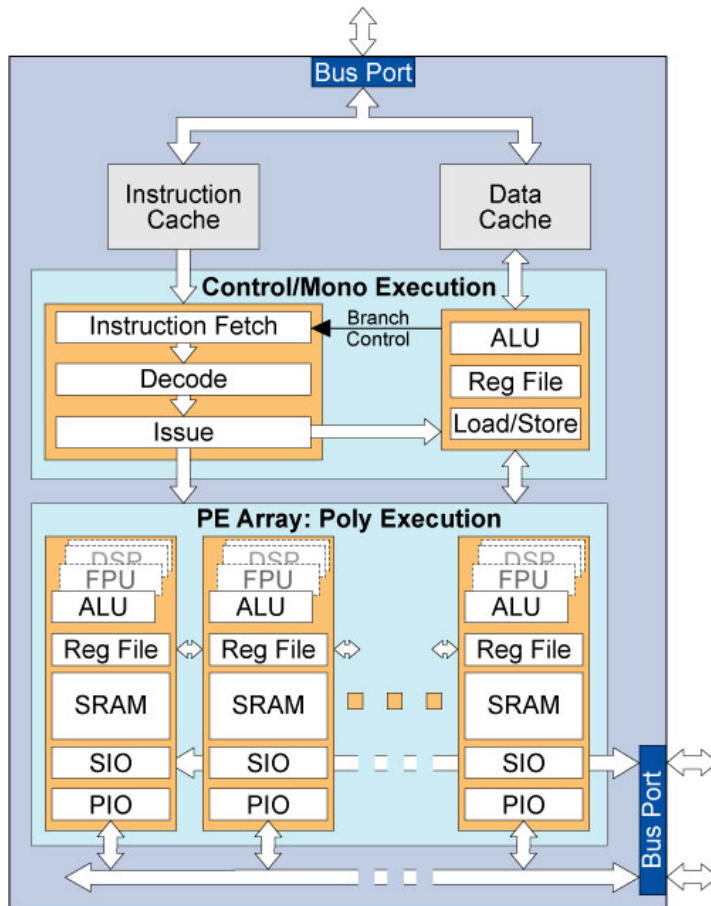


A New, High-Performance, Low-Power, Floating-Point Embedded Processor for Scientific Computing and DSP Applications

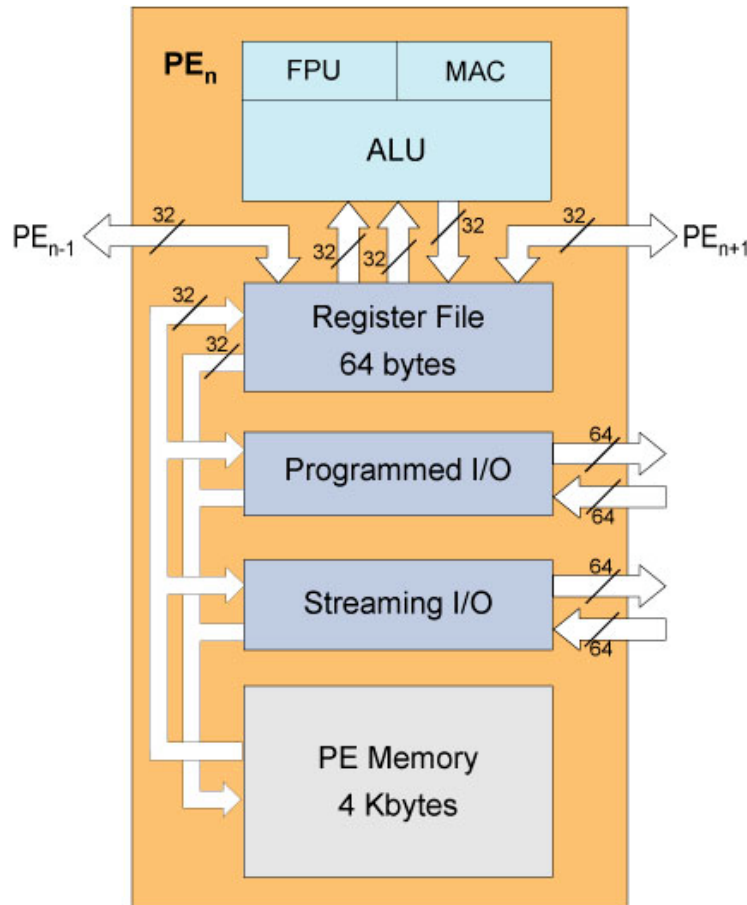
Simon McIntosh-Smith
Director of Architecture

Multi-Threaded Array Processing Architecture



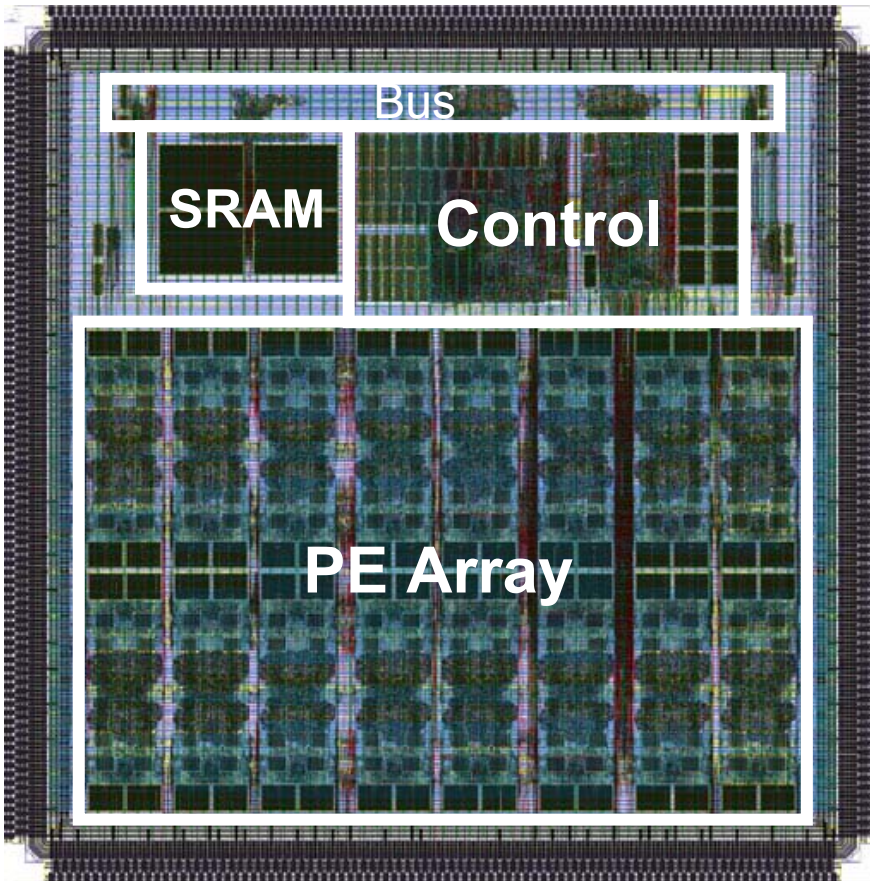
- Multi-Threaded Array Processor
 - Fully programmable in C
 - Hardware multi-threading
 - Extensible instruction set
- Scalable internal parallelism
 - Array of processing elements (PEs)
 - Compute, bandwidth scale together
 - From 10s to 1,000s of PEs
 - Built-in PE redundancy
- High performance, low power
 - ~10 GFLOPS/watt
- Multiple high-speed I/O channels

Processing Elements



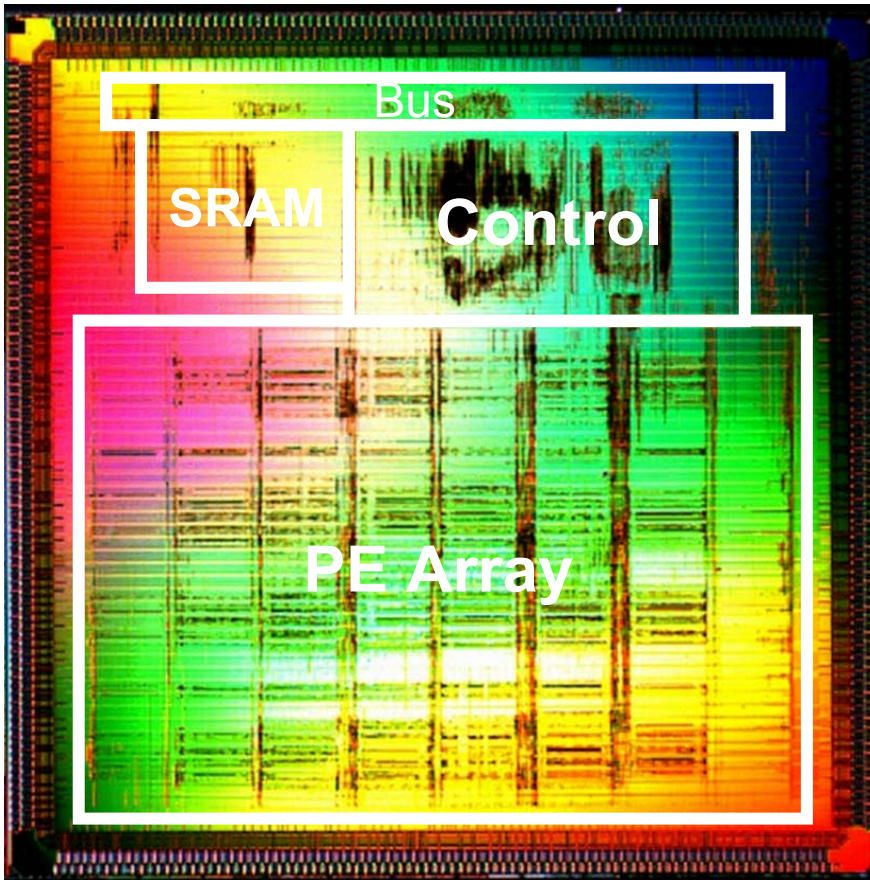
- PEs are highly optimised execution units
 - ALU, MAC, FPU
 - High-bandwidth, multiport register file
 - High bandwidth per PE DMA (PIO, SIO)
 - Closely coupled SRAM for data
- 64 PEs at 200MHz
 - 25.6 GFLOPS
 - 51.2 Gbyte/s bandwidth to PE memory
 - 12,800 MIPS
- Supports multiple data types
 - 8, 16, 24, 32-bit, ... fixed-point arithmetic
 - 32-bit IEEE floating-point arithmetic

CS301 Up Close



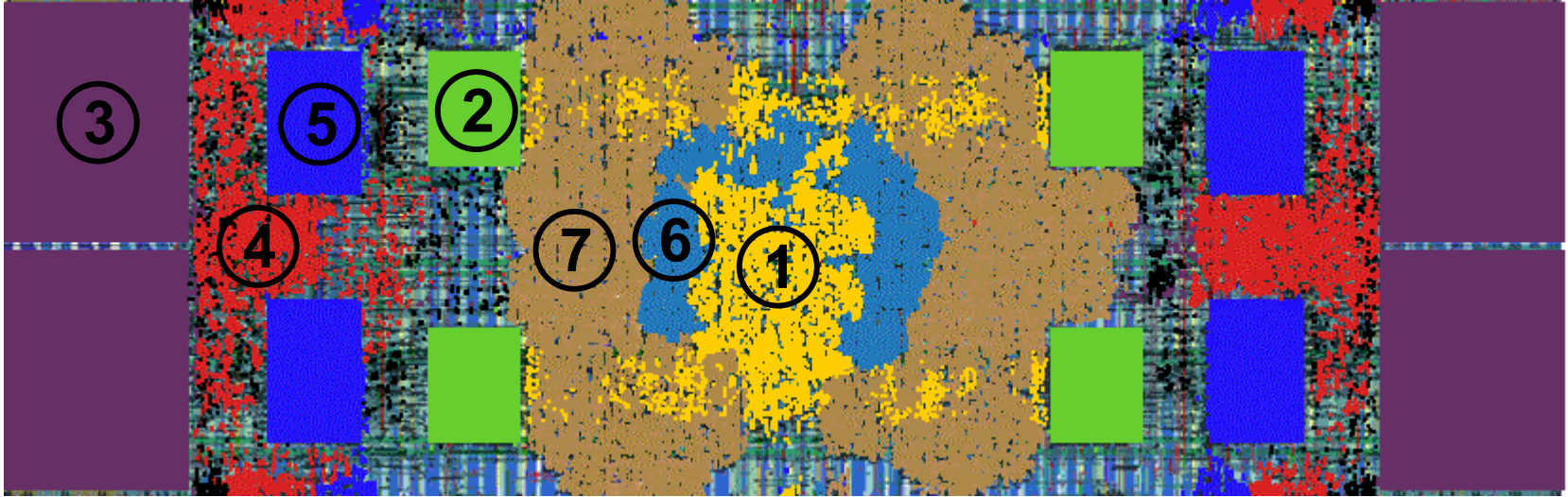
- Multi-Threaded Array Processor
 - 25.6 GFLOPS
 - 3W worst-case, 2W typical
 - 200MHz
 - 64 PEs, 4 Kbytes each
- ClearConnect bus
 - 64-bit full duplex
 - 1.6 Gbyte/s each direction
 - 2x 0.8-Gbyte/s bridge ports
- Scratchpad memory
 - 128 Kbytes of SRAM
- Availability
 - Sampling Q4 2003

CS301 Up Close



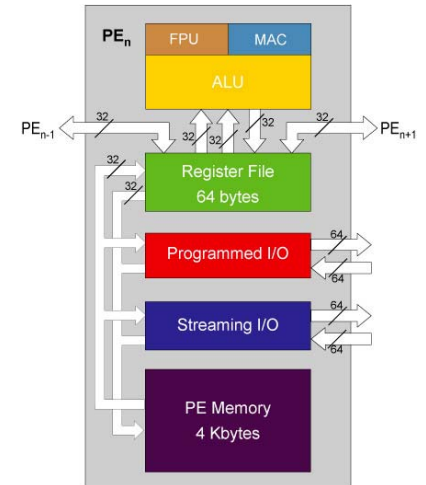
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4 PEs - Array Building Block



1. ALUs
2. Register files
3. PE memories

4. PIO
5. SIO
6. Integer MACs
7. FPU's

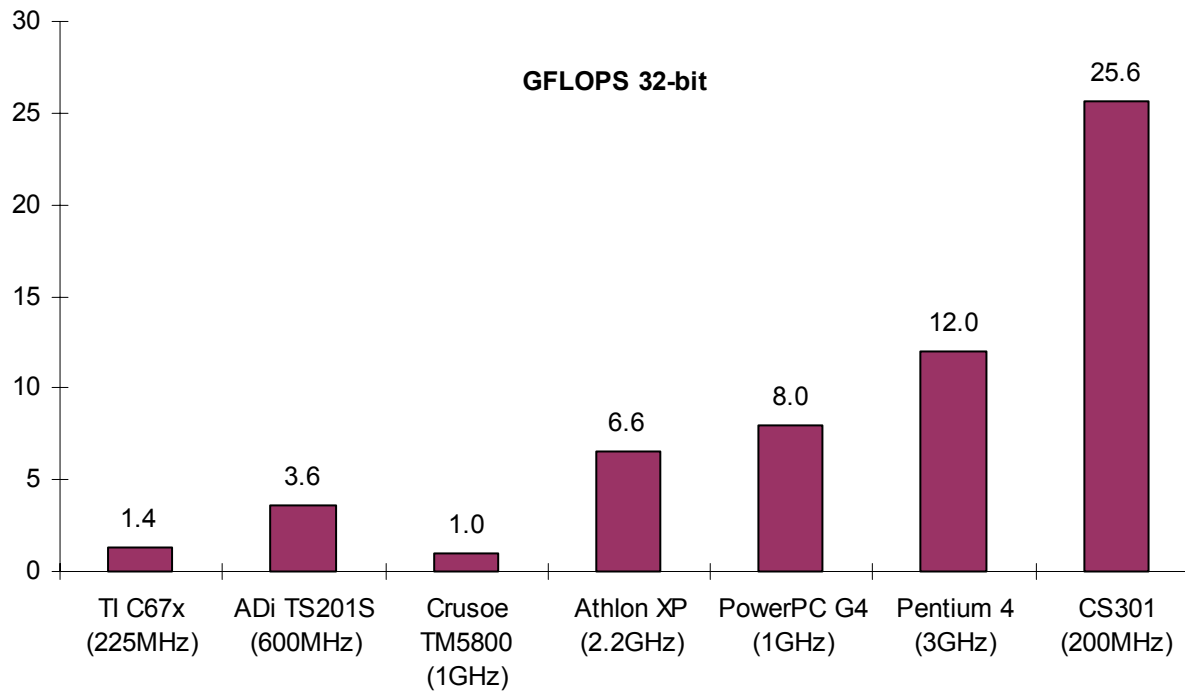


* Captured using Magma's Blast Fusion®

CS301 Facts and Figures

- IBM 0.13 μ FSG process, 8-layer metal (copper)
- Standard cell library, fully synthesized design
- 8.5 x 8.5mm active logic area — 72mm²
- 41 million transistors (32% logic, 68% memory)
- 1.2V core, 2.5V I/O (3.3V tolerant)
- 343 signal pins (235 mission mode, 108 diagnostic)
- Plastic PBGA package

Peak GFLOP Comparison

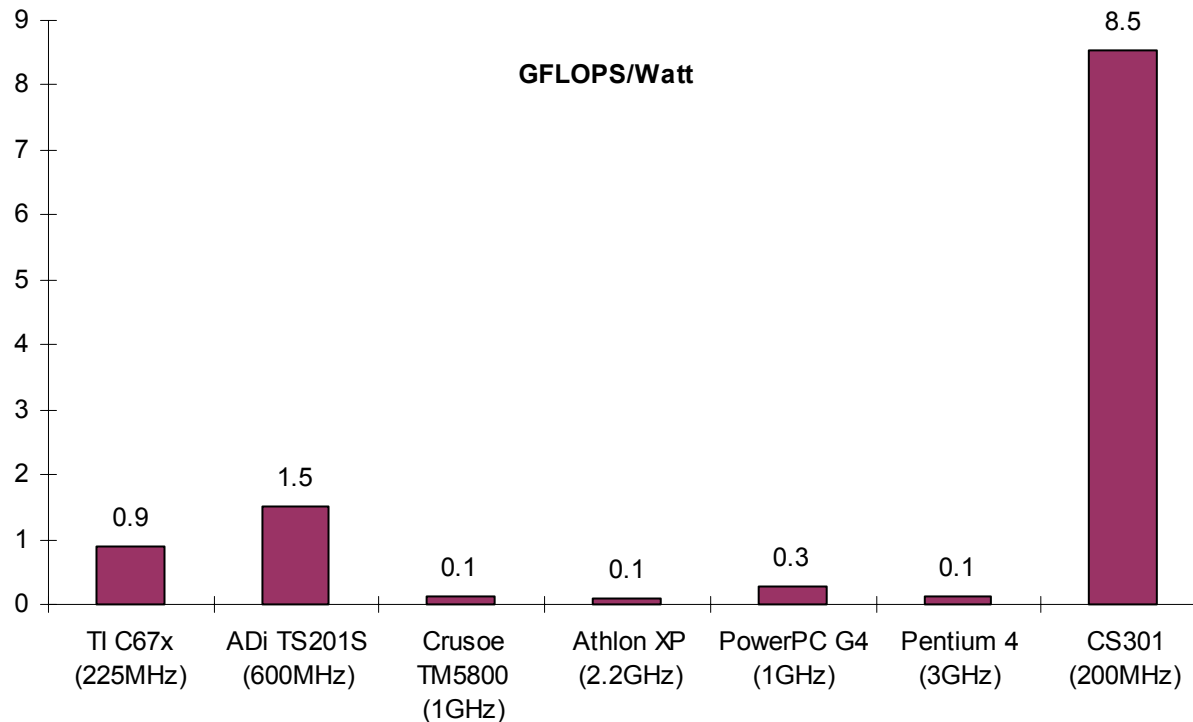


CS301 can accelerate, amongst others:

High-performance computing tasks in PC and blade server systems

Embedded DSP applications

GFLOPS Per Watt Comparison



CS301's high performance and low power enables:

New levels of density in PC and blade server systems

New levels of performance in embedded DSP applications.

Sources: vendor websites

FFT Performance Comparison



- Lockheed Martin has benchmarked two applications with optimised code supplied by WorldScape Defence on the CS301 cycle-accurate simulator:
- A 1024-point, complex, floating-point FFT, 8 FFTs performed in parallel
- Pulse compression: an FFT, a complex multiply by a stored reference FFT, and an IFFT, with 8 pulse compressions performed in parallel

Processor	Clock	Power	FFT/sec /Watt	Pulse Compressions /sec/Watt
PowerPC 7410	400 MHz	8.3W	3,052	782
<i>ClearSpeed</i> CS301	200 MHz	2.0W*	56,870	24,980
Improvement	----	----	18.6 X	31.9 X

* Measured on gate level sim with Magma's Blast Rail

Development Environment

Software Development Kit (SDK)

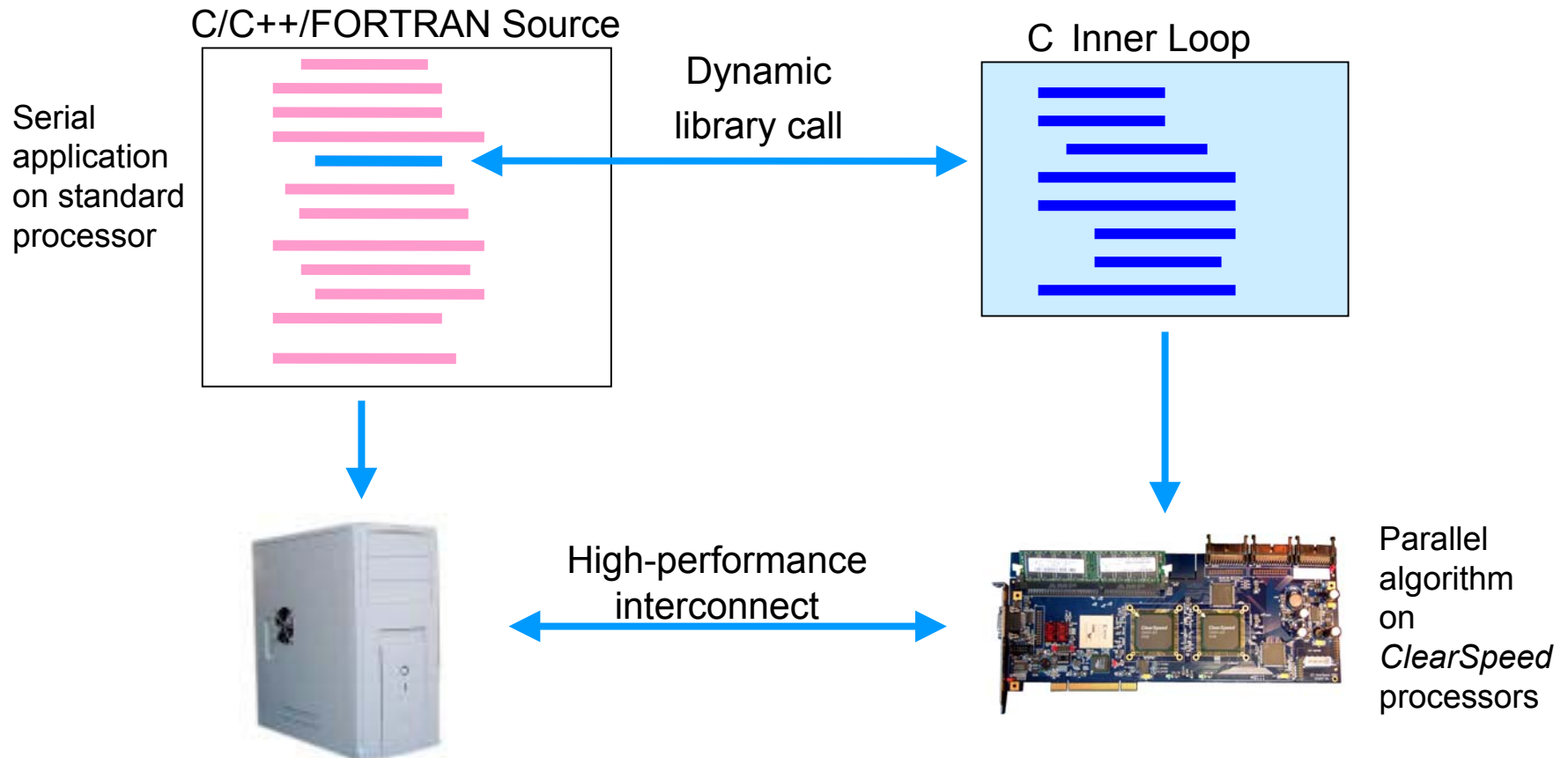
- C compiler, assembler, libraries, visual debugger, etc.
- Instruction-set and cycle-accurate simulators
- Available for Windows, Linux, and Solaris
- Development boards, early silicon available from Q4 2003

Application development support

- Reference source code for various applications
- Consult directly with *ClearSpeed's* experts
- Consultancy and optimised code from *ClearSpeed's* partners

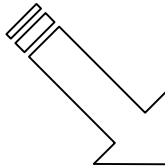
Accelerated Applications

ClearSpeed's co-processor technology is designed to accelerate the *inner loops* of compute-intensive algorithms.

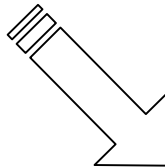


Porting C Code

```
float sum[N], a[N], b[N];  
do {  
    sum[i] = a[i] + b[i];  
    i += 1;  
} while (i<N)
```



```
poly float sum[N], a[N], b[N];  
do {  
    sum[i] = a[i] + b[i];  
    i += 1;  
} while (i<N)
```



```
_do_while::  
    ld      r_t1:p4f, r_i:m2u,  a;  
    ld      r_t2:p4f, r_i:m2u,  b;  
    add     r_t3:p4f, r_t1:p4f, r_t2:p4f;  
    st      r_i:m2u,  r_t3:p4f, sum;  
    add     r_i:m2u,  r_i:m2u,  4;  
    j.if.lt r_i:m2u, r_Nx4:m2u, _do_while;
```


ClearSpeed Debugger

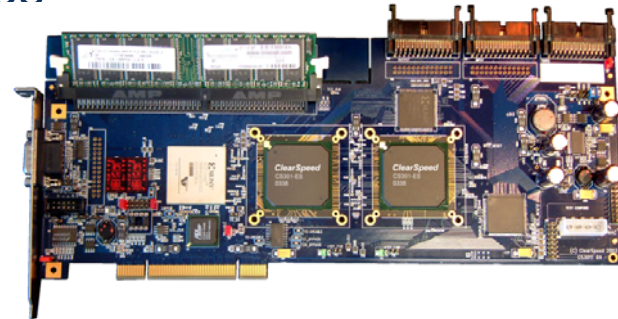
The screenshot displays the ClearSpeed Debugger interface, which is divided into several panes:

- Source Code Viewer:** Shows the source code for a program named `poly_mandelbrot.c`. The code includes macros for screen coordinates, a function `calcrs` to calculate Mandelbrot iterations, and a main loop that iterates over a grid of points.
- Register Window:** Displays the current state of registers, including their names (e.g., `R0`, `R1`, `R2`) and values. It also shows the address, label, and operation code for each register.
- Data Grid:** A table showing the results of the Mandelbrot calculation for a grid of points. The grid has 10 columns and 10 rows, with values ranging from 0 to 100. The grid is color-coded, with yellow and blue cells.
- Messages/Errors:** A pane at the bottom showing system messages, including "Using MTAP ID=0" and "Saved the resources".

Systems Integration Examples



Laptop plug-in accelerator



PC plug-in accelerator



Coprocessors in a
PC server*



Coprocessors in a
blade server*

* Images courtesy of Angstrom Microsystems

ClearSpeed CS301 Summary

ClearSpeed's CS301 fully programmable accelerator delivers compelling floating-point performance and performance per watt.

- 25.6 GFLOPS
- 3W worst-case, 2W typical
- 8.5 GFLOPS/watt
- 3.2 Gbyte/s off-chip bandwidth
- Gluelessly daisy-chain multiple devices for higher performance
- Program in C with a familiar, simple programming model
- Sampling Q4 2003