

# Architecture and Performance of the TILE-Gx72 Manycore Processor

Matthew Mattina CTO Tilera

Hot Interconnects 2013

## **Agenda**

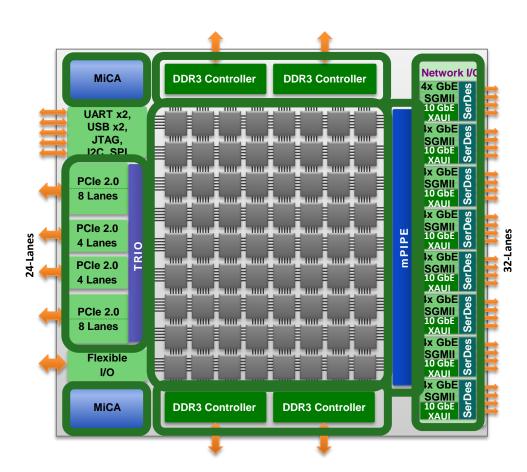
Overview

iMesh Architecture

Performance Results

#### TILE-Gx72™: At-a-Glance

- Tile Array: 72x 64-bit cores
  - Tile = core + 256KB L2 cache + iMesh interface
- 1.2GHz, TSMC 40nm HPM
  - 75W TDP
- mPIPE<sup>™</sup>: Wirespeed programmable packet processing and load balancing engine
  - Dynamic flow affinity
- 8x 10GbE XAUI ports
  - Feeds packets into the mPIPE, 120MPPS
- MiCA<sup>™</sup>: Cryptographic and RSA Engines
  - 44K keys per second, zero core resources
- 6x PCle ports
  - 96 Gbps of dedicated PCIe and SR-IOV support
- 4x DDR3 controllers @ 1600MT/sec
  - > 50GB/s main memory BW
- Standard SMP Linux, C/C++, Java, gdb,...
- World's Highest Single Chip CoreMark<sup>™</sup> score



45 x 45mm BGA package

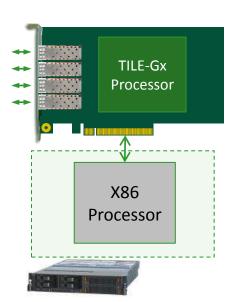
## **Markets and Solutions**

#### **Heterogeneous Devices**

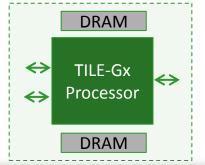
- TILE-Gx72 data plane + x86 control plane
  - Application Delivery Controllers
  - Firewalls
  - Server adaptor cards
  - Emerging SDN/NFV

#### **Homogeneous Devices**

- TILE-Gx72 data and control plane
  - Single-chip VPN/Router/Firewall
  - IDS/IPS Appliances
  - Video Transcoding Bridge







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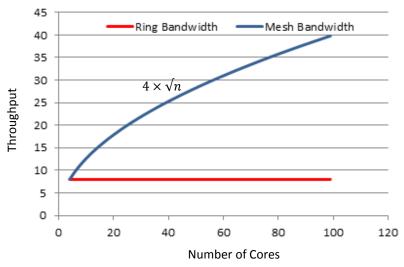
# iMesh: Scaling to 72 cores and beyond

- iMesh: Multiple mesh networks and cache coherence protocol interconnecting all ondie components
- Single shared global physical address space;



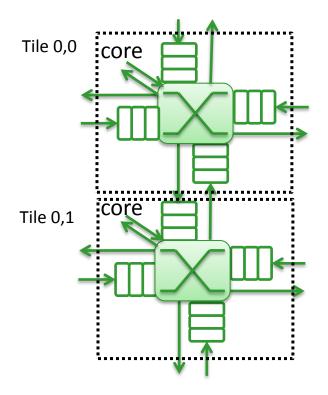
Tile

- Scalable: more tiles = more interconnect bandwidth and more shared cache BW
- Three protocol classes, three physical meshes, three different widths: keeps iMesh router simple and fast



## iMesh: Physical and Link Layer

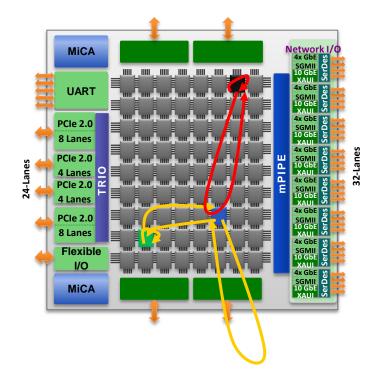
- Each iMesh interface is 5x5 xbar, connects
   4 neighbors + core, point-to-point wires,
   low power
- Fast arbiter: single cycle hop, same clock as core
- Source-based, wormhole routing, route headers coded for high-speed
- Link level FIFOs and per-hop flow control
- Handplaced M7/M8 routed over L2 cache minimizes wiring channel area
- Regular design accelerates time to market: build/verify one Tile, then replicate



Network Name	Link Width, Bisection BW
SDN	128b, 346 GB/s
RDN	112b, 302 GB/s
QDN	64b, 173 GB/s

## iMesh: Caching and Coherence

- Every Tile contains private 32KB L1 I and D caches and 256KB L2 cache
- L2 caches private L2 lines and global "L3" lines
- Distributed coherence directory tracks sharers, invalidates shared copies on writes
- Flexible cache line distribution



Tile 0

Directory	TAG	DATA
	TAG(P)	0x0

Tile 1

Directory	TAG	DATA
	TAG(P)	0x0

Store V, 0x1

V (a virtual address)—

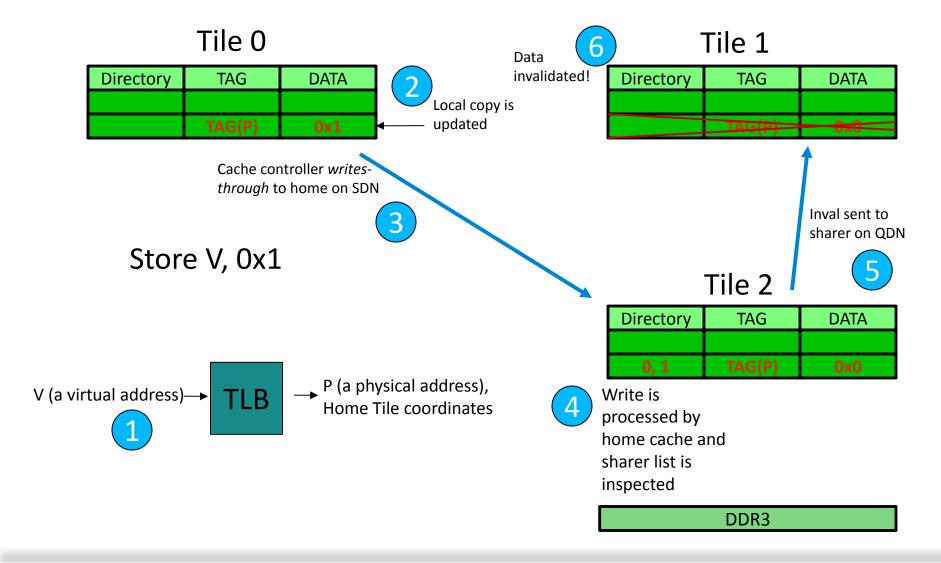
TLB

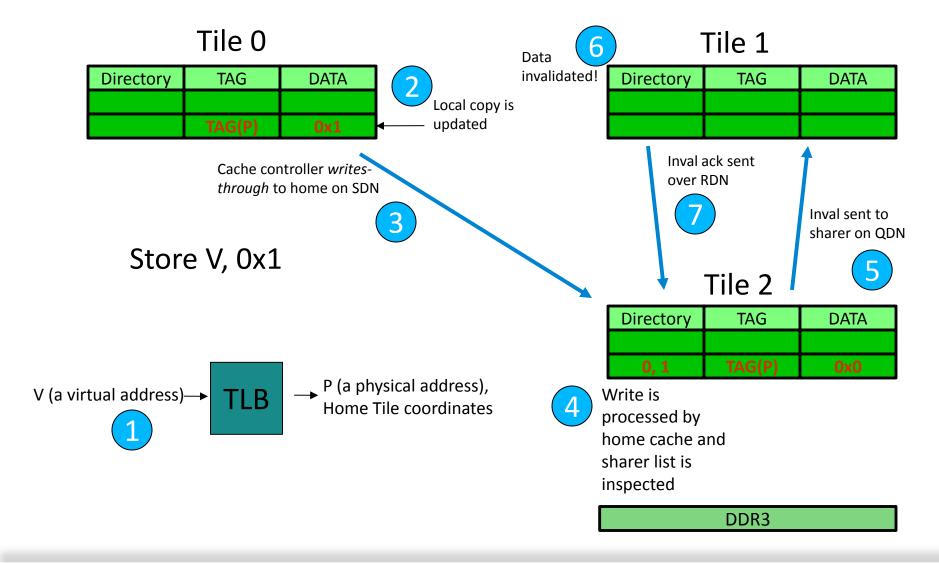
P (a physical address),
Home Tile coordinates

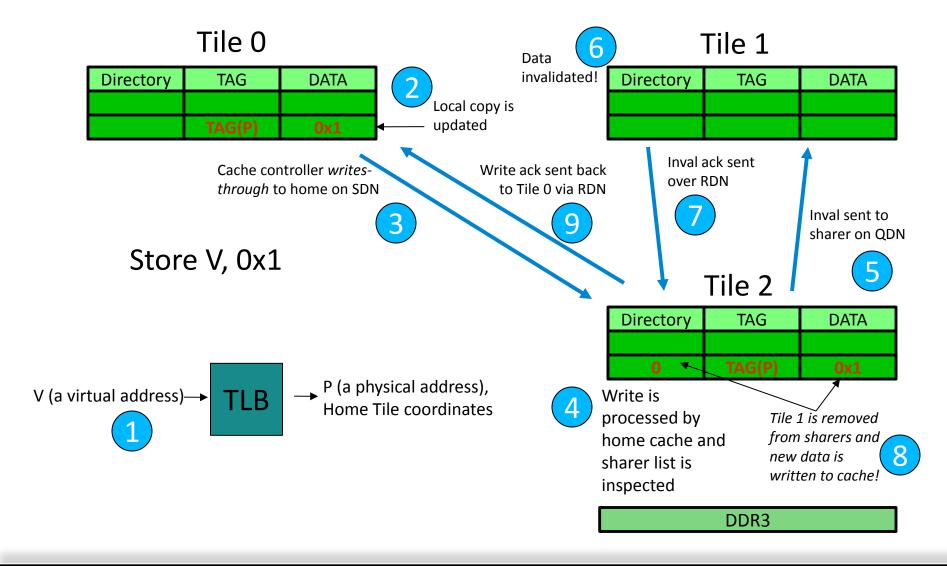
Tile 2

Directory	TAG	DATA
0, 1	TAG(P)	0x0

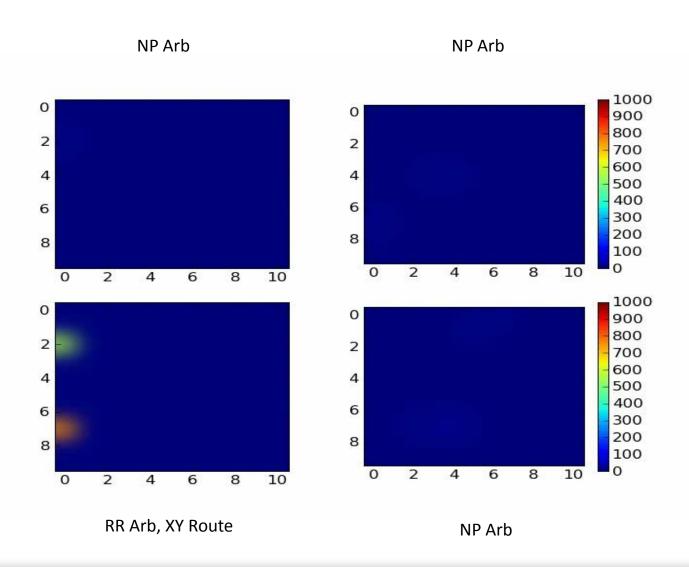
DDR3







## iMesh at the Movies



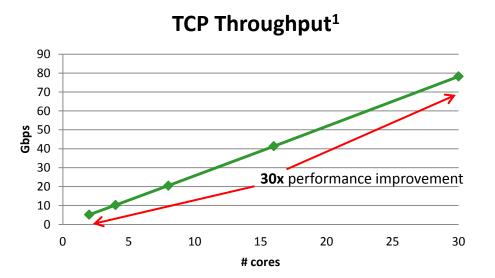
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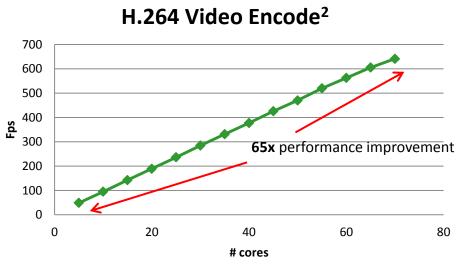
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Performance Results and Summary

#### **Performance Results**



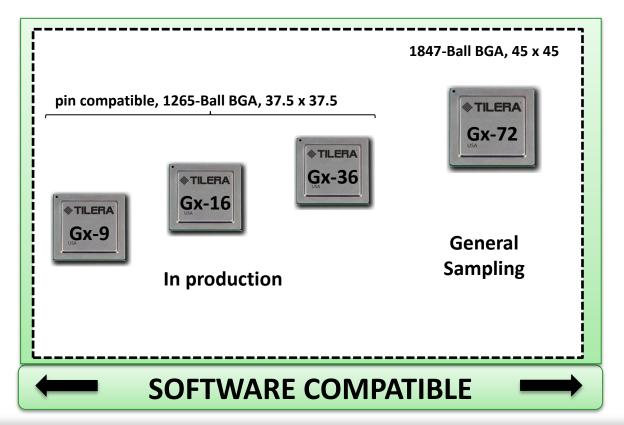


Application	Performance
TCP Throughput	80Gbps, 30 cores
h.264 1080p encode	22 channels, 72 cores
Suricata IDS, policy based rule set <sup>3</sup>	13Gbps, 72 cores
Packet forwarding with netfilter	80Gbps, 40 cores

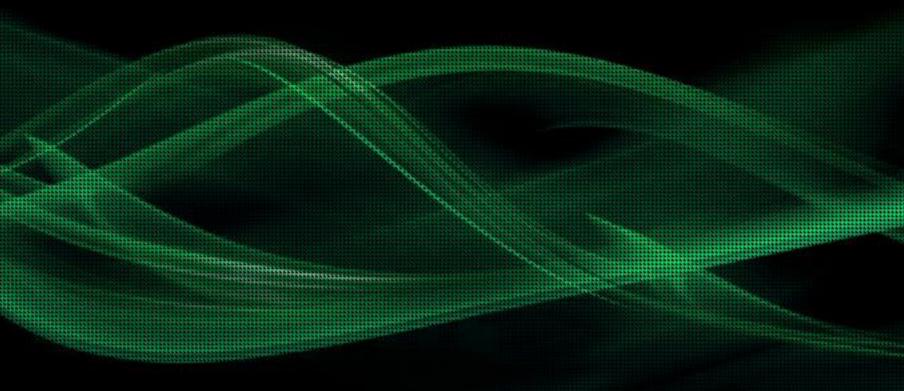
<sup>&</sup>lt;sup>1</sup> 512 connections, 1500B packets, "echo" server, full-duplex performance <sup>2</sup> "Toys\_and\_calendar" video sequence, 3Mbps, baseline profile <sup>3</sup> 677 rules, typical traffic

## Summary

The iMesh interconnect and cache coherence protocol enables Tilera's Gx family of Manycore processors to efficiently scale performance from the TILE-Gx9 to the TILE-Gx72







Thank You!