

High-End Computing Systems

Fall 2017 EE380 State-of-the-Art Lecture

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What Is A **Supercomputer**?

- One of the most expensive computers?
- A very fast computer?
- Really two key characteristics:
 - Computer that **solves big problems**...
stuff that wouldn't fit on a PC
stuff that would take too long to run
 - Performance can **scale**...
more money buys a faster machine
- A supercomputer can be cheap!

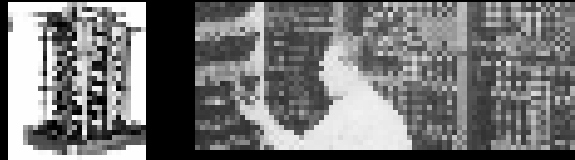
The Key Is Parallel Processing

- Process N “pieces” simultaneously, get up to factor of N **speedup**
- Modular hardware designs:
 - Relatively easy to scale – add modules
 - Higher **availability** (if not **reliability**)

The Evolution Of Supercomputers

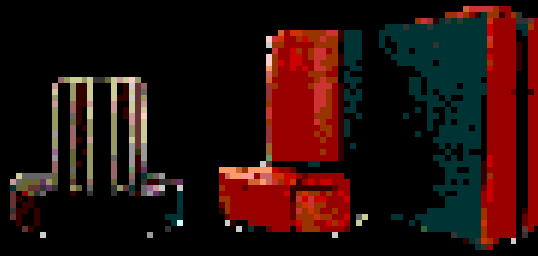
- Most fit survives, even if it's ugly
- Rodents outlast dinosaurs... and bugs will outlast us all!





Pre- Siliconian Era

- Before cheap transistors (– 1960s)
- E.g.: ENIAC
- Faster because machines are faster than humans
- Does one operation at a time because circuitry is too expensive to do more



Vectorian Period

- Cheap transistors (1970s)
- E.g.: Cray 1
- Faster by applying the same operation to a vector of data at a time:

$$A[0..N] = B[0..N] + C[0..N]$$

- Can't change parallelism width without changing all register sizes and datapaths



Early Massivian Period

- Cheap chips with many transistors (1980s)
- E.g.: Thinking Machines Connection Machine
- Faster by applying the **same operation** to a **vector** of data at a time
- **Modularly scalable SIMD** (Single Instruction, Multiple Data) – can change parallelism simply by adding modules



Sharedmemian Period

- Cheap processors with custom memory
- E.g.: SGI Origin
- Faster by executing different code in parallel, using a custom shared memory to interact
- Modularly scalable MIMD (Multiple Instruction, Multiple Data) – can change parallelism simply by adding modules



Late Massivian Period

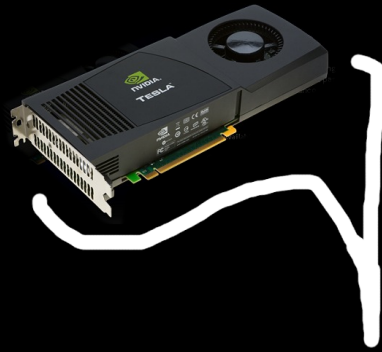
- Cheap processors with custom network (1990s)
- E.g.: **ASCI Red**
- Faster by **executing different code in parallel**, using a **custom messaging network** to interact
- **Modularly scalable MIMD** (Multiple Instruction, Multiple Data) – **can change parallelism simply by adding modules**

Clusters!



Clusterian
Period

- Commodity parts and interfaces (1994 –)
- E.g.: Spareparticus, Beowulf, KLAT2, NAK
- Faster by executing different code in parallel, leverages commodity processors and network and also standard interfaces for custom parts
- Modularly scalable MIMD (Multiple Instruction, Multiple Data) – can change parallelism simply by adding modules



- GPUs (Graphics Processing Units) as cheap, fast, add-in cards in cluster nodes (2010 –)
- E.g.: NAK (and *most of the Top500*)
- The thing(s) on video cards... SIMDish, but:
 - Lots of little SIMDs (low fanout)
 - Multithreading to hide memory latency
 - Various restrictions to simplify HW
- NVIDIA CUDA and OpenCL...
- Intel's Xeon Phi is *sort-of* a GPU, but MIMDish
- GPU(s) will be on chip with SMP cores

Clusters And Bigger

- Mostly from interchangeable (PC) parts... and mostly running some form of Linux
- **Cluster** or **Beowulf** is a *parallel supercomputer* with tightly coupled, homogeneous, nodes
- **Farm** is homogeneous, colocated, machines with a common purpose (e.g., a render farm)
- **Warehouse Scale Computer** is a warehouse full of racked clusters used for *throughput*
- **Grid** is many internet-connected machines
- **Cloud** is *virtualized* grid/WSCs providing *services*

Types Of Hardware Parallelism

- Pipeline
- Superscalar, VLIW, EPIC
- SWAR (SIMD Within A Register)
- SMP (Symmetric MultiProcessor; multi-core)
- GPU (Graphics Processing Unit)
- Cluster
- Farm / Warehouse Scale Computer
- Grid / Cloud

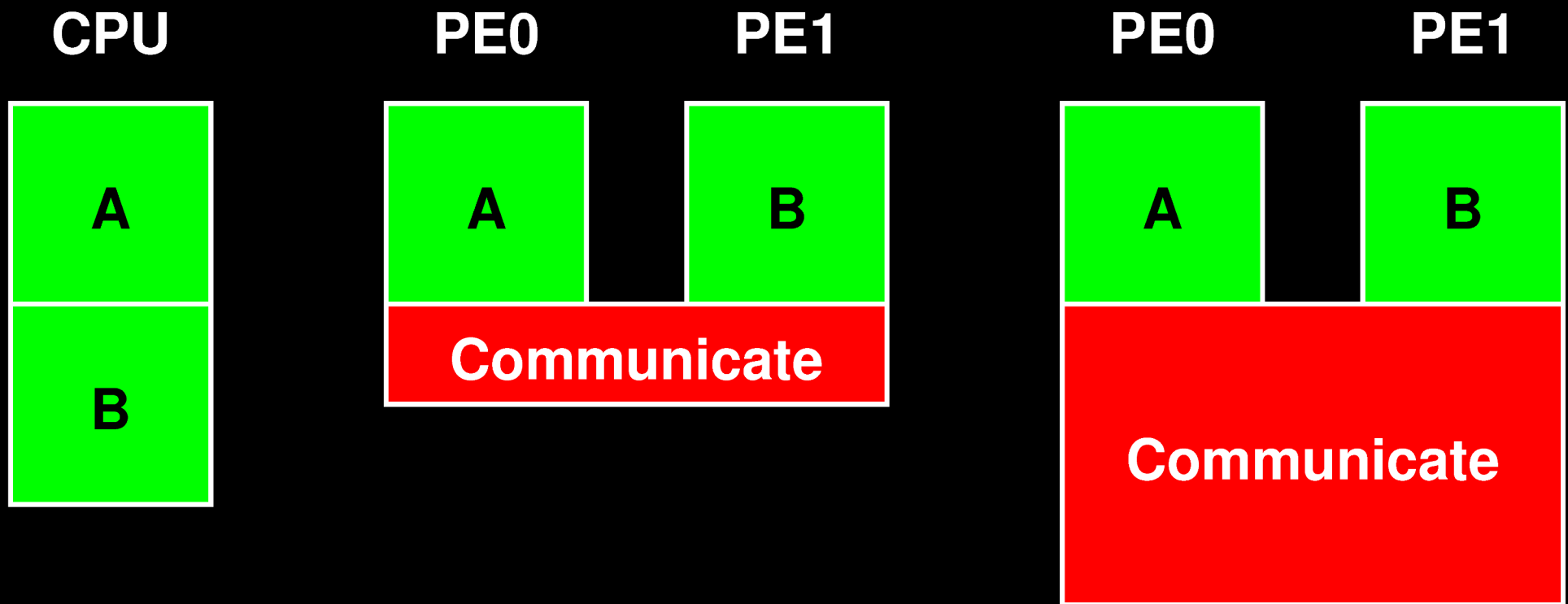
Engineering A Cluster

- This is a *systems* problem
- Optimize *integrated effects* of:
 - Computer architecture
 - Compiler optimization/parallelization
 - Operating system
 - Application program
- Payoff for good engineering **can be HUGE!**
(penalty for bad engineering **is HUGE!**)

One Aspect: Interconnection Network

- Parallel supercomputer **nodes** interact
- **Bandwidth**
 - Bits transmitted per second
 - **Bisection Bandwidth** most important
- **Latency**
 - Time to send something here to there
 - Harder to improve than bandwidth....

Latency Determines Smallest Useful Parallel **Grain Size**



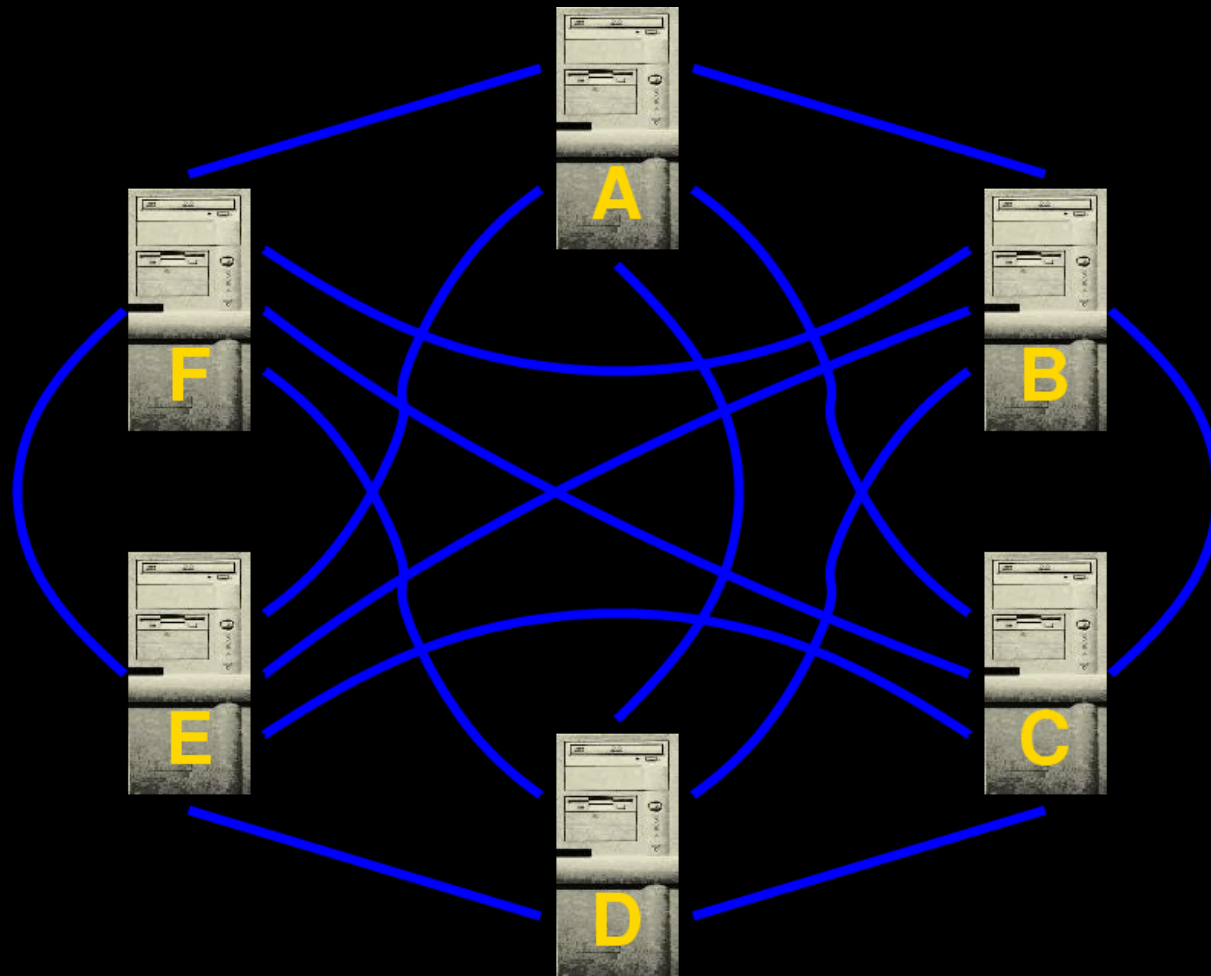
Network Design

- Assumptions
 - Links are bidirectional
 - Bounded # of network interfaces/node
 - Point-to-point communications
- **Topology**
- Hardware
- Software

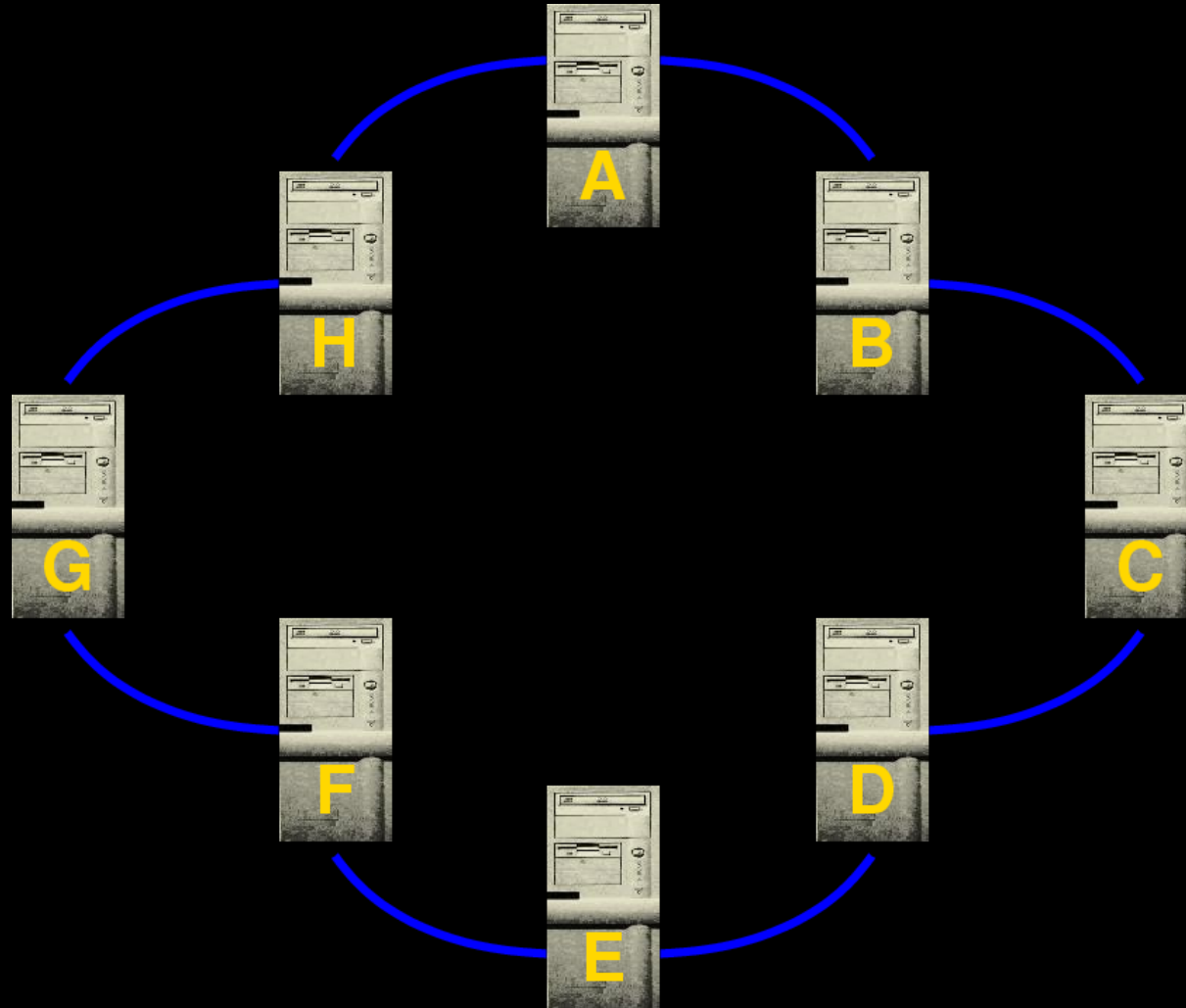
No Network



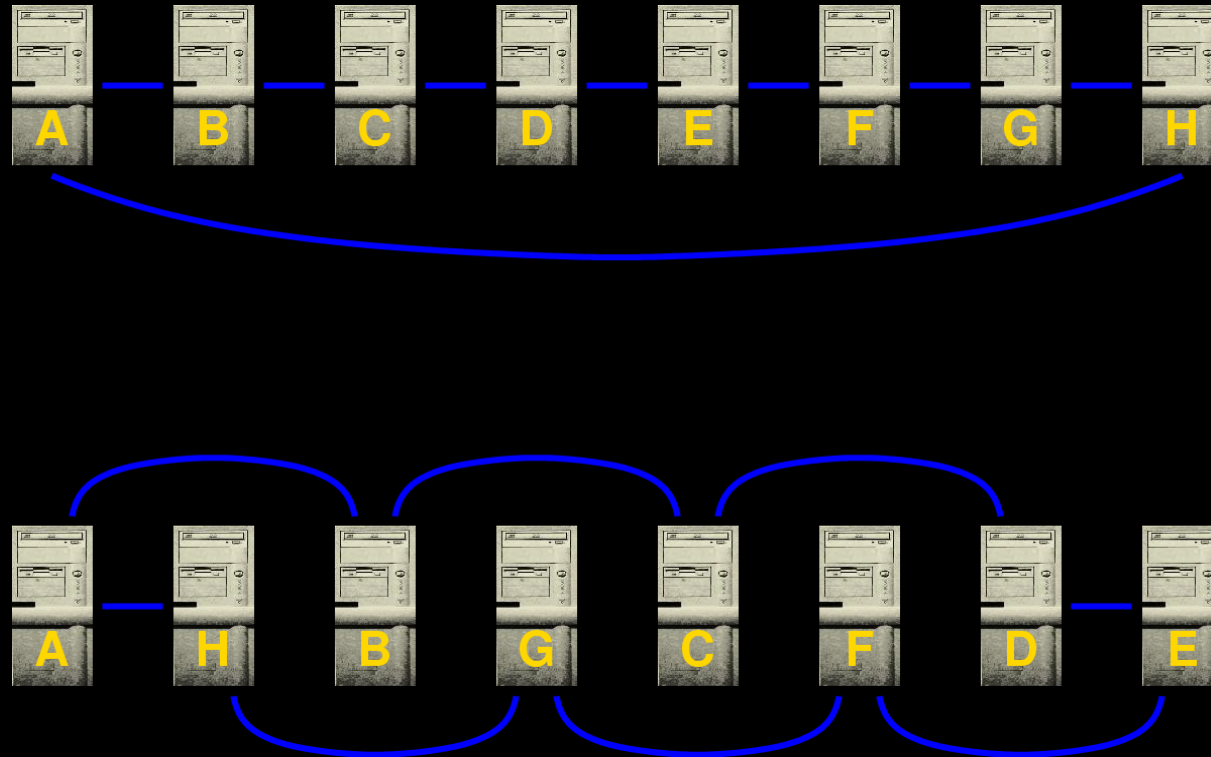
Direct Fully Connected



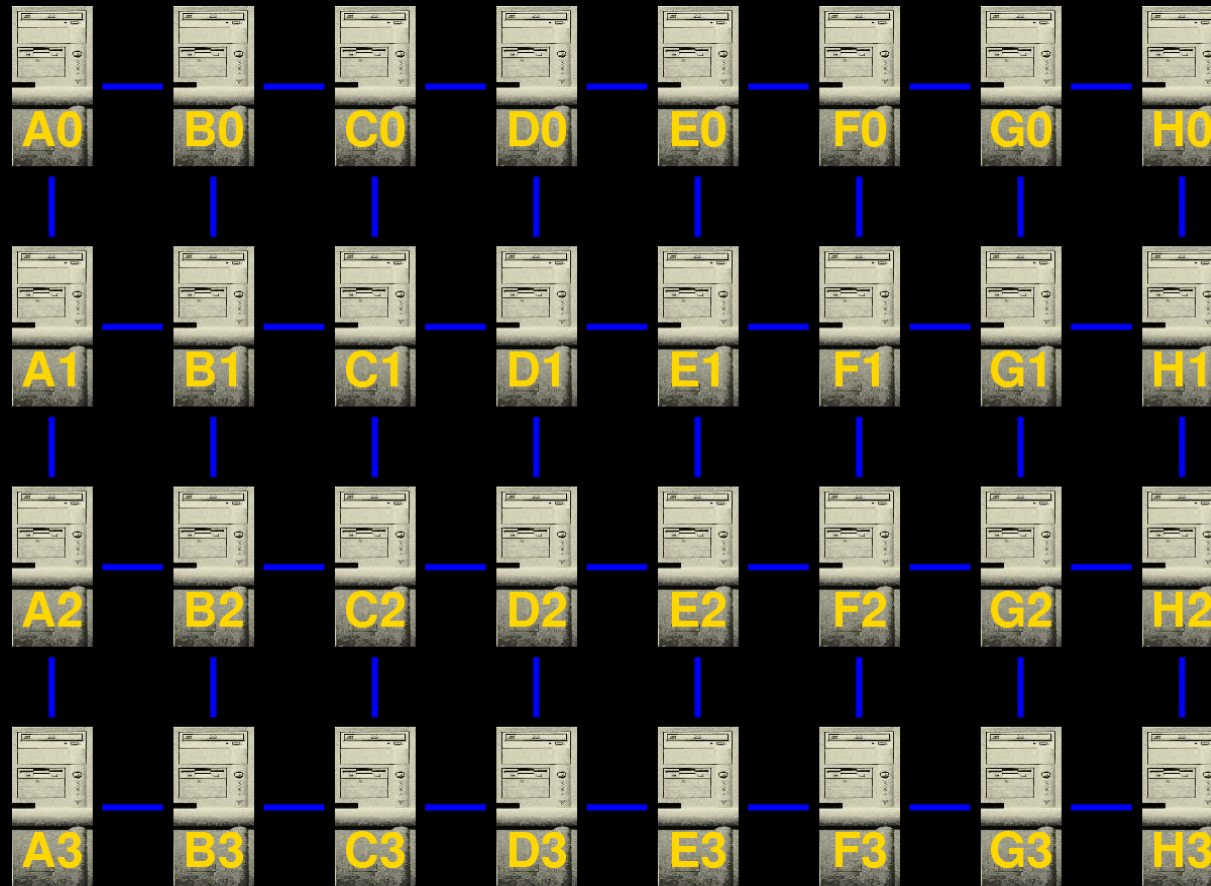
Toroidal 1D Mesh (Ring)



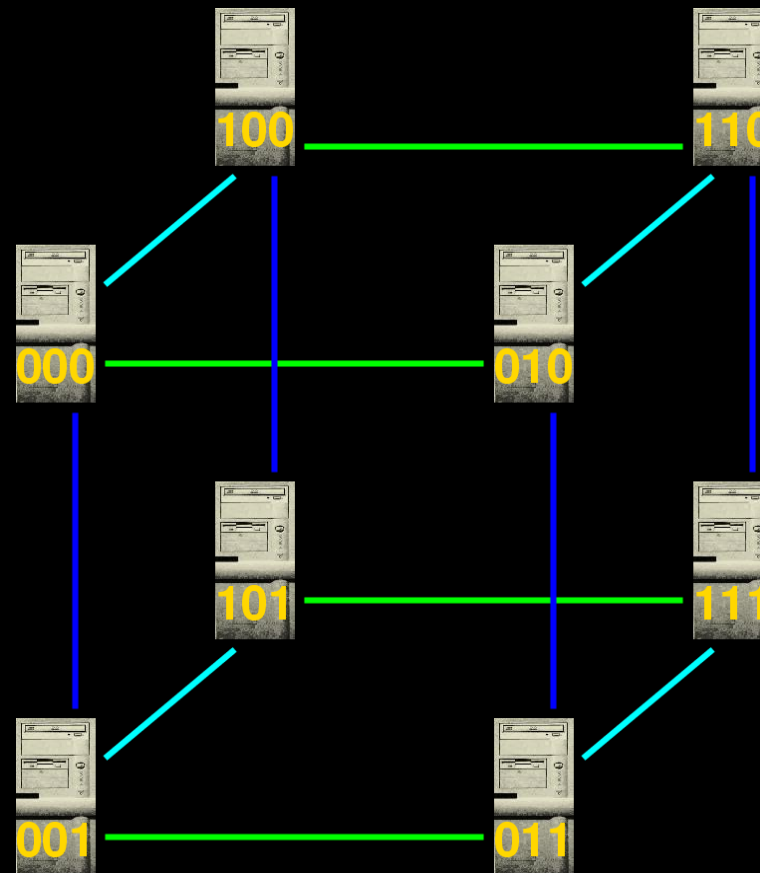
Physical Layout Of Ring



Non-Toroidal 2D Mesh



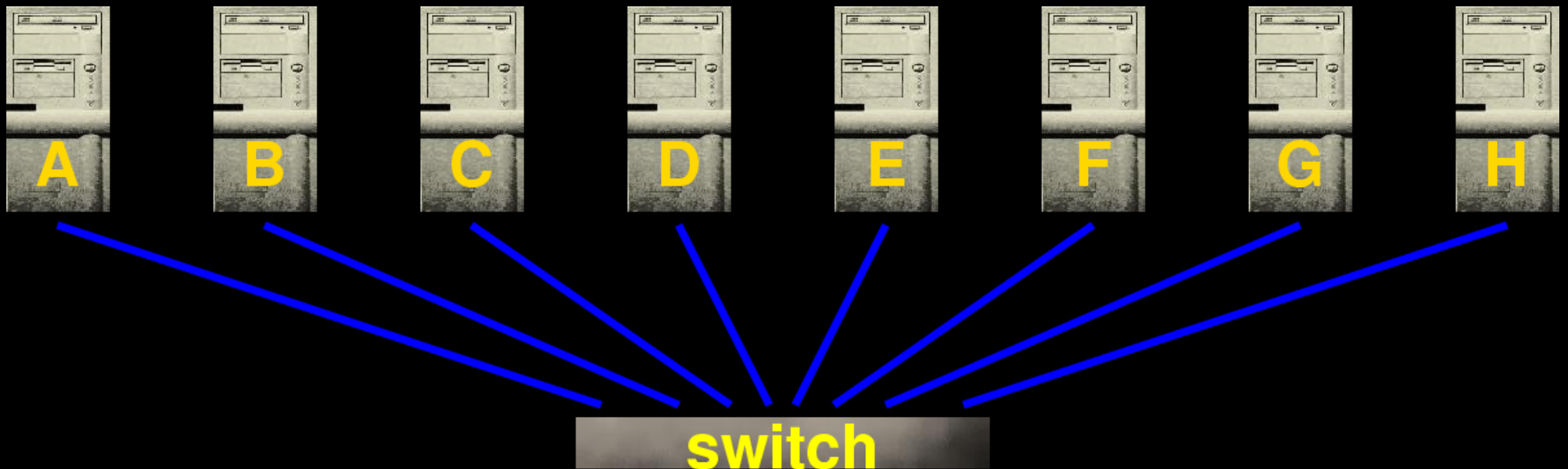
3-Cube (AKA 3D Mesh)



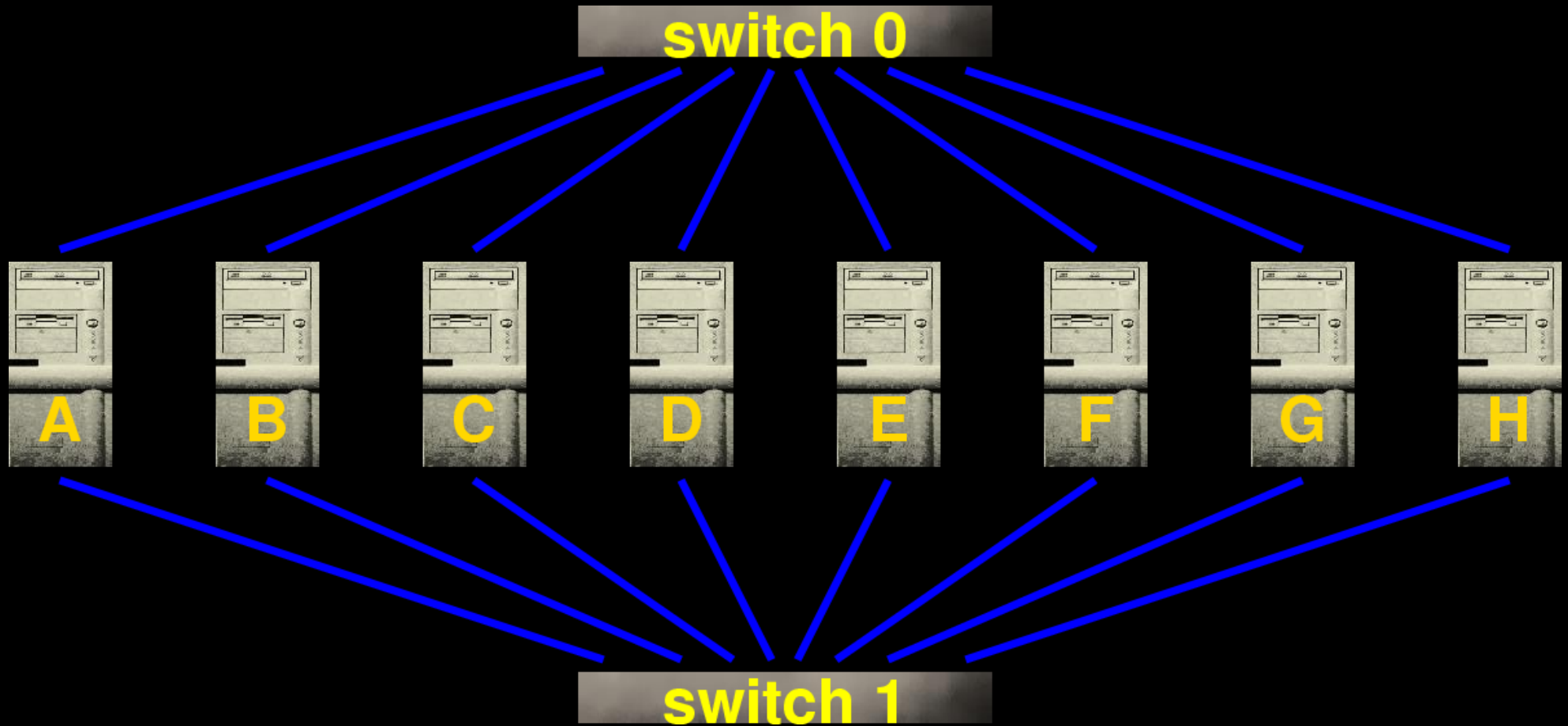
Switch Networks

- Ideal **switch** connects N things such that:
 - Bisection bandwidth = # ports
 - Latency is low (~30us for Ethernet)
- Other switch-like units:
 - **Hubs, FDRs** (Full Duplex Repeaters)
 - **Managed Switches, Routers**
- Not enough ports, build a **Switch Fabric**

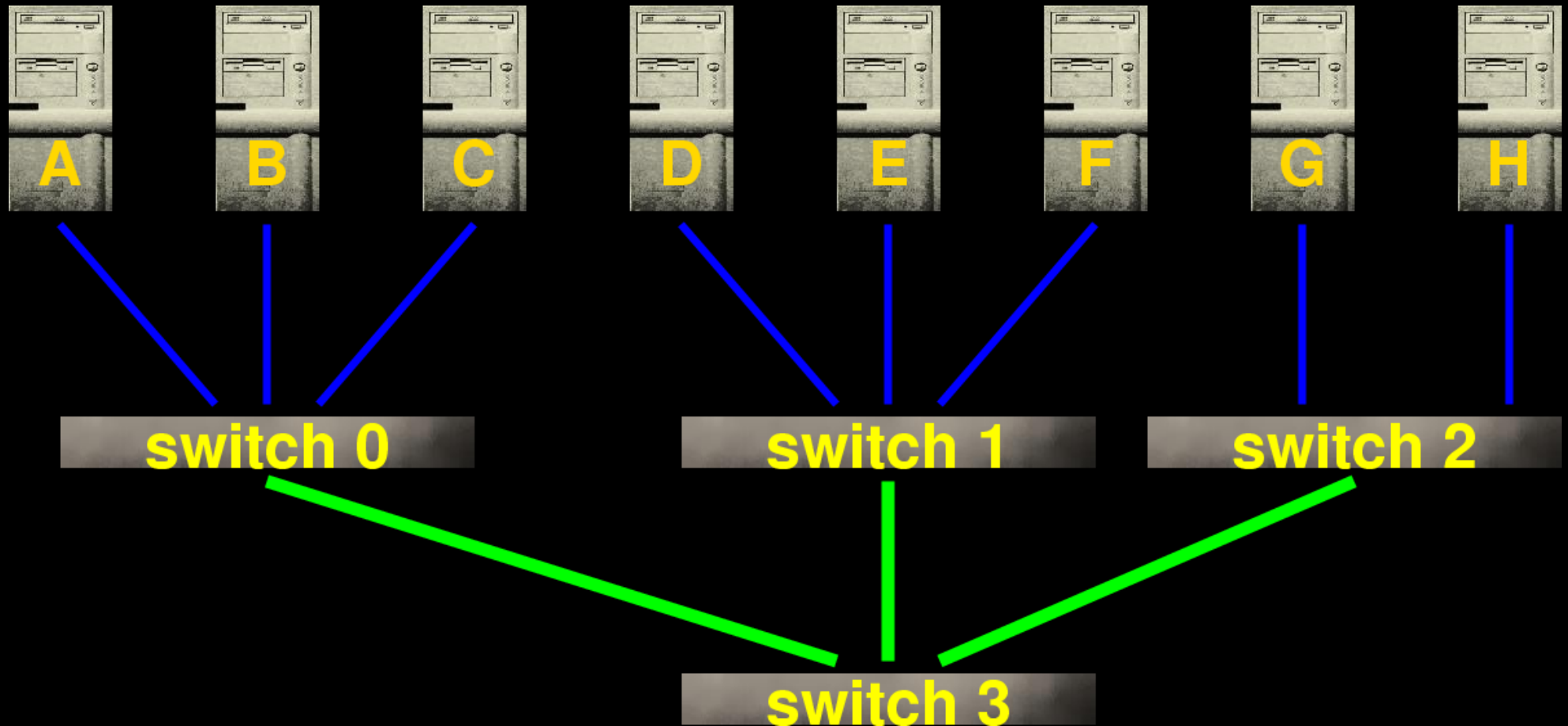
Simple Switch (8-Port)



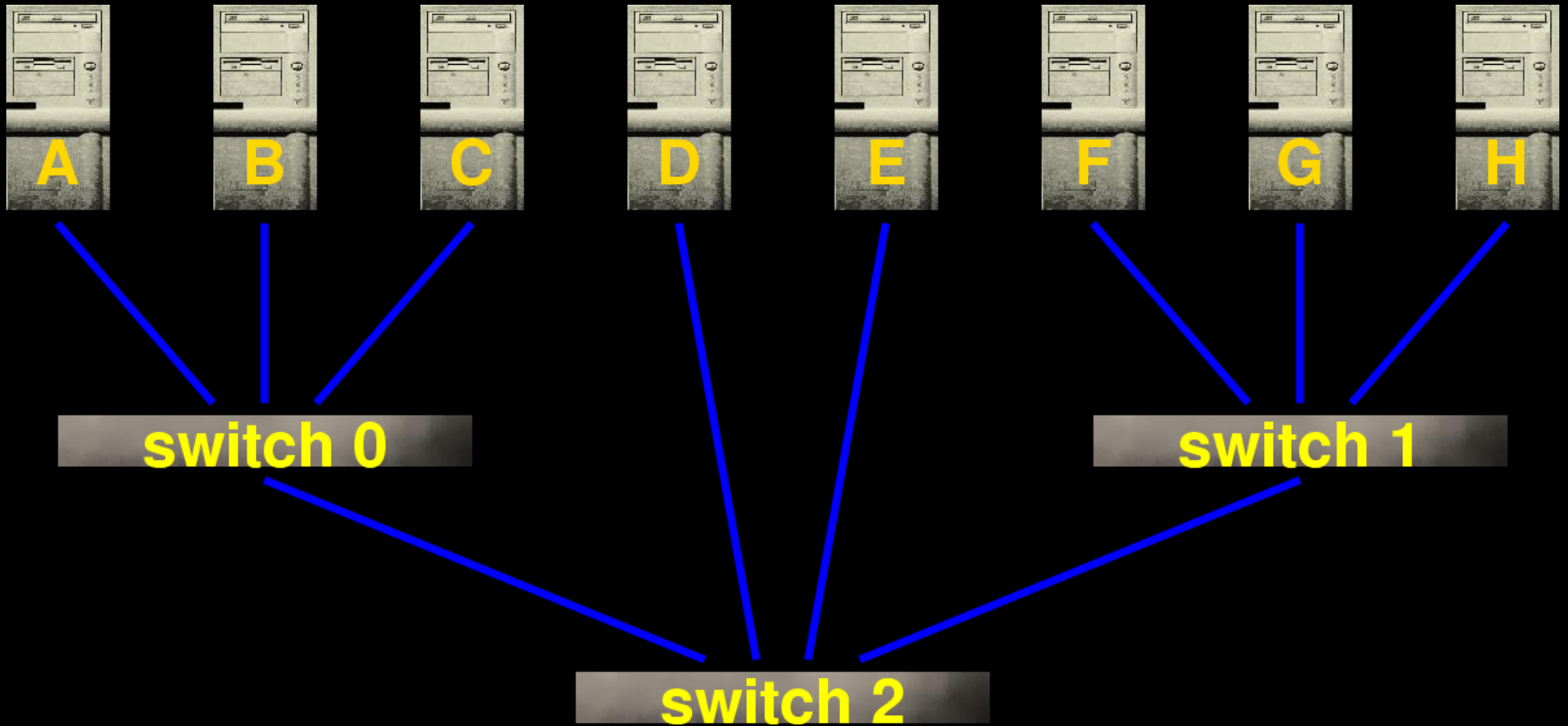
2-Way Channel Bonding



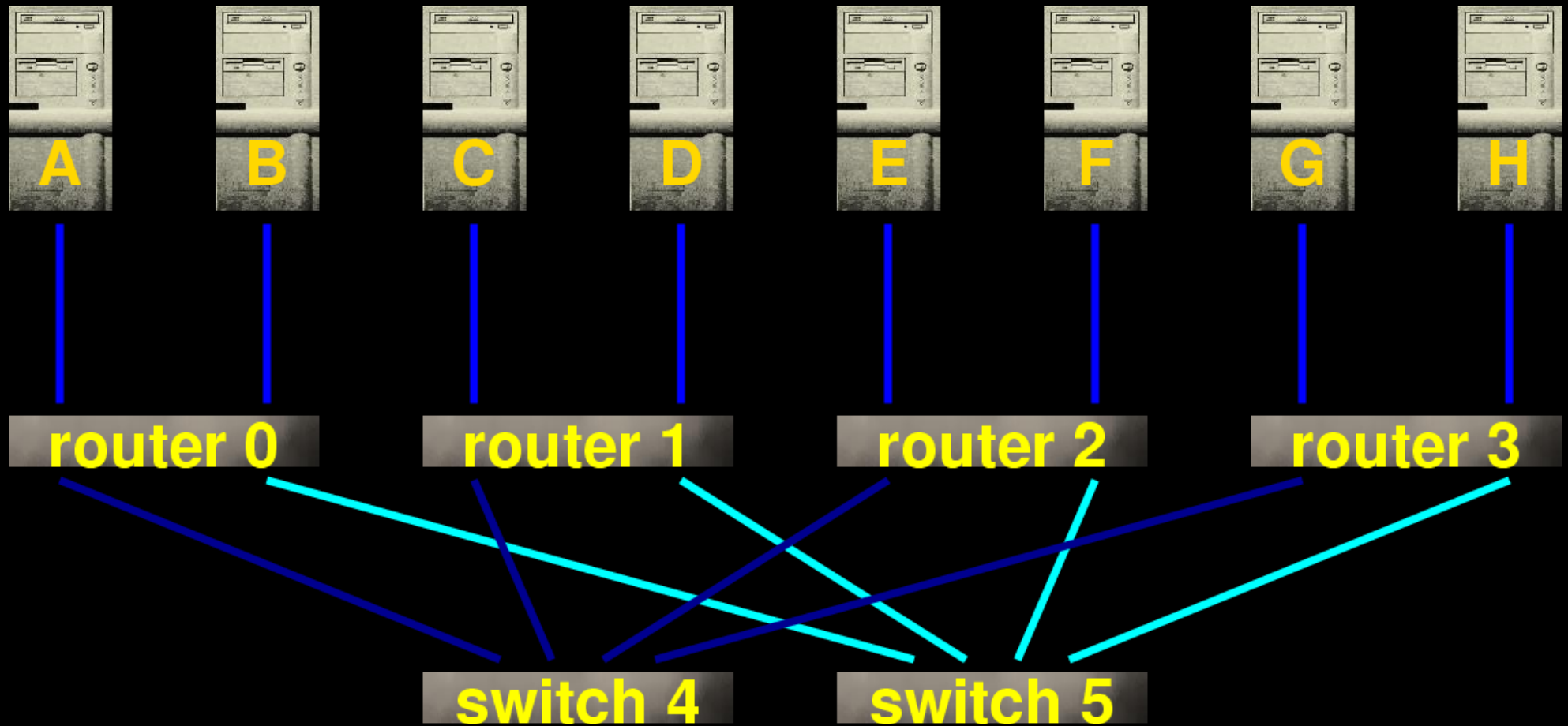
Tree (4-Port Switches)



A Better Tree

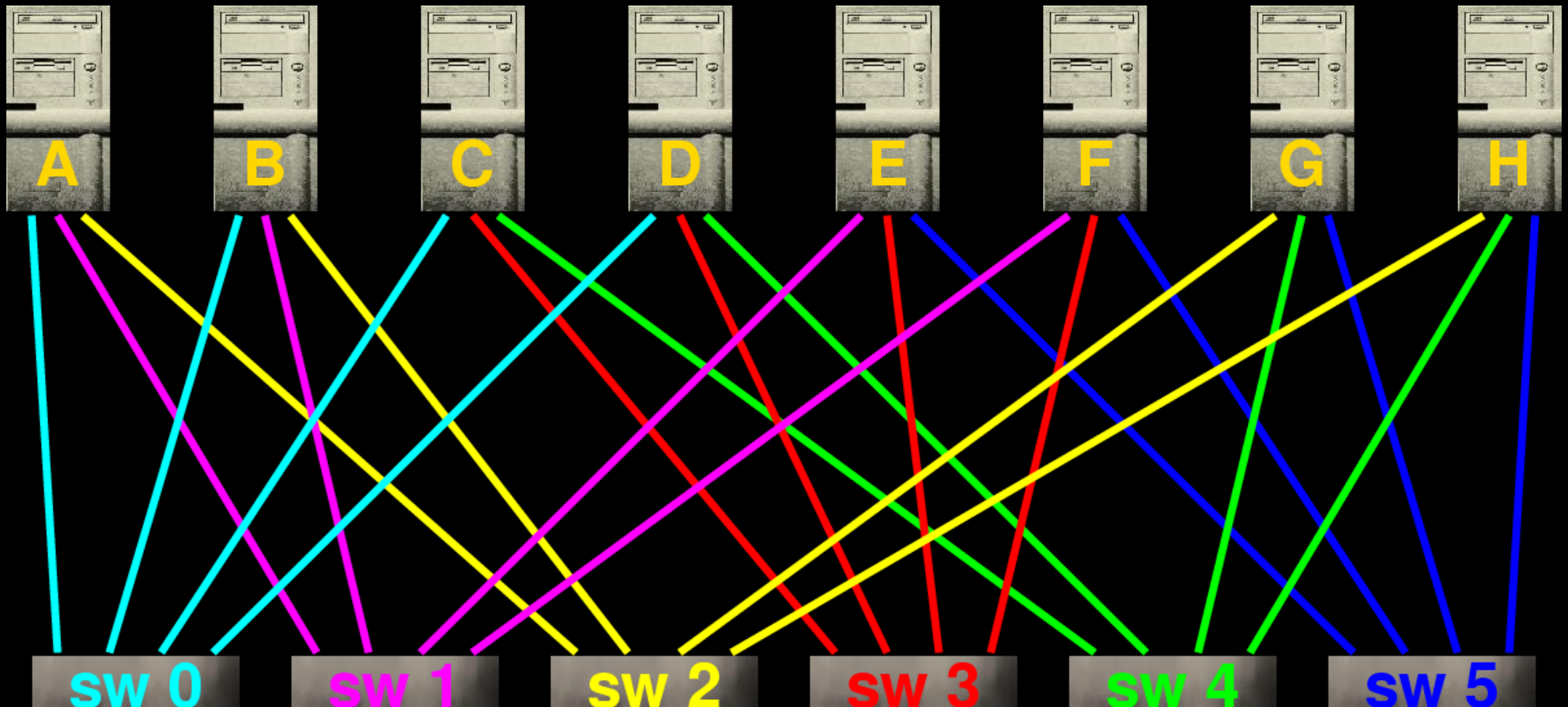


Fat Tree



Flat Neighborhood Network...

from UK!



Flat Vs. Fat

- Latency:
 - 8 node, 4 port: 1.0 vs. 2.7 switch delays
 - 64 node, 32 port: 1.0 vs. 2.5
- Pairwise bisection bandwidth:
 - 8 node, 4port: 1.29 vs. 1.0 units
 - 64 node, 32 port: 1.48 vs. 1.0
- Cost: more interfaces vs. smart routers
- Summary: **Flat Neighborhood wins!**

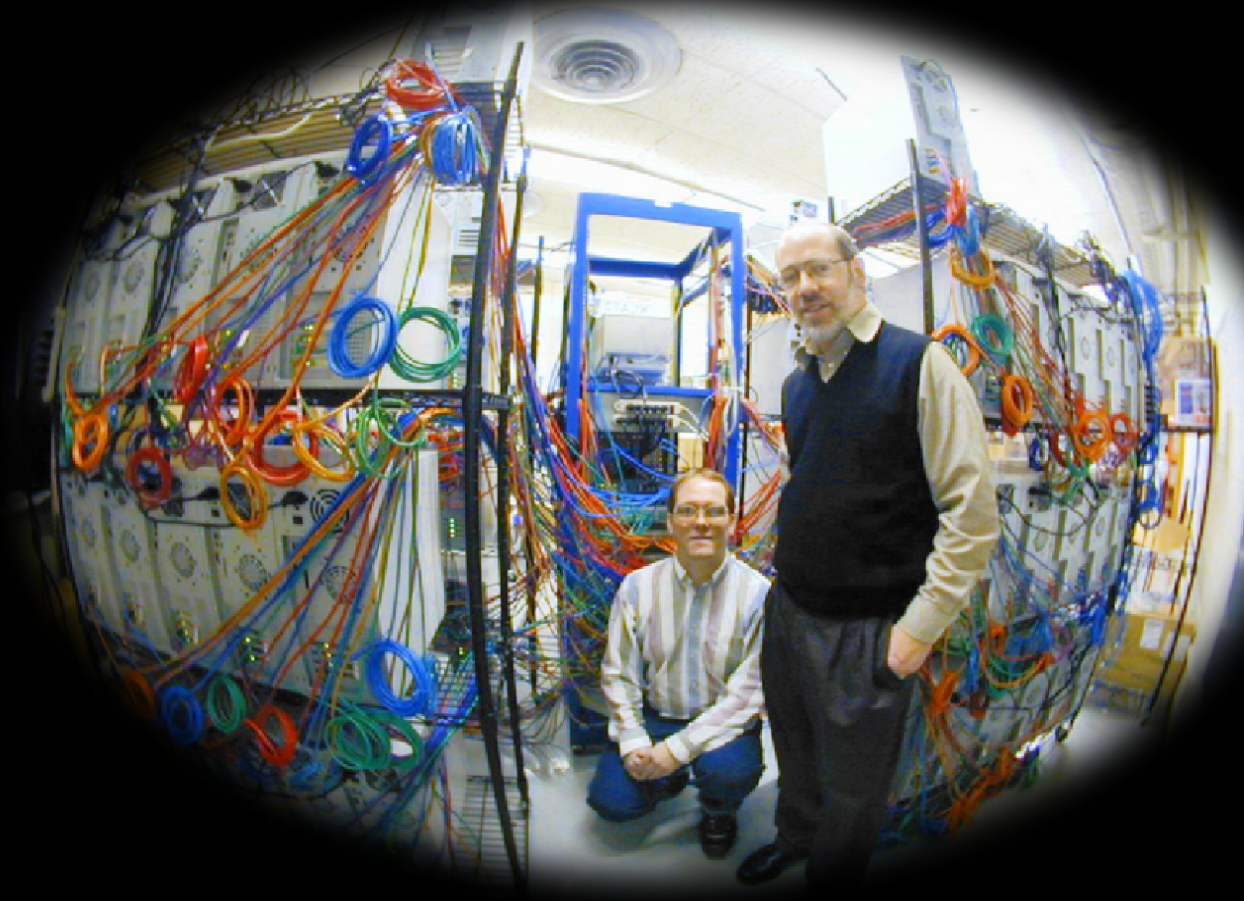
KLAT2, Gort, & Klaatu



KLAT2 Changed Everything

- KLAT2 (Kentucky Linux Athlon Testbed 2):
 - 1st network designed by computer
 - 1st network deliberately asymmetric
 - 1st supercomputer under \$1K/GFLOPS
- 160+ news stories about KLAT2
- Various awards:
 - 2000 Gordon Bell (price/performance)
 - 2001 Computerworld Smithsonian, among 6 its most advancing science

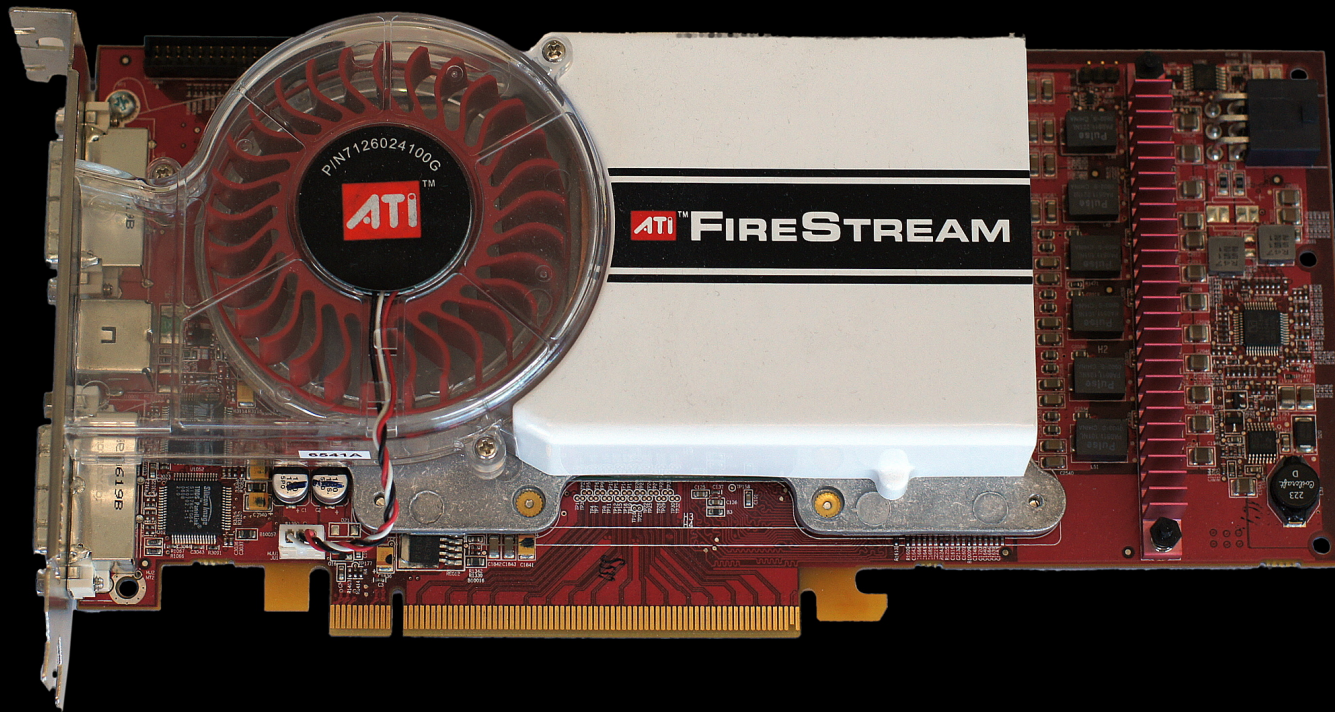
2000, KLAT2



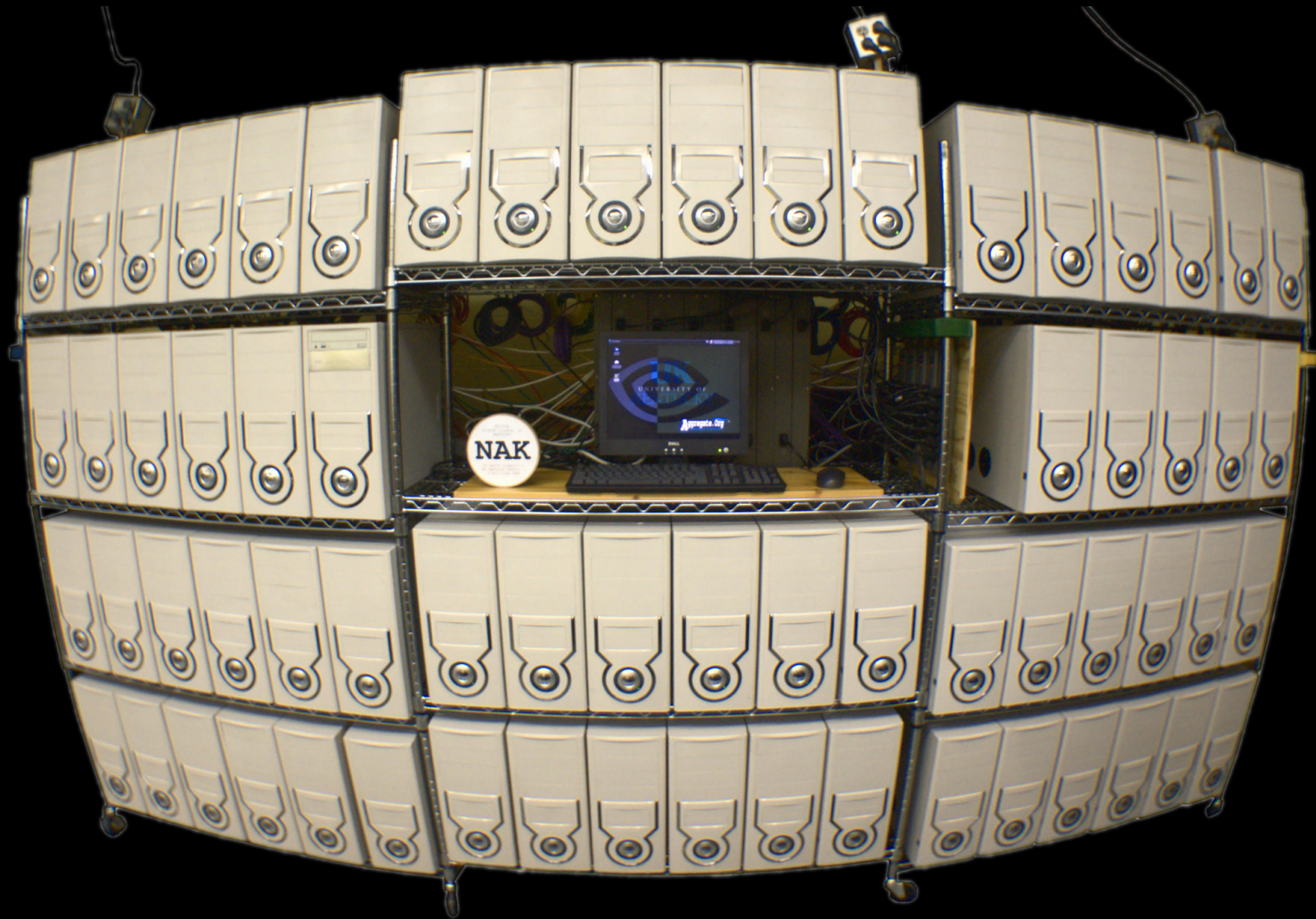
2003, KASYO



2006, ATI GPU



2010, NAK



2012, GPU Clusters



A Little Progress...

A GFLOPS is 1 Billion $\{+,*\}$ per second

1992 MasPar MP1 \$1,000,000 / GFLOPS

A Little Progress...

A GFLOPS is 1 Billion {+,*} per second

1992	MasPar MP1	\$1,000,000 / GFLOPS
2000	KLAT2	\$650 / GFLOPS

A Little Progress...

A GFLOPS is 1 Billion {+,*} per second

1992	MasPar MP1	\$1,000,000 / GFLOPS
2000	KLAT2	\$650 / GFLOPS
2003	KASY0	\$84 / GFLOPS

A Little Progress...

A GFLOPS is 1 Billion {+,*} per second

1992	MasPar MP1	\$1,000,000 / GFLOPS
2000	KLAT2	\$650 / GFLOPS
2003	KASY0	\$84 / GFLOPS
2010	NAK	\$0.65 / GFLOPS

Our latest is about \$0.25 / GFLOPS

The Future

- Everything is moving down...
Your cell phone outruns the 1992 MasPar MP1; supercomputer today, in your cell phone soon
- GPUs moving to the processor chip
- More parallelism
(and maybe quantum too?)
- Everything contains a connected computer
(e.g., IoT: Internet of Things)... a good thing?