# Lecture 7 - Introduction to Performance Optimization

**DSE 512** 

Drew Schmidt 2022-02-15

## From Last Time

- New Homework
- Questions?

#### Where We've Been

#### Module 1: Basic Cloud and HPC

- Lecture 1 Introduction
- Lecture 2 Overview of HPC and the Cloud
- Lecture 3 Introduction to Remote Computing
- Lecture 4 Introduction to Containers
- Lecture 5 Introduction to ISAAC
- Lecture 6 MPI and Singularity

#### Where We're Headed

#### Module 2: Performance Optimization

- High Level Language Optimizations
- I/O
- Computational Linear Algebra
- GPGPU: The Easy Parts
- Utilizing Compiled Code

## Where's the Data Science?



#### So Your Software Is Slow

- Is it actually slow?
- What does that even mean?
- Do you have an I/O problem? A compute problem? Memory?
- Is it a HLL (R/Python)
  - Using vectorization?
  - Using efficient kernels?
  - o Can you rewrite it in C?
- Is it linear algebra dominant?
  - o Are you using fast BLAS?
  - Are you using multithreaded BLAS?
- Can it be parallelized?



## High Level Language Optimizations

- General strategies apply
- Implementation(s) very language dependent
- Examples in R and Python

### **Optimizations**

#### **HLL Strategies**

- Compilation concerns
- Use efficient kernels/packages
- Vectorization
- JIT and/or bytecode compilers
- Fundamental types
- Language quirks (e.g. if vs ifelse cost in R)

#### Other Concerns

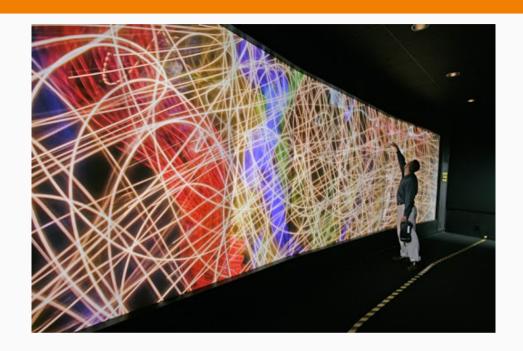
- I/O
- Linear algebra libraries
- Advanced hardware, e.g.
  GPGPU
- Utilizing compmiled code
- Parallelism

- Different strategies
  - plain text
  - binary
  - database
- Serial vs Parallel
  - Serial hard to get wrong
  - o Parallel hard to get right
  - lustre vs HDFS



## Recall: Terminology

- **gemm** matrix-matrix multiply
- **BLAS** Basic Linear Algebra Subprograms; matrix library
- **FLOPS** Floating Point Operations Per Second (adds and multiplies)
- LINPACK Solve Ax = b
- TOP500 list of computers ranked by LINPACK benchmark

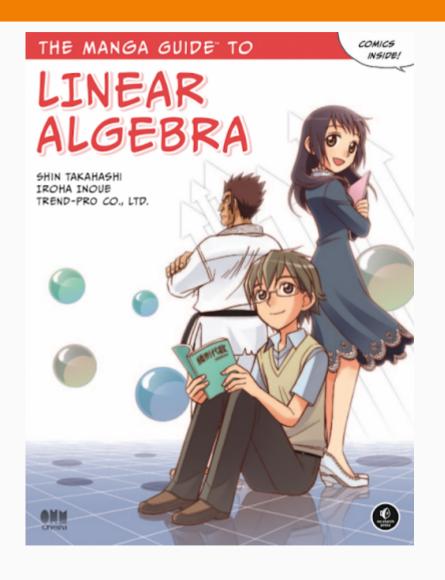


#### The LINPACK Benchmark

- Solve the system Ax = b
  - A-  $n \times n$  matrix (you choose n)
  - Double precision
  - Must use LU with partial pivoting
    - $\blacksquare$  A = LU
    - lacksquare b = Ax = LUx
- $\frac{2}{3}n^3 + 2n^2$  operations
- Solution must satisfy some accuracy conditions.
- Most FLOPS wins!

## Linear Algebra

- LA dominates scientific and data computing
- Some uses in data:
  - o PCA SVD
  - Linear Models QR
  - Covariance/correlation gemm/syrk
  - o Inverse Cholesky, LU
- 1970's: LINPACK (not that one)
- 1980's: BLAS, LAPACK
- 1990's: ScaLAPACK
- 2000's: PLASMA, MAGMA
- 2010's: <del>DPLASMA</del> SLATE



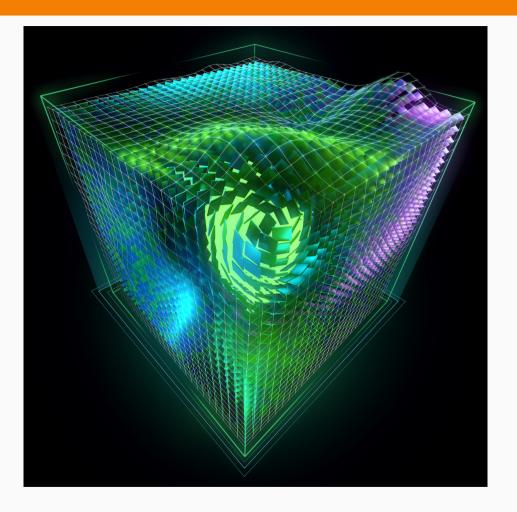
#### **GPGPU**

- Using Video Game Hardware to Multiply Matrices
- Major players
  - NVIDIA
  - $\circ$  AMD
  - Intel...?!?!
- Pros:
  - Fast
  - When you give up, you can mine bitcoin Cons:
  - Hard to program
  - Expensive



## "Low-Level" GPGPU Technologies

- Shaders
- CUDA
- OpenCL
- OpenACC
- OpenMP



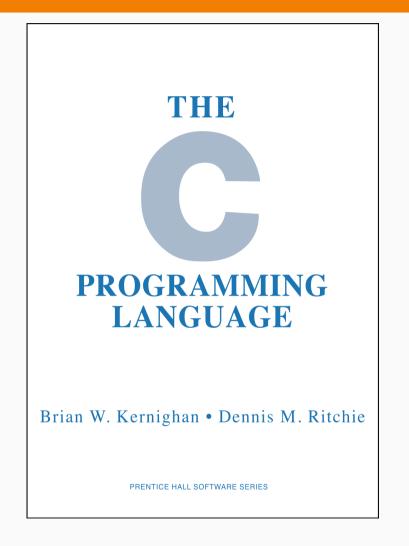
## "High-Level" GPGPU Technologies

- Python
  - o CuPy
- R
  - o fmlr
  - o gpuR
- Deep Learning frameworks



## Using Compiled Code in a HLL

- Pros
  - o fast
  - memory-efficient
  - best of both worlds
- Cons
  - hard to write
  - hard to debug
  - multiple skillsets
- Julia???



## Questions?