

FROM SCALAR & SERIAL TO VECTOR & PARALLEL

Hands-on Lab

Part 2 of 3

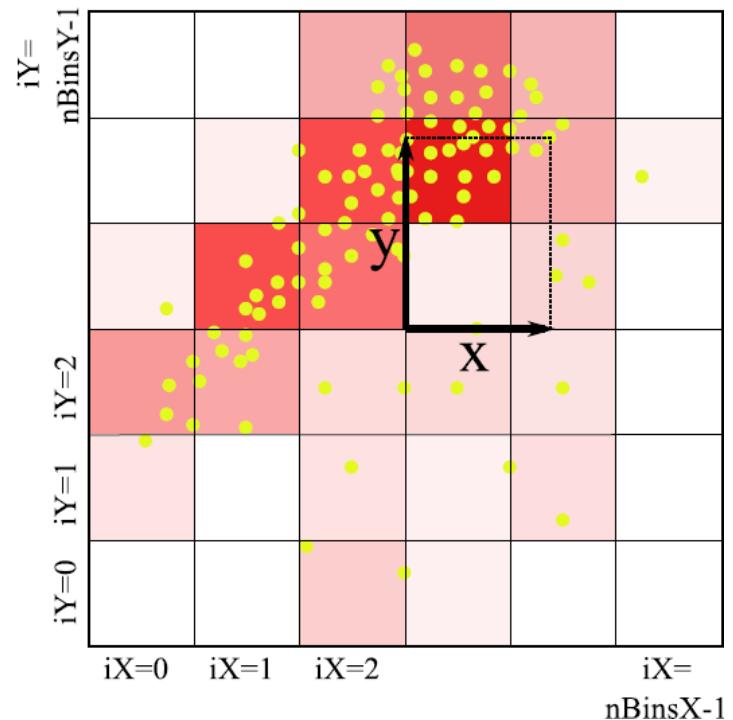
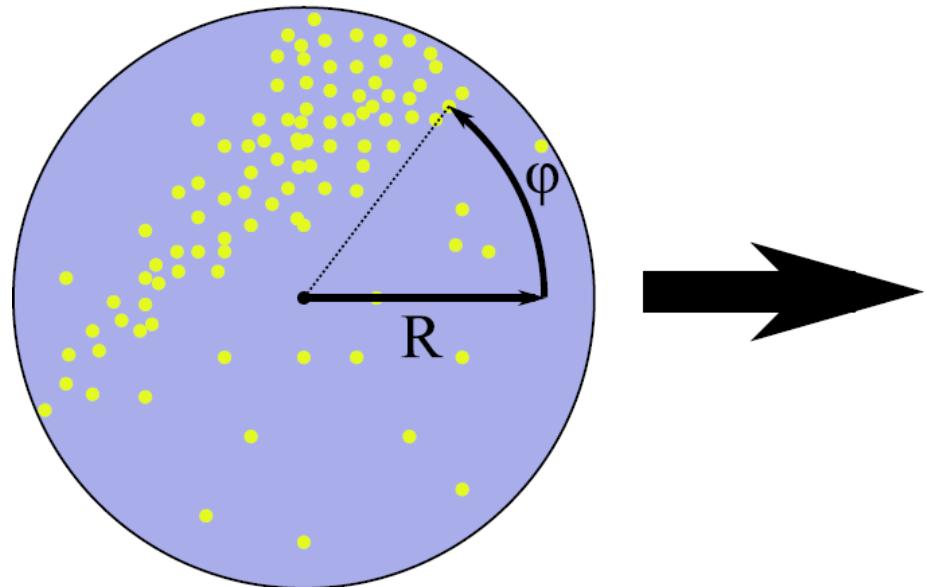


GOALS

- Part 1: see multi-threading on Intel architecture in action
- **Part 2: learn to vectorize & future-proof vectorization**
- Part 3: experiment with what it takes to make the memory subsystem happy

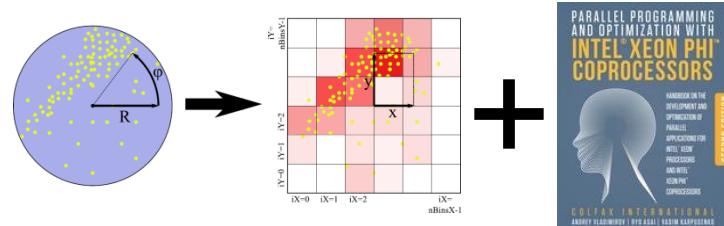


EXAMPLE PROBLEM: BINNING



SERVER FOR EXERCISES

- Instructions at uni.colfax-intl.com/cdt
- Find code of lab + exercises from xeonphi.com/book



- Enjoy remote access until midnight



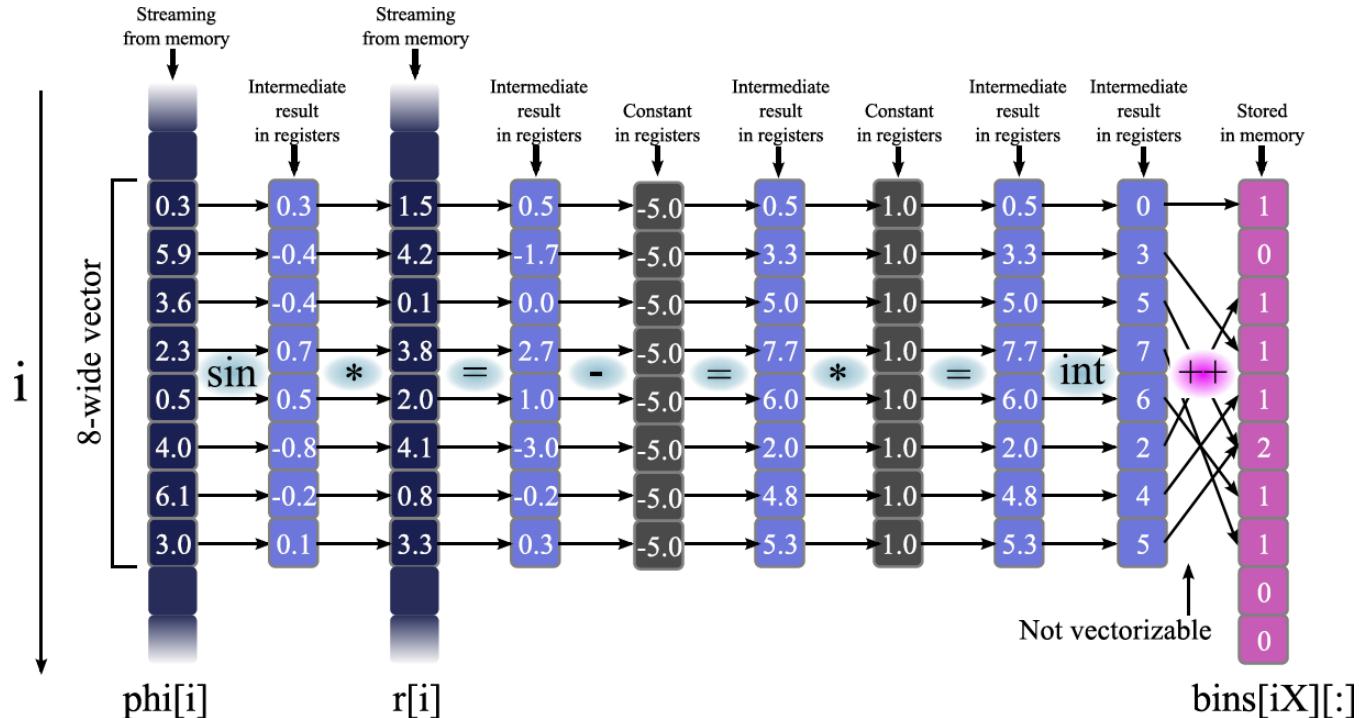
INITIAL APPROACH

```
// Reference implementation: scalar, serial code without optimization
void BinParticlesReference(
    const InputDataType & inputData, BinsType & outputBins) {
    // Loop through all particle coordinates
    for (int i = 0; i < inputData.numDataPoints; i++) {
        // Transforming from cylindrical to Cartesian coordinates:
        const FTYPE x = inputData.r[i]*COS(inputData.phi[i]);
        const FTYPE y = inputData.r[i]*SIN(inputData.phi[i]);

        // Calculating the bin numbers for these coordinates:
        const int ix = int((x - xMin)*binsPerUnitX);
        const int iy = int((y - yMin)*binsPerUnitY);

        // Incrementing the appropriate bin in the counter:
        outputBins[ix][iy]++;
    }
}
```

VECTORIZATION OPPORTUNITY



STRIP-MINING TO THE RESCUE

```
const int STRIP_WIDTH = 16;
for (int ii = 0; ii < inputData.numDataPoints; ii += STRIP_WIDTH) {

    int iX[STRIP_WIDTH], iY[STRIP_WIDTH];
    const FTYPE* r = &(inputData.r[ii]);
    const FTYPE* phi = &(inputData.phi[ii]);

    for (int c = 0; c < STRIP_WIDTH; c++) { // Vector loop
        const FTYPE x = r[c]*COS(phi[c]); // Transforming from cylindrical
        const FTYPE y = r[c]*SIN(phi[c]); // to Cartesian coordinates
        iX[c] = int((x - xMin)*binsPerUnitX); // Calculating the bin numbers
        iY[c] = int((y - yMin)*binsPerUnitY); // for these coordinates
    }

    for (int c = 0; c < STRIP_WIDTH; c++) // Scalar loop
        threadPrivateBins[iX[c]][iY[c]]++;
}
```

FINE-TUNING VECTORIZATION

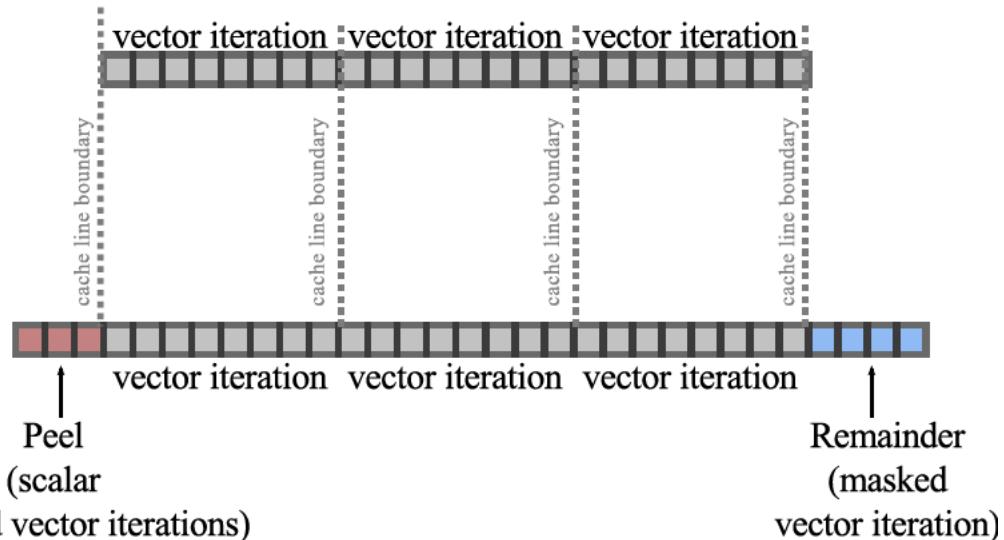
```
for (i = 0; i < n; i++) A[i] = ...
```

Code Path 1:

data aligned from iteration 0,
n is multiple of vector length

Code Path 2:

data aligned from iteration 3,
n is not a multiple of vector length



BETTER VECTORIZATION

```
// Allocating data on a 64-byte aligned memory heap address
rawData.r = (FTYPE*) _mm_malloc(sizeof(FTYPE)*n, 64);
rawData.phi = (FTYPE*) _mm_malloc(sizeof(FTYPE)*n, 64);

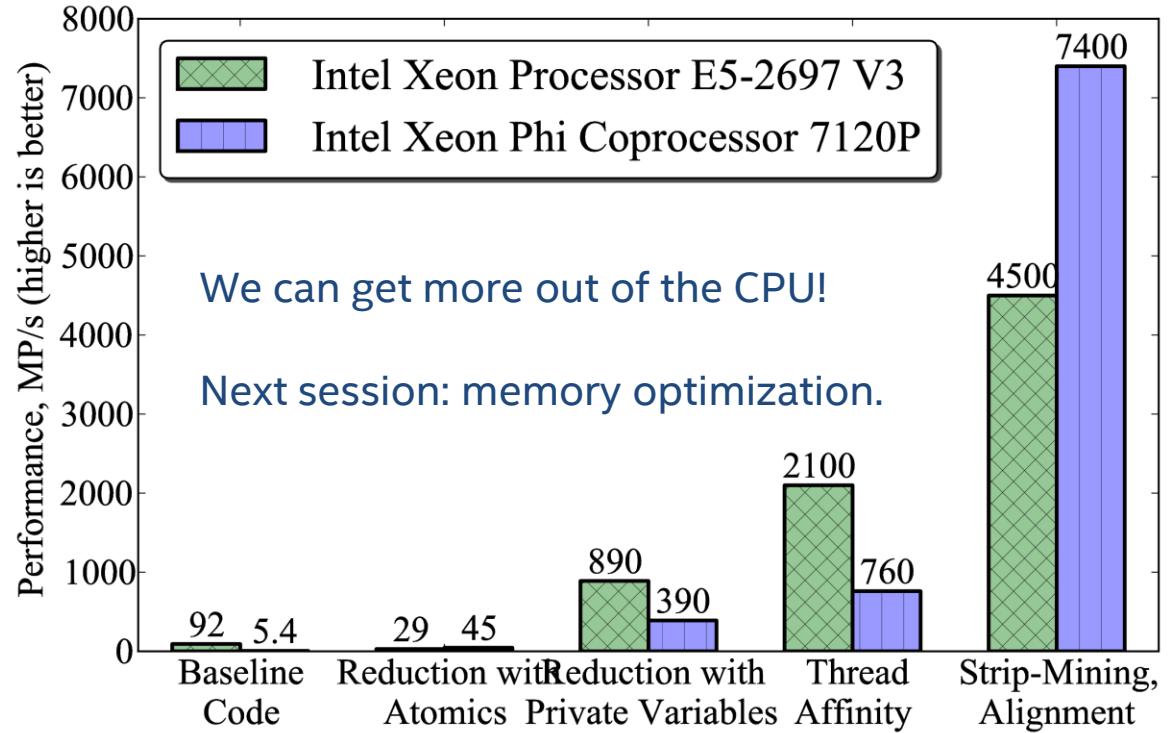
// Later in the code:
for (int ii = 0; ii < inputData.numDataPoints; ii += STRIP_WIDTH) {

    int ix[STRIP_WIDTH] __attribute__((aligned(64))); // Aligned allocation
    int iy[STRIP_WIDTH] __attribute__((aligned(64))); // on the stack

    //

    // Compiler hint: we promise alignment, no need for peeling
#pragma vector aligned
    for (int c = 0; c < STRIP_WIDTH; c++) {
        //
    }
}
```

PERFORMANCE RESULTS



NEXT SESSION

- Part 3: making the memory subsystem happy

By the way:
download this tutorial
colfaxresearch.com



The screenshot shows the Colfax Research website. At the top, there's a navigation bar with links for READ, WATCH, LEARN, CONNECT, and JOIN. A search bar is also present. The main content area features a diagram illustrating memory access patterns between two cores. Core 0 has Thread 0 and a Cache, while Core 1 has Thread 1 and a Cache. A red line connects the two cores, labeled "same Cache Line". Below the diagram, the text reads "Optimization Techniques for the Intel MIC Architecture. Part 3 of 3: False Sharing and Padding". To the left, there's a section titled "Research and Educational Publications" with links to various papers. On the right, there are sections for "Popular" (Hands-On Workshop HOW Series), "Parallel Programming Book" (Introduction to parallel programming), "Featured Video" (CDT V01 - Episode 1.1 - Introduction to COLFAX), and "Services" (Face-to-face training on parallel programming). The bottom of the page includes links for "Events" (Syllabus: Hands-On Workshop, November 2015) and "Presentations" (The Hands-On Workshop (HOW) Series).