



Nehalem-EX CPU Architecture

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NHM-EX Architecture

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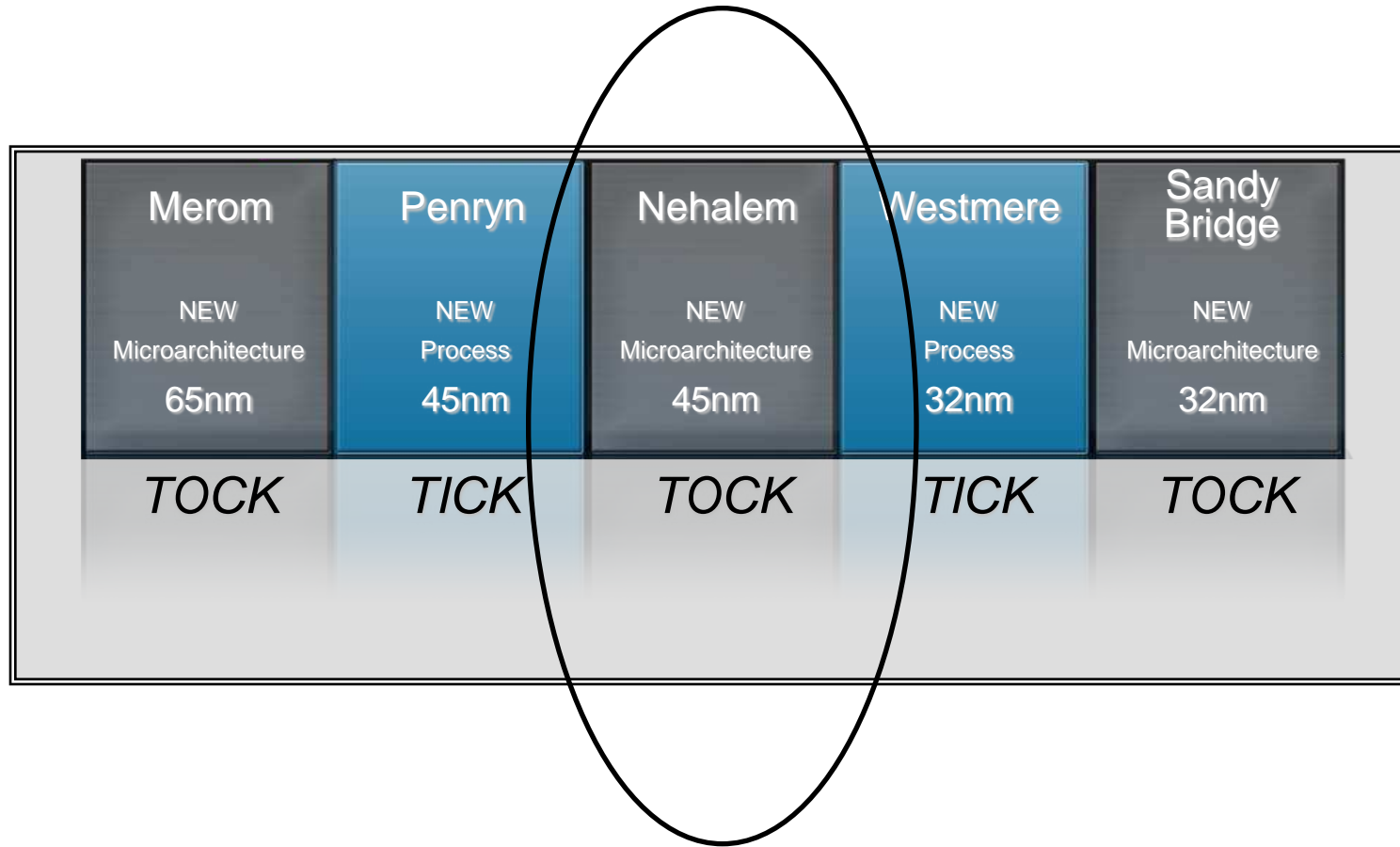
Today's Talk

- Nehalem-EX (NHM-EX) Processor Architecture
 - Focus on dataflow throughout the CPU
 - Focus on the bandwidth/latency/scalability aspects
- Things we are not disclosing today
 - Product clock Speeds
 - Detailed performance
 - Overall Intel Server Roadmap
- Minimize overlap with existing public information
 - Pointers to website links

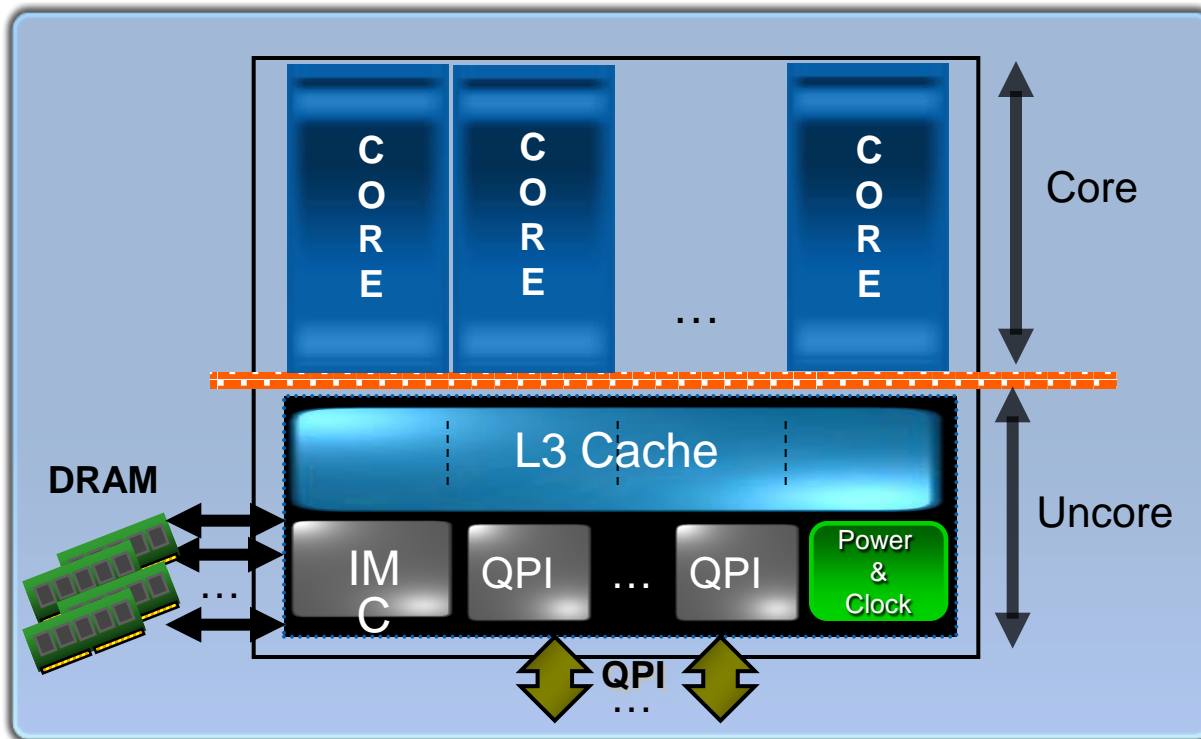
Agenda: Building the Beast

- Start at the core and build outward
- Last Level Cache
- System Agent
- Coherence Agent
- Memory Controller
- System Interconnect
- Performance
- Conclusion

Tick-Tock Development Model

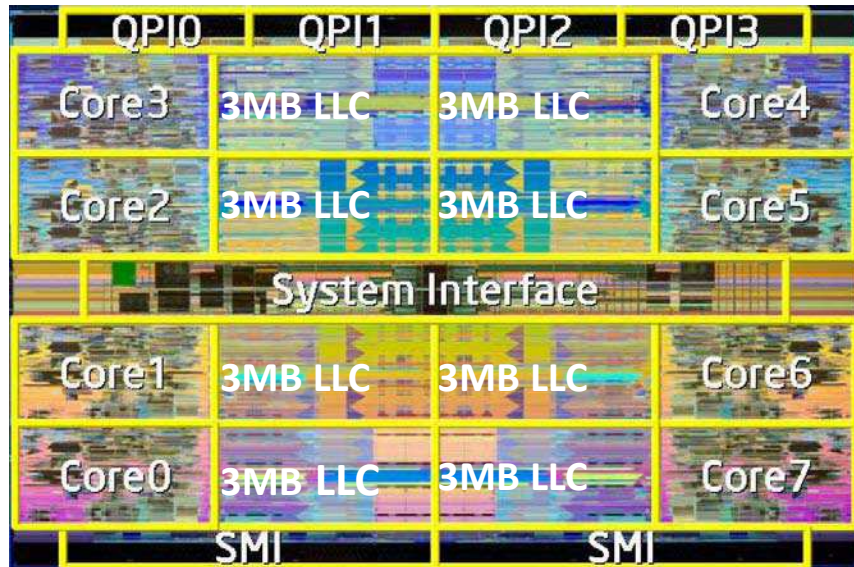


Nehalem Core/Uncore Modularity



- Common core for client and server CPUs
 - <http://www.intel.com/technology/architecture-silicon/next-gen/whitepaper.pdf>
 - Some unique features only on NHM-EX
- Uncore differentiates different segment specific CPUs
 - Scalable Core/Uncore gasket interface
 - Decouples core and uncore operation

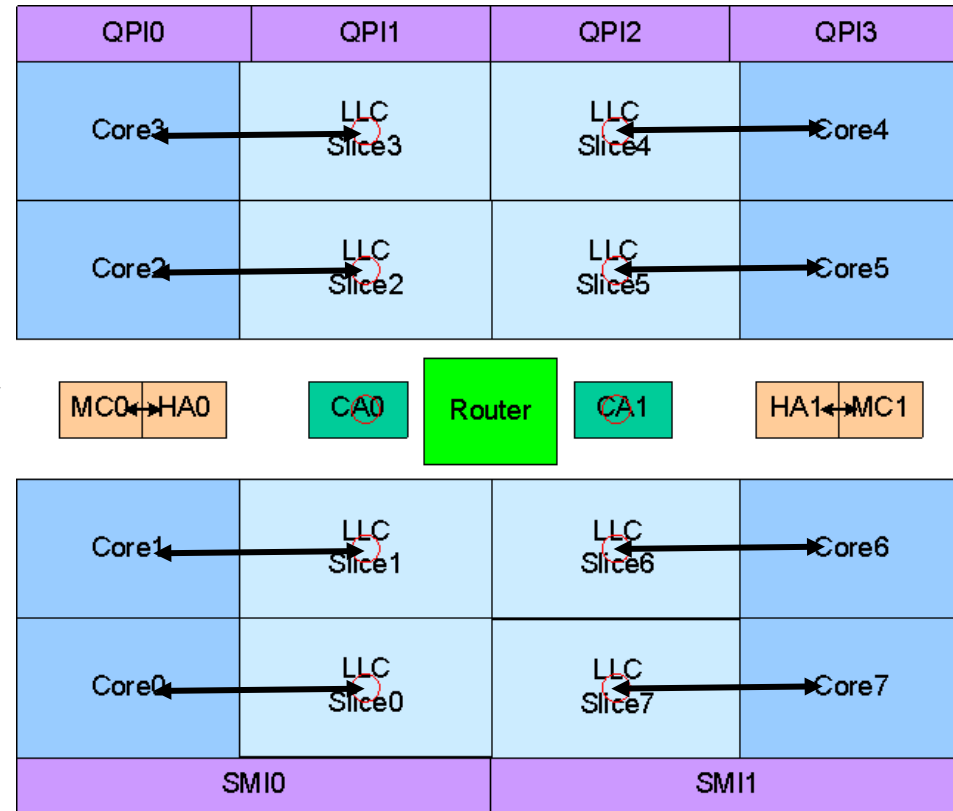
Nehalem-EX CPU



- Monolithic single die CPU
- 8 Nehalem cores, 16 threads
- 24MB shared L3 cache
- 2 integrated memory controllers
- Scalable Memory Interconnect (SMI) with support for up to 8 DDR channels
- 4 Quick Path Interconnect (QPI) links with up to 6.4GT/s
- Supports 2, 4 and 8 socket in glueless configs and larger systems using Node Controller (NC)
- Intel 45nm process technology
- 2.3 Billion transistors

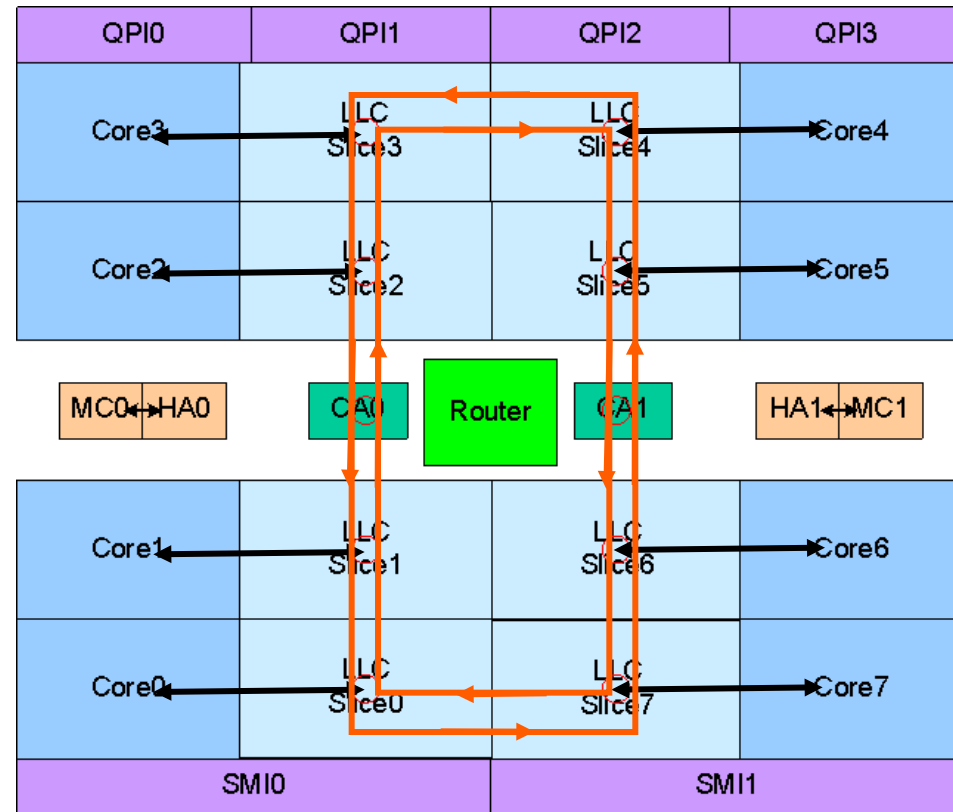
Cores and Last Level Caches

- Start with 8 Nehalem Cores
 - Modular and high throughput
 - 16 outstanding requests
- Large shared LLC
 - 24MB optimal mix of cache hierarchy capacity scaling as well as memory BW reduction
- Distributed, partitioned LLC for high BW
 - One cache slice per core
 - Multiple independent accesses in parallel
 - 4 per clock
 - PA hashed across slices to avoid hot-spots
- Inclusive LLC
 - Per-core valid bit tracks each line
 - Minimizes the amount of back snooping for last level cache WBs
 - Minimizes core snoops on external requests
 - Improves scalability and snoop latency



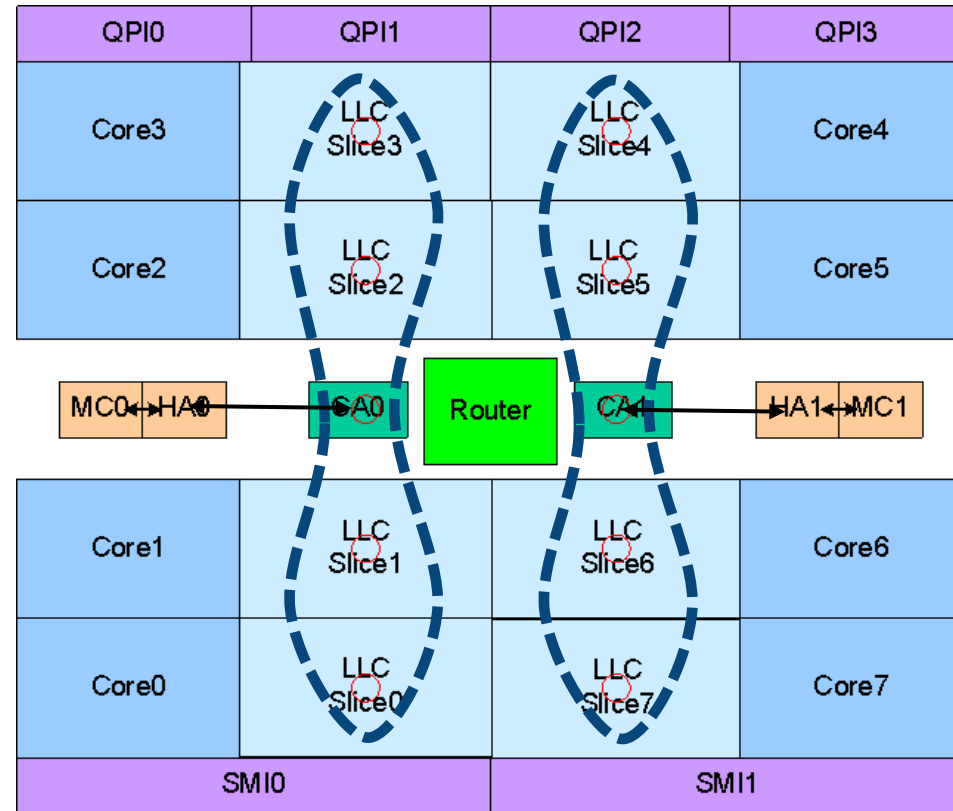
On-die network: Ring Interconnect

- High BW Ring Interconnect
 - Two counter rotating rings
 - Average latency $\frac{1}{2}$ of unidirectional ring
 - 4X the BW of unidirectional ring
 - 4 protocol rings
 - Data ring 32Bytes in each direction
- Simple arbitration rules
 - Ring advances one stop per clock
 - “rotary rules”: traffic on the ring wins arbitration
 - Ring stops shared by core/cache
 - Ring stops tagged as “even”/“odd” polarities
 - Ring stops only sink from a single ring/polarity per cycle
 - Ring traffic injector responsible for polarity match at target polarity
- Scalable fabric
 - BW scales with ring stops
 - Simulated >250GB/s of interconnect BW



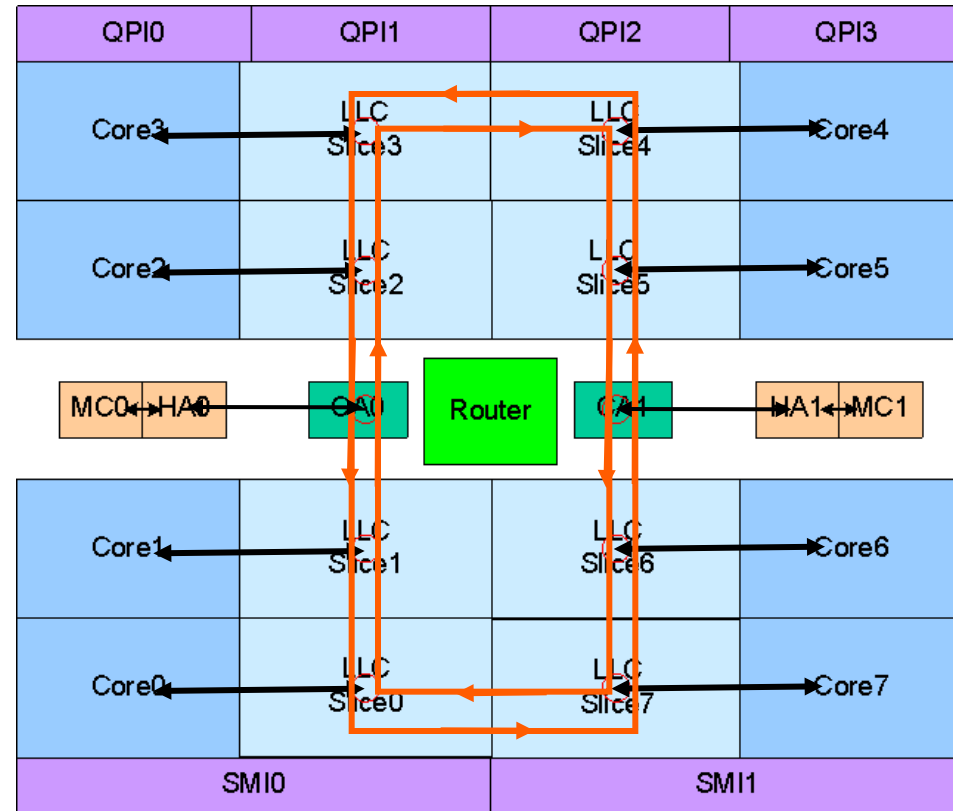
QPI Caching agent

- Dual Caching agent
 - QPI source snoop protocol
 - CA 0/CA1 act as caching agent hubs to the rest of the system
 - QPI link layer end points
 - Processes inbound snoops
- Local memory bypass
 - Request to local memory controller
 - Direct fill to core for latency reduction
- Supports high throughput
 - 48 (96 total) requests outstanding.
 - All outstanding requests can be mapped to local socket
 - Up to 120 snoops buffered beyond QPI Link Layer



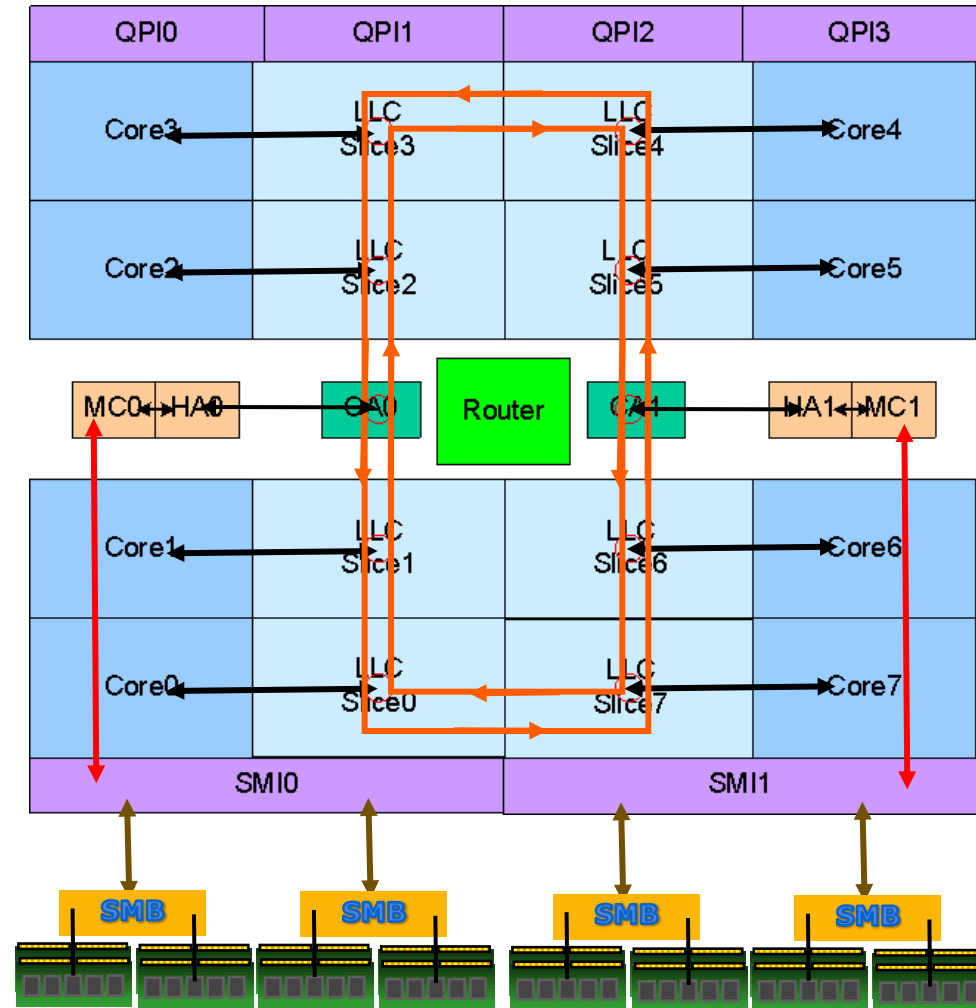
QPI Home Agent

- Dual Home agents
 - System coherence manager for memory associated with the adjacent memory controller
 - Tracks requests, resolves conflicts, returns memory data and completes transactions
 - Supports snoopy and hybrid coherence protocol.
 - IO agents tracked by in-memory directory
- Built to support large systems
 - Supports 256 outstanding requests
 - 48 requests from any single caching agent
 - Multiple modes for flexible topologies
 - Manages up to 8 other sockets and up to 4 IO/NC hubs
- Latency optimizations
 - Memory prefetch
 - Write-posting



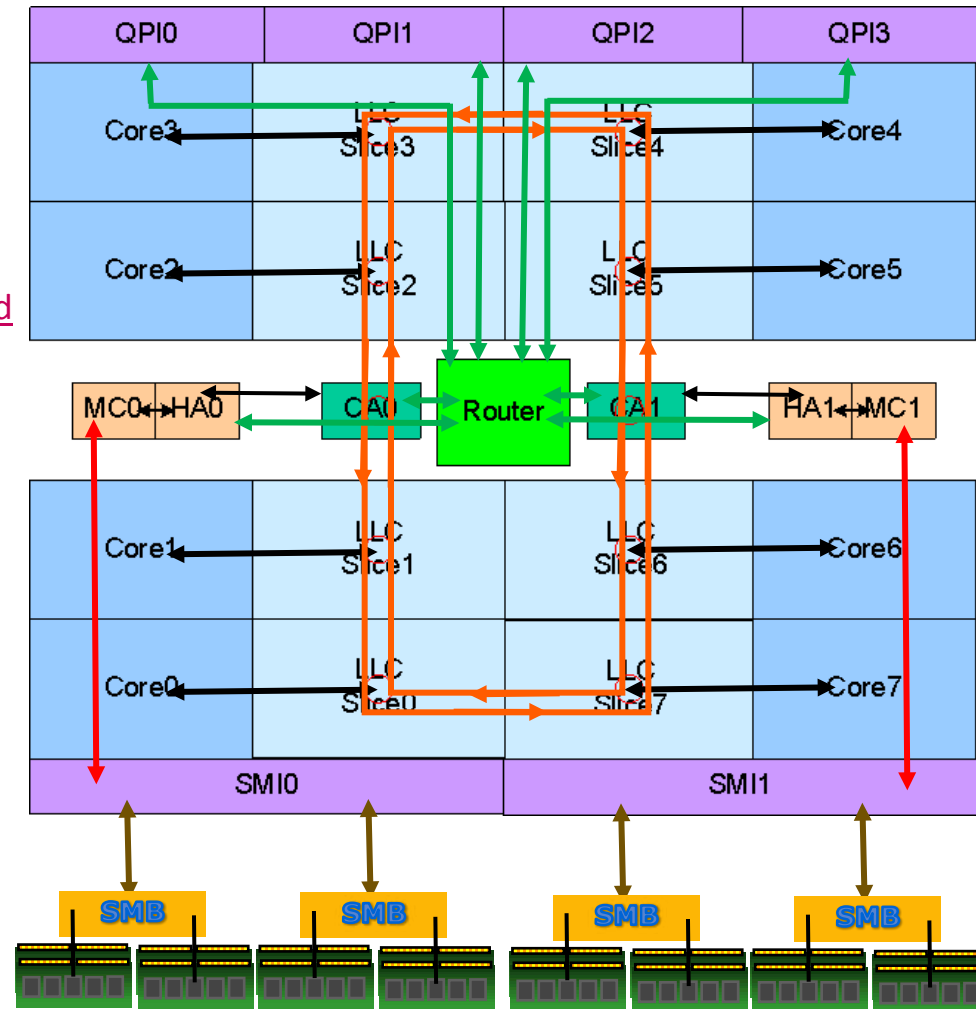
Memory Controller and Memory subsystem

- Dual memory controllers
- Buffered interface
 - Two Scalable Memory Interface (SMI) interfaces per memory controller
 - Run in lockstep mode to minimize latencies & enable RAS
 - High speed serial links for maximum bandwidth (6:1 ratio)
 - Each channel connects to an Scalable Memory Buffer (SMB)
 - 2 DDR3 channels per buffer
 - Up to 4 DIMMs per buffer chip
- Large capacity/bandwidth per controller
 - Up to 16 DIMMS/64 Ranks per socket
 - Up to 8 DDR channels per socket
- Scheduler optimized for latency and BW
 - 32 (64 total) simultaneous requests can bid
 - Open, close and adaptive page policy
 - Out of order, rank granular scheduling

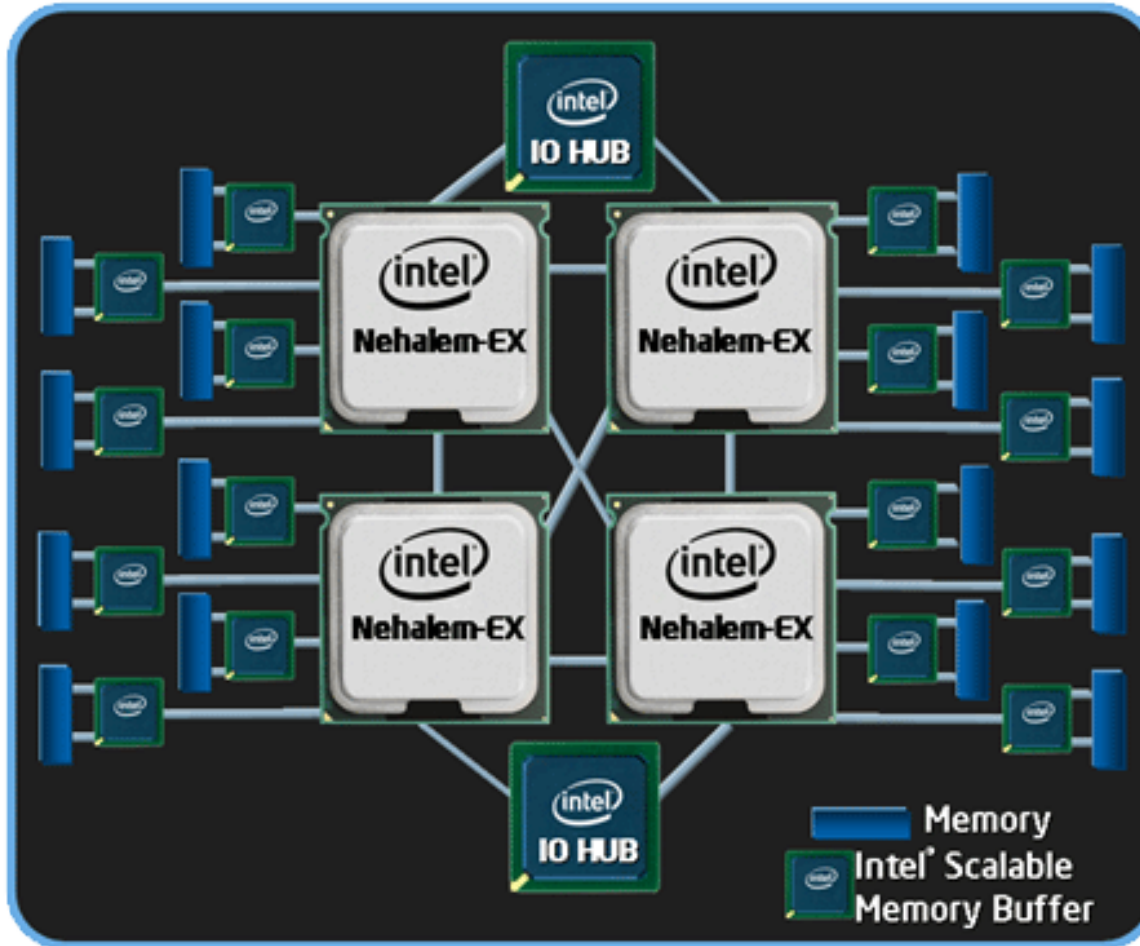


System Interconnect: Router and QPI

- Nehalem-EX supports 4 QPI link interfaces
 - High speed (6.4GT/s), packetized, P2P bidirectional link
 - Enables optimal, scalable and flexible system topologies
 - 25.6 GB/s of peak bandwidth per link
 - <http://www.intel.com/technology/quickpath/introduction.pdf>
- Router glues external and internal interfaces
 - High BW, full crossbar connection with simultaneous 8 way routing
 - Route thru to support sparse topologies
 - Fully programmable routing capability for Efficient, flexible and broadcast messaging
 - Two deadlock free virtual channels to support complex deadlock free topologies



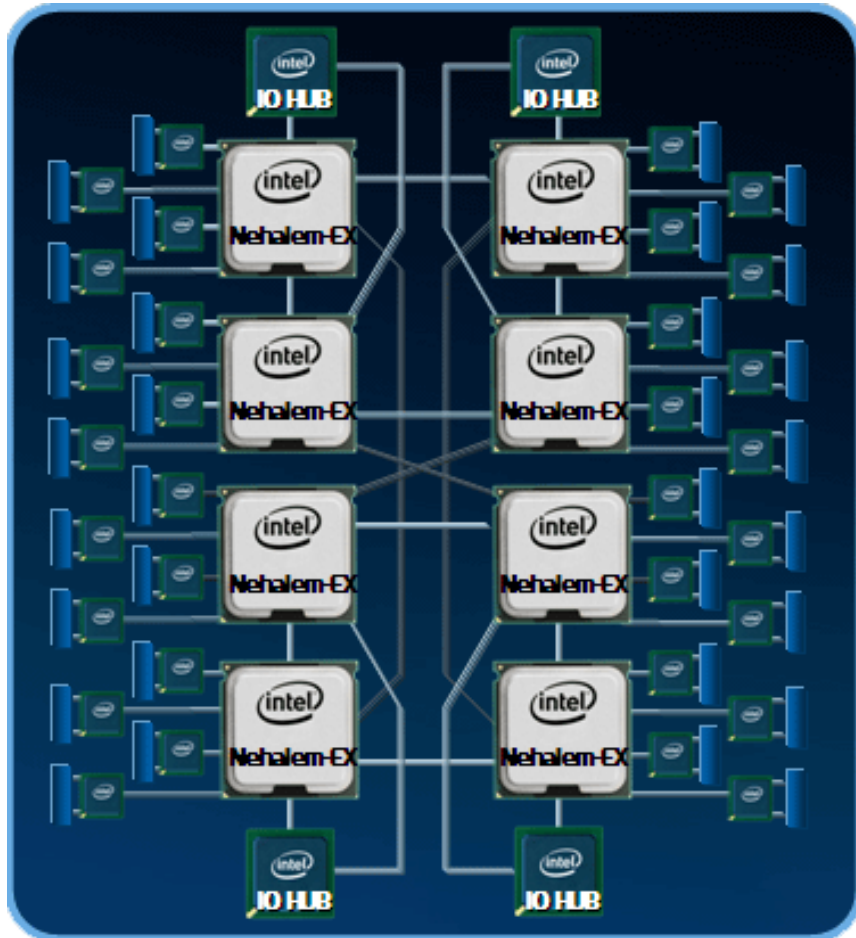
Nehalem-EX 4S Platform



Fully connected 4S system

- 1 link for the IO hub, 3 links for inter-socket

Platform Configurations



- Intel Architecture capable of QPI connected 8-Sockets / 128 threads
- Scalable systems and >8-socket capability with OEM node controllers
 - Twisted Hypercube Interconnection

Max 2 QPI hops between two sockets

Nehalem-EX Performance

Xeon® 5500 vs. Xeon® 5400

Up to **3.5x** Memory Bandwidth

Up to **2.5x** Database Performance

Up to **1.7x** Integer Throughput

Up to **2.2x** Floating Point Throughput

Nehalem-EX vs. Xeon® 7400

Up to **9x** Memory Bandwidth²

> 2.5x Database Performance¹

> 1.7x Integer Throughput

> 2.2x Floating Point Throughput

Expecting larger gains from Nehalem Architecture in MP

¹Based on May'09 internal measurement using OLTP workload.

²Based on May'09 internal measurement using Intel internal workload

Nehalem-EX Summary

- Next generation of enterprise server CPU
- Focused on per socket throughput/bandwidth
 - 8 multi-threaded cores
 - Large LLC with high BW ring interconnect
 - Dual Caching agent, home agent/memory controllers
 - 4 high speed SMI memory links per socket
 - Support for large memory capacity
- Designed for highly scalable systems
 - Support high socket count as well as flexible MP configurations
 - 4 QPI links per socket
 - Large amount of on die buffering/queuing

Acknowledgements

“Beckton Team”