

Formalizing Data Locality in Task-Parallel Applications

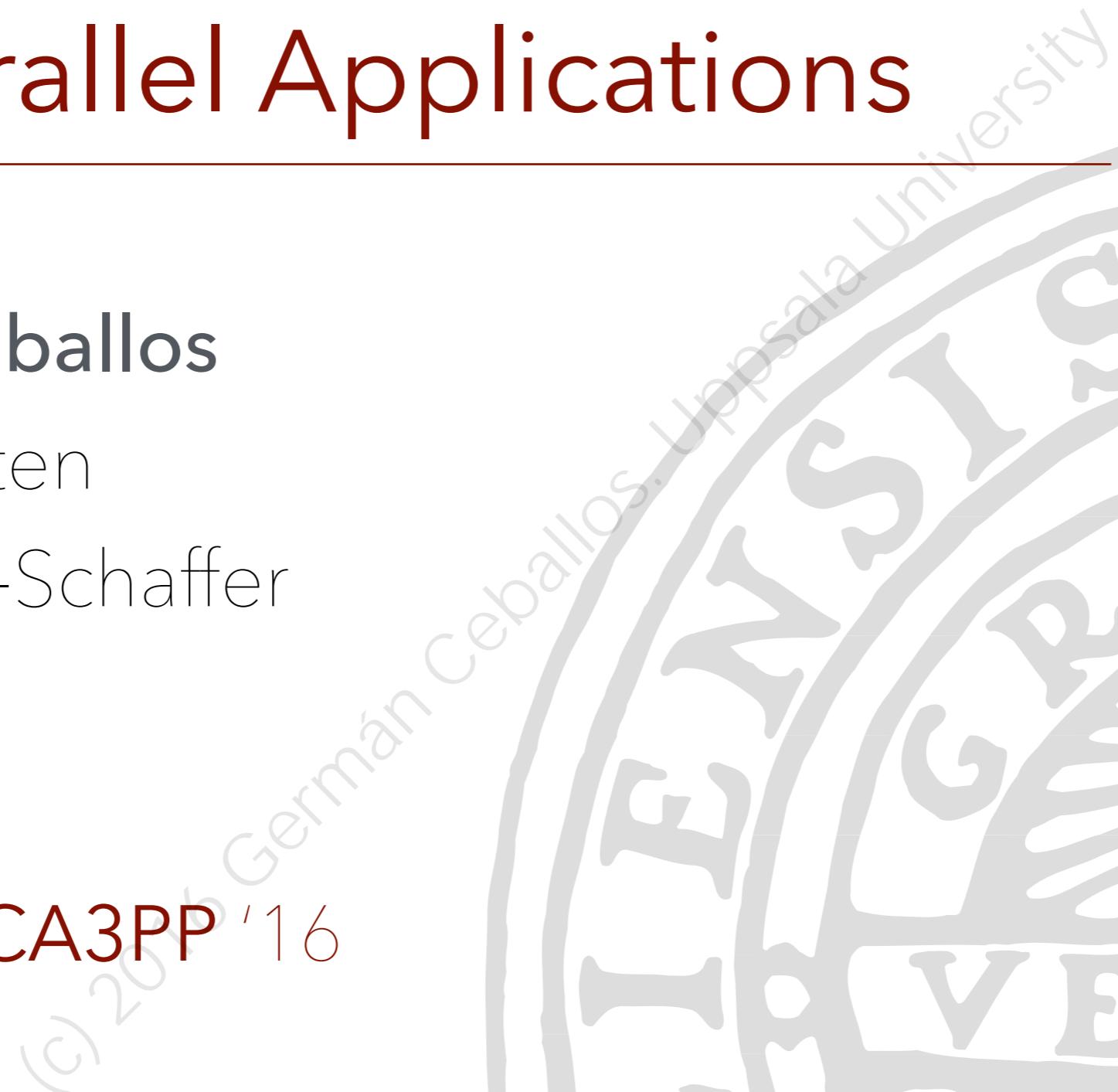
Germán Ceballos

Erik Hagersten

David Black-Schaffer

TAPEMS@ICA3PP '16

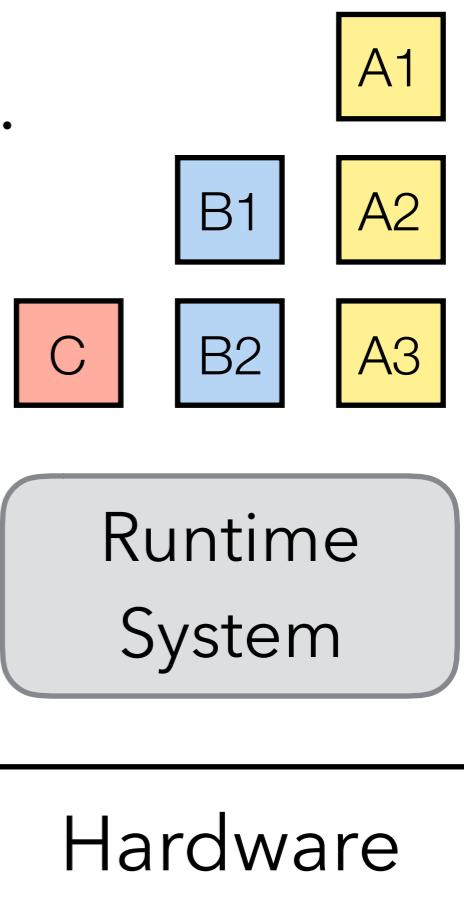
Uppsala University



Tasks in the Multicore Era

Why Task-Based Programming?

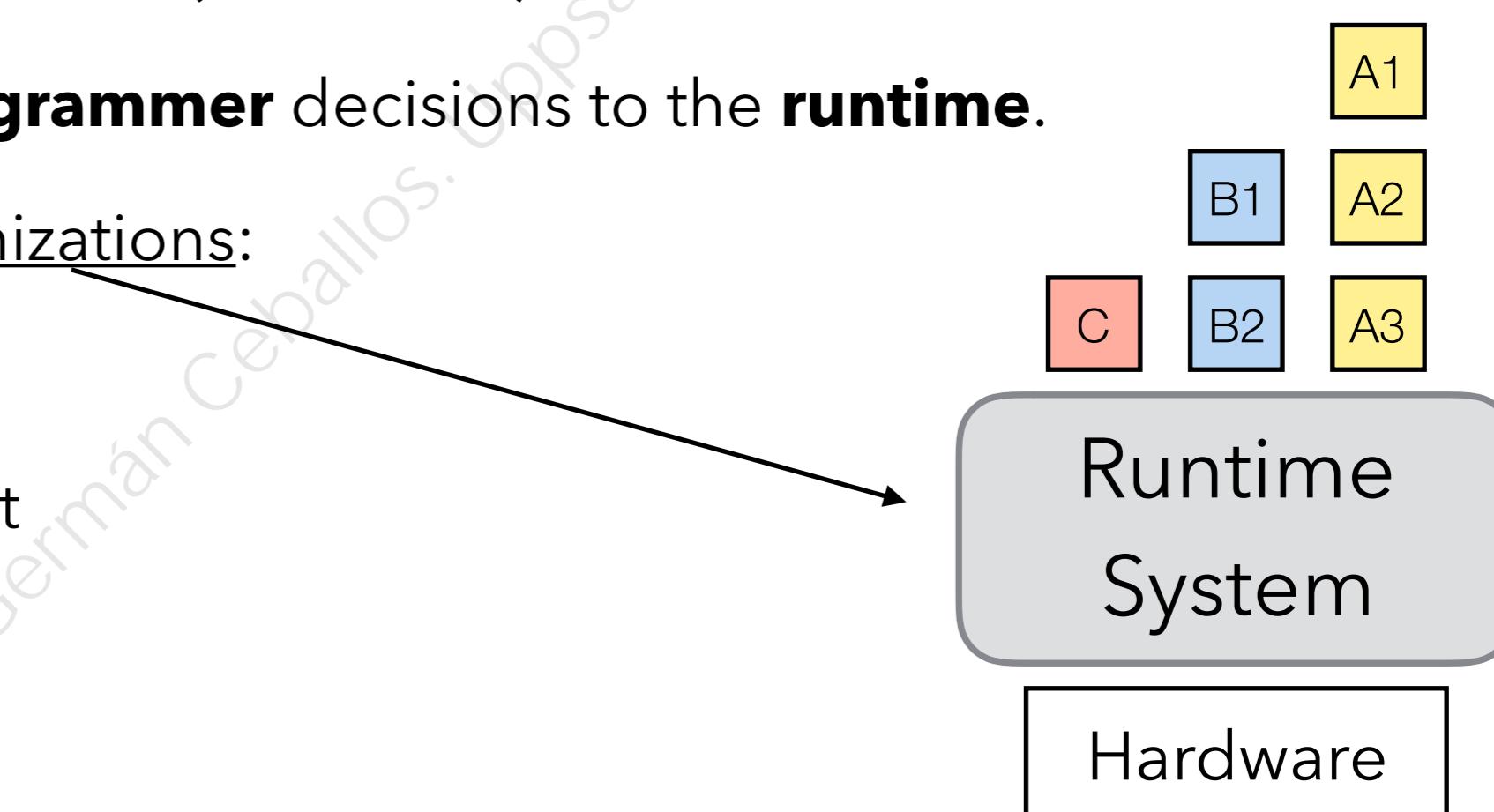
- Easy to express parallelism (vs threads).
- Delegates many **programmer** decisions to the **runtime**.



Tasks in the Multicore Era

Why Task-Based Programming?

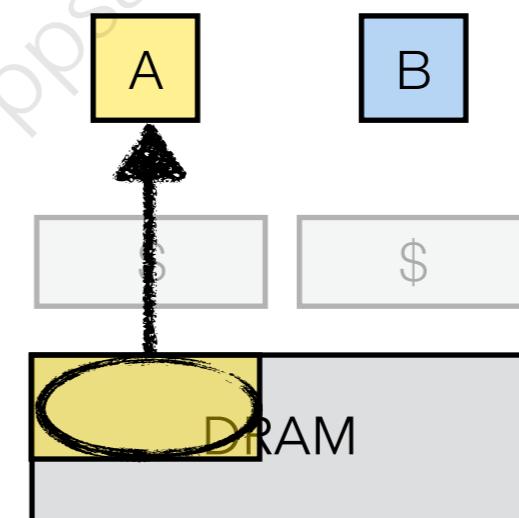
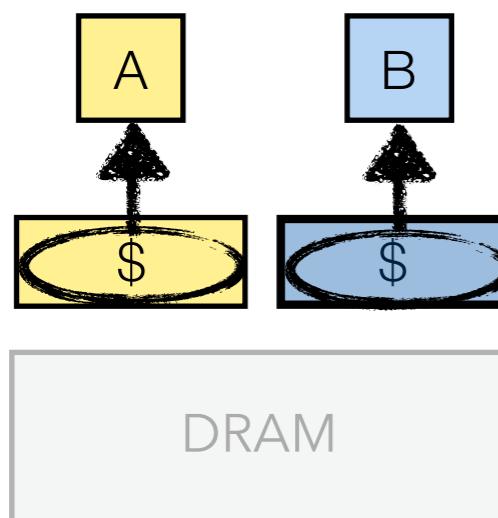
- Easy to express parallelism (vs threads).
- Delegates many **programmer** decisions to the **runtime**.
- Allows runtime optimizations:
 - Data Locality
 - Memory Footprint
 - Energy Efficiency



The Inconvenient Truths

1

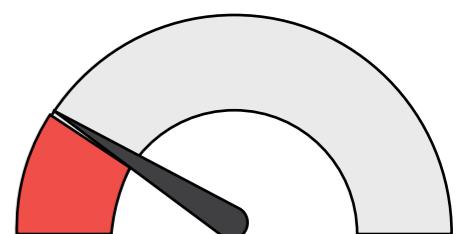
Caches are **critical** for **performance**



Faster!



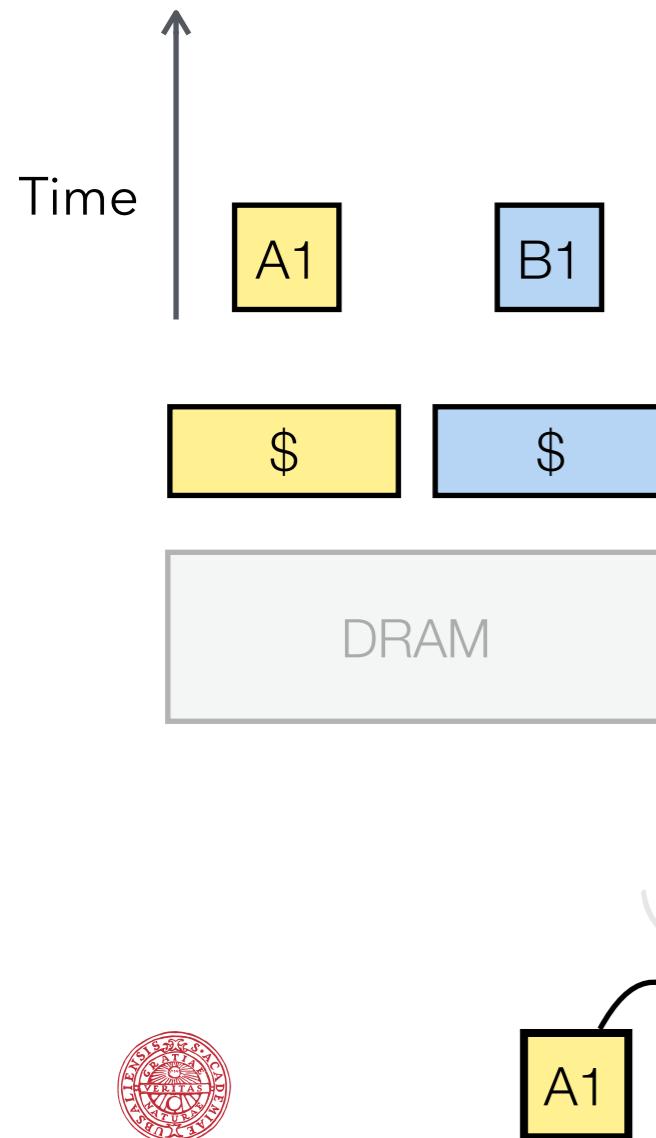
Slower



The Inconvenient Truths

2

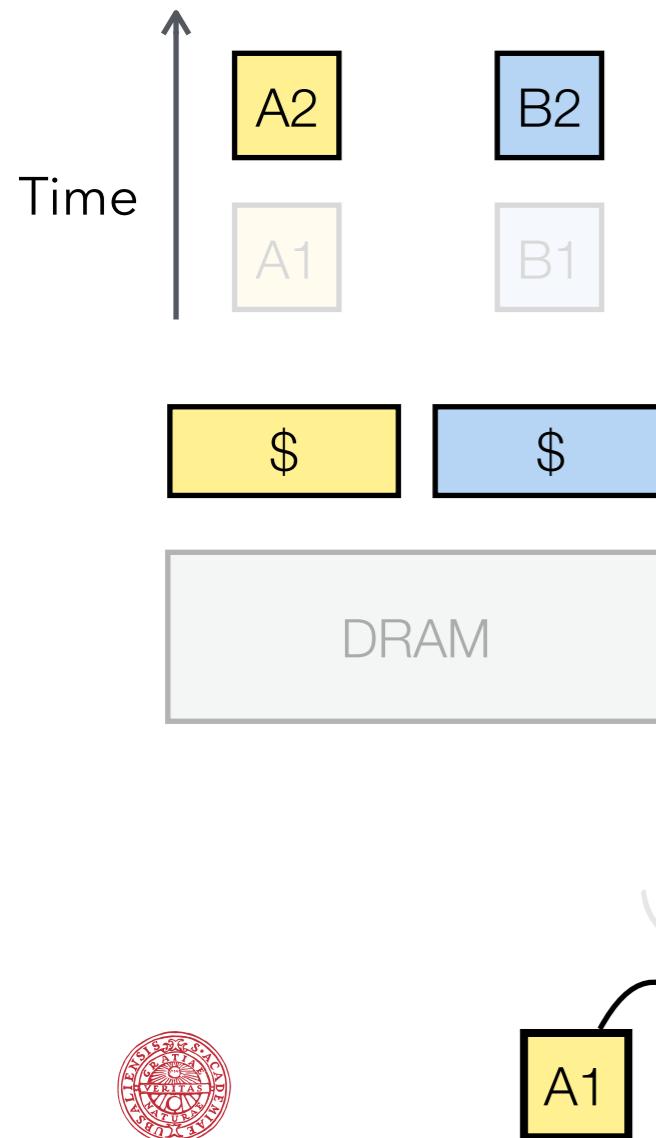
Schedule **changes** how tasks **reuse** data



The Inconvenient Truths

2

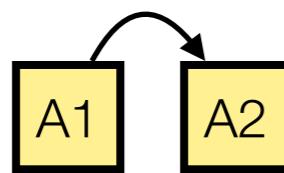
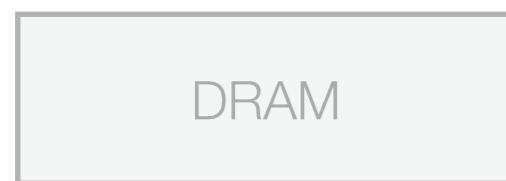
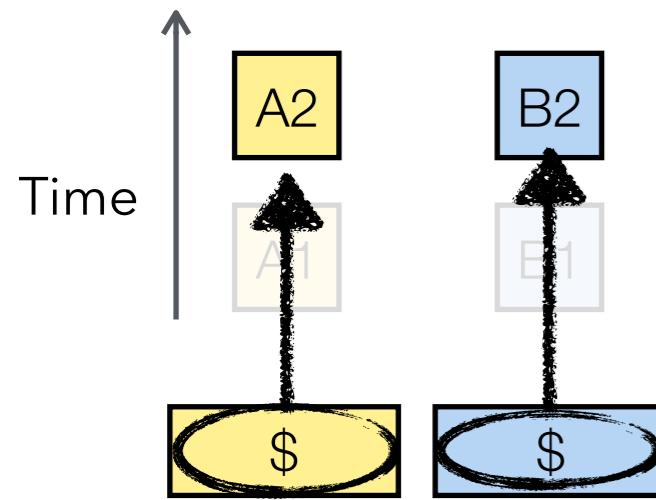
Schedule **changes** how tasks **reuse** data



The Inconvenient Truths

2

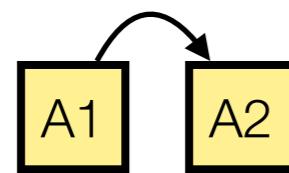
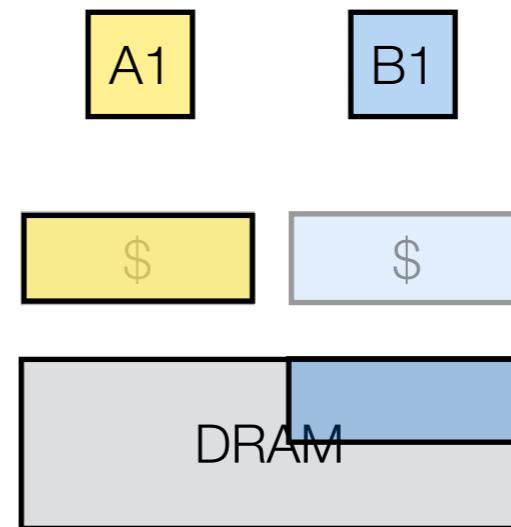
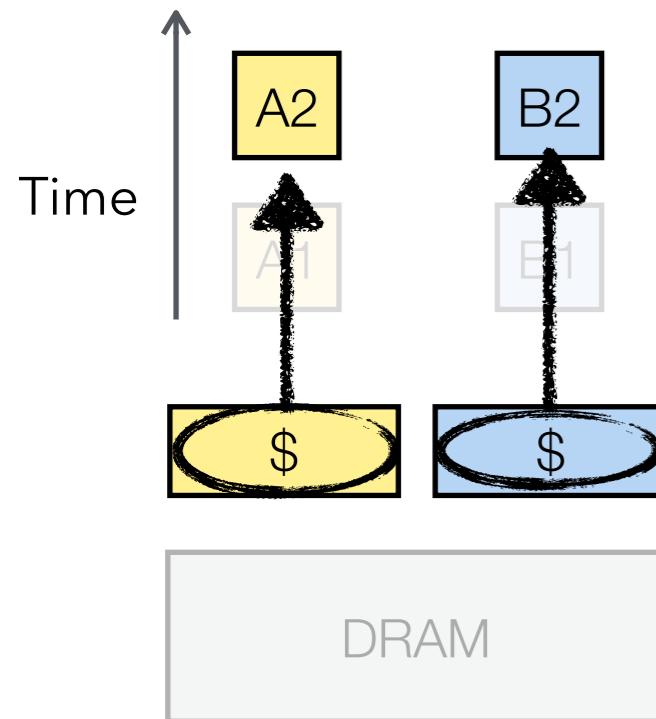
Schedule **changes** how tasks **reuse** data



The Inconvenient Truths

2

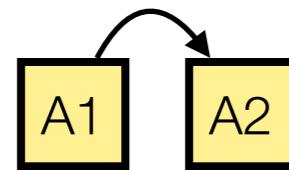
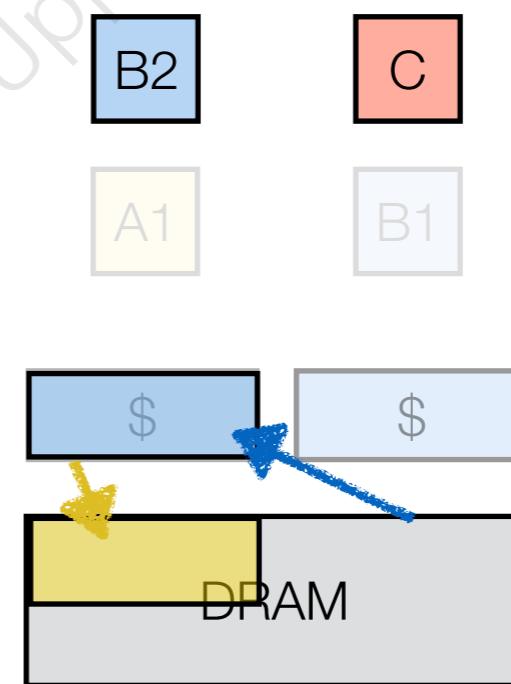
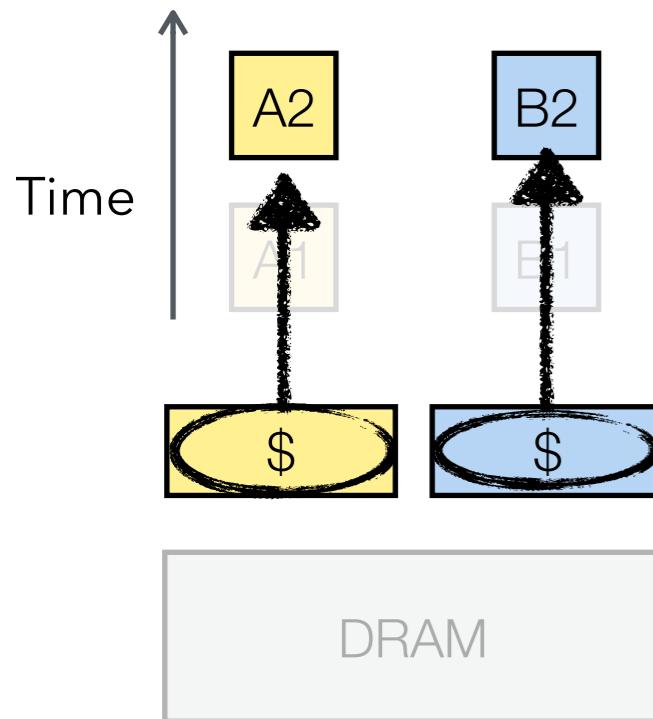
Schedule **changes** how tasks **reuse** data



The Inconvenient Truths

2

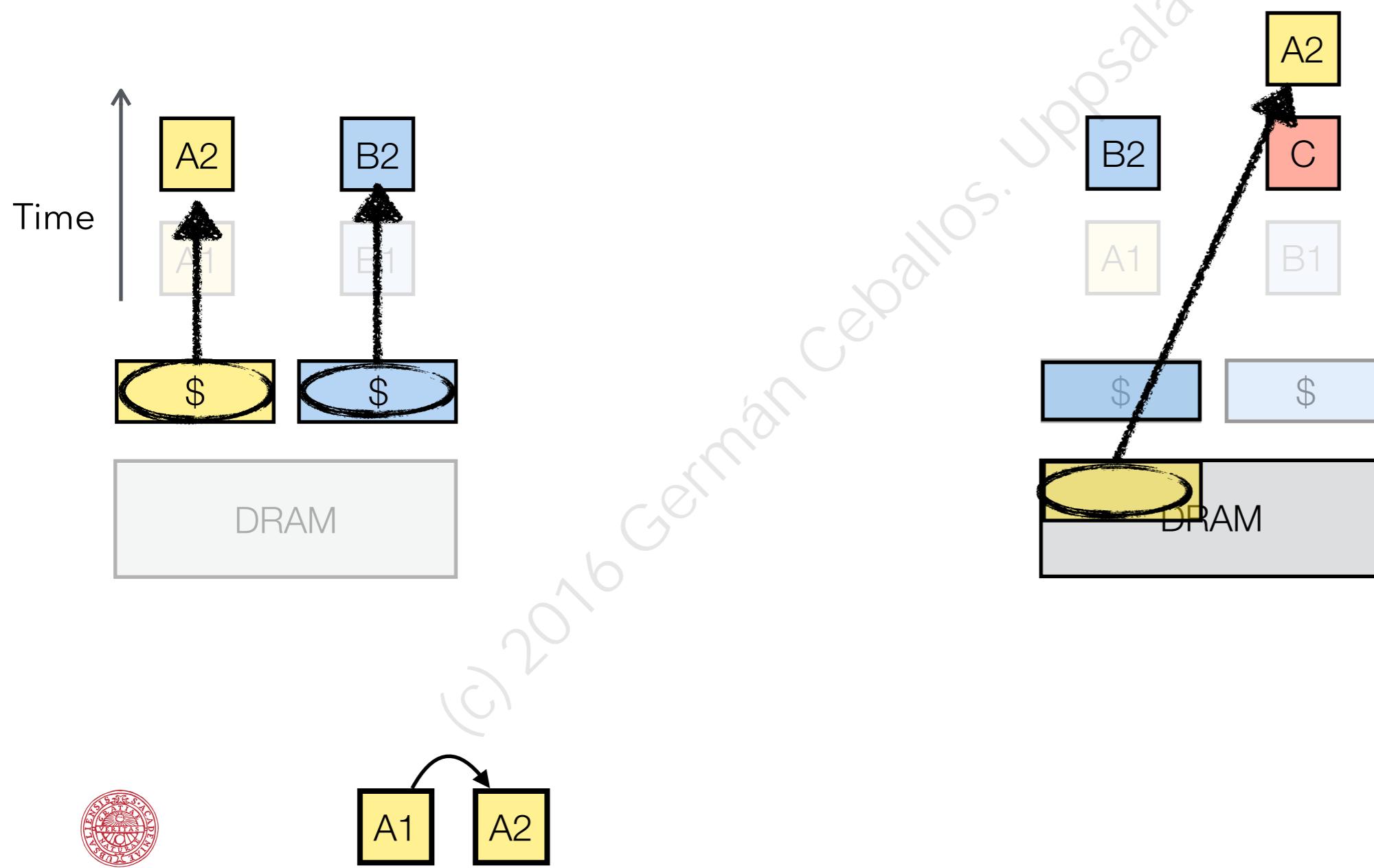
Schedule **changes** how tasks **reuse** data



The Inconvenient Truths

2

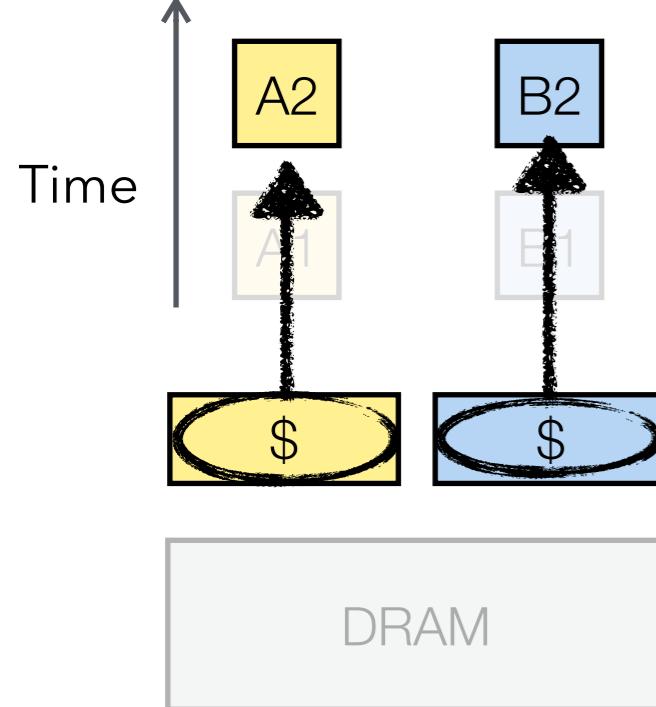
Schedule **changes** how tasks **reuse** data



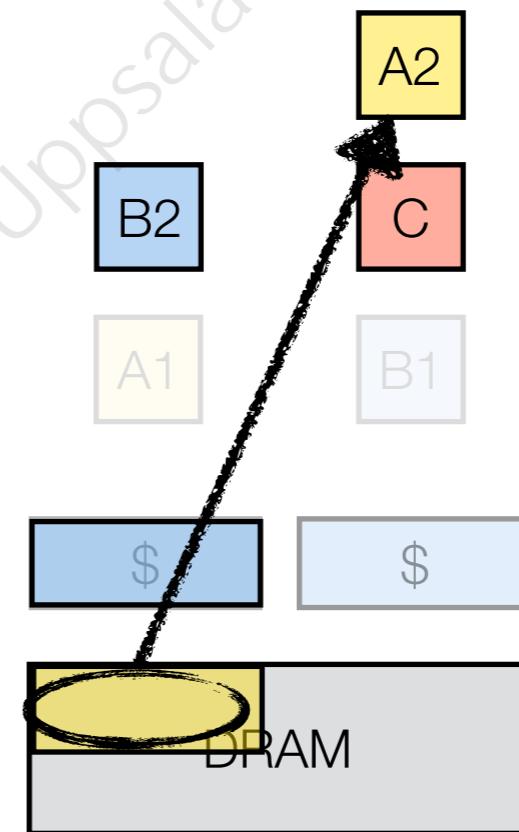
The Inconvenient Truths

2

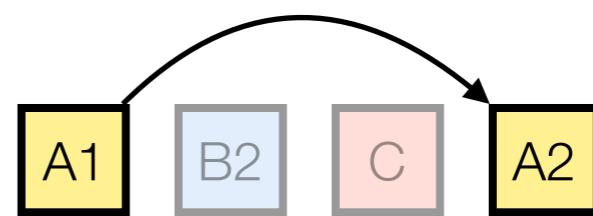
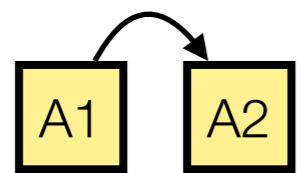
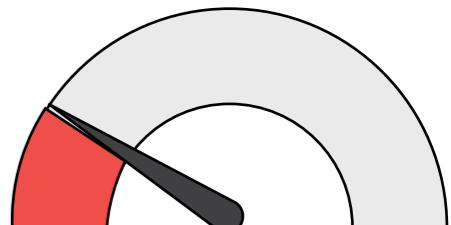
Schedule **changes** how tasks **reuse** data



Faster!



Slower



The Inconvenient Truths

- 1 Caches are **critical** for **performance**
- 2 Schedule **changes** how tasks **reuse** data

schedules → **# reuses** → **# performance**

What if we could **predict** effects of **scheduling** in **memory**?

(just from looking at one schedule)

The StatTask Model

Our Contributions

- A **formal description** of the task-based execution model both as:
 - Sequence of memory accesses.
 - Sequence of tasks.
 - Equivalence between them.
- **StatTask: new** Statistical Cache Model
 - **What?: Predicts** memory (cache) behaviour for arbitrary schedules
 - **Accurate**: compared to measured results
 - **Flexible**: predicts from a **single** profile
 - **Robust**: predicts similar behaviour for inputs of roughly same size



The StatTask Model

Our Contributions

- A **formal description** of the task-based execution model both as:
 - Sequence of memory accesses.
 - Sequence of tasks.
 - Equivalence between them.
- **StatTask: new** Statistical Cache Model
 - **What?: Predicts** memory (cache) behaviour for arbitrary schedules
 - **Accurate**: compared to measured results
 - **Flexible**: predicts from a **single** profile
 - **Robust**: predicts similar behaviour for inputs of very same size

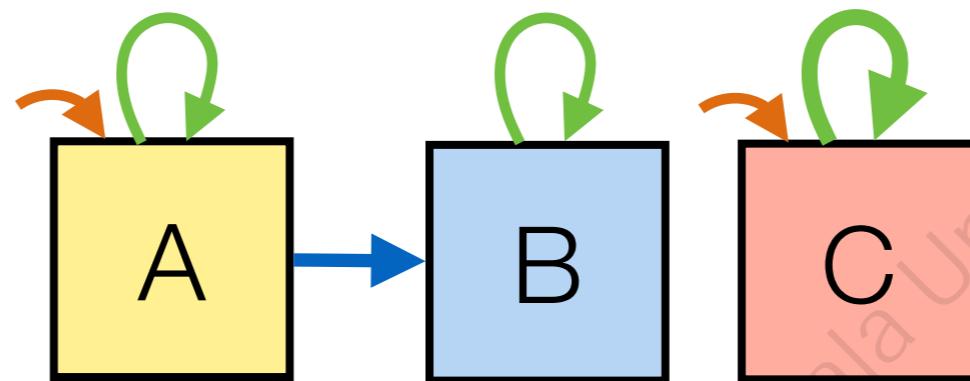


Why?

Information Technology
german.ceballos@it.uu.se



Potential: Reuse Classification



Type

DRAM Access

Private Reuse

Shared Reuse

Where?

DRAM

Cache/DRAM

Cache/DRAM

Depending on

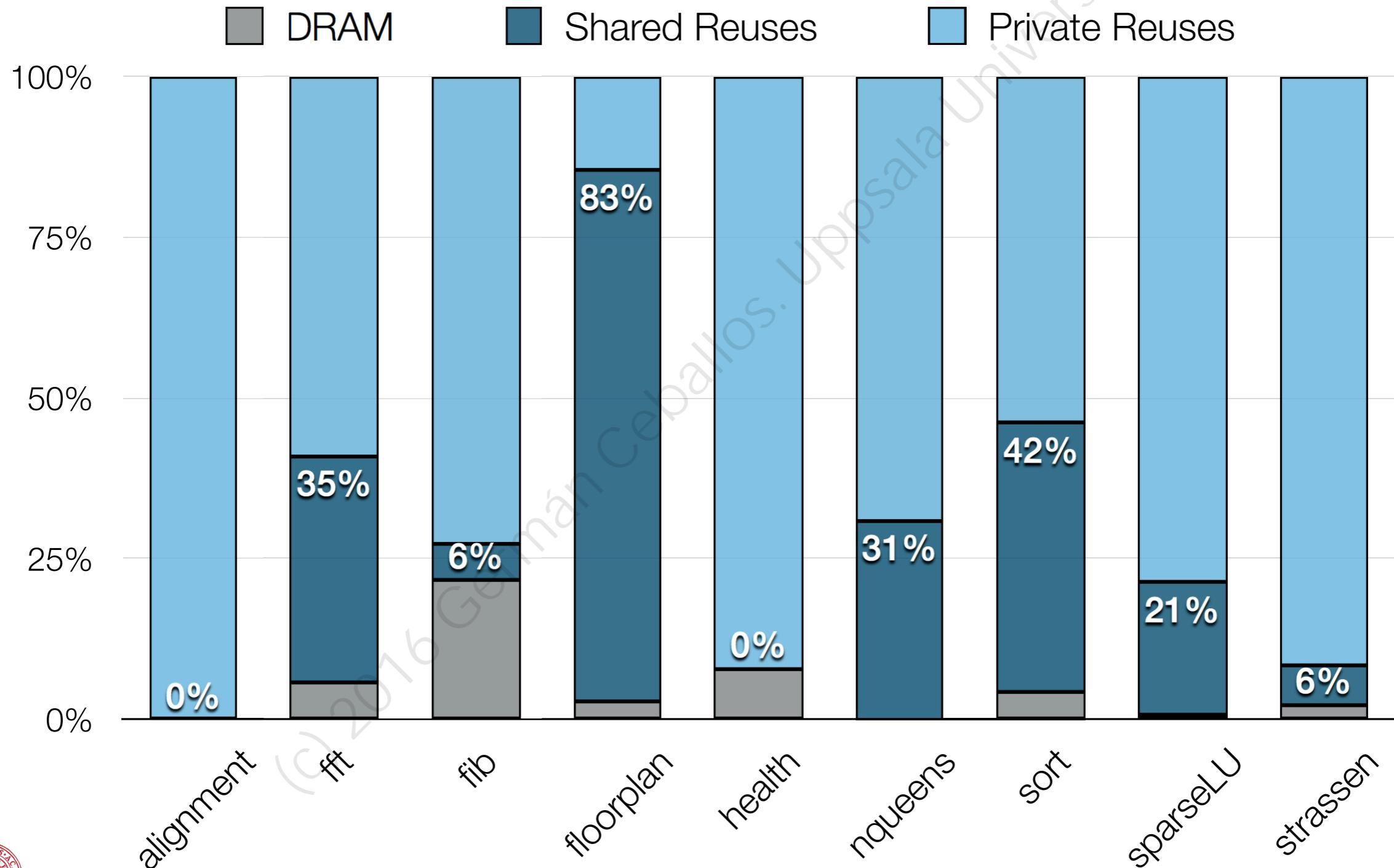
Data Set Size

Memory Access Pattern
Cache Size

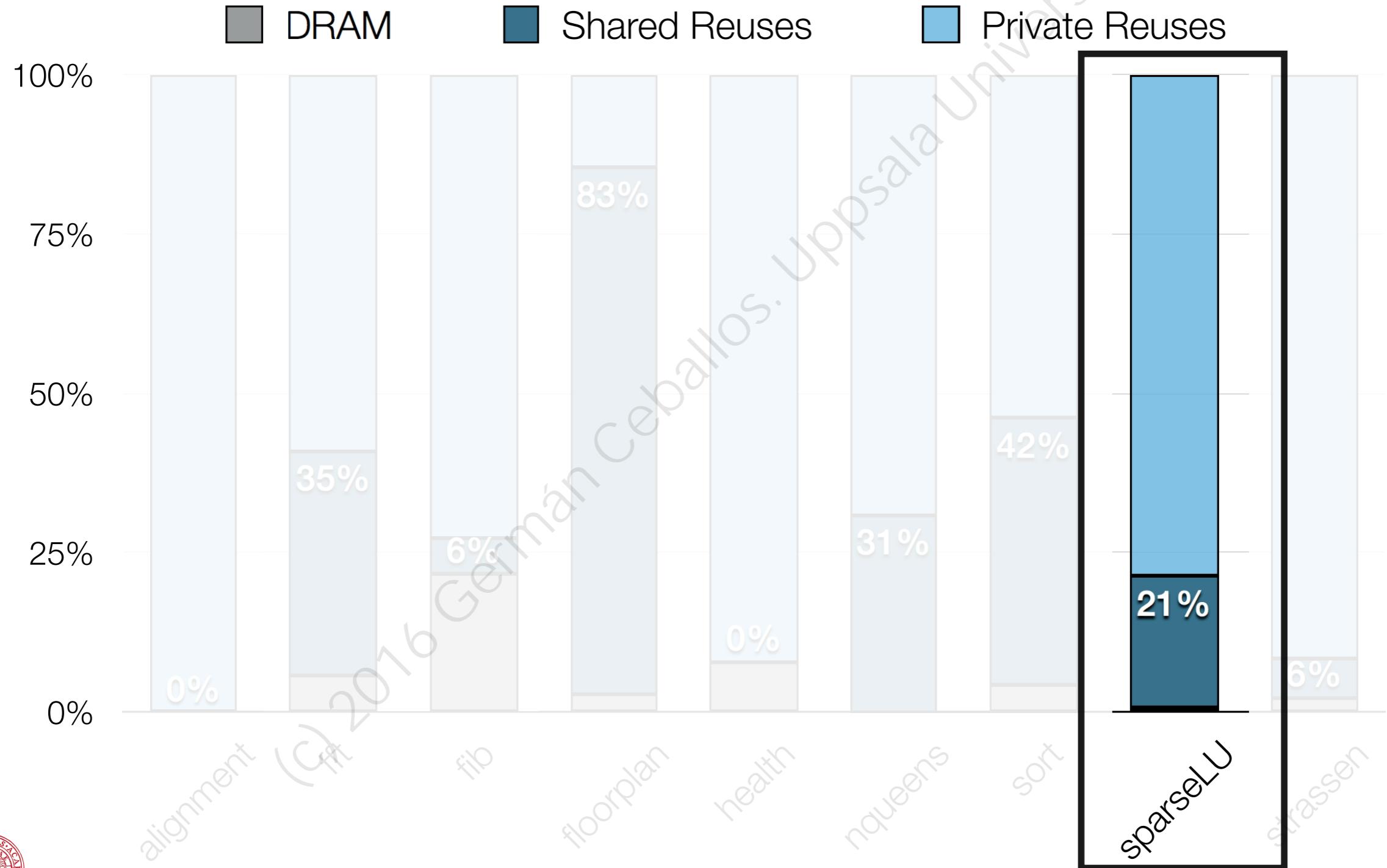
Schedule



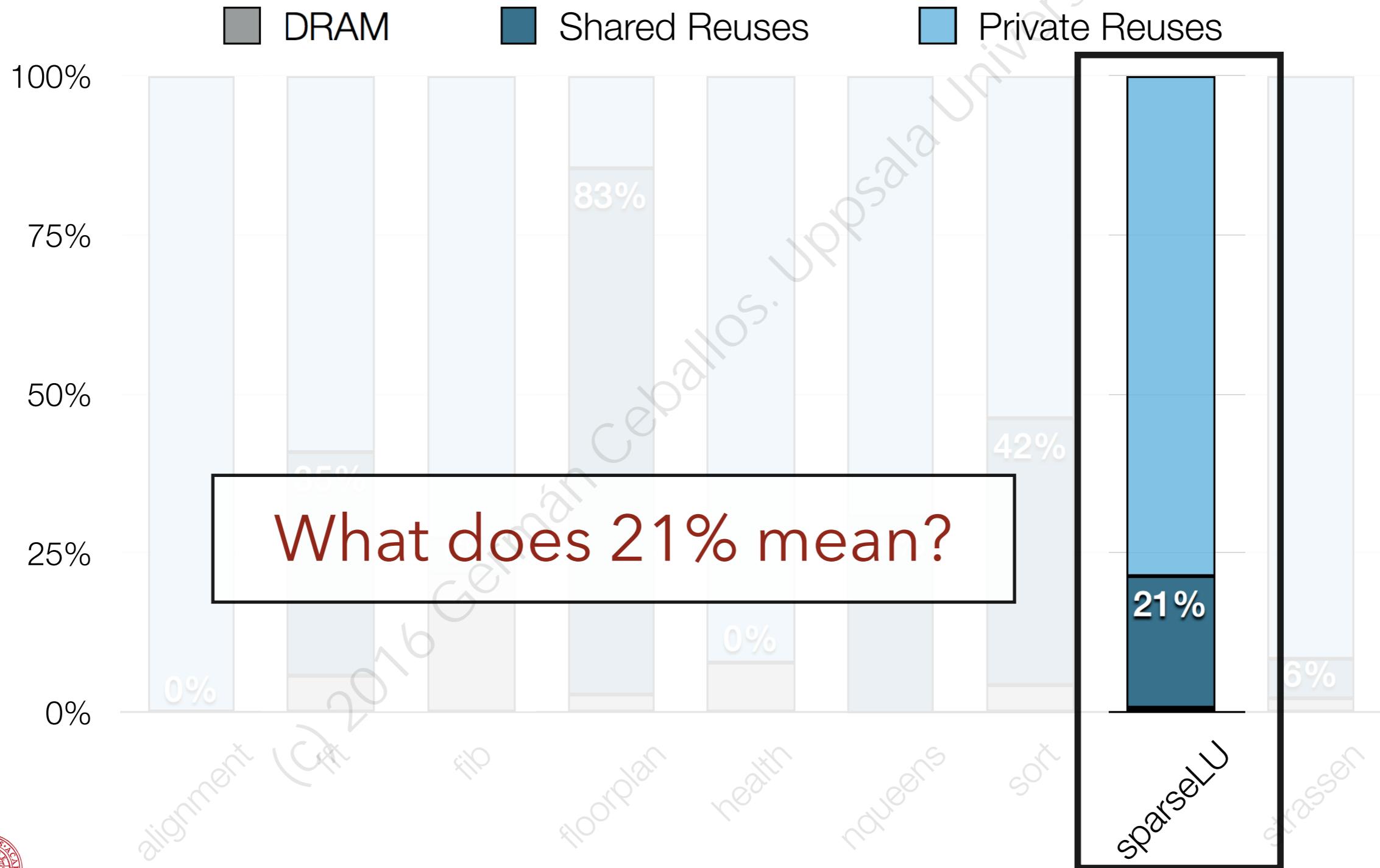
BOTS Reuse Potential



BOTS Reuse Potential

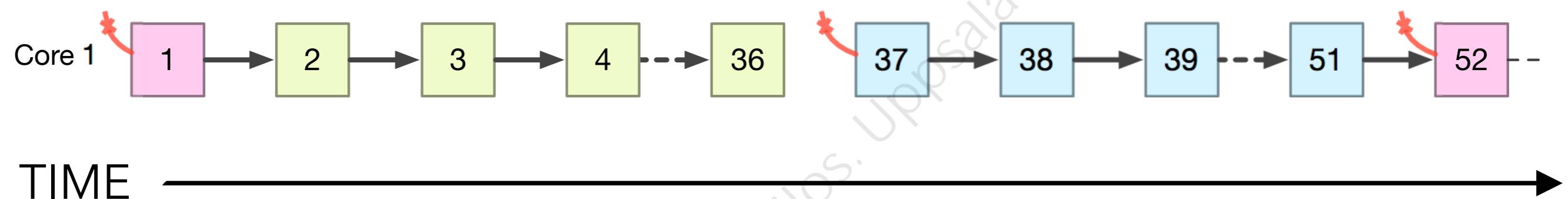


BOTS Reuse Potential

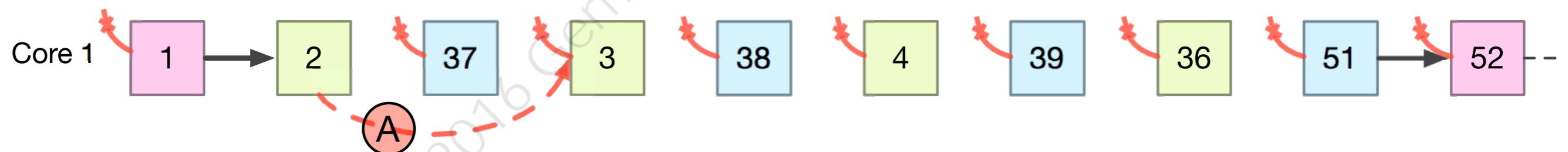


SparseLU Schedules (ST)

Good Schedule



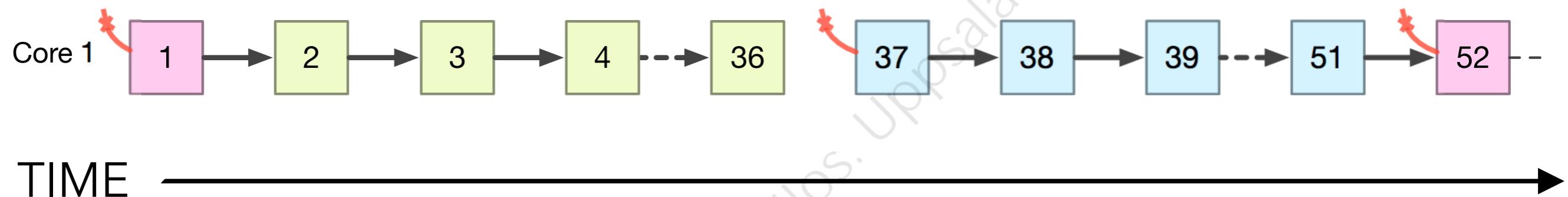
Bad Schedule



SparseLU Schedules (ST)

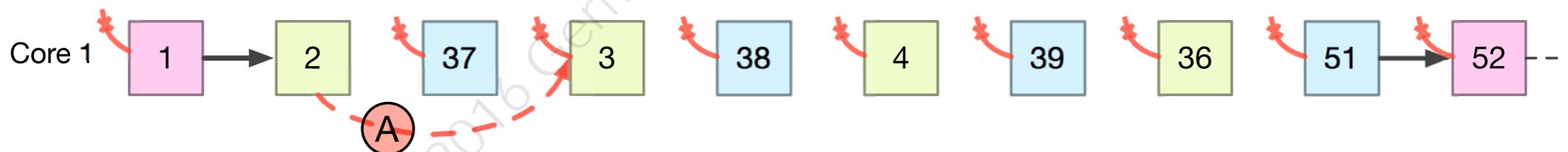
Good Schedule

Miss Ratio: 0,27%



Bad Schedule

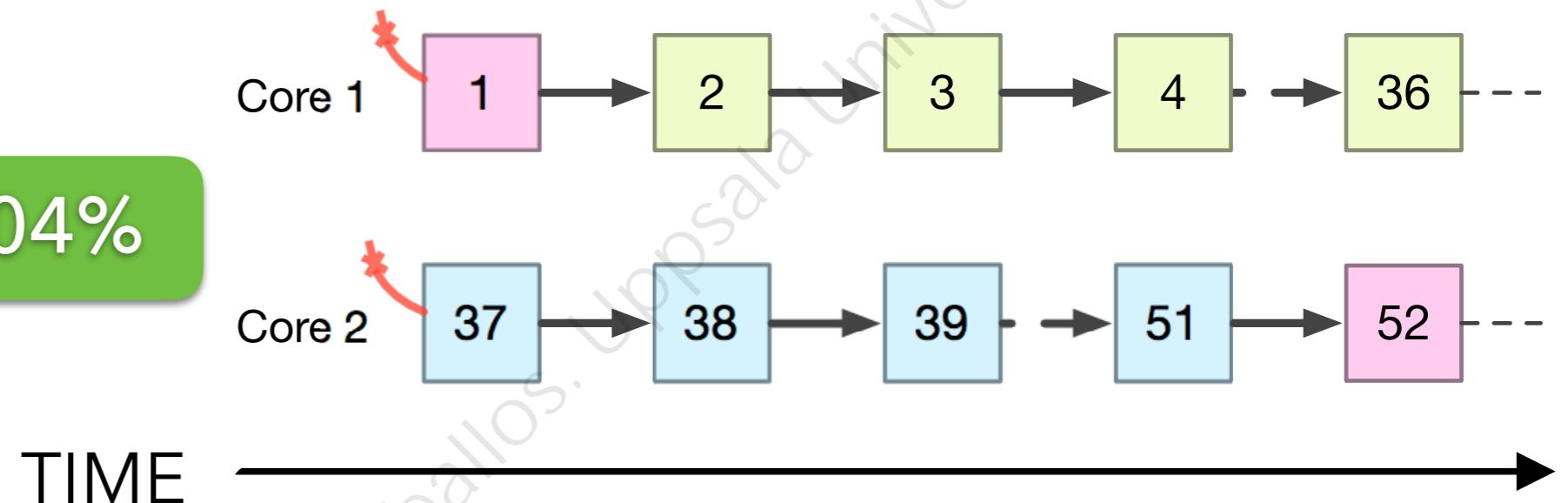
Miss Ratio: 8,01%



SparseLU Schedules (MT)

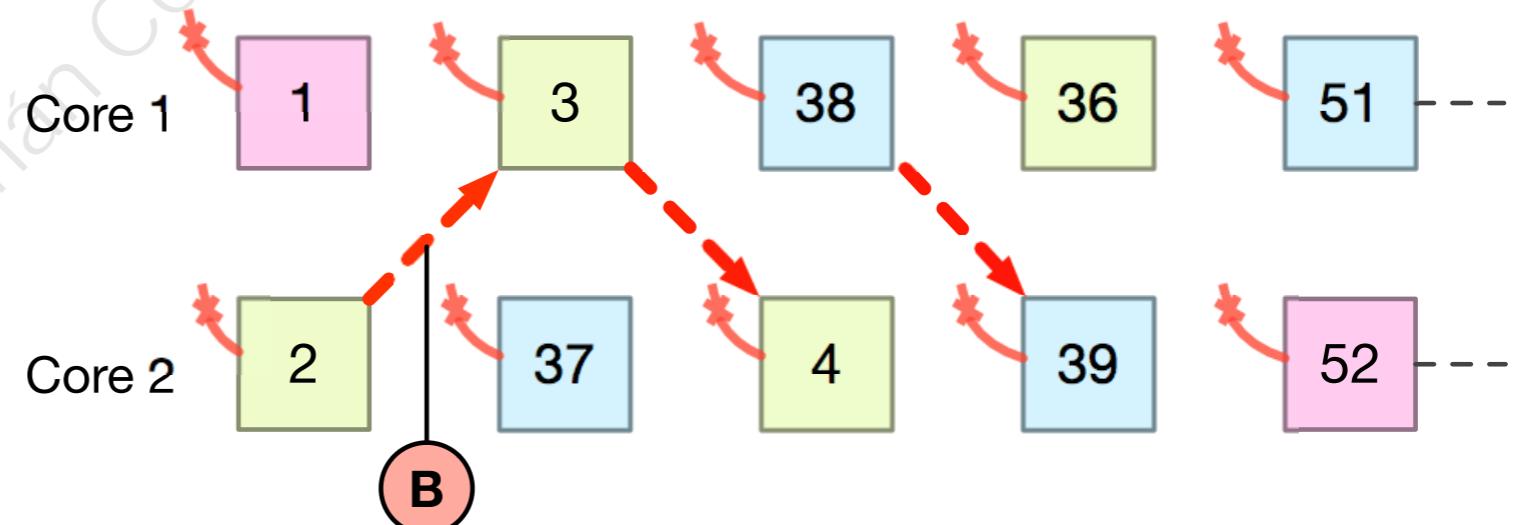
Good Schedule

Miss Ratio: 0,04%



Bad Schedule

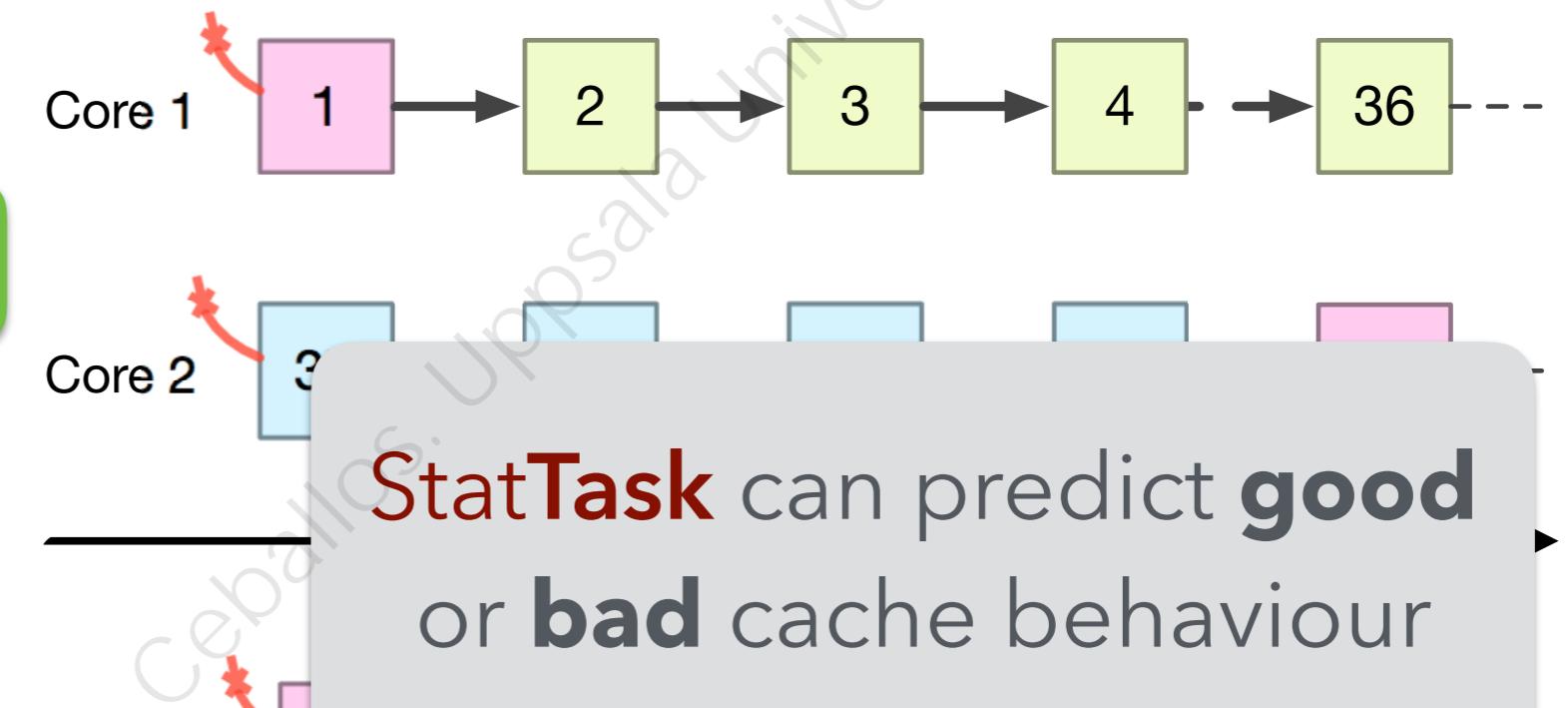
Miss Ratio: 8,01%



SparseLU Schedules (MT)

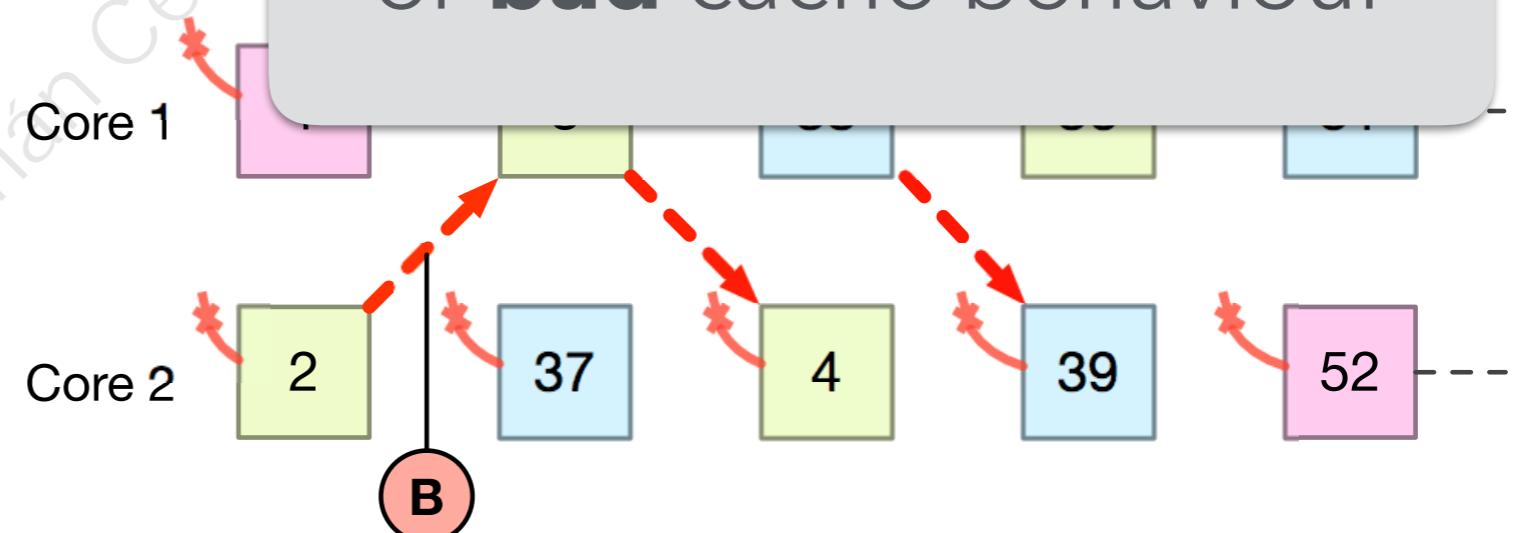
Good Schedule

Miss Ratio: 0,04%



Bad Schedule

Miss Ratio: 8,01%

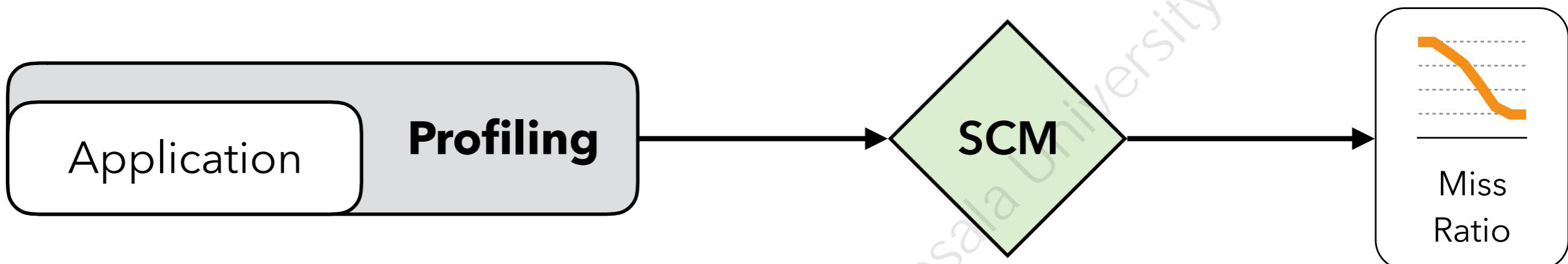


How can we study data locality?

(c) 2016 Germán Ceballos. Uppsala University

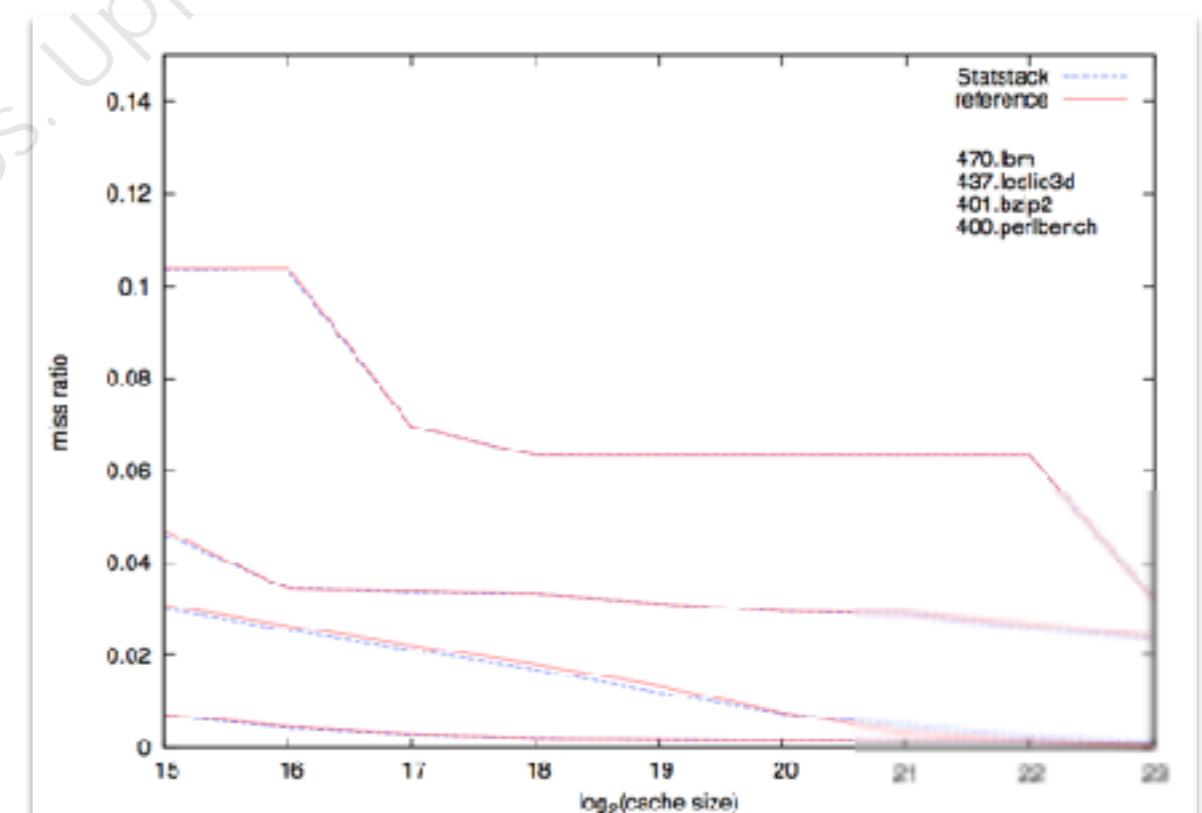


Statistical Cache Models*



Why SCM?

- Fast + Low Overhead
- Accurate
- Just a single profile needed
- Flexible (different cache sizes)

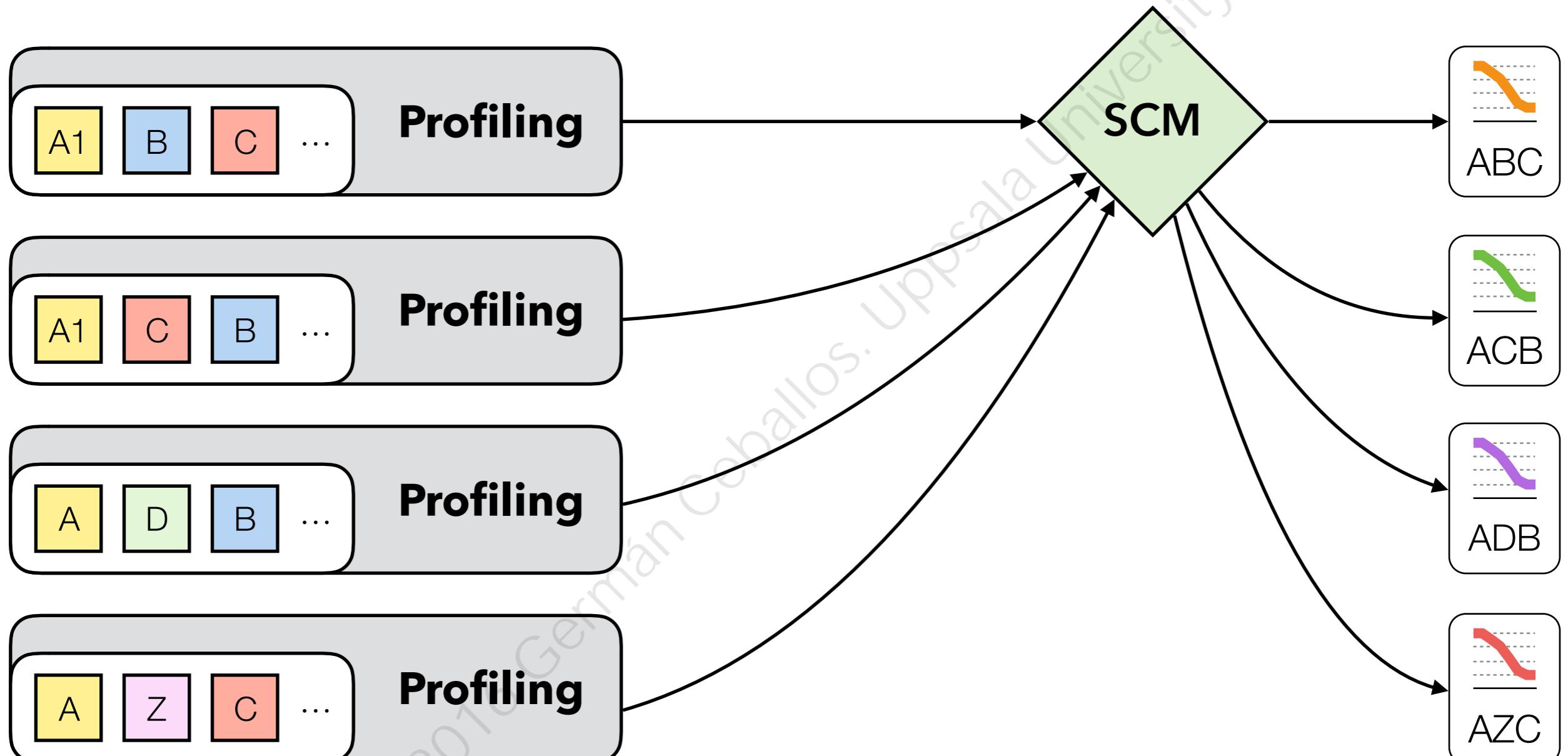


* E. Berg and E. Hagersten. 2004.

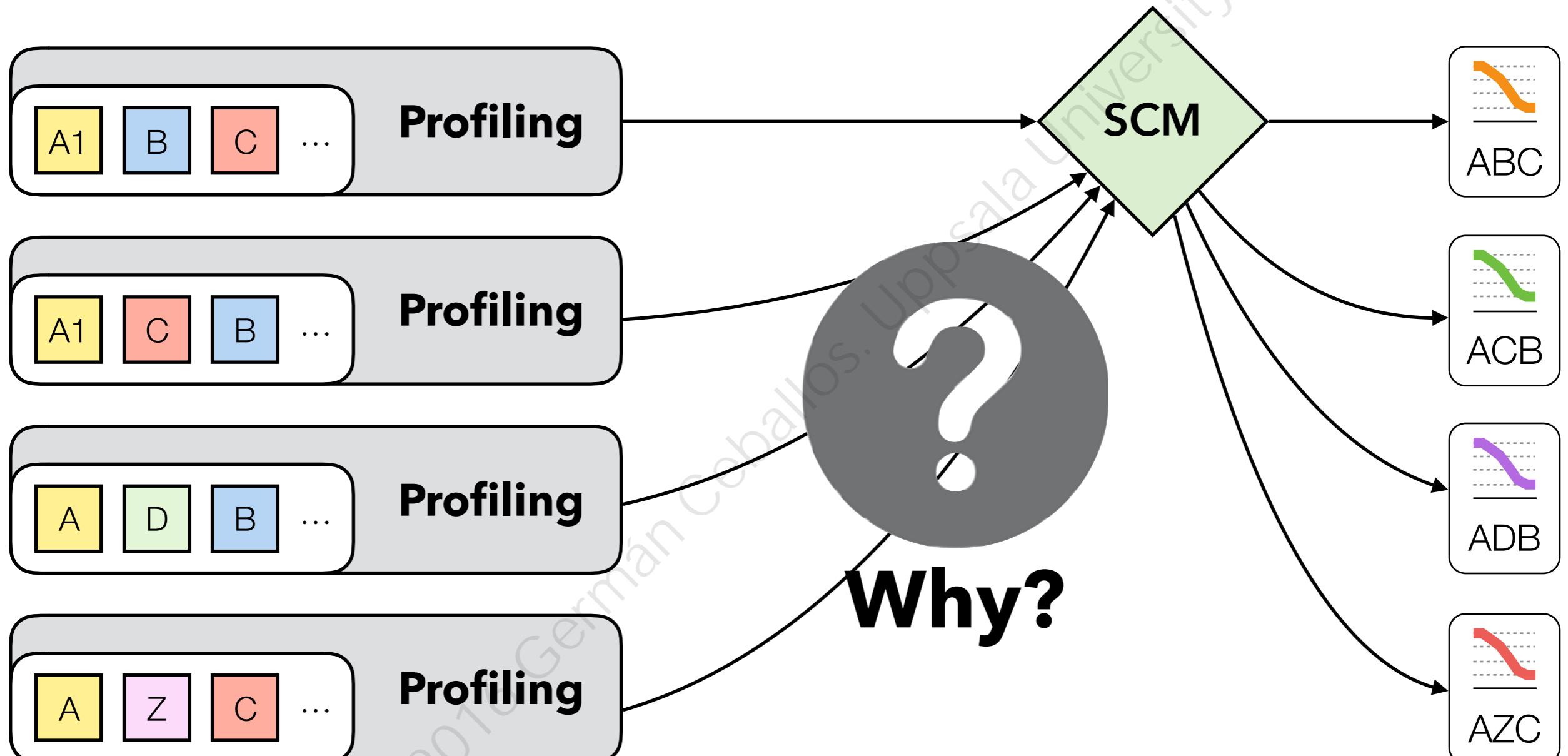
StatCache: a probabilistic approach to efficient and accurate data locality analysis.

In *Proceedings of the 2004 IEEE International Symposium on Performance Analysis of Systems and Software (ISPASS '04)*. USA

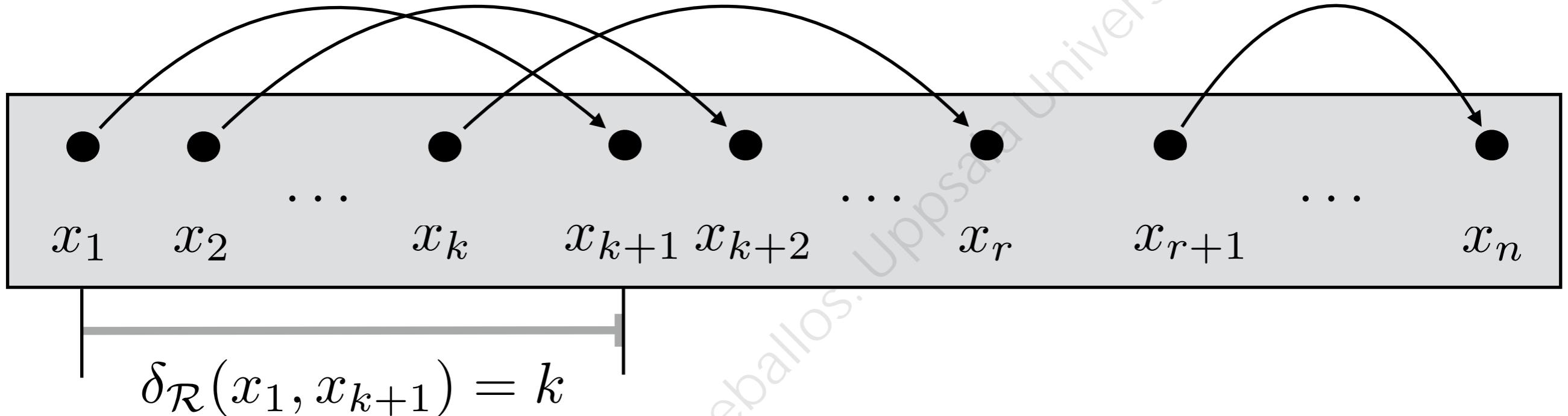
The Problem



The Problem



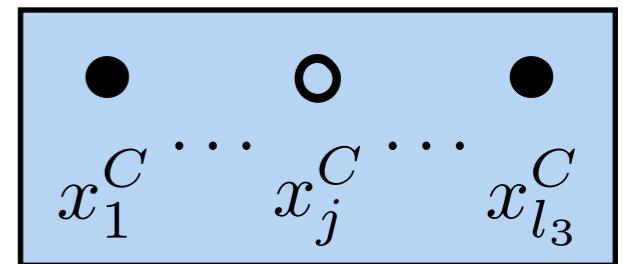
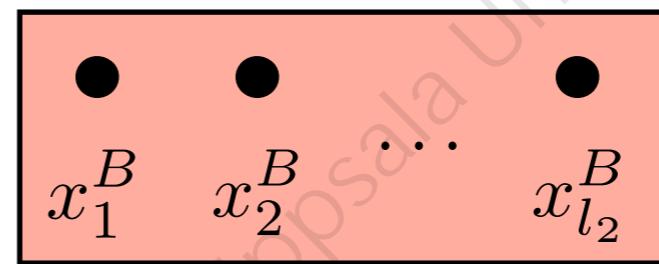
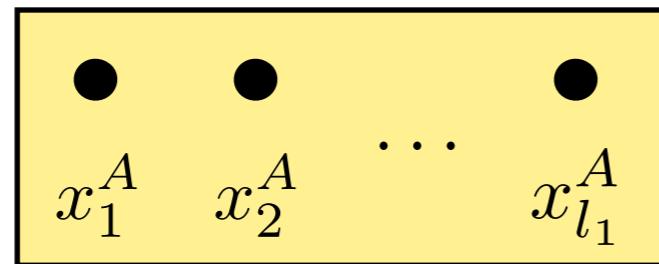
Statistical Cache Models



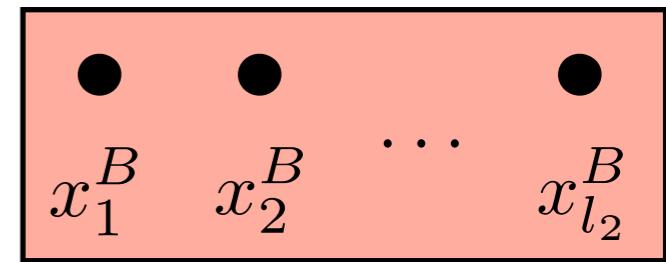
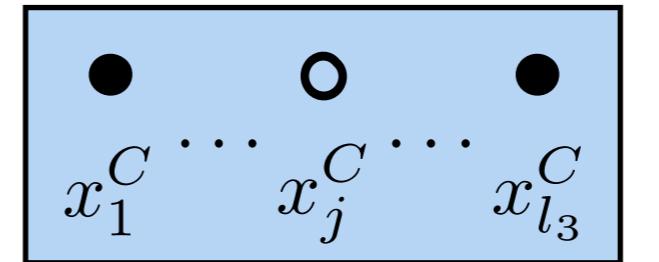
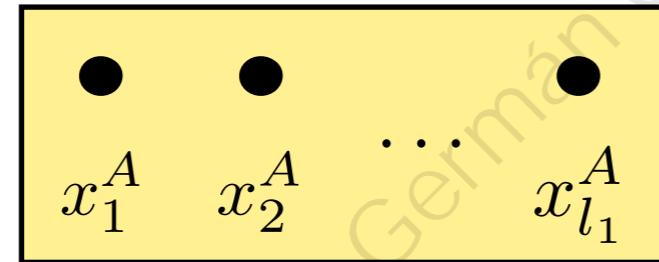
1. Sample memory accesses
2. Identifying consecutive reuses between them
3. Counting intervening accesses between reuses
4. Use statistical inference to estimate cache behaviour

SCM with Tasks

S

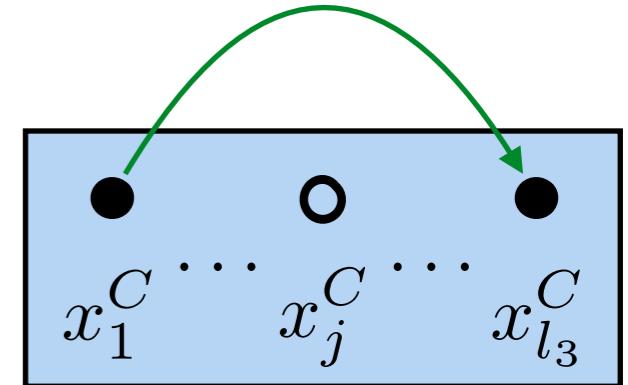
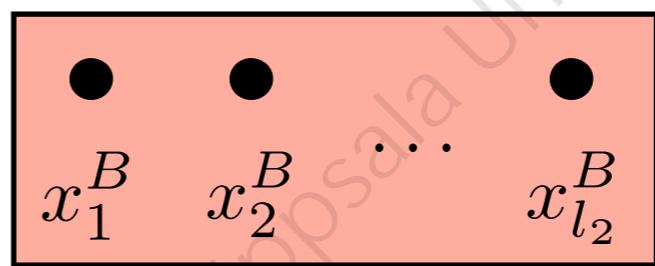
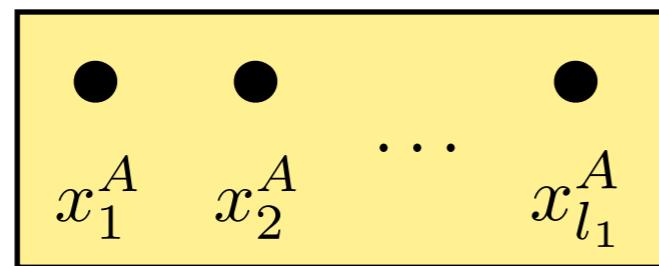


S'

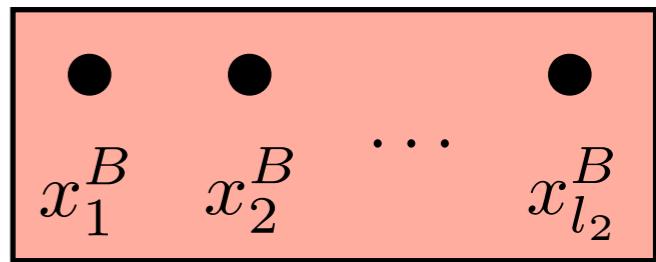
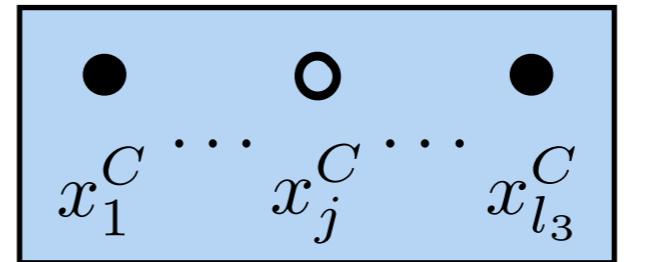
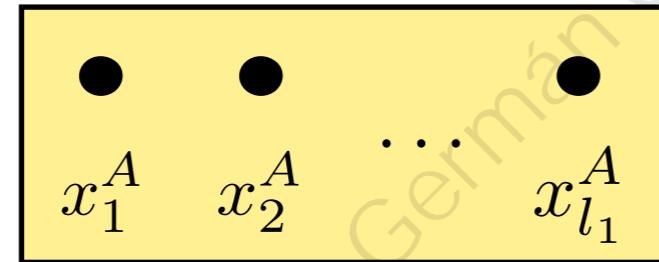


SCM with Tasks

S

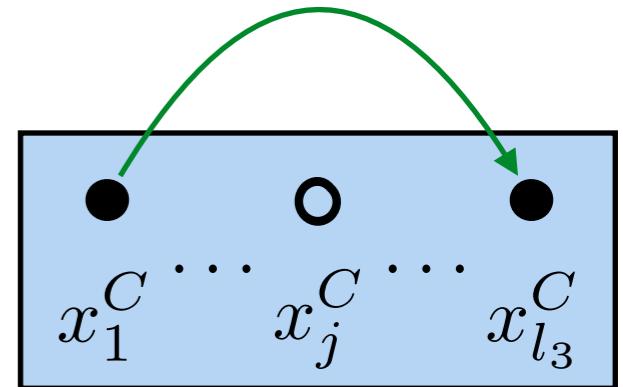
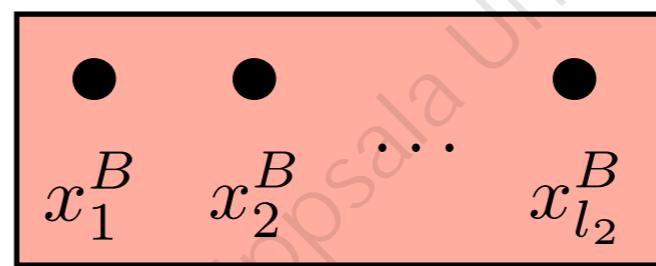
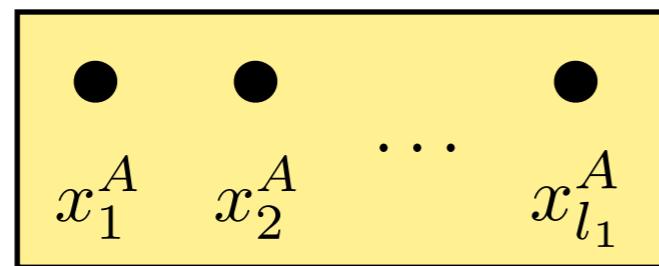


S'

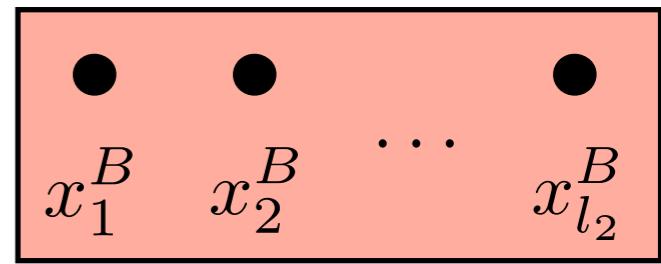
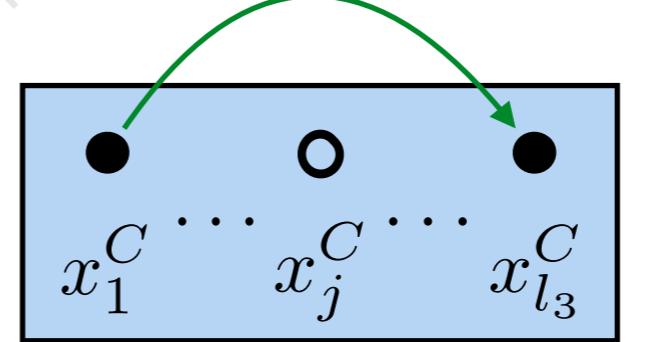
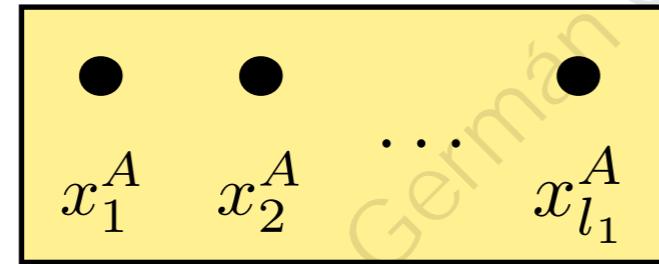


SCM with Tasks

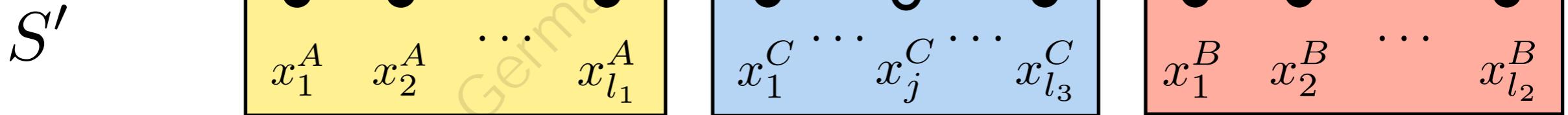
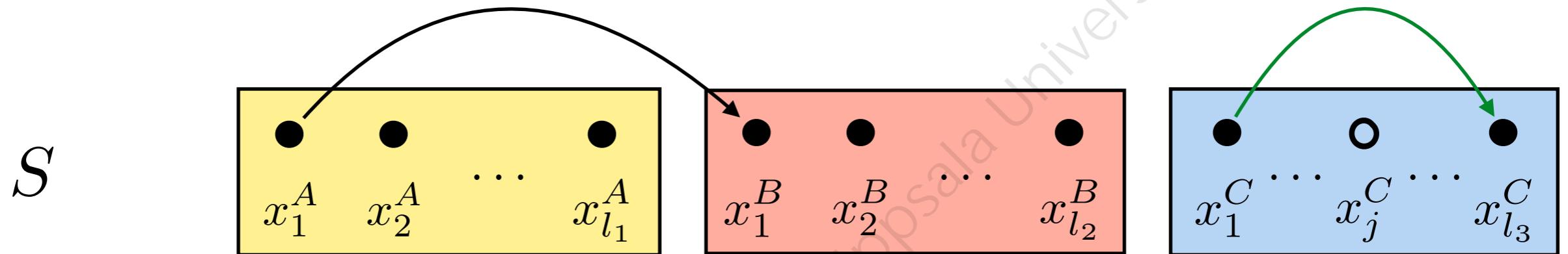
S



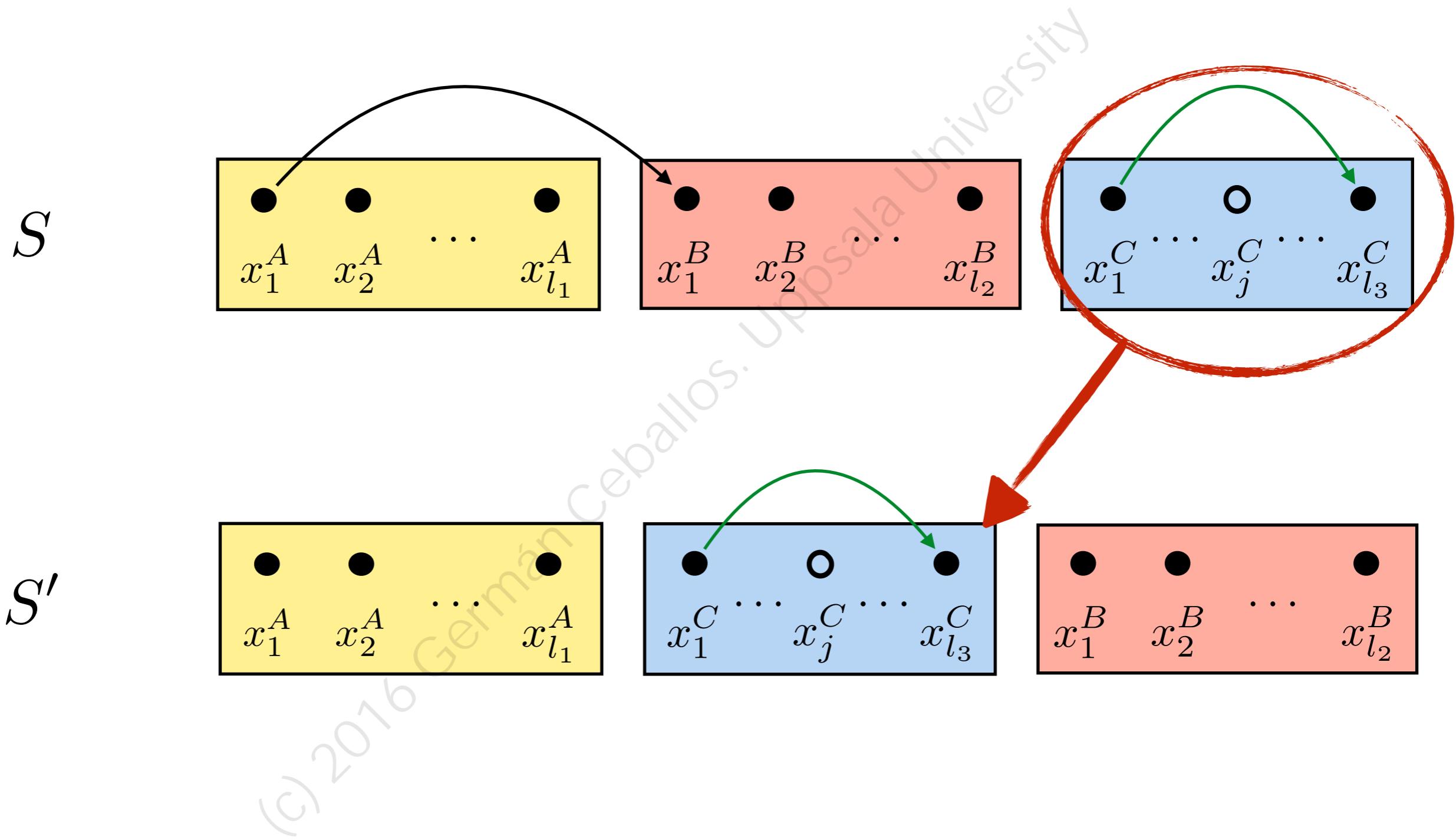
S'



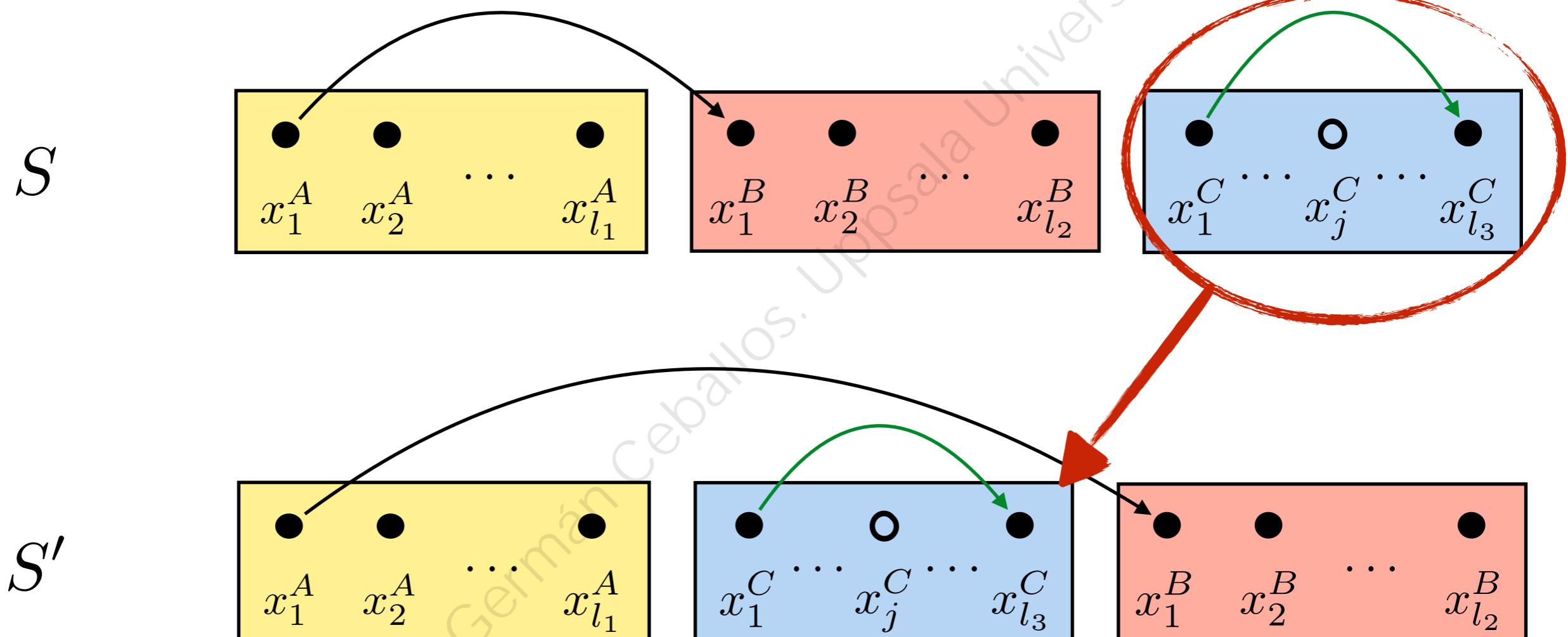
SCM with Tasks



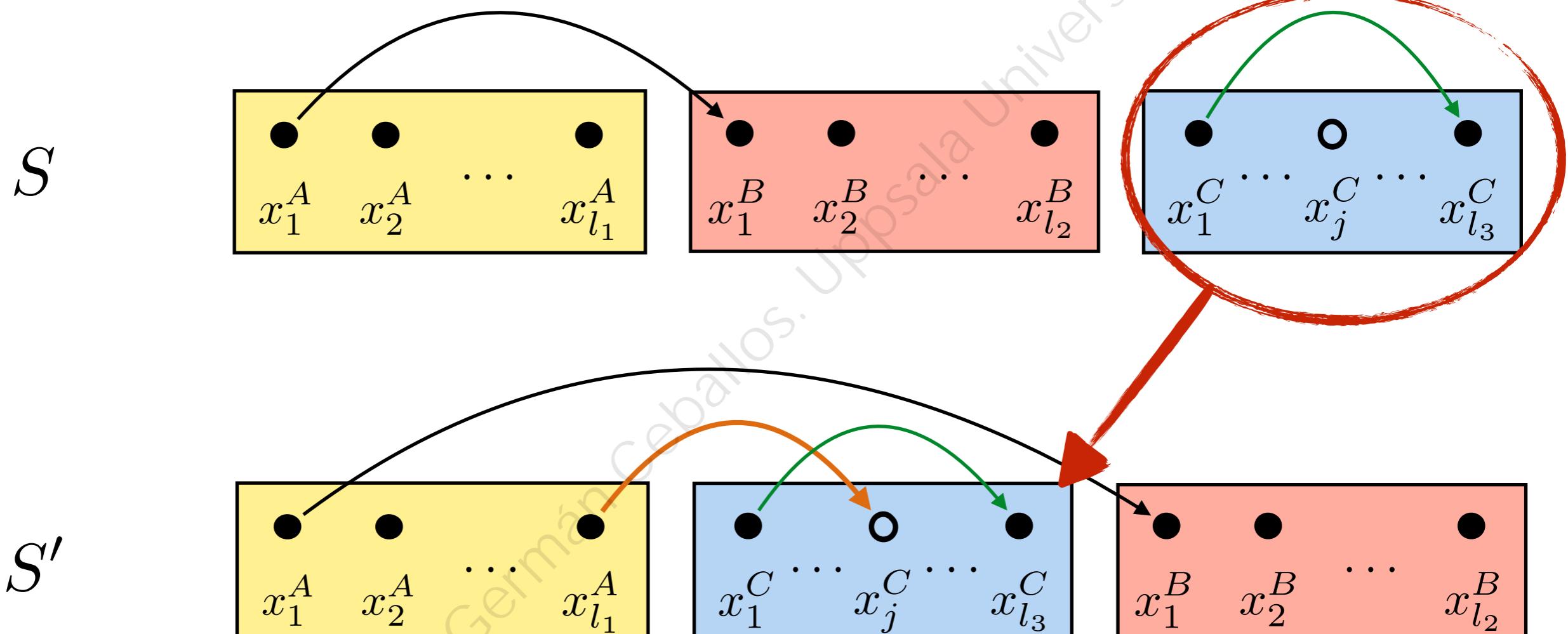
SCM with Tasks



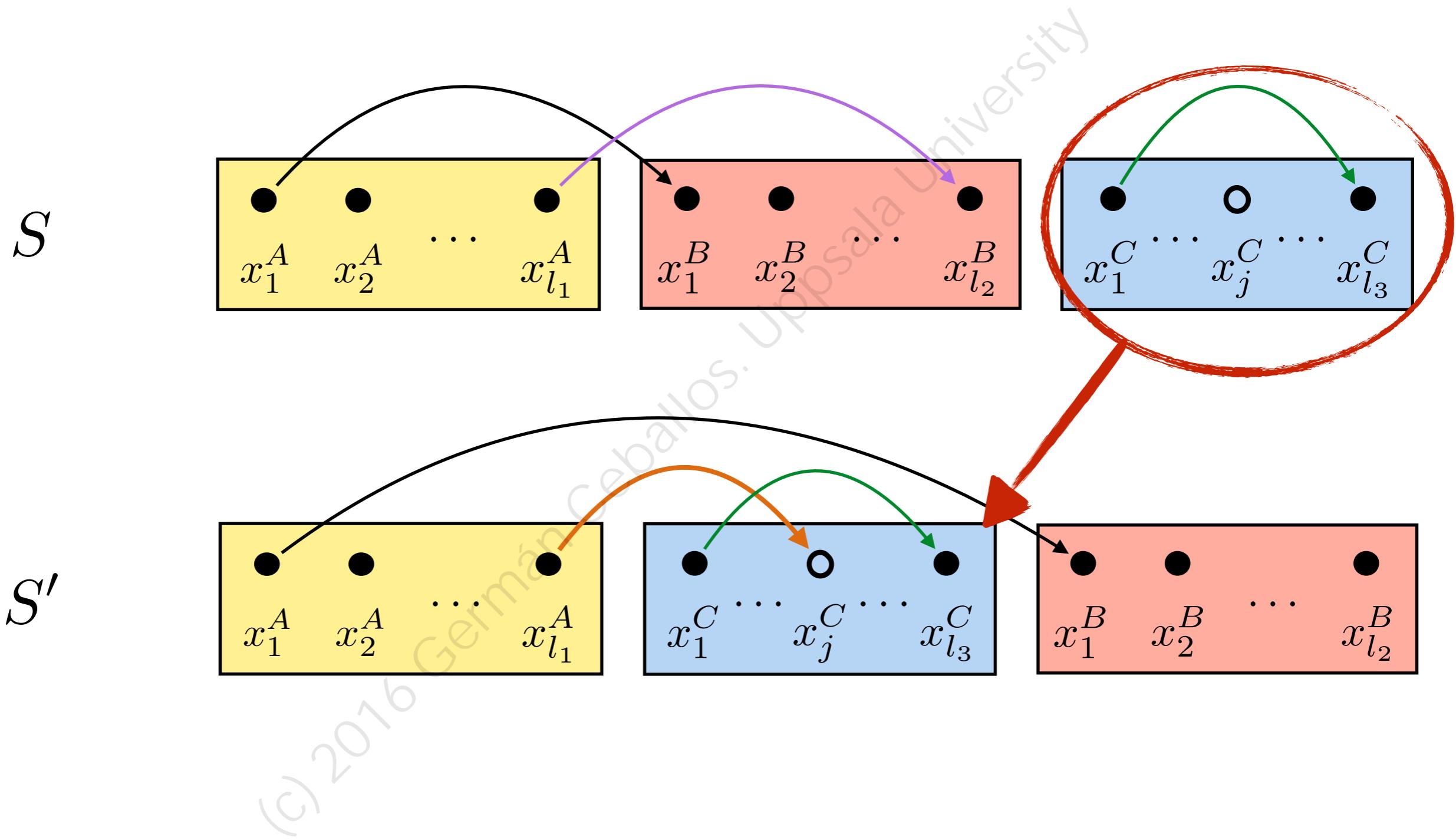
SCM with Tasks



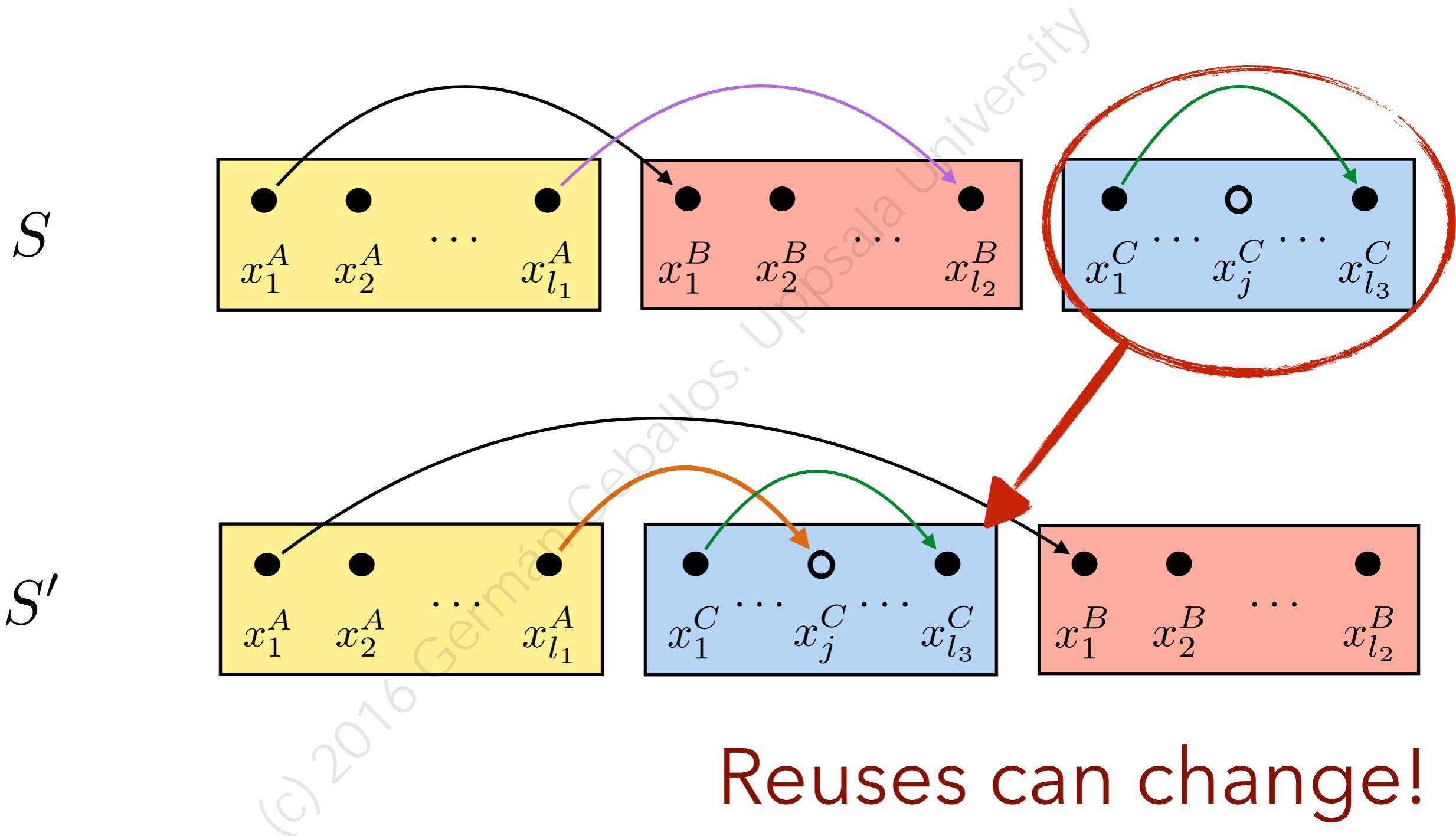
SCM with Tasks



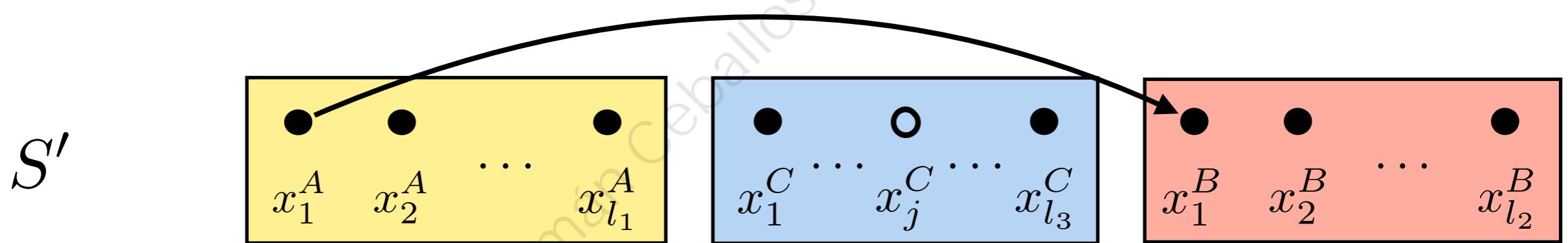
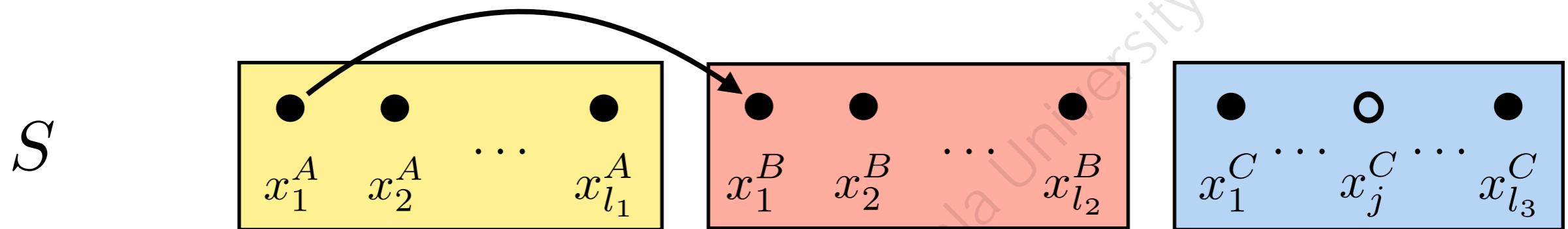
SCM with Tasks



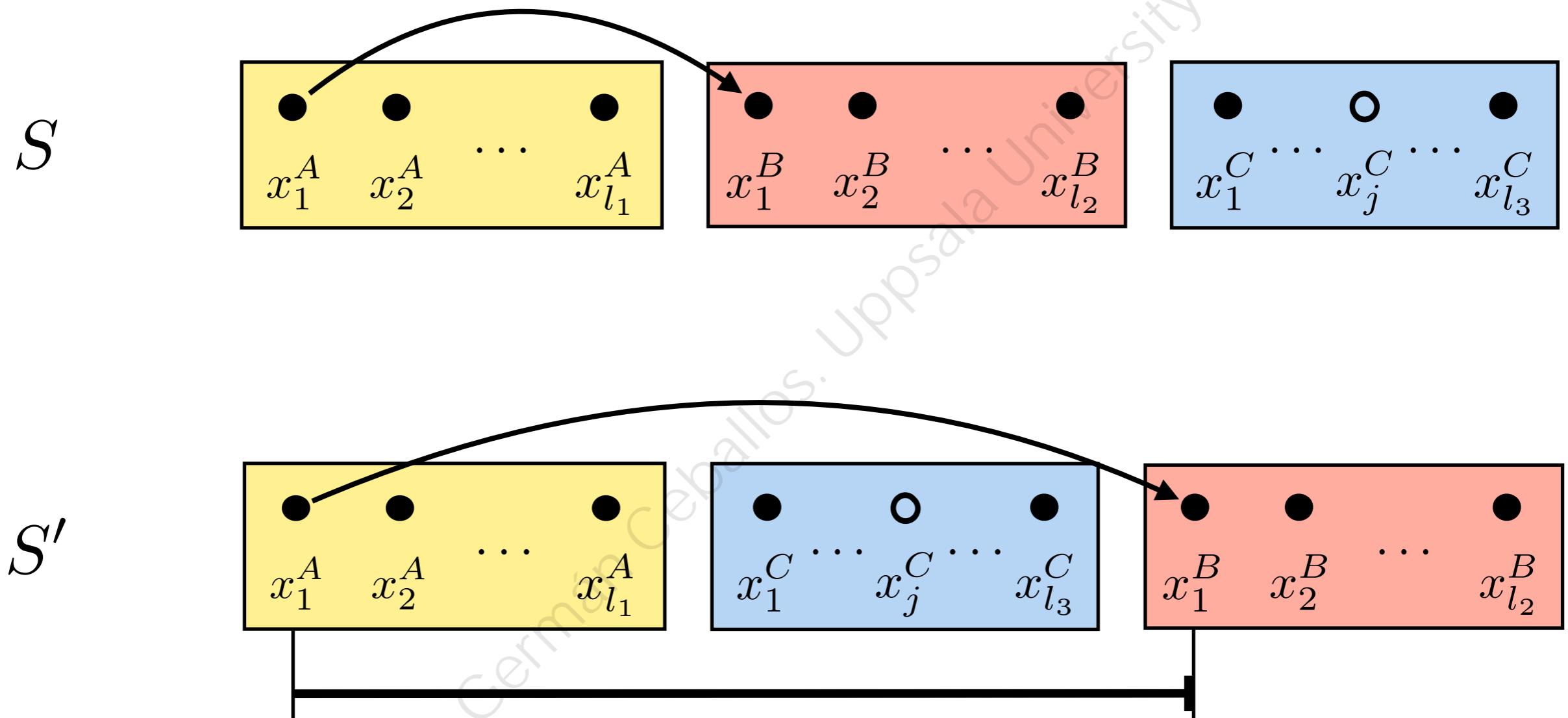
SCM with Tasks



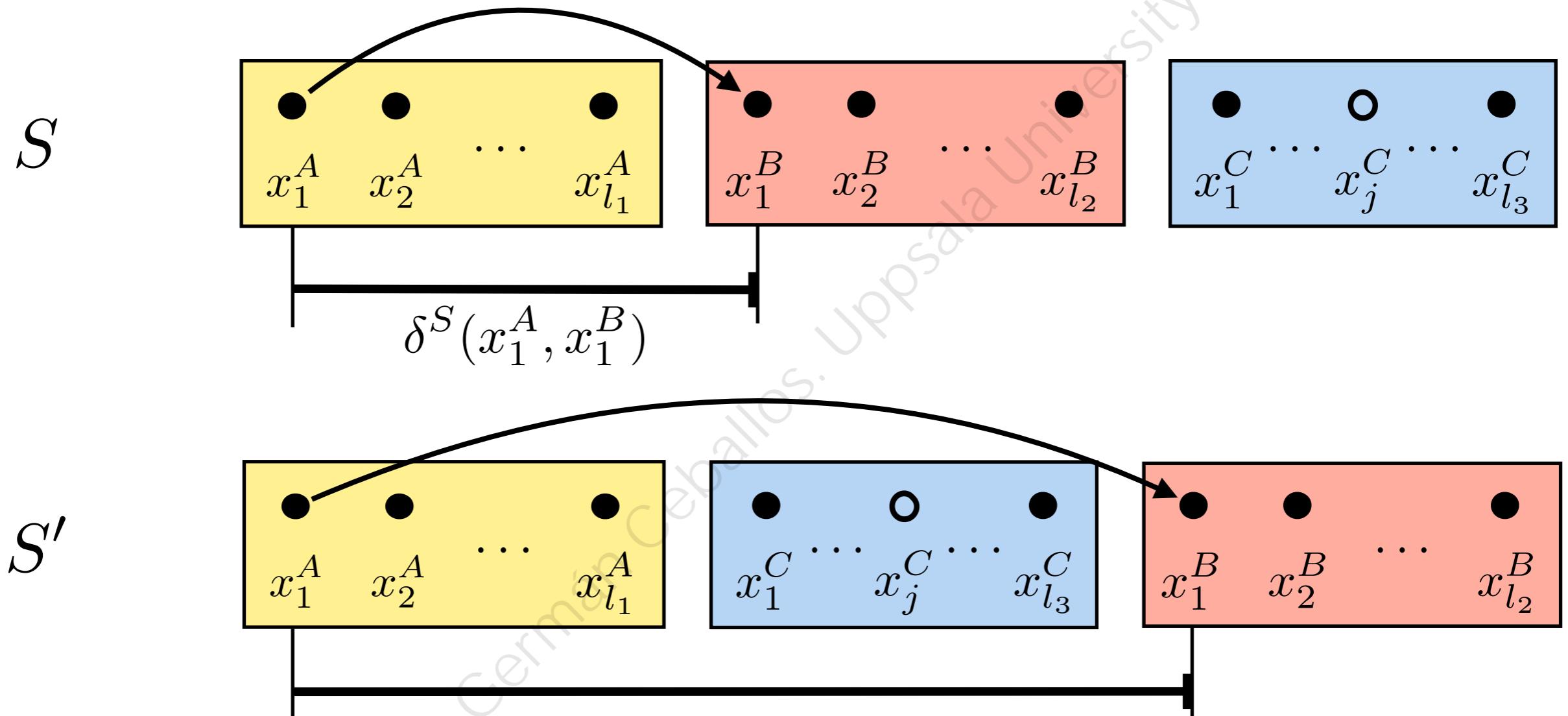
SCM with Tasks



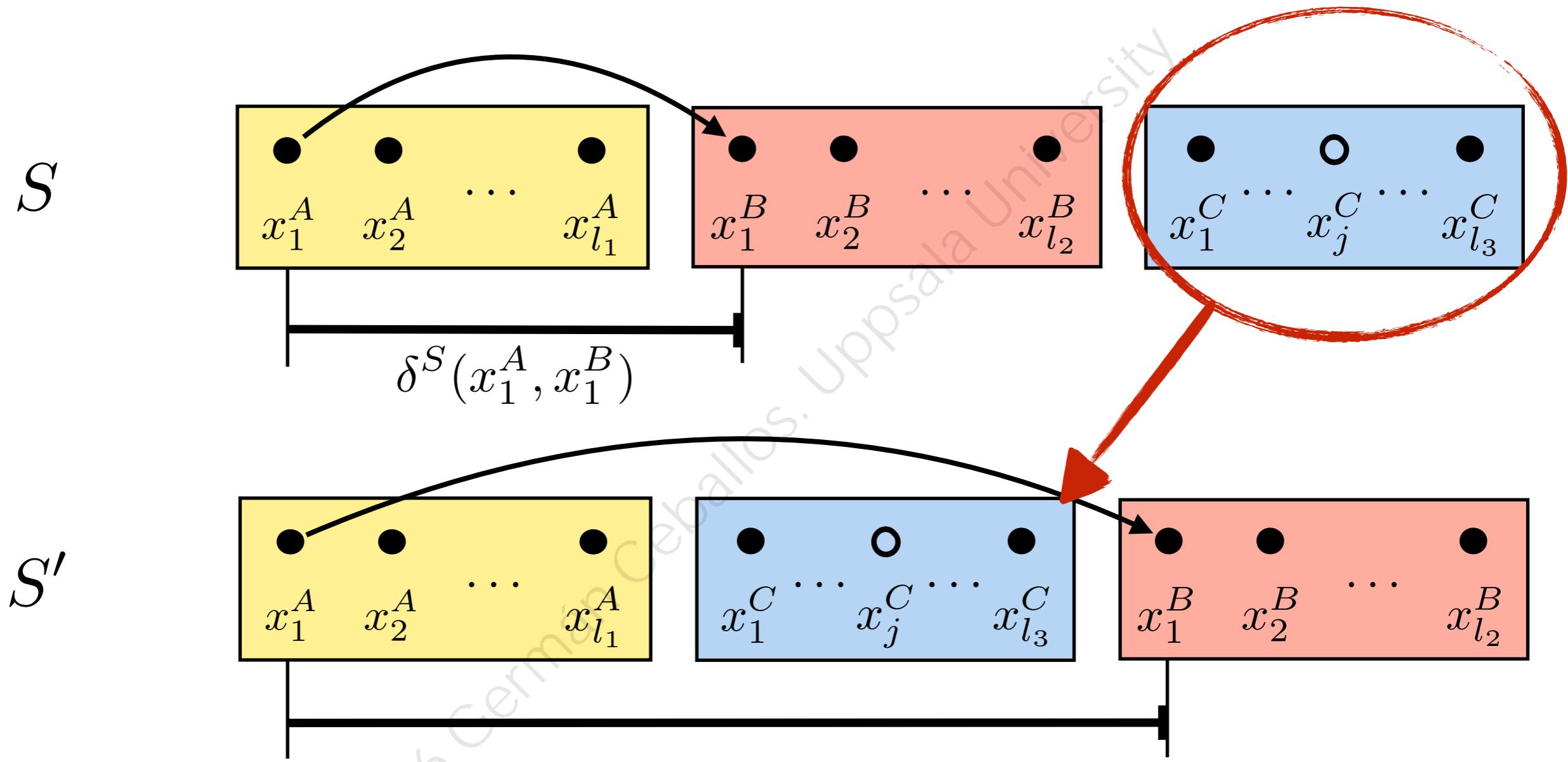
SCM with Tasks



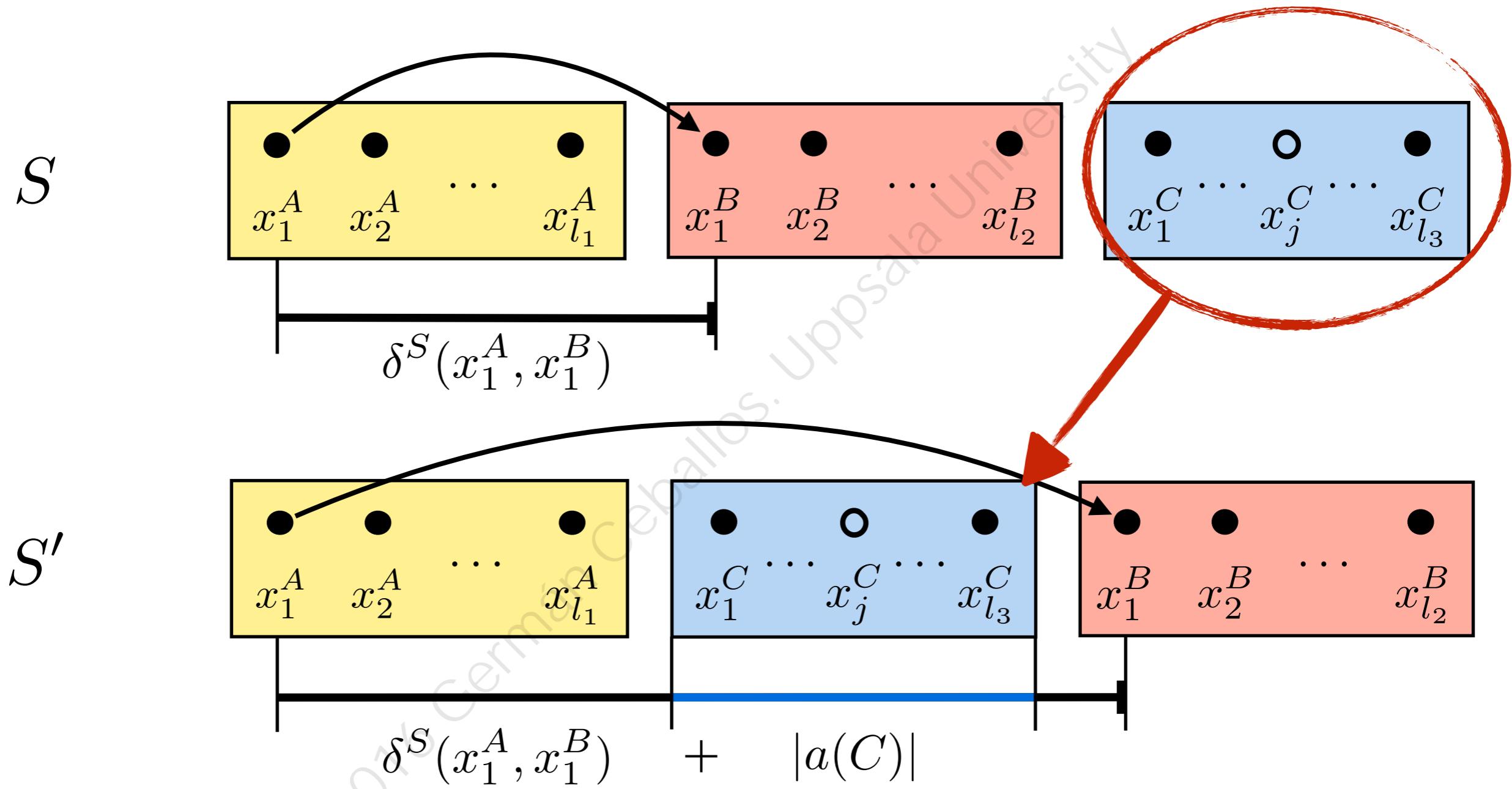
SCM with Tasks



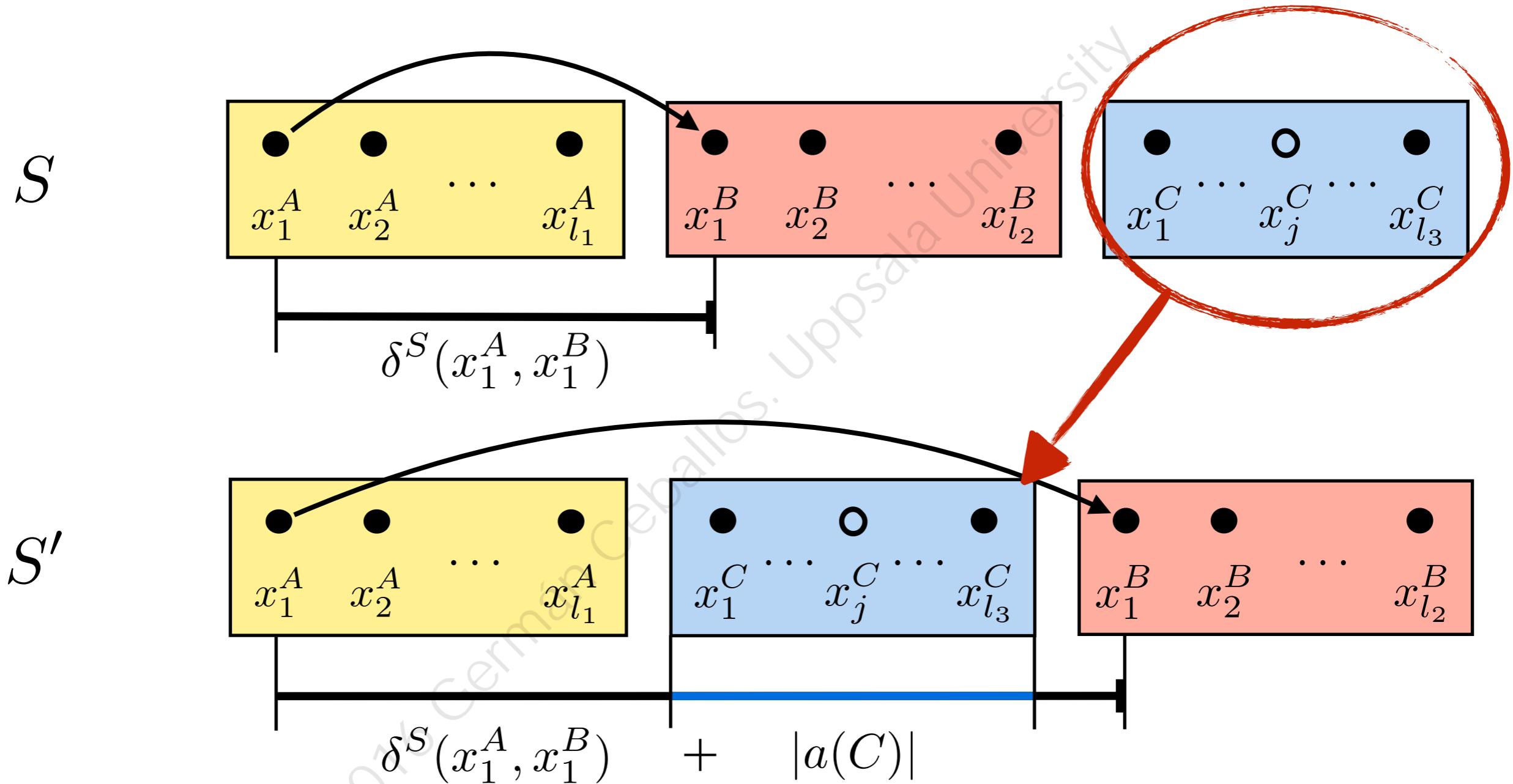
SCM with Tasks



SCM with Tasks

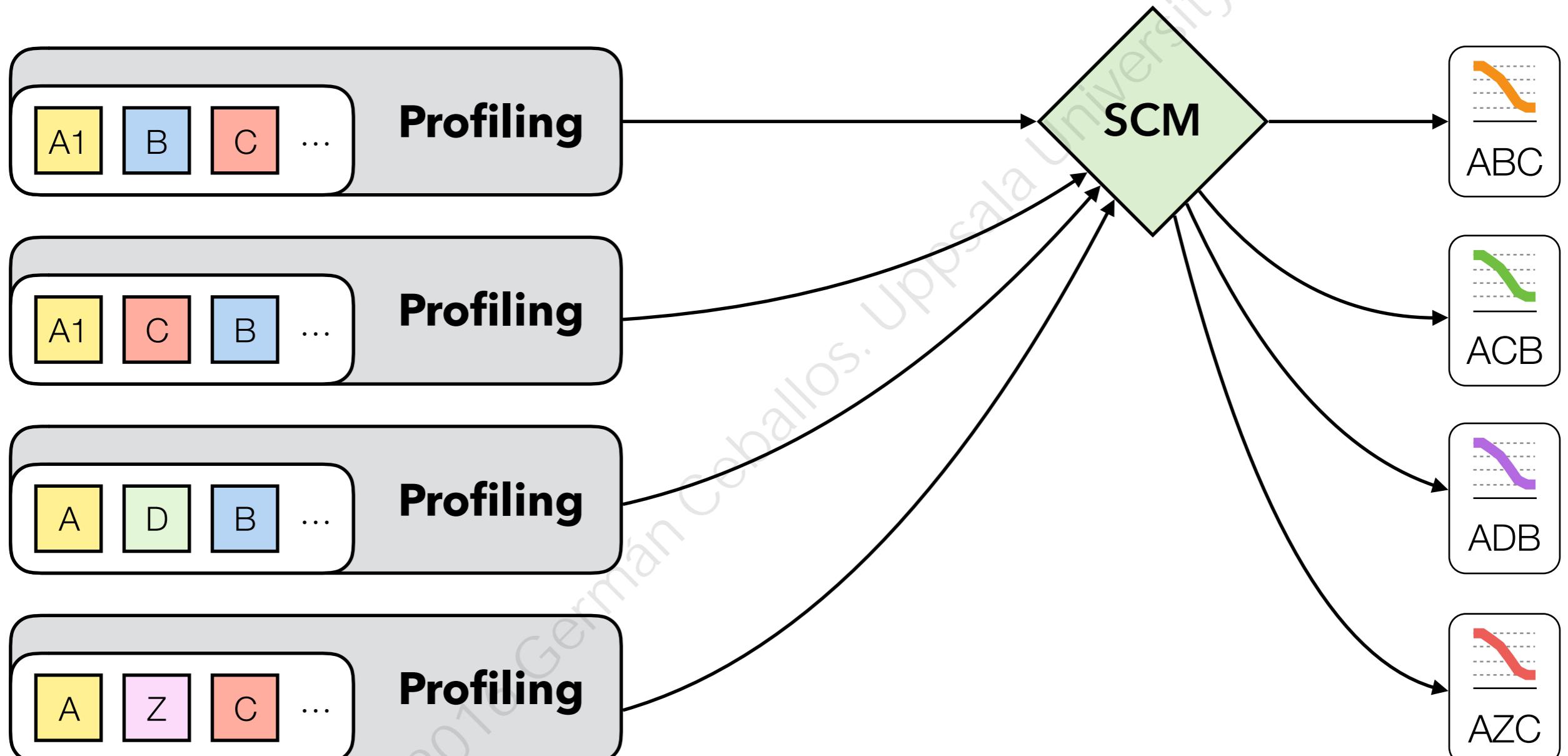


SCM with Tasks

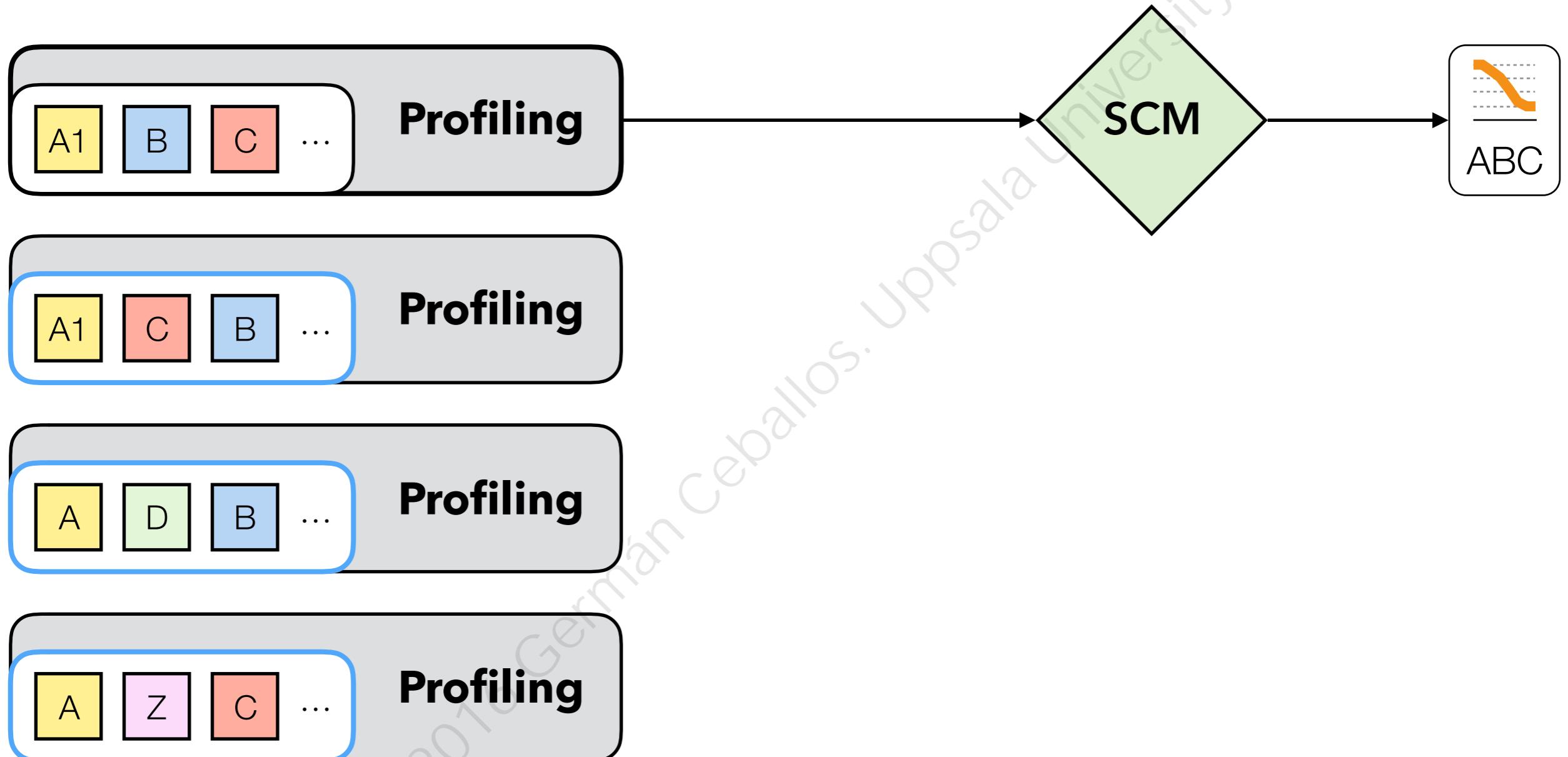


Distances can change!

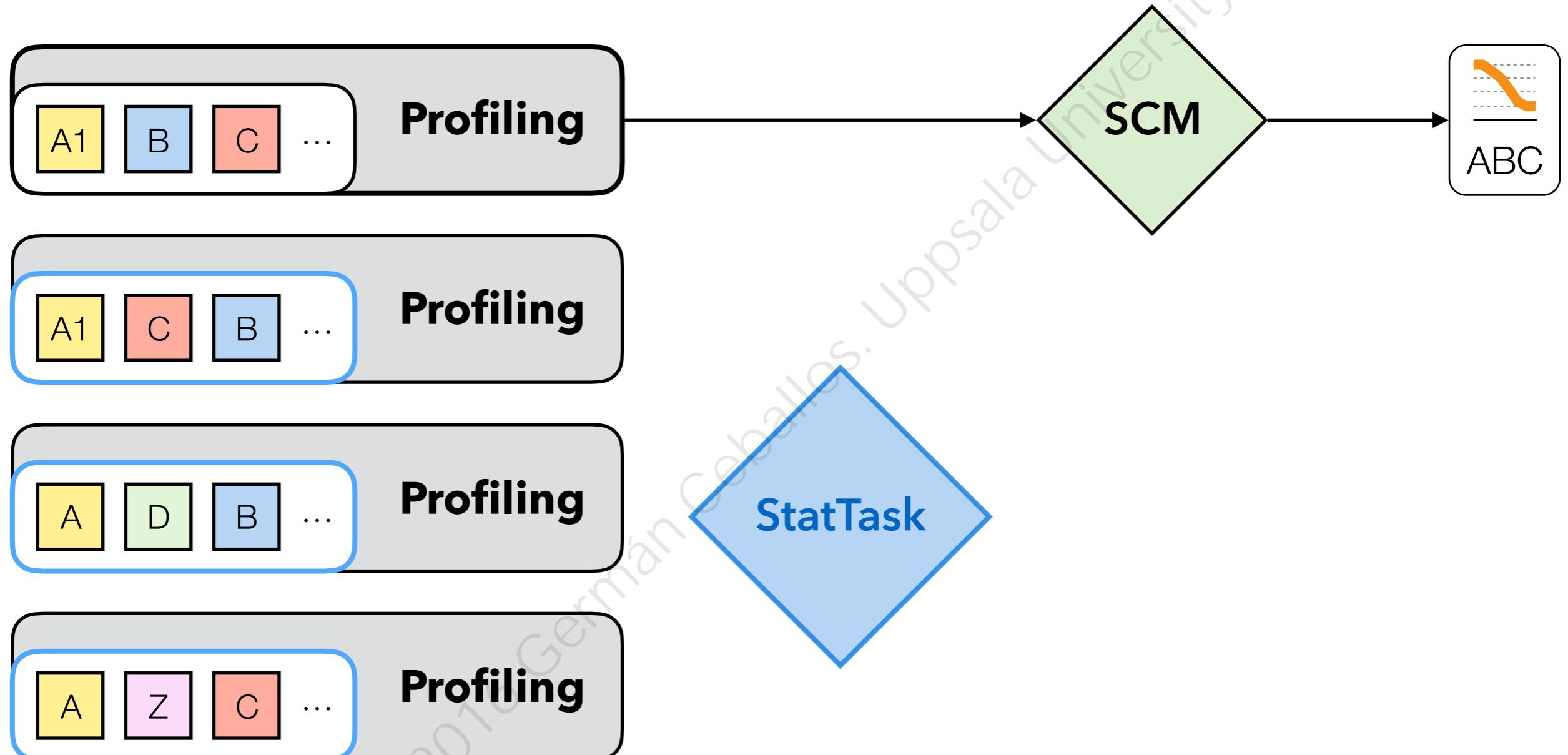
The Problem



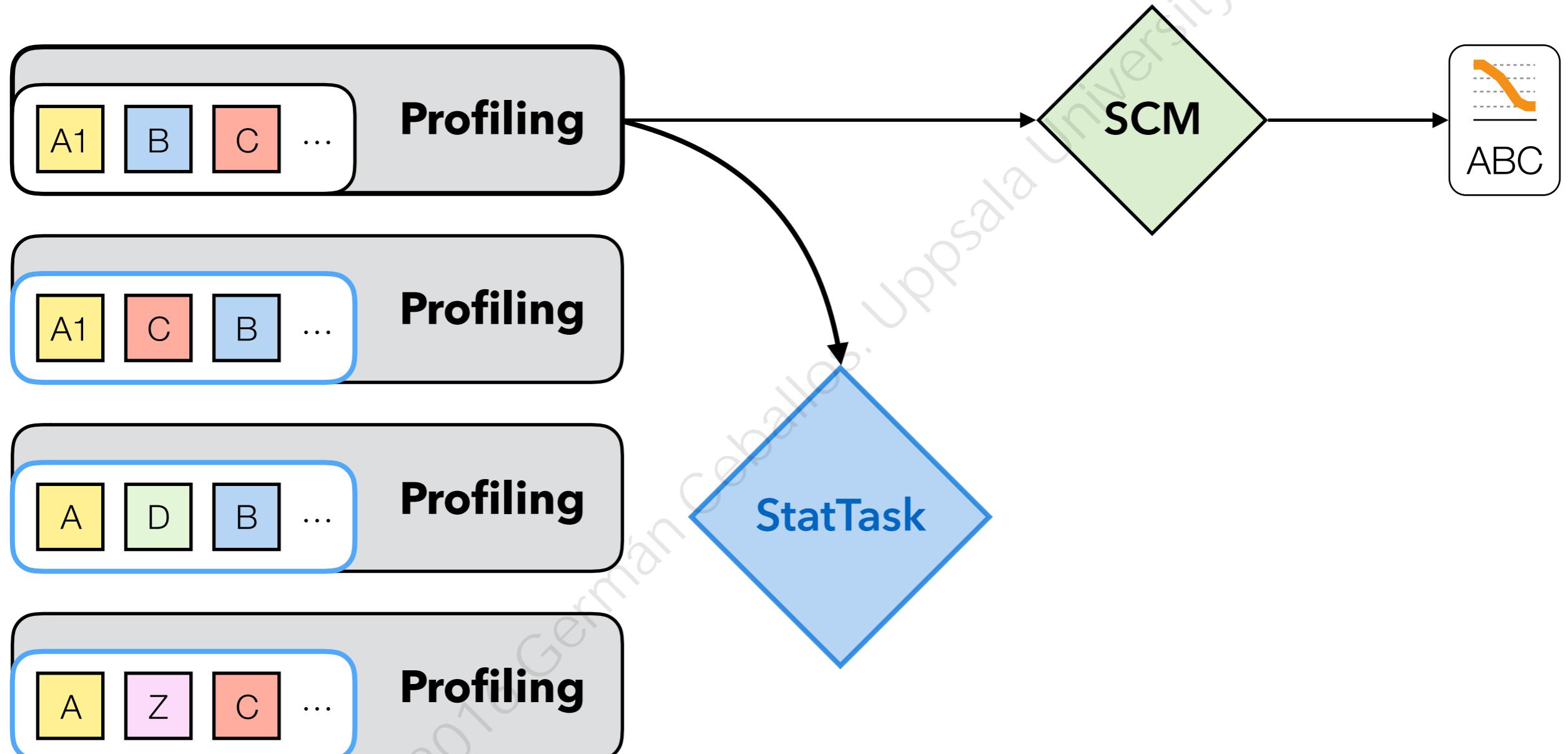
The Solution



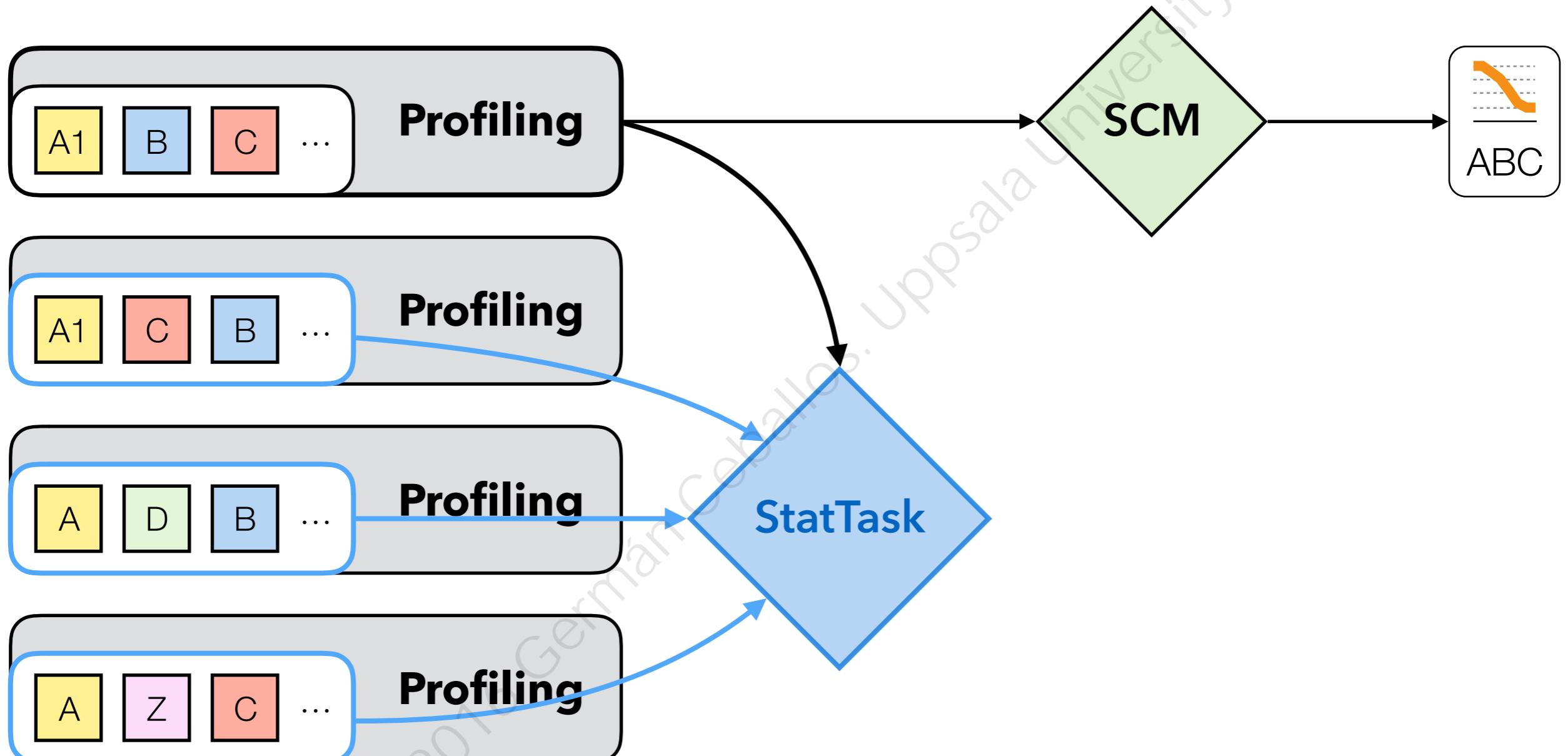
The Solution



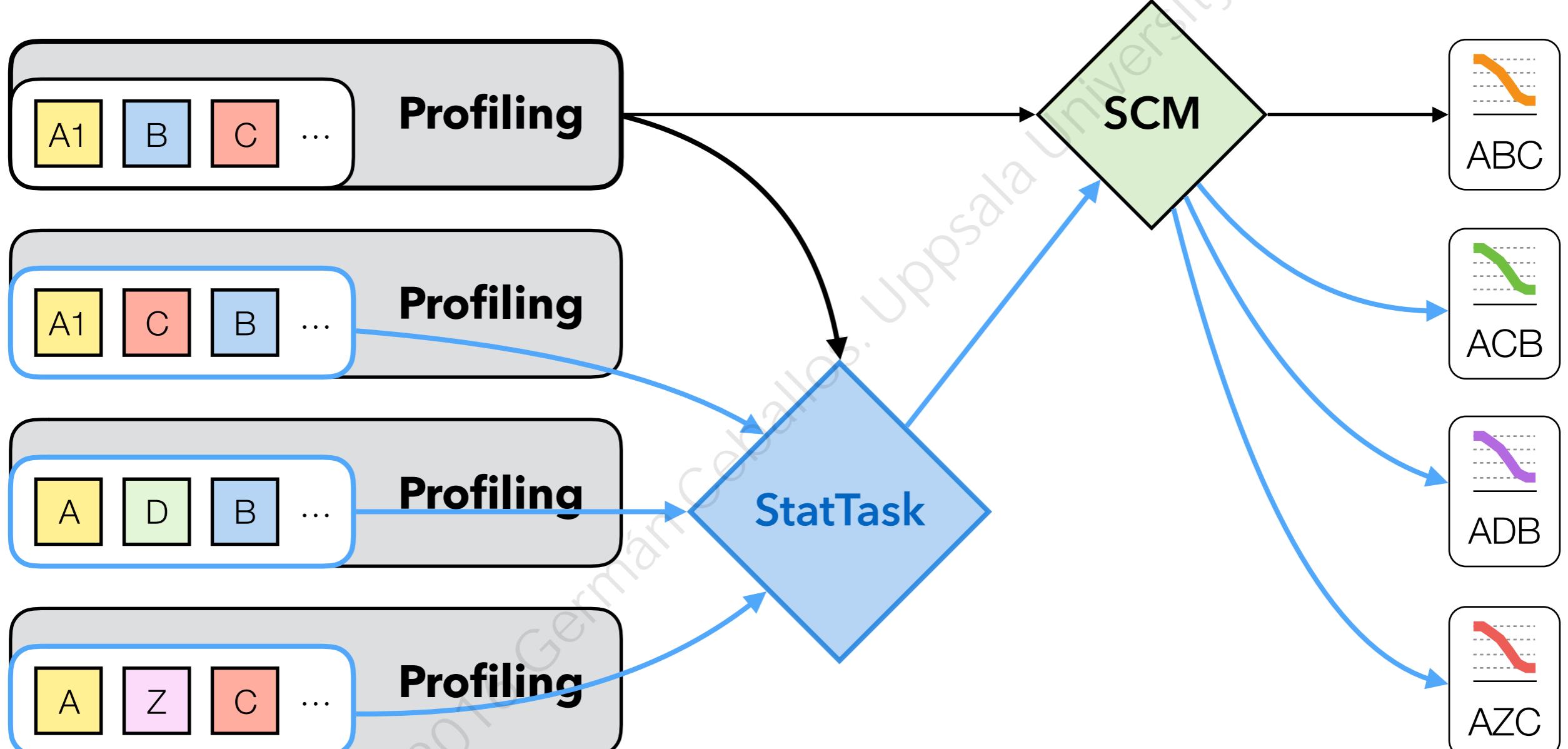
The Solution



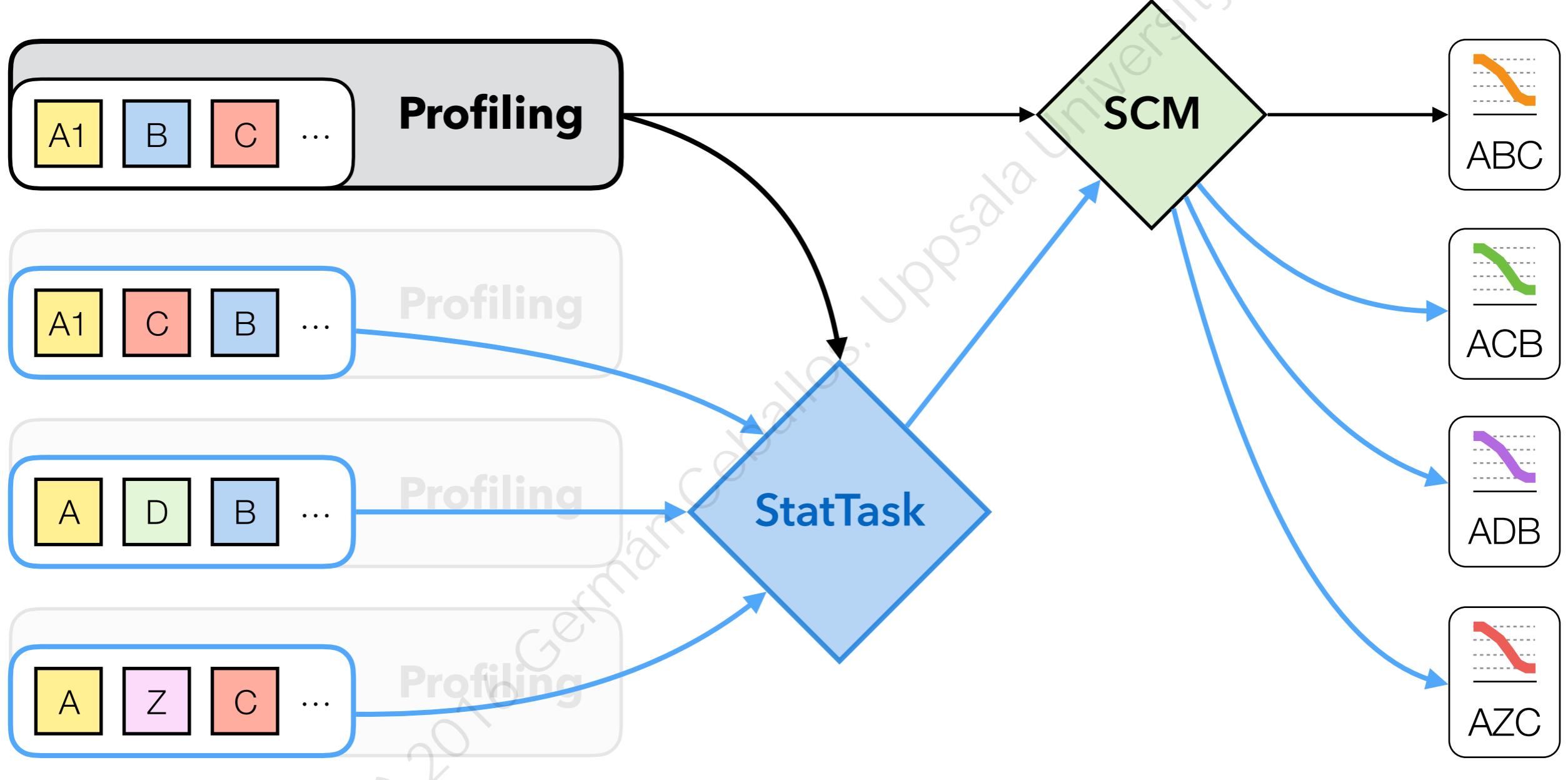
The Solution



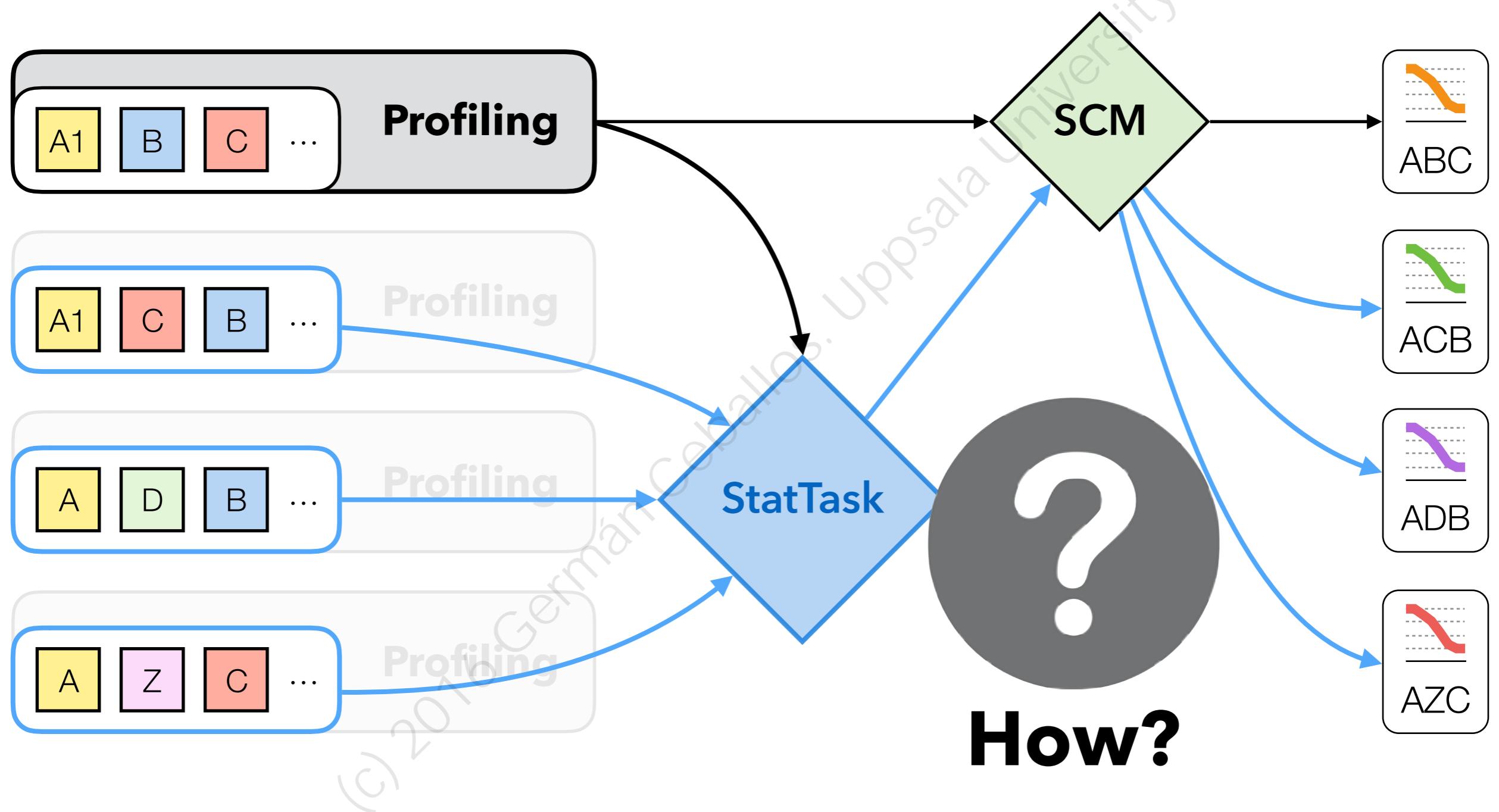
The Solution



The Solution



The Solution



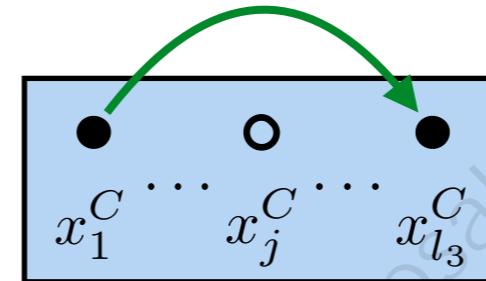
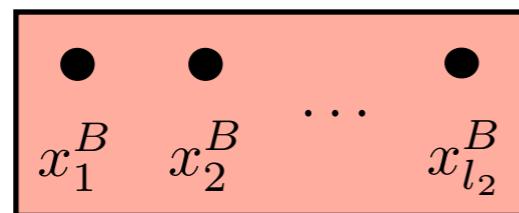
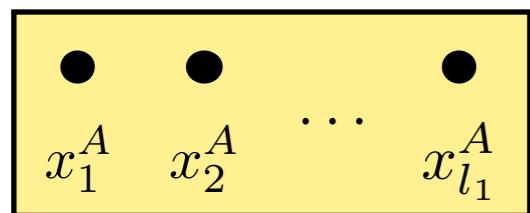
StatTask Overview



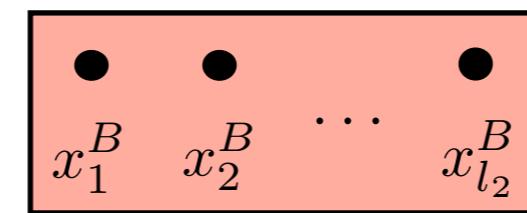
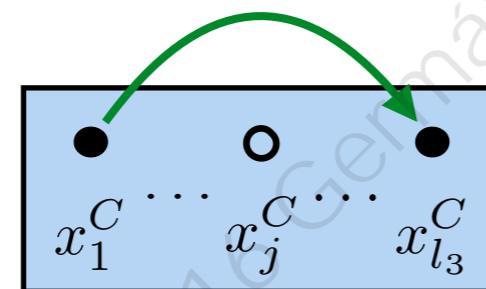
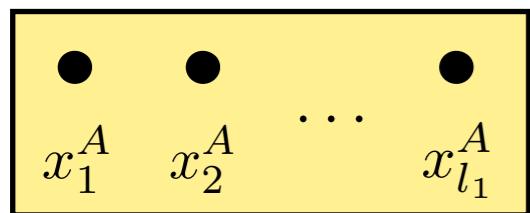
1. Profile **one** schedule for the application
2. Build the pair of reuses
3. Input a **new** schedule
4. Rebuild the pair of reuses for the new schedule
5. Recalculate the reuse distances
6. Use statistical cache models to estimate miss ratios



Rebuild Reuses

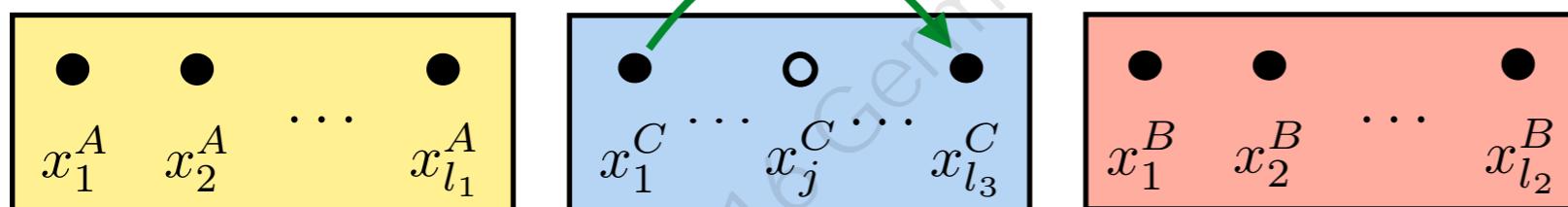
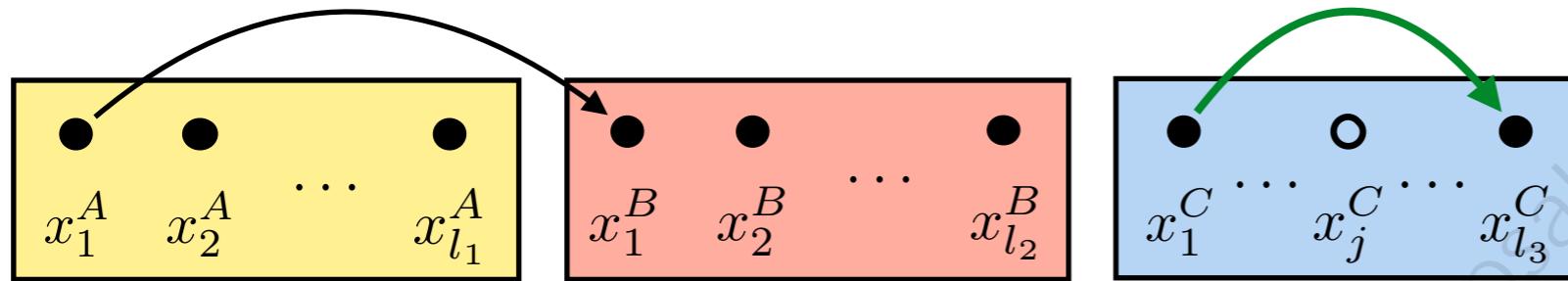


1. **Private Reuses**
 - All are kept





Rebuild Reuses



1. Private Reuses

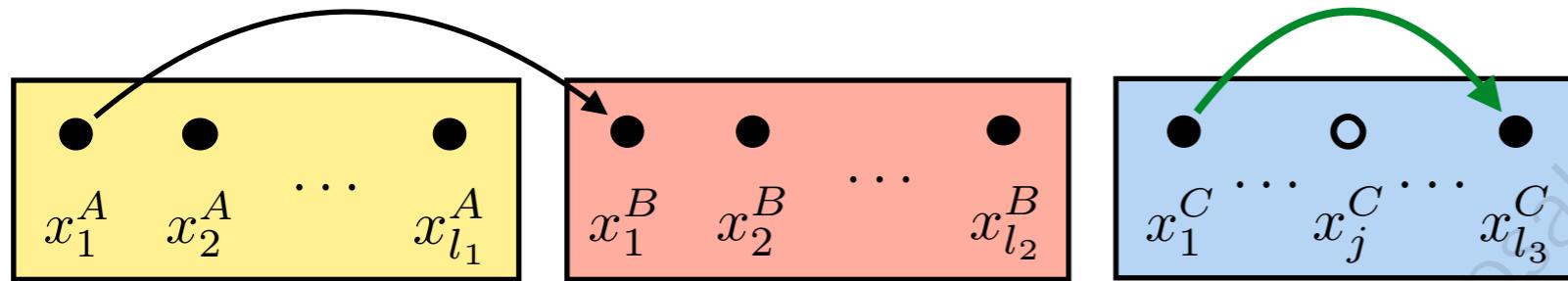
- All are kept

2. Shared Reuses

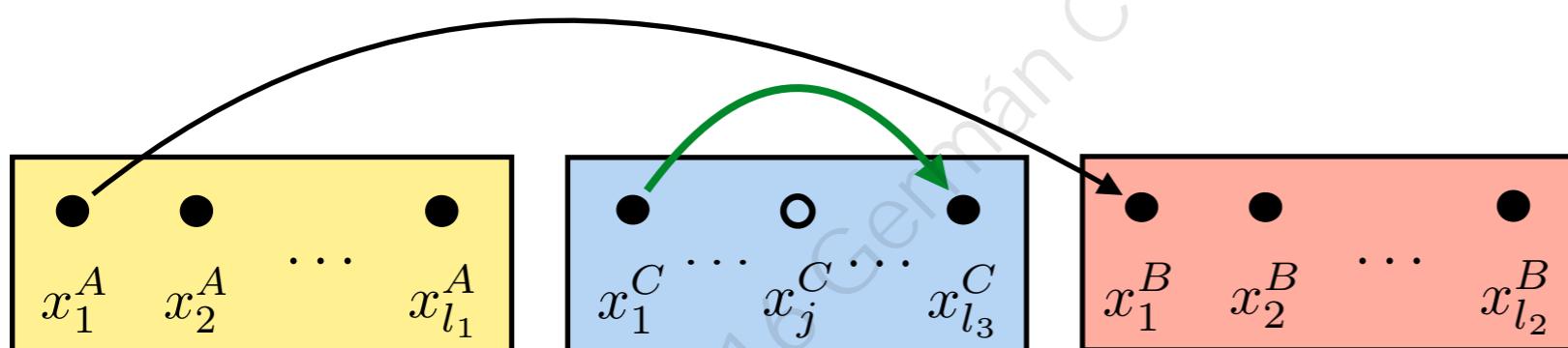
- Some are kept



Rebuild Reuses



1. Private Reuses
 - All are kept

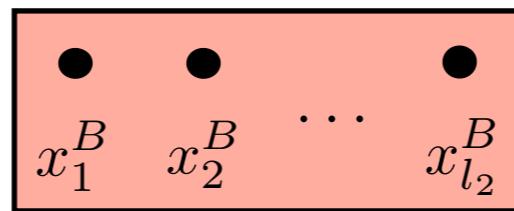
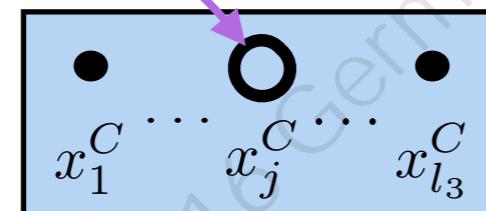
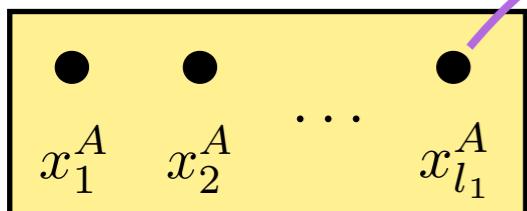
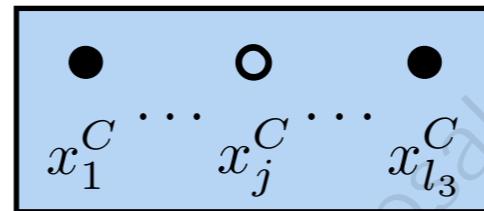
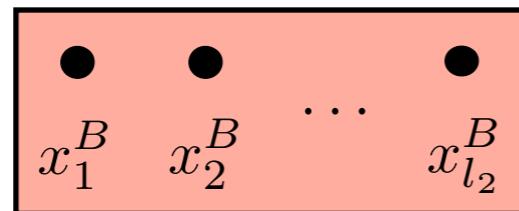
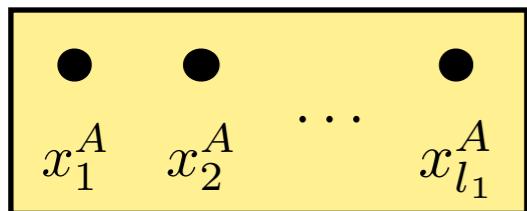


2. Shared Reuses
 - Some are kept



Rebuild Reuses

?



1. Private Reuses
 - All are kept

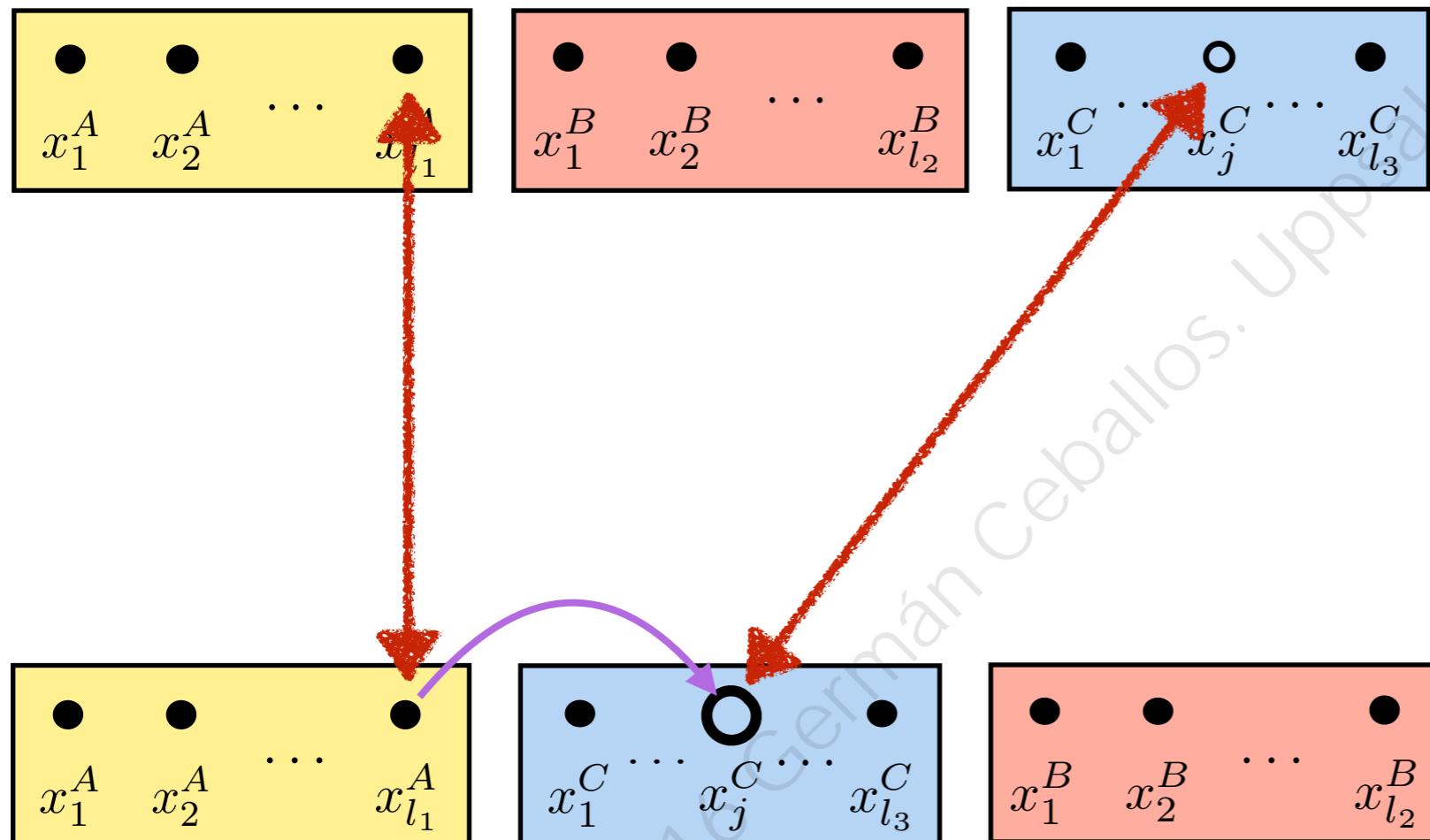
2. Shared Reuses

- Some are **kept**
- Some **appear**



Rebuild Reuses

?

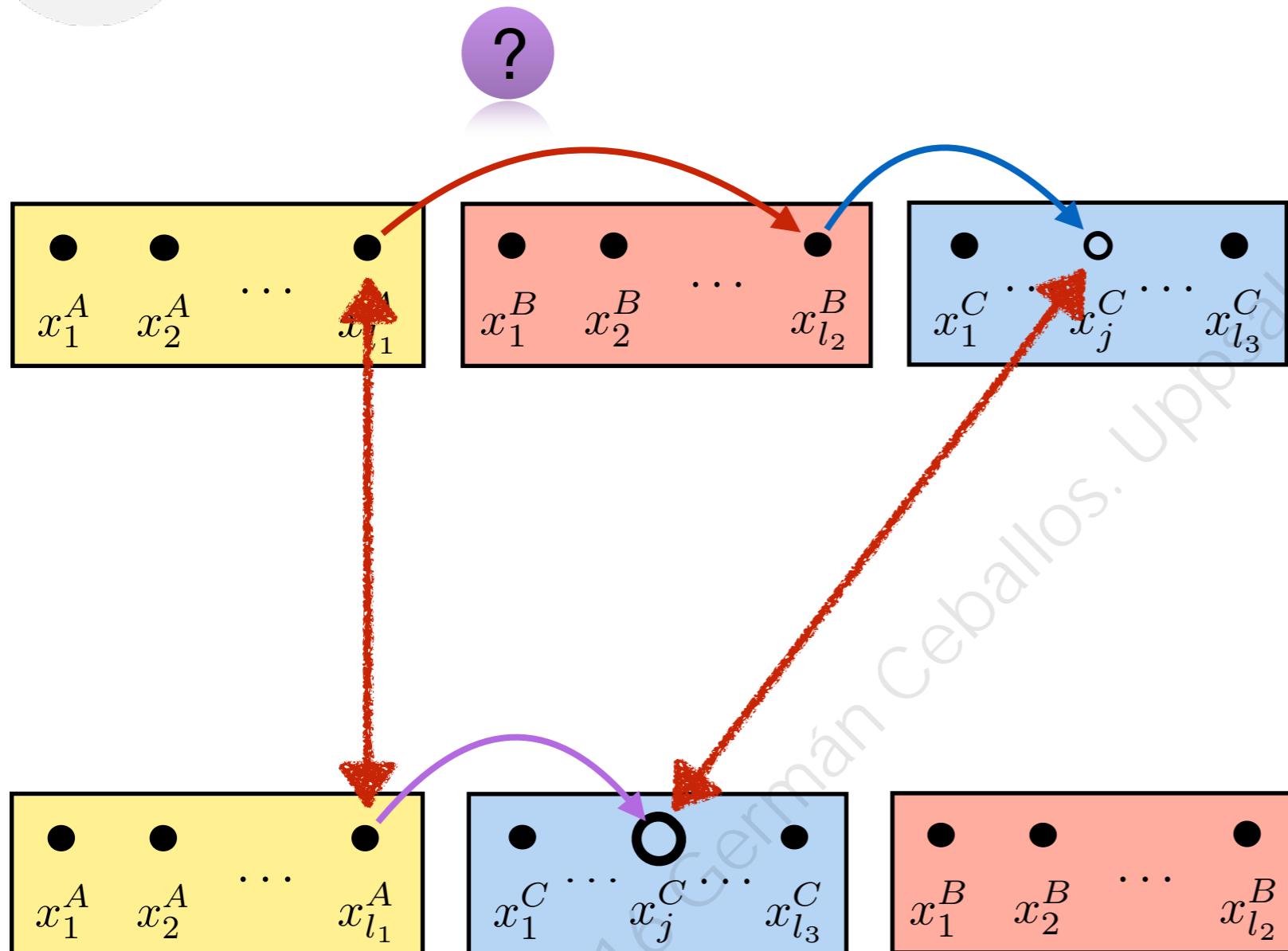


1. Private Reuses
 - All are kept

2. Shared Reuses
 - Some are **kept**
 - Some **appear**



Rebuild Reuses



1. Private Reuses

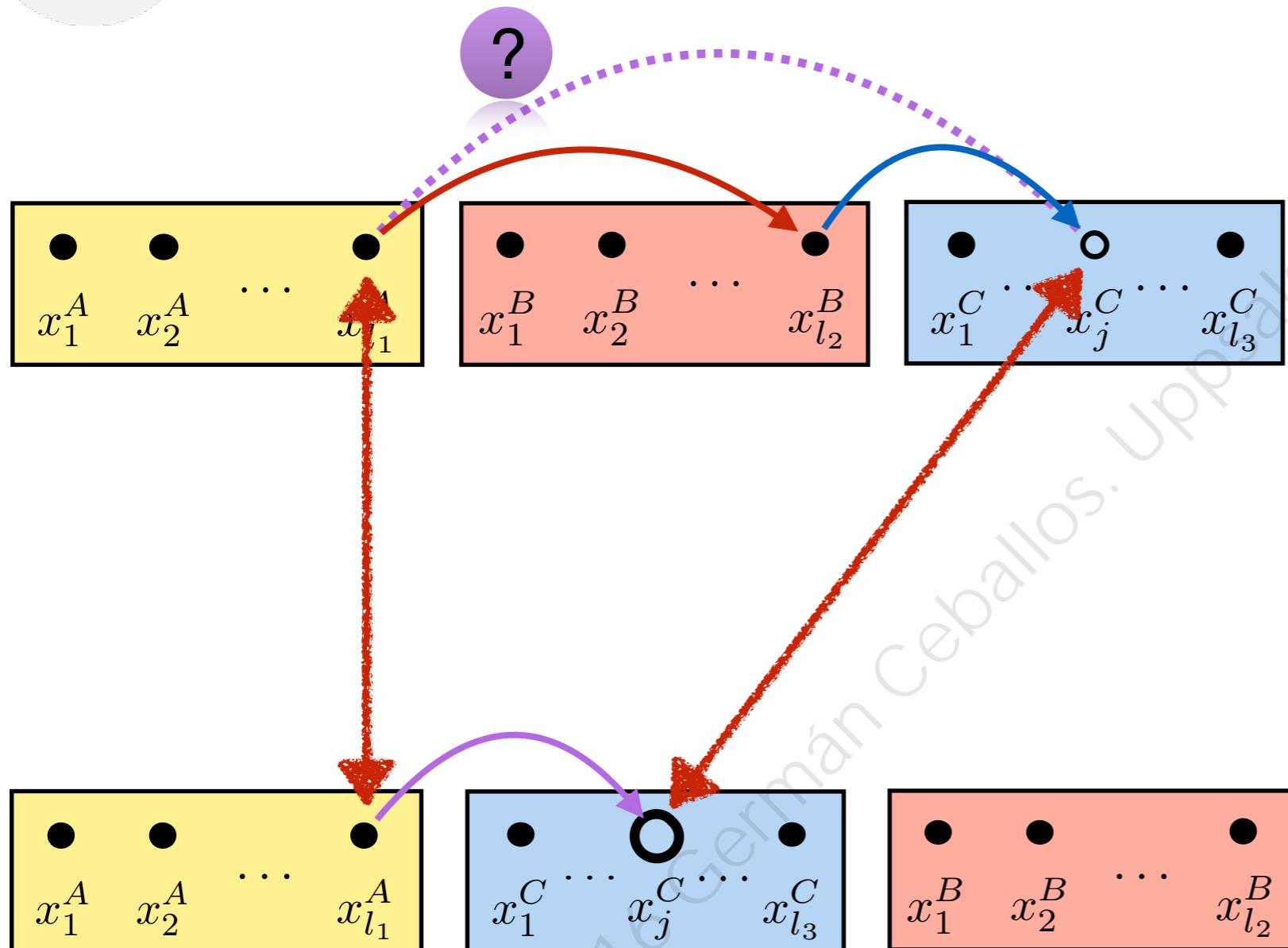
- All are kept

2. Shared Reuses

- Some are **kept**
- Some **appear**



Rebuild Reuses



1. Private Reuses

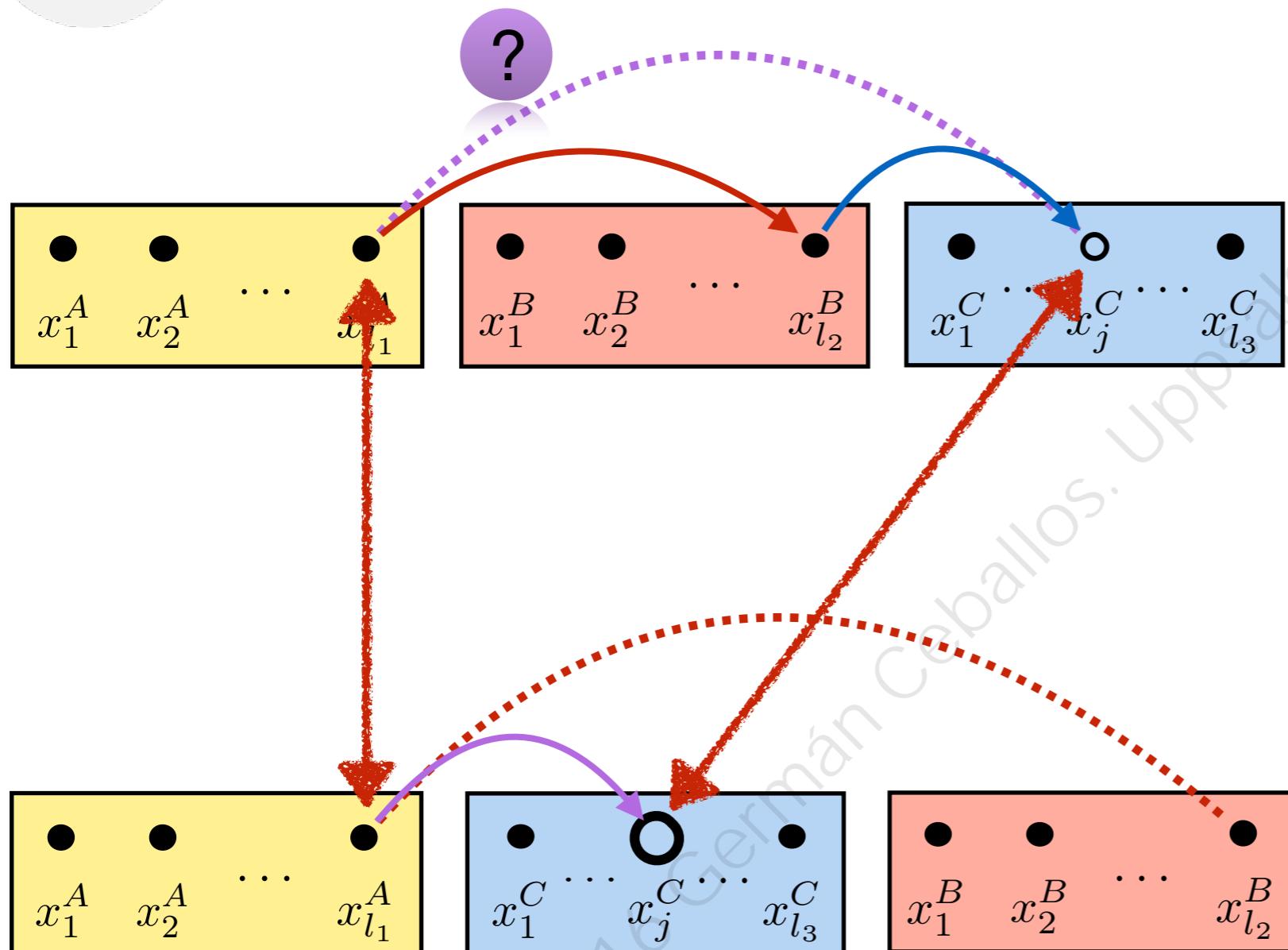
- All are kept

2. Shared Reuses

- Some are kept
- Some appear
- Some disappear



Rebuild Reuses



1. Private Reuses

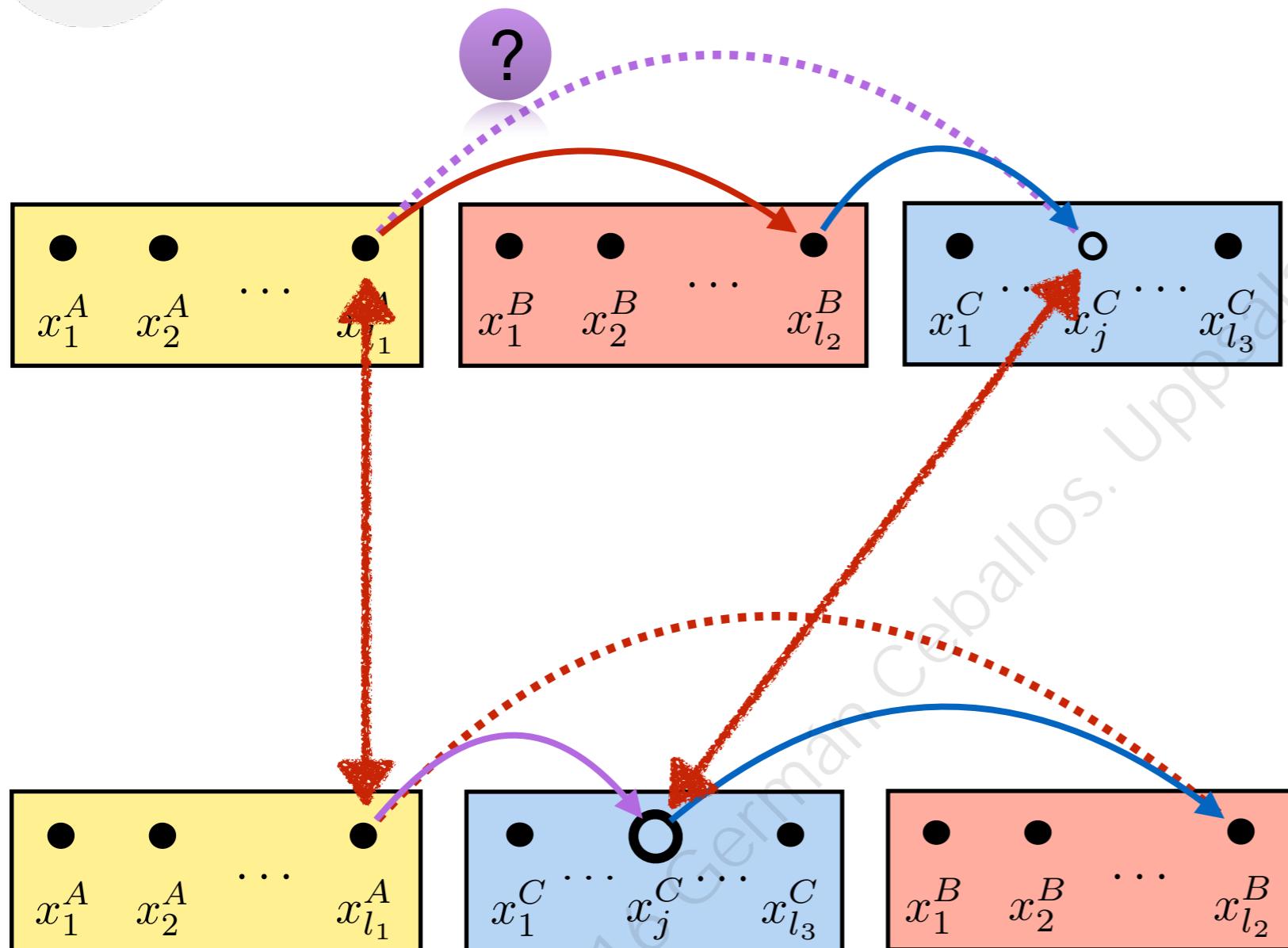
- All are kept

2. Shared Reuses

- Some are **kept**
- Some **appear**
- Some **disappear**



Rebuild Reuses



1. Private Reuses

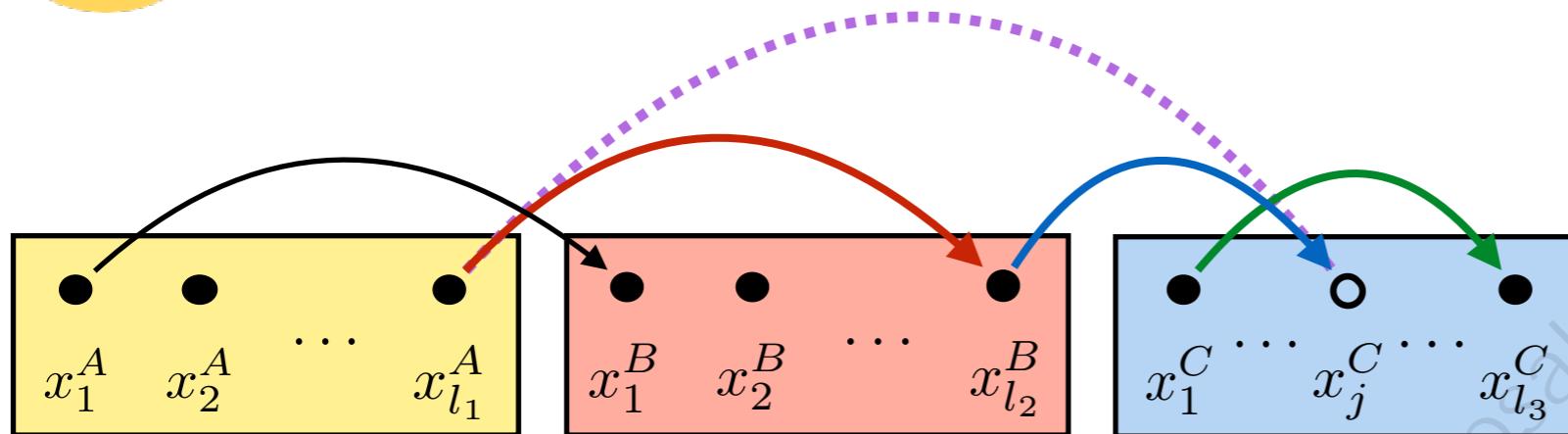
- All are kept

2. Shared Reuses

- Some are **kept**
- Some **appear**
- Some **disappear**

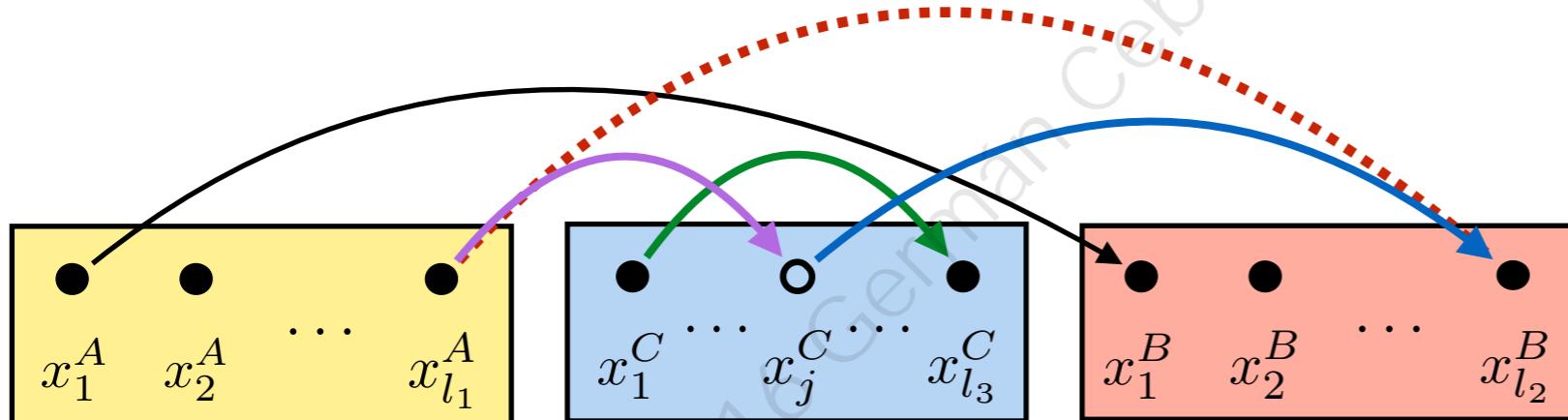


Recalculate Distances



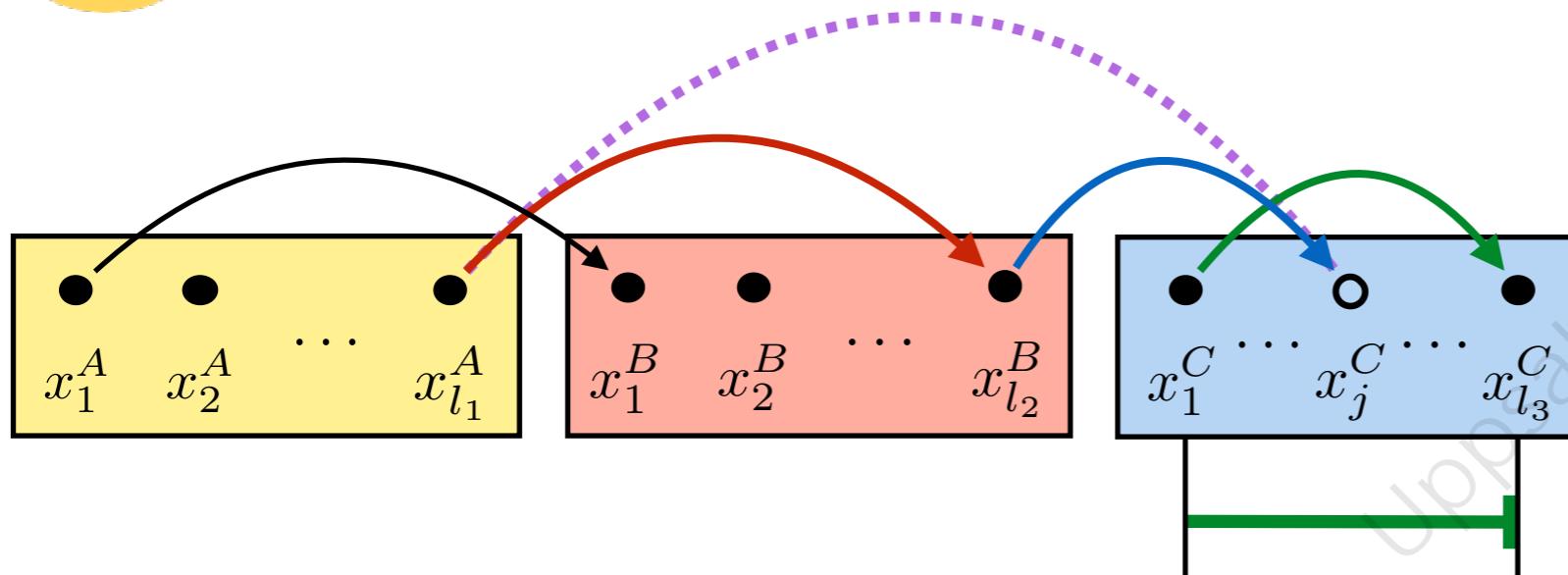
1. Private Reuses

- Same distance



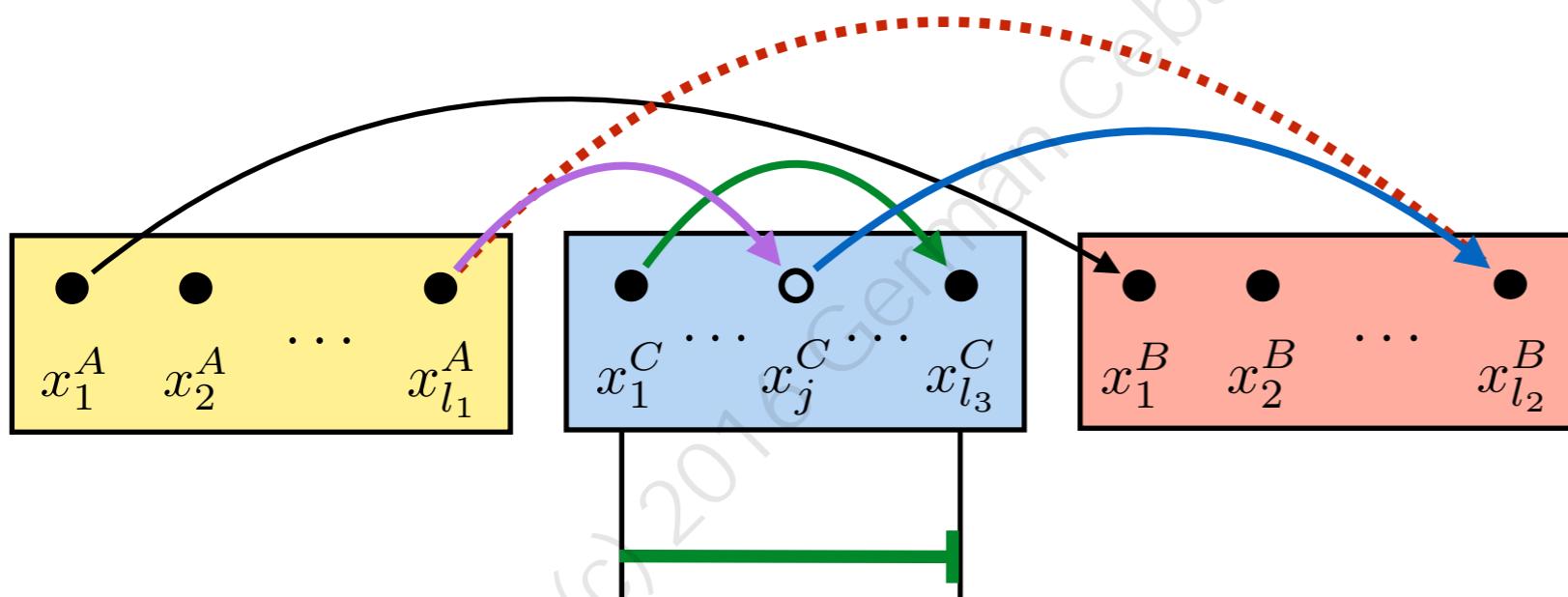


Recalculate Distances



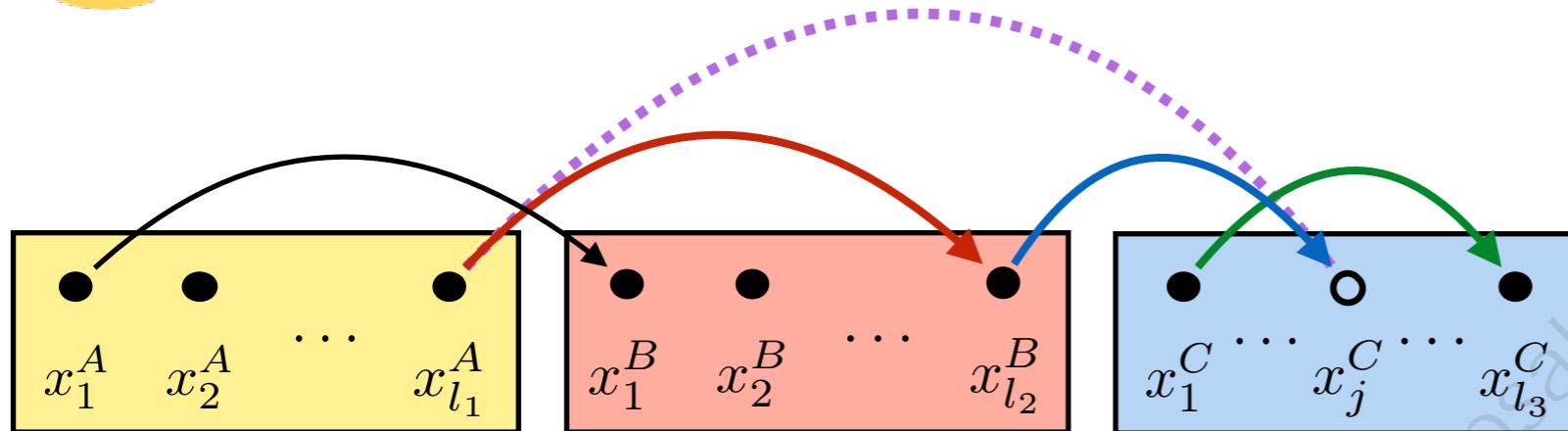
1. Private Reuses

- Same distance



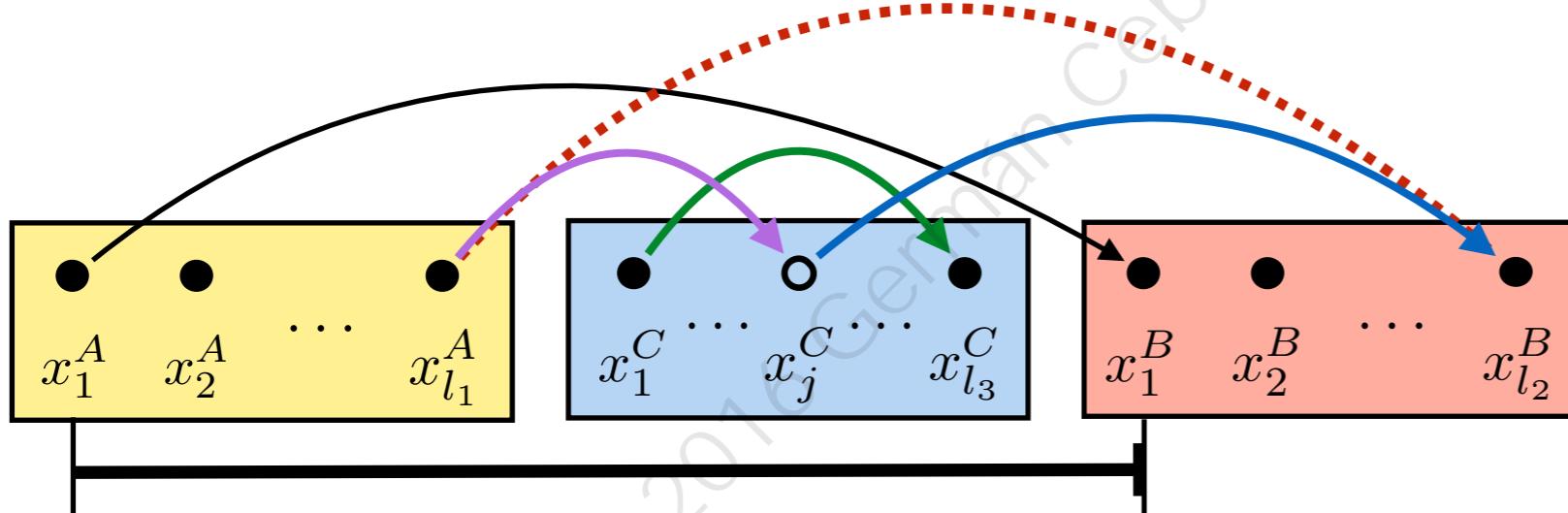


Recalculate Distances



1. Private Reuses

- Same distance

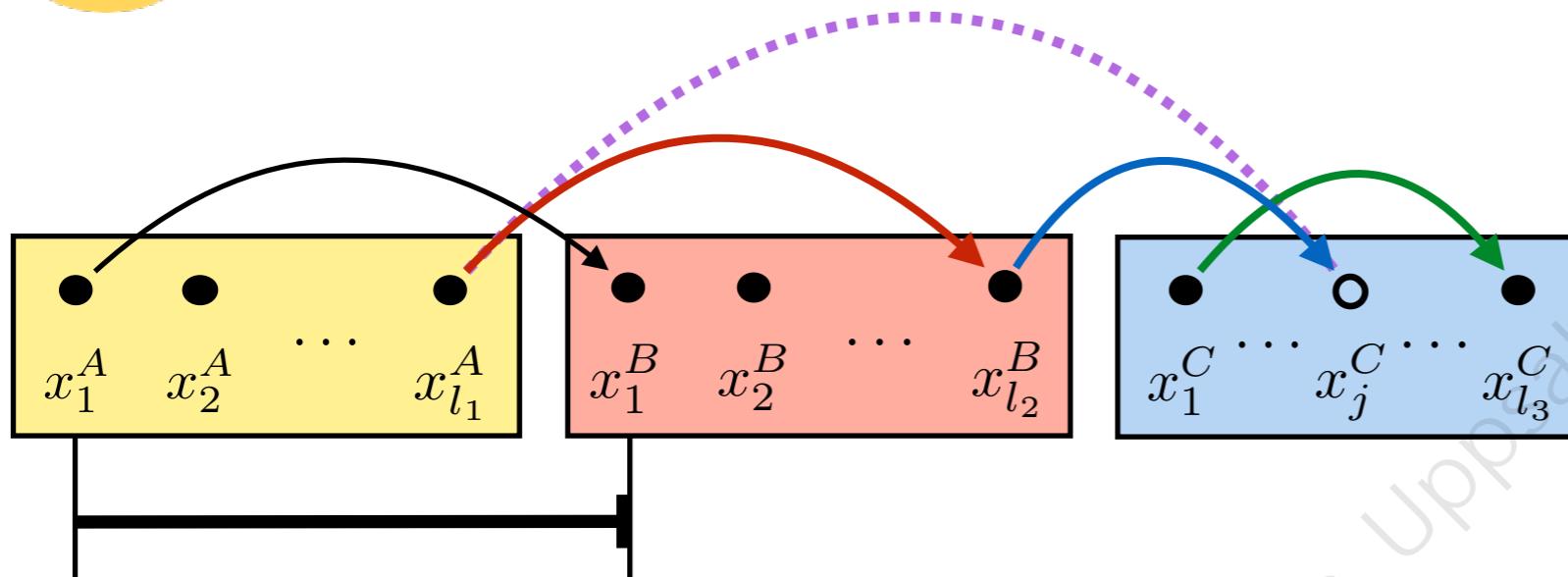


2. Shared Reuses

- Kept reuses

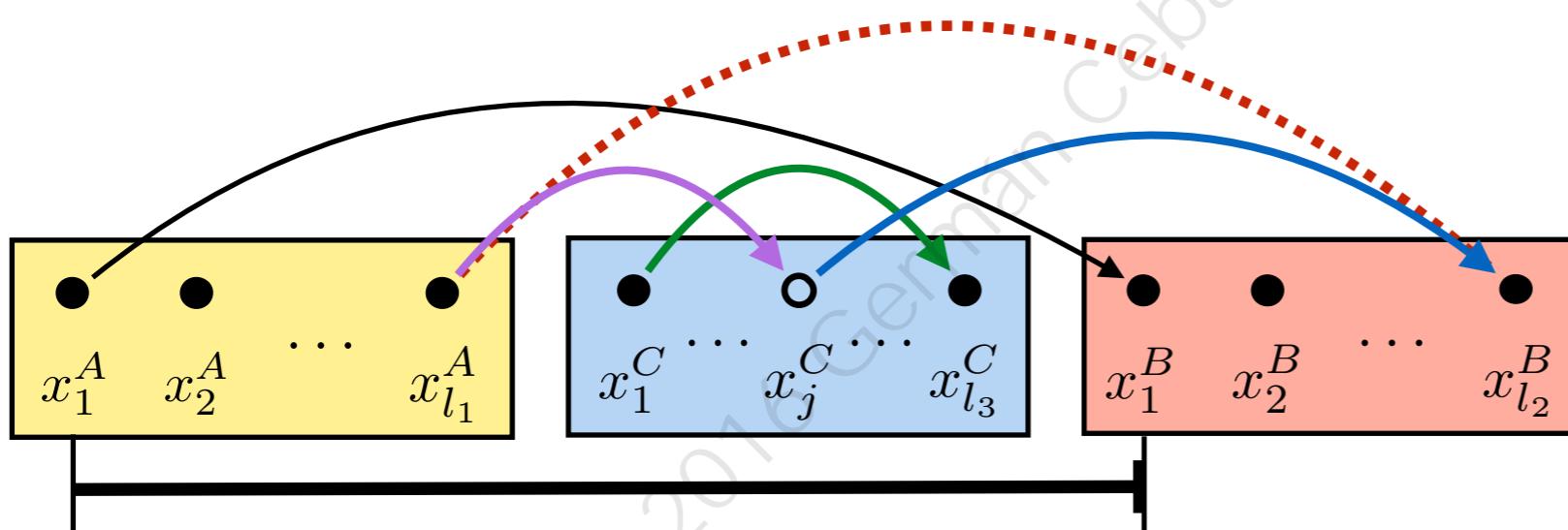


Recalculate Distances



1. Private Reuses

- Same distance

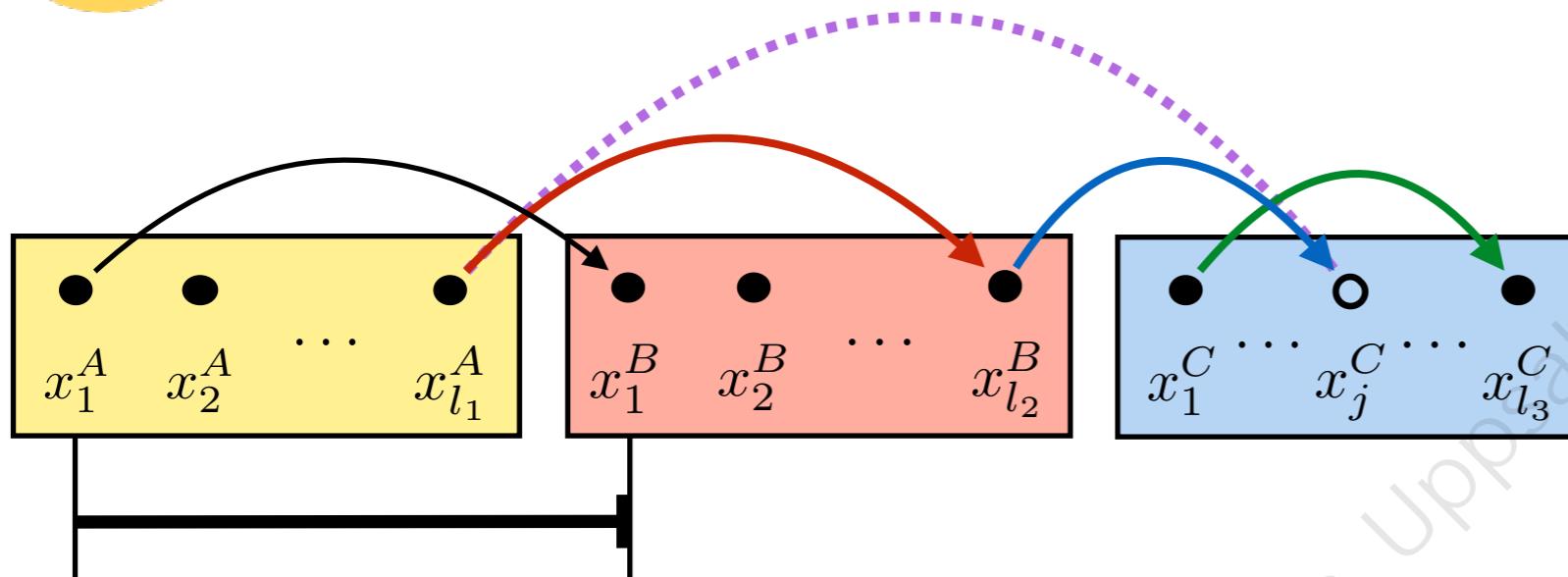


2. Shared Reuses

- Kept reuses

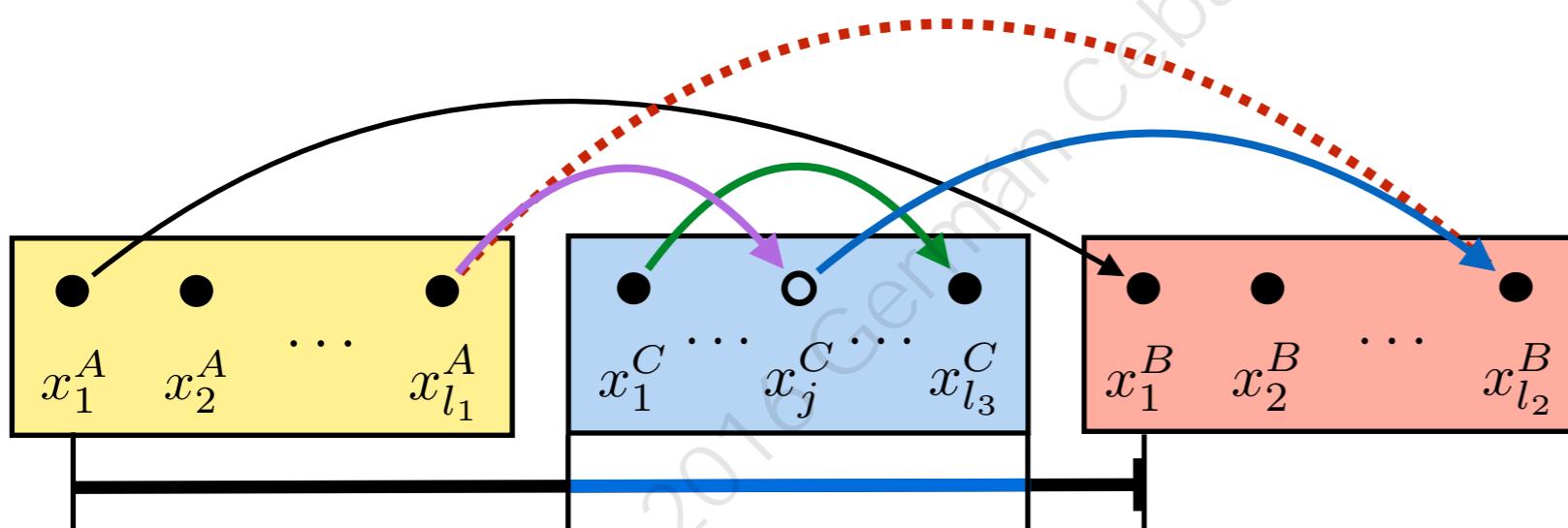


Recalculate Distances



1. Private Reuses

- Same distance

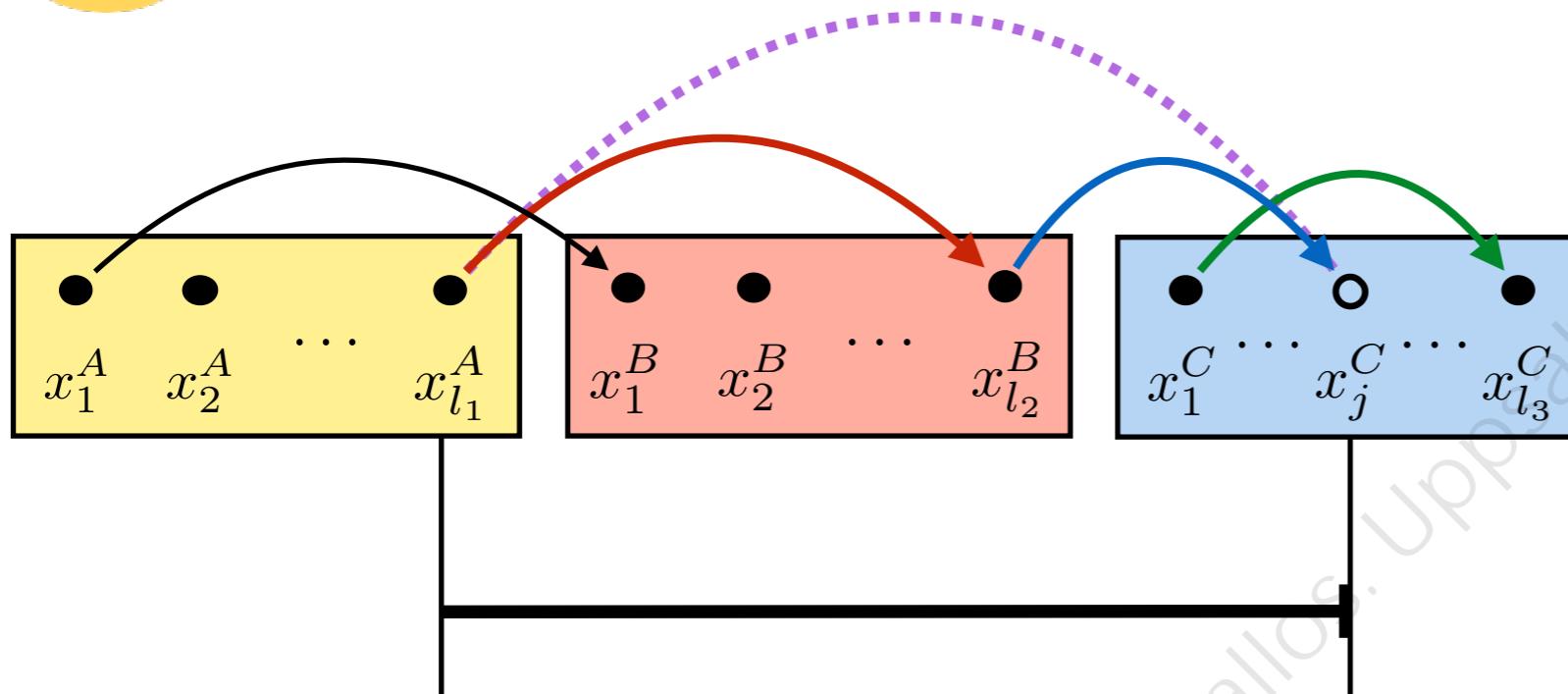


2. Shared Reuses

- Kept reuses

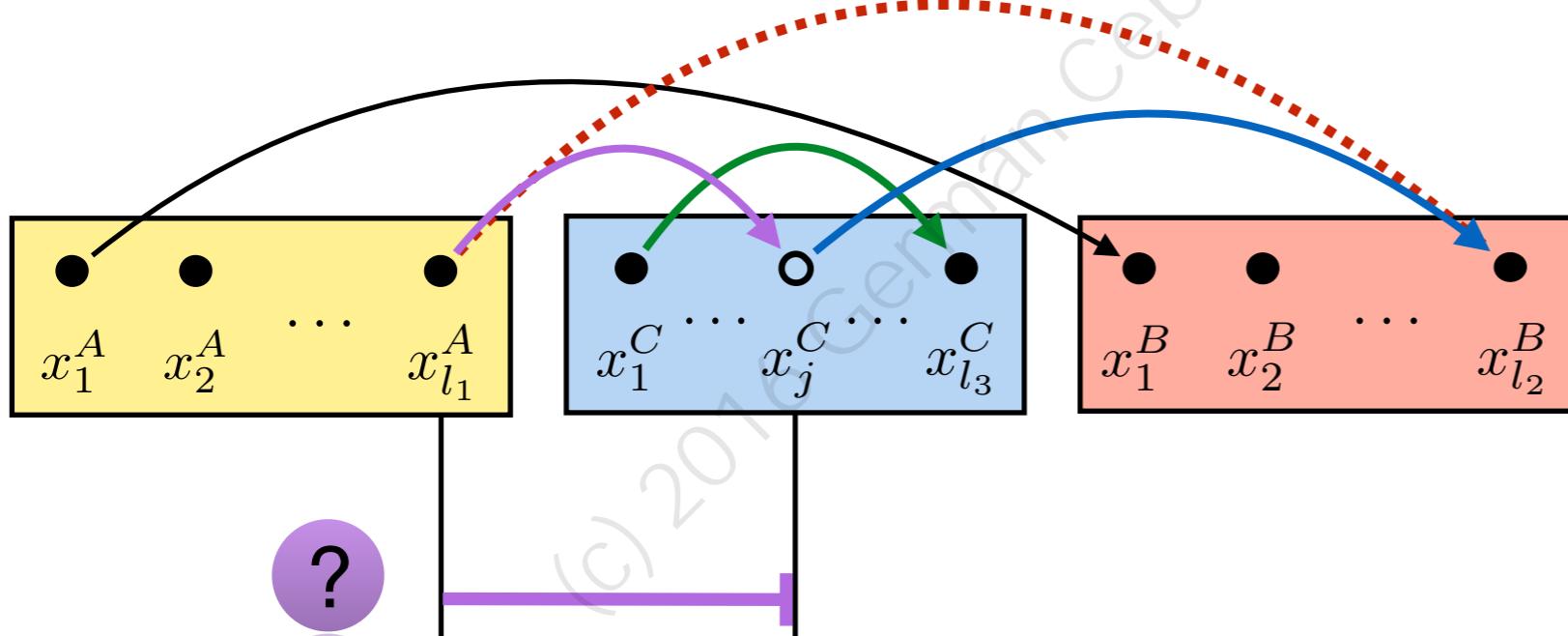


Recalculate Distances



1. Private Reuses

- Same distance

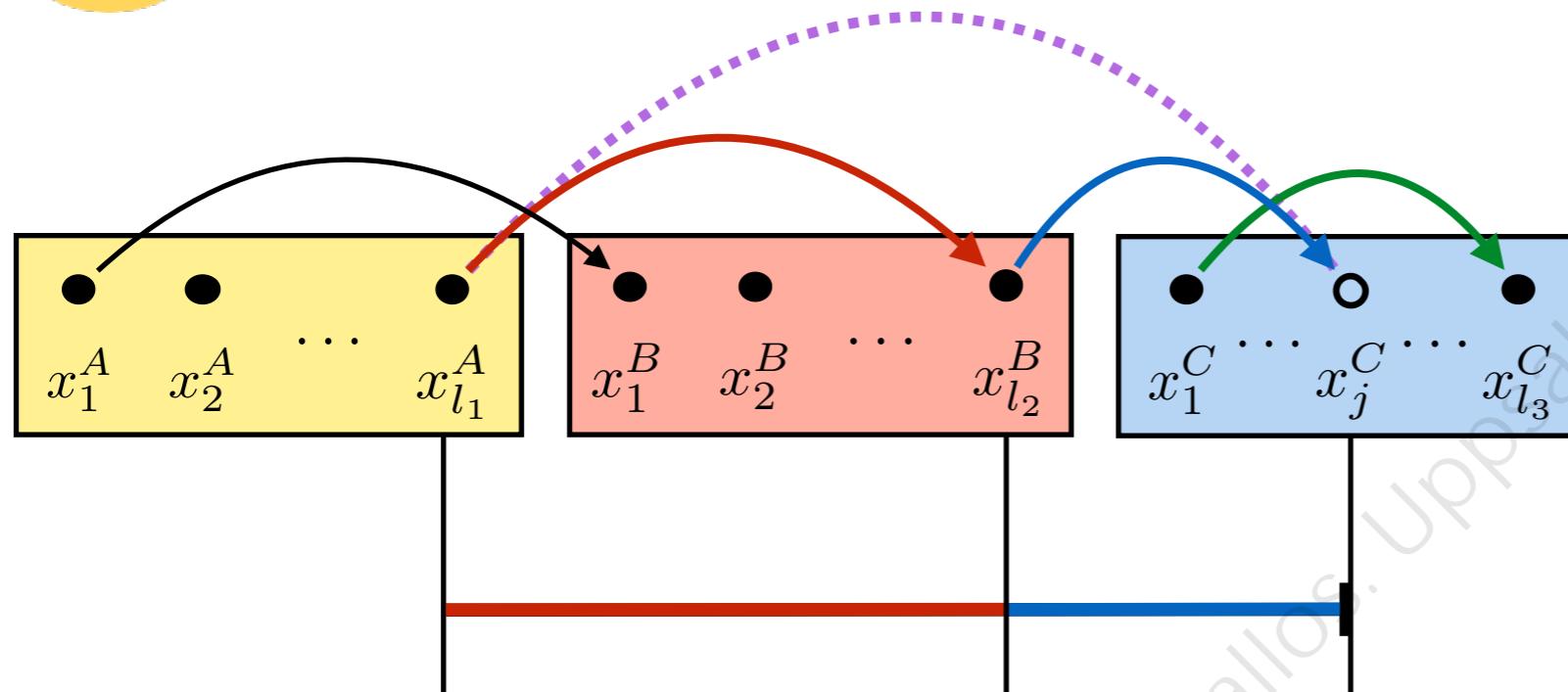


2. Shared Reuses

- Kept reuses
- New reuses

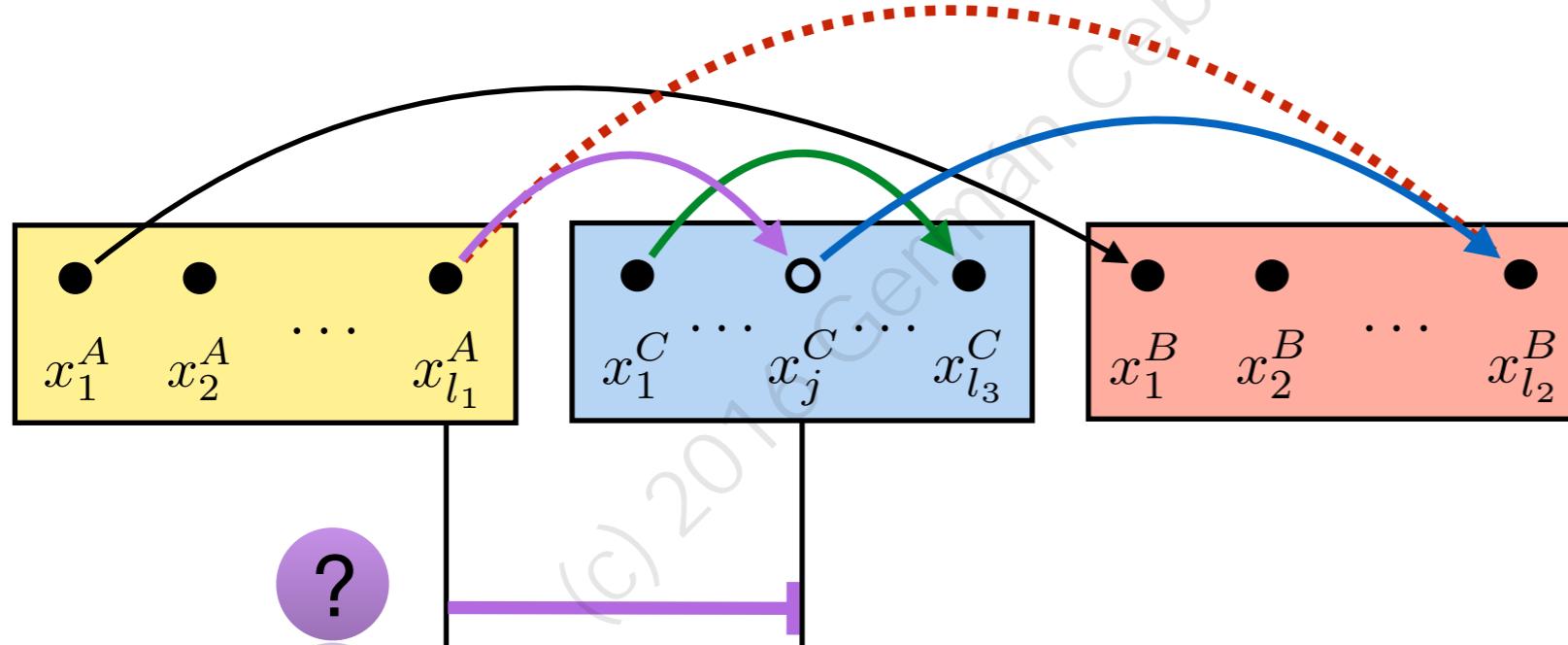


Recalculate Distances



1. Private Reuses

- Same distance

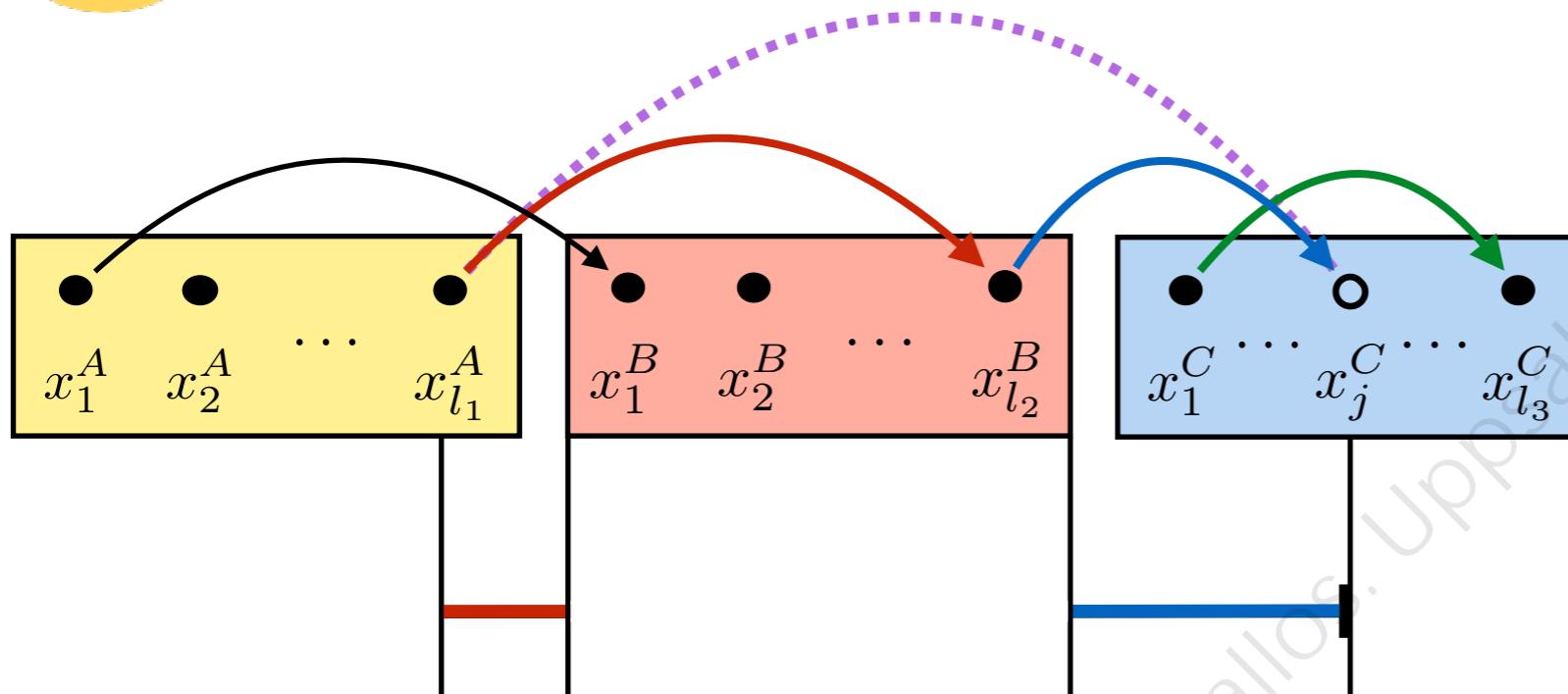


2. Shared Reuses

- Kept reuses
- New reuses

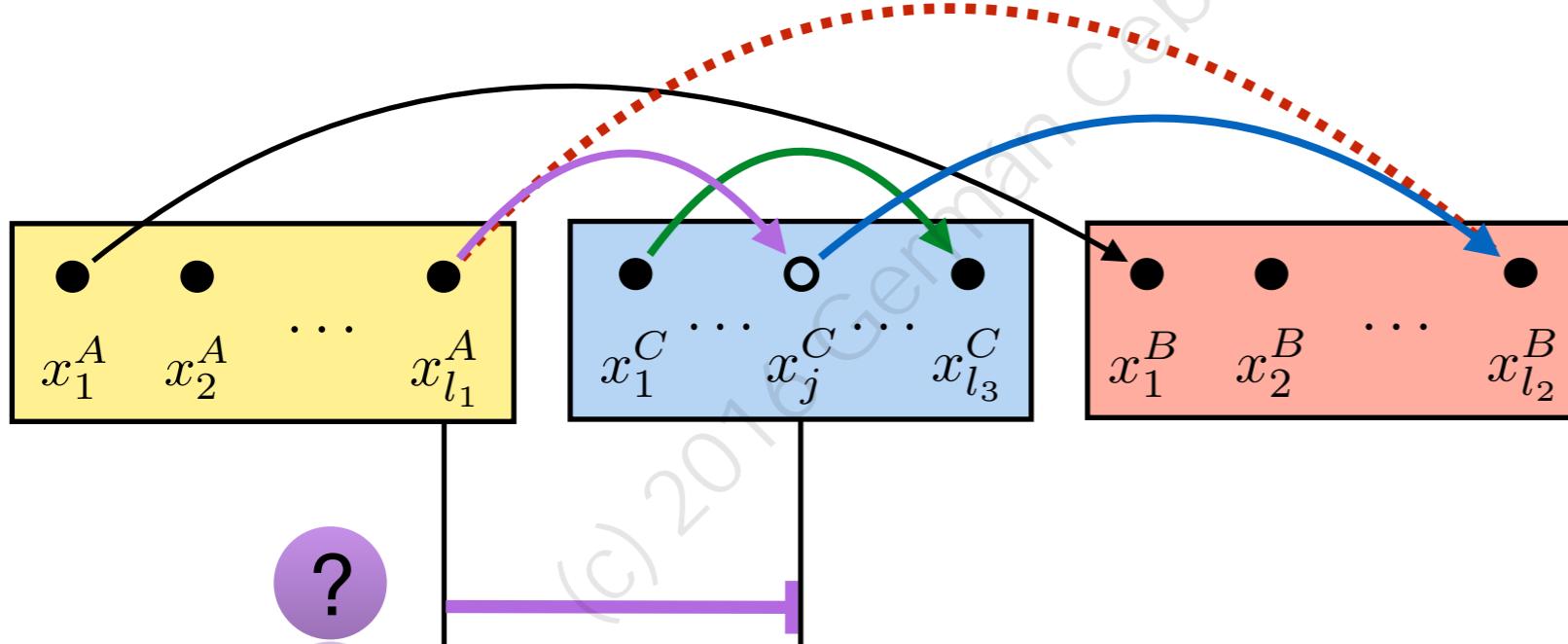


Recalculate Distances



1. Private Reuses

- Same distance



2. Shared Reuses

- Kept reuses
- New reuses

Evaluation & Results



Results

- Barcelona OpenMP Tasks Suite (BOTS)*
- Quad-core Intel Sandy Brige.
 - 8KB private L1
 - 256KB private L2.
 - 6MB shared L3.
 - 32GB RAM

Evaluation

- **Accuracy**: predicted vs measured miss ratios for **same schedule**
- **Flexibility**: predicted miss ratio from **different schedules**
- **Robustness**: sensitivity to different data set of same size (10% difference)

*Alejandro Duran, Xavier Teruel, Roger Ferrer, Xavier Martorell, and Eduard Ayguade. 2009.

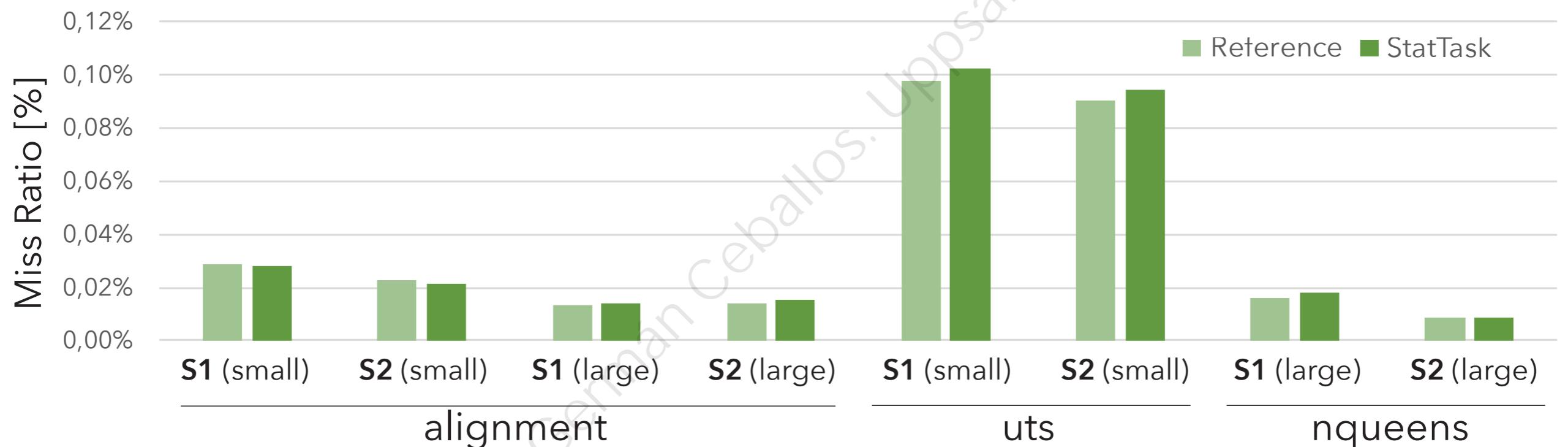
Barcelona OpenMP Tasks Suite: A Set of Benchmarks Targeting the Exploitation of Task Parallelism in OpenMP.

In *Proceedings of the 2009 International Conference on Parallel Processing (ICPP '09)*. Washington, DC, USA.



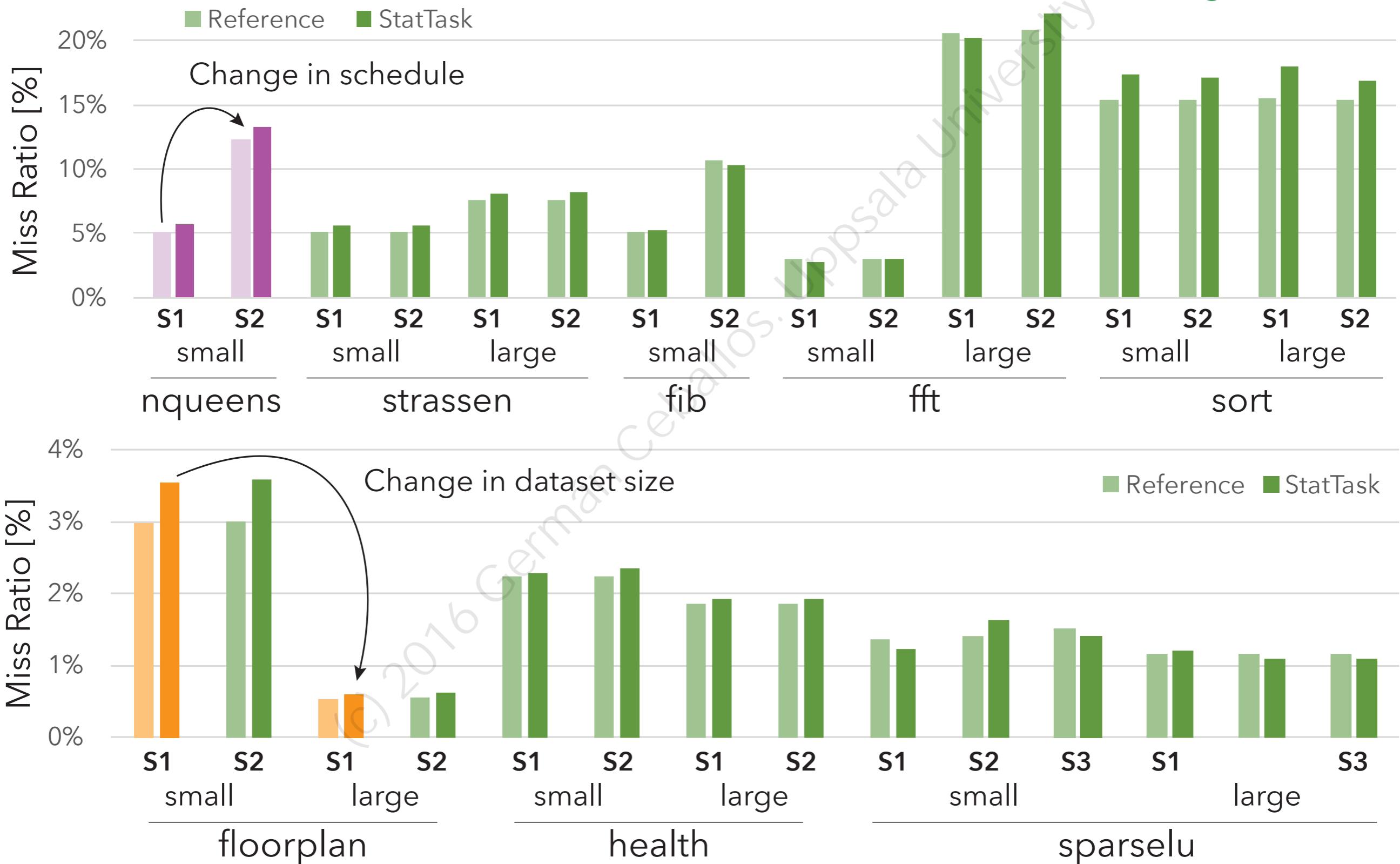
StatTask's Accuracy

Low Miss Ratios

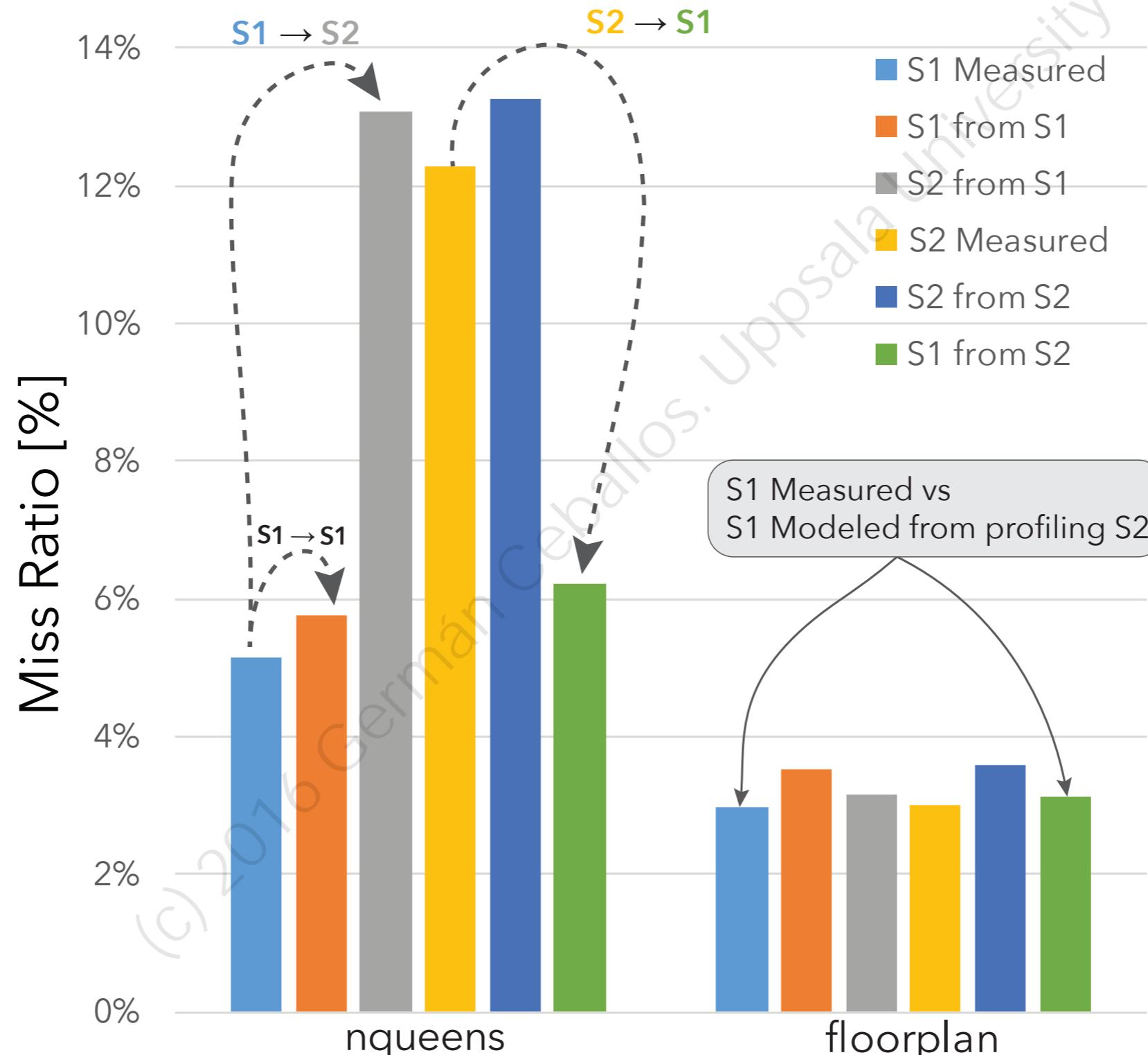


Reference: HW Performance Counters for Last Level Cache (L3)

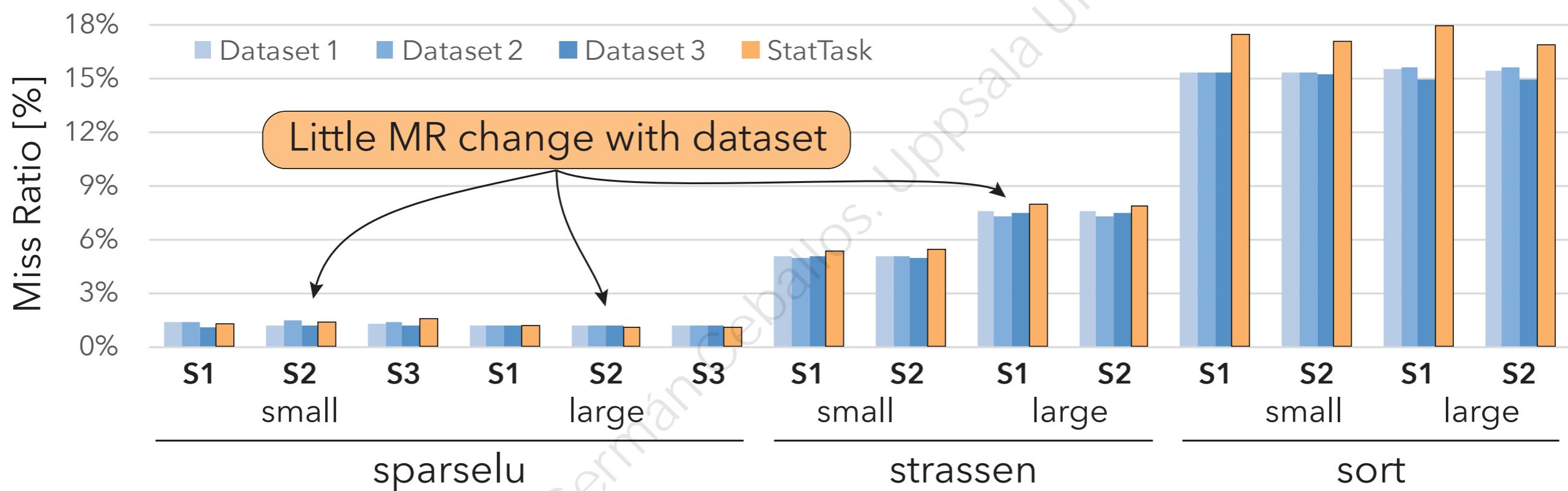
StatTask's Accuracy



StatTask's Flexibility



StatTask's Robustness



Conclusion

- Different task **schedules** have different **cache behaviour**
schedules → **# reuses** → **# performance**
- **Statistical Cache Models** can be used to predict different schedules
 - Need to be leveraged to **recompute reuses**
- **StatTask**
 - Formalizes the task-based execution model
 - **Accurate**: compared to measured results
 - **Flexible**: predicts from a **single** profile
 - **Robust**: predicts similar behaviour for inputs of roughly same size



Formalizing Data Locality in Task-Parallel Applications

Germán Ceballos

Erik Hagersten

David Black-Schaffer

ICA3PP '16

Uppsala University

Thank You!

(c) 2016 Germán Ceballos. Uppsala University