**Serial optimisations and OpenMP Report**

b.A description of your Serial optimisations and OpenMP design;

c.Comparisons of your parallel performance vs. serial performance;

d.Analysis of effectiveness of different optimisations you tried;

e.Make it clear what your best performance is for the “256x256” case;

Serial Optimisations and OpenMP design

The first step was to outline and document the functions in the program as well as testing the speed on blue crystal – 493.07s (all tests will be made on the 128x256 file – so that I don’t do something which only works on a nxn matrix ). I then looked into complier optimisation flags, I tested the GCC flag ‘-O3’ which reduced the runtime to 213.11s, and also the ICC flag ‘-XSSE’ which further reduced the time to 209.43, both were a dramatic improvement.

I followed the execution trace using the gdb debug tool and began to apply some basic serial optimisations. At this point I went straight into optimising the program without having fully appreciated where the majority of the overhead lies. The following optimisations have very little effect. There were a number of lines in the code that could be trivially hoisted, these were found in accelerate\_flow and propagate. I removed the call to timestep and placed the functions in the original for loop. I removed the return value from all the function in the main for loop included the av\_velocity return, this meant instead of this function parsing a double back to the for loop, I instead filled the av\_vels array within the function, parsing it as a pointer. I also removed all the “ii \* params.nx + jj” array index calculations and stored the value in a local variable. Unfortunately all of these improvements helped very little.

I then decided to take a completely different approach to the code. I profiled the code using gprof, where it because apparent (although I already assumed) that the majority of the work occurred in the collision function.

Parallel vs serial performance

Effectiveness of optimisations

Best performance (‘256x256’)

List of optimisations attempted:

Without –O3 flag:

Elapsed time: 493.078442 (s)

With –O3 flag

Elapsed time: 213.117505 (s)

1. Hoisting code (Repeated hence wasted calculations)
   1. Collisions function – c\_sq, w0, w1, w2. However saw no time saving, compiler most likely already hoists variables at compile time.
   2. Propagate() removed two calculation out of inner for loop
   3. Combined for loop in initialise()
2. Computation reductions
   1. Removed ii \* params.nx + jj from all for loops and made it one calculation at the start.
   2. Reduced repeated commutation in collision
   3. Could make index global variable
   4. Looked into loop unrolling but then notes that –O3 flag does this
   5. Changed mult for addition where possible

Elapsed time: 213.083247 (s)

1. Compiler change icc with -XSSE optimisation flag

Elapsed time: 209.422428 (s)

* Reduced equations in collision, removing last for loop – relation step (below time)- array d\_aq

Elapsed time: 195.605971 (s)

* Combined rebound and collision

Elapsed time: 194.543988 (s)

* + Changed mult for addition where possible

Elapsed time: 194.479301 (s)

* Tried \_\_builtin\_prefetch but no speed up
* Combined accelerate flow and propagate but slowed program
* Combined av\_velocity and collision. WHY

Elapsed time: 195.290540 (s)

* Removed call to timestep made no difference
* Removed return values
* Removed returning double in av\_velocity and parsed pointer to array instead. But made no difference
* Simplified collision maths equations

Elapsed time: 109.510725 (s)

* Combining av\_velocity and collision and removed 2nd u\_x, u\_y calculation because it’s a repition of the collsison calculation

Elapsed time: 85.857503 (s)

* Moving / local density into constant about. So division only done once. Then multiply by constant

Elapsed time: 79.017142 (s)

* Removing any multiplication with decimal values and swapping with a constant. constant was a static cont = 1/36. Static const will be saved and not recalculated.

Elapsed time: 75.121300 (s)

* Removing NSPEEDS global

Elapsed time: 75.096699 (s)

* Removed other gobal file name – expect to help when in parallel

Elapsed time: 75.085925 (s)

* Removing params.nx/ny and params.omega
* Removed params in function call

Elapsed time: 73.905988 (s)

* Cell fusion (not working)
* Elapsed time: 60.316837 (s)

* Swapped temp and cells. Tmp cells now collect from cells

Elapsed time: 66.909001 (s)

* All in 1 for loop, subbed in position of original cells into collision cals and made tmp cells the new ‘cells’. I then reassigned the pointer – cells = tmp cells in the main for loop.

Elapsed time: 56.981620 (s)

* ICC

Elapsed time: 46.808876 (s)

After completing as many serial optimisations as I could find, I started on parallelising the program. As the over 80% of work is completed in my collision function, I started here. I applied the basic “#pragma omp parallel for” to the outer for loop and this ran at 105s, nearly 2x slower than my serial code! In theory, Parallel for creates a new team of threads, and assigns each team to handle different portions of the loop. However, the two shared variables between each thread, tot\_cells and tot\_u, created a critical region. The time increase is caused by each thread having to acquire and release all the locks created by this critical region (mutex). To solve this I used the reduction clause, this meant a private copy for each variable is created in each thread. At the end of the reduction, the reduction variable is applied to all private copies of the shared variable, and the final result is written to the global shared variable. This reduced the time to 4.613s.

The variables in the reduction clause are now private to each thread and by definition the loop counters are also private. Given that everything else is by definition, shared amongst the threads, I did not need to use either ‘private’ or ‘shared’ clause in openMP.

Another slight improvement was gained from specifying the num\_threads clause. As 16 is the number of cores available on a node and loop\_iterations%16 = 0, using the num\_threads(16) will optimise the workload distribution.

I then started to think about memory and thread distribution by experimenting with the schedule clause. I began by testing the dynamic sechduller, where the chunks are handled on a first-come first-serve basis, a practice more suited to uneven workloads. After testing a number of different chunk sizes, 4 returned the fastest time - 5.06s, but this is slower than not specifying a scheduling type.

I repeated the same test but with the static scheduling clause. The best time occurred with a chunksize of 16, giving a fastest time of 4.59s. Static scheduling divides the iteration space up into the chunk size specified, and at most one chunk is distributed to each thread in a round robin fashion, a practice suited to even workloads. As the program is running on the 128x256 input file, the outer loop completes 256 iterations. It makes sense that 16 is optimum as to find the most efficient chunk size (assuming even workload) we can divide the #max\_iters / #threads = Chunk size, 256/16 = 16. I suspect 8 would be more efficient on the 128x128 input file. However dispite this, the fastest time 4.45s, came from not specifiying the chunk size, this meant the iteration space was broken up into roughly equal size at run time.

Interestingly, when the chunk size was small, for both the dynamic and static scheduling, the times were much higher. This is because as the chunk size decreases, the number of times a thread needs to fetch work from the work queue increases. Thereby increasing overhead and reducing performance.

Vectorisation is essential to decreasing the number of computations performed by the CPU, given that the hardware has multiple processing elements (SIMD) this means it can perform the same operation on multiple data points simultaneously. After looking at the compiler vectorisation report it stated that there were vector depedences between the two data structures cells and tmp\_cells, specifically FLOW and ANTI dependence, and so the loop was not vectorisable. However, in my implementation of the collision, this isn’t true. Data is only written to tmp\_cells but never read, and only read from cells but never written. I then changed the ICC compiler version from 15 to 16 and the compiler vecorised the loop! The speed then decreases to 3.38. The reason for the speed up is down to the utilisation of the SIMD architecture that enables the processing of multiple data with a single instruction. The Intel E5-2670 chip set has a **AVX unit** with vector registers of 256 bit. This effectively means four double-precision floating-point values can be operated on in parallel.

1. As the chunk size shrinks, the number of times a thread needs to retrieve work from the work queue increases. As a result, the overhead of going to the work queue increases, thereby reducing performance and possibly offsetting the benefits of load balancing.

Note that shared data, in my case the cells array, is read-only in the loop and so does not lead to false sharing.

Open mp:

* <http://stackoverflow.com/questions/10850155/openmp-for-schedule>
* #pragma omp parallel for

Elapsed time: 105.691866 (s)

* relaised that shared variables were causing slow down so used reduction on reduction(+:tot\_cells,tot\_u)
* the reduction clause, the compiler creates private copies of the variable sum for each thread, and when the loop completes, it adds the values together and places the result in the original variable sum.
* A private copy for each list variable is created for each thread. At the end of the reduction, the reduction variable is applied to all private copies of the shared variable, and the final result is written to the global shared variable.

Elapsed time: 4.613546 (s)

* collapse(2)

Elapsed time: 5.593933 (s)

* omp parallel for **simd** reduction(+:tot\_cells,tot\_u)

Elapsed time: 4.611253 (s)

* #pragma omp parallel for simd reduction(+:tot\_cells,tot\_u) num\_threads(16)

Elapsed time: 4.600349 (s)

* schedule(dynamic)- After each iteration, the threads must stop and receive a new value of the loop variable to use for its next iteration

Elapsed time: 7.446625 (s)

* schedule(dynamic, 2)

Elapsed time: 6.107569 (s)

* schedule(dynamic,3)

Elapsed time: 5.335499 (s)

* schedule(dynamic, 4)

Elapsed time: 5.068675 (s)

* schedule(dynamic, 5)

Elapsed time: 5.817931 (s)

* schedule(dynamic, 6)

Elapsed time: 5.510437 (s)

* schedule(dynamic, 7)

Elapsed time: 6.019383 (s)

* schedule(dynamic, 16)

Elapsed time: 5.313900 (s)

* schedule(static, 4)

Elapsed time: 5.197671 (s)

* schedule(static, 2)

Elapsed time: 7.021678 (s)

* schedule(static, 16) when iteration is 256 then 256/#cores should give optimum chunk size however default distribution seems to do a better job.

Elapsed time: 4.594036 (s)

* schedule(static, 32)

Elapsed time: 8.433023 (s)

* schedule(static) - When no chunk\_size is specified, the iteration space is divided into chunks that are approximately equal in size, and at most one chunk is distributed to each thread. Note that the size of the chunks is unspecified in this case.

Elapsed time: 4.542880 (s)

* icc compiler

Elapsed time: 3.455430 (s)

* -fast flag

Elapsed time: 3.385339 (s)

256x256

Elapsed time: 12.752264 (s)

Info on schedulling:

1. the chunk size is too small to show any gain when divided among threads.
2. the opening and closing of a parallel region inside a loop may hurt performance.
3. As the chunk size shrinks, the number of times a thread needs to retrieve work from the work queue increases. As a result, the overhead of going to the work queue increases, thereby reducing performance and possibly offsetting the benefits of load balancing.
4. For dynamic scheduling, the chunks are handled with the first-come, first-serve scheme, and the default chunk size is 1
5. Static works well because every iteration of the loop has to do the same amount of work.

Info on private and shared:

1. By default, all the variables in a parallel region are shared, with three exceptions. First, in parallel for loops, the loop index is private
2. Second, variables that are local to the block of the parallel region are private.
3. And third, any variables listed in the private, firstprivate, lastprivate, or reduction clauses are private. The privatization is done by making a distinct copy of each of these variables for each thread.

* schedule(guided)- This scheduling policy is similar to a dynamic schedule, except that the chunk size changes as the program runs. It begins with big chunks, but then adjusts to smaller chunk sizes if the workload is imbalanced.

Elapsed time: 5.245766 (s)

* shared(cells, tmp\_cells, obstacles) not params as this is default given exist within for loop

Elapsed time: 4.604510 (s)

Vectorization not possible as not in correct for a[n] = b[n] + c[n], each iteration has calculations which rely on values contained within an array and storing in another. This makes vecotrization not possible.

1. Cache Thrashing
   1. If data is constantly being loaded into cache and out again in the same code block. The data being accessed is too large to be stored within local cache.
   2. Cash thrashing -> optomisation of temporal locality
   3. Tried removing ‘cells[index].speeds[k]’ repetition by storing t\_speed current\_cell = cells[index] in a local variable and accessing by current\_cell.speed[k] however this produced no speed improvement. Because…. Cells array in cache so access is fast anyway
   4. In terms of serieal optomisations, Tiling will not help as the code never reuses memory accesses during a 128\*128 iteration,
2. Vectorisation
3. Changed params to pointer and parsed address between functions but made not difference
4. Combining for loops:
   1. In initialise(), there exists two sets of double for loops that iterate over the same value. Therefore combine computation in a single for loop.

Things to try:

* Allocate array memory the free memory
* For collapse(2) - opemp

Code Structure:

Main()

Initialise()

* Get values from input files
* Initialise values in array
* For nx, for ny

For(params.maxIters)

Timestep()

* Accelerate\_flow()
  + For nx
* Propagate()
  + For ny, for nx
* Rebound()
  + For ny, for nx
* Collision()
  + For ny, for nx

Av\_velocity()

* For ny, for nx

Nodes = 2 x 2.6GHz 8-core Intel E5-2670 (SandyBridge) chips (a total of 16 cores), 4GB of RAM per core (64GB total)

L1 cache = 8 x 32KB instruction, 8 x 32KB data = 256KB

L2 cache = 8 x 256 KB = 2048KB

L3 cache = 20MB

B = byte

t\_speed array = each array index is 9xDouble (8 bytes) = 72B

length(t\_speed array[16384]) = 128\*128 = 16,384

malloc(t\_speed array[16384]) = 1,179,648

size(t\_speed array[16384]) = 72\*16384 = 1,179,648KB = 1.179648GB

malloc(obstacles\_ptr [16384]) = 65536

To utilise cache:

* Each loop of inner For loop = 128 entries of array
  + 128\*72 = 9216 KB
* Utilising L3 cache = 20000KB/72 = 277.78
  + L3 cache holds 277 entries
* Utilising L2 cache = 2048KB/72 = 28.4
  + L2 cache holds 28 entries
* Utilising L1 cache = 32000/72 = 444.44
  + L3 cache holds 444 entries
* Conservative as other data will be stored in cache

Af():

Cells in cache

Obstacles in cache

Prop():

Cells in cache

Tmp pulled from memory

Rebound:

Cells in cache

Tmp cells in cache

Obstacles in cache

Collision:

Cells in cache

Obstacles in cache