Example 5 Replication towards return or fall-through

wit	hout replication		favor returns	favor loops	
L83					
	NZ=B[a[2]]?0;		NZ=B[a[2]]?0;		NZ=B[a[2]]?0;
	PC=NZ==0,L02;		PC=NZ==0,L02;		PC=NZ==0,L02;
		L09		L09	
	b[0]=B[a[2]++];		b[0]=B[a[2]++];		b[0]=B[a[2]++];
	NZ=b[0]?99;		NZ=b[0]?99;		NZ=b[0]?99;
	PC=NZ==0,L90;		PC=NZ==0,L90;		PC=NZ==0,L90;
				L08	
			NZ=B[a[2]]?0;		NZ=B[a[2]]?0;
			PC=NZ!=0,L09;		PC=NZ==0,L02;
					b[0]=B[a[2]++];
			a[6]=UK;		NZ=b[0]?99;
	PC=L83;		PC=RT;		PC=NZ!=0,L08;
L90	•••	L90	•••	L90	•••
L02		L02		L02	
	a[6]=UK;		a[6]=UK;		a[6]=UK;
	PC=RT;		PC=RT;		PC=RT;
	wit L83	without replication L83 NZ=B[a[2]]?0; PC=NZ==0,L02; b[0]=B[a[2]++]; NZ=b[0]?99; PC=NZ==0,L90; PC=L83; L90 L02 a[6]=UK; PC=RT;	without replication I L83 NZ=B[a[2]]?0; PC=NZ==0,L02; I b[0]=B[a[2]++]; NZ=b[0]?99; PC=NZ==0,L90; I model I	$\begin{array}{c c c c c c c c c c c c c c c c c c c $	$\begin{array}{ c c c c c } \hline without replication & favor returns & \\ \hline la3 & & & & & & & \\ NZ=B[a[2]]?0; & NZ=B[a[2]]?0; & PC=NZ==0,L02; & & & \\ PC=NZ==0,L02; & PC=NZ==0,L02; & & & & \\ PC=NZ==0,L02; & & & & & & \\ b[0]=B[a[2]++]; & & b[0]=B[a[2]++]; & & & & \\ NZ=b[0]?99; & & & & & & \\ NZ=b[0]?99; & & & & & & \\ PC=NZ==0,L90; & & PC=NZ==0,L90; & & & & \\ PC=NZ==0,L90; & & & & & & \\ PC=NZ==0,L90; & & & & & & & & \\ PC=NZ==0,L90; & & & &$

Measurements (cont.)

Percent of Instructions that are Unconditional Branches

		SIMPLE	static LOOPS	JUMPS	SIMPLE	dynamic LOOPS	JUMPS
Sun	average	3.74%	2.40%	0.03%	3.28%	1.89%	0.10%
SPARC	std.deviation	1.78%	1.99%	0.12%	2.71%	2.56%	0.30%
Motorola	average	5.08%	3.42%	0.04%	4.14%	2.47%	0.13%
68020	std.deviation	2.49%	2.83%	0.15%	3.48%	3.36%	0.43%

Measurements (cont.)

Percent Change in Miss Ratio and Instruction Fetch Cost for Direct-Mapped Caches

	cache size	1Kb	2Kb	4Kb	8Kb		
processor	context sw.	LOOPS JUMPS	LOOPS JUMPS	LOOPS JUMPS	LOOPS JUMPS		
		Cache Miss Ratio					
Sun	on	-0.05% +1.07%	-0.22% -0.07%	+0.03% +0.25%	+0.01% +0.11%		
SPARC	off	-0.03% +1.07%	-0.22% -0.08%	+0.03% +0.21%	+0.01% +0.07%		
Motorola	on	+0.08% +1.26%	+0.04% +0.75%	+0.01% +0.09%	+0.01% +0.07%		
68020	off	+0.08% +1.25%	+0.03% +0.70%	+0.01% $+0.05%$	+0.01% +0.03%		
		Instruction Fetch Cost					
Sun	on	-2.73% +3.44%	-3.80% -5.24%	-2.26% -2.94%	-2.40% -3.98%		
SPARC	off	-2.64% +3.68%	-3.87% -5.33%	-2.24% -3.13%	-2.47% -4.30%		
Motorola	on	-3.07% +1.69%	-3.26% -0.63%	-3.58% -5.13%	-3.57% -5.30%		
68020	off	-3.04% +1.86%	-3.28% -0.71%	-3.61% -5.48%	-3.60% -5.66%		

fetch cost = *cache hits* * *cache access time* + *cache misses* * *miss penalty*

Moving Unconditional Jumps out of Loops

jump could be moved to the loop exit when it can't be avoided

