CIS 371
Computer Organization and Design

Unit 13: Exploiting Data-Level Parallelism with Vectors

How to Compute This Fast?

- Performing the **same** operations on **many** data items
  - Example: SAXPY

```
for (I = 0; I < 1024; I++) {
  Z[I] = A*X[I] + Y[I];
}
```

```
L1: ldf [X+r1]->f1    // I is in r1
    mulf f0,f1->f2    // A is in f0
    ldf [Y+r1]->f3
    addf f2,f3->f4
    stf f4->[Z+r1}
    addi r1,4->r1
    blti r1,4096,L1
```

- Instruction-level parallelism (ILP) - fine grained
  - Loop unrolling with static scheduling –or– dynamic scheduling
  - Wide-issue superscalar (non-)scaling limits benefits
- Thread-level parallelism (TLP) - coarse grained
  - Multicore
- Can we do some "medium grained" parallelism?

Data-Level Parallelism

- **Data-level parallelism (DLP)**
  - Single operation repeated on multiple data elements
    - SIMD (**S**ingle-**I**nstruction, **M**ultiple-**D**ata)
  - Less general than ILP: parallel insns are all same operation
  - Exploit with **vectors**
- Old idea: Cray-1 supercomputer from late 1970s
  - Eight 64-entry x 64-bit floating point "Vector registers"
    - 4096 bits (0.5KB) in each register! 4KB for vector register file
  - Special vector instructions to perform vector operations
    - Load vector, store vector (wide memory operation)
    - Vector+Vector addition, subtraction, multiply, etc.
    - Vector+Constant addition, subtraction, multiply, etc.
    - In Cray-1, each instruction specifies 64 operations!
  - ALUs were expensive, did not perform 64 operations in parallel!

Today's CPU Vectors / SIMD

Example Vector ISA Extensions (SIMD)

- Extend ISA with floating point (FP) vector storage …
  - **Vector register**: fixed-size array of 32- or 64- bit FP elements
  - **Vector length**: For example: 4, 8, 16, 64, …
- … and example operations for vector length of 4
  - Load vector: `ldf.v [X+r1]->v1`

    `ldf [X+r1+0]->v1`$_0$

    `ldf [X+r1+1]->v1`$_1$

    `ldf [X+r1+2]->v1`$_2$

    `ldf [X+r1+3]->v1`$_3$
  - Add two vectors: `addf.vv v1,v2->v3`

    `addf v1`$_i$`,v2`$_i$`->v3`$_i$ `(where i is 0,1,2,3)`
  - Add vector to scalar: `addf.vs v1,f2,v3`

    `addf v1`$_i$`,f2->v3`$_i$ `(where i is 0,1,2,3)`
- Today's vectors: short (128 bits), but fully parallel

Example Use of Vectors – 4-wide

```
ldf [X+r1]->f1
mulf f0,f1->f2
ldf [Y+r1]->f3
addf f2,f3->f4
stf f4->[Z+r1]
addi r1,4->r1
blti r1,4096,L1
```

7x1024 instructions

```
ldf.v [X+r1]->v1
mulf.vs v1,f0->v2
ldf.v [Y+r1]->v3
addf.vv v2,v3->v4
stf.v v4,[Z+r1]
addi r1,16->r1
blti r1,4096,L1
```

7x256 instructions
(4x fewer instructions)

- Operations
  - Load vector: `ldf.v [X+r1]->v1`
  - Multiply vector to scalar: `mulf.vs v1,f2->v3`
  - Add two vectors: `addf.vv v1,v2->v3`
  - Store vector: `stf.v v1->[X+r1]`
- Performance?
  - Best case: 4x speedup
  - But, vector instructions don't always have single-cycle throughput
    - Execution width (implementation) vs vector width (ISA)

Vector Datapath & Implementatoin

- Vector insn. are just like normal insn… only "wider"
  - Single instruction fetch (no extra N^2 checks)
  - Wide register read & write (not multiple ports)
  - Wide execute: replicate floating point unit (same as superscalar)
  - Wide bypass (avoid N^2 bypass problem)
  - Wide cache read & write (single cache tag check)
- Execution width (implementation) vs vector width (ISA)
  - Example: Pentium 4 and "Core 1" executes vector ops at half width
  - "Core 2" executes them at full width
- Because they are just instructions…
  - …superscalar execution of vector instructions
  - Multiple n-wide vector instructions per cycle

Intel's SSE2/SSE3/SSE4…

- **Intel SSE2 (Streaming SIMD Extensions 2)** - 2001
  - 16 128bit floating point registers (`xmm0–xmm15`)
  - Each can be treated as 2x64b FP or 4x32b FP ("packed FP")
    - Or 2x64b or 4x32b or 8x16b or 16x8b ints ("packed integer")
    - Or 1x64b or 1x32b FP (just normal scalar floating point)
  - Original SSE: only 8 registers, no packed integer support
- Other vector extensions
  - AMD 3DNow!: 64b (2x32b)
  - PowerPC AltiVEC/VMX: 128b (2x64b or 4x32b)
- Looking forward for x86
  - Intel's "Sandy Bridge" (2011) brings 256-bit vectors to x86
  - Intel's "Knights Ferry" multicore will bring 512-bit vectors to x86

Other Vector Instructions

- These target specific domains: e.g., image processing, crypto
  - Vector reduction (sum all elements of a vector)
  - Geometry processing: 4x4 translation/rotation matrices
  - Saturating (non-overflowing) subword add/sub: image processing
  - Byte asymmetric operations: blending and composition in graphics
  - Byte shuffle/permute: crypto
  - Population (bit) count: crypto
  - Max/min/argmax/argmin: video codec
  - Absolute differences: video codec
  - Multiply-accumulate: digital-signal processing
  - Special instructions for AES encryption
- More advanced (but in Intel's Larrabee/Knights Ferry)
  - Scatter/gather loads: indirect store (or load) from a vector of pointers
  - Vector mask: predication (conditional execution) of specific elements

Using Vectors in Your Code

Using Vectors in Your Code

- Write in assembly
  - Ugh
- Use "intrinsic" functions and data types
  - For example: _mm_mul_ps() and "__m128" datatype
- Use vector data types
  - typedef double v2df __attribute__ ((vector_size (16)));
- Use a library someone else wrote
  - Let them do the hard work
  - Matrix and linear algebra packages
- Let the compiler do it (automatic vectorization, with feedback)
  - GCC's "-ftree-vectorize" option, -ftree-vectorizer-verbose=**n**
  - Limited impact for C/C++ code (old, hard problem)

SAXPY Example: Best Case

- Code

```
void saxpy(float* x, float* y,
           float* z, float a,
           int length) {
  for (int i = 0; i < length; i++) {
    z[i] = a*x[i] + y[i];
  }
}
```

- Scalar

```
.L3:
   movss  (%rdi,%rax), %xmm1
   mulss  %xmm0, %xmm1
   addss  (%rsi,%rax), %xmm1
   movss  %xmm1, (%rdx,%rax)
   addq   $4, %rax
   cmpq   %rcx, %rax
   jne    .L3
```

- Auto Vectorized

```
.L6:
   movaps (%rdi,%rax), %xmm1
   mulps  %xmm2, %xmm1
   addps  (%rsi,%rax), %xmm1
   movaps %xmm1, (%rdx,%rax)
   addq   $16, %rax
   incl   %r8d
   cmpl   %r8d, %r9d
   ja  .L6
```

  - + Scalar loop to handle last few iterations (if length % 4 != 0)
  - "mulps": multiply packed 'single'

SAXPY Example: Actual

- Code

```
void saxpy(float* x, float* y,
           float* z, float a,
           int length) {
  for (int i = 0; i < length; i++) {
    z[i] = a*x[i] + y[i];
  }
}
```

- Scalar

```
.L3:
   movss (%rdi,%rax), %xmm1
   mulss %xmm0, %xmm1
   addss (%rsi,%rax), %xmm1
   movss %xmm1, (%rdx,%rax)
   addq  $4, %rax
   cmpq  %rcx, %rax
   jne   .L3
```

- Auto Vectorized

```
.L8:
   movaps  %xmm3, %xmm1
   movaps  %xmm3, %xmm2
   movlps  (%rdi,%rax), %xmm1
   movlps  (%rsi,%rax), %xmm2
   movhps  8(%rdi,%rax), %xmm1
   movhps  8(%rsi,%rax), %xmm2
   mulps %xmm4, %xmm1
   incl  %r8d
   addps %xmm2, %xmm1
   movaps %xmm1, (%rdx,%rax)
   addq  $16, %rax
   cmpl  %r9d, %r8d
   jb .L8
```

  - + Explicit alignment test
  - + Explicit aliasing test

Bridging "Best Case" and "Actual"

- Align arrays

```
typedef float afloat __attribute__ ((__aligned__(16)));
void saxpy(afloat* x,
           afloat* y,
           afloat* z,
           float a, int length) {
  for (int i = 0; i < length; i++) {
    z[i] = a*x[i] + y[i];
  }
}
```

- Avoid aliasing check

```
typedef float afloat __attribute__ ((__aligned__(16)));
void saxpy(afloat* __restrict__ x,
           afloat* __restrict__ y,
           afloat* __restrict__ z, float a, int length)
```

- Even with both, still has the "last few iterations" code

Reduction Example

- Code

```
  float diff = 0.0;
  for (int i = 0; i < N; i++) {
    diff += (a[i] - b[i]);
  }
  return diff;
```

- Scalar

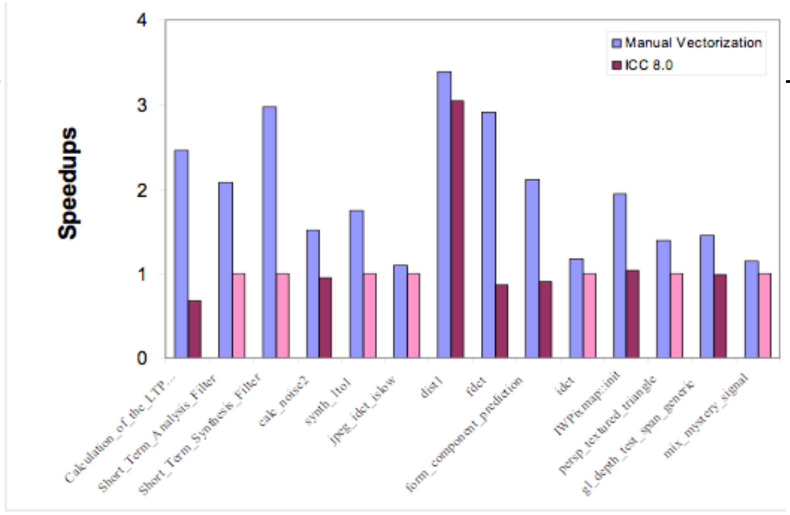
```
.L4:
   movss (%rdi,%rax), %xmm1
   subss (%rsi,%rax), %xmm1
   addq  $4, %rax
   addss %xmm1, %xmm0
   cmpq  %rdx, %rax
   jne   .L4
```

- Auto Vectorized

```
.L7:
   movaps  (%rdi,%rax), %xmm0
   incl  %ecx
   subps (%rsi,%rax), %xmm0
   addq  $16, %rax
   addps %xmm0, %xmm1
   cmpl  %ecx, %r8d
   ja .L7

   haddps   %xmm1, %xmm1
   haddps   %xmm1, %xmm1
   movaps   %xmm1, %xmm0
   je .L3
```

  - "haddps": Packed Single-FP Horizontal Add



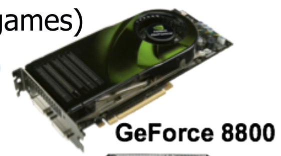
G. Ren, P. Wu, and D. Padua: An Empirical Study on the Vectorization of Multimedia Applications for Multimedia Extensions. IPDPS 2005

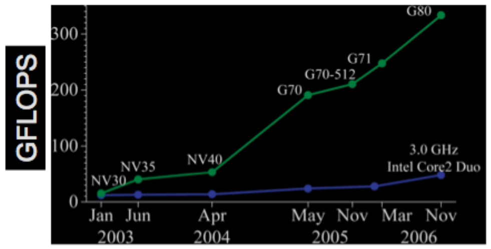
SSE2 on Pentium 4

Today's GPU's "SIMT" Model

Graphics Processing Units (GPU)

- Killer app for parallelism: graphics (3D games)
- A quiet revolution and potential build-up
  - Calculation: 367 GFLOPS vs. 32 GFLOPS
  - Memory Bandwidth: 86.4 GB/s vs. 8.4 GB/s
  - Until recently, programmed through graphics API





G80 = GeForce 8800 GTX
G71 = GeForce 7900 GTX
G70 = GeForce 7800 GTX
NV40 = GeForce 6800 Ultra
NV35 = GeForce FX 5950 Ultra
NV30 = GeForce FX 5800

  - GPU in every desktop, laptop, mobile device – massive volume and potential impact

GPUs and SIMD/Vector Data Parallelism

- Graphics processing units (GPUs)
  - How do they have such high peak FLOPS?
  - Exploit massive data parallelism
- "SIMT" execution model
  - Single instruction multiple threads
  - Similar to both "vectors" and "SIMD"
  - A key difference: better support for conditional control flow
- Program it with CUDA or OpenCL
  - Extensions to C
  - Perform a "shader task" (a snippet of scalar computation) over many elements
  - Internally, GPU uses scatter/gather and vector mask operations

Data Parallelism Recap

- Data Level Parallelism
  - "medium-grained" parallelism between ILP and TLP
  - Still one flow of execution (unlike TLP)
  - Compiler/programmer explicitly expresses it (unlike ILP)
- Hardware support: new "wide" instructions (SIMD)
  - Wide registers, perform multiple operations in parallel
- Trends
  - Wider: 64-bit (MMX, 1996), 128-bit (SSE2, 2000), 256-bit (AVX, 2011), 512-bit (Larrabee/Knights Corner)
  - More advanced and specialized instructions
- GPUs
  - Embrace data parallelism via "SIMT" execution model
  - Becoming more programmable all the time
- Today's chips exploit parallelism at all levels: ILP, DLP, TLP