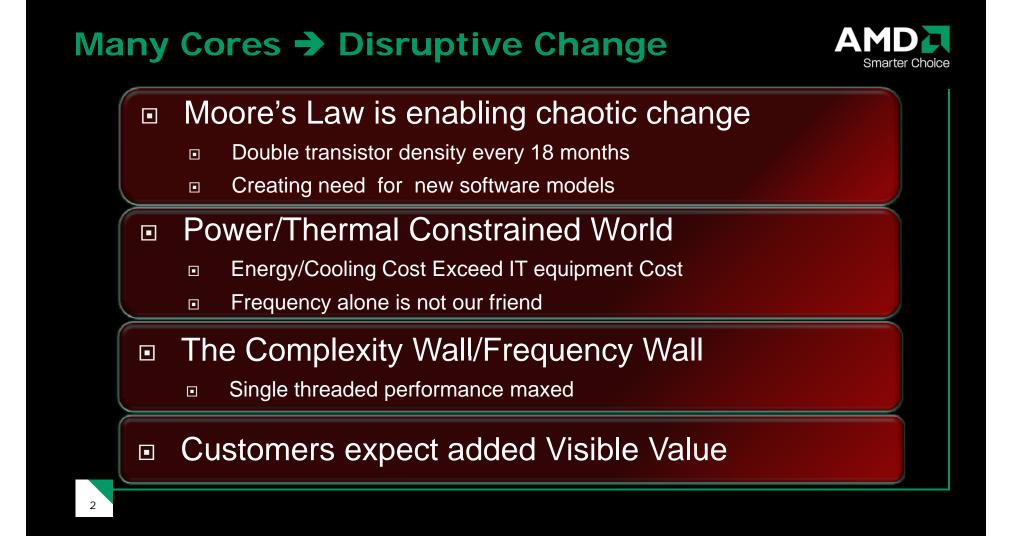


# Graphics Hardware 2008

## GPUs vs. Multi-core CPUs

**On a Converging Course or Fundamentally Different?** 

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### **Models for the Future of Computers**





Flame, the robot, walks the way humans walk. (Credit: Image courtesy of Delft <u>University of Technology</u>)



Balan Indigge licensed under Creative Commons 3:0 Onlego See <u>http://en.wikipedia.org/wiki/Image:Brain\_090407.jpg</u> Human Brain



Autonomous Vehicle



Fighter Jet

### Heterogeneous Systems

- Parallel signal processing of sensor data
- Parallel Classification and Recognition Vision, Sound, Contact, Patterns, Object
- Serial Cognitive and Reasoning
- Parallel Search, Scan, Sort

## **Multi-Core CPUs**



## <u>Advantages</u>

## Optimized for execution of sequential program

- Complex Pipelines to achieve max frequency
- Out Of Order, Super Scalar to achieve max ILP
- Branch Predictors, Speculative execution
- Register Renaming
- Large Caches optimized for low latency access

Multi-Core enables parallel multi-tasks/threads

- Improved user response
- Background task such as OS chores, virus scan, etc

## **Multi-Core CPUs**



## <u>Disadvantage</u>

Fine grain sharing of work between cores/caches

- OS Overhead spawn, communication, fork
- Finding large number of task to Multi-task is hard Embarrassing parallel apps
  - Limited Speed up (ALU & Bandwidth)
  - Limited Power/Flop advantage

## GPUs



## <u>Advantages</u>

- Optimized for structured parallel execution
  - Extensive ALU counts & Memory Bandwidth
  - Cooperative multi-threading hides latency
- Shared Instruction Resources
- Fixed function units for parallel workloads dispatch
- Extensive exploitation of Locality

## GPUs

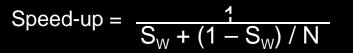


## <u>Disadvantages</u>

Ineffective for Single threaded execution

- Divergence
  - Parallelism lost opportunity
  - Loss of efficiency
- Upload/download of data cost
- Requires large workload to fully utilize
- Small Caches are optimized for locality/throughput

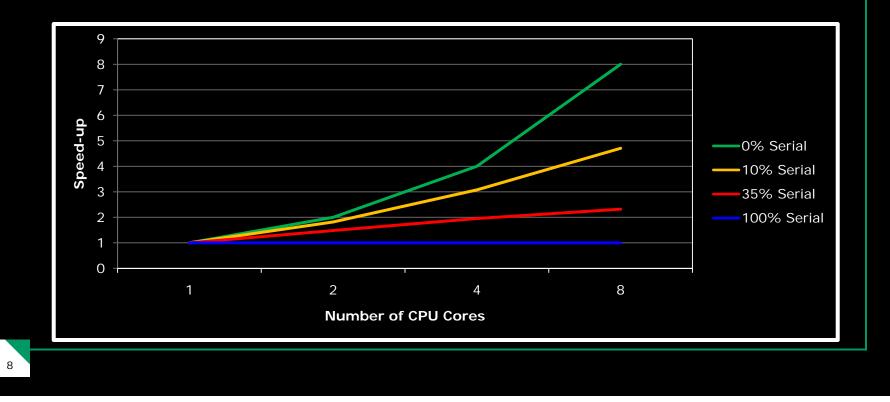
### Amdahl's Law



Sw: % Serial Work

N: Number of processors

Smarter Choice

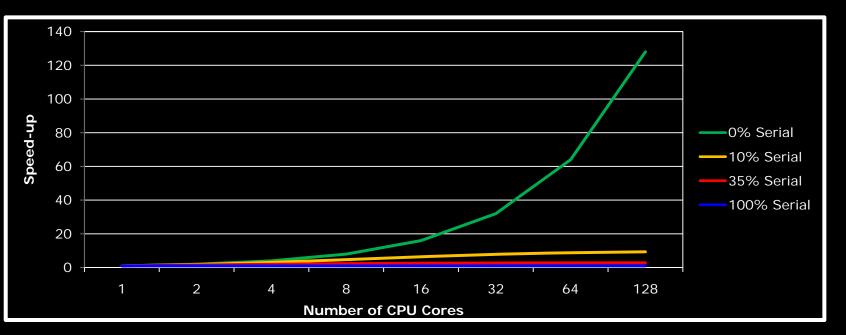


### Amdahl's Law – zoom out a bit

• "Everyone knows Amdahl's Law, but quickly forgets"

AM

Smarter Choice



• Dr. Tom Puzak, IBM Research, 2007

Amdahl's Law seriously inhibits unstructured parallelism ...

9

## Performance/(Cost & Watt) Illustration\*



Example: Assume 200 mm<sup>2</sup>, 80W @ constant freq

Relative Performance per core	0.25	0.5	1.0	1.4
mm2/Core	1.56 mm2	6.25 mm2	25 mm2	50 mm2
Power/Core	0.6 W	2.5 W	10 W	20 W
#of Cores (200mm <sup>2</sup> System)	128	32	8	4
System Performance for parallel Apps	32	16	8	5.6
Relative System Performance/mm <sup>2</sup>	16%	8%	4%	2.8%
Relative System Performance/Watt	40%	20%	10%	7%

Structured Parallelism enables solutions for more flops less watts

## **Building Blocks - Best of Both**



## Heterogeneous Cores (Mixed CPU/GPU)

- Lowest Power & Highest Performance Solution
- Serial Single threaded Leverage Fast OOCs
- Task Parallel Leverage multi-CPU or GPU cores
- Data Parallel Leverage GPU or Application Specific Cores

## **Building Blocks - Best of Both (Con'd)**

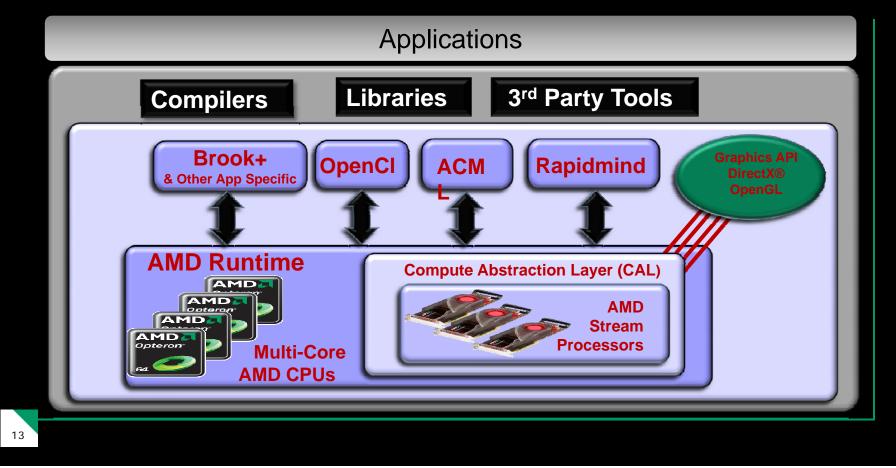


## **Unified Memory Architectures**

- Remove large data copies of workload and results
  - Reduce power consumption per computation
  - Enable small job offload
- Remove OS Overhead and latency of communication
- Fast Synchronization Primitives
- Increasing capable memory systems & BW

## AMD Stream SDK Software Development Stack





### Software Solution (Real Challenge)



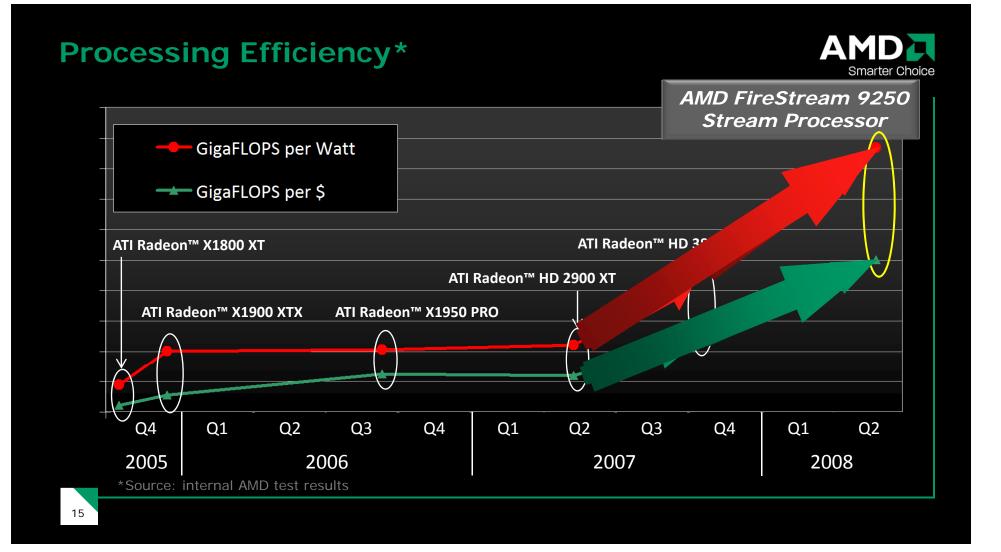
### Development of Software often exceeds that of hardware

- Determine and implement long term solutions
- Enable highly coherent machines with heterogeneous accelerators
- Enable control of memory hierarchies for system scaling

## Simplifying Programming Model

- Build on emerging multi-core models
- Enable the Masses to Programming with parallel abilities
- Enable Application Specific Libraries
- Enable open standards

14



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