Eliminating Dead Code via Speculative Microcode Transformations

Logan Moody, Wei Qi, Abdolrasoul Sharifi, Layne Berry, Joey Rudek, Jayesh Gaur, Jeff Parkhurst, Sreenivas Subramoney, Kevin Skadron, Ashish Venkat









Motivation



Overview of the Framework







Conclusion



The Landscape of Modern Computing



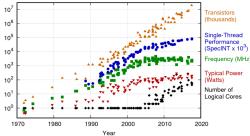




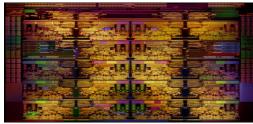
Software (rapidly evolving, increasingly complex)

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The Landscape of Modern Computing



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Laborite, O. Shacham, K. Olukotun, L. Hammond, and C. Batten New plot and data collected for 2010-2017 by K. Rupp



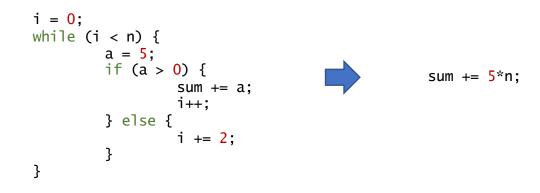


Hardware (stagnation of single thread performance)

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Software (a substantial chunk of our workloads is inherently sequential)

Despite advances in compiler technology, a considerable chunk of wasteful computation still persists even in highly machine-tuned code.



Optimizable at compile-time



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Not optimizable at compile-time



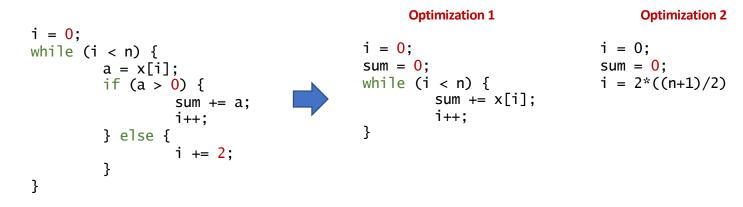
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Motivation



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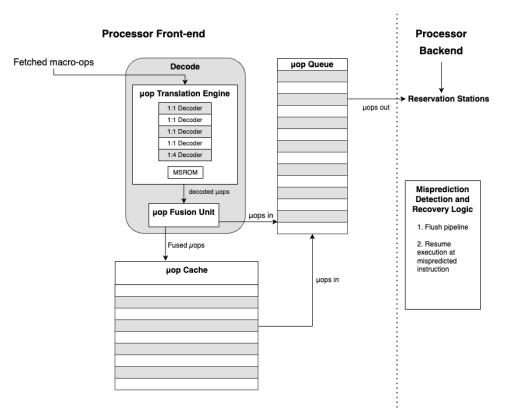






Conclusion

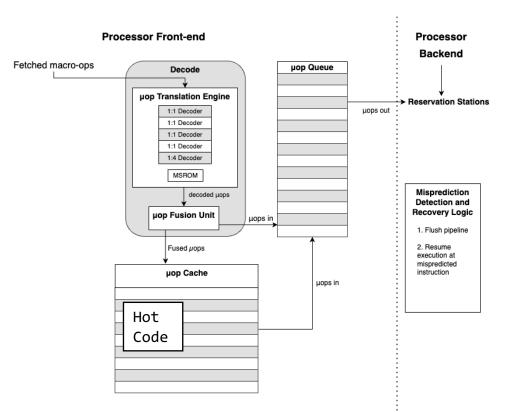




Intel Front-end

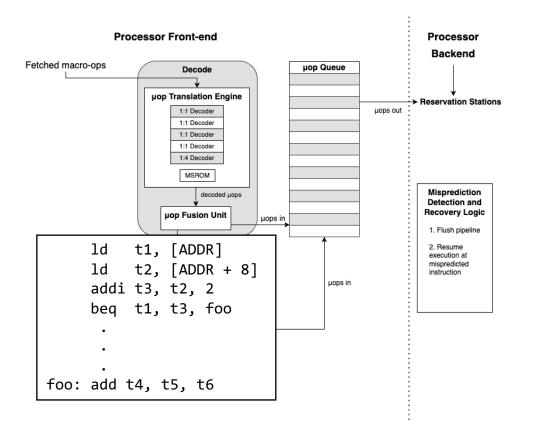
Legacy Decode and µop Cache





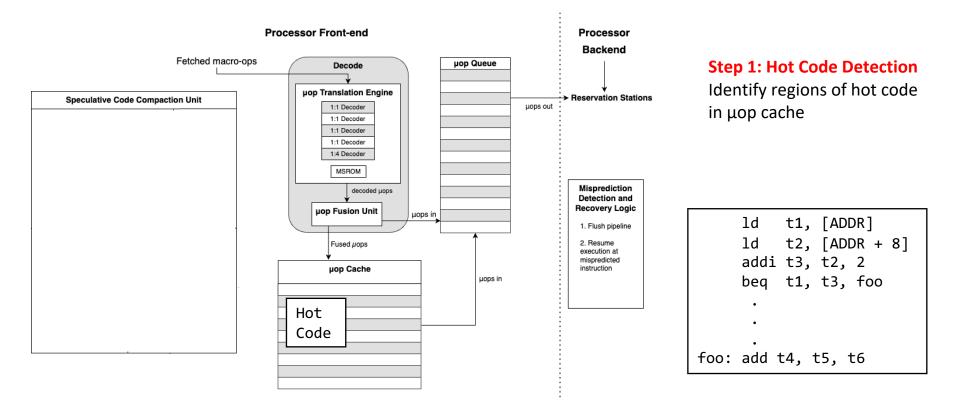
Step 1: Hot Code Detection Identify regions of hot code in μop cache



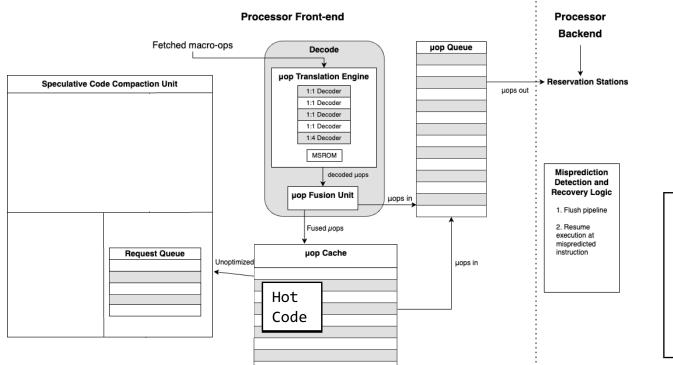


Step 1: Hot Code Detection Identify regions of hot code in μop cache

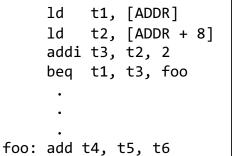




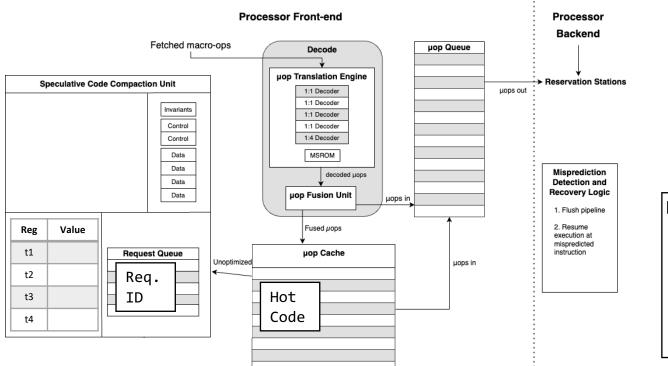




Step 2: Generate Request for Hot Code Region Request Optimization from Code Compaction Unit





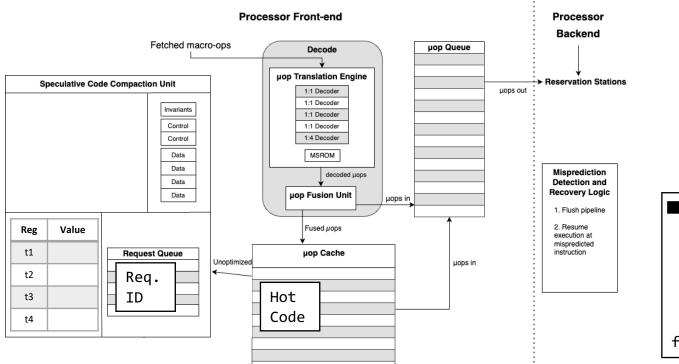


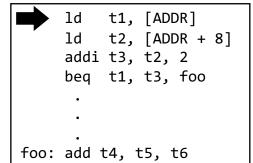
Step 3: Perform Optimizations Track register context and prediction sources

Process one µop per cycle

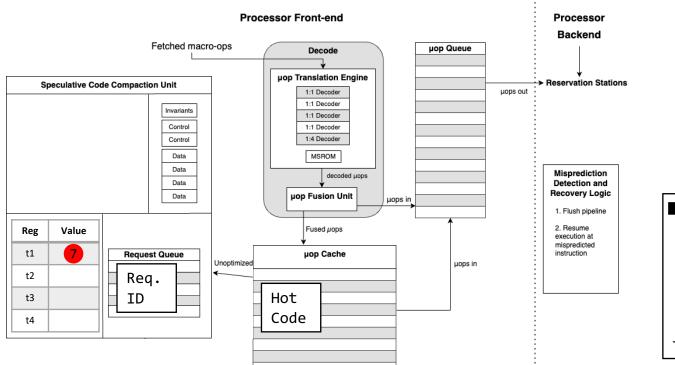
| - | ld ld addi beq | t2, t3, | [ADI t2, | DR + 2 | 8] |
|---------------------|-------------------------|------------|-------------|-----------|----|
| | • | | | | |
| foo: add t4, t5, t6 | | | | | |

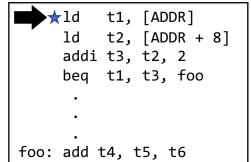




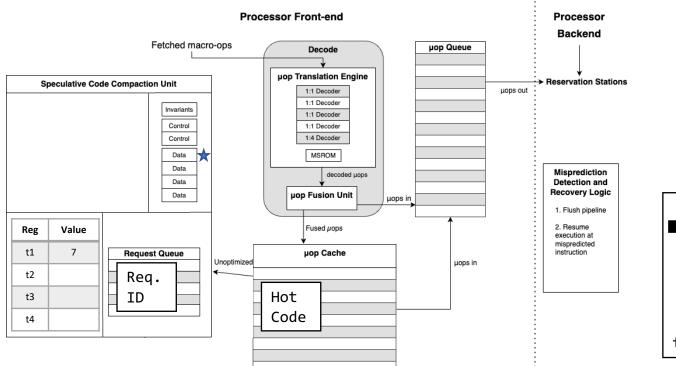


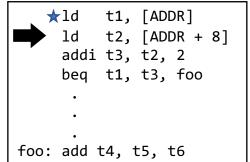




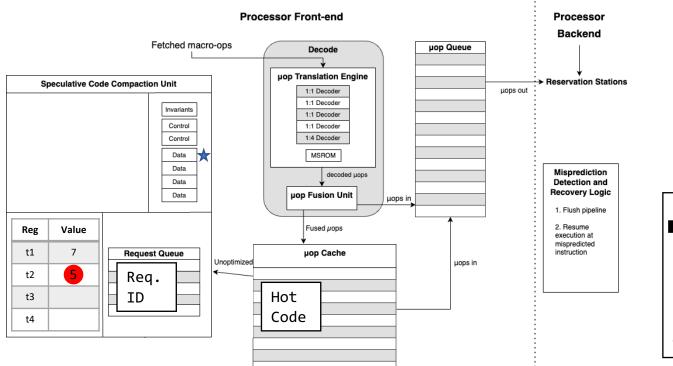


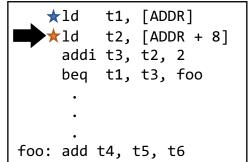




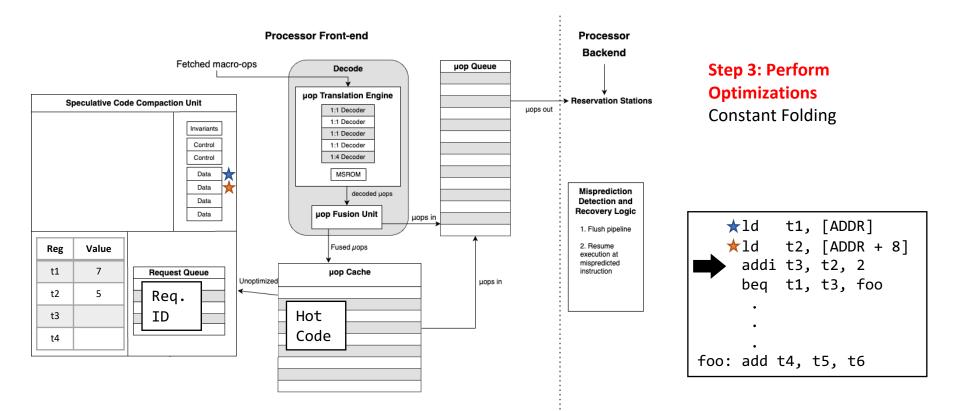




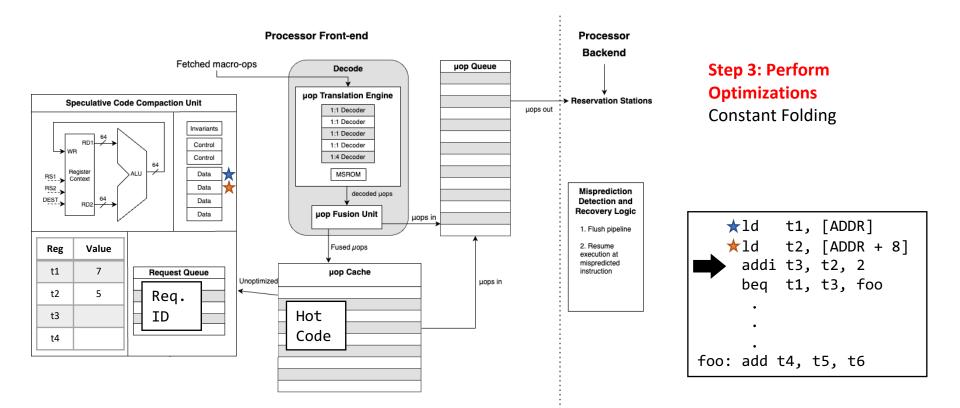




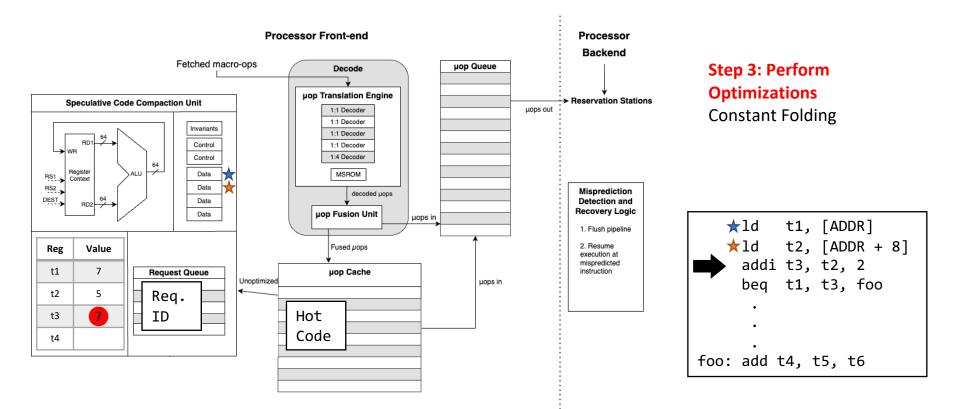




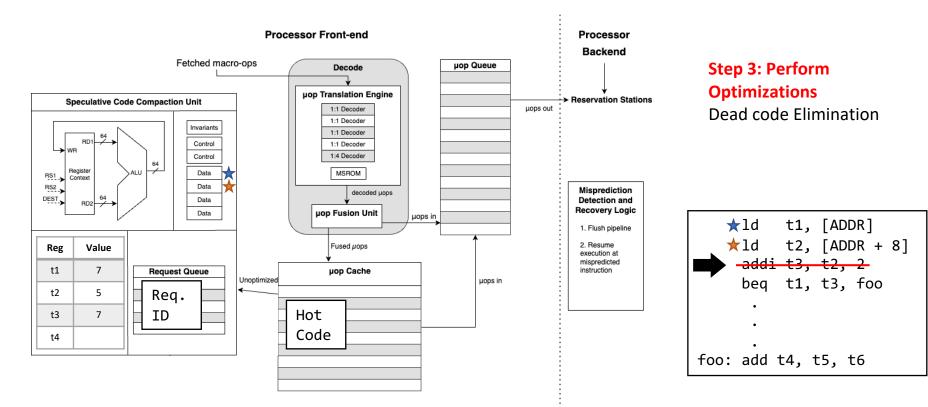




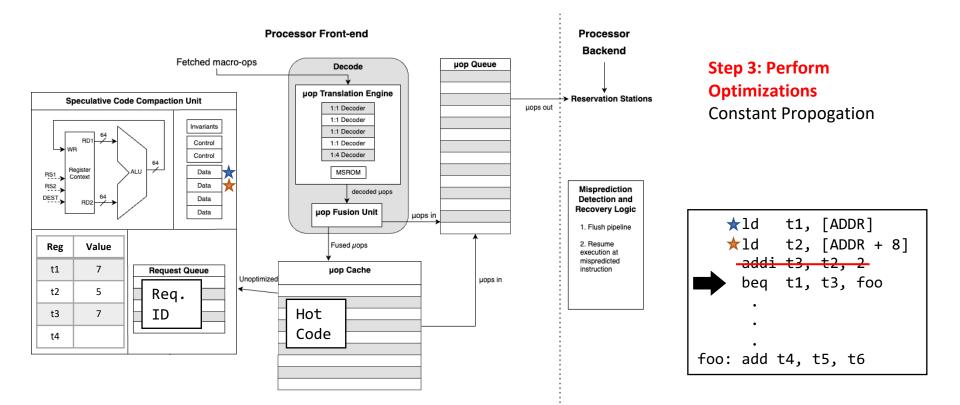




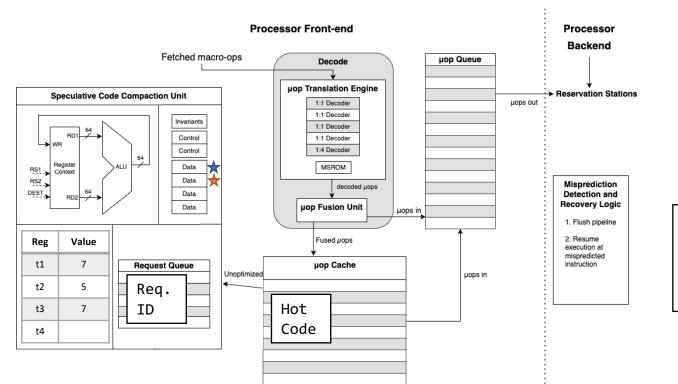




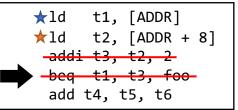




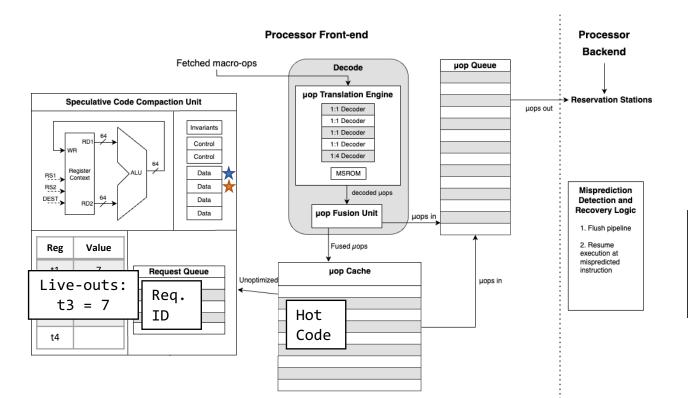




Step 3: Perform Optimizations Branch Elimination

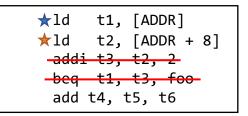




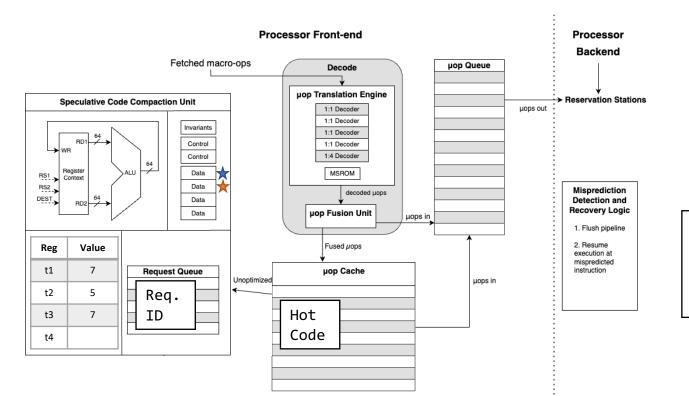


Step 4: Dump Live-outs

In order to maintain proper register state, we must dump live outs

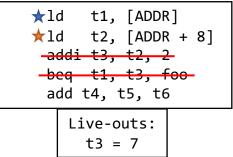




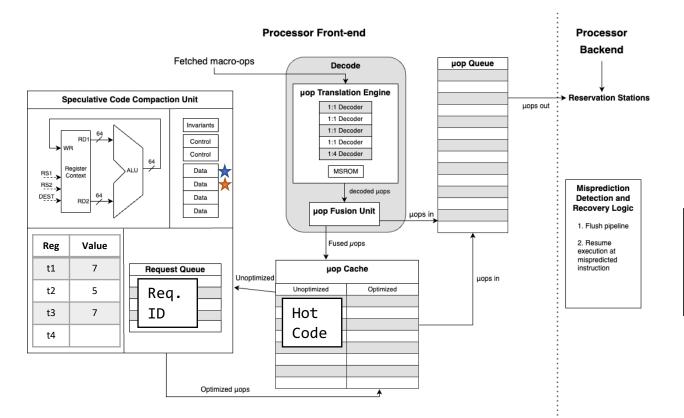


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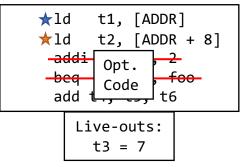
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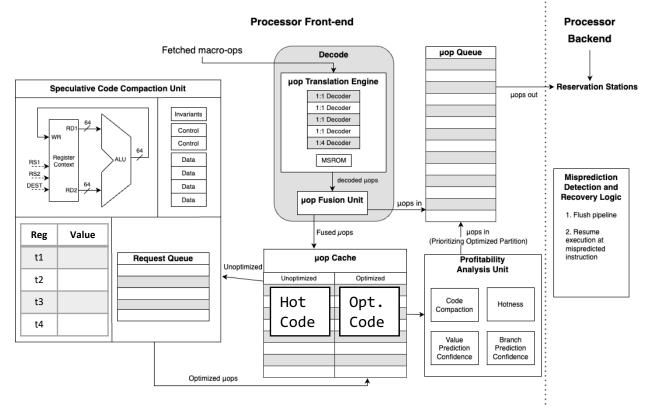




Step 5: Write to Optimized Partition If there was sufficient shrinkage



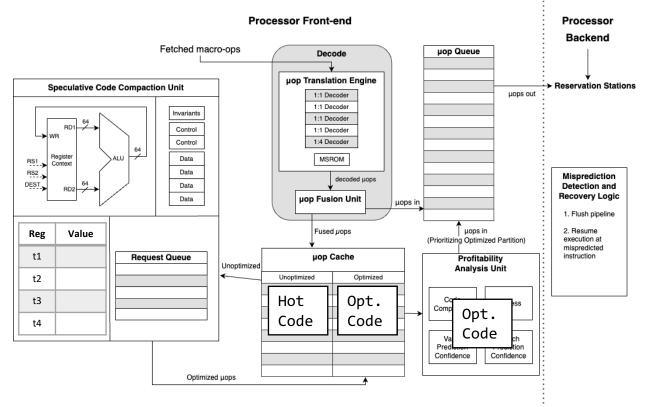




Subsequent Executions Next time the head PC is fetched, probe both

partitions and perform profitability analysis

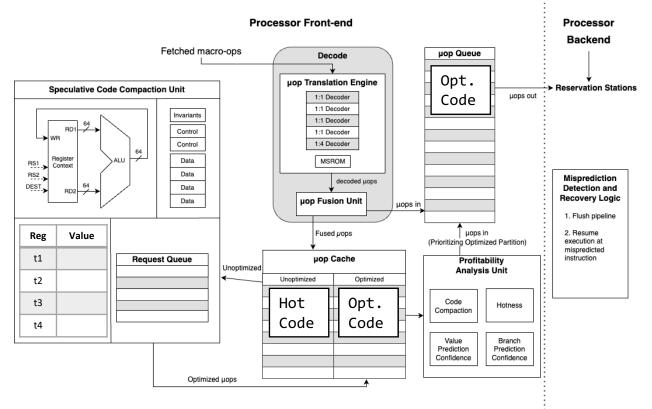




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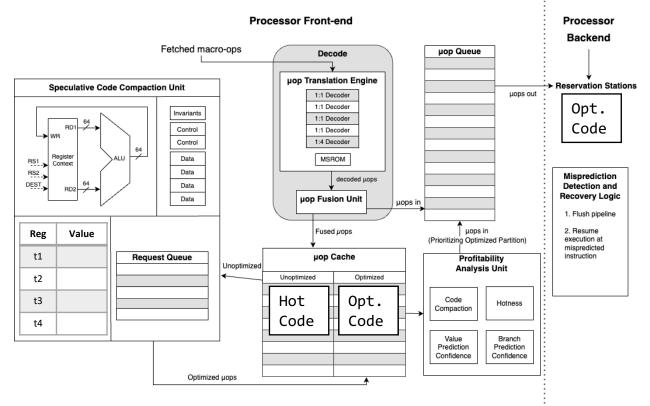




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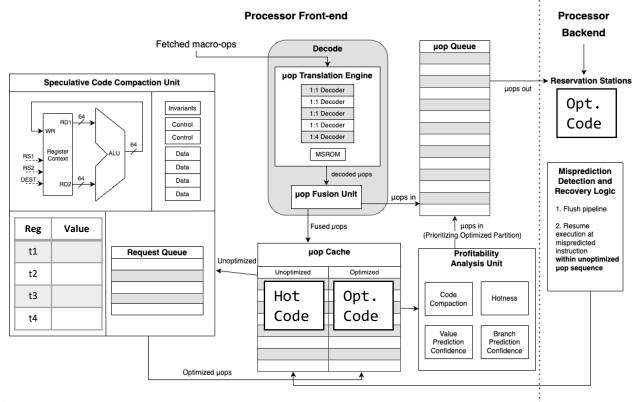




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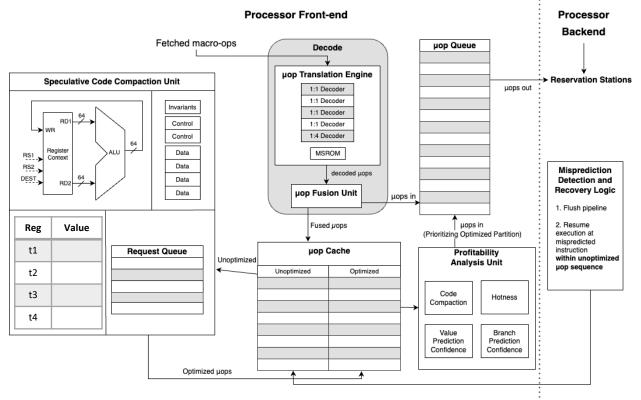




Squashing and Recovery If a prediction source is

mispredicted, we must redirect execution to unoptimized sequence





Optimizations:

- Data Invariant Identification
- Control Invariant Identification
- Constant Folding
- Constant Propagation
- Branch Folding
- Inlining Live Outs





Motivation



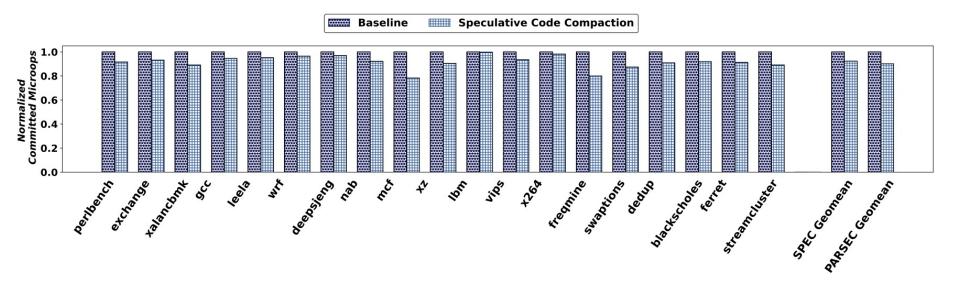
Overview of the Framework





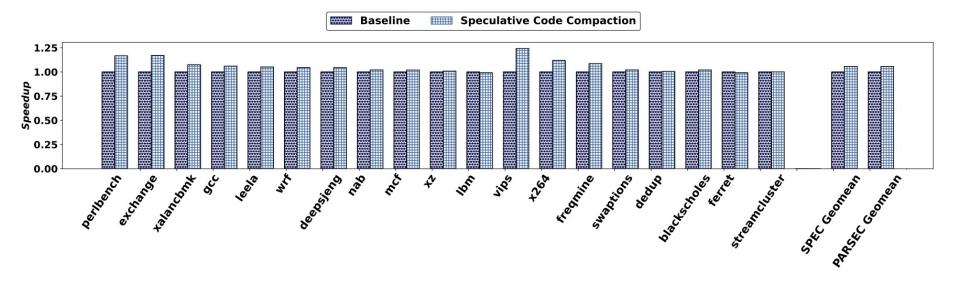
Conclusion





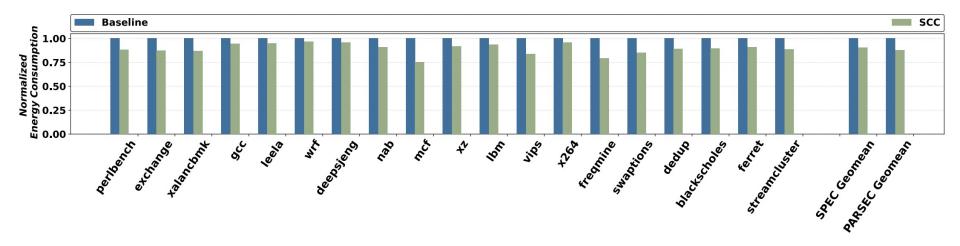
The majority of code compaction occurs within short, hot regions of code





Benchmarks with high data and control predictability benefit the most from SCC





SCC is able to reduce energy consumption even on applications which see no speedup





Motivation



Overview of the Framework







Conclusion



- An aggressive scheme of dead code elimination implemented entirely within the processor front-end
- Minimally invasive (incurring just 1.5% in area overhead)
- Provides as much as 18% speedup (average of 6%) for SPEC applications
- Significant energy savings due to aggressive dead code elimination (an average of 12%)
- This research also involved several interesting explorations that study the sensitivity of our approach with different branch and value predictors
 - Aggressive prediction could lead to aggressive compaction, but also increases the risk of squashing, suggesting a balanced approach.



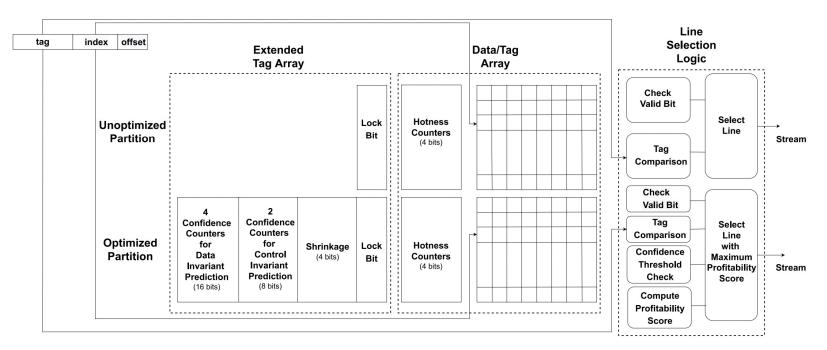
Thanks!

Questions?

www.github.com/logangregorym/gem5-changes

lgm4xn@virginia.edu

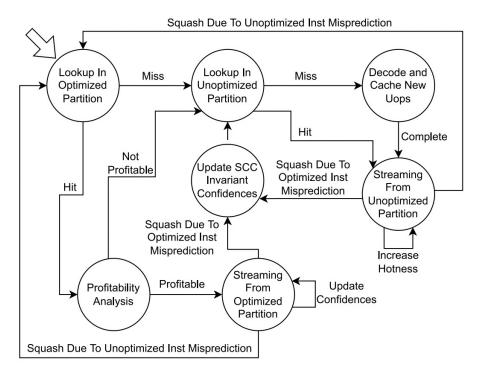
Extensions to The Micro-op Cache



Line selection logic extended to select line with highest profitability score



Fetch State Machine



Additional states and transitions added to handle streaming from optimized partition