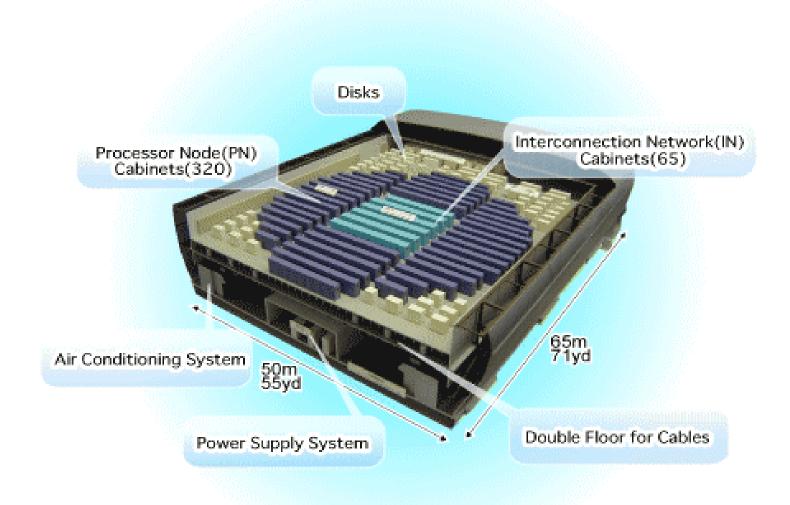
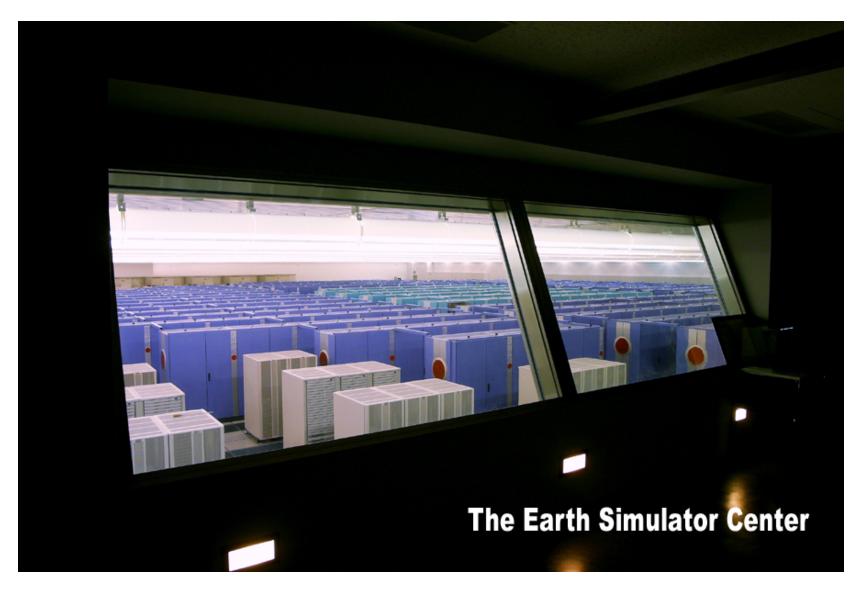
## Introduction

- Reading
  - Papers
- Questions about project #1

# Earth Simulator – The Building



## **Earth Simulator**

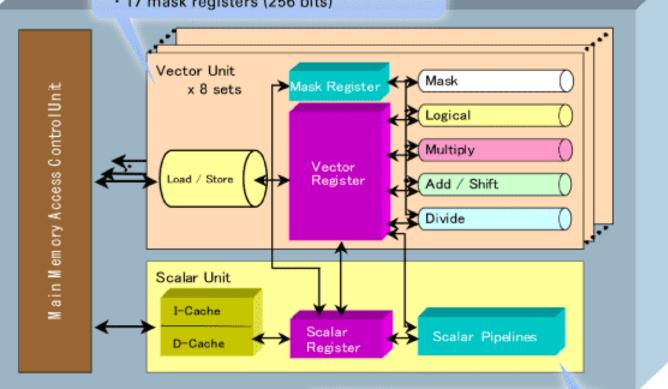


3

## Earth Simulator - Processor

#### Vector Unit: 8 sets

- · 6 different type of vector pipelines
- 72 vector registers (256 vector elements)
  17 mask registers (256 bits)

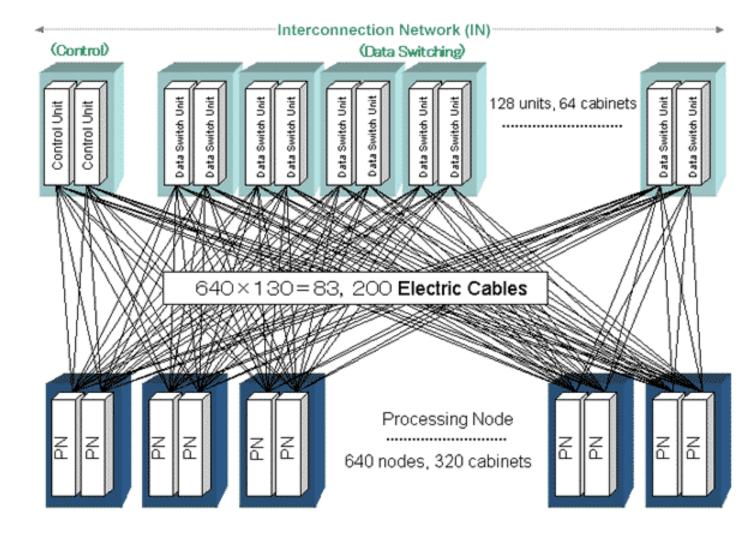


### Scalar Unit

- · 4-way super scalar
- 64KB instruction cache
- · 64KB data cache
- 128 general purpose register

## Earth Simulator

### Interconnection Network



## IMPACT-3D

- HPF Code
  - Uses data distribution in one dimension
- Vector Code
  - Uses inner most array dimension
- Achieves 14.9 Tflops (45% of peak)
- Got 39% of peak using traditional HPF
  - 45 lines of directives
  - 1,334 lines of executable code

## Sisal

- Functional Language
- Uses Do-access style parallelism
  - Has software for remote access to global variables

# Sisal Performance Study

- Very Few Nodes
- No Absolute Performance
- No Comparison with other languages