

Tuning space optimization for multi- core architectures

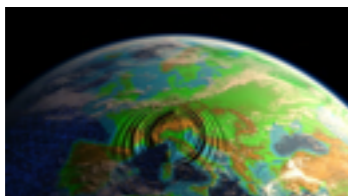
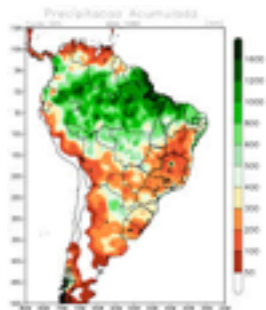
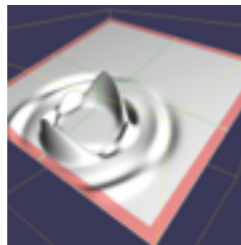
V. Martínez, F. Dupros, M. Castro,
H. Aochi and P. Navaux

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- Stencil Model.
- Testbed configuration.
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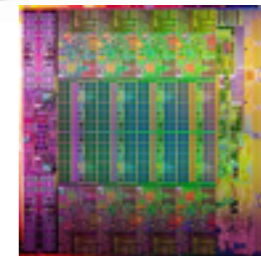
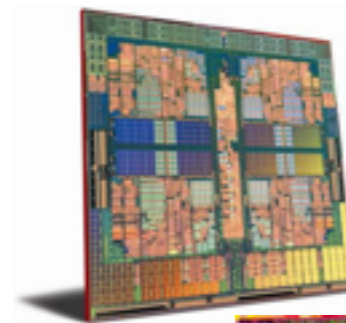
Scientific Applications

Applications



**Stencil Applications:
Data dependency**

Multi-core



Contribution

To find best configuration of runtime parameters (tuning) for stencil computations based on number of available threads and L3 CM reduction

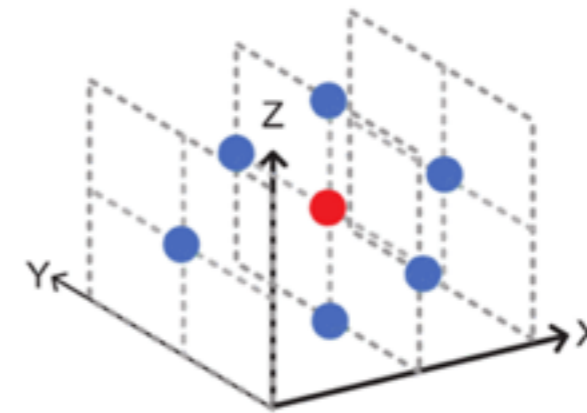
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 - Jacobi 7-point
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Stencil: 7-point Jacobi

- 3D Stencil.
 - Heat equation
 - Finite difference method.
- Calculate:

$$\begin{aligned}
 B_{i,j,k} = & \alpha A_{i,j,k} \\
 & + \beta (A_{i-1,j,k} + A_{i,j-1,k} + A_{i,j,k-1} \\
 & + A_{i+1,j,k} + A_{i,j+1,k} + A_{i,j,k+1})
 \end{aligned}$$



Algorithm 1 Pseudocode for stencil algorithm

```

1: for each timestep do
2:   Compute in parallel
3:   for each block in X-direction do
4:     for each block in Y-direction do
5:       for each block in Z-direction do
6:         Compute stencil(3D tile)
7:       end for
8:     end for
9:   end for
10: end for

```

Contents

- Introduction.
- Stencil Model.
- **Testbed configuration.**
 - Hardware/Application Setup.
- Experiments.
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Experiments (Testbed)

	Node 1	Node 2
Processor	i5-4570	Xeon X7550
Clock (GHz)	3.2	2.0
Cores	4	8
Sockets	1	4
Threads	4	64
L3 Cache size (MB)	6	18
Compiler	gcc-4.6.4	gcc-4.6.4

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Experiments (Setup)

Input vector	Total configurations	
	Node 1	Node 2
Threads	2	6
Looping	2	2
Size	3	3
Chunk	4	4
Scheduling	3	3
Total	144	432

- Output:
 - Cache misses: (PAPI_L3_TCM)
 - Cache Accesses: (PAPI_L3_TCA)
 - Time
 - GFLOPS

Algorithms

Naive

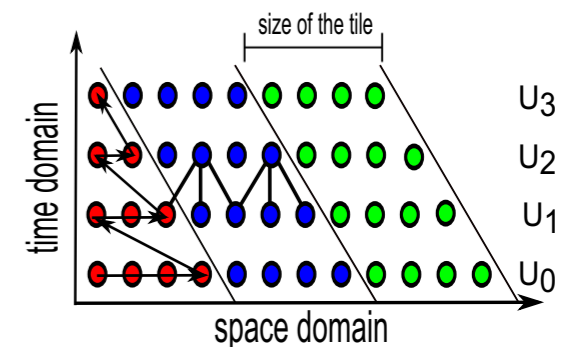
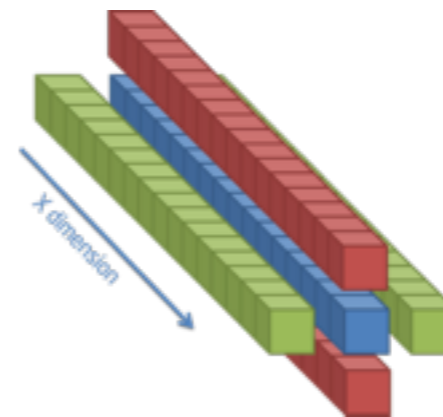
- Triple nested loops coming from the three spatial dimensions

Blocking

- Dependencies between components are exploited to implement a space-time decomposition.

Skew

- Decompose the stencil using both the space and the time directions but in a specific order.

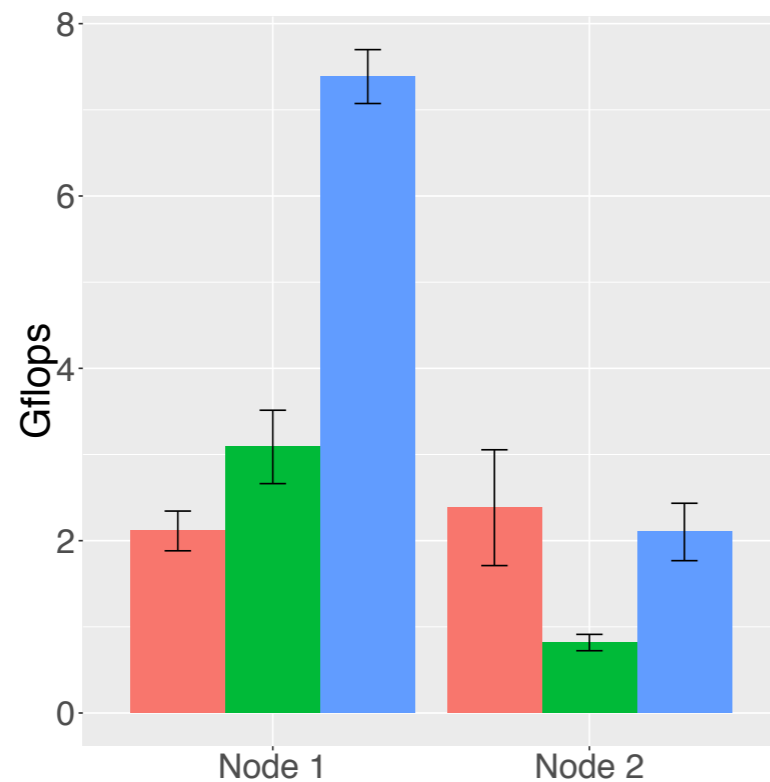


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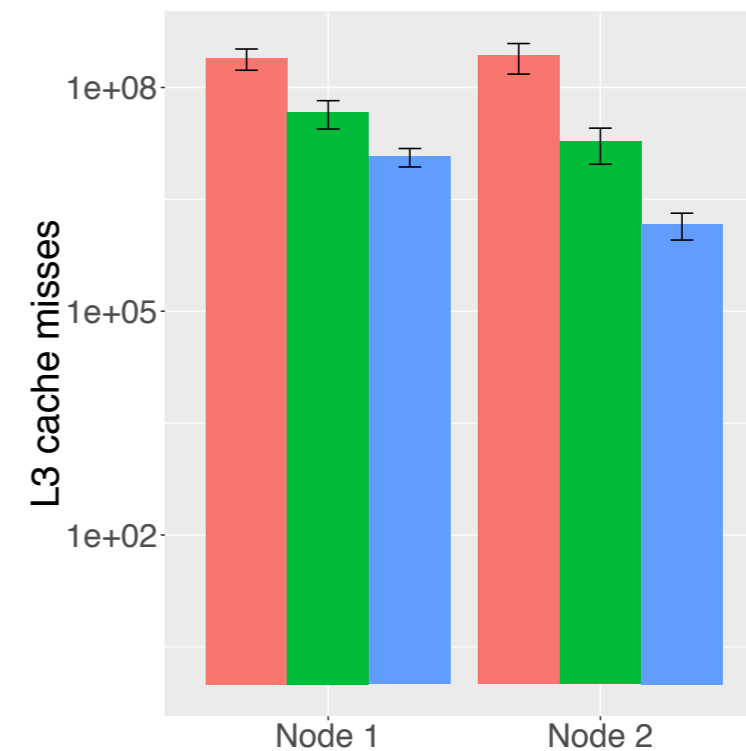
- Introduction.
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- Experiments.
- **Results.**
 - Tuning
- Conclusion.

Results (Algorithms)

Performance



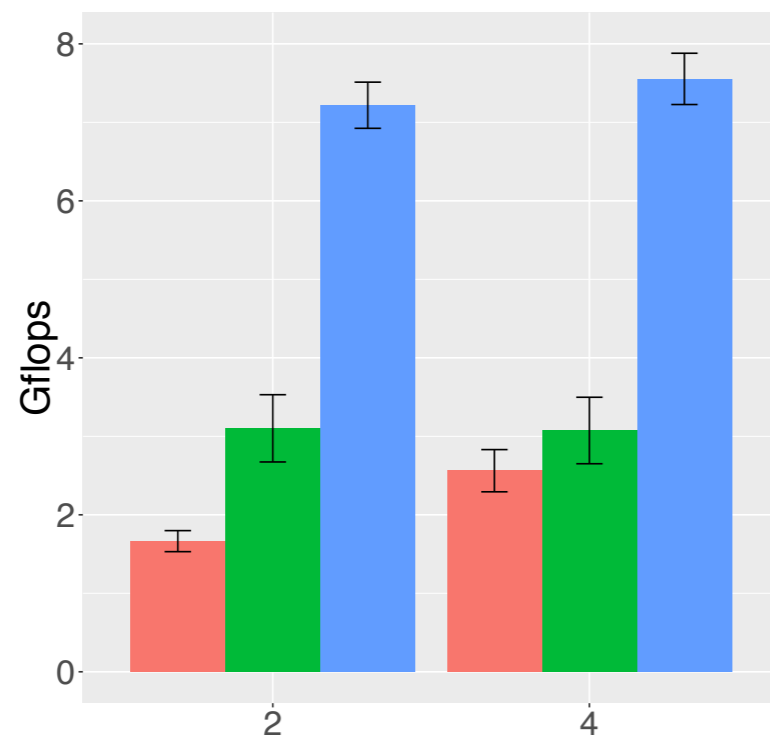
Cache Misses



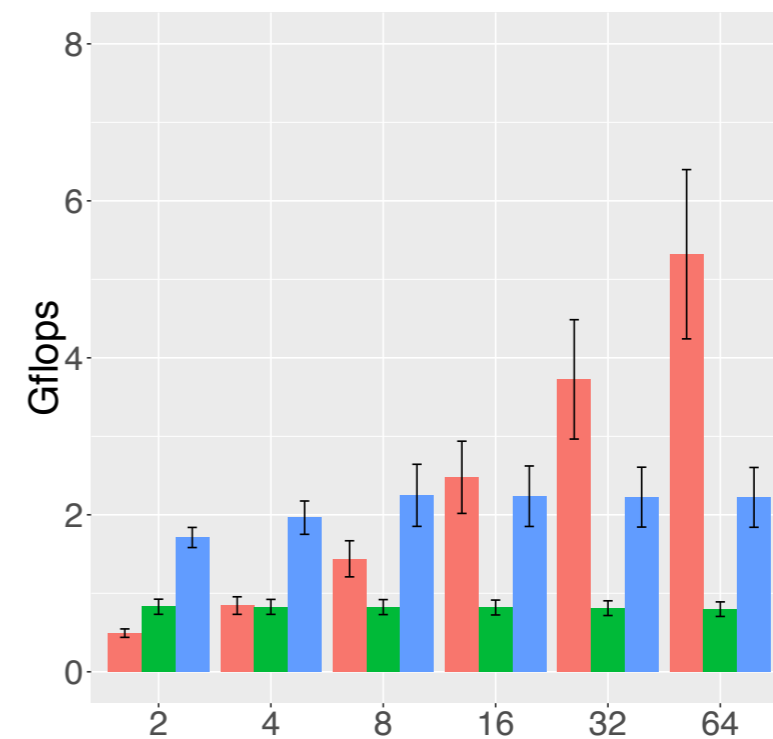
Naive (magenta), Blocking (green) and Skew(cyan)

Results (Scalability)

Node 1



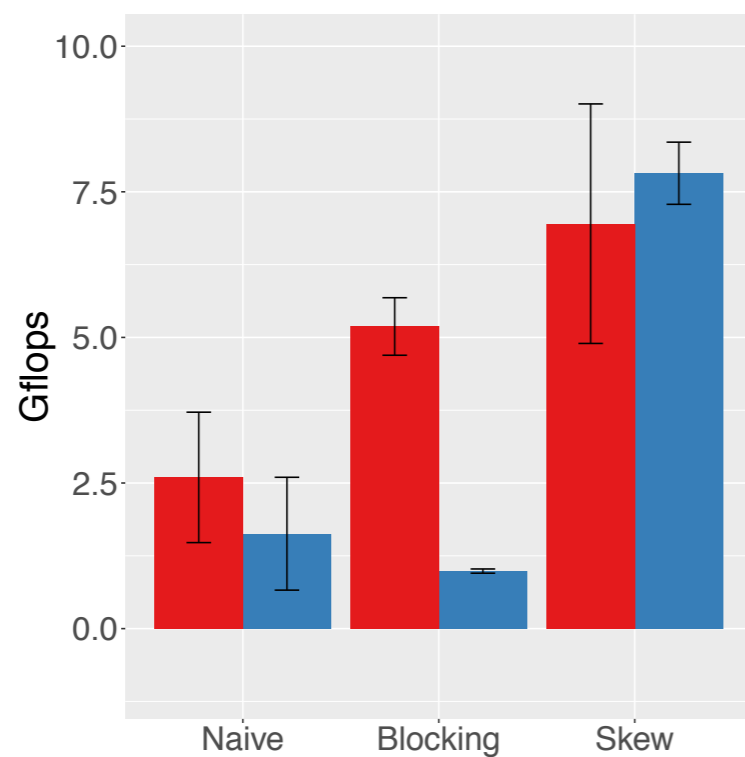
Node 2



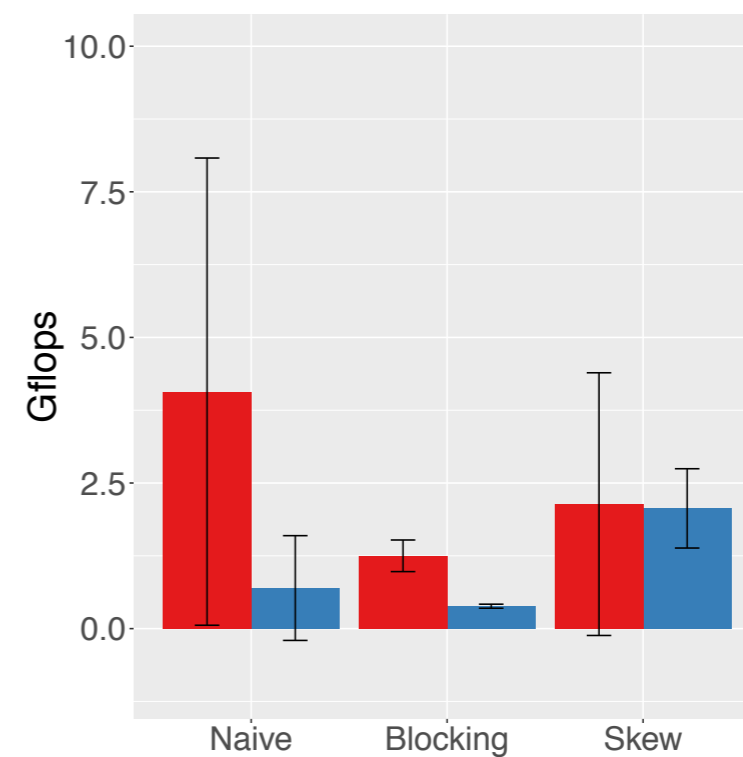
Naive (magenta), Blocking (green) and Skew(cyan)

Results (code optimization)

Node 1



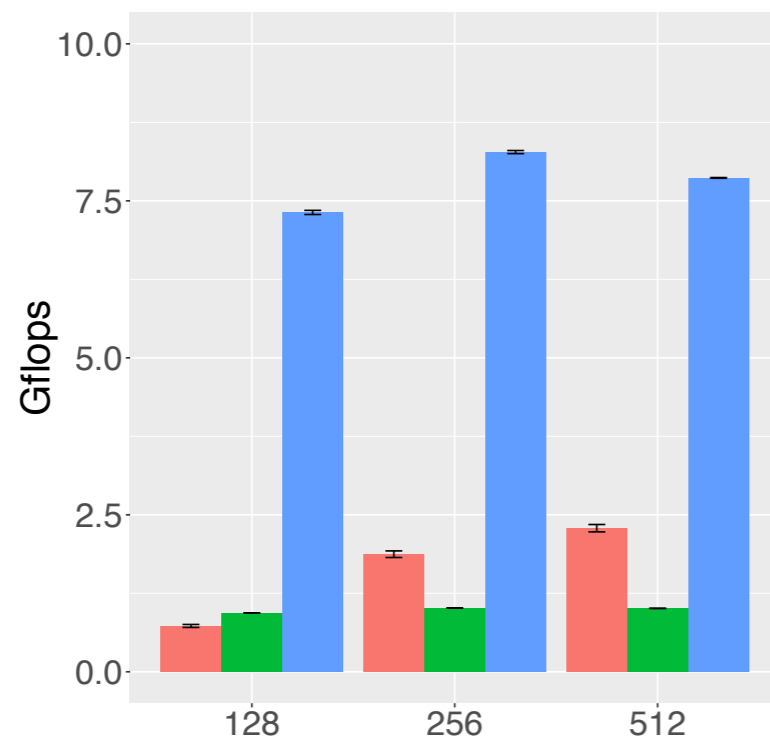
Node 2



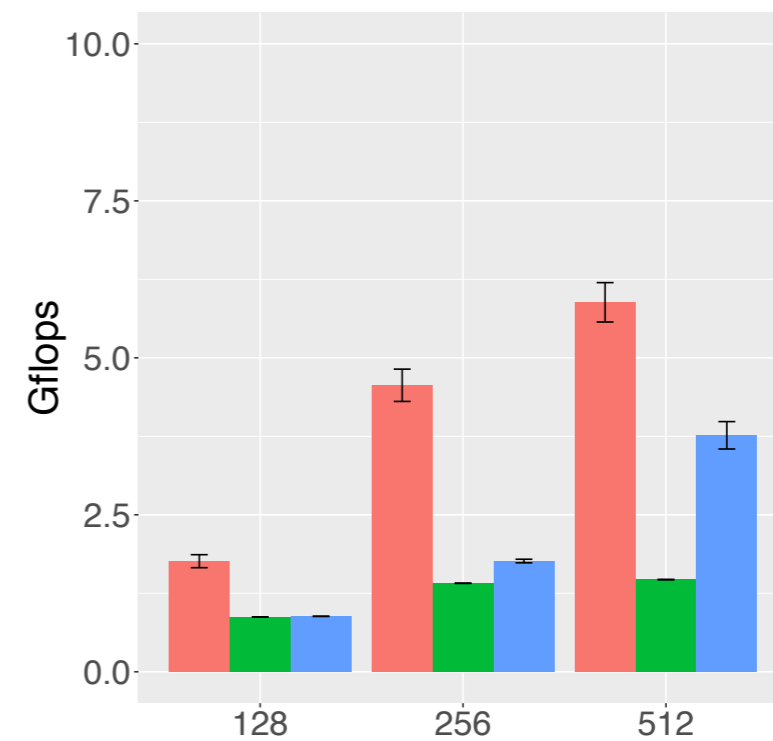
Parallefor (red), Tasking (blue)

Results (Problem size)

Node 1 - Tasking



Node 2 - Parallelfor

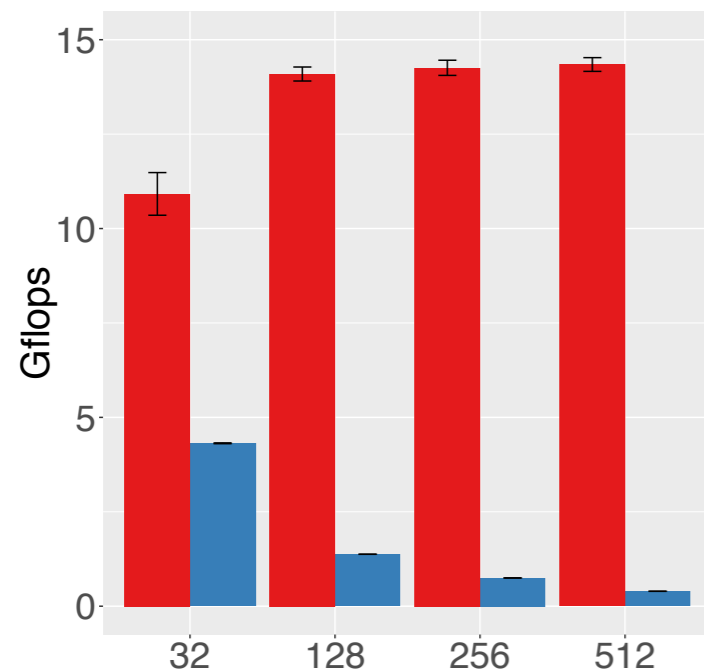


Naive (magenta), Blocking (green) and Skew(cyan)

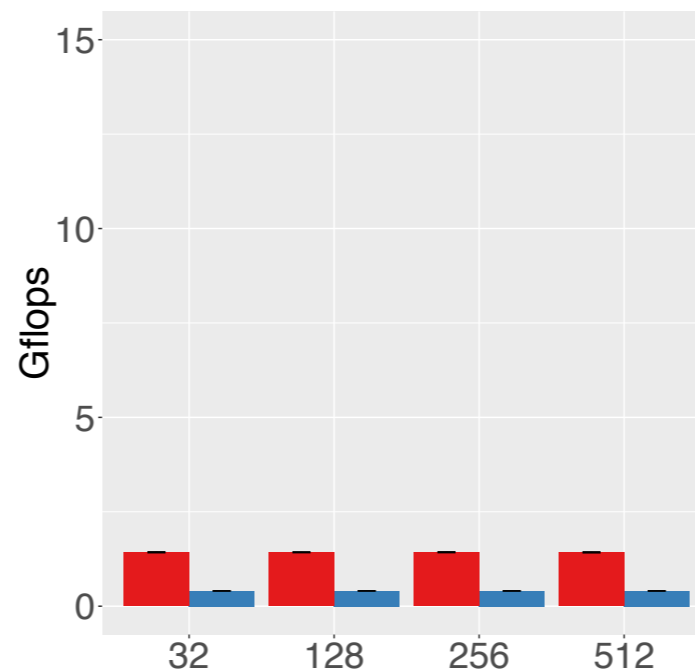
Results (Scheduling)

Chunk size (Node 2)

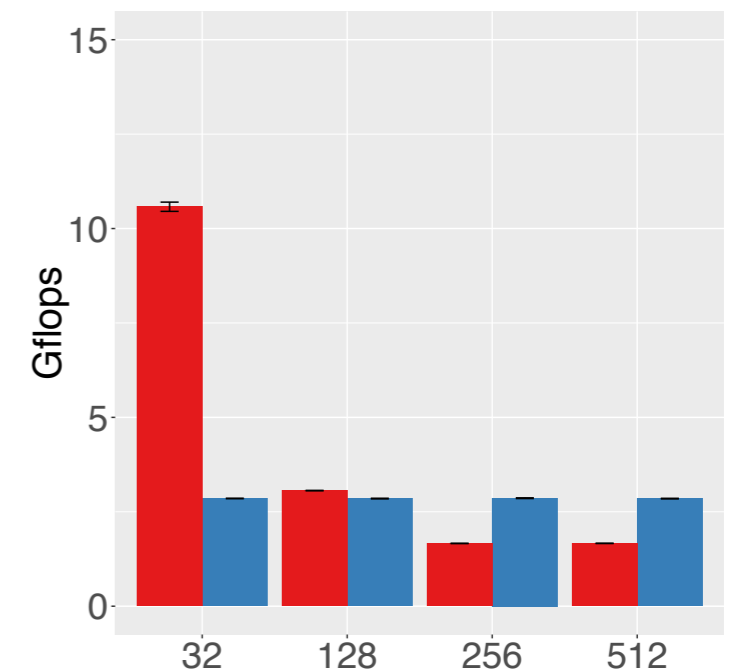
Naive



Blocking



Skew

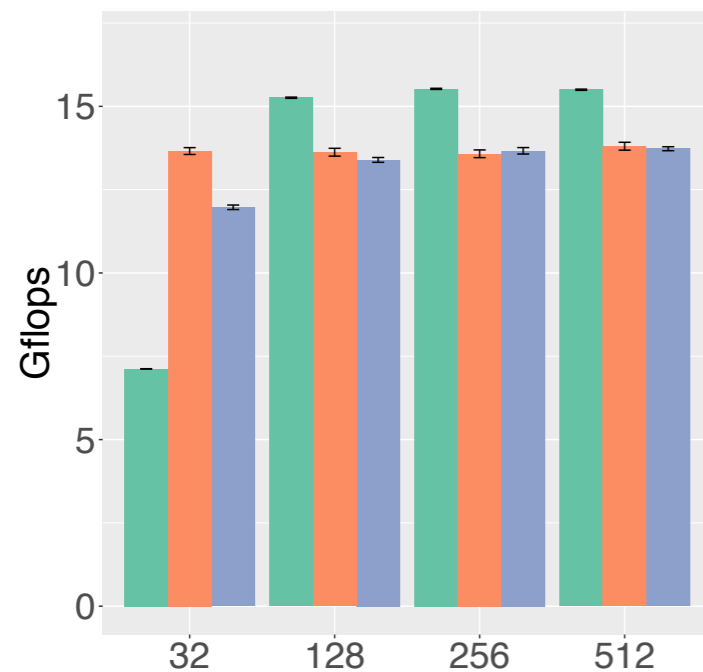


Parallelfor (red), Tasking (blue)

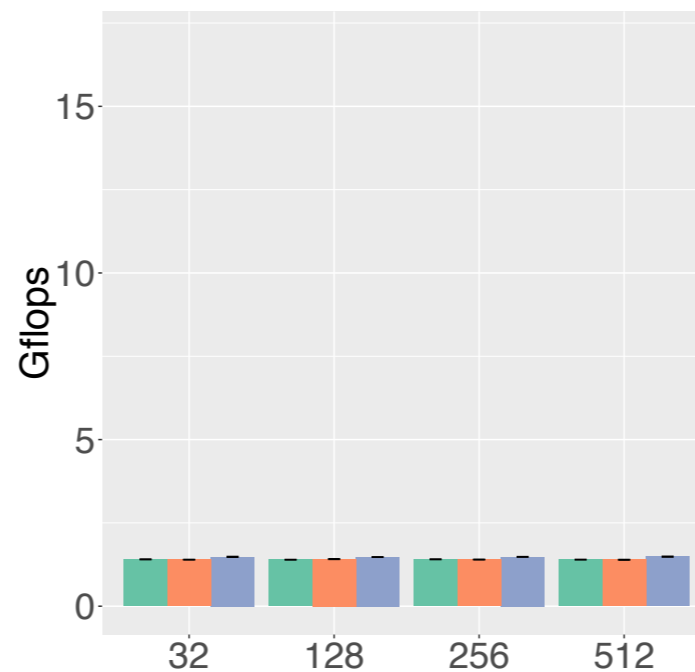
Results (Scheduling)

Policy (Node 2)

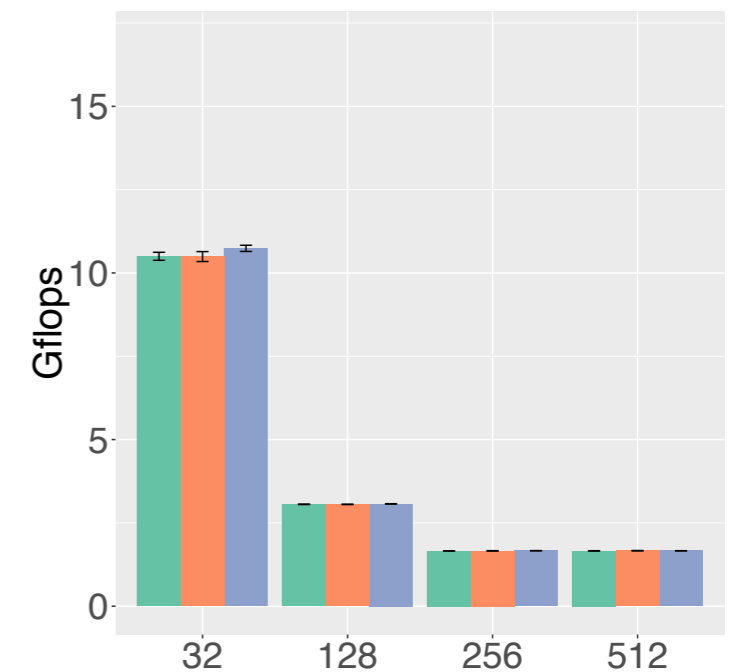
Naive



Blocking

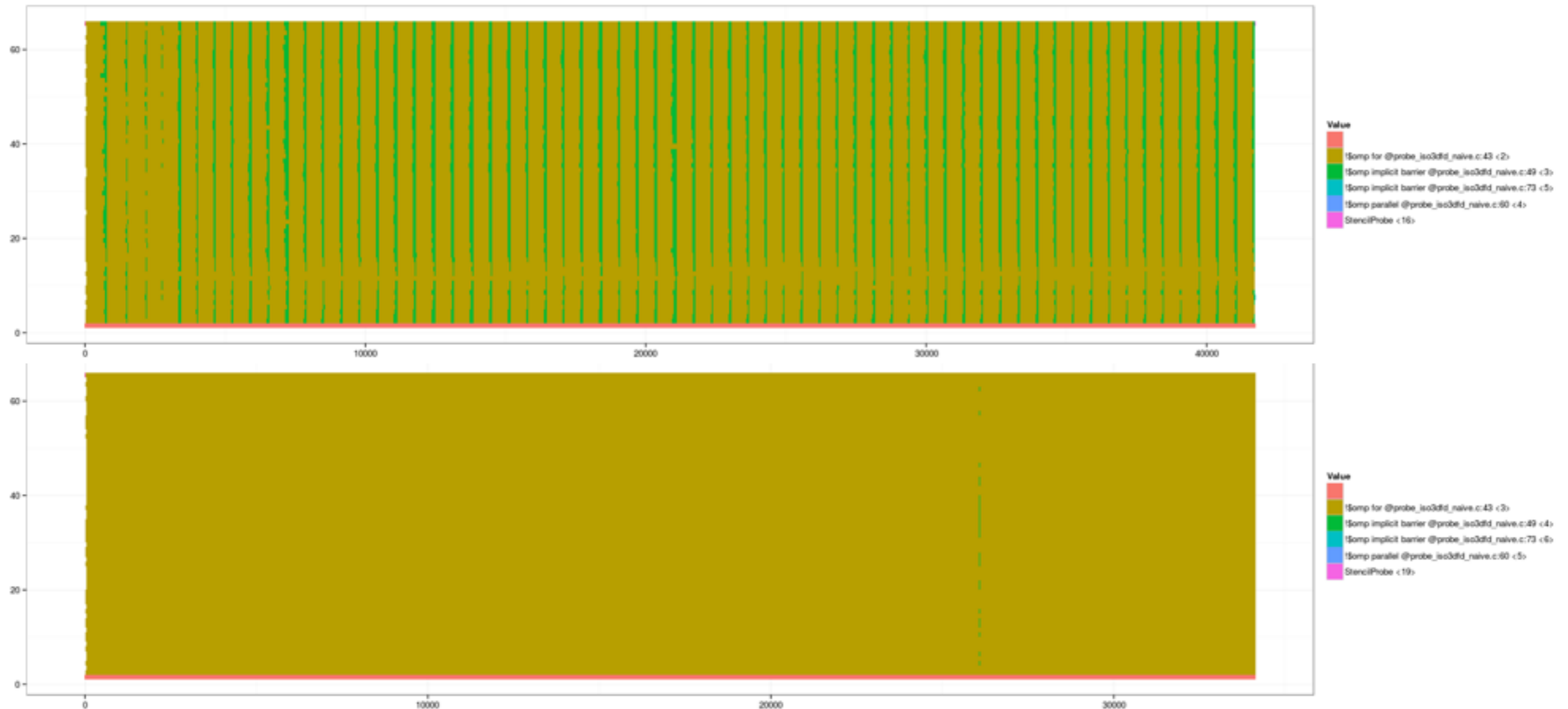


Skew

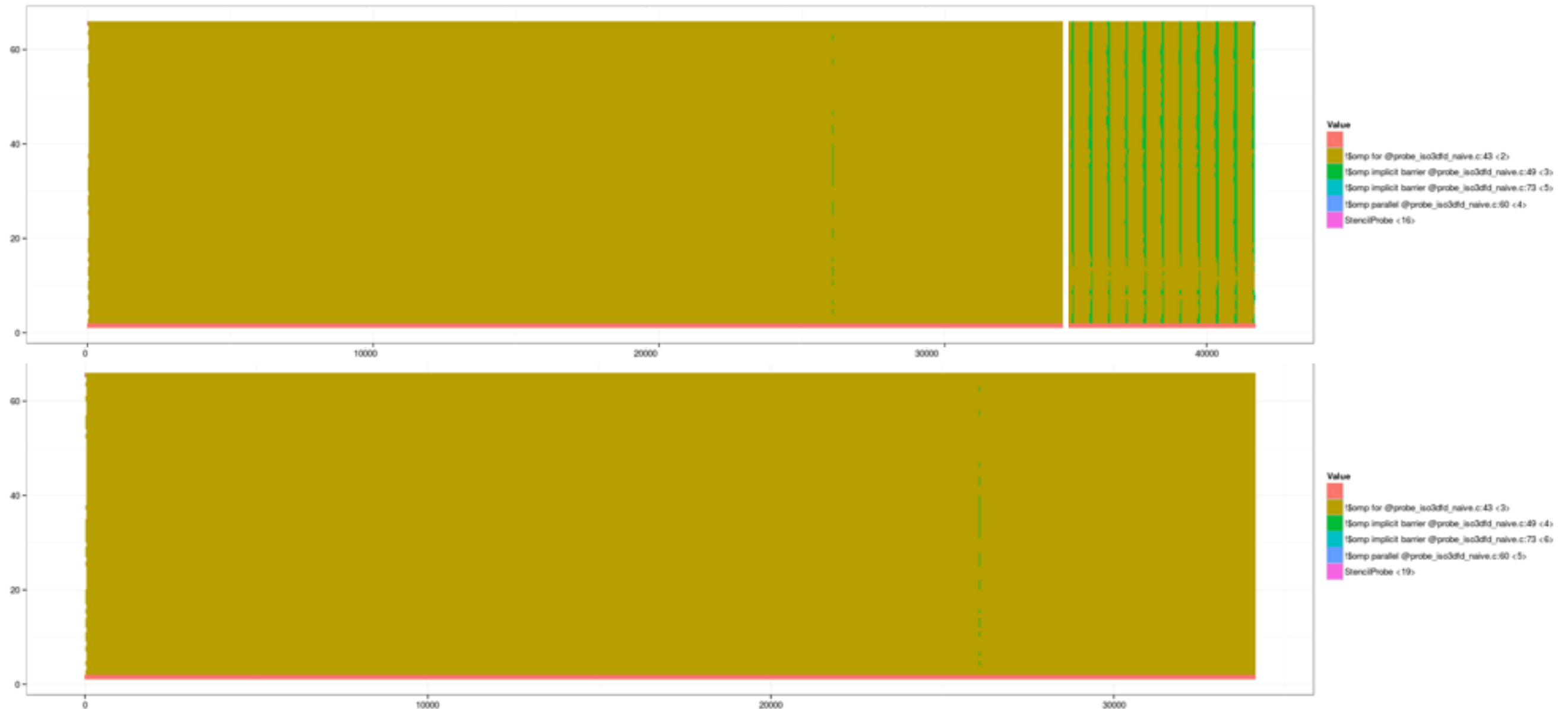


Dynamic (green), Guided (Orange) and Static (Gray)

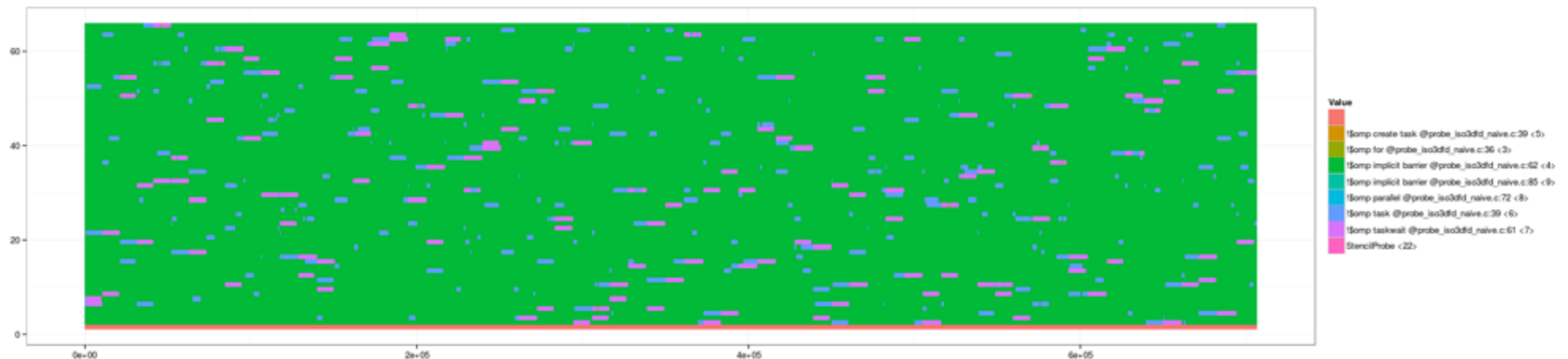
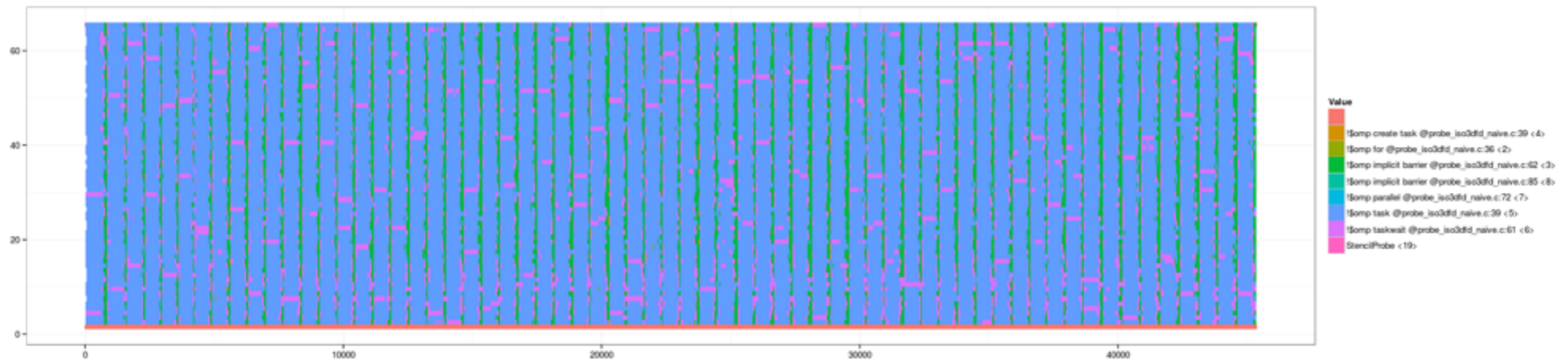
Makespan (Naive parallelfor)



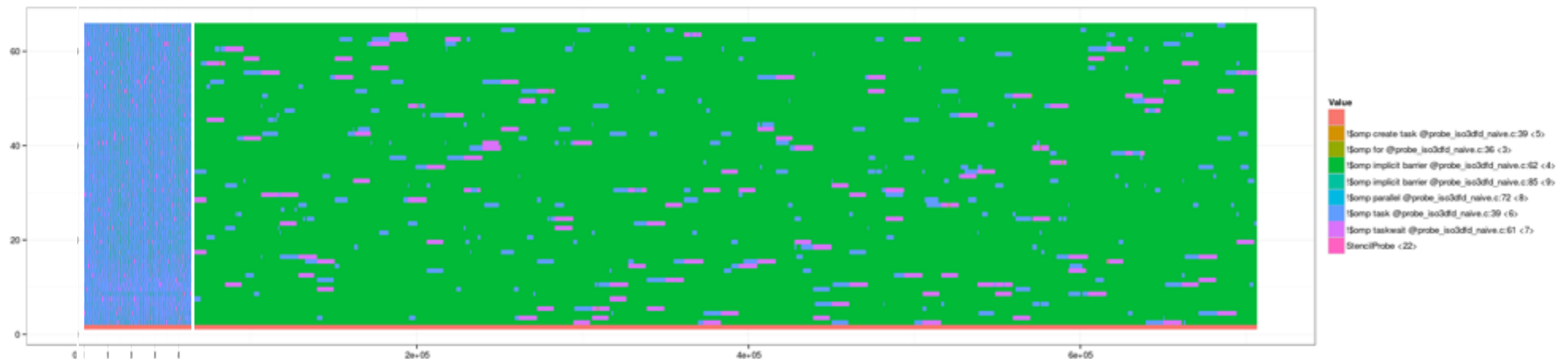
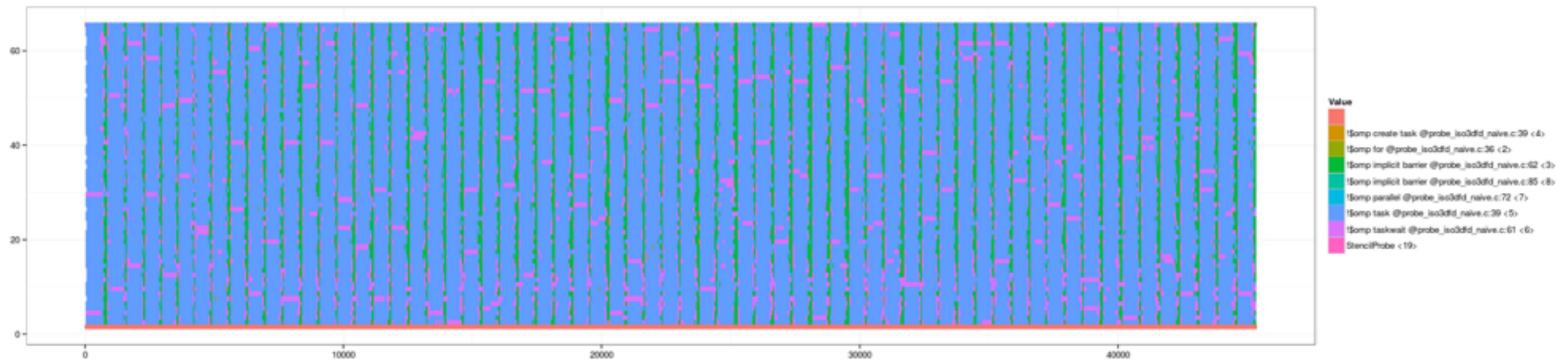
Makespan (Naive parallelfor)



Makespan (Naive tasking)



Makespan (Naive tasking)

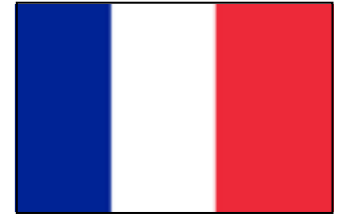


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Conclusion

- Tasking achieves good performance when the algorithm does not use cache intensively (Skew).
- Chunk size and scheduling algorithms (OpenMP) play an important role for Naive algorithm and can contribute to achieve a peak of performance.
- Fitting: Cache misses can be approximated by linear fitting whereas the performance could be predicted by exponential fitting
- Future: we intend to develop an auto-tuning approach to automatize the choice of the input parameters



Thanks

Questions?

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