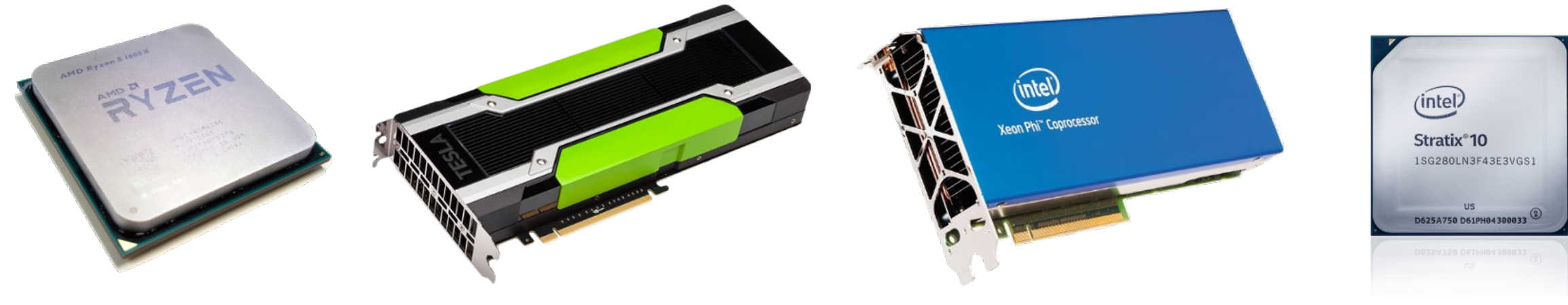


# AUTOTUNING UNDER TIGHT BUDGET CONSTRAINTS: A TRANSPARENT DESIGN OF EXPERIMENTS APPROACH

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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	Compiler	Genetic Algorithm
Active Harmony	Runtime	Nelder-Mead
ParamILS	Domain-Agnostic	Stochastic Local Search
OPAL	Domain-Agnostic	Direct Search
OpenTuner	Domain-Agnostic	Ensemble
MILEPOST GCC	Compiler	Machine Learning
Apollo	GPU kernels	Decision Trees

Exhaustive, Meta-Heuristics, Machine Learning

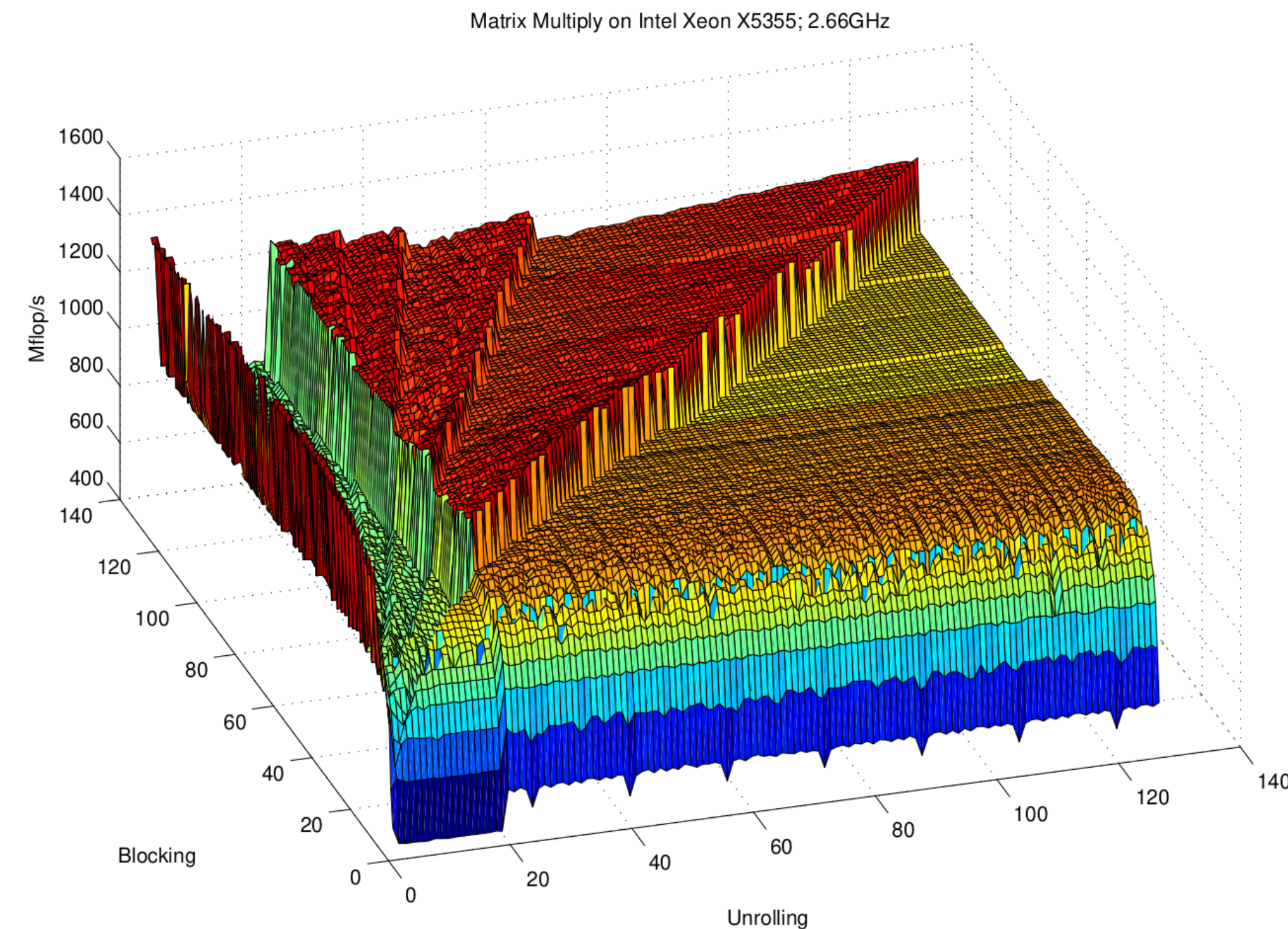
Assumptions:

- ▶ Many measurements, “smoothness”, reachable solutions

After optimizing:

- ▶ Learn “nothing”, can’t explain choices

## Autotuning: Search Spaces are Hard to Explore



Unrolling, blocking and Mflops/s for matrix multiplication

Seymour K, You H, Dongarra J. A comparison of search heuristics for empirical code optimization. InCLUSTER 2008 Oct 1 (pp. 421-429)

- ▶ 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

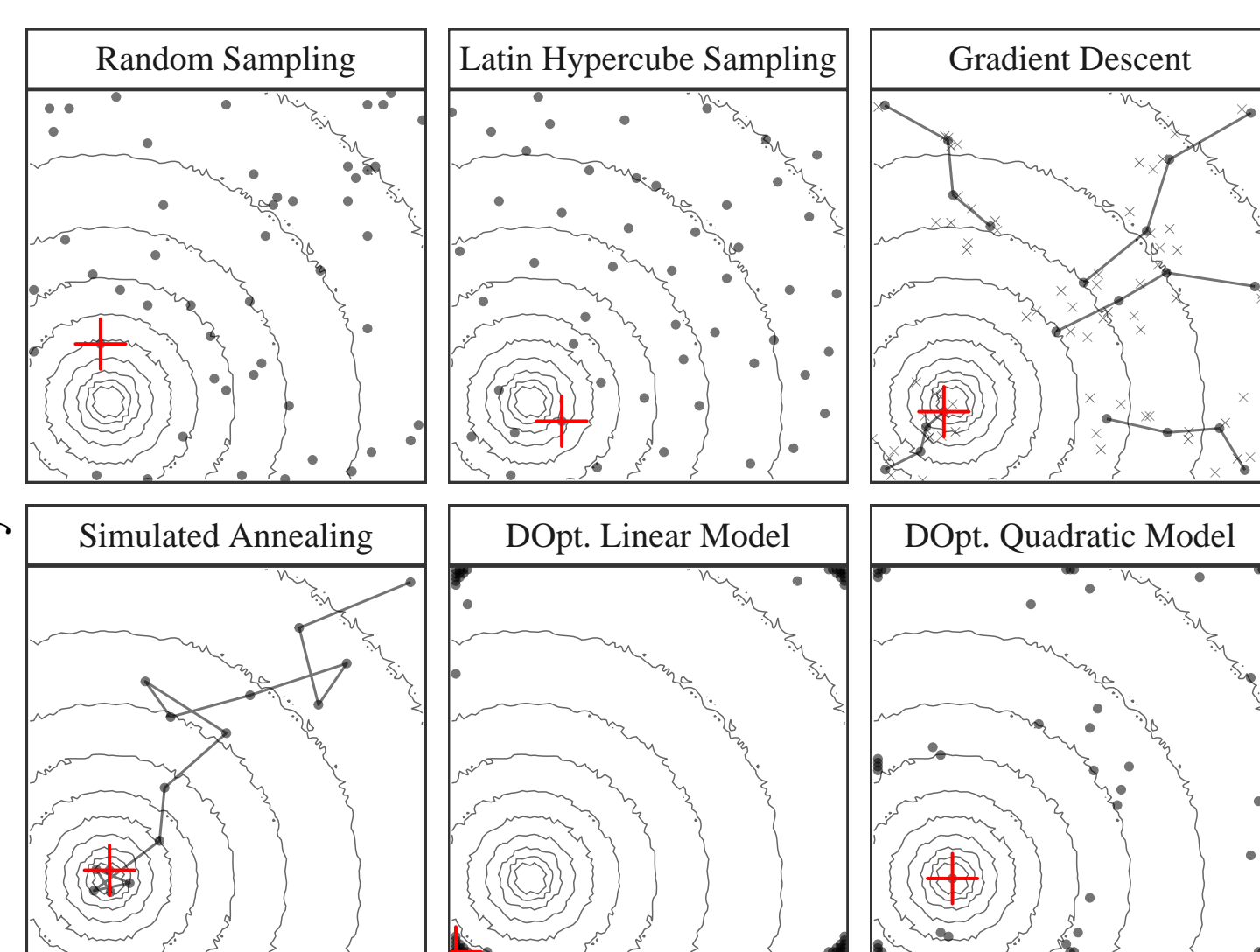
Design of Experiments (DoE):

- ▶ **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**

Run	A	B	C	D	E	F	G
1	1	-1	1	-1	-1	1	1
2	1	1	1	-1	1	-1	-1
3	-1	1	-1	-1	1	1	1
4	-1	1	1	1	-1	1	-1
5	1	-1	-1	1	1	1	-1
6	1	1	-1	1	-1	-1	1
7	-1	-1	1	1	1	-1	1
8	-1	-1	-1	-1	-1	-1	-1

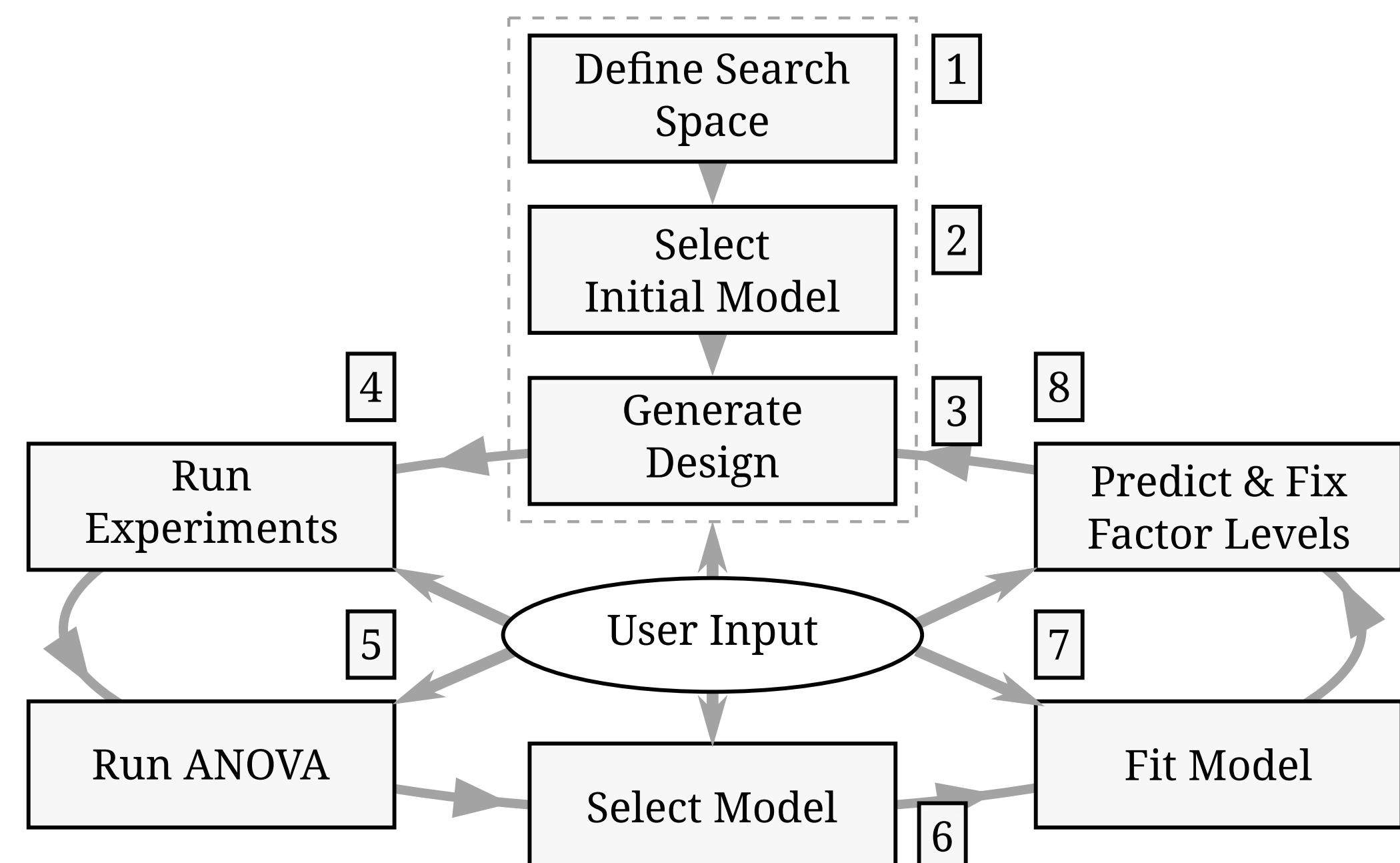
A Plackett-Burman design for 7 2-level factors

- ▶ **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:**

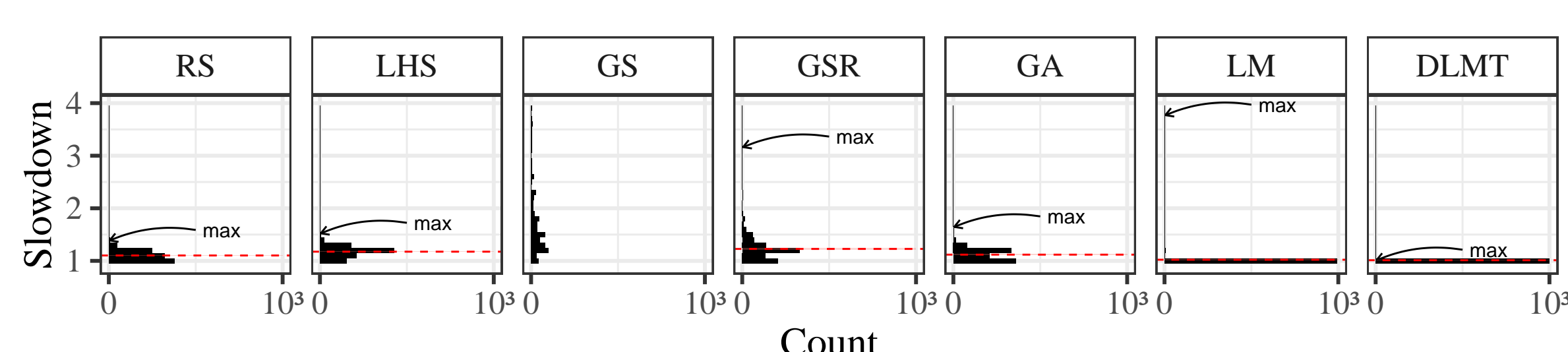
Factor	Levels	Short Description
vector_length	$2^0, \dots, 2^4$	Size of support arrays
load_overlap	true, false	Load overlaps in vectorization
temporary_size	2, 4	Byte size of temporary data
elements_number	$1, \dots, 2^4$	Size of equal data splits
y_component_number	$1, \dots, 6$	Loop tile size
threads_number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

▶ **Initial performance model:**

$$\text{time\_per\_pixel} \sim \frac{1}{\text{y\_component\_number}} + \frac{1}{\text{load\_overlap} + \text{temporary\_size} + \text{vector\_length} + \text{lws\_y} + \frac{1}{\text{lws\_y}}} + \frac{1}{\text{elements\_number} + \text{threads\_number} + \frac{1}{\text{elements\_number}} + \frac{1}{\text{threads\_number}}}$$

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

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

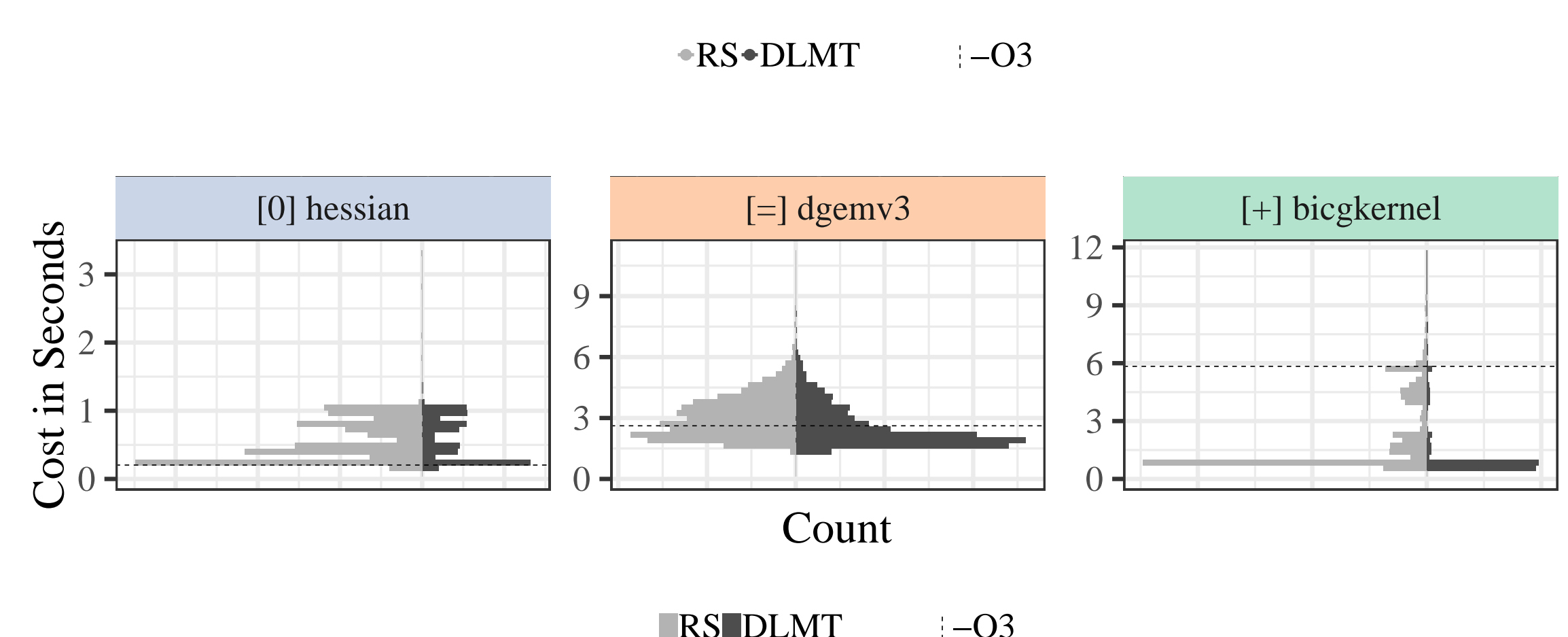
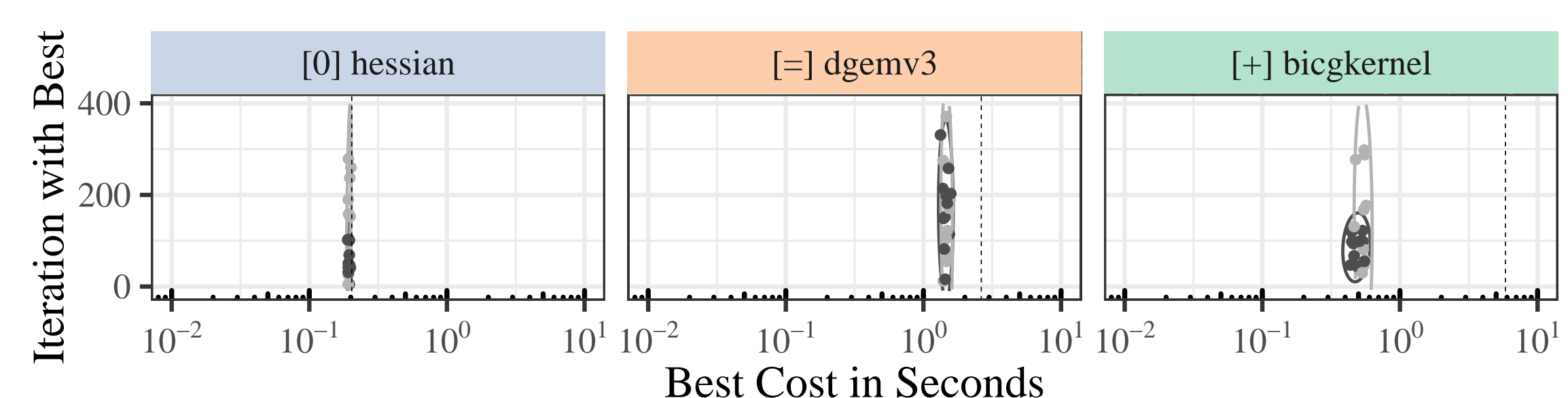


RS	LHS	GS	GSR	GA	LM	DLMT
Random Sampling	Latin Hyper Square	Greedy Search	Greedy with Restart	Generic Algorithm	Linear Model	Our DoE Approach

## 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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