# FROM NANO-SCALE TO TERA-SCALE An Intel Perspective

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#### Corporate Technology Group (CTG) Strategic Objectives

Conduct world-class research

Deliver innovative technologies from concept to product adoption

Collaborate with industry via standards, alliances and evangelism

Engage worldwide for the best research and technology



#### **Research at Intel**



#### Nearly 1000 researchers

15 locations worldwide

Innovative research models







# Nanodevice R&D



Source: Intel

# Phase Change Memory PCM Cell



- Non volatile
- Bit alterable
- Very fast and low power
- Scalable well below 45 nm
- High endurance (>100M writes)
- Partners
  - Ovonyx Since 2000
  - R&D with ST since 2003





#### **Digital Multi-Radio Technology**



# **Digital Multi-Radio Components**





# Conventional FEM v. Flexible FEM

Today's Conventional Multi-Standard (WiFi a/b/g) + WiMax FEM Next Generation Conventional Multi Standard (WiFi a/b/g) + WiMax FEM





# Energy Efficiency: Average vs. Idle



#### Display Self-Refresh Extended Idle Mode





### **Power Delivery Inefficiency**

CUMULATIVE DATACENTER POWER DELIVERY EFFICIENCY





Source: Intel



# Enabling Full Internet in Your Pocket













# Intel Tera-scale Computing Research

#### More than 100 projects worldwide



Intel Higher Education on track to impact 400 university curricula by end of 2007  $\rightarrow$  Focus on Parallel Programming

#### What Future Chips Might Look Like: From a few large cores to many simpler cores

Optimized for speed

Optimized for performance/watt



Shared Local Cache Cache Streamlined IA Core

Pentium® processor era chips optimized for raw speed on single threads. Pipelined, out of order execution. Today's chips use cores which balance single threaded and multi-threaded performance 5-10 years: 10s-100s of IA cores, interconnect network, Some non-IA accelerators



# Other reasons for many cores

Sleep

Sleep

#### Integrated Network

•Higher b/w & lower latency compared to SMP

Spare

Spare

Spare

IA

Sleep

 Fine grained power management
Voltage scaling at core level

• Yield & Resiliency Spare cores & binning Hybridization

Integration of fixed function accelerators

es

Improved virtualization another likely benefit of many core



#### What to do with the performance?



available FLOP!



# Ray Tracing – photo realism



**3D Graphics Rendering** 

shadows, etc.

 Today's Game Graphics Processing : Each triangle is processed independently in layers, foreground, background,

 Ray Tracing – physically simulating light, compute intensive, collision of light rays with objects, reflections, refractions.

Can be used to detect body-to-body collisions as well

(intel)

#### Stats:

Render Time: 30 minutes Processor: P4 3Ghz RAM: 512MB Renderer: Mental Ray DOF: Simulated in Photoshop

~3000 FLOPs/Ray Segment ~1500 Bytes/Ray Segment

Rendering consumes ~90% of system resources.



#### Model-Based Computing

- Representing and processing data using digital "concepts" ullet
  - Composed of mathematical rules and variables that approximate reality
  - Allow computers to recognize, manipulate, and represent things and ideas











Facial

Model



Climate Model

Atomic Model

Cloth Body Model Model

Financial Model

Behavioral Model

#### Example: Modeling body motion



#### **Display representation**



#### Polaris: Tera-Scale Prototype



### era-scale Software Opportunities and Risks

duced Productivity in Parallel Programming

- Decomposition Difficult to compose parallel programs
- Data races Bugs increase exponentially with degree of parallelism
- Load Balance Trouble keeping all processors busy

Major challenges in enabling "easy" parallel programming - a **major** focus area for Research

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# EVERYTHING MATTERS

ergy. Performance. Storage. I/O. Mobility. curity. Reliability. Applications. ovisioning. Cost.

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