

# Roofline and Matrix Multiplication PAPI Analysis

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# Index

- 1 Specifications
- 2 Roofline
- 3 PAPI Case Study: Matrix Multiplication
- 4 Test cases
- 5 Results
  - Memory Accesses
  - Mul/Add balance
  - CPI
  - Miss rates
  - Operational Intensity
- 6 Conclusion
- 7 Questions

# Sources for Machine Specifications

Sources used for a complete profile:

**Linux System Information** (/proc/cpuinfo, /proc/meminfo) To gather specifications on hardware;

**Web** (ark.intel.com, crucial.com) For micro architecture and memory specifications;

**Linux Tools and Packages** (dmidecode, sysctl, bandwidth) To gather memory, cpu and bandwidth info;

# Machines Specs

<b>Manufacturer:</b>	Apple
<b>Model:</b>	MacBook Pro late 2008
<b>Processor</b>	
Manufacturer:	Intel
Arch:	Core
Model:	Core 2 Duo T9600
Cores:	2
Clock Frequency:	2.80 GHz
FP Performance's Peak:	44.8 GFlops/s

[Table:](#) MacBook Pro late 2008 specifications

# Machines Specs

## Cache

Level:	1
Size:	32KB + 32KB
Line Size:	64 B
Associative:	8-way
Memory Access Bandwidth:	40 GB/s

Level:	2
Size:	6 MB
Line Size:	64 B
Associative:	24-way

## RAM

Type:	SDRAM DDR3 PC3-8500
Frequency:	1067 MHz
Size:	4 GB
Num. Channels:	2
Latency:	13.13 ns

Table: MacBook Pro late 2008 specifications

# Machines Specs

<b>Manufacturer:</b>	HP
<b>Model:</b>	Pavillion dv6-2190ep
<b>Processor</b>	
Manufacturer:	Intel
Arch:	Nehalem
Model:	i7-720QM
Cores:	4
Clock Frequency:	1.60 GHz
FP Performance's Peak:	51.2 GFlops/s

[Table:](#) HP Pavillion dv6-2190ep specifications

# Machines Specs

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## Cache

Level:	1
Size:	32KB + 32KB
Line Size:	64 B
Associative:	4/8-way
Memory Access Bandwidth:	22 GB/s

Level:	2
Size:	256 KB
Line Size:	64 B
Associative:	8-way

Level:	3
Size:	6 MB
Line Size:	64 B
Associative:	12-way

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## RAM

Type:	SDRAM DDR3 PC3-10600
Frequency:	1333 MHz





# Problem

Analyse the performance of a **matrix multiplication** algorithm,

$$\text{MatrixA} * \text{MatrixB} = \text{MatrixC} \quad (1)$$

wich contains a triple nested loop with the indexes i,j and k (line,column and position).

The implementation used runs two versions of the problem, one multiplying matrixA with matrixB, and another multiplying matrixA with the transpose of matrixB.

# Algorithm

Standard implementation of a matrix multiplication in C.

```
for (i = 0; i < size; i++) {  
    for (j = 0; j < size; j++) {  
        for(k = 0; k < size; k++) {  
            acc += matrixA[i][k] * matrixB[k][j];  
        }  
        matrixC[i][j] = acc;  
        acc = 0;  
    }  
}
```

# Counters Used

Used counters gathered by PAPI:

PAPI\_TOT\_CYC Total cycles;

PAPI\_TOT\_INS Total instructions

PAPI\_LD\_INS Load Instructions

PAPI\_SR\_INS Store Instructions

PAPI\_FML\_INS Multiply instructions

PAPI\_FDV\_INS Division instructions

PAPI\_VEC\_INS Vector Instructions

PAPI\_FP\_OPS Floating point operations

PAPI\_L1\_DCA L1 data cache accesses

PAPI\_L1\_DCM L1 data cache misses

PAPI\_L2\_DCA L2 data cache accesses

PAPI\_L2\_DCM L2 data cache misses

# Test cases

Test cases were selected to fit on the multiple memory levels.  
Each Test case was run 4 times for each version of the problem.

Memory	Size	Matrix Size
L1	30 KB	50
L2	255 KB	146
L3	3 MB	500
RAM	7.68 MB	800

Table: Test cases

# Memory Accesses: Estimated Value

Code structure (based on Assembly analysis):

```
for(1 to N) {  
    [4 stores , 1 load , 7 instr.]  
    for(1 to N) {  
        [6 stores , 3 loads , 34 instr.]  
    }  
    [3 stores , 6 loads , 26 instr.]  
}  
for(1 to N) {  
    [3 stores , 3 loads , 10 instr.]  
}
```

# Memory Accesses: Formula

Based on the previous code structure, the number of memory accesses can be estimated with:

$$9N^2 + 20N$$

where  $N$  is the number of objects being processed.

The total estimated number of instruction is given by:

$$34N^2 + 43N$$

# Memory Accesses

The following table shows the number of memory accesses, by PAPI readings and by estimation from the previous formula

Test	PAPI	Estimated	Est. Error	Accesses/Inst
L1_1	38716	38144	1.50%	0.27
L1_2	150588	150016	0.38%	0.27
L2_1	604144268	604143616	0.00%	0.26
L2_2	2416247656	2416246784	0.00%	0.26
RAM_1	38656024690	38656016384	0.00%	0.26
RAM_2	154621476174	154621444096	0.00%	0.26

# Mult/Add balance

There is no counter for Add operations, so it was estimated with

$$PAPI\_FP\_INS - PAPI\_FML\_INS - PAPI\_FDV\_IN$$

Test	FP Mul Inst	FP Add Inst	Mul/Add balance
L1_1	33555	30395	90.58%
L1_2	133168	117874	88.52%
L2_1	537008683	469949801	87.51%
L2_2	2147782971	1879409199	87.50%
RAM_1	34360620752	30066293472	87.50%
RAM_2	137440660580	120261583165	87.50%



# CPI

Calculated based on FPI\_TOT\_INS and FPI\_TOT\_CYC

Test	Instructions	Cycles	CPI	IPC
L1_1	143317	135750	0.95	1.06
L1_2	563861	472027	0.84	1.19
L2_1	2282055015	1686732377	0.74	1.35
L2_2	9127511619	6775496328	0.74	1.35
RAM_1	146031715237	171062387955	1.17	0.85
RAM_2	584121221418	687083107943	1.18	0.85

# Miss rates

Based on the counters that give total accesses and misses to both L1 and L2 cache levels

Test	L1 Accesses	L1 Miss %	L2 Accesses	L2 Miss %
L1_1	50287	0.20%	290	33.79%
L1_2	194416	0.10%	476	34.03%
L2_1	750943668	11.18%	219910694	0.01%
L2_2	3007631681	11.18%	882123490	0.01%
RAM_1	48304577585	11.14%	10917610760	46.85%
RAM_2	194497858380	11.06%	42817380648	50.25%

# Operational Intensity

Attempted to estimate Bytes read from RAM with L2\_MISSES \* 64, assuming that every miss will issue a new cache line read from RAM (64 Bytes) However:

- L2 counters are derived (maybe not reliable?)
- #L1 misses  $\neq$  #L2 accesses. So we can also assume that #L2 misses  $\neq$  #RAM accesses, making the previous formula wrong

Test	L2 Misses	Bytes from RAM	FP Inst.	Op. Intensity
L1_1	98	6272	68110	10.86
L1_2	162	10368	267551	25.81
L2_1	11434	731776	1074075321	1,467.77
L2_2	103001	6592064	4295643580	651.64
RAM_1	5114423222	0.3e+11 (0.3 TB)	68721939721	0.21
RAM_2	21517065599	1.3e+12 (1.3 TB)	274882221251	0.20

Actually, 1.3 TB is near the calculated value that should be read from RAM if there was no cache in between.

# Conclusion

- Some difficulties measuring memory ceilings. The Roofline paper used a custom Stream benchmark, and provided no theoretical way to estimate those values;
- PAPI counters may sometimes differ from what is expected, especially when measuring memory traffic;
- TLP was not explored, and it would certainly prove beneficial and easily implemented for this particular algorithm;

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