



# 1-Bit Bimodal Prediction NT ← { 00 - Str NT, 01 - Mild NT }

## 2-bit Bimodal Sat Counter Predictor ← { 10 - Mild T, 11 - Str T }

- For each branch, keep track of what happened last time and use that outcome as the prediction

87% → 93%

- What are prediction accuracies for branches 1 and 2 below:

True outcome 0 1 1 1 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 0 1 0 ...

Predictor

```

while (1) {
  for (i=0; i<10; i++) {
    ...
  }
  for (j=0; j<20; j++) {
    ...
  }
}
    
```

BR1 → PC1 [1] PC3

branch-1: 00  $\xrightarrow{T}$  01  $\xrightarrow{T}$  10  $\xrightarrow{T}$  11  $\xrightarrow{T}$  11  $\xrightarrow{NT}$  10  $\xrightarrow{T}$  11

branch-2: [01]  $\xrightarrow{NT}$  01

Taken

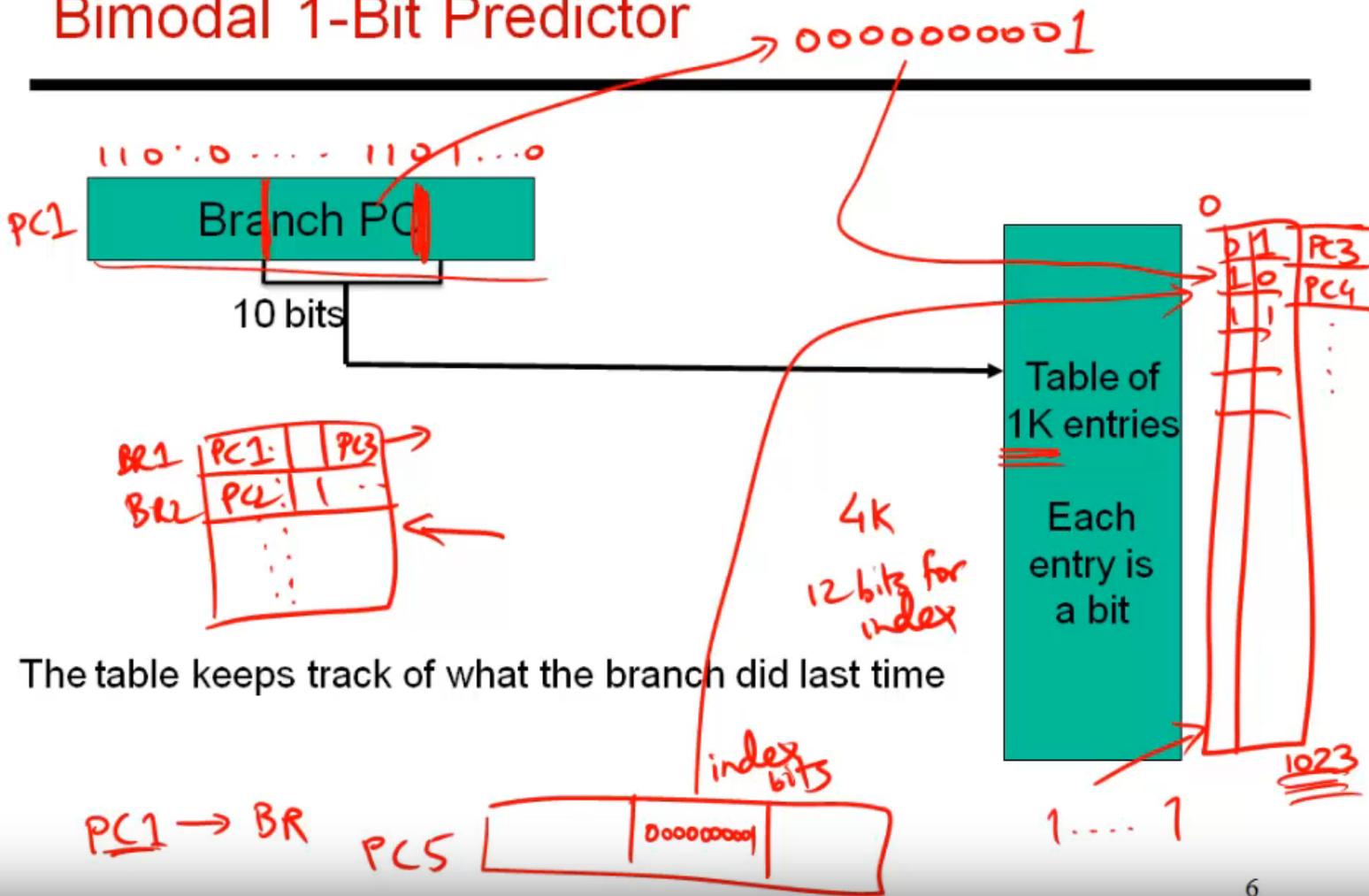
Taken - incr counter  
Not Taken - decr counter  
saturation 2-bit counter

9/10

19/20

28/30

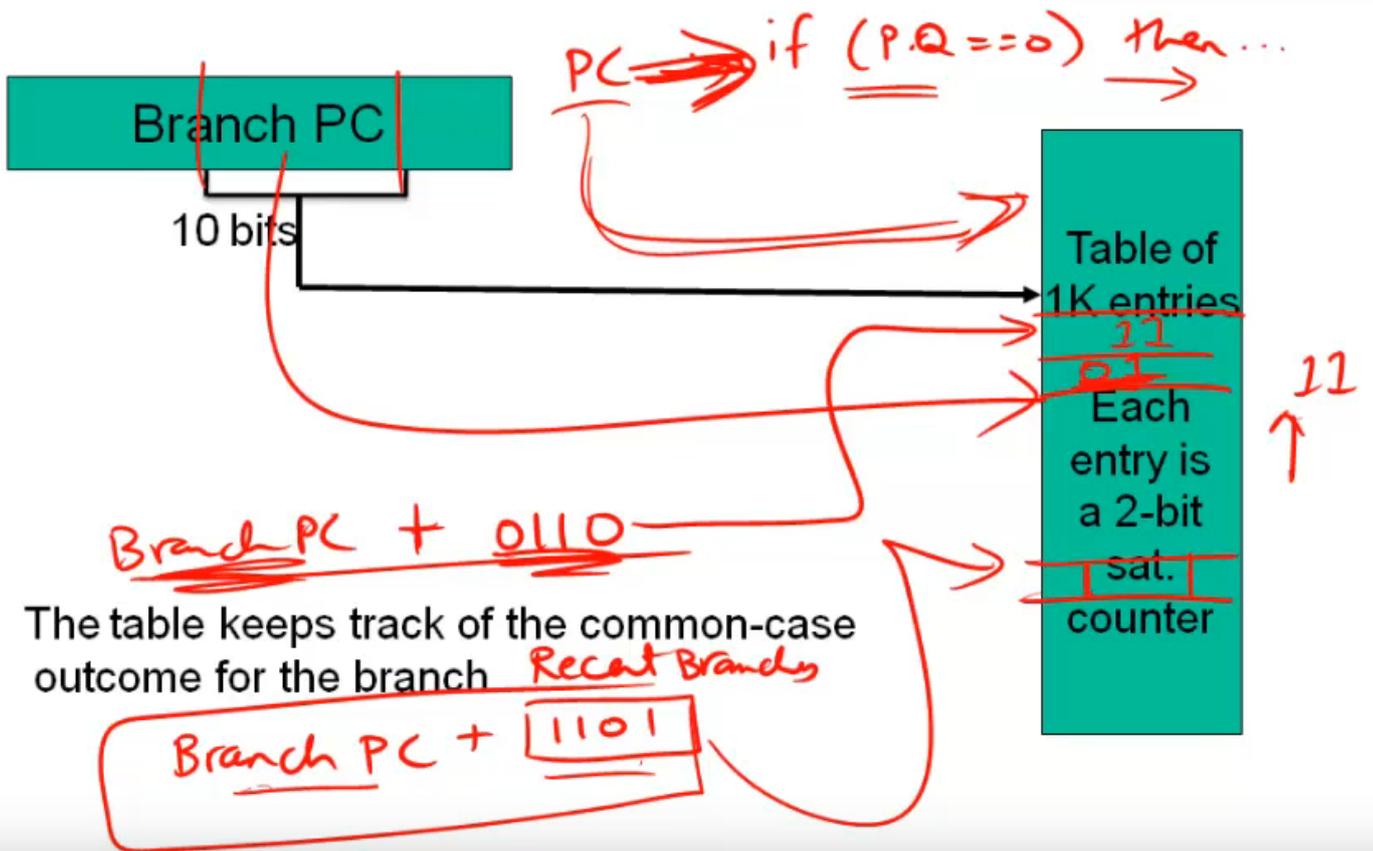
# Bimodal 1-Bit Predictor



The table keeps track of what the branch did last time

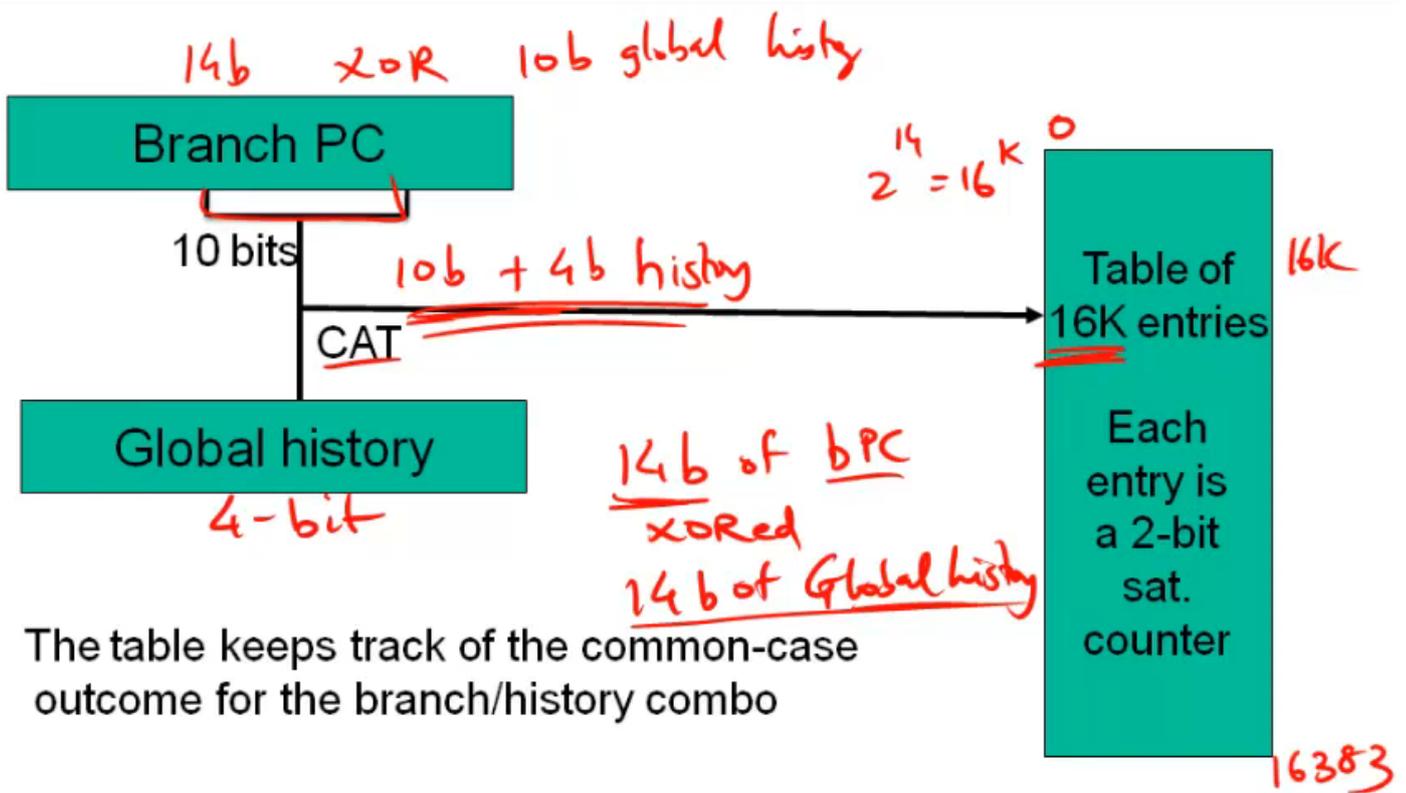
# Bimodal 2-Bit Predictor

*if (P==0) Then ...*



The table keeps track of the common-case outcome for the branch *Recast Branches*

# Global Predictor



# Local Predictor

for 1 → 5

1111 01111 011110  
 ↓ ↓  
 = =

87%, 93%

BR  
 Also a two-level predictor that only uses local histories at the first level

6 bits  
 Branch PC

Use 6 bits of branch PC to index into local history table

BR

6-bit index

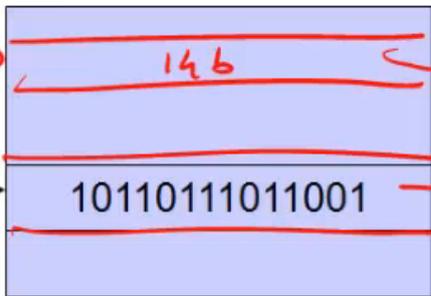


Table of 64 entries of 14-bit histories for a single branch

L1

14-bit index

14-bit history indexes into next level



L2

5-bit list

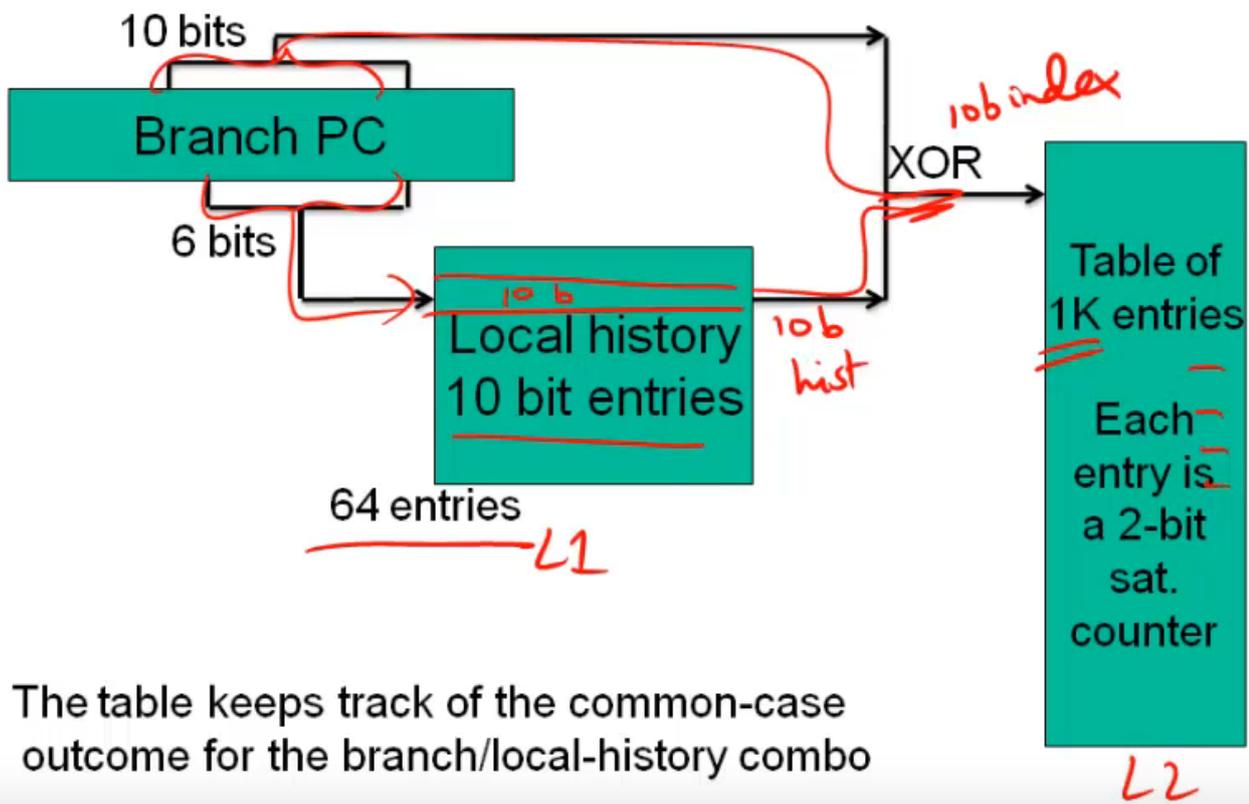
BR  
 BR



1 Taken  
 0 Not Taken

# Local Predictor

BR

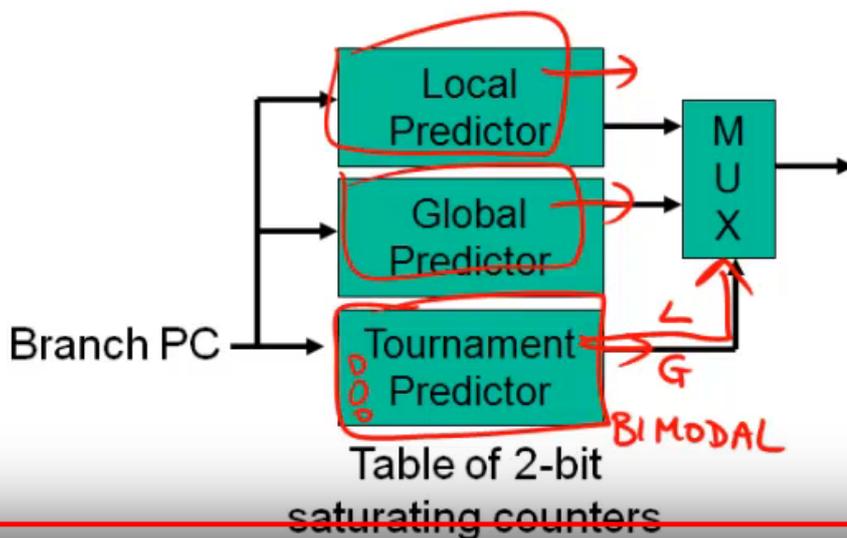


The table keeps track of the common-case outcome for the branch/local-history combo

# Tournament Predictors

10<sup>i</sup> → 87<sup>i</sup> → 93<sup>i</sup> → 94<sup>i</sup> → ~~95<sup>i</sup>~~ → 96<sup>i</sup>  
 G L T

- A local predictor might work well for some branches or programs, while a global predictor might work well for others
- Provide one of each and maintain another predictor to identify which predictor is best for each branch



Alpha 21264:  
 1K entries in level-1  
 1K entries in level-2  
 4K entries  
 12-bit global history  
 4K entries  
 Total capacity: ?

PC → JPC

0/1  
 T/N/T