

RISC Processors

COMP375 Computer Architecture
and Organization

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RISC Traits

- Pipelined
- Simple instructions
- Few instructions
- No microcode
- Few addressing modes
- Load/Store architecture
- Sliding register stack
- Delayed branches
- Fast

Current RISC Systems

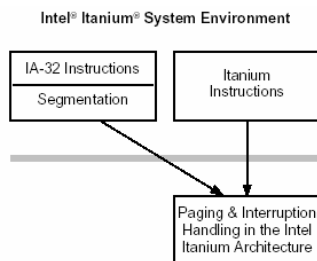
- **PowerPC** – The processor in the Apple Power Mac. Produced by IBM and Apple.
- **Sparc** – The processor in Sun workstations and servers. Produced by Sun Microsystems. First commercial RISC.
- **Itanium** – In new servers replacing the Intel Pentium. Produced by Intel.

Intel Itanium®

- Intel's latest RISC system.
- The current processor is the Itanium 2.
- Intel seems to indicate that this is the replacement for the Pentium chip.

Support of Pentium Instructions

- The Itanium can execute both Itanium instructions and Pentium (IA-32) instructions
- There are jump to IA-32/Itanium instructions



Today's Architecture Challenges

Sequential Semantics

- Program = Sequence of instructions
 - Implied order of instruction execution
 - Potential dependence from inst. to inst.
- But ...
- High performance needs parallel execution
 - Parallel execution needs independent insts.
 - Independent insts must be (re)discovered

Sequentiality inherent in traditional archs

intel.

Intel Labs

Today's Architecture Challenges

Sequential Semantics ...

Dependent


```
add r1 = r2, r3
sub r4 = r1, r2
shl r5 = r4, r8
```

Independent

```
add r1 = r2, r3
sub r4 = r11, r2
shl r5 = r14, r8
```

- **Compiler knows the available parallelism**
 - but has no "vocabulary" to express it
- **Hardware must (re)discover parallelism**

Complex hardware needed to (re)extract ILP




Today's Architecture Challenges

Resource Constraints

- **Small Register Space**
 - Limits compilers ability to "express" parallelism
 - Creates false dependencies (overcome by renaming)
- **Shared Resources**
 - Condition flags, Control registers, etc.
 - Forces dependencies on otherwise independent insts
- **Floating-Point Resources**
 - Limited performance even in ILP rich applications
 - Data parallel applications need flexible resources


Limited Resources: a fundamental constraint



Itanium® Architecture Performance Features

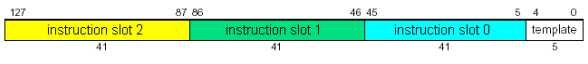
- Explicitly Parallel Instruction Semantics
- Predication and Control/Data Speculation
- Massive, Massive Resources (regs, mem)
- Register Stack and its Engine (RSE)
- Memory hierarchy management support
- Software Pipelining Support
- ...

Challenges addressed from the ground up



Instruction Bundles

- Explicitly Parallel /instruction Computing (EPIC)
- Three 41 bit instructions are grouped into a bundle with a 5 bit template.
- There must be no dependencies within the instructions of a bundle.




Compiler to Processor Hints


- Every memory load and store in the Itanium architecture has a 2-bit cache hint field
- The compiler can provide a hint to indicate if a branch is likely to be taken.
- Templates define which execution units will be used and if dependencies exist.

Predication

Traditional Arch




Itanium® Architecture



• **Control flow** to **Data flow**


Predication removes/reduces branches



Predication ...

- **Unpredictable branches removed**
 - Misprediction penalties eliminated
- **Basic block size increases**
 - Compiler has a larger scope to find ILP
- **ILP within the basic block increases**
 - Both "then" and "else" executed in parallel
- **Wider machines are better utilized**

Predication enables and enhances ILP



Register Stacks


- Many RISC processors have a large number of registers, not all of which are visible at any one time.
- The mapping of register X to a hardware register changes when a function is called.

Today's Architecture Challenges

Procedure Call Overhead

- **Modular programming increasingly used**
 - ◆ Programs tend to be call intensive
- **Register space is shared by caller and callee**
- **Call/Returns require register save/restores**
- **Software convention has its limitations**
 - ◆ Parameter passing limited
 - ◆ Extra saves/restores when not needed

Shared resources create more overhead



Before a Function Call

- Assume the assembly language programmer sees 32 registers.
- Before a function call, arguments and the return address are put in registers R24 to R31.

R0	R7	R8	R15	R16	R23	R24	R31				
----	----	----	-----	-----	-----	-----	-----	--	--	--	--

After a Function Call

- After a function call, the input arguments and the return address are available in registers R8 to R15.
- R16 to R23 are used for local variables.
- R24 to R31 contain arguments to next function

R0	R7			R8	R15	R16	R23	R24	R31		
----	----	--	--	----	-----	-----	-----	-----	-----	--	--

After another Function Call

- After another function call, the input arguments and the return address are again available in registers R8 to R15.
- Return values are also put in R8 to R15 upon function return.

R0	R7					R8	R15	R16	R23	R24	R31
----	----	--	--	--	--	----	-----	-----	-----	-----	-----

After Function Return

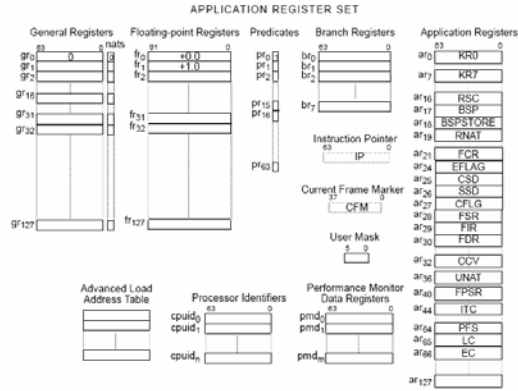
- After the function return, the return values are available in registers R24 to R31.



Itanium Register Stack

- The Itanium uses a sliding register system somewhat similar to the generic description
- General registers 0 through 31 are termed the **static general registers**.
- General registers 32 through 127 are termed the **stacked general registers**.
- A function can specify how many of the stacked general registers the system is to shift.
- GP0 is always zero.

Itanium Registers



Register Stack Engine (RSE)

- **Automatically saves/restores stack registers without software intervention**
 - Provides the illusion of infinite physical registers – by mapping to a stack of physical registers in memory
 - Overflow: Alloc needs more registers than available
 - Underflow: Return needs to restore frame saved in memory
- **RSE may be designed to utilize unused memory bandwidth to perform register spill and fill operations in the background**

RSE eliminates stack management overhead



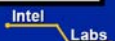
Itanium Floating Point

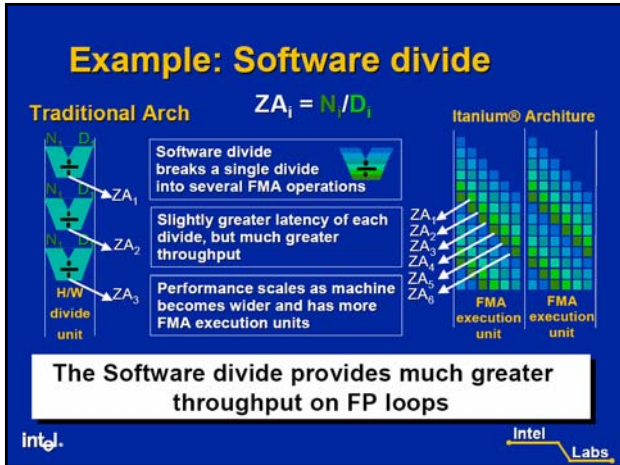
- The Itanium has 128 floating-point registers
- Each register holds an 82-bit floating point value.
- Values are rounded as they are stored as 32 bit floats or 64 bit doubles.

Floating-Point Architecture

- **Fused Multiply Add Operation**
 - An efficient core computation unit
- **Abundant Register resources**
 - 128 registers (32 static, 96 rotating)
- **High Precision Data computations**
 - 82-bit unified internal format for all data types
- **Software divide/square-root**
 - High throughput achieved via pipelining

FP: High performance and ___ high precision



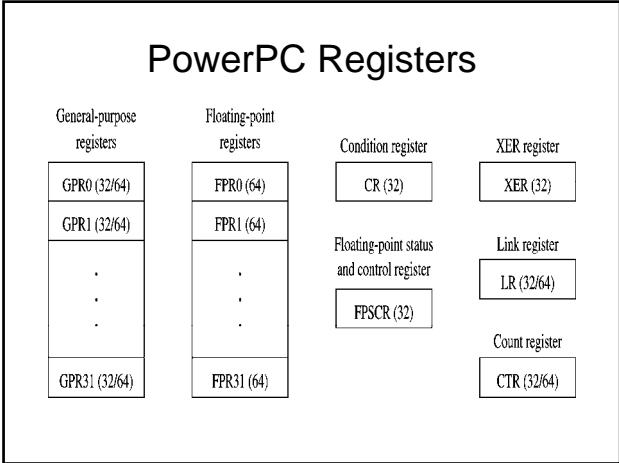


Endian

- The Itanium can execute in Big Endian or Little Endian mode.
- Instruction fetches are always Little Endian

Itanium OS Support

- Redhat Linux servers will run on the Itanium. The desktop does not.
- Microsoft Windows Servers will run on the Itanium. Windows XP Professional will not.
- Sun Solaris runs on 64 bit Sparc processors, but not on the Intel Itanium.



PowerPC Branches

- Every jump instruction has two extra bits
- AA bit
 - 1 (use absolute address)
 - 0 (use relative address)
- LK bit
 - 0 (no link --- branch)
 - 1 (link --- turns branch into a procedure call)