

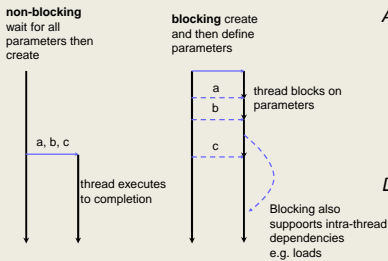
Architecture Paradigms and Programming Languages for Efficient programming of multiple CORES

Objectives

- **Apple-CORE** is developing **compilers, operating systems** and **execution platforms** for an architecture that can exploit many-core computer systems to the end of silicon
- It adopts a systematic model of concurrency, **SVP**, implemented as instructions in a base processors' ISA – SVP was developed in the EU FP6 **AETHER** project
- This approach has enormous potential but is disruptive and requires a new infrastructure of tools as it effectively implements an OS kernel in silicon
- There are large benefits from this approach as compilers need only capture abstract concurrency and not map and schedule it... this is done by the SVP implementation
- SVP separates the concerns of programming and concurrency engineering and opens the door for successful parallelising compilers.
- Apple-CORE will exploit concurrency in applications using **sequential, data-parallel** and **functional** languages
- Another major advantage of the SVP approach is that it provides both **backward** and **future binary compatibility** to the extended processor's ISA
- Code compiled with the new tools is executable on an arbitrary numbers of processors enabling dynamic resource mapping to binary programs from a pool of processors
- SVP provides a data-driven or conservative scheduling of instructions in contrasts to TM and other "safe" approaches to concurrency, which are speculative
- Information from the HW scheduler can provide powerful mechanisms for the management of power by load balancing processors based on clock/frequency scaling

The objective of Apple-CORE therefore is the development an infrastructure to evaluate the SVP model and provide opportunities to exploit the results of this research in a variety of markets, including embedded and commodity processors, and also high-performance applications. In particular, the binary compatibility provides a unique opportunity to make an impact on commodity processors in Europe.

SVP ISA extensions manage hierarchical families of blocking threads



Advantages of blocking

- gives more concurrency
- allows fine-grain scheduling
- tolerates latency in operations such as loading data from asynchronous memory

Disadvantages

- like dataflow it requires synchronising memory
- but this is cheap if reasonably bounded

SVP captures data dependencies - Plain-old C to μ TC to Assembly example

- The simplest of loops... it contains absolutely no concurrency but is expressed as a family of threads
- SVP implements this by creating 64 very simple threads
- In the assembly code each thread adds its index (\$L0) to the previous thread's shared variable (\$D0) and sets its own shared variable (\$S0) - **3 registers only in each thread's context**
- As threads block no thread can execute its one instruction until the prior thread has executed its instruction

```

PnC
int sum = 0;
for(i = 0; i < 64; i++)
sum += i;

 $\mu$ TC
void thread sidx(shared int s)
{index i; s+=i};

Family f; int sum = 0;
create(f;:0:64:1);sidx(sum);
sync(f);

Assembly
sidx: add $S0, $D0, $L0

```

```

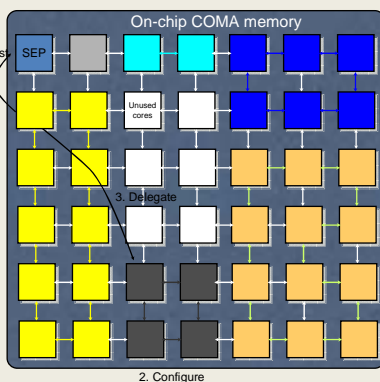
main: allocate $L0
mv $L1, 0
setregs $L0, 1
setlimit $L0, 64
cred $L2, sidx
mv $L2, $31

```

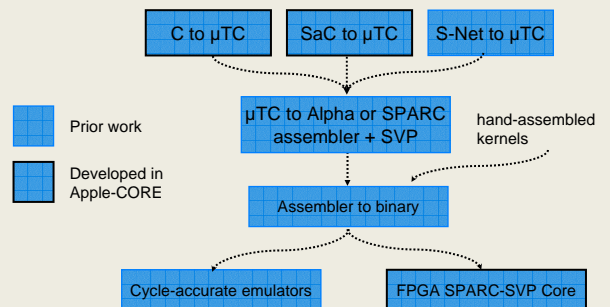
Dynamic management of processor resources in SVP Microgrids

SVP Microgrid

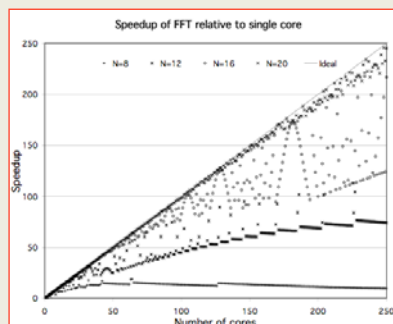
1. Single-address space with coherent cache-only memory (COMA)
2. A reconfigurable grid of SVP processors where clusters are configured into rings for delegating units of work (a family and all subordinate families)
3. An on-chip packet network for delegation, resource management & configuration



Apple-CORE toolchain



Emulation results



Partners

- University of Amsterdam – coordinator (NL)
- University of Hertfordshire (GB)
- Institute of Information Theory and Automation (CZ)
- University of Ioannina (GR)
- Associated Compiler Experts (NL)
- Gaisler Research (S)

Workpackages

1. Project management and dissemination
2. Application selection and evaluation
3. Parallelising C compiler
4. SAC data-parallel compiler
5. Emulation environment and operating system
6. Soft-core prototype