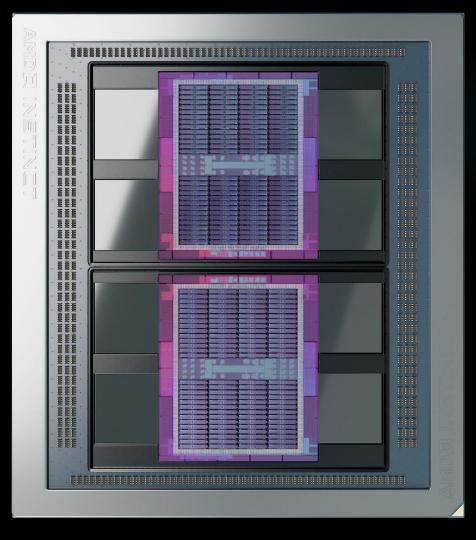
Introduction to the AMD CDNA™ 2 Architecture

Suyash Tandon, Justin Chang, Julio Maia, Noel Chalmers, Paul T. Bauman, Nicholas Curtis, Nicholas Malaya, Alessandro Fanfarillo, Jose Noudohouenou, Chip Freitag, Damon McDougall, Noah Wolfe, Jakub Kurzak, Samuel Antao, <u>George Markomanolis</u>, Bob Robey, Gina Sitaraman

EuroCC-AMD workshop 02/05/2023





AMD INSTINCT™ MI250X

WORLD'S MOST ADVANCED DATA CENTER ACCELERATOR



https://www.amd.com/system/files/documents/amd-cdna2-white-paper.pdf

MEMORY PHY COMPUTE ENGINE **COMPUTE ENGINE L2 CACHE AND CONTROLLERS MEMORY PHY** MEMORY PHY

2ND GENERATION CDNA ARCHITECTURE

TAILORED-BUILT FOR HPC & AI

TSMC 6NM TECHNOLOGY

4 MATRIX CORES PER COMPUTE UNIT

8 INFINITY FABRIC LINKS PER DIE UP TO 110 CU PER GRAPHICS CORE DIE

MATRIX CORES ENHANCED FOR HPC

SPECIAL FP32 OPS FOR DOUBLE THROUGHPUT



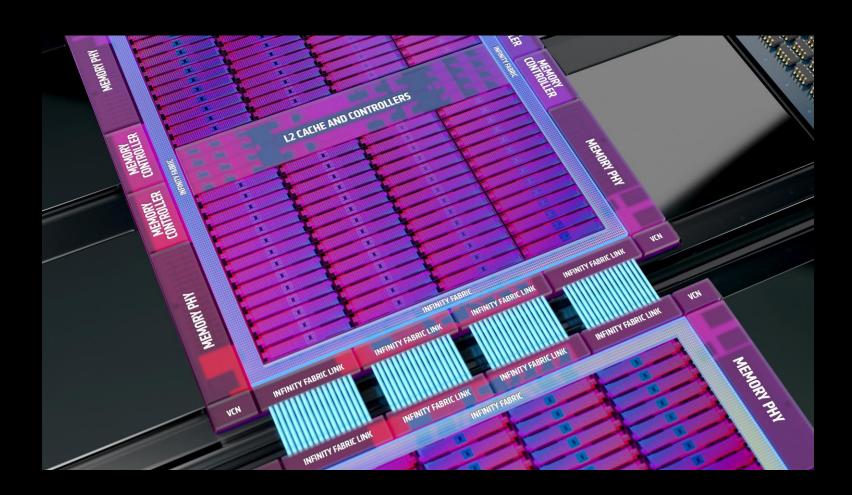
MULTI-CHIP DESIGN

TWO GPU DIES IN PACKAGE TO MAXIMIZE COMPUTE & DATA THROUGHPUT

INFINITY FABRIC FOR CROSS-DIE CONNECTIVITY

> 4 LINKS RUNNING AT 25GBPS

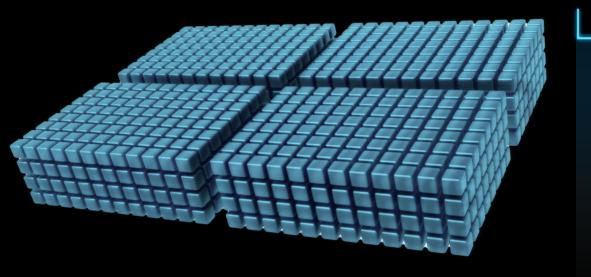
400GB/S OF BI-DIRECTIONALBANDWIDTH





2nd GENERATION MATRIX CORES

OPTIMIZED COMPUTE UNITS FOR SCIENTIFIC COMPUTING



DOUBLE PRECISON (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

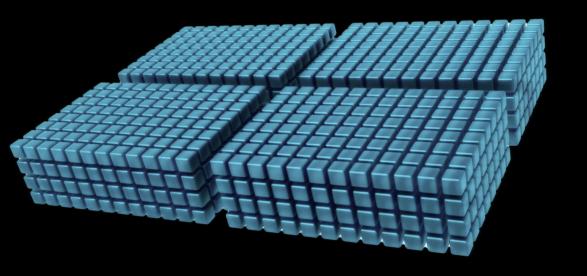
1024 FP16

1024 BF16

1024 INT8

2nd GENERATION MATRIX CORES

OPTIMIZED COMPUTE UNITS FOR SCIENTIFIC COMPUTING



- Current support for using MFMA instructions:
 - AMD libraries: rocBLAS
 - Intrinsics
 - Inline assembly
- Not currently supported:
 - Libraries of device functions, utilizing the matrix operations, that can be called from kernels
 - Abstraction frameworks (Kokkos, Raja, OCCA)
 - These would have to use one of the other mechanisms internally

AMD Matrix Cores Blog Post: https://gpuopen.com/learn/amd-lab-notes/amd-lab-notes-matrix-cores-readme/

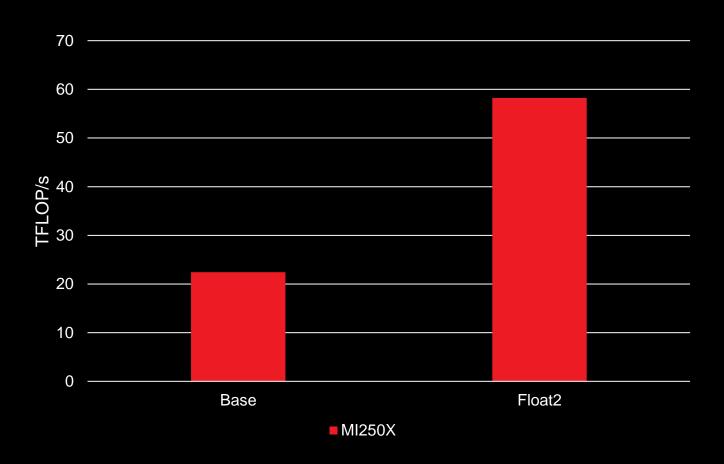
NEW IN AMD INSTINCT MI250X

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

From AMD MI100 to AMD MI250X

MI100

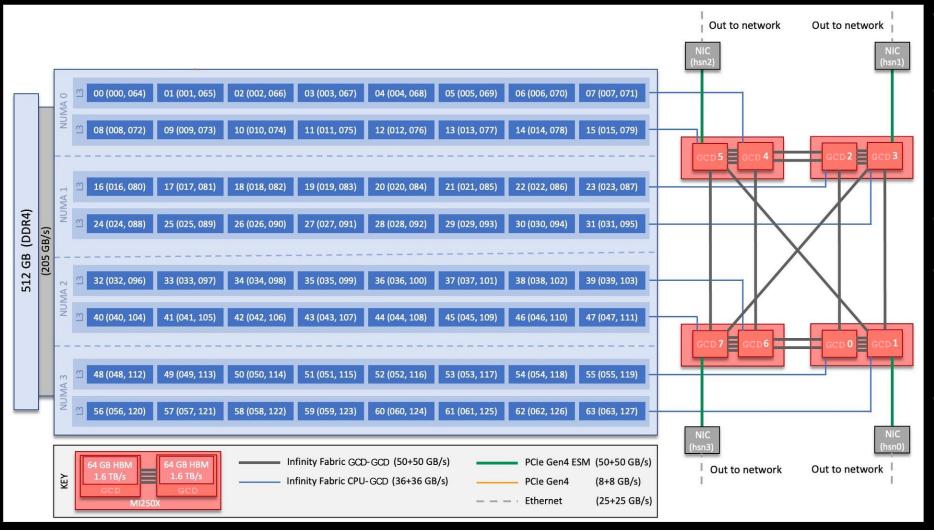
- One graphic compute die (GCD)
- 32GB of HBM2 memory
- 11.5 TFLOPS peak performance per GCD
- 1.2 TB/s peak memory bandwidth per GCD
- 120 CU per GPU
- The interconnection is attached on the CPU

AMD CDNA™ 2 white paper: https://www.amd.com/system/files/documents/amd-cdna2-white-paper.pdf

MI250X

- Two graphic compute dies (GCDs)
- 64GB of HBM2e memory per GCD (total 128GB)
- 26.5 TFLOPS peak performance per GCD
- 1.6 TB/s peak memory bandwidth per GCD
- 110 CU per GCD, totally 220 CU per GPU
- The interconnection is attached on the GPU (not on the CPU)
- Both GCDs are interconnected with 200 GB/s per direction
- 128 single precision FMA operations per cycle
- AMD CDNA 2 Matrix Core supports doubleprecision data
- Memory coherency

MI250X Node Architecture



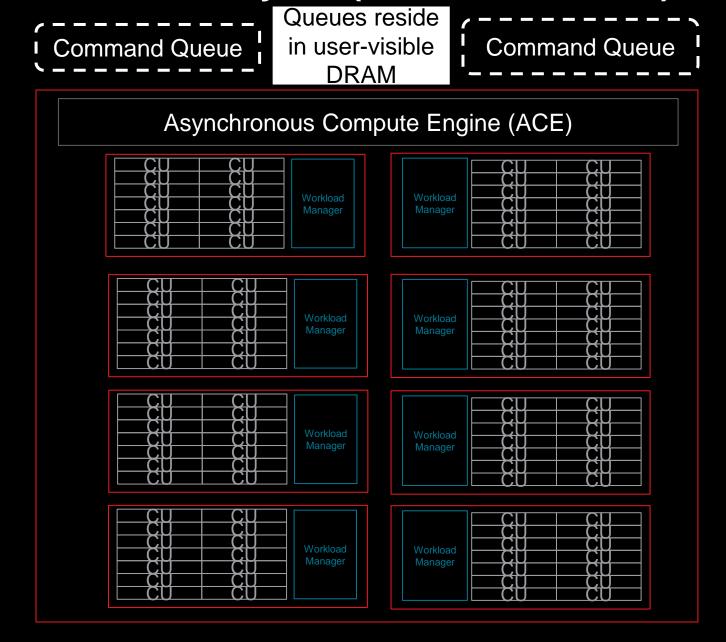
- 64 cores on a single socket CPU
- 4 MI250X GPUs, each with 2 GCDs
 - Each GCD is presented as a GPU device to rocm-smi
 - 512 GB of DDR4 RAM
- Infinity Fabric™ links between GCDs and between GCDs and CPU cores
- 4 NICs attached to odd numbered GCDs

Courtesy: https://docs.olcf.ornl.gov/systems/frontier_user_guide.html#frontier-compute-nodes

AMD GCN GPU Hardware Layout (MI250X one GCD)

Asynchronous Compute Engine (ACE) Shader Engine (SE0) Shader Engine (SE1) Shader Engine (SE2) Shader Engine (SE3) Shader Engine (SE4) Shader Engine (SE5) Shader Engine (SE6) Shader Engine (SE7)

AMD GCN GPU Hardware Layout (MI250X one GCD)



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Questions?

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