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Advanced Multithreading Architecture with Hardware based Thread Scheduling

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FPL 2010 in Milan



- Introduction to multithreading
- Architecture overview
- Thread scheduler
- Pipeline control
- Synthesis and Simulation results
- Conclusions



- Hardware support for effectively execute multiple threads on a single core
- Taxonomy
 - Fine Grained MT (IMT)
 - Coarse Grained MT (BMT) } Preferred for softcore implementation
 - Simultaneous MT
- Goals of the proposed architecture
 - Reduced hardware overhead
 - Low context switching penalty
 - Maintaining single thread performance

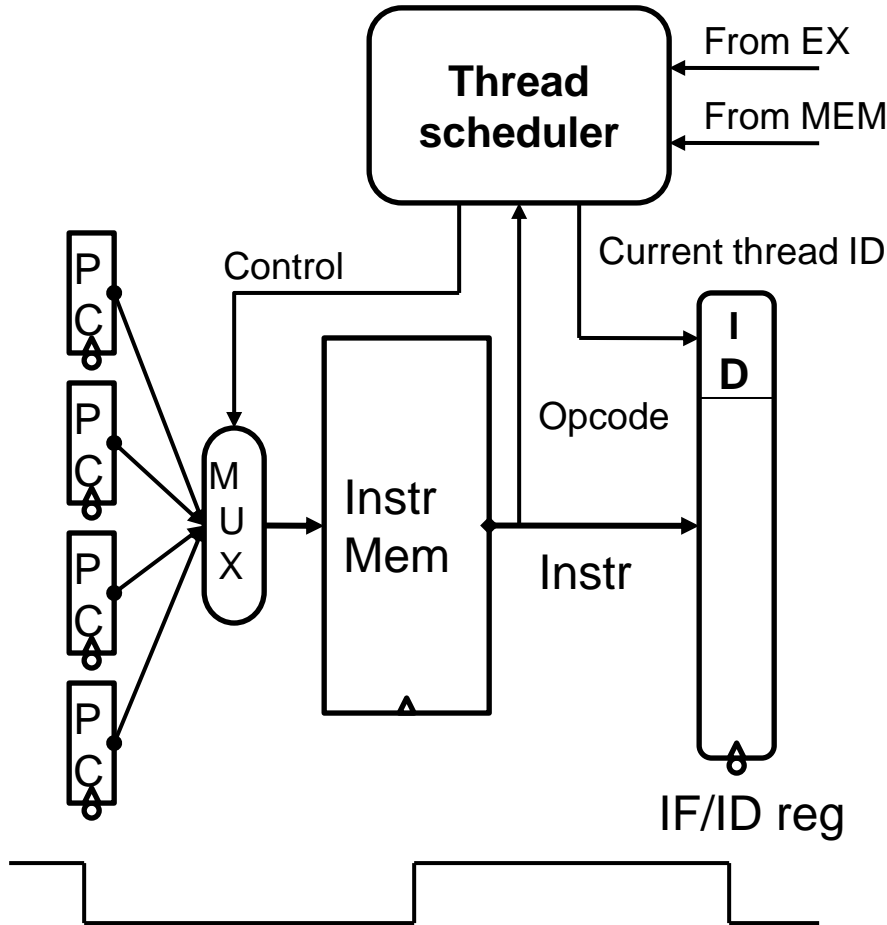


ECIT | Architecture overview

- Advanced thread management
- Zero context switch penalty
- “Temporary execution”
- 5 pipeline stages
- Supporting 4 threads each core
- MIPS ISA for prototyping



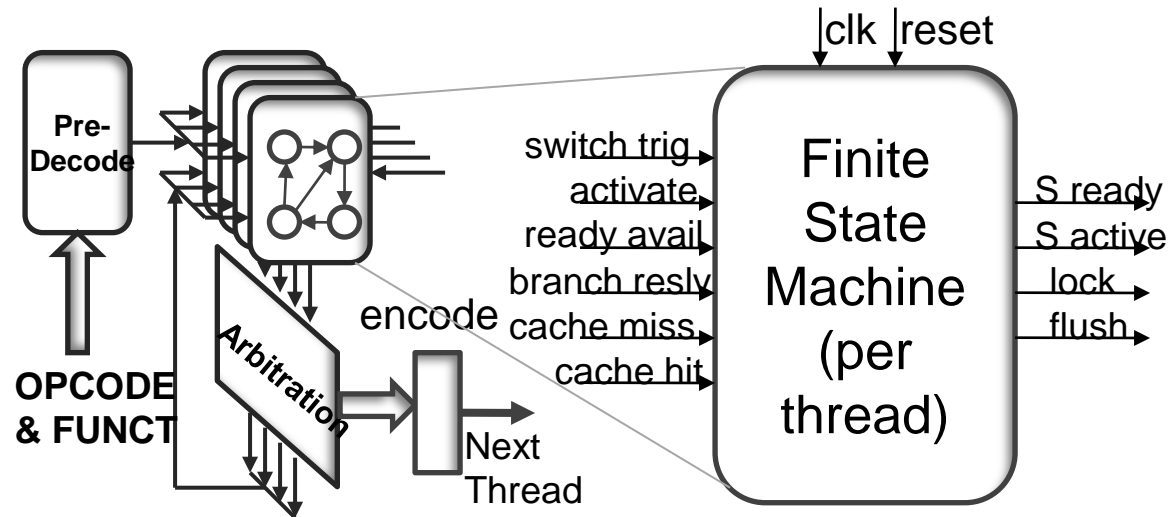
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- Pre-decodes the instruction
- Controls the thread switching
- Maintains the thread state
- Tracks the status of execution and memory access stages
- Decides the next active thread



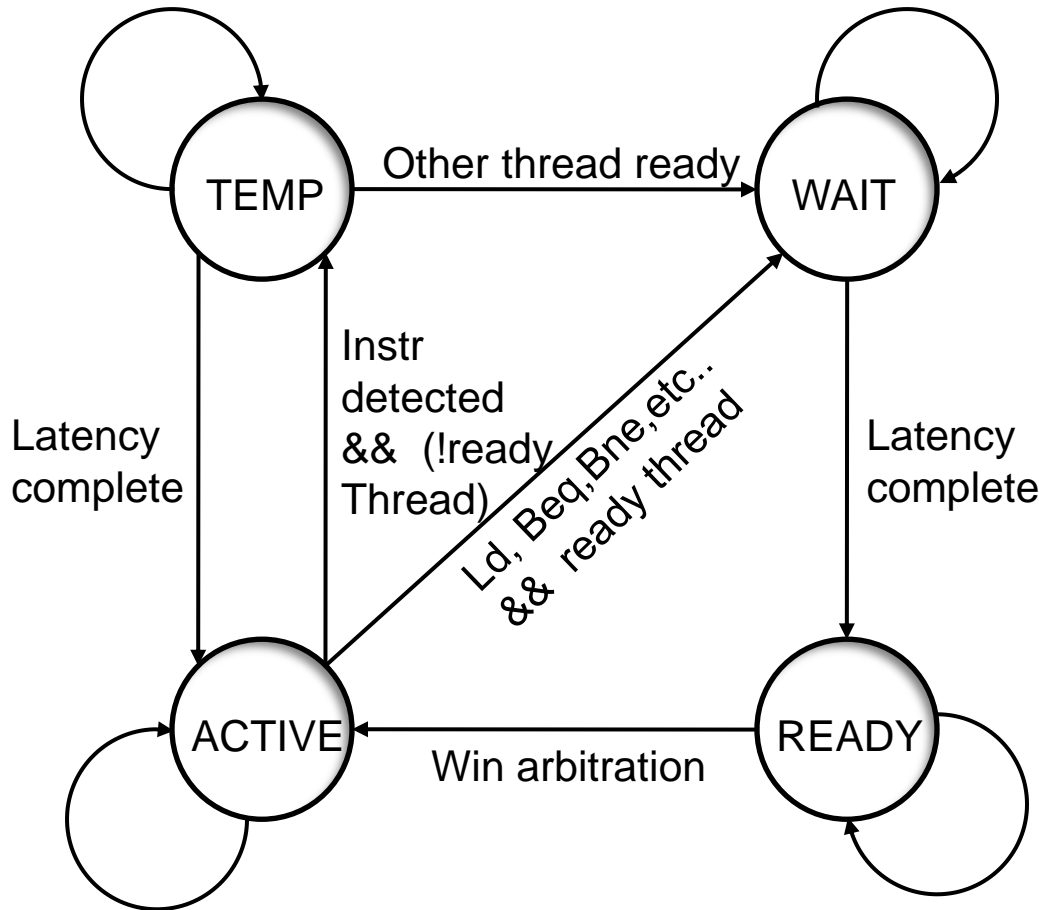
ECIT | Hardware Design



- Pre-decoding logic detects the instruction
- Finite state machine manages the thread state
- Arbitration logic decides the next active thread



ECIT | FSM State Diagram

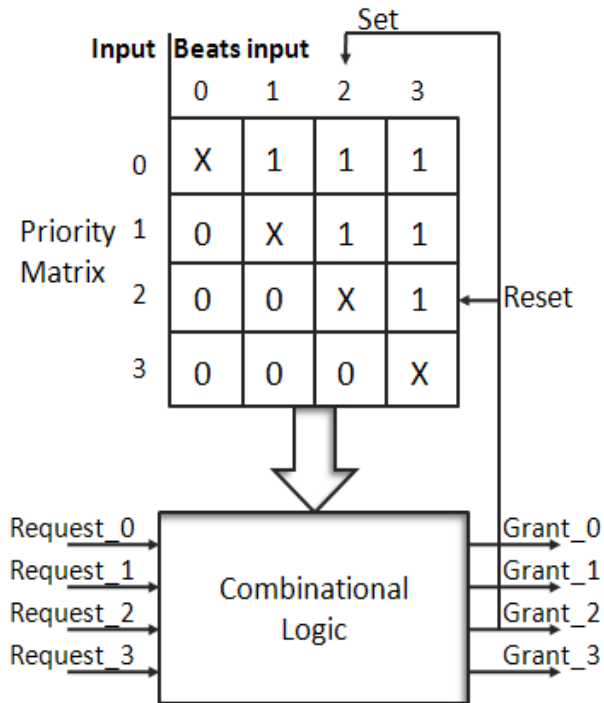


- **ACTIVE** : Thread is executing
- **WAIT** : Thread is waiting for branch decision or memory access
- **READY** : Thread is ready to be executed
- **Temp**: Instruction detected but no alternate thread

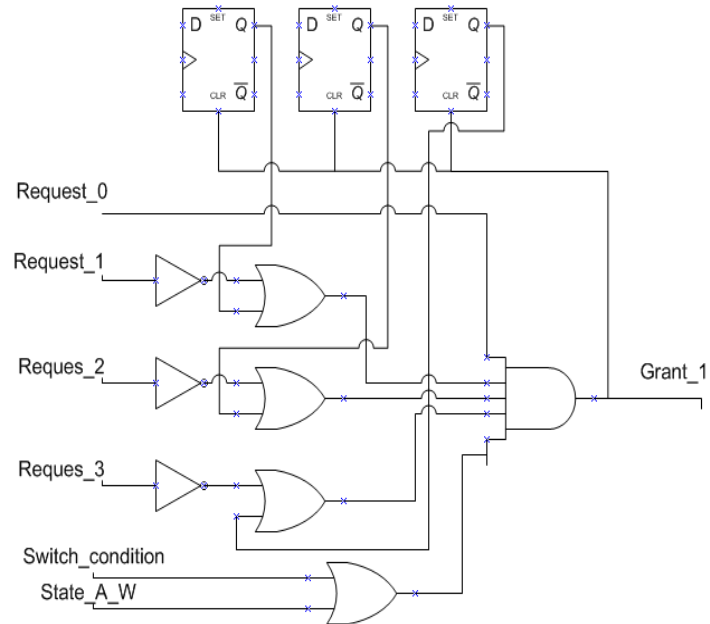


ECIT | Thread Arbitration

Structure



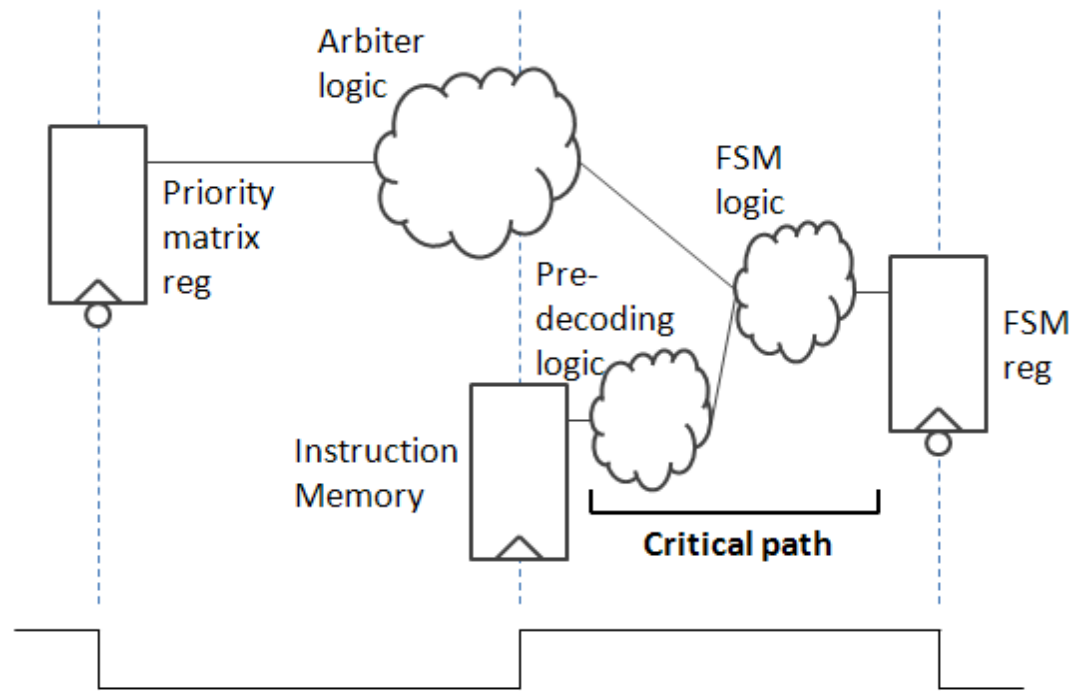
Circuit



- Least recently served scheme
- Matrix arbiter



ECIT | Critical Path



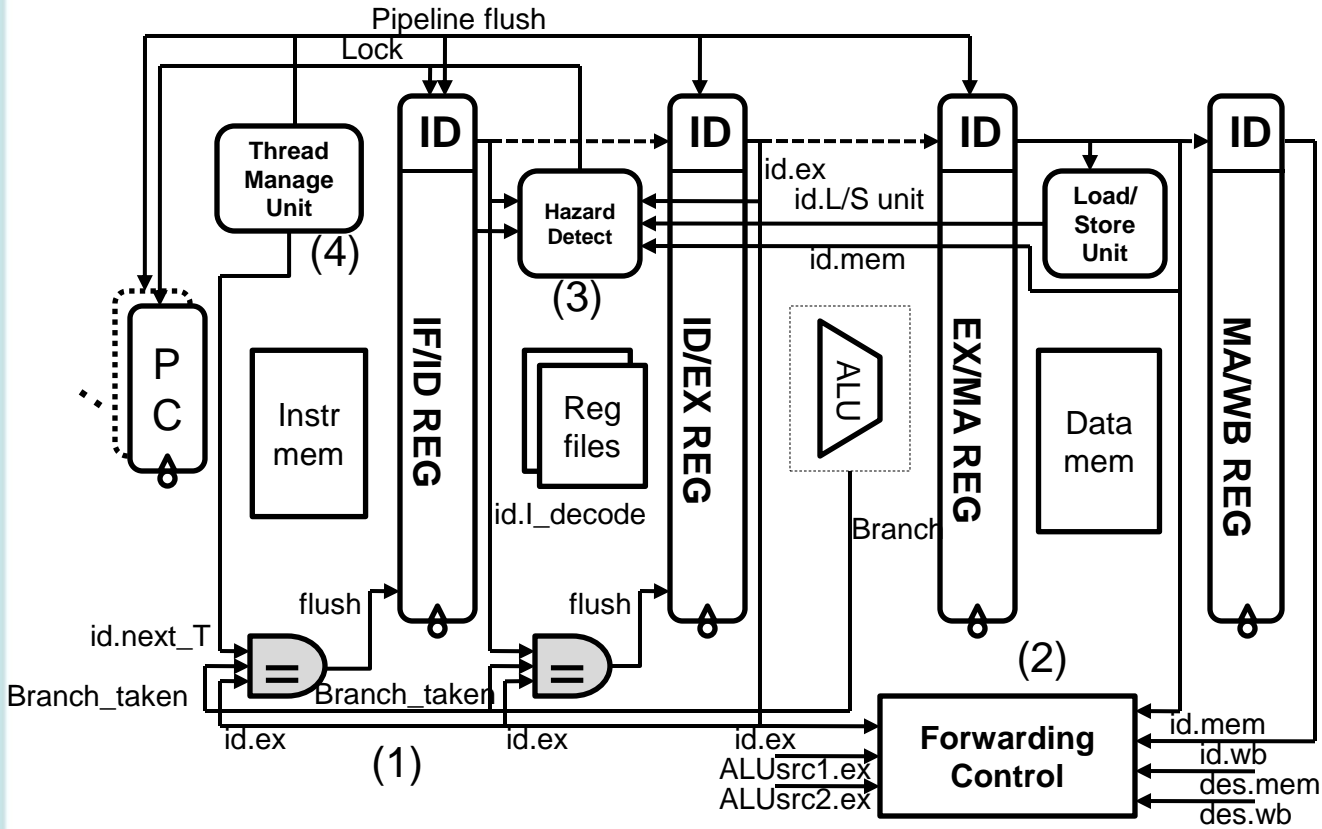
- Data are launched and latched at different clock edges, thus the scheduler is working at doubled clock rate
- Moving the thread arbitration logic out of the critical path and using one-hot encoding to increase the speed



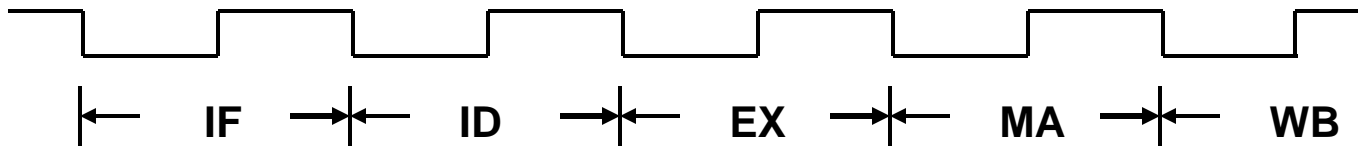
- Supporting multiple thread to share the pipeline resource
- Resolving the possible pipeline hazard
 - Control hazard
 - Data hazard
- Using thread tags to distinguish instructions from different threads



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- (1) Control hazard
- (2) Forwarding
- (3) Load delay
- (4) Pipeline lock & flush





1. Control hazard

- Hidden by the thread switching
- When no alternate thread and mis-prediction happens
 - ✓ Exam the ID of instructions
 - ✓ Flush the corresponding pipeline registers
 - ✓ Change the PC

2. Conventional RAW data hazard

- No effect to the performance
 - ✓ Exam the ID of instructions
 - ✓ Resolved by the forwarding logic



3. Load delay (RAW following load)

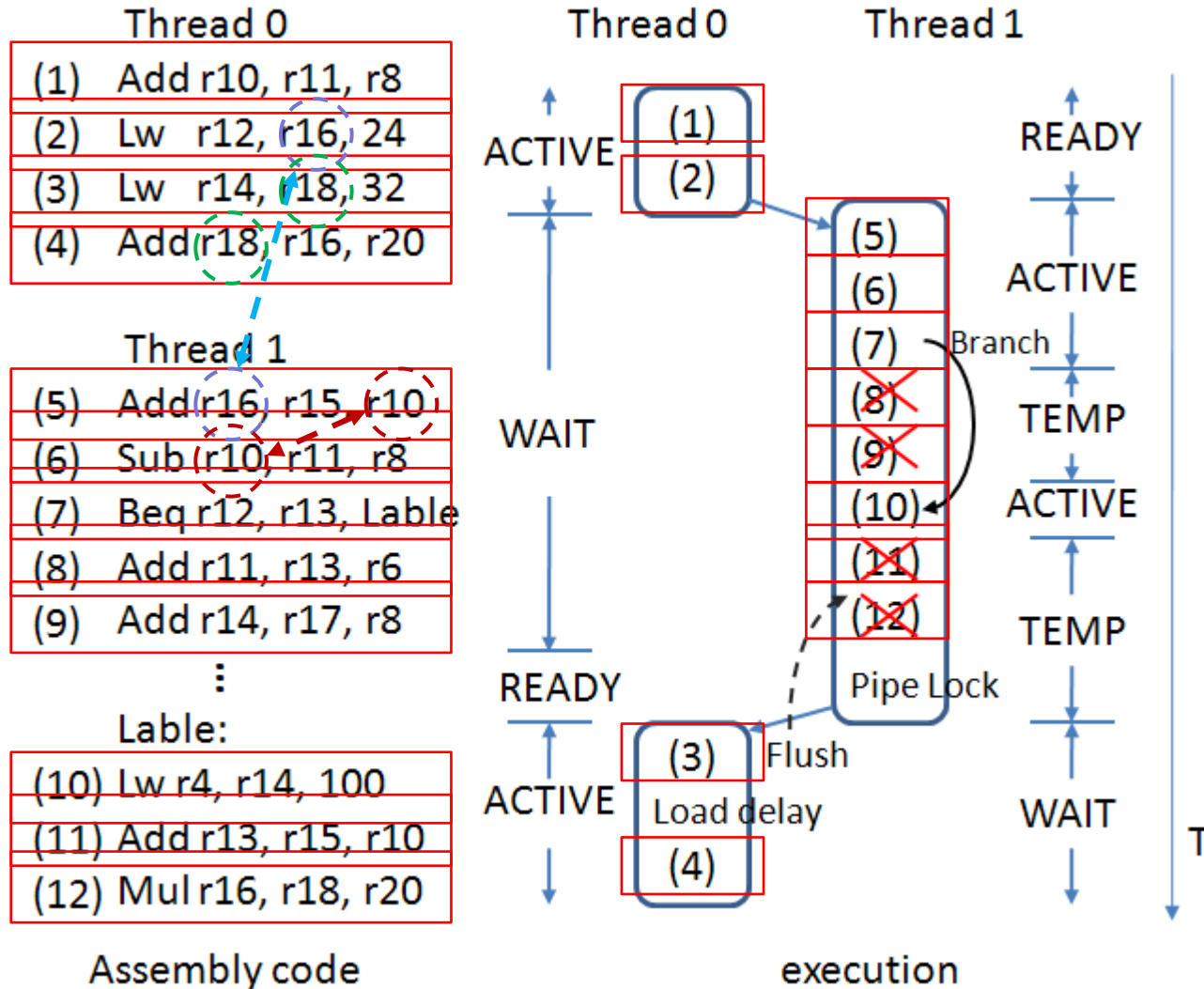
- Hidden by the thread switching
- When no alternate thread and dependence happens
 - ✓ Can not be resolved by the forwarding path
 - ✓ Stall the PC and IF/ID pipeline register

4. Cache missing without alternate thread

- Stall the pipeline
- When any other thread ready, switch to the ready thread, flush the pipeline, recover the context



ECIT | Example





- Logic overhead

TABLE I
SYNTHESIS RESULTS OF THE THREAD MANAGEMENT UNIT AND PIPELINE CONTROL

Components	Number of ALUTs	Number of Registers
Pre-decoding logic	3	0
FSM (total)	30	16
Arbitration logic	14	6
Control hazard logic	2	0
Forwarding path	78	0
Load delay control	6	0
Total	133	22

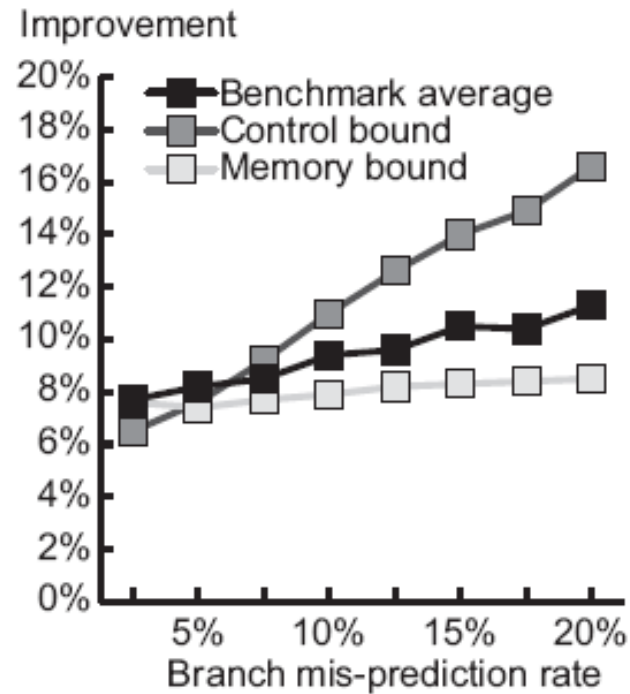
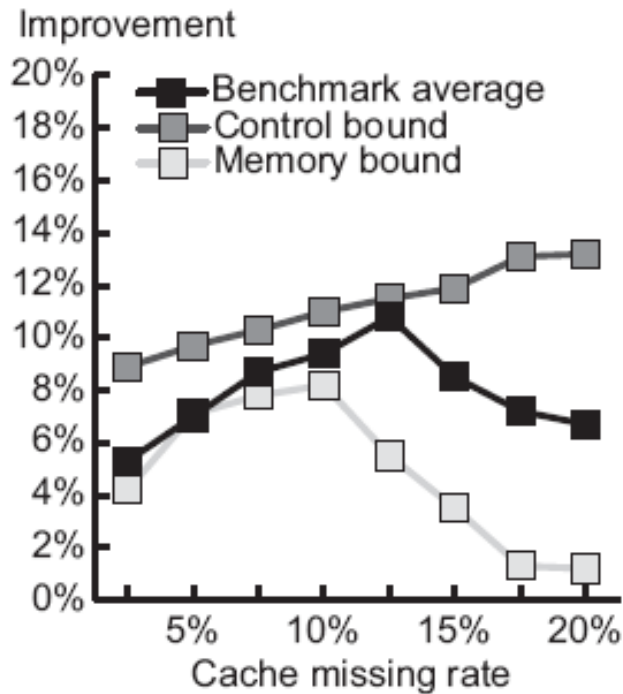
- Clock rate

TABLE II
STATIC TIMING ANALYSIS OF THE THREAD MANAGEMENT UNIT

Item	Value
Interconnection Delay	0.708 ns (45% of total)
Cell Delay	0.774 ns (50% of total)
uTco	0.066 ns (4% of total)
Fmax	324Mhz



Compared to a conventional BMT architecture



Reference:

Ye Lu, Sakir Sezer, John McCanny, Design and Analysis of an Advanced Static Blocked Multithreading Architecture, SOCC 2010



- We present a multithreading architecture that manages thread according to the thread state and instruction decoding
- The architecture can eliminate the context switching penalty while maintaining the single thread performance
- We demonstrant its performance and feasibility for softcore implementation



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| Q & A

Thanks for your attention

Questions?