# Will Multi-Core Live Up To It's Promise?

Fool Me Once...

Dean Tullsen
UCSD

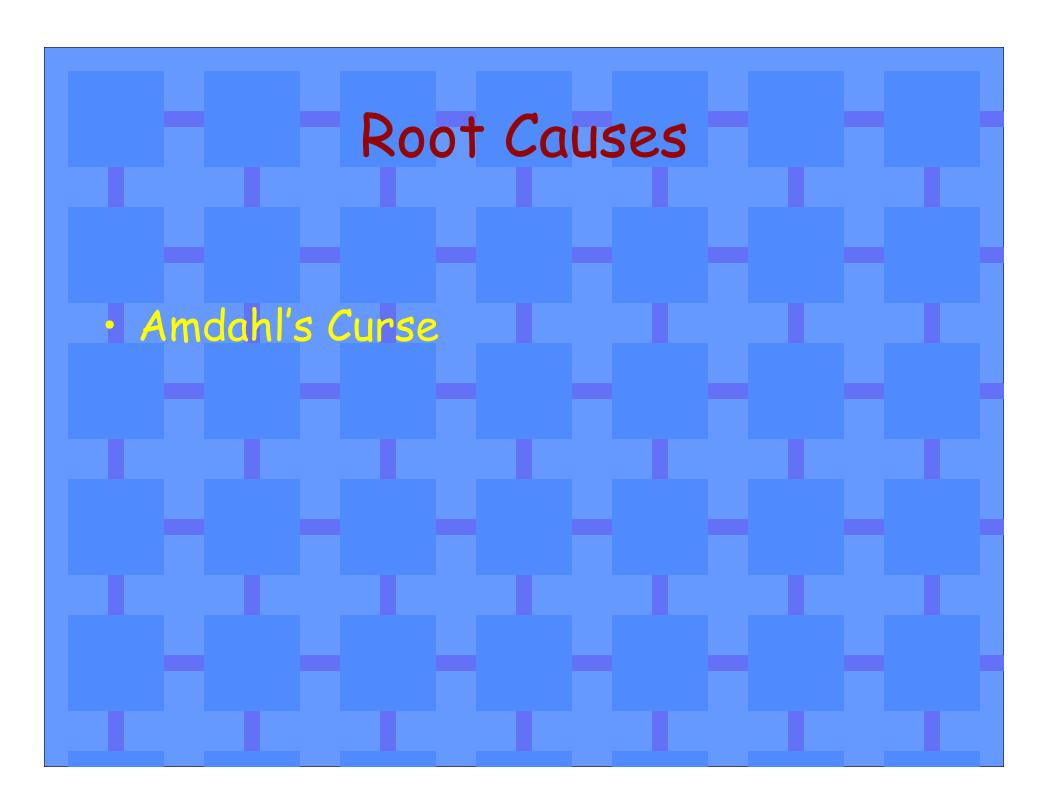
# The Problem

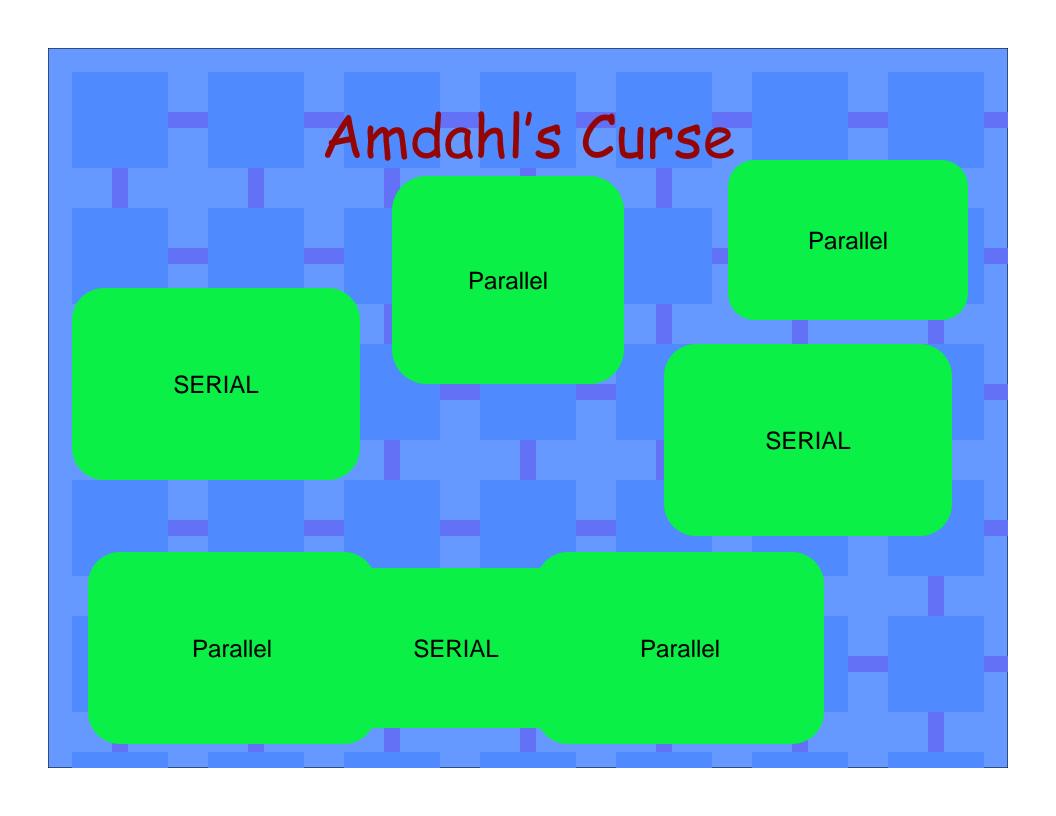
· Same as it always was...

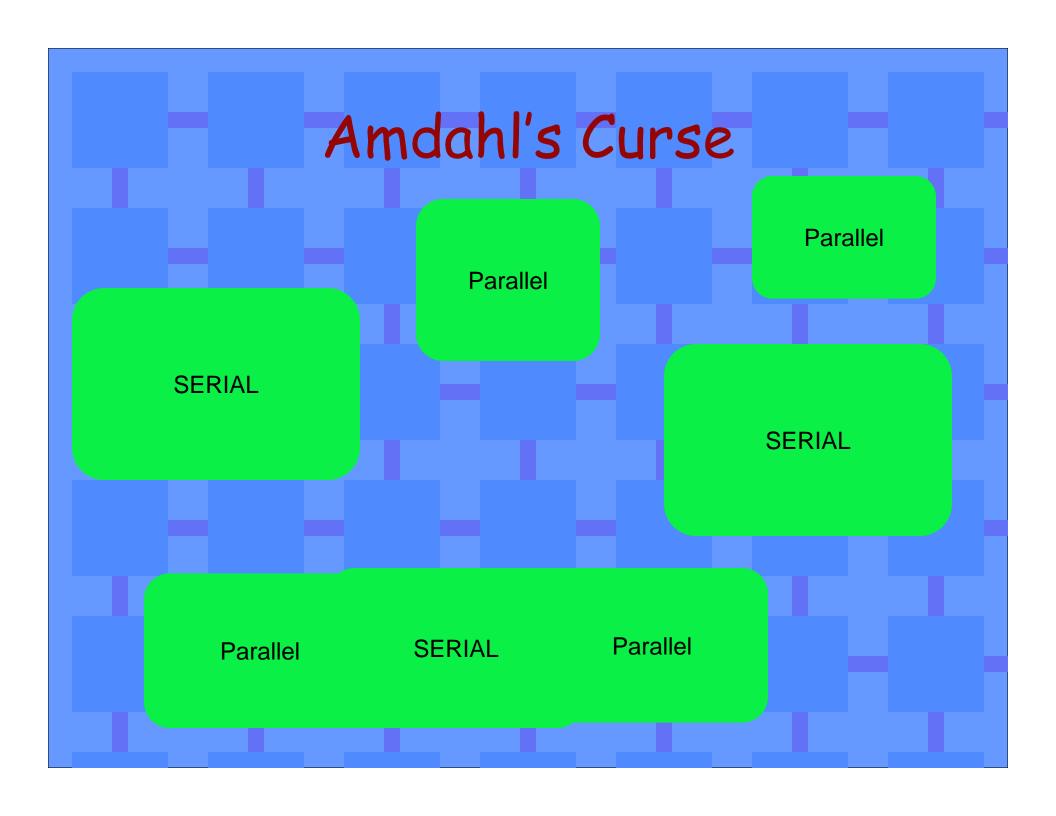
NOT ENOUGH
PARALLEL SOFTWARE!!

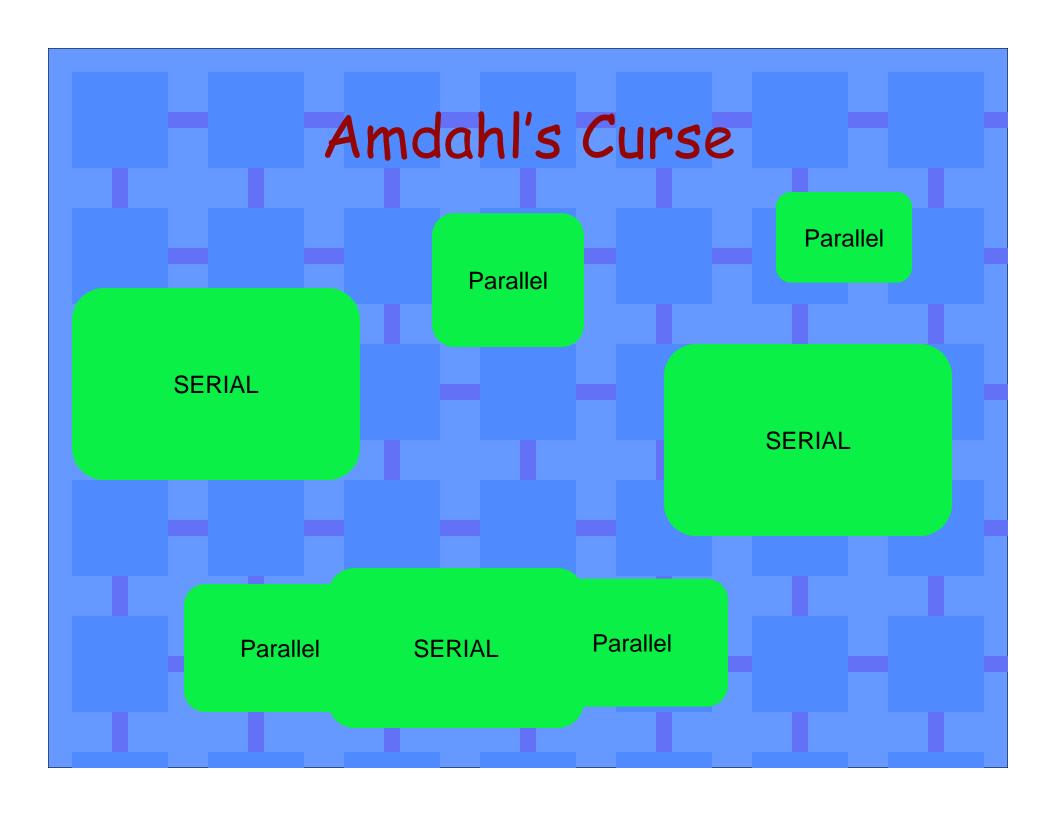
#### Root Causes

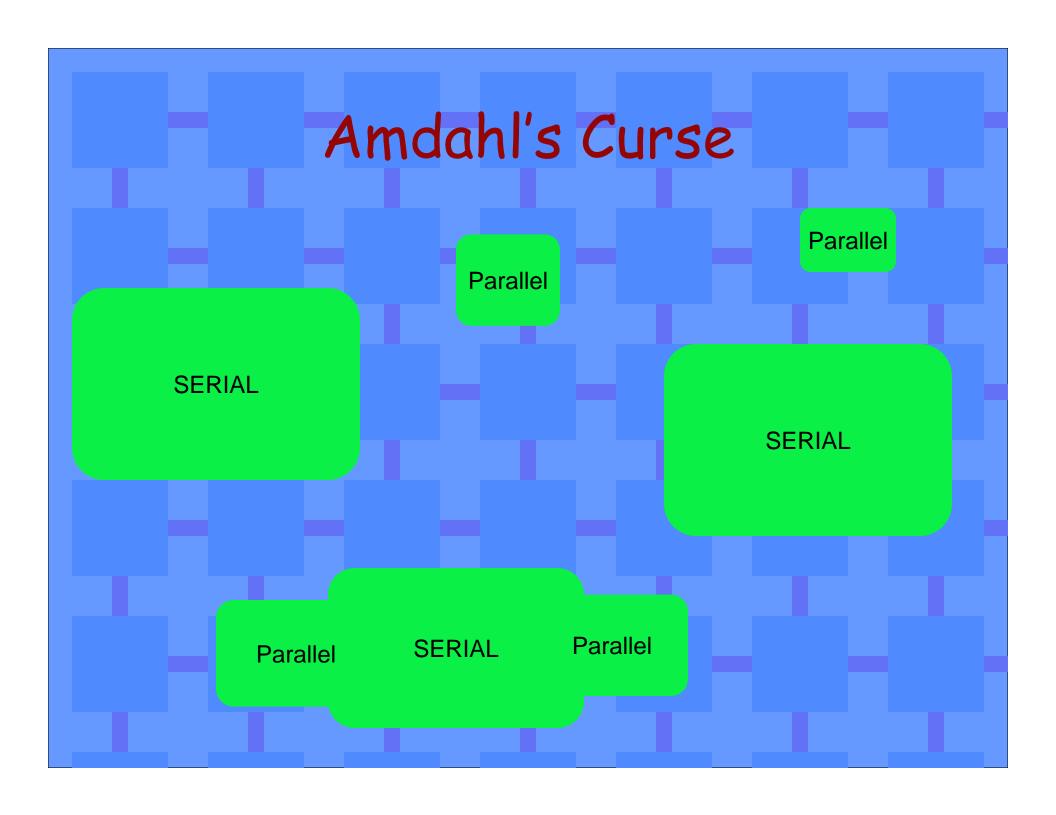
- Parallel programming is hard (parallel code isn't being produced)
- · Compilers too conservative (serial code remains serial)

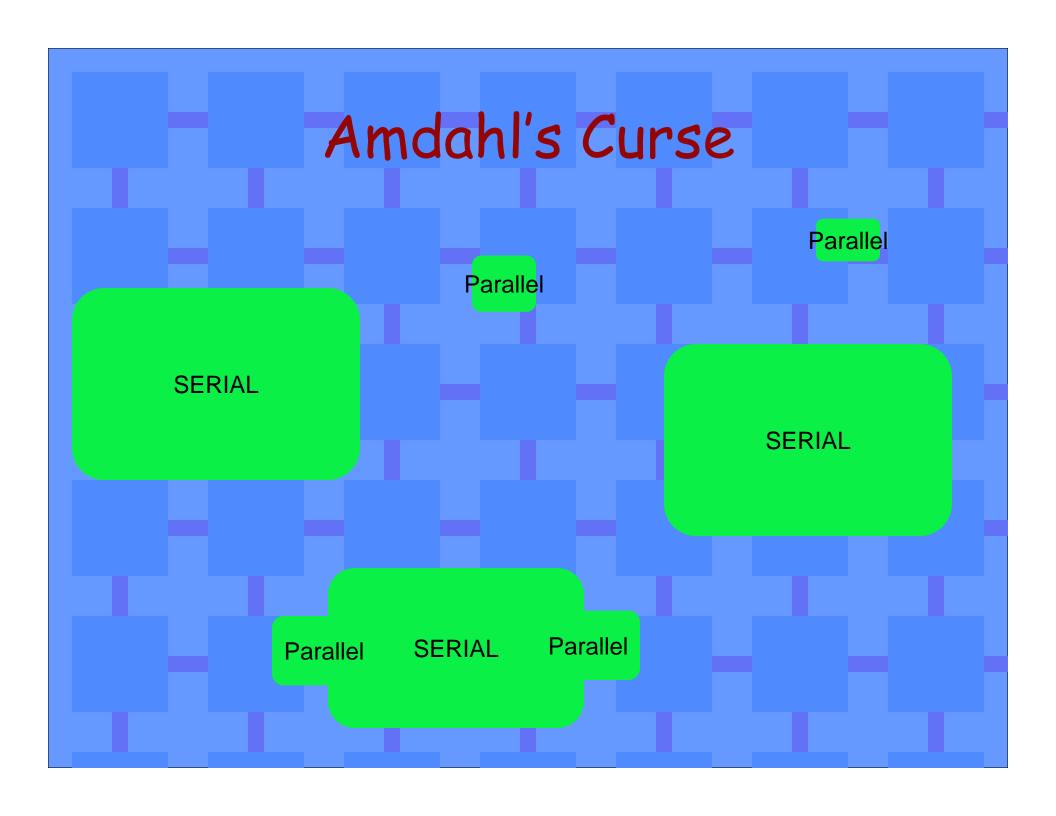












So.... None of these root causes have changed!



- · RISC vs CISC revisited
- · The horse and the cart
- · Your children and the typewriter
- · Not your father's multiprocessor
- · It ain't over til Amdahl says it's over

#### RISC vs CISC revisited

- The RISC vs CISC battle was the major war of the 80s and 90s
- Who won?

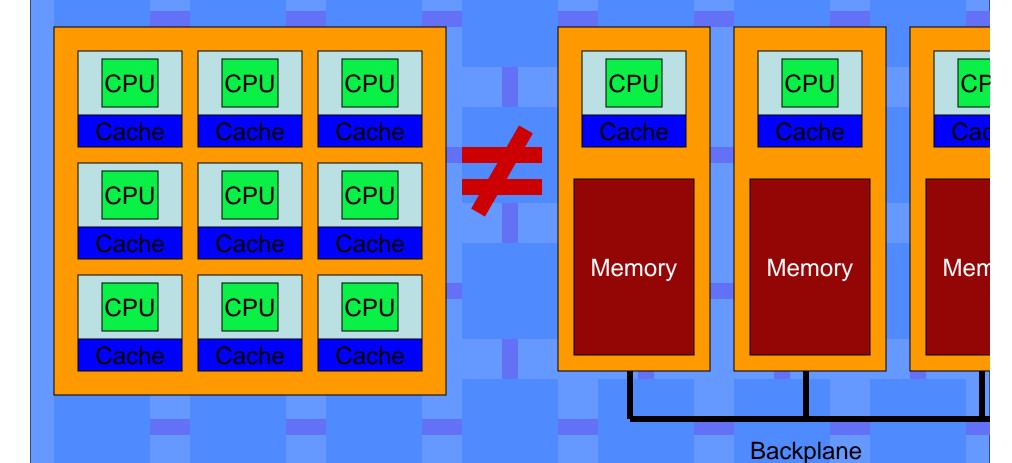
#### The horse and the cart

- The cart always comes after the horse
- The software always comes after the hardware
- Parallel hardware has been around for a long time
- But it was never pervasive

## The children and the typewriter

- The next generation of programmers will be "born parallel".
- They won't know a uniprocessor from a typewriter or a rotary phone.
- Yes, we think parallel programming is hard.
  - But our parents can't program the VCR/DVR
  - And I can't set the speed dial on my cell phone

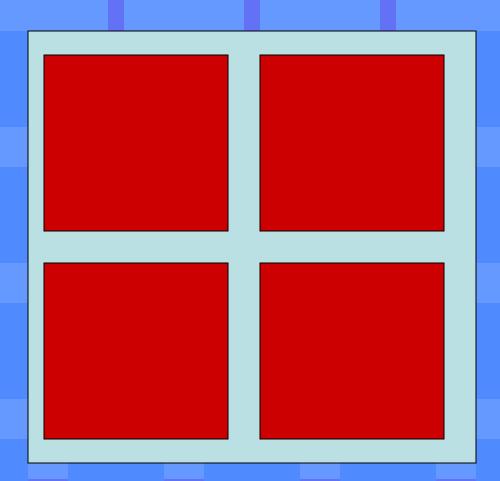
# Not Your Father's Multiprocessor



### Not Your Father's Multiprocessor

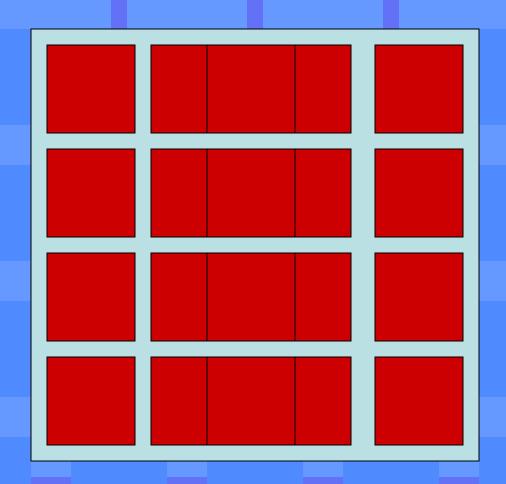
- Communication latencies significantly reduced
  - Threshold for parallelism potentially much lower.
- Lots of on-chip cache memory
- New architectural opportunities!
  - Holistic design





· Heterogeneous Multicore Architectures

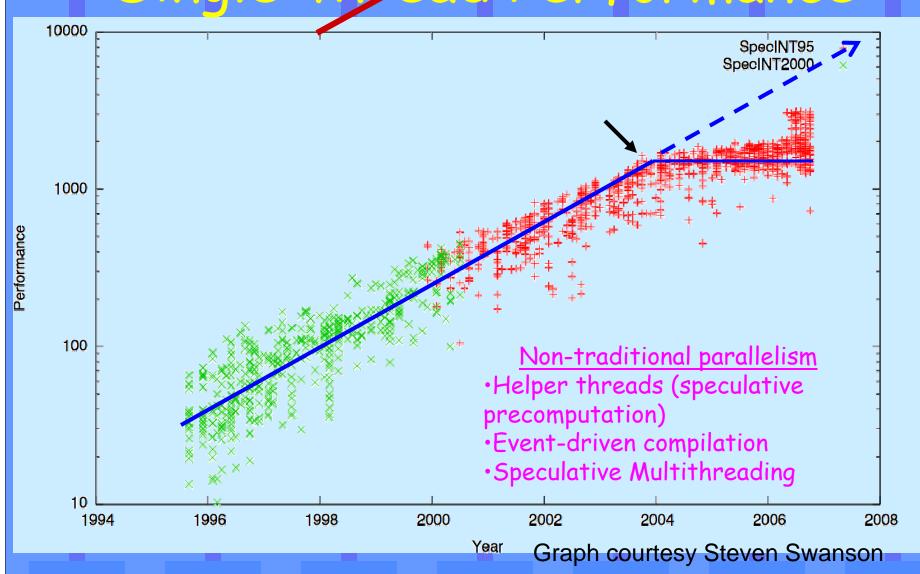




· Conjoined Cores

# It ain't over til Amdahl says it's over Don't give up on single-thread performance yet!





#### In case no one else said it ...

- Need new parallel languages and language support
- Need new compilers
- Need programmer support tools that make analyzing and debugging parallel code as easy as serial code is now.
- Need new architectures that lower the parallelism threshold even lower
- Need more flexible architectures that exploit whatever parallelism is there or not there