

This is a repository copy of Hex-Tile: Evaluation Prototype of a Novel Tile-based Processor Array: Preliminary Report.

White Rose Research Online URL for this paper: https://eprints.whiterose.ac.uk/190803/

Version: Published Version

Other:

Crispin-Bailey, Christopher orcid.org/0000-0003-0613-9698, Austin, Jim orcid.org/0000-0001-5762-8614, Thuphairo, Pakon et al. (1 more author) (2022) Hex-Tile: Evaluation Prototype of a Novel Tile-based Processor Array: Preliminary Report. UNSPECIFIED.

Reuse

Items deposited in White Rose Research Online are protected by copyright, with all rights reserved unless indicated otherwise. They may be downloaded and/or printed for private study, or other acts as permitted by national copyright laws. The publisher or other rights holders may allow further reproduction and re-use of the full text version. This is indicated by the licence information on the White Rose Research Online record for the item.

Takedown

If you consider content in White Rose Research Online to be in breach of UK law, please notify us by emailing eprints@whiterose.ac.uk including the URL of the record and the reason for the withdrawal request.





Investigating Novel 3D Modular Schemes for Large Array Topologies: Power Modeling and Prototype Feasibility.

Pakon Thuphairo, Christopher Bailey, Anthony Moulds, Jim Austin

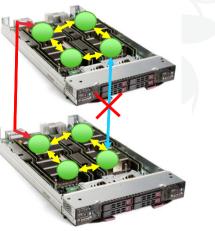
Department of Computer Science University of York, York, United Kingdom



Background and Motivation Alternatives to Rack-Mount

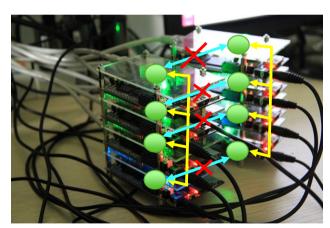
Background - Structural comparison

- Wiring effort (Power + data communication)
- Lengths of vertical and horizontal data channels
- Empty volume for cooling



Adapted from [1]

Blade server

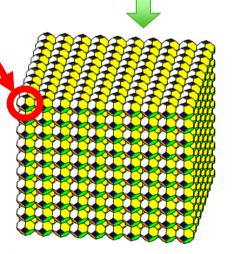


Adapted from [2]

Small single-board



External DC Power supply



Our 'ball computer' packaging

(Vertical distance is for illustration purpose)

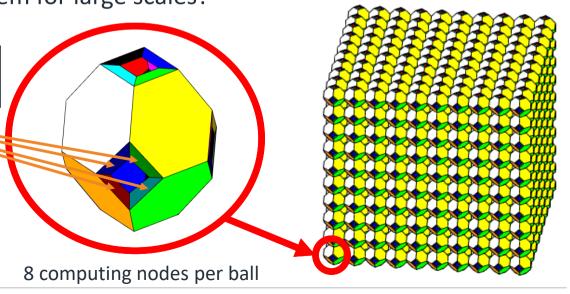
Motivation - Power grid simulation



- This power grid system does not exist in conventional rack/cabinet systems.
 - Direct external power sources supplied to each blade/rack server

• In this work, in contrast, how does it impact on the scalability in the concept of hexagonal-tile system for large scales?

External power source connections (for any external trapezoidal faces)



Introduction - from tile to ball



1D/2D/3D compossible configurations (prototype)





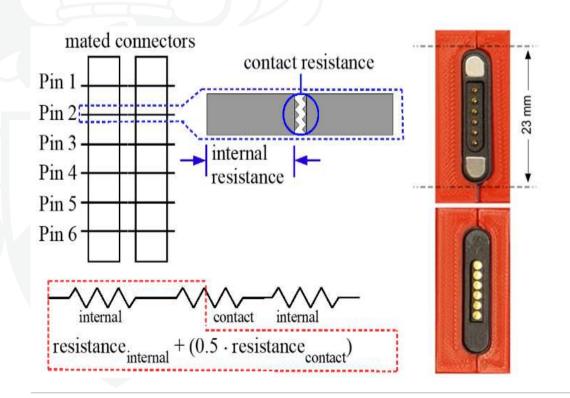




Simulation and Prototype Details

Model - Connector pin resistance



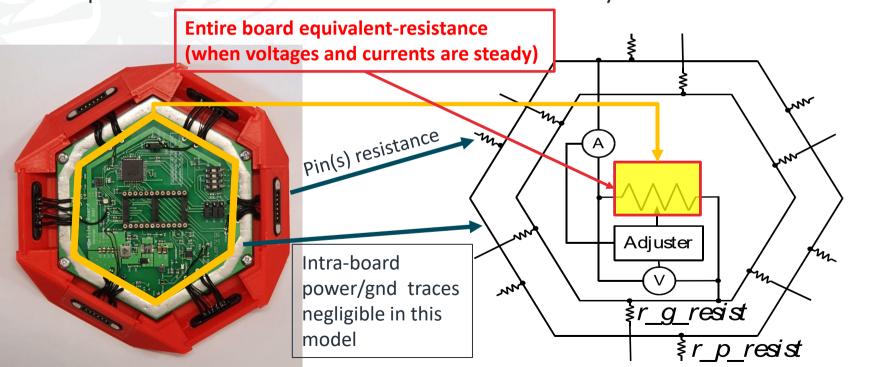


- 'Off-the-shelf' connectors in the current prototype
- Variants of (custom-made)
 more suitable connectors can
 be used for different power
 and data communication
 requirements.

Model – Simplified board-resistance model



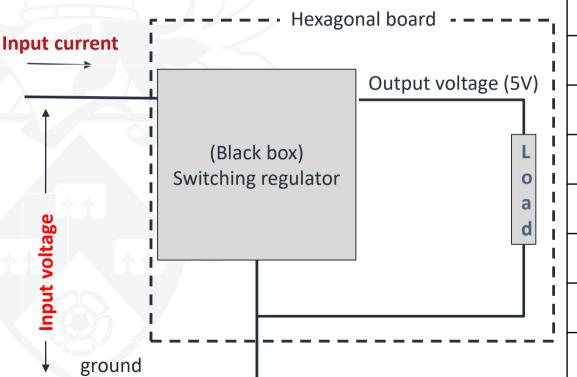
- Switching regulator models take long simulation times.
- A Simplified model has been created for our scalability simulations.



Model – Simplified board-resistance model

UNIVERSITY of York

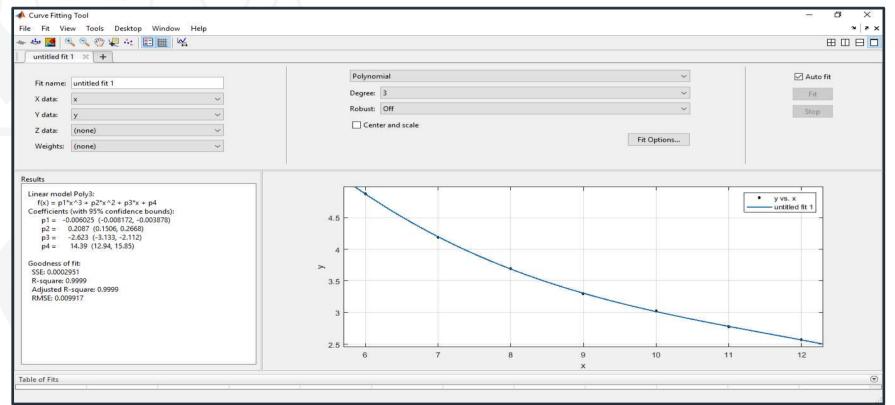
Curve fitting for the regulator and load



Input Voltage (V)	Load Resistance (Ω)	Input Current (A)
12	1	2.5706
11	1	2.775
10	1	3.0244
9	1	3.2982
8	1	3.695
7	1	4.1902
6	1	4.8733

Model – Simplified board-resistance model

Curve fitting for the regulator and load (for a constant load-resistance)



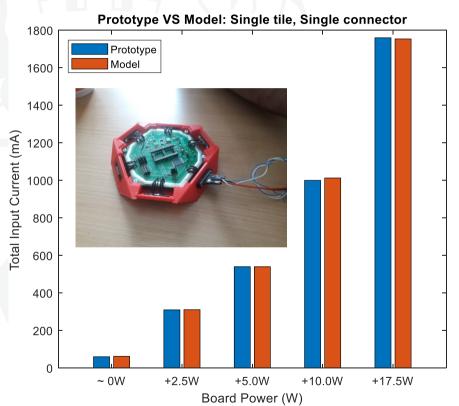


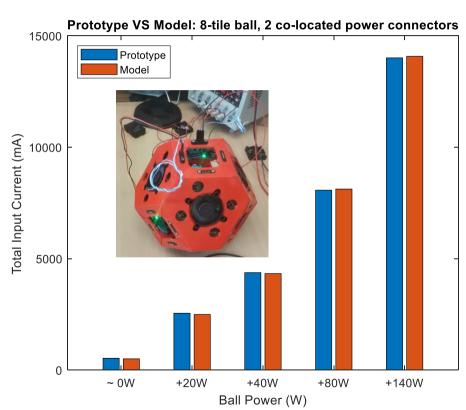
Validation Simulator vs. Prototype

Model Validation – switching vs prototype



Input-current validation



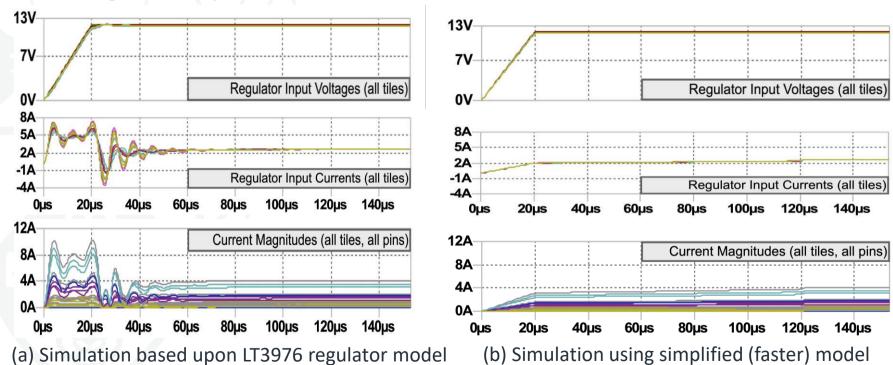


^{*}LT3976 regulators, from Analog Devices, Inc., are used in our prototype.

Model validation

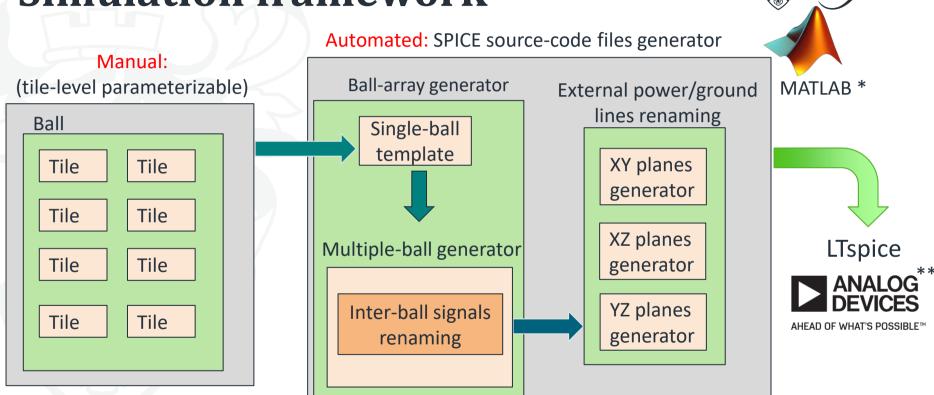


Switching VS Simplified model, 3x3x3-ball



^{*} External power supplied to all surface power connectors

Simulation framework



^{*} https://upload.wikimedia.org/wikipedia/commons/thumb/2/21/Matlab_Logo.png/800px-Matlab_Logo.png

^{**} https://upload.wikimedia.org/wikipedia/commons/thumb/8/86/Analog_Devices_Logo.svg/1920px-Analog_Devices_Logo.svg.png

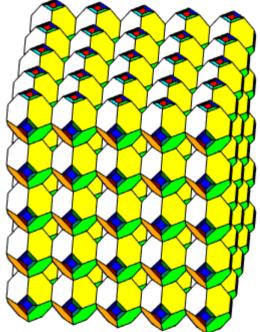


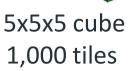
Scalability Evaluations

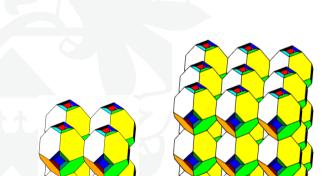
Scalability Results

Experimental scenarios









1 ball 8 tiles

2x2x2 cube 64 tiles

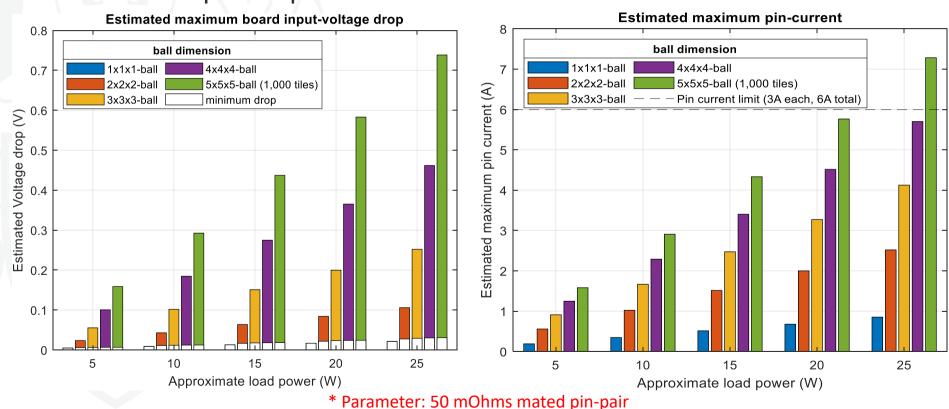
3x3x3 cube 216 tiles

4x4x4 cube 512 tiles

Scalability Results

Uniform load-power per tile allocation







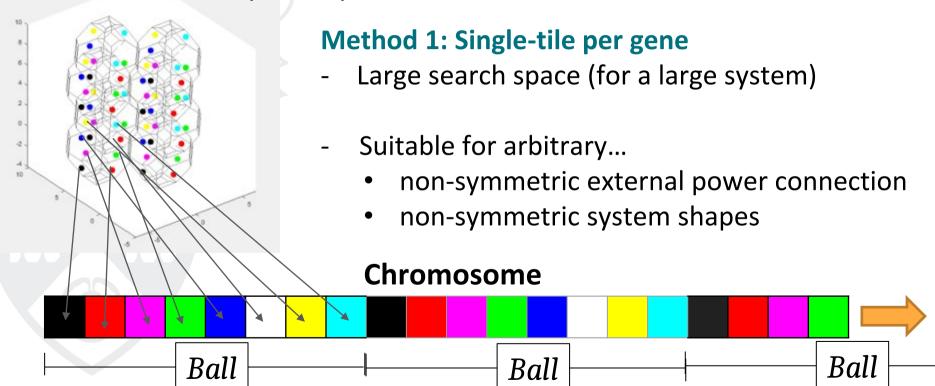
Further Optimization

Brute Force ?
Genetic algorithms ?

GA load-power per tile optimization 💹



Non-uniform load-power per tile allocation

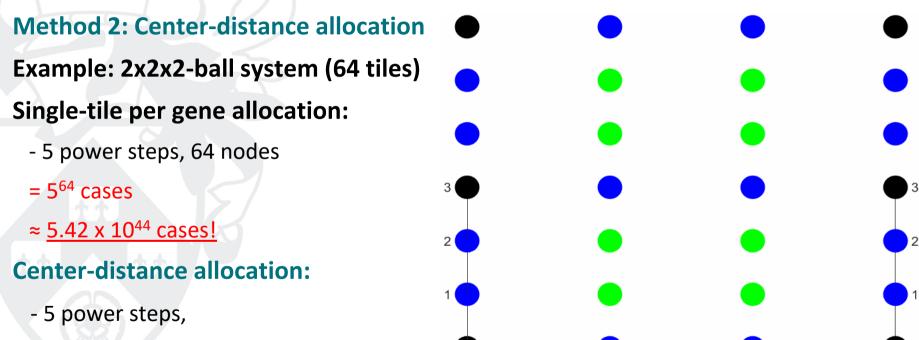


GA load-power per tile optimization

university of York

2.5

Non-uniform load-power per tile allocation



0.5

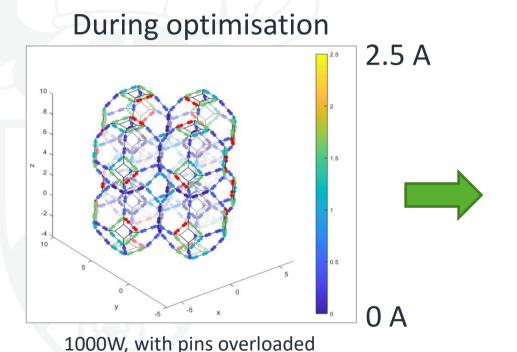
 $= 5^4$ cases = 625 cases (Search space reduced)

- 4 groups of nodes

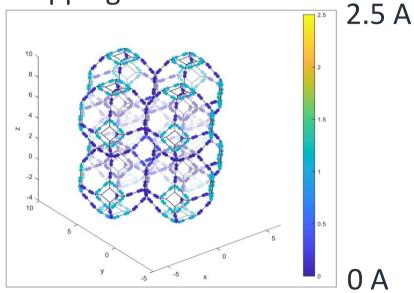
GA load-power per tile optimization



Constraints: total 1000W-load per system, 3A connector pin



Stopping criteria reached



1000W, with pins under current limit

*Red dots = Overloaded pin currents (> 2.5A, for illustration purpose)



Outcomes and Implications

Outcomes

UNIVERSITY of York

- What we have done ...
 - Hardware prototype system
 - Testing the prototype
 - Models and simulation framework
 - Validating accuracy
 - Switching model vs hardware prototype
 - Switching model vs simplified model
 - Scalability projection
 - Power-grid optimization framework
 - Power pattern on a large scale
 - Visualization

Implications



- Existing prototype: Allowing to achieve the system of the order of 1,000 processor tiles, even with a very basic prototype construction.
- With highly optimized fabrication, > 1000 tiles could be achievable.
- Reducing size = Higher density
- Current ball size: Many thousand processors in a server cabinet volume
- Cooling
 - More detailed investigation needed
 - But with the current tool capabilities, the power consumed at pins and tiles can be predictable.
 - Allowing a cooling model to be developed in the future

Possible future works

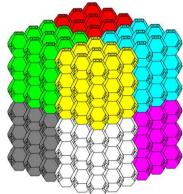
Simulation framework

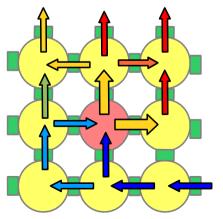
- Model: Temperature/Manufacture-affected pin-resistance variability
- Opensource SPICE simulator (Ngspice) for simplified models. (In progress)
- Simulations on a computing cluster (In progress)
- Interfacing with an interconnection network simulator (BookSim2, In progress)
- Cooling design and simulation

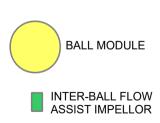
Hardware developments

- Reducing hops: Localized shared physical wires?
 - Bus: Beneficial for broadcast-intensive workloads?
 Concern: Serialization, bandwidth issues?
- Power reservoir:
 - Intra/Inter-ball power storage?
 - Reducing voltage/current spike
- In-System Cooling:
 - Intra-ball fan/pump/impellor?











Q&A

Thank you for your attention

