

Portable Mapping of Data Parallel Programs to OpenCL for Heterogeneous Systems

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Problem and Objective

- GPU computing has become mainstream
 - OpenCL emerges as an industry-wide standard
- Programming with OpenCL is non-trivial
 - Applications may need to be rewritten or retuned when targeting new processors
- **Goal:** use OpenMP to ease of programming and use OpenCL to exploit GPU performance
 - Automatically generate optimised OpenCL code for GPUs

Task Mapping - CPU vs GPU

CPU GPU

Parallelism

Sequential / modestly
parallel tasks

Highly parallel tasks

Memory Accesses

Irregular / indirect access

Regular / aligned access

Control Flow

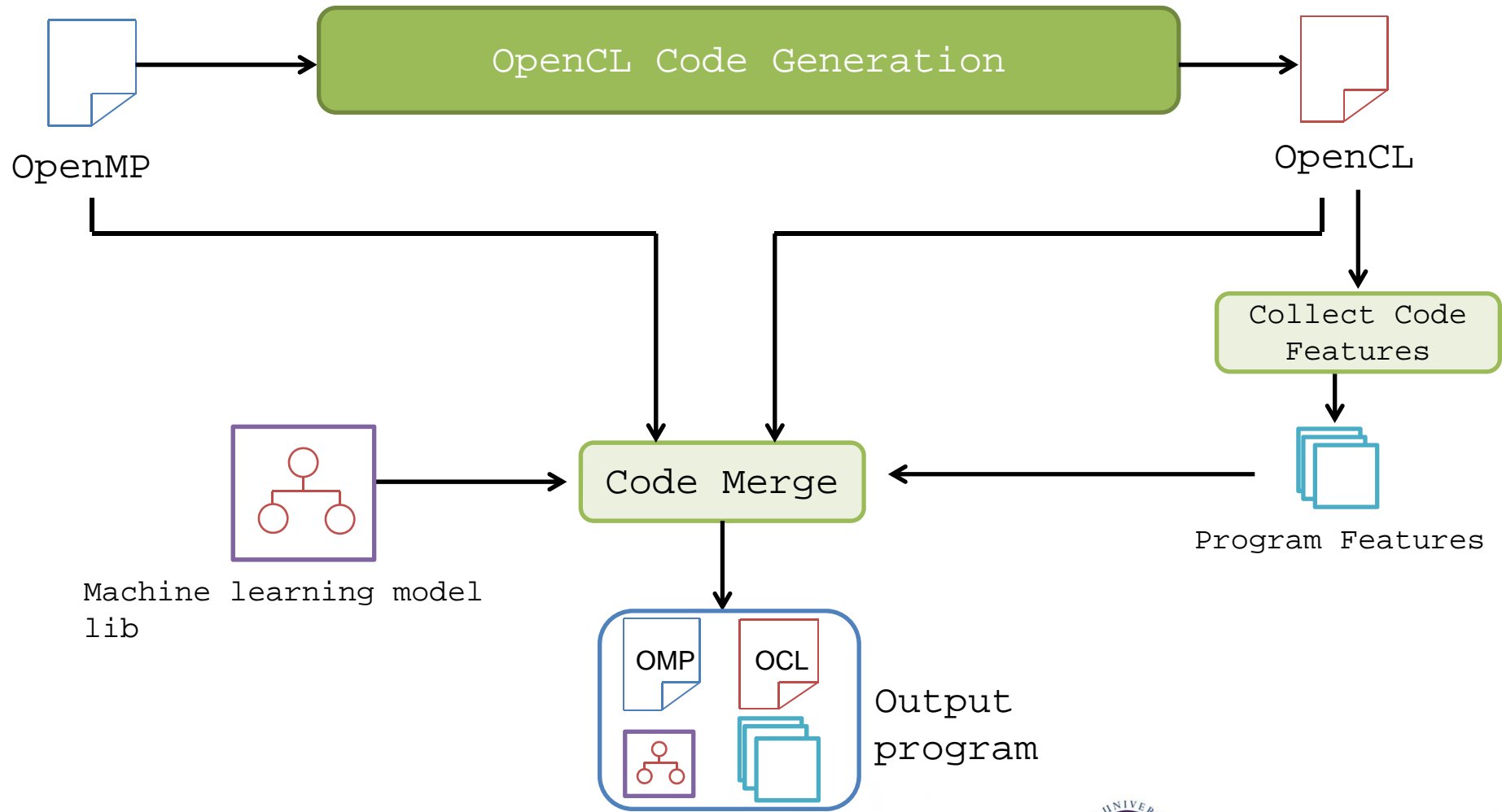
Irregular, many branches

Regular control flow

Our Approach

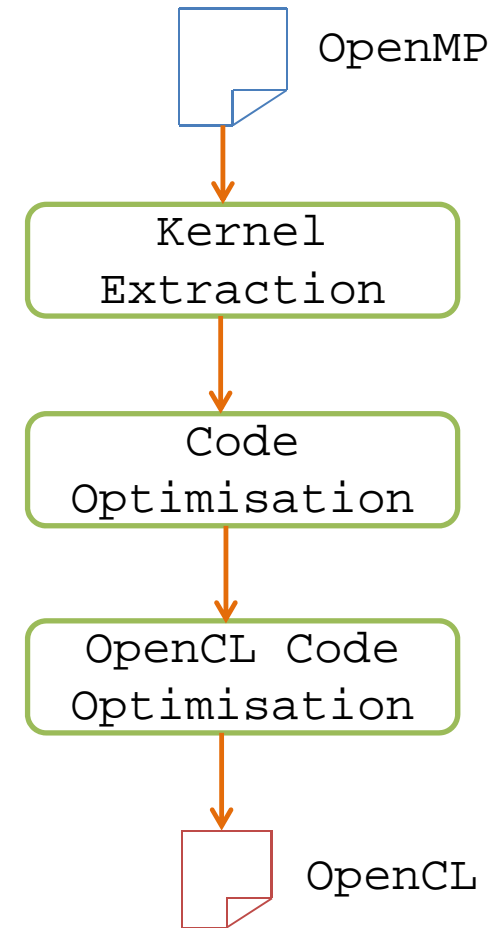
- OpenMP data parallelism
 - Convert OpenMP parallel loops into OpenCL kernels
- Generate efficient OpenCL code
 - Optimise for memory behaviour
- Determine the best device (CPU or GPU)
 - at runtime
 - If it is not profitable to run the OpenCL code on the GPU, run the OpenMP version on the CPU

The Compiler Framework



OpenCL Code Generation

- Extract loop parallelism from OpenMP programs
- GPU Code Optimisation
 - Loop interchange
 - Array index reordering
 - Memory Load Reordering
 - Register Promotion
 - Vectorisation
 - Change data structures
 - ...



Code Optimisation

```

for (i=1; i < .. ; i ++)  

  for (j=1; j < ..; j ++)  

    for (k=1; k < ..; k++) {  

      ...  

      lhs[i][j][k][0][0][0] = ...;  

      lhs[i][j][k][0][0][1] = ...;  

      ....  

    }

```

↓
Loop interchange & index reordering

```

#pragma omp parallel for  

for(k=1; k<...; k++)  

  for(j=1; j<...; j++)  

    for(i=1; i<..; i++){  

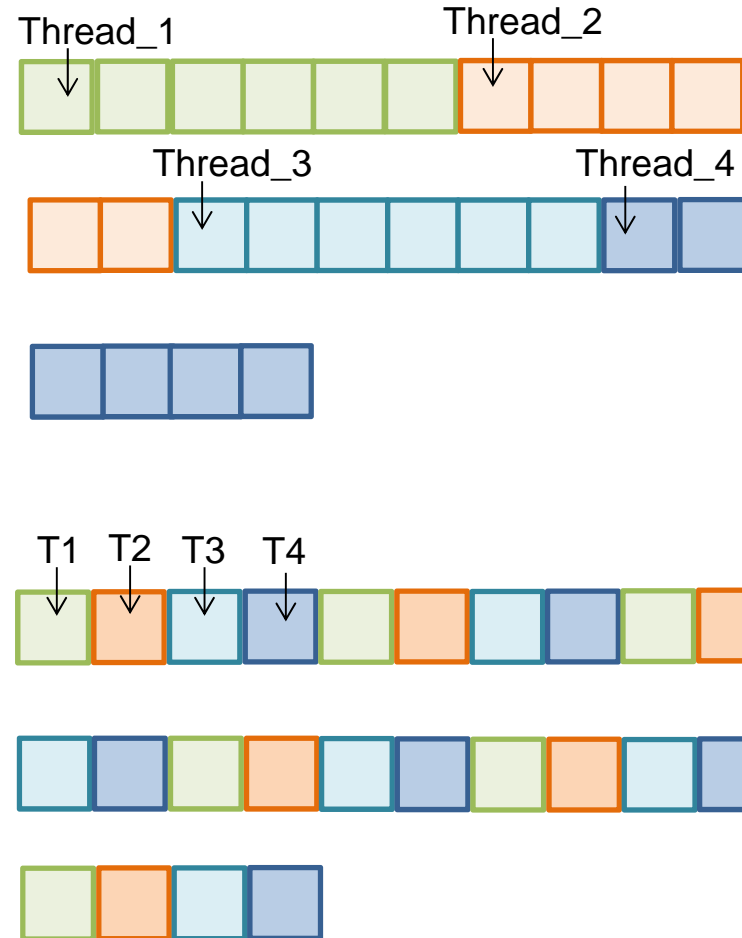
      ...  

      lhs[0][0][0][i][j][k] = ... ;  

      lhs[0][0][1][i][j][k] = ... ;  

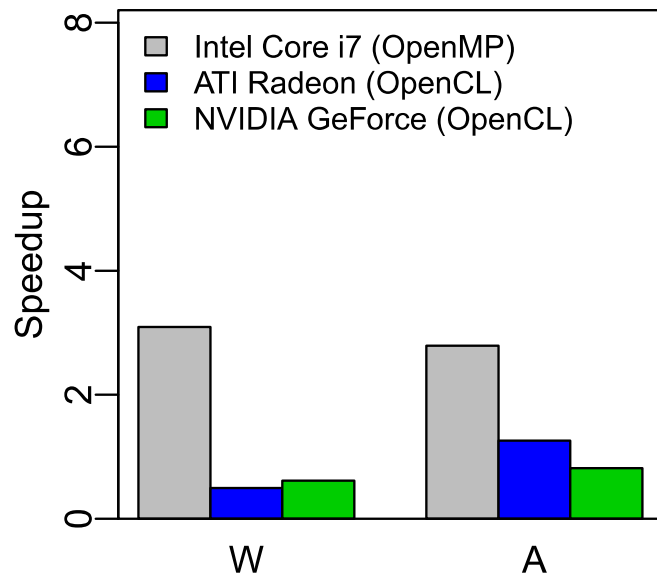
    }

```

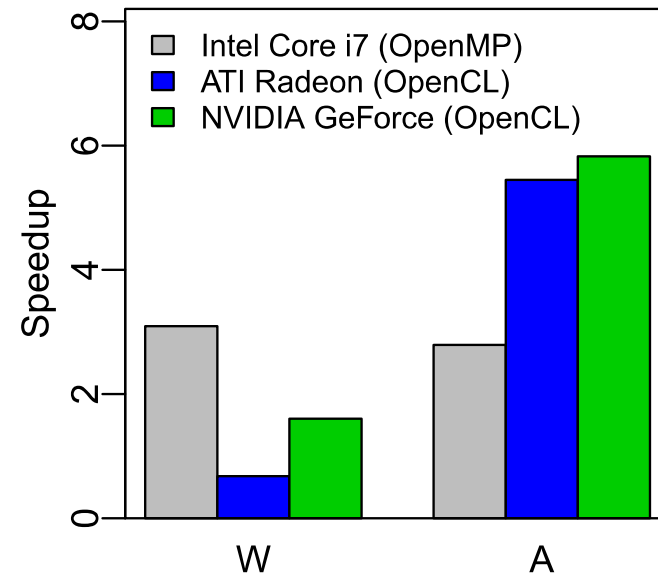


Example

Application performance depends on optimisation and program input. Select the right device is important



(a) Naive OpenCL Translation

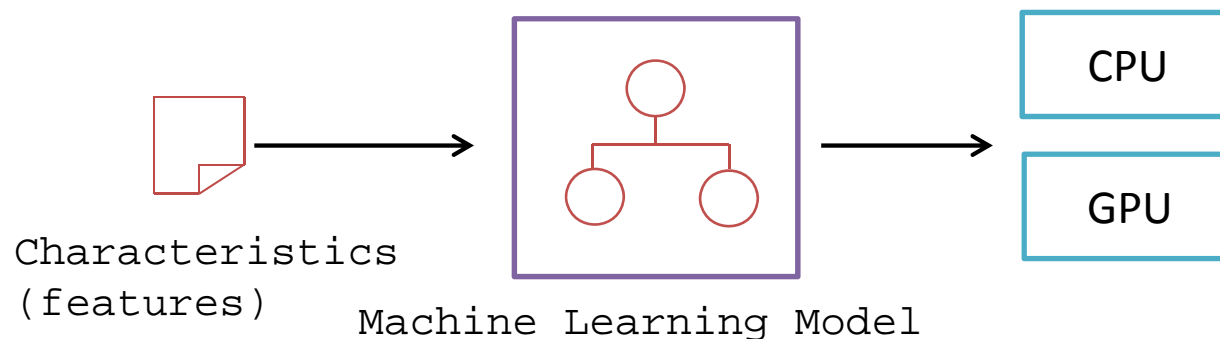


(b) After Optimisation

BT (NAS Parallel Benchmark)

Program Mapping

- Determine the best device according to
 - Program characteristics
 - Runtime program input
- Machine learning based approach

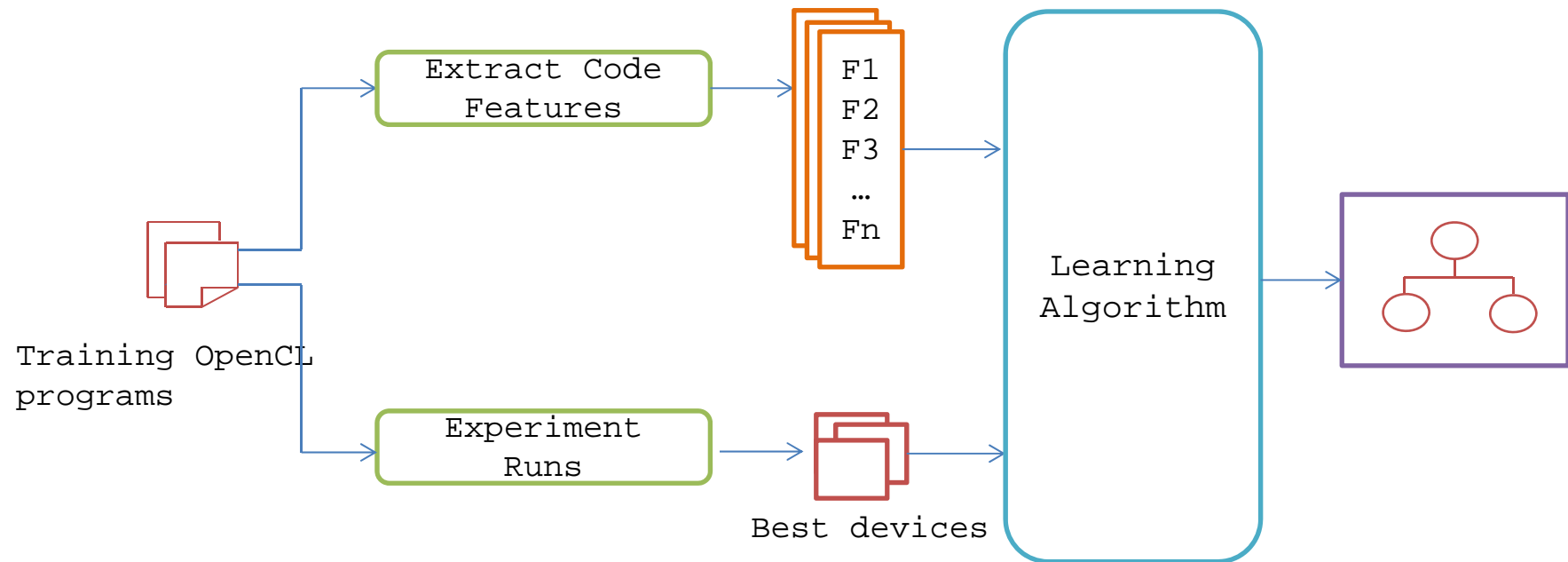


Code Features

- Static OpenCL program features
 - Computation - communication ratio
 - Computation – global memory ratio
 - % coalesced memory accesses
 - ...

Create a Model

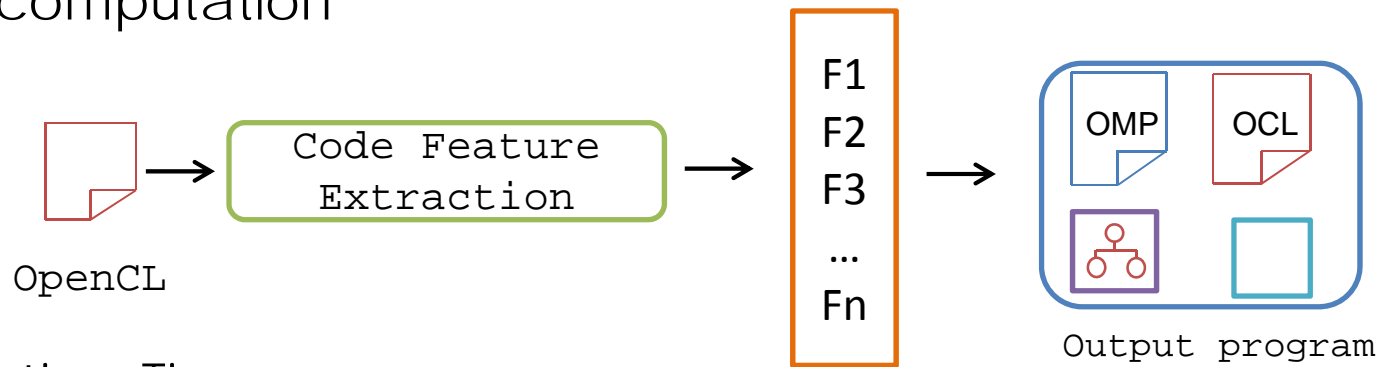
Model is automatically created offline using training benchmarks.



Use the Model

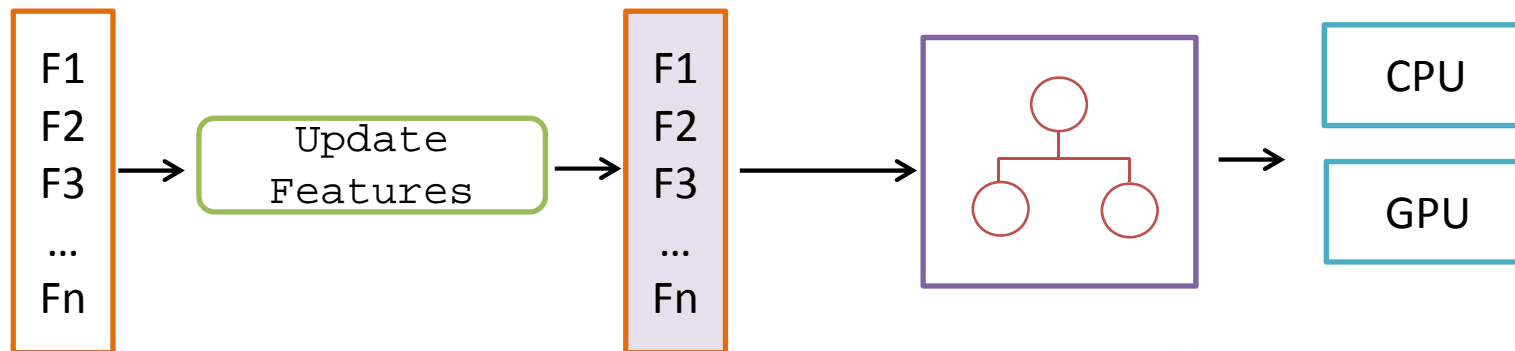
Compiler Time

- Unknown feature values are represented as symbolic pre-computation



Execution Time:

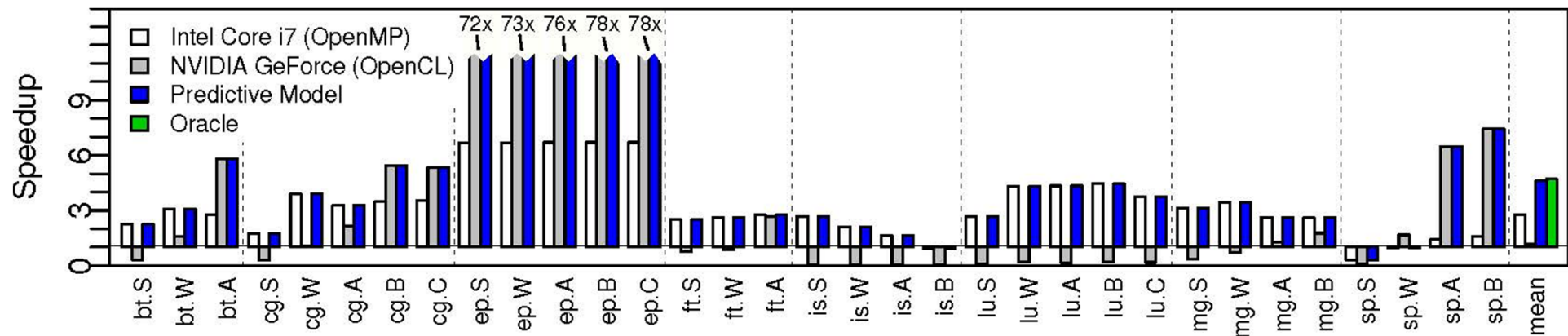
- Instantiate unknown feature values at runtime



Experimental Setup

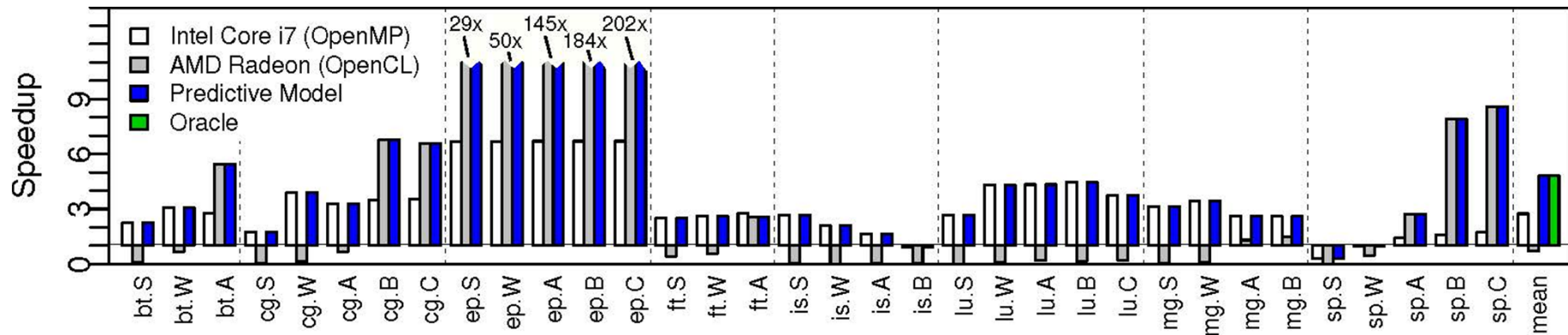
- Platforms
 - Intel Corei7 (6-core) + NVIDIA GeForce
 - Intel Corei7 (6-core) + AMD Radeon
- Benchmarks
 - Full suite NAS benchmarks – up to 66 kernels
- Comparison to
 - closest related work: OpenMPC (Lee et al. PPOPP'09)
 - hand-written OpenCL implementation (Seo et al., IISWC'11)

GeForce: 98% of 'oracle' (the best) performance



OpenMP on CPU: 2.78x
OpenCL on NVIDIA GPU: 1.19x
Our approach: 4.70x

Radeon: 99% of oracle performance



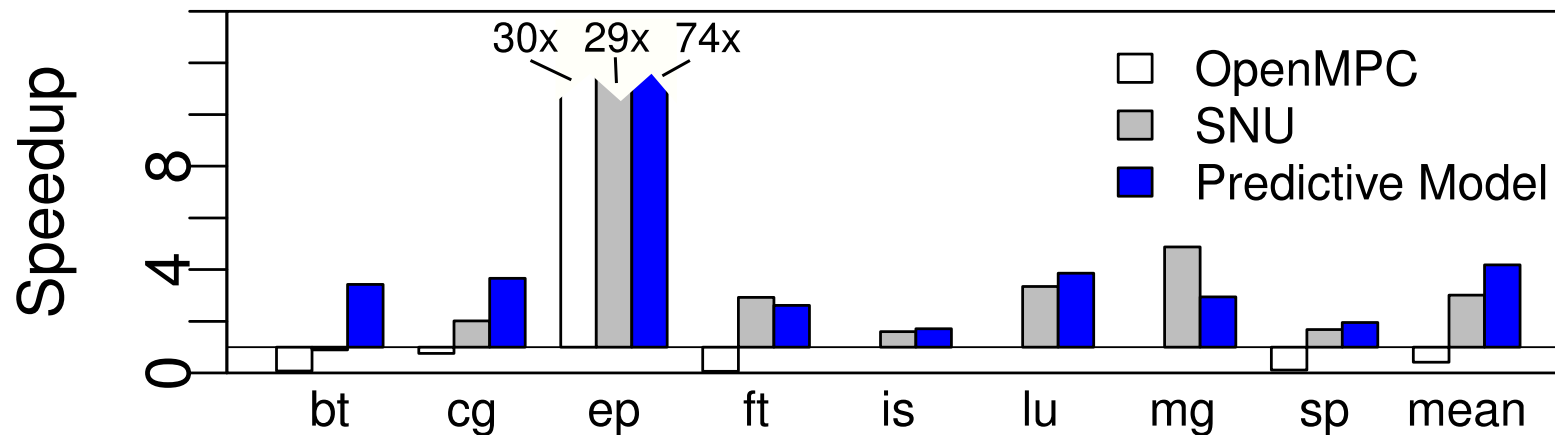
OpenCL on AMD GPU: 0.71x

OpenMP on CPU: 2.74x

Our approach: 4.81x

Compare to State-of-the-Art

- OpenMPC: OpenMP to CUDA
 - (Lee et al. PPoPP'09)
- SNU NPB
 - Hand-written OpenCL implementation (Seo et al., IISWC'11)



1.63x faster than hand-coded version

Conclusion

- A compiler framework for CPU-GPU heterogeneous systems
- Loop and data transformations to improve code quality
- Predictive modelling for task mapping
 - The model is automatically trained offline

Thank You

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D. Grewe, Z. Wang and M. O'Boyle, *Portable Mapping of Data Parallel Programs to OpenCL for Heterogeneous Systems*.

EPSRC PreMapp Project: <http://groups.inf.ed.ac.uk/PreMapp/>

