The Raw Processor

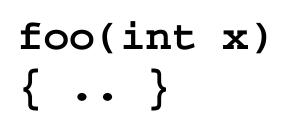


A Scalable 32 bit Fabric for General Purpose and Embedded Computing

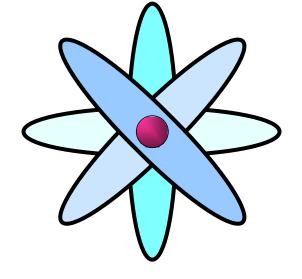
Michael Taylor, Jason Kim, Jason Miller, Fae Ghodrat, Ben Greenwald, Paul Johnson,Walter Lee, Albert Ma, Nathan Shnidman, Volker Strumpen, David Wentzlaff, Matt Frank, Saman Amarasinghe, and Anant Agarwal

MIT Laboratory for Computer Science http://cag.lcs.mit.edu/raw

Computer Architecture from 10,000 feet







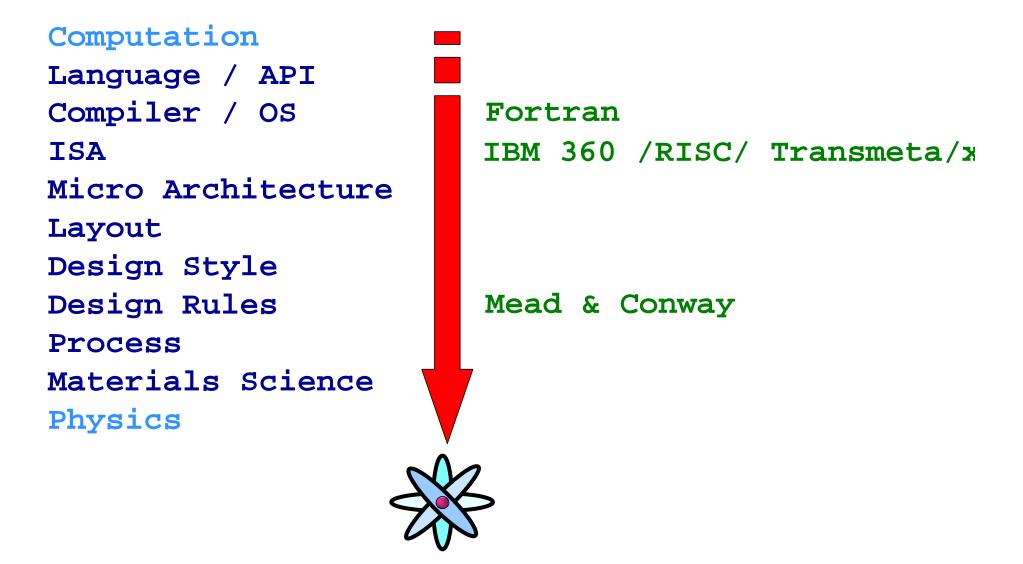
class of computation

convenient physical phenomenon

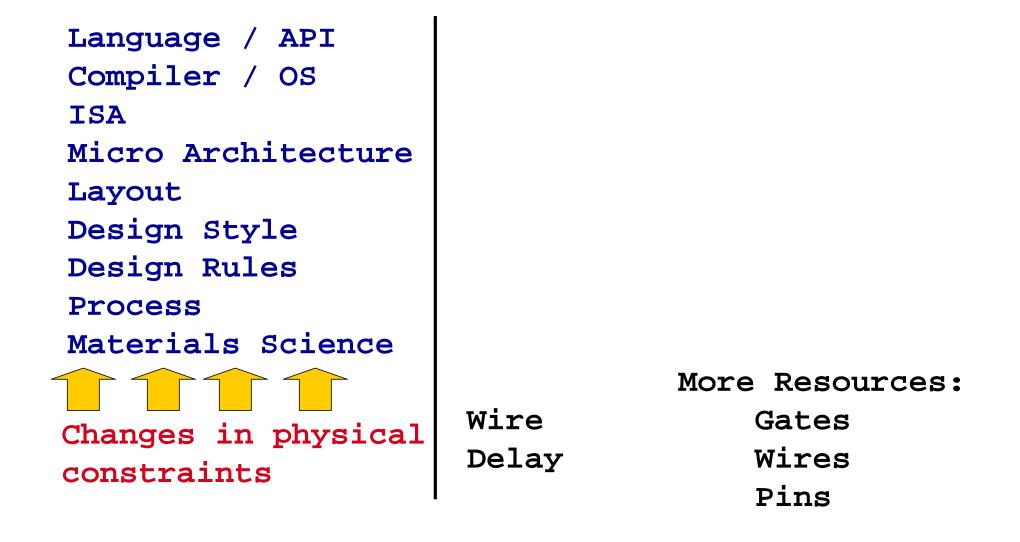
... we use abstractions to make this easier

The Abstraction Layers That Make This Easier

foo(int x) { .. }



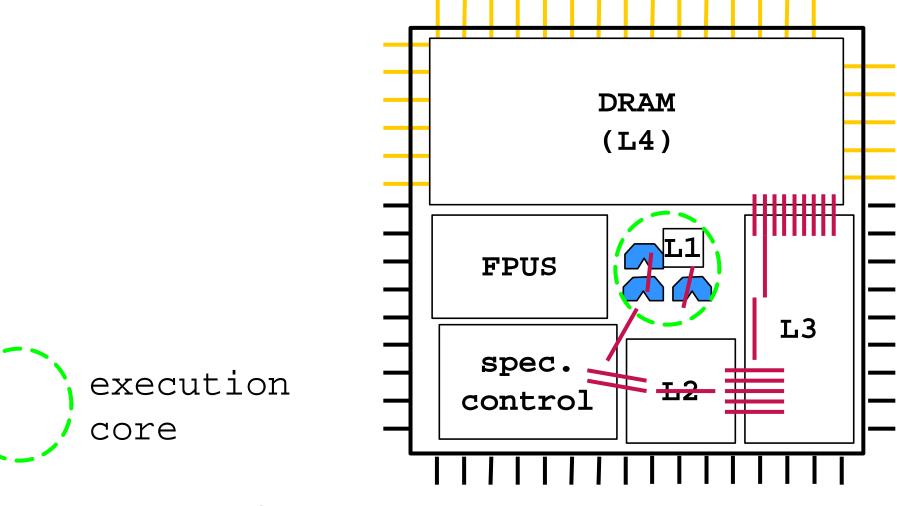
Abstractions protect us from change -- but must also change as the world changes



Wire delay is crashing through the abstraction layers

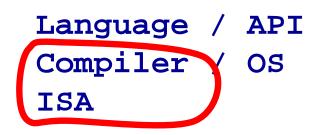
Language / API Compiler / OS ISA	
Micro Architecture	Partitioning(21264) Pipelining (P4)
Layout	Timing Driving Placement
Design Rules	Fatter wires
Process	Deeper wires
Materials Science	Cu wires

The future of wire delay handled in microarchitecture



— 1 cycle wire

The bottom line



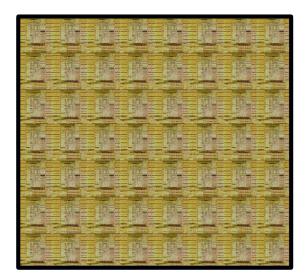
Micro Architecture

Floorplan / Layout Design Rules Process Materials Science Raw handles this change by exposing the underlying resources (e.g. wires) with a scalable, parallel ISA.

It orchestrates these resources with spatially-aware compilers.

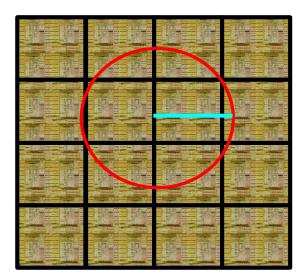
	More Resources:
Wire	Gates
Delay	Wires
	Pins

How does Raw expose the resources?



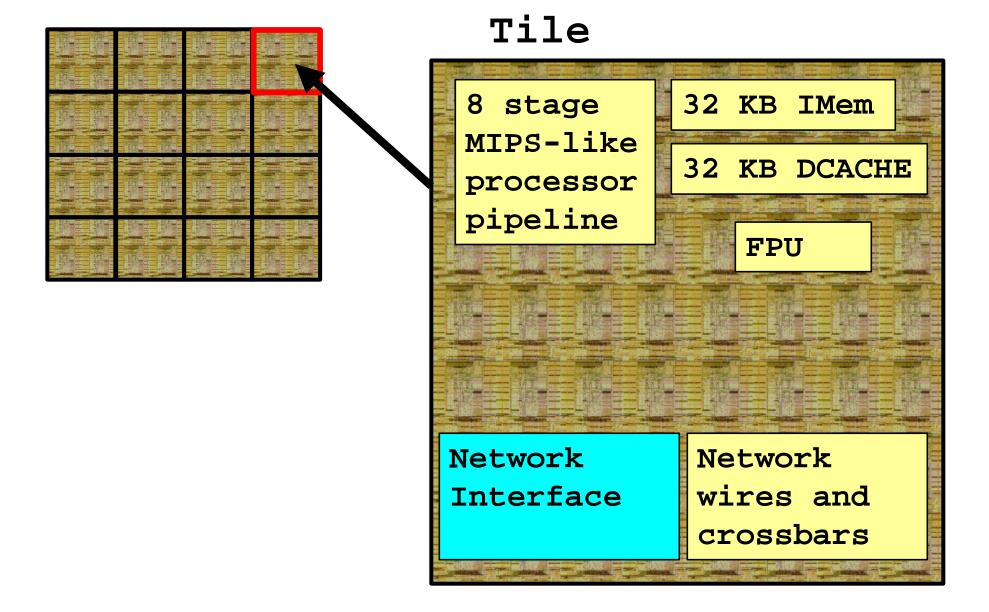
We started with a blank sheet of silicon.

Expose the gates

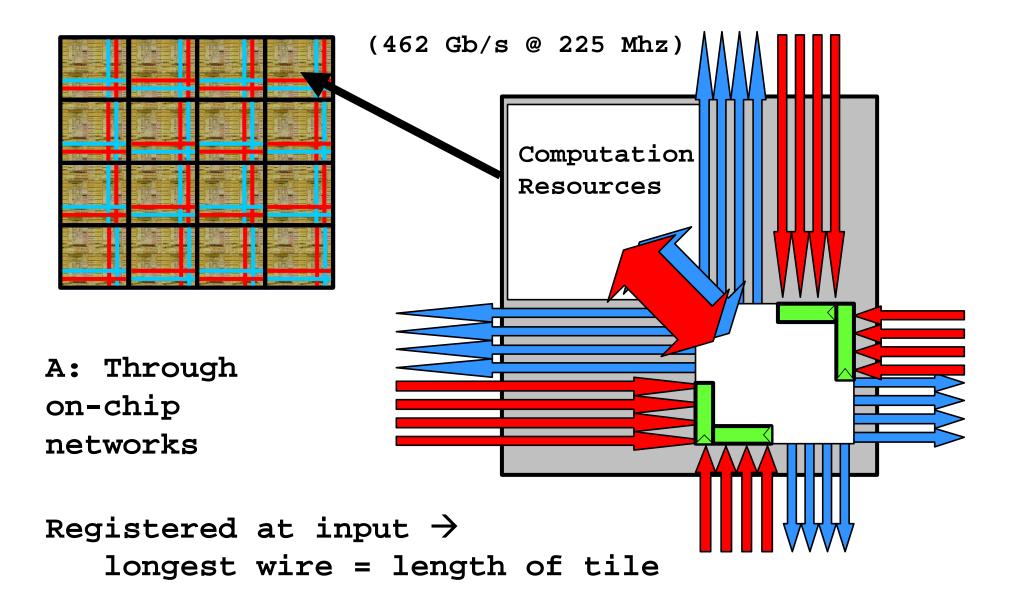


Cut the silicon up into an array of 16 identical, programmable tiles.

What's inside a tile?

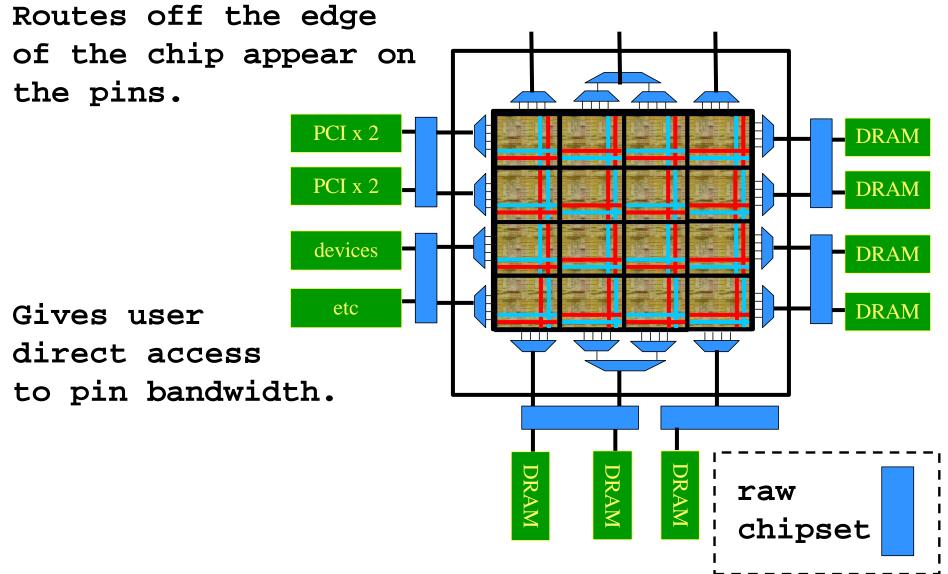


How do we expose the wires?

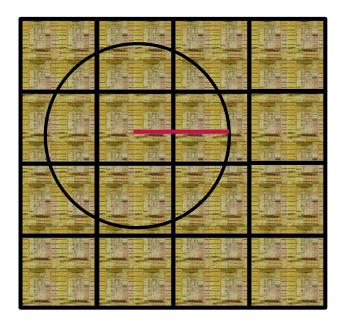


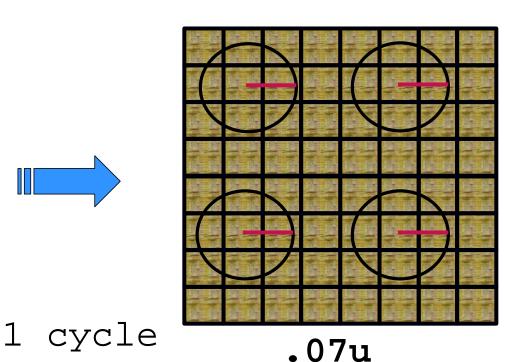
How do we expose the pins?

14 7.2 Gb/s channels (201 Gb/s @ 225 Mhz)



The Raw ISA scales





.15u

1. longest wire

- 2. Design complexity
- 3. Verification complexity
- ... are all independent of transistor count.

tiles, network bandwidth and I/O bandwidth scale

Raw is also backwards-compatible.

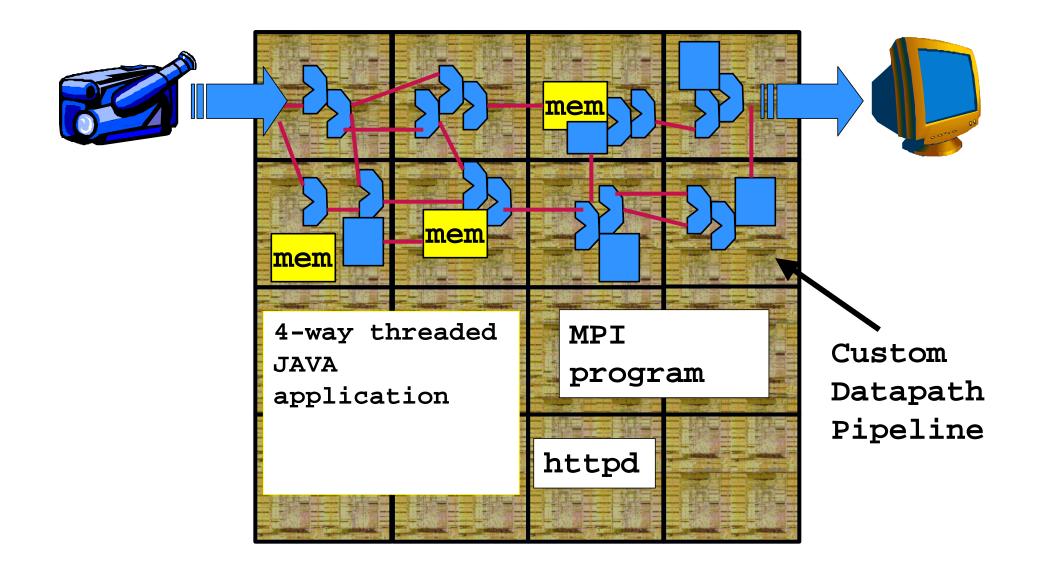
How well does Raw expose the resources?

Raw Chip (ASIC @225 MHz)

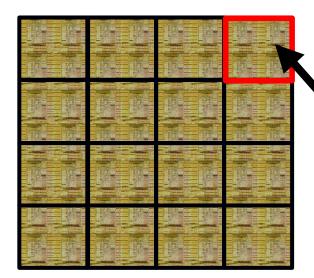
16 OPS/FLOPS per cycle
462 Gb/s of on-chip "bisection bandwidth"
201 Gb/s I/O bandwidth
57 GB/s of on-chip memory bandwidth

... but how are the resources going to be coordinated?

Raw: How we want to use the tiles

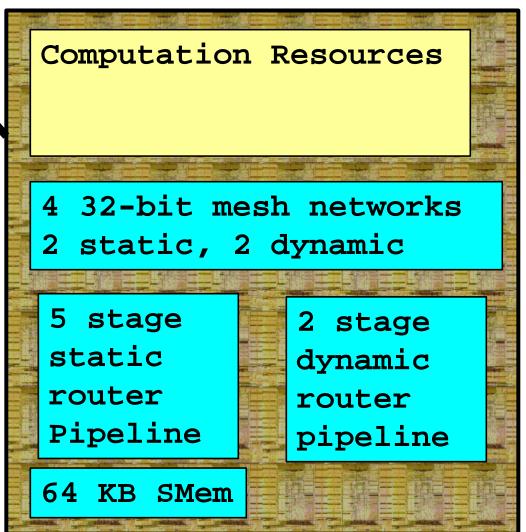


The Raw Tile network support

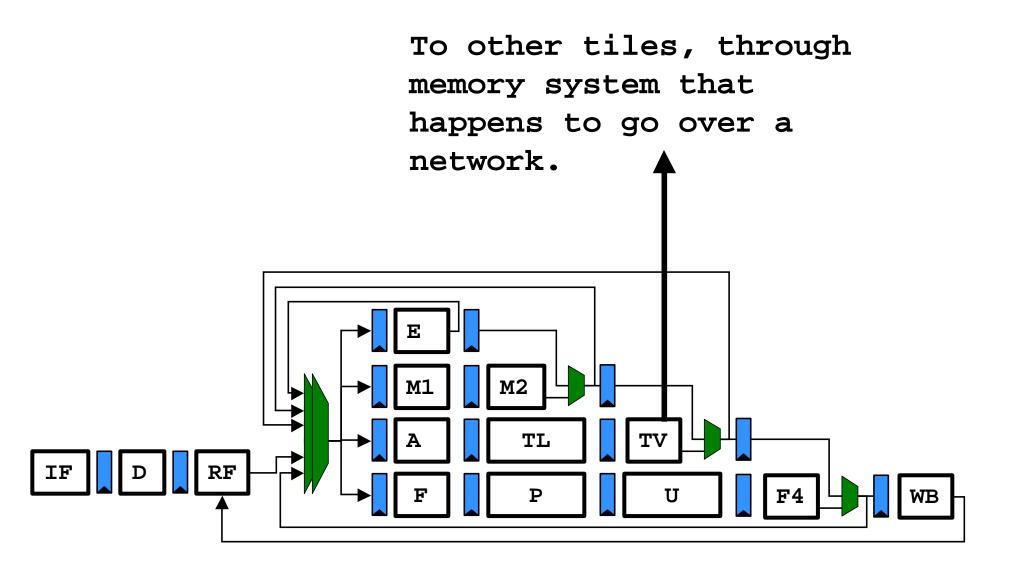


How does the main pipeline interface to the networks?

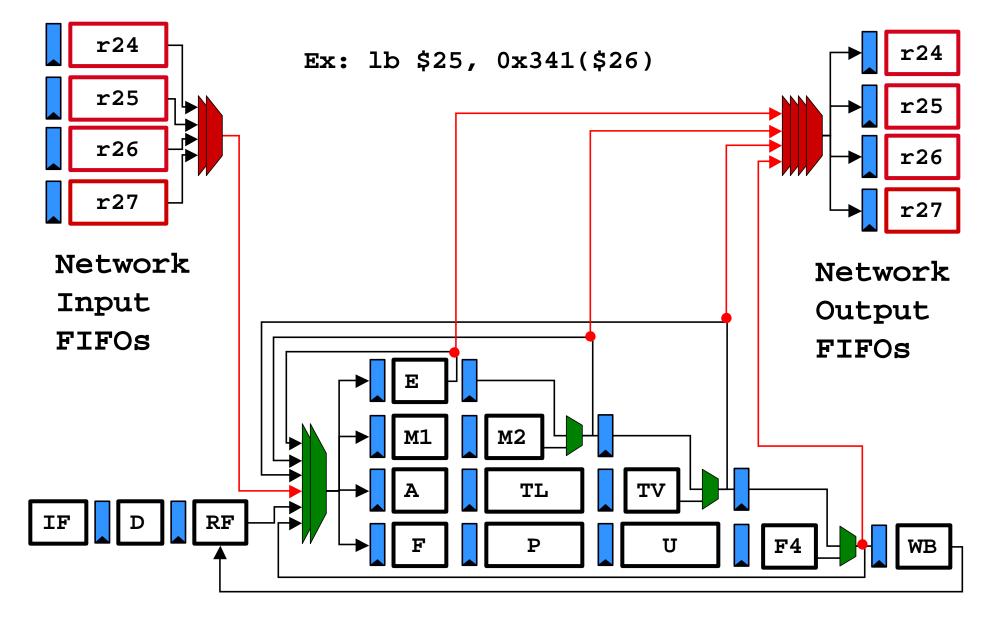
Tile processor



Memory mapped networks are not first class citizens.

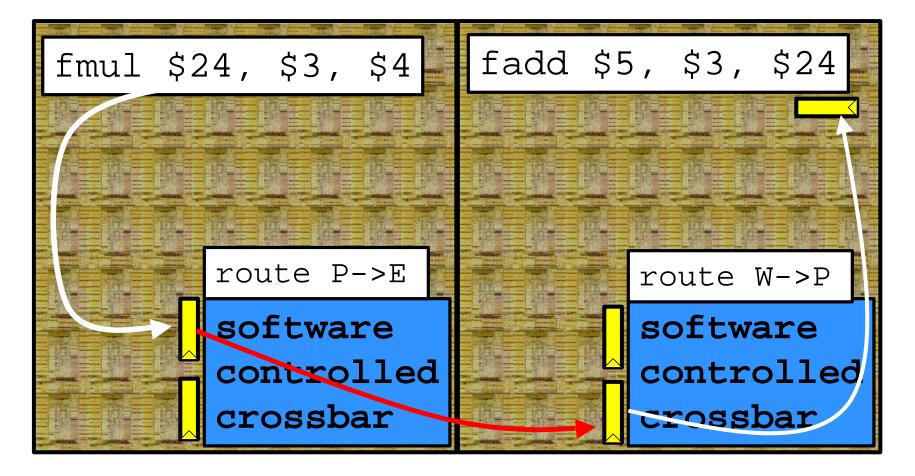


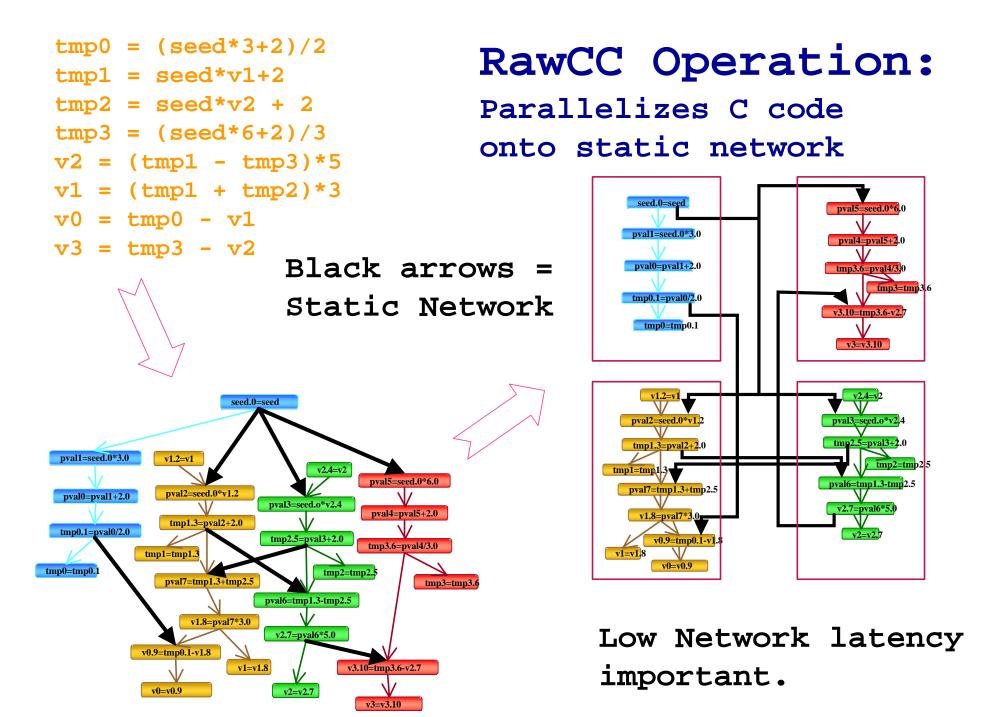
Instead, Raw's networks are tightly coupled into the bypass paths

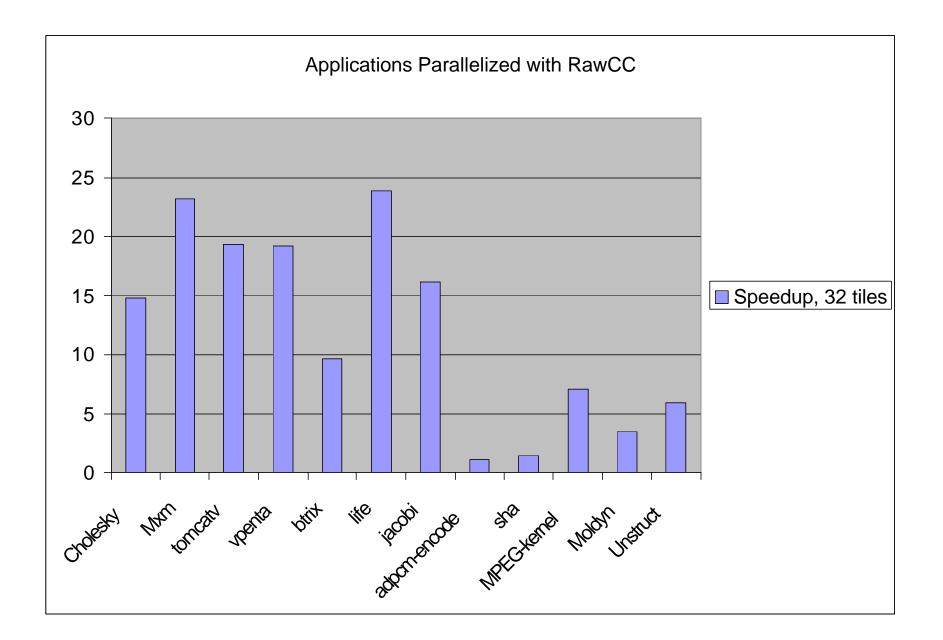


How the static router works.

Goal: flow controlled, in order delivery of operands







Raw Stats

IBM SA-27E .15u 6L Cu

18.2mm x 18.2mm die.

.122 Billion Transistors

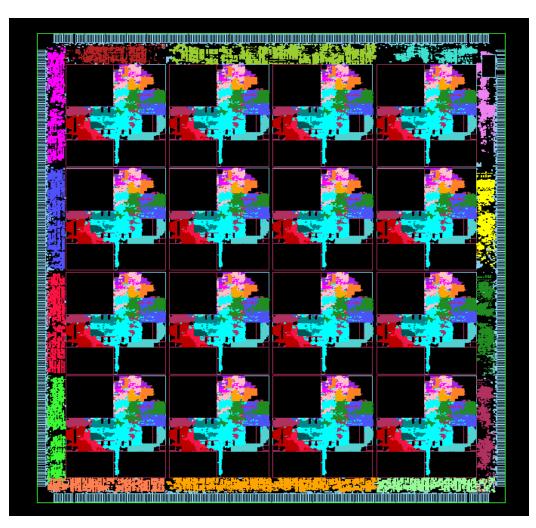
16 Tiles

2048 KB SRAM Onchip

1657 Pin CCGA Package (1080 HSTL signal IO)

~225 MHz

~25 Watts

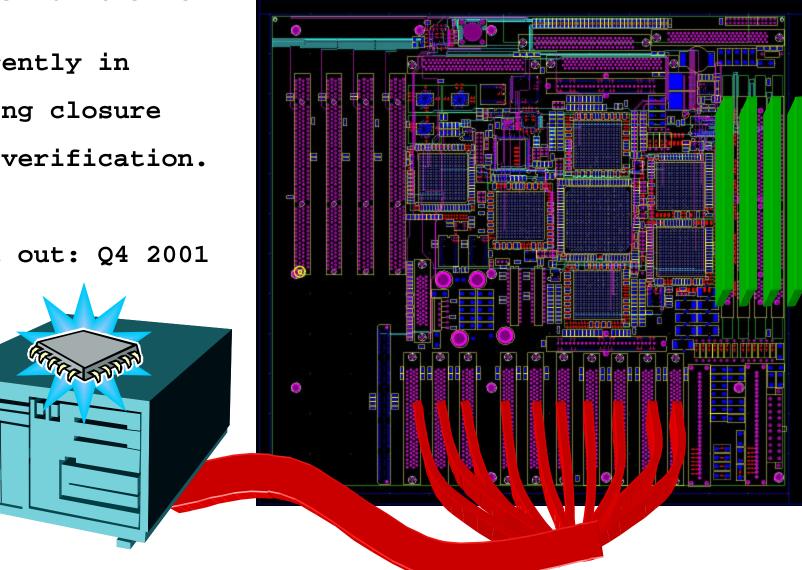


For architectural details, see:
http://cag.lcs.mit.edu/pub/raw/documents/RawSpec99.pdf

Raw Board with IKOS logic emulation

Currently in timing closure and verification.

Tape out: Q4 2001



Enabler: The Raw Networks

The Raw ISA treats the networks as first class citizens, just like registers:

software managed, bypassed, encoding space in every instruction

Static Network:

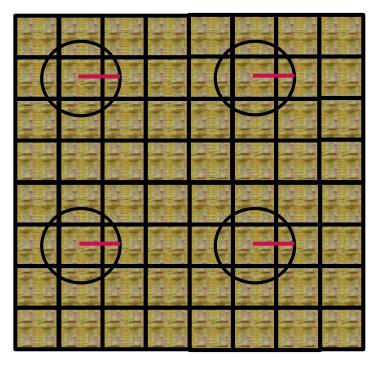
routes compiled into static router SMEM
 Messages arrive in known order

Latency: 2 + # hops Throughput: 1 word/cycle per dir. per network

Summary

Raw exposes wire delay at the ISA level. This allows the compiler to explicitly manage gates in a scalable fashion.

Raw provides a direct, parallel interface to all of the chip resources: gates, wires, and pins.



Raw enables the use of these gates by providing tightly coupled network communication mechanisms in the ISA.