

# Toward Realizing a PRAM-on-a-Chip Vision

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## Abstract

Serial computing has become largely irrelevant for growth in computing performance at around 2003. Having already concluded that to maintain past performance growth rates, general-purpose computing must be overhauled to incorporate parallel computing at all levels of a computer system – including the programming model – all processor vendors put forward many-core roadmaps. They all expect exponential increase in the number of cores over at least a decade. This welcome development is also a cause for apprehension. The whole world of computing is now facing the challenge of coming up with a truly general-purpose parallel computing platform—the same challenge that eluded high performance computing (HPC) for so many years--and the clock is ticking. It is becoming common knowledge that if you want your program to run faster you will have to program for parallelism, but the vendors who set up the rules have not yet provided clear and effective means (e.g., programming models and languages) for doing that. How can application software vendors be expected to make a large investment in new software developments, when they know that in a few years they are likely to have a whole new set of options for getting much better performance?! Namely, we are already in a problematic transition stage that slows down performance growth, and may cause a recession if it lasts too long. Aware of the ills of HPC, some industry leaders are already predicting that the transition period can last a full decade.

The PRAM-On-Chip project started at UMD in 1997 foreseeing this challenge and opportunity. Building on PRAM – a parallel algorithmic approach that has never been seriously challenged on ease of thinking, or wealth of its knowledge-base – a comprehensive and coherent platform for on-chip general-purpose parallel computing has been developed and prototyped. Optimizing single-task completion time, the platform accounts for application programming (VHDL/Verilog, OpenGL, MATLAB, etc), parallel algorithms, parallel programming, compiling, architecture and deep-submicron implementation, as well as backward compatibility on serial code. The approach goes after any type of application parallelism regardless of its amount, regularity, or grain size. Some prototyping highlights include: an eXplicit Multi-Threaded (XMT) architecture, a new 64-processor, 75MHz XMT (FPGA-based) computer, 90nm ASIC tapeout of the key interconnection network component, a basic compiler, class tested programming methodology where (even high-school) students are taught only parallel algorithms and pick the rest on their own, and up to 100X speedups on applications. The talk will overview some future plans and will argue that the PRAM-On-Chip approach is a promising candidate for providing the processor-of-the-future.

URL: <http://www.umiacs.umd.edu/~vishkin/XMT>

## Short biography

Uzi Vishkin got his DSc degree from the Technion, Israel in 1981. He has been a Professor of Electrical and Computer Engineering at the University of Maryland Institute for Advanced Computer Studies (UMIACS) since 1988. His work-depth methodology for presenting parallel algorithms provided the presentation framework in several parallel algorithm texts that also include many of his parallel algorithms. He is the inventor of the PRAM-On-Chip desktop supercomputer framework under development since 1997 at UMD. He was elected ACM Fellow in 1996 for, among other things, having “played a leading role in forming and shaping what thinking in parallel has come to mean in the fundamental theory of Computer Science”, is an ISI-Thompson Highly Cited Researcher was recently named a Maryland 2007 Innovator of the Year for his PRAM-On-Chip venture.