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Koen De Bosschere, Ghent University

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HiPEAC Roadmaps





[Marc Duranton, David Black-Shaffer, Sami Yehia, Koen De Bosschere, "Computing Systems: Research Challenges Ahead. The HiPEAC Vision 2011-2012"]

http://www.hipeac.net/roadmap

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- the teachers of the ACACES summer school 2010 and 2011,
- the HiPEAC members,
- Panos Tsarchopoulos, project officer of the HiPEAC network of Excellence.





Impact on society



HIPEAC









Data Deluge





[Paolo Faraboschi, HP]

Growth of data storage in Exabytes





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Intelligent processing of "natural" data

More and more applications are not only "number crunching"

Recognition, Mining, Synthesis



Intel's RMS and how it maps down to functions that are more primitive. Of the five categories at the top of the figure, Computer Vision is classified as Recognition, Data Mining is Mining, and Rendering, Physical Simulation, and Financial Analytics are Synthesis. [Chen 2006]

Krste Asanovic et al, "The Landscape of Parallel Computing Research: A View from Berkeley" 10



Google Cars Drive Themselves, in Traffic







Dmitri Dolgov, a Google engineer, in a self-driving car parked in Silicon Valley after a road test.

Ubiquitous computing in a connected world



HPEAC









MacBook image © Jared C. Benedict Phone, TV images © LG Electronics



Telecom

Industry specialization



Post-PC devices

★ Ubiquitous access

HIPEAC





iPad image © Apple, Inc MP3 player image © J A S P E R@flickr iPhone image © K!T@flickr



Market forces









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Moore's law: increase in transistor density





Data from Kunle Olukotun, Lance Hammond, Herb Sutter, Burton Smith, Chris Batten, and Krste Asanovic,

The end of Dennard Scaling

Parameter (scale factor = a)	Classic Scaling	Current Scaling
Dimensions	I/a	I/a
Voltage	I/a	1
Current	I/a	I/a
Capacitance	I/a	>1/a
Power/Circuit	I/a^2	l/a
Power Density	I	а
Delay/Circuit	I/a	~



Source: Krisztián Flautner "From niche to mainstream: can critical systems make the transition?"

Limited frequency increase \Rightarrow more cores





Data from Kunle Olukotun, Lance Hammond, Herb Sutter, Burton Smith, Chris Batten, and Krste Asanovic,

Locality and communications management

• In 22 nm, swapping I bit in a transistor has an energy cost:

~ I attojoule (10⁻¹⁸ J)

• Moving a 1-bit data on the silicon costs:

~I picojoule/mm (10⁻¹² J/mm)

- Moving a data 10⁹ per second (1 GHz) in silicon has a cost:
 I pJ/mm x 10⁹ s⁻¹ = ~1 milliwatt/mm
- 64 bit bus @ I GHz: ~64 milliwatts/mm (with 100% activity)
- For I cm of 64 bit bus @ I GHz : 0,64 W/cm
- On modern chips, there are about several km of wires on chip, even with low toggle rate, this leads to several Watt/cm²





Data from Kunle Olukotun, Lance Hammond, Herb Sutter, Burton Smith, Chris Batten, and Krste Asanovic,

Dark Silicon





Source: Krisztián Flautner "From niche to mainstream: can critical systems make the transition?"

Energy consumption of ICT

Forecast for all ICT domain by the European Commission



Note: 1 Nuclear Power Plant ~10 TWh

Source: European Commission DG INFSO, Impact of Information and Communication Technologies on Energy Efficiency, final report, 2008 ftp://ftp.cordis.europa.eu/pub/fp7/ict/docs/sustainable-growth/ict4ee-final-report_en.pdf



ICT: 2% of global carbon emissions



Source: P. Ranganathan, "Saving the world together, one server at a time..." ACACES 2011



Optical interconnects

CMOS photonics is the integration of a photonic layer with an electronic circuit.

Advantages of CMOS photonics are:

- Use of standard tools and foundry, wafer scale co-integration
- Lower energy (~100 fJ/bit), (wire: ~1 pJ/mm)
- High bandwidth (10 Gbps), Low latency (~10 ps/mm)



Source: CEA, Ahmed Jerraya

Non-volatile memories....

Example: Memristive Devices Principle



Source: CEA, C. Gamrat



3D stacking





Technology also drives us to think differently...



FIPEA

- 3D stacking
- Photonic interconnect
- Non-volatile memories
- Molecular computing
- More-than-Moore
- **Spintronics**
- Chemical computing
- **Biologically inspired cells**
- **Memristors**
- Also silicon based!

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Electrons for compute

Electrons like to interact; easily moved; interaction needed for compute

+ lons for storage

lons like to interact; stay put; good for storage

+ Photons to communicate

Photons don't like to interact or stay put; good for long-distances

Courtesy: Jouppi2011



Source: P. Ranganathan, "Saving the world together, one server at a time..." ACACES 2011





Core Computing Systems Challenges



Efficiency	Complexity	Dependability
PowerPerformance		 Reliability Privacy


Improving efficiency Power defines performance





Operations/Watt – Operations/Watt/Euro



Improving efficiency Communication defines performance

(a) Intel Xeon (Clovertown)



[Roofline model: Williams, Waterman, Patterson; CACM April 2009] 38

Parallelism and specialization leads to more efficiency

GPU 200pJ/Instruction

Optimized for Throughput Explicit Management of On-chip Memory







Source: Bill Dally, "To ExaScale and Beyond"

www.nvidia.com/content/PDF/sc_2010/theater/Dally_SC10.pdf

Accelerators become economically more viable

Accelerator / Architecture Longevity (Controversial!)



- Frequency growth slowdown ⇒ enhanced accelerator business case:
 - f Past (45%): After 3 years useless.
 - f Now (<20%): as much 5 years useful lifetime
- Controversy? <u>Aggregate</u> chip performance still at 45%.
- Has architecture ever really mattered in the long run?
 - f RISC, CISC, vector, SIMD, MIMD, whatever; who cares in 3 years?
 - f Has that changed?



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Core Computing Systems Challenges



Efficiency	Complexity	Dependability
• Power \Rightarrow • Performance \Rightarrow	HeterogeneityParallelism	 Reliability Privacy





Parallelism and specialization are not for free...

Frequency limit → parallelism Energy efficiency → heterogeneity

Ease of programming



Managing complexity Parallelism seems to be too complex for humans









Managing complexity

Hardware has become more flexible than software

Portable performance





Core Computing Systems Challenges



Efficiency	Complexity	Dependability
• Power \Rightarrow • Performance \Rightarrow	HeterogeneityParallelism	 Reliability Privacy



Improving dependability

- Reliability
- Safety
- Security
- Privacy

Time is relevant

Worst case design is not an option anymore

Systems must be built from unreliable components





SWOT

Strengths

- Strong embedded ecosystem from semiconductor technology to consumer products with global players in all market segments (semiconductors, automotive, aerospace, defense, telecom, ...)
- Many innovative SMEs
- Excellent educational system
- Pan-European research centralized Research programs

Weaknesses

- Weak link between academia and industry, especially at the PhD level and brain drain to other countries
- Lack of venture capital, lack of enterpreneurial culture
- Lack of and pan European companies in HiPEAC domain an no general purpose computing company (like HP, Intel, IBM,...), ARM and Bull being the exceptions.
- Relatively low international visibility of computing systems departments, low numbers of foreign students
- The lack of open source tools; lack of affordable CAD tools and validation platforms
- Language barriers

Opportunities

- Challenges like aging population, environment, energy and mobility bring new market opportunities
- Convergence of embedded and GP computing
- Disruptive technology like the cloud, more than Moore also bring new market opportunities
- The recognition of micro- and nano-electronics as a key enabling technology at the EU-level.
- Cultural diversity in Europe creates cultural sensitivity to do business with emerging markets
- Proximity to the Middle East, the Russian Federation and Africa (Huge market opportunity)

Threats

- China might want to compete with ARM
- Financial crisis in the Euro zone



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Derived HiPEAC Research Objectives



Derived HiPEAC Research Objectives



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Heterogeneous computing systems



- Short term: Development of efficient accelerators
- Medium term: Tools for improving design productivity
- Long term: Automatic porting of legacy applications on parallel and heterogeneous systems



Locality and communications management

The High Cost of Data Movement

Fetching operands costs more than computing on them



Source: Bill Dally, "To ExaScale and Beyond" www.nvidia.com/content/PDF/sc_2010/theater/Dally_SC10.pdf

- Short term: Simple models for manual locality management
- **Medium term:** Automatic static locality management. Architectures with reduced memory hierarchy
- Long term: Automatic and dynamic locality management. Use of new storage devices for co-locating storage and processing 57

Derived HiPEAC Research Objectives



management

Reliable systems for Ubiquitous
 Computing

Computing systems

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Cost-effective software for heterogeneous multi-cores

Frequency limit → parallelism Energy efficiency → heterogeneity

Ease of programming

- Short term: Systems to enable understanding of existing code and assist with parallelizing. Directive-based compiler tools. Runtime analysis
- Medium term: Programming systems with a more integrated runtime and language. Providing object-oriented paradigms across accelerators. Integrated performance/power/timing modeling and optimization
- Long term: Full performance portability. Self-adapting software. New programming paradigms

Cross-component/cross-layer optimization for design integration



Short term: Semi-automatic cross component/cross layer static optimization

- Medium term:
 Automatic cross
 component/cross layer
 static optimization
- Long term: Automatic cross component/cross layer static optimization with dynamic runtime optimization

Next-generation processor cores Less than 20% of the area for execution units...



Short term:

Energy efficient movement within cores, tools to assist in the generation of the hardware of the computing cores and their compilers

• Medium term:

Automated design space exploration tools to propose efficient architectures and compilers

• Long term:

New compute engines with minimized data movement



Source: Dan Connors, "OpenCL and CUDA Programming for Multicore and GPU Architectures" ACACES 2011

Derived HiPEAC Research Objectives



Architectures for the Data Deluge



• Short term:

Energy efficient architectures for data processing. Latency analysis tools

Medium term:

System development tools for minimizing latency and energy. New concepts and processing paradigms for natural data processing

• Long term:

Real-time analysis of data. Accelerators for natural data processing using new computing paradigms



Reliable systems for Ubiquitous Computing

- Short term: Manually secured and verified systems
- Medium term: Semi-automatically secured and verified systems. First designs with variability and fault tolerance
- Long term: Fully automatically secured and verified systems, or correctby-design tool chains. Self-reconfiguring systems to optimized variability and errors





Detailled HiPEAC Research areas

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	- 33 A	and and	2 11.C	To nical	6. 99	2 Col	10 ¹⁰	Tip
Paralleli	sm and Programming Models	<u>v</u> v	17	5	7	5	- 9 ⁻	9
9.1.1.	Locality Management	х	х	х	х	х	x	х
9.1.2.	Optimizations programmer hints, tuning	x	х	х	х			х
9.1.3.	Runtime Systems and Adaptivity	x	х	х	х		х	х
Archite	cture							
9.2.1.	Processors, Accelerators, Heterogeneity	x	х			х		х
9.2.2.	Memory Architectures	x	х		х	х	х	
9.2.3.	Interconnection Architectures	x	х		х	x	х	
9.2.4.	Reconfigurability	х	х		х	х		
Compile	rs							
9.3.1.	Automatic Parallelization		x	х		x		
9.3.2.	Adaptive Compilation			х			x	х
9.3.3.	Intelligent Optimization			х	х	х		х
Systems	Software and Tools							
9.4.1.	Virtualization	x		х	х		х	х
9.4.2.	Input, Output, Storage, and Networking		х		х		х	
9.4.3.	Simulation and Design Automation Tools	x			х	х		
9.4.4.	Deterministic Performance Tools	x	х	х	х	х	x	х





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COMPILATION ARCHITECTURE



HiPEAC vision 2011-2012





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