

# Lightweight AI for Efficient Resource Management in Heterogeneous-Core Architectures

**Joshua Kim<sup>1</sup>**, Chaojie Zhang<sup>2</sup>, Íñigo Goiri<sup>2</sup>, Christopher J. Rossbach<sup>1,2</sup>,  
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**TEXAS**  
The University of Texas at Austin

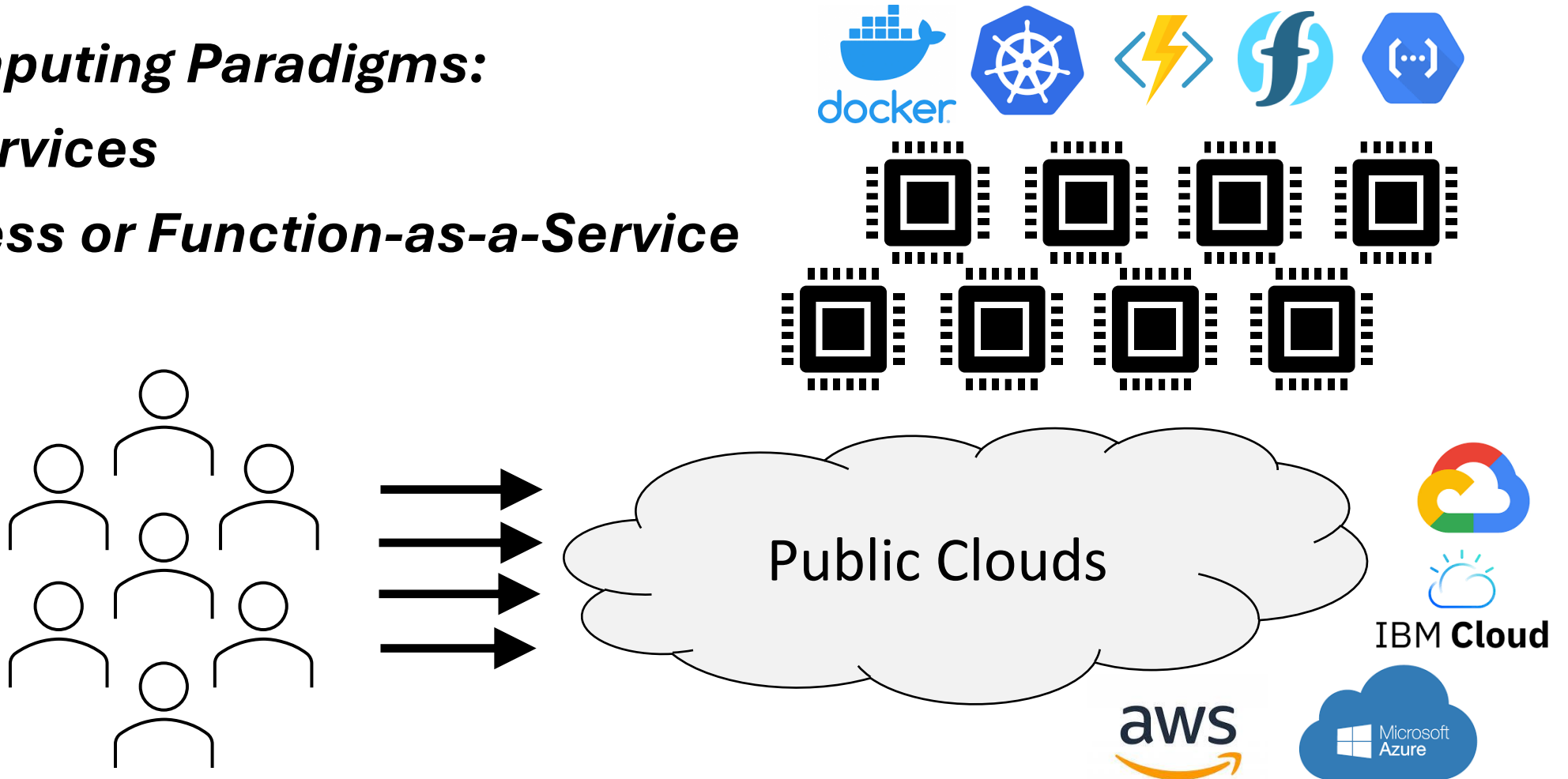


**Microsoft**

# The Growth of Cloud Computing

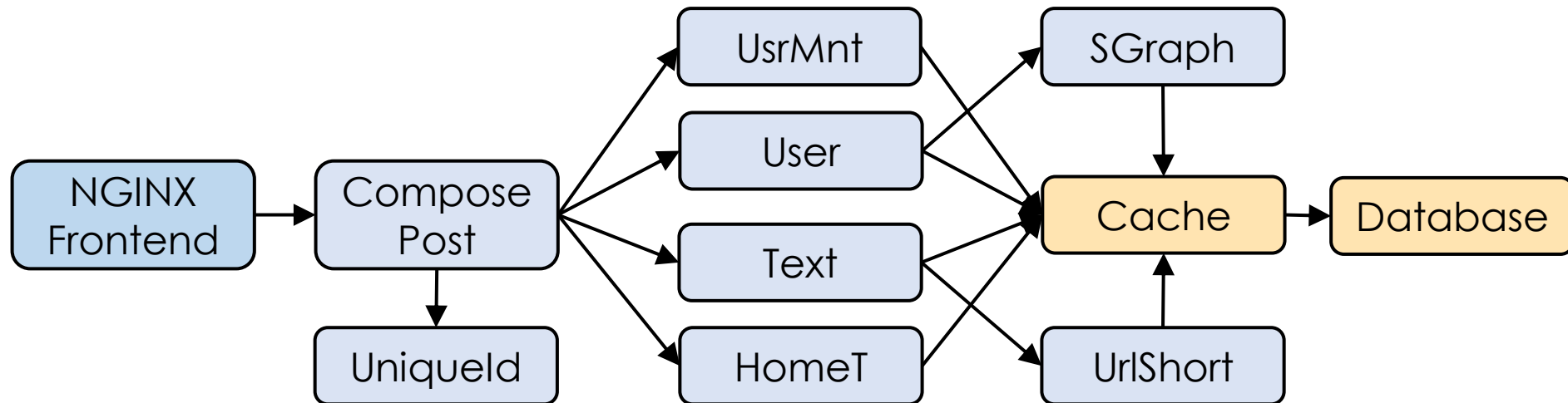
## ***New Computing Paradigms:***

- ***Microservices***
- ***Serverless or Function-as-a-Service (FaaS)***



# Microservices

- Large monolithic applications decomposed into many small interdependent services
  - Each service implements separate functionality

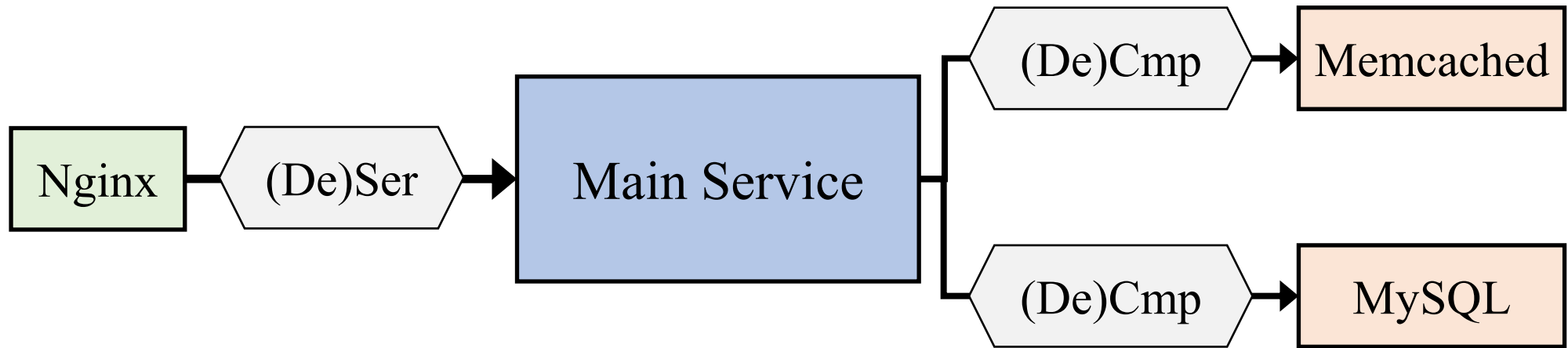


# Benefits of Microservices

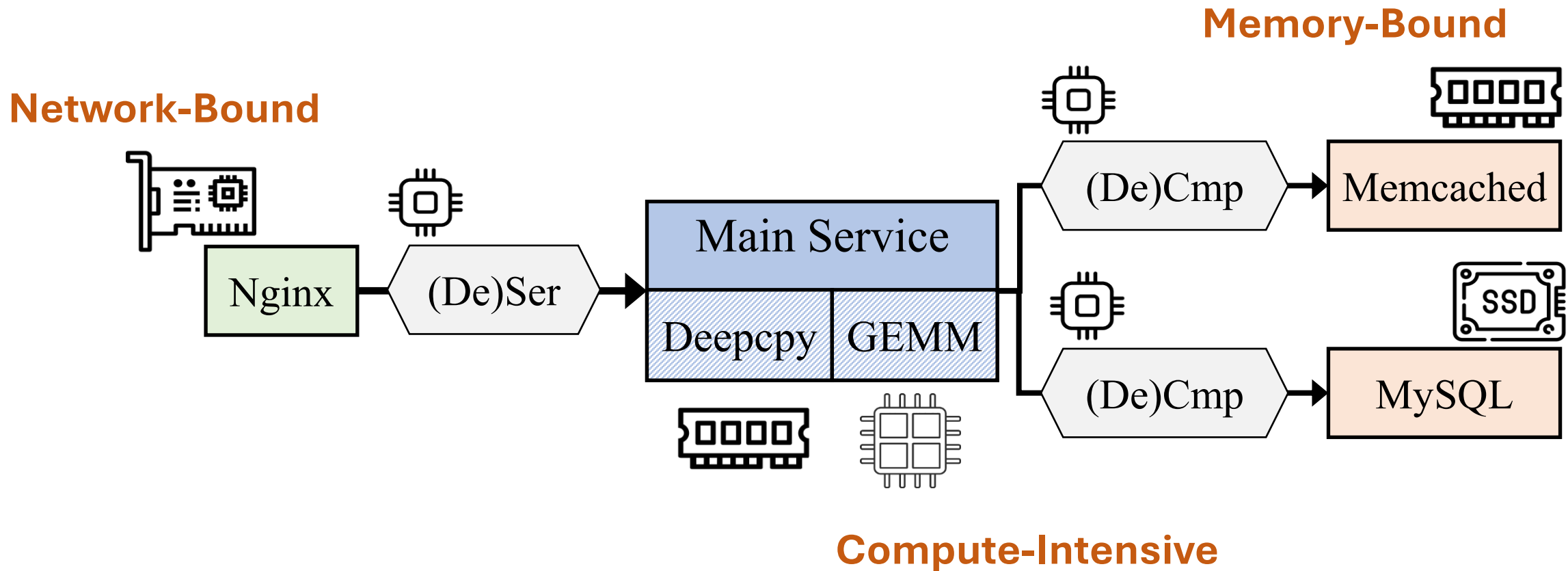
- Scalability
- Design simplicity
- HW management



# Characterizing DC Workloads

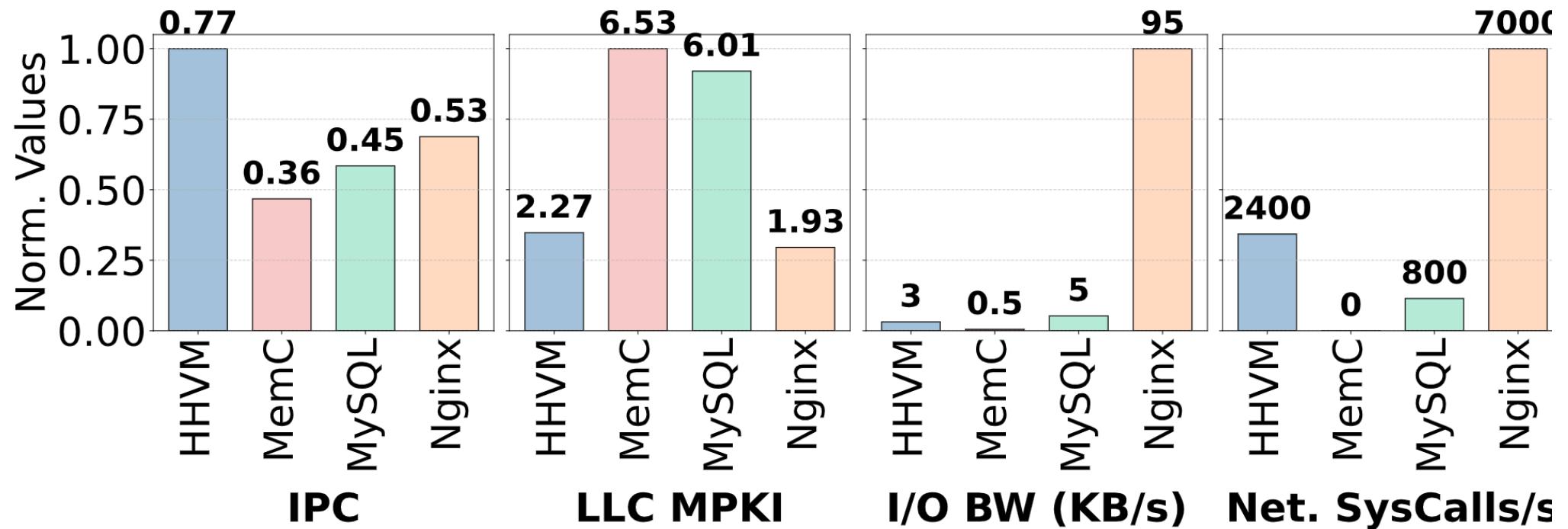


# Characterizing DC Workloads



# Heterogeneity Across Microservices

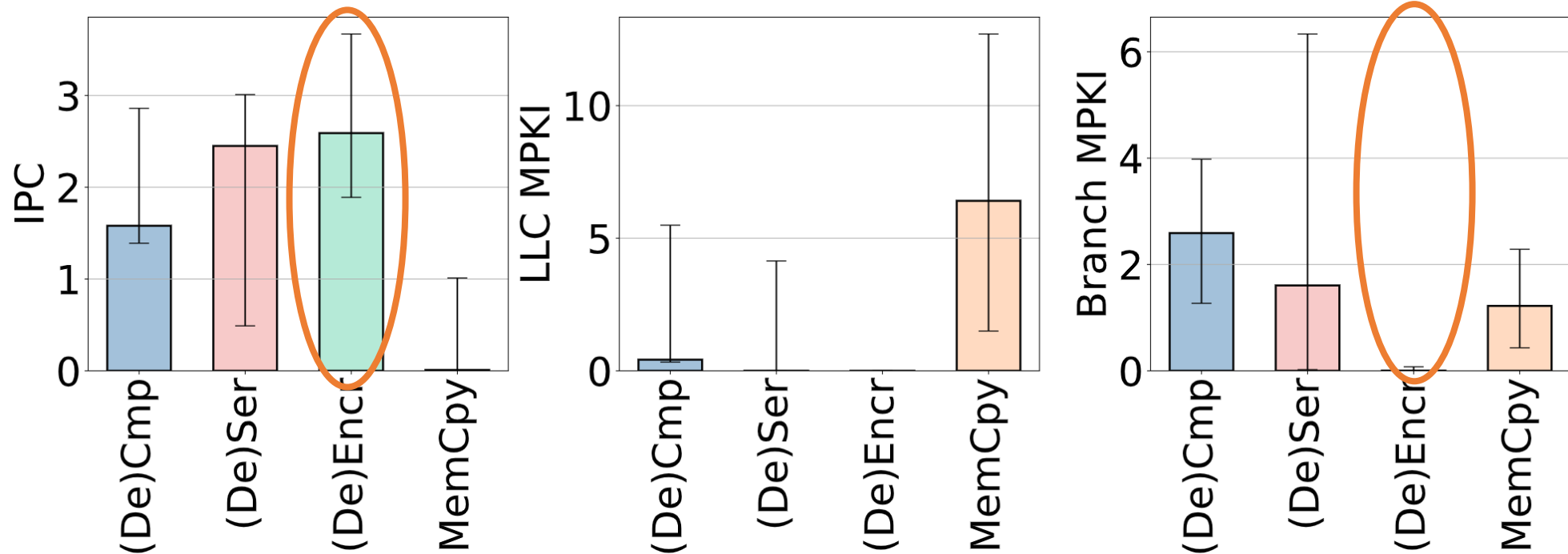
## 1. Microservice Software Architecture



Normalized metrics for different microservices that appear in Mediawiki

# Heterogeneity Across Datacenter Tax

## 2. Datacenter Tax Operations

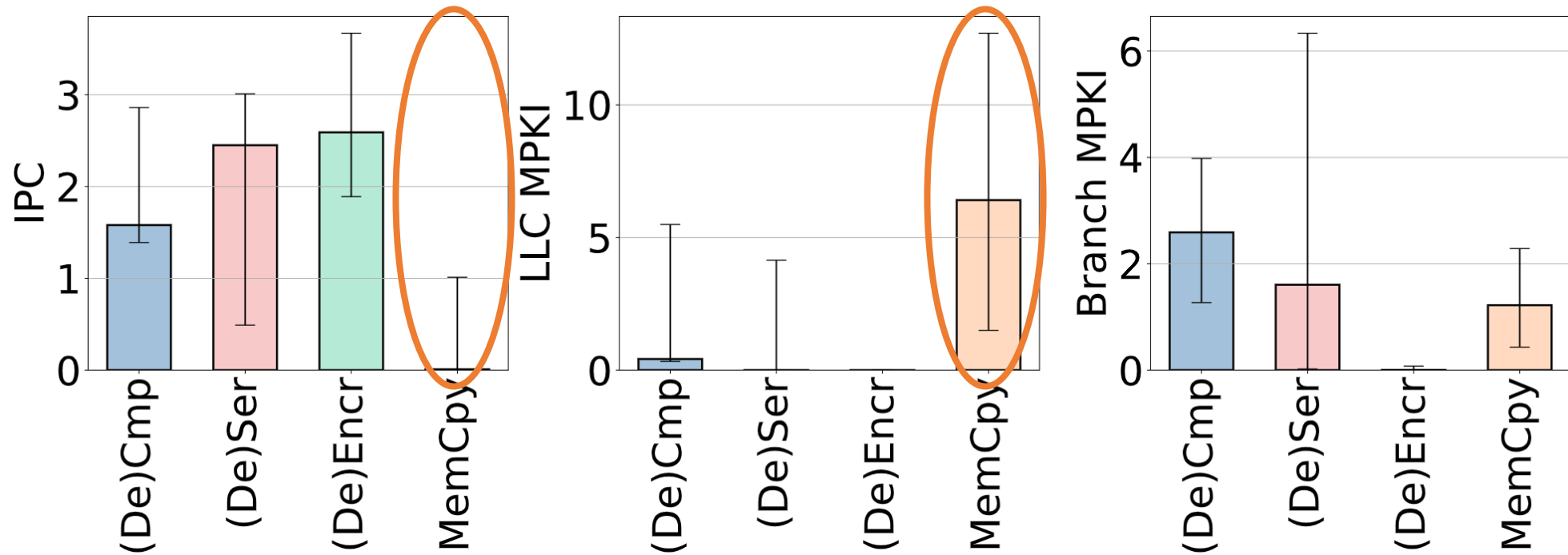


Distribution of metrics across datacenter taxes in *DCPerf* workloads



# Heterogeneity Across Datacenter Tax

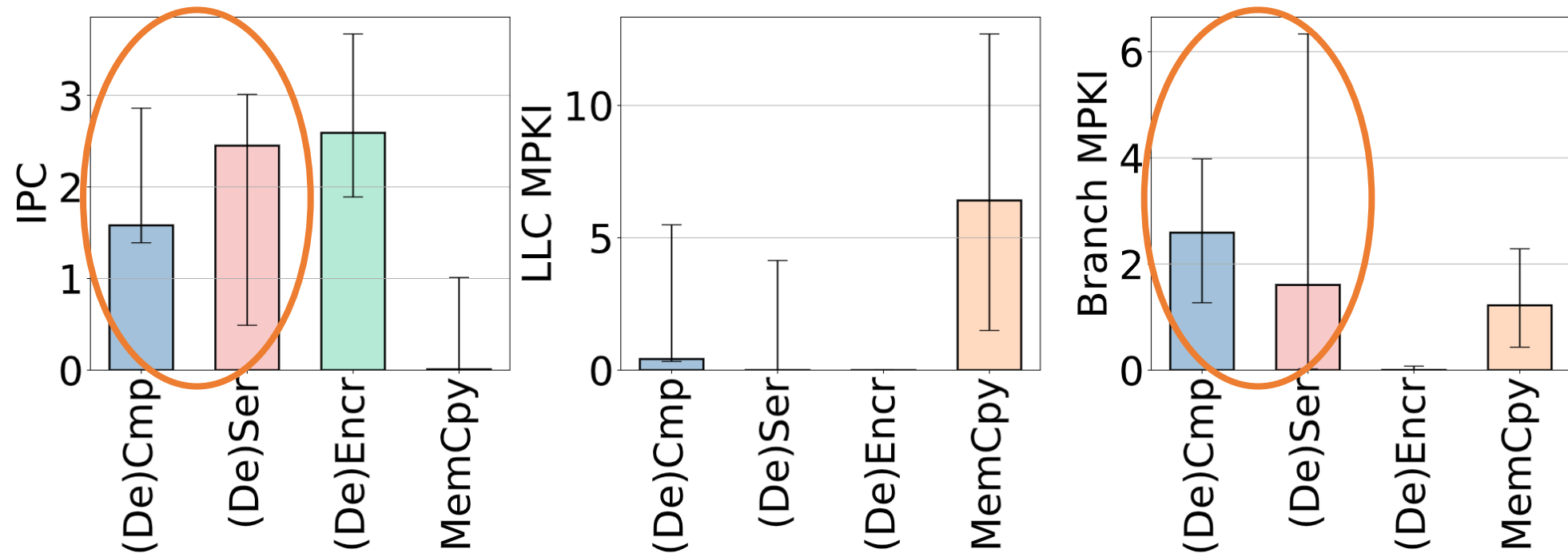
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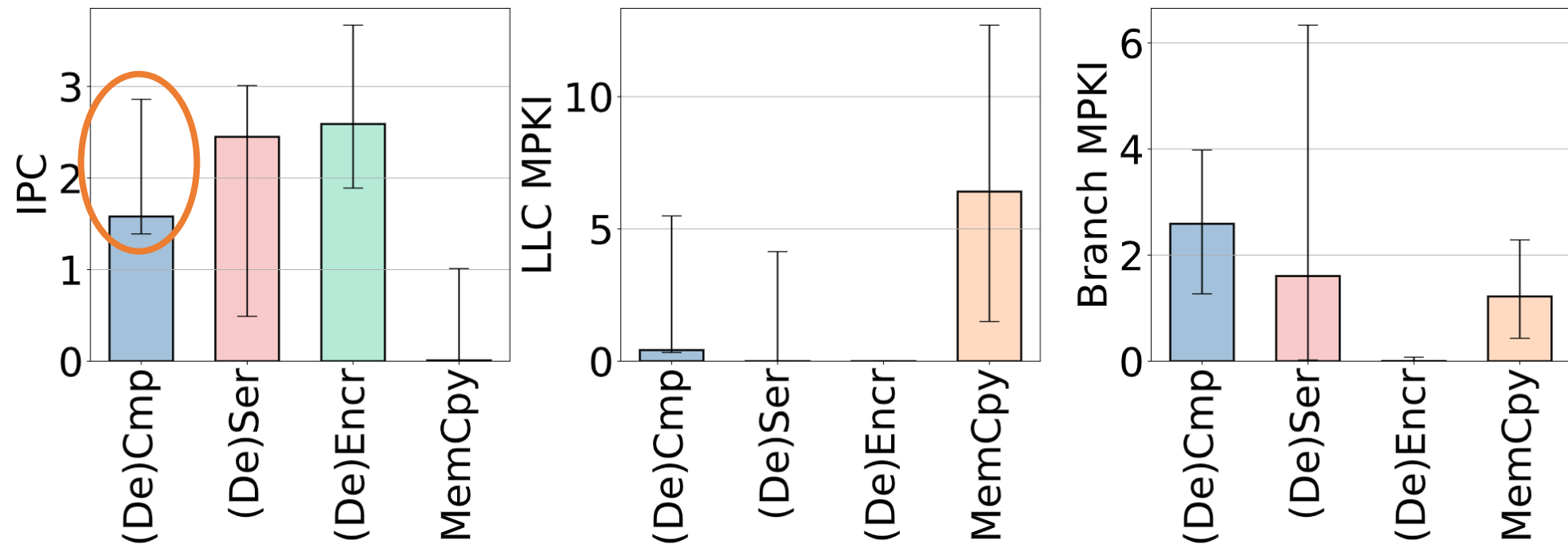
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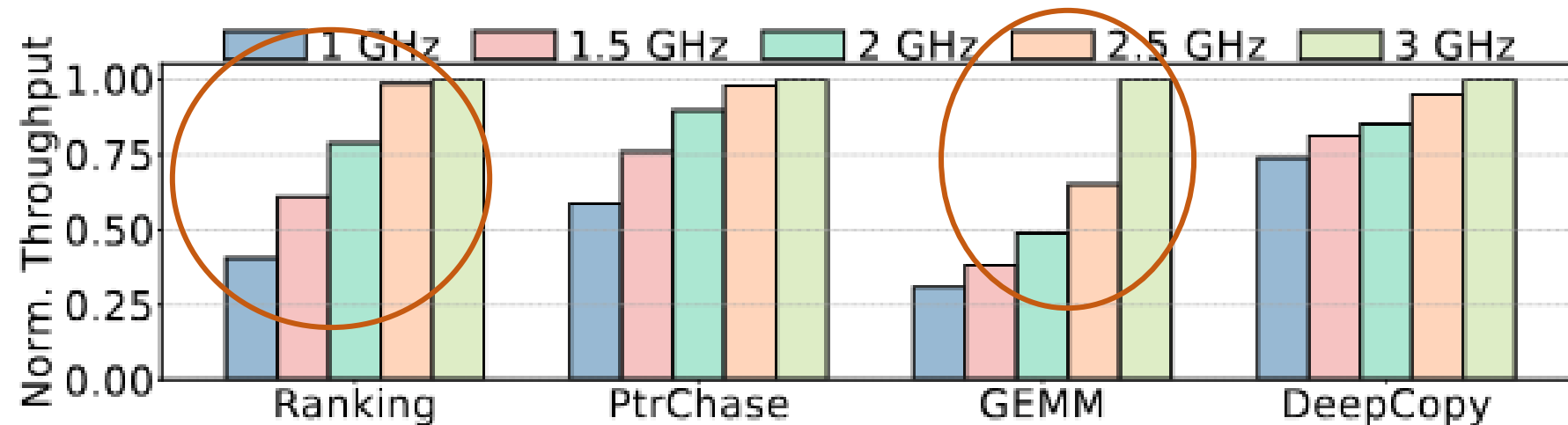
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Distribution of metrics across datacenter taxes in *DCPerf* workloads

# Heterogeneity in a Single Service

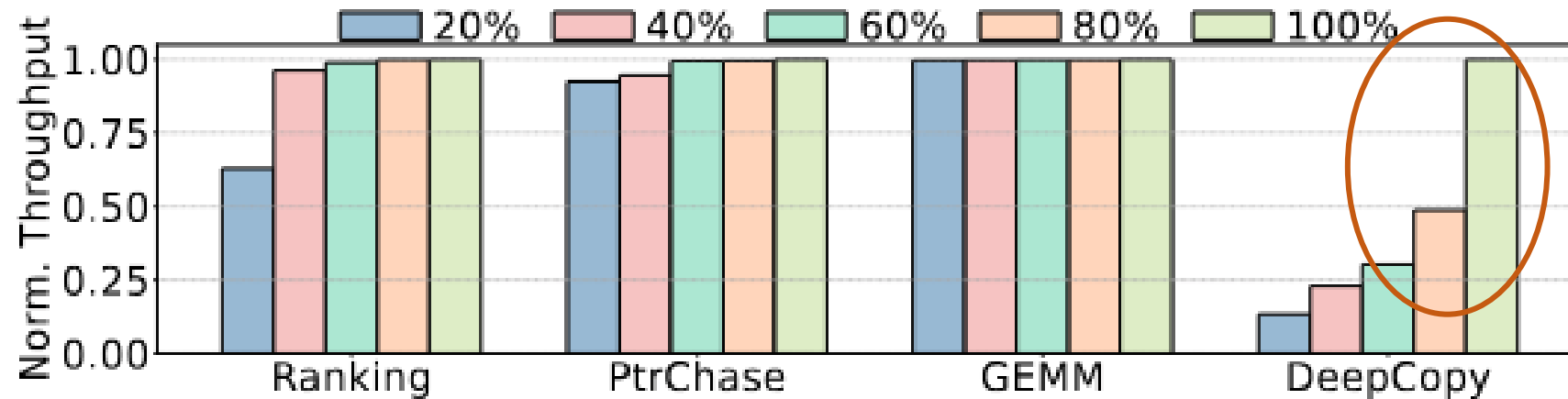
## 3. Multi-stage Internal Structure of Single Service



(a) Scaling CPU frequency from 3 GHz to 1 GHz.

# Heterogeneity in a Single Service

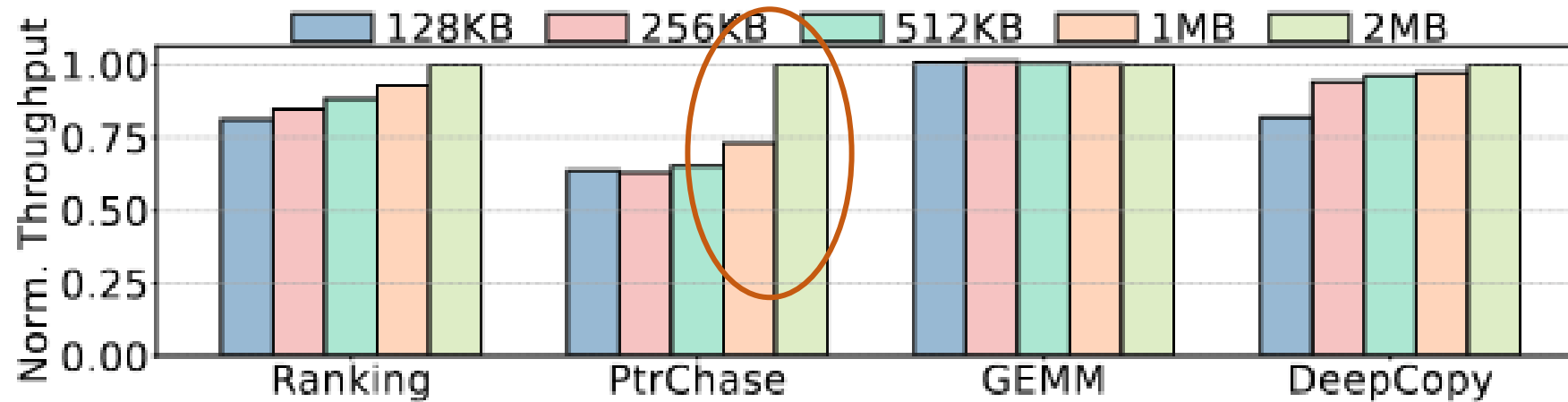
## 3. Multi-stage Internal Structure of Single Service



(b) Scaling memory bandwidth from 20% to 100%.

# Heterogeneity in a Single Service

## 3. Multi-stage Internal Structure of Single Service



(c) Scaling L2 capacity from 128 KB (1 way) to 2 MB (16 ways).

# High Heterogeneity Yields Inefficiencies

## Case 1: Under-Provisioning

Configure for efficiency (e.g.,  
less cores or lower frequency)



Perf/Watt improves for memory- or  
network- bound phases



Compute-intensive phases suffer  
from performance loss

## Case 2: Under-Utilization

Match maximum resource  
requirement (e.g., compute)



Maximum performance for  
compute-intensive phases



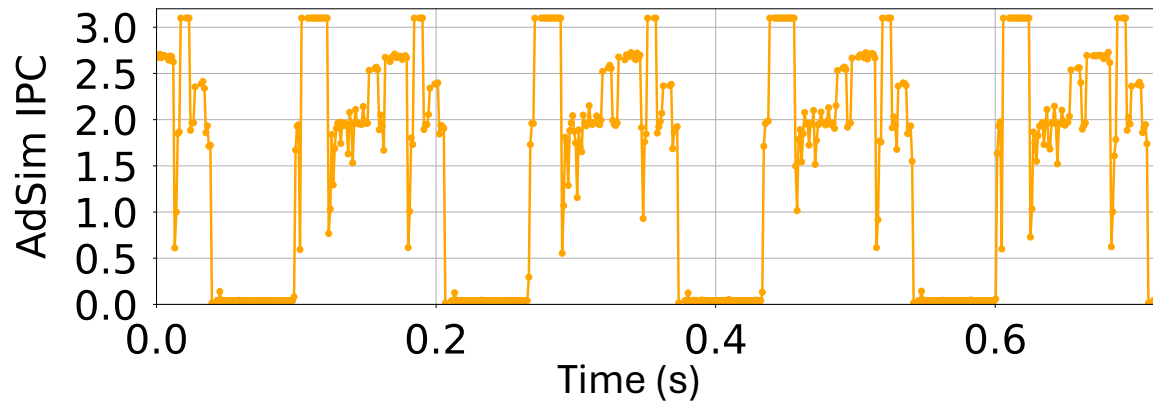
Resource-waste for less intensive  
memory- or network-bound phases

# Phase Prediction is Critical

- To avoid inefficiencies, we must understand phase behavior

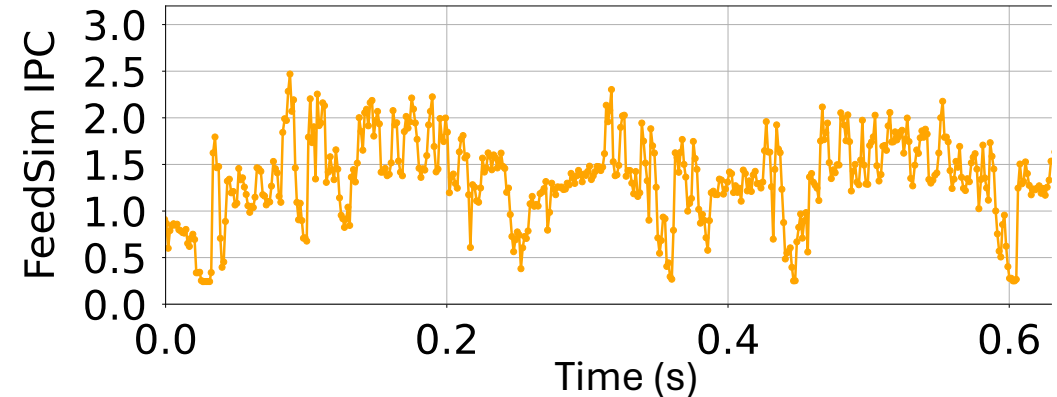
## Challenge 1

- Phases are fine-grained and rapidly shifting



## Challenge 2

- Phases duration and intensity varies across applications



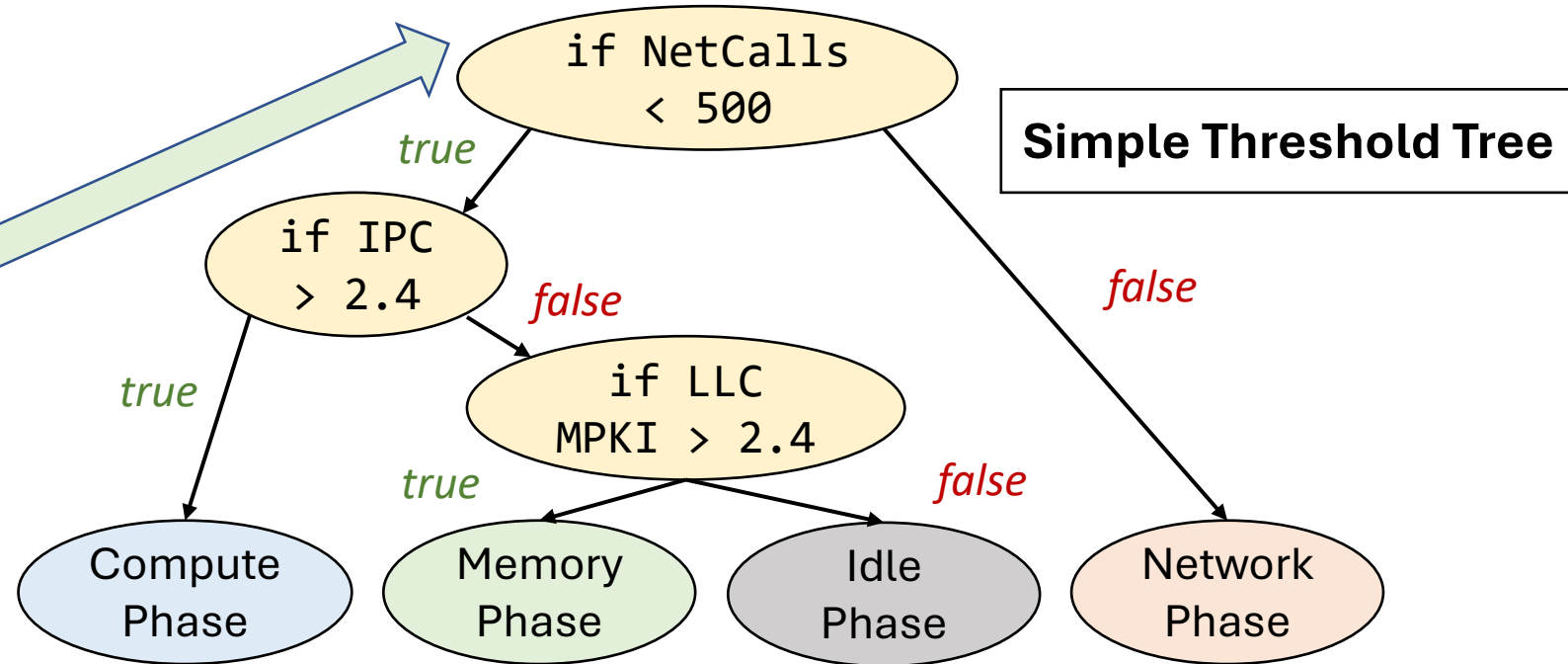


# Static Prediction is Insufficient

## Threshold-based Approach

### Feature Vector

- IPC
- Cache MPKI
- TLB MPKI
- Branch MPKI
- I/O Bandwidth
- Frequency of Networking Syscalls
- ...



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- ...

**Accuracy drops to up to 38%!**

if NetCalls

**Simple Threshold Tree**

*false*

*true*

*false*

Compute  
Phase

Memory  
Phase

Idle  
Phase

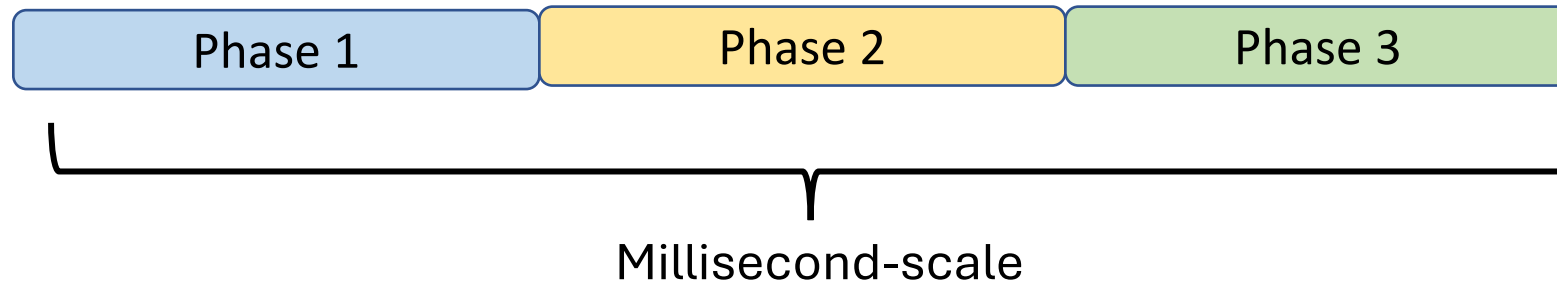
Network  
Phase

# Lightweight AI for Phase Prediction

- AI provides strong pattern analysis on large, noisy datasets

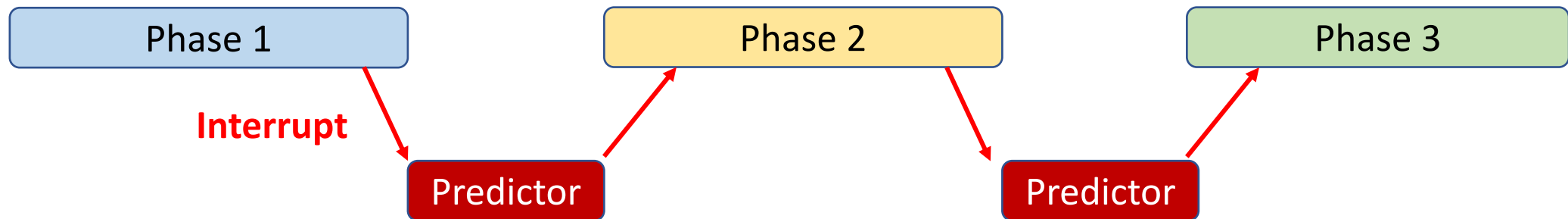
# Lightweight AI for Phase Prediction

- AI provides strong pattern analysis on large, noisy datasets
- Needs to be lightweight to be able to place in hardware



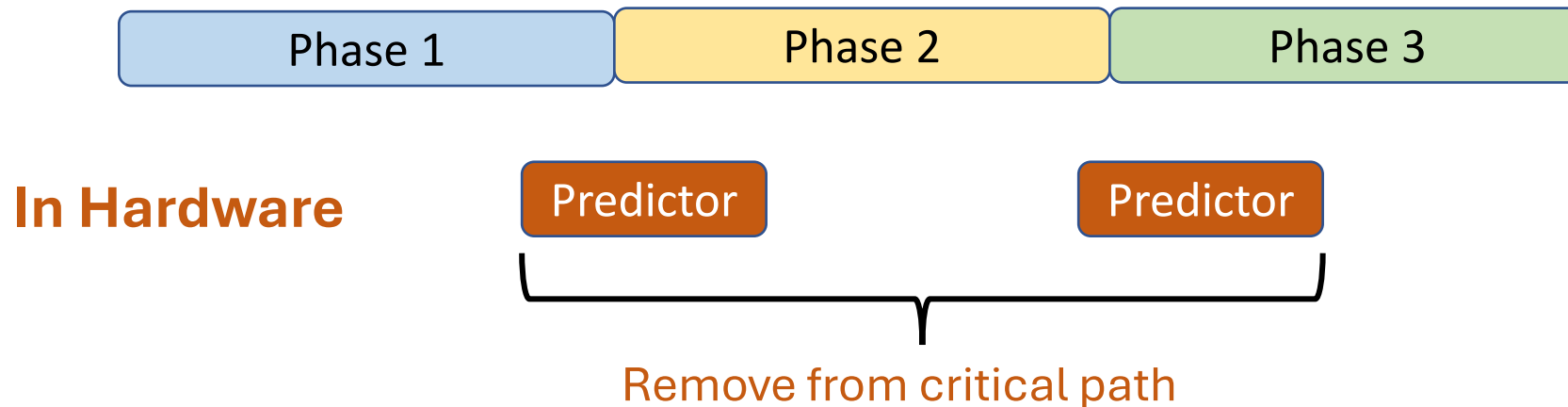
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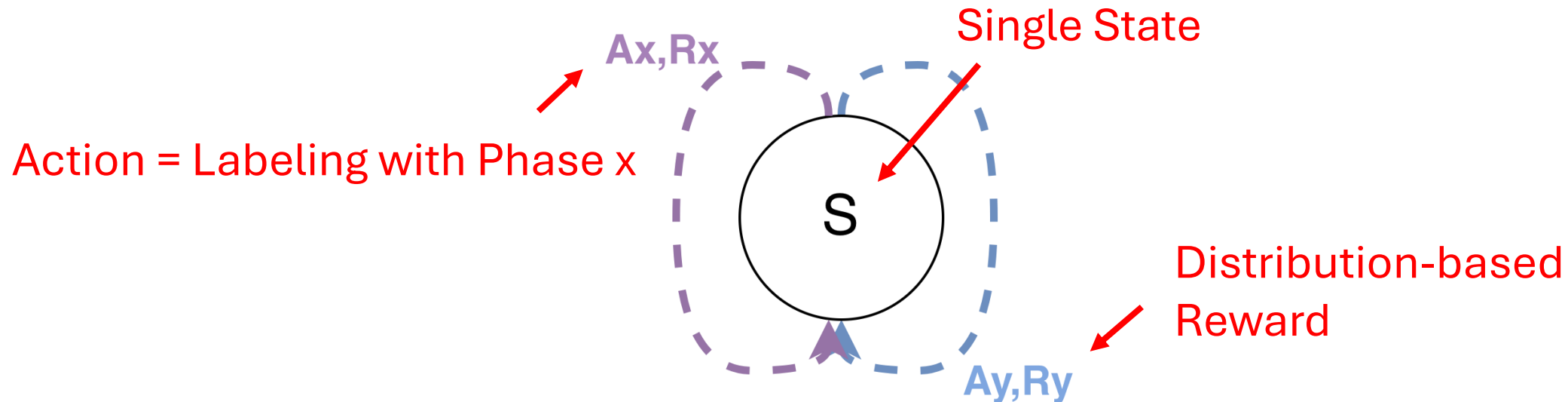


# Candidate Lightweight AI Approaches

- Clustering-based Approaches

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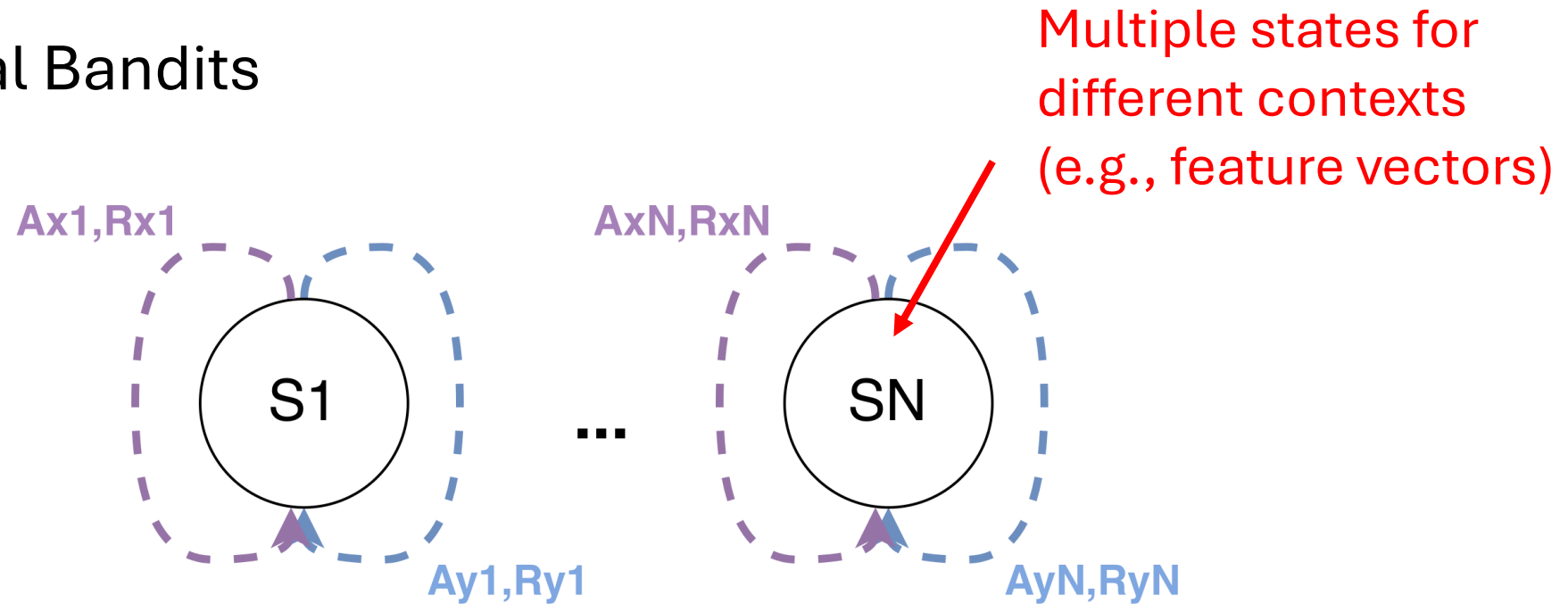
- Clustering-based Approaches
- Multi-Armed Bandits





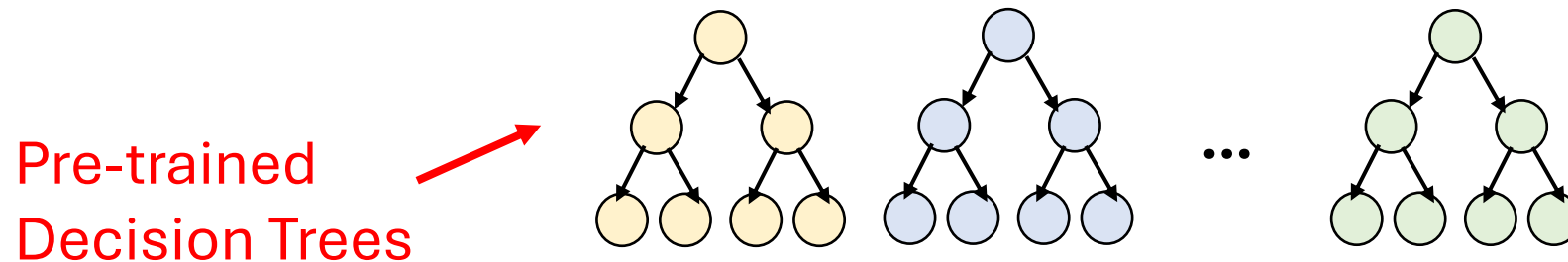
# Candidate Lightweight AI Approaches

- Clustering-based Approaches
- Multi-Armed Bandits
- Contextual Bandits



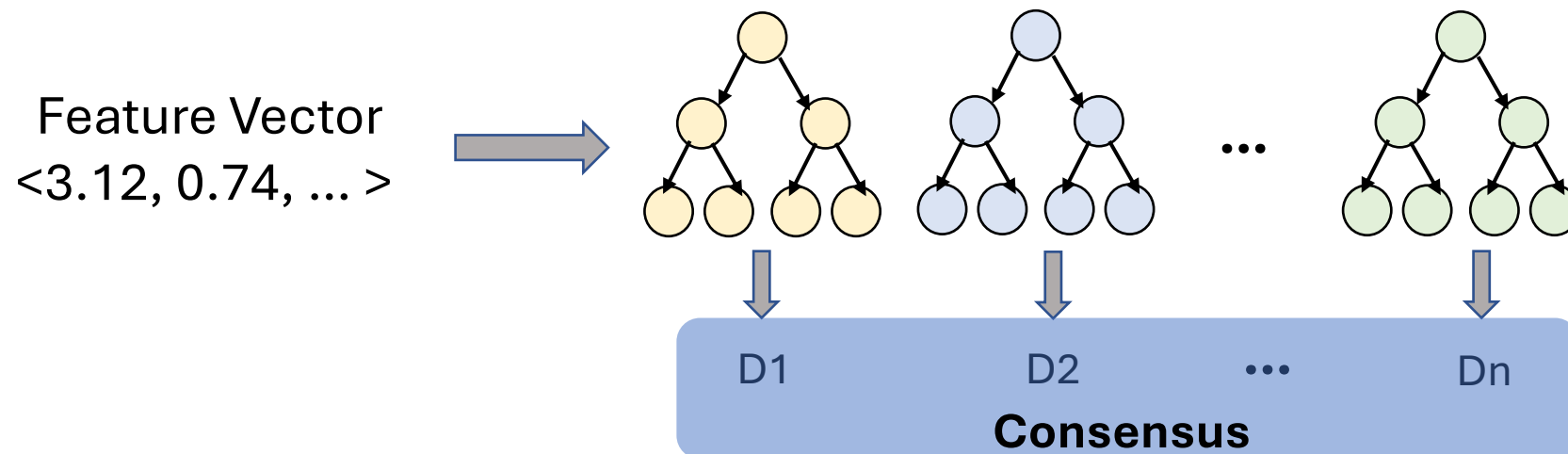
# Candidate Lightweight AI Approaches

- Clustering-based Approaches
- Multi-Armed Bandits
- Contextual Bandits
- Random Forests

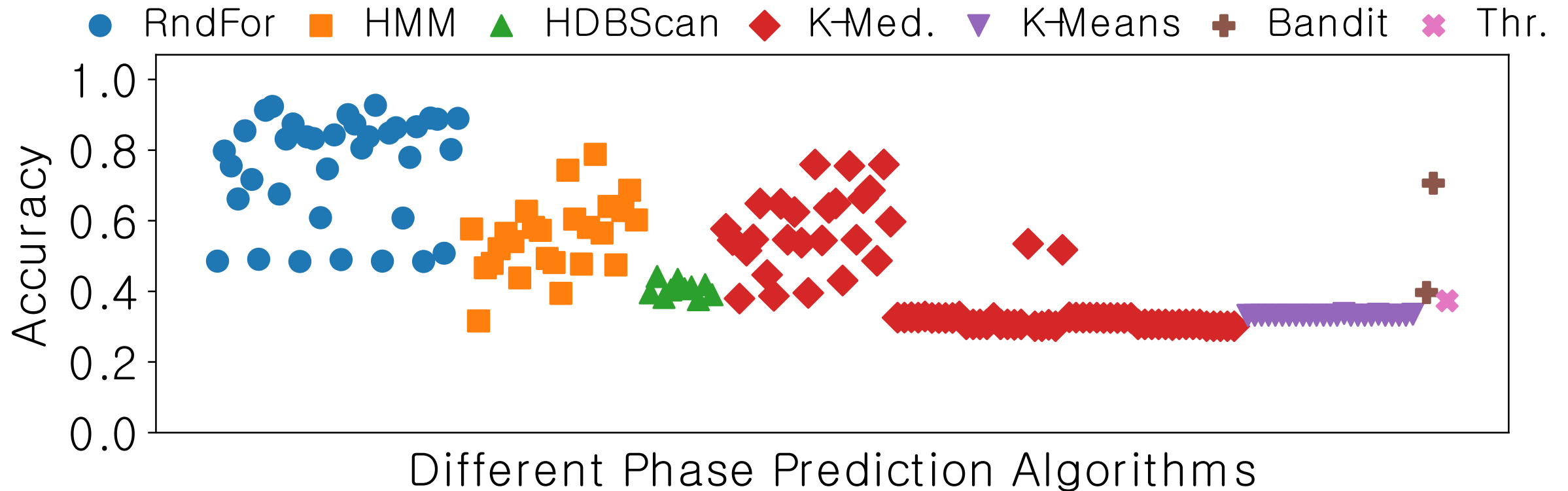


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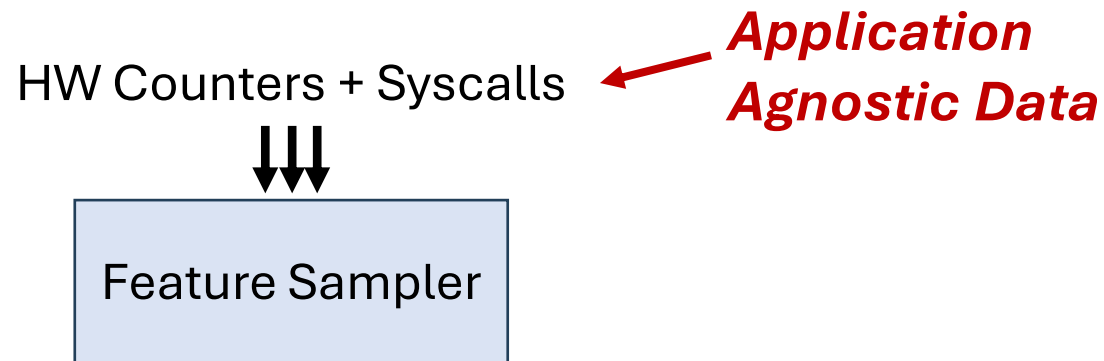


# Prediction Accuracy Across Approaches



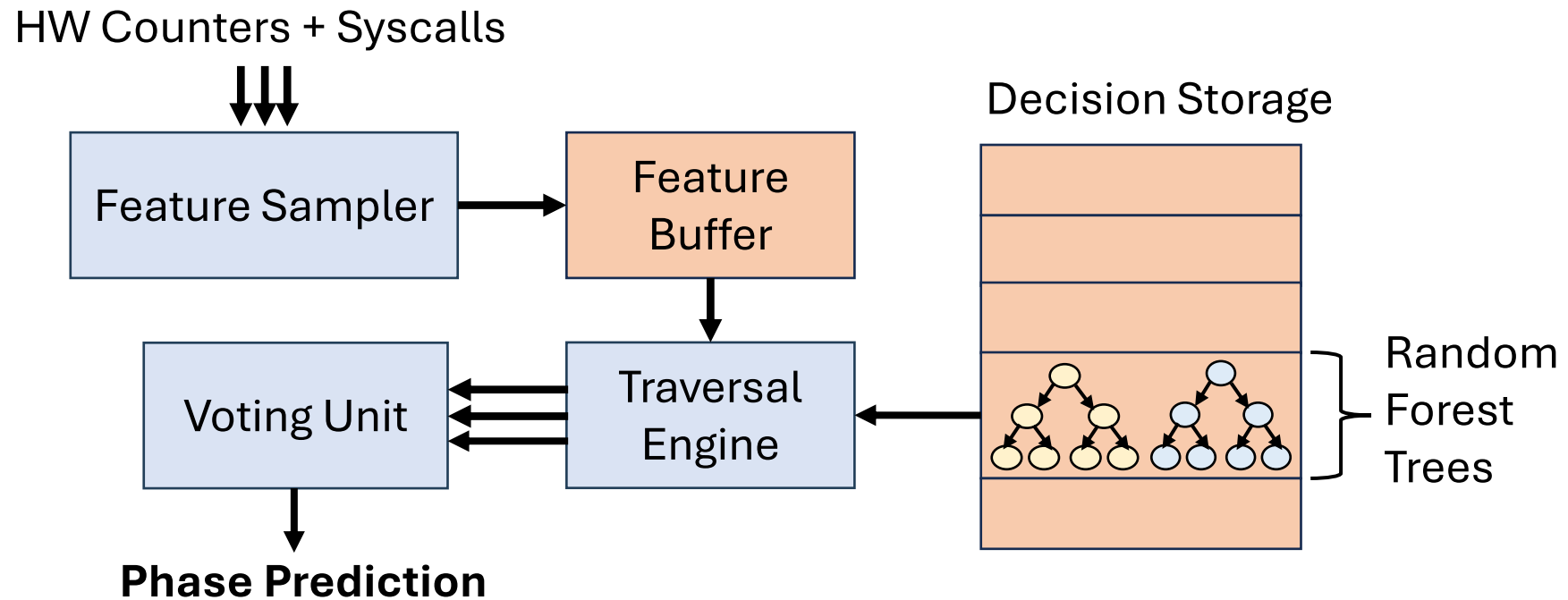
# Phase Prediction – HW Support

- We implement in hardware to remove prediction from an application's critical path.



# Phase Prediction – HW Support

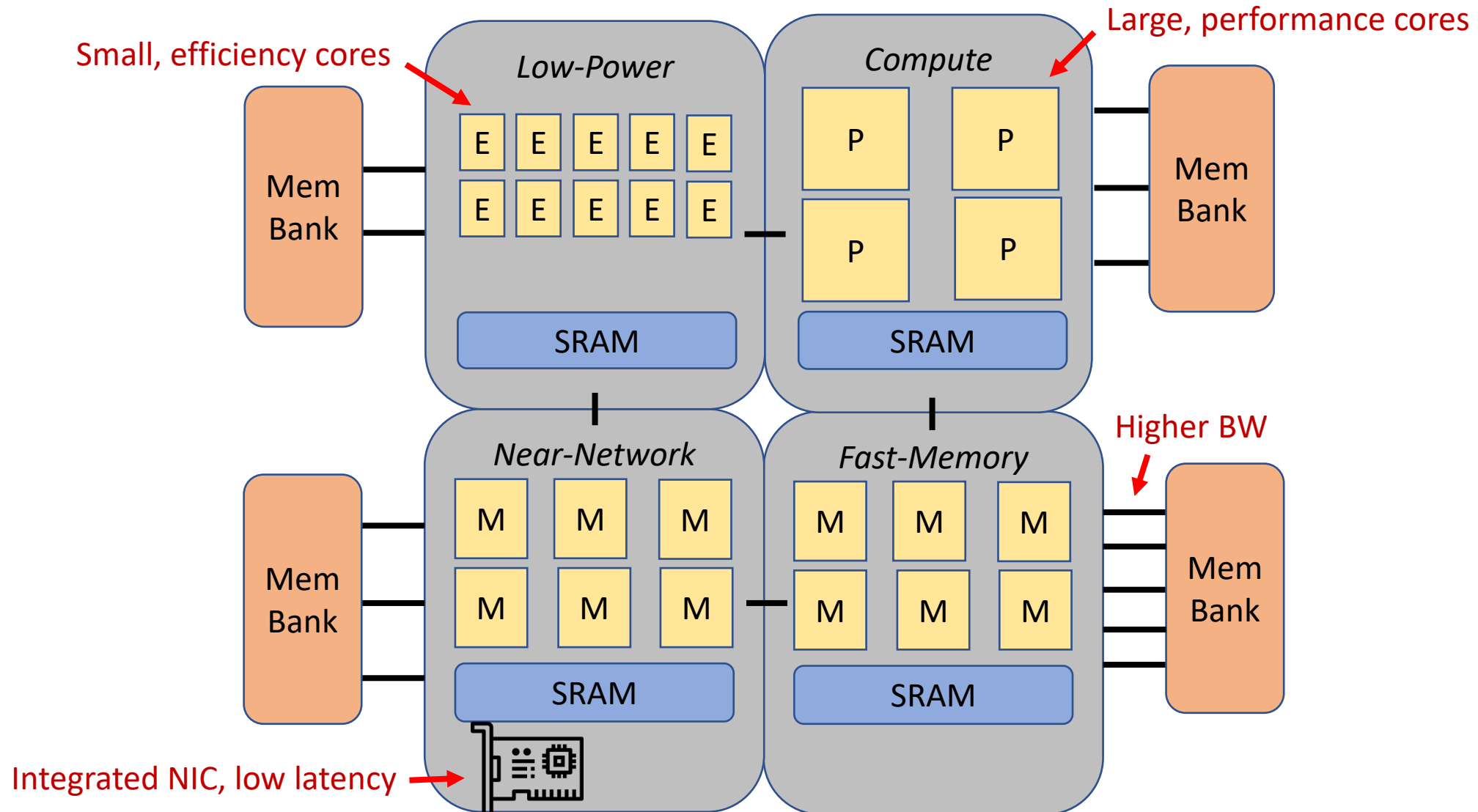
- We implement in hardware to remove prediction from an application's critical path.



# Matching Workload Heterogeneity in Hardware

- Given a predicted phase, we realize the benefit by executing the thread on *specialized hardware* optimized for the phase.

# Matching Workload Heterogeneity in Hardware



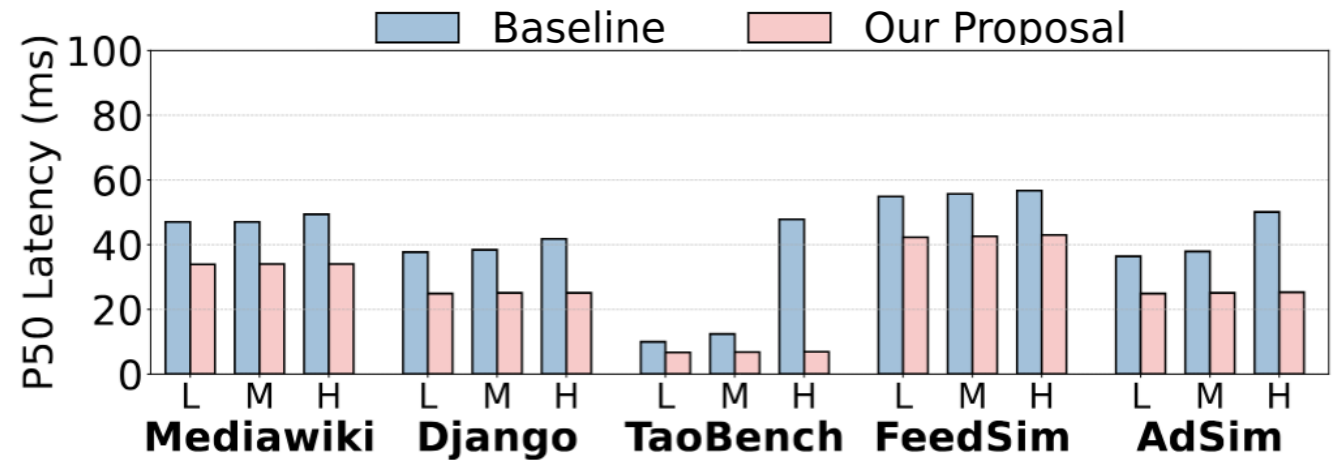
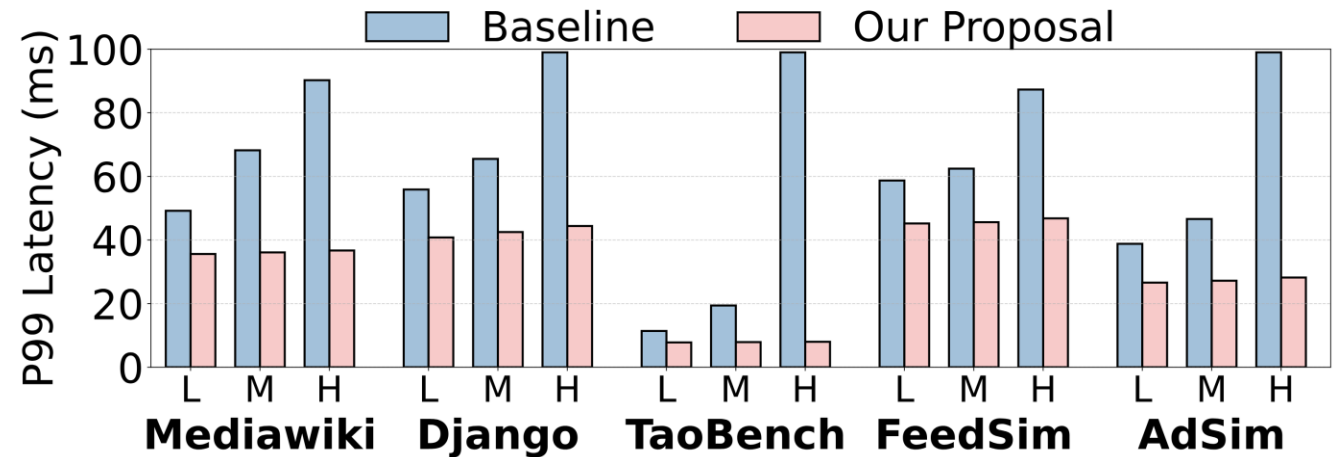


# Evaluation

- Cycle-accurate full-system simulations: SST + QEMU
- DCPerf benchmark suite as evaluation workload with varying load levels (low, medium, high)
- Systems Evaluated:
  1. **Baseline:** 28-core Emerald Rapids Server
  2. **Our Proposal:** Iso-Area Heterogeneous Core Server

# Evaluation

- Large reduction of P99 latency, especially at high loads
  - 28%, 42%, 65%
- Slight reduction in gain for P50 latency
  - 30%, 33%, 46%



# Conclusion

In summary, we:

- Characterized phase-based execution heterogeneity in modern datacenter workloads
- Realized a need for ***lightweight AI*** for phase prediction, creating a HW implementation of Random Forests.
- Proposed a heterogeneous chiplet-based server architecture to match the workload heterogeneity
- Performed initial evaluation of our system, yielding a 65% reduction in tail latency.

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