

Reconfigurable Computing Aspects of the Cray XD1

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Overview

- Cray XD1
 - Dense multiprocessor
 - Commodity parts
 - Good HPC performance
- FPGA Accelerators in XD1
 - Close to host memory
 - Reconfigurable Computing
 - Our early experiences







Outline

- The Cray XD1 & Reconfigurable Computing
- Four simple applications
 - DMA, MD5, Sort, and Floating Point
- Observations
- Conclusions





Cray XD1 Architecture





Cray XD1

Dense multiprocessor system

12 AMD Opterons on 6 blades

6 Xilinx Virtex-II/Pro FPGAs

InfiniBand-like interconnect

6 SATA hard drives

4 PCI-X slots

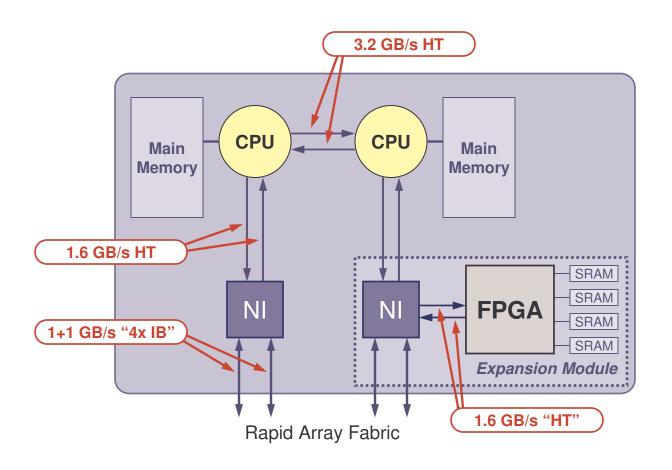
- 3U Rack







XD1 Blade Architecture





Reconfigurable Computing (RC)

Use reconfigurable hardware devices to implement key computations in hardware



Reconfigurable Computing and the XD1

- There have always been three challenges in RC:
 - 1. System Integration
 - 2. Capacity
 - 3. Development Environment
- XD1 is interesting because of (1) and possibly (2)
 - Describe our early experiences
 - Four simple applications to expose performance







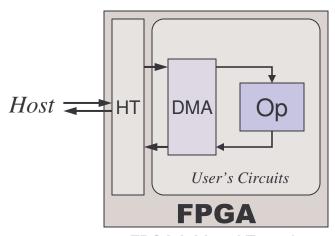
Application 1: Data Exchange





Data Exchange

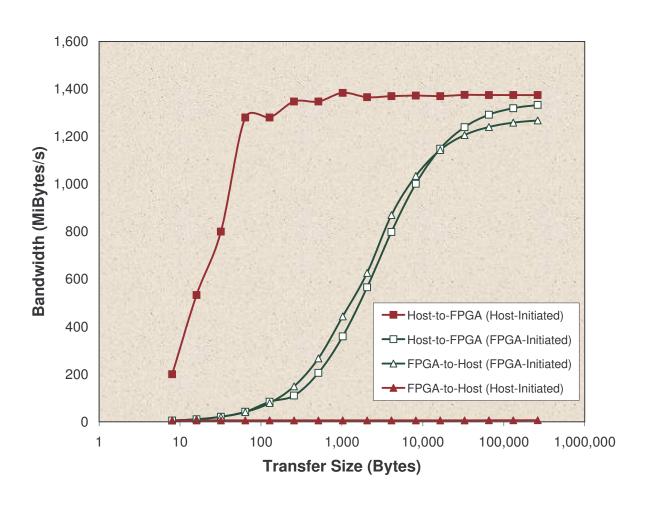
- How fast can we move data into/out of FPGA?
 - Cray provides basic HyperTransport interface
 - Host/FPGA initiated transfers
- HT-Compliance
 - 64B burst boundaries
 - 64b words
- FPGA-Initiated DMA Engine
 - Read/Write large blocks of data
 - Based on memory interface



FPGA-Initiated Transfers

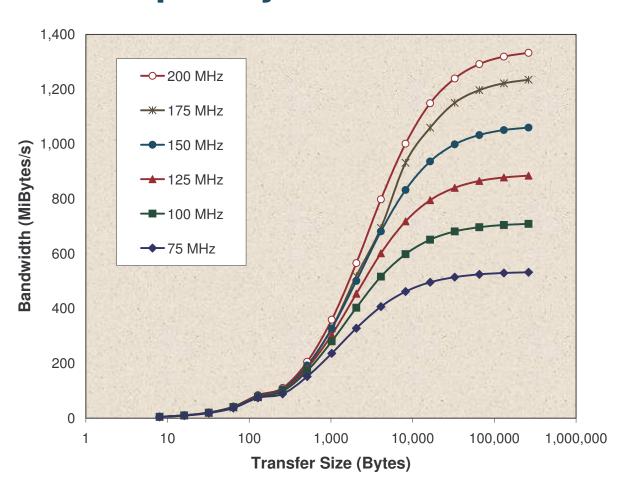


Data Transfer Performance





FPGA Frequency Affects Performance







Application 2: Data Hashing





Data Hashing

- Generate fingerprint for block of data
- MD5 Message Digest function
 - 512b blocks of data
 - 64 computations per block
 - Computation: Boolean, add, and rotate
- Two methods
 - Single-cycle computation (64)
 - Multi-cycle computation (320)

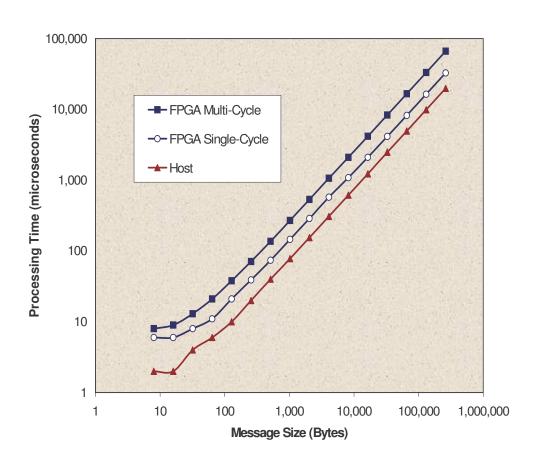






MD5 Performance

- MD5 is *serial*
 - Read/Modify fingerprint
 - Host does better
- FPGA clock rates
 - Multi-cycle: 190 MHz
 - Single-cycle: 66 MHz
- Multi-cycle has 5x stages but only 3x clock rate of single-cycle







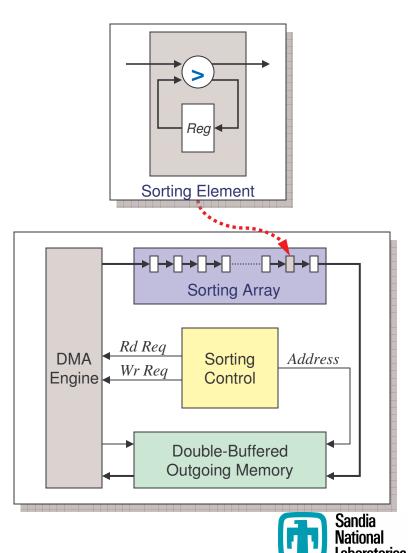
Application 3: Sorting





Sorting

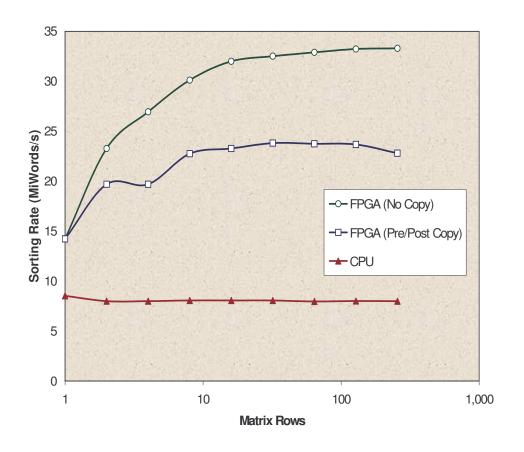
- Sort a matrix of 64b values
- Hardware implementation
 - Sorting element
 - Array of elements
 - Data transfer engine
- Exploits parallelism
 - Do n comparisons each clock
 - Requires 3n clock cycles
- Limited to n values
 - Use as building block





Sorting Performance

- V2P50-7 FPGA
 - 128 elements
 - 110 MHz
- Data transfer by FPGA
 - Read/write concurrency
 - Pinned memory
- 2-4x Rate of Quicksort(128)





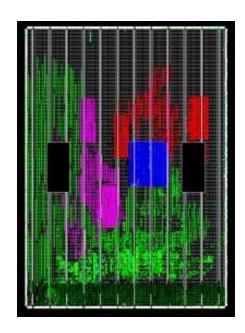


Application 4: 64b Floating Point



Floating Point Computations

- Floating point has been weakness for FPGAs
 - Complex to implement, consume many gates
- Keith Underwood and K. Scott Hemmert
 - Developed FP library at SNL/NM
- FP Library
 - Highly-optimized and compact
 - Single/Double Precision
 - Add, Multiply, Divide, Square Root
 - V2P50: 10-20 DP cores, 130+ MHz

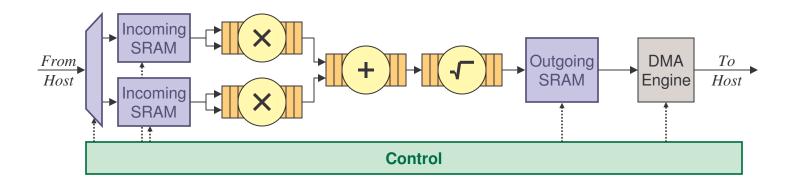






Distance Computation

- Compute Pythagorean Theorem: $c = sqrt(a^2 + b^2)$
 - Implemented as simple pipeline (88 stages)
 - Fetch two inputs, store one output each clock
 - Host pushes data in, FPGA pushes data out

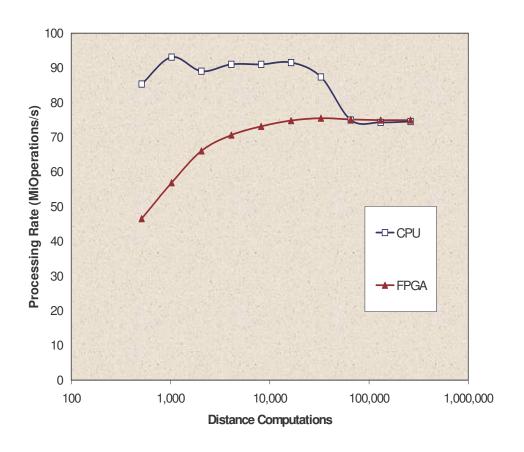






Distance Performance

- FPGA Design
 - 159 MHz clock rate
 - 39% of V2P50
- CPU and FPGA converge
 - 75 MiOperations/s
 - 1,200 MiB/s of input
- For Square Root and Divide,
 FPGA can be competitive







Observations

- FPGAs have high-bandwidth access to host memory
 - FPGAs can get 1,300 MiB/s 10x PCI
 - Still need planning for data transfers
 - Note: host's HT links are 2x
- Some applications work better than other
 - Need to exploit parallelism



- Small number of FP cores
- Encourage use of larger FPGAs







Conclusions

- XD1 is an interesting platform for RC research
 - FPGAs require careful planning
 - High-bandwidth access to memory
 - Sign of interesting HT architectures

Acknowledgments

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