

# *Programming a Million-Core Machine*

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# Bio-inspiration

- How can massively parallel computing resources accelerate our understanding of brain function?
- How can our growing understanding of brain function point the way to more efficient parallel, fault-tolerant computation?

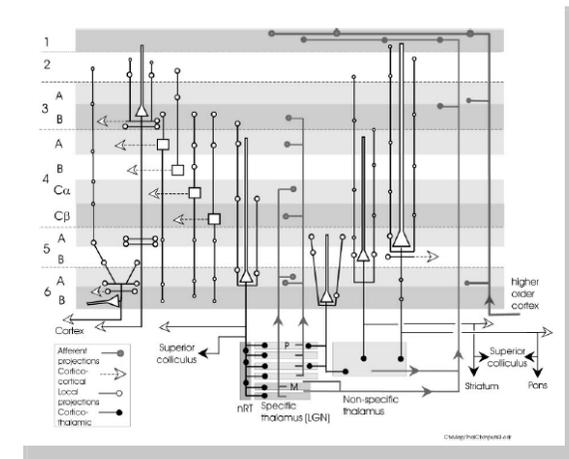
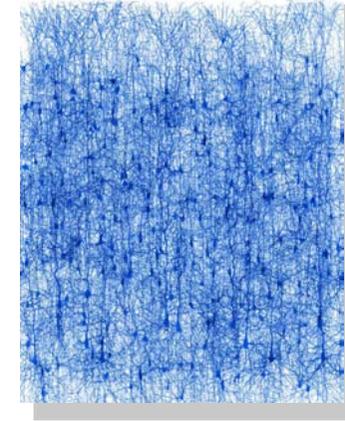
# Building brains

- Brains demonstrate
  - massive parallelism ( $10^{11}$  neurons)
  - massive connectivity ( $10^{15}$  synapses)
  - excellent power-efficiency
    - much better than today's microchips
  - low-performance components ( $\sim 100$  Hz)
  - low-speed communication ( $\sim$  metres/sec)
  - adaptivity – tolerant of component failure
  - autonomous learning



# Building brains

- Neurons
  - multiple inputs, single output (c.f. logic gate)
  - useful across multiple scales ( $10^2$  to  $10^{11}$ )
- Brain structure
  - regularity
  - e.g. 6-layer cortical 'microarchitecture'

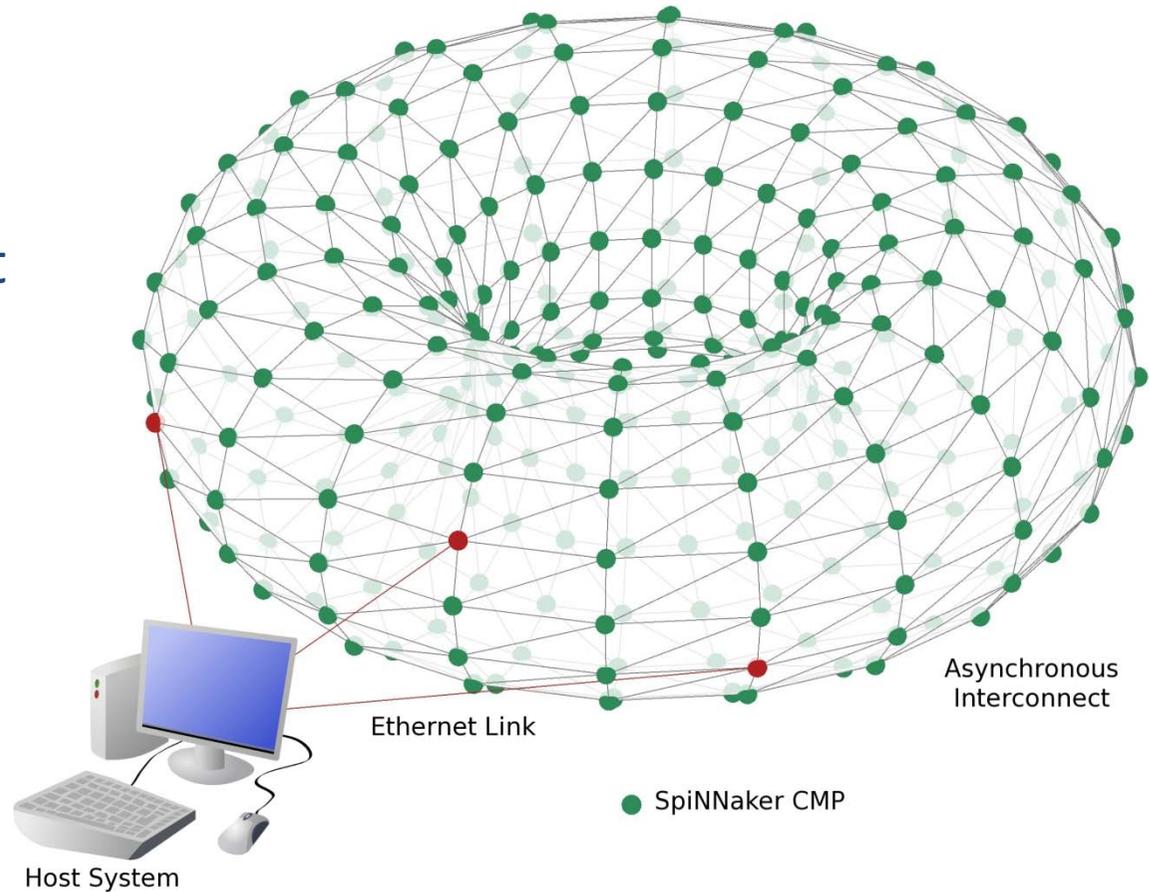


# SpiNNaker

Biologically  
Inspired  
Massively  
Parallel  
Architectures

# SpiNNaker project

- A million mobile phone processors in one computer
- Able to model about 1% of the human brain...
- ...or 10 mice!





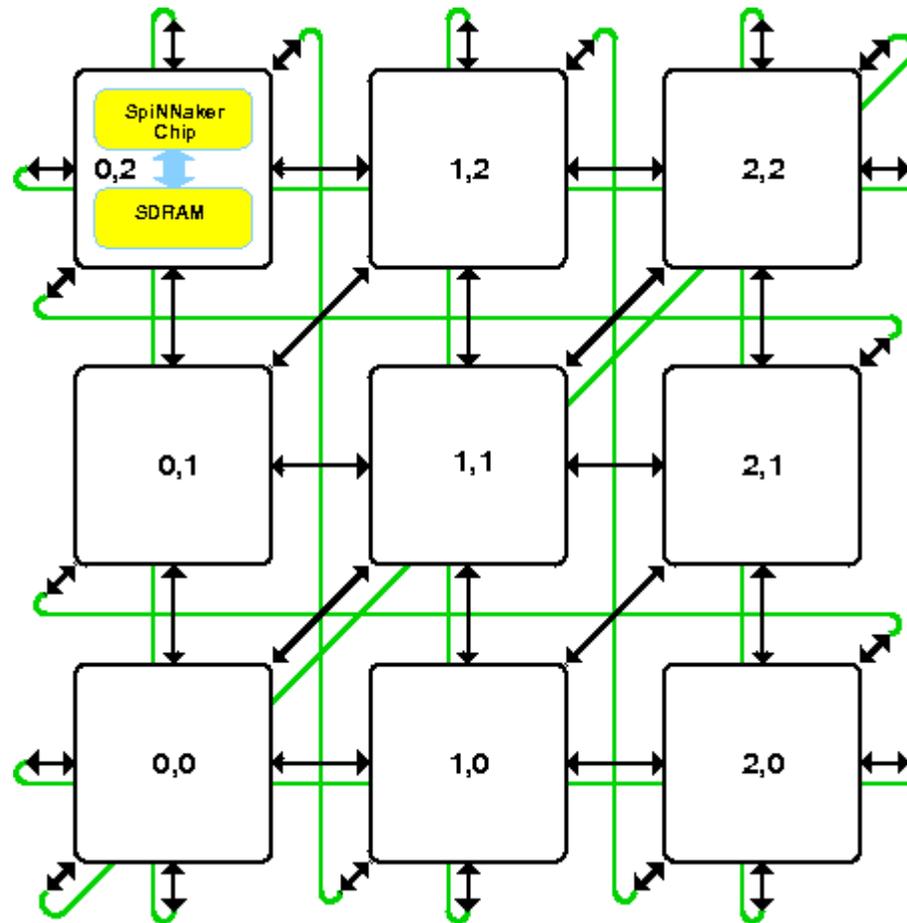
# Design principles

- *Virtualised topology*
  - physical and logical connectivity are decoupled
- *Bounded asynchrony*
  - time models itself
- *Energy frugality*
  - processors are free
  - the real cost of computation is energy

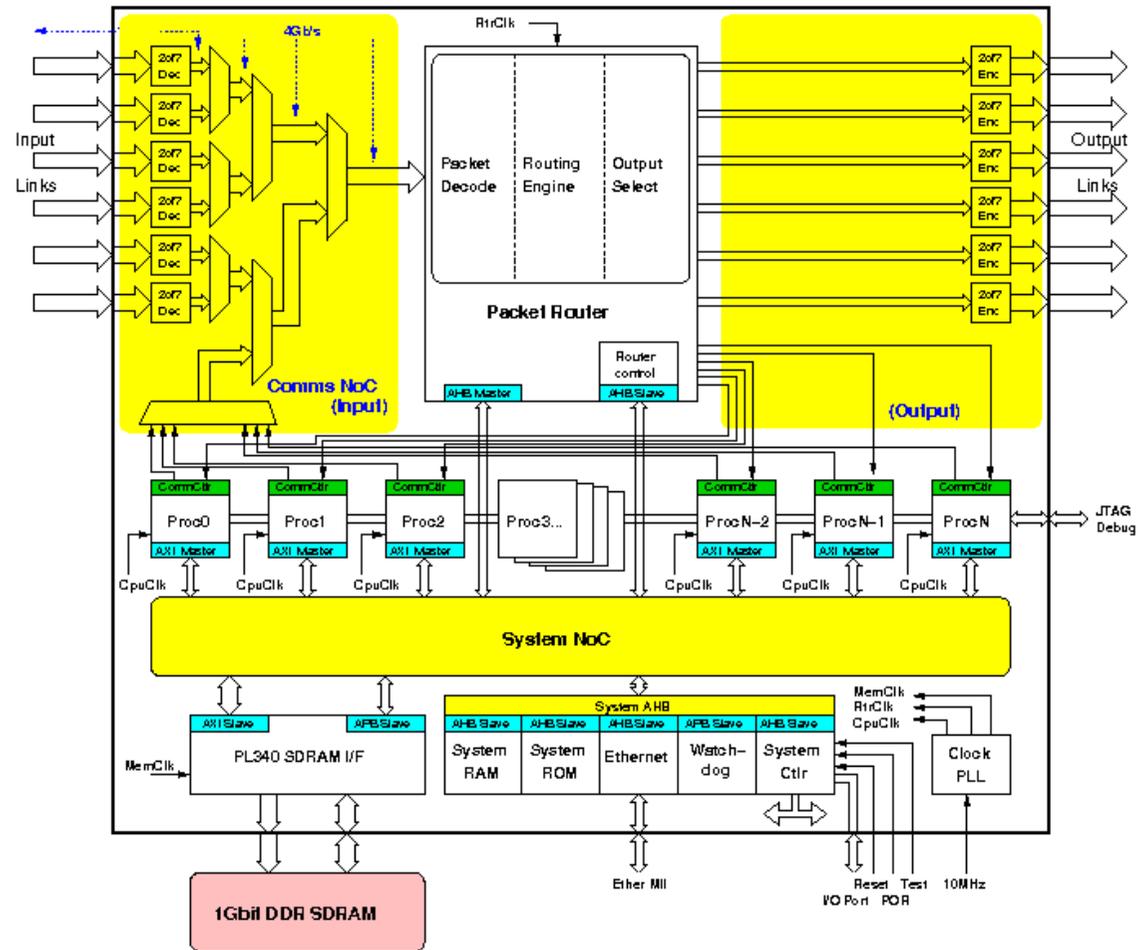
# SpiNNaker

Biologically  
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# SpiNNaker system



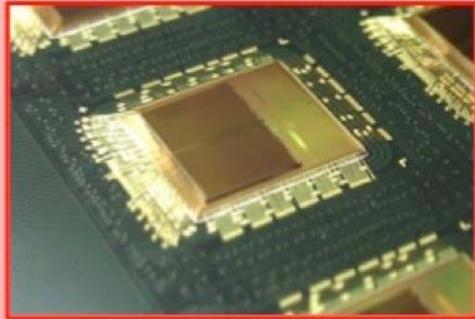
# SpiNNaker node



# SpiNNaker

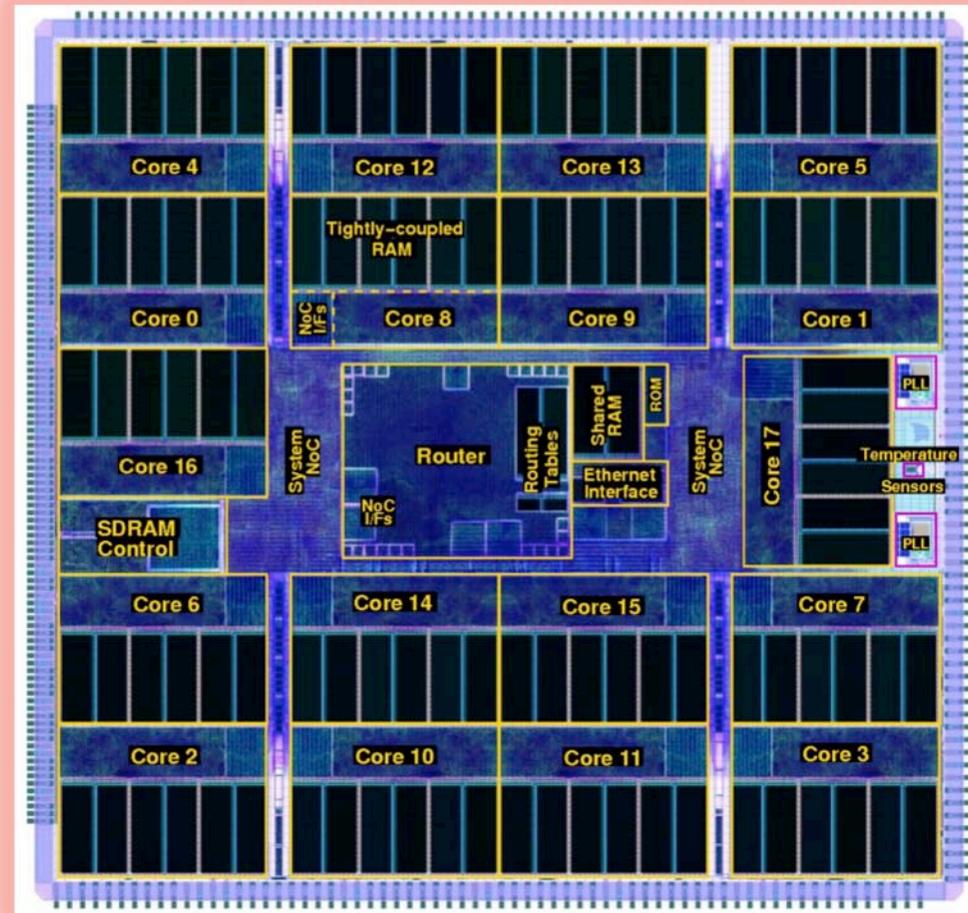
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# SpiNNaker chip



Mobile  
DDR  
SDRAM  
interface

Multi-chip  
packaging by  
UNISEM Europe



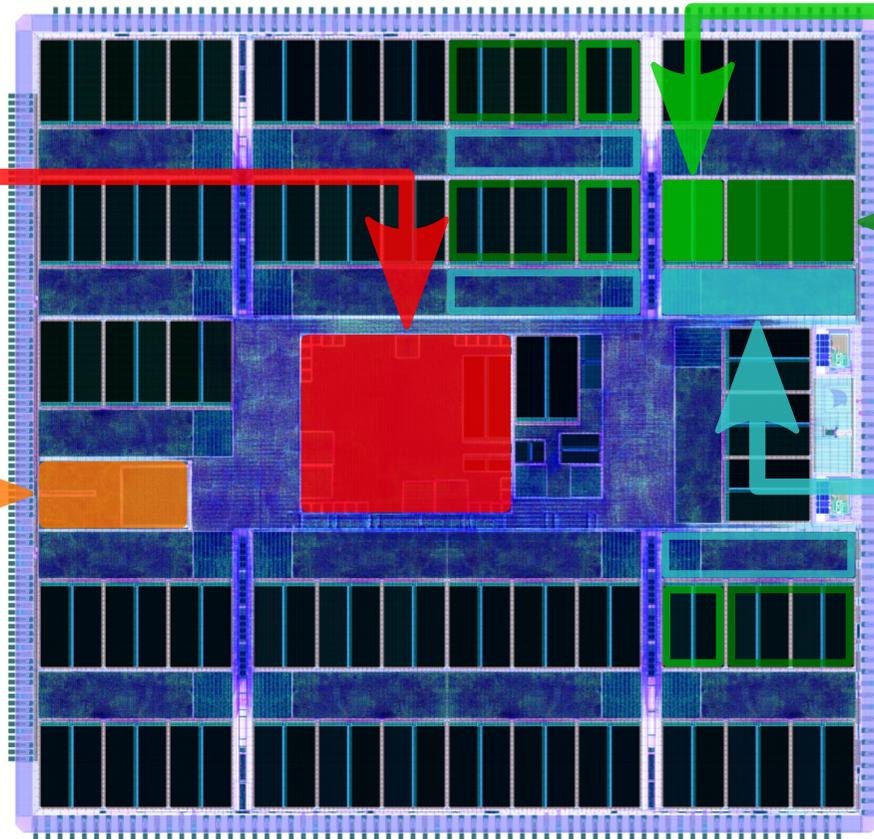
# Chip resources

## Router

routing tables  
spike packet routing  
system comms.

## RAM port

synapse states  
activity logs



## Instruction memory

run-time kernel  
application callbacks

## Data memory

kernel state  
neuron states  
stack and heap

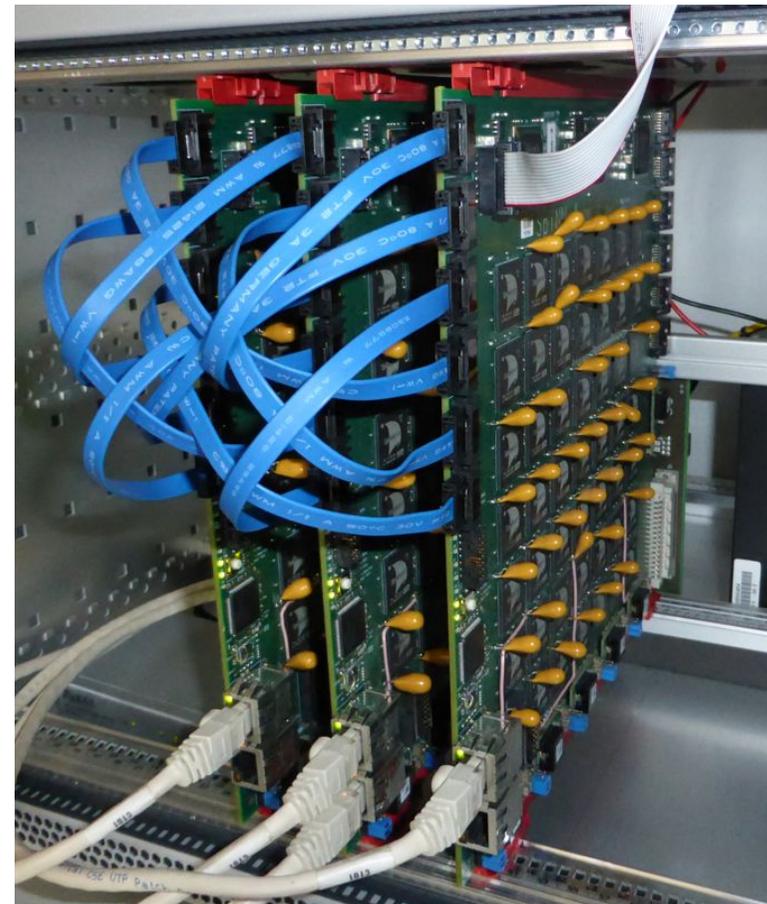
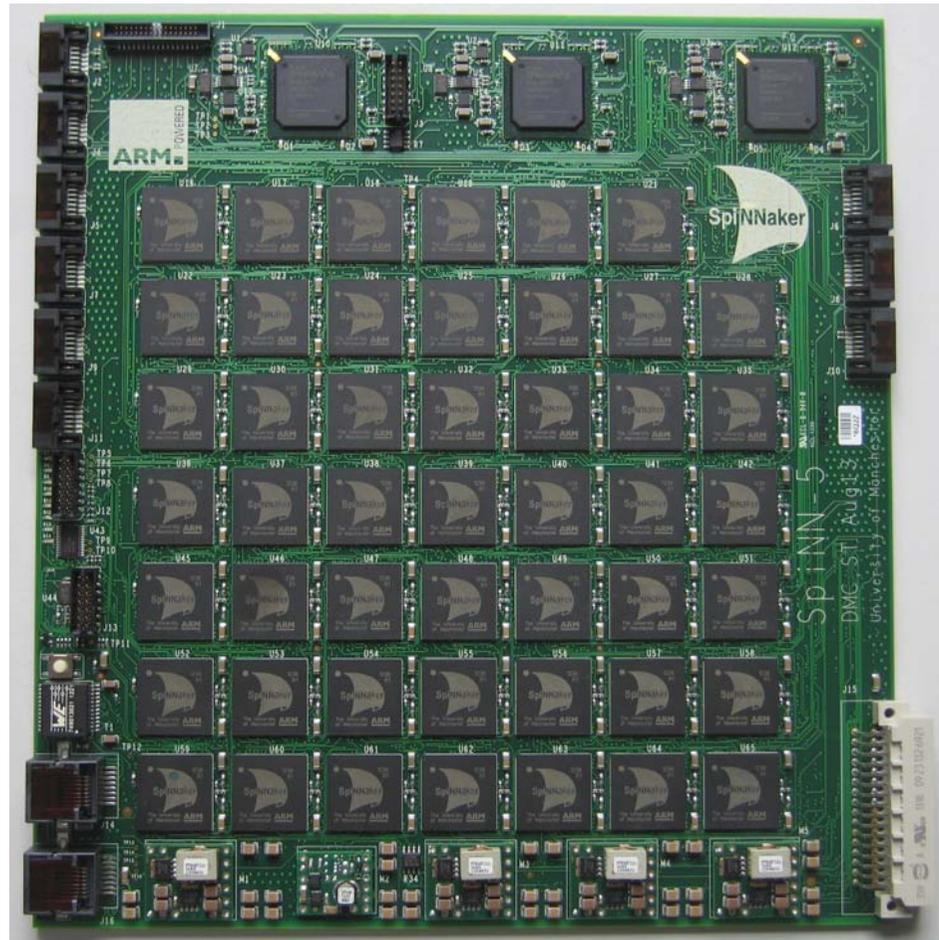
## Processor

neuron and synapse  
state computations

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# 48-node PCB





# SpiNNaker machines

103 machine: 864 cores, 1 PCB, 75W



104 machine: 10,368 cores, 1 rack, 900W  
(NB 12 PCBs for operation without aircon)

105 machine: 103,680 cores, 1 cabinet, 9kW



106 machine: 1M cores, 10 cabinets, 90kW



# The networking challenge

- Emulate the very high connectivity of real neurons
- A spike generated by a neuron firing must be conveyed efficiently to  $>1,000$  inputs
- On-chip and inter-chip spike communication should use the same delivery mechanism



# Network – packets

- Four packet types
  - MC (multicast): source routed; carry events (spikes)
  - P2P (point-to-point): used for bootstrap, debug, monitoring, etc
  - NN (nearest neighbour): build address map, flood-fill code
  - FR (fixed route): carry 64-bit debug data to host
- Timestamp mechanism removes errant packets
  - which could otherwise circulate forever

Header (8 bits)	Event ID (32 bits)
T ER TS 0 - P	

Header (8 bits)	Address (16+16 bits)	Payload (32 bits)
T SQ TS 1 - P	Dest	Srce



# Network – MC Router

- All MC spike event packets are sent to a router
- Ternary CAM keeps router size manageable at 1024 entries (but careful network mapping also essential)
- CAM ‘hit’ yields a set of destinations for this spike event
  - automatic multicasting
- CAM ‘miss’ routes event to a ‘default’ output link

Event ID

0 0 1 0 X 1 0 1      X

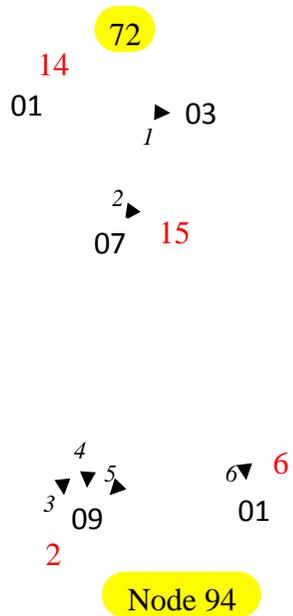
▶ 000000010000010000    001001

On-chip

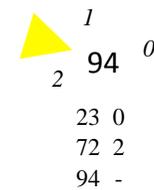
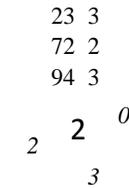
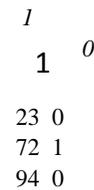
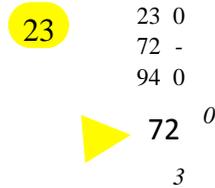
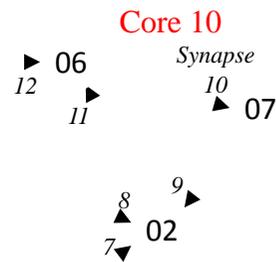
Inter-chip

# Topology mapping

*Topology*



*Problem graph (circuit)*



*Fragment of MC table*

▼

23	3
72	2
94	2
2	3
3	3

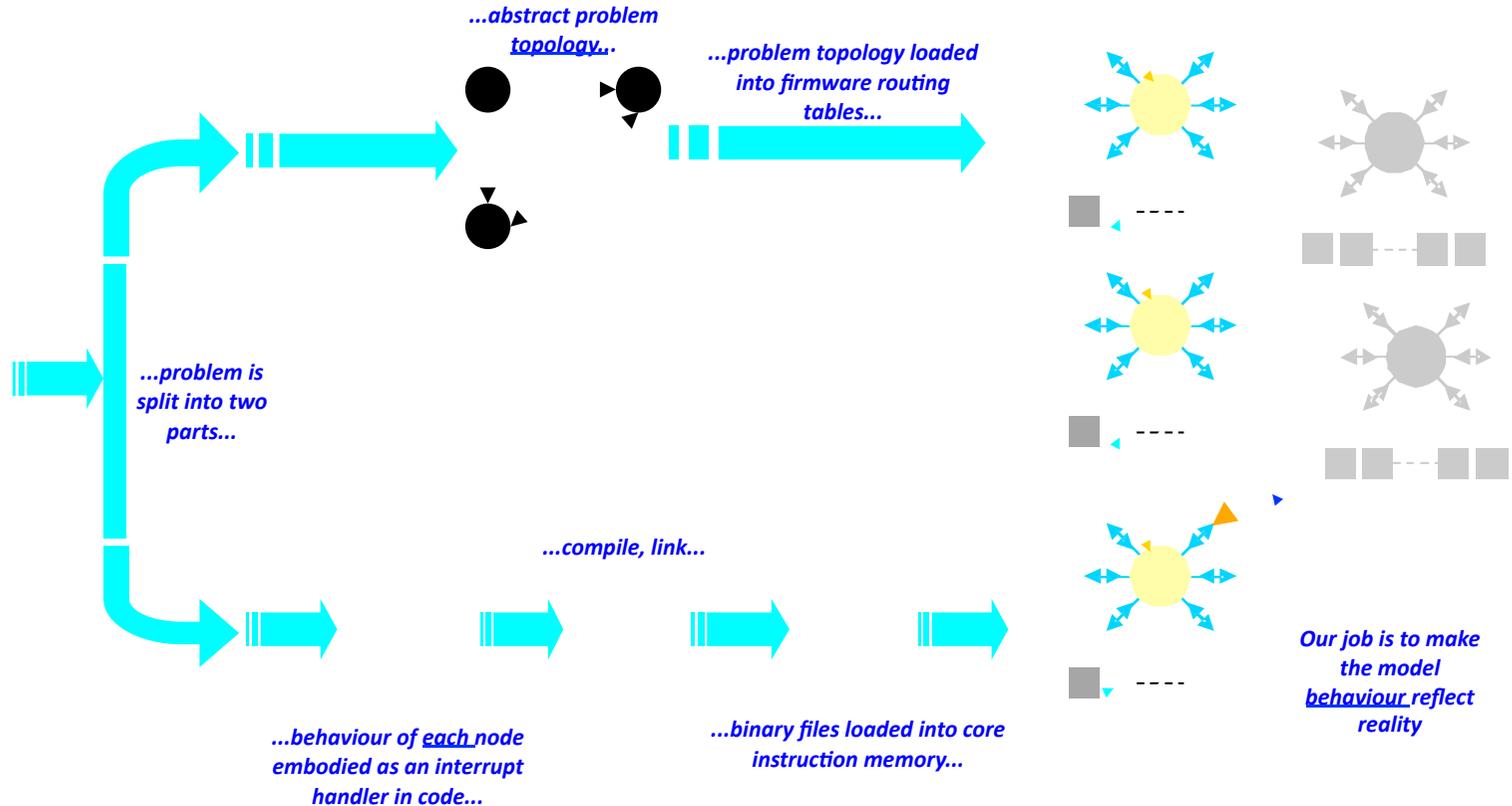
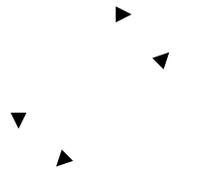
▲

1	23
2	23 -
23	72 1
72	2
94	2

# Problem mapping

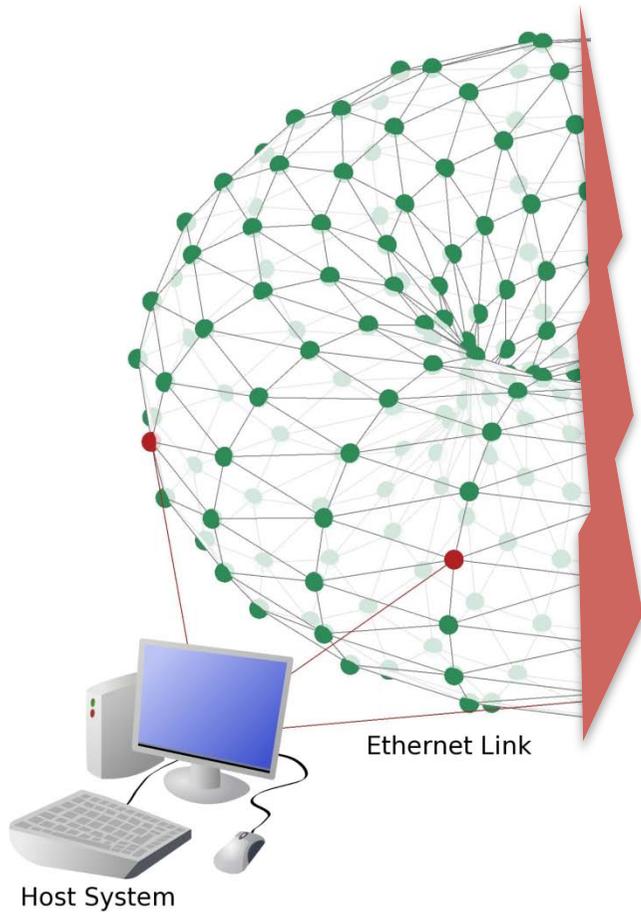
**SpiNNaker:**

Problem: represented as a network of nodes with a certain behaviour...

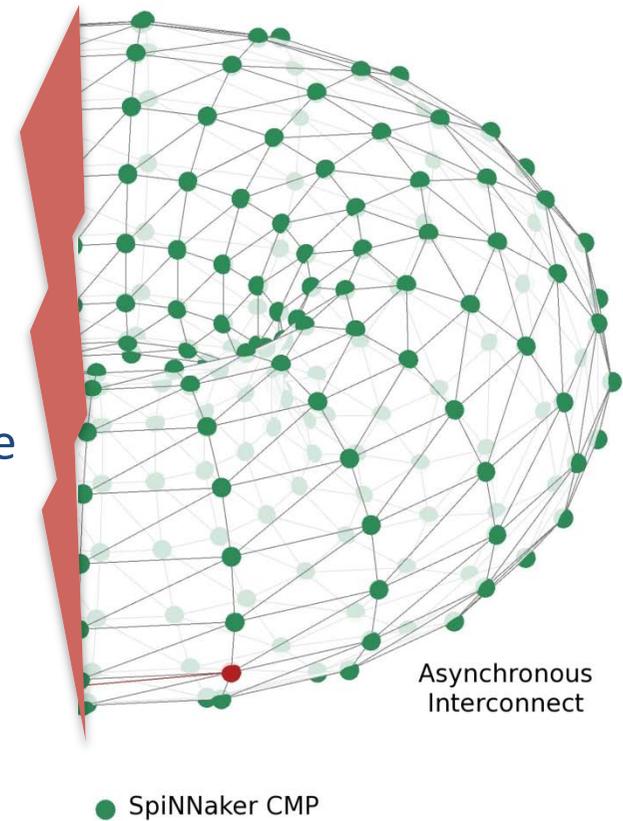


The code says "send message" but has no control where the output message goes

## Bisection performance



- 1,024 links
  - in each direction
- ~10 billion packets/s
- 10Hz mean firing rate
- 250 Gbps bisection bandwidth

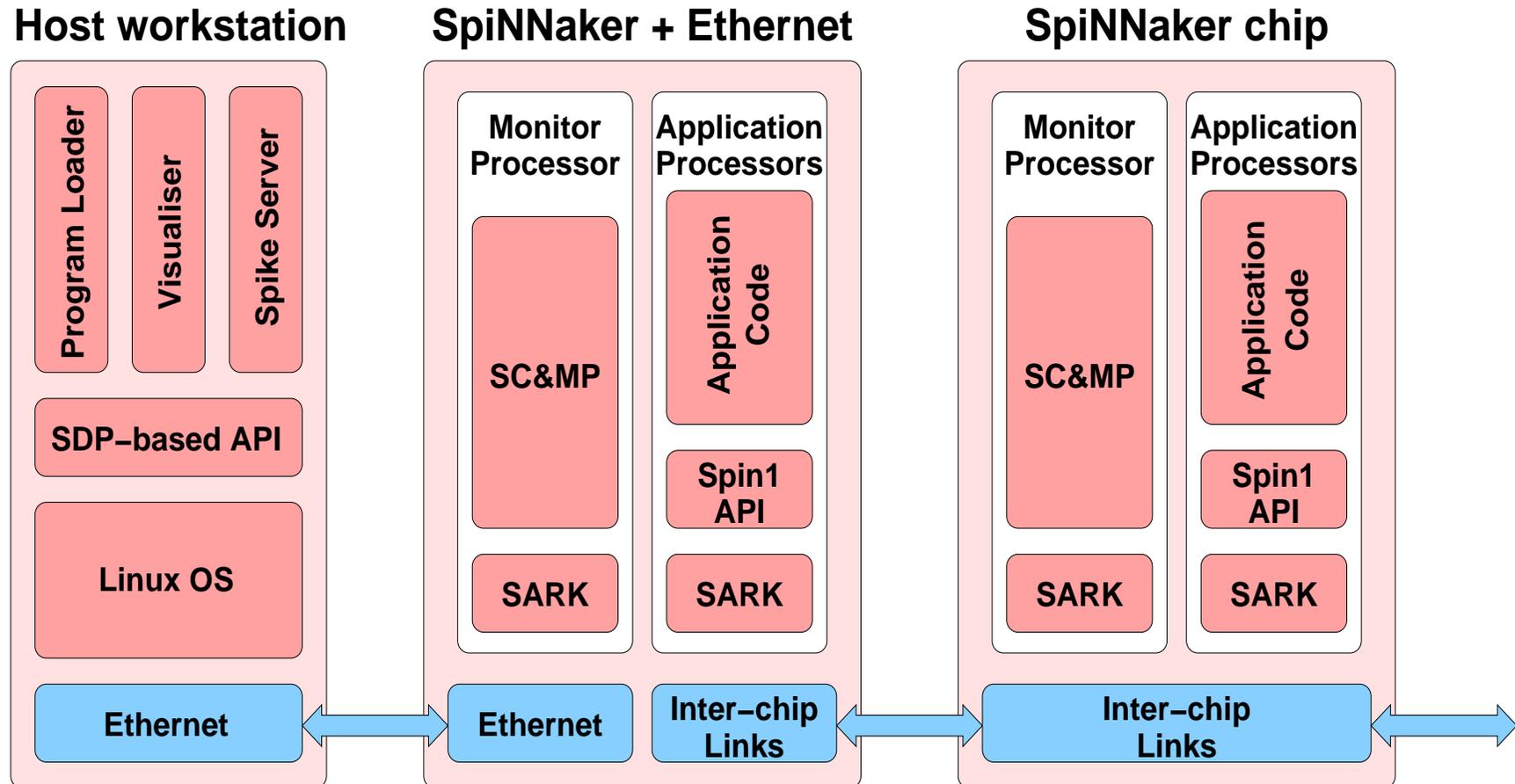




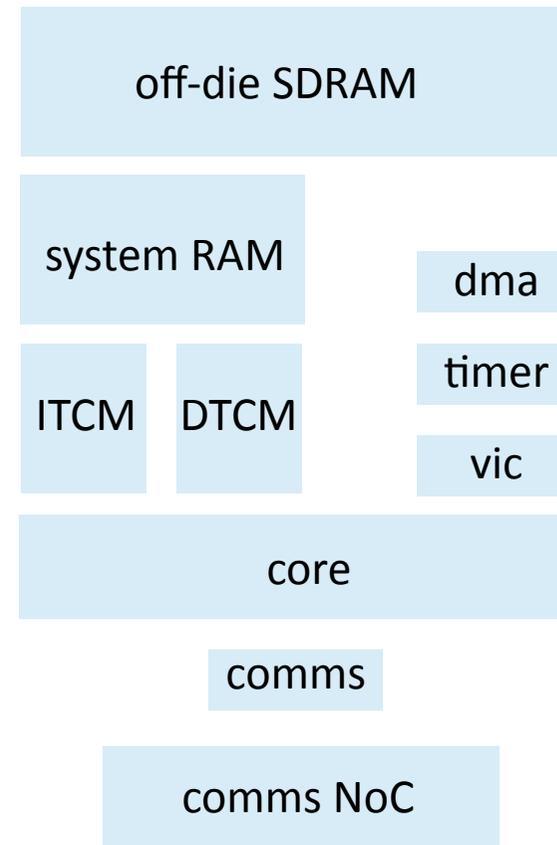
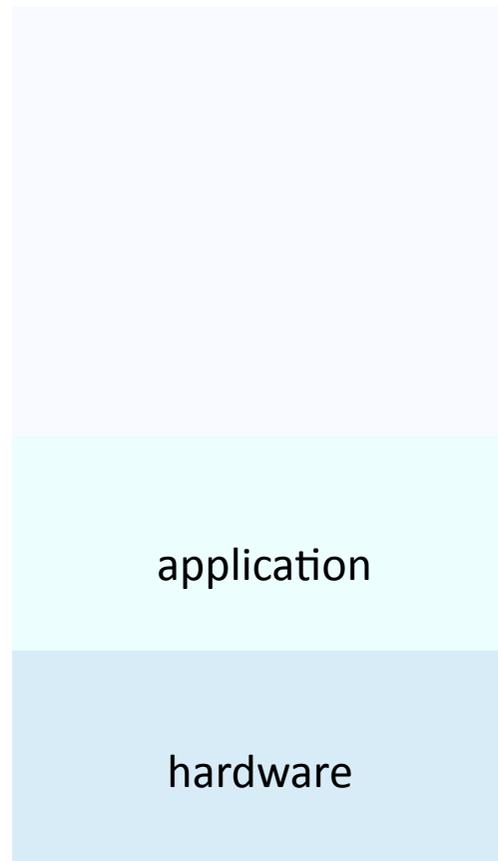
# Partially-Ordered Event-Driven Systems

- A set of dynamical processes  $P = \{P_i\}$ 
  - $S_i(t)$  is the state of  $P_i$  at time  $t$
- A set of event channels  $E = \{E_j\}$ 
  - $E_j$  carries a time series of asynchronous impulses
  - generated by a process  $E_j = e_j(P_j)$
- Hybrid model (biology): processes evolve  $S_i = s_i(t, E^* \subseteq E)$
- Discrete model (*SpiNNaker*)
  - time can be abstracted into a series of (e.g.) 1ms events  $E_t$
  - We can model each event atomically:  $E_j \Rightarrow S_i := p_i(S_i, j)$
- In practice, on *SpiNNaker* event handling takes a finite time and may overlap subsequent events.

# Software overview

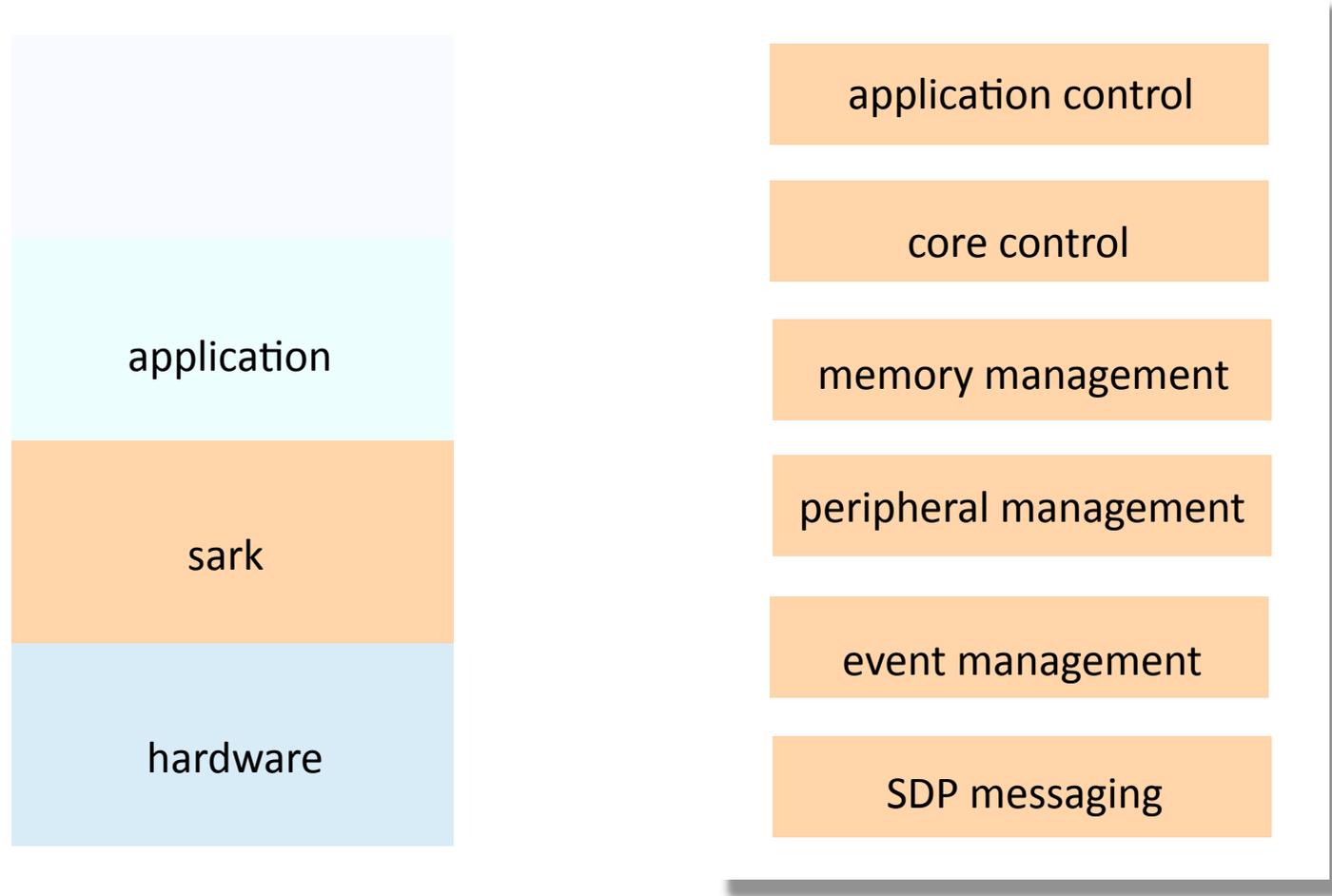


## Hardware resources

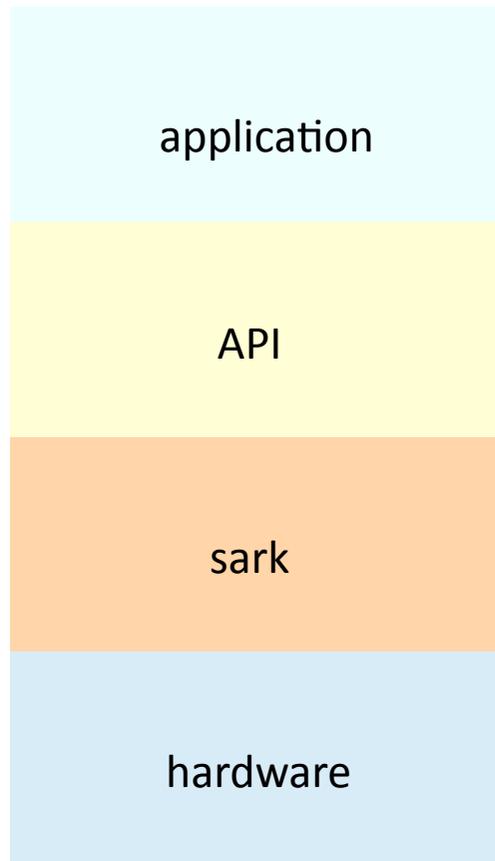




# ***SARK: low-level software***



## *API: run-time environment*



event-driven  
programming model

run-time  
environment

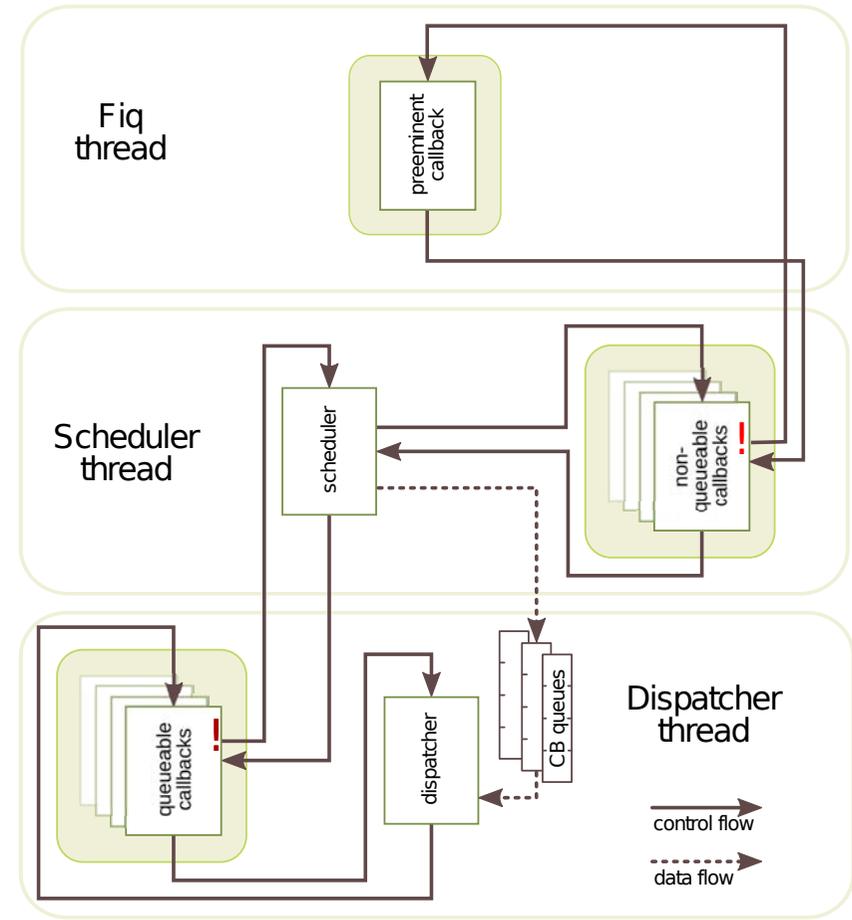
sark functionality still  
available

priority level = -1  
only one callback  
cannot be pre-empted

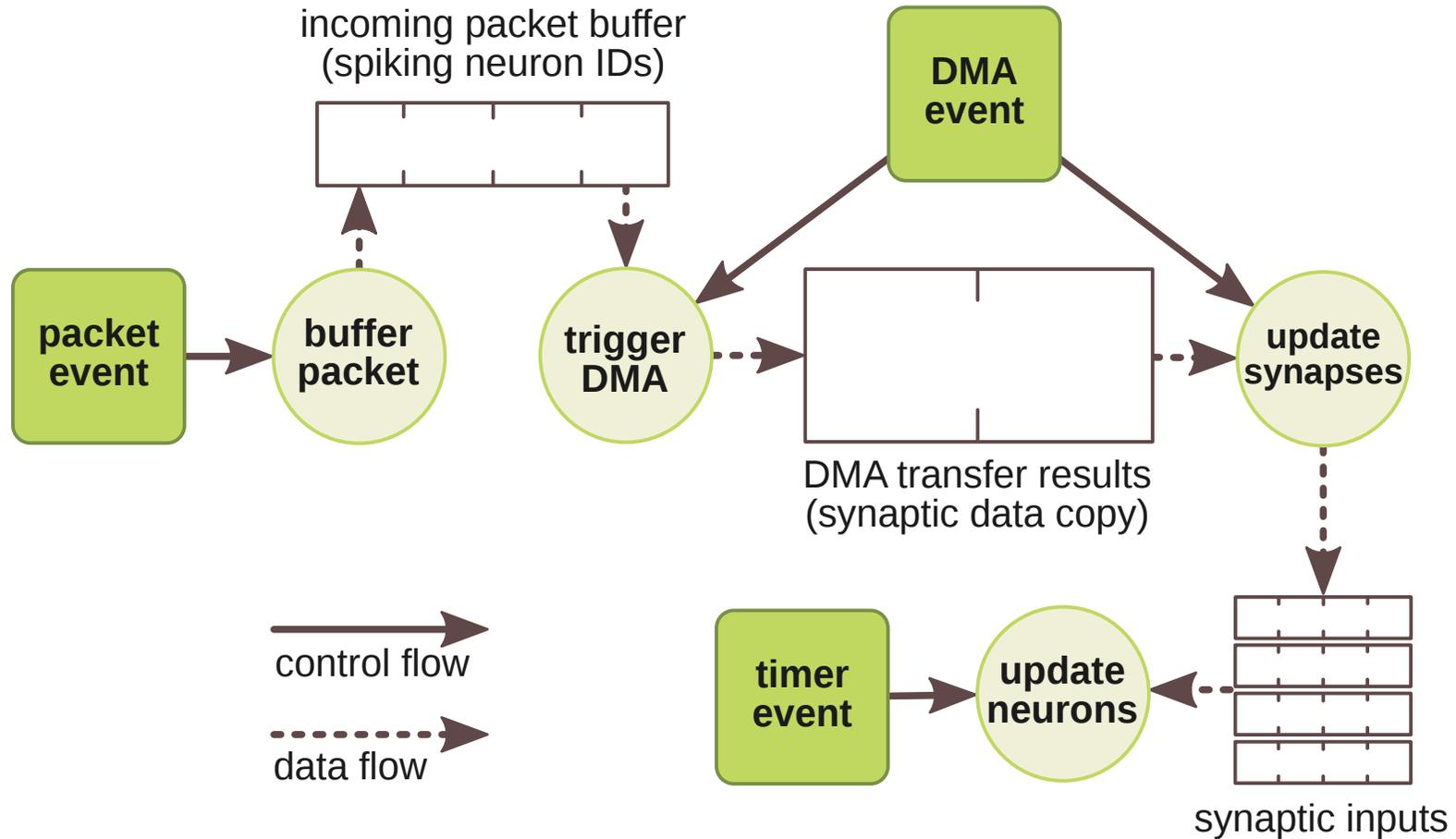
priority level = 0  
can only be pre-empted  
by priority -1 callback

priority level > 0  
can be pre-empted  
by priority  $\leq 0$  callbacks  
scheduled in priority order

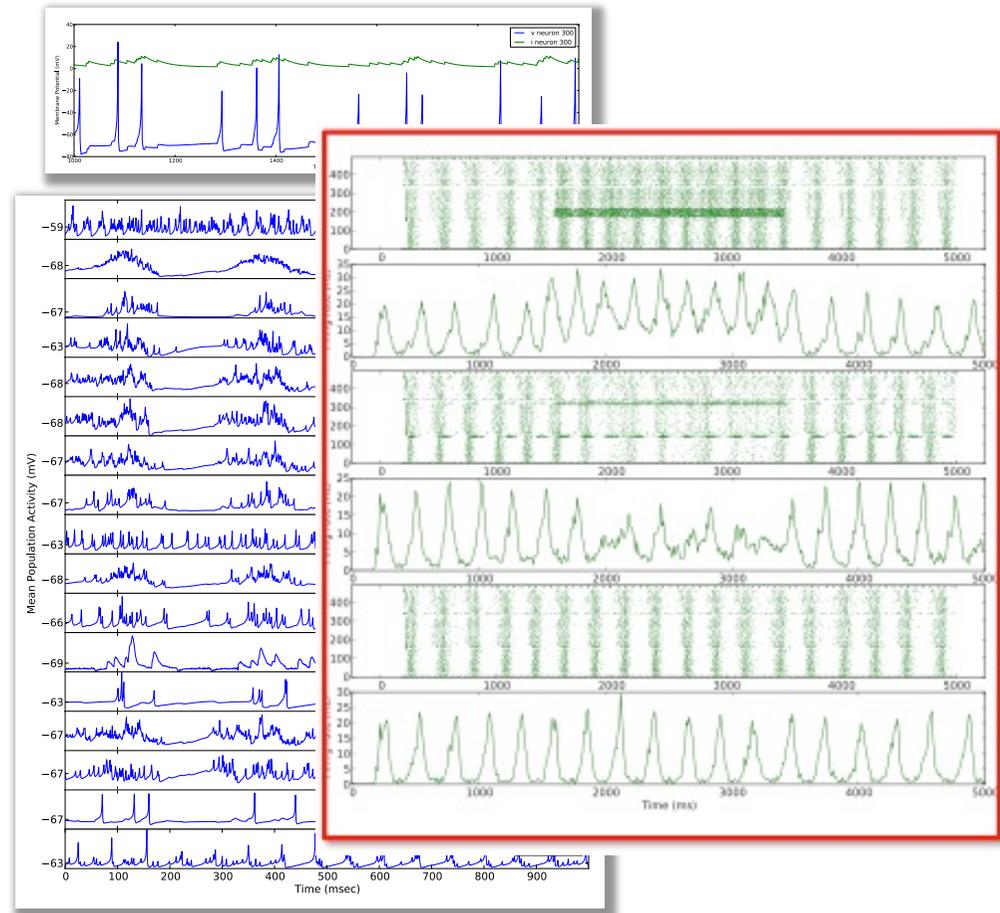
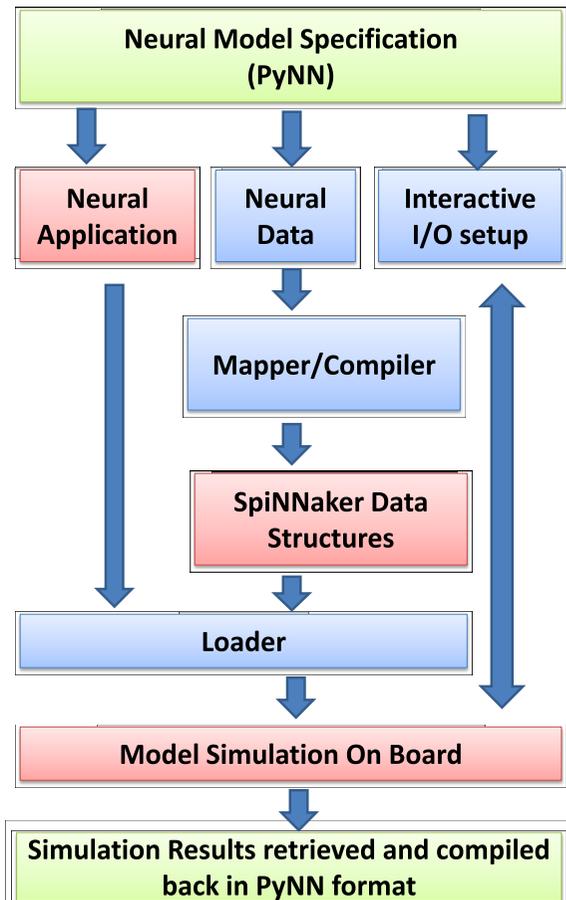
## Priorities



# Event-driven software model

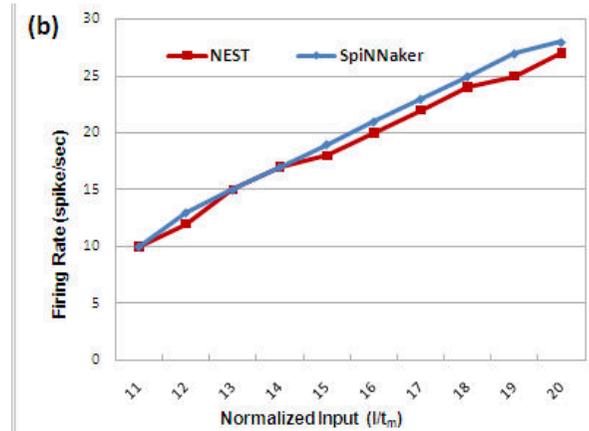
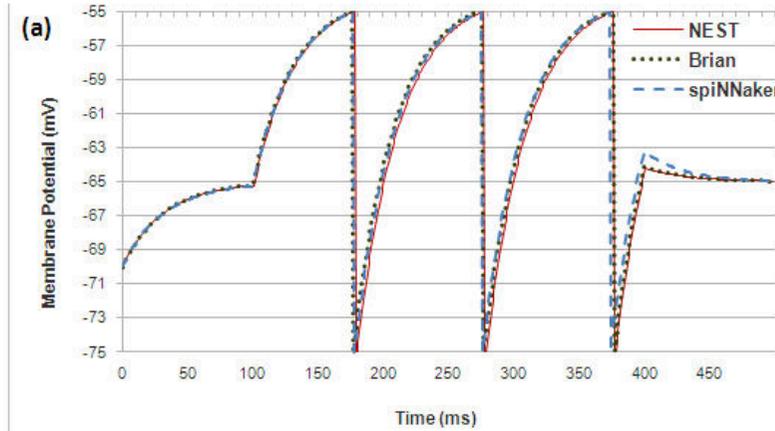


# PyNN design flow

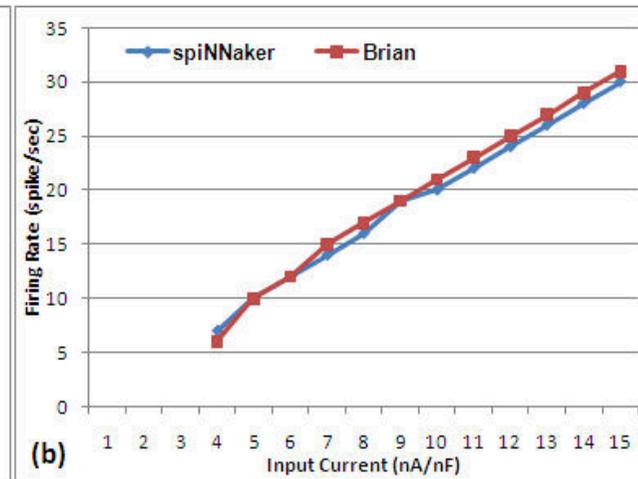
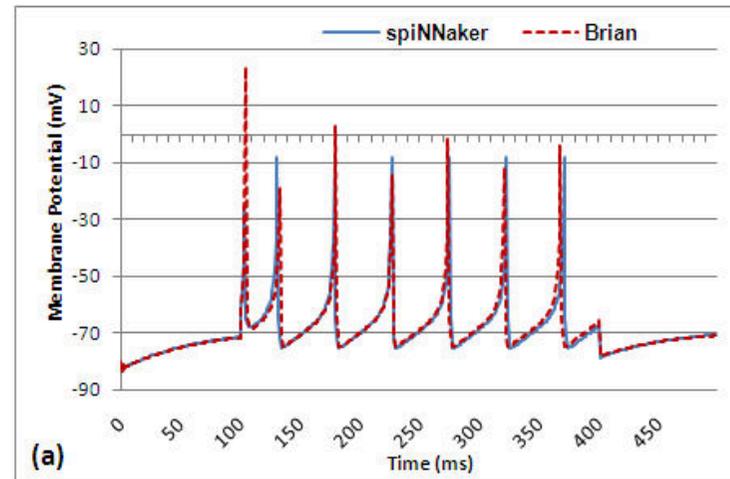


# PyNN integration

- LIF

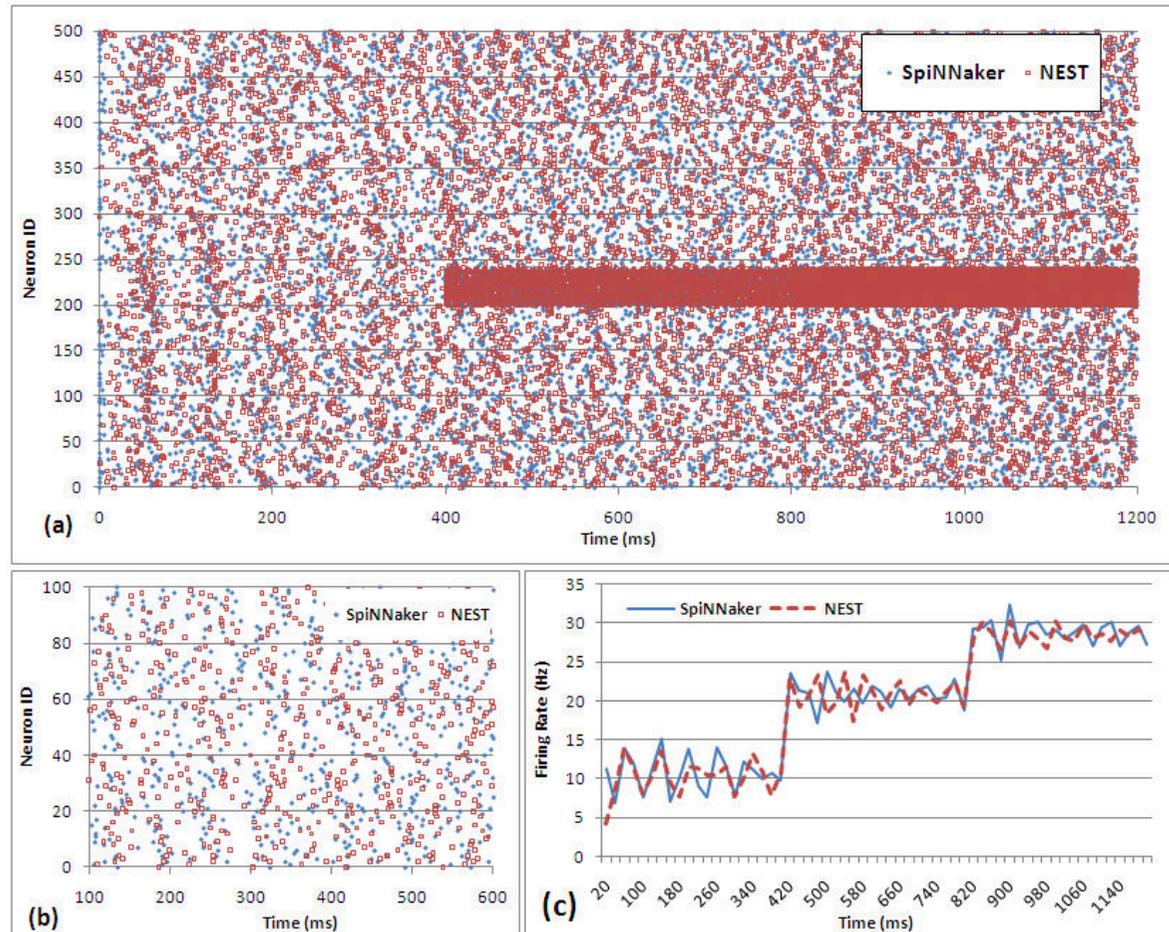


- Izhikevich



# PyNN integration

- Vogels-Abbott benchmark  
 – 500 LIF neurons



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# SpiNNaker robot control

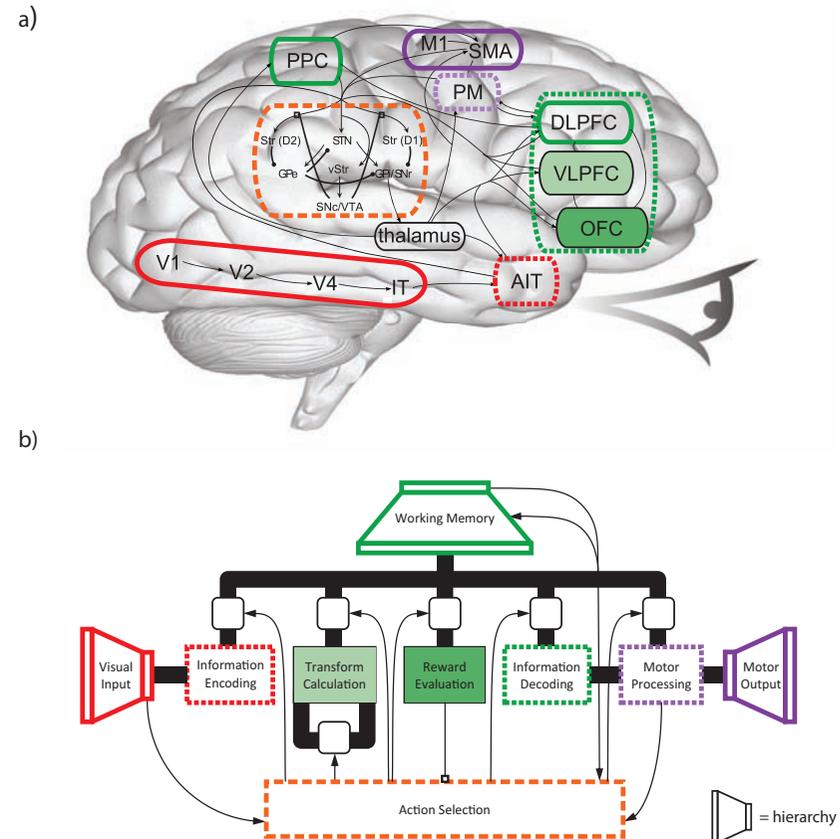
The screenshot displays a Linux desktop environment with the following components:

- System Bar:** Shows the date and time as 'Thu 10 Oct, 14:13', weather as 'Partly cloudy, 10 °C', and system temperature as '76.5°C'. The user is logged in as 'francesco'.
- Real-Time Plot of SpiNNaker Data:** A window titled 'Real-Time Seville Silicon Retina Output' showing a color map plot. The plot has a Y-axis labeled 'Y Coord' ranging from 0 to 126 and an X-axis labeled 'X Coord' ranging from 0 to 126. A color scale on the right ranges from 0.00 (blue) to 127.00 (red). The plot area is currently black.
- Terminal:** A terminal window at the bottom left shows the following commands and output:

```
@big-robospinn-local:0,1,0 > # SDRAM data (routing, lookup, synaptic structures, stdp)
@big-robospinn-local:0,1,0 >
@big-robospinn-local:0,1,0 > # per chip structures
@big-robospinn-local:0,1,0 > sload ../binaries/routingtbl 0 1.dat 74210000
@big-robospinn-local:0,1,0 > sload ../binaries/SDRAM_0 1.dat 70000000
```
- VLC media player:** A window titled 'v4l2:///dev/video1 - VLC media player' showing a video of a hand holding a white paper with a black crosshair drawn on it. The video player interface shows a progress bar at 2:52:09 / 00:00 and a volume control set to 127%.

- SpiNNaker:
  - 5M conn/s/ARM
- Spaun:
  - 2.5M neurons
  - ~100Hz firing rates
  - ~500 inputs/neuron
  - 125G conn/s
- Real-time Spaun:
  - 25,000 ARMs
  - 30x 48-node PCB
  - by end 2013?

# Spaun



*Chris Eliasmith et al, Science vol. 338, 30 Nov 2012*

# Conclusions

- Brains represent a significant computational challenge
  - now coming within range?
- **SpiNNaker** is driven by the brain modelling objective
  - virtualised topology, bounded asynchrony, energy frugality
- The major architectural innovation is the multicast communications infrastructure
- We have working hardware & software
  - 48-node 864-ARM PCBs now
  - first multi-PCB systems now working

