Hyperthreading and

“Almost Amdahl”

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Each of the Multiple Cores keeps its own State

- 1 core, 1 state
- 2 cores, 2 states
- 4 cores, 4 states

- State
- Core
- Cache
  - Registers
  - Program Counter
  - Stack Pointer
So, if that’s what Multicore is about, what is *Hyperthreading*?

1 core, 1 state

1 core, 2 states, with Hyperthreading

2 cores, 2 states

2 cores, 4 states, with Hyperthreading

4 cores, 4 states
What is Hyperthreading and what can it Do?

**Hyperthreading** is when a CPU chip has more states than cores.

In this case, if one thread of execution blocks (waiting for a memory fetch, for instance), then the other thread can resume execution with its state.

If we let $H$ be the fraction of a CPU's capacity that one hyperthread can keep busy, then the remaining unused capacity is $(1-H)$. If another hyperthread can keep $H\%$ of that capacity busy, then that leaves $(1-H)*(1-H)$ remaining unused capacity and so on.

If we have $n$ hyperthreads, then the final remaining unused capacity is $(1-H)^n$. The capacity actually in use would then be $1-(1-H)^n$. If one thread can only keep the CPU $H\%$ busy, then the speed-up is potentially:

$$SU = \frac{1-(1-H)^n}{H}$$
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\[
SU = \frac{1-(1-H)^n}{H}
\]

What is Hyperthreading and what can it Do?
A Lidar Application:
Four Cores with Two Hyperthreads per Core

Source: Erzhuo Che

Note that this is upside-down from our usual convention. Sorry. I got this from someone else.