ECE 574 – Cluster Computing
Lecture 4

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Announcements

- HW#2 will be posted Friday

Some sample code

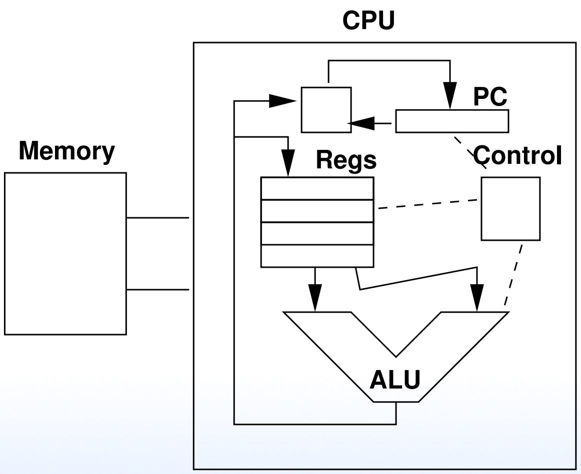
```
int x[8][8];

for(i=0;i<8;i++) {
    for(j=0;j<8;j++) {
        x[i][j]=0;
    }
}
```

```
    mov r0,0        ; i
i_loop:
    mov r1,0        ; j
j_loop:
    mov r3,0
    mov r4,x
    add r4,r4,r1,lsl#5
    add r4,r4,r0,lsl#3
    str r3,[r4]
    add r1,r1,#1
    cmp r1,8
    blt j_loop
    add r0,r0,#1
    cmp r0,8
    blt i_loop
```

Parallel Computing – Single Core

Simple CPUs

- Ran one instruction at a time.
- Could take one or multiple cycles (IPC 1.0 or less)
- Example – single instruction take 1-5 cycles?



Pipelined CPUs

- 5-stage MIPS pipeline
- From 2-stage to Pentium 4 31-stage
- Example – single instruction always take 5 cycles? But what about on average?

IF	ID	EX	MEM	WB

Pipelined CPUs

- IF = Instruction Fetch.
  Fetch 32-bit instruction from L1-cache
- ID = Decode
- EX = execute (ALU, maybe shifter, multiplier, divide)
  Memory address calculated
- MEM = Memory – if memory had to be accessed, happens now.
- WB = register values written back to the register file

Data Hazards

Happen because instructions might depend on results from instructions ahead of them in the pipeline that haven't been written back yet.

- RAW – "true" dependency – problem. Bypassing?
- WAR – "anti" dependency – not a problem if commit in order
- WAW – "output" dependency – not a problem as long as ordered
- RAR – not a problem

Structural Hazards

- CPU can't just provide. Not enough multipliers for example

Control Hazards

- How quickly can we know outcome of a branch
- Branch prediction? Branch delay slot?

Branch Prediction

- Predict (guess) if a branch is taken or not.
- What do we do if guess wrong? (have to have some way to cancel and start over)
- Modern predictors can be very good, greater than 99%
- Designs are complex and could fill an entire class

Memory Delay

- Memory/cache is slow
- Need to bubble / Memory Delay Slot

The Memory Wall

- Wulf and McKee
- Processors getting faster more quickly than memory
- Processors can spend large amounts of time waiting for memory to be available
- How do we hide this?

Caches

- Basic idea is that you have small, faster memories that are closer to the CPU and much faster
- Data from main memory is cached in these caches
- Data is automatically brought in as needed. Also can be pre-fetched, either explicitly by program or by the hardware guessing.
- What are the downsides of pre-fetching?
- Modern systems often have multiple levels of cache. Usuall a small (32k or so each) L1 instruction and data,

a larger (128k?) shared L2, then L3 and even L4.

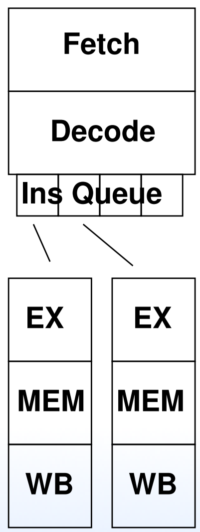
- Modern systems also might share caches between processors, more on that later
- Again, could teach a whole class on caches

Exploiting Parallelism

- How can we take advantage of parallelism in the control stream?
- Can we execute more than one instruction at a time?

Multi-Issue (Super-Scalar)

- Decode up to X instructions at a time, and if no dependencies issue at same time.
- Dual issue example. Can have theoretical IPC of 2.0
- Can have unequal pipelines.



Out-of-Order

- Tries to exploit instruction-level parallelism
- Instead of being stuck waiting for a resource to become available for an instruction (cache, multiplier, etc) keep executing instructions beyond as long as there are no dependencies
- Need to insure that instrctions commit in order
- What happens on exception? (interrupt, branch mispredict, etc)

- Register Renaming
- Re-order buffer
- Speculative execution / Branch Prediction?

SIMD / Vector Instructions

- SISD – single instruction, single data, your normal serial processor
- SIMD – single instruction, multiple data – one instruction can act on many values in parallel
- MISD – multiple instruction, single data – wavefront or pipeline? some debate about if this really exists
- MIMD – sort of like a cluster

SIMD / Vector Instructions

- x86: MMX/SSE/SSE2/AVX/AVX2
  semi-ralted FMA
- MMX (mostly deprecated), AMD's 3DNow! (deprecated)
- PowerPC Altivec
- ARM: Neon

SSE / x86

- SSE (streaming SIMD): 128-bit registers XMM0 - XMM7, can be used as 4 32-bit floats

- SSE2 : 2*64bit int or float, 4 * 32-bit int or float, 8x16 bit int, 16x8-bit int

- SSE3 : minor update, add dsp and others

- SSSE3 (the s is for supplemental): shuffle, horizontal add

- SSE4 : popcnt, dot product

AVX / x86

- AVX (advanced vector extensions) – now 256 bits, YMM0-YMM15 low bits are the XMM registers. Now twice as many.
  Also adds three operand instructions a=b+c
- AVX2 – 3 operand Fused-Multiply Add, more 256 instructions
- AVX-512 – version used on Xeon Phis (knights landing) and Skylake – now 512 bits, ZMM0-XMM31

SSE example

From Wikipedia

Doing a 4 element single-prevision vector add would take 4 separate floating point adds:

```
vec_res.x = v1.x + v2.x;
vec_res.y = v1.y + v2.y;
vec_res.z = v1.z + v2.z;
vec_res.w = v1.w + v2.w;
```

With SSE you only need one add instruction:

```
movaps xmm0, [v1]          ;xmm0 = v1.w | v1.z | v1.y | v1.x
```

```
addps xmm0, [v2]            ;xmm0 = v1.w+v2.w | v1.z+v2.z | v1.y+v2.y | v1.x+v2.x
movaps [vec_res], xmm0
```

ARM NEON

- Corex A8, optional on Cortex A9
- 64 or 128bit, but some procs break 128-bit into two operations
- 8, 16, 32-bit ints, single-precision floating point

SIMD Benefits

- Can be faster (2, 4, 8, 16, etc. things at once)

SIMD Drawbacks

- Harder to code (assembly or clever compiler)
- Puts more pressure on memory.
- More registers to save at context switch