SilvanForge : A Schedule Guided Retargetable Compiler for Decision Tree Inference

Abstract

This paper is motivated by the growing demand for the increased performance of machine learning applications on different hardware platforms including CPUs and GPUs. We focus on accelerating the inference of decision tree based models, which are the most popular models for tabular data. Existing solutions do not achieve the highest possible performance because they do not explore different optimization configurations. And since these systems are hand-written, they are not portable either.

We address these problems by designing SilvanForge, a *schedule-guided*, *retargetable* compiler infrastructure for decision tree based models. SilvanForge has two core components. The first is a scheduling language that encapsulates the large optimization space for decision tree inference, and techniques to efficiently explore this space. TODO Change large optimization space. The second is an optimizing retargetable multi-level compiler that can generate code for any specified schedule. SilvanForge's retargetability is based not only on being able to generate code for different target architectures (CPU vs. GPU), but also on its ability to use different data layouts, caching strategies, parallel reduction schemes etc. To accomplish this level of configurability, we re-architect and significantly extend the open-source Treebeard CPU compiler to support (i) schedule-guided compilation, (ii) retargetable GPU code generation, and (iii) GPU-specific optimizations.

We demonstrate that SilvanForge can generate high-performance inference code, for several hundred decision tree models across different batch sizes and target architectures. Our scheduling heuristic is able to quickly find near-optimal schedules TODO [how do we argue that the schedule is near-optimal? Do we have some exptl. evidence that we can show in the results section?] schedule while searching over a small number (~50) of schedules. In terms of performance, SilvanForge generated code is an order of magnitude faster than XGBoost and about 2-3× faster on average than RAPIDs FIL and Tahoe. While these systems only target NVIDIA GPUs, SilvanForge achieves competent performance on AMD GPUs as well. On CPUs, SilvanForge achieves better scaling compared to Treebeard. For models where Treebeard was only able to achieve diminishing returns with an increasing number of threads, SilvanForge is able to scale linearly with the number of threads. TODO (numbers for CPU performance?)

ACM Reference Format:
. 2024. SilvanForge : A Schedule Guided Retargetable Compiler for Decision Tree Inference. In . ACM, New York, NY, USA, 15 pages. https://doi.org/10.1145/nnnnnnn.nnnnnnn

1 Introduction

We are in the midst of a hardware revolution, a new golden age for computer architecture [22]. The last decade has seen a shift in architectural paradigms, with the rise of GPUs and accelerators. This shift has been driven by the necessity to innovate in the post Moore's law and Dennard's scaling era. This transformation has also played a significant role in the success of modern deep learning models, as they enable scaling training and inference to models with billions of parameters across a massive number of threads. Such scalability would be essential for all performance critical applications, including other machine learning models that need to scale with increasing data sizes and model complexities.

Decision forest models remain the mainstay for machine learning over tabular data [21, 43]. Their robustness, interpretability, and ability to handle missing data make them a popular choice for a wide range of applications[13, 18, 27, 28, 35, 44]. A recent survey [1] found that about three quarters of data scientists use decision tree based models. An analysis of ML workloads at a large scale web company found that these models are most widely used [38]. Recent work has noted that the cost of inference is the most critical factor in the overall cost of deploying a machine learning model [7, 33]. This is because, in production settings, each model is trained once and often used for inference millions of times. Further, inference is run on a variety of hardware platforms, ranging from low to high-end CPUs and GPUs. This paper is motivated by the need to accelerate decision tree inference to achieve portable performance on commodity platforms with CPUs and GPUs.

Decision forest models are composed of a large collection of decision trees (100-1000), and inference involves traversing down each tree in the forest and aggregating the predictions. Inference is typically done in a batched setting, where multiple inputs are processed simultaneously. Despite the simplicity of the model and the availability of multiple sources of coarse-grain parallelism (parallelism across inputs in a batch and parallelism across trees), existing systems do not consistently scale well across different models even on the limited set of targets they support.

Evaluation on a diverse set of models highlights that the best implementation often requires a careful composition of many optimization strategies like data layout optimizations,

loop transformations, parallelization, and memory access optimizations. Existing systems today are mostly library based, and only support a predefined combination of optimizations and typically only target a single platform. XGBoost [16] uses a sparse representation for the model and a loop structure that processes one tree for a block of rows before moving to the next tree. RAPIDS FIL [5] uses a reorg representation and partitions trees across a fixed number of threads. Tahoe [50] uses a variation of the reorg representation and has four predefined inference strategies from which it picks one based on an analytical model. All these systems are CUDA based and only work on NVIDIA based GPUs. Treebeard, the state-of-the-art decision tree model compiler for CPUs built using the MLIR infrastructure [29], supports two fixed loop structures and does not scale well with increasing number of threads. Additionally, it lacks GPU specific optimizations that are critical to scale performance to massive number of threads. TODO Shouldn't we reverse this? First say no GPU support and then the scaling issue.

This paper presents SilvanForge, a novel schedule guided compilation infrastructure for decision tree inference on multiple target hardware. SilvanForge is able to generate high-performance code for decision tree inference by exploring a large optimization space. This is achieved by a compilation framework consisting of a custom scheduling language that can represent a wide range of implementation strategies and techniques to efficiently explore the optimization space. We demonstrate that the language is sufficient to express the various optimizations proposed by prior work and that our schedule exploration heuristic can quickly find a near optimal schedule for the model being compiled. TODO RG: it would be good to expand on this and also talk about the retargetable component. We could also say that the schedule framework and the retargetable compiler work in an interwined manner, each benefitting from the other. The second component of SilvanForge is a *retargetable* multi-level compiler that can generate efficient code for any specified schedule for both CPUs and GPUs. For this purpose, we re-architect Treebeard to support schedule-guided code generation, and incorporate several new optimizations. These two components of the proposed SilvanForge compiler infrastructure are interwined, each benefitting from the other. TODO Performance evaluation summary

1.1 Contributions

- We present the design of a multi-target compiler infrastructure for decision tree inferencing and implement several optimizations within this framework. We are also the first to implement an optimizing compiler for decision tree inference on GPUs. TODO AP: Given that there is Hummingbird, can we really say this?
- We identify that an extensive optimization space exists for the problem of decision tree inference. We design a scheduling language that allows us to effectively represent this solution space abstractly. This scheduling language is expressive enough to represent a wide range of implementation strategies, such as different data layouts, caching strategies, parallel reduction schemes, that work across CPUs and GPUs.
- To the best of our knowledge, we perform the first extensive characterization of the optimization space for decision tree inference on GPUs. Using some of the characteristics we identify, we design and implement a heuristic that is able to quickly find high-performance schedules for the model being compiled.
- We design and implement a general framework for expressing and optimizing reductions within MLIR. To the best of our knowledge, this is the first such framework.
- We evaluate our implementation by comparing it against RAPIDs and Tahoe, the state-of-the-art decision tree inference frameworks for GPU and report significant speedups. We also show that our compiler can effectively target different GPUs, including both NVIDIA and AMD GPUs.

2 Motivation

In this section, we first motivate our work by showing how a model can be compiled in different ways and subsequently, show the drastic performance difference across these variants for real benchmarks.

2.1 Motivating Example

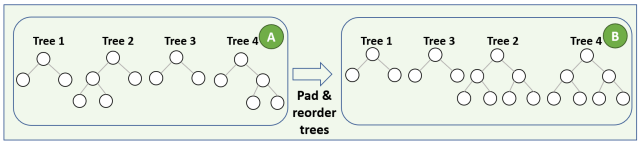


Figure 1. The representation of a model in high-level IR and the model after trees are padded and reordered.

Consider a model with four trees, two trees of depth 1 and two of depth 2 (Figure 1). We first describe a simple schedule that processes one tree at a time for all input rows. The scheduling constructs are fairly intuitive. We defer a detailed explanation of the scheduling language to Section **??**. The loop over the trees is split into two – one that iterates over the first two trees (Trees 1 and 2 with depth 1) and the second that iterates over the last two trees (Trees 3 and 4 with depth 2). Straightforward traversal of trees requires a `while` loop and involves branching to check if a leaf has been reached. One way to avoid this as done in this schedule is to unroll the tree walks for each tree. When the schedule specifies that the tree walks should be unrolled, SilvanForge pads the trees so that all leaves are at the same depth.

```
reorder(tree, batch)
// Fiss tree loop so trees with equal depth
// are processed together
split(tree, t_depth1, t_depth2, 2)
// Unroll the tree walks
unrollWalk(t_depth1, 1)
unrollWalk(t_depth2, 2)
```

The concrete implementation of this schedule (in SilvanForge's IRs) is as follows.

```
model = ensemble(...)
for t_depth1 = 0 to 2 step 1 {
  T = getTree(ensemble, t_depth1)
  for batch = 0 to BATCH_SIZE step 1 {
    treePred = walkDecisionTree(T,
                  input[batch]) <unrollDepth = 1>
    reduce(result[batch], treePred)
  }
}
for t_depth2 = 2 to 4 step 1 {
  T = getTree(ensemble, t_depth2)
  for batch = 0 to BATCH_SIZE step 1 {
    treePred = walkDecisionTree(T,
                  input[batch]) <unrollDepth = 2>
    reduce(result[batch], treePred) <'+', 0.0>
  }
}
```

This schedule is ideally suited for a single-core CPU. It maximizes the reuse of trees in the L1 cache. However, it doesn't exploit any parallelism.

One form of parallelism that can be exploited is to process rows in parallel. While this may work for multi-core CPUs, with massively parallel processors like GPUs, this strategy may not yield sufficient parallel work. To expose more parallelism, we can additionally parallelize across trees as done in the schedule below.

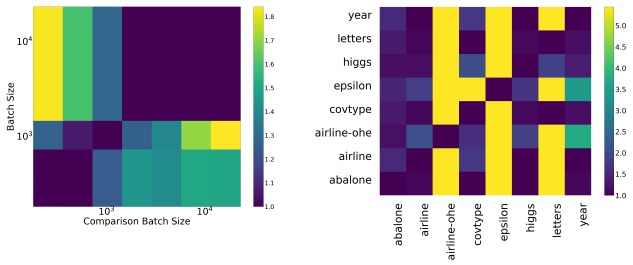
```
// Split the trees into two sets
tile(tree, t0, t1, 2)
reorder(batch, t1, t0)
// Fiss loop so that trees with equal
// depth are processed together
split(t0, t0_depth1, t0_depth2, 2)
unrollWalk(t0_depth1, 1)
unrollWalk(t0_depth2, 2)
// Configure the GPU kernel dimensions
gpuDimension(batch, grid.x)
gpuDimension(t1, block.x)
```

This schedule generates an inference function that runs on the GPU. The inference routine processes one input row per thread block (since the `batch` loop is mapped directly to `grid.x`). It also splits the trees into two sets by tiling the `tree` loop. Each of the two sets is processed in parallel. We unroll the tree walks for each tree. The IR generated is as follows.

```
model = ensemble(...)
par.for batch = 0 to BATCH_SIZE step 1 <grid.x> {
  par.for t1 = 0 to 2 step 1 <block.x> {
    for t0_depth1 = 0 to 2 step 2 {
      T = getTree(ensemble, t0_depth1 + t1)
      treePred = walkDecisionTree(T,
                    input[batch]) <unrollDepth = 1>
      reduce(result[batch], treePred)
    }
    for t0_depth2 = 2 to 4 step 2 {
      T = getTree(ensemble, t0_depth2 + t1)
      treePred = walkDecisionTree(T,
                    input[batch]) <unrollDepth = 2>
      reduce(result[batch], treePred) <'+', 0.0>
    }
  }
}
```

Note that while unrolling helps avoid branching, it likely increases the total amount of computation. Another option is to not unroll and let the GPU manage the branching. The schedules with and without unrolling place different constraints on the target processor, and the best choice depends on the characteristics of the model and micro-architectural features like register file size, handling of branch divergence etc. [? ?].

2.2 Performance of Different Schedules



(a) covtype batch sensitivity **(b)** Model sensitivity at batch size 4096

Figure 2. Batch and model sensitivity plots. Each point shows the slowdown when the best schedule for the x-axis batch size (model) is used for the y-axis batch size (model).

To establish the importance of choosing the right schedule, we compare the performance of the schedules generated by SilvanForge on several real-world benchmarks. Figure 2a shows the variation in performance when the best schedule for a given batch size is used across different batch sizes for one of the models. Figure 2b shows the variation when schedules are used across models at a fixed batch size. As can be seen, performance degrades by 2× when the best schedule for a smaller batch size is used for a larger batch size and vice-versa. Across all our benchmarks, the largest slowdown is 5×. The degradation is much worse when schedules are used across different models. In many instances (20%), using the best schedule for one model to compile another results in a 5× slowdown. As we report in Section 9, reusing schedules across different architecture also leads to significant slowdowns. Clearly, using a single strategy across models, batch sizes and targets leaves significant performance on the table.

These performance considerations, coupled with the importance of running ML applications on a diverse set of hardware targets, motivates the need for a retargetable compiler for decision tree inference. Building such a configurable compiler and supporting code generation for CPUs and GPUs

required us to solve several fundamental problems. The rest of the paper describes these challenges in detail and how we solved them in SilvanForge.

3 Scheduling Language

We design a scheduling language for SilvanForge to address the problems discussed in Section 2. The scheduling language provides an abstract way to specify loop structure and other optimizations as an input to the compiler. The specified ***schedule*** controls the lowering of model inference to a set of loop nests. The configurability provided by the schedule allows us to build auto-schedulers and auto-tuners (Section 8).

3.1 Language Definition

The core construct of SilvanForge's scheduling language is an ***index variable*** which abstractly represents a loop. Each index variable has a range of values that it can take along with a step. The language provides directives to manipulate these index variables. There are two special index variables – `batch` and `tree` that are used to represent the batch and tree loops and all other index variables are derived from these. A schedule derives new index variables from these root index variables by applying directives. TODO Should we somehow explain what tree and batch loop are?

SilvanForge's scheduling language has three classes of directives. The first is a set of loop modifiers that are used to specify the structure of the loop nest to walk the iteration space (Table 1). The second is a set of directives that enable optimizations (Table 2). Finally, we have a class of attributes that enable reduction specific optimizations (Table 3).

The compiler internally represents loops (index variables) as nodes in a tree where the children of a node represent immediately contained loops. Each schedule primitive modifies this tree in some way. The compiler tracks the lineage of each of the loops. This allows the compiler to automatically infer the ranges for all loops.

3.2 Expressiveness of the Scheduling Language

SilvanForge's scheduling language is expressive enough to represent a wide range of strategies used in existing systems. We show examples of how it can be used to represent XGBoost [16] and Tahoe's strategies [50].

XGBoost[16] implements inference on the CPU by going over a fixed number of rows (64 in the previous version) for every tree and then moving to the next tree. It moves to the next set of rows when all trees have been walked for the current set of rows. Different sets of rows are processed in parallel. This is expressed in SilvanForge's scheduling language as:

```
1  tile(batch, b0, b1, CHUNK_SIZE)
2  reorder(b0, tree, b1)
3  parallel(b0)
```

Directive	Inputs	Description
`tile`	**indexVar** **outer** **inner** **tileSize**	Tile the loop corresponding to **indexVar** with the specified tile size. Resulting loops will be represented by **outer** and **inner**.
`split`	**indexVar** **first** **second** **splitIter**	Fiss the loop represented by **indexVar** at iteration **splitIter**. Resulting loops will be represented by **first** and **second**.
`reorder`	**indices[]**	Permute loops corresponding to the specified index variables. The loops must be perfectly nested.
`gpuDimension`	**indexVar** **gpuDim**	Map the passed index variable to a dimension of either the grid or thread block.

Table 1. List of all the loop modifiers in SilvanForge's scheduling language. We use *index variable* and *loop* interchangeably in descriptions for clarity of exposition.

Directive	Inputs	Description
`cache`	**indexVar**	Cache the working set of one iteration of the specified loop. Cache rows for a batch loop and trees for a tree loop.
`parallel`	**indexVar**	Execute the iterations of the specified loop in parallel.
`interleave`	**indexVar**	Interleave tree walks within the specified loop (must be innermost loop).
`unrollWalk`	**indexVar** **unrollDepth**	Unroll tree walks at the specified loop for **unrollDepth** hops. Loop must be an innermost loop.

Table 2. List of optimization directives in SilvanForge's scheduling language. We use *index variable* and *loop* interchangeably in descriptions for clarity of exposition.

Tahoe[50] has four strategies for inference on the GPU that it picks from for a given model. We show how two of these strategies can be encoded using SilvanForge's scheduling language. The rest can be encoded similarly.

In the *direct method* [50], a single GPU thread walks all trees for a given input row. The schedule for this strategy is as follows.

```
1  tile(batch, b0, b1, ROWS_PER_TB)
2  reorder(b0, b1, tree)
3  gpuDimension(b0, grid.x)
4  gpuDimension(b1, block.x)
```

Here, `ROWS_PER_TB` is the number of rows that are processed by a single thread block.

Directive	Inputs	Description
`atomicReduce`	**indexVar**	Use atomic memory operations to accumulate values across parallel iterations of the specified loop.
`sharedReduce`	**indexVar**	Specifies that intermediate results are to be stored in shared memory (GPU only).
`vectorReduce`	**indexVar width**	Use vector instructions with the specified vector width to reduce intermediate values across parallel iterations of the specified loop.

Table 3. List of reduction optimization directives in SilvanForge's scheduling language. We use *index variable* and *loop* interchangeably in descriptions for clarity of exposition.

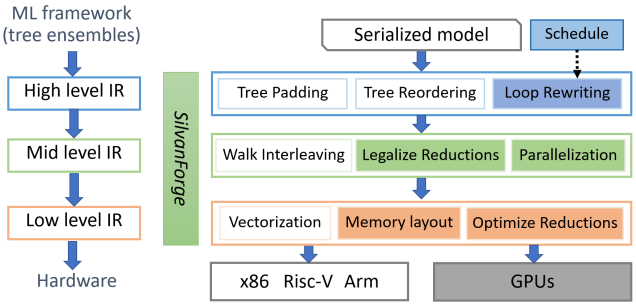


Figure 3. SilvanForge compiler structure.

In the *shared data* strategy [50], a thread block walks all the trees for a given row in parallel. Then, a thread block wide reduction is performed to compute the prediction. The schedule for this strategy is as follows.

```
reorder(batch, tree)
gpuDimension(batch, grid.x)
gpuDimension(tree, block.x)
cache(batch)
```

In summary, SilvanForge's scheduling language provides a convenient way to encode a wide range of strategies and to control how the compiler lowers the inference routine to optimized target code. The next section discusses how the rest of the compiler is structured.

4 Overview of SilvanForge Multi-Level Compilation

SilvanForge takes a serialized decision tree ensemble as input (XGBoost JSON, ONNX etc.) and automatically generates an optimized inference function that can either target CPUs or GPUs. Figure 3 shows the structure of the SilvanForge compiler. The inference computation is lowered through three intermediate representations – high-level IR (HIR), mid-level IR (MIR) and low-level IR (LIR). The LIR is finally lowered to LLVM and then JIT'ed to the specified target processor. SilvanForge is built using the open-source Treebeard infrastructure [37]. The Treebeard infrastructure was originally designed to target CPUs. It lacks a scheduling language and does not support generating code for different implementation strategies. We extend Treebeard significantly to support schedule-guided compilation for CPUs and GPUs. The parts SilvanForge that are new or significantly different compared to Treebeard are shown as shaded boxes in Figure 3.

Table 4 lists the operations in the three IRs. In HIR, the model is represented as a collection of binary trees. This abstraction allows the implementation of optimizations that require the manipulation of the model or its constituent trees. We extend the Treebeard infrastructure with loop rewrites on the HIR that are implemented through the scheduling language (Section 3). The *schedule* is implemented as an MLIR attribute on the `predictEnsemble` operation. We use this object to implement the automatic scheduling described in Section 8. We reuse HIR transformations to reorder and pad trees from Treebeard. The tree transformations that reorder and pad trees are used in conjunction with loop transformations like splitting to specialize inference code as the example in Section 2 shows. Also, we enable tree padding only if the schedule specifies unrolling of tree walks.

The HIR is lowered to MIR as dictated by the *schedule*. Optimizations like tree-walk unrolling and tree-walk interleaving are performed on the MIR. One surprising thing we found while developing SilvanForge was that we could use ILP to improve performance on GPUs. One of the performance bottlenecks in inference code targeted to GPUs was that warps spent significant time being stalled. We were able to alleviate this bottleneck by interleaving tree walks.

In the generated MIR, the compiler uses the `reduce` op from the `reduction` dialect we design (details in Section 5) to represent reduction operations. The lowering of the `reduce` operation involves introducing temporary buffers and splitting the operation to correctly implement reduction in the presence of parallel loops. This process, that we call ***legalization***, is described in Section 5.

The MIR is further lowered to a low-level IR (LIR). Significant changes to the original Treebeard design were required to get LIR to correctly lower to GPU code. The most important of these was changing how the compiler implements support for in-memory representations of models (Section 6). Also, when the target processor is a GPU, the required memory transfers and kernel invocations are inserted into the LIR. Additionally, buffers to hold model values are inserted and abstract tree operations are lowered to explicitly refer to these buffers. Subsequently, the LIR is lowered to LLVM and then JIT'ed to the specified target processor.

Operation	Inputs	Outputs	Attributes	Description
`predictEnsemble`	**rows[]**	**result**	**ensemble** **predicate** **schedule**	Performs inference on the data in **rows[]** using the model specified by the **ensemble** attribute. The **schedule** attribute contains the schedule described in Section 3. **predicate** specifies the operator to use to evaluate nodes (Eg: $<$, $\leq$).
`walkDecisionTree`	**trees[]** **rows[]**	**results[]**	**predicate** **unrollDepth**	Represents an interleaved walk on all the element-wise pairs of **trees** and **rows**. **unrollDepth** specifies the number of hops to unroll. An array of tree walk results is returned.
`ensemble`		**ensemble**	**model**	Represents the forest of trees that constitute the model. The **model** attribute contains the actual trees model.
`getTree`	**ensemble** **treeIndex**	**tree**		Get the tree at the specified index (**treeIndex**) from the **ensemble**.
`getTreeClassId`	**ensemble** **treeIndex**	**classId**		Get the class ID for the tree at index **treeIndex** in the **ensemble**. This is used for multi-class models.
`getRoot`	**tree**	**rootNode**		Get the root node of the specified tree.
`isLeaf`	**tree** **node**	**bool**		Returns a boolean value indicating whether **node** is a leaf of **tree**.
`getLeafValue`	**tree** **node**	**value**		Returns the value of the leaf **node** in **tree**.
`traverseTreeTile`	**trees[]** **nodes[]** **rows[]**	**nodes[]**	**predicate**	Represents an interleaved traversal of the nodes in **nodes** based on the data in **rows**. **predicate** specifies the operator to use to evaluate nodes.
`cacheTrees`	**ensemble** **start** **end**	**ensemble**		Cache the trees in the **ensemble** between the specified **start** and **end** indices. The returned **ensemble** has the specified trees cached.
`cacheRows`	**rows[]** **start** **end**	**cachedRows[]**		Cache the rows in **rows[]** between the specified **start** and **end** indices. Returns an array of cached rows **cachedRows[]**.
`loadThreshold`	**buffer** **treeIndex** **nodeIndex**	**threshold**		Load the threshold value for the node specified by **nodeIndex** in the tree specified by **treeIndex** from **buffer**. Returns the loaded threshold.
`loadFeatureIndex`	**buffer** **treeIndex** **nodeIndex**	**threshold**		Load the feature index for the node specified by **nodeIndex** in the tree specified by **treeIndex** from **buffer**. Returns the loaded feature index.

Table 4. List of all the operations in the SilvanForge MLIR dialect. These operations are used in conjunction with operations from other MLIR dialects like `scf`, `arith`, gpu etc. to represent and optimize decision tree inference.

5 Reductions : Representation, Optimization and Lowering

SilvanForge needs to sum up individual tree predictions to compute the prediction of the model while performing inference. However, generating fused reductions within arbitrary loop nests specified using SilvanForge's scheduling language is non-trivial. We found that existing reduction support in MLIR is insufficient to code generate and optimize these reductions. MLIR only supports reductions of value types and does not provide ways to lower reductions to GPUs. To address this gap, we design an MLIR dialect that allows us to specify accumulating values into an element of a multi-dimensional array and can be lowered to CPU or GPU.

The main abstraction we introduce is the `reduce` op. It models atomically accumulating values into an element of a multi-dimensional array (represented by an MLIR `memref`). Consider the following SilvanForge schedule. In our example, `N_t` is the number of trees and `batch_size` is the batch size. The schedule tiles the tree loop and parallelizes the resulting outer loop.

```
tile(tree, t0, t1, N_t/2);
reorder(t0, t1, batch);
parallel(t0);
```

The MIR generated by SilvanForge for the above schedule is as follows.

```
float result[batch_size]
model = ensemble(...)
par.for t0 = 0 to N_t step N_t/2 {
```

```
    for t1 = 0 to N_t/2 {
      for batch = 0 to batch_size {
        t = getTree(model, t0 + t1)
        p = walkDecisionTree(t, rows[batch])
        reduce(result[batch], p)
      }
    }
  }
```

The compiler simply generates a `reduce` op to perform the required parallel reduction. The semantics of the `reduce` op is exactly the semantics of an atomic accumulation, i.e. it guarantees that all accumulations are correctly performed even in the presence of parallel loops. The `reduce` op is defined for all associative and commutative reduction operations with a well-defined initial value. The reduction operator and the initial value are attributes applied on the `reduce` op.

Having modeled the reductions with an abstract operation, the aim now is to lower this to a correct and optimized implementation on both CPU and GPU. In order to do this, we first determine if any parallel loop iterations can accumulate into the same array element. We call such loops ***reduction loops***. If such loops exist, we ***privatize*** the array for each iteration of the loop. We call this process ***legalization***. Subsequently, each privatized dimension can be reduced at the end of the reduction loop it was inserted for.

In our example, SilvanForge determines that the `t0` loop is a reduction loop w.r.t the `result` array and therefore legalizes the reduction by inserting a privatized array `partResults`. The privatized dimension of this array is reduced at the end of the `t0` loop.

```
float result[batch_size], partResults[2][batch_size]
model = ensemble(...)
par.for t0 = 0 to N_t step N_t/2 {
  for t1 = 0 to N_t/2 {
    for batch = 0 to batch_size {
      t = getTree(model, t0 + t1)
      p = walkDecisionTree(t, rows[batch])
      reduce(partResults[t0/(N_t/2)][batch], p)
    }
  }
}
results = reduceDimension(partResults[:, :], 0)
```

The op `reduceDimension` reduces values across the specified dimension of an n-dimensional array. Here, it reduces all elements of the first dimension (dimension 0). and produces a result memref with a single dimension of size `batch_size`.

To reduce the amount of memory used by arrays introduced for reduction, we introduce the `reduceDimInplace` operation. It is similar to the `reduceDimension` op except that it updates the input array inplace rather than writing results to a target array. It writes results to the zeroth index of the dimension being reduced. We use this op to compute intermediate results when several reduction loops are identified.

5.1 Lowering Reduction Operations

In this section, we briefly describe how we lower the reduction operations to the CPU and GPU.

For both CPU and GPU, `reduce` is lowered to a sequence of load, compute and write operations. This is possible because legalization ensures that parallel threads do not write to the same array element.

For CPUs, we lower `reduceDimInplace` and `reduceDimension` to a simple loop nest that goes over the specified subset of the input array, performs the reduction and writes the result into the appropriate location of the target array. If the schedule specifies that the reduction is to be vectorized, the lowering passes generate vector (LLVM IR) instructions for the reduction.

The same reduction abstractions can be lowered to efficient GPU implementations and therefore, simplify higher-level code generation. SilvanForge can lower these ops to either exploit parallelism across the independent reductions or the inherent parallelism in the reduction by performing a divide and conquer reduction depending on whether there are enough independent reductions to keep all threads in a thread block busy.

Additionally, if the schedule specifies that the reduction needs to be performed using shared memory, the privatized buffer is allocated in shared memory. Our abstractions for reductions allow our lowering passes to be agnostic of whether we use shared memory and therefore allow us to enable or disable shared memory use independently from the other parts of the compiler.

6 Model Representations

The design of the SilvanForge compiler allows the implementation of different strategies for the in-memory representation of the model. The compiler currently has implementations for the three representations shown in Figure 4. The array and sparse representations are the ones described in the Treebeard paper[37]. The reorg representation is the representation used by the RAPIDs library[5]. The **array representation** is the simplest representation where the trees are stored in an array in level order. The **sparse representation** stores the trees in a sparse format where memory is allocated only for nodes present in the tree and nodes contain pointers to their children. The **reorg representation** interleaves the array representation of each tree in the model: all root nodes are stored first, then the left children of all the roots and so on. This representation was designed to improve memory coalescing when tree nodes are being loaded.

One of the major changes we make to the original design of Treebeard [37] is to separate the implementation of representations from the rest of the compiler. This allows us to implement representations as plugins to the compiler. We define an interface that representations implement. The code

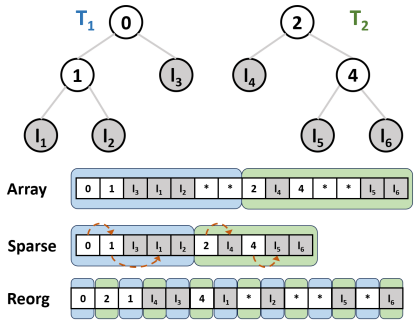


Figure 4. The three representations supported by SilvanForge.

generator is implemented using this interface thus hiding details of the actual representation from the core compiler. Curcially, the interface abstracts how and what buffers are allocated, how to move from a node to its child, how trees are cached, reading the value of leaves and now threshold and feature indices are read from the allocated buffers.

In summary, the representation interface abstracts the details of how the model is stored in memory and allows the compiler to generate code without having to explicitly know the details of the representation. This design allows us to implement new representations without changing the core compiler infrastructure. Implementing the representations as plugins also allows us to reuse the implementations across different lowering pipelines.

7 Caching

SilvanForge provides mechanisms to cache both trees and input rows on both the CPU and GPU. As described in Section 3, the user can specify that the working set of an iteration of a loop needs to be cached using the `cache` directive. This provides a unified way to specify caching of both trees and input rows. SilvanForge implements caching at the granularity of a tree or a row.

Caching is encoded in the mid-level IR using the `cacheTrees` and `cacheRows` operations (Table 4). These operations are generated when the HIR lowered to MIR and `cache` is specified on an index variable in the schedule. While the HIR is being lowered and a cached index variable is encountered, the compiler generates a `cacheTrees` or `cacheRows` operation depending on whether the index variable is a tree or a batch index variable. SilvanForge also determines the working set of the loop and generates a caching operation with the appropriate limits.

When the MIR is lowered to LIR, the cache ops are lowered to target-specific code. Each of the two caching operations is lowered differently for the CPU and the GPU. On CPU, the cahce operations are lowered to preteches while on the GPU they are lowered to reads into shared memory.

Lowering the `cacheRows` operation is straightforward because the input is currently assumed to be a dense array format. The lowering for the `cacheRows` operation is implemented directly in the SilvanForge compiler.

For the `cacheTrees` operation, the lowering is representation-specific. Each representation provides a lowering to the target-specific code generator to lower the `cacheTrees` op when that representation is used.

8 Exploring the Schedule Space

The set of schedules that can be constructed using the scheduling language described in Section 3 is unbounded. TODO kr: next few lines need more work Even if one were to search for a good schedule offline, before deploying the model on a specific hardware, additional tools are needed to help search for a high-performance schedule. We anticipate that even for the most complex models, spending more than a few minutes on this search is not acceptable. We propose a set of heuristics to guide the search for a good schedule and meet this goal. These heuristics work by first defining a bounded search space and then pruning this search space further based on the batch size and model characteristics.

8.1 Bounding the search space

We bound the space using a few meta-parameters that together define the primitives used to construct a schedule. We do so while making sure that the space (at-least) covers the known strategies published in prior work. Specifically, we use 4 numeric parameters and 4 boolean parameters listed in Table 5. The first three numeric parameters assign a configurable number of rows to each thread block, to each thread, and determine how trees are distributed across a specified number of threads. These parameters together define the loop schedule primitives to use (including the arguments to pass) from Table 1 and the parallelization strategy. The next four parameters determine the caching strategy, unroll factor[1] and how many trees to traverse simultaneously TODO Should we say, in the kernel/within a single thread?. (the remaining primitives from Table 2). The final parameter determines what reduction options to use (Table 3).

It is important to note that the SilvanForge compiler itself does not place any restrictions on the schedule. The user is free to specify any schedule they wish. The compiler pass that implements the template schedule is also implemented as a module outside the core SilvanForge compiler.

We evaluated all the schedules in this space on several real world models and observed that there is huge variation in performance with different parameter values. Figure 5 shows the distribution of normalized execution times for some real-world models with different parameter values for the template schedule (inference times normalized w.r.t fastest time

[1]We choose to always unroll trees completely, while its possible to partially unroll loops we did not observe any performance benefits from doing so.

Parameter	Values
Rows per thread block	$\{8, 32, 64\}$
Rows per thread	$\{1, 2, 4\}$
Number of tree threads	$\{2, 10, 20, 50\}$
Cache rows	$\{True, False\}$
Cache trees	$\{True, False\}$
Unroll walks	$\{True, False\}$
Tree walk interleave factor	$\{1, 2, 4\}$
Shared memory reduction	$\{True, False\}$

Table 5. List of parameter values we explored for the template GPU schedule.

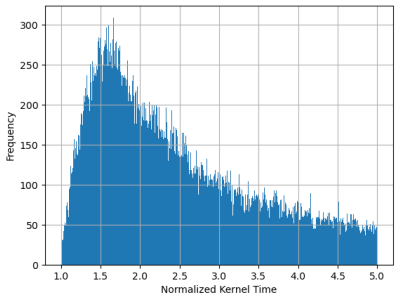


Figure 5. Distribution of normalized execution times for all benchmark models with the template schedule using parameter values as shown in Table 5

.

for that model). As can be seen very few schedules perform close to the best while a vast majority of schedules perform poorly.

Exhaustive exploration over this bounded space (5184 schedules) is still very expensive, taking anywhere between thirty minutes to a few hours to explore the entire space for a given model.

8.2 Pruning the search space

A careful analysis of the search space reveals that certain schedules are not likely to perform well as they either do not exploit the parallelism available in the model or do not take advantage of the hardware features. We use a combination of 3 strategies to further prune the search space. Algorithm 1 presents our final heuristic to find a good schedule.

Insufficient parallelism. Some configurations do not expose sufficient parallelism, we prune these out. For example when the batch size is small, it does not make sense to have a many rows per thread block or to partition the trees across a few threads. We therefore limit the combinations used based on batch size (see lines 3—8).

Utilizing shared memory. Shared memory is a critical resource on GPUs and it helps to only bring objects that would be reused into it. We observe that tree nodes have limited reuse and the one time cost of loading trees is not sufficiently amortized when the whole tree is not accessed during inference. On the other hand caching rows almost always improves performance. Further when the inputs have many features, it may not be possible to cache all rows. In this scenario it helps to retain a few rows in memory, and pick schedules similar to the small batch size case (lines 15,3—5).

Orthogonal parameters. We find that some parameters like reduction type are orthogonal to the rest. We therefore break the exploration into two phases, first we pick the best schedules without reduction optimizations and then evaluate reduction options on the best schedules. Evaluating the top 3 schedules for reduction is sufficient in practice.
SilvanForge performs an exhaustive search over the pruned schedules from Algorithm 1 to find the best schedule. The model is compiled with each of these schedules and evaluated on a few input batches. The best schedule among all the evaluated schedules is selected as the schedule to use. We report that this heuristic is able to find schedules that are close to the best schedules while improving the search time by two orders of magnitude (see Section 9).

Algorithm 1 Heuristic to find a good schedule

```
1:  procedure TBConfigs(N_batch, N_f)
2:      T_batch ← 2048,  T_f ← 128
3:      if N_batch ≤ T_batch or N_f > T_f then
4:          rowsPerBlock ← {8, 32}
5:          treeThreads ← {20, 50}
6:      else
7:          rowsPerBlock ← {32, 64}
8:          treeThreads ← {2, 10}
9:      end if
10:     return rowsPerBlock, treeThreads
11: end procedure
12:
13: bestSchedules ← shMemSchedules ← ∅
14: rowsPerTB, treeThds ← TBConfigs(N_batch, N_f)
15: cacheRows ← True,  cacheTrees ← False
16: interleave ← {1, 2, 4}
17: schedules ← (rowsPerTB, treeThds, cacheRows,
18:                 cacheTrees, interleave)
19: for (sched, rep) ∈ schedules × {array, sparse, reorg} do
20:     time ← EvaluateSchedule(sched, rep)
21:     bestSchedules.insert(time, sched, rep)
22: end for
23:
24: for sched, rep ∈ Top3(bestSchedules) do
25:     EnableSharedReduction(sched)
26:     time ← EvaluateSchedule(sched, rep)
27:     shMemSchedules.insert(time, sched, rep)
28: end for
29: return min(shMemSchedules ∪ bestSchedules)
```

9 Experimental Evaluation

We evaluate SilvanForge on four different target processors, an NVIDIA RTX 4060 GPU (8GB RAM, CUDA 11.5), an NVIDIA T400 GPU (2GB RAM, CUDA 11.5), an AMD MI210 GPU (64GB RAM, ROCm 4.5?) and an Intel Core i9-11900K CPU (16 virtual cores, 128 GB RAM). We compare SilvanForge with four other systems, NVIDIA RAPIDs v23.10, Tahoe, XGBoost v1.7.6 and Treebeard CPU. We measure both kernel time and total time (including data transfer to the GPU and results back) for RAPIDs and SilvanForge. Tahoe only allows us to measure the kernel time since it is written as an executable that performs inference repeatedly on the same data that is transferred to the GPU once.

We use two sets of benchmarks to perform the comparison. We use 8 real-world models trained on data from the Intel Machine Learning Benchmark suite [6]. These models were also used to evaluate Treebeard[37]. To enable more exhaustive evaluation we generated 700 random models with varying number of trees (100—1000) and features (powers of two in the range 8—1024). Each tree has leaves at depths 2 to a maximum depth of 6, 7 or 8.

9.1 Performance comparisons on NVIDIA GPUs

Real-world models. We performed a detailed performance comparison between SilvanForge, Tahoe, RAPIDS and XGBoost on the real-world benchmarks. Figure 7 shows the geomean speedup of SilvanForge at different batch sizes on RTX 4060. We do not show results for XGBoost since the speedups are an order of magnitude higher and too large to fit on the same graph. The plot has lines for kernel time and total time speedup over RAPIDS and kernel time speedup over Tahoe. As can been seen SilvanForge is uniformly faster than Tahoe[2] by $2-3\times$ at all batch sizes. Compared to RAPIDS, SilvanForge is about $4\times$ faster at batch size 512. The relative performance of RAPIDs improves with batch size, but SilvanForge is still faster by $1.5-2\times$ evan at very high ($16K$) batch sizes. The plot also shows that the speedups are significant even when data needs to be transferred to the GPU and results need to be transferred back. They are lower than kernel time speedup as both systems have a constant additional transfer overhead.

Figure 9 shows per benchmark results at two different batch sizes. SilvanForge is able to find better schedules than both RAPIDS and Tahoe on each of the benchmarks. It consistently outperforms both systems, achieving speedups in the range $1.1-12\times$, with about half the benchmarks achieving a speedup of $2\times$ or more over both baselines at batch size 8192.

[2]Tahoe does not support multiclass models and to enable comparison wet ran the multiclass models (`covtype` and `letters`) as regression models. We also noticed that some variants of Tahoe produce wrong results (as reported by its own tests) for `letters` and `year`. In these cases, we pick the time of the fastest variant that gives the correct results.

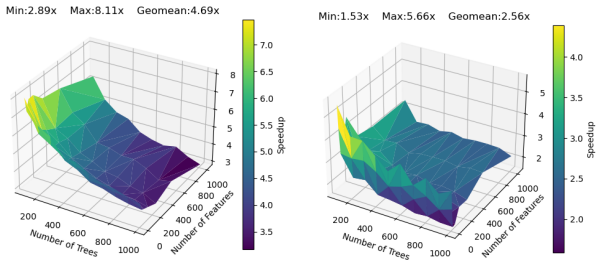


Figure 6. SilvanForge vs RAPIDs Kernel Time Speedup for several randomly generated models.

Synthetic models. To establish that SilvanForge can consistently find betters schedules, we performed an exhaustive comparison between SilvanForge and RAPIDS on all 700 randomly generated models. Figure 6 shows two representative samples of the results, at batch sizes 512 and 4096 on all models, on RTX 4060. Each plot is a 3D histogram of the speedup of SilvanForge over RAPIDS, with the x-axis representing the number of trees, the y-axis the number of features and the z-axis the speedup. While the exact trends at different batch sizes vary it can be seen that SilvanForge consistently outperforms RAPIDS by $1.5-8\times$.

Comparison on T400. To test the portability of SilvanForge's techniques, we compare the performance of SilvanForge on the T400 GPU with RAPIDs and Tahoe. Figure 8 shows the speedup of code generated by SilvanForge vs RAPIDs and Tahoe on the T400. Even on the smaller T400 GPU, SilvanForge is able to outperform RAPIDs and Tahoe consistently. We observe similar trends to those on the RTX 4060.

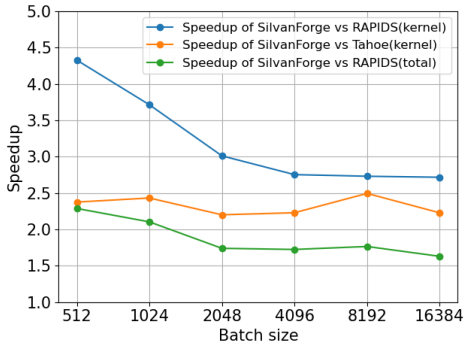


Figure 7. SilvanForge vs RAPIDs and Tahoe kernel time and total time speedup on NVIDIA RTX 4060

9.2 Performance on AMD GPUs

While existing systems only support NVIDIA GPUs, we demonstrate that SilvanForge is able to generate competitive code for AMD GPUs. Our objective here is not to compare directly between AMD and NVIDIA GPUs, but we do

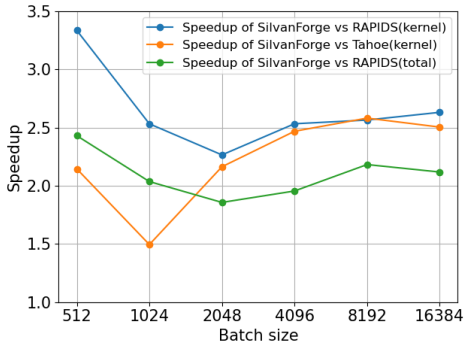


Figure 8. SilvanForge vs RAPIDs and Tahoe kernel time and total time speedup on NVIDIA T400.

find that as the MI210 is a more powerful GPU, it achieves better inference times on most benchmarks at large batch sizes ($\geq$ 8k).

9.3 Schedule Exploration Heuristic

We evaluated the schedule exploration heuristic described in Section 8 on several fronts. Figure 10 compares the best schedule found by exhaustive exploration on the RTX 4060 with the schedule found by the exploration heuristic on RTX 4060, T400 and AMD MI210. With this we want to establish two things described below.

1. ***Quality of Heuristic Schedules:*** As can be seen from the plot for RTX 4060 the heuristic is able to find schedules that are very close to the best schedule (well within 5%).
2. ***Schedule Sensitivity Across GPUs:*** The remaining two lines show that the best schedule varies across target processors. For T400, the heuristic is able to find schedules that are 1.05× to 1.2× better with the maximum difference being 2× (`epsilon` at batch size 512). We find that there is a much larger variation in performance between the schedules SilvanForge finds on the MI210 compared to the best 4060 schedules. For example, the geomean speedup over all benchmarks is 1.5× at batch size 16k and The maximum speedup is 2× for the `letters` benchmark at batch size 16k.

Exploration Time. Finally, we measure the improvement in exploration time that the heuristic provides compared to exhaustive exploration. Figure 11 shows that the heuristic is consistently close to two orders of magnitude faster than exhaustive exploration. The exploration time ranges between 6 and 167 seconds for the heuristic with a mean of 28.7 seconds. These results show that our heuristic is able to quickly find schedules that are close to the best schedule.

9.4 CPU Improvements

The enhancements made to the compiler enable SilvanForge to explore additional schedules on the CPU than Treebeard. In particular, we find that the ability to parallelize across trees improves performance significantly at small batch sizes. At batch size 32, we find that the geomean speedup over all benchmark models is 2.2× with a max speedup of 5×. At batch size 64, the average speedup is 1.1× with a max speedup of 2×. At batch size 32, parallelizing across trees is faster for all models and at batch size 64 the Treebeard schedule that parallelizes across rows is faster for only 2 of the 8 models. For small batch sizes, parallelizing across rows does not offer the best performance as there is limited reuse of trees in L1 cache. Also, the amount of work per thread is very small leading to high overheads. Parallelizing across trees fixes both these problems.

Overall, our evaluation shows that SilvanForge is able to efficiently generate high-performance code for processors ranging from NVIDIA and AMD GPUs to Intel CPUs. On all platforms and models that we tested on, SilvanForge significantly outperforms state-of-the-art systems like RAPIDs, Tahoe and Treebeard.

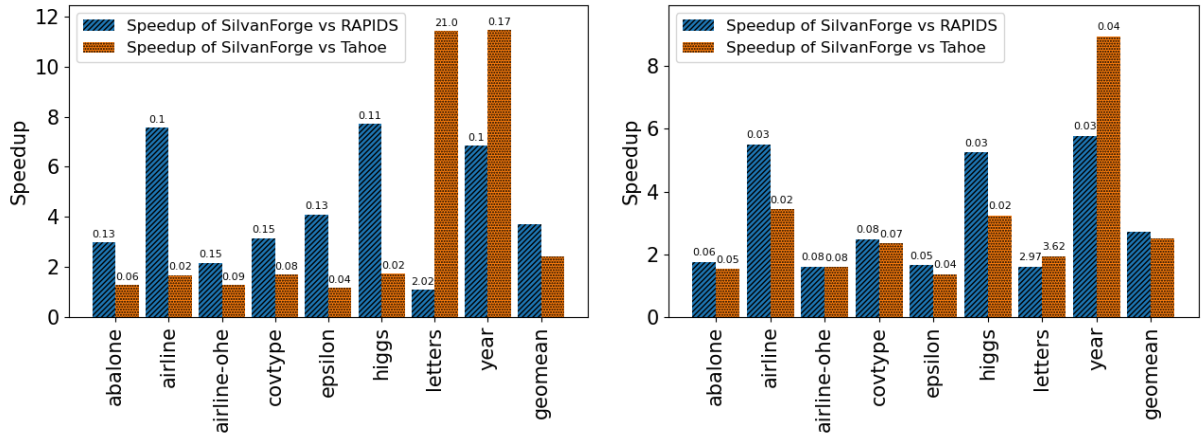
10 Related Work

While several optimization strategies for decision tree based models have been studied in the literature, to the best of our knowledge, no systems that are capable of exploring the full optimization space exist. We describe related work and compare these systems to SilvanForge in this section.

Decision Tree Inference Systems: Tahoe[50] is a system that implements high-performance library routines and a performance model for tree inference on GPUs. Tahoe is a library-based system that picks between four predefined strategies to implement decision tree inference on GPUs. In comparison, SilvanForge explores a much larger set of implementation options because it is a compiler. SilvanForge can also explore different in-memory representations for models. Also, SilvanForge generates code that is specific to a particular model, specializing both the parallelism (by deciding the thread block structure on a per model basis) and the kernel code itself by performing optimizations like tree walk unrolling and interleaving.

RAPIDS FIL[5] is a library that implements decision tree inference on GPUs and is the most widely used production system for decision tree inference. While FIL does implement some heuristics to pick a good configuration for every model, these techniques are limited and the library essentially uses a single strategy and in-memory representation for all models. XGBoost [16] also implements GPU support[10] but uses a single strategy and in-memory representation.

On CPUs, XGBoost[16], LightGBM[26] and scikit-learn[3] are extremely popular. However, as mentioned in Section 1, none of these systems provide portable performance across



(a) Batch size 1024

(b) Batch size 8192

Figure 9. Kernel time speedup of SilvanForge vs RAPIDs on NVIDIA RTX 4060. Numbers on the bars are inference times per sample in μs for RAPIDs and Tahoe.

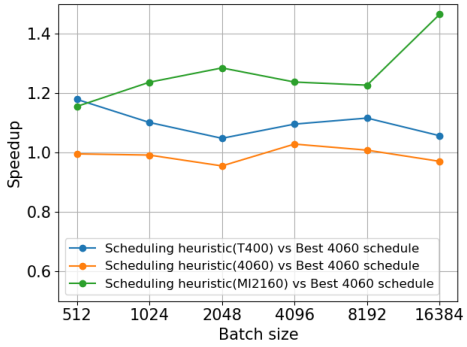


Figure 10. Geomean speedup of schedule found by exploration heuristic vs best 4060 schedule on NVIDIA RTX 4060, NVIDIA T400 and AMD MI2160 across batch sizes

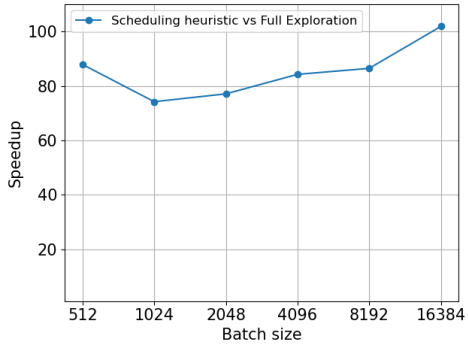


Figure 11. Schedule exploration heuristic exploration time speedup vs full schedule exploration

different target machines. TODO Write about the PACT paper and whether our scheduling language can represent all the schedules they propose. Other systems that hide dependency stalls by interleaving tree walks[12], implement optimized algorithms for tree inference[31, 32] and improve cache performance of decision tree ensembles on CPUs[24, 46] have been proposed in prior work. However, these systems are limited to CPUs. Some systems have been proposed to parallelize decision tree training on CPUs and GPUs[23, 34].

Decision Tree Ensemble Compilers: Several compilers for decision tree ensembles have been proposed in the literature [4, 33, 37]. Treebeard and Treelite exclusively target CPUs and all their optimizations are designed purely for performance on CPUs. Treelite[4] is a model compiler that only generates `if-else` code for each tree in the model.

Treebeard is the work most closely related to SilvanForge. While we build on top of Treebeard, SilvanForge is a significant enhancement over Treebeard. Specifically, we introduce the scheduling language and schedule exploration while also enhancing the IRs and support for parallelizing across trees through the implementation of a novel MLIR reduction dialect.

Hummingbird[33] is a compiler that compiles traditional ML models to tensor operations, thereby enabling them to be run on tensor-based frameworks like TensorFlow[11]. Hummingbird can target both CPUs and GPUs, but, as was shown earlier [37], tensor operations are not the most efficient way to implement decision tree inference and the performance of Hummingbird is significantly lower than that of other frameworks.

Other Systems and Techniques: Ren et. al. [42] design an intermediate language and a virtual machine to enable vector

execution of decision tree inference. However, this virtual machine is itself implemented by hand on different target processors. This is clearly more expensive than SilvanForge's approach. Jo et. al.[25] describe code transformations and runtime techniques that help vectorize tree-based applications. However, they do not study optimizations specific to decision trees. Inspector-executor systems [30, 36] have been developed to parallelize tree walks but are not a good fit for decision tree inference as the individual node predicates are simple and the overhead of an inspector-executor system would be prohibitive.

Code Generation Systems from Other Domains: Several optimizing compilers and code generation techniques have been developed for other domains. TVM[17], Tiramisu[15], and Tensor Comprehensions[48] are optimizing compilers for DNNs that can target a variety of processors. Similarly, Halide[40] is a DSL and compiler primarily designed for image processing applications. The concept of separating the computation from the schedule was pioneered by Halide and has since been adopted by several other systems [15, 17, 51]. However, to the best of our knowledge, SilvanForge is the first system to design a scheduling language for decision tree inference optimization and to build a system capable of state-of-the-art performance across different processors. Libraries that compose or generate optimized implementations for BLAS[2, 47, 49] and signal processing[19, 39] have also been developed.

Reductions: CUB[8] and Thrust[9] are libraries that implement high-performance parallel reductions on GPUs. While they provide highly-tuned implementations to perform large reductions, it is not possible to fuse these functions with other computations as required in SilvanForge. Reddy et. al. [41] describe language constructs in Pencil [14] to express reductions and to represent and optimize them using the polyhedral framework. It is not clear how these techniques can be fused with other computations in arbitrary loop nests as required in SilvanForge. Additionally, their system does not express the hierarchical nature of reductions and also only targets GPUs. Suriana et. al. [45] extend Halide to add support for factoring reductions in the Halide scheduling language and to synthesize reduction operators. De Gonzalo et. al. [20] describe a system based on Tangram that composes several partial reduction implementations into different reduction implementations for GPUs and then searches through these alternate implementations to find the best ones. In summary, none of these systems provide abstractions and a general framework to generate and optimize reductions across different target processors as SilvanForge does.

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