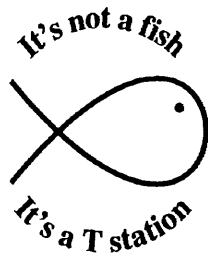
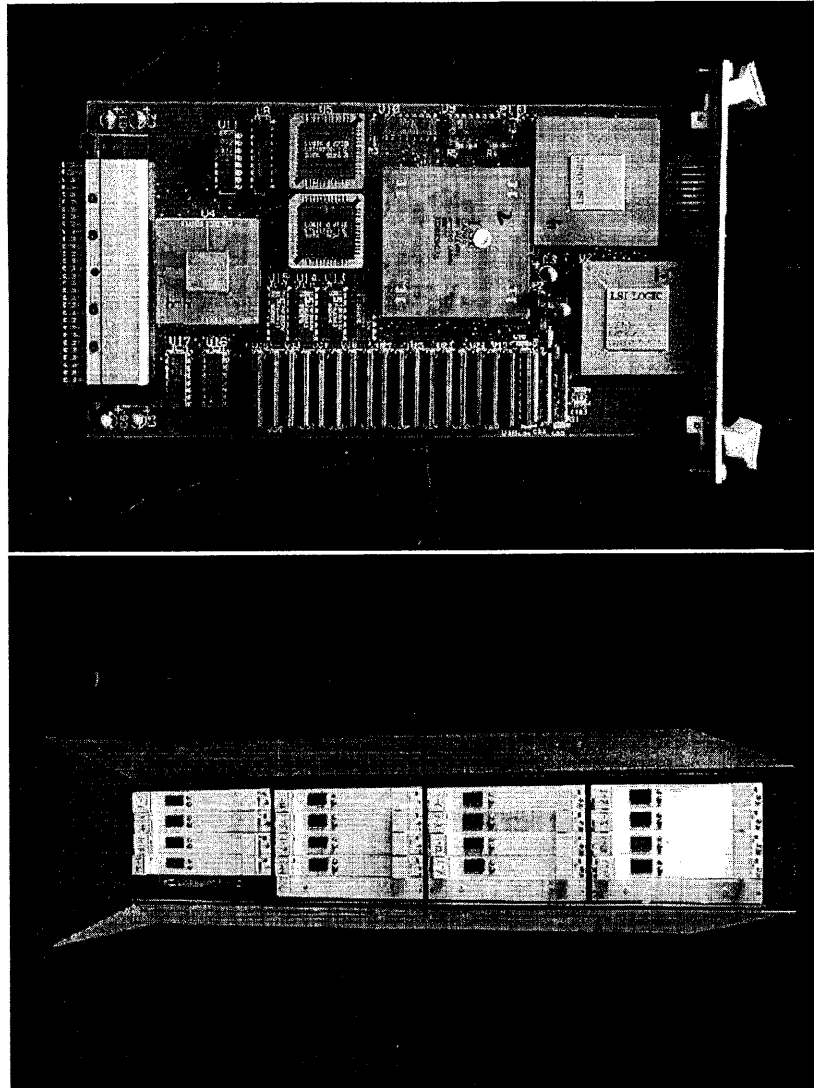


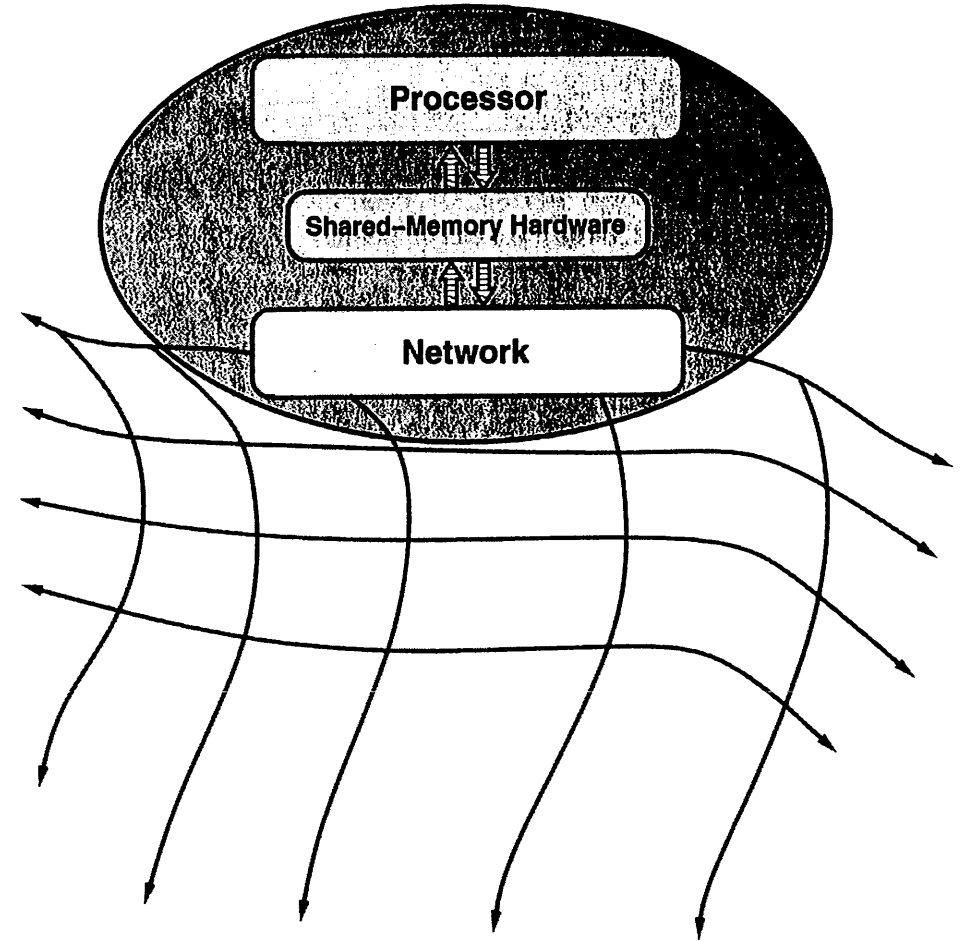
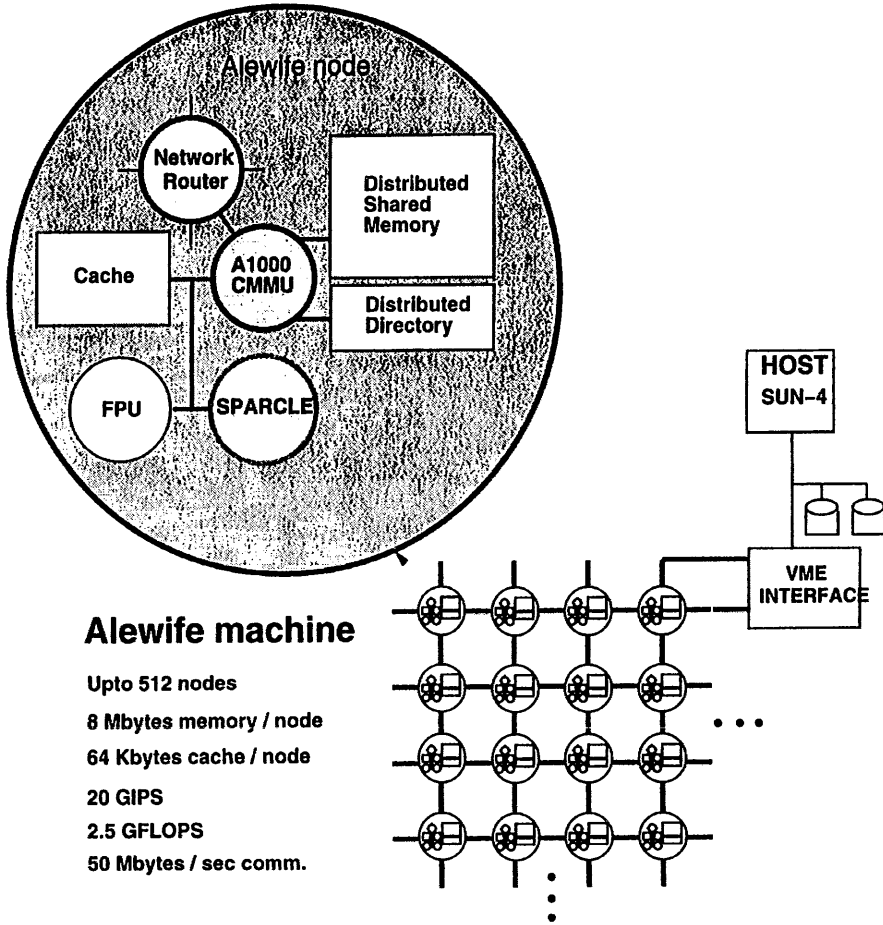
The Alewife-1000 CMMU: Addressing the Multiprocessor Communications Gap.



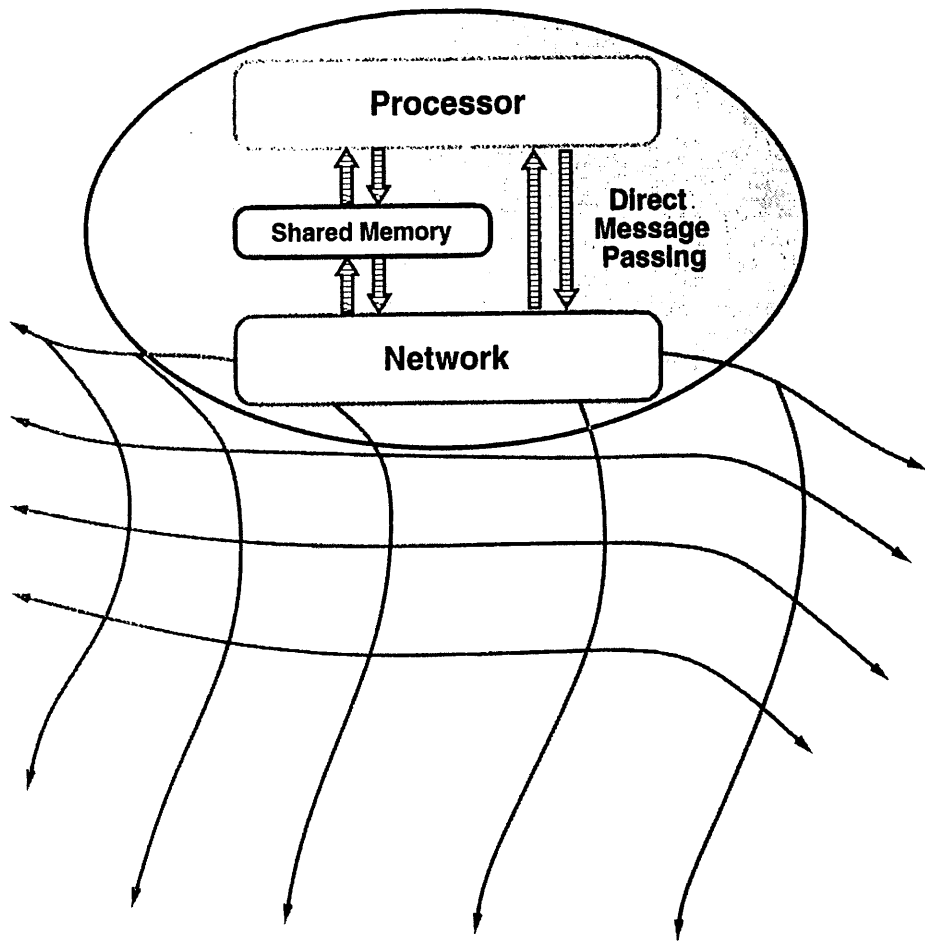
John Kubiawicz
Massachusetts Institute of Technology
Laboratory for Computer Science
kubitron@lcs.mit.edu



Shared Memory Machine



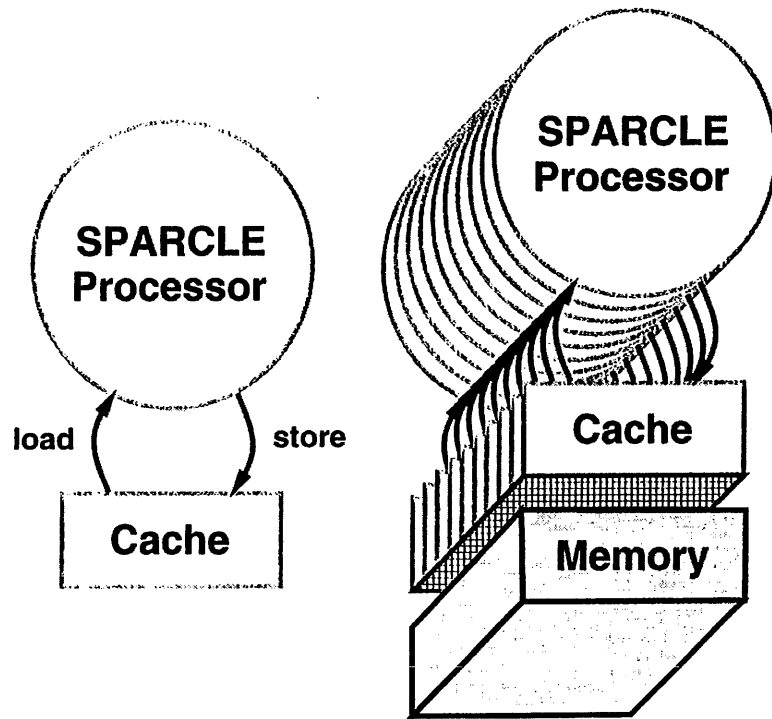
Best of BOTH worlds



Outline

- Motivation
- Mechanisms
- Performance Data
- Implementation
- Status and Conclusions

Shared Memory Interface

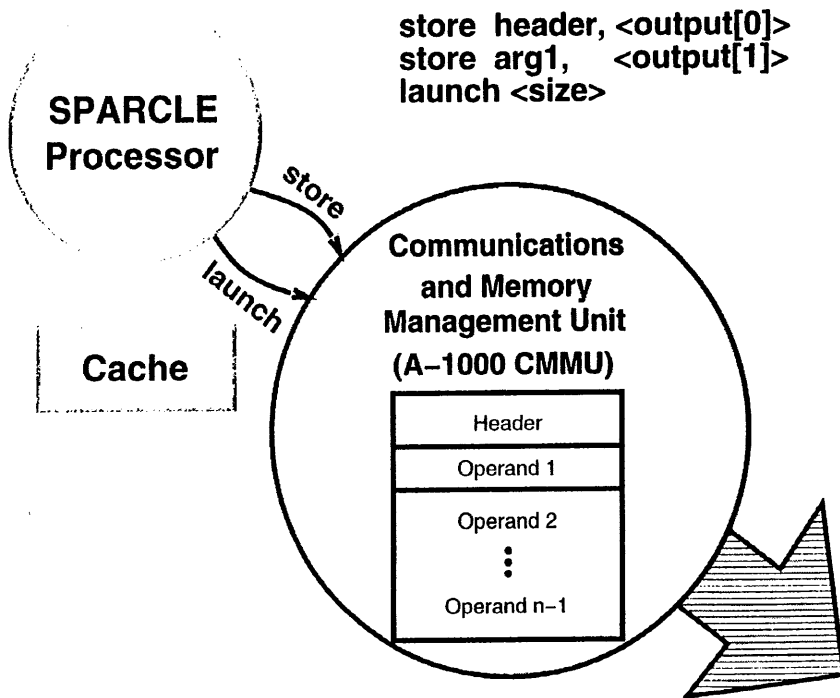


Single Coherent View Of Memory

Properties of the Shared Memory

- Data is physically distributed.
- Each node has 64 Kbytes of hardware-managed cache for shared and private data.
- Rapid context-switching and software prefetch permit latency tolerance.
- Cached data is kept *coherent* through a combination of hardware and software techniques.

Message Output Interface



Launch instruction takes one cycle and is *atomic*.

Properties of the Message-Passing Interface

- Direct, user-level access to message interface.
- Efficient generation/consumption of short *and* long packets.
- Integral DMA for block transmission.
- Support for “typical” multi-packet I/O traffic.
- Deadlock-free control of the network.

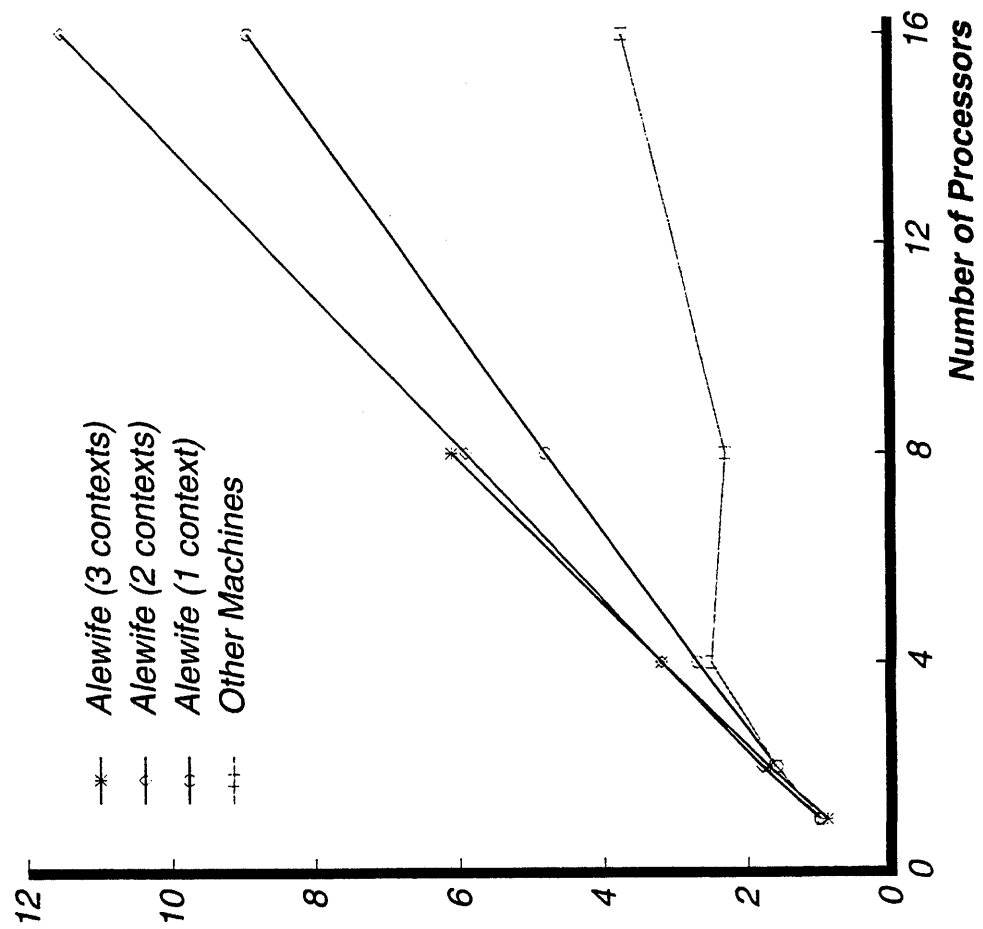
Cycle Counts

Action	Processor Cycles
Load Instruction:	2
Store Instruction:	3
Private cache-miss penalty:	9
Shared Local cache-miss penalty:	11
Context-switch time (data request):	14
Directory-read (cached):	5
Directory-write (cached):	6
Message-send (2 words at user-level):	8 (processor time) 11 (to network)
Message-receive (null active message at user-level):	35
Fast Task Dispatch:	$88 + 1.1 \times \text{distance}$

Is fast messaging expensive? No!

Modern RISC pipelines can be extended with interfaces for seamless integration with the network and memory system.

- Multiple "flavors" of uncached load and store instructions.
- A pipeline extension mechanism.
- A spare register set.
- Fast, user-level vectored interrupts.



Remote Read Latencies at 30Mhz (Actual Measurements)

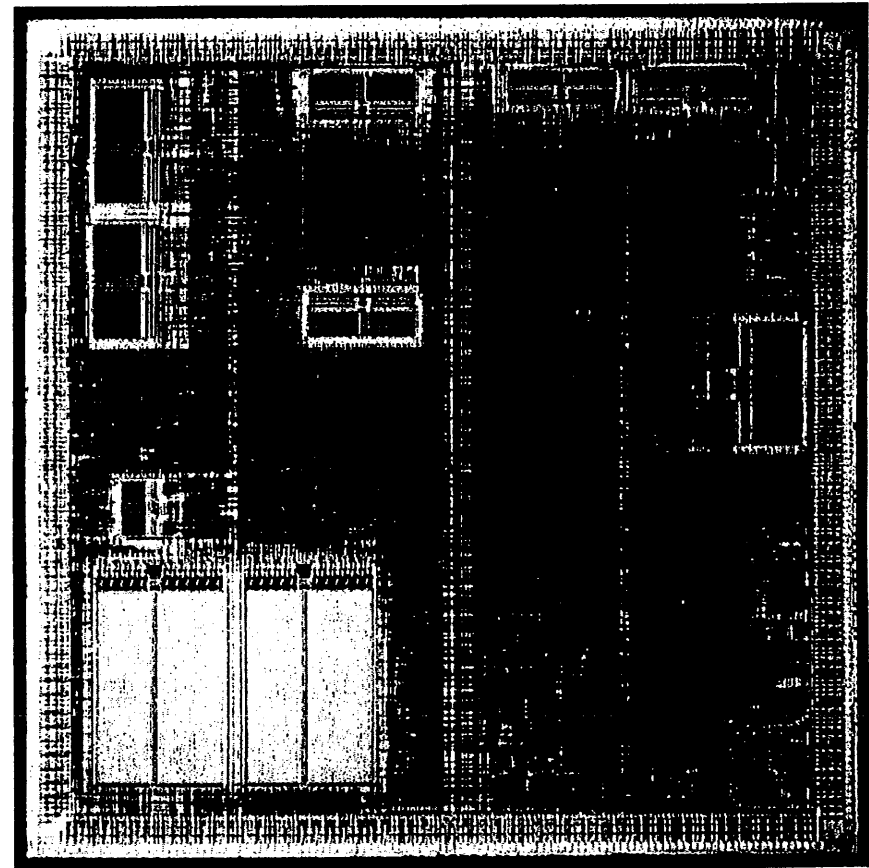
Data status	Total Latency in Processor Cycles	CMMU cost
Clean	$46.6 + 2.3 \times \text{distance}$	16.4 cycles
Dirty in home	$51.5 + 2.5 \times \text{distance}$	23.2 cycles
Dirty in third	$78.0 + 2.3 \times \text{distance}$	30.5 cycles

Implementation of CMMU

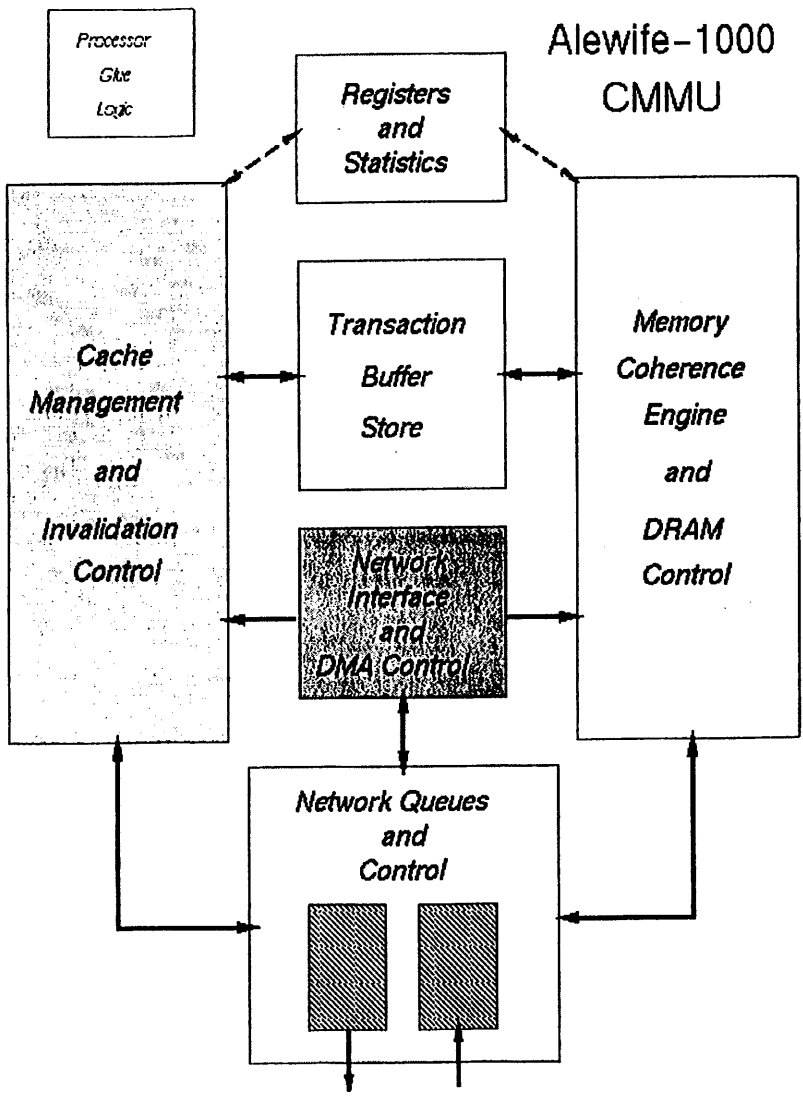
The A-1000 CMMU is implemented in the LEA300K hybrid gate-array process from LSI Logic.

- 95,000 gates and 100Kbits of SRAM.
- Memories were produced with LSI compiler.
- Core logic was synthesized from LES (by LSI Logic) and optimized with Berkeley SIS.
- Critical circuits were designed directly with schematic editor.
- Hybrid simulation for verification.

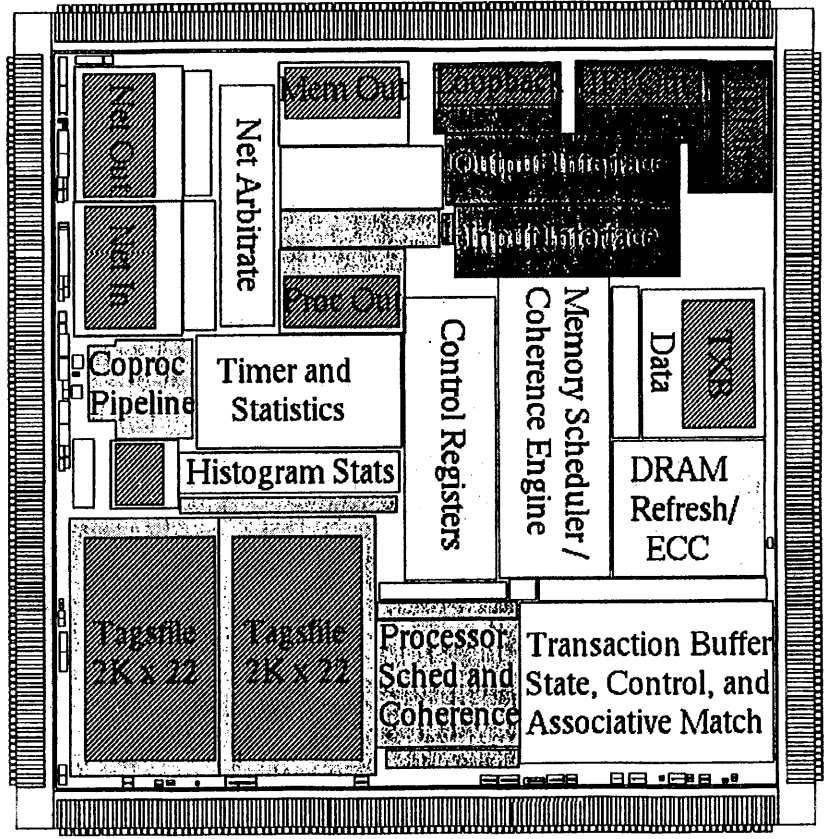
A-1000 Die photo



- Die size: 15mm × 15mm
- 95K random gates.
- 100K bits of SRAM (regular structures).



Alewife-1000 CMMU



- Processor and Cache Control
- Transaction Buffer
- Asynchronous Network
- Memory and DRAM Control
- Registers and Statistics
- IPI Message Interface

Sizes in Gates:

Cache Control:	12688	13.7%
Coprocessor Pipeline:	2179	2.4%
Memory:	16085	17.4%
Dram Control:	7385	8.0%
Transaction Buffer (state):	14640	15.8%
Transaction Buffer (data):	1650	1.8%
Livelock Removal:	1886	2.0%
Message Interface (Input):	5527	6.0%
Message Interface (Output):	4804	5.2%
Network:	5647	6.1%
Statistics:	12464	13.5%
Other Registers:	7560	8.2%
Total:	92515	

Status of the Alewife Machine

[To be updated much closer to final deadline]

First run of silicon for A-1000 CMMU:

- 16-node machine operational since June 17.
- Runtime system and compilation environment supports C and Mul-T (a dialect of LISP).
- A number of large kernels and benchmarks have been run.
- Small number of bugs in first run of silicon.

Conclusion

- Efficient communication mechanisms are important in a multiprocessor.
- The Alewife-1000 CMMU integrates *both* message-passing and cache-coherent shared memory in a single hardware framework.
- Uniprocessor pipeline designers can provide simple “hooks” for efficient multiprocessor interfacing.

