

Featherlight Reuse-distance Measurement

APPENDIX

A. TIME REUSE TO STACK REUSE

RDX allocates several bins to include every sampled reuse pair with time distance falling into different ranges. Common to prior work [1, 2], the histogram uses the *logarithmic* scale for the bin size as the horizontal axis and the percentage of total sampled reuse pairs as the vertical axis.

With the time distance histogram, RDX leverages the existing technique [1] to approximate the reuse distance histogram. This section only shows the intuitive idea of this approximation. Considering a memory access sequence `aXXXXa`, the time distance of `a` is 5 while we have no idea how many distinct elements between `a`. If three time reuses are of distance 1 and one reuses is of distance 5, we definitely know there should be only two distinct elements between `a` by exhaustive searching.

However, this greedy method usually does not work for calculating the reuse distance of a common application, especially directly calculating the reuse distance of the specific reuse instance of an element. Thus we seek to a statistical model to calculate the probability of a specific reuse distance instead of obtaining the reuse distance of a specific reuse instance. Assuming that the probability of a data element is independent from others, whether a data element is accessed in a given time interval Δ is actually a Bernoulli process. Then the probability of having k distinct data elements in this Δ interval is

$$P(k, \Delta) = \binom{N}{k} P_{interval}(\Delta)^k (1 - P_{interval}(\Delta))^{(N-k)} \quad (4)$$

where $P_{interval}(\Delta)$ is the probability for a data element to appear in the interval Δ and N is total number of distinct data elements. To calculate $P_R(k)$ (the probability of having reuse distance k for the entire program), we need to consider all the possibilities of having reuse distance of k from the interval length ranging between 1 and T , where T is the total number of memory accesses. The probability of having time interval Δ can be obtained from the time reuse histogram, denoted as $P_T(\Delta)$. Thus we have

$$P_R(k) = \sum_{\Delta=1}^T P(k, \Delta) P_T(\Delta) \quad (5)$$

Since $P_{interval}(\Delta)$ can be derived from $P_T(\Delta)$ and the details can be found in [3], Equation (5) transforms time reuse histogram to stack reuse histogram.

Their later work [1] further developed the algorithm by extending each bar width of both time and stack reuse histograms from 1 to any arbitrary number, which is utilized in our work. Their evaluation shows that this model gives more than 99% accuracy as to cache block granularity.

B. INPUT OF SPEC CPU BENCHMARKS

We use *ref* input to run all SPEC CPU benchmarks but some have multiple inputs, which are distinguished with numerical suffixes such as `gcc-1`, `gcc-2`, etc. The actual mapping of these names are shown in Figure 13 and Figure 14.

C. STACK REUSE HISTOGRAMS OF SPEC CPU 2006 BENCHMARKS WITH OFF-BY-ONE PROBLEM

In SPEC CPU2006, `bwaves` (Figure 15), `leslie3d` (Figure 16), `sphinx3` (Figure 17), `GemsFDTD` (Figure 18), `lbm` (Figure 19), and `cactusADM` (Figure 20) have the off-by-one problem, which can be inferred from their stack reuse histograms.

D. STACK REUSE HISTOGRAMS OF SPEC CPU2017

We have plotted the stack reuse histograms of `perlbench_r` (Figure 21, Figure 22 and Figure 23), `gcc_r` (Figure 24, Figure 25, Figure 26, Figure 27 and Figure 28), `bwaves_r` (Figure 29, Figure 30, Figure 31 and Figure 32), `mcf_r` (Figure 33), `cactuBSSN_r` (Figure 34), `namd_r` (Figure 35), `povray_r` (Figure 36), `lbm_r` (Figure 37), `omnetpp_r` (Figure 38), `wrf_r` (Figure 39), `xalancbmk_r` (Figure 40), `x264_r` (Figure 41, Figure 42 and Figure 43), `blender_r` (Figure 44), `cam4_r` (Figure 45), `deepsjeng_r` (Figure 46), `imagemagick_r` (Figure 47), `leela_r` (Figure 48), `nab_r` (Figure 49), `exchange2_r` (Figure 50), `fotonik3d_r` (Figure 51), `roms_r` (Figure 52), `xz_r` (Figure 53, Figure 54 and Figure 55), `perlbench_s` (Figure 56, Figure 57 and Figure 58), `gcc_s` (Figure 59, Figure 60 and Figure 61), `bwaves_s` (Figure 62 and Figure 63), `mcf_s` (Figure 64), `cactuB-`

Benchmark	Input argument
perlbench-1	-I./lib checkspam.pl 2500 5 25 11 150 1 1 1 1
perlbench-2	-I./lib diffmail.pl 4 800 10 17 19 300
perlbench-3	-I./lib splitmail.pl 1600 12 26 16 4500
bzip2-1	input.source 280
bzip2-2	chicken.jpg 30
bzip2-3	liberty.jpg 30
bzip2-4	input.program 280
bzip2-5	text.html 280
bzip2-6	input.combined 200
gcc-1	166.i -o 166.s
gcc-2	200.i -o 200.s
gcc-3	c-typeck.i -o c-typeck.s
gcc-4	cp-decl.i -o cp-decl.s
gcc-5	expr.i -o expr.s
gcc-6	expr2.i -o expr2.s
gcc-7	g23.i -o g23.s
gcc-8	s04.i -o s04.s
gcc-9	scilab.i -o scilab.s
gamess-1	< cytosine.2.config
gamess-2	< h2ocu2+.gradient.config
gamess-3	< triazolium.config
gobmk-1	--quiet --mode gtp" < 13x13.tst
gobmk-2	--quiet --mode gtp" < nngs.tst
gobmk-3	--quiet --mode gtp" < score2.tst
gobmk-4	--quiet --mode gtp" < trevorc.tst
gobmk-5	--quiet --mode gtp" < trevord.tst
soplex-1	-s1 -e -m45000 pds-50.mps
soplex-2	-m3500 ref.mps
hmmer-1	nph3.hmm swiss41
hmmer-2	--fixed 0 --mean 500 --num 500000 --sd 350 --seed 0 retro.hmm
h264ref-1	-d foreman_ref_encoder_baseline.cfg
h264ref-2	-d foreman_ref_encoder_main.cfg
h264ref-3	-d sss_encoder_main.cfg
astar-1	BigLakes2048.cfg
astar-2	rivers.cfg

Figure 13: The input arguments of benchmarks which have several *ref* inputs for SPEC CPU 2006.

Benchmark	Input argument
perlbench_r-1	-I./lib checkspam.pl 2500 5 25 11 150 1 1 1 1
perlbench_r-2	-I./lib diffmail.pl 4 800 10 17 19 300
perlbench_r-3	-I./lib splitmail.pl 6400 12 26 16 100 0
gcc_r-1	gcc-pp.c -O3 -finline-limit=0 -fif-conversion -fif-conversion2 -o gcc-pp.opts-O3 -finline-limit_0 -fif-conversion -fif-conversion2.s
gcc_r-2	gcc-pp.c -O2 -finline-limit=36000 -fpic -o gcc-pp.opts-O2 -finline-limit_36000 -fpic.s
gcc_r-3	gcc-smaller.c -O3 -fipa-pta -o gcc-smaller.opts-O3 -fipa-pta.s
gcc_r-4	ref32.c -O5 -o ref32.opts-O5.s
gcc_r-5	ref32.c -O3 -fselective-scheduling -fselective-scheduling2 -o ref32.opts-O3 -fselective-scheduling -fselective-scheduling2.s
bwaves_r-1	bwaves_1 < bwaves_1.in
bwaves_r-2	bwaves_2 < bwaves_2.in
bwaves_r-3	bwaves_3 < bwaves_3.in
bwaves_r-4	bwaves_4 < bwaves_4.in
x264_r-1	--pass 1 --stats x264_stats.log --bitrate 1000 --frames 1000 -o BuckBunny_New.264 BuckBunny.yuv 1280x720
x264_r-2	--pass 2 --stats x264_stats.log --bitrate 1000 --dumppuv 200 --frames 1000 -o BuckBunny_New.264 BuckBunny.yuv 1280x720
x264_r-3	--seek 500 --dumppuv 200 --frames 1250 -o BuckBunny_New.264 BuckBunny.yuv 1280x720
xz_r-1	cpu2006docs.tar.xz 160 19cf30ae51eddcbefda78dd06014b4b96281456e078ca7c13e1c0c9e6a aea8dff3efb4ad6b0456697718ced6bd5454852652806a657bb56e07d 61128434b474 59796407 61004416 6
xz_r-2	cpu2006docs.tar.xz 250 055ce243071129412e9dd0b3b69a21654033a9b723d874b2015c774fac 1553d9713be561ca86f74e4f16f22e664fc17a79f30caa5ad2c04fbc44 7549c2810fae 23047774 23513385 6e
xz_r-3	input.combined.xz 250 a841f68f38572a49d86226b7ff5baeb31bd19dc637a922a972b2e6d125 7a890f6a544ecab967c313e370478c74f760eb229d4eeef8a8d2836d233 d3e9dd1430bf 40401484 41217675 7
perlbench_s-1	-I./lib checkspam.pl 2500 5 25 11 150 1 1 1 1
perlbench_s-2	-I./lib diffmail.pl 4 800 10 17 19 300
perlbench_s-3	-I./lib splitmail.pl 6400 12 26 16 100 0
gcc_s-1	gcc-pp.c -O5 -fipa-pta -o gcc-pp.opts-O5 -fipa-pta.s
gcc_s-2	gcc-pp.c -O5 -finline-limit=1000 -fselective-scheduling -fselective-scheduling2 -o gcc-pp.opts-O5 -finline-limit_1000 -fselective-scheduling -fselective-scheduling2.s
gcc_s-3	gcc-pp.c -O5 -finline-limit=24000 -fgcse -fgcse-las -fgcse-lm -fgcse-sm -o gcc-pp.opts-O5 -finline-limit_24000 -fgcse -fgcse-las -fgcse-lm -fgcse-sm.s
bwaves_s-1	bwaves_1 < bwaves_1.in
bwaves_s-2	bwaves_2 < bwaves_2.in
x264_s-1	--pass 1 --stats x264_stats.log --bitrate 1000 --frames 1000 -o BuckBunny_New.264 BuckBunny.yuv 1280x720
x264_s-2	--pass 2 --stats x264_stats.log --bitrate 1000 --dumppuv 200 --frames 1000 -o BuckBunny_New.264 BuckBunny.yuv 1280x720
x264_s-3	--seek 500 --dumppuv 200 --frames 1250 -o BuckBunny_New.264 BuckBunny.yuv 1280x720
xz_s-1	cpu2006docs.tar.xz 6643 055ce243071129412e9dd0b3b69a21654033a9b723d874b2015c774fac 1553d9713be561ca86f74e4f16f22e664fc17a79f30caa5ad2c04fbc44 7549c2810fae 1036078272 1111795472 4
xz_s-2	cpu2006docs.tar.xz 1400 19cf30ae51eddcbefda78dd06014b4b96281456e078ca7c13e1c0c9e6a aea8dff3efb4ad6b0456697718ced6bd5454852652806a657bb56e07d 61128434b474 536995164 539938872 8

Figure 14: The input arguments of benchmarks which have several *ref* inputs for SPEC CPU 2017.

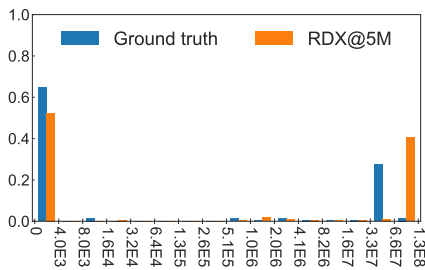


Figure 15: Stack reuse histogram of bwaves.

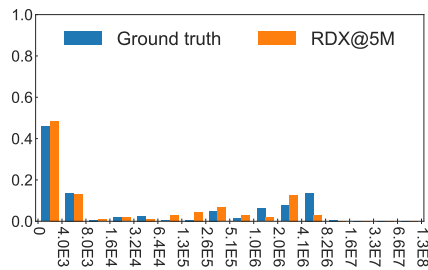


Figure 16: Stack reuse histogram of leslie3d.

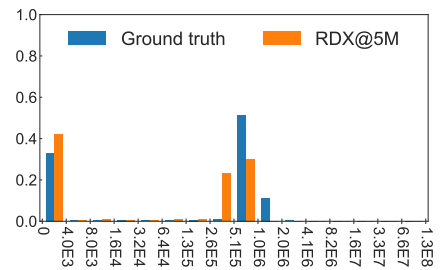


Figure 17: Stack reuse histogram of sphinx3.

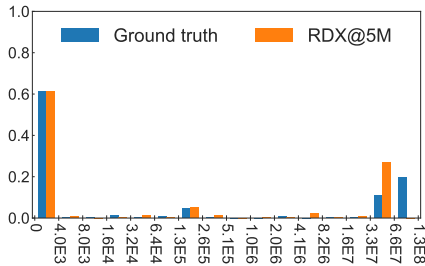


Figure 18: Stack reuse histogram of GemsFDTDs.

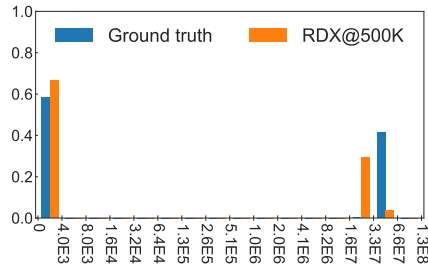


Figure 19: Stack reuse histogram of lbm.

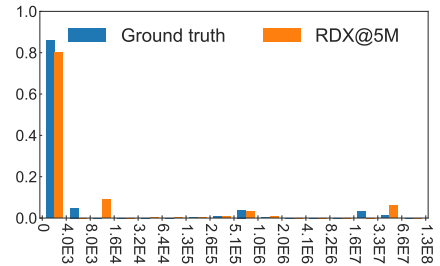


Figure 20: Stack reuse histogram of cactusADM.

SSN_s (Figure 65), lbm_s (Figure 66), omnetpp_s (Figure 67), wrf_s (Figure 68), xalancbmk_s (Figure 69), x264_s (Figure 70, Figure 71 and Figure 72), cam4_s (Figure 73), pop2_s (Figure 74), deepsjeng_s (Figure 75), imagick_s (Figure 76), leela_s (Figure 77), nab_s (Figure 78), exchange2_s (Figure 79), fotonik3d_s (Figure 80), roms_s (Figure 81), xz_s (Figure 82 and Figure 83) from SPEC CPU2017.

5. REFERENCES

- [1] X. Shen, J. Shaw, and B. Meeker, “Accurate approximation of locality from time distance histograms,” tech. rep., Technical Report TR902, Computer Science Department, University of Rochester, 2006.
- [2] E. Berg and E. Hagersten, “Statcache: a probabilistic approach to efficient and accurate data locality analysis,” in *Performance Analysis of Systems and Software, 2004 IEEE International Symposium on-ISPASS*, pp. 20–27, IEEE, 2004.
- [3] X. Shen, J. Shaw, B. Meeker, and C. Ding, “Locality approximation using time,” in *Proc. of the 34th annual ACM SIGPLAN-SIGACT Symposium on Principles Of Programming Languages*, POPL ’07, (New York, NY, USA), pp. 55–61, ACM, 2007.

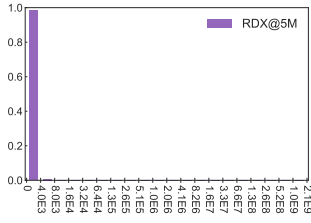


Figure 21: Stack reuse histogram of perlbench_r-1.

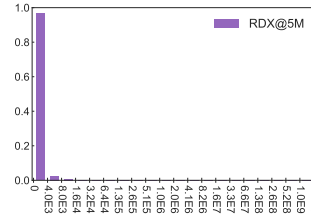


Figure 22: Stack reuse histogram of perlbench_r-2.

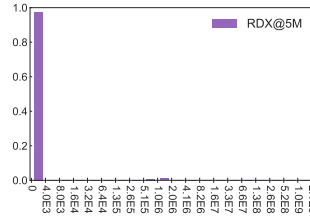


Figure 23: Stack reuse histogram of perlbench_r-3.

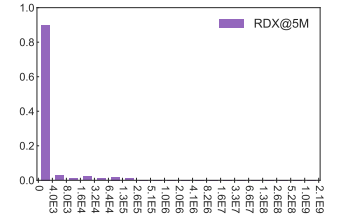


Figure 24: Stack reuse histogram of gcc_r-1.

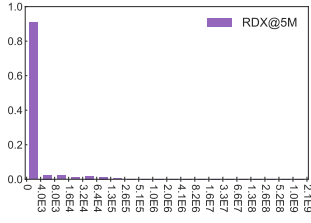


Figure 25: Stack reuse histogram of gcc_r-2.

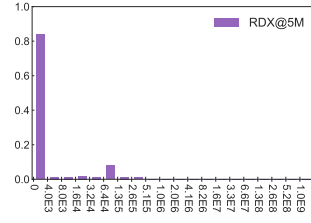


Figure 26: Stack reuse histogram of gcc_r-3.

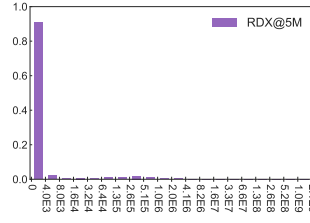


Figure 27: Stack reuse histogram of gcc_r-4.

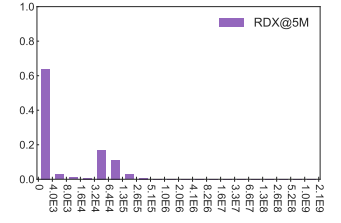


Figure 28: Stack reuse histogram of gcc_r-5.

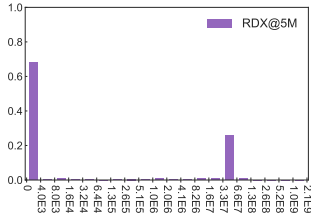


Figure 29: Stack reuse histogram of bwaves_r-1.

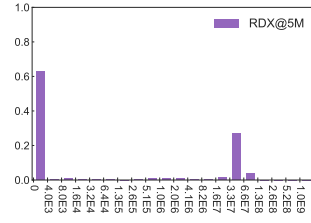


Figure 30: Stack reuse histogram of bwaves_r-2.

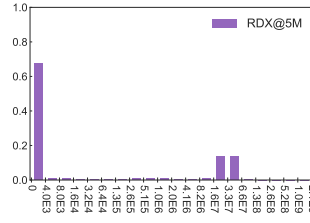


Figure 31: Stack reuse histogram of bwaves_r-3.

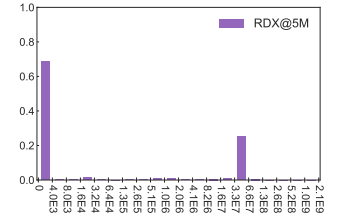


Figure 32: Stack reuse histogram of bwaves_r-4.

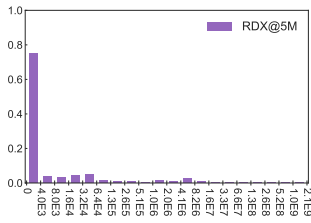


Figure 33: Stack reuse histogram of mcf_r.

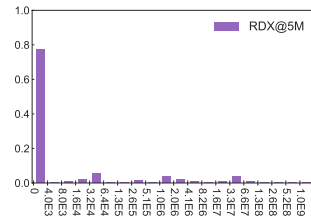


Figure 34: Stack reuse histogram of cactuBSSN_r.

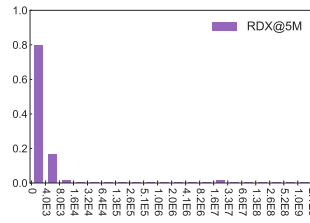


Figure 35: Stack reuse histogram of namd_r.

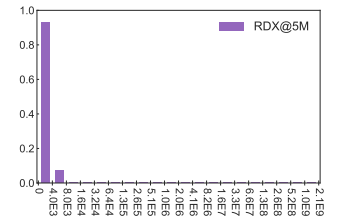


Figure 36: Stack reuse histogram of povray_r.

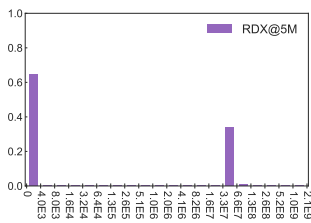


Figure 37: Stack reuse histogram of lbm_r.

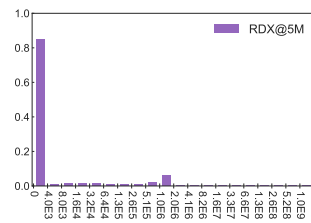


Figure 38: Stack reuse histogram of omnetpp_r.

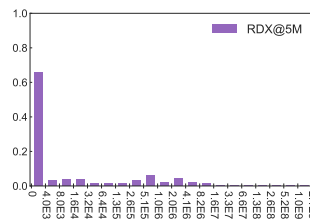


Figure 39: Stack reuse histogram of wrf_r.

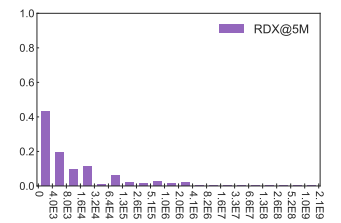


Figure 40: Stack reuse histogram of xalancbmk_r.

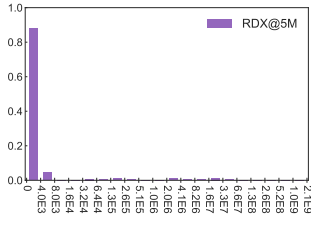


Figure 41: Stack reuse histogram of x264_r-1.

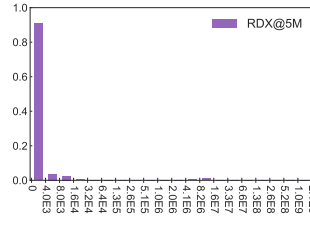


Figure 42: Stack reuse histogram of x264_r-2.

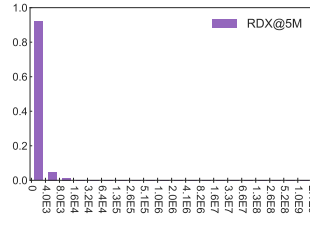


Figure 43: Stack reuse histogram of x264_r-3.

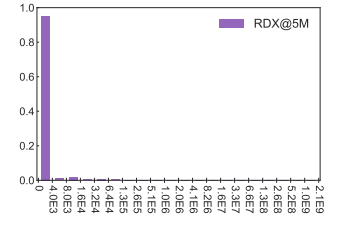


Figure 44: Stack reuse histogram of blender_r.

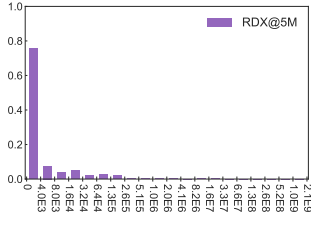


Figure 45: Stack reuse histogram of cam4_r.

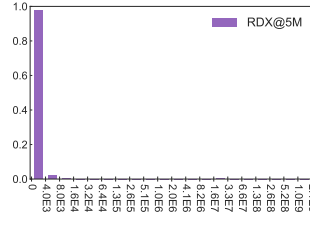


Figure 46: Stack reuse histogram of deep-sjeng_r.

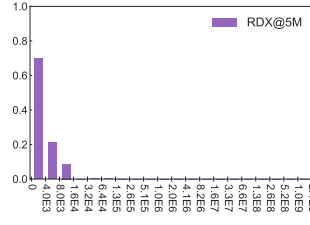


Figure 47: Stack reuse histogram of imagick_r.

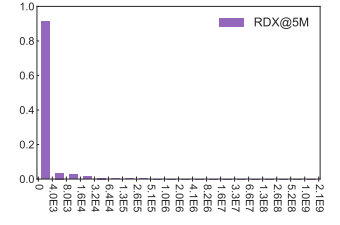


Figure 48: Stack reuse histogram of leela_r.

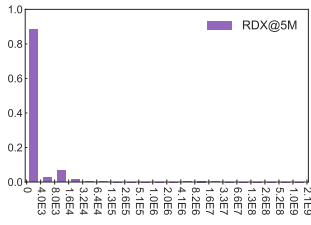


Figure 49: Stack reuse histogram of nab_r.

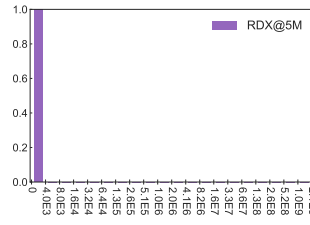


Figure 50: Stack reuse histogram of exchange2_r.

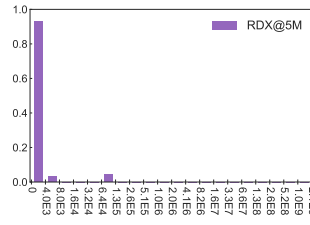


Figure 51: Stack reuse histogram of fotonik3d_r.

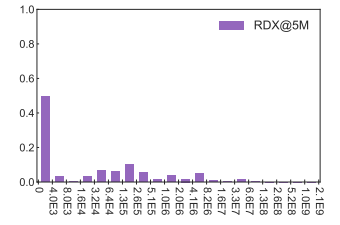


Figure 52: Stack reuse histogram of roms_r.

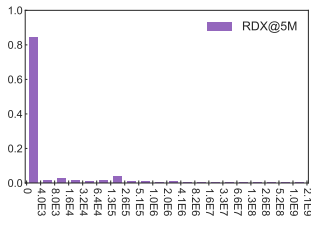


Figure 53: Stack reuse histogram of xz_r-1.

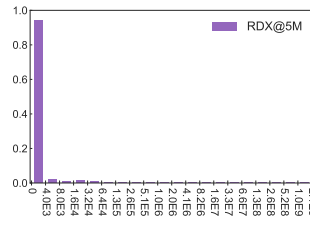


Figure 54: Stack reuse histogram of xz_r-2.

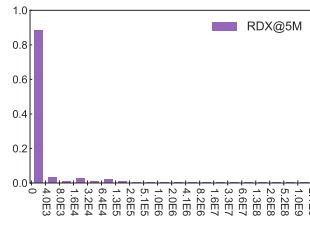


Figure 55: Stack reuse histogram of xz_r-3.

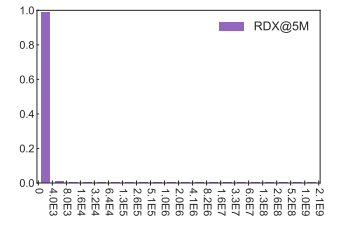


Figure 56: Stack reuse histogram of perlbench_s-1.

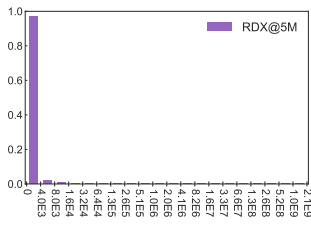


Figure 57: Stack reuse histogram of perlbench_s-2.

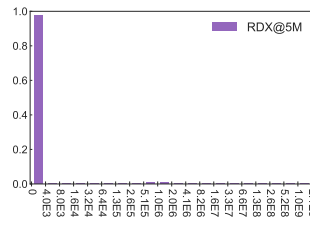


Figure 58: Stack reuse histogram of perlbench_s-3.

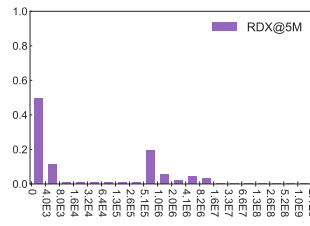


Figure 59: Stack reuse histogram of gcc_s-1.

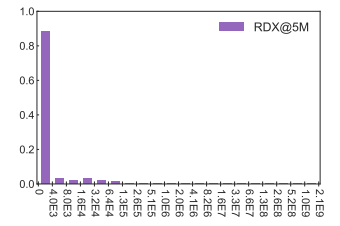


Figure 60: Stack reuse histogram of gcc_s-2.

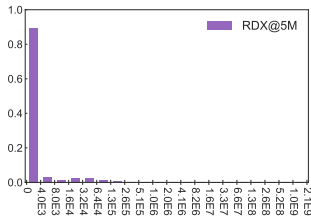


Figure 61: Stack reuse histogram of gcc_s-3.

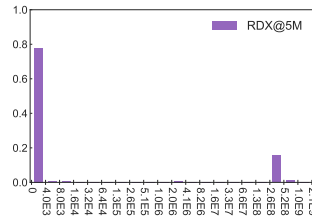


Figure 62: Stack reuse histogram of bwaves_s-1.

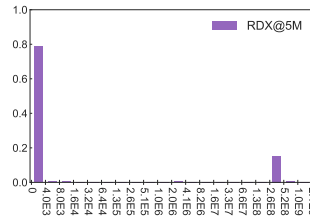


Figure 63: Stack reuse histogram of bwaves_s-2.

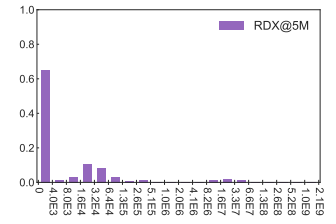


Figure 64: Stack reuse histogram of mcf_s.

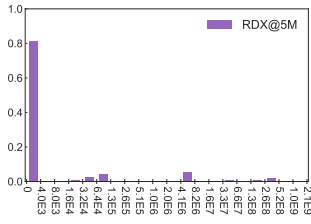


Figure 65: Stack reuse histogram of cactuB-SSN_s.

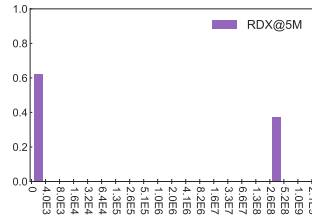


Figure 66: Stack reuse histogram of lbm_s.

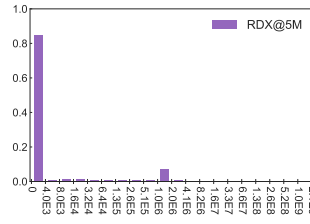


Figure 67: Stack reuse histogram of omnetpp_s.

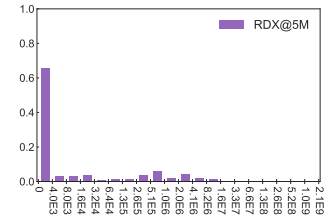


Figure 68: Stack reuse histogram of wrf_s.

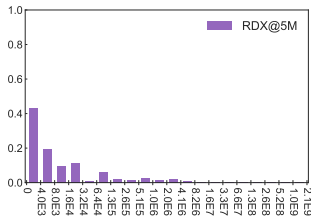


Figure 69: Stack reuse histogram of xalancbmk_s.

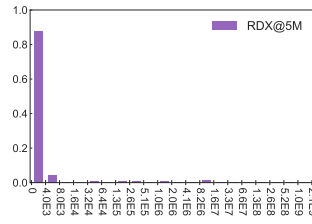


Figure 70: Stack reuse histogram of x264_s-1.

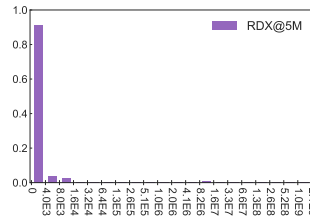


Figure 71: Stack reuse histogram of x264_s-2.

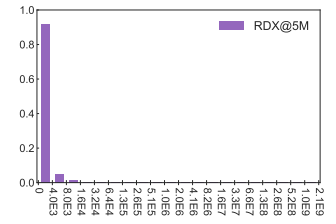


Figure 72: Stack reuse histogram of x264_s-3.

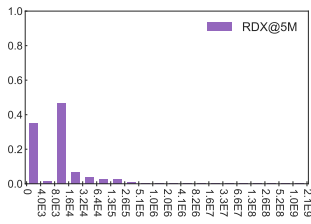


Figure 73: Stack reuse histogram of cam4_s.

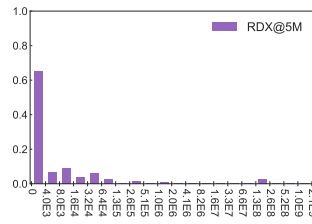


Figure 74: Stack reuse histogram of pop2_s.

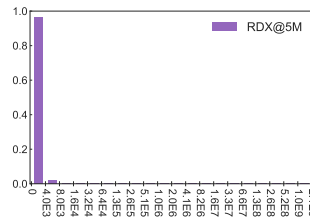


Figure 75: Stack reuse histogram of deep-sjeng_s.

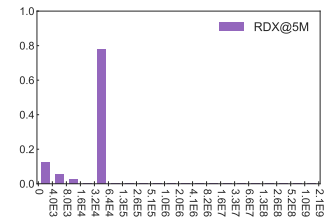


Figure 76: Stack reuse histogram of imagick_s.

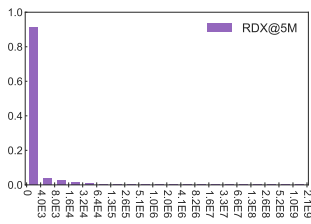


Figure 77: Stack reuse histogram of leela_s.

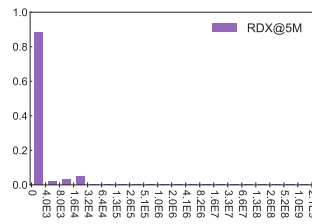


Figure 78: Stack reuse histogram of nab_s.

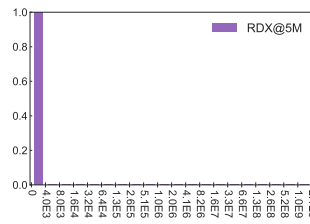


Figure 79: Stack reuse histogram of exchange2_s.

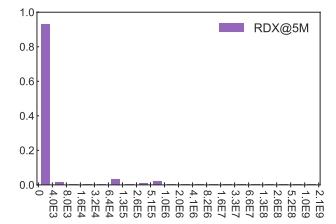


Figure 80: Stack reuse histogram of fotonik3d_s.

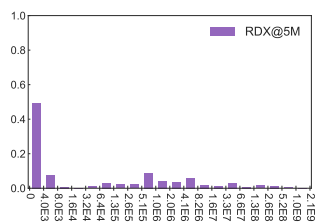


Figure 81: Stack reuse histogram of roms_s.

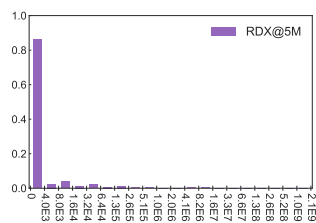


Figure 82: Stack reuse histogram of xz_s-1.

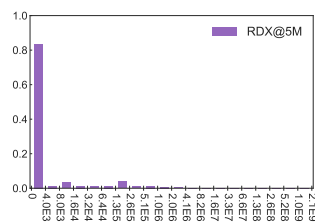


Figure 83: Stack reuse histogram of xz_s-2.