Isoefficiency in Practice: Configuring and Understanding the Performance of Taskbased Applications^{*}



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Agenda



Overview

- Task dependency graph analysis
- Isoefficiency modeling
- Evaluation
- Conclusion

Efficiency of task-based applications – performance issues (1)





Efficiency of task-based applications – performance issues (2)





Efficiency of task-based applications – performance issues (3)









Fundamental scalability limitations in a taskbased program

Core count for a given input size



Poor scaling caused by resource contention overhead

Input size for a given core count

Further optimization potential: dependencies, scheduling, granularity

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Task-based programs



- Task-based paradigms: Cilk, OmpSs, OpenMP,...
- Scheduling managed by the runtime system
- Example:



Task dependency graph (TDG)



- Nodes tasks, edges dependencies
- p,n processing elements, input size
- $T_1(n)$ all the task times (*work*)
- $T_{\infty}(n)$ longest path (*depth*)
- $\pi(n) = \frac{T_1(n)}{T_{\infty}(n)}$ average parallelism
- $T_p(n)$ execution time
- $S_p(n) = \frac{T_1(n)}{T_p(n)}$ speedup



TDG rules



- <u>Brent's lemma:</u> $T_p(n) \le \frac{T_1(n) T_{\infty}(n)}{p} + T_{\infty}(n)$
- <u>Work rule</u>: $T_p(n) \ge \frac{T_1(n)}{p}$ or: $S_p(n) \le p$ Ignore super-linear speedups for simplicity
- <u>Depth rule</u>: $T_p(n) \ge T_{\infty}(n)$ or: $S_p(n) \le \pi(n)$
 - Cannot execute faster than the critical path •

• In summary: $S_p(n) \le \min\{p, \pi(n)\}$

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Efficiency & isoefficiency



• Efficiency is defined as:
$$E(p,n) = \frac{S_p(n)}{p} \le \min\left\{1, \frac{\pi(n)}{p}\right\} = E_{ub}(p,n)$$



Solution: Modeling (iso)efficiency functions



 $E_{ub}(p,n) - \text{upper bound}$ based on avg. parallelism $\Delta_{str} = E_{ub}(p,n) - E_{cf}(p,n)$ $E_{cf}(p,n) - \text{contention-free replays}$ $\Delta_{con} = E_{cf}(p,n) - E_{ac}(p,n)$ $E_{ac}(p,n) - \text{reflects}$ realistic performance

Structural discrepancy: characterizes the optimization potential

Contention discrepancy: shows how severe the resource contention is

Modeling workflow







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Contention-free replay engine

- Uses OmpSs runtime API
- Replay on multiple threads
- No actual code execution (busy-waiting)
- Respects dependencies
- Same scheduling policy
- Minimum memory accesses

```
void exec_task( double t )
{
    double t_c = ... //curr time
    double t_e = t_c + t;
    while( t_c < t_e )
        t_c = ... //curr time
}
//...
nanos_create_wd_compact(&exec_task)</pre>
```



Performance modeling with Extra-P





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Extra-P



Software

http://www.scalasca.org/software/extra-p/download.html

Case studies



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Experiments setup

- Barcelona OpenMP Task Suite (BOTS) and Barcelona Application Repository (BAR)
 - Cholesky, FFT, Fib, NQueens, Sort, SparseLU, Strassen
- NUMA node with four Intel Xeon E7-4890
 v2 processors (Ivy Bridge)
 - 60 cores in total









Depth and average parallelism models (excerpt)



	Application (origin)	$T_{\infty}(n)$	$\pi(n)$
	Cholesky (BAR)	$O(n^{1.75}\log n)$	O (<i>n</i>)
┝→	FFT (BAR)	$\mathcal{O}(n^{2.75}\log n)$	$O(n^{0.67}\log n)$
	Nqueens (BOTS)	$O(n^2 \log n)$	$O(n^{2.875}\log n)$
	Sort (BOTS)	$O(\sqrt{n})$	$O(\sqrt{n})$
	SparseLU (BAR)	$O(n^{0.75}\log n)$	$O(n^{1.75}\log n)$
┝	Strassen (BOTS)	$O(n^2 \log n)$	$O(n^{0.75})$
		(n) grows faster or as fast a	as $\pi(n)$

Efficiency & isoefficiency models (excerpt)





 $E_{ub} = \min\left\{1, \left(25.48 + 0.49n^{2.75}\log n\right)p^{-1}\right\}$

 $C - Af(p) + Bf(p)g(n) \rightarrow C: \max, -Af(p): reduction, Bf(p)g(n): gain$

Efficiency & isoefficiency models (excerpt)





 $C - Af(p) + Bf(p)g(n) \rightarrow C: \max, -Af(p): reduction, Bf(p)g(n): gain$

Co-Design aspects



Арр.	Model	Input size for <i>p</i> = 60, <i>E</i> = 0.8
	$E_{ac} = 0.98 - 5.11 \cdot 10^{-3} p^{1.25} + 1.76 \cdot 10^{-3} p^{1.25} \log n$	51
Fibonacci	$E_{cf} = 0.97 - 1.46 \cdot 10^{-2} p^{1.25} + 9.26 \cdot 10^{-3} p^{1.25} \log n$	51
	$E_{ub} = \min\left\{1, \left(25.48 + 0.49n^{2.75}\log n\right)p^{-1}\right\}$	49
	$E_{ac} = 1.55 - 1.02 p^{0.25} + 4.59 \cdot 10^{-2} p^{0.25} \log n$	83,600 x 83,600
Sort	$E_{cf} = 1.26 - 0.65 p^{0.33} + 3.89 \cdot 10^{-2} p^{0.33} \log n$	12,680 x 12,680
	$E_{ub} = \min\left\{1, \left(0.25n^{0.75}\right)p^{-1}\right\}$	1,200 x 1,200

For example (Strassen): $E_{ac} = 1.55 - 1.02 p^{0.25} + 4.59 \cdot 10^{-2} p^{0.25} \log n$

Let
$$E = 0.8$$
 and $p = 60$: $0.8 = 1.55 - 1.02 \cdot 60^{0.25} + 4.59 \cdot 10^{-2} \cdot 60^{0.25} \log n$

After solving: n = 83,600

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Conclusion



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- Practical way to use isoefficiency
- Modeling of resource contention overhead
- Uncover hidden parallelism potential
- Co-design: derive input sizes for future machines

References (partial):

S. Shudler et al.: Isoefficiency in Practice: Configuring and Understanding the Performance of Task-based Applications (*PPoPP'17*)

A. Calotoiu et al.: Fast Multi-Parameter Performance Modeling (*CLUSTER '16*)

S. Shudler et al.: Exascaling Your Library: Will Your Implementation Meet Your Expectations? (*ICS'15*)

A. Calotoiu et al.: Using Automated Performance Modeling to Find Scalability Bugs in Complex Codes (*SC'13*)



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Future directions

- TDG construction based on OMPT (OpenMP 5.0)
 - Support for LLVM OMP runtime & other runtimes
- Support for parallel loops
- Analysis of resource contention overhead per individual task / loop chunk
 - Gather key PAPI counters at task / chunk level
- Modeling other TDG metrics:
 - Relation between granularity and average parallelism: π(s)
 - Optimal granularity?
 - Maximum degree of concurrency: *d*(*n*)



Task size

Optimal

size

D. Akhmetova et al., CLUSTER '15

Scalability

