An Exercise in Optimizing Matrix-Matrix Multiplication

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Abstract

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1 Introduction

In this exercise, we are going to optimize Gemm (General Matrix-Matrix Multiplication) on modern computer architectures. Specifically, we consider the simple case:

$$C := C + A * B$$

where A, B, and C are $n \times n$ matrices. Gemm can be performed using $2n^3$ floating point operations, as illustrated in the following pseudocode:

2 The Goto Approach to Implementing GEMM

[1] [5] [4] [2] [3]

3 Step-by-step approach to the peak performance

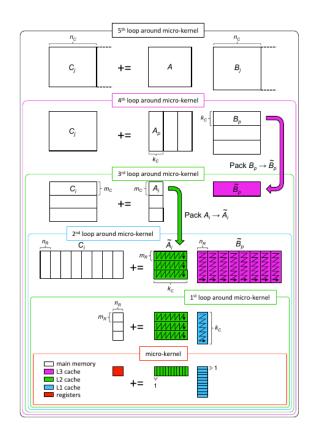
Architecture: Ivy Bridge and Haswell.

- 3.1 Naive Approach: Three loops
- 3.2 Cache Blocking: 6 loops

refer to GOTO paper: How to permuate to get the best loop order var2, var1, var3 Performance Graph

- 3.3 Add packing
- 3.4 Kernel Tricks
- 1. Butterfly or Broadcasting?
 - 2. Double buffering
- 3.5 Parameter Tuning
- 3.6 Parallelization
- 4 Conclusion

Conclusion.



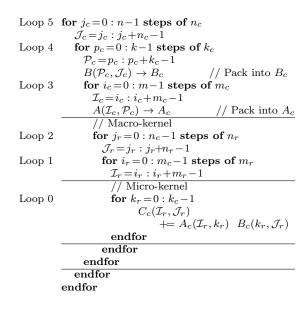


Figure 1: Left: The Goto algorithm for matrix-matrix multiplication as refactored in BLIS. Right: the same algorithm, but expressed as loops.

Additional information

For additional information on FLAME visit

http://www.cs.utexas.edu/users/flame/.

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