# Chai: Collaborative Heterogeneous Applications for Integrated-architectures

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#### Motivation

- Heterogeneous systems are moving towards tighter integration
  - Shared virtual memory, coherence, system-wide atomics
  - OpenCL 2.0, CUDA 8.0
- Benchmark suite is needed
  - Analyzing collaborative workloads
  - Evaluating new architecture features











### Data Partitioning







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### Data Partitioning: Bézier Surfaces

• Output surface points are distributed across devices







3D Surface point processed



Tile of surface points processed in CPU



Tile of surface points processed in GPU





### Data Partitioning: Image Histogram

Input pixels distributed across devices



Output bins distributed across devices







## Data Partitioning: Padding

- Rows are distributed across devices
  - Challenge: in-place, required inter-worker synchronization









### Data Partitioning: Stream Compaction

- Rows are distributed across devices
  - Like padding, but irregular and involves predicate computations







### Data Partitioning: Other Benchmarks

- Canny Edge Detection
  - Different devices process different images
- Random Sample Consensus
  - Workers on different devices process different models
- In-place Transposition
  - Workers on different devices follow different cycles



# Types of data partitioning

- Partitioning strategy:
  - Static (fixed work for each device)
  - Dynamic (contend on shared worklist)
  - Flexible interface for defining partitioning schemes
- Partitioned data:
  - Input (e.g., Image Histogram)
  - Output (e.g., Bézier Surfaces)
  - Both (e.g., Padding)





### Fine-grain Task Partitioning



**Execution Flow** 







# Fine-grain Task Partitioning: Random Sample Consensus

Data partitioning: models distributed across devices

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# Task partitioning: model fitting on CPU and evaluation on GPU





# Fine-grain Task Partitioning: Task Queue System



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#### Coarse-grain Task Partitioning









## Coarse-grain Task Partitioning: Breadth First Search & Single Source Shortest Path



SSSP performs more computations than BFS which hides communication/memory latency



# Coarse-grain Task Partitioning: Canny Edge Detection

Data partitioning: images distributed across devices

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Task partitioning: stages distributed across devices and pipelined





#### Benchmarks and Implementations

Collaboration		Short	Benchmark	Implementations	
Pattern		Name			
Data Partitioning		BS	Bézier Surface	<ul> <li>OpenCL-U</li> </ul>	
		CEDD	Canny Edge Detection		
		HSTI	Image Histogram (Input Partitioning)	• OpenCL-D	
		HSTO	Image Histogram (Output Partitioning)		
		PAD	Padding	<ul> <li>CUDA-U</li> </ul>	
		RSCD	Random Sample Consensus		
		SC	Stream Compaction	• CUDA-D	
		TRNS	In-place Transposition		
Task Partitioning	Fine- grain	RSCT	Random Sample Consensus	• CUDA-U-Sim	
		TQ	Task Queue System (Synthetic)		
		TQH	Task Queue System (Histogram)	• CUDA-D-Sim	
	Coarse- grain	BFS	Breadth-First Search		
		CEDT	Canny Edge Detection		
		SSSP	Single-Source Shortest Path		

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## Benchmark Diversity

DATA PARTITIONING						
Benchmark	Partitioning Granularity	Partitioned Data	System-wide Atomics	Load Balance		
BS	Fine	Output	None	Yes		
CEDD	Coarse	Input, Output	None	Yes		
HSTI	Fine	Input	Compute	No		
HSTO	Fine	Output	None	No		
PAD	Fine	Input, Output	Sync	Yes		
RSCD	Medium	Output	Compute	Yes		
SC	Fine	Input, Output	Sync	No		
TRNS	Medium	Input, Output	Sync	No		

#### FINE-GRAIN TASK PARTITIONING

Benchmark	System-wide Atomics	Load Balance
RSCT	Sync, Compute	Yes
TQ	Sync	No
TQH	Sync	No

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#### COARSE-GRAIN TASK PARTITIONING

Benchmark	System-wide Atomics	Partitioning	Concurrency
BFS	Sync, Compute	Iterative	No
CEDT	Sync	Non-iterative	Yes
SSSP	Sync, Compute	Iterative	No

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### **Evaluation Platform**

- AMD Kaveri A10-7850K APU
  - 4 CPU cores
  - 8 GPU compute units
- AMD APP SDK 3.0
- Profiling:
  - CodeXL
  - gem5-gpu





#### Benefits of Collaboration

• Collaborative execution improves performance



Bézier Surfaces (up to 47% improvement over GPU only)

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Stream Compaction (up to 82% improvement over GPU only)

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#### Benefits of Collaboration

Optimal number of devices not always max and varies across datasets



Padding (up to 16% improvement over GPU only)

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Single Source Shortest Path (up to 22% improvement over GPU only)

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#### Benefits of Collaboration

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### Benefits of Unified Memory

🗖 Kernel

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#### Benefits of Unified Memory

**Đ** CÓRDOBA

■ Kernel ■ Copy Back & Merge ■ Copy To Device



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#### Benefits of Unified Memory

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■ Kernel ■ Copy Back & Merge ■ Copy To Device □ Allocation



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#### C++ AMP Performance Results





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Varying intensity in use of system-wide atomics



Diverse execution profiles

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#### Benchmark Diversity

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#### Benefits of Collaboration on FPGA

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Source: Collaborative Computing for Heterogeneous Integrated Systems. ICPE'17 Vision Track.



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#### Released

- <u>Website:</u> chai-benchmarks.github.io
- <u>Code:</u> github.com/chai-benchmarks/chai

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- <u>Online Forum:</u> groups.google.com/d/forum/chai-dev
- Papers:

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- Chai: Collaborative Heterogeneous Applications for Integrated-architectures. ISPASS'17.
- Collaborative Computing for Heterogeneous Integrated Systems. ICPE'17 Vision Track.



# Chai: Collaborative Heterogeneous Applications for Integrated-architectures

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<u>URL</u>: chai-benchmarks.github.io

Thank You! 🙂





