

Massive Data Algorithmics

Lecture 12: Cache-Oblivious Model

Typical Computer



www.dell.dk

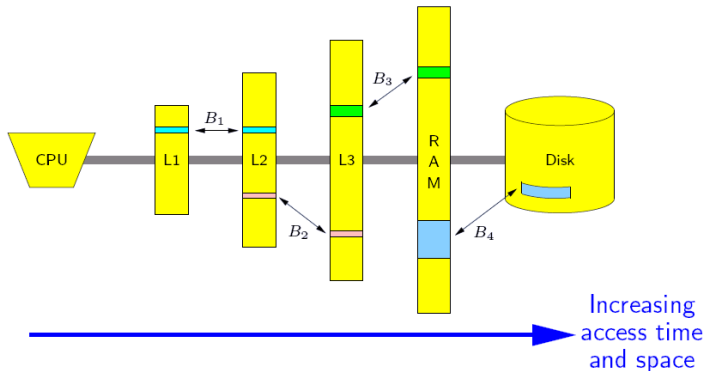
Processor speed	2.4 – 3.2 GHz
L3 cache size	0.5 – 2 MB
Memory	1/4 – 4 GB
Hard Disk	36 GB – 146 GB 7.200 – 15.000 RPM
CD/DVD	8 – 48x



www.intel.com

L2 cache size	256 – 512 KB
L2 cache line size	128 Bytes
L1 cache line size	64 Bytes
L1 cache size	16 KB

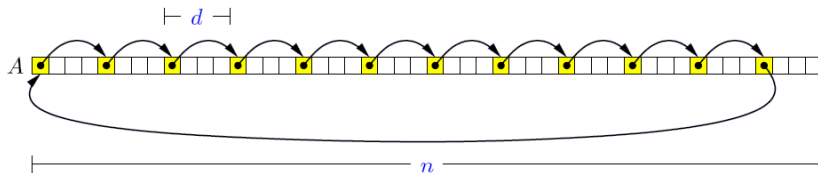
Hierarchical Memory Basics



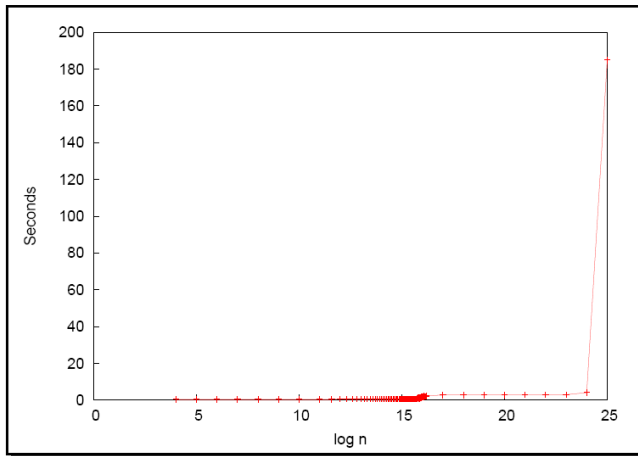
- Data moved between adjacent memory level in blocks

A Trivial Program

```
for (i=0; i+d<n; i+=d) A[i]=i+d;  
A[i]=0;  
  
for (i=0, j=0; j<8*1024*1024; j++) i=A[i];
```

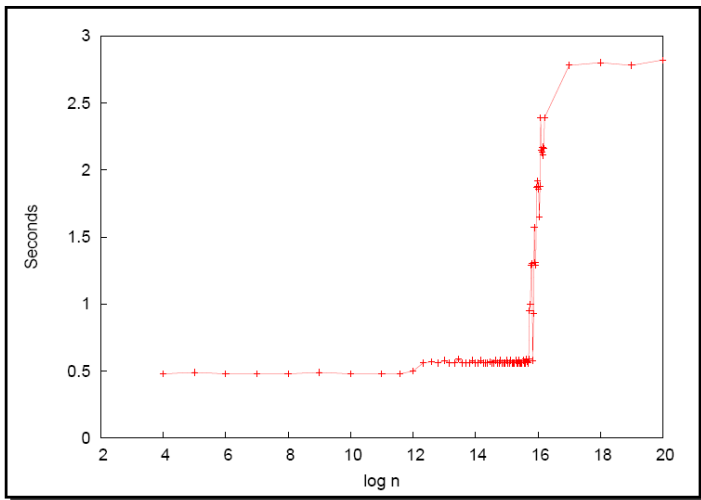


A Trivial Program: $d = 1$



RAM : $n \approx 2^{25} \equiv 128 MB$

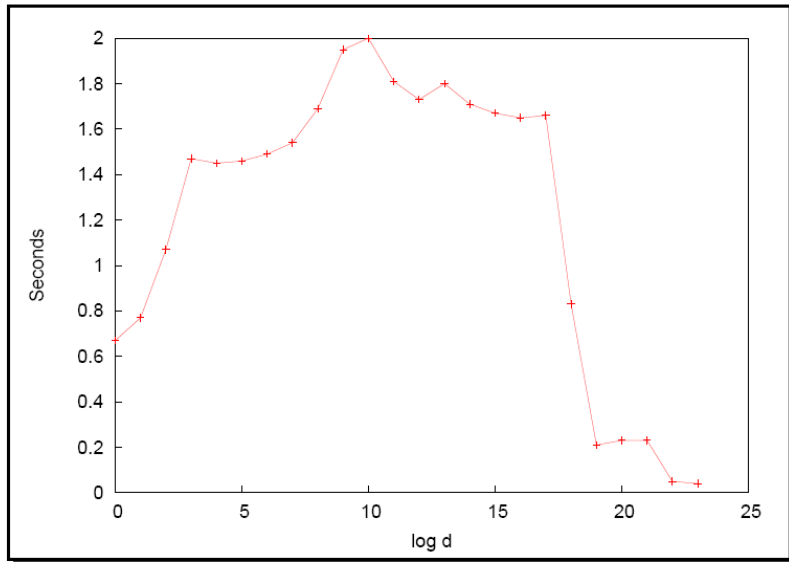
A Trivial Program: $d = 1$



L1 : $n \approx 2^{12} \equiv 16 \text{ KB}$

L2 : $n \approx 2^{16} \equiv 256 \text{ KB}$

A Trivial Program: $n = 2^{24}$



A Trivial Program: Hardware Spec

- Experiments were performed on a DELL 8000, Pentium III, 850 MHz, 128MB RAM, running Linux 2.4.2, and using gcc version 2.96 with optimization -O3
- L1 instruction and data caches
 - 4-way set associative, 32-byte line size
 - 16 KB instruction cache and 16KB write-back data cache
- L2 level cache
 - 8-way set associative, 32-byte line size
 - 256KB

Algorithmic Problems

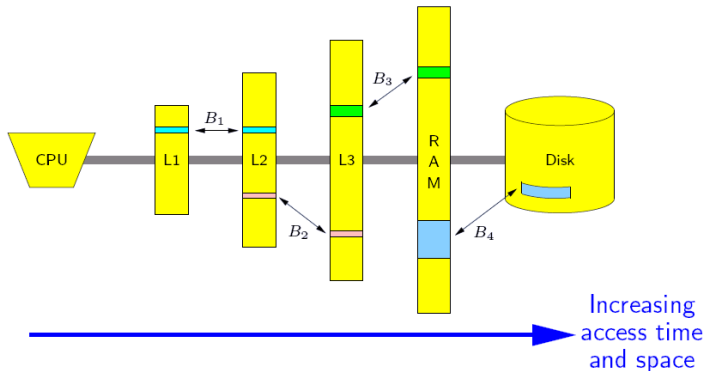
- Memory hierarchy has become a fact of life
- Accessing non-local storage may take a very long time
- Good locality is important for achieving high performance

	Latency	Relative to CPU
Register	0.5 ns	1
L1 cache	0.5 ns	1-2
L2 cache	3 ns	2-7
DRAM	150 ns	80-200
TLB	500+ ns	200-2000
Disk	10 ms	10^7

 **Increasing**

- Modern hardware is not uniform many different parameters
 - Number of memory levels
 - Cache sizes
 - Cache line/disk block sizes
 - Cache associativity
 - Cache replacement strategy
 - CPU/BUS/memory speed
- Programs should ideally run for many different parameters
 - by knowing many of the parameters at runtime
 - by knowing few essential parameters
 - ignoring the memory hierarchies

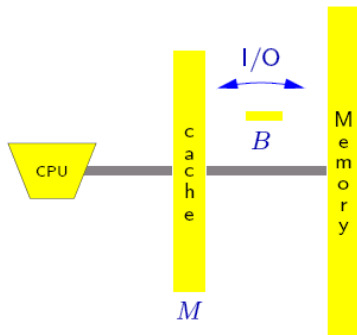
Hierarchical Memory Model—many parameters



- Limited success since model too complicated

I/O Model—two parameters

- Measure number of block transfers between two memory levels
- Very successful (simplicity)

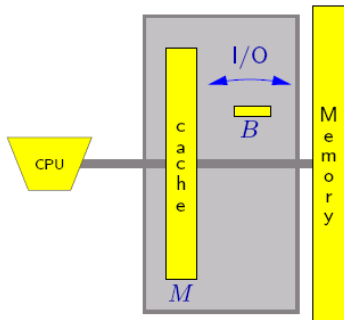


Limitations

- Parameters B and M must be known
- Does not handle multiple memory levels
- Does not handle dynamic M

Ideal Cache Model—no parameters!?

- Program with only one memory
- Analyze in the I/O model for
- Optimal off-line cache replacement strategy arbitrary B and M



Advantages

- Optimal on arbitrary level \Rightarrow optimal on all levels
- Portability, B and M not hard-wired into algorithm
- Dynamic changing parameters

Justification of the Ideal Cache Model

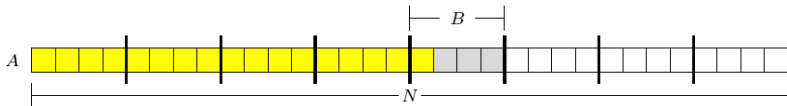
- **Optimal replacement:** LRU + $2 \times \text{cache size}$ \Rightarrow at most $2 \times \text{cache misses}$
- **Fully associativity cache:** Simulation using hashing
- **Tall-cache assumption:** height is bigger than width $\Rightarrow M/B \geq B$

- Write data in a contiguous segment of memory

$sum = 0$

for $i = 1$ to N do $sum = sum + A[i]$

$O\left(\frac{N}{B}\right)$ I/Os



- Conceptually partition the array into $N/5$ quintuplets of 5 adjacent elements each.
- Compute the median of each quintuplet using $O(1)$ comparisons.
- Recursively compute the median of these medians
- Partition the elements of the array into two groups, according to whether they are at most or strictly greater than this median.
- Count the number of elements in each group, and recurse into the group that contains the element of the desired rank.

- Each step can be done with at most 3 parallel scans.
- $T(N) = T(N/5) + T(7N/10) + O(N/B)$
- $T(O(1)) = O(1) \Rightarrow T(N) = \Omega(N^c)$ where $(1/5)^c + (7/10)^c = 1$ ($c = 0.839$)
- $T(N) = \Omega(N^c)$ is larger than N/B when N is larger than B and smaller than BN^c
- But $T(O(B)) = O(1) \Rightarrow (N/B)^c$ leaves in the recursion tree.
- $O((N/B)^c) = o(N/B)$ memory transfer
- Cost per level decrease geometrically
- Total cost: $O(N/B)$

Matrix Multiplication

- Problem

$$Z = X.Y \quad z_{ij} = \sum_{k=1}^n x_{ik}y_{kj}$$

- Lay out

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63

0	8	16	24	32	40	48	56
1	9	17	25	33	41	49	57
2	10	18	26	34	42	50	58
3	11	19	27	35	43	51	59
4	12	20	28	36	44	52	60
5	13	21	29	37	45	53	61
6	14	22	30	38	46	54	62
7	15	23	31	39	47	55	63

0	1	2	3	16	17	18	19
4	5	6	7	20	21	22	23
8	9	10	11	24	25	26	27
12	13	14	15	28	29	30	31
32	33	34	35	48	49	50	51
36	37	38	39	52	53	54	55
40	41	42	43	56	57	58	59
44	45	46	47	60	61	62	63

0	1	4	5	16	17	20	21
2	3	6	7	18	19	22	23
8	9	12	13	24	25	28	29
10	11	14	15	26	27	30	31
32	33	36	37	48	49	52	53
34	35	38	39	50	51	54	55
40	41	44	45	56	57	60	61
42	43	46	47	58	59	62	63

Matrix Multiplication

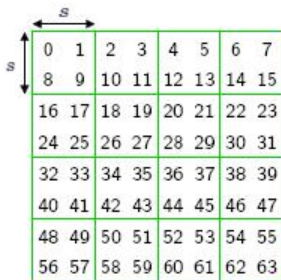
Algorithm 1: Nested Loops

- Row major
- Reading a column of Y , N I/Os
- Total $O(N^3)$ I/Os
- if Y is columns major \Rightarrow
 $O(N^3/B)$ I/Os

Algorithm 2: cache aware

- Partition into $s \times s$ blocks
- $s = O(\sqrt{M})$
- Apply algorithm 1 to $N/s \times N/s$ matrices where elements are $s \times s$ matrices
- Row major and $M = O(B^2)$
- $O((N/s)^3 \cdot s^2/B) = O(N^3/(B\sqrt{M}))$ I/Os

- for $i = 1$ to N
- for $j = 1$ to N
- $z_{ij} = 0$
- for $k = 1$ to N
- $z_{ij} = z_{ij} + x_{ik} \cdot y_{kj}$



0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63

Matrix Multiplication

$$\begin{pmatrix} X_{11} & X_{12} \\ X_{21} & X_{22} \end{pmatrix} \begin{pmatrix} Y_{11} & Y_{12} \\ Y_{21} & Y_{22} \end{pmatrix} = \begin{pmatrix} X_{11}Y_{11} + X_{12}Y_{21} & X_{11}Y_{12} + X_{12}Y_{22} \\ X_{21}Y_{11} + X_{22}Y_{21} & X_{21}Y_{12} + X_{22}Y_{22} \end{pmatrix}$$

= 8 recursive $\frac{N}{2} \times \frac{N}{2}$ multiplications + 4 $\frac{N}{2} \times \frac{N}{2}$ matrix sums

– # I/Os if row major and $M = \Omega(B^2)$

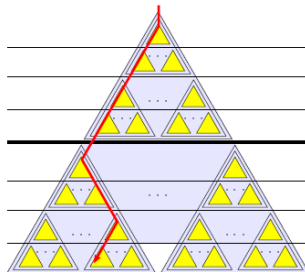
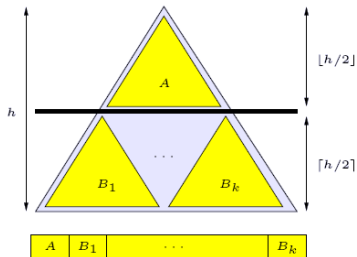
$$T(N) \leq \begin{cases} O\left(\frac{N^2}{B}\right) & \text{if } N \leq \varepsilon\sqrt{M} \\ 8 \cdot T\left(\frac{N}{2}\right) + O\left(\frac{N^2}{B}\right) & \text{otherwise} \end{cases}$$

$$T(N) \leq O\left(\frac{N^3}{B\sqrt{M}}\right)$$

no B-Tree

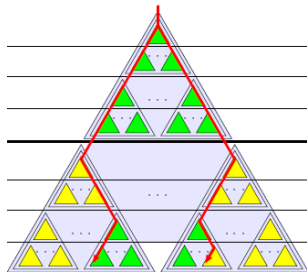
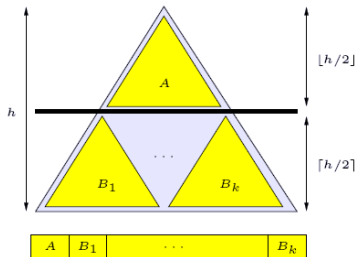
- Sorted array
- $T(N) = T(N/2) + 1$
- $T(B) = O(1)$
- $T(N) = \log N - \log B \gg \log_B N$

Static Search Tree



Searches use $O(\log_B N)$ I/Os

Static Search Tree



Searches use $O(\log_B N)$ I/Os

Range reportings use

$O\left(\log_B N + \frac{K}{B}\right)$ I/Os

- Maintaining a sequence of elements in order in memory, with constant size gaps, subject to N insertions and deletions of elements in the middle of the order
- Two extremes of trivial (inefficient) solutions
 - Avoid gaps: $O(N/B)$ memory transfers
 - Allocate 2^N memory, and the new element is stored in midway between the two given elements: $O(1)$ memory transfers

- Fix N : whenever N grows or shrinks by a constant factor (2 for instance), rebuild the entire the data structure
- Conceptually divide the array of size N into subranges of size $O(\log N)$
- Conceptually construct a complete binary tree over subranges: height $h = \log N - \log \log N$
- Density of a node: the number of elements below that node divided by the total capacity of that node
- Density constraint to each node: for nodes at depth d density must be between $\frac{1}{2} - \frac{1}{4}d/h (\in [1/4, 1/2])$ and $\frac{3}{4} + \frac{1}{4}d/h (\in [3/4, 1])$

- Insertion:
 - If there is space in the relevant leaf subrange, we can accommodate the new element by possibly moving $O(\log N)$ moves
 - Otherwise, we walk up the tree by scanning elements until we find an ancestor within threshold.
 - We rebalance this ancestor by redistributing all of its element uniformly throughout the constituent leafs \Rightarrow every descendant will be within threshold as density constraint increase walking down the tree.
- Deletion: In a similar way

Ordered File: Analysis

- The difference in density threshold of two adjacent levels is $O(\frac{1}{4}h) = O(1/\log N)$
- If the node has capacity K , $\Theta(K/\log N)$ elements should be inserted or deleted in order to fall outside the threshold again.
- Amortized cost of inserting and deleting below a particular node is $\Theta(\log N)$
- Each element falls below $h = \Theta(\log N)$ nodes \Rightarrow total amortized cost: $\Theta(\log^2 N)$

$\Rightarrow O(\log^2 N)$ time and $O((\log^2 N)/B)$ memory transfers

- A combination of two structures
 - An ordered file
 - A static search tree with size N
- We also maintain a fix one-to-one correspondence bidirectional pointers between cell in ordered files and leafs in the tree
- Each node of the tree store the maximum (non-blank) key of its two children

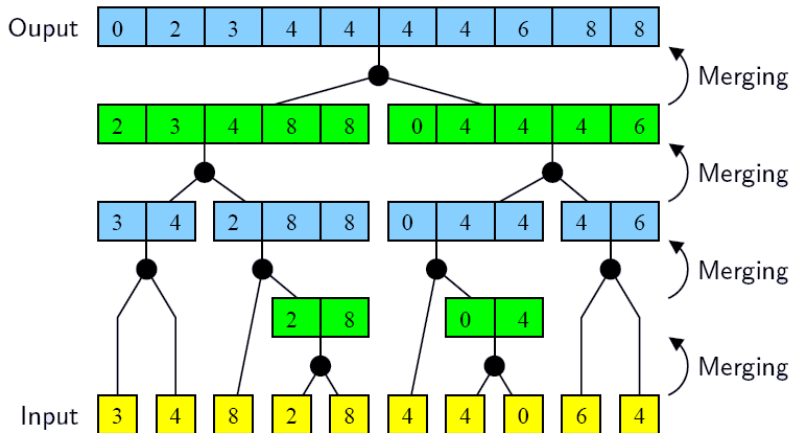
- Based on the maximum key stored in the left child we can decide go to left or right
- Since the tree is stored in Van Emde Boas layout, search needs $O(\log_B N)$ memory transfers

B-trees: Update

- Search in the tree for the location of given element
- Insert in the ordered file
- Let K be the number of movements in ordered file (K amortized is $O(\log^2 N)$)
- Leaves of tree corresponding to the affected K cells in ordered file must be updated using bidirectional pointers: $O(K/B)$ memory transfers
- The key changes are propagated up the tree (using post-order traversal) to all ancestors to update maximum keys stored in internal nodes: $O(K/B + \log_B N)$ memory transfers

⇒ Updates: $O(\log_B N + (\log^2 N)/B)$ memory transfers

Merge Sort



Merge Sort

Degree

I/O

2

$$O\left(\frac{N}{B} \log_2 \frac{N}{M}\right)$$

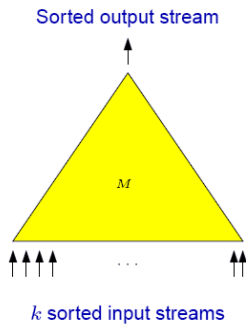
$$(d \leq \frac{d}{\frac{M}{B}} - 1)$$

$$O\left(\frac{N}{B} \log_d \frac{N}{M}\right)$$

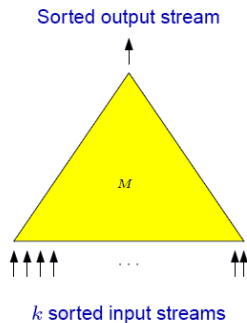
$$\Theta\left(\frac{M}{B}\right)$$

$$O\left(\frac{N}{B} \log_{M/B} \frac{N}{M}\right) = O(\text{Sort}_{M,B}(N))$$

K -Merger

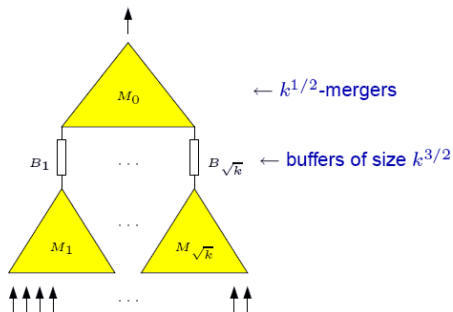


K -Merger

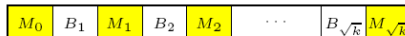
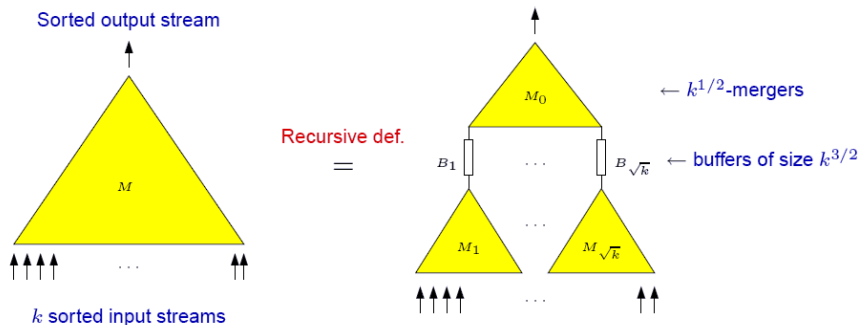


Recursive def.

=

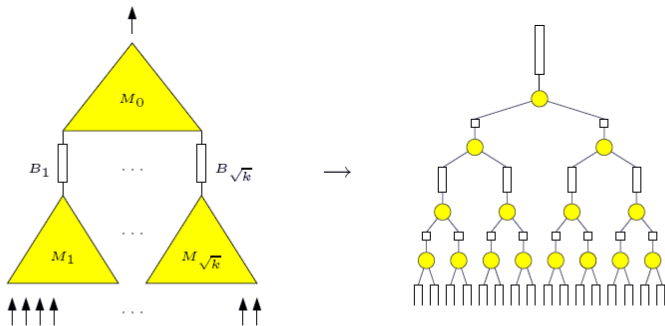


K -Merger

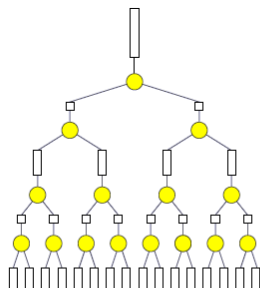
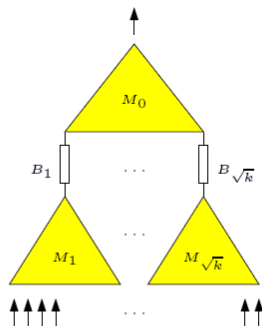


Recursive Layout

K -Merger



K-Merger



Procedure **Fill**(v)

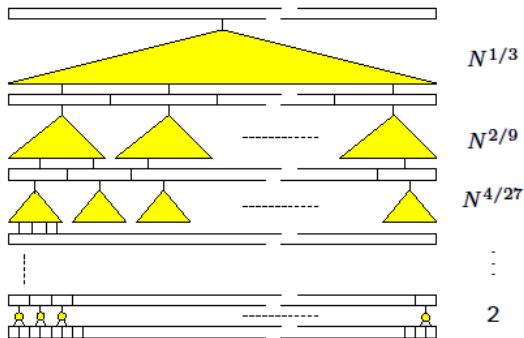
```
while out-buffer not full
  if left in-buffer empty
    Fill(left child)
  if right in-buffer empty
    Fill(right child)
  perform one merge step
```

Lemma

If $M \geq B^2$ and output buffer has size k^3 then $O(\frac{k^3}{B} \log_M(k^3) + k)$ I/Os are done during an invocation of **Fill**(root)

Funnel Sort

- Divide input in $N^{1/3}$ segments of size $N^{2/3}$
- Recursively Funnel-Sort each segment
- Merge sorted segments by an $N^{1/3}$ -merger



- $T(N) = N^{1/3}T(N^{2/3}) + O(N/B \log_{M/B} N/B + N^{1/3})$ and $T(B^2) = O(B)$
 $\Rightarrow T(N) = O(\text{sort}(N))$

- **Cache oblivious algorithms and data structures**
Lecture notes by Erik D. Demaine.