



# Y.A.S.K.

## Yet Another Stencil Kernel

Chuck Yount, Principal Engineer  
Intel Corporation

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[chuck.yount@intel.com](mailto:chuck.yount@intel.com)

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Notice revision #20110804

# Outline

## Introduction

- Overview
- Example stencils and performance on Intel® Xeon® and Intel® Xeon Phi™ processors

## YASK Features

- Vector folding and the fold builder
- Loop-code generator
- Memory accessor
- Debug output

## Using YASK

- Build and test
- Output
- Use model
- Run-time options: hierarchy sizes, wave-front blocking, MPI
- Stencil, vectorization, loop, and advanced customization
- Collaboration opportunities

# Introduction to YASK

# Overview

## YASK: Yet Another Stencil Kernel

- Goal: facilitate exploration of the stencil-performance design space for Intel® Xeon® or Intel® Xeon Phi™ processors supporting the AVX, AVX2, or AVX-512 instruction sets

## Features

- Supports trade-off studies for coding options for
  - Vector-folding
  - Cache blocking
  - Memory layout
  - Loop construction
  - Temporal wave-front blocking
  - MPI halo exchanges
  - And more
- Is a collection of C++ code, code-generators and other scripts
- Focused on single-node OpenMP optimizations
  - Minimal MPI enabled at this time

# Example 1: Iso3dfd stencil



## Description

- Finite-difference code found in seismic imaging software used by energy-exploration companies to predict the location of oil and gas deposits

Performance\* on  $1024^3$  problem size per node

- Intel® Xeon Phi™ processor 7250 (Knight's Landing)
  - 17.7 GPoints/sec

\*Observed performance for illustration and comparison; not guaranteed.

Image from <https://commons.wikimedia.org/wiki/File:PlatformHolly.jpg>. Public domain--U.S. DoE.

# Iso3dfd build and run “recipes”

KNL: Intel(R) Xeon Phi(TM) CPU 7250 @ 1.40GHz,  
16GB MCDRAM flat mode

- make clean; make stencil=iso3dfd arch=knl mpi=1
- ./stencil-run.sh -arch knl -- -d 1024 # on 1 node

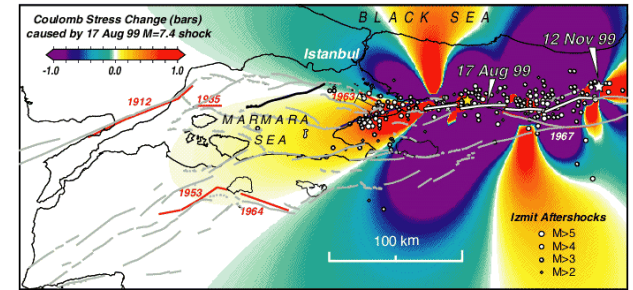
...

best-time (sec):	3.01762
best-throughput (prob-size-points/sec):	17.7912G
best-throughput (points-updated/sec):	17.7912G
best-throughput (est-FLOPS):	1.08526T

# Example 2: AWP stencil

## Description

- The primary compute kernel for the Anelastic Wave Propagation earthquake simulator:  
<http://hpgeoc.sdsc.edu/AWPODC>
- Consists of 26 grids:
- Intel® Xeon Phi™ processor 7250 (Knight's Landing)
  - 19.3 GPoints/sec



\*Observed performance for illustration and comparison; not guaranteed.

Image from [https://commons.wikimedia.org/wiki/File:Izmit\\_11-12-99.gif](https://commons.wikimedia.org/wiki/File:Izmit_11-12-99.gif). Public domain--U.S.G.S.



# AWP build and run “recipes”

KNL: Intel(R) Xeon Phi(TM) CPU 7250 @ 1.40GHz,  
16GB MCDRAM flat mode

- `make clean; make -j stencil=awp arch=knl mpi=1`
- `./stencil-run.sh -arch knl -- -d 1024 -dz 128`

...

best-time (sec):	5.20012
best-throughput (prob-size-points/sec):	1.29053G
best-throughput (points-updated/sec):	19.3579G
best-throughput (est-FLOPS):	348.442G

Using YASK

# Initial build and test

## Install

- Download the code from the 'GIT REPO' link at <https://01.org/yask>
- Install all the prerequisites from the README file

## Build and run the default test program

- Type 'make -arch *name* -stencil *name*' per the README file
- Run the program using the stencil-run.sh script
  - Run natively on Xeon™ or Xeon Phi™ processors (KNL)
  - Use the -mic option to run on a Xeon Phi™ coprocessor (KNC)
  - Run under SDE to emulate hardware you don't have
- If it doesn't build and/or run, check the prerequisites

# Typical run and output

Settings are printed

- Hierarchical sizes (spatial and temporal): rank, region, block, cluster, and vector
- Stencil shape and order
- Other miscellaneous compile-time and run-time settings

A number of trials (default=3) is run

- Time and throughput (points per sec) are printed
- FP-rate is estimated based on number of FP ops in original scalar spec
- Best result across the trials is re-printed

Validation

- If the '-v' option was used, a non-vectorized, non-tiled version of the code is run, the results are compared, and 'PASSED' or 'FAILED' is printed
- Validation is slow; run with a small problem size!
- If you get near-miss errors during validation, it may be due to rounding error instead of a bug; try building with "real\_bytes=8" to check

# Use model

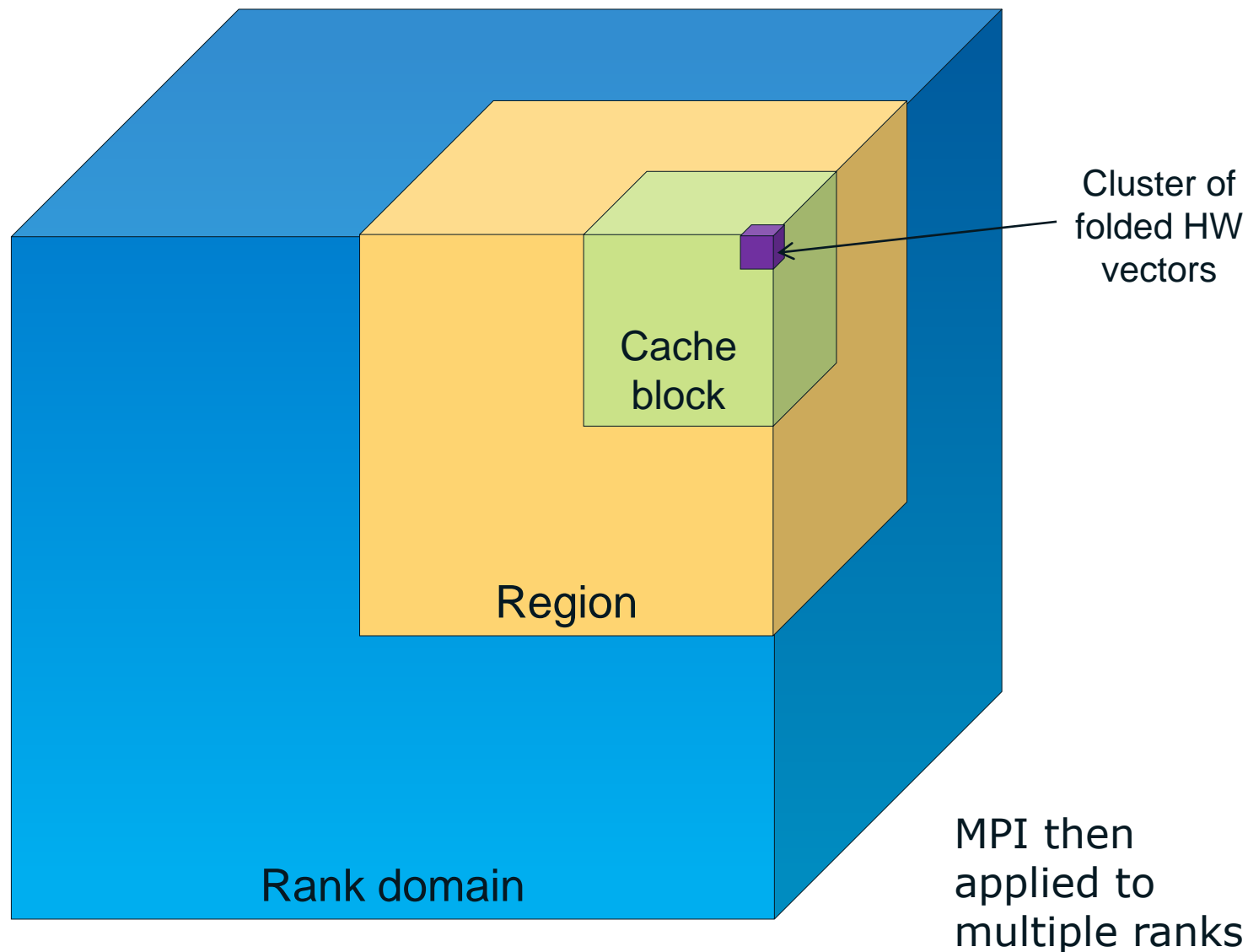
## Goal

- YASK is a tool for exploring the stencil design space
- It is not a library (yet)

## Typical usage model

- Identify stencil(s) used in your application
- Use existing stencil(s) in YASK or write your own
- Use YASK to find well-performing parameters
- Integrate the stencil code back into your application

# Tiling applied at multiple levels



# Common run-time options

Settings controlled from the 'stencil-run.sh' script

- Binary selection via 'arch' option
- Number of MPI ranks
- Which Xeon Phi coprocessor or other host to use
- Run with '-h' option to get help

Settings controlled from the 'stencil.arch.exe' binary (passed through from the stencil-run.sh script)

- Spatial/temporal rank-domain size (overall problem if not using MPI): -d\*
- Spatial/temporal region size (used for temporal wave-front blocking): -r\*
- Cache-block size: -b\*
- Padding: -p\*
  - Used to fine-tune data alignment across rows and columns
  - The specified value is added to the halo size during memory allocation
- Number of trials: -t
- Enable validation: -v
- Run with '-h' option to get help

# Enabling temporal wave-front blocking

## Purpose

- The temporal blocking in YASK is designed to exploit large shared caches, e.g., when using the Intel® Xeon Phi™ processor in MCDRAM cache mode

## Usage

- Temporal wave-front blocking is done using the “regions” level of the hierarchy shown earlier
  - Spatial blocks within each region are evaluated in parallel using OpenMP
  - The time slices within each region are evaluated sequentially to reuse memory
  - Regions are evaluated sequentially to increase shared-cache locality
- Executable run-time options
  - `-rt <n>` sets the number of time slices in each region
  - `-r* <n>` sets the spatial size of each region
  - Example: `stencil-run.sh -arch knl -d 1920 -dt 50 -r 768 -rt 25`
  - Note: the default setting of `-rt` is one (1), and the default setting of `-r` is zero (0), which means the region size is the same as the rank size.



# Enabling MPI

## Scope

- The MPI implementation in YASK exchanges halos with all neighbors in all directions
  - For 3D problems, this can be up to 26 neighbors ( $3^3-1$ )
  - For 4D problems, this can be up to 80 neighbors ( $3^4-1$ )

## Usage

- Compile with MPI enabled using “make mpi=1 ...”
- Prefix “stencil-run.sh” with the appropriate MPI command, e.g., mpirun -n 4 -ppn 1
  - Use the “-ranks <n>” option to “stencil-run.sh” as a shortcut to run more than one rank on a single node
- Note: the -d\* options control the rank size, so the overall problem size increases by the number of ranks (weak scaling)

# Stencil customization

## Stencil Type

- Use the `'stencil=stencil-name'` argument to the `make` command to select a stencil (required)
  - The *stencil-name* string is passed to the `foldBuilder` tool
- Current provided stencils
  - `'iso3dfd'`: an isotropic acoustic wave equation
  - `'3axis'`, `'9axis'`, `'3plane'`, and `'cube'`: common 3D symmetric shapes (defined in the [vector-folding paper](#))
  - `'ave'`: the simple 27-pt stencil from the miniGhost benchmark
  - `'awp'`: a simplified version of [AWP-ODC](#) earthquake simulation stencils
- Write your own by modifying code in `src/foldBuilder`
  - Implement the `StencilBase` interface using the `stencils/*Stencil.hpp` files as examples
  - Modify `main.cpp` to include your new `.hpp` file

# Stencil customization (cont.)

## Stencil size

- Use the `'radius= $n$ '` argument to the make command
  - The  $n$  value is passed to the `'foldBuilder'` tool
  - Default is different for various stencils and ignored for some
  - See Makefile for current defaults
- Write your own by modifying code in `src/foldBuilder`
  - Follow the existing examples to pass the `'radius'` parameter to your stencil code if applicable

## Other parameters

- If you're developing your own stencil, you can add more parameters similar to the `'radius'` one

# Stencil customization (cont.)

## Advanced

- The provided stencils assume uniformity across the entire 3D grid
  - The 'foldBuilder' tool evaluates the stencil code only from the origin to the extent of a vector
- Some stencil applications require special code at boundaries or other conditions
  - A mechanism for handling conditions that specify sub-domains is under development
  - See the awp\_elastic stencil for an example
  - Since this is under development, the syntax may change

# Vector-folding introduction

## Concept

- Store small 2D or 3D block of data into each vector
- Pros: reduces memory BW requirements compared to traditional 1D in-line vectors
- Cons: requires data pre-conditioning (element rearranging) and additional shift and blend operations preceding SIMD arithmetic operations

## Results

- Significant speedup shown on Intel® Xeon Phi™ Coprocessor
- Combining with loop tiling enables even more speedup

## For more information

- Refer to paper on [Vector Folding from HPCC 2015](#)

# Traditional in-line 1D vectorization

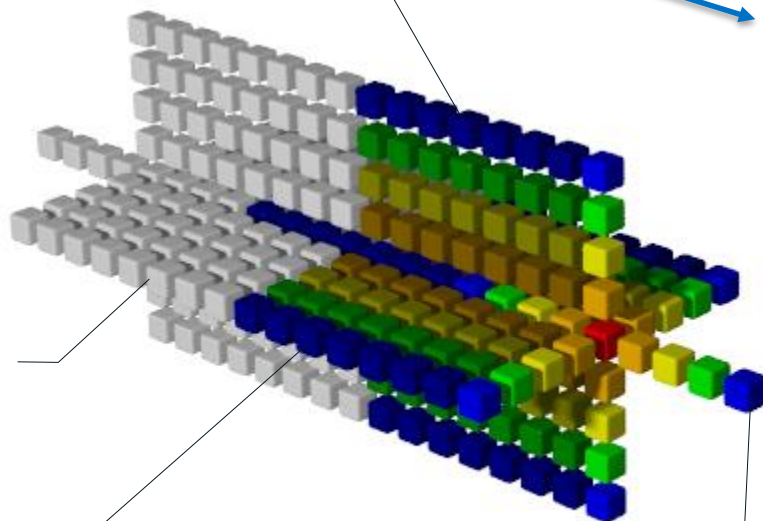
25-point 3D stencil  
input vectorized using  
8-element vectors,  
each parallel to x-axis



Inner 3D loop iterates  
in x direction, i.e.,  
*same dimension* as  
vectorization

Previous  
iteration

Current  
iteration



Need to read 17 new cache  
lines\* for each iteration (8 of  
the 25 vectors overlap in x  
dimension)



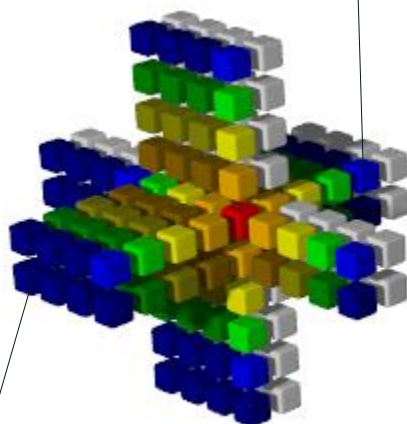
One 8-element  
vector output per  
iteration

Steady-state memory BW =  
**17** new cache lines input to  
calculate each vector of output

\*Assuming cache line size = vector size.

# Reduce BW via vector folding

25-point 3D stencil  
input vectorized using  
8-element vectors,  
*each containing a 4x2  
grid in the x-y plane*



Need to read only 7 new  
cache lines for each iteration  
(vectors overlap in x-y  
dimensions within an iteration  
and in z dimension between  
iterations)



Inner 3D loop iterates in z  
direction, i.e., *perpendicular*  
to 2D vector



One 8-element (4x2)  
vector output per  
iteration

Steady-state memory BW = **7**  
new cache lines input to  
calculate each vector of output:  
**2.4x lower** than in-line

# Vector-folding customization

## Vector fold

- Use the `fold='x=n,y=n,z=n'` argument to the `make` command to control how much vectorization is done in each dimension
  - The values are passed to the 'foldBuilder' tool
  - Example: `make fold='x=1,y=2,z=8'` generates code using a 1x2x8 fold
  - Make sure the product of the fold lengths equals the vector size of the target architecture and FP precision (single or double)

## Vector cluster

- Use the `cluster='x=n,y=n,z=n'` argument to the `make` command to control how many vectors are calculated and output simultaneously
  - The values are passed to the 'foldBuilder' tool
  - The default is 1x1x1, or one HW vector
  - This essentially implements loop unrolling in multiple dimensions



# Loop-structure customization

The 'gen-loops.pl' script creates the loop-control code

- There are 4 loop-control codes
  - 'Outer' loops break the whole problem into OpenMP regions (typically, only one OpenMP region is used)
  - 'Region' loops break each OpenMP region into cache blocks
  - 'Block' loops iterate over each vector cluster in a cache block
  - 'Halo' loops are used for copying data for halo exchanges

## Usage

- See the Makefile for default invocations or run 'make -n'
- Run './gen-loops.pl' without any parameters to get help on more options: index ordering, OpenMP scheduling, etc.
- Run the script before the make command or specify the \*LOOP\_ARGS variables in the make command to override

# Misc. advanced customization

More compile-time options to the make command

- Use `'real_bytes=n'` to set the size of a float: *n*=4 for single-precision or *n*=8 for double-precision (default=4; 8 for 'ave' stencil)
- Use `'EXTRA_MACROS='macro-settings'` set other CPP macros
  - `'PFDL1=n1 PFDL2=n2'` to change the prefetch distances; only used in the prefetch code generated from 'gen-loops.pl', not in compiler-generated prefetch code
  - Example: `'make MACROS='PFDL2=15''`
  - See \*.hpp for macro definitions
- Run `'make echo-settings'` to see other make variables

# Automatic Tuning

YASK includes a genetic-algorithm-based automatic tuning utility

- Tunes compile-time and run-time options and parameters
- Run `'stencil-tuner.pl -h'` to get tuner options
- Example run:
  - Tune the parameters for the `'iso3dfd'` stencil on the KNL architecture, constraining the memory usage between 14 and 16 GiB
  - `./stencil-tuner.pl -stencil=iso3dfd -arch=knl -mem=14-16`

# Collaboration

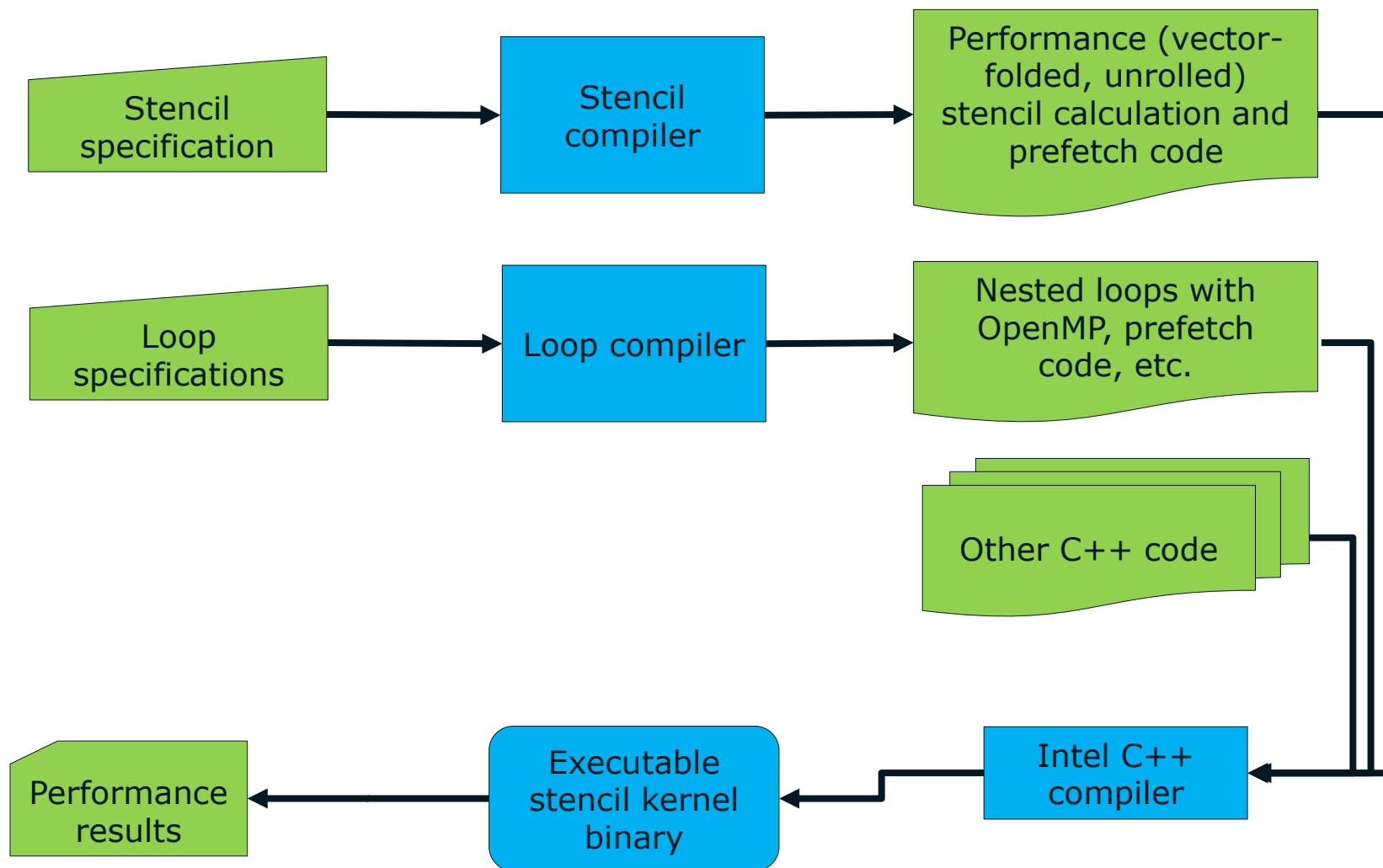
Use the blog at <https://01.org/yask> to ask and/or answer questions

Submit useful changes for review via github

Contact the author of this presentation for further collaboration opportunities

# YASK Software Architecture

# High-level components



# Fold-builder code generator

Goal: automate the tedious and error-prone process of creating high-performance stencil code

## Input

- Inherit from a C++ abstract 'StencilBase' class to create a new stencil type
- Define the grid(s) to be used and the names of their dimensions, e.g., "t", "x", "y", "z"
- Implement the 'define' method to define how one point in each grid is calculated from others
- Use loops, functions for coefficients, recursion, etc.

## Process

- Compile code into fold-builder executable
- Run executable, specifying any stencil parameters (e.g., order), target architecture, etc.
- Code generator evaluates the 'define' method to create an abstract syntax tree (AST)
- AST is traversed, and optimized code is output

## Output

- Efficient function to calculate stencil
  - Unrolled loops, intrinsics to construct unaligned vectors of points, etc.
  - Calls to memory accessor object
- Functions for prefetching to L1 and L2

# Example input stencil code

```
class Iso3dfdStencil : public StencilOrderBase {
...
  INIT_GRID_4D(pressure, t, x, y, z),
  INIT_GRID_3D(vel, x, y, z)
...
  virtual void define(const IntTuple& offsets) {
...
    // start with center value multiplied by coeff 0.
    GridValue v = pressure(t, x, y, z) * coeff(0);

    // add values from x, y, and z axes multiplied by the
    // coeff for the given radius.
    for (int r = 1; r <= _order/2; r++) {

      // Add values from axes at radius r.
      v += (
        // x-axis.
        pressure(t, x-r, y, z) +
        pressure(t, x+r, y, z) +

        // y-axis.
        pressure(t, x, y-r, z) +
        pressure(t, x, y+r, z) +

        // z-axis.
        pressure(t, x, y, z-r) +
        pressure(t, x, y, z+r)

      ) * coeff(r);

    }

    // finish equation, including t-1 and velocity components.
    v = (2.0 * pressure(t, x, y, z)
      - pressure(t-1, x, y, z) // subtract pressure from t-1.
      + (v * vel(x, y, z))); // add v * velocity.

    // define the value at t+1 to be equivalent to v.
    pressure(t+1, x, y, z) IS_EQUIV_TO v;
  }
}
```

Declare 2 grids: 4D  
"pressure" and 3D  
"vel"

Write function to  
define equation for  
"pressure" update

The final equation  
uses declarative (not  
imperative) style via  
the IS\_EQUIV\_TO  
macro



# Loop-code generator

Script that generates code for nested loops

- Input: Very simple DSL (domain-specific language)
  - `omp loop(y) { loop(x, z) { calc(stencil); } }`
  - Can easily change loop types, index ordering
- Output: C++ code to be included in function bodies
  - Loops annotated with OMP as requested
  - Inner loop might generate several loops, e.g.,
    - Prefetch L2
    - Prefetch L1
    - Calculate stencil and prefetch L2 and L1
    - Calculate and prefetch L1 only to avoid over-prefetching L2

# Memory accessor

- C++ classes to allocate and access 3D & 4D matrices of vectors of floats or doubles
  - Construction specifies 'n, x, y, z' dimensions and padding sizes; padding includes halos (add 'n' for 4D)
  - Read and write access via methods: per vector for highest speed; per element for scalar code.
- Actual memory layout is encapsulated and defined via inheritance
  - Map 3D or 4D indices to 1-D mem address
    - 24 simple permutations of minor-to-major ordering
    - More complex mappings possible, e.g., tiling, space-filling curves
  - 'n' dimension is used for time and/or grid indices
- Uses concrete inheritance to allow inlining
  - Gives compiler full access to memory-layout formula
  - Allows common sub-expression elimination and other optimizations

# Debug features

Can enable or disable various output by setting macros and rebuilding, e.g.,

- TRACE: print each stencil calculation
- TRACE\_MEM: print each matrix read, write, prefetch, eviction
- TRACE\_INTRINSICS: print before-and-after each permutation

## Built-in memory-access tracker

- Models an infinite L1 or L2 cache
- Tracks reads, writes, prefetches, evictions
- Reports any un-prefetched read or un-read prefetch
- Reports summary stats
- Very useful for debugging prefetch code

# Example cache-model output

```
modeling cache...
cache L2: redundant prefetch of 0x2aaabfa45a40 at line 193 after a read at line 85.
cache L2: redundant prefetch of 0x2aaabfa45a80 at line 193 after a read at line 85.
cache L2: redundant prefetch of 0x2aaabfa45a40 at line 195 after a prefetch at line 193.
cache L2: redundant prefetch of 0x2aaabfa45a40 at line 196 after a prefetch at line 195.
...
done modeling cache...
cache L2: read of 0x2aaabf9c3240 from line 85 without any eviction.
cache L2: read of 0x2aaabf9c3280 from line 85 without any eviction.
...
cache L2: prefetch of 0x2aaabfa53b00 from line 318 without any read.
cache L2: prefetch of 0x2aaabfa53b40 from line 318 without any read.
...
cache L2 stats:
  cur size = 324714 lines (19.8190 MB).
  max size = 324714 lines (19.8190 MB).
  ave size = 185126 lines (11.2992 MB).
  num reads = 722400.
    num reads of missing lines = 0.
    num lines read but never evicted = 321700.
  num prefetches = 1458800.
    num prefetches of lines never subsequently read = 3014.
    num prefetches of lines already in cache = 404686.
  num evictions = 0.
    num evictions to non-existent lines = 0.
  num prefetches into L1 = 729400.
    num prefetches into L1 of missing lines = 0.
```

