Announcements

- Project Poster Session
  - December 10
  - NSH Atrium
    - 2:30-6:30pm

- Project Report Due
  - December 12
  - The report should be like a good conference paper

- Focus on Projects
  - All group members should contribute
  - Use the milestone feedback from the TAs
Final Project Report and Logistics

- Follow the guidelines in project handout for report
  - We will provide the Latex format
- Good papers should be similar to the best conference papers you have been reading throughout the semester

- Submit all code, documentation, supporting documents and data
  - Provide instructions as to how to compile and use your code in a README file
  - This will determine part of your grade
  - We will provide the directory to upload

- This is the single most important part of the project
Best Projects

- Best projects will be encouraged for a top conference submission
  - Talk with me if you are interested in this

Examples from past:

- Yoongu Kim, Dongsu Han, Onur Mutlu, and Mor Harchol-Balter, "ATLAS: A Scalable and High-Performance Scheduling Algorithm for Multiple Memory Controllers," HPCA 2010 Best Paper Session


Please Fill Out Course Evaluations

- Please fill them out online until December 14, 4pm

- Very important for feedback, course development/improvement, administration
  - I read each of these carefully to improve the future course contents, logistics, etc.

- [http://cmu.onlinecourseevaluations.com](http://cmu.onlinecourseevaluations.com)
TA Evaluations

- Please fill them out online until December 10, 5pm

- Vivek

- Lavanya

- Evangelos Vlachos:
Last Time

- VLIW
  - Concepts and Philosophy
  - Encoding and NOPs
  - Static Scheduling Concepts
    - Trace Scheduling
    - Superblock Scheduling
    - Hyperblock Scheduling

- EPIC: Explicitly Parallel Instruction Computing
  - IA-64
  - Static store-load scheduling
Today

- Data Parallel (SIMD) Execution Model
- GPU Basics
- GPU Programming → 18-742
Readings: SIMD and GPUs

- Required

- Recommended
Data Parallelism

- Concurrency arises from performing the same operations on different pieces of data
  - Single instruction multiple data (SIMD)
  - E.g., dot product of two vectors

- Contrast with thread ("control") parallelism
  - Concurrency arises from executing different threads of control in parallel

- Contrast with data flow
  - Concurrency arises from executing different operations in parallel (in a data driven manner)

- SIMD exploits instruction-level parallelism
  - Multiple instructions concurrent: instructions happen to be the same
SIMD Processing

- Single instruction operates on multiple data elements
  - In time or in space
- Multiple processing elements

- Time-space duality
  - **Array processor**: Instruction operates on multiple data elements at the same time
  - **Vector processor**: Instruction operates on multiple data elements in consecutive time steps
SIMD Processing

- Single instruction operates on multiple data elements
  - In time or in space
- Multiple processing elements

- Time-space duality
  - **Array processor**: Instruction operates on multiple data elements at the same time
  - **Vector processor**: Instruction operates on multiple data elements in consecutive time steps
Array vs. Vector Processors

**Instruction Stream**

<table>
<thead>
<tr>
<th>LD</th>
<th>VR ← A[3:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD</td>
<td>VR ← VR, 1</td>
</tr>
<tr>
<td>MUL</td>
<td>VR ← VR, 2</td>
</tr>
<tr>
<td>ST</td>
<td>A[3:0] ← VR</td>
</tr>
</tbody>
</table>

**ARRAY PROCESSOR**

- LD0
- AD0
- MU0
- ST0
- LD1
- AD1
- MU1
- ST1
- LD2
- AD2
- MU2
- ST2
- LD3
- AD3
- MU3
- ST3

**VECTOR PROCESSOR**

- LD
- ADD
- MUL
- ST

- LD0
- LD1
- LD2
- LD3
- AD0
- AD1
- AD2
- AD3
- MU0
- MU1
- MU2
- MU3
- ST0
- ST1
- ST2
- ST3

**Diagram Notes**

- **Same op @ same time**
- **Different ops @ time**
- **Different ops @ same space**
- **Same op @ space**
SIMD Array Processing vs. VLIW

- VLIW

Diagram:
- Program Counter
- Instruction Execution
- PE

Instructions:
- add r1,r2,r3
- load r4,r5+4
- mov r6,r2
- mul r7,r8,r9
SIMD Array Processing vs. VLIW

- Array processor

![Diagram showing SIMD Array Processing vs. VLIW](image)

- Program Counter
- Instruction Execution

- add VR[0], VR[0], 1
- add VR[1], VR[1], 1
- add VR[2], VR[2], 1
- add VR[3], VR[3], 1

VLEN = 4
Vector Processors

- A vector is a one-dimensional array of numbers
- Many scientific/commercial programs use vectors
  
  ```c
  for (i = 0; i<=49; i++)
    C[i] = (A[i] + B[i]) / 2
  ```

- A vector processor is one whose instructions operate on vectors rather than scalar (single data) values

- Basic requirements
  - Need to load/store vectors → vector registers (contain vectors)
  - Need to operate on vectors of different lengths → vector length register (VLEN)
  - Elements of a vector might be stored apart from each other in memory → vector stride register (VSTR)
    - Stride: distance between two elements of a vector
Vector Processors (II)

- A vector instruction performs an operation on each element in consecutive cycles
  - Vector functional units are pipelined
  - Each pipeline stage operates on a different data element

- Vector instructions allow deeper pipelines
  - No intra-vector dependencies $\rightarrow$ no hardware interlocking within a vector
  - No control flow within a vector
  - Known stride allows prefetching of vectors into memory
Vector Processor Advantages

+ No dependencies within a vector
  - Pipelining, parallelization work well
  - Can have very deep pipelines, no dependencies!

+ Each instruction generates a lot of work
  - Reduces instruction fetch bandwidth

+ Highly regular memory access pattern
  - Interleaving multiple banks for higher memory bandwidth
  - Prefetching

+ No need to explicitly code loops
  - Fewer branches in the instruction sequence
Vector ISA Advantages

- **Compact encoding**
  - one short instruction encodes N operations

- **Expressive, tells hardware that these N operations:**
  - are independent
  - use the same functional unit
  - access disjoint registers
  - access registers in same pattern as previous instructions
  - access a contiguous block of memory
    (unit-stride load/store)
  - access memory in a known pattern
    (strided load/store)

- **Scalable**
  - can run the same code in parallel pipelines (*lanes*)
Vector Processor Disadvantages

-- Works (only) if parallelism is regular (data/SIMD parallelism)
  ++ Vector operations
-- Very inefficient if parallelism is irregular
  -- How about searching for a key in a linked list?

To program a vector machine, the compiler or hand coder must make the data structures in the code fit nearly exactly the regular structure built into the hardware. That’s hard to do in first place, and just as hard to change. One tweak, and the low-level code has to be rewritten by a very smart and dedicated programmer who knows the hardware and often the subtleties of the application area. Often the rewriting is
Vector Processor Limitations

-- Memory (bandwidth) can easily become a bottleneck, especially if
  1. compute/memory operation balance is not maintained
  2. data is not mapped appropriately to memory banks
Vector Functional Units

- Use deep pipeline (=> fast clock) to execute element operations
- Simplifies control of deep pipeline because elements in vector are independent (=> no hazards!)

$V_3 \leftarrow v_1 \times v_2$

Six stage multiply pipeline
Vector Instruction Execution

ADDV C,A,B

Execution using one pipelined functional unit


Execution using four pipelined functional units


Slide credit: Krste Asanovic
Vector Memory System

- Cray-1, 16 banks, 4 cycle bank busy time, 12 cycle latency
  - Bank busy time: Cycles between accesses to same bank
Vector Unit Structure

Vector Registers

Lane

Elements 0, 4, 8, ...

Elements 1, 5, 9, ...

Elements 2, 6, 10, ...

Elements 3, 7, 11, ...

Memory Subsystem

Functional Unit

Slide credit: Krste Asanovic
Vector Instruction Level Parallelism

Can overlap execution of multiple vector instructions

- example machine has 32 elements per vector register and 8 lanes
- Complete 24 operations/cycle while issuing 1 short instruction/cycle
Vector Registers

- Each vector data register holds N M-bit values
- Vector control registers: VLEN, VSTR, VMASK
- Vector Mask Register (VMASK)
  - Indicates which elements of vector to operate on
  - Set by vector test instructions
    - e.g., VMASK[i] = (V_k[i] == 0)
- Maximum VLEN can be N
  - Maximum number of elements stored in a vector register
Vector Machine Organization (CRAY-1)

- **CRAY-1**

- Scalar and vector modes
- 8 64-element vector registers
- 64 bits per element
- 16 memory banks
- 8 64-bit scalar registers
- 8 24-bit address registers
Memory Banking in CRAY-1

Slide credit: Derek Chiou
Scalar Code Example

- For \( I = 1 \) to 50
  - \( C[i] = (A[i] + B[i]) / 2 \)

- Scalar code
  
  MOV R0 = 50
  MOVA R1 = A
  MOVA R2 = B
  MOVA R3 = C
  X: LD R4 = MEM[R1++] ;autoincrement addressing
  LD R5 = MEM[R2++]
  ADD R6 = R4 + R5
  SHFR R7 = R6 >> 1
  ST MEM[R3++] = R7
  DECBNZ --R0, X ;decrement and branch if NZ

304 dynamic instructions
Scalar Code Execution Time

- Scalar execution time on an in-order processor with 1 bank
  - First two loads in the loop cannot be pipelined: $2 \times 11$ cycles
  - $4 + 50 \times 40 = 2004$ cycles

- Scalar execution time on an in-order processor with 16 banks (word-interleaved)
  - First two loads in the loop can be pipelined
  - $4 + 50 \times 30 = 1504$ cycles

- Why 16 banks?
  - 11 cycle memory access latency
  - Having 16 ($>11$) banks ensures there are enough banks to overlap enough memory operations to cover memory latency
A loop is vectorizable if each iteration is independent of any other.

For \( I = 0 \) to 49

- \( C[i] = (A[i] + B[i]) / 2 \)

7 dynamic instructions

Vectorized loop:

- \( \text{MOVI VLEN = 50} \)
- \( \text{MOVI VSTR = 1} \)
- \( \text{VLD V0 = A} \)
- \( \text{VLD V1 = B} \)
- \( \text{VADD V2 = V0 + V1} \)
- \( \text{VSHFR V3 = V2 >> 1} \)
- \( \text{VST C = V3} \)
Vector Code Performance

- No chaining
  - i.e., output of a vector functional unit cannot be used as the input of another (i.e., no vector data forwarding)
- 16 memory banks (word-interleaved)

\[
\begin{array}{cccccccc}
1 & 1 & 11 & 49 & 11 & 49 & 4 & 49 \\
\hline
& & & & & & & \\
& & & V0 = A[0..49] & & V1 = B[0..49] & & \text{ADD} & \text{SHIFT} & \text{STORE} \\
\end{array}
\]

- 285 cycles
Vector Code Performance - Chaining

- **Vector chaining**: Data forwarding from one vector functional unit to another

  1 1 11 49 11 49

  These two VLDs cannot be pipelined. Why?

- **182 cycles**

  VLD and VST cannot be pipelined. Why?

  Each memory bank has a single port (memory bandwidth bottleneck)
Vector Chaining

LV \ v1
MULV v3, v1, v2
ADDV v5, v3, v4

Slide credit: Krste Asanovic
Vector Code Performance – Multiple Memory Ports

- Chaining and 2 load ports, 1 store port in each bank

- 79 cycles
Questions (I)

- What if # data elements > # elements in a vector register?
  - Need to break loops so that each iteration operates on # elements in a vector register
    - E.g., 527 data elements, 64-element VREGs
    - 8 iterations where VLEN = 64
    - 1 iteration where VLEN = 15 (need to change value of VLEN)
  - Called vector stripmining

- What if vector data is not stored in a strided fashion in memory? (irregular memory access to a vector)
  - Use indirection to combine elements into vector registers
  - Called scatter/gather operations
Want to vectorize loops with indirect accesses:

```c
for (i=0; i<N; i++)
    A[i] = B[i] + C[D[i]]
```

Indexed load instruction (Gather)

```assembly
LV vD, rD       # Load indices in D vector
LVI vC, rC, vD  # Load indirect from rC base
LV vB, rB       # Load B vector
ADDV.D vA,vB,vC # Do add
SV vA, rA       # Store result
```
Scatter/Gather Operations

- Scatter/Gather operations often implemented in hardware to handle sparse matrices
- Vector loads and stores use an index vector which is added to the base register to generate the addresses

<table>
<thead>
<tr>
<th>Index Vector</th>
<th>Data Vector</th>
<th>Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3.14</td>
<td>3.14</td>
</tr>
<tr>
<td>3</td>
<td>6.5</td>
<td>0.0</td>
</tr>
<tr>
<td>7</td>
<td>71.2</td>
<td>6.5</td>
</tr>
<tr>
<td>8</td>
<td>2.71</td>
<td>0.0</td>
</tr>
</tbody>
</table>

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>71.2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2.7</td>
</tr>
</tbody>
</table>
Conditional Operations in a Loop

- What if some operations should not be executed on a vector (based on a dynamically-determined condition)?

```
loop:       if a[i] then b[i]=a[i]*b[i]
            goto loop
```

- Idea: **Masked operations**
  - VMASK register is a bit mask determining which data element should not be acted upon
    ```
    VLD V0 = A
    VLD V1 = B
    VMASK = (V0 != 0)
    VMUL V1 = V0 * V1
    VST B = V1
    ```
  - Does this look familiar? This is essentially predicated execution.
Another Example with Masking

for (i = 0; i < 64; ++i)
if (a[i] >= b[i]) then c[i] = a[i]
else c[i] = b[i]

Steps to execute loop

1. Compare A, B to get VMASK

2. Selective store of A, VMASK into C

3. Complement VMASK

4. Selective store of B, VMASK into C
Masked Vector Instructions

Simple Implementation
- execute all N operations, turn off result writeback according to mask

Density-Time Implementation
- scan mask vector and only execute elements with non-zero masks

M[1]=1  C[1]
M[0]=0  C[0]

Write Enable

Write data port

M[3]=0  C[3]
M[1]=1  C[1]
M[0]=0  C[0]

Write data port

Write Enable

Slide credit: Krste Asanovic
Compress and Expand Operations

- **Compress** packs non-masked elements from one vector register contiguously at start of destination vector register
  - population count of mask vector gives packed vector length
- **Expand** performs inverse operation
- Used for density-time conditionals and also for general selection operations

\[
\begin{array}{c|c|c|c|c|c|c|c}
0 & & 0 & & 1 & & 0 & \\
1 & & & & & & & \\
0 & & & & & & & \\
1 & & & & & & & \\
0 & & & & & & & \\
\end{array}
\]

\[
\begin{array}{c|c|c|c|c|c|c|c}
 & & & 0 & & & & \\
 & & & & & & & \\
 & & & & & & & \\
 & & & & & & & \\
\end{array}
\]

**Compress**  **Expand**
Reduction Operations

Problem: Loop-carried dependence on reduction variables

```plaintext
sum = 0;
for (i=0; i<N; i++)
    sum += A[i];  # Loop-carried dependence on sum
```

Solution: Re-associate operations if possible, use binary tree to perform reduction

```plaintext
# Rearrange as:
sum[0:VL-1] = 0              # Vector of VL partial sums
for(i=0; i<N; i+=VL)         # Stripmine VL-sized chunks
    sum[0:VL-1] += A[i:i+VL-1]; # Vector sum
# Now have VL partial sums in one vector register
do {
    VL = VL/2;                    # Halve vector length
    sum[0:VL-1] += sum[VL:2*VL-1] # Halve no. of partials
} while (VL>1)
```
Automatic Code Vectorization

for (i=0; i < N; i++)
    C[i] = A[i] + B[i];

Vectorization is a compile-time reordering of operation sequencing
⇒ requires extensive loop dependence analysis
Vector Processing Summary

- Vector machines good at exploiting regular data-level parallelism
  - Same operation performed on many data elements
  - Improve performance, simplify design (no intra-vector dependencies)

- Performance improvement limited by vectorizability of code
  - Scalar operations limit vector machine performance
  - Amdahl’s Law
  - CRAY-1 was the fastest SCALAR machine at its time!

- Many existing ISAs include (vector-like) SIMD operations
  - Intel MMX/SSEn, PowerPC AltiVec, ARM Advanced SIMD
Intel Pentium MMX Operations

- Idea: One instruction operates on multiple data elements simultaneously
  - Ala array processing (yet much more limited)
  - Designed with multimedia (graphics) operations in mind

![Diagram of MMX technology data types](image)

No VLEN register
 Opcode determines data type:
  8 8-bit bytes
  4 16-bit words
  2 32-bit doublewords
  1 64-bit quadword

Stride always equal to 1.

MMX Example: Image Overlaying (I)

Figure 8. Chroma keying: image overlay using a background color.

PCMPEQD MM1, MM3

<table>
<thead>
<tr>
<th>MM1</th>
<th>Blue</th>
<th>Blue</th>
<th>Blue</th>
<th>Blue</th>
<th>Blue</th>
<th>Blue</th>
<th>Blue</th>
<th>Blue</th>
</tr>
</thead>
<tbody>
<tr>
<td>MM3</td>
<td>X7=blue</td>
<td>X6=blue</td>
<td>X5=blue</td>
<td>X4=blue</td>
<td>X3=blue</td>
<td>X2=blue</td>
<td>X1=blue</td>
<td>X0=blue</td>
</tr>
<tr>
<td>MM1</td>
<td>0x0000</td>
<td>0x0000</td>
<td>0xFFFF</td>
<td>0xFFFF</td>
<td>0x0000</td>
<td>0x0000</td>
<td>0xFFFF</td>
<td>0xFFFF</td>
</tr>
</tbody>
</table>

Figure 9. Generating the selection bit mask.
MMX Example: Image Overlaying (II)

Figure 10. Using the mask with logical MMX instructions to perform a conditional select.

```
Movq mm3, mem1  /* Load eight pixels from woman's image
Movq mm4, mem2  /* Load eight pixels from the blossom image
Pcmpeq q mm1, mm3
Pand mm4, mm1
Pandn mm1, mm3
Por mm4, mm1
```

Figure 11. MMX code sequence for performing a conditional select.
Graphics Processing Units
High-Level View of a GPU
Concept of “Thread Warps”

- **Warp**: A set of threads that execute the same instruction (on different data elements)
- All threads run the same kernel
- **Warp**: The threads that run lengthwise in a woven fabric …
Latency Hiding with “Thread Warps”

- Warp: A set of threads that execute the same instruction (on different data elements)

- Fine-grained multithreading
  - One instruction per thread in pipeline at a time (No branch prediction)
  - Interleave warp execution to hide latencies

- Register values of all threads stay in register file
- No OS context switching
- Memory latency hiding
  - Graphics has millions of pixels

Slide credit: Tor Aamodt
Warp-based SIMD vs. Traditional SIMD

- Traditional SIMD contains a single thread
  - Lock step
  - Programming model is SIMD (no threads) → SW needs to know vector length
  - ISA contains vector/SIMD instructions

- Warp-based SIMD consists of multiple scalar threads executing in a SIMD manner (i.e., same instruction executed by all threads)
  - Does not have to be lock step
  - Each thread can be treated individually (i.e., placed in a different warp) → programming model not SIMD
    - SW does not need to know vector length
    - Enables memory and branch latency tolerance
  - ISA is scalar → vector instructions formed dynamically
  - Essentially, it is MIMD/SPMD programming model implemented on SIMD hardware
Branch Divergence Problem in Warp-based SIMD

- SPMD Execution on SIMD Hardware
  - NVIDIA calls this “Single Instruction, Multiple Thread” (“SIMT”) execution

```
Thread Warp
<table>
<thead>
<tr>
<th>Thread</th>
<th>Thread</th>
<th>Thread</th>
<th>Thread</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>
```

Slide credit: Tor Aamodt
Control Flow Problem in GPUs/SIMD

- GPU uses SIMD pipeline to save area on control logic.
  - Group scalar threads into warps

- Branch divergence occurs when threads inside warps branch to different execution paths.

Slide credit: Tor Aamodt
Branch Divergence Handling (I)

Thread Warp

<table>
<thead>
<tr>
<th>Thread</th>
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<th>Thread</th>
<th>Thread</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
</tbody>
</table>

Common PC

Stack

<table>
<thead>
<tr>
<th>Reconv. PC</th>
<th>Next PC</th>
<th>Active Mask</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>E</td>
<td>1111</td>
</tr>
<tr>
<td>E</td>
<td>D</td>
<td>0110</td>
</tr>
<tr>
<td>E</td>
<td>E</td>
<td>1001</td>
</tr>
</tbody>
</table>

Slide credit: Tor Aamodt
Branch Divergence Handling (II)

A;
if (some condition) {
  B;
} else {
  C;
}
D;

One per warp

Control Flow Stack

<table>
<thead>
<tr>
<th>Next PC</th>
<th>Recv PC</th>
<th>Amask</th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>--</td>
<td>1111</td>
</tr>
<tr>
<td>B</td>
<td>D</td>
<td>1110</td>
</tr>
<tr>
<td>D</td>
<td>D</td>
<td>0001</td>
</tr>
</tbody>
</table>

Execution Sequence

1 1 1 1 0 0 1 1 1 1 1 1

Time

Slide credit: Tor Aamodt
Dynamic Warp Formation

- Idea: Dynamically merge threads executing the same instruction (after branch divergence)
- Form new warp at divergence
  - Enough threads branching to each path to create full new warps
Dynamic Warp Formation/Merging

- **Idea:** Dynamically merge threads executing the same instruction (after branch divergence)

Dynamic Warp Formation Example

Legend
- Execution of Warp x at Basic Block A
- Execution of Warp y at Basic Block A
- A new warp created from scalar threads of both Warp x and y executing at Basic Block D

Slide credit: Tor Aamodt
How to Fill Holes in Warps?

Figure 10. Register file configuration for (a) ideal dynamic warp formation and MIMD, (b) naïve dynamic warp formation, (c) static warp formation, (d) lane-aware dynamic warp formation.
Memory Access within A Warp

- “To improve memory bandwidth and reduce overhead, the local and global load/store instructions coalesce individual parallel thread accesses from the same warp into fewer memory block accesses.”

- Highest efficiency achieved if individual threads within a warp access consecutive locations in memory → same row

- If threads within a warp conflict with each other, SIMD efficiency degrades significantly → similar to traditional SIMD machines
What About Memory Divergence?

- Modern GPUs have caches

- Ideally: Want all threads in the warp to hit (without conflicting with each other)

- Problem: One thread in a warp can stall the entire warp if it misses in the cache.

- Dynamic warp formation can cause bank conflicts between threads within a warp (if the warp is not formed in a bank-aware manner)

- Need techniques to
  - Tolerate memory divergence
  - Integrate solutions to branch and memory divergence
NVIDIA GeForce GTX 285

- NVIDIA-speak:
  - 240 stream processors
  - “SIMT execution”

- Generic speak:
  - 30 cores
  - 8 SIMD functional units per core
NVIDIA GeForce GTX 285 “core”

- SIMD functional unit, control shared across 8 units
- = multiply-add
- = multiply
- = instruction stream decode
- = execution context storage
- 64 KB of storage for fragment contexts (registers)

Slide credit: Kayvon Fatahalian
NVIDIA GeForce GTX 285 “core”

- Groups of 32 [fragments/vertices/threads/etc.] share instruction stream (each group is a Warp)
- Up to 32 warps are simultaneously interleaved
- Up to 1024 thread contexts can be stored

64 KB of storage for fragment contexts (registers)

Slide credit: Kayvon Fatahalian
NVIDIA GeForce GTX 285

There are 30 of these things on the GTX 285: 30,720 threads

Slide credit: Kayvon Fatahalian
A More Detailed View

NVIDIA GeForce GTX 285

- Generic speak:
  - 30 processing cores
  - 8 SIMD functional units per core
  - Best case: 240 mul-adds + 240 muls per clock
Food for Thought

**CPU**
- Evolving toward throughput computing
- Motivated by energy-efficient performance

**GPU**
- Evolving toward general-purpose computing
- Motivated by higher quality graphics and data-parallel programming