

VECTORIZATION (SIMD)

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OUTLINE

- ► Introduction to vectorization
- ► Auto-vectorization
- ► Vectorization in OpenMP

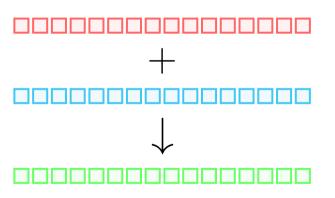
Introduction

WHY VECTORIZATION?

- ► Each iteration is done sequentially one by one
- Even if parallelized, each thread do one assigned iteration one by one

Can we do better?

SCALAR INSTRUCTION

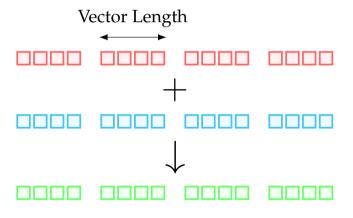


Each iteration is done sequentially one by one.

Operations

- ► 16 + 16 memory loads = 32 memory loads
- ▶ 16 additions
- ▶ 16 store

VECTORIZED INSTRUCTION



Operations are performed on a block of data (**vector**).

Operations

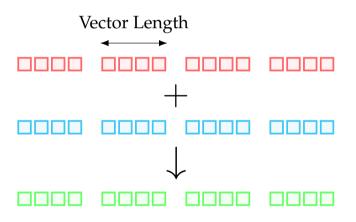
- ightharpoonup 4 + 4 memory loads = 8 memory loads
- ▶ 4 additions
- ► 4 store

SIMD (SINGLE INSTRUCTION MULTIPLE DATA)

SIMD register Lane

- ► A **SIMD Register** holds many values of the same datatype
- ► Each value is a **SIMD** lane
- ► SIMD hardware instructions modify the vector registers
- ▶ SIMD instructions can operate on all (or part) of the values in a SIMD register
- ▶ Width in recent CPUs up to 512 bit

WHY VECTORIZATION?



- ► OpenMP vectorization = SIMD
- Operates at once on an entire block, i.e. operations on multiple data concurrently
- Dedicated registers
- ► Maximize bandwidth

Auto-vectorization

AUTO-VECTORIZATION

Modern compilers **auto-vectorize** loops, provided that:

- complexity of the code is low enough for the compiler to select proper instructions;
- code pattern is recognized by the compiler;
- ▶ the loop benefits from a vectorization.

Compiler Reports might help

- ▶ icc -qopt-report=N -qopt-report-phase=loop, vec
- ▶ qcc -ftree-vectorize -ftree-vectorize-verbose [-03]

Note

icc enables vectorization by default.

gcc enables vectorization with -03.

VECTORIZE THE CODE

```
31 for (size_t i=0; i<n; ++i)
32 for (size_t k=0; k<n; k++)
33 for (size_t j=0; j<n; ++j)
34 c[i][j] += a[i][k]*b[k][j];
```

Note

Note that only the last loop is vectorized (line 33).

```
icc Compiler Report
LOOP BEGIN at mat prod.c(33,3)
remark #15300: LOOP WAS VECTORIZED
remark #15442: entire loop may be executed in remainder
remark #15448:
                unmasked aligned unit stride loads: 2
remark #15449:
                unmasked aligned unit stride stores:
remark #15475:
                -- begin vector cost summary --
remark #15476:
                scalar cost:
remark #15477: vector cost: 4.000
remark #15478:
                estimated potential speedup: 2.210
remark #15488: -- end vector cost summary --
remark #25015: Estimate of max trip count of loop=125
LOOP END
```

AUTO-VECTORIZATION FAILING CAUSES

- Data dependencies
- ► Alignment
- ► Function calls in the loop block
- ► Complex control flow/conditional branches
- ► Loop not countable (e.g., upper bound not runtime constant)
- Mixed data types
- ► Non-unit stride between elements
- Loop body too complex
- Vectorization seems inefficient
- **.**..

DATA DEPENDENCY: FLOW DEPENDENCY

for(size_t i = 0; i < n; i++) { a[i] = b[i] + 1; c[i] = a[i] + 1; }</pre>

RAW (Read After Write)

All the values are available within the loop iteration: **vectorization possible**.

```
i = 0

a[0] = b[0] + 1;

c[0] = a[0] + 1;
```

```
i = 1
a[1] = b[1] + 1;
c[1] = a[1] + 1;
```

DATA DEPENDENCY: ANTI-DEPENDENCY

for(size_t i = 1; i < n; i++) { a[i] = b[i] + 1; c[i] = a[i-1] + 1; }</pre>

WAR (Write After Read)

A value should be loaded to a previous iteration: **vectorization not possible**.

```
i = 1

a[1] = b[1] + 1;

c[1] = a[0] + 1;
```

```
i = 2

a[2] = b[2] + 1;

c[2] = a[1] + 1;
```

DATA DEPENDENCY

Flow Dependency

```
for(size_t i = 0; i < n-1; i++) {
    a[i] += a[i+1];
}</pre>
```

icc Compiler Report

```
remark #15300: LOOP WAS VECTORIZED
```

Anti-Dependency

```
for(size_t i = 1; i < n; i++) {
    a[i] += a[i-1];
}</pre>
```

icc Compiler Report

```
remark #15344: loop was not vectorized: vector dependence prevents vectorization.
```

godbolt.org/z/q5G1WcYbn

godbolt.org/z/azn5nEohM

DATA ALIGNMENT

```
for(size_t i = 0; i < 11; i++) {
    a[i] = 1.;
                   array a
                    5
                                        10
             3
                               8 |
                         6
 peel
              SIMD instructions
                                        tail
             (vector length of 4)
```

- ► For best effect: starting address of vectors should be aligned on the correct boundary
- Address in memory should be multiple of vector length in bytes

Otherwise unaligned data

- ► May require multiple data loading, cache lines and instructions
- Generates 3 different version of loops: peel, kernel, tail

DATA ALIGNMENT

```
31 for (size_t i=0; i<n; ++i)
32 for (size_t k=0; k<n; k++)
33 for (size_t j=0; j<n; ++j)
34 c[i][j] += a[i][k]*b[k][j];
```

```
icc Compiler Report
LOOP BEGIN at mat_prod.c(33,3)
<Remainder loop for vectorization>
remark #15335: remainder loop was not vectorized:
vectorization possible but seems inefficient. Use vector always
directive or -vec-threshold() to override
remark #15442: entire loop may be executed in remainder
remark #15448: unmasked aligned unit stride loads: 2
remark #15449:
                unmasked aligned unit stride stores: 1
remark #15475:
               -- begin vector cost summary --
remark #15476: scalar cost: 9
remark #15477: vector cost: 4.000
remark #15478: estimated potential speedup: 2.210
remark #15488: -- end vector cost summary --
LOOP END
```

Vectorization in OpenMP

SIMD CONSTRUCT

Serial

```
#pragma omp simd
for(size_t i = 0; i < n; i++) {
    a[i] = b[i] + c[i];
}</pre>
```

- ▶ simd tells the compiler to vectorize
- ► No worksharing, i.e., only enables
- Compiler chooses the appropriate vector length for the target architecture

Worksharing

```
#pragma omp for simd
for(size_t i = 0; i < n; i++) {
    a[i] = b[i] + c[i];
}</pre>
```

- ► for tells the compiler to start the parallelization on multiple threads
- simd enables the vectorization for each thread
- ► First the work is shared between threads, then vectorization on chunks fitting the SIMD register

Data Sharing

- ► Loop iterator i is private
- ► Memory pointed by a, b and c is shared

SIMD supported clauses

- ▶ private(list)
- ► lastprivate(list)
- reduction(operation:list)

SAFELEN CLAUSE

```
#pragma omp simd safelen(4)
for(i=0; i<n-4; i++) {
    a[i] + = a[i+4];
}</pre>
```

safelen specifies the **distance between** iterations where it is safe to vectorize.

- Useful to specify the maximum number of iterations that run concurrently without breaking a dependence.
- ► In practice, maximum SIMD vector length.

Best practice

Avoid using this clause. Specifying explicit vector lengths builds in obsolescence to the code as hardware vector lengths continually change.

COLLAPSE CLAUSE

simd partitions the loop iterations into chunks. But the partitioning requires only one iteration space to be valid. We can use collpase to solve this issue.

```
float A[4][4]
#pragma omp simd collapse(2)
for(size_t i=0; i < 4; i++) {
    for(size_t j=0; j<4; i++) {
        A[i][j] += 1;
    }
}</pre>
```

Best practice

This is the correct way to collapse for loops for simd.

```
float A[4][4]
#pragma omp simd
for(size_t k=0; k < 16; k++) {
    size_t i = k / 4;
    size_t j = k % 4;
    A[i][j] += 1;
}</pre>
```

Warning

Access to A is not linear with respect to the collapsed loop.

OTHER SIMD CLAUSES

simdlen(length)

- ► Specify the preferrend length of SIMD registers
- ▶ Must be less or equal than safelen

Best practice

Again, since the hardware architectures changes, avoid using these *magic numbers* in the code.

linear(length)

▶ Specify the variable's value in relationshop with the iteration number

Take-Home Messages

TAKE-HOME MESSAGES

- ▶ OpenMP SIMD constructs instructs the compiler to vectorize exploiting modern CPUs vector accelerator
- ► The performance improvements with vectorization can be substantial
- ► Modern compilers are capable of auto-vectorize loops, provided some conditions are met
- ► Check the compiler reports to understand if the loops are correcty vectorized

Exercises

EXERCISES



Matrix Multiplication

- ► Add simd constructs
- ▶ Run and time it

Value of π

- ► Add simd constructs
- ► Run and time it

Thank you!