



# The EPYC™ CPU and INSTINCT™ MI250X GPUs in Frontier

Frontier Training Workshop

February 2023

AMD Public



## Frontier at a Glance

- Achieved 1.102 EF on HPL: First to Exascale!

## Initial Performance Results

- HPL-AI/HPL-MxP exceeded 7.942 EF reduced-precision
- SNAPSHOT: first exaflop graph AI application
- ACM Gordon Bell Prize at SC22: WarpX

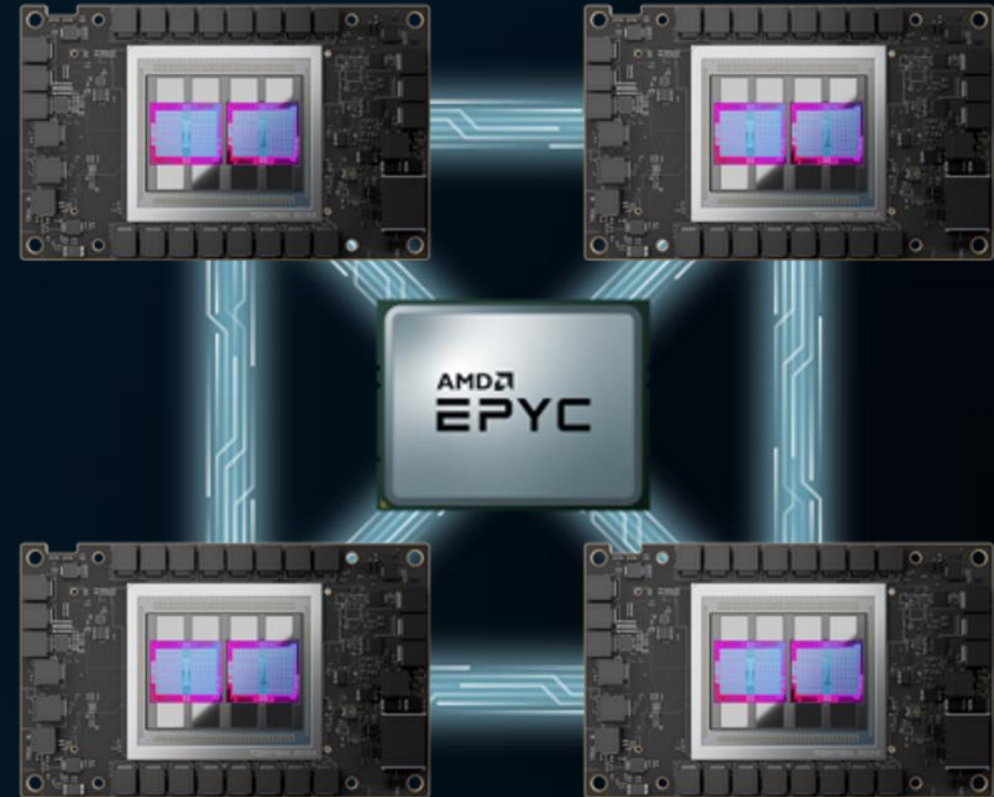


## Frontier Node at a Glance

- 1x Optimized 3rd Gen AMD EPYC™ CPU (64 core)
- 4x AMD Instinct™ MI250X accelerators
  - Direct Attached to the NIC
- Coherent connectivity
  - Via AMD Infinity Fabric™ interconnect
  - Tightly integrated
  - Unified memory space

	EPYC™ CPU	4x MI250X GPUs	Ratio
Memory Bandwidth	200 GB/s	4 x 3.2 TB/s = 12.8 TB/s	64x
Compute Bandwidth	2 TFLOPs	4 x 53 TFLOPs = 212 TFLOPs	106x

<1% of the FLOPs on Frontier are from the CPUs!



# 3rd Gen AMD EPYC™ PROCESSORS AT A GLANCE

## COMPUTE

- AMD “Zen3” x86 cores (64 core / 128 threads)
- Up to 32MB L3 cache / core, shared by each chiplet
- Flatter NUMA domain, reduced latency w/ smaller system diameter
- TDP range: 120W-280W

## MEMORY

- 8 channel DDR4 with ECC up to 3200 MHz  
Option for 6 channel Memory Interleaving<sup>1</sup>
- RDIMM, LRDIMM, 3DS, NVDIMM-N
- 2 DIMMs/channel capacity of 4TB/socket (256GB DIMMs)

## PERFORMANCE

- +Increased socket performance, single threaded performance, performance per core\*
- Infinity Fabric™ Gen 2 (xGMI-2)



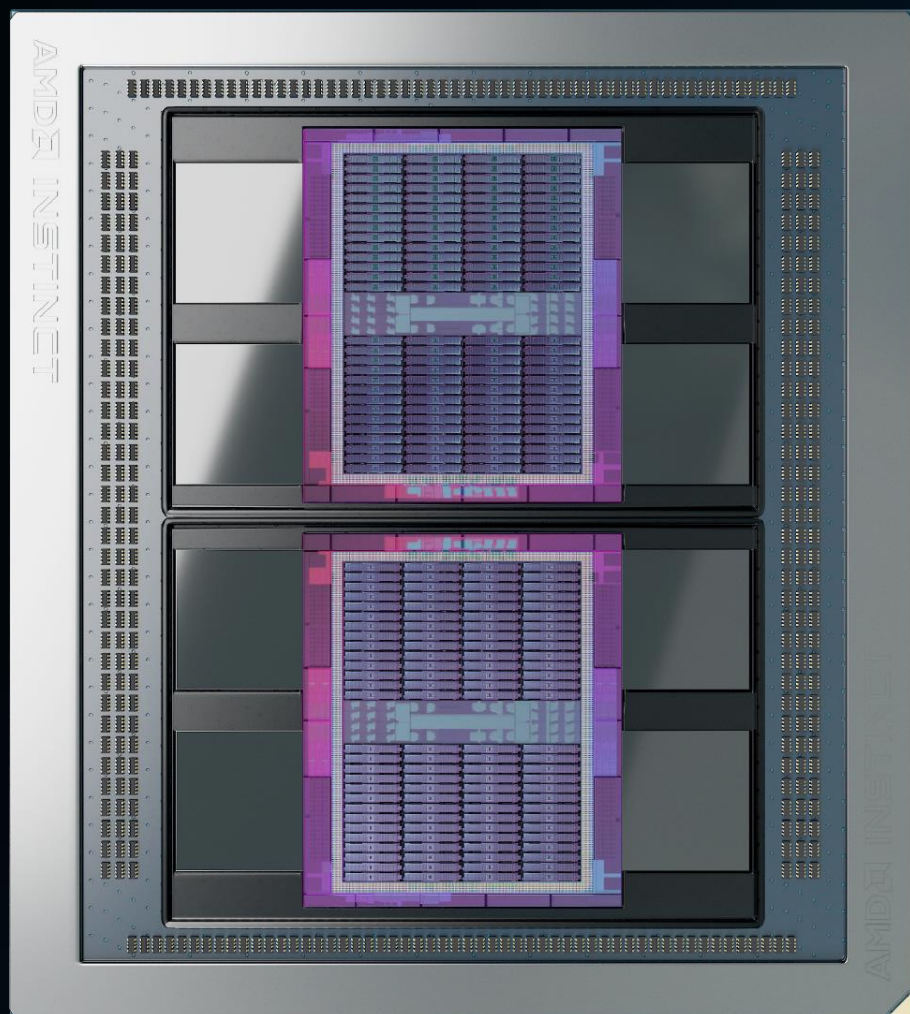
## INTEGRATED I/O – NO CHIPSET

- 128 lanes PCIe™ Gen3/4
  - Used for PCIe, SATA, and Coherent Interconnect
- Up to 32 SATA or NVMe™ direct connect devices
- 162 lane option (2P config)
- Server Controller Hub (USB, UART, SPI, LPC, I2C, etc.)

## SECURITY

- Dedicated Security Subsystem
- Secure Boot, Hardware Root-of-Trust
- SME (Secure Memory Encryption)
- SEV-ES (Secure Encrypted Virtualization & Register Encryption)
- SNP (Secure Nested Paging)





AMD INSTINCT™ MI250X

# WORLD'S MOST ADVANCED DATA CENTER ACCELERATOR

58B

Transistors in 6nm

220

Compute Units

880

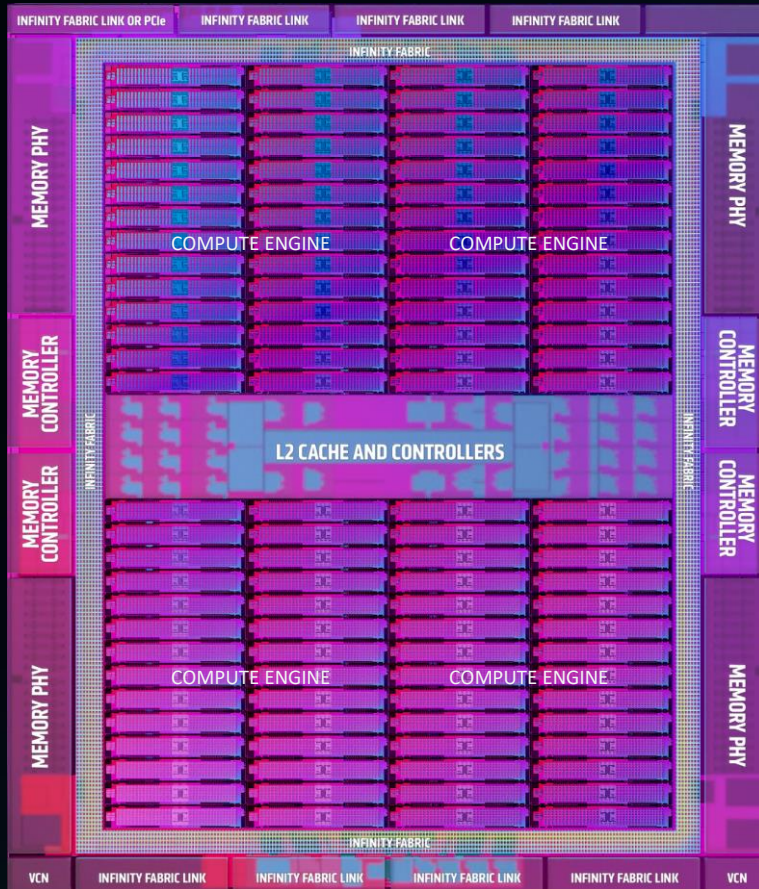
2nd Gen Matrix Cores

128

GB HBM2E @ 3.2 TB/s



## 2ND GENERATION CDNA ARCHITECTURE BUILT FOR HPC & AI



TSMC 6NM  
TECHNOLOGY

UP TO 110 CU PER  
GRAPHICS CORE DIE

4 MATRIX CORES PER  
COMPUTE UNIT

MATRIX CORES  
ENHANCED FOR HPC

8 INFINITY FABRIC  
LINKS PER DIE

SPECIAL FP32 OPS FOR  
DOUBLE THROUGHPUT



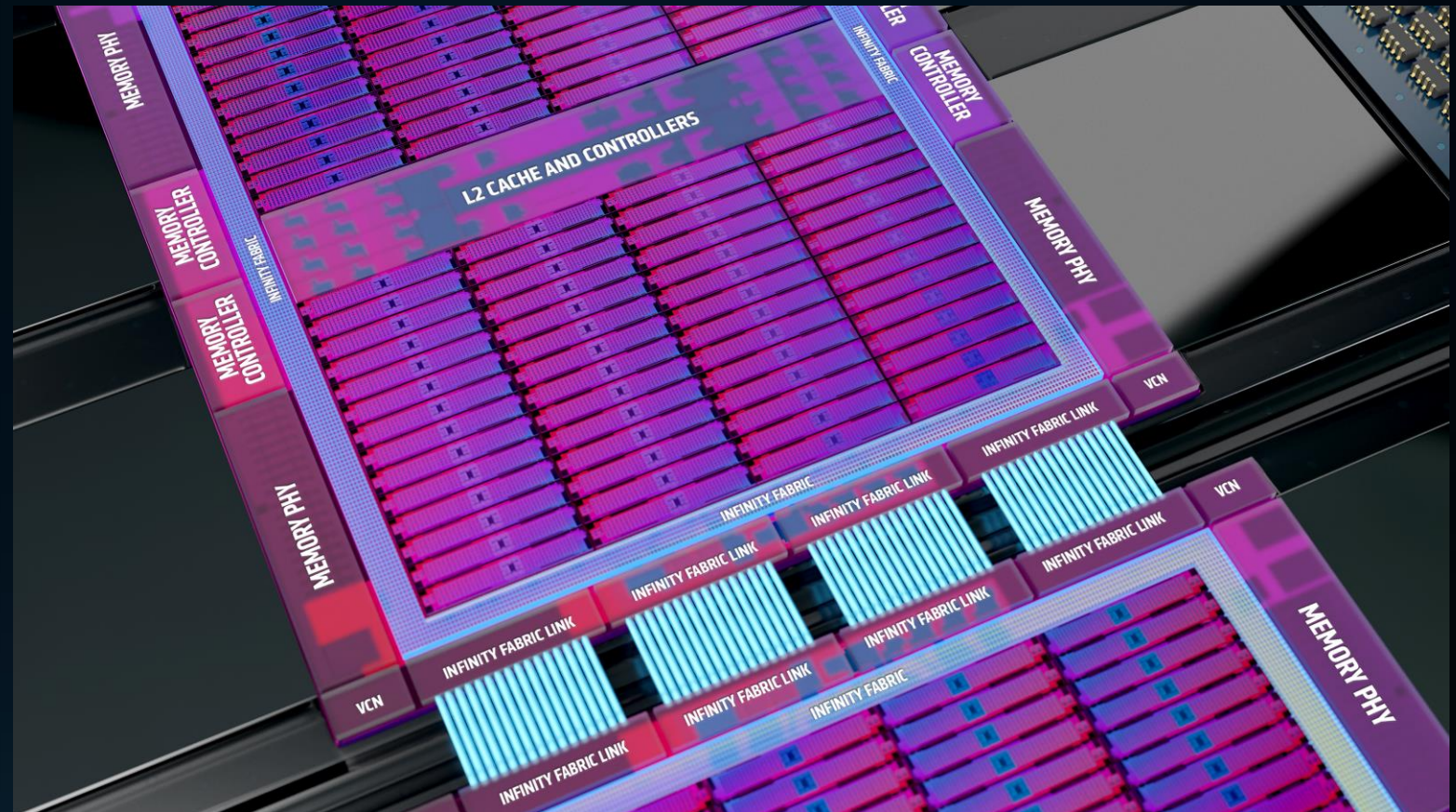
# MULTI-CHIP DESIGN

TWO GPU DIES IN PACKAGE TO MAXIMIZE COMPUTE & DATA THROUGHPUT

INFINITY FABRIC FOR CROSS-  
DIE CONNECTIVITY

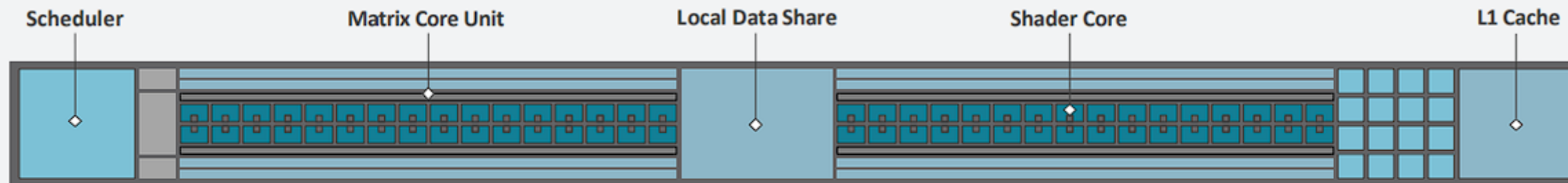
4 LINKS RUNNING  
AT 25GBPS

400GB/S OF BI-  
DIRECTIONAL BANDWIDTH





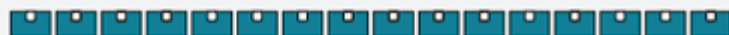
# Inside a Compute Unit (CU)



## Notes:



4x Matrix Core Units (per CU)



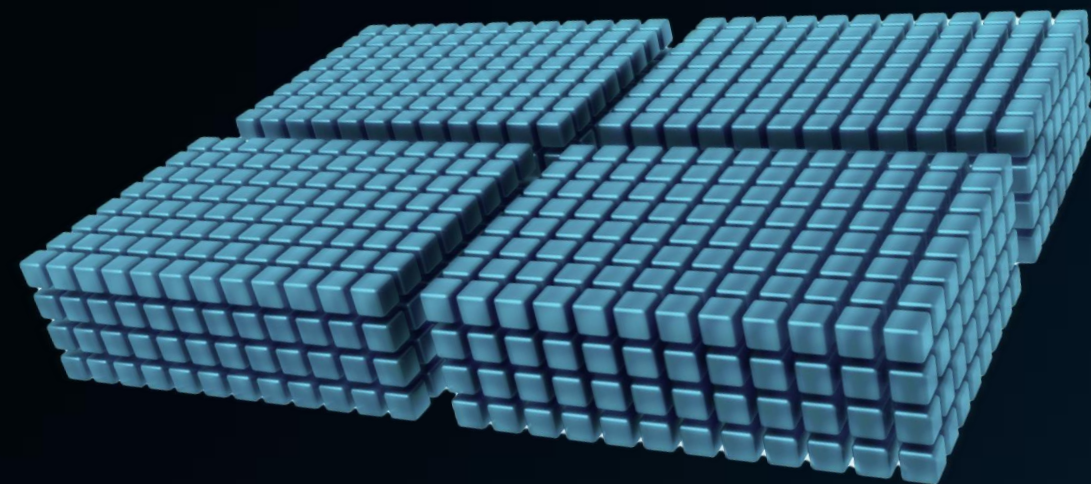
4x 16-wide SIMD (per CU) for total of 64 Shader Cores per CU

- Scheduler
  - Buffer for up to 40 wavefronts – 2560 work-items (parallel threads)
  - At each clock, waves on 1 SIMD unit are considered for execution (via round robin)
- 4x Matrix Core Units per CU
  - 110 CUs per GCD, 880 Matrix Cores per GCD
- 64 KB Local Data Share (LDS, or shared memory)
- 4x SIMD Vector units (each 16 lanes wide): 64 Shader Cores per CU
  - Each 16 lane SIMD unit supports half, single, and double precisions

# 2<sup>nd</sup> GENERATION MATRIX CORES

OPTIMIZED COMPUTE UNITS FOR MATRIX OPERATIONS

DOUBLE PRECISION (FP64)  
MATRIX CORE THROUGHPUT  
REPRESENTATION



## MI100 MATRIX CORES

OPS/CLOCK/COMPUTE UNIT

No FP64 Matrix Core

256 FP32

1024 FP16

512 BF16

512 INT8

## MI250X MATRIX CORES

OPS/CLOCK/COMPUTE UNIT

256 FP64

256 FP32

1024 FP16

1024 BF16

1024 INT8

[https://developer.amd.com/wp-content/resources/CDNA2\\_Shader\\_ISA\\_18November2021.pdf](https://developer.amd.com/wp-content/resources/CDNA2_Shader_ISA_18November2021.pdf)

# 2<sup>nd</sup> GENERATION MATRIX CORES

OPTIMIZED COMPUTE UNITS FOR MATRIX OPERATIONS

```
#define M 16
#define N 16
#define K 4

using float4 = __attribute__((__vector_size__(K * sizeof(float)))) float;

__global__ void sgemm_16x16x4(const float *A, const float *B, float *D)
{
    float4 dmn = {0};

    int mk = threadIdx.y + K * threadIdx.x;
    int kn = threadIdx.x + N * threadIdx.y;

    float amk = A[mk];
    float bkn = B[kn];
    dmn = __builtin_amdgcn_mfma_f32_16x16x4f32(amk, bkn, dmn, 0, 0, 0);

    for (int i = 0; i < 4; ++i) {
        const int idx = threadIdx.x + i * N + threadIdx.y * 4 * N;
        D[idx] = dmn[i];
    }
}
```

- Current support for using MFMA instructions:
  - AMD libraries: rocBLAS
  - AMD's rocWMMA library
  - LLVM builtin compiler intrinsic functions
  - Inline assembly

<https://gpuopen.com/learn/amd-lab-notes/amd-lab-notes-matrix-cores-readme/>

<https://github.com/ROCmSoftwarePlatform/rocWMMA>



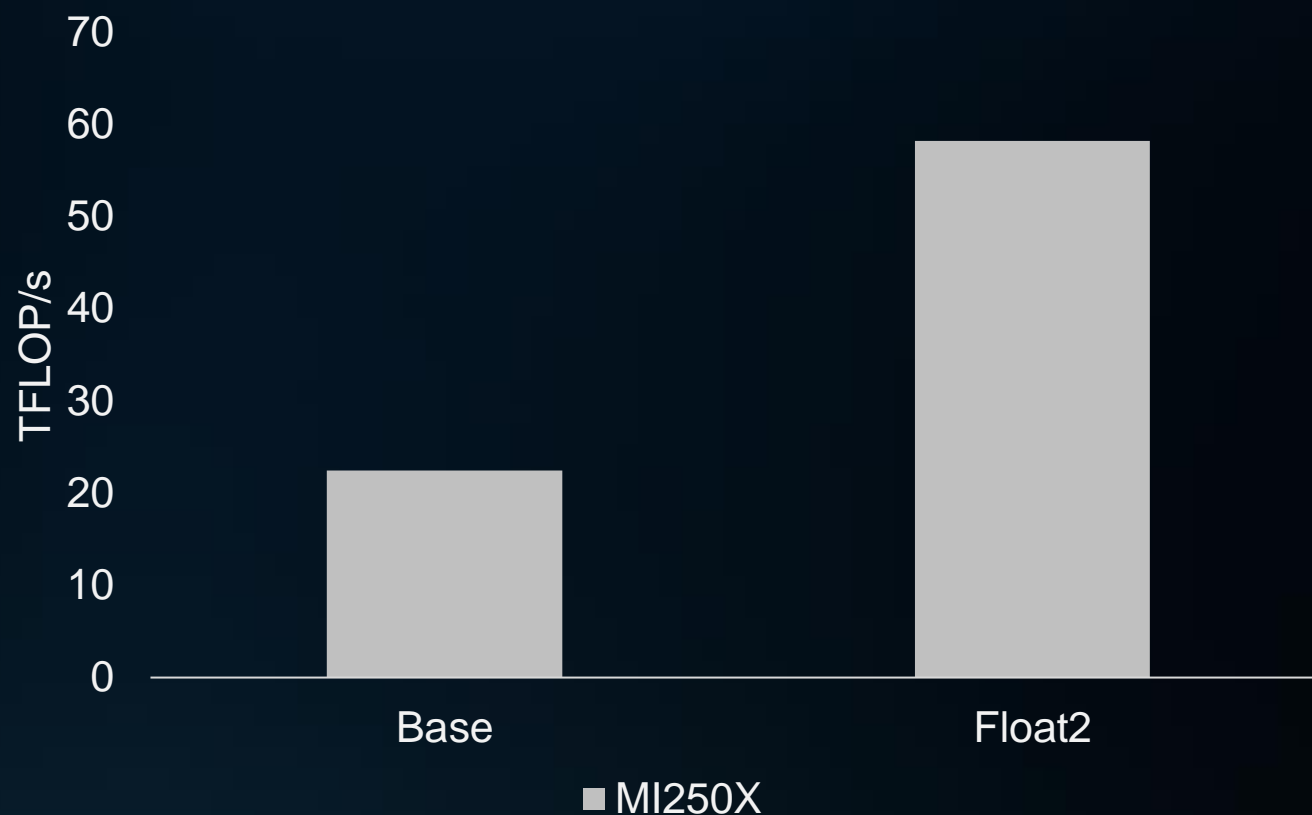
# NEW IN AMD INSTINCT MI250X

## PACKED FP32

FP64 PATH USED TO EXECUTE  
TWO COMPONENT VECTOR  
INSTRUCTIONS ON FP32

DOUBLES FP32 THROUGHPUT  
PER CLOCK PER COMPUTE UNIT

pk\_FMA, pk\_ADD,  
pk\_MUL, pk\_MOV  
operations



<https://www.amd.com/en/technologies/infinity-hub/mini-hacc>

## NEW IN AMD INSTINCT MI250X

## Refactoring code to emit PACKED FP32 instructions

## Original

```
float vxi = 0.0f, vyi = 0.0f, vzi = 0.0f;
for (int j = hipThreadIdx_x; j < count1; j += hipBlockDim_x) {
    float dx = xx1[j] - xxi;
    float dy = yy1[j] - yyi;
    float dz = zz1[j] - zzi;
    float dist2 = dx*dx + dy*dy + dz*dz;
    if (dist2 < fsrrmax2) {
        float rtemp = (dist2 + rsm2)*(dist2 + rsm2)*(dist2 + rsm2);
        float f_over_r = massi*mass1[j]*(1.0f/sqrt(rtemp) - (ma0 +
dist2*(ma1 + dist2*(ma2 + dist2*(ma3 + dist2*(ma4 + dist2*ma5))))));

        vxi += fcoeff*f_over_r*dx;
        vyi += fcoeff*f_over_r*dy;
        vzi += fcoeff*f_over_r*dz;
    }
}
```

## Modified to use Packed FMA32

```
float2 vxi = 0.0f, vyi = 0.0f, vzi = 0.0f;
for (int j = hipThreadIdx_x; j < count1; j += 2*hipBlockDim_x) {
    float2 dx = {xx1[j] - xxi, xx1[j+ hipBlockDim_x] - xxi};
    float2 dy = {yy1[j] - yyi, yy1[j+ hipBlockDim_x] - yyi};
    float2 dz = {zz1[j] - zzi, zz1[j+ hipBlockDim_x] - zzi};
    float2 dist2 = dx*dx + dy*dy + dz*dz;
    if (dist2 < fsrrmax2) {
        float2 rtemp = (dist2 + rsm2)*(dist2 + rsm2)*(dist2 + rsm2);
        float2 f_over_r = massi*mass1[j]*(1.0f/sqrt(rtemp) - (ma0 +
dist2*(ma1 + dist2*(ma2 + dist2*(ma3 + dist2*(ma4 + dist2*ma5))))));

        vxi += fcoeff*f_over_r*dx;
        vyi += fcoeff*f_over_r*dy;
        vzi += fcoeff*f_over_r*dz;
    }
}
```

<https://www.amd.com/en/technologies/infinity-hub/mini-hacc>

# Conclusions and Developer Guidance

- Move work to the GPU
- Launch network messages from GPU-resident buffers
- Use vendor provided libraries whenever possible, particularly for dense linear algebra







Q&A



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