

Software Engineering Seminar

Atune-IL: An Instrumentation Language for Auto-Tuning Parallel Applications

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2009

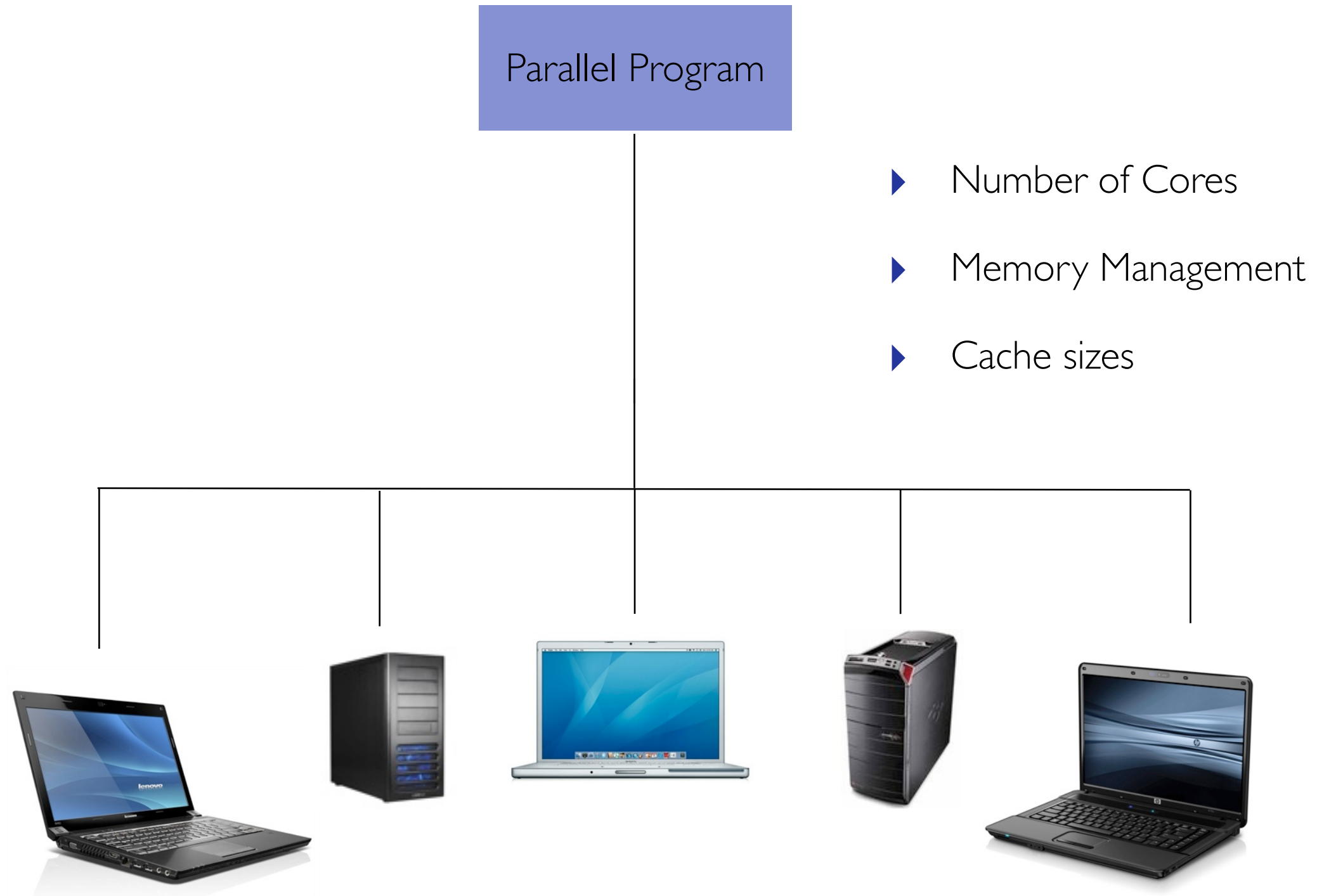
Michael Berli, December 14th 2011

Motivation

Parallel Program



Motivation



Motivation

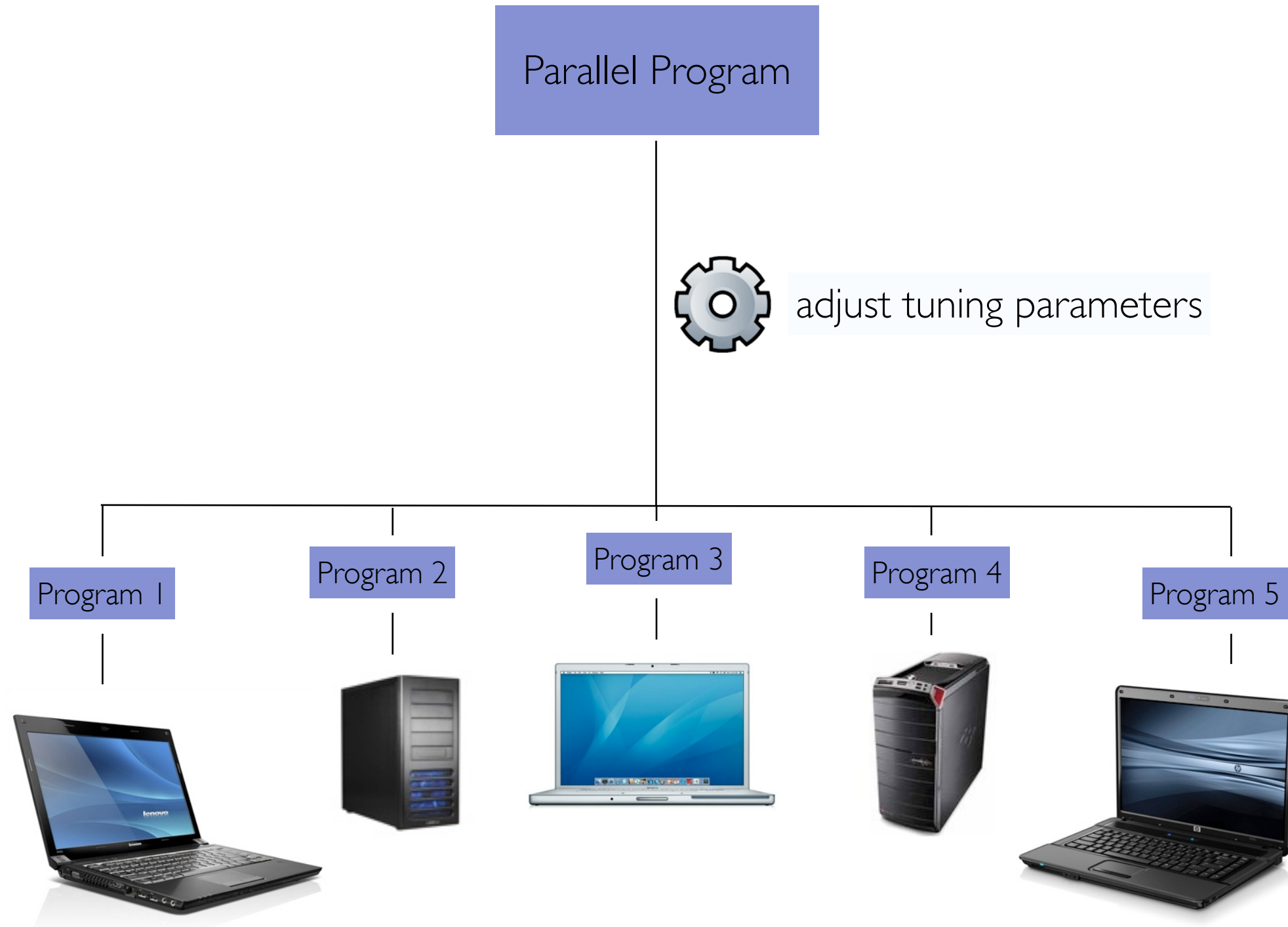
gain optimal performance

Parallel Program

- ▶ Number of Cores
- ▶ Memory Management
- ▶ Cache sizes

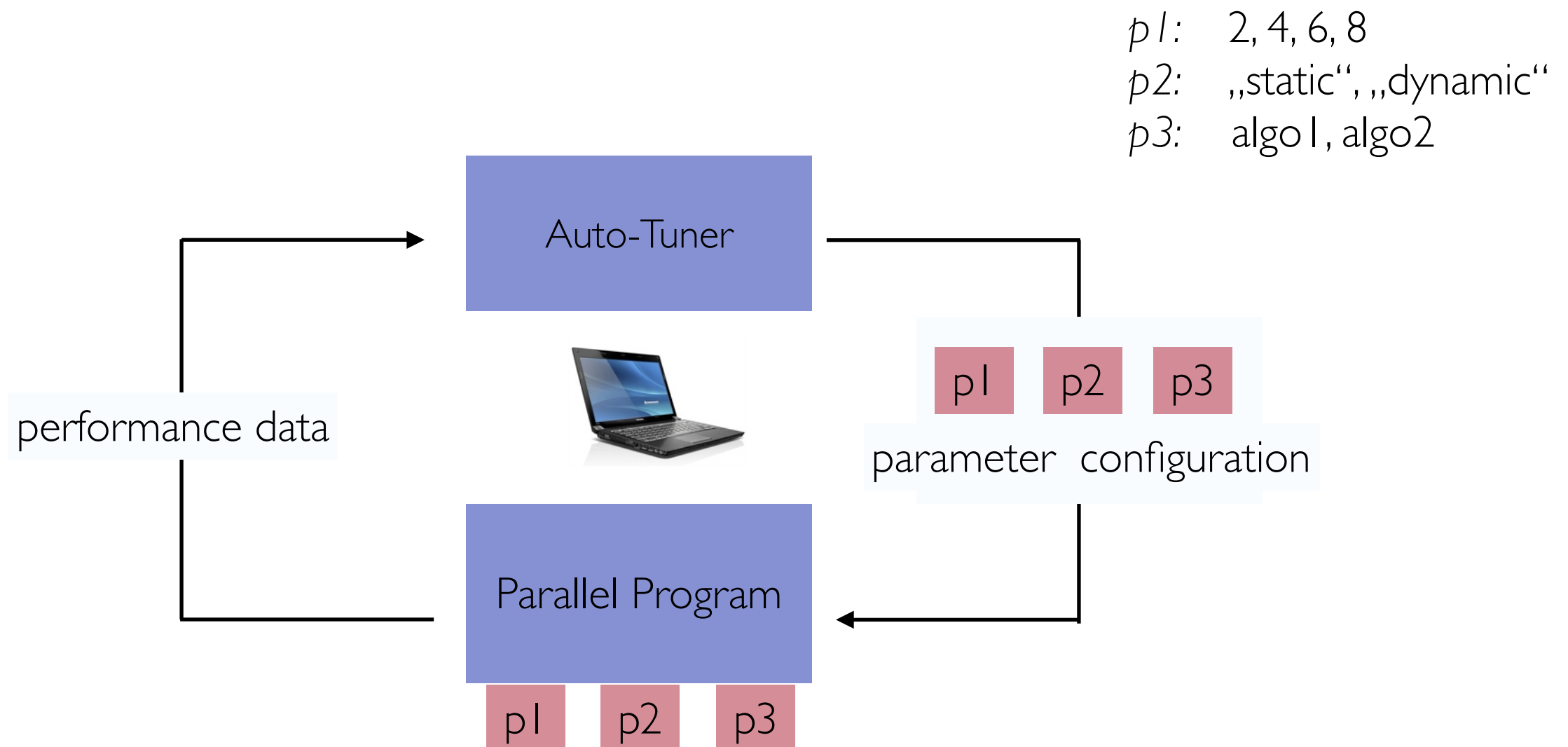


Motivation



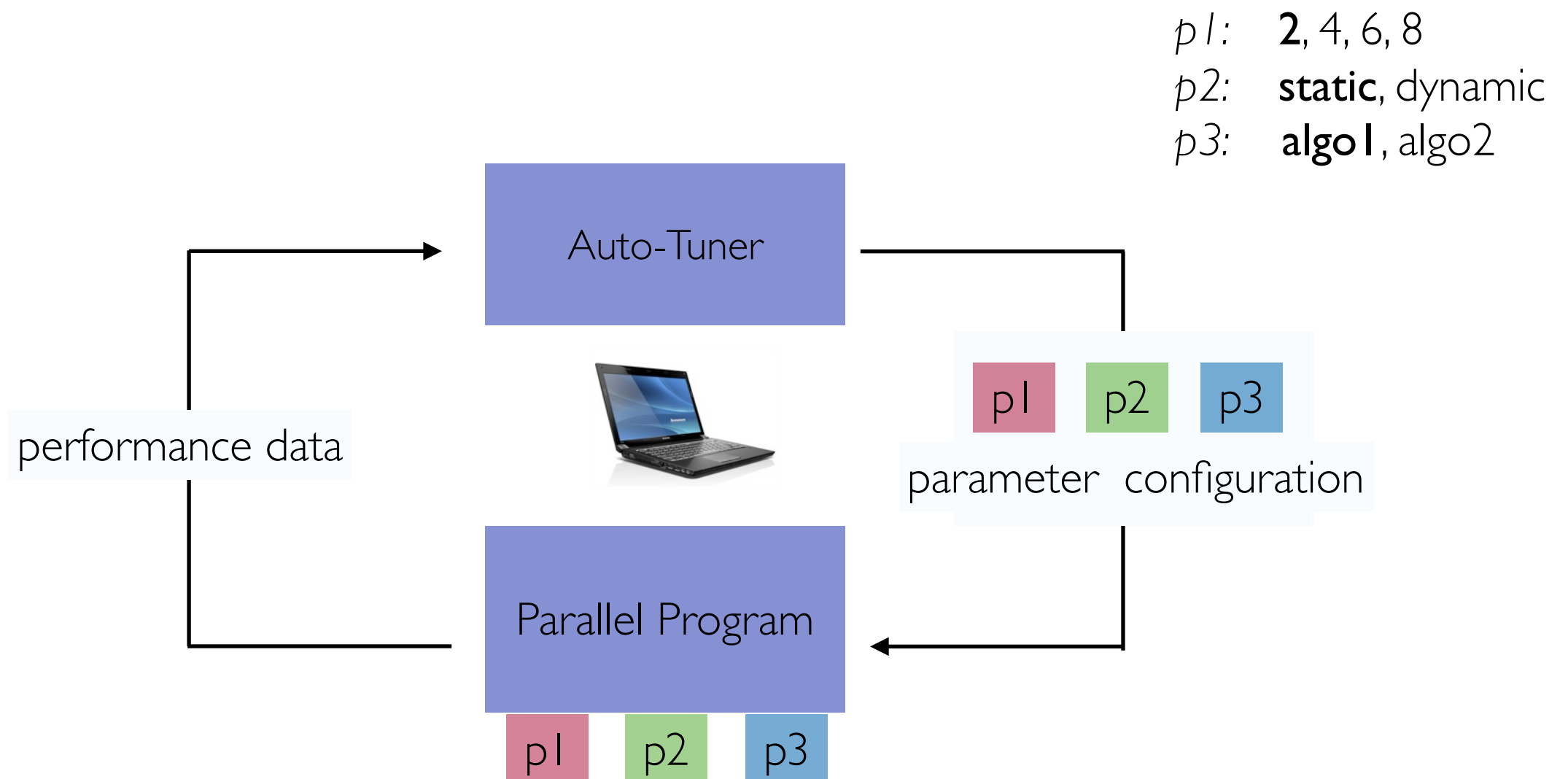
Automatic Performance Tuning

- ▶ Auto-Tuner: Generate several program variants automatically
 - ▶ on a specific architecture
 - ▶ find an optimal tuning parameter configuration



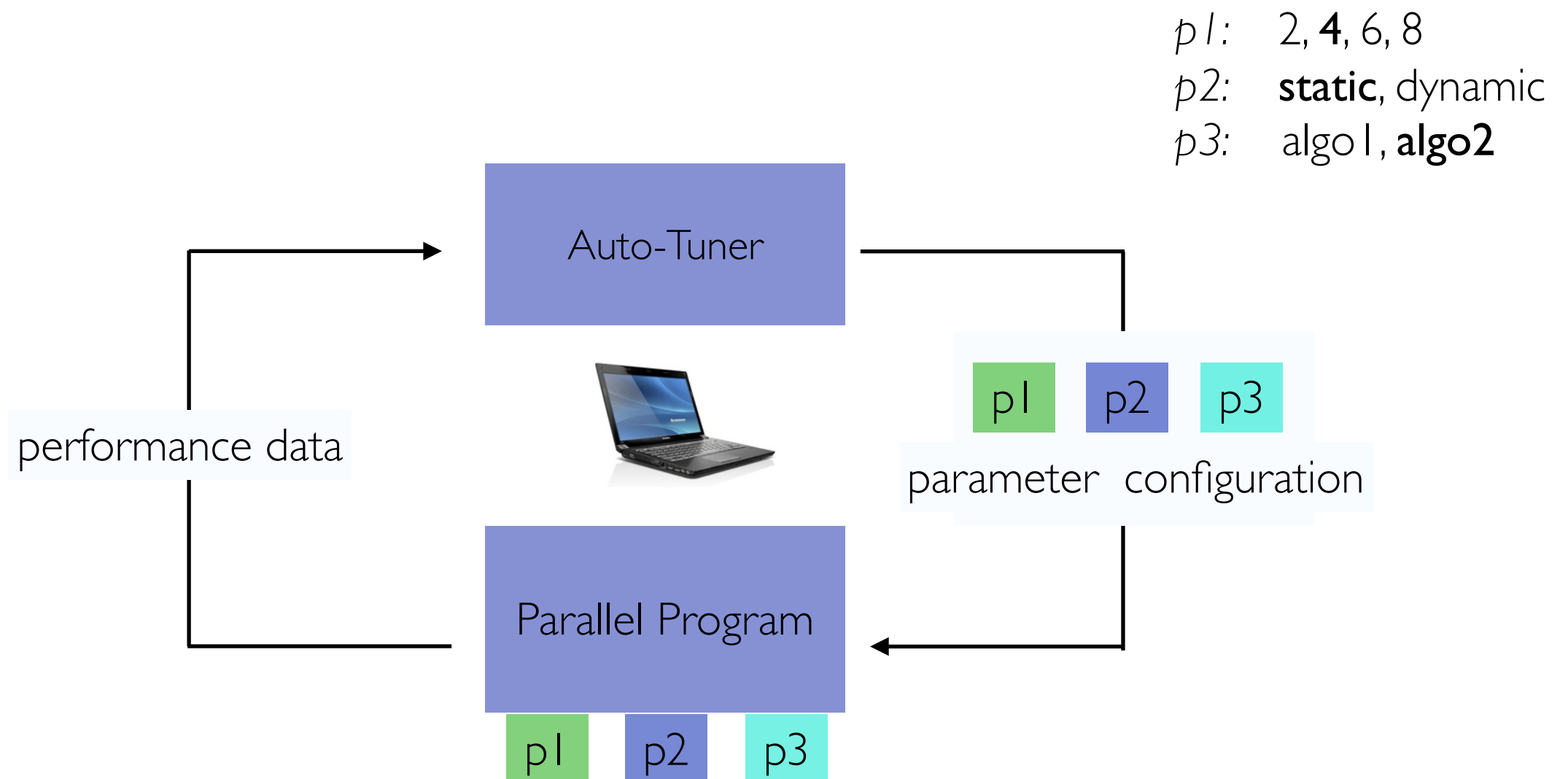
Automatic Performance Tuning

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 - ▶ find an optimal tuning parameter configuration



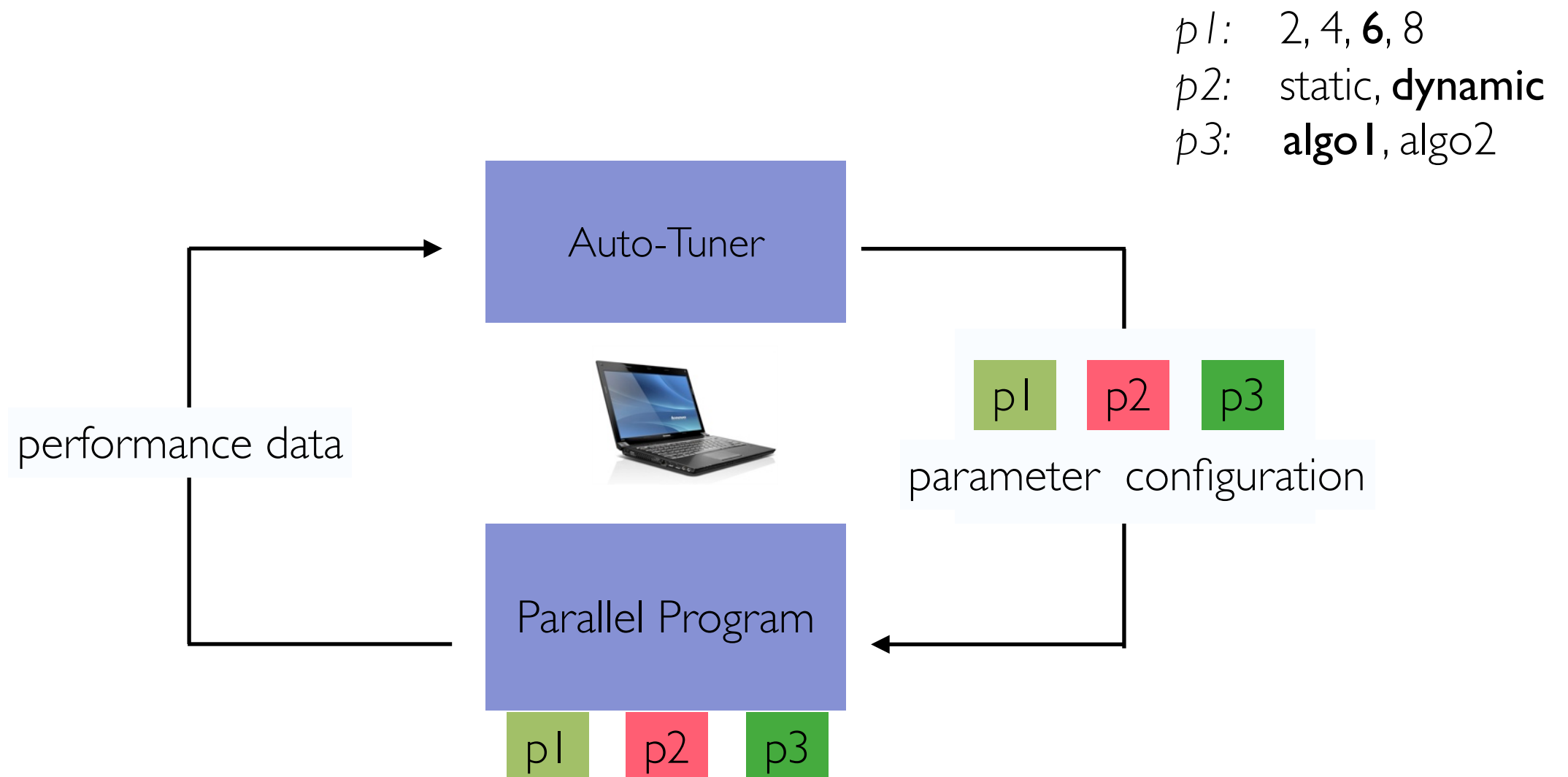
Automatic Performance Tuning

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Automatic Performance Tuning

- ▶ Auto-Tuner: Generate several program variants automatically
 - ▶ on a specific architecture
 - ▶ find an optimal tuning parameter configuration



Automatic Performance Tuning

- ▶ Huge search space
 - ▶ cross product of parameter domains

$$S = \text{dom}(p_1) \times \dots \times \text{dom}(p_n)$$

p_1 :	2, 4, 6, 8	$\text{dom}(p_1) = 4$
p_2 :	static, dynamic	$\text{dom}(p_2) = 2$
p_3 :	algo 1, algo 2	$\text{dom}(p_3) = 2$

Automatic Performance Tuning

- ▶ Huge search space
 - ▶ cross product of parameter domains

$$S = \text{dom}(p_1) \times \dots \times \text{dom}(p_n)$$



Automatic Performance Tuning

- ▶ Huge search space
 - ▶ cross product of parameter domains

$$S = \text{dom}(p_1) \times \dots \times \text{dom}(p_n)$$

need to prune the search space !



Automatic Performance Tuning

- ▶ Three ways to prune the search space
 - ▶ try & fail
 - ▶ make use of heuristics / previous tuning iterations
 - ▶ use the developers knowledge

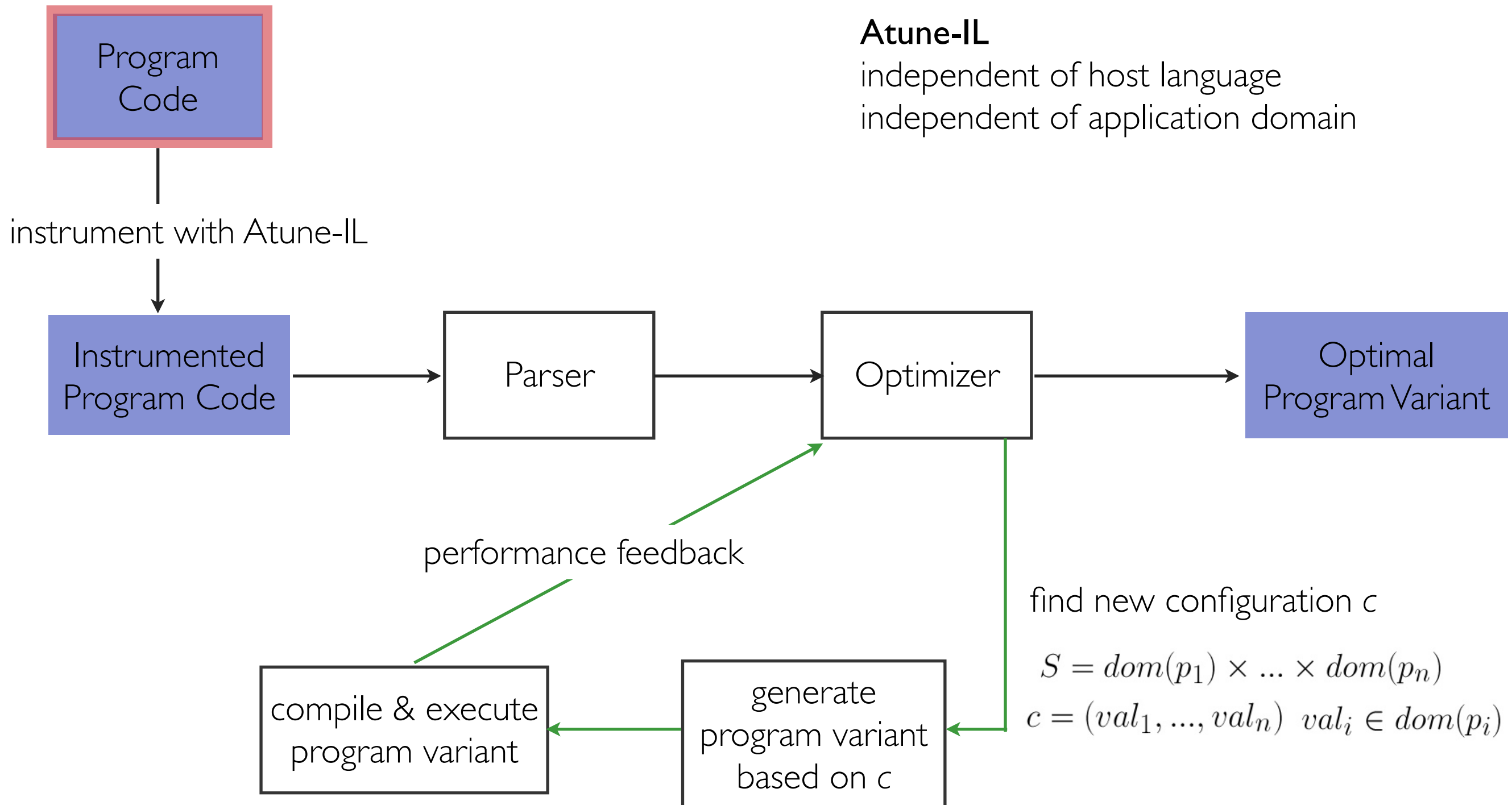


Automatic Performance Tuning

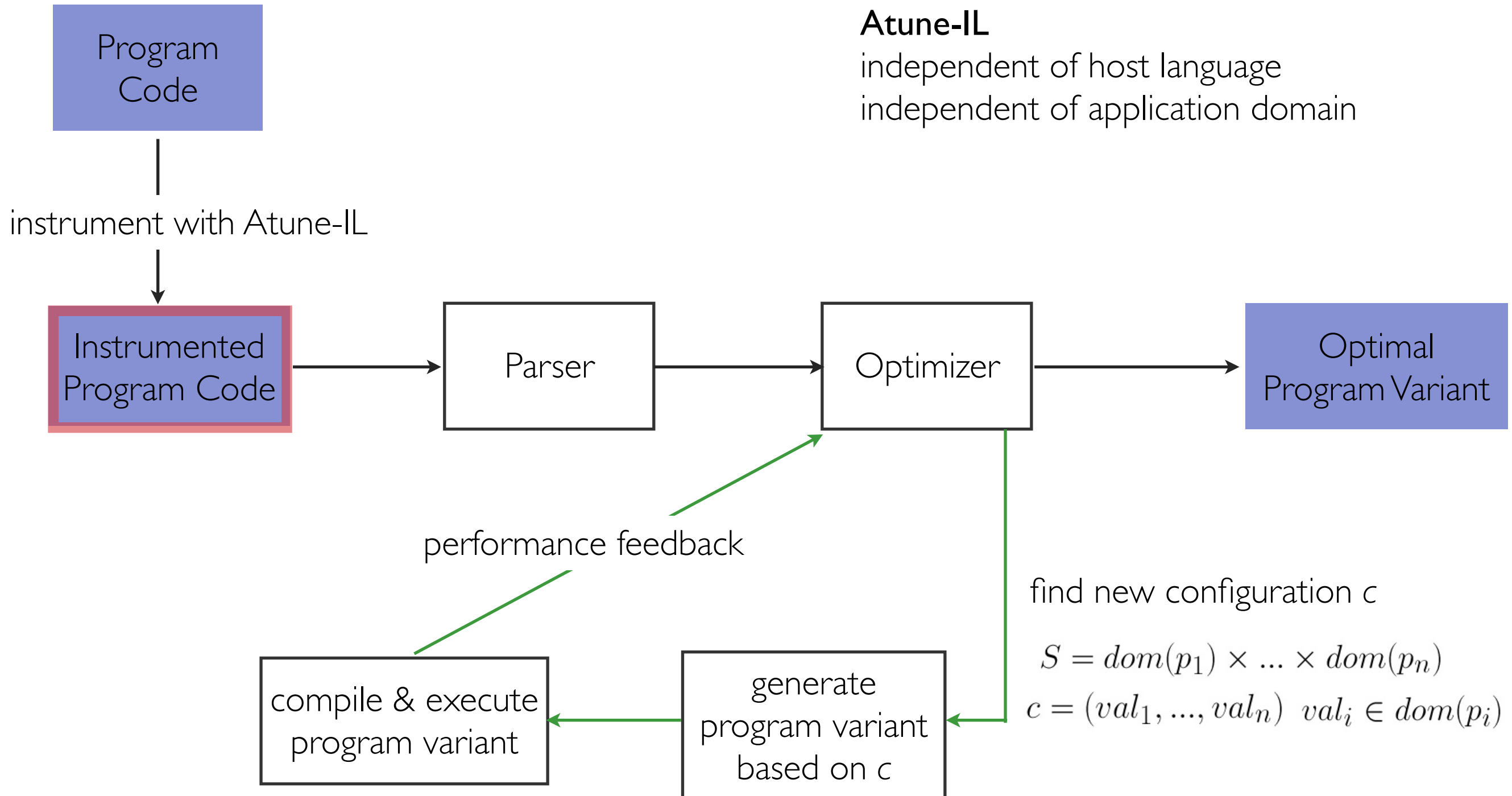
- ▶ Three ways to prune the search space
 - ▶ try & fail
 - ▶ make use of heuristics / previous tuning iterations
 - ✓ use the developers knowledge
 - ▶ Atune-IL: annotate tuning parameters, independent sections, monitoring probes...



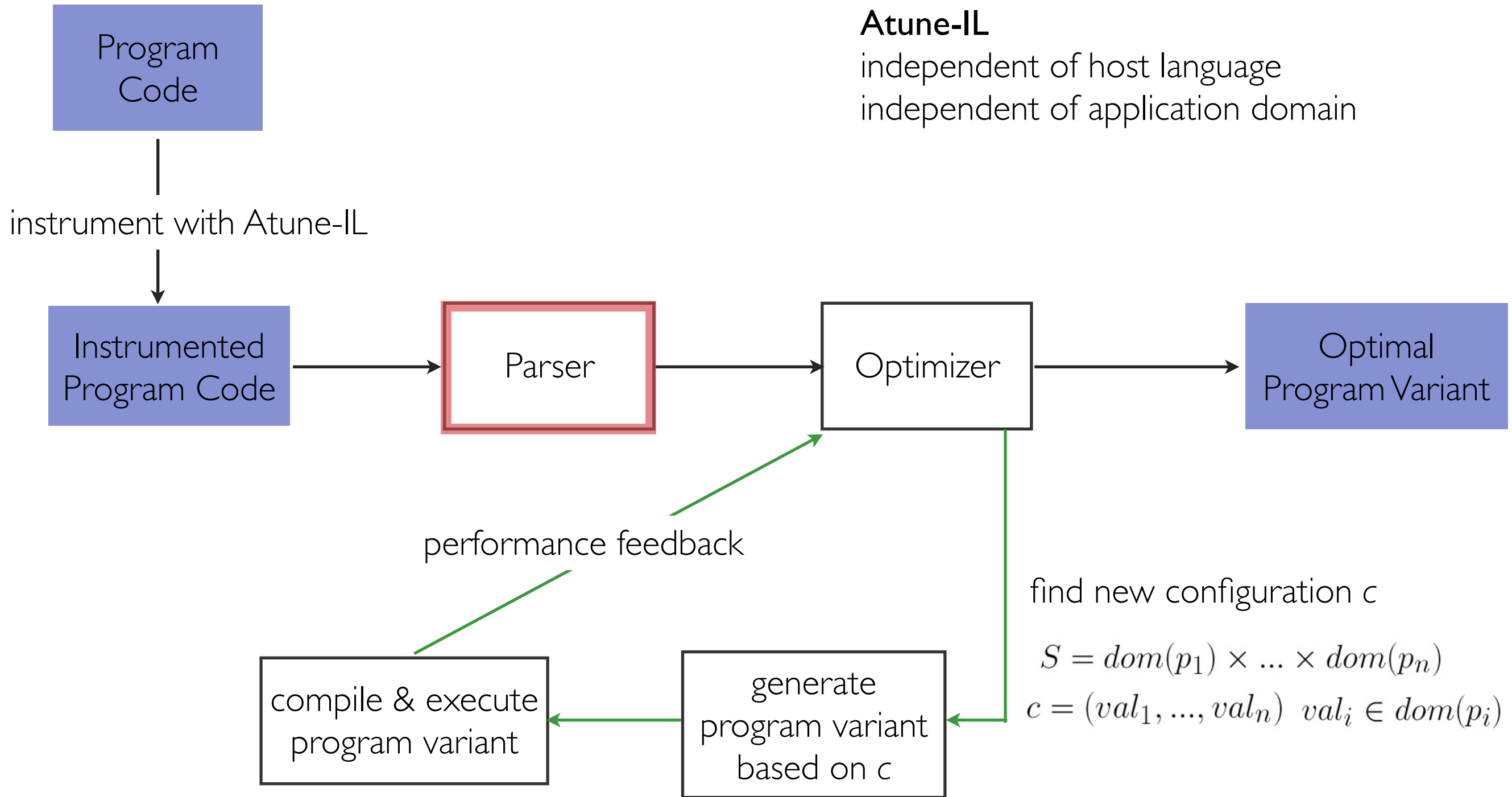
Atune's tuning cycle



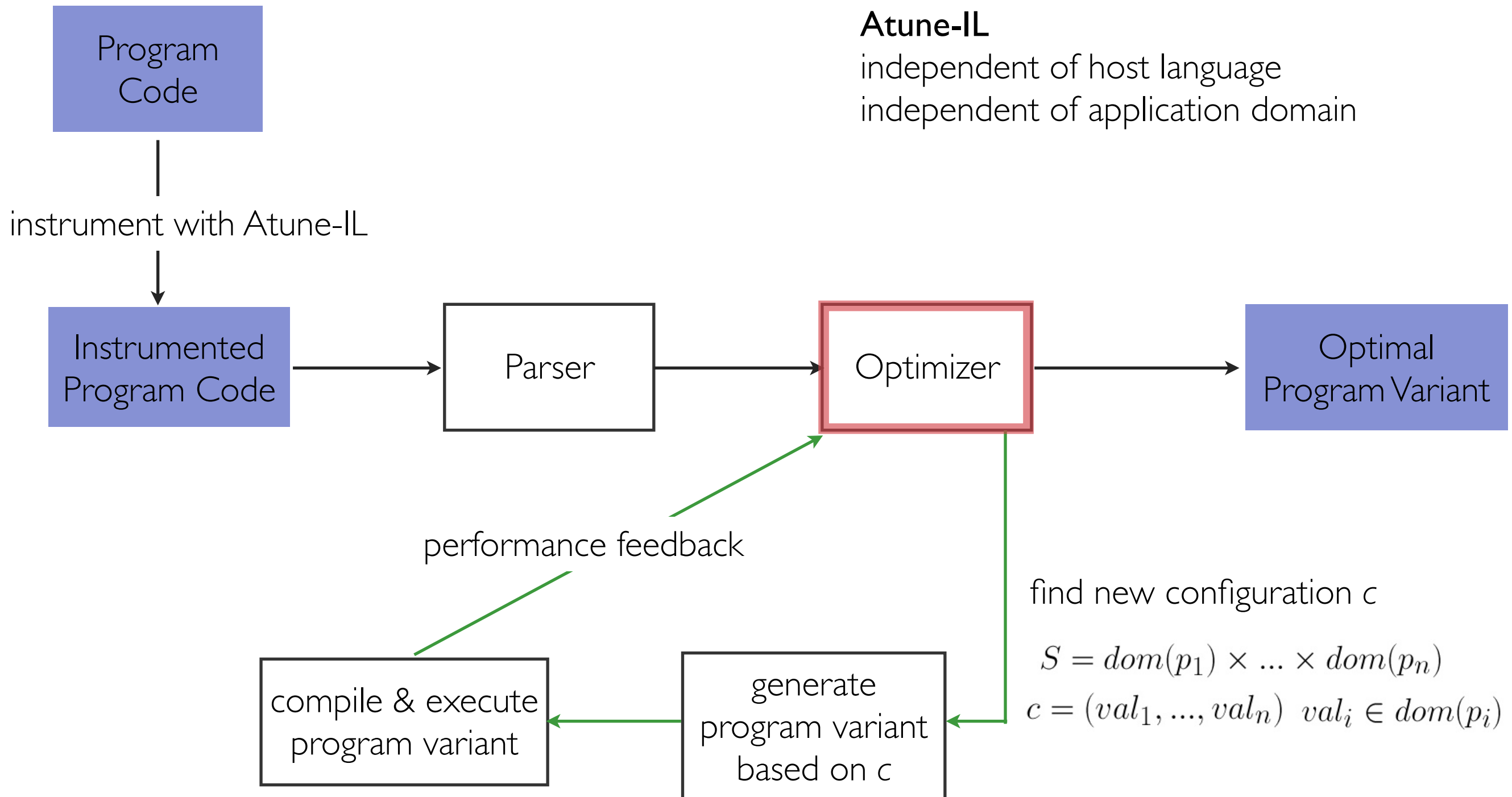
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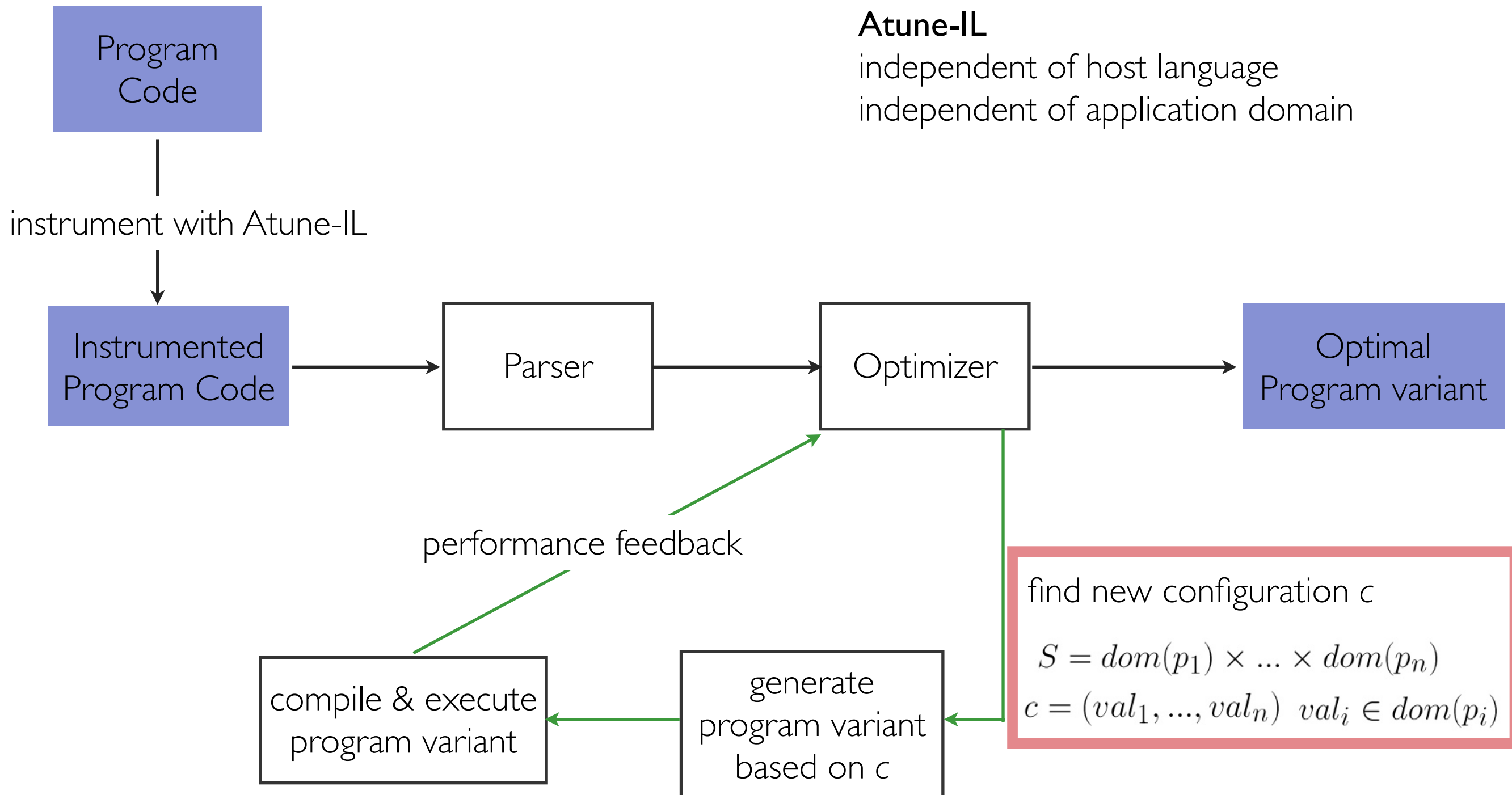
Atune's tuning cycle



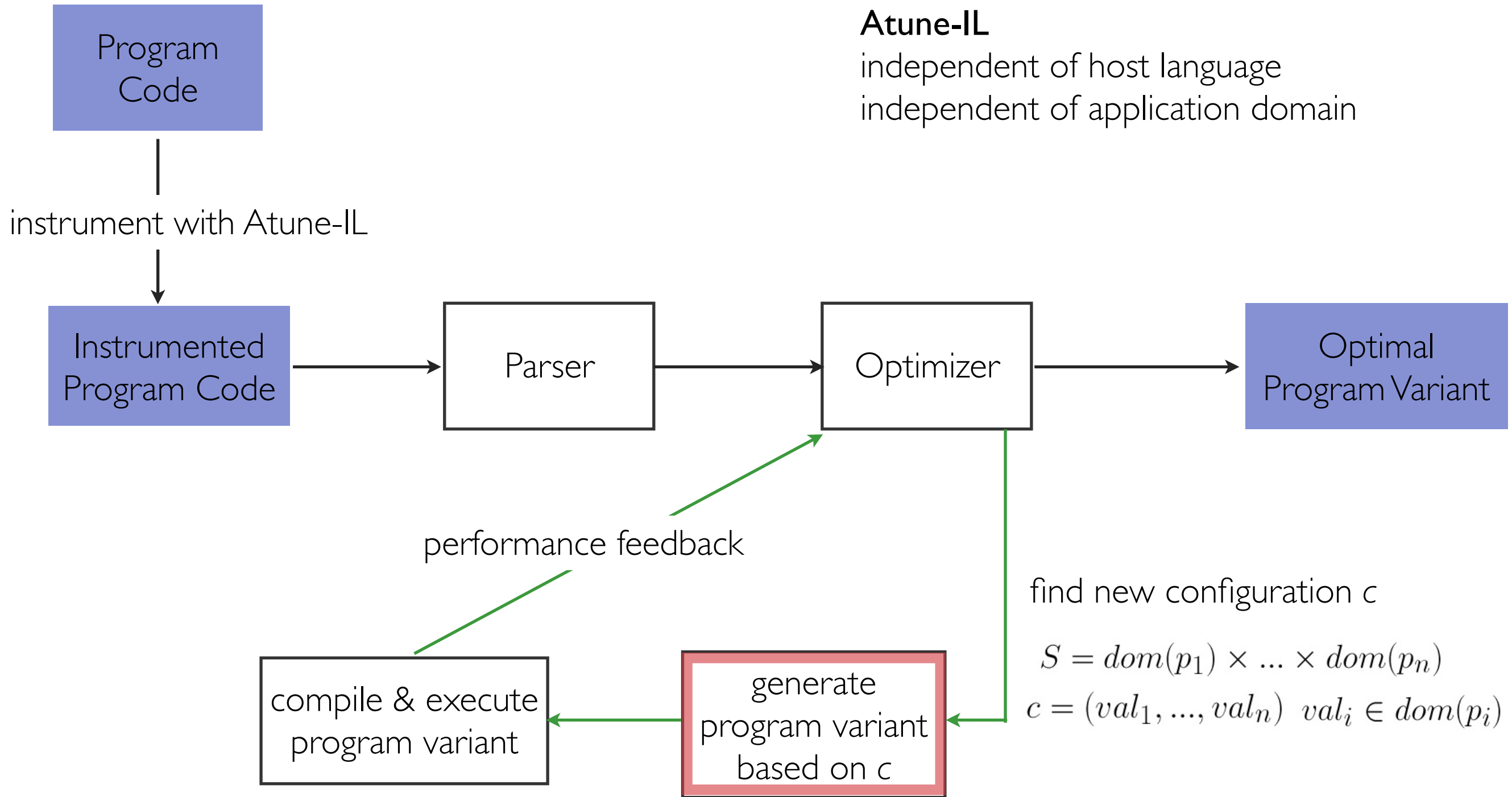
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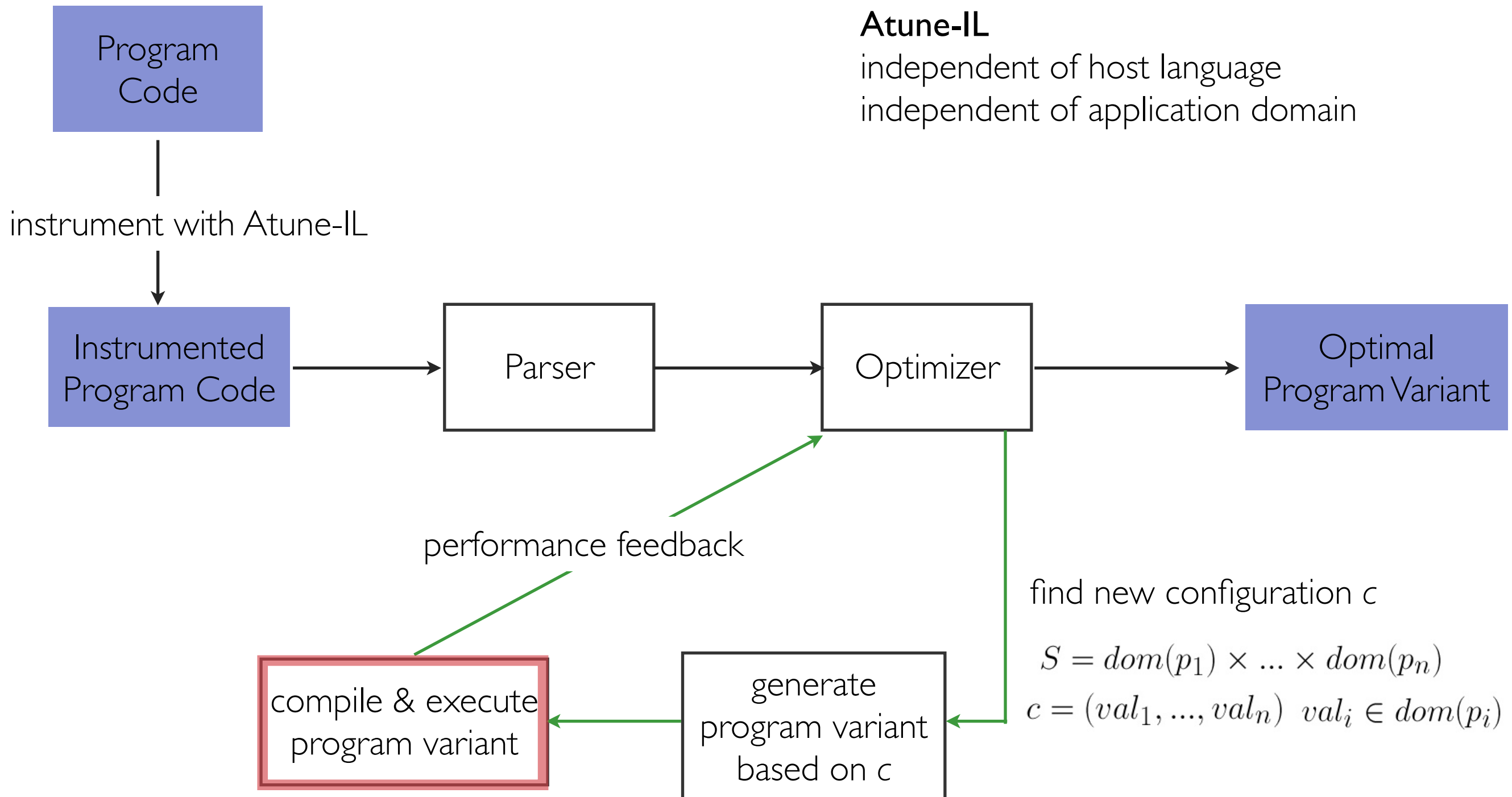
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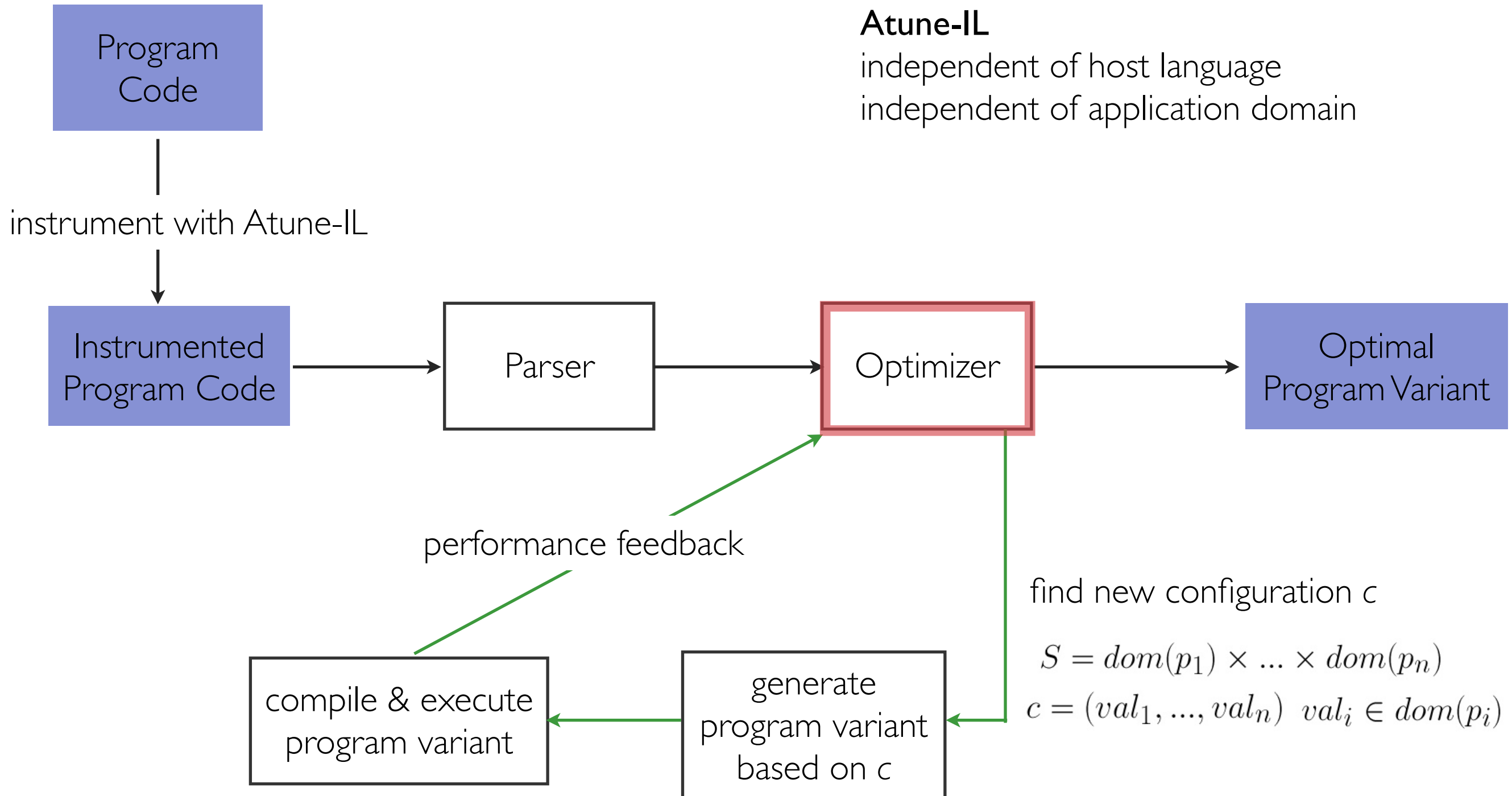
Atune's tuning cycle



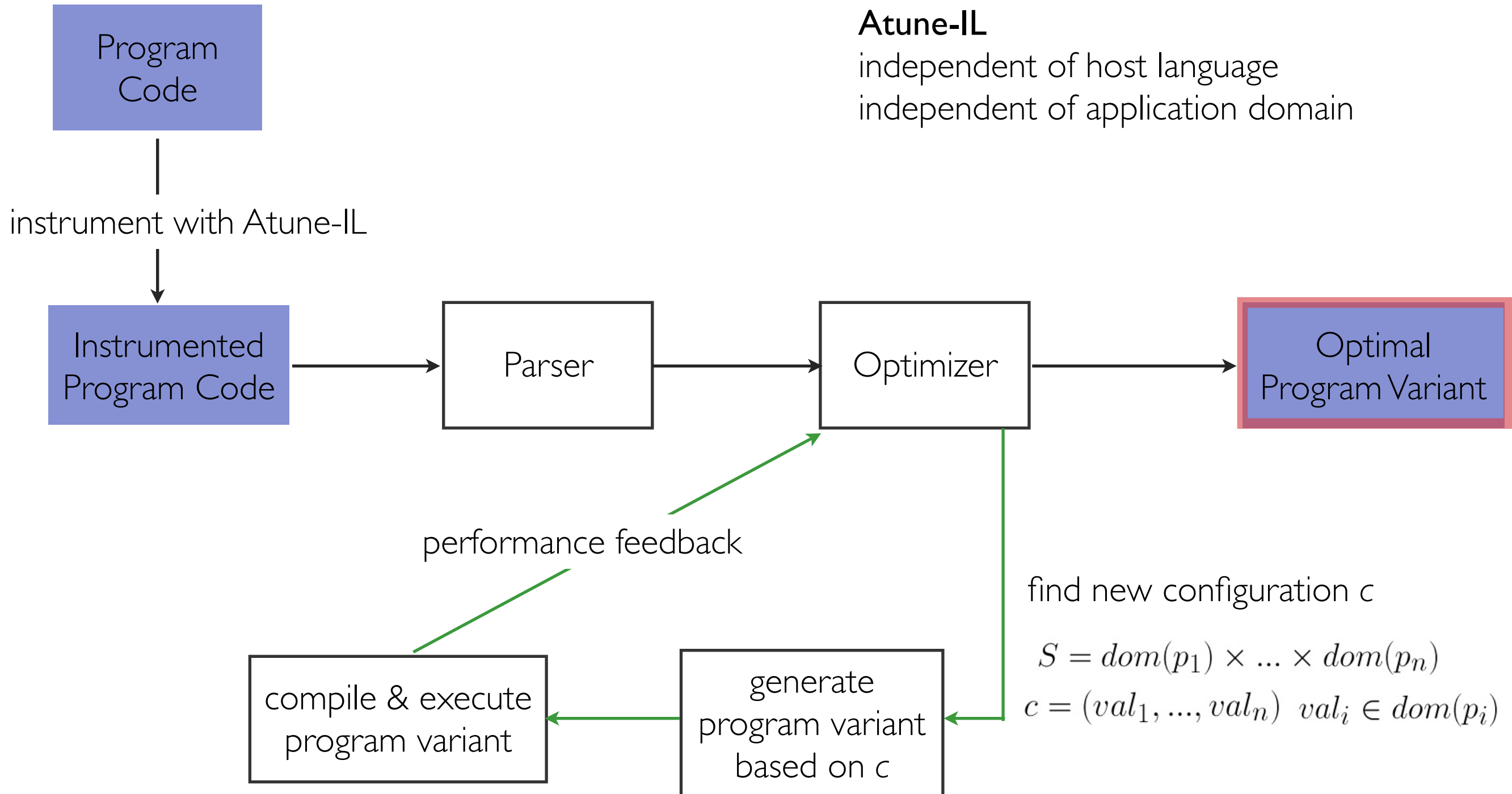
Atune's tuning cycle



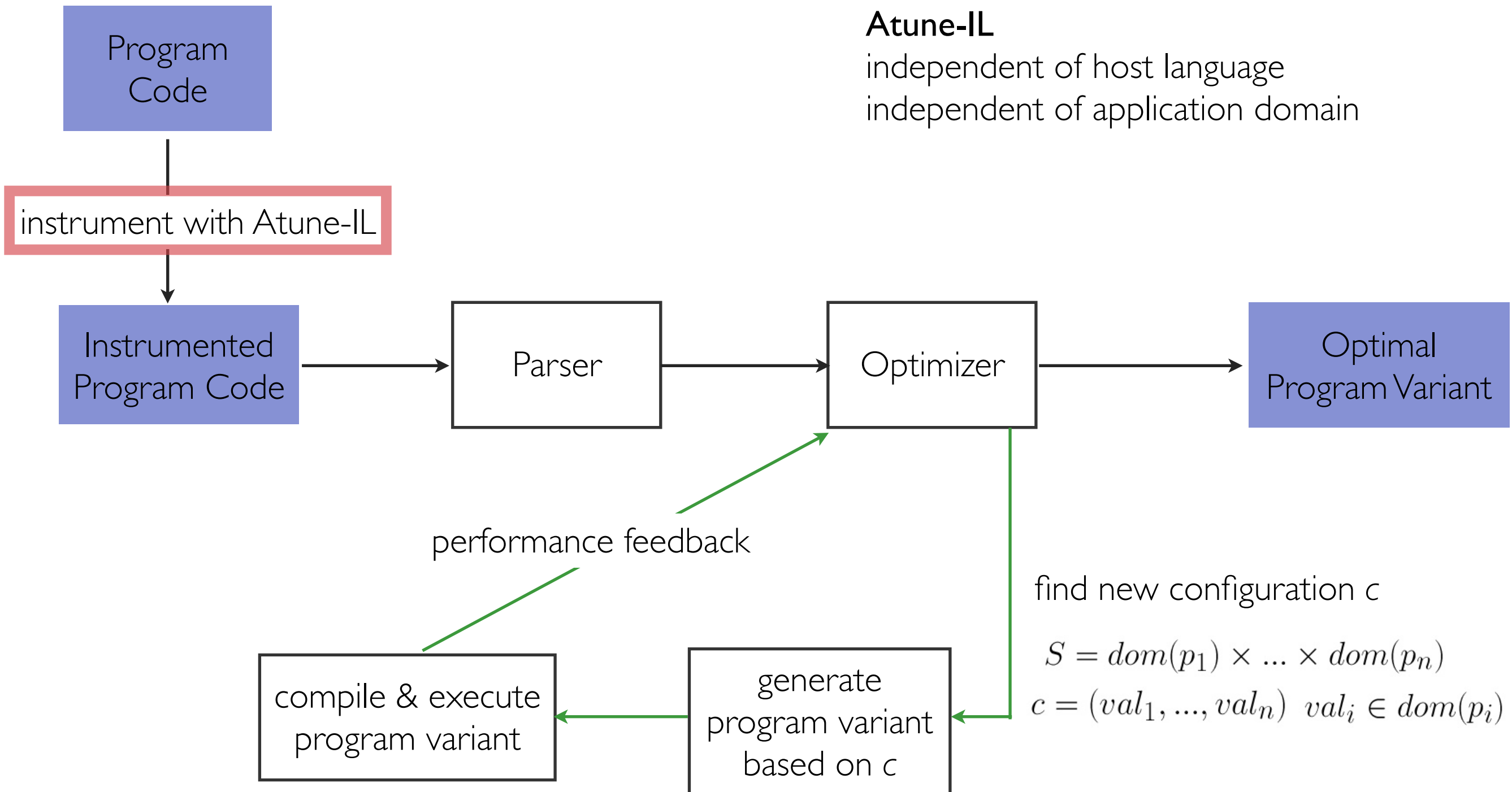
Atune's tuning cycle



Atune's tuning cycle



Atune's tuning cycle



Numeric Parameters

- ▶ SETVAR keyword

```
public void SETVAR_Example()  
{  
    int numThreads = 2;  
  
    for (int i=1; i <=numThreads; i++){  
        Thread.Create(StartCalculation);  
    }  
    WaitAll();  
}
```

Numeric Parameters

- ▶ SETVAR keyword

```
public void SETVAR_Example()  
{  
    int numThreads = 2;  
    #pragma atune SETVAR numThreads TYPE int  
    VALUES 2-16 STEP 2  
  
    for (int i=1; i <=numThreads; i++){  
        Thread.Create(StartCalculation);  
    }  
    WaitAll();  
}
```

← 2, 4, ..., 16 Threads

Architectural Parameters

- ▶ SETVAR keyword

```
public void SETVAR_Example2 ()
{
    SortAlgorithm sortAlgo = new ParallelMergeSort ();

    #pragma atune SETVAR sortAlgo TYPE generic VALUES
    „new QuickSort()“, „new ParallelMergeSort()“

    if (sortAlgo != null)
        sortAlgo.run ();
}
```

Parameter Dependencies

- ▶ DEPENDS keyword

```
public void DEPENDS_Example()  
{  
    SortAlgorithm sortAlgo = new ParallelMergeSort();  
  
    #pragma atune SETVAR sortAlgo TYPE generic VALUES  
    „new QuickSort()“, „new ParallelMergeSort()“  
  
    int depth = 2;  
  
    #pragma atune SETVAR depth TYPE int VALUES 2-8  
  
    if (sortAlgo != null)  
        sortAlgo.run(depth);  
}
```

14 combinations

Parameter Dependencies

- ▶ DEPENDS keyword

```
public void DEPENDS_Example()
{
    SortAlgorithm sortAlgo = new ParallelMergeSort();

    #pragma atune SETVAR sortAlgo TYPE generic VALUES
    „new QuickSort()“, „new ParallelMergeSort()“

    int depth = 2;

    #pragma atune SETVAR depth TYPE int VALUES 2-8
    DEPENDS sortAlgo VALUES "new ParallelMergeSort()"

    if (sortAlgo != null)
        sortAlgo.run(depth);
}
```

8 combinations
instead of 14!

Tuning Blocks

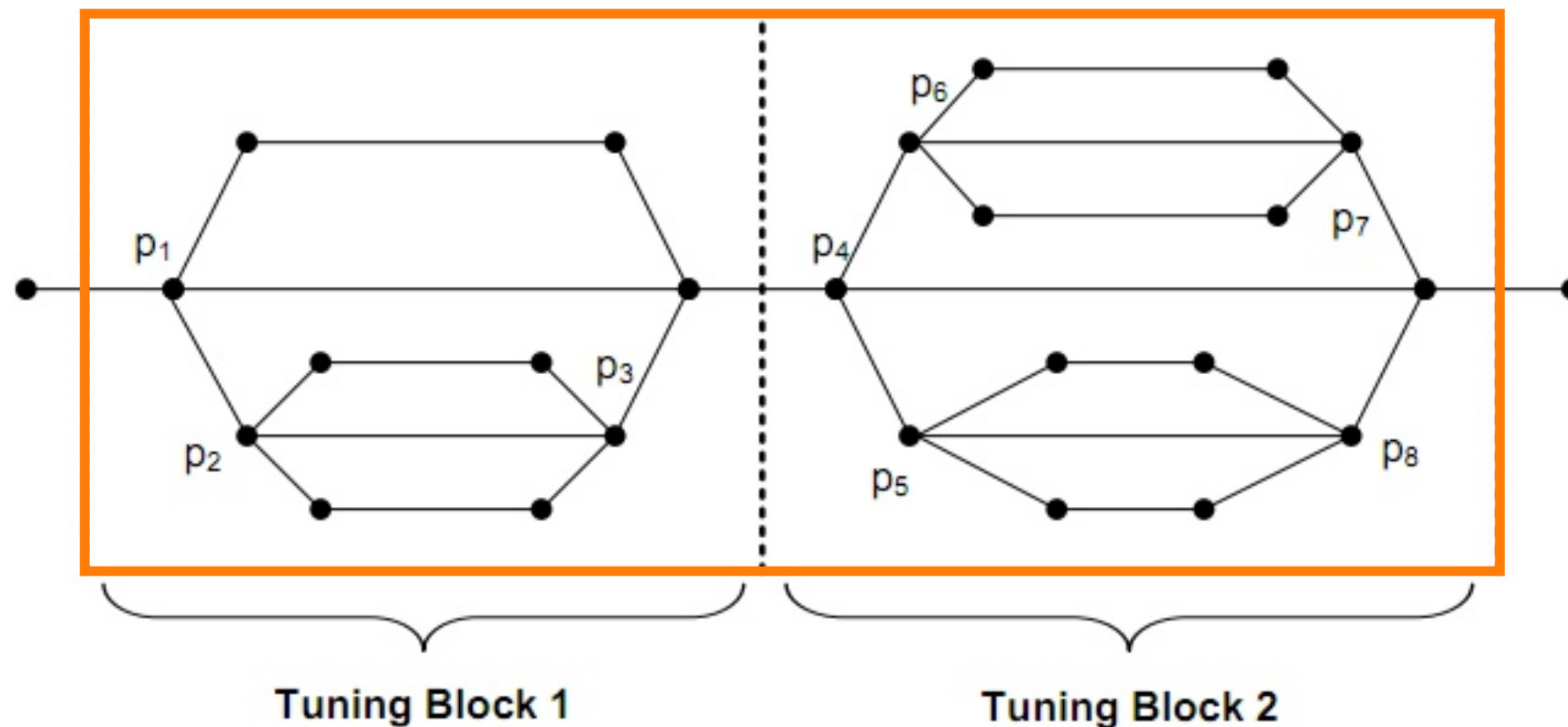
- ▶ Define independent sections

- ▶ **Tuning-Approach 1:** $dom(p_1) \times \dots \times dom(p_8)$

- ▶ **Tuning-Approach 2:**

- ▶ Tuning-Block 1: $dom(p_1) \times \dots \times dom(p_3)$

- ▶ Tuning-Block 2: $dom(p_4) \times \dots \times dom(p_8)$



Tuning Blocks

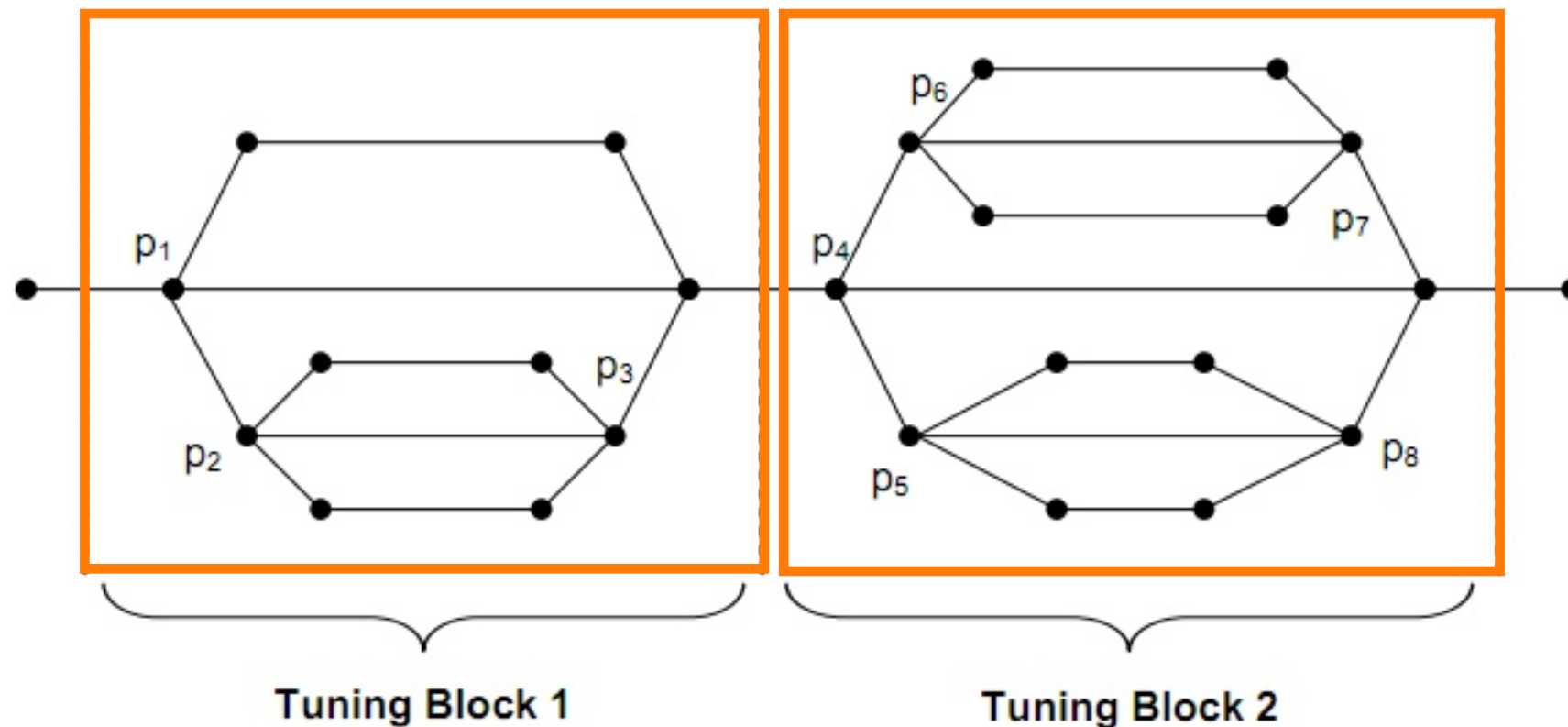
- ▶ Define independent sections

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- ▶ Tuning-Block 1: $dom(p_1) \times \dots \times dom(p_3)$

- ▶ Tuning-Block 2: $dom(p_4) \times \dots \times dom(p_8)$



Tuning Blocks

- ▶ STARTBLOCK keyword

```
public void TUNINGBLOCKS_Example()
{
    // other tuning parameters...

    #pragma atune STARTBLOCK parallelSection
    int numThreads = 2;
    #pragma atune SETVAR numThreads
    TYPE int VALUES 2-16 STEP 2

    for (int i=1; i <=numThreads; i++) {
        Thread.Create(StartCalculation);
    }
    WaitAll();

    #pragma atune ENDBLOCK
}
```


Nested Tuning Blocks

- ▶ `INSIDE` keyword
 - ▶ optimization starts with the innermost block
 - ▶ combines inner and outer parameters successively

```
public void TUNINGBLOCKS_Example()  
{  
    #pragma atune STARTBLOCK parallelSection  
    int numThreads = 2;  
    #pragma atune SETVAR numThreads  
    TYPE int VALUES 2-16 STEP 2  
  
    for (int i=1; i <=numThreads; i++) {  
        Thread.Create( StartCalculation() );  
    }  
    WaitAll();  
  
    #pragma atune ENDBLOCK  
}
```

Nested Tuning Blocks

- ▶ **INSIDE** keyword
 - ▶ optimization starts with the innermost block
 - ▶ combines inner and outer parameters successively

```
public void TUNINGBLOCKS_Example()
{
    #pragma atune STARTBLOCK parallelSection
    int numThreads = 2;
    #pragma atune SETVAR numThreads
    TYPE int VALUES 2-16 STEP 2

    for (int i=1; i <=numThreads; i++){
        Thread.Create( StartCalculation() );
    }
    WaitAll();

    #pragma atune ENDBLOCK
}
```

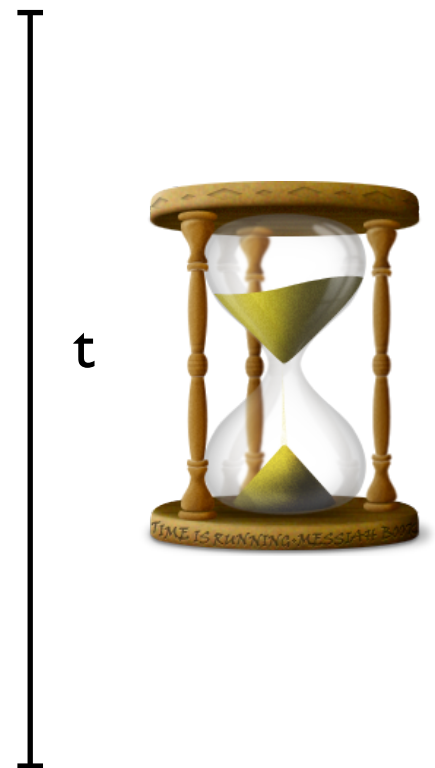
```
public void StartCalculation()
{
    #pragma atune STARTBLOCK
    nestedSection INSIDE parallelSection

    /* calculation with own tuning
    parameters */

    #pragma atune ENDBLOCK
}
```

Monitoring Probes

```
public void TUNINGBLOCKS_Example()  
{  
    #pragma atune STARTBLOCK parallelSection  
    #pragma atune GAUGE execTime  
    int numThreads = 2;  
    #pragma atune SETVAR numThreads  
    TYPE int VALUES 2-16 STEP 2  
  
    for (int i=1; i <=numThreads; i++){  
        Thread.Create(StartCalculation());  
    }  
    WaitAll();  
  
    #pragma atune GAUGE execTime  
    #pragma atune ENDBLOCK  
}
```



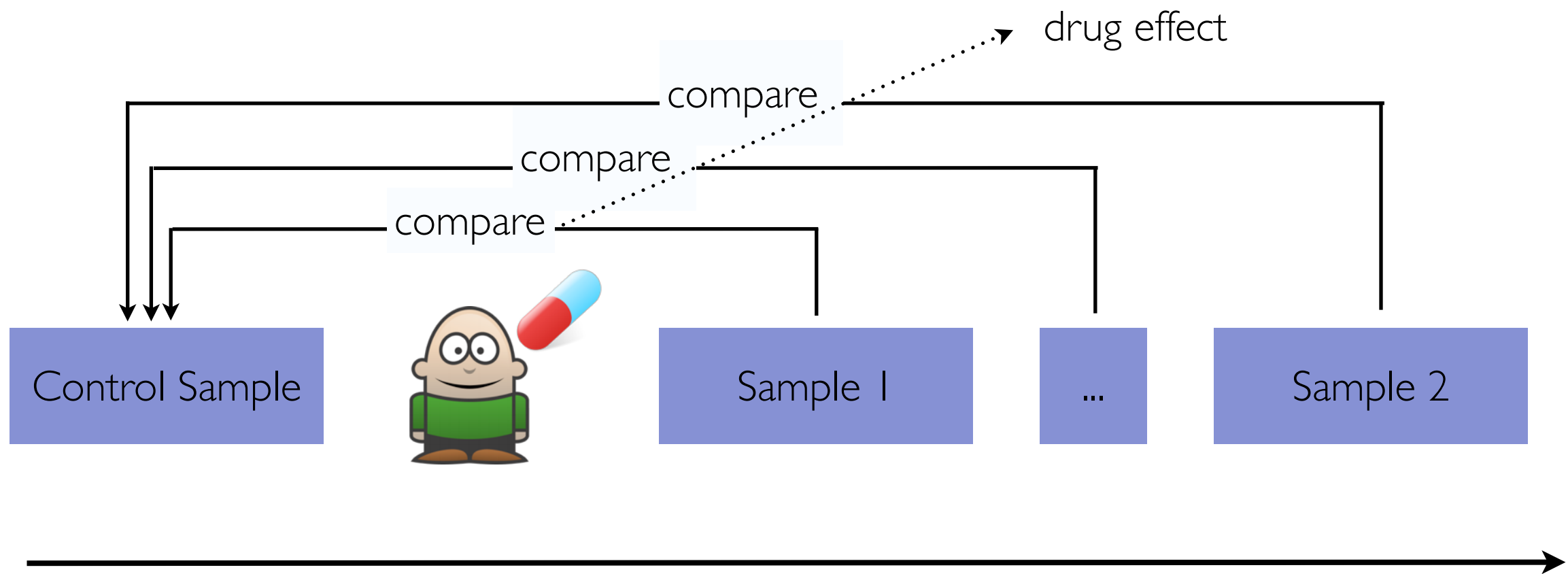
Context



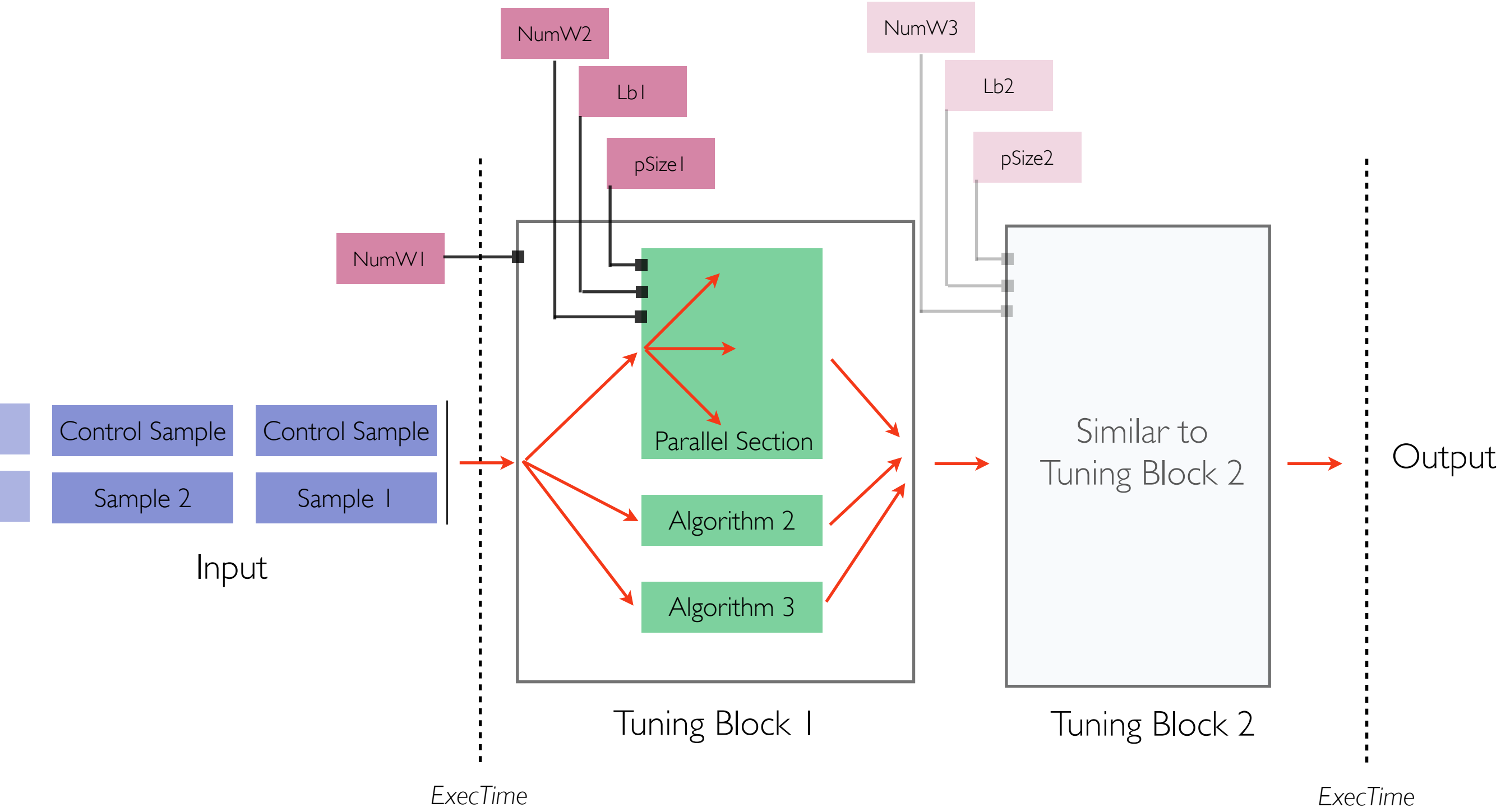
- ✓ Motivation
- ✓ Introduction to Auto-Tuning
- ✓ Atune's Tuning Cycle
- ✓ Atune-IL
 - ▶ Case Study
 - ▶ Results
 - ▶ Pros & Cons

Case Study

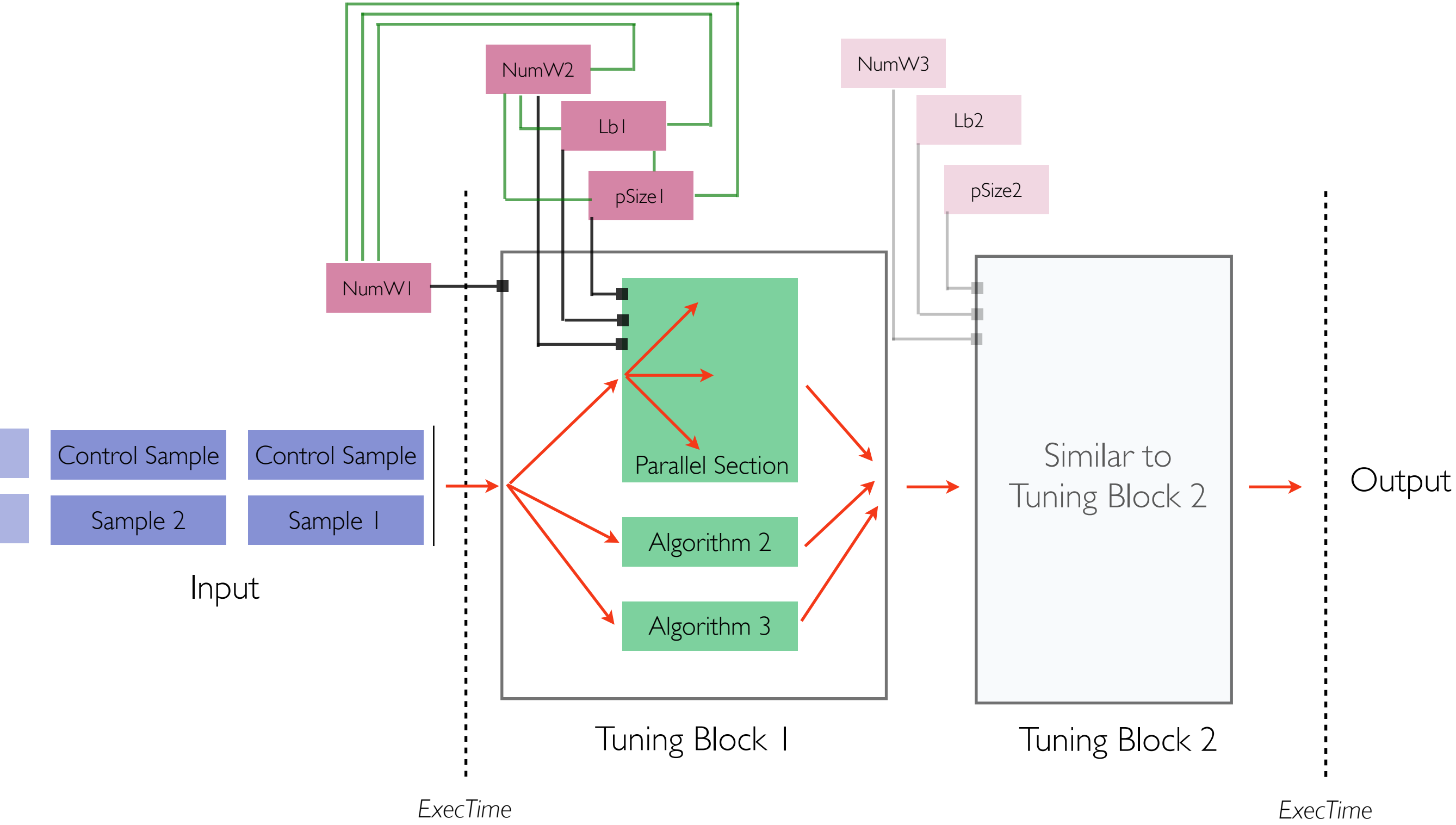
- ▶ MetaboliteID (Agilent Technologies)
- ▶ Identify effects caused by a drug on a very low level
 - ▶ by comparing control samples to metabolite samples



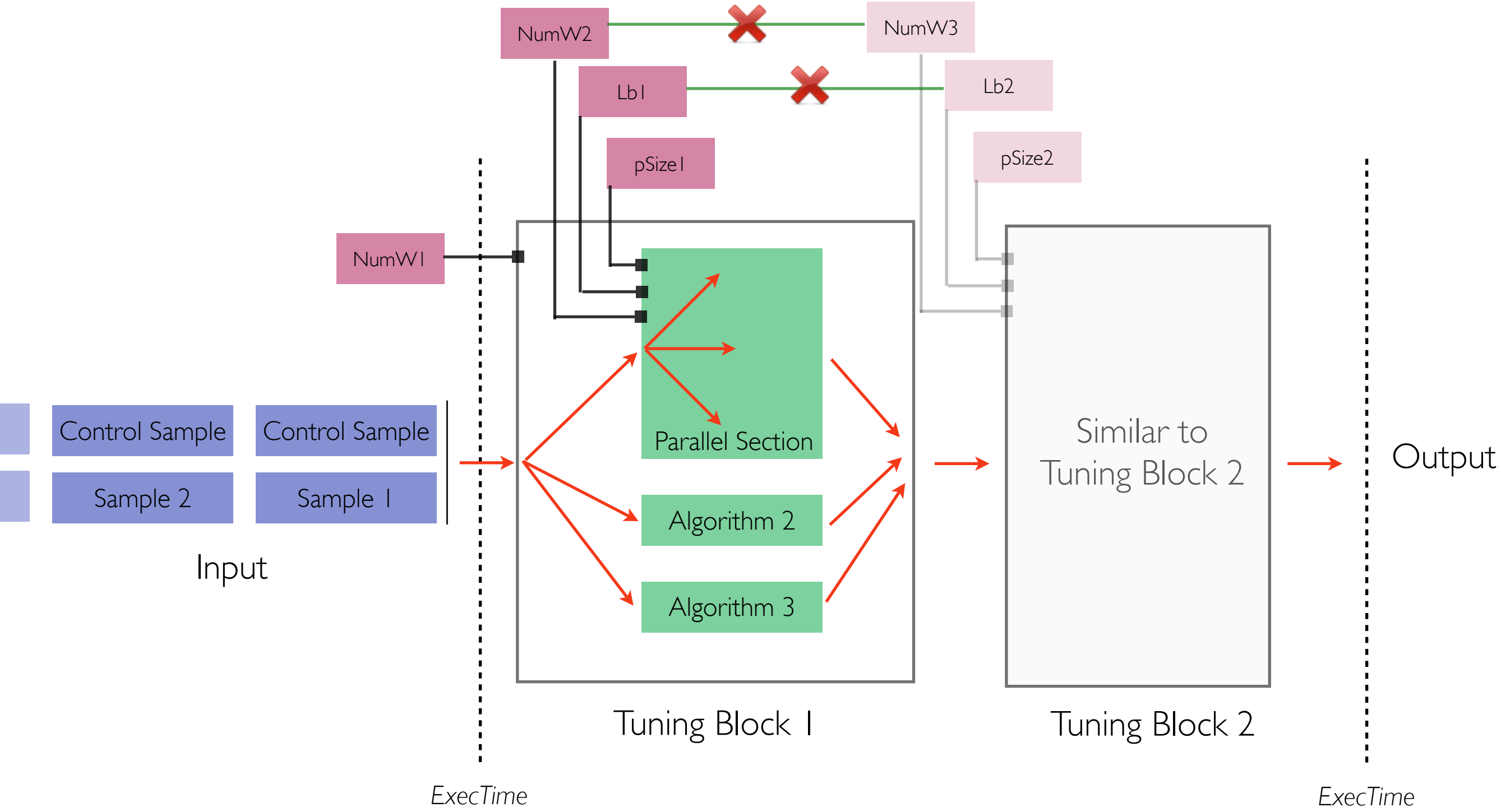
Metabolite ID



Metabolite ID

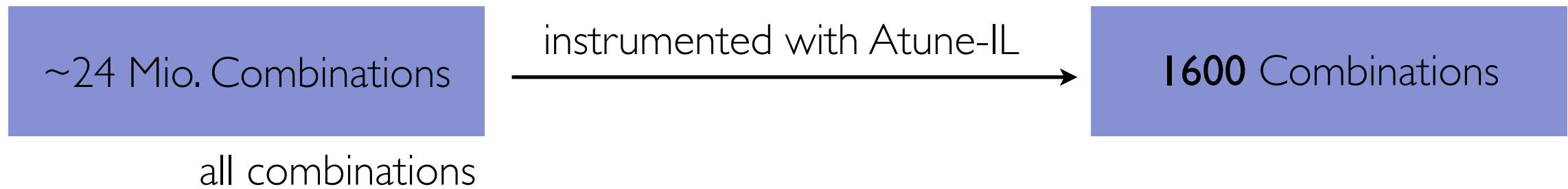


Metabolite ID



Case Study: Results I

- ▶ Search space reduction



- ▶ Difference in execution time
 - ▶ 45% between the best and the worst configuration (8 core machine)

Case Study: Results 2

- ▶ Implementation effort

747 LOC

manually implemented

25 LOC

used Atune-IL

Related Work

- ▶ POET¹
 - ▶ independent of application domain / host language
 - ▶ optimization on source code level

- ▶ XLanguage
 - ▶ #pragma approach
 - ▶ C / C++ code transformations
 - ▶ loop unrolling

¹Parameterized Optimizing for Empirical Tuning

Pros and Cons

- ✓ Drastical search space reduction
- ✓ Host-language independent
- ✓ Independent of application domain
- ✓ Portability, maintenance

Pros and Cons

- ✓ Drastical search space reduction
 - ✓ Host-language independent
 - ✓ Independent of application domain
 - ✓ Portability, maintenance
- ▶ Nothing available on the web
 - ▶ Portability, maintenance
 - ▶ Paper is incomplete / wrong
 - ▶ WEIGHT not specified
 - ▶ mixed START/DEFAULT
 - ▶ LOC: hardly depends on programming style
 - ▶ template files ignored
 - ▶ Section 6.4 „Results“ is weak

