

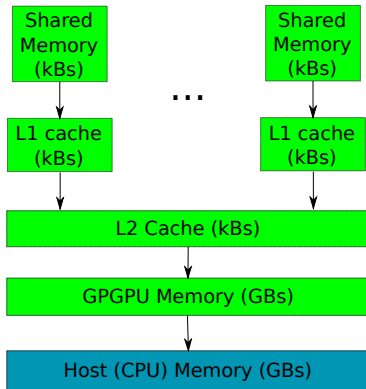
## POSTER: Optimizing GPU Programs By Partial Evaluation

Aleksey Tyurin, Daniil Berezun, **Semyon Grigorev**

JetBrains Research, Programming Languages and Tools Lab  
Saint Petersburg University

February 24, 2020

## GPGPU memory hierarchy



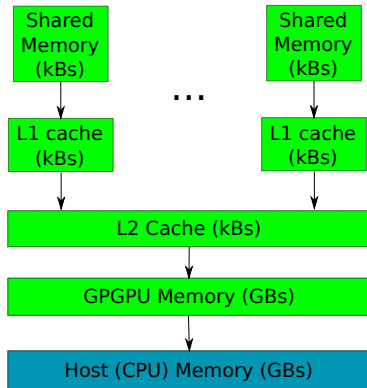
# GPGPU Architecture

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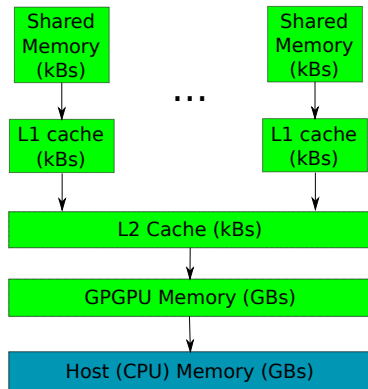
- Global memory

😊 Big

😞 Slow



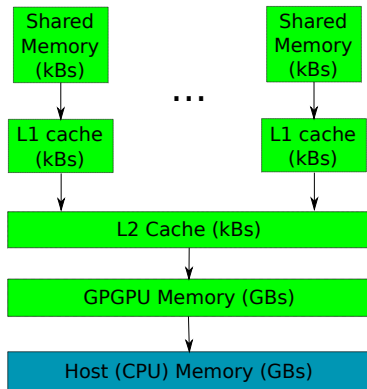
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  - 😊 Big
  - 😞 Slow
- Shared memory
  - 😊 Fast
  - 😞 Relatively small
  - 😞 Manual allocation management

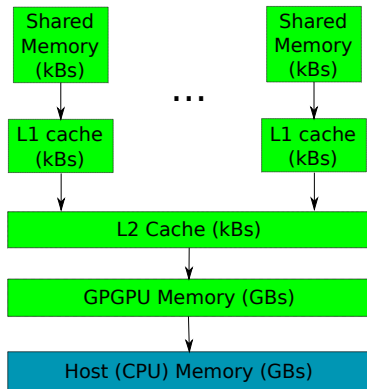
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- Memory traffic is a bottleneck

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How can we use this fact to optimize our procedure?

# Partial Evaluation or Specialization

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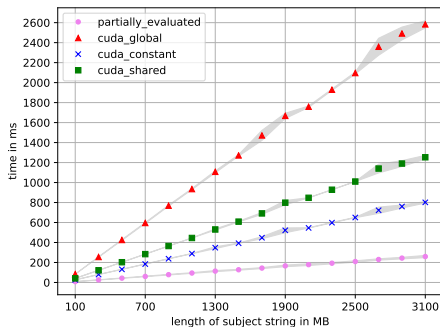


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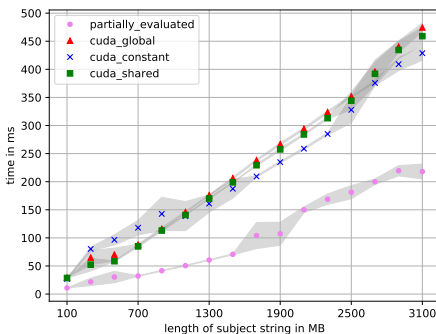
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- Environment
  - ▶ **GTX-1070**: Pascal architecture, 8GB GDDR5, 1920 CUDA cores
  - ▶ **Tesla T4**: Turing architecture, 16 GB GDDR6, 2560 CUDA cores

# Evaluation: Substring Matching

- Application: data curving
- Subject string: byte sequence from real hard drive
- Patterns: 16 file signatures from GCK's file signatures table<sup>1</sup>



Results for GTX-1070

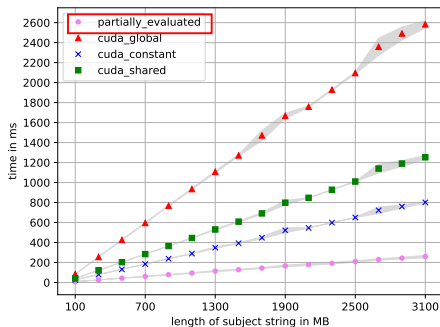


Results for Tesla T4

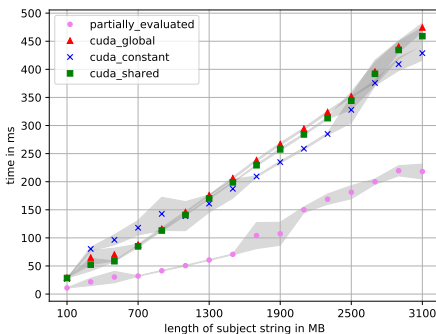
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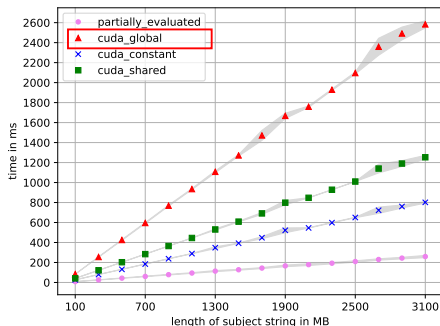


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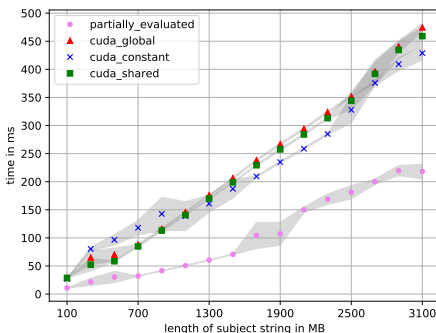
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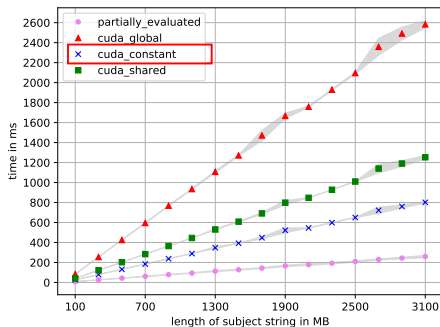


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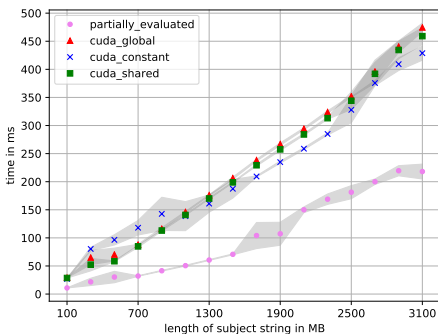
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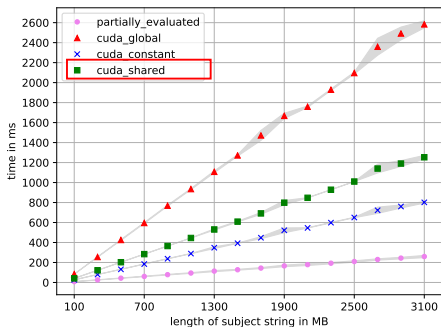


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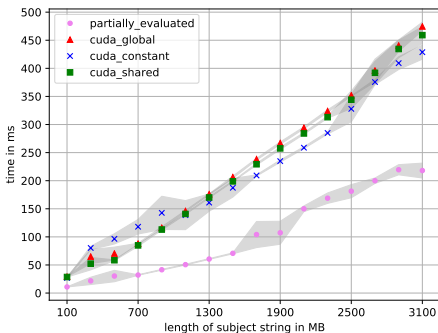
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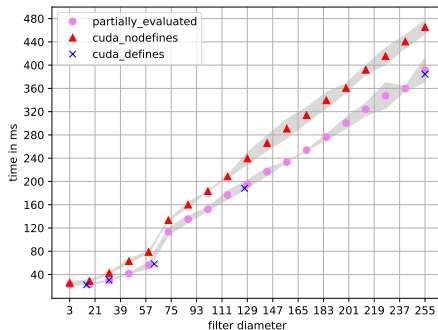


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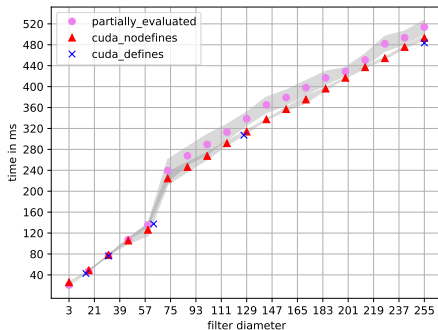
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- Application: image processing
- Subject image: random image of size 1Gb
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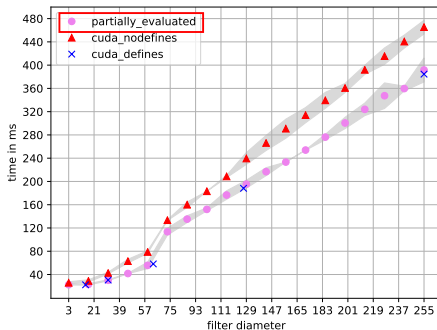
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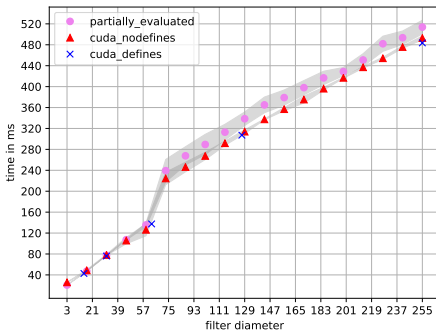
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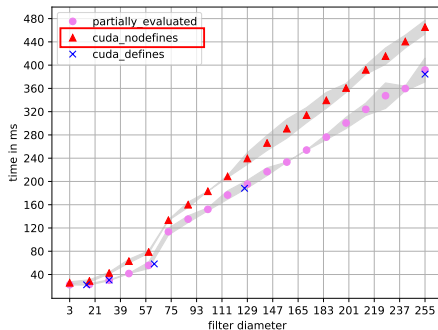


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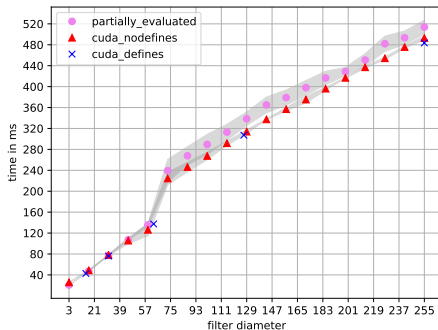


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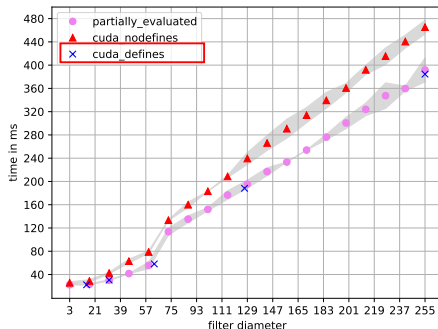
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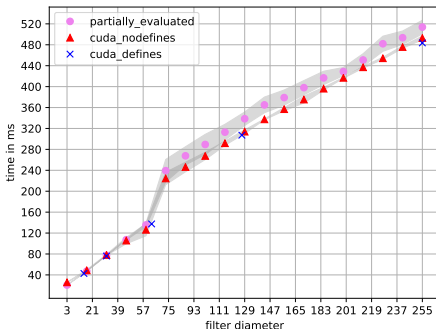
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- Partial evaluation improves performance of GPGPU procedures
  - ▶ Effect depends on GPU architecture
    - ★ Dependencies should be carefully analyzed
  - ▶ Effect depends on the initial memory access pattern
    - ★ Irregular pattern — better performance improvement

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  - ▶ LLVM.mix: partial evaluator for LLVM IR

# Future Research

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- Evaluation on real-world examples
  - ▶ Homology search in bioinformatics
  - ▶ Regular expression matching for traffic analysis, log processing
  - ▶ Graph database querying
  - ▶ Ray tracing, path tracing

- Semyon Grigorev:
  - ▶ s.v.grigoriev@spbu.ru
  - ▶ Semen.Grigorev@jetbrains.com
- Aleksey Tyurin: alekseytyurinspb@gmail.com
- Daniil Berezun: daniil.berezun@jetbrains.com

Thanks!