## The Raw Processor

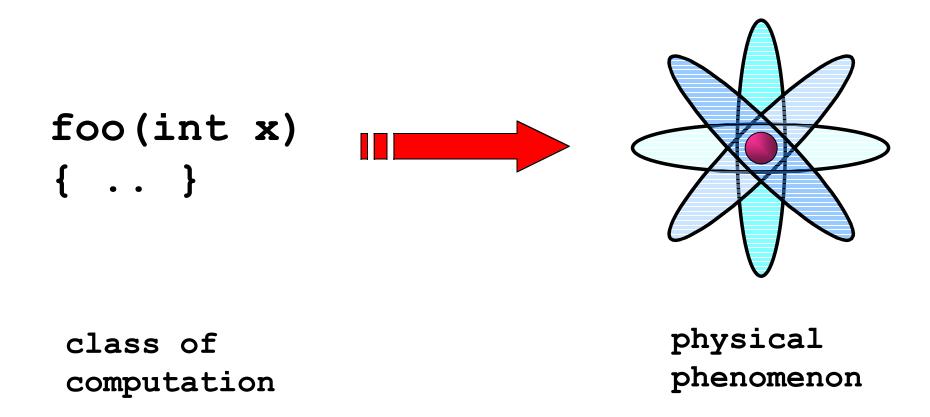


A Scalable 32 bit Fabric for General Purpose and Embedded Computing

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## Computer Architecture from 10,000 feet



.. we use abstractions to make this easier

## The Abstraction Layers That Make This Easier

```
foo(int x) { .. }
Computation
Language / API
Compiler / OS
                        Fortran / Unix
                        IBM 360 /RISC/ Transmeta/x
ISA
Micro Architecture
Floorplan / Layout
Design Style
Design Rules
                        Mead & Conway
Process
Materials Science
Physics
```

## Abstractions must change as world changes

#### Changing Applications



```
Language / API
Compiler / OS
ISA
Micro Architecture
Floorplan / Layout
Design Style
Design Rules
Process
Materials Science
```



Changes in physical constraints

More	More	More
Wire	Gates	Power
Dolass	Dine	

## Everyone is thinking about wire delay

```
Language / API
Compiler / OS
ISA
```

Micro Architecture

```
Floorplan / Layout
Design Rules
Process
Materials Science
```

```
Partitioning (21264)
Pipelining (P4)
Timing Driving Placement
Fatter wires
Deeper wires
Cu wires
```

### The bottom line

Language / API
Compiler / OS
ISA

Micro Architecture

Floorplan / Layout
Design Rules
Process
Materials Science

Raw tries to solve these problems by exposing the underlying resources with a scaleable, parallel ISA.

It orchestrates these resources with spatially-aware compilers.

More More More
Wire Gates Power
Delay Pins

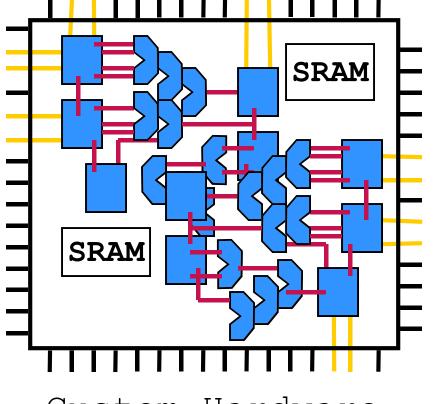
#### Intuition

Customized gates
Customized wiring
Customized placement
Customized pins
Fixed function

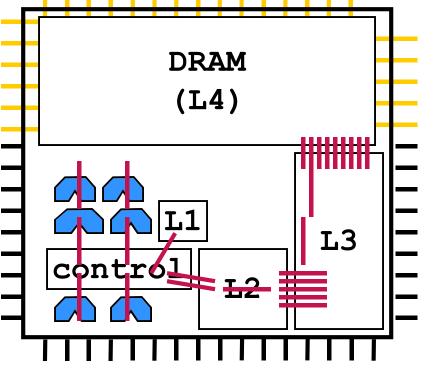
1 cycle wire

Heroic attempts to distribute computation across a hand-full of relatively nearby ALUs.

I/O through memory interface

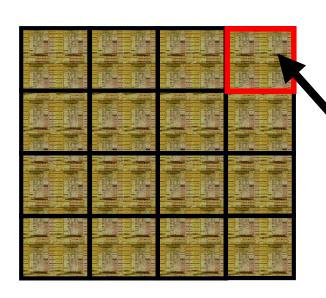


Custom Hardware



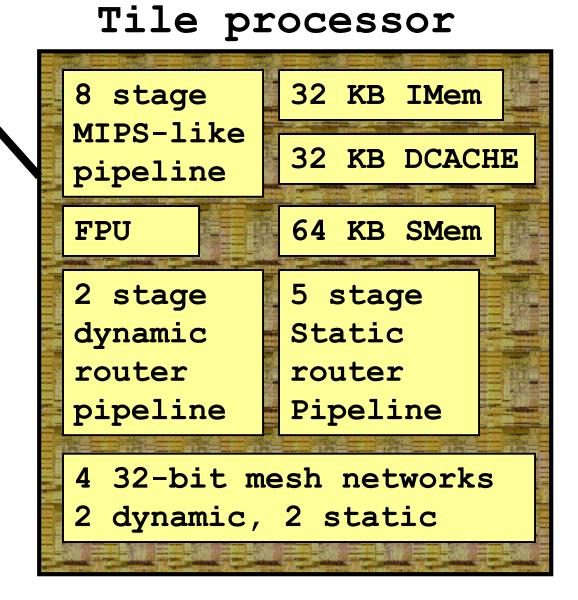
Monolithic ISA

# The Raw ISA provides a parallel interface to the gates

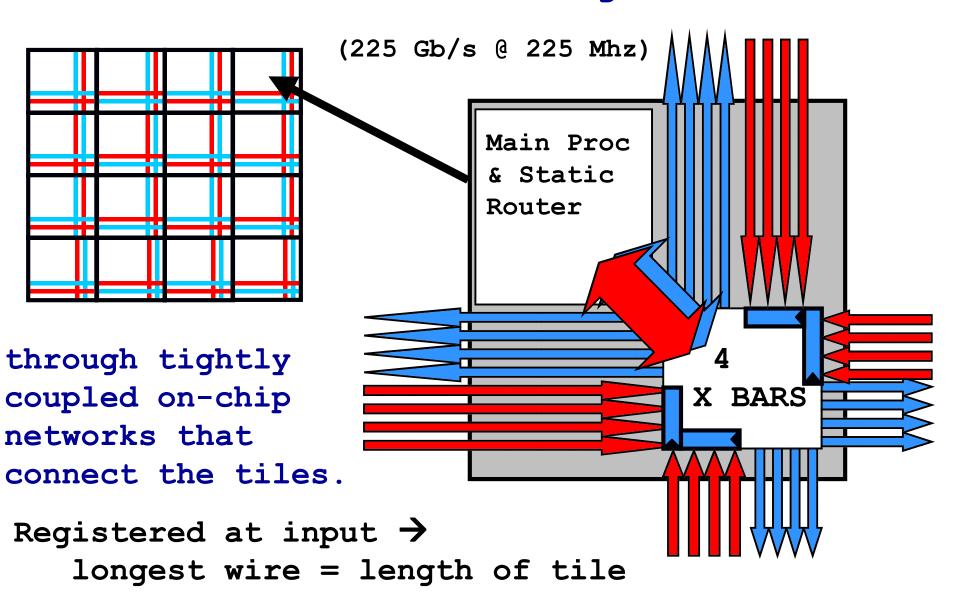


Raw is an array of replicated tiles.

Use more tiles to get more computation.



## The Raw ISA provides a parallel interface to the wiring resources



# The Raw ISA provides a parallel interface to the pins

PCI x 2

PCI x 2

devices

Routes off the edge of the chip appear on the pins.

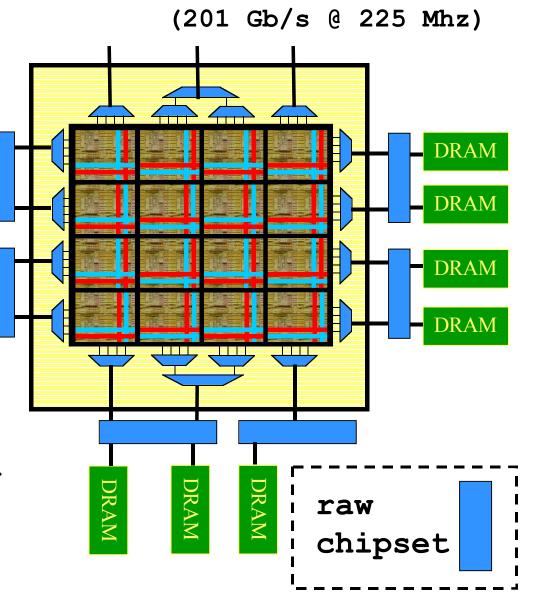
Pins run at chip speed.

Gives user

direct access

to pin bandwidth.

Device <-> Memory DMA routed through the raw chip.

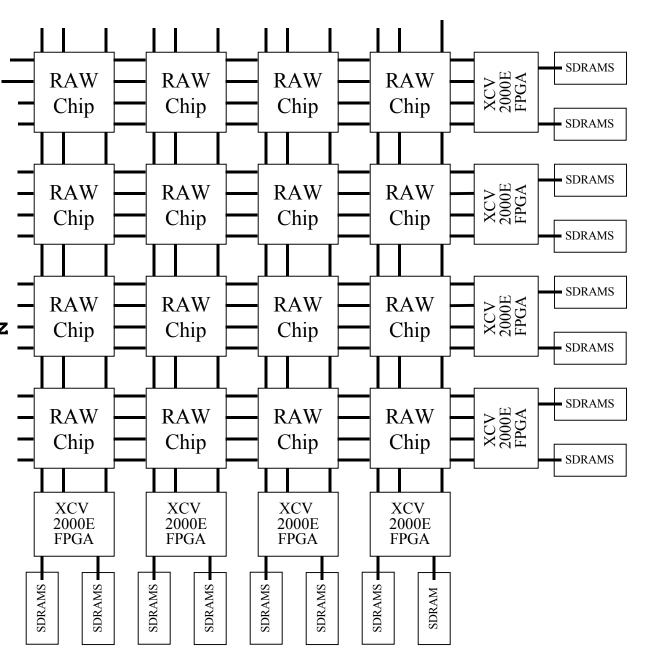


#### The Raw ISA is scalable

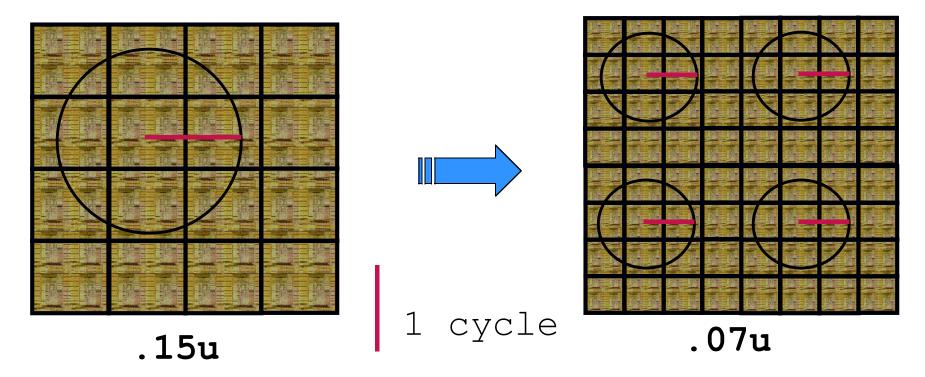
Simulates larger Raw processors (to 64 chips) at full speed.

1 16 Chip board:

256 Tiles 57 GFLOPS @ 225 MHz 32 MB SRAM onchip 806 Gb/s I/O 32 KB of RF



#### QED: The Raw ISA scales

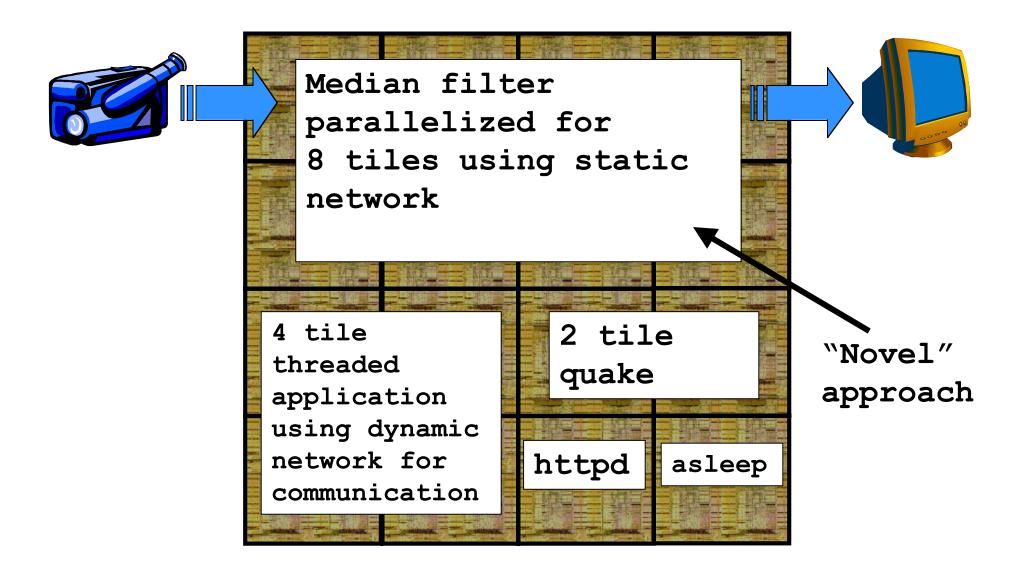


# tiles and I/O ports scale linearly with gates and pins.

- 1. Wire delay
- 2. Design complexity
- 3. Verification complexity
- ... are all independent of transistor count.

Raw is also backwards-compatible.

#### Raw: How tiles are used

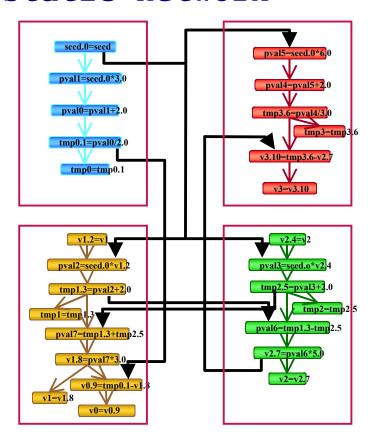


```
tmp0 = (seed*3+2)/2
 tmp1 = seed*v1+2
 tmp2 = seed*v2 + 2
 tmp3 = (seed*6+2)/3
v2 = (tmp1 - tmp3) *5
v1 = (tmp1 + tmp2) *3
v0 = tmp0 - v1
v3 = tmp3 - v2
                             Black arrows =
                             Static Network
                      seed.0=seed
 pval1=seed.0*3.0
              v1.2=v1
                                       pval5=seed.0*6.0
              pval2=seed.0*v1.2
  pval0=pval1+2.0
                           pval3=seed.o*v2.4
                                       pval4=pval5+2.0
              tmp1.3=pval2+2.0
 tmp0.1=pval0/2.0
                           tmp2.5=pval3+2.0
                                       tmp3.6=pval4/3.0
           tmp1=tmp1.3
tmp0=tmp0.1
                                  tmp2=tmp2.5
              pval7=tmp1.3+tmp2.5
                                             tmp3=tmp3.6
                          pval6=tmp1.3-tmp2.5
                v1.8=pval7*3.0
                            v2.7=pval6*5.0
           v0.9=tmp0.1-v1.8
                      v1=v1.8
                                    v3.10=tmp3.6-v2.7
                            v2=v2.7
```

v3=v3.10

### RawCC Operation:

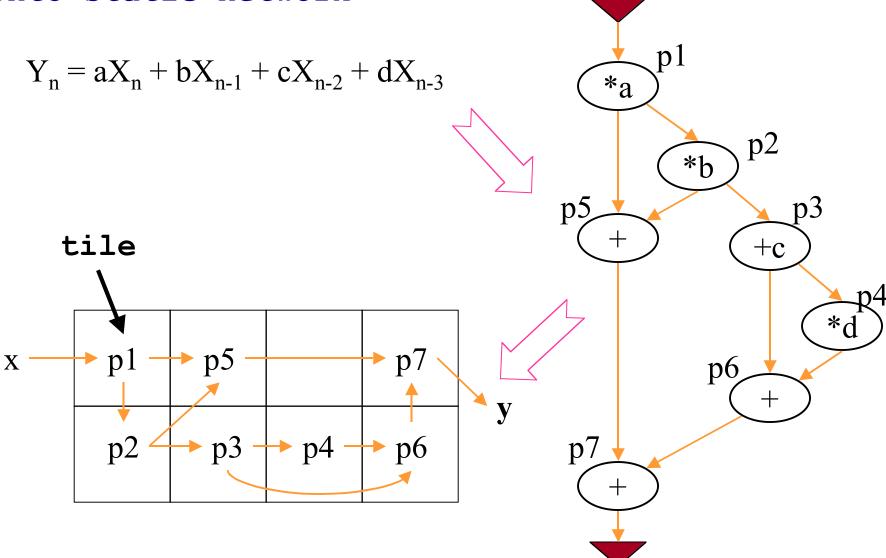
Parallelizes C code onto static network



Low Network latency important.

### Raw Stream Compiler

Maps pipeline parallel code onto static network



#### Enabler: The Raw Networks

The Raw ISA treats the networks as first class citizens, just like registers.

ALU-ALU latency in cycles:

#### Dynamic Networks: 5 + # hops + # turns

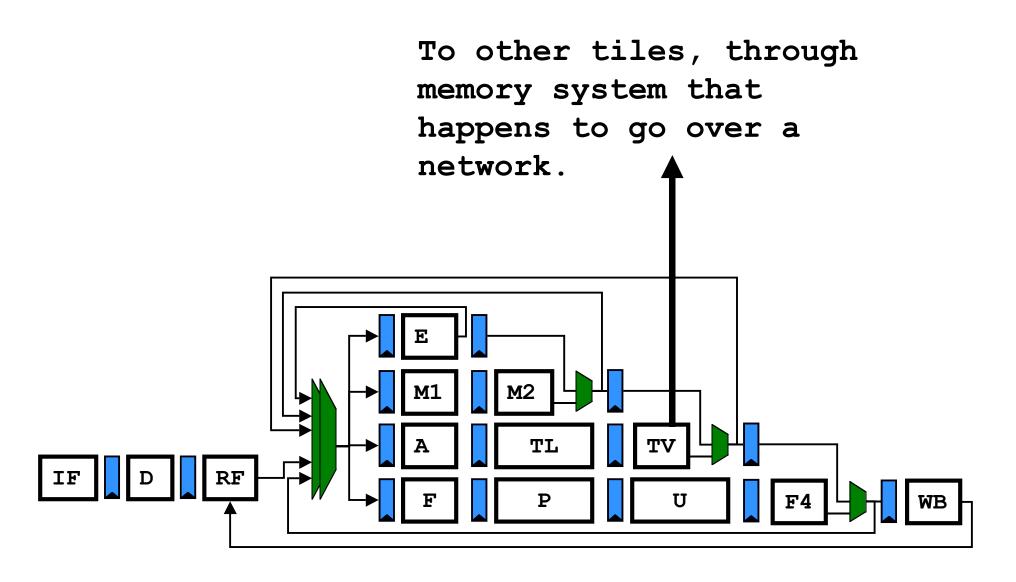
- 1. dimension-ordered, worm-hole routed
- 2. for cache misses / IO / interrupts and unpredictable communication

#### Static Networks: 2 + # hops

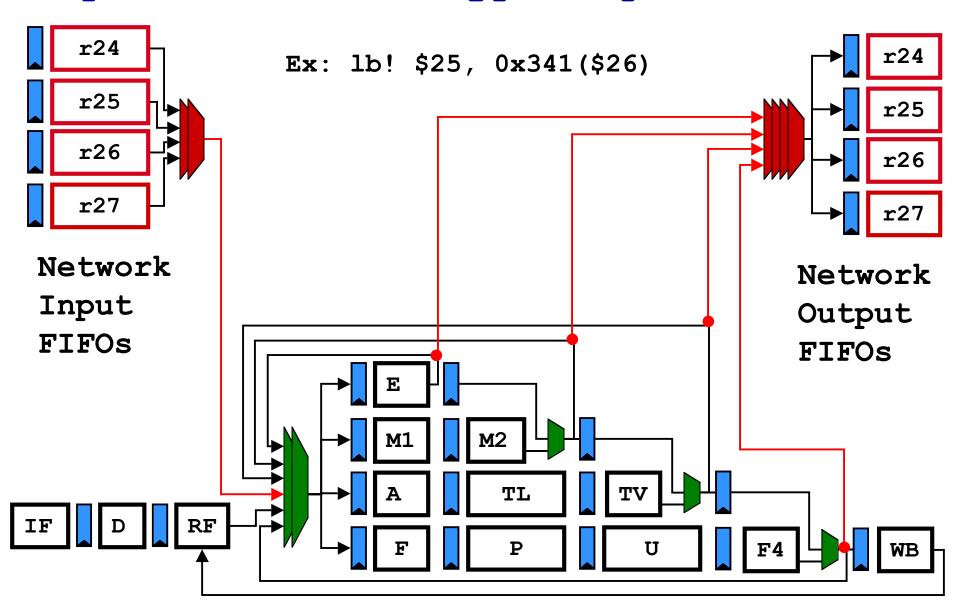
- 1. routes compiled into static router SMEM
- 2. Messages arrive in known order

Throughput: 1 word/cycle per dir. per network

## This network is not a first class citizen.



# This is: the networks are tightly coupled into the bypass paths



#### Raw Stats

IBM SA-27E .15u 6L Cu

18.2mm x 18.2mm die.

.122 Billion Transistors

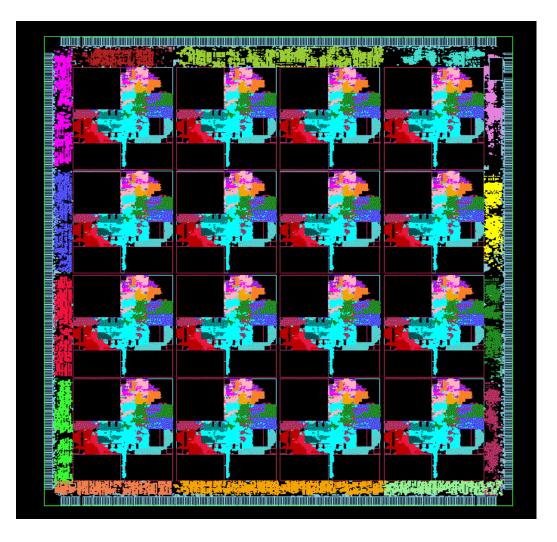
16 Tiles

2048 KB SRAM Onchip

1657 Pin CCGA Package (1152 HSTL signal IO)

~225 MHz

~25 Watts

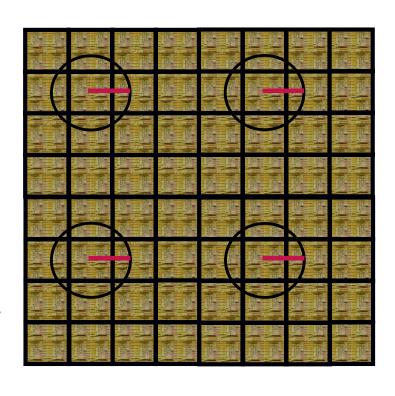


For architectural details, see: http://cag.lcs.mit.edu/pub/raw/documents/RawSpec99.pdf

### Summary

Raw exposes wire delay at the ISA level. This allows the compiler to explicitly manage gates in a scaleable fashion.

Raw provides a direct, parallel interface to all of the chip resources: gates, pins, and wires.



Raw enables the use of these gates by providing tightly coupled network communication mechanisms in the ISA.