Lecture 2:

A Modern Multi-Core Processor

(Forms of parallelism + understanding latency and bandwidth)

Parallel Computer Architecture and Programming
CMU 15-418/15-618, Spring 2017

Tunes

XX

"Lips"

(I See You)

"We fell in love with the peak throughput of our GTX 1080's, and Jamie just had get into the studio to put down a beat for a love song."

- Romy Madley Croft

Quick review

1. Why has single-instruction-stream performance only improved very slowly in recent years? *

2. What prevented us from obtaining maximum speedup from the parallel programs we wrote last time?

* Self check 1: What do I mean by "single-instruction stream"?

Self check 2: When we talked about the optimization of <u>superscalar execution</u>, were we talking about optimizing the performance of executing a single-instruction stream or multiple instruction streams?

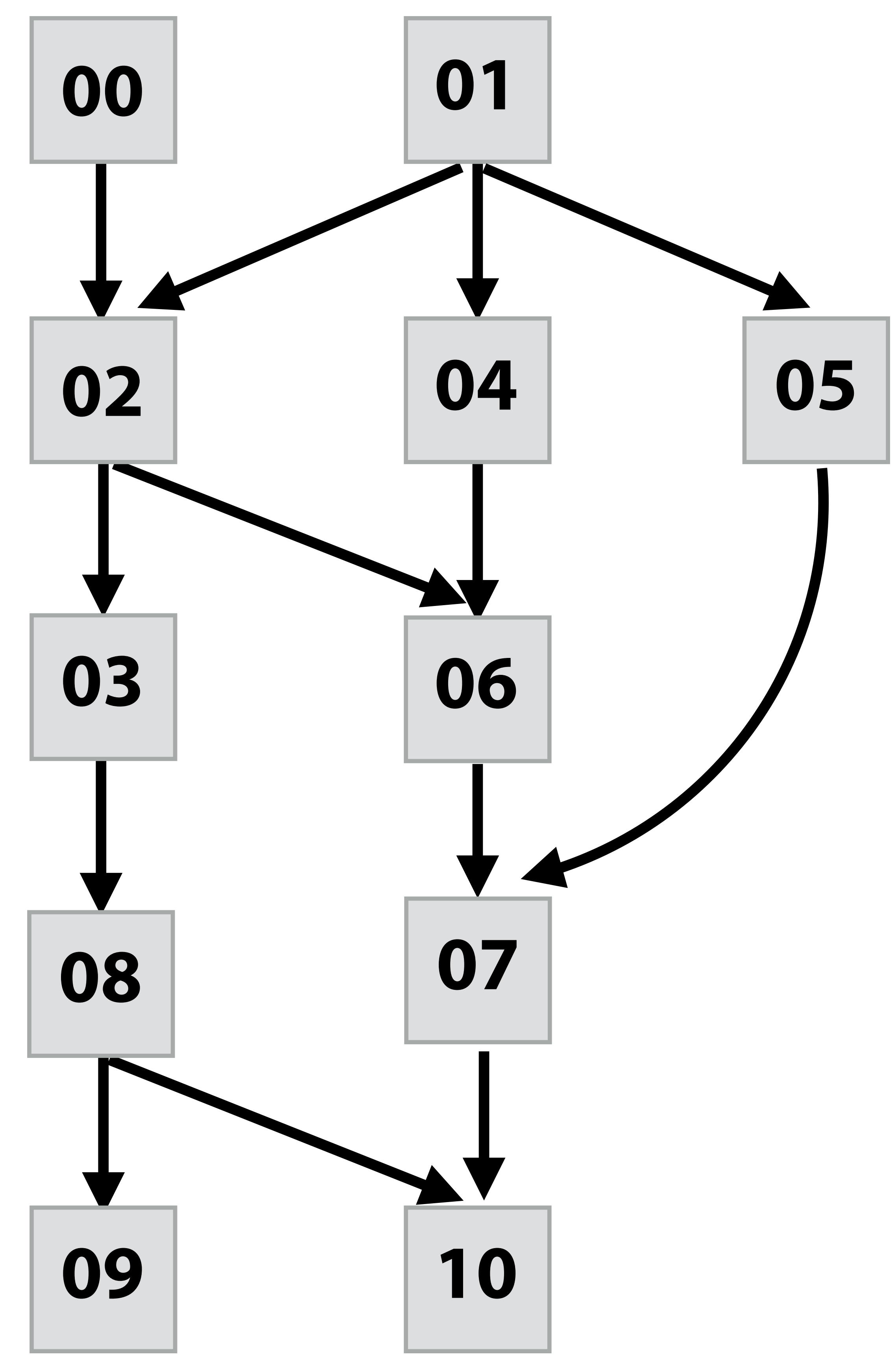
Quick review

What does it mean for a superscalar processor to "respect program order"?

Program (sequence of instructions)

PC	Instruction
00	`a = 2`
01	`b = 4`
02	`tmp2 = a + b        // 6`
03	`tmp3 = tmp2 + a     // 8`
04	`tmp4 = b + b        // 8`
05	`tmp5 = b * b        // 16`
06	`tmp6 = tmp2 + tmp4  // 14`
07	`tmp7 = tmp5 + tmp6  // 30`
08	`if (tmp3 > 7)`
09	`  print tmp3`
	`else`
10	`  print tmp7`

Instruction dependency graph



Today

- Today we will talk computer architecture

- Four key concepts about how modern computers work
  - Two concern parallel execution
  - Two concern challenges of accessing memory

- Understanding these architecture basics will help you
  - Understand and optimize the performance of your parallel programs
  - Gain intuition about what workloads might benefit from fast parallel machines

Part 1: parallel execution

Example program

Compute $\sin(x)$ **using Taylor expansion:** $\sin(x) = x - x^3/3! + x^5/5! - x^7/7! + \ldots$

for each element of an array of N floating-point numbers

```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

Compile program

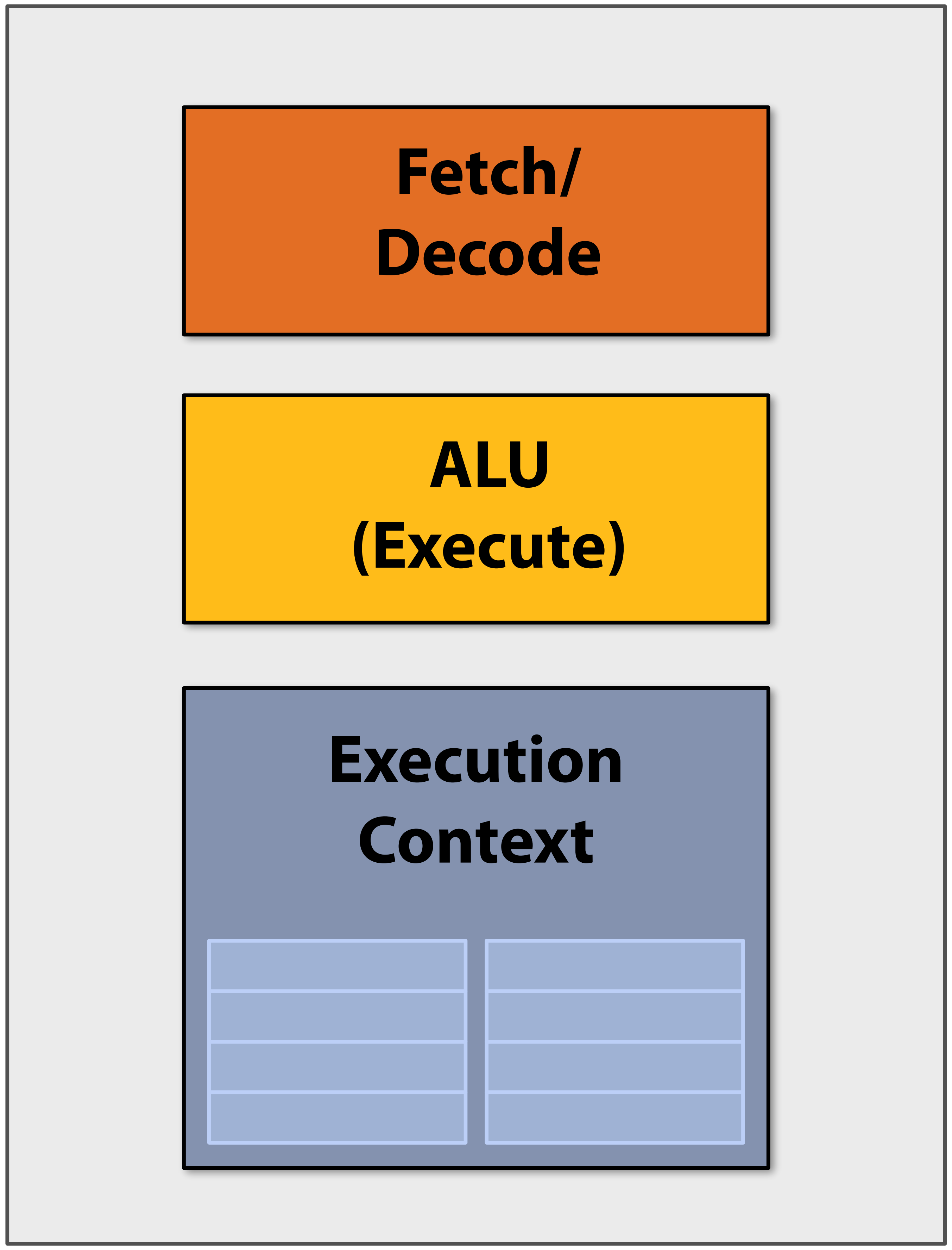
```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

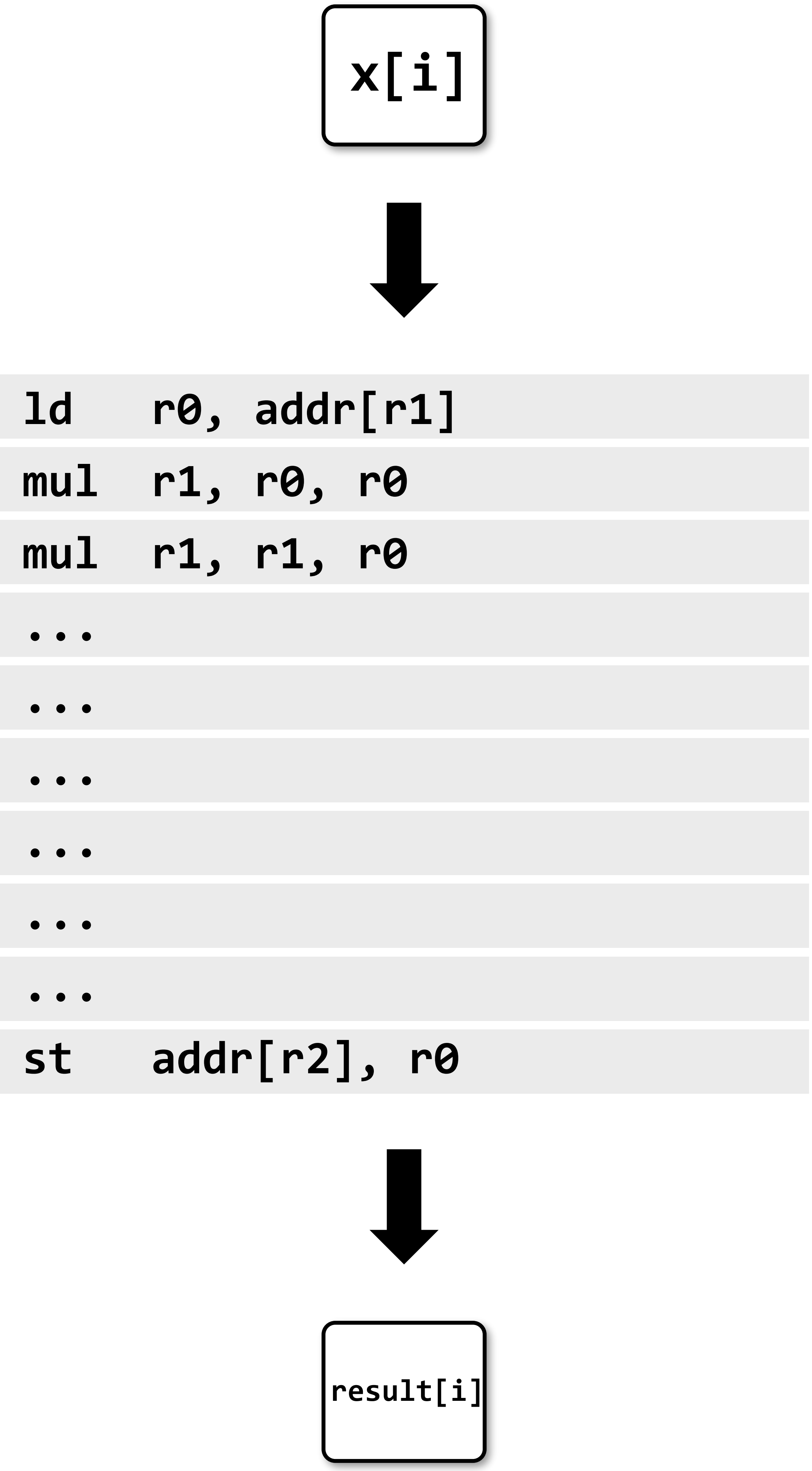
x[i]

```
ld    r0, addr[r1]
mul   r1, r0, r0
mul   r1, r1, r0
...
...
...
...
...
...
st    addr[r2], r0
```

result[i]

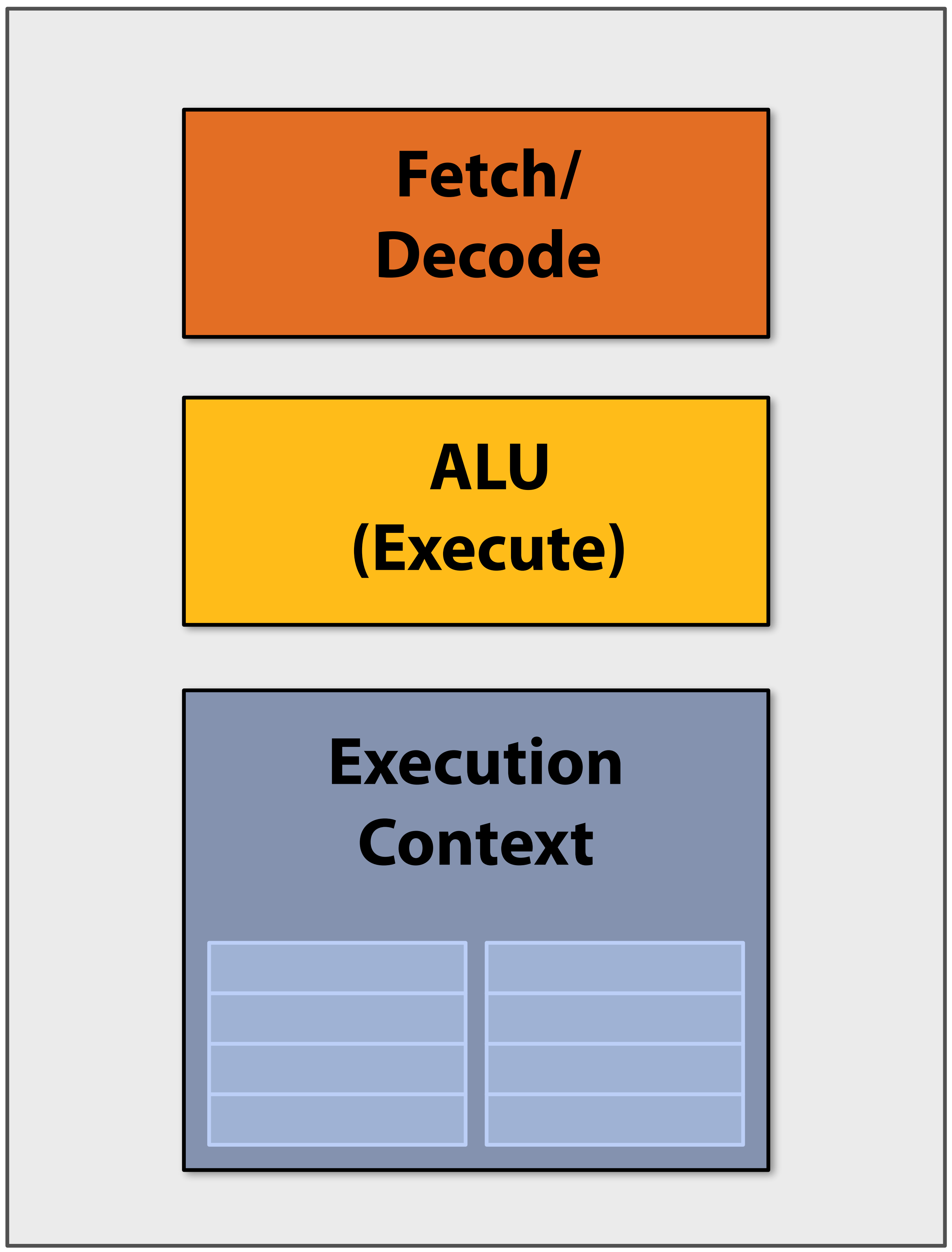
Execute program

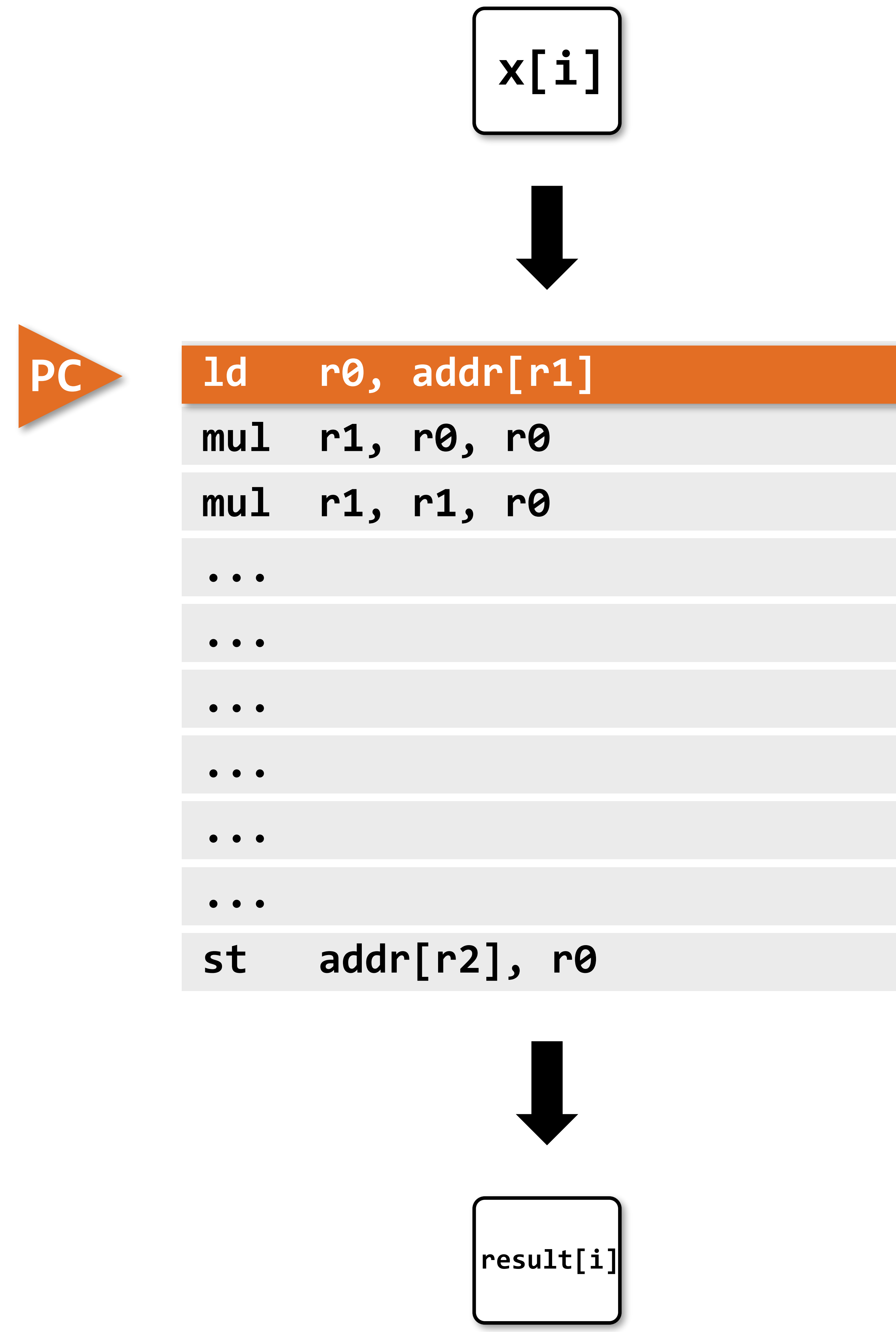




Execute program

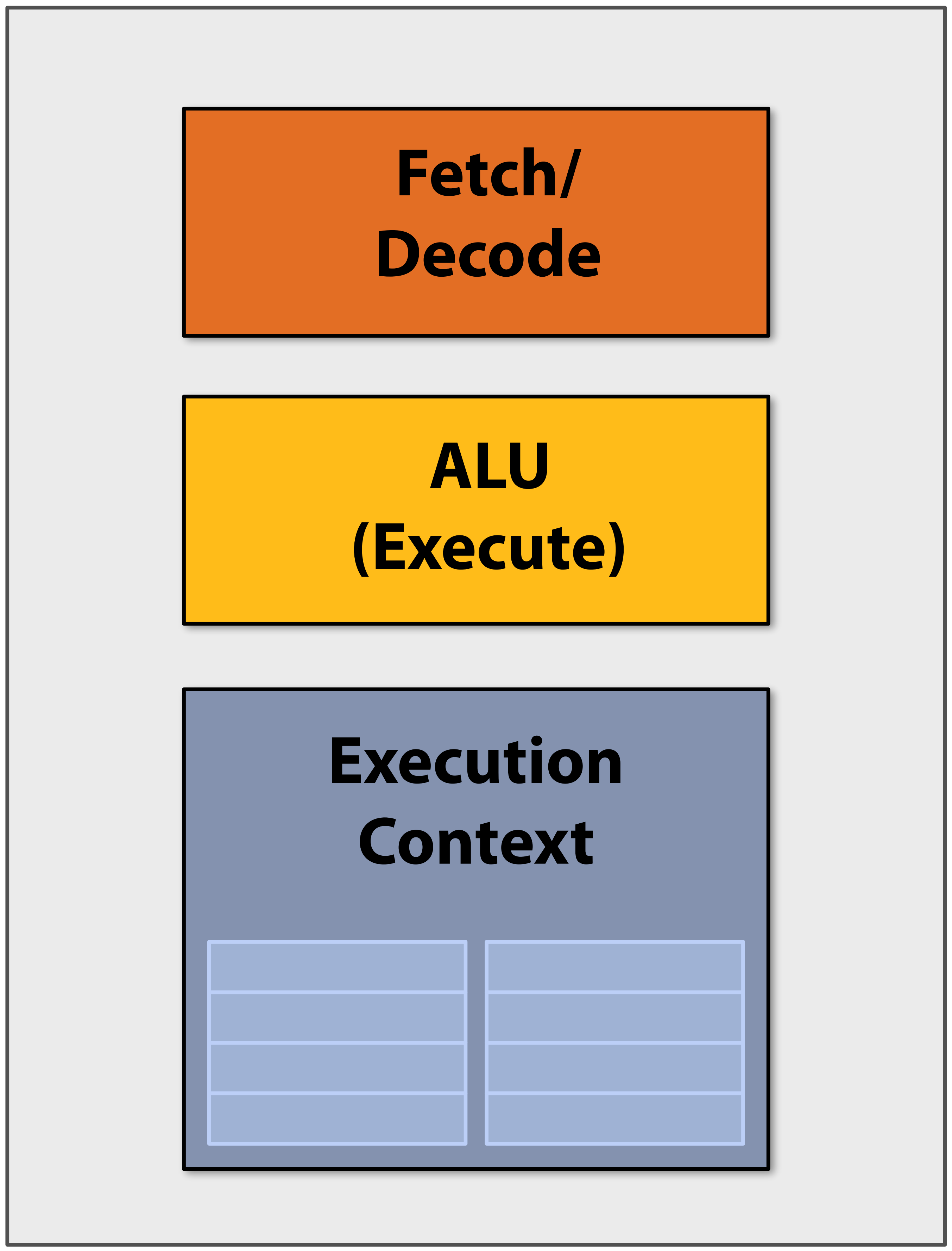
My very simple processor: executes one instruction per clock

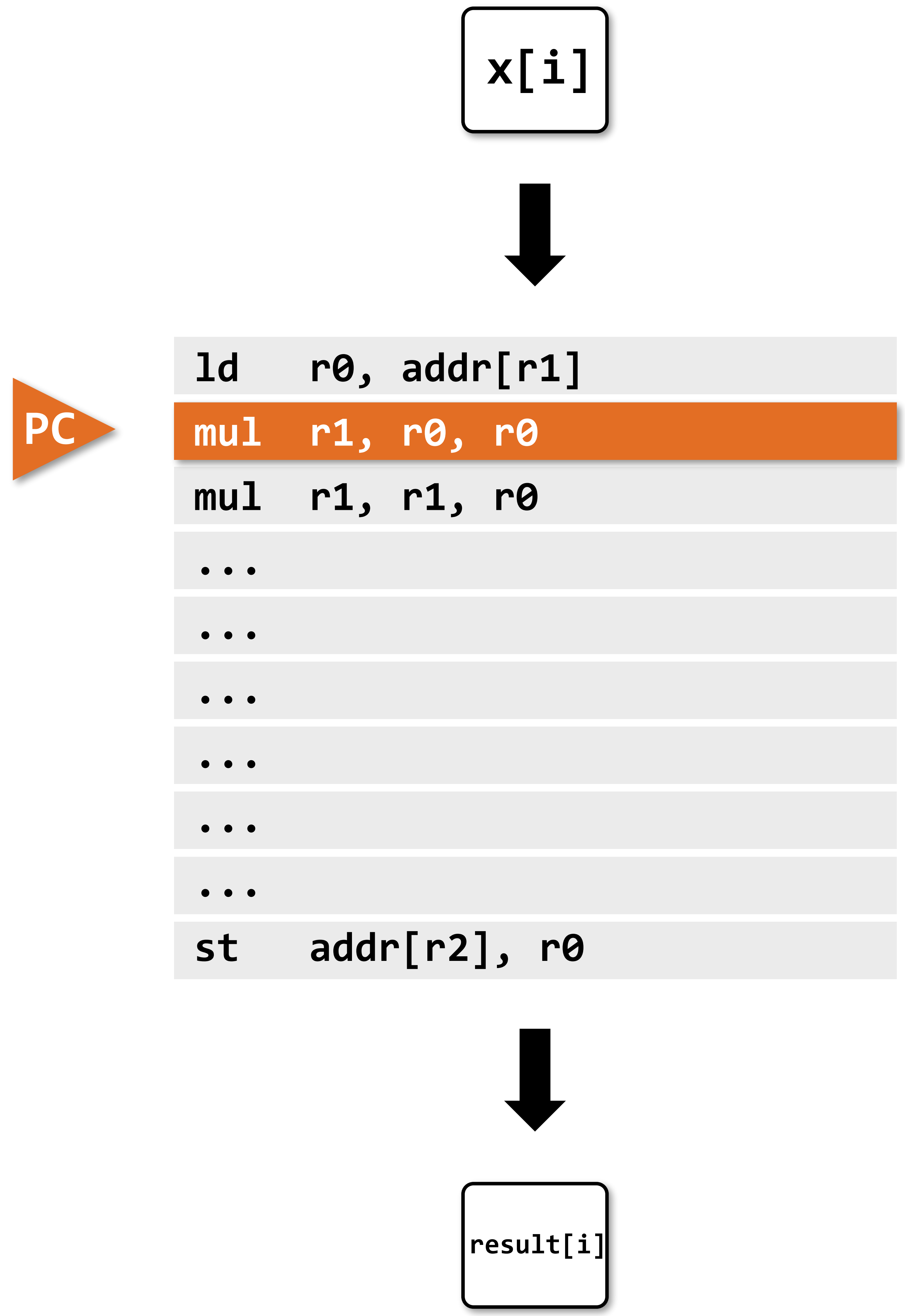




Execute program

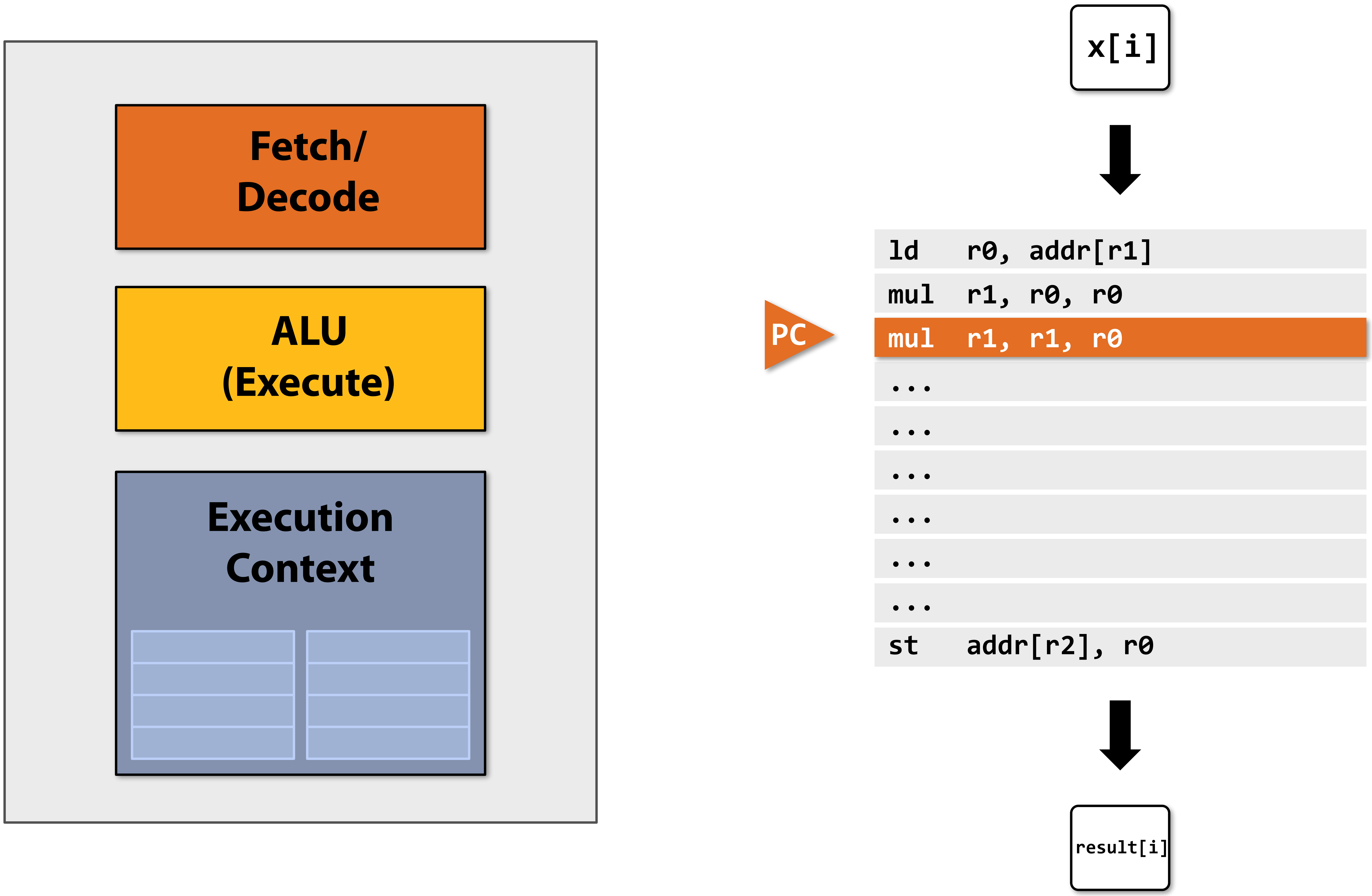
My very simple processor: executes one instruction per clock





Execute program

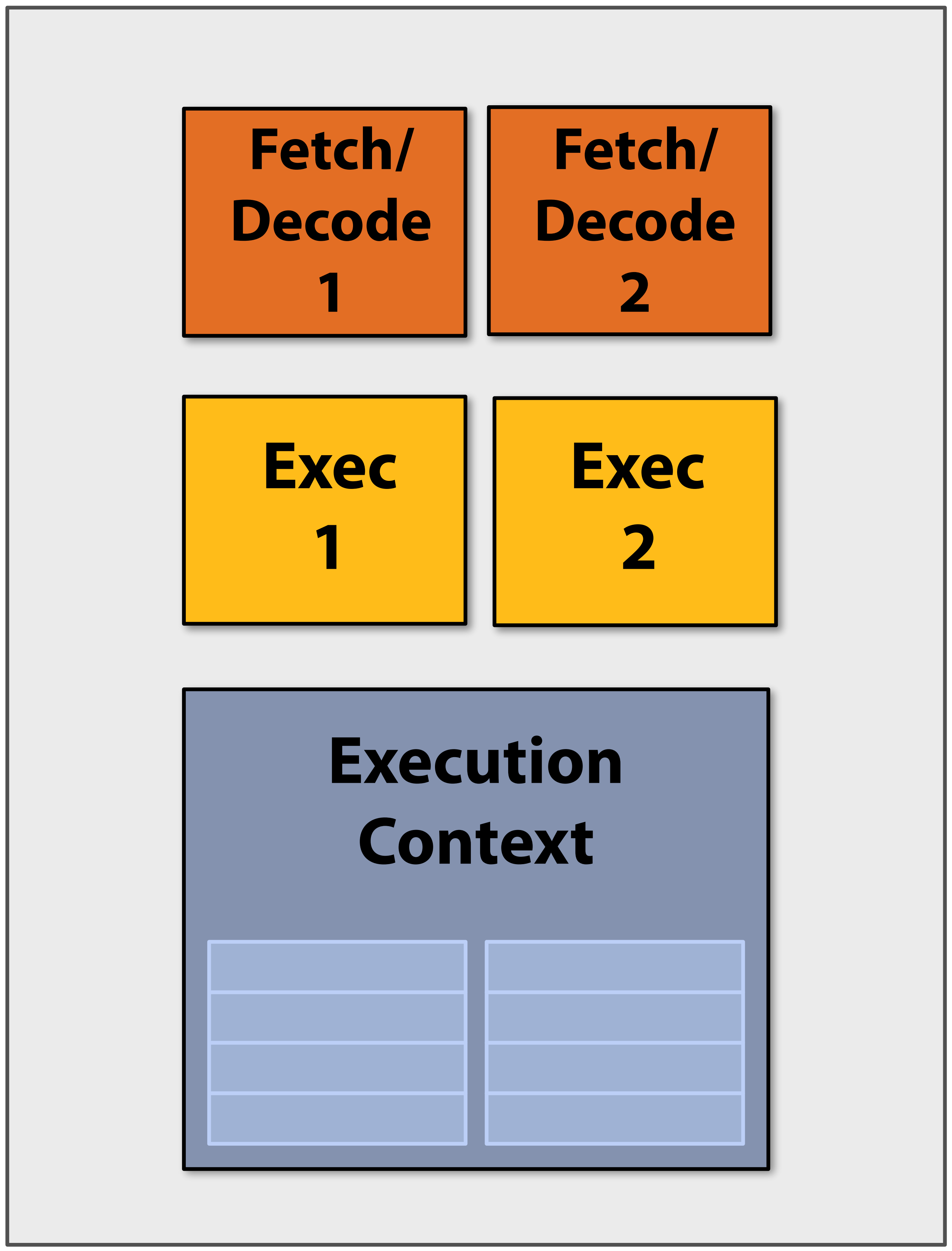
My very simple processor: executes one instruction per clock

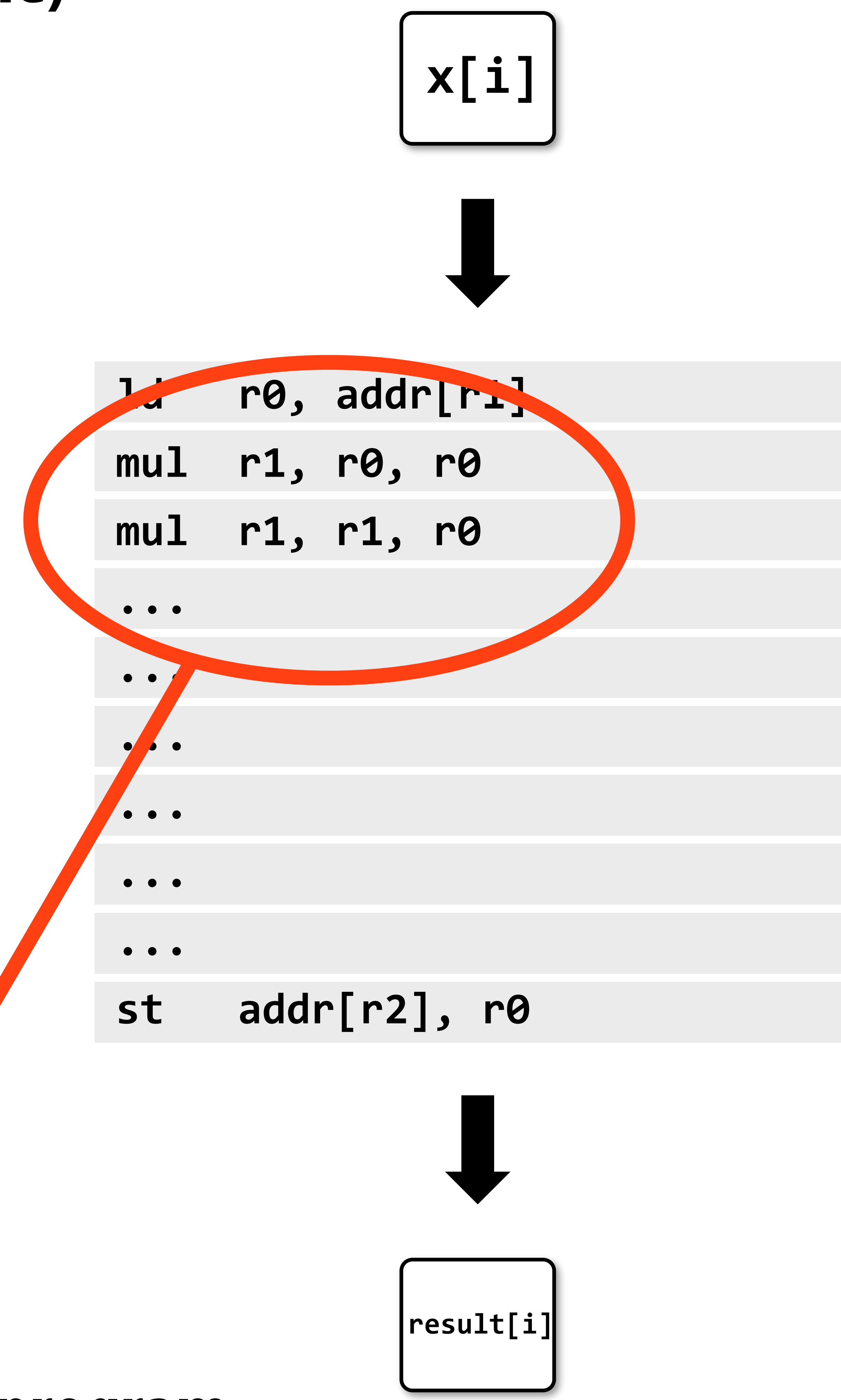


Superscalar processor

Recall from last class: instruction level parallelism (ILP)

Decode and execute two instructions per clock (if possible)





Note: No ILP exists in this region of the program

Aside: Pentium 4

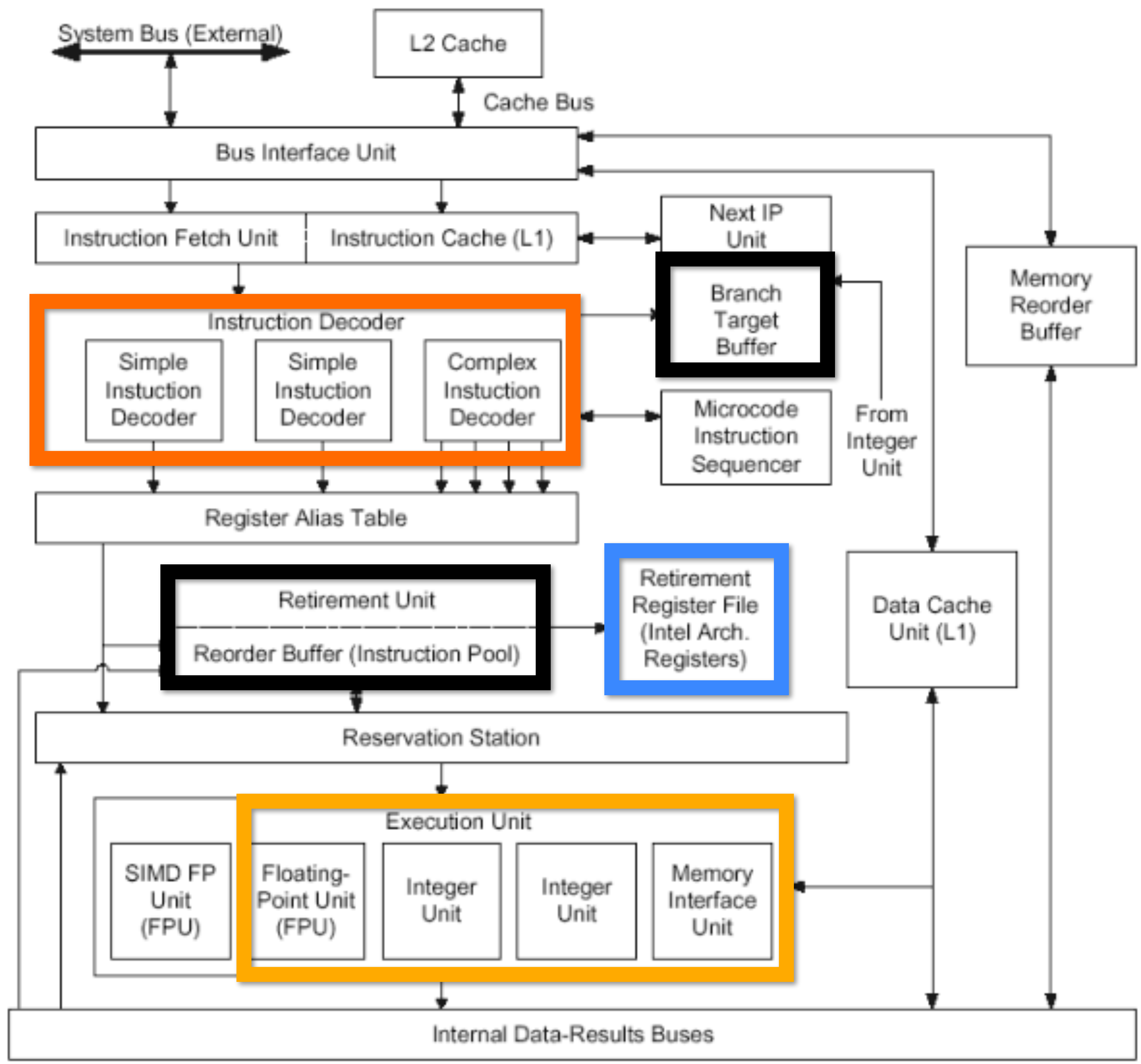
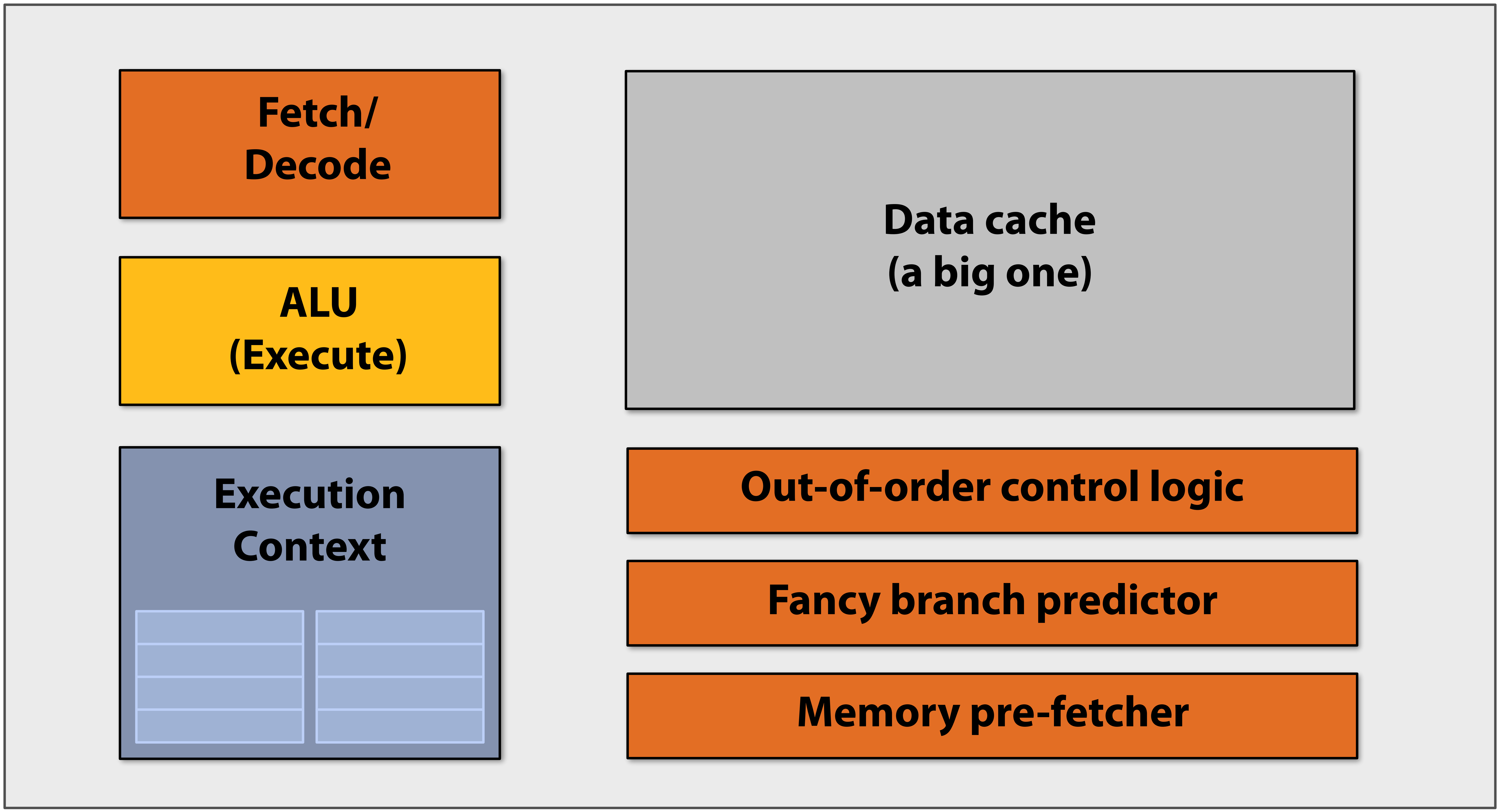


Image credit: http://ixbtlabs.com/articles/pentium4/index.html

Processor: pre multi-core era

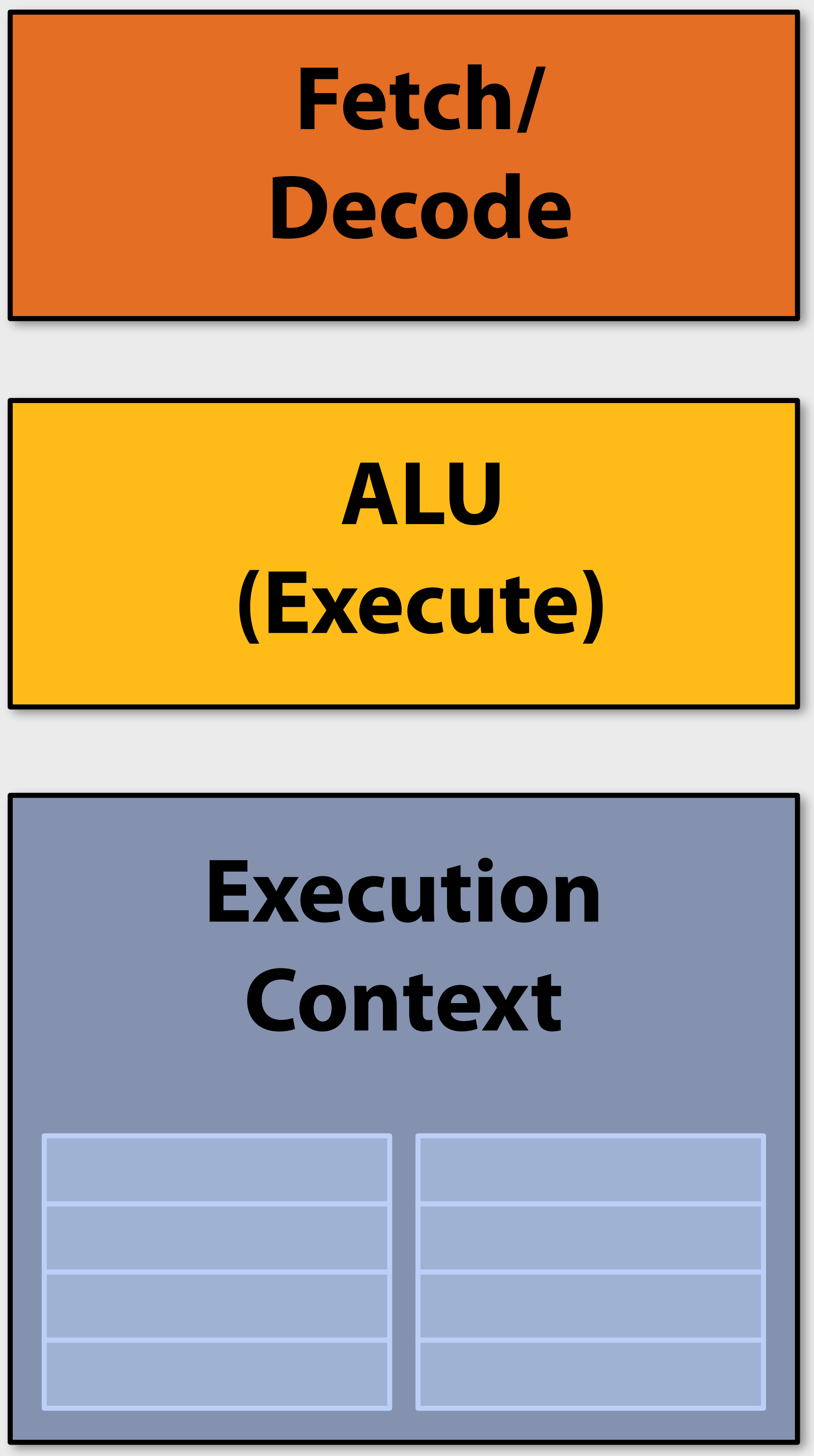
Majority of chip transistors used to perform operations that help a single instruction stream run fast



More transistors = larger cache, smarter out-of-order logic, smarter branch predictor, etc.

(Also: more transistors → smaller transistors → higher clock frequencies)

Processor: multi-core era

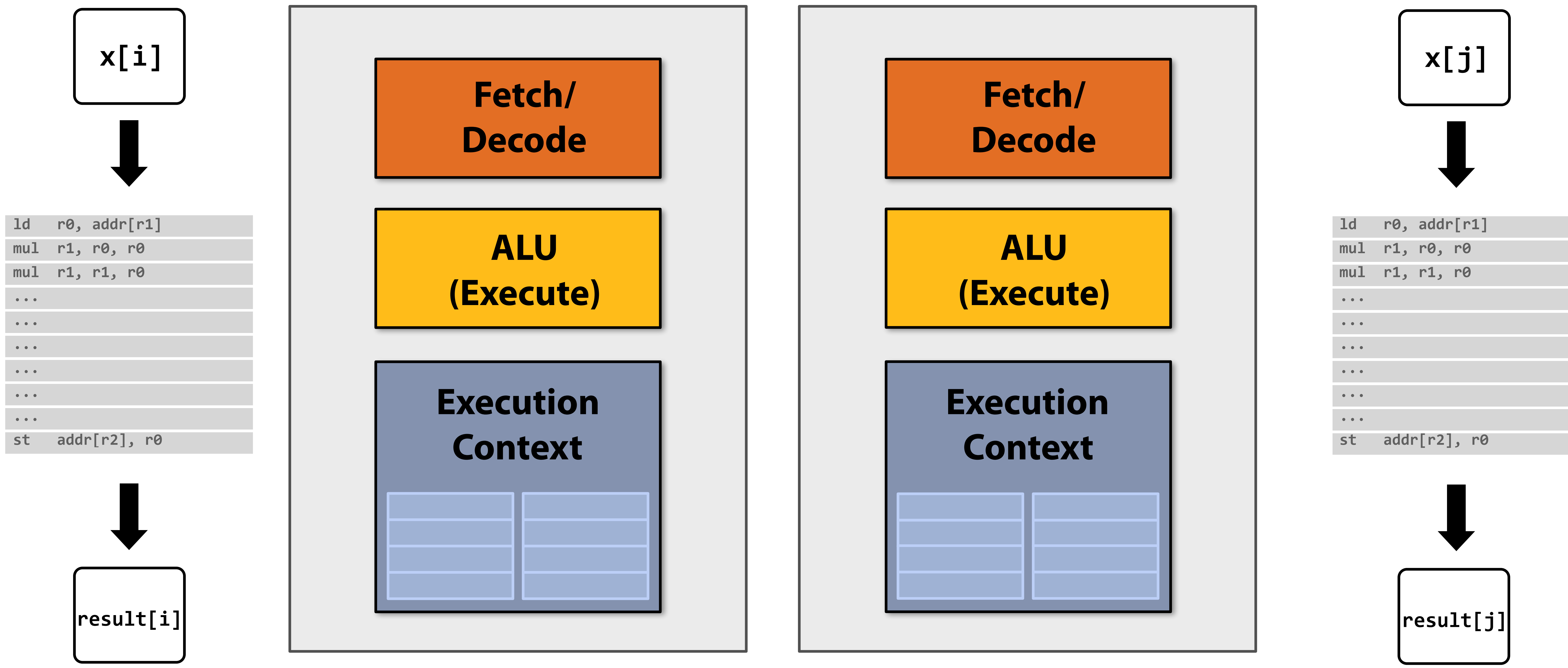


Idea #1:

Use increasing transistor count to add more cores to the processor

Rather than use transistors to increase sophistication of processor logic that accelerates a single instruction stream
(e.g., out-of-order and speculative operations)

Two cores: compute two elements in parallel



Simpler cores: each core is slower at running a single instruction stream than our original "fancy" core (e.g., 25% slower)

But there are now two cores: $2 \times 0.75 = 1.5$ (potential for speedup!)

But our program expresses no parallelism

```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

This program, compiled with gcc will run as one thread on one of the processor cores.

If each of the simpler processor cores was 25% slower than the original single complicated one, our program now runs 25% slower. :-(

Expressing parallelism using pthreads

```
typedef struct {
   int N;
   int terms;
   float* x;
   float* result;
} my_args;

void parallel_sinx(int N, int terms, float* x, float* result)
{
    pthread_t thread_id;
    my_args args;

    args.N = N/2;
    args.terms = terms;
    args.x = x;
    args.result = result;

    pthread_create(&thread_id, NULL, my_thread_start, &args); // launch thread
    sinx(N - args.N, terms, x + args.N, result + args.N); // do work
    pthread_join(thread_id, NULL);
}

void my_thread_start(void* thread_arg)
{
   my_args* thread_args = (my_args*)thread_arg;
   sinx(args->N, args->terms, args->x, args->result); // do work
}
```

```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
       float value = x[i];
       float numer = x[i] * x[i] * x[i];
       int denom = 6;  // 3!
       int sign = -1;

       for (int j=1; j<=terms; j++)
       {
          value += sign * numer / denom
          numer *= x[i] * x[i];
          denom *= (2*j+2) * (2*j+3);
          sign *= -1;
       }

      result[i] = value;
   }
}
```

Data-parallel expression

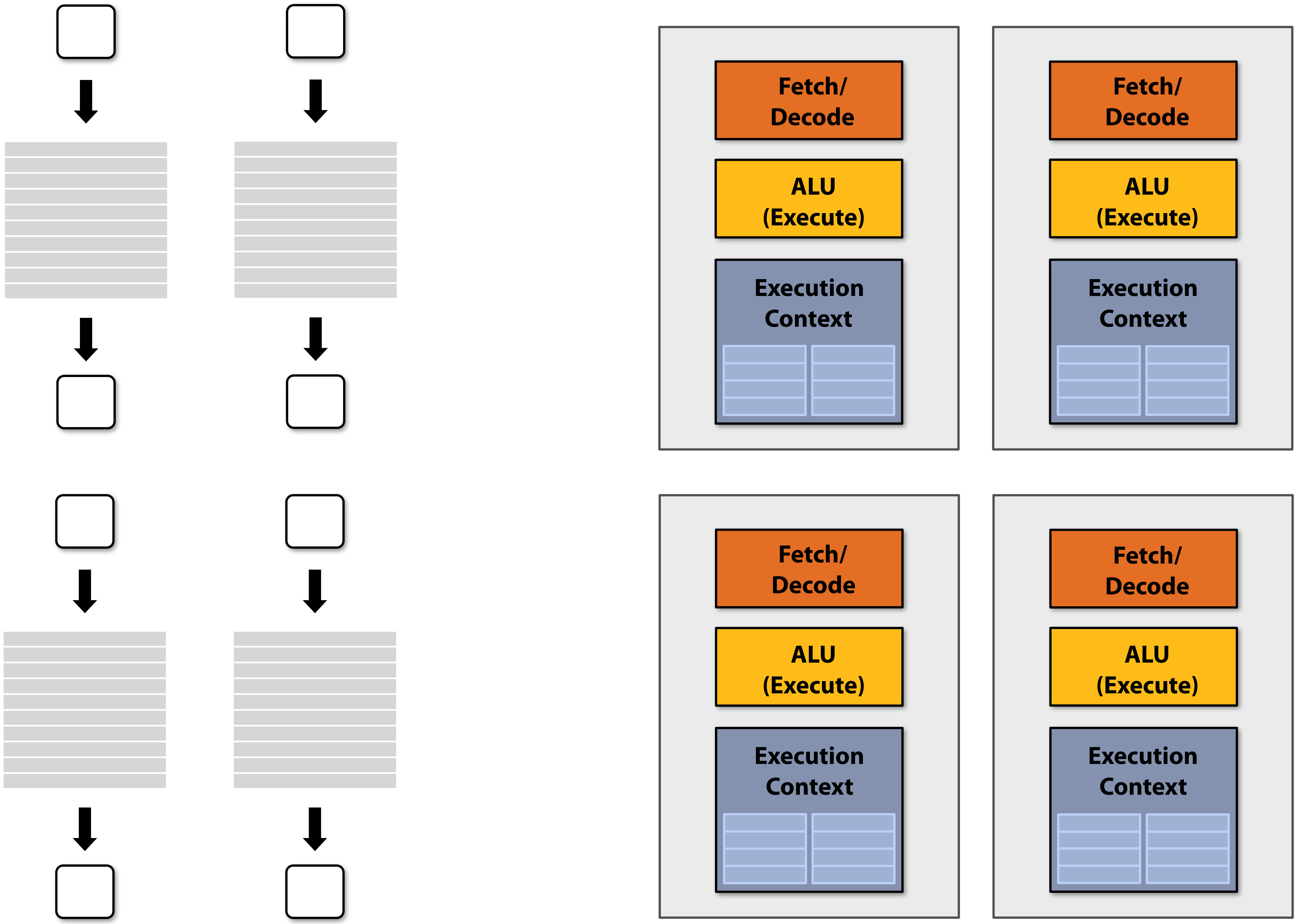
(in Kayvon's fictitious data-parallel language)

```
void sinx(int N, int terms, float* x, float* result)
{
   // declare independent loop iterations
   forall (int i from 0 to N-1)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

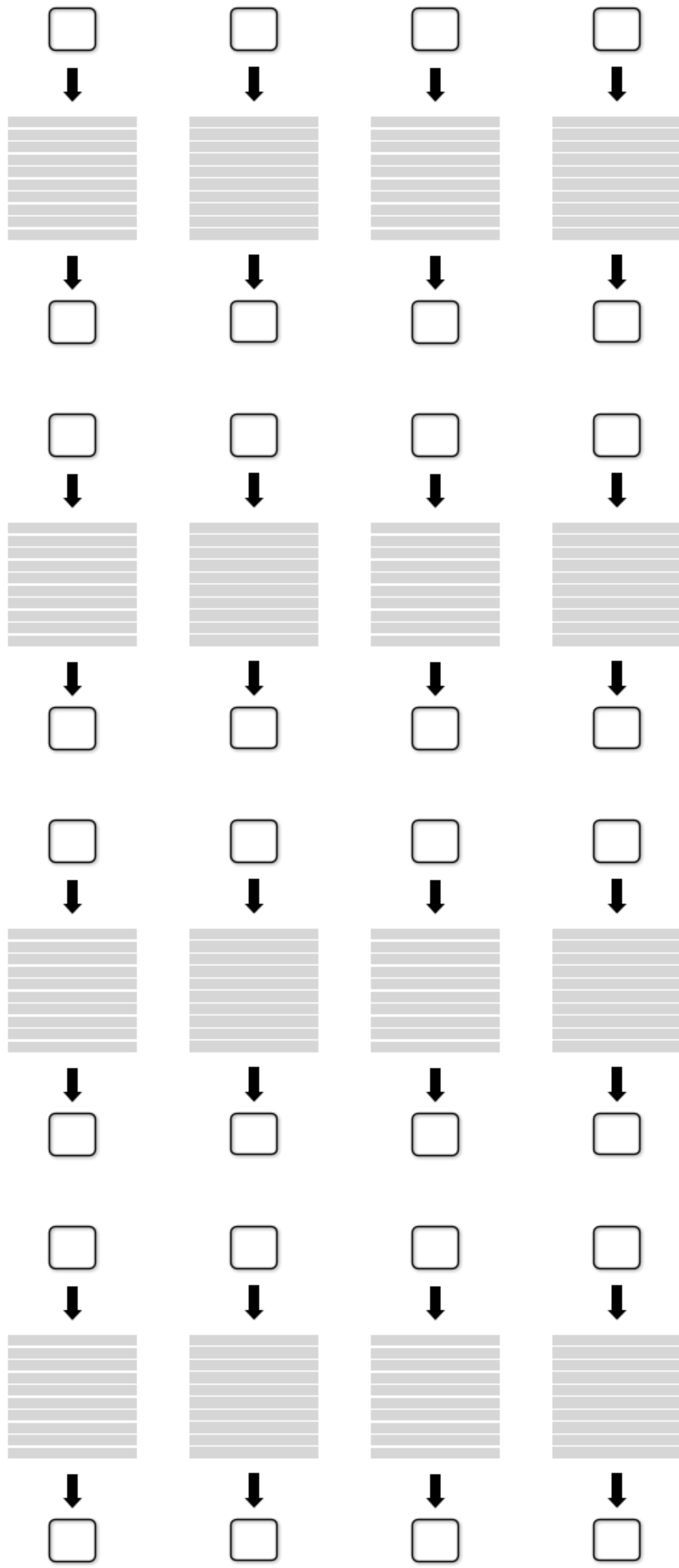
Loop iterations declared by the programmer to be independent

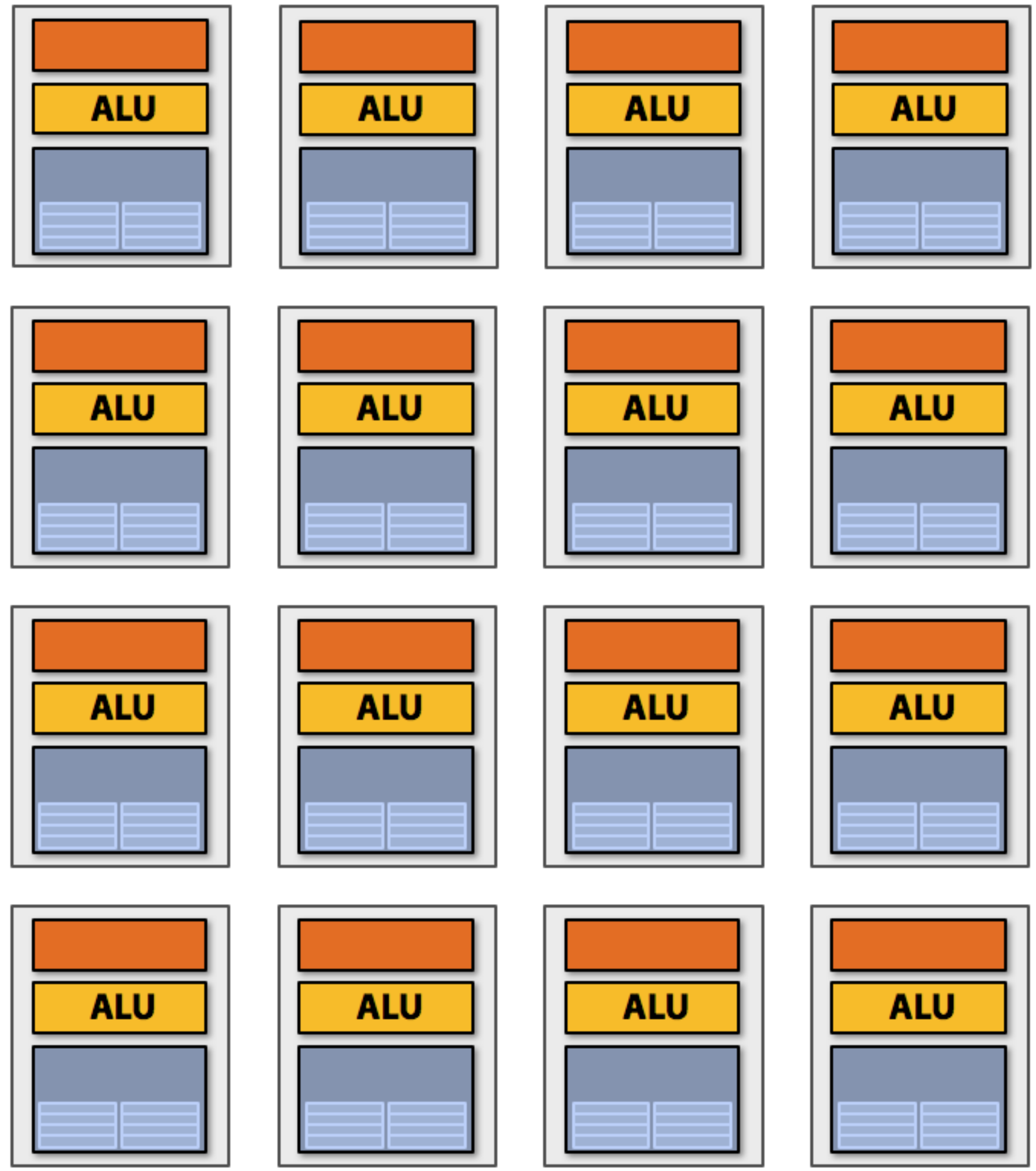
With this information, you could imagine how a compiler might automatically generate parallel threaded code

Four cores: compute four elements in parallel



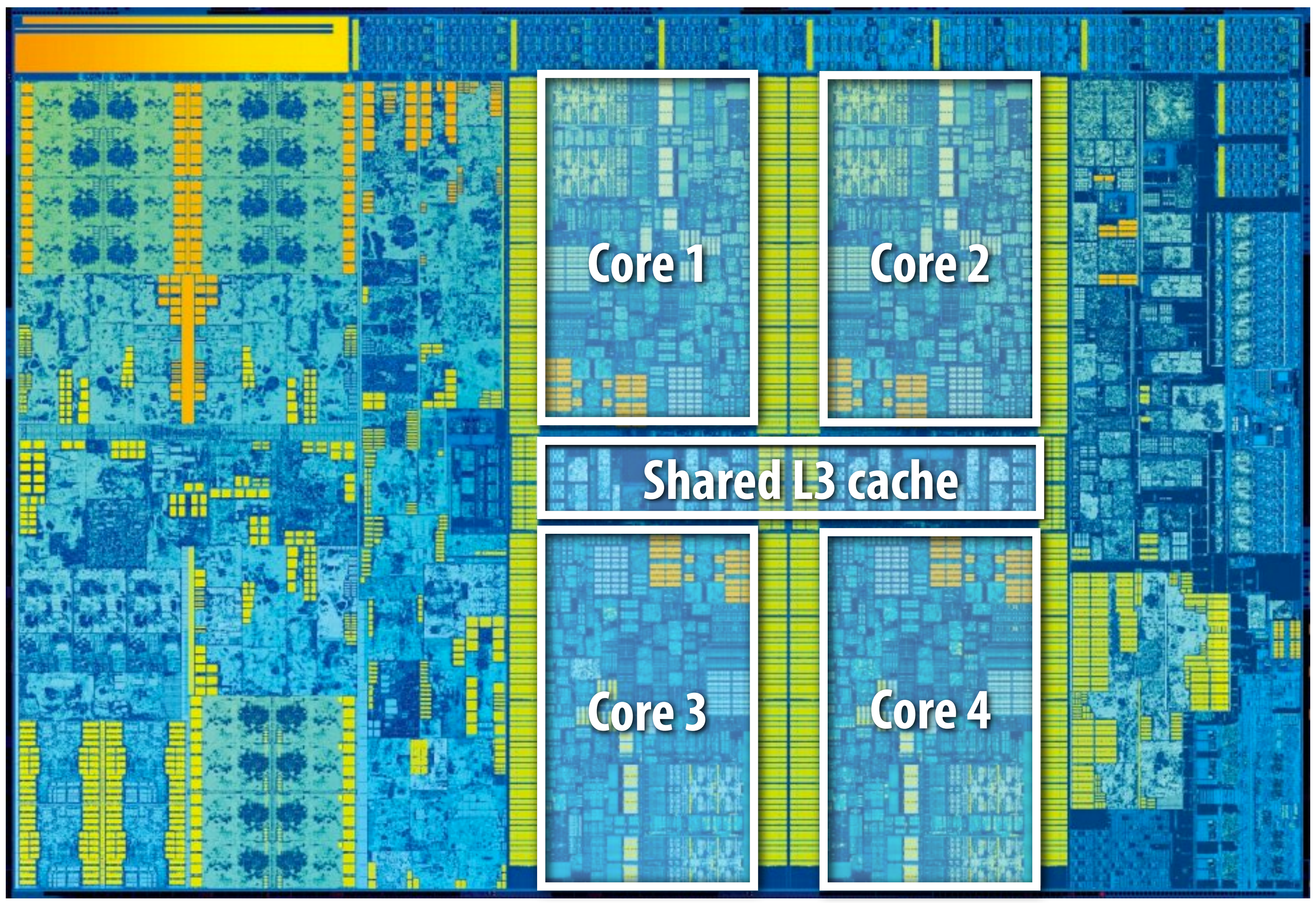
Sixteen cores: compute sixteen elements in parallel



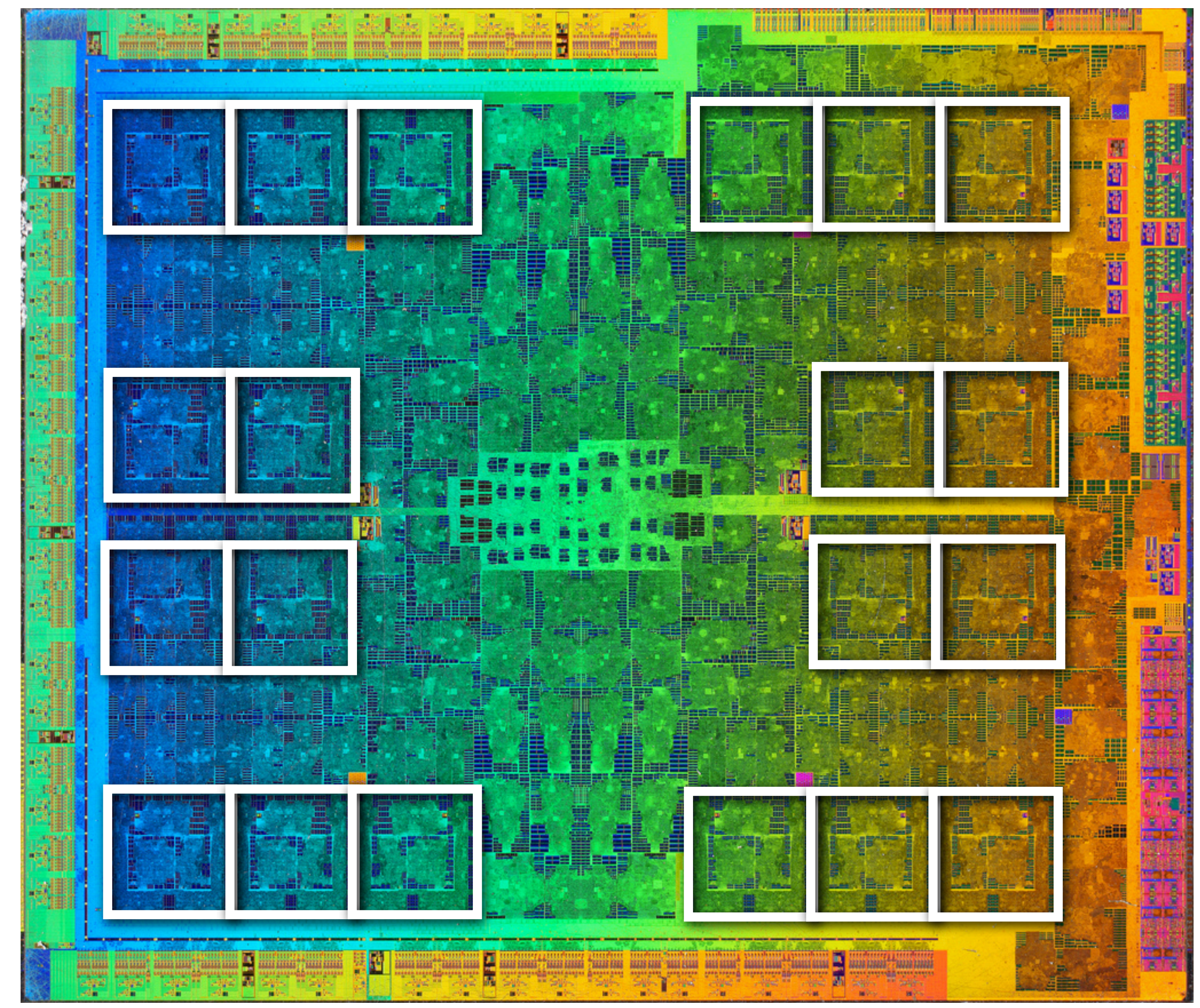


Sixteen cores, sixteen simultaneous instruction streams

Multi-core examples

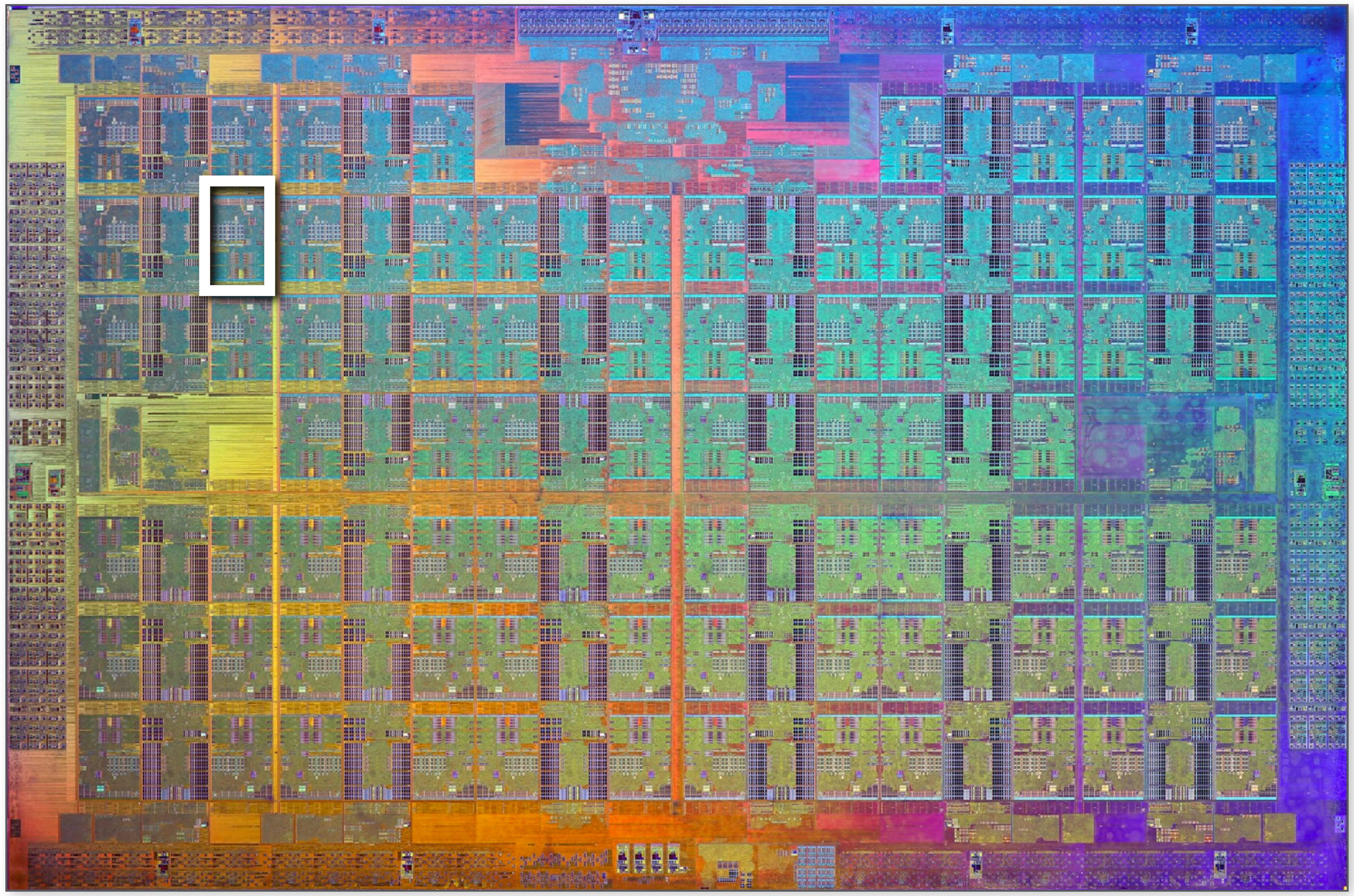


Intel "Skylake" Core i7 quad-core CPU
(2015)

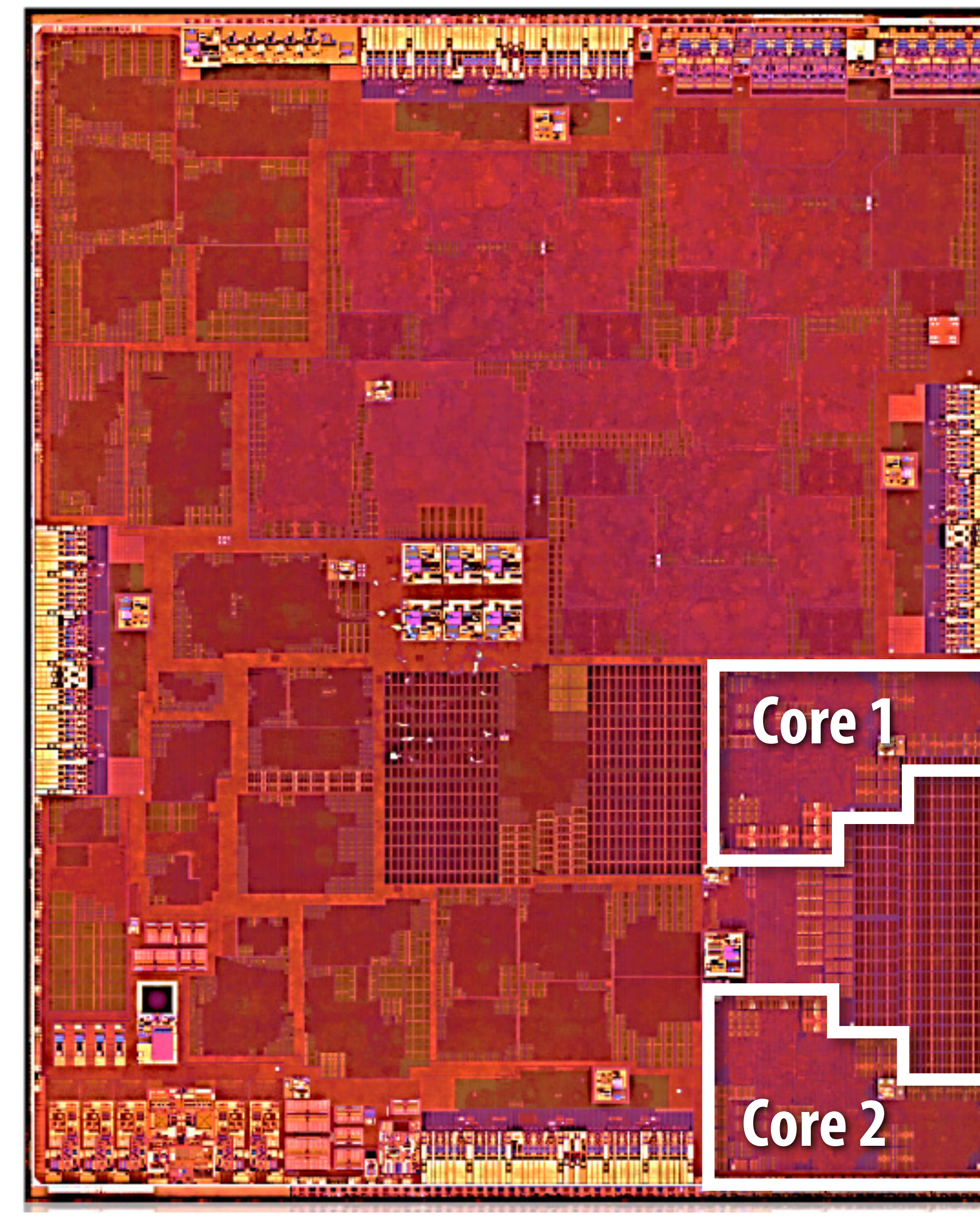


NVIDIA GP104 (GTX 1080) GPU
20 replicated ("SM") cores
(2016)

More multi-core examples



Intel Xeon Phi “Knights Corner“ 72-core CPU
(2016)



Apple A9 dual-core CPU
(2015)

A9 image credit: Chipworks (obtained via Anandtech)
http://www.anandtech.com/show/9686/the-apple-iphone-6s-and-iphone-6s-plus-review/3

Data-parallel expression

(in Kayvon's fictitious data-parallel language)

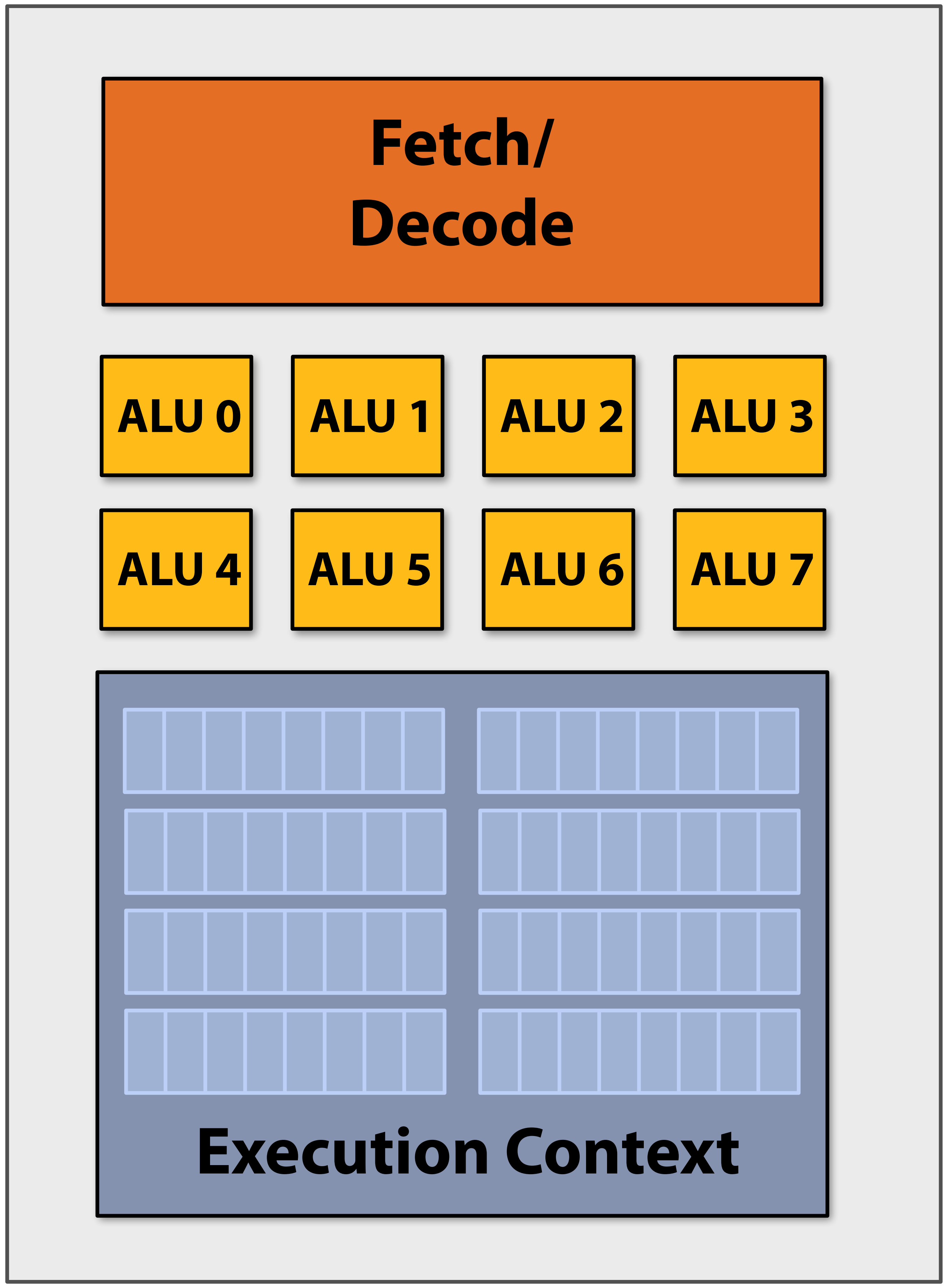
```
void sinx(int N, int terms, float* x, float* result)
{
   // declare independent loop iterations
   forall (int i from 0 to N-1)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

Another interesting property of this code:

Parallelism is across iterations of the loop.

All the iterations of the loop do the same thing: evaluate the sine of a single input number

Add ALUs to increase compute capability



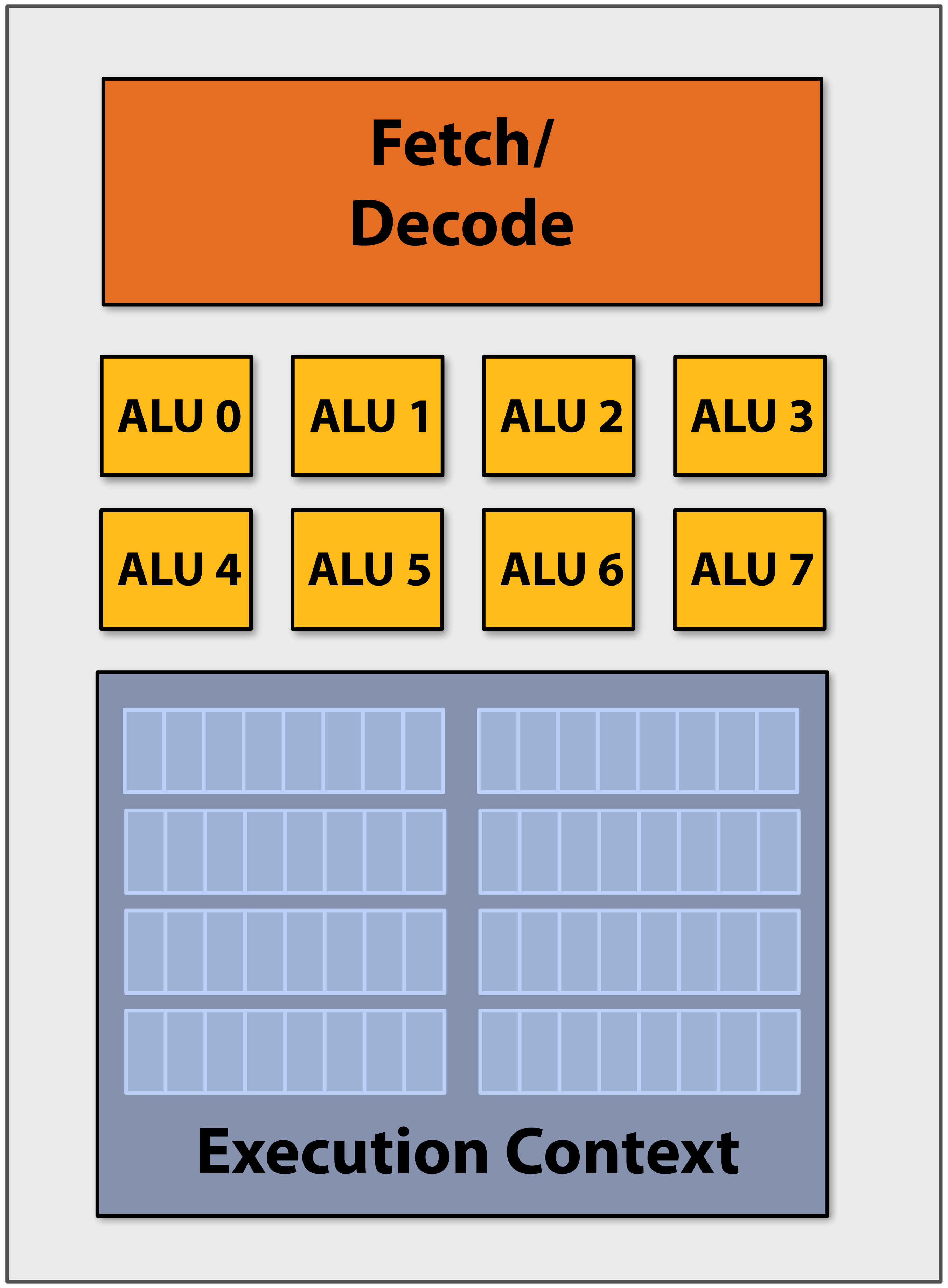
Idea #2:
Amortize cost/complexity of managing an instruction stream across many ALUs

SIMD processing

Single instruction, multiple data

Same instruction broadcast to all ALUs
Executed in parallel on all ALUs

Add ALUs to increase compute capability




```
ld   r0, addr[r1]
mul  r1, r0, r0
mul  r1, r1, r0
...
...
...
...
...
...
st   addr[r2], r0
```

Recall original compiled program:

Instruction stream processes one array element at a time using scalar instructions on scalar registers (e.g., 32-bit floats)

Scalar program

```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

Original compiled program:

Processes one array element using scalar instructions on scalar registers (e.g., 32-bit floats)

```
ld    r0, addr[r1]
mul   r1, r0, r0
mul   r1, r1, r0
...
...
...
...
...
...
st    addr[r2], r0
```

Vector program (using AVX intrinsics)

Intrinsics available to C programmers

```
#include <immintrin.h>

void sinx(int N, int terms, float* x, float* result)
{
   float three_fact = 6;  // 3!
   for (int i=0; i<N; i+=8)
   {
       __m256 origx = _mm256_load_ps(&x[i]);
      __m256 value = origx;
      __m256 numer = _mm256_mul_ps(origx, _mm256_mul_ps(origx, origx));
      __m256 denom = _mm256_broadcast_ss(&three_fact);
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         // value += sign * numer / denom
         __m256 tmp = _mm256_div_ps(_mm256_mul_ps(_mm256_set1ps(sign), numer), denom);
         value = _mm256_add_ps(value, tmp);

         numer = _mm256_mul_ps(numer, _mm256_mul_ps(origx, origx));
         denom = _mm256_mul_ps(denom, _mm256_broadcast_ss((2*j+2) * (2*j+3)));
         sign *= -1;
      }
      _mm256_store_ps(&result[i], value);
   }
}
```

Vector program (using AVX intrinsics)

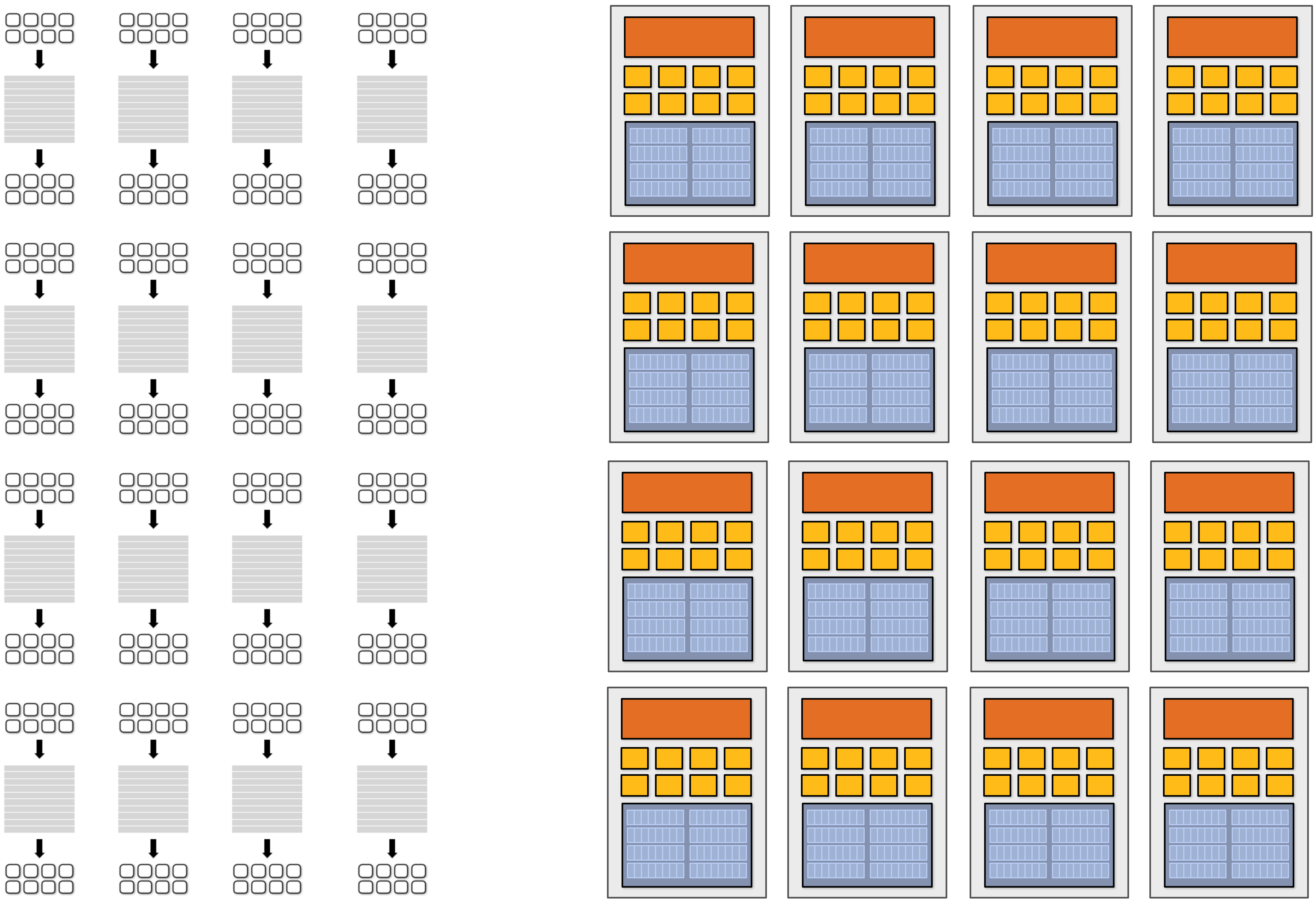
```
#include <immintrin.h>
void sinx(int N, int terms, float* x, float* sinx)
{
   float three_fact = 6;  // 3!
   for (int i=0; i<N; i+=8)
   {
       __m256 origx = _mm256_load_ps(&x[i]);
       __m256 value = origx;
       __m256 numer = _mm256_mul_ps(origx, _mm256_mul_ps(origx, origx));
       __m256 denom = _mm256_broadcast_ss(&three_fact);
       int sign = -1;

       for (int j=1; j<=terms; j++)
       {
          // value += sign * numer / denom
          __m256 tmp = _mm256_div_ps(_mm256_mul_ps(_mm256_broadcast_ss(sign),numer),denom);
          value = _mm256_add_ps(value, tmp);

          numer = _mm256_mul_ps(numer, _mm256_mul_ps(origx, origx));
          denom = _mm256_mul_ps(denom, _mm256_broadcast_ss((2*j+2) * (2*j+3)));
          sign *= -1;
       }
       _mm256_store_ps(&sinx[i], value);
   }
}
```

```
vloadps   xmm0, addr[r1]
vmulps    xmm1, xmm0, xmm0
vmulps    xmm1, xmm1, xmm0
...
...
...
...
...
...
vstoreps  addr[xmm2], xmm0
```

Compiled program:

Processes eight array elements simultaneously using vector instructions on 256-bit vector registers

16 SIMD cores: 128 elements in parallel



16 cores, 128 ALUs, 16 simultaneous instruction streams

Data-parallel expression

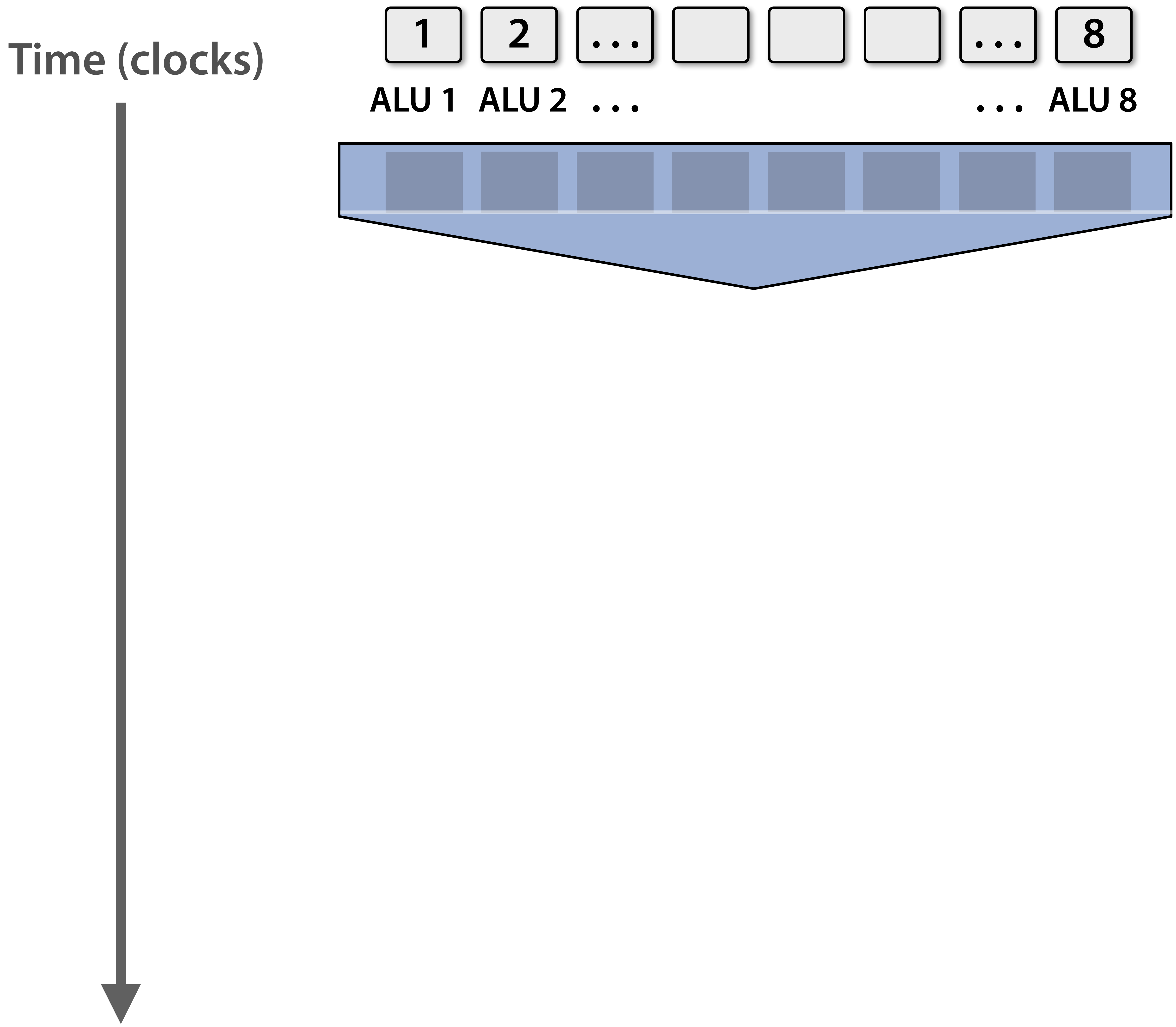
(in Kayvon's fictitious data-parallel language)

```
void sinx(int N, int terms, float* x, float* result)
{
   // declare independent loop iterations
   forall (int i from 0 to N-1)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

Compiler understands loop iterations are independent, and that same loop body will be executed on a large number of data elements.

Abstraction facilitates automatic generation of both multi-core parallel code, and vector instructions to make use of SIMD processing capabilities within a core.

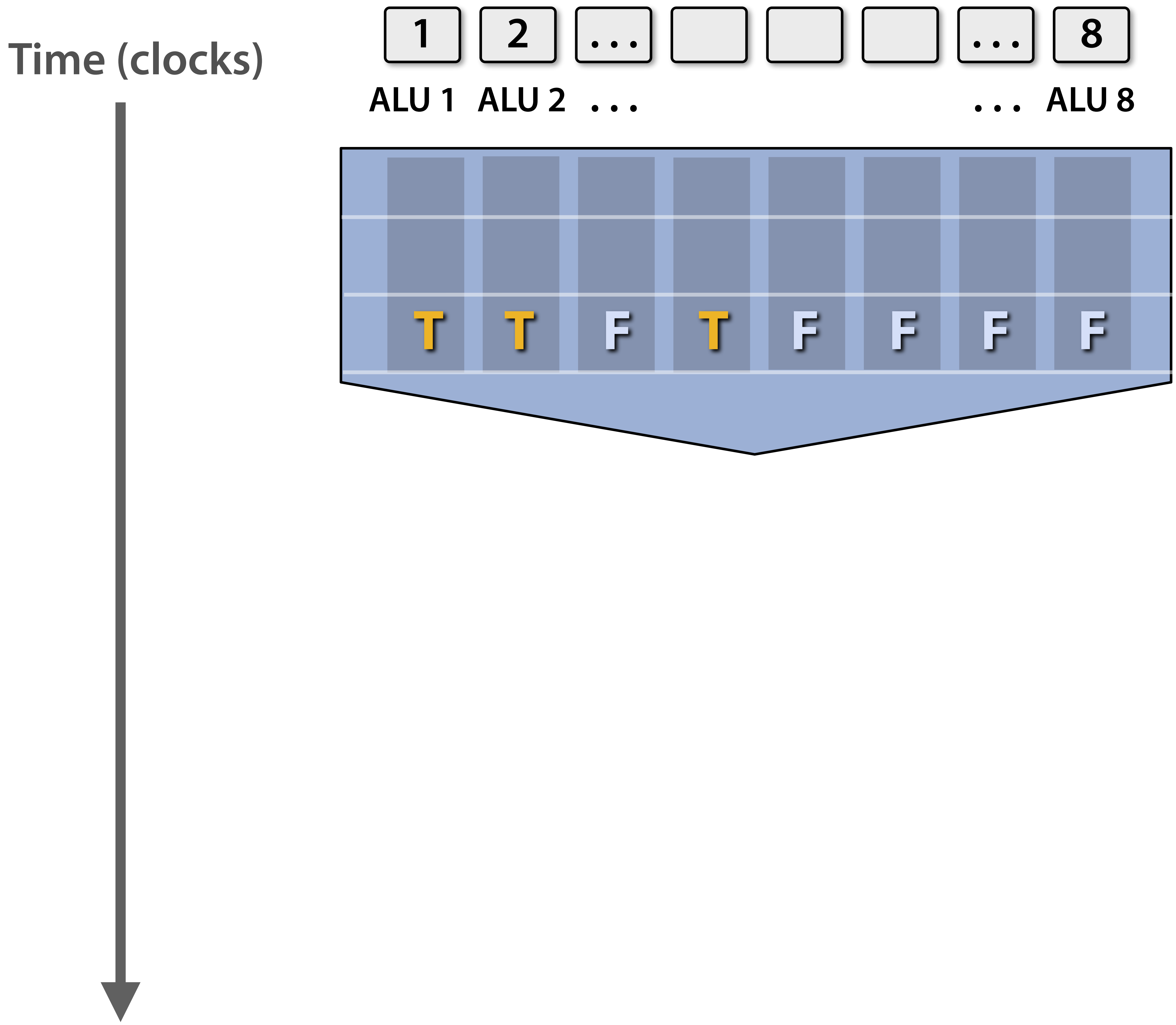
What about conditional execution?



(assume logic below is to be executed for each element in input array 'A', producing output into the array 'result')

```
<unconditional code>

float x = A[i];

if (x > 0) {
   float tmp = exp(x,5.f);
   tmp *= kMyConst1;
   x = tmp + kMyConst2;
} else {
   float tmp = kMyConst1;
   x = 2.f * tmp;
}

<resume unconditional code>

result[i] = x;
```

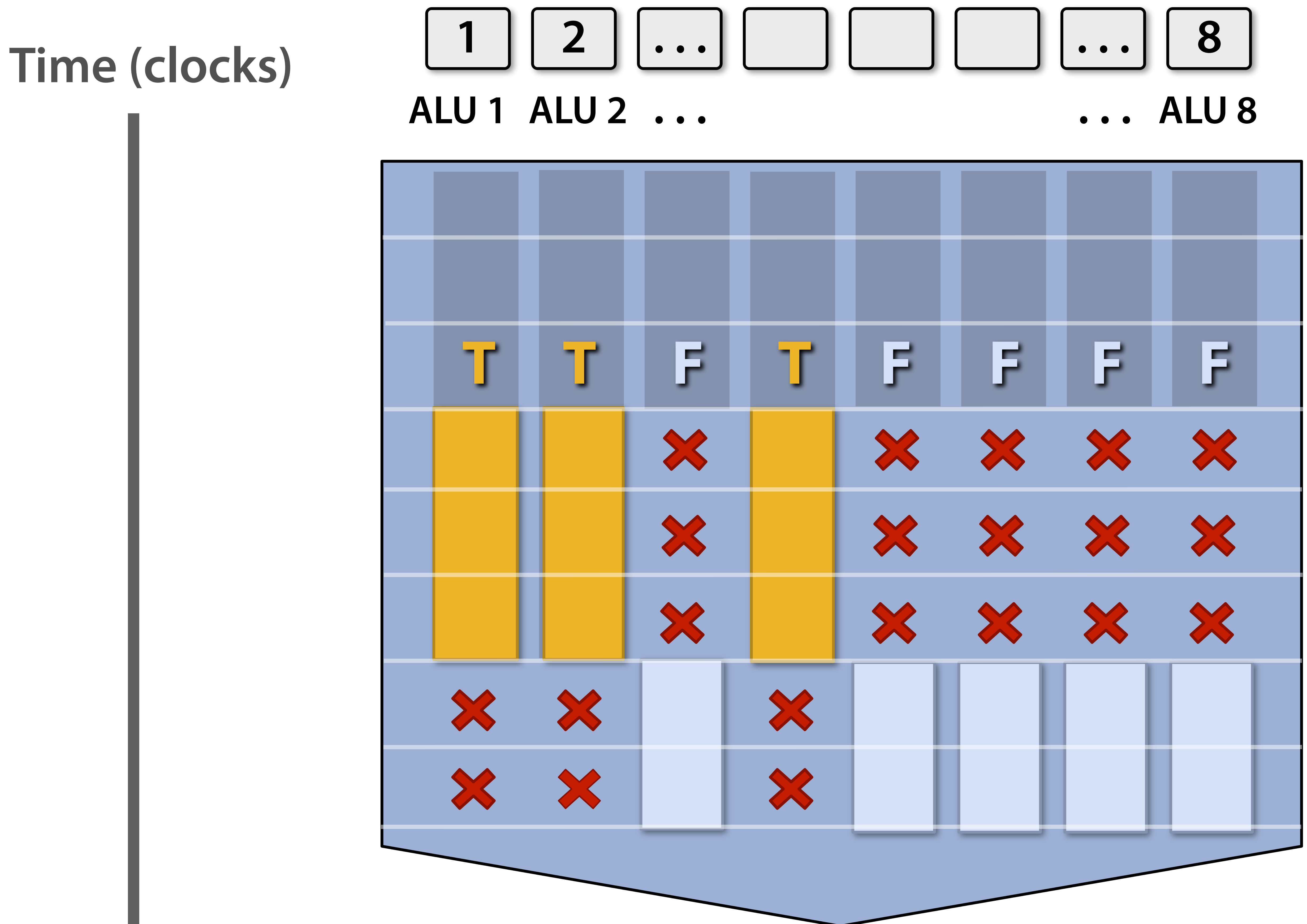
What about conditional execution?



(assume logic below is to be executed for each element in input array 'A', producing output into the array 'result')

```
<unconditional code>

float x = A[i];

if (x > 0) {
   float tmp = exp(x,5.f);
   tmp *= kMyConst1;
   x = tmp + kMyConst2;
} else {
   float tmp = kMyConst1;
   x = 2.f * tmp;
}

<resume unconditional code>

result[i] = x;
```

Mask (discard) output of ALU



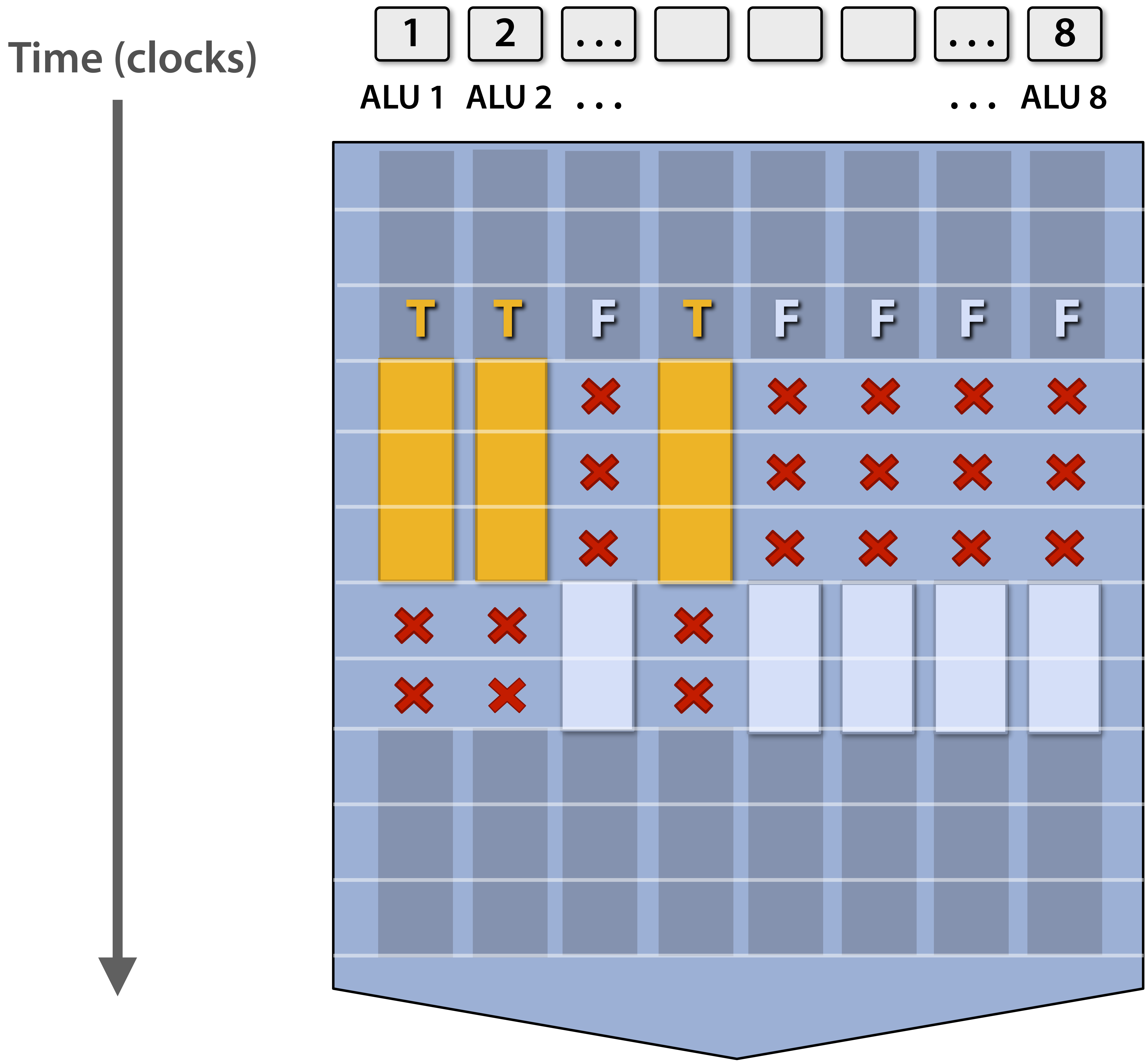
(assume logic below is to be executed for each element in input array 'A', producing output into the array 'result')

```
<unconditional code>

float x = A[i];

if (x > 0) {
    float tmp = exp(x,5.f);
    tmp *= kMyConst1;
    x = tmp + kMyConst2;
} else {
    float tmp = kMyConst1;
    x = 2.f * tmp;
}
<resume unconditional code>

result[i] = x;
```

Not all ALUs do useful work!

Worst case: 1/8 peak performance

After branch: continue at full performance



(assume logic below is to be executed for each element in input array 'A', producing output into the array 'result')

```
<unconditional code>

float x = A[i];

if (x > 0) {
    float tmp = exp(x,5.f);
    tmp *= kMyConst1;
    x = tmp + kMyConst2;
} else {
    float tmp = kMyConst1;
    x = 2.f * tmp;
}
<resume unconditional code>

result[i] = x;
```

Terminology

- Instruction stream coherence ("coherent execution")
  - Same instruction sequence applies to all elements operated upon simultaneously
  - Coherent execution is necessary for efficient use of SIMD processing resources
  - Coherent execution IS NOT necessary for efficient parallelization across cores, since each core has the capability to fetch/decode a different instruction stream
- "Divergent" execution
  - A lack of instruction stream coherence
- Note: don't confuse instruction stream coherence with "cache coherence" (a major topic later in the course)

SIMD execution on modern CPUs

- **SSE instructions: 128-bit operations: 4x32 bits or 2x64 bits (4-wide float vectors)**
- **AVX2 instructions: 256 bit operations: 8x32 bits or 4x64 bits (8-wide float vectors)**
- **AVX512 instruction: 512 bit operations: 16x32 bits…**

- **Instructions are generated by the compiler**
  - **Parallelism explicitly requested by programmer using intrinsics**
  - **Parallelism conveyed using parallel language semantics (e.g., `forall` example)**
  - **Parallelism inferred by dependency analysis of loops (hard problem, even best compilers are not great on arbitrary C/C++ code)**

- **Terminology: "explicit SIMD": SIMD parallelization is performed at compile time**
  - **Can inspect program binary and see instructions (`vstoreps`, `vmulps`, etc.)**

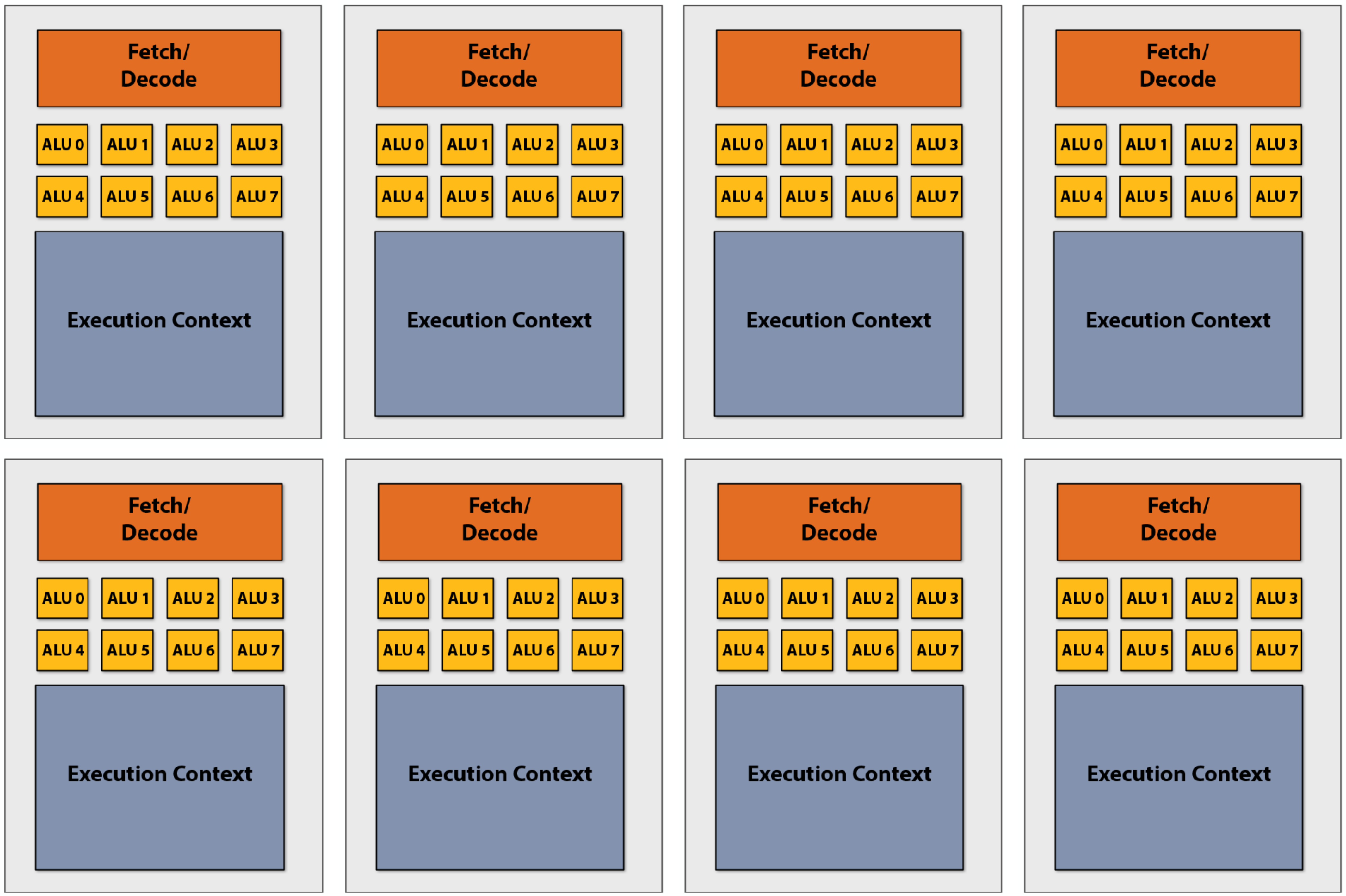
SIMD execution on many modern GPUs

- **"Implicit SIMD"**
  - **Compiler generates a scalar binary (scalar instructions)**
  - **But N instances of the program are *always run* together on the processor**
    `execute(my_function, N)  // execute my_function N times`
  - **In other words, the interface to the hardware itself is data-parallel**
  - **Hardware (not compiler) is responsible for simultaneously executing the same instruction from multiple instances on different data on SIMD ALUs**

- **SIMD width of most modern GPUs ranges from 8 to 32**
  - **Divergence can be a big issue**
    (poorly written code might execute at 1/32 the peak capability of the machine!)

Example: eight-core Intel Xeon E5-1660 v4

(in Gates 5 lab)



8 cores

8 SIMD ALUs per core

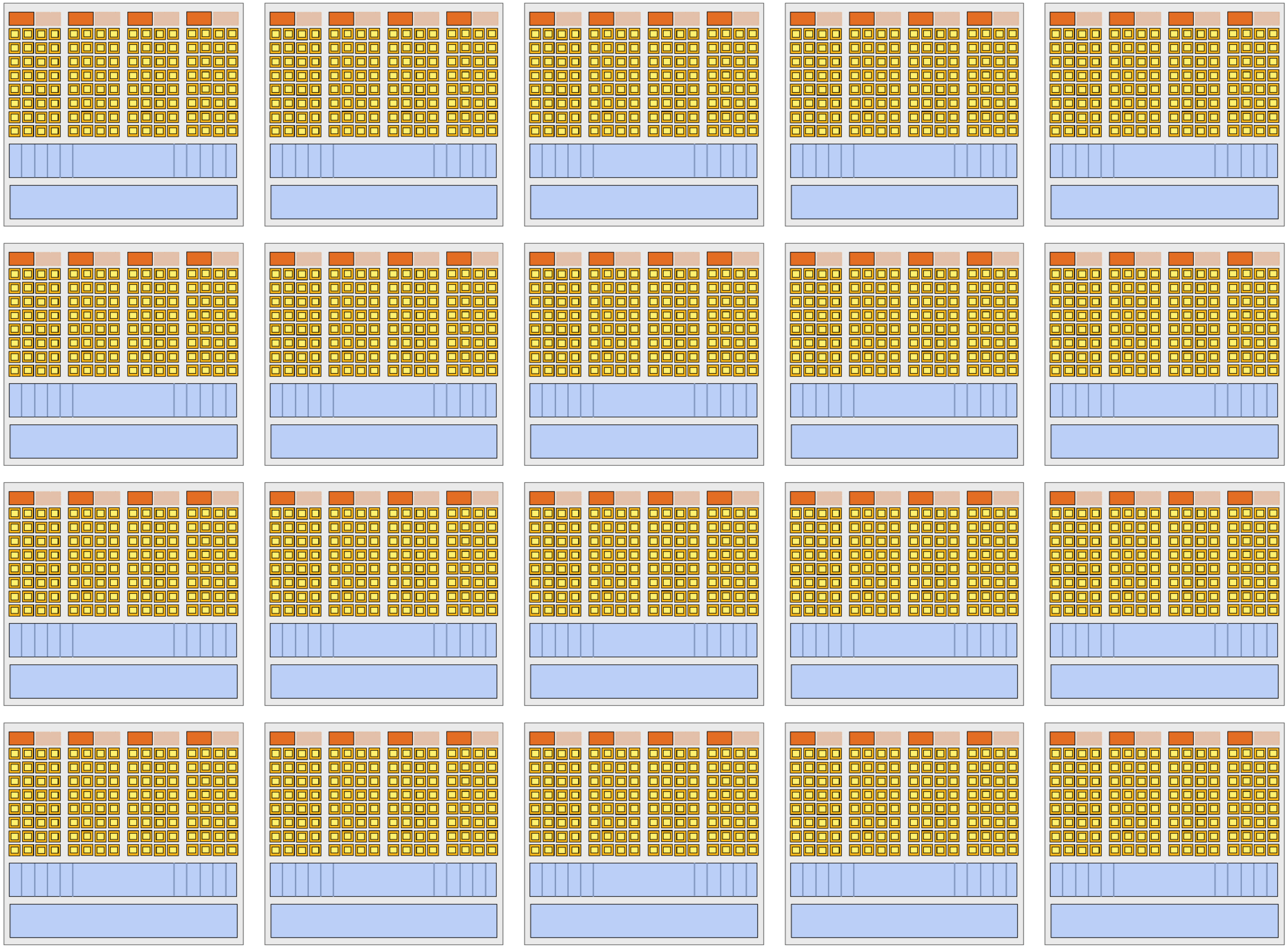
(AVX2 instructions)

490 GFLOPs (@3.2 GHz)

(140 Watts)

* Showing only AVX math units, and fetch/decode unit for AVX (additional capability for integer math)

Example: NVIDIA GTX 1080 (in the Gates 5 lab)



20 cores ("SMs")

128 SIMD ALUs per core (@1.6 GHz) = 8.1 TFLOPs (180 Watts)

Summary: parallel execution

- **Several forms of parallel execution in modern processors**
  - Multi-core: use multiple processing cores
    - Provides thread-level parallelism: simultaneously execute a completely different instruction stream on each core
    - Software decides when to create threads (e.g., via pthreads API)
  - SIMD: use multiple ALUs controlled by same instruction stream (within a core)
    - Efficient design for data-parallel workloads: control amortized over many ALUs
    - Vectorization can be done by compiler (explicit SIMD) or at runtime by hardware
    - [Lack of] dependencies is known prior to execution (usually declared by programmer, but can be inferred by loop analysis by advanced compiler)
  - Superscalar: exploit ILP within an instruction stream. Process different instructions from the <u>same</u> instruction stream in parallel (within a core)
    - Parallelism automatically and dynamically discovered by the hardware during execution (not programmer visible)

Not addressed further in this class. That's for a proper computer architecture design course like 18-447.

Part 2: accessing memory

Terminology

- **Memory latency**
  - The amount of time for a memory request (e.g., load, store) from a processor to be serviced by the memory system
  - Example: 100 cycles, 100 nsec

- **Memory bandwidth**
  - The rate at which the memory system can provide data to a processor
  - Example: 20 GB/s

Stalls

- A processor "stalls" when it cannot run the next instruction in an instruction stream because of a dependency on a previous instruction.

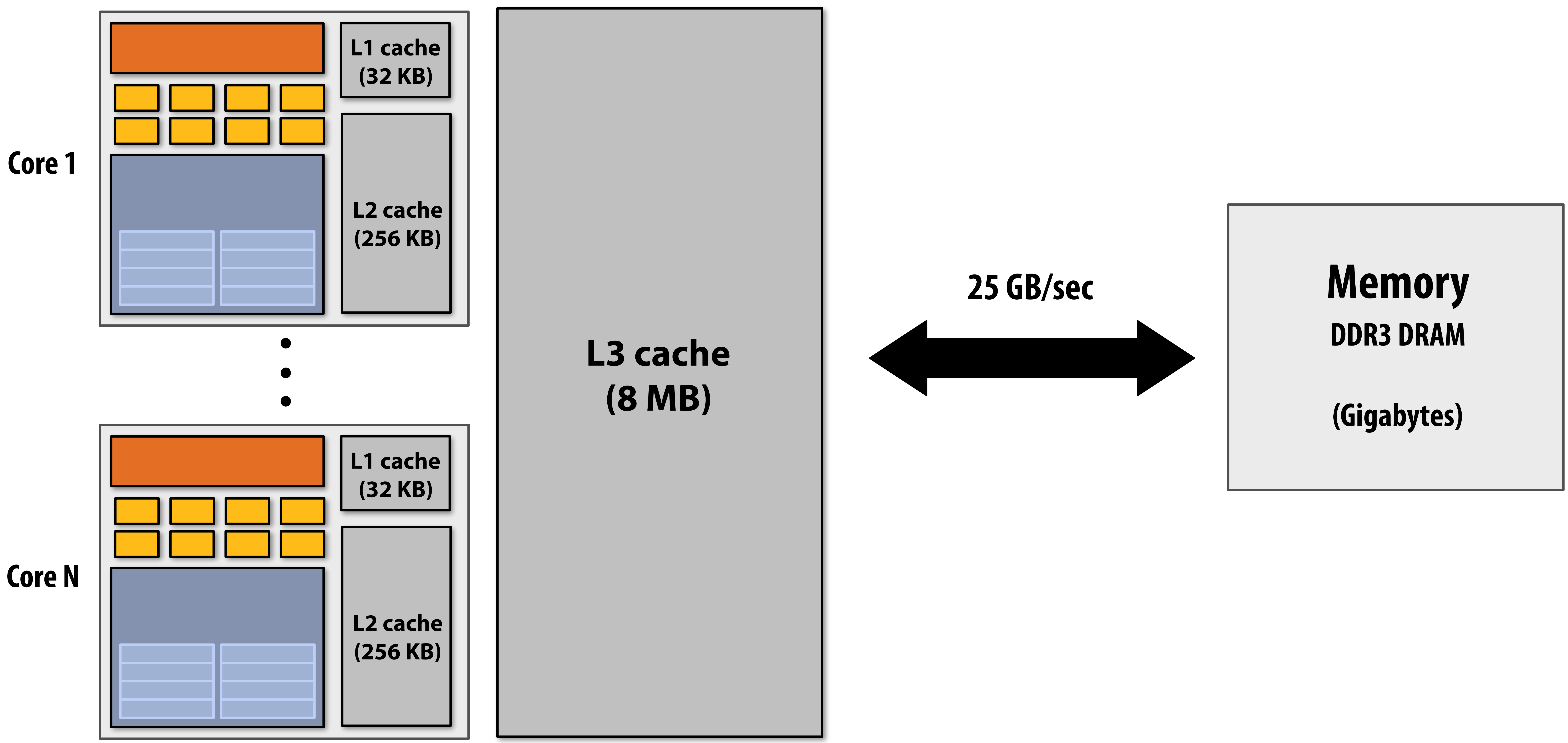
- Accessing memory is a major source of stalls

```
ld r0 mem[r2]
ld r1 mem[r3]
add r0, r0, r1
```

Dependency: cannot execute 'add' instruction until data at mem[r2] and mem[r3] have been loaded from memory

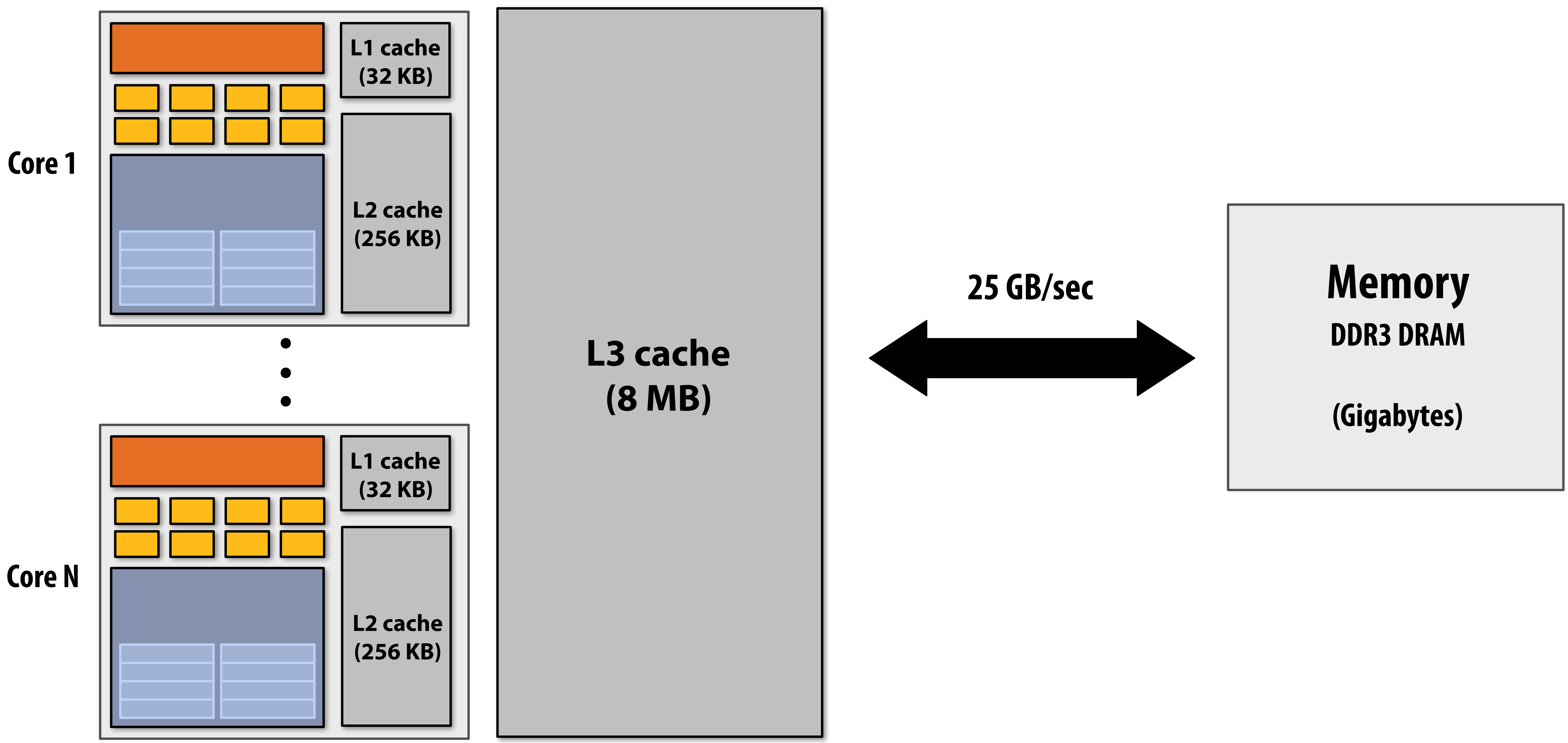
- Memory access times ~ 100's of cycles
  - Memory "access time" is a measure of latency

Review: why do modern processors have caches?



Caches reduce length of stalls (reduce latency)

Processors run efficiently when data is resident in caches
Caches reduce memory access latency *



*** Caches also provide high bandwidth data transfer to CPU**

Prefetching reduces stalls (<u>hides</u> latency)

- All modern CPUs have logic for prefetching data into caches
  - Dynamically analyze program's access patterns, predict what it will access soon

- Reduces stalls since data is resident in cache when accessed

```
predict value of r2, initiate load
predict value of r3, initiate load
...
...
...
...
...
...
ld r0 mem[r2]
ld r1 mem[r3]
add r0, r0, r1
```

data arrives in cache

data arrives in cache

These loads are cache hits

Note: Prefetching can also reduce performance if the guess is wrong (hogs bandwidth, pollutes caches)

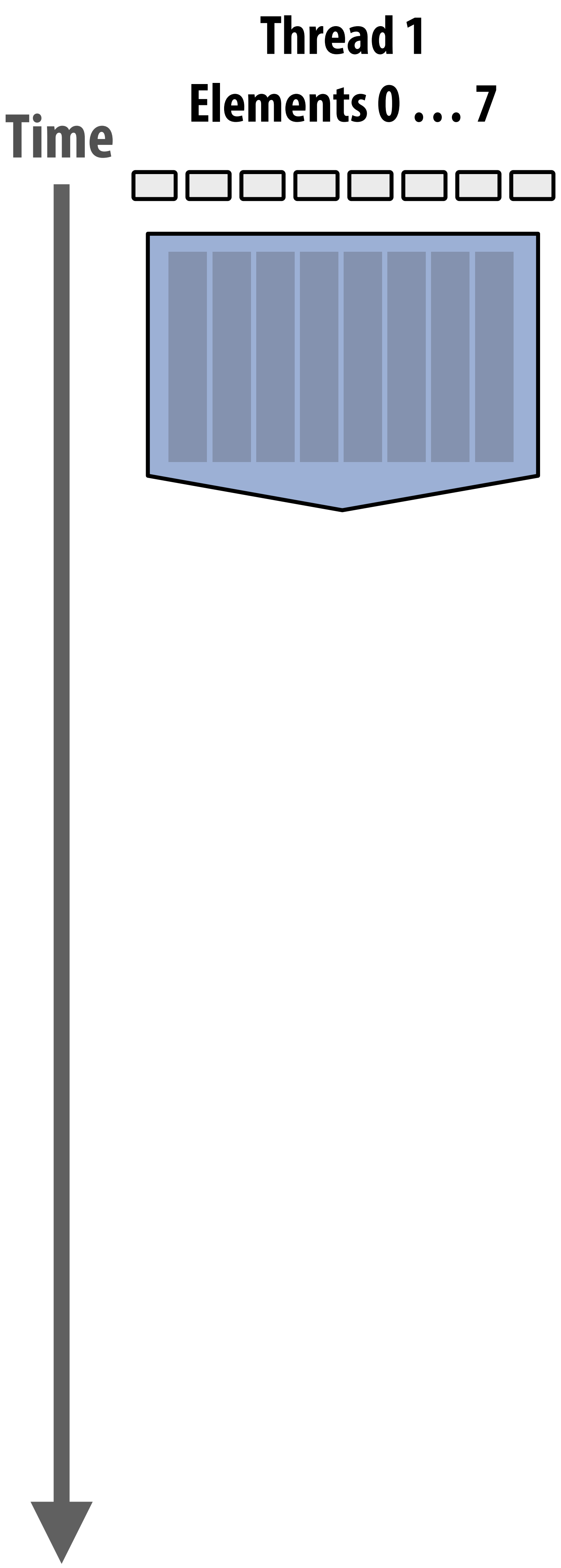
(more detail later in course)

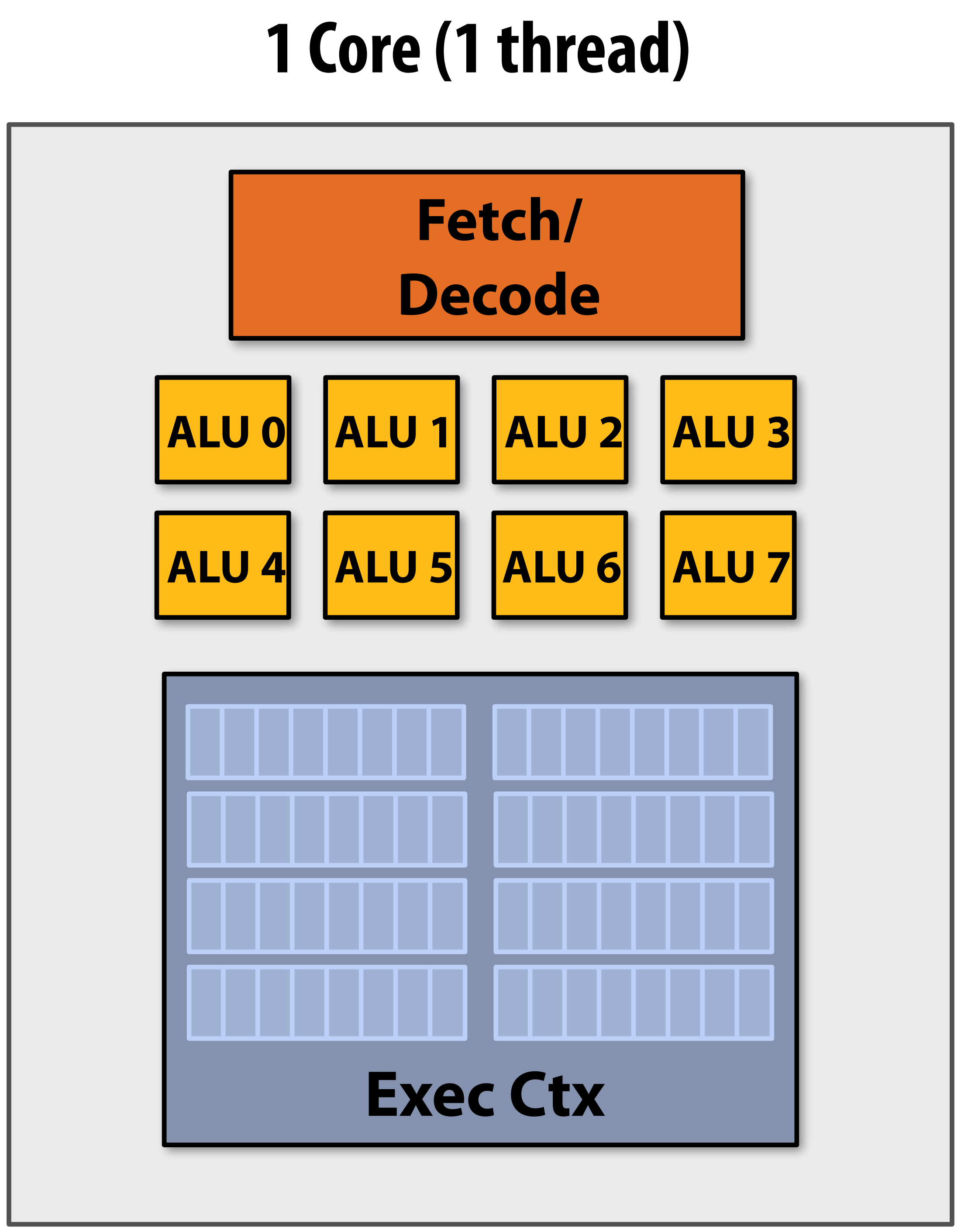
Multi-threading reduces stalls

- Idea: interleave processing of multiple threads on the same core to hide stalls

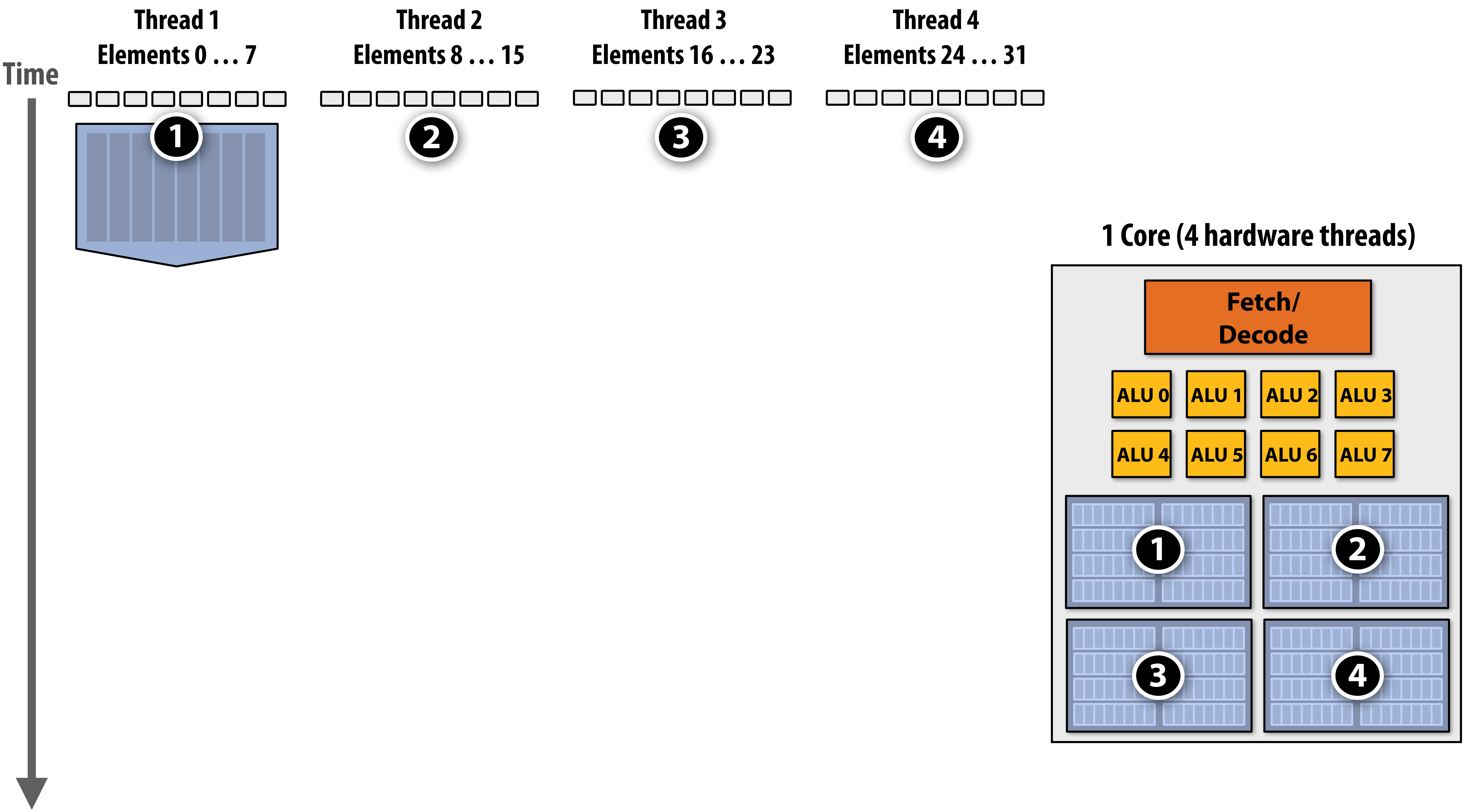
- Like prefetching, multi-threading is a latency hiding, not a latency reducing technique

Hiding stalls with multi-threading

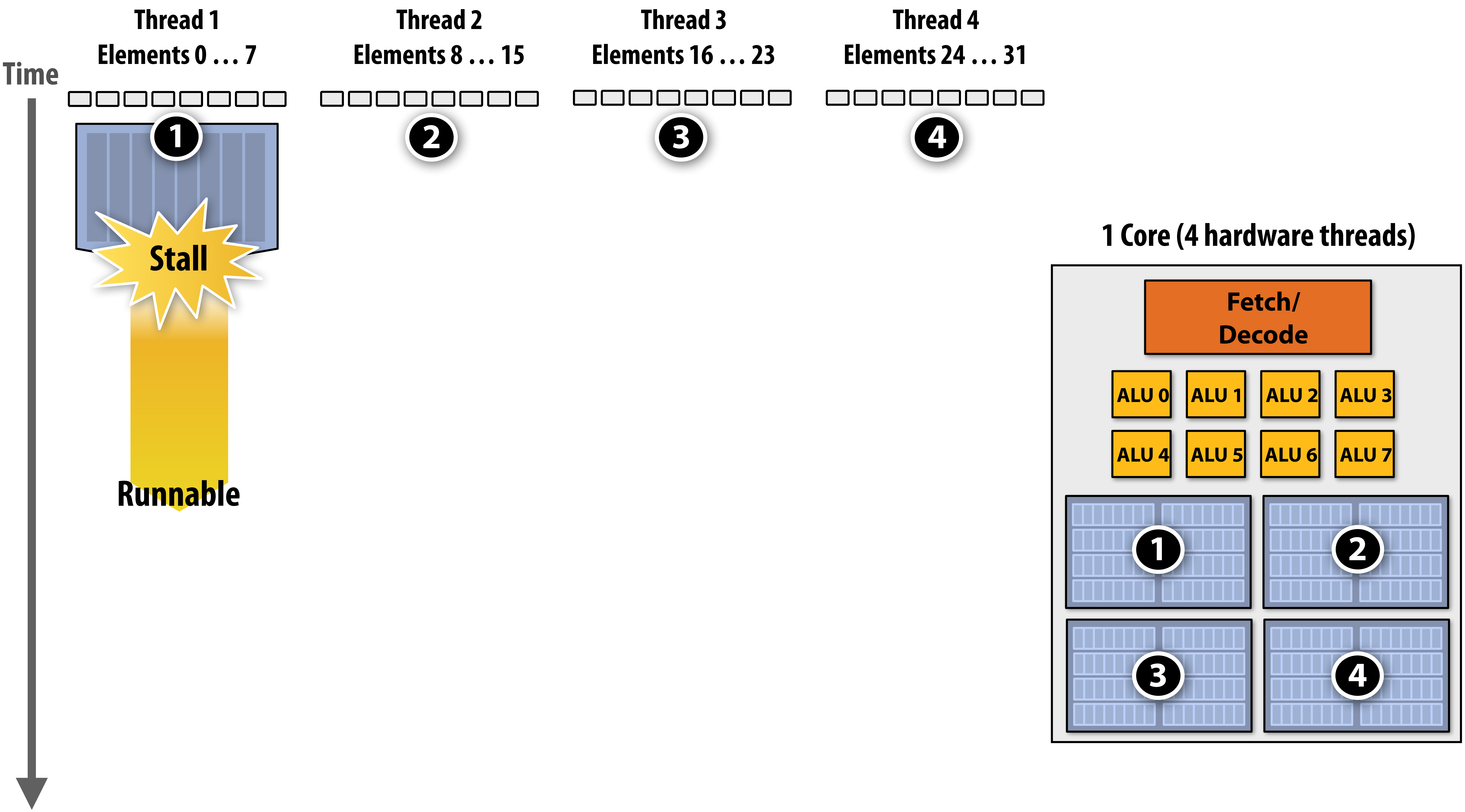




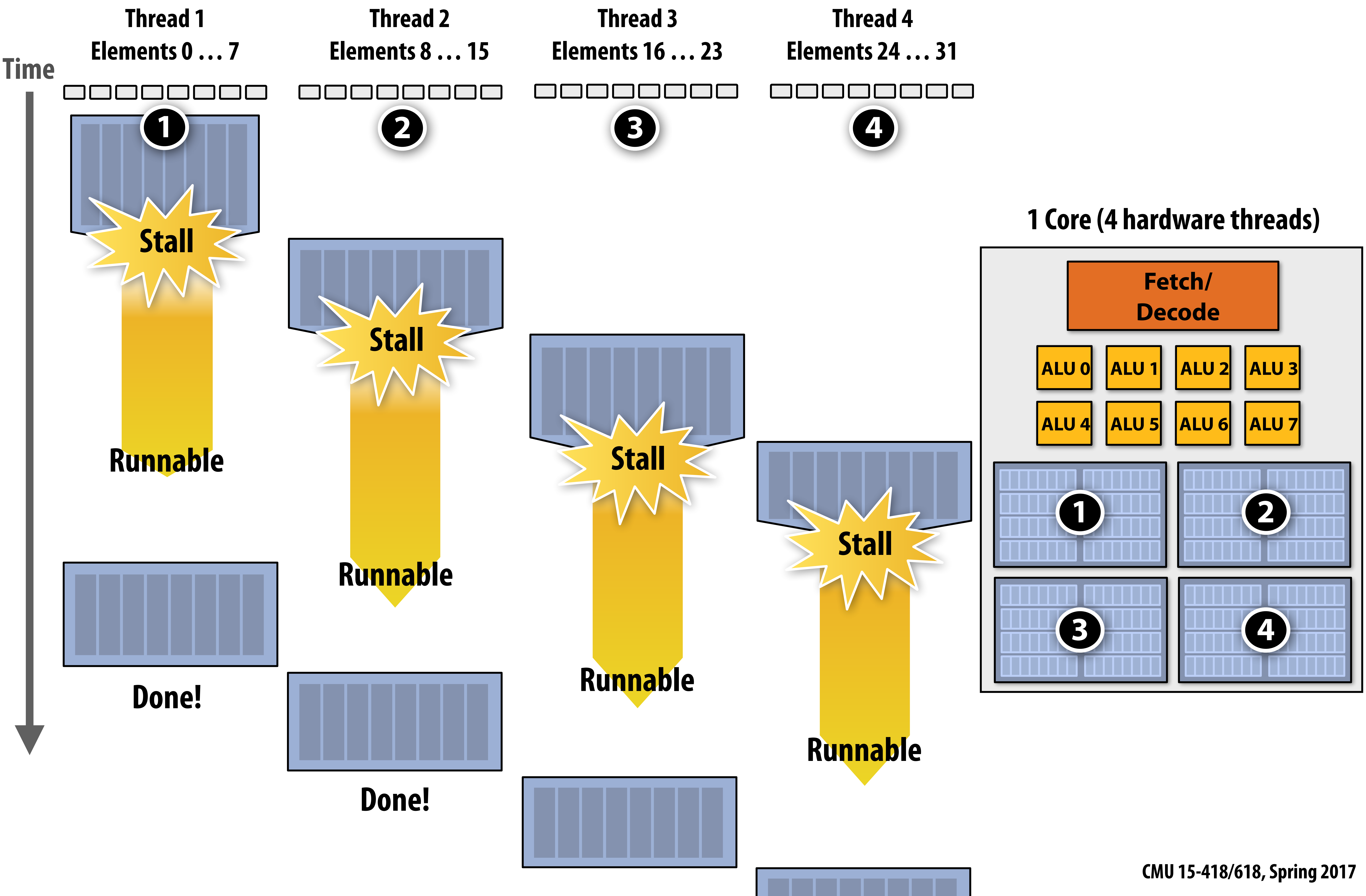
Hiding stalls with multi-threading



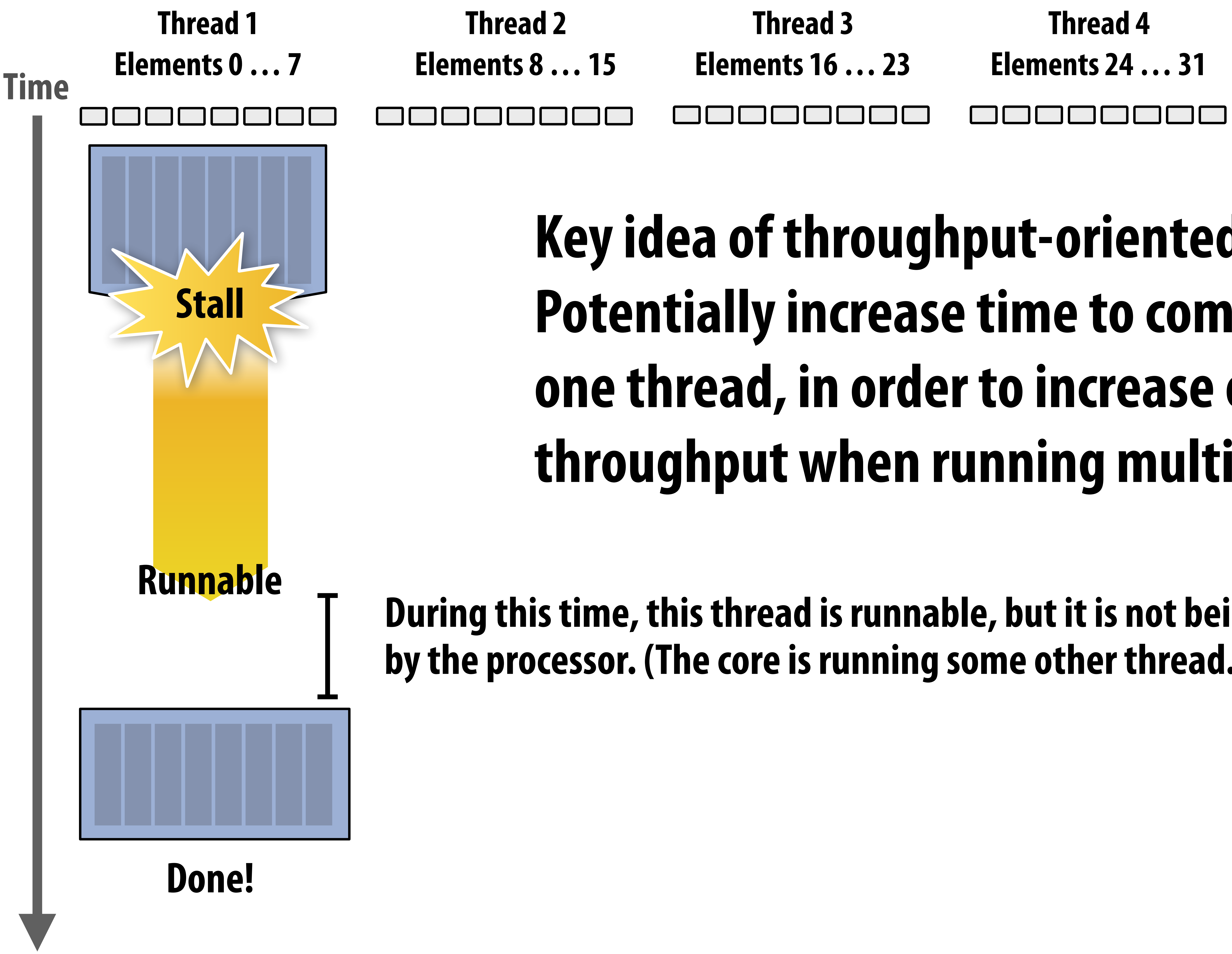
Hiding stalls with multi-threading



Hiding stalls with multi-threading



Throughput computing trade-off

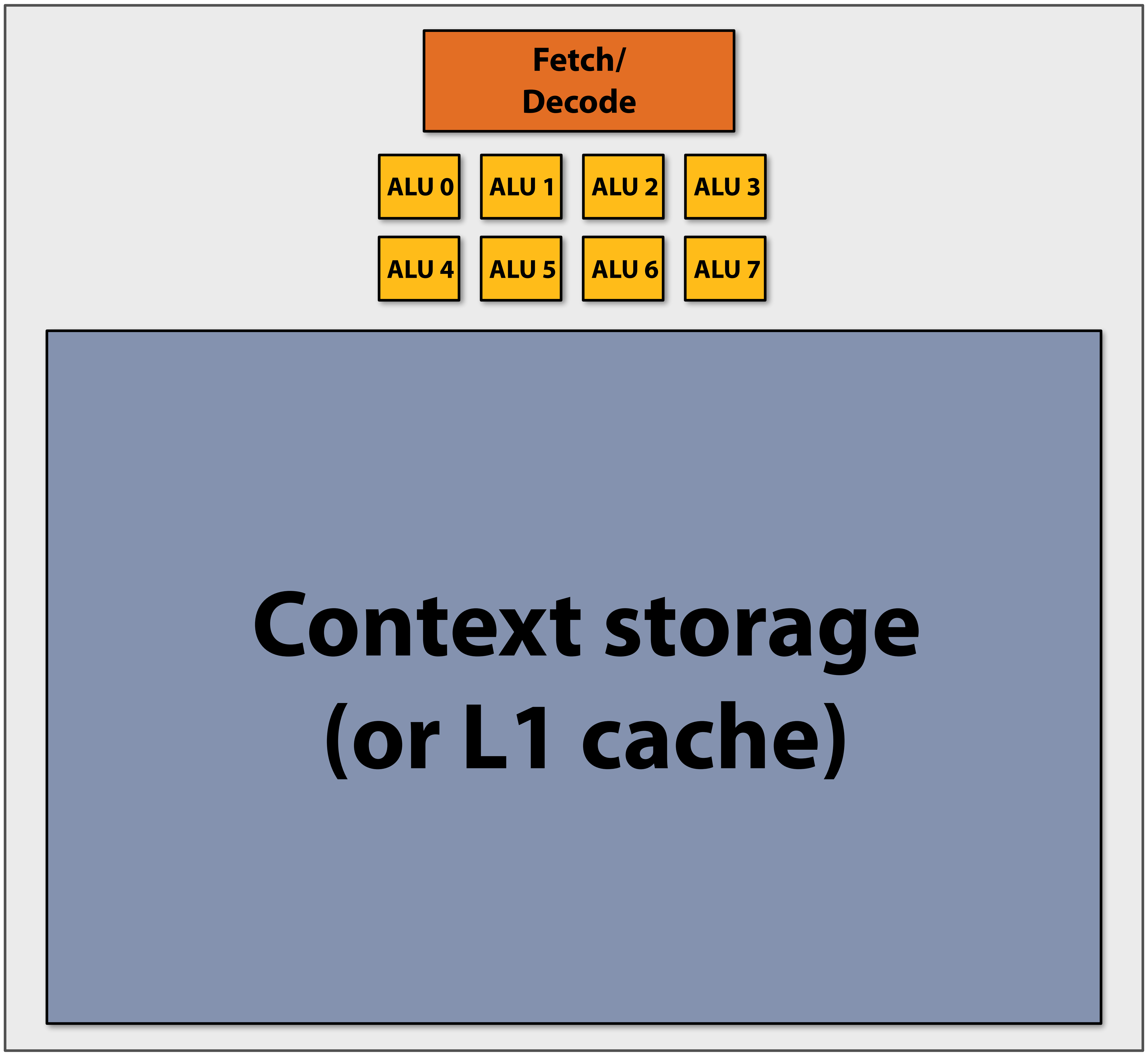


Key idea of throughput-oriented systems: Potentially increase time to complete work by any one thread, in order to increase overall system throughput when running multiple threads.

During this time, this thread is runnable, but it is not being executed by the processor. (The core is running some other thread.)

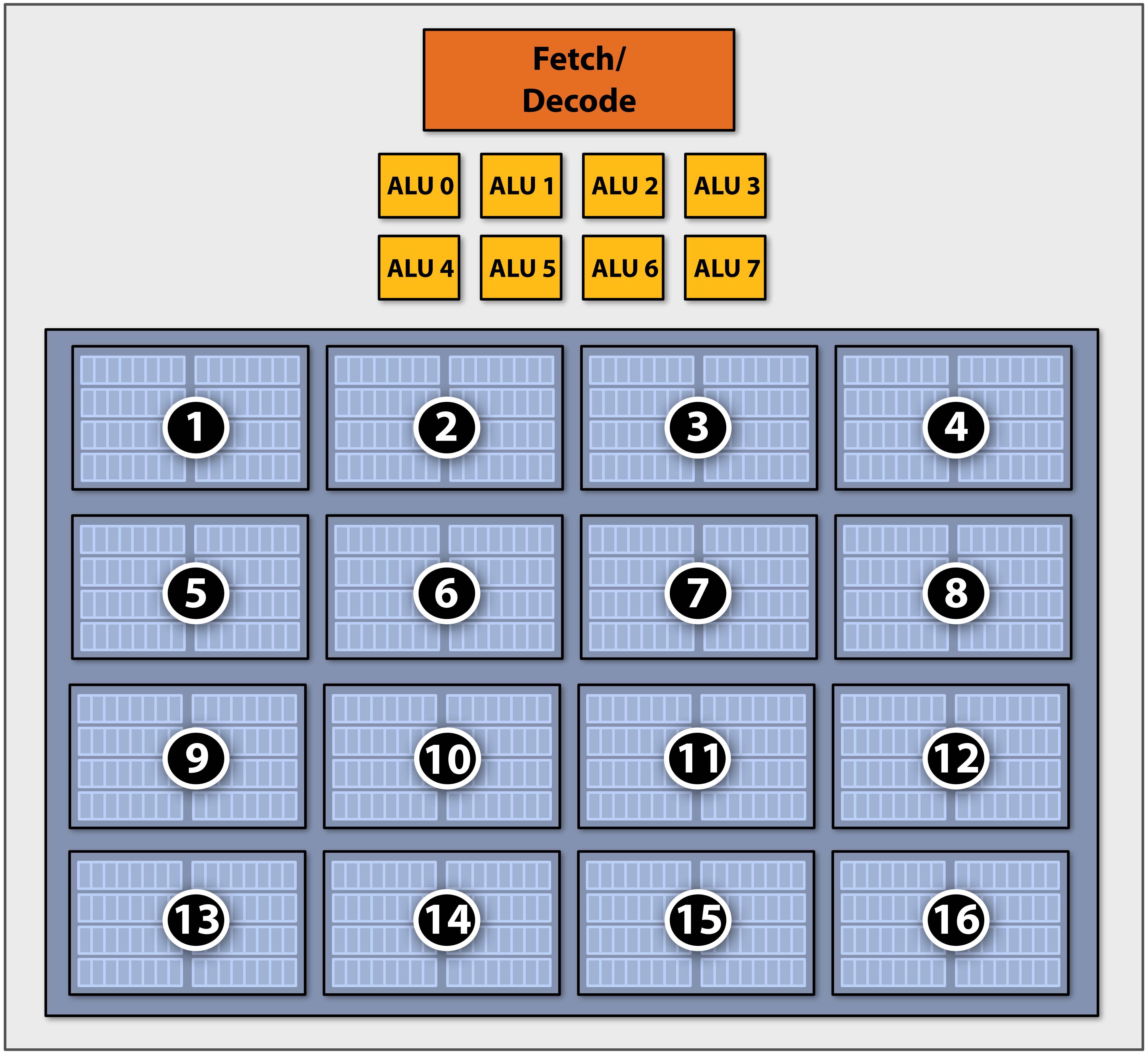
Storing execution contexts

Consider on-chip storage of execution contexts a finite resource.



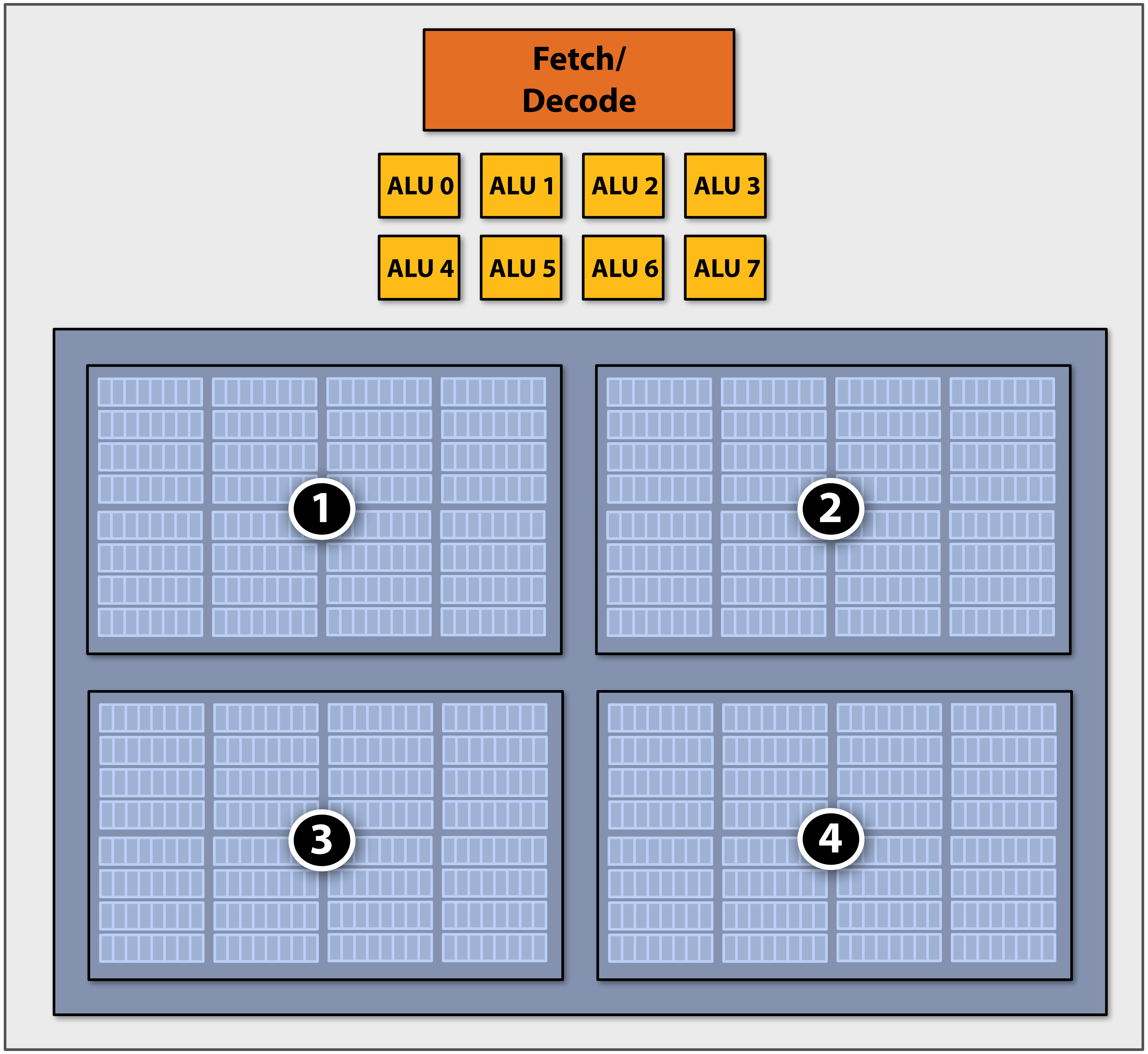
Many small contexts (high latency hiding ability)

1 core
(16 hardware threads, storage for small working set per thread)



Four large contexts (low latency hiding ability)

1 core
(4 hardware threads, storage for larger working set per thread)



Hardware-supported multi-threading

- **Core manages execution contexts for multiple threads**
  - Runs instructions from runnable threads (processor makes decision about which thread to run each clock, not the operating system)
  - Core still has the same number of ALU resources: multi-threading only helps use them more efficiently in the face of high-latency operations like memory access

- **Interleaved multi-threading (a.k.a. temporal multi-threading)**
  - What I described on the previous slides: each clock, the core chooses a thread, and runs an instruction from the thread on the ALUs

- **Simultaneous multi-threading (SMT)**
  - Each clock, core chooses instructions from multiple threads to run on ALUs
  - Extension of superscalar CPU design
  - Example: Intel Hyper-threading (2 threads per core)

Multi-threading summary

- **Benefit: use a core's ALU resources more efficiently**
  - Hide memory latency
  - Fill multiple functional units of superscalar architecture (when one thread has insufficient ILP)

- **Costs**
  - Requires additional storage for thread contexts
  - Increases run time of any single thread (often not a problem, we usually care about throughput in parallel apps)
  - Requires additional independent work in a program (more independent work than ALUs!)
  - Relies heavily on memory bandwidth
    - More threads → larger working set → less cache space per thread
    - May go to memory more often, but can hide the latency

Kayvon's fictitious multi-core chip

16 cores

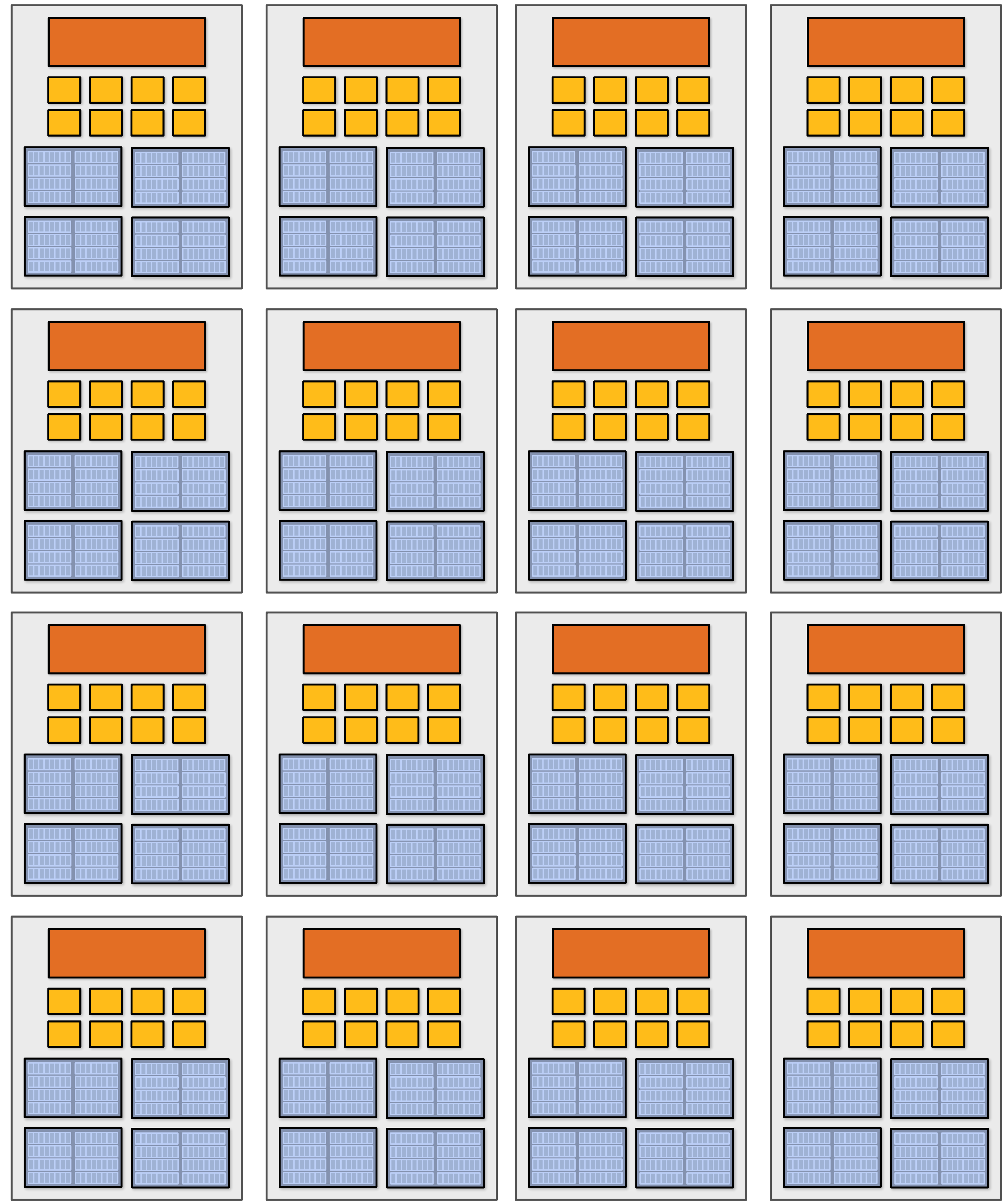
8 SIMD ALUs per core
(128 total)

4 threads per core

16 simultaneous
instruction streams

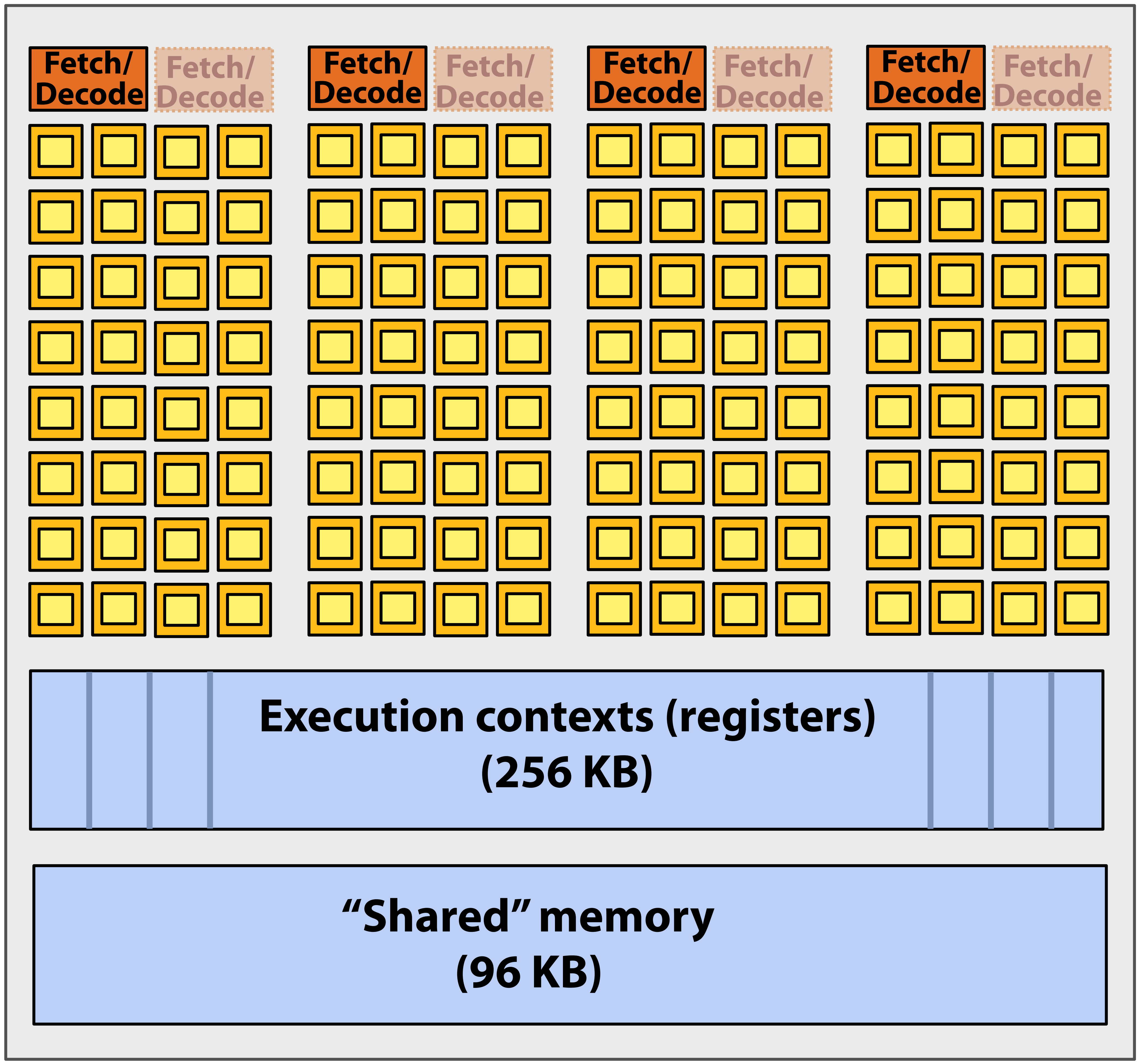
64 total concurrent
instruction streams

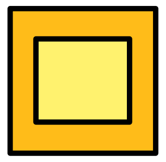
512 independent pieces of
work are needed to run chip
with maximal latency
hiding ability



GPUs: extreme throughput-oriented processors

NVIDIA GTX 1080 core ("SM")

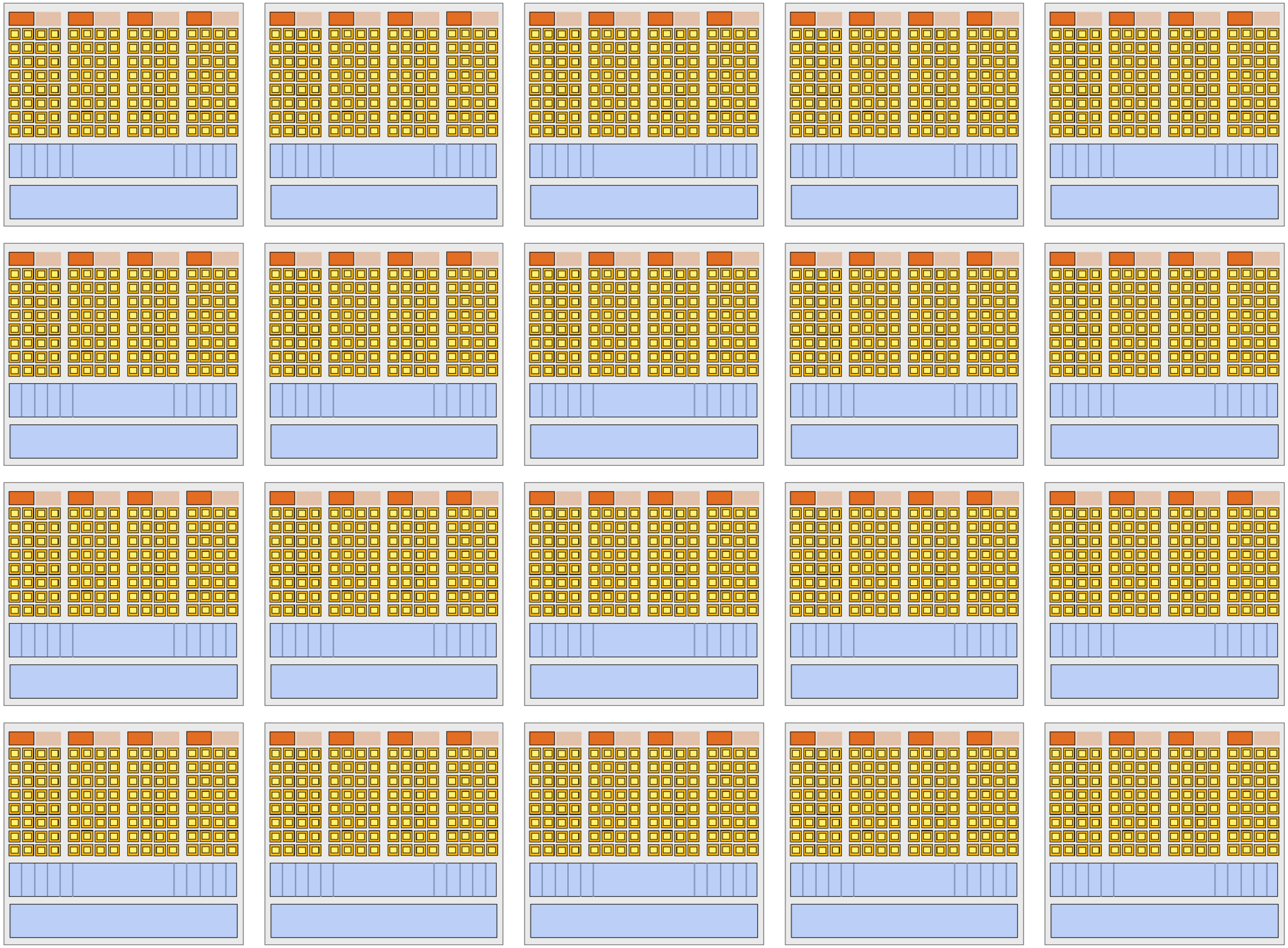



= SIMD function unit, control shared across 32 units (1 MUL-ADD per clock)

- Instructions operate on 32 pieces of data at a time (instruction streams called "warps").
- Think: warp = thread issuing 32-wide vector instructions
- Different instructions from up to four warps can be executed simultaneously (simultaneous multi-threading)
- Up to 64 warps are interleaved on the SM (interleaved multi-threading)
- Over 2,048 elements can be processed concurrently by a core

Source: NVIDIA Pascal Tuning Guide

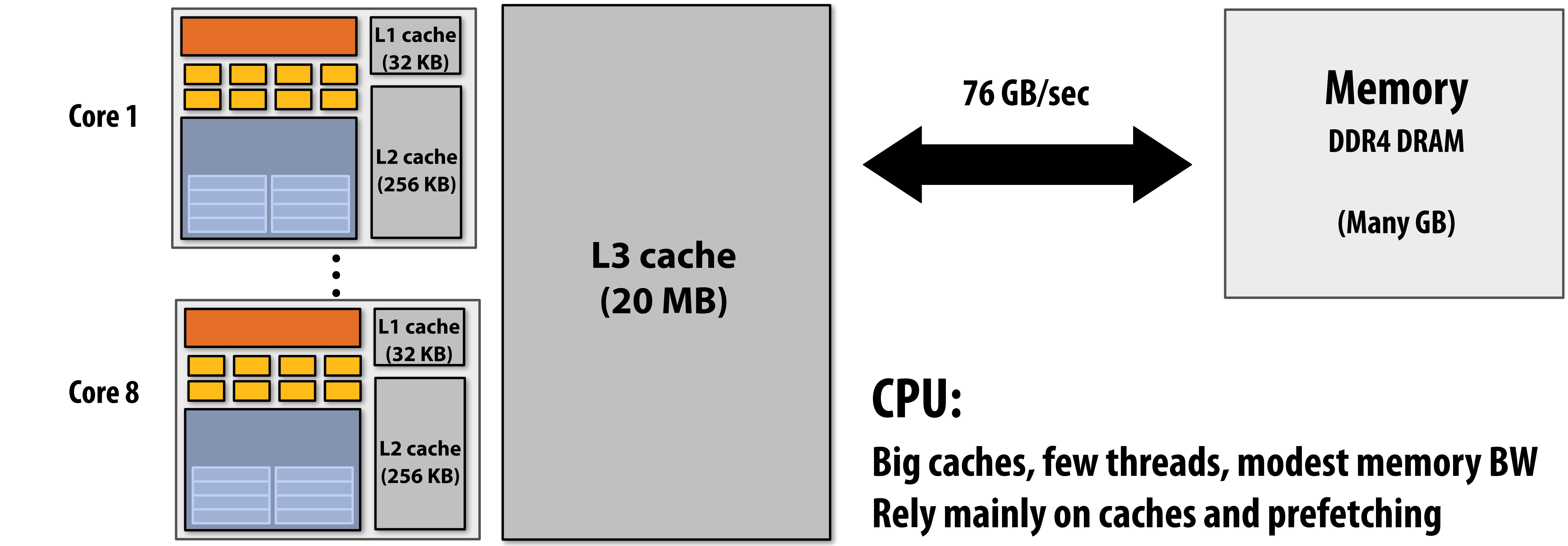
NVIDIA GTX 1080



There are 20 SM cores on the GTX 1080:

That's 40,960 pieces of data being processed concurrently to get maximal latency hiding!

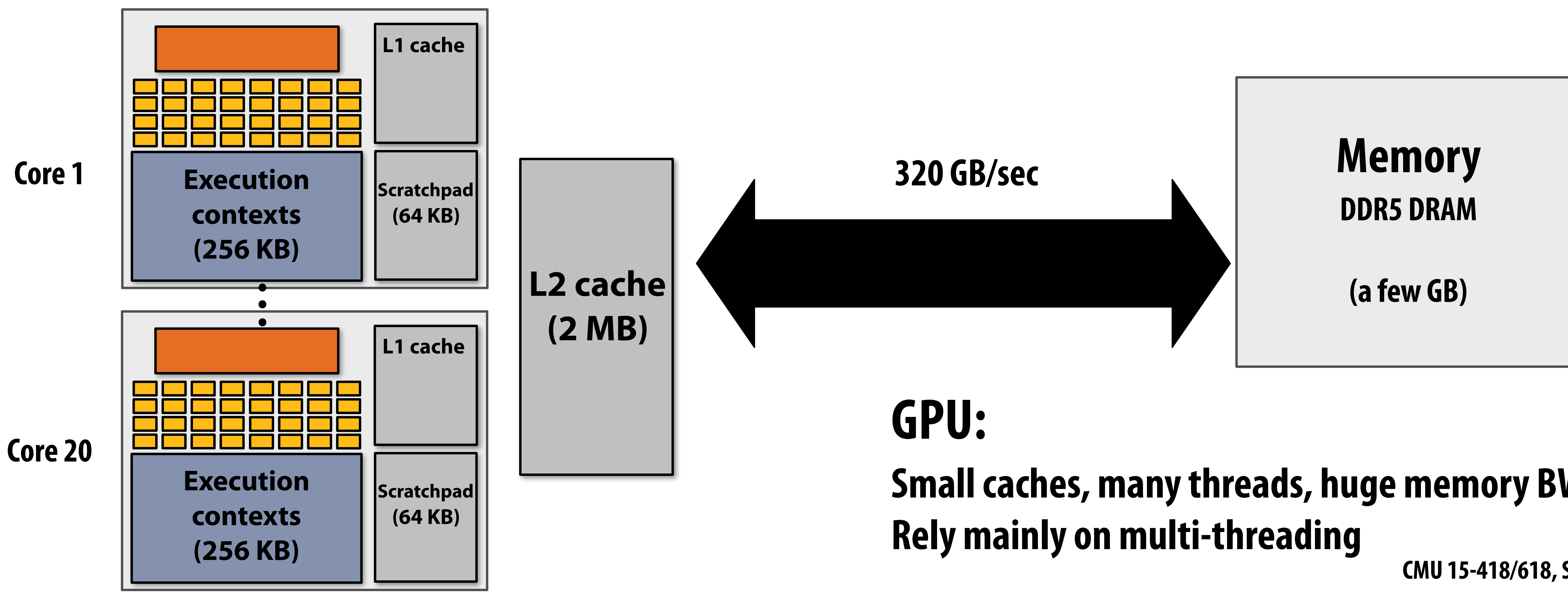
CPU vs. GPU memory hierarchies



CPU:

Big caches, few threads, modest memory BW

Rely mainly on caches and prefetching



GPU:

Small caches, many threads, huge memory BW

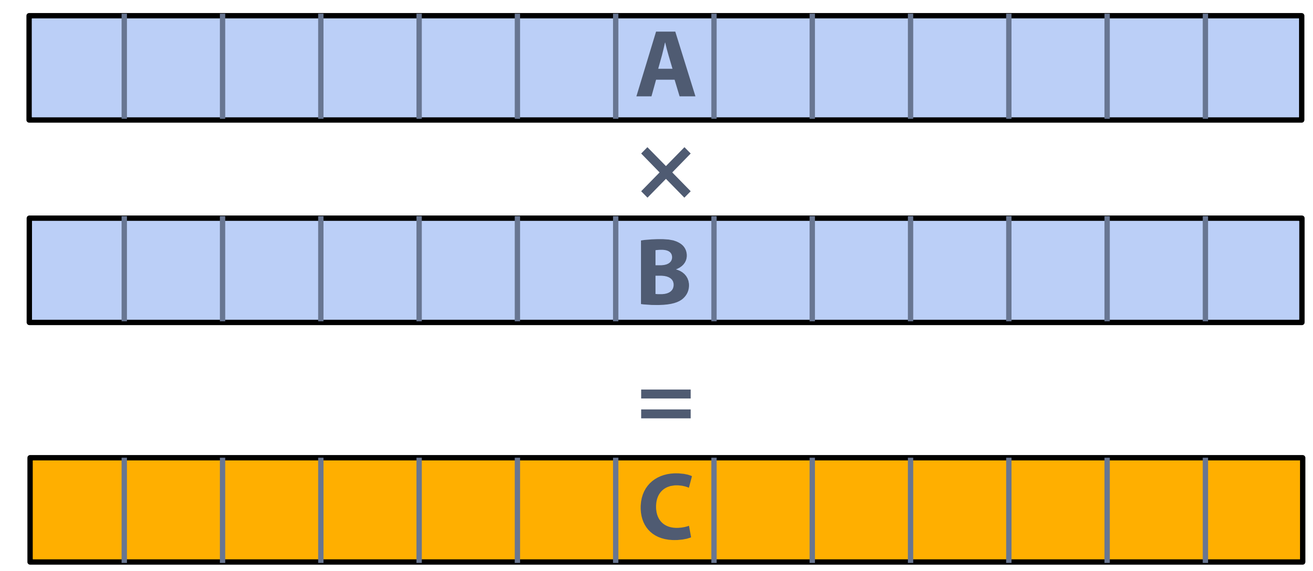
Rely mainly on multi-threading

Thought experiment

Task: element-wise multiplication of two vectors A and B

Assume vectors contain millions of elements

- Load input A[i]
- Load input B[i]
- Compute A[i] × B[i]
- Store result into C[i]



Three memory operations (12 bytes) for every MUL

NVIDIA GTX 1080 GPU can do 2560 MULs per clock (@ 1.6 GHz)

Need ~45 TB/sec of bandwidth to keep functional units busy (only have 320 GB/sec)

<1% GPU efficiency… but 4.2x faster than eight-core CPU in lab!

(3.2 GHz Xeon E5v4 eight-core CPU connected to 76 GB/sec memory bus will exhibit ~3% efficiency on this computation)

Bandwidth limited!

If processors request data at too high a rate, the memory system cannot keep up.

No amount of latency hiding helps this.

Overcoming bandwidth limits are a common challenge for application developers on throughput-optimized systems.

Bandwidth is a critical resource

Performant parallel programs will:

- Organize computation to fetch data from memory less often
  - Reuse data previously loaded by the same thread (traditional intra-thread temporal locality optimizations)
  - Share data across threads (inter-thread cooperation)
- Request data less often (instead, do more arithmetic: it's "free")
  - Useful term: "arithmetic intensity" — ratio of math operations to data access operations in an instruction stream
  - Main point: programs must have high arithmetic intensity to utilize modern processors efficiently

Summary

- **Three major ideas that all modern processors employ to varying degrees**
  - **Employ multiple processing cores**
    - **Simpler cores (embrace thread-level parallelism over instruction-level parallelism)**
  - **Amortize instruction stream processing over many ALUs (SIMD)**
    - **Increase compute capability with little extra cost**
  - **Use multi-threading to make more efficient use of processing resources (hide latencies, fill all available resources)**

- **Due to high arithmetic capability on modern chips, many parallel applications (on both CPUs and GPUs) are bandwidth bound**

- **GPU architectures use the same throughput computing ideas as CPUs: but GPUs push these concepts to extreme scales**

For the rest of this class, know these terms

- Multi-core processor
- SIMD execution
- Coherent control flow
- Hardware multi-threading
  - Interleaved multi-threading
  - Simultaneous multi-threading
- Memory latency
- Memory bandwidth
- Bandwidth bound application
- Arithmetic intensity

Review slides

(additional examples for review and to check our understanding)

Putting together the concepts from this lecture:

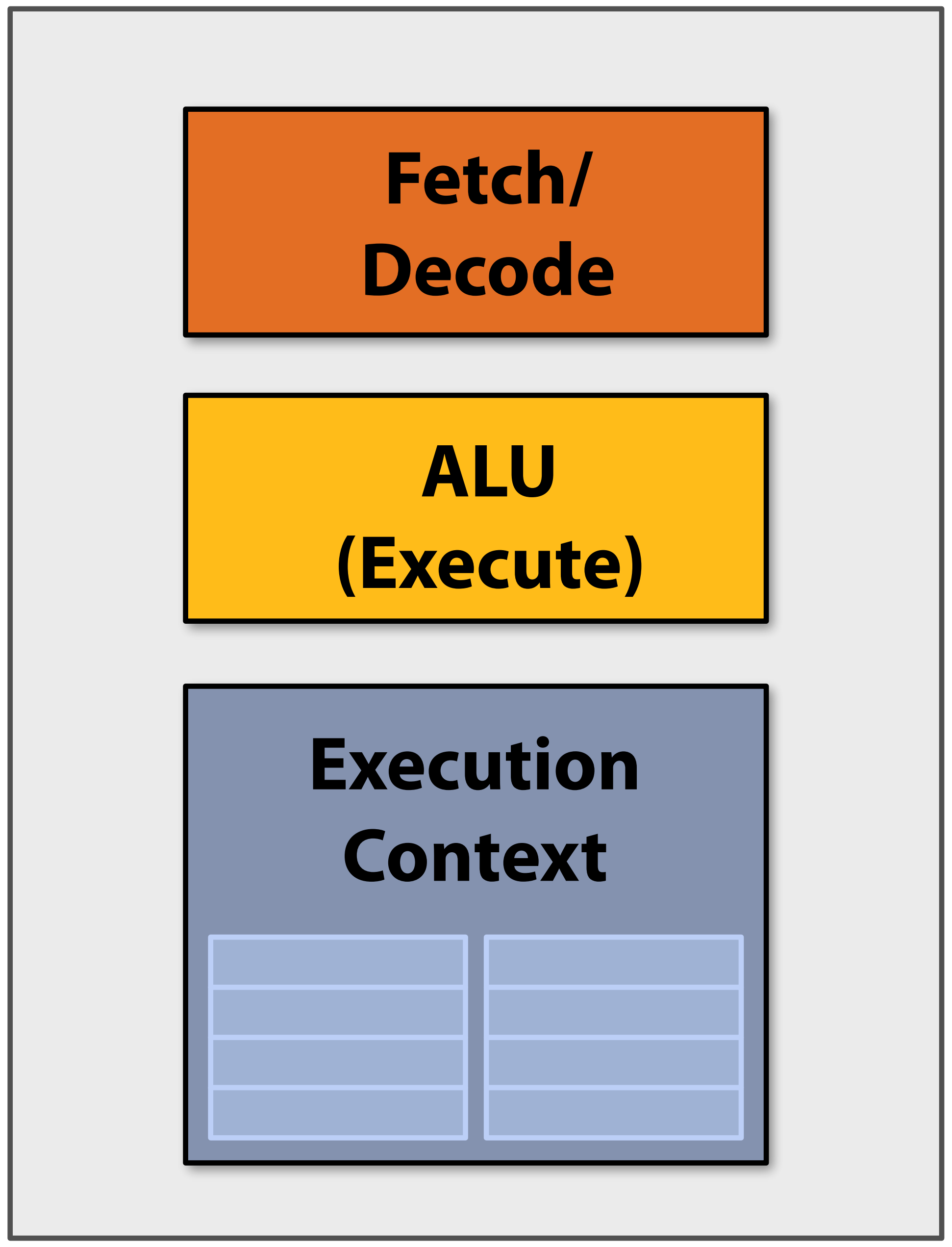
(if you understand the following sequence you understand this lecture)

Running code on a simple processor

My very simple program:
compute $\sin(x)$ using Taylor expansion

```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

My very simple processor:
completes one instruction per clock



Review: superscalar execution

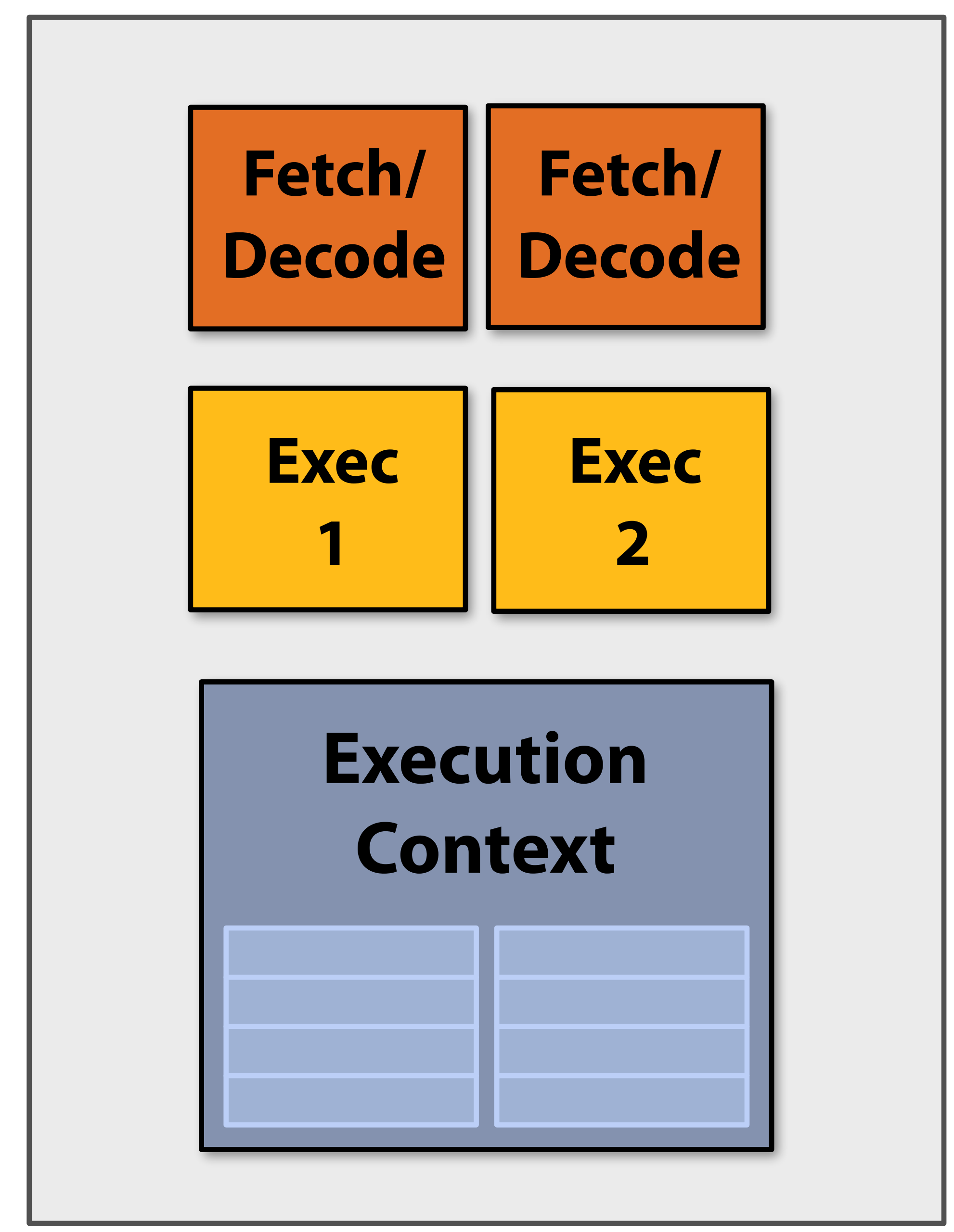
Unmodified program

```
void sinx(int N, int terms, float* x, float* result)
{
   for (int i=0; i<N; i++)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom;
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

Independent operations in instruction stream

(They are detected by the processor at run-time and may be executed in parallel on execution units 1 and 2)

My single core, superscalar processor: executes up to two instructions per clock from a single instruction stream.

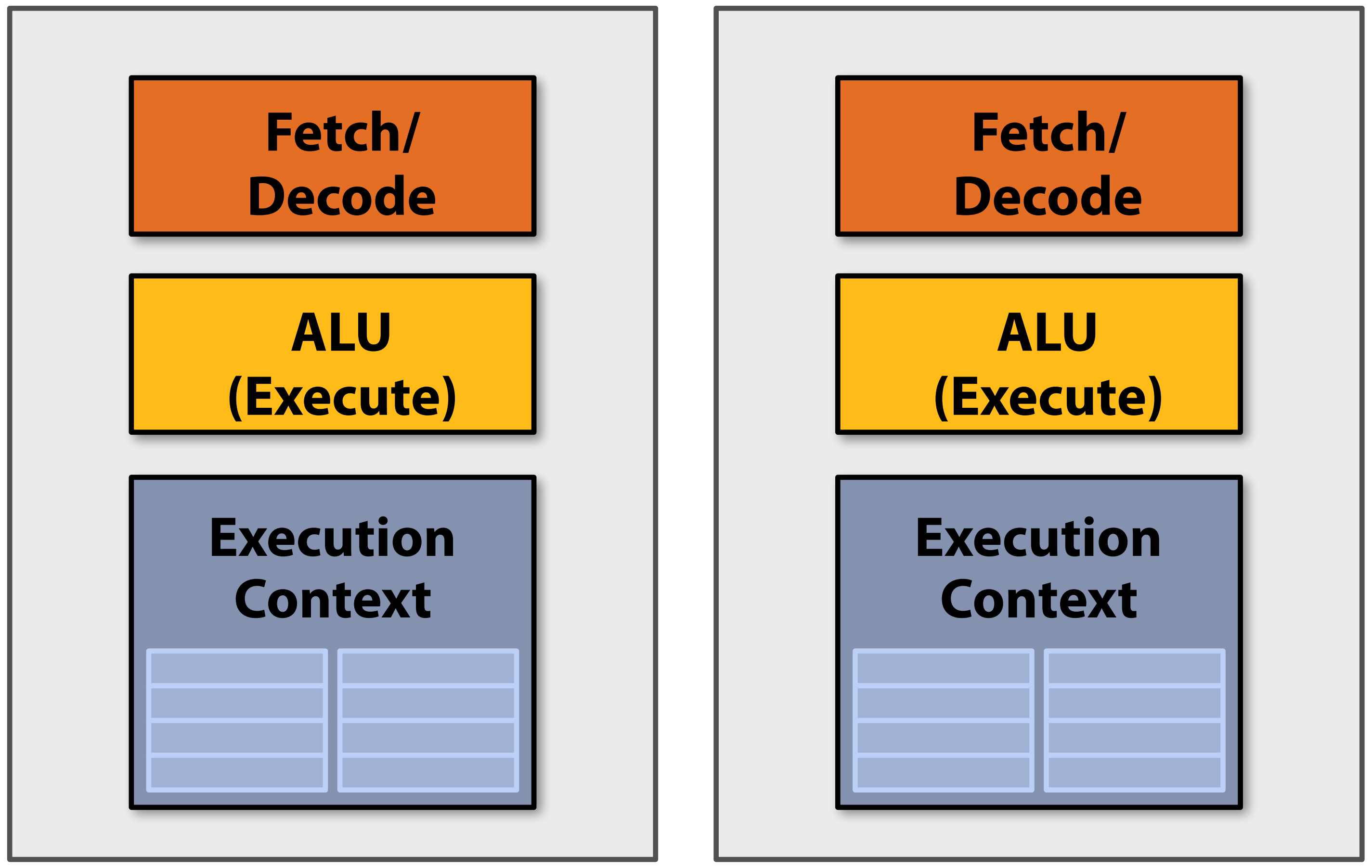


Review: multi-core execution (two cores)

Modify program to create two threads of control (two instruction streams)

```
typedef struct {
   int N;
   int terms;
   float* x;
   float* result;
} my_args;

void parallel_sinx(int N, int terms, float* x, float* result)
{
    pthread_t thread_id;
    my_args args;

    args.N = N/2;
    args.terms = terms;
    args.x = x;
    args.result = result;

    pthread_create(&thread_id, NULL, my_thread_start, &args); // launch thread
    sinx(N - args.N, terms, x + args.N, result + args.N); // do work
    pthread_join(thread_id, NULL);
}

void my_thread_start(void* thread_arg)
{
   my_args* thread_args = (my_args*)thread_arg;
   sinx(args->N, args->terms, args->x, args->result); // do work
}
```

My dual-core processor: executes one instruction per clock from an instruction stream on each core.

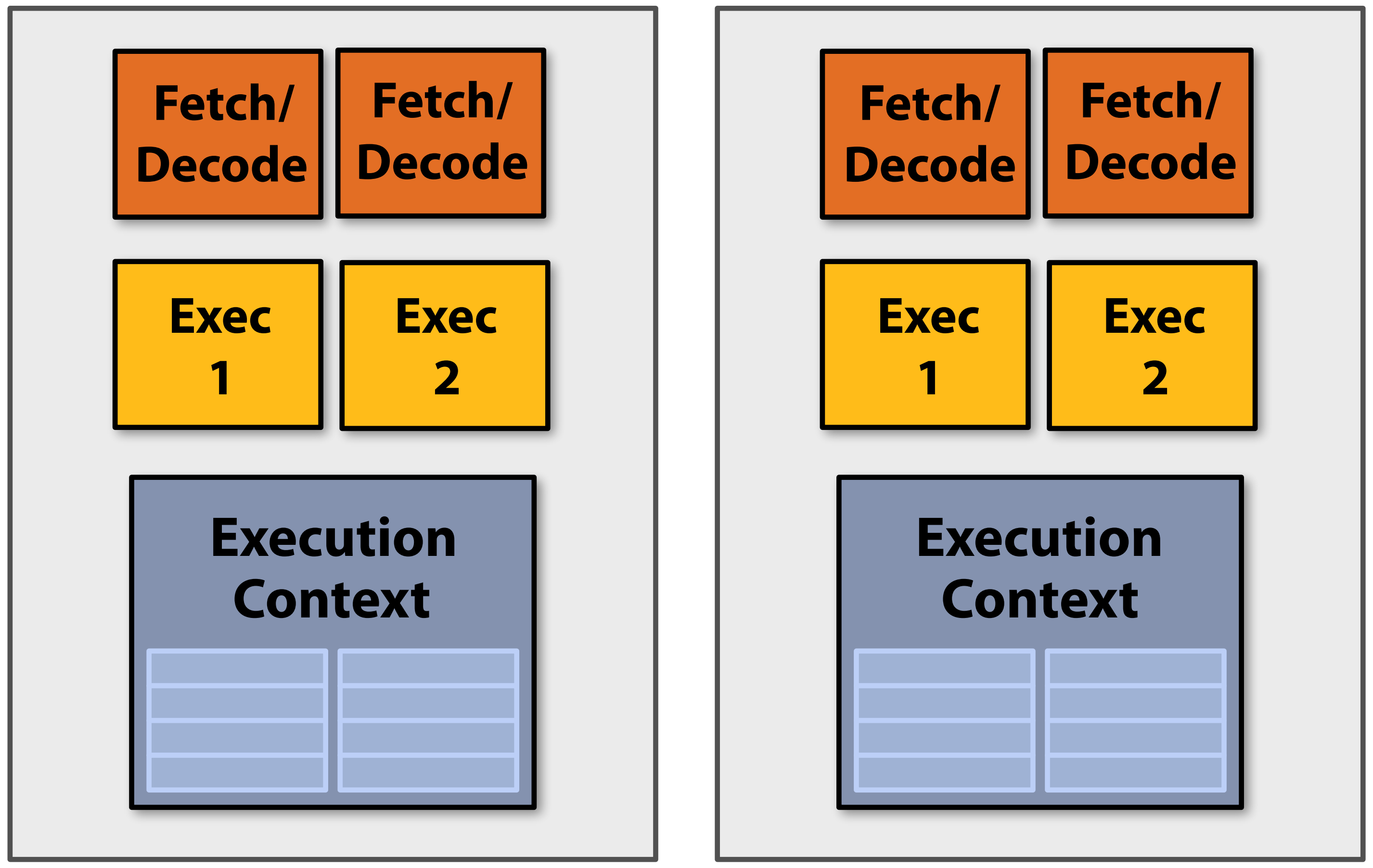


Review: multi-core + superscalar execution

Modify program to create two threads of control (two instruction streams)

```
typedef struct {
   int N;
   int terms;
   float* x;
   float* result;
} my_args;

void parallel_sinx(int N, int terms, float* x, float* result)
{
    pthread_t thread_id;
    my_args args;

    args.N = N/2;
    args.terms = terms;
    args.x = x;
    args.result = result;

    pthread_create(&thread_id, NULL, my_thread_start, &args); // launch thread
    sinx(N - args.N, terms, x + args.N, result + args.N); // do work
    pthread_join(thread_id, NULL);
}

void my_thread_start(void* thread_arg)
{
   my_args* thread_args = (my_args*)thread_arg;
   sinx(args->N, args->terms, args->x, args->result); // do work
}
```

My superscalar dual-core processor: executes up to two instructions per clock from an instruction stream on each core.

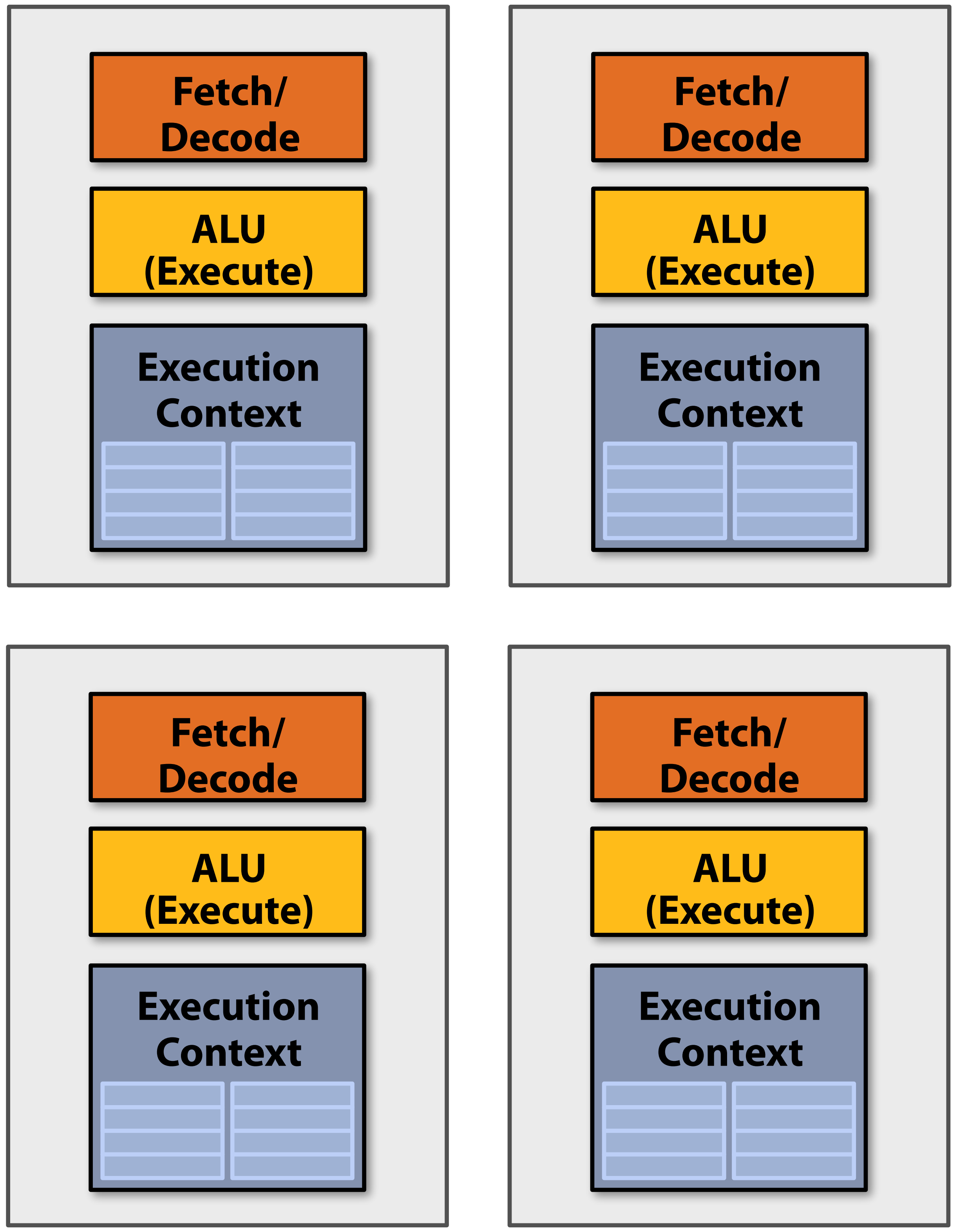


Review: multi-core (four cores)

Modify program to create many threads of control: recall Kayvon's fictitious language

```
void sinx(int N, int terms, float* x, float* result)
{
   // declare independent loop iterations
   forall (int i from 0 to N-1)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

My quad-core processor: executes one instruction per clock from an instruction stream on each core.



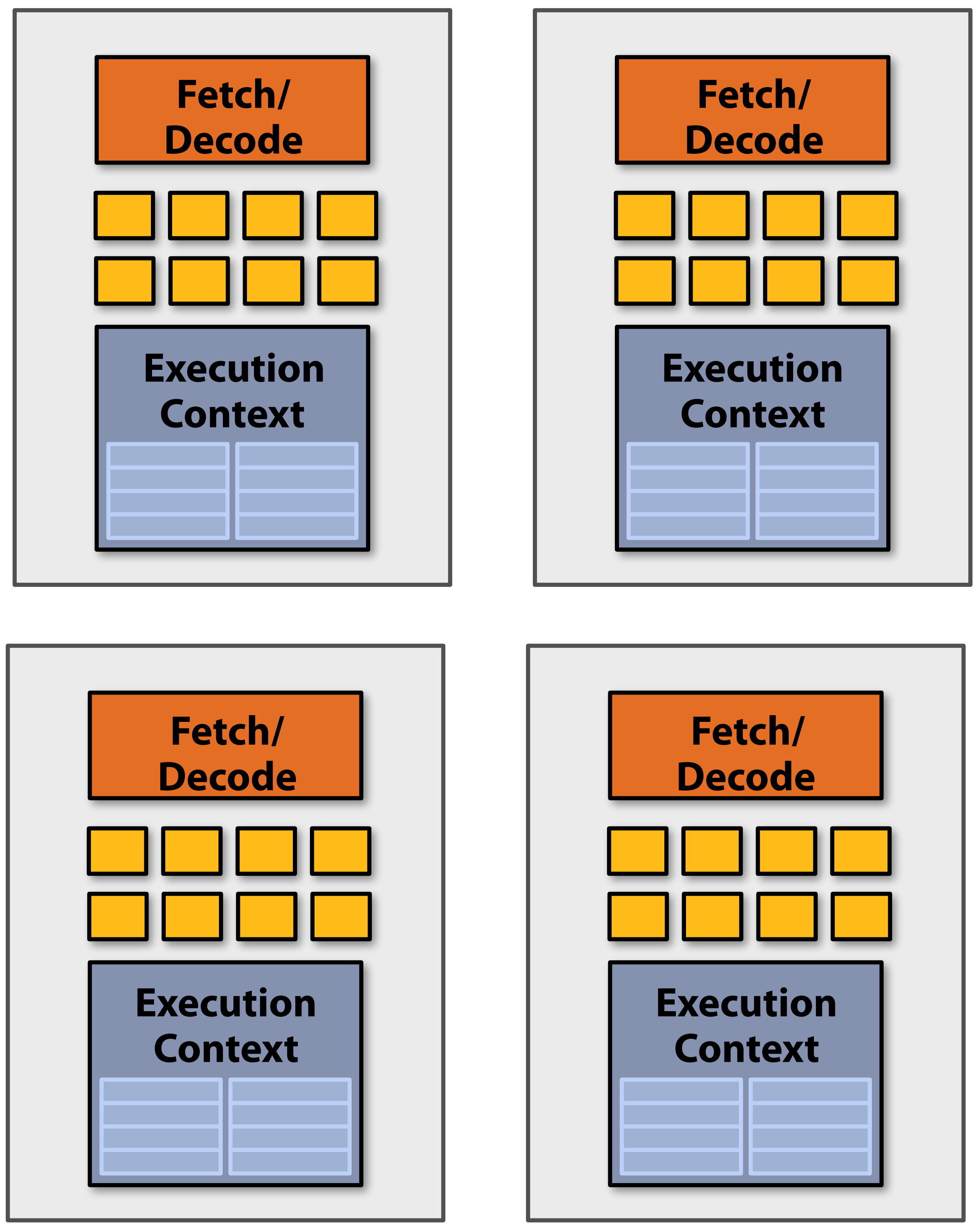
Review: four, 8-wide SIMD cores

Observation: program must execute many iterations of the <u>same</u> loop body.

Optimization: share instruction stream across execution of multiple iterations (single instruction multiple data = SIMD)

```
void sinx(int N, int terms, float* x, float* result)
{
   // declare independent loop iterations
   forall (int i from 0 to N-1)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

      result[i] = value;
   }
}
```

My SIMD quad-core processor:
executes one 8-wide SIMD instruction per clock from an instruction stream on <u>each</u> core.



Review: four SIMD, multi-threaded cores

Observation: memory operations have very long latency

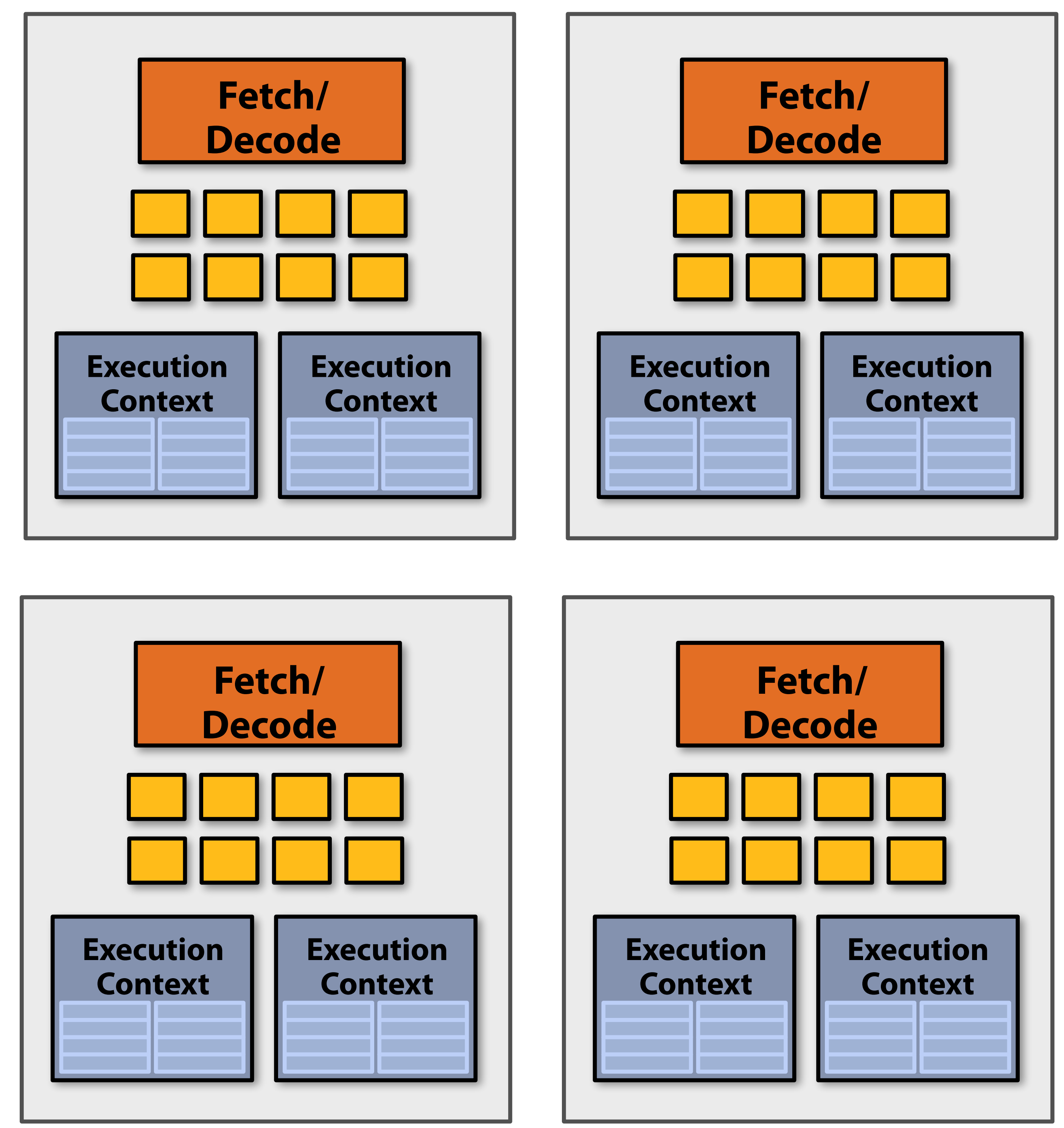
Solution: hide latency of loading data for one iteration by executing arithmetic instructions from other iterations

```
void sinx(int N, int terms, float* x, float* result)
{
   // declare independent loop iterations
   forall (int i from 0 to N-1)
   {
      float value = x[i];
      float numer = x[i] * x[i] * x[i];
      int denom = 6;  // 3!
      int sign = -1;

      for (int j=1; j<=terms; j++)
      {
         value += sign * numer / denom
         numer *= x[i] * x[i];
         denom *= (2*j+2) * (2*j+3);
         sign *= -1;
      }

     result[i] = value;
   }
}
```

Memory load

Memory store

My multi-threaded, SIMD quad-core processor: executes one SIMD instruction per clock from one instruction stream on each core. But can switch to processing the other instruction stream when faced with a stall.



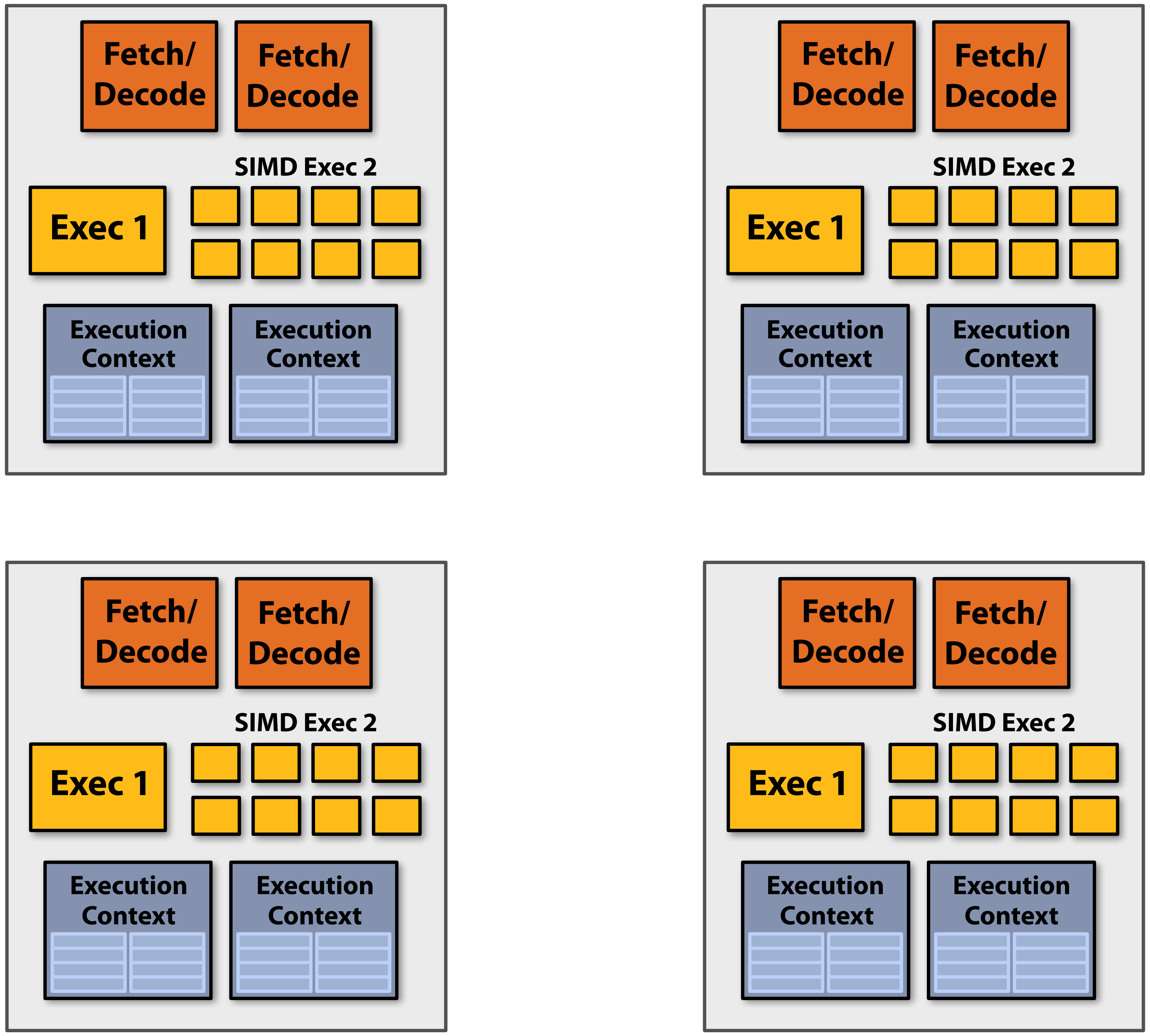
Summary: four superscalar, SIMD, multi-threaded cores

My multi-threaded, superscalar, SIMD quad-core processor:

executes up to two instructions per clock from one instruction stream on each core

(in this example: one SIMD instruction + one scalar instruction).

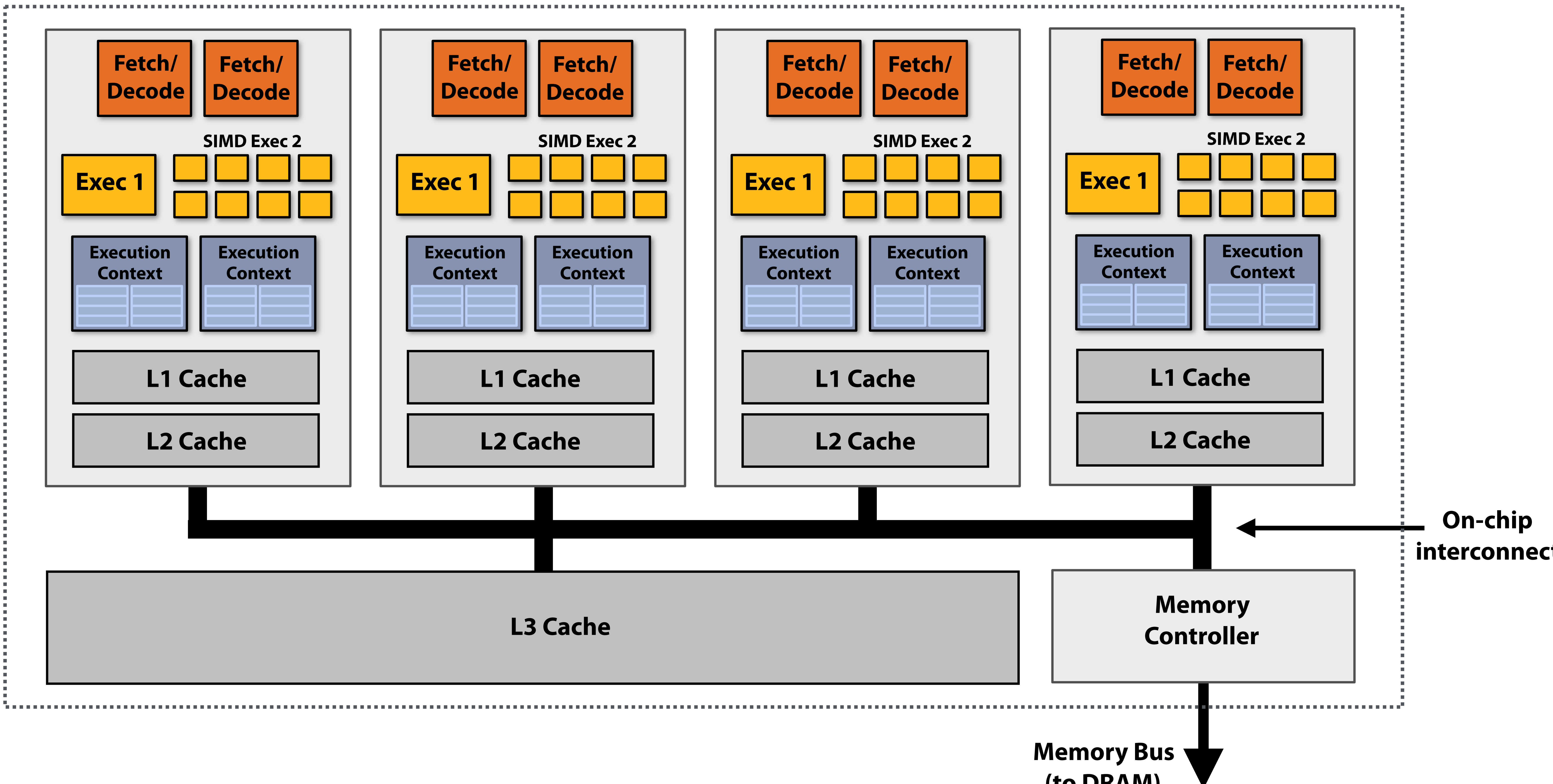
Processor can switch to execute the other instruction stream when faced with stall.



Connecting it all together

Kayvon's simple quad-core processor:

Four cores, two-way multi-threading per core (max eight threads active on chip at once), up to two instructions per clock per core (one of those instructions is 8-wide SIMD)



Thought experiment

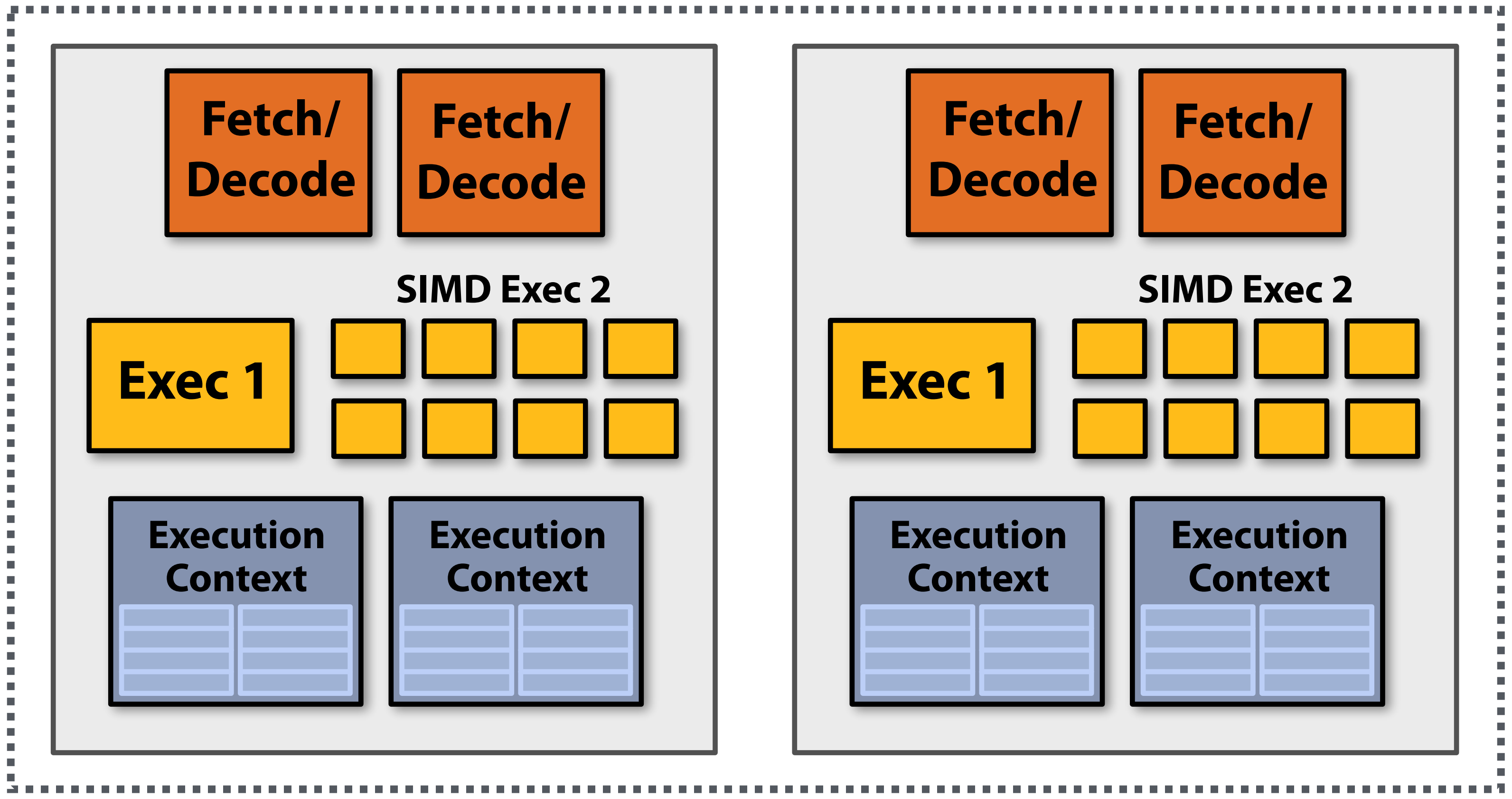
- You write a C application that spawns two pthreads
- The application runs on the processor shown below
  - Two cores, two-execution contexts per core, up to instructions per clock, one instruction is an 8-wide SIMD instruction.

- Question: "who" is responsible for mapping the applications's pthreads to the processor's thread execution contexts?

  Answer: the operating system

- Question: If you were implementing the OS, how would to assign the two threads to the four execution contexts?

- Another question: How would you assign threads to execution contexts if your C program spawned five pthreads?

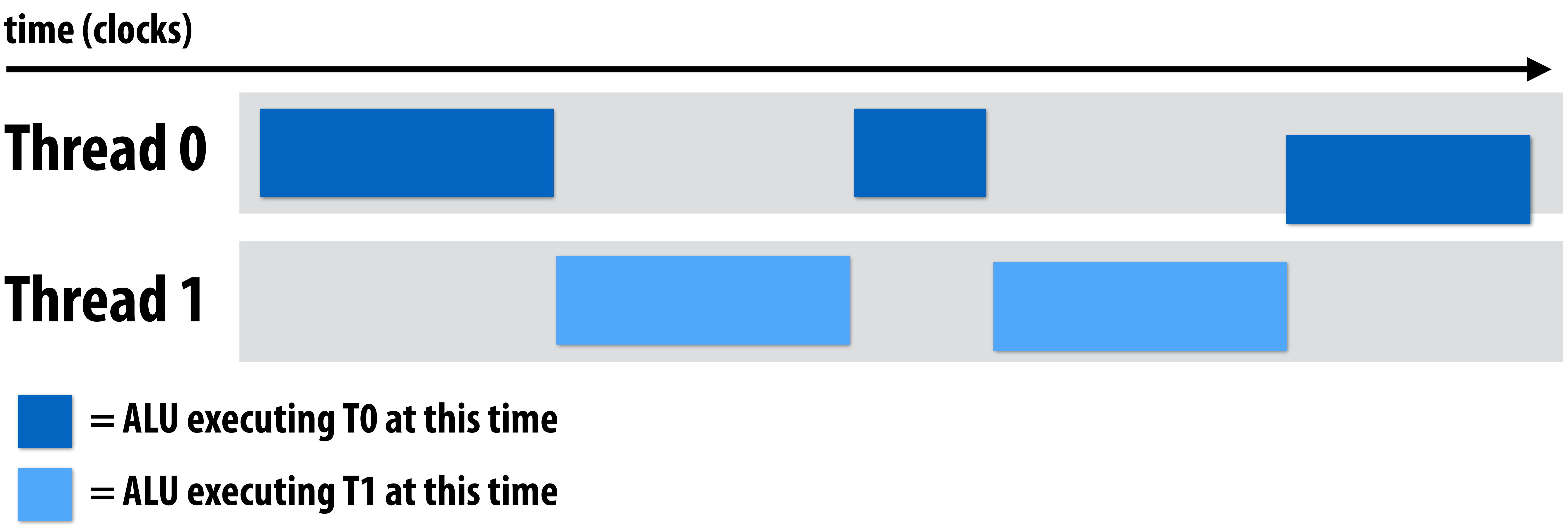


Visualizing interleaved and simultaneous multi-threading (and combinations thereof)

Interleaved multi-threading

Consider a processor with:

- Two execution contexts
- One fetch and decode unit (one instruction per clock)
- One ALU (to execute the instruction)



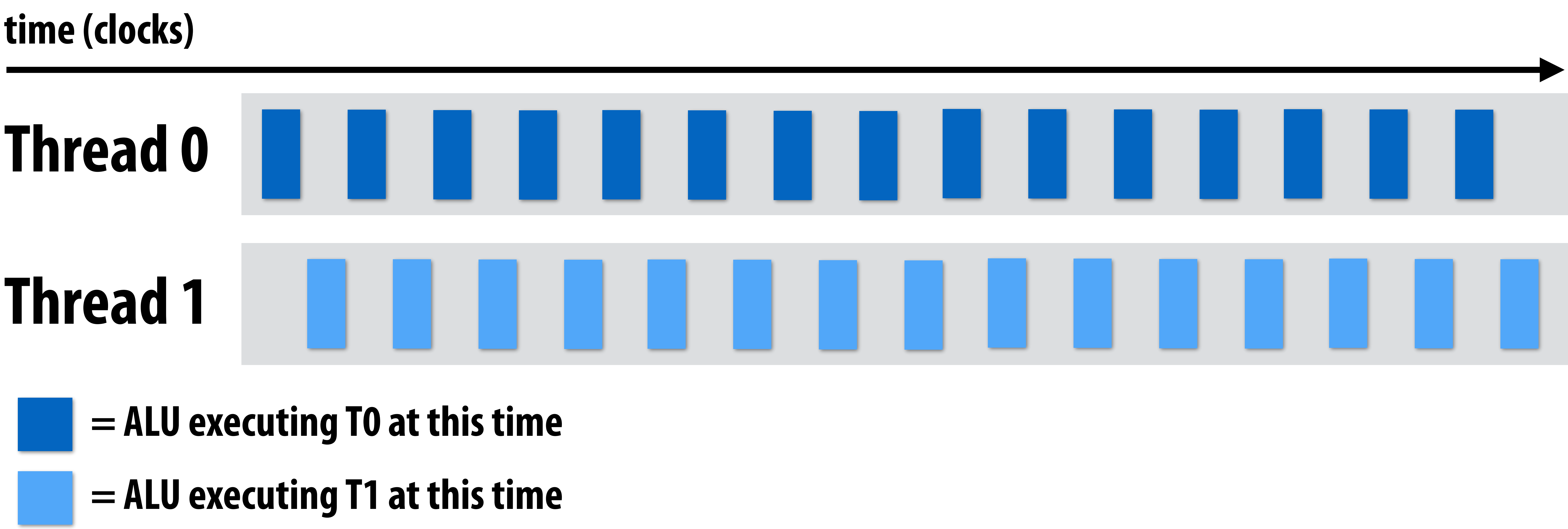
In an interleaved multi-threading scenario, the threads share the processor.

(This is a visualization of when threads are having their instructions executed by the ALU.)

Interleaved multi-threading

Consider a processor with:

- Two execution contexts
- One fetch and decode unit (one instruction per clock)
- One ALU (to execute the instruction)

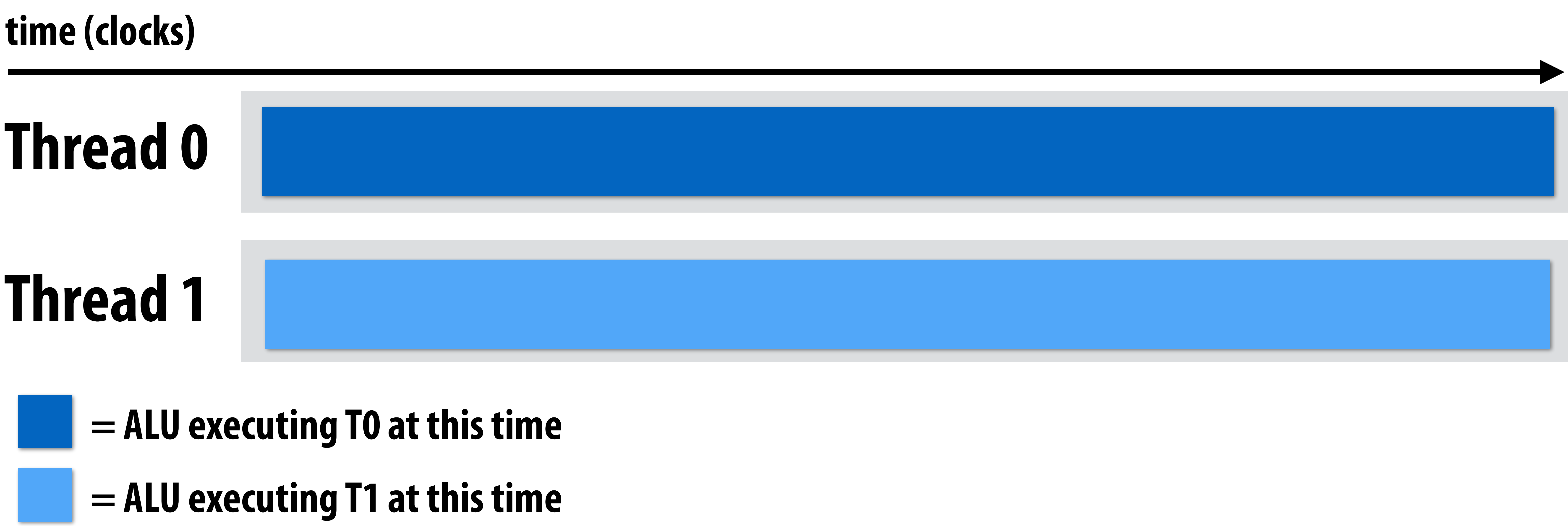


Same as previous slide, but now just a different scheduling order of the threads (fine-grained interleaving)

Simultaneous multi-threading

Consider a processor with:

- Two execution contexts
- Two fetch and decode units (two instructions per clock)
- Two ALUs (to execute the two instructions)

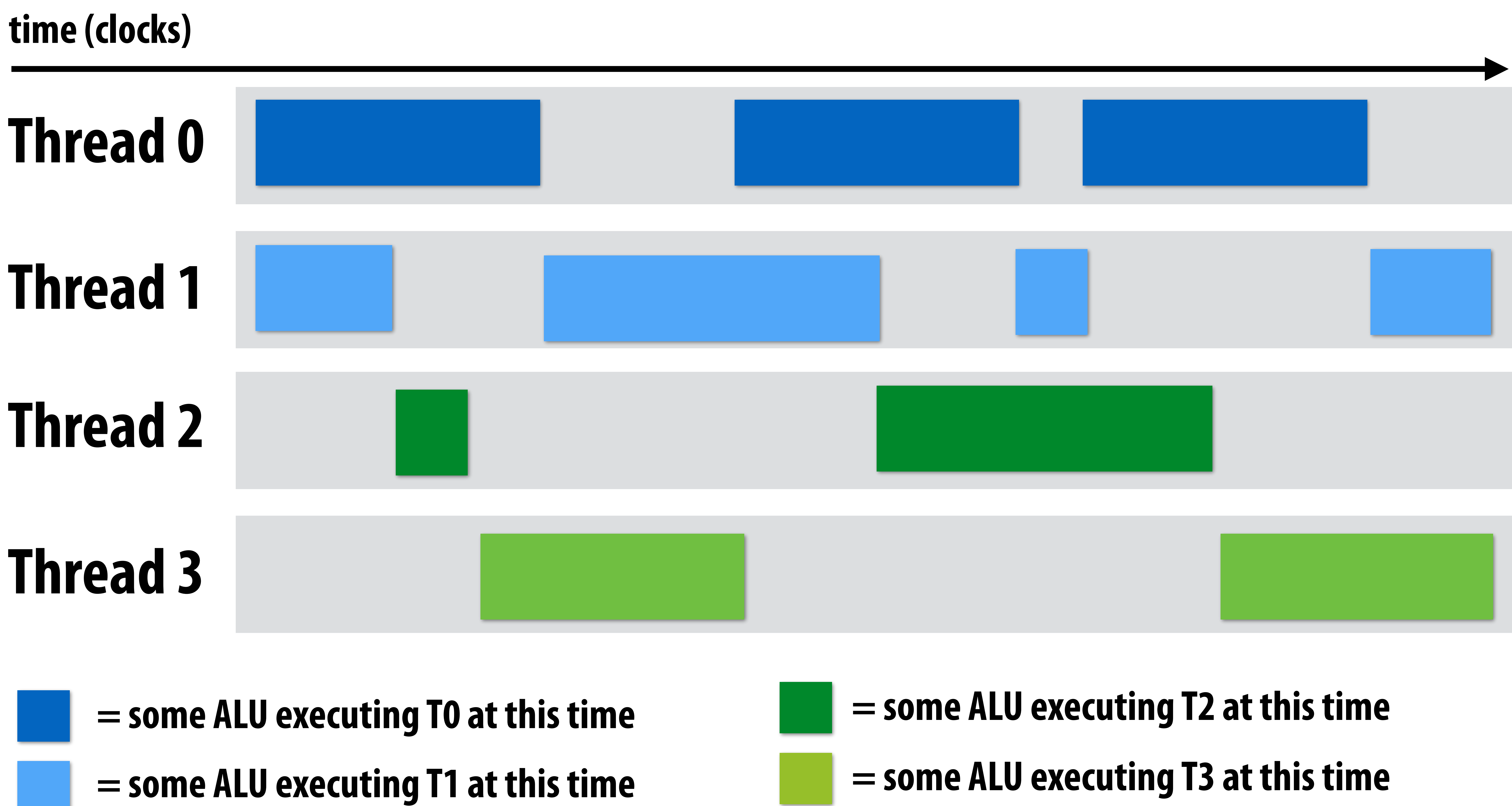


In an <u>simultaneous multi-threading</u> scenario, the threads execute simultaneously on the two ALUs. (note, no ILP in a thread since each thread is run sequentially on one ALU)

Combining simultaneous and interleaved multi-threading

Consider a processor with:

- Four execution contexts
- Two fetch and decode units (two instructions per clock, choose two of four threads)
- Two ALUs (to execute the two instructions)

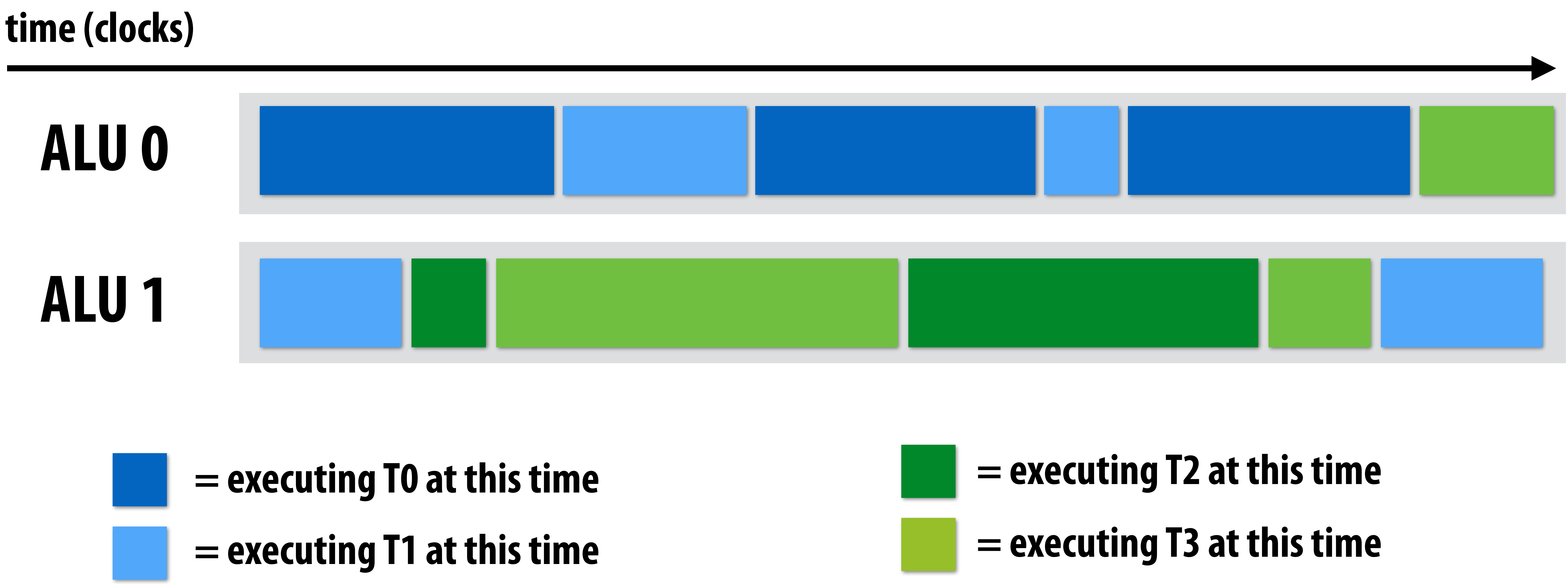


Another way to visualize execution (ALU-centric view)

Consider a processor with:

- Four execution contexts
- Two fetch and decode units (two instructions per clock, choose two of four threads)
- Two ALUs (to execute the two instructions)

Now the graph is visualizing what each ALU is doing each clock:



Instructions can be drawn from same thread (ILP)

Consider a processor with:

- Four execution contexts
- Two fetch and decode units (two instructions per clock, choose any two independent instructions from the four threads)
- Two ALUs (to execute the two instructions)