

ADAPTING TO INTERMITTENT FAULTS IN MULTICORE SYSTEMS

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Introduction

Intermittent hardware faults

Circuit timing errors from:

- Manufacturing variation, in-progress wear-out
- Voltage, temp fluctuations, etc.

Occur in bursts (few cycles to a few seconds or more)

Adapting to intermittent faults

- Suspend use of faulting core

How do you suspend use of a core?

Eval of 3 existing techniques yields several drawbacks

- Propose a new solution: Use overcommitted system

Assumptions

1) Intermittent faults will occur “frequently”

- Process Variation ↑
- Wear-out ↑
- Noise Margins ↓
 - More susceptibility to intermittent faults [1,2,3]

2) Practical circuits cannot mask all intermittent faults (e.g. Razor [4])

- Ways faults can manifest ↑
- Complexity & OH of circuit reliability mechs. ↑

3) Suspending the use of a core helps

- Factors causing faults ↓
- Faults to correct with other mechanisms ↓
- Useful for other purposes (e.g., aid in diagnosis of permanent damage)

Methodology

Microarchitecture:

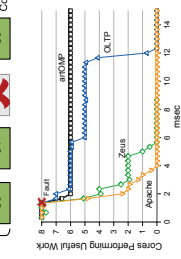
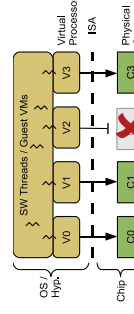
- Core: 128-entry, 4-wide, OOO @ 3GHz; 16K L1&D, 512K L2
 - Chip: 8-cores, shared L3, point-to-point network, MOSI directory
- ### Circuit Reliability:
- Assume circuit mechs. to detect & recover from faults (e.g. [4])
 - Checkpoint-based recovery: 10k cycle penalty
 - Results hold for different mechs.

Simulation:

- Virtutech Simics
 - SPARC V9 w/ Solaris 9
 - Commercial and other workloads
- ### OS Reconfiguration:
- Send interrupt to Solaris
 - Hijack call to “unconfigure” CPU
- ### Processor Virtualization:
- Firmware w/ HW support
 - Model VCPU save, restore, migrate
 - Spin Detection Buffer [6]

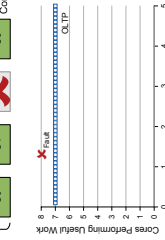
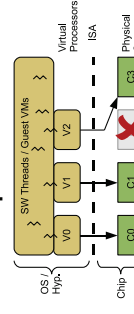
Existing Techniques

Pause Execution



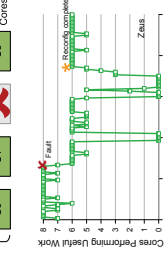
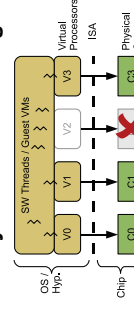
- May cause cascading livelock
- Significant performance concerns

Spare Cores



- High fault-free cost
- More concurrent faults than spares?

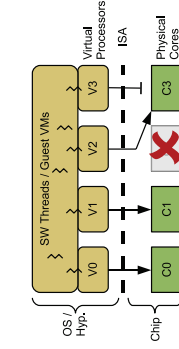
System SW Reconfig



- High reconfig latency & overhead
- All cores must work during reconfig

Proposal: Overcommitted System

System SW uses more virtual procs (VCPU) than available cores [6]

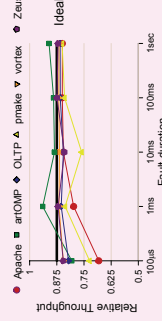
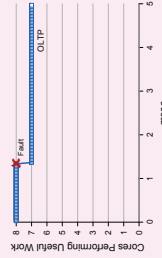


Thin hardware/firmware layer

- Manages VCPUs
- Rotates sharers for fairness
- Transparent to ISA

Modest complexity

- Maintain VCPU-core map
- Manage VCPU state
- Spin detection hardware



Fairness (μ-bench)

- Fair Speedup: 94% of base
- Transaction Latency (μ-bench)
 - Avg. 12% worse than base
 - No additional outliers

Throughput during a fault

- Small OH for short faults from:
 - Fault recovery
 - Migration of VCPU state
- Little OH for faults ≥ 1 ms

Summary

	Throughput	Latency	Fairness	Fault-free Concurrent Complexity	Timescales
Overcommitted	✓	✓	✓	M	✓
Pause Execution	✗	✗	✗	L	✗
Spare Cores	✓	✗	✗	M	✓
SW Reconfig	✗	✗	✗	H	✗

(Details in Tech Report [6])

- 1) Intermittent faults are important considerations
- 2) Existing techniques have negative consequences
- 3) Suspending core while overcommitted:
 - Has high performance across timescales
 - Handles concurrent failures
 - Involves only modest complexity

References

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Acknowledgements

This work is supported in part by National Science Foundation (NSF) grants CCF-070213 and CNS-055401, funds from the John P. Morgridge Chair in Computer Sciences and the University of Wisconsin Graduate School. Sohi has a significant financial interest in Sun Microsystems. The views expressed herein are not necessarily those of the NSF, Sun Microsystems or the University of Wisconsin. Jitai Chen and Matthew Adler contributed to many discussions.