

DarkHorse a Proposed Peta(FL)OPS Architecture

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Advanced Architecture Team

- LANL
 - ◆ Dave DuBois
 - ◆ Andy DuBois
 - ◆ Steve Poole
 - ◆ Chris Kemper

Some History

- First basic ideas in 1997/1998
- HMM/GA Application (Kestrel, Sequence Alignment Modeling)
- Switch Application (SanNetworks, memory technology)
- 3D FPGA
- Potential Seismic Application (FD,RTM, A/E Modeling,XON)
- Specialized Search/Sort Problem (DB Problem)
- Started @ LANL 2001
 - ◆ 3D FPGA
 - ◆ 3D CAM
- Early processor disclosures in 2002

Advanced Architectures Project

Processor & Memory Subsystems

Computer industry collaborations

Understand and influence product roadmaps

Semiconductor industry collaborations

3D semiconductor stacking

Co-processor technologies

FPGA accelerators

Graphics/Network processor accelerators

Dark Horse

Determine the feasibility of developing a PF system in the ~FY08 time frame that is:

based potentially on a variety of microprocessors, computationally efficient for LANL algorithms, and straightforward to program.

**Balanced
First Principle**

Applications & Algorithms

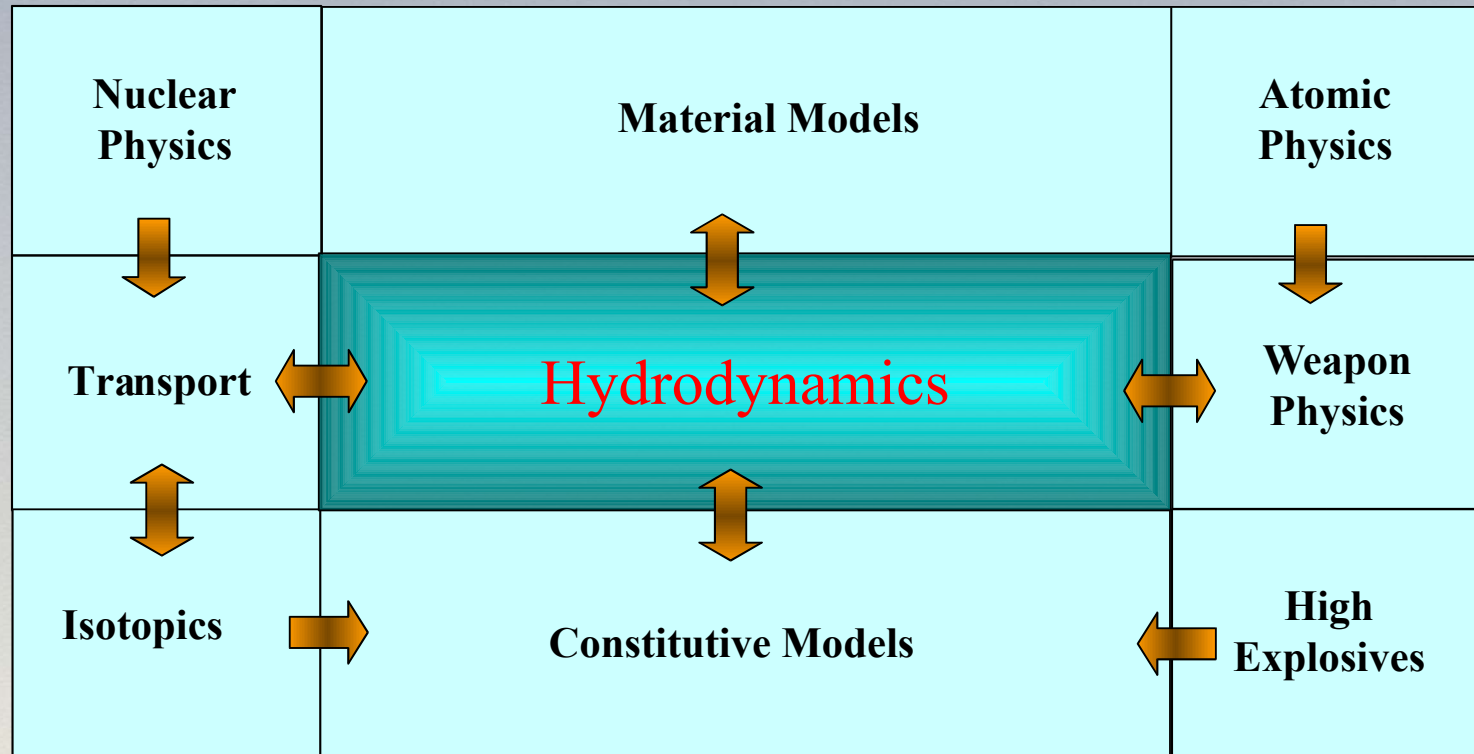
Minimizing time to solution for LANL computational workloads

Adapt algorithms to different architectures

Develop new algorithms that take maximum advantage of computer architectures

Programming model(s)

Elements of an ASC Simulation Code



Time evolving coupled multi-physics simulations.

Some Unclassified Testbed Codes

Code

(S/R)AGE

MCNP

PARTISN

SWEEP3D

TRUCHAS & TELLURIDE

Association/Support

Crestone Project

Eolus Project

Sn Transport

Sn sweep strategy

Telluride Project

They are:

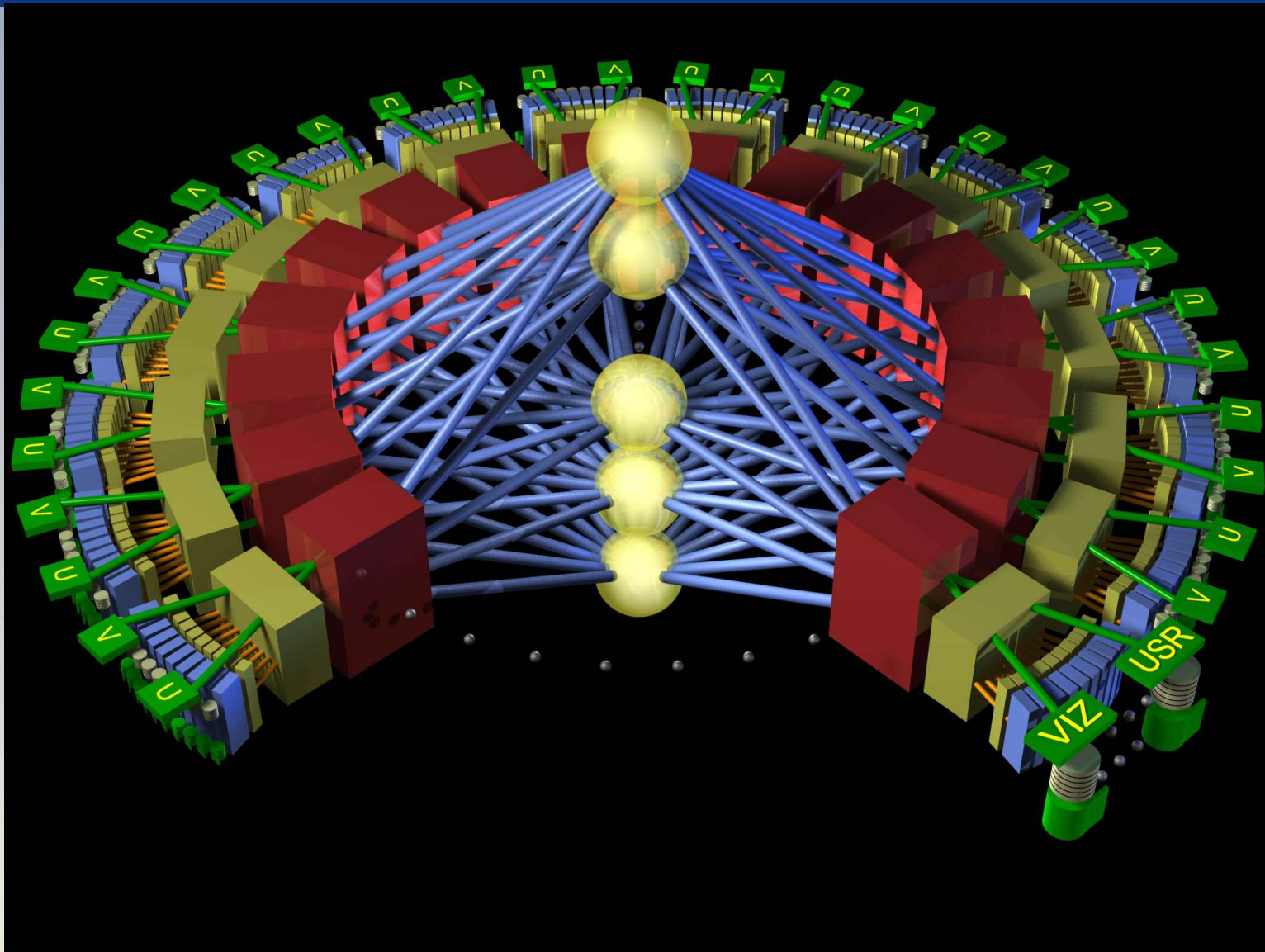
Representative of computer science issues

NOT parts of our classified codes

used for unclassified applications

used for methods & CS testing and R&D

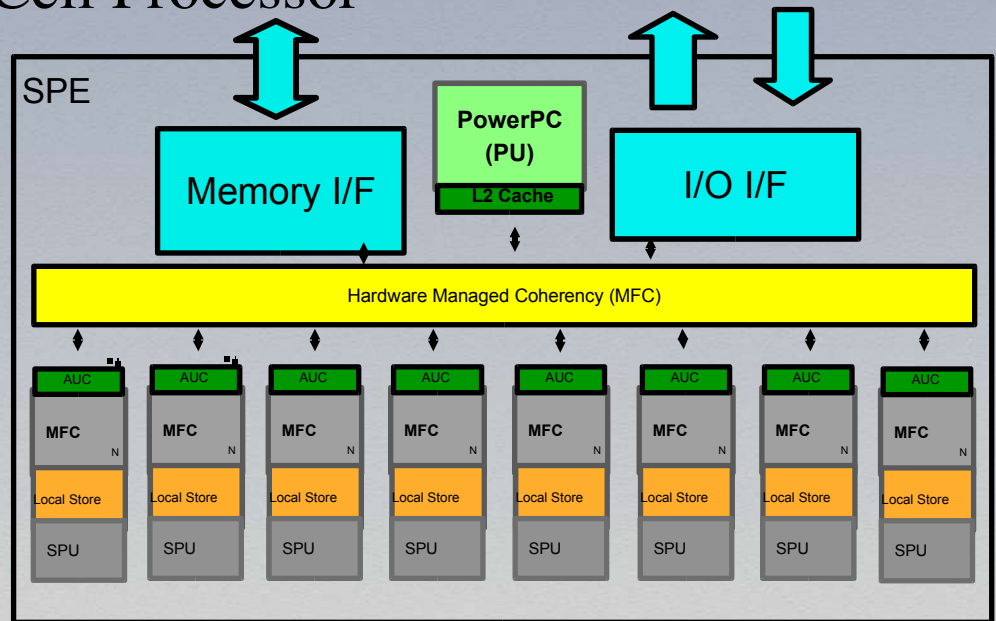
often export controlled



One Processor's attributes

IBM Cell Processor

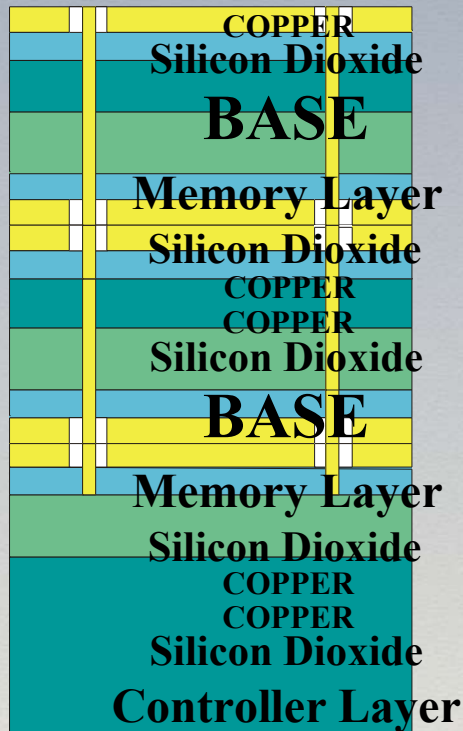
- SMP on a chip
 - 1 PowerPC
 - L1 (32kB+32kB)
 - L2 (512kB)
 - Coherent load/store
 - 8 SPUs
 - 256 GFlops (SPtotal)
 - 256 kB Local Store
 - Coherent DMA
- High-B/W Memory
 - 25.6 GB/s (data)



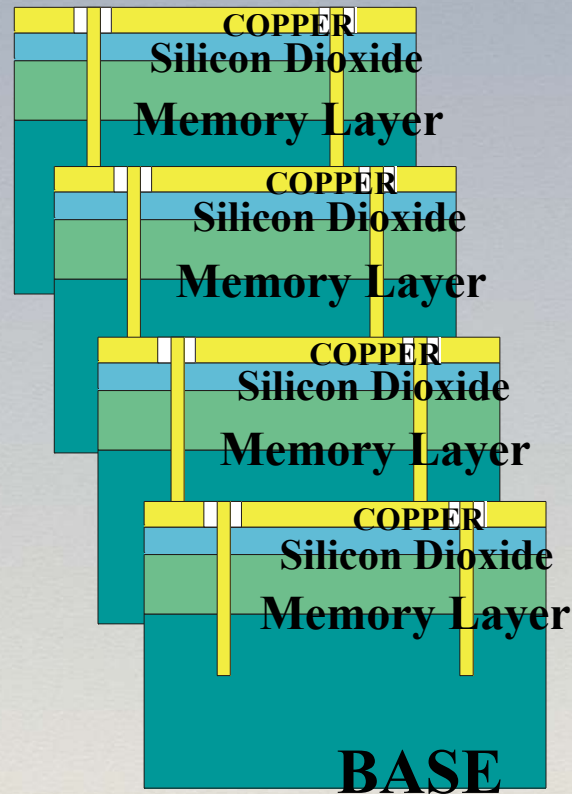
- Configurable I/O interface
 - Up to 35GB/s out
 - Up to 25GB/s in
 - Coherent interface or I/O

Stacking Multiple Thin Layers

Repeat - One Wafer at a Time



BASE

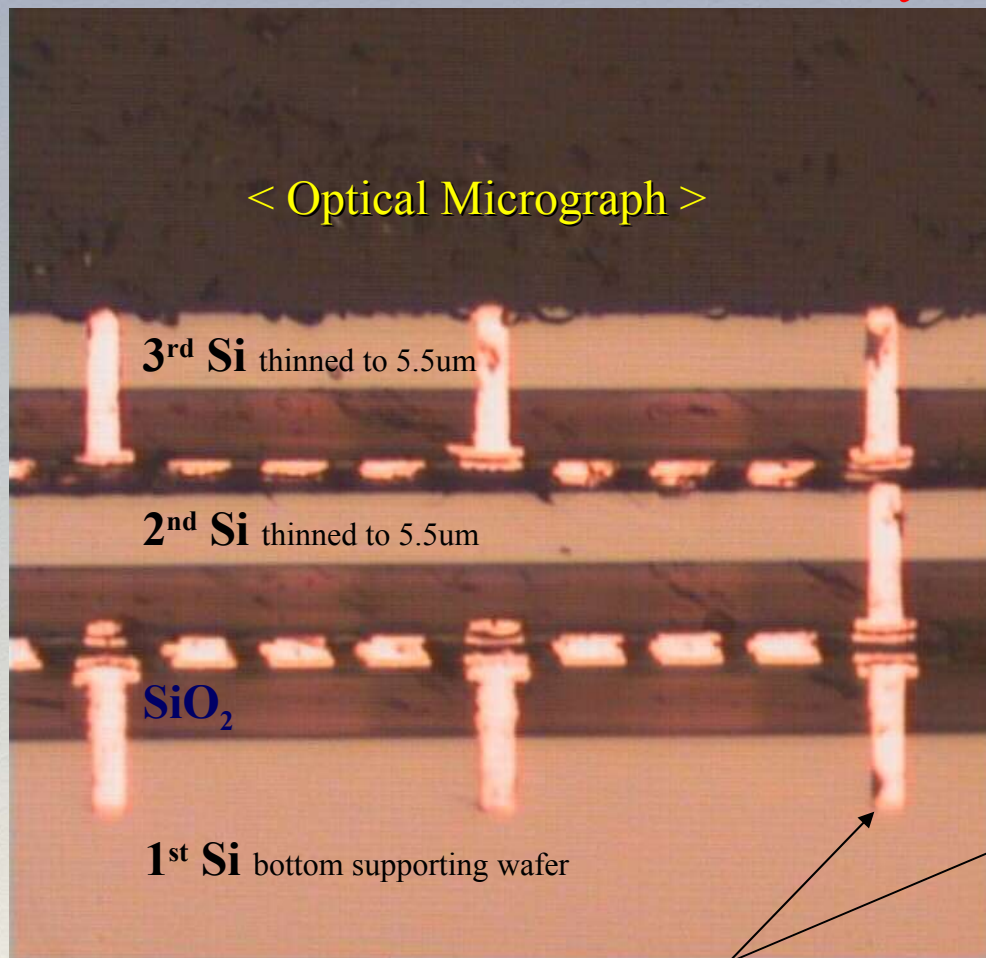


Additional Memory
Layers to be stacked

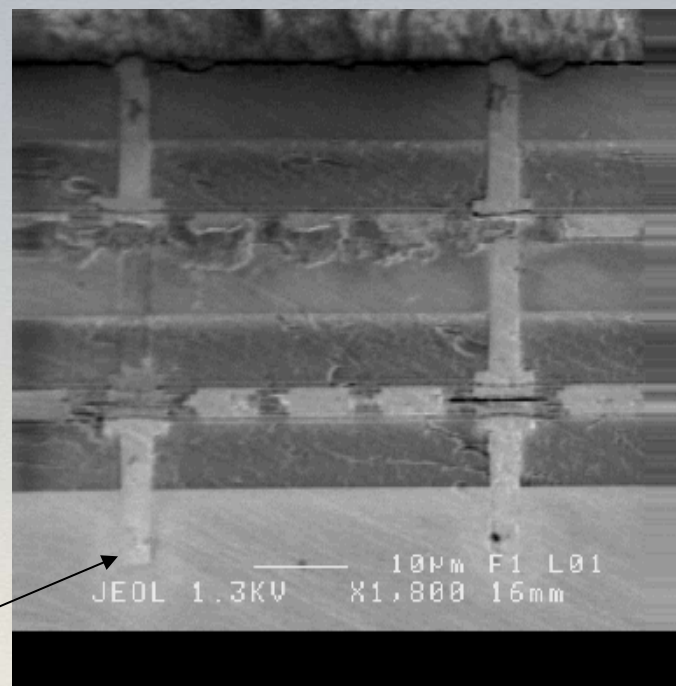
Stacking Process

Three wafers successfully aligned and stacked

< Optical Micrograph >

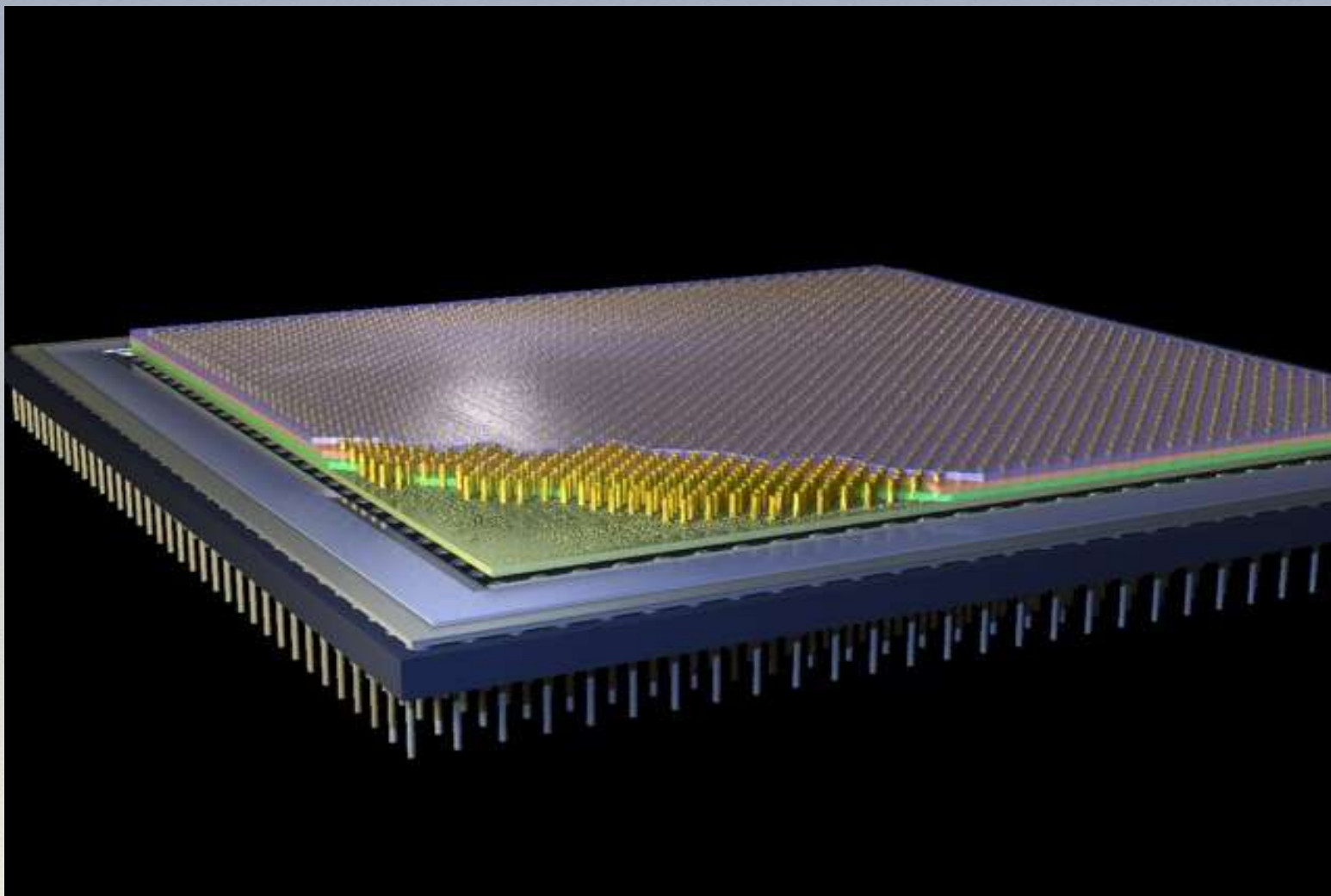


< Scanning Electron Micrograph >

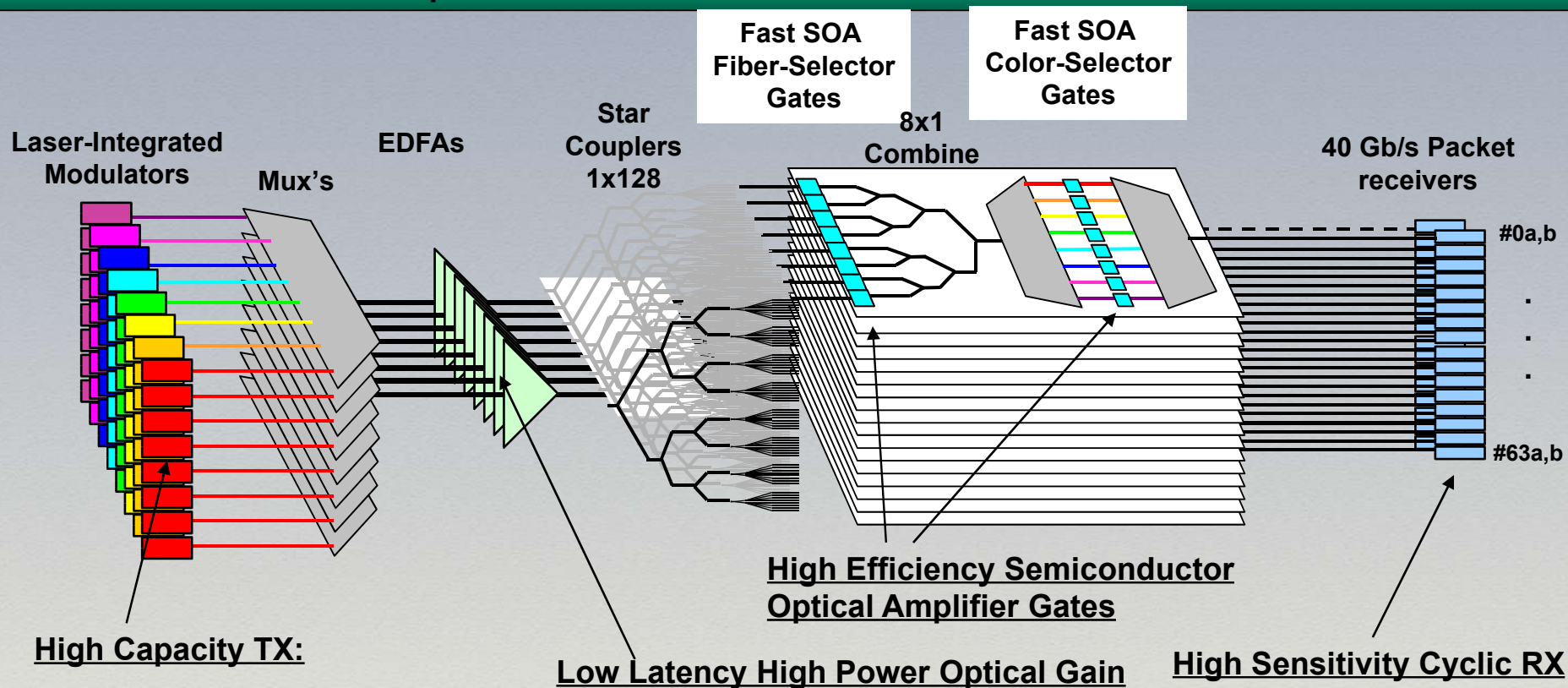


“Super Via” 4um in diameter and 12um in height

Chip Stacking



Bufferless Crossbar Design: Implemented via Broadcast and Select Architecture

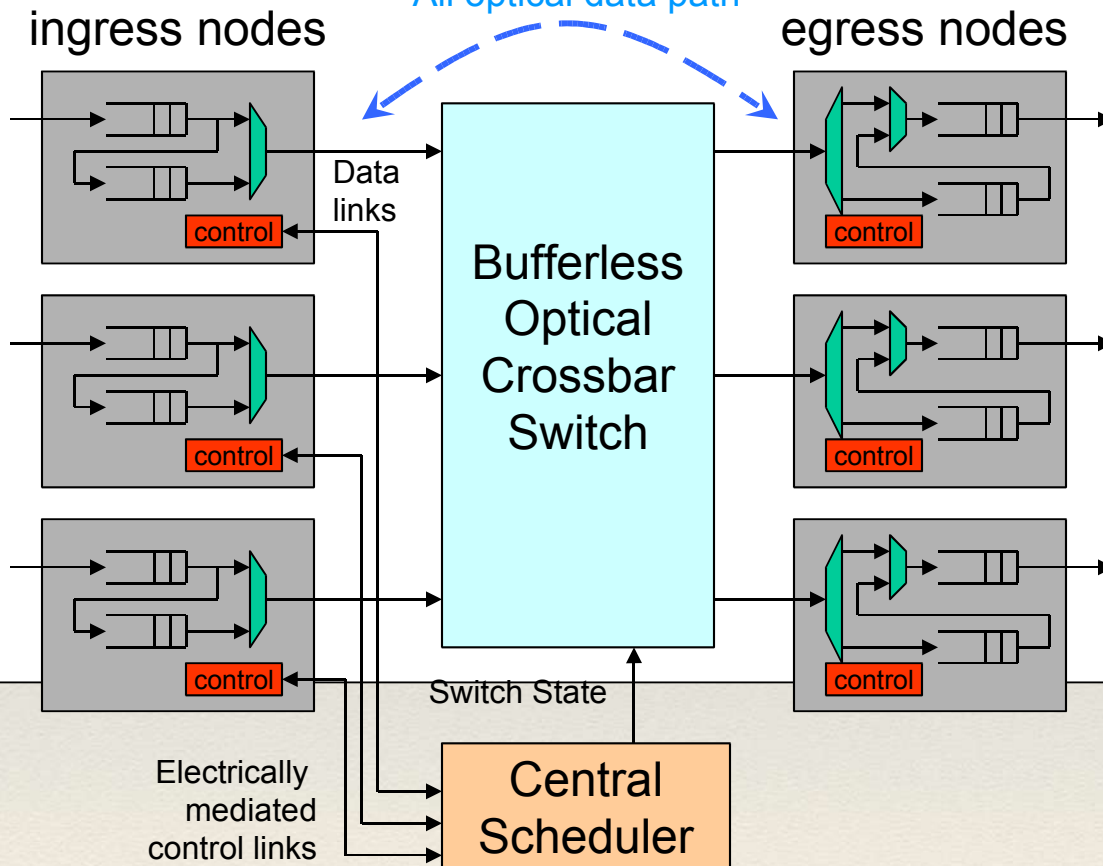


- S: Multiple fibers (8 scaling to 40+)
- : Multiple colors per fiber (8 scaling to 100+)
- T: Switching time (~2 ns scaling to <0.1ns)
- High bit rates (40G scaling to 100G+)

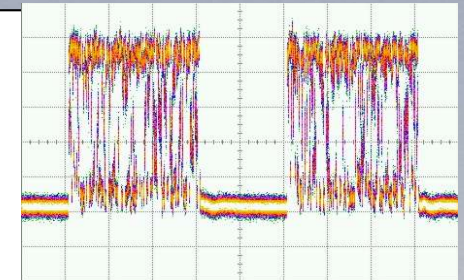
Bufferless Optical Crossbar

Compact, Integrated
Low Optical Impairment
Scaleable in Bit Rate and Port Count

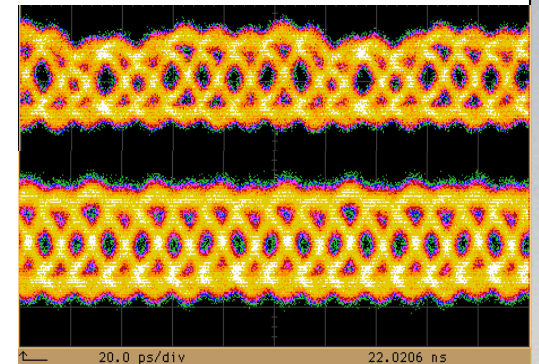
All optical data path



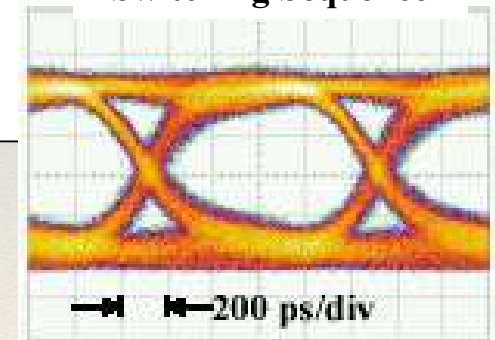
Switched 40G
Optical Packets
5 ns/div



Optically Switched
SOA @ 80GHz

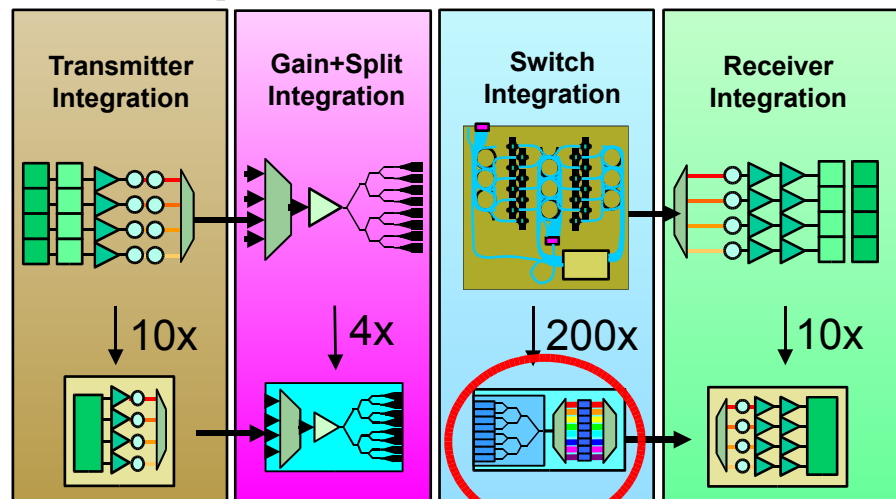


Large Signal $2^{31}-1$ PR
Switching Sequence



OSMOSIS will integrate to be cost competitive with conventional OEO

Today ~\$50K/port →
~\$1.5k/port for commercial



Modular chassis

Octal switch port blade

Integration achieves

200:1 Parts count reduction

10X Power reduction

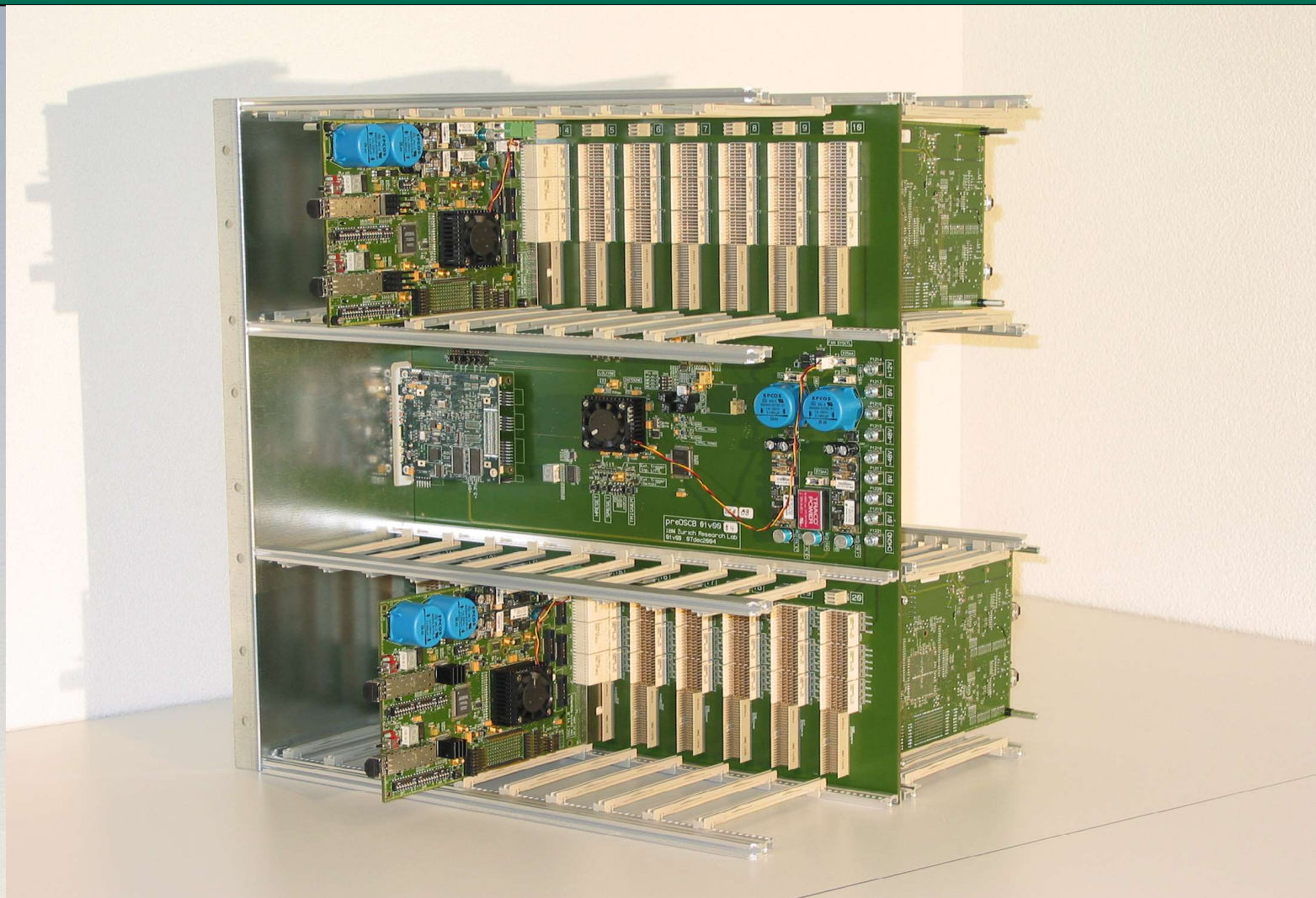
Provisioning in 16 port increments

10 Terabit/sec form factor



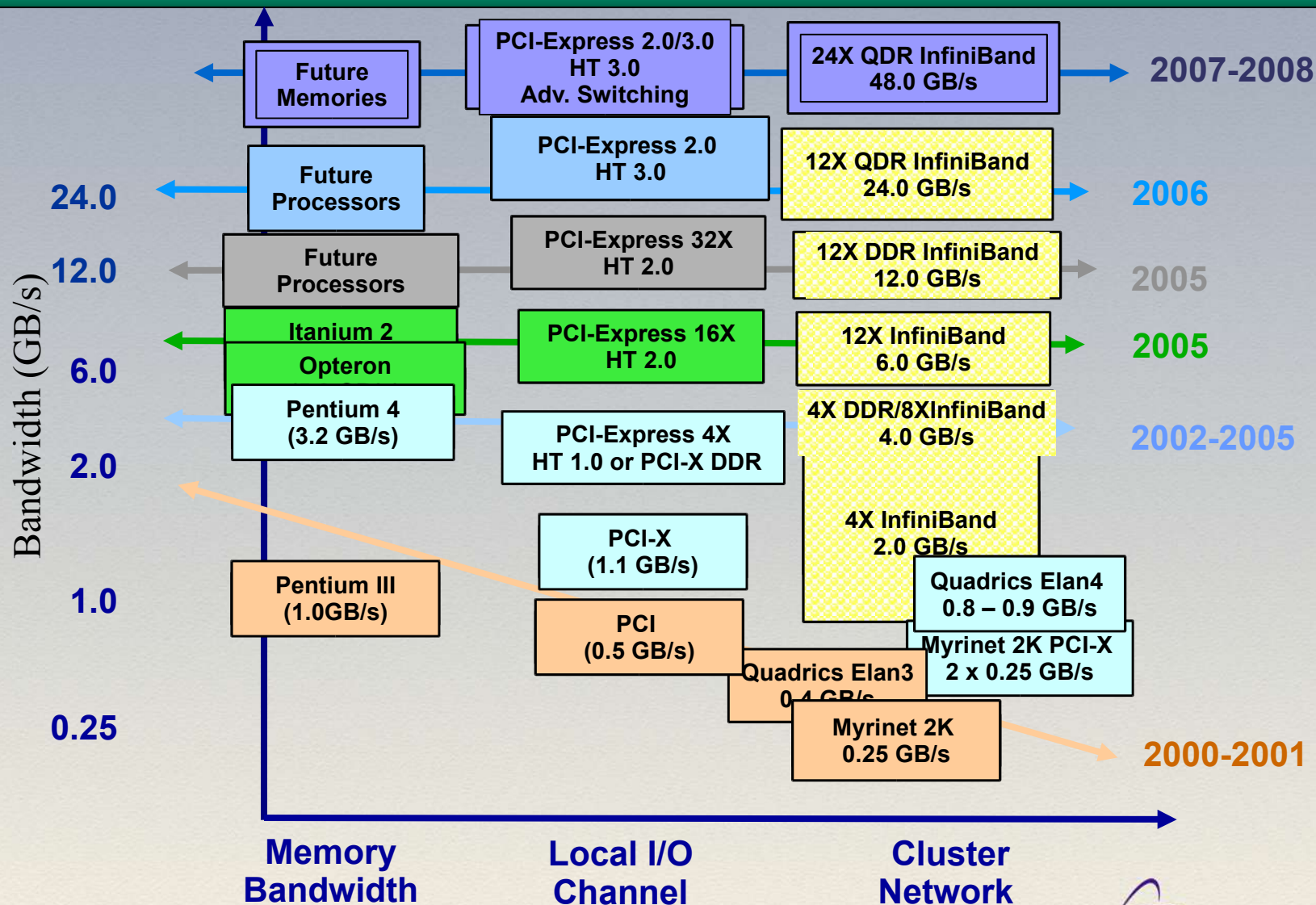
- 1.28 Gigapackets/sec in 64 port switch module
- Cell-oriented error correction supports 10^{-21} BER
- Goal: 10 Tbit/sec in a single stage module @ first commercial release

Development Switch



As of this month (Test Vehicle/Prototype)

InfiniBand Roadmap



Conclusions

- **DarkHorse pushed many design envelopes**
 - ◆ It is the I/O, NOT FLOPS
 - ◆ 3D Memories
 - ◆ Self Healing
 - ◆ 3D Stacking (S/MOC)
 - ◆ 3D FPGA/CAM Designs
 - ◆ Optical Interconnects
 - ◆ Networking (OSMOSIS)
 - ◆ Chip-to-Chip (ZRL)
 - ◆ Interconnects
 - ◆ 12X-QDR Infiniband
 - ◆ 32X-ODR Infiniband (Future)

Conclusions (cont)

- **3D Memories will improve Power/Performance**
 - ◆ Non-DRAM
- **Currently modeling codes against DH design**
 - ◆ Some new algorithms (Sparse)
 - ◆ Potentially new language approaches
 - ◆ Future HW/SW designs
- **The design is feasible**
 - ◆ Most of the sub-components exist
- **We have started the design of the follow-on**

Special Thanks (DH)

• LANL

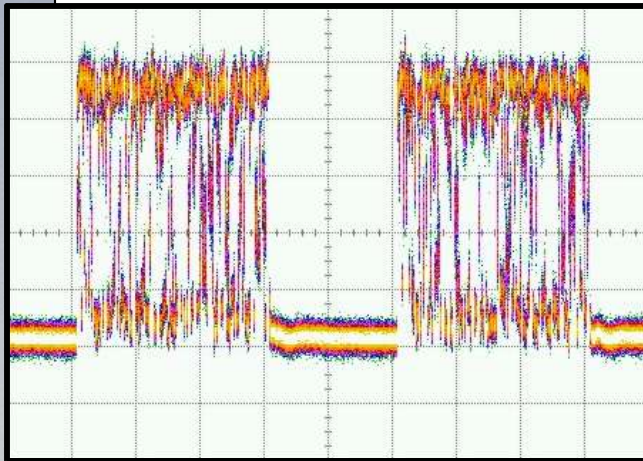
- ◆ Gary Grider
- ◆ Karl-Heinz Winkler
- ◆ John Morrison
- ◆ James Peery
- ◆ Ken Koch
- ◆ Rich Graham
- ◆ Mike Boorman

• SNL

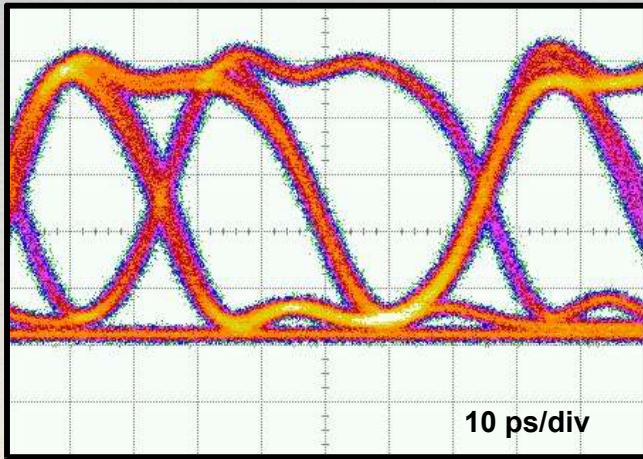
- ◆ Bill Camp
- ◆ Jim Tompkins
- ◆ Matt Leininger
- Mellanox
- IBM
 - ◆ (ZRL, POK, TJW, ARL, STIDC)
- Corning
- Many others...

Backup (Movie)

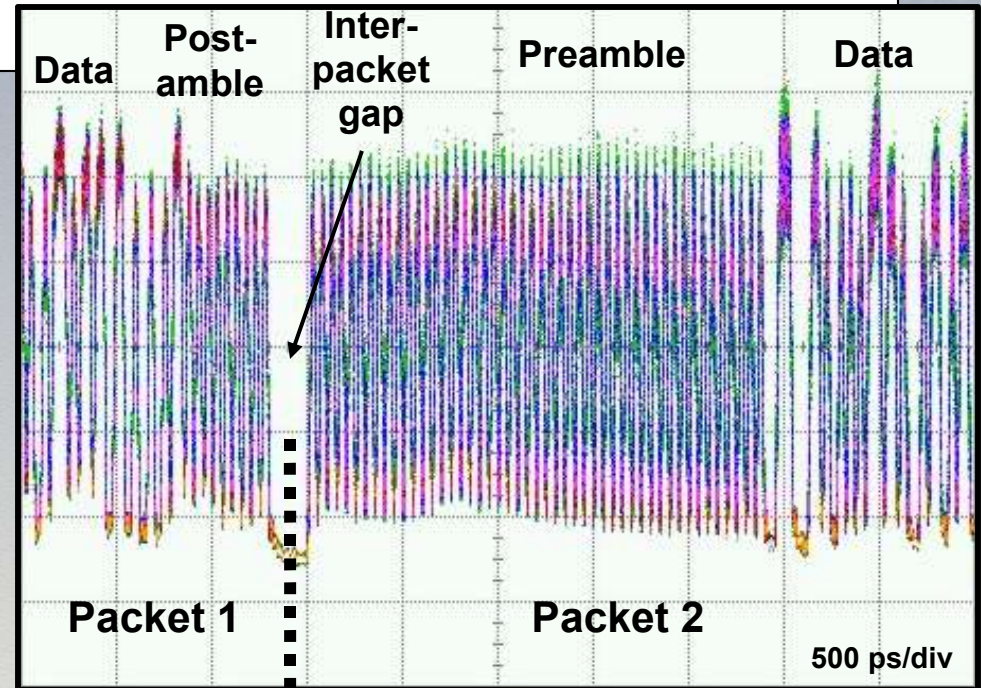
Data packet bit streams/eye diagrams



40 Gb/s data packet 5 ns/div



10 ps/div

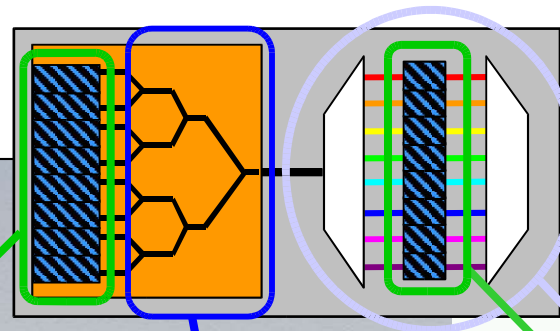


Closer look at bit stream

Fast integrated optical fiber and color selector

Cost reduction:

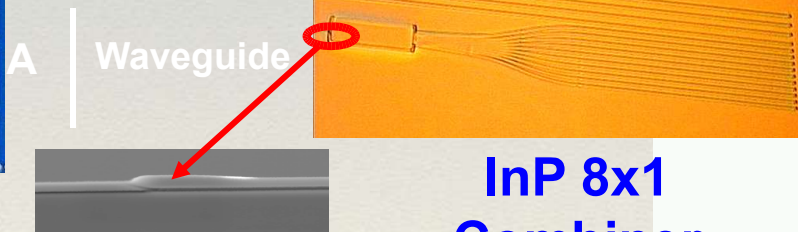
- planar integration
- parts reduction
- wide fabrication tolerances → high optical margins



Fast SOA Color Select Integrated Hybrid



Monolithic
SOA Array



Monolithic
Optical Interface

InP 8x1
Combiner

