



High Performance Embedded Systems

Lecture 3:

Edge computing; Microprocessor vs. FPGA-based RC solutions

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Outline for Lecture

- Considerations for EDGE computing (connection to direction of this course)
- Computing solutions: HW vs SW vs RC
- Latest Intel chipsets
- Towards digital accelerators (e.g. Alveo)
- Tools that we will be using
- Closing Remarks & Intermission

Edge Computing

EEE4120F HPES



Edge Computing



- Edge computing (a precise definition):
 - A distributed computing paradigm that brings computation (and possibly data storage) closer to where it is needed, as a means to improve response times and save bandwidth. *

• Alternate definition:

- "edge computing" is any type of computer program that delivers low latency nearer to the requests.
- It something of a swing away from the "in the cloud" thinking... there are problems with everything being in the cloud such as needing to get data (e.g. sensor data) to the cloud and results back from it.

* Ref and recommended read: https://www.cloudwards.net/what-is-edge-computing/

** Dilley, John, et al. "Globally distributed content delivery." *IEEE Internet Computing* 6.5 (2002): 50-58.

Edge Computing



"Another name for networked embedded systems?"

- A 'rediscovery' in a way that doing things at the edges (leaves) of a network may work out better than drawing it in to a central compute point
- But with the advantage of being connected to a network (e.g. bring in data from other nodes)
- The concept of a 'smart embedded sensor' or a sub-sensor net (i.e. a distribution of distributed nets) may work better in some cases.

Some benefits of edge, e.g.

- Reduce risks (can do stuff without internet access)
- Improve response rates
- Better manage load (not having to do the processing centrally and distribute the results)
- Improved reliability



HPES and Edge Computing



• Probably obvious to realize that many Edge Computing solutions involve HPES • To achieve the 'smartness' of an edge computing device, you may need substantial compute power... and if you want small and low-power, then you're probably going to do it using HPES



Edge and Friends

• Fog computing: • Moves the computing closer to the network edge, reducing data traffic, latency etc. • A compromise between cloud and edge • Cloud computing: • You already know...



e.g. proliferation of IoT devices

• It's centralizing the data and processing

Nice to know about Edge Computing but... let's get

<u>back to:</u>

processing and computer hardware issues



Do you sometimes feel that despite having a wizbang multicore PC, it still just isn't keeping up well with the latest software demands?...





... It maybe so because: Your software doesn't leverage full potential of your hardware or maybe Your hardware should be leverageable to suite your software



CPUs at idle



VS.



Special Hardware VS. Microprocessor-based VS. RC / FPGA-based Solutions

Computation Methods this term		
Hardware	Reconfigurable	Software
	Computer	Processor
<section-header> e.g. PCBs, ASICs Advantages: High speed & performance Efficient (possibly lower power than idle processors) Parallelizable Drawbacks: Static (cannot change) </section-header>	<section-header> e.g. IBM Blade, FPGA-based computing platform Advantages: Paster than software alone More flexible than software More flexible than hardware Parallelizable Drawbacks: Expensive Somplex (both s/w & h/w) </section-header>	e.g. PC, embedded software on microcontroller <u>Advantages:</u> • Flexible • Adaptable • Can be much cheaper <u>Drawbacks:</u> • The hardware is static • Limit of clock speed • Sequential processing



Supplementary reading

لا Useful video: Latest Intel Chipsets

https://youtu.be/TK7eOrgOISc

"9th Gen Intel CPU Comparison — i5 vs i7 vs i9 Benchmarks"

Core i9: "Intel Core i9 Explained" <u>https://youtu.be/suQnh1TvGHw?list=TLPQMjIwMjIwMjAkrwJfYkr9qA</u>



Supplementary reading

Intel's Xeon Phi

Exciting Stuff!

at a hefty price tag which a GPU will probably beat dramatically for most things (but some motivation for OpenCL)

https://youtu.be/I0U6ZMeVrB4?list=TLPQMjIwMjIwMjAkrwJfYkr9qA

Digital Accelerators: New Practice

Digital accelerator cards (including GPGPUs) are ever increasing in popularity, including use in data centres.



Xilinx Alevo: Adaptable Accelerator Cards for Data Centres https://www.xilinx.com/products/boards-andkits/alveo.html

Program with OpenCL or Xilinx's owns accelerator design suite.

And... some of this it may involve designing specialized compute architectures for the need (using a combination of languages and tools e.g. OpenCL / Verilog, C, R, etc.)



HP Intel 5110P Xeon Phi Coprocessor Kit Intel Xeon Phi Where and why it's no longer being made, replaced by Xeon Scalable Platform



Replaced by (from 2020)

Intel Ice Lake (10 nm process) 10th generation core, successor for Xeon Phis.



Core i7 1068G7 (2020 debut) 4 CPU cores + 64 Iris+ GPCPU cores

* What was it said in the "Berkeley Landscape" ... "Small is beautiful" and "manycore is the future of Computing".

AMD Xilinx Alveo





Tools that we will be using Julia / OCTAVE ✓

C / C++ (for host and coordination)
OpenCL (for GP* digital accelerator)
Verilog HDL (i.e. to design our own special-purpose processor or digital accelerator)

Hope you're suitable ready!

* GP = General Purpose (e.g. GPGPU is for running instructions on a GPU that aims to be useful for very general types of processing)

About Pracs & Prac 2

- Status of Prac1 completion?
- Prac2: OpenCL
- Recommend attempting to install nVidia or Intel or AMD OpenCL drivers on your own PC if have an OpenCL compatible device
 - For coding suggest Code::Blocks <u>https://www.codeblocks.org/</u> OR:

DevC++ <u>http://dev-cpp.com/</u>

 Limited PC currently available in BlueLab, need to share operational machines.
 Will be provided Linux remote login.

closing remarks & reminders...





Assigned Reading

Test Tomorrow!

Read L01b: Asanovic et al., A view of the parallel computing landscape (recommended easier read)

Copy in resources

There will be a <u>short quiz</u>, and I will follow that with solutions

Read About page for Valgrind (very useful): <u>https://valgrind.org/info/about.html</u>

Intermission!

then...

Onwards to lecture 4

End of Lecture 3

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