# ECE/CS 250
# Computer Architecture

# Fall 2021

## Multicore

Dan Sorin and Tyler Bletsch
Duke University

# Outline

- **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?

# Writing a Parallel Program

- 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???

# HPF Example

```
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

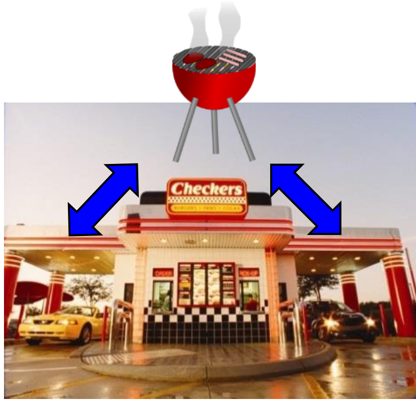
- Database management system (DBMS)
- Web search (Google)
- Graphics
- Some scientific workloads (why?)
- Others??

# Outline

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

# Multithreaded Cores

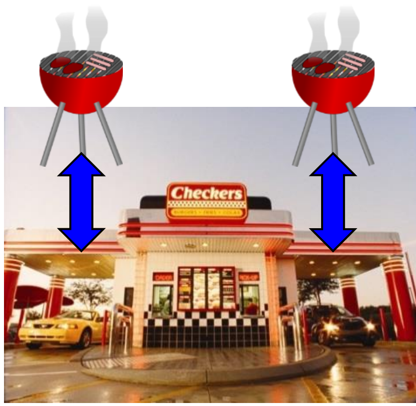
- So far, our core executes one thread at a time
- Multithreaded core: execute multiple threads at a time
- Old idea … but made a big comeback fairly recently
- How do we execute multiple threads on same core?
  - Coarse-grain switching (what the OS does every millisecond or so)
  - Fine-grain switching (what multithreading CPUs can do – cheaper/faster)
  - 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




**Multithreaded**: Two drive-throughs being served by one kitchen

# 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

# Outline

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

# 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

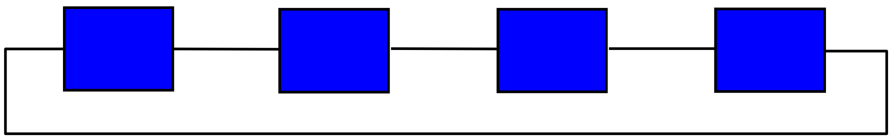
- General class of regular, direct topologies
  - Subsumes rings, tori, cubes, etc.

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

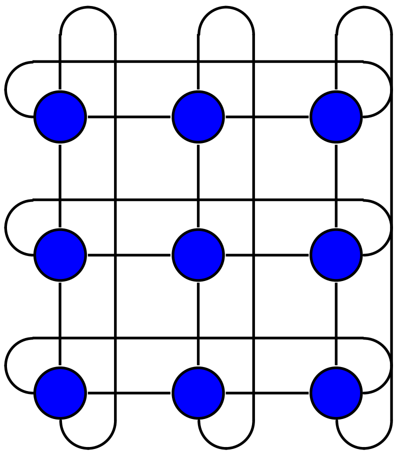
- k switches in each dimension
  - Note: k can be different in each dimension (e.g., 2,3,4-ary 3-cube)

# 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

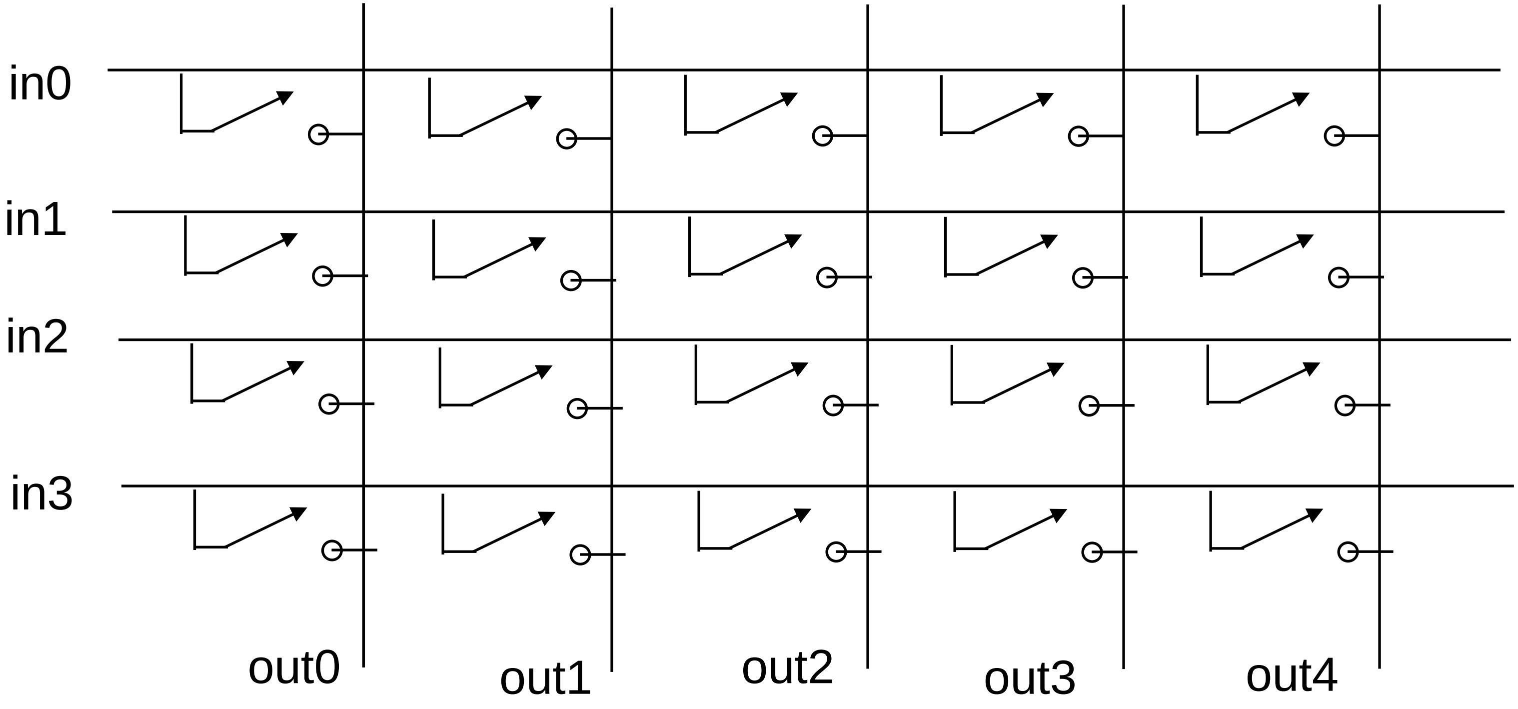
- Compaq Alpha 21364 (and 21464, R.I.P.)
  - 2D torus  (k-ary 2-cube)
- Cray T3D and T3E
  - 3D torus  (k-ary, 3-cube)
- Intel's MIC (formerly known as Larrabee)
  - 1D ring
- Intel's SandyBridge (one flavor of core i7)
  - 2D mesh

# 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

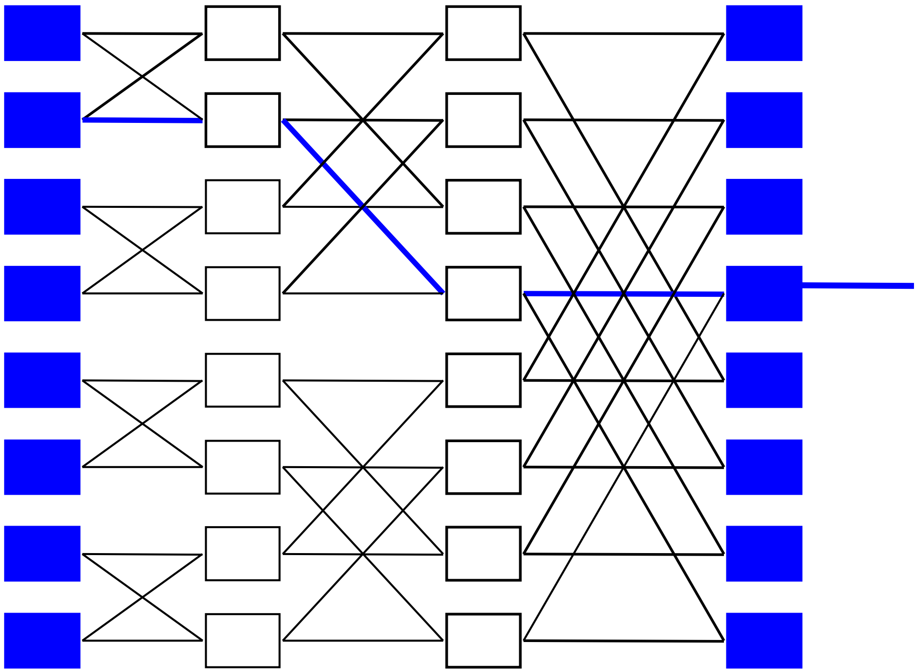
# Indirect Topologies: Crossbar

- 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



# 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

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

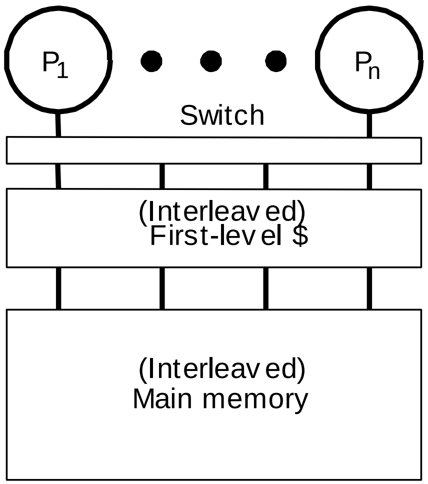
# Communication Between Cores (Threads)

- 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

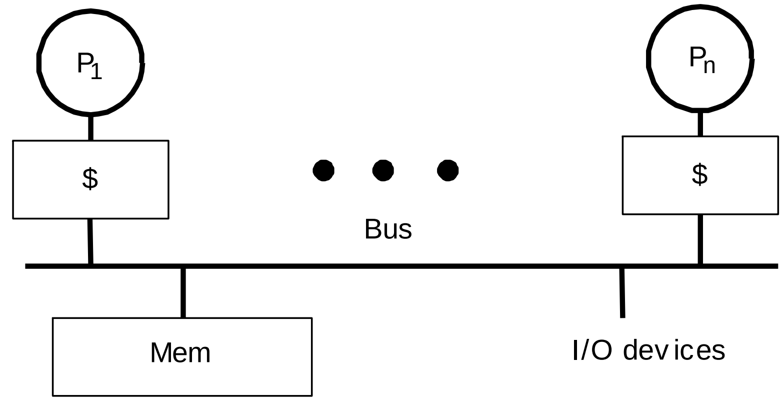
# What is (Hardware) Shared Memory?

- Take multiple microprocessors
- Implement a memory system with a single global physical address space (usually)
  - Special HW does the "magic" of cache coherence

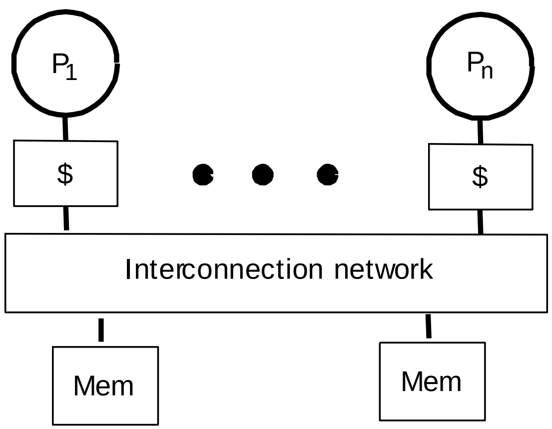
# Some (Old) Memory System Options



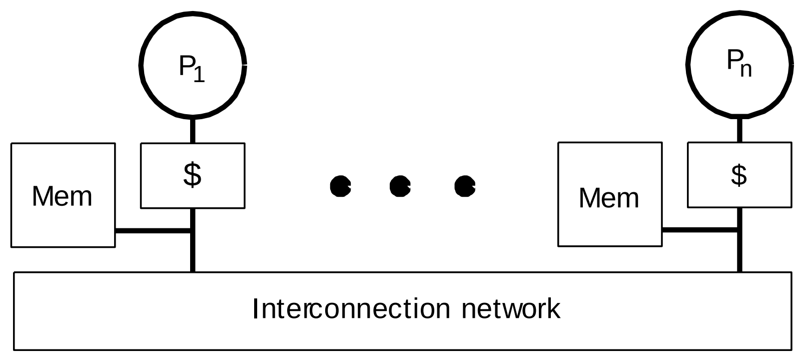

(a) Shared cache




(b) Bus-based shared memory

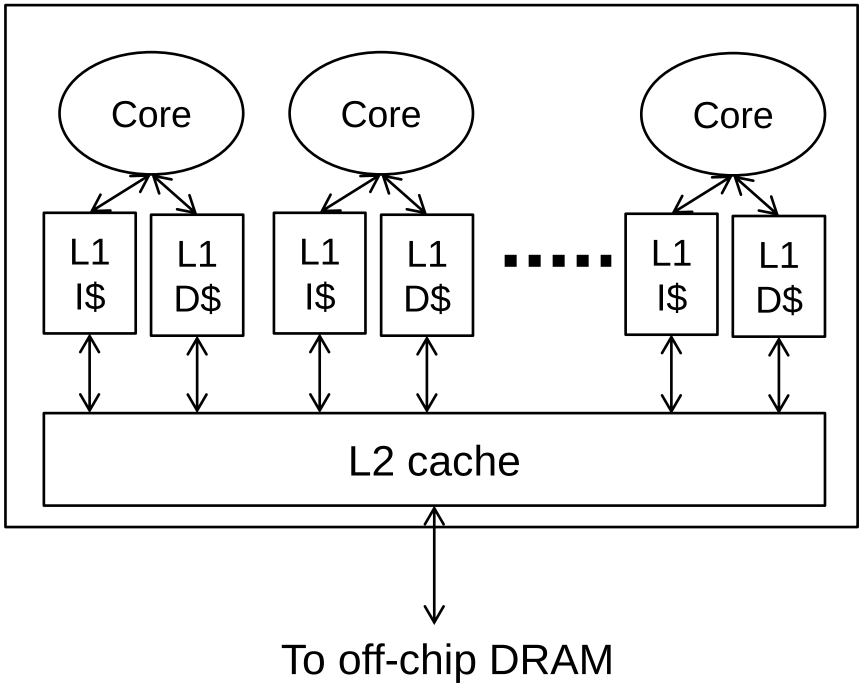



(c) Dancehall




(d) Distributed-memory

# A (Newer) Memory System Option



# Cache Coherence

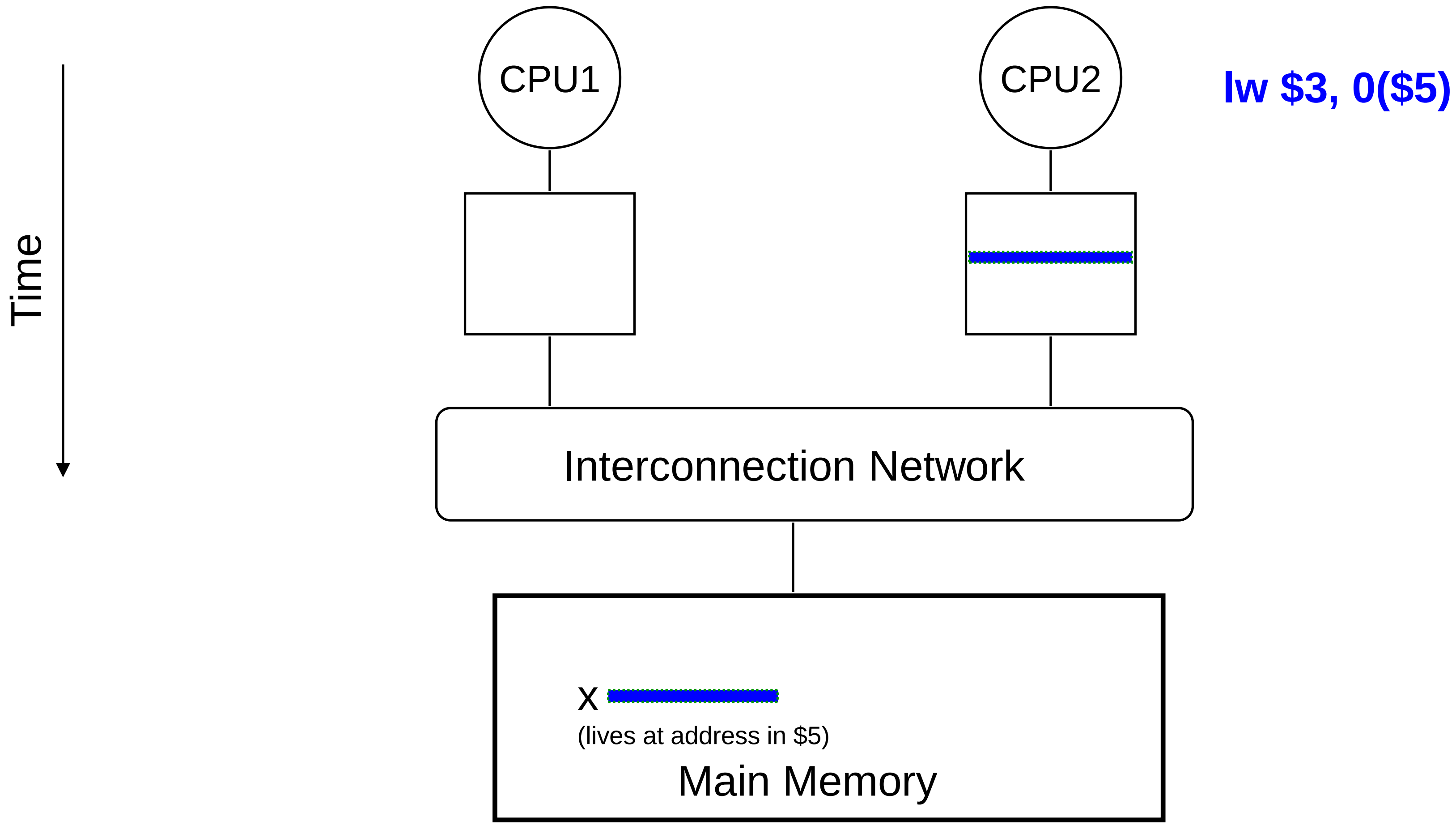
- According to Webster's dictionary …
  - Cache: a secure place of storage
  - Coherent: logically consistent

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

1) At any time, only one writer or >=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)

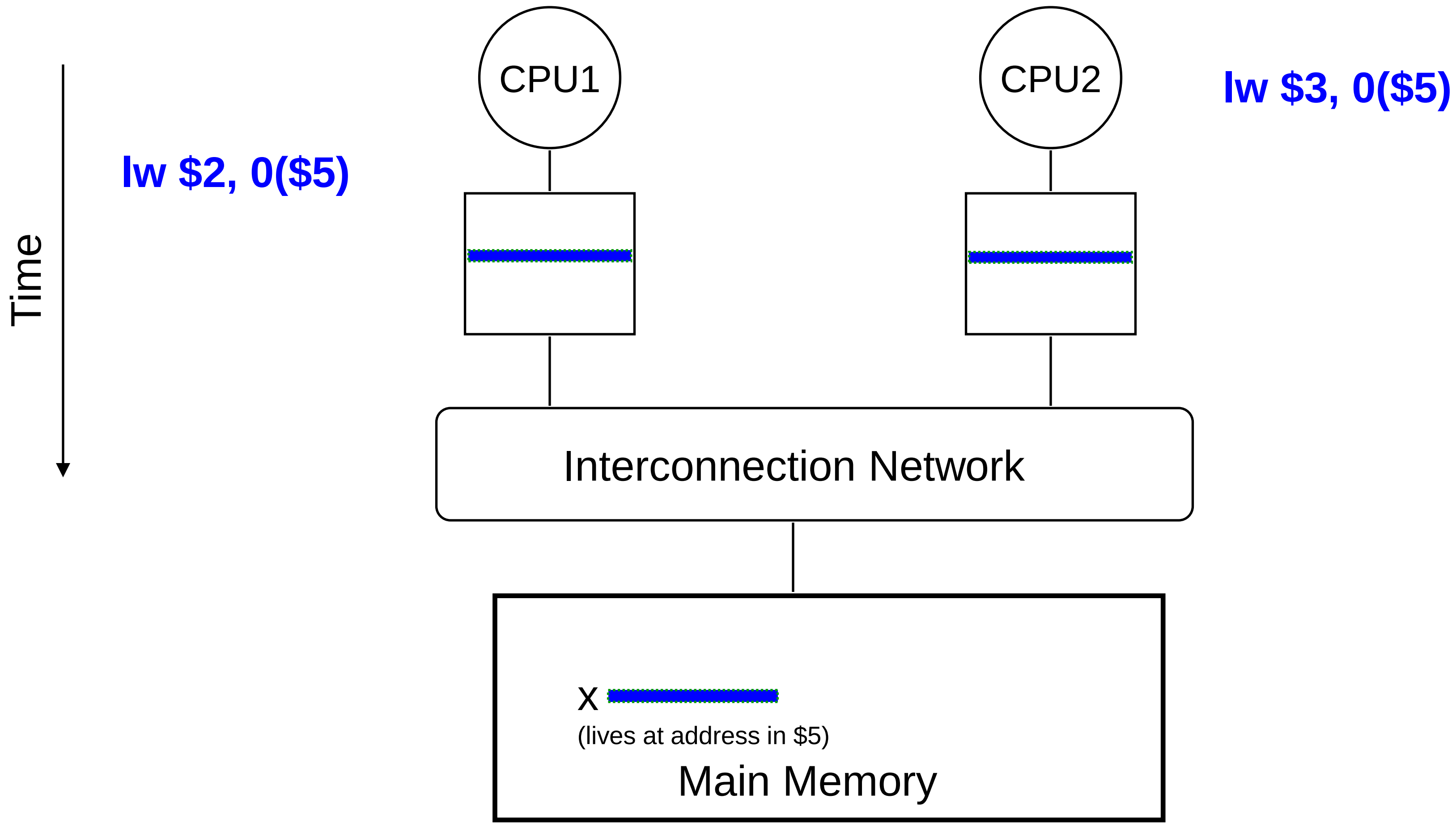
CPU2 loads from address $5, it's a cache miss, so we load that block into CPU2's cache.




Assume $5 is the same in both CPUs and refers to a shared memory address

# Cache Coherence Problem (Step 2)

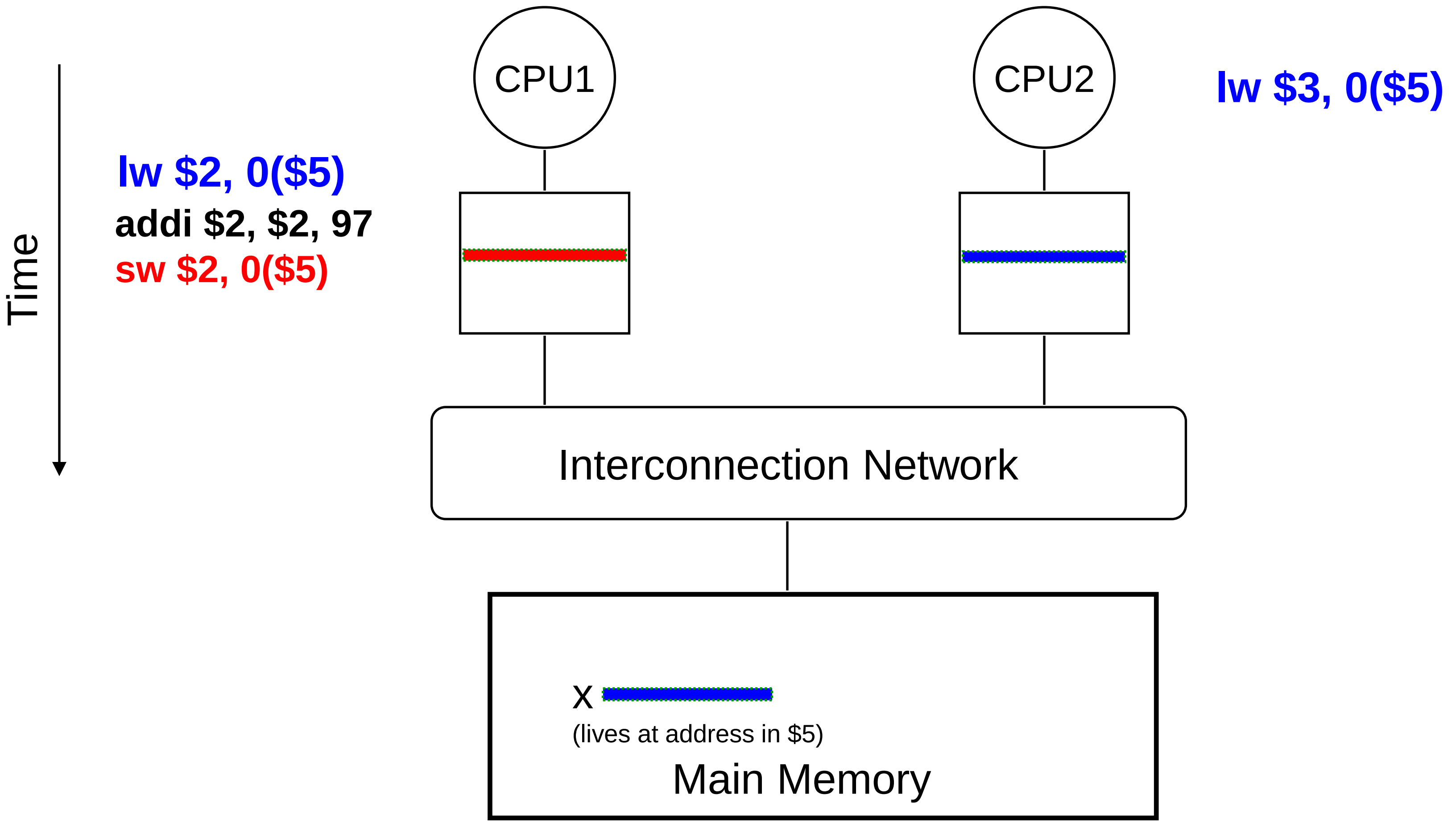
CPU1 also loads from address $5, it's a cache miss, so we load that block into CPU1's cache.




Assume $5 is the same in both CPUs and refers to a shared memory address

# Cache Coherence Problem (Step 3a)

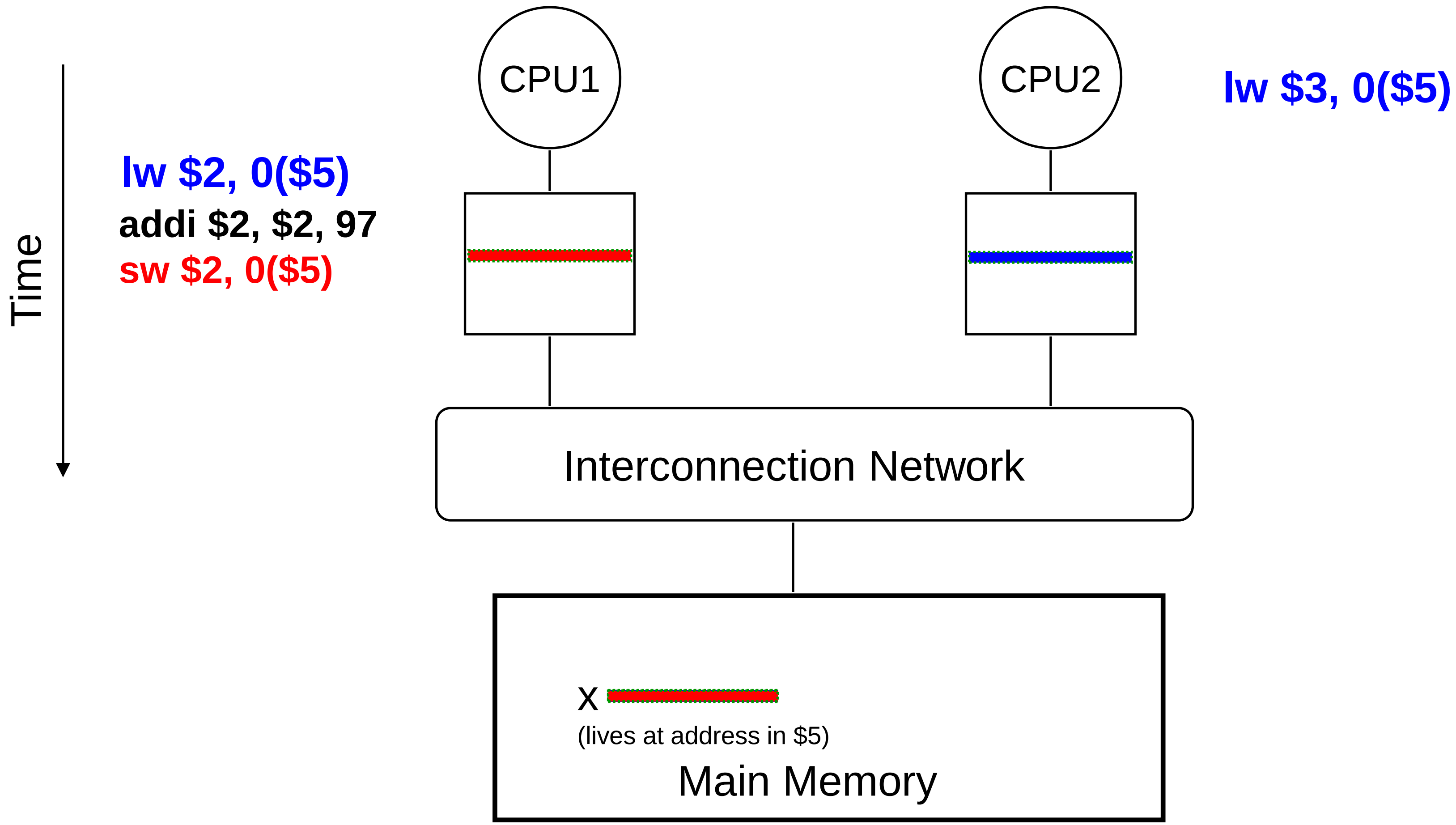
CPU1 also stores a different value into that same memory location.
*If it's a write-back cache, then only the cache changes.*




Assume $5 is the same in both CPUs and refers to a shared memory address

# Cache Coherence Problem (Step 3b)

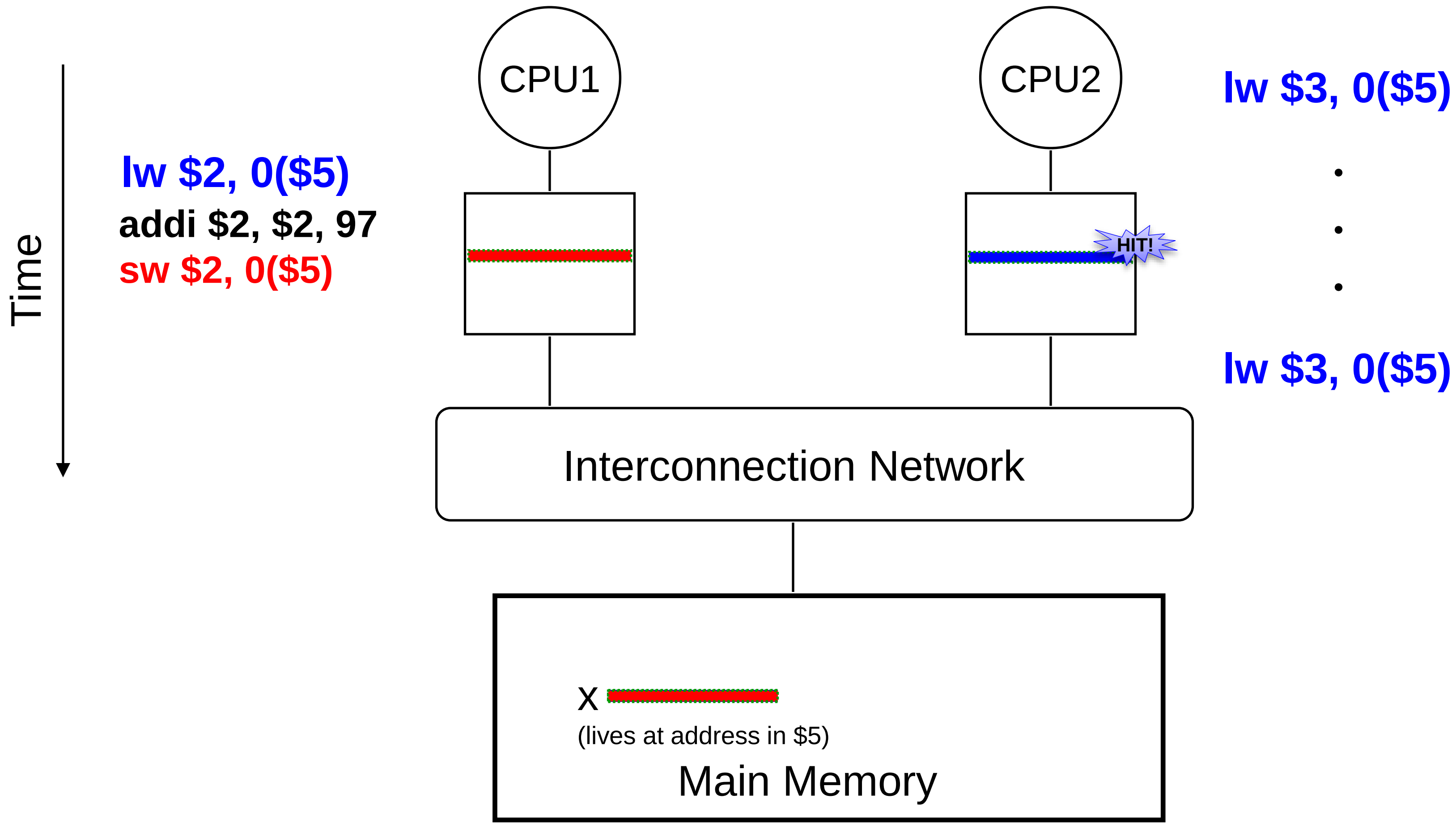
CPU1 also stores a different value into that same memory location.
*If it's a write-through cache, then memory also changes.*
The cache coherence problem will occur either way!




Assume $5 is the same in both CPUs and refers to a shared memory address

# Cache Coherence Problem (Step 4)

CPU2 loads the thing at address $5 again, and it's a cache hit, so we get the OLD value!
**PROBLEM!!** CPU2's cache is stale!!
The correct value is in CPU1's cache (if write-back) or main memory (if write-through, as shown).




Assume $5 is the same in both CPUs and refers to a shared memory address

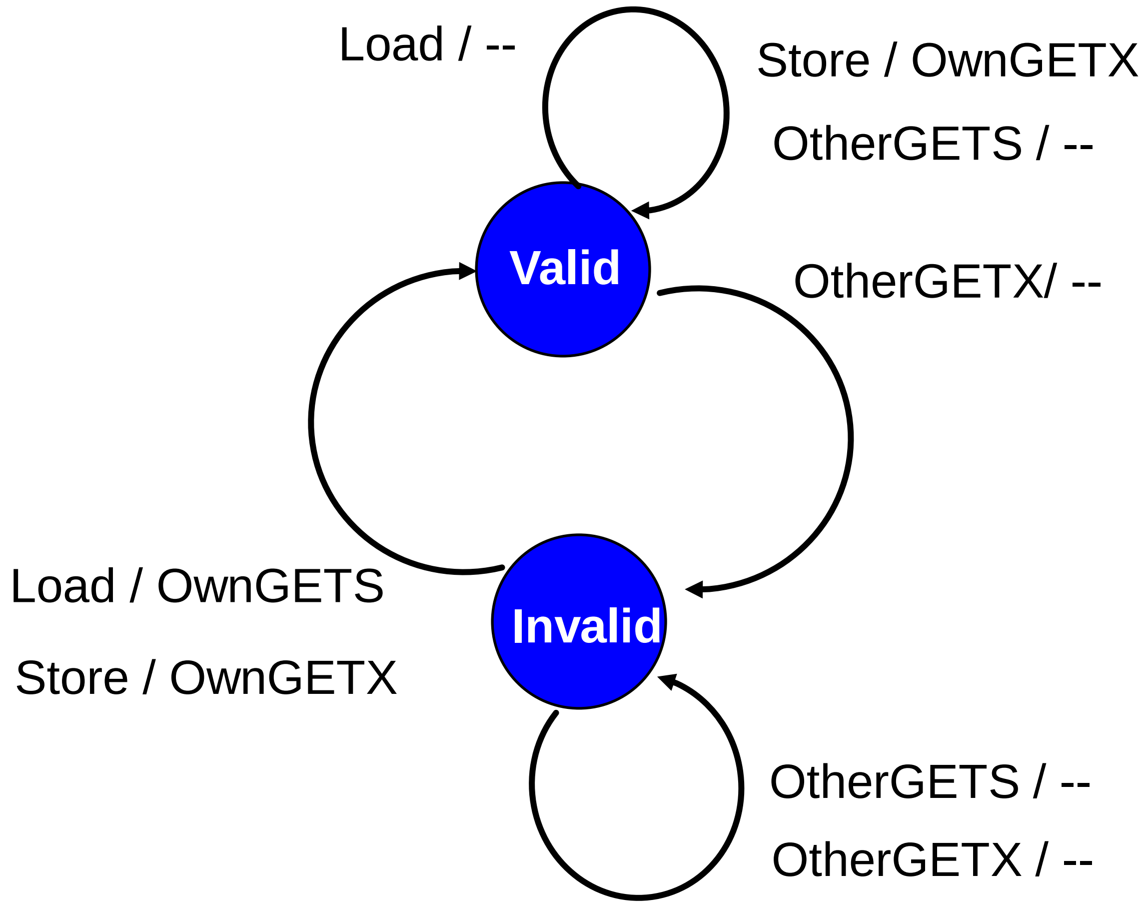
# Snooping Cache-Coherence Protocols

- 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 without intent to modify, data could come from memory or another cache
  - GetExclusive (GETX): Get with intent to modify, must invalidate all other caches' copies
  - PutExclusive (PUTX): cache controller puts contents on bus and memory is updated
  - Definition: cache-to-cache transfer occurs when another cache satisfies GETS or GETX request
- Let's draw it!

# Simple 2-State Invalidate Snooping Protocol



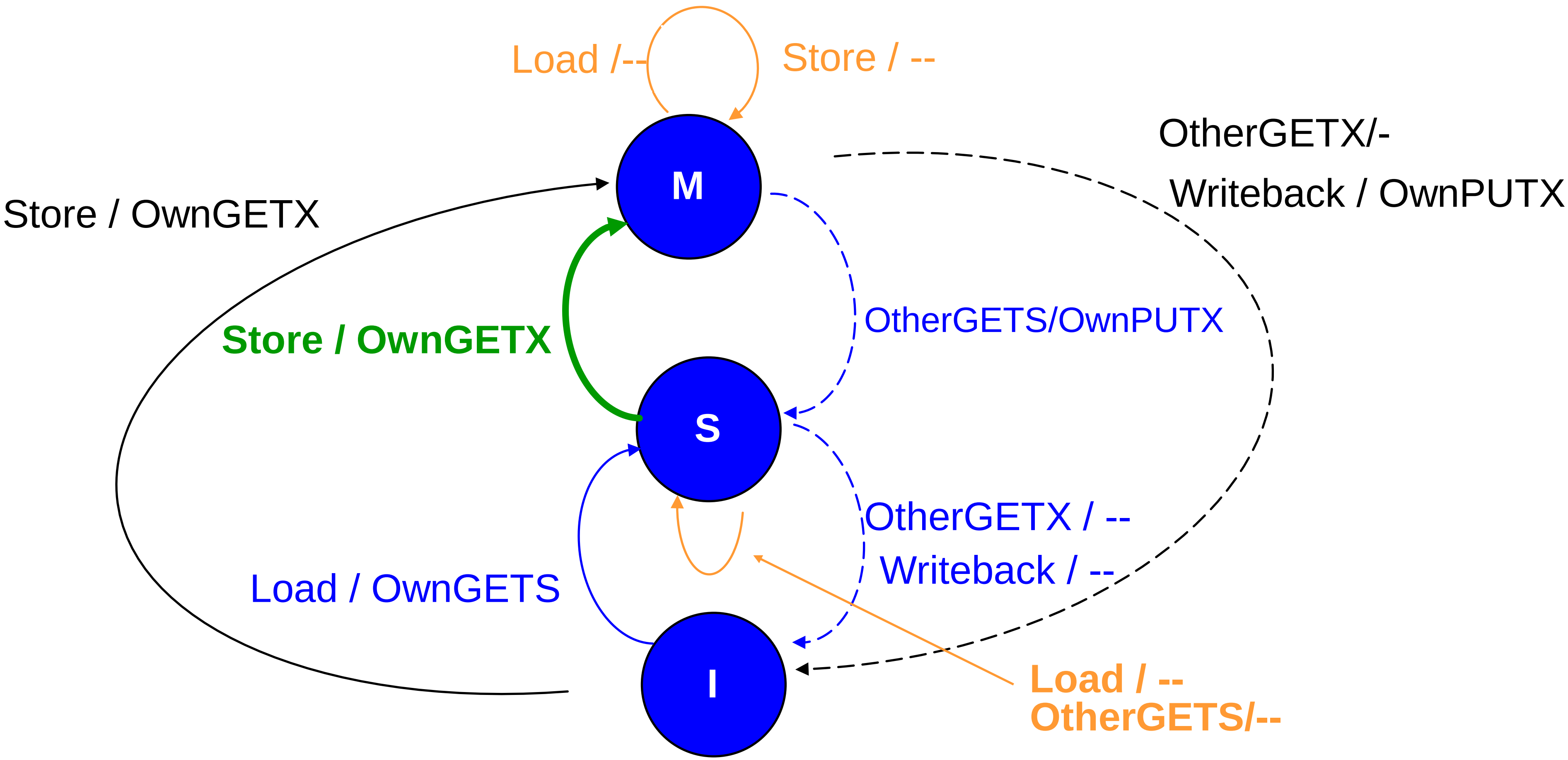

- Write-through, no-write-allocate cache
- Proc actions: Load, Store
- Bus actions: GETS, GETX

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

| Proc Action | P1 State | P2 state | P3 state | Bus Act | Data from |
|---|---|---|---|---|---|
| | initially | I | I | | I |
| 1. P1 load u | I→S | I | I | GETS | Memory |
| 2. P3 load u | S | I | I→S | GETS | Memory |
| 3. P3 store u | S→I | I | S→M | GETX | Memory or P1 (?) |
| 4. P1 load u | I→S | I | M→S | GETS | P3's cache |
| 5. P2 load u | S | I→S | S | GETS | Memory |

- 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

# Outline

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

# 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"