

Performance Characteristics of Cache Oblivious Implementation Strategies for Hyperbolic Equations on Opteron Based Super Computers

May 11, 2005

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Sandia is a multiprogram laboratory operated by Sandia Corporation, a Lockheed Martin Company, for the United States Department of Energy under contract DE-AC04-94AL85000.





Cache Oblivious Strategies for Hyperbolic Problems

- **Cache oblivious strategies attempt to minimize data motion in favor of floating point operations**
- **Calculations can be memory bound**
 - **Problem size is Gigabytes**
 - **Cache size is Megabytes**
 - **Register size is Kilobytes**



Cache Oblivious Strategy

- **Exploit topological data locality to re-use in cache data**
- **Recursively bisect solution domain in time and space**
- **Advance sub-domains multiple time steps during each sub-domain traversal**
- **Entire domain is traversed once while moving forward n steps**




Cache Oblivious Requirements

- **Advancement of problem depends on local data x**
 $(t+1) = f(x(t))$
- **A kernel optimized for floating point operations**
- **A method of managing multiple time states**
 - **Toggle arrays**
 - **Boundary passing**



Multiple Time States Management

- **Toggle Arrays**
 - Duplicates time dependent quantities
 - Increases storage requirement
 - Simple to implement
- **Boundary Passing**
 - Save boundary information
 - Propagate through space to neighboring domains
 - Complexity increases with spatial dimension



Toggle Arrays Example

SIGMA = 1, K=3

Building Up

0000000

0000000

0111110

0000000

0111110

0022200

0113110

0022200

Filling In

0113110

0022200

1113111

0022200

1113111

2222222

3333333

2222222



Test Kernels

- **3D Arbitrary Work**
 - Accumulate “P” from all neighbors
 - Accumulate “RT” from face neighbors
 - Calculate “T”
- **2D Lagrangian Hydrodynamics**
 - Kernel version of ALEGRA 2D
 - Single material
 - Ideal gas
- **2DLax-Wendroff**
 - Optimized
 - Advection solution



Optimizations

- **Increase work per kernel with “V” (Voodoo) parameter**
- **Unroll Loops**



Results

- **Arbitrary Work Kernel Results**

Table 1. Mflop/s for 3D Arbitrary Work Kernel, K= 8.

	<i>Xeon</i>	<i>Opteron</i>	<i>Power5</i>
Iterative/fits in L1	800	920	1188
Iterative	480	650	650
cache oblivious V=1	660	568	690
cache oblivious V=100	590	690	800
Wrong Way iterative	130	151	90
Wrong Way cache oblivious V=1	590	740	570
Wrong Way cache oblivious V=100	650	800	590



Results

- **Lagrangian Hydrodynamics Kernel Results**

Table 2. Mflop/s for 1,000,000 element 2D Lagrangian hydrodynamics problem with $K=10$.

	<i>Xeon</i>	<i>Opteron</i>	<i>Power5</i>
Iter/fits L1	538	810	541
Iterative			
6.0x10 ⁹ flops	463	605	494
CO V=1			
7.3x10 ⁹ flops	428	690	520
CO V=100			
6.8x10 ⁹ flops	446	739	539



Results

- **Lax-Wendroff Kernel Results**

Table 3. Mflop/s for 2D Lax-Wendroff solutions with $K=100$.

	<i>Xeon</i>	<i>Opteron</i>	<i>Power5</i>
Unoptimized Iterative fits in L1 Cache	70	520	420
Optimized Iterative fits in L1 Cache	1050	1470	1774
Optimized Iterative	758	747	1280
Optimized Cache Oblivious	559	1410	1621



Conclusions

- **Success requires a kernel optimized for floating point performance**
- **Cache oblivious traversal can mitigate effects of poor memory layout.**
- **Reducing calculations to a kernel was observed to produce performance improvements**
- **Performance results depend on the compiler/processor combination**

1D Cache Oblivious Recursive Domain Decomposition

```
void walk(int t0, int t1, cut cuts, float *** tsa){
    const int SIGMA = 1;
    int delt = t1-t0;
    if((delt == 1) || (((cuts.x1 - cuts.x0) ) < V)){
        basecase(t0,t1,cuts, tsa);
    }
    else if (delt > 1){
        if(2*(cuts.x1-cuts.x0)+(cuts.x1dot-cuts.x0dot)*delt >= 4*SIGMA*delt){//dim0
cut
            cut save = cuts;
            int xm = (2*(save.x0+save.x1)+(2*SIGMA + save.x0dot + save.x1dot)*delt)/4;
            cuts = cut(save.x0,save.x0dot,xm,-SIGMA);walk(t0, t1, cuts, tsa);
            cuts = cut(xm,-SIGMA,save.x1,save.x1dot);walk(t0, t1, cuts, tsa);
            cuts = save;//restore configuration
        }
        else { //cut time
            int s = delt/2;
            cut new_cuts;
            walk(t0, t0+s, cuts, tsa);
                new_cuts = cut(cuts.x0 + cuts.x0dot*s, cuts.x0dot, cuts.x1 +
cuts.x1dot*s, cuts.x1dot);
            walk(t0+s,t1,new_cuts,tsa);
        }
    }
}
```