

# U. Wisconsin CS/ECE 752

## Advanced Computer Architecture I

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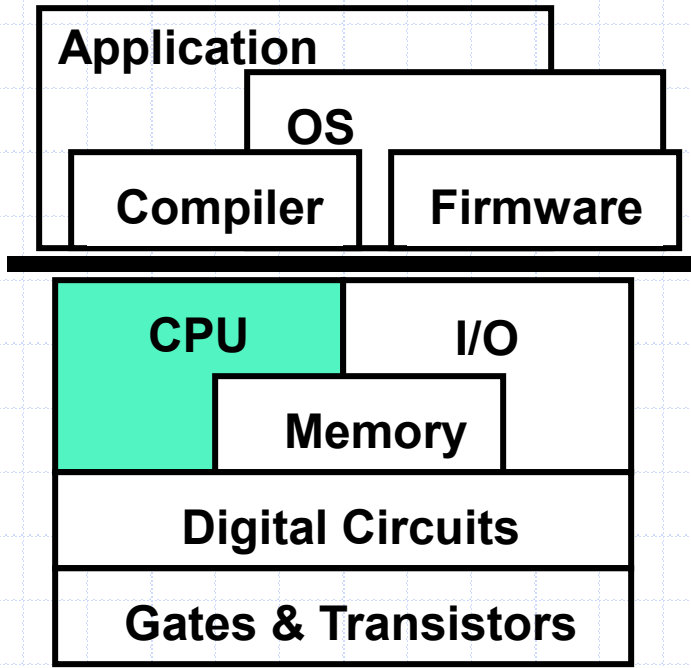
### Unit 11: Multithreading

Slides developed by Amir Roth of University of Pennsylvania with sources that included University of Wisconsin slides by Mark Hill, Guri Sohi, Jim Smith, and David Wood.

Slides enhanced by Milo Martin, Mark Hill, and David Wood with sources that included Profs. Asanovic, Falsafi, Hoe, Lipasti, Shen, Smith, Sohi, Vijaykumar, and Wood

# This Unit: Multithreading (MT)

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- Why multithreading (MT)?
  - Utilization vs. performance
- Three implementations
  - Coarse-grained MT
  - Fine-grained MT
  - Simultaneous MT (SMT)
- MT for reliability
  - Redundant multithreading
- Multithreading for performance
  - Speculative multithreading

# Performance And Utilization

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- Performance (IPC) important
- Utilization (actual IPC / peak IPC) important too
- Even moderate superscalars (e.g., 4-way) not fully utilized
  - Average sustained IPC: 1.5–2 → <50% utilization
    - Mis-predicted branches
    - Cache misses, especially L2
    - Data dependences
- **Multi-threading (MT)**
  - Improve utilization by multiplexing multiple threads on single CPU
  - One thread cannot fully utilize CPU? Maybe 2, 4 (or 100) can

# Latency vs Throughput

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- **MT trades (single-thread) latency for throughput**
  - Sharing processor degrades latency of individual threads
  - + But improves aggregate latency of both threads
  - + Improves utilization
- **Example**
  - Thread A: individual latency=10s, latency with thread B=15s
  - Thread B: individual latency=20s, latency with thread A=25s
  - Sequential latency (first A then B or vice versa): 30s
  - Parallel latency (A and B simultaneously): 25s
  - MT slows each thread by 5s
  - + But improves total latency by 5s
- **Different workloads have different parallelism**
  - SpecFP has lots of ILP (can use an 8-wide machine)
  - Server workloads have TLP (can use multiple threads)

# MT Implementations: Similarities

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- How do multiple threads share a single processor?
  - Different sharing mechanisms for different kinds of structures
  - Depend on what kind of state structure stores
- **No state:** ALUs
  - Dynamically shared
- **Persistent hard state (aka "context"):** PC, registers
  - Replicated
- **Persistent soft state:** caches, bpred
  - Dynamically partitioned (like on a multi-programmed uni-processor)
    - TLBs need ASIDs, caches/bpred tables don't
  - Exception: **ordered "soft" state** (BHR, RAS) is replicated
- **Transient state:** pipeline latches, ROB, RS
  - Partitioned ... somehow

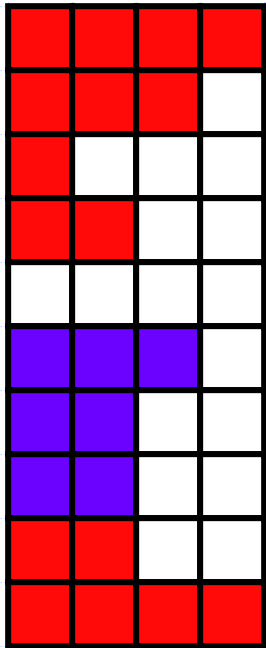
# MT Implementations: Differences

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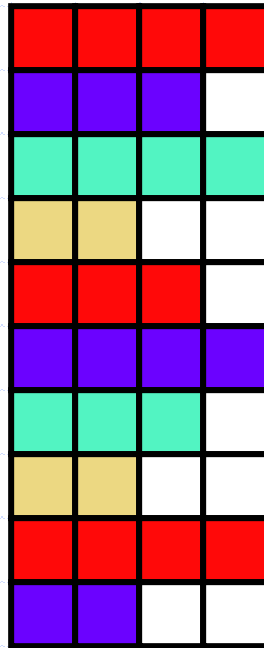
- Main question: **thread scheduling policy**
  - When to switch from one thread to another?
- Related question: **pipeline partitioning**
  - How exactly do threads share the pipeline itself?
- Choice depends on
  - What kind of latencies (specifically, length) you want to tolerate
  - How much single thread performance you are willing to sacrifice
- Three designs
  - Coarse-grain multithreading (CGMT)
  - Fine-grain multithreading (FGMT)
  - Simultaneous multithreading (SMT)

# The Standard Multithreading Picture

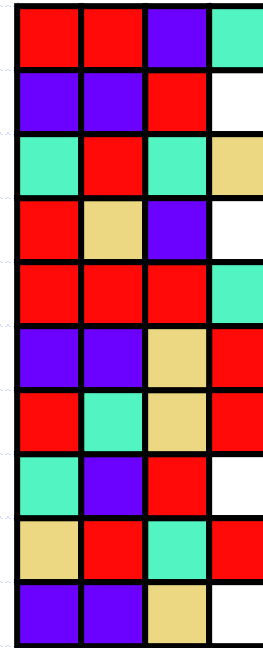
- Time evolution of issue slots
  - Color = thread (white is idle)



CGMT



FGMT



SMT

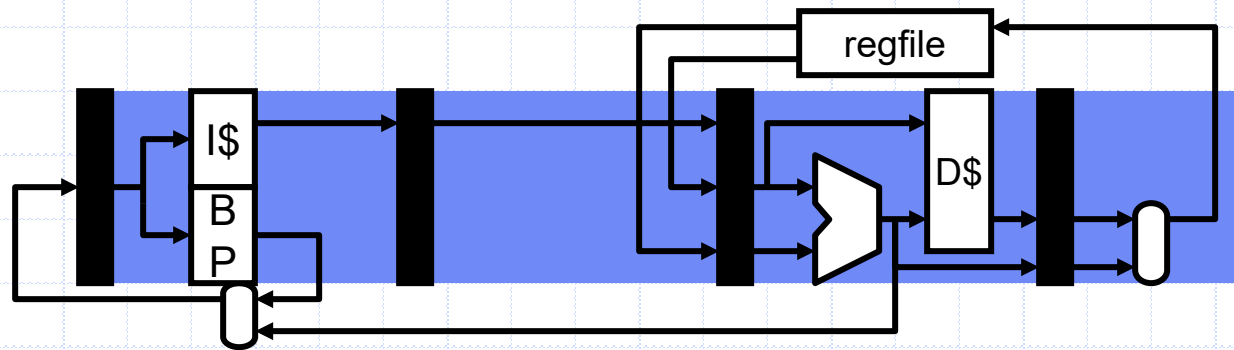
# Coarse-Grain Multithreading (CGMT)

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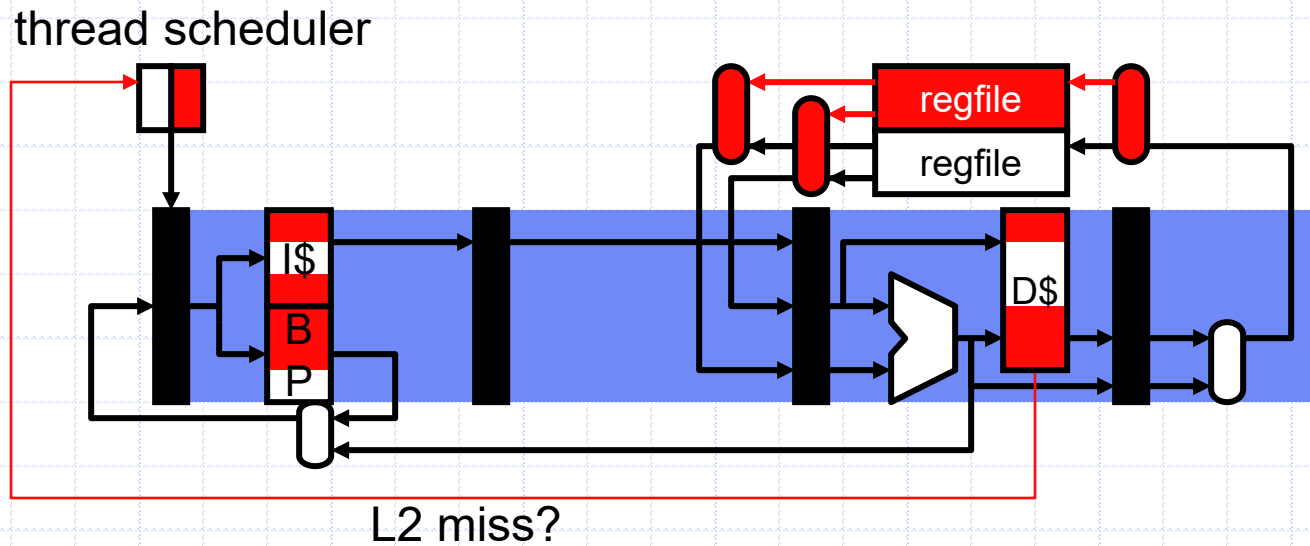
- **Coarse-Grain Multi-Threading (CGMT)**
  - + Sacrifices very little single thread performance (of one thread)
  - Tolerates only long latencies (e.g., L2 misses)
  - Thread scheduling policy
    - Designate a “preferred” thread (e.g., thread A)
    - Switch to thread B on thread A L2 miss
    - Switch back to A when A L2 miss returns
  - Pipeline partitioning
    - None, flush on switch
    - Can’t tolerate latencies shorter than twice pipeline depth
    - Need short in-order pipeline for good performance
  - Example: IBM Northstar/Pulsar
    - Switches on L1 cache miss



# CGMT



- CGMT



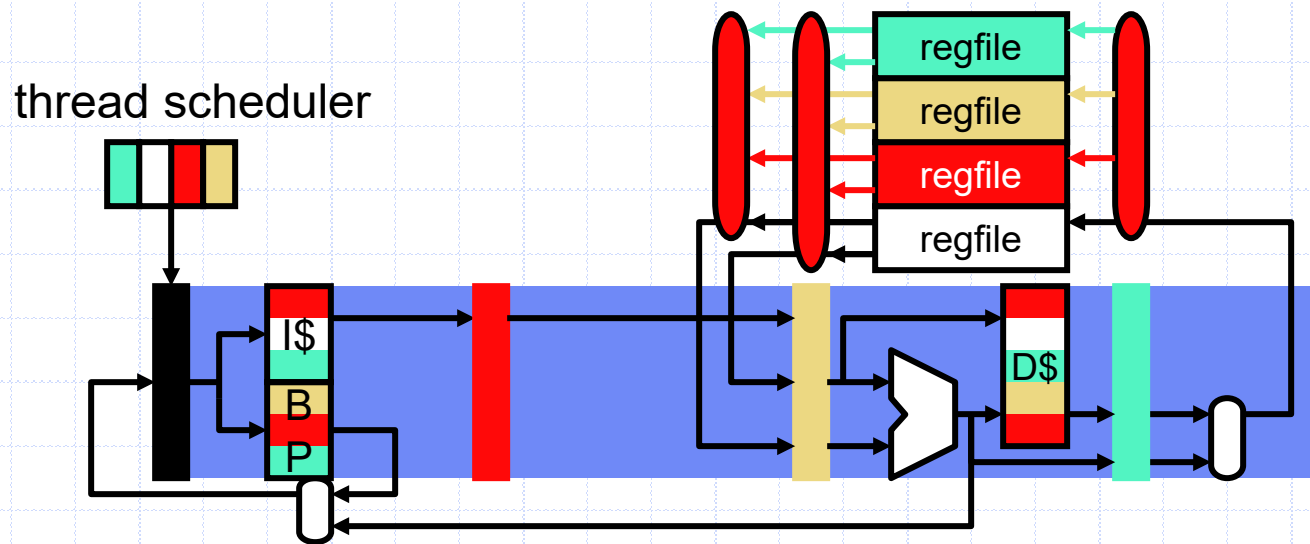
# Fine-Grain Multithreading (FGMT)

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- **Fine-Grain Multithreading (FGMT)**
  - Sacrifices significant single thread performance
  - + Tolerates all latencies (e.g., L2 misses, mispredicted branches, etc.)
  - Thread scheduling policy
    - Switch threads every cycle (round-robin), L2 miss or no
  - Pipeline partitioning
    - Dynamic, no flushing
    - Length of pipeline doesn't matter
  - Need a lot of threads
  - Extreme example: Denelcor HEP
    - So many threads (100+), it didn't even need caches
    - Failed commercially
  - Other example: Sun Niagara (aka Ultrasparc T1)
    - Four threads x Register windows → lots of registers

# Fine-Grain Multithreading

- FGMT
  - (Many) more threads
  - Multiple threads in pipeline at once

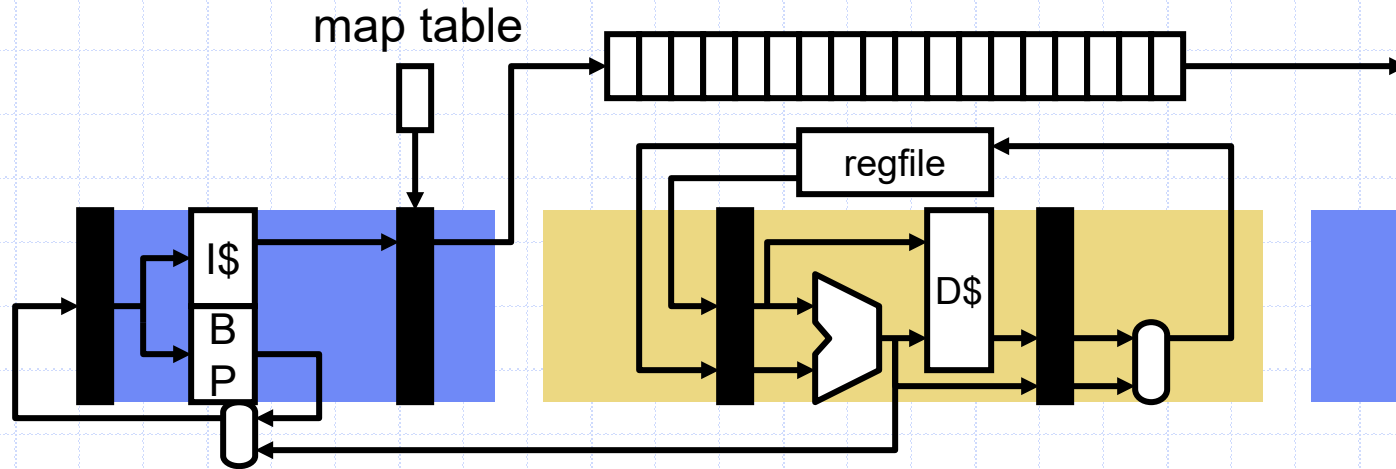


# Simultaneous Multithreading (SMT)

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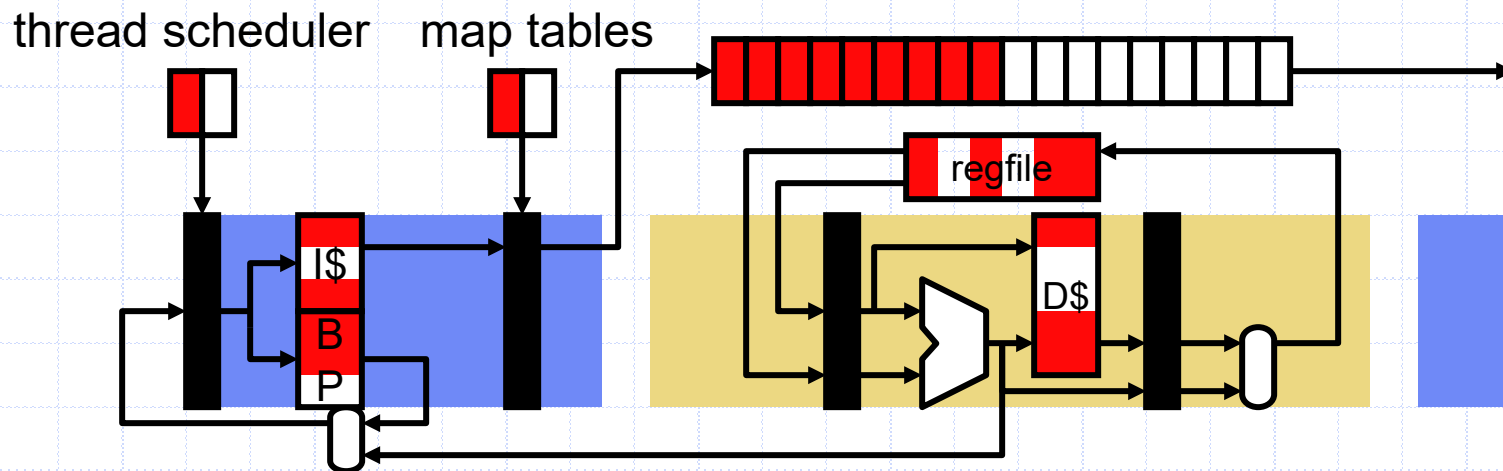
- Can we multithread an out-of-order machine?
  - Don't want to give up performance benefits
  - Don't want to give up natural tolerance of D\$ (L1) miss latency
- **Simultaneous multithreading (SMT)**
  - + Tolerates all latencies (e.g., L2 misses, mispredicted branches)
  - ± Sacrifices some single thread performance
  - Thread scheduling policy
    - Round-robin (just like FGMT)
  - Pipeline partitioning
    - Dynamic
  - Example: Pentium4 (hyper-threading): 5-way issue, 2 threads
  - Others: IBM, Intel, ...

# Simultaneous Multithreading (SMT)



- SMT

- Replicate map table, share physical register file. ROB?, LSQ?



# Issues for SMT

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- Cache interference
  - General concern for all MT variants
  - Can the working sets of multiple threads fit in the caches?
    - Shared memory SPMD threads help here
      - + Same insns → share I\$
      - + Shared data → less D\$ contention
  - Does working set of one thread fit in the caches?
    - If not, cache interference doesn't hurt much
    - MT increases memory-level parallelism (MLP)
      - Helps most for big "server" workloads
- Large map table and physical register file
  - $\text{\#mt-entries} = (\text{\#threads} * \text{\#arch-regs})$
  - $\text{\#phys-regs} = (\text{\#threads} * \text{\#arch-regs}) + \text{\#in-flight insns}$

# SMT Resource Partitioning

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- How are ROB/LSQ, RS partitioned in SMT?
  - Depends on what you want to achieve
- **Static partitioning**
  - Divide ROB/LSQ, RS into T static equal-sized partitions
  - + Ensures that low-IPC threads don't starve high-IPC ones
    - Low-IPC threads stall and occupy ROB/LSQ, RS slots
  - Low utilization
- **Dynamic partitioning**
  - Divide ROB/LSQ, RS into dynamically resizing partitions
  - Let threads fight amongst themselves
  - + High utilization
  - Possible starvation
  - ICOUNT: fetch policy prefers thread with fewest in-flight insns

# Power Implications of MT

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- Is MT (of any kind) power efficient?
  - Static power? Yes
    - Dissipated regardless of utilization
  - Dynamic power? Less clear, but probably yes
    - Highly utilization dependent
    - Major factor is additional cache activity
    - Some debate here
  - Overall? Yes
    - Static power relatively increasing



# MT for Reliability

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- Can multithreading help with reliability?
  - Design bugs/manufacturing defects? No
  - Gradual defects, e.g., thermal wear? No
  - Transient errors? Yes
- **Background: lock-step execution**
  - Two processors run same program and same time
  - Compare cycle-by-cycle; flush both and restart on mismatch
- **Staggered redundant multithreading (SRT)**
  - Run two copies of program at a slight stagger
  - Compare results, difference? Flush both copies and restart
    - Significant performance overhead
  - Other ways of doing this (e.g.,DIVA)

# SMT vs. CMP

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- If you wanted to run multiple threads would you build a...
  - Chip multiprocessor (CMP): multiple separate pipelines?
  - A multithreaded processor (SMT): a single larger pipeline?
- **Both will get you throughput on multiple threads**
  - CMP will be simpler, possibly faster clock
  - SMT will get you better performance (IPC) on a single thread
    - SMT is basically an ILP engine that converts TLP to ILP
    - CMP is mainly a TLP engine
- **Again, do both**
  - Sun's Niagara (UltraSPARC T1)
  - 8 processors, each with 4-threads (fine-grained threading)
  - 1Ghz clock, in-order, short pipeline (6 stages)
  - Designed for power-efficient "throughput computing"

# Multithreading Summary

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- Latency vs. throughput
- Partitioning different processor resources
- Three multithreading variants
  - Coarse-grain: no single-thread degradation, but long latencies only
  - Fine-grain: other end of the trade-off
  - Simultaneous: fine-grain with out-of-order
- Multithreading vs. chip multiprocessing