Bits/Joule

A Thermodynamics approach to High Performance Computing Troy Benjegerdes, Sandia CA Seminar, Dec, 2009 http://bitspjoule.org, <hozer@bitspjoule.org>

What is work?

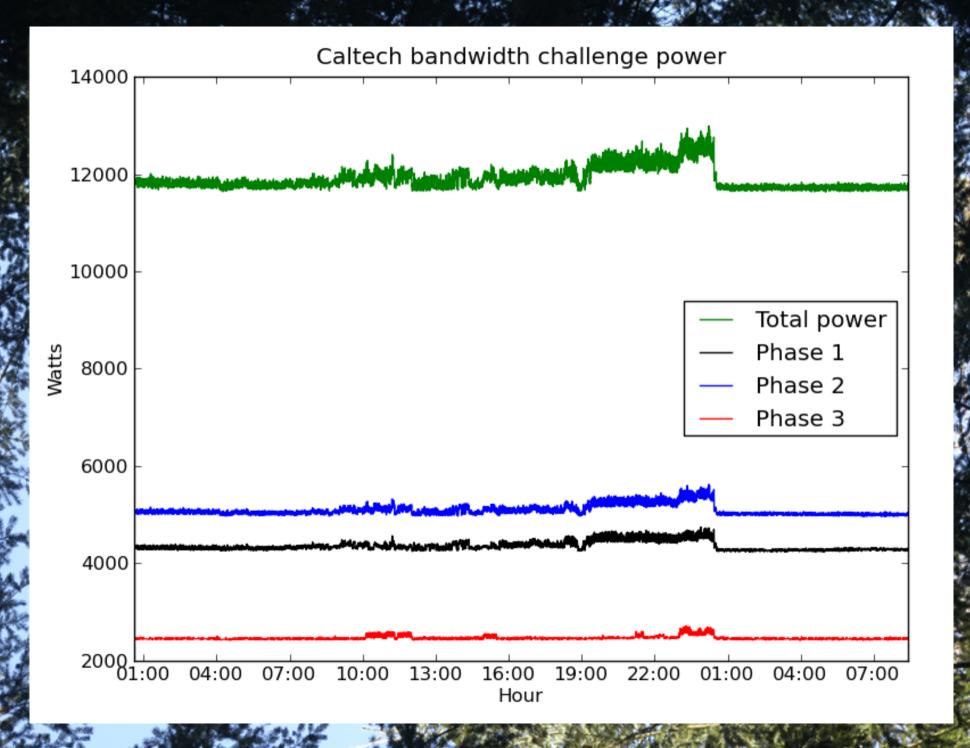
Some specifics:

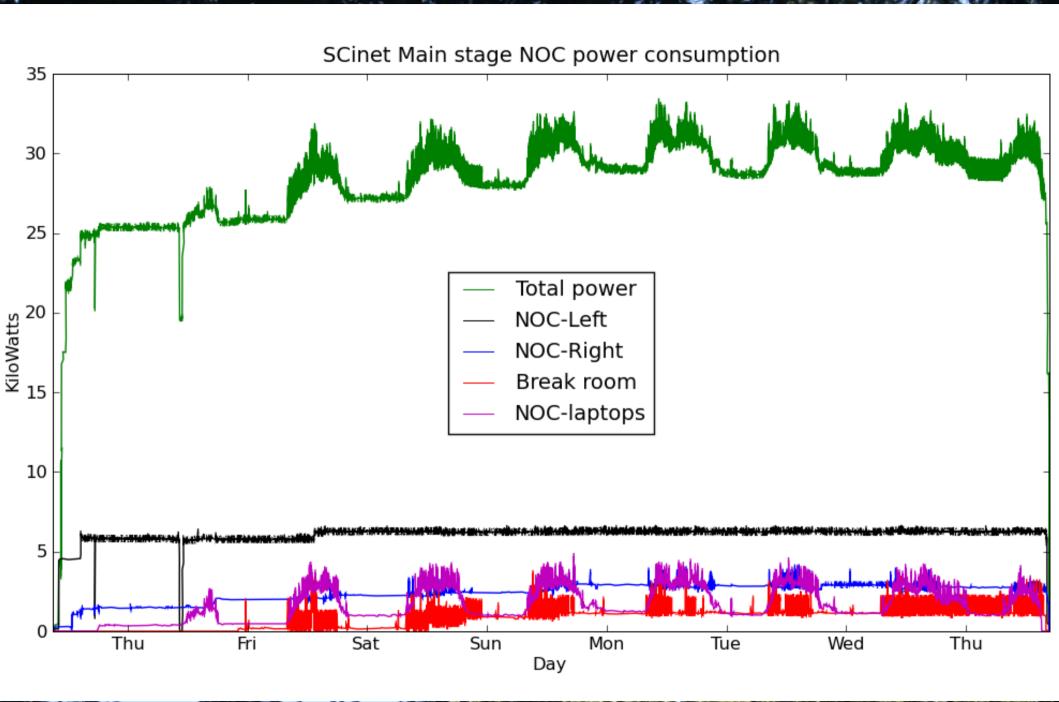
- HPLinpack: Floating Point Operations
- Physics/Chemistry: Joules (Newton-Meters)
- Theoretical chemistry: Number of GAMESS/NWChem/MPQC jobs completed
- Grad student: number of papers published
- Human work vs Thermodynamics work
 - We'll stick with Joules, the work done by an agent exerting a force F over distance D
 - Less messy value judgments here

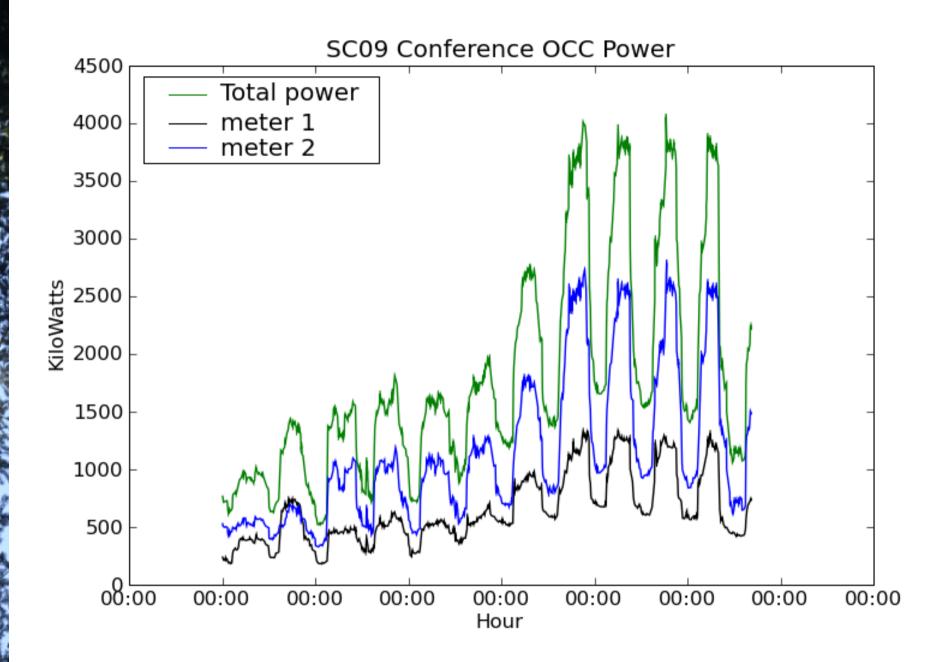
Benchmarking this presentation

- Energy(work) budget
 Bit budget
- ~72 kJ for laptop
 - 20 watt-hours
- ~9.1 GJ for air travel
 - 6500 km, 1.4 MJ/km
- ~10 Joules for whiteboard
 - F * D

- 1 MB pdf
 - 4Mbits
- 40 Gbytes of facetime (*WAG)
 - 320Gbits
- ~320/9.1
 → 34 Bits/Joule







and and a

Bits/Joule & FLOPS

- Is Bits/Joule a superset of FLOPs/Second?
- [1] Lower bound interconnect latency is d/C (distance divided by speed of light)
- Any conceivable computing technology converts electricity to computations, with heat as a co-product (okay, anything I can think of)
- Smaller distance → higher Watts/m^3
- [2] Computation (aka FLOPS) will (or are) bound by heat dissipation (thermodynamic) considerations

To Exascale, and Beyond

- Due to [1] and [2], a thermodynamic work based benchmark may be in order
- Bits moved, divided by energy (joules) used.
 - Bits in/out of floating point unit is a linear function of FLOPs
- Performance of an FPGA on double precision floating point matrix mutiply is limited by bits in/out of the FPGA
- Some Exascale applications are inherently limited by storage bandwidth

A thought experiment..

Bits/Joule of

- Turing machine
- Hand calculation
- Babbage difference engine
- Supercomputing 2009 conference
 - CalTech Bandwidth Challenge
- LHC experiment(s)
- Jaguar/Roadrunner
- Google/DOE/ESnet