Parallel Processing

WS 2017/18

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4 Optimization Techniques

4 Optimization Techniques ...

- In the following: examples for important techniques to optimize parallel programs
- Shared memory:
  - cache optimization: improve the locality of memory accesses
    - loop interchange, tiling
    - array padding
  - false sharing
- Message passing:
  - combining messages
  - latency hiding

4.1 Cache Optimization

Example: summation of a matrix in C++ (☞ `04/sum.cpp`)

```
double a[N][N];
...
for (j=0;j<N;j++) {
   for (i=0;i<N;i++) {
      s += a[i][j];
   }
}
```

column–wise traversal

```
double a[N][N];
...
for (i=0;i<N;i++) {
   for (j=0;j<N;j++) {
      s += a[i][j];
   }
}
```

row–wise traversal

N=8192:	Run time: 4,15 s	Run time: 0,14 s
N=8193:	Run time: 0,72 s	Run time: 0,14 s

(bsclk01, g++ –O3)

- Reason: caches
  - higher hit rate when matrix is traversed row-wise
  - although each element is used only once ...
- Remark: C/C++ stores a matrix row-major, Fortran column-major

4.1 Cache Optimization ...

Details on caches: cache lines

- Storage of data in the cache and transfer between main memory and cache are performed using larger blocks
  - reason: after a memory cell has been addressed, the subsequent cells can be read very fast
  - size of a cache line: 32-128 Byte
- In the example:
  - row-wise traversal: after the cache line for `a[i][j]` has been loaded, the values of `a[i+1][j]`, `a[i+2][j]`, ... are already in the cache, too
  - column-wise traversal: the cache line for `a[i][j]` has already been evicted, when `a[i+1][j]`, ... are used
- **Rule**: traverse memory in linearly increasing order, if possible!

4.1 Cache Optimization ...

Details on caches: set-associative caches

- A memory block (with given address) can be stored only at a few places in the cache
  - reason: easy retrieval of the data in hardware
  - usually, a set has 2 to 8 entries
  - the entry within a set is determined using the LRU strategy
- The lower k Bits of the address determine the set (k depends on cache size and degree of associativity)
  - for all memory locations, whose lower k address bits are the same, there are only 2 - 8 possible cache entries!

Details on caches: set-associative caches ...

- In the example: with $N = 8192$ and column-wise traversal
  - a cache entry is guaranteed to be evicted after a few iterations of the `i`-loop (address distance is a power of two)
  - cache hit rate is very close to zero
- **Rule**: when traversing memory, avoid address distances that are a power of two!
  - (avoid powers of two as matrix size for large matrices)

4.1 Cache Optimization ...

Important cache optimizations

- **Loop interchange**: swapping of loops
  - such that memory is traversed in linearly increasing order
  - with C/C++: traverse matrices row-wise
  - with Fortran: traverse matrices column-wise
- **Array padding**
  - if necessary, allocate matrices larger than necessary, in order to avoid a power of two as the length of each row
- **Tiling**: blockwise partitioning of loop iterations
  - restructure algorithms in such a way that they work as long as possible with sub-matrices, which fit completely into the caches

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Example: Matrix multiply

(☞ `04/matmult.c`)

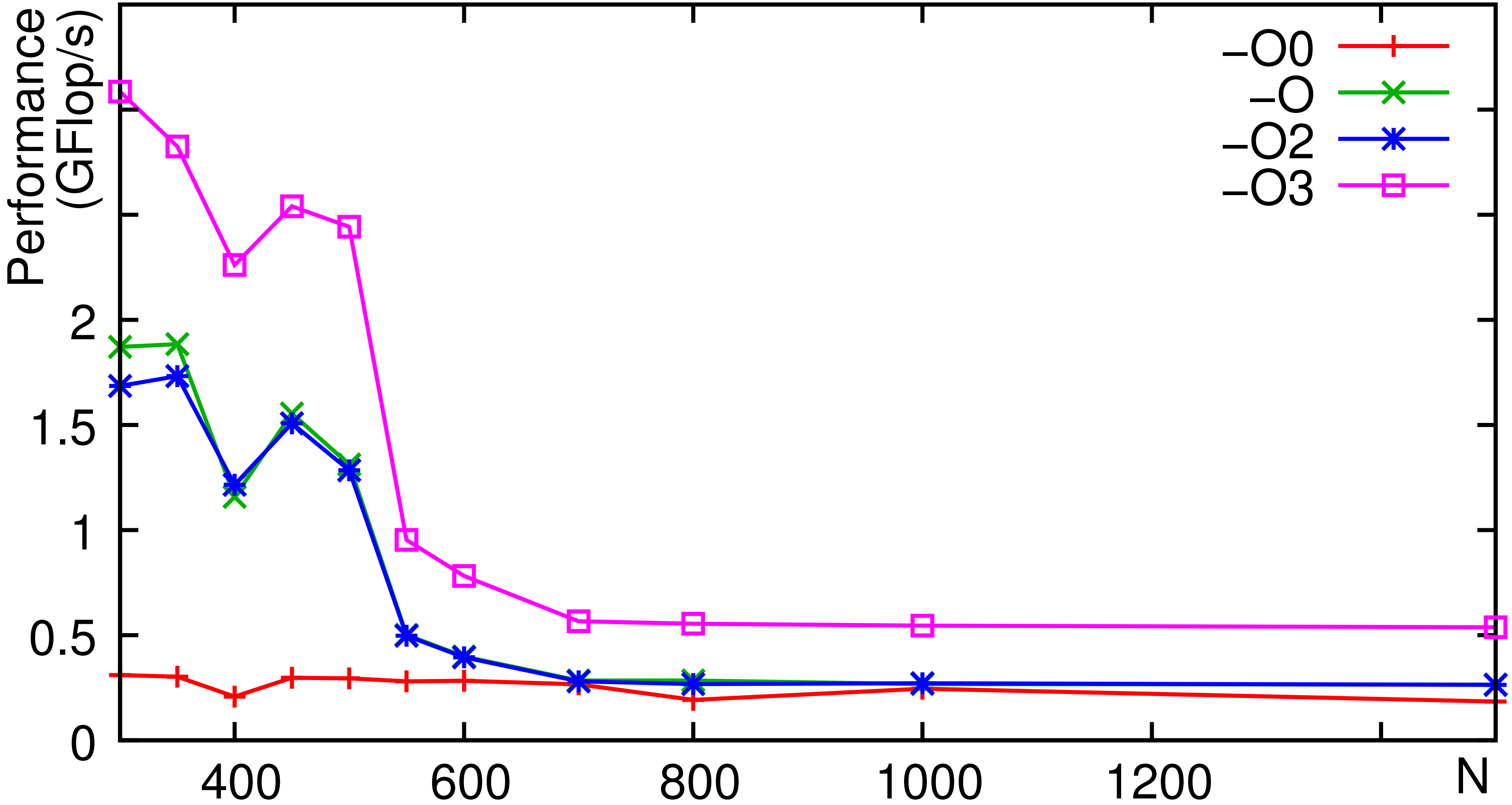
- Naive code:

```
double a[N][N], b[N][N], ...
for (i=0; i<N; i++)
   for (j=0; j<N; j++)
      for (k=0; k<N; k++)
         c[i][j] += a[i][k] * b[k][j];
```

- Performance with different compiler optimization levels: (N=500, g++ 4.6.3, Intel Core i7 2.8 GHz (bspc02))
  - -O0: 0.3 GFlop/s
  - -O: 1.3 GFlop/s
  - -O2: 1.3 GFlop/s
  - -O3: 2.4 GFlop/s (SIMD vectorization!)

Example: Matrix multiply ...

- ➥ Scalability of the performance for different matrix sizes:



4.1 Cache Optimization ...

Example: Matrix multiply ...

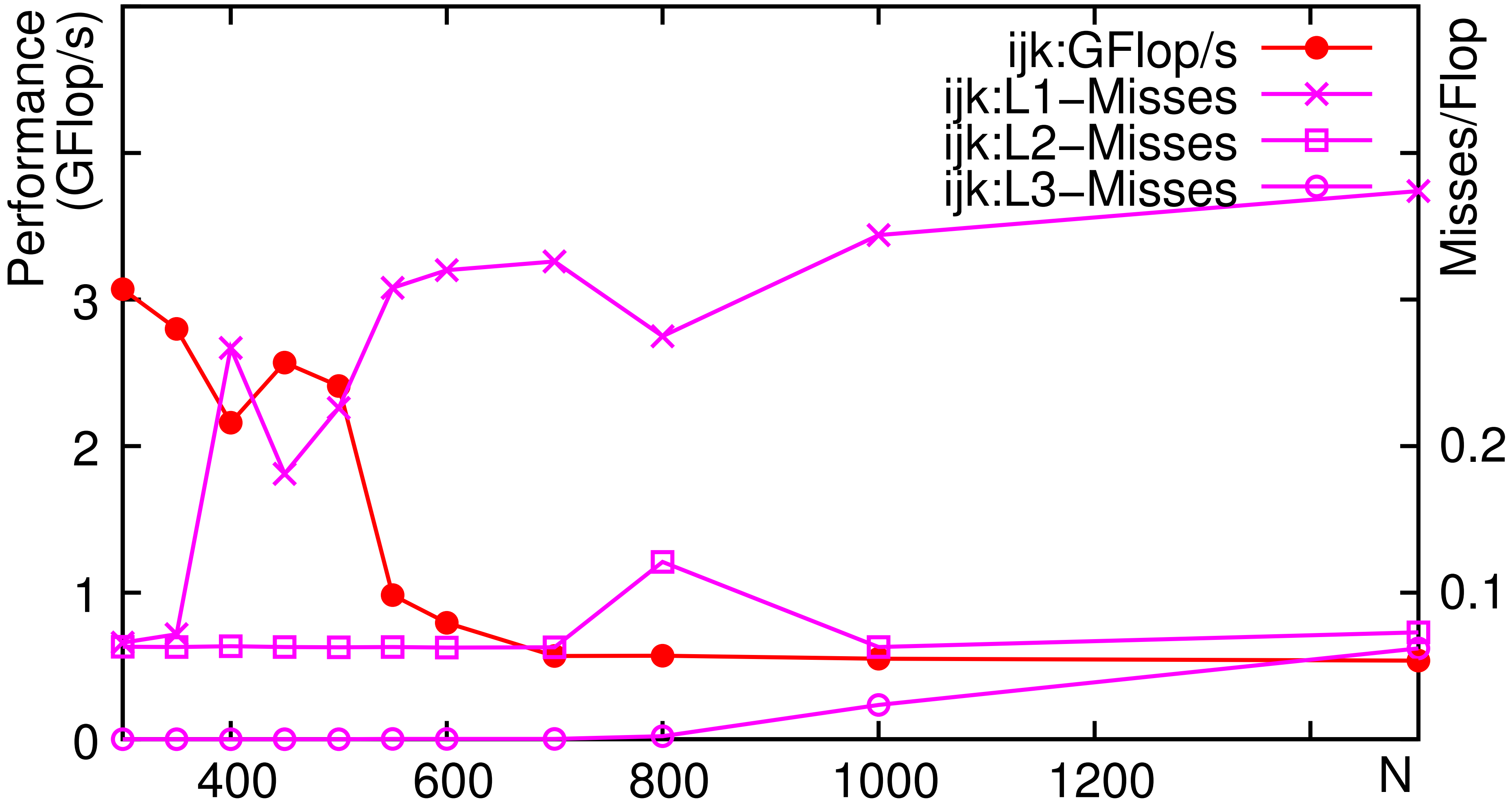
- Optimized order of the loops:

```
double a[N][N], b[N][N], ...
for (i=0; i<N; i++)
   for (k=0; k<N; k++)
      for (j=0; j<N; j++)
         c[i][j] += a[i][k] * b[k][j];
```

- Matrix `b` now is traversed row-wise
  - considerably less L1 cache misses
  - substantially higher performance:
    - N=500, -O3: 4.2 GFlop/s instead of 2.4 GFlop/s
  - considerably better scalability

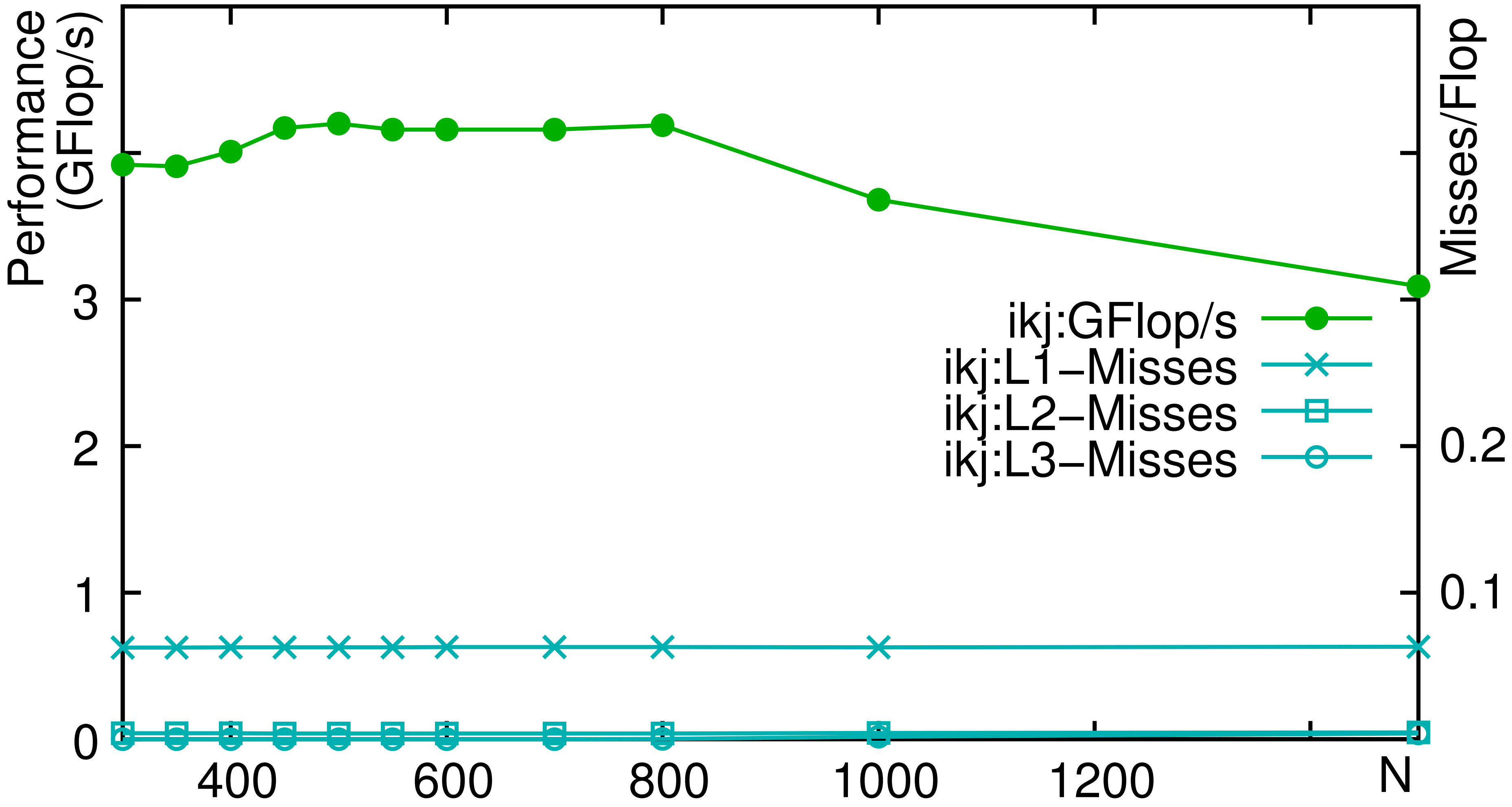
Example: Matrix multiply ...

- Comparison of both loop orders:



Example: Matrix multiply ...

- Comparison of both loop orders:



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4.1 Cache Optimization ...

Example: Matrix multiply ...

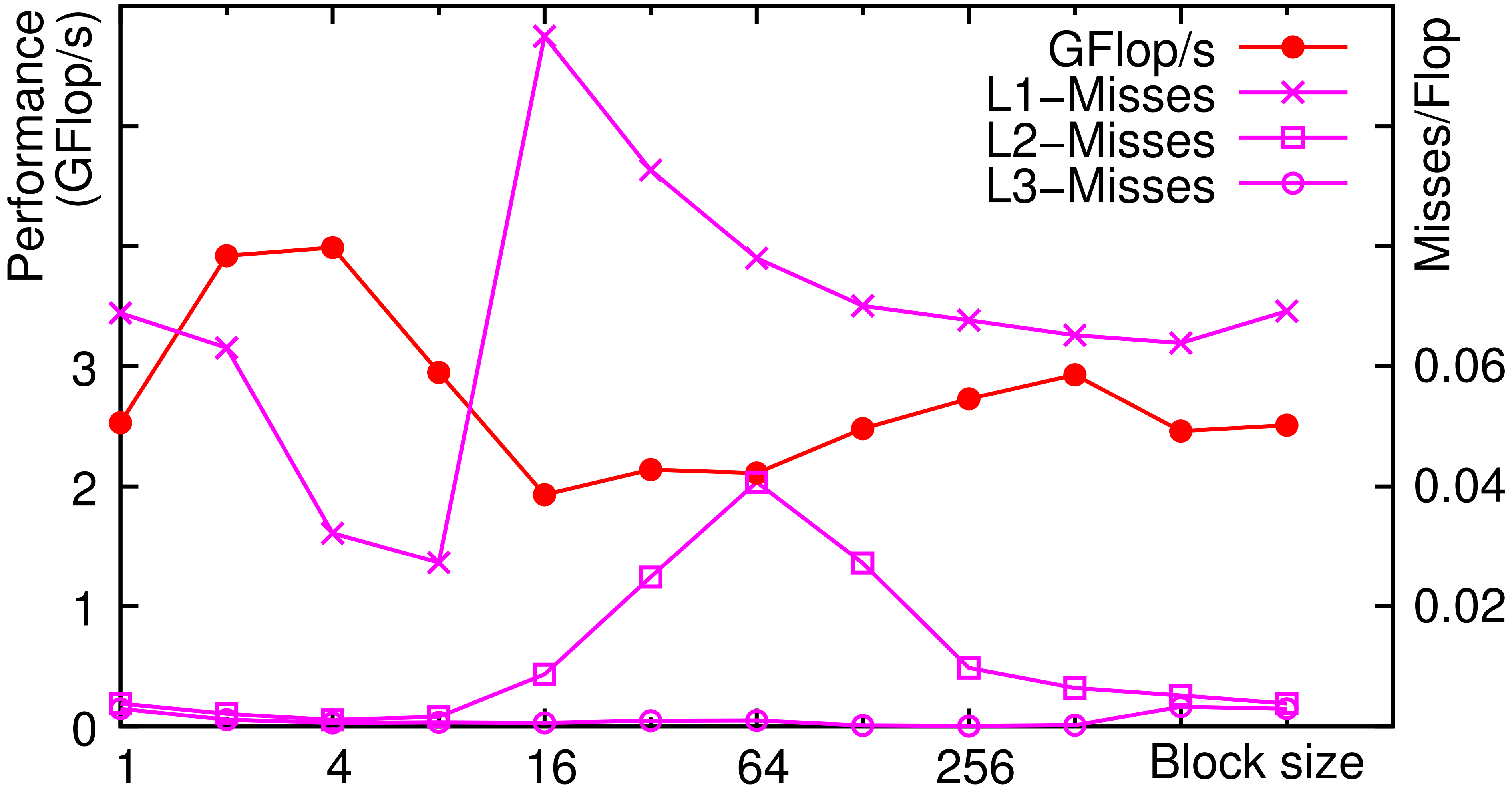
- Block algorithm (tiling) with array padding:

```
double a[N][N+1], b[N][N+1], ...
for (ii=0; ii<N; ii+=4)
 for (kk=0; kk<N; kk+=4)
  for (jj=0; jj<N; jj+=4)
   for (i=0; i<4; i++)
    for (k=0; k<4; k++)
     for (j=0; j<4; j++)
      c[i+ii][j+jj] += a[i+ii][k+kk] * b[k+kk][j+jj];
```

- Matrix is viewed as a matrix of 4x4 sub-matrices
  - multiplication of sub-matrices fits into the L1 cache
- Acheives a performance of 4 GFlop/s even with N=2048

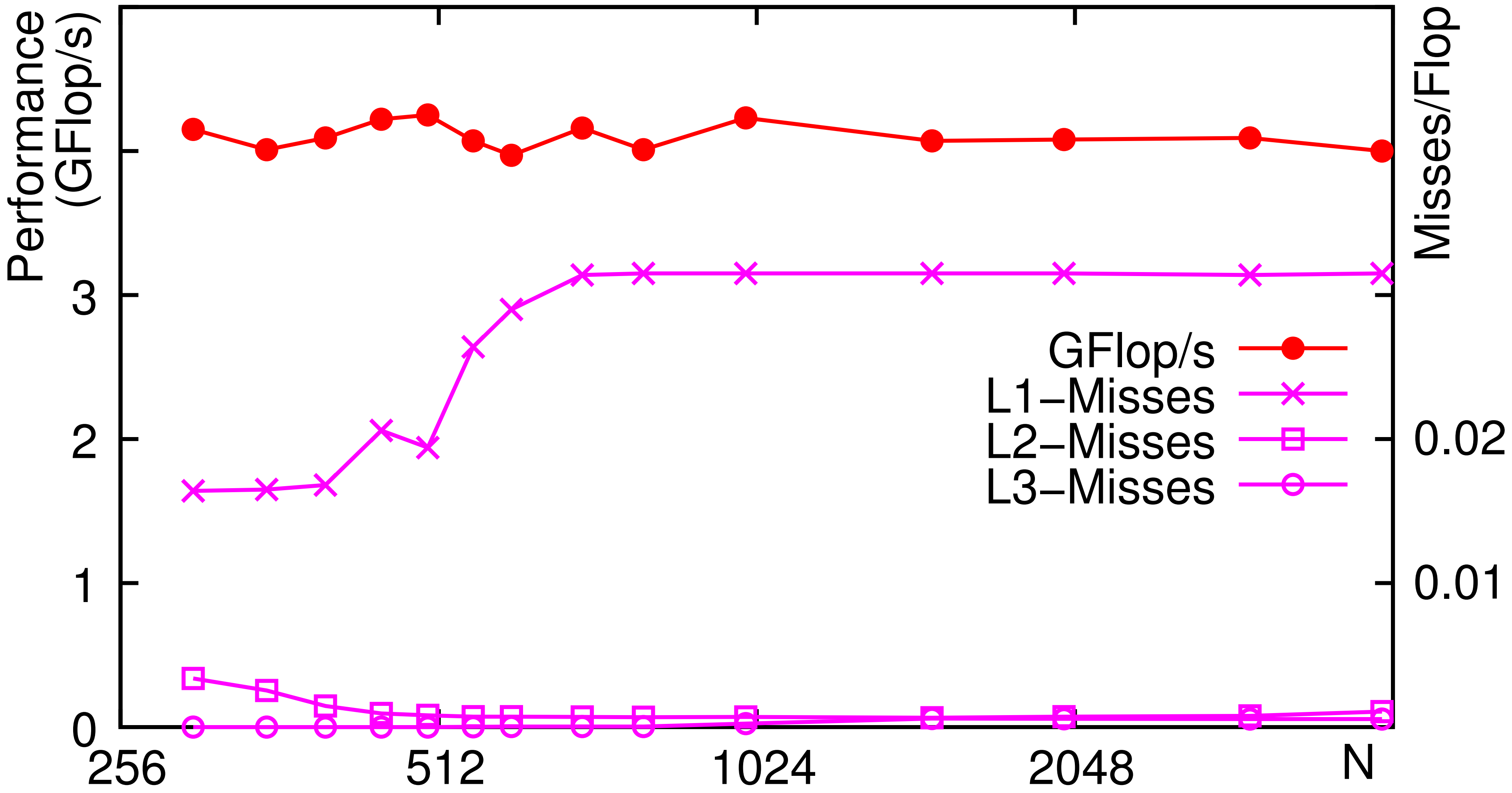
Example: Matrix multiply ...

- Performance as a function of block size (N=2048):



Example: Matrix multiply ...

- Scalability of performance for different matrix sizes:



Cache optimization for parallel computers

- Cache optimization is especially important for parallel computers (UMA and NUMA)
  - larger difference between the access times of cache and main memory
  - concurrency conflicts when accessing main memory
- Additional problem with parallel computers: **false sharing**
  - several variables, which do not have a logical association, can (by chance) be stored in the same cache line
  - write accesses to these variables lead to frequent cache invalidations (due to the cache coherence protocol)
  - performance degrades drastically

Example for false sharing: parallel summation of an array

(☞ `04/false.cpp`)

- Global variable `double sum[P]` for the partial sums
- Version 1: thread `i` adds to `sum[i]`
  - run-time$^{(*)}$ with 4 threads: 0.4 s, sequentially: 0.24 s !
  - performance loss due to false sharing: the variables `sum[i]` are located in the same cache line
- Version 2: thread `i` first adds to a local variable and stores the result to `sum[i]` at the end
  - run-time$^{(*)}$ with 4 threads: 0.09 s
- **Rule**: variables that are used by different threads should be separated in main memory (e.g., use padding)!

(*) 8000 x 8000 matrix, Intel Xeon 2.66 GHz, without compiler optimization

Combining messages

- The time for sending short messages is dominated by the (software) latency
  - i.e., a long message is “cheaper” than several short ones!
- Example: PC cluster in the lab H-A 4111 with MPICH2
  - 32 messages with 32 Byte each need $\mathbf{32 \cdot 145 = 4640\mu s}$
  - one message with 1024 Byte needs only $\mathbf{159\mu s}$
- Thus: combine the data to be sent into as few messages as possible
  - where applicable, this can also be done with communication in loops (hoisting)

4.2 Optimization of Communication ...

Hoisting of communication calls

```
for (i=0; i<N; i++) {       for (i=0; i<N; i++) {
  b = f(..., i);               recv(&b, 1, P1);
  send(&b, 1, P2);             a[i] = a[i] + b;
}                           }
```

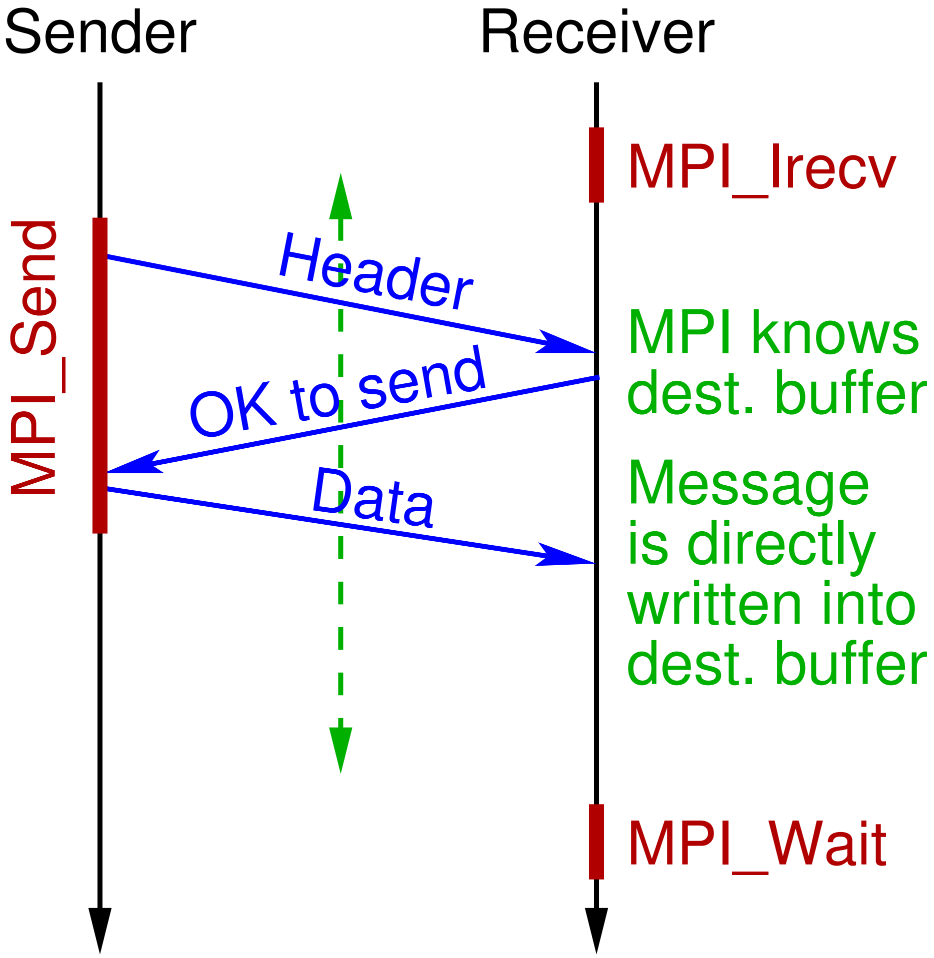
```
for (i=0; i<N; i++) {       recv(b, N, P1);
  b[i] = f(..., i);         for (i=0; i<N; i++) {
}                              a[i] = a[i] + b[i];
send(b, N, P2);             }
```

- ➥ Send operations are hoisted past the end of the loop, receive operations are hoisted before the beginning of the loop
- ➥ Prerequisite: variables are not modified in the loop (sending process) or not used in the loop (receiving process)

4.2 Optimization of Communication ...

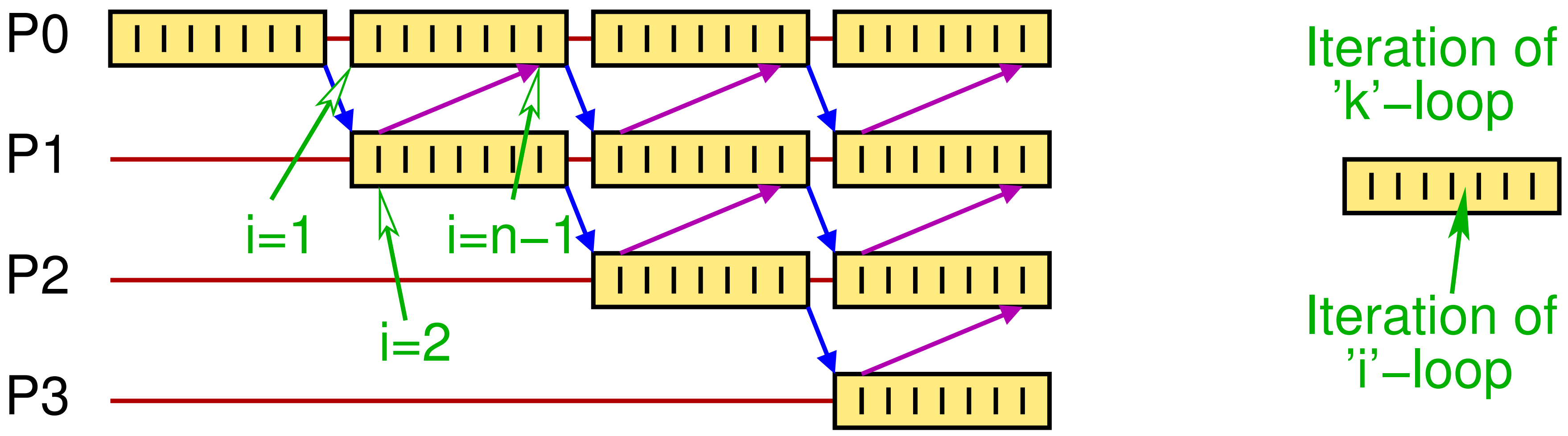
Latency hiding

- Goal: hide the communication latency, i.e., overlap it with computations
- As early as possible:
  - post the receive operation (MPI_Irecv)
- Then:
  - send the data
- As late as possible:
  - finish the receive operation (MPI_Wait)



Gauss/Seidel with MPICH (version 1) on Intel Pentium 4

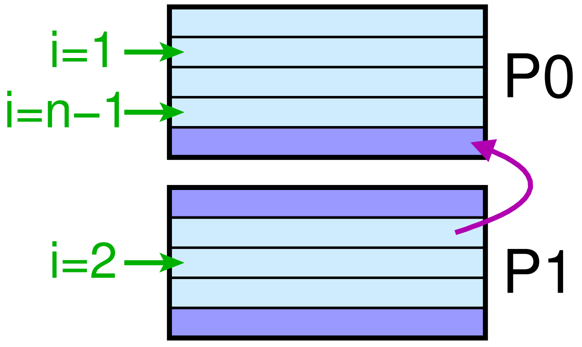
- Intended course of execution of the parallel program:



Flow of the communication → :

i=1: MPI_Irecv()
i=2: MPI_Bsend()
i=n–1: MPI_Wait()

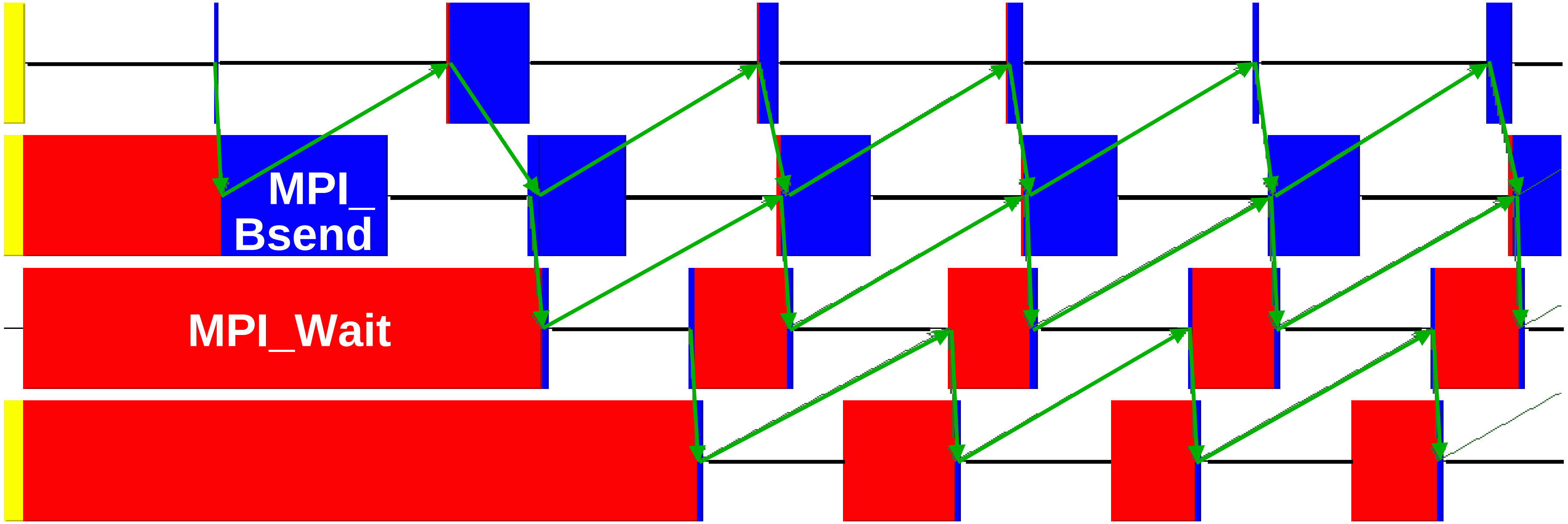
} at the beginning of the 'i'–loop



4.3 A Story from Practice ...

Gauss/Seidel with MPICH (version 1) on Intel Pentium 4 ...

- Actual temporal behavior (Jumpshot):



- Speedup only 2.7 (4 proc., 4000x4000 matrix, run-time: 12.3s)
- MPI_Bsend (buffered send) blocks! Why?

4.3 A Story from Practice ...

Communication in MPICH-p4

- The MPI implementation MPICH-p4 is based on TCP/IP
- MPICH-p4 retrieves the messages from the operating system’s TCP buffer and copies it to the process’s receive buffer
- However, the MPI library can do this, only if the process periodically calls (arbitrary) MPI routines
  - during the compute phase of Gauss/Seidel this is, however, not the case
- If the TCP buffer is not emptied:
  - the TCP buffer becomes full
  - TCP flow control blocks the sender process

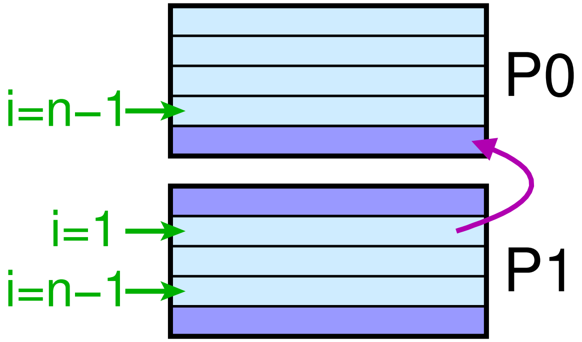
4.3 A Story from Practice ...

Gauss/Seidel: improvements

- In order to ensure the progress of communication:
  - insert calls to MPI_Test into the computation
  - improves run-time to 11.8s, speedup is 2.85
  - problem: overhead due to the calls to MPI_Test
- Different approach: tightly synchronized communication

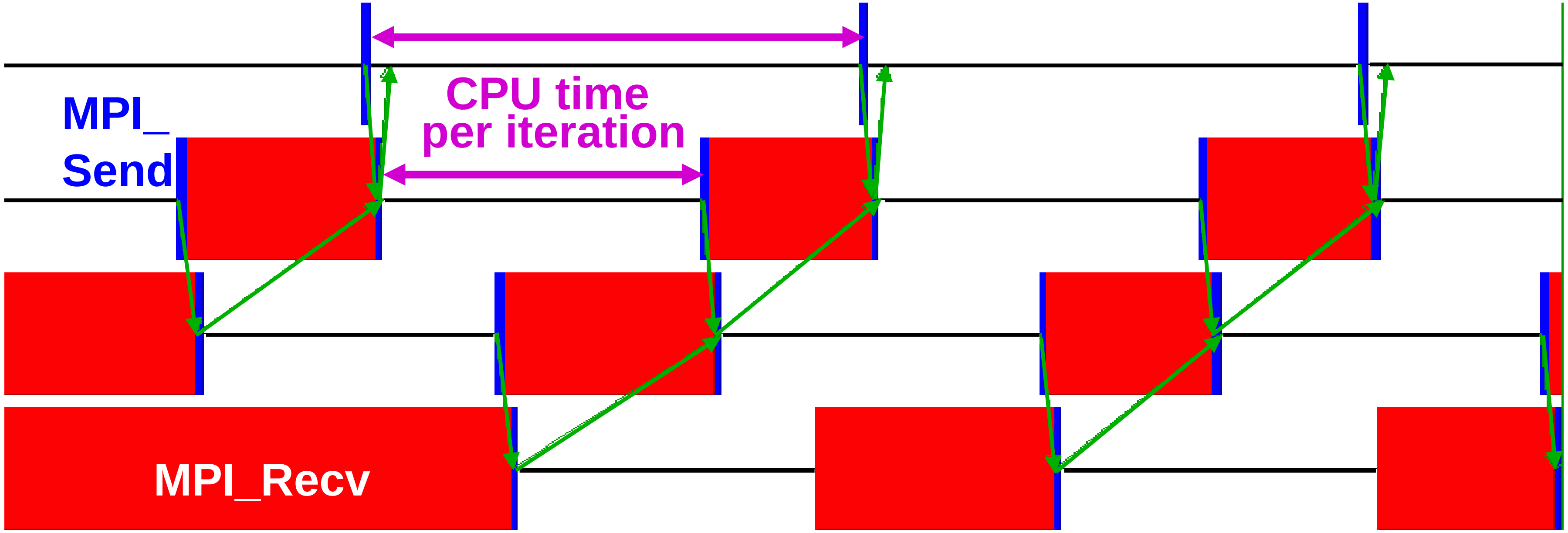
i=n–1: MPI_Send()
i=n–1: MPI_Recv()

} at the beginning of the 'i'–loop



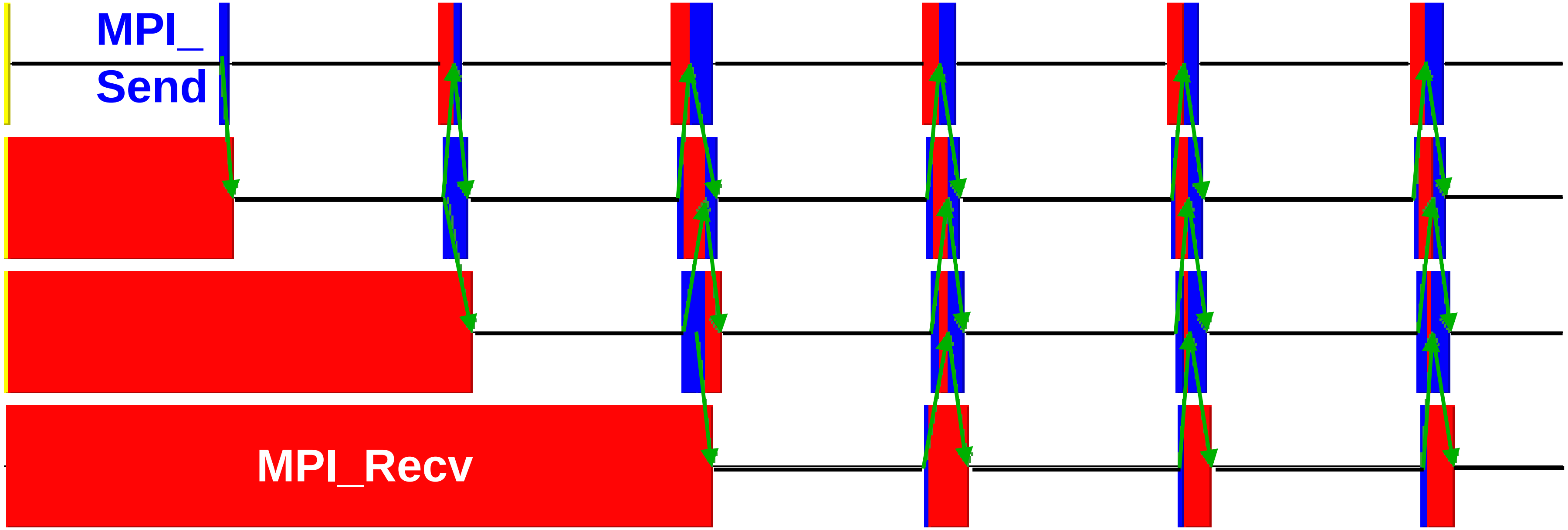
  - run-time: 11.6s, speedup 2.9
  - drawback: performance is sensitive to delays, e.g., background load on the nodes, network load

Gauss/Seidel: result



- Load imbalance in spite of uniform distribution of the matrix!
  - reason: the arithmetic of the Pentium 4 is extremely slow with denormalized numbers (range $10^{-308} - 10^{-323}$)
  - e.g., addition of 10^9 numbers: 220 s instead of 9 s!

Gauss-Seidel: success!



- When initializing the matrix with 10^{-300} instead of 0, the problem disappears
- Run-time: 7.0 s, speedup: 3.4
- Sequential run-time now only 23.8 s instead of 33.6 s

4.3 A Story from Practice ...

Lessons learned:

- Latency hiding only works reasonably, when the progress of the communication is ensured
  - e.g., with MPI over Myrinet: the network interface card writes the arriving data directly into the process's receive buffer
  - or with MPICH2 (separate thread)
- Tightly synchronized communication can be better, but is susceptible to delays
- Load imbalance can also occur when you don't expect it
  - the execution times of modern processors are unpredictable

4.4 Summary

- Take care of good locality (caches)!
  - traverse matrices in the oder in which they are stored
  - avoid powers of two as address increment when sweeping through memory
  - use block algorithms
- Avoid false sharing!
- Combine messages, if possible!
- Use latency hiding when the communication library can execute the receipt of a message “in background”
- If send operations are blocking: execute send and receive operations as synchronously as possible