



# Stream Processor Architecture Stream Processor Architecture

**S Ashworth**



## **Stream Processor Architecture Stream Processor Architecture:**

Stream Processor Architecture Scott Rixner, 2001-10-31 Media processing applications such as three dimensional graphics video compression and image processing currently demand 10 100 billion operations per second of sustained computation Fortunately hundreds of arithmetic units can easily fit on a modestly sized 1cm<sup>2</sup> chip in modern VLSI The challenge is to provide these arithmetic units with enough data to enable them to meet the computation demands of media processing applications Conventional storage hierarchies which frequently include caches are unable to bridge the data bandwidth gap between modern DRAM and tens to hundreds of arithmetic units A data bandwidth hierarchy however can bridge this gap by scaling the provided bandwidth across the levels of the storage hierarchy The stream programming model enables media processing applications to exploit a data bandwidth hierarchy effectively Media processing applications can naturally be expressed as a sequence of computation kernels that operate on data streams This programming model exposes the locality and concurrency inherent in these applications and enables them to be mapped efficiently to the data bandwidth hierarchy Stream programs are able to utilize inexpensive local data bandwidth when possible and consume expensive global data bandwidth only when necessary Stream Processor Architecture presents the architecture of the Imagine streaming media processor which delivers a peak performance of 20 billion floating point operations per second Imagine efficiently supports 48 arithmetic units with a three tiered data bandwidth hierarchy At the base of the hierarchy the streaming memory system employs memory access scheduling to maximize the sustained bandwidth of external DRAM At the center of the hierarchy the global stream register file enables streams of data to be recirculated directly from one computation kernel to the next without returning data to memory Finally local distributed register files that directly feed the arithmetic units enable temporary data to be stored locally so that it does not need to consume costly global register bandwidth The bandwidth hierarchy enables Imagine to achieve up to 96 of the performance of a stream processor with infinite bandwidth from memory and the global register file

**Stream Processor Architecture - Streaming Memory System** Wai Loon Ngo, 2015

**Algorithms and Architectures for Parallel Processing** Haj Jin, Omer F. Rana, Yi Pan, Victor K. Prasanna, 2007-08-21 This book constitutes the refereed proceedings of the 7th International Conference on Algorithms and Architectures for Parallel Processing ICA3PP 2007 held in Hangzhou China in June 2007 Focusing on two broad areas of parallel and distributed computing the papers are organized in topical sections on parallel algorithms parallel architecture grid computing peer to peer technologies and advanced network technologies

*Ascend AI Processor Architecture and Programming* Xiaoyao Liang, 2020-07-29 Ascend AI Processor Architecture and Programming Principles and Applications of CANN offers in depth AI applications using Huawei's Ascend chip presenting and analyzing the unique performance and attributes of this processor The title introduces the fundamental theory of AI the software and hardware architecture of the Ascend AI processor related tools and programming technology and typical application cases It

demonstrates internal software and hardware design principles system tools and programming techniques for the processor laying out the elements of AI programming technology needed by researchers developing AI applications Chapters cover the theoretical fundamentals of AI and deep learning the state of the industry including the current state of Neural Network Processors deep learning frameworks and a deep learning compilation framework the hardware architecture of the Ascend AI processor programming methods and practices for developing the processor and finally detailed case studies on data and algorithms for AI Presents the performance and attributes of the Huawei Ascend AI processor Describes the software and hardware architecture of the Ascend processor Lays out the elements of AI theory processor architecture and AI applications Provides detailed case studies on data and algorithms for AI Offers insights into processor architecture and programming to spark new AI applications

**Multicore Processors and Systems** Stephen W. Keckler, Kunle Olukotun, H. Peter Hofstee, 2009-08-29 Multicore Processors and Systems provides a comprehensive overview of emerging multicore processors and systems It covers technology trends affecting multicores multicore architecture innovations multicore software innovations and case studies of state of the art commercial multicore systems A cross cutting theme of the book is the challenges associated with scaling up multicore systems to hundreds of cores The book provides an overview of significant developments in the architectures for multicore processors and systems It includes chapters on fundamental requirements for multicore systems including processing memory systems and interconnect It also includes several case studies on commercial multicore systems that have recently been developed and deployed across multiple application domains The architecture chapters focus on innovative multicore execution models as well as infrastructure for multicores including memory systems and on chip interconnections The case studies examine multicore implementations across different application domains including general purpose server media broadband network processing and signal processing Multicore Processors and Systems is the first book that focuses solely on multicore processors and systems and in particular on the unique technology implications architectures and implementations The book has contributing authors that are from both the academic and industrial communities

**The World's First Commercially-Available Stream Processor: Architecture, Algorithms and Benchmark Results**, 2005 This briefing describes new applications for ClearSpeed's CS301 device the first commercially available stream processor Launched in October 2003 the CS301 is an ultra high performance next generation Single Instruction Multiple Data SIMD stream processor delivering 25 GFLOPS and 12.8 GMACS at 1.8 Watts The CS301's low power Multi Threaded Array Processor MTAP architecture scales to hundreds and ultimately thousands of processing elements each with both floating point and integer hardware capable of data parallel processing on image and signal processing applications as well as for compression encryption search and general sensor processing applications The processor is supported by a flexible development environment including assembly language and C based language support as well as a cycle accurate simulator with plans to develop industry standard API Libraries such as L3 BLAS and FFTW This new

class of stream processor has been shown to provide tell to one hundred times the overall performance of PowerPC or Pentium based architectures especially when performing Image and signal processing functions such as FFTs or filters In general the architecture has been shown to provide significant throughput size and power advantages for embedded processing applications

**Grid and Pervasive Computing** James J. (Jong Hyuk) Park, Hamid R. Arabnia, Cheonshik Kim, Weisong Shi, Joon-Min Gil, 2013-11-13 This book constitutes the refereed proceedings of the 8th International Conference on Grid and Pervasive Computing GPC 2013 held in Seoul Korea in May 2013 and the following colocated workshops International Workshop on Ubiquitous and Multimedia Application Systems UMAS 2013 International Workshop DATICS GPC 2013 Design Analysis and Tools for Integrated Circuits and Systems and International Workshop on Future Science Technologies and Applications FSTA 2013 The 111 revised papers were carefully reviewed and selected from numerous submissions They have been organized in the following topical sections cloud cluster and grid middleware resource management mobile peer to peer and pervasive computing multi core and high performance computing parallel and distributed systems security and privacy ubiquitous communications sensor networking and RFID ubiquitous and multimedia application systems design analysis and tools for integrated circuits and systems future science technologies and applications and green and human information technology

**The 16th Annual International Symposium on Computer Architecture** International Symposium on Computer Architecture, 1989

*10th Symposium on High Performance Interconnects (Hot-I 2002)*, 2002 Annotation Designers and architects of high performance switching chips routers packet classification engines and packet processing circuits from universities and industrial laboratories present information on the most current developments in their fields Organized into six sessions the volume begins with a session on recent advances in switching elements The next session addresses challenges related to scheduling packets for transmission on a network Multiprocessors clusters and storage area networks are next addressed followed by discussion of routing particularly on new techniques for classifying packets that improve on or eliminate traditional CAMs The fifth session includes new results of processing TCP IP data streams using network processors and field programmable gate arrays FPGAs The last session includes papers on how interconnects are used for multiprocessors clusters of workstations and Storage Area Networks SANs wireless networks and broadband cable systems Lacks a subject index Annotation copyrighted by Book News Inc Portland OR

*FPGA-based Implementation of Signal Processing Systems* Roger Woods, 2008-11-24 The automation of the techniques for component architectural synthesis computational models and the reduction of energy consumption to help improve FPGA performance are given in detail FPGA based Implementation of Signal Processing Systems is an important reference for practising engineers and researchers working on the design and development of DSP systems for radio telecommunication information audio visual and security applications Senior level electrical and computer engineering graduates taking courses in signal processing or digital signal processing shall also find this volume of interest BOOK

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*Microelectronic Circuits and Systems: Digital-circuit aspects and state of the art* A. F. Schwarz,1987

**Microprogramming and Systems Architecture** ,1975     **Processor Efficiency for Packet-processing**  
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