SimpleScalar Hacker's Guide

(for tool set release 2.0)

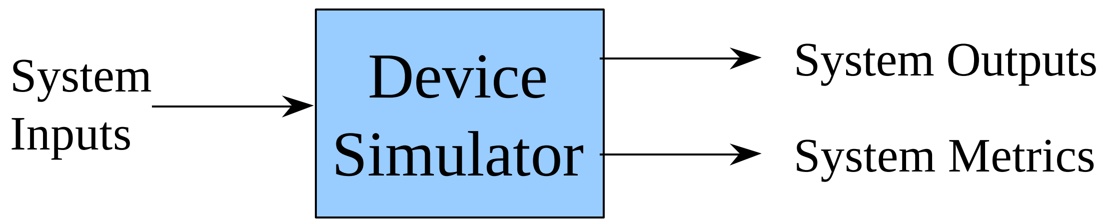
Todd Austin
info@simplescalar.com
SimpleScalar LLC

Tutorial Overview

- Computer Architecture Simulation Primer
- SimpleScalar Tool Set
  - Overview
  - User's Guide
- SimpleScalar Instruction Set Architecture
- Out-of-Order Issue Simulator
  - Model Microarchitecture
  - Implementation Details
- Hacking SimpleScalar
- Looking Ahead

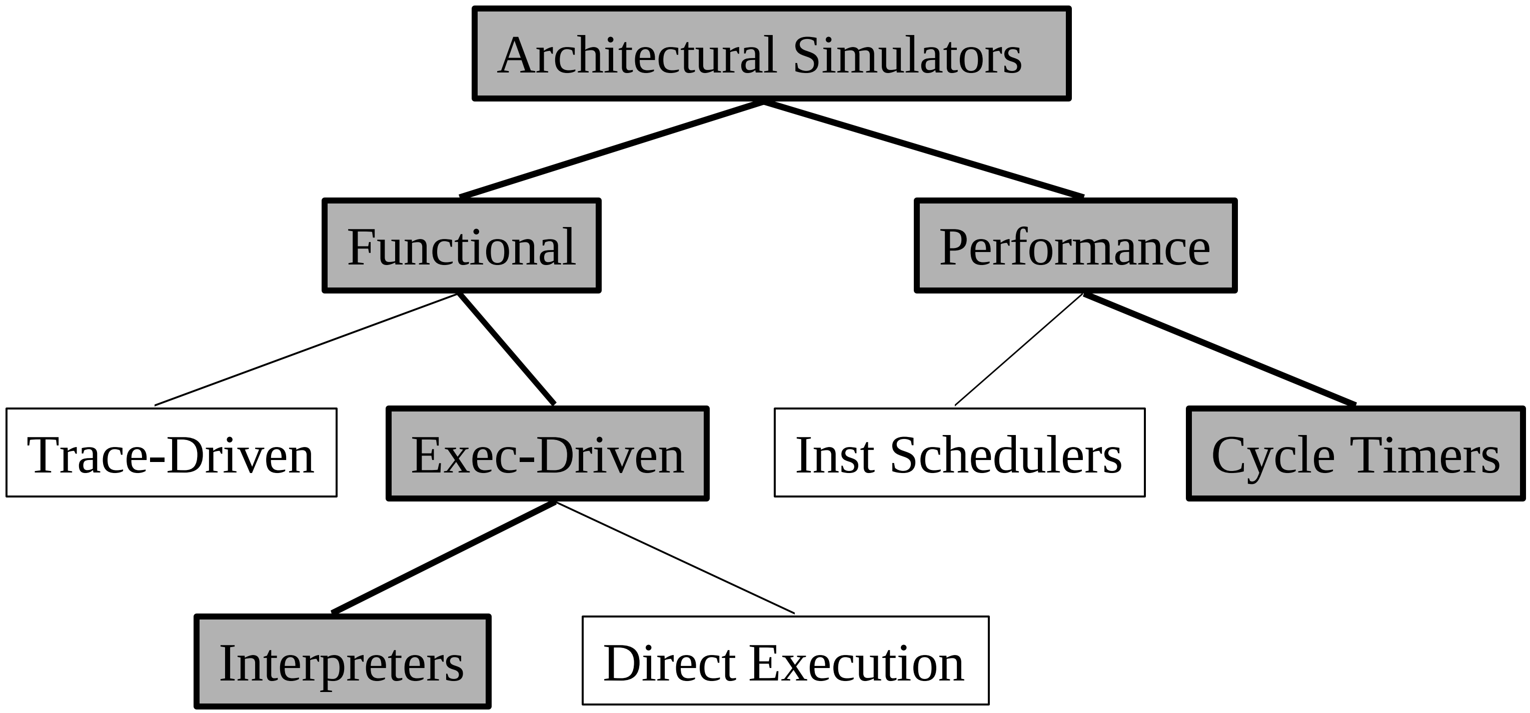
A Computer Architecture Simulator Primer

- What is an architectural simulator?
  - a tool that reproduces the behavior of a computing device



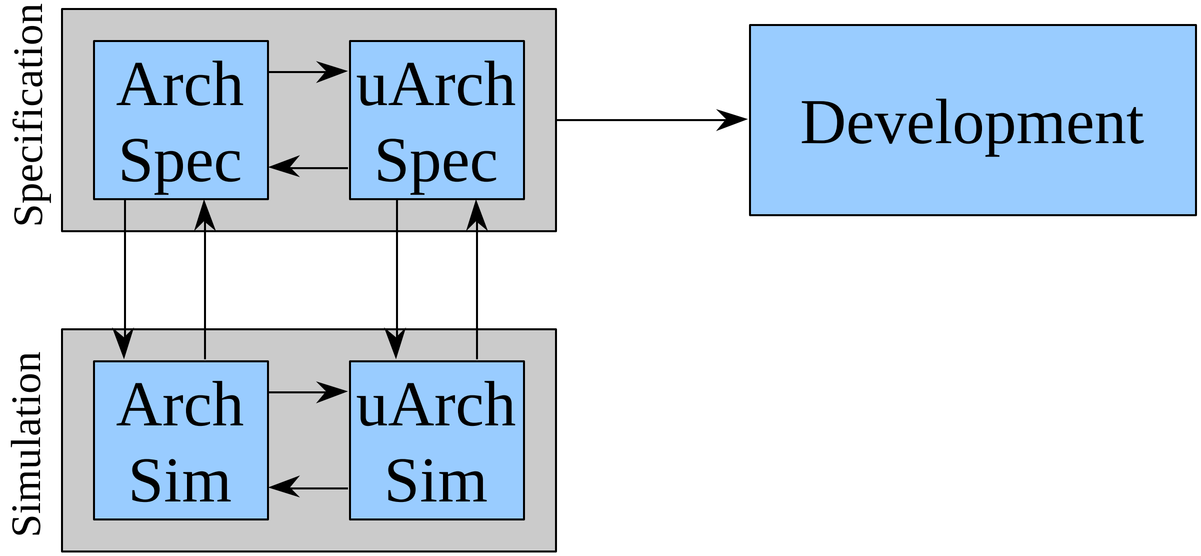
- Why use a simulator?
  - leverage faster, more flexible S/W development cycle
    - permits more design space exploration
    - facilitates validation before H/W becomes available
    - level of abstraction can be throttled to design task
    - possible to increase/improve system instrumentation

A Taxonomy of Simulation Tools



- shaded tools are included in the SimpleScalar tool set

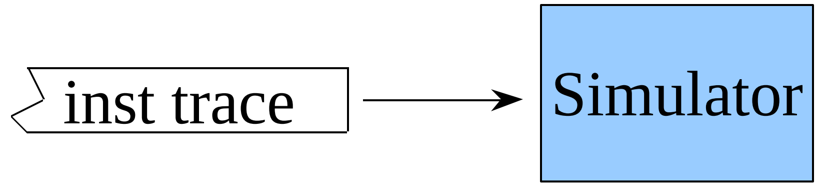
Functional vs. Performance Simulators



- functional simulators implement the architecture
  - the architecture is what programmer's see
- performance simulators implement the microarchitecture
  - model system internals (microarchitecture)
  - often concerned with time

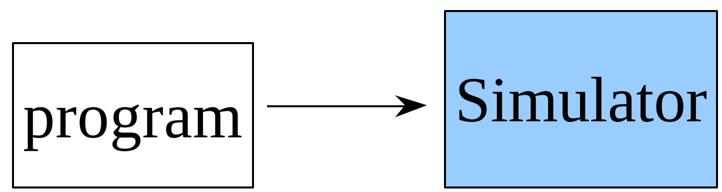
Execution- vs. Trace-Driven Simulation

- trace-based simulation



  - simulator reads a “trace” of inst captured during a previous execution
  - easiest to implement, no functional component needed

- execution-driven simulation

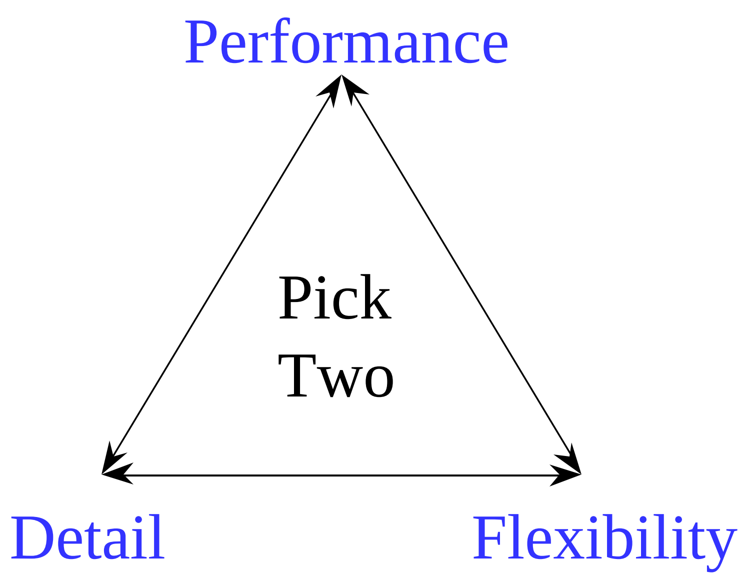


  - simulator “runs” the program, generating a trace on-the-fly
  - more difficult to implement, but has many advantages
  - direct-execution: instrumented program runs on host

Instruction Schedulers vs. Cycle Timers

- constraint-based instruction schedulers
  - simulator schedules instructions into execution graph based on availability of microarchitecture resources
  - instructions are handled one-at-a-time and in order
  - simpler to modify, but usually less detailed
- cycle-timer simulators
  - simulator tracks microarchitecture state for each cycle
  - many instructions may be “in flight” at any time
  - simulator state == state of the microarchitecture
  - perfect for detailed microarchitecture simulation, simulator faithfully tracks microarchitecture function

The Zen of Simulator Design



Performance: speeds design cycle

Flexibility: maximizes design scope

Detail: minimizes risk

- design goals will drive which aspects are optimized
- The SimpleScalar Architectural Research Tool Set
  - optimizes performance and flexibility
  - in addition, provides portability and varied detail

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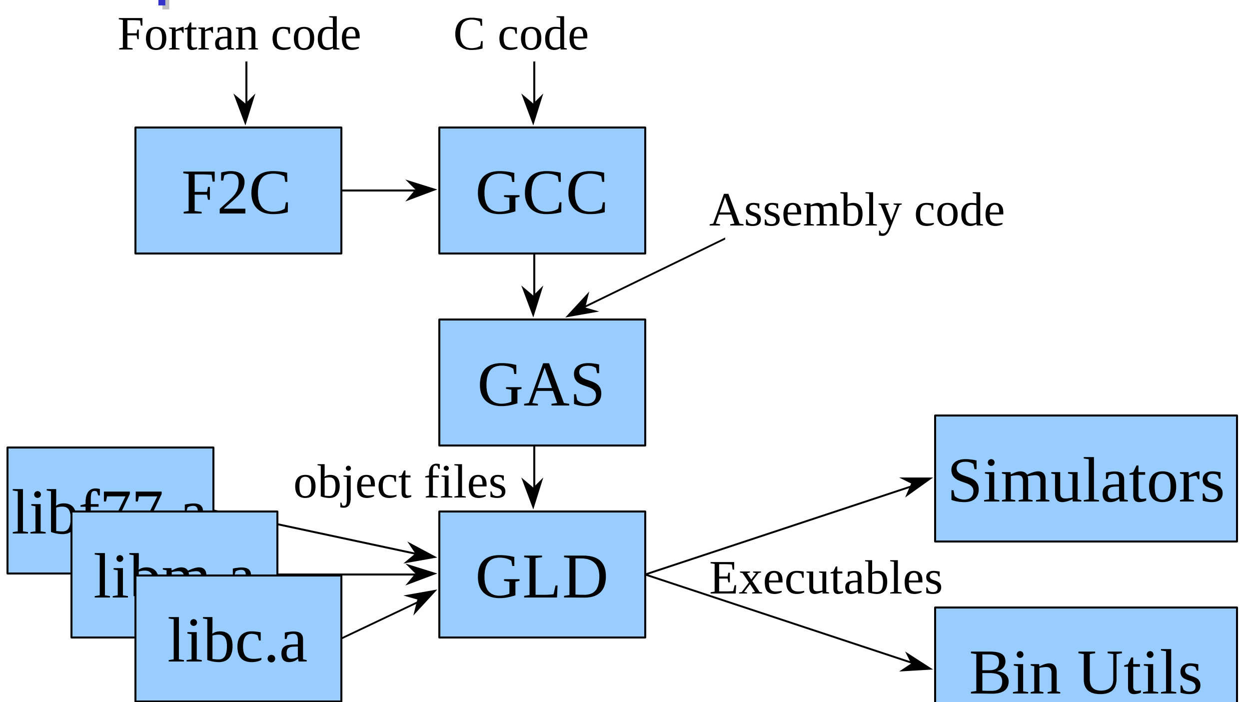
The SimpleScalar Tool Set

- computer architecture research test bed
  - compilers, assembler, linker, libraries, and simulators
  - targeted to the virtual SimpleScalar architecture
  - hosted on most any Unix-like machine
- developed during my dissertation work at UW-Madison
  - third generation simulation system (Sohi $\rightarrow$ Franklin $\rightarrow$ Austin)
  - 2.5 years to develop this incarnation
  - first public release in July '96, made with Doug Burger
  - testing of second public release completed in January '97
- available with source code and docs from SimpleScalar LLC

    http://simplescalar.com

SimpleScalar Tool Set Overview



- compiler chain is GNU tools ported to SimpleScalar
- Fortran codes are compiled with AT&T's *f2c*
- libraries are GLIBC ported to SimpleScalar

Primary Advantages

- extensible
  - source included for everything: compiler, libraries, simulators
  - widely encoded, user-extensible instruction format
- portable
  - at the host, virtual target runs on most Unix-like boxes
  - at the target, simulators can support multiple ISA's
- detailed
  - execution driven simulators
  - supports wrong path execution, control and data speculation, etc...
  - many sample simulators included
- performance (on P6-200)
  - Sim-Fast: 4+ MIPS
  - Sim-OutOrder: 200+ KIPS

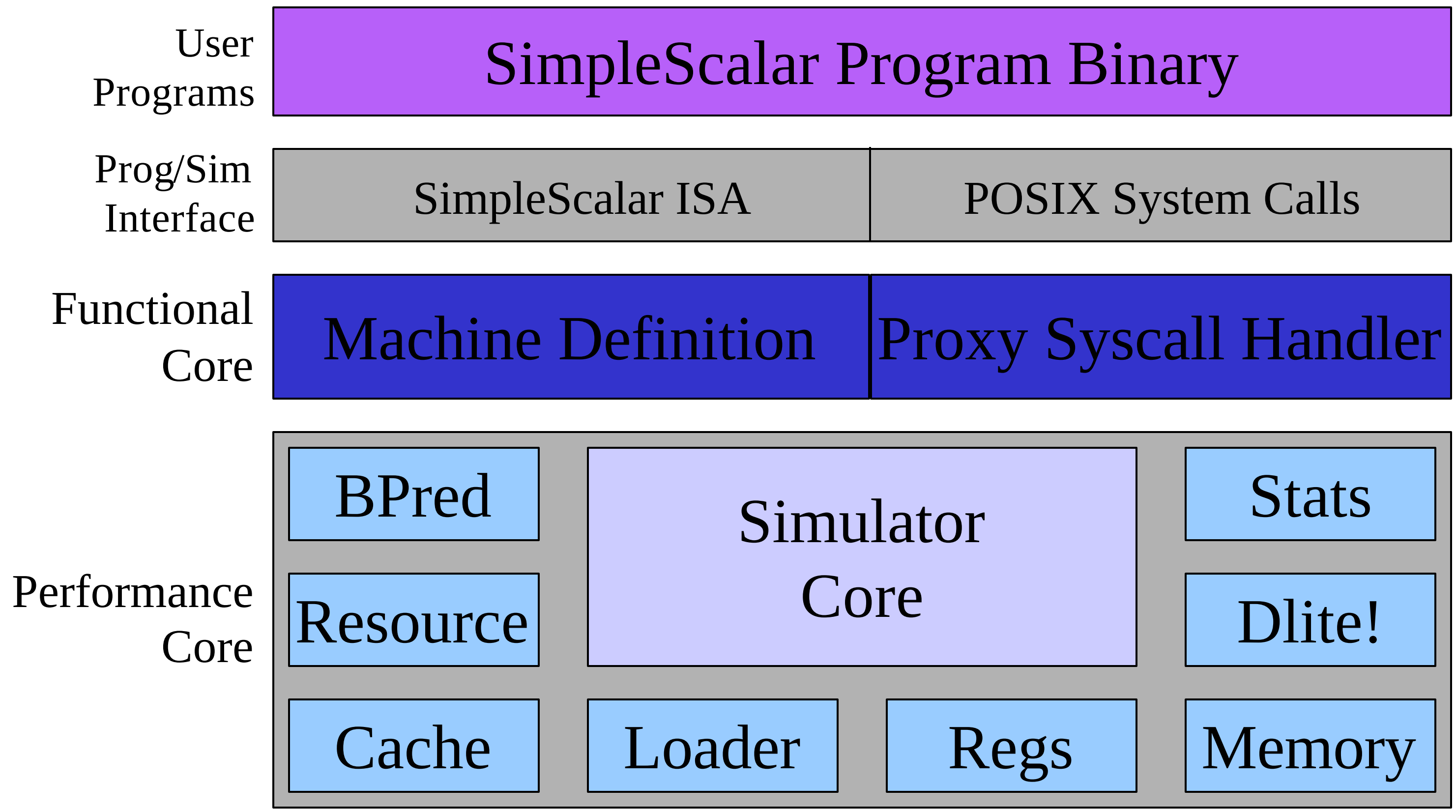
Simulation Suite Overview

Sim-Fast	Sim-Safe	Sim-Profile	Sim-Cache/ Sim-Cheetah	Sim-Outorder
- 420 lines	- 350 lines	- 900 lines	- < 1000 lines	- 3900 lines
- functional	- functional w/ checks	- functional	- functional	- performance
- 4+ MIPS		- lot of stats	- cache stats	- OoO issue
				- branch pred.
				- mis-spec.
				- ALUs
				- cache
				- TLB
				- 200+ KIPS

Performance ←

Detail →

Simulator Structure



- modular components facilitate “rolling your own”
- performance core is optional

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Installation Notes

- follow the installation directions in the tech report, and
  DON'T PANIC!!!!
- avoid building GLIBC
  - it's a non-trivial process
  - use the big- and little-endian, pre-compiled libraries in ss-bootstrap/
- if you have problems, send e-mail to the SimpleScalar mailing list: `simplescalar@simplescalar.com`
- please e-mail install mods to: `info@simplescalar.com`
- x86 port has limited functionality, portability
  - currently not supported
  - reportedly only works under little-endian Linux

Generating SimpleScalar Binaries

- compiling a C program, e.g.,

```
ssbig-na-sstrix-gcc -g -O -o foo foo.c -lm
```

- compiling a Fortran program, e.g.,

```
ssbig-na-sstrix-f77 -g -O -o foo foo.f -lm
```

- compiling a SimpleScalar assembly program, e.g.,

```
ssbig-na-sstrix-gcc -g -O -o foo foo.s -lm
```

- running a program, e.g.,

```
sim-safe [-sim opts] program [-program opts]
```

- disassembling a program, e.g.,

```
ssbig-na-sstrix-objdump -x -d -l foo
```

- building a library, use

```
ssbig-na-sstrix-{ar,ranlib}
```

Global Simulator Options

- supported on all simulators

`-h`	- print simulator help message
`-d`	- enable debug message
`-i`	- start up in DLite! debugger
`-q`	- terminate immediately (use with `-dumpconfig`)
`-config <file>`	- read configuration parameters from `<file>`
`-dumpconfig <file>`	- save configuration parameters into `<file>`

- configuration files
  - to generate a configuration file
    - specify non-default options on command line
    - and, include "`-dumpconfig <file>`" to generate configuration file
  - comments allowed in configuration files
    - text after "#" ignored until end of line
  - reload configuration files using "`-config <file>`"
  - config files may reference other configuration files

DLite!, the Lite Debugger

- a lightweight symbolic debugger
  - supported by all simulators (except sim-fast)
- designed for easily integration into SimpleScalar simulators
  - requires addition of only four function calls (see `dlite.h`)
- to use DLite!, start simulator with "`-i`" option (interactive)
- program symbols/expressions may be used in most contexts
  - e.g., "`break main+8`"
- use the "`help`" command for complete documentation
- main features
  - `break`, `dbreak`, `rbreak`: set text, data, and range breakpoints
  - `regs`, `iregs`, `fregs`: display all, int, and FP register state
  - `dump <addr> <count>`: dump `<count>` bytes of memory at `<addr>`
  - `dis <addr> <count>`: disassemble `<count>` insts starting at `<addr>`
  - `print <expr>`, `display <expr>`: display expression or memory
  - `mstate`: display machine-specific state

DLite!, the Lite Debugger (cont.)

- breakpoints
  - code
    - `break <addr>`
    - e.g., `break main`, `break 0x400148`
  - data
    - `dbreak <addr> {r|w|x}`
    - r == read, w == write, x == execute
    - e.g., `dbreak stdin w`, `dbreak sys_count wr`
  - code
    - `rbreak <range>`
    - e.g., `rbreak @main:+279`, `rbreak 2000:3500`
- DLite! expressions
  - operators: +, -, /, *
  - literals: 10, 0xff, 077
  - symbols: main, vfprintf
  - registers: $r1, $f4, $pc, $fcc, $hi, $lo

Execution Ranges

- specify a range of addresses, instructions, or cycles
- used by range breakpoints and pipetracer (in sim-outorder)
  - format

address range:	@<start>:<end>
instruction range:	<start>:<end>
cycle range:	#<start>:<end>

- the end range may be specified relative to the start range
- both endpoints are optional, and if omitted the value will default to the largest/smallest allowed value in that range
- e.g.,
  - @main:+278 - main to main+278
  - #:1000 - cycle 0 to cycle 1000
  - : - entire execution (instruction 0 to end)

Sim-Safe: Functional Simulator

- the minimal SimpleScalar simulator
- no other options supported

Sim-Fast: Fast Functional Simulator

- an optimized version of sim-safe
- DLite! is not supported on this simulator
- no other options supported

Sim-Profile: Program Profiling Simulator

- generates program profiles, by symbol and by address
- extra options

`-iclass`	- instruction class profiling (e.g., ALU, branch)
`-iprof`	- instruction profiling (e.g., bnez, addi, etc...)
`-brprof`	- branch class profiling (e.g., direct, calls, cond)
`-amprof`	- address mode profiling (e.g., displaced, R+R)
`-segprof`	- load/store segment profiling (e.g., data, heap)
`-tsymprof`	- execution profile by text symbol (i.e., funcs)
`-dsymprof`	- reference profile by data segment symbol
`-taddrprof`	- execution profile by text address
`-all`	- enable all of the above options
`-pcstat <stat>`	- record statistic `<stat>` by text address

- NOTE: "`-taddrprof`" == "`-pcstat sim_num_insn`"

PC-Based Statistical Profiles (-pcstat)

- produces text segment profile for any integer statistical counter
- supported on sim-cache, sim-profile, and sim-outorder
- specify statistical counter to be monitored using “-pcstat” option
  – e.g., `-pcstat sim_num_insn`
- example applications

```
-pcstat sim_num_insn          - execution profile
-pcstat sim_num_refs          - reference profile
-pcstat il1.misses            - L1 I-cache miss profile (sim-cache)
-pcstat bpred_bimod.misses    - br pred miss profile (sim-outorder)
```

- view with the `textprof.pl` Perl script, it displays pc-based statistics with program disassembly

```
textprof.pl <dis_file> <sim_output> <stat_name>
```

PC-Based Statistical Profiles (cont.)

- example usage

```
sim-profile -pcstat sim_num_insn test-math >&! test-math.out
objdump -dl test-math >! test-math.dis
textprof.pl test-math.dis test-math.out sim_num_insn_by_pc
```

- example output

executed 13 times

never executed

```
00401a10:  ( 13,   0.01): <strtod+220> addiu $a1[5],$zero[0],1
strtod.c:79
00401a18:  ( 13,   0.01): <strtod+228> bc1f 00401a30 <strtod+240>
strtod.c:87
00401a20:                : <strtod+230> addiu $s1[17],$s1[17],1
00401a28:                : <strtod+238> j 00401a58 <strtod+268>
strtod.c:89
00401a30:  ( 13,   0.01): <strtod+240> mul.d $f2,$f20,$f4
00401a38:  ( 13,   0.01): <strtod+248> addiu $v0[2],$v1[3],-48
00401a40:  ( 13,   0.01): <strtod+250> mtc1 $v0[2],$f0
```

- works on any integer counter including those added by users!

Sim-Cache: Multi-level Cache Simulator

- generates one- and two-level cache hierarchy statistics and profiles
- extra options (also supported on sim-outorder)

`-cache:dl1 <config>`	- level 1 data cache configuration
`-cache:dl2 <config>`	- level 2 data cache configuration
`-cache:il1 <config>`	- level 1 instruction cache configuration
`-cache:il2 <config>`	- level 2 instruction cache configuration
`-tlb:dtlb <config>`	- data TLB configuration
`-tlb:itlb <config>`	- instruction TLB configuration
`-flush <config>`	- flush caches on system calls
`-icompress`	- remaps 64-bit inst addresses to 32-bit equiv.
`-pcstat <stat>`	- record statistic `<stat>` by text address

Specifying Cache Configurations

- all caches and TLB configurations specified with same format

```
<name>:<nsets>:<bsize>:<assoc>:<repl>
```

- where

  `<name>` - cache name (make this unique)

  `<nsets>` - number of sets

  `<assoc>` - associativity (number of “ways”)

  `<repl>` - set replacement policy

  `l` - for LRU

  `f` - for FIFO

  `r` - for RANDOM

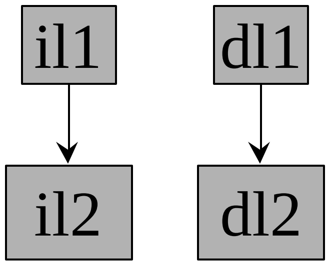
- examples

  `il1:1024:32:2:l` 2-way set-assoc 64k-byte cache, LRU

  `dtlb:1:4096:64:r` 64-entry fully assoc TLB w/ 4k pages, random replacement

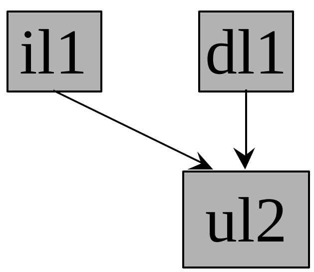
Specifying Cache Hierarchies

- specify all cache parameters in no unified levels exist, e.g.,




```
-cache:il1 il1:128:64:1:l -cache:il2 il2:128:64:4:l
-cache:dl1 dl1:256:32:1:l -cache:dl2 dl2:1024:64:2:l
```

- to unify any level of the hierarchy, “point” an I-cache level into the data cache hierarchy




```
-cache:il1 il1:128:64:1:l -cache:il2 dl2
-cache:dl1 dl1:256:32:1:l -cache:dl2 ul2:1024:64:2:l
```

Sim-Cheetah: Multi-Config Cache Simulator

- generates cache statistics and profiles for multiple cache configurations in a single program execution
- uses Cheetah cache simulation engine
  - written by Rabin Sugumar and Santosh Abraham while at UM
  - modified to be a standalone library, see "`libcheetah/`" directory
- extra options

`-refs {inst,data,unified}`	- specify reference stream to analyze
`-C {fa,sa,dm}`	- cache config. i.e., fully or set-assoc or direct
`-R {lru, opt}`	- replacement policy
`-a <sets>`	- log base 2 number of set in minimum config
`-b <sets>`	- log base 2 number of set in maximum config
`-l <line>`	- cache line size in bytes
`-n <assoc>`	- maximum associativity to analyze (log base 2)
`-in <interval>`	- cache size interval for fully-assoc analyses
`-M <size>`	- maximum cache size of interest
`-c <size>`	- cache size for direct-mapped analyses

Sim-Outorder: Detailed Performance Simulator

- generates timing statistics for a detailed out-of-order issue processor core with two-level cache memory hierarchy and main memory
- extra options

`-fetch:ifqsize <size>`	- instruction fetch queue size (in insts)
`-fetch:mplat <cycles>`	- extra branch mis-prediction latency (cycles)
`-bpred <type>`	- specify the branch predictor
`-decode:width <insts>`	- decoder bandwidth (insts/cycle)
`-issue:width <insts>`	- RUU issue bandwidth (insts/cycle)
`-issue:inorder`	- constrain instruction issue to program order
`-issue:wrongpath`	- permit instruction issue after mis-speculation
`-ruu:size <insts>`	- capacity of RUU (insts)
`-lsq:size <insts>`	- capacity of load/store queue (insts)
`-cache:dl1 <config>`	- level 1 data cache configuration
`-cache:dl1lat <cycles>`	- level 1 data cache hit latency

Sim-Outorder: Detailed Performance Simulator

`-cache:dl2 <config>`	- level 2 data cache configuration
`-cache:dl2lat <cycles>`	- level 2 data cache hit latency
`-cache:il1 <config>`	- level 1 instruction cache configuration
`-cache:il1lat <cycles>`	- level 1 instruction cache hit latency
`-cache:il2 <config>`	- level 2 instruction cache configuration
`-cache:il2lat <cycles>`	- level 2 instruction cache hit latency
`-cache:flush`	- flush all caches on system calls
`-cache:icompress`	- remap 64-bit inst addresses to 32-bit equiv.
`-mem:lat <1st> <next>`	- specify memory access latency (first, rest)
`-mem:width`	- specify width of memory bus (in bytes)
`-tlb:itlb <config>`	- instruction TLB configuration
`-tlb:dtlb <config>`	- data TLB configuration
`-tlb:lat <cycles>`	- latency (in cycles) to service a TLB miss

Sim-Outorder: Detailed Performance Simulator

-res:ialu	- specify number of integer ALUs
-res:imult	- specify number of integer multiplier/dividers
-res:memports	- specify number of first-level cache ports
-res:fpalu	- specify number of FP ALUs
-res:fpmult	- specify number of FP multiplier/dividers
-pcstat <stat>	- record statistic <stat> by text address
-ptrace <file> <range>	- generate pipetrace

Specifying the Branch Predictor

- specifying the branch predictor type

```
-bpred <type>
```

the supported predictor types are

`nottaken`	always predict not taken
`taken`	always predict taken
`perfect`	perfect predictor
`bimod`	bimodal predictor (BTB w/ 2 bit counters)
`2lev`	2-level adaptive predictor

- configuring bimodal predictors (when "`-bpred bimod`" is specified)

`-bpred:bimod <size>`	size of direct-mapped BTB

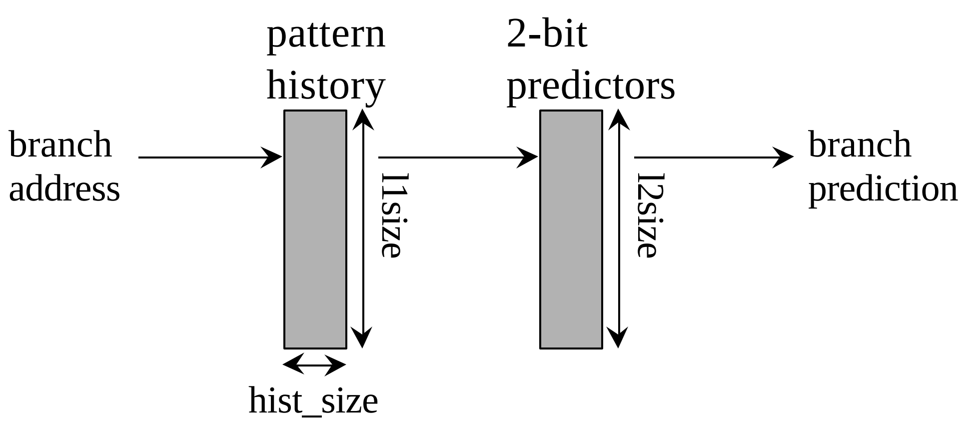
Specifying the Branch Predictor (cont.)

- configuring the 2-level adaptive predictor (only useful when "`-bpred 2lev`" is specified)

```
-bpred:2lev <l1size> <l2size> <hist_size>
```

where

`<l1size>`	size of the first level table
`<l2size>`	size of the second level table
`<hist_size>`	history (pattern) width



Sim-Outorder Pipetraces

- produces detailed history of all instructions executed, including
  - instruction fetch, retirement. and stage transitions
- supported in sim-outorder
- use the “-ptrace” option to generate a pipetrace
  - `-ptrace <file> <range>`
- example usage

```
-ptrace FOO.trc :              - trace entire execution to FOO.trc
-ptrace BAR.trc 100:5000       - trace from inst 100 to 5000
-ptrace UXXE.trc :10000        - trace until instruction 10000
```

- view with the `pipeview.pl` Perl script, it displays the pipeline for each cycle of execution traced

```
pipeview.pl <ptrace_file>
```

Sim-Outorder Pipetraces (cont.)

- example usage

```
sim-outorder -ptrace FOO.trc :1000 test-math
pipeview.pl FOO.trc
```

- example output

```
@ 610

gf = `0x0040d098: addiu     r2,r4,-1'
gg = `0x0040d0a0: beq       r3,r5,0x30'

[IF]      [DA]      [EX]      [WB]      [CT]
 gf        gb        fy        fr\       fq
 gg        gc        fz        fs
           gd/       ga+       ft
           ge                  fu
```

new cycle indicator → @ 610

new inst definitions → gf, gg definitions

current pipeline state → [IF] [DA] [EX] [WB] [CT]

[IF]: inst being fetched, or in fetch queue

[DA]: inst being decoded, or awaiting issue

[EX]: inst executing

[WB]: inst writing results into RUU, or awaiting retire

[CT]: inst retiring results to register file

pipeline event: (mis-prediction detected), see output header for event defs

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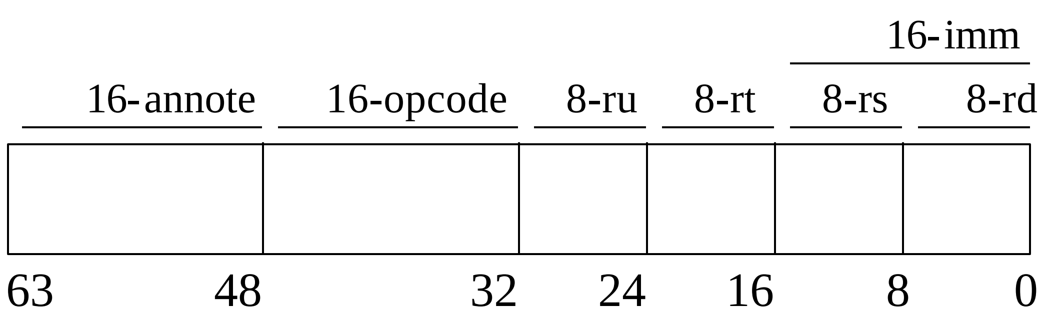
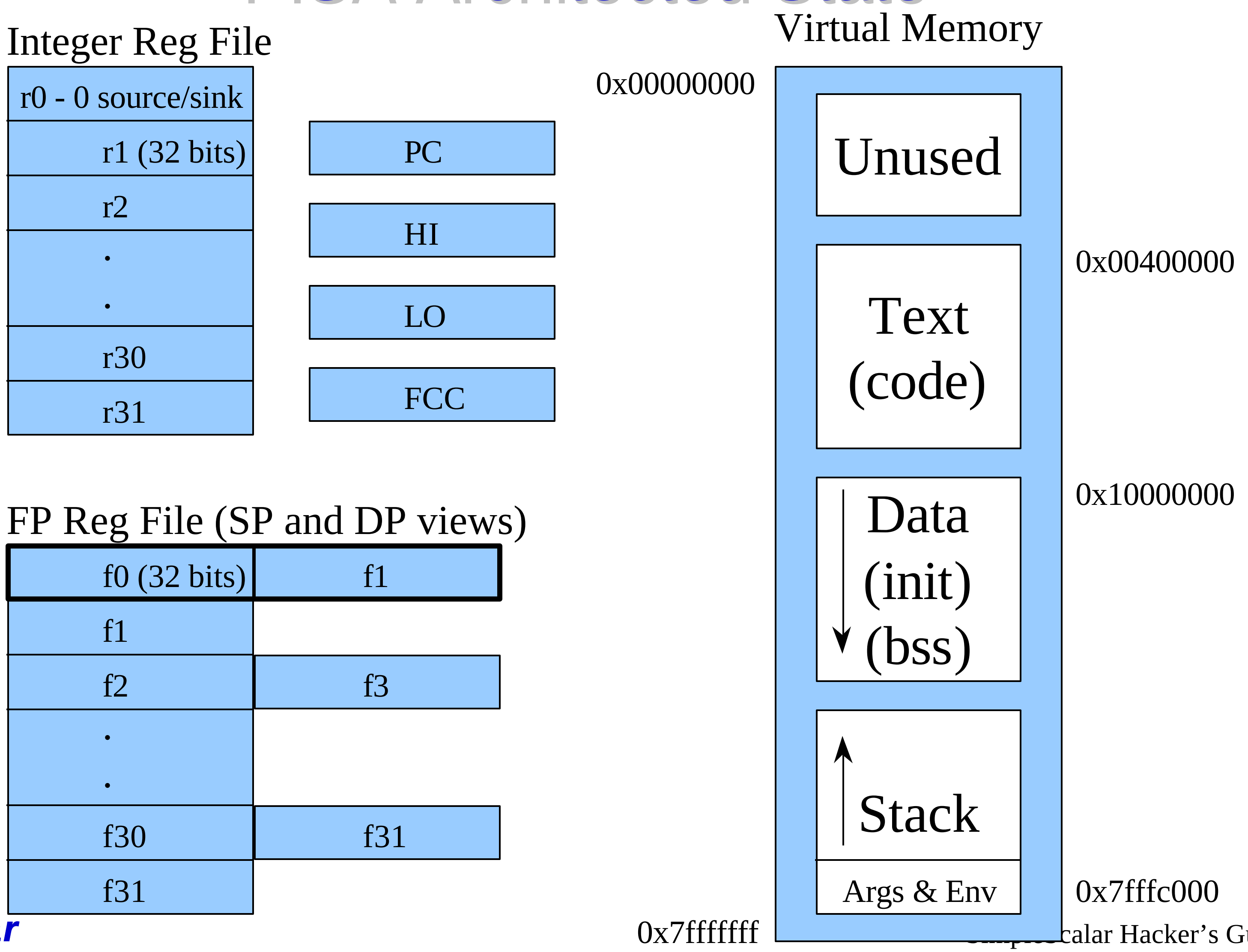
SimpleScalar PISA Instruction Set

- PISA === Portable Instruction Set Architecture
- clean and simple instruction set architecture:
  - MIPS/DLX + more addressing modes - delay slots
- bi-endian instruction set definition
  - facilitates portability, build to match host endian
- 64-bit inst encoding facilitates instruction set research
  - 16-bit space for hints, new insts, and annotations
  - four operand instruction format, up to 256 registers



PISA Architected State



PISA Instructions

Control:

j - jump
jal - jump and link
jr - jump register
jalr - jump and link register
beq - branch == 0
bne - branch != 0
blez - branch <= 0
bgtz - branch > 0
bltz - branch < 0
bgez - branch >= 0
bct - branch FCC TRUE
bcf - branch FCC FALSE

Load/Store:

lb - load byte
lbu - load byte unsigned
lh - load half (short)
lhu - load half (short) unsigned
lw - load word
dlw - load double word
l.s - load single-precision FP
l.d - load double-precision FP
sb - store byte
sbu - store byte unsigned
sh - store half (short)
shu - store half (short) unsigned
sw - store word
dsw - store double word
s.s - store single-precision FP
s.d - store double-precision FP

addressing modes:
(C)
(reg + C) (w/ pre/post inc/dec)
(reg + reg) (w/ pre/post inc/dec)

Integer Arithmetic:

add - integer add
addu - integer add unsigned
sub - integer subtract
subu - integer subtract unsigned
mult - integer multiply
multu - integer multiply unsigned
div - integer divide
divu - integer divide unsigned
and - logical AND
or - logical OR
xor - logical XOR
nor - logical NOR
sll - shift left logical
srl - shift right logical
sra - shift right arithmetic
slt - set less than
sltu - set less than unsigned

PISA Instructions

Floating Point Arithmetic:

add.s - single-precision add
add.d - double-precision add
sub.s - single-precision subtract
sub.d - double-precision subtract
mult.s - single-precision multiply
mult.d - double-precision multiply
div.s - single-precision divide
div.d - double-precision divide
abs.s - single-precision absolute value
abs.d - double-precision absolute value
neg.s - single-precision negation
neg.d - double-precision negation
sqrt.s - single-precision square root
sqrt.d - double-precision square root
cvt - integer, single, double conversion
c.s - single-precision compare
c.d - double-precision compare

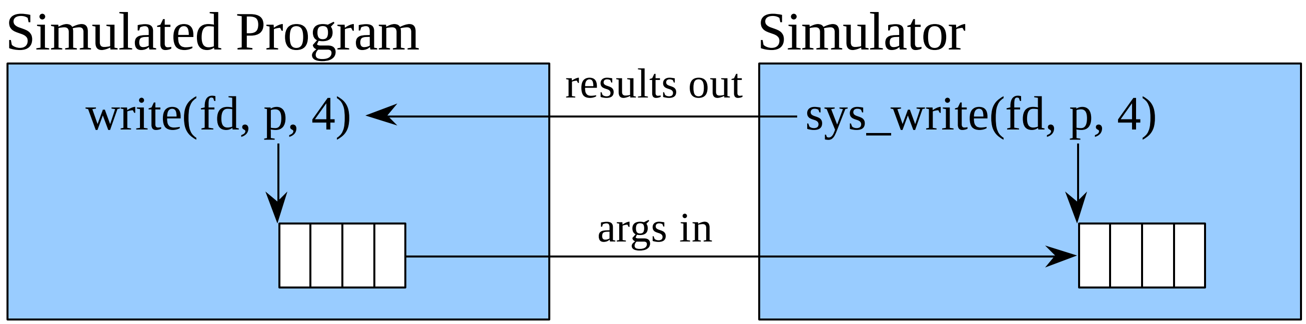
Miscellaneous:

nop - no operation
syscall - system call
break - declare program error

Annotating PISA Instructions

- useful for adding
  - hints, new instructions, text markers, etc...
  - no need to hack the assembler
- bit annotations
  - /a - /p, set bit 0 - 15
  - e.g., `ld/a  $r6,4($r7)`
- field annotations
  - /s:e(v), set bits s->e with value v
  - e.g., `ld/6:4(7)   $r6,4($r7)`

Proxy System Call Handler



- syscall.c implements a subset of Ultrix Unix system calls
- basic algorithm
  - decode system call
  - copy arguments (if any) into simulator memory
  - make system call
  - copy results (if any) into simulated program memory

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  - Overview
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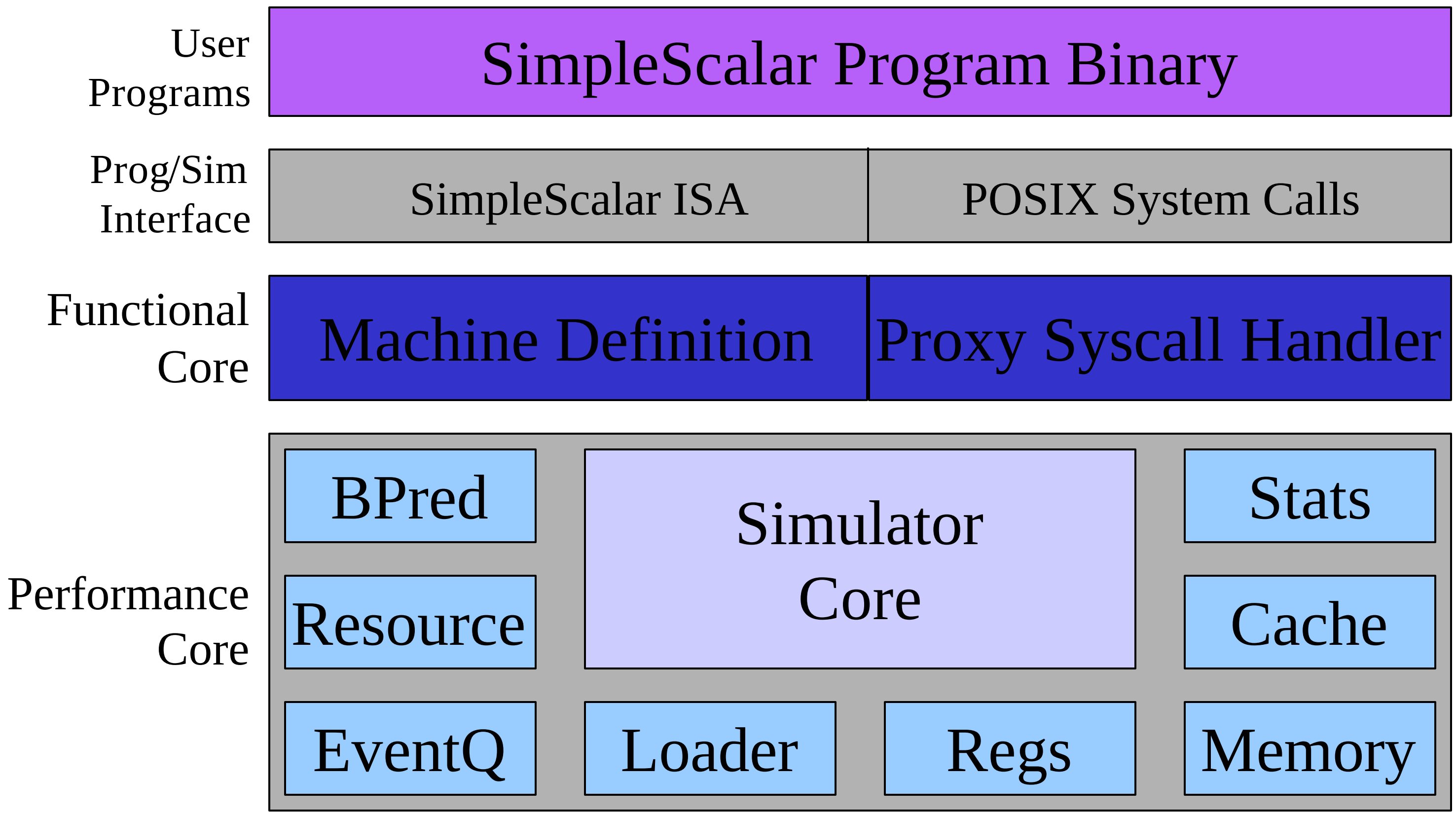
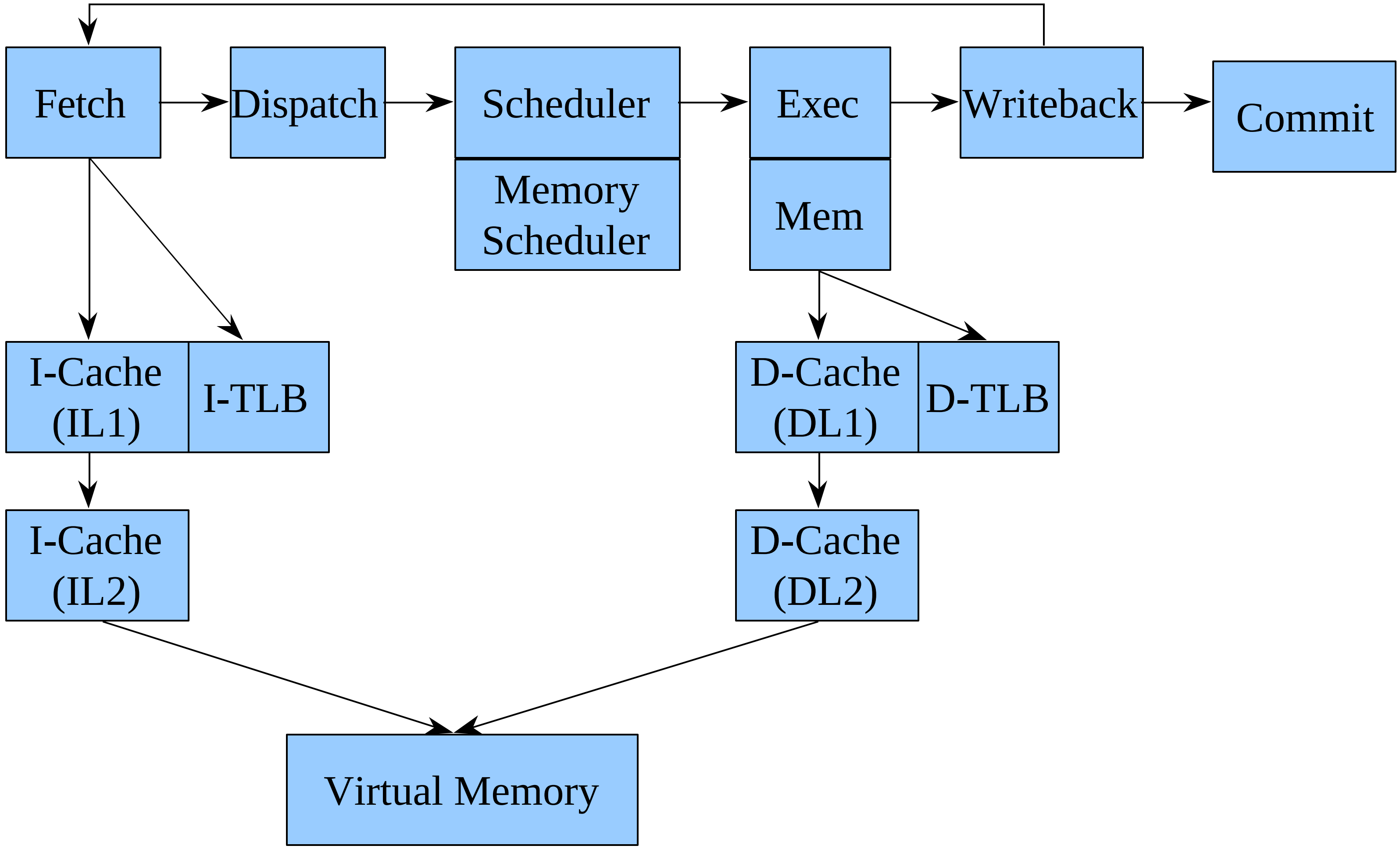
- SimpleScalar Instruction Set Architecture
- Out-of-Order Issue Simulator
  - **Model Microarchitecture**
  - Implementation Details
- Hacking SimpleScalar
- Looking Ahead

Simulator Structure



- modular components facilitate "rolling your own"
- performance core is optional

Out-of-Order Issue Simulator



- implemented in `sim-outorder.c` and modules

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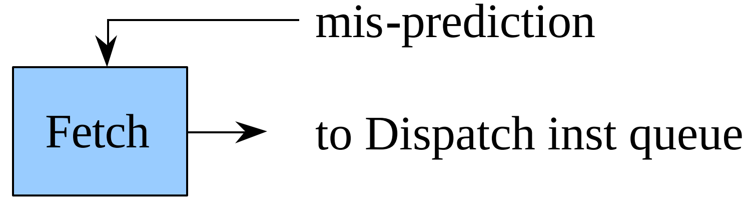
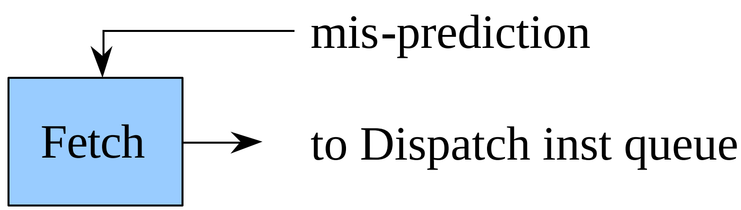
Out-of-Order Issue Simulator: Fetch



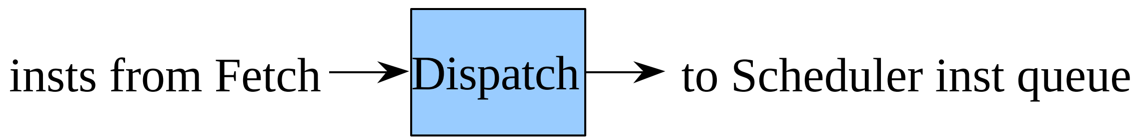
- implemented in `ruu_fetch()`
- models machine fetch bandwidth
- inputs
  - program counter
  - predictor state (see bpred.[hc])
  - mis-prediction detection from branch execution unit(s)
- outputs
  - fetched instructions to Dispatch queue

Out-of-Order Issue Simulator: Fetch



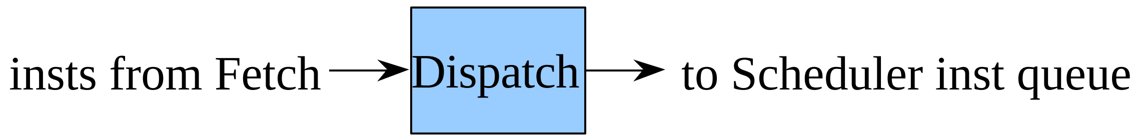
- procedure (once per cycle)
  - fetch insts from *one* I-cache line, block until misses are resolved
  - queue fetched instructions to Dispatch
  - probe line predictor for cache line to access in next cycle

Out-of-Order Issue Simulator: Dispatch



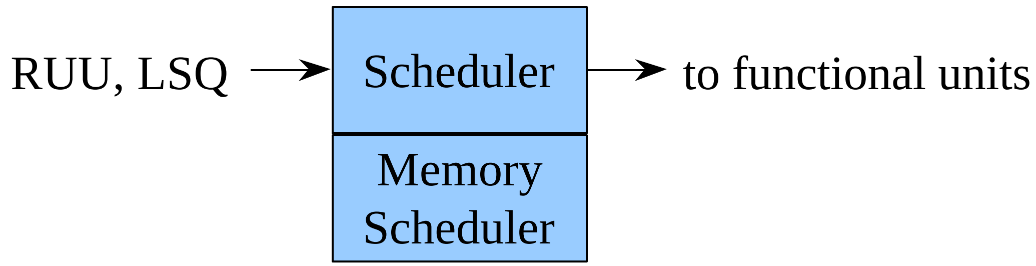
- implemented in `ruu_dispatch()`
- models machine decode, rename, allocate bandwidth
- inputs
  - instructions from input queue, fed by Fetch stage
  - RUU
  - rename table (create_vector)
  - architected machine state (for execution)
- outputs
  - updated RUU, rename table, machine state

Out-of-Order Issue Simulator: Dispatch



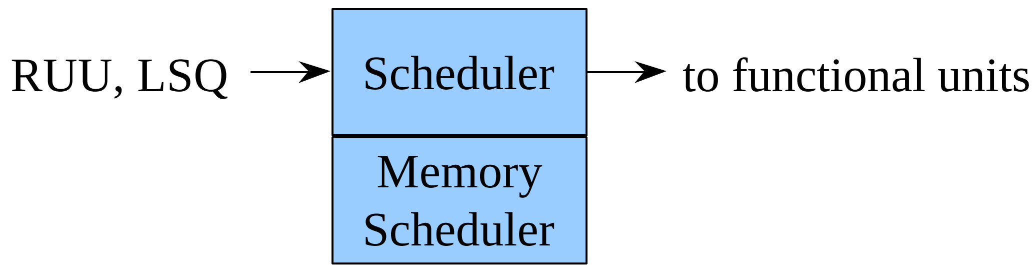
- procedure (once per cycle)
  - fetch insts from Dispatch queue
  - decode and *execute* instructions
    - facilitates simulation of data-dependent optimizations
    - permits early detection of branch mis-predicts
  - if mis-predict occurs
    - start copy-on-write of architected state to speculative state buffers
  - enter and link instructions into RUU and LSQ (load/store queue)
    - links implemented with RS_LINK structure
    - loads/stores are split into two insts: ADD $\longrightarrow$ Load/Store
    - speeds up memory dependence checking

Out-of-Order Issue Simulator: Scheduler



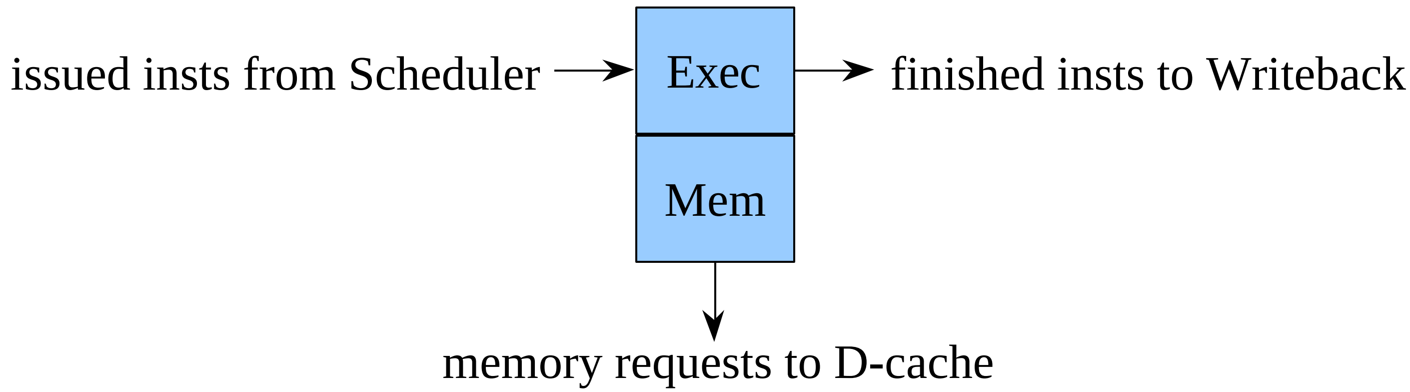
- implemented in `ruu_issue()`and `lsq_refresh()`
- models instruction, wakeup, and issue to functional units
  - separate schedulers to track register and memory dependencies
- inputs
  - RUU, LSQ
- outputs
  - updated RUU, LSQ
  - updated functional unit state

Out-of-Order Issue Simulator: Scheduler



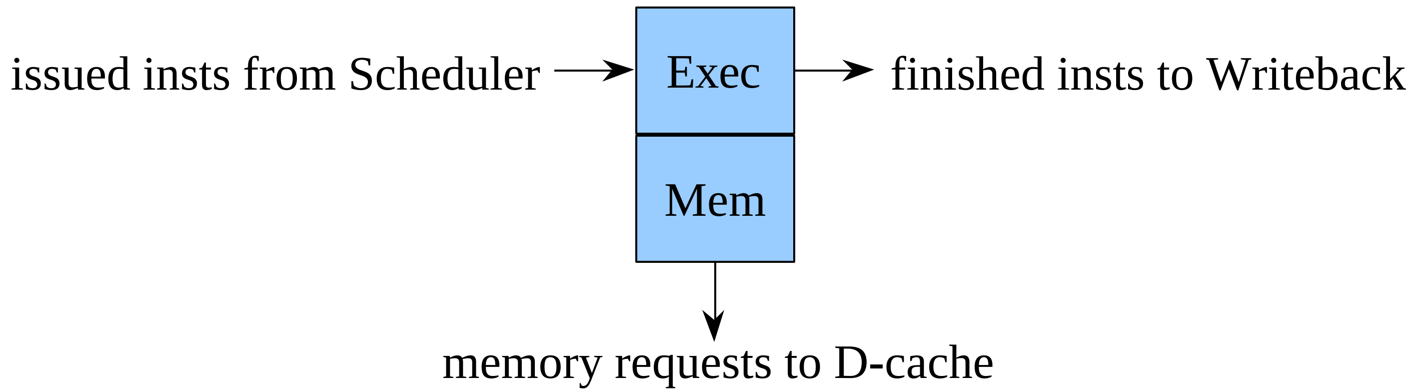
- procedure (once per cycle)
  - locate instructions with all register inputs ready
    - in ready queue, inserted during dependent inst’s wakeup walk
  - locate instructions with all memory inputs ready
    - determined by walking the load/store queue
    - if earlier store with unknown addr $\longrightarrow$ stall issue (and poll)
    - if earlier store with matching addr $\longrightarrow$ store forward
    - else $\longrightarrow$ access D-cache

Out-of-Order Issue Simulator: Execute



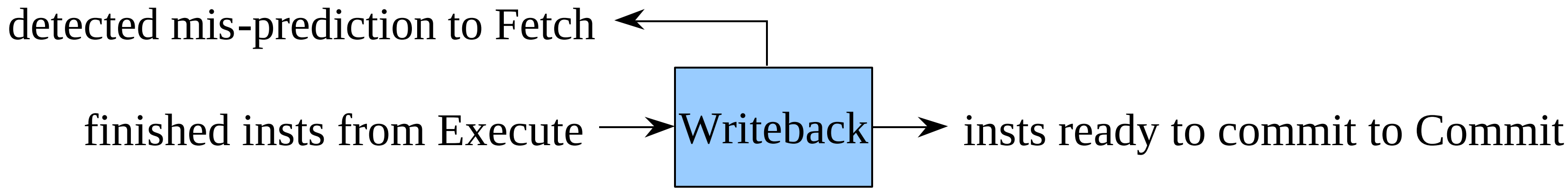
- implemented in `ruu_issue()`
- models func unit and D-cache issue and execute latencies
- inputs
  - ready insts as specified by Scheduler
  - functional unit and D-cache state
- outputs
  - updated functional unit and D-cache state
  - updated event queue, events notify Writeback of inst completion

Out-of-Order Issue Simulator: Execute



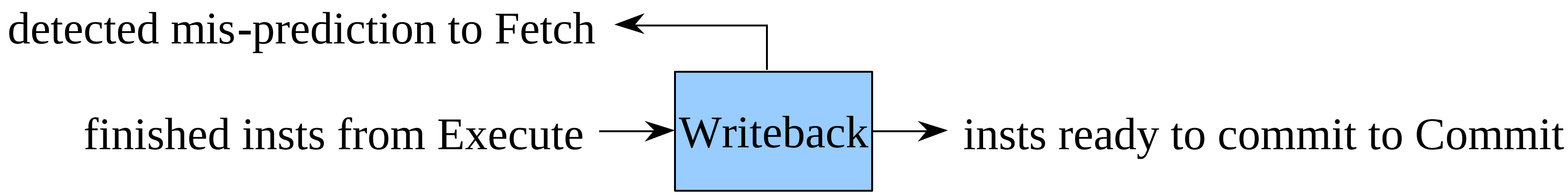
- procedure (once per cycle)
  - get ready instructions (as many as supported by issue B/W)
  - probe functional unit state for availability and access port
  - reserve unit it can issue again
  - schedule writeback event using operation latency of functional unit
    - for loads satisfied in D-cache, probe D-cache for access latency
    - also probe D-TLB, stall future issue on a miss
    - D-TLB misses serviced at commit time with fixed latency

Out-of-Order Issue Simulator: Writeback



- implemented in `ruu_writeback()`
- models writeback bandwidth, detects mis-predictions, initiated mis-prediction recovery sequence
- inputs
  - completed instructions as indicated by event queue
  - RUU, LSQ state (for wakeup walks)
- outputs
  - updated event queue
  - updated RUU, LSQ, ready queue
  - branch mis-prediction recovery updates

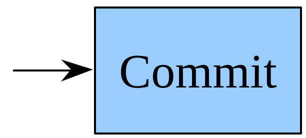
Out-of-Order Issue Simulator: Writeback



- procedure (once per cycle)
  - get finished instructions (specified in event queue)
  - if mis-predicted branch
    - recover RUU
      - walk newest inst to mis-pred branch
      - unlink insts from output dependence chains
    - recover architected state
      - roll back to checkpoint
  - wakeup walk: walk dependence chains of inst outputs
    - mark dependent inst's input as now ready
    - if all reg dependencies of the inst are satisfied, wake it up (memory dependence check occurs later in Issue)

Out-of-Order Issue Simulator: Commit

insts ready to commit from Writeback



- implemented in `ruu_commit()`
- models in-order retirement of instructions, store commits to the D-cache, and D-TLB miss handling
- inputs
  - completed instructions in RUU/LSQ that are ready to retire
  - D-cache state (for committed stores)
- outputs
  - updated RUU, LSQ
  - updated D-cache state

Out-of-Order Issue Simulator: Commit

- procedure (once per cycle)
  - while head of RUU is ready to commit (in-order retirement)
    - if D-TLB miss, then service it
    - then if store, attempt to retire store into D-cache, stall commit otherwise
    - commit inst result to the architected register file, update rename table to point to architected register file
    - reclaim RUU/LSQ resources

Out-of-Order Issue Simulator: Main

```
ruu_init()
for (;;) {
  ruu_commit();
  ruu_writeback();
  lsq_refresh();
  ruu_issue();
  ruu_dispatch();
  ruu_fetch();
}
```

- implemented in `sim_main()`
- walks pipeline from Commit to Fetch
  - backward pipeline traversal eliminates relaxation problems, e.g., provides correct inter-stage latch synchronization
- loop is execute via a `longjmp()` to `main()` when simulated program executes an `exit()` system call

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Hacker's Guide

- source code design philosophy
  - infrastructure facilitates "rolling your own"
    - standard simulator interfaces
    - large component library, e.g., caches, loaders, etc...
  - performance and flexibility before clarity
- section organization
  - compiler chain hacking
  - simulator hacking

Hacking the Compiler (GCC)

- see GCC.info in the GNU GCC release for details on the internals of GCC
- all SimpleScalar-specific code is in the config/ss in the GNU GCC source tree
- use instruction annotations to add new instruction, as you won't have to then hack the assembler
- avoid adding new linkage types, or you will have to hack GAS, GLD, and libBFD.a, all of which are very painful

Hacking the Assembler (GAS)

- most of the time, you should be able to avoid this by using instruction annotations
- new instructions are added in libopcode.a, new instructions will also be picked up by disassembler
- new linkage types require hacking GLD and libBFD.a, which is very painful

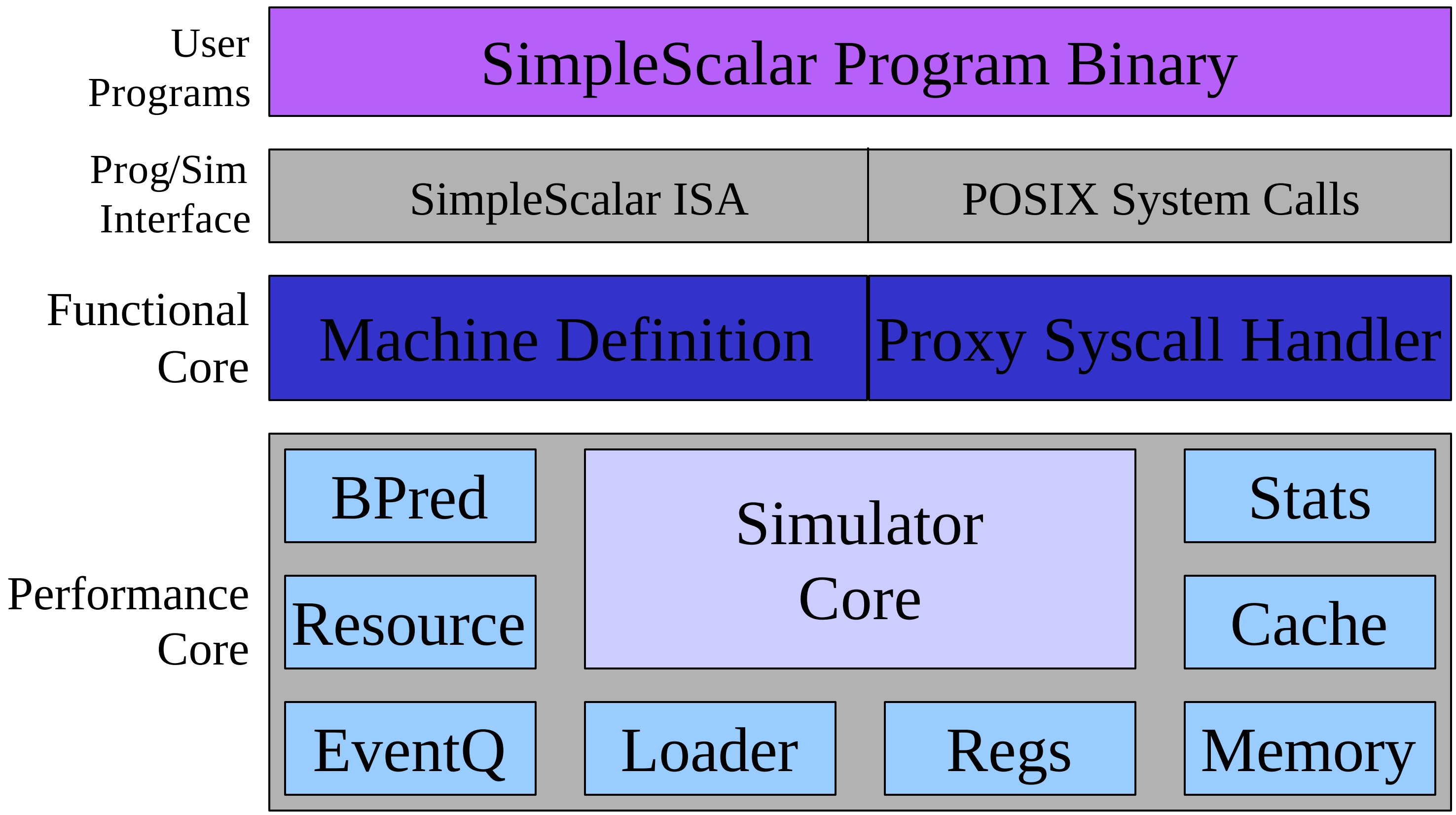
Hacking the Linker (GLD and libBFD.a)

- avoid this if possible, both tools are difficult to comprehend and generally delicate
- if you must...
  - emit a linkage map (-Map mapfile) and then edit the executable in a postpass
  - KLINK, from my dissertation work, does exactly this

Hacking the SimpleScalar Simulators

- two options
  - leverage existing simulators (sim-*.c)
    - they are stable
    - very little instrumentation has been added to keep the source clean
  - roll your own
    - leverage the existing simulation infrastructure, i.e., all the files that do not start with 'sim-'
    - consider contributing useful tools to the source base
- for documentation, read interface documentation in ".h" files

Simulator Structure



- modular components facilitate “rolling your own”
- performance core is optional

Machine Definition

- a single file describes all aspects of the architecture
  - used to generate decoders, dependency analyzers, functional components, disassemblers, appendices, etc.
  - e.g., machine definition + 10 line main == functional simulator
  - generates fast and reliable codes with minimum effort
- instruction definition example

```
DEFINST(ADDI,              0x41,
        “addi”,            “t,s,i”,
        IntALU,            F_ICOMP|F_IMM,
        GPR(RT),NA,        GPR(RS),NA,NA
        SET_GPR(RT, GPR(RS)+IMM))
```

opcode

inst flags

assembly template

FU req’s

output deps

input deps

semantics

Crafting a Functional Component

```
#define GPR(N)                          (regs_R[N])
#define SET_GPR(N,EXPR)                 (regs_R[N] = (EXPR))
#define READ_WORD(SRC, DST)             (mem_read_word((SRC))


switch (SS_OPCODE(inst)) {
#define DEFINST(OP,MSK,NAME,OPFORM,RES,FLAGS,O1,O2,I1,I2,I3,EXPR)   \
      case OP:                                                      \
        EXPR;                                                       \
        break;
#define DEFLINK(OP,MSK,NAME,MASK,SHIFT)                             \
      case OP:                                                      \
        panic("attempted to execute a linking opcode");
#define CONNECT(OP)
#include "ss.def"
#undef DEFINST
#undef DEFLINK
#undef CONNECT
    }
```

Crafting an Decoder

```
#define DEP_GPR(N)              (N)

switch (SS_OPCODE(inst)) {
#define DEFINST(OP,MSK,NAME,OPFORM,RES,CLASS,O1,O2,I1,I2,I3,EXPR)   \
      case OP:                                                       \
        out1 = DEP_##O1; out2 = DEP_##O2;                            \
        in1 = DEP_##I1; in2 = DEP_##I2; in3 = DEP_##I3;              \
        break;
#define DEFLINK(OP,MSK,NAME,MASK,SHIFT)                              \
      case OP:                                                       \
        /* can speculatively decode a bogus inst */                  \
        op = NOP;                                                    \
        out1 = NA; out2 = NA;                                        \
        in1 = NA; in2 = NA; in3 = NA;                                \
        break;
#define CONNECT(OP)
#include "ss.def"
#undef DEFINST
#undef DEFLINK
#undef CONNECT
      default:
        /* can speculatively decode a bogus inst */
        op = NOP;
        out1 = NA; out2 = NA;
        in1 = NA; in2 = NA; in3 = NA;
    }
```

Options Module (option.[hc])

- options are registers (by type) into an options data base
  - see `opt_reg_*()` interfaces
- produce a help listing
  - `opt_print_help()`
- print current options state
  - `opt_print_options()`
- add a header to the help screen
  - `opt_reg_header()`
- add notes to an option (printed on help screen)
  - `opt_reg_note()`

Stats Package (stats.[hc])

- one-stop module for counters, expressions, and distributions
- counters are "registered" by type with the stats package
  - see `stat_reg_*()` interfaces
  - register an expression of other stats with `stat_reg_formula()`
  - for example: `stat_reg_formula(sdb, "ipc", "insts per cycle", "insns/cycles", 0);`
- simulator manipulates counters using standard in code, e.g.,

```
stat_num_insn++;
```

- stat package prints all statistics (using canonical format)
  - via `stat_print_stats()` interface
- distributions also supported
  - use `stat_reg_dist()` to register an array distribution
  - use `stat_reg_sdist()` for a sparse distribution
  - use `stat_add_sample()` to add samples

Proxy Syscall Handler (syscall.[hc])

- algorithm
  - decode system call
  - copy arguments (if any) into simulator memory
  - make system call
  - copy results (if any) into simulated program memory
- you'll need to hack this module to
  - add new system call support
  - port SimpleScalar to an unsupported host OS

Branch Predictors (bpred.[hc])

- various branch predictors
  - static
  - BTB w/ 2-bit saturating counters
  - 2-level adaptive
- important interfaces
  - use `bpred_create(class, size)` to create a predictor
  - use `bpred_lookup(pred, br_addr)` to make a prediction
  - use `bpred_update(pred, br_addr, targ_addr, result)` to update predictions

Cache Module (cache.[hc])

- ultra-vanilla cache module
  - can implement low- and high-associative caches, TLBs, etc...
  - efficient for all cache geometries
  - assumes a single-ported, fully pipelined backside bus
- important interfaces
  - use `cache_create(name, nsets, bsize, balloc, usize, assoc, repl, blk_fn, hit_latency)` to create a cache instance
  - use `cache_access(cache, op, addr, ptr, nbytes, when, udata)` to access a cache instance
  - use `cache_probe(cache, addr)` to check for a hit/miss without accessing the cache
  - use `cache_flush(cache, when)` to flush a cache of all contents
  - use `cache_flush_addr(cache, addr, when)` to flush a block

Event Queue (event.[hc])

- generic event (priority) queue
  - queue event for time t
  - returns events from the head of the queue
- important interfaces
  - use `eventq_queue(when, op...)` to queue an event
  - use `eventq_service_events(when)` to get a ready event

Program Loader (loader.[hc])

- prepares program memory for execution
  - loads program text
  - loads program data sections
  - initializes BSS section
  - sets up initial call stack
- important interfaces
  - use `ld_load_prog(mem_fn, argc, argv, envp)` to load a program into memory and initialize stack arguments

Main Routine (main.c, sim.h)

- defines interface to simulators
  - main.c expects that the sim-*.c modules will define all these interfaces
- important imported interfaces (called in this order)
  - interface `sim_reg_options(odb, argc, argv)` will define all simulator-specific options
  - interface `sim_check_options(odb, argc, argv)` will verify that all options read are valid
  - interface `sim_reg_stats(sdb)` will define all simulator-specific statistics
  - interface `sim_init(stream)` initializes simulator-specific data structures
  - interface `sim_main()` will define the main simulator loop
  - interface `sim_uninit()` releases all simulator-specific dynamic storage

Physical/Virtual Memory (memory.[hc])

- implements large flat memory spaces in simulator
  - uses single-level page table
  - may be used to implement virtual or physical memory
- important interfaces
  - mem_access(cmd, addr, ptr, nbytes)

Miscellaneous Functions (misc.[hc])

- lots of useful stuff in this module, e.g.,
  - use `fatal()` to bomb out
  - use `panic()` to dump core
  - use `warn()` to complain to user
  - use `info()` to make an informative announcement
  - use `debug()` for print statements that are only enabled with “-d” option
  - use `getcore()` to allocate 2^N size memory chucks with low overhead
  - use `elapsed_time()` to time events

Register State (regs.[hc])

- architected register variable definitions

Resource Manager (resource.[hc])

- powerful resource manager
  - configure with a resource pool
  - manager maintains resource availability
- resource configuration

  { "name", num, { FU_class, issue_lat, op_lat }, ... }
- important interfaces
  - use `res_create_pool(name, pool_def, ndefs)` to define a new resource pool
  - use `res_get(pool, FU_class)` to allocate one resource instance

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Looking Ahead

- MP/MT support for SimpleScalar simulators
- Linux port to SimpleScalar
  - with device-level emulation and user-level file system
- ARM, x86 and SPARC target support (PISA, Alpha and MIPS targets currently exist)

To Get Plugged In

- SimpleScalar public releases available from SimpleScalar LLC
  - Public Release 2 is available from `http://www.simplescalar.com`
  - Technical Report
    "*Evaluating Future Microprocessors: the SimpleScalar Tools Set*", UW-Madison Tech Report #1308, July 1996
- SimpleScalar mailing list
  - `simplescalar@simplescalar.com`
  - visit SimpleScalar LLC to join

Backups

Experiences and Insights

- the history of SimpleScalar
  - Sohi's CSim begat Franklin's MSim begat SimpleScalar
  - first public release in July '96, made with Doug Burger
- key insights
  - major investment req'd to develop sim infrastructure
    - 2.5 years to develop, while at UW-Madison
  - modular component design reduces design time and complexity, improves quality
  - fast simulators improve the design process, although it does introduce some complexity
  - virtual target improves portability, but limits workload
  - execution-driven simulation is worth the trouble

Advantages of Execution-Driven Simulation

- execution-based simulation
  - faster than tracing
    - fast simulators: 2+ MIPS, fast disks: < 1 MIPS
  - no need to store traces
  - register and memory values usually not in trace
    - functional component maintains precise state
    - extends design scope to include data-value-dependent optimizations
  - support mis-speculation cost modeling
    - on control and data dependencies
  - may be possible to eliminate most execution overheads

Example SimpleScalar Applications

- Austin’s dissertation: “H/W and S/W Mechanisms for Reducing Load Latency”
  - fast address calculation
  - zero-cycle loads
  - high-bandwidth address translation
  - cache-conscious data placement
- other users
  - SCI project
  - University of Wisconsin Galileo project
  - more coming on-line

Related Tools

- SimOS from Stanford
  - includes OS and device simulation, and MP support
  - little source code since much of the tool chain is commercial code, e.g., compiler, operating system
  - not portable, currently only runs on MIPS hosts
- functional simulators
  - direct execution via dynamic translation: Shade, FX32!
  - direct execution via static translation: Atom, EEL, Pixie
  - machine interpreters: Msim, DLXSim, Mint, AINT

Fast Functional Simulator