Lecture 27: Pot-Pourri

• Today’s topics:
  ▪ Consistency Models
  ▪ Shared memory vs message-passing
  ▪ Simultaneous multi-threading (SMT)
  ▪ GPUs
  ▪ Accelerators
  ▪ Disks and reliability
Relaxed Consistency

• Sequential consistency is very slow

• The programming complications/surprises are caused when the program has race conditions (two threads dealing with same data and at least one of the threads is modifying the data)

• If programmers are disciplined and enforce mutual exclusion when dealing with shared data, we can allow some re-orderings and higher performance

• This is effective at balancing performance & programming effort
Shared-Memory Vs. Message-Passing

**Shared-memory:**
- Well-understood programming model
- Communication is implicit and hardware handles protection
- Hardware-controlled caching

**Message-passing:**
- No cache coherence → simpler hardware
- Explicit communication → easier for the programmer to restructure code
- Software-controlled caching
- Sender can initiate data transfer
Procedure Solve(A)
begin
    diff = done = 0;
    while (!done) do
        diff = 0;
        for i ← 1 to n do
            for j ← 1 to n do
                temp = A[i,j];
                A[i,j] ← 0.2 * (A[i,j] + neighbors);
                diff += abs(A[i,j] – temp);
            end for
        end for
        if (diff < TOL) then done = 1;
    end while
end procedure
Shared Address Space Model

```c
int n, nprocs;
float **A, diff;
LOCKDEC(diff_lock);
BARDEC(bar1);

main()
begin
  read(n); read(nprocs);
  A <- G_MALLOC();
  initialize (A);
  CREATE (nprocs,Solve,A);
  WAIT_FOR_END (nprocs);
end main

procedure Solve(A)
  int i, j, pid, done=0;
  float temp, mydiff=0;
  int mymin = 1 + (pid * n/nprocs);
  int mymax = mymin + n/nprocs -1;
  while (!done) do
    mydiff = diff = 0;
    BARRIER(bar1,nprocs);
    for i <- mymin to mymax
      for j <- 1 to n do
          ...
      endfor
    endfor
    LOCK(diff_lock);
    diff += mydiff;
    UNLOCK(diff_lock);
    BARRIER (bar1, nprocs);
    if (diff < TOL) then done = 1;
    BARRIER (bar1, nprocs);
  endwhile
```
Message Passing Model

main()
    read(n); read(nprocs);
    CREATE (nprocs-1, Solve);
    Solve();
    WAIT_FOR_END (nprocs-1);

procedure Solve()
    int i, j, pid, nn = n/nprocs, done=0;
    float temp, tempdiff, mydiff = 0;
    myA \leftarrow \text{malloc}(\ldots)
    initialize(myA);
    while (!done) do
        mydiff = 0;
        if (pid != 0)
            SEND(&myA[1,0], n, pid-1, ROW);
        if (pid != nprocs-1)
            SEND(&myA[nn,0], n, pid+1, ROW);
        if (pid != 0)
            RECEIVE(&myA[0,0], n, pid-1, ROW);
        if (pid != nprocs-1)
            RECEIVE(&myA[nn+1,0], n, pid+1, ROW);
        for i \leftarrow 1 to nn do
            for j \leftarrow 1 to n do
                \ldots
            endfor
        endfor
        if (pid != 0)
            SEND(mydiff, 1, 0, DIFF);
        endfor
        RECEIVE(done, 1, 0, DONE);
        else
            for i \leftarrow 1 to nprocs-1 do
                RECEIVE(tempdiff, 1, *, DIFF);
                mydiff += tempdiff;
            endfor
            if (mydiff < TOL) done = 1;
            for i \leftarrow 1 to nprocs-1 do
                SEND(done, 1, I, DONE);
            endfor
        endif
    endwhile
Multithreading Within a Processor

• Until now, we have executed multiple threads of an application on different processors – can multiple threads execute concurrently on the same processor?

• Why is this desirable?
  ➢ inexpensive – one CPU, no external interconnects
  ➢ no remote or coherence misses (more capacity misses)

• Why does this make sense?
  ➢ most processors can’t find enough work – peak IPC is 6, average IPC is 1.5!
  ➢ threads can share resources → we can increase threads without a corresponding linear increase in area
How are Resources Shared?

Each box represents an issue slot for a functional unit. Peak thruput is 4 IPC.

- Superscalar processor has high under-utilization – not enough work every cycle, especially when there is a cache miss
- Fine-grained multithreading can only issue instructions from a single thread in a cycle – can not find max work every cycle, but cache misses can be tolerated
- Simultaneous multithreading can issue instructions from any thread every cycle – has the highest probability of finding work for every issue slot
Performance Implications of SMT

- Single thread performance is likely to go down (caches, branch predictors, registers, etc. are shared) – this effect can be mitigated by trying to prioritize one thread

- With eight threads in a processor with many resources, SMT yields throughput improvements of roughly 2-4
SIMD Processors

• Single instruction, multiple data

• Such processors offer energy efficiency because a single instruction fetch can trigger many data operations

• Such data parallelism may be useful for many image/sound and numerical applications
GPUs

• Initially developed as graphics accelerators; now viewed as one of the densest compute engines available

• Many on-going efforts to run non-graphics workloads on GPUs, i.e., use them as general-purpose GPUs or GPGPUs

• C/C++ based programming platforms enable wider use of GPGPUs – CUDA from NVidia and OpenCL from an industry consortium

• A heterogeneous system has a regular host CPU and a GPU that handles (say) CUDA code (they can both be on the same chip)
The GPU Architecture

- SIMT – single instruction, multiple thread; a GPU has many SIMT cores

- A large data-parallel operation is partitioned into many thread blocks (one per SIMT core); a thread block is partitioned into many warps (one warp running at a time in the SIMT core); a warp is partitioned across many in-order pipelines (each is called a SIMD lane)

- A SIMT core can have multiple active warps at a time, i.e., the SIMT core stores the registers for each warp; warps can be context-switched at low cost; a warp scheduler keeps track of runnable warps and schedules a new warp if the currently running warp stalls
The GPU Architecture
Architecture Features

- Simple in-order pipelines that rely on thread-level parallelism to hide long latencies

- Many registers (~1K) per in-order pipeline (lane) to support many active warps

- When a branch is encountered, some of the lanes proceed along the “then” case depending on their data values; later, the other lanes evaluate the “else” case; a branch cuts the data-level parallelism by half (branch divergence)

- When a load/store is encountered, the requests from all lanes are coalesced into a few 128B cache line requests; each request may return at a different time (mem divergence)
GPU Memory Hierarchy

- Each SIMT core has a private L1 cache (shared by the warps on that core)

- A large L2 is shared by all SIMT cores; each L2 bank services a subset of all addresses

- Each L2 partition is connected to its own memory controller and memory channel

- The GDDR5 memory system runs at higher frequencies, and uses chips with more banks, wide IO, and better power delivery networks

- A portion of GDDR5 memory is private to the GPU and the rest is accessible to the host CPU (the GPU performs copies)
Accelerators - Tesla FSD
Role of Disks

• Activities external to the CPU/memory are typically orders of magnitude slower

• Example: while CPU performance has improved by 50% per year, disk latencies have improved by 10% every year

• Typical strategy on I/O: switch contexts and work on something else

• Other metrics, such as bandwidth, reliability, availability, and capacity, often receive more attention than performance
Magnetic Disks

- A magnetic disk consists of 1-12 *platters* (metal or glass disk covered with magnetic recording material on both sides), with diameters between 1-3.5 inches

- Each platter is comprised of concentric *tracks* (5-30K) and each track is divided into *sectors* (100 – 500 per track, each about 512 bytes)

- A movable arm holds the read/write heads for each disk surface and moves them all in tandem – a *cylinder* of data is accessible at a time
Disk Latency

• To read/write data, the arm has to be placed on the correct track – this *seek time* usually takes 5 to 12 ms on average – can take less if there is spatial locality

• *Rotational latency* is the time taken to rotate the correct sector under the head – average is typically more than 2 ms (15,000 RPM)

• *Transfer time* is the time taken to transfer a block of bits out of the disk and is typically 3 – 65 MB/second

• A disk controller maintains a disk cache (spatial locality can be exploited) and sets up the transfer on the bus (*controller overhead*)
Defining Reliability and Availability

• A system toggles between
  ➢ Service accomplishment: service matches specifications
  ➢ Service interruption: service deviates from specs

• The toggle is caused by *failures* and *restorations*

• Reliability measures continuous service accomplishment and is usually expressed as mean time to failure (MTTF)

• Availability measures fraction of time that service matches specifications, expressed as \( \frac{MTTF}{MTTF + MTTR} \)
RAID

• Reliability and availability are important metrics for disks

• RAID: redundant array of inexpensive (independent) disks

• Redundancy can deal with one or more failures

• Each sector of a disk records check information that allows it to determine if the disk has an error or not (in other words, redundancy already exists within a disk)

• When the disk read flags an error, we turn elsewhere for correct data
RAID 0 and RAID 1

- RAID 0 has no additional redundancy (misnomer) – it uses an array of disks and stripes (interleaves) data across the arrays to improve parallelism and throughput.

- RAID 1 mirrors or shadows every disk – every write happens to two disks.

- Reads to the mirror may happen only when the primary disk fails – or, you may try to read both together and the quicker response is accepted.

- Expensive solution: high reliability at twice the cost.
RAID 3

- Data is bit-interleaved across several disks and a separate disk maintains parity information for a set of bits.
- For example: with 8 disks, bit 0 is in disk-0, bit 1 is in disk-1, ..., bit 7 is in disk-7; disk-8 maintains parity for all 8 bits.
- For any read, 8 disks must be accessed (as we usually read more than a byte at a time) and for any write, 9 disks must be accessed as parity has to be re-calculated.
- High throughput for a single request, low cost for redundancy (overhead: 12.5%), low task-level parallelism.
RAID 4 and RAID 5

• Data is block interleaved – this allows us to get all our data from a single disk on a read – in case of a disk error, read all 9 disks

• Block interleaving reduces thruput for a single request (as only a single disk drive is servicing the request), but improves task-level parallelism as other disk drives are free to service other requests

• On a write, we access the disk that stores the data and the parity disk – parity information can be updated simply by checking if the new data differs from the old data
RAID 5

• If we have a single disk for parity, multiple writes can not happen in parallel (as all writes must update parity info)

• RAID 5 distributes the parity block to allow simultaneous writes
RAID Summary

- RAID 1-5 can tolerate a single fault – mirroring (RAID 1) has a 100% overhead, while parity (RAID 3, 4, 5) has modest overhead

- Can tolerate multiple faults by having multiple check functions – each additional check can cost an additional disk (RAID 6)

- RAID 6 and RAID 2 (memory-style ECC) are not commercially employed
Memory Protection

- Most common approach: SECDED – single error correction, double error detection – an 8-bit code for every 64-bit word -- can correct a single error in any 64-bit word – also used in caches

- Extends a 64-bit memory channel to a 72-bit channel and requires ECC DIMMs (e.g., a word is fetched from 9 chips instead of 8)

- Chipkill is a form of error protection where failures in an entire memory chip can be corrected
Computation Errors – TMR

- Errors in ALUs and cores are typically handled by performing the computation \( n \) times and voting for the correct answer.

- \( n=3 \) is common and is referred to as triple modular redundancy.