# P&S Heterogeneous Systems

Programming Heterogeneous Computing Systems with GPUs and other Accelerators

Dr. Juan Gómez Luna Prof. Onur Mutlu ETH Zürich Fall 2022 3 October 2022

## P&S: Heterogeneous Systems (I)

### 227-0085-51L Projects & Seminars: Programming Heterogeneous Computing Systems with GPUs and other Accelerators

Semester		Autumn Semester 2022							
Lecturers		O. Mutlu, J. Gómez Luna							
Periodicity		every semester recurring course							
Language of instruction		English							
Comment		Only for Electrical Engineering and Information Technology BSc.							
		Course can only be registered for once. A repeatedly registration in a later semester is not chargeable.							
Courses	Catalogue data	Performance assessment	Learning materials	Groups	Restrictions	Offered in	<b>▶</b> Overview		
Abstract		The category of "Laboratory C knowledge and skills. Moreov methodology of project work.							
Objective		The increasing difficulty of scaling the performance and efficiency of CPUs every year has created the need for turning computers into heterogeneous systems, i.e., systems composed of multiple types of processors that can suit better different types of workloads or parts of them. More than a decade ago, Graphics Processing Units (GPUs) became general-purpose parallel processors, in order to make their outstanding processing capabilities available to many workloads beyond graphics. GPUs have been a critical key to the recent rise of Machine Learning and Artificial Intelligence, which took unrealistic training times before the use of GPUs. Field-Programmable Gate Arrays (FPGAs) are another example computing device that can deliver impressive benefits in terms of performance and energy efficiency. More specific examples are (1) a plethora of specialized accelerators (e.g., Tensor Processing Units for neural networks), and (2) near-data processing architectures (i.e., placing compute capabilities near or inside memory/storage).							
		<ul> <li>Heterogeneous implementat learning, graph processing, m</li> <li>Scheduling techniques for he scheduling, etc.</li> </ul>	advances in the adoption of heterogeneous systems in recent years, there are still many challenges to tackle, for example: implementations (using GPUs, FPGAs, TPUs) of modern applications from important fields such as bioinformatics, machine bossing, medical imaging, personalized medicine, robotics, virtual reality, etc. inques for heterogeneous systems with different general-purpose processors and accelerators, e.g., kernel offloading, memory terization and programming tools that enable easier and more efficient use of heterogeneous systems.						
		P&S. You will have the opport algorithmic changes to import	unity to program heterog ant applications to bette ce for their execution, de	ng hands-on with different software, hardware, and architecture projects for heterogeneous systems, this is your to program heterogeneous systems with different types of devices (CPUs, GPUs, FPGAs, TPUs), propose pplications to better leverage the compute power of heterogeneous systems, understand different workloads and r their execution, design optimized scheduling techniques, etc. In general, the goal will be to reach the highest important application.					
		The course is conducted in English.							
		The course has two main parts: Weekly lectures on GPU and heterogeneous programming. Hands-on project: Each student develops his/her own project.							
		Course website: https://safar	i.ethz.ch/projects_and	_seminars/	doku.php?id=he	terogeneous_	systems >		

## P&S: Heterogeneous Systems (II)

The increasing difficulty of scaling the performance and efficiency of CPUs every year has created the need for turning computers into heterogeneous systems, i.e., systems composed of multiple types of processors that can suit better different types of workloads or parts of them. More than a decade ago, Graphics Processing Units (GPUs) became general-purpose parallel processors, in order to make their outstanding processing capabilities available to many workloads beyond graphics. GPUs have been critical key to the recent rise of Machine Learning and Artificial Intelligence, which took

unrealistic training times before the use of GPUs. Field-Programmable Gate Arrays (FPGAs) are another example computing device that can deliver impressive benefits in terms of performance and energy efficiency. More specific examples are (1) a plethora of specialized accelerators (e.g., Tensor Processing Units for neural networks), and (2) near-data processing architectures (i.e., placing compute capabilities near or inside memory/storage).

Despite the great advances in the adoption of heterogeneous systems in recent years, there are still many challenges to tackle, for example:

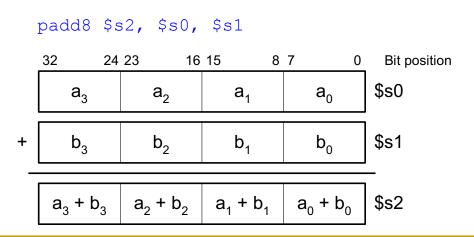
- Heterogeneous implementations (using GPUs, FPGAs, TPUs) of modern applications from important fields such as bioinformatics, machine learning, graph processing, medical imaging, personalized medicine, robotics, virtual reality, etc.
- Scheduling techniques for heterogeneous systems with different general-purpose processors and accelerators, e.g., kernel offloading, memory scheduling, etc.
- Workload characterization and programming tools that enable easier and more efficient use of heterogeneous systems.

## Flynn's Taxonomy of Computers

- Mike Flynn, "Very High-Speed Computing Systems," Proc. of IEEE, 1966
- SISD: Single instruction operates on single data element
- SIMD: Single instruction operates on multiple data elements
  - Array processor
  - Vector processor
- MISD: Multiple instructions operate on single data element
  - Closest form: systolic array processor, streaming processor
- MIMD: Multiple instructions operate on multiple data elements (multiple instruction streams)
  - Multiprocessor
  - Multithreaded processor

## SIMD ISA Extensions

- Single Instruction Multiple Data (SIMD) extension instructions
  - Single instruction acts on multiple pieces of data at once
  - Common application: graphics
  - Perform short arithmetic operations (also called packed arithmetic)
- For example: add four 8-bit numbers
- Must modify ALU to eliminate carries between 8-bit values



## Intel Pentium MMX Operations

- Idea: One instruction operates on multiple data elements simultaneously
  - À la array processing (yet much more limited)
  - Designed with multimedia (graphics) operations in mind

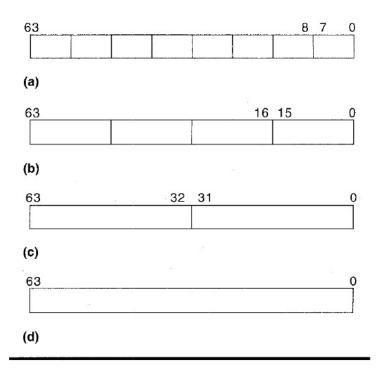


Figure 1. MMX technology data types: packed byte (a), packed word (b), packed doubleword (c), and quadword (d).

No VLEN register

Opcode determines data type:

8 8-bit bytes

4 16-bit words

2 32-bit doublewords

1 64-bit quadword

Stride is always equal to 1.

Peleg and Weiser, "MMX Technology Extension to the Intel Architecture," IEEE Micro, 1996.

## MMX Example: Image Overlaying (I)

ullet Goal: Overlay the human in image x on top of the background in image y

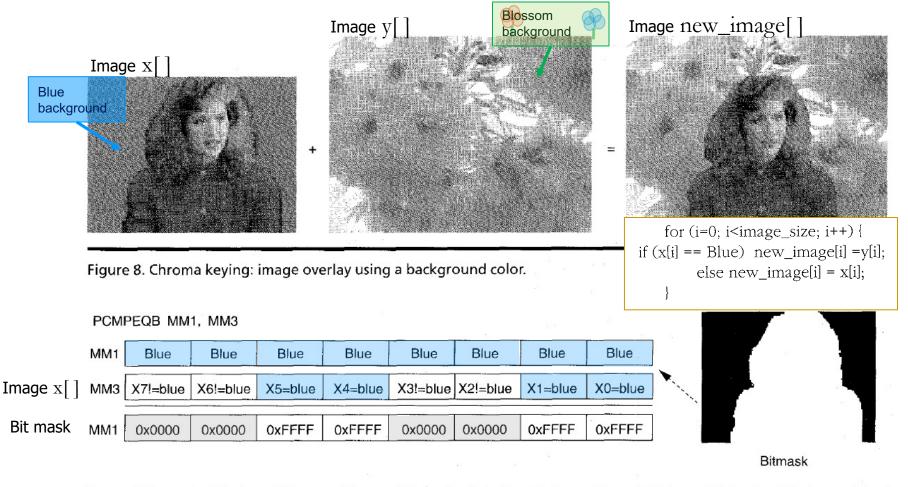


Figure 9. Generating the selection bit mask.

# MMX Example: Image Overlaying (II)

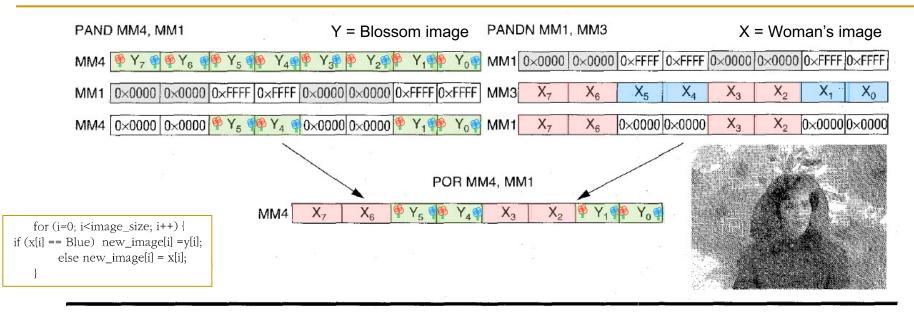


Figure 10. Using the mask with logical MMX instructions to perform a conditional select.

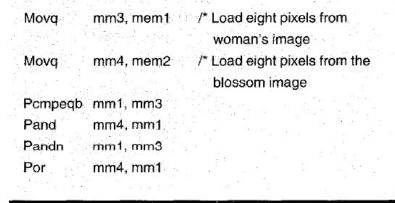
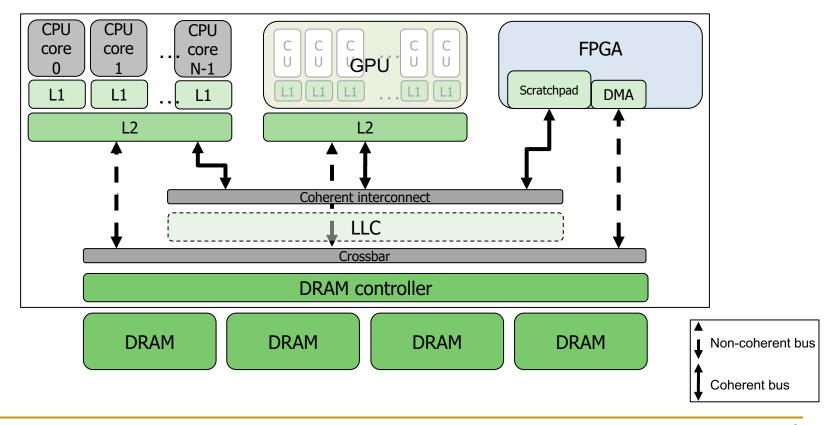


Figure 11. MMX code sequence for performing a conditional select.

## Heterogeneous Computing Systems

- The end of Moore's law created the need for heterogeneous systems
  - More suitable devices for each type of workload
  - Increased performance and energy efficiency



## Goals of this P&S Course

## P&S Heterogeneous Systems: Contents

- We will introduce the need for heterogeneity in current computing systems, in order to achieve high performance and energy efficiency
- You will get familiar with some of the different heterogeneous devices that are available in computing systems
- You will learn GPU programming with CUDA/OpenCL
- You will learn workload distribution and parallelization strategies that leverage heterogeneous devices
- You will work hands-on: analyzing workloads, programming heterogeneous architectures, proposing scheduling/offloading mechanisms, etc.

# NVIDIA A100 (2020)

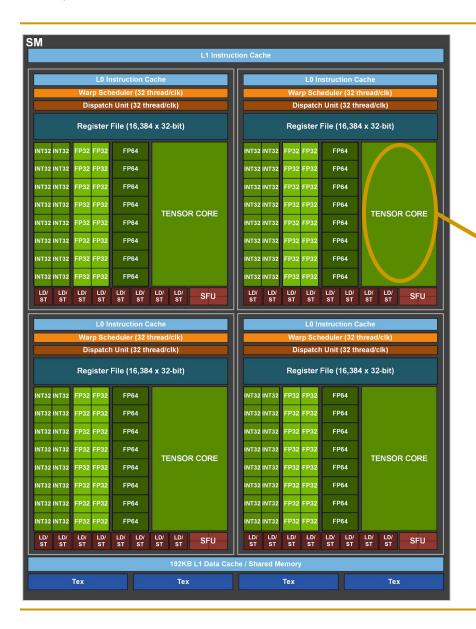


https://developer.nvidia.com/blog/nvidia-ampere-architecture-in-depth/

### 108 cores on the A100

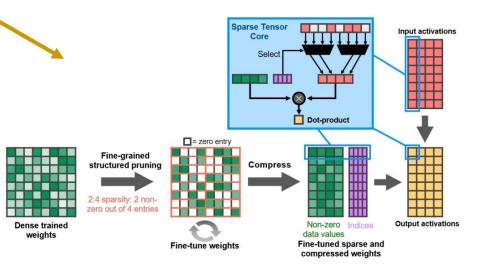
(Up to 128 cores in the full-blown chip)

## NVIDIA A100 Core



### GPU compute throughput:

- 19.5 TFLOPS Single Precision
- 9.7 TFLOPS Double Precision
- 312 TFLOPS for Deep Learning (Tensor cores)



https://developer.nvidia.com/blog/nvidia-ampere-architecture-in-depth/

# NVIDIA H100 Block Diagram



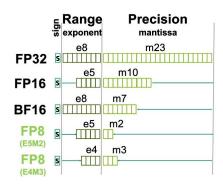
https://developer.nvidia.com/blog/nvidia-hopper-architecture-in-depth/

# 144 cores on the full GH100 60MB L2 cache

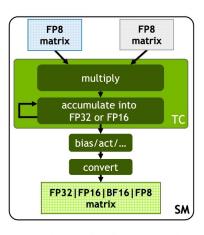
## NVIDIA H100 Core



48 TFLOPS Single Precision\*
24 TFLOPS Double Precision\*
800 TFLOPS (FP16, Tensor Cores)\*



Allocate 1 bit to either range or precision

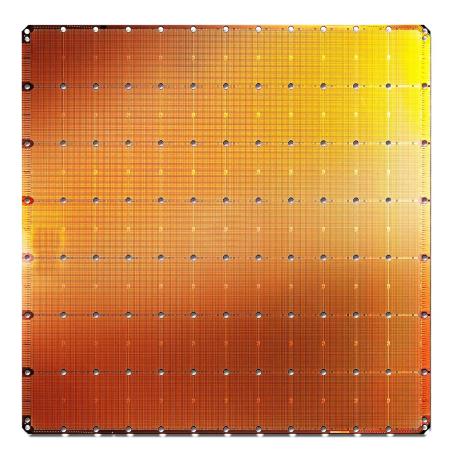


Support for multiple accumulator and output types

https://developer.nvidia.com/blog/nvidia-hopper-architecture-in-depth/

<sup>\*</sup> Preliminary performance estimates

## Cerebras's Wafer Scale Engine (2019)



- The largest ML accelerator chip (2019)
- 400,000 cores



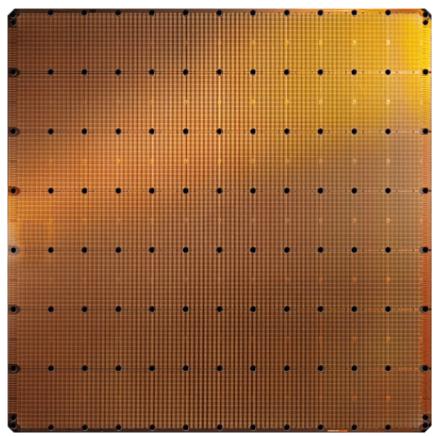
### **Cerebras WSE**

1.2 Trillion transistors 46,225 mm<sup>2</sup>

### **Largest GPU**

21.1 Billion transistors 815 mm<sup>2</sup>

# Cerebras's Wafer Scale Engine-2 (2021)



Cerebras WSE-2

2.6 Trillion transistors 46,225 mm<sup>2</sup>  The largest ML accelerator chip (2021)

850,000 cores

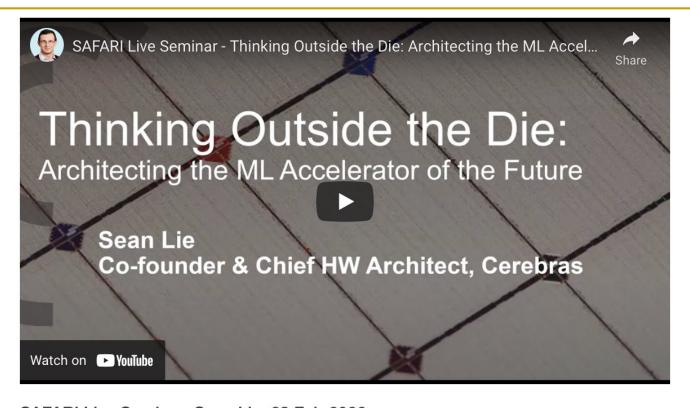


**Largest GPU** 

54.2 Billion transistors 826 mm<sup>2</sup>

**NVIDIA** Ampere GA100

### SAFARI Live Seminar: Sean Lie



SAFARI Live Seminar: Sean Lie, 28 Feb 2022

Posted on January 19, 2022 by ewent

Join us for our SAFARI Live Seminar with Sean Lie, Cerebras Systems Monday, February 28 2022 at 6:00 pm Zurich time (CET)

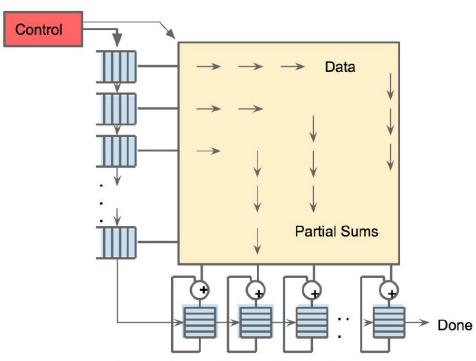
Sean Lie, co-founder and Chief Hardware Architect at Cerebras Systems
Thinking Outside the Die: Architecting the ML Accelerator of the Future

Livestream on YouTube Link

## Google TPU Generation I (~2016)



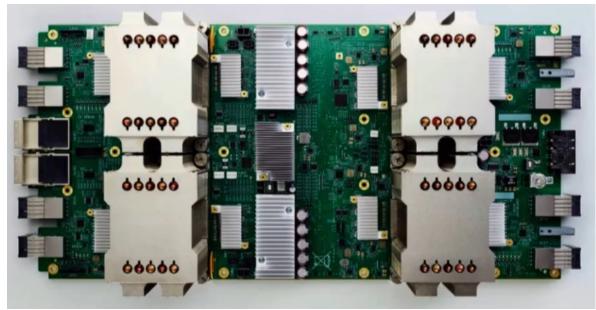
**Figure 3.** TPU Printed Circuit Board. It can be inserted in the slot for an SATA disk in a server, but the card uses PCIe Gen3 x16.



**Figure 4.** Systolic data flow of the Matrix Multiply Unit. Software has the illusion that each 256B input is read at once, and they instantly update one location of each of 256 accumulator RAMs.

Jouppi et al., "In-Datacenter Performance Analysis of a Tensor Processing Unit", ISCA 2017.

## Google TPU Generation II (2017)



https://www.nextplatform.com/2017/05/17/first-depth-look-googles-new-second-generation-tpu/

4 TPU chips vs 1 chip in TPU1

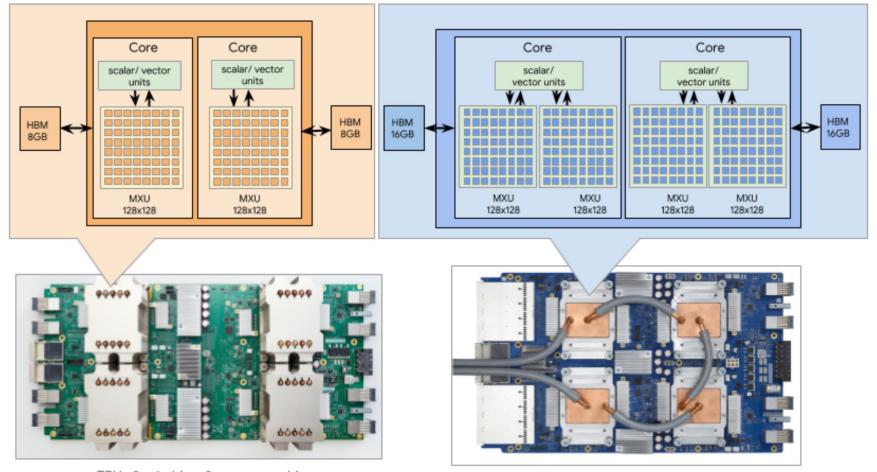
High Bandwidth Memory vs DDR3

Floating point operations vs FP16

45 TFLOPS per chip vs 23 TOPS

Designed for training and inference vs only inference

## Google TPU Generation III (2019)

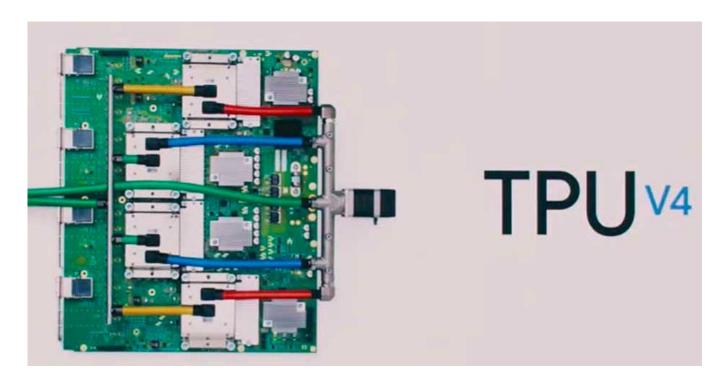


TPU v2 - 4 chips, 2 cores per chip

TPU v3 - 4 chips, 2 cores per chip

32GB HBM per chip vs 16GB HBM in TPU2 4 Matrix Units per chip 90 TFLOPS per chip vs 2 Matrix Units in TPU2 vs 45 TFLOPS in TPU2

## Google TPU Generation IV (2019)



### New ML applications (vs. TPU3):

- Computer vision
- Natural Language Processing (NLP)
- Recommender system
- Reinforcement learning that plays Go

250 TFLOPS per chip in 2021 vs 90 TFLOPS in TPU3

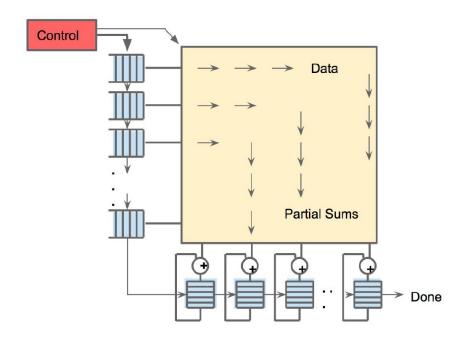


1 ExaFLOPS per board

https://spectrum.ieee.org/tech-talk/computing/hardware/heres-how-googles-tpu-v4-ai-chip-stacked-up-in-training-tests

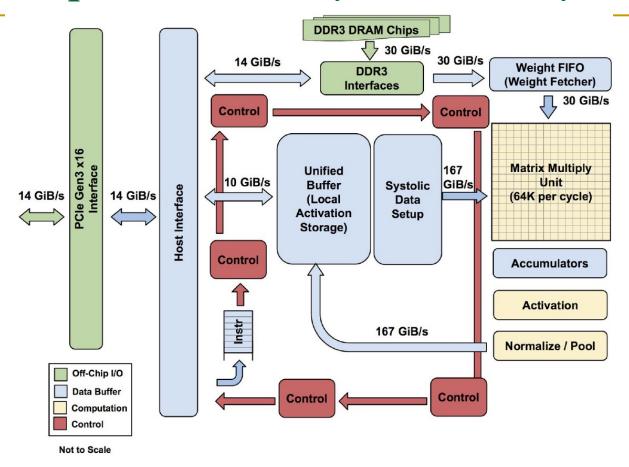
## An Example Modern Systolic Array: TPU (II)

As reading a large SRAM uses much more power than arithmetic, the matrix unit uses systolic execution to save energy by reducing reads and writes of the Unified Buffer [Kun80][Ram91][Ovt15b]. Figure 4 shows that data flows in from the left, and the weights are loaded from the top. A given 256-element multiply-accumulate operation moves through the matrix as a diagonal wavefront. The weights are preloaded, and take effect with the advancing wave alongside the first data of a new block. Control and data are pipelined to give the illusion that the 256 inputs are read at once, and that they instantly update one location of each of 256 accumulators. From a correctness perspective, software is unaware of the systolic nature of the matrix unit, but for performance, it does worry about the latency of the unit.



Jouppi et al., "In-Datacenter Performance Analysis of a Tensor Processing Unit", ISCA 2017.

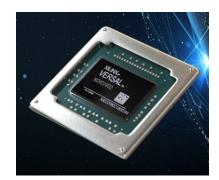
## An Example Modern Systolic Array: TPU (III)



**Figure 1.** TPU Block Diagram. The main computation part is the yellow Matrix Multiply unit in the upper right hand corner. Its inputs are the blue Weight FIFO and the blue Unified Buffer (UB) and its output is the blue Accumulators (Acc). The yellow Activation Unit performs the nonlinear functions on the Acc, which go to the UB.

## Xilinx Versal ACAP (2020) (I)

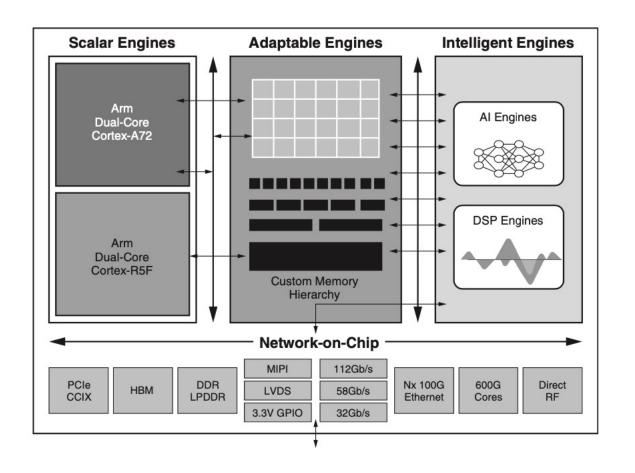
- Three compute engines inside the same chip
  - Different workloads, different devices



#### Scalar Processing **Adaptable Hardware** Vector Processing (e.g., GPU, DSP) Processing of Domain-specific Complex Algorithms Irregular Data Structures Parallelism and Decision Making Genomic Sequencing Latency Signal Processing Critical Workloads Complex Math, Convolutions Real-Time Control Video and Sensor Fusion Image Processing Pre-processing, Programmable I/O

## Xilinx Versal ACAP (2020) (II)

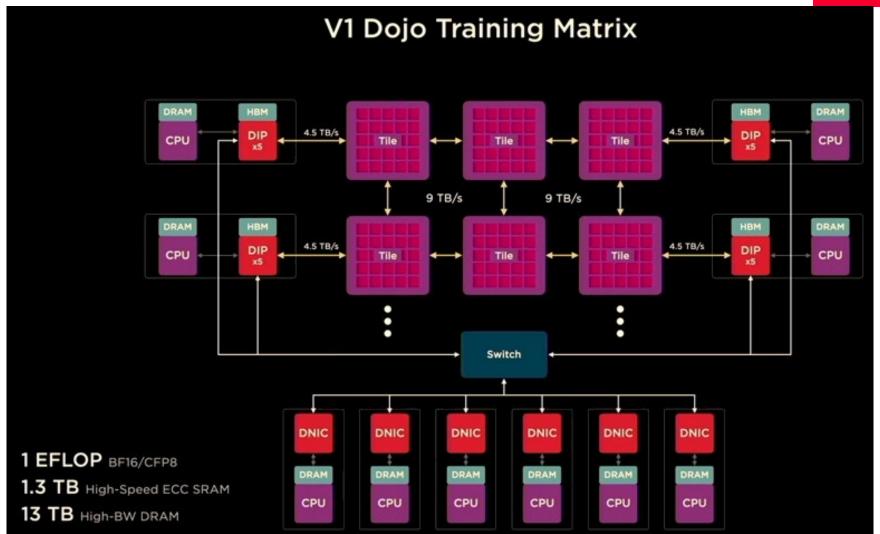
- Three compute engines inside the same chip
  - Scalar cores, reconfigurable engines, vector processors



## Tesla Dojo (2022) (I)

TESLA

Tesla Dojo Chip & System



## Tesla Dojo (2022) (II)

Tesla Dojo Chip & System



### **V1 Dojo Interface Processor**

### **32GB High-Bandwidth Memory**

- 800 GB/s Total Memory Bandwidth

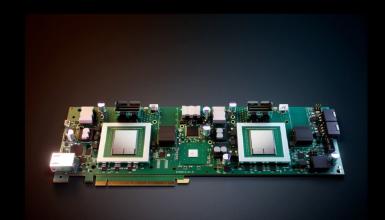
### 900 GB/s TTP Interface

- Tesla Transport Protocol (TTP) Full custom protocol
- Provides full DRAM bandwidth to Training Tile

### 50 GB/s TTP over Ethernet (TTPoE)

- Enables extending communication over standard Ethernet
- Native hardware support

### 32 GB/s Gen4 PCIe Interface



## Tesla Dojo (2022) (III)

TESLA

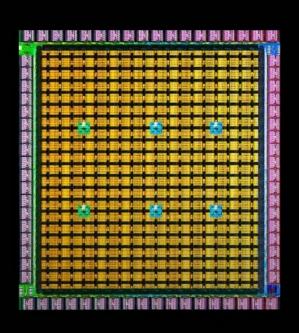
Tesla Dojo Chip & System

### D1 Chip

362 TFLOPs BF16/CFP8
22.6 TFLOPs FP32

10TBps/dir. On-Chip Bandwidth
4TBps/edge. Off-Chip Bandwidth

**400W TDP** 



645mm<sup>2</sup> 7nm Technology

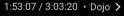
**50 Billion** Transistors

11+ Miles Of Wires











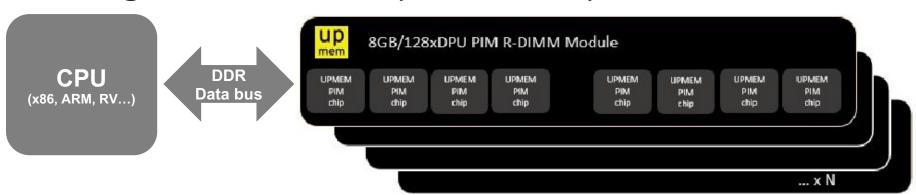






## UPMEM Processing-in-DRAM Engine (2019)

- Processing in DRAM Engine
- Includes standard DIMM modules, with a large number of DPU processors combined with DRAM chips.
- Replaces standard DIMMs
  - DDR4 R-DIMM modules
    - 8GB+128 DPUs (16 PIM chips)
    - Standard 2x-nm DRAM process
  - Large amounts of compute & memory bandwidth





## Samsung Function-in-Memory DRAM (2021)

Samsung Newsroom

CORPORATE

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### Samsung Develops Industry's First High Bandwidth Memory with AI Processing Power

Korea on February 17, 2021

Audio



Share (5





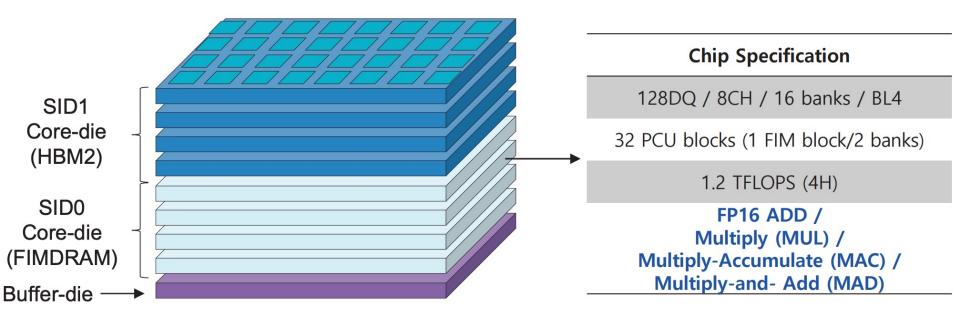
The new architecture will deliver over twice the system performance and reduce energy consumption by more than 70%

Samsung Electronics, the world leader in advanced memory technology, today announced that it has developed the industry's first High Bandwidth Memory (HBM) integrated with artificial intelligence (AI) processing power — the HBM-PIM The new processing-in-memory (PIM) architecture brings powerful AI computing capabilities inside high-performance memory, to accelerate large-scale processing in data centers, high performance computing (HPC) systems and AI-enabled mobile applications.

Kwangil Park, senior vice president of Memory Product Planning at Samsung Electronics stated, "Our groundbreaking HBM-PIM is the industry's first programmable PIM solution tailored for diverse Al-driven workloads such as HPC, training and inference. We plan to build upon this breakthrough by further collaborating with Al solution providers for even more advanced PIM-powered applications."

## Samsung Function-in-Memory DRAM (2021)

### FIMDRAM based on HBM2



#### [3D Chip Structure of HBM with FIMDRAM]

#### ISSCC 2021 / SESSION 25 / DRAM / 25.4

25.4 A 20nm 6GB Function-In-Memory DRAM, Based on HBM2 with a 1.2TFLOPS Programmable Computing Unit Using Bank-Level Parallelism, for Machine Learning Applications

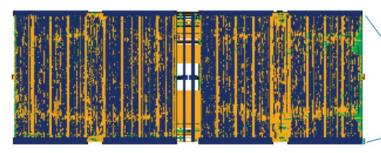
Young-Cheon Kwon', Suk Han Lee', Jaehoon Lee', Sang-Hyuk Kwon', Je Min Ryu', Jong-Pil Son', Seongil O', Hak-Soo Yu', Haesuk Lee', Soo Young Kim', Youngmin Cho', Jin Guk Kim', Jongyoon Choi', Hyun-Sung Shin', Jin Kim', BengSeng Phuah', HyoungMin Kim', Myeong Jun Song', Ahn Choi', Daeho Kim', SooYoung Kim', Eun-Bong Kim', David Wang', Shinhaeng Kang', Yuhwan Ro³, Seungwoo Seo³, JoonHo Song³, Jaeyoun Youn', Kyomin Sohn', Nam Sung Kim'

<sup>1</sup>Samsung Electronics, Hwaseong, Korea <sup>2</sup>Samsung Electronics, San Jose, CA <sup>3</sup>Samsung Electronics, Suwon, Korea

## Samsung Function-in-Memory DRAM (2021)

## **Chip Implementation**

- Mixed design methodology to implement FIMDRAM
  - Full-custom + Digital RTL



[Digital RTL design for PCU block]

#### ISSCC 2021 / SESSION 25 / DRAM / 25.4

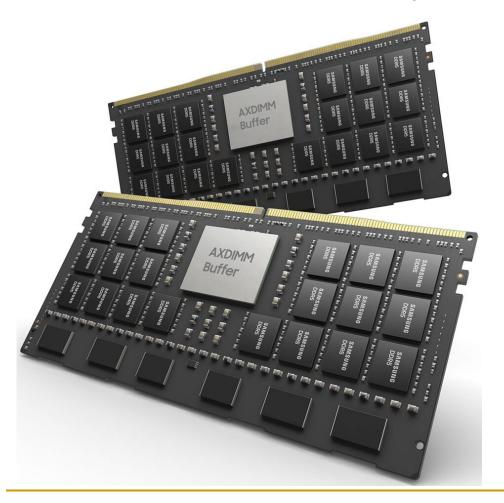
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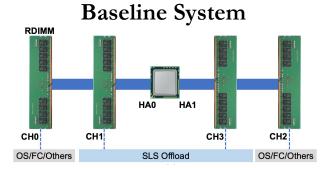
Young-Cheon Kwon', Suk Han Let', Jaehoon Let', Sang-Hvuk Kwon', Je Min Ryu', Jong-Pil Son', Seongil O', Hak-Soo Yu', Haesuk Lee', Soo Young Kim', Youngmin Cho', Jin Guk Kim', Jongyoon Choi', Hyun-Sung Shin', Jin Kim', BengSeng Phuah', HyoungMin Kim', Hyeng Juan Song', Ahn Choi', Jeacho Kim', Soo'Oung Kim', Eun-Bong Kim', David Wang', Shinhaeng Kang', Yuhwan Ro', Seungwoo Seo', JoonHo Song', Jaeyoun Youn', Kyomin Sohn', Man Sung Kim'

Cell array for bank0	Cell array for bank4	Cell array for bank0	Cell array for bank4	Pseudo	Pseudo
PCU block for bank0 & 1	PCU block for bank4 & 5	PCU block for bank0 & 1	PCU block for bank4 & 5	channel-0	channel-1
Cell array for bank1 Cell array for bank2	Cell array for bank5 Cell array for bank6	Cell array for bank1 Cell array for bank2	Cell array for bank5 Cell array for bank6		
PCU block for bank2 & 3	PCU block for bank6 & 7	PCU block for bank2 & 3	PCU block for bank6 & 7		
Cell array for bank3	Cell array for bank7	Cell array for bank3	Cell array for bank7		
		TSV &	Peri C	ontrol Block	
Cell array for bank11	Cell array for bank15	Cell array for bank11	Cell array for bank15		
PCU block for bank10 & 11	PCU block for bank14 & 15	PCU block for bank10 & 11	PCU block for bank14 & 15		
Cell array for bank10 Cell array for bank9	Cell array for bank14 Cell array for bank13	Cell array for bank10 Cell array for bank9	Cell array for bank14 Cell array for bank13		
PCU block for bank8 & 9	PCU block for bank12 & 13	PCU block for bank8 & 9	PCU block for bank12 & 13	Pseudo	Pseudo
Cell array for bank8	Cell array for bank12	Cell array for bank8	Cell array for bank12	channel-0	channel-1

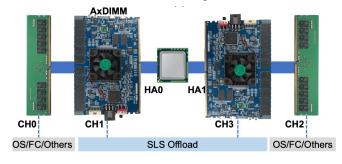
# Samsung AxDIMM (2021)

- DIMM-based PIM
  - DLRM recommendation system





### **AxDIMM System**





## SK Hynix Accelerator-in-Memory (2022)

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INSIGHT

**SK hvnix STORY** 

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#### SK hynix Develops PIM, Next-Generation Al Accelerator

February 16, 2022







#### Seoul, February 16, 2022

SK hynix (or "the Company", www.skhynix.com) announced on February 16 that it has developed PIM\*, a nextgeneration memory chip with computing capabilities.

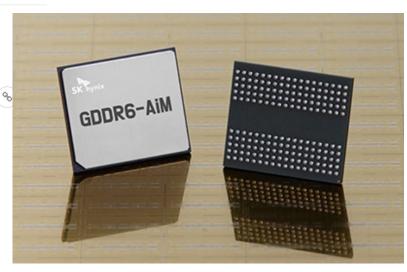
\*PIM(Processing In Memory): A next-generation technology that provides a solution for data congestion issues for AI and big data by adding computational functions to semiconductor memory

It has been generally accepted that memory chips store data and CPU or GPU, like human brain, process data. SK hynix, following its challenge to such notion and efforts to pursue innovation in the next-generation smart memory, has found a breakthrough solution with the development of the latest technology.

SK hynix plans to showcase its PIM development at the world's most prestigious semiconductor conference, 2022 ISSCC\*, in San Francisco at the end of this month. The company expects continued efforts for innovation of this technology to bring the memory-centric computing, in which semiconductor memory plays a central role, a step closer in Paper 11.1. SK Hynix describes an Tynm, GDDR6-based accelerator-in-memory with a command set for deep-learning operation. The to the reality in devices such as smartphones.

\*ISSCC: The International Solid-State Circuits Conference will be held virtually from Feb. 20 to Feb. 24 this year with a theme of "Intelligent Silicon for a Sustainable World'

For the first product that adopts the PIM technology, SK hynix has developed a sample of GDDR6-AiM (Accelerator\* in memory). The GDDR6-AiM adds computational functions to GDDR6\* memory chips, which process data at 16Gbps. A combination of GDDR6-AiM with CPU or GPU instead of a typical DRAM makes certain computation speed 16 times faster. GDDR6-AiM is widely expected to be adopted for machine learning, high-performance computing, and big data computation and storage.



11.1 A 1ynm 1.25V 8Gb, 16Gb/s/pin GDDR6-based Accelerator-in-Memory supporting 1TFLOPS MAC Operation and Various Activation Functions for Deep-Learning Applications

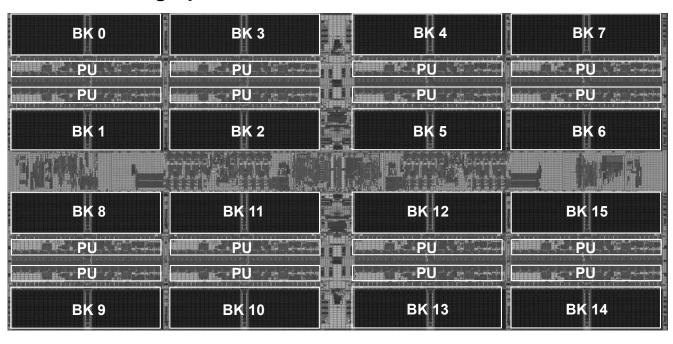
Seongiu Lee, SK hynix, Icheon, Korea

8Gb design achieves a peak throughput of 1TFLOPS with 1GHz MAC operations and supports major activation functions to improve

## SK Hynix AiM: Chip Implementation (2022)

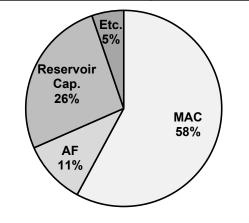
4 Gb AiM die with 16 processing units (PUs)

#### AiM Die Photograph



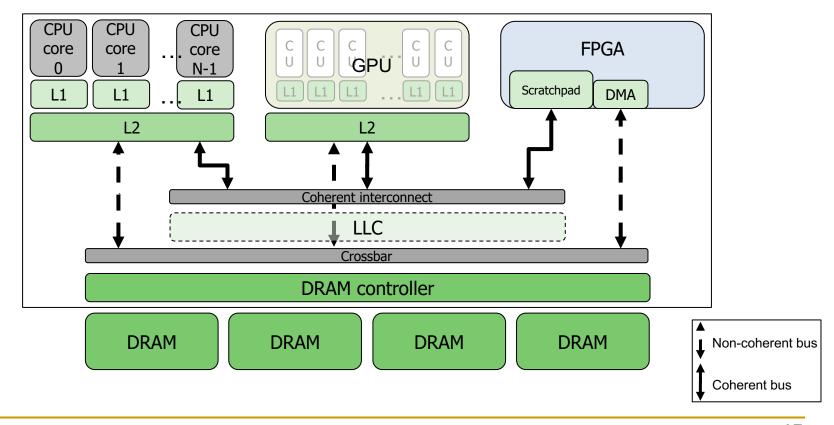
### 1 Process Unit (PU) Area

Total	0.19mm <sup>2</sup>		
MAC	0.11mm <sup>2</sup>		
Activation Function (AF)	0.02mm <sup>2</sup>		
Reservoir Cap.	0.05mm <sup>2</sup>		
Etc.	0.01mm <sup>2</sup>		

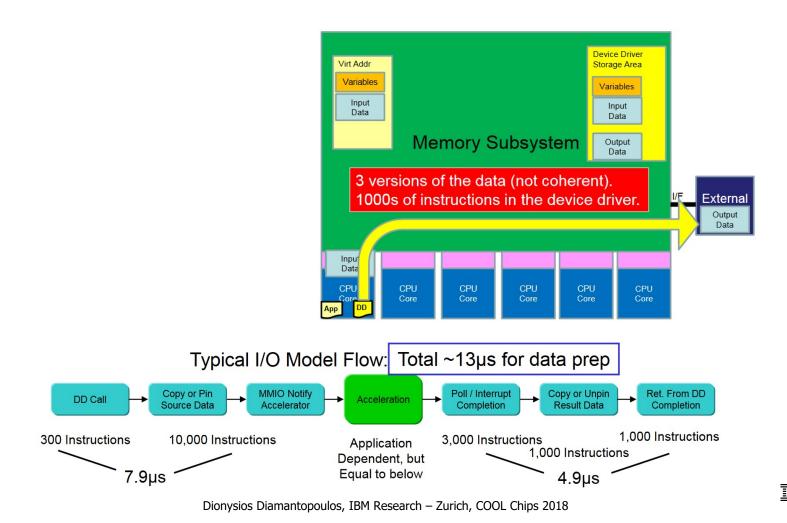


# Heterogeneous Computing Systems

- The end of Moore's law created the need for heterogeneous systems
  - More suitable devices for each type of workload
  - Increased performance and energy efficiency

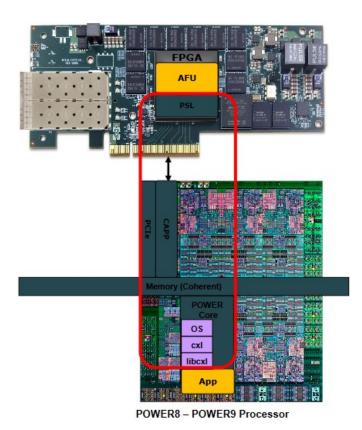


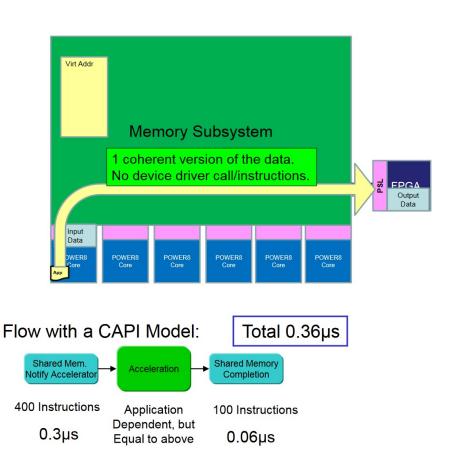
# Background: Traditional I/O Technology



### CAPI/OpenCAPI Overview

- CAPI/CAPI2 (Coherent Accelerator Processor Interface)
- OpenCAPI





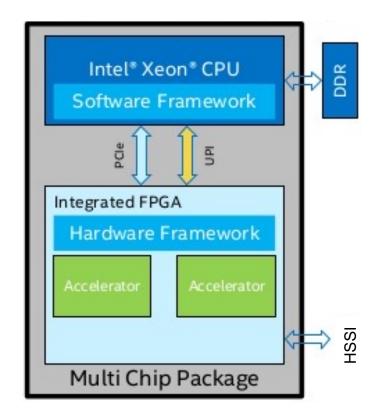
Dionysios Diamantopoulos, IBM Research – Zurich, COOL Chips 2018

TRM

# Collaborative Computing on CPU+FPGA

- Traditionally, accelerators (GPUs, FPGAs, etc.) have been used as offload engines
- Heterogeneous architectures moving towards tighter integration
  - Unified memory
  - System-wide atomics
- Tighter integration allows fine-grained collaboration

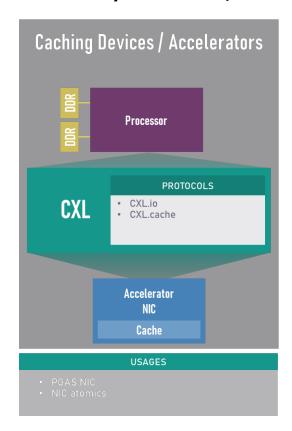
**Key challenge**: identify the best CPU-FPGA collaboration strategy

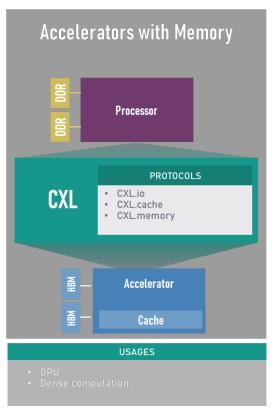


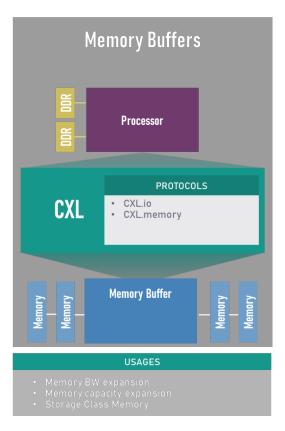
Intel Xeon + FPGA Integrated Platform (MCP)

# Compute Express Link (CXL)

 Compute Express Link (CXL) is an open industry standard interconnect offering high-bandwidth, low-latency connectivity between host processor and devices such as accelerators, memory buffers, and smart I/O devices







### Key Takeaways

- This P&S is aimed at improving your
  - Knowledge in Computer Architecture and Heterogeneous
     Systems
  - Technical skills in programming heterogeneous architectures
  - Critical thinking and analysis
  - Interaction with a nice group of researchers
  - Familiarity with key research directions
  - Technical presentation of your project

(Learn how to) take advantage of existing heterogeneous devices by programming them, analyzing workloads, proposing offloading/scheduling techniques...

#### Prerequisites of the Course

- Digital Design and Computer Architecture (or equivalent course)
  - https://safari.ethz.ch/digitaltechnik/spring2021/doku.php?id=schedule
  - https://safari.ethz.ch/digitaltechnik/spring2022/doku.php?id=schedule
- Familiarity with C/C++ programming
  - FPGA implementation or GPU programming (desirable)
- Interest in
  - computer architectures and computing paradigms
  - discovering why things do or do not work and solving problems
  - making systems efficient and usable

#### Course Info: Who Are We? (I)

#### Onur Mutlu

- □ Full Professor @ ETH Zurich ITET (INFK), since September 2015
- Strecker Professor @ Carnegie Mellon University ECE/CS, 2009-2016, 2016-...
- PhD from UT-Austin, worked at Google, VMware, Microsoft Research, Intel, AMD
- https://people.inf.ethz.ch/omutlu/
- omutlu@gmail.com (Best way to reach me)
- https://people.inf.ethz.ch/omutlu/projects.htm

#### Research and Teaching in:

- Computer architecture, computer systems, hardware security, bioinformatics
- Memory and storage systems
- Hardware security, safety, predictability
- Fault tolerance
- Hardware/software cooperation
- Architectures for bioinformatics, health, medicine
- **...**

### Course Info: Who Are We? (II)

- Lead Supervisor:
  - Dr. Juan Gómez Luna
- Supervisors:
  - Dr. Mohammed Alser
  - Dr. Behzad Salami
  - Dr. Mohammad Sadr
  - Joel Lindegger











- Get to know us and our research
  - https://safari.ethz.ch/safari-group/

### Onur Mutlu's SAFARI Research Group

Computer architecture, HW/SW, systems, bioinformatics, security, memory

https://safari.ethz.ch/safari-newsletter-january-2021/



Think BIG, Aim HIGH!

#### SAFARI Newsletter December 2021 Edition

https://safari.ethz.ch/safari-newsletter-december-2021/



Think Big, Aim High





View in your browser December 2021



# SAFARI Live Seminars (I)



#### SAFARI Live Seminars (II)







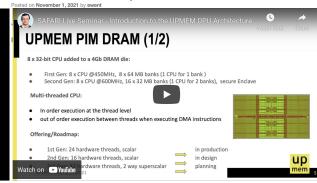
SAFARI Live Seminar: Nastaran Hajinazar 27 Oct 2021



SAFARI Live Seminar: Damla Senol Cali 07 Nov 2021



SAFARI Live Seminar: Gennady Pekhimenko 08 Nov 2021



SAFARI Live Seminar: Serghei Mangul 11 Nov 2021



SAFARI Live Seminar: Rahul Bera 20 Dec 2021



SAFARI Live Seminar: Fabrice Devaux, 2 Feb 2022
Posted on January 15, 2022 by ewent

Join us for our joint SAFARI Live Seminar & EFCL Seminar with Fabrice Devaux, UPMEM Wednesday, February 2 2022 at 11:00 am Zurich time (CET)

SAFARI Live Seminar: Lois Orosa, 10 Feb 2022

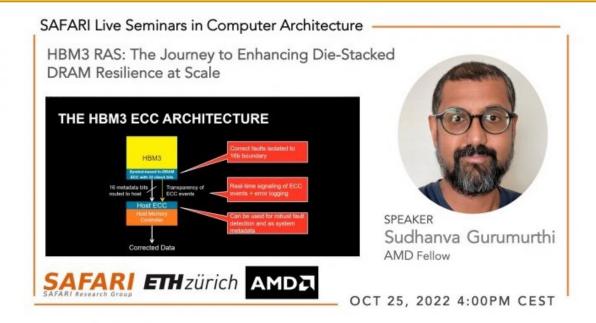
Join us for our next SAFARI Live Seminar with Lois Orosa

Join us for our SAFARI Live Seminar with Sean Lie, Cerebras Systems

Monday, February 28 2022 at 6:00 pm Zurich time (CET)

Posted on January 19, 2022 by ewent

### SAFARI Live Seminars (Upcoming Talks)



SAFARI Live Seminar: Sudhanva Gurumurthi, Oct 25 2022

Posted on September 6, 2022 by ewent

We're excited to have Sudhanva Gurumurthi with us for our upcoming SAFARI Live Seminar!

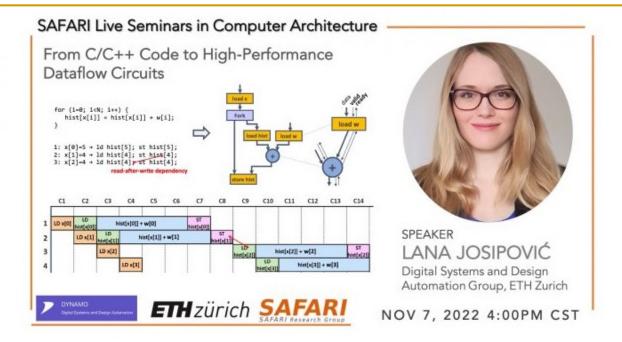
Date: Tuesday, October 25 at 4:00 pm Zurich time (CEST)

Speaker: Sudhanva Gurumurthi, AMD Fellow

Link: Livestream on YouTube Link

Title: HBM3 RAS: The Journey to Enhancing Die-Stacked DRAM Resilience at Scale

### SAFARI Live Seminars (Upcoming Talks)



SAFARI Live Seminar: Lana Josipović, Nov 7 2022

Posted on September 9, 2022 by ewent

Join us for our upcoming SAFARI Live Seminar

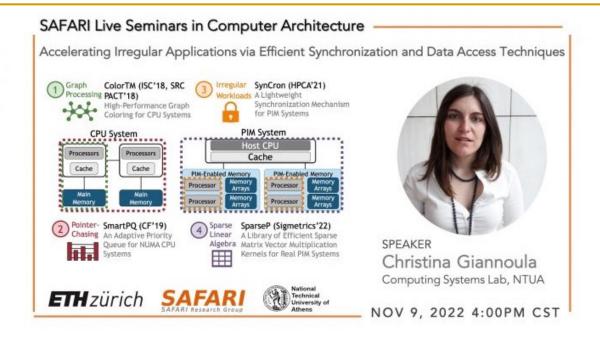
Date: Monday, November 7 at 4:00 pm Zurich time (CET)

Speaker: Lana Josipovic, DYNAMO Research Group, ETH Zurich

Link: Livestream on YouTube Link

Title: From C/C++ Code to High-Performance Dataflow Circuits

### SAFARI Live Seminars (Upcoming Talks)



#### SAFARI Live Seminar, Christina Giannoula, Nov 9 2022

Posted on September 15, 2022 by ewent

Join us for our upcoming SAFARI Live Seminar

Date: Wednesday, November 9 at 4:00 pm Zurich time (CET)

Speaker: Christina Giannoula, School of Electrical and Computer Engineering, NTUA

Link: Livestream on YouTube Link

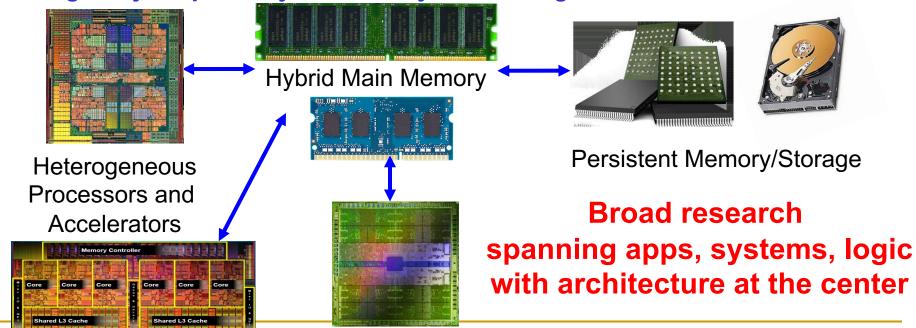
Title: Accelerating Irregular Applications via Efficient Synchronization and Data Access

**Techniques** 

#### Current Research Focus Areas

#### Research Focus: Computer architecture, HW/SW, bioinformatics

- Memory and storage (DRAM, flash, emerging), interconnects
- Heterogeneous & parallel systems, GPUs, systems for data analytics
- System/architecture interaction, new execution models, new interfaces
- Energy efficiency, fault tolerance, hardware security, performance
- Genome sequence analysis & assembly algorithms and architectures
- Biologically inspired systems & system design for bio/medicine



### Course Requirements and Expectations

- Attendance required for all meetings
- Study the learning materials
- Each student will carry out a hands-on project
  - Build, implement, code, and design with close engagement from the supervisors
- Participation
  - Ask questions, contribute thoughts/ideas
  - Read relevant papers

We will help in all projects!

If your work is really good, you may get it published!

#### Course Website

- https://safari.ethz.ch/projects\_and\_seminars/doku.php?id= heterogeneous\_systems
- Useful information about the course
- Check your email frequently for announcements
- We also have Moodle for Q&A

#### Meeting 1

#### Recommended materials:

1. An introduction to SIMD processors and GPUs (Dr. Juan Gomez Luna, lecture). (PDF) (PPT) Video

2. An introduction to GPUs and heterogeneous programming (Dr. Juan Gomez Luna, lecture). (PDF) (PPT) Video

#### Other recommended materials:

3. Juan Gomez-Luna, Izzat El Hajj, Li-Wen Chang, Victor Garcia-Flores, Simon Garcia de Gonzalo, Thomas B. Jablin, Antonio J. Peña and Wen-mei Hwu, "Chai: Collaborative Heterogeneous Applications for Integrated-architectures"

Proceedings of the 2017 IEEE International Symposium on Performance Analysis of Systems and Software (ISPASS), Santa Rosa, California, April 2017. <a href="https://chai-benchmarks.github.io">https://github.com/chai-benchmarks.github.io</a> <a href="https://github.com/chai-benchmarks.github.io">https://github.com/chai-benchmarks.github.io</a> <a href="https://github.com/chai-bench

4. Gagandeep Singh, Dionysios Diamantopoulos, Christoph Hagleitner, Juan Gómez-Luna, Sander Stuijk, Onur Mutlu, and Henk Corporaal,

"NERO: A Near High-Bandwidth Memory Stencil Accelerator for Weather Prediction Modeling"

Proceedings of the 30th International Conference on Field-Programmable Logic and Applications (FPL), Gothenburg, Sweden, September 2020.

[Slides (pptx) (pdf)]

[Lightning Talk Slides (pptx) (pdf)]

[Talk Video (23 minutes)]

5. Mohammed Alser, Taha Shahroodi, Juan Gomez Luna, Can Alkan, and Onur Mutlu,

"SneakySnake: A Fast and Accurate Universal Genome Pre-Alignment Filter for CPUs, GPUs, and FPGAs" *Bioinformatics*, 26 December 2020.

[Source Code] [Online link at Bioinformatics Journal]

6. Real Processing-in-DRAM with UPMEM (Dr. Juan Gomez Luna, SAFARI Live Seminar, July 2021).

"Benchmarking a New Paradigm: An Experimental Analysis of a Real Processing-in-Memory Architecture"

Preprint in arXiv, 9 May 2021.

[PrIM Benchmarks Source Code]

[Slides (pptx) (pdf)]

SAFARI Live Seminar Slides (pptx) (pdf)

[SAFARI Live Seminar Video (2 hrs 57 mins)]

# Meeting 2

- We will announce the projects and will give you some description about them
- We will give you a chance to select a project
- Then, we will have 1-1 meetings to match your interests, skills, and background with a suitable project
- It is important that you study the learning materials before our next meeting!

### Next Meetings

- Individual meetings with your mentor/s
- Tutorials and short talks
  - GPU programming
  - Recent research works
- Presentation of your work

### Hetero. Systems (Spring 2022)

#### Spring 2022 Edition:

https://safari.ethz.ch/projects and semi nars/spring2022/doku.php?id=heterogen eous systems

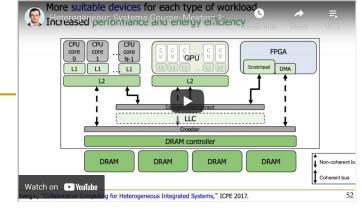
#### Youtube Livestream:

https://www.youtube.com/watch?v=oFO 5fTrgFIY&list=PL5Q2soXY2Zi9XrgXR38IM FTjmY6h7Gzm

#### Project course

- Taken by Bachelor's/Master's students
- GPU and Parallelism lectures
- Hands-on research exploration
- Many research readings

https://www.youtube.com/onurmutlulectures



#### Spring 2022 Meetings/Schedule

Week	Date	Livestream	Meeting	Learning Materials	Assignments
W1	15.03 Tue.	You Tube Premiere	M1: P&S Course Presentation (PDF) (PPT)	Required Materials Recommended Materials	HW 0 Out
W2	22.03 Tue.	You Tube Premiere	M2: SIMD Processing and GPUs (PDF) (PPT)		
W3	29.03 Tue.	You Tube Premiere	M3: GPU Software Hierarchy (PDF) (PDF)		
W4	05.04 Tue.	You Tube Premiere	M4: GPU Memory Hierarchy (PDF) (PPT)		
W5	12.04 Tue.	You Tube Premiere	M5: GPU Performance Considerations (PDF) (PPT)		
W6	19.04 Tue.	You Tube Premiere	M6: Parallel Patterns: Reduction (PDF) (PDF)		
W7	26.04 Tue.	You Tube Premiere	M7: Parallel Patterns: Histogram (PDF) (PDF)		
W8	03.05 Tue.	You Tube Premiere	M8: Parallel Patterns: Convolution (PDF) (PPT)		
W9	10.05 Tue.	You Tube Premiere	M9: Parallel Patterns: Prefix Sum (Scan) (Can) (PDF) (PPT)		
W10	17.05 Tue.	You Tube Premiere	M10: Parallel Patterns: Sparse Matrices (PDF) (PPT)		
W11	24.05 Tue.	You Tube Premiere	M11: Parallel Patterns: Graph Search (PDF) (PPT)		
W12	01.06 Wed.	You Tube Premiere	M12: Parallel Patterns: Merge Sort (PDF) (PPT)		
W13	07.06 Tue.	You Tube Premiere	M13: Dynamic Parallelism (PDF) (PPT)		
W14	15.06 Wed.	You Tube Premiere	M14: Collaborative Computing (PDF) (PPT)		
W15	24.06 Fri.	You Tube Premiere	M15: GPU Acceleration of Genome Sequence Alignment (PDF) (PPT)		
W16	14.07 Thu.	You Tube Premiere	M16: Accelerating Agent-based Simulations		

# Exploiting Data Parallelism: SIMD Processors and GPUs

#### Recall: Flynn's Taxonomy of Computers

- Mike Flynn, "Very High-Speed Computing Systems," Proc. of IEEE, 1966
- SISD: Single instruction operates on single data element
- SIMD: Single instruction operates on multiple data elements
  - Array processor
  - Vector processor
- MISD: Multiple instructions operate on single data element
  - Closest form: systolic array processor, streaming processor
- MIMD: Multiple instructions operate on multiple data elements (multiple instruction streams)
  - Multiprocessor
  - Multithreaded processor

#### Recall: MMX Example: Image Overlaying (I)

ullet Goal: Overlay the human in image x on top of the background in image y

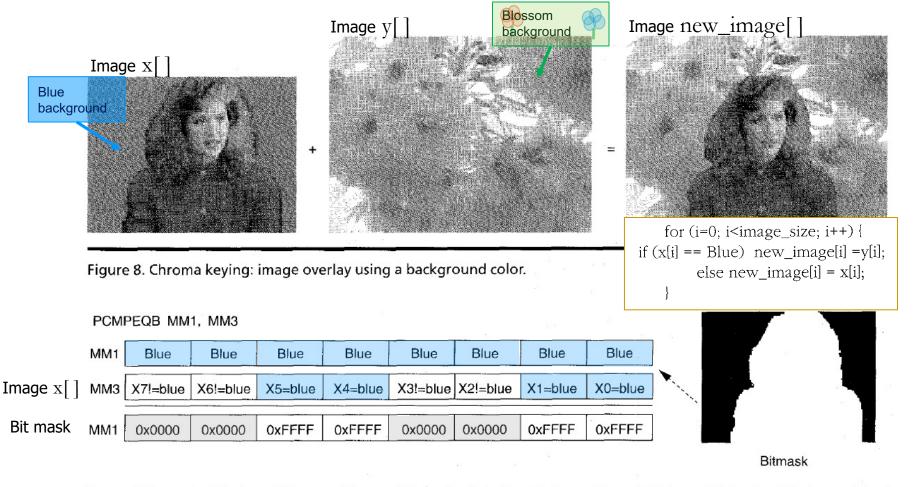
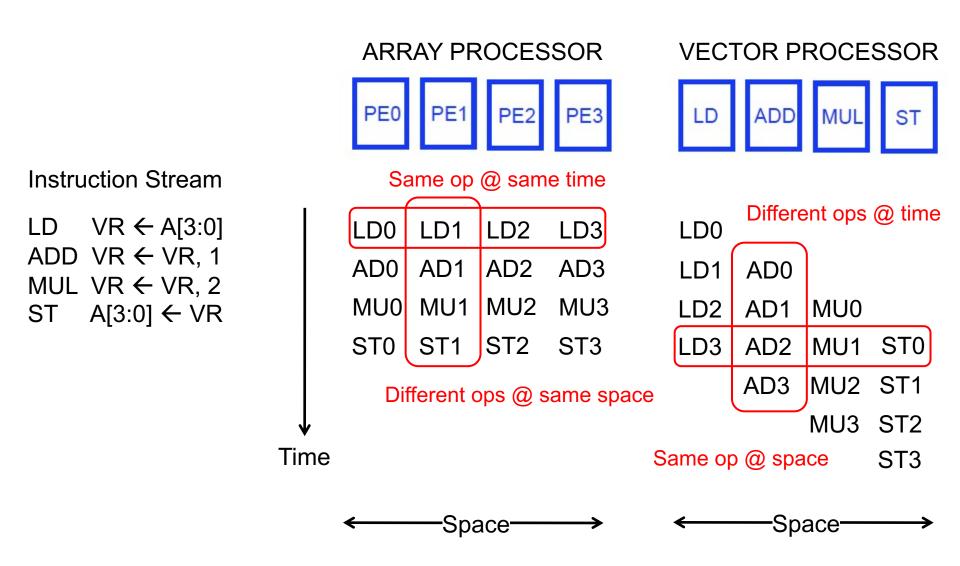


Figure 9. Generating the selection bit mask.

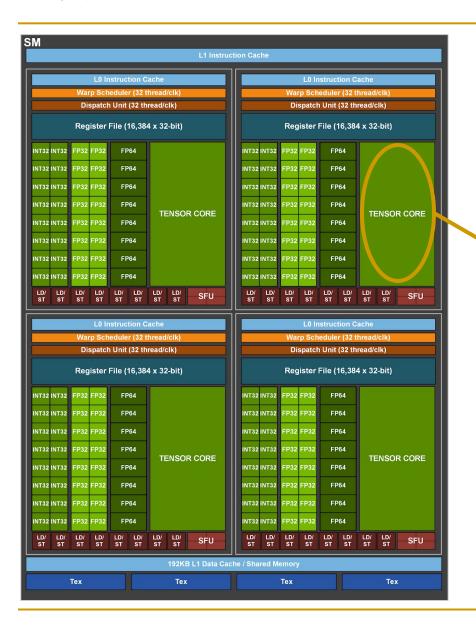
### SIMD Processing

- Single instruction operates on multiple data elements
  - In time or in space
- Multiple processing elements (PEs), i.e., execution units
- Time-space duality
  - Array processor: Instruction operates on multiple data elements at the same time using different spaces (PEs)
  - Vector processor: Instruction operates on multiple data elements in consecutive time steps using the same space (PE)

### Array vs. Vector Processors

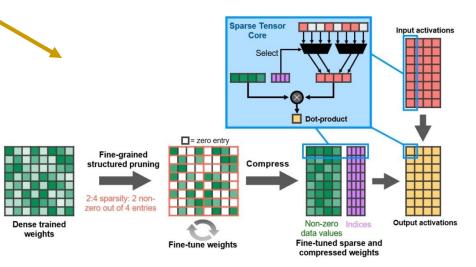


#### NVIDIA A100 Core



#### GPU compute throughput:

- 19.5 TFLOPS Single Precision
- 9.7 TFLOPS Double Precision
- 312 TFLOPS for Deep Learning (Tensor cores)



#### Vector Processor Disadvantages

- -- Works (only) if parallelism is regular (data/SIMD parallelism)
  - ++ Vector operations
  - -- Very inefficient if parallelism is irregular
    - -- How about searching for a key in a linked list?

To program a vector machine, the compiler or hand coder must make the data structures in the code fit nearly exactly the regular structure built into the hardware. That's hard to do in first place, and just as hard to change. One tweak, and the low-level code has to be rewritten by a very smart and dedicated programmer who knows the hardware and often the subtleties of the application area. Often the rewriting is

# Warps not Exposed to GPU Programmers

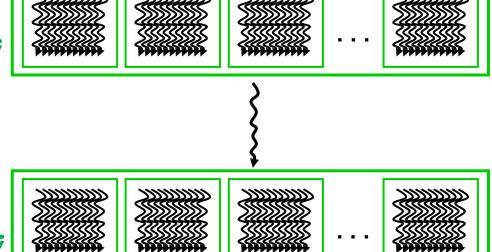
- CPU threads and GPU kernels
  - Sequential or modestly parallel sections on CPU
  - Massively parallel sections on GPU: Blocks of threads

**Serial Code (host)** 

Parallel Kernel (device)
KernelA<<<nBlk, nThr>>>(args);

**Serial Code (host)** 

Parallel Kernel (device)
KernelB<<<nBlk, nThr>>>(args);



Slide credit: Hwu & Kirk

# Sample GPU SIMT Code (Simplified)

#### CPU code

```
for (ii = 0; ii < 100000; ++ii) {
C[ii] = A[ii] + B[ii];
}
```



#### **CUDA** code

```
// there are 100000 threads
__global__ void KernelFunction(...) {
  int tid = blockDim.x * blockIdx.x + threadIdx.x;
  int varA = aa[tid];
  int varB = bb[tid];
  C[tid] = varA + varB;
}
```

Slide credit: Hyesoon Kim

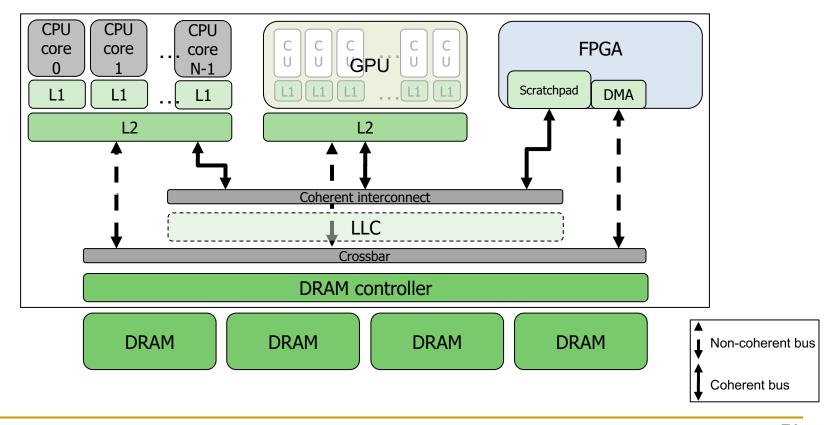
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### Heterogeneous Computing Systems

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  - More suitable devices for each type of workload
  - Increased performance and energy efficiency



#### Chai Benchmark Suite

- Heterogeneous execution on CPU, GPU, FPGA
- Collaboration patterns
  - 8 data partitioning benchmarks
  - 3 coarse-grain task partitioning benchmarks
  - 3 fine-grain task partitioning benchmarks
- Discrete (D) and Unified (U) versions
- Chai versions
  - CUDA and OpenCL for CPU+GPU
  - OpenCL for CPU+FPGA
  - CUDA-Sim for Gem5-GPU



https://chai-benchmarks.github.io

# P&S Heterogeneous Systems

Programming Heterogeneous Computing Systems with GPUs and other Accelerators

Dr. Juan Gómez Luna Prof. Onur Mutlu ETH Zürich Fall 2022 3 October 2022