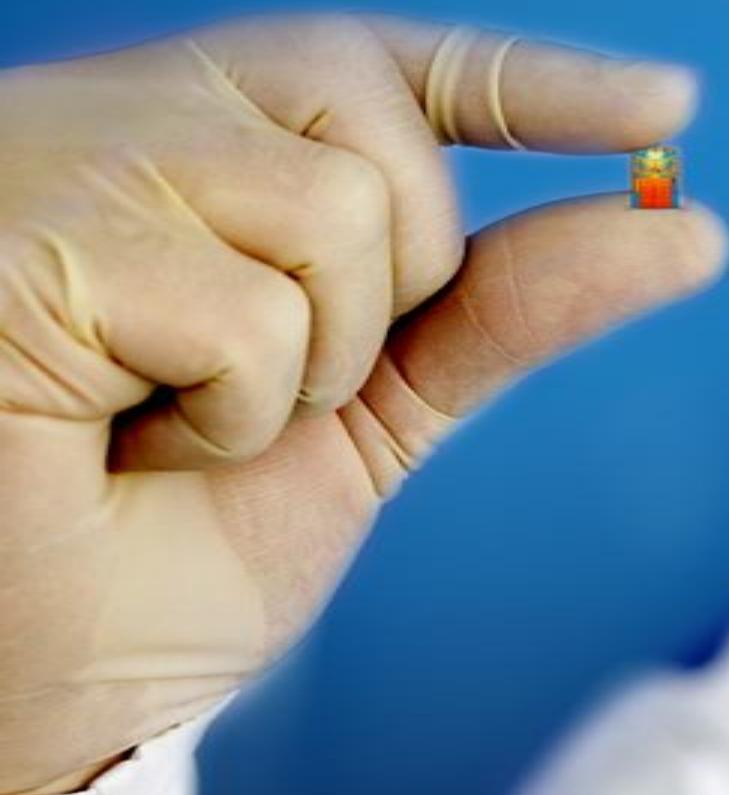


40 YEARS OF CHANGING THE WORLD



Invent the new reality. **FORUM**



DIGITAL TRANSFORMATION

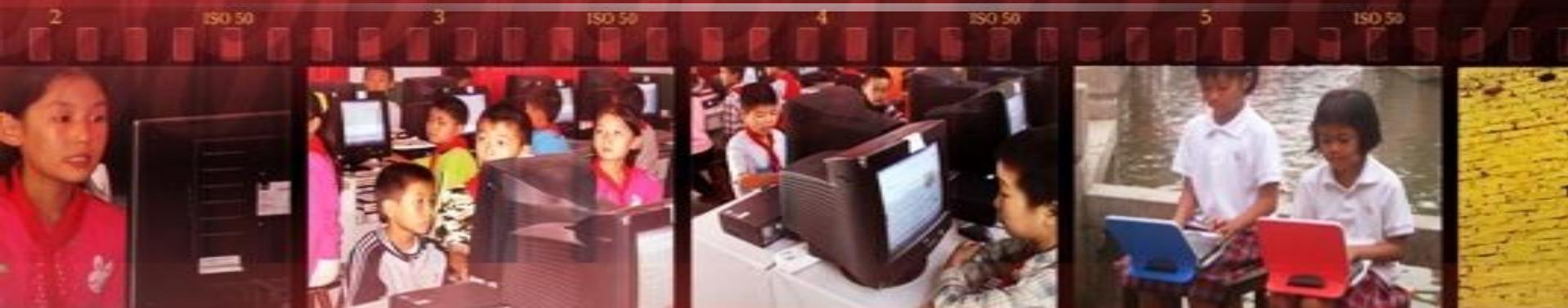
Andrew A. Chien

Vice President
Intel Research



The Transformation in Progress ...

Improving Quality of Life • Driving Innovation • Expanding Opportunities



Transforming the Learning Environment

19th Century:
Industrialism



20th Century:
Information Age



21st Century:
Interaction Age



Second Generation Classmate PC

Complete “Netbook” Platform:

- Improved Usage Model
- Full Wireless Support
- Integrated Webcam
- Robust, Customizable





Improving Quality of Life



Driving Innovation



Expanding Opportunities

Accessibility
Content
Connectivity

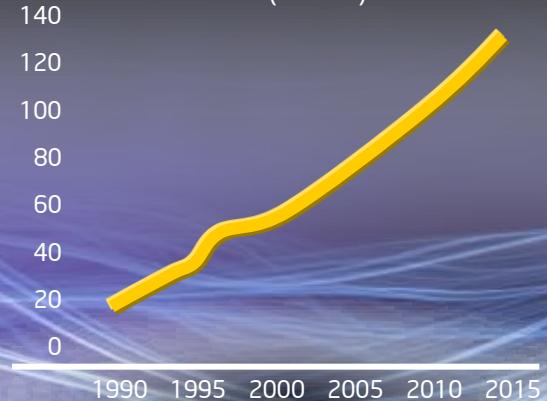


Digital Growth Worldwide

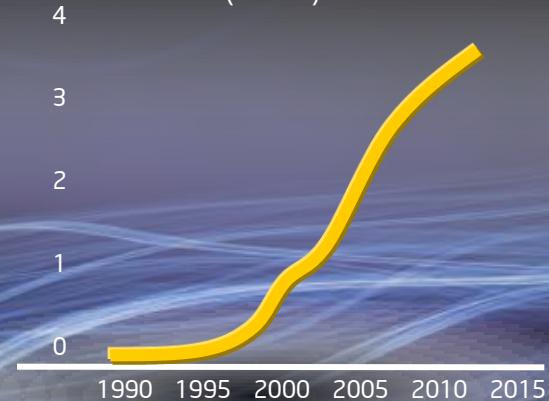
Digital Information Created,
Captured, Replicated
Exabytes



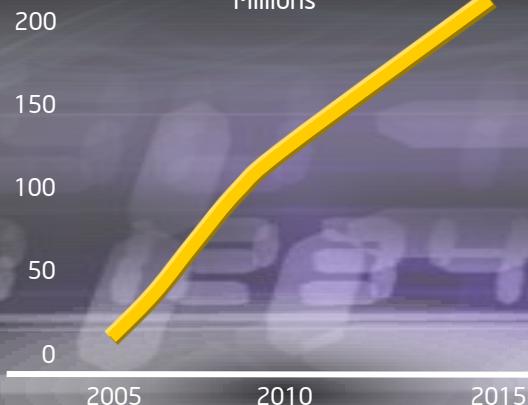
Personal Computer Sales
Units (Millions)



Mobile Phone Subscribers
(Billions)



Global VoIP Subscribers
Millions



Internet Users
Billions



Prof. Ni Guangnan

Academician of Chinese Academy of Engineering
Researcher, Institute of Computing Technology,
Chinese Academy of Sciences



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ICT Industry Development in China



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Challenges

- Very low R&D investments
- Low profits due to low-end manufacturing
- Core technologies dependent on imports



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Strategy for Chinese Companies

- Fully utilize the huge domestic market to master core technology and to develop own IP
- Push for open standards
- Promote open source software



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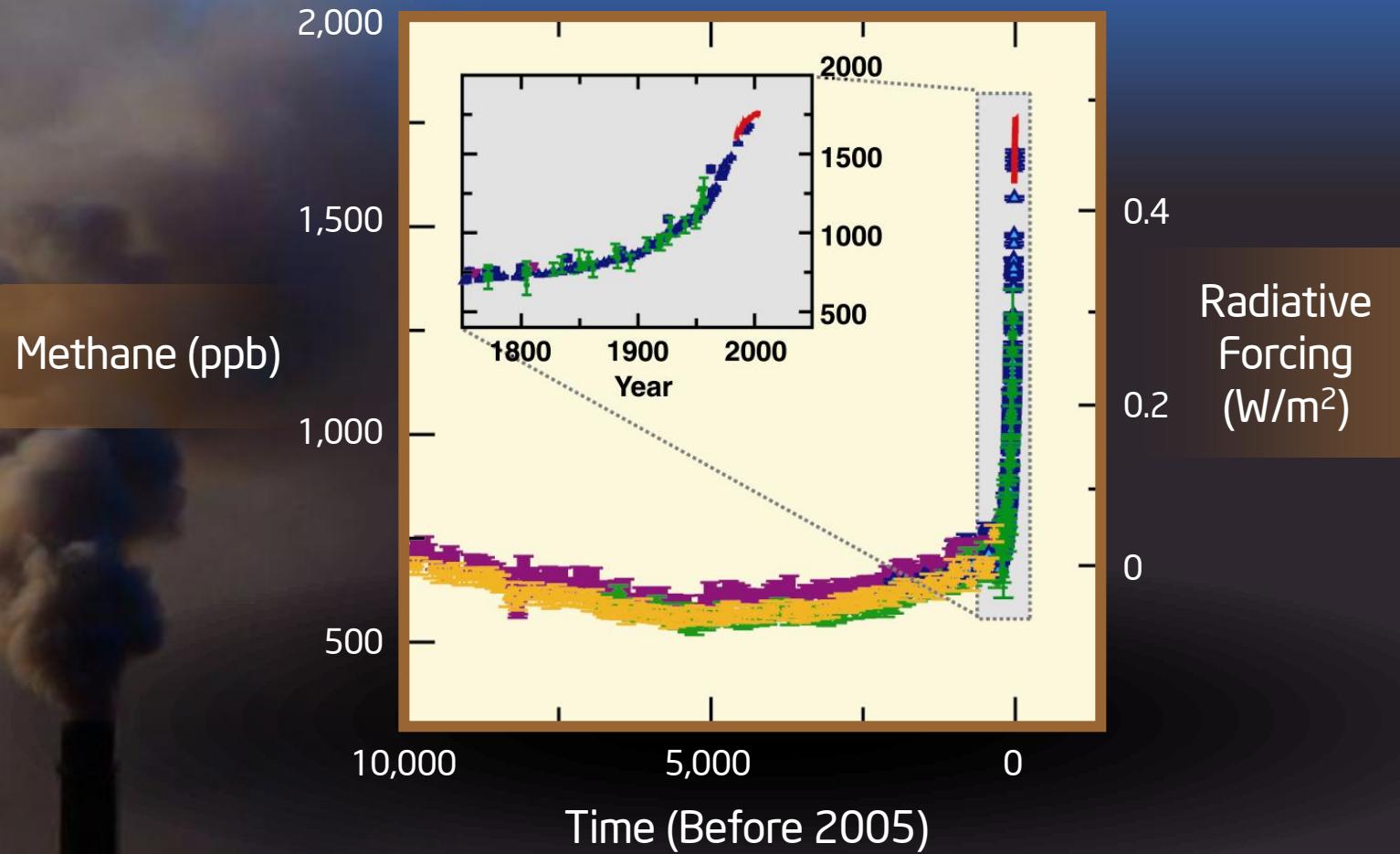
www.cae.cn

Transforming the Environment



Greenhouse Effect

Changes in GHGs from Ice Core and Modern Data



Low Cost Optical Detection of Methane Gas

Demonstrated Applications For
Molecular Spectroscopy And Gas Sensing



First Cascaded Silicon Raman Laser

World Primary Energy Demand

Million Tons Oil Equiv.

20,000

16,000

12,000

8,000

4,000

0

- Oil
- Coal
- Gas
- Biomass
- Nuclear
- Hydro
- Others

1971

2002

2010

2020

2030

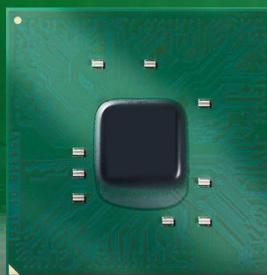
Source: IEA 2004

Holistic Approach to Energy Efficiency

Platform Power Management



英特尔™
酷睿™ 2 双核

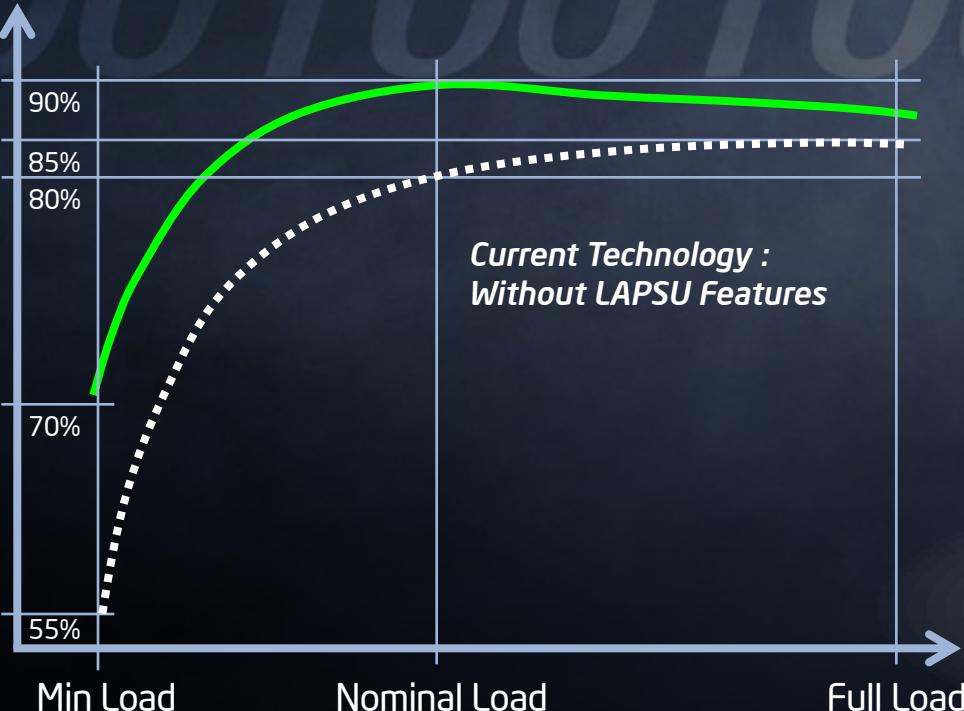


- Core Logic
- Operating Systems and VMMs
- Manageability
- Interconnects and Peripherals
- Telemetry
- Power Delivery and Cooling

PLATFORM
POWER MANAGEMENT

Benefits of Adaptive Power Supply for Servers

*High Efficiency PSU With LAPSU Features:
15% Better Low Load And 10% Better Mid Load Efficiency*



Ship Power Supplies With
70%+
Efficiency At Min Load

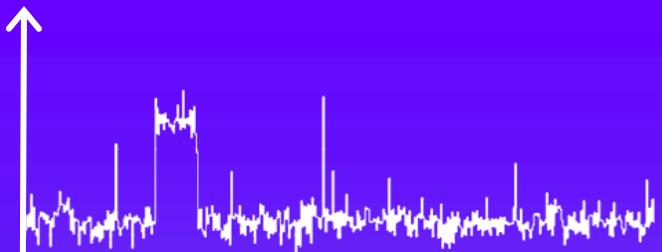


Additional Benefits Include:
~40% reduction in Bulk Capacitor or
Increased Hold Up Time for the Platform

Improving Idle Efficiency

Typical Idle Power, S0 State

Idle
Platform
Power
100%

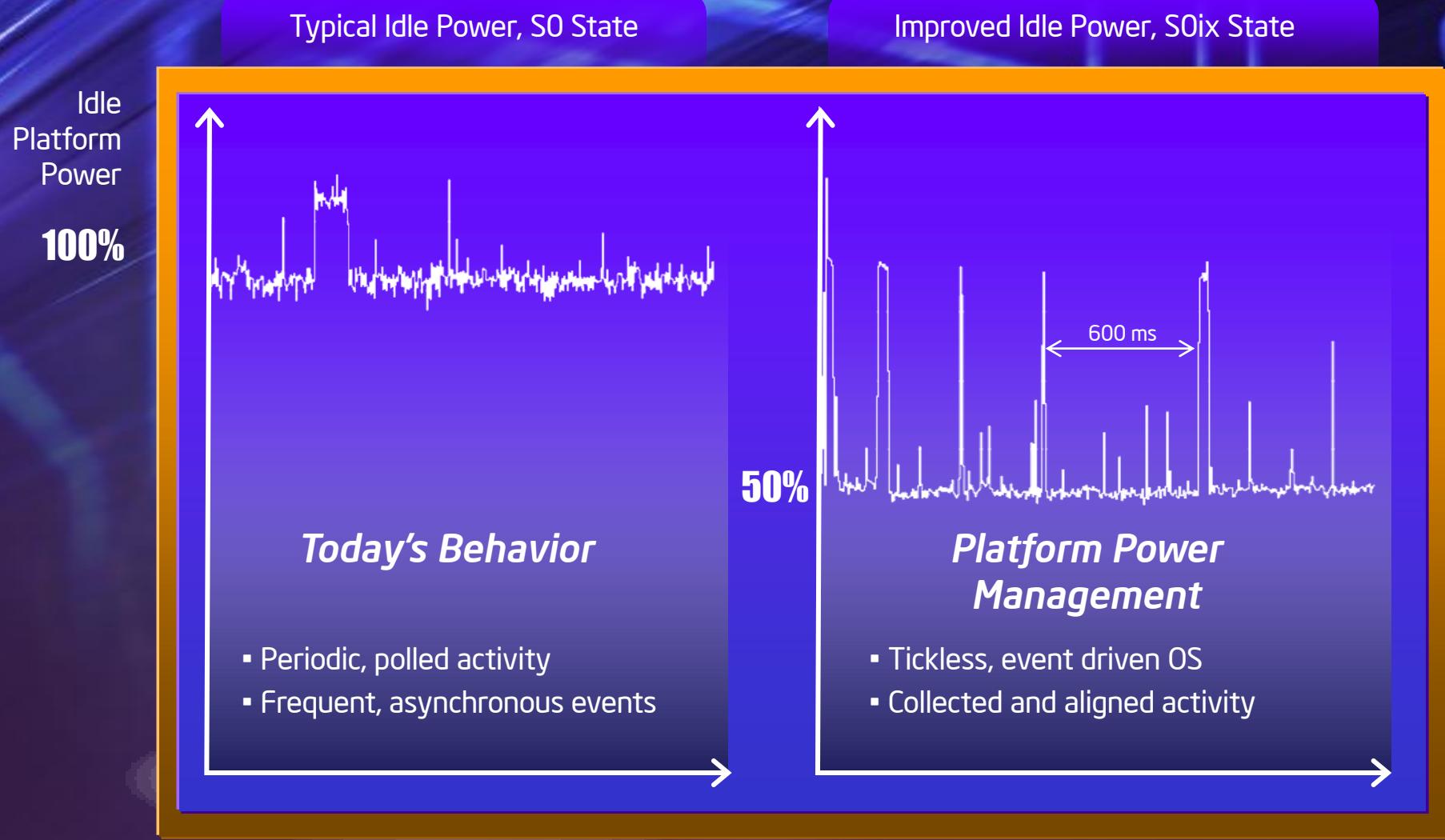


Today's Behavior

- Periodic, polled activity
- Frequent, asynchronous events

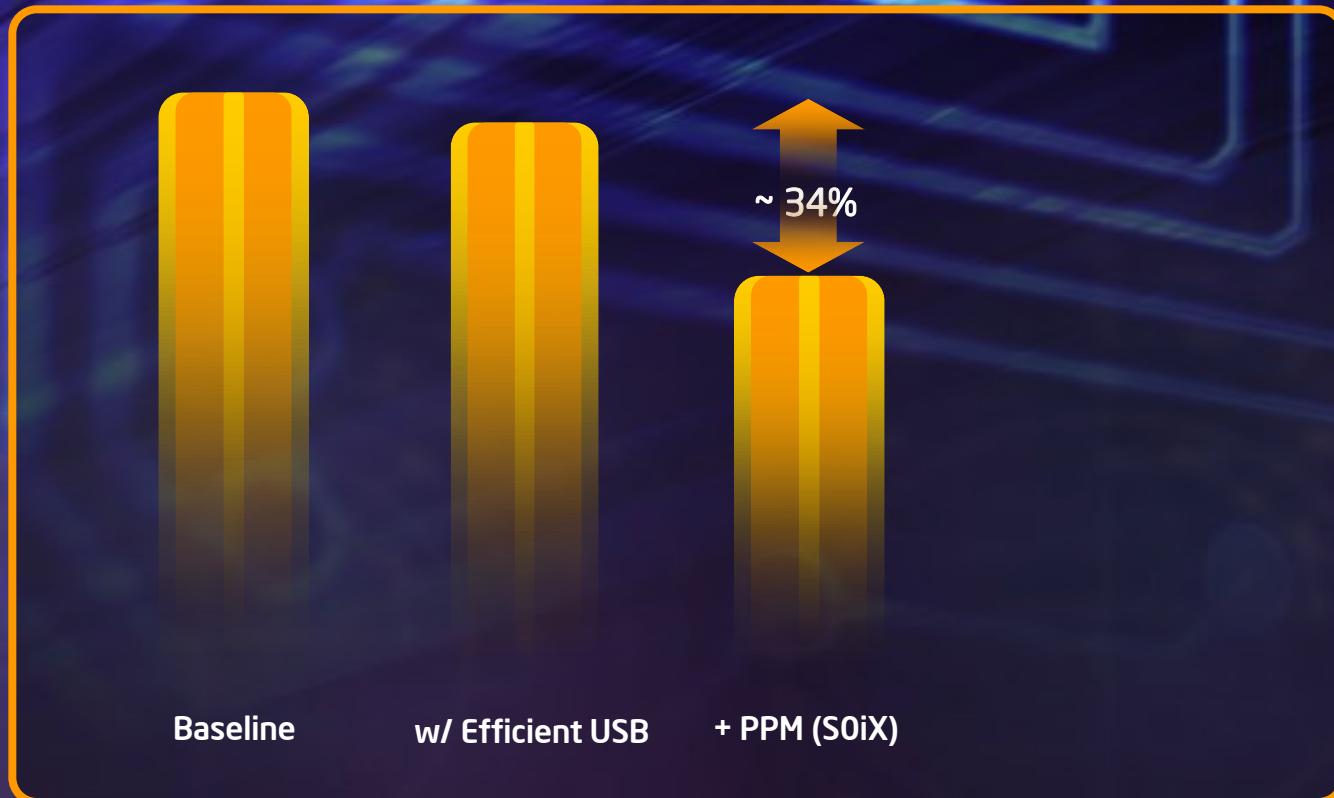
Time

Improving Idle Efficiency



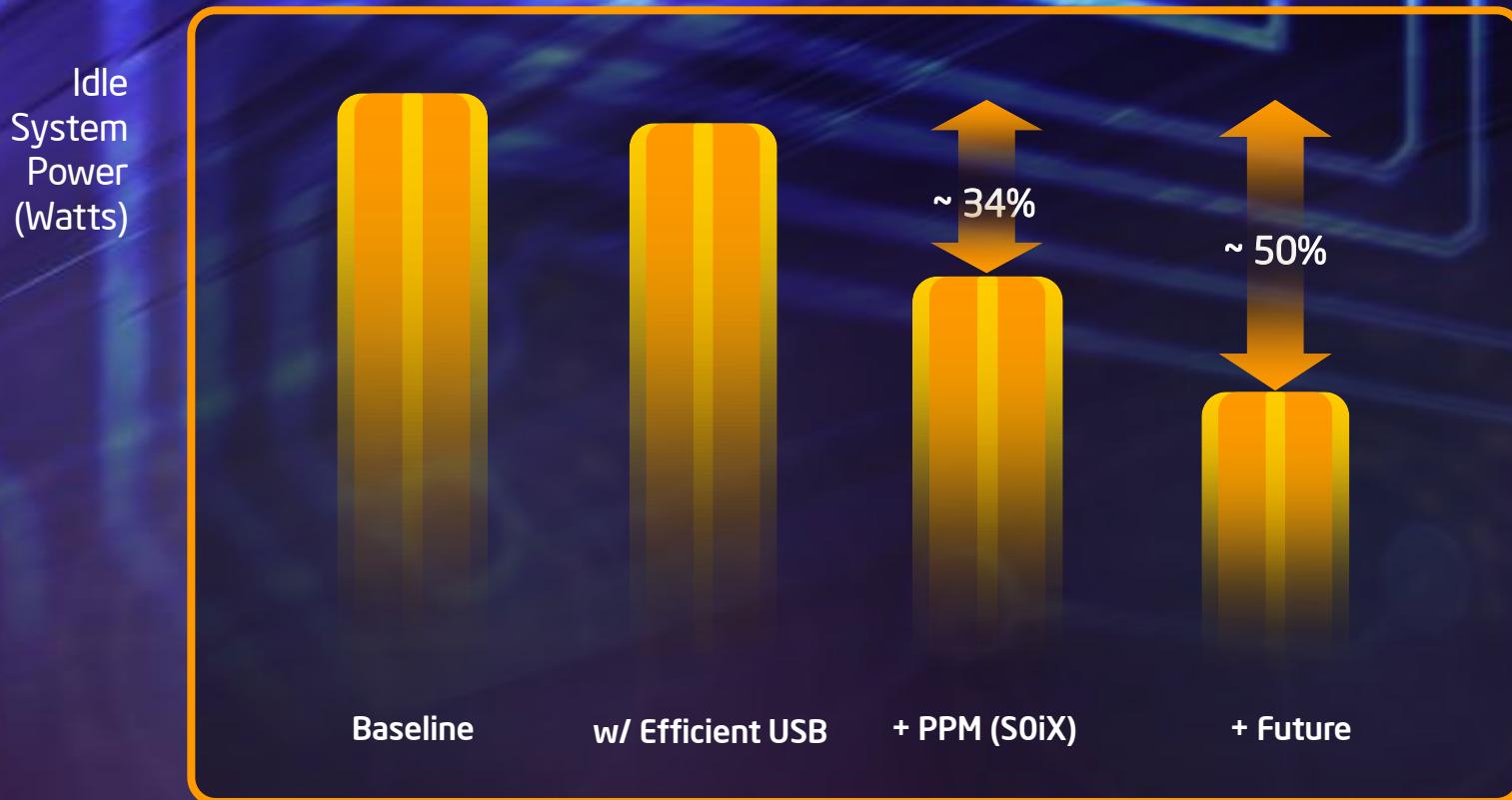
Maximum Efficiency Achieved with Platform-wide Changes

Idle
System
Power
(Watts)



Source: projected idle power savings for thin and light notebooks (note: power savings are cumulative)

Maximum Efficiency Achieved with Platform-wide Changes



Source: projected idle power savings for thin and light notebooks (note: power savings are cumulative)

Transformation in Photography





Dr. Ren Ng
President and CEO
Refocus Imaging

••• **refocus** imaging

Light Field Photography

Conventional Camera

- Captures only a 2D image
- Millions of pixels
- Physical processing of light rays
- Very old physical constraints
- Slow growth in performance

Light Field Camera

- Captures entire light field
- Millions of light rays
- Software processing of light rays
- New, unconstrained capabilities
- Fast growth in performance

••• refocus

••• refocus imaging

The Light Field



The Light Field



The Light Field: All Light Rays
The Light Field Produces All Photographs

Light Field Applications

Cameras



Software

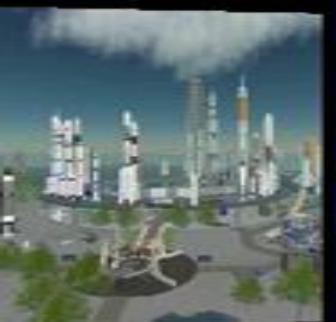
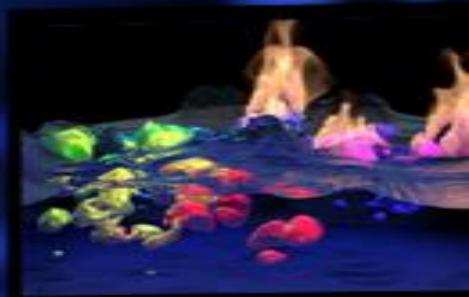
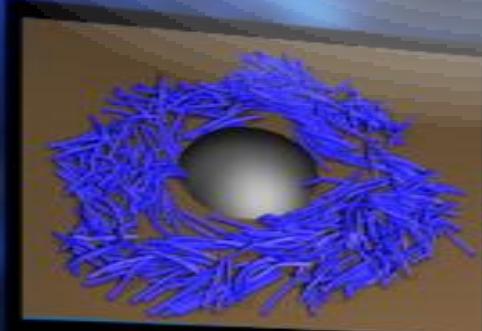
Video

Printers

Scientific

Lenses

Transformation in Visual Computing



Tera-Scale Computing:

Making It a Reality



Performance-hungry Apps

```
float s[N], x[N], r[N], v[N], t[N];
float result[N];

for(int i = 0; i < N; i++) {
    float d1 = s[i] / ln(x[i]);
    d1 += (r[i] * v[i] * v[i] + 0.5f) * t[i];
    d1 /= sqrt(t[i]);
    float d2 = d1 - sqrt(t[i]);

    result[i] = x[i] * exp(r[i] * t[i]) *
        (1.0f - CND(d2)) + (-s[i]) * (1.0f - CND(d1));
}
```

*Challenge: Traditional Software Focus
on Single Threads*

Tera-scale Platforms:
Scaling Performance via Parallelism

Parallel Programming is Hard



Jesse Fang
Managing Director
Intel China Research Center



General Co-Chair
35th ISCA, Beijing Jun 21-25, Beijing

10-year
1998 - 2008
Intel China Research Center
英特尔中国研究中心10周年



2007 Best R&D Center in China
Global Entrepreneur Magazine

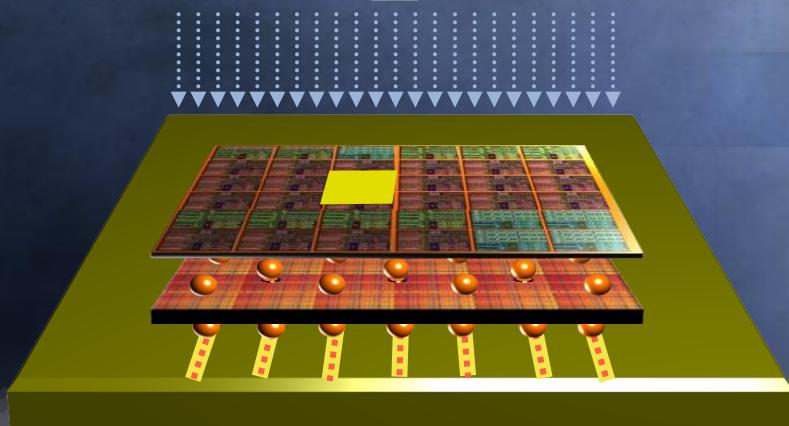
Why is Parallel Programming Hard?



Irregular Patterns and Data Structures



Scale to Multi-Core Today → Hard
Scale to Many-Core Tomorrow → Harder



Increasing Cores (2→64+ Cores)
Vector Instructions (4→8+ Wide)
Higher Performance Interconnect

Ct: A Throughput Programming Model



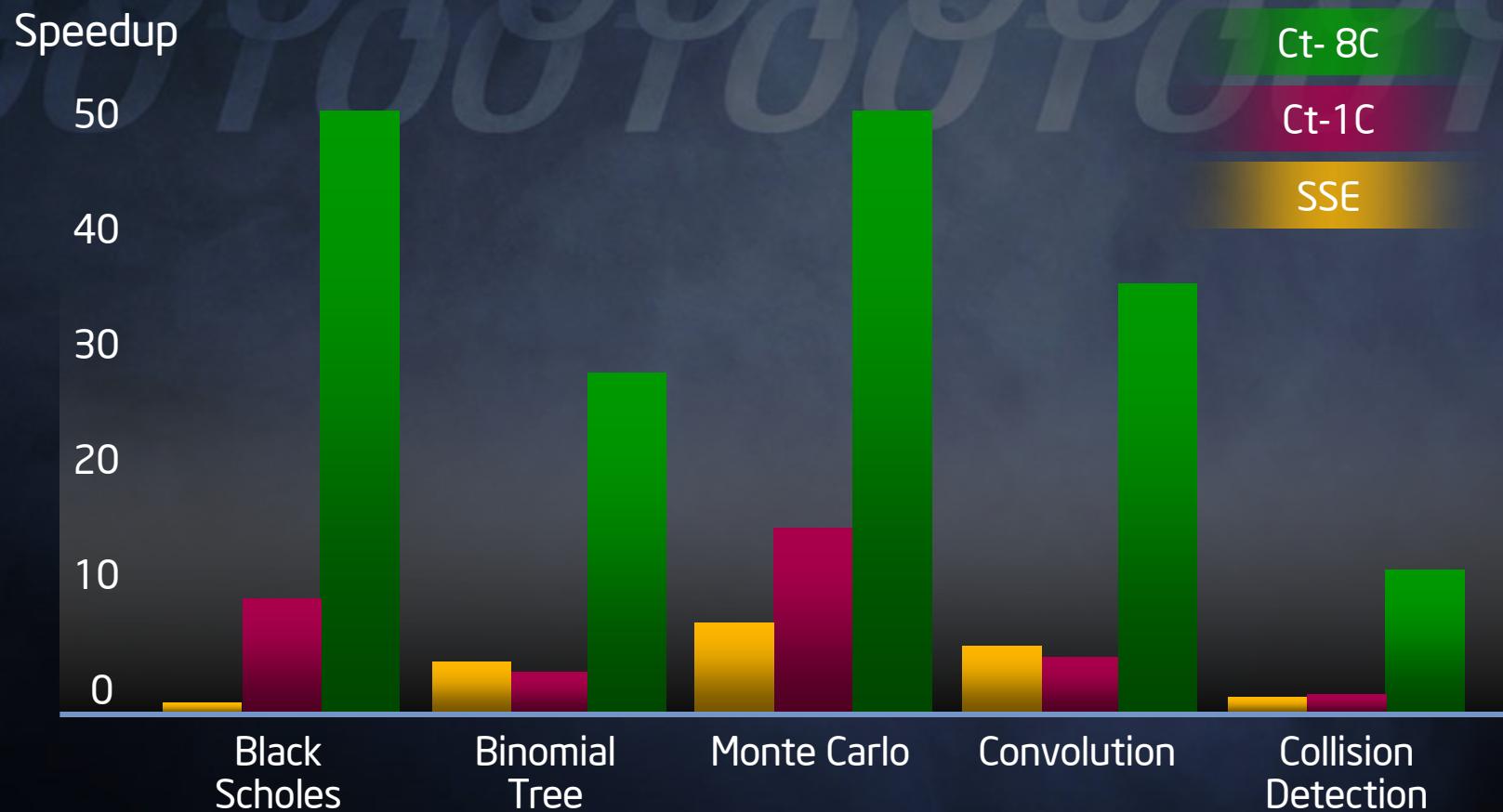
User Writes
Core Independent C++ Code

Ct Parallel Runtime:
Auto-Scale to Increasing Cores

Ct JIT Compiler:
Auto-vectorization, SSE,
AVX, Larrabee

Programmer Thinks Serially; Ct Exploits Parallelism

Excellent Scale Up





Dr. Zhang Xia
CTO & CKO, Neusoft Co. Ltd.

Neusoft[®]

Demo Code Sample: C vs. Ct vs. SSE



36 Lines →

Single-threaded

```
//C version of SVM
void ClrMain::calcPotValue(int k, int *x, int *y, int *pDecisionValue)
{
    int i = 0;
    int Zk = 0, qExp = 0;
    int iTemp = 0, x1 = 0, x2 = 0, xx = 0, tab1 = 0, tab2 = 0, tab3 = 0;

    for (i = 0; i < DIMENSION; i++, x++, y++) {
        iTemp = *x-*y;
        Zk += (iTemp * iTemp);

        float lExp = exp(-1.0*GAMMA*Zk/65025);
        *pDecisionValue = (int)((lExp * coef[k]) * 8);
    }

    int ClrMain::SVM(int *x)
    {
        int k = 0;
        int Desicion_value = 0;
        int aDecisionValue[TOTAL_SV+SV_EXPEND];

        for (k = 0; k < TOTAL_SV+SV_EXPEND; k++) {
            calcPotValue(k, x, y + k * DIMENSION, &aDecisionValue[k]);
        }

        for (k = 0; k < TOTAL_SV; k++) {
            Desicion_value += aDecisionValue[k];
        }

        Desicion_value -= (int)(RHO * 8 * ICOEOF);
        Desicion_value = Desicion_value * 10000 / ICOEOF / 8;

        return Desicion_value;
    }
}
```

C

29 Lines →

Vectorized/Multi-threaded
Forward Scalability

```
/// Ct version of SVM
int ClrMain::ctSVM(int *x)
{
    int Decision_value;

    __CT__(

        // Copy in data
        TVEC<i32> tCoef(coef, (TOTAL_SV+SV_EXPEND));
        TVEC<i32> tx(x, DIMENSION);
        TVEC<i32> t2dY(y, (TOTAL_SV + SV_EXPEND), DIMENSION);

        //I compute Z
        TVEC2D<i32> t2dX = repeatRow(tx, (TOTAL_SV + SV_EXPEND));
        TVEC2D<i32> t2dZ = (t2dX - t2dY);
        TVEC<F32> tz = addReduce( t2dZ * t2dZ );
        tz = exp( (TVEC<F32>)tz * ( (_F32)(-GAMMA) / 65025 ) );

        //I compute decision value
        TVEC<i32> tDecVal = (TVEC<i32>)tz * (TVEC<F32>)tCoef * (F32)8;
        i32 decVal = addReduce( tDecVal[0] );
        decVal -= (i32)( RHO * 8 * ICOEOF );
        decVal *= (i32)( 10000 / ICOEOF / 8 );

        Decision_value = decVal.toValue();
    )__TC__;

    return Desicion_value;
}
```

Ct

116 Lines →

Vectorized/Single-threaded

```
/SSE version of SVM
void ClrMain::calcPotValueSSE(int k, int *x, int *y, int *pDecisionValue)
{
    int i = 0;
    int *x0, *y1, *y2, *y3;
    int *z;

    static MM_ALIGN16 float Zk[4] = {0,0,0,0};
    static MM_ALIGN16 float constValue[4];
    static MM_ALIGN16 float GAMMA[4] = {1.0*GAMMA/65025, 1.0*GAMMA/65025, 1.0*GAMMA/65025, 1.0*GAMMA/65025};

    _m128 mm_x_iTemp0, mm_x_iTemp1, mm_x_iTemp2,
    _m128 mm_z_iTemp0, mm_z_iTemp1, mm_z_iTemp2;
    _m128 mm_y_x0, mm_y_x1, mm_y_x2, mm_y_x3;
    _m128 mm_y_y1, mm_y_y2, mm_y_y3;
    _m128 mm_y_z, mm_y_mm, mm_y_x0, mm_y_x1, mm_y_x2, mm_y_x3;
    _m128 mm_z, mm_z_mm, mm_z_x0, mm_z_x1, mm_z_x2, mm_z_x3;

    y0 = y;
    y1 = y + 1*DIMENSION;
    y2 = y + 2*DIMENSION;
    y3 = y + 3*DIMENSION;
    i0 = k;

    mm_x_iTemp0 = _mm_setzero_ps();
    mm_x_iTemp1 = _mm_setzero_ps();
    mm_x_iTemp2 = _mm_setzero_ps();
    mm_z_iTemp0 = _mm_setzero_ps();
    mm_z_iTemp1 = _mm_setzero_ps();
    mm_z_iTemp2 = _mm_setzero_ps();

    for (i = 0; i < DIMENSION; i++) {
        mm_x0 = _mm_cvtphi32_ps(_mm_load_si128(_m128*)&x[i0]);
        _mm_prefetch((char*)&x[i0] + 4 * PF_DISTANCE);
        _MM_HINT_T0;
        mm_y_x0 = _mm_cvtepi32_ps(_mm_load_si128(_m128*)&y[i0]);
        _mm_prefetch((char*)&y[i0] + 4 * PF_DISTANCE);
        _MM_HINT_T0;
        mm_y_x1 = _mm_cvtepi32_ps(_mm_load_si128(_m128*)&y[i1]);
        _mm_prefetch((char*)&y[i1] + 4 * PF_DISTANCE);
        _MM_HINT_T0;
        mm_y_x2 = _mm_cvtepi32_ps(_mm_load_si128(_m128*)&y[i2]);
        _mm_prefetch((char*)&y[i2] + 4 * PF_DISTANCE);
        _MM_HINT_T0;
        mm_y_x3 = _mm_cvtepi32_ps(_mm_load_si128(_m128*)&y[i3]);
        _mm_prefetch((char*)&y[i3] + 4 * PF_DISTANCE);
        _MM_HINT_T0;

        mm_z_iTemp0 = _mm_sub_ps(mm_x0, mm_y_x0);
        mm_z_iTemp0 = _mm_sub_ps(mm_x0, mm_y_x0);
        mm_z_iTemp1 = _mm_sub_ps(mm_x1, mm_y_x1);
        mm_z_iTemp1 = _mm_sub_ps(mm_x1, mm_y_x1);
        mm_z_iTemp2 = _mm_sub_ps(mm_x2, mm_y_x2);
        mm_z_iTemp2 = _mm_sub_ps(mm_x2, mm_y_x2);
        mm_z_iTemp2 = _mm_sub_ps(mm_x3, mm_y_x3);
        mm_z_iTemp3 = _mm_sub_ps(mm_x3, mm_y_x3);
        mm_z_iTemp3 = _mm_sub_ps(mm_x3, mm_y_x3);

        _mm_store_si128(_m128*)pDecisionValue, mm_z_iTemp0);
        _mm_store_si128(_m128*)pDecisionValue, mm_z_iTemp1);
        _mm_store_si128(_m128*)pDecisionValue, mm_z_iTemp2);
        _mm_store_si128(_m128*)pDecisionValue, mm_z_iTemp3);

        Zk = _mm_load_ps(Zk);
        *coef[i0] = _mm_cvtphi32_ps(_mm_load_si128(_m128*)&coef[i0]);
        *constValue = _mm_load_ps(&constValue);
        *x0 = _mm_mul_ps(mm_y_x0, constValue, Zk);
        *x1 = _mm_vnmsExp4(mm_y_x1, IExp);
        *x2 = _mm_mul_ps(mm_y_x2, IExp, mm_y_x1);
        *x3 = _mm_mul_ps(mm_y_x3, IExp, mm_y_x2);

        mm_pDecisionValue = _mm_cvtps_ep32(mm_pDecisionValue);
        mm_pDecisionValue = _mm_sit_ep32(mm_pDecisionValue, 3);

        _mm_store_si128(_m128*)pDecisionValue, mm_pDecisionValue);
    }
}
```

SSE

Transformation in Robotics

Autonomous Vehicles



Winner of
2006 DARPA
Grand Challenge



Winner of
2007 DARPA
Urban Challenge



Dr. Mingmin Chi

Associate Professor

Department of Computer Science and Engineering
Fudan University





復旦大學

日月光华旦复旦兮

中文版



Technology Behind Fuwa

- Computational cognition
- Autonomous mental development learning
- Multi-modal human-robot interaction

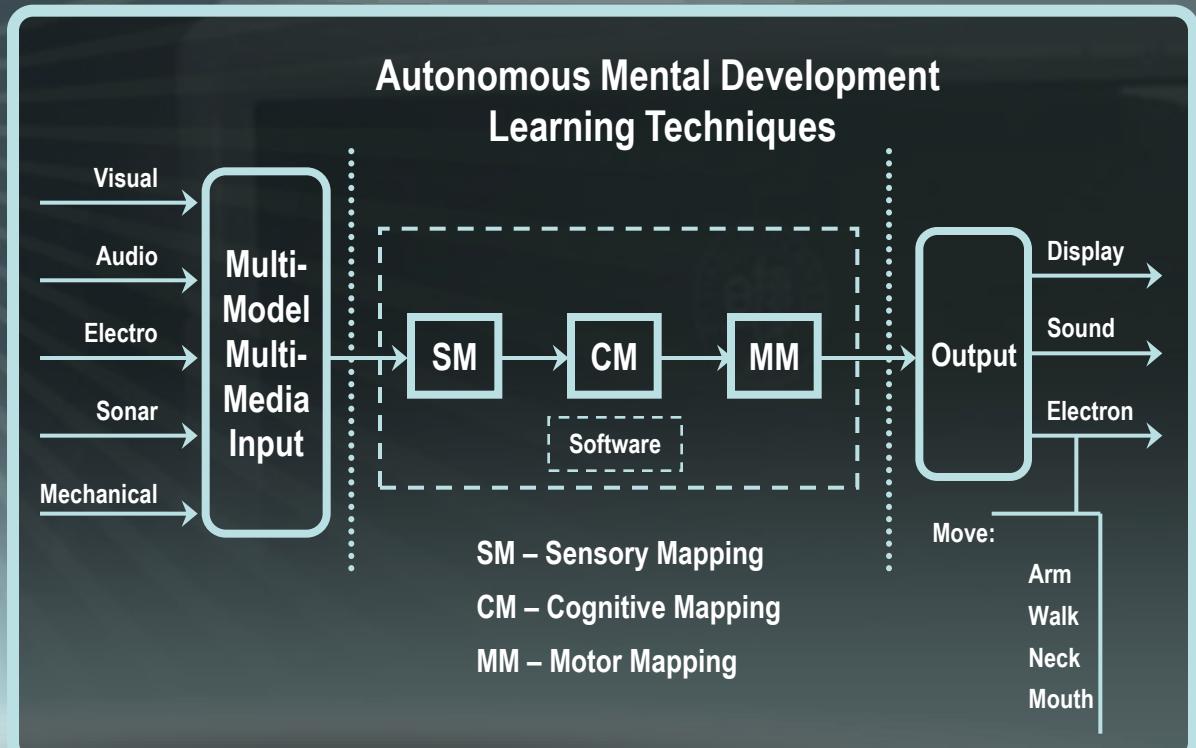


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System Architecture





復旦大學

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中文版



Future Vision

Fuwa has many potential applications:

- Education platform
- Entertainment console

Intel CPU is the brain of Fuwa

- More powerful computational ability
- More advanced intelligence

The Transformation in Progress ...

Improving Quality of Life • Driving Innovation • Expanding Opportunities



工欲善其事

必先利其器



40 YEARS
OF CHANGING
THE WORLD



Intel Developer
FORUM
Invent the new reality.