## EE 334 COMPUTER ARCHITECTURE HOMEWORK 9 BRANCH TARGET BUFFER

You are to continue working on your program to simulate a branch target buffer (BTB). The figure below shows the basic structure of the BTB; this buffer was presented in class, The BTB is used for dynamic branch prediction which is described in the textbook (pages 421-423).

	-	Current PC	Predicted PC	Prediction	Busy
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PC					
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		:	:	:	:
PC-		:	:	÷	:

Below are some of the *minimum* requirements for your BTB:

- BTB size: 1K entries (1024 entries)
- Input file: text file with addresses in hexadecimal (0,1,2,3,4,5,6,7,8,9,a,b,c,d,e,f)
- Choose four benchmark program traces to observe the performance of your BTB Traces are at the following URL: http://www.eecs.wsu.edu/~jdelgado/traces/
- Implement the 2-bit branch predictor given below.



• Output: number of right and wrong predictions (misprediction) and hit rate.

 $Misprediction = \frac{wrong\_prediction}{correct\_prediction+wrong\_prediction}$  $Hit\_rate = \frac{Branches\_found}{Branches\_found+Branches\_not\_found}$ 

Please include the following items in your report:

- 1. Introduction Brief description of the problem (i.e. Branch instructions and their impact on performance).
- 2. Parameters that are set and observed
  - Benchmarks
  - Hit rate
  - Prediction accuracy

## 3. Result of the simulations

Please use graphs and tables (don't include just data)

## 4. Discussion of results

Please describe in detail your findings (use a quantitative approach to discuss the impact of your findings) -impact on CPI ?

5. References/bibliography

Find some good references at: http://ieeexplore.ieee.org

