

병렬 컴퓨팅과 Xeon Phi

정영훈

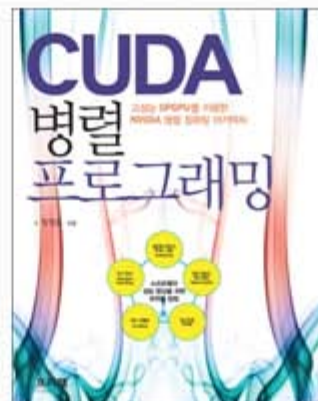
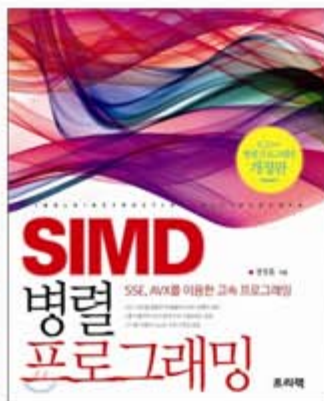
강사 소개

- (주)다이하티-Digital Image Tech.
 - 중앙연구소 차장
 - 전: MGame, NHN Games
- 연세대학원 컴퓨터공학 석사
- 저서 : SIMD 병렬프로그래밍

OpenMP 병렬프로그래밍

CUDA 병렬프로그래밍

Kinect 프로그래밍

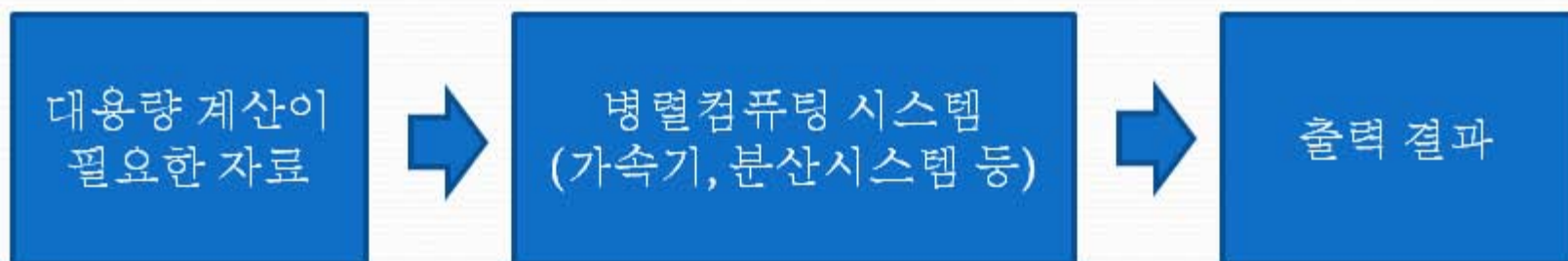


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4. Xeon Phi vs CUDA
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6. 개선이 필요한 사항

1. 병렬 컴퓨팅 시스템

- 병렬 컴퓨팅 시스템



- 대용량 연산이 필요한 자료를 가속기 또는 병렬, 분산 시스템을 통해 계산 후 결과를 돌려줌

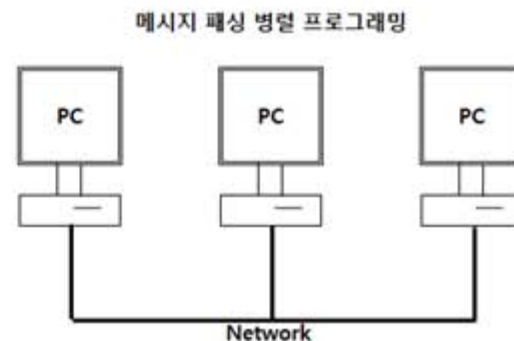
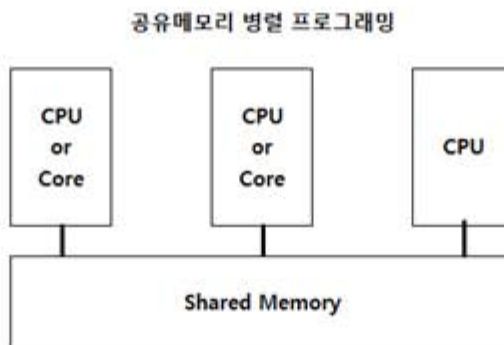
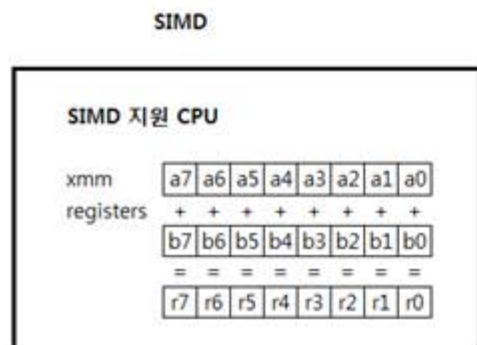
2-1. 병렬 시스템 분류

- CPU

- 명령어 수준의 가속 : SIMD
- 멀티 코어 : OpenMP, Cilkplus, TBB
, pThread, CreatThread

● 분산 시스템

- MPI



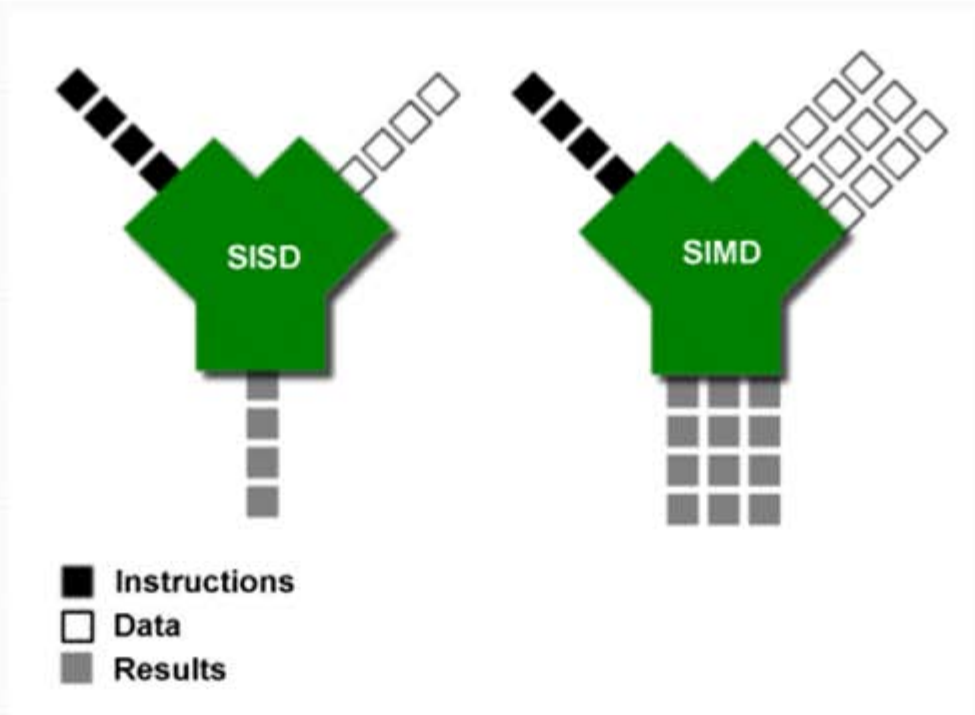
2-1. 병렬 시스템 분류

- GPGPU
 - CUDA, OpenCL (CPU, GPU)



2-2.SIMD

- 하나의 명령어로 여러개의 데이터를 연산



2-2.SIMD intrinsic code

```
int main(int argc, char* argv[])
{
    __declspec(aligned(16)) short A[8] = {2,4,6,8,10,8,6,4};
    __declspec(aligned(16)) short B[8] = {1,2,3,4,5,6,7,8};
    __declspec(aligned(16)) short R[8] = {0};

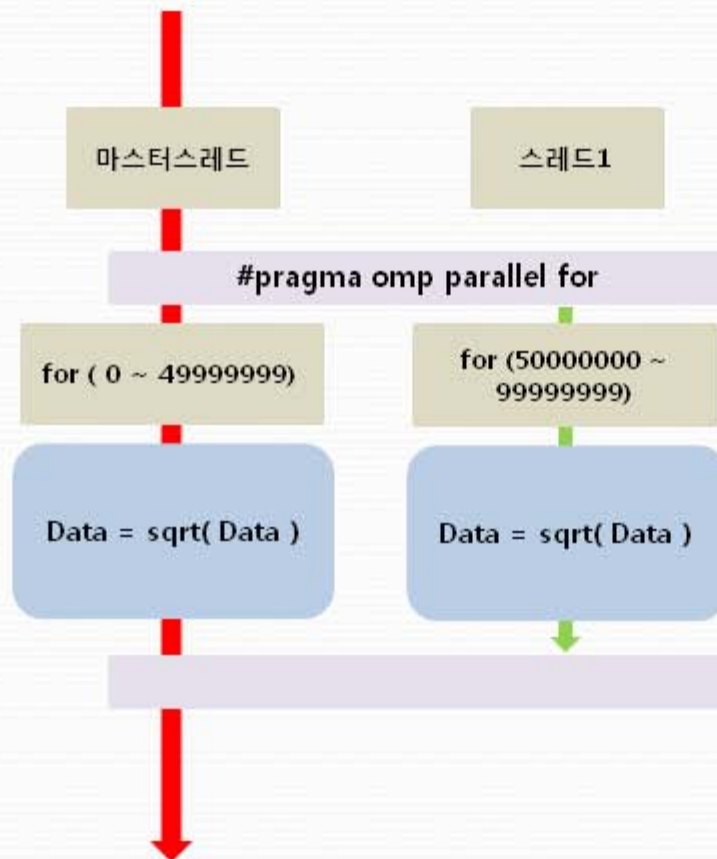
    __m128i xmmA = _mm_load_si128((__m128i*)A);
    __m128i xmmB = _mm_load_si128((__m128i*)B);

    __m128i xmmR = _mm_add_epi16(xmmA,xmmB);           //덧셈 연산

    _mm_store_si128((__m128i*)R,xmmR);                //결과 출력
    printf("Add : %d, %d, %d, %d, %d, %d, %d, %d\n",
           R[7],R[6],R[5],R[4],R[3],R[2],R[1],R[0]);
}
```


2-2.OpenMP Fork-join 구조

- 공유메모리 병렬프로그래밍 표준



2-2.OpenMP #Pragma 지시어

```
int _tmain(int argc, _TCHAR* argv[])
{
    const int MAX = 100000000;
    float* Data;
    Data = new float[MAX];

    int i = 0;
    for(i = 0; i < MAX; i++)
        Data[i] = i;

    #pragma omp parallel for
    for(i = 0; i < MAX; i++)
        Data[i] = sqrt(Data[i]);

    printf("Data: %f, %f, %f, %f, %f\n",
        Data[0], Data[1], Data[2], Data[3], Data[4]);

    delete Data;
    return 0;
}
```

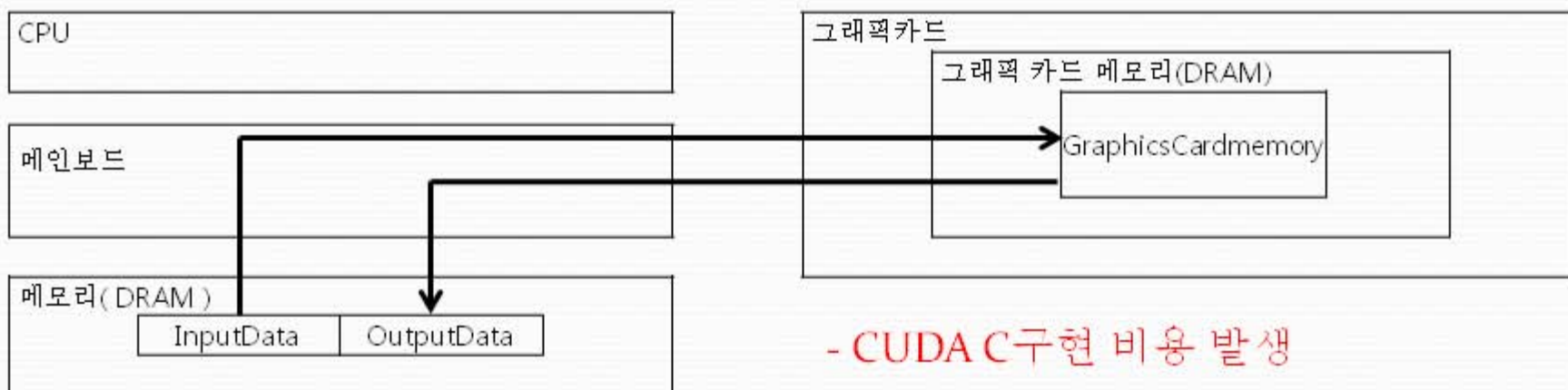
2-2.GPGPU

- Tesla kepler GK110
- 스레드의 끝판왕?
- $192 \times 14 = 2688 \text{ core}$



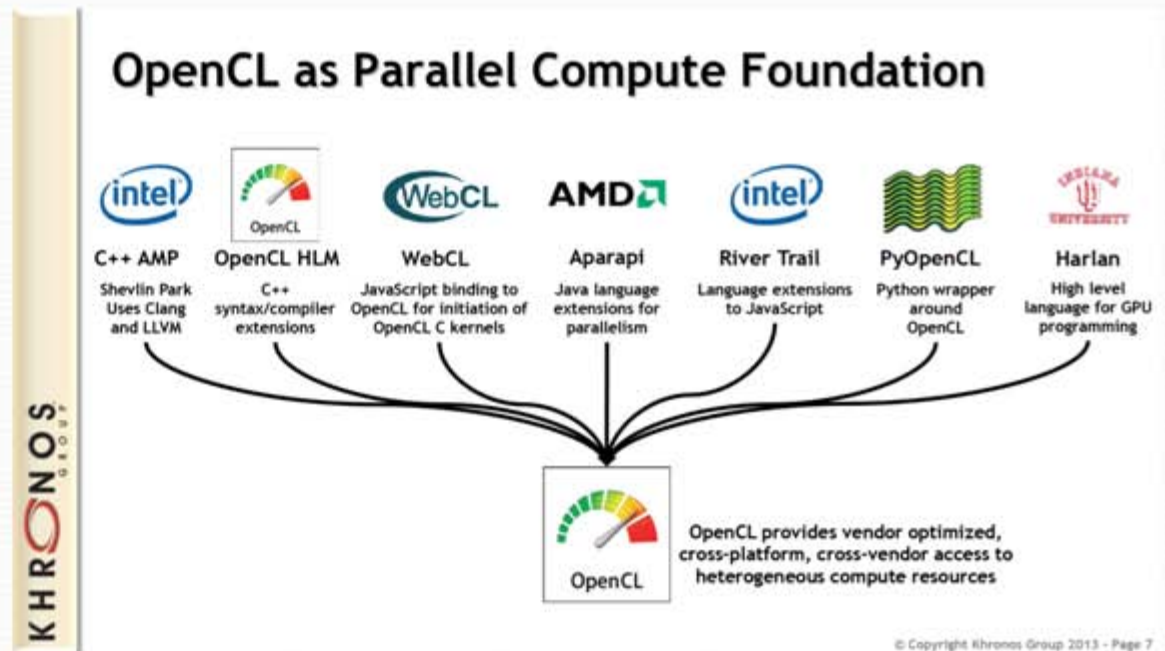
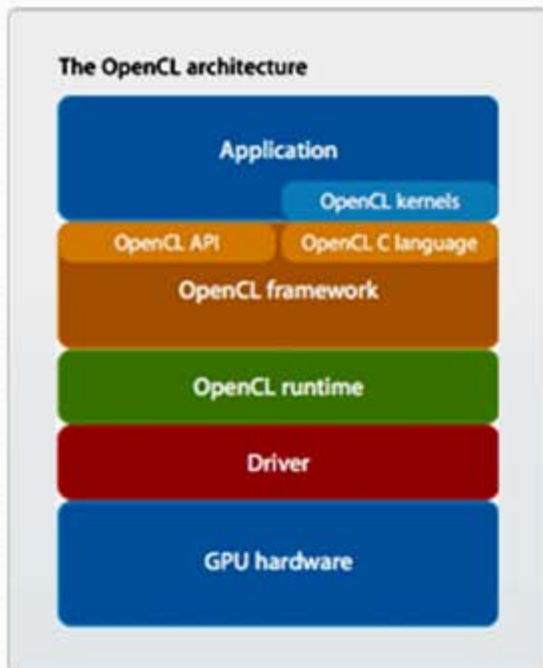
2-2.CUDA 아키텍처

- Host, Device 구조



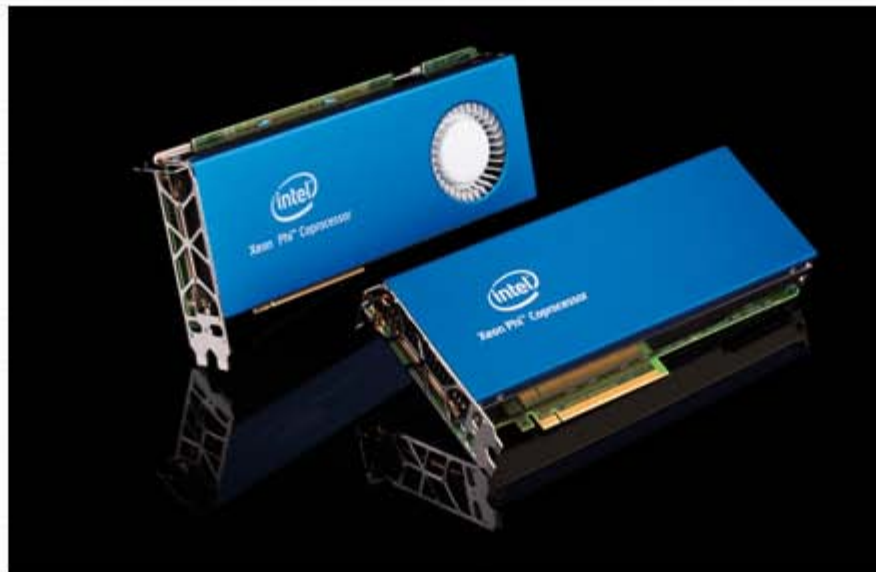
2-2.OpenCL

- 이기종 병렬처리 표준
 - SIMD + OpenMP + CUDA 지원

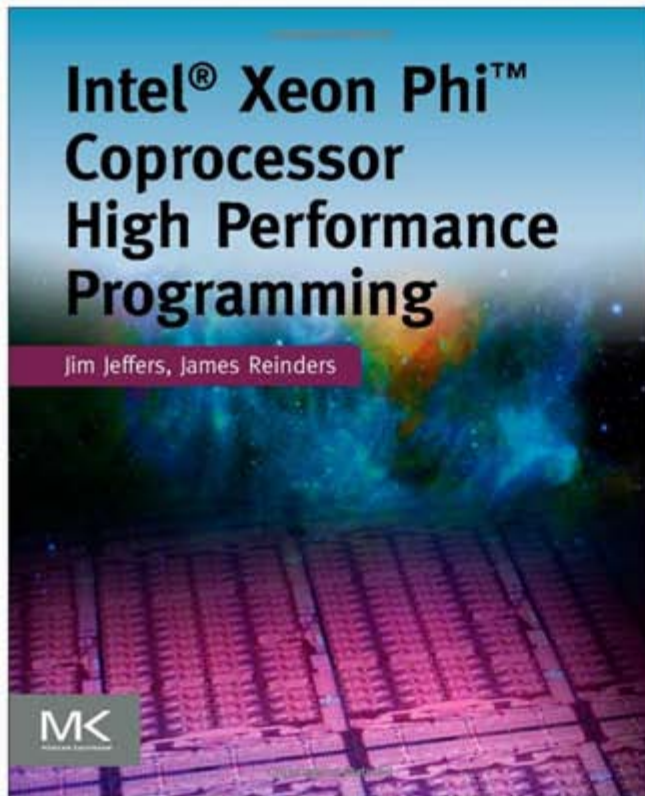


3.Xeon Phi

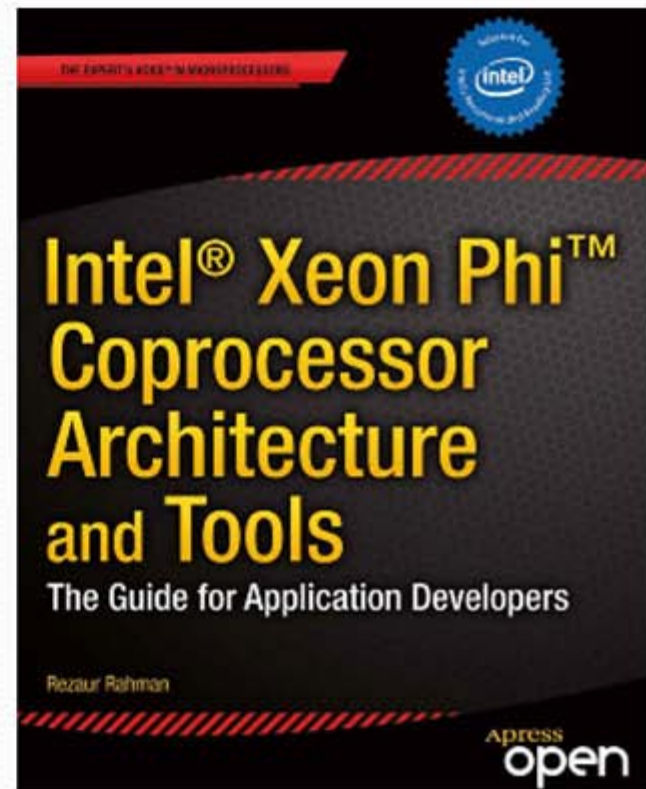
- Xeon + Phi
- Phi? - 개선된, 향상된.. + α
- coprocessor



3.참고자료

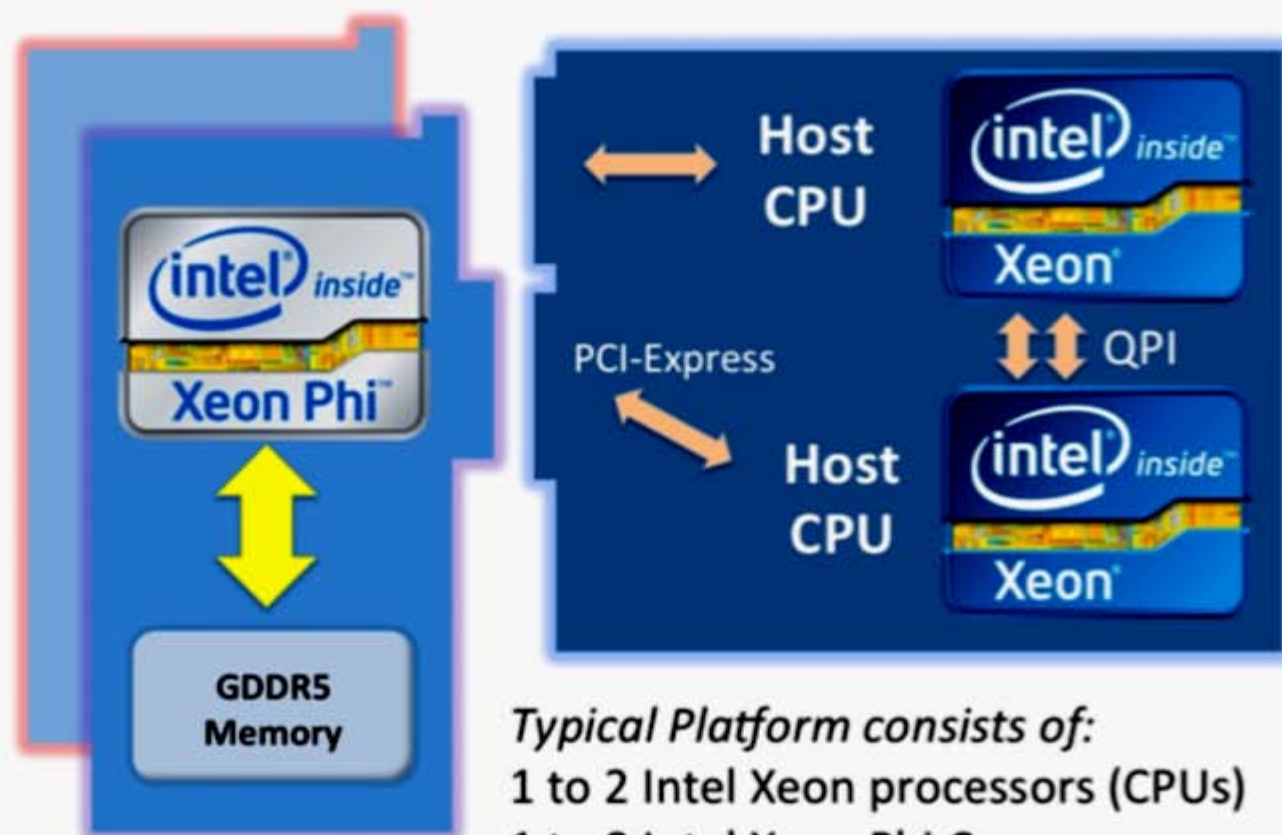


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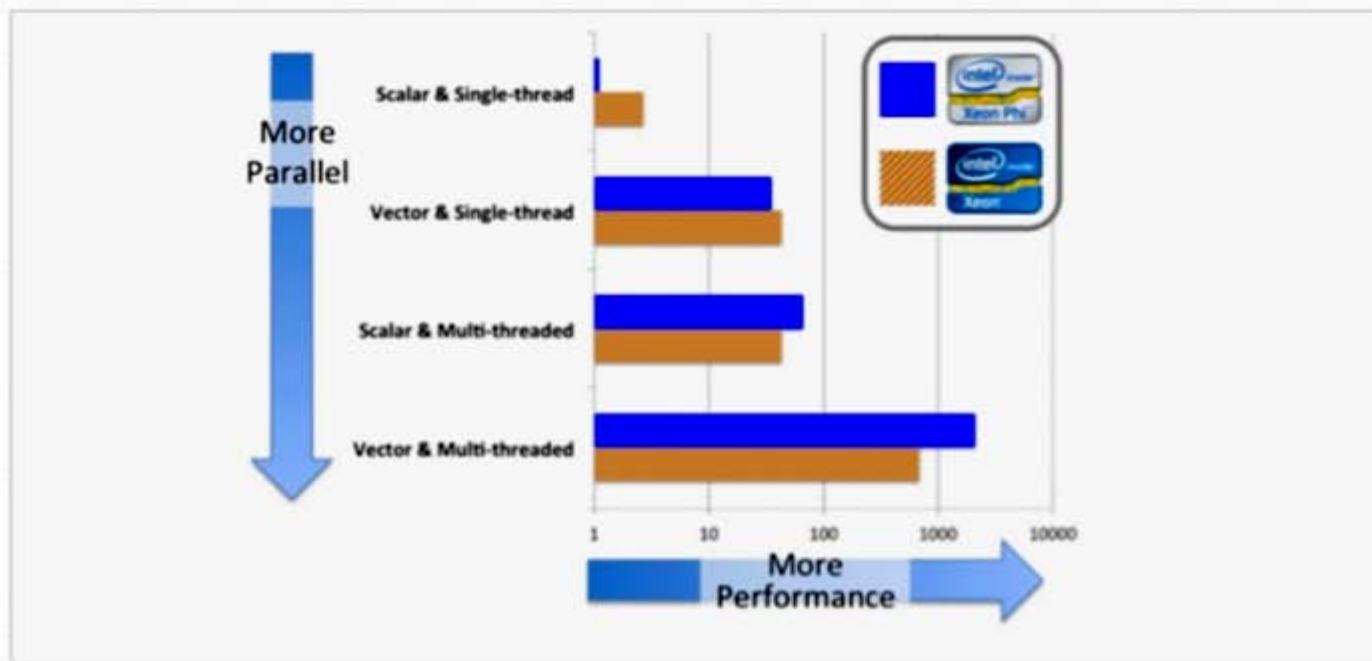
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3. Xeon Phi 구성도



Typical Platform consists of:
1 to 2 Intel Xeon processors (CPUs)
1 to 8 Intel Xeon Phi Coprocessors per host

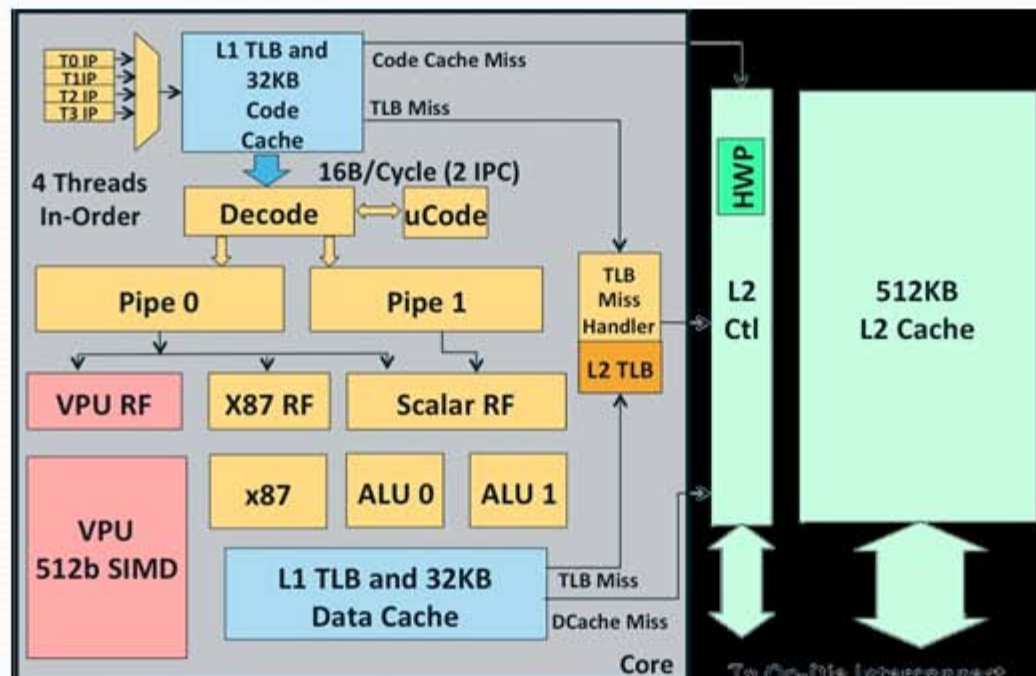
3.Xeon Phi 성능 향상



- SIMD + OpenMP가 중요
- auto vectorization

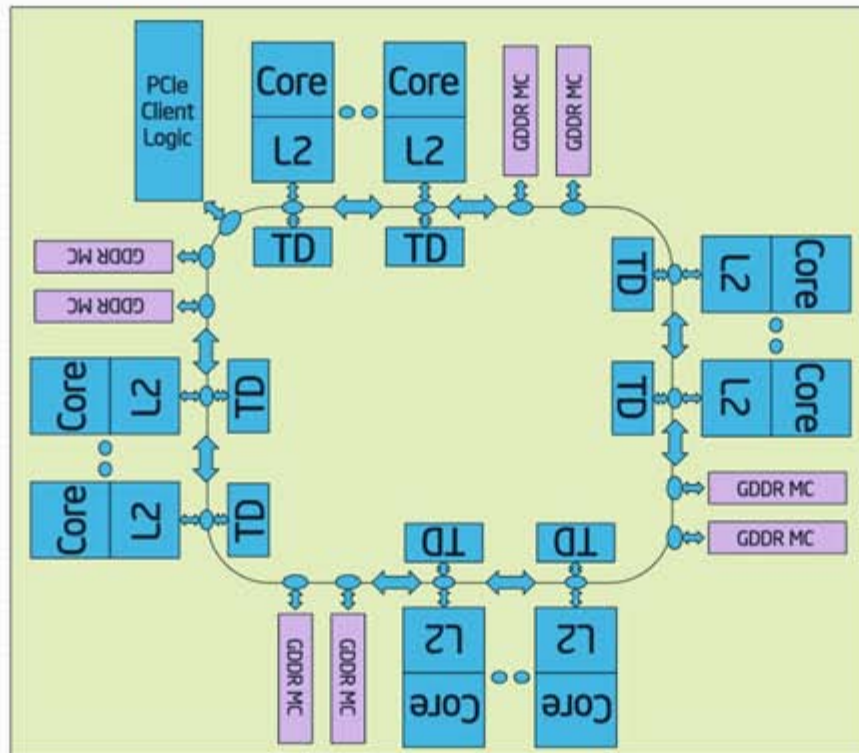
3.Xeon Phi – 1 Core

- The 4 threads are mostly a way to hide memory latency
- In the best case, two threads will execute in parallel.



* <http://www.anandtech.com/show/6451/the-xeon-phi-at-work-at-tacc>

3.On Chip Memory



- Eight memory channels (512-bit interface) support up to 8 GB of RAM, and PCIe logic is on chip

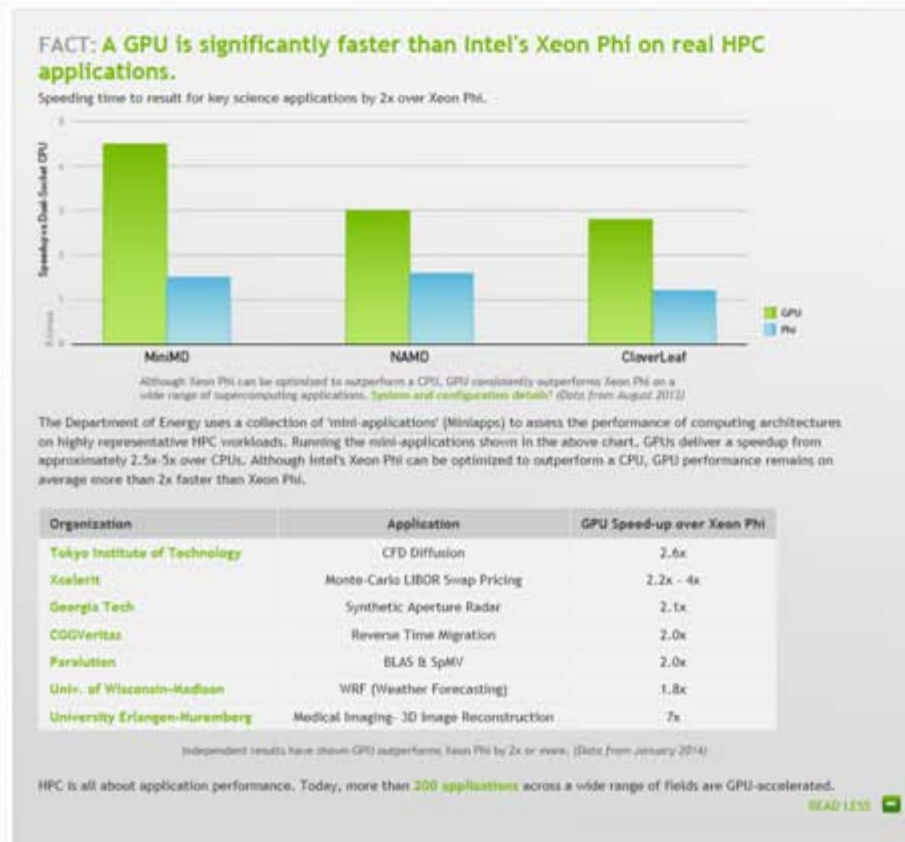
4.Xeon Phi vs Nvidia Tesla

구분	Xeon E5-2670	Xeon Phi 5110P	Tesla K20X
Cores	8	60	14 SMX
Logical Cores	16 (HT)	240 (HT)	2,688 CUDA cores
Frequency	2.60GHz	1.053GHz	735MHz
GFLOPs (double)	333	1,010	1,317
SIMD width	256 Bits	512 Bits	N/A
Memory	~16-128GB	8GB	6GB
Memory B/W	51.2GB/s	320GB/s	250GB/s
Threading	software	software	hardware

* <http://blog.xcelerit.com/intel-xeon-phi-vs-nvidia-tesla-gpu/>

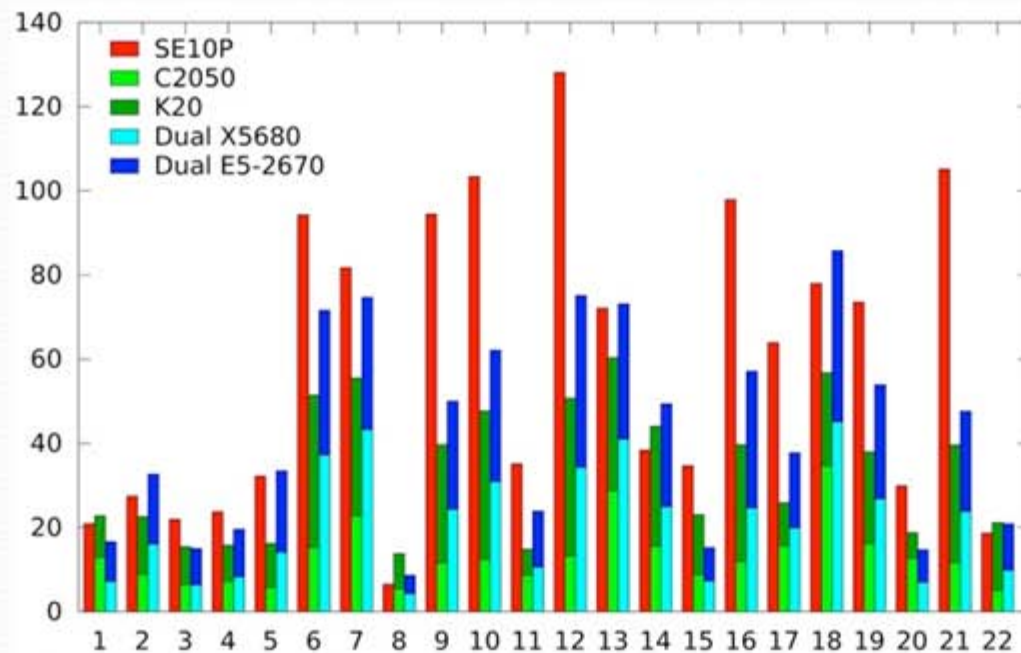
4. Nvidia Tesla

- Xeon Phi 와 2배~7배 까지 성능차를 주장



4.intel : Ohio State University

- Tesla보다 2배 차이 Up
- Dual Xeon 보다 Tesla 성능이 떨어 짐



“Solver” application

5.Xeon Phi 장점 (CUDA대비)

1. Ninja Gap의 축소
2. 변환과 튜닝의 두마리 토끼
3. processor 성능의 최적화
4. auto scaling

5-1.Ninja Gap의 축소

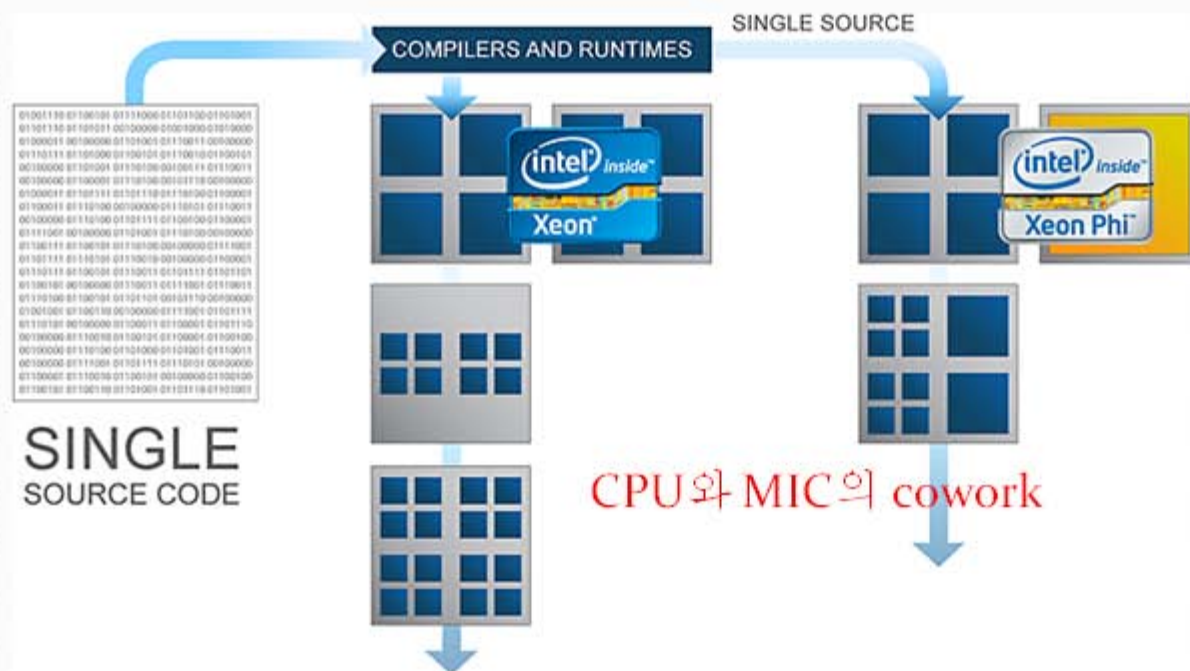
- Ninja Gap이 란?
 - 프로그래머와 병렬컴퓨팅 전문가간의 Gap
- 동일한 architect
 - x86



Ninja Gap
↔

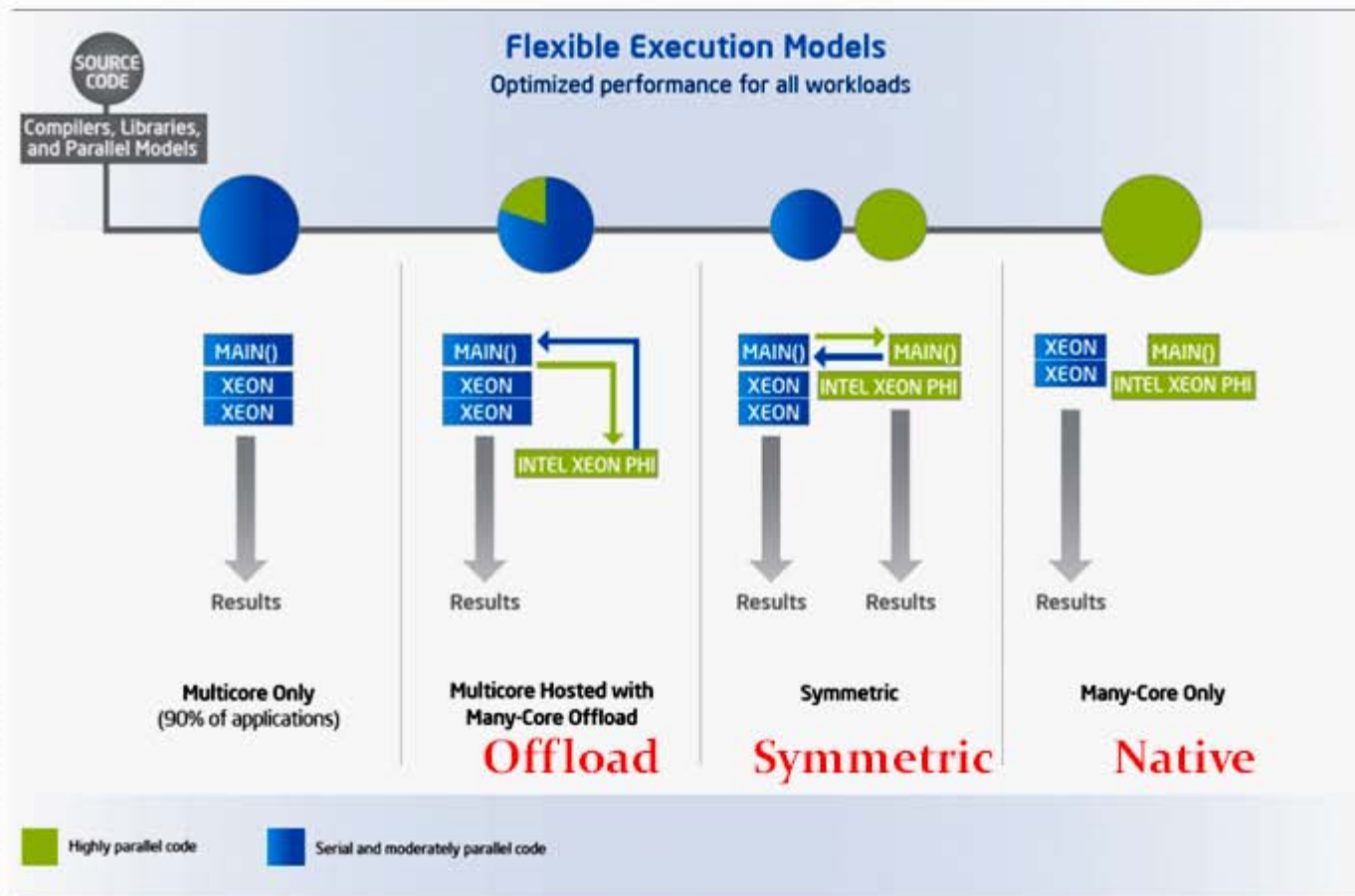


5-2. 변환과 튜닝의 두마리 토끼



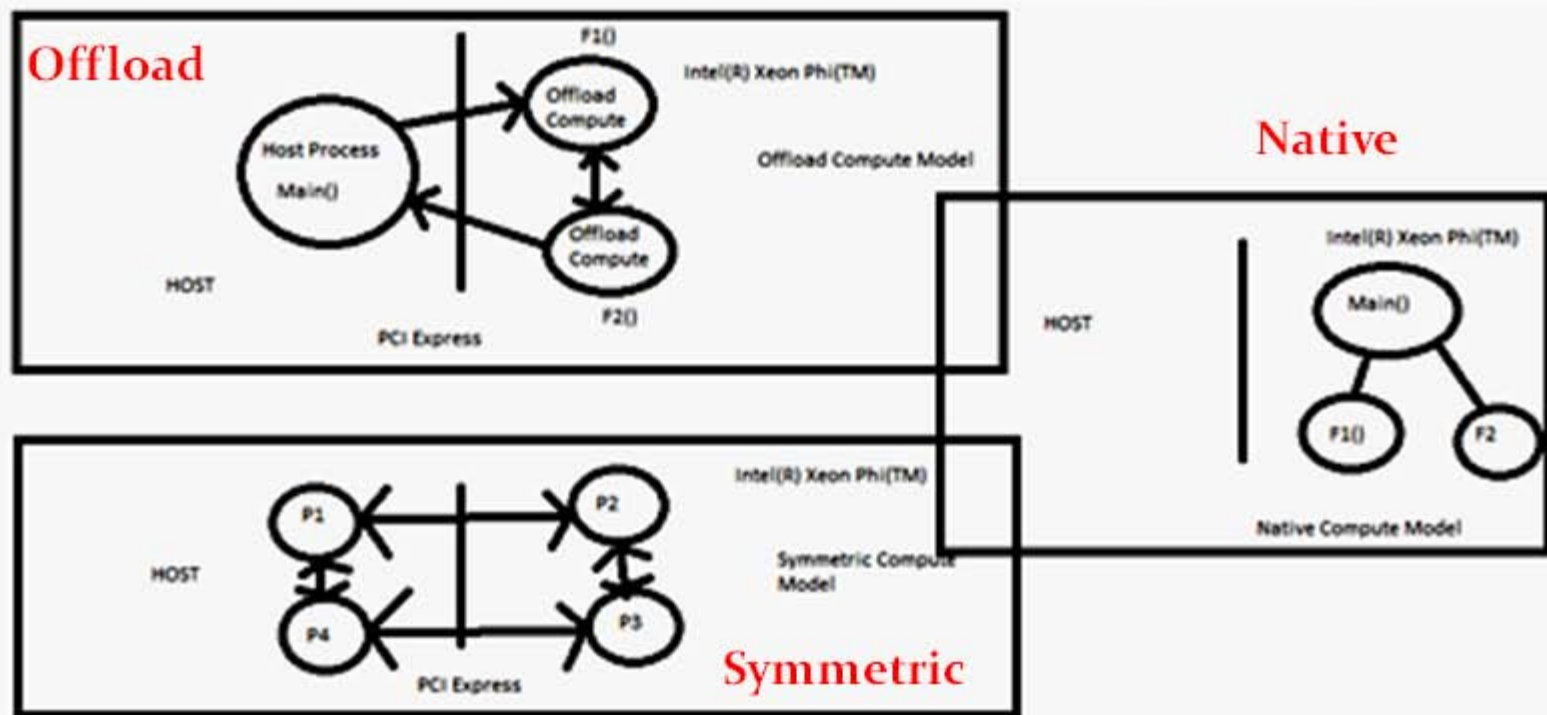
- CUDA C를 배울 필요가 없음
- OpenMP의 활용

5-3. Multi mode



5-3. Multi mode

- 목적 : Processor로 최대한 처리한 후 남은 것을 MIC로 보낸다.

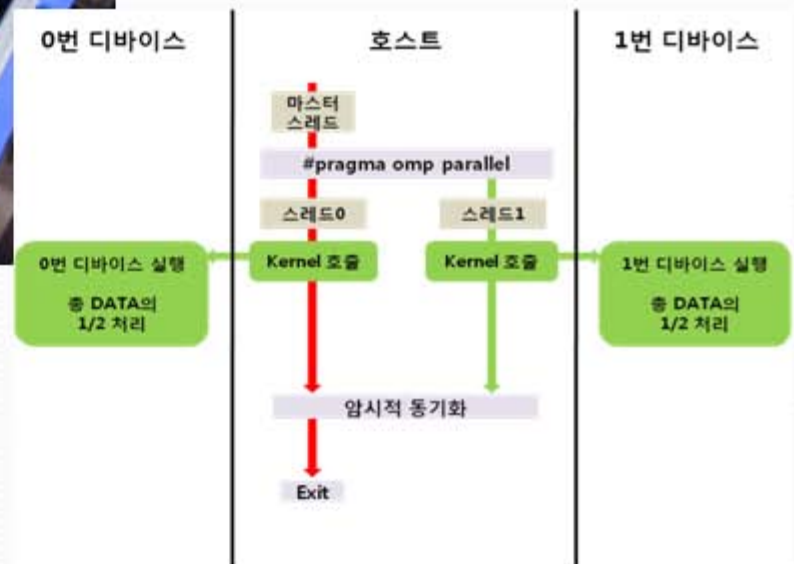


* <http://software.intel.com/sites/default/files/article/393203/12394-figure-1.png>

5-4.auto scaling



vs CUDA



6.Xeon Phi 개선할 점

1. 성능
 - CUDA를 넘은 속도가 필요
2. 캐시의 활용
 - L1, L2 캐시의 개방
3. Windows 지원
 - Windows Driver, 가상 OS 구조
4. Intel 컴파일러의 사용
 - Visual studio, GCC



감사합니다.