

# The Design Complexity of Program Undo Support in a General Purpose Processor

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# Processor with program undo support

- ❁ Speculative execution over large code sections
- ❁ Rollback/re-play of program execution
- ❁ Very low overhead
- ❁ Speculation exposed to the software



# Applications of program undo

- ✿ Safety net for speculating over:
  - ✿ correctness of aggressive optimizations:
    - ✿ thread level speculation, value prediction, speculative synchronization
  - ✿ system reliability:
    - ✿ software - primitive for software debugging

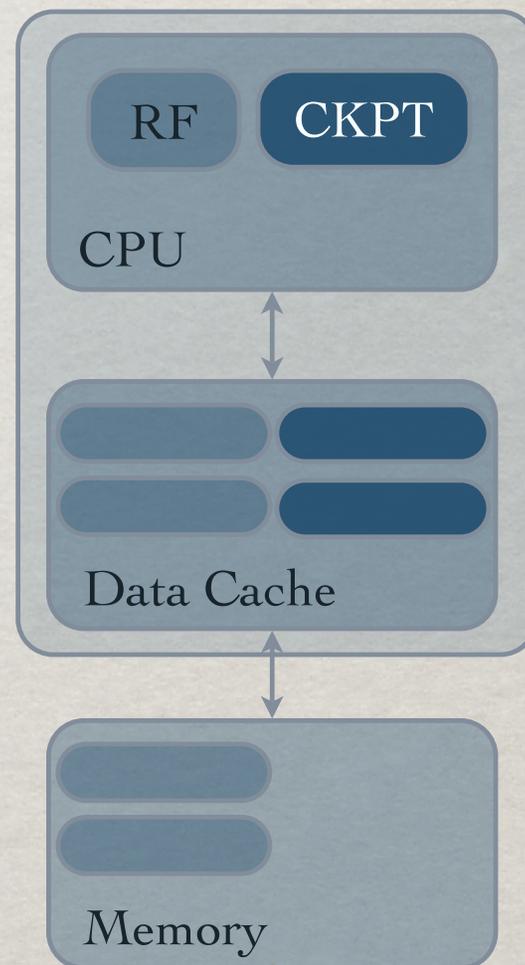
# How complex is program undo support?

- ✱ Determined the hardware needed
- ✱ Implemented it in a simple processor
- ✱ Prototyped it using FPGA technology
- ✱ Estimated complexity using three metrics:
  - ✱ Hardware overhead, development time, VHDL code size

# Implementation of program undo support

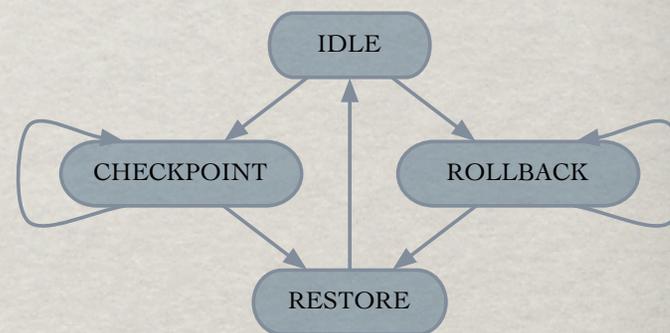
✿ Save/restore processor state, buffer speculative data, control transitions:

1. Register checkpointing and restoration
2. Data cache that buffers speculative data
3. Instructions enable/disable speculation on-the-fly



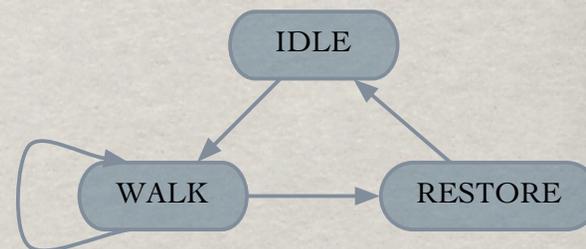
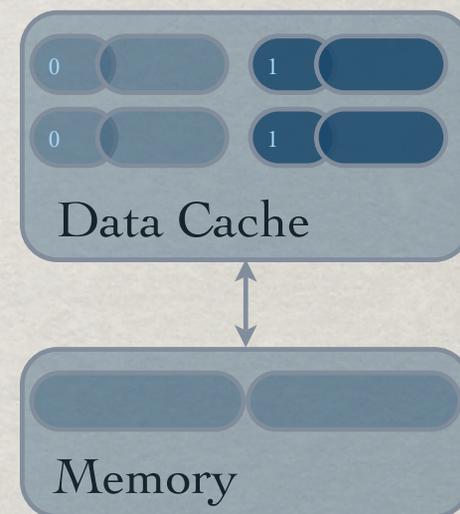
# Register checkpointing

- ✿ Beginning of the speculative section
  - ✿ RF saved into a Shadow RF
  - ✿ PC, state registers are saved
- ✿ End of speculative section
  - ✿ Commit: discard checkpoint
  - ✿ Rollback: restore RF & PC



# Data cache extensions

- ☼ Holds both speculative and non-speculative data
- ☼ Speculative lines will not be evicted to memory
- ☼ Cache walk state machine:
  - ☼ Commit: merge lines
  - ☼ Rollback: invalidate speculative lines



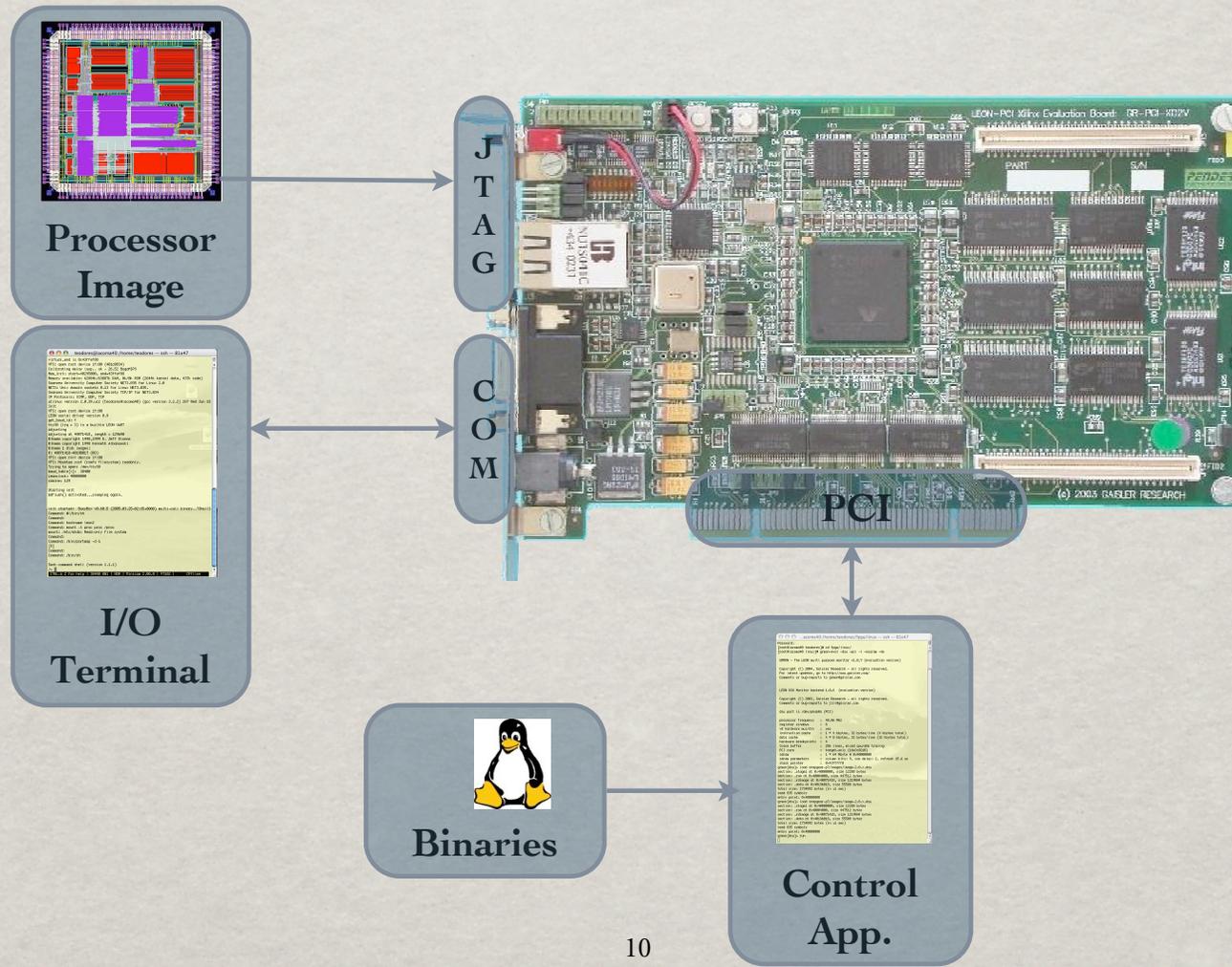
# Software control

- ✿ Give the compiler control over speculative execution
- ✿ Added control instructions:
  - ✿ Begin speculation
  - ✿ End speculation (commit or rollback)
- ✿ We use SPARC's special access load
  - ✿ `LDA [r0] code, r1`

# Hardware prototype

- ✿ LEON2 - SPARC V8 compliant processor
- ✿ In-order, single issue, 5-stage pipeline
- ✿ Windowed register file
- ✿ L1 instruction and data caches
- ✿ Synthesizable, open source VHDL code
- ✿ Fully functional, runs Linux embedded

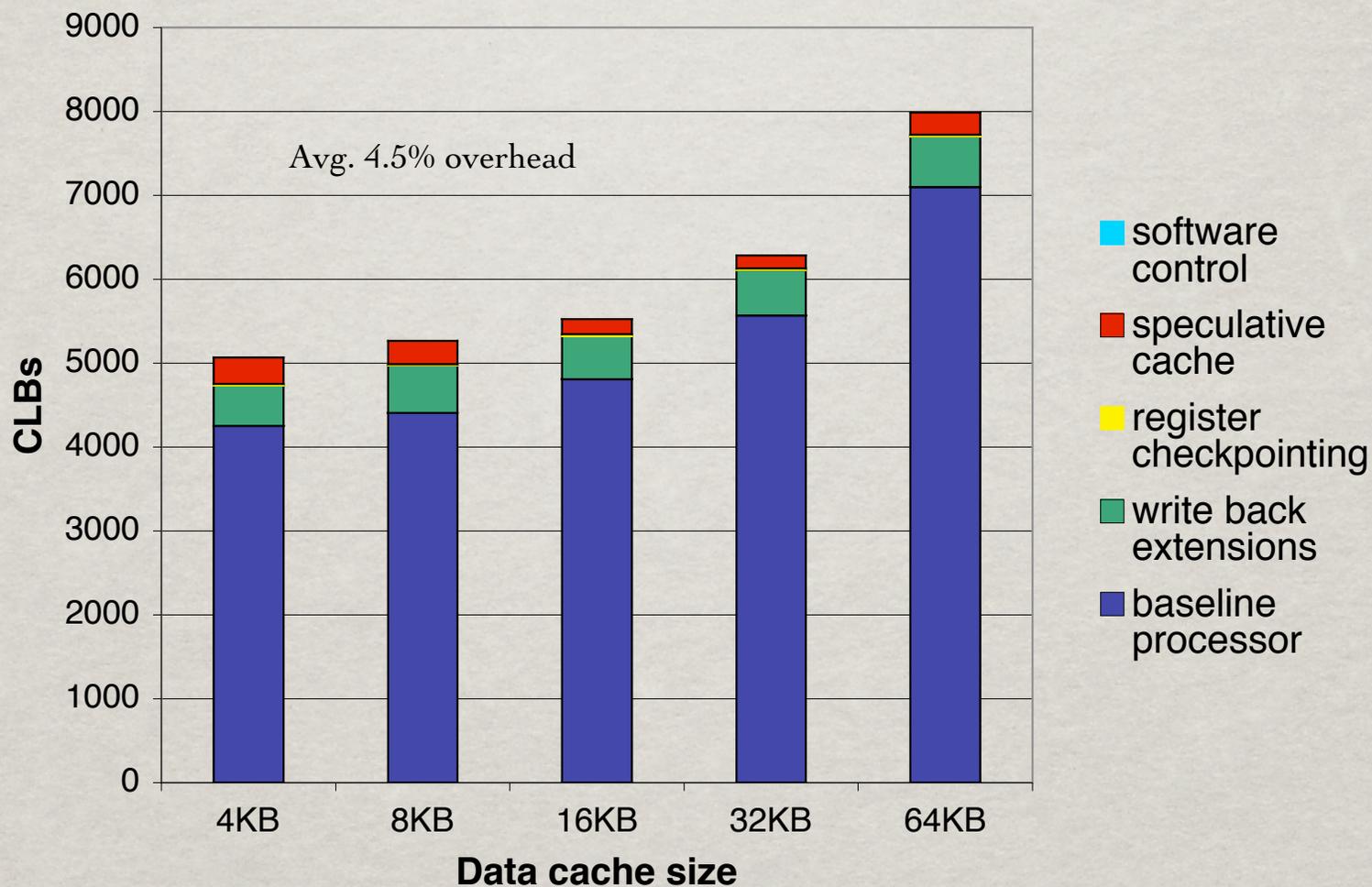
# System deployment



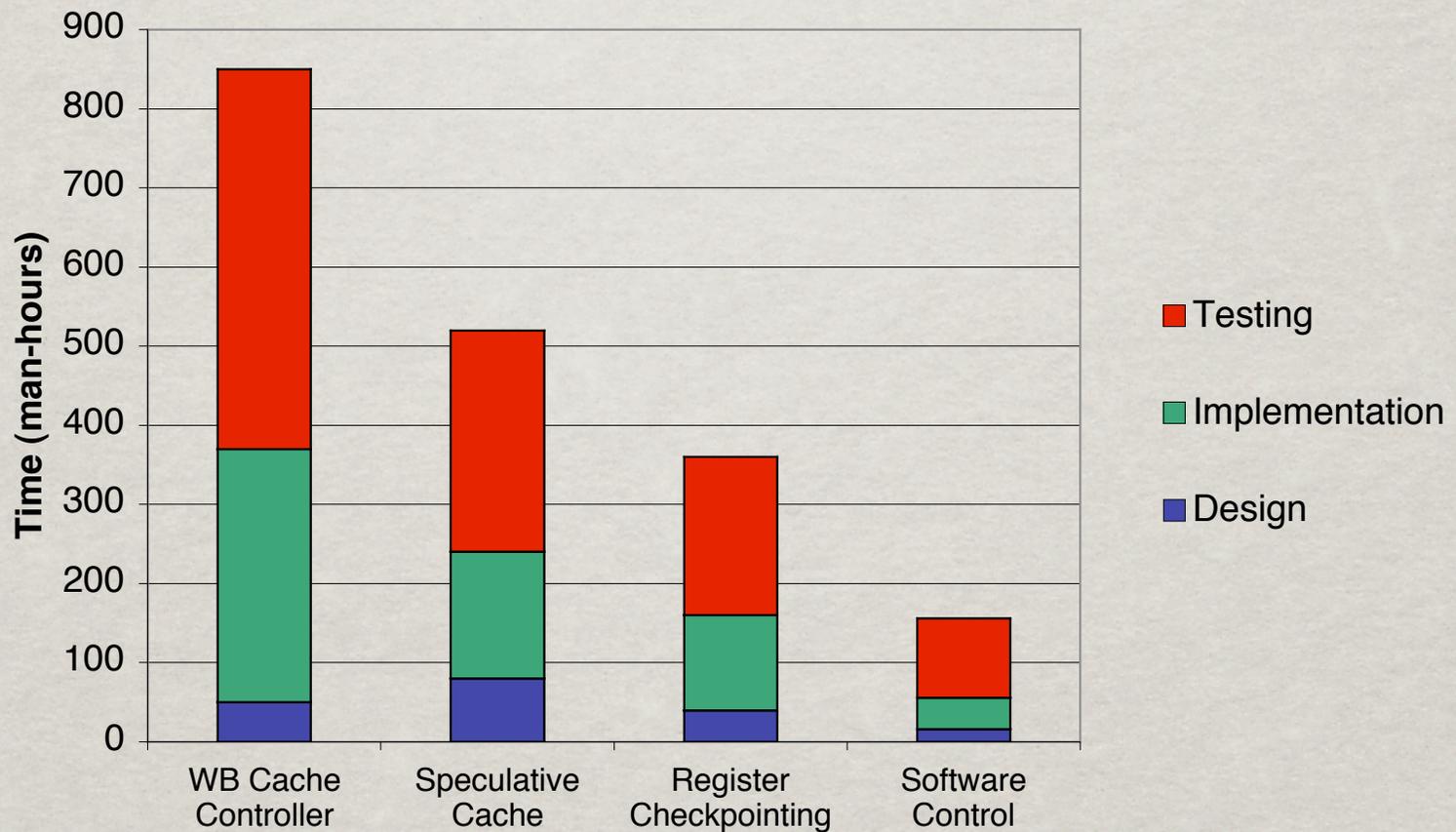
# Evaluating design complexity

- ✱ Hardware overhead, development time, VHDL code size
- ✱ Major components:
  - ✱ register checkpointing
  - ✱ speculative cache
  - ✱ software control
- ✱ Comparison: write-back cache controller

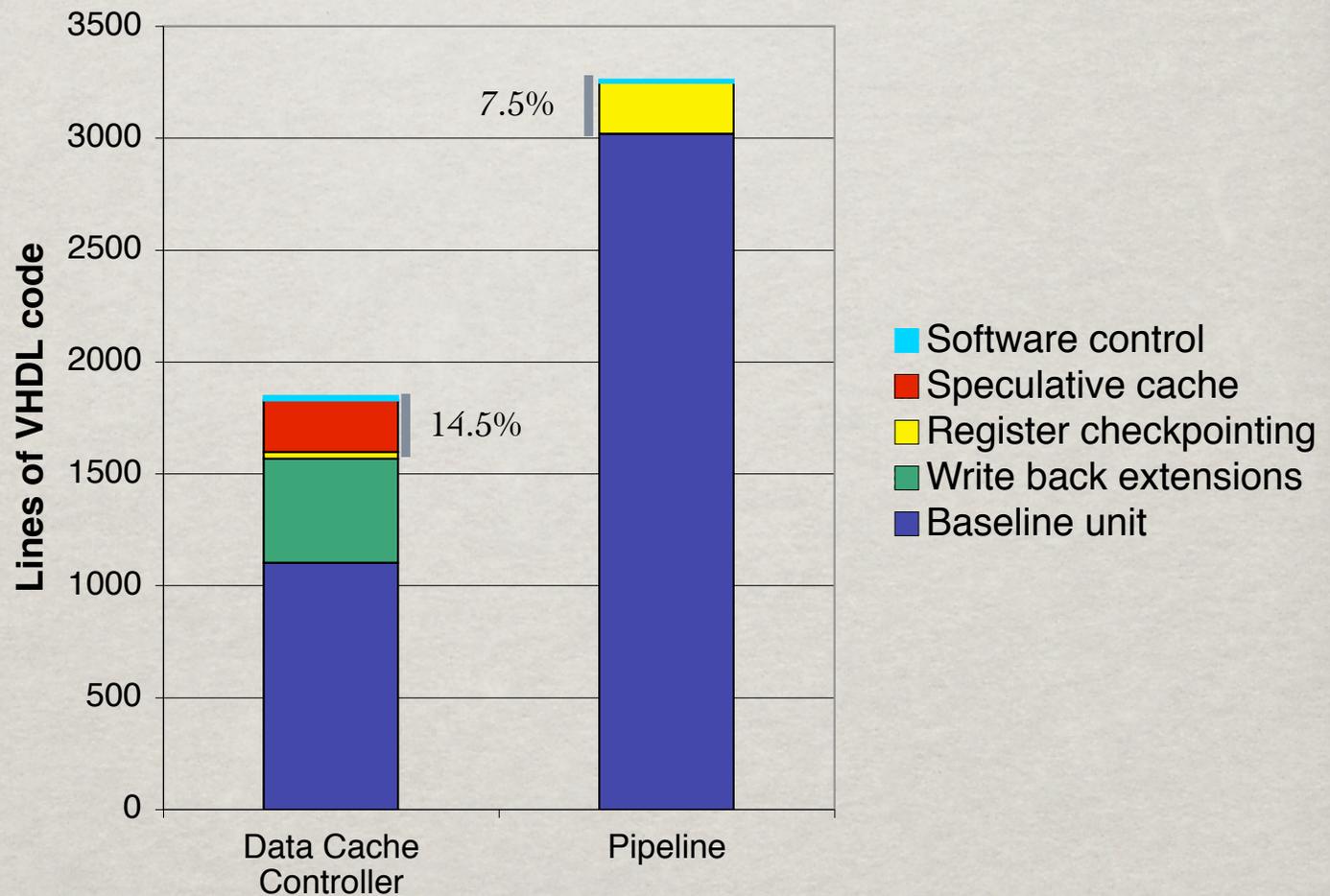
# Hardware overhead



# Development time



# Lines of code



# Conclusions

- ✻ Program undo support is reasonably easy to implement
- ✻ Complexity similar to adding write-back support to a write-through cache controller
- ✻ Qualifying factor:
  - ✻ Relatively simple processor

# Thank you!

## Short demo and questions...