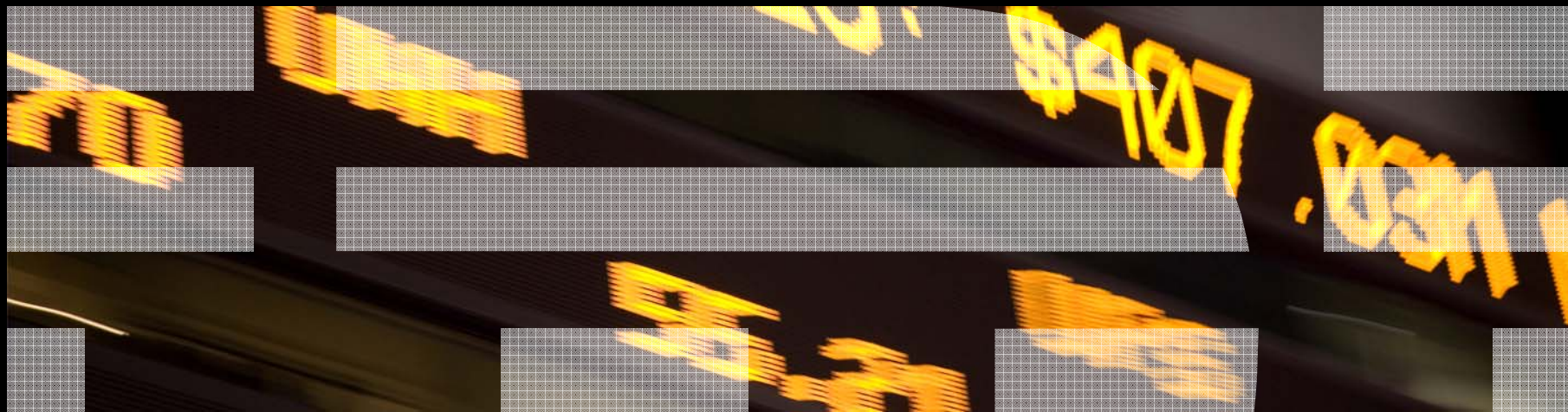
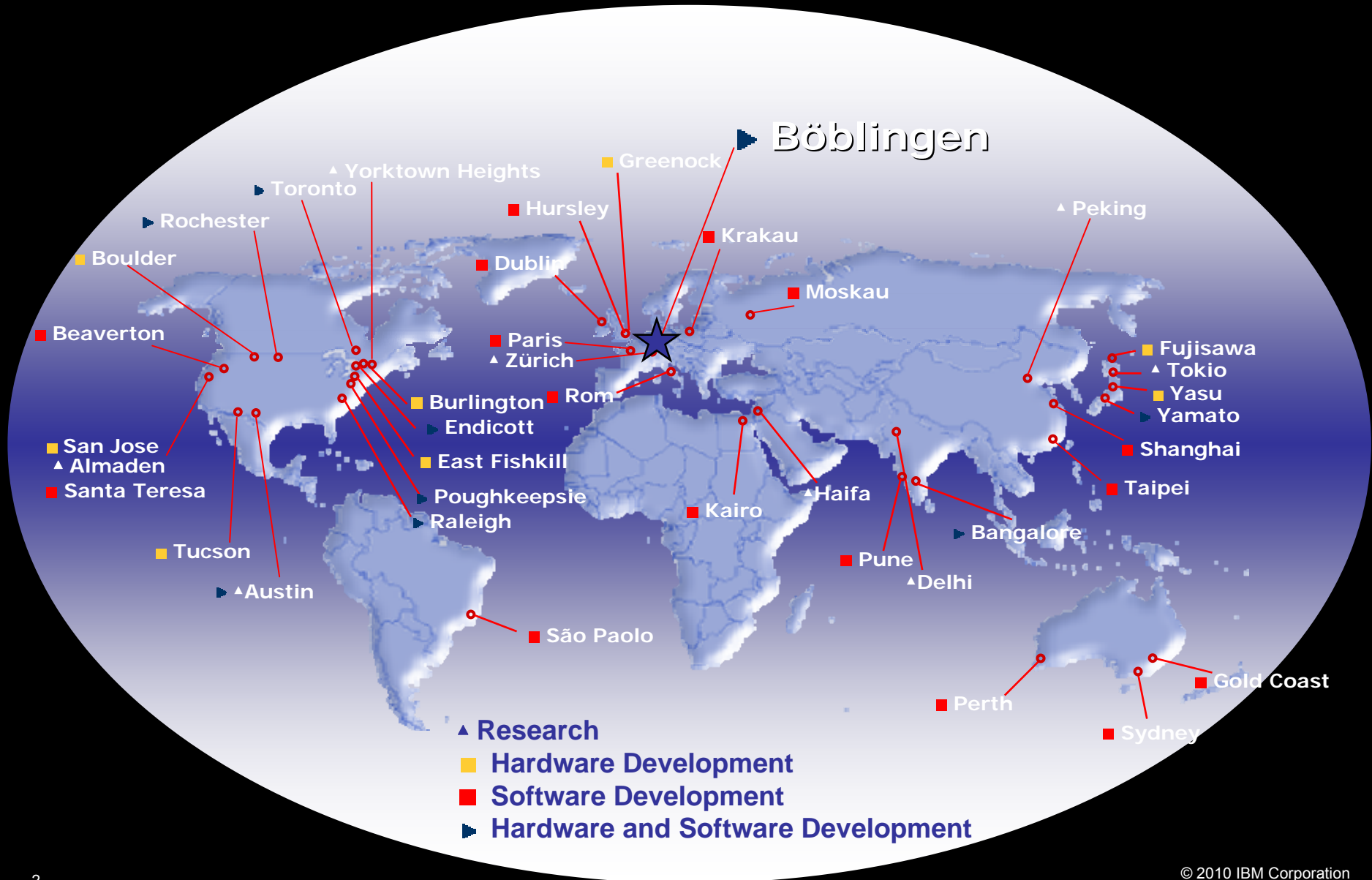


# Aktuelle Entwicklungen auf Prozessor- und Speicherebene – ein Einblick in die IBM Forschung

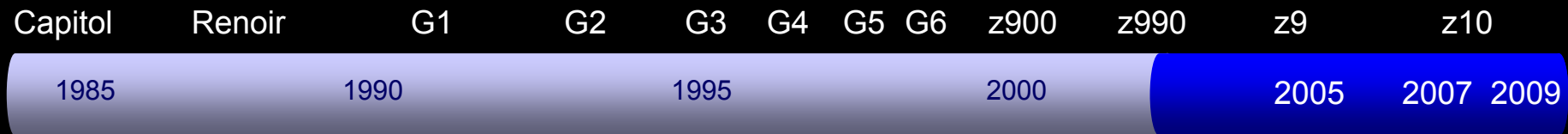


# Die wichtigsten IBM Entwicklungs- & Forschungszentren



# IBM R&D Boeblingen CMOS Hardware Development

## “System z” Development (S/390)



- **Development**

- **Technology**

- Future product technology, optical interconnects cooperation w/ European universities

- **Processor Architecture**

- **Logic Design**

- **Circuit Design**

- **Physical Design**

- **Chips**

- Processors, I/O chips (POWER Systems, System z)
  - OEM processors (PowerPC 970 „G5“ Apple, Sony-Toshiba-IBM Cell/B.E. ...)

- ASIC design center

- **Systems/Boards**

- Modules

- Cards

- Blade (PowerPC 970 based JS2x, Cell based workstation)

Power4 Power4+ Power5 Power5+ Power6 POWER7



PowerPC 970 Cell/B.E. PowerXCell

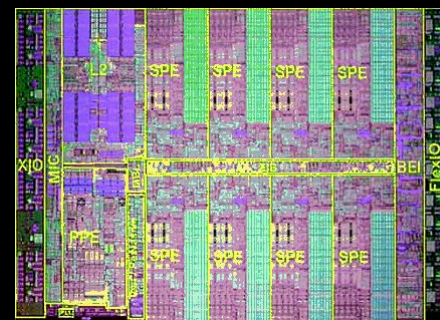
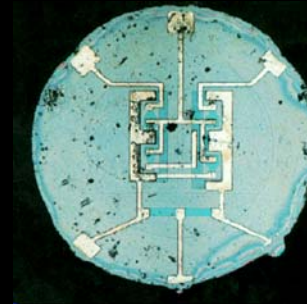
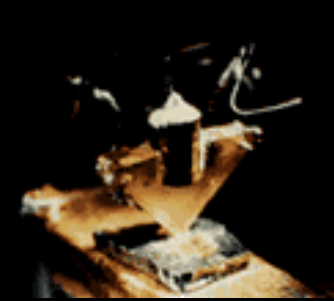


IMD OEM Processor Development

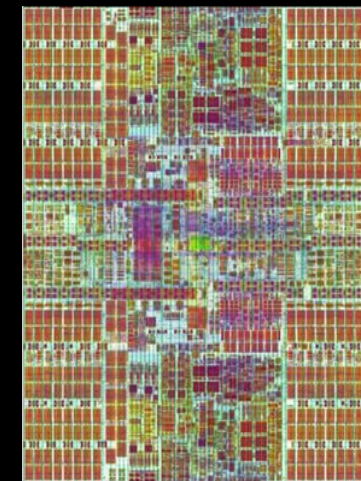
Blades JS2x/QS2x

# Meilensteine der Halbleitertechnologie

- **Transistor (1947), Bardeen, Brattain & Shockley**
- **Erste integrierte Schaltung (1959), Kilby**
- **Moore's Law (1965)**
  - „Cramming more components onto integrated circuits“
  - Komplexität der Chips verdoppelt sich alle 12, bzw. 24 (ab 1975) Monate
- **Cell/B.E. (2005)**
  - 234 Millionen Transistoren in 90nm Technologie
  - **Heterogene Multicore-Architektur**
- **POWER6 (2006)**
  - 790 Millionen Transistoren in 65 nm Technologie
  - Geschwindigkeitsrekord: 5GHz Taktfrequenz
- **POWER7 (2010)**
  - 1,2 Milliarden Transistoren in 45nm
  - 8core with 4way SMT
  - >4GHz Taktfrequenz

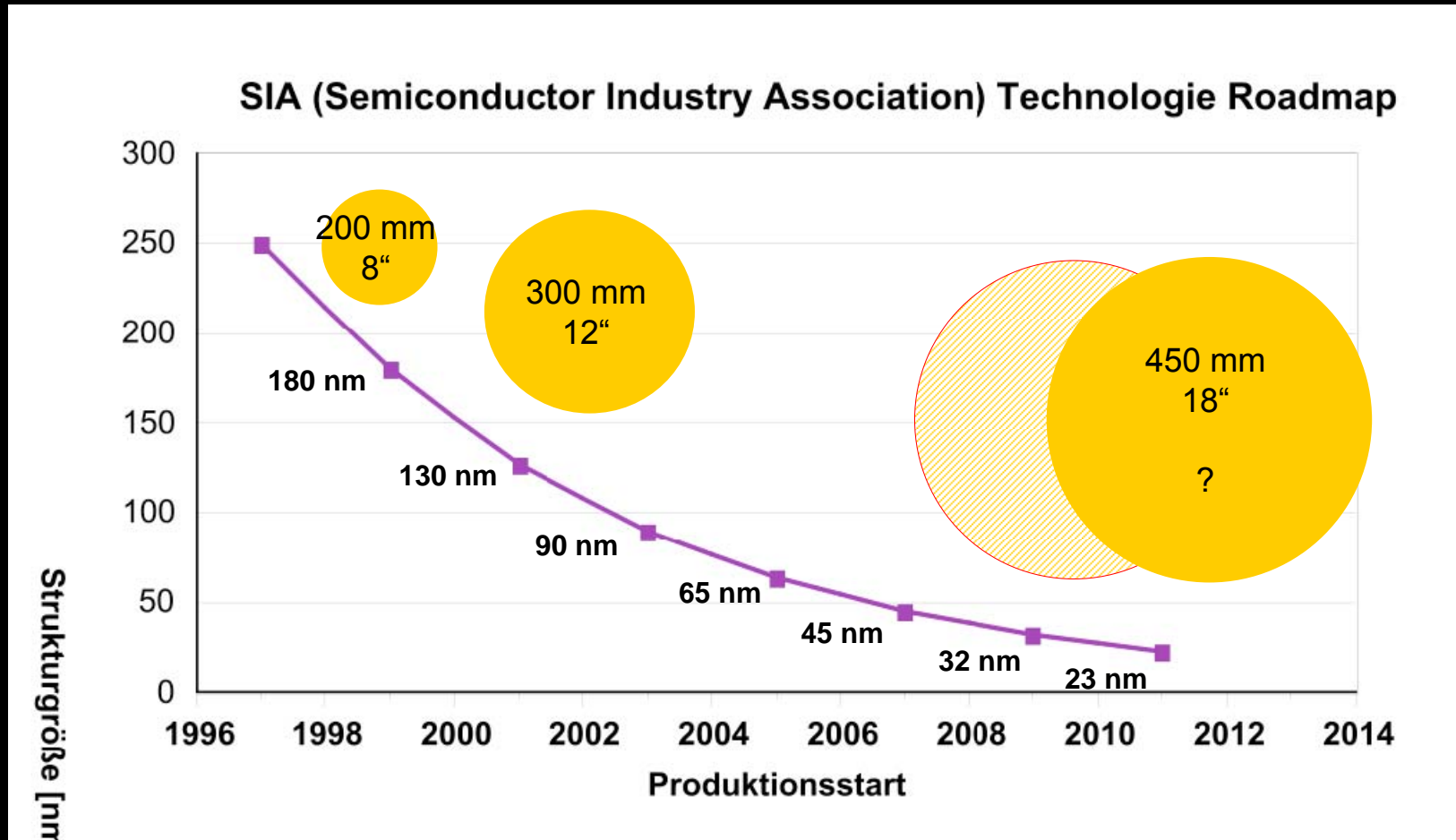


Cell/B.E.  
9 cores! 1 PPE, 8 SPEs



POWER6  
DualCore >>5GHz!

# Siliziumtechnologie: CMOS Generationen und Wafergröße



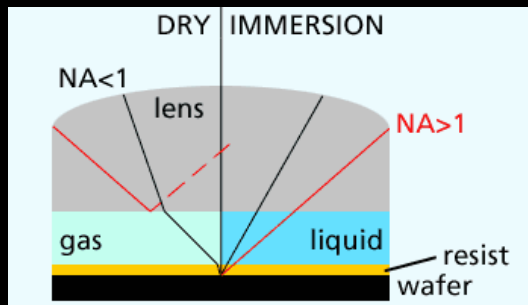
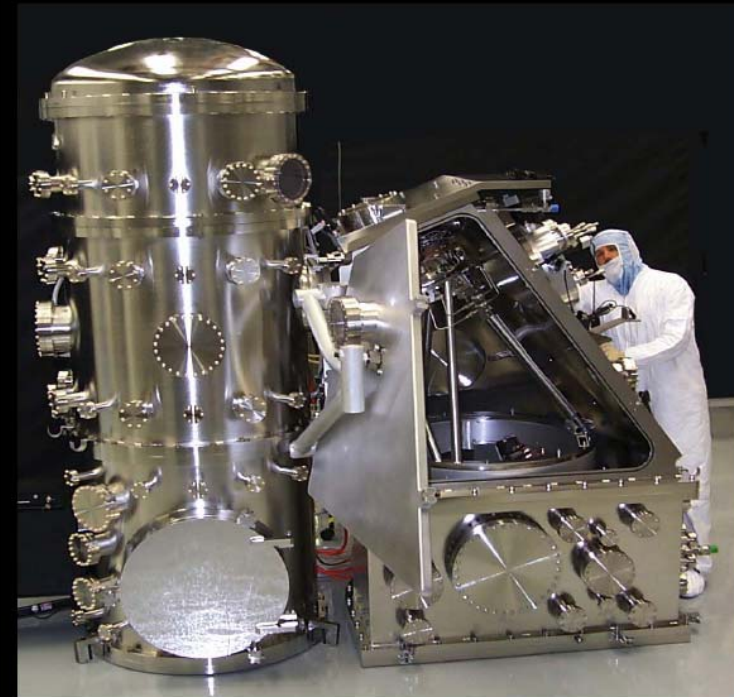
# Photolithographie: UltraViolett => DeepUV => ExtremeUV?

Jahr	Strukturgröße	Lichtquelle	Bereich	Wellenlänge
1993	0,5 $\mu\text{m}$	Hg	G-Linie	436 nm
1995	0,35 $\mu\text{m}$	Hg	I-Linie	365 nm
1997	0,25 $\mu\text{m}$	Excimer (Exclted Dimer)	DUV (Deep UV)	248 nm
1999	0,18 $\mu\text{m}$	Excimer	DUV	248 nm
2001	130 nm	Excimer	DUV	248 nm
2003	90 nm	Excimer	DUV	193 nm
2005	65 nm	Excimer	DUV	193 nm PSM
2007	45 nm	Excimer	DUV	193 nm Immersion

Double patterning/exposure with 193nm immersion?

(According to ITRS)

## Extreme Ultra-Violet (EUV)



# CMOS: Sättigung der Technologie?

Technology	General Availability	Limits of technology	Technical limits	Solution/Forecast
45nm CMOS12	▪ <b>2009</b>	193nm: NA>1 required Gate leakage		<ul style="list-style-type: none"> <li>▪ Immersion (water based) lithography</li> <li>▪ High k, metal gate</li> </ul>
32nm CMOS13	▪ <b>2011</b>	<ul style="list-style-type: none"> <li>▪ 193nm (ArF) lithography at limits</li> <li>▪ Variability control</li> <li>▪ Low-k slowdown</li> </ul>		<ul style="list-style-type: none"> <li>▪ EUVlight?</li> <li>▪ Double exposure/patterning</li> <li>▪ UTB-FDSOI / DoubleGate (FinFET)</li> <li>▪ AirGap</li> </ul>
22nm CMOS14	▪ <b>2014</b>	<ul style="list-style-type: none"> <li>▪ Economic limit?</li> <li>▪ Deterministic doping</li> <li>▪ Quasi-ballistic transport:</li> <li>▪ 193nm lithography ends</li> </ul>	<ul style="list-style-type: none"> <li>▪ No performanc gains .</li> <li>▪ Reduced density gain</li> <li>▪ gate length ~ mean free path =&gt; current limited by contacts</li> </ul>	<ul style="list-style-type: none"> <li>▪ 450mm wafer production</li> <li>▪ 3D integration</li> <li>▪ New transistor models/designs</li> <li>▪ high refractive index immersion lithography</li> </ul>
15nm CMOS15	▪ <b>2017</b>	▪ EUV limits	<ul style="list-style-type: none"> <li>▪ EUV destruction</li> <li>▪ Photoresist limitations</li> </ul>	▪ Emerging new devices: CNT FET / SET / spin devices
9nm CMOS16	▪ <b>2021</b>	Physical limits reached?		▪ New devices?
5nm CMOS17	▪ <b>2025</b>	<p>Final frontier?</p>		

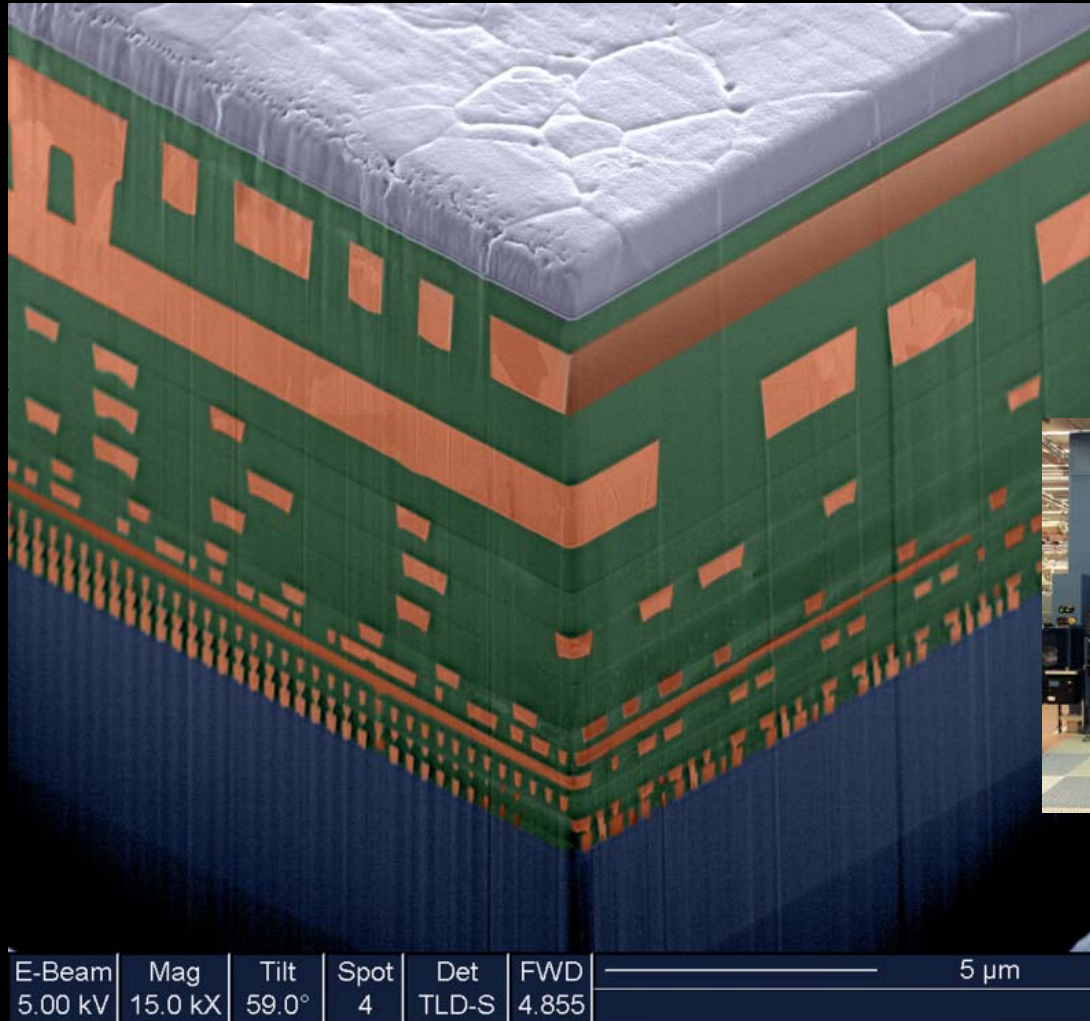
# State-of-the-art Technologie, e.g. SEM of 10 Layers of Metal

Layer  
Thickness

6x  
(1.2 $\mu\text{m}$ )

2x  
(0.50 $\mu\text{m}$ )

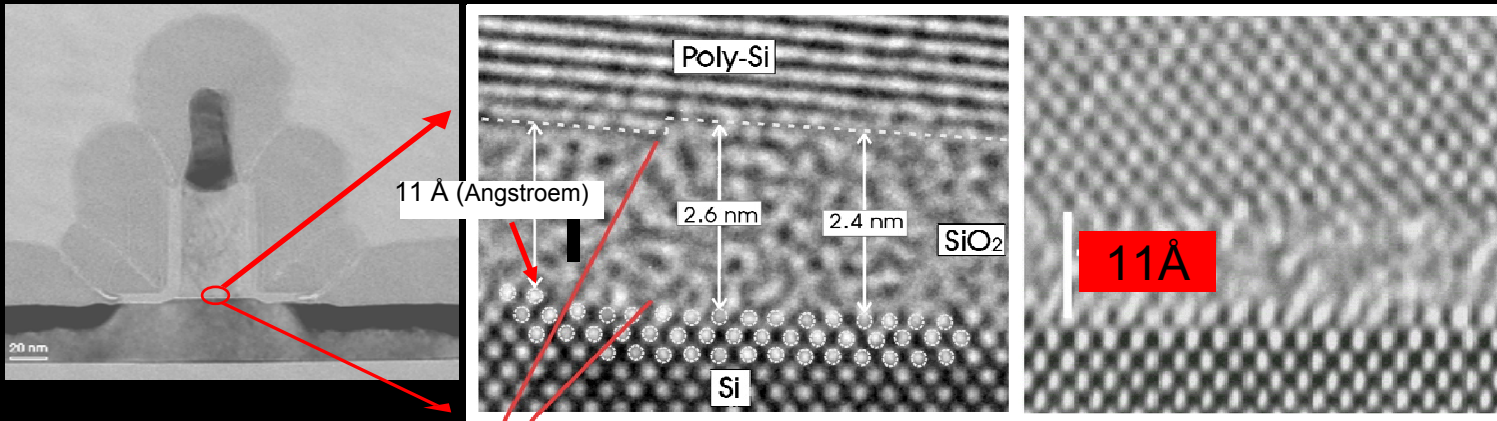
1x  
(0.25 $\mu\text{m}$ )



E-Beam	Mag	Tilt	Spot	Det	FWD	5 $\mu\text{m}$
5.00 kV	15.0 kX	59.0°	4	TLD-S	4.855	



# Limit to Scaling: "Approaching Atomic Dimensions"



- Isolator Siliziumdioxid hat nur noch wenige Atomlagen!
- Tunneleffekte durch das Oxid!
  - Inhomogenitäten führen zu Varianzen!

Ende von Skalierung = *Neue Ära durch Quantencomputer???*

=> Bits und Schaltkreise erreichen atomare Dimensionen von Atomen & Molekülen

1m      1mm      1µm      1nm

"Quantum computing begins where Moore's law ends."

Quantenzustände einzelner Atome/Moleküle als Qubits

$$|\rightarrow\rangle = c_0|0\rangle + c_1|1\rangle$$

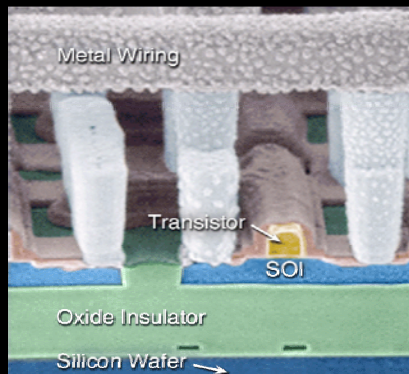
$$|\sqrt{\phantom{x}}\rangle = c_0|0\rangle - c_1|1\rangle$$

# Das Ende der Skalierung: bisherige Innovationen

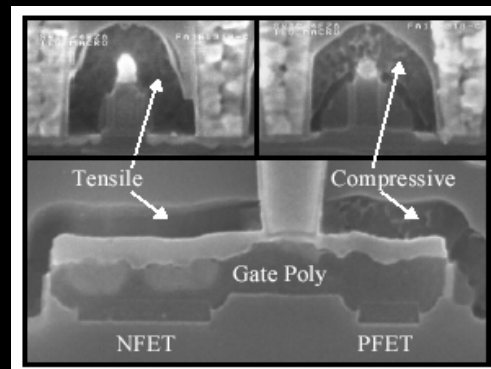
- **Neue Materialien**
- **Innovative Transistorstrukturen**



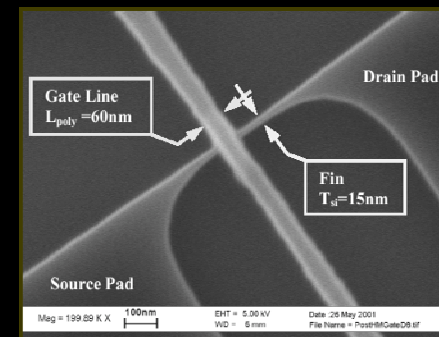
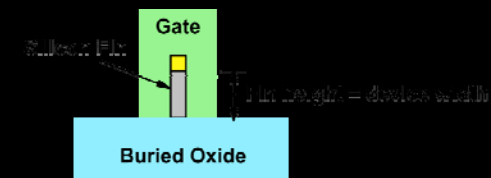
**Kupfer-Verdrahtung, Low-K**



**Silicon-On-Insulator**

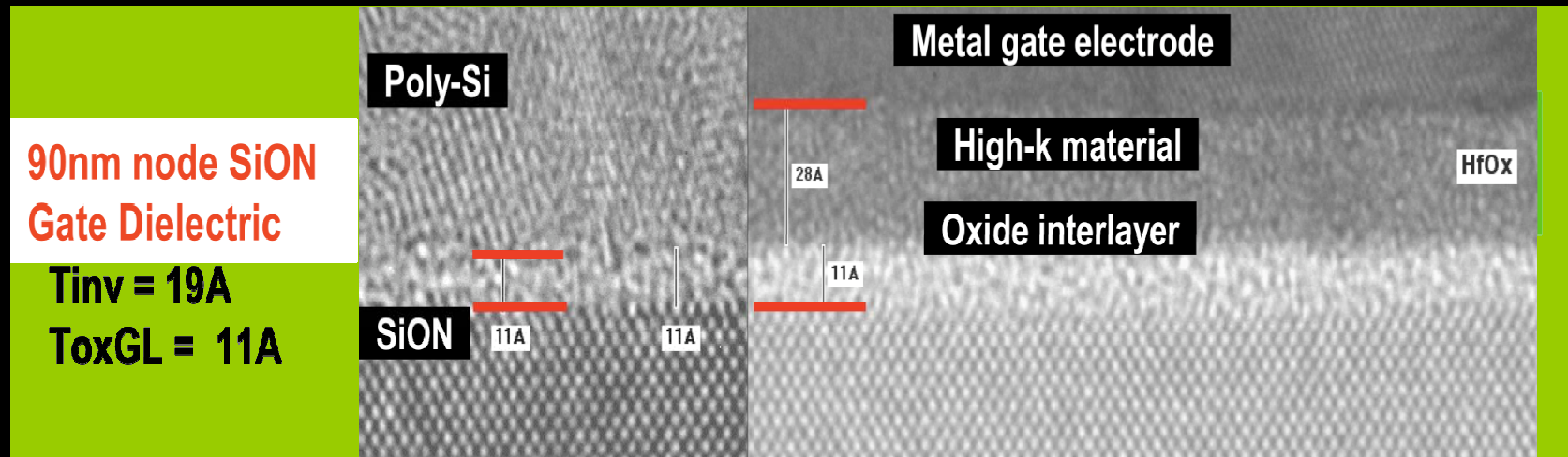


**Verspanntes Silizium**



**Double-Gate Transistor (FinFET)**

## High-K Material und Metallgate im CMOS Transistor



**Leckströme > 10x reduziert** → mehr aktive Leistung möglich (Takt)

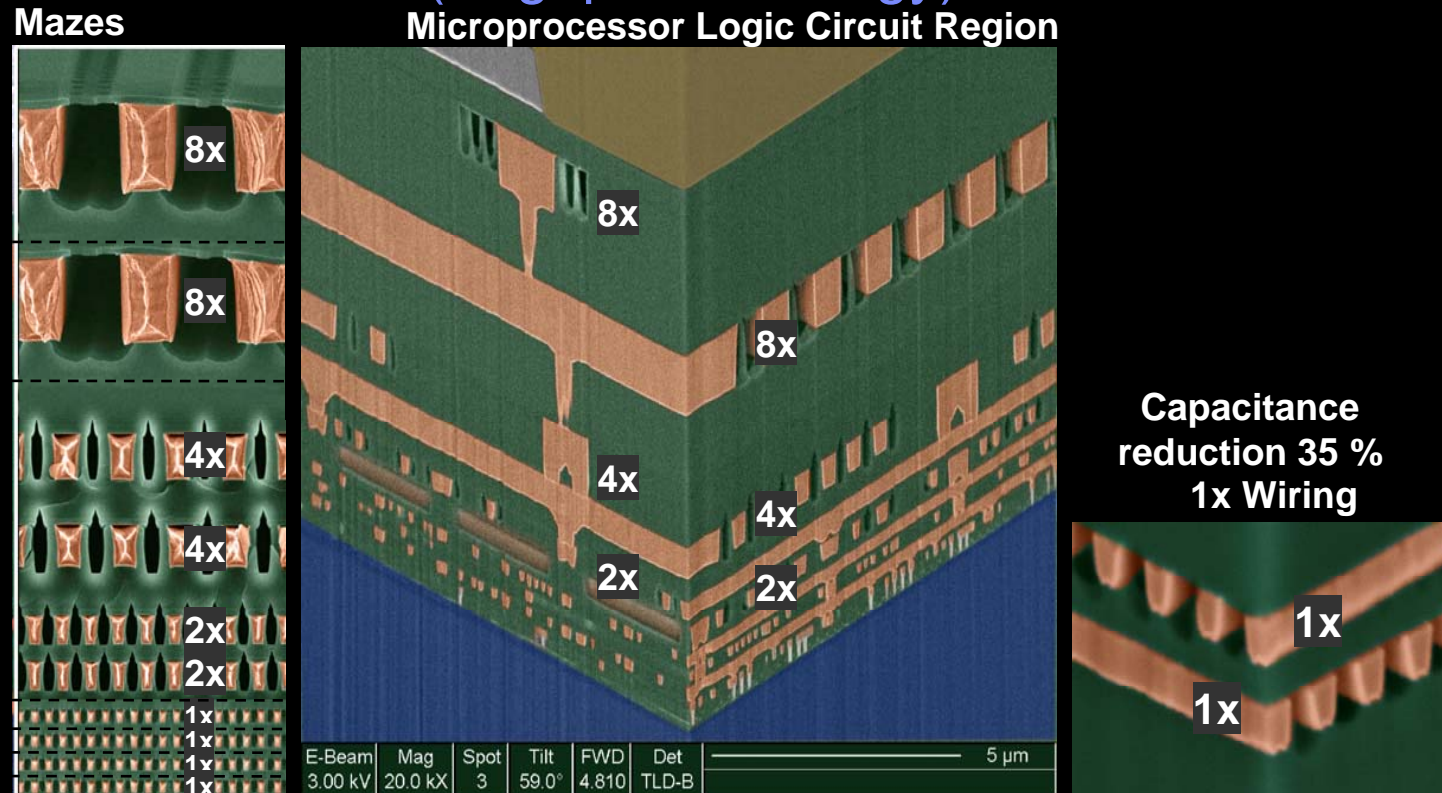
Höhere Prozessorrechenleistung bei gleicher Leistungsaufnahme  
durch z.B. komplexere Logik,  
höhere Taktfrequenz

oder

Weniger Leistungsaufnahme bei gleicher Rechenleistung

=> Gültigkeit von Moore's Law für 32nm, 23nm, ...

## Innovation im Back End (Airgap-Technology)



Neuer Prozess erzeugt Milliarden von uniformen „Löchern“ in speziellen Geometrien  
Reduziert kapazitive Kopplung der Leitungen, schnellere Signalübertragung, weniger Noise

Erste Technik, die **Selbstorganisation von Materialien** nutzt:

→ Ausweg aus Lithographie?

Fazit:

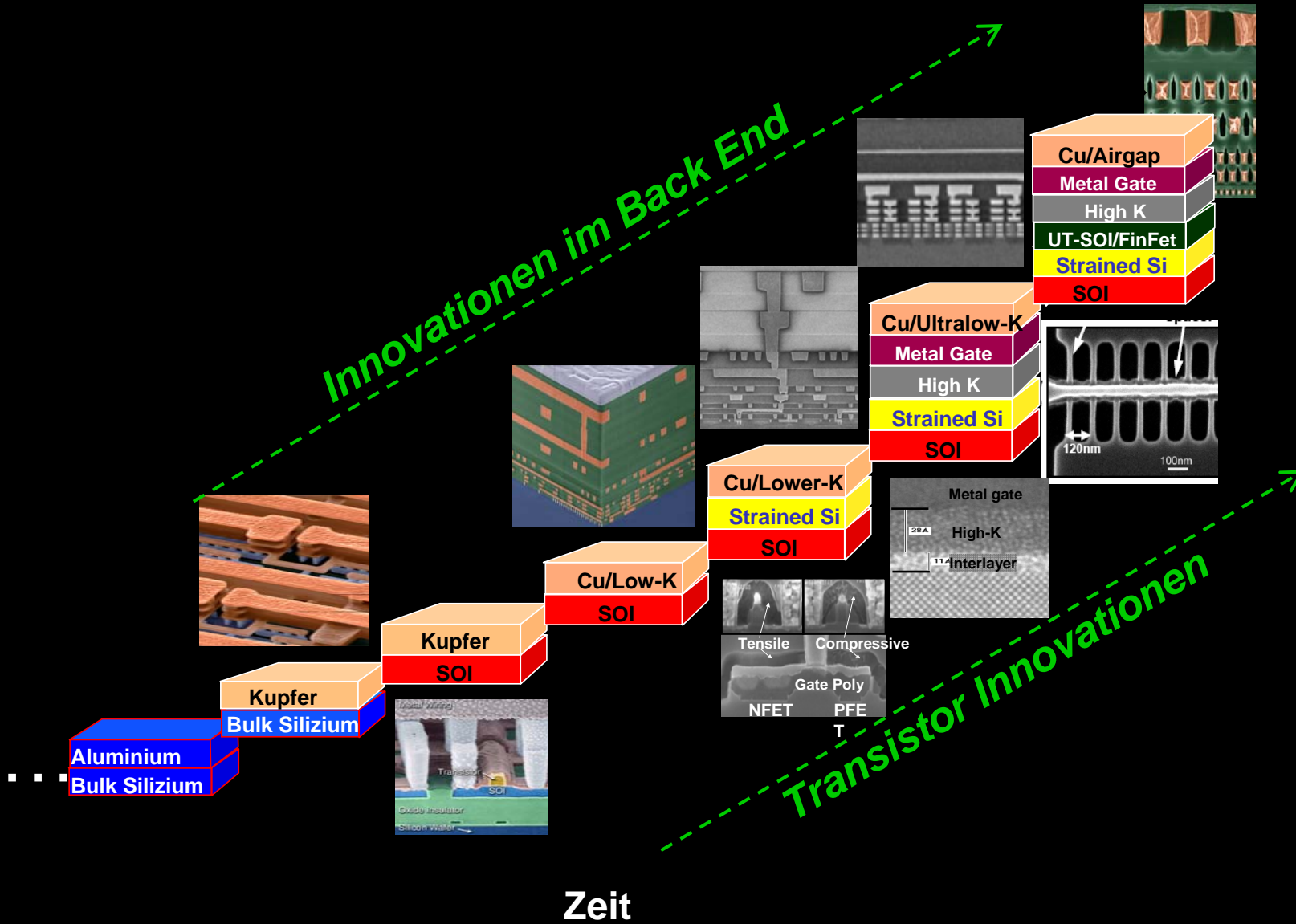
Höhere Prozessorleistung bei gleicher Leistungsaufnahme ODER weniger Leistungsaufnahme bei gleicher Rechenleistung!

# IBM CMOS Innovationen

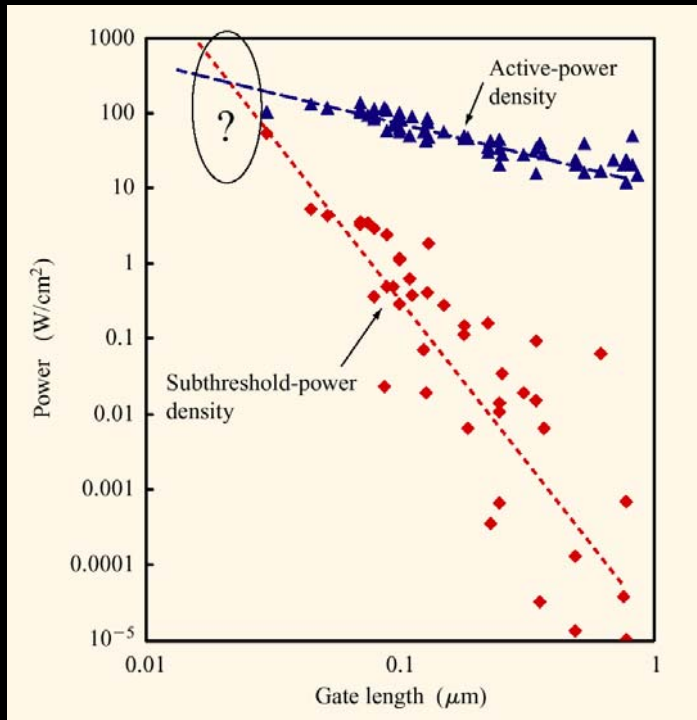
Schaltgeschwindigkeit

Innovationen im Back End

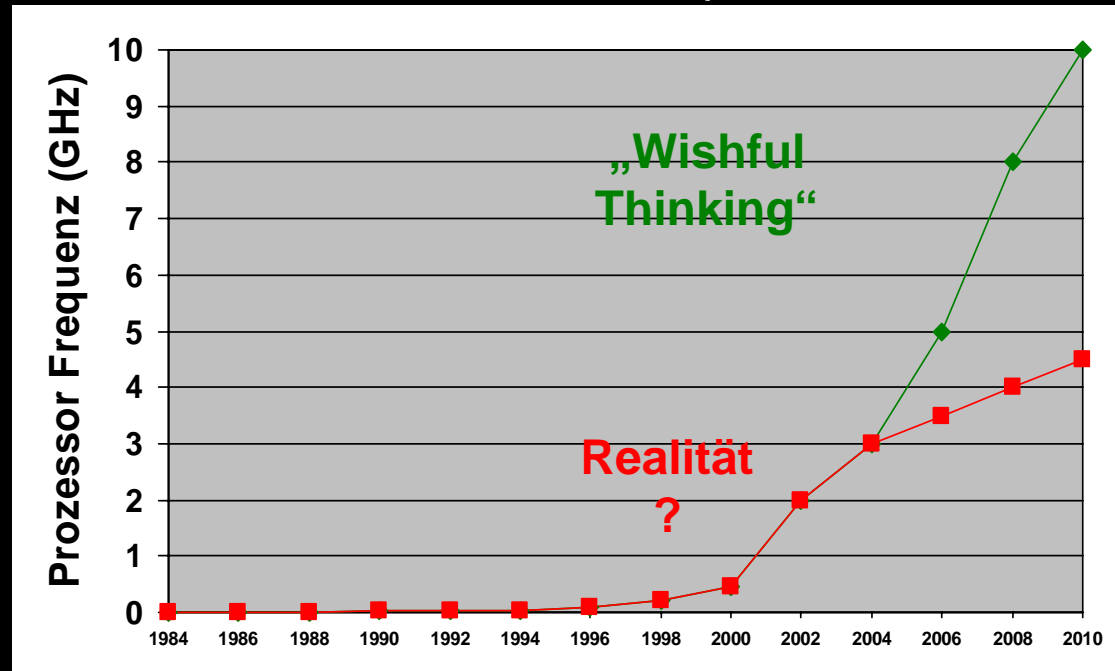
Transistor Innovationen



# Energiedichte als Designhürde?



Skalierung erlaubt höhere Taktgeschwindigkeit  
 => Lineare Zunahme der aktiven Verlustleistung  
 Skalierung führt zu unerwünschten Leckströmen  
 => Drastische Zunahme der passiven Power



D.J. Frank et al., IBM J. RES. & DEV. VOL. 46 NO. 2/3 MARCH/MAY 2002

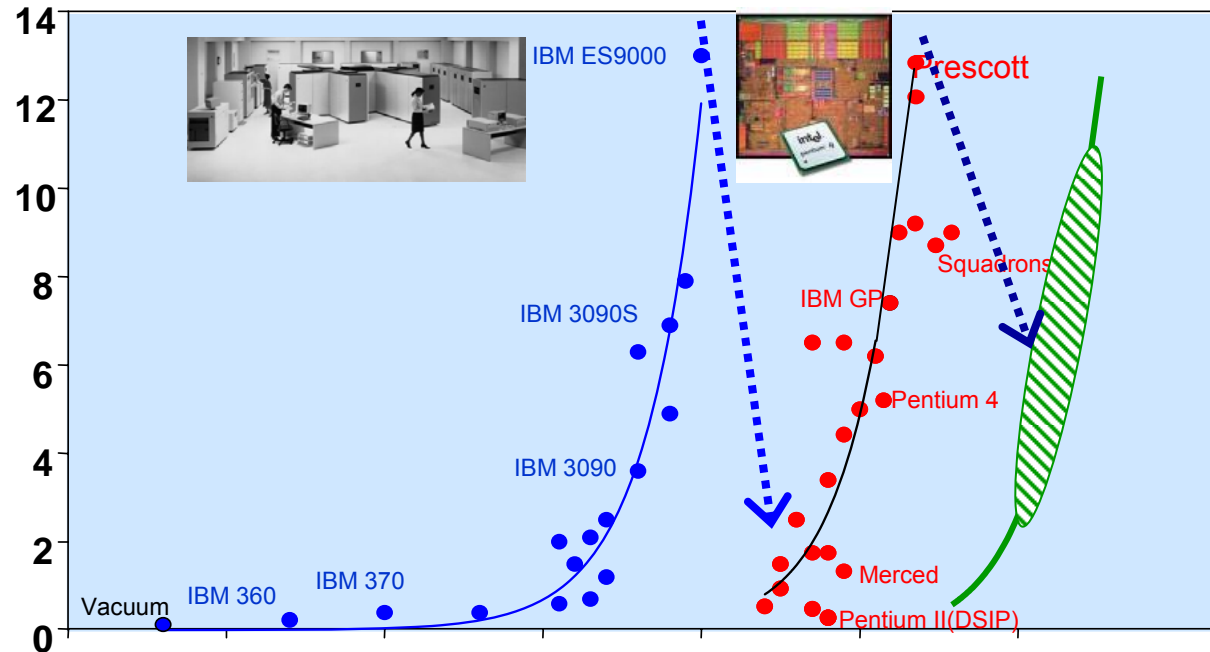
## „Verlust“-Leistung formal

$$P_{active} = \alpha f C V_{dd}^2$$

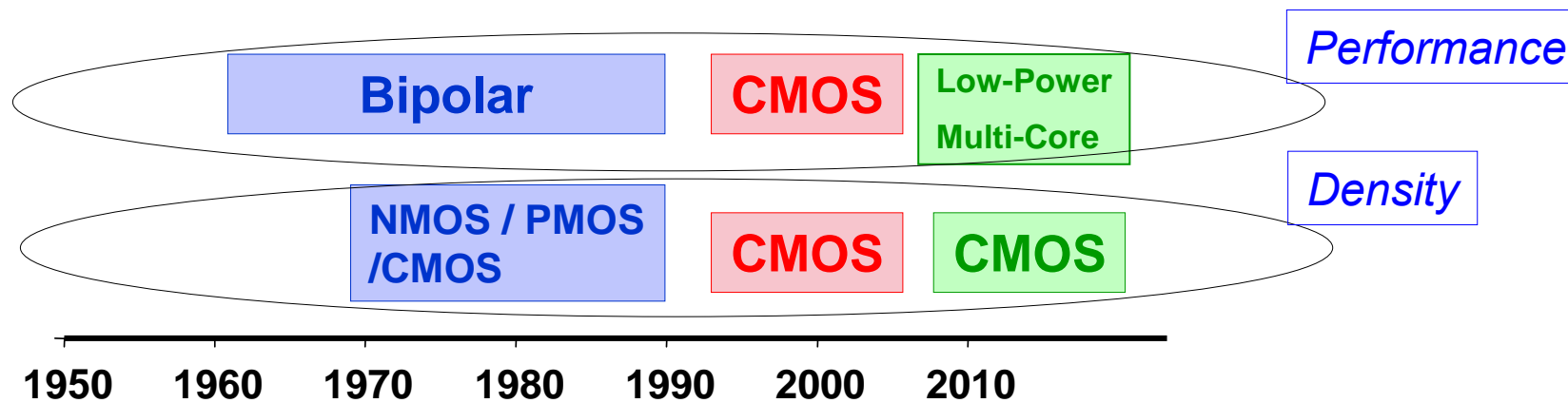
$$P_{leakage} = I_{leakage} V_{dd} (\approx V_{dd}^3)$$

**Fazit: ENERGIEDICHTE begrenzt Taktfrequenz!**

# System Performance durch Multicore-Technik

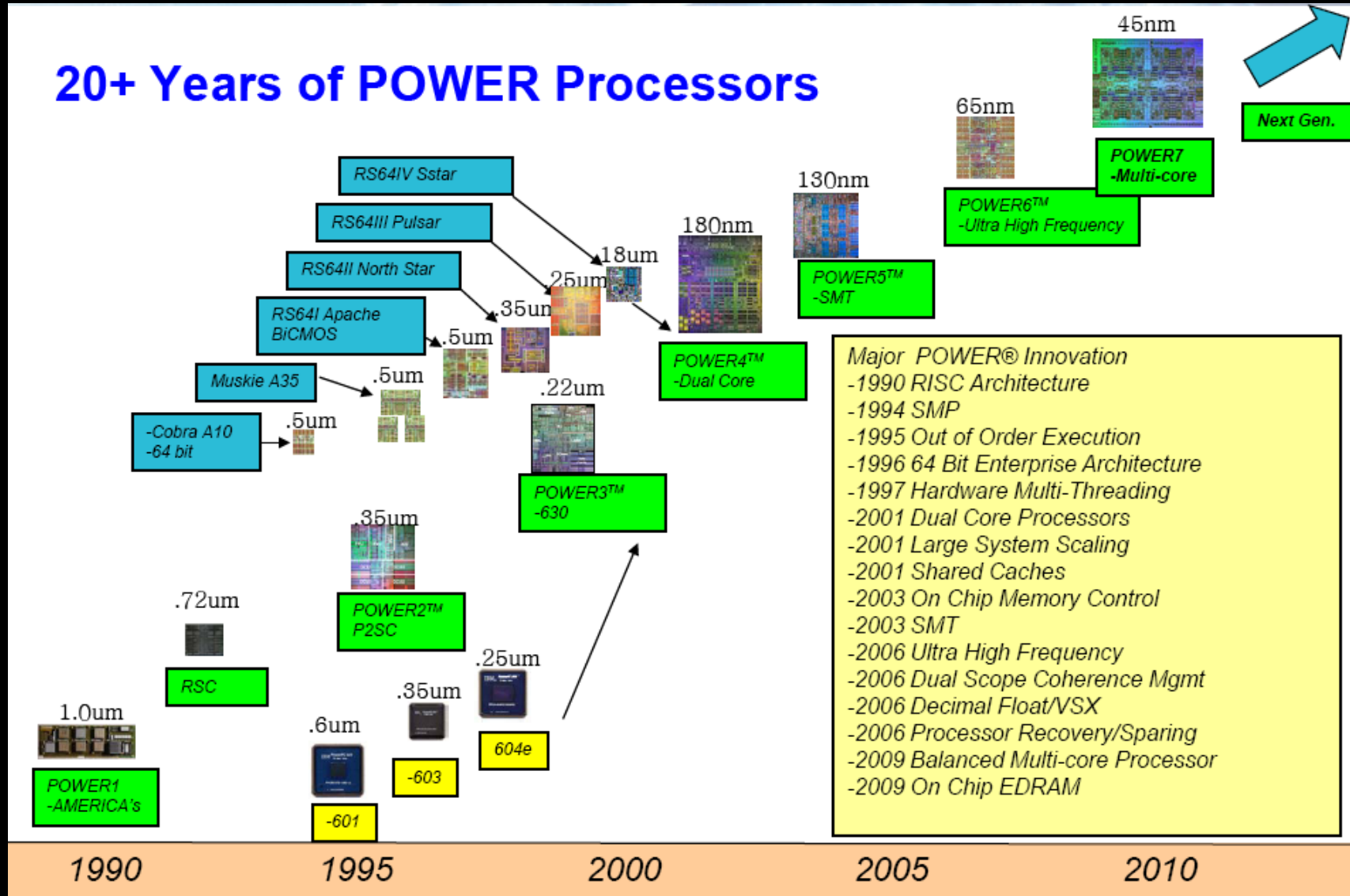


**Disruptive Entwicklungen  
„Phasenübergänge“**



# POWER processor roadmap

## 20+ Years of POWER Processors





# IBM eServer Prozessoren

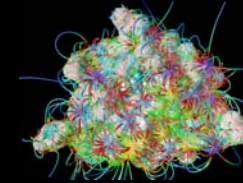


**System z**  
(S/390)  
Zero-Downtime



**Z10**  
64 Prozessoren  
(16x QuadCore)  
4,4 GHz, 65 nm  
MultiChipModule:  
~ 8 Milliarden  
Transistoren  
18km Kupferdraht  
8 Chips/MCM

## Blue Gene/P



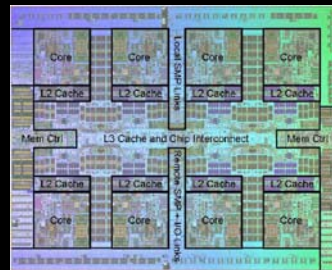
**PowerPC450 core**  
850MHz, 4-way SMP node  
➤ 100 000 cores  
➤ 1 Petaflops/s



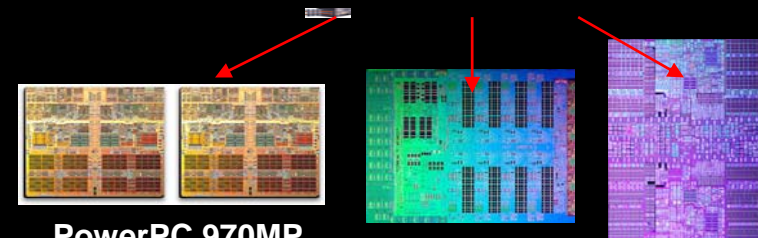
**POWER systems**  
(System p, RS/6000)  
Performance



(System I, AS/400)  
Integration



**POWER7**  
1,2 Milliarden Transistoren  
4,14 GHz, 45 nm  
8 cores, each 4way SMT



**PowerPC 970MP**  
2.7GHz, 90 nm  
1MB L2 pro Kern

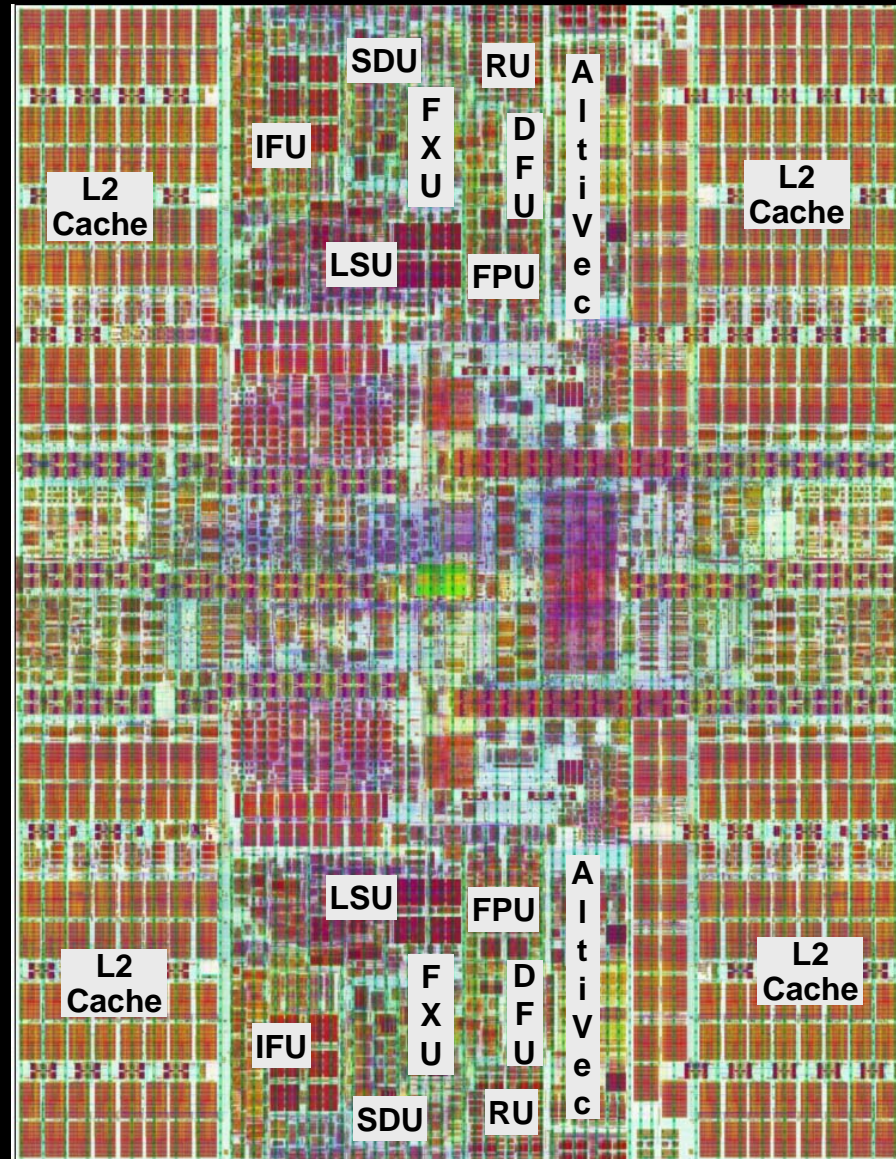
**Cell/B.E.**  
3.2GHz, 65 nm

**P6+**  
4.7GHz, 65 nm

## IBM Blades JS/QS-family

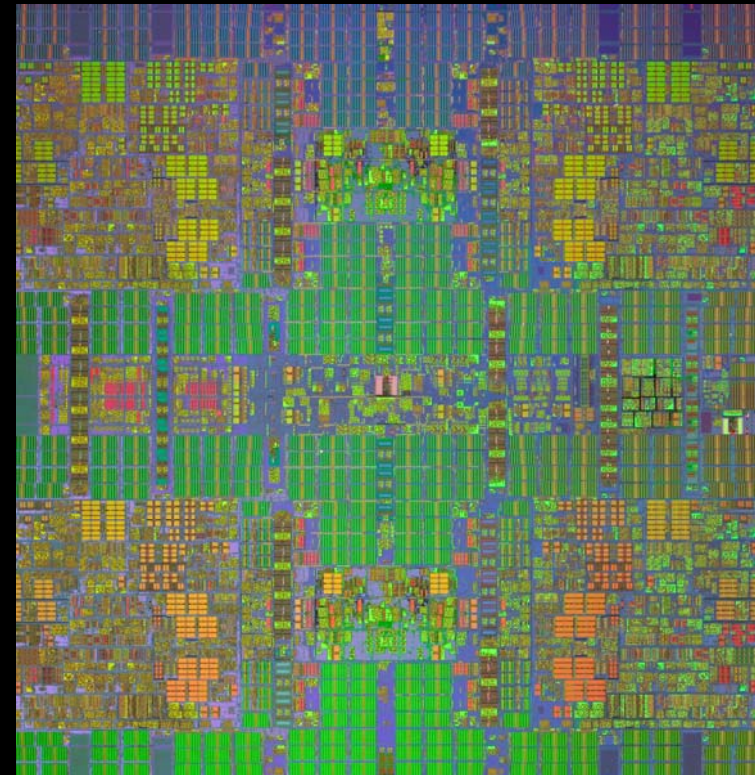
## POWER6 Chip - DualCore

- **Dual Core Chip**
  - 2-way SMT Core
  - Frequency > 4 GHz
  - Superscalar
  - 8 MB on-chip L2, 32 MB off-chip L3
  - On-chip L3 directory & controller
  - Two memory controllers on-chip
- **Technology**
  - CMOS 65nm Lithography,
  - Silicon-On-Insulator
  - 790 Million Transistors, 343 mm<sup>2</sup>
  - 4,5 km Copper wire on 10 metall layers
  - 1953 Signal I/O, 5399 Power/GND I/O
- **Full error checking and recovery**



# IBM System z10 – QuadCore

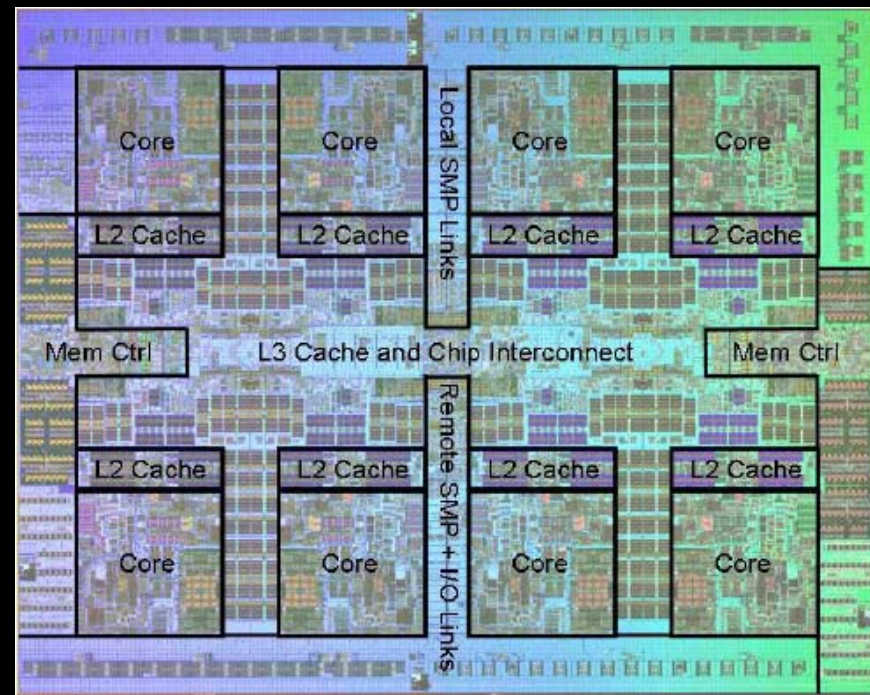
Implementation	<b>65nm SOI CMOS</b> <b>2way superscalar in-order</b>
Frequency	<b>4.4 GHz</b>
Architecture	894 instructions, 668 hardwired
Arithmetic	64bit ALU IEEE 754 floating point decimal floating point hex-floating point
Elements	5 quadcore processors on one MCM <b>994 mio transistors per processor</b> <b>8 billion transistors per MCM</b>
Memory	192kB L1 cache (128kB D/ 64kB I) per core 12MB (4x 3MB) L1,5 cache on die 48MB L2 cache on MCM (2x 24MB) 16GB up to 1,5 TB mainstorage
Power	10kW up to 27,5 kW



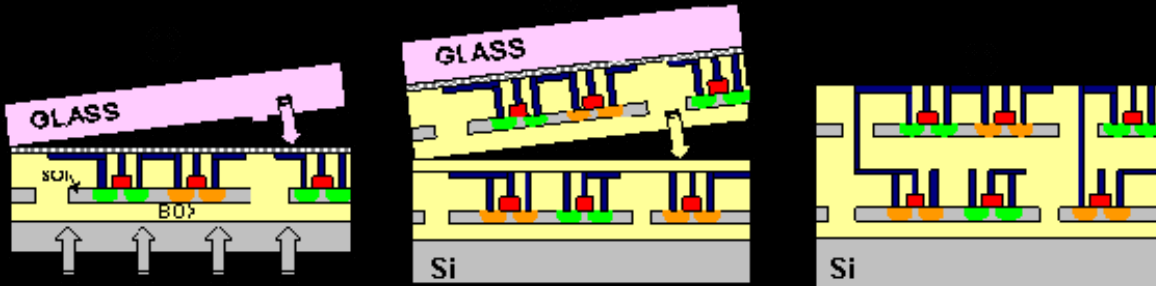
Source: <http://www-03.ibm.com/systems/de/z/hardware/z10ec/specifications.html>

## POWER 7 Processor Chip - OctoCore

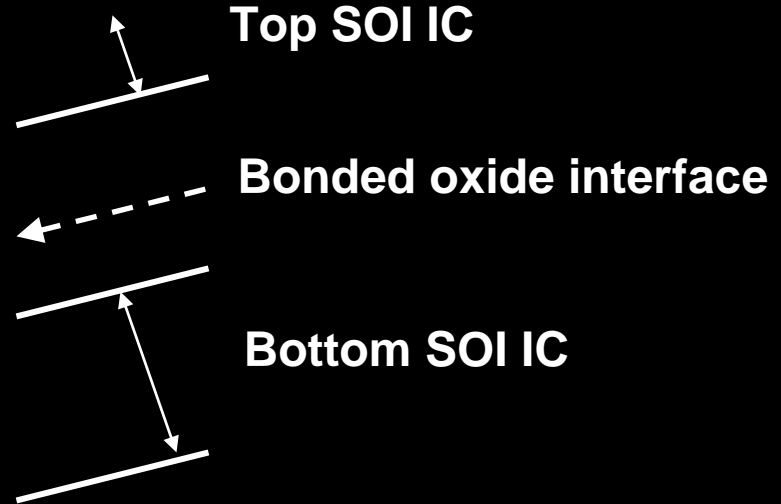
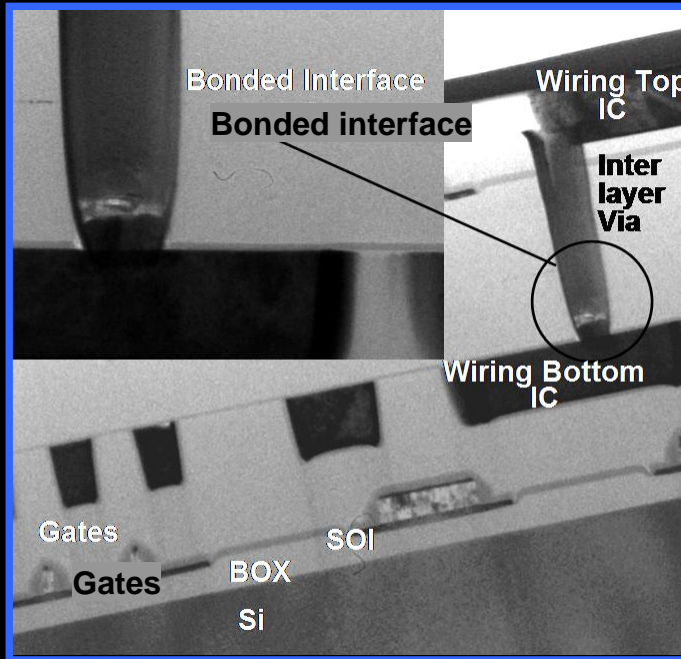
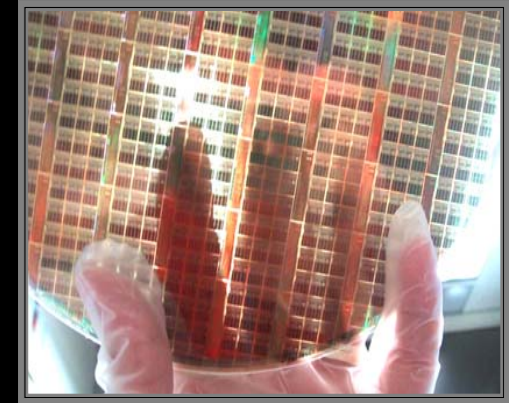
- 567mm<sup>2</sup>, 45nm lithography, Cu, SOI, eDRAM
- 1.2B transistors
  - Equivalent function of 2.7B
  - eDRAM efficiency
- Eight processor cores
  - 12 execution units per core
  - 4way SMT per core
  - 32 threads per chip
  - 256KB L2 per core
- 32MB on chip EDRAM shared L3
- Dual DDR3 Memory Controllers
  - 100GB/s memory bandwidth per chip sustained
- Scalability up to 32 sockets
  - 360GB/s SMP bandwidth/chip
  - 20,000 coherent operations in flight
- Advanced pre-fetching Data and Instruction
- Binary Compatibility with POWER6



# 3D Integration



A.W. Topol (IBM), IEDM 2005.



- I1 BM EXTENDS MOORE'S LAW TO THE THIRD DIMENSION: An IBM scientist holds a thinned wafer of silicon computer circuits, which is ready for bonding to another circuit wafer, where IBM's advanced "through-silicon via" process will connect the wafers together by etching thousands of holes through each layer and filling them with metal to create 3-D integrated stacked chips. The IBM breakthrough can shorten wire lengths inside chips up to 1000 times and allow for hundreds more pathways for data to flow among different functions on a chip. This technique will extend Moore's Law beyond its expected limits, paving the way for a new breed of smaller, faster and lower power chips.

IBM\_USER; 04.10.2007

## Forschung: 3D Chips und atomares Rechnen

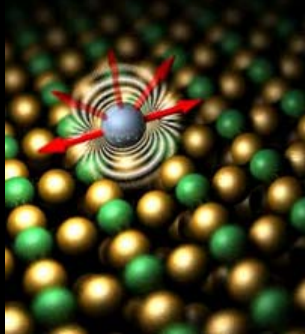
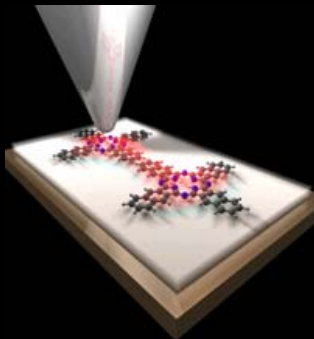
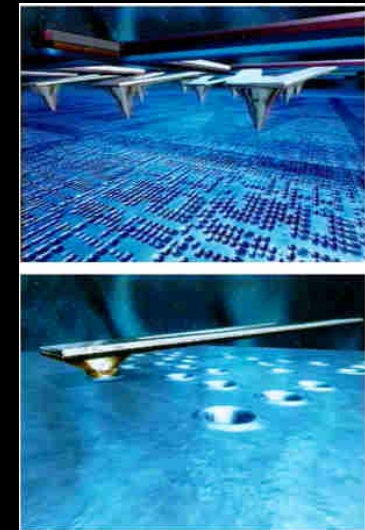


Illustration of the preferred magnetic orientation of an iron atom on a specially prepared copper surface. The stability of an atom's magnetic orientation can help determine that atom's suitability for storing data.



Schematic three-dimensional image of a molecular "logic gate" of two naphthalocyanine molecules, which are probed by the tip of the low-temperature scanning tunneling microscope.

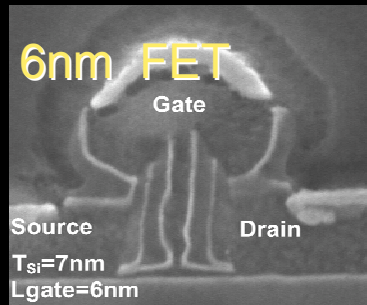
- Stand der Technik
  - Informationsträger besteht aus Mio Atomen.
  - Festplattengröße: 1 TeraByte
  
- Forschung
  - 3D Chips
  - Speichern von Daten auf Atomen
  - Schalter basierend auf Molekülstrukturen
  - Speicherdichte 1000 mal höher
  - iPod könnte 30.000 Spielfilme speichern.
  
- Andere Forschungsbereiche:
  - Millipede
  - ...



An animated view of the Millipede nanomechanical storage device illustrates how an individual tip creates an indentation in a polymer surface (bottom) and how a large number of such tips are operated in parallel (top).

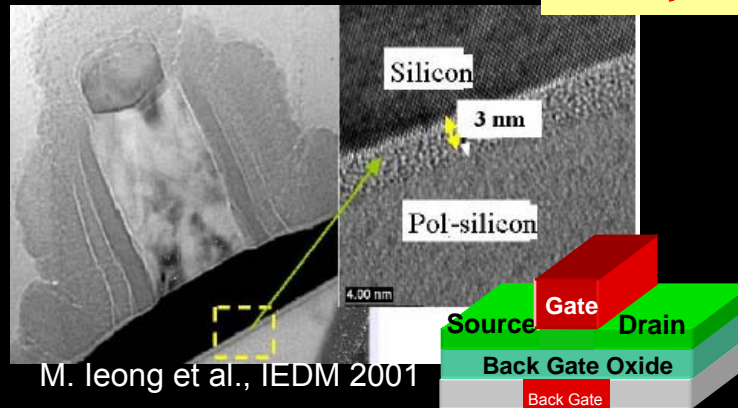
# Neue Transistorstrukturen für die Zukunft

## UTSOI

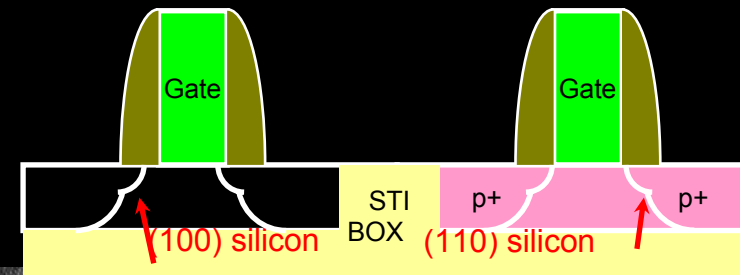


B. Doris et al., IEDM 2002

## Back-Gate

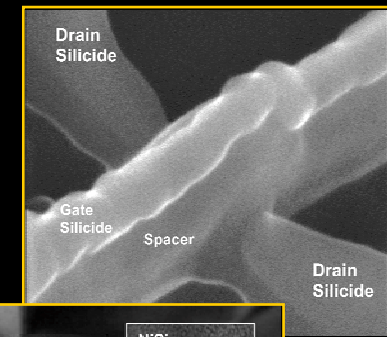


M. leong et al., IEDM 2001

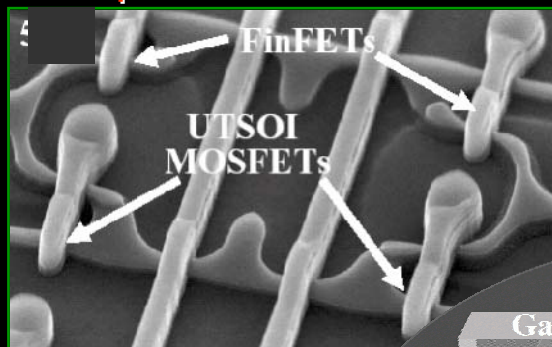


## Super-HOT

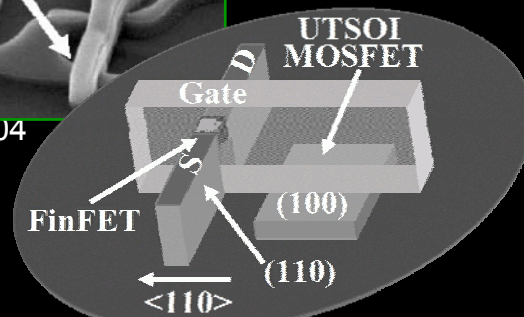
## FinFET



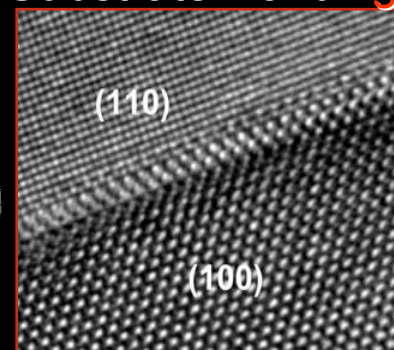
## Simplified HOT



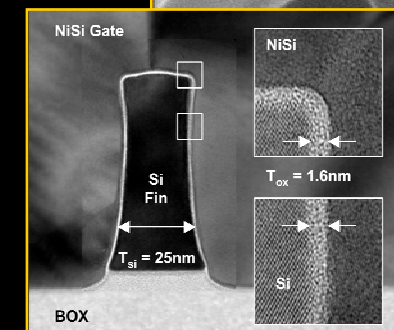
B. Doris et al., VLSI 2004



## Direct Substrate Bonding



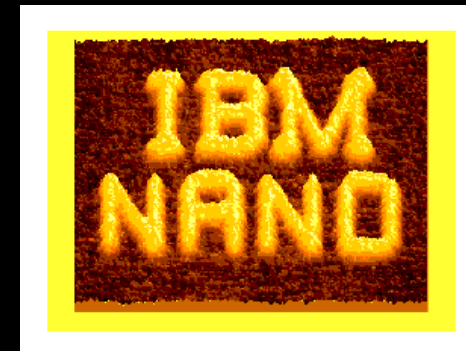
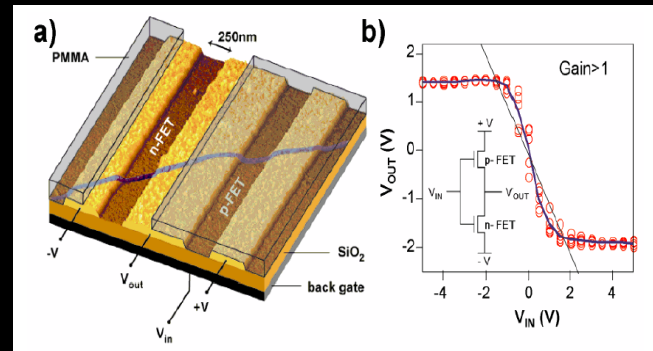
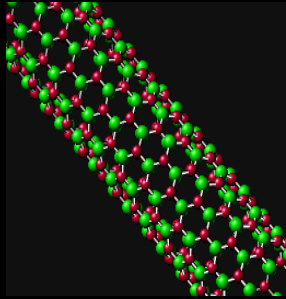
C-Y Sung et al., IEDM 2005



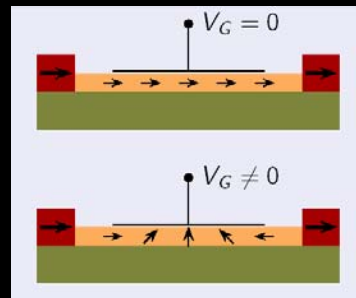
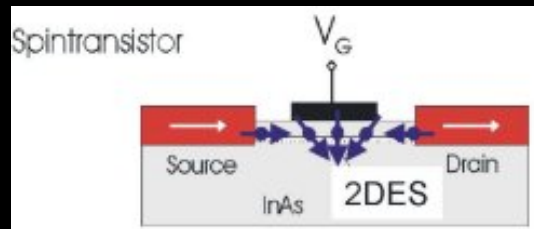
Kedzierski et al., IEDM 2001-3



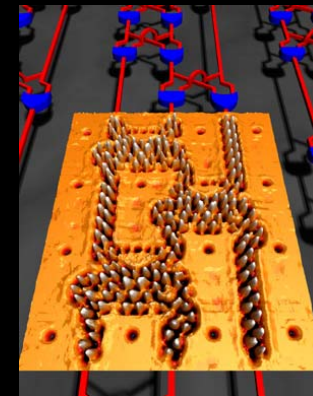
# Zukünftige Chiptechnologien



**Carbon Nanotubes for FET**

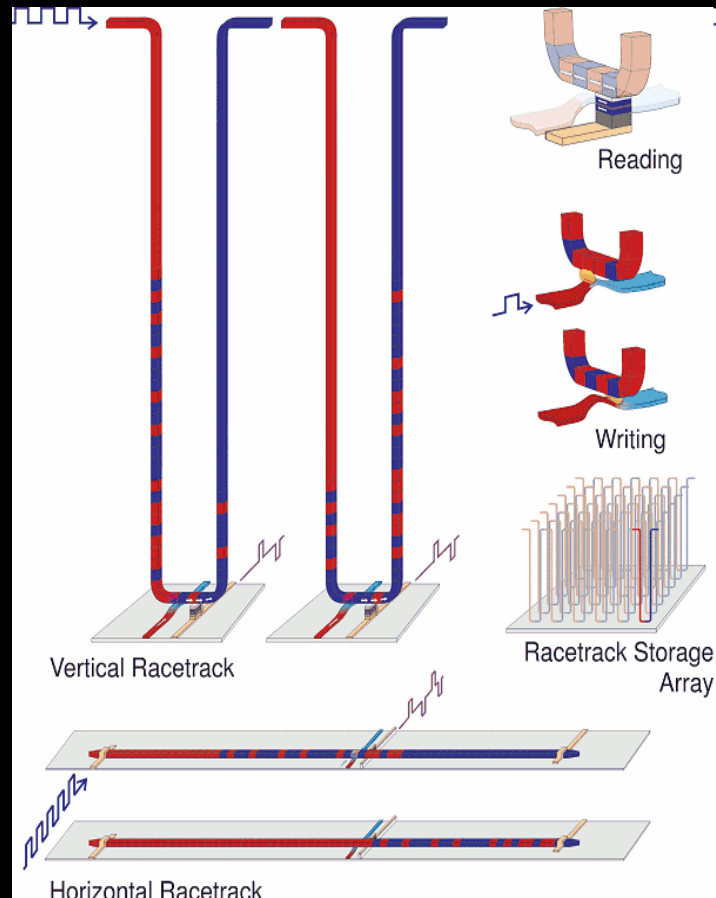


**Spintronics**



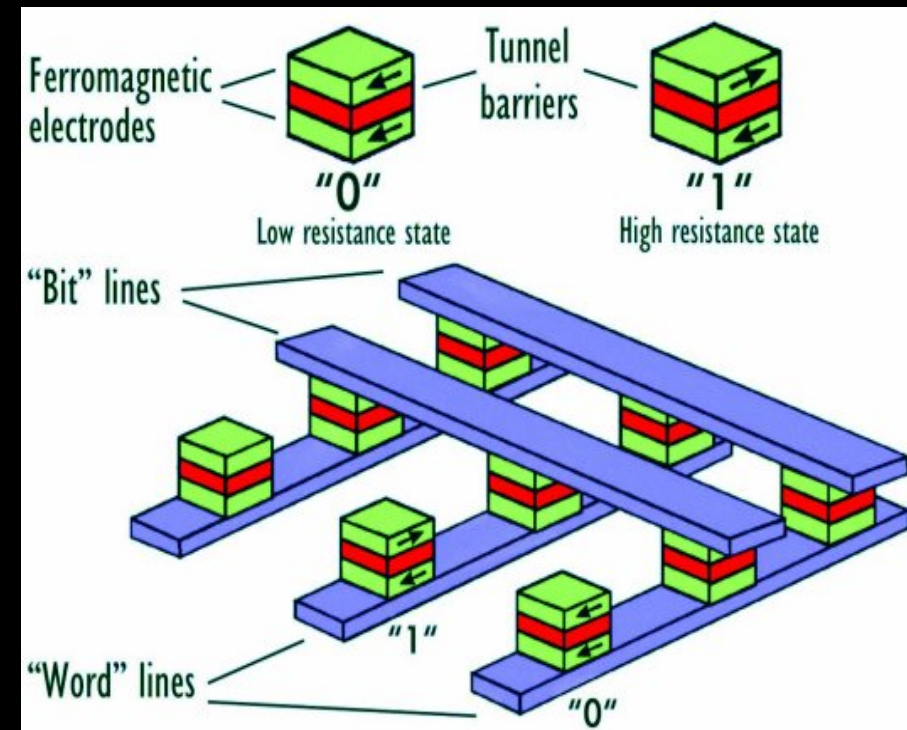
**Molecular Logic**

# Magnetische Speicher: Racetrack und Magnetisches-RAM (MRAM)



## Racetrack Memory

- store information in magnetic domain walls
- interaction of spin polarized current with magnetization in the domain walls
- current is moving across the racetrack providing the information in spin states



## M-RAM

- store information in magnetization of ferromagnetic layers
- tunneling currents are dependent on parallel or antiparallel magnetization
- write access: currents exceed coercitive forces to change magnetization

12 For nearly fifty years, scientists have explored the possibility of storing information in magnetic domain walls, which are the boundaries between magnetic regions or "domains" in magnetic materials. Until now, manipulating domain walls was expensive, complex, and used significant power to generate the fields necessary to do so. In the paper describing their milestone, "Current Controlled Magnetic Domain-Wall Nanowire Shift Register," Dr. Parkin and his team describe how this long-standing obstacle can be overcome by taking advantage of the interaction of spin polarized current with magnetization in the domain walls; this results in a spin transfer torque on the domain wall, causing it to move. The use of spin momentum transfer considerably simplifies the memory device since the current is passed directly across the domain wall without the need for any additional field generators.

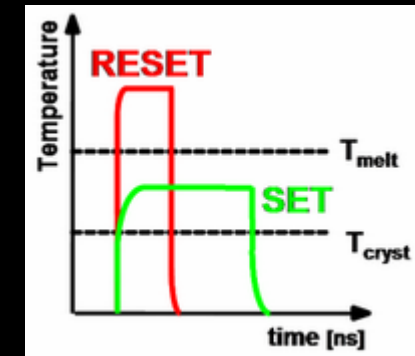
In the review paper that describes the fundamentals of racetrack, "Magnetic Domain-Wall Racetrack Memory," Dr. Parkin and colleagues describe the use of magnetic domains to store information in columns of magnetic material (the "racetracks") arranged perpendicularly or horizontally on the surface of a silicon wafer. Magnetic domain walls are then formed within the columns delineating regions magnetized in opposite directions (e.g. up or down) along a racetrack. Each domain has a "head" (positive or north pole) and a "tail" (negative or south pole). Successive domain walls along the racetrack alternate between "head to head" and "tail to tail" configurations. The spacing between consecutive domain walls (that is, the bit length) is controlled by pinning sites fabricated along the racetrack.

IBM\_USER; 08.09.2009

## Phase Change Memory

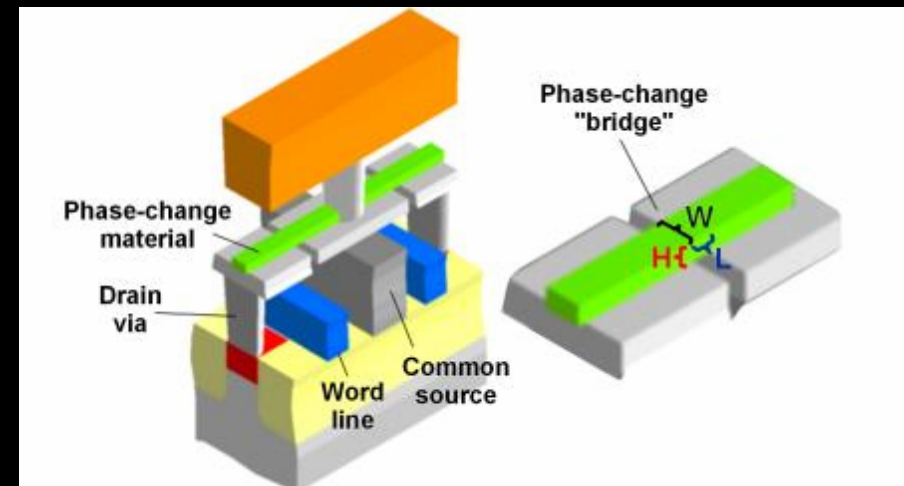
In phase change memory, data are stored by switching small regions of a "phase-change" material between one of two phases:

- a highly resistive amorphous phase, and
- a highly conductive crystalline phase.
- Switching is done by using voltage/current pulses to control time temperature within this small volume.

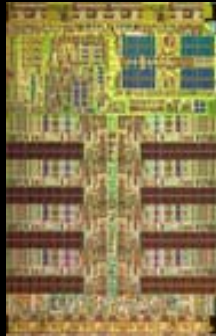


Phase change memory has a number of advantages as a prospective next-generation solid-state memory, including

- Solid-state memory array &
- potential for CMOS compatibility
- Large resistance contrast
- Media familiarity from CD-RW
- Inherently fast transformation



# Trend: Mehrkern- und anwendungsoptimierte Systeme



## Spielprozessoren

### Anwendung

- Spiele
- 3D rendering



## BladeCenter

### Anwendung

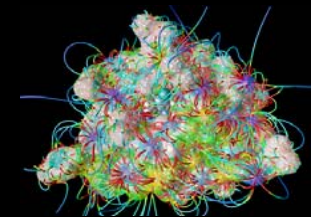
- Netzwerk
- Data Mining
- XML
- Cell blades



## Supercomputer

### Anwendung

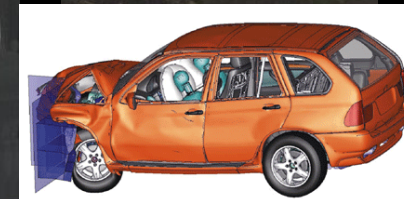
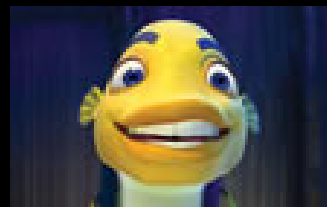
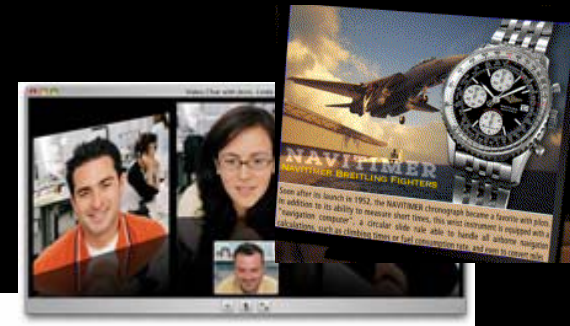
- Proteinfaltung
- DOE Anwendung
- Modellierung des Neocortex



# Changing Paradigmas in a Digital World/Future

- Multimedia is key! -era everywhere
  - Search engines (like Google, Inktomi)
  - extend search for document files, images, streaming media
- Natural information processing (like human brain)
  - Information wrapped in multimedia containers → needs for high bandwidth and compute power
  - New killer applications: video processing and digital entertainment
- Realistic information processing (computer graphics)
- Surveillance support (i.e. Videocams on airports)
- Simulation/Visualisierung: polygon modelling > real world
- Media/streaming services: High bandwidth, new algorithms

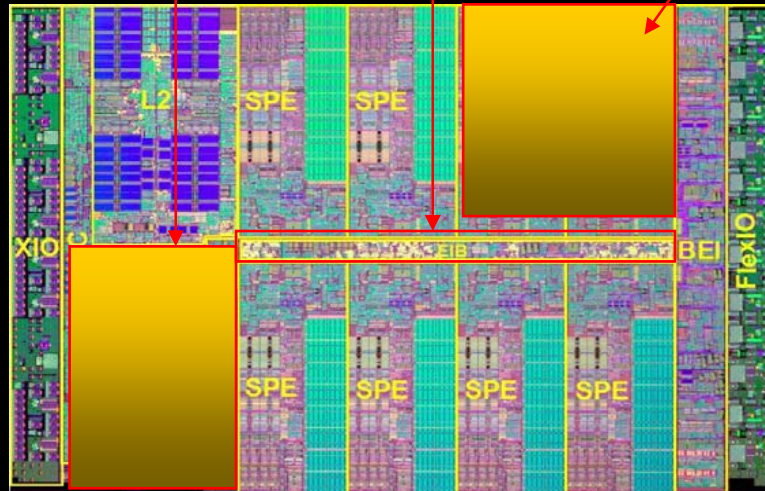
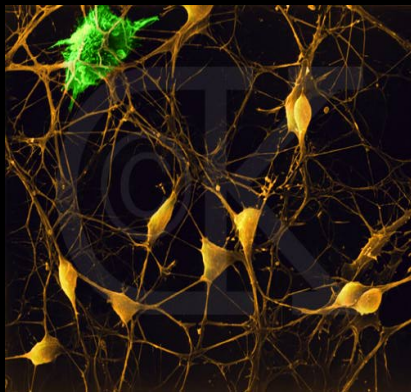
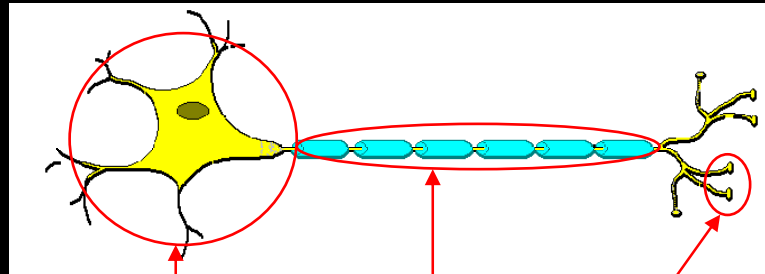
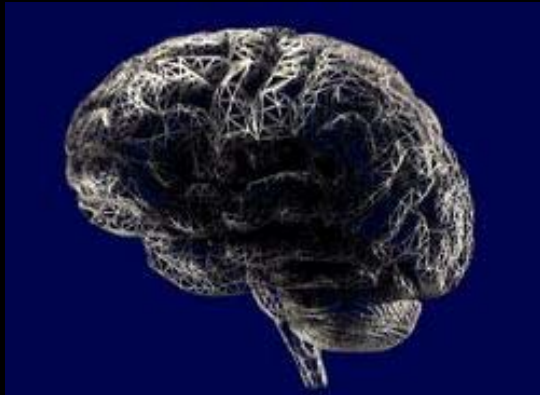
Compute power up to  $10^{18} - 10^{20}$  FLOPs and high bandwidth needed!



# Natur als Vorbild?

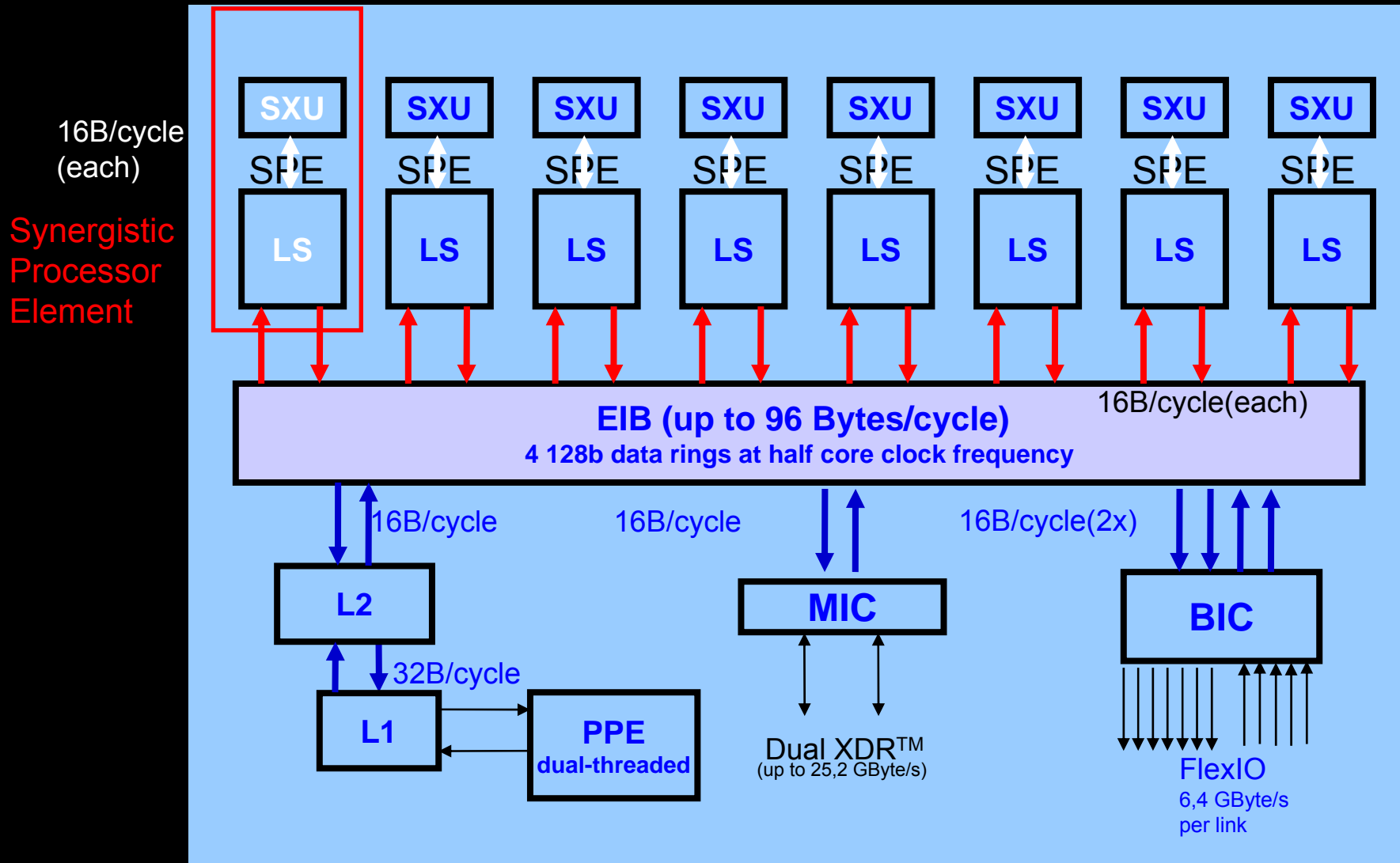
100 Milliarden Neuronen  
100 Billionen Synapsen

Bis 10000 Synapsen pro Neuron



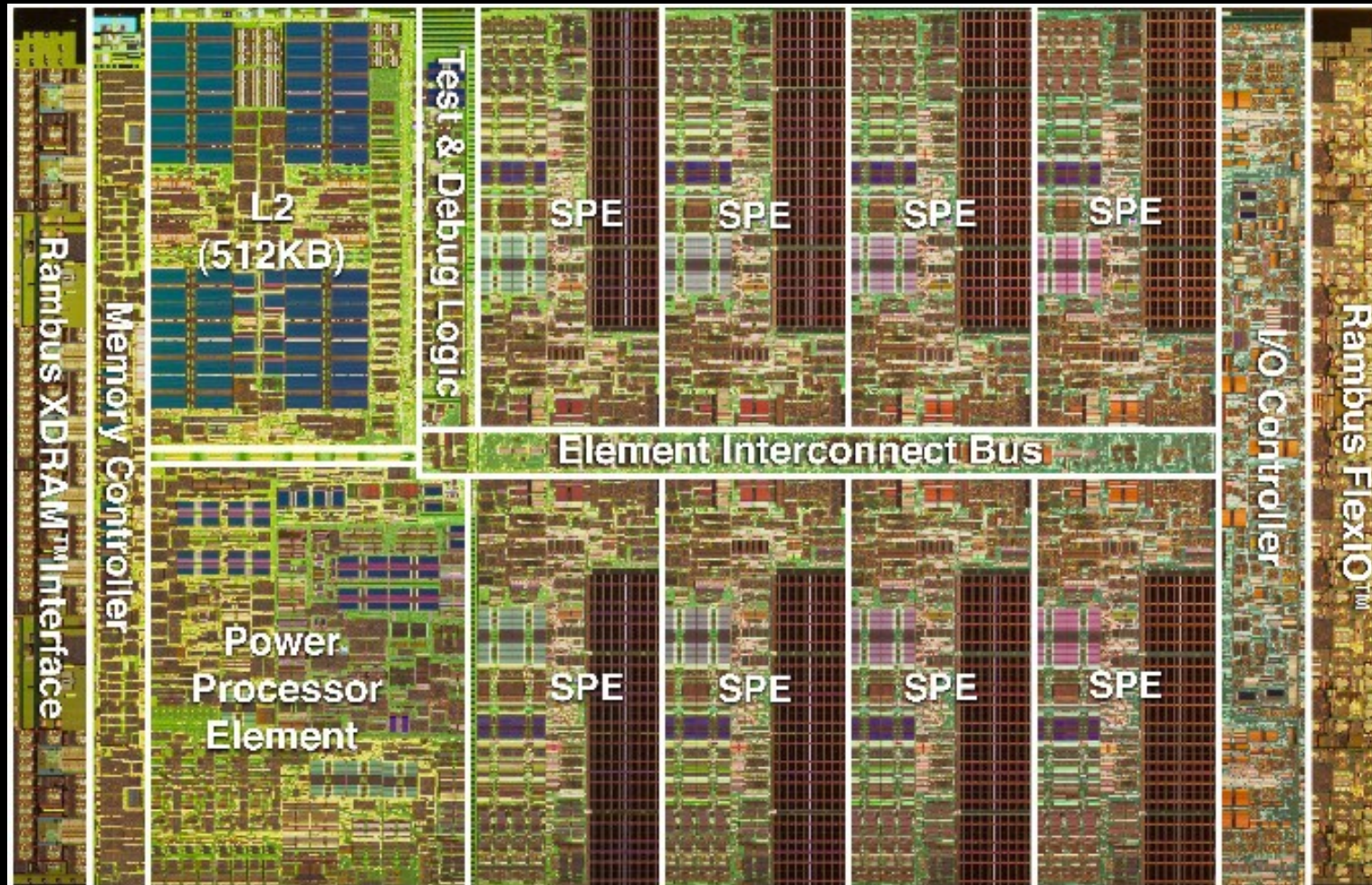
234 Millionen Transistoren  
4 GHz  
PowerPC + 8x Synergetisches Prozessor Element

# Cell Architektur & System-Struktur





# Cell Broadband Engine – 235mm<sup>2</sup>



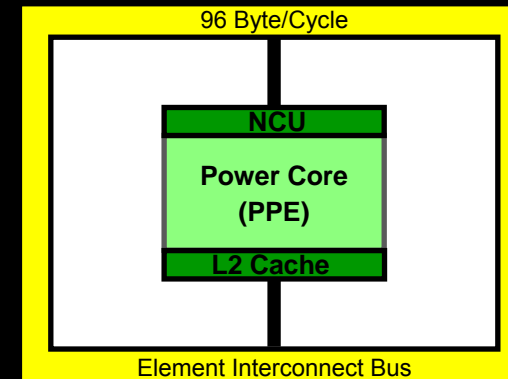
234 million transistors, 90nm SOI, 1.4 million nets, 8 levels of copper wiring

# Cell Processor Components

## Power Processor Element (PPE):

- General purpose, 64-bit RISC processor (PowerPC AS 2.0.2)
- 2-Way hardware multithreaded
- L1 : 32KB I ; 32KB D
- L2 : 512KB
- Coherent load / store
- VMX-32
- Realtime Controls
  - Locking L2 Cache & TLB
  - Software / hardware managed TLB
  - Bandwidth / Resource Reservation
  - Mediated Interrupts

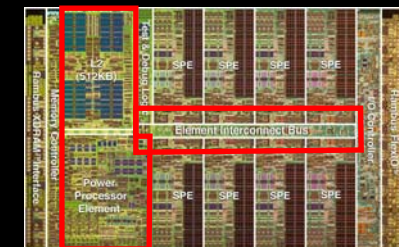
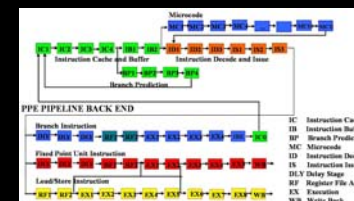
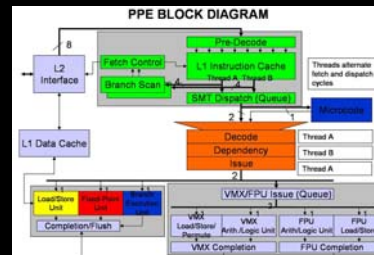
*In the Beginning  
– the solitary Power Processor*



*Custom Designed  
– for high frequency, space,  
and power efficiency*

## Element Interconnect Bus (EIB):

- Four 16 byte data rings supporting multiple simultaneous transfers per ring
- 96Bytes/cycle peak bandwidth
- Over 100 outstanding requests



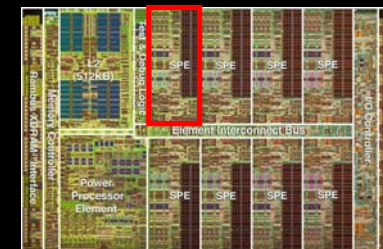
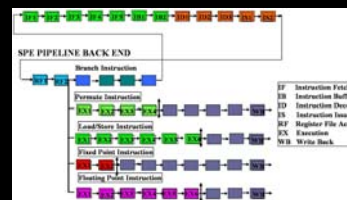
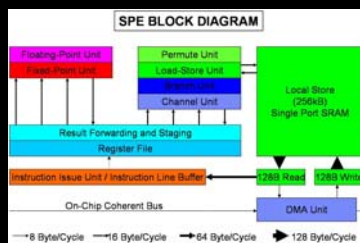
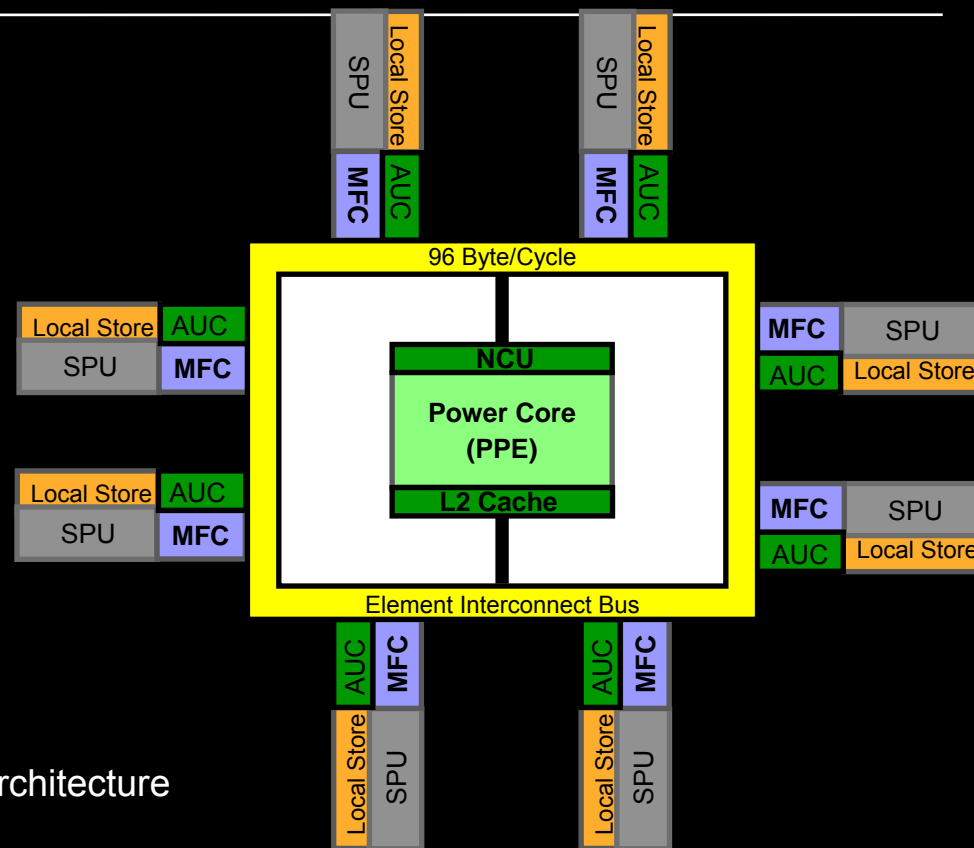
# Cell Processor Components

## Synergistic Processor Element (SPE):

- Provides the computational performance
- Simple RISC User Mode Architecture
- Dual issue VMX-like
- Graphics SP-Float
- IEEE DP-Float
- Dedicated resources: unified 128x128-bit RF, 256KB Local Store
- Dedicated DMA engine: Up to 16 outstanding requests

## Memory Management & Mapping

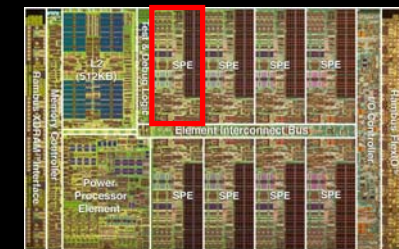
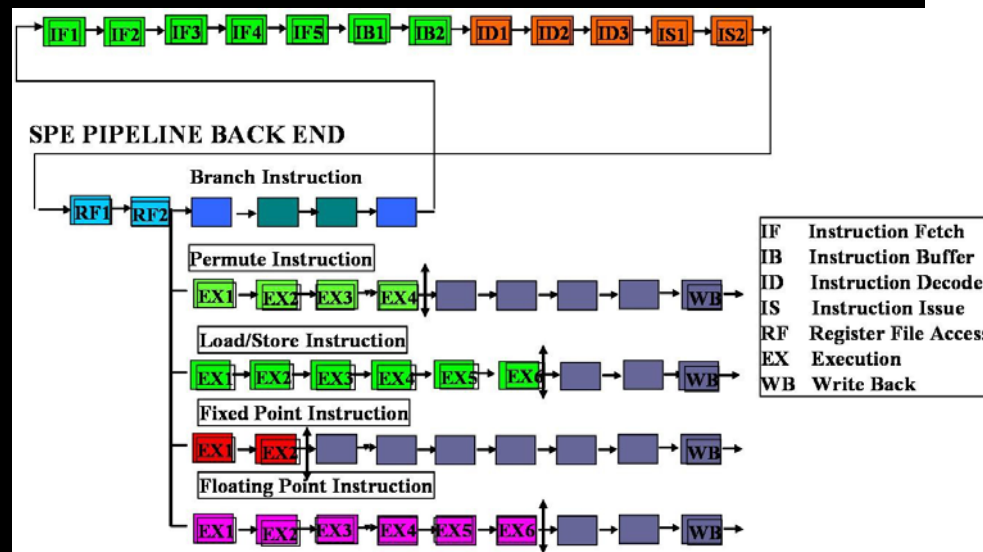
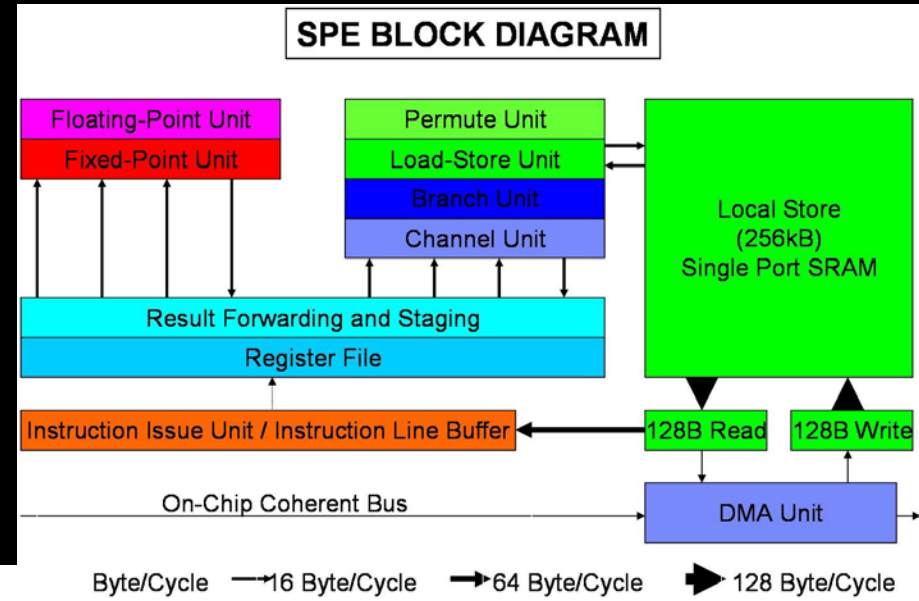
- SPE Local Store aliased into PPE system memory
- MFC/MMU controls / protects SPE DMA accesses
  - Compatible with PowerPC Virtual Memory Architecture
  - SW controllable using PPE MMIO
- DMA 1,2,4,8,16,128 -> 16Kbyte transfers for I/O access
- Two queues for DMA commands: Proxy & SPU



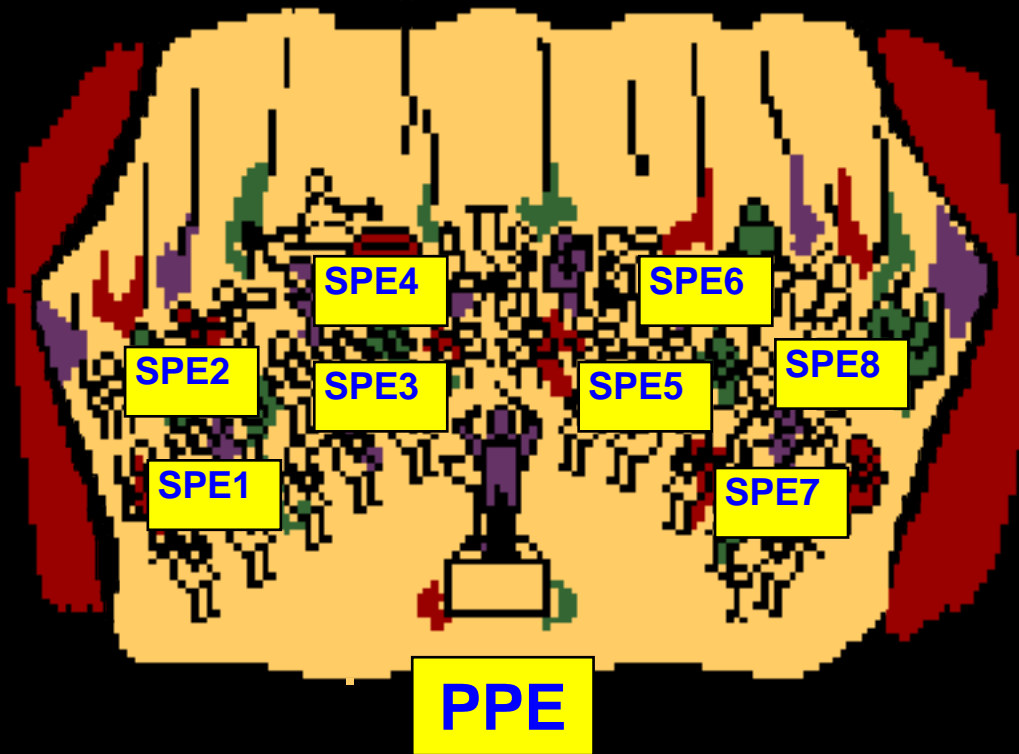
# Accelerator-Beispiel: Cell Synergistic Processor Element (SPE)

## Synergistic Processor Element (SPE):

- Provides the computational performance
- Simple RISC User Mode Architecture
- Dual issue VMX-like
- Graphics SP-Float
- IEEE DP-Float
- Dedicated resources: unified 128x128-bit RF, 256KB Local Store
- Dedicated DMA engine: Up to 16 outstanding requests



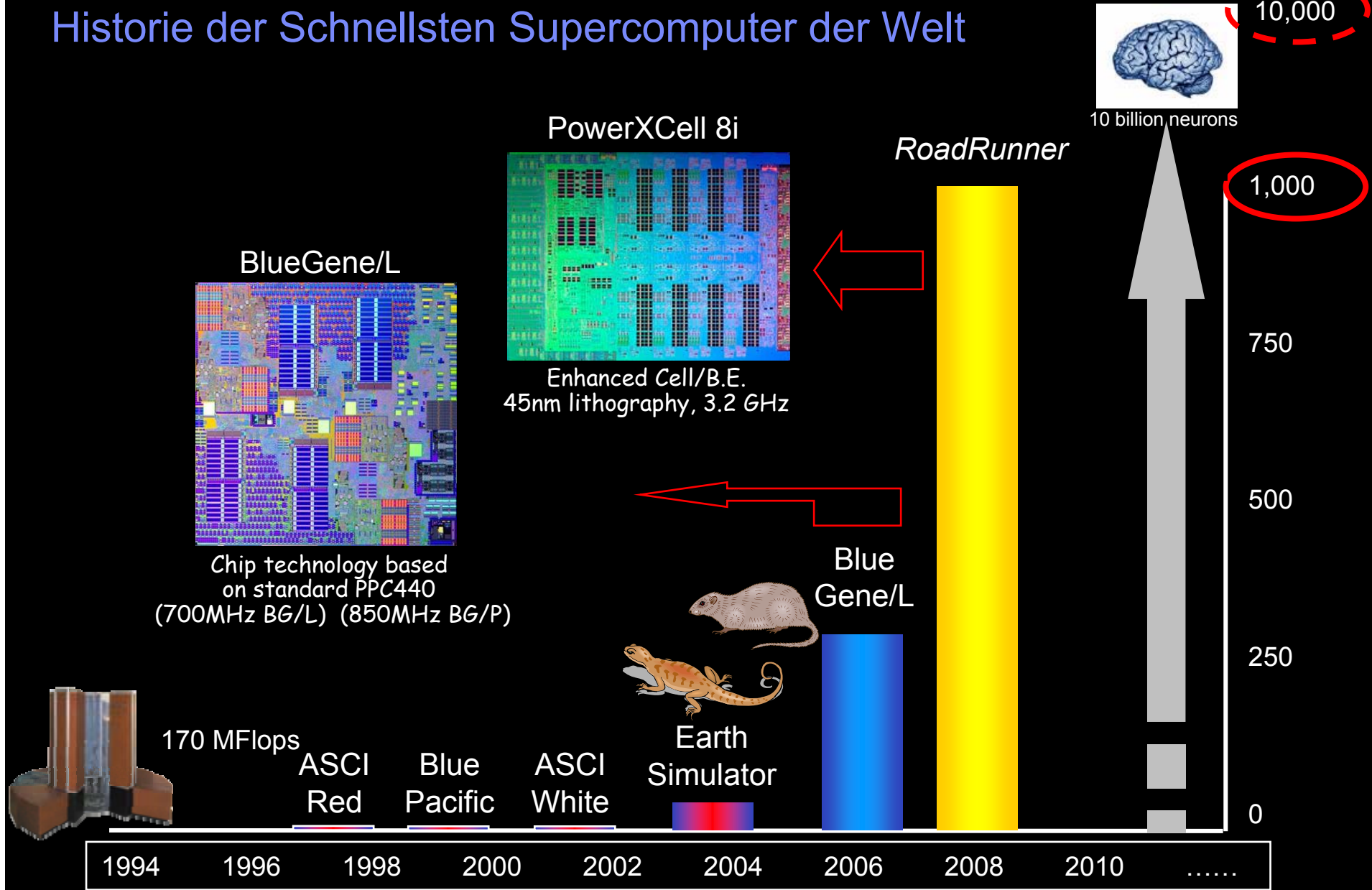
# Flexible Programmierung



Anwendungs-  
Programmierer



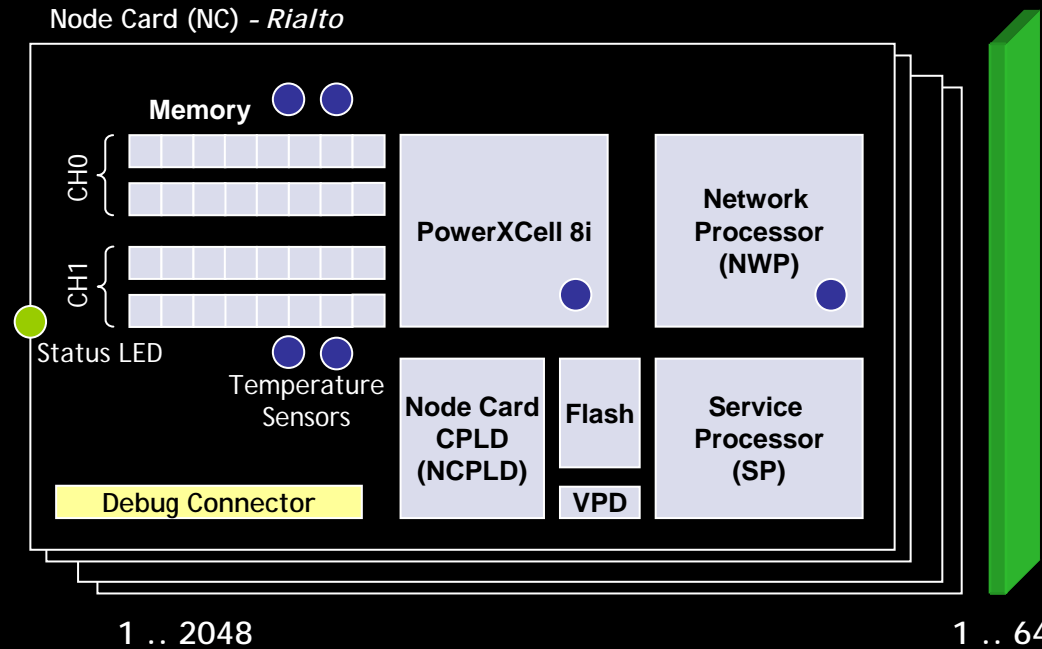
# Historie der Schnellsten Supercomputer der Welt



Sources: [www.top500.org](http://www.top500.org); not drawn to scale; all statements regarding IBM future direction and intent are subject to change or withdrawal without notice, and represent goals and objectives only

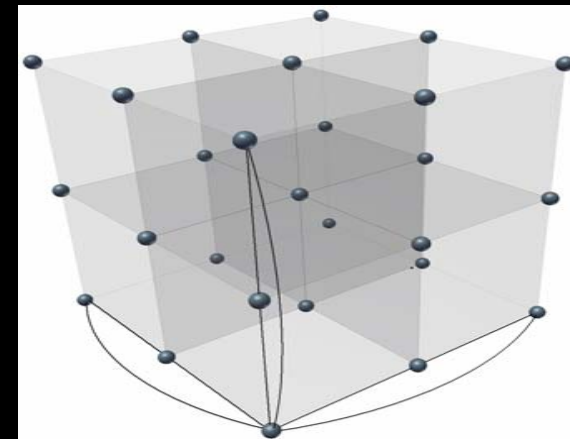
# QPACE – energieeffizientestes HPC System basiert auf PowerXCell!

## Quantum Chromodynamics Parallel computing on Cell



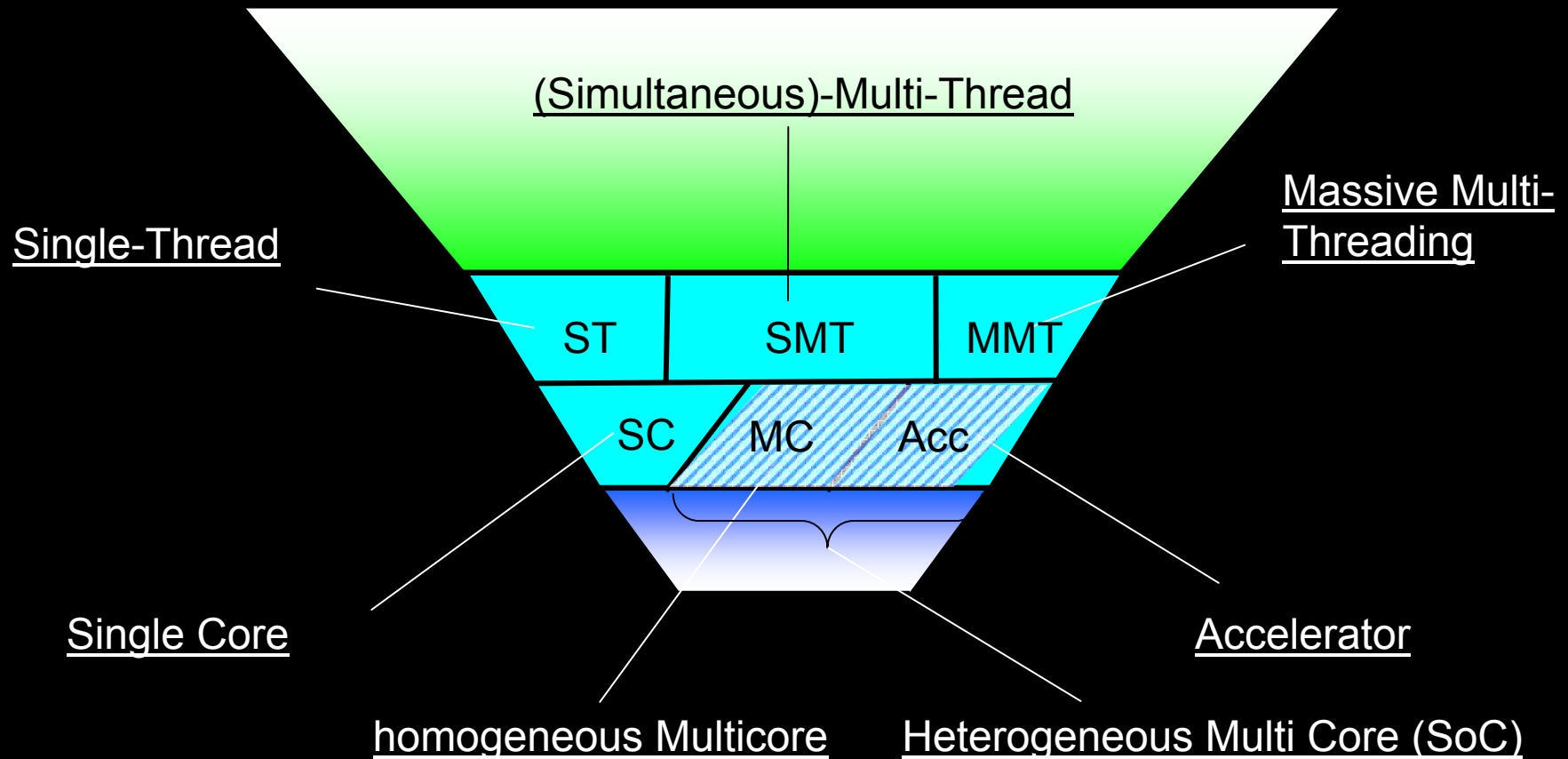
$$\psi'_x = D_h \psi \tag{1}$$

$$= \sum_{\mu=1}^4 \left\{ U_{x,\mu} (1 + \gamma_\mu) \psi_{x+\hat{\mu}} + U_{x-\hat{\mu},\mu}^\dagger (1 - \gamma_\mu) \psi_{x-\hat{\mu}} \right\} .$$



- 200 TFLOPs Spitzenleistung
- 50 TFLOPs durchgängige Rechenleistung
- Factor > 4 niedrigere Systemkosten als State-of-the-Art-Supercomputer
- Bessere Energieeffizienz als State-of-the-Art-Supercomputer (d.h. 770 MFlops/W)
- 3D Torus Topologie mit 6 nächsten Nachbarn-Anbindung der PowerXCell-Prozessoren

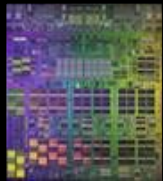
# Trends der Prozessorarchitektur





# Trends der Rechnersystem-Architektur

## Uni processor system:



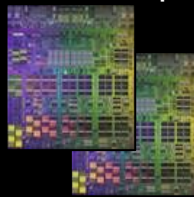
## Hybrid setup:

- may be blade center based
- OS over various systems
- based on various kinds of systems



## SMP system:

- single thread orientated
- superscalar structures
- classic scale-up system



## Many Core:

- still coherent memory-

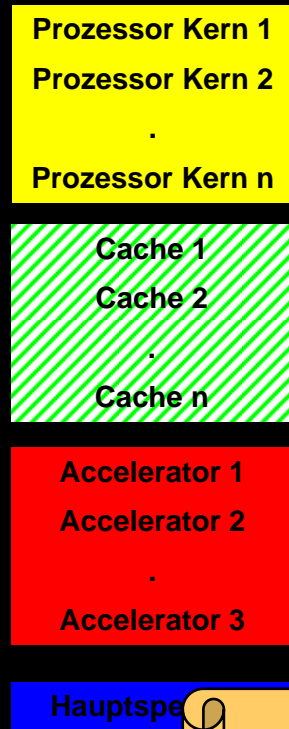


## Massive Parallel cluster:

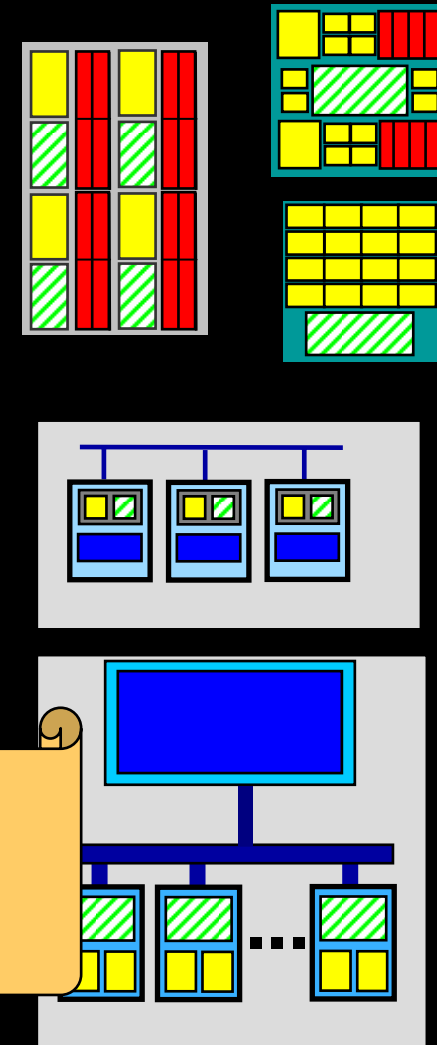
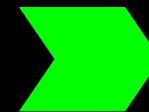
- blade center based
- several possible OS in same chip/blade
- OS-based assignment of resources



# Ausblick: Hybrid Systeme und heterogene ManyCore-Systeme

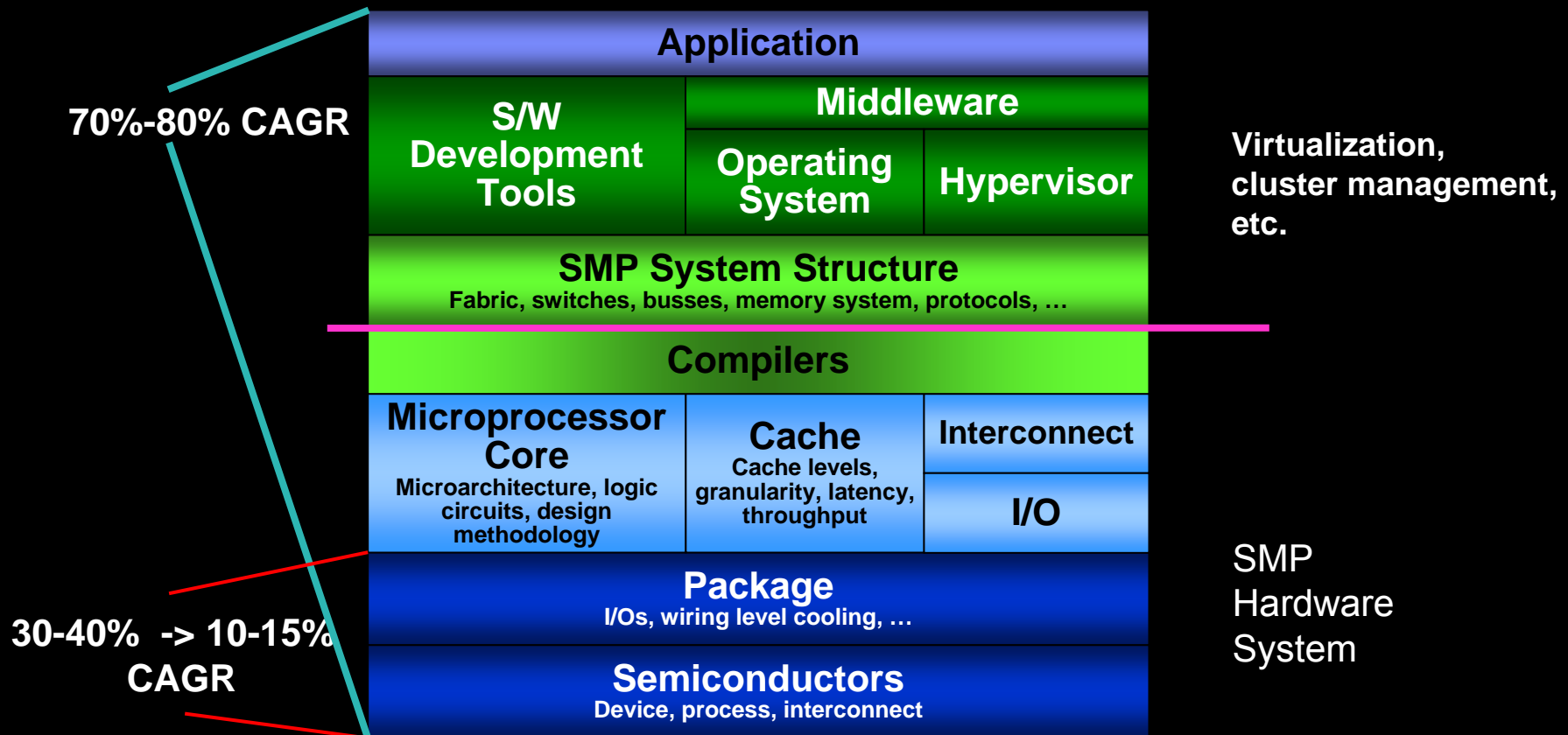


- **Parallelität (Multi-Core)**
- **Accelerator-Cores**
- **Integration (System on Chip, SoC)**
- **Modularität**
- **Software Optimierung**
- **Nanotechnologie**

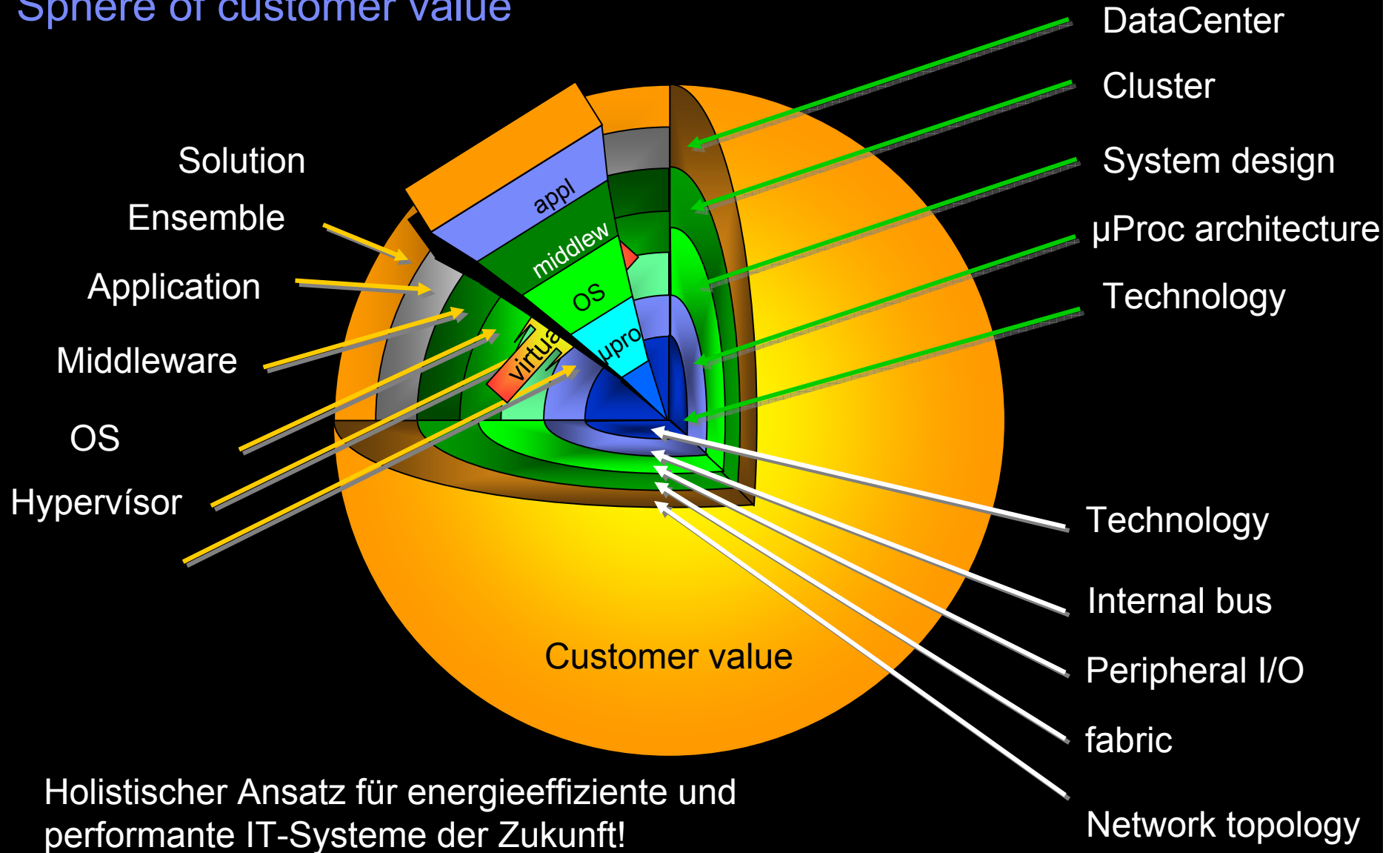


„post von Neumann“ era begins!

# Vorteil IBM: System Performanz “von Atomen bis zur Anwendung”



# “Sphere of customer value”

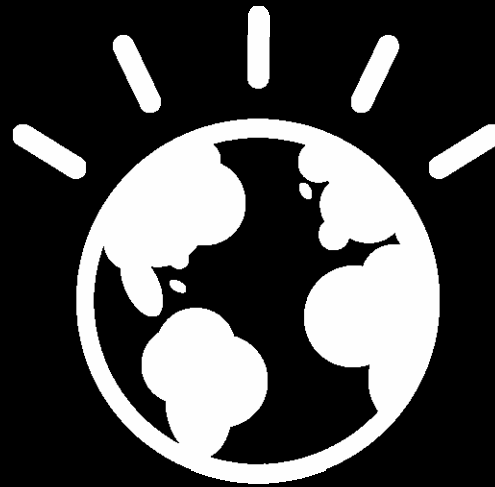


Holistischer Ansatz für energieeffiziente und performante IT-Systeme der Zukunft!

## Zusammenfassung

- Performanz wird dem Moore'schen Gesetz noch den nächsten Jahren entsprechend wachsen!
- Technologie: CMOS-Ablöse ist noch nicht in Sicht!
  - Einsatz neuer Materialien im Frontend (Transistoren) und Backend (Leitungen), neue Transistorgeometrien und -strukturen
  - Skalierung zu Strukturen im Bereich  $< 25$  nm durch neue Techniken
  - Neue Speichertechniken! Magnetische Speicher und PhaseChange-Memory?
- Signifikante technische Herausforderungen
  - Manufacturing Defects, Yield
    - Extreme hohe DC- und AC-Fehlerabdeckung in Kombination mit “on-speed” -Selbsttests
  - “Soft Errors” und Recovery
    - “On-line”-Erkennung von Soft Errors wird wichtiger denn je!
    - Recovery/Availability beginnt mit Fehlererkennung (Error detection)!
  - Power Density, Energiedichte
    - Aufwendigere Techniken zur Reduzierung des Energieumsatzes, bzw Energiedichte
- Mikro-Architektur/System-Architektur
  - Rethinking paradigms!
  - Hohe Pipelintiefe und hohe Taktgeschwindigkeit ODER hohe Instruktions-Parallelität mit Multicore-Technikenpipeline,
  - Systemperformanz durch hybride Rechnerarchitekturen UND/ODER heterogene Multicore-Prozessoren

# Vielen Dank!



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## Publicly Available Information

- Introduction to the Cell Broadband Engine White Paper
  - Cell Broadband Engine Public Registers Guide (subset of CDA version)
  - Cell Broadband Engine Linux Reference Implementation Application Binary Interface Specification
  - SPU C/C++ Language Extensions Software Reference Manual
  - SPU Application Binary Interface Specifications
  - SPU Assembly Language Specifications
  - Broadband Engine Linux Application Binary Interface Specification
  - Cell Broadband Engine SDK Libraries, Overview and User's Guide
  - Cell Broadband Engine Architecture
  - Cell Broadband Engine Datasheet
  - SPU Instruction Set Architecture Specifications
  - Cell Broadband Engine Processor Full System Simulator
  - XLC Alpha Edition for Cell Broadband Engine
  - IBM Cell Broadband Engine Software Sample and Library Source Code
  - GCC Toolchain for Cell Broadband Engine
  - Cell Broadband Engine SPE Management Library
  - Linux Kernel patch for Cell Broadband Engine
  - SDK Installation script
- 
- Introduction to the Cell Microprocessor, Article
  - A 4.8GHz Fully Pipelined Embedded SRAM in the Streaming Processor of a Cell Processor, Article
  - A Double-Precision Multiplier with Fine-Grained Clock-Gating Support for a First-Generation Cell Processor, Article
  - A Streaming Processing Unit for a Cell Processor, Article
  - The Design and Implementation of a First-Generation Cell Processor, Article
  - Microprocessor Report - Cell Moves into the Limelight, Analyst Report
  - Microprocessor Reports - 2004 Technology Awards, Analyst Report