README

Im2col

Simple Usage

See main.cpp.

Files and Directories

```
1 Im2col
  — acc_function
       — AcceleratorFunction.h
                                       // The base class of accelertor functions.
 4
       — winograd
           ── WinogradFunction_1D.cpp // Winograd 1D. (***** HERE!!!!! ******)
 5
            ├── WinogradFunction_1D.h
 6
           └── WinogradFunction.h
                                       // The base classWinograd accelertor funct
 7
      - CMakeLists.txt
 8
      feature_map
9
       DirectFeatureMap.cpp
10
11
       DirectFeatureMap.h
       - FeatureMap.h
12
       Im2colFeatureMap.cpp
                                        // Im2col feature map that allows
13
                                           convolution with a accelerator function
14
                                          (***** HERE!!!!!! *****)
15
       └─ Im2colFeatureMap.h
16
      - kernel
17
       DirectKernel.cpp
18
19
       ├── DirectKernel.h
       Im2colKernel.cpp
20
       ├─ Im2colKernel.h
21
       └─ Kernel.h
22
      - main.cpp
23
24
      output_map
25
       — OutputMap.cpp
26
       └─ OutputMap.h
      - util
27
       └─ GetTime.h
28
```

Analysis

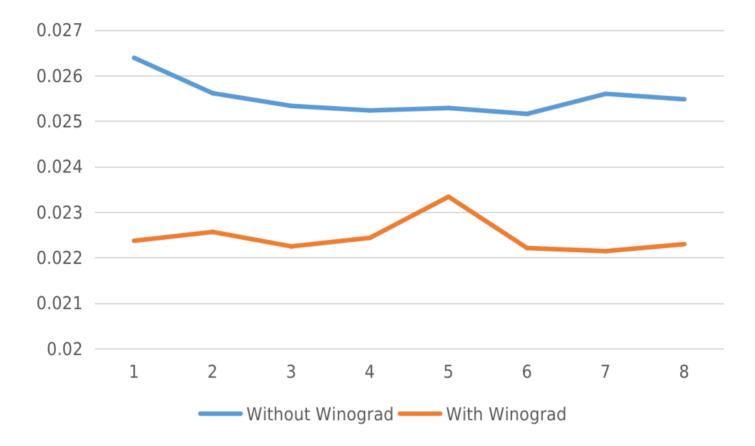
Direct conv: 0.03022

Im2col conv: 0.0263898

Im2col conv with Winograd: 0.0223682

Im2col conv with Winograd (OpenMP enabled): 0.00318503

Steady Improvement is Witnessed when Using Winograd



In Lab2 settings, my implementation is around 13% faster on average when using Winograd (2, 3), which is not beyond expectation because, in fact, Winograd does not break much spatial locality. As the size of a row is small under our settings, although it loads 2 rows at the same time, we can infer that it still need not reload data from memory to cache.

Parallelism

Still we can use OpenMP to parallel convolution even if Winograd is used, yet this time we cannot simply add the pragma in the innermost for loop because the innermost for loop will not loop for many times when we use Winograd (e.g., loop for K * R * S / 3 times when using Winograd (2, 3)). Here we'd better let one thread responsible for every two rows, which guarantees little parallel overhead (and also better locality actually).

 k_{00} k_{01} k_{02} d_{00} d_{01} d_{02} d_{10} d_{11} d_{12} d_{20} d_{21} d_{22} k_{10} d_{02} d_{03} d_{22} d_{11} d_{12} d_{13} d_{21} d_{23} k_{11} d_{12} d_{20} d_{22} d_{31} d_{32} d_{21} d_{30} k_{12} d_{11} d_{12} d_{13} d_{21} d_{22} d_{23} d_{31} d_{32} d_{33} k_{20} k_{21}

 k_{22}

thread 2