

# How to Write Fast Numerical Code

*Spring 2014, Lecture 1*



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**TAs:** *Daniele Spampinato & Alen Stojanov*

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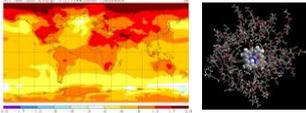
Picture: [www.tapety-na-pulpit.org](http://www.tapety-na-pulpit.org)

## Today

- Motivation for this course
- Organization of this course

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## Scientific Computing



Physics/biology simulations

## Consumer Computing



Audio/image/video processing

## Embedded Computing



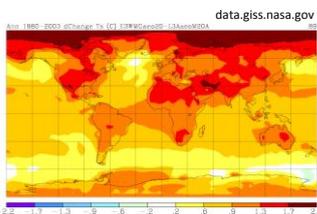
Signal processing, communication, control

# Computing

- Unlimited need for performance
- Large set of applications, but ...
- Relatively small set of critical components (100s to 1000s)
  - Matrix multiplication
  - Discrete Fourier transform (DFT)
  - Viterbi decoder
  - Shortest path computation
  - Stencils
  - Solving linear system
  - ....

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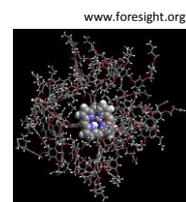
## Scientific Computing (Clusters/Supercomputers)



Climate modelling



Finance simulations



Molecular dynamics

### Other application areas:

- Fluid dynamics
- Chemistry
- Biology
- Medicine
- Geophysics

### Methods:

- Mostly linear algebra
- PDE solving
- Linear system solving
- Finite element methods
- Others

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## Consumer Computing (Desktop, Phone, ...)



Photo/video processing



Audio coding



Security



Image compression

**Methods:**

- Linear algebra
- Transforms
- Filters
- Others

## Embedded Computing (Low-Power Processors)



Sensor networks



Cars



Robotics

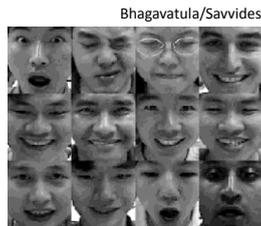
**Computation needed:**

- Signal processing
- Control
- Communication

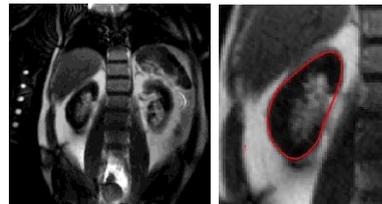
**Methods:**

- Linear algebra
- Transforms, Filters
- Coding

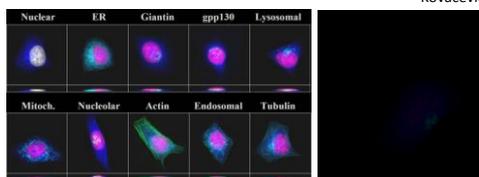
## Research (Examples from Carnegie Mellon)



Biometrics



Medical Imaging



Bioimaging



Computer vision

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## Classes of Performance-Critical Functions

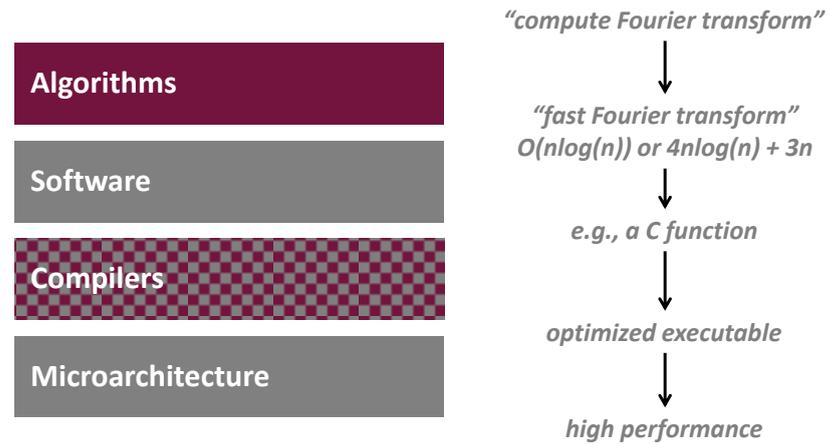
- Transforms
- Filters/correlation/convolution/stencils/interpolators
- Dense linear algebra functions
- Sparse linear algebra functions
- Coder/decoders
- Graph algorithms
- ... *several others*

See also the 13 dwarfs/motifs in

<http://www.eecs.berkeley.edu/Pubs/TechRpts/2006/EECS-2006-183.pdf>

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# How Hard Is It to Get Fast Code?



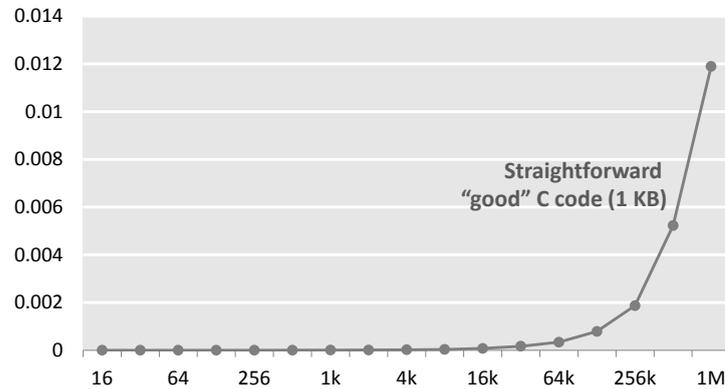
*How well does this work?*

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# The Problem: Example 1

DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Runtime [s]

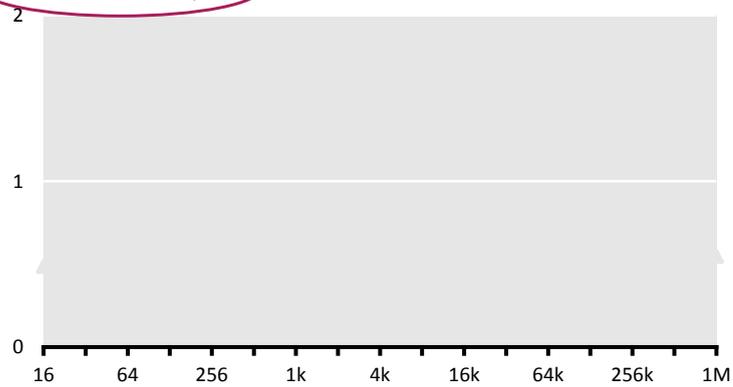


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## The Problem: Example 1

DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Performance [Gflop/s]

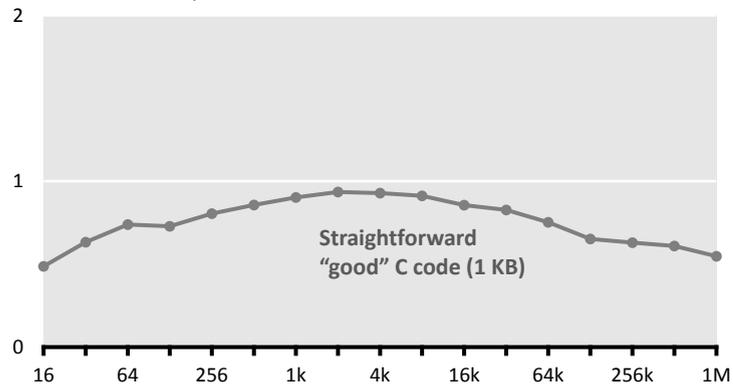


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## The Problem: Example 1

DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Performance [Gflop/s]



Straightforward  
"good" C code (1 KB)

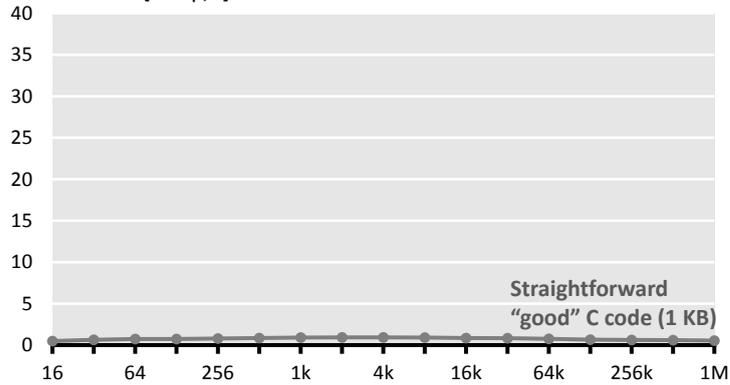


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# The Problem: Example 1

DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Performance [Gflop/s]

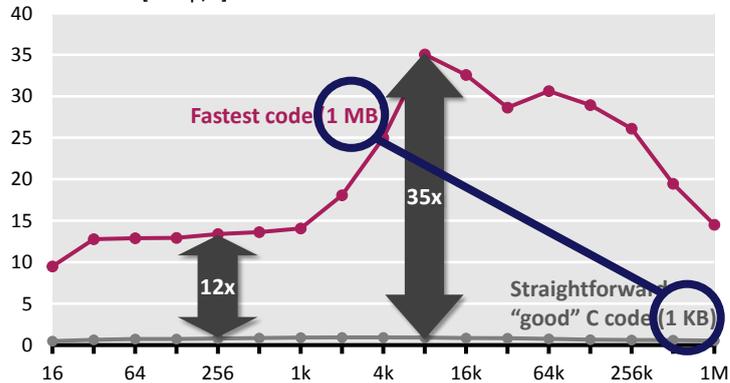


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# The Problem: Example 1

DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Performance [Gflop/s]



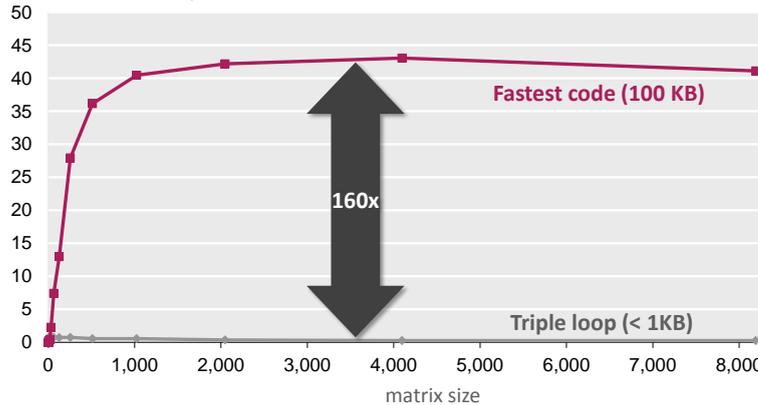
- Vendor compiler, best flags
- Roughly same operations count

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## The Problem: Example 2

### Matrix-Matrix Multiplication (MMM) on 2 x Core 2 Duo 3 GHz

Performance [Gflop/s]



- Vendor compiler, best flags
- Exact same operations count ( $2n^3$ )

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Model predictive control

Eigenvalues

LU factorization

Optimal binary search organization

Image color conversions

Image geometry transformations

Enclosing ball of points

Metropolis algorithm, Monte Carlo

Seam carving

SURF feature detection

Submodular function optimization

Graph cuts, Edmond-Karps Algorithm

Gaussian filter

Black Scholes option pricing

Disparity map refinement

Singular-value decomposition

Mean shift algorithm for segmentation

Stencil computations

Displacement based algorithms

Motion estimation

Multiresolution classifier

Kalman filter

Object detection

IIR filters

Arithmetic for large numbers

Optimal binary search organization

Software defined radio

Shortest path problem

Feature set for biomedical imaging

Biometrics identification

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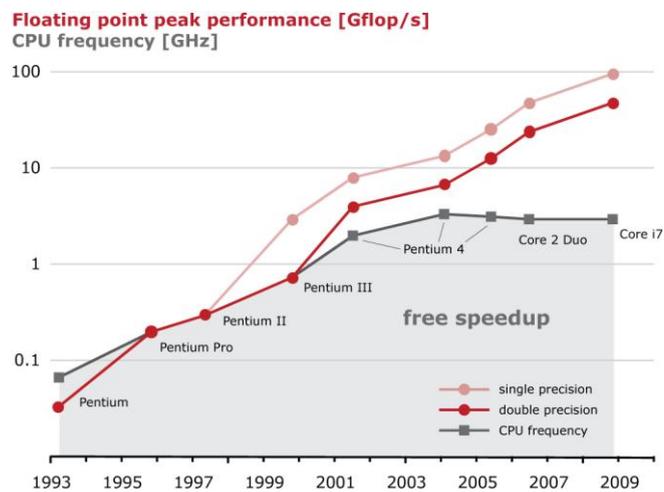
## “Theorem:”

Let  $f$  be a mathematical function to be implemented on a state-of-the-art processor. Then

$$\frac{\text{Performance of optimal implementation of } f}{\text{Performance of straightforward implementation of } f} \approx 10-100$$

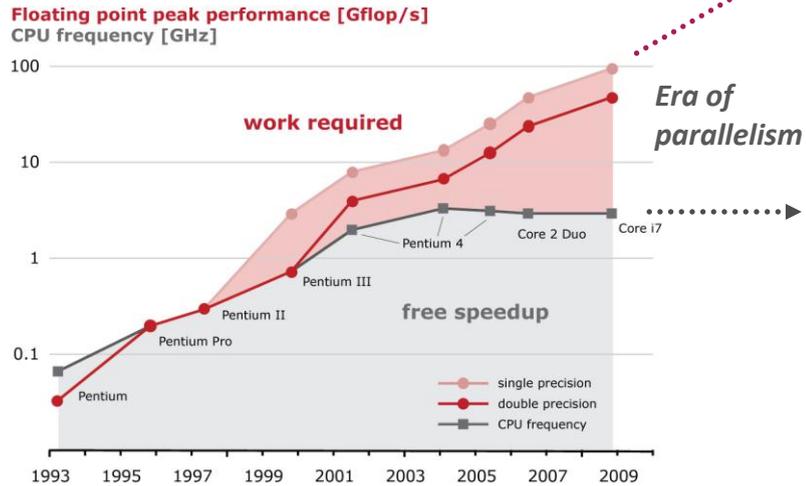
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## Evolution of Processors (Intel)



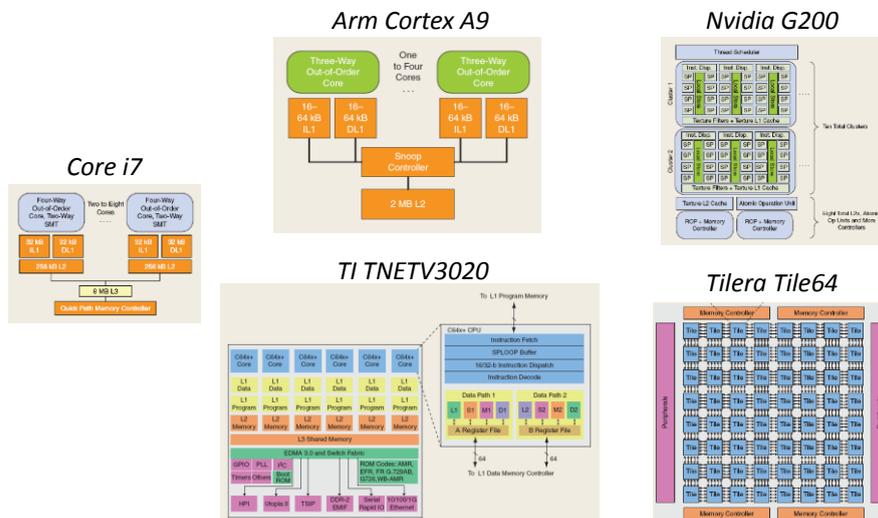
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# Evolution of Processors (Intel)



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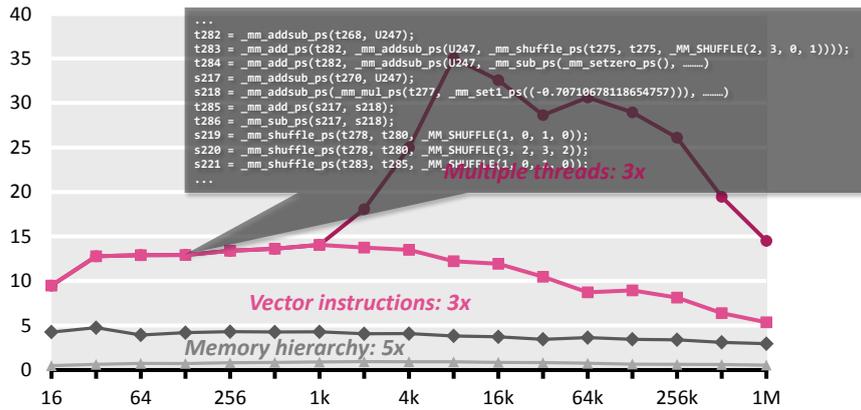
# And There Will Be Variety ...



Source: IEEE SP Magazine, Vol. 26, November 2009

### DFT (single precision) on Intel Core i7 (4 cores, 2.66 GHz)

Performance [Gflop/s]

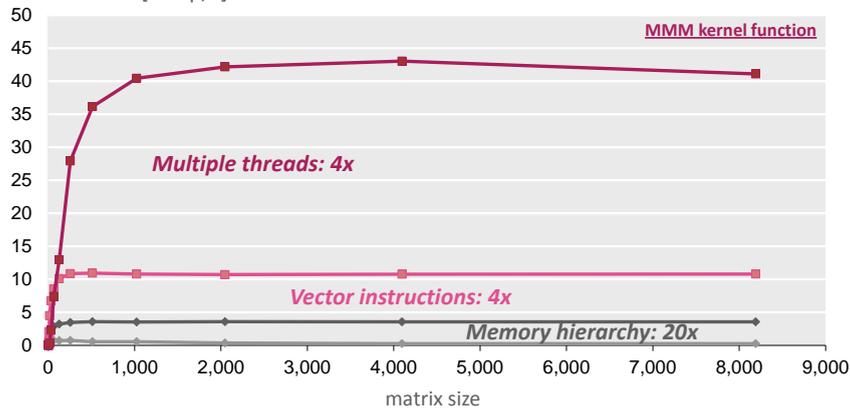


- Compiler doesn't do the job
- Doing by hand: *nightmare*

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### Matrix-Matrix Multiplication (MMM) on 2 x Core 2 Duo 3 GHz

Performance [Gflop/s]



- Compiler doesn't do the job
- Doing by hand: *nightmare*

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## Summary and Facts I

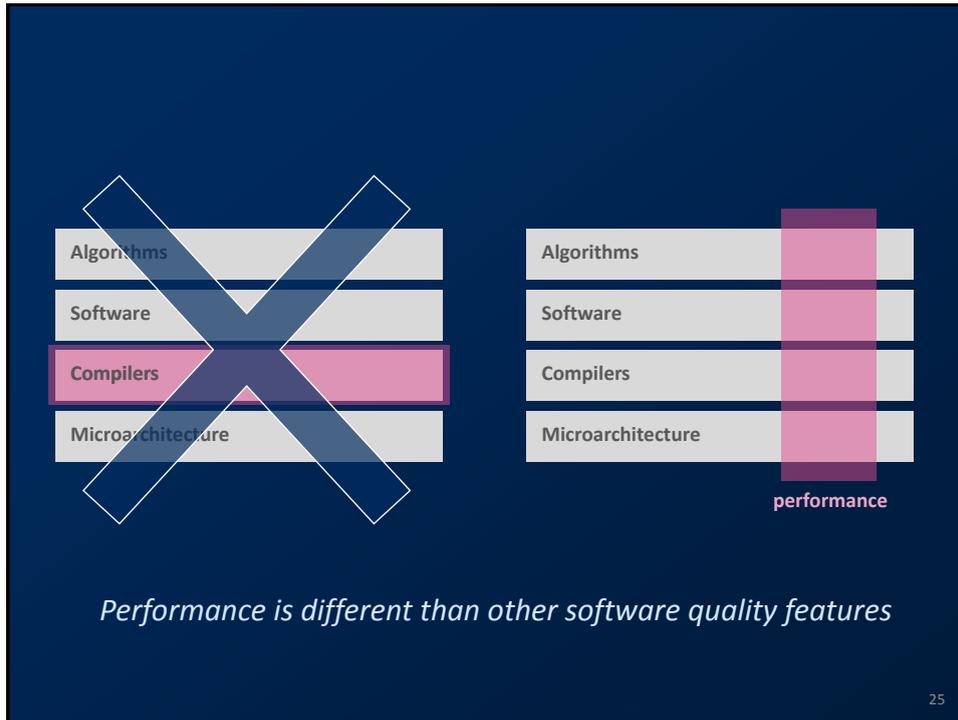
- **Implementations with same operations count can have vastly different performance (up to 100x and more)**
  - A cache miss can be 100x more expensive than an operation
  - Vector instructions
  - Multiple cores = processors on one die
- **Minimizing operations count  $\neq$  maximizing performance**
- **End of free speed-up for legacy code**
  - Future performance gains through increasing parallelism

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## Summary and Facts II

- **It is very difficult to write the fastest code**
  - Tuning for memory hierarchy
  - Vector instructions
  - Efficient parallelization (multiple threads)
  - Requires expert knowledge in algorithms, coding, and architecture
- **Fast code can be large**
  - Can violate “good” software engineering practices
- **Compilers often can’t do the job**
  - Often intricate changes in the algorithm required
  - Parallelization/vectorization still unsolved
- **Highest performance is in general non-portable**

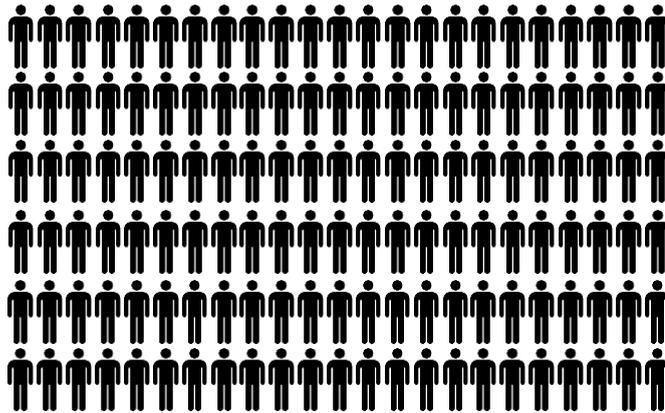
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# Performance/Productivity Challenge

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## Current Solution



*Legions* of programmers implement and optimize the *same* functionality for *every* platform and *whenever* a new platform comes out

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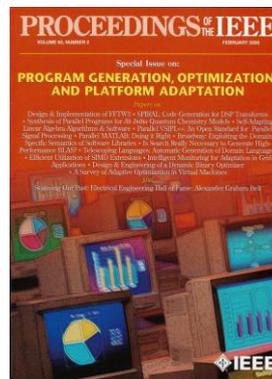
## Better Solution: Autotuning

- Automate (parts of) the implementation or optimization



- Research efforts

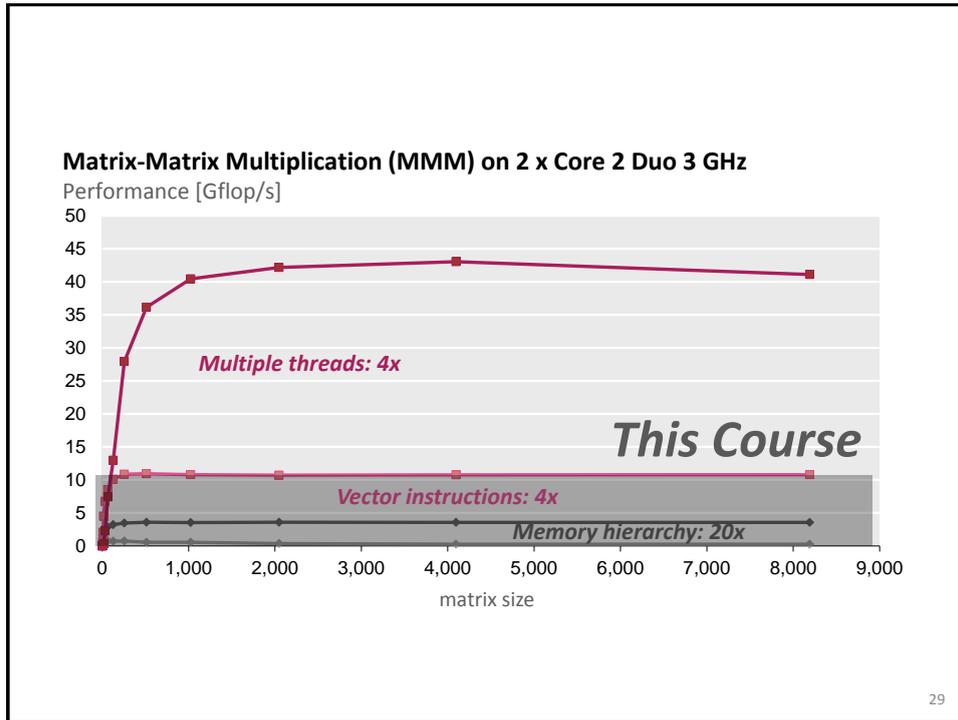
- Linear algebra: *Phipac/ATLAS*, LAPACK, *Sparsity/Bebop/OSKI*, Flame
- Tensor computations
- PDE/finite elements: Fenics
- Adaptive sorting
- *Fourier transform: FFTW*
- Linear transforms: Spiral
- ...others
- New compiler techniques



Proceedings of the IEEE special issue, Feb. 2005

*Promising new area but much more work needed ...*

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## This Course

*Fast implementations of numerical problems*

- Obtain an understanding of performance (runtime)
- Learn how to write *fast code* for numerical problems
  - Focus: Memory hierarchy and vector instructions
  - Principles studied using important examples
  - *Applied in homeworks and a semester-long research project*
- Learn about autotuning

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# Today

- Motivation for this course
- **Organization of this course**

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# About this Course

- **Team**
  - Me
  - TAs: Daniele Spampinato      Alen Stojanov



- **Office hours: to be determined**
- **Course website has ALL information**
- **Questions: [fastcode@lists.inf.ethz.ch](mailto:fastcode@lists.inf.ethz.ch)**
- **Finding project partner: [fastcode-forum@lists.inf.ethz.ch](mailto:fastcode-forum@lists.inf.ethz.ch)**

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## About this Course (cont'd)

- **Requirements**
  - solid C programming skills
  - matrix algebra
  - Master student or above
- **Grading**
  - 40% research project
  - 20% midterm exam
  - 40% homework
- **Friday slot**
  - Gives you scheduled time to work together
  - Occasionally I will move lecture there

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## Research Project

- **Team up in pairs**
- **Topic:** Very fast implementation of a numerical problem
- **Until March 7th:**
  - *find a project partner*
  - suggest to me a problem or I give you a problem  
*Tip: pick something from your research or that you are interested in*
- **Show “milestones” during semester**
- **One-on-one meetings**
- **Write 6 page standard conference paper (template will be provided)**
- **Give short presentation end of semester**
- **Submit final code (early semester break)**

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## Research Project

- **Work as a team**
- **Be fair to your partner**
- **= don't do this:**
  - never meet
  - "I don't have time right to work on this project in the next few months, why don't you start and I catch up later"
  - **while** not desparate(project-partner) **do**
    - "I do my part until end of next week"
    - ... nothing happens ...**end**
  - "why don't you take care of the presentation"
  - "why don't you take care of the report, I'll do the project presentation"

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## Midterm Exam

- **Covers first part of course**
- **Will fix time soon**
  
- ***There is no final exam***

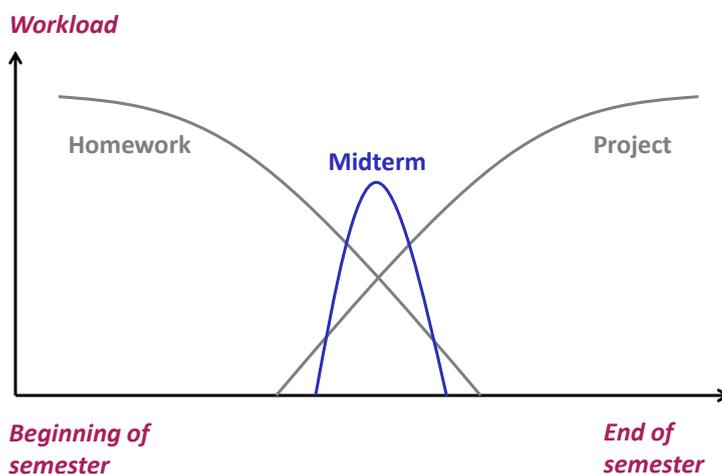
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# Homework

- Done individually
- Exercises on algorithm/performance analysis
- Implementation exercises
  - Concrete numerical problems
  - Study the effect of program optimizations, use of compilers, use of special instructions, etc. (Writing C code + creating runtime/performance plots)
  - Some templates will be provided
  - *Does everybody have access to an Intel processor?*
- Homework is scheduled to leave time for research project
- Small part of homework grade for neatness
- Late homework policy:
  - *No deadline extensions*, but
  - 3 late days for the entire semester (at most 2 for one homework)

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# Workload During Semester



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## Academic Integrity

- Zero tolerance cheating policy (cheat = fail + being reported)
- Homeworks
  - All single-student
  - Don't look at other students code
  - Don't copy code from anywhere
  - Ok to discuss things – but then you have to do it alone
- Code may be checked with tools
- *Don't do copy-paste*
  - code
  - ANY text
  - pictures
  - especially not from Wikipedia

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## Background Material

- See course website
- Chapter 5 in:  
*Computer Systems: A Programmer's Perspective, 2nd edition*  
Randal E. Bryant and David R. O'Hallaron  
(several ones are in the library)  
web: <http://csapp.cs.cmu.edu/>
- Prior versions of this course: see website
- I post all slides, notes, etc. on the course website

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## Class Participation

- **I'll start on time**
- **It is important to attend**
  - Most things I'll teach are not in books
  - I'll use part slides part blackboard
- **Do ask questions**
- **We like when people come to office hours**
  
- **If you drop the course, please unregister from edoz**

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