ECE408 / CS483 Spring 2020

Applied Parallel Programming

Lecture 20: GPU as part of the PC Architecture

Objectives

- to understand the impact of data transfers on performance when using a GPU as a co-processor
  – speeds and feeds of traditional CPU
  – speeds and feeds when employing a GPU
- to develop a knowledge base for performance tuning for modern GPU's

Review: Canonical CUDA Program Structure

- Global variables declaration
- Kernel functions
  – __global__ void kernelOne(…)
- Main () // host code
  – allocate memory space on the device – cudaMalloc(&d_GlblVarPtr, bytes)
  – transfer data from host to device – cudaMemcpy(d_GlblVarPtr, h_Gl…)
  – execution configuration setup
  – kernel call – kernelOne<<<execution configuration>>>(args…);
  – transfer results from device to host – cudaMemcpy(h_GlblVarPtr,…)
  repeat as needed
  – optional: compare against golden (host computed) solution

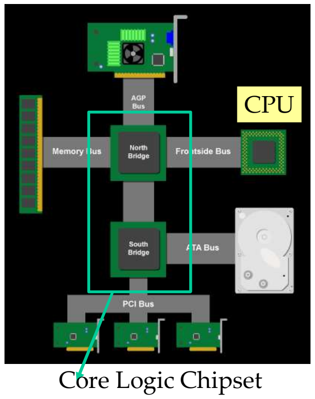
Bandwidth: The Gravity of Modern Computer Systems

Bandwidth between key components ultimately **dictates system performance**,

- **especially for GPUs** processing large amounts of data.
- Tricks like buffering, reordering, caching can temporarily defy the rules in some cases.
- Ultimately, performance falls back to what the "speeds and feeds" dictate.

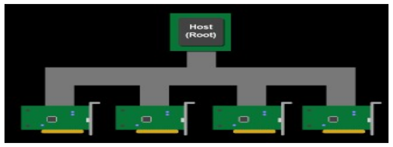
Classic (Historical) PC Architecture

- Northbridge connects 3 components that must communicate at high speed
  - CPU, DRAM, video
  - Video needs first-class access to DRAM
  - Previous NVIDIA cards are connected to AGP, up to 2 GB/s transfers
- Southbridge serves as a concentrator for slower I/O devices



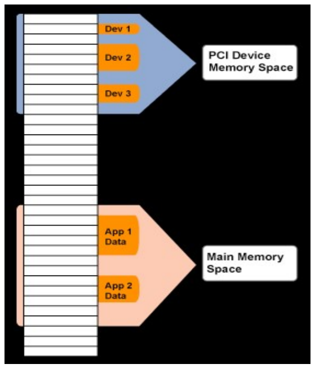
(Original) PCI Bus Specification A Humble Beginning

- Connected to the southBridge
  - Originally 33 MHz, 32-bit wide, 132 MB/second peak transfer rate
  - Later, 66 MHz, 64-bit, 528 MB/second peak
  - Upstream bandwidth remain slow for device (~256MB/s peak)
  - Shared bus with arbitration
    - Winner of arbitration becomes bus master and can connect to CPU or DRAM through the southbridge and northbridge



PCI as Memory Mapped I/O

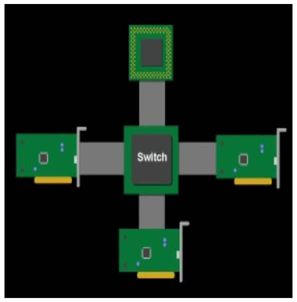
- PCI device registers are mapped into the CPU's physical address space
  - Accessed through loads/ stores (kernel mode)
- Addresses are assigned to the PCI devices at boot time
  - All devices listen for their addresses



PCI Express (PCIe)

switched, point-to-point connection

- each card has dedicated "link" to the central switch, with no arbitration
- packet switches: messages form virtual channel
- prioritized packets for QoS (such as for real-time video streaming)

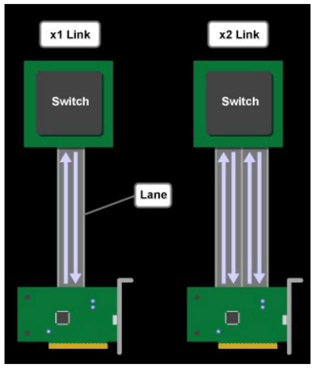


PCIe Generations

- Within a generation, number of lanes in a link can be scaled
  - using distinct physical channels (more bits / wider transfers)
  - ×1, ×2, ×4, ×8, ×16, ×32, …
- Each new generation aims to double the speed.

PCIe Gen 3 Links and Lanes

- Each link consists of one or more lanes
  - Each lane is 1-bit wide (4 wires, each 2-wire pair can transmit 8Gb/s in one direction)
    - Upstream and downstream simultaneous and symmetric
  - Each Link can combine 1, 2, 4, 8, 12, 16 lanes- x1, x2, etc.
  - Each byte data is **128b/130b** encoded into 130 bits with equal number of 1's and 0's; net data rate 7.8768 Gb/s per lane each way.
  - Thus, the net data rates are 985 MB/s (x1) 1.97 GB/s (x2), 3.94 GB/s (x4), 7.9 GB/s (x8), 15.8 GB/s (x16), each way



Foundation: 8/10 bit encoding

- Goal is to maintain DC balance while have sufficient state transition for clock recovery
- The difference of 1s and 0s in a 20-bit stream should be ≤ 2
- There should be no more than 5 consecutive 1s or 0s in any stream
- 00000000, 00000111, 11000001 bad
- 01010101, 11001100 good
- Find 256 good patterns among 1024 total patterns of 10 bits to encode an 8-bit datum
- a 20% overhead

Current: 128/130 bit encoding

- Same goal: maintain DC balance while have sufficient state transition for clock recovery
- 1.5% overhead instead of 20%
- Scrambler function: long runs of 0s, 1s vanishingly small
- Instead of guaranteed run length of 8/10b
- At least one bit shift every 66 bits

Patterns Contain Many 0s and 1s

A question for fun:

- – if we need **2^{128} code words**
- – **chosen from** all 2^{130} **130-bit patterns**
- – **how many 0s/1s** must we consider including?

Answer: 63-67 (of either type)

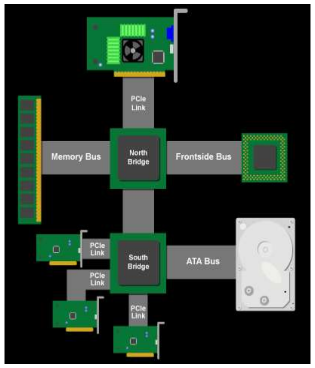
Thus 128b/130b code words are pretty well-balanced, and have lots of 0-1 transitions (for clock recovery).

Recent PCIe PC Architecture

Today, PCIe forms the interconnect backbone within PC.

Northbridge and Southbridge are PCIe switches.

Source: Jon Stokes, PCI Express: An Overview (http://arstechnica.com/articles/paedia/hardware/pcie.ars)



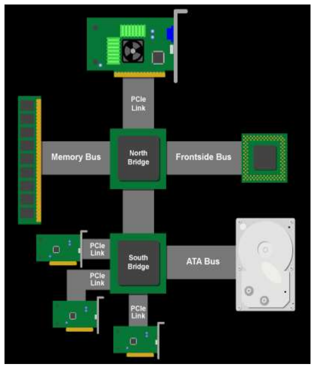
Recent PCIe PC Architecture

How is PCI supported?

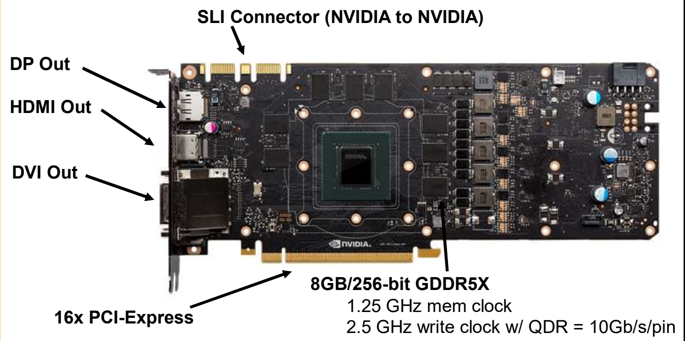
- Need a PCI-PCIe bridge, which is
- sometimes included as part of Southbridge, or
- can add as a separate PCIe I/O card.

Current systems integrate PCIe controllers directly on chip with CPU.

Source: Jon Stokes, PCI Express: An Overview (http://arstechnica.com/articles/paedia/hardware/pcie.ars)



GeForce GTX 1080 (Pascal) GPU Consumer Card Details

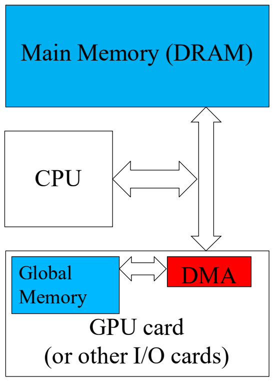


1.25 GHz mem clock
2.5 GHz write clock w/ QDR = 10Gb/s/pin
256 bit bus = 320 GB/s
8 pieces of 8Gb (16 Mb x 32 x 16 banks)

PCIe Data Transfer using DMA

DMA (Direct Memory Access) is used to fully utilize the bandwidth of an I/O bus

- DMA uses physical address for source and destination
- Transfers a number of bytes requested by OS
- Needs pinned memory



Pinned Memory

- DMA uses physical addresses
- The OS could accidentally page out the data that is being read or written by a DMA and page in another virtual page into the same location
- Pinned memory cannot not be paged out
- If a source or destination of a cudaMemCpy() in the host memory is not pinned, it needs to be first copied to a pinned memory – extra overhead
- cudaMemcpy is much faster with pinned host memory source or destination

Allocate/Free Pinned Memory (a.k.a. Page Locked Memory)

- cudaHostAlloc()
  - Three parameters
  - Address of pointer to the allocated memory
  - Size of the allocated memory in bytes
  - Option – use cudaHostAllocDefault for now
- cudaFreeHost()
  - One parameter
  - Pointer to the memory to be freed

Using Pinned Memory

- Use the allocated memory and its pointer the same way those returned by malloc();
- The only difference is that the allocated memory cannot be paged by the OS
- The cudaMemcpy function should be about 2X faster with pinned memory
- Pinned memory is a limited resource whose over-subscription can have serious consequences

Important Trends

- Knowing yesterday, today, and tomorrow
  - The PC world is becoming flatter
  - CPU and GPU are being fused together
  - Outsourcing of computation is becoming easier…

ANY MORE QUESTIONS?