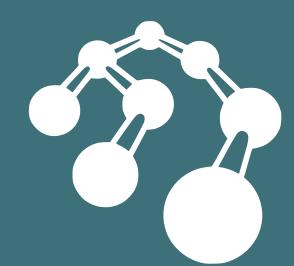
AUTOTUNING UNDER TIGHT BUDGET CONSTRAINTS: A TRANSPARENT DESIGN OF EXPERIMENTS APPROACH



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Autotuning: Optimizing Program Configurations







- How to write efficient code for each of these?
- We can use autotuning: the process of automatically finding a configuration of a program that optimizes an objective

Strategies for Exploring Search Spaces

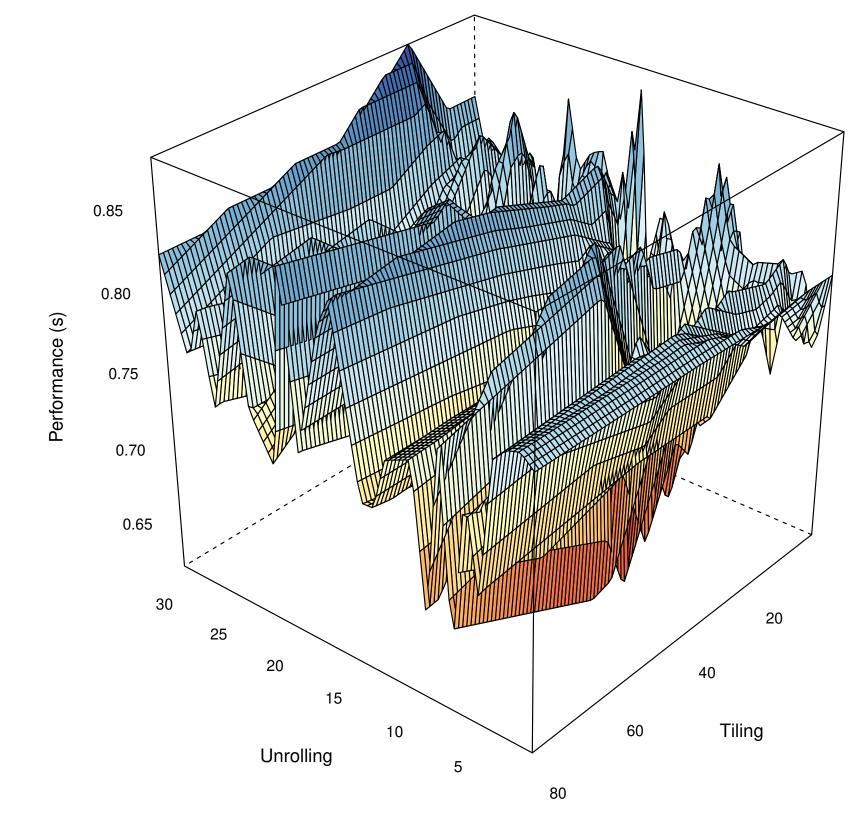
| System | Domain | Approach |
|--|--|--|
| ATLAS | Dense Linear Algebra | Exhaustive |
| INSIEME Active Harmony ParamILS OPAL OpenTuner | Compiler Runtime Domain-Agnostic Domain-Agnostic Domain-Agnostic | Genetic Algorithm Nelder-Mead Stochastic Local Search Direct Search Ensemble |
| MILEPOST GCC Apollo | Compiler GPU kernels | Machine Learning Decision Trees |

Exhaustive, Meta-Heuristics, Machine Learning

Assumptions:

- Many measurements, "smoothness", reachable solutions After optimizing:
 - Learn "nothing", can't explain choices

Autotuning: Search Spaces are Hard to Explore



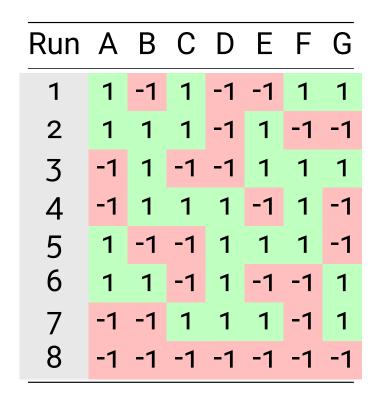
Unrolling, tiling and performance for a biconjugate gradient kernel

- Represent the effect of all possible configurations on the objectives, can be difficult to explore, with multiple local optima and undefined regions
- Main issues are exponential growth, geometry, & measurement time

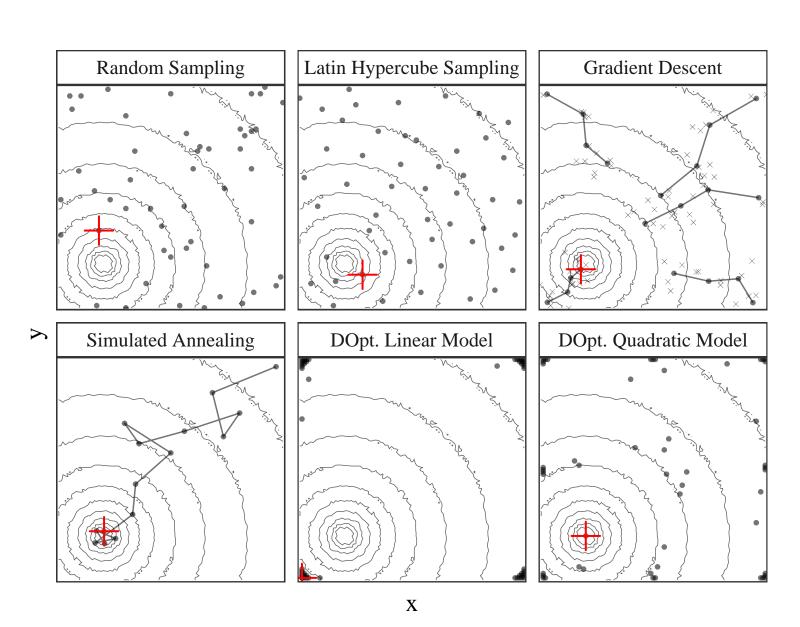
Design of Experiments: Exploration under a Budget

Design of Experiments (DoE):

- Factors are program parameters, and levels are possible factor values
- An experiment fixes levels, and a design is a selection of experiments to run
- A performance model is required to construct designs

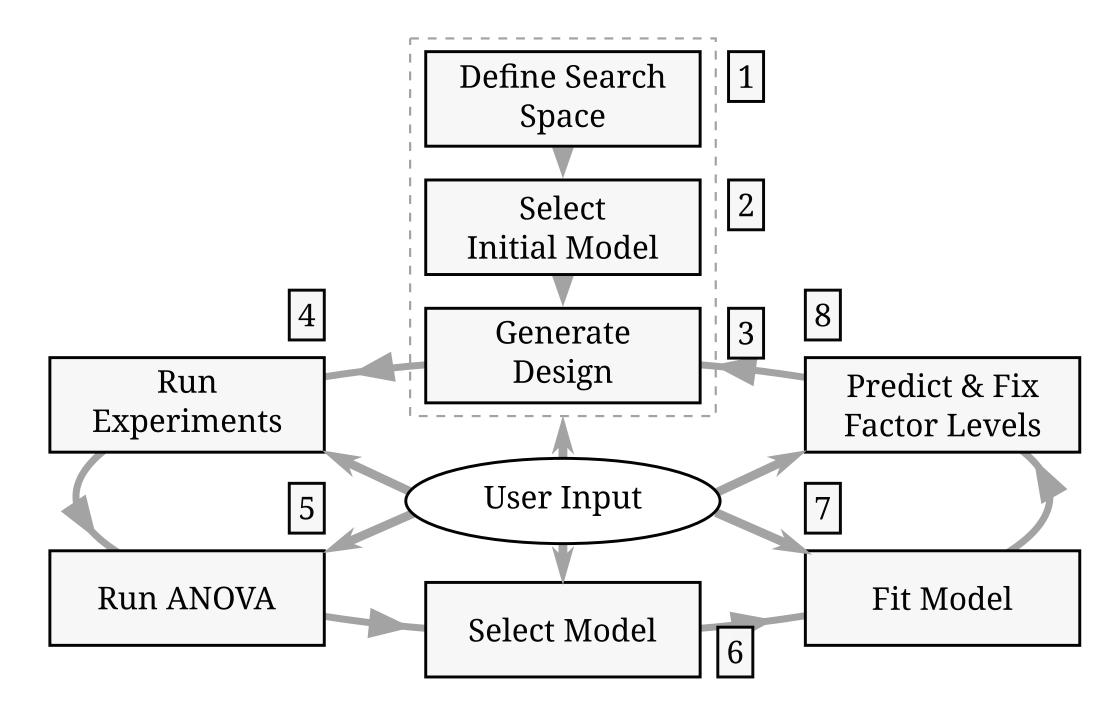


- A Plackett-Burman design for 7 2-level factors
- Results, or responses, can be used to identify relevant parameters and to fit a linear regression model



Exploration of a search space using a fixed budget of 50 points, the red "+" represents the best point found by each strategy

A Transparent Design of Experiments Approach



- An initial model is provided by the user (steps 1 & 2)
- Design of Experiments guides exploration (steps 3 & 4)
- Significant factors are identified by Analysis of Variance (ANOVA) (steps 5 & 6)
- New fitted model predicts best value for significant factors (steps 7 & 8)

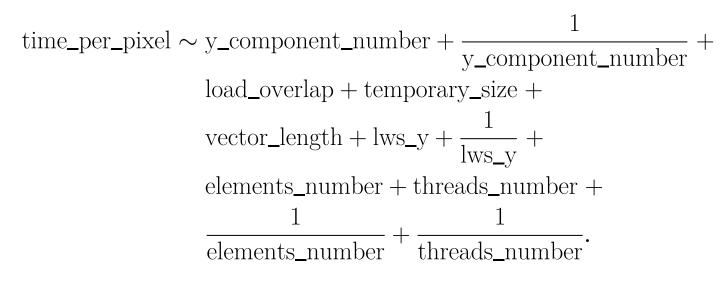
Transparent: factor and level selections based on ANOVA Parsimonious: DoE decreases measurements

A Motivating Result on a GPU Kernel

Kernel factors:

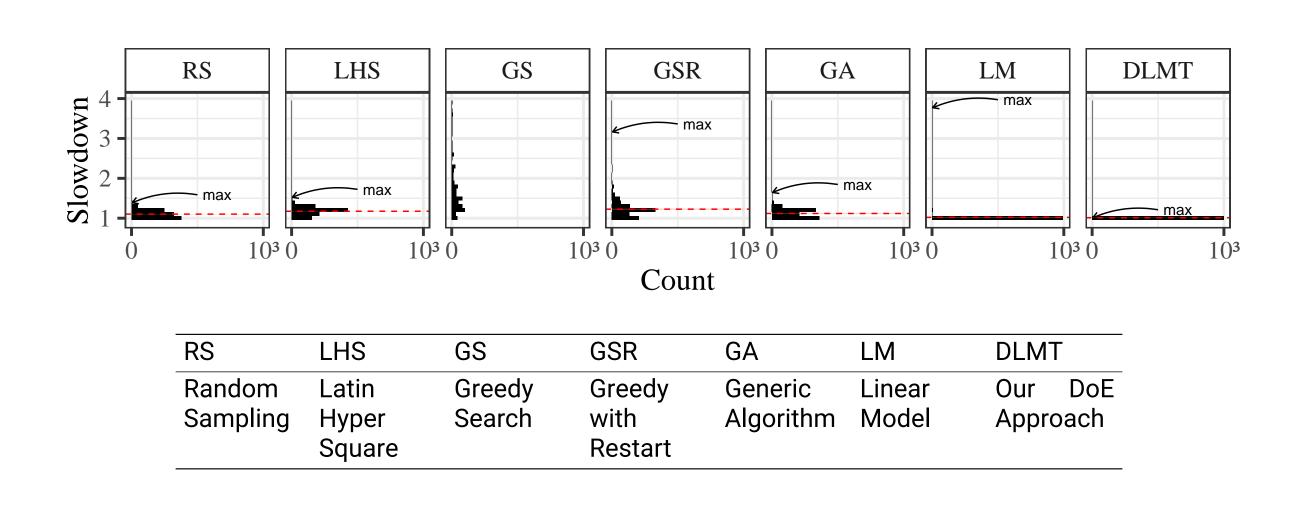
| Factor | Levels | Short Description |
|--------------------|----------------------|--------------------------|
| vector_length | $2^0, \dots, 2^4$ | Size of support |
| | | arrays |
| load_overlap | true, false | Load overlaps in |
| | | vectorization |
| temporary_size | 2, 4 | Byte size of tem- |
| | | porary data |
| elements_number | $1,\ldots,24$ | Size of equal |
| | | data splits |
| y_component_number | $1,\ldots,6$ | Loop tile size |
| threads_number | $2^5, \dots, 2^{10}$ | Size of thread |
| | | groups |
| lws_y | $2^0, \dots, 2^{10}$ | Block size in y di- |
| | | mension |

Initial performance model:



This simple case had known valid search space and global optimum, and fixed budget

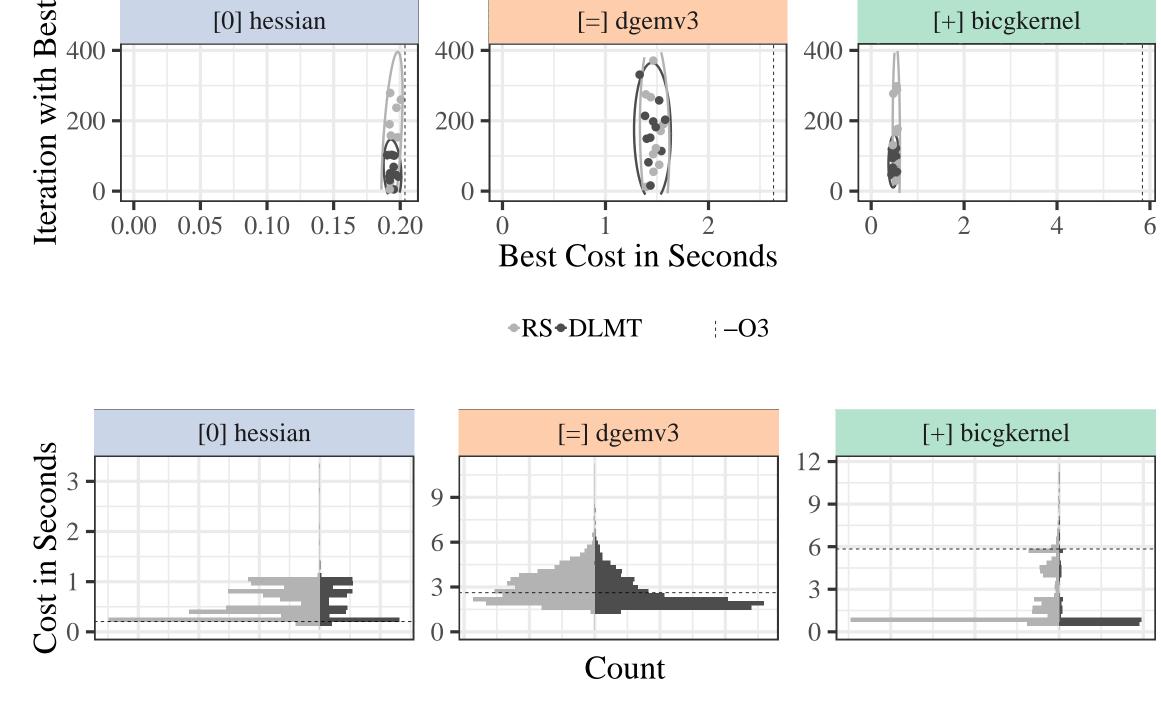
Our approach (DLMT) was always within 1% of the optimum

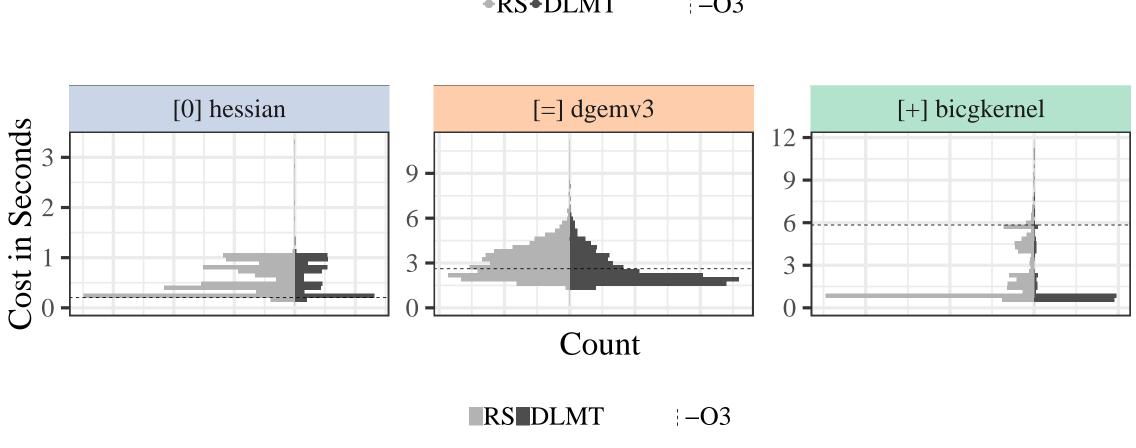


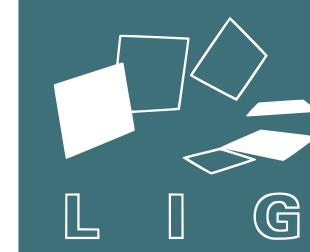
Extensive Evaluation on the SPAPT Benchmark

- SPAPT is an autotuning benchmark for CPU kernels, with search space sizes between 10^7 and 10^{36}
- We evaluated DLMT on 17 kernels (3 shown below) using the same initial performance model, and fixed budget

Our approach (DLMT) achieved good speedups using a smaller budget, while exploring better configurations









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