

CONCURRENT TECHNOLOGIES

The dark powers on Intel[®] processor boards

Processing Resources (3U VPX)

Boards with Multicore CPUs:

> Up to 16 cores using Intel[®] Xeon[®] D-1577 on TR C4x/msd

Boards with 4-Core CPUs and Multiple Graphical Execution Units:

> Up to 72 cores using Intel® Xeon® E3-1515M v5 on TR E5x/msd

Board types need radically different solutions:

> There isn't just an Intel SBC anymore









Intel marketing is very inventive

There is a bewildering range of Technologies and kits

- Intel Turbo Boost Technology
- Intel Hyper Threading Technology
- Intel Virtualization Technology (VT-x)
- Intel Virtualization Technology for Directed I/O (VT-d)
- > Intel VT-x with Extended Page Tables (EPT)
- > Intel TSX-NI
- Enhanced Intel SpeedStep® Technology
- > Trusted Execution Technologies
- Intel vPro Technology
- Intel Data Plane Development Kit (DPDK)
- Intel Media Server Studio SDK.....etc



What does this mean for our typical users?





譅 TSX-NI

- **Resource and Cache Allocation**
- Intel Media Server Studio 2016





TSX-NI

- Transactional Synchronization Extensions New Instruction
- Designed to improve high-performance computing (HPC) workloads
- Enables optimistic execution of transactional code regions with hardware 'roll-back' when multiple threads access a conflicting memory section
- Easy to implement
- **Can provide significant performance benefits:**
 - > Up to 40% on real world HPC workloads

TSX-NI now available on mobile chipsets





Resource Allocation Strategies

Original Single Board Computer:

> OS and application ran on a single core

Modern Control Applications:

- Single OS per board
- > OS typically schedules an application to use all available CPU cores

Modern Server Applications:

- > Multiple OS per board using bare metal or hosted virtualization
- > Virtual Machines are allocated a fixed number of CPU cores and memory







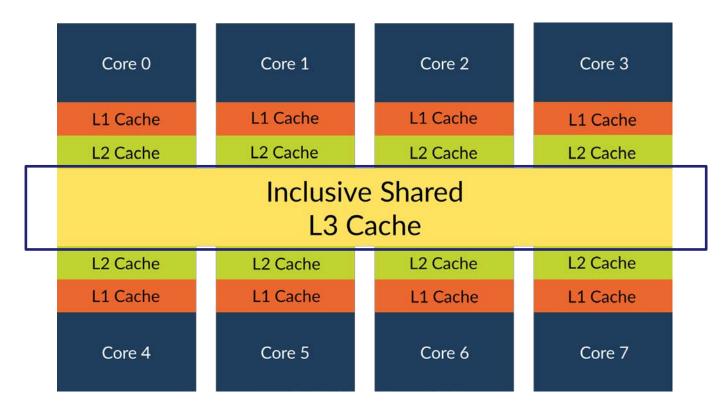




Resource Allocation

Some observations on Virtualization:

- Stable technology, data centre market mature
- > Not as low cost as you might want (Physicalization!)
- > Very attractive for embedded server applications with SWaP restrictions
- > Can affect performance when Virtual Machines contend for L3 cache space







Cache Monitoring Technology (CMT)

- **Shows L3 cache allocation by Virtual Machine**
- **Identifies low priority tasks are consuming too much L3 Cache**
- **Known as 'Noisy Neighbor' syndrome**



Last level cache											

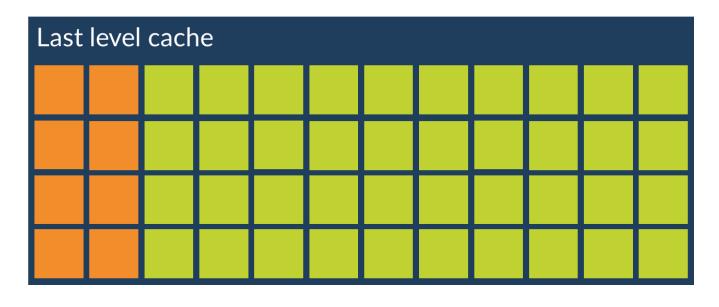




Cache Allocation Technology (CAT)

- **CAT allows intelligent L3 cache partitioning**
- High priority tasks can be allocated more L3 cache
- **Improves determinism**





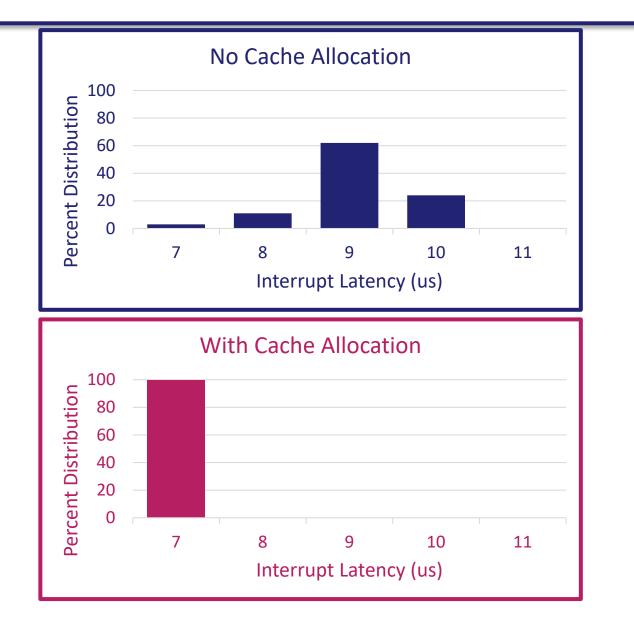




Improves Consistency

Without cache allocation the noisy neighbor causes the latency to vary

With cache allocation the solution becomes more deterministic

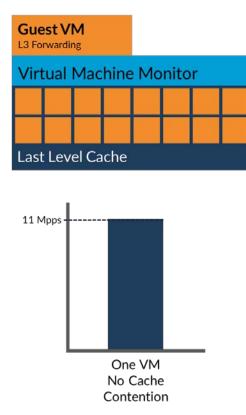






Throughput

- A single Virtual Machine runs a packet processing application consisting of a classification and scheduling stage
- This delivers 11 million packets per second (Mpps) of 64-byte packet throughput

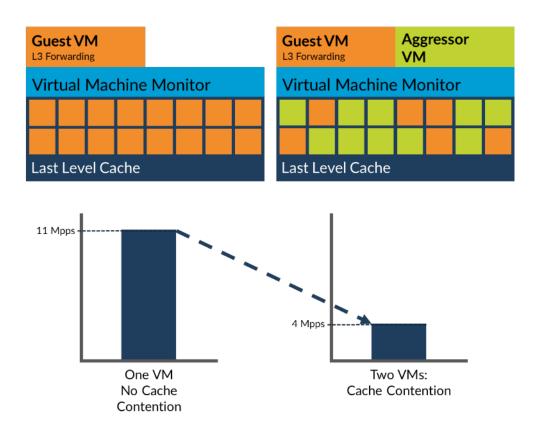






Throughput

When a noisy neighbor Virtual Machine is introduced which takes a substantial portion of L3 cache, packet-processing application performance drops to 4 Mpps

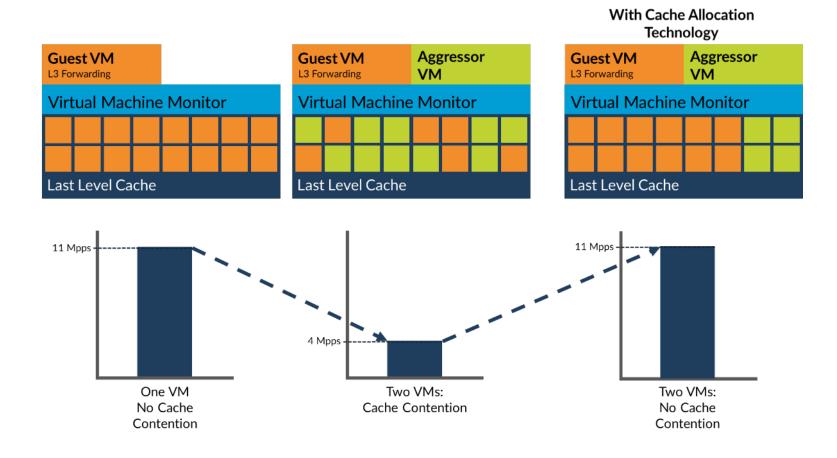






Throughput

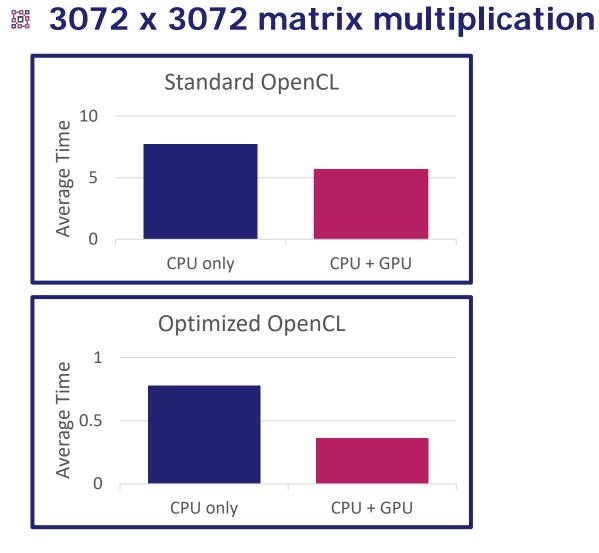
Limiting the aggressor VM's access to L3 cache, allows the packetprocessing application performance to revert to the original 11 Mpps



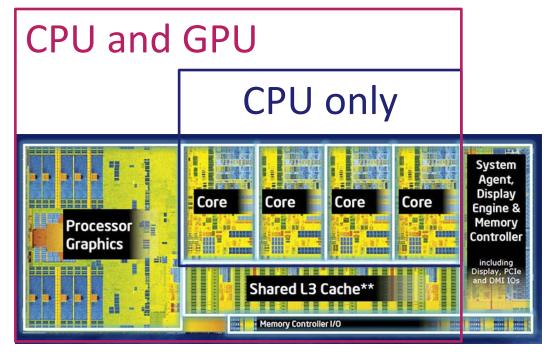




Using Intel Media Server Studio 2016 SDK



CONCURRENT Soft TECHNOLOGIES



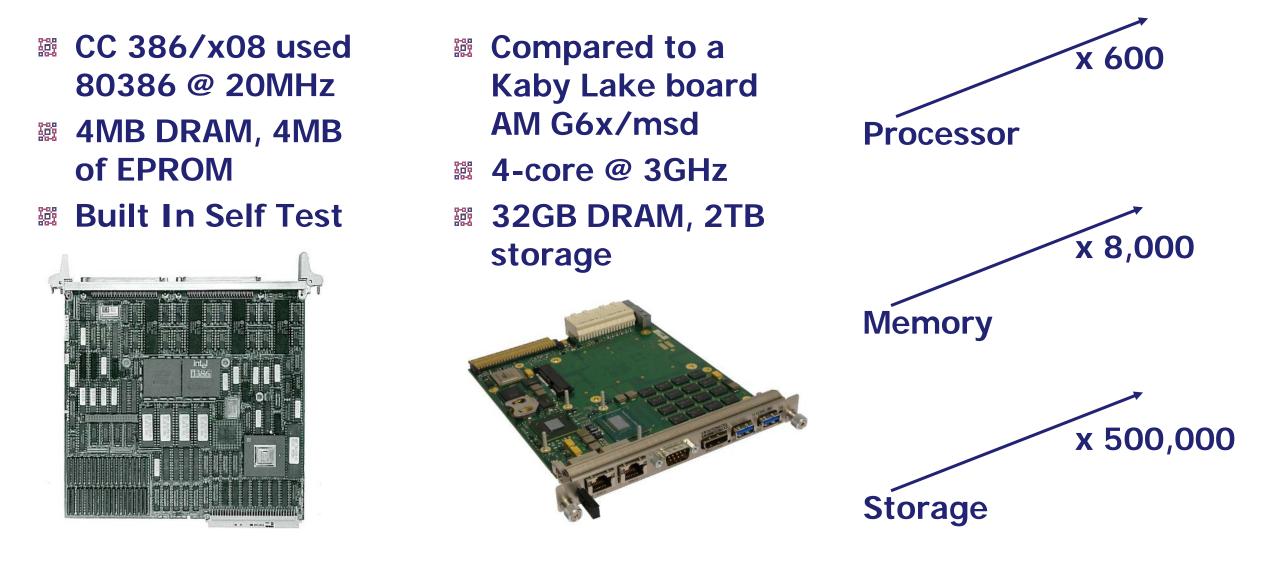
Intel: Haswell Processor

Board used AM C1x/msd, 4-core i7-4700EQ, 2.4GHz Comparing standard C code, standard OpenCL code, Intel optimized OpenCL code and OpenBLAS scientific library Full details available from Concurrent Technologies



How far have we come since 1990?

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Thanks for listening