Introducing the Cray XMT

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Agenda

- Shared memory programming model
  - Benefits/challenges/solutions
- Origins of the Cray XMT
- Cray XMT system architecture
  - Cray XT infrastructure
  - Cray Threadstorm processor
- Basic programming environment features
- Examples
  - HPCC Random Access
  - Breadth first search
- Rules of thumb
- Summary
Shared memory model

- **Benefits**
  - Uniform memory access
  - Memory is distributed across all nodes
  - No (need for) explicit message passing
  - Productivity advantage over MPI

- **Challenges**
  - Latency: time for a single operation
  - Network bandwidth limits performance
  - Legacy MPI codes
Addressing shared memory challenges

- Latency
  - Little’s law:
    - Parallelism is necessary!
    - Concurrency = Bandwidth * Latency
    - e.g.: 800 MB/s, 2µs latency => 200 concurrent 64-bit word ops
  - Need a lot of concurrency to maximize bandwidth
    - Concurrency per thread (ILP, vector, SSE) => SPMD
    - Many threads (MTA, XMT) => MPMD

- Network Bandwidth
  - Provision lots of bandwidth
    - ~1 GB/s per processor, ~5 GB/s per router on XMT
  - Efficient for small messages
  - Software controlled caching (registers, nearby memory)
    - Eliminates cache coherency traffic
    - Reduces network bandwidth
Origins of the Cray XMT

Cray XMT (a.k.a. Eldorado)
Upgrade Opteron to Threadstorm

Multithreaded Architecture (MTA)
Shared memory programming model
Thread level parallelism
Lightweight synchronization

Cray XT Infrastructure
Scalable
I/O, HSS, Support
Network efficient for small messages
Cray XMT System Architecture

Service Partition
- Linux OS
- Specialized Linux nodes
  - Login PEs
  - IO Server PEs
  - Network Server PEs
  - FS Metadata Server PEs
  - Database Server PEs

Compute Partition
- MTK (BSD)

Network
- PCI-X
- 10 GigE
- Fiber Channel
- RAID Controllers
Cray XMT Speeds and feeds

- 500M instructions/s
- 500M memory op/s
- 66M cache lines/s
- 140M memory op/s
- 110M → 30M memory op/s (1 → 4K processors); bisection bandwidth impact
- 4,8 or 16 GB DDR DRAM

Diagram:
- Execution Pipes
- Threadstorm ASIC
- Switch
- Mem Cache
- DDR DRAM
- Seastar
- 3D Torus
Cray Threadstorm architecture

- Streams (128 per processor)
  - Registers, program counter, other state

- Protection domain (16 per processor)
  - Provides address space
  - Each running stream belongs to exactly one protection domain

- Functional units
  - Memory
  - Arithmetic
  - Control

- Memory buffer (cache)
  - Only store data of the DIMMs attached to the processor
  - Never cache remote data (no coherency traffic)
  - All requests go through the buffer
  - 128 KB, 4-way associative, 64 byte cache lines
XMT Programming Environment supports multithreading

- Flat distributed shared memory!
- Rely on the parallelizing compilers
  - They do great with loop level parallelism
- Many computations need to be restructured
  - To expose parallelism
  - For thread safety
- Light-weight threading
  - Full/empty bit on every word
    - `writeef/readfe/readff/writeff`
  - Compact thread state
  - Low thread overhead
  - Low synchronization overhead
  - Futures (see LISP)
- Performance tools
  - Apprentice2 – parse compiler annotations, visualize runtime behavior
HPCC Random Access

- Update a large table based on a random number generator
- **NEXTRND** returns next value of RNG
  ```c
  unsigned rnd = 1;
  for (i = 0; i < NUPDATE; i++) {
    rnd = NEXTRND(rnd);
    Table[rnd & (size - 1)] ^= rnd;
  }
  ```
- **HPCC_starts(k)** returns k-th value of RNG
  ```c
  for (i = 0; i < NUPDATE; i++) {
    unsigned rnd = HPCC_starts(i);
    Table[rnd & (size - 1)] ^= rnd;
  }
  ```
- Compiler can automatically parallelize this loop
- It generates **readf/writef** for atomicity
HPCC Random Access - tuning

- `HPCC_starts` is expensive
- Restructure loop to amortize cost
  ```c
  for(i=0; i<NUPDATE; i+=bigstep) {
    unsigned v = HPCC_starts(i);
    for(j=0; j<bigstep; j++) {
      v = NEXTRND(v);
      Table[(v&(size-1)) ^= v;
    }
  }
  ```
- The compiler parallelizes outer loop across all processors
- Apprentice2 reports
  - Five instructions per update (includes NEXTRND)
  - Two (synchronized) memory operations per update
Performance analysis
- Each update requires a read from and a write to a DIMM
- Peak of 66 M cachelines/s/processor =>
  - Peak of 33 M updates/s/processor

Single processor performance
- Measured 20.9 M updates/s

On 64 CPU preproduction system
- Measured 1.28 Gup/s

95% scaling efficiency from 1P to 64P
Breadth first search

- Algorithm to find shortest path tree in unweighted graph

```
Parent[*] = null
Enqueue(source)
Parent[source] = source
While queue not empty:
    For all u already in queue:
        Dequeue(u)
        For all neighbors v of u:
            If Parent[v] is null:
                Parent[v] = u
                Enqueue(v)
```
Breadth first search

- An algorithm to find shortest path tree in unweighted graph

\[
\text{parent}[*] = \text{null} \quad \leftarrow \text{parallel}
\]
\[
\text{enqueue(source)}
\]
\[
\text{parent[source] = source}
\]
\[
\text{while queue not empty:} \quad \leftarrow \text{serial}
\]
\[
\quad \text{for all u already in queue:} \quad \leftarrow \text{parallel}
\]
\[
\quad \text{dequeue}(u)
\]
\[
\quad \text{for all neighbors v of u:} \quad \leftarrow \text{possibly parallel}
\]
\[
\quad \text{if Parent}[v] \text{ is null:} \quad \leftarrow \text{atomic (readfe)}
\]
\[
\quad \text{parent}[v] = u \quad \leftarrow \text{writeef}
\]
\[
\quad \text{enqueue}(v)
\]
Breadth first search - queue

- Each vertex can be enqueued at most once
- Use an array of size |V| with `head` and `tail` pointers

```c
oldtai  = tail;
oldhead = head;
head   = tail;
#pragma mta assert parallel
for(int i = oldhead; i<oldtai; i++) {
    Node u = Queue[i];
    ...
}
```
Breadth first search – tuning and performance

- Tune on sparse Erdös-Rényi graphs
- Reduce overhead of queue operations
- Eliminate contention for queue \texttt{tail} pointer

- Performance counters show:
  - 2 memory operations/edge
  - 8.45 memory operations/vertex

- 32p system
  - 1 billion nodes/10 billion edges: \sim 17s

- 128p system
  - 4 billion nodes/40 billion edges: \sim 20s
Performance – rules of thumb

- Instructions are cheap compared to memory ops
  - Most workloads will be limited by bandwidth

- Keep enough memory operations in flight at all times
  - Load balancing
  - Minimize synchronization

- Use moderately cache friendly algorithms
  - Cache hits are not necessary to hide latency
  - Cache can improve effective bandwidth
    - ~40% cache hit rate for distributed memory
    - ~80% cache hit rate for nearby memory
  - Reduce cache footprint
  - Be careful about speculative loads (bandwidth is scarce)

- Think of XMT as a lot of processors running at 1 MHz
Traits of strong Cray XMT applications

1. Use lots of memory
   • Cray XMT supports terabytes

2. Lots of parallelism
   • Amdahl’s law
   • Parallelizing compiler

3. Fine granularity of memory access
   • Network is efficient for all (including short) packets

4. Data hard to partition
   • Uniform shared memory alleviates the need to partition

5. Difficult load balancing
   • Uniform shared memory enables work migration
Summary

- Shared memory programming is good for productivity
- Cray XMT adds value for an important class of problems
  - Terabytes of memory
  - Irregular access with small granularity
  - Lots of parallelism exploitable by programming environment
- Working on scaling the system
Future example: Tree search

```c
struct Tree {
    Tree *llink;
    Tree *rlink;
    int data;
};

int search_tree(Tree *root, int target) {
    int sum = 0;
    if (root) {
        future int left$;
        future left$(root, target) {
            return search_tree(root->llink, target);
        }
        sum = (root->data == target ? 1 : 0);
        sum += search_tree(root->rlink, target);
        sum += left$;
    }
    return sum;
}
```