Contents

Abstract **xi**

Resumen **xiii**

Resum **xv**

1 Introduction **1**
- 1.1 Background . . . 2
  - 1.1.1 Superscalar Processors . . . 2
  - 1.1.2 Multithreaded Processors . . . 4
  - 1.1.3 Multicore Processors . . . 5
- 1.2 Motivation and Challenges . . . 6
  - 1.2.1 Challenges in Superscalar Processors . . . 7
  - 1.2.2 Challenges in Multithreaded Processors . . . 7
  - 1.2.3 Challenges in Multicore Processors . . . 8
- 1.3 Objectives of the Thesis . . . 9
- 1.4 Contributions of the Thesis . . . 9
- 1.5 Thesis Outline . . . 11

2 The Multi2Sim Simulation Framework **13**
- 2.1 Overview . . . 14
  - 2.1.1 Existing Simulation Tools . . . 14
  - 2.1.2 The Multi2Sim Project . . . 15
- 2.2 The Superscalar Pipeline Model . . . 16
  - 2.2.1 Branch Predition . . . 16
  - 2.2.2 Register Renaming . . . 19
  - 2.2.3 Pipeline Stages . . . 21
- 2.3 Support for Parallel Architectures . . . 24
  - 2.3.1 Multithreading . . . 26
  - 2.3.2 Multicore Architectures . . . 27
- 2.4 The Memory Hierarchy . . . 27

2.4.1 Memory Hierarchy Configuration 27
2.4.2 Cache Coherence 30
2.5 Experimental Environment 31
2.5.1 Multi2Sim Extensions 31
2.5.2 Benchmarks and Methodology 32
2.5.3 Performance Metrics 34
2.6 Summary 35

3 The Superscalar Validation Buffer Architecture 37
3.1 Proposed Architecture 38
3.1.1 Register Reclamation 40
3.1.2 Recovery Mechanism 42
3.1.3 Uniprocessor Memory Model 43
3.1.4 Potential Benefits in Performance 44
3.2 Working Example 44
3.3 Performance Evaluation 46
3.3.1 Quantifying the Performance Potential 46
3.3.2 Exploring the Behavior in a Modern Microprocessor 49
3.3.3 Impact on Performance of Memory Latencies 51
3.3.4 Supporting Precise Floating-Point Exceptions 52
3.4 Hardware Complexity 53
3.4.1 Size of the Major Processor Components 53
3.4.2 Impact of the Pipeline Width 54
3.5 Summary 55

4 The Multithreaded Validation Buffer Architecture 57
4.1 Out-of-Order Retirement Multithreaded Architecture 58
4.1.1 Execution of Multiple Contexts 58
4.1.2 Resources Sharing 59
4.1.3 Resource Allocation Policies 60
4.1.4 Using Out-of-Order Retirement 61
4.2 Performance Evaluation 62
4.2.1 Sharing Strategies of Hardware Structures 63
4.2.2 Comparison of Multithreading Paradigms 64
4.2.3 Impact of the Number of Hardware Threads 65
4.2.4 Impact of Resource Allocation Policies on SMT processors . 66
4.2.5 Resources Occupancy in SMT Designs 67
4.3 Summary 69

5 The Multicore Validation Buffer Architecture **71**
5.1 Dealing with Sequential Consistency 72
5.2 Out-of-Order Retirement Multiprocessor Architecture 74
5.2.1 Architecture Description 74
5.2.2 Hardware Support 75
5.2.3 Working Example 76
5.3 Analysis of Single-Thread Performance 78
5.3.1 Enhanced Register Usage 78
5.3.2 Extended Instruction Window 79
5.4 Performance Evaluation 81
5.4.1 Out-of-Order Retirement and Memory Consistency Model . 81
5.4.2 Performance Bottlenecks 83
5.4.3 Impact of Delayed Writebacks 84
5.4.4 Impact of the Resources Size 85
5.4.5 Main Memory Latency 87
5.5 Hardware Complexity 88
5.5.1 Size of the Major Processor Components 88
5.5.2 Impact of the Pipeline Width 89
5.6 Summary 90

6 Related Work **93**
6.1 Proposals Based on Uniprocessors 94
6.1.1 Speculative Out-of-Order Retirement with Checkpoints . . . 94
6.1.2 Non-Speculative Out-of-Order Retirement Without Checkpoints 95
6.1.3 Enlargement of the Major Processor Structures 95
6.2 Proposals Based on Multiprocessors 96
6.2.1 Sequential Consistency Implementations 96
6.2.2 Out-of-Order Retirement in Multiprocessors 97
6.3 Summary 98

7 Conclusions **99**
7.1 Contributions 100
7.2 Future Work 101
7.3 Publications Related with This Work 102

References **105**