

# Going to Grid?

(run everywhere, is it a reality?)

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# Overview

- Introduction
- Texas Instruments
- Computing clusters at TI
- Grid status
- Run everywhere

# TI Overview

## Revenues in 2003

\$B by segment

Semiconductors	\$8.3
Materials & Controls	\$1.0
Educational & Productivity Solutions	\$0.5
Total	\$9.8

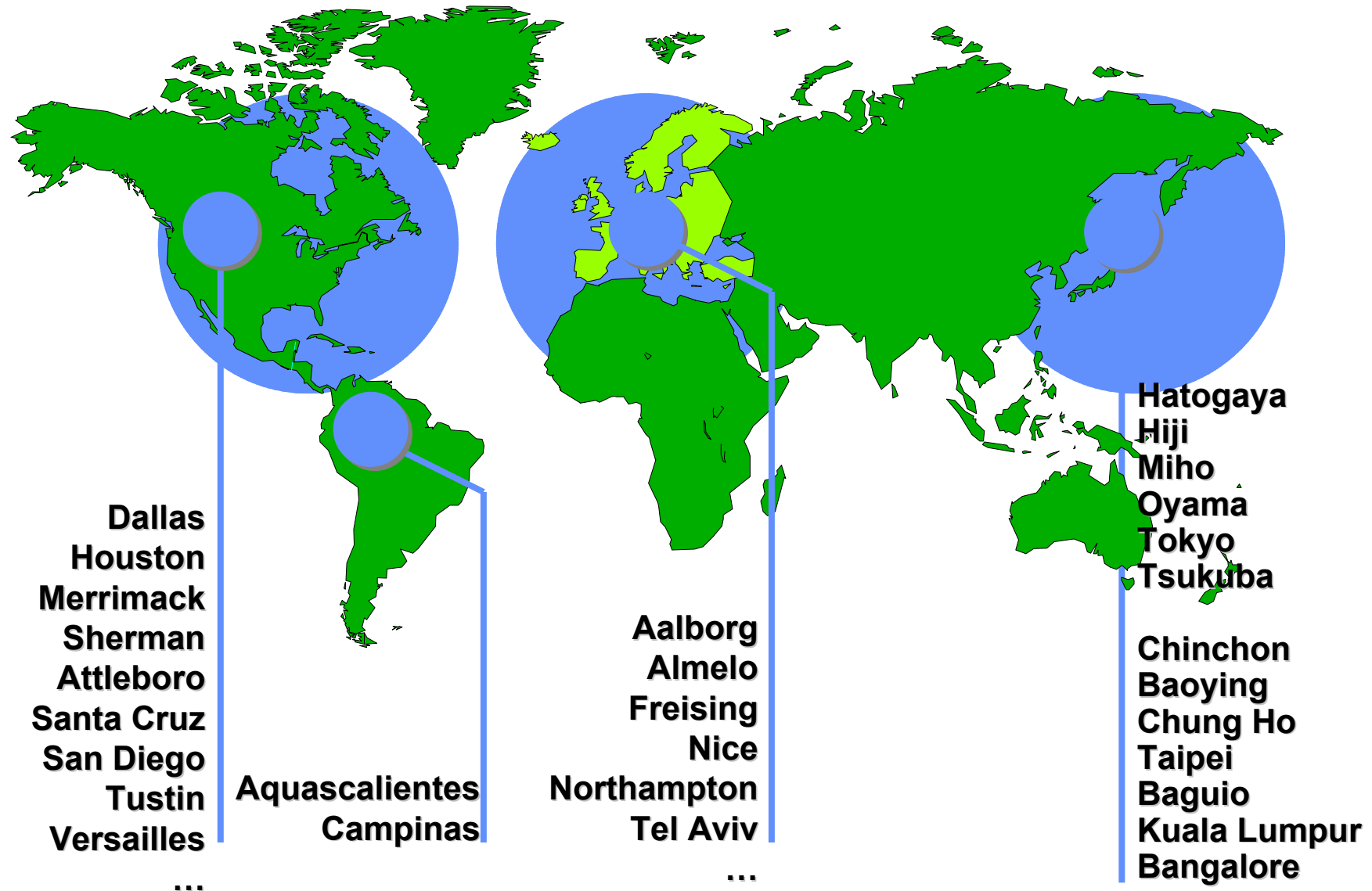
## Facilities

- Facilities or sales offices in 25 countries
- 14 manufacturing plants

## Employment (Apr 04)

Americas	20,400
Asia	8,700
Europe	3,100
Germany	1,300
France	932
UK	150
Other Europe	718
Japan	2,700
Total Worldwide	34,900

# TI in the World



# TI Wireless Technology




**Wireless Infrastructure**

**8 of top 10  
3G transceiver  
customers**



**4 of top 6  
Japanese wireless  
OEMs choose  
OMAP for 3G**

**#1** in wireless  
semiconductors  
in 2002  
 Source: EMC

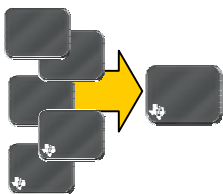
TI has shipped  
over  
**1 Billion**  
cellular digital  
baseband  
processors  
for wireless  
handsets



**7 of top 10  
Worldwide OEMs  
choose TI wireless  
technology**

**#2** in wireless  
LAN in 2002  
Source: Forward  
Concepts

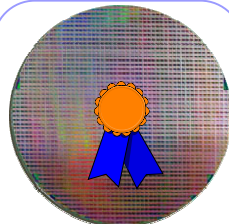
**Customers Choose TI Wireless**



**Single chip  
cell phone  
by 2004**



**BRF6100  
single-chip  
Bluetooth**



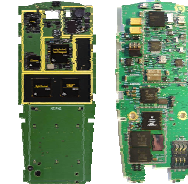
**1st to ship  
90nm cellular  
digital  
baseband**



**Single-chip  
802.11  
a/b/g  
MAC/PHY**



**Wireless  
Infrastructure  
UMTS  
chipset**



**New UMTS  
and GPRS  
Terminal  
chipsets**



**Five New  
OMAP  
processors**

**TI Continues Technology Leadership**

# System Integration Expands Possibilities

## High-Density VoIP Gateway



TNETV3010

- 6 DSP Cores
- 24Mbit SRAM
- 180M Transistors

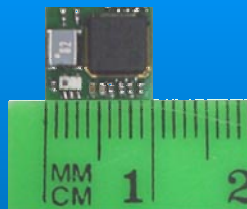
## Single-Chip DSL Modem



AR7

- Comms Processor
- Digital PHY
- Analog Codec
- Line Driver
- Line Receiver

## Single-Chip Bluetooth



BRF6100

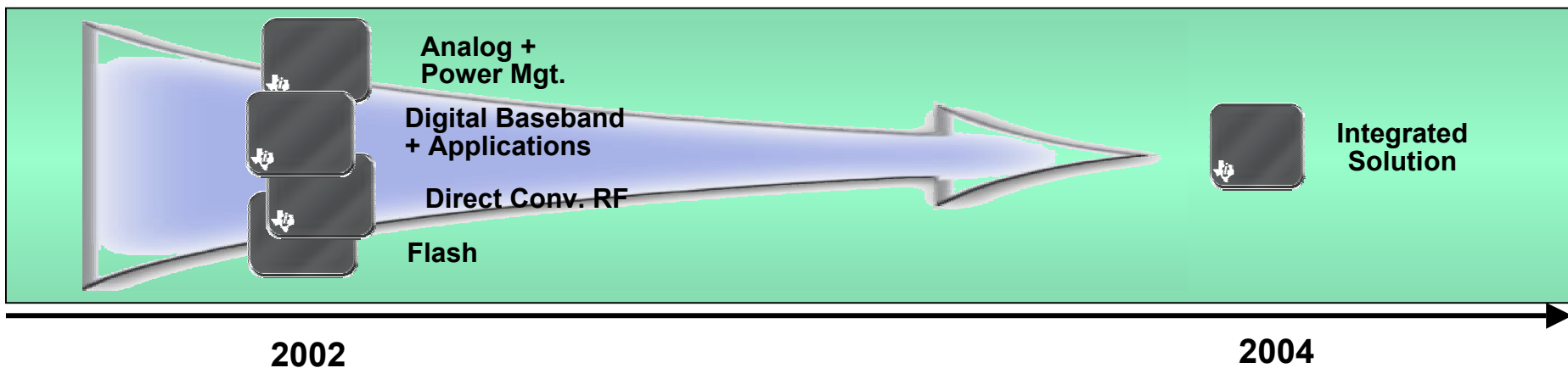
- Digital RF
- Digital Baseband
- Memory
- Power Mgt.

## Complete Smartphone Reference Design



TCS2600

- Digital Baseband
- Analog Baseband
- Direct Conversion RF
- OMAP™ Apps Proc
- Bluetooth



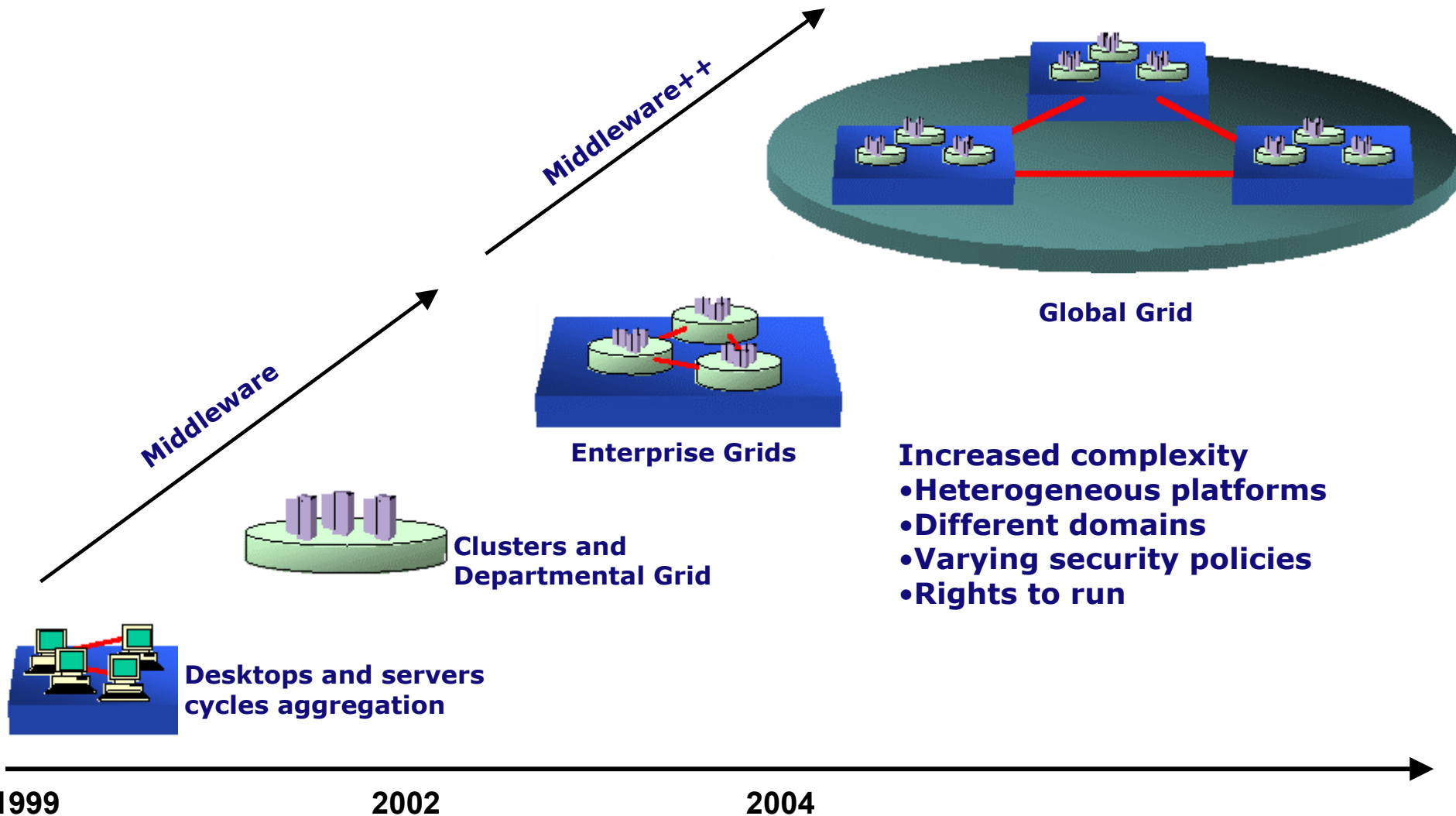
2002

2004

# Computing Challenges in Microelectronics

- Compute intensive applications
- Escalating resource demands
- Increasing product complexity
- Overwhelming number of different applications
- Integration into well defined workflows
- Limit usage of expensive resources
- Engineering productivity
- Design cycles shorten
- Improve time to market and reduce costs
- Maximize efficiency of HW and SW
- Poor parallelism of Electronic Design Applications (EDA)

# Computing evolution





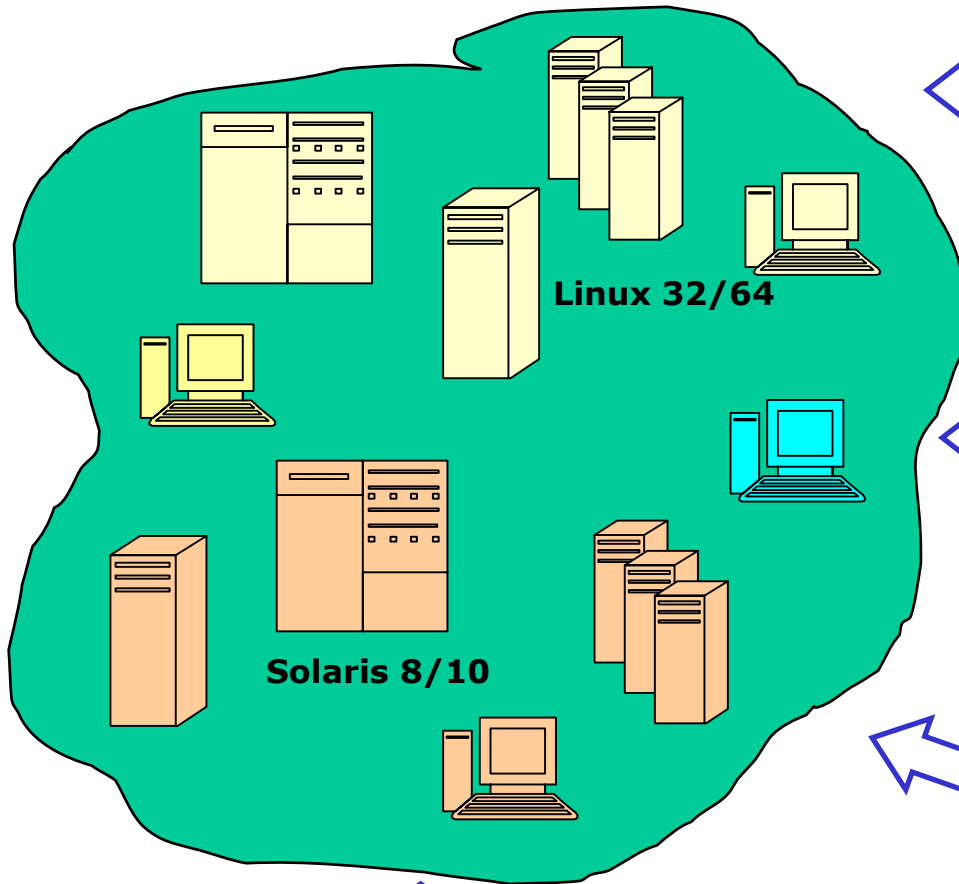
# Milestones for Grid Technology at TI

- 1998 EDA support team started introducing Load Sharing Facility (LSF) in Dallas
- 1999 IT uses LSF in major sites at department level
- 2000 IT DS define the WW computing roadmap
  - All servers and powerful desktops aggregate in clusters
  - Clusters interconnection
  - Merge all clusters at site level
  - Reporting system
- 2001 The thin clients required a model revision
  - No more desktops in the clusters
  - Environment standardization
- Dramatic increase in resource usage during the last years
- 2003 Reporting and capacity planning
- 2004 Enterprise Grid

**Grid level 1**

**Grid level 2**

# Grid scenario is complex



## Jobs resources requirements

- OS and architecture
- Ram and storage
- Tools and their location
- Licenses

## Authentication and security

- proxies
- firewalls
- license servers

## Clusters configurations

- resources
- monitoring
- ...

## Usage profile

- 7x24 for batch
- 5x24 for interactive
- interactive queue time = designers waste time

# Grid Level 2 limits

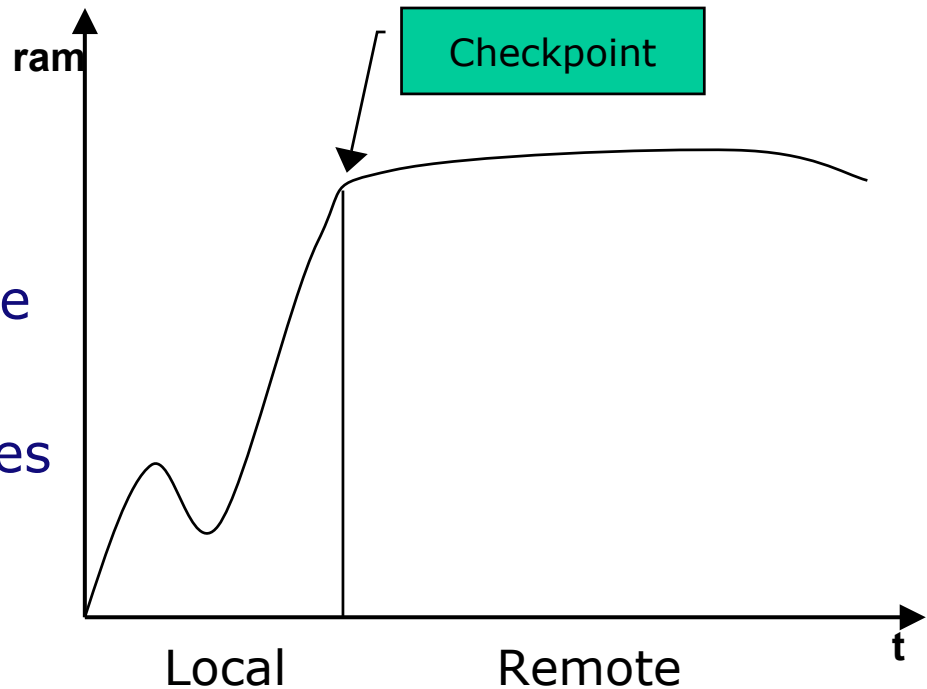
- A project uses tens of tools and hundreds GB of data
- The global efficiency (HW, licenses, wan, storage) is not optimized. Example of run:
  - Input 300 GB (data and applications)
  - 700 jobs x 3GB output files over night
- The WAN introduce latency and increase costs (\$)
- The data and power proximity seems a must to have
- Regional model
  - Clusters concentration
  - CDOE (Common Design Operating Environment)
  - Environments duplication and synchronization
  - move screens over WAN

$$T_j = \frac{\sum_{j=1}^J t_{run_j} \frac{C_{run_j}}{C_{best}}}{\sum_{j=1}^J t_{run_j}}$$

$T_j$  = token effectiveness factor  
 $t_{run}$  = run time per job  
 $C_{best}$  = fastest resource factor  
 $C_{run}$  = actual used resource factor  
 $j$  = individual compute job  
 $J$  = number of job

# Grid Level 3

- Run everywhere within and outside TI
  - Use all TI clusters
  - Computing on demand
  - Computing power exchange with research centers
- Like electrical power
- The run bullet
  - Secure
  - Self contained
  - Result time predictable
  - Efficient
  - A certificate for licenses



# Q&A

# Some Grid Computing definitions

- Grid Computing: A form of networking. Unlike conventional networks that focus on communication among devices, grid computing harnesses unused processing cycles of all computers in a network for solving problems too intensive for any stand-alone machine. A well-known grid computing project is the SETI (Search for Extraterrestrial Intelligence) @Home project
- Grid computing offers a model for solving massive computational problems using large numbers of computers arranged as clusters embedded in a distributed telecommunications infrastructure. Grid computing's focus on the ability to support computation across administrative domains sets it apart from traditional distributed computing. Grid computing has the design goal of solving problems too big for any single supercomputer, whilst retaining the flexibility to work on multiple smaller problems. Thus grid computing provides a multi-user environment.