Multicore

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Multicore and Multithreaded Processors

- Why multicore?
- Thread-level parallelism
- Multithreaded cores
- Multiprocessors
- Design issues
- Examples
Readings

• Patterson and Hennessy
  • Chapter 6
Why Multicore?

• Why is everything now multicore?
  • This is a fairly new trend

• Reason #1: Running out of “ILP” that we can exploit
  • Can’t get much better performance out of a single core that’s running a single program at a time

• Reason #2: Power/thermal constraints
  • Even if we wanted to just build fancier single cores at higher clock speeds, we’d run into power and thermal obstacles

• Reason #3: Moore’s Law
  • Lots of transistors → what else are we going to do with them?
  • Historically: use transistors to make more complicated cores with bigger and bigger caches
  • But this strategy has run into problems
How do we keep multicores busy?

- Single core processors exploit ILP
- Multicore processors exploit **TLP: thread-level parallelism**
- What’s a thread?
  - A program can have 1 or more threads of control
  - Each thread has own PC
  - All threads in a given program share resources (e.g., memory)
- OK, so where do we find more than one thread?
- Option #1: Multiprogrammed workloads
  - Run multiple single-threaded programs at same time
- Option #2: Explicitly multithreaded programs
  - Create a single program that has multiple threads that work together to solve a problem
Parallel Programming

• How do we break up a problem into sub-problems that can be worked on by separate threads?

• ICQ: How would you create a multithreaded program that searches for an item in an array?

• ICQ: How would you create a multithreaded program that sorts a list?

• Fundamental challenges
  • Breaking up the problem into many reasonably sized tasks
    • What if tasks are too small? Too big? Too few?
  • Minimizing the communication between threads
    • Why?
• Would be nice if compiler could turn sequential code into parallel code...
  • Been an active research goal for years, no luck yet...

• Can use an explicitly parallel language or extensions to an existing language
  • Map/reduce (Google), Hadoop
  • Pthreads
  • Java threads
  • Message passing interface (MPI)
  • CUDA
  • OpenCL
  • High performance Fortran (HPF)
  • Etc.
Parallel Program Challenges

• Parallel programming is HARD!
  • Why?

• Problem: #cores is increasing, but parallel programming isn’t getting easier → how are we going to use all of these cores???
forall(i=1:100, j=1:200){
    MyArray[i,j] = X[i-1, j] + X[i+1, j];
}

// “forall” means we can do all i,j combinations in parallel
// I.e., no dependences between these operations
Some Problems Are “Easy” to Parallelize

- Database management system (DBMS)
- Web search (Google)
- Graphics
- Some scientific workloads (why?)
- Others??
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Multithreaded Cores

- So far, our core executes one thread at a time
- Multithreaded core: execute multiple threads at a time
- Old idea ... but made a big comeback fairly recently
- How do we execute multiple threads on same core?
  - Coarse-grain switching
  - Fine-grain switching
  - Simultaneous multithreading (SMT) → “hyperthreading” (Intel)
- Benefits?
  - Better instruction throughput
    - Greater resource utilization
    - Tolerates long latency events (e.g., cache misses)
  - Cheaper than multiple complete cores
Multiprocessors

• Multiprocessors have been around a long time ... just not on a single chip
  • Mainframes and servers with 2-64 processors
  • Supercomputers with 100s or 1000s of processors
• Now, multiprocessor on a single chip
  • “multicore processor” (sometimes “chip multiprocessor”)
• Why does “single chip” matter so much?
  • ICQ: What’s fundamentally different about having a multiprocessor that fits on one chip vs. on multiple chips?

Multiprocessor:
Two drive-throughs, each with its own kitchen
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Multiprocessor Microarchitecture

• Many design issues unique to multiprocessors
  • Interconnection network
  • Communication between cores
  • Memory system design
  • Others?
Interconnection Networks

• Networks have many design aspects
  • We focus on one design aspect here (topology) → see ECE 552 (CS 550) and ECE 652 (CS 650) for more on this

• Topology is the structure of the interconnect
  • Geometric property → topology has nice mathematical properties

• Direct vs Indirect Networks
  • Direct: All switches attached to host nodes (e.g., mesh)
  • Indirect: Many switches not attached to host nodes (e.g., tree)
Direct Topologies: k-ary d-cubes

• Often called k-ary n-cubes

• General class of regular, direct topologies
  • Subsumes rings, tori, cubes, etc.

• d dimensions
  • 1 for ring
  • 2 for mesh or torus
  • 3 for cube
  • Can choose arbitrarily large d, except for cost of switches

• k switches in each dimension
  • Note: k can be different in each dimension (e.g., 2,3,4-ary 3-cube)
Examples of k-ary d-cubes (for N cores)

• 1D Ring = k-ary 1-cube
  • $d = 1$ [always]
  • $k = N$ [always] = 4 [here]
  • Ave dist = ?

• 2D Torus = k-ary 2-cube
  • $d = 2$ [always]
  • $k = \log_d N$ (always) = 3 [here]
  • Ave dist = ?
k-ary d-cubes in Real World

- Compaq Alpha 21364 (and 21464, R.I.P.)
  - 2D torus (k-ary 2-cube)
- Cray T3D and T3E
  - 3D torus (k-ary, 3-cube)
- Intel’s MIC (formerly known as Larrabee)
  - 1D ring
- Intel’s SandyBridge (one flavor of core i7)
  - 2D mesh
Indirect Topologies

- Indirect topology – most switches not attached to nodes
- Some common indirect topologies
  - Crossbar
  - Tree
  - Butterfly
- Each of the above topologies comes in many flavors
Indirect Topologies: Crossbar

- Crossbar = single switch that directly connects n inputs to m outputs
  - Logically equivalent to m n:1 muxes
- Very useful component that is used frequently

![Crossbar Diagram](image_url)
Indirect Topologies: Butterflies

- Multistage: nodes at ends, switches in middle
- Exactly one path between each pair of nodes
- Each node sees a tree rooted at itself
Indirect Networks in Real World (ancient)

- Thinking Machines CM-5 (really old machine)
  - Fat tree
- Sun UltraEnterprise E10000 (old machine)
  - 4 trees (interleaved by address)
- And lots and lots of buses!
Multiprocessor Microarchitecture

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Communication Between Cores (Threads)

- How should threads communicate with each other?
- Two popular options
  - **Shared memory**
    - Perform loads and stores to shared addresses
    - Requires synchronization (can’t read before write)
  - **Message passing**
    - Send messages between threads (cores)
    - No shared address space
What is (Hardware) Shared Memory?

• Take multiple microprocessors

• Implement a memory system with a single global physical address space (usually)
  • Special HW does the “magic” of cache coherence
Some (Old) Memory System Options

(a) Shared cache

(b) Bus-based shared memory

(c) Dancehall

(d) Distributed-memory
A (Newer) Memory System Option

To off-chip DRAM
Cache Coherence

- According to Webster’s dictionary ...
  - **Cache**: a secure place of storage
  - **Coherent**: logically consistent

- **Cache Coherence**: keep storage logically consistent
  - Coherence requires enforcement of 2 properties per block

1) At any time, only one writer or $\geq 0$ readers of block
   - Can’t have writer at same time as other reader or writer

2) Data propagates correctly
   - A request for a block gets the most recent value
Cache Coherence Problem (Step 1)

P1

load r2, x

P2

Interconnection Network

Main Memory

Time
Cache Coherence Problem (Step 2)

load r2, x

Time

Interconnection Network

Main Memory

x
Cache Coherence Problem (Step 3)

- Load r2, x
- Add r1, r2, r4
- Store x, r1

Interconnection Network

Main Memory

P1

P2

load r2, x
Snooping Cache-Coherence Protocols

- Each cache controller “snoops” all bus transactions
  - Transaction is relevant if it is for a block this cache contains
  - Take action to ensure coherence
    - Invalidate
    - Update
    - Supply value to requestor if Owner
  - Actions depend on the state of the block and the protocol
- Main memory controller also snoops on bus
  - If no cache is owner, then memory is owner
- Simultaneous operation of independent controllers
Processor and Bus Actions

• Processor:
  - Load
  - Store
  - Writeback on replacement of modified block

• Bus
  - GetShared (GETS): Get \textit{without} intent to modify, data could come from memory or another cache
  - GetExclusive (GETX): Get \textit{with} intent to modify, must invalidate all other caches’ copies
  - PutExclusive (PUTX): cache controller puts contents on bus and memory is updated
  - Definition: \textit{cache-to-cache transfer} occurs when another cache satisfies GETS or GETX request

• Let’s draw it!
Simple 2-State Invalidate Snooping Protocol

- Write-through, no-write-allocate cache
- Proc actions: Load, Store
- Bus actions: GETS, GETX

Notation: observed event / action taken
A 3-State Write-Back Invalidation Protocol

- **2-State Protocol**
  - + Simple hardware and protocol
  - • Uses lots of bandwidth (every write goes on bus!)

- **3-State Protocol (MSI)**
  - **Modified**
    - • One cache exclusively has valid (modified) copy ➔ Owner
    - • Memory is stale
  - **Shared**
    - • >= 1 cache and memory have valid copy (memory = owner)
    - • Invalid (only memory has valid copy and memory is owner)

- Must invalidate all other copies before entering Modified state
- Requires bus transaction (order and invalidate)
MSI State Diagram

Note: we never take any action on an OtherPUTX
An MSI Protocol Example

<table>
<thead>
<tr>
<th>Proc Action</th>
<th>P1 State</th>
<th>P2 state</th>
<th>P3 state</th>
<th>Bus Act</th>
<th>Data from</th>
</tr>
</thead>
<tbody>
<tr>
<td>initially</td>
<td>I</td>
<td>I</td>
<td></td>
<td></td>
<td>I</td>
</tr>
<tr>
<td>1. P1 load u</td>
<td>I→S</td>
<td>I</td>
<td>I</td>
<td>GETS</td>
<td>Memory</td>
</tr>
<tr>
<td>2. P3 load u</td>
<td>S</td>
<td>I</td>
<td>I→S</td>
<td>GETS</td>
<td>Memory</td>
</tr>
<tr>
<td>3. P3 store u</td>
<td>S→I</td>
<td>I</td>
<td>S→M</td>
<td>GETX</td>
<td>Memory or P1 (?)</td>
</tr>
<tr>
<td>4. P1 load u</td>
<td>I→S</td>
<td>I</td>
<td>M→S</td>
<td>GETS</td>
<td>P3’s cache</td>
</tr>
<tr>
<td>5. P2 load u</td>
<td>S</td>
<td>I→S</td>
<td>S</td>
<td>GETS</td>
<td>Memory</td>
</tr>
</tbody>
</table>

- Single writer, multiple reader protocol
- Why Modified to Shared in line 4?
- What if not in any cache? Memory responds
- Read then Write produces 2 bus transactions
  - Slow and wasteful of bandwidth for a common sequence of actions
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Some Real-World Multicores

- Intel/AMD 2/4/8/12/16-core chips
  - Pretty standard
- Sun’s Niagara (UltraSPARC T1-T3)
  - 4-16 simple, in-order, multithreaded cores
- Sun’s Rock processor: 16 cores
- Cell Broadband Engine: in PlayStation 3
- Intel’s MIC/Larrabee chip: 80 simple x86 cores in a ring
- Cisco CRS-1 Processor: 188 in-order cores
- Graphics processing units (GPUs): hundreds of “cores”