Native Computing and Optimization

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Overview

- Why run native?
- What is a native application?
- Building a native application
- Running a native application

- Setting affinity and pinning tasks
- Optimization
  - Vectorization
  - Alignment
  - Parallelization
What is a native application?

- It is an application built to run exclusively on the MIC coprocessor.
- MIC is not binary compatible with the host processor
  - Instruction set is similar to Pentium, but not all 64 bit scalar extensions are included.
  - MIC has 512 bit vector extensions, but does NOT have MMX, SSE, or AVX extensions.
- Native applications can’t be used on the host CPU, and vice versa.
Why run a native application?

• It is possible to login and run applications on the MIC without any host intervention
• Easy way to get acquainted with the properties of the MIC
  – Performance studies
  – Single card scaling tests (OMP/MPI)
  – No issues with data exchange with host
• The native code probably performs quite well on the host CPU once you build a host version
  – Good path for symmetric runs (afternoon talk)
Will My Code Run on Xeon Phi?

• Yes

• … but that’s the wrong question
  – Will your code run *best* on Phi?, or
  – Will you get great Phi performance without additional work?
Building a native application

- Cross-compile on the host (login or compute nodes)
  - No compilers installed on coprocessors
- MIC is fully supported by the Intel C/C++ and Fortran compilers (v13+):
  
  \[
  \text{icc} \ -\text{openmp} \ -\text{mmic} \ \text{mysource.c} \ -o \ \text{myapp.mic} \\
  \text{ifort} \ -\text{openmp} \ -\text{mmic} \ \text{mysource.f90} \ -o \ \text{myapp.mic}
  \]

- The -mmic flag causes the compiler to generate a native mic executable
- It is convenient to use a .mic extension to differentiate MIC executables
Running a native application

• Options to run from mic0 from a compute node:
  1. Traditional ssh remote command execution
     • c422-703% ssh mic0 ls
     • Clumsy if environment variables or directory changes needed
  2. Interactively login to mic:
     • c422-703% ssh mic0
     • Then use as a normal server
  3. Explicit launcher:
     • c422-703% micrun ./a.out.mic
  4. Implicit launcher:
     • c422-703% ./a.out.mic
Native Application Launcher

• The micrun launcher has three nice features:
  – It propagates the current working directory
  – It propagates the shell environment (with translation)
    • Environment variables that need to be different on host and coprocessor need to be defined using the MIC_ prefix on the host. E.g.,
      – c422-703% export MIC_OMP_NUMTHREADS=183
      – c422-703% export MIC_KMP_AFFINITY="verbose,balanced"
  – It propagates the command return code back to the host shell
• These features work whether the launcher is used explicitly or implicitly
Environmental Variables on the MIC

- If you ssh to mic0 and run directly from the card use the regular names:
  - OMP_NUM_THREADS
  - KMP_AFFINITY
  - I_MPI_PIN_PROCESSOR_LIST
  - ...

- If you use the launcher, use the MIC_ prefix to define them on the host:
  - MIC_OMP_NUM_THREADS
  - MIC_KMP_AFFINITY
  - MIC_I_MPI_PIN_PROCESSOR_LIST
  - ...

- You can also define a different prefix:
  - export MIC_ENV_PREFIX=MYMIC
  - MYMIC_OMP_NUM_THREADS
  - ...

Native Execution Quirks

• The mic runs a lightweight version of Linux, based on BusyBox
  – Some tools are missing: `w`, `numactl`
  – Some tools have reduced functionality: `ps`

• Relatively few libraries have been ported to the coprocessor environment

• These issues make the implicit or explicit launcher approach even more convenient
Best Practices For Running Native Apps

- Always bind processes to cores
  - For MPI tasks (more on next presentation)
    - `I_MPI_PIN`
    - `I_MPI_PIN_MODE`
    - `I_MPI_PIN_PROCESSOR_LIST`
  - For threads
    - `KMP_AFFINITY={compact, scatter, balanced}`
    - `KMP_AFFINITY=explicit,proclist=[0,1,2,3,4]`
    - Adding `verbose` will dump the full affinity information when the run starts
    - Adding `granularity=fine` binds to specific thread contexts and may help in codes with heavy L1 cache reuse
- The MIC is a single chip, so there is no need for `numactl`
- If other affinity options can’t be used the command `taskset` is available.
KMP_AFFINITY Example

- **compact**
  - 1 2 3 4
  - 5 6 7 8

- **balanced**
  - 1 2
  - 3 4
  - 5 6
  - 7 8

- **scatter**
  - 1 5
  - 2 6
  - 3 7
  - 4 8
Logical to Physical Processor Mapping

- **Hardware:**
  - Physical Cores are 0..60
  - Logical Cores are 0..243
- **Mapping is not what you are used to!**
  - Logical Core 0 maps to Physical core 60, thread context 0
  - Logical Core 1 maps to Physical core 0, thread context 0
  - Logical Core 2 maps to Physical core 0, thread context 1
  - Logical Core 3 maps to Physical core 0, thread context 2
  - Logical Core 4 maps to Physical core 0, thread context 3
  - Logical Core 5 maps to Physical core 1, thread context 0
  - [...]  
  - Logical Core 240 maps to Physical core 59, thread context 3
  - Logical Core 241 maps to Physical core 60, thread context 1
  - Logical Core 242 maps to Physical core 60, thread context 2
  - Logical Core 243 maps to Physical core 60, thread context 3
- **OpenMP threads start binding to logical core 1, not logical core 0**
  - For compact mapping 240 OpenMP threads are mapped to the first 60 cores
    - No contention for the core containing logical core 0 – the core that the O/S uses most
  - But for scatter and balanced mappings, contention for logical core 0 begins at 61 threads
    - Not much performance impact unless O/S is very busy
    - Best to avoid core 60 for offload jobs & MPI jobs with compute/communication overlap
How Do I Tune Native Applications?

- Vectorization and Parallelization are critical!
  - Single-thread scalar performance: ~1 GHz Pentium

- Vector width is 512 bits
  - 8 double precision values / 16 single precision values
  - You don’t want to lose factors of 8-16 in performance

- Compiler reports provide important information about effectiveness of compiler at vectorization
  - Start with a simple code – the compiler reports can be very long & hard to follow
  - There are lots of options & reports! Details at:
Vectorization Compiler reports

• Option \texttt{-vec-report3} gives diagnostic information about every loop, including
  – Loops successfully vectorized (also at \texttt{-vec-report1})
  – Loops not vectorized & reasons (also at \texttt{-vec-report2})
  – Specific dependency info for failures to vectorize
  – Option \texttt{-vec-report6} provides additional info:
    • Array alignment for each loop
    • Unrolling depth for each loop

• Quirks
  – Functions typically have most/all of the vectorization messages repeated with the line number of the call site – ignore these and look at the messages with the line number of the actual loop
  – Reported reasons for not vectorizing are not very helpful – look at specific dependency info & remember about C aliasing rules
vec-report Example

- Code: STREAM Copy kernel
  
  ```c
  #pragma omp parallel for
  for (j=0; j<STREAM_ARRAY_SIZE; j++)
    c[j] = a[j];
  ```

- **vec-report** messages
  
  - `stream_5-10.c(354): (col. 6)` remark: vectorization support: reference c has aligned access.
  - `stream_5-10.c(354): (col. 6)` remark: vectorization support: reference a has aligned access.
  - `stream_5-10.c(354): (col. 6)` remark: vectorization support: streaming store was generated for c.
  - `stream_5-10.c(353): (col. 2)` remark: LOOP WAS VECTORIZED.
  - `stream_5-10.c(354): (col. 6)` remark: vectorization support: reference c has unaligned access.
  - `stream_5-10.c(354): (col. 6)` remark: vectorization support: reference a has unaligned access.
  - `stream_5-10.c(354): (col. 6)` remark: vectorization support: unaligned access used inside loop body.
  - `stream_5-10.c(353): (col. 2)` remark: loop was not vectorized: vectorization possible but seems inefficient.

- Many other combinations of messages are possible
  
  - Remember that OpenMP will split loops in ways that can break 64-Byte alignment – alignment depends on thread count
**Additional Compiler Reports**

- **Option** `-opt-report-phase hpo` provides good info on OpenMP parallelization
- **Option** `-opt-report-phase hlo` provides info on software prefetching
- **Option** `-opt-report 1` gives a medium level of detail from all compiler phases, split up by routine
- **Option** `-opt-report-file=filename` saves the lengthy optimization report output to a file
Tuning Limitations

• Currently there is no support for `gprof` when compiling native applications
• Profiling is supported by Intel’s `Vtune` product
  – But this is not currently enabled on Stampede
  – Vtune is a complex profiling software that deserves its own training session
Performance Tuning Notes (1)

• Xeon Phi always has multi-threading enabled
  – Four thread contexts per physical core
  – Registers are replicated
  – L1D, L1I, and (private, unified) L2 caches are shared

• Instruction issue limitation:
  – A core can issue 1-2 instructions per cycle (only 1 can be a vector instruction)
  – L1D Cache can deliver 64 Bytes (1 vector register) every cycle
  – But a thread can only issue a instructions every other cycle
  – Need at least two threads to fully utilize the vector unit
  – Using 3-4 threads does not increase maximum issue rate, but often helps tolerate latency
Knights Corner Core

George Chrysos, Intel, Hot Chips 24 (2012):
George Chrysos, Intel, Hot Chips 24 (2012):


http://www.parallelcomputinggroup.com
Performance Tuning Notes (2)

• Cache Hierarchy:
  – L1I and L1D are 32kB, 8-way associative, 64-Byte cache lines
    • Same sizes & associativity as Xeon E5 (“Sandy Bridge”), but *shared* when using multiple threads/core
    • 1 cycle latency for scalar loads, 3 cycles for vector loads
  – L2 (unified, private) is 512kB, 8-way associative, 64-Byte lines
    • Latency ~25 cycles (idle), increases under load
    • Bandwidth is 1 cache line every other cycle
  – On an L2 cache miss: check directories to see if data in another L2 cache
    • Clean or Dirty data will be transferred to requestor’s L1D
    • This eliminates load from DRAM on shared data accesses
    • Cache-to-Cache transfers are about 275ns, independent of relative core numbers
Performance Tuning Notes (3)

- Idle Memory Latency is ~275-280 ns
- Required Concurrency:
  - $277 \text{ ns} \times 352 \text{ GB/s} = 97,504 \text{ Bytes} = 1524 \text{ cache lines}$
    - This is ~25 concurrent cache misses per core
    - Theoretically supported by the HW, but not attainable in practice
    - The actual number increases under load as the latency increases
- Hardware Prefetch
  - No L1 prefetchers
  - Simplified L2 prefetcher
    - Only identifies strides up to 2 cache lines
    - Prefetches up to 4 cache-line-pairs per stream
    - Monitors up to 16 streams (on different 4kB pages)
      - These are *shared* by the hardware threads on a core
- Software prefetch is often required to obtain good bandwidth
Prefetch and Bandwidth

Effect of HW & SW Prefetch on STREAM Triad Bandwidth on Xeon Phi

- 61 threads
- 122 threads
- 183 threads
- 244 threads

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Software Prefetch vs Data Location

• Xeon Phi can only issue one vector instruction every other cycle from a single thread context, so:
  – If data is already in the L1 Cache, Vector Prefetch instructions use up valuable instruction issue bandwidth
  – But, if data is in the L2 cache or memory, Vector Prefetch instructions provide significant increases in sustained performance.

• The next slide shows the effect of including vector prefetch instructions (default with “-O3”) vs excluding them (with “-no-opt-prefetch”)
  – Data is L1 contained for array sizes of 2k elements or less
  – Data is L2-contained for array sizes of ~32k elements or less
Effect of SW Prefetch with Data on Cache

Stream2 DAXPY on Xeon Phi SE10P: Effect of Software Prefetch on Performance with Data in Cache

Number of 64-bit elements per array

Sustained Bandwidth [MB/s]
Tuning Memory Bandwidth on the MIC

- STREAM Benchmark performance varies considerably with compilation options
  - "-O3" flags, small pages, malloc: 63 GB/s to 98 GB/s
  - "-O3" flags, small pages, -fno-alias: 125 GB/s to 140 GB/s
  - "tuned" flags, small pages: 142 GB/s to 162 GB/s
  - "tuned" flags, large pages: up to 175 GB/s
- Best Performance can be obtained with 1, 2, 3, or 4 threads per core
  - Aggressive SW prefetch or >4 memory access streams per thread gives best results with 1 thread per core
  - Less aggressive SW prefetch or 1-4 memory access streams per thread give better results with more threads
- Details:
  - "-O3" compiler flags:
    -O3 -openmp -mcmodel=medium -fno-alias
  - "tuned" compiler flags use "-O3" flags plus:
    -mP2OPT_hlo_use_const_pref_dist=64 \
    -mP2OPT_hlo_use_const_second_pref_dist=32 \
    -mGLOB_default_function_attrs="knc_stream_store_controls=2"
Intel reference material

- Main Software Developers web page:

- A list of links to very good training material at:

- Many answers can also be found in the Intel forums:

- Specific information about building and running “native” applications:

- Debugging:
More Intel reference Material

• Search for these at [www.intel.com](http://www.intel.com) by document number
  – This is more likely to get the most recent version than searching for the document number via Google.

• Primary Reference:
  – “Intel Xeon Phi Coprocessor System Software Developers Guide” (document 488596 or 328207)

• Advanced Topics:
  – “Intel Xeon Phi Coprocessor (codename: Knights Corner) Performance Monitoring Units” (document 327357)

• WARNING:
  – Intel sometimes describes the number of vector registers as 16 in this documents. The actual number is 32.
Questions?

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Native Computing Lab

- **Exercise 1: Compiler Reports**
  - In this exercise you will apply the knowledge learned during the presentation to interpret and use the information in the compiler optimization reports.

- **Exercise 2: Affinity**
  - In this exercise you will apply different affinity settings to a native code and analyze the affinity report to correlate it with the hardware layout in the MIC.