

Outline

Multi-thread
Parallel
(MP)

Some basics

- Granularity
- Amdahl's Law
- Metrics (speedup, efficiency, redundancy)

Multi-core (one thread spans an engine, multiple engines)

- Tightly coupled vs. Loosely coupled
- Interconnect ✓
- Cache Coherency ✓
- Memory Consistency ✓

Examples

- Early: cm*, HEP, cosmic cube
- Recent: cell, power, niagara, larrabee
- Tomorrow: ACMP

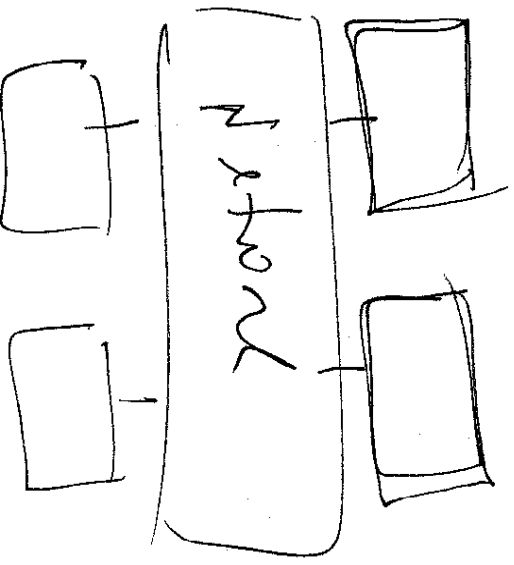
Granularity of Concurrency

Intra-instruction (Pipelining)

Parallel instructions (SIMD, VLIW)

Tight-coupled MP

Loosely-coupled MP



Tera 2^{12}

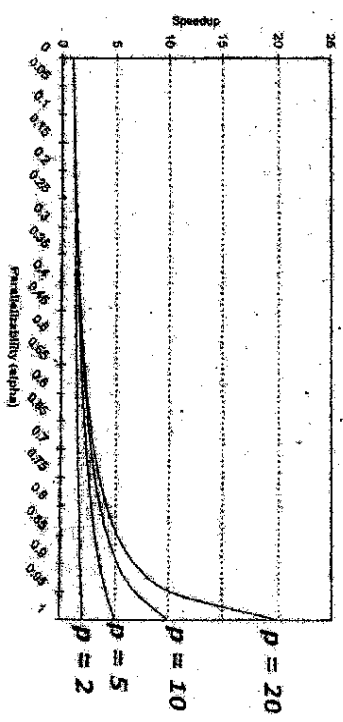
Giga 2^9

Mega 2^6

Amdahl's Law

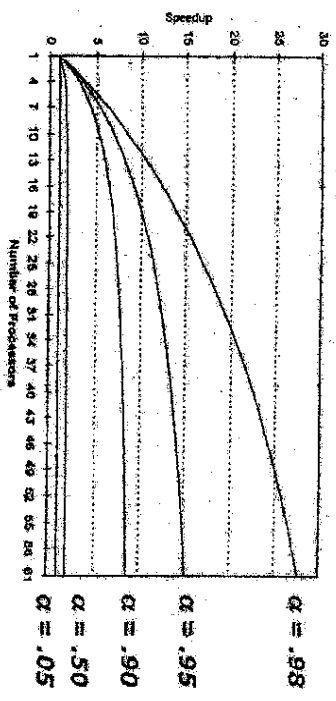
* Speed-up as a function of the parallelizability (α) of the application

Speedup vs. Parallelizability for a given number of processors (p)

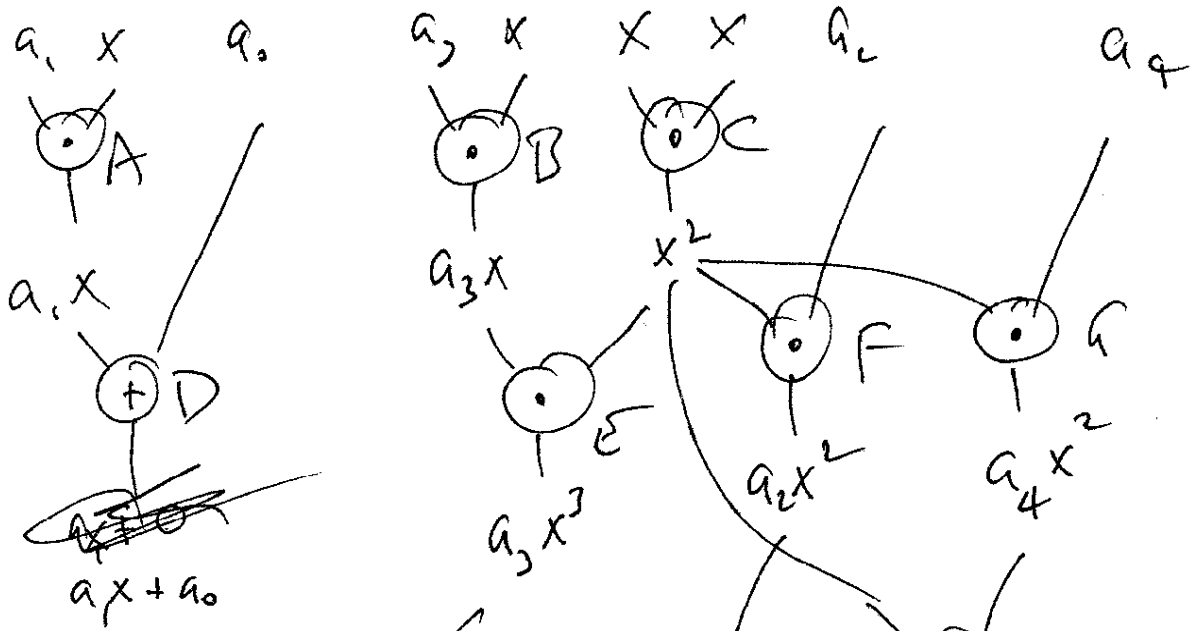


* Speed-up of an application as we add more and more processors (p)

Speedup vs. Number of Processors (p) for a given alpha



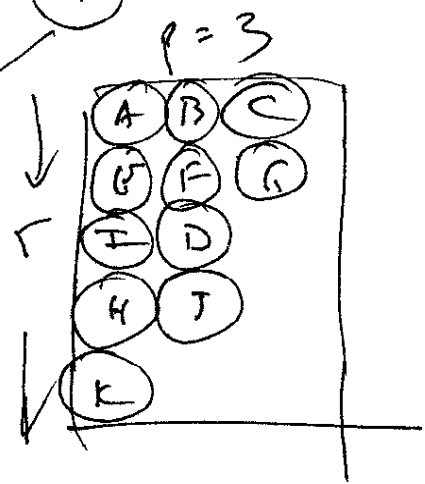
$$x(a_4 x^3 + a_3 x^2 + a_2 x + a_1) + a_0$$

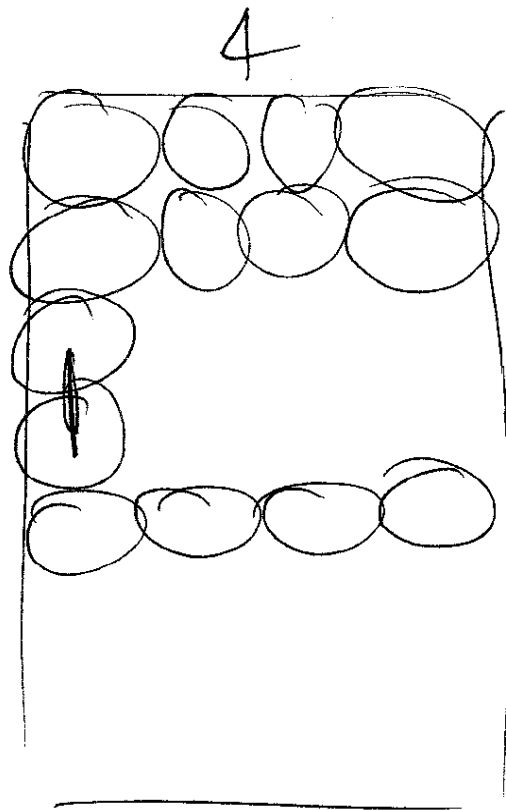


(11)

$$\sum_3 = \frac{8}{5} = 2.2$$

$$\boxed{1.6}$$





VERTICAL TABLE

SO ₂	50%	
15	30	= 45
3	30	33
0	30	= <u>30</u>

ONE HOUR

$$S_p(A) = \frac{T_1(A)}{T_p(A)} \quad \frac{60}{30} = \boxed{2}$$

$$S_p = \frac{T_1}{T_p} = \frac{\alpha T_1 + (1-\alpha) T_1}{T_p}$$

m/r

$$T_p = \frac{\alpha T_1}{\rho} + \frac{(1-\alpha)T_1}{1}$$

$$S_p = \frac{T_1}{T_p} = \frac{\cancel{T_1}}{\alpha \frac{\cancel{T_1}}{\rho} + (1-\alpha)\cancel{T_1}}$$

$$S_p = \frac{1}{\frac{\alpha}{\rho} + (1-\alpha)}$$

Metrics

Speed-up:

$$\frac{8}{5}$$

Efficiency:

$$\frac{1.8}{3.5}$$

$$= \frac{8}{15}$$

Utilization:

$$\frac{11}{15}$$

Redundancy:

$$\frac{11}{8}$$

Tightly-coupled vs Loosely-coupled

Tightly coupled (i.e., Multiprocessor)

- Shared memory
- Each processor capable of ~~doing work on its own~~ *DSM*
- Easier for the software
- Hardware has to worry about cache coherency, memory contention

CO/PROCESSOR

Loosely-coupled (i.e., Multicomputer Network)

- Message passing
- Easier for the hardware
- Programmer's job is tougher

Interconnection networks

- **Cost**
- **Latency**
- **Contention**

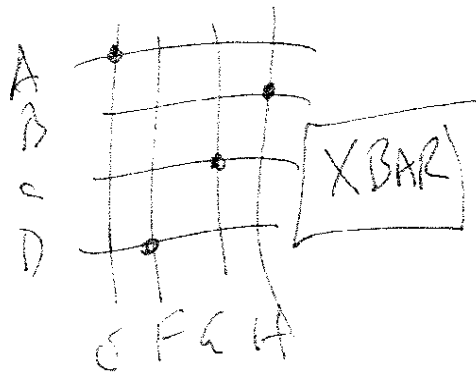
Cache Coherency

- **Snoopy**
- **Directory**

Memory Consistency

- **Sequential Consistency and Mutual Exclusion**

Network



Cost

$O(n)$

$O(n^2)$

~~IB~~

Latency

$O(1)$

$O(1)$

~~$O(\log n)$~~

Contention

BAD

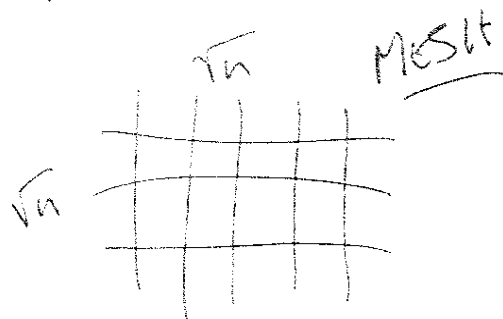
\downarrow
IB

Ω NETWORK
DUNCAN LAWRIE
TRAC
BANYAN TREE

IB

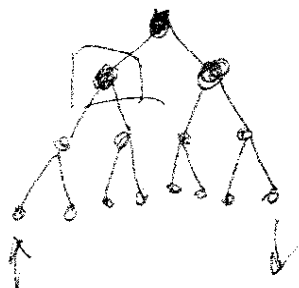
$O(\log n)$

IB



~~$O(n^2)$~~
 $O(n)$

$O(\sqrt{n})$



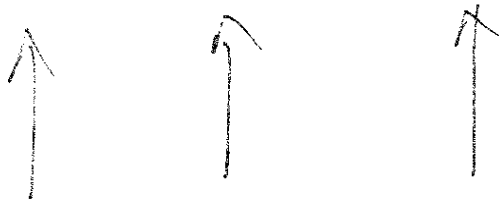
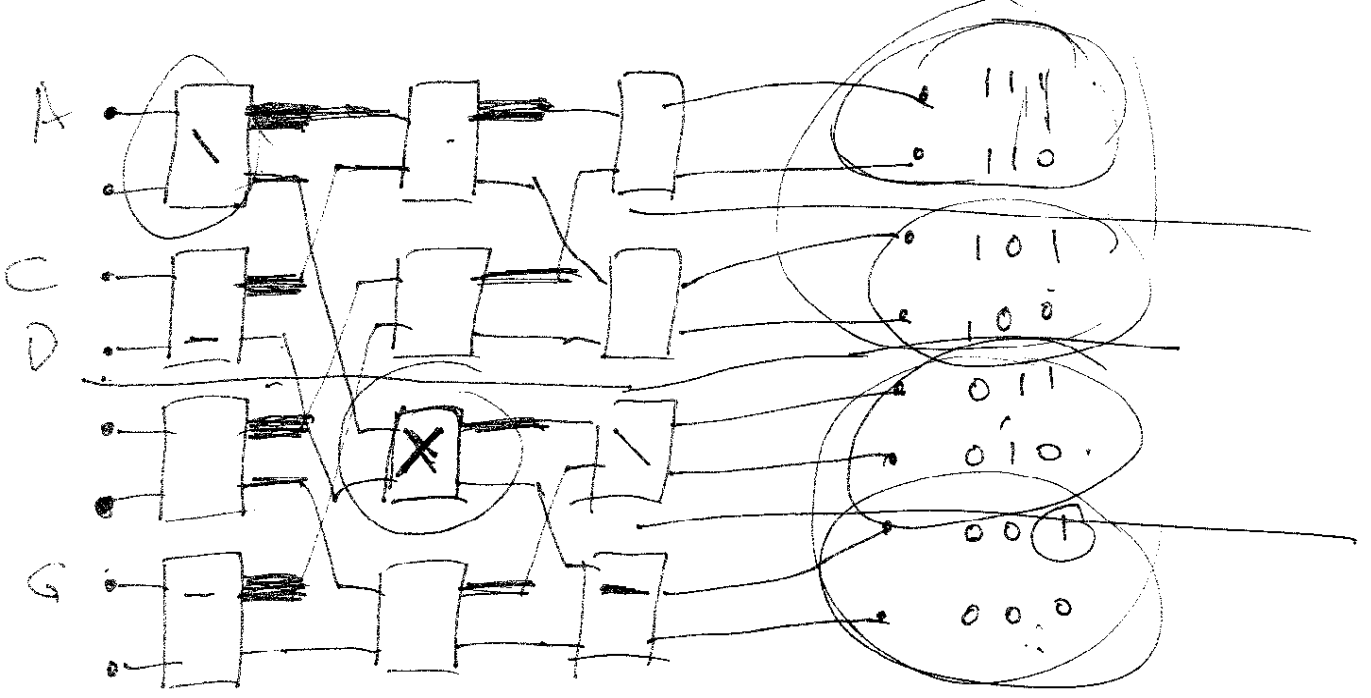
$O(\log n)$



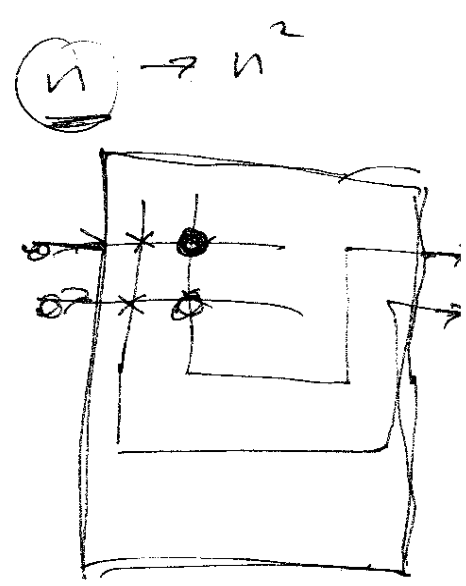
$O(\log n)$



$O(n)$



A → 001
 D → 010



Latency

$$\log_k n$$

64

Cost

$$\frac{n}{k} \times \log_k n \times k^2$$

