#### **Cell Processor and Playstation 3**

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- Cell systems
- Bad news
- More bad news

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- Good news
- Q&A

# **IBM Blades**

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- QS21
  - Cell BE based.
    - 8 SPE
  - 460 Gflops Float
  - 20 GFLops Double
- QS22
  - PowerXCell 8i based
    - 8 SPE\*
  - 460 GFlops Float
  - 200 GFlops Double
  - Some of them already installed in BSC

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  - Some of them already installed in BSC
  - No SPU Double precision improvements expected from IBM

# **Playstation 3**

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# **Playstation 3**

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- Cell BE based.
  - 6 SPE
- 460 Gflops Float
- 20 GFLops Double
- 256 MB RAM

#### **IBM Power 7**

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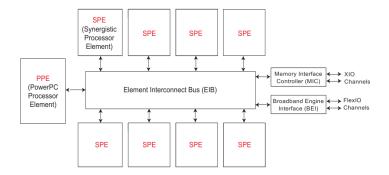
- 8 PowerPC cores
- 4 threads per core (32 Threads!)
- ? SPE

#### **IBM Power 7**

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- 8 PowerPC cores
- 4 threads per core (32 Threads!)
- ? SPE
- 1 TFlop on a chip

#### **Cell Broadband Engine**



#### PPE PowerPC Processor Element

- PPU PowerPC Processor Unit
  - **EIB** Element Interconnect Bus
- SPE Synergistic Processor Element
- SPU Synergistic Processor Unit
- MFC Memory Flow Controller
- DMA Direct Memory Access
- SIMD Single Instruction Multiple Data

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# ¿How does it compute?

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- PPU starts a program
- PPU loads an SPU context on a thread
- SPU acquires the thread
- SPU executes context
- SPU ends the task and returns control to PPU

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- SPU executes context
- SPU ends the task and returns control to PPU
- I have said nothing about the data



Synergistic Processor Element (SPE)
Synergistic Processor Unit (SPU)
Local Store (LS)
Memory Flow Controller (MFC)
DMA Controller

# Dumb vector unit

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- General purpose vector unit
  - Designed to run compiled code. A context is a program.
  - Altivec unit on a box
  - IBM called that VMX

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  - Data should be aligned by hand
- MFC is a DMA controller
  - Data moved with DMA primitives.
  - No data scheduling
  - No data implicit copying.

# SIMD Programming

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- SPUs are programmed using SIMD primitives
- Like a vector unit

# SIMD Programming

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- Almost coding in assembly
  - Access assembly instructions via libspu2
  - Add to that DMA instructions

# SIMD Programming

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- SPUs are programmed using SIMD primitives
- Like a vector unit
- Almost coding in assembly
  - Access assembly instructions via libspu2
  - Add to that DMA instructions
  - That can take us ages

# PPU and SPU code

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- PPE have L1 and L2 cache.
- SPE have LS (register based)

# PPU and SPU code

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- PPE have L1 and L2 cache.
- SPE have LS (register based)
- Their ssembly has nothing to do
  - They are compiled separately.
  - PPU code cannot be reused.

# And now the good news.

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# **PPU code libraries**

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- BLAS (Basic Linear Algebra Subroutines)
- LAPACK (Linear Algebra Package)
- FFTW (The Fastest Fourier Transform in the West)
- C and Fortran interfaces
- Fortran interface is not complete

# **PPU code libraries**

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- BLAS (Basic Linear Algebra Subroutines)
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- FFTW (The Fastest Fourier Transform in the West)
- C and Fortran interfaces
- Fortran interface is not complete
- Almost all we need is in Cell SDK!

# Thin ice

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- PPU code means no SPU control.
- Data must be aligned too using posix\_memalign.
- If SPU control is needed PPU code cannot be used at all
- Tells us what we can or cannot do
- BSC has been using those for about 2 years.

# Optimizing compilers

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- Cell Superscalar
  - Alpha state
  - OpenMP-like pragmas for SIMD
  - BSC
  - Free Software
- XL compilers for Multicore Acceleration
  - Alpha state
  - OpenMP support for SIMD
  - MASS (Mathematical Acceleration Subsystem)
  - Worth the money

#### Conclusions

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• PPU code is possible

## Conclusions

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- PPU code is possible
- SPU code is not possible for us
- 2 options:
  - Cell SDK for Multicore Acceleration
  - Optimizing Compiler (WAIT)

# Conclusions

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- PPU code is possible
- SPU code is not possible for us
- 2 options:
  - Cell SDK for Multicore Acceleration
  - Optimizing Compiler (WAIT)
- Get a good C book.

# Q&A

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