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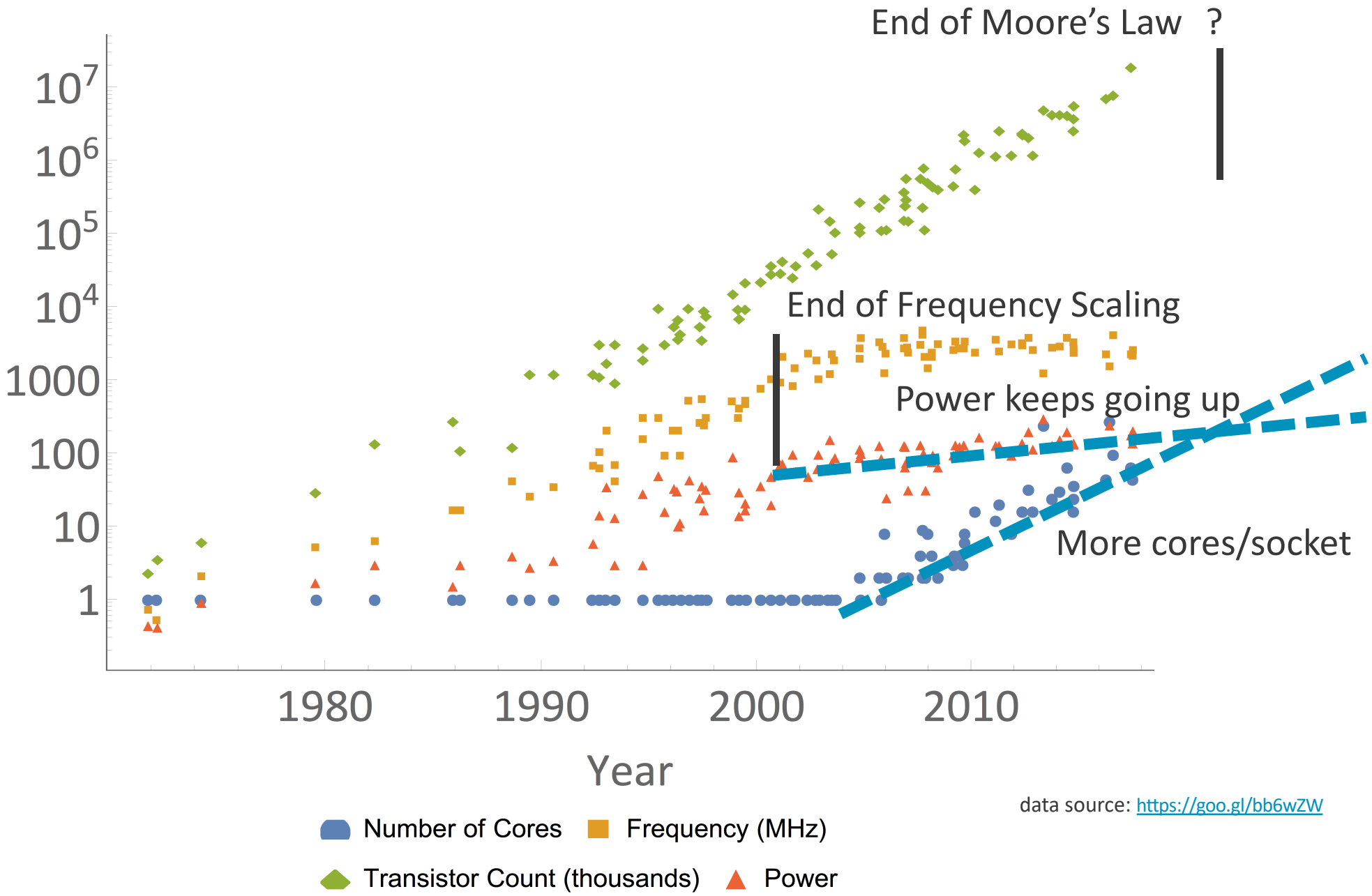
Memory Centric High Performance Computing Panel

Jonathan Beard

11 November 2018

Trends



data source: https://goo.gl/bb6wZW

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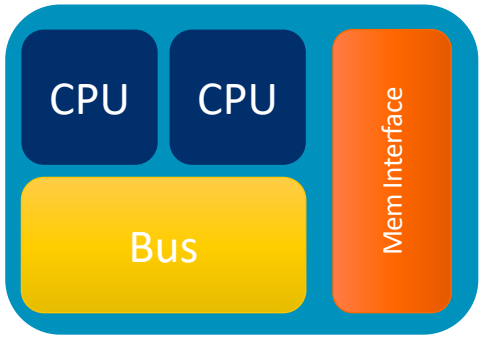
Adapted/modified from original figure courtesy of Dilip Vasudevan (LBL)

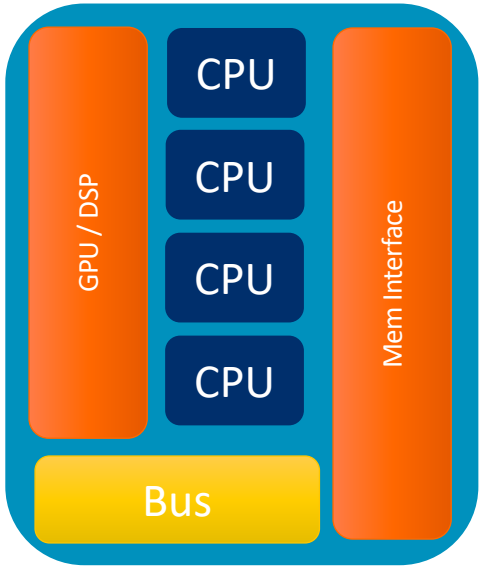
Specialization drives performance…

But at a cost

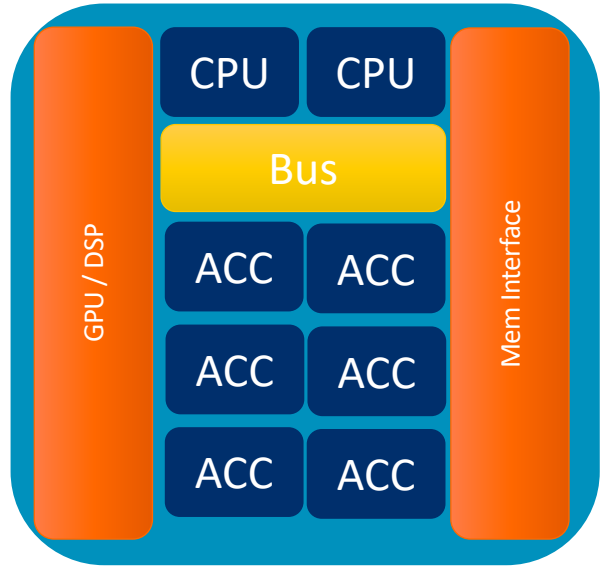
5 years ago



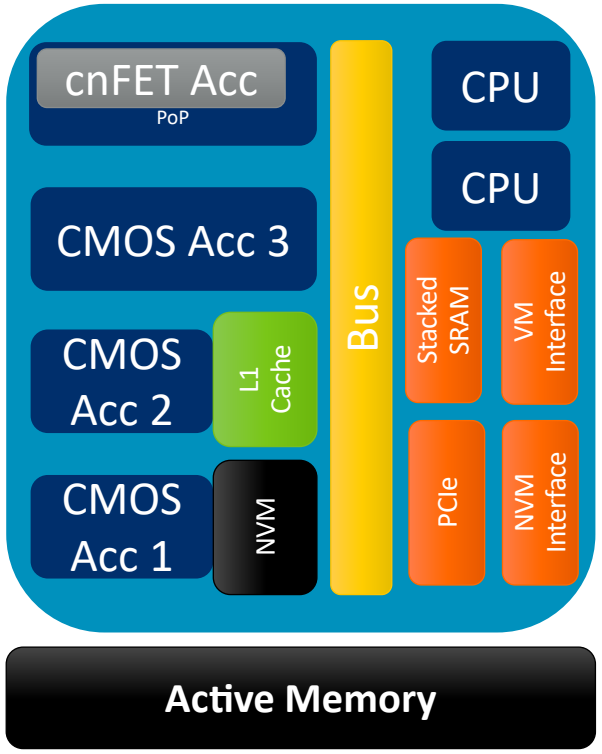
Today



Today – Mobile/Client
0-3 years



3-10 years



Towards Extreme Heterogeneity

Low **Cost to build/adopt/run** **Extreme**

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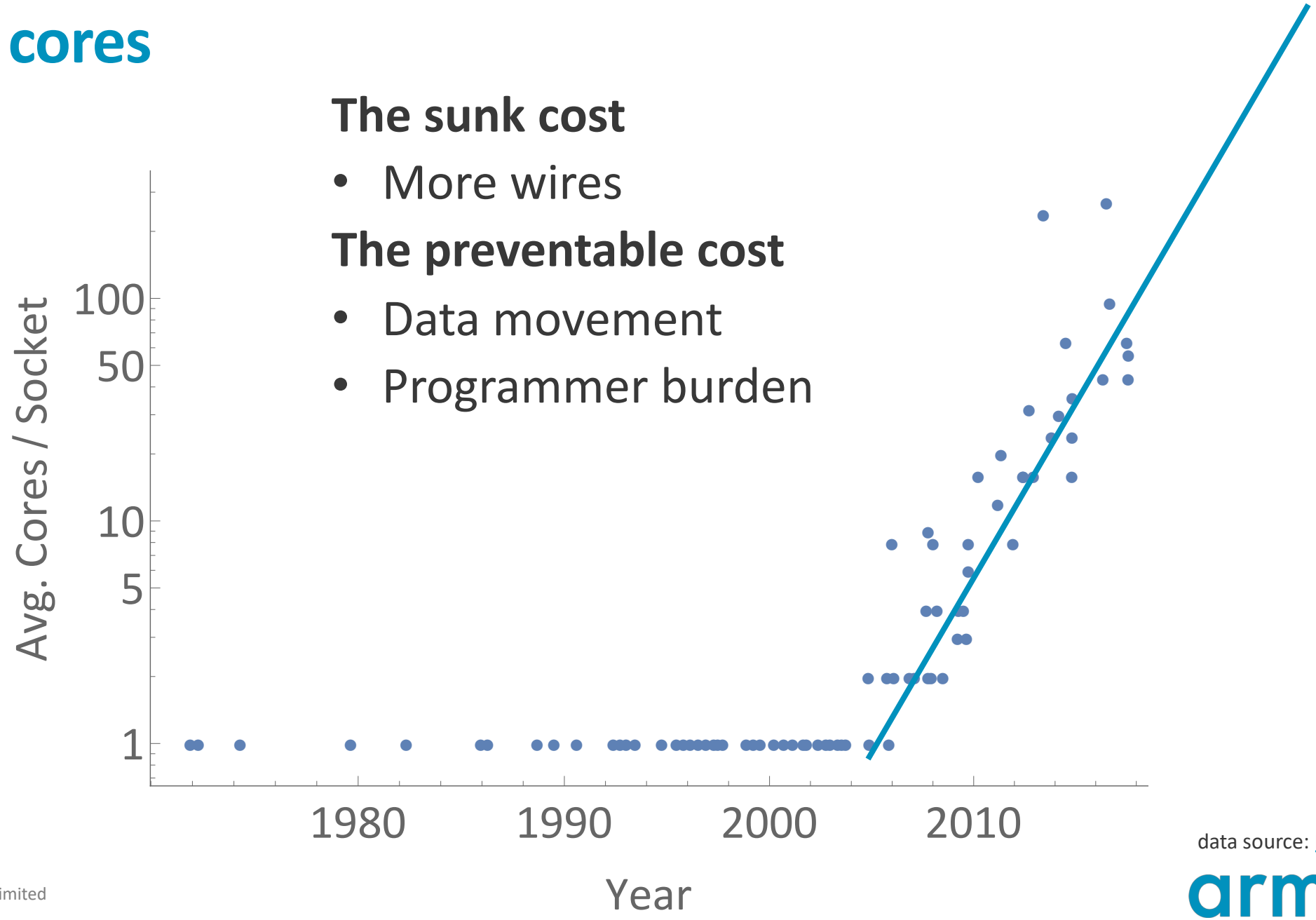
More cores

The sunk cost

- More wires

The preventable cost

- Data movement
- Programmer burden



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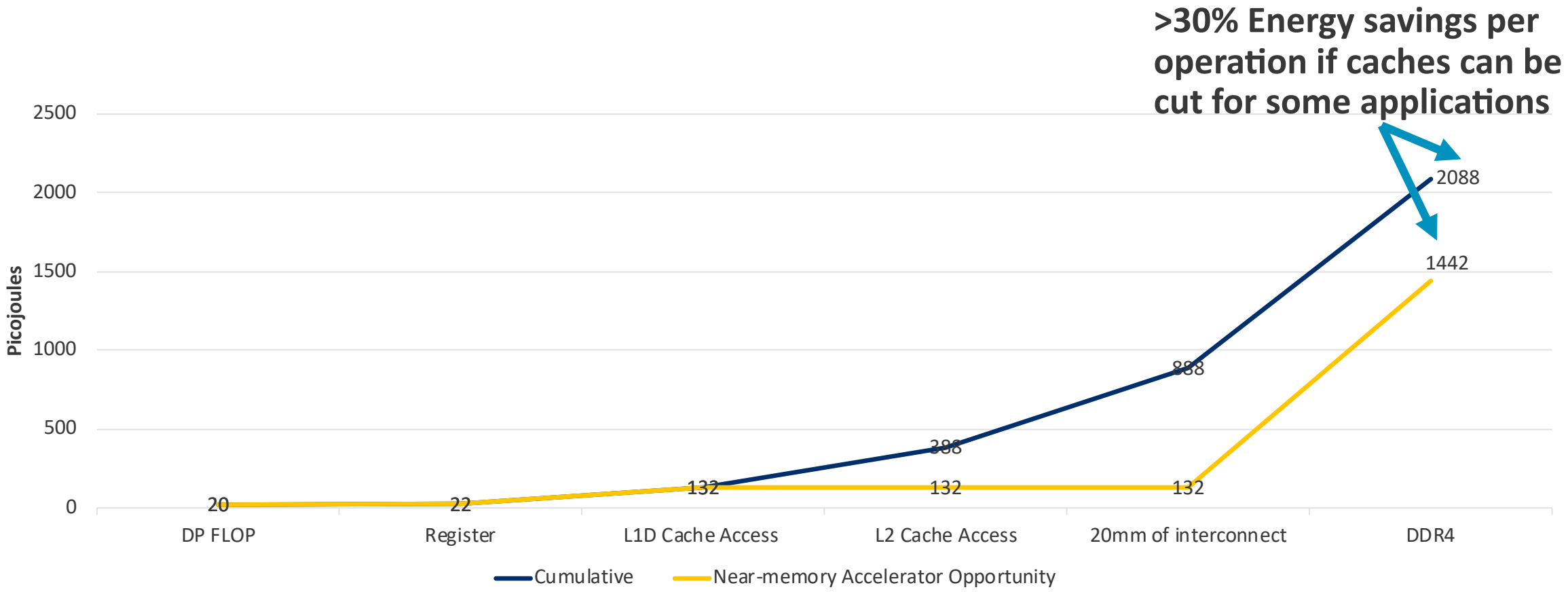
Energy of Data Movement

Cost of obtaining 8B from DRAM for a single DP FLOP



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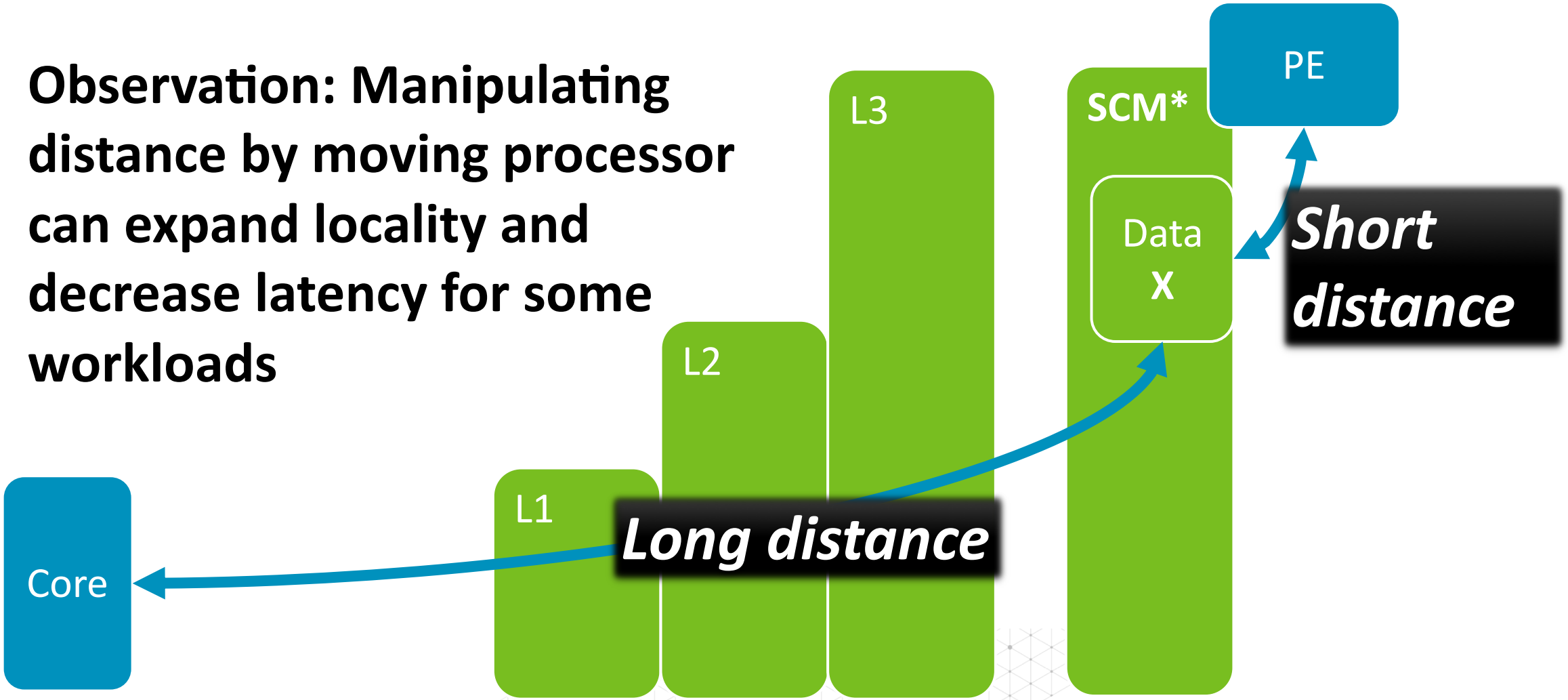
Relativity

Locality is, from a certain point of view.

Observation: Manipulating distance by moving processor can expand locality and decrease latency for some workloads



*Storage Class Memory - NVM

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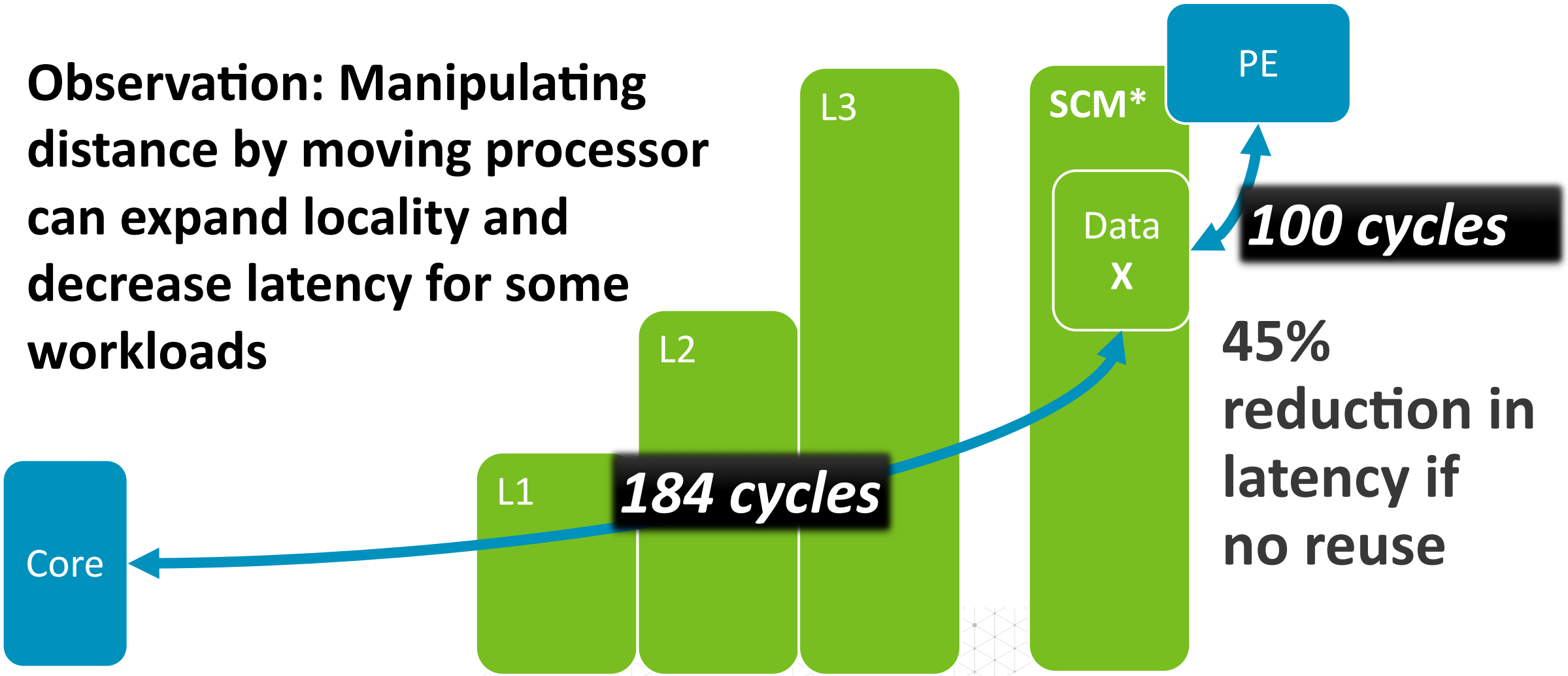

45% reduction in latency if no reuse

*Storage Class Memory - NVM

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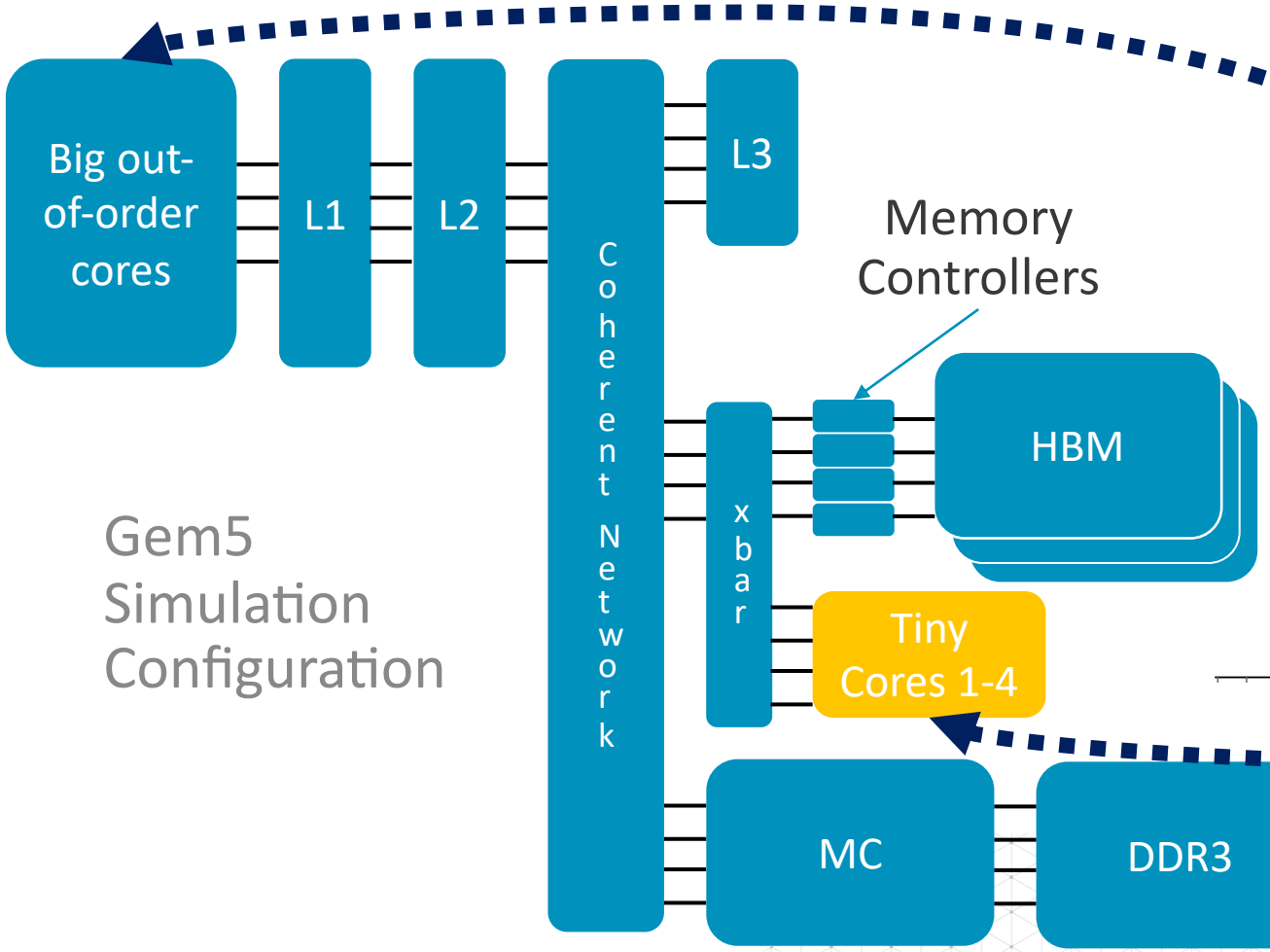
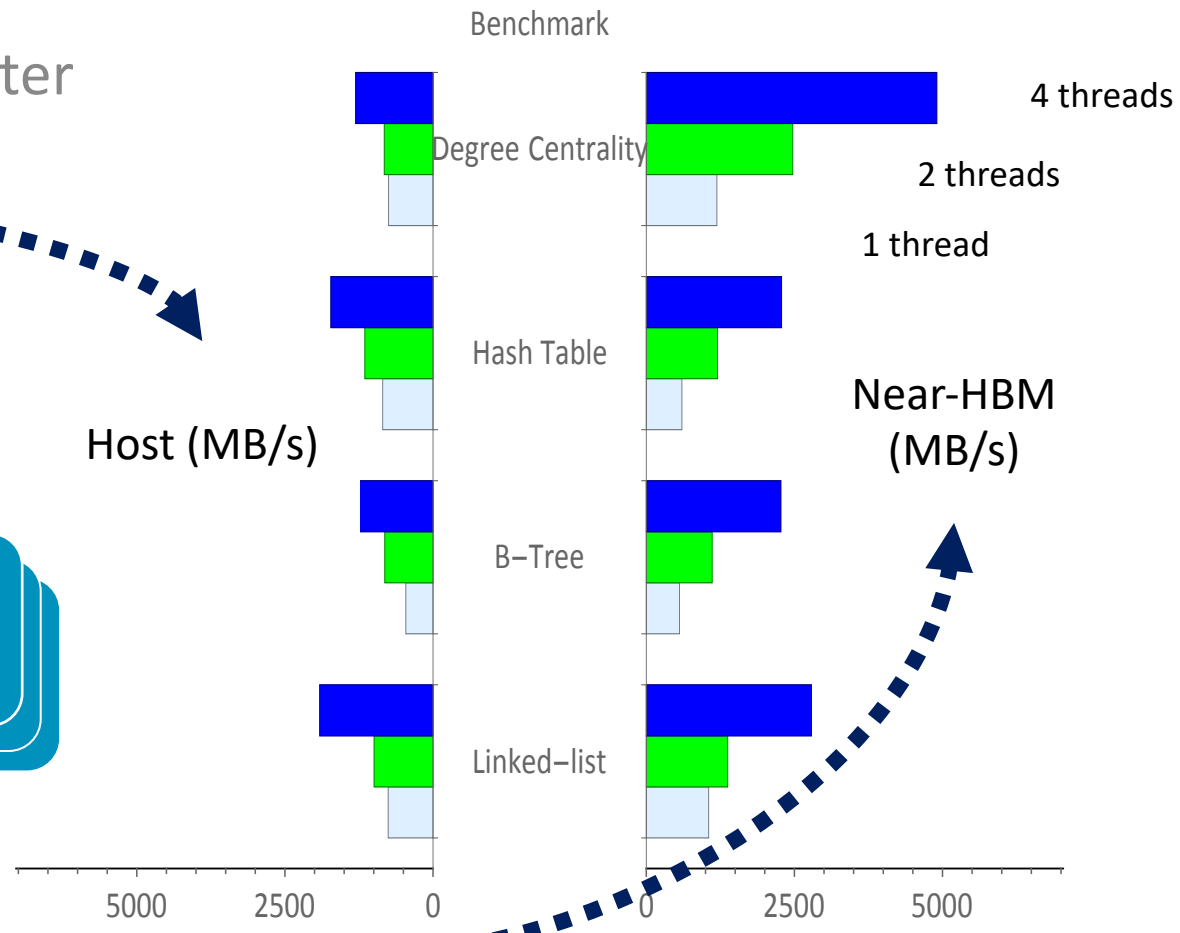
Relativity

Application examples where reuse doesn't matter



Gem5 Simulation Configuration



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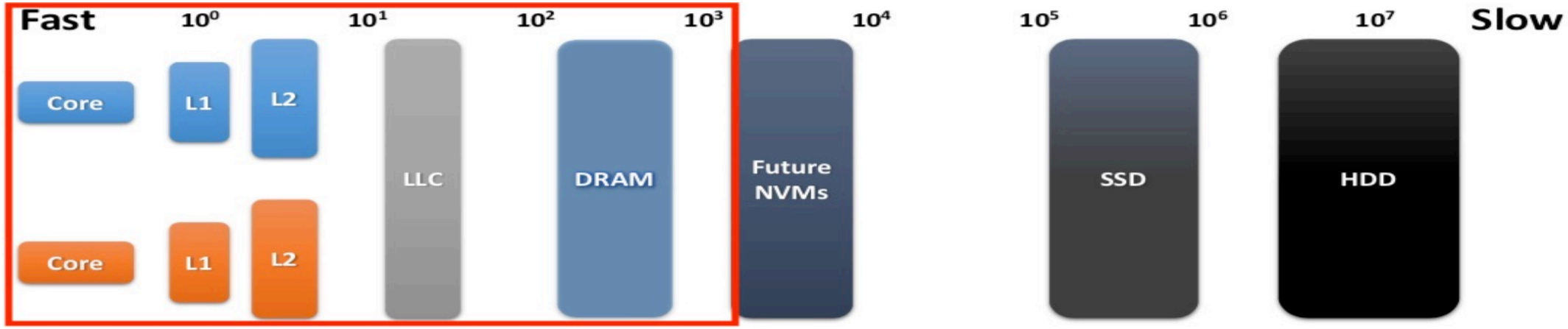
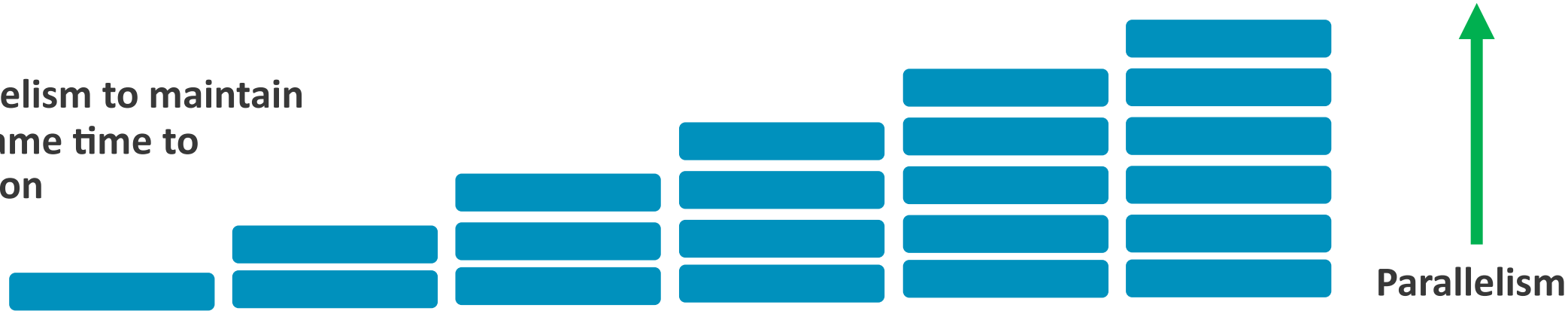
Memory Access Latency

Processor to Memory speed (clock cycles) ratio

Latency relative to core



Parallelism to maintain the same time to solution



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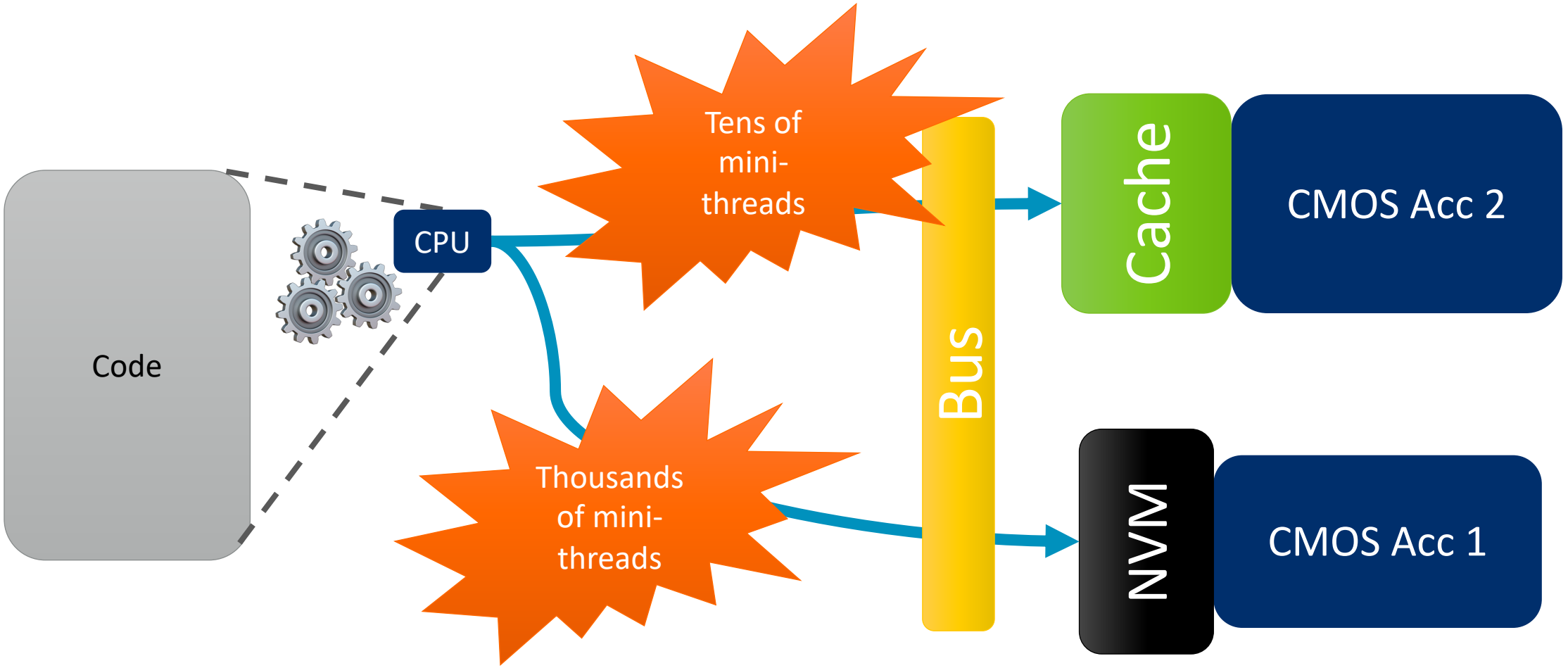
Scalable parallelism



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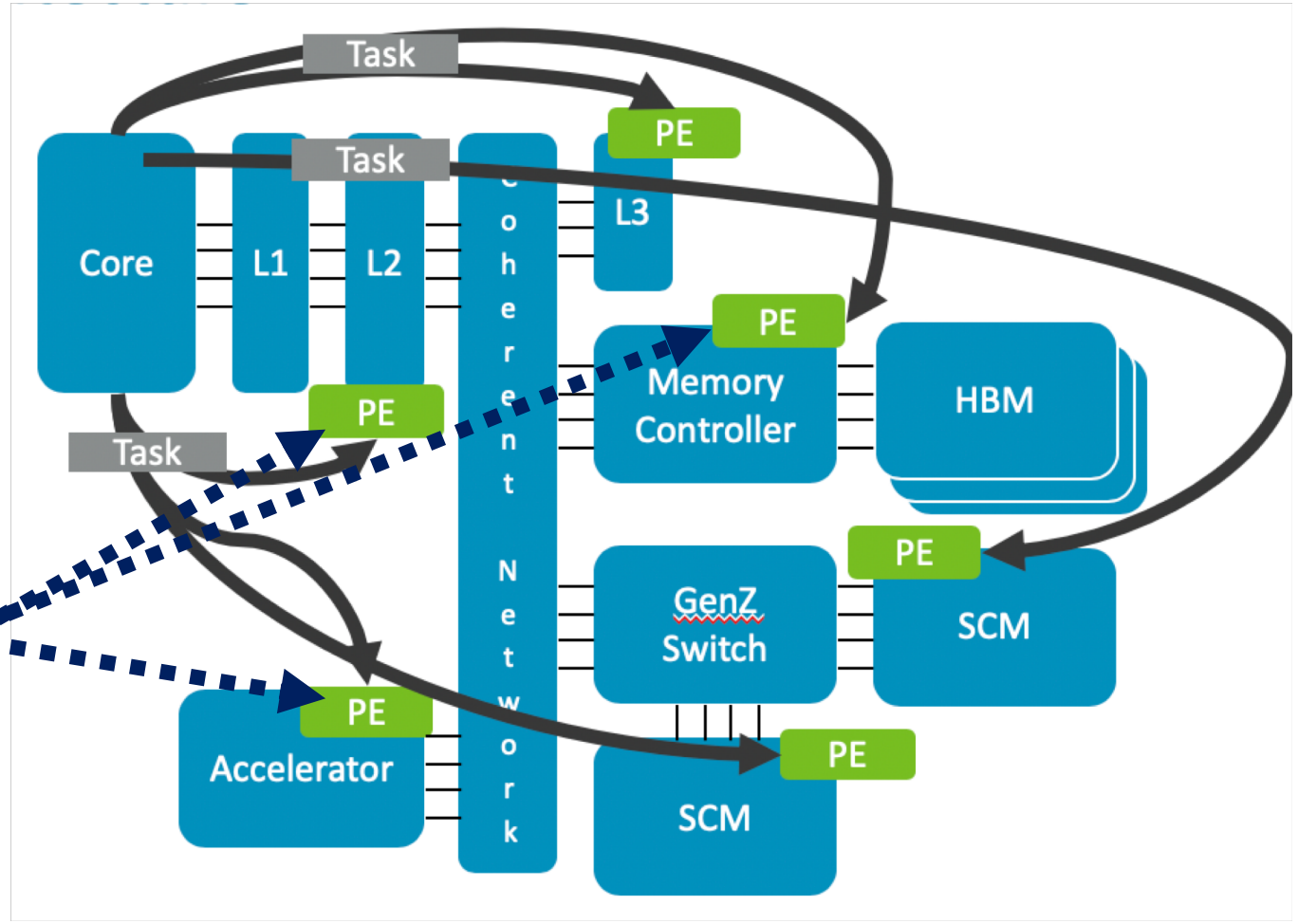
There’s no such thing as processing in memory

Challenge: breaking the semantic barrier

Biggest problem with processing in memory is that we call it processing in memory.

These are just accelerators….



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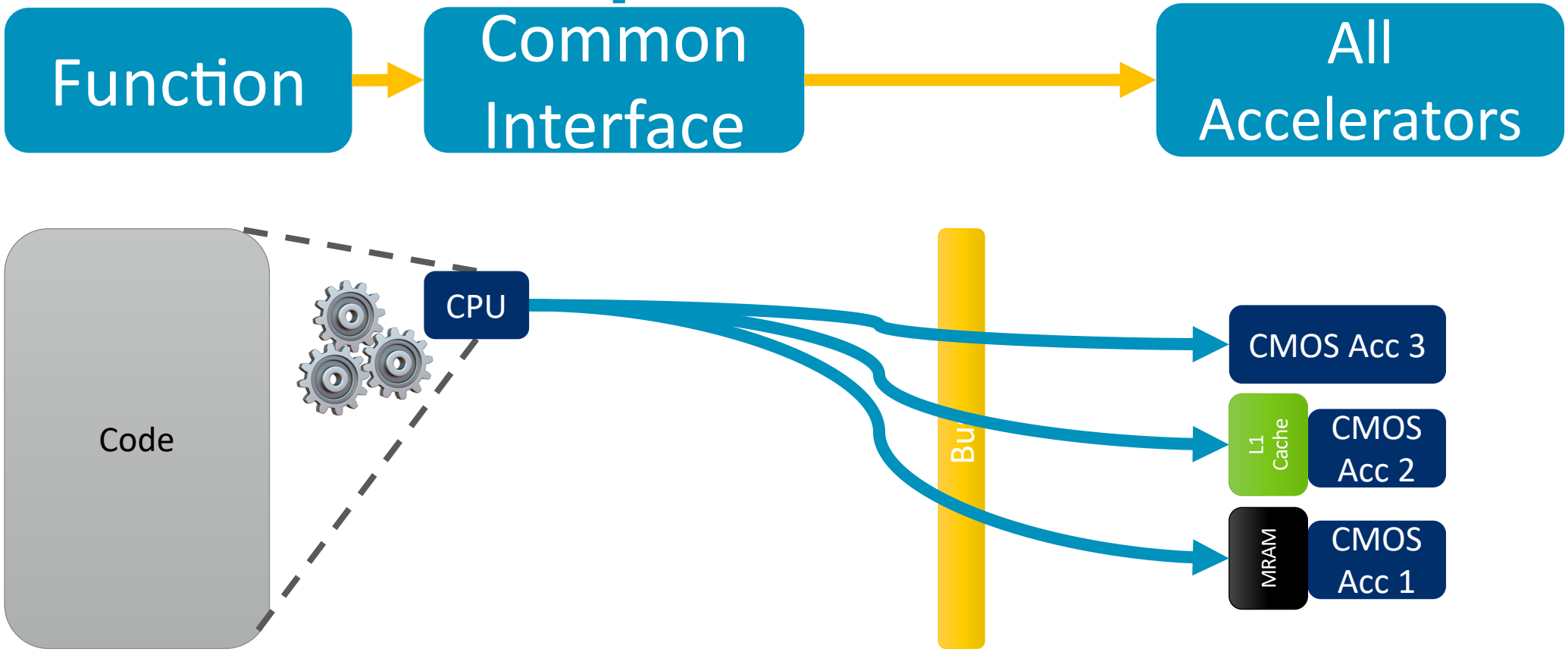
Interface standards

Explosion of interfaces…can we make them boring

Challenge

- Make it easy to build accelerators while making it easy to program / debug them

Unlock innovation on both sides of interface! – Minimize software disruption, maximize innovation pace



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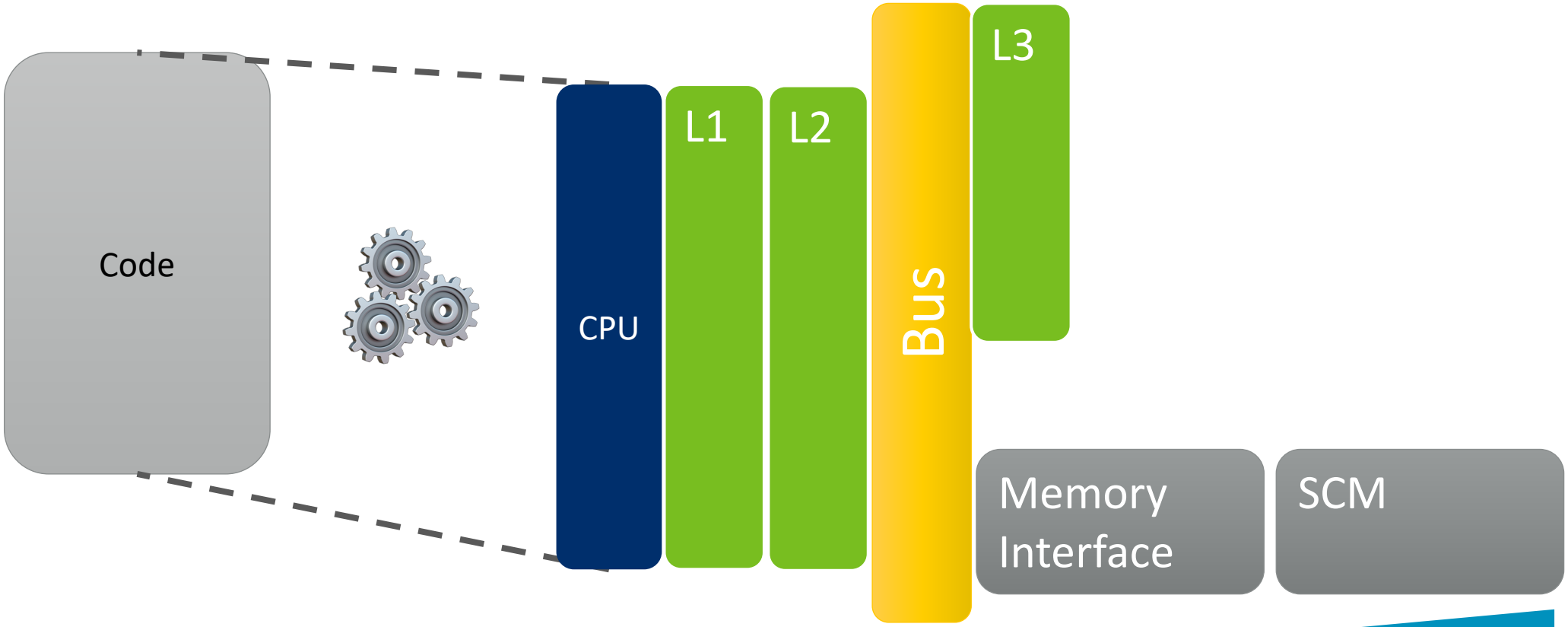
Interface standards

Data never rests

Challenge

- Locality-based targeting

Time to offload



How long will the data stay put

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Lost in translation

We need virtualization!

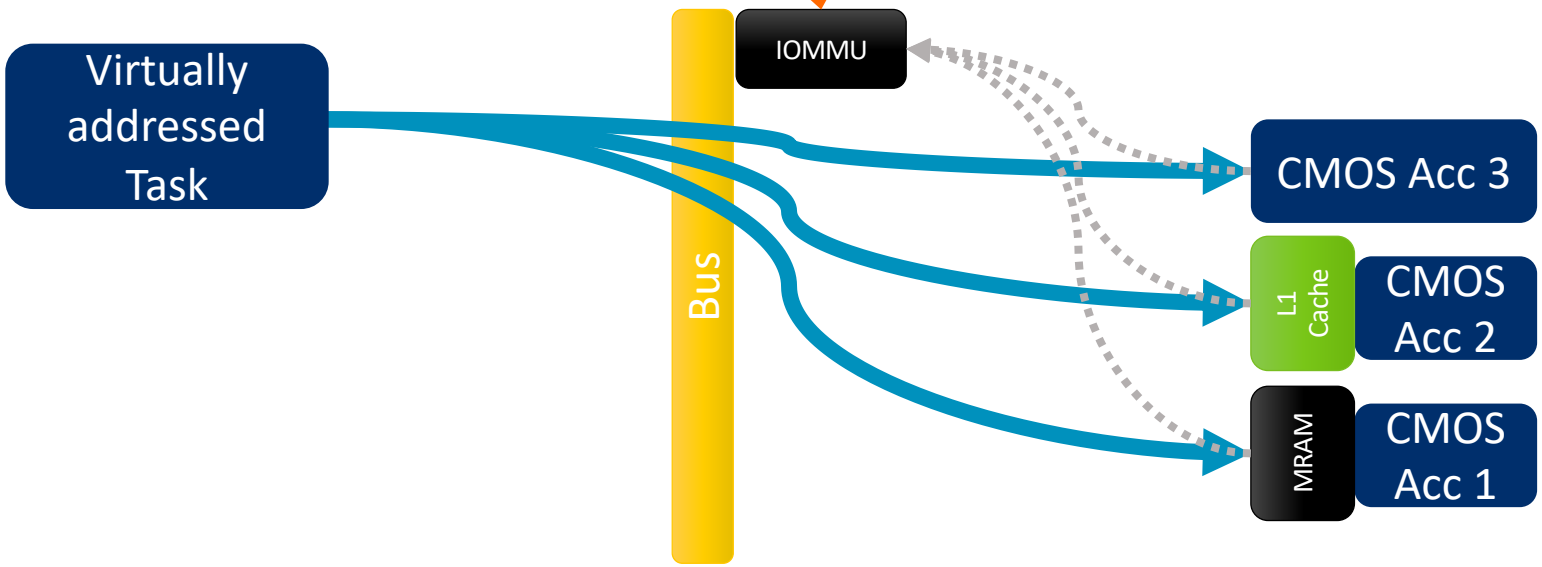
Imagine your processor of 64 cores sharing only a few of these

This works for a few course grained accelerators

IOMMU is effectively shared TLB across many high throughput cores. Is this a problem?

Challenge

- Increase translation reach for all cores
- Give all cores access to robust virtualization infrastructure



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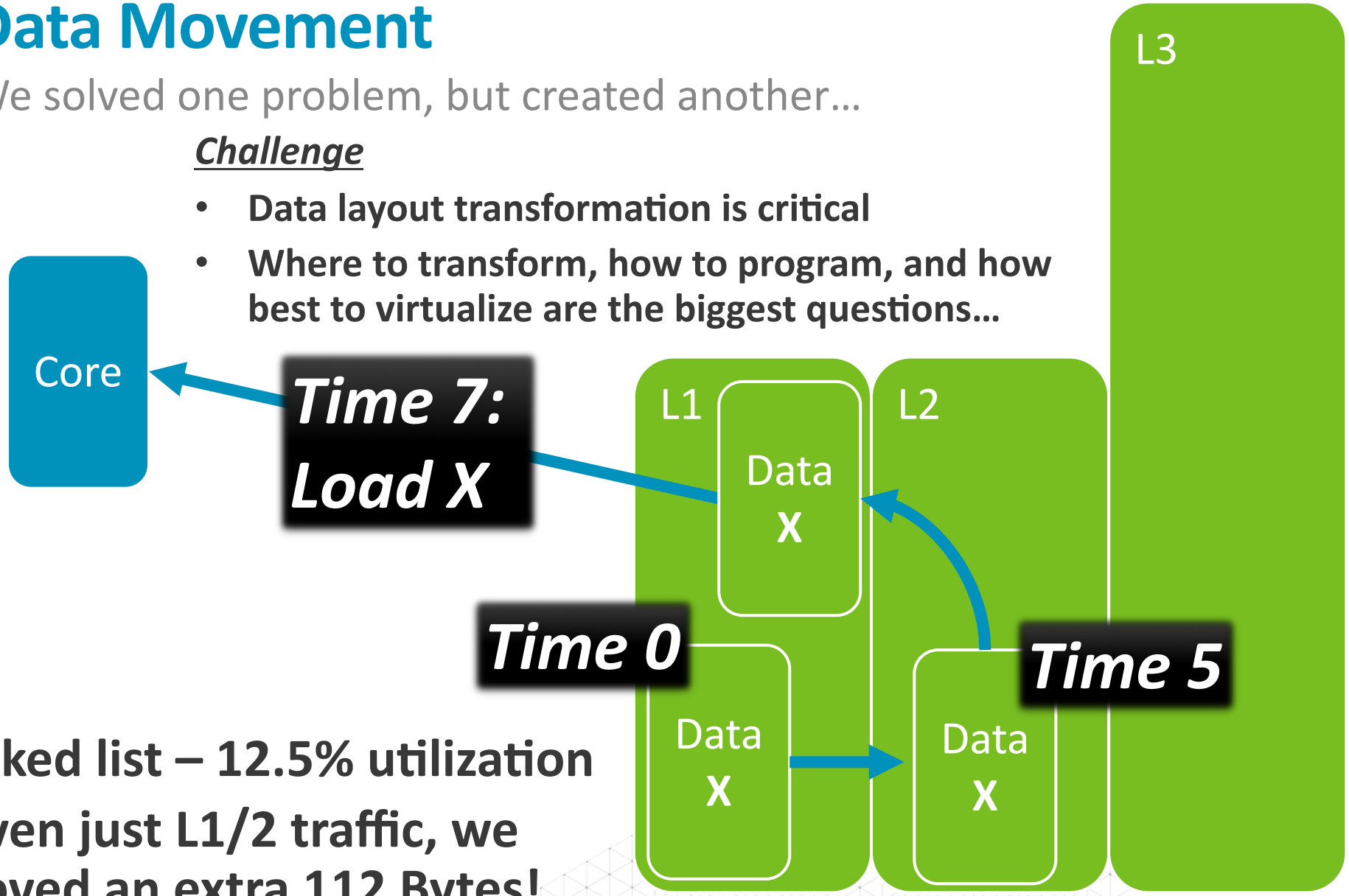
Data Movement

We solved one problem, but created another…

Challenge

- **Data layout transformation is critical**
- **Where to transform, how to program, and how best to virtualize are the biggest questions…**



L1D Cache Line Utilized versus Cache Line Wasted

GUPS: 80%

CoMD: 50%

mcb: 40%

LULESH: 20%

DGEMM: 10%

Linked list – 12.5% utilization

Given just L1/2 traffic, we moved an extra 112 Bytes!

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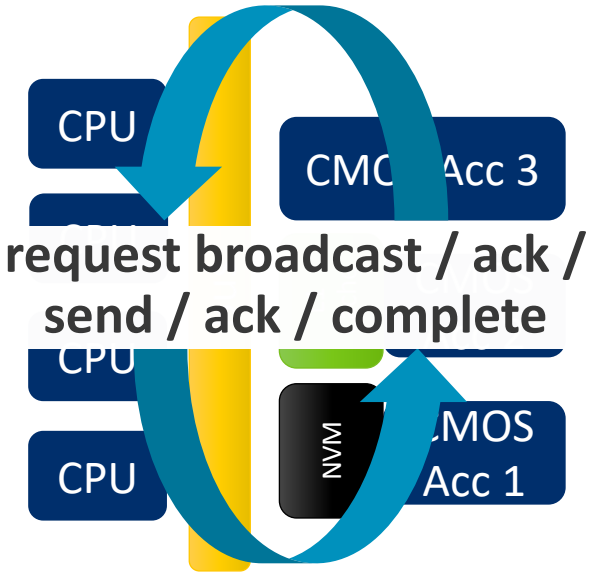
Keeping dark bandwidth coherent

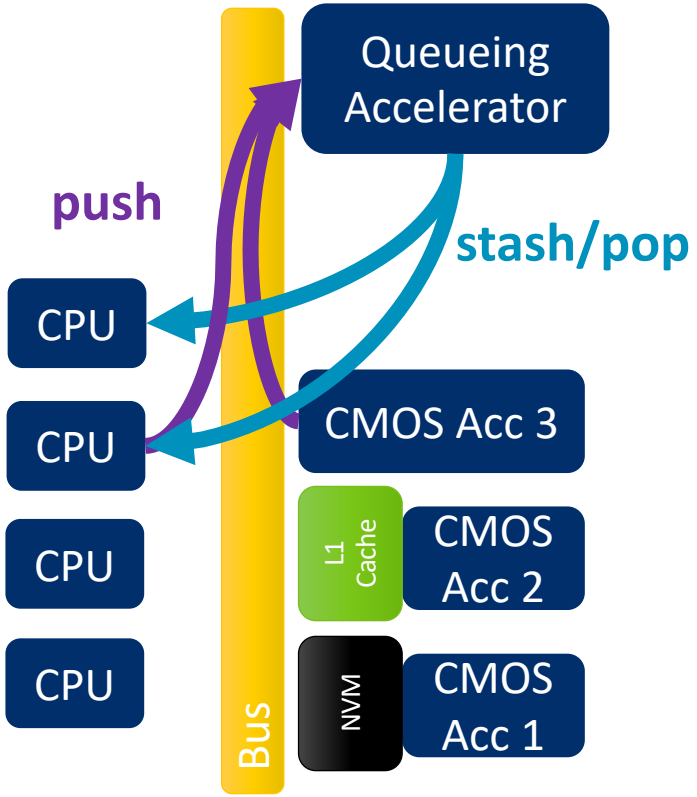
Hmmm….maybe there's a better way.

- *Dark Bandwidth* blows up transfers, moving one cache line actually moves far more than that!
- With every move comes coherence traffic, often lots.
- Synchronization also takes time…



Challenge

- **Improve performance / transparency of communications between all processing elements.**
- **Do we really need coherence? (likely not always)**



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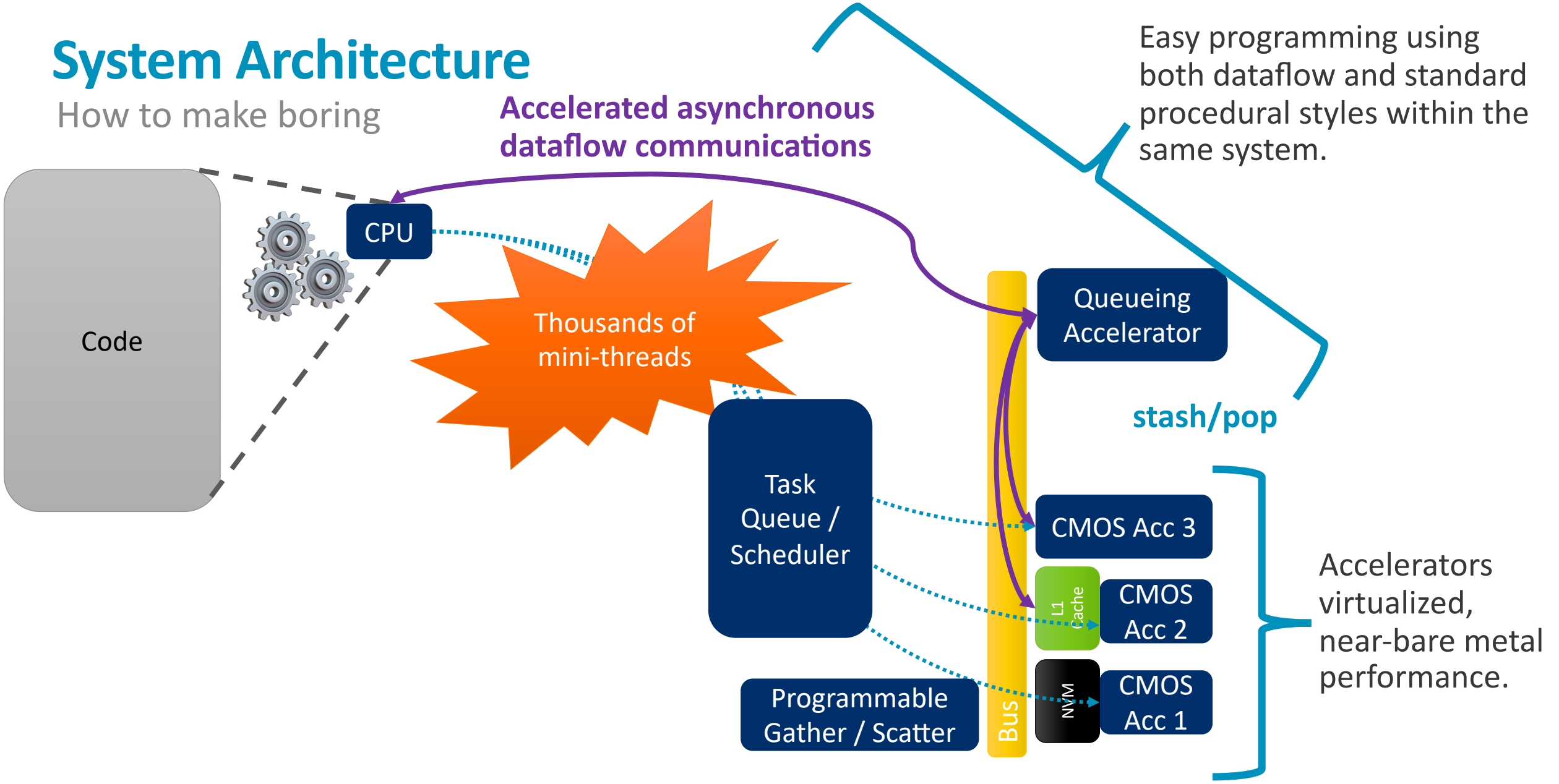
System Architecture

How to make boring



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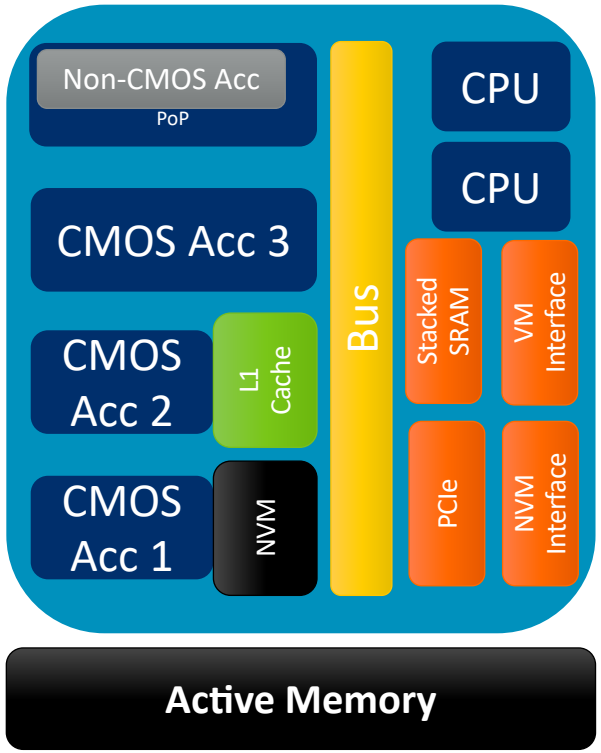
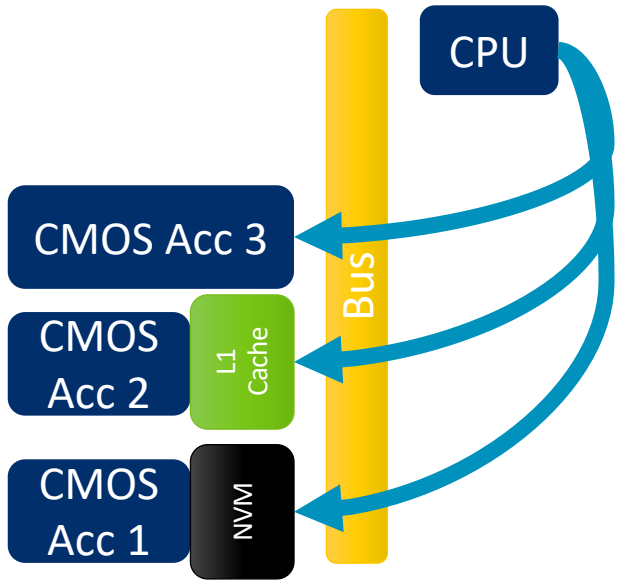
Grand Challenges





1: Efficiency of data movement, logic is cheap, movement is expensive – future systems must capitalize on both data with reuse and streaming data, *Dark Bandwidth* must be avoided

2: Multiple drivers / compilers / software stacks are multi-million-dollar efforts for each vendor – will developers even adopt? – Reducing cost is a huge disruptor!

3: Communications / scalability of cores is not good with current coherence methods – but specialization and more cores are the future, Post-Moore.

4: Virtualization and translation for accelerators is an afterthought at the moment, extending the virtual memory model eases programming – but can we do more?

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Thank You!
Danke!
Merci!
谢谢!
ありがとう!
Gracias!
Kiitos!

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