



# Y.A.S.K.

## Yet Another Stencil Kernel

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# Outline

## Overview

## 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
- Stencil, vectorization, loop, and advanced customization
- Collaboration

# Overview

## YASK: Yet Another Stencil Kernel

- Goal: facilitate exploration of the stencil-performance design space for Intel® Xeon Phi™ coprocessor or any Intel processor supporting the AVX-512 instruction set

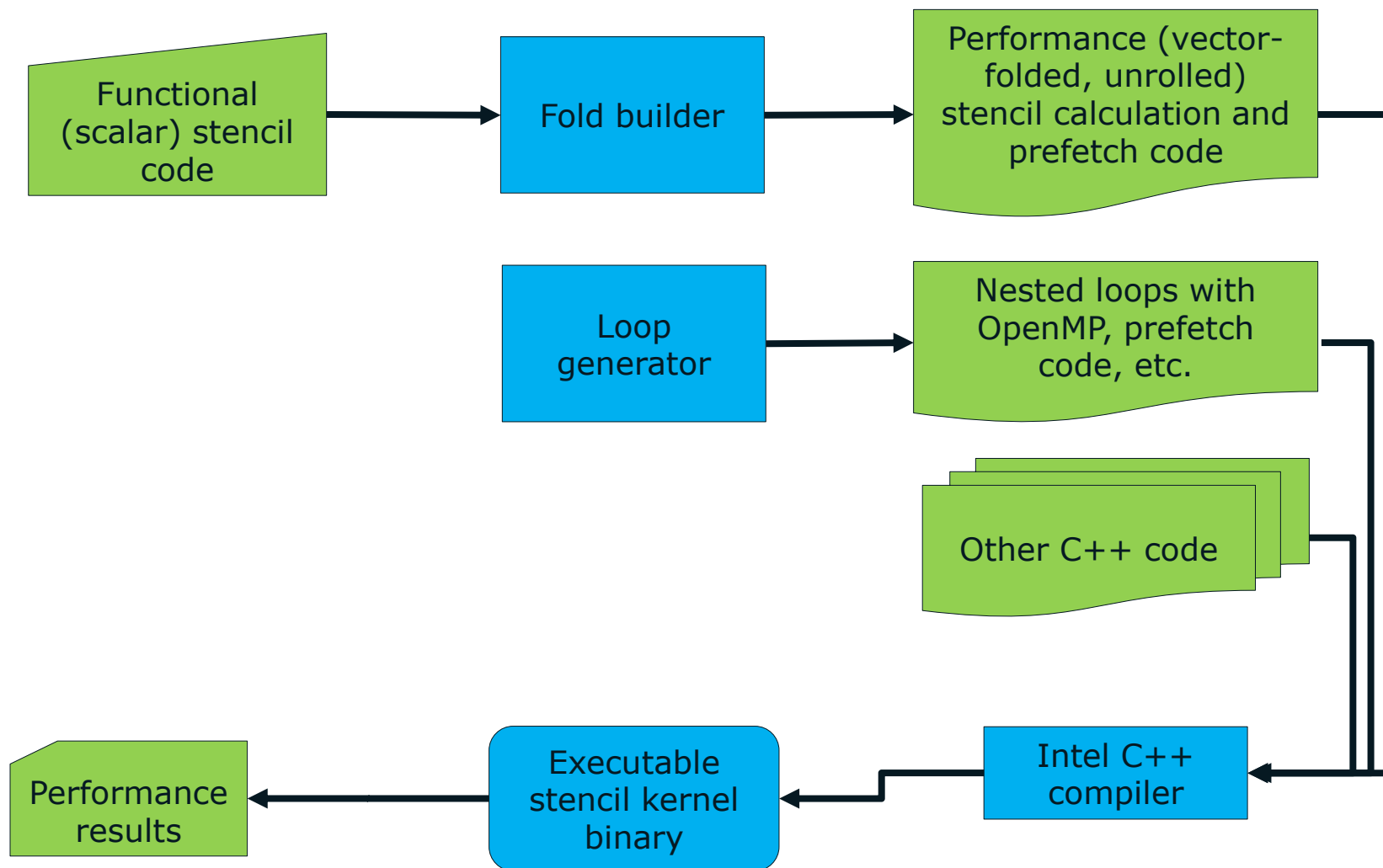
## Features

- Supports trade-off studies for coding options for
  - Vector-folding
  - Cache blocking
  - Memory layout
  - Loop construction
  - And more
- Is a collection of C++ code, code-generators and other scripts
- Focused on single-node OpenMP optimizations (not MPI enabled at this time)

See also the related [iso3dfd kernel](#) (by Leo B, Cedric A, Philippe T)

# YASK Features

# High-level components



# 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

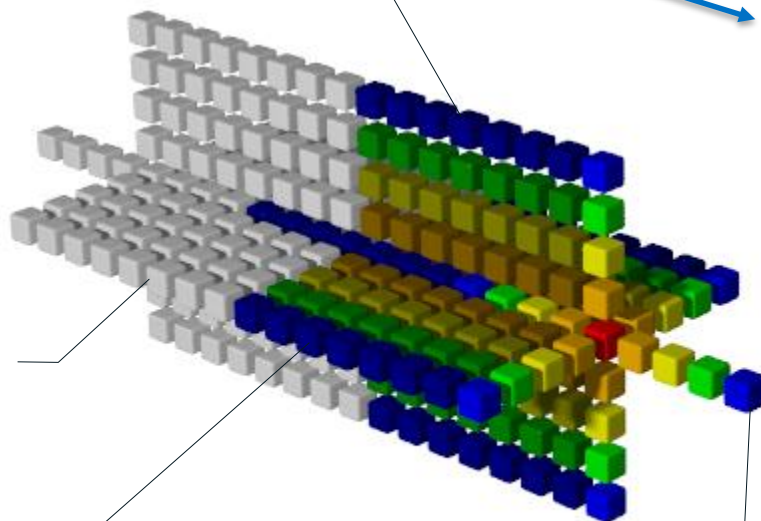
25-point 3D stencil  
input vectorized using  
8-element vectors,  
each parallel to x-axis



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

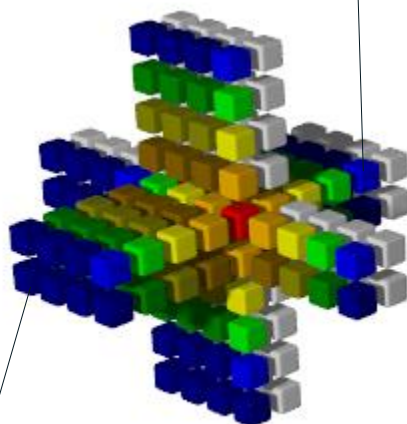
Steady-state memory BW =  
**17** new cache lines input to  
calculate each vector of output

\*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

# 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

```
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) == v
}
```

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

The final equation  
uses "==" in a  
declarative (not  
imperative) style

# Example output stencil code

```
class Stencil_pressure {  
...  
void calc_vector(StencilContext& context, idx_t tv, idx_t xv, idx_t yv,  
idx_t zv){  
...  
    // Read aligned vector block from pressure at t, x, y, z.  
    realv temp_vec2 = context.pressure->readVecNorm(tv, xv, yv, zv);  
...  
    // Construct unaligned vector block from pressure at t, x, y-1, z.  
...  
    realv_permute2(temp_vec8, ctrl_n, temp_vec7, temp_vec2);  
...  
    // Write aligned vector block to pressure at t+1, x, y, z.  
    context.pressure->writeVecNorm(temp_vec63, tv+(1/1), xv, yv, zv);  
}  
...  
}
```

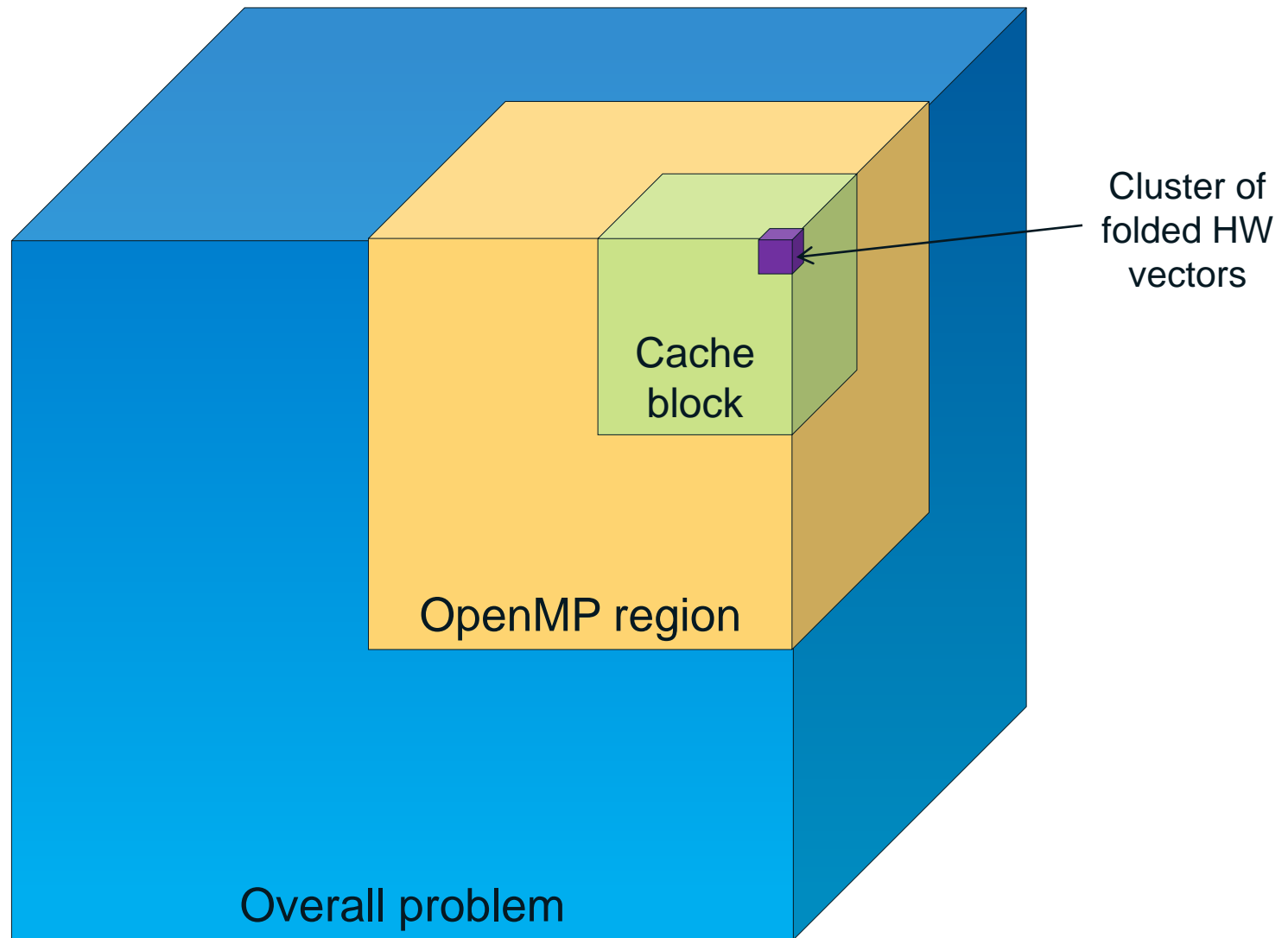
- The above class was generated from the code on the previous slide using this command: `./foldBuilder -st iso3dfd -or 16 -fold x=1,y=4,z=4 -p512`
  - See the foldBuilder help message for information on the options
- The above code is a small sample from over 900 lines of generated code
  - The resulting compiled 'calc\_vector' method contains 125 instrs, including 7 SIMD FMAs, 48 SIMD add/sub/muls, 12 VALIGND, and 12 VPERMI2D
  - It also contains scalar reference and prefetch methods

# Loop-code generator

Script that generates code for nested loops

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

# Loops applied at multiple block levels



# 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.
```

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

# Typical run and output

Settings are printed

- Sizes: problem, region, block, cluster and vector
- Stencil shape and order
- Other miscellaneous compile-time and run-time settings

A number of trials (default=3) are run

- Each trial executes a number of iterations (default=50)
- Time and throughput (million 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 n'` option was used,  $n$  validation iteration(s) are run, and `'PASSED'` or `'FAILED'` is printed
- Validation is slow; run with a small problem size

# Use model

## Review

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

## 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

# Run-time options

Settings controlled from the `'stencil.arch.exe'` binary

- Problem size: `-d`
- Number of regions: `-nregions`
- 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
- Number of trials and iterations: `-t, -i, -v`
- Run with `'-h'` option to get help

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

- Binary selection via `'arch'` option
- OpenMP affinity
- Which Xeon Phi coprocessor or other host to use
- Number of CPU cores and threads
- Run with `'-h'` option to get help

# Stencil customization

## Stencil Type

- Use the `'stencil=stencil-name'` argument to the `make` command to select a stencil
  - 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 add appropriate command-line options and instantiate your new stencil class

# Stencil customization (cont.)

## Stencil size

- Use the `'order= $n$ '` argument to the make command
  - The  $n$  value is passed to the `'foldBuilder'` tool
  - Default=16; 2 for `'ave'` stencil; not used for `'awp'`
  - For the current example stencils, any even value of  $n$  is allowed, except for `'awp'`
  - Also controls size of halos automatically allocated by kernel
- Write your own by modifying code in `src/foldBuilder`
  - Follow the existing examples to pass the `'order'` parameter to your stencil code if applicable

## Other parameters

- If you're developing your own stencil, you can add more parameters similar to the `'order'` 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
  - To achieve this using the 'foldBuilder' tool, you can provide a parameter to distinguish each condition, e.g., top boundary, bottom boundary, etc.
  - Then, you would need to generate separate code for each condition
  - For even more complex stencils, you may need to study and modify the 'foldBuilder' code beyond adding new stencils and command-line parameters

# 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'` generate code using a 1x2x8 fold
- See the [vector-folding paper](#) for a detailed discussion

## 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 in each 'calc' method
  - 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 3 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

## 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 `'crew=n'` to enable ( $n=1$ ) or disable ( $n=0$ ) Intel Crew threading
  - If you get a link-time error that `'kmp*'` symbols cannot be found, your compiler does not support crew; use `'crew=0'`
- 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 `'MACROS='macro-settings'` set CPP macros
  - `'MAP_4D=class-name'` to change the memory layout of 4D grids (similar macro for 3D grids)
  - `'PFDL1=n1 PFDL2=n2'` to change the prefetch distances (defaults=1,8); only used in the prefetch code generated from `'gen-loops.pl'`, not in compiler-generated prefetch code
  - Example: `'make MACROS='MAP_4D=Map2134 PFDL2=15''`
  - See `stencil.hpp` for most macro definitions

# 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

