Design of Digital Circuits
Lecture 14: Pipelining

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ETH Zurich
Spring 2018
19 April 2018

Agenda for Today & Next Few Lectures

- Previous lectures
  - Single-cycle Microarchitectures
  - Multi-cycle and Microprogrammed Microarchitectures
- Pipelining
- Issues in Pipelining: Control & Data Dependence Handling, State Maintenance and Recovery, …
- Out-of-Order Execution
- Issues in OoO Execution: Load-Store Handling, …

Lecture Announcement

- Monday, April 30, 2018
- 16:15-17:15
- CAB G 61
- Apéro after the lecture ☺

- Prof. Wen-Mei Hwu (University of Illinois at Urbana-Champaign)
- D-INFK Distinguished Colloquium
- **Innovative Applications and Technology Pivots – A Perfect Storm in Computing**

- https://www.inf.ethz.ch/news-and-events/colloquium/event-detail.html?eventFeedId=40447

Readings for This Week and Next Week

- H&H, Chapter 7.5: Pipelined Processor

- H&H 7.6-7.9 (finish Chapter 7)

- Smith and Sohi, "The Microarchitecture of Superscalar Processors," Proceedings of the IEEE, 1995
  - More advanced pipelining
  - Interrupt and exception handling
  - Out-of-order and superscalar execution concepts

Can We Do Better?

Can We Do Better?

- What limitations do you see with the multi-cycle design?

- Limited concurrency
    - Some hardware resources are idle during different phases of instruction processing cycle
    - “Fetch” logic is idle when an instruction is being “decoded” or “executed”
    - Most of the datapath is idle when a memory access is happening

Can We Use the Idle Hardware to Improve Concurrency?

- Goal: More concurrency → Higher instruction throughput (i.e., more "work" completed in one cycle)

- Idea: When an instruction is using some resources in its processing phase, process other instructions on idle resources not needed by that instruction
  - E.g., when an instruction is being decoded, fetch the next instruction
  - E.g., when an instruction is being executed, decode another instruction
  - E.g., when an instruction is accessing data memory (ld/st), execute the next instruction
  - E.g., when an instruction is writing its result into the register file, access data memory for the next instruction

Pipelining

Pipelining: Basic Idea

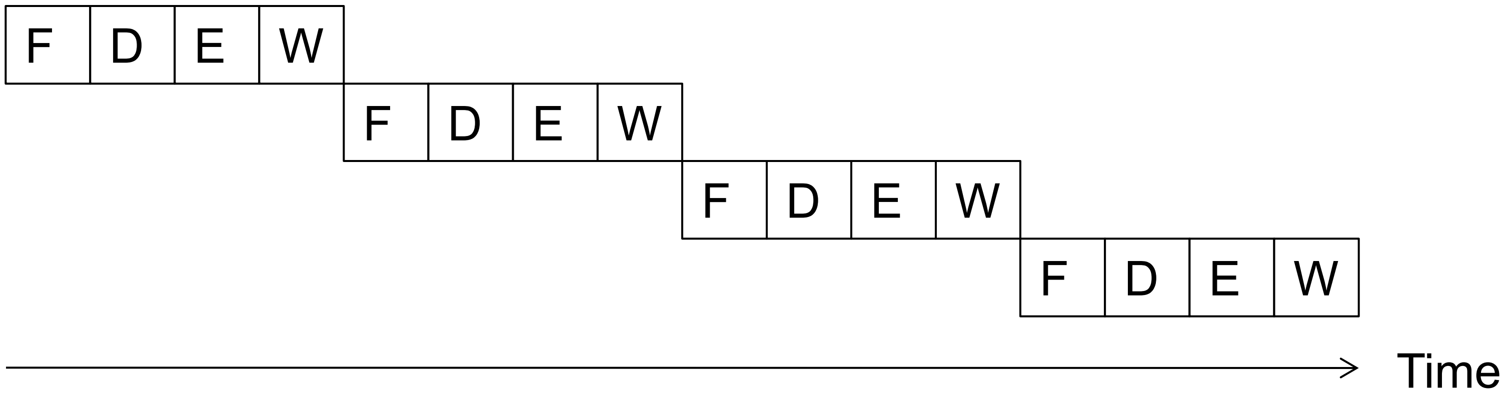
- More systematically:
  - Pipeline the execution of multiple instructions
  - Analogy: "Assembly line processing" of instructions

- Idea:
  - Divide the instruction processing cycle into distinct "stages" of processing
  - Ensure there are enough hardware resources to process one instruction in each stage
  - Process a **different** instruction in each stage
    - Instructions consecutive in program order are processed in consecutive stages

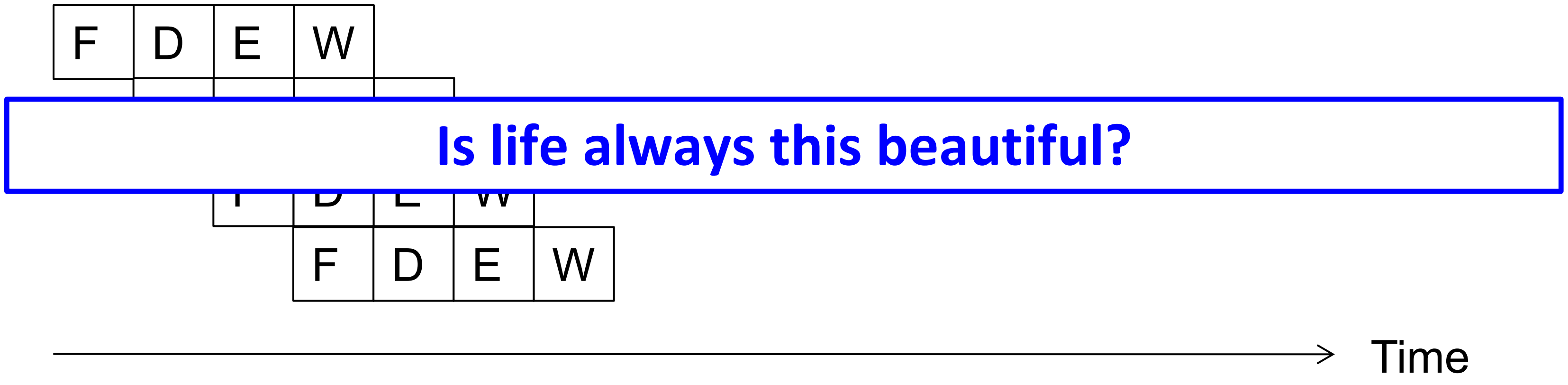
- Benefit: Increases instruction processing throughput (1/CPI)
- Downside: Start thinking about this…

Example: Execution of Four Independent ADDs

- Multi-cycle: 4 cycles per instruction

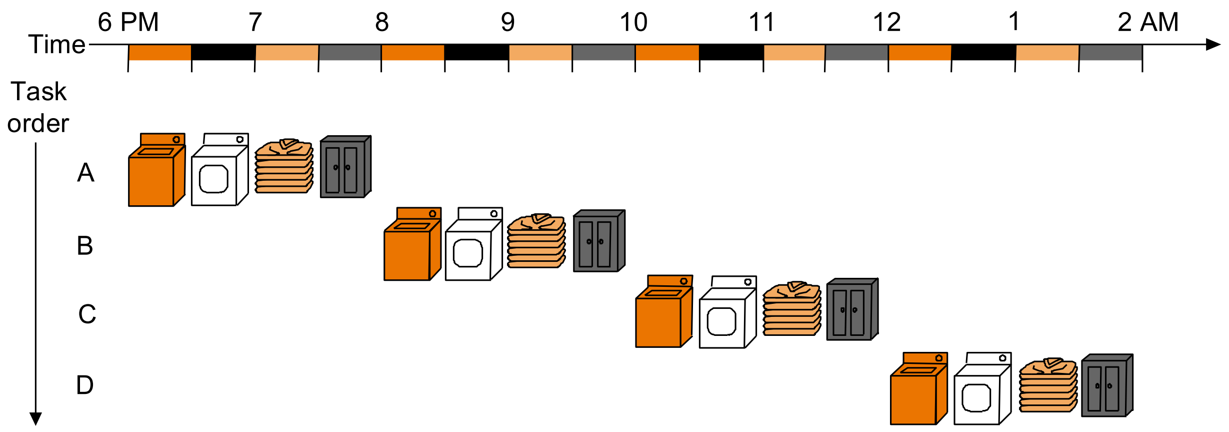


- Pipelined: 4 cycles per 4 instructions (steady state)



Is life always this beautiful?

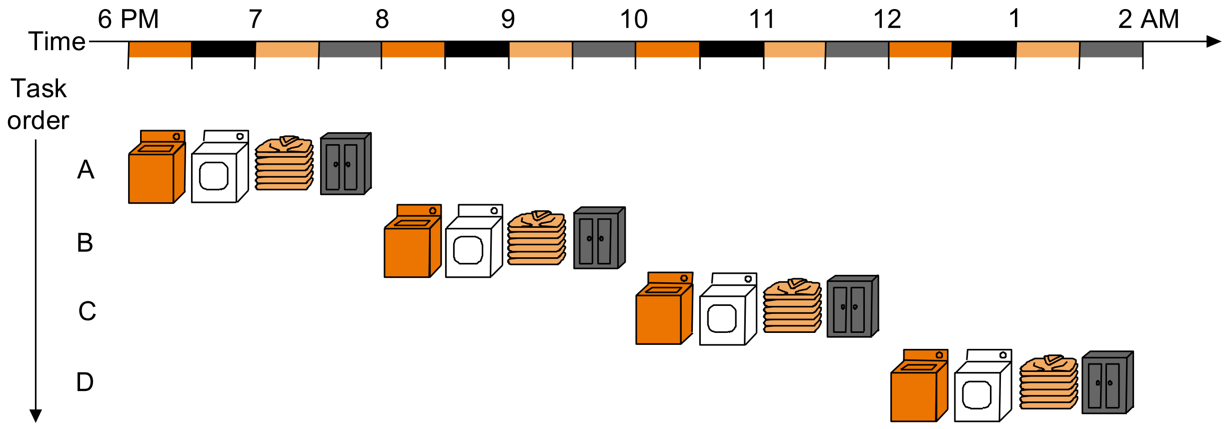
The Laundry Analogy

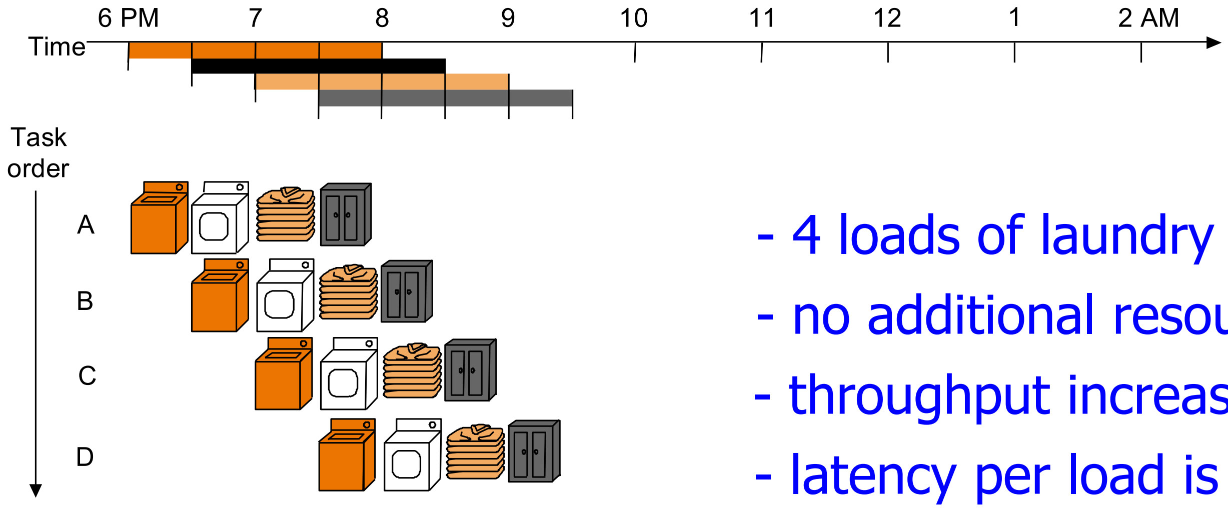


- "place one dirty load of clothes in the washer"
- "when the washer is finished, place the wet load in the dryer"
- "when the dryer is finished, take out the dry load and fold"
- "when folding is finished, ask your roommate (??) to put the clothes away"

- steps to do a load are sequentially dependent
- no dependence between different loads
- different steps do not share resources

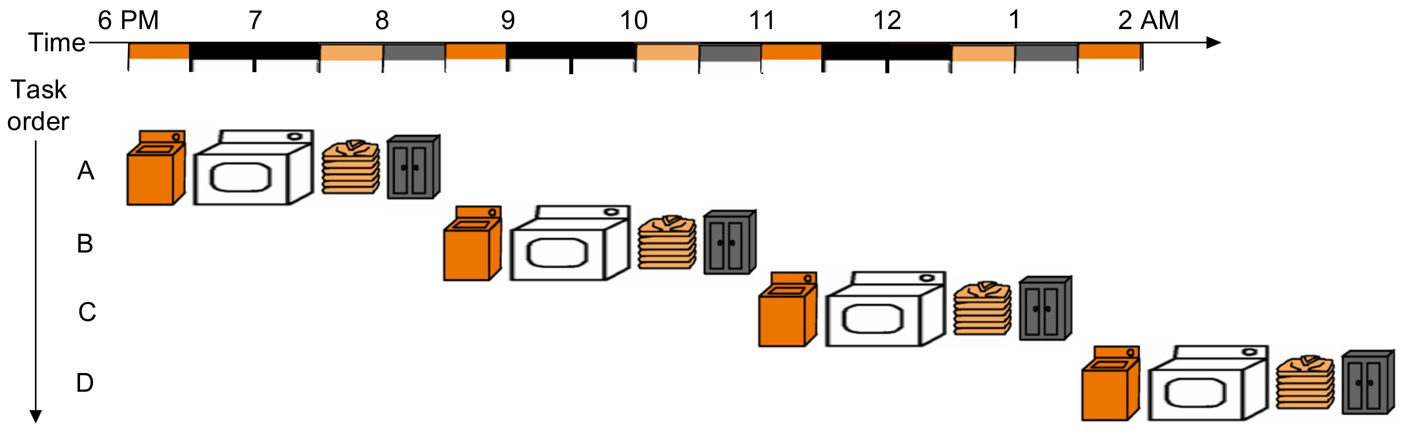
Pipelining Multiple Loads of Laundry

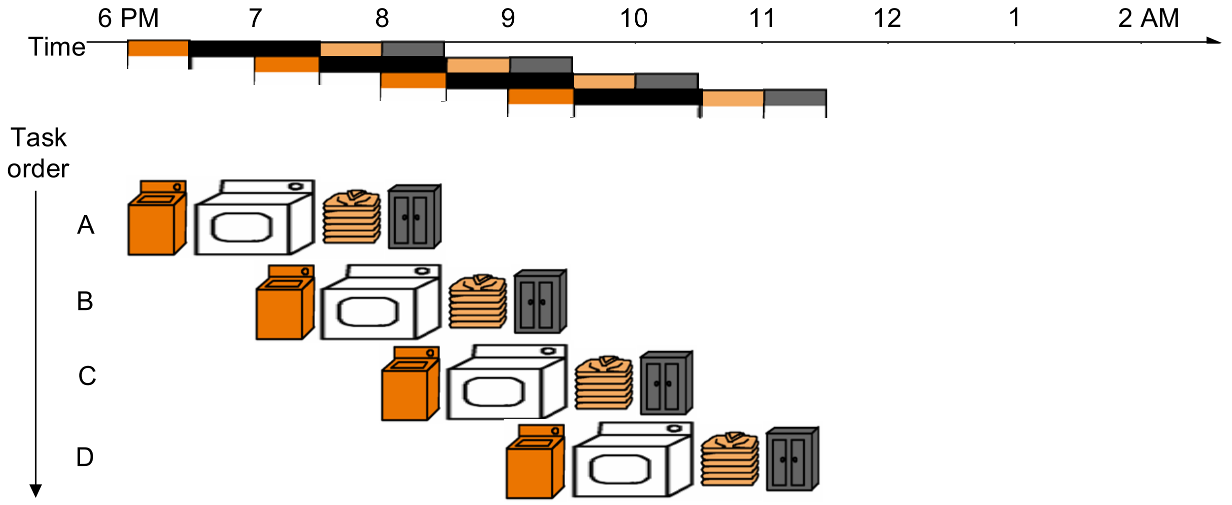




- 4 loads of laundry in parallel
- no additional resources
- throughput increased by 4
- latency per load is the same

Pipelining Multiple Loads of Laundry: In Practice





the slowest step decides throughput

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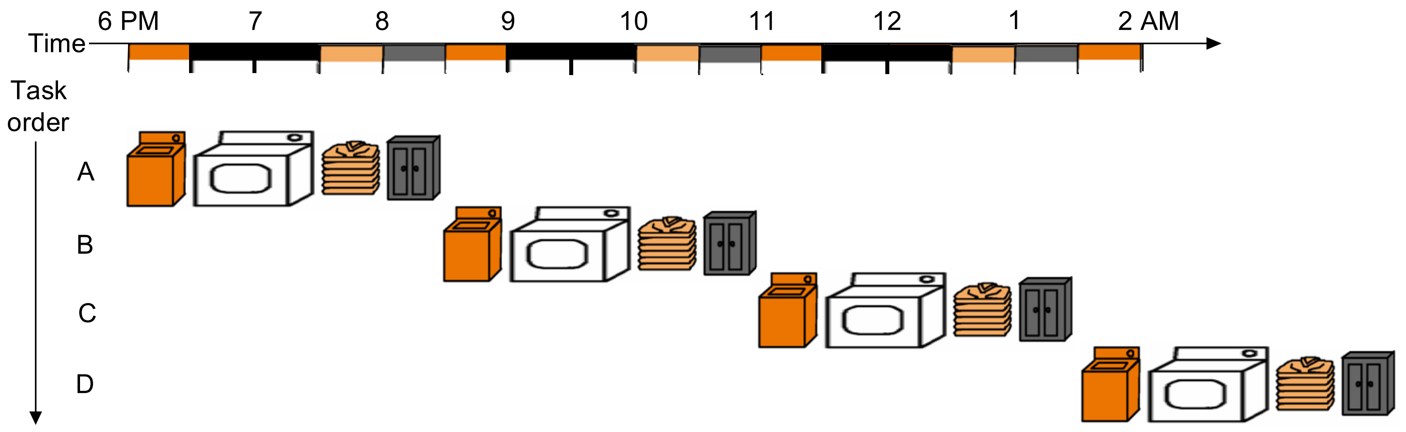
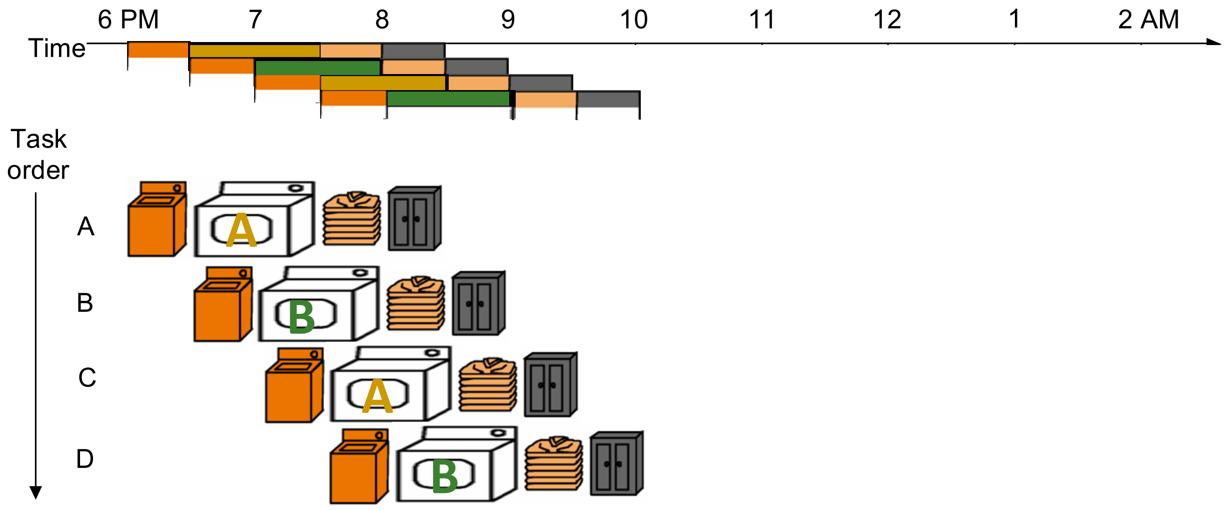
Pipelining Multiple Loads of Laundry: In Practice





throughput restored (2 loads per hour) using 2 dryers

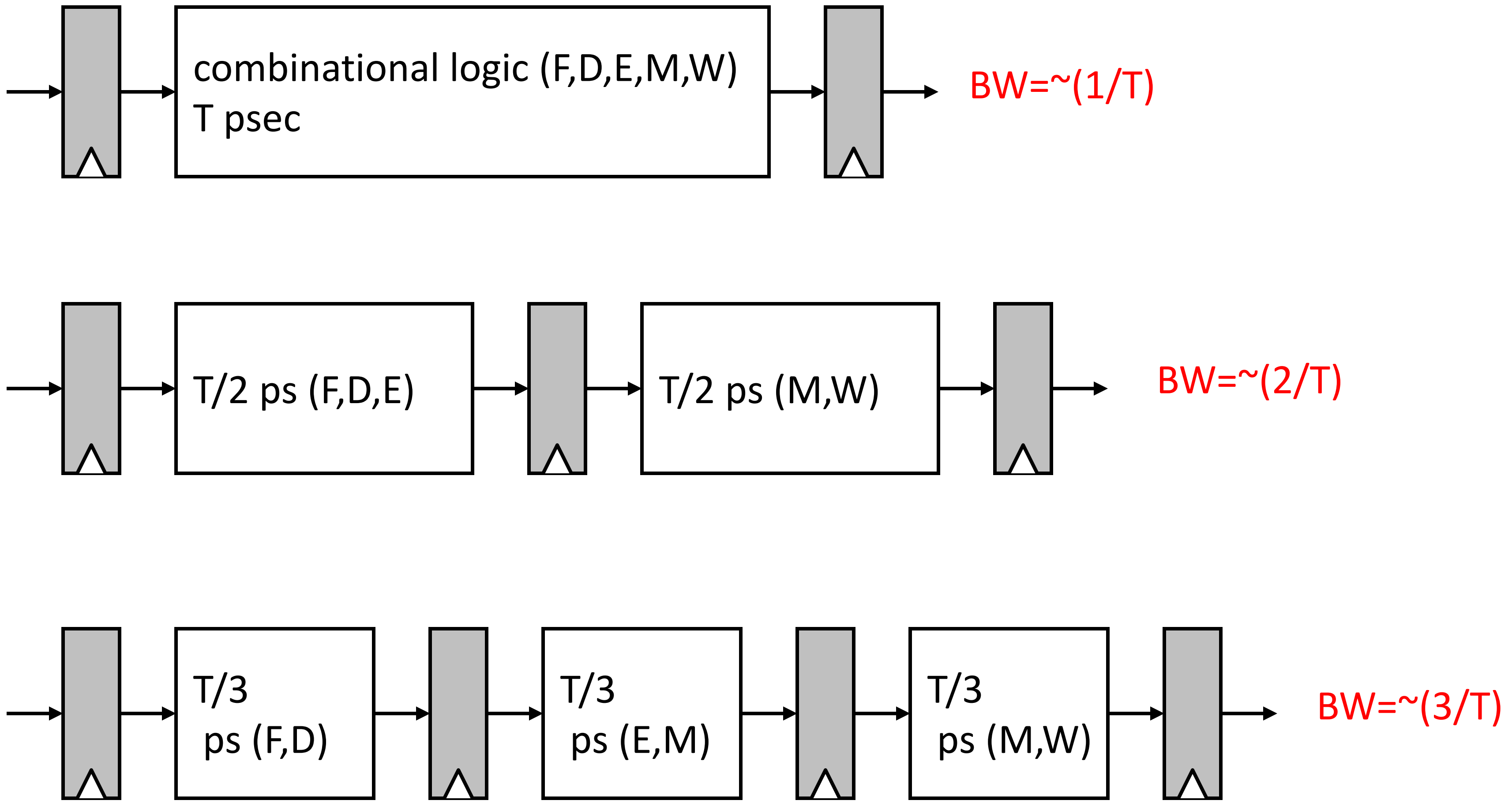
An Ideal Pipeline

- Goal: Increase throughput with little increase in cost (hardware cost, in case of instruction processing)

- Repetition of identical operations
  - The same operation is repeated on a large number of different inputs (e.g., all laundry loads go through the same steps)
- Repetition of independent operations
  - No dependencies between repeated operations
- Uniformly partitionable suboperations
  - Processing can be evenly divided into uniform-latency suboperations (that do not share resources)

- Fitting examples: automobile assembly line, doing laundry
  - What about the instruction processing "cycle"?

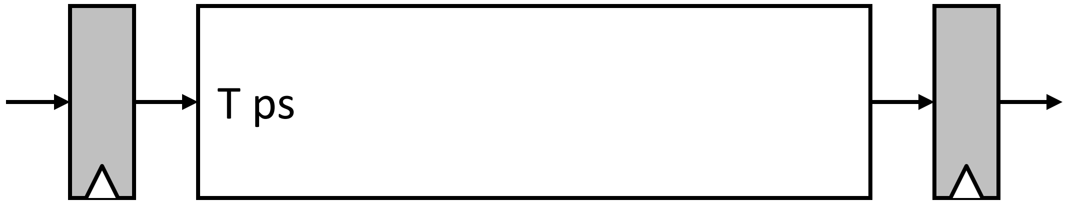
Ideal Pipelining



More Realistic Pipeline: Throughput

- Nonpipelined version with delay T

  $BW = 1/(T+S)$ where S = latch delay

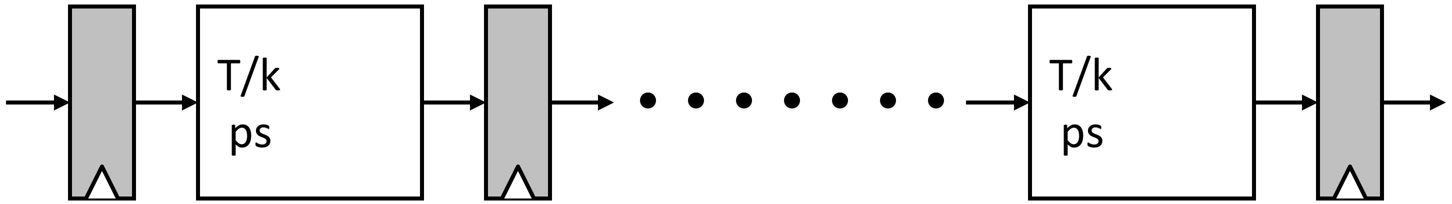


- k-stage pipelined version

  $BW_{k\text{-stage}} = 1 / (T/k + S)$

  $BW_{max} = 1 / (1 \text{ gate delay} + S)$

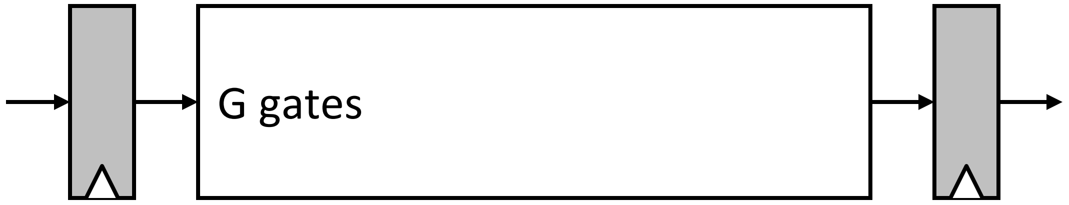
Latch delay reduces throughput (switching overhead b/w stages)



More Realistic Pipeline: Cost

- Nonpipelined version with combinational cost G

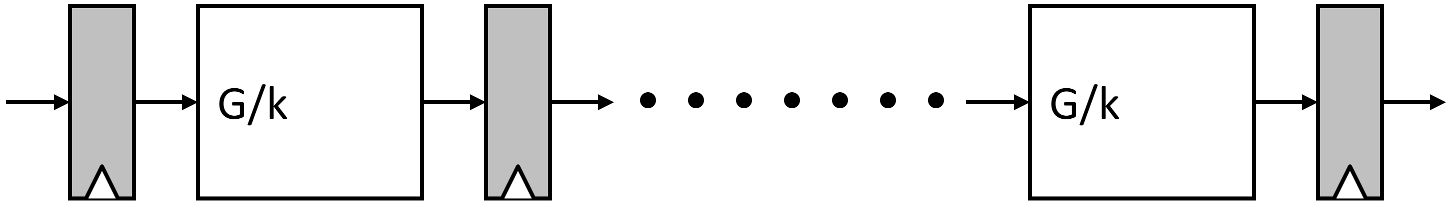
  Cost = G+L where L = latch cost



- k-stage pipelined version

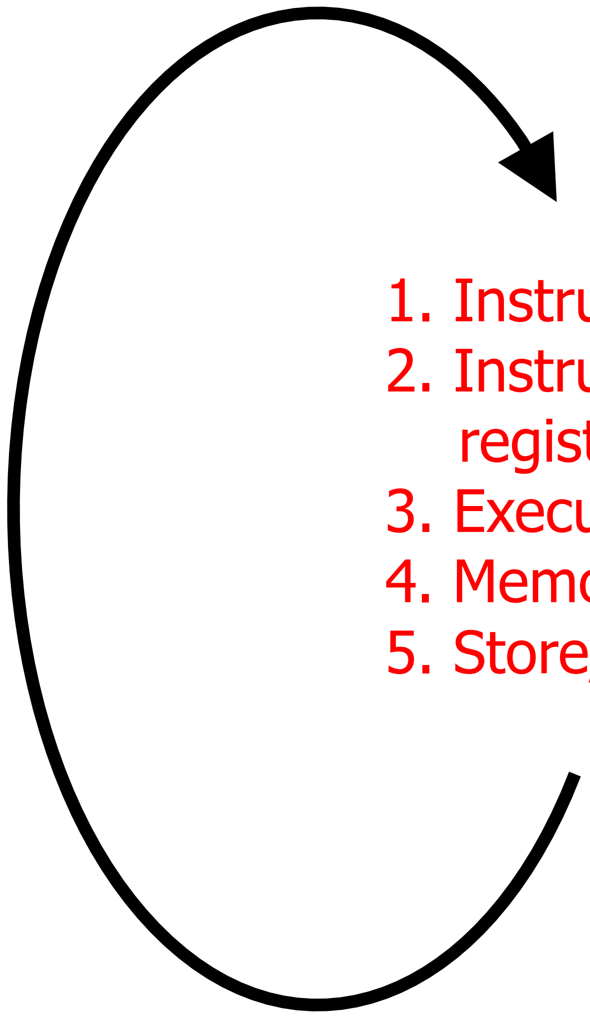
  $\text{Cost}_{\text{k-stage}} = G + Lk$

  Latches increase hardware cost



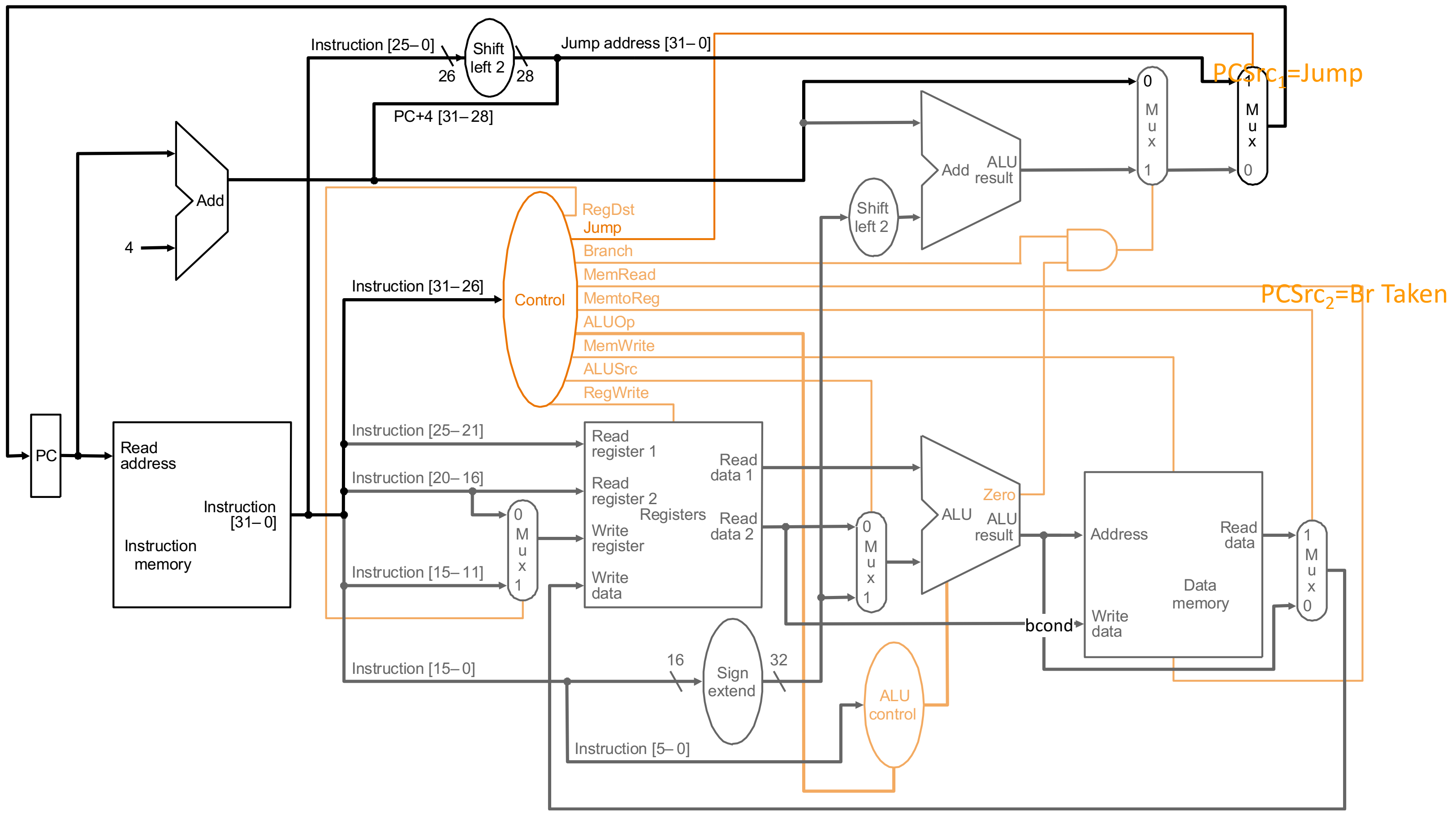
Pipelining Instruction Processing

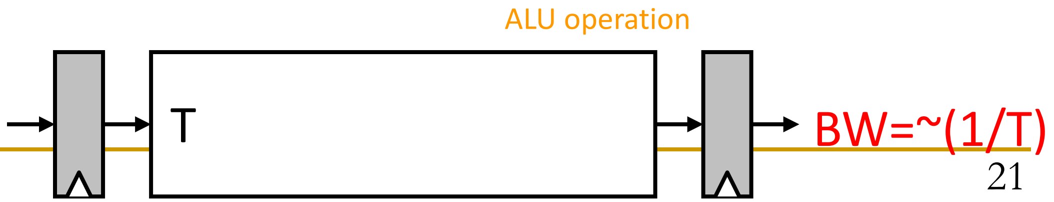
Remember: The Instruction Processing Cycle



1. Instruction fetch (IF)
2. Instruction decode and
   register operand fetch (ID/RF)
3. Execute/Evaluate memory address (EX/AG)
4. Memory operand fetch (MEM)
5. Store/writeback result (WB)

Remember the Single-Cycle Uarch





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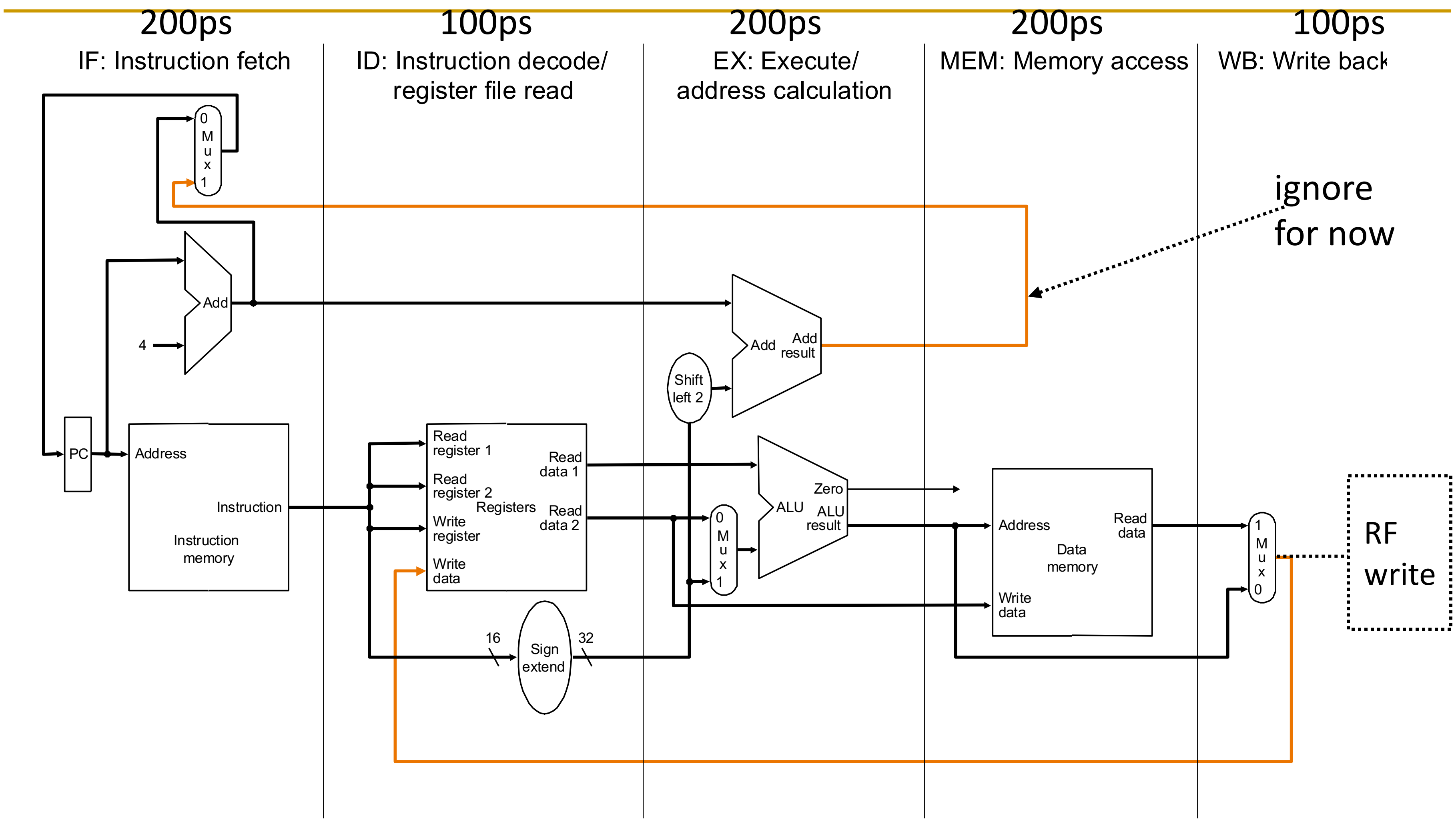
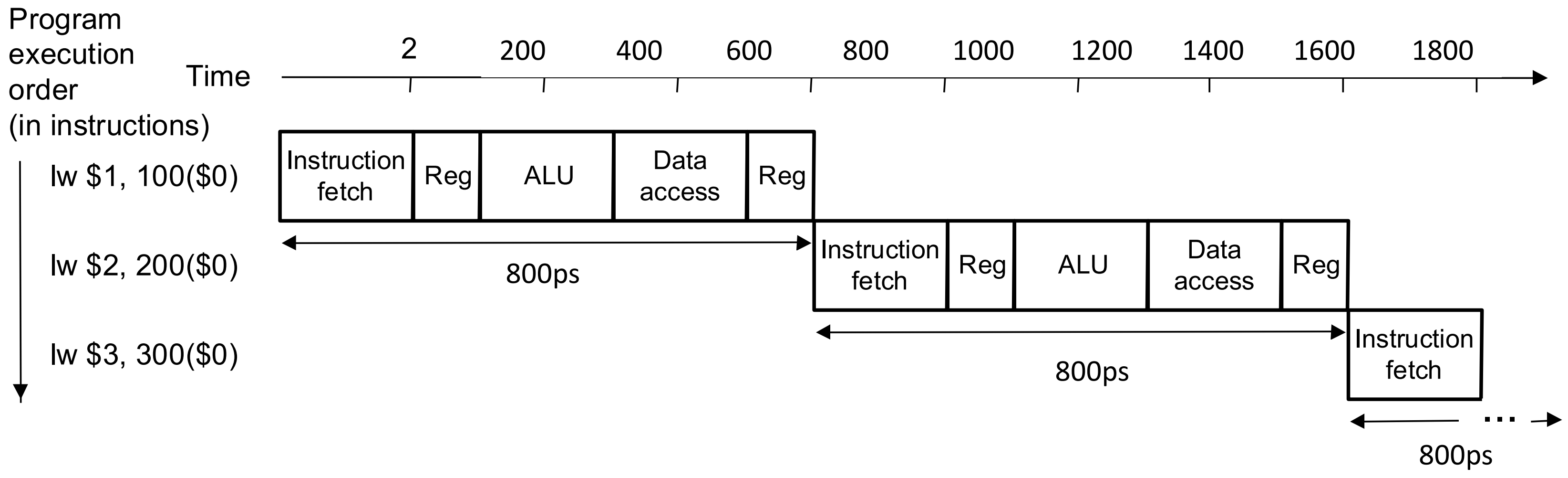
Dividing Into Stages

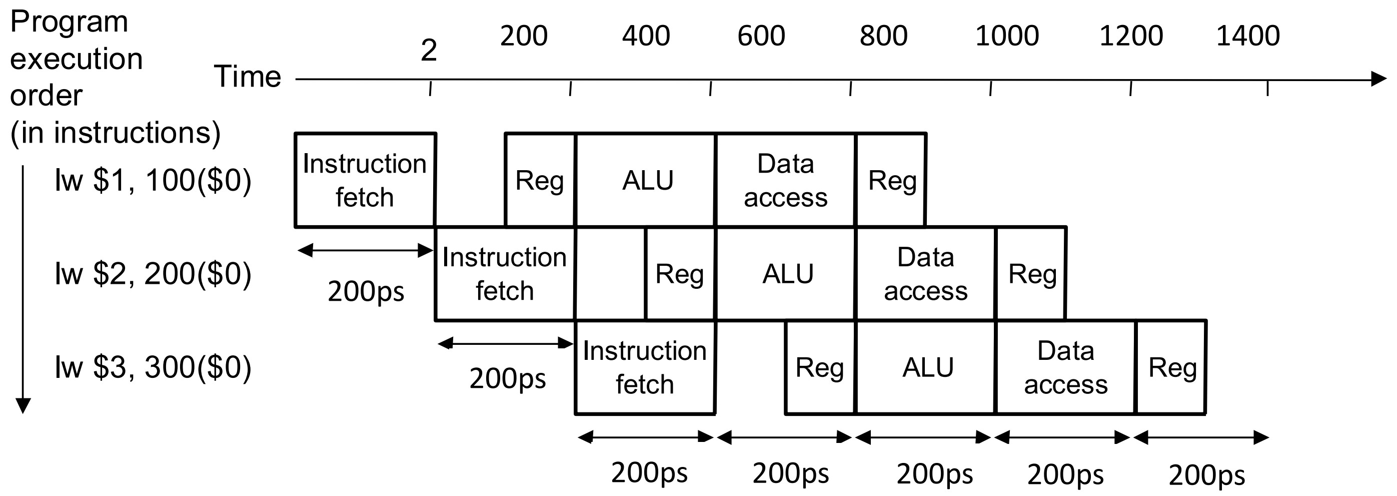


Is this the correct partitioning?

Why not 4 or 6 stages? Why not different boundaries?

Instruction Pipeline Throughput

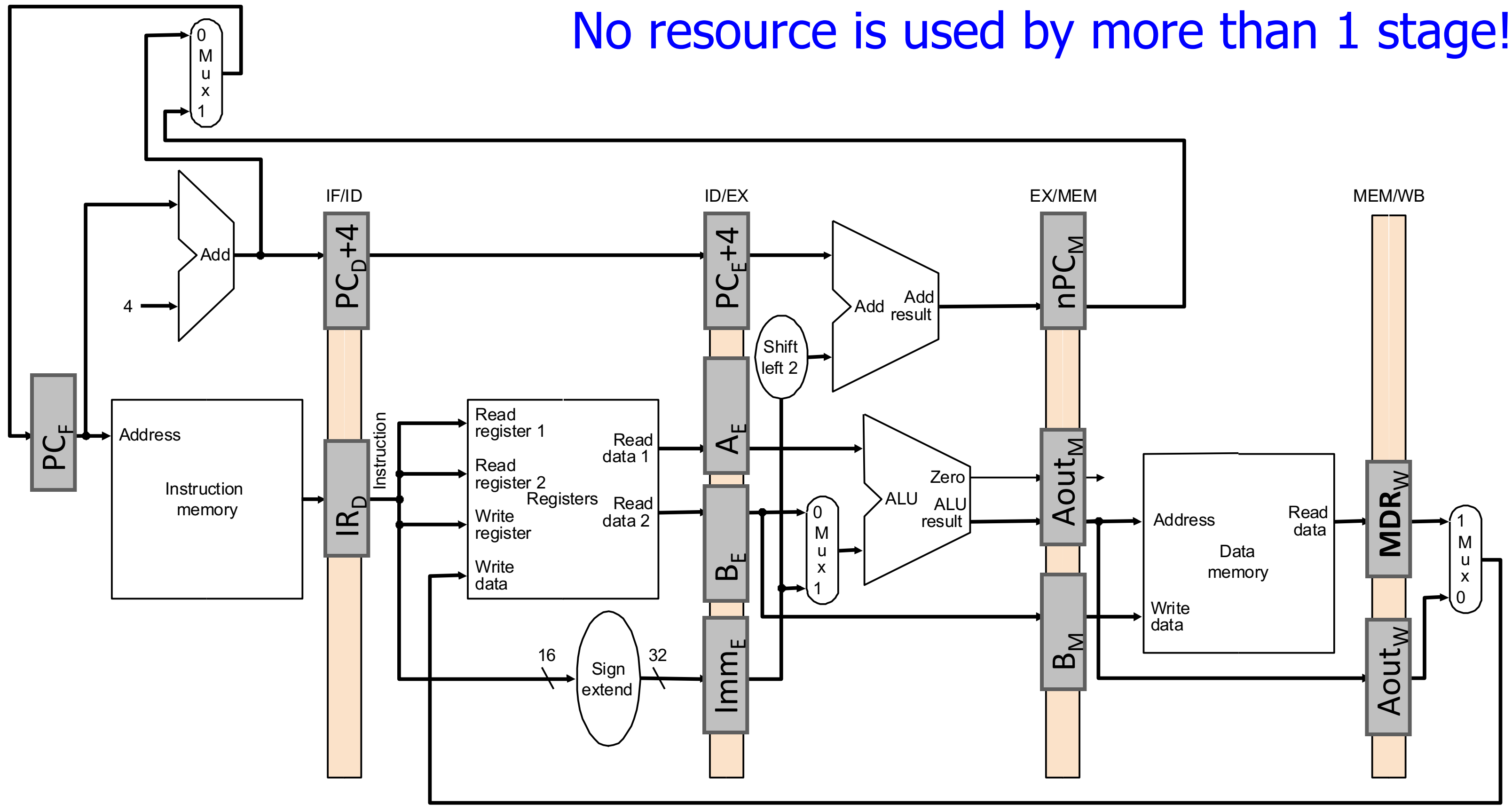


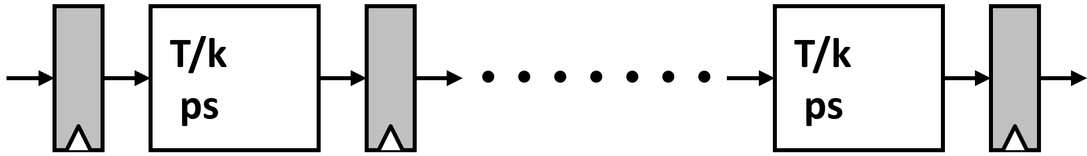


5-stage speedup is 4, not 5 as predicted by the ideal model. Why?

Enabling Pipelined Processing: Pipeline Registers

No resource is used by more than 1 stage!





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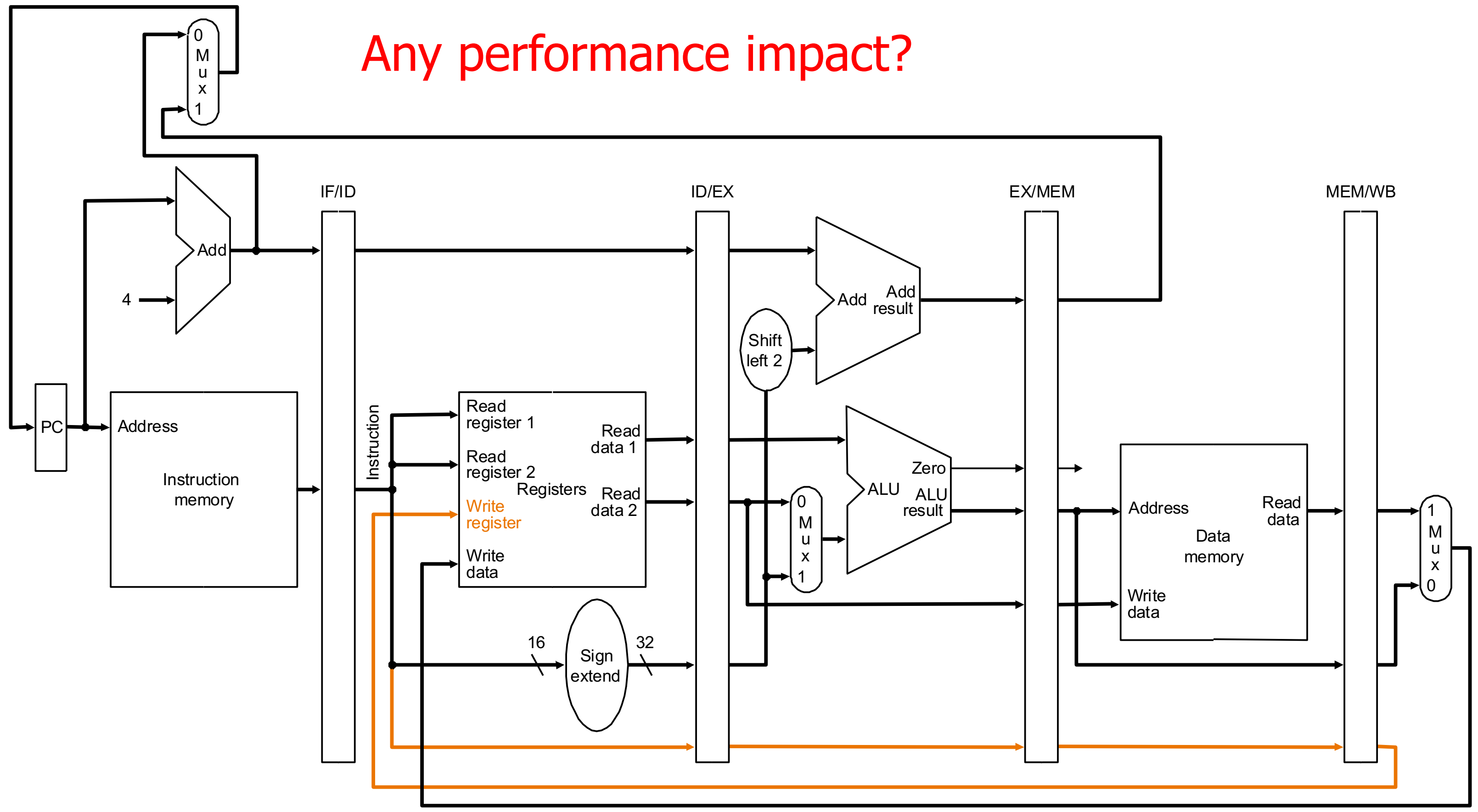
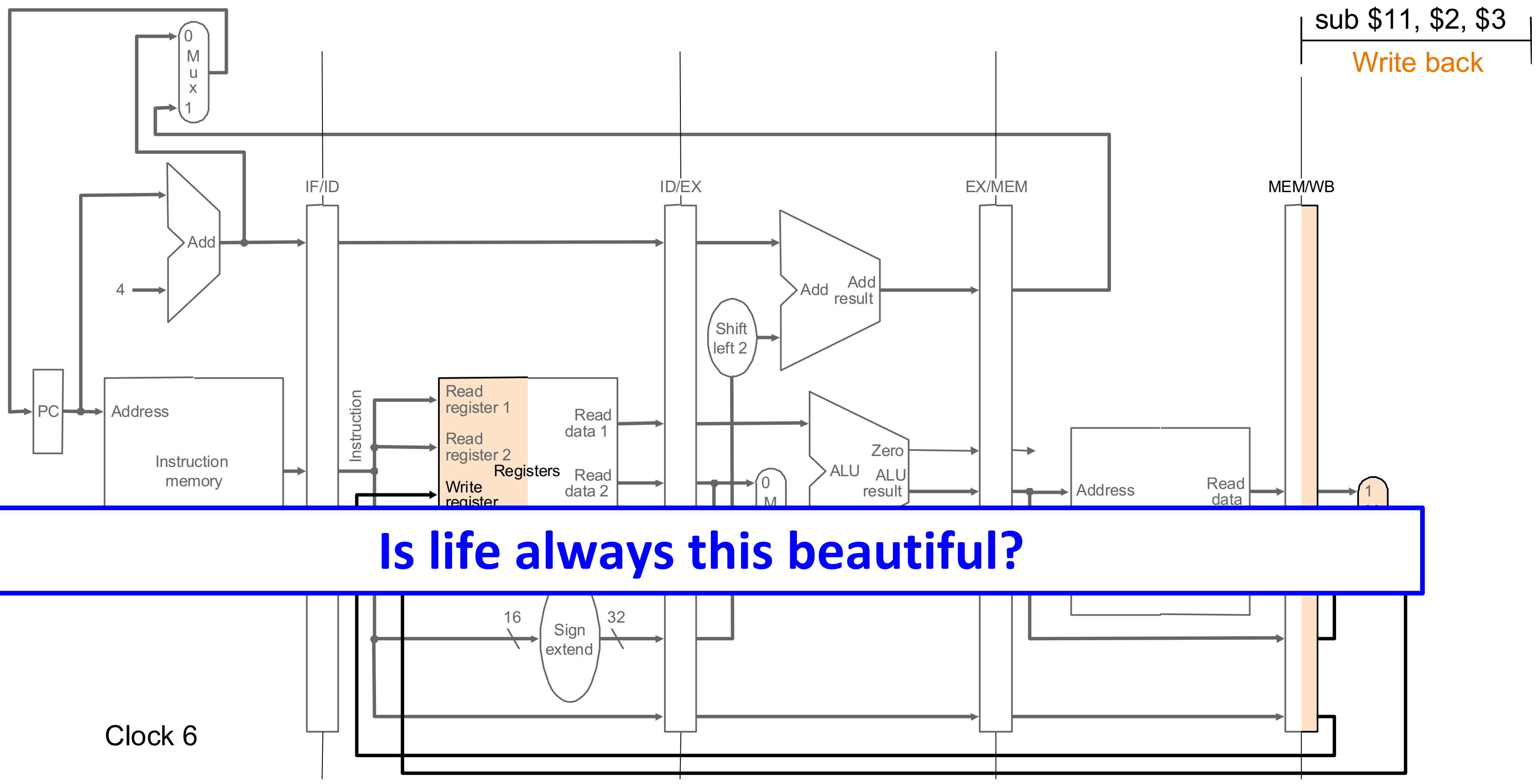
Pipelined Operation Example

All instruction classes must follow the same path and timing through the pipeline stages.

Any performance impact?



Pipelined Operation Example



Is life always this beautiful?

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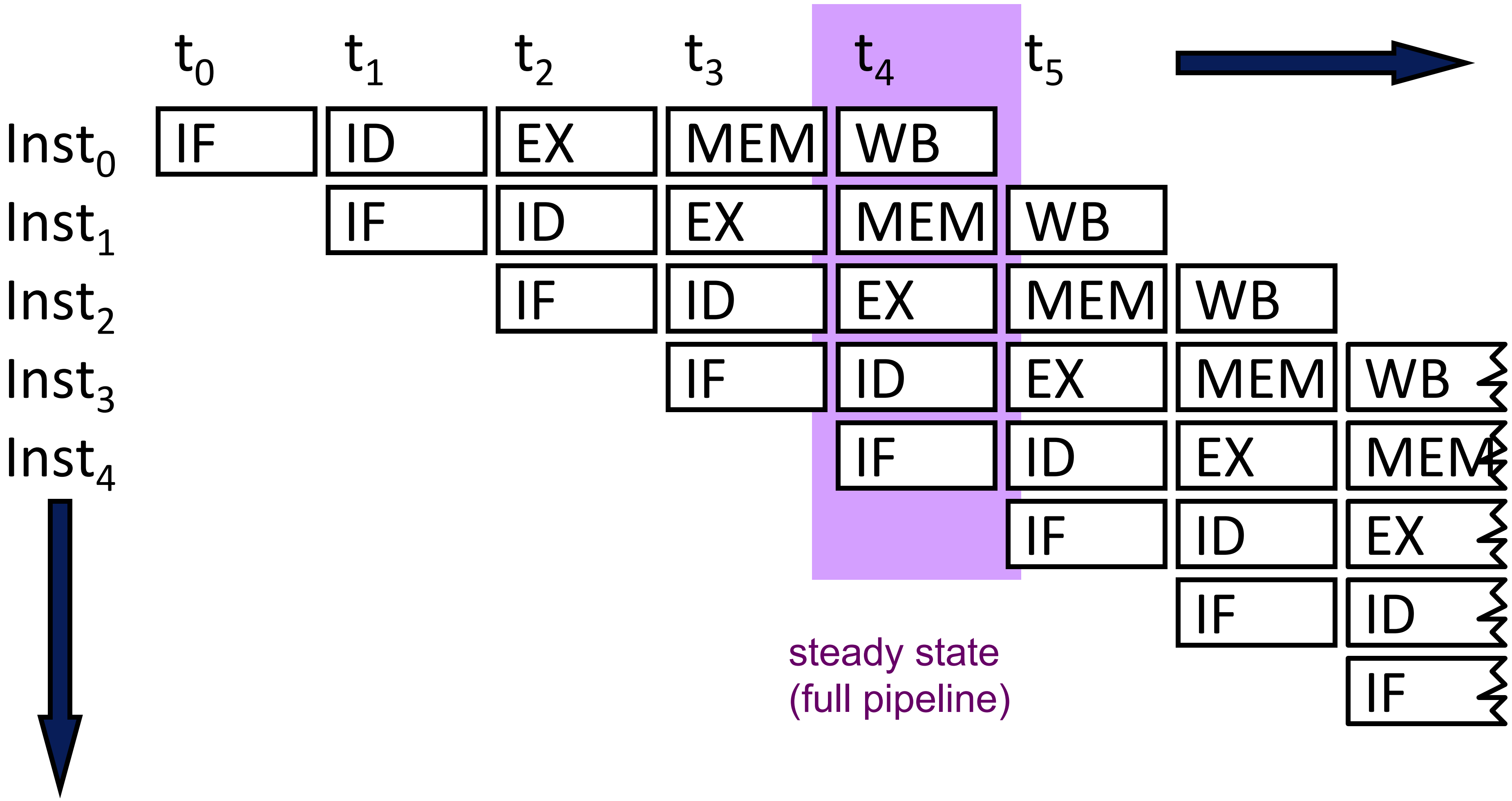
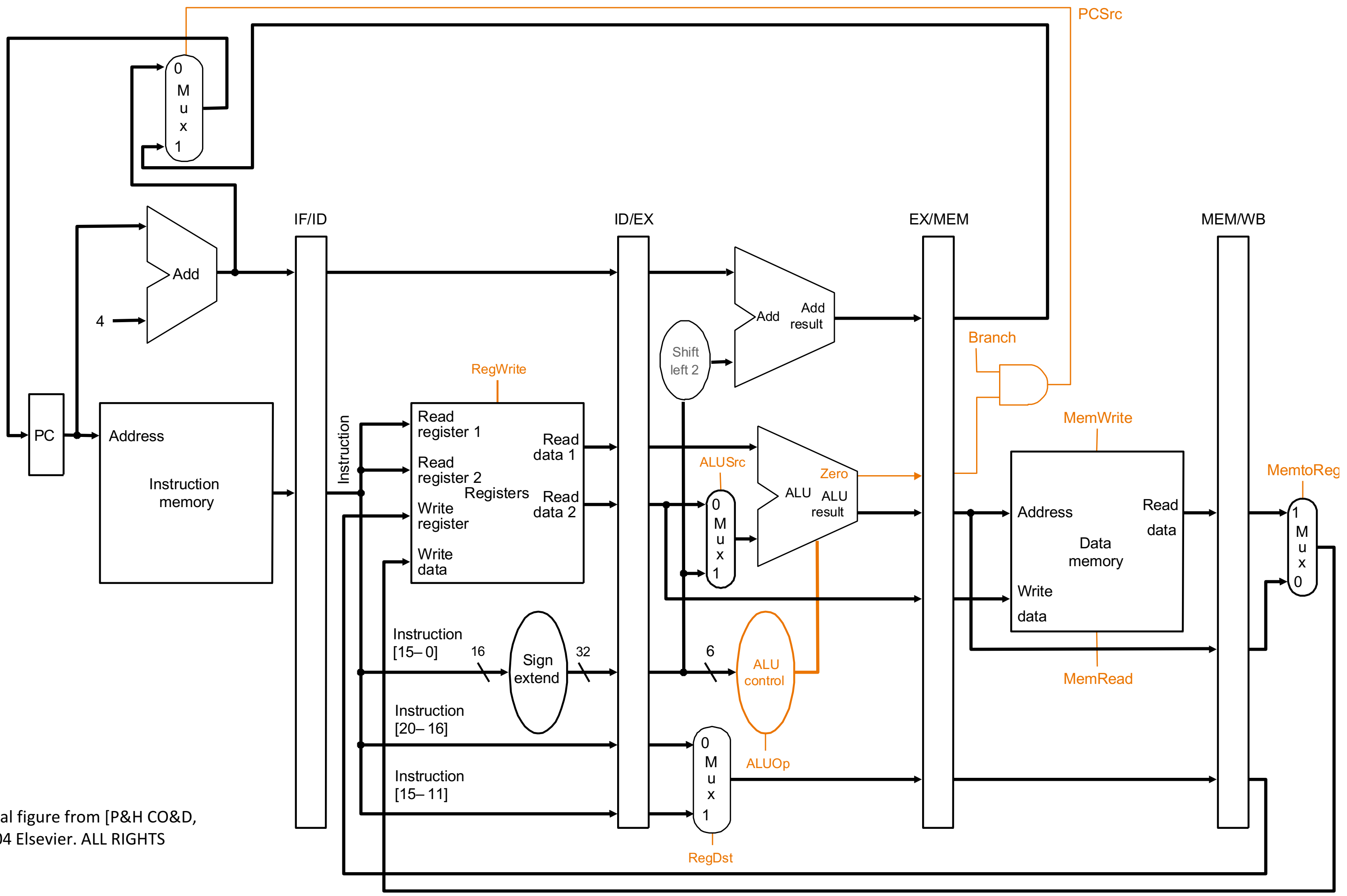
Illustrating Pipeline Operation: Operation View



Illustrating Pipeline Operation: Resource View

	t_0	t_1	t_2	t_3	t_4	t_5	t_6	t_7	t_8	t_9	t_{10}
IF	I_0	I_1	I_2	I_3	I_4	I_5	I_6	I_7	I_8	I_9	I_{10}
ID		I_0	I_1	I_2	I_3	I_4	I_5	I_6	I_7	I_8	I_9
EX			I_0	I_1	I_2	I_3	I_4	I_5	I_6	I_7	I_8
MEM				I_0	I_1	I_2	I_3	I_4	I_5	I_6	I_7
WB					I_0	I_1	I_2	I_3	I_4	I_5	I_6

Control Points in a Pipeline



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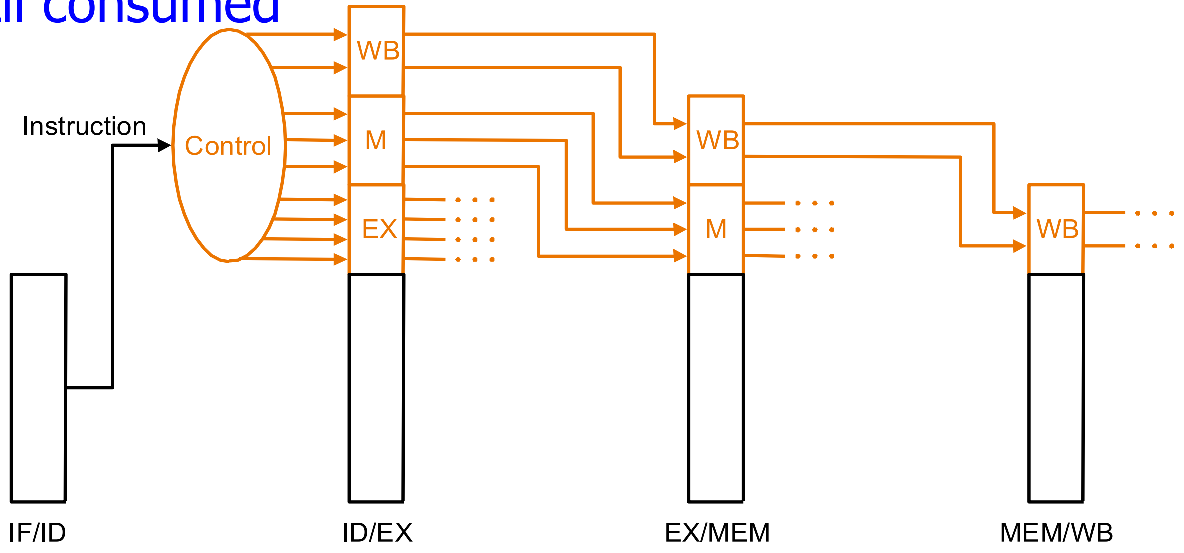
Identical set of control points as the single-cycle datapath!!

Control Signals in a Pipeline

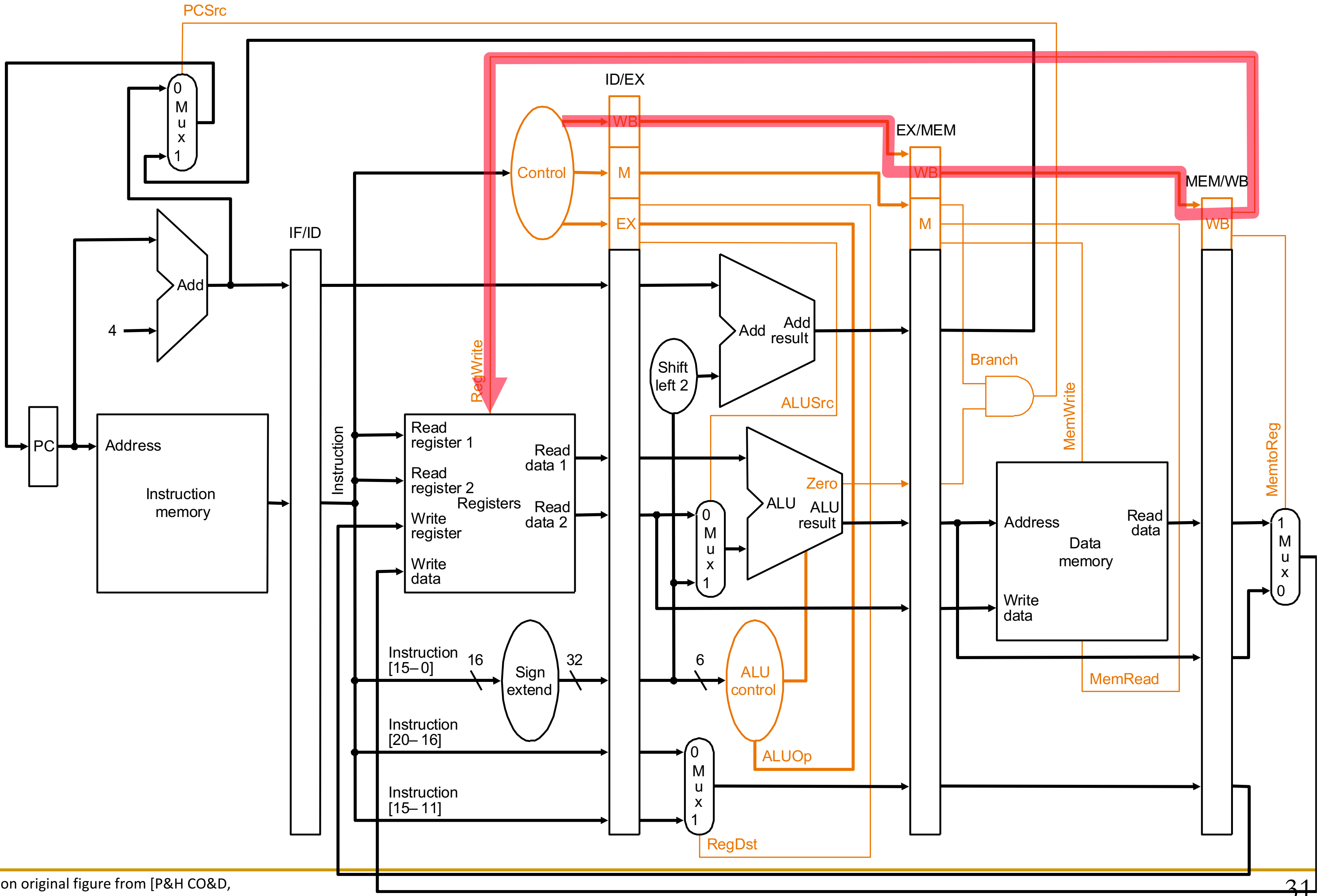
- For a given instruction
  - same control signals as single-cycle, but
  - control signals required at different cycles, depending on stage
  - ⇒ Option 1: decode once using the same logic as single-cycle and buffer signals until consumed



  - ⇒ Option 2: carry relevant "instruction word/field" down the pipeline and decode locally within each or in a previous stage

Which one is better?

Pipelined Control Signals



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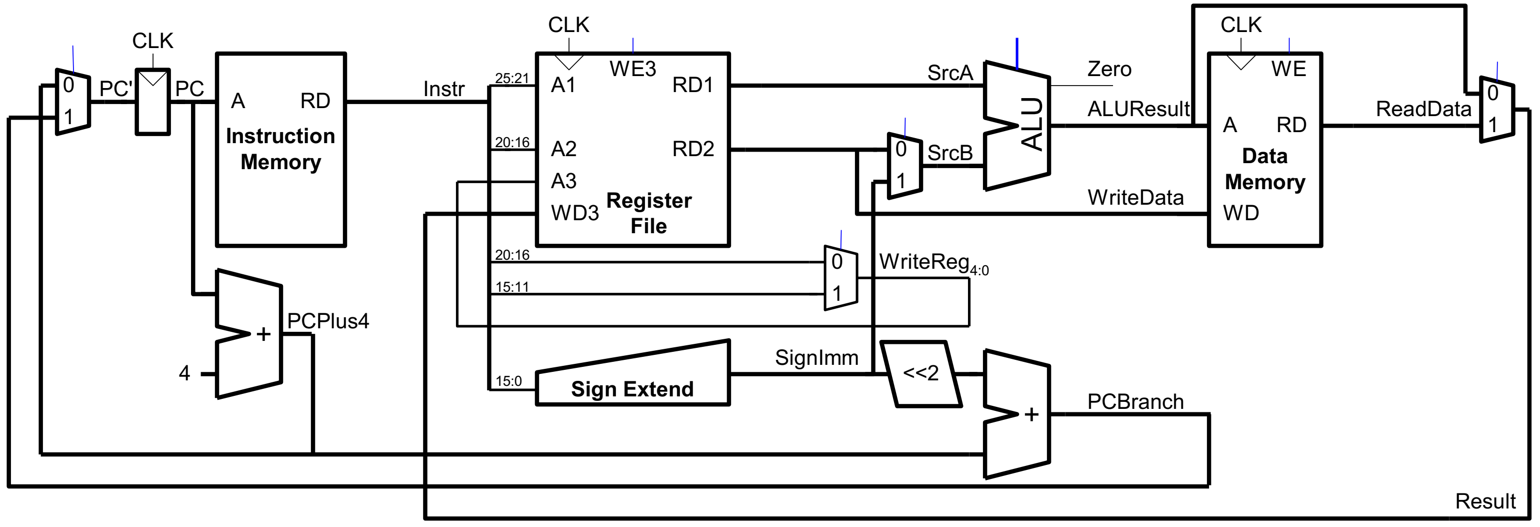
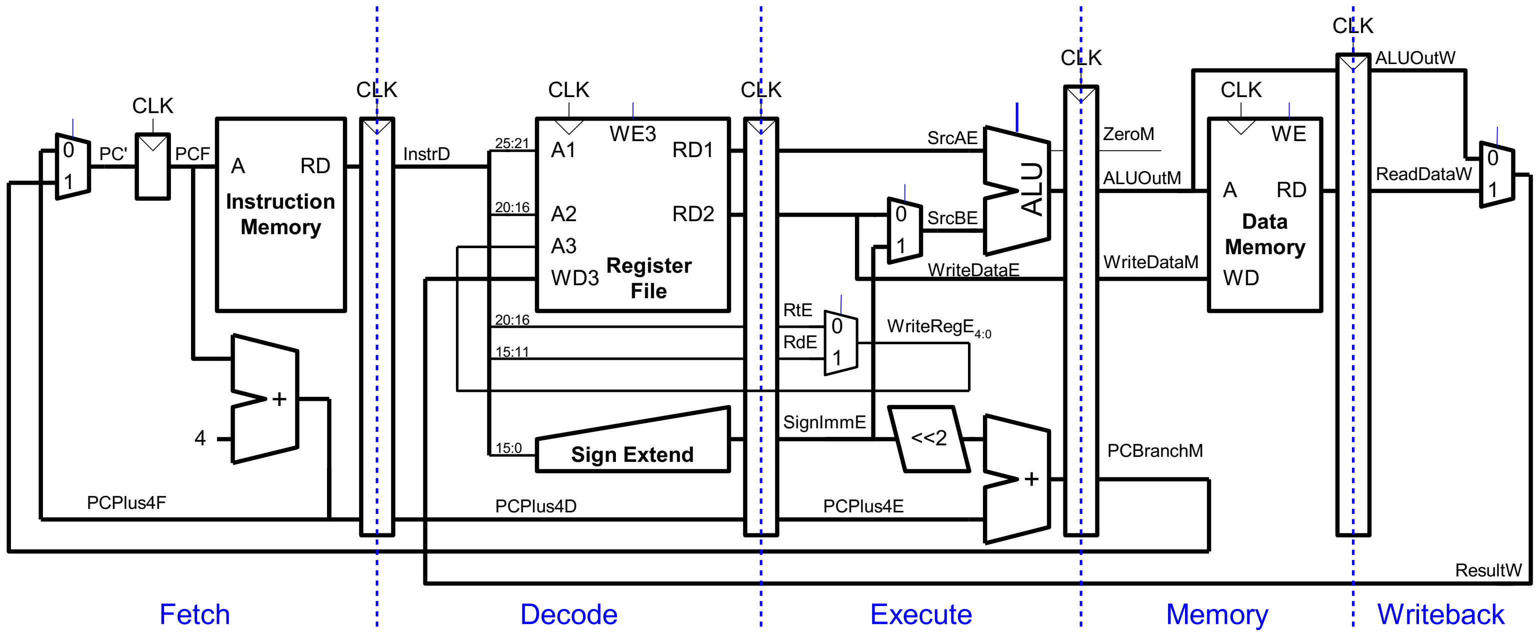
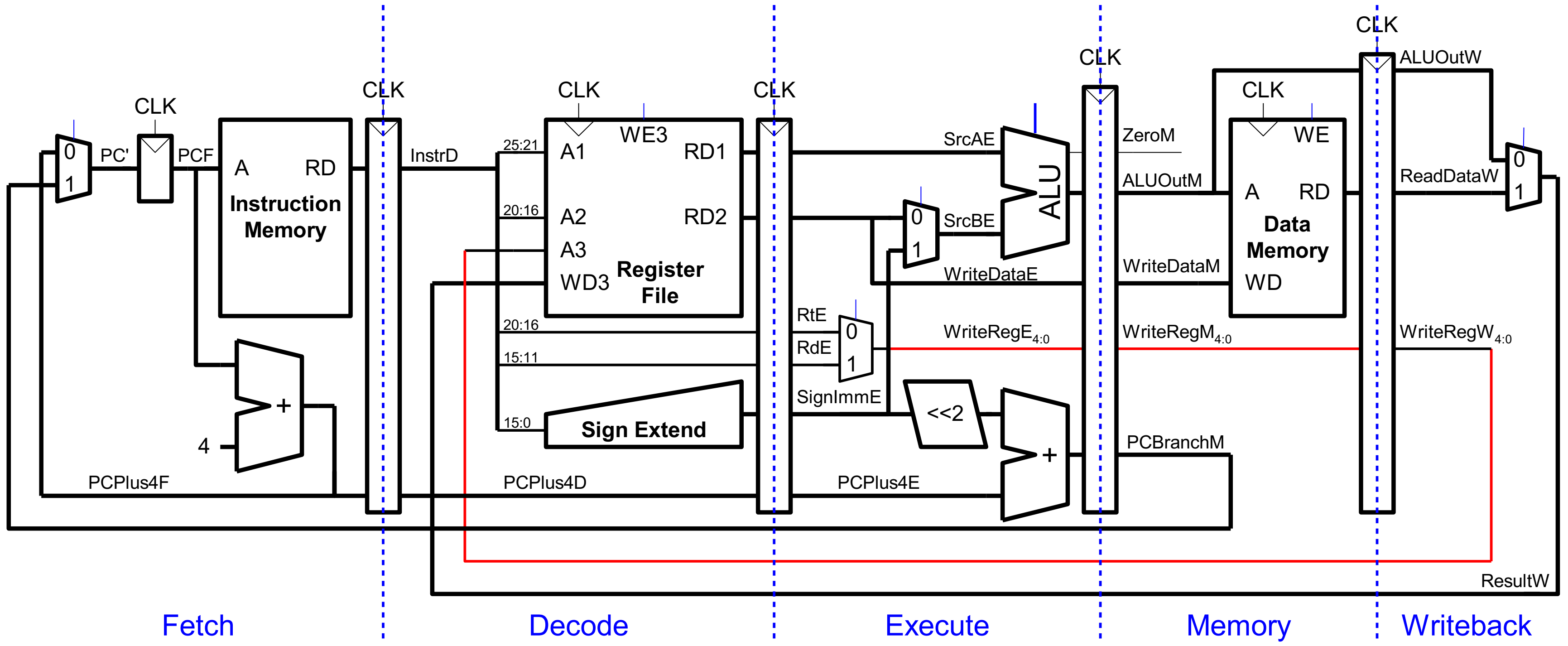
Another Example: Single-Cycle and Pipelined



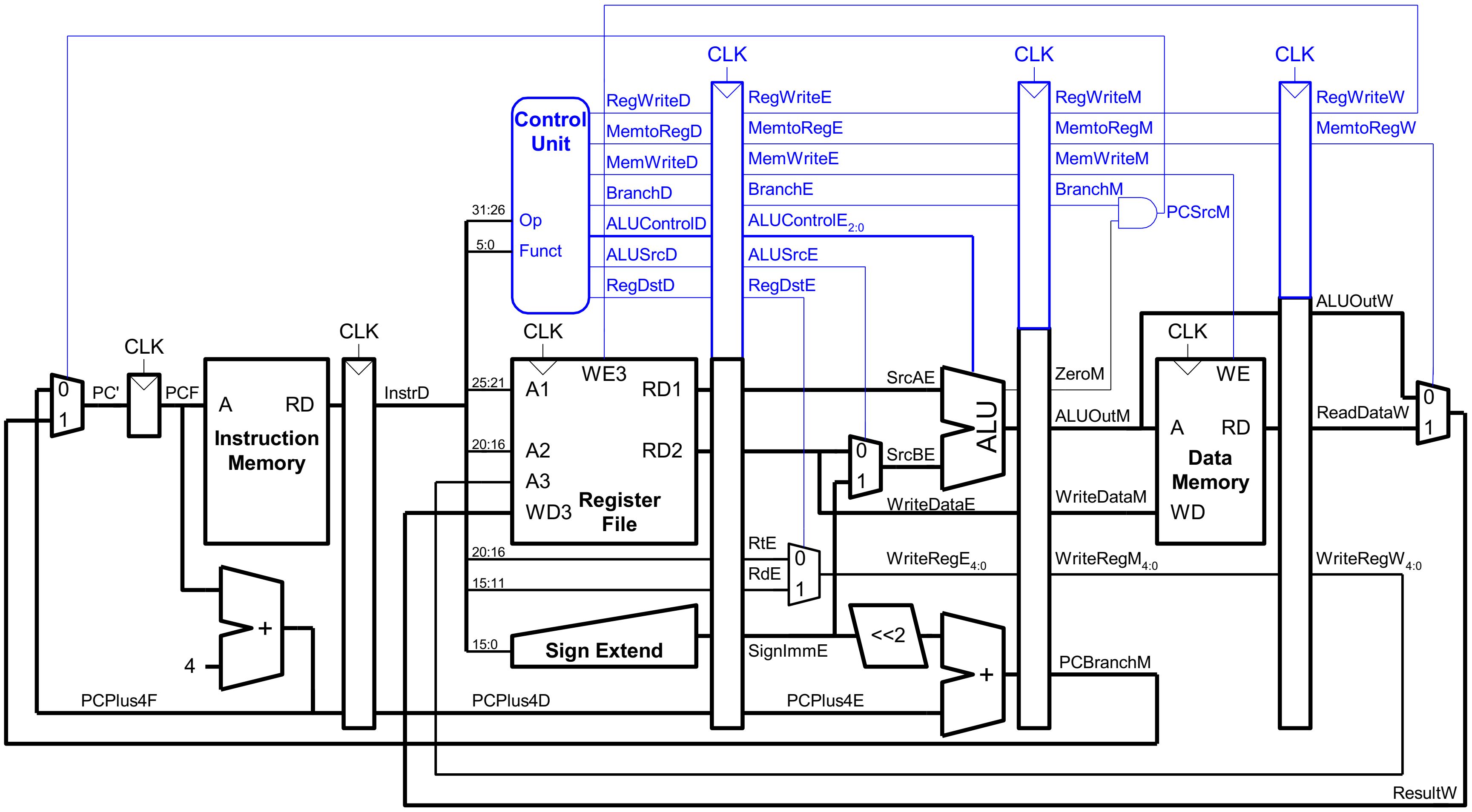


Another Example: Correct Pipelined Datapath



- WriteReg must arrive at the same time as Result

Another Example: Pipelined Control



- Same control unit as single-cycle processor
  Control delayed to proper pipeline stage

Remember: An Ideal Pipeline

- Goal: Increase throughput with little increase in cost (hardware cost, in case of instruction processing)

- Repetition of identical operations
  - The same operation is repeated on a large number of different inputs (e.g., all laundry loads go through the same steps)
- Repetition of independent operations
  - No dependencies between repeated operations
- Uniformly partitionable suboperations
  - Processing an be evenly divided into uniform-latency suboperations (that do not share resources)

- Fitting examples: automobile assembly line, doing laundry
  - What about the instruction processing "cycle"?

Instruction Pipeline: Not An Ideal Pipeline

- Identical operations ... NOT!

  ⇒ different instructions → not all need the same stages

  Forcing different instructions to go through the same pipe stages
  → external fragmentation (some pipe stages idle for some instructions)

- Uniform suboperations ... NOT!

  ⇒ different pipeline stages → not the same latency

  Need to force each stage to be controlled by the same clock
  → internal fragmentation (some pipe stages are too fast but all take the same clock cycle time)

- Independent operations ... NOT!

  ⇒ instructions are not independent of each other

  Need to detect and resolve inter-instruction dependencies to ensure the pipeline provides correct results
  → pipeline stalls (pipeline is not always moving)

Issues in Pipeline Design

- Balancing work in pipeline stages
  - How many stages and what is done in each stage
- Keeping the pipeline correct, moving, and full in the presence of events that disrupt pipeline flow
  - Handling dependences
    - Data
    - Control
  - Handling resource contention
  - Handling long-latency (multi-cycle) operations
- Handling exceptions, interrupts
- Advanced: Improving pipeline throughput
  - Minimizing *stalls*

Causes of Pipeline *Stalls*

- Stall: A condition when the pipeline stops moving

- Resource contention

- Dependences (between instructions)
  - Data
  - Control

- Long-latency (multi-cycle) operations

Dependences and Their Types

- Also called "dependency" or *less desirably* "hazard"

- Dependences dictate ordering requirements between instructions

- Two types
  - Data dependence
  - Control dependence

- Resource contention is sometimes called resource dependence
  - However, this is not fundamental to (dictated by) program semantics, so we will treat it separately

Handling Resource Contention

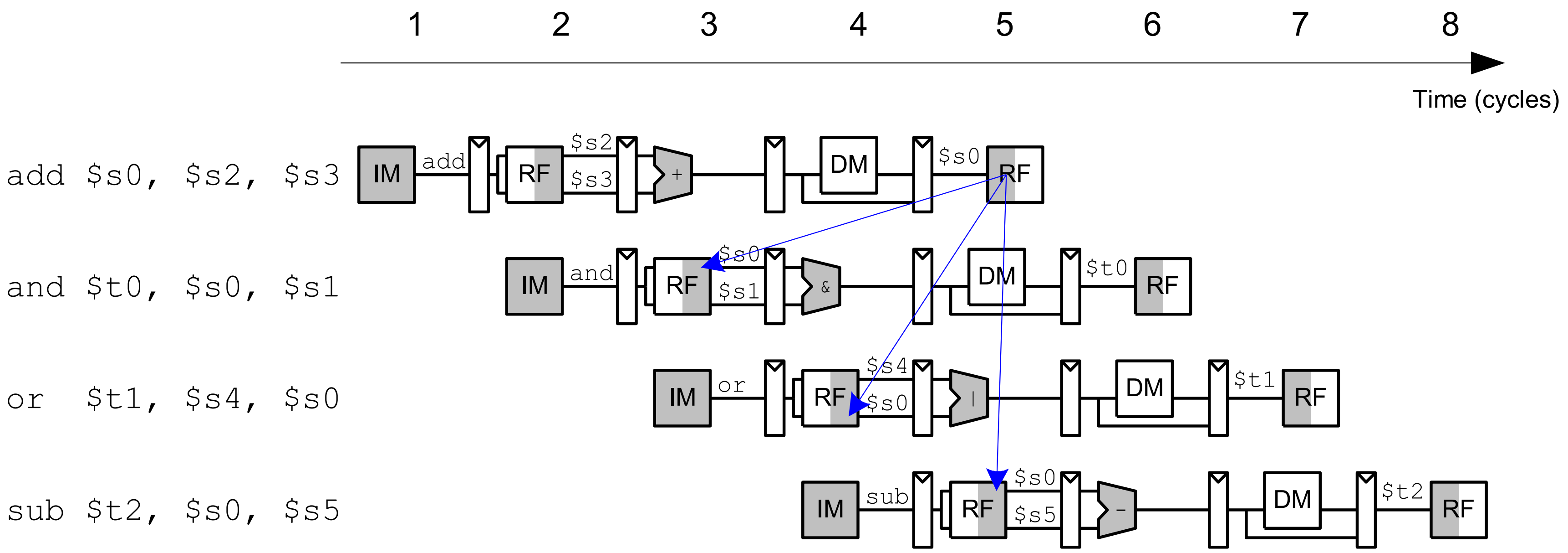
- Happens when instructions in two pipeline stages need the same resource

- Solution 1: Eliminate the cause of contention
  - Duplicate the resource or increase its throughput
    - E.g., use separate instruction and data memories (caches)
    - E.g., use multiple ports for memory structures

- Solution 2: Detect the resource contention and stall one of the contending stages
  - Which stage do you stall?
  - Example: What if you had a single read and write port for the register file?

Example Resource Dependence: RegFile

- **The register file can be read and written in the same cycle:**
  - write takes place during the 1st half of the cycle
  - read takes place during the 2nd half of the cycle => no problem!!!
  - However operations that involve register file have only ***half a clock cycle*** to complete the operation!!



Data Dependences

- Types of data dependences
  - Flow dependence (true data dependence – read after write)
  - Output dependence (write after write)
  - Anti dependence (write after read)

- Which ones cause stalls in a pipelined machine?
  - For all of them, we need to ensure semantics of the program is correct
  - Flow dependences always need to be obeyed because they constitute true dependence on a value
  - Anti and output dependences exist due to limited number of architectural registers
    - They are dependence on a name, not a value
    - We will later see what we can do about them

Data Dependence Types

Flow dependence

$$\begin{tikzcd} r_3 & \leftarrow & r_1 \text{ op } r_2 \\ r_5 & \leftarrow \arrow[ul] & r_3 \text{ op } r_4 \end{tikzcd}$$

Read-after-Write (RAW)

Anti dependence

$$\begin{tikzcd} r_3 & \leftarrow & r_1 \text{ op } r_2 \\ r_1 \arrow[ur] & \leftarrow & r_4 \text{ op } r_5 \end{tikzcd}$$

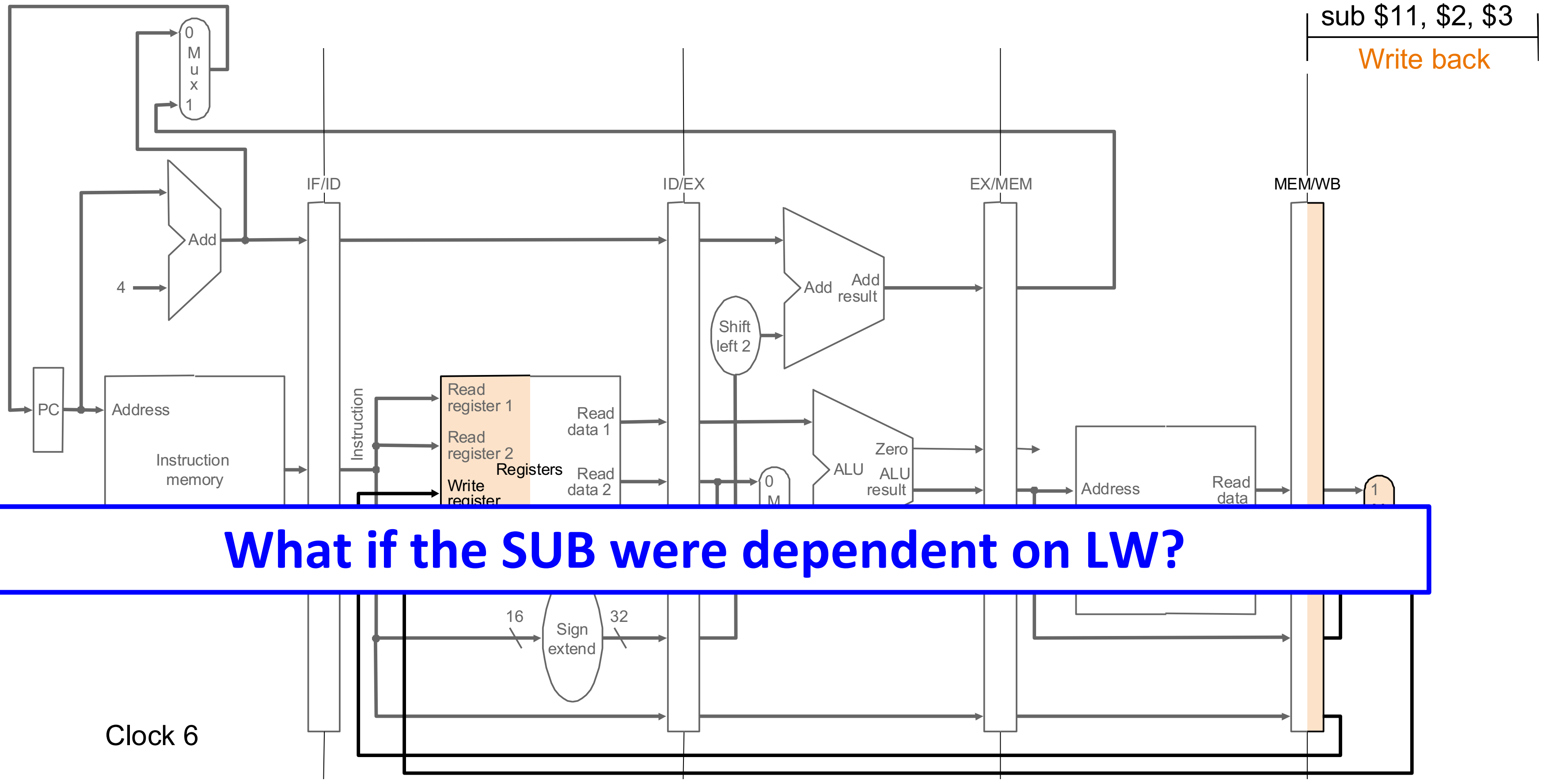
Write-after-Read (WAR)

Output-dependence

$$\begin{tikzcd} r_3 & \leftarrow & r_1 \text{ op } r_2 \\ r_5 & \leftarrow & r_3 \text{ op } r_4 \\ r_3 \arrow[uu, bend left] & \leftarrow & r_6 \text{ op } r_7 \end{tikzcd}$$

Write-after-Write (WAW)

Pipelined Operation Example



What if the SUB were dependent on LW?

Clock 6

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Data Dependence Handling

Reading for Next Few Lectures

- H&H, Chapter 7.5-7.9

- Smith and Sohi, "The Microarchitecture of Superscalar Processors," Proceedings of the IEEE, 1995
  - More advanced pipelining
  - Interrupt and exception handling
  - Out-of-order and superscalar execution concepts

How to Handle Data Dependences

- Anti and output dependences are easier to handle
  - write to the destination in one stage and in program order

- Flow dependences are more interesting

- Five fundamental ways of handling flow dependences
  - Detect and wait until value is available in register file
  - Detect and forward/bypass data to dependent instruction
  - Detect and eliminate the dependence at the software level
    - No need for the hardware to detect dependence
  - Predict the needed value(s), execute "speculatively", and verify
  - Do something else (fine-grained multithreading)
    - No need to detect

Interlocking

- Detection of dependence between instructions in a pipelined processor to guarantee correct execution

- Software based interlocking

  vs.

- Hardware based interlocking

- MIPS acronym?

Approaches to Dependence Detection (I)

- Scoreboarding
  - Each register in register file has a Valid bit associated with it
  - An instruction that is writing to the register resets the Valid bit
  - An instruction in Decode stage checks if all its source and destination registers are Valid
    - Yes: No need to stall… No dependence
    - No: Stall the instruction

- Advantage:
  - Simple. 1 bit per register

- Disadvantage:
  - Need to stall for all types of dependences, not only flow dep.

Not Stalling on Anti and Output Dependences

- What changes would you make to the scoreboard to enable this?

Approaches to Dependence Detection (II)

- Combinational dependence check logic
  - Special logic that checks if any instruction in later stages is supposed to write to any source register of the instruction that is being decoded
  - Yes: stall the instruction/pipeline
  - No: no need to stall… no flow dependence

- Advantage:
  - No need to stall on anti and output dependences

- Disadvantage:
  - Logic is more complex than a scoreboard
  - Logic becomes more complex as we make the pipeline deeper and wider (flash-forward: think superscalar execution)

Once You Detect the Dependence in Hardware

- What do you do afterwards?

- Observation: Dependence between two instructions is detected before the communicated data value becomes available

- Option 1: Stall the dependent instruction right away
- Option 2: Stall the dependent instruction only when necessary → data forwarding/bypassing
- Option 3: …

Data Forwarding/Bypassing

- Problem: A consumer (dependent) instruction has to wait in decode stage until the producer instruction writes its value in the register file
- Goal: We do not want to stall the pipeline unnecessarily
- Observation: The data value needed by the consumer instruction can be supplied directly from a later stage in the pipeline (instead of only from the register file)
- Idea: Add additional dependence check logic and data forwarding paths (buses) to supply the producer's value to the consumer right after the value is available
- Benefit: Consumer can move in the pipeline until the point the value can be supplied → less stalling

A Special Case of Data Dependence

- Control dependence
  - Data dependence on the Instruction Pointer / Program Counter

Control Dependence

- Question: What should the fetch PC be in the next cycle?
- Answer: The address of the next instruction
  - All instructions are control dependent on previous ones. Why?

- If the fetched instruction is a non-control-flow instruction:
  - Next Fetch PC is the address of the next-sequential instruction
  - Easy to determine if we know the size of the fetched instruction

- If the instruction that is fetched is a control-flow instruction:
  - How do we determine the next Fetch PC?

- In fact, how do we know whether or not the fetched instruction is a control-flow instruction?

Data Dependence Handling: Concepts and Implementation

Remember: Data Dependence Types

Flow dependence

$r_3 \leftarrow r_1$ op r_2

$r_5 \leftarrow r_3$ op r_4

Read-after-Write (RAW)

Anti dependence

$r_3 \leftarrow r_1$ op r_2

$r_1 \leftarrow r_4$ op r_5

Write-after-Read (WAR)

Output-dependence

$r_3 \leftarrow r_1$ op r_2

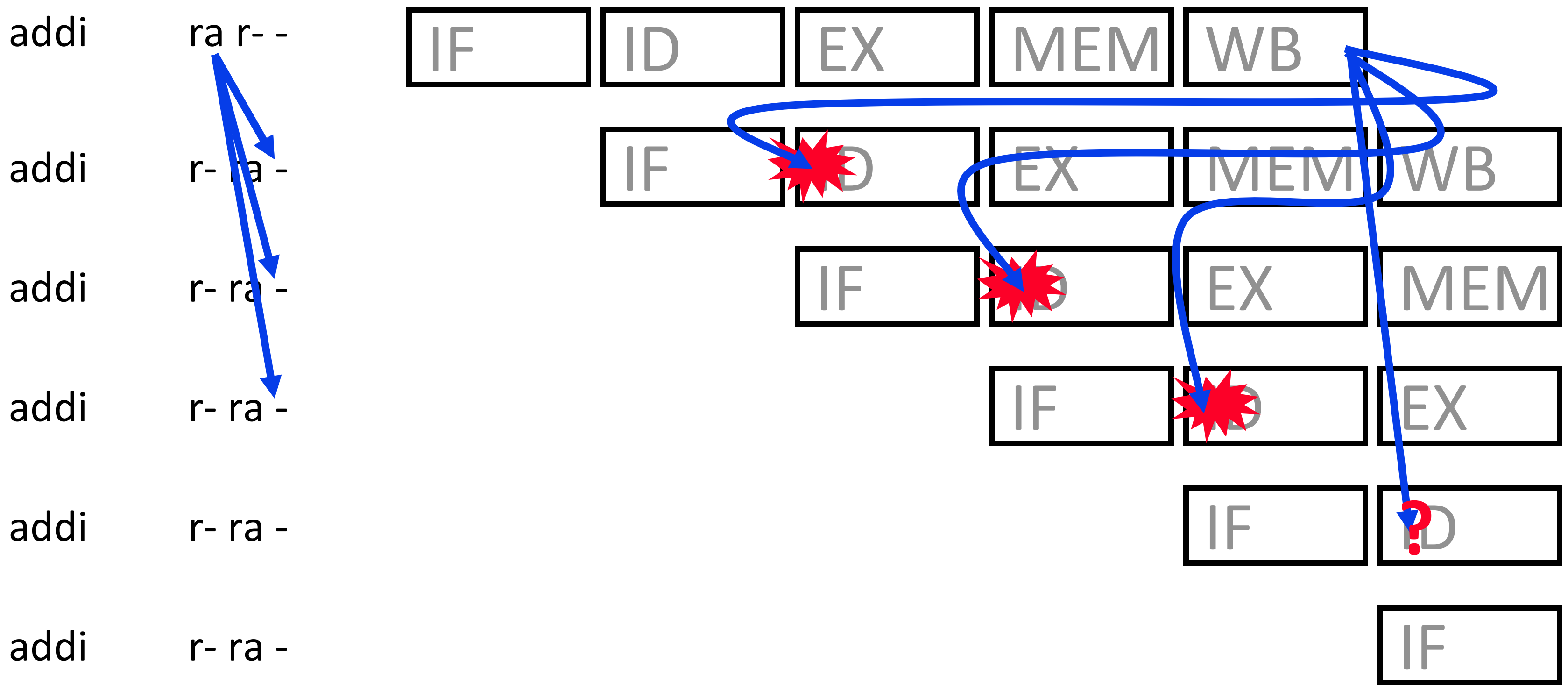
$r_5 \leftarrow r_3$ op r_4

$r_3 \leftarrow r_6$ op r_7

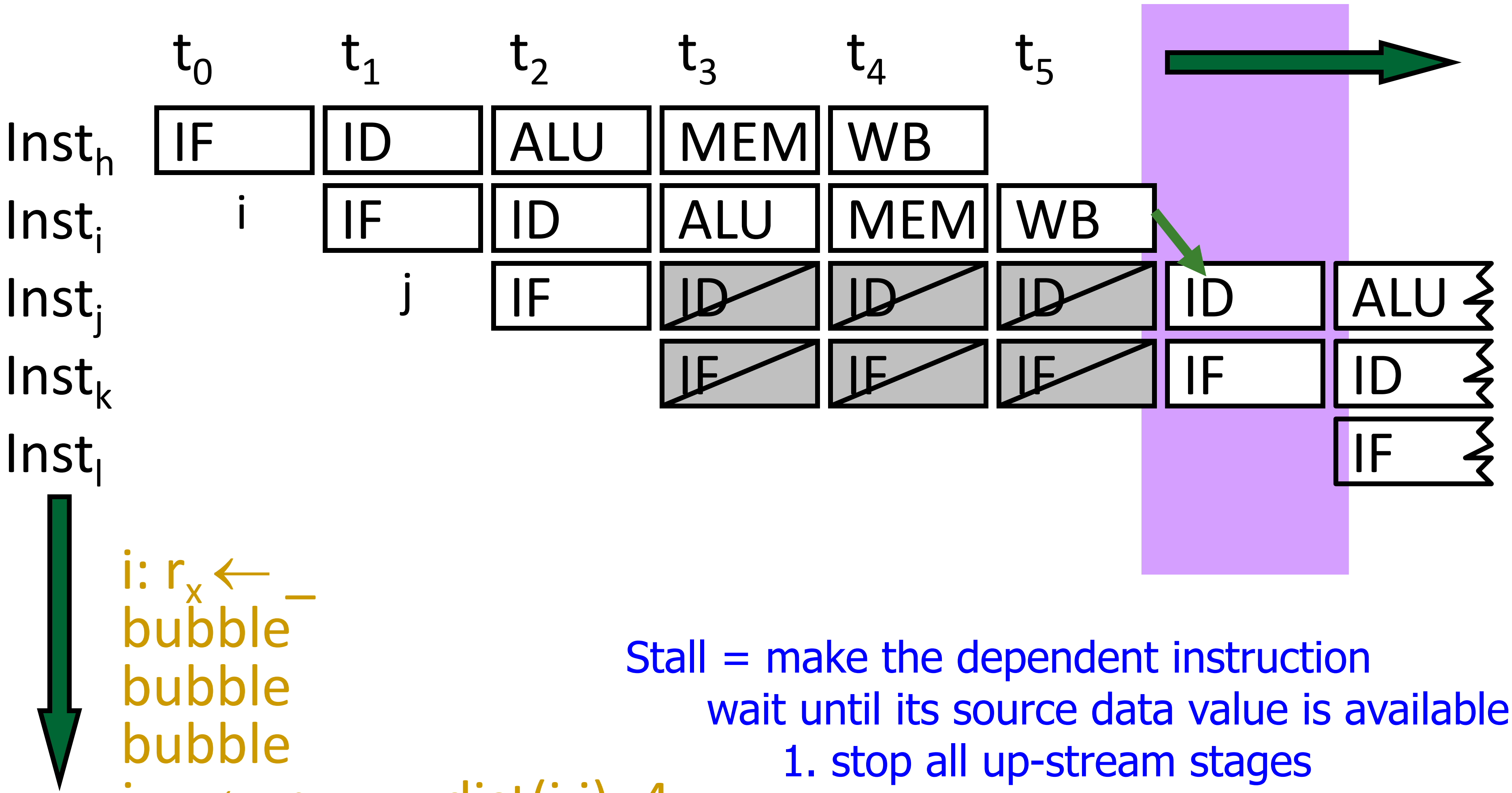
Write-after-Write (WAW)

RAW Dependence Handling

- Which one of the following flow dependences lead to conflicts in the 5-stage pipeline?



Pipeline Stall: Resolving Data Dependence

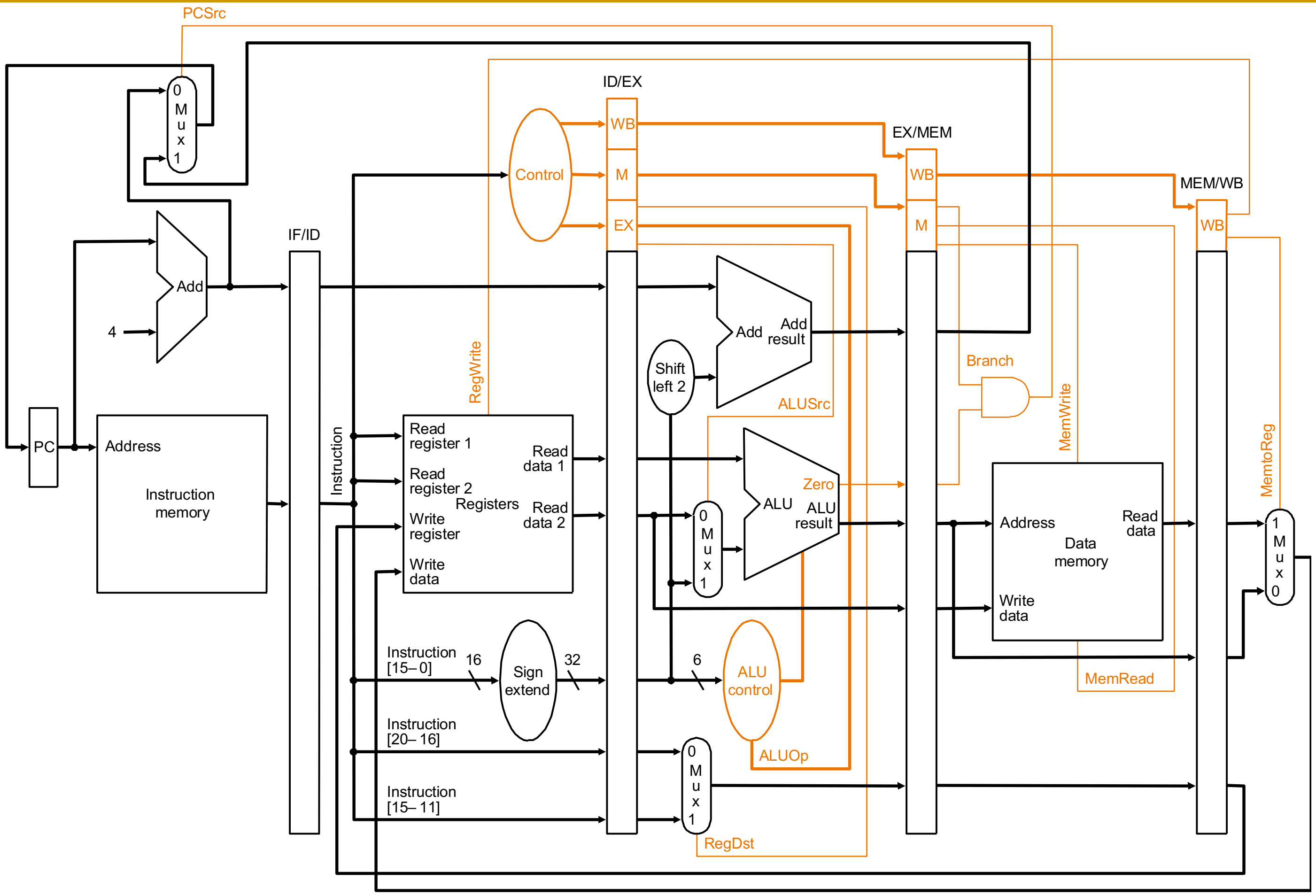


i: $r_x \leftarrow$ _
bubble
bubble
bubble
j: _ $\leftarrow r_x$

dist(i,j)=4

Stall = make the dependent instruction
wait until its source data value is available
1. stop all up-stream stages
2. drain all down-stream stages

How to Implement Stalling



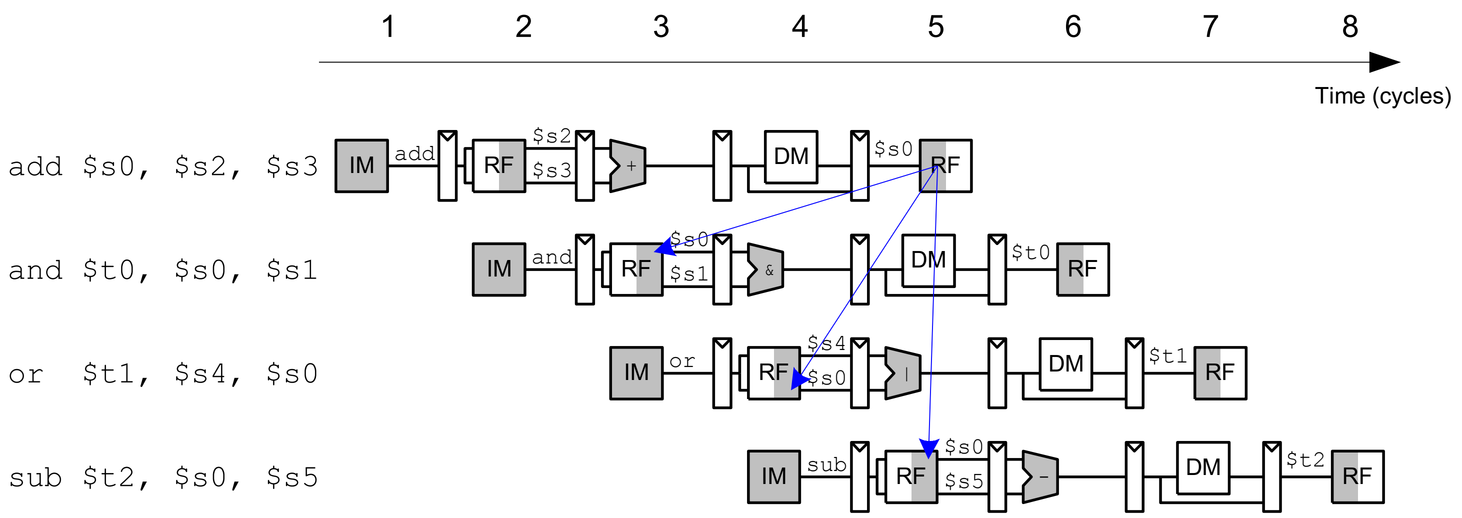
- **Stall**
  - disable **PC** and **IF/ID** latching; ensure stalled instruction stays in its stage
  - Insert **"invalid"** instructions/nops into the stage following the stalled one (called "**bubbles**")

Based on original figure from [P&H CO&D, COPYRIGHT 2004 Elsevier. ALL RIGHTS RESERVED.]

RAW Data Dependence Example

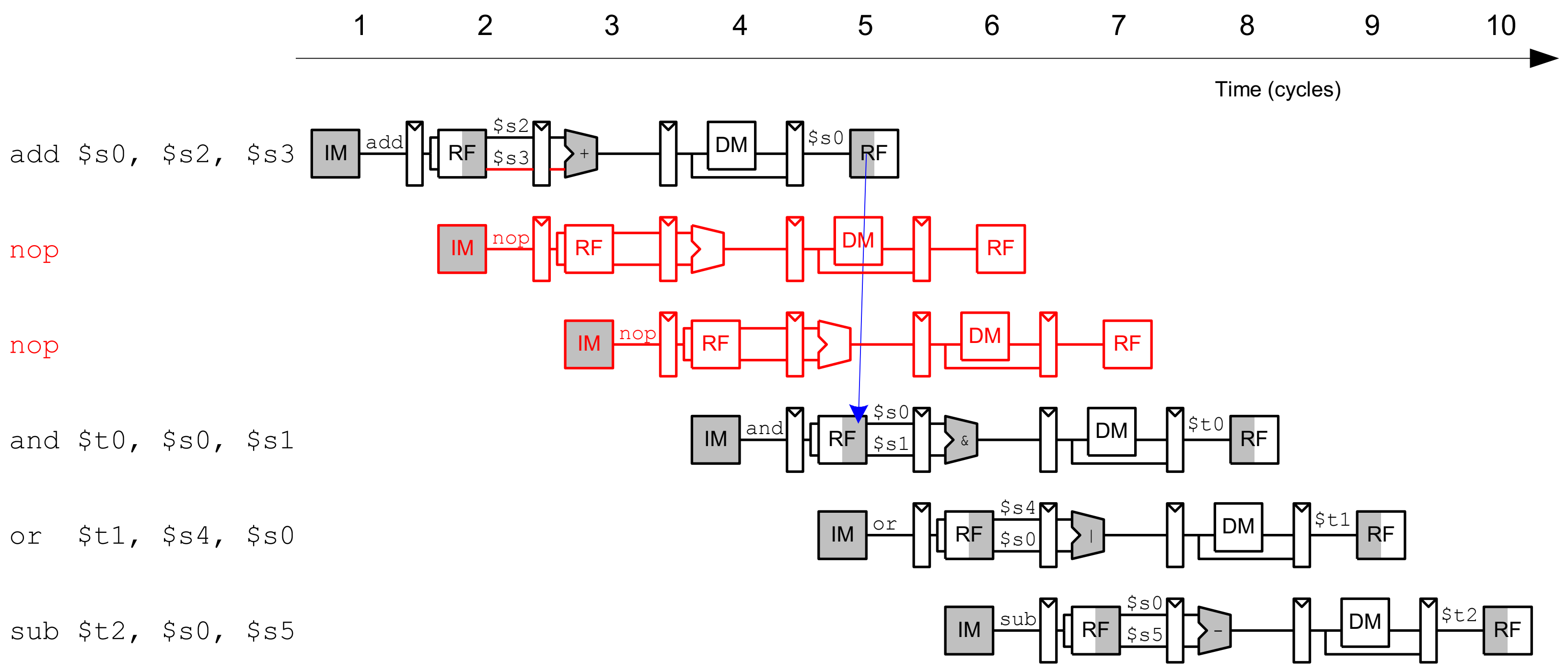
- **One instruction writes a register ($s0) and next instructions read this register => read after write (RAW) dependence.**
  - ***add*** writes into $s0 in the first half of cycle 5
  - ***and*** reads $s0 on cycle 3, obtaining the wrong value
  - ***or*** reads $s0 on cycle 4, again obtaining the wrong value.
  - ***sub*** reads $s0 in the second half of cycle 5, obtaining the correct value
  - subsequent instructions read the correct value of $s0

Only if the pipeline handles data dependences wrong!



```
add $s0, $s2, $s3
and $t0, $s0, $s1
or  $t1, $s4, $s0
sub $t2, $s0, $s5
```

Compile-Time Detection and Elimination

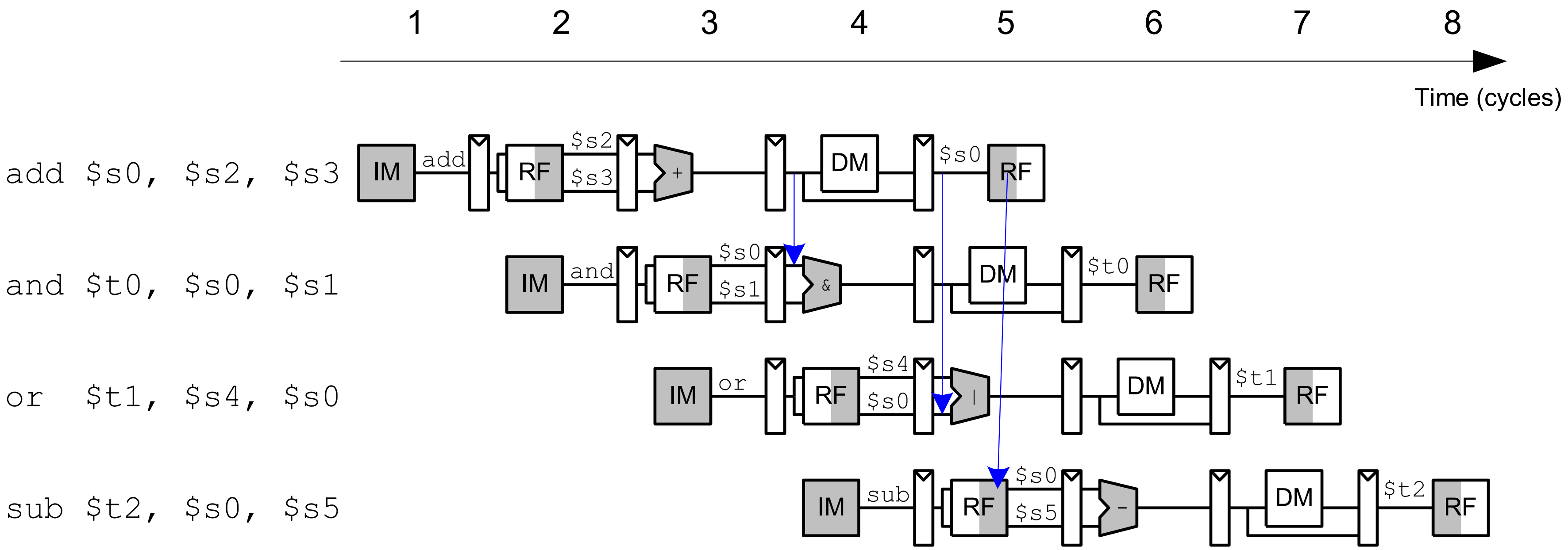


- **Insert enough NOPs for the required result to be ready**
- **Or (if you can) move independent useful instructions up**

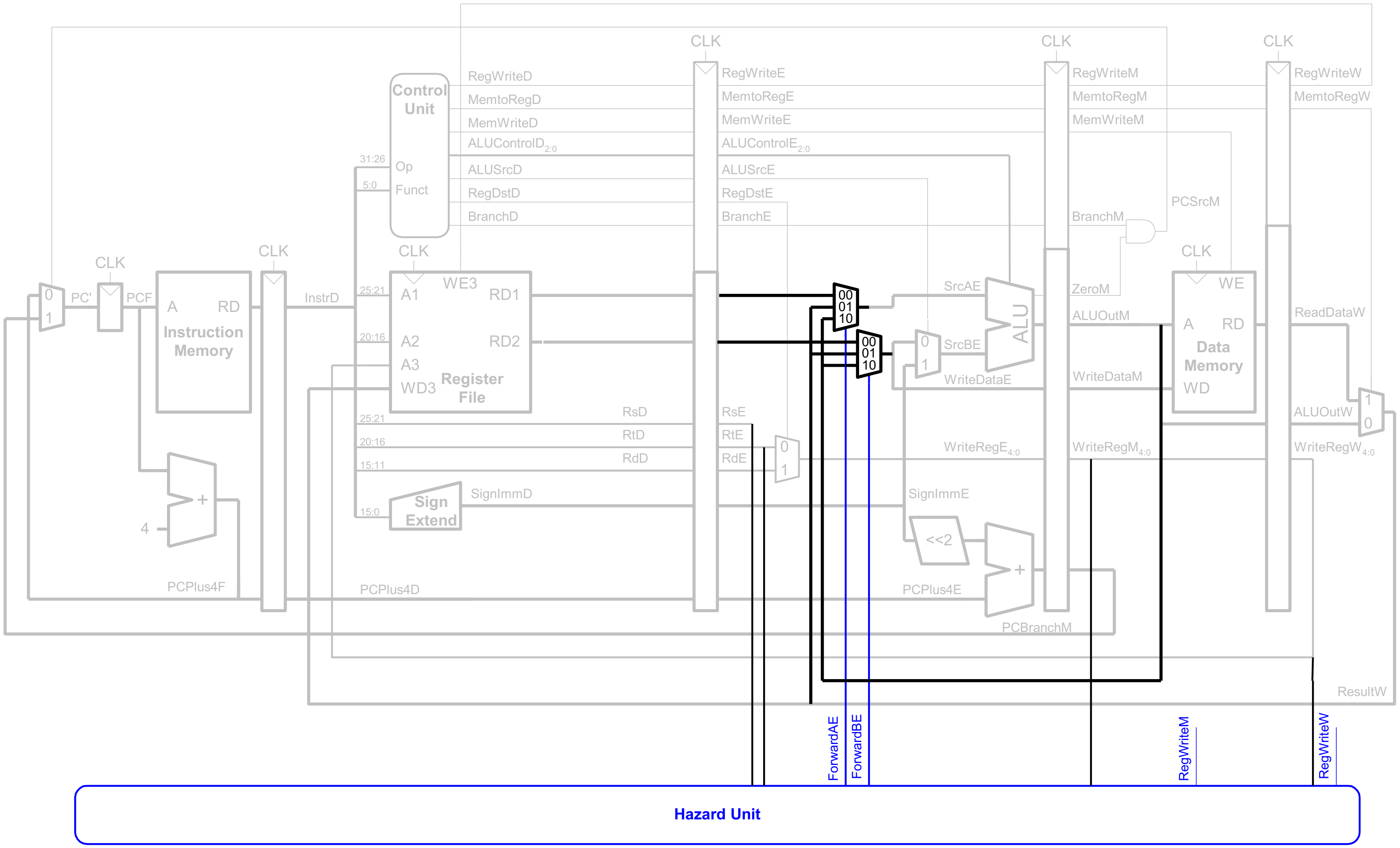
Data Forwarding

- **Also called Data Bypassing**
- **We have already seen the basic idea before**
- **Forward the result value to the dependent instruction as soon as the value is available**
- **Remember dataflow?**
  - Data value supplied to dependent instruction as soon as it is available
  - Instruction executes when all its operands are available
- **Data forwarding brings a pipeline closer to data flow execution principles**

Data Forwarding



Data Forwarding



Data Forwarding

- **Forward to Execute stage from either:**
  - Memory stage or
  - Writeback stage

- **When should we forward from one either Memory or Writeback stage?**
  - If that stage will write a destination register and the destination register matches the source register.
  - If both the Memory and Writeback stages contain matching destination registers, the Memory stage should have priority, because it contains the more recently executed instruction.

Data Forwarding

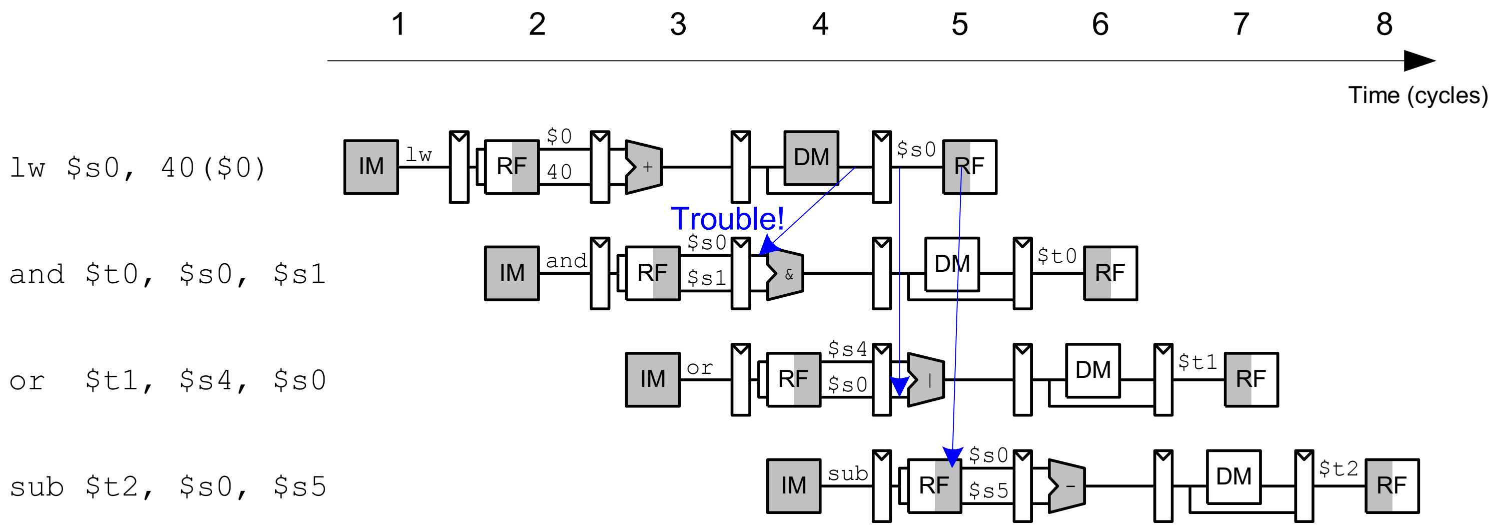
- **Forward to Execute stage from either:**
  - Memory stage or
  - Writeback stage

- **Forwarding logic for *ForwardAE (pseudo code)*:**

```
if      ((rsE != 0) AND (rsE == WriteRegM) AND RegWriteM) then
     ForwardAE = 10  # forward from Memory stage
     else if ((rsE != 0) AND (rsE == WriteRegW) AND RegWriteW) then
             ForwardAE = 01  # forward from Writeback stage
     else
             ForwardAE = 00  # no forwarding
```

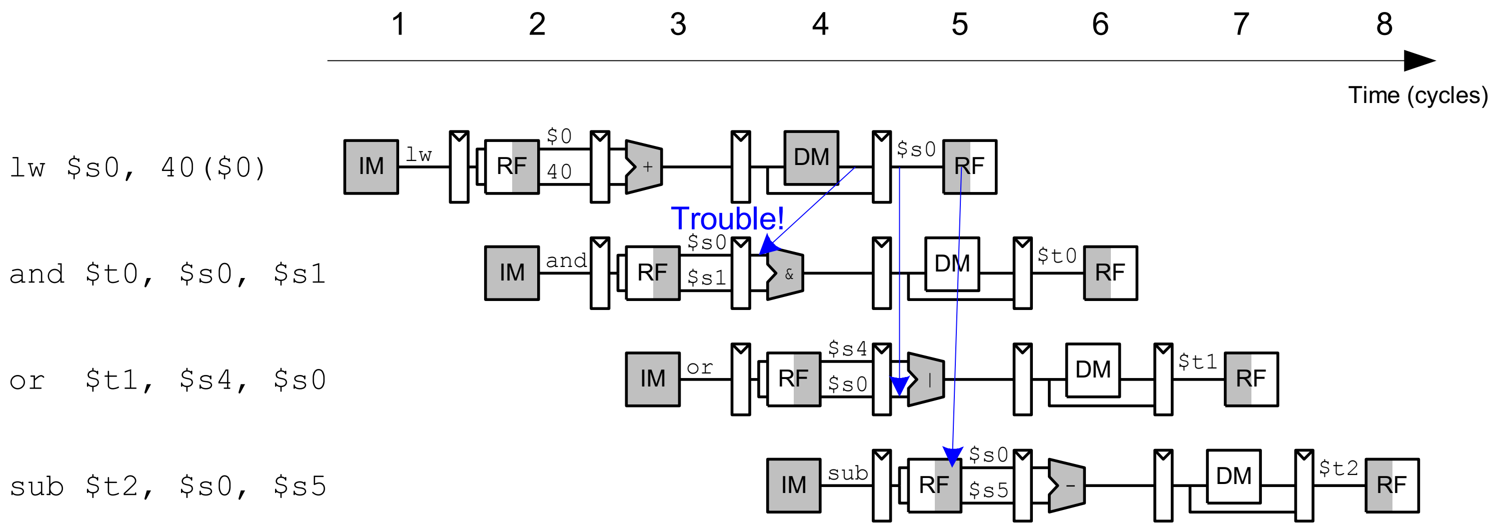
- **Forwarding logic for *ForwardBE* same, but replace *rsE* with *rtE***

Stalling



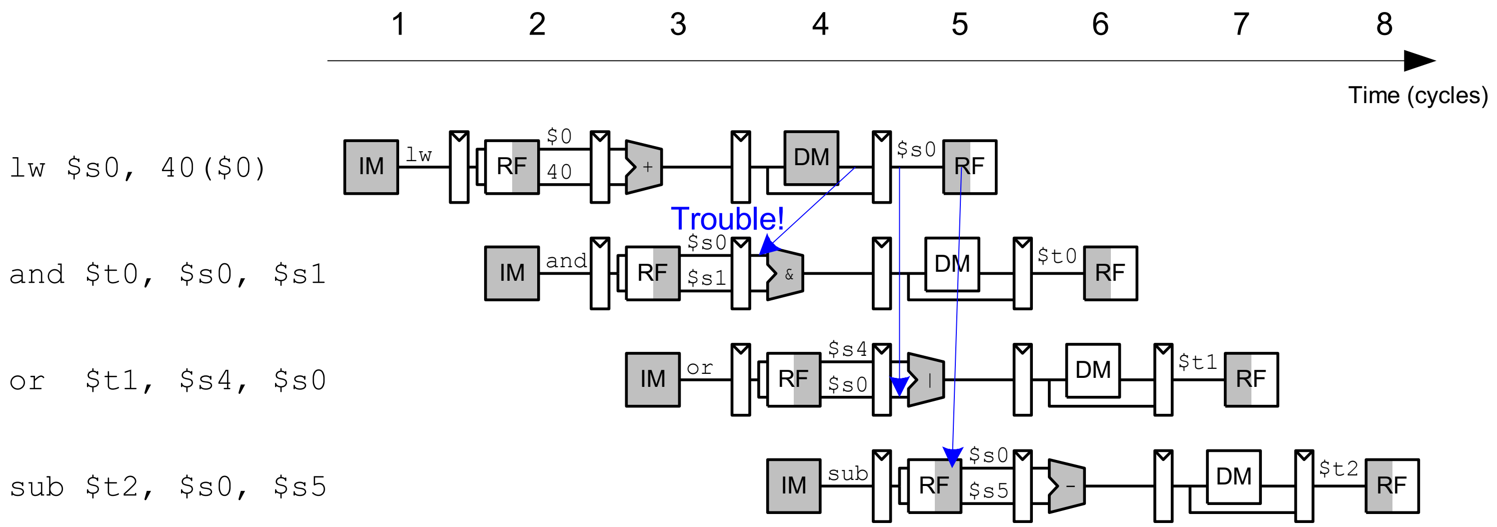
- **Forwarding is sufficient to resolve RAW data dependences**
- ***but …***
- ***There are cases when forwarding is not possible due to pipeline design and instruction latencies***

Stalling



The **`lw`** instruction *does not finish* reading data until the end of the Memory stage, so its result *cannot be forwarded* to the Execute stage of the next instruction.

Stalling



The **lw** instruction has ***a two-cycle latency***, therefore a dependent instruction cannot use its result until two cycles later.

The **lw** instruction receives data from memory at the end of cycle 4. But the **and** instruction needs that data as a source operand at the beginning of cycle 4. ***There is no way to supply the data with forwarding.***

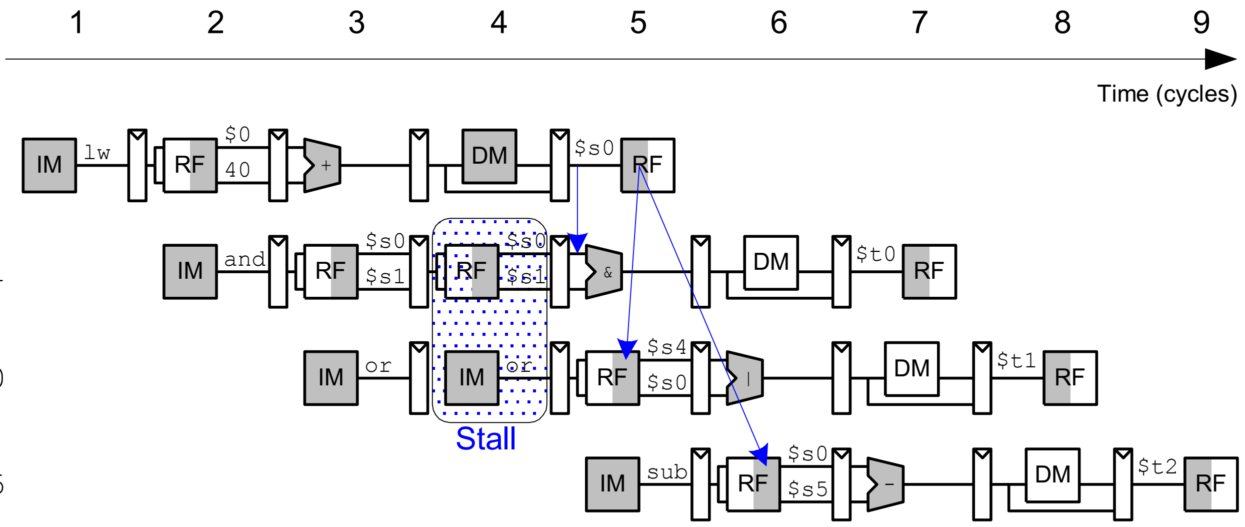
Stalling

```
lw $s0, 40($0)

and $t0, $s0, $s1

or  $t1, $s4, $s0

sub $t2, $s0, $s5
```



Stalling Hardware

- **Stalls are supported by:**
  - adding enable inputs (EN) to the Fetch and Decode pipeline registers
  - and a synchronous reset/clear (CLR) input to the Execute pipeline register
    - or an INV bit associated with each pipeline register

- **When a lw stall occurs**
  - StallD and StallF are asserted to force the Decode and Fetch stage pipeline registers to hold their old values.
  - FlushE is also asserted to clear the contents of the Execute stage pipeline register, introducing a bubble

Design of Digital Circuits
Lecture 14: Pipelining

Prof. Onur Mutlu
ETH Zurich
Spring 2018
19 April 2018

Backup Slides

How to Handle Data Dependences

- Anti and output dependences are easier to handle
  - write to the destination in one stage and in program order

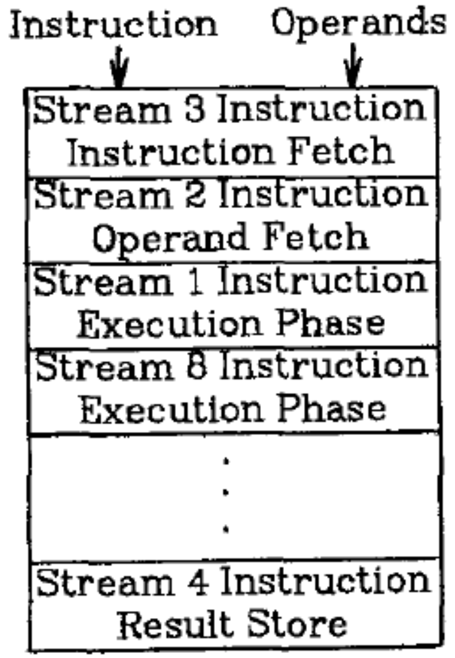
- Flow dependences are more interesting

- Five fundamental ways of handling flow dependences
  - Detect and wait until value is available in register file
  - Detect and forward/bypass data to dependent instruction
  - Detect and eliminate the dependence at the software level
    - No need for the hardware to detect dependence
  - Predict the needed value(s), execute "speculatively", and verify
  - Do something else (fine-grained multithreading)
    - No need to detect

Fine-Grained Multithreading

Fine-Grained Multithreading

- Idea: Hardware has multiple thread contexts (PC+registers). Each cycle, fetch engine fetches from a different thread.
  - By the time the fetched branch/instruction resolves, no instruction is fetched from the same thread
  - Branch/instruction resolution latency overlapped with execution of other threads' instructions


Instruction
Operands
Stream 3 Instruction Instruction Fetch
Stream 2 Instruction Operand Fetch
Stream 1 Instruction Execution Phase
Stream 8 Instruction Execution Phase
Stream 4 Instruction Result Store

+ No logic needed for handling control and data dependences within a thread

-- Single thread performance suffers

-- Extra logic for keeping thread contexts

-- Does not overlap latency if not enough threads to cover the whole pipeline

Fine-Grained Multithreading (II)

- Idea: Switch to another thread every cycle such that no two instructions from a thread are in the pipeline concurrently

- Tolerates the control and data dependency latencies by overlapping the latency with useful work from other threads
- Improves pipeline utilization by taking advantage of multiple threads

- Thornton, "Parallel Operation in the Control Data 6600," AFIPS 1964.
- Smith, "A pipelined, shared resource MIMD computer," ICPP 1978.

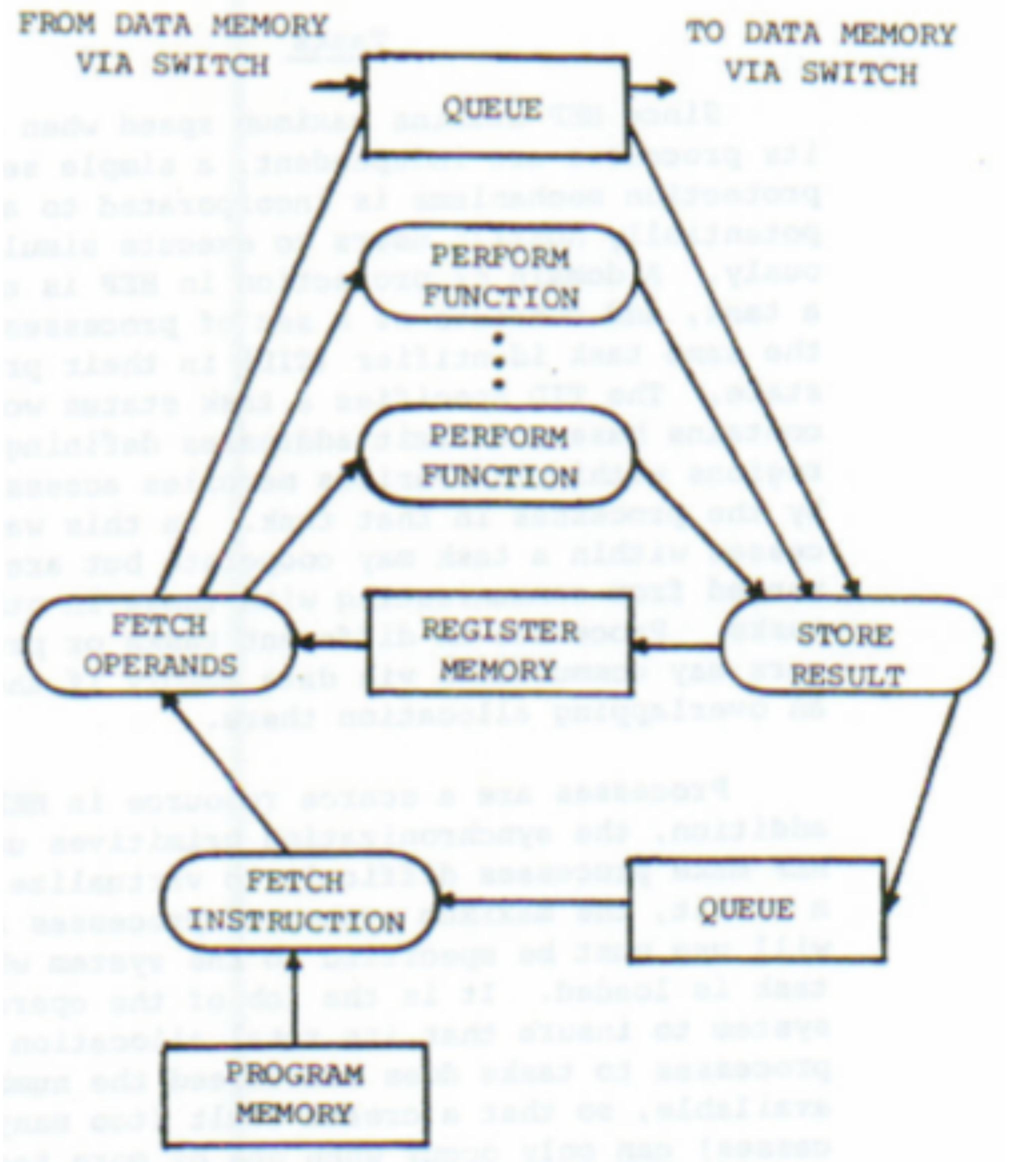
Fine-Grained Multithreading: History

- CDC 6600's peripheral processing unit is fine-grained multithreaded
  - Thornton, "Parallel Operation in the Control Data 6600," AFIPS 1964.
  - Processor executes a different I/O thread every cycle
  - An operation from the same thread is executed every 10 cycles

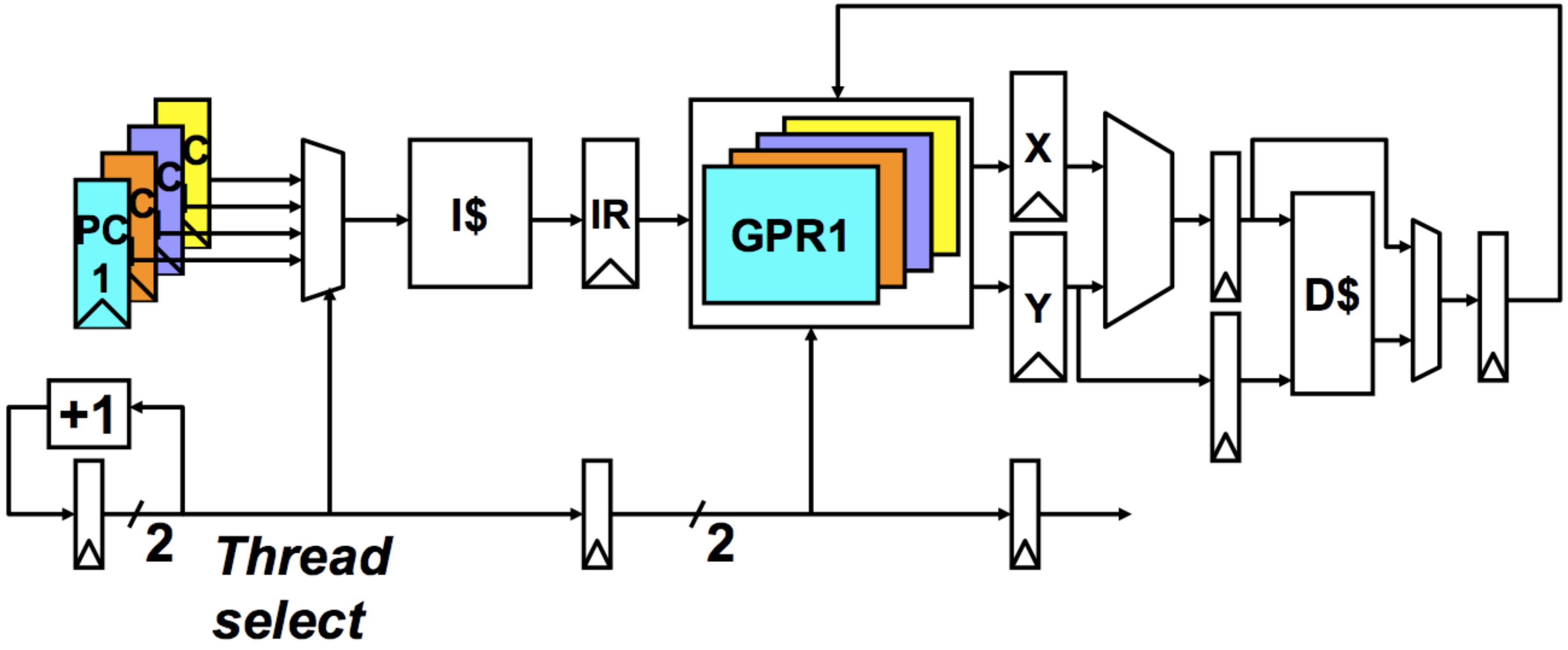
- Denelcor HEP (Heterogeneous Element Processor)
  - Smith, "A pipelined, shared resource MIMD computer," ICPP 1978.
  - 120 threads/processor
  - available queue vs. unavailable (waiting) queue for threads
  - each thread can have only 1 instruction in the processor pipeline; each thread independent
  - to each thread, processor looks like a non-pipelined machine
  - system throughput vs. single thread performance tradeoff

Fine-Grained Multithreading in HEP

- Cycle time: 100ns
- 8 stages → 800 ns to complete an instruction
  - assuming no memory access
- No control and data dependency checking

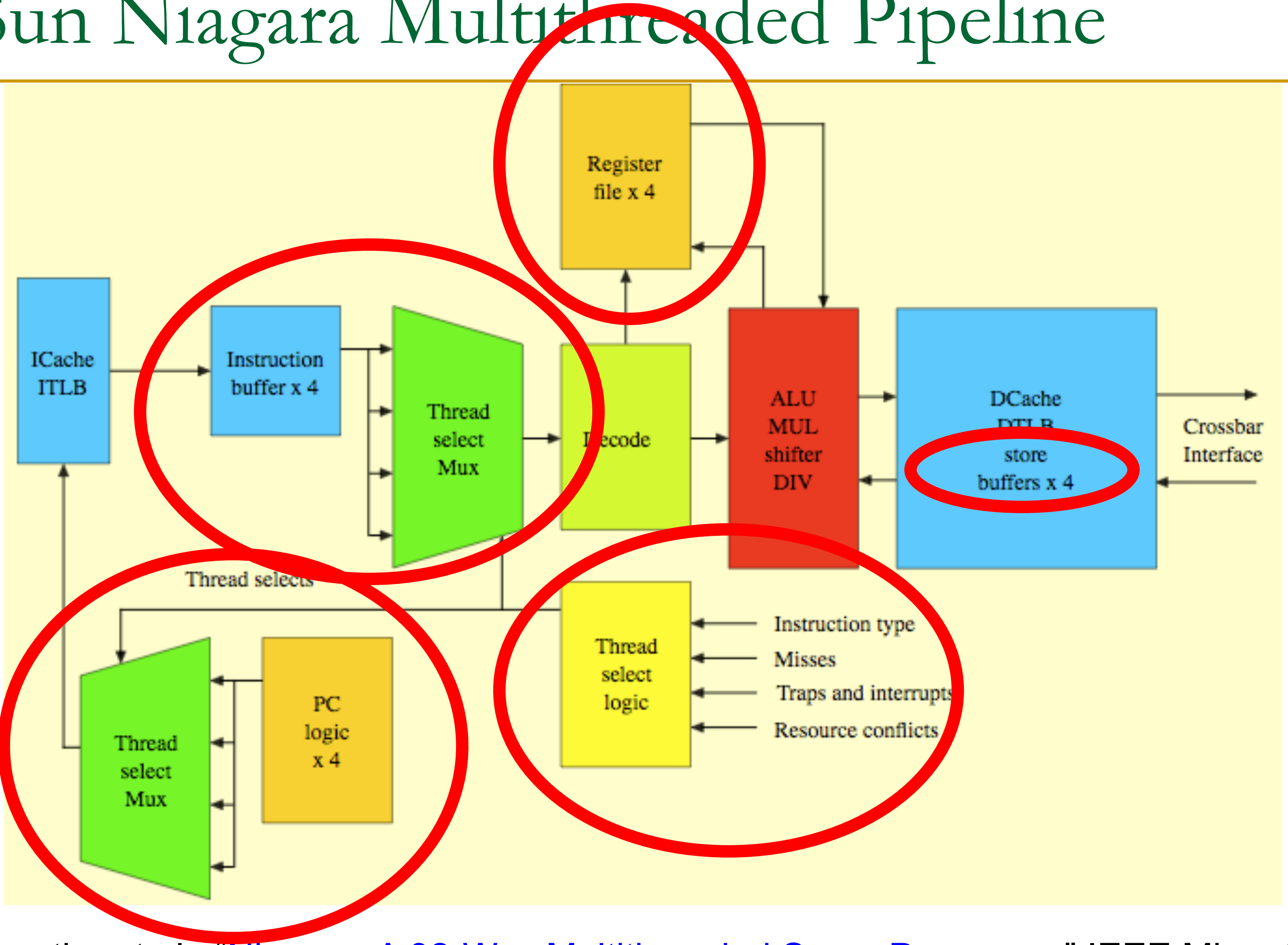


Multithreaded Pipeline Example



Slide credit: Joel Emer

Sun Niagara Multithreaded Pipeline



Kongetira et al., "Niagara: A 32-Way Multithreaded Sparc Processor," IEEE Micro 2005.

Fine-grained Multithreading

- Advantages

  + No need for dependency checking between instructions
  (only one instruction in pipeline from a single thread)

  + No need for branch prediction logic

  + Otherwise-bubble cycles used for executing useful instructions from different threads

  + Improved system throughput, latency tolerance, utilization

- Disadvantages

  - Extra hardware complexity: multiple hardware contexts (PCs, register files, …), thread selection logic

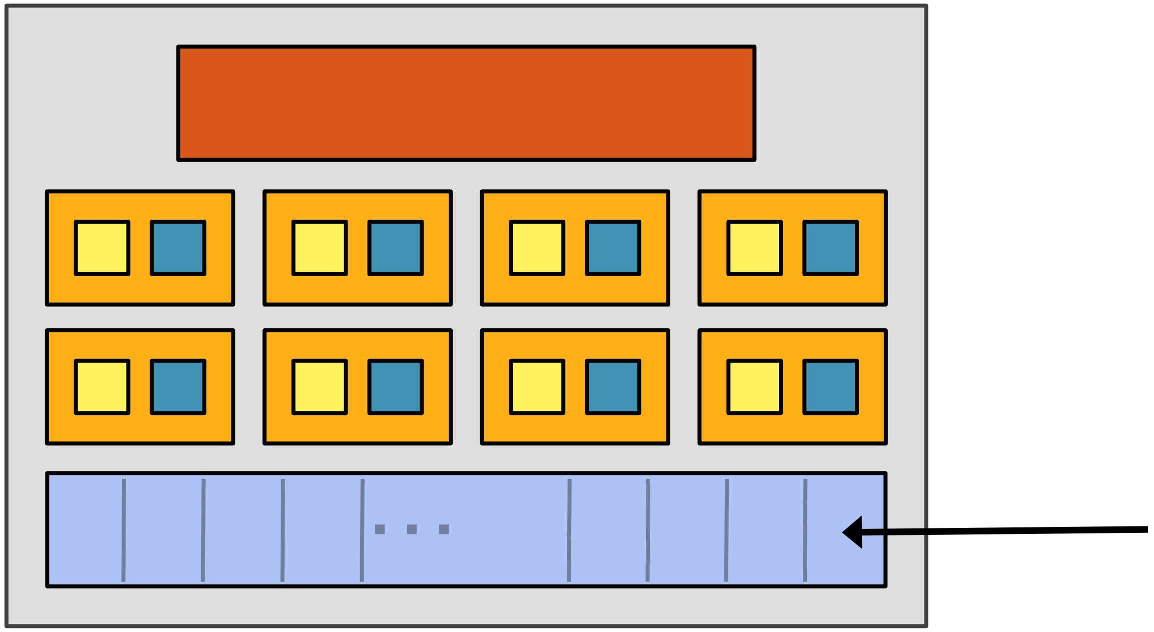
  - Reduced single thread performance (one instruction fetched every N cycles from the same thread)

  - Resource contention between threads in caches and memory

  - Some dependency checking logic *between* threads remains (load/store)

Modern GPUs Are FGMT Machines

NVIDIA GeForce GTX 285 "core"



64 KB of storage for thread contexts (registers)

🟧 = data-parallel (SIMD) func. unit, control shared across 8 units

🟨 = multiply-add

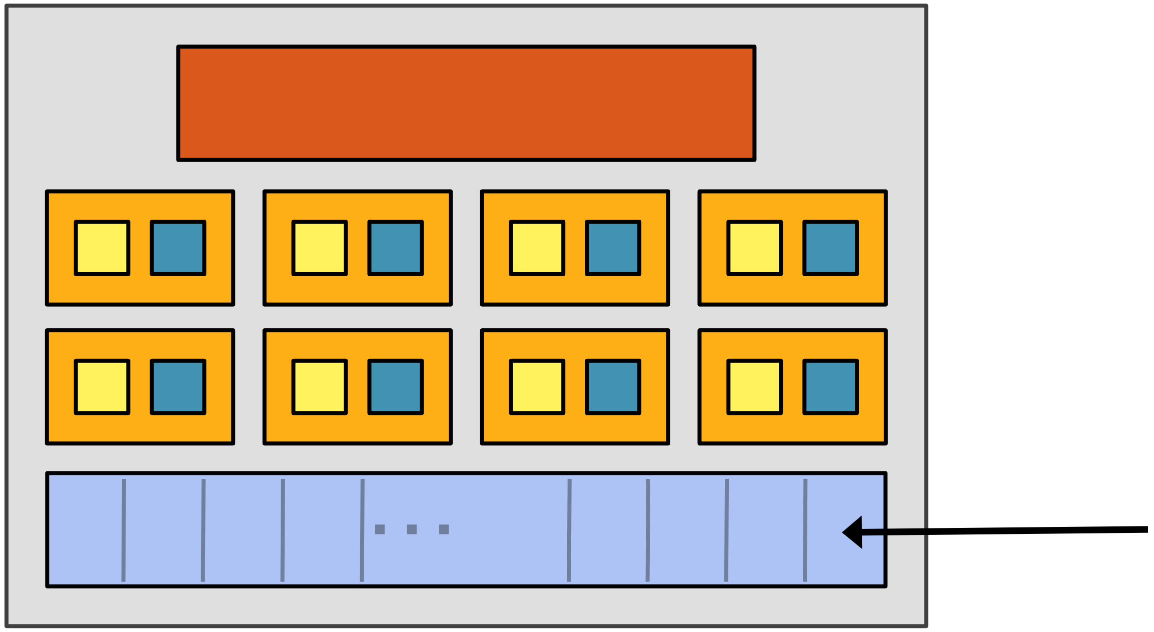
🟦 = multiply

🟥 = instruction stream decode

🟦 = execution context storage

Slide credit: Kayvon Fatahalian

NVIDIA GeForce GTX 285 "core"

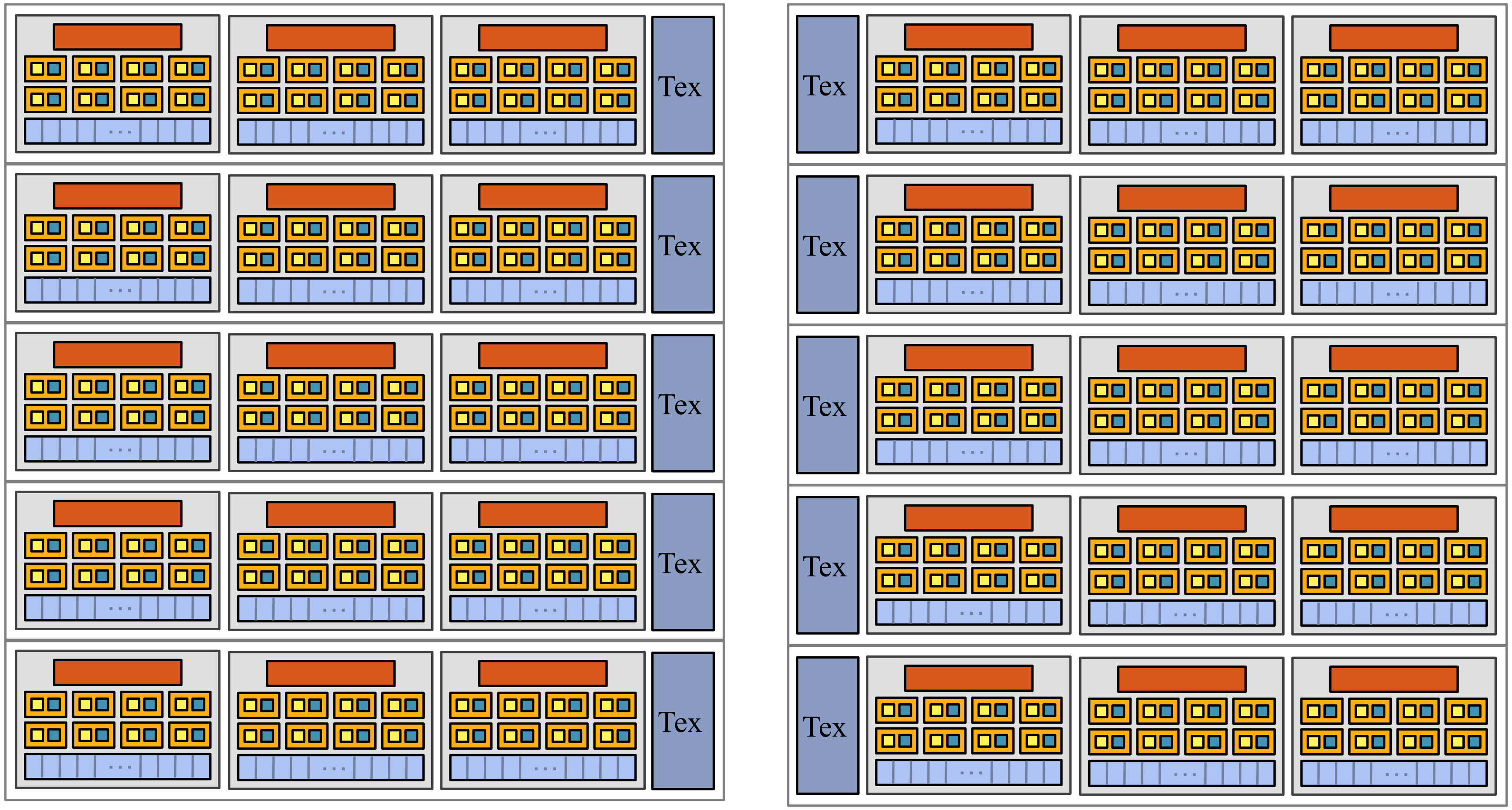


64 KB of storage for thread contexts (registers)

- Groups of 32 threads share instruction stream (each group is a Warp): they execute the same instruction on different data
- **Up to 32 warps are interleaved in an FGMT manner**
- Up to 1024 thread contexts can be stored

Slide credit: Kayvon Fatahalian

NVIDIA GeForce GTX 285



30 cores on the GTX 285: 30,720 threads

Slide credit: Kayvon Fatahalian

End of
Fine-Grained Multithreading