Towards cache-optimal address allocation: How slow is your code?

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Master's Thesis
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Problem Statement

Given a trace T of load and store instructions

find metrics that characterize the trace performance for a given cache C and

implement an execution engine for computing their quantities.

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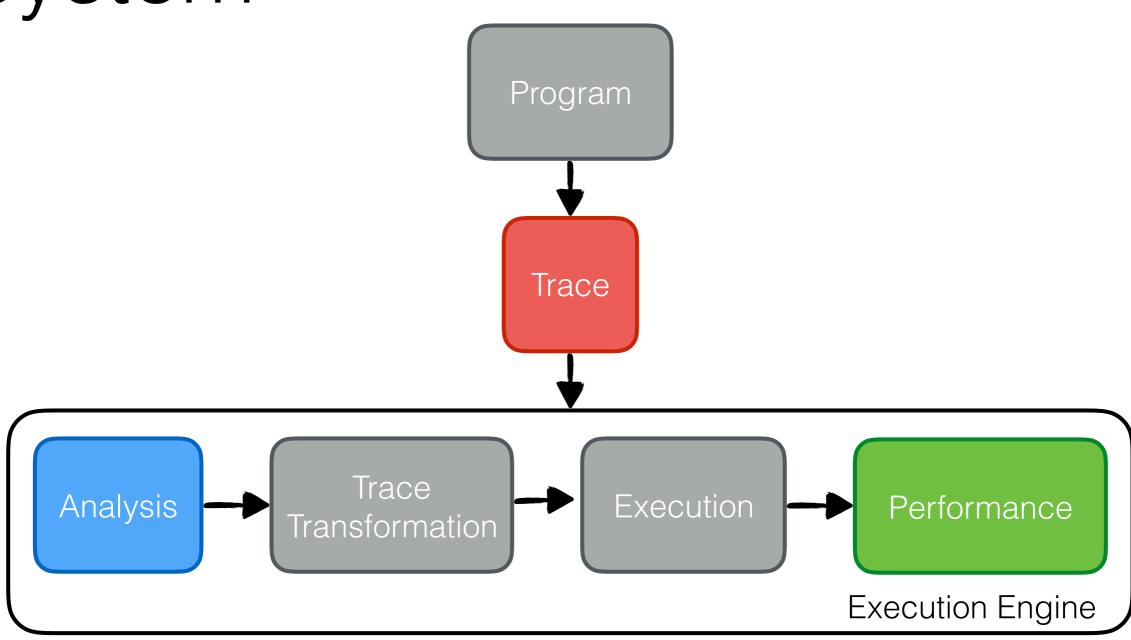
Given a trace T of load and store instructions

find metrics that characterize the trace performance for a given cache C and

implement an **execution engine** for computing their quantities.

Collaboration with Alexander Miller

Overview System



```
void main ()
{
  int sum, x, y, z;
  sum = 0;
  x = 1;
  y = 2;
  sum = sum + x;
  z = 3;
  sum = sum + y;
  sum = sum + z;
}
```

```
void main ()
{
   int sum, x, y, z;
   sum = 0;
   x = 1;
   y = 2;
   sum = sum + x;
   z = 3;
   sum = sum + y;
   sum = sum + z;
}
```

```
store &sum
store &y
load &sum
load &x
store &sum
store &z
load &sum
load &y
store &sum
load &y
store &sum
load &sum
load &sum
```

```
void main ()
{
  int sum, x, y, z;
  sum = 0;
  x = 1;
  y = 2;
  sum = sum + x;
  z = 3;
  sum = sum + y;
  sum = sum + z;
}
```

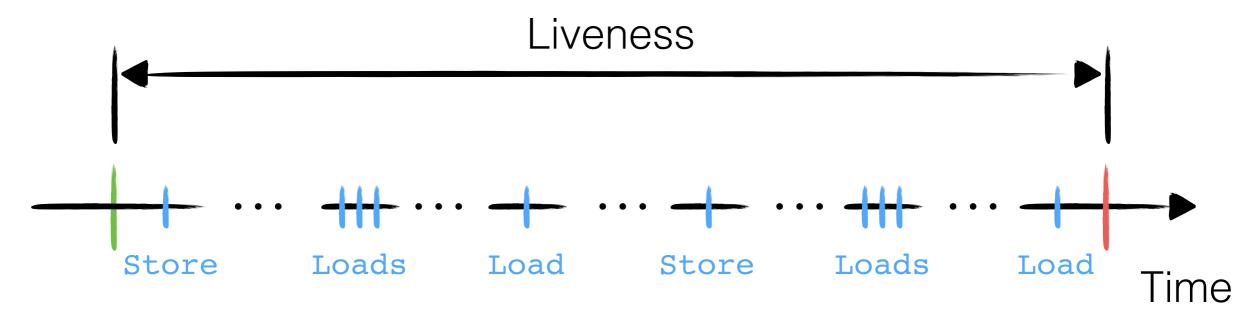
```
store &sum
store &y
load &sum
load &x
store &sum
store &z
load &sum
load &y
store &sum
load &y
store &sum
load &sum
load &sum
```

```
store &sum
void main ()
                                          store &x
                                          store &y
                            Compiler
                                          load &sum
  int sum, x, y, z;
  sum = 0;
                                          load &x
  x = 1;
                                          store &sum
  y = 2;
                                          store &z
                                          load &sum
  sum = sum + x;
                                          load &y
  z = 3;
                             Trace
                                          store &sum
  sum = sum + y;
                            Generator
                                          load &sum
  sum = sum + z;
                                          load &z
}
                                          store &sum
```

```
store &sum
void main ()
                                          store &x
                             GCC
                                          store &y
                             v4.8.5
                                          load &sum
  int sum, x, y, z;
  sum = 0;
                                          load &x
  x = 1;
                                          store &sum
  y = 2;
                                          store &z
                                          load &sum
  sum = sum + x;
                                          load &y
  z = 3;
                            Valgrind
                                          store &sum
  sum = sum + y;
                             Lackey
  sum = sum + z;
                                          load &sum
                                         load &z
}
                                          store &sum
```

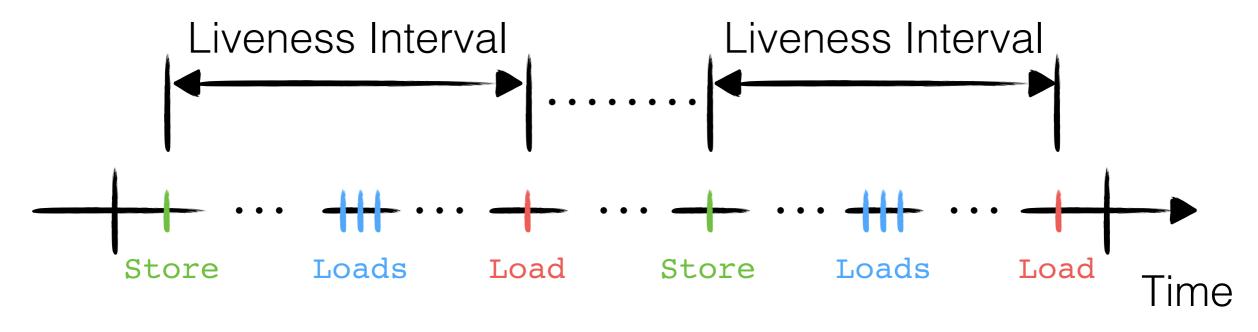
```
store &sum
void main ()
                                          store &x
                             GCC
                                          store &y
                             v4.8.5
                                         load &sum
  int sum, x, y, z;
  sum = 0;
                                         load &x
  x = 1;
                                         store &sum
  y = 2;
                                          store &z
                                         load &sum
  sum = sum + x;
  z = 3;
                                         load &y
                            Valgrind
                                         store &sum
  sum = sum + y;
                            Lackey
  sum = sum + z;
                                         load &sum
                                         load &z
                                          store &sum
```

Analysis Liveness



Allocation Deallocation

Analysis Liveness Intervals (LI)

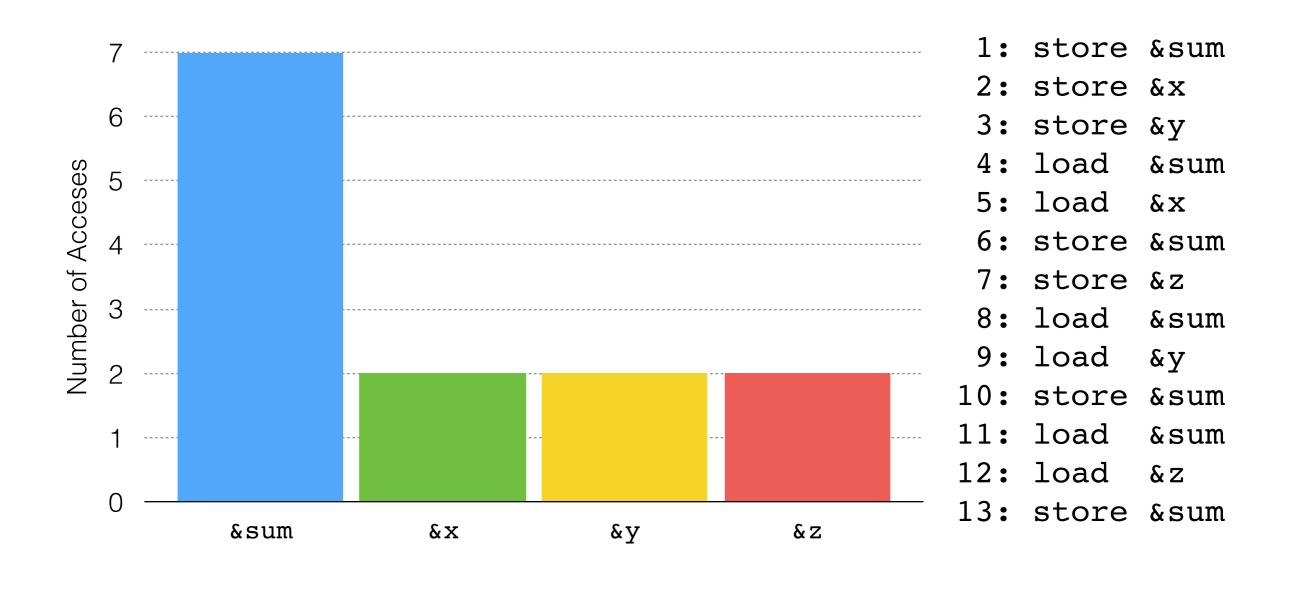


Allocation Deallocation

Analysis Liveness Intervals (LI)

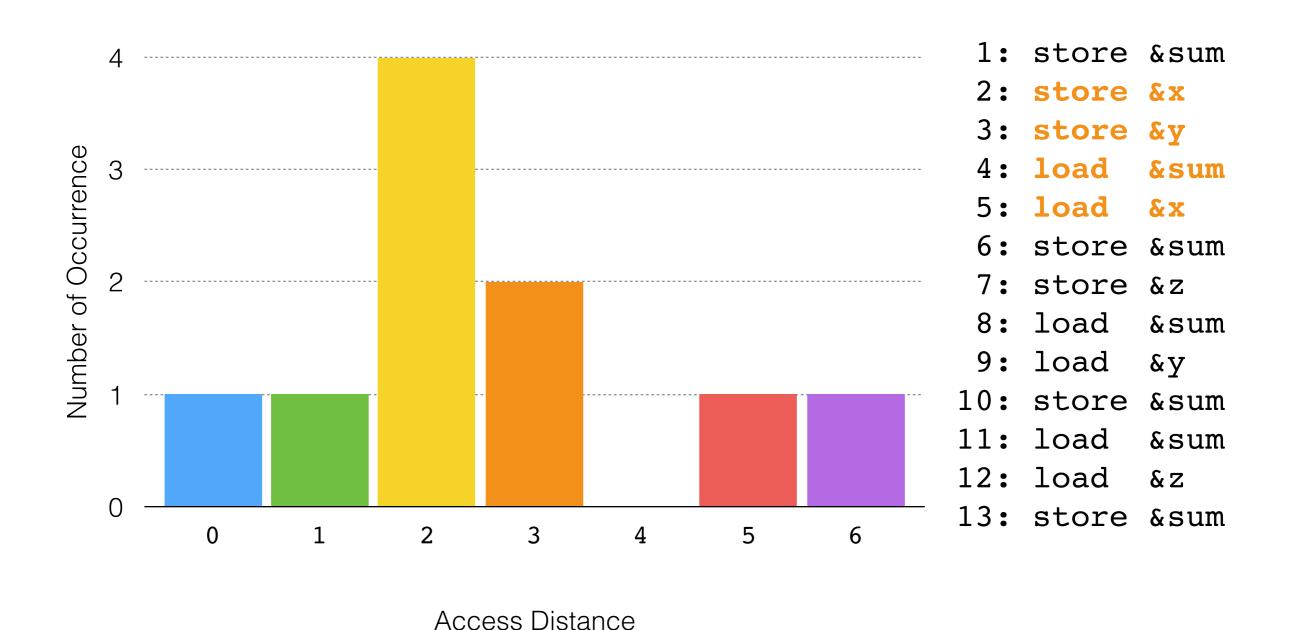
```
store &sum
store &x
store &y
load &sum
load &x
store &sum
store &z
load &sum
load &sum
load &sum
load &y
store &sum
store &sum
store &sum
load &sum
load &sum
store &sum
store &sum
load &sum
load &sum
```

Analysis Metric: Accesses

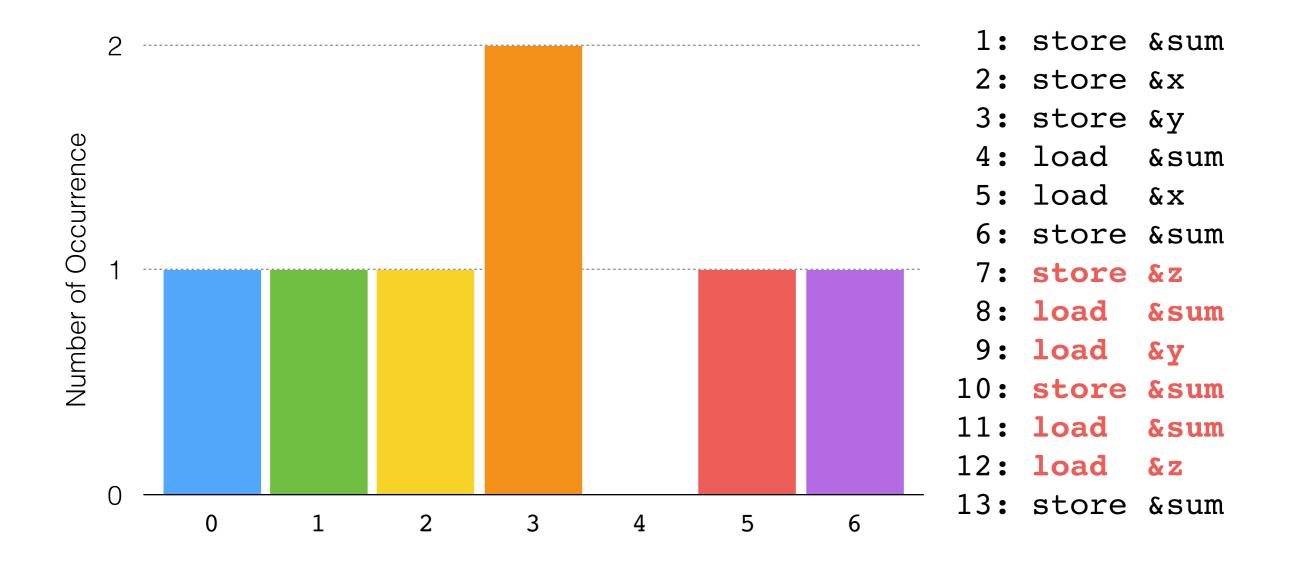


Addresses

Analysis Metric: Access Distance

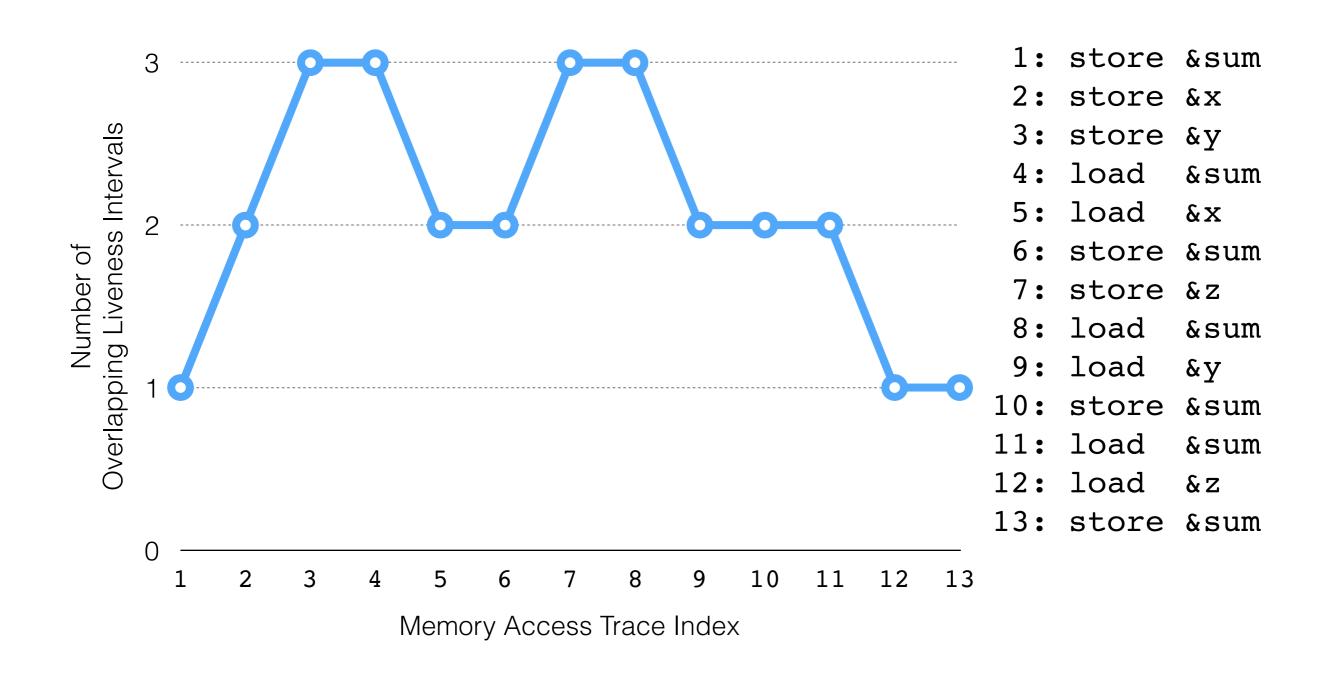


Analysis Metric: LI Length

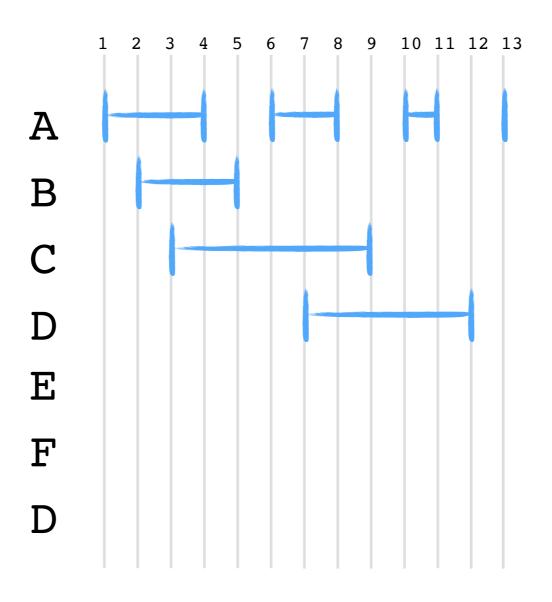


Liveness Interval Length

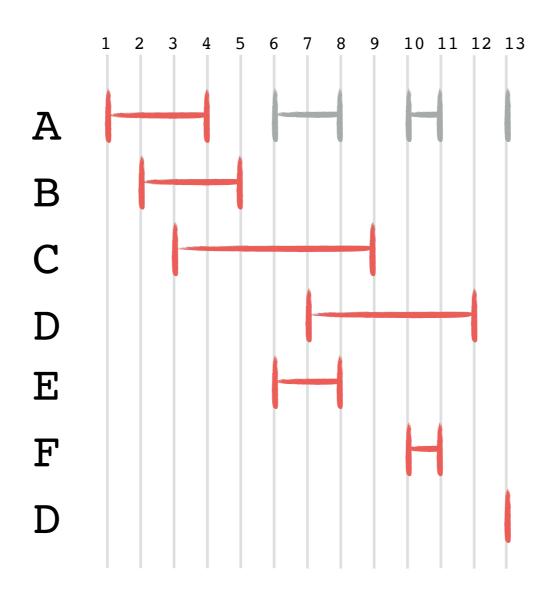
Analysis Metric: Overlapping LI



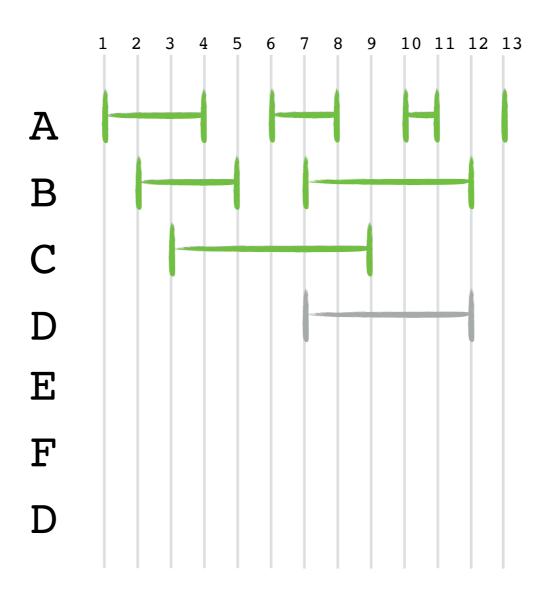
Trace Transformation Identity



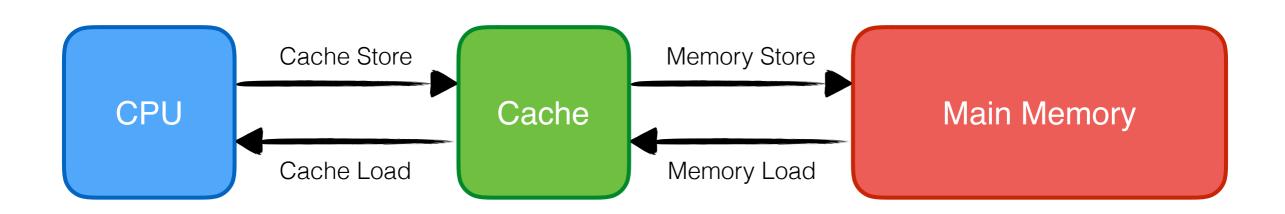
Trace Transformation Single Assignment



Trace Transformation Compact



Execution Hardware Model



Execution Performance

```
CPA(T,C) = Sum of cycles(T,C)
Sum of accesses(T)
```

Key

Trace ... T

Cache ... c

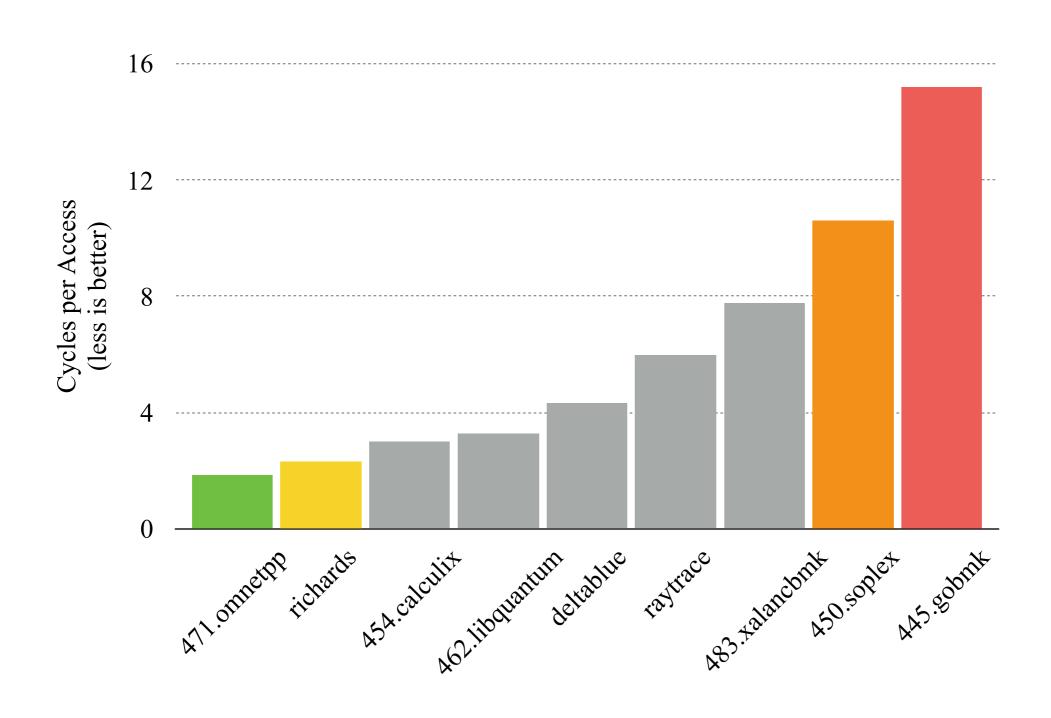
Cycles per Access ... CPA

Costs in Cycles

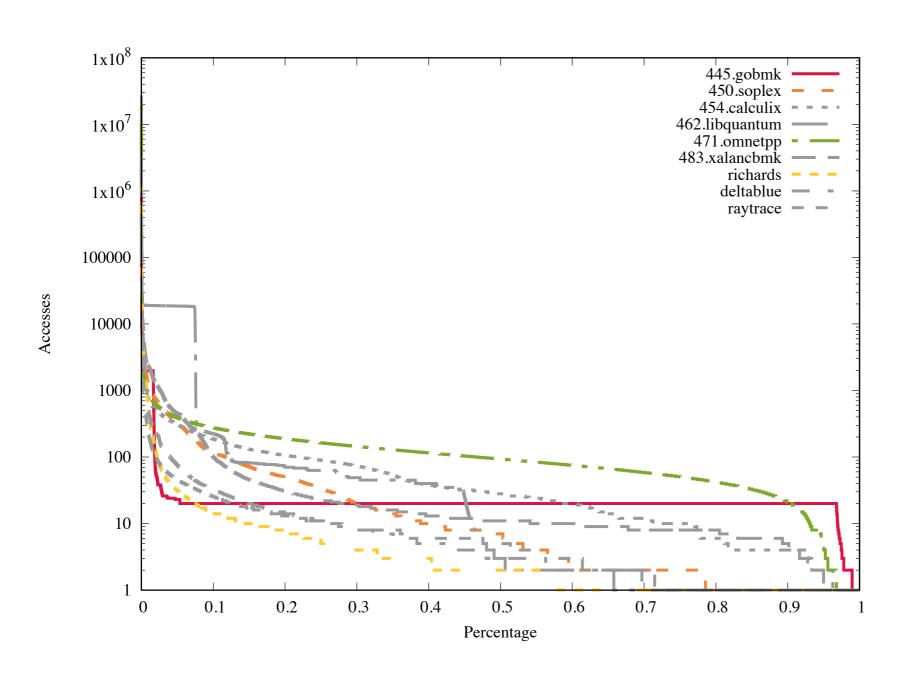
Cache Load / Store: 1

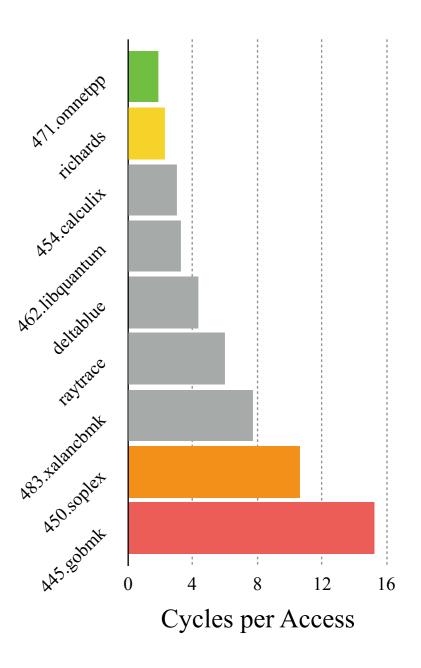
Memory Load / Store: 5

Experiment Performance

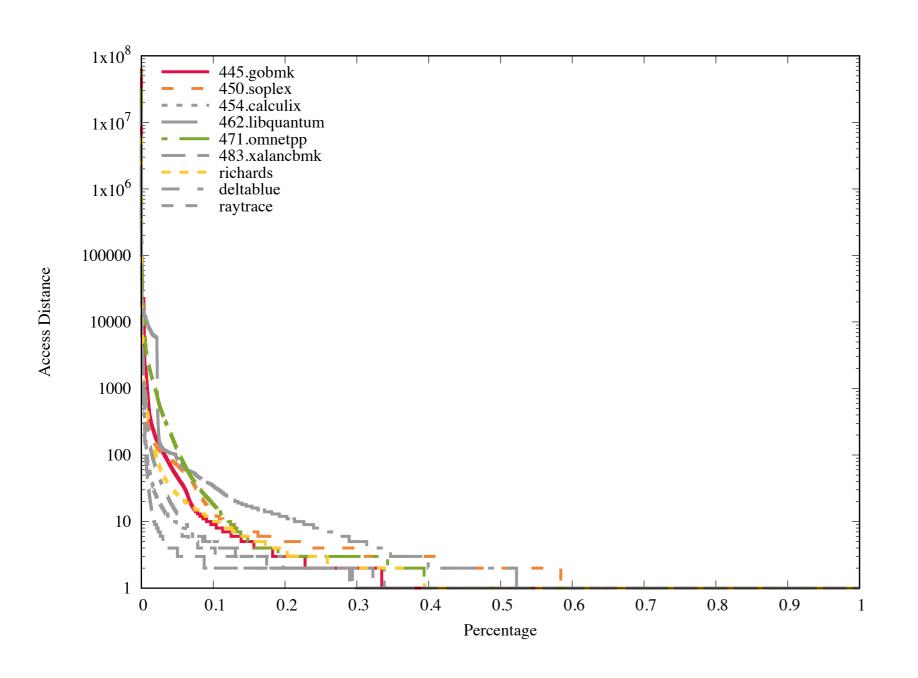


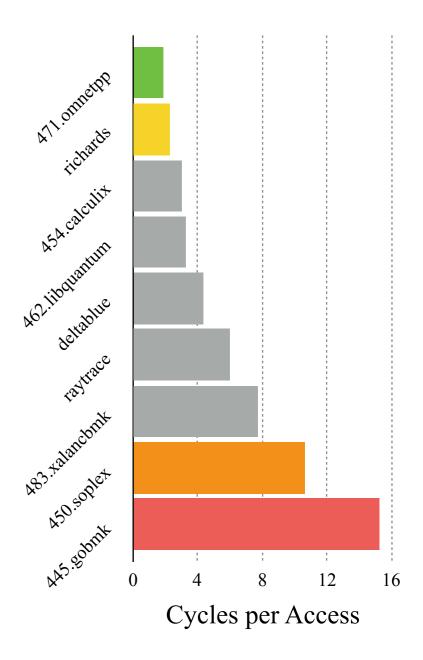
Experiment Metric: Accesses



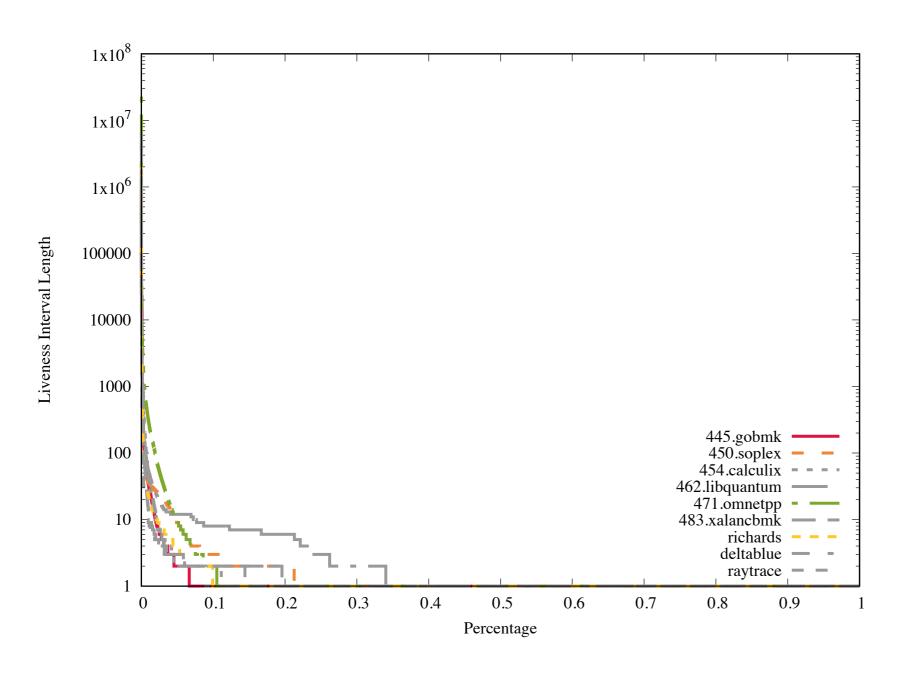


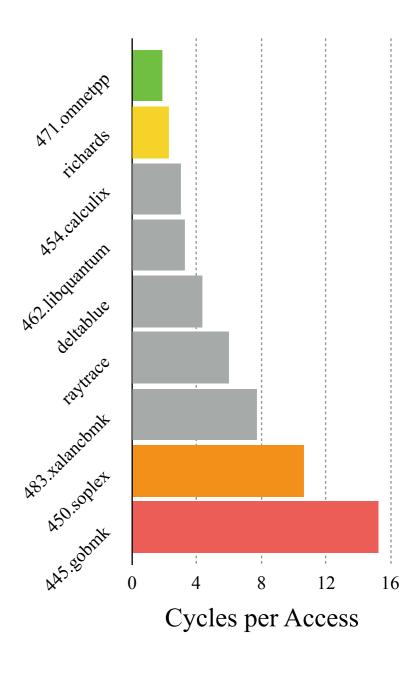
Experiment Metric: Access Distance



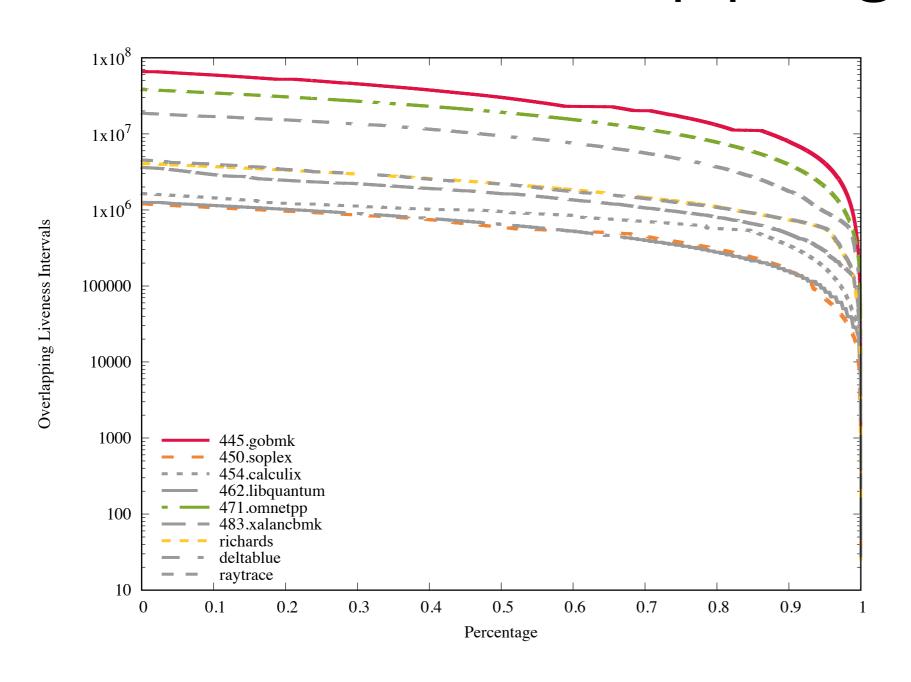


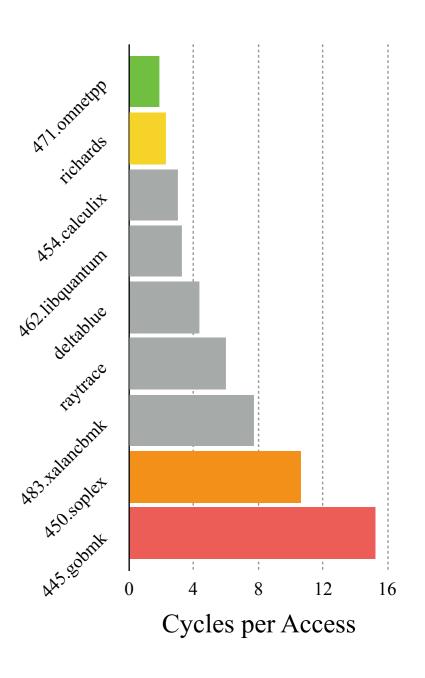
Experiment Metric: LI Length





Experiment Metric: Overlapping LI





Conclusion Metrics

445.gobmk

- Few accesses on the majority of address
- Nearly constant number of accesses
- Many overlapping liveness intervals

471.omnetpp

- Many accesses per address
- Few addresses with significantly more accesses
- Many overlapping liveness intervals

Conclusion

4 metrics

- accesses
- access distance
- liveness interval length
- overlapping liveness

9 benchmarks from2 benchmark suits

- SPEC 2006
- V8

The defined metrics illustrate tendencies for improvement rather than unique characteristics.

Thank you.

Q&A