

Více CPU na 1 čipu — více jader (samostatné CPU + sdílené I/O a část keší)

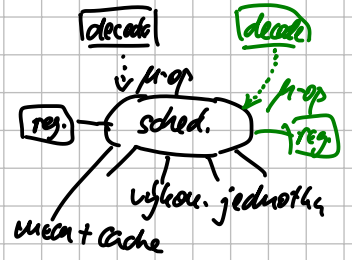
SMT (symm. multi-threading) — 2 jadra, která sdílí back-end, keše
 [Intel: hyper-threading]

AMD Bulldozer

1 modul: 2 jadra
 per core: scheduler
 ind. jednotky registry apd.
 L1D 16k, 4-way write-through

Intel i7-6700 (2017)

4 cores x 2 threads
 per core: L1I 32K, 8-way
 L1D 32K, 8-way
 L2 256k, 4-way
 shared: L3 8M, 16-way



shared: Fetch + decode
 L1I 64k
 2 float. jednotky
 2 x87 float
 L2 2M, 16-way

Sběrnice

FSB 64 bitů transfer
 1.3 GT/s
 ↳ 10.6 GB/s

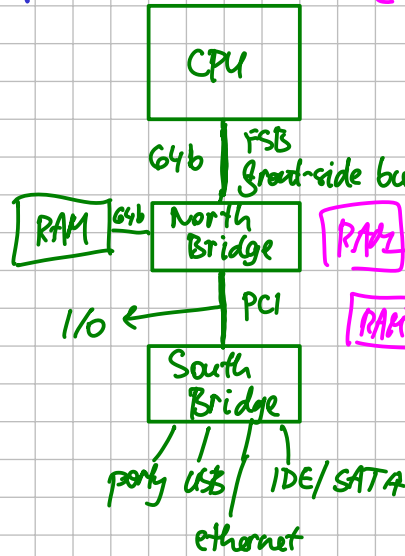
RAM DDR2-1066
 1.066 GT/s
 64b
 ↳ 8.5 GB/s

duška: DDR4 ... 21 GT/s
 ↳ cca 17 GB/s

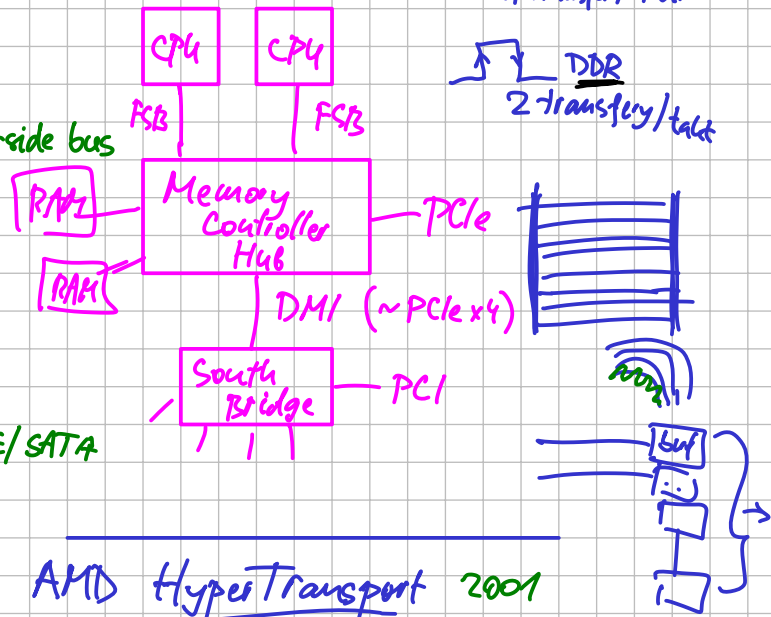
PCI 33 MHz, 33 M/s } → 132 MB/s
 32b

PCI Express (PCIe) 1-32 link (lanes), top. 2k
 PCIe 2.0 500 MB/s per lane
 3.0 985 MB/s per lane

1 CPU:



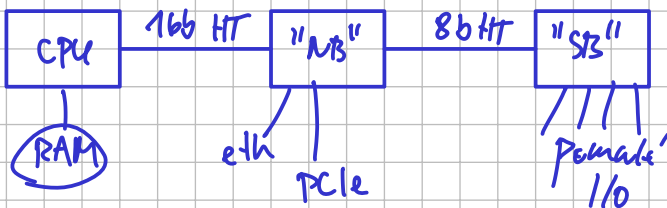
2 CPU:



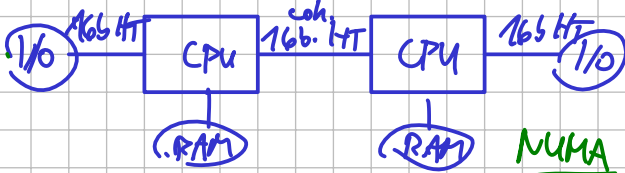
AMD HyperTransport 2001

- 8/16/32 bitů na linku
- mřížky < I/O stromový < bridge < tunely < koherentní < obecný graf
- 16b linka: 6.4 GT/s → 11.8 GB/s

1 CPU



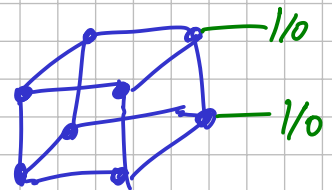
2 CPU



Intel: QuickPath

více CPU 1 CPU má 3-4 16b HT linky
 serverový CPU: koherentní
 desktop CPU: jen I/O mod

8 CPU



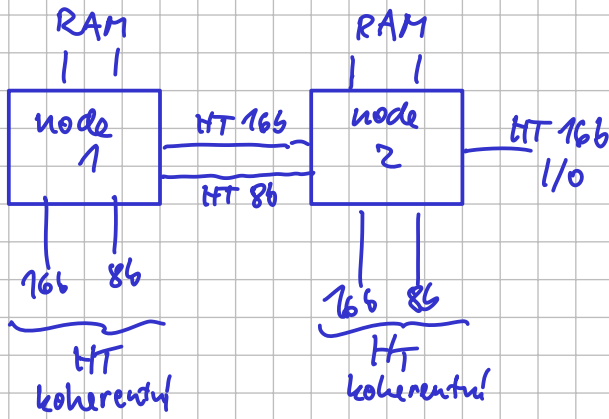
HTX connector

↳ NUMAConnect
 ↳ 3D torus
 ↳ 16³ = 4096 node
 ↳ node: 8 processors
 ↳ directory-based koherentní
 ↳ až 4GB cache

AMD Magny Cours (~2010)

Uvnitř 1 pouzdra: 2 žipy, 1 žip = 1 node

- 6 jader
- 6 MB L3 cache (1-2 MB ukrojené directory)
- 4x 16b HT port
- 2x DDR3 kandy k RAM



L2 je victim cache pro L1

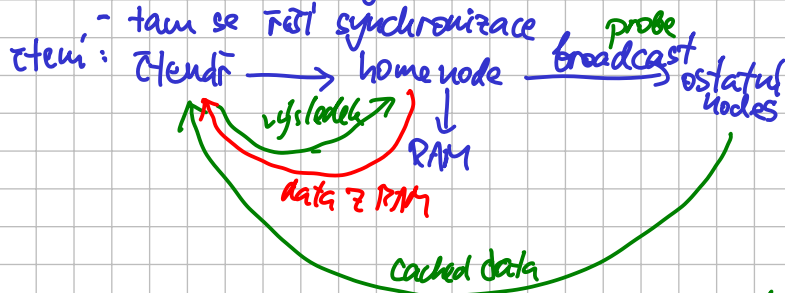
L3: rozdělena na 1M nebo 2M bloky
 dotazy paralelně přes bloky
 Alokaace: mezi bloky URR
 uvnitř bloku LRU

Victim cache pro L2

monitoring účinnosti L3 per jadro

HT-Assist (directory-based coherence protocol)

Obvyklá impl.: v buňka RAM má svůj home node
 MESI



directory na home node si pro v řadě pamatuje, kdo ho má řešovat

probe filter

