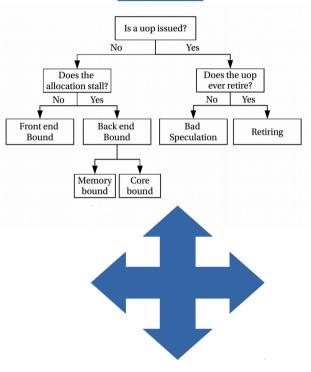
# Advanced Optimization Techniques

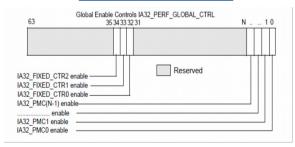
ICTP Trieste 2014
Dr. Christopher Dahnken
Intel GmbH

### **Outline**

#### **Method**

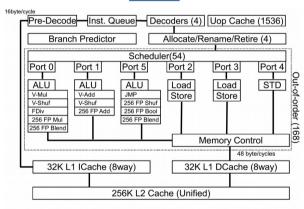


#### **Measurement**



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#### **CPU**



#### Code

!\$OMP SECTION
if(iblock.lt.(nblocks)) then
 nxti=m\_of\_i(iblock+1)
 nxtj=n\_of\_i(iblock+1)
 nxtk=k\_of\_i(iblock+1)

nxt buffsize m=buffersize(ms,bm,nxti)

nxt\_index\_m=(nxti-1)\*bm+1

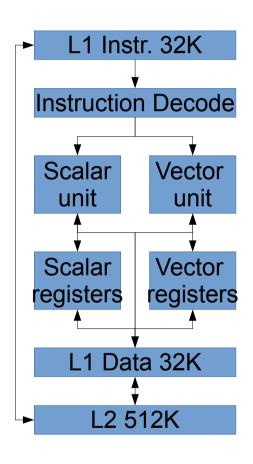
nxt\_buffsize\_n=buffersize(ns,bn,nxtj)
nxt\_index\_n=(nxtj-1)\*bn+1

nxt\_buffsize\_k=buffersize(ks,bk,nxtk)
nxt\_index\_k=(nxtk-1)\*bk+1

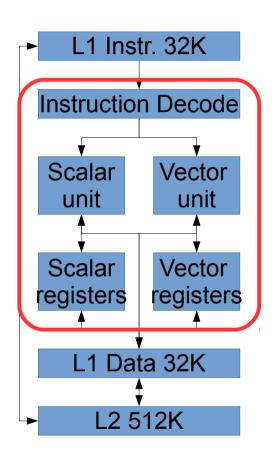
### The Xeon Phi Coprocessor

### Intro

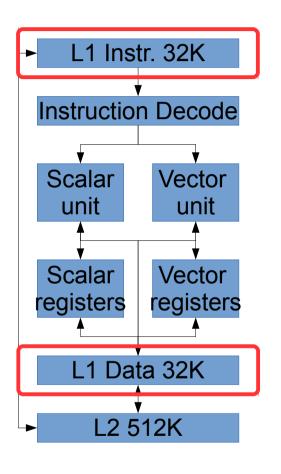
- In the very first part of this lecture, we have introduced many features that make modern CPU cores fast and easy program
- Now we will speak about an architecture, which removes some of these features in order to optimize size and power consumption, but then scales the core count to a much higher number.



- Pentium scalar instruction set (x87!), fully functional
- In order-operation
- Full 64bit addressing
- 512bit vector unit
- 4 HW threads/core
- Two pipelines:
  - Scalar
  - Vector/Scalar

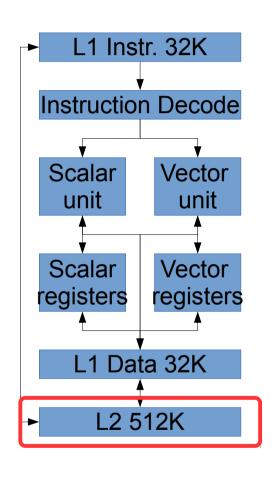


- 2 issue (1 scalar/1 vector)
- 2 cycle decoder: no-back to back cycle issue from the same context (thread)
- Most vec instructions have 4 clock latency
- At least two HW contexts (thread/proc) to fully utilize the core



### L1 caches

- 32K I-cache per core
- 32K D-cache per core
- 8 way associative
- 64byte cache line
- 3 cycle access latency
- Up to 8 outstanding requests
- Fully coherent (MESI)



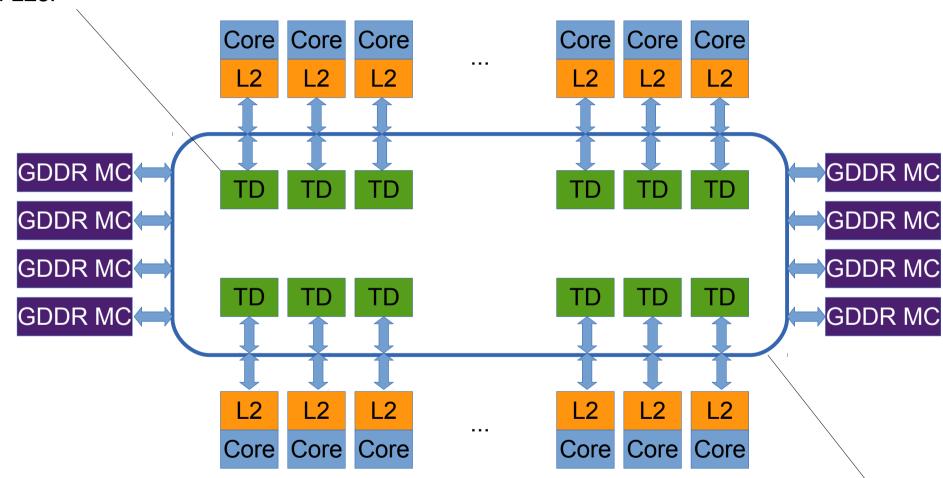
### L2 cache

- 512K Unified per core
- 8 way assoc
- Inclusive
- 31M total across 62 cores
- 11 cycle raw access latency
- Up to 32 outstanding requests
- Streaming HW prefetcher
- Fully coherent

## **KNC** Ring

### **Tag Directory**

Track cache lines in all L2s.



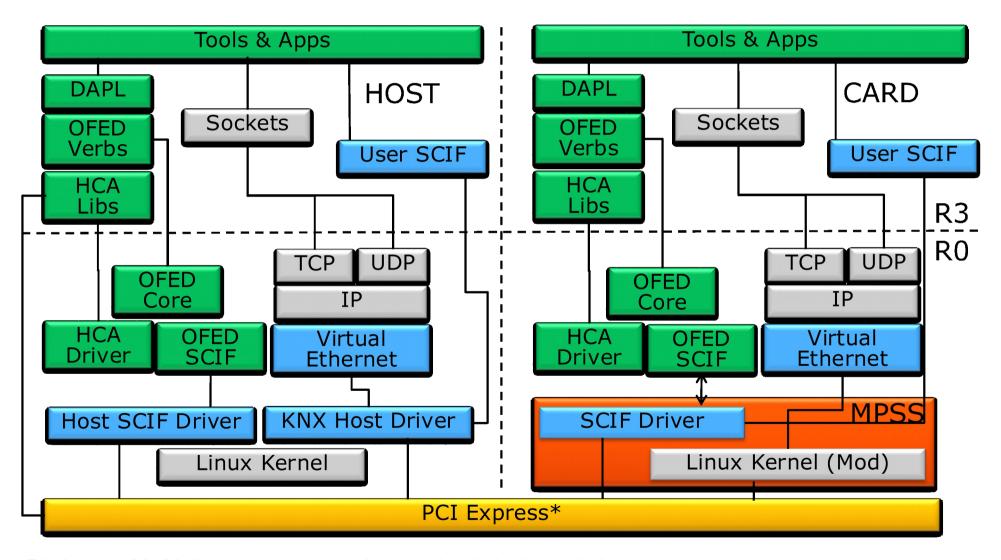
#### Fri, January 23, 2015

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### **Bi-directional ring**

- 64byte data
- Command & address
- Coherence & Credits

### KNC software architecture



### **Native**

- Compile for native architecture (-mmic)
- Run directly on the platform, or via MPI over many KNC or mixed Xeon/Xeon Phi environments

### **Offload**

- Execution of the main program on the host
- Selected regions are executed on the coprocessor, along with required memory transfer

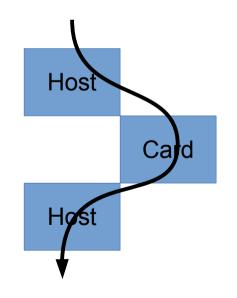
Here, we will only consider offload

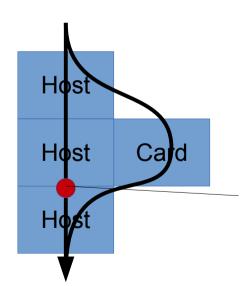
### Pragmas for offloading

Pragma for synchronous [asynchronous] of	fload Syntax
Offload region	#pragma offload [signal(tag)]
Memory transfer and allocation (no code ex	ecution) #pragma offload_transfer [signal(tag)]
Wait for signal (only for asynchronous mode	e) #pragma offload_wait wait(tag)

#### **Synchronous:**

Host blocks while card is executing





#### **Asynchronous:**

Host execution continues while card is executing. Need a synchronisation point

### #pragma offload <clauses>

Clause	Syntax	Comment
Target specification	target( name[:card_number] )	Where to run construct
Conditional offload	if (condition)	Boolean expression
Inputs	in(var-list modifiersopt)	Copy from host to coprocessor
Outputs	out(var-list modifiersopt	Copy from coprocessor to host
Inputs & outputs	inout(var-list modifiersopt	Copy host to coprocessor and back when offload completes
Non-copied data	nocopy(var-list modifiersopt)	Data is local to target

### Modifiers to in, out and inout

Modifiers	Syntax	Comment
Specify pointer length	length(element-count-expr)	Copy N elements of the pointer's type
Control pointer memory allocation	alloc_if ( condition )	Allocate memory to hold data referenced by pointer if condition is TRUE
Control freeing of pointer memory	free_if ( condition )	Free memory used by pointer if condition is TRUE
Control target data alignment	align ( expression )	Specify minimum memory alignment on target

### Asynchronous offload – the signal clause

Clause	Syntax	Comment
Place a signal	signal(int)	Copy N elements of the pointer's type
Control pointer memory allocation	alloc_if ( condition )	Allocate memory to hold data referenced by pointer if condition is TRUE
Control freeing of pointer memory	free_if ( condition )	Free memory used by pointer if condition is TRUE
Control target data alignment	align ( expression )	Specify minimum memory alignment on target

Parallel reduction over all cores

```
double* arr=new double[len];
double ret=0;
#pragma offload target(mic:0) in(arr:length(len)) out(ret)
{
    #pragma omp parallel for reduction(+:ret)
        for(int i=0;i<len;i++)
        {
            ret+=arr[i]
        }
}</pre>
```

The array is allocated, transferred and freed after the offload region completed. Only ret is transferred back.

### Sample pragma patterns

- In the following we will go though a number of example constructs to deal with memory management and execution
- We will assume that for each array on Xeon Phi, there is a host array present. There are way to do it without, but that is out of scope here.

### Allocation and deallocation of Xeon Phi memory

```
Explicitly allocating an array on Xeon Phi

#pragma offload_transfer \\

nocopy(arr:length(len) alloc_if(1) free_if(0))
```

```
Explicitly deallocating an array on Xeon Phi

#pragma offload_transfer \\
nocopy(arr:length(len) alloc_if(0) free_if(1))
```

#### Transfer of data to and from Xeon Phi

```
Transfering data into an existing array on Xeon Phi

#pragma offload_transfer \\
in(arr:length(len) alloc_if(0) free_if(0))
```

```
Transfering data from an existing array on Xeon Phi

#pragma offload_transfer \\

out(arr:length(len) alloc_if(0) free_if(0))
```

### Asynchronous computation and sync wait

### <u>Assigning a value to the signal</u>

The signal is an int or long immediate and should be unique for a particular array. In principle there is no constraints on the value.

A good choice is to initialize its value with the array address:

```
double* arr = new double[size];
long signal1=arr;
```

```
Asynchronous offload region
#pragma offload inout(arr:length(len)) signal(s)
    //... do something useful on the host
#pragma offload_wait signal(s)
```

### Asynchronous data transfer and sync wait

```
Transfering data into an existing array on Xeon Phi
#pragma offload_transfer \\
   in(arr:length(len) alloc_if(0) free_if(0))\\
   signal(s)
   //... do something useful on the host
#pragma offload_wait signal(s)
```

```
Transfering data from an existing array on Xeon Phi

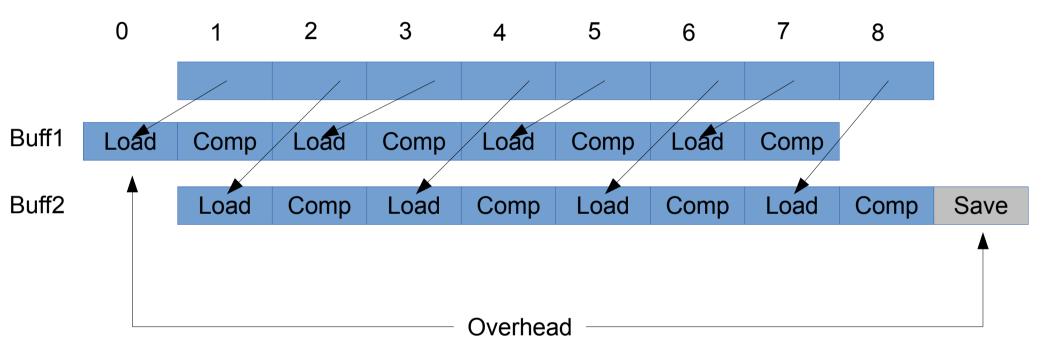
#pragma offload_transfer \\
   out(arr:length(len) alloc_if(0) free_if(0))\\
   signal(s)

//... do something useful on the host
#pragma offload_wait signal(s)
```

### **Managing Memory**

- With Xeon Phi offloading, we have to keep in mind that we need to cross the PCI when transferring data to the card
- In order not to lose time in the transfer process, it is advisable to keep data allocated if possible
- Also, when an algorithm can be blocked, data transfer should be overlapped with computation

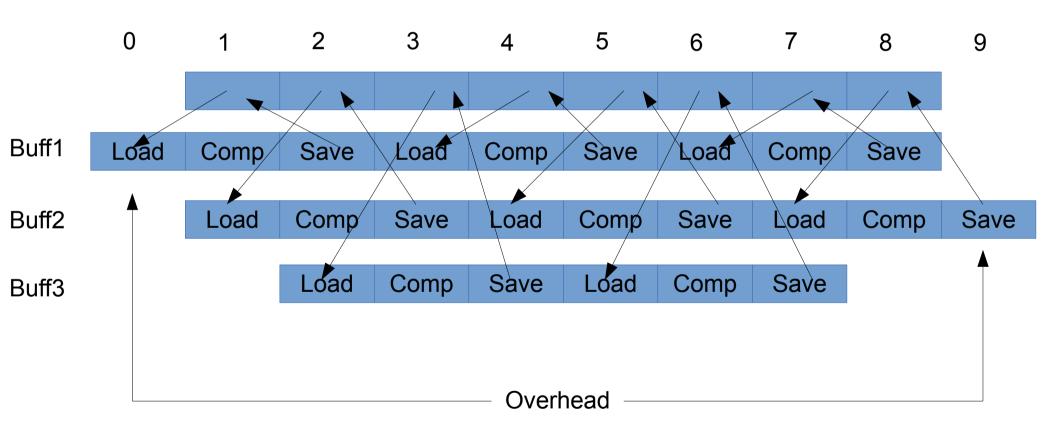
### Mem transfers - Double buffers



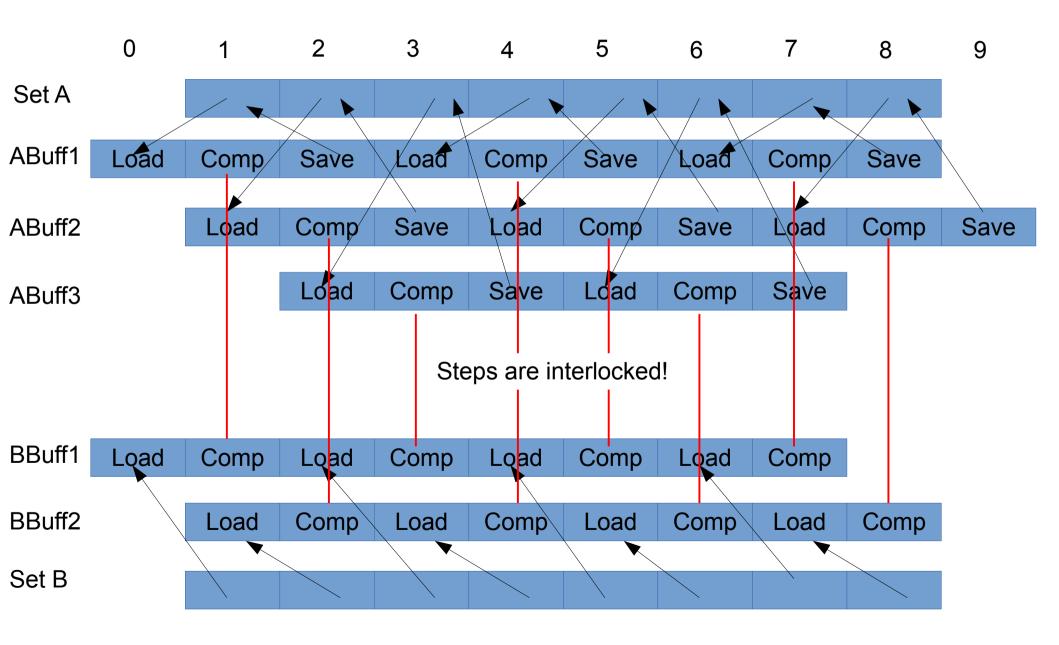
Double buffers are a consumer scheme – there is no safe write back unless it is synchronous (e.g. at the end)

## Mem transfers - tripple buffers

When working with buffers, there is usually more than enough space on the card to do some fancy stuff. Tripple buffers allow for safe write back.



## Double and Tripple Buffers

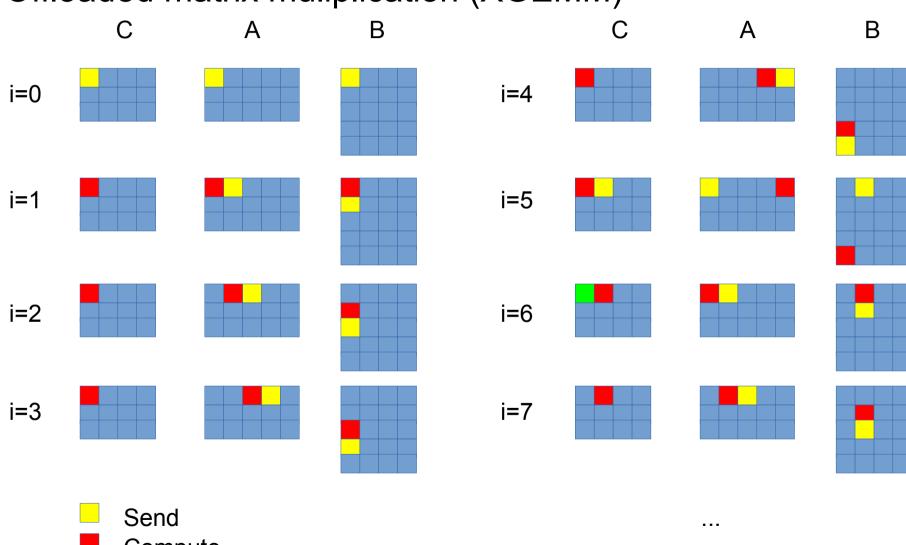


# Case Study – Quantum Espresso

- Main hotspots are: Complex linear algebra (ZGEMM), FFT and eigensolvers
- Here we will look at ZGEMM
- High performance methods are available in MKL
- The remaining issue is only the memory management

# Offloading ZGEMM

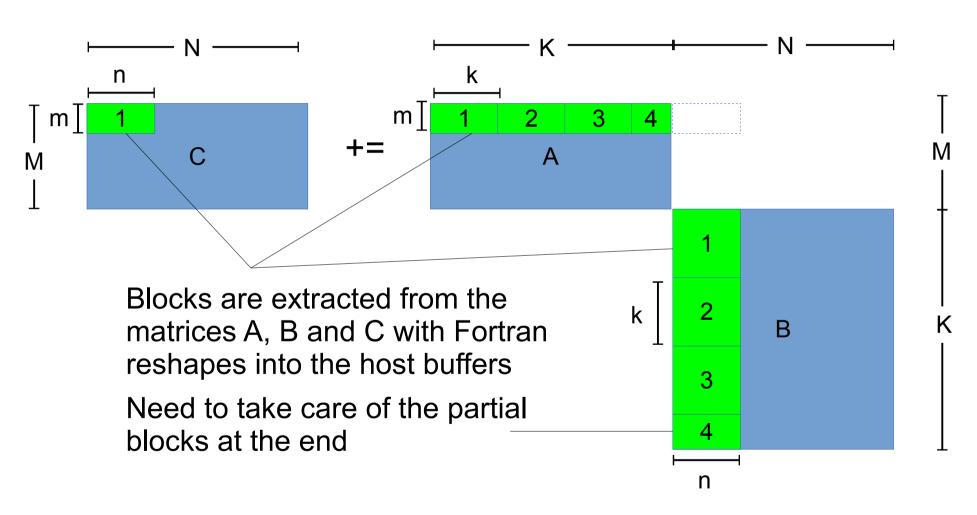
Offloaded matrix muliplication (XGEMM)



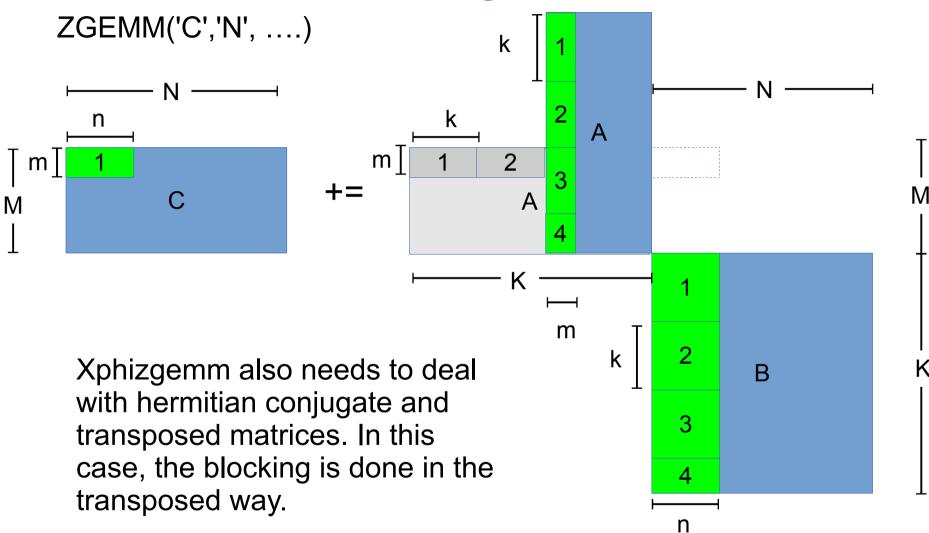
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## Offloading ZGEMM

ZGEMM('N','N', ....)



# Offloading ZGEMM



## Pipeline Algorithm

```
for(int i=-1;i<length+1;i++){
  if(i<length){getBlocks(i+1); sendBlocksToCard(i+1);}
  if(i>1){sendBlocksToHost(i-1); setBlock(i-1);}
  if(i>-1 && i<length) ComputeOffload(i);
}</pre>
```

Vectorization

### **Xeon Phi Vectorization**

- We have already talked about vectorization (implicit and explicit) when treating AVX
- Xeon Phi has SIMD vectors that are 512bit wide (twice as wide as AVX)
- The instruction set is quite similar in functionality
- Here we will show a case study of it's usage in CP2K

### **Xeon Phi Vectorization**

- CP2K uses matrices of the size of the number of base functions used in their representation in density function theory
- The most common size is 23x23 (Water)
- Many of these multiplication can be performed in parallel

- Analysis of MKL DGEMM performance shows that for small matrices it underperforms against an individual implementation
- A wrapper library was created, having an individual unrolling for symmetric matrices <32x32</li>
- For larger (or non-symmetric cases) fall back to MKL

compiler vectorization

Example of simple workaround (first try)

```
SUBROUTINE MICMM_23(C,A,B)
IMPLICIT NONE
DOUBLE PRECISION, INTENT(IN) :: A(23,23)
DOUBLE PRECISION, INTENT(IN) :: B(23,23)
DOUBLE PRECISION, INTENT(INOUT) :: C(23,23)
INTEGER :: I.J.
!DEC$ SIMD
DO i=1,23
 DO i = 1,23
   C(i,j)=C(i,j)+A(i,1)*B(1,j)+A(i,2)*B(2,j)+A(i,3)*B(3,j)+A(i,4)*B(4,j)+A(i,5)*B(5,j)
     +A(i,6)*B(6,j)+A(i,7)*B(7,j)+A(i,8)*B(8,j)+A(i,9)*B(9,j)+A(i,10)*B(10,j)
     +A(i,11)*B(11,j)+A(i,12)*B(12,j)+A(i,13)*B(13,j)+A(i,14)*B(14,j)
     +A(i,15)*B(15,j)+A(i,16)*B(16,j)+A(i,17)*B(17,j)+A(i,18)*B(18,j)
     +A(i,19)*B(19,j)+A(i,20)*B(20,j)+A(i,21)*B(21,j)+A(i,22)*B(22,j)+A(i,23)*B(23,j)
 ENDDO
ENDDO
FND SUBROUTINE
```

intrinsics implementation

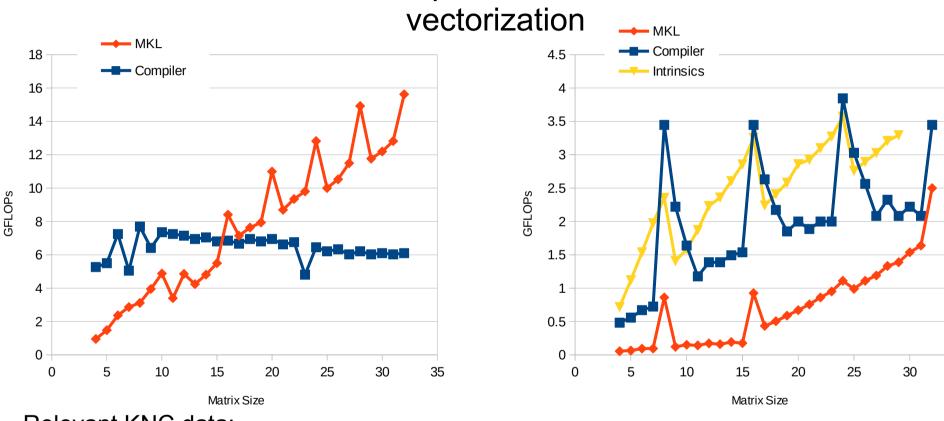
$$\begin{bmatrix} c_{i,0} \\ \vdots \\ c_{i,7} \end{bmatrix} = \begin{bmatrix} c_{i,0} \\ \vdots \\ c_{i,7} \end{bmatrix} + \begin{bmatrix} a_{i,0} \\ \vdots \\ a_{i,0} \end{bmatrix} \begin{bmatrix} b_{0,0} \\ \vdots \\ b_{0,7} \end{bmatrix} + \dots + \begin{bmatrix} a_{i,22} \\ \vdots \\ a_{i,22} \end{bmatrix} \begin{bmatrix} b_{22,0} \\ \vdots \\ b_{22,7} \end{bmatrix}$$

$$\begin{bmatrix} c_{i,8} \\ \vdots \\ c_{i,15} \end{bmatrix} = \begin{bmatrix} c_{i,8} \\ \vdots \\ c_{i,15} \end{bmatrix} + \begin{bmatrix} a_{i,0} \\ \vdots \\ a_{i,0} \end{bmatrix} \begin{bmatrix} b_{0,8} \\ \vdots \\ b_{0,15} \end{bmatrix} + \dots + \begin{bmatrix} a_{i,22} \\ \vdots \\ a_{i,22} \end{bmatrix} \begin{bmatrix} b_{22,8} \\ \vdots \\ b_{22,15} \end{bmatrix}$$

$$\begin{bmatrix} c_{i,16} \\ \vdots \\ c_{i,22} \end{bmatrix} = \begin{bmatrix} c_{i,16} \\ \vdots \\ c_{i,22} \end{bmatrix} + \begin{bmatrix} a_{i,0} \\ \vdots \\ a_{i,0} \end{bmatrix} \begin{bmatrix} b_{0,16} \\ \vdots \\ b_{0,22} \end{bmatrix} + \dots + \begin{bmatrix} a_{i,22} \\ \vdots \\ a_{i,22} \end{bmatrix} \begin{bmatrix} b_{22,16} \\ \vdots \\ b_{22,22} \end{bmatrix}$$

```
void micgemm 3 3 3(double* a, double* b, double* c) {
int i;
 m512d xa0;
 m512d xa1;
                     Example for 3x3 MM with intrinsics
m512d xa2;
m512d xb0;
m512d xb1;
__m512d xb2;
m512d xc0;
xb0 = MM512 MASK LOADU PD(&b[0+0], 7);
 xb1 = MM512 MASK LOADU PD(&b[3+0], 7);
 xb2 = MM512 MASK LOADU PD(&b[6+0],7);
for (i=0; i<9; i+=3)
    xc0 = MM512 MASK LOADU PD(&c[i+0],7);
    xa0 = m\overline{m}512 \ set1 \ pd(a[i+0]);
    xa1 = mm512 set1 pd(a[i+1]);
    xa2 = mm512 set1 pd(a[i+2]);
    xc0 = mm512 \mod pd(xa0, xb0, xc0);
    xc0 = mm512 \text{ fmadd pd}(xa1, xb1, xc0);
    xc0 = mm512 \text{ fmadd pd}(xa2, xb2, xc0);
    MM5\overline{1}2 MASK STOREU PD(&c[i+0],xc0,7);
```

Compiler/Intrinsics



Relevant KNC data:

MKL DGEMM 23x23: 0.95 GFLOPs Compiler DGEMM 23x23: 1.99 GFLOPs Intrinsics DGEMM 23x23: 3.33 GFLOPs Evaluated over 1TFLOP total, single core

**SNB** 

3.5x better for 23x23

35

**KNC** 

# Summary

- Xeon Phi is a coprocessor with >TFLOPs performance and up to 61 cores
- It can be programmed natively or in an offload fashion
- The offload interface is an easy pragma based model
- High levels of performance can be achieved, but high vectorization ad parallelization is required.