

# Learning Memory Access Patterns

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### Motivation

### Memory wall

- Time: prefetch >> compute
- Hierarchical memory systems
- Prefetching process of predicting future memory accesses

#### Prefetchers

- Predict when and what data to cache
- Traditional, handcrafted hardware prefetchers use tables
- Hard to scale

# "Latency Numbers Every Programmer Should Know"

It is hard for humans to get the picture until you translate it to "human numbers":

| 1 CPU cycle                    | 0.3 ns    | 1 s         |
|--------------------------------|-----------|-------------|
| Level 1 cache access           | 0.9 ns    | 3 s         |
| Level 2 cache access           | 2.8 ns    | 9 s         |
| Level 3 cache access           | 12.9 ns   | 43 s        |
| Main memory access             | 120 ns    | 6 min       |
| Solid-state disk I/O           | 50-150 µs | 2-6 days    |
| Rotational disk I/O            | 1-10 ms   | 1-12 months |
| Internet: SF to NYC            | 40 ms     | 4 years     |
| Internet: SF to UK             | 81 ms     | 8 years     |
| Internet: SF to Australia      | 183 ms    | 19 years    |
| OS virtualization reboot       | 4 s       | 423 years   |
| SCSI command time-out          | 30 s      | 3000 years  |
| Hardware virtualization reboot | 40 s      | 4000 years  |
| Physical system reboot         | 5 m       | 32 millenia |
|                                |           |             |



# Prefetching as a Prediction Problem

- Memory instructions generate memory addresses
- Hardware prefetcher features:
  - Program Counters (PC)
    - Uniquely identifies register in CPU
    - Registers contain the address of currently executing instruction
    - Predictive of control flow
  - Cache Miss Addresses
    - Can use to predict address to prefetch



### **Traditional Data Prefetchers**

#### Stride Prefetchers

- Calculates a linear model from repeating patterns to predict access patterns
- e.g. (0,4,8,12) -> (16,20,24)

### Correlation Prefetchers

- Predict irregular patterns using a table of previous access patterns
  - Future events are expected to correlate with past
    - Main motivation for techniques introduced in this work



# **Application Address Space Data**

 omnetpp - standard SPEC CPU2006 benchmark for simulating communication networks

Data: cache miss addresses

 $\circ$  Size of training set: O(100M)

Unique points: O(10M)

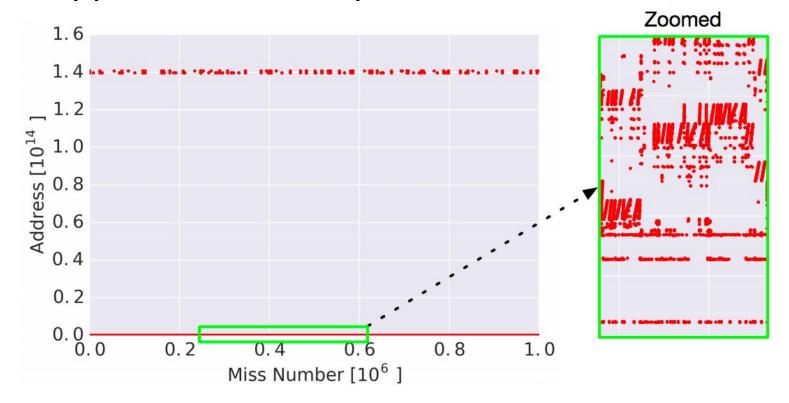
 $\circ$  Size of entire address space:  $2^{64}$ 

Problems:

- Exceptionally large range of values
- Sparse feature space
- Multimodal



# Omnetpp Cache Miss Sparse Access Pattern





# Prefetching as Classification

- Regression models suffer from sparsity, variance, and multimodality
- Solution:
  - Discretization discrete abstraction of continuous space
    - Reduces possible values
    - Use a classification model in lieu of regression
    - Strategies:
      - 1. Common Addresses
      - 2. Clustering over Address Space



# Prefetching as Classification

- Address Space Layout Randomization (ASLR)
  - Different set of addresses used for each execution.
- Solution:
  - Predict deltas
  - Invariant to ASLR
  - Space of deltas << space of addresses</li>

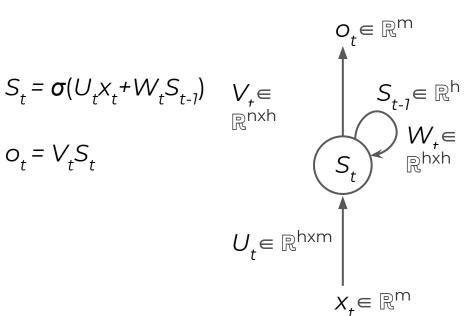
$$\Delta_N = Addr_{N+1} - Addr_N$$



# Recurrent Neural Network (RNN)

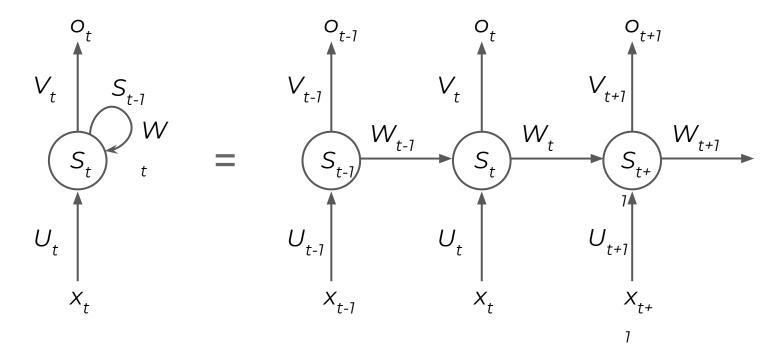
#### • Motivation:

- RNN achieve
   state-of-the-art in
   sequence modeling
- Model conditional probability distributions
- Able to store memory and compute on its memory
- Trained offline





# **Unrolling Through Time**



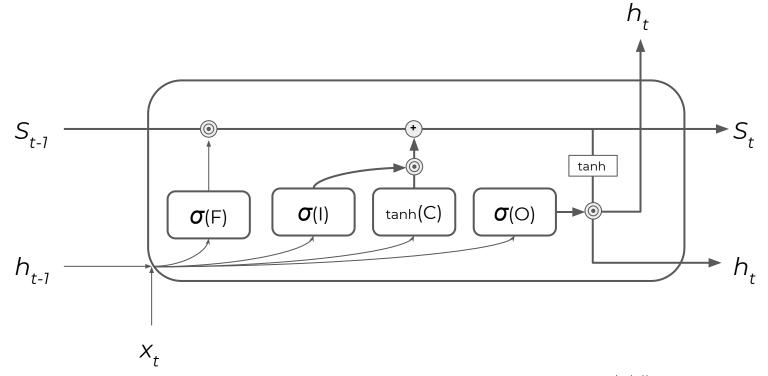


# Long Short-Term Memory

| F <sub>t</sub> | Forget Gate | $\sigma(W_F[x_t, h_{t-1}] + b_F)$             | Learns what to forget   |
|----------------|-------------|---|---|
| l <sub>t</sub> | Input Gate  | $\sigma(W_{I}[x_{t}, h_{t-1}]+b_{I})$         | Learns what to assimilate   |
| $O_t$          | Output Gate | $\sigma(W_{\odot}[x_{t}, h_{t-1}]+b_{\odot})$ | Learns what to emit   |
| C              | Call Gata   |   | Candidate memory  |
| $C_t$          | Cell Gate   | $I_t \circ \tanh(W_C[x_t, h_{t-1}] + b_C)$    | Cell state: Linear combination of candidate   |
| $S_t$          | State       | $F_t \circ S_{t-1} + C_t$                     | memory and previous cell state <b>Hidden state</b> : Prediction at current timestep |
|                |             |   |   |

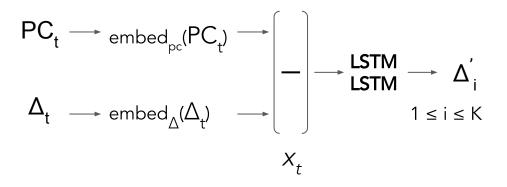


# Long Short-Term Memory





# Embedding LSTM



Note: In the paper, they use  $\mathbf{f}$  (embed<sub>D</sub>) and  $\mathbf{g}$  (embed<sub>D</sub>) to denote the embedding functions as in the next slide

Classification over delta vocabulary

Predict K-highest probability deltas for prefetching each timestep

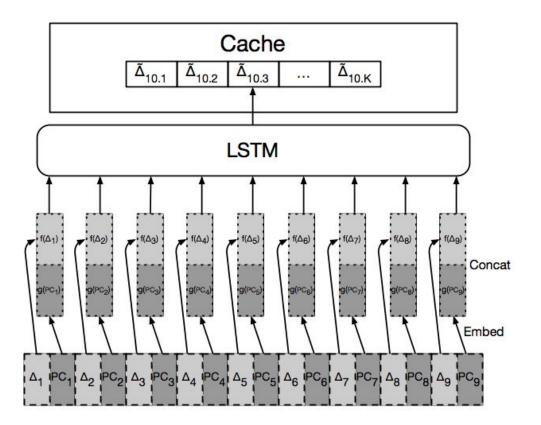
Add  $\Delta'_i$  back to address at time t to get new address

#### Problems:

- 1. Large vocab -> large memory
- 2. Vocab truncation -> lower acc
- 3. Rare features



# **Embedding LSTM**



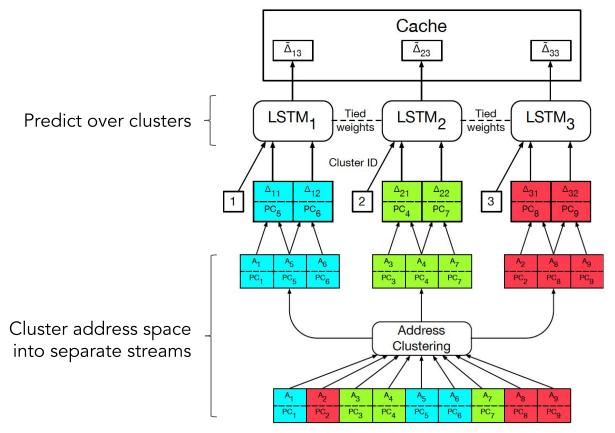


# Clustering + LSTM

- k-means to cluster omnetpp addresses into 6 regions
- Compute deltas within each cluster
- Deltas in a cluster are significantly smaller than the global vocabulary
- Reduce model size:
  - LSTM for each cluster with weight sharing
  - Cluster id feature

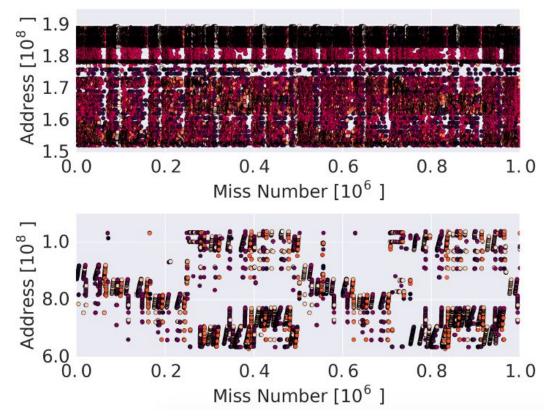


# Clustering + LSTM Model





# K-means Clusters on omnetpp Benchmark





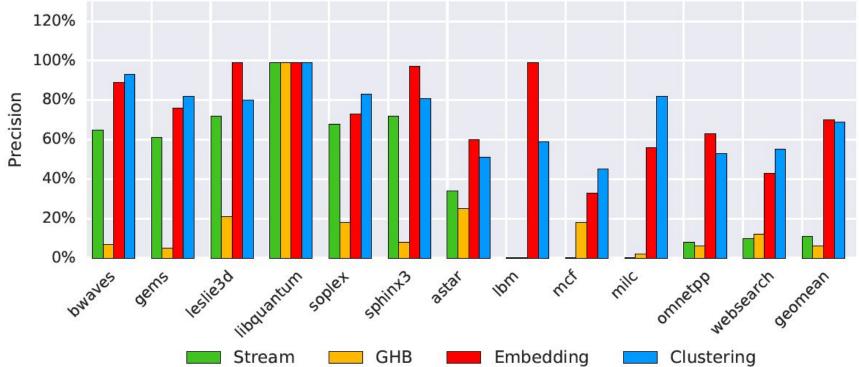
# **Program Trace Statistics**

Table 1. Program trace dataset statistics. M stands for million.

| Dataset    | # Misses | # PC  | # Addrs | # Deltas | # Addrs 50% mass | # Deltas 50% mass |  |
|------------|----------|-------|---------|----------|------------------|-------------------|--|
| gems       | 500M     | 3278  | 13.11M  | 2.47M    | 4.28M            | 18                |  |
| astar      | 500M     | 211   | 0.53M   | 1.77M    | 0.06M            | 15                |  |
| bwaves     | 491M     | 893   | 14.20M  | 3.67M    | 3.03M            | 2                 |  |
| lbm        | 500M     | 55    | 6.60M   | 709      | 3.06M            | 9                 |  |
| leslie3d   | 500M     | 2554  | 1.23M   | 0.03M    | 0.23M            | 15                |  |
| libquantum | 470M     | 46    | 0.52M   | 30       | 0.26M            | 1                 |  |
| mcf        | 500M     | 174   | 27.41M  | 30.82M   | 0.07M            | 0.09M             |  |
| milc       | 500M     | 898   | 3.74M   | 9.68M    | 0.87M            | 46                |  |
| omnetpp    | 449M     | 976   | 0.71M   | 5.01M    | 0.12M            | 4613              |  |
| soplex     | 500M     | 1218  | 3.49M   | 5.27M    | 1.04M            | 10                |  |
| sphinx     | 283M     | 693   | 0.21M   | 0.37M    | 0.03M            | 3                 |  |
| websearch  | 500M     | 54600 | 77.76M  | 96.41M   | 0.33M            | 5186              |  |

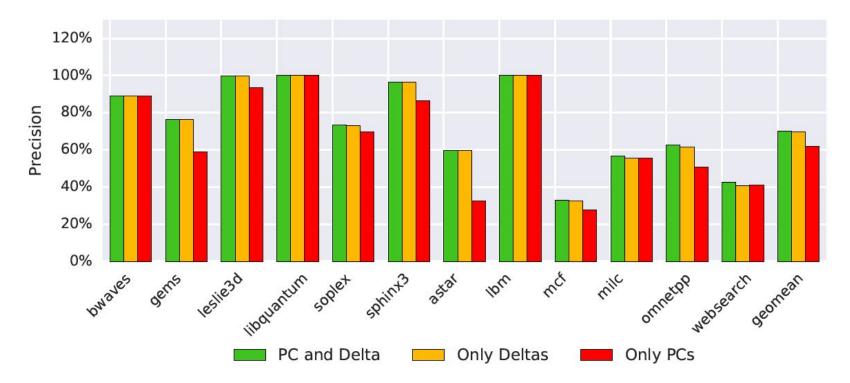


## Precision



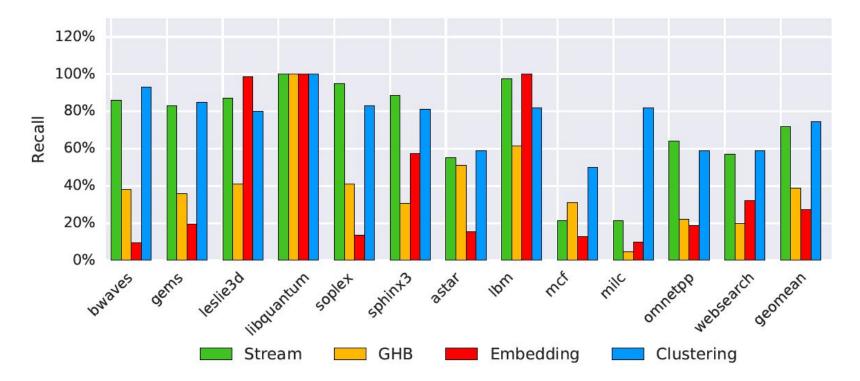


## Precision



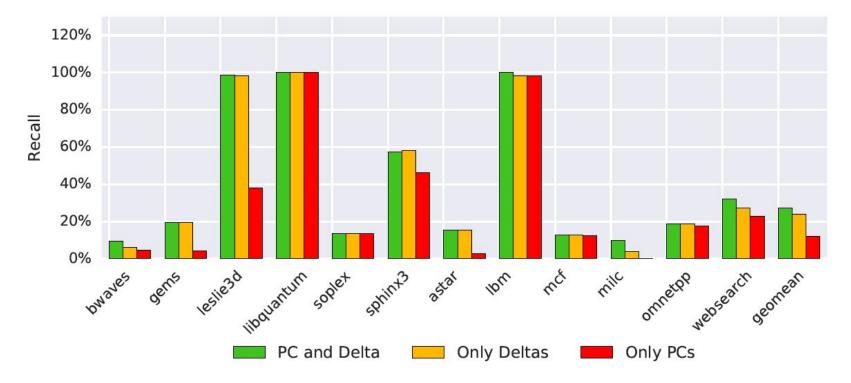


## Recall





## Recall

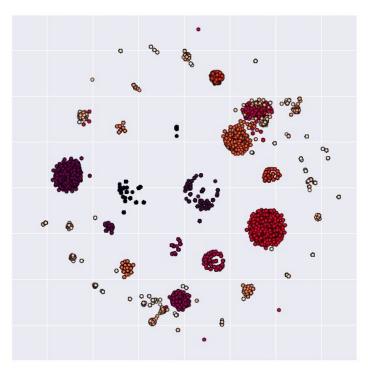




## t-SNE Visualizations of Datasets



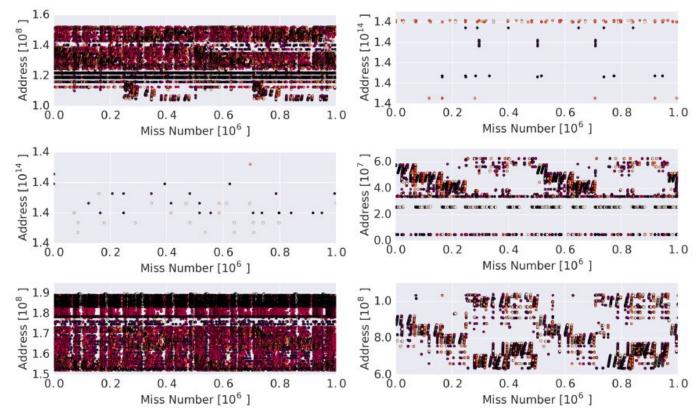
Concatenated embeddings of *omnetpp* colored by PC instructions



Concatenated embeddings of *mcf* colored by PC instructions



# K-means Clustering on Address Space





### References

- 1. Hashemi, Milad, et al. "Learning Memory Access Patterns." arXiv preprint arXiv:1803.02329 (2018).
- 2. Kraska, Tim, et al. "The Case for Learned Index Structures." arXiv preprint arXiv:1712.01208 (2017).
- 3. Van Den Oord, Aaron, et al. "**Wavenet: A generative model for raw audio**." arXiv preprint arXiv:1609.03499 (2016).
- 4. Oord, Aaron van den, Nal Kalchbrenner, and Koray Kavukcuoglu. "**Pixel recurrent neural networks**." arXiv preprint arXiv:1601.06759 (2016).
- 5. Siegelmann, Hava T., and Eduardo D. Sontag. "On the computational power of neural nets." *Journal of computer and system sciences* 50.1 (1995): 132-150.

