

Compression IOI by Uğur Çayoğlu

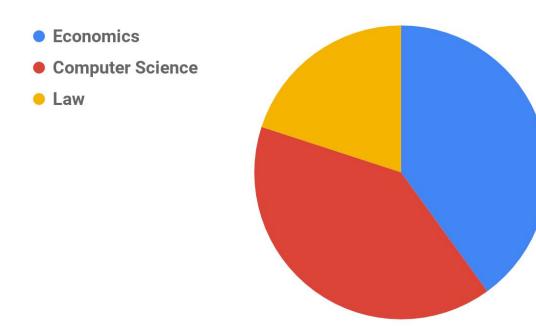
13. February 2020

STEINBUCH CENTRE FOR COMPUTING (SCC) & INSTITUTE FOR METEOROLOGY AND CLIMATE RESEARCH (IMK-ASF)

Me, myself and I



Studied Information Management and Engineering @ KIT





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- Studied Information Management and Engineering @ KIT
- Bachelor thesis:
 - Improve Collaboration Between Marketing and Sales and Analyze the Impact on the Quality of Customer Data in the Enterprise



Me, myself and I



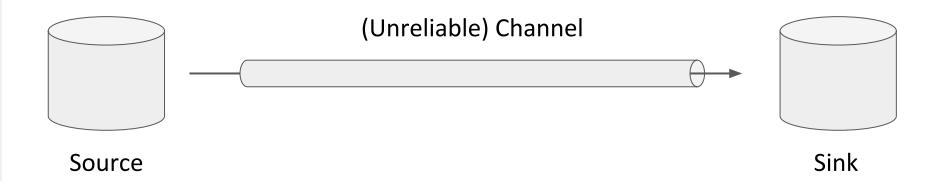
- Master thesis:
 - Conceptualization and Prototypical Implementation of a Tool to Determine the Optimal XML Similarity
 Measurement
- Doctoral thesis:
 - Compression Methods for Structured Floating Point Data and their Application in Climate Research

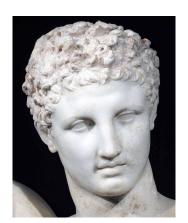


History



- Compression has its origin in communication technology
- Hence compression == source coding







Source [A]



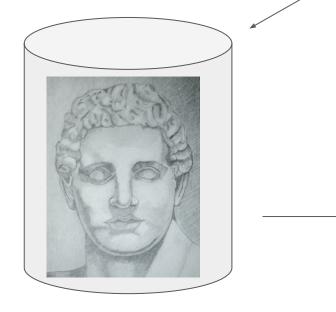


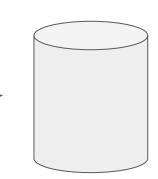


Source [B]



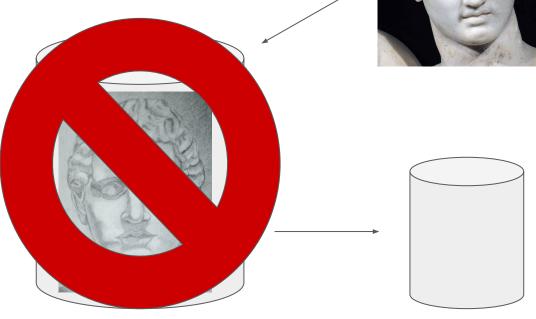








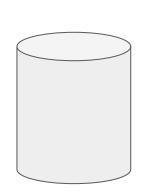




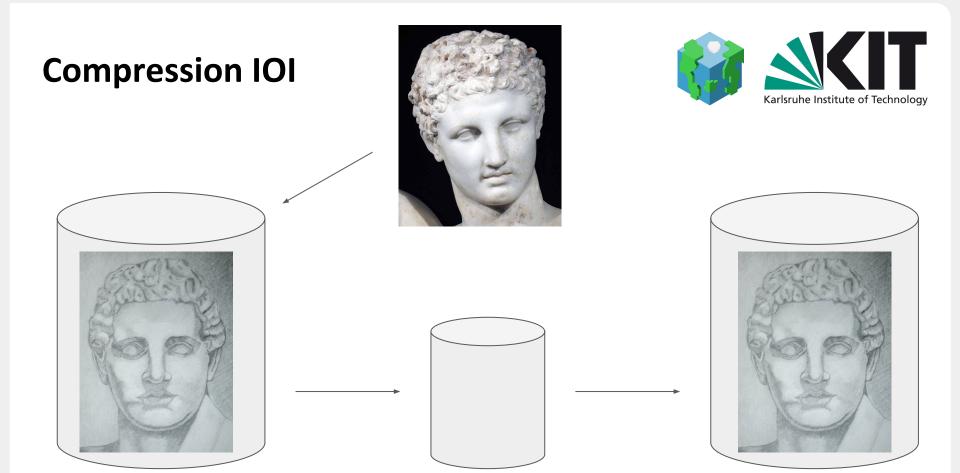










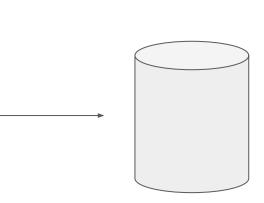


Lossless compression







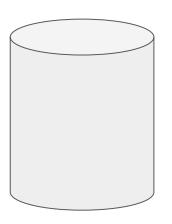




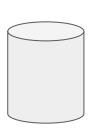
Lossy compression

Source [B]

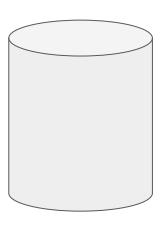








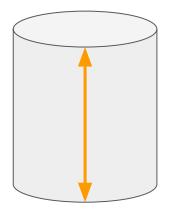
Encoded data



Decoded data

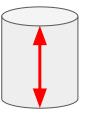


Size of original data

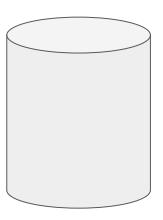


Original data

Size of encoded data



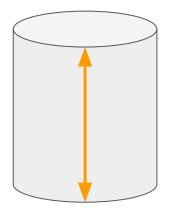
Encoded data



Decoded data

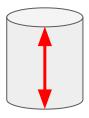


Size of original data

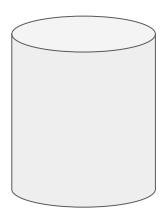


Original data

Size of encoded data



Encoded data

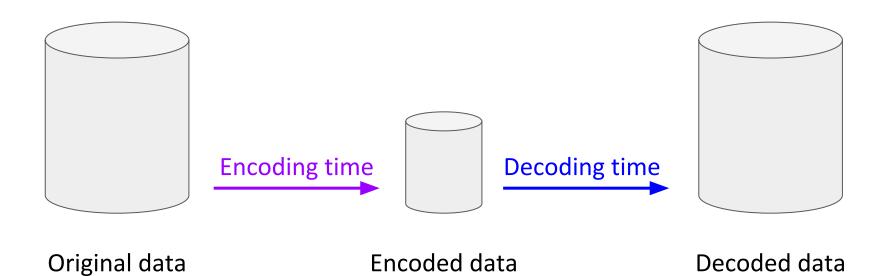


Decoded data



Compression Factor [no dimension]



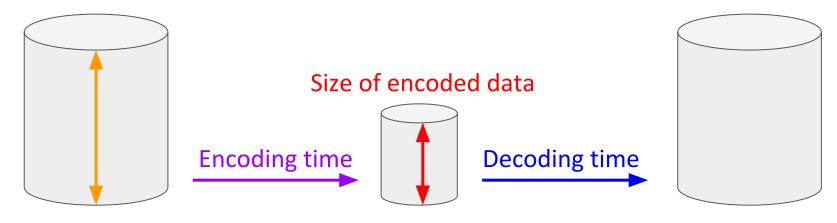


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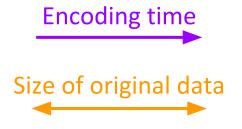
Size of original data



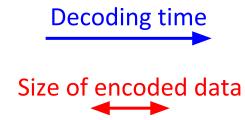
Original data

Encoded data

Decoded data



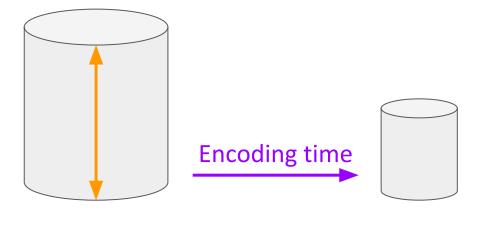
Encoding
Throughput
[Bytes/sec]



Decoding
Throughput
[Bytes/sec]

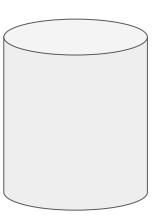


Size of original data

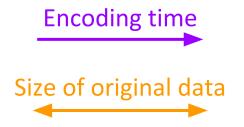




Encoded data



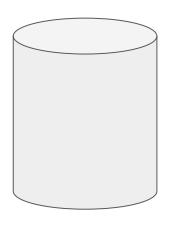
Decoded data



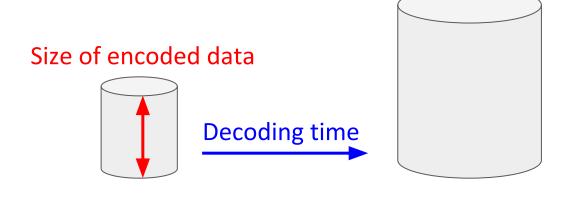
Encoding
Throughput
[Bytes/sec]



Decoded data



Original data



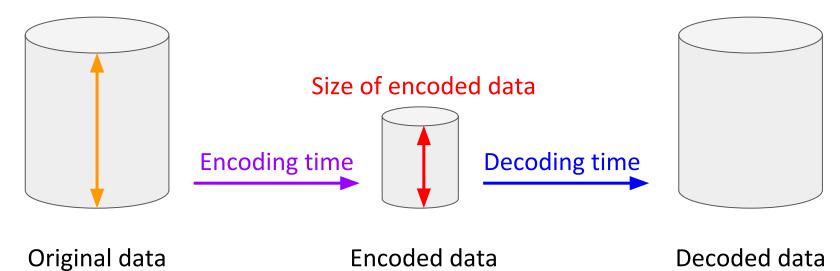
Encoded data







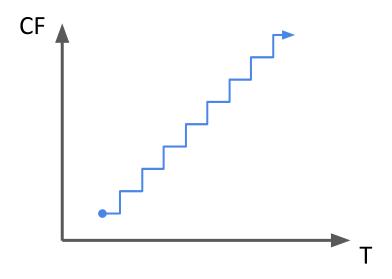
Size of original data



Compression Factor (CF) [no dimension]

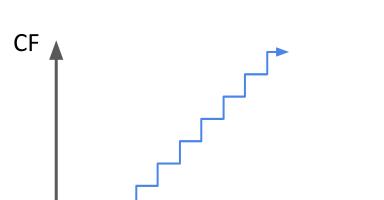
Throughput (T)
[Bytes/sec]

Iterative Process

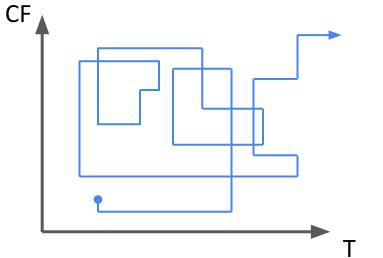




Iterative Process



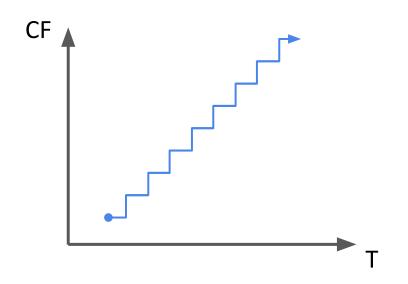


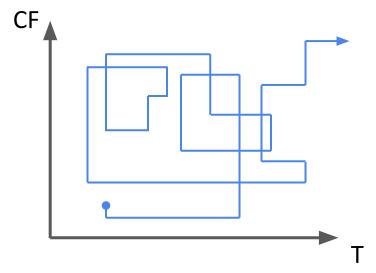


Iterative Process

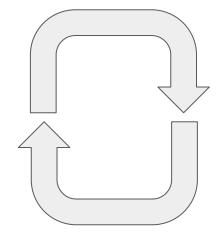








Compression Factor (CF) [no dimension]



Throughput (T) [Bytes/sec]





Past	Present	Future	Far Future
Compression Factor	Throughput	Compression Factor	Throughput
Understanding the information and intrinsic structure of the data	Research of data structures and algorithms	AI/ML methods for understanding of interdependencies	•••
Custom scientific field	Applied computer science	Custom + related scientific field	





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Applied computer Custom + related

scientific field

Domain

knowledge

science



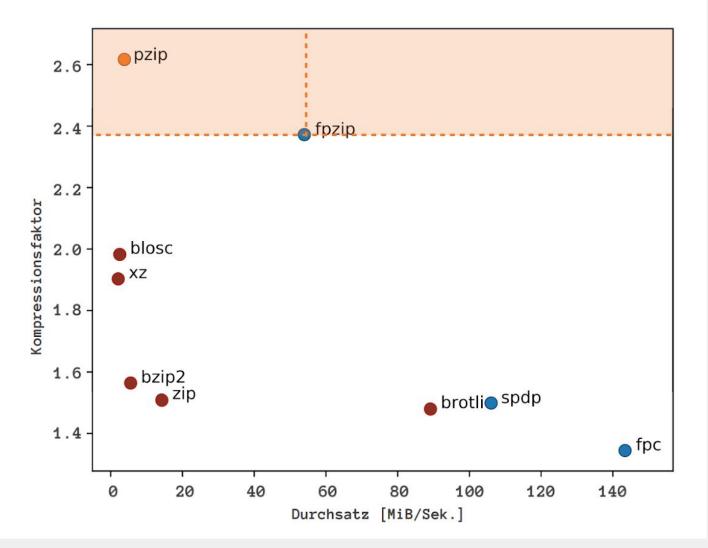


Past

Compression Factor

Understanding the information and intrinsic structure of the data

Domain knowledge





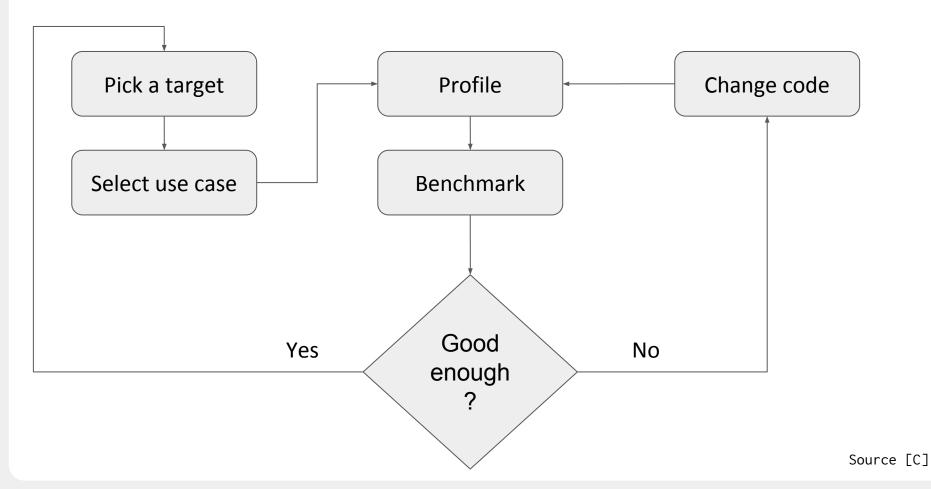


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Workflow for optimizing throughput or compression factor





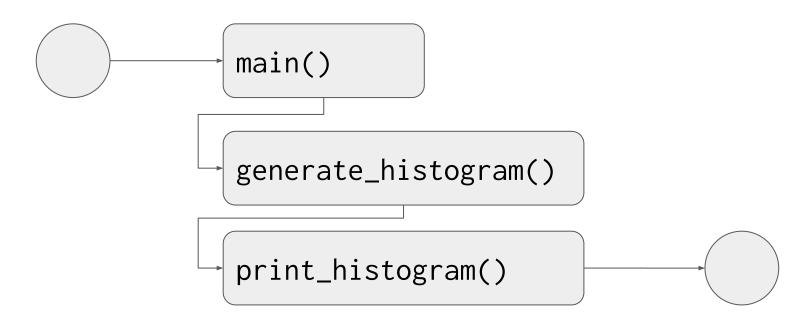




- Profiling: Analysis of the program as a whole (might be split down to function level)
- Benchmarking: Comparison of evolutions/versions of functions



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- Benchmarking: Comparison of evolutions/versions of functions

generate_histogram()

fast_histogram()

instant_histogram()





- Profiling: Analysis of the program as a whole (might be split down to function level)
 - o hyperfine (time)
 - valgrind (time + memory)
 - o gnu time (time + memory)
- Definitely worth looking into ...
 - o <u>flamegraph</u>
 - perf
 - *not-perf
 - *cargo-instruments

based on [C]



- Benchmarking: Comparison of evolutions/versions of functions
 - Very specific for each programming language
 - No general recommendation possible
 - Rust: <u>criterion</u>

Demo time

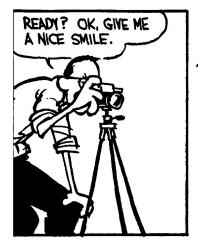


- Profile I/O of my laptop
- First generate some random data
- Copy this data from a to b
- Profile different copy commands
 - o cp
 - \circ dd
 - o rsync
- Applications we will use
 - o <u>hyperfine</u> (time)
 - valgrind (time + memory)
 - o gnu time (time + memory)

That's all folks







THAT'S GOOD. ONE ... TWO ...







I DON'T HAVE MUCH FILM LEFT, SO STOP MAKING FACES WHEN I TAKE THE PICTURE, OR YOUR NAME'S MUD.

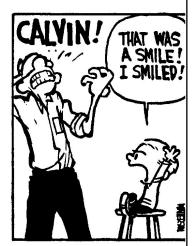


YOU COULD'VE BEEN DONE
20 MINUTES AGO IF YOU'D
JUST COOPERATED. NOW
GIVE ME A SMILE AND HOLD
IT FOR TWO SECONDS.



CLICK





Source [Z]

Sources



- [Z] <u>Calvin Photoshoot</u>
- [A] <u>Greece Olympia Marble Statue</u>
- [B] https://drawingacademy.com/drawing-progress
- [C] https://fosdem.org/2020/schedule/event/rust_optimizing_rav1e/