IN5050:
Programming heterogeneous multi-core processors

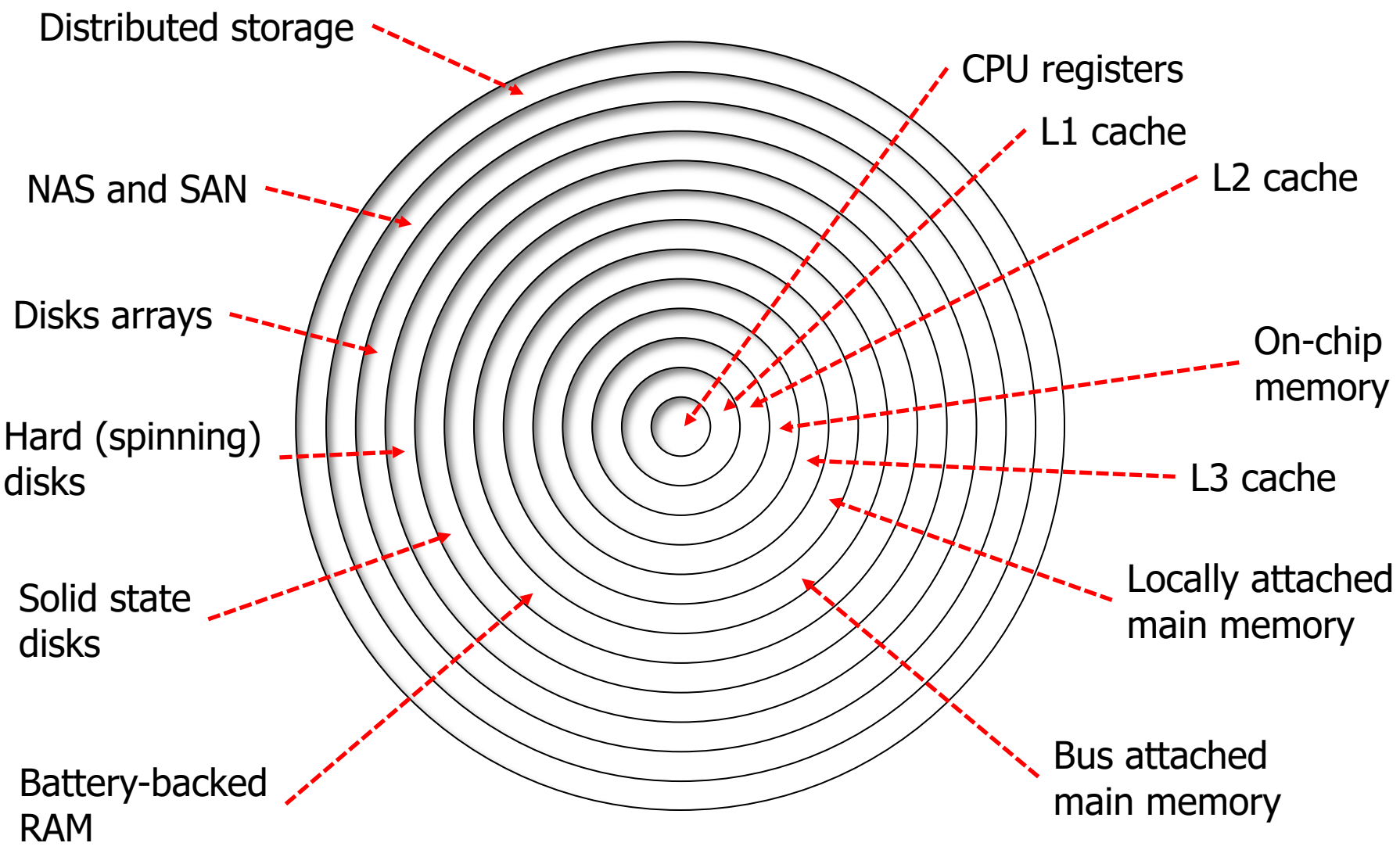


Memory Hierarchies

Carsten Griwodz

February 14, 2022

Hierarchies at scale



Registers

- Register sets in typical processors

processor	Generic	Special	Float	SIMD
MOS 6502	2	1xAccu 1x16 SP		
Intel 8080	7x8 or 1x8 + 3x16	1x16 SP		
Intel 8086	8x16 or 8x8 + 4x16			
Motorola 68000	8x32	8x32 address	8x32	
ARM A64 (each core)	31x64	zero-register	32x64	
Intel Core i7 (each core)	16x (64|32|16|8)			32x (512|256|128)
Cell PPE (each core)	32x64		32x64	32x128
Cell SPE (each core)				128x128
CUDA CC 5.x (each SM)	1x (64|32)			128x512

Registers

- Register sets in typical processors

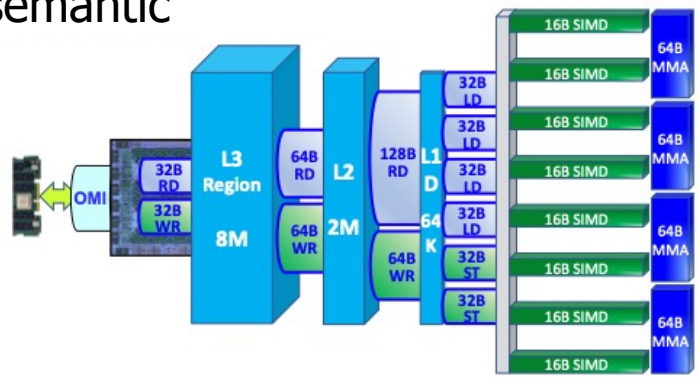
processor	Generic	Special	Float	SIMD
CUDA CC 8.x (128 SMs per chip)	4 x 16384 x 32	PC per SIMD cell -> nearly generic		4 x 512 x 1024
IBM Power 1	32x32	1 link, 1 count	32x32	
OpenPOWER	32x64		32x64	32x128 SIMD
IBM Power 10 (15x or 30x per chip)	1xSMT 32x64	4x64 Matrix (4 ML pipes)	32x64	32x128 SIMD 8x512 SIMD

Registers

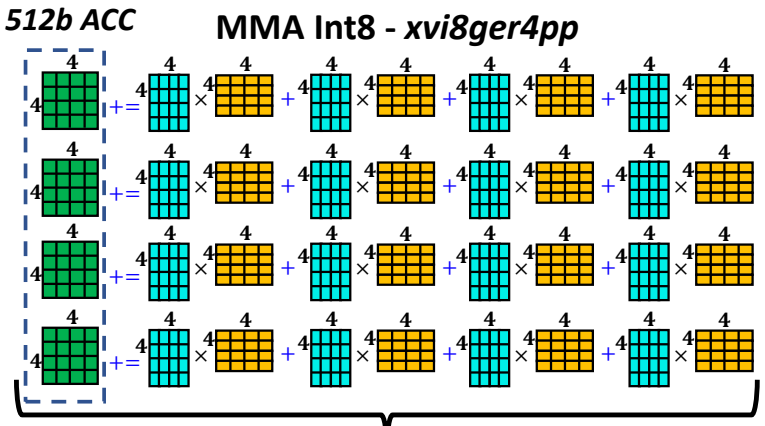
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Single use-only with a weird load/store semantic



Note: CUDA SM's similar but more flexible TensorCore is counted as a compute unit

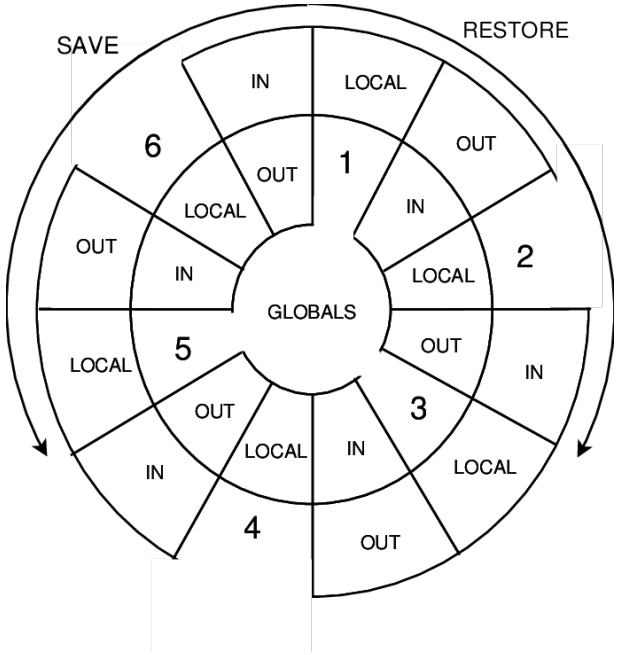


IBM's POWER10 processor

Willian Stark, Brian Thompto, *Hot Chips 32, 2020*

Registers

- Register windows
  - Idea: compiler must optimize for a subset of actually existing registers
  - Function calls and context changes do not require register spilling to RAM
  - Berkeley RISC: 64 registers, but only 8 visible per context
  - Sun Sparc: 3x8 in a shifting register book, 8 always valid



- **very useful** if OS should not yield on kernel calls
- **nice** with *upcall* concept
- **otherwise:** totally useless with multi-threading

CPU caches

- Effects of caches

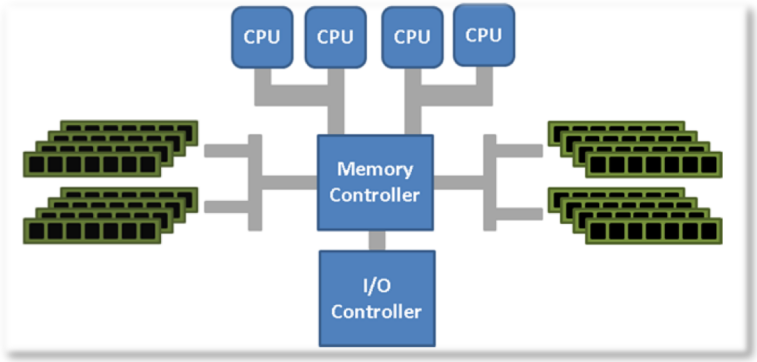
		Latency		
		Intel Broadwell Xeon E5-2699v4	Intel Broadwell Xeon E5-2640v4	IBM POWER8
Cache level	L1	4 cyc	4 cyc	3 cyc
	L2	12-15 cyc	12-15 cyc	13 cyc
	L3	4MB: 50 cyc	4 MB: 49-50 cyc	8MB: 27-28 cyc
Random load from RAM regions of size ...	16 MB	21 ns	26 ns	55 ns
	32-64 MB	80-96 ns	75-92 ns	55-57 ns
	96-128 MB	96 ns	90-91 ns	67-74 ns
	384-512 MB	95 ns	91-93 ns	89-91 ns

Cache coherence

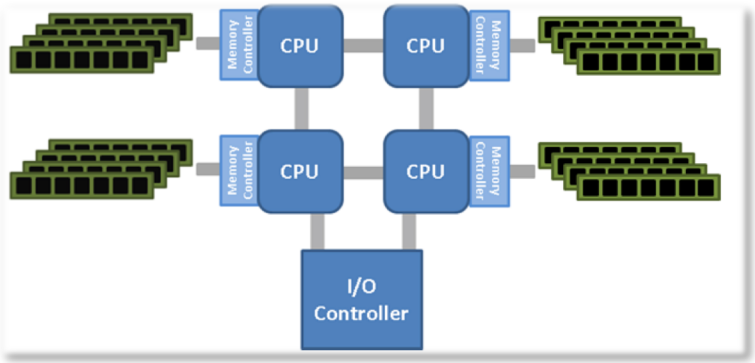
- Problems
  - User of one cache writes a cacheline, users of other caches read the same cacheline
    - Needs write propagation from dirty cache to other cache
  - Users of two caches write to the same cacheline
    - Needs write serialization among caches
    - Cacheline implies that sharing be true or false

- Cache coherence algorithms
  - Snooping
    - Based on broadcast
    - Write-invalidate or Write-update
  - Directory-based
    - Bit vector, tree structure, pointer chain
    - Intel Knights Mill: cache coherent interconnect with MESIF protocol

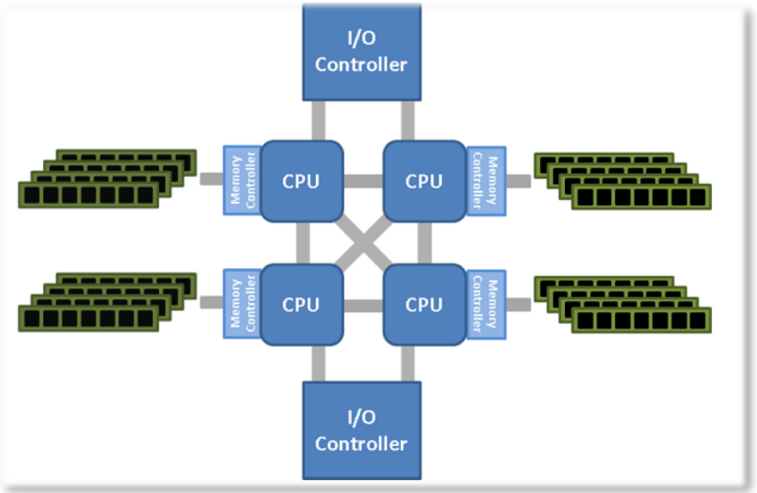
Main memory



Classical memory attachment,
e.g. Front-side bus
-
uniform addressing
but bottlenecked



AMD HyperTransport
memory attachment



Intel QuickPathInterconnect
memory attachment

Types of memory: NUMA

- Same memory hierarchy level - different access latency
- AMD Hypertransport hypercube interconnect example
  - Memory banks attached to different CPUs
  - Streaming between CPUs in hypercube topology (Fully mesh in QPI helps)
  - Living with it
    - Pthread NUMA extensions to select core attachment
    - Problem with thread migration
    - Problem with some «nice» programming paradigms such as actor systems

Types of memory: non-hierarchical

- Historical Amiga
  - Chip memory
    - shared with graphics chips
    - accessible for Blitter
  - Local memory
    - onboard memory
  - Fast memory
    - not DMA-capable, only CPU-accessible
  - DMA memory
    - accessible for Blitter
  - Any memory
    - on riser cards over Zorro bus, very slow

like a DMA engine only for memory, but also boolean operations on blocks of memory

Types of memory: throughput vs latency

- IXP 1200
  - Explicit address spaces
    - latency, throughput, plus price
    - Scratchpad – 32bit alignment, to CPU only, very low latency
    - SRAM – 32bit alignment, 3.7Gbps throughput read, 3.7 Gbps write, to CPU only, low latency
    - SDRAM – 64bit alignment, 7.4Gps throughput, to all units, higher latency
  - Features
    - SRAM/SDRAM operations are non-blocking hardware context switching hides access latency (the same happens in CUDA)
    - «Byte aligner» unit from SDRAM

not unified at all:
different assembler instructions for Scratchpad, SRAM and SDRAM

- Intel sold the IXP family to Netronome
- renamed to NFP-xxxx chips, 100 Gbps speeds
- C compiler is still broken in 2020

Hardware-supported atomicity

- Ensure atomicity of memory across cores

- Transactional memory
  - e.g. Intel TSX (Transactional Synchronization Extensions)
    - Supposedly operational in some Skylake processors
    - *Hardware lock elision*: prefix for regular instruction to make them atomic
    - *Restricted transactional memory*: extends to an instruction group including up to 8 write operations
  - e.g. Power 8
    - To be used conjunction with the compiler
    - Transaction BEGIN, END, ABORT, INQUIRY
    - Transaction fails in case of access collision within a transaction, exceeding a nesting limit, or exceeding a writeback buffer size
  - Allow speculative execution with memory writes
  - Conduct memory state rewind and instruction replay of transaction whenever serializability is violated

Hardware-supported atomicity

- Ensure atomicity of memory across cores

- IXP hardware queues
  - push/pop operations on 8 queues in SRAM
  - 8 hardware mutexes
  - atomic bit operations
  - write transfer registers, read transfer registers for direct communication between microengines (cores)

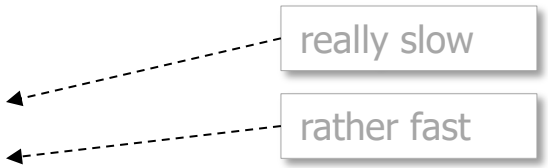
"push/pop" is badly named: they are queues, not stacks

- Cell hardware queues
  - Mailbox to send queued 4-byte messages from PPE to SPE and reverse
  - Signals to post unqueued 4-byte messages from one SPE to another

Hardware-supported atomicity

- Ensure atomicity of memory across cores

- CUDA
  - Atomic in device memory
  - Atomic in shared memory
  - Atomic in all managed memory (incl. host)
  - shuffle, shuffle-op, ballot, reduce
  - cooperative groups
    - sync freely defined subset of a threads in block
    - multiple blocks
    - multiple devices



Content-addressable memory

- Content addressable memory (CAM)
  - solid state memory
  - data accessed by content instead of address
- Design
  - simple storage cells
  - each bit has a comparison circuit
  - Inputs to compare: argument register, key register (mask)
  - Output: match register (1 bit for each CAM entry)
  - READ, WRITE, COMPARE operations
  - COMPARE: set bit in match register for all entries where Hamming distance between entry and argument is 0 at key register positions
- Applications
  - Typical in routing tables
    - Write a destination IP address into a memory location
    - Read a forwarding port from the associated memory location

TCAM (ternary CAM) merges argument and key into a query register of 3-state symbols

Swapping and paging

- Memory overlays
  - explicit choice of moving pages into a physical address space
  - works without MMU, for embedded systems
- Swapping
  - virtualized addresses
  - preload required pages, LRU later
- Demand paging
  - like swapping, but lazy loading
- Zilog memory style – non-numeric entities
  - no pointers → no pointer arithmetic possible

Swapping and paging

- More physical memory than CPU address range
  - Commodore C128
    - one register for page mapping
    - set page choice globally
  - X86 ”Real Mode”
    - Select page at the “instruction group level”
    - Two address registers, some bits from one for the prefix, some bits from the other for the offset
  - Pentium Pro
    - Physical address extension
    - MMU gives each process up to 2^32 bytes of addressable memory
    - But the MMU can manage up to 2^64 bytes of physical memory
  - ARMv7
    - Large Physical Address Extension
    - As above, but only up to 2^40 bytes of physical memory

DMA – direct memory access

- DMA controller
  - Initialized by a compute unit
  - Transferring memory without occupying compute cycles
  - Usually commands can be queued
  - Can often perform scatter-gather transfer, mapping to and from physically contiguous memory
- Modes
  - Burst mode: use the bus fully
  - Cycle stealing mode: share bus cycles between devices
  - Background mode: use only cycles unused by the CPU
- Challenges
  - Cache invalidation
  - Bus occupation
  - No understanding of virtual memory

SCSI DMA, CUDA cards, Intel E10G Ethernet cards: own DMA controller, priorities implementation-defined

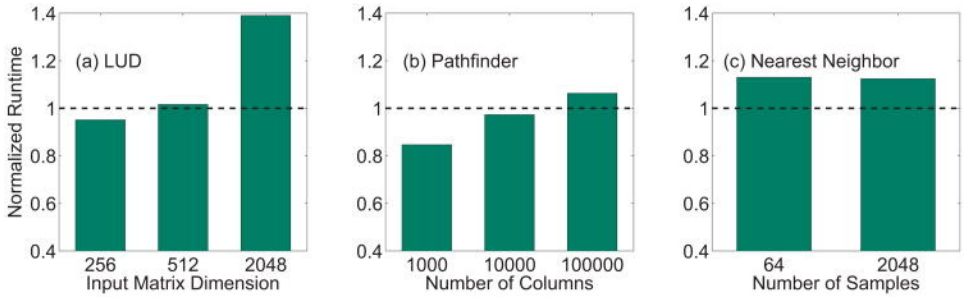
Amiga Blitter (bus cycles = 2x CPU cycles)

ARM11 – background move between main memory and on-chip high-speed TCM (tightly coupled memory)

Automatic CPU-GPU memory transfer

- CUDA Managed Memory
  - Allocates a memory block like malloc
  - Can be accessed from CPU and from GPU
    - Easy on shared-memory designs (laptops, special HPC designs) "unified memory"
    - Hard on computers where CPU and GPU have different memories
- DMA-capable
- Compiler and runtime decide when to move data

Rodinia benchmark,
Normalized to hand-coded speed
DOI 10.1109/HPEC.2014.7040988



Battery-backed RAM

- Battery-backed RAM is a form of disk
- Faster than SSD, limited by bus speed
- Requires power for memory refresh
- Not truly persistent



Hybrid BBRAM/Flash
- Speed of BBRAM
- Battery for short-term persistence
- SD card for long-term persistence

ALLONE Cloud Disk Drive 101 RAMDisk – 32GB capacity

SSD - Solid Stage Disks storage

- Emulation of «older» spinning disks
- in terms of latency between RAM and spinning disks
- limited lifetime is a major challenge



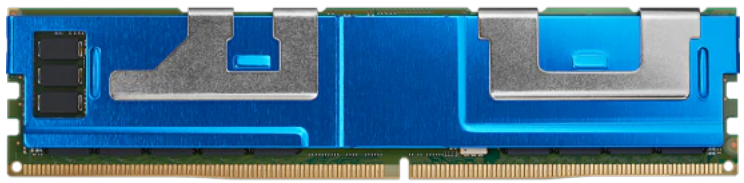
- With NVMe
  - e.g. M.2 SSDs
  - Memory mapping
  - DMA
  - could make serial device driver model obsolete



Persistent memory

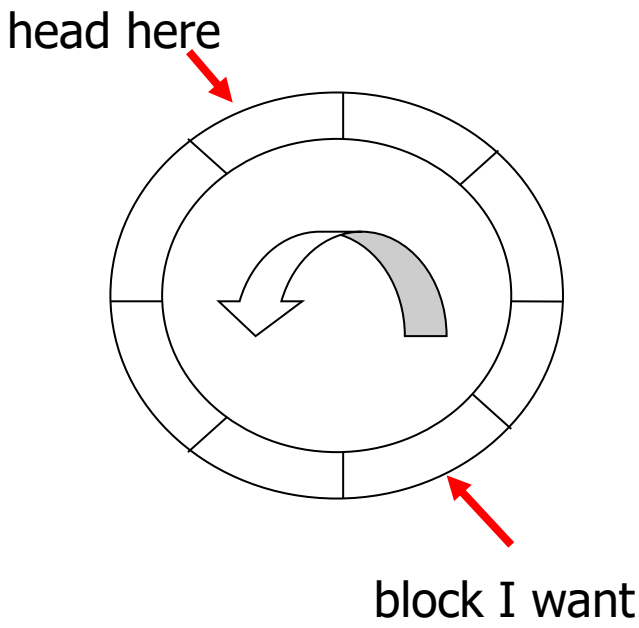
- Intel Optane persistent memory
  - SSD package on the DRAM bus
  - Can be partly volatile or partly persistent
    - Reconfigure and reboot
  - Faster than SSD, slower than DRAM

- Using persistent memory
  - ndctl: vmalloc
  - opmctl: command line
  - PMDK: libraries, C++ bindings
    - Persistence
    - Persistent smart pointers
    - Transactions
    - Synchronization
    - Containers



Hard disks

- Baseline for persistent storage
  - Persistent
  - Re-writable
  - Moderate throughput
  - Decent lifetime



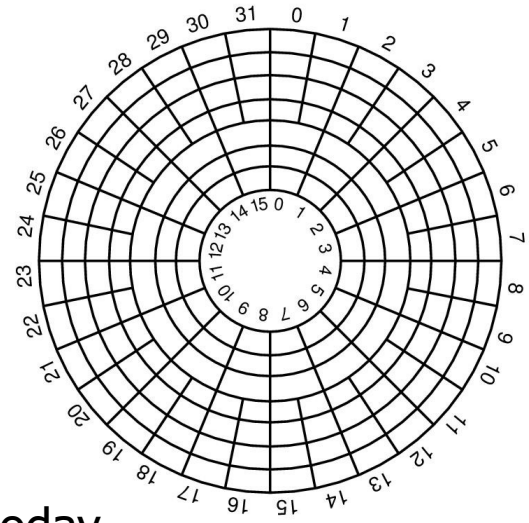
Average delay is 1/2 revolution

"Typical" average:

8.33 ms (3.600 RPM)
5.56 ms (5.400 RPM)
4.17 ms (7.200 RPM)
3.00 ms (10.000 RPM)
2.00 ms (15.000 RPM)

Disk storage

- Partitions
  - Location matters on spinning disks
    - High sector density on outside of disk gives more throughput per rotation



Typical disk today
- Zoned Constant-Area Velocity Disk
- Spare sectors at the edge of each zone

- Priorities between disks
  - SCSI / SAS / FibreChannel disks
    - Prioritized Ids – gives DMA priority
  - PCIe-attached storage blades
    - Non-standardized priority

note that some zCAV disks are slowing down a bit on outer cylinders:
reduces transfer errors

Disk storage

- Filesystem considering location
  - JFS
    - PV - physical volume
      - a disk or RAID system
    - VG - volume group
      - physical volumes with softraid policy
      - enables physical move of disks
    - LV - logical volume
      - partition-like hot-movable entity on a VG
      - **can prefer specific disk regions**, also non-contiguous
      - another softraid layer
    - FS – file system
      - can grow and shrink

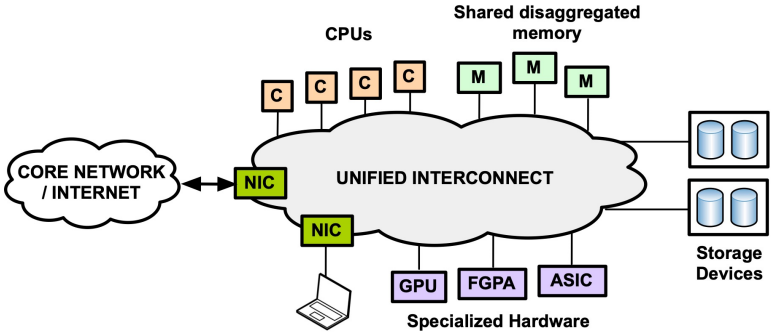
like Linux UUID for disks

Tape drives

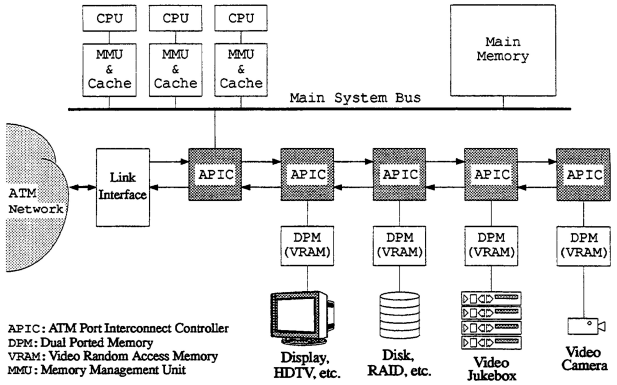
- Features
  - High capacity (>200 TB/tape)
  - Excellent price/GB (0,10 NOK)
  - Very long lifetime (1970s tapes still working)
  - Decent throughput due to high density (1 TB/hr)
  - Immense latency
    - Robotic tape loading
    - Spooling
- Famous example
  - StorageTek Powderhorn
- Google uses Tape for backup

Resource disaggregation

- Build computers from infrastructure inside a cluster
  - Build virtual machine
  - From physical hardware
  - Page mapping across a network infrastructure
  - Different attachment for every kind of device
  - Memory integrated by an MMU
    - MMU is part of the CPU
- Ancient vision
  - ATM as internal and external interconnect
  - i.e. a unified interconnect



Network support for resource disaggregation in next-generation datacenters
Sangjin Han, Norbert Egi, Aurojit Panda, Sylvia Paul Ratnasamy, Guangyu Shi, Scott J. Shenker
ACM HotNets 2013



Using an ATM interconnect as a high performance I/O backplanet
Z.D. Dittia, J.R. Cox, G.M. Parulkar
IEEE Hot Interconnects II, 1993

Networked file systems

- Remote file system
  - e.g. NFS - Network file system, CIFS – Common Internet file system
  - Limited caching, file locking, explicit mount like a separate file system
- Distributed file system
  - e.g AFS – Andrews file system, DFS – DCE file system
  - Aggressive caching, unique global directory structure
- Cluster file systems
  - e.g. HadoopFS, GPFS – General parallel file systems, Lustre
  - Sacrifice ease of use for bandwidth
- P2P file systems
  - e.g. OceanStore – files striped across peer nodes, location unknown
  - Sacrifice speed (latency and bandwidth) for resilience and anonymity