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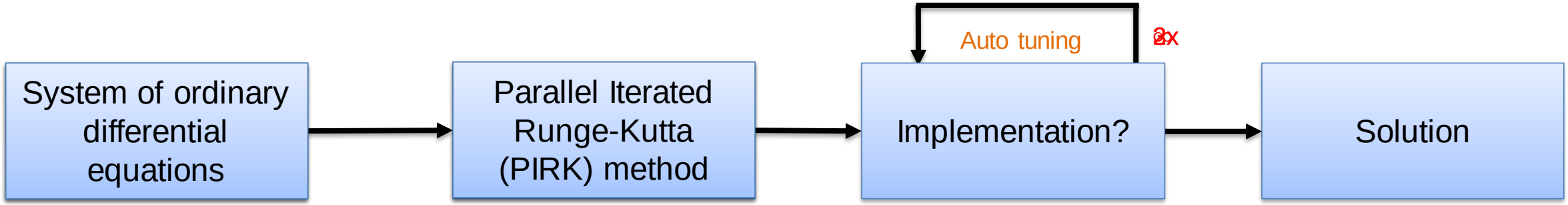
YaskSite: Stencil Optimization Techniques Applied to Explicit ODE Methods on Modern Architectures

Christie Alappat, Johannes Seiferth, Georg Hager,
Matthias Korch, Thomas Rauber, Gerhard Wellein

International Symposium on Code Generation and Optimization (CGO 2021)

Introduction




```
/* Implementation A */
// BARRIER
for (int k=0; k<m; ++k) {
  RHS
  // BARRIER
  LC
  // BARRIER
}
// BARRIER
App
// BARRIER
Up
```

```
/* Kernel RHS_lj */
for (int j*=0; j*<N; ++j*)
  for (int i=0; i < s; ++s)
    F[i][jx][jy][jz] = %RHS
```

Which implementation performs best?

More optimizations? (Tiling, vector folding, …)

```
/* Implementation IF */
// BARRIER
for (int k=0; k<m; ++k) {
  RHS_LC
// BARRIER
}
RHS_App_LC
```

```
/* Kernel RHS_ij */
for (int i=0; i < s; ++s
  for (int j*=0; j*<N; ++j*)
    F[i][jx][jy][jz] = %RHS
```

YaskSite

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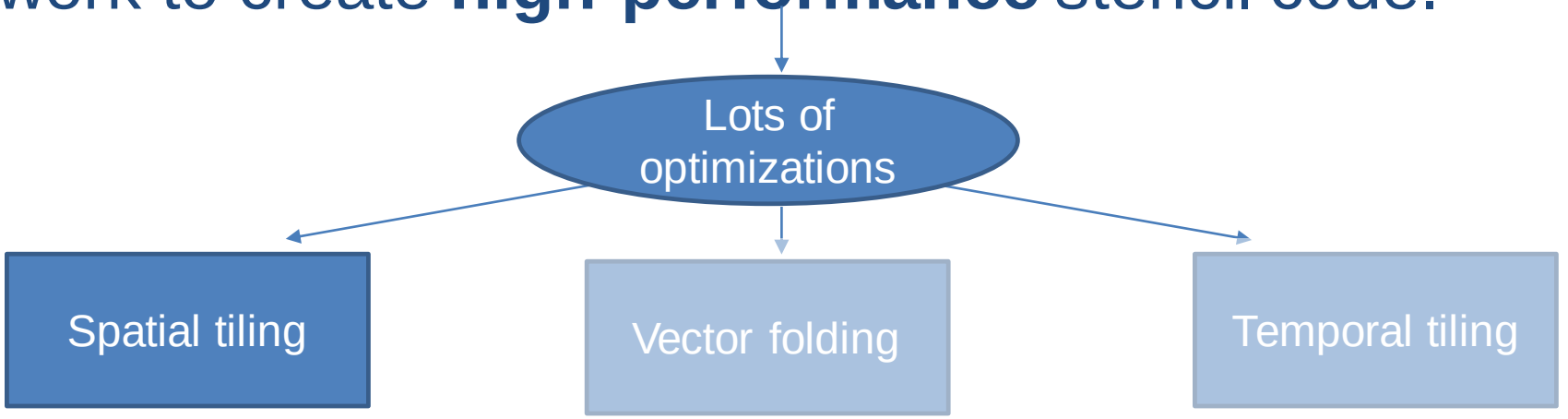
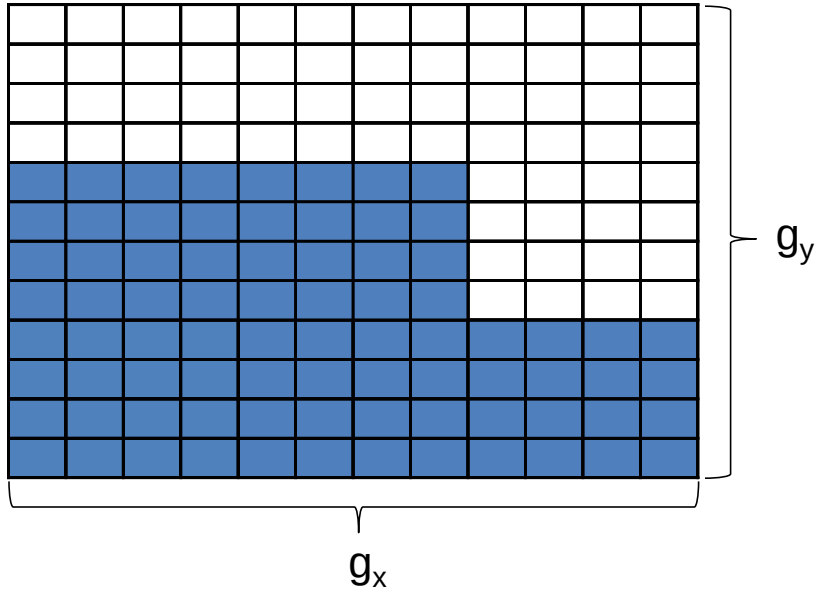
YASK & YaskSite

YASK - Yet Another Stencil Kit

- Framework to create **high-performance** stencil code.




```
for(int t=1; t<g_t; ++t)
  #pragma omp parallel for collapse(3) schedule(static,1)
  for(int begin_b•=0; begin_b•<g•; begin_b•+=b•)
    for(int•= begin_b•;•< begin_b•+b•;•=•+ 1)
      out[t+1,x,y,z] = STENCIL(in[t, x, y, z])
```



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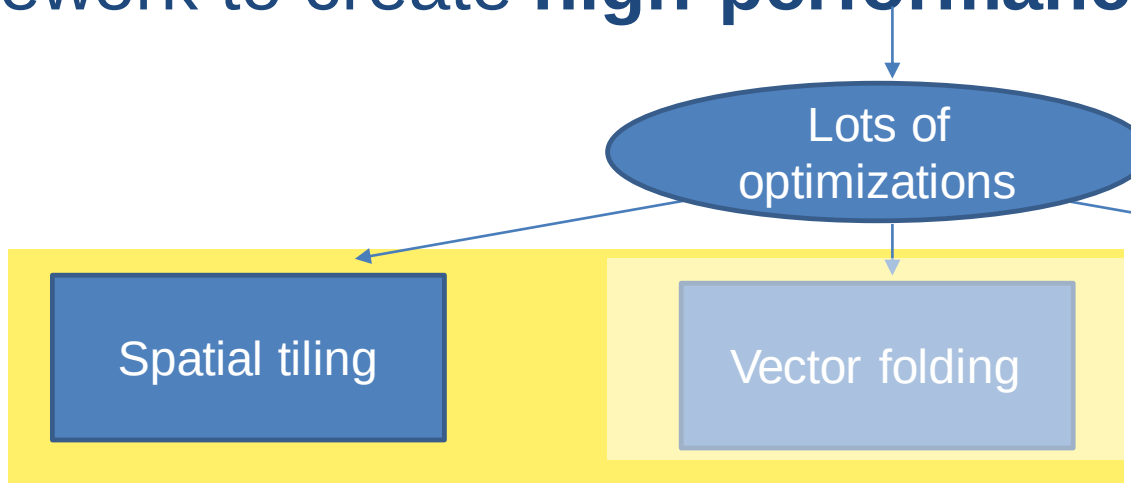

Optimal temporal tile size?

Focus of the paper

Optimal tile size?

Optimal vector folding?

```
for(int t=1; t<g_t; ++t)
  #pragma omp parallel for collapse(3) schedule(static,1)
  for(int begin_b•=0; begin_b•<g•; begin_b•+=b•
    for(int•= begin_b•;•< begin_b•+b•;•=•+ 1)
      out[t+1,x,y,z] = STENCIL(in[t, x, y, z])
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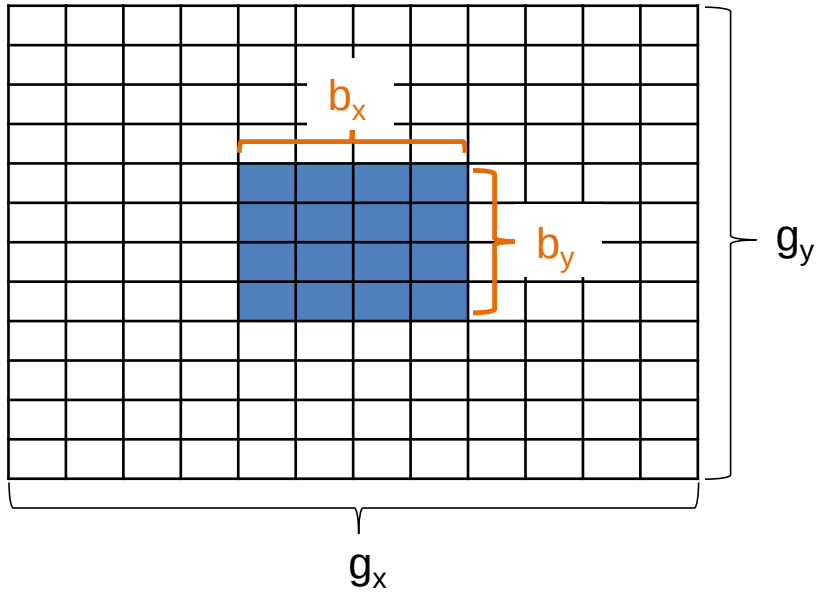
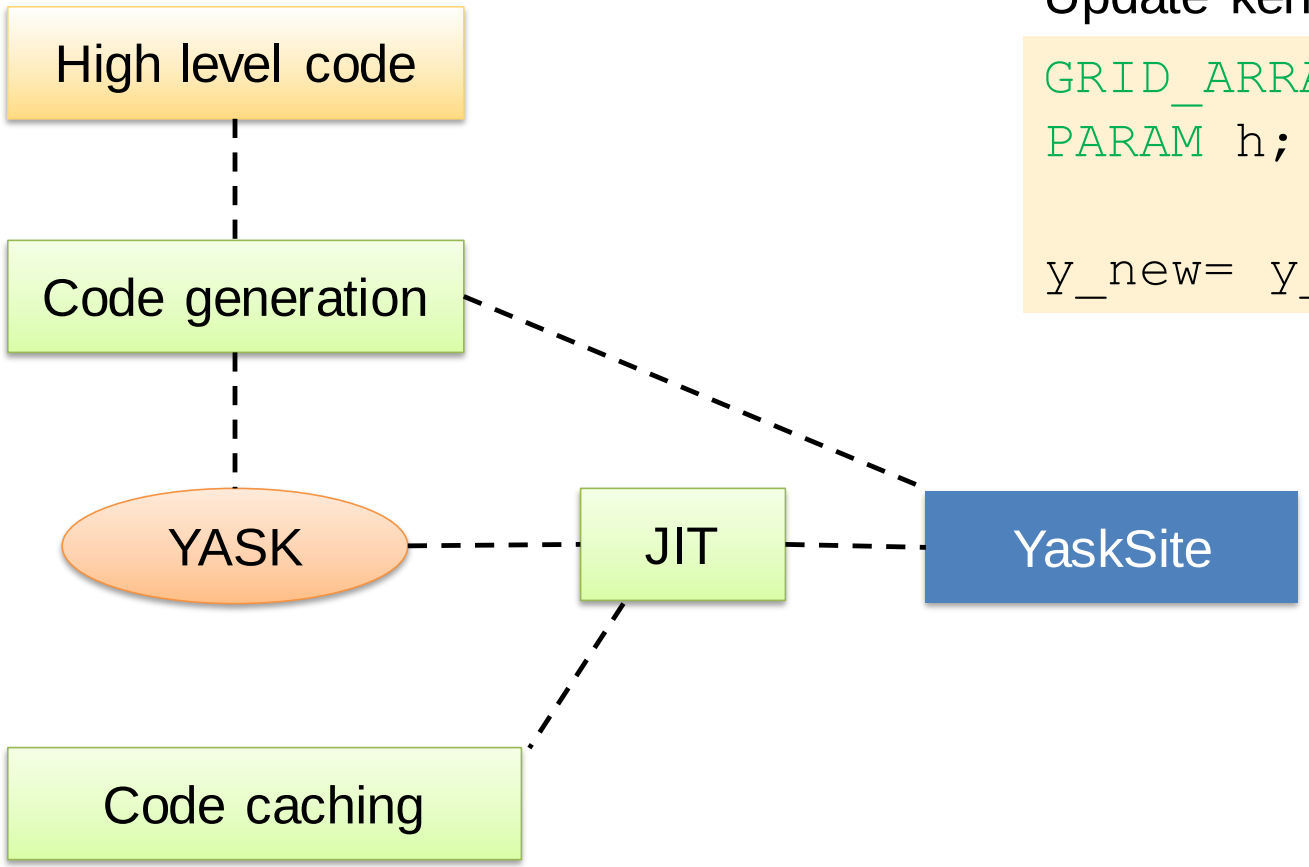


YASKSITE

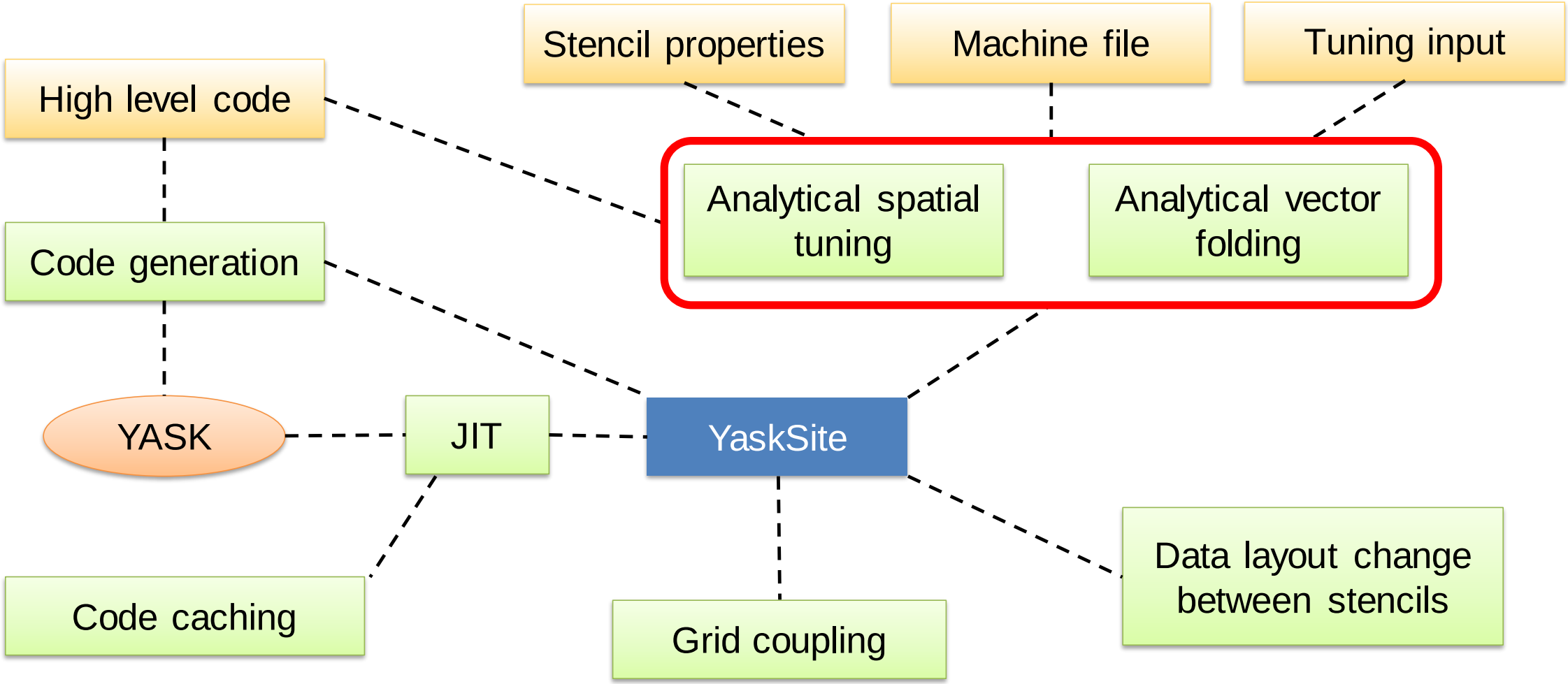


Update kernel

```
GRID_ARRAY y_new, y_old, dy;
PARAM h;

y_new= y_old + h * dy;
```

YASKSITE


Stencil properties
Machine file
Tuning input
High level code
Analytical spatial tuning
Analytical vector folding
Code generation
YASK
JIT
YaskSite
Code caching
Grid coupling
Data layout change between stencils

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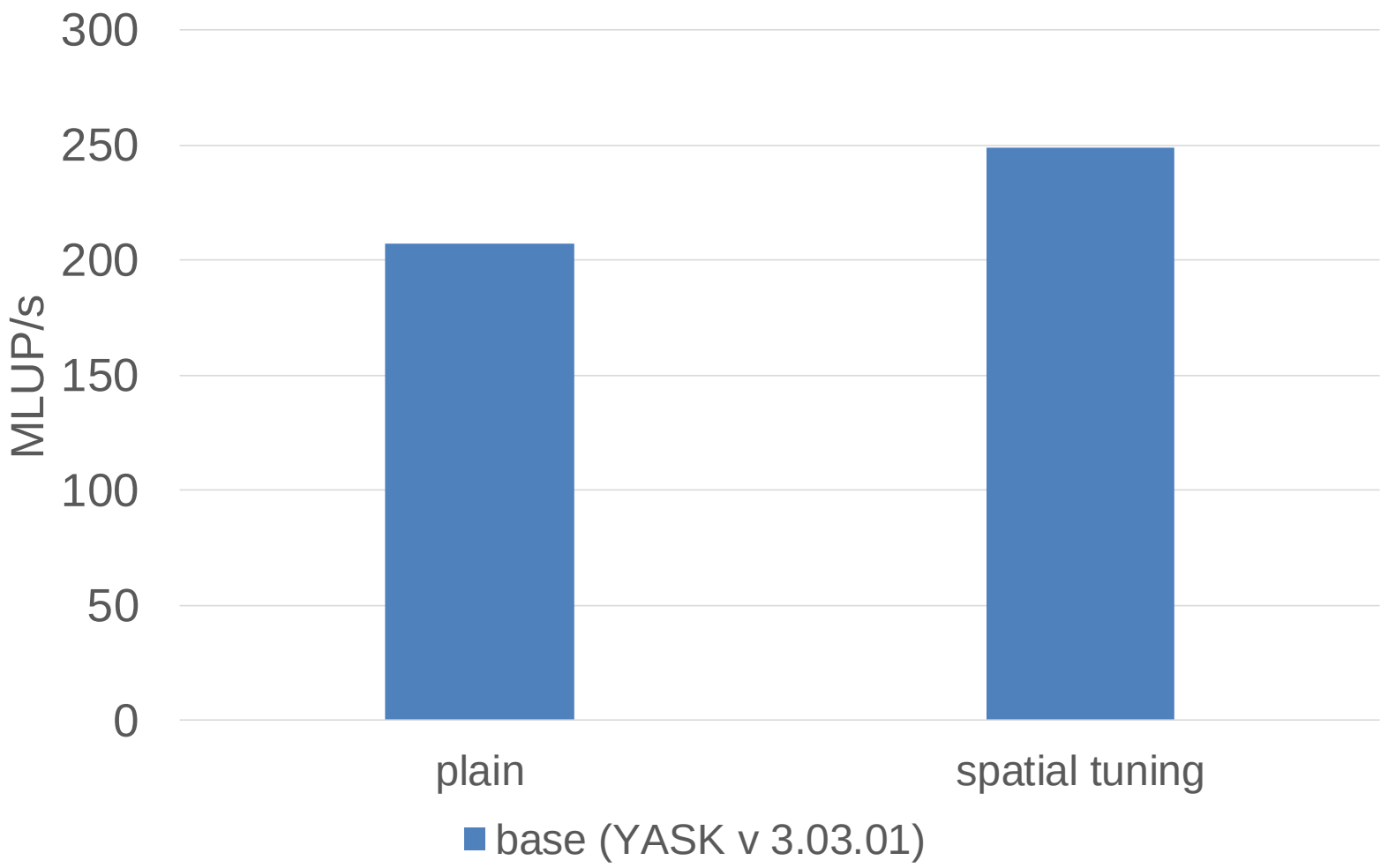
Performance modeling

Motivation: Why modeling?

Performance of RHS_LC kernel on 1 socket (32 cores) of AMD ROME



Only 25% improvement from spatial tuning?

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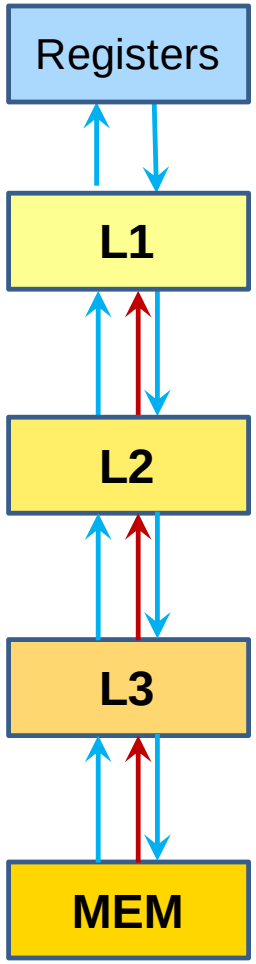
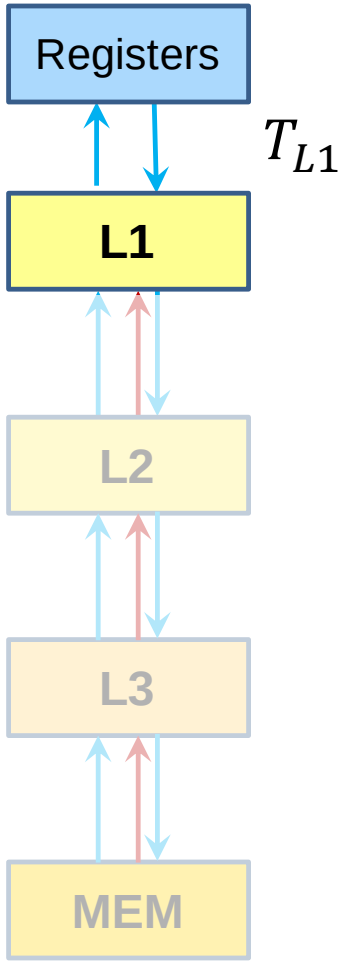
Execution-Cache-Memory* (ECM) performance model



** Stengel et al., 2015. Quantifying Performance Bottlenecks of Stencil Computations Using the Execution-Cache-Memory Model. https://doi.org/10.1145/2751205.2751240*

Execution-Cache-Memory (ECM) performance model

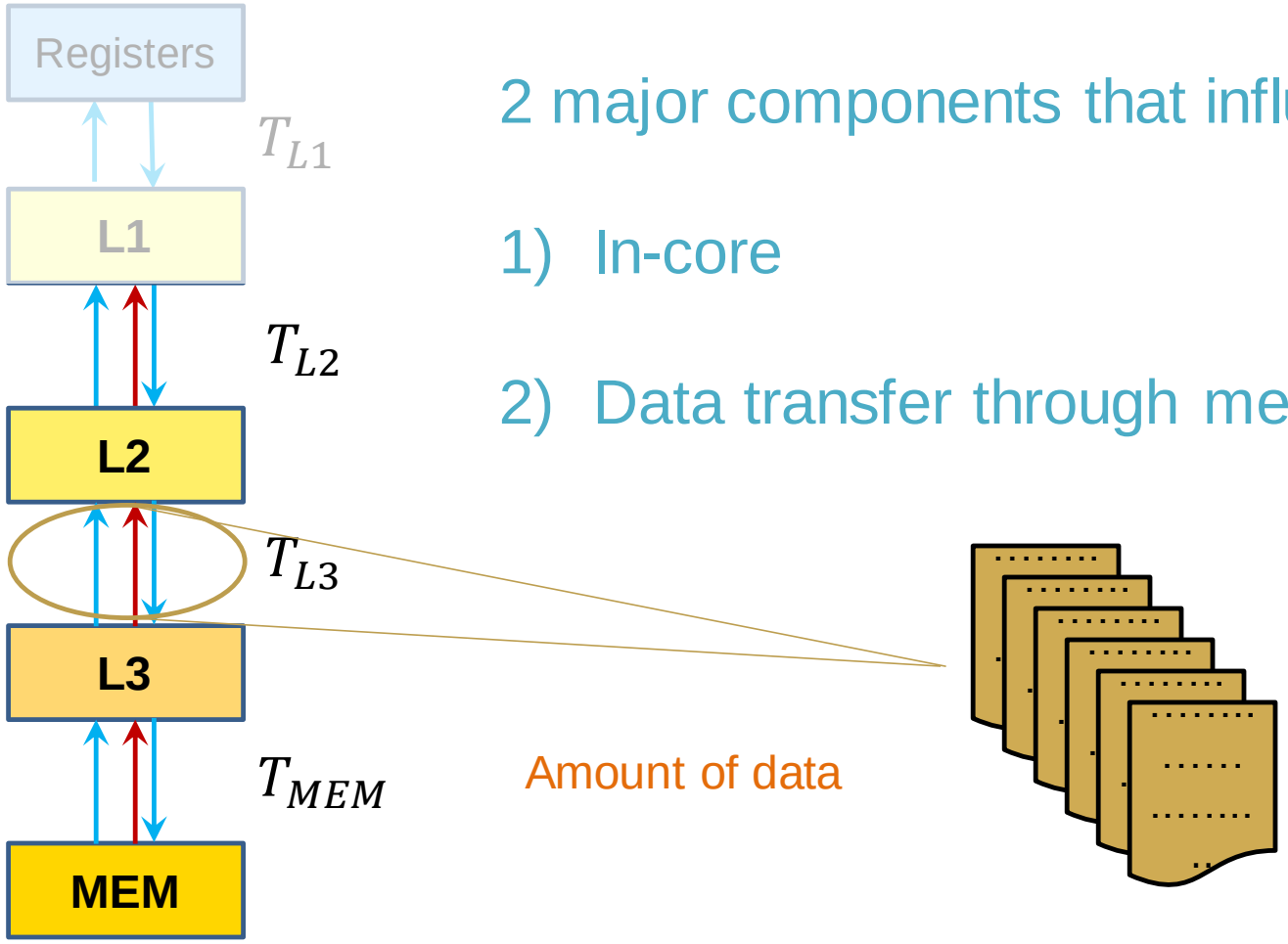


2 major components that influence performance:

1) In-core

Static code analysis tools:
IACA and OSACA

Execution-Cache-Memory (ECM) performance model

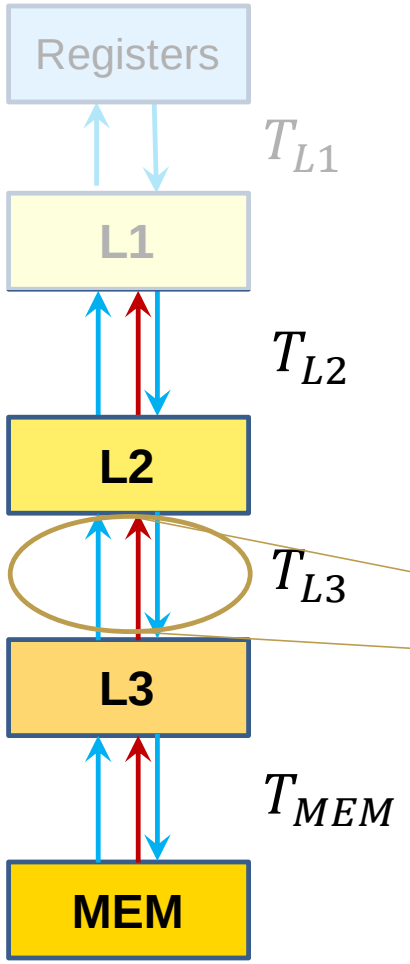


2 major components that influence performance:

1) In-core

2) Data transfer through memory hierarchy

Execution-Cache-Memory (ECM) performance model



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1) In-core

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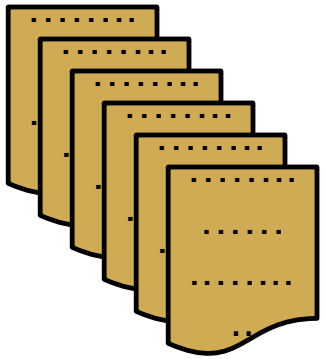
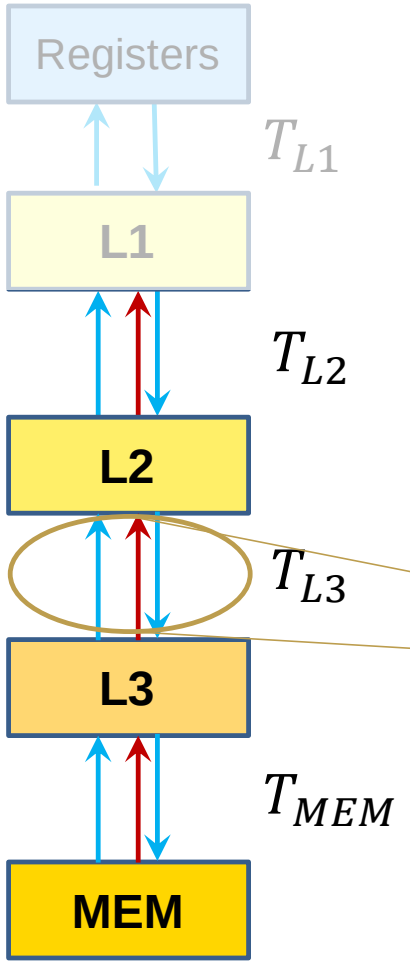


Amount of data

L3 Rate of transfer L2

Execution-Cache-Memory (ECM) performance model



2 major components that influence performance:

1) In-core

2) Data transfer through memory hierarchy

Depends on application

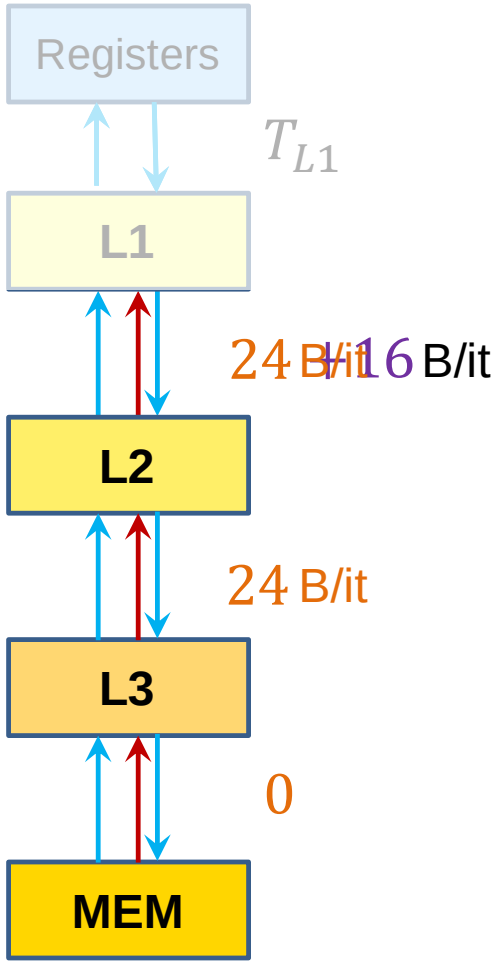
Amount of data

Rate of transfer

Depends on hardware

Analytical model

Amount of data: YASK application



Determine working-set size ➔ where data resides

2·8·N [B]

Assume fits in L3

Calculate minimum data traffic

8 + 16 [B/it]

Account for stencil reuse

Layer condition analysis

Assume L1 cannot reuse

```
for(i =0; i<n; ++i) // n*n  = N
    for(j=0; j<n; ++j)
        b[i][j] = a[i-1][j] + a[i][j] + a[i+1][j];
```

Analytical model → Tuning

Layer condition analysis*

3D star stencil example with radius r

$$(N_s(2r+1) + (N_r - N_s)) * bz\, by\, d < CS$$

← If satisfied, reuse in x (outermost) dimension.

Tunable parameters

Analytical spatial tuning:
Solve for these parameters (b_z , b_y) to satisfy a certain cache (input) subject to constraints.

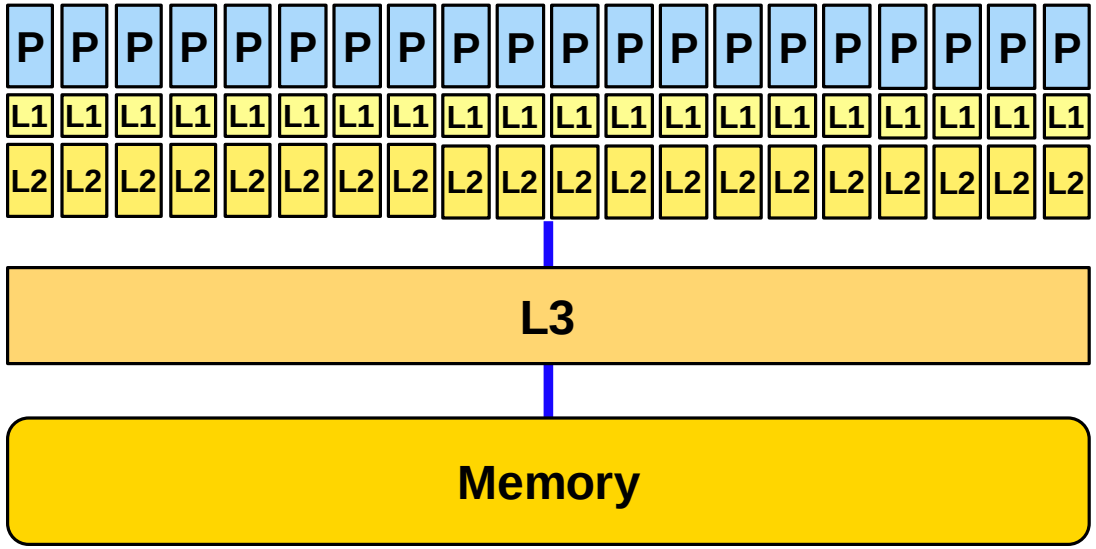
$$T = \max(T_{ol}, T_{L1} + T_{L2} + T_{L3} + T_{MEM}\downarrow)$$

ECM model prediction on CLX

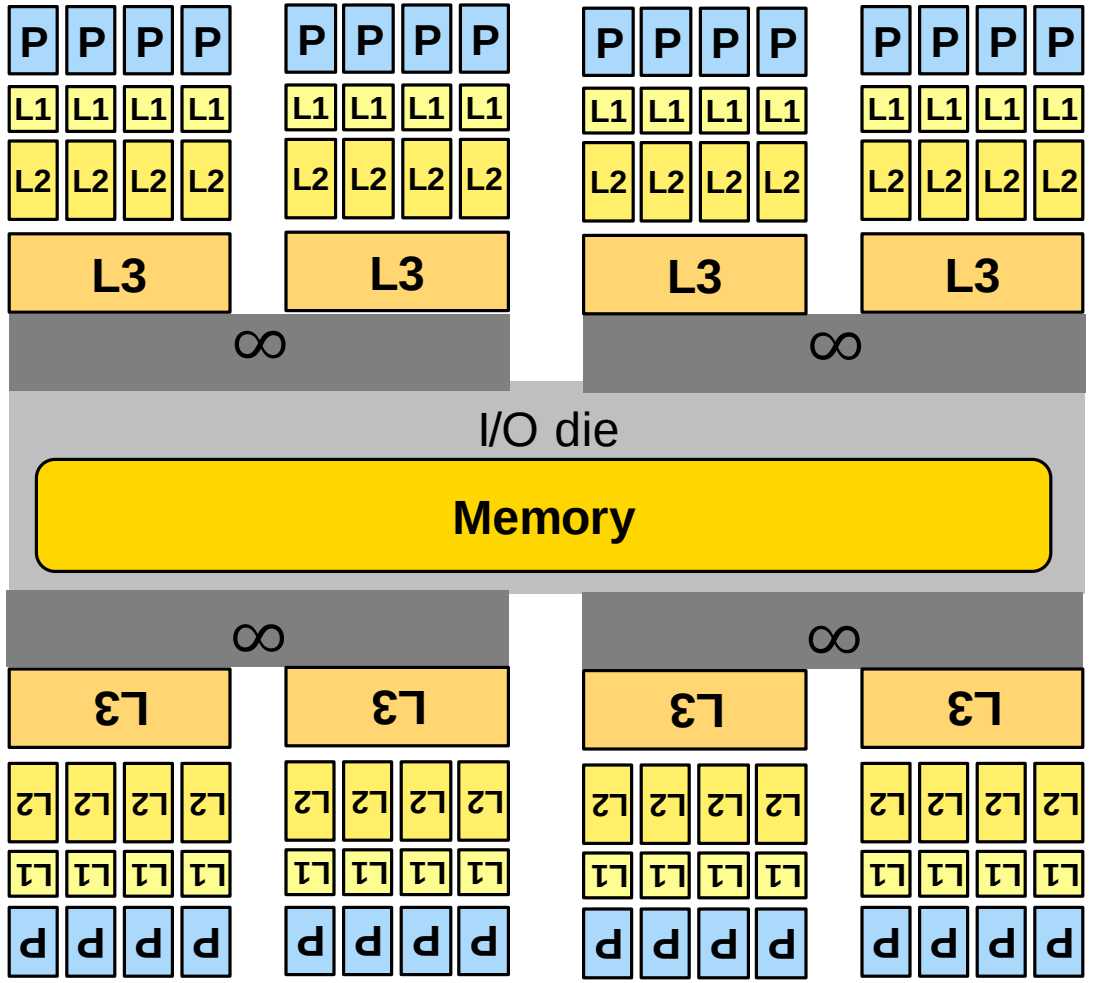
*Gabriel Rivera and Chau-Wen Tseng. 2000. Tiling optimizations for 3D scientific computations.
https://dl.acm.org/doi/10.5555/370049.370403

Test bed

Intel Xeon Gold 6248 (SNC-off mode)



AMD EPYC 7452 – ROME (NPS1 mode)



Analytical tuning

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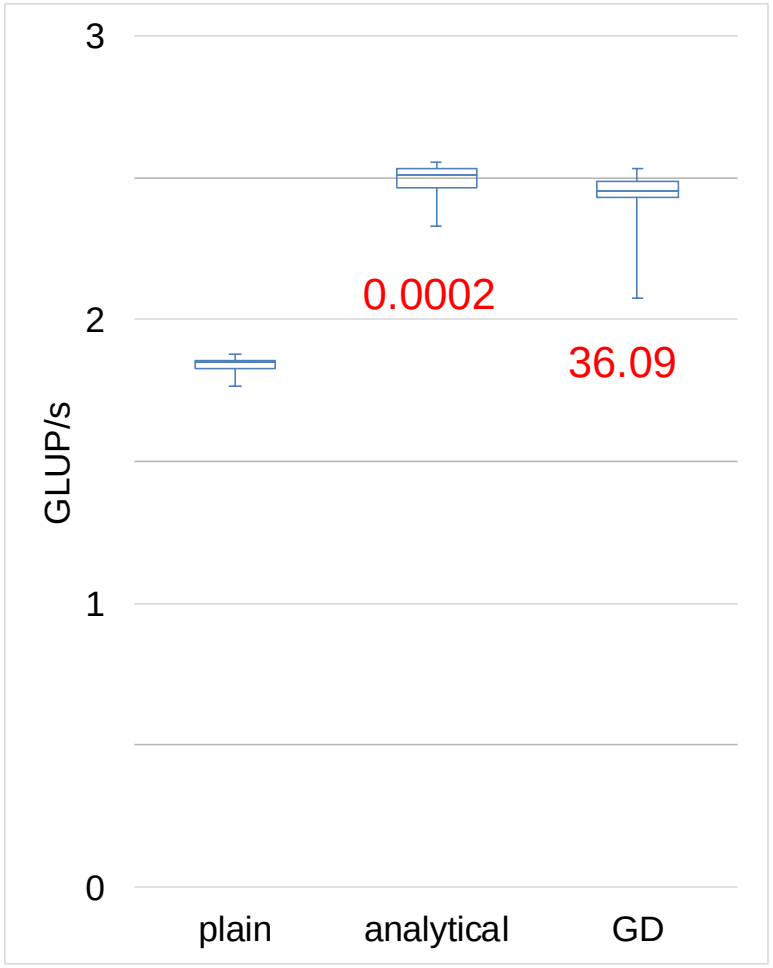
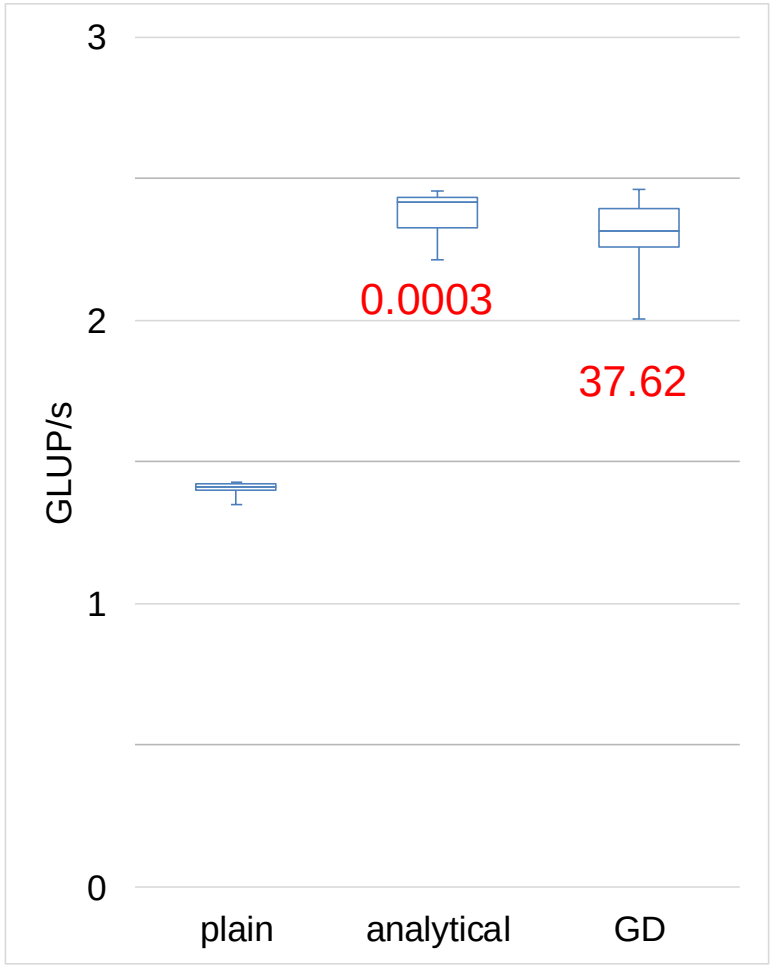
Intel CLX

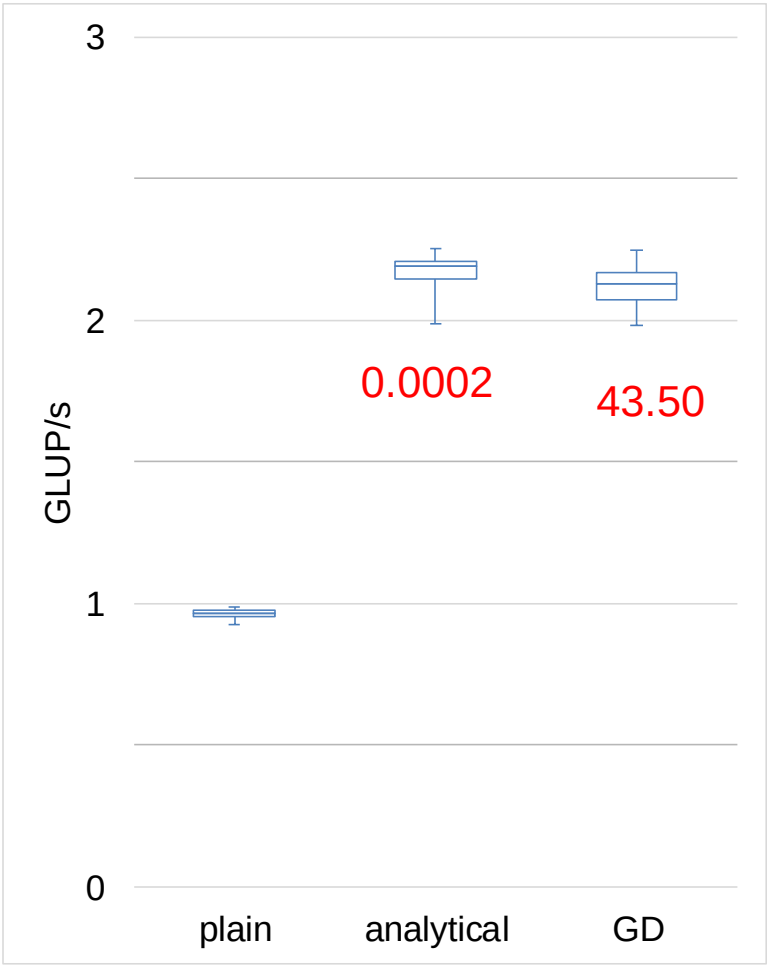
Tuning time in seconds



Wave3D (r=1)



Wave3D (r=2)

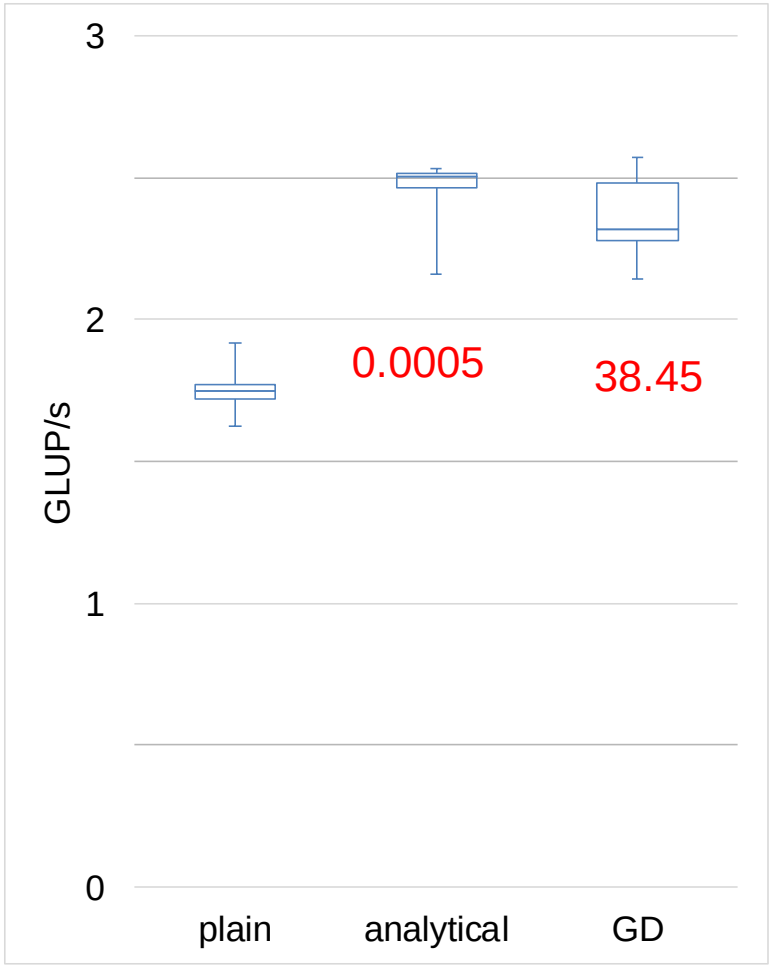


Wave3D (r=4)

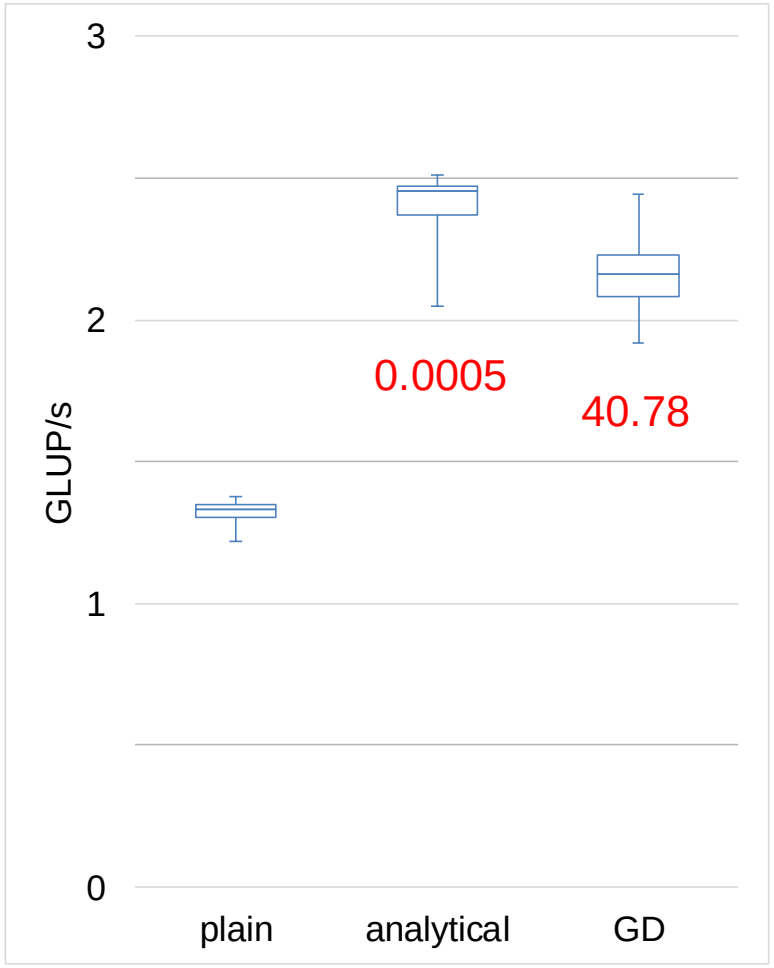
Analytical tuning

AMD ROME

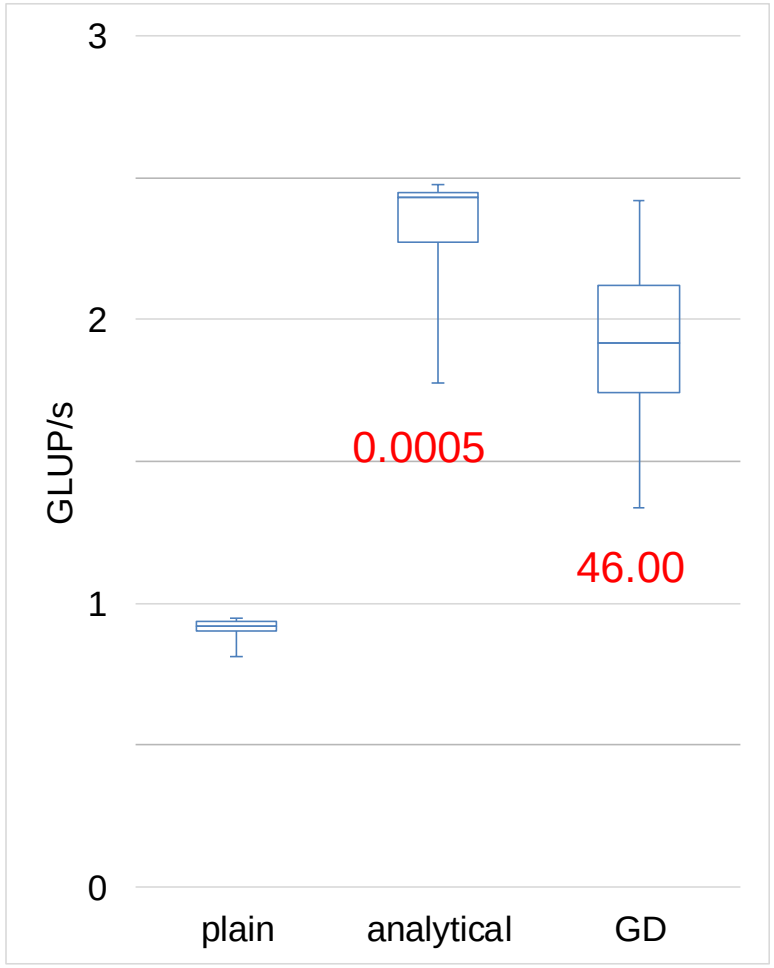
Tuning time in seconds



Wave3D (r=1)



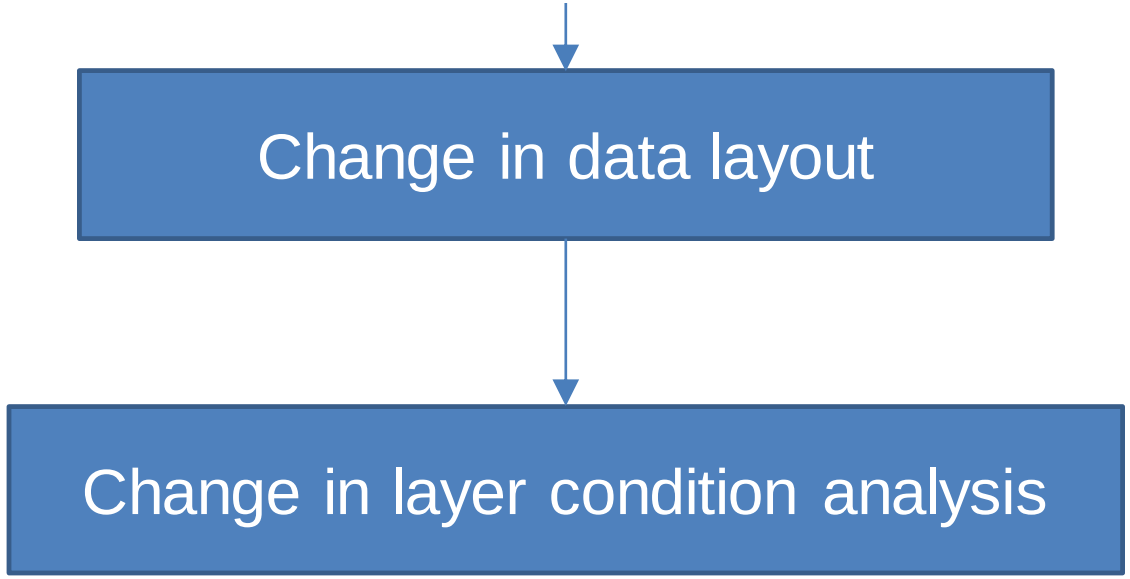
Wave3D (r=2)



Wave3D (r=4)

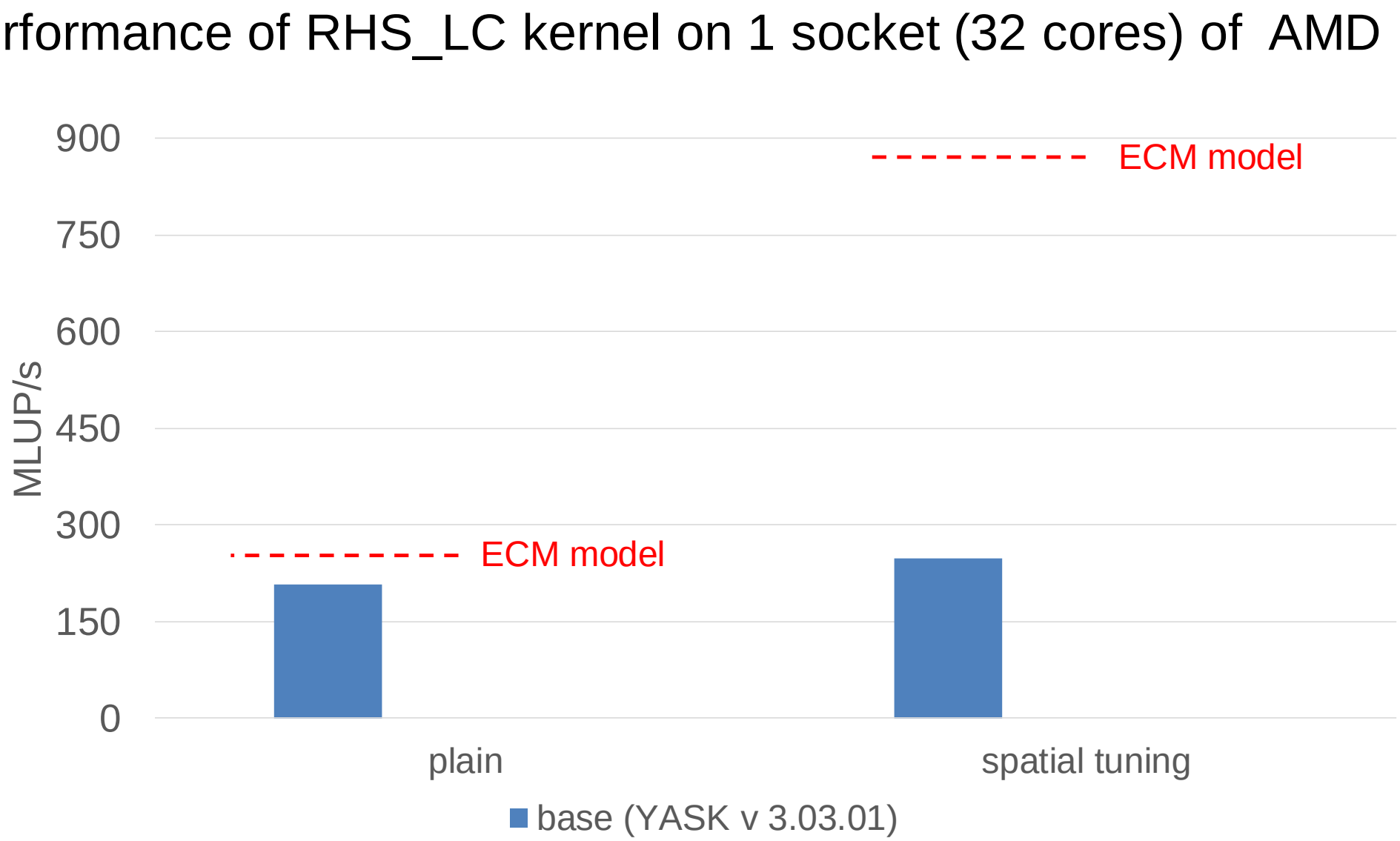
Vector folding

Vector folding reduces traffic between L1 and registers.
The folding dimension is a parameter for vector folding.

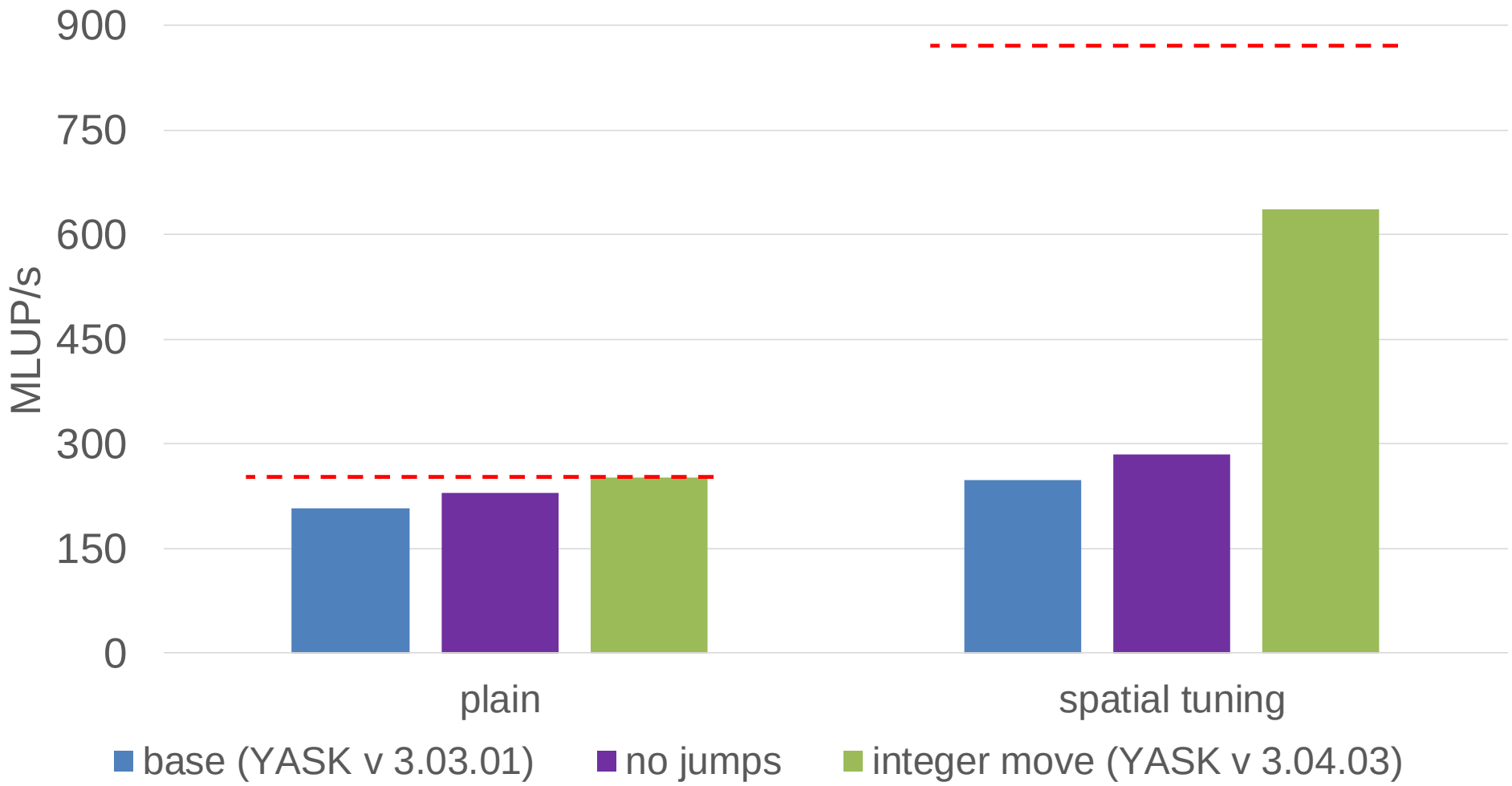


Incorporate into performance model for analytical performance prediction and tuning

Yet another benefit of modeling



Yet another benefit of modeling



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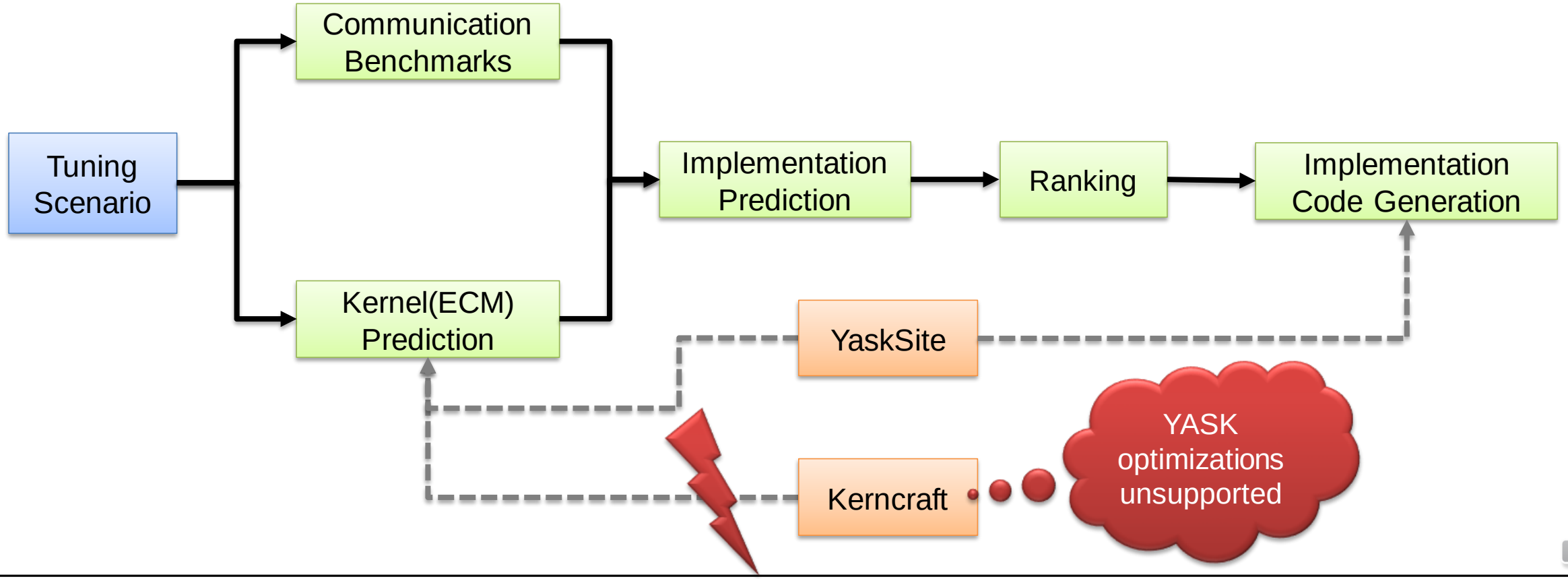
Offsite: PIRK ranking

Offsite

- Tuning framework for explicit ODE methods
- YaskSite integrated as alternative ECM backend



Use-case: Tuning of PIRK variants

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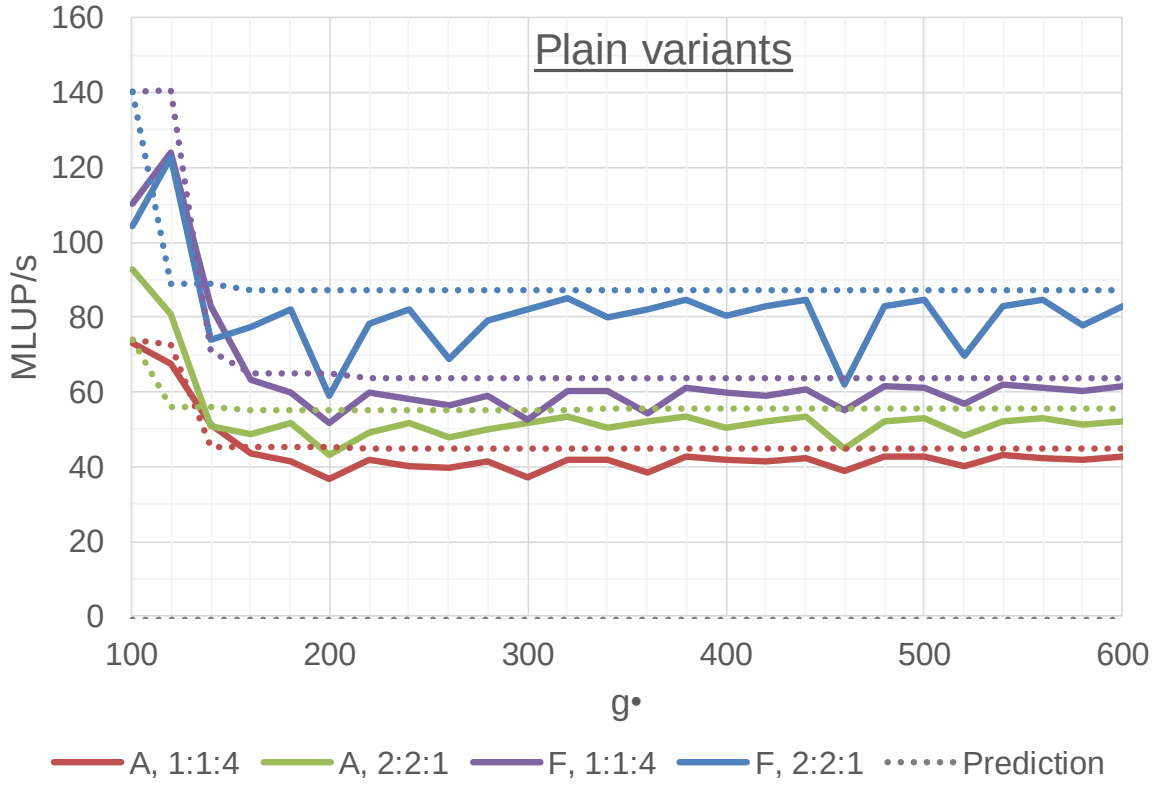
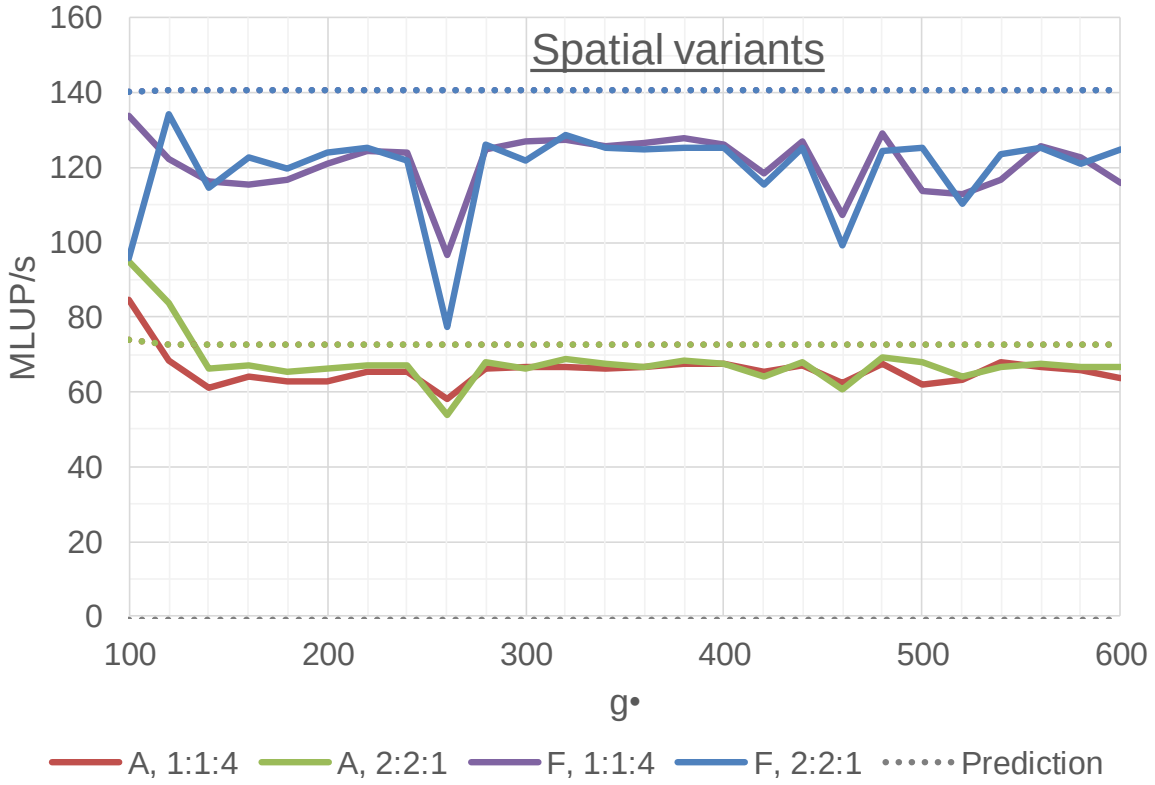
Predicted and measured performance of different PIRK variants for Wave3D (r=2) on AMD ROME





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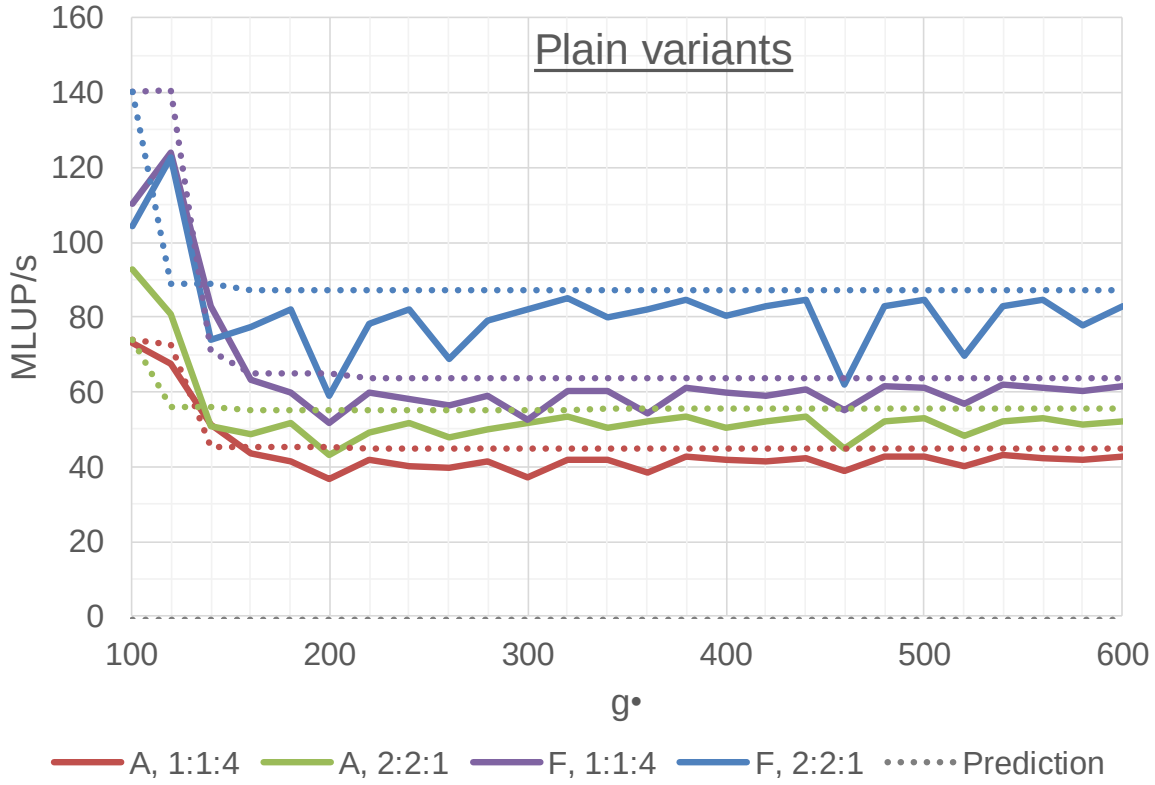

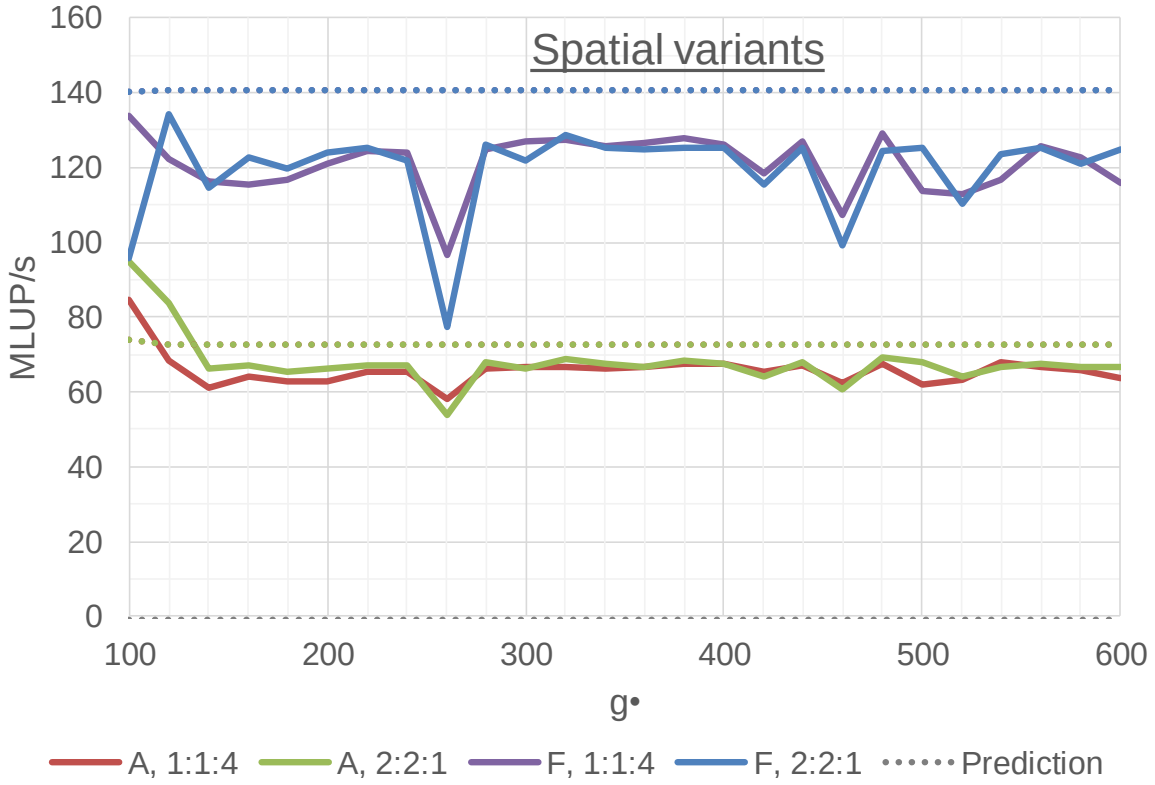

Offsite's ranking quality when using YaskSite as backend considering 16 different PIRK variants

Mean deviation (%)	*Maximum perf. loss*	*Mean perf. loss*
10.0 %	21.1 %	4.4 %

$$= \frac{best - selected}{selected} * 100$$

Conclusion

- YaskSite combines YASK with the analytical ECM model to successfully predict and tune the performance of stencil codes
  - ECM model's layer condition analysis was extended to include vector folding and victim caches
  - First time application of the ECM model to AMD Rome
- Demonstrated YakSite's usefulness to detect bottlenecks and guide performance optimization
- YaskSite can be integrated with external tools to tune more complex applications.

Thank you for your interest!

For more information please contact:
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SeASiTe
https://github.com/seasite-project