

SimpleScalar

What is it?

SimpleScalar is a suite of processor simulators and supporting tools. The simulation architecture is called PISA, and is similar to the MIPS architecture.

Sim-outorder is an instruction-level simulator of an out-of-order issue superscalar processor. The memory system is two-level and there is speculative execution support. This is a performance simulator, tracking the latency of all pipeline operations.

What isn't it?

SimpleScalar doesn't have a graphical front-end like xspim or pcspim, a MIPS simulator. It also does not simulate an operating system, though a limited number of system calls are supported (they interface with the operating system that the simulator is run on).

Running sim-outorder

You can find the sim-outorder binary in the directory
/cse/courses/csep548/05sp/simplescalar/bin/

Optionally you can add this path to your PATH environment variable.

To invoke the simulator, type:

```
sim-outorder {-options} SimpleScalar executable {arguments} >& output file name
```

It is often handy to redirect a file to standard input by using < *input file name*.

General Options

<u>Option</u>	<u>Arguments</u>	<u>Default</u>
---------------	------------------	----------------

-config	<string>	<none>
---------	----------	--------

Load the configuration parameters from a file (one option per line).

-dumpconfig	<string>	<null>
-------------	----------	--------

Dump the configuration parameters to a file.

-h	<true false>	false
----	--------------	-------

Print help message.

-v	<true false>	false
----	--------------	-------

Verbose operation.

-d	<true false>	false
----	--------------	-------

Enable debug messages.

-i	<true false>	false
----	--------------	-------

Start in Dlite debugger.

- seed <int> 1
Random number generator seed (0 for timer seed).
- q <true|false> false
Initialize and terminate immediately.
- chkpt <string> <null>
Restore EIO trace execution from a file.
- redir:sim <string> <null>
Redirect simulator output to file (non-interactive only).
- redir:prog <string> <null>
Redirect simulated program output to file.
- nice <int> 0
Simulator scheduling priority.
- max:inst <uint> 0
Maximum number of instructions to execute.
- fastfwd <int> 0
Number of instructions skipped before timing starts.
- ptrace <string list...> <null>
Generate pipetrace <fname|stdout|stderr> <range> (see below).
- pcstat <string list...> <null>
Profile stat(s) against text addresses (multiple uses ok).
- bugcompat <true|false> false
Operate in backward-compatible bugs mode (for testing only).

Pipetrace range arguments are formatted as follows:

```
{{ @|#}<start>}:{{ @|#|+}<end>}
```

Both ends of the range are optional, if neither are specified, the entire execution is traced. Ranges that start with a `@' designate an address range to be traced, those that start with an `#' designate a cycle count range. All other range values represent an instruction count range. The second argument, if specified with a `+', indicates a value relative to the first argument, e.g., 1000:+100 == 1000:1100. Program symbols may be used in all contexts.

Examples:

```
-ptrace FOO.trc #0:#1000
-ptrace BAR.trc @2000:
-ptrace BLAH.trc :1500
-ptrace UXXE.trc :
-ptrace FOOBAR.trc @main:+278
```

Processor Configuration Options

<u>Option</u>	<u>Arguments</u>	<u>Default</u>
-fetch:ifqsize	<int>	4
Instruction fetch queue size (instructions).		
-fetch:mplat	<int>	3
Extra branch mis-prediction latency.		
-fetch:speed	<int>	1
Speed of front-end of machine relative to execution core.		
-decode:width	<int>	4
Instruction decode bandwidth (instructions/cycle)		
-issue:width	<int>	4
Instruction issue bandwidth (instructions/cycle)		
-issue:inorder	<true false>	false
Run pipeline with in-order issue.		
-issue:wrongpath	<true false>	true
Issue instructions down wrong execution paths.		
-commit:width	<int>	4
Instruction commit bandwidth (instructions/cycle).		
-ruu:size	<int>	16
Register update unit (RUU) size.		
-lsq:size	<int>	8
Load/store queue (LSQ) size.		
-res:ialu	<int>	4
Total number of integer ALUs available.		
-res:imult	<int>	1
Total number of integer multiplier/dividers available.		

-res:memport <int> 2
Total number of memory system ports available (to CPU).

-res:fpalu <int> 4
Total number of floating point ALUs available.

-res:fpmult <int> 1
Total number of floating point multiplier/dividers available.

Branch Predictor Configuration Options

<u>Option</u>	<u>Arguments</u>	<u>Default</u>
---------------	------------------	----------------

-bpred	<string>	bimod
--------	----------	-------

Branch predictor type {nottaken|taken|perfect|bimod|2lev|comb}

-bpred:bimod	<int>	2048
--------------	-------	------

Bimodal predictor (uses a branch target buffer with 2 bit counters) table size.

-bpred:2lev	<int list...>	1 1024 8 0
-------------	---------------	------------

2-level predictor configuration (l1size l2size hist_size xor).

-bpred:comb	<int>	1024
-------------	-------	------

Combining predictor meta table size.

-bpred:ras	<int>	8
------------	-------	---

Return address stack size (0 for no return stack).

-bpred:btb	<int list...>	512 4
------------	---------------	-------

BTB configuration (num_sets associativity)

-bpred:spec_upde	<string>	<null>
------------------	----------	--------

Speculative predictors update in {ID|WB} (default non-speculative).

Branch predictor configuration examples for 2-level predictor:

Configurations: N, M, W, X

N	# entries in first level (# of shift register(s))
W	width of shift register(s)
M	# entries in 2nd level (# of counters, or other FSM)
X	(yes-1/no-0) xor history and address for 2nd level index

The predictor `comb' combines a bimodal and a 2-level predictor.

Memory Subsystem Configuration Options

<u>Option</u>	<u>Arguments</u>	<u>Default</u>
-cache:d11	<string>	d11:128:32:4:1
L1 data cache configuration {<config> none} (see below).		
-cache:d11lat	<int>	1
L1 data cache hit latency (cycles).		
-cache:d12	<string>	ul2:1024:64:4:1
L2 data cache configuration {<config> none} (see below).		
-cache:d12lat	<int>	6
L2 data cache hit latency (cycles).		
-cache:il1	<string>	il1:512:32:1:1
L1 inst cache configuration {<config> d11 d12 none} (see below).		
-cache:il1lat	<int>	1
L1 instruction cache hit latency (cycles).		
-cache:il2	<string>	d12
L2 instruction cache configuration {<config> d12 none} (see below).		
-cache:il2lat	<int>	6
L2 instruction cache hit latency (cycles).		
-cache:flush	<true false>	false
Flush caches on system calls.		
-cache:icompres	<true false>	false
Convert 64-bit inst addresses to 32-bit inst equivalents.		
-mem:lat	<int list...>	18 2
Memory access latency (<first_chunk> <inter_chunk>).		
-mem:width	<int>	8
Memory access bus width (bytes).		
-tlb:itlb	<string>	itlb:16:4096:4:1
Instruction TLB configuration {<config> none} (see below).		
-tlb:dtlb	<string>	dtlb:32:4096:4:1
Data TLB configuration {<config> none} (see below).		
-tlb:lat	<int>	30

Inst/data TLB miss latency (cycles).

The cache configuration parameter <config> has the following format:

```
<name>:<nsets>:<bsize>:<assoc>:<repl>
  <name>   name of the cache being defined
  <nsets>   number of sets in the cache
  <bsize>   block size of the cache
  <assoc>   associativity of the cache
  <repl>   block replacement strategy, 'l'-LRU, 'f'-FIFO, 'r'-random
```

Examples:

```
-cache:dl1 dl1:4096:32:1:1
-dtlb dtlb:128:4096:32:r
```

Cache levels can be unified by pointing a level of the instruction cache hierarchy at the data cache hierarchy using the "dl1" and "dl2" cache configuration arguments. Most sensible combinations are supported, e.g.,

A unified l2 cache (il2 is pointed at dl2):

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

Or, a fully unified cache hierarchy (il1 pointed at dl1):

```
-cache:il1 dl1
-cache:dl1 ul1:256:32:1:1 -cache:dl2 ul2:1024:64:2:1
```

Simulation Outputs

General Simulation Statistics

sim_num_insn	total number of instructions committed
sim_num_refs	total number of loads and stores committed
sim_num_loads	total number of loads committed
sim_num_stores	total number of stores committed
sim_num_branches	total number of branches committed
sim_elapsed_time	total simulation time (seconds)
sim_inst_rate	simulation speed (instructions/second)
sim_total_insn	total number of instructions executed
sim_total_refs	total number of loads and stores executed
sim_total_loads	total number of loads executed
sim_total_stores	total number of stores executed
sim_total_branches	total number of branches executed
sim_cycle	total simulation time (cycles)
sim_IPC	instructions per cycle

sim_CPI	cycles per instruction
sim_exec_BW	total instructions (mis-speculated + committed) per cycle
sim_IPB	instructions per branch

Instruction Fetch Queue (IFQ) Statistics

IFQ_count	cumulative IFQ occupancy
IFQ_fcount	cumulative IFQ full count
ifq_occupancy	average IFQ occupancy (instructions)
ifq_rate	average IFQ dispatch rate (instructions/cycle)
ifq_latency	average IFQ occupant latency (cycles)
ifq_full	fraction of time (cycles) IFQ was full

Register Update Unit (RUU) Statistics – a.k.a. commit unit

RUU_count	cumulative RUU occupancy
RUU_fcount	cumulative RUU full count
ruu_occupancy	average RUU occupancy (instructions)
ruu_rate	average RUU dispatch rate (instructions/cycle)
ruu_latency	average RUU occupant latency (cycles)
ruu_full	fraction of time (cycles) RUU was full

Load/Store Queue (LSQ) Statistics

LSQ_count	cumulative LSQ occupancy
LSQ_fcount	cumulative LSQ full count
lsq_occupancy	average LSQ occupancy (instructions)
lsq_rate	average LSQ dispatch rate (instructions/cycle)
lsq_latency	average LSQ occupant latency (cycles)
lsq_full	fraction of time (cycles) LSQ was full

Instruction Issue and Retirement (Commit) Statistics

sim_slip	total number of slip cycles
avg_sim_slip	the average slip between issue and retirement

Branch Predictor Statistics

JR = Jump Register instruction

bpred_bimod.lookups	total number of branch predictor lookups
bpred_bimod.updates	total number of updates
bpred_bimod.addr_hits	total number of address-predicted hits
bpred_bimod.dir_hits	total number of direction-predicted hits (includes addr_hits)
bpred_bimod.misses	total number of misses
bpred_bimod.jr_hits	total number of address-predicted hits for JRs
bpred_bimod.jr_seen	total number of JRs seen
bpred_bimod.jr_non_ras_hits.PP	total number of address-predicted hits for non-return address stack (RAS) JRs
bpred_bimod.jr_non_ras_seen.PP	total number of non-RAS JRs seen

<code>bpred_bimod.bpred_addr_rate</code>	branch address-prediction rate (address-hits/updates)
<code>bpred_bimod.bpred_dir_rate</code>	branch direction-prediction rate (all-hits/updates)
<code>bpred_bimod.bpred_jr_rate</code>	JR address-prediction rate (JR addr-hits/JRs seen)
<code>bpred_bimod.bpred_jr_non_ras_rate.PP</code>	non-RAS JR address-prediction rate (non-RAS JR hits/JRs seen)
<code>bpred_bimod.retstack_pushes</code>	total number of address pushed onto RAS
<code>bpred_bimod.retstack_pops</code>	total number of address popped off of RAS
<code>bpred_bimod.used_ras.PP</code>	total number of RAS predictions used
<code>bpred_bimod.ras_hits.PP</code>	total number of RAS hits
<code>bpred_bimod.ras_rate.PP</code>	RAS prediction rate (RAS hits/used RAS)

Cache Statistics

These are gathered appropriately for `il1`, `dl1`, `il2`, `dl2`, `ul1`, `ul2`, `itlb` and `dtlb`:

<code>cache.accesses</code>	total number of accesses
<code>cache.hits</code>	total number of hits
<code>cache.misses</code>	total number of misses
<code>cache.replacements</code>	total number of replacements
<code>cache.writebacks</code>	total number of writebacks
<code>cache.invalidations</code>	total number of invalidations
<code>cache.miss_rate</code>	miss rate (misses/reference)
<code>cache.repl_rate</code>	replacement rate (replacements/reference)
<code>cache.wb_rate</code>	writeback rate (wrbks/ref)
<code>cache.inv_rate</code>	invalidation rate (invs/ref)

Miscellaneous Statistics

<code>sim_invalid_addr</code>	total non-speculative bogus addresses seen (debug variable)
<code>ld_text_base</code>	program text (code) segment base
<code>ld_text_size</code>	program text (code) size (bytes)
<code>ld_data_base</code>	program initialized data segment base
<code>ld_data_size</code>	program initialized <code>`.data'</code> and uninitialized <code>`.bss'</code> size (bytes)
<code>ld_stack_base</code>	program stack segment base (highest address in stack)
<code>ld_stack_size</code>	program initial stack size
<code>ld_prog_entry</code>	program entry point (initial PC)
<code>ld_envirion_base</code>	program environment base address address
<code>ld_target_big_endian</code>	target executable endian-ness, non-zero if big endian
<code>mem.page_count</code>	total number of pages allocated
<code>mem.page_mem</code>	total size of memory pages allocated
<code>mem.ptab_misses</code>	total first level page table misses
<code>mem.ptab_accesses</code>	total page table accesses
<code>mem.ptab_miss_rate</code>	first level page table miss rate