

Programming the Interface between Computation and Communication

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Heterogeneous Systems

	Homogeneous	Heterogeneous
Multicore Processor	n-Core Intel	Cell
Multiprocessor System	SGI Altix (NUMA)	(multicore) processor + GPGPU + FPGA
System-on-Chip	homogeneous arrays (Ambric, MORA, AsAP)	heterogeneous multicore system on a single chip

Heterogeneous Multicore SoC

- Advances in integrated circuit technology and customer demands lead to increasing integration: entire systems on a single chip (**SoC**)
- Traditional system architecture (CPU, memory, peripherals connected over shared bus) can't scale
 - Synchronisation over large distances is impossible
 - Shared resource is performance bottleneck
- **On-chip networks** provide a solution
 - globally asynchronous/locally synchronous
 - flexible connectivity
 - parallel processing

Heterogeneous Multicore SoC

- **Heterogeneous** \implies “core” means any computational core:
IP core, microprocessor, DSP, GPGPU, FPGA fabric
- No reason to treat von Neumann-style architecture different
 \implies all cores are “first-class” nodes on the network

Problem Definition

- Programming Systems where computation requires communication between cores – if all computations are independent, there is no multicore programming problem.
- Very large numbers of cores \implies communication issues
- Heterogeneous cores \implies integration issues
- How to govern the data flows in a heterogeneous multicore system?

OS support for Parallel Programming

- Threads, processes (OpenMP, MPI)
 - current OS'es are centralised \implies bottleneck
 - slow, large overhead (a program should not require the assistance of an OS to run)
 - assumes cores are von-Neumann processor, not suitable for heterogeneous systems
- OpenCL
 - abstracts the specifics of underlying hardware
 - many good ideas
 - but deals with the HW architecture as a given
 - and relies heavily on the OS

Challenges for Multicore SoC programming

- Language and compiler developers have for years focussed on von Neumann machines (sequential memory-based processor) or on low-level (RTL) hardware description (HDLs)
- We need languages and compilers for parallel hardware
 - Support for parallelism
 - Separation of data flow from control flow
- The hardware should actively support the programming model

Challenges for Multicore SoC programming

- HW manufacturers don't design multicore systems with programming in mind (divide between HW and SW developers)
- How to design a heterogeneous multicore SoC infrastructure that will support high-level programming?

Challenges for Multicore SoC programming

- We propose an interface layer (HW) between **arbitrary** computational cores and **arbitrary** communication infrastructures

High-Level SoC View

- Cores \implies computation, data capture
- Network \implies communication
- No reasons for system to be globally synchronous
- In fact, lots of reasons not to: GALS paradigm

Terminology

Terminology (to avoid confusion with OS etc)

- A task is a distributed computation executed by a set of communicating cores
- a subtask is any part of the task executed on a particular core
- a core provides one or more services to the system

SoC Programming Model

- At low level (conceptually similar to OpenCL)
 - program the computations to be done by the cores (fixed cores have a fixed “program”).
 - program the communication between the cores
- At high level (the ideal)
 - use a common language for computation and communication
 - let the compiler work out the subtasks for every core and hence the communication

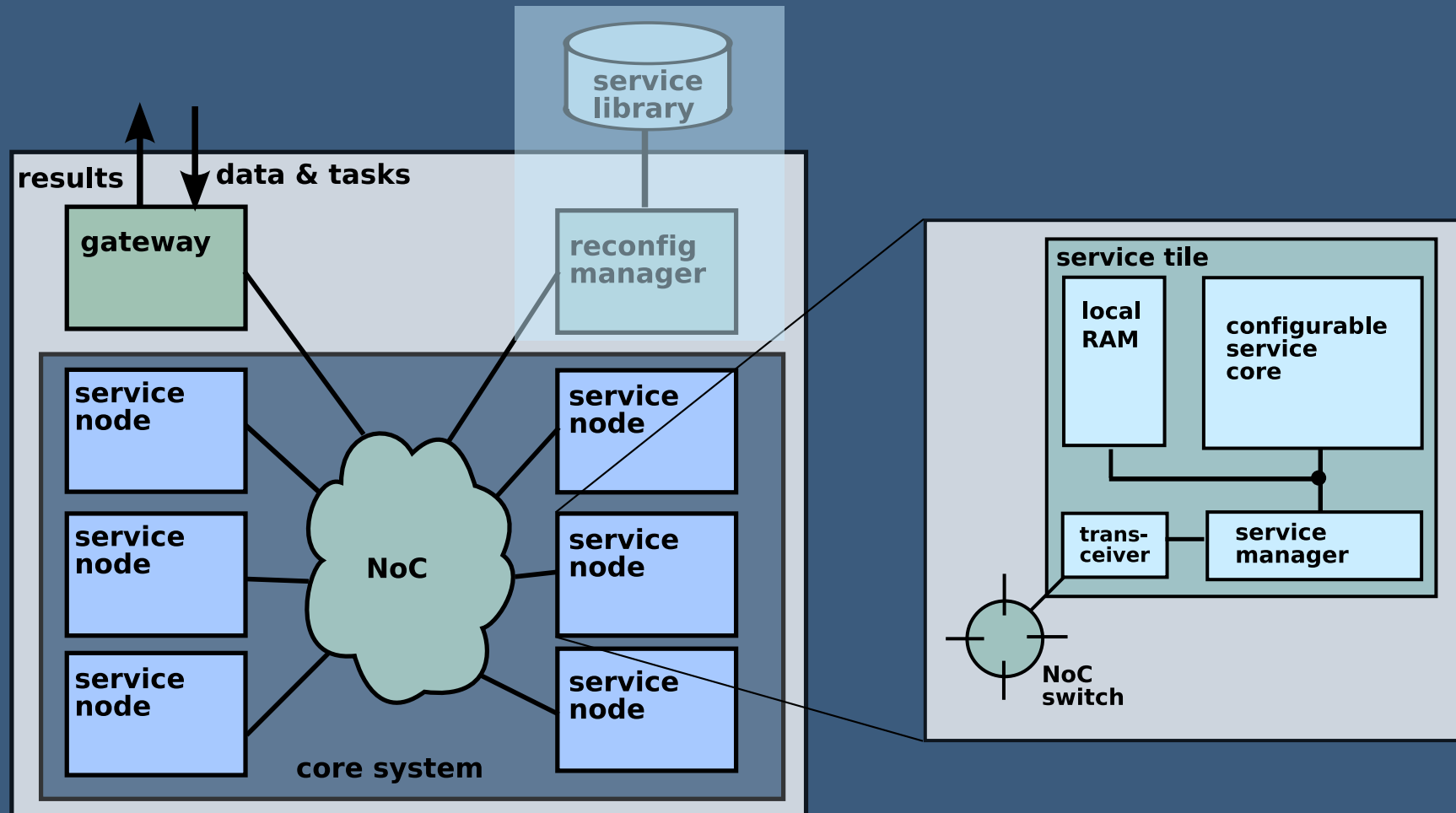
Gannet Platform

- interface layer between NoC and cores
- functional interface with stream support
- HW implementation but also VM
- capable of dynamic reconfiguration

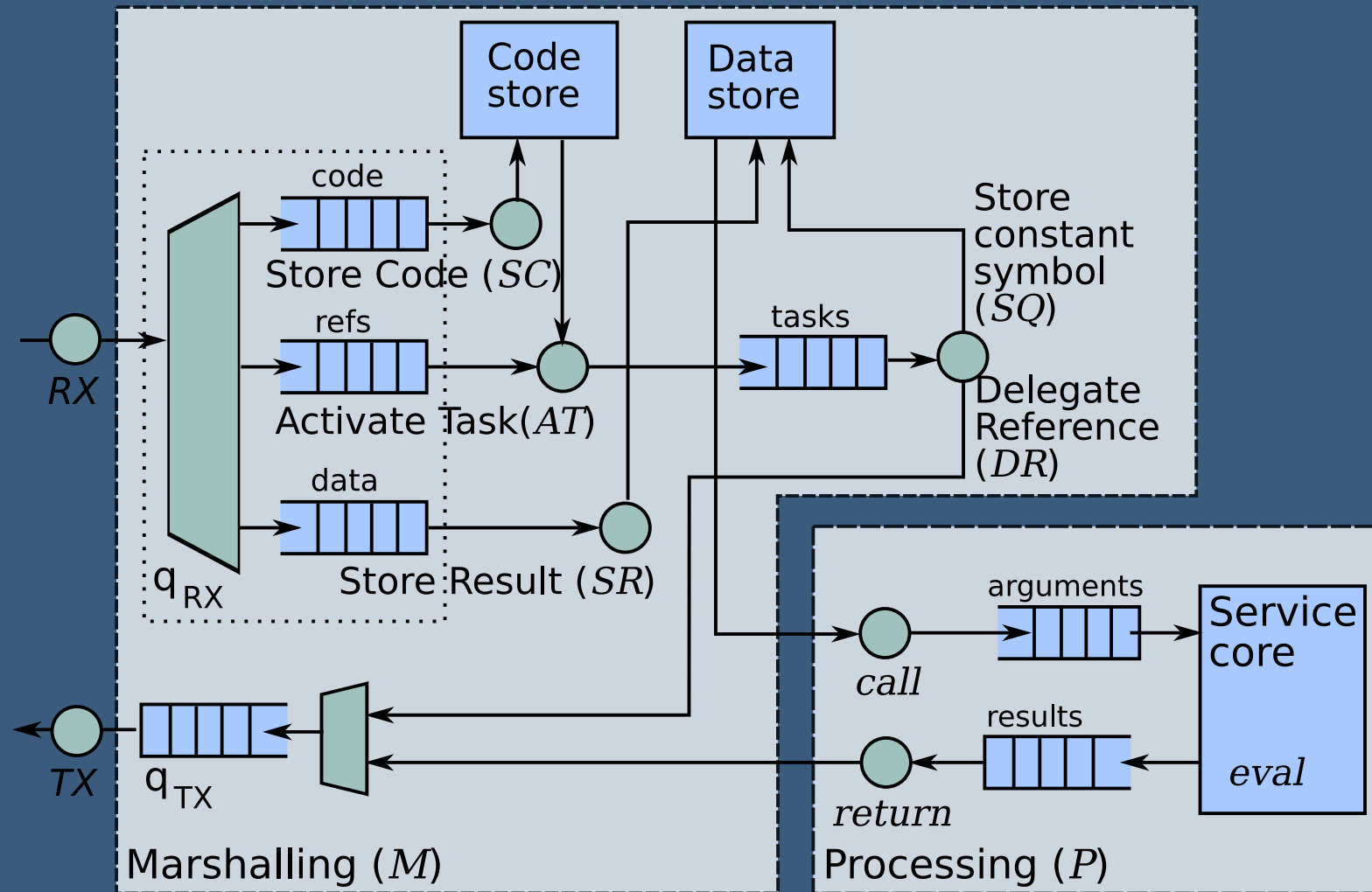
Gannet System Architecture

- A **service-based** architecture for **heterogeneous Multicore SoCs**:
 - a collection of IP cores (HW/SW).
 - each IP core offers a a specific **service**.
 - IP cores acquire service behaviour through a generic data marshalling interface, the **Service Manager**
 - services interact through a Network-on-Chip (NoC)
- High abstraction-level design: high-level program governs behaviour of complete system

Gannet System Architecture



Gannet Service Architecture

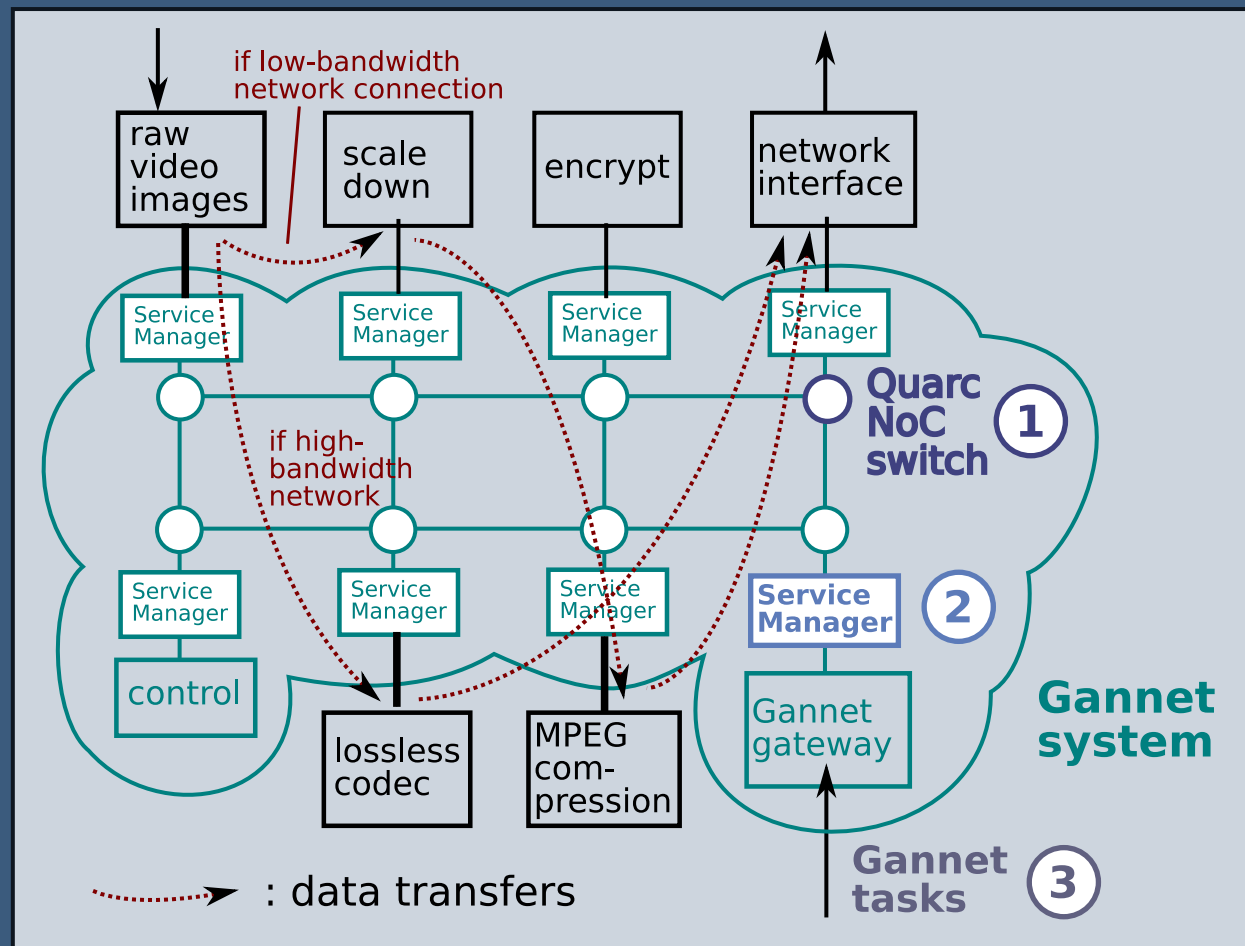


Gannet Service Abstraction

- Service = service manager + core (+ local memory + TRX)
 - Service core => function body, result computation
 - Service manager => function call, argument evaluation
- Gannet Services
 - computational (pure functions)
 - flow control (if, lambda,...)

Example

Simple video capture system



Gannet Language

- The “assembly” (or IR) language to program the Gannet system
- Intended as compilation target, not HLL
- A functional language, every service is mapped to an opaque function

Gannet Language

- Some key properties of the Gannet language:
 - the evaluation order is unspecified
 - eager by default but deferring evaluation is possible
 - no side effects across services
- These properties
 - make the language fully concurrent (maximise parallelism)
 - and enable separation of control flow from data flow
 - facilitate support for stream processing

Example: Function Application

(S1

(apply

(lambda 'x

'(S2 (S3 ... x ...) ... x ...)

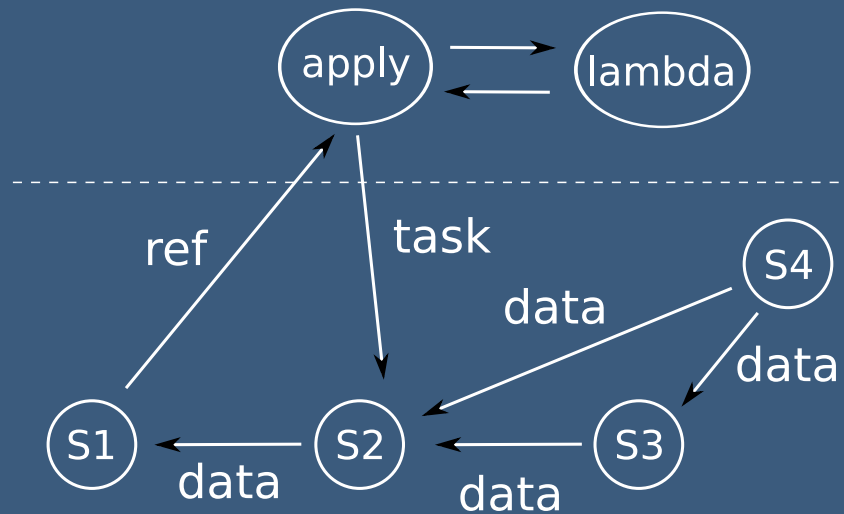
)

'(S4 ...)

)

...

)

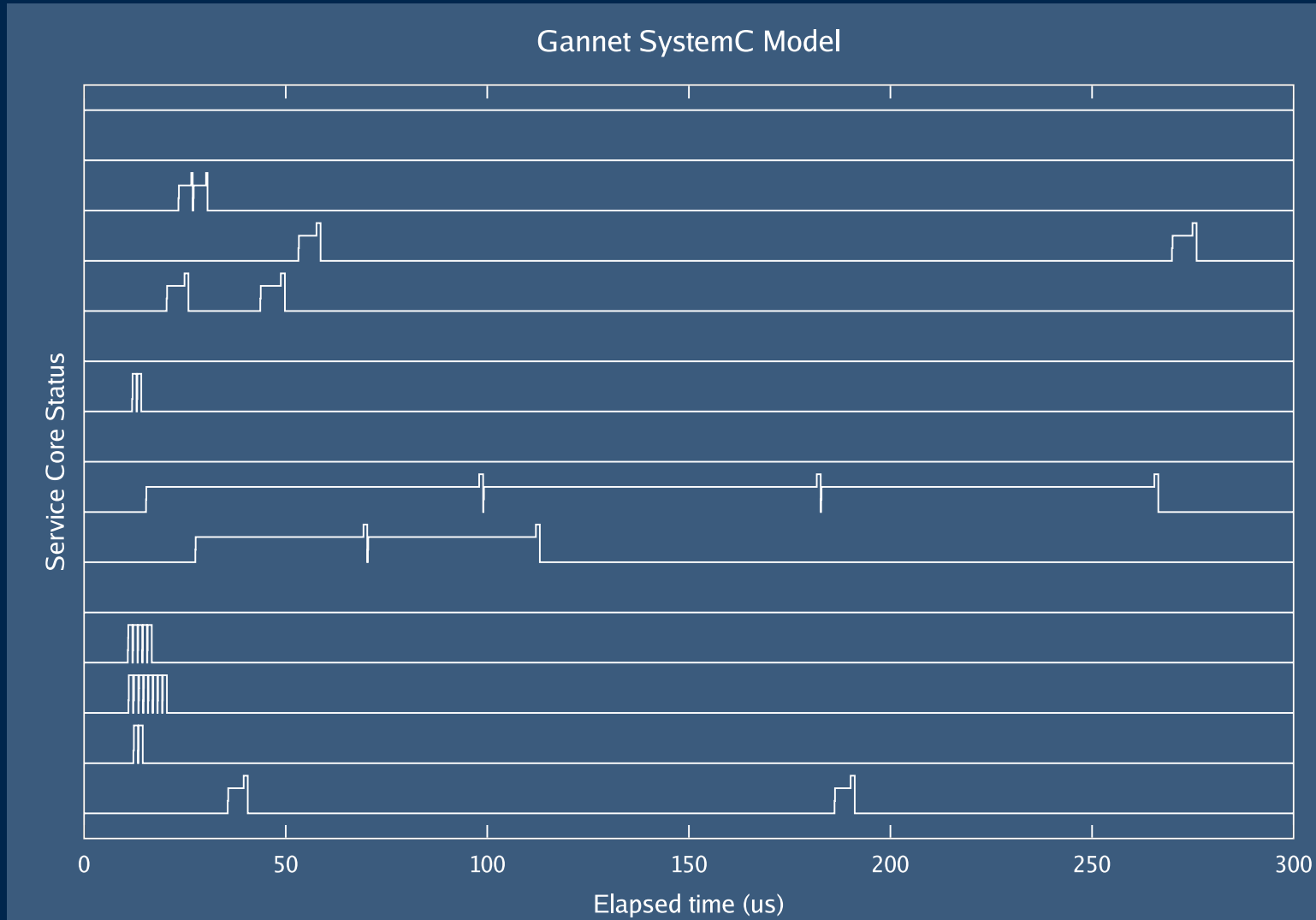


$(S_1 (\lambda x \rightarrow (S_2 (S_3 \dots x \dots) \dots x \dots)) (S_4 \dots)) \dots)$

Example Matrix Operations

```
(madd  
  (cross (scale '0.5 (inv  
    (if (< (det (a)) '0)  
      ' (mmult (a) (c))  
      ' (mmult (a) (d)) )))  
  (tran (a)))  
(cross (scale '0.5 (inv  
  (if (< (det (b)) '0)  
    ' (mmult (b) (d))  
    ' (mmult (b) (c)) )))  
(tran (b))) )
```

Example Matrix Operations



Hardware Implementation

- Cycle-approximate System-C model
- FPGA (Xilinx Virtex-II Pro) prototypes of
 - service manager
 - NoC switch and TRX (Quarc)
- Clock speed and slice count comparable with Xilinx Microblaze processor

Software Implementation

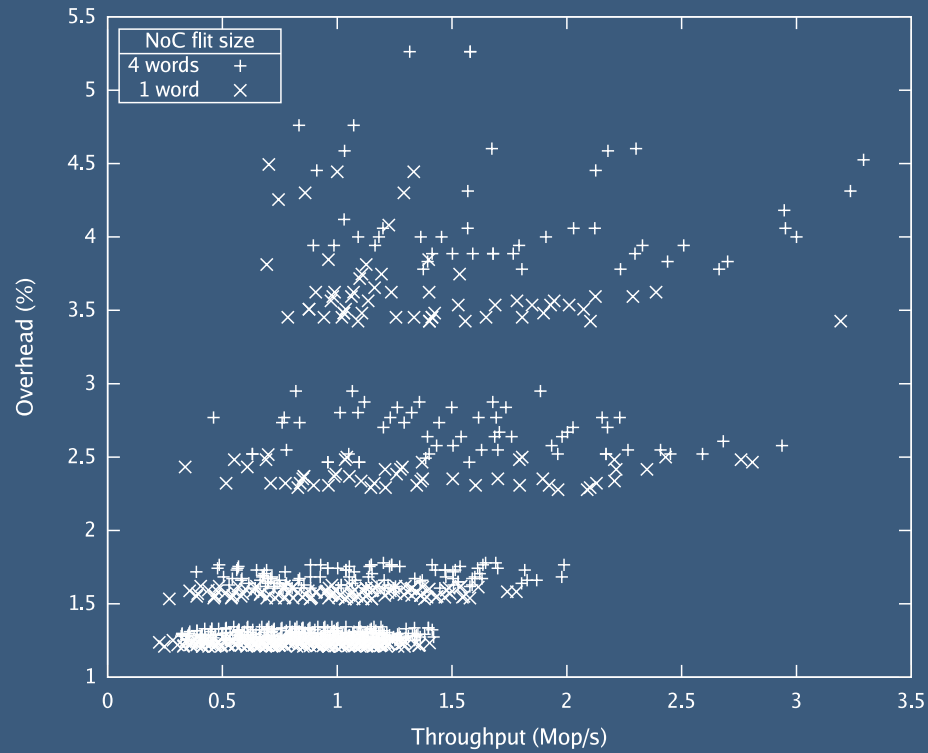
- Gannet Virtual Machine, a stand-alone VM for embedded processors
- Runs same Gannet bytecode as hardware service managers
- Running VM on e.g. Xilinx Microblaze processor is 2-3 orders of magnitude slower than HW
- But very flexible, easy HW/SW codesign

Gannet Performance

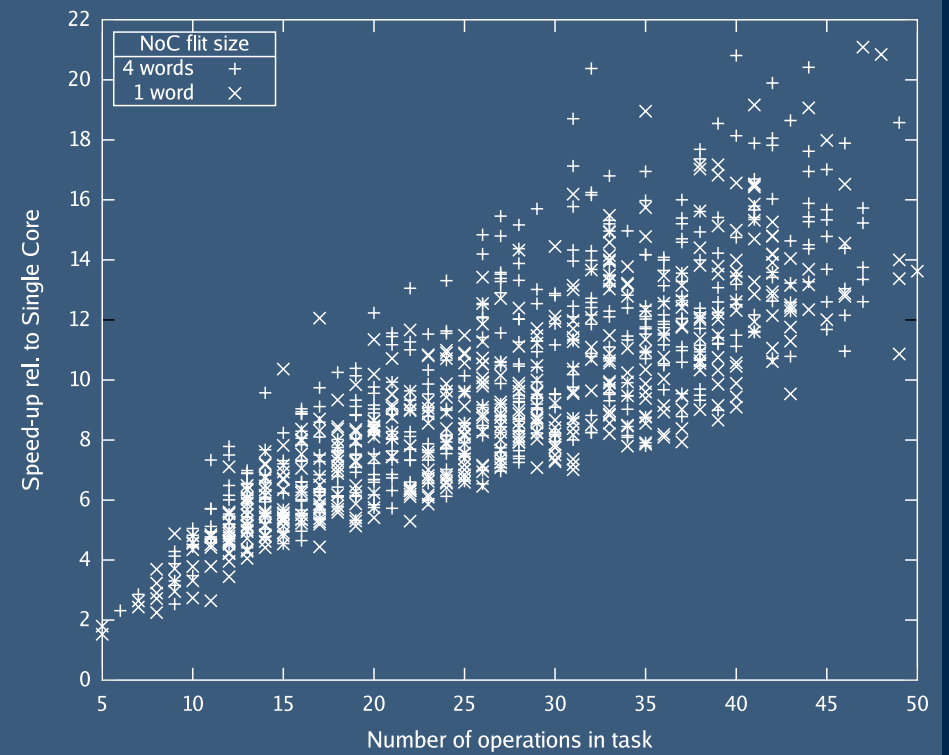
- Monte-Carlo DOE
 - Matrix operations on 8x8 blocks
 - Random valid expressions

Gannet Performance

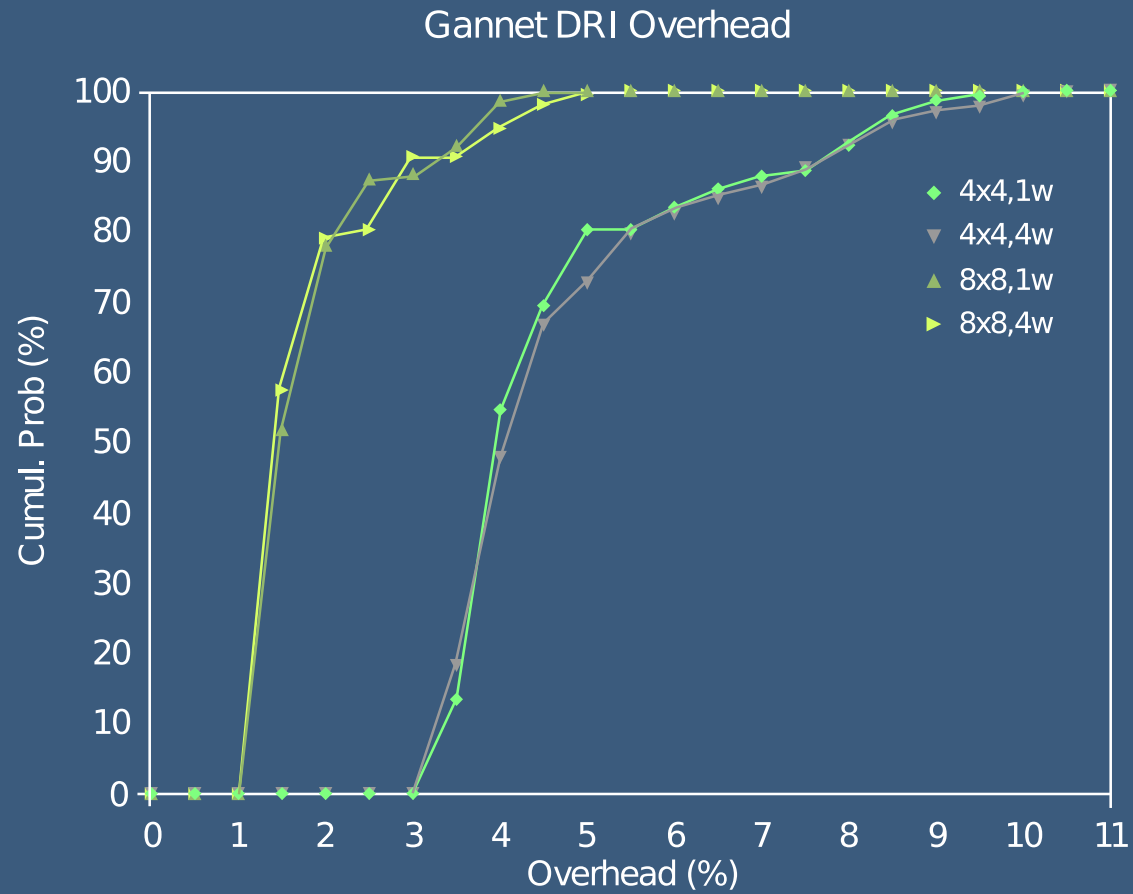
Gannet Pipeline Overhead
8x8 blocks, @ 100 MHz



Gannet Pipeline Performance
8x8 blocks



Gannet Performance



Future Work

- Current service manager is functional, i.e. demand-driven
- Alternative models:
 - Data-drive execution
(but results in unnecessary processing)
 - Actor model
(but is more complex, so requires more area)

Future Work

- The Gannet platform can be viewed as a lightweight hardware distributed operating system
- GannetVM can be developed into a fully featured software distributed operating system

Future Work

- High-level language compiler
- Integration of core programs
- Ideally a single language for everything

Summary

- Gannet platform for heterogeneous multicore SoC design
 - programmable interface between cores and communication medium
 - high-level programming of data flows, sophisticated flow control
- Hardware implementation
 - small
 - fast
 - low overhead
- Software implementation (VM)
 - facilitates HW/SW codesign
 - can be developed into a distributed OS

www.gannetcode.org

Gannet System Operation

- The Gannet machine is a distributed computing system where every node (**service**) **consumes packets** and **produces packets** and can store state information between transactions.
- We denote a Gannet packet as $p(\textit{Type}, \textit{To}, \textit{Ret}, \textit{Id}; \textit{Payload})$
 - packet *Types* are *code*, *ref* or *data*
- The operation of a Gannet **service** can be described in terms of
 - the **task code**
 - the internal state
 - the **result packet(s)** produced by the task

Gannet System Operation

- **SC: Store code:** service S_i receives a **code** packet $p(code, S_i, S_j, R_{task}; t)$ where $t = (S_i a_1 \dots a_n)$ and stores it referenced by R_{task} .
- **AT: Activate task :** the service S_i in $state_i$ receives a task **reference** packet $p(ref, S_i, S_j, R_{id}; R_{task})$
the service activates the task referenced by R_{task} : $(S_i a_1 \dots a_n)$. This results in evaluation of the arguments $a_1 \dots a_n$:
 - **DR: Delegate reference:** the service manager delegates subtasks referenced by **reference symbols** via **reference** packets
 - **SQ: Store quoted symbol:** all **quoted** (i.e. constant) symbols in the code are stored in the local store.
 - **SR: Store returned result:** result data from subtasks are stored in the local store.

Gannet System Operation

- **P: Processing:** When all arguments of the subtask have been evaluated,
 - the data are passed on to the service core (**call**);
 - The core performs processing on the data (**eval**);
 - the service, now in $state'_i$, produces a result packet p_{res} (**return**)
 $p_{res} = p(Type_i, S_j, S_i, R_{id}; Payload_i)$ where both $Payload_i$ and the state change to $state'_i$ are the result of processing the evaluated arguments $a_1..a_n$ by the core of S_i .
- p_{res} is sent to S_j where $Payload_i$ is stored in a location referenced by R_{id} .