

# Knights Landing (KNL): 2nd Generation Intel® Xeon Phi™ Processor

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### Knights Landing: Next Intel<sup>®</sup> Xeon Phi<sup>™</sup> Processor

#### Intel<sup>®</sup> Many-Core Processor targeted for HPC and Supercomputing

First **self-boot** Intel<sup>®</sup> Xeon Phi<sup>™</sup> processor that is **binary compatible** with main line IA. Boots standard OS.

Significant improvement in scalar and vector performance

Integration of **Memory on package**: innovative memory architecture for high bandwidth and high capacity

Integration of Fabric on package

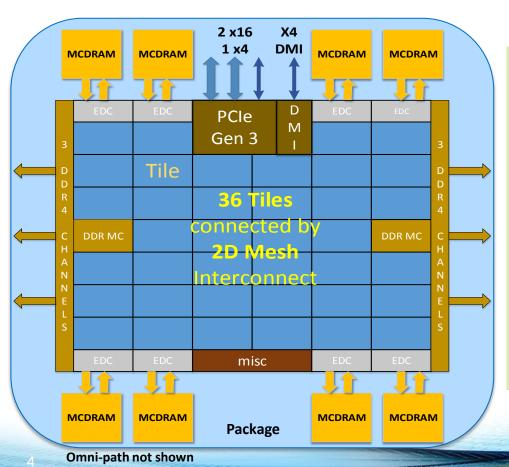
Three products		
KNL Self-Boot	KNL Self-Boot w/ Fabric	KNL Card
(Baseline)	(Fabric Integrated)	(PCIe-Card)



Potential future options subject to change without notice.

All timeframes, features, products and dates are preliminary forecasts and subject to change without further notification

### **Knights Landing Overview**



ILE	2 VPU	СНА	2 VPU
		1MB	
	Core	L2	Core

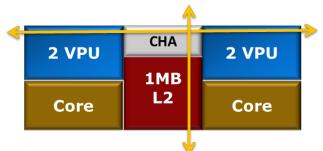
Chip: 36 Tiles interconnected by 2D Mesh Tile: 2 Cores + 2 VPU/core + 1 MB L2

Memory: MCDRAM: 16 GB on-package; High BW DDR4: 6 channels @ 2400 up to 384GB IO: 36 lanes PCIe Gen3. 4 lanes of DMI for chipset Node: 1-Socket only Fabric: Omni-Path on-package (not shown)

Vector Peak Perf: 3+TF DP and 6+TF SP Flops Scalar Perf: ~3x over Knights Corner Streams Triad (GB/s): MCDRAM : 400+; DDR: 90+

Source Intel: All products, computer systems, dates and figures specified are preliminary based on current expectations, and are subject to change without notice. KNL data are preliminary based on current expectations and are subject to change without notice. Binary Compatible with Intel Xeon processors using Haswell learnoting Set (except TSX). <sup>2</sup>Bandwidth numbers are based on STREAM-like memory access pattern when MCDRAM used as flat memory. Results have been estimated based on internal Intel analysis and are not field for informational purposes only. Any difference in system hardware of software design or colligence may effect equal performance.

# KNL Tile:2 Cores, each with 2 VPU1M L2 shared between two Cores



**Core**: Changed from Knights Corner (KNC) to KNL. Based on 2-wide OoO Silvermont<sup>™</sup> Microarchitecture, but with <u>many</u> changes for HPC.

4 thread/core. Deeper OoO. Better RAS. Higher bandwidth. Larger TLBs.

2 VPU: 2x AVX512 units. 32SP/16DP per unit. X87, SSE, AVX1, AVX2 and EMU

L2: 1MB 16-way. 1 Line Read and ½ Line Write per cycle. Coherent across all Tiles

**CHA**: Caching/Home Agent. Distributed Tag Directory to keep L2s coherent. MESIF protocol. 2D-Mesh connections for Tile

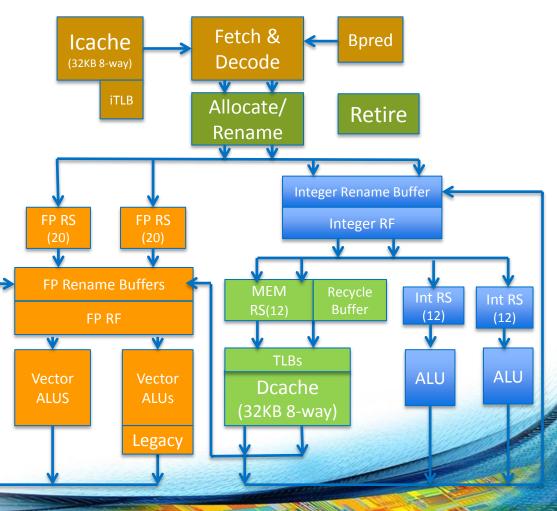
### Many Trailblazing Improvements in KNL

Improvements	What/Why
Self Boot Processor	No PCIe bottleneck
Binary Compatibility with Xeon	Runs all legacy software. No recompilation.
New Core: Atom™ based	~3x higher ST performance over KNC
Improved Vector density	3+ TFLOPS (DP) peak per chip
New AVX 512 ISA	New 512-bit Vector ISA with Masks
Scatter/Gather Engine	Hardware support for gather and scatter
New memory technology: MCDRAM + DDR	Large High Bandwidth Memory $\rightarrow$ MCDRAM Huge bulk memory $\rightarrow$ DDR
New on-die interconnect: Mesh	High BW connection between cores and memory
Integrated Fabric: Omni-Path	Better scalability to large systems. Lower Cost

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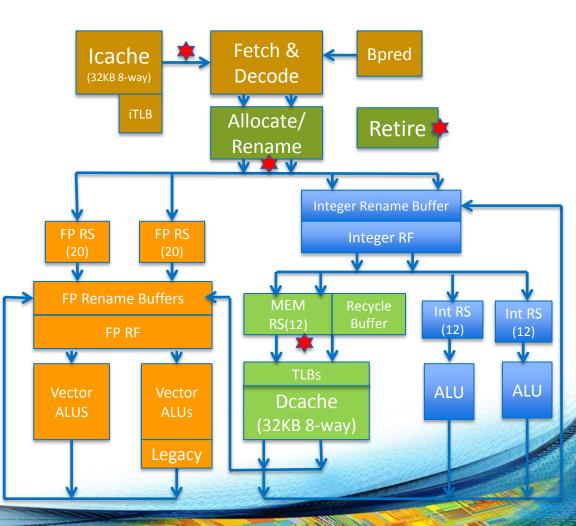
### Core & VPU

- Out-of-order core w/ 4 SMT threads
- VPU tightly integrated with core pipeline
- 2-wide Decode/Rename/Retire
- ROB-based renaming. 72-entry ROB & Rename Buffers
- Up to 6-wide at execution
- Int and FP RS OoO.
- MEM RS inorder with OoO completion. Recycle Buffer holds memory ops waiting for completion.
- Int and Mem RS hold source data. FP RS does not.
- 2x 64B Load & 1 64B Store ports in Dcache.
- 1<sup>st</sup> level uTLB: 64 entries
- 2<sup>nd</sup> level dTLB: 256 4K, 128 2M, 16 1G pages
- L1 Prefetcher (IPP) and L2 Prefetcher.
- 46/48 PA/VA bits
- Fast unaligned and cache-line split support.
- Fast Gather/Scatter support

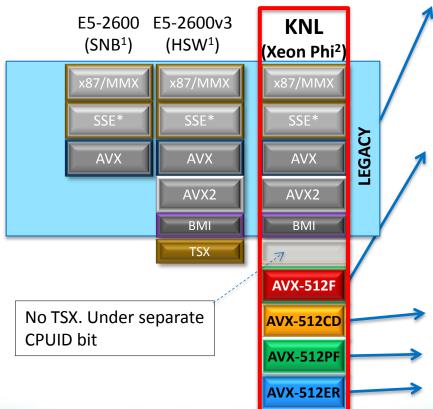


# Threading

- 4 Threads per core. Simultaneous Multithreading.
- Core resources shared or dynamically repartitioned between active threads
  - ROB, Rename Buffers, RS: Dynamically partitioned
  - Caches, TLBs: Shared
  - E.g., 1 thread active → uses full resources of the core
- Several Thread Selection points in the pipeline. (本)
  - Maximize throughput while being fair.
  - Account for available resources, stalls and forward progress



# **KNL ISA**



#### KNL implements all legacy instructions

- Legacy binary runs w/o recompilation
- KNC binary requires recompilation

#### **KNL introduces AVX-512 Extensions**

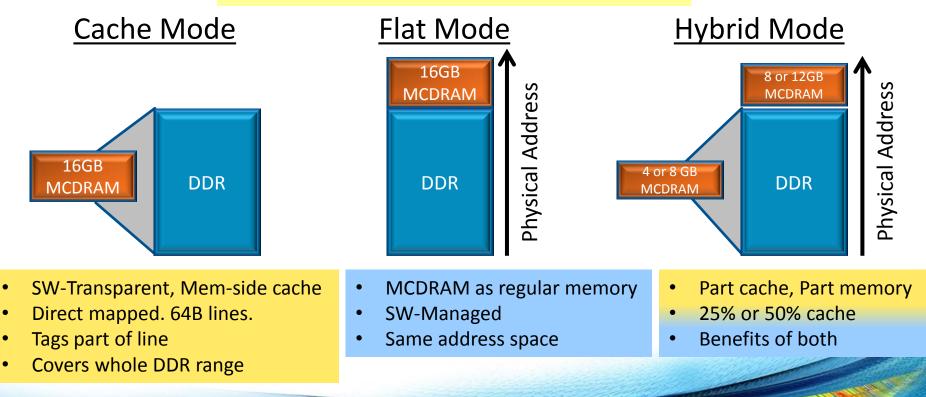
- 512-bit FP/Integer Vectors
- 32 registers, & 8 mask registers
- Gather/Scatter

Conflict Detection: Improves Vectorization Prefetch: Gather and Scatter Prefetch Exponential and Reciprocal Instructions

- 1. Previous Code name Intel® Xeon® processors
- 2. Xeon Phi = Intel<sup>®</sup> Xeon Phi<sup>™</sup> processor

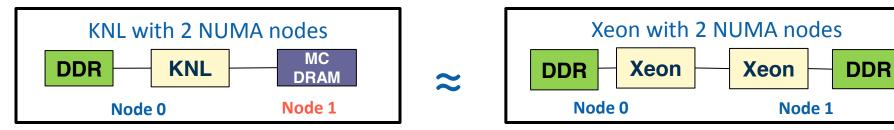
### **Memory Modes**

### Three Modes. Selected at boot



### Flat MCDRAM: SW Architecture

#### MCDRAM exposed as a separate NUMA node



Memory allocated in DDR by default  $\rightarrow$  Keeps non-critical data out of MCDRAM.

Apps explicitly allocate critical data in MCDRAM. Using two methods:

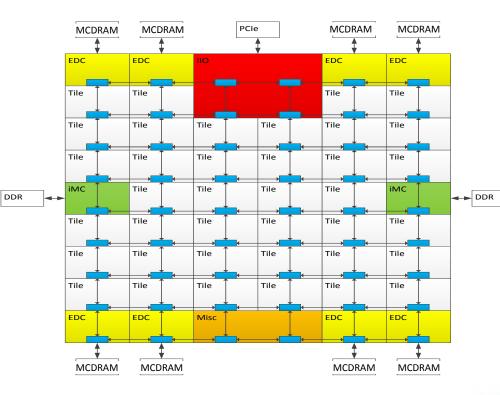
- "Fast Malloc" functions in High BW library (<u>https://github.com/memkind</u>)
  - Built on top to existing *libnuma* API
- "FASTMEM" Compiler Annotation for Intel Fortran

### Flat MCDRAM with existing NUMA support in Legacy OS

### Flat MCDRAM SW Usage: Code Snippets

float *fv;       c       Declare         fv = (float *)malloc(sizeof(float)*100);       !DEC\$ ATTRIBUT         Allocate into MCDRAM       NSIZE=10         c       allocate         c       allocate	++ ( <u>*https://github.com/memkind</u> ) Intel Fortran	C/C++
<pre>Float *IV; fv = (float *)malloc(sizeof(float)*100); Allocate into MCDRAM float *fv;</pre>	e into DDR Allocate into MCDRAM	Allocate into
	<pre>*fv; (float *)malloc(sizeof(float)*100); te into MCDRAM *fv;</pre> REAL, ALLOCATABLE :: A(:) !DEC\$ ATTRIBUTES, FASTMEM :: A NSIZE=1024 c allocate array 'A' from MCDRAM c ALLOCATE (A(1:NSIZE))	fv = (floa Allocate into float *f

### **KNL Mesh Interconnect**



#### **Mesh of Rings**

- Every row and column is a (half) ring
- YX routing: Go in Y  $\rightarrow$  Turn  $\rightarrow$  Go in X
- Messages arbitrate at injection and on turn

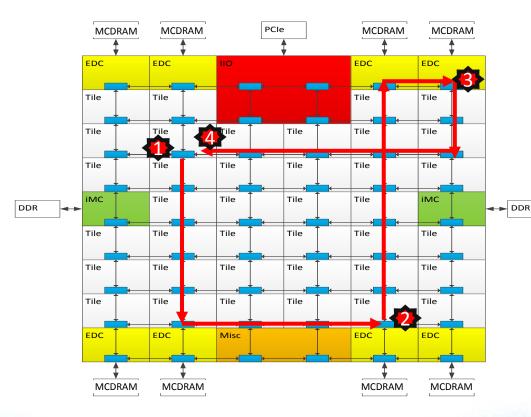
#### **Cache Coherent Interconnect**

- MESIF protocol (F = Forward)
- Distributed directory to filter snoops

#### **Three Cluster Modes**

(1) All-to-All (2) Quadrant (3) Sub-NUMA Clustering

### Cluster Mode: All-to-All



### Address uniformly hashed across all distributed directories

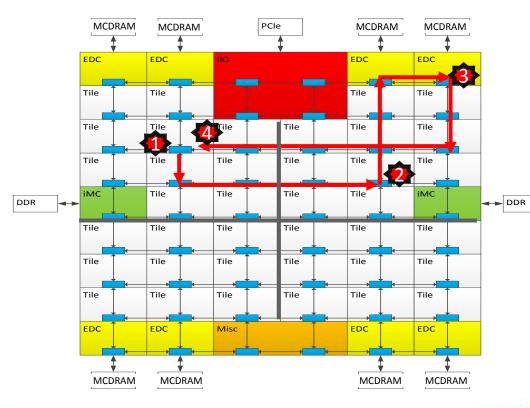
No affinity between Tile, Directory and Memory

Most general mode. Lower performance than other modes.

#### Typical Read L2 miss

- 1. L2 miss encountered
- 2. Send request to the distributed directory
- 3. Miss in the directory. Forward to memory
- 4. Memory sends the data to the requestor

### **Cluster Mode: Quadrant**



Chip divided into four virtual Quadrants

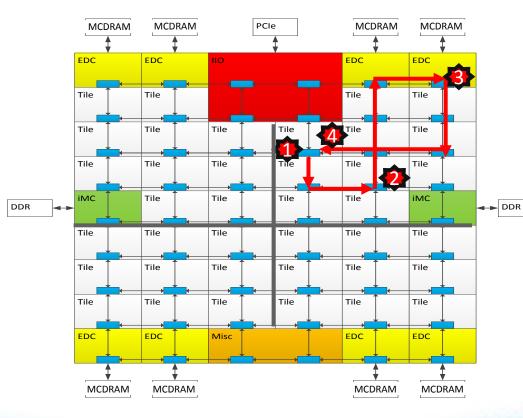
Address hashed to a Directory in the same quadrant as the Memory

Affinity between the Directory and Memory

Lower latency and higher BW than all-to-all. SW Transparent.

1) L2 miss, 2) Directory access, 3) Memory access, 4) Data return

### Cluster Mode: Sub-NUMA Clustering (SNC)



Each Quadrant (Cluster) exposed as a separate NUMA domain to OS.

Looks analogous to 4-Socket Xeon

Affinity between Tile, Directory and Memory

Local communication. Lowest latency of all modes.

SW needs to NUMA optimize to get benefit.

1) L2 miss, 2) Directory access, 3) Memory access, 4) Data return

## KNL with Omni-Path<sup>™</sup>

Omni-Path<sup>™</sup> Fabric integrated *on package* 

First product with integrated fabric

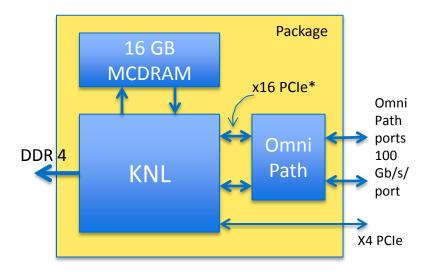
Connected to KNL die via 2 x16 PCIe\* ports Output: 2 Omni-Path ports

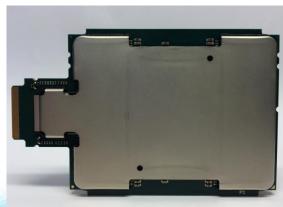
25 GB/s/port (bi-dir)

#### **Benefits**

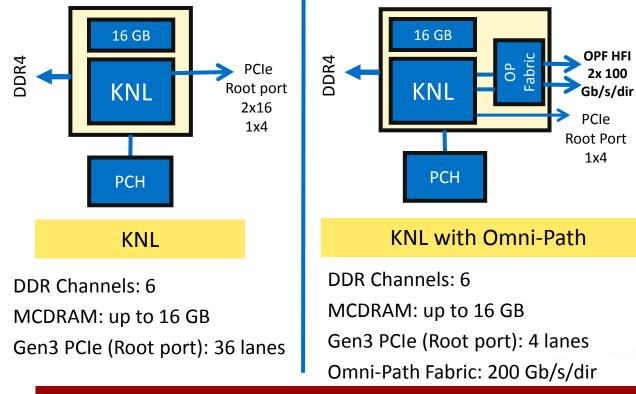
- Lower cost, latency and power
- Higher density and bandwidth
- Higher scalability

\*On package connect with PCIe semantics, with MCP optimizations for physical layer



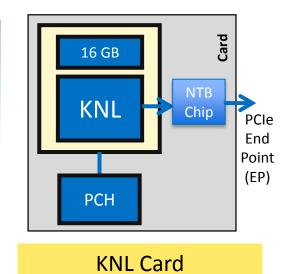


### **Knights Landing Products**



#### Self Boot Socket

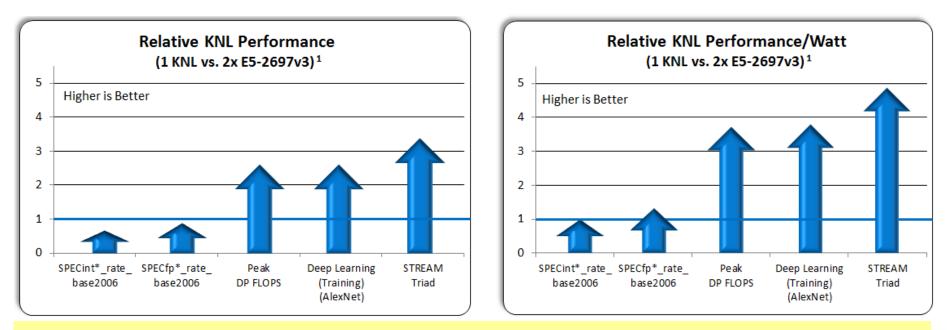
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No DDR Channels MCDRAM: up to 16 GB Gen3 PCIe (End point): 16 lanes NTB Chip to create PCIe EP

PCIe Card

### **KNL Performance**



## Significant performance improvement for compute and bandwidth sensitive workloads, while still providing good general purpose throughput performance.

1. Projected KNL Performance (1 socket, 200W CPU TDP) vs. 2 Socket Intel® Xeon® processor E5-2697v3 (2x145W CPU TDP)

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### Backup

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### High Bandwidth (HBW) Malloc API

HBWMALLOC (3)	HBWMALLOC	HBWMALLOC (3)	
NAME			
hbwmalloc - Th	e high bandwidth memory i	nterface	
	5		
SYNOPSIS			
<pre>#include <hbwm< pre=""></hbwm<></pre>	alloc.h>		
Link with -lje	malloc -lnuma -lmemkind -	lpthread	
		-	
int hbw_check_	available(void);		
void* hbw_mall	oc(size_t size);		
void* hbw call	oc(size t nmemb, size t s	size);	
void* hbw real	loc (void *ptr, size_t si	.ze);	
void hbw_free(			
int hbw_posix_	memalign(void **memptr, s	size_t alignment, size_t size);	
		<pre>ptr, size_t alignment, size_t siz</pre>	e, int
pagesize);			
int hbw get po	licy(void);		

Publicly released at https://github.com/memkind

## **AVX-512 PF, ER and CD Instructions**

• Intel AVX-512 Prefetch Instructions (PFI)

 Intel AVX-512 Exponential and Reciprocal Instructions (ERI)

 Intel AVX-512 Conflict Detection Instructions (CDI)

CPUID	Instructions	Description
AVX512PF	PREFETCHWT1	Prefetch cache line into the L2 cache with intent to write
	VGATHERPF{D,Q}{0,1}PS	Prefetch vector of D/Qword indexes into the L1/L2 cache
	VSCATTERPF{D,Q}{0,1}PS	Prefetch vector of D/Qword indexes into the L1/L2 cache with intent to write
AVX512ER	VEXP2{PS,PD}	Computes approximation of 2 <sup>x</sup> with maximum relative error of 2 <sup>-23</sup>
	VRCP28{PS,PD}	Computes approximation of reciprocal with max relative error of 2 <sup>-28</sup> before rounding
	VRSQRT28{PS,PD}	Computes approximation of reciprocal square root with max relative error of 2 <sup>-28</sup> before rounding
AVX512CD	VPCONFLICT{D,Q}	Detect duplicate values within a vector and create conflict-free subsets
	VPLZCNT{D,Q}	Count the number of leading zero bits in each element
A	VPBROADCASTM{B2Q,W2D}	Broadcast vector mask into vector elements



KNL: Knights Landing **KNC: Knights Corner** HSW: Haswell SNB: Sandy Bridge OoO: Out-of-Order **ROB:** Reorder Buffer **RS:** Reservation Stations VPU: Vector Processing Unit EMU: Extended Math Unit TLB: Translation Look-aside Buffer CHA: Caching/Home Agent PA/VA: Physical Address/Virtual Address

MCDRAM: "Multi-Channel" DRAM. High BW memory EDC: Memory Controller for MCDRAM MESIF: Coherence procotol (Modified, Exclusive, Shared., Invalid, Forward) NTB: Non-Transparent Bridge PCH: Chipset NUMA: Non-Uniform Memory Access

