

A Brief View of the Cell Broadband Engine

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Overview

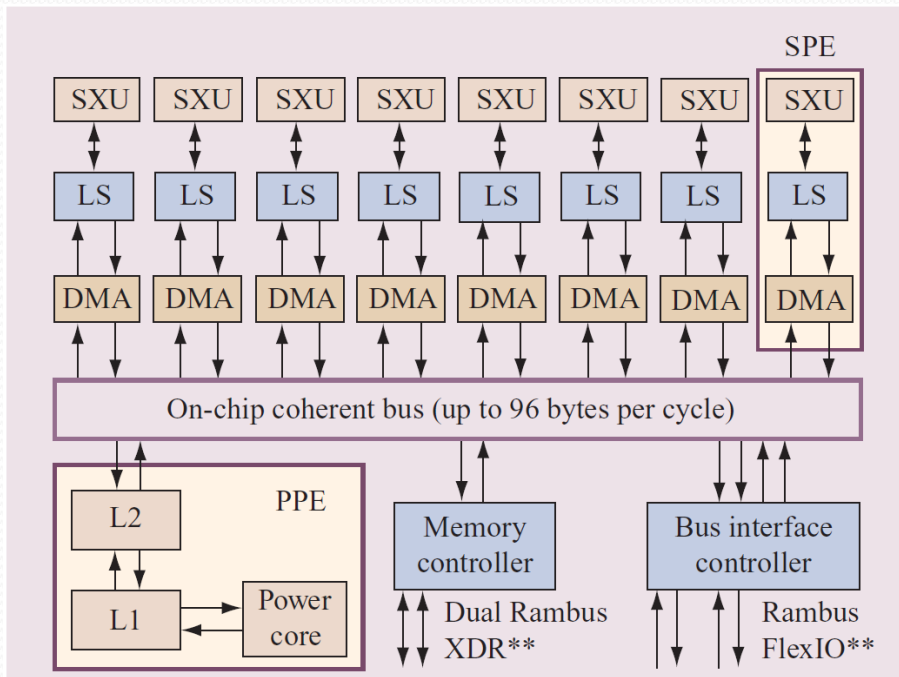
- Brief History
- System Overview
 - Power Processor Element & Cache
 - Synergistic Processing Elements
 - Element Interconnect Bus
- Programming Challenges

Brief History

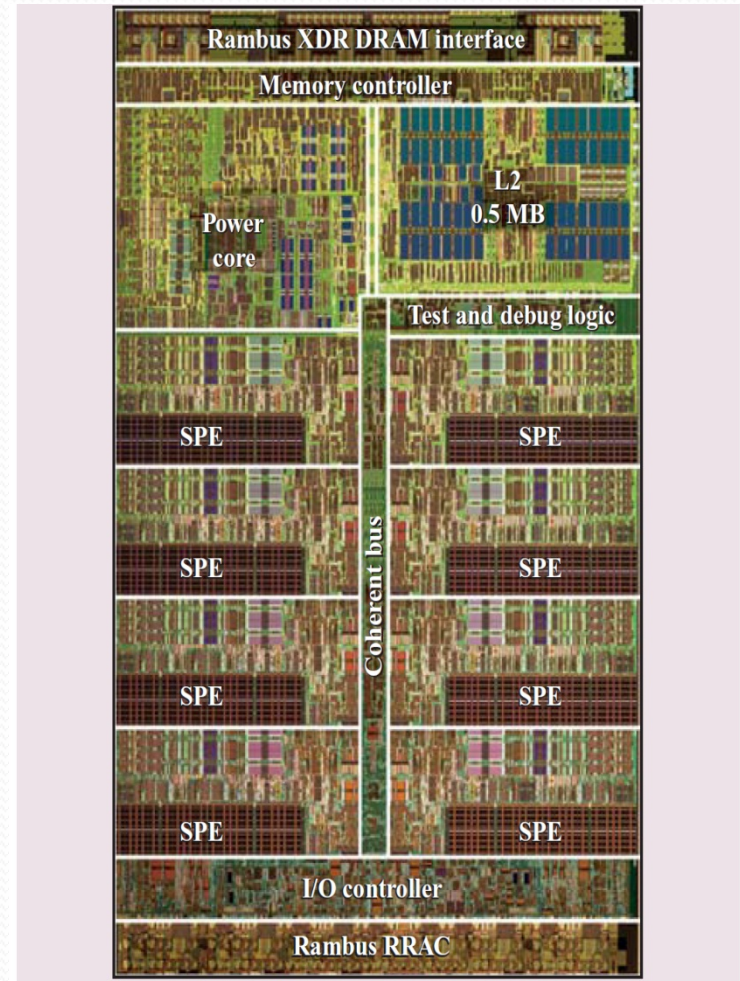
- Developed by STI (Sony, Toshiba, IBM)
- Initially targeted for PS3
- Focus on high data throughput
- In 2008, IBM made the PowerXCell 8i, which lead to Roadrunner

System Overview

- PPE: PowerPC Processor Elements
 - General CPU
 - Handles system management
- SPE: Synergistic Processor Elements
 - Many working together
 - Data-heavy, parallel computation
- EIB: Element Interconnect Bus
 - Ring design
 - Connects SPEs



Block diagram



Die photo

Power Processor Elements

- Main CPU(s)
- 64-bit compliant core
- Instruction Unit, Execution Unit, and Vector SIMD
- 23-stage pipeline with dual-instruction execution
- 8-bit branch predictor (2-bit local, 6-bit global)
- No dynamic reorder – just dual-issue interleave
 - Vector-Scalar Unit (VSU) splits pipeline

PPE Cache

- Two 32-KB L1 caches (instruction and data)
 - Two-way associative memory
 - 512 wordlines; 32 bytes per way
 - Full clock rate
- One 512-KB L2 cache
 - Includes L1 data cache
 - Half clock rate
 - Energy efficient (only 1/8 activated at a time)
 - Interleaved read/write for continuous data transfer

Synergistic Processing Elements

- Synergistic Processor Unit
 - 128 by 128-bit SIMD registers
 - Inherently SIMD
- Local Store
 - Special 256 KB non-cached local memory
 - Holds both instructions and data
 - SPE local stores isolated from each other
 - Fast 32 bit mailbox registers for communication
- Memory Interface Controller
 - Connects SPEs to other SPEs/PPEs
 - Uses Direct Memory Access (DMA) controller
 - 96 bytes per cycle peak transfer rate

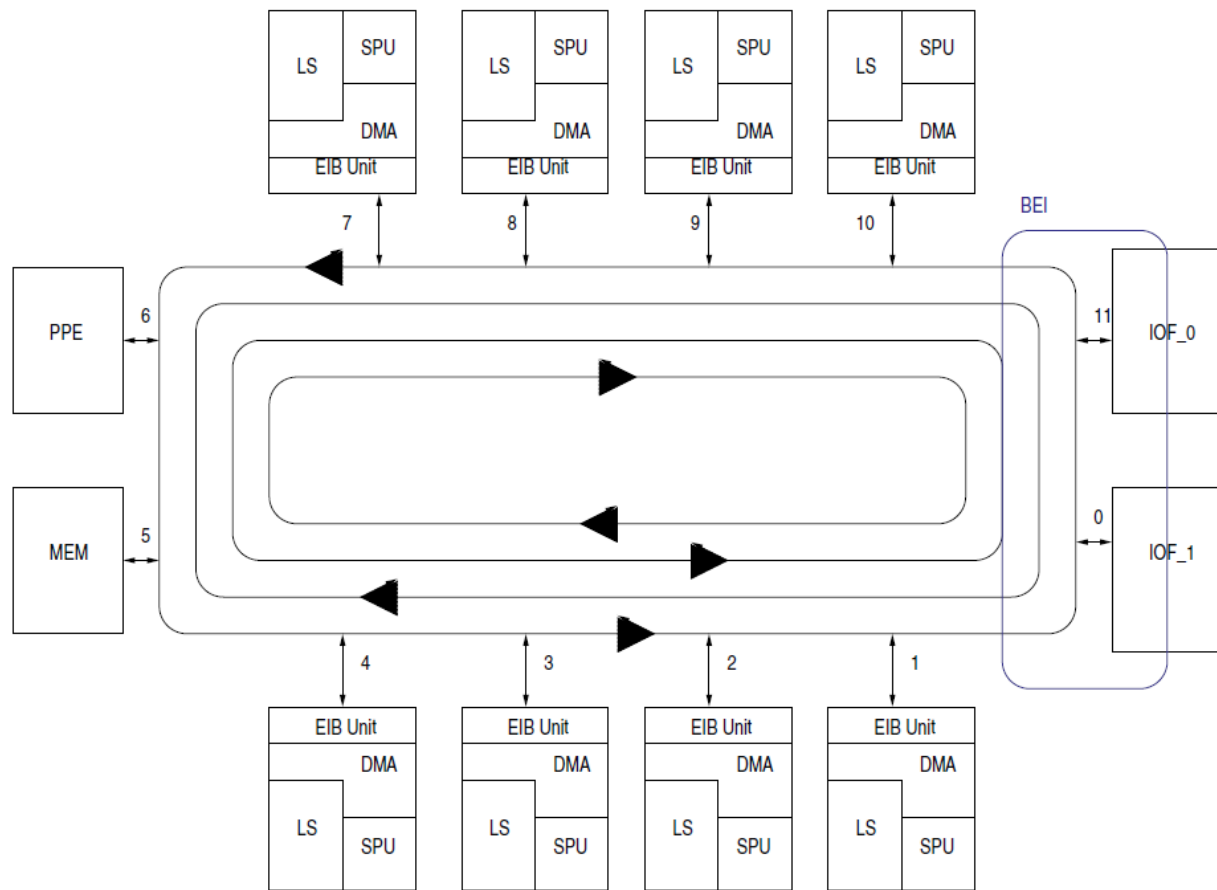
Synergistic Processing Elements

- 23 Stage Pipeline, Dual Issue
 - Integer operations: 2 cycles
 - Float operations: 6 cycles
 - Double precision operations: 7 cycles, single issue
 - No branch prediction
- Memory Interface Controller
 - Connects SPEs to other SPEs/PPEs
 - Uses Direct Memory Access (DMA) controller
 - 96 bytes per cycle peak transfer rate

Element Interconnect Bus

- Connects off-chip memory controllers and I/O
 - Enables memory coherent SMP with other Cell processors
- Token ring-like layout
 - One address bus
 - Four 16 byte wide data rings, 128 bytes per ring
 - Latency between SPEs variable
 - DMA requests have highest priority

Element Interconnect Bus



Programming Challenges

- Parallel Programming is Hard
- Low storage in SPEs
- Efficiency over Ease – burden on programmer
 - SPEs had no cache
 - SPEs had no branch prediction
 - SPEs execute in-order
 - Manual loop-unrolling and function in-lining

The background is a solid blue color. At the top, there are several wavy, overlapping lines in shades of blue and cyan, creating a decorative header effect.

Thank You!