

A large, colorful microchip die is shown in the upper left and center of the slide, tilted at an angle. The die is composed of various colored regions: orange, blue, yellow, and green, representing different functional blocks. A green arrow points from the die towards the bottom left. A large purple arrow points from the bottom left towards the center, framing the title.

IMPLEMENTING A LEADING LOADS PERFORMANCE PREDICTOR ON COMMODITY PROCESSORS

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**How fast is your application at
different CPU frequencies?**

WHAT HAPPENS WHEN YOU CHANGE FREQUENCY?



Estimate #1

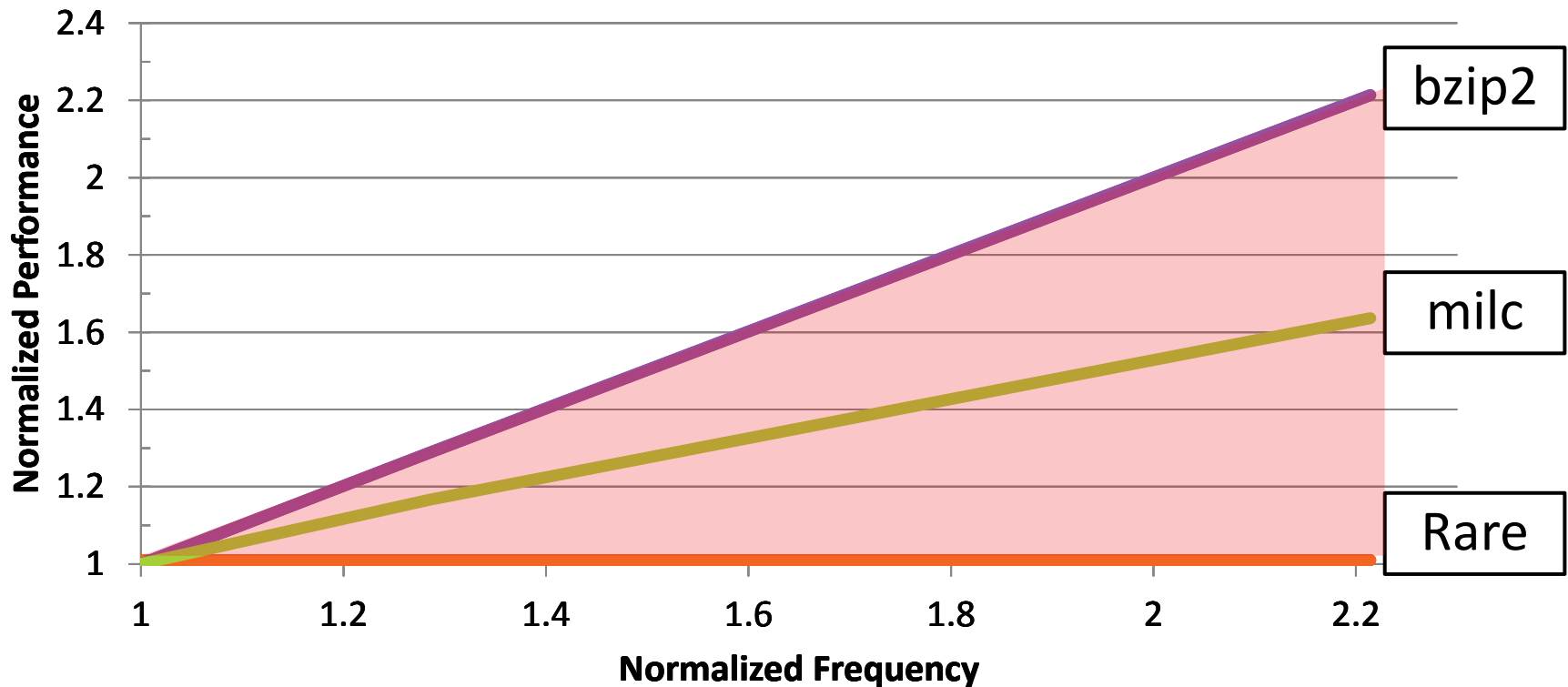
Nothing. Who cares about frequency?

Estimate #2

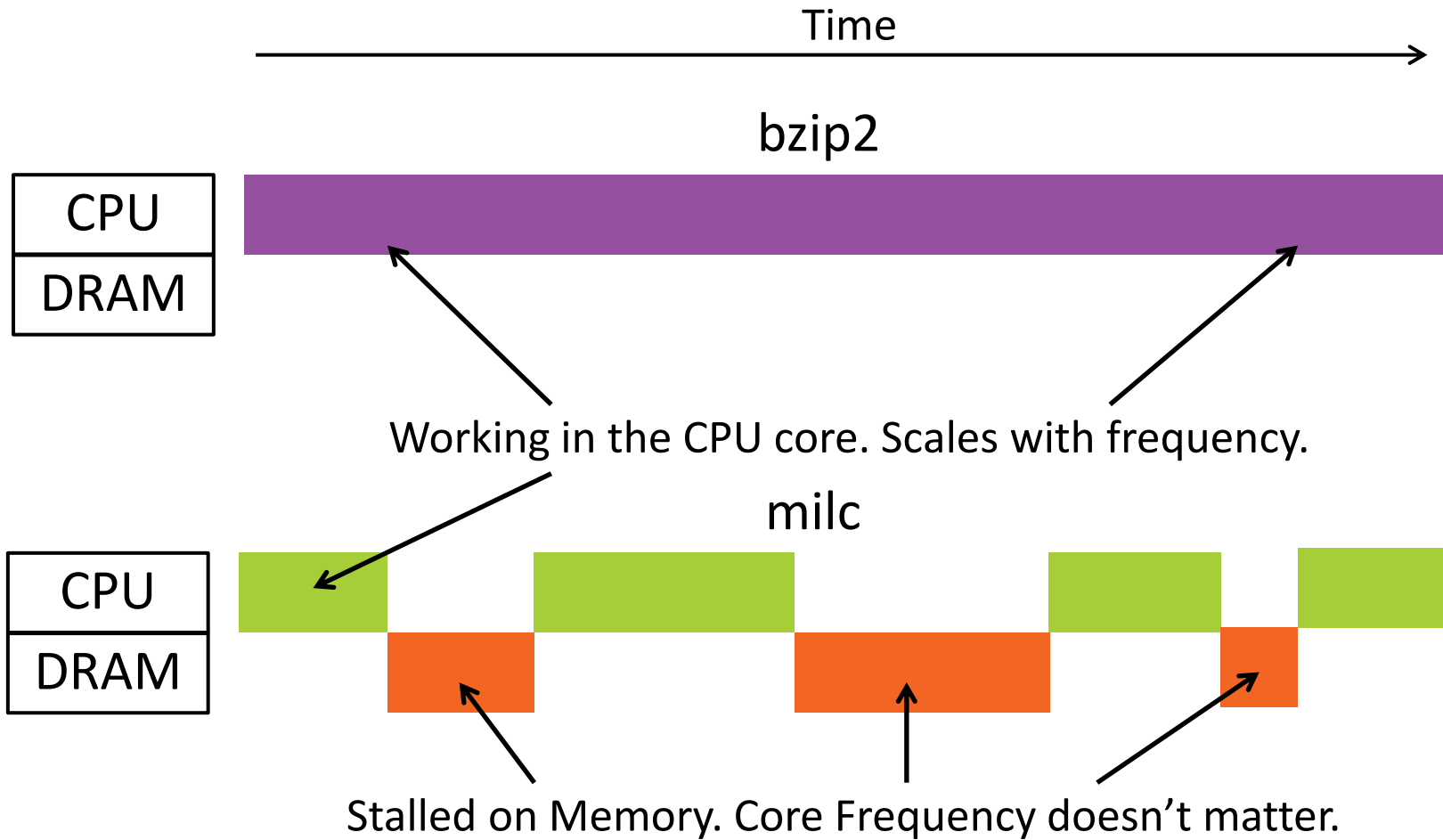
Performance difference is equal to frequency change.

Estimate #3

Something in between.



WHY DON'T NAÏVE ESTIMATES ALWAYS WORK?



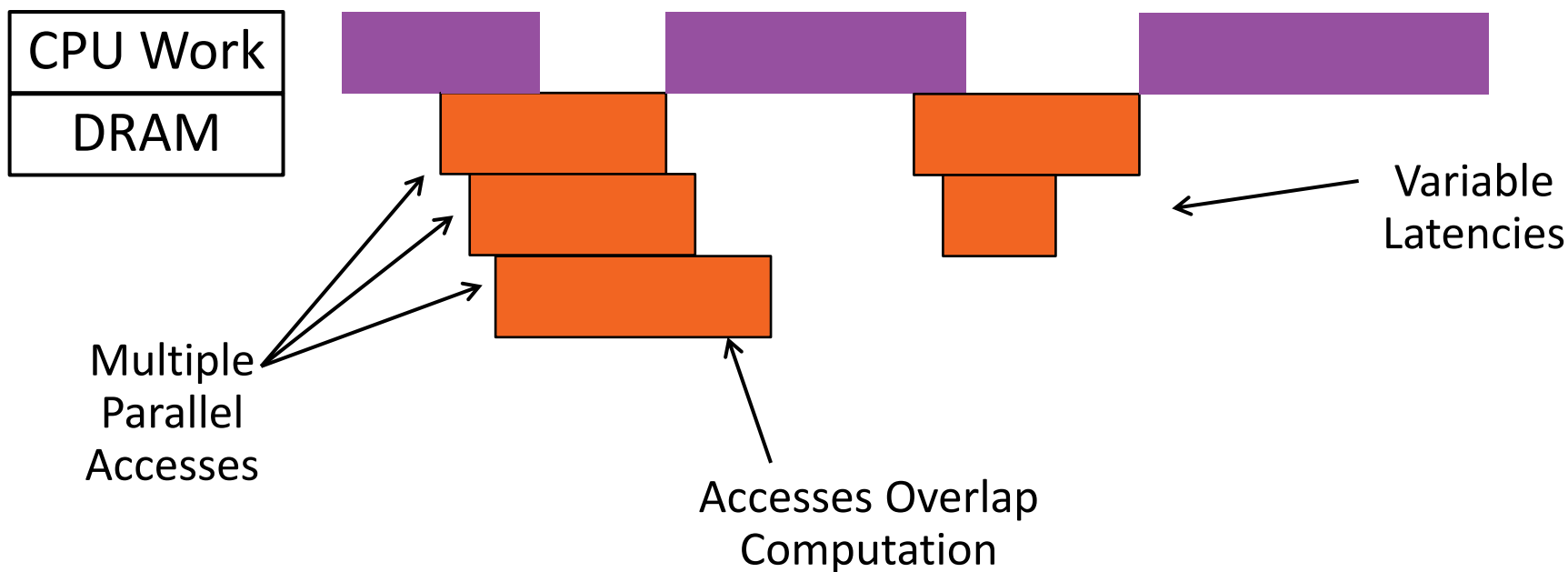
Core and memory time both matter

HOW DO YOU ESTIMATE “MEMORY TIME”?

MODERN CORES MAKE THIS DIFFICULT



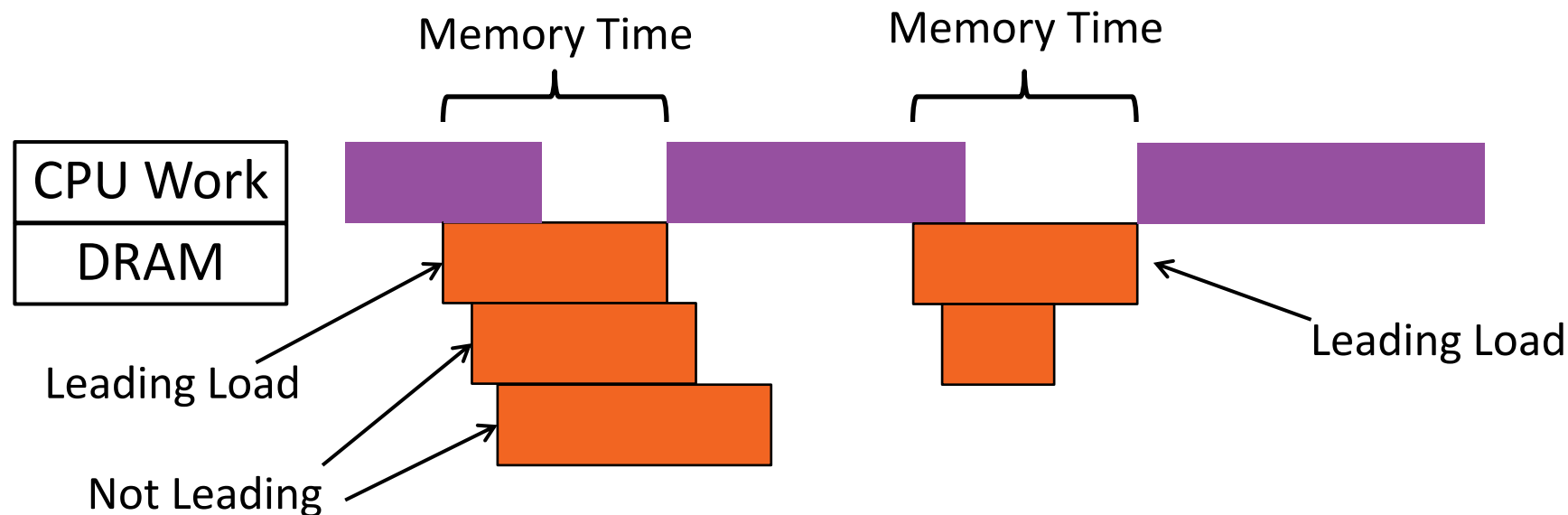
- ▲ Count the amount of time with an outstanding load?
- ▲ Count last-level cache misses?



“LEADING LOADS” MEMORY TIME ESTIMATION



Described by 3 separate groups in CF 2010, IEEE TOC, and IGCC 2011

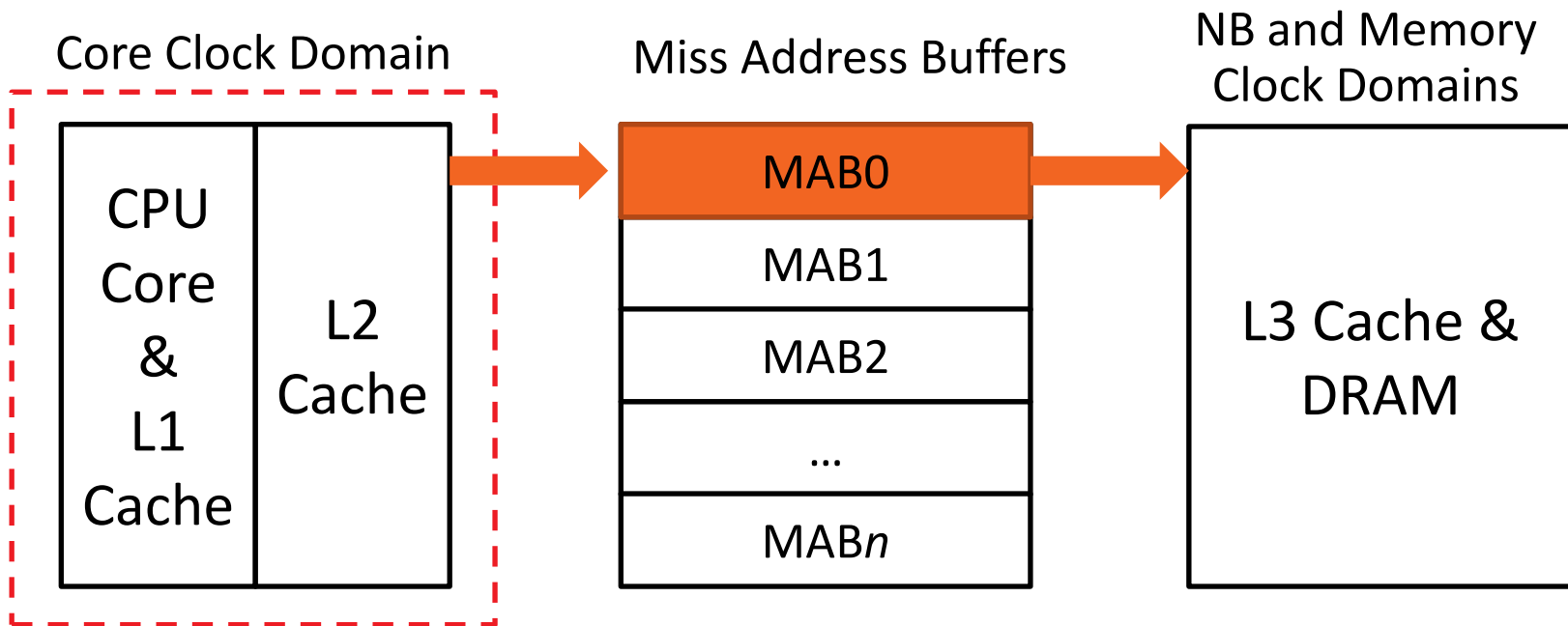


Memory time approximately time that a leading loads is active

Simulation: ~0.2% estimation error across 2x change in frequency

L2 cache misses held in Miss Address Buffer (MAB)

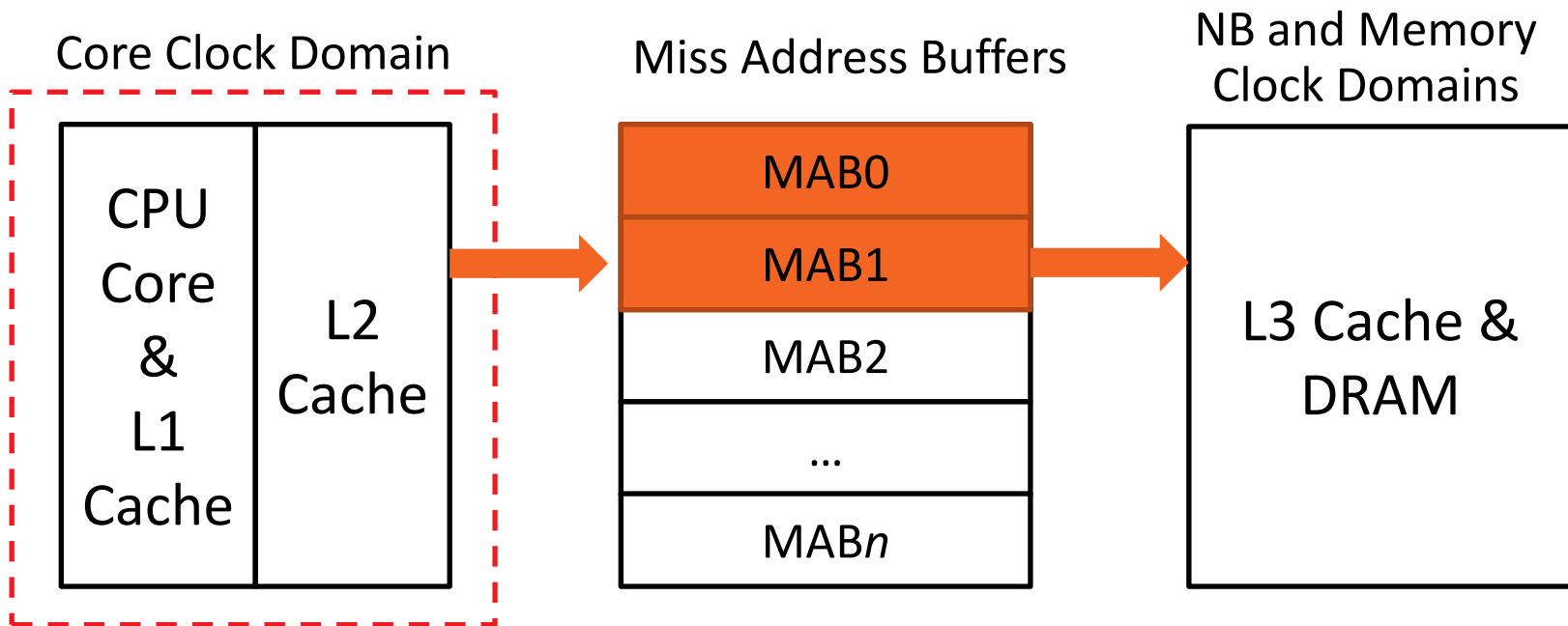
- MAB entries have a static priority (e.g. MAB0 is highest priority)
- Highest priority empty MAB holds the miss until it returns from memory



Performance event 0x69 allows SW to count # of cycles with filled MABs

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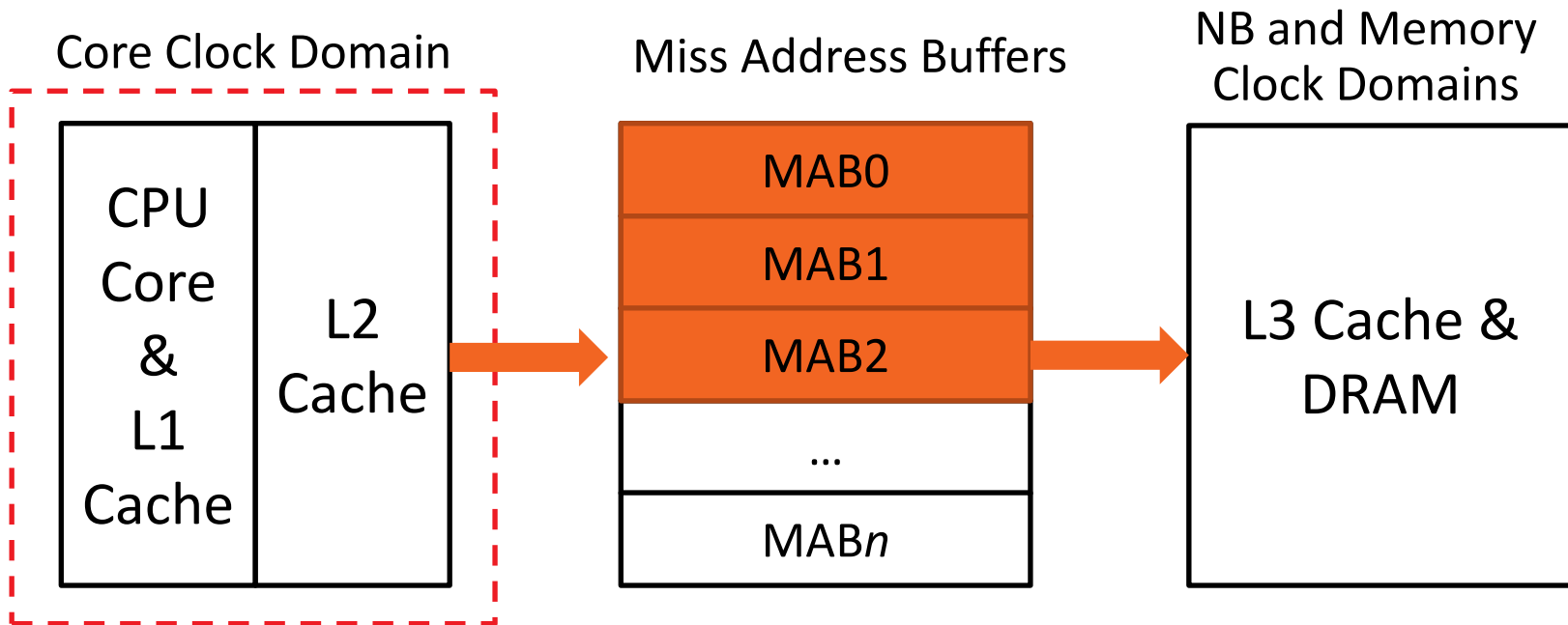
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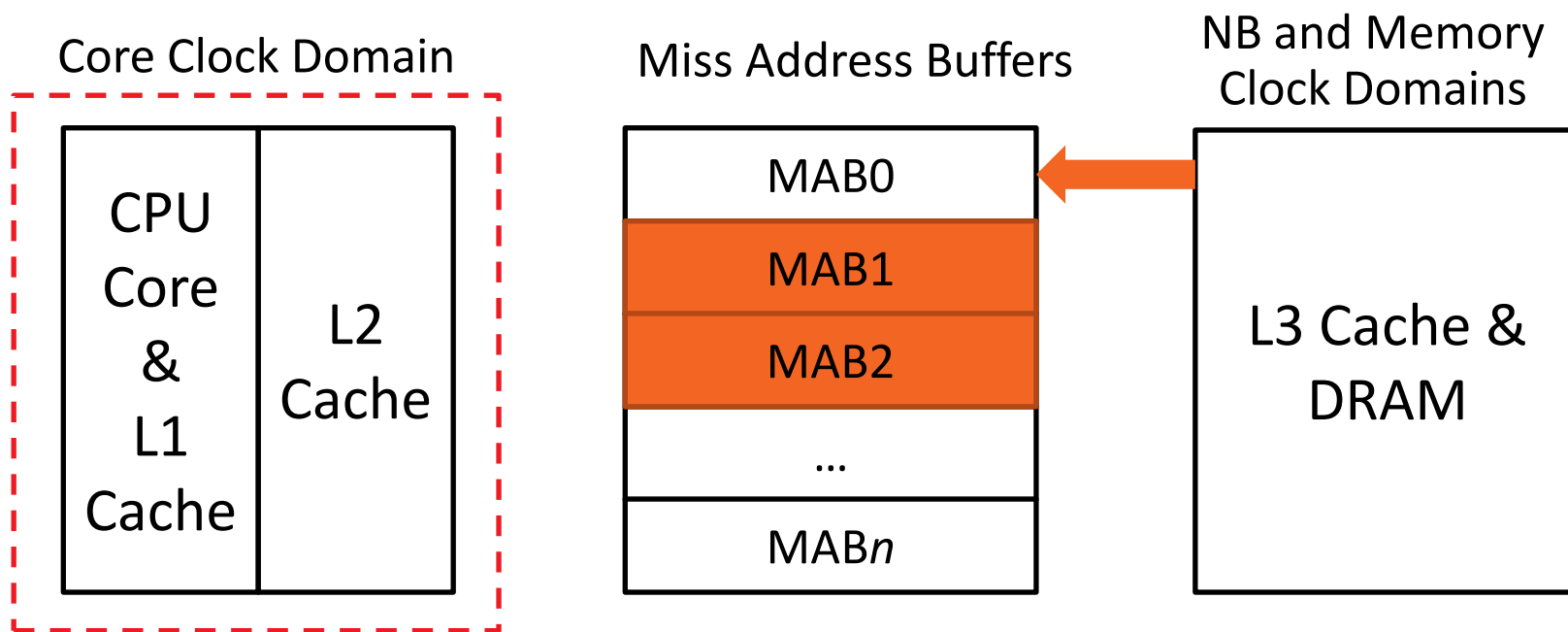
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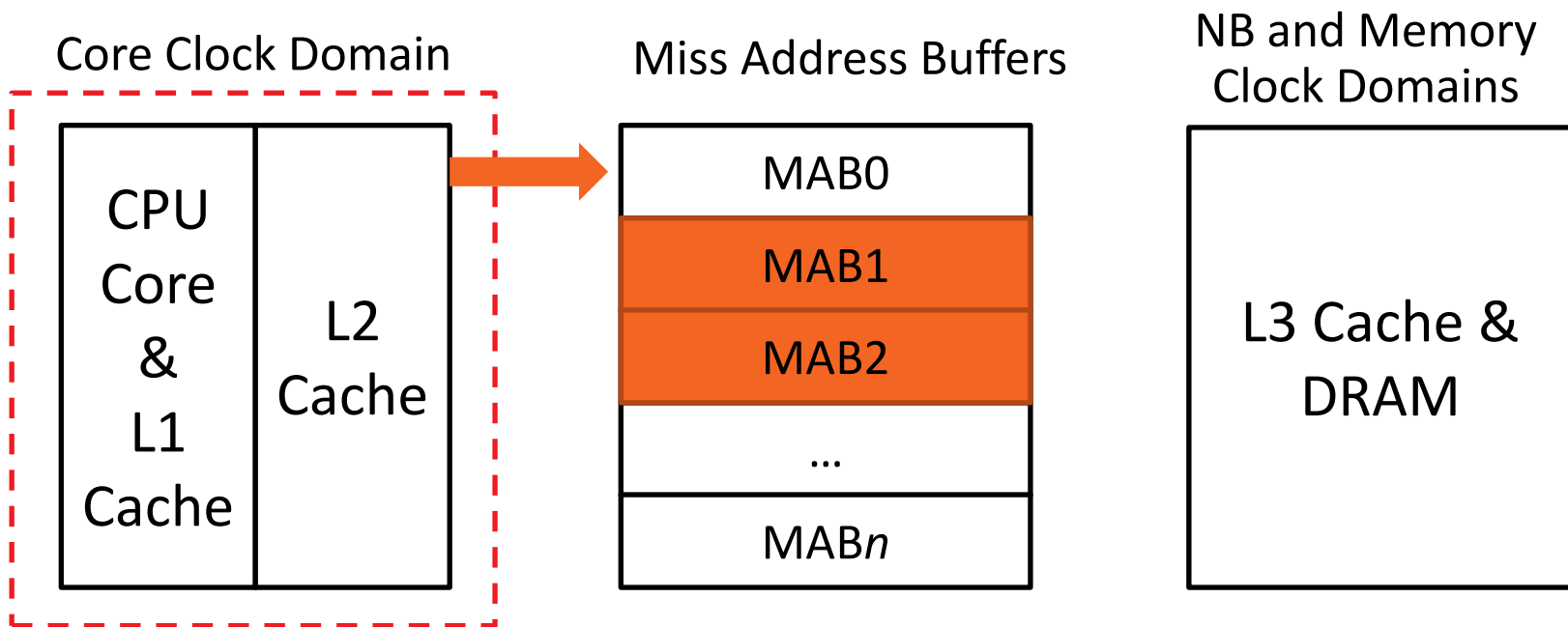
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Performance event 0x69 allows SW to count # of cycles with filled MABs

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Performance event 0x69 allows SW to count # of cycles with filled MABs

Measure occupancy time of the highest-priority MAB

- HW event 1: CPU Clocks not Halted (for Execution Time)
 - Performance Event 0x76
- HW event 2: MAB Wait Cycles (for Memory Time)
 - Performance Event 0x69
 - Family 15h Processors: Unit Mask 0

$$\text{Memory Time}(f1) = \text{MAB Wait Cycles}(f1)/(f1)$$

$$\text{Core Time}(f1) = \text{Execution Time}(f1) - \text{Memory Time}(f1)$$

$$\text{Execution Time}(f2) = \text{Core Time}(f1) * f1/f2 + \text{Memory Time}(f1)$$

- ▲ Run benchmarks at frequency 1, estimate runtime at frequency 2
- ▲ Run benchmark at frequency 2.
 - Difference between observed and estimated is **estimation error**.
- ▲ Estimation mechanisms:
 - Linear: Performance scales exactly with frequency (like bzip2)
 - Green Governor:
 - Count L3 cache misses
 - Assign delay to each cache miss
 - # Cache Misses * delay = “memory time”
 - LL-MAB: Count MAB0 cycles at “memory time”

EXPERIMENTAL SETUP

OTHER PROCESSORS TESTED IN THE PAPER



AMD Opteron™ 4386 Processor

- 2nd Generation Family 15h “Piledriver” CPU
- Minimum Frequency: 1.4 GHz, Maximum non-boost frequency: 3.1 GHz

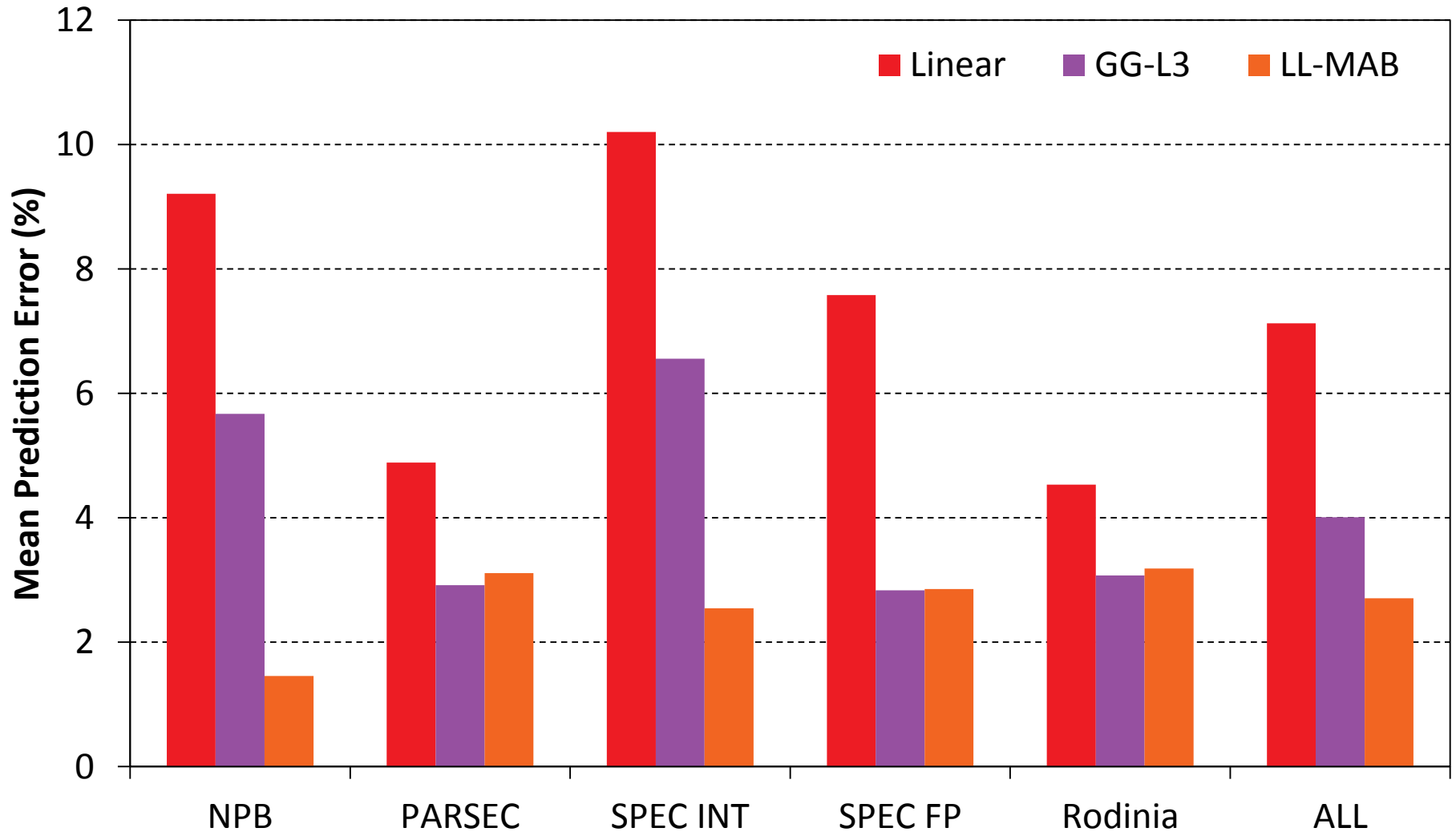
Fedora® 19 Desktop (kernel version 3.10.6-200)

- Locked benchmarks to single core with *numactl*
- Used *msr-tools* to read performance counters around benchmark runs.
- *CPUFreq* userspace governor to manually control DVFS state. Boosting disabled.

66 Single-threaded benchmarks from:

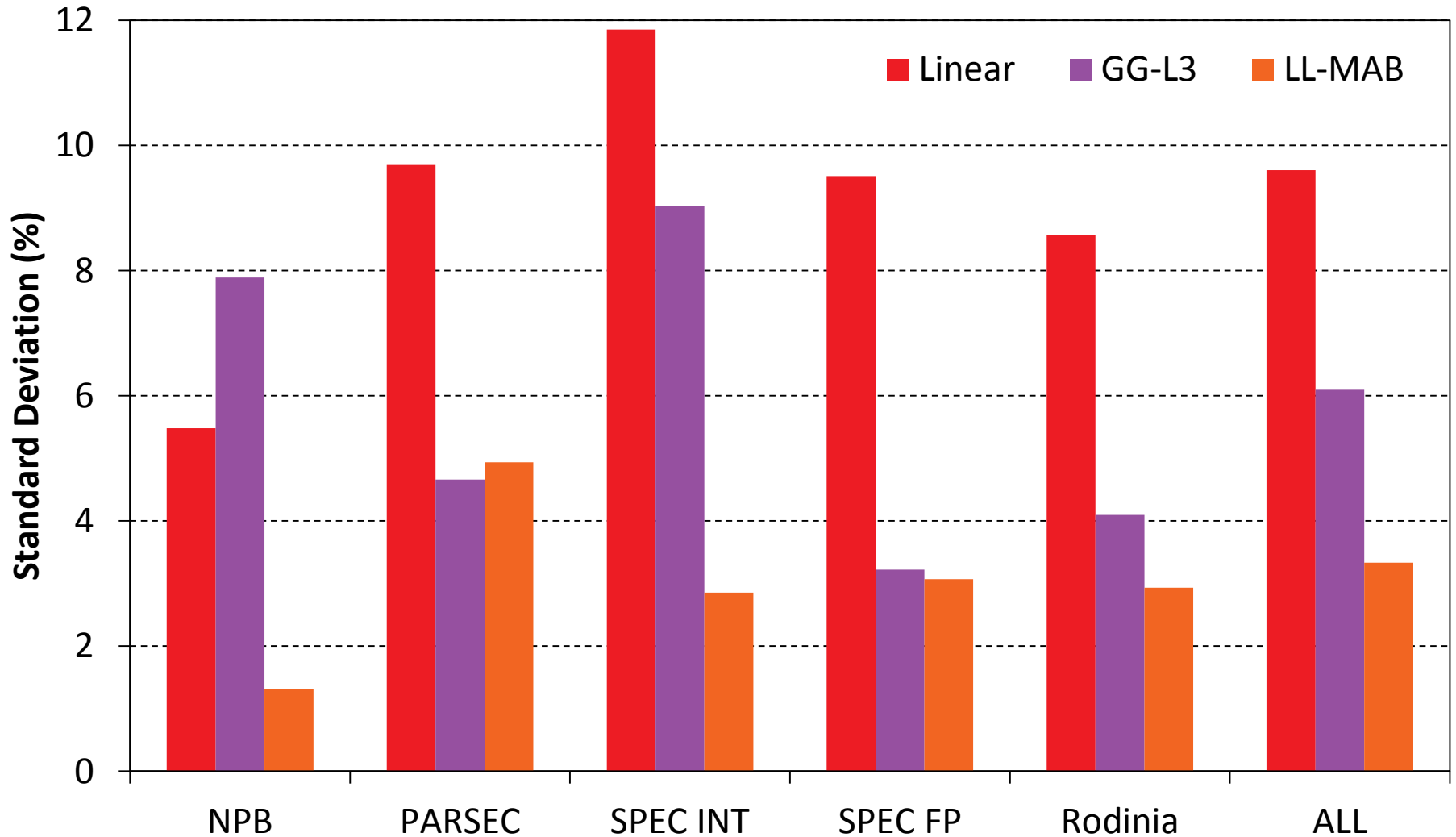
- SPEC® CPU 2006
- NAS Parallel Benchmarks
- PARSEC
- Rodinia

MEASURE AT 3.1 GHZ, ESTIMATE 1.4 GHZ RUNTIME (LOWER IS BETTER)



STANDARD DEVIATION IS IMPORTANT FOR PREDICTIONS

(LOWER IS STILL BETTER)



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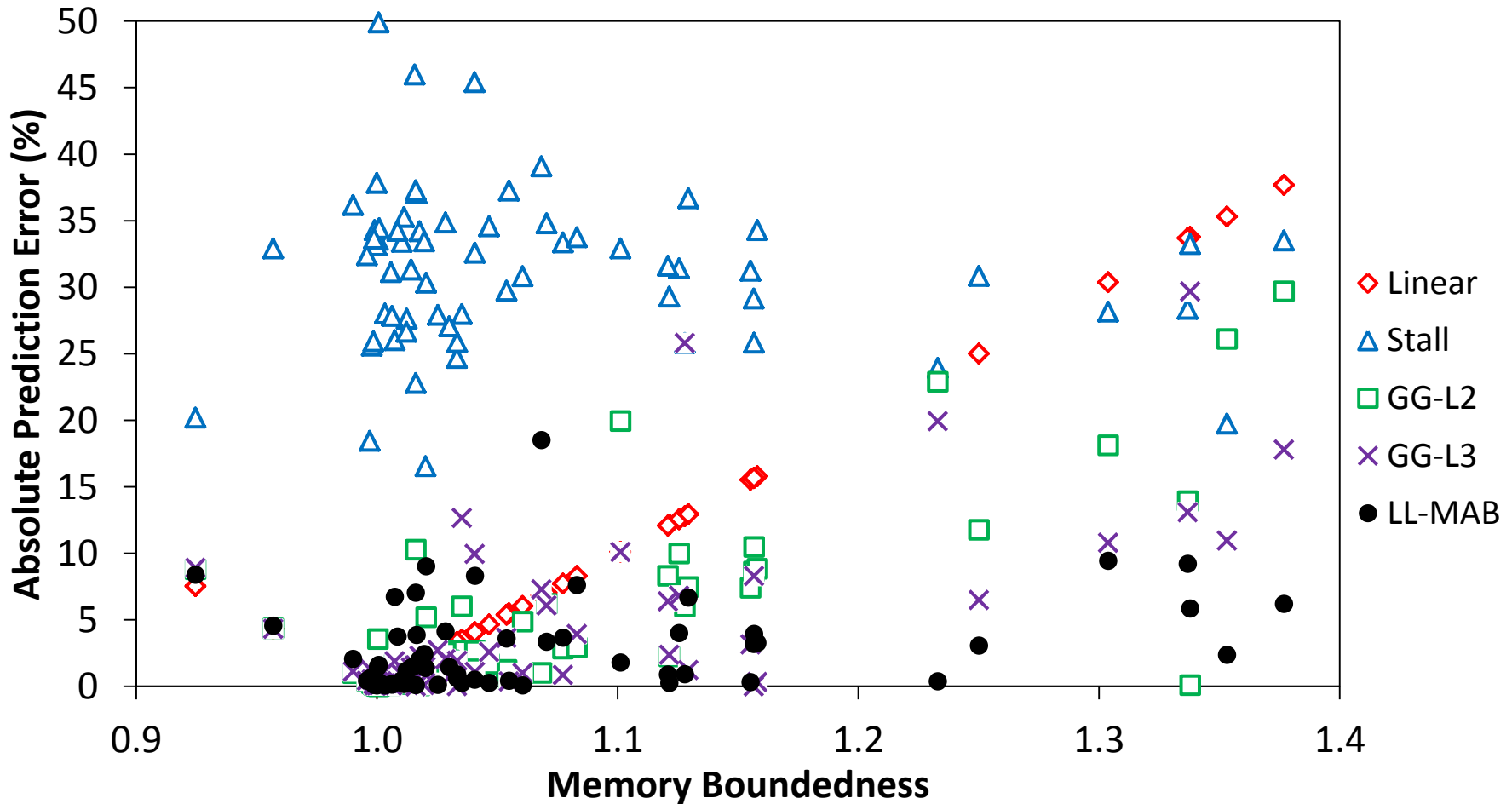
Backup Slides

PREDICTION ACCURACY PER BENCHMARK



Memory Boundedness = Ratio of execution cycles at two frequencies

– 1.0 = no change in cycles (completely compute bound, e.g. bzip2)



CONCLUSION



- ▲ First leading loads implementation on real processors
- ▲ Higher accuracy than existing predictors
- ▲ Lower accuracy than simulation due to HW complexity
- ▲ Lightweight estimation mechanism (only requires 2 counters)
 - Path to better performance and power prediction