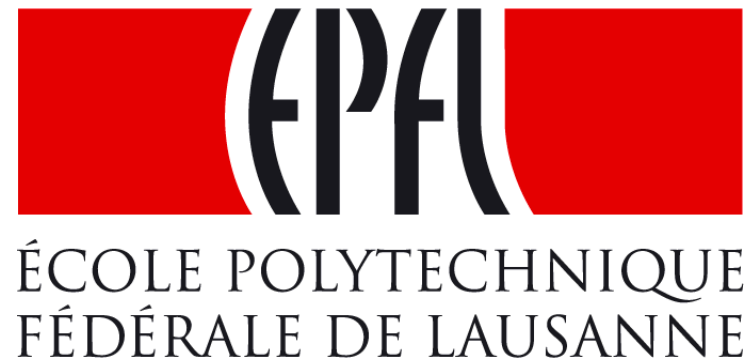


Big Data & Dark Silicon:

Taming Two IT Trends on a Collision Course

Babak Falsafi
Director, EcoCloud
ecocloud.ch



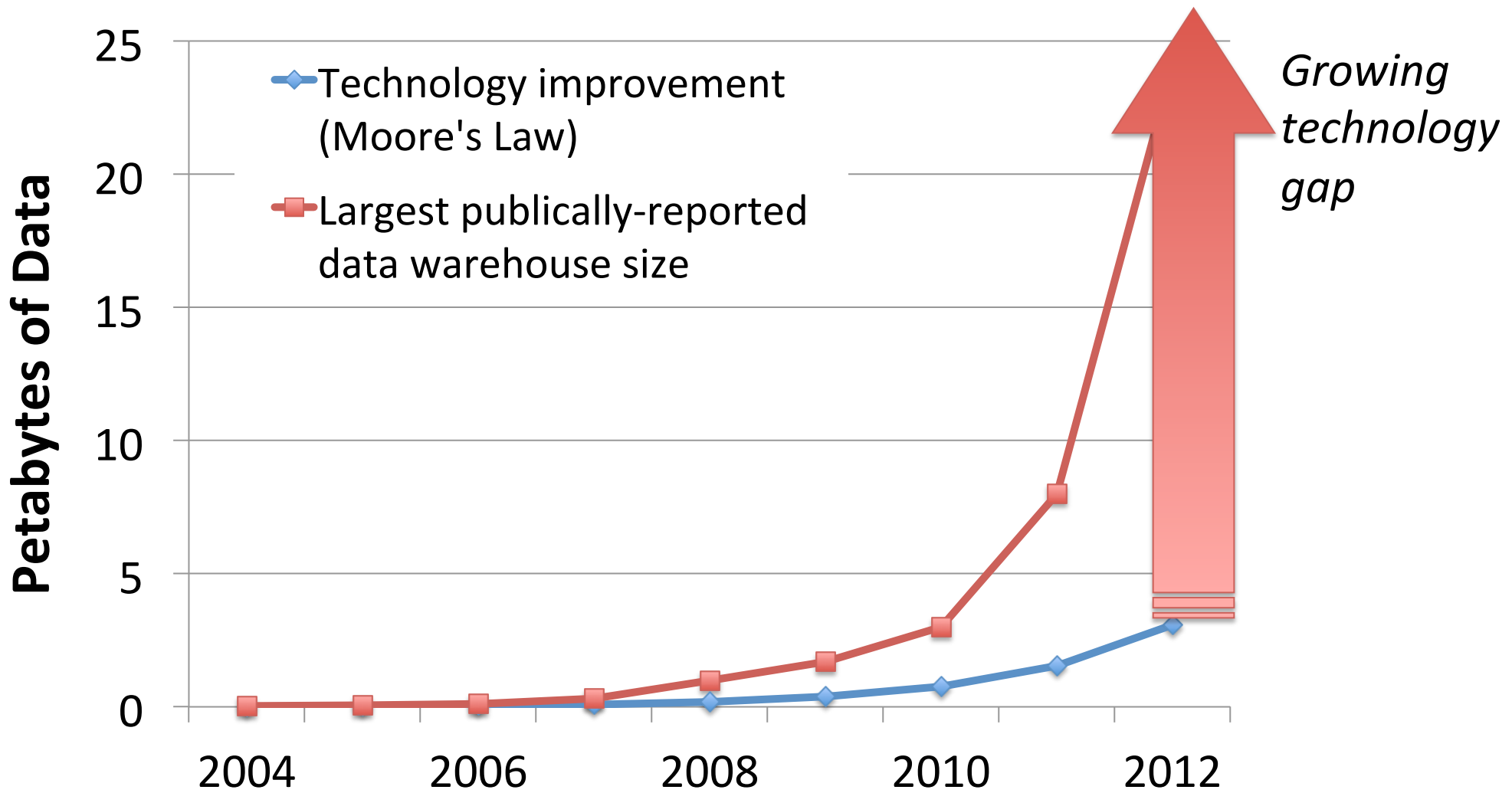
Inflection Point # I: IT is all about Data



[source: Economist]

- Data growth (by 2015) = 100x in ten years [IDC 2012]
 - Population growth = 10% in ten years
- Monetizing data for commerce, health, science, services,
- Big Data is shaping IT & pretty much whatever we do!

Data Growing Faster than Technology

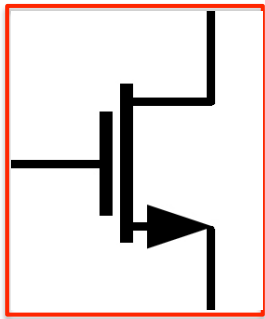


Inflection Point #2: Energy used to be “Free”

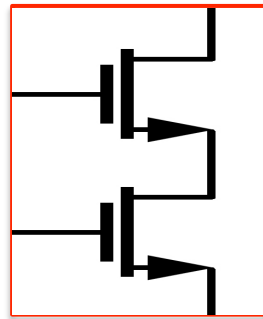
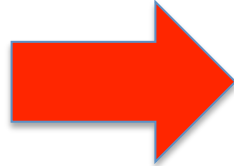
1 transistor = 1x energy

2 transistors = 1x energy

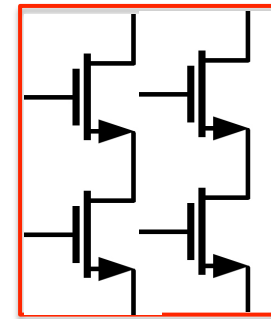
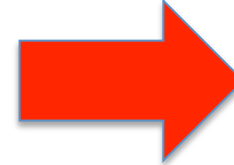
4 transistors = 1x energy



2 years later



2 years later



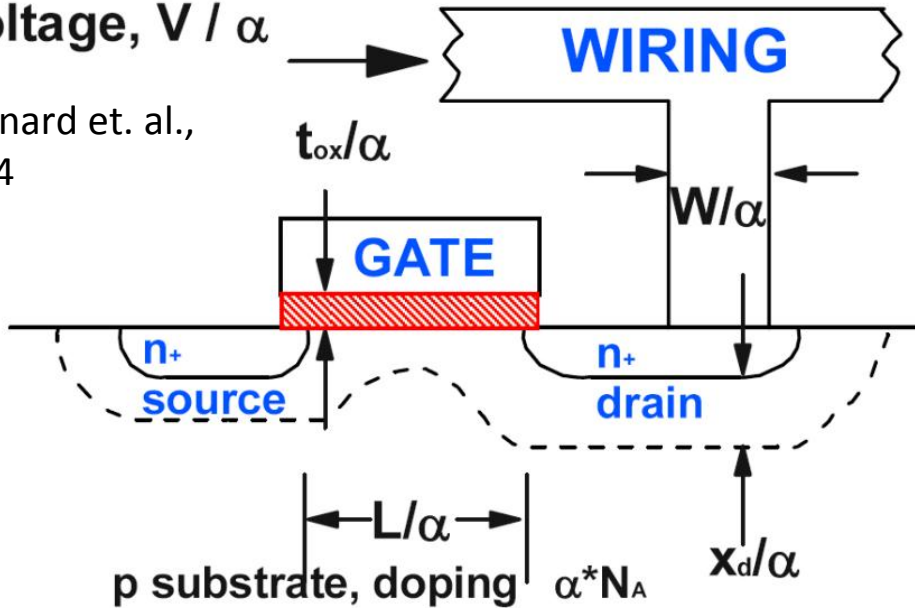
Before (1970~2005):

- Used to make transistors smaller
- Smaller transistors less electricity to operate
- Chip energy consumption remained ~ same

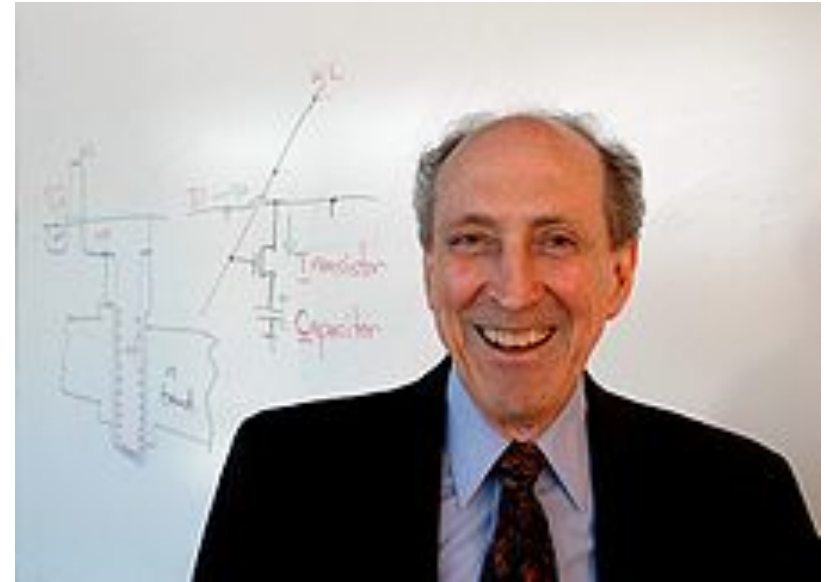
Where did “Free” Energy Go?

Voltage, V / α

Dennard et. al.,
1974



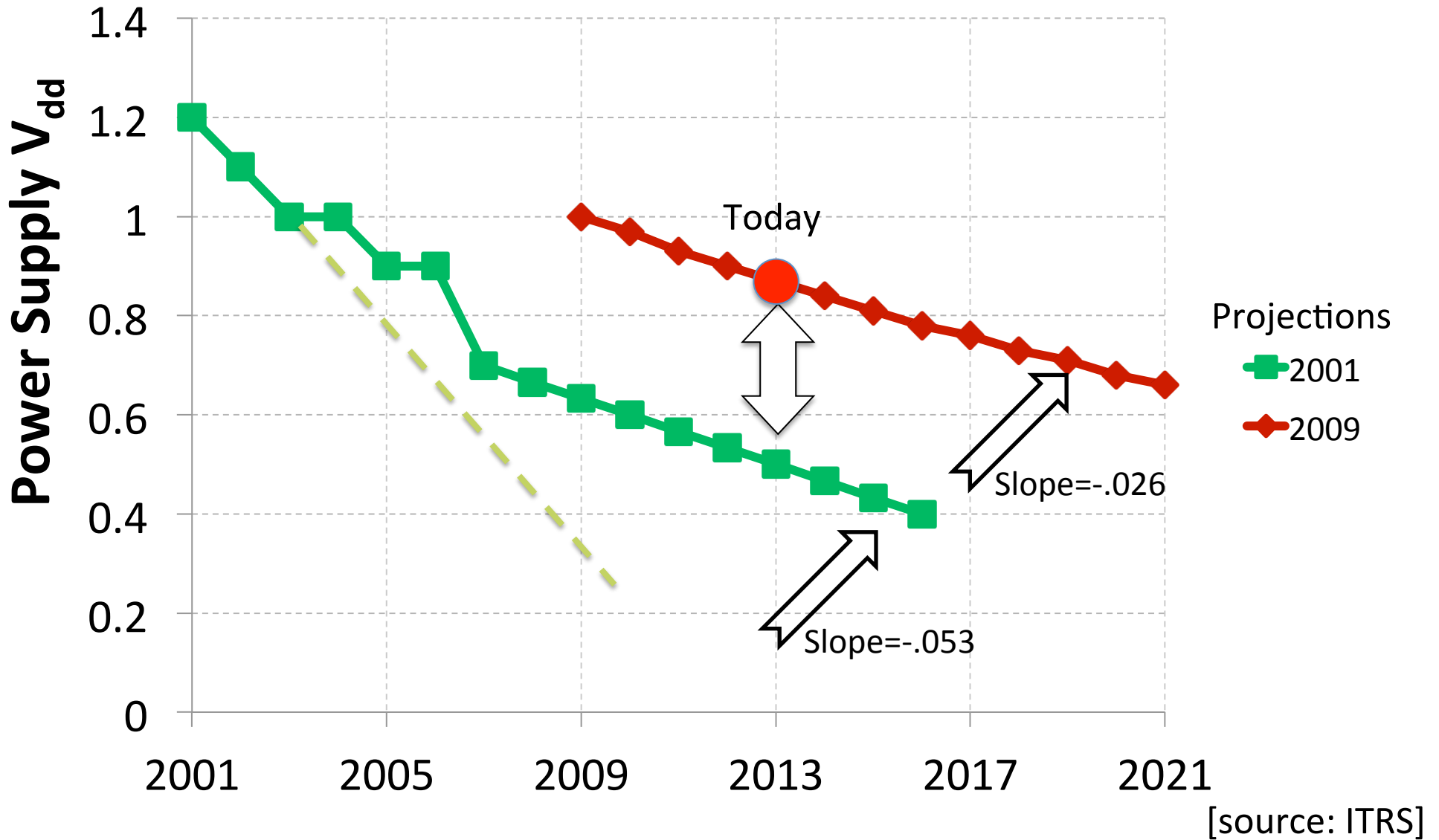
Robert H. Dennard, picture from Wikipedia



Four decades of Dennard Scaling (1970~2005):

- $P = CV^2 f$
- More transistors
- Lower voltages
- Constant power/chip

End of Dennard Scaling



The fundamental energy silver bullet is gone!

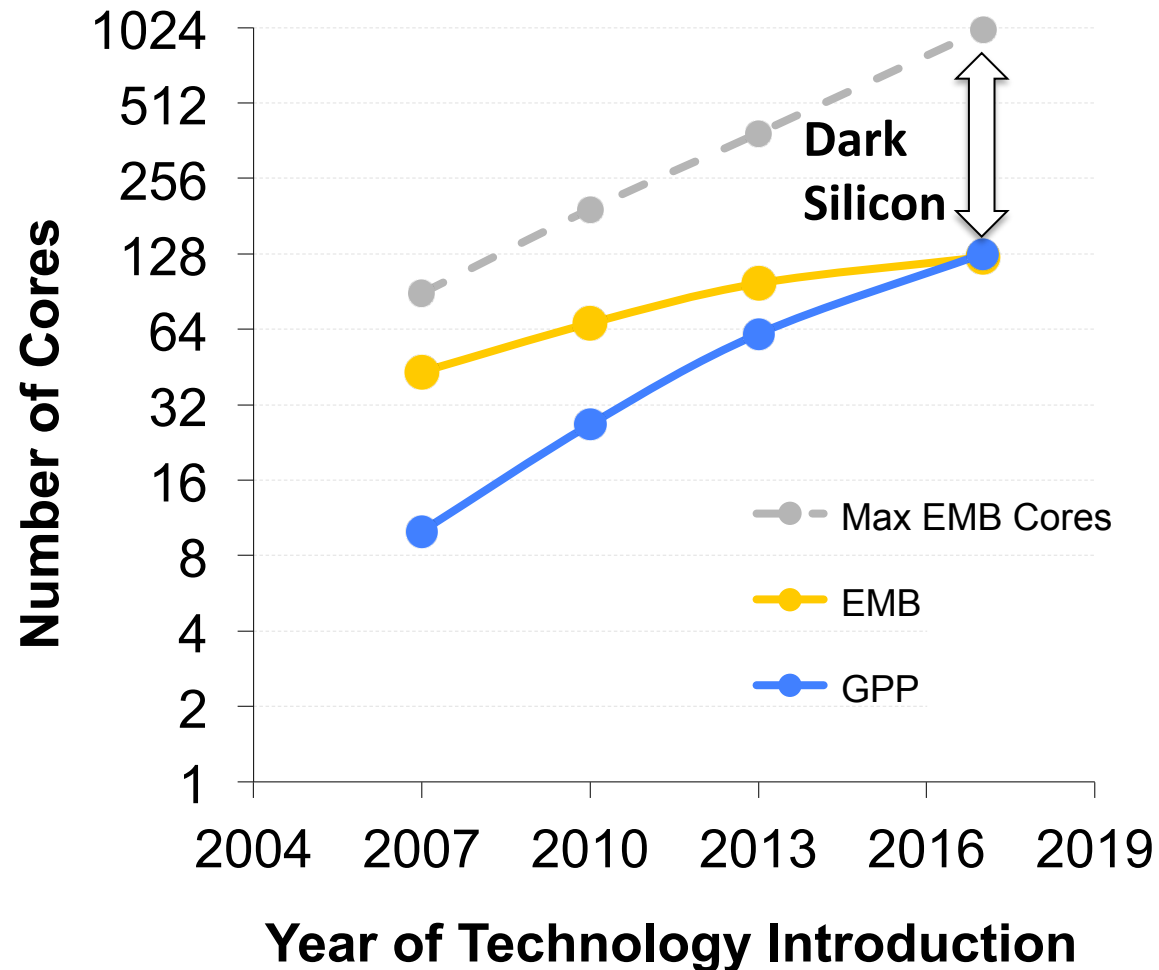
Dark Silicon: End of Multicore Scaling

Parallel computing is emerging as a popular solution for efficiency

But parallelism alone can not offset leveling voltages!

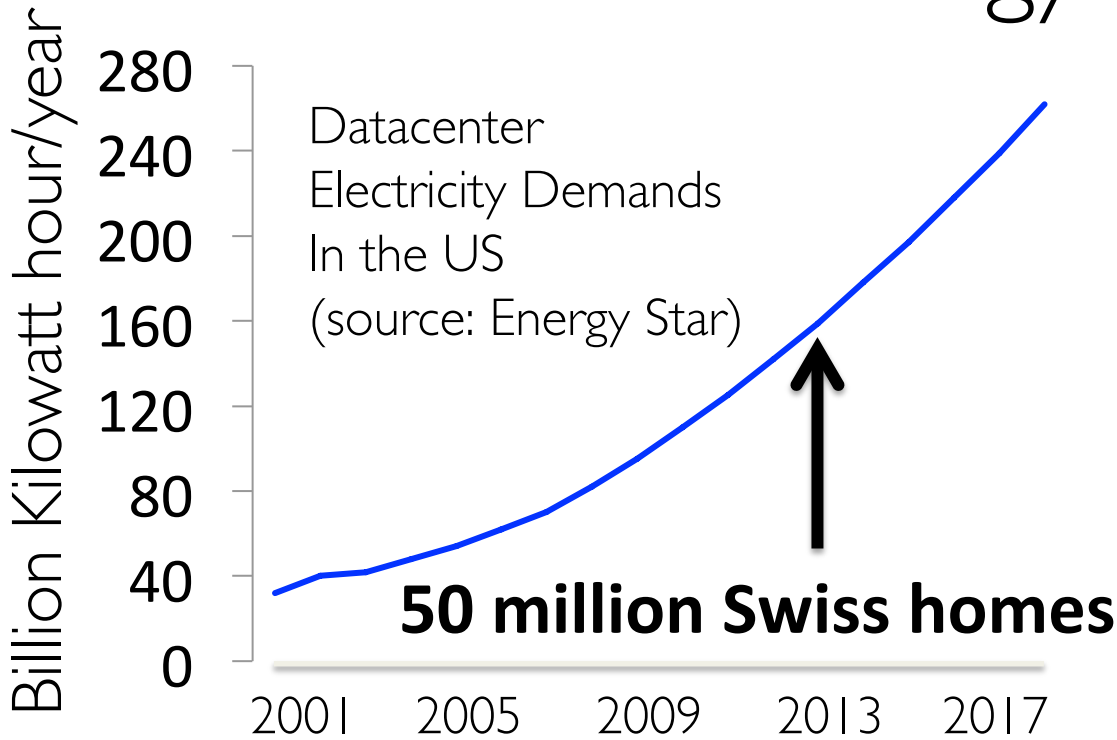
Even in servers:

- With abundant parallelism
- Programmable cores are at efficiency limits
- Soon, cannot power all chip



Hardavellas et. al., "Toward Dark Silicon in Servers", IEEE Micro, 2011

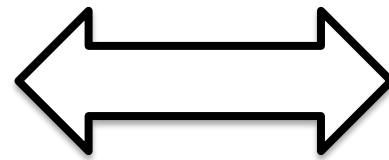
Higher Demand + Lower Efficiency: Datacenter Energy Not Sustainable!



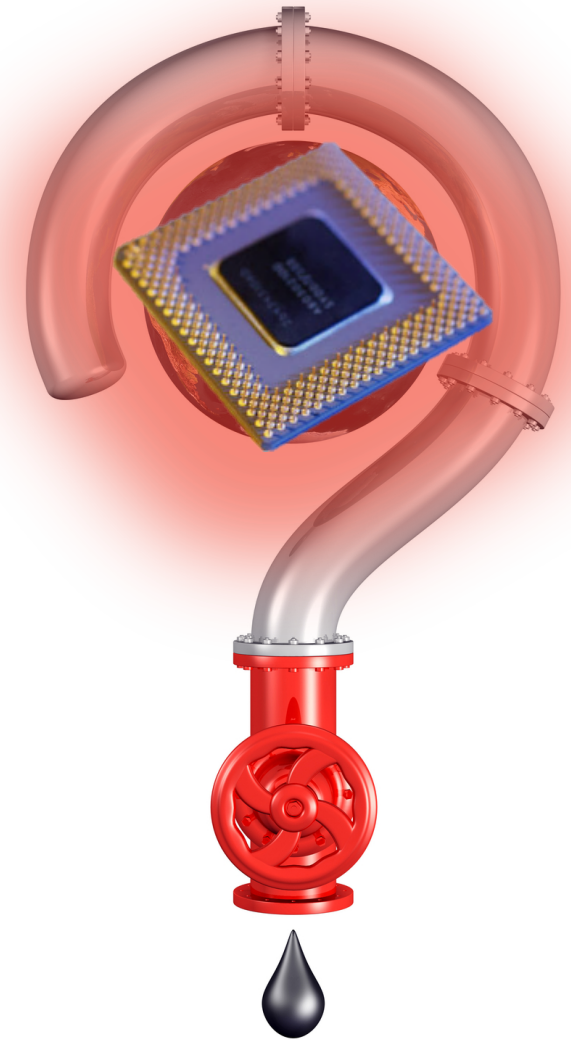
- Modern datacenters → 20 MW!
- In modern world, 6% of all electricity, growing at >20%!



IT's Future



Bridging
Technologies





Center to bring efficiency to data

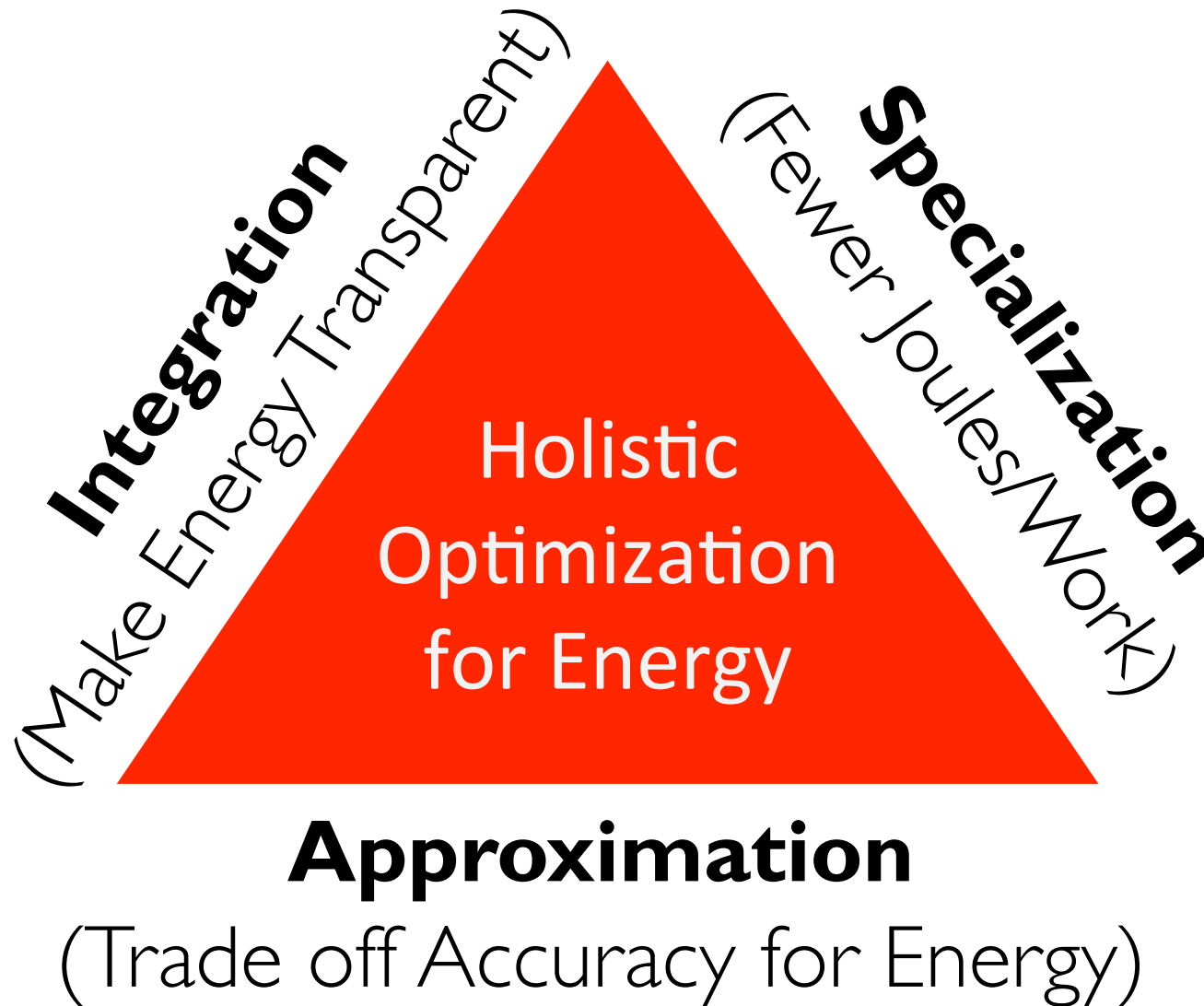
- 16 faculty, 50 researchers
- Around \$3M/year budget

Mission:

- Energy-efficient data-centric IT
- From algorithms to machine infrastructure
- Maximizing Performance/TCO for Big Data

The Microsoft logo in black.The Eaton logo in blue, with the tagline "Powering Business Worldwide" below it.

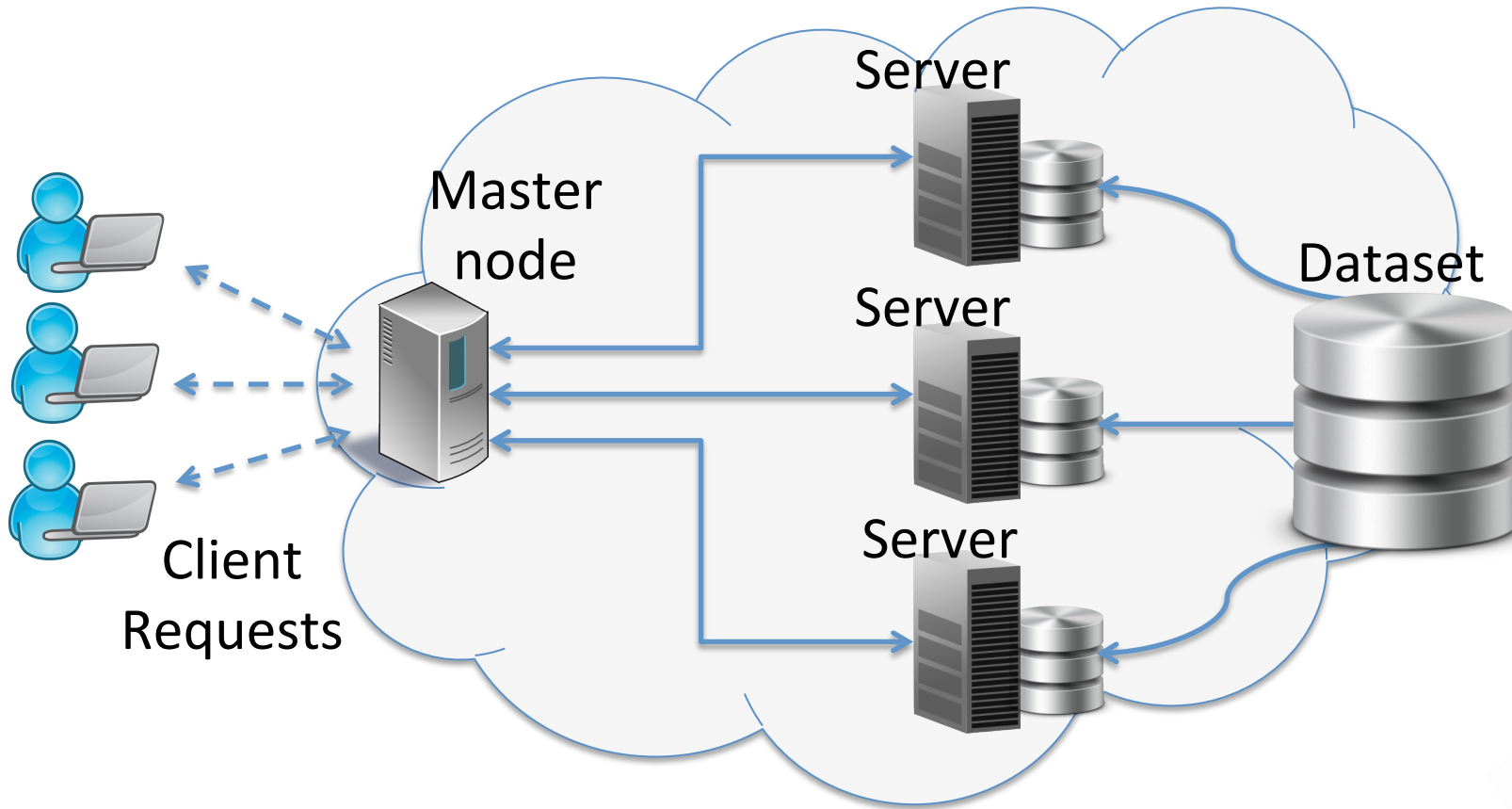
Our Vision: The ISA Triangle of Efficiency



Outline

1. Two infliction points colliding
2. How bad are today's servers?
 - Scale-Out Workloads
 - CloudSuite 2.0
 - Microarchitectural footprints
3. How do we build efficient servers?

Data-Intensive Online Services



- Many independent requests/tasks
- Huge dataset split into shards
- Minimal communication among servers



Scale-Out Datacenters

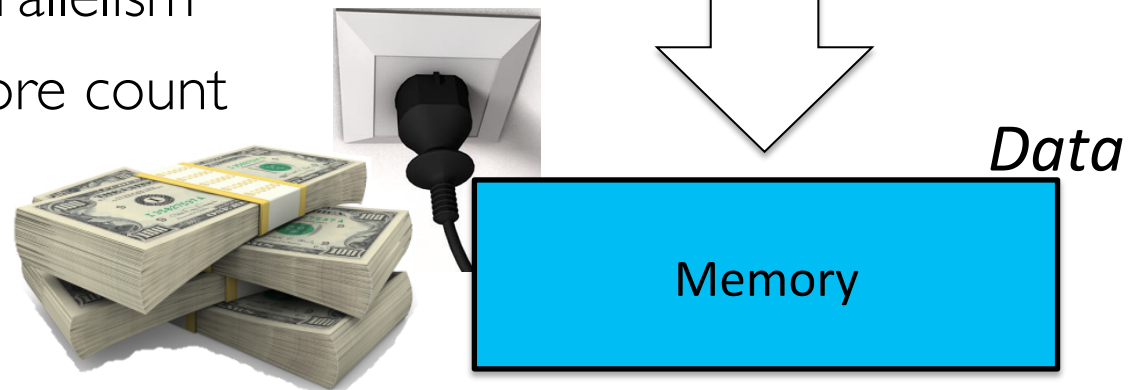
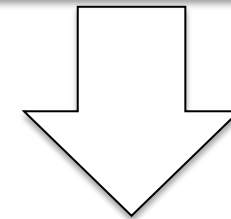
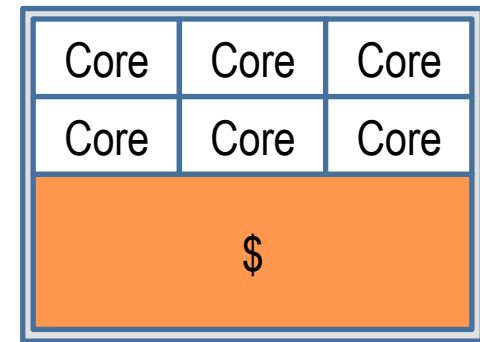
Vast data sharded across servers

Memory-resident workloads

- Necessary for performance
- Major TCO burden

Processors access data in memory

- Abundant request-level parallelism
- Performance scales with core count



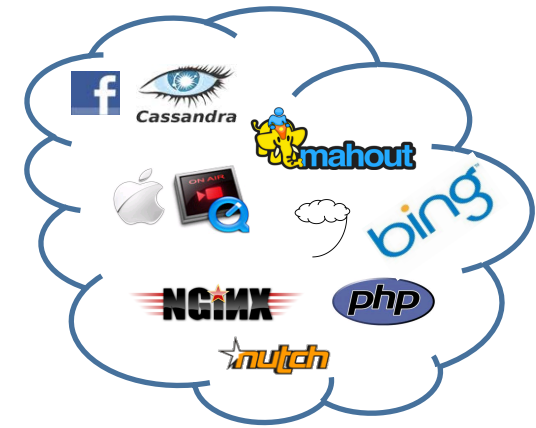
Maximize performance for better TCO

How Efficient are Today's Servers?

["Clearing the Clouds", ASPLOS '12]

- Created benchmark suite
 - Diverse set of cloud workloads
 - Quantified high-level behavior

- Studied off-the-shelf hardware
 - Used performance counters
 - Identified needs of cloud apps



Modern CPUs don't match needs of cloud apps

CloudSuite 2.0

(released @ parsa.epfl.ch/cloudsuite)

Data Analytics
Machine learning



Data Caching
Memcached



Data Serving
Cassandra NoSQL



Graph Analytics
TunkRank



Media Streaming
Apple Quicktime Server



SW Testing as a Service
Symbolic constraint solver



Web Search
Apache Nutch



Web Serving
Nginx, PHP server



Covers popular scale-out services

Hardware

Dell PowerEdge
M1000e



Dell Blades
M610



Two Intel x5670
2.9GHz
6-core, 12MB LLC

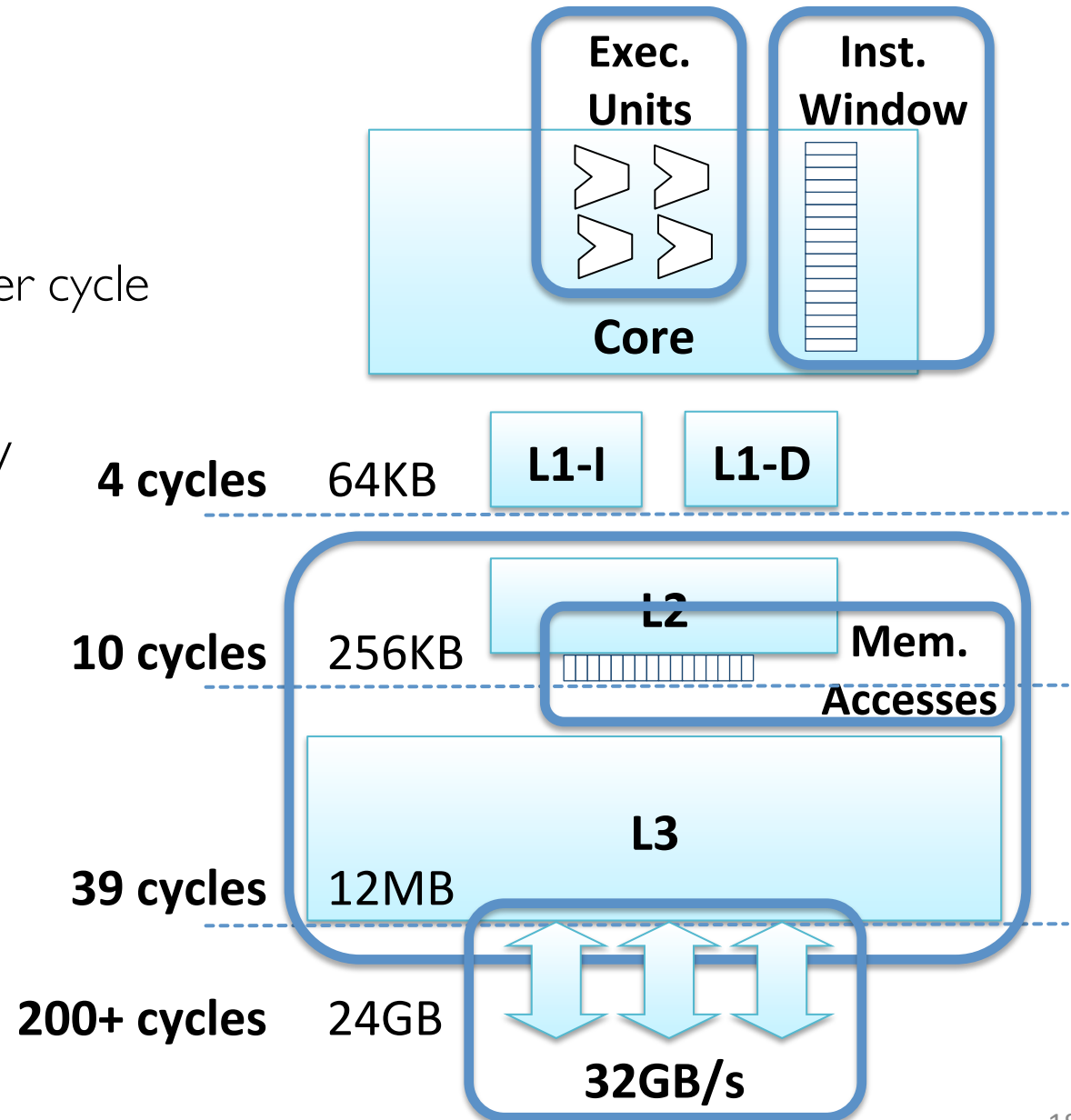


24GB RAM

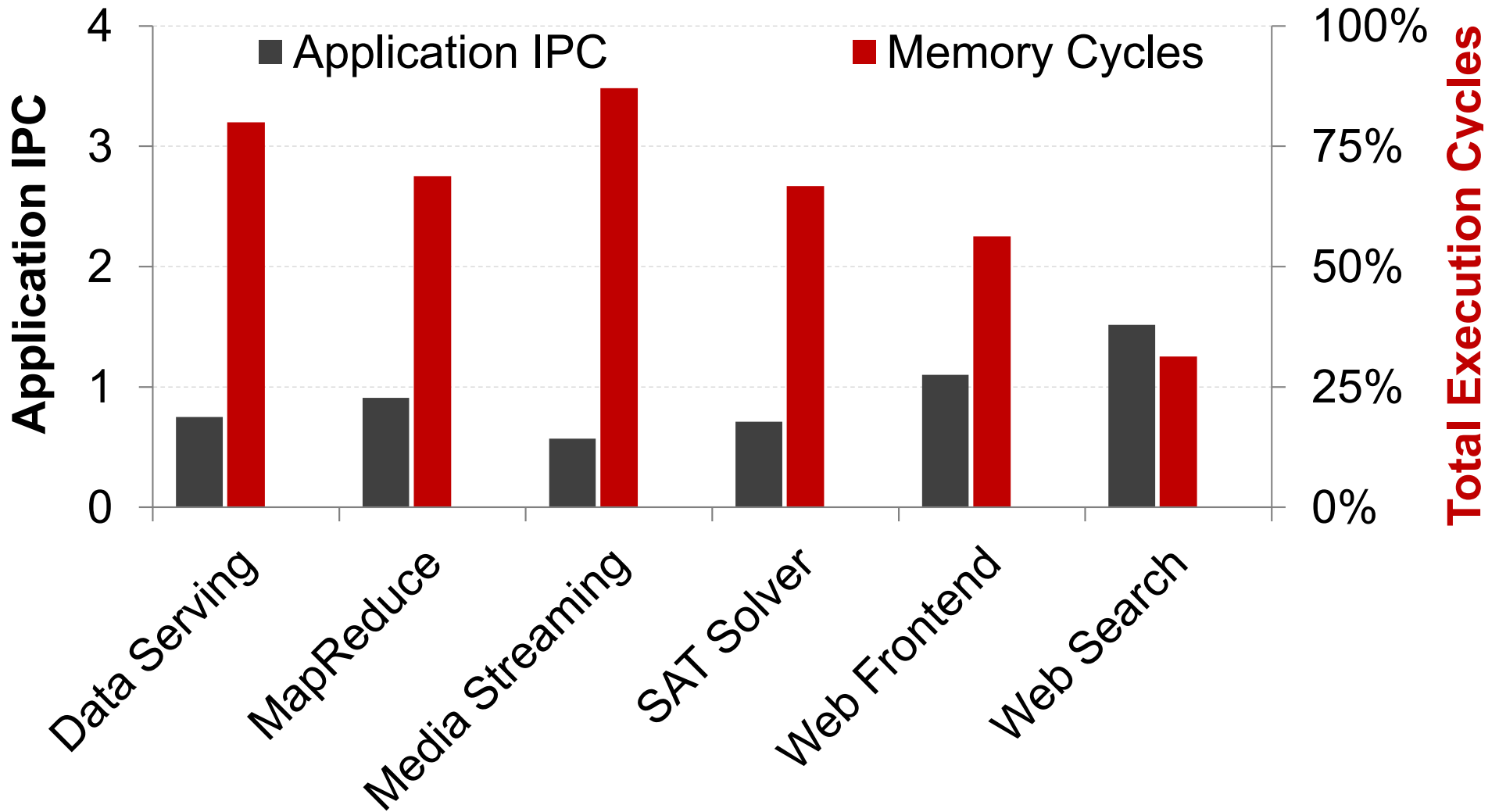


Methodology: “Server-grade” CPU

- Aggressive OoO cores
 - Run up to 4 instructions per cycle
- Large instruction window
 - 128 instructions in flight
 - 48 loads in flight
- L2 and large L3 caches
- Vast off-chip b/w



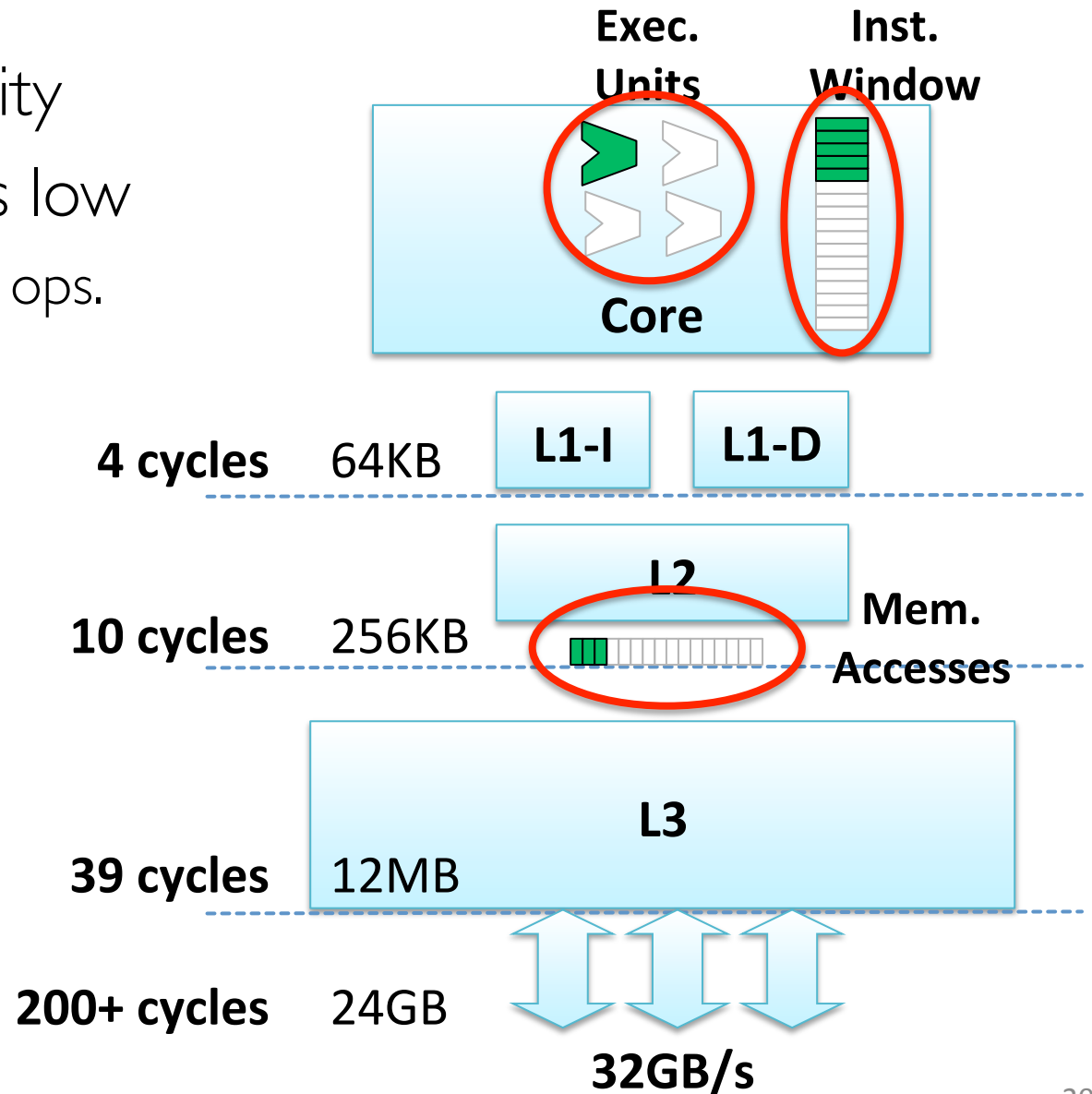
Core Inefficiencies



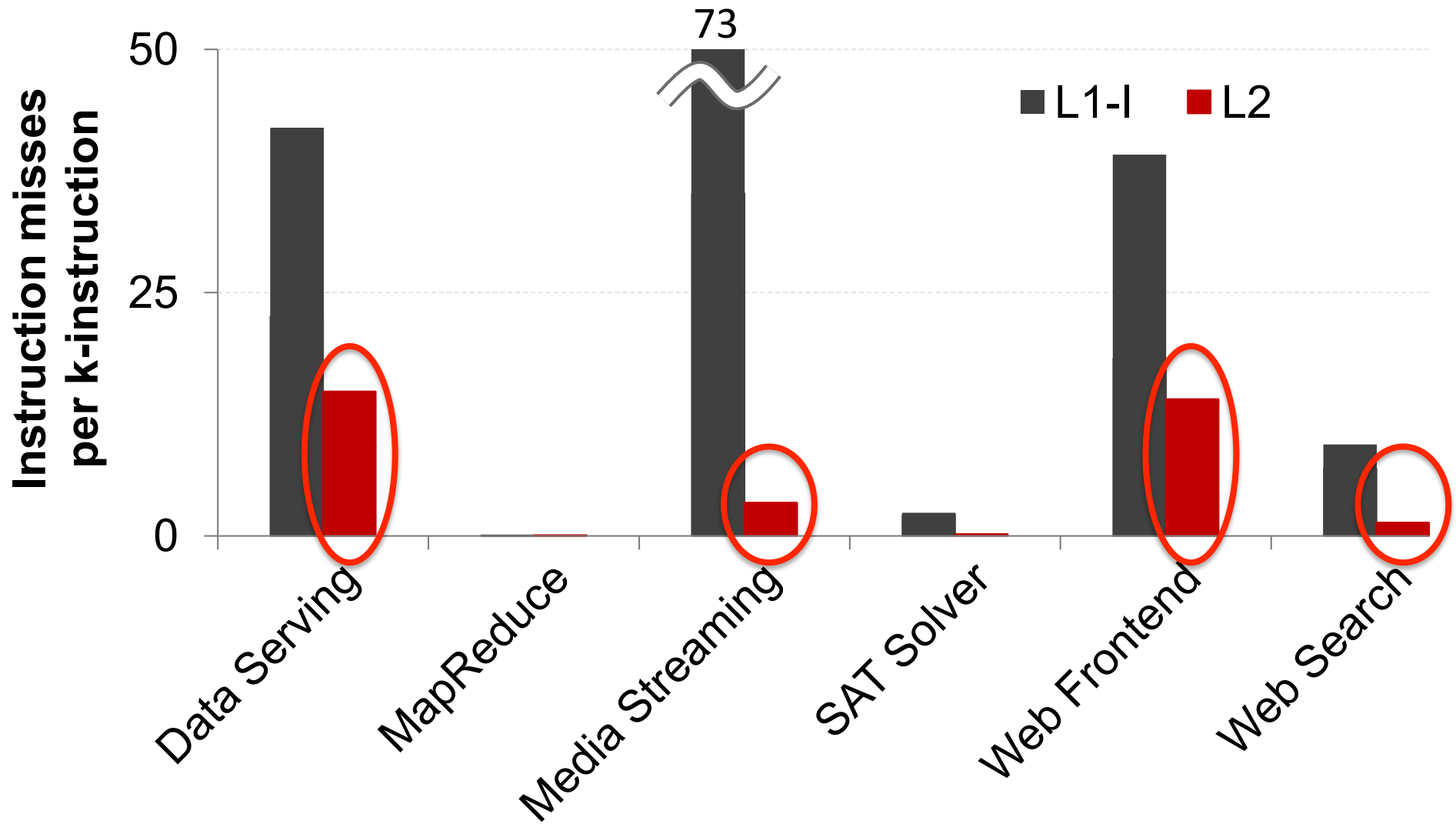
Execute ~1 instruction per cycle

Core Inefficiencies

- Underutilized complexity
- Scale-out requirements low
 - couple parallel memory ops.
 - one execution unit



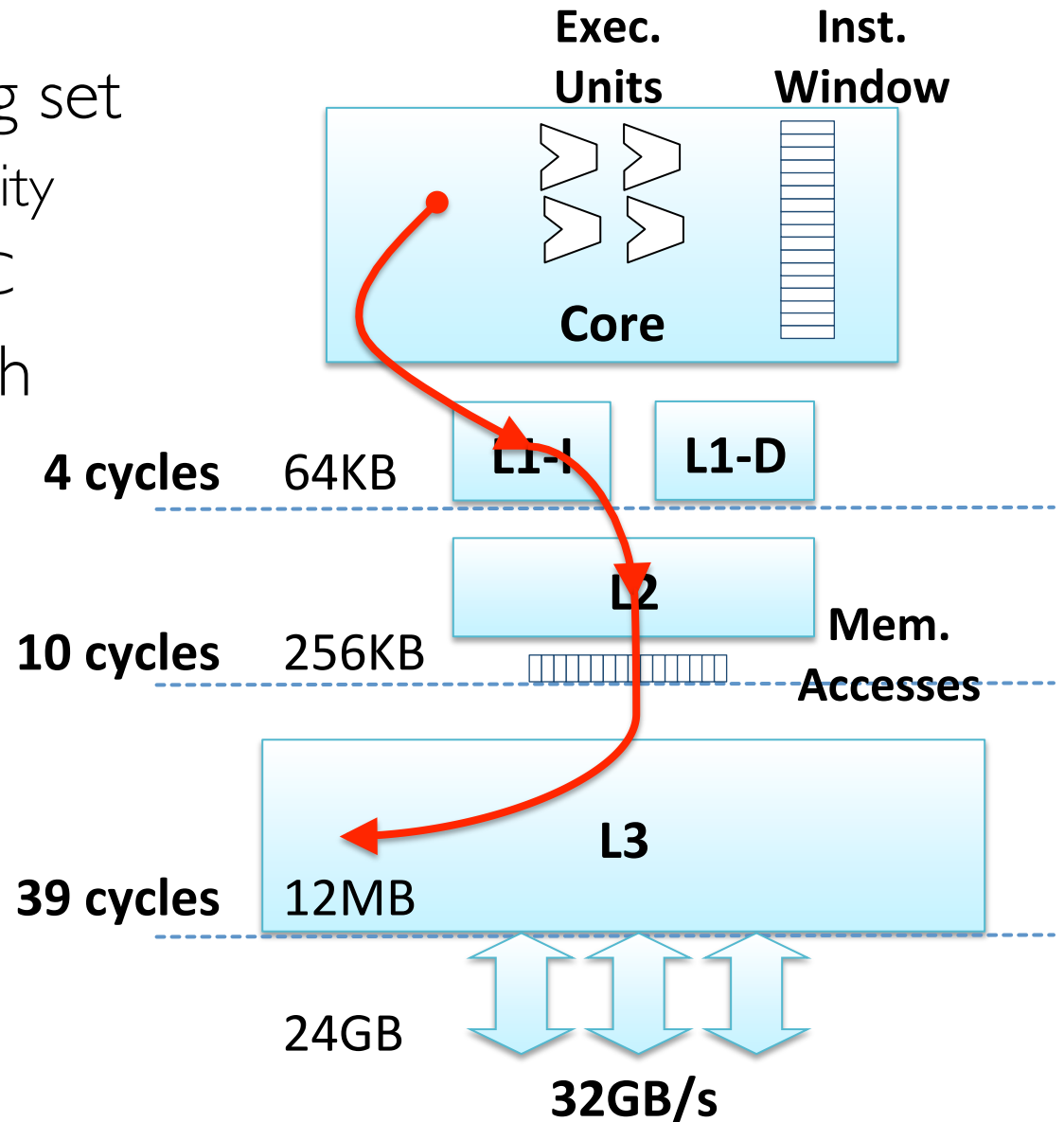
Instruction-Fetch Misses



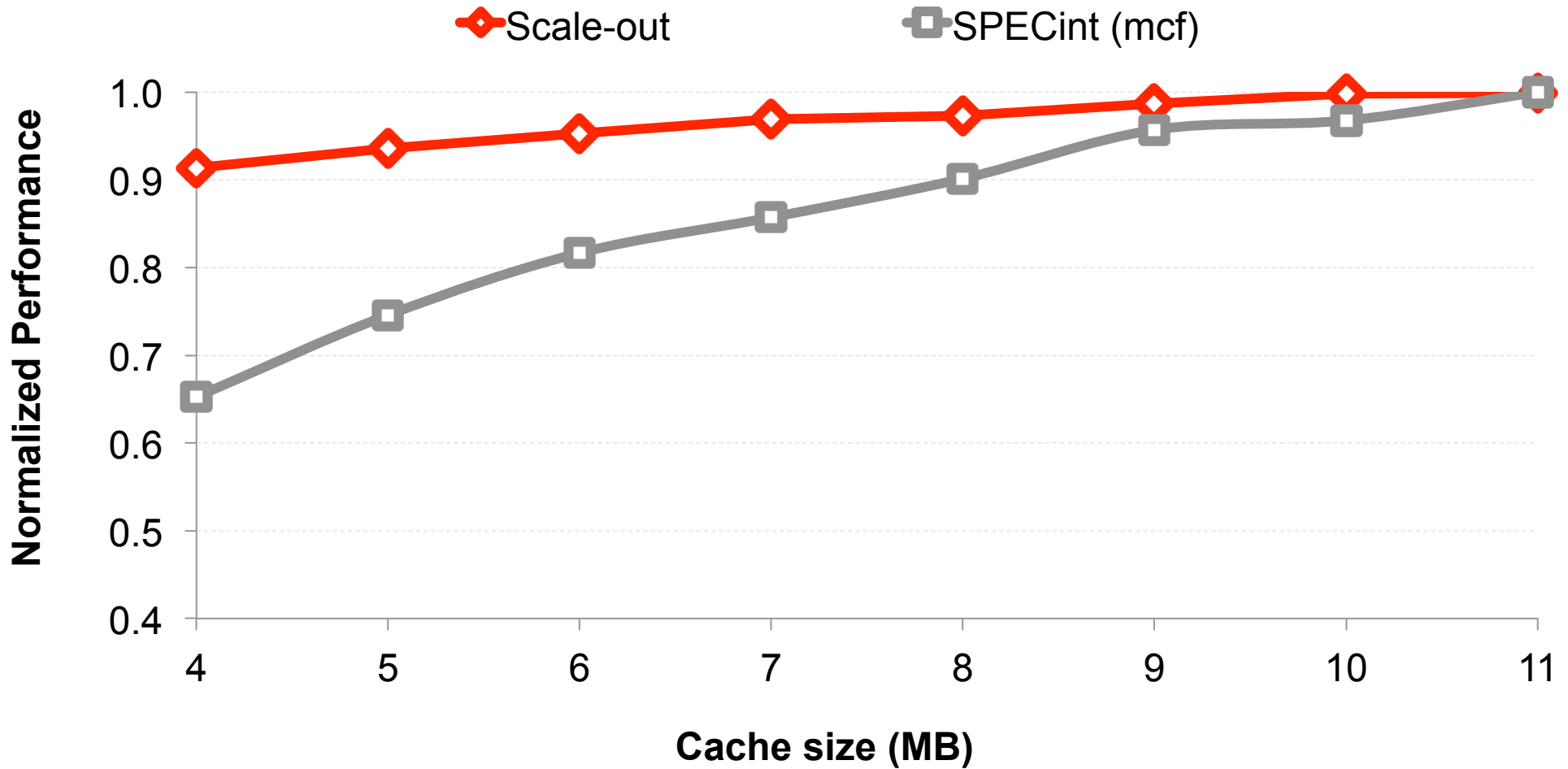
Suffer severe i-cache miss penalties

Instruction-Fetch Inefficiencies

- Large instruction working set
 - Larger than L1 & L2 capacity
 - Instructions read from LLC
- Core stalled during i-fetch

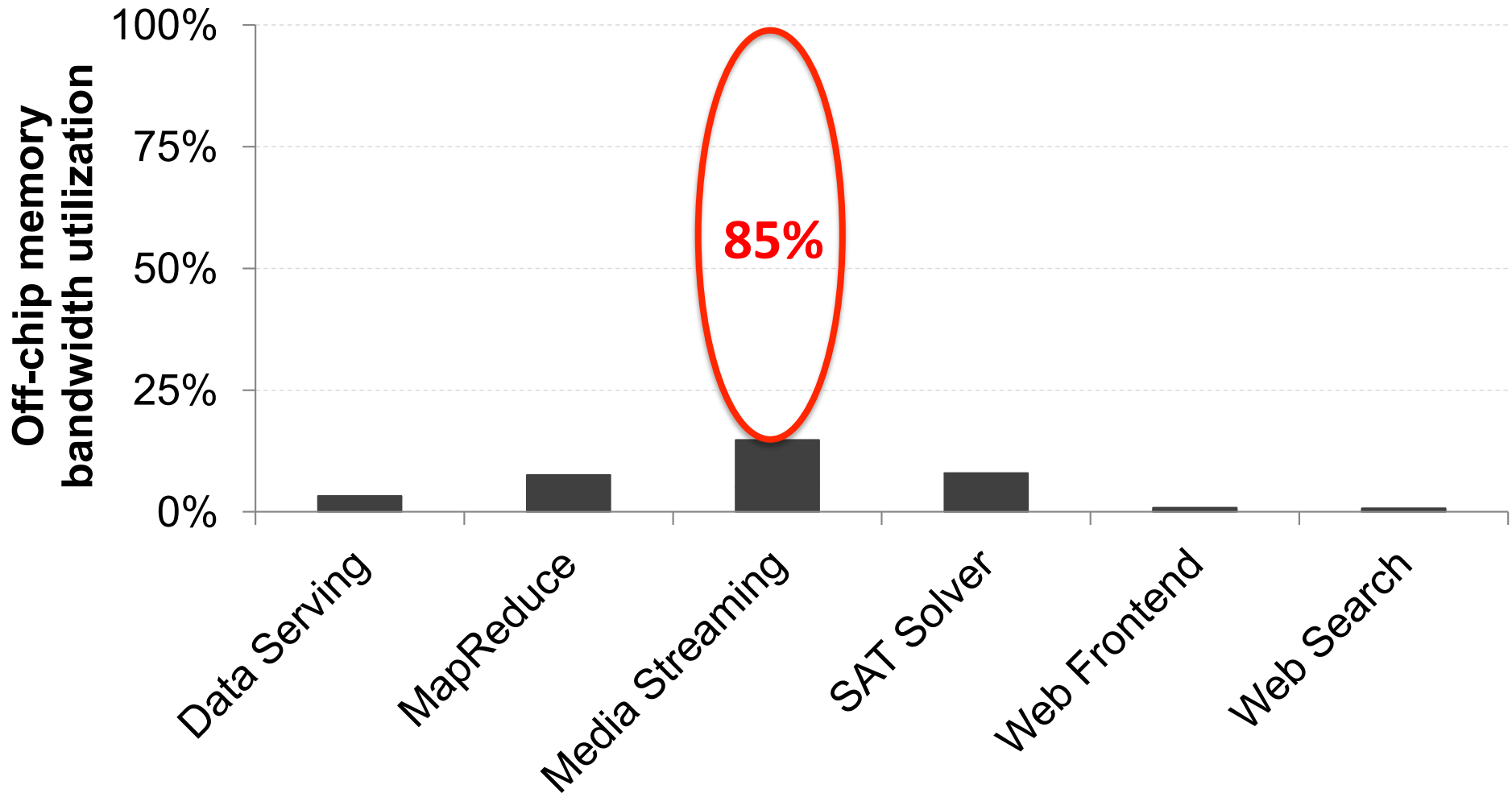


LLC Sensitivity



Minimal performance from large LLC

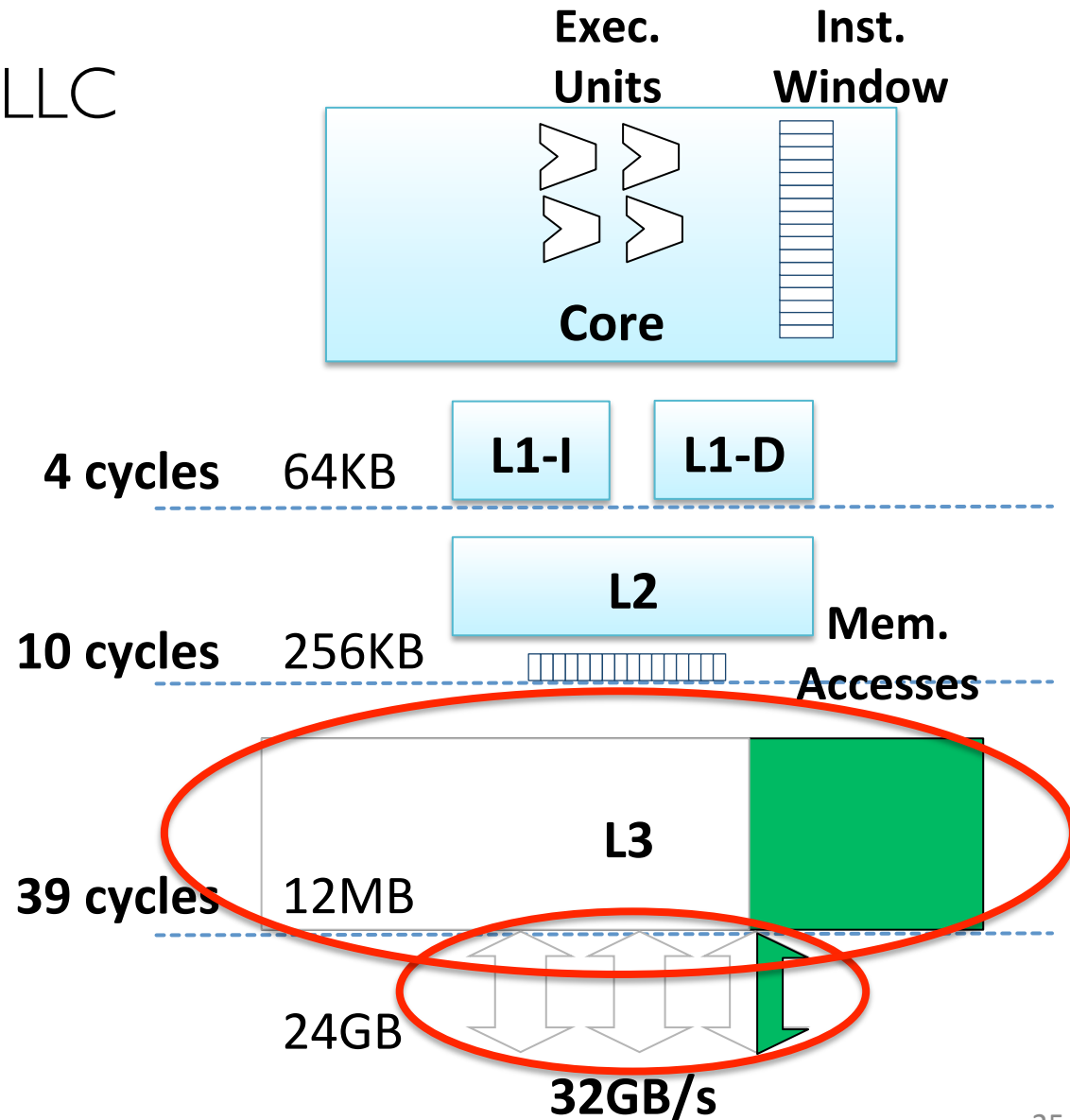
Off-chip Memory Bandwidth



Off-chip BW severely underutilized

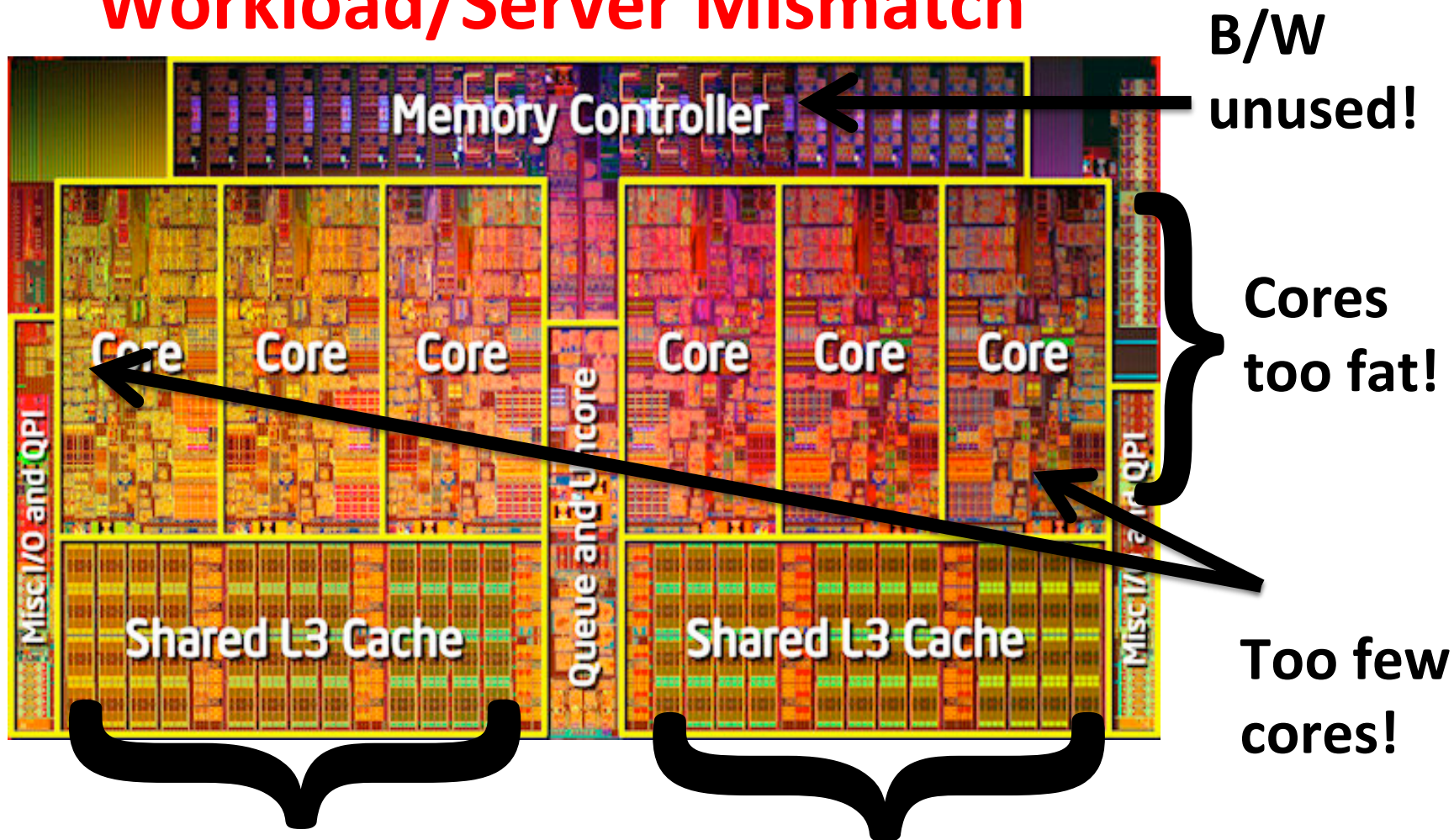
LLC and Bandwidth Inefficiencies

- Scale-out needs modest LLC
 - Beyond 3-4MB useless
 - Area & latency w/o payoff
- Low per-core BW needs
 - <15% utilization
 - Too many channels
 - Too high frequency



Clearing the Clouds in a nutshell [ASPLOS 2012]

Workload/Server Mismatch



8 MB (60%) waste of space (no reuse)!

Outline

1. Two infliction points colliding
2. How bad are today's servers?
3. How do we build efficient servers?
 - Scale-Out Processors [ISCA'12, IEEE Micro'12]
 - Scale-Out NoCs [MICRO'12]
 - Die-Stacked Caches [ISCA'13]

What do Scale-Out Apps Need?

Cores share instructions

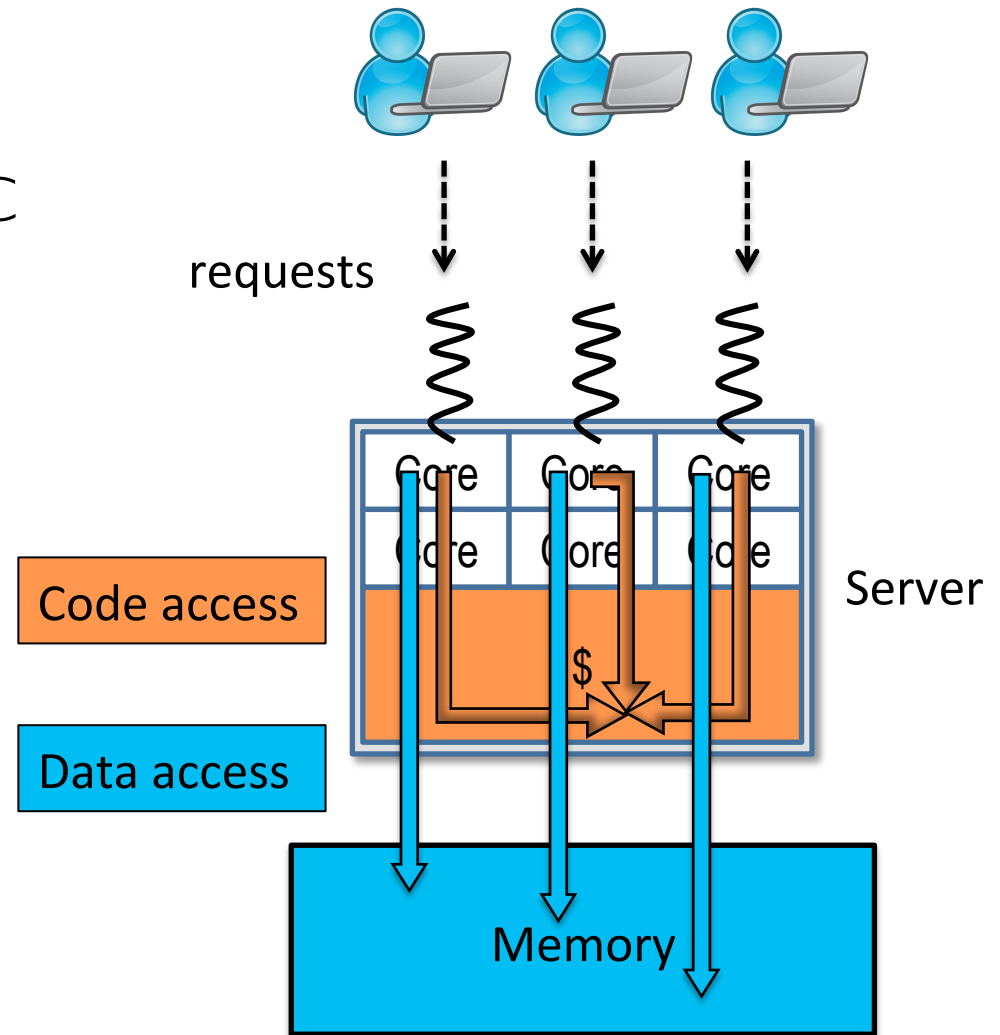
- Large code footprint fits in LLC

Data is in memory

- Data footprint dwarfs LLC

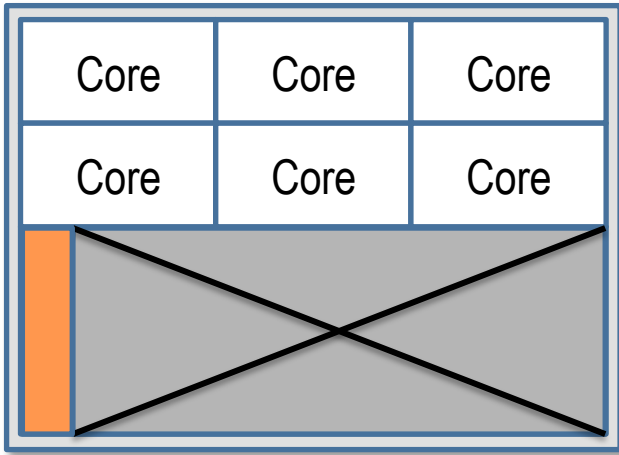
Cores don't communicate

- Independent requests
- Mostly Read-only accesses

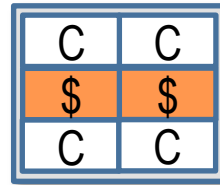


Common traits across applications

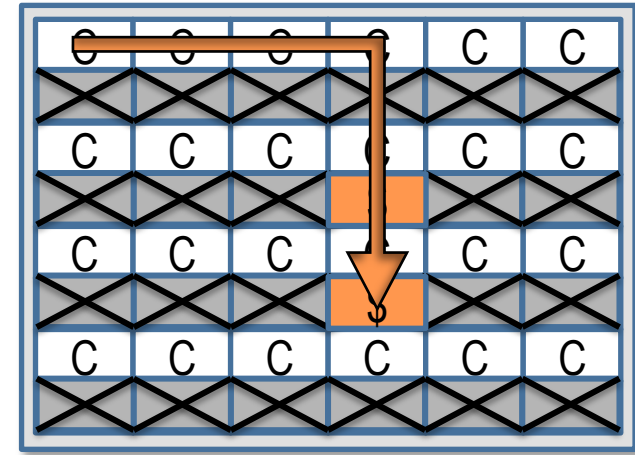
What do Existing Processors Offer?



Intel Xeon (~100 W)



Calxeda (~5W)



Tiler (~30W)

- ✗ Few fat cores
- ✗ Large LLC

- ✗ Few lean cores
- ✓ Compact LLC

- ✓ Many lean cores
- ✗ Large LLC
- ✗ Large distance

Mismatch with workload demands!

Roadmap for Specialization: Scale-Out Processors

[ISCA '12]
[IEEE Micro '12]

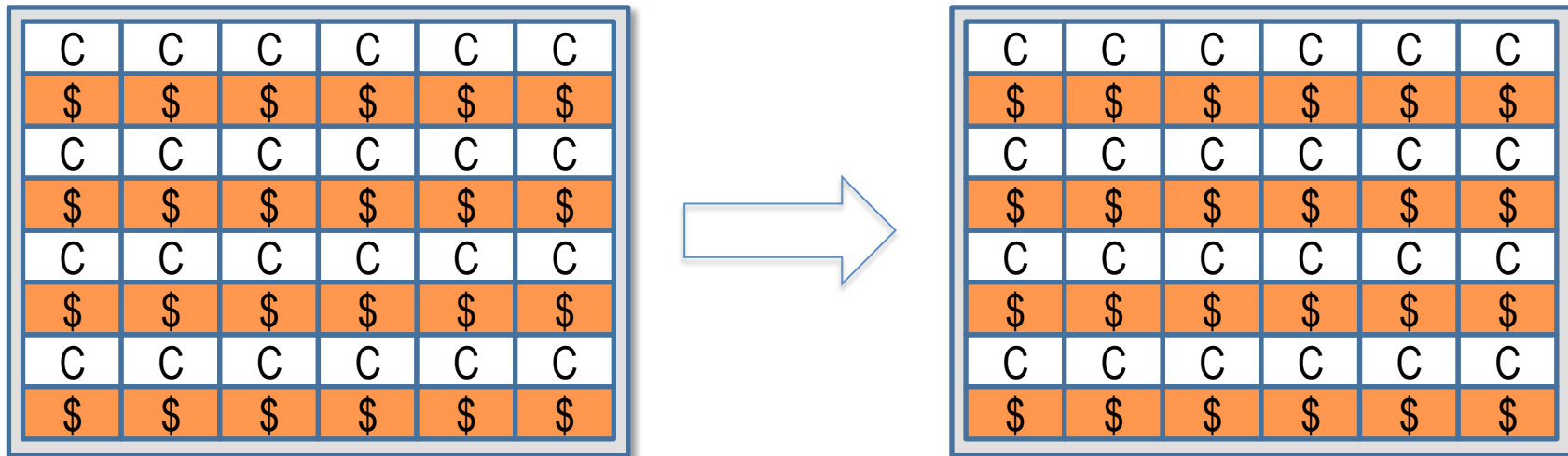
1. Eliminate wasteful capacity in the LLC
 - Shrink the cache, add cores in freed space

2. Reduce delay to LLC
 - Partition the die into independent multi-core *Pods*

3. Enable technology scalability
 - Do not interconnect the pods

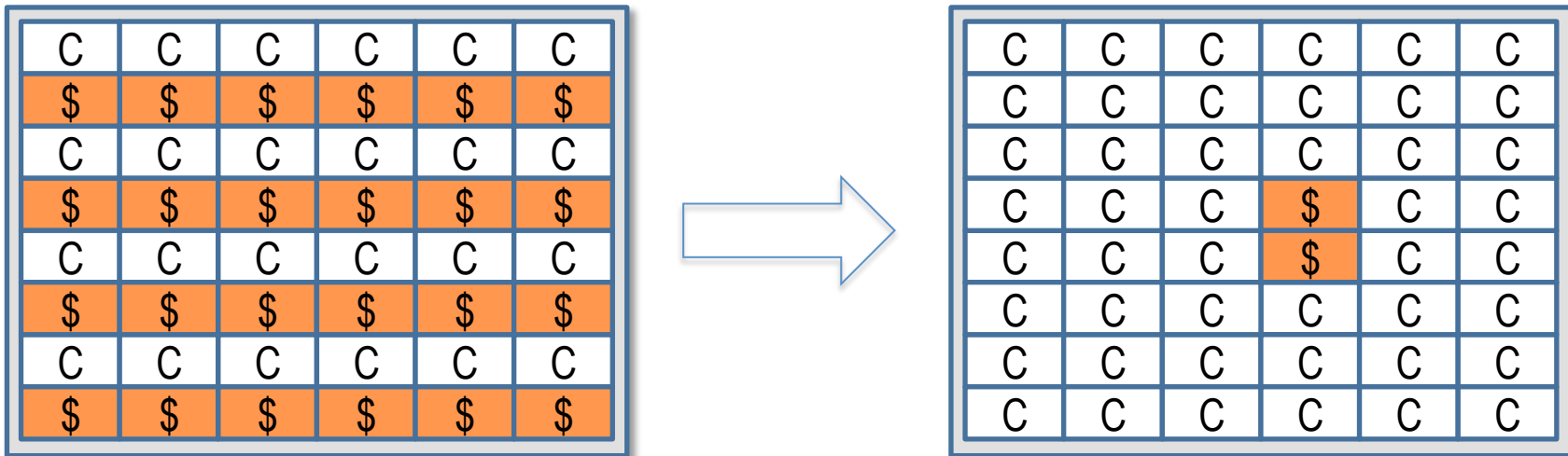
Step 1: Less Cache, More Cores

- ✓ Small LLC
 - Capture instructions
 - More area for the cores



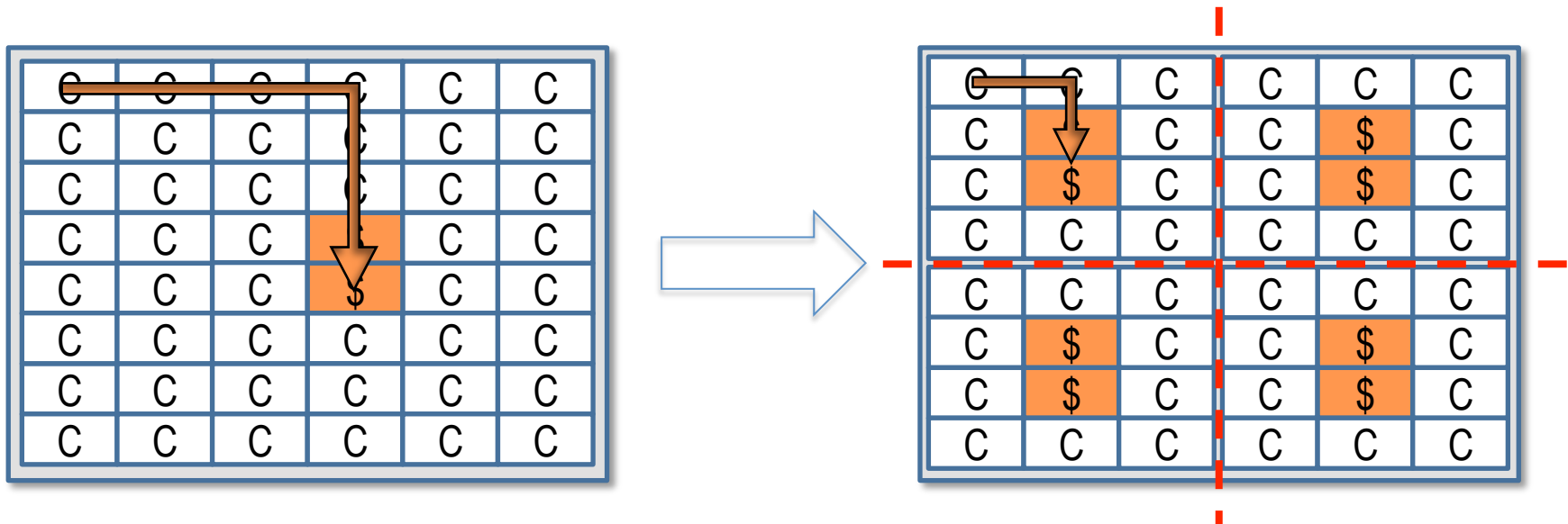
Step 1: Less Cache, More Cores

- ✓ Small LLC
 - Capture instructions
 - More area for the cores
- ✓ More cores for higher throughput



Step 2: Form “Pods” to Reduce Distance

- ✓ Small LLC
- ✓ More cores for higher throughput
- ✗ Fast path to LLC for instructions



How to choose the optimal pod?

Sizing Pods: Must Optimize for Efficiency

Too few cores → limited parallelism

Too many cores → long distance to LLC

- Slower instruction fetch

Cache dominates die area

C	\$
C	\$



Distance hurts performance

C	C	C	C	C
C	C	C	C	C
C	C	C	C	C
C	C	\$	C	C
C	C	C	C	C
C	C	C	C	C

Few cores

Many cores

How do we characterize optimality?

Our Optimization Criterion: Performance Density (PD)



PD pinpoints optimal use of silicon

Step 3: Scale-Out Processors

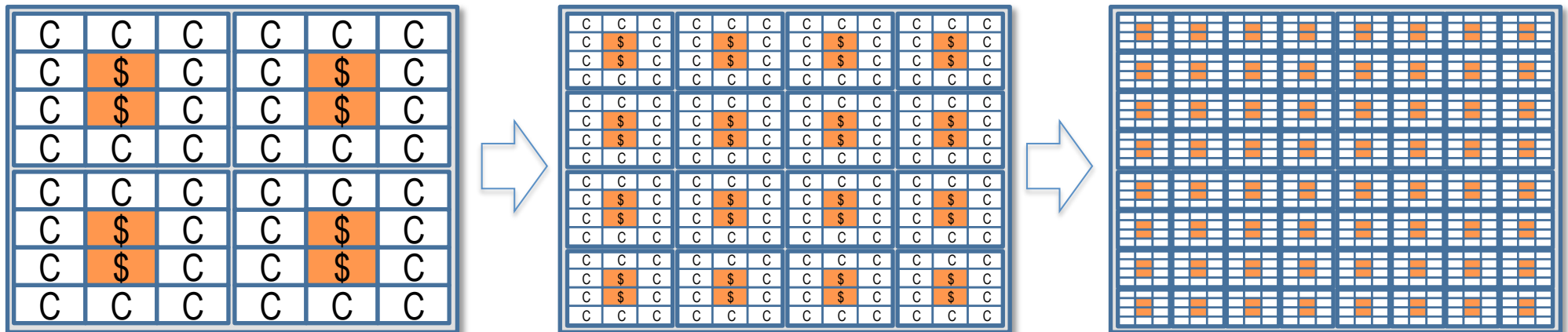
One or more pods

Each pod is a standalone server

- Runs a full software stack

No inter-pod connectivity or coherence

- Scalability and optimality across generations



40nm

20nm

10nm

Inherently optimal & scalable

Methodology

Evaluated designs: Conventional, Small-Chip, Tiled, SOP

Flexus sim'n infrastructure [Wenisch '06]

TCO model [Hardy '11]

Chip components

- Technology node: 20 nm
- Core: 1.1 mm²
- 1MB cache: 1.2 mm²
- Mem channel: 12 mm²

Chip budget

- Die area: 280 mm²
- Power: 95W
- BW: 6 x 3.2 GT/s DDR4

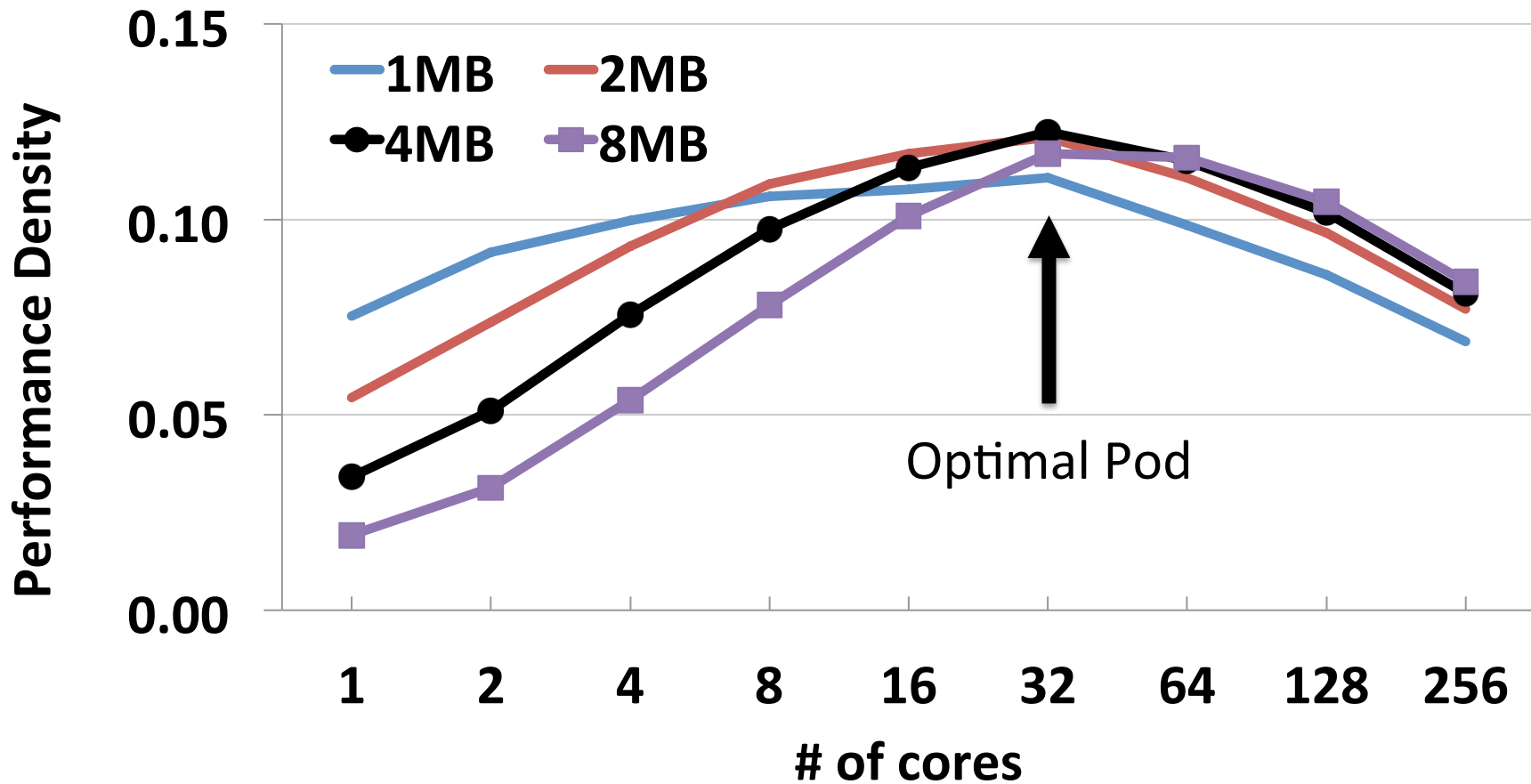
Core Parameters

- Out-of-order, 3-way, 2 GHz
- L1 (I & D): 32KB, 2-way

Datacenter

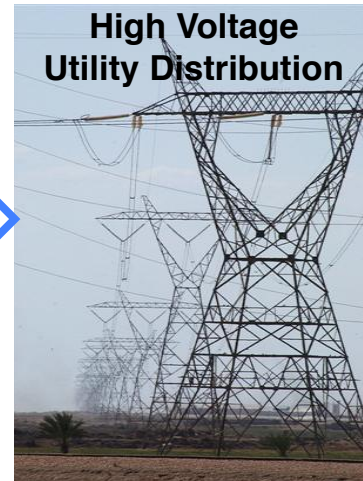
- Power: 20 MW
- Rack: 42 U, 17 kW

Pod Design Space Exploration

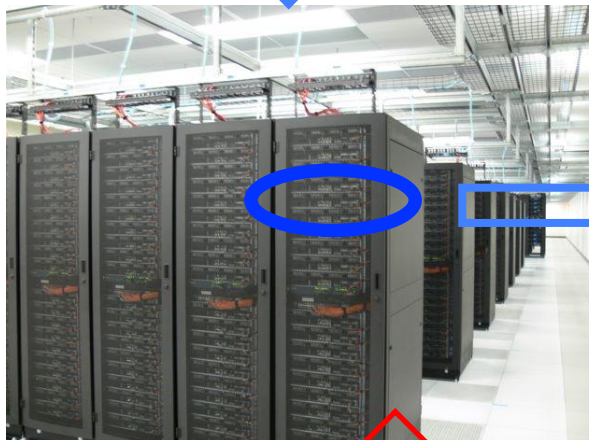
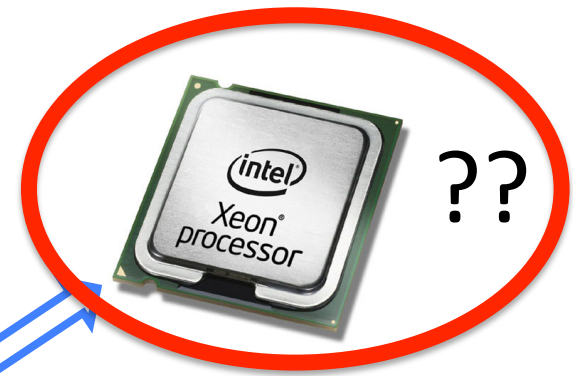


Optimal Pod: 32 cores & 4MB of cache

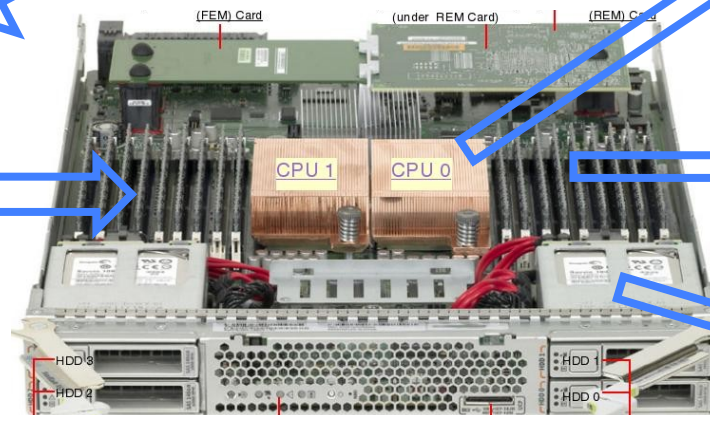
Datacenter-level Evaluation Methodology



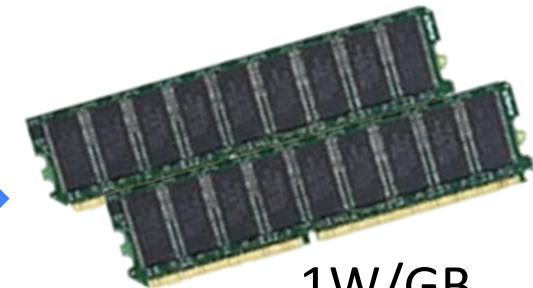
20 MW



17 kW/rack



~400W per blade

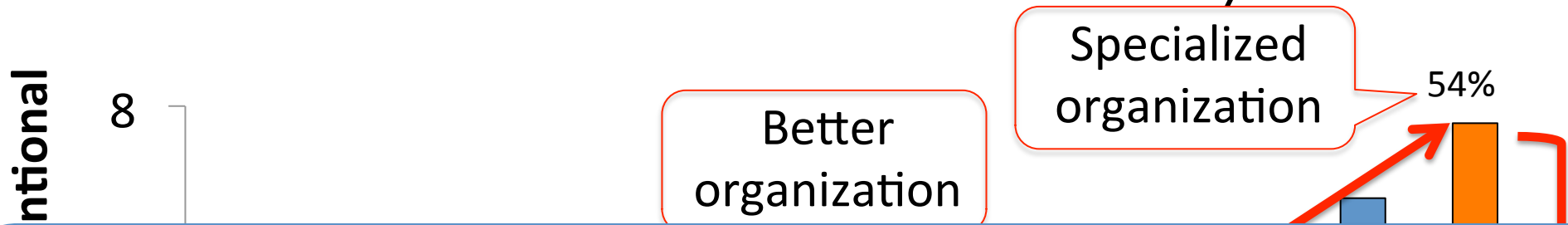


1W/GB

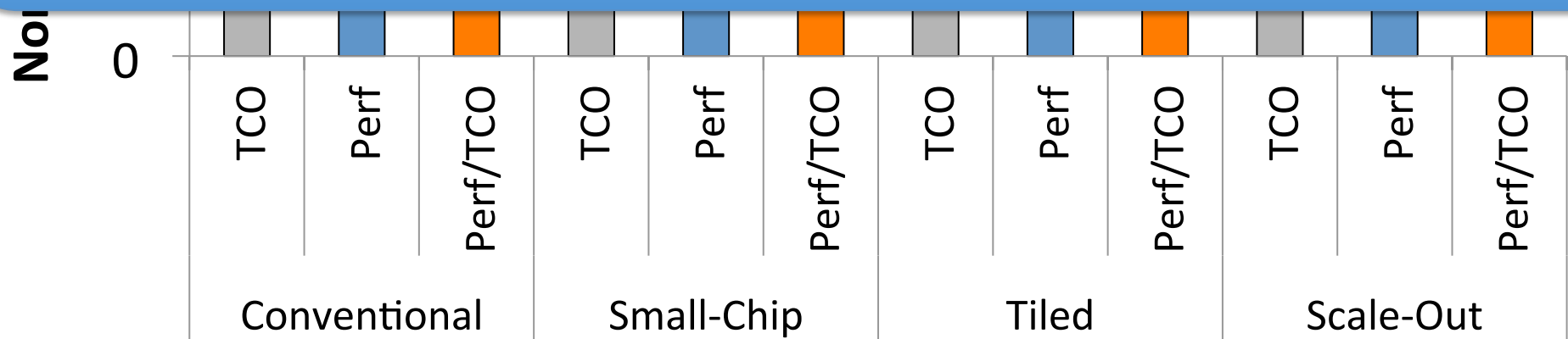


10W/disk

Datacenter Efficiency

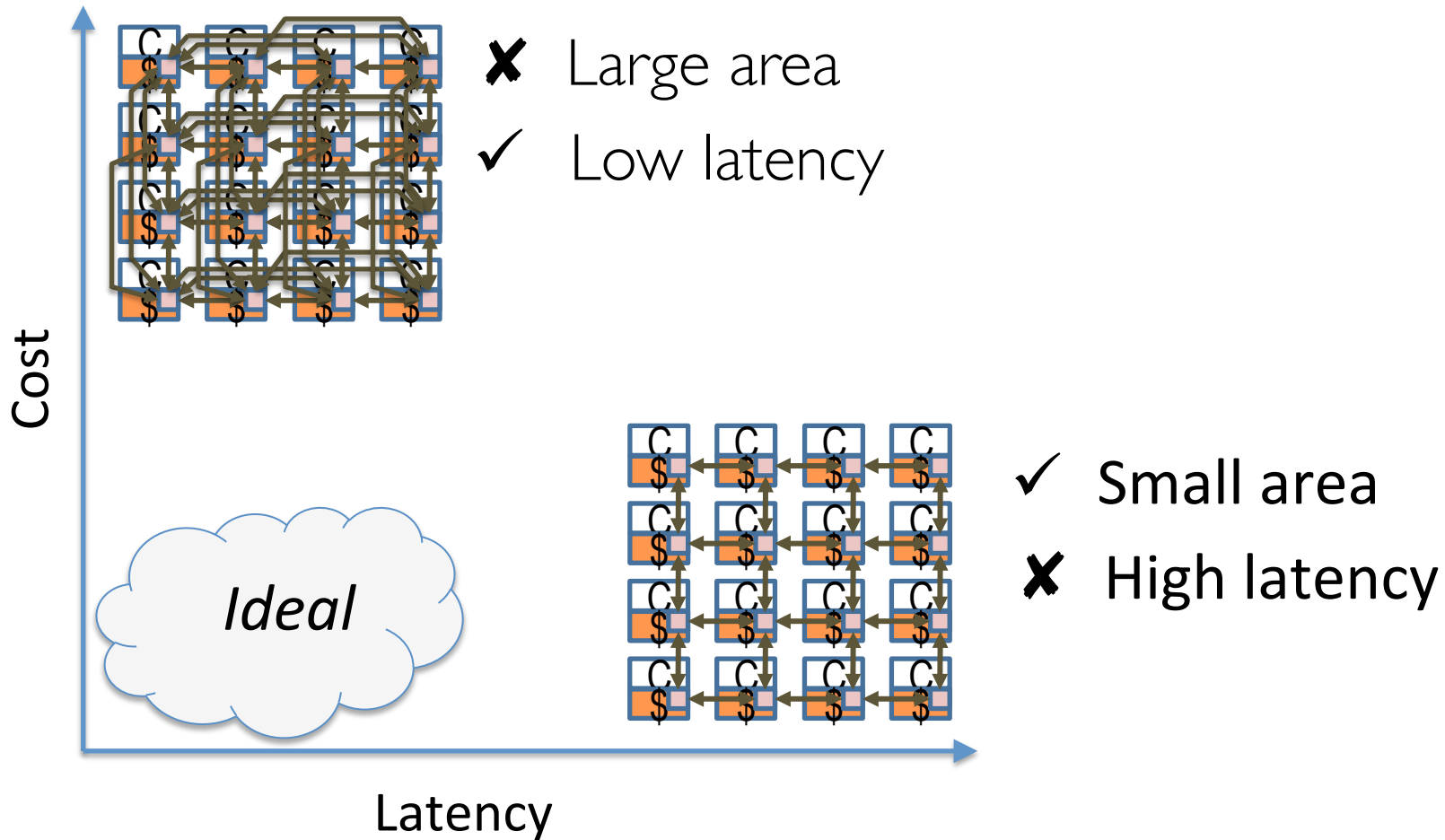


Processor organization matters at the datacenter level!



Scale-Out: highest performance/TCO

Network-on-Chip for Pods: Off-the-shelf Designs Not Ideal

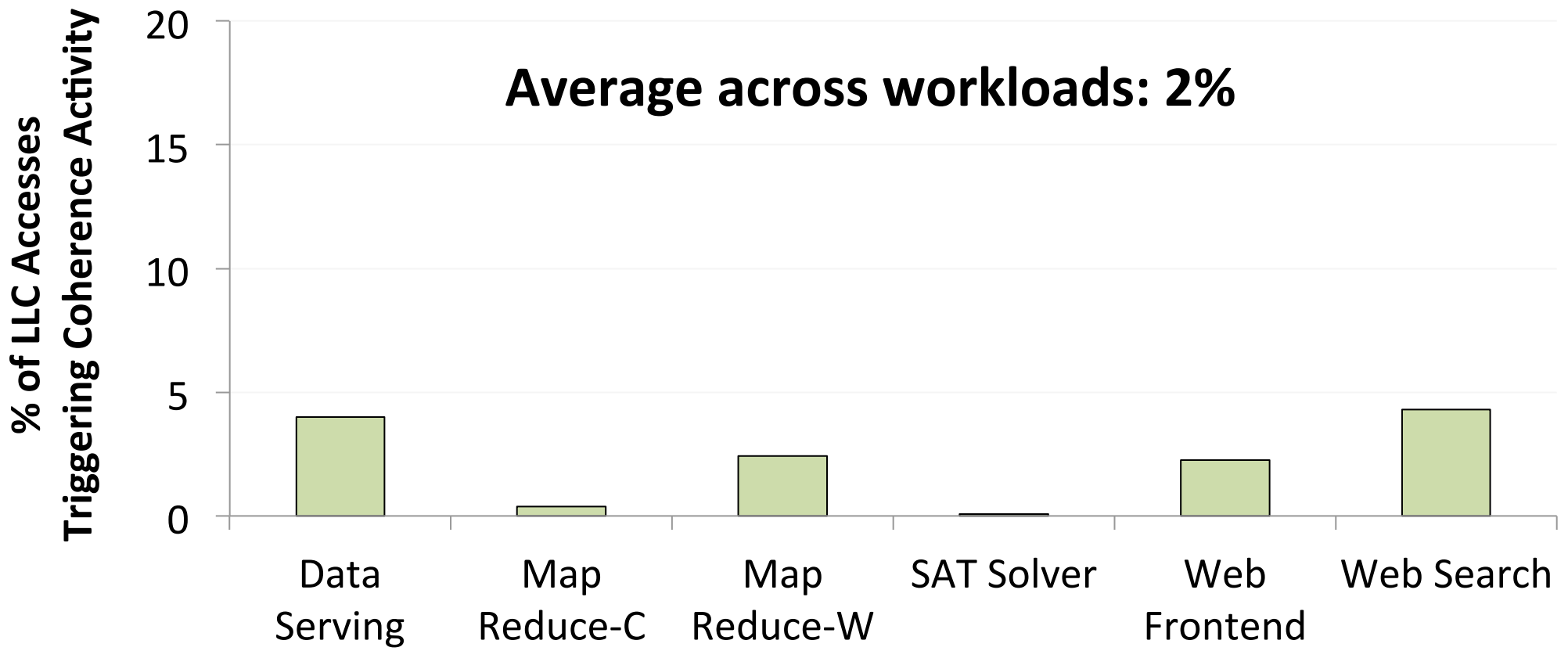


Exploit workload characteristics for efficiency

How do Cores Access Data?

Where are the instructions and data?

- Instructions: in LLC
 - Data: in memory
- } Nothing useful in remote L1 caches!



Roadmap for an “Ideal” NoC

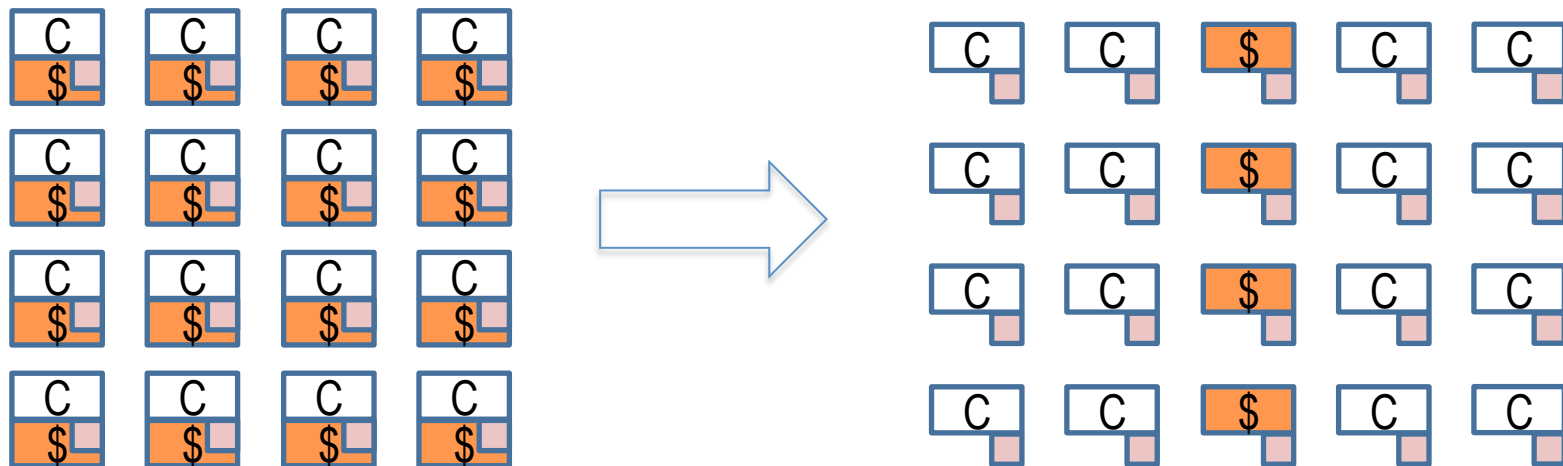
1. LLC in the center
 - Decouple cores and LLC banks

2. Eliminate core-to-core links
 - Leverage the *bilateral* traffic pattern to lower cost

3. Specialize the NOC
 - Maximize performance-to-cost

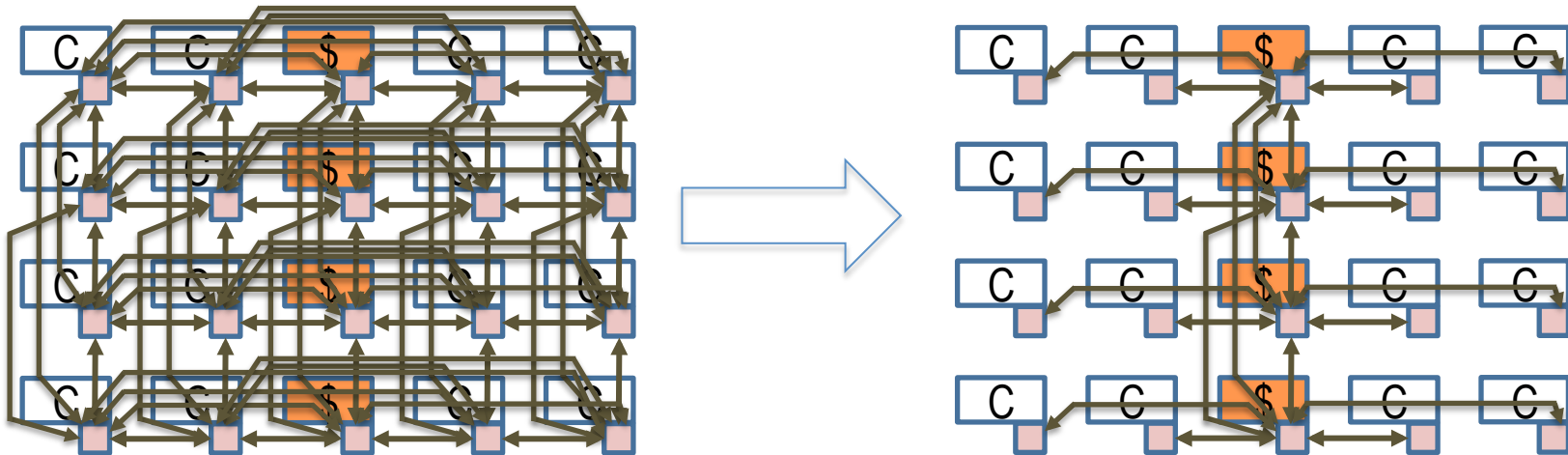
Step 1: LLC in the Center

- ✓ Decouple core and LLC tiles
 - Natural fit for the bilateral traffic pattern



Step 2: Limit Connectivity

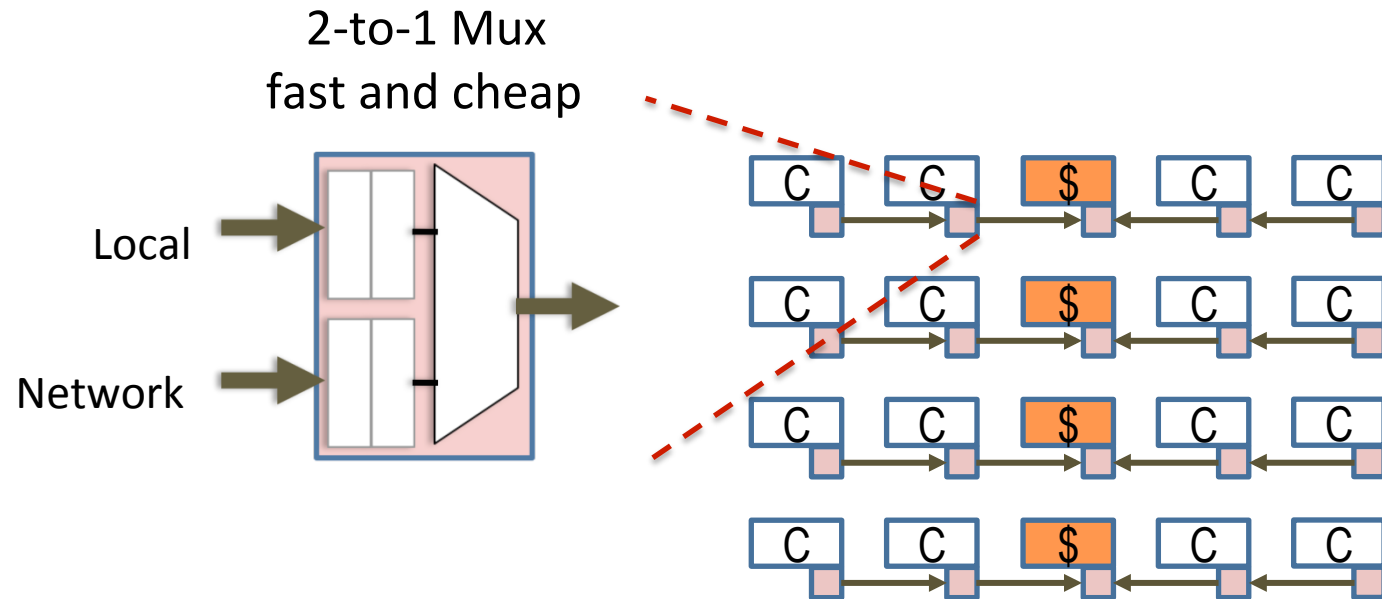
- ✓ Core-to-core connectivity not needed
 - Lower cost & complexity
 - Unperturbed performance



Step 3: Specialize the NOC

Request network

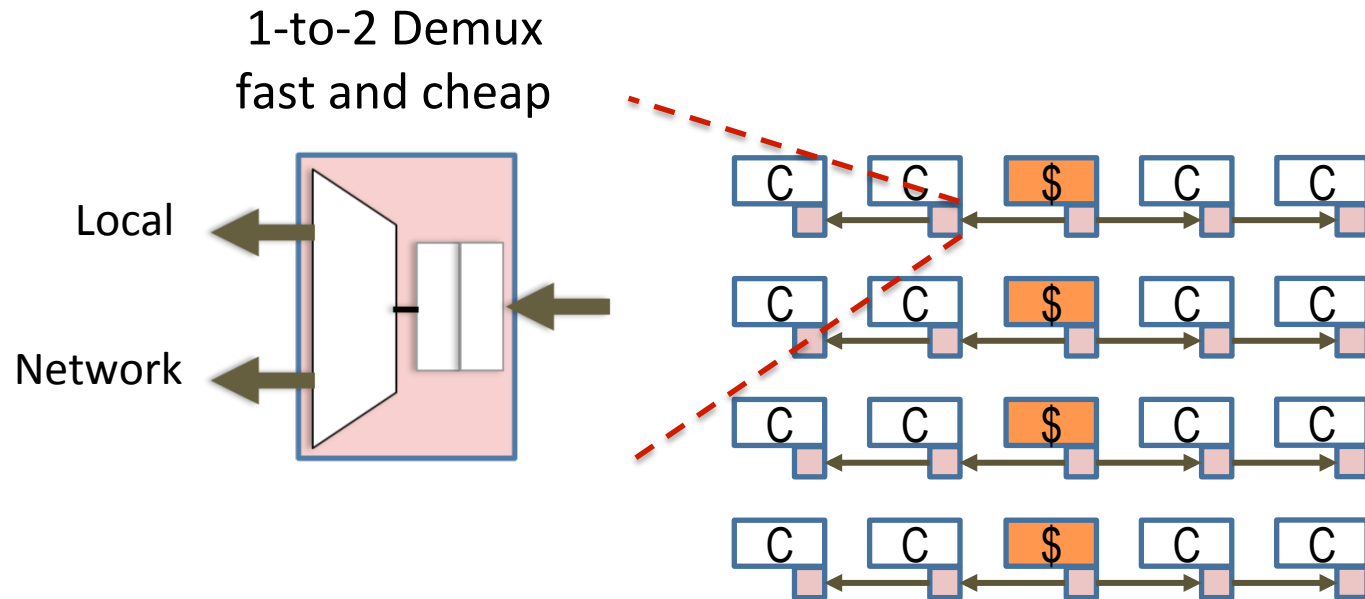
- Tree topology
- Each node: 2-to-1 flow-controlled mux



Step 3: Specialize the NOC

Reply network

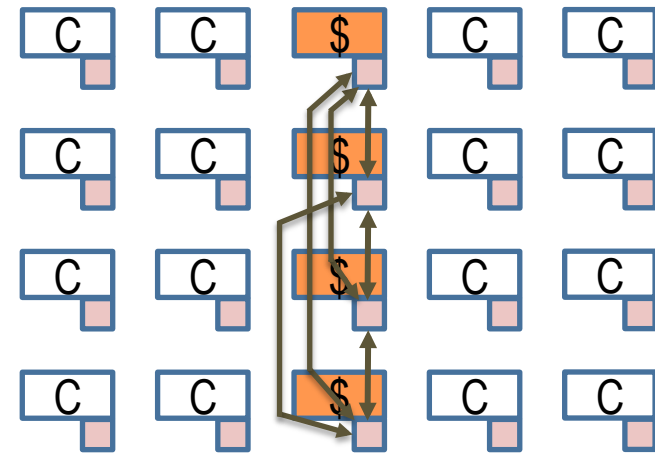
- Tree topology
- Each node: 1-to-2 flow-controlled demux



Step 3: Specialize the NOC

LLC network

- Flattened butterfly topology
- High BW & low latency for convergent traffic
- Expense limited to a fraction of the die



NOC-Out: [MICRO'12]

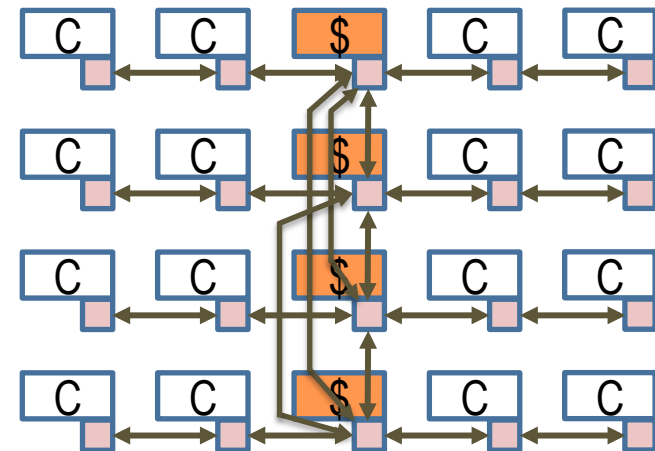
Near-Ideal Pod Design

Request & Reply networks: tree topology

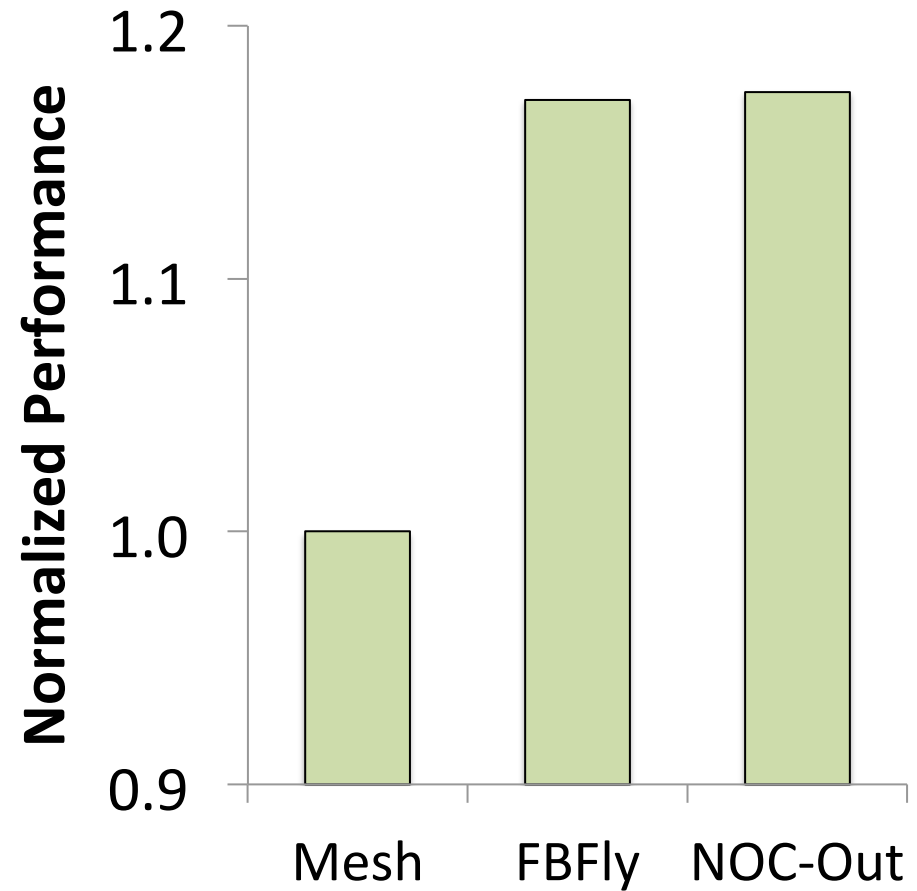
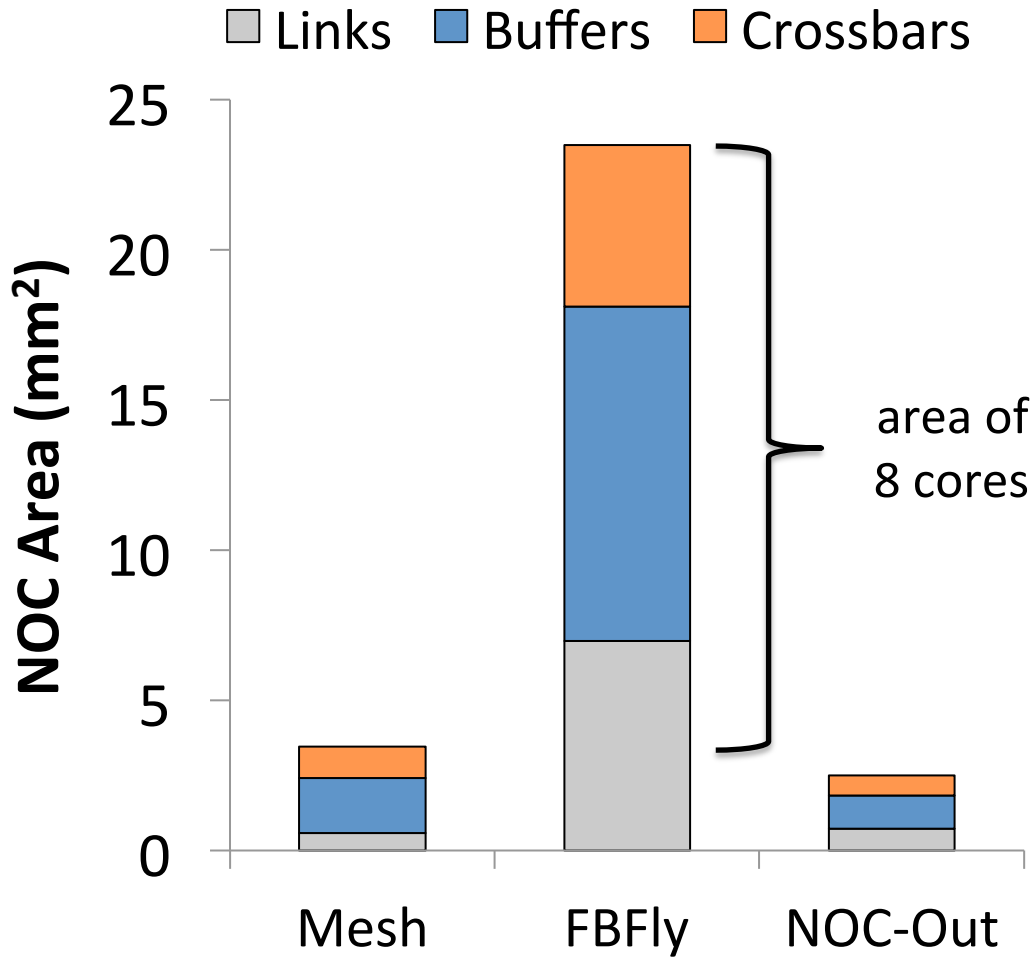
- Limited connectivity for efficiency
- SW stack unaffected

LLC network: flattened butterfly topology

- Expense limited to a fraction of the die



NOC-Out Evaluation Highlights



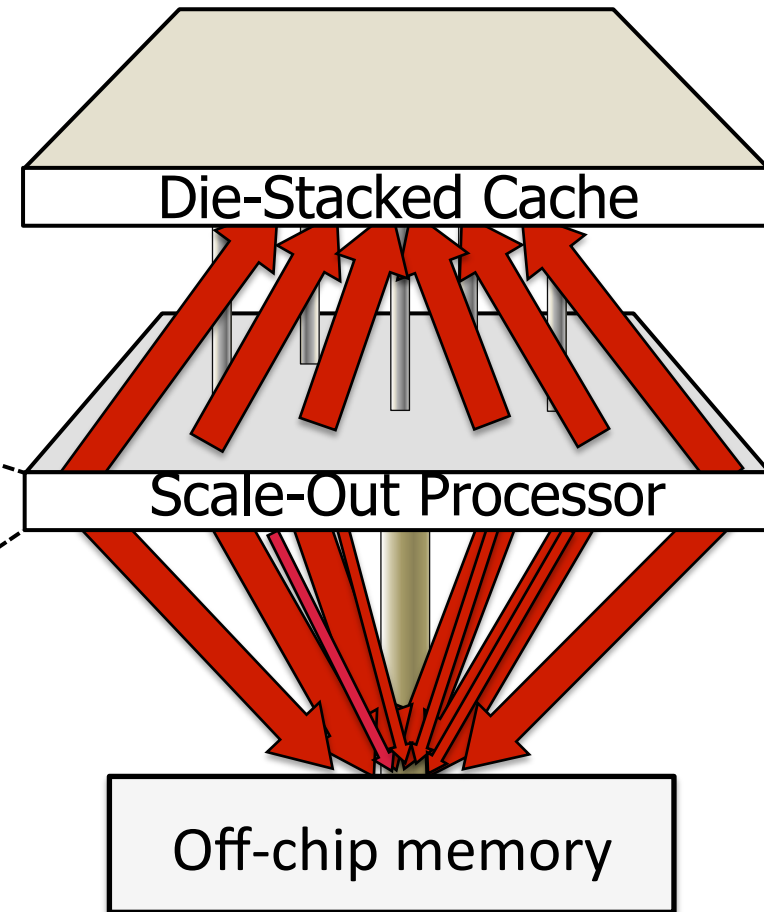
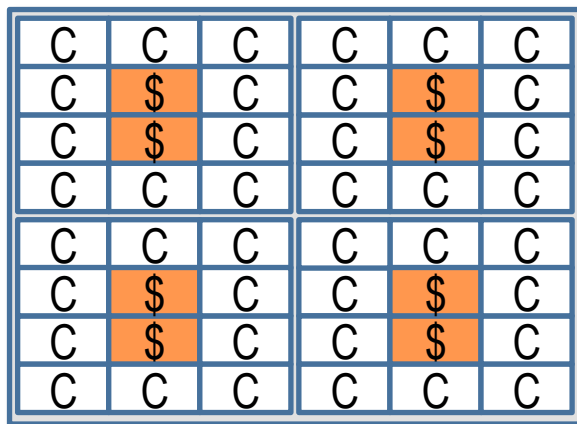
NOC-Out: FBfly's performance at 1/10th cost

Footprint Cache: [ISCA'13]

Effective Die-Stacked Caching for Servers

Die-Stacked Caching:

- Rich connectivity → High on-chip BW
- High capacity → Low off-chip BW



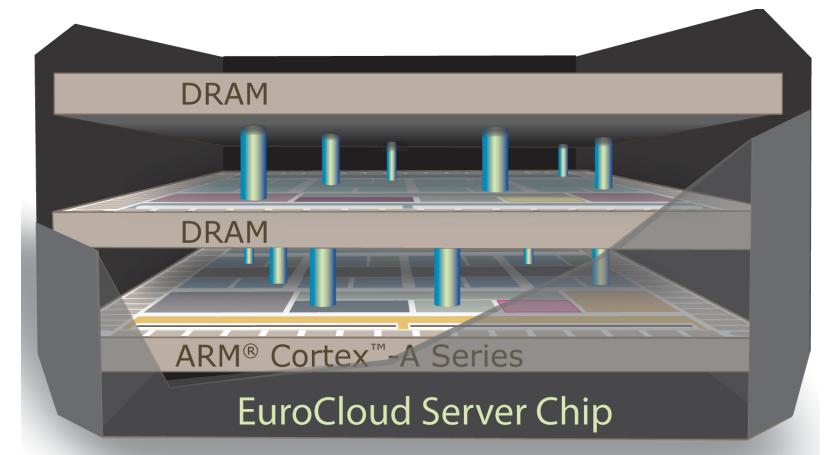
Footprint Cache:

- Allocate tags for pages
- Predict & fetch page's footprint

3D Scale-Out Chip: An Architecture for Big Data (www.eurocloudserver.com)

Mobile efficiency in servers

- Swarms of ARM cores
- Die-stacked cache
- 10x more efficiency
- Runs Linux LAMP stack



Coming soon to
Datacenter near you!

Demoed to EC Parliament!

Summary

Two IT trends on a collision course:

- Data growing at $\sim 10x$ /year
- Nearing end of Dennard & Multicore Scaling
- Need technologies to bring efficiency to data

Scale-out Processors: near-term efficiency gains

- Disconnected Architecture/NoC-optimized Pods
- Die-stacked Caches to alleviate bandwidth

Long term:

Integrate + **S**pecialize + **A**pproximate (ISA for Big Data)

Thank You!

For more information please visit us at
ecocloud.ch

