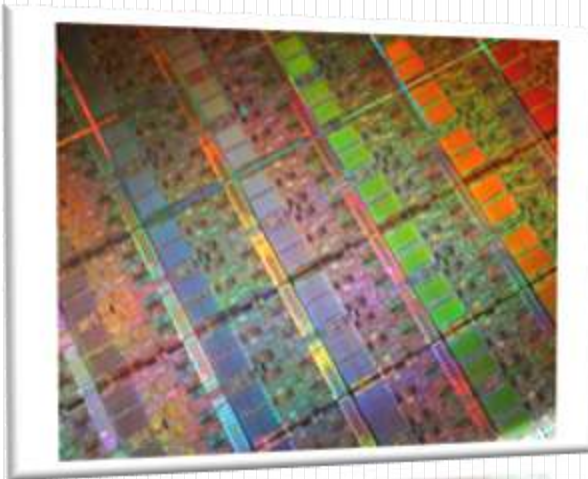


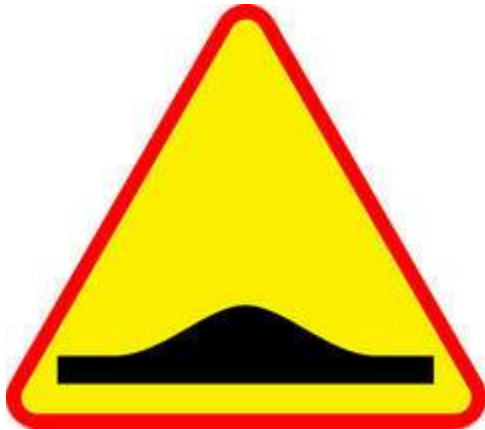
Multicore and Cloud Computing – Time to Start Afresh

James Larus
Microsoft Research

High Confidence Software and Systems Conference
May 18, 2009



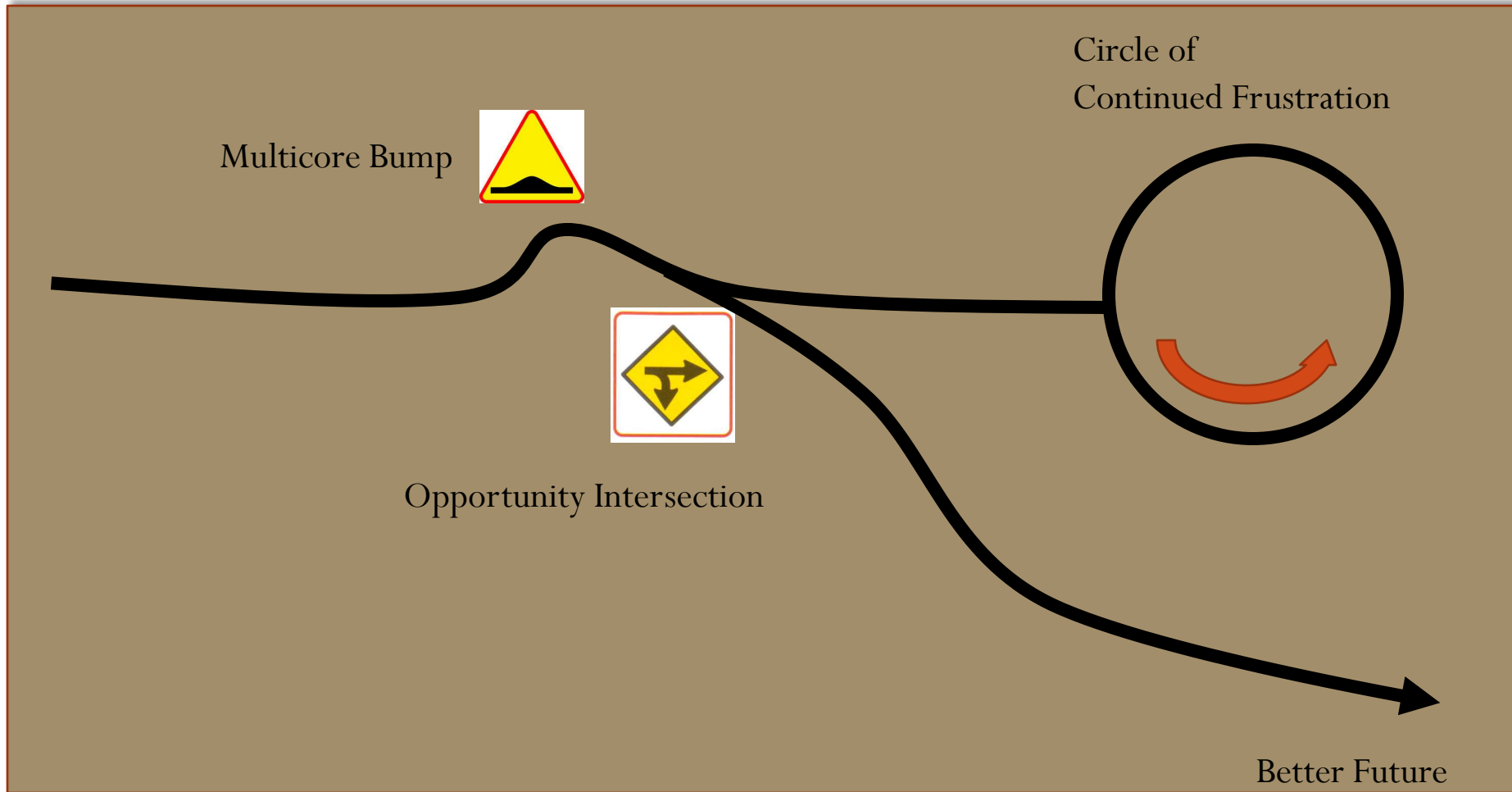
The Multicore Revolution



or



Computing Road Map

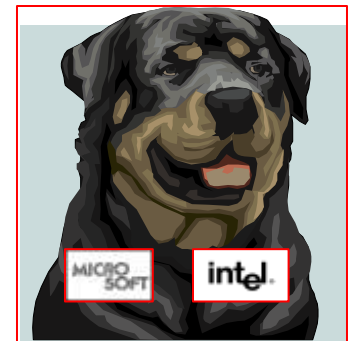
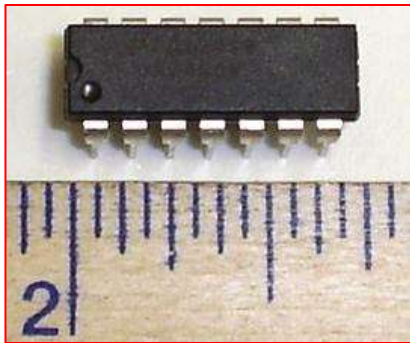
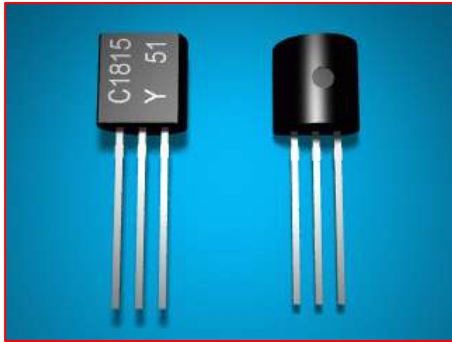


“A crisis is a terrible thing to waste”

- Multicore revolution will change how software is built and sold
- Disruptive change offers opportunity for improvement
- Seize this opportunity to build robust and reliable software
- Ensure new software is better than old software

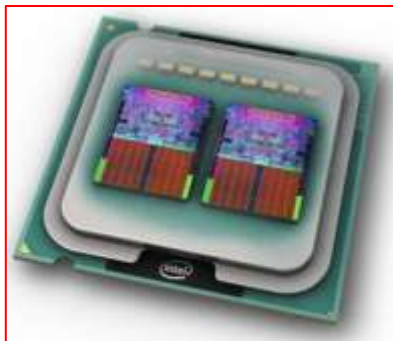


Si Is Destiny



Micro
Research

Multicore Destiny



?

?

Moore's Law



The experts look ahead

Cramming more components onto integrated circuits

With unit cost falling as the number of components per circuit rises, by 1975 economics may dictate squeezing as many as 65,000 components on a single silicon chip

By Gordon E. Moore

Director, Research and Development Laboratories, Fairchild Semiconductor Division of Fairchild Camera and Instrument Corp.

The future of integrated electronics is the future of electronics itself. The advanced stages of integration will bring about a proliferation of electronics, putting this science into many new areas.

Integrated circuits will lead to such wonders as home computers—or at least terminals connected to a central computer—automatic controls for automobiles, and personal portable communications equipment. The electronic watch needs only a display to be specific today.

But the biggest potential lies in the production of large systems. In telephone communications, integrated circuits in digital filters will separate channels on multiple equipment. Integrated circuits will also switch telephone circuits and perform data processing.

Computers will be more powerful, and will be organized in completely different ways. For example, numerous bits of integrated electronics may be distributed throughout the

machine instead of being concentrated in a central unit. In addition, the improved reliability made possible by integrated circuits will allow the construction of larger processing units. Machines similar to those in existence today will be built at lower costs and with faster turn-around.

Present and future

By integrated electronics, I mean all the various technologies which are referred to as microelectronics today as well as any additional ones that result in electronics functions applied to the user as end-useable units. These technologies were first recognized in the late 1950's. The object was to miniaturize electronics equipment to include increasingly complex electronic functions in limited space with minimum weight. Several approaches evolved, including successfully techniques for individual components, thin-film structures and semiconductor integrated circuits.

Each approach evolved rapidly and converged so that each borrowed techniques from another. Many researchers believe the way of the future is to be a combination of the various approaches.

The advantages of active semiconductor integrated circuitry are already being realized by applying such films directly to an active semiconductor substrate. Those advancing a technology based upon films are developing sophisticated techniques for the attachment of active semiconductor devices to the passive films.

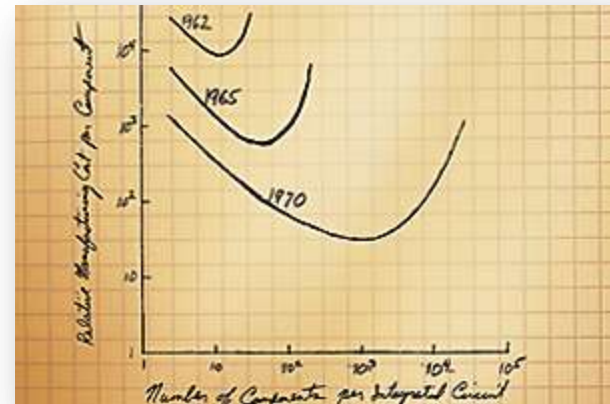
Both approaches have worked well and are being used in equipment today.

The author



Dr. Gordon E. Moore is one of the new breed of electronic engineers, schooled in the physical sciences rather than in electronics. He earned a B.S. degree in chemistry from the University of California and a Ph.D. degree in physical chemistry from the California Institute of Technology. He was one of the founders of Fairchild Semiconductor and has been director of the research and development laboratories since 1955.

Electronics, Volume 30, Number 4, April 15, 1963



40%/yr improvement in transistor density \Rightarrow doubling every other year

Moore's Law Enforced



Intel® 8080 processor
Introduced 1974
Initial clock speed
2 MHz
Number of transistors
4,500
Manufacturing technology
6μ

1974

1,500x

18,000x

133x

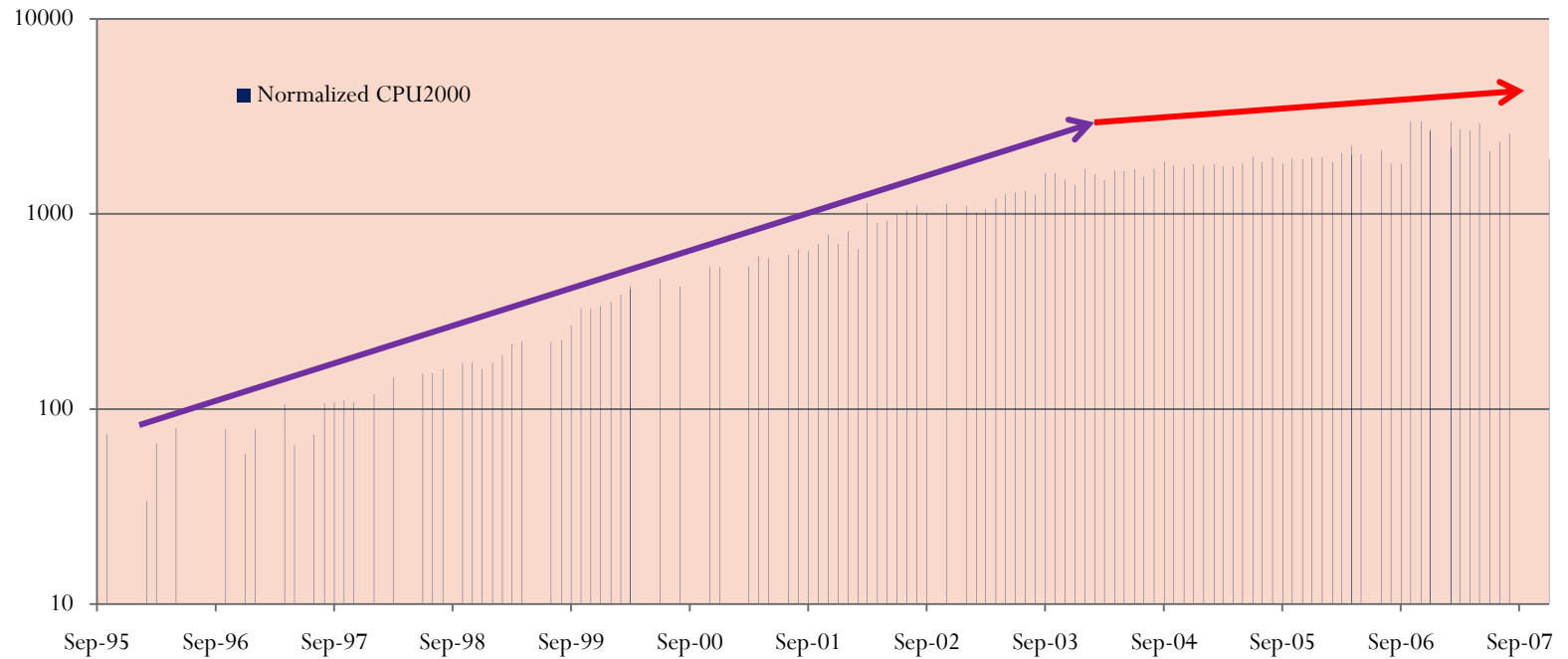


Quad-Core Intel® Xeon® processor (Penryn)
Dual-Core Intel® Xeon® processor (Penryn)
Quad-Core Intel® Core™2 Extreme processor (Penryn)
Introduced 2007
Initial clock speed
> 3 GHz
Number of transistors
820,000,000
Manufacturing technology
45nm

2003

Moore's Dividend

SPEC Integer Performance (single proc x86)

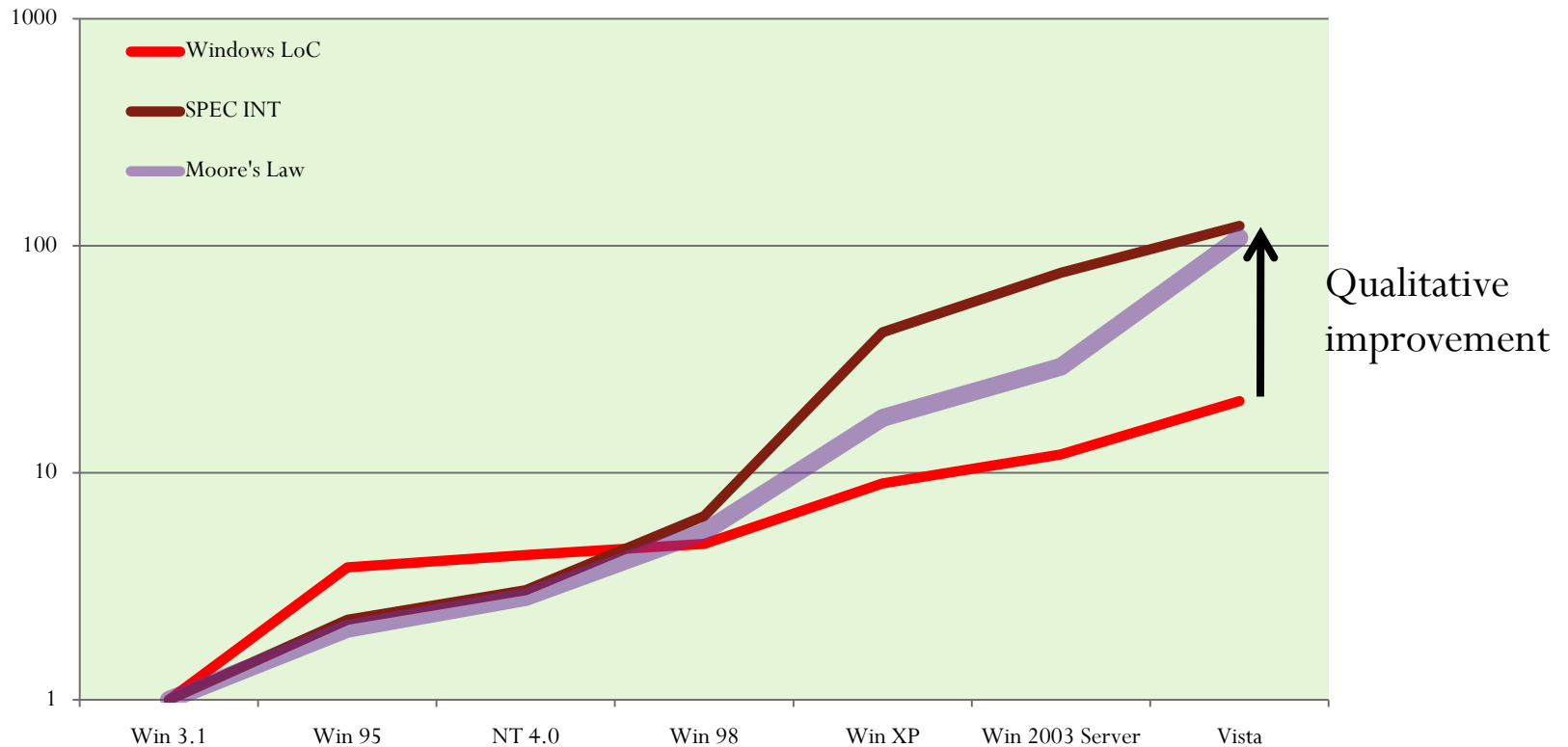


Outline

- Where was Moore's Dividend spent?
 - Software size
 - Software functionality
 - Programming complexity
- Is parallel computing a plausible successor?
- Parallel computing models
- Impact on computing



Δ Code Size < Δ Processor Speed



Wikipedia estimates of LoC. Does not measure code shipped to customers.
SPEC normalized between SPEC95 and SPEC2000.

Where Moore's Dividend Was Spent



- Processor performance consumed by changes in:
 - Software size
 - **Software functionality**
 - Programming complexity

Expectations Evolve Since 1981

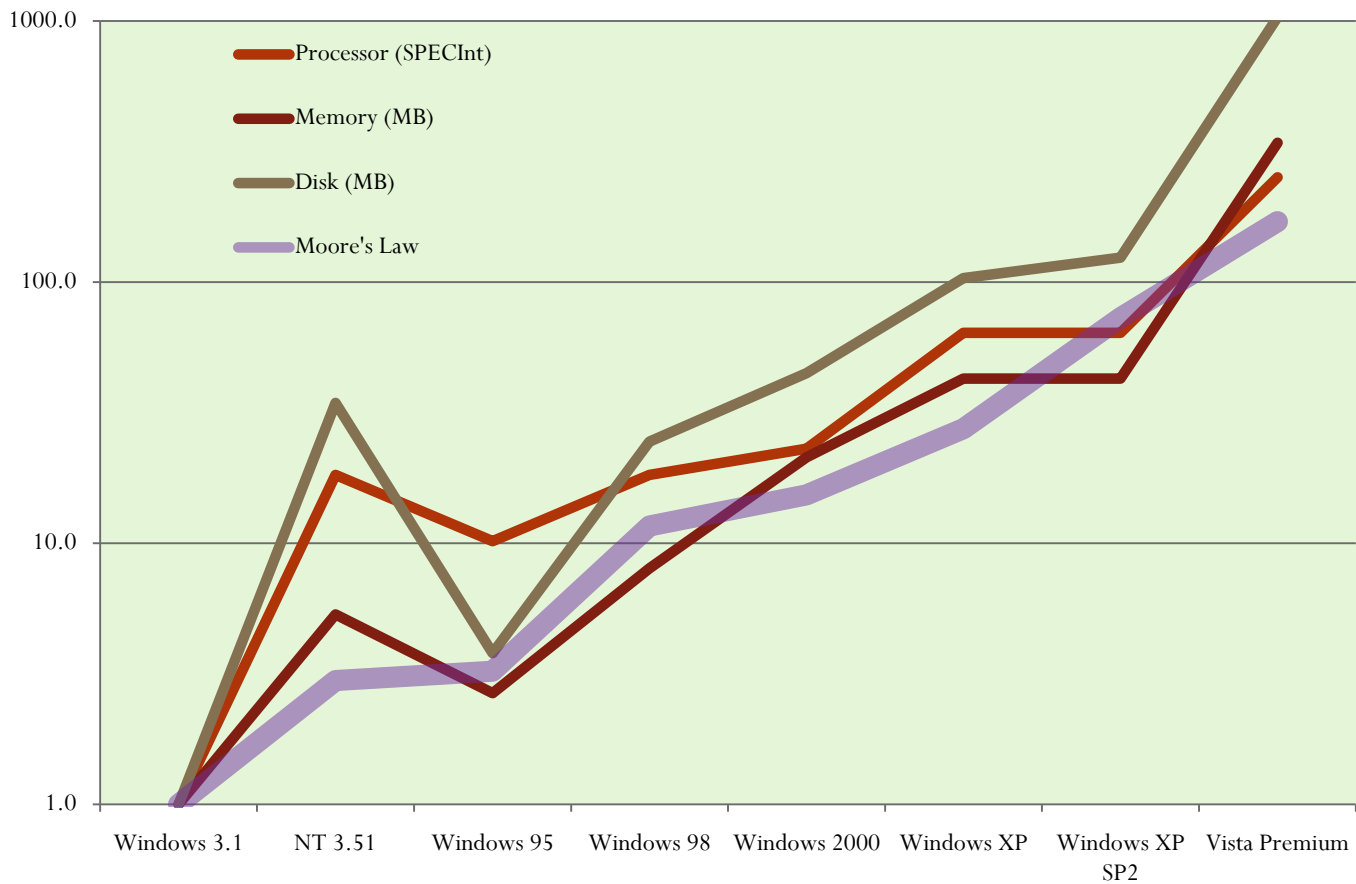


- 1 bit display
- 25 lines of 80 chars (4K)
- 16-640k memory
- Console
- `stdio.h`
- Single task, single address space
- No protection
- etc.



- 24 bit display
- 1280x1024 (64M)
- 1-4GB memory
- GUI
- Window system
- Multi-tasking, virtual address space
- Sophisticated security
- etc.

Recommended Windows Configurations



Legacy Compatibility

- Features monotonically increases
 - Office user uses 10% of features
 - Everyone uses a different 10% and 100% used
- Legacy compatibility sets floor

	Relative to WinXP						
	Size Increase		New Software		Legacy Code		
	Files	Lines	New Files	Lines added or churned	Files untouched	Edited Files	Original Lines
Win 2k3	1.43	1.42	1.11	1.13	0.73	0.93	0.78
Vista	1.80	1.46	1.07	1.03	0.80	1.00	0.94

Microsoft

Research

Improvement Has Performance Cost

- Improvements are pervasive
 - Abstract model for many needs becomes less efficient
 - Generality precludes optimization
- Example: print spooling
 - Security, notification – 1.5-4x
 - Color management, better text handling – 2x
 - Resolution
 - 300*300 dip @ 1bit → 600*600 @ 24bits (1MB → 96MB)
 - Memory latency and bandwidth



Where Moore's Dividend Was Spent



- Processor performance consumed by changes in:
 - Software size
 - Software functionality
 - **Programming complexity**

Increased Abstraction

- High-level programming languages
 - Object-oriented (C++, Java, C#)
 - Interpreted (VB, Perl, Python, Ruby, etc.)
- Rich, abstract libraries
 - C++ Standard Template Library (STL)
 - Java class libraries
 - .NET platform
- Domain-specific language/systems
 - Ruby on Rails
 - $\text{RoR} = 1/3 \text{ PHP} < \text{Java} < \text{C}$



Less Program Optimization



- Increased performance and memory size dulls programmers' edge
 - Gates changed “READY” to “OK” in Altair Basic to save 5 bytes
- Little understanding of processor performance models
 - Who really understands cache behavior?
- Increasing reliance on compiler optimization
 - Uniformly “good” quality
 - Sometimes 10-100x off hand-written code
- Performance is not an abstraction
 - Cuts across software abstractions
 - Think globally, act locally

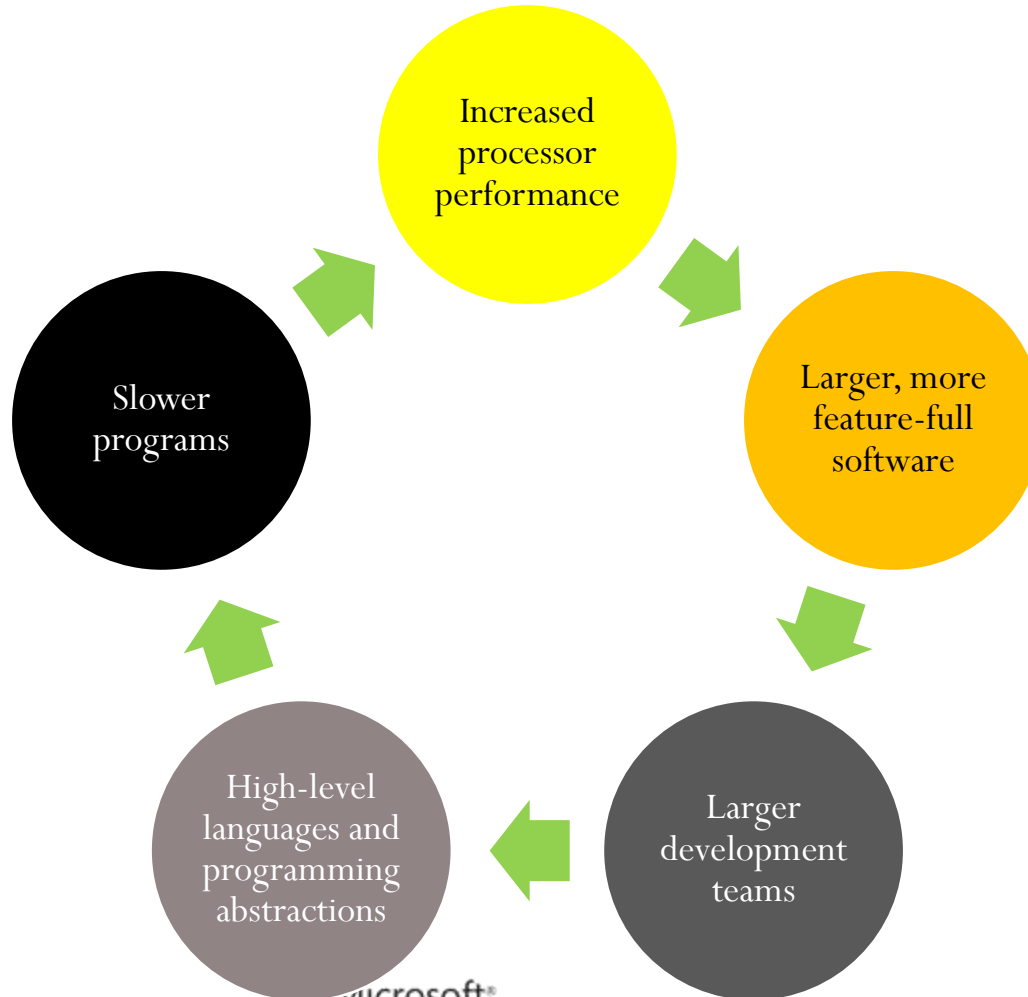
This is not bad!

- Increased abstraction improves productivity and enables richer functionality
- Without abstraction, modern software is beyond human comprehension
 - SAP Business Suite is 319 million LoC

OS	MLoC
Red Hat Linux 7.1	30
Debian 3.0	104
Debian 4.0	283
Mac Os X 10.4	86
Windows XP	40
Windows Vista	50

Source: Wikipedia.org

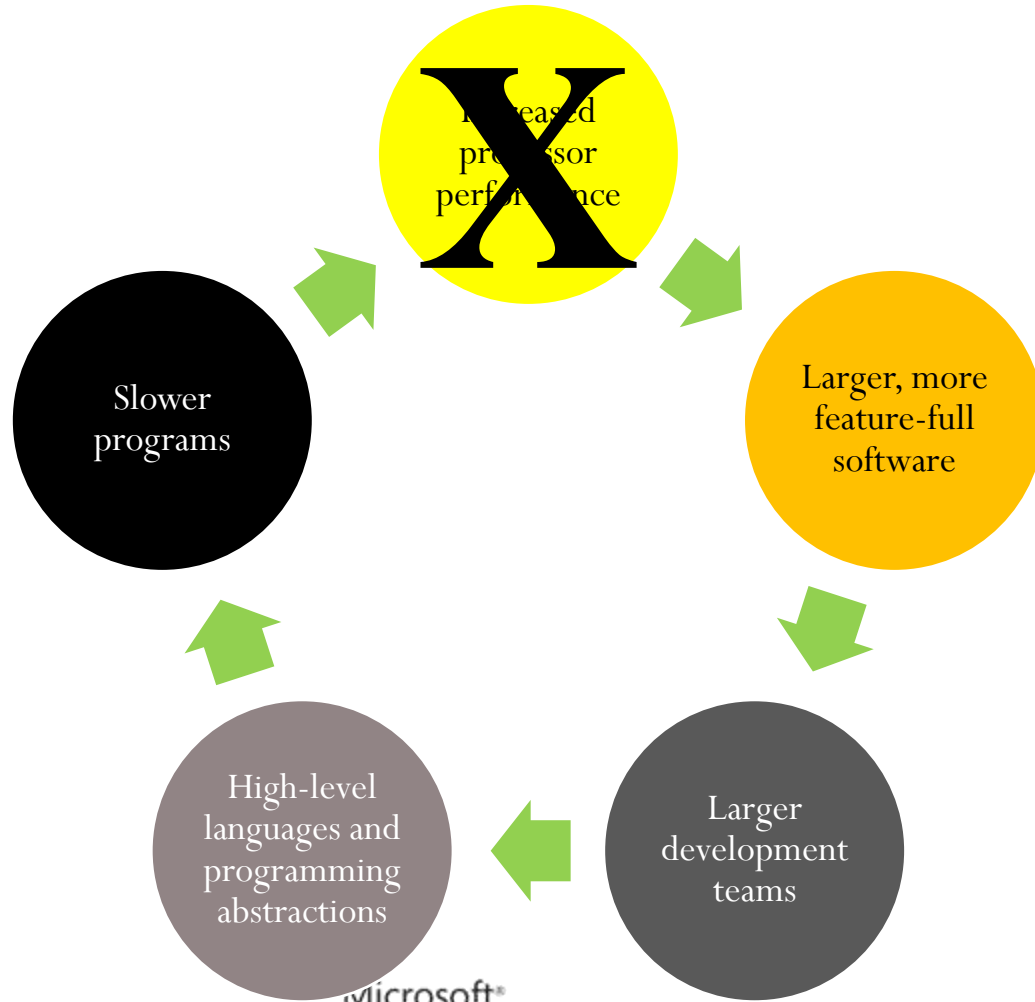
Software Development, c. 1950 – 2005



Microsoft®

Research

Software Development, RIP 2005?



Microsoft®

Research

Outline

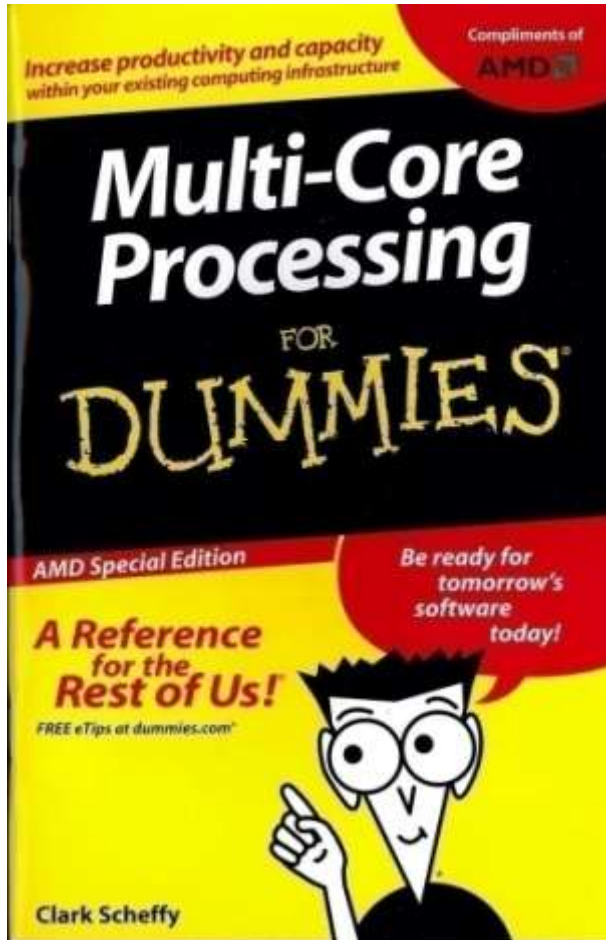
- Where Moore's Dividend was spent?
- Is parallel computing a plausible successor?
- New parallel computing models
- Impact on computing

Can Multicore Supplant Moore's Dividend?

- Double cores instead of increasing speed
- NO, at least without major innovation
 - Sequential code
 - Lack of parallel algorithms
 - Difficult programming
 - Few abstractions

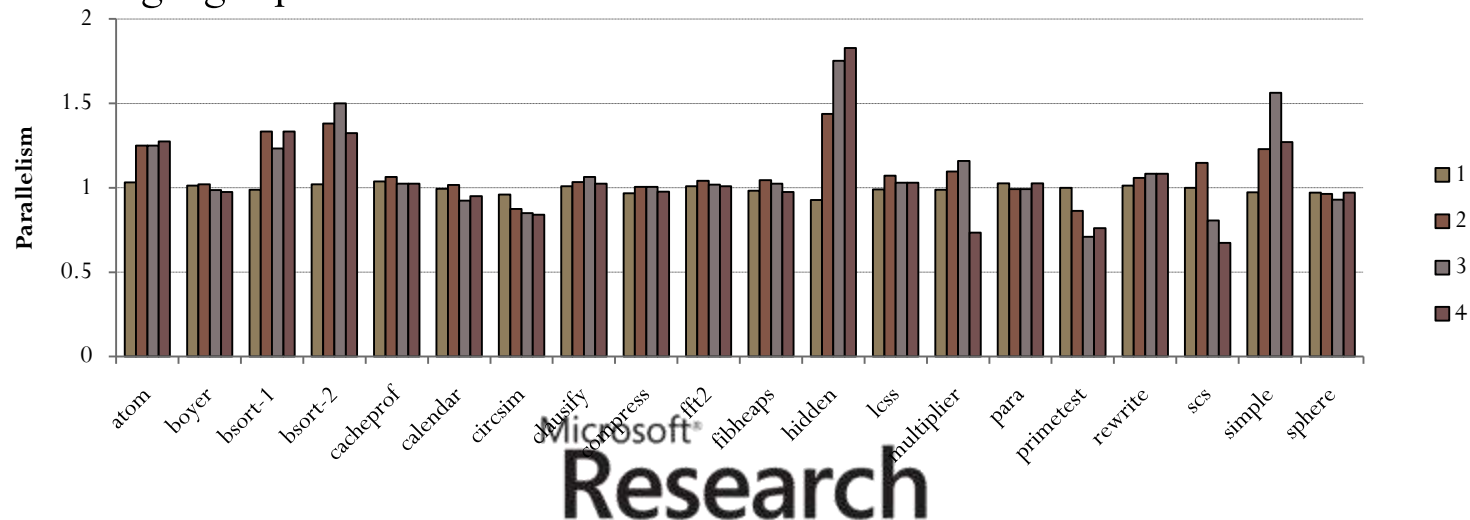


Some Confusion Out There



Sequential Code

- Existing code is sequential
 - Series of decisions/actions
 - Difficult to change execution model
- Failed parallel compiler effort in '80s-'90s
 - Compiler cannot change fundamental programming model
- Failed instruction-level parallelism in 90's-00's
 - Dynamic mechanisms cannot find more than 2–4x parallelism
- Artifact of problems & thinking
 - Not language specific



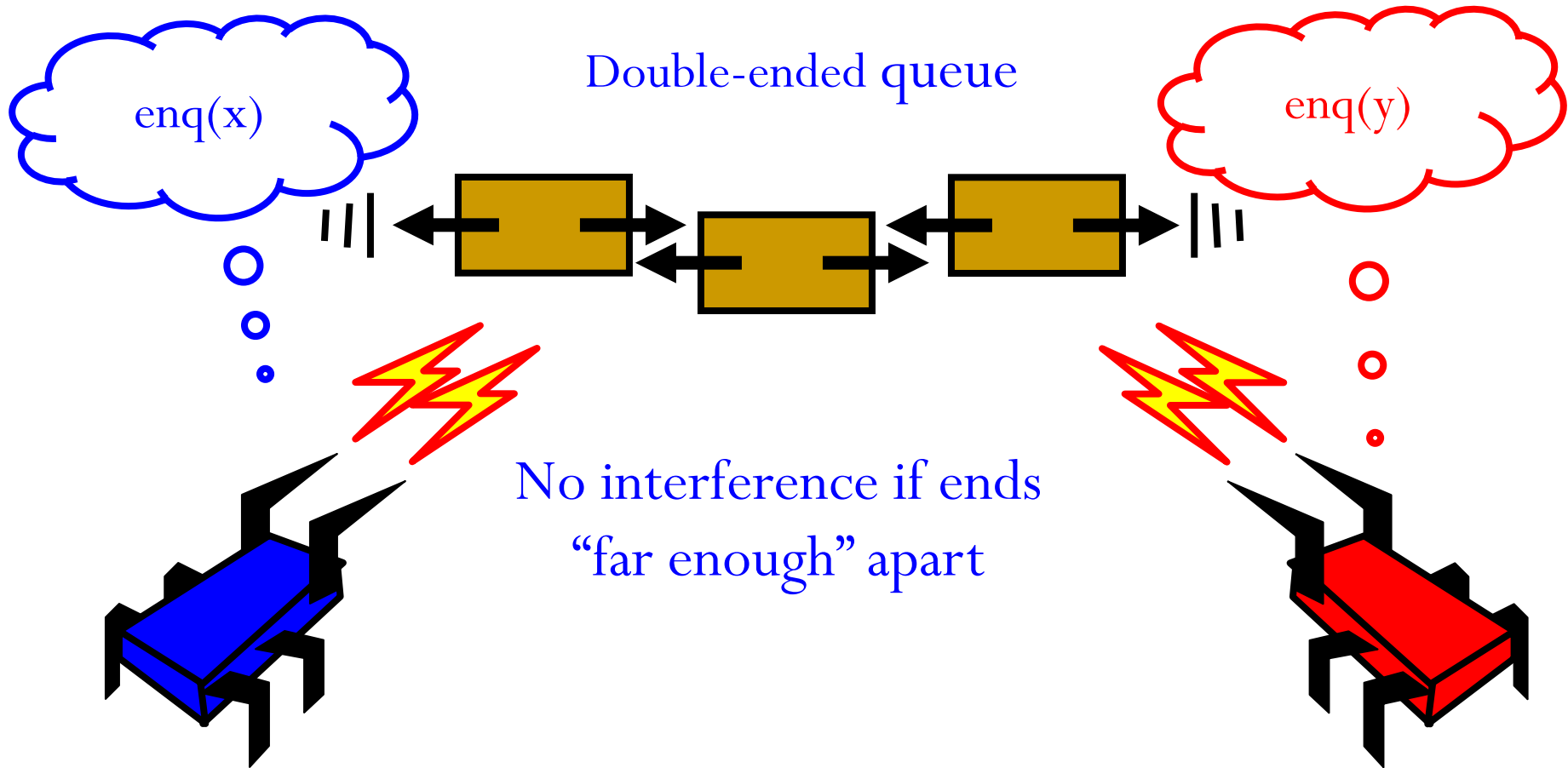
Parallel Algorithms

“In the context of sequential algorithms, it is standard practice to design more complex algorithms that outperform simpler ones (for example, by implementing a balanced tree instead of a list). For non-blocking algorithms, however, implementing more complex data structures has been prohibitively difficult.

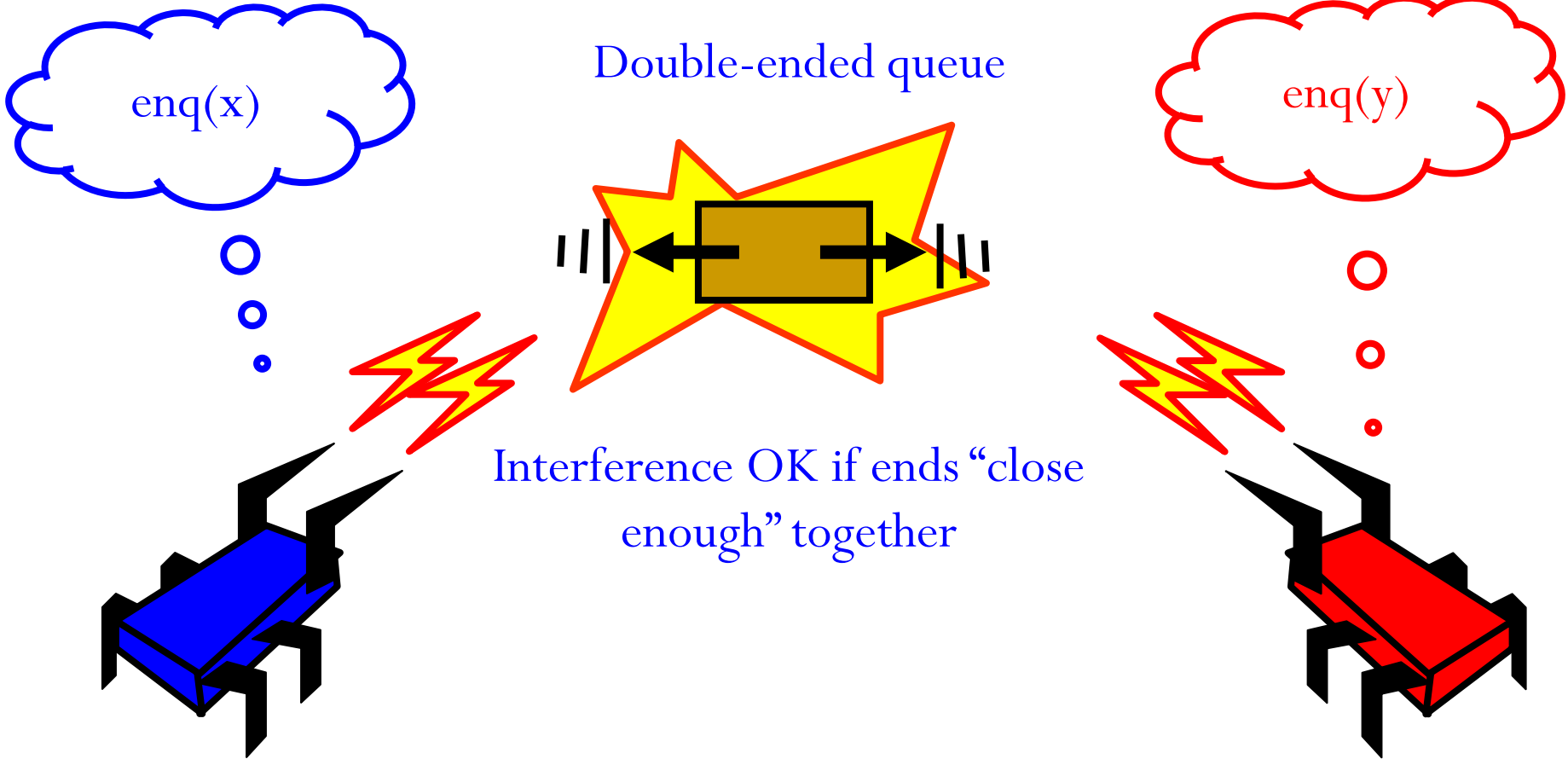
[Herlihy, Luchangco, Moir, Scherer, PODC 2003]

Discussing a concurrent red-black tree
(data structures 101).

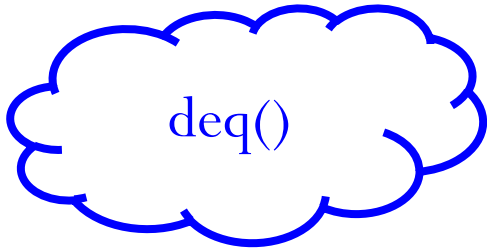
Sadistic Homework (c. Maurice Herlihy)



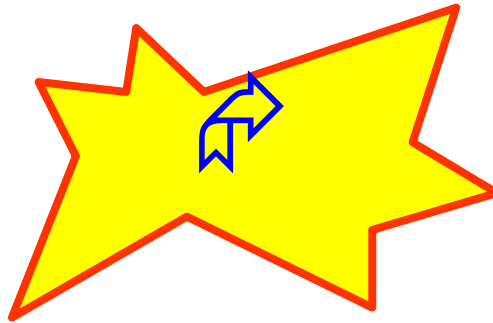
Sadistic Homework



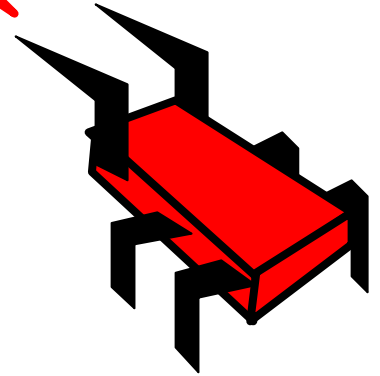
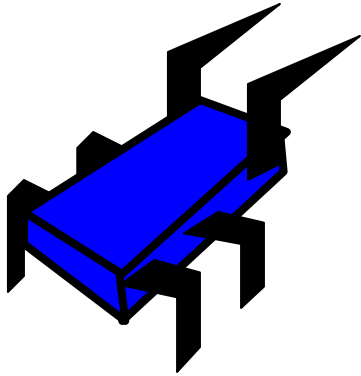
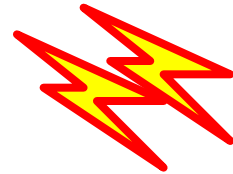
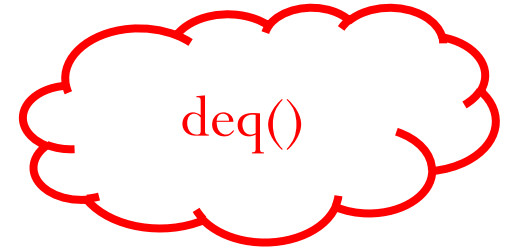
Sadistic Homework



Double-ended queue



Make sure suspended
dequeuers awake as needed



You Try It ...

- One lock?
 - too conservative
- Locks at each end?
 - deadlock, too complicated, etc
- Waking blocked dequeuers?
 - harder than it looks

Solution

- Clean solution is a publishable result
 - [Michael & Scott, PODC 96]
- What kind of world are we moving to when solutions to such elementary problems are publishable?

Difficult Programming

- Parallel programming is as difficult as sequential programming +
 - Synchronization
 - Data races
 - Non-determinism
 - Non-existent language and tools support



Few Parallel Abstractions

- Parallel programming models are low-level and machine-specific
 - Shared memory or message passing (\sim hardware)
- Parallel programming constructs are “assembly language”
 - Thread == processor
 - Semaphore == atomic increment
 - Lock == compare & swap
- Performance models are machine-specific
- \Rightarrow Parallel programs are low-level and machine-specific
 - Hard to port, reuse investments, develop market, or gain economies of scale

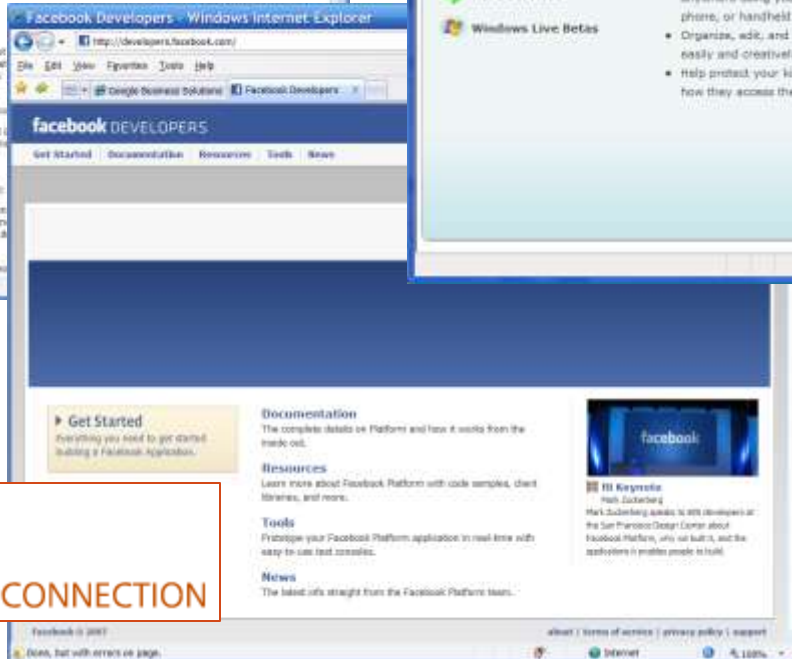
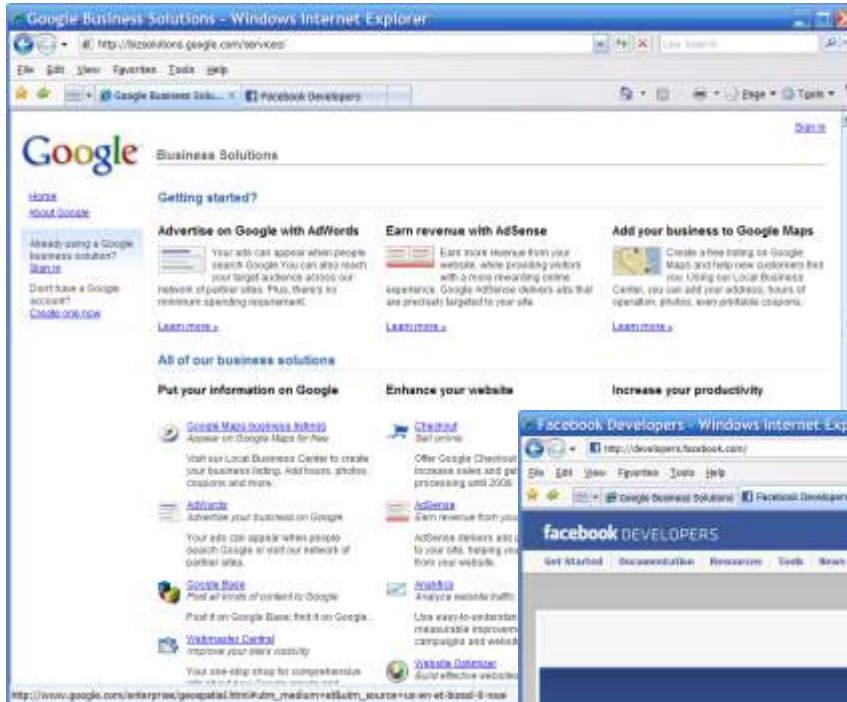
Outline

- Where Moore's Dividend was spent?
- Is parallel computing a plausible successor?
- Parallel computing models
- **Impact on computing**

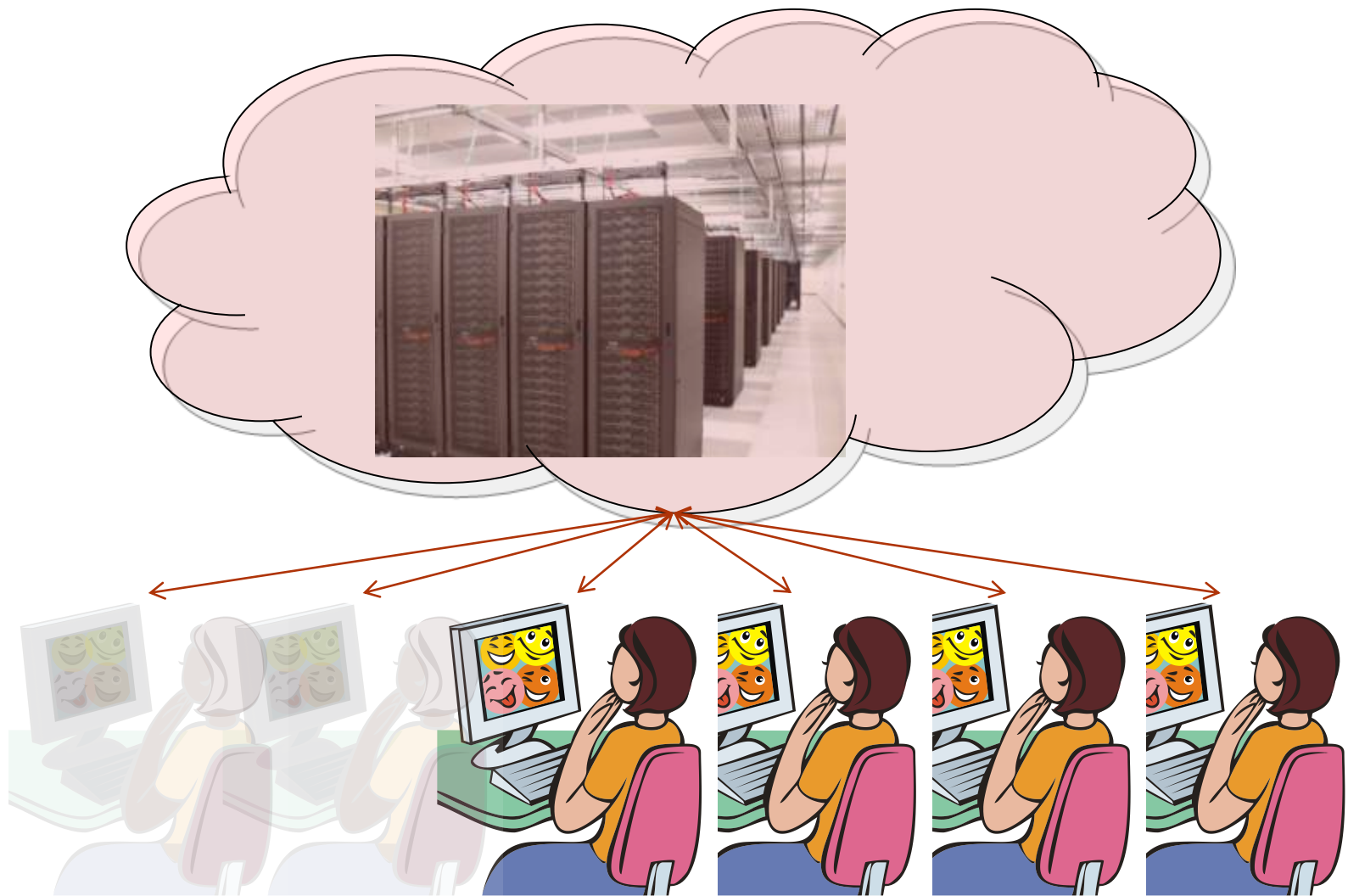
Parallelism Will Change Computing

- Last revolution was commodity multiprocessors
 - Supplanted specialized processors and mainframes
 - “Killer micros” improved at 50%/yr
 - Software industry was born
- If existing applications and systems cannot use parallelism, new applications and systems will
 - Software + services
 - Mobile computing

Cloud Computing



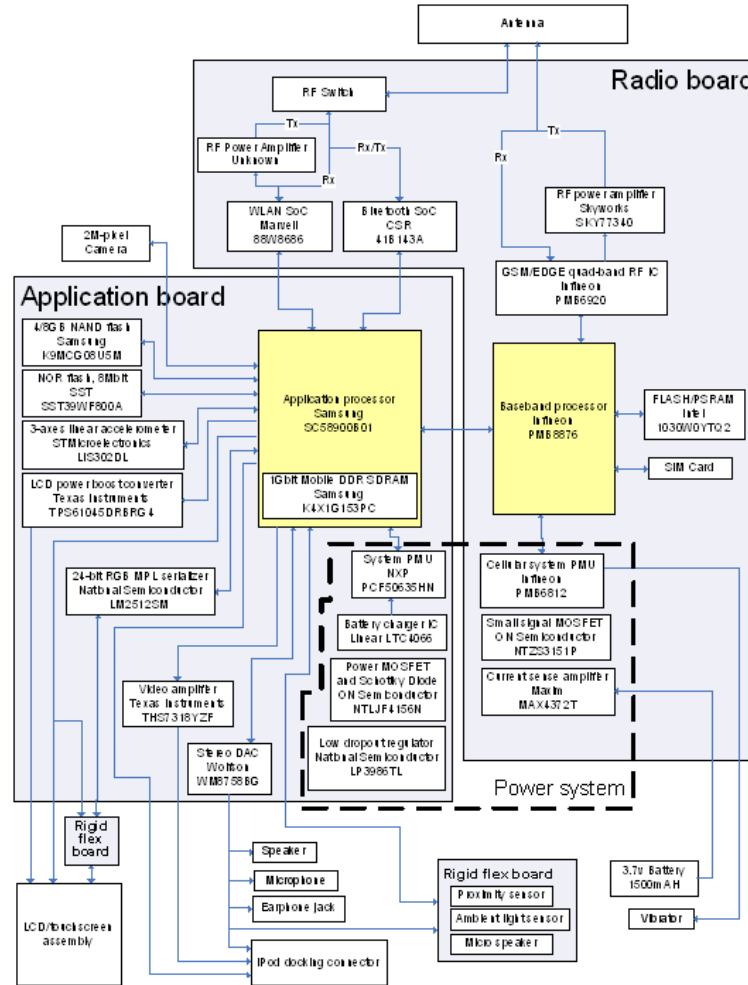
New Software Architecture



Embarrassingly Parallel

- Even sequential applications become parallel when hosted
 - Few dependencies between users
- Moore's Benefits accrue to platform owner
 - 2x cores \Rightarrow
 - $\frac{1}{2}$ servers (+ $\frac{1}{2}$ power, space, cooling, etc.)
 - Or 2x service (same cost)
- Many implications for desktop platform, mobility, etc.
- Tradeoffs not entirely one-sided because of latency, bandwidth, privacy, off-line considerations; as well as capital investment, security, programming problems

Mobile is Parallel



Parallelism Reduces Energy

8-bit adder/compare

- 40MHz at 5V, area = $530 \text{ k}\mu^2$
- Base power P_{ref}

Two parallel interleaved adder/cmp units

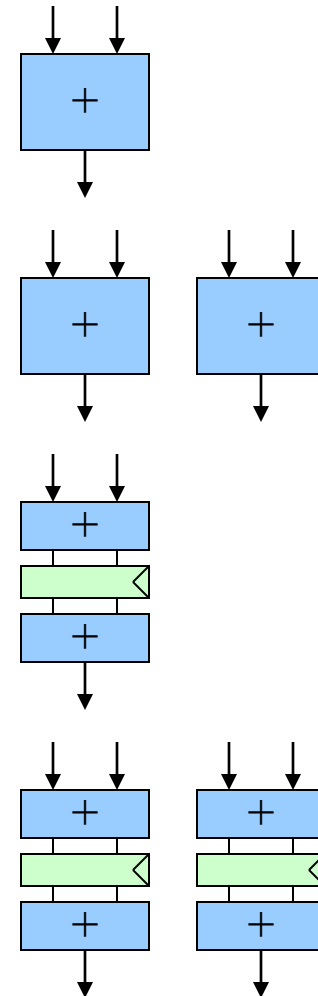
- 20MHz at 2.9V, area = $1,800 \text{ k}\mu^2$ (3.4x)
- Power = $0.36 P_{\text{ref}}$

One pipelined adder/cmp unit

- 40MHz at 2.9V, area = $690 \text{ k}\mu^2$ (1.3x)
- Power = $0.39 P_{\text{ref}}$

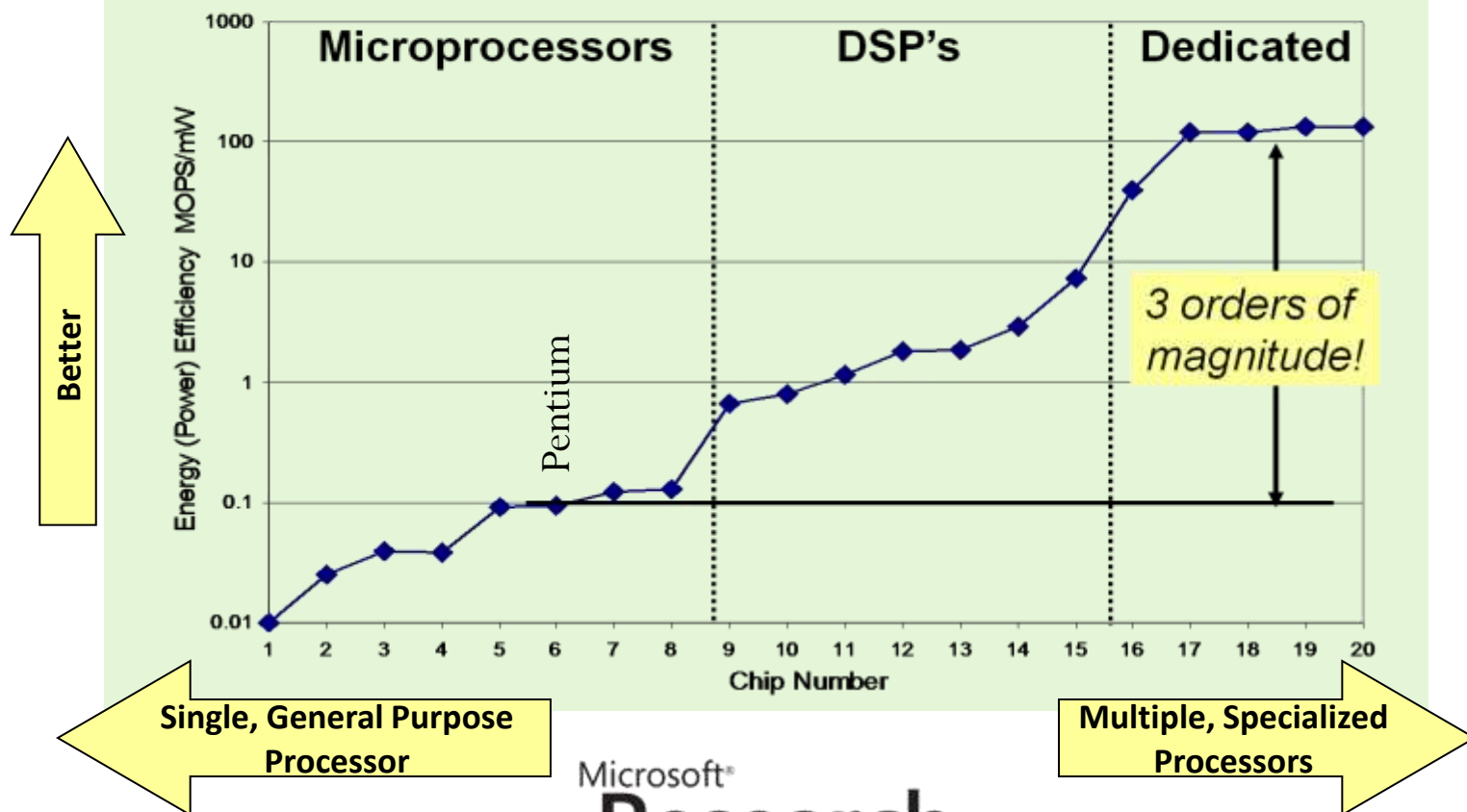
Pipelined and parallel

- 20MHz at 2.0V, area = $1,961 \text{ k}\mu^2$ (3.7x)
- Power = $0.2 P_{\text{ref}}$



Heterogeneous Parallelism Really Reduces Energy

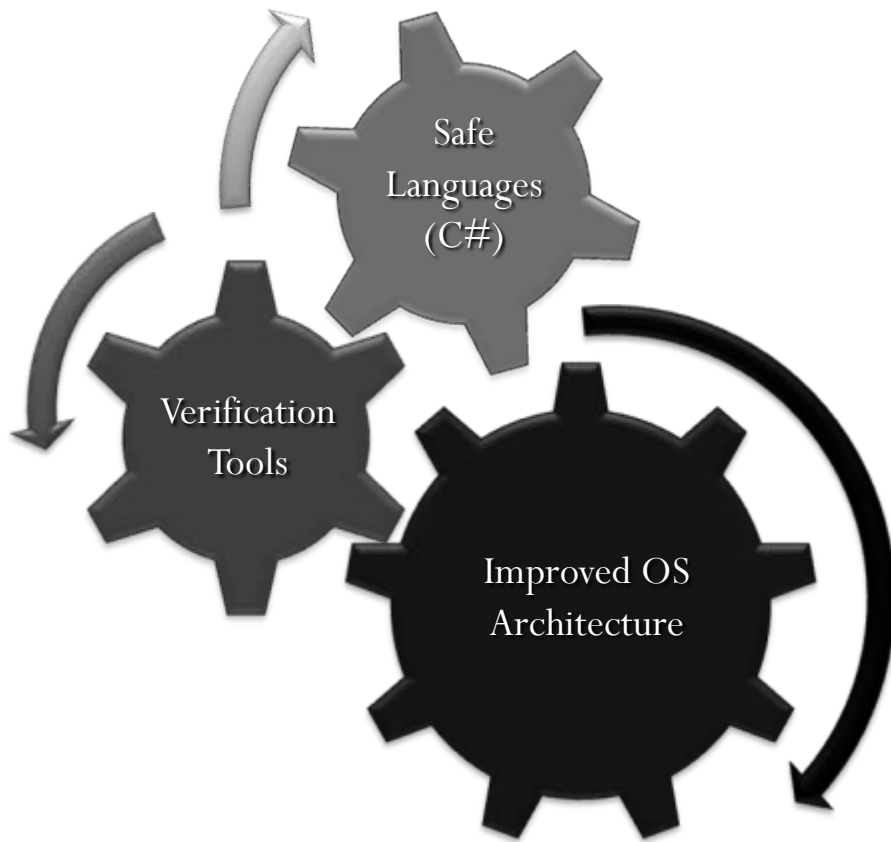
Energy Efficiency (MOPS/mW or OP/nJ)



Opportunity to Rethink Computing

- Day-to-day challenges should not obscure opportunity for major improvements in computing experience
 - PC (Mac, Linux, etc.) is not epitome of computing (I hope)
- Focus on performance can eclipse more important qualities (reliability, robustness)
 - Wasteful to use half of processors to monitor other half?
- Disruptive changes are opportunity to introduce “impossible” improvements

Singularity Project

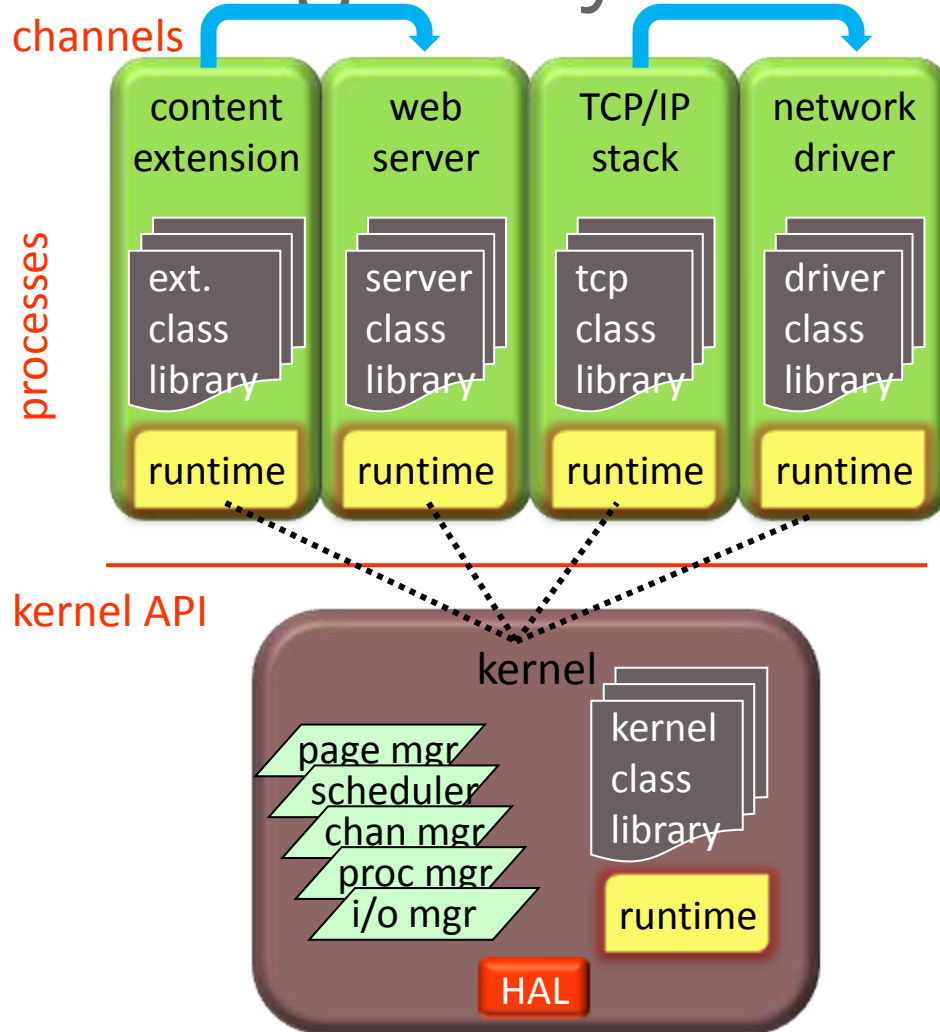


- Large Microsoft Research project with goal of more robust and reliable software
 - Galen Hunt, Jim Larus, and many others
- Started with firm architectural principles
 - Software will fail, system should not
 - System should be self-describing
 - Verify as many system aspects as possible
- No single magic bullet
 - Mutually reinforcing improvements to languages and compilers, systems, and tools

Key Tenets

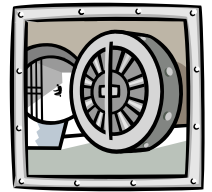
1. Use safe programming languages everywhere
 - Safe \Rightarrow type safe and memory safe (C# or Java)
 - Everywhere \Rightarrow applications, extensions, OS services, device drivers, kernel
2. Improve system resilience in the face of software errors
 - Failure containment boundaries
 - Explicit failure notification model
3. Facilitate modular verification
 - Make system “self-describing,” so pieces can be examined in isolation
 - Specify and check behavior at many levels of abstraction
 - Facilitate automated analysis

Singularity OS Architecture



- Safe micro-kernel
 - 95% written in C#
 - 17% of files contain unsafe C#
 - 5% of files contain x86 asm or C++
 - Services and device drivers in processes
- Software isolated processes (SIPs)
 - All user code is verifiably safe
 - Some unsafe code in trusted runtime
 - Processes and kernel sealed
- Communication via channels
 - Channel behavior is specified and checked
 - Fast and efficient communication
- Working research prototype
 - Not Windows replacement

Challenge 1: Pervasive Safe Languages



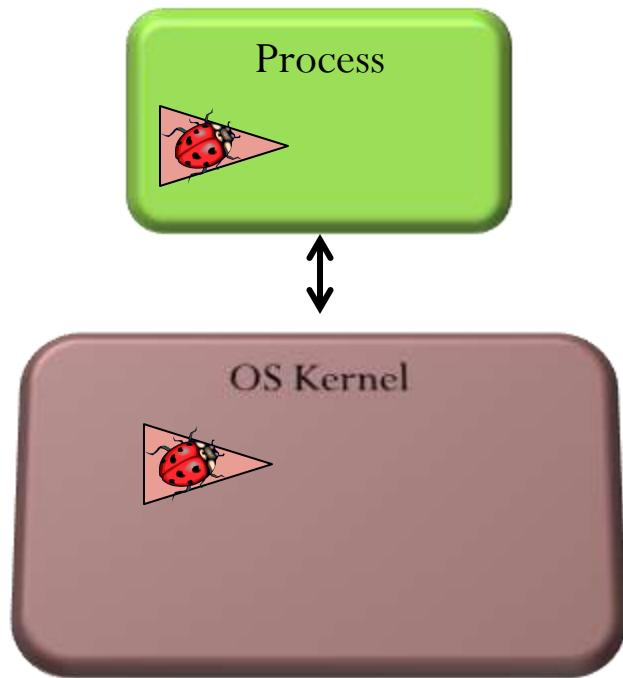
- Modern, safe programming languages
 - Prevent entire classes of (serious) defects
 - Easier to analyze
- Singularity is written in extended C#
 - Spec# (C# + pre/post-conditions and invariants)
 - Sing# adds features to increase control over allocation, initialization, and memory layout
- Evolve language to support Singularity abstractions
 - Channel communications
 - Factor libraries into composable pieces
 - Compile-time reflection
- Native compiler and runtime
 - No bytecodes or MSIL
 - No JVM or CLR

Challenge 2: Improve Resilience



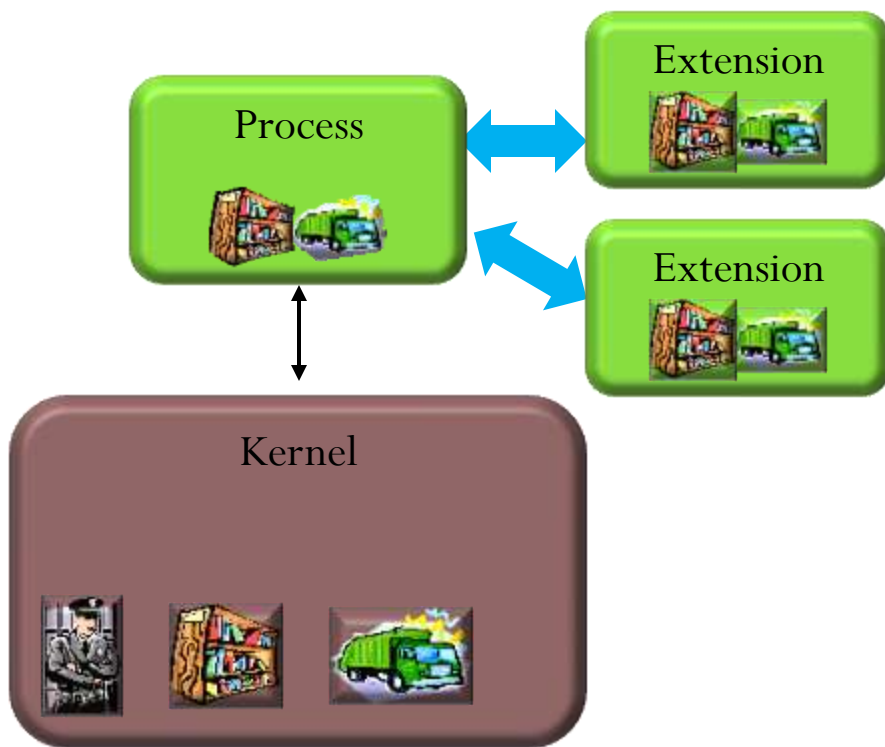
- Cannot build software without defects
 - Verification is a chimera
 - (But we could still do a lot better)
- Software defects should not cause system failure
- A resilient system architecture should
 - Isolate system components to prevent data corruption
 - Provide clear failure notification
 - Implement policy for restarting failed component
- Existing system architectures lack isolation and resilience

Open Process Architecture



- Ubiquitous architecture (Windows, Unix, Java, etc.)
 - DLLs, classes, plug-ins, device drivers, etc.
- Processes are not sealed
 - Dynamic code loading and runtime code generation
 - Shared memory
 - System API allow process to alter another's state
- Low dependability
 - 85% of Windows crashes caused by third party code in kernel
 - Interface between host and extension often poorly documented and understood
 - Maintenance nightmare

Sealed Processes



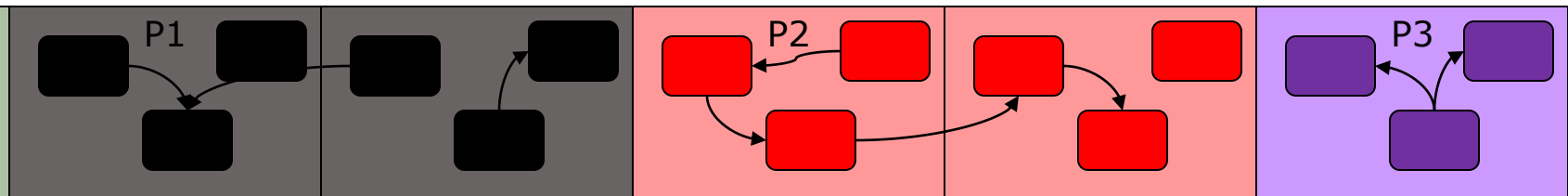
- Singularity processes are sealed
 - No dynamic code loading or run-time code generation
 - All code present when process starts execution
 - Extensions execute in distinct processes
 - Separate closed environments with well-defined interfaces
 - No shared memory
- Fundamental unit of failure isolation
- Improved optimization, verification, security

Isolation Requires Lightweight Processes

- Existing processes rely on virtual memory and protection domains
 - VM prevents reference into other address spaces
 - Protection prevents unprivileged code from access system resources
- Processes are expensive to create and schedule
 - High cost to cross protection domains (rings), handle TLB misses, and manipulate address spaces
- Cost encourages monolithic architecture
 - Expensive process creation and inter-process communication
 - Large, undifferentiated applications
 - Dynamically loaded extensions

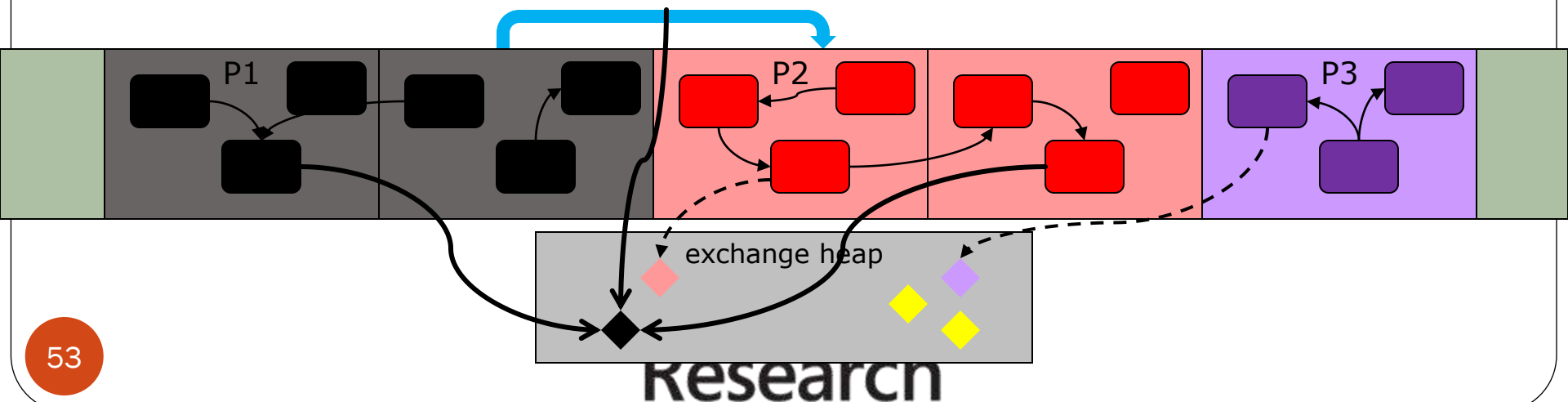
Software Isolated Processes (SIPs)

- Protection and isolation enforced by language safety and kernel API design
 - Process owns a set of pages
 - All of process's objects reside on its pages (object space, not address space)
 - Language safety ensures process can't create or mutate reference to other pages
- Global invariants:
 - No process contains a pointer to another process's object space
 - No pointers from exchange heap into process

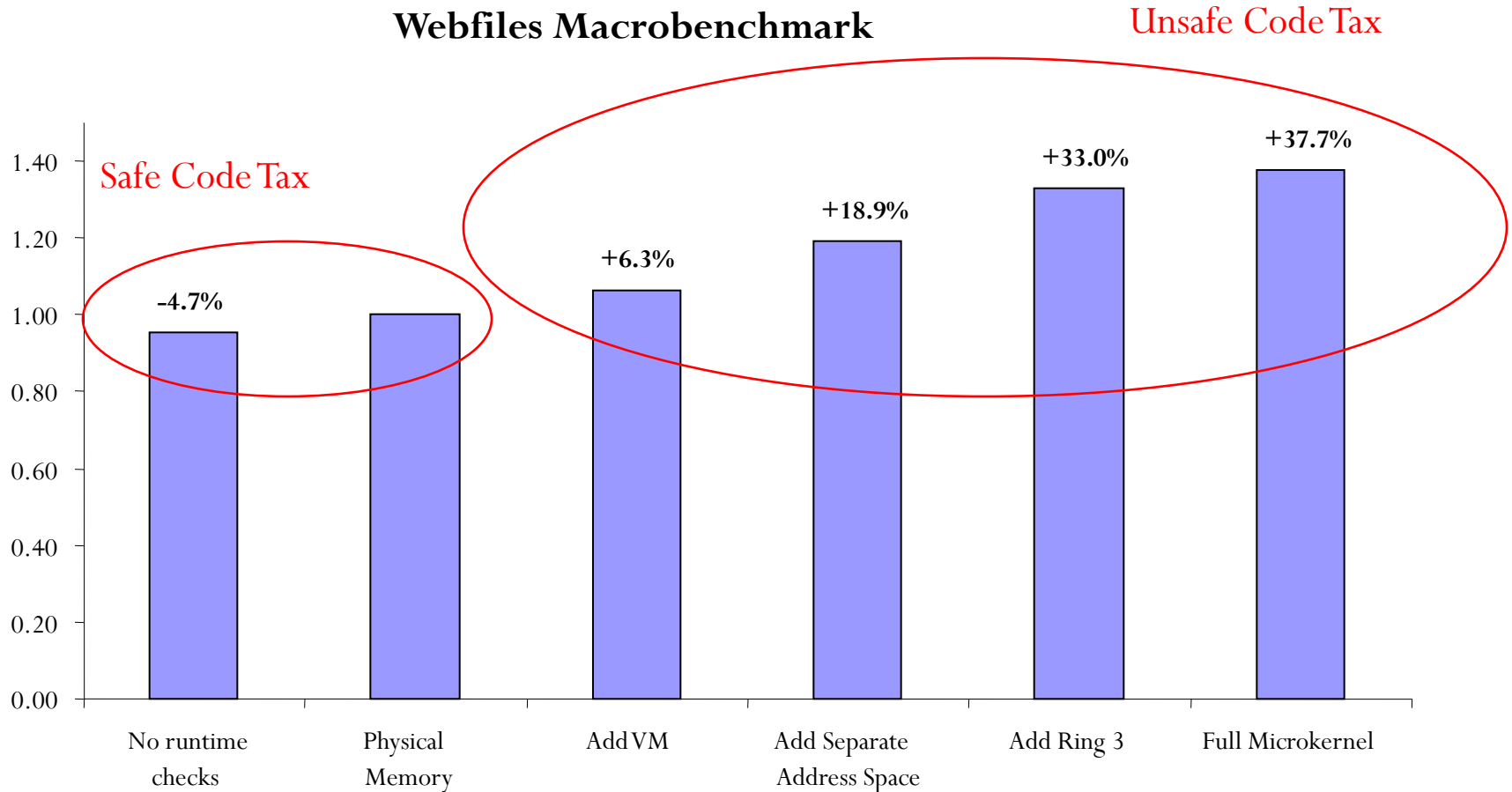


Interprocess Communications

- Channels are strongly typed (value & behavior), bidirectional communications ports
 - Messages passing with extensive language support
- Messages live outside processes, in exchange heap
 - Only a single reference to a message
- “Mailbox” semantics enforced by linear types
 - Copying and pointer passing are semantically indistinguishable
- Channel buffers pre-allocated according to contract



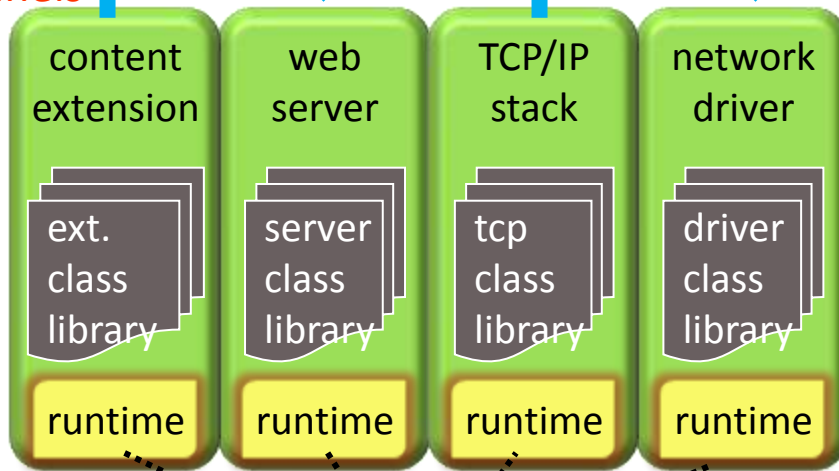
Hardware is Costly



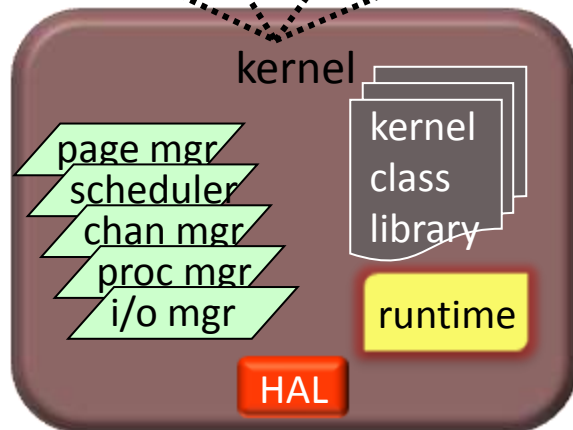
Challenge 3: Verify More

channels

processes



kernel API



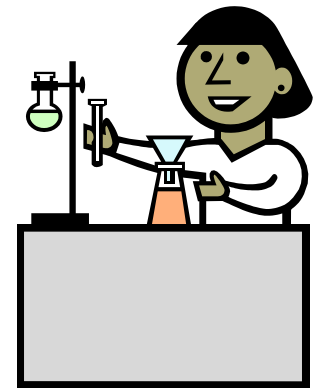
- Process internals (code):
 - Type safety
 - Object invariants
 - Method pre- & post- conditions
 - Component interfaces
- Process externals:
 - Channel contracts
 - Resource access & dependencies
- System:
 - Communication safety
 - Hardware resource conflict free
 - Namespace conflict free
- Static verification: before code runs

Cloud Computing Challenges



- Software stack (client and server) that is robust and reliable
 - Fail and recover, not fail and restart
 - Build on best language, tool, and software development practices
 - Security from the beginning
- Software behaves in understandable and predictable manner
 - Users have no idea what is “behind the curtain” (and don’t want to)
 - Natural interfaces
- New, compelling uses for computing
 - Personal assistant

Research Community Challenges



- Rethink assumptions behind software stack
 - Multics was an amazing project, 40 years ago
 - The world has changed, so should our assumptions
- People develop software
 - Social/organization issues are huge factor
 - Tools are secondary
- Huge gap between research and practice
 - Researchers are unaware of practical issues, problems, and trends
 - Practitioners' formal education ends when they graduate



Software

Well this place is old
It feels just like a beat up truck
I turn the engine, but the engine doesn't turn
Well it smells of cheap wine & cigarettes
This place is always such a mess
Sometimes I think I'd like to watch it burn
I'm so alone, and I feel just like somebody else
Man, I ain't changed, but I know I ain't the same

— *One Headlight*, Jakob Dylan (Wallflowers)

