

<more ops>

C[i\*N + j] C[i\*N + j + 1]

C[(i+1)\*N + j]

C[(i+1)\*N + j + 1] = t20;

Compiler does not do well:

instruction scheduling

Enables register allocation and

- often illegal
- many choices

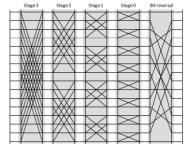
Ugly and fast

= t18;

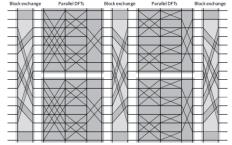
= t19;

store

# Optimization for Parallelism (Threads)



Parallelism is present, but is not in the "right shape"



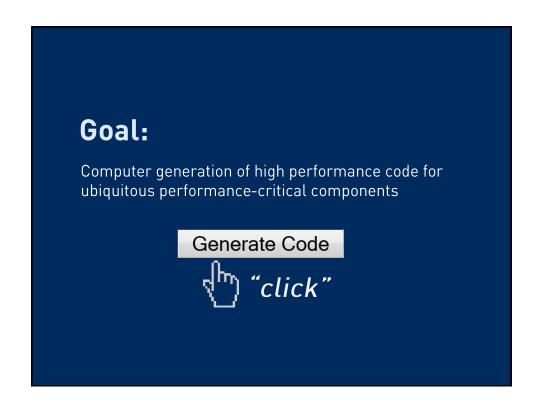
Restructured for locality and parallelism (shared memory, 2 cores, 2 elements per cache line)

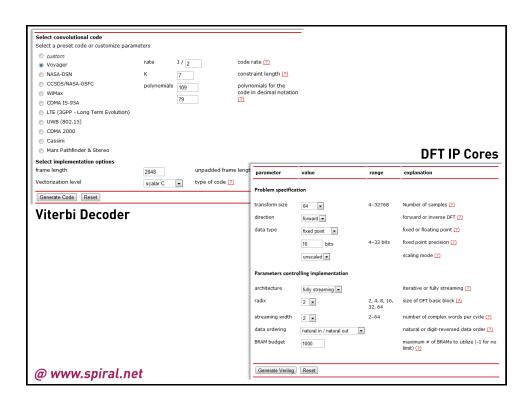
#### Compiler usually does not do

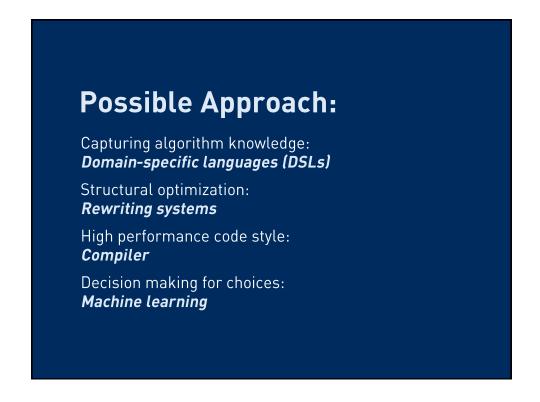
- analysis may be unfeasible
- may require algorithm changes
- may require domain knowledge
- may require processor parameters

Current practice: Thousands of programmers re-implement and re-optimize the same functionality for every new processor and for every new processor generation

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## **Linear Transforms**

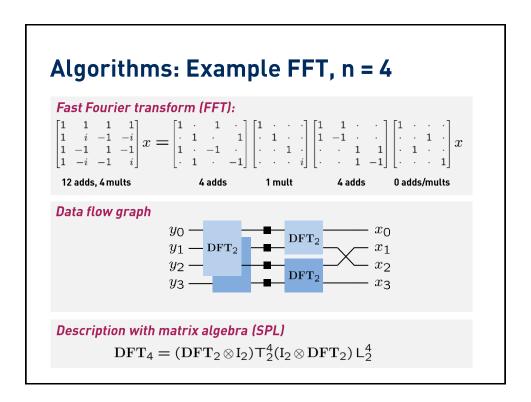
$$\begin{pmatrix} y_0 \\ y_1 \\ \vdots \\ y_{n-1} \end{pmatrix} = y = Tx$$

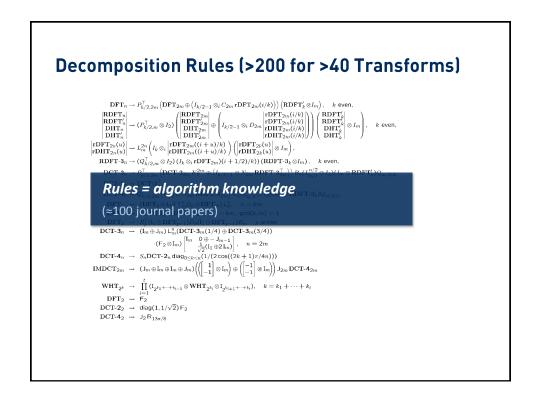
$$T \cdot \qquad \qquad x = \begin{pmatrix} x_0 \\ x_1 \\ \vdots \\ x_{n-1} \end{pmatrix}$$

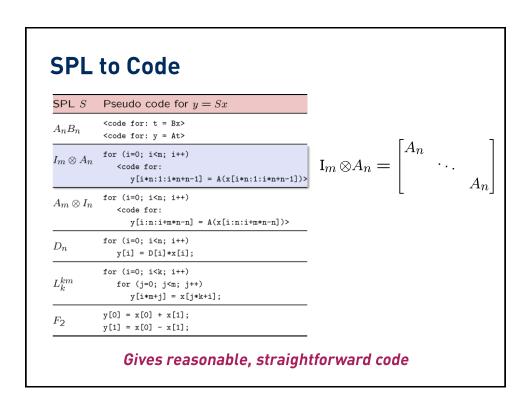
Output

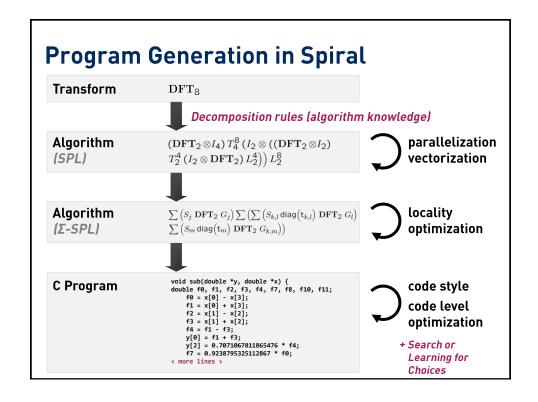
Input

**Example:** 
$$T = DFT_n = [e^{-2k\ell\pi i/n}]_{0 \le k, \ell < n}$$









## SPL to Shared Memory Code: Basic Idea

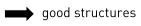
#processors = p = 4



$$y = (I_p \otimes A)x$$

cache block size  $= \mu = 2$ 

**Rewriting:** Bad structures good structures

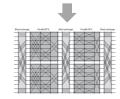


# **Example: SMP Parallelization**

Franchetti, Voronenko & P, SC 2006

$$\underbrace{\mathsf{DFT}_{mn}}_{\mathsf{smp}(p,\mu)} \to \underbrace{\left((\mathsf{DFT}_m \otimes \mathsf{I}_n) \mathsf{T}_n^{mn} (\mathsf{I}_m \otimes \mathsf{DFT}_n) \mathsf{L}_m^{mn}\right)}_{\mathsf{smp}(p,\mu)}$$

$$\rightarrow \underbrace{\left(\mathbf{DFT}_m \otimes \mathbf{I}_n\right)}_{\mathsf{smp}(p,\mu)} \underbrace{\mathsf{T}_n^{mn}}_{\mathsf{smp}(p,\mu)} \underbrace{\left(\mathbf{I}_m \otimes \mathbf{DFT}_n\right)}_{\mathsf{smp}(p,\mu)} \underbrace{\mathsf{L}_m^{nm}}_{\mathsf{smp}(p,\mu)}$$



$$\rightarrow \underbrace{\left( (\mathsf{L}_{m}^{mp} \otimes \mathsf{I}_{n/p\mu}) \otimes \mathsf{I}_{\mu} \right) \left( \mathsf{I}_{p} \otimes (\mathbf{DFT}_{m} \otimes \mathsf{I}_{n/p}) \right) \left( (\mathsf{L}_{p}^{mp} \otimes \mathsf{I}_{n/p\mu}) \otimes \mathsf{I}_{\mu} \right)}_{\left( \bigoplus_{i=0}^{p-1} || \mathsf{T}_{n}^{mn,i} \right) \left( \mathsf{I}_{p} \otimes (\mathsf{I}_{m/p} \otimes \mathbf{DFT}_{n}) \right) \left( \mathsf{I}_{p} \otimes \mathsf{L}_{m/p}^{mn/p} \right) \left( (\mathsf{L}_{p}^{pn} \otimes \mathsf{I}_{m/p\mu}) \otimes \mathsf{I}_{\mu} \right)$$

load-balanced, no false sharing

One rewriting system for every platform paradigm:

SIMD, distributed memory parallelism, FPGA, ...







## Vectorization:



#### **GPUs:**

$$\begin{split} \underbrace{\left(\mathbf{DFT}_{r^k}\right)}_{\mathbf{gpu}(t,c)} & \rightarrow & \underbrace{\left(\prod_{i=0}^{k-1} \mathbf{L}_r^{r^k} \left(\mathbf{I}_{r^{k-1}} \otimes \mathbf{DFT}_r\right) \left(\mathbf{L}_{r^{k-i-1}}^{r^k} (\mathbf{I}_{r^k} \otimes \mathbf{T}_{r^{k-i-1}}^{r^{k-i-1}}) \frac{\mathbf{L}_{r^{k+i-1}}^{r^k}}{\mathbf{vec}(c)}\right) \mathbf{R}_r^{r^k}}_{\mathbf{gpu}(t,c)} \\ & \cdots \\ & \rightarrow & \underbrace{\left(\prod_{i=0}^{k-1} (\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{I}_2) \left(\mathbf{I}_{r^{n-1/2}} \otimes \mathbf{v} (\mathbf{DFT}_r \otimes \mathbf{I}_2) \mathbf{L}_r^{2r}\right) \mathbf{T}_i}_{\mathbf{sho}(t,c)} \right)}_{\mathbf{sho}(t,c)} \mathbf{C}_r^{r^{i-1}} \otimes \mathbf{I}_2 (\mathbf{I}_{r^{n-1/2}} \otimes \mathbf{v} \otimes \mathbf{L}_{r^{n-1/2}}^{2r}) \left(\mathbf{R}_r^{r^{i-1}} \otimes \mathbf{I}_r\right) \\ & \underbrace{\left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{I}_2\right) \left(\mathbf{I}_{r^{n-1/2}} \otimes \mathbf{v} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{R}_r^{r^{i-1}} \otimes \mathbf{I}_r\right)}_{\mathbf{sho}(t,c)} \\ & \underbrace{\left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{I}_2\right) \left(\mathbf{I}_{r^{n-1/2}} \otimes \mathbf{v} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{R}_r^{r^{i-1}} \otimes \mathbf{I}_r\right)}_{\mathbf{sho}(t,c)} \mathbf{I}_r^{r^{i}} \\ & \underbrace{\left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{I}_2\right) \left(\mathbf{I}_{r^{n-1/2}} \otimes \mathbf{v} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{R}_r^{r^{i-1}} \otimes \mathbf{I}_r\right)}_{\mathbf{sho}(t,c)} \mathbf{I}_r^{r^{i}} \\ & \underbrace{\left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{I}_2\right) \left(\mathbf{L}_r^{r^{i-1/2}} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{R}_r^{r^{i-1/2}} \otimes \mathbf{L}_r^{2r}\right)}_{\mathbf{sho}(t,c)} \mathbf{I}_r^{r^{i}} \\ & \underbrace{\left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{I}_2\right) \left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{L}_r^{2r}\right) \mathbf{L}_r^{r^{i}}}_{\mathbf{sho}(t,c)} \mathbf{I}_r^{r^{i}} \\ & \underbrace{\left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{L}_r^{2r}\right) \left(\mathbf{L}_r^{r^{i/2}} \otimes \mathbf{L}_r^{2r}\right) \mathbf{L}_r^{r^{i}}}_{\mathbf{sho}(t,c)} \mathbf{L}_r^{r^{i}} \mathbf{L$$

 $\left(\bigoplus_{i=1}^{p-1} ||T_n^{mn,i}|\right) \left(|I_p \otimes_{||} (I_{m/p} \otimes DFT_n)\right) \left(|I_p \otimes_{||} ||L_{m/p}^{mn/p}|\right) \left(|L_p^{pn} \otimes I_{m/p\mu}| \otimes_{\mu} I_{\mu}\right)$ 

#### **Verilog for FPGAs:**



- Rigorous, correct by construction
- Overcomes compiler limitations

# **Challenge: General Size Libraries**

#### So far:

Code specialized to fixed input size

```
DFT_384(x, y) {
    ...
    for(i = ..) {
        t[2i] = x[2i] + x[2i+1]
        t[2i+1] = x[2i] - x[2i+1]
    }
    ...
}
```

- Algorithm fixed
- · Nonrecursive code

### Challenge:

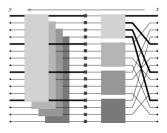
Library for general input size

```
DFT(n, x, y) {
    ...
    for(i = ...) {
        DFT_strided(m, x+mi, y+i, 1, k)
     }
    ...
}
```

- Algorithm cannot be fixed
- Recursive code
- Creates many challenges

## **Challenge: Recursive Steps Needed**

$$y = (\mathbf{DFT}_k \otimes I_m) T_m^{km} (I_k \otimes \mathbf{DFT}_m) L_k^{km} x$$



Implementation that increases locality (e.g., FFTW 2.x)

```
void DFT(int n, cpx *y, cpx *x) {
  int k = choose_dft_radix(n);

for (int i=0; i < k; ++i)
  DFTrec(m, y + m*i, x + i, k, 1);
  for (int j=0; j < m; ++j)
  DFTscaled(k, y + j, t[j], m);
}</pre>
```

### $\Sigma$ -SPL : Basic Idea

Four additional matrix constructs:  $\Sigma$ , G, S, Perm

 $\Sigma$ (sum) matrix sum (explicit loop)

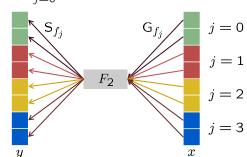
 $G_f$  (gather) load data with index mapping f $S_f$  (scatter) store data with index mapping f

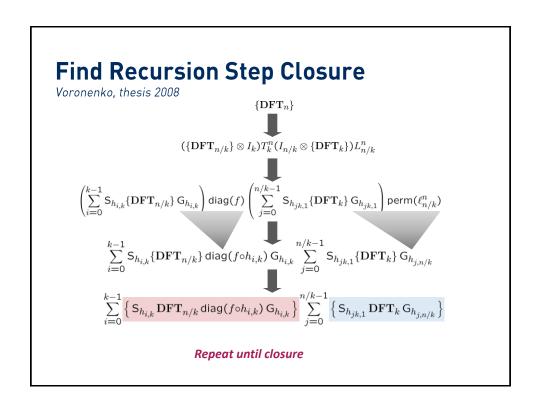
 $\frac{Perm_f}{}$  permute data with the index mapping f

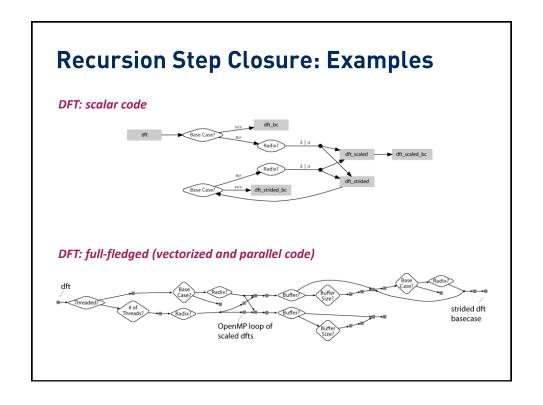
 $\Sigma$ -SPL formulas = matrix factorizations

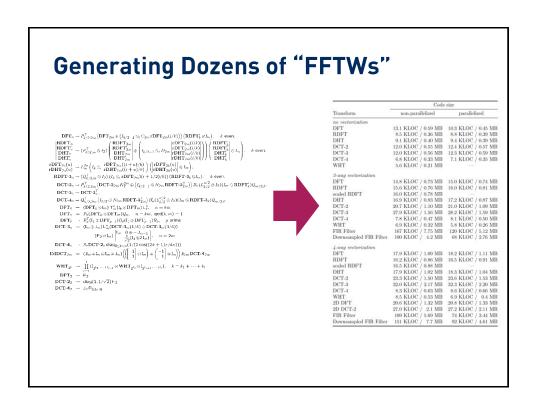
**Example:** 
$$y = (I_4 \otimes F_2)x \rightarrow y = \sum_{j=0}^{3} S_{f_j} F_2 G_{f_j} x$$

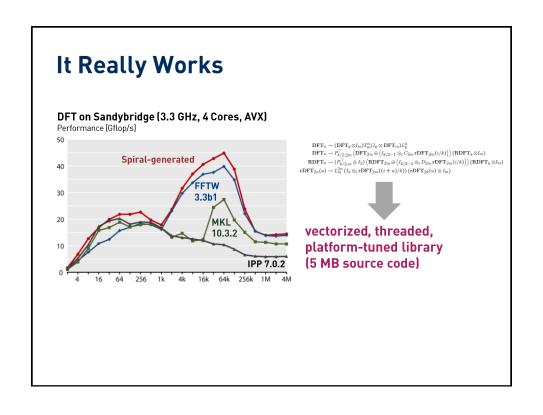
$$y = \begin{bmatrix} F_2 & & & \\ & F_2 & & \\ & & F_2 & \\ & & & F_2 \end{bmatrix} x$$

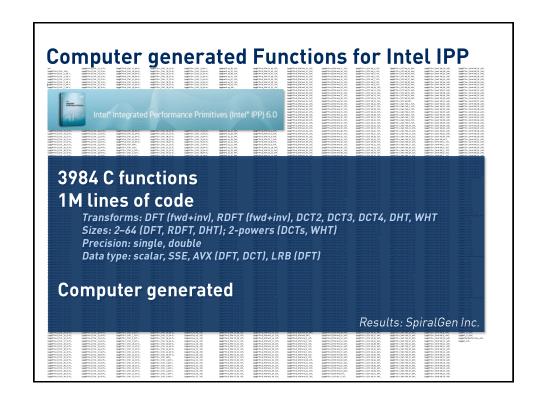


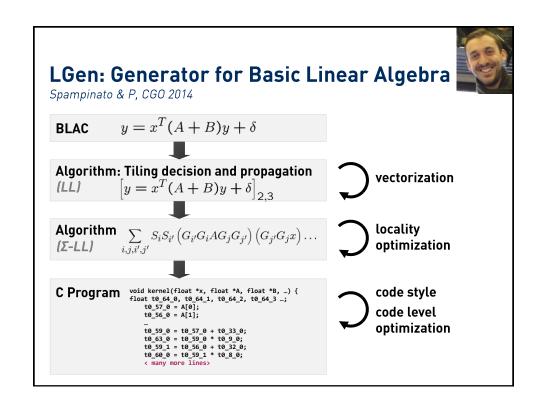




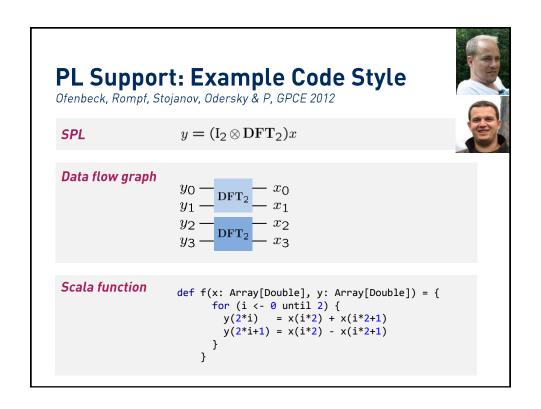








### LGen: Sample Results $C = \alpha (A_0 + A_1)^T B + \beta C$ $C = \alpha AB + \beta C$ generated Performance [f/c] 6 Performance [f/c] LGen ─── Handwritten fixed size → Handwritten gen size -->- MKL 11.0 —□ Eigen 3.1.3 **★** BTO 1.3 → IPP 7.1 8 14 20 26 32 38 44 50 56 62 68 74 80 86 n [Float] $A \in \mathbb{R}^{n \times 4}$ $A_0 \in \mathbb{R}^{4 \times 4}$ $B \in \mathbb{R}^{4 \times n}$ $B \in \mathbb{R}^{4 \times n}$



```
scalarized
def f(x: Array[Rep[Double]],
       y: Array[Rep[Double]]) = {
                                                                                                                       t0 = s0 + s1;
       for (i <- 0 until 2) {
  y(2*i) = x(i*2) + x(i*2+1)
  y(2*i+1) = x(i*2) - x(i*2+1)
                                                                                                                       t1 = s0 - s1;
                                                                                                                       t2 = s2 - s3;
                                                                                                        unrolled, scalar repl.
                                                                                                                       t0 = x[0];
                                                                                                                       t1 = x[1];

t2 = t0 + t1;
def f(x: Rep[Array[Double]],
                                                                                                                       y[0] = t2;
         y: Rep[Array[Double]]) = {
                                                                     t1 = apply
                                                                                                                       +3 = +0 - +1:
         for (i <- 0 until 2) {
                                                                                                                       y[1] = t3;
           y(2*i) = x(i*2) + x(i*2+1)

y(2*i+1) = x(i*2) - x(i*2+1)
                                                                     t3 = Mi
                                                                                                                       t4 = x[0];
                                                                                                                       t5 = x[1];
                                                                                                                       t6 = t4 + x5;
                                                                                                                       y[0] = t6;
                                                                                                                      t7 = t4 - x5;
y[3] = t7;
                                                                                                            looped, scalar repl.
                                                        Loop(i, 0, 2)
                                                                                                            for (int i=0; i < 2; i++)
def f(x: Rep[Array[Double]],
       y: Rep[Array[Double]]) = {
                                                                                                                   t0 = x[i];
        for (i <- 0 until 2: Rep[Range]) {
  y(2*i) = x(i*2) + x(i*2+1)
  y(2*i+1) = x(i*2) - x(i*2+1)
                                                        t0 = apply(x,i)
                                                                                apply(x,i+1)
                                                                                                                  t1 = x[i+1];

t2 = t0 + t1;
                                                                                                                  y[i] = t2;
t3 = t0 - t1;
                                                                (t0,t1)
                                                                                                                  y[i+1] = t3;
```

```
def f(x: Array[Rep[Double]],
    y: Array[Rep[Double]]) = {
    for (i <-0 until 2) {
        y(2*i) = x(i*2) + x(i*2+1)
        y(2*i+1) = x(i*2) - x(i*2+1)
        y(2*i+1) = x(i*2) - x(i*2+1)
    }

    **Staging enables program generation**

Abstracting over code style =
    abstracting over staging decisions

def f[L[_],A[_],T](looptype: L, x: A[Array[T]], y: A[Array[T]]) = {
        for (i <-0 until 2: L[Range]) {
            y(2*i) = x(i*2) + x(i*2+1)
            y(2*i+1) = x(i*2) - x(i*2+1)
        }
    }

    **y. AEPIANTAY[DOUBLE]]) = {
        for (i <-0 until 2: Rep[Range]) {
            y(2*i) = x(i*2) + x(i*2+1)
            y(2*i) = x(i*2) - x(i*2+1)
        }
    }
}</pre>
```

### **Related Work**

### Program generators for performance

FFTW codelet generator (Frigo)

Flame (van de Geijn, Quintana-Orti, Bientinesi, ...)

cvxgen (Mattingley, Boyd)

PetaBricks (Ansel, Amarasinghe, ...)

Spiral

#### **Autotuning**

ATLAS/PhiPAC (Whaley, Bilmes, Demmel, Dongarra, ...)
FFTW adaptive library (Frigo, Johnson)
OSKI (Vuduc et al.)
Adaptive sorting (Li et al.)

### Environments for DSLs and program generation

see this workshop

