

Advanced Computer Architecture: The “Smooth” Challenge

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Abstract

Coding is a question of how to compute things, but also how to compute them the fastest. These are often two questions that can't be resolved at once. Although coding a program that gives the expected result is an obstacle, another problem arises when performance is to be maximized. Once this is done, optimizing the written code might take a lot of time, depending on whether the hardware on which it is running, is taken into account. Here, given a correct program, the aim was to optimize it, given a chosen architecture. This consisted of understanding the code, then optimizing it sequentially and finally trying to improve it by parallelizing through vectorization or offloading the calculation to an accelerator (GPU).

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Contents

1	Introduction	1
1.1	Context and Objectives	1
1.2	Software Considerations	1
1.3	Hardware Considerations	2
2	The Sequential Issue	2
2.1	Source Code Structure	3
2.2	Algorithm	3
2.3	Data Representation	3
3	CPU Parallelization	3
3.1	Analysis	3
3.2	Optimization	4
4	Results	5
4.1	Efficiency	5
4.2	Sequential Improvements	5
4.3	Parallelization Performance	5

1. Introduction

1.1 Context and Objectives

Simulation in computer science is usually computationally intensive. Although an algorithm can be theoretically efficient¹, an unoptimized implementation, without any hardware consideration reveals to be slower than expected.

This paper starts with a study of a basic implementation of a curve smoothing algorithm where the curve — a mesh — is represented by a graph. It presents various

methods to reduce the computation time of the smoothing algorithm on a specific machine, according to the hardware specifications. The list of optimizations presented is non-exhaustive, however the considered approach reduced the computation time by approximately 1300% on the given architecture.

The method used to achieve this speed-up is the following:

- first optimize on one CPU core,
- then parallelize over one node (here a single computer),
- eventually use a hardware accelerator such as a GPU.

1.2 Software Considerations

The hardware considered is one of the Imperial College computing laboratory. All these computers are equipped with an Intel CPU, thus the best performance is obtained using the Intel Compiler². However the Imperial College computers do not have the latest version of the Intel Compiler installed; providing some optimizations and the use of the new C++ standard (C++11). To obtain the maximum throughput an additional library not installed on Imperial College computers — Blitz++ — was used. In order to use the latest software available, the source code was compiled on a personal laptop which featured the latest Intel compiler version and the needed library. Then the executable was deployed on the target machine; this process being called Cross Compiling. To aid the

¹With a low complexity.

²The speed-up gained by switching from g++ (GNU) to icpc (Intel) is presented in section ??.

cross compiling step the original makefile was generated through a CMake script.

Cross-compiling is challenging because the compiler usually tunes the code to be as fast as possible on the machine where the code is compiled, lowering the performance on the target machine. Extra care must be paid to the binary portability of the code. The code was compiled on a Linux-Fedora 18 64bits computer and is to run on a Linux-Ubuntu 12.04 64bits computer.

1.3 Hardware Considerations

Tables 1 and 2 show respectively the hardware characteristics of the build machine and the target machine. The build machine is much slower than the target machine but is able to generate code optimized for the target machine.

Model Name	Intel Core i7-QM720
Clock Speed	1.6 GHz
Max Turbo Frequency	2.8 GHz
Cache line size and alignment	64 B
CPU cores	4
CPU Threads	8
Integrated GPU	No
Memory Channels	2
Max Memory Bandwidth	21 GB/s
Flags	fpu, sse, sse2, sse3, ssse3, sse4_1, sse4_2

Table 1. CPU Specifications for the compiling station.

Model Name	Intel Core i7-2600
Clock Speed	3.4 GHz
Max Turbo Frequency	3.8 GHz
Cache line size and alignment	64 B
CPU cores	4
CPU Threads	8
Integrated GPU	Intel HD Graphics 2000
Memory Channels	2
Max Memory Bandwidth	21 GB/s
Flags	fpu, sse, sse2, sse3, ssse3, sse4_1, sse4_2, avx

Table 2. CPU Specifications for the running station.

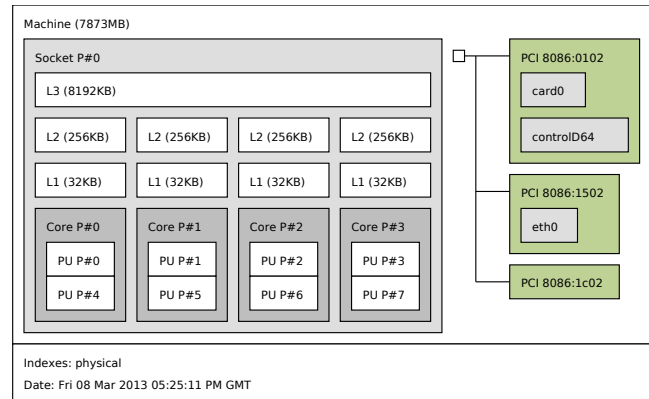


Figure 1. Topology of the running station.

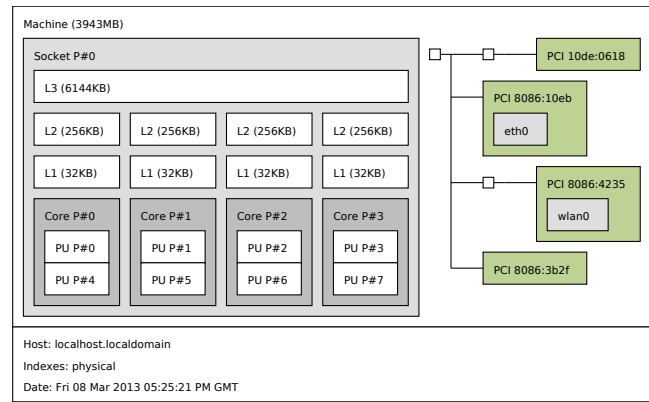


Figure 2. Topology of the compiling station.

Figures 1 and 2 give the hardware topology of the build machine the target machine. Both use an Intel i7 placed on one socket with almost the same topology; the only difference being the size of the L3 cache which is 8M on the target machine compared to 6M on the build machine. The other main advantage of the Imperial College computer over the build architecture is the presence of AVX instructions. Therefore all the optimizations to tune the code on the laptop should be efficient on the Imperial College computer, except that the laptop should generate a binary including AVX instructions. As a result the binary could not run on the laptop which has generated the code, but it will be more efficient on the target machine.

2. The Sequential Issue

First the code was compiled with the g++ compiler, optimized at level 3, and analyzed with it Intel VTune Amplifier profiler to identify the bottlenecks. The initial run-time was 6.91s for the small size graph, 54.0s for the medium and 510s for the large one. It appears that

the initial program spent about 80% of its time in the function `mesh_quality()`. Hence that part of the code has been considered as a source of optimization.

By reading the code, sequential issues were found. There are three kinds of problems: the source code structure, the algorithms chosen and the data representation.

2.1 Source Code Structure

A few changes in the structure of the code helped the compiler to optimize `mesh_quality()`. Firstly, the code has been rewritten in order to be more object-oriented. All the attributes of the `Mesh` class have been set to private and the `smooth` function is now a method of this class. This did not really increase the performance but improved readability and maintainability. Additionally increasing the modularity of the code allows the compiler to do more optimizations as long as all the classes or functions are not spread across multiple files. It might also help the compiler to improve its generated code as it expects to process object-oriented code.

Inline functions eliminate the overhead of function calls. Many small functions that frequently called in `mesh_quality()` and `smooth()` were good candidates for inlining. That is why functions as `isSurfaceNode()`, `isCornerNode()`, `element_quality()` or eventually `svd_solve_2x2()` were inlined.

In loops, changes have been made to avoid recomputation of the invariant (e.g. calling `.size()` in a loop). Instead, this invariant is now stored in a local variable.

2.2 Algorithm

The method used to solve the system of equations was too general to be efficient since the program needs only to solve systems of two equations in two unknowns. The Cramer’s rule based on determinants is far more efficient in this case. It is defined as following:

Theorem 1. Given an equations system $Ax = b$, where A is a squared matrix of size n , and x and b two n -vertical vectors.

If $\det A \neq 0$ then the system has exactly one solution. Its solution is:

$$x_i = \frac{\det A_i}{\det A}$$

where $x = (x_1, \dots, x_i)^T$ and A_i is the matrix formed by replacing the i -th column of A by the column vector b .

In this case (2×2), the result is:

$$x_1 = \frac{(b_1 \times a_{2,2}) - (b_2 \times a_{1,2})}{(a_{1,1} \times a_{2,2}) - (a_{2,1} \times a_{1,2})}$$

$$x_2 = \frac{(a_{1,1} \times b_2) - (a_{2,1} \times b_1)}{(a_{1,1} \times a_{2,2}) - (a_{2,1} \times a_{1,2})}$$

The use of the function `pow()` proved to be too heavy in the method `element_quality()`. Because the number of multiplications is known at compile time, the use of three multiplications is more efficient here, e.g. `x*x*x`.

2.3 Data Representation

The data structure used to represent graphs — an adjacency list — is fine and the most efficient for the considered smoothing algorithm. However, the C++ structures used seem to be a little too big in this case. The original program used a vector of set to represent the adjacency lists. The notion of a set to represent the edges facilitate the edition and construction of the graph. However the graph structure remains unchanged during processing, thus the set was replaced by a vector after construction. A vector is a simpler data structure which reduce element access time.

Similarly, the number of nodes does not exceed 10^6 for the large graph which is less than the maximum integer value represented by `uint32_t` instead of a `size_t`. `uint32_t` is lighter³ and faster to manipulate and was therefore preferred.

Finally the type of the vectors `normals` and `ENList` was changed: the Blitz++ library⁴ provides useful array representations with performance comparable to Fortran implementations. After testing it on the different vectors in the program, it appears that the type `blitz::Array` of this library was more efficient for the vectors that are linearly accessed. `normals` and `ENList` have this property⁵.

3. CPU Parallelization

3.1 Analysis

After comprehensive experiments aimed at making the sequential code run as fast as possible the approach of parallelization was taken. For the given program three loops were candidates for parallelization. Usually the

³4 bytes vs 8 bytes.

⁴<http://blitz.sourceforge.net/>

⁵The results of the sequential optimization are presented ??.

most outer loop is preferred but in this case dependencies inhibit the parallelization of this loop. Parallelizing a loop requires an important constant time to prepare the threads. The two most inner loops were therefore rejected because they are too small and called to many times to outweigh the burden of the parallel initialization. Eventually the middle loop iterating over nodes of the graph has been parallelized. However all the nodes cannot be inspected at the same time while running the program. To achieve that, the loop needs to be modified in order to cut the graph in groups of independent nodes. In order to group nodes in batches the graph must be colored. Then each color represents nodes that can be inspected at the same time because they are not adjacent.

Graph coloring is very expensive in terms of computation time. An implementation which strives to find the least amount of colors takes too much time, as the structure of the graph is unknown.

3.2 Optimization

A first try was realized with a very complex algorithm that colors a graph with the minimum number of colors needed. The time cost of coloring the graph with this algorithm was higher than the original total execution time (hundreds of minutes) and is not constant (it depends on the number of nodes).

The coloring algorithm finally chosen was very basic. This greedy implementation tries to color the graph without necessarily minimizing the number of colors. It succeeds in coloring the graphs with 4 or 5 colors. Algorithms 1 and 2, given in pseudocode, show the implementation of the greedy coloring algorithm.

```
input : the graph  $G$ 
output :  $C$  the array containing the colors
creating  $C$ , the output of size: number of node;
initializing each element of  $C$  to  $-1$ ;
for  $i \leq \text{number of node}$  do
   $C[i] \leftarrow \text{get\_colors}(G[i]);$ 
end
return  $C$ ;
```

Algorithm 1: The coloring Algorithm

Then the parallelization has been performed by adding a **for** loop on the colors before the loop that inspects all the nodes of the graph. The color of each node is compared to the current color. If they are different the node is skipped. The parallelization is then simply done

```
input : the array  $A$  of all neighbours of one node
output : return the color  $C$  which is not used by
other neighbours
```

```
 $C := 0$ ;
while do
  for  $i \leq \text{number of neighbours}$  do
    if  $C = A[i]$  then
       $C := C + 1$ ;
      break;
    end
  end
  if  $i = \text{number of neighbours}$  then
    return  $C$ ;
  end
end
```

Algorithm 2: The get_colors Algorithm

on the loop that inspects all the nodes.