



Adaptive libraries for multicore architectures with explicitly-managed memory hierarchies

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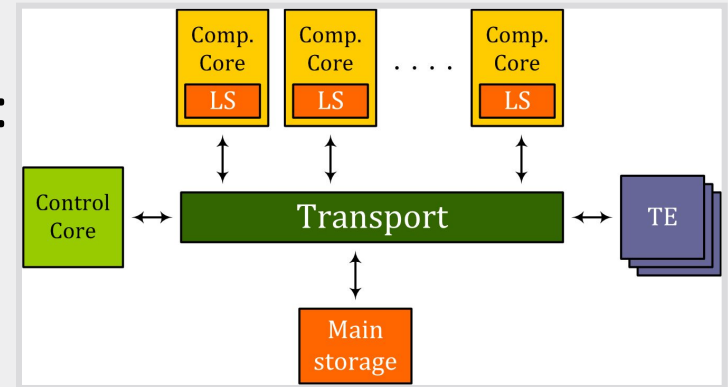
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Key architectural features

Embedded MPSoC's with an explicitly-managed memory hierarchy (EMMA) possess:

- **three different types of cores**, namely:

- control core(s);
- “number-crunching” cores;
- transfer engines (TE).



- each computational core has its “**private**” small sized **local store** (LS);
- there is a **big main storage** (RAM);
- all **inter-memory** transfers **ought to be managed by TEs** (hence “**explicitly-managed memory**” term).

Examples of such MPSoCs:

TI OMAP, TI DaVinci, IBM Cell, Atmel Diopsis, Broadcom mediaDSP, Elvees “Multicore” (Russia)

Programming issues

- **workload distribution** among computational cores;
- information **transfers distribution** among different channels:
 - trying to **reuse data in the local store** (locality-awareness);
 - trying to **use LS <-> LS** (bypassing) as much as possible;
 - using multi-buffering to **hide memory latency**;
 - local **memory allocation without fragmentation**;
 - managing **synchronization** of parallel processes;
- **avoiding WaW, WaR dependencies** by allocating temporary store in common memory (results renaming).

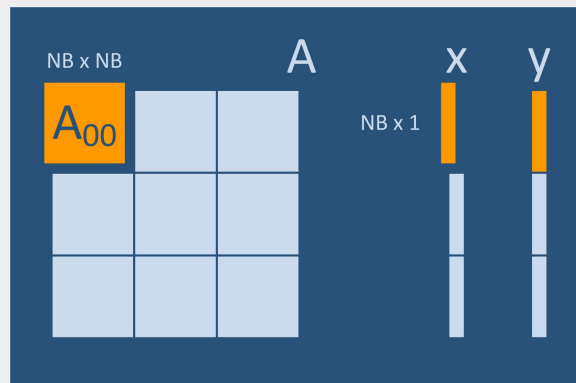
Tiled algorithms

We concentrate on a **high-performance tiled algorithm** construction.

Such algorithms are used in the **BLAS** library, which the **LAPACK** library is based on.

An example of a task for tiled algorithm construction is the matrix-vector product $y' = \alpha A x + \beta y$ (BLAS):

```
foreach i in (0..N')
  y_i =  $\alpha A_{i0} x_0 + \beta y_i$ 
  foreach j in (1..N')
    y_i =  $\alpha A_{ij} x_j + y_i$ 
```

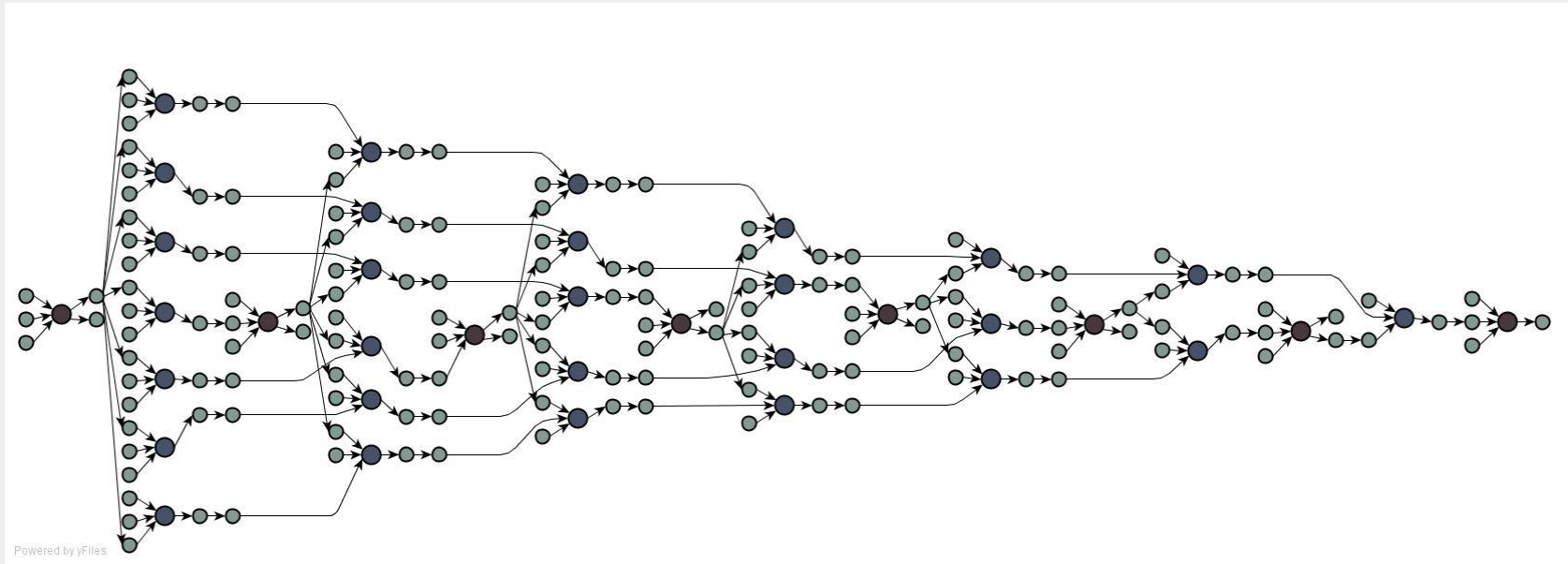


The tile is a rectangular dense submatrix.

where $A \in \mathbb{R}^{N \times N}$, $x, y \in \mathbb{R}^N$, $\alpha, \beta \in \mathbb{R}$, NB – blocking factor, $N' = \text{ceil}(N / NB)$.

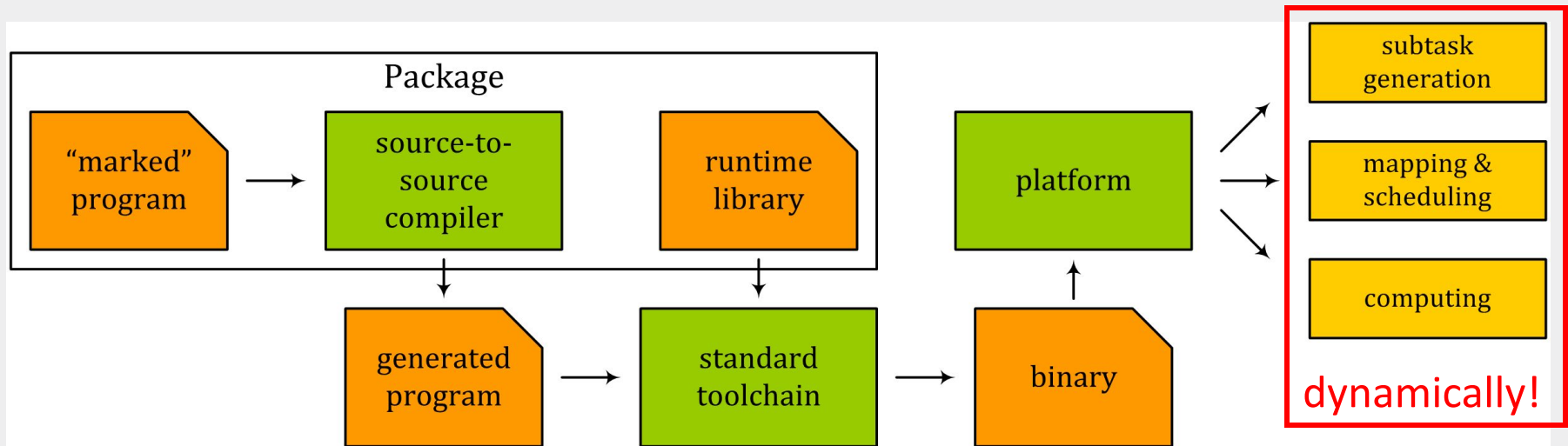
Program as a coarse-grained dataflow graph

Each program could be represented as a macro-flow graph.



Bigger nodes represent microkernel calls performed by the computational cores, while smaller ones represent tile transfers between the main storage and LS.

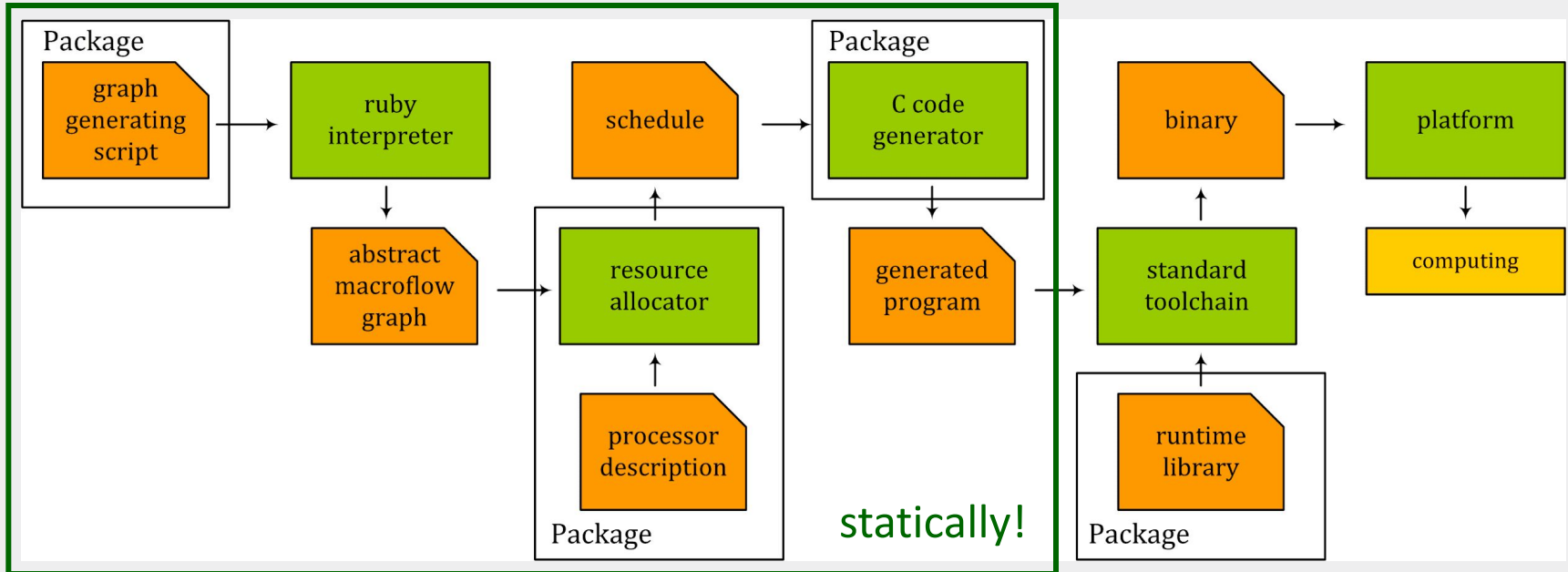
Existing toolchains



Existing toolchains (Cilk, StarS) **make scheduling decisions at runtime**. The runtime manages tasks (tile processing), distribute the workload, try to do its best in memory reuse, etc.

While being flexible, it **lacks unification** for EMMA platforms and **leads to a significant penalty** for small to medium-sized problems.

Proposed toolchain



Our approach **moves “decision-making” to compile-time**, reducing the overhead level. It becomes possible, because, the computational process does not depend on particular data values.

Standalone graph-generating scripts and processor model description make the library both **portable and extensible**.

How does it feel?

User:

1. Wants to **generate** a parallel program.

Runs single command, e.g.:

```
sampl_make_src.bat strsv 70 35 mc0226 2
```

and gets the source files.

Support engineer:

1. Wants to **port** the library.

Writes a new version of the runtime-library (200-300 LOC).

2. Wants to **add a new program**.

Writes the Ruby script (400-500 boilerplate LOC) (DSL?).

Writes microkernels for computational cores (~100 ASM LOC per mk).

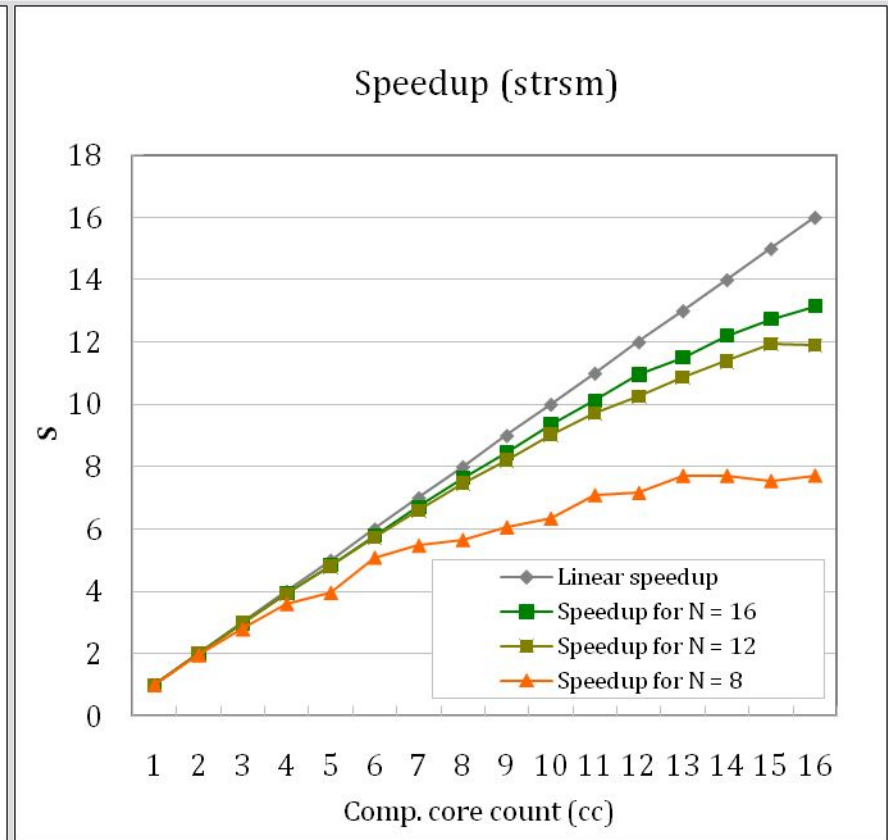
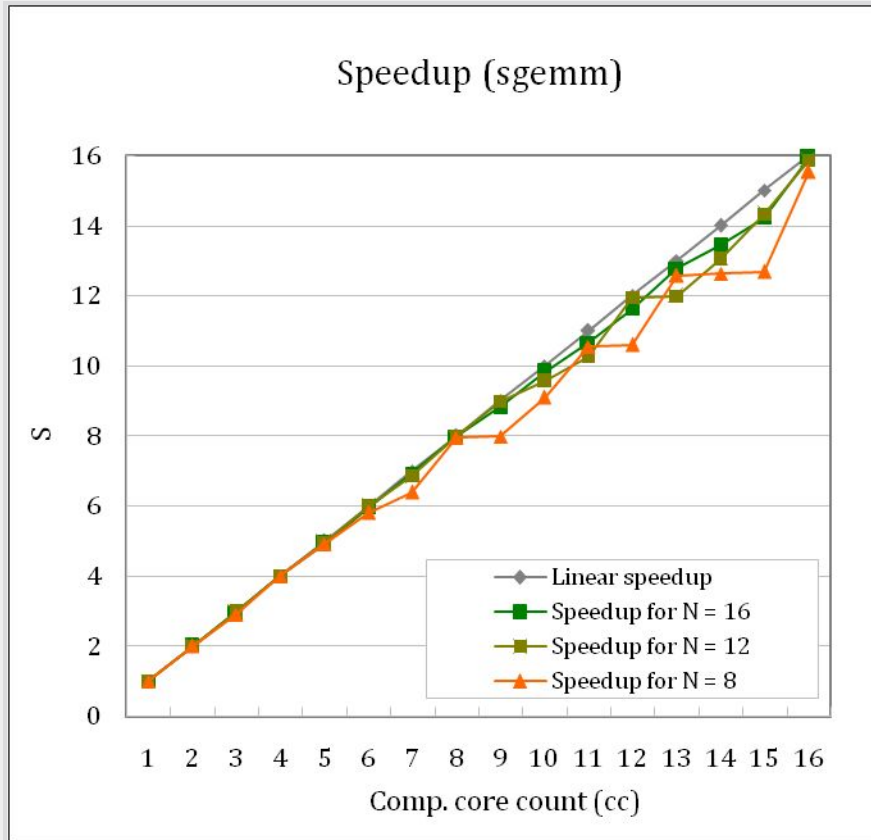
```
rearranging...
generating abstract macro-flow graph...
time elapsed 0 seconds, 15625000 nsec.
allocating resources...

loading the macro-flow graph xml-file...
loading the processor model xml-file...
loading some command line parameters...
allocating memory for various buffers...
ata buffer 0 size: 0 align: 4
ata buffer 1 size: 512 align: 4
ata buffer 2 size: 288 align: 4
memory allocation result is printed below:
-----
local mem. #      hypervisor code      granule code      activation record      activation record pointer
number of buffers are: 1
-----
multicast-buffers are used: true
size of buffers are: 100              460              48              4

-----
buffer size to memory size ratio, %:
local mem. #      hypervisor code      granule code      activation record      activation record pointer
0.000000e+000    6.105006e-001        2.808303e+000    0.000000e+000        0.000000e+000
0.000000e+000    0.000000e+000        0.000000e+000    0.000000e+000        0.000000e+000
0.000000e+000    6.105006e-001        2.808303e+000    7.324666e-002        6.103888e-003
0.000000e+000    6.105006e-001        2.808303e+000    0.000000e+000        0.000000e+000
0.000000e+000    0.000000e+000        0.000000e+000    7.324666e-002        6.103888e-003
0.000000e+000    0.000000e+000        0.000000e+000    0.000000e+000        0.000000e+000
0.000000e+000    0.000000e+000        0.000000e+000    0.000000e+000        0.000000e+000

performing space mapping for computational workload...
allocating memory for granules...
restructuring the macro-flow graph...
performing inter-tick transfers mapping...
performing intra-tick transfers space and time mapping...
allocating memory for data blocks...
no temporary offload actor was found.
finding out how temporary results are transferred...
local transfers: 1.000000e+000%
direct transfers: 0.000000e+000%
transfers through the temporary store: 0.000000e+000%
performing compactification of a macro-flow graph...
```

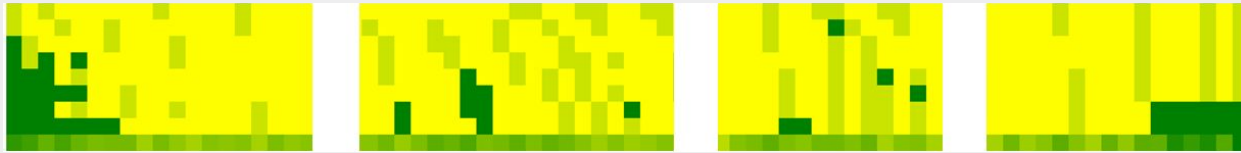

How fast is it?



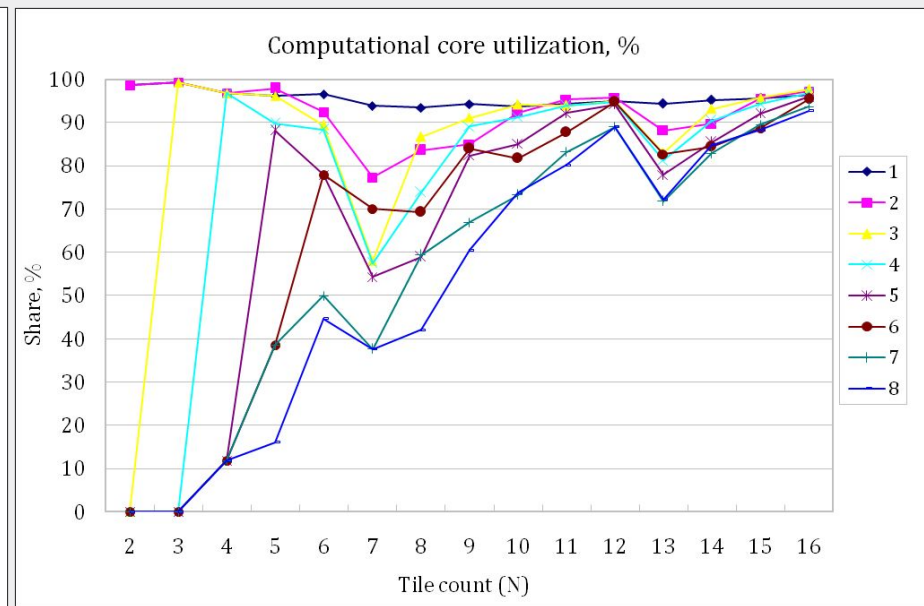
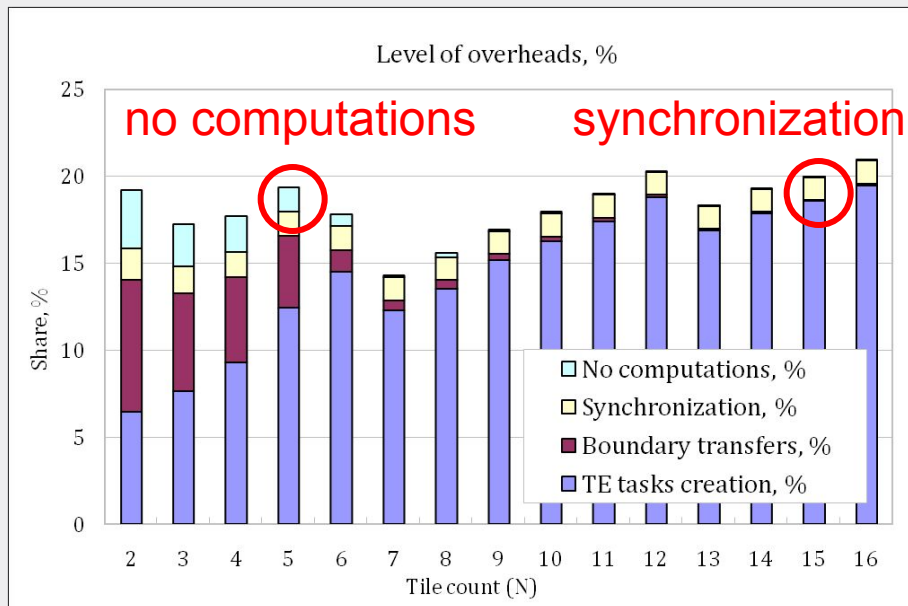
Scales almost linearly up to 16 cores of a synthetic multicore processor (Matrix size = $N \cdot NB$).

SGEMM – matrix multiplication, STRSM – triangular solve with multiple right-hand sides.

How fast is it (continued)?



The heatmap of an STRSM program schedule (cc = 8).



< **20%** of the time the control core makes TE tasks (overlaps with computations),

< **2%** it spends for synchronization. **Computational cores work almost all the time!**