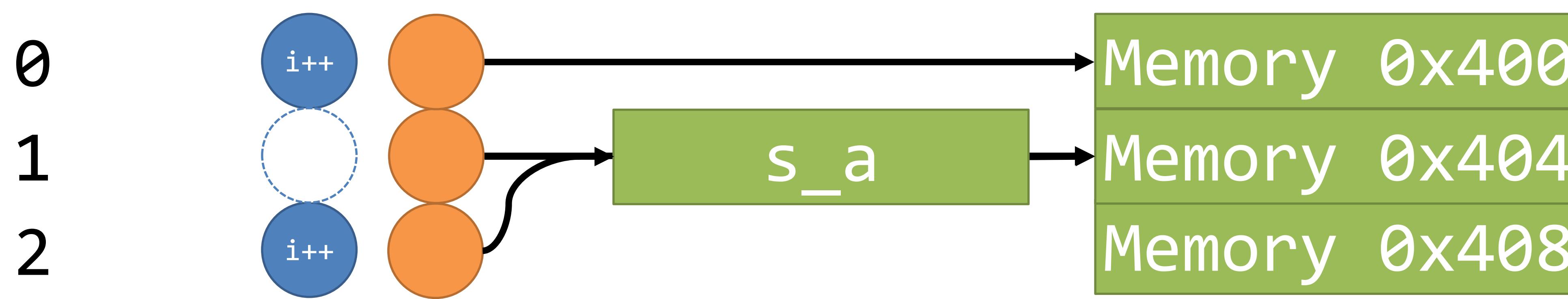
```
int i = 0, j = 0;
while (cond) {
    if (a[i] < b[j])
        ...
    else
        ...
}
```

## Stream Decoupled Pseudo Code

```
stream_cfg(s_i, s_a, s_j, s_b);
while (cond) {
    if ...
    else ...
}
stream_end(s_i, s_a, s_j, s_b);
```



## Iter. Step    User    Pseudo-Reg    Stream a[i]



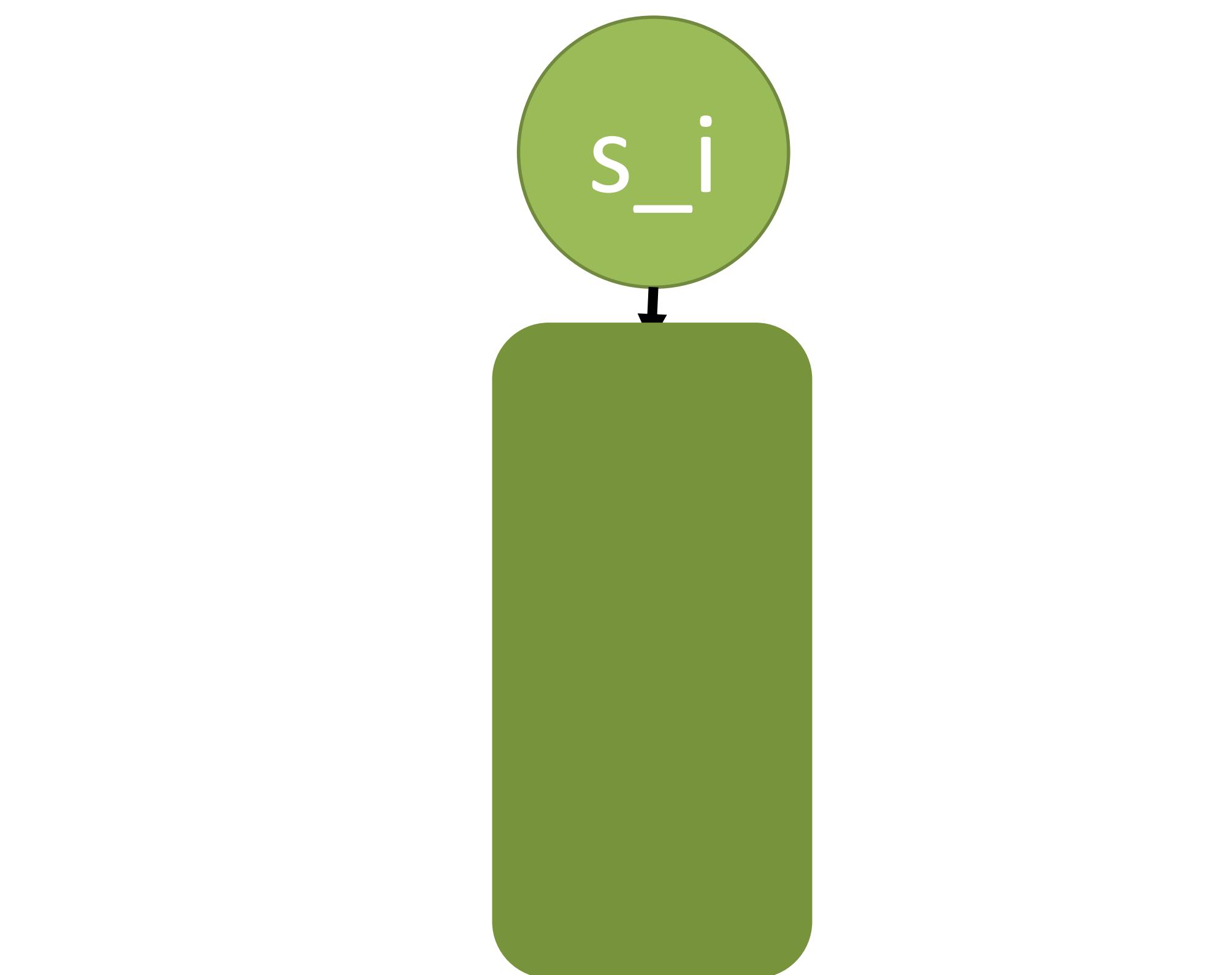
# Stream ISA Extension – Indirect Stream

## Original C Code

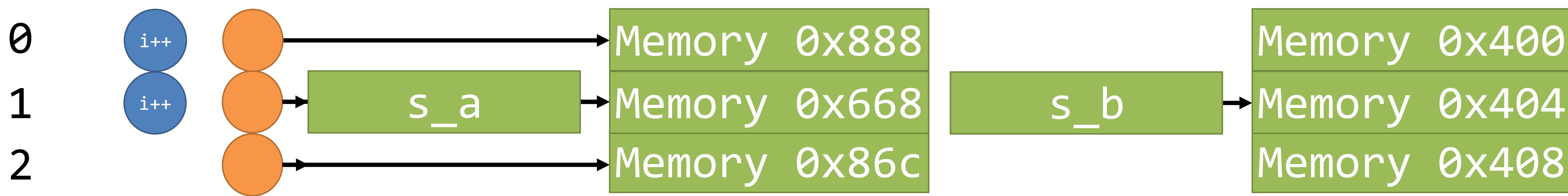
```
int i = 0;
while (i < N) {
    sum += sum; sum
    i++; i++
}
```

**Stream Decoupled Pseudo Code**

```
stream_cfg(s_i, s_a, s_b);
while (s_i < N) {
    sum += stream_load(s_a); stream_load
    s_i++;
}
stream_end(s_i, s_a, s_b);
```



Iter.	User Pseudo-Reg	Pseudo-Reg	b[i]
0	i++	a[b[i]]	Memory 0x400
1	i++	s_a	Memory 0x404
2			Memory 0x408



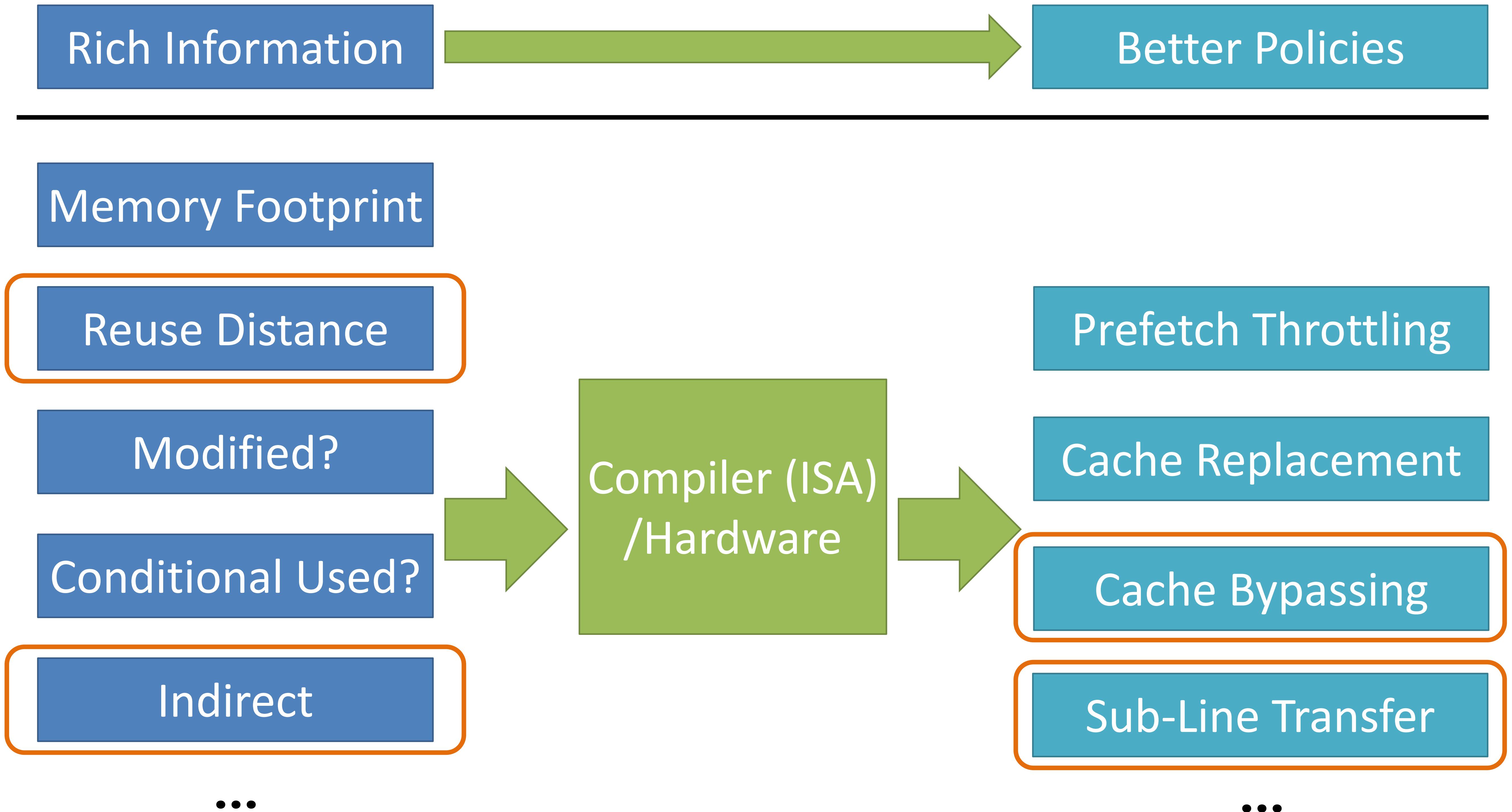
# Stream ISA Extension – ISA Semantic

- New architectural states:
  - Stream configuration.
  - Current iteration's data.
- New speculation in ISA:
  - Stream elements will be used.
  - Streams are long.
- Maintain the memory order.
  - Load → first use of the pseudo-register after configured/stepped.
  - Store → every write to the pseudo-register.

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# Stream-Aware Policies

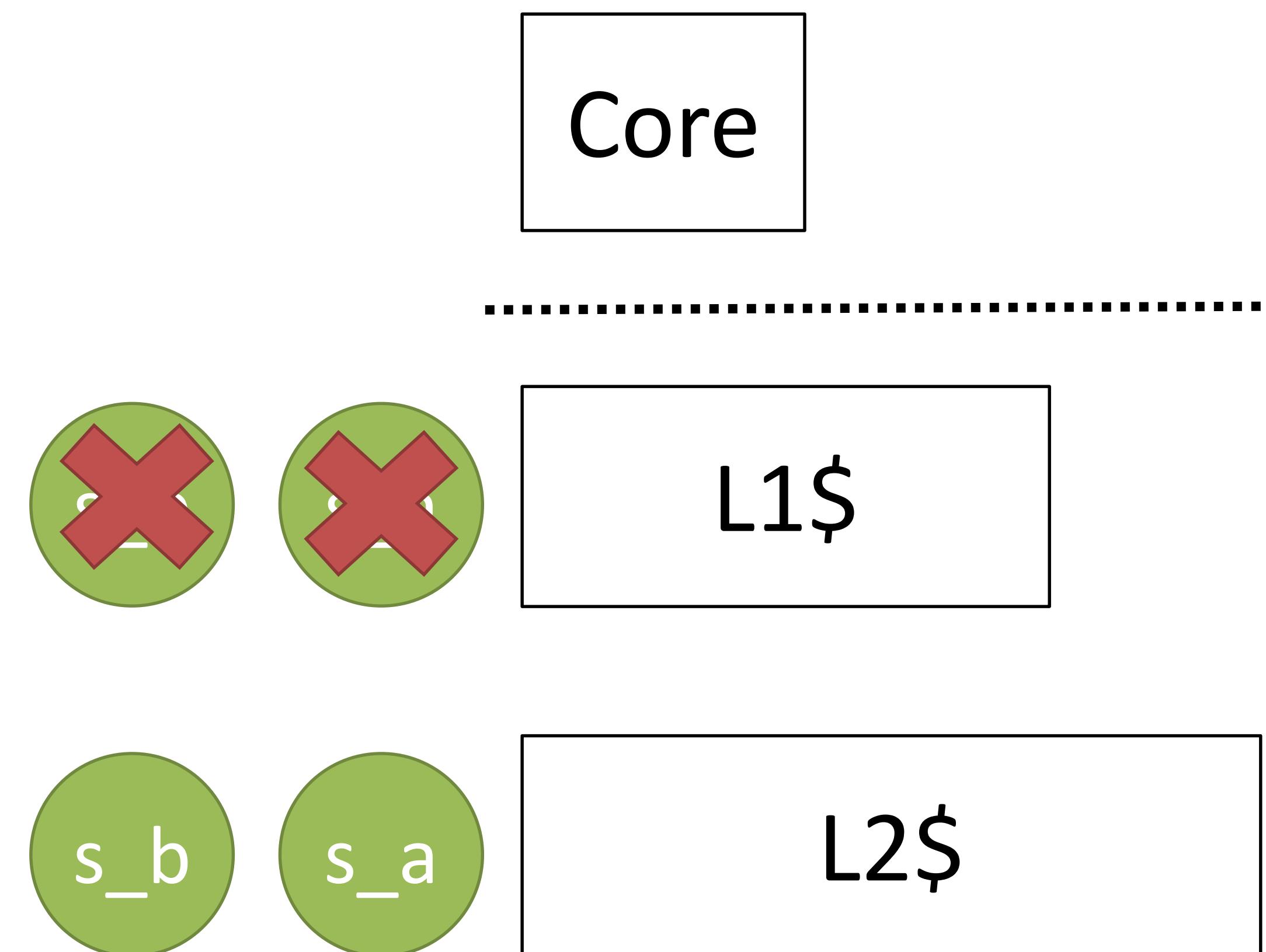


# Stream-Aware Policies – Cache Bypass

- Stream: Access Pattern → Precise Memory Footprint.

```
while (i < N)
    while (j < N)
        while (k < N)
            sum += a[i][j]
                    * b[j][k]
```

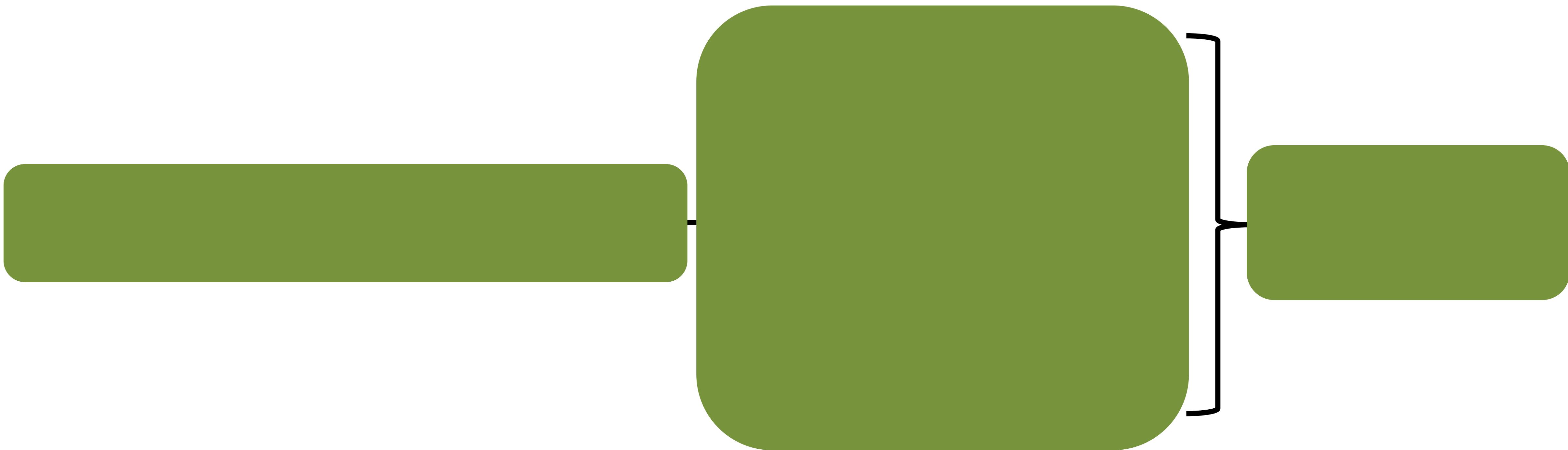
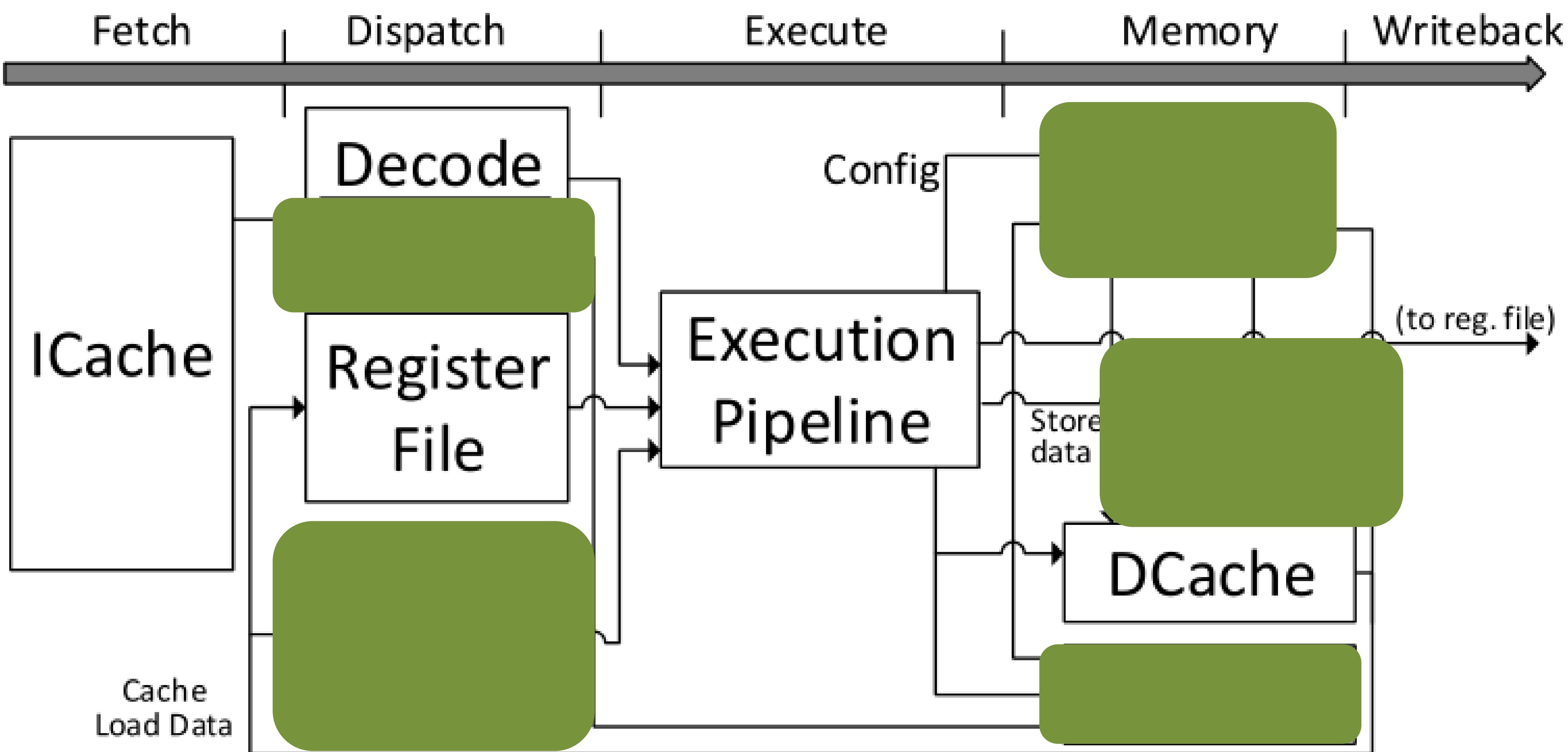
Reuse Dist.  $N$       Reuse Dist.  $N \times N$



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# Microarchitecture



# Microarchitecture – Misspeculation

- Control misspecified stream\_step.
  - Decrement the iteration map.
  - No need to flush the FIFO and re-fetch data (decoupled) !
- Other misspeculation.
  - Revert the stream states, including stream FIFO.
- Memory fault delayed until the use of the element.

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# Methodology

- **Compiler in LLVM:**
  - Identify stream candidates.
  - Generate stream configuration.
  - Transform the program.
- **Gem5 + McPAT simulation.**
- **33 Benchmarks:**
  - SPEC2017 C/CPP benchmarks.
  - CortexSuite.
- **SimPoint:**
  - 10 million instructions' simpoints.
  - ~10 simpoints per benchmark.

CPU	2.0GHz 8-Way OoO Cores 8-wide fetch/issue/commit 64 IQ, 32 LQ, 32 SQ, 192 ROB 256 Int RF, 256 FP RF speculative scheduling
Function Units	6 Int ALU (1 cycle) 2 Int Mult/Div (3/20 cycles) 4 FP ALU (2 cycles) 2 FP Mult/Div (4/12 cycles) 4 SIMD (1 cycle)
Private L1 ICache	32KB / 8-way 8 MSHRs / 2-cycle latency
Private L1 DCache	32KB / 8-way 8 MSHRs / 2-cycle latency
Private L2 Cache	256KB / 16-way 16 MSHRs / 15-cycle latency
To L3 Bus	16-byte width
Shared L3 Cache	8MB / 8-way 20 MSHRs / 20-cycle latency
DRAM	2 channel / 1600MHz DDR3 12.8 GB/s

# Configurations

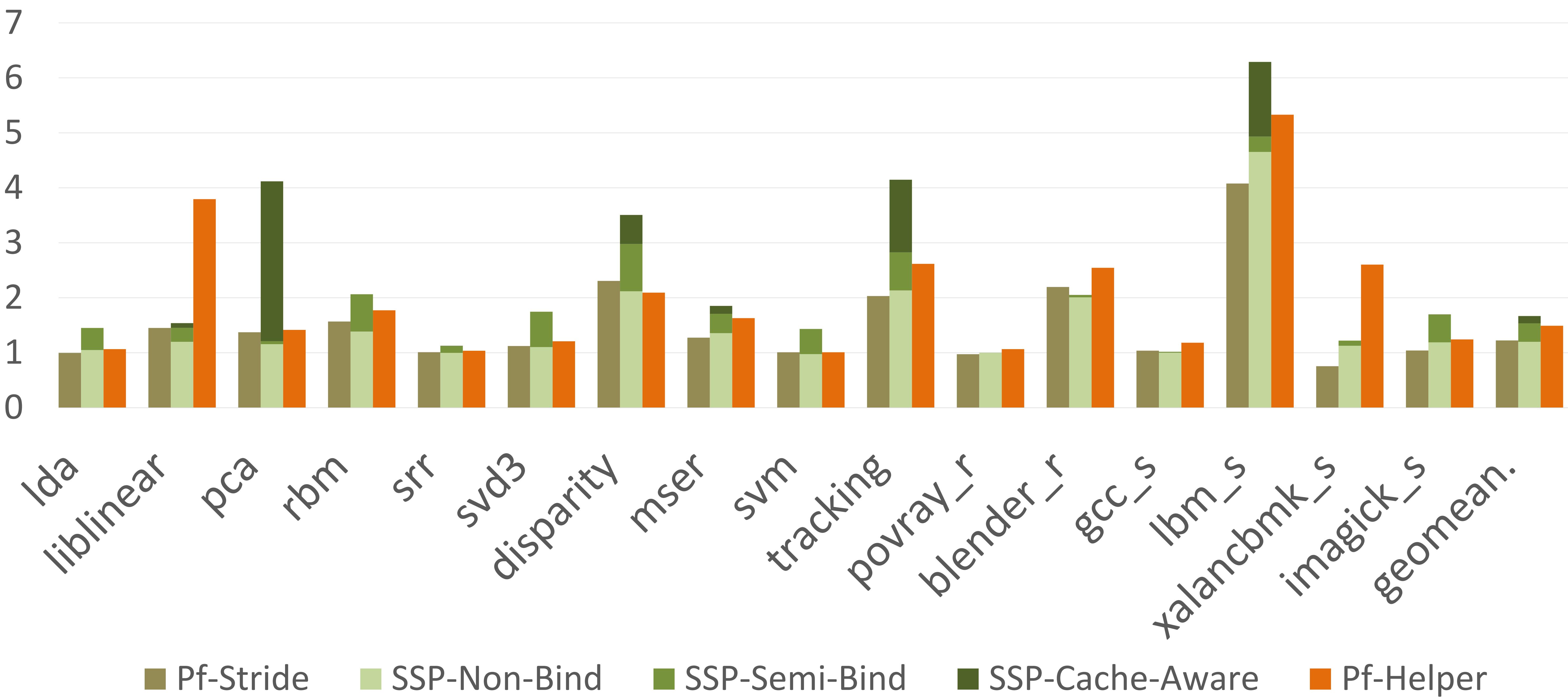
## Baseline.

- Baseline O3.
- Pf-Stride:
  - Table-based prefetcher.
- Pf-Helper:
  - SMT-based ideal helper thread.
  - Requires no HW resources (ROB, etc.).
  - Exactly 1k instruction before the main thread.

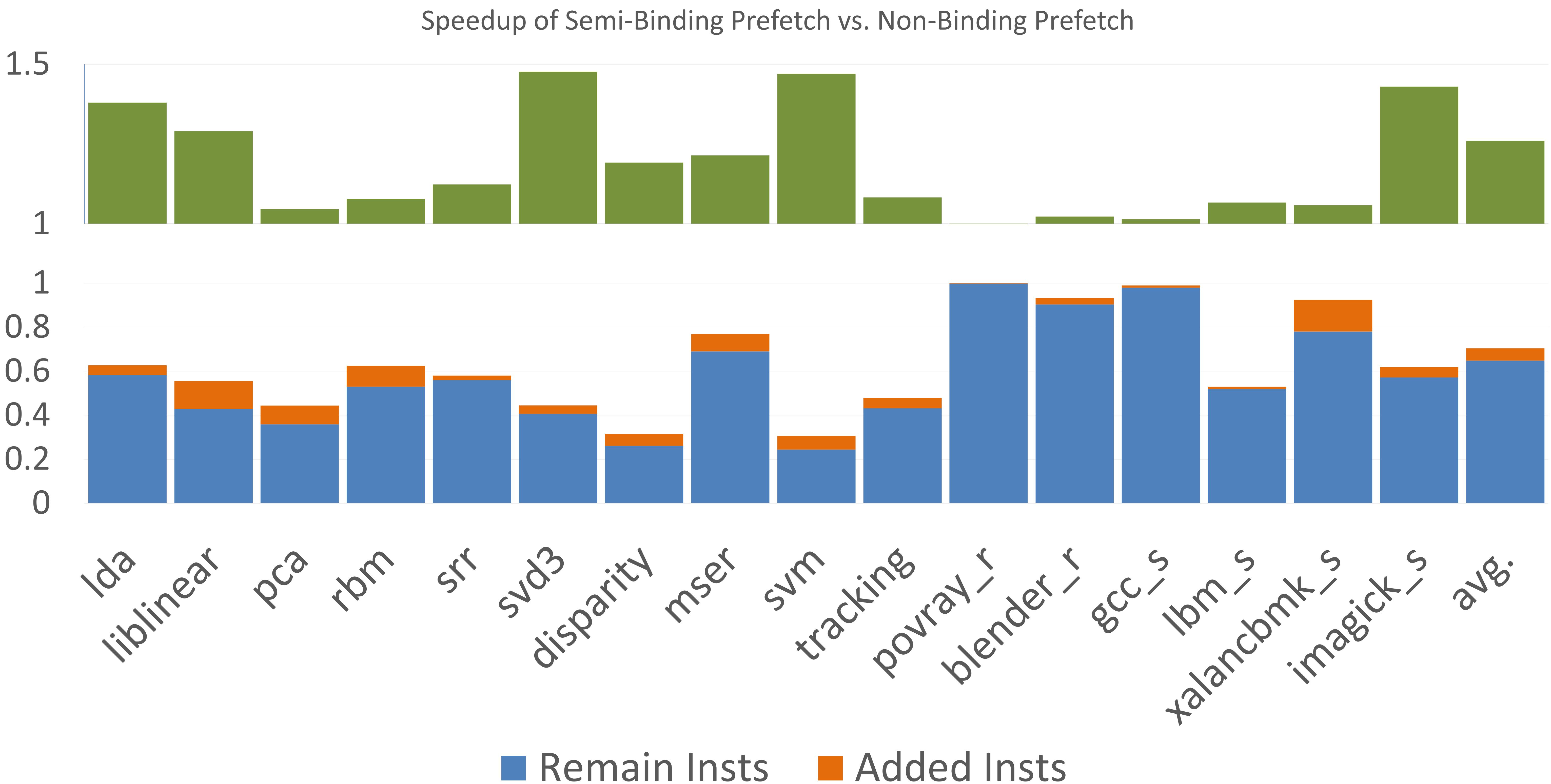
## Stream Specialized Processor.

- SSP-Non-Bind:
  - Prefetch only.
- SSP-Semi-Bind:
  - + Semi-binding prefetch.
- SSP-Cache-Aware:
  - + Stream-Aware cache bypassing.

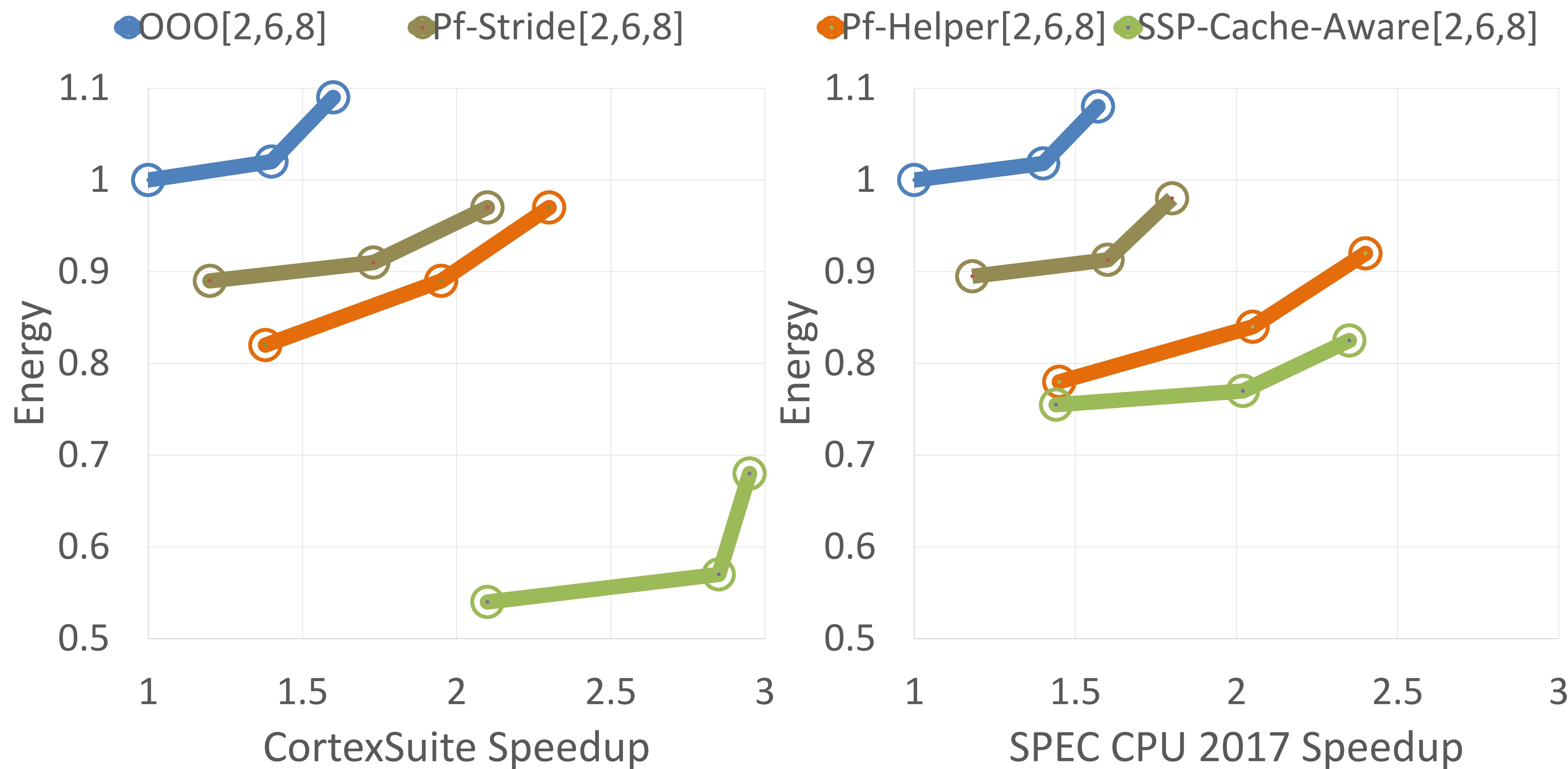
# Results – Overall Performance



# Results – Semi-Binding Prefetching



# Results – Design Space Interaction



# Conclusion

- Stream as a new memory abstraction in ISA.
  - ISA/Microarchitecture extension.
  - Stream-aware cache bypassing.
- New paradigm of memory specialization.
  - New direction for improving cache architectures.
  - Combine memory and computation specialization.