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L1-Bandwidth Aware Thread Allocation in Multicore SMT Processors

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Universitat Politècnica de València

Outline

- Introduction
- Experimental platform
- Effects of L1 bandwidth on performance of SMT processors
- L1-bandwidth aware thread allocation policies
- Evaluation methodology
- Performance evaluation results
- Conclusions

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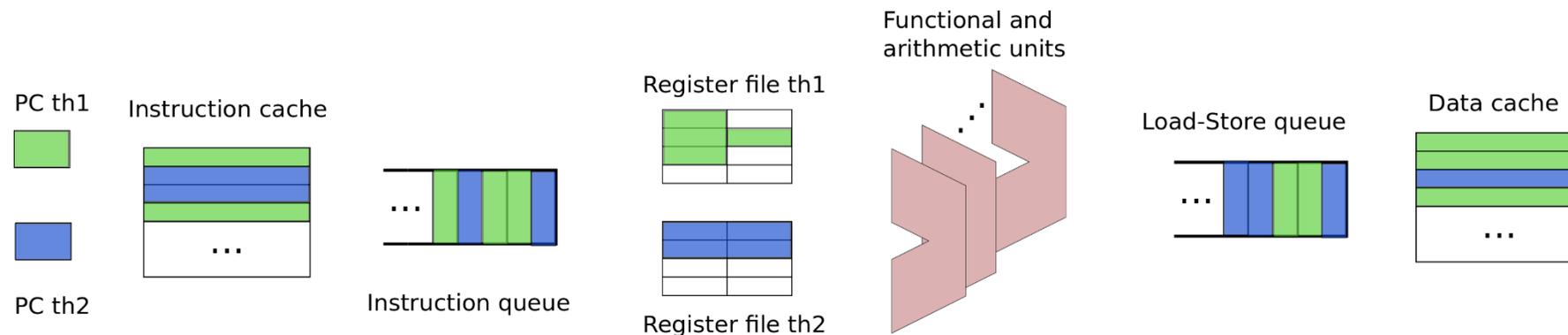
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 - Instruction-level parallelism
 - Thread-level parallelism

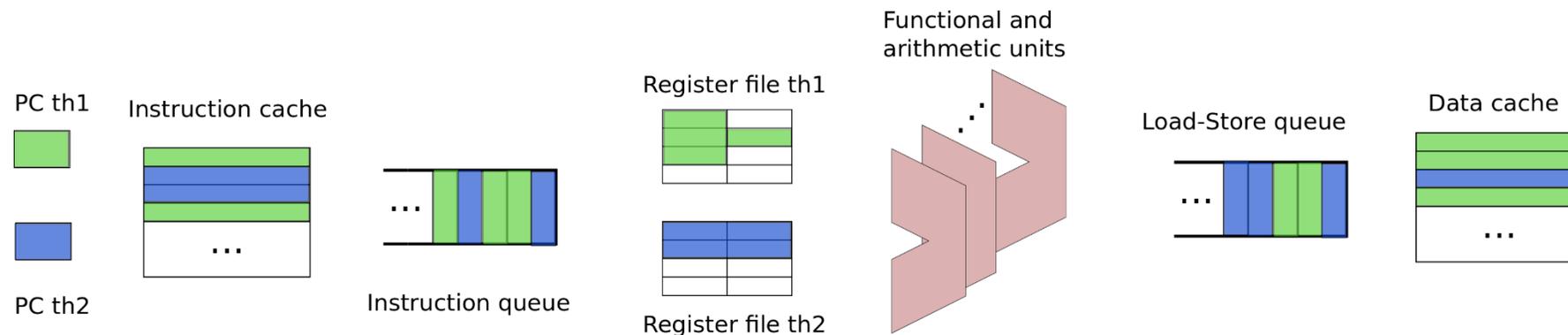
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- **Threads are continuously sharing some processor resources**



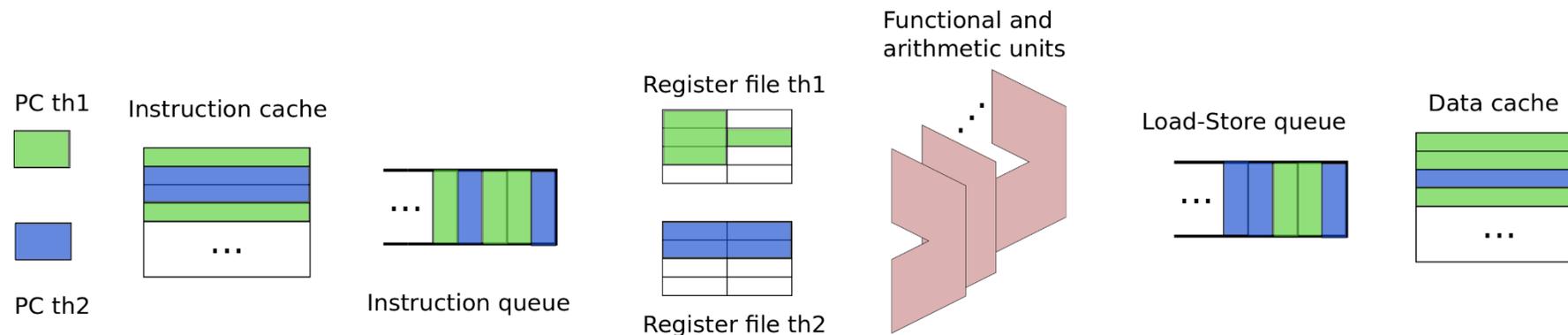
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→ **Performance can be damaged**



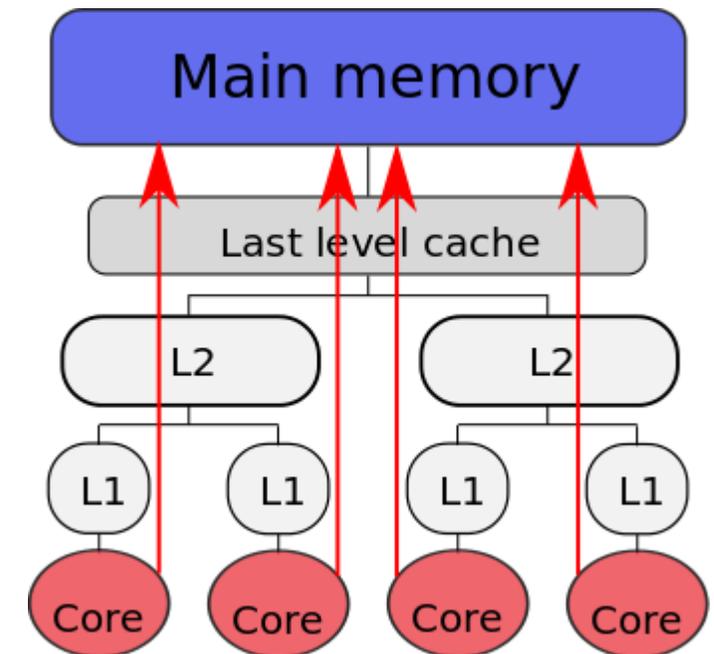
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- Smart thread to core mapping policies can help to alleviate the contention in the shared resources



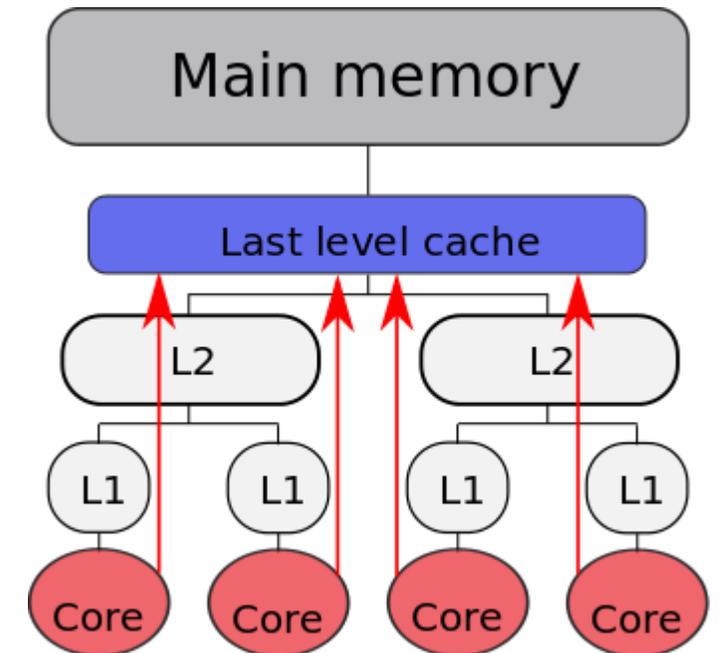
Introduction

- A critical shared resource in any CMP is the memory bandwidth
 - Main memory bandwidth



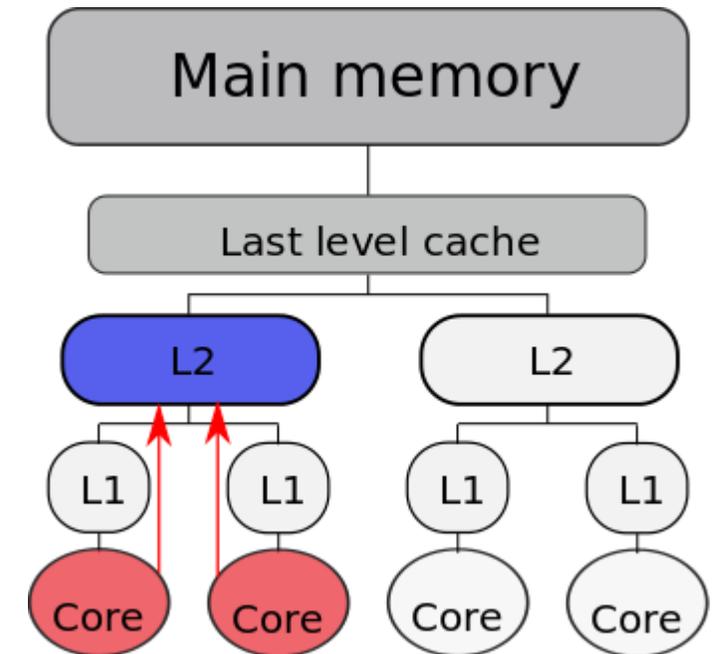
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- A critical shared resource in any CMP is the memory bandwidth
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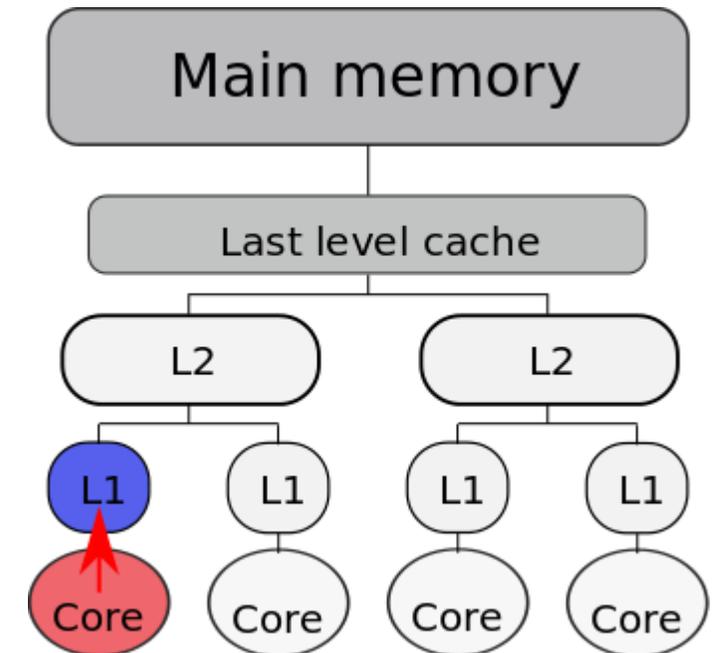
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 - Bandwidth at any shared cache



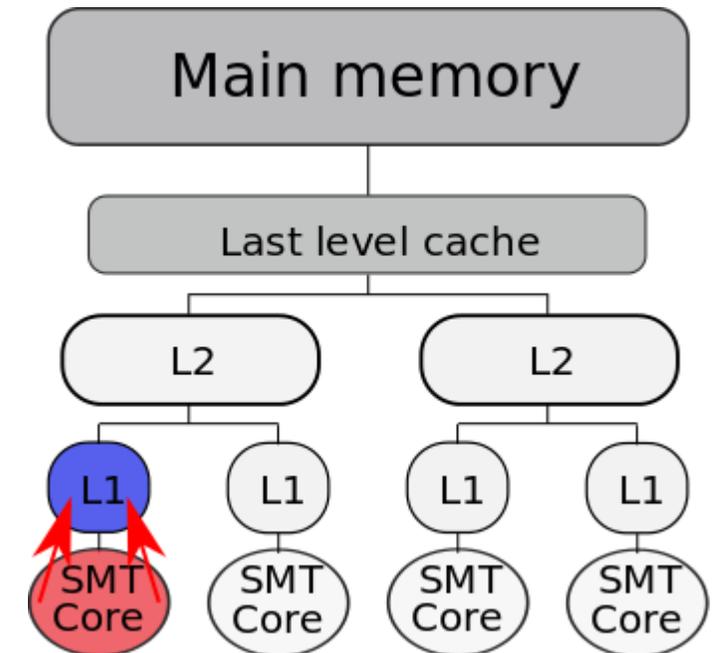
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 - L1 caches are private to cores, and thus they have not been considered yet



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 - Main memory bandwidth
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 - Bandwidth at any shared cache
- Addressed with bandwidth-aware schedulers
 - L1 caches are private to cores, and thus they have not been considered yet
- When the cores are SMT, the thread must share the L1 cache
 - **L1 bandwidth contention may impact the performance**



Introduction

Contributions

- Analysis of the connection between the L1 bandwidth and performance of the processes
 - Strong connection between the L1 bandwidth consumption and performance

Introduction

Contributions

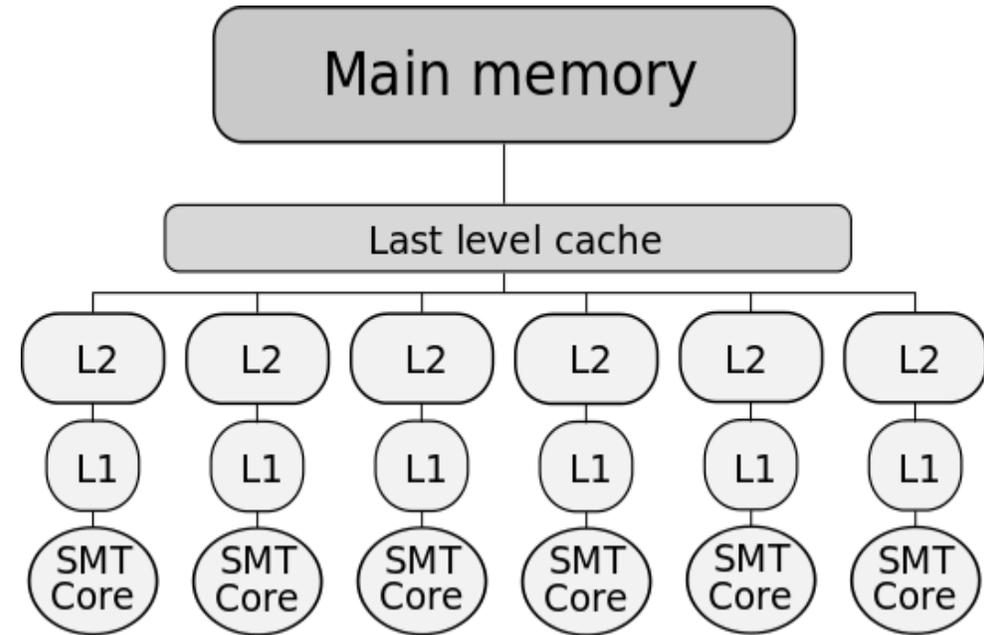
- Analysis of the connection between the L1 bandwidth and performance of the processes
 - Strong connection between the L1 bandwidth consumption and performance
- Thread allocation strategies to deal with L1 bandwidth contention

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- **Experimental platform**
- Effects of L1 bandwidth on performance of SMT processors
- L1-bandwidth aware thread allocation policies
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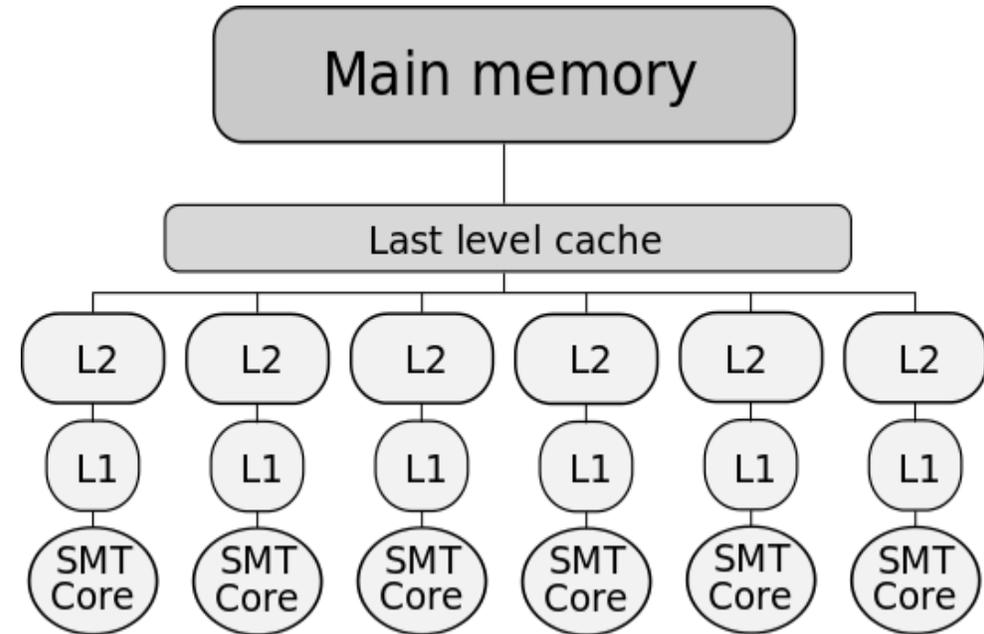
Experimental platform

- Experiments carried out in a Intel Xeon E5645
 - 6 dual-thread cores
 - Private L1 (32 KB x 6) and L2 (256 KB x 6) caches
 - Shared 12 MB LLC



Experimental platform

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 - 6 dual-thread cores
 - Private L1 (32 KB x 6) and L2 (256 KB x 6) caches
 - Shared 12 MB LLC
- Linux with kernel 3.3.0
- *Libpfm* 4.3 is used to manage performance counters
 - L1 requests, instructions and cycles for each running process are gathered dynamically
- SPEC CPU2006 benchmarks with reference inputs



Outline

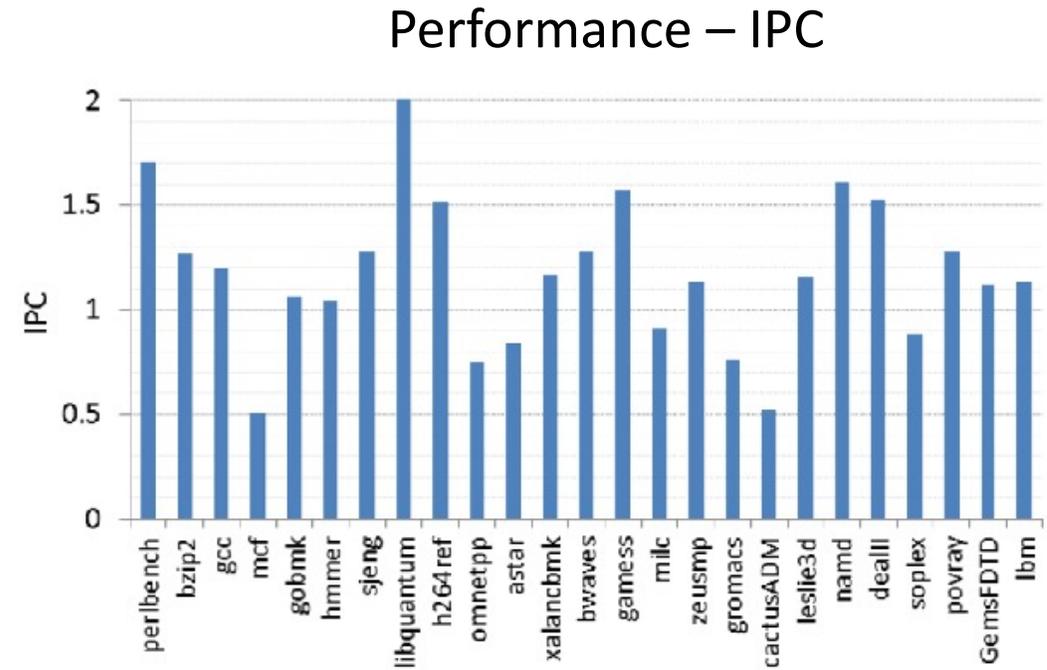
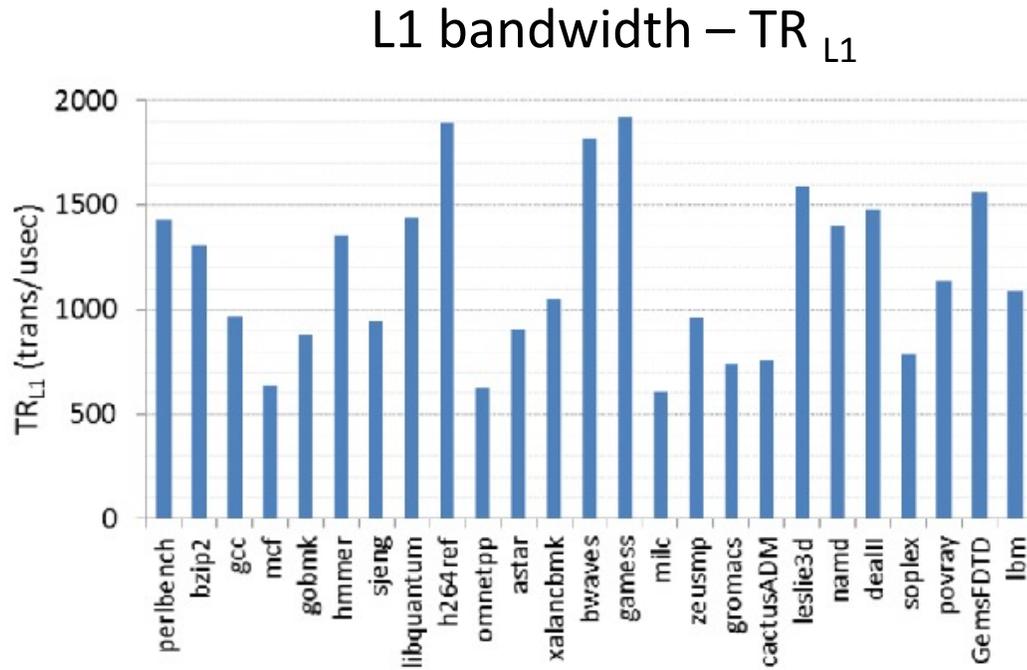
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Effects of L1 bandwidth on performance of SMT processors

- Stand-alone execution
 - Average
 - Average TR_{L1} and IPC in stand-alone execution
 - Dynamic
- Concurrent execution

Effects of L1 bandwidth on performance of SMT processors

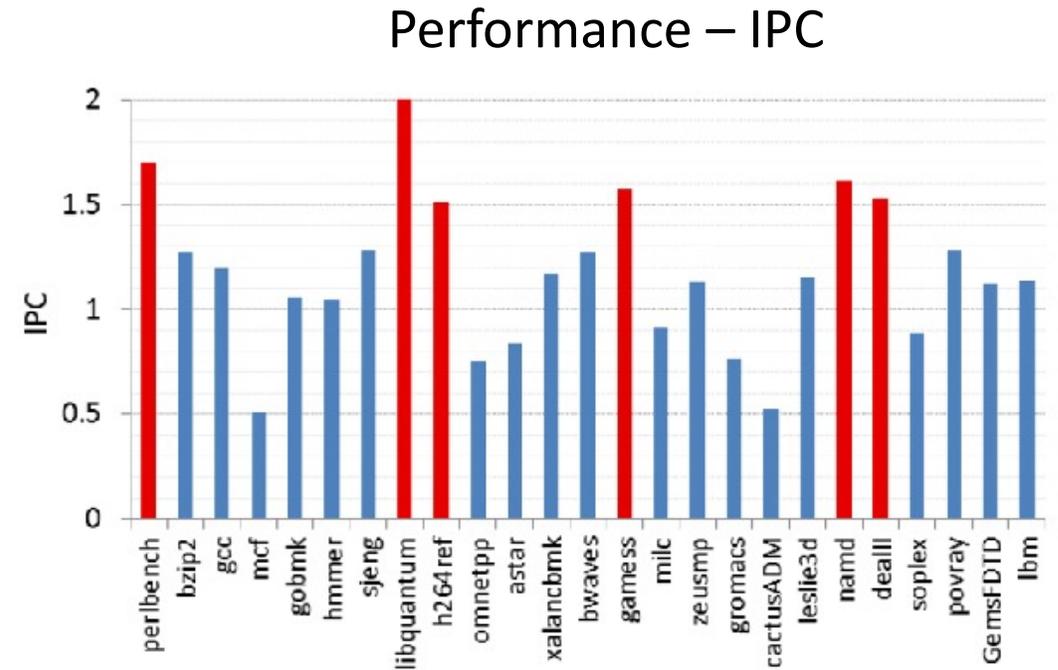
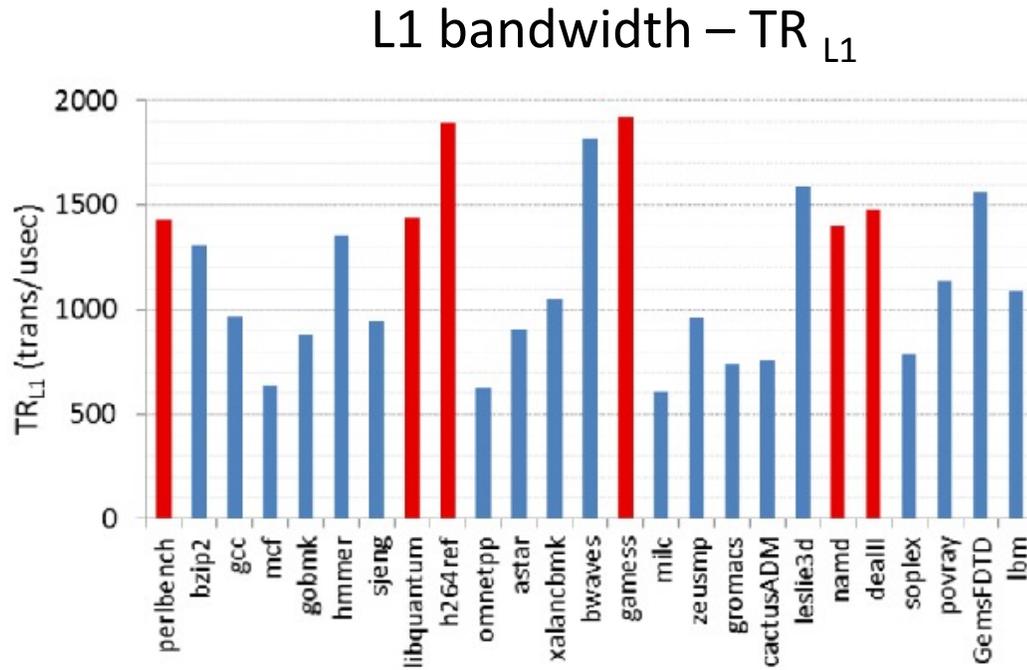
Stand-alone execution – Average values



- Certain correlation between both metrics

Effects of L1 bandwidth on performance of SMT processors

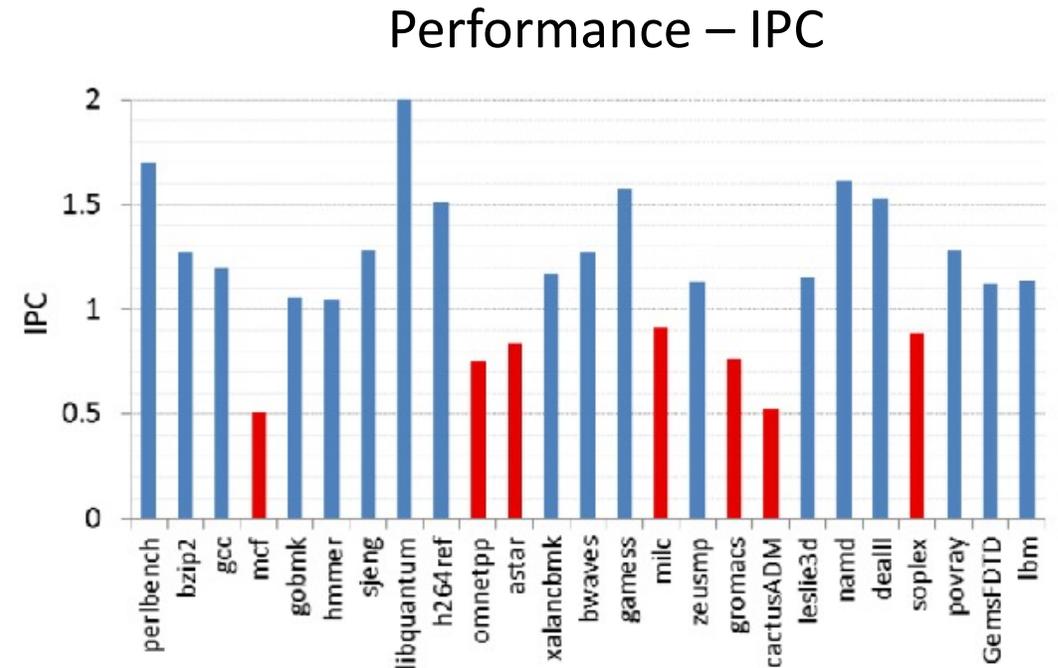
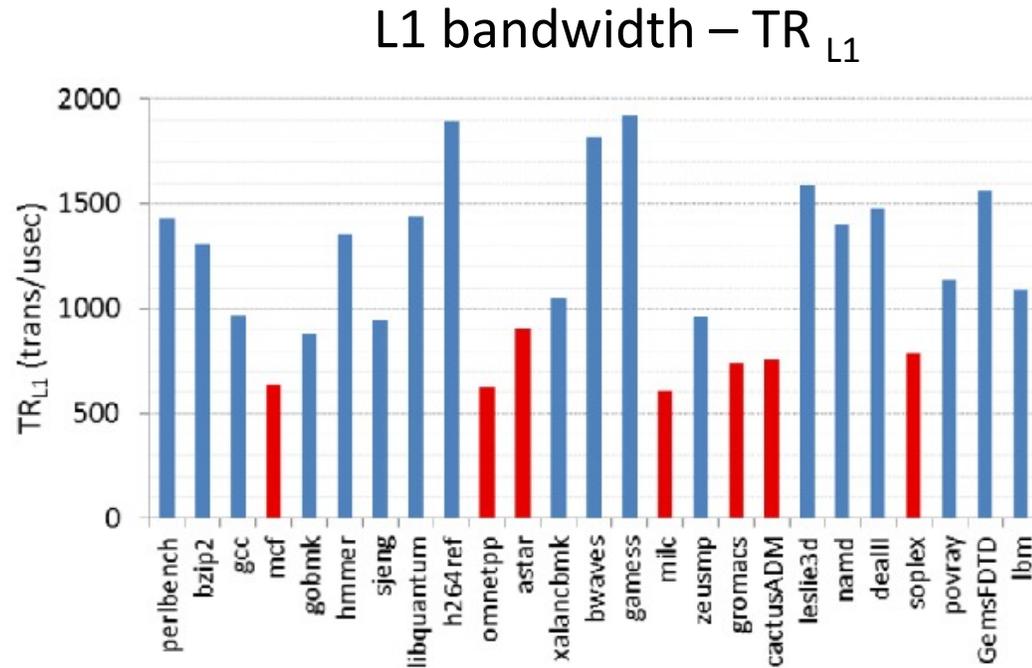
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 - Benchmarks with high TR_{L1} present high IPC

Effects of L1 bandwidth on performance of SMT processors

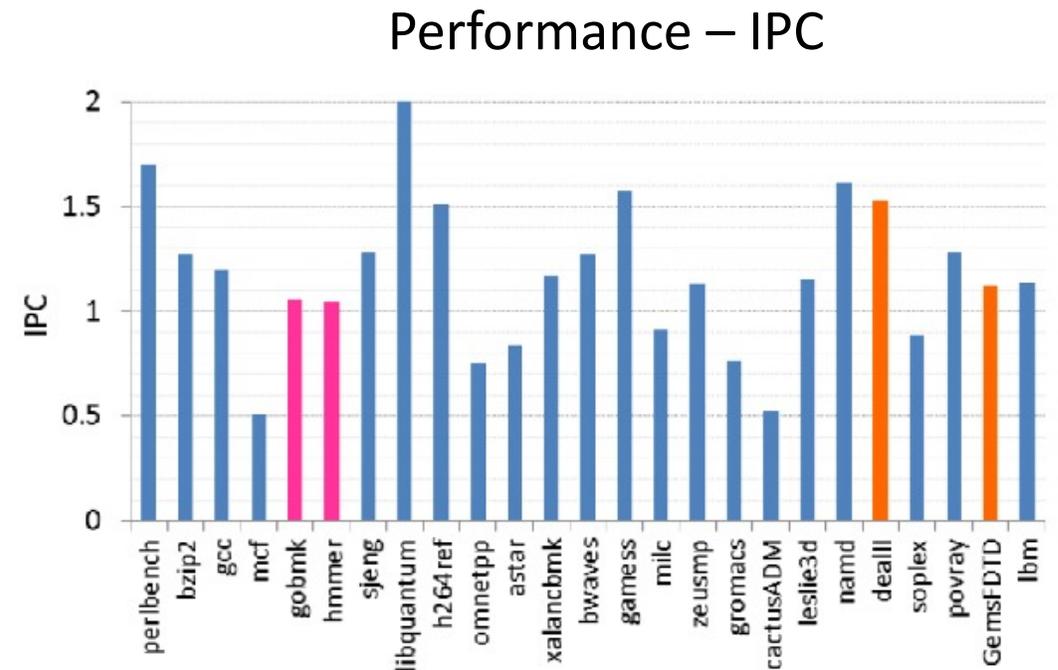
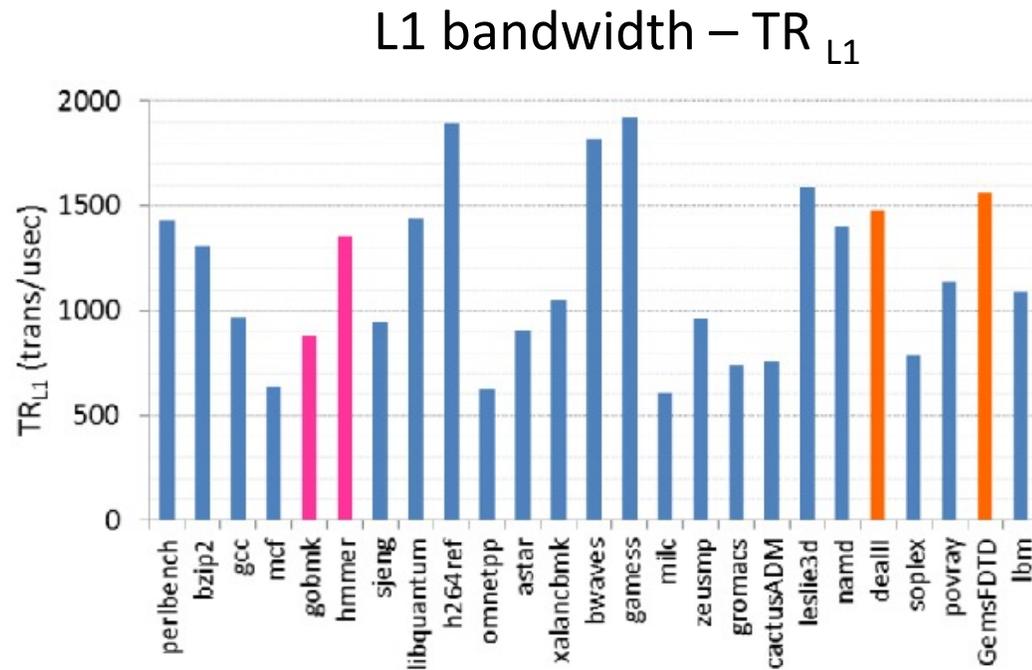
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Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Average values



- Certain correlation between both metrics
 - Benchmarks with high TR_{L1} present high IPC
 - Benchmarks with low TR_{L1} present low IPC
- Benchmarks with similar TR_{L1} (or IPC) can also show different TR_{L1} (or IPC)

Effects of L1 bandwidth on performance of SMT processors

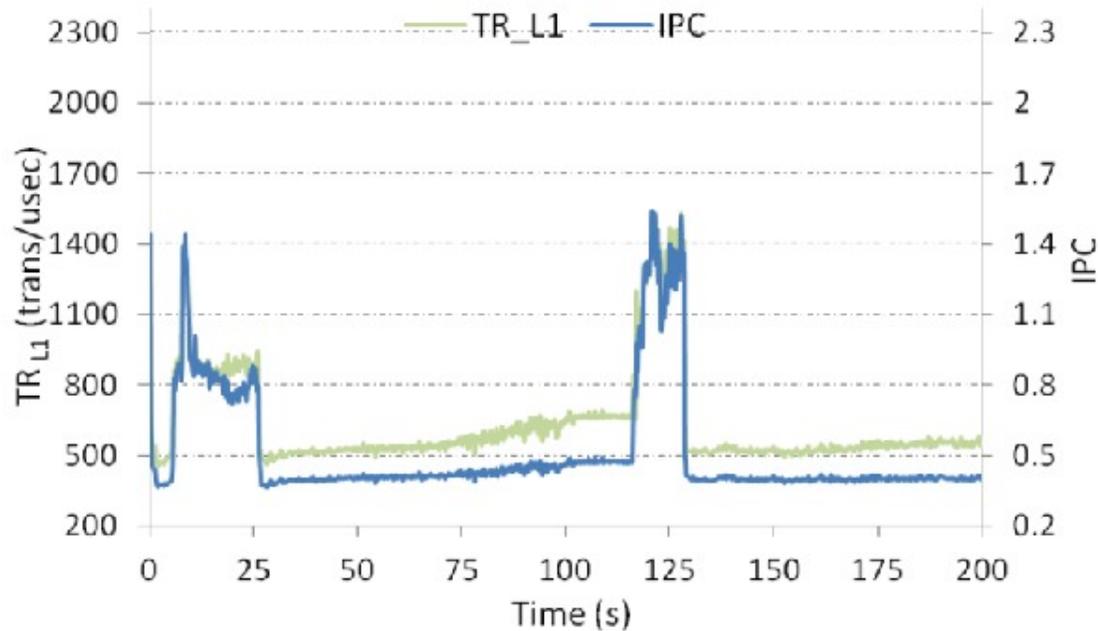
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 - Certain similarities appear among average values of L1 bandwidth and IPC, but there is no clear evidence about the connection between them
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- Stand-alone execution
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 - Dynamic
 - The process behavior can widely vary during the execution, so lets analyze the dynamic value of both metrics
- Concurrent execution

Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Dynamic values

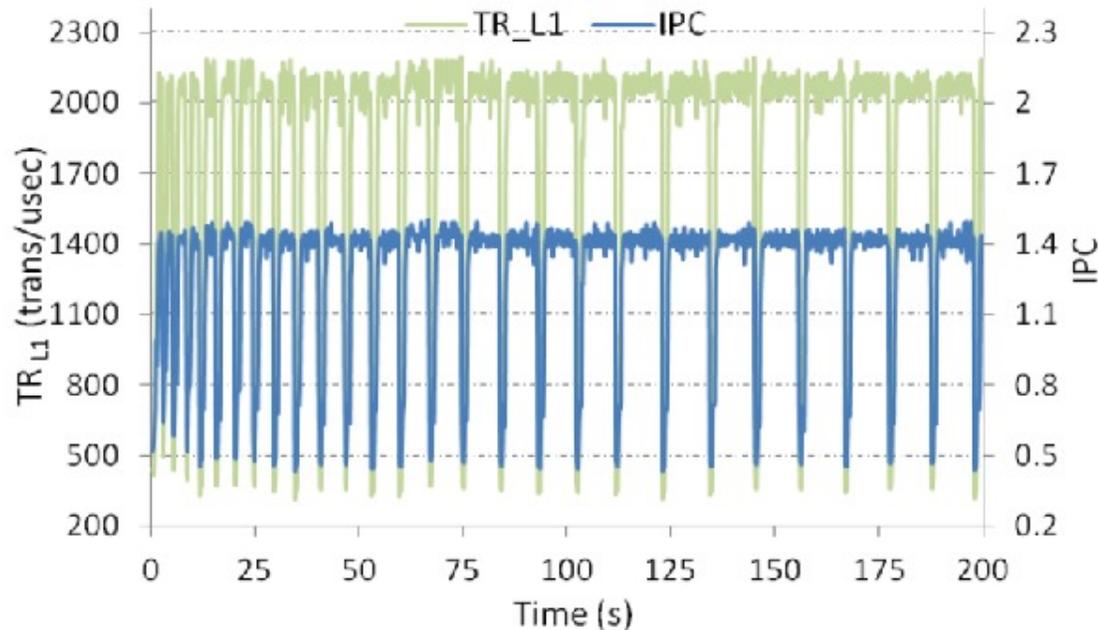


TR_{L1} and IPC evolution with time for *mcf*

- The plot presents
 - L1 bandwidth
 - IPC
- Strong connection between L1 bandwidth and IPC dynamically

Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Dynamic values

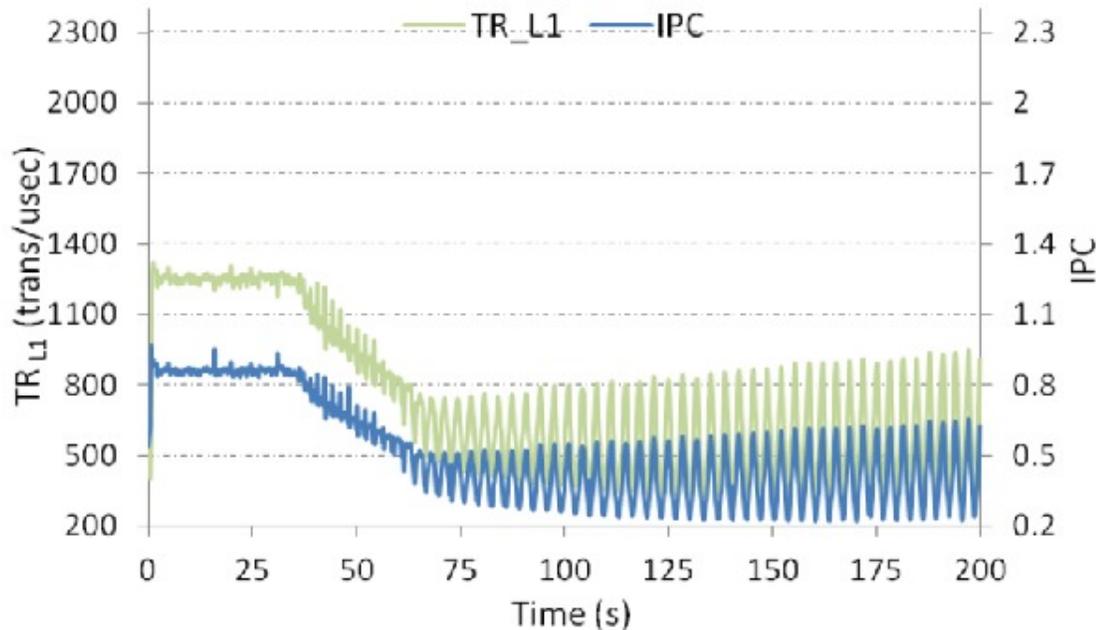


TR_{L1} and IPC evolution with time for *bwaves*

- The plot presents
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 - Almost identical shape

Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Dynamic values

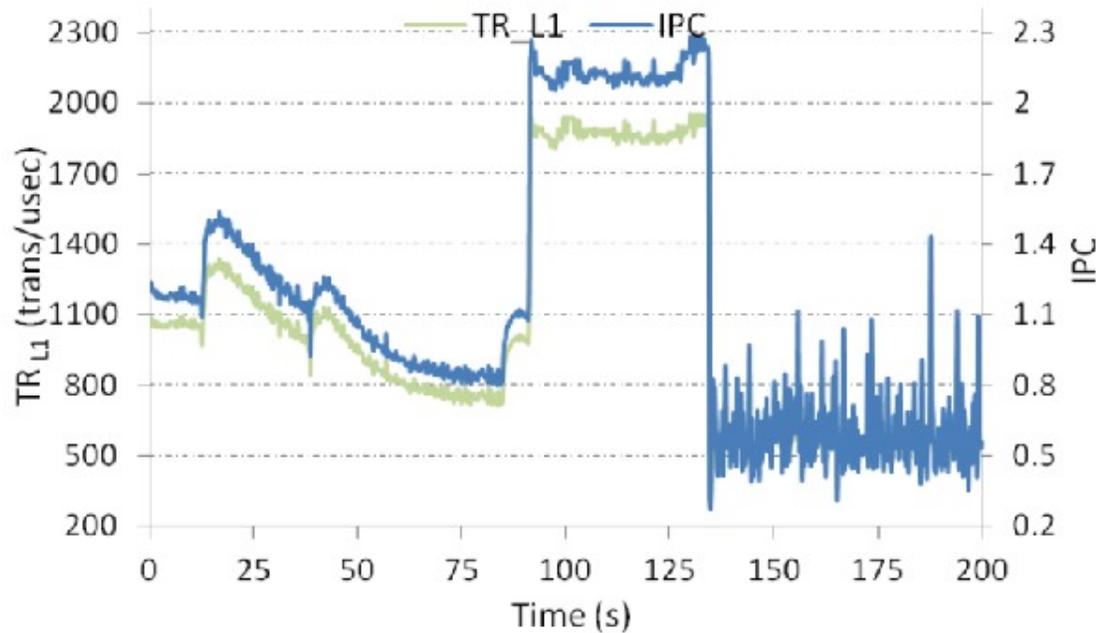


TR_{L1} and IPC evolution with time for *cactusADM*

- The plot presents
 - L1 bandwidth
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 - Synchronized rises and drops with similar magnitude

Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Dynamic values

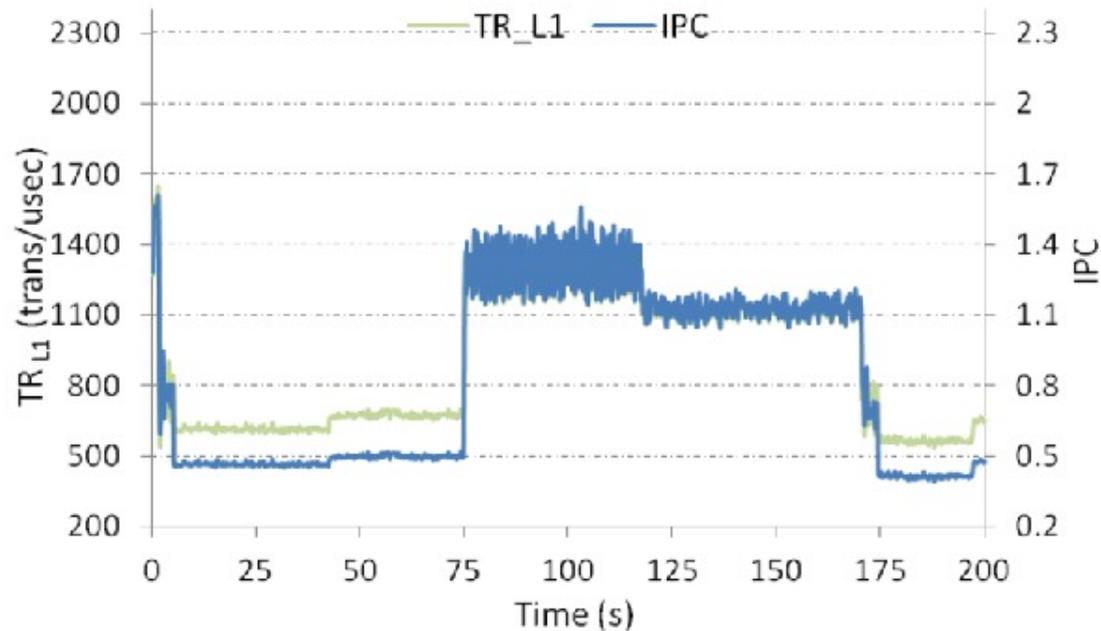


TR_{L1} and IPC evolution with time for *xalancbmk*

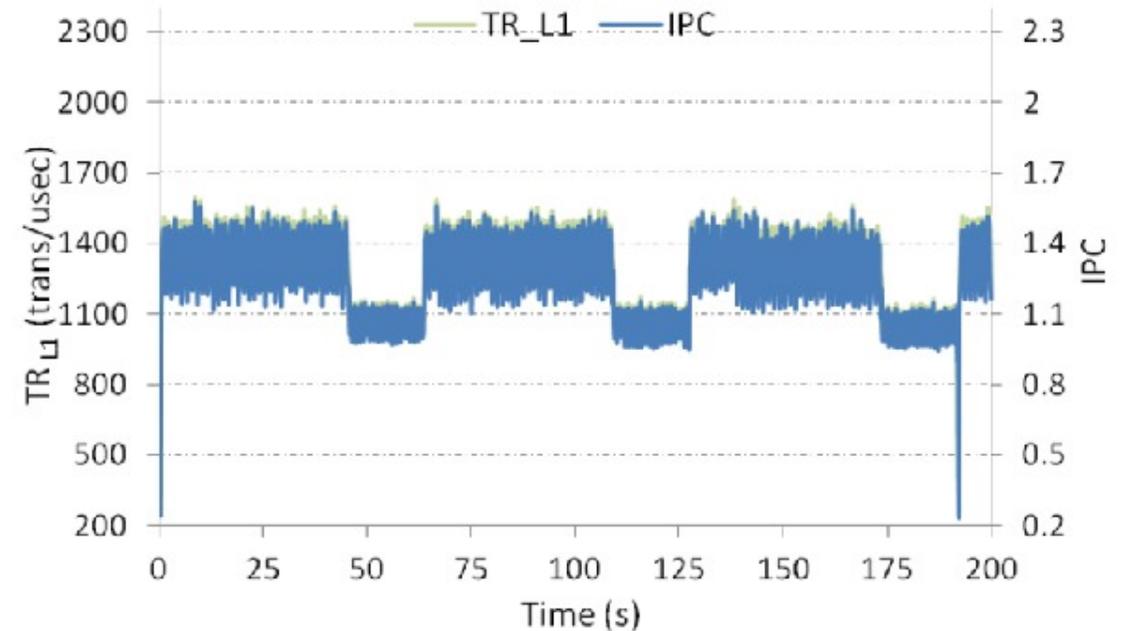
- The plot presents
 - L1 bandwidth
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- Strong connection between L1 bandwidth and IPC dynamically
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 - Synchronized rises and drops with similar magnitude
 - Even small peaks in L1 bandwidth trigger synchronized peaks in the IPC

Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Dynamic values



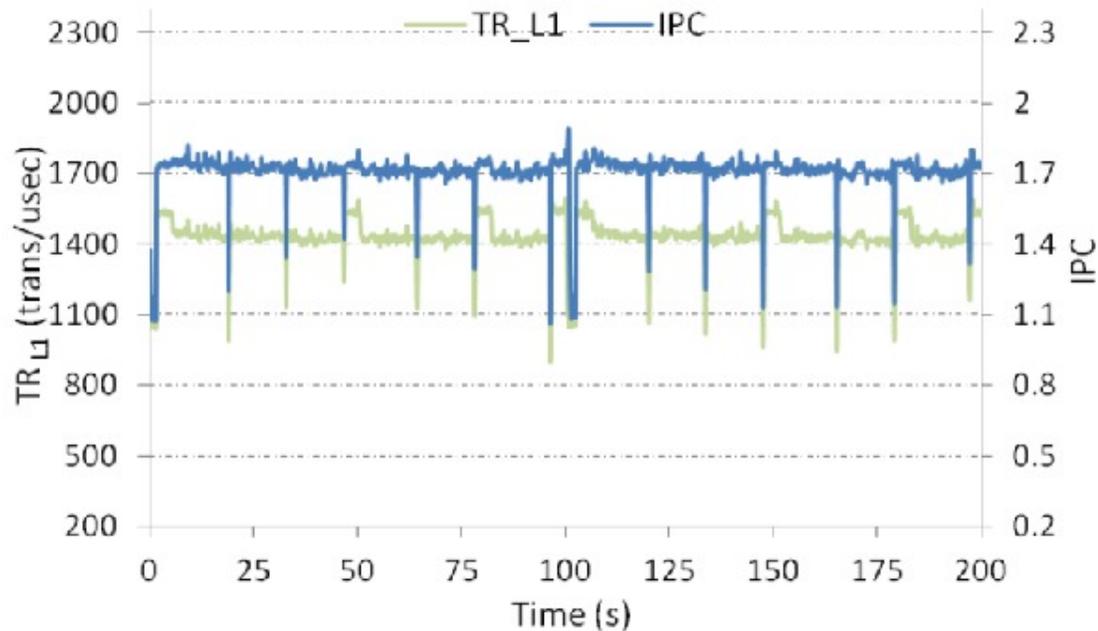
TR_{L1} and IPC evolution with time for *astar*



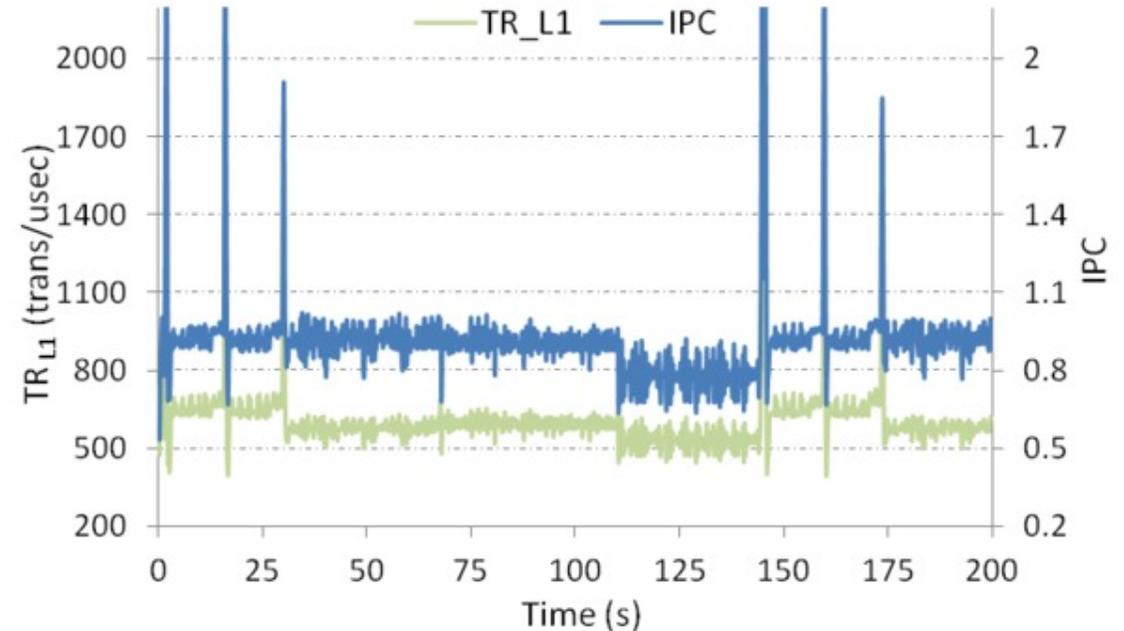
TR_{L1} and IPC evolution with time for *bzip2*

Effects of L1 bandwidth on performance of SMT processors

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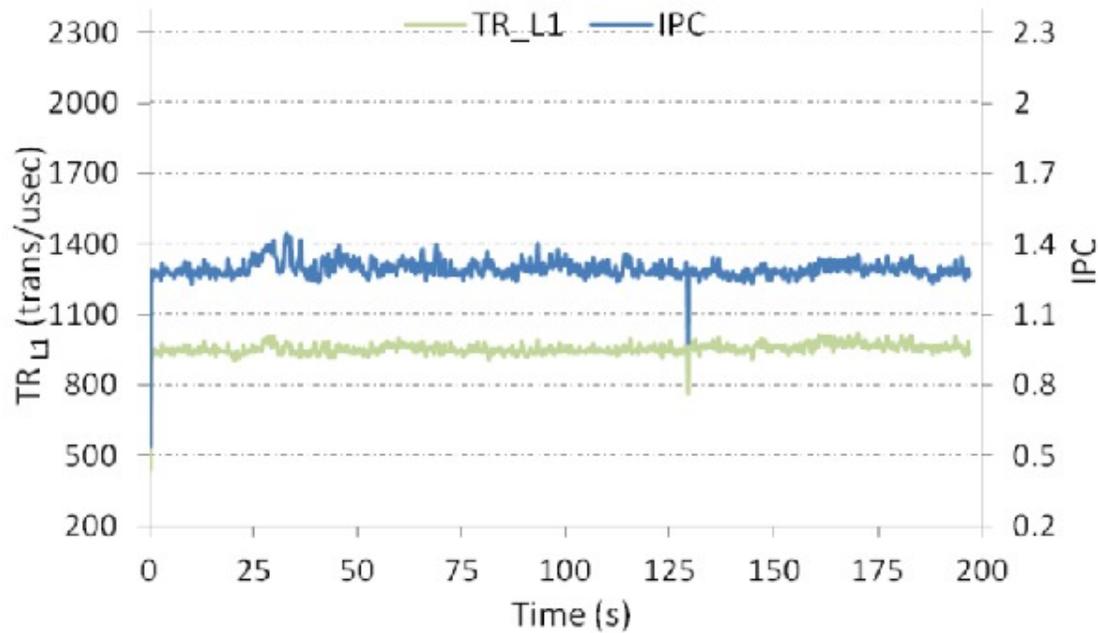
TR_{L1} and IPC evolution with time for *perlbench*



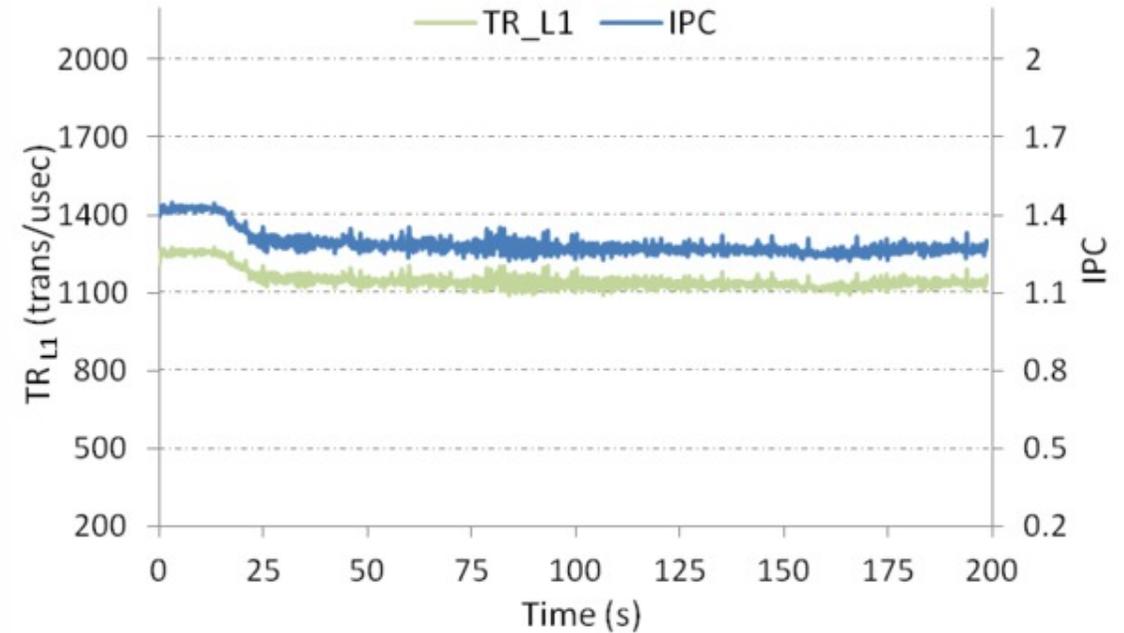
TR_{L1} and IPC evolution with time for *milc*

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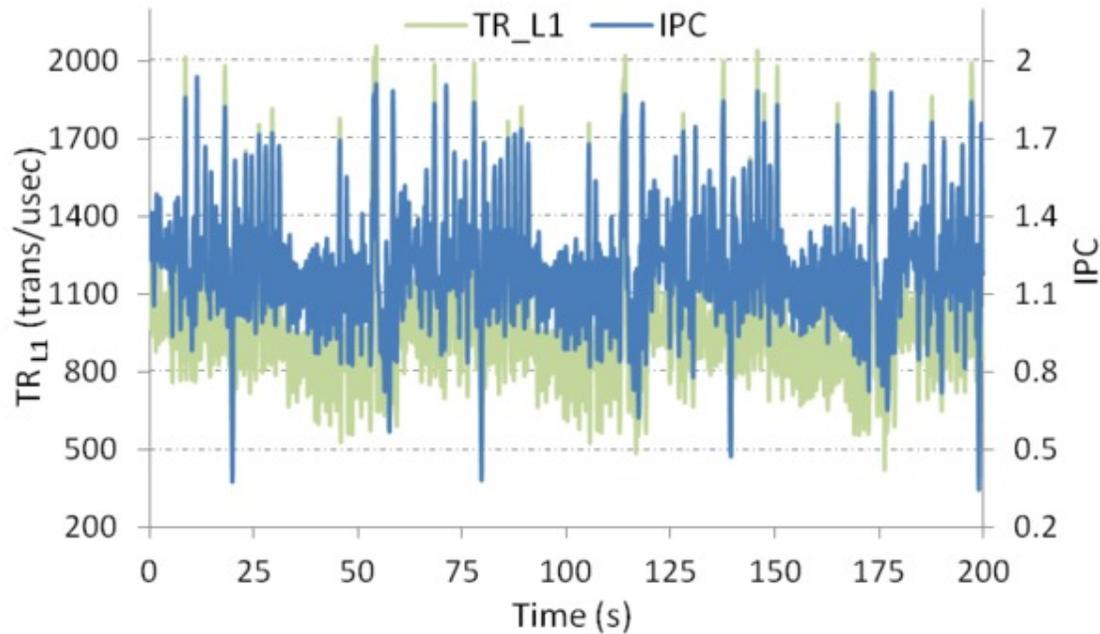
TR_{L1} and IPC evolution with time for *sjeng*



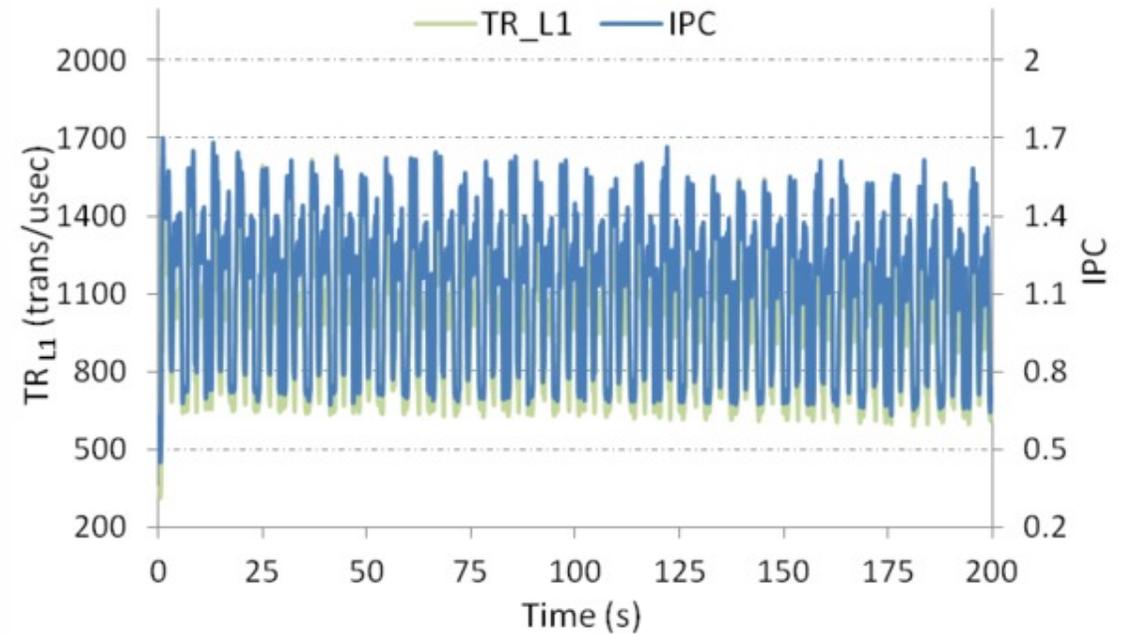
TR_{L1} and IPC evolution with time for *povray*

Effects of L1 bandwidth on performance of SMT processors

Stand-alone execution – Dynamic values



TR_{L1} and IPC evolution with time for *gcc*



TR_{L1} and IPC evolution with time for *zeusMP*

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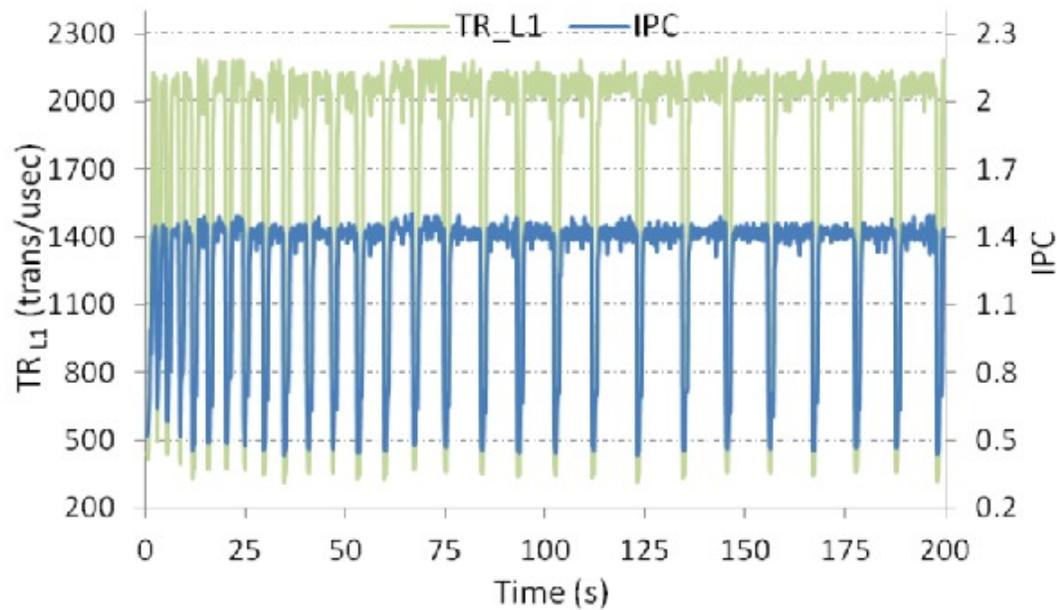
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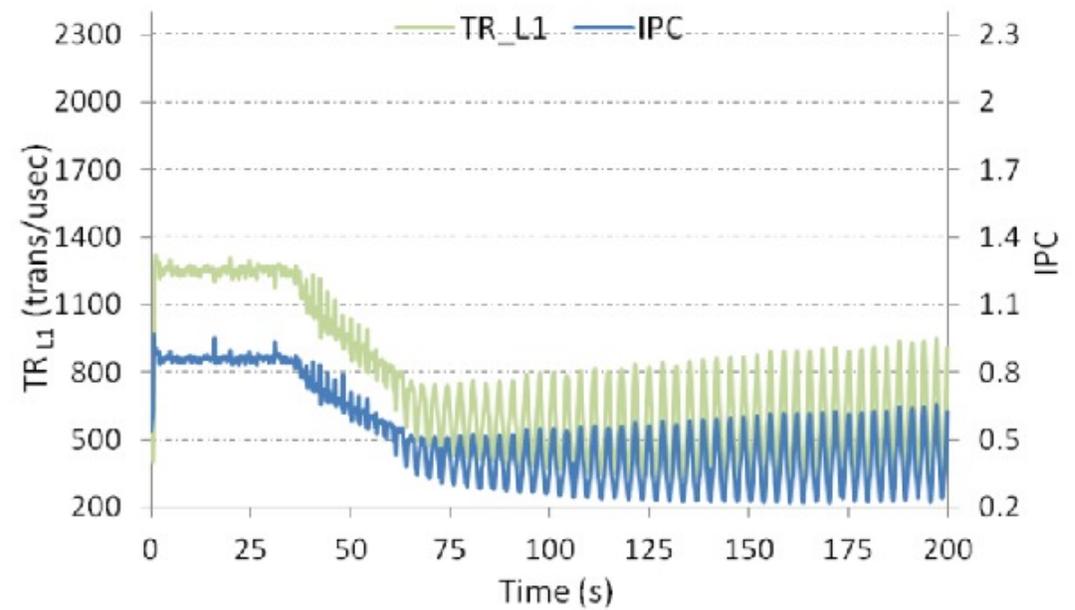
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 - Two threads running simultaneously on a given core **share the L1 cache**
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 - **Competition for the L1 bandwidth will limit the performance**

Effects of L1 bandwidth on performance of SMT processors

Interferences between co-runners



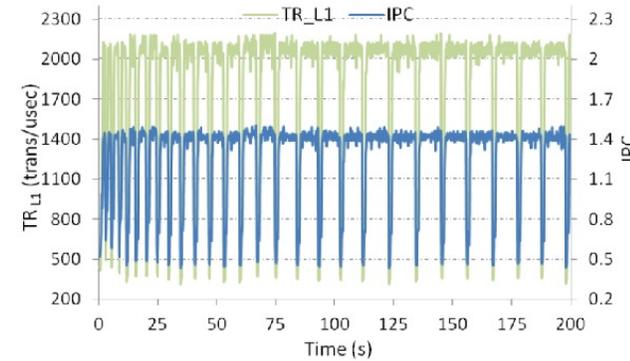
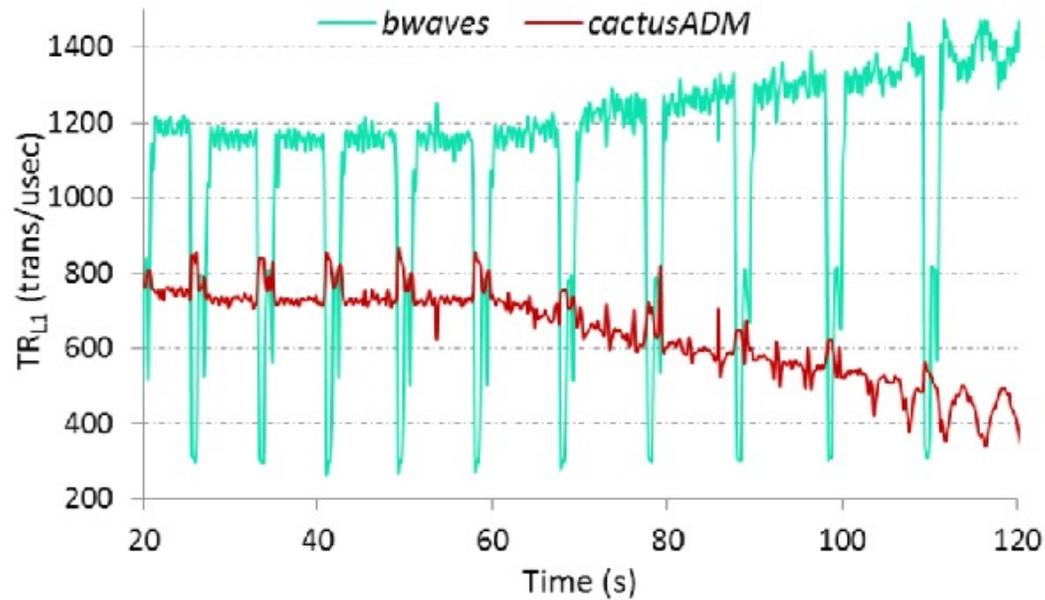
TR_{L1} and IPC evolution with time for *bwaves*



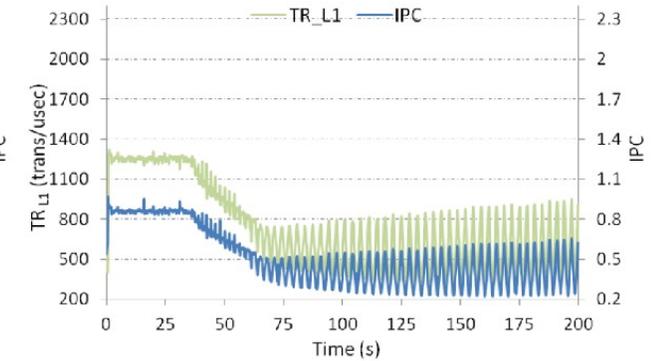
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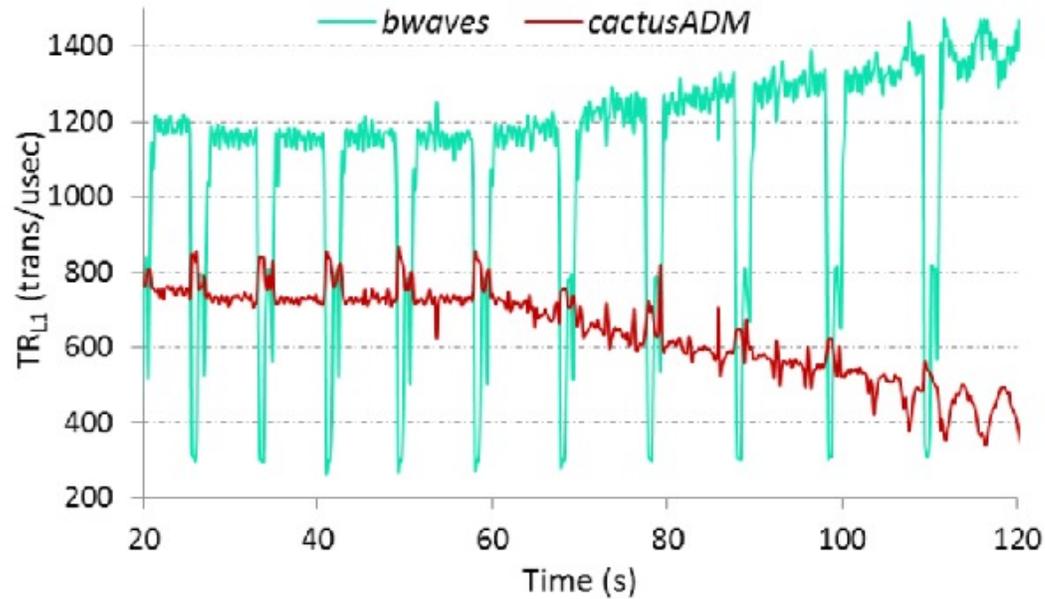


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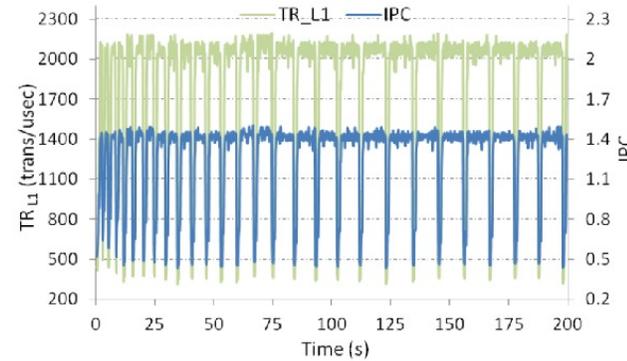
TR_{L1} of *bwaves* and *cactusADM* running on the same core

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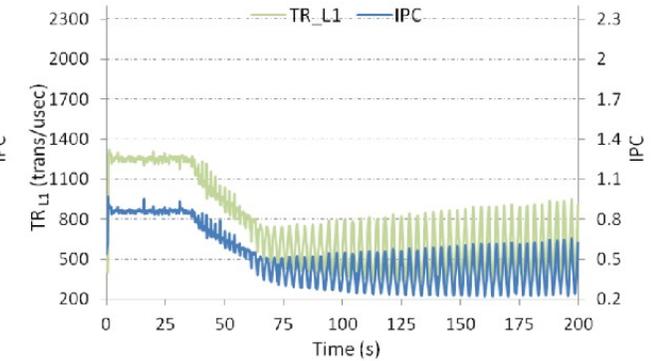
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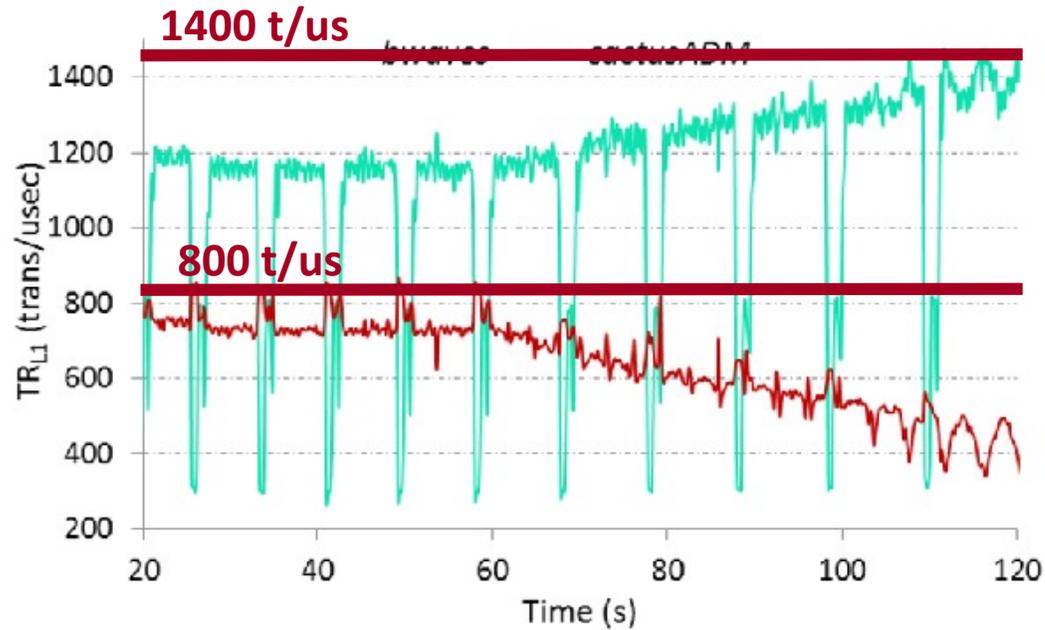


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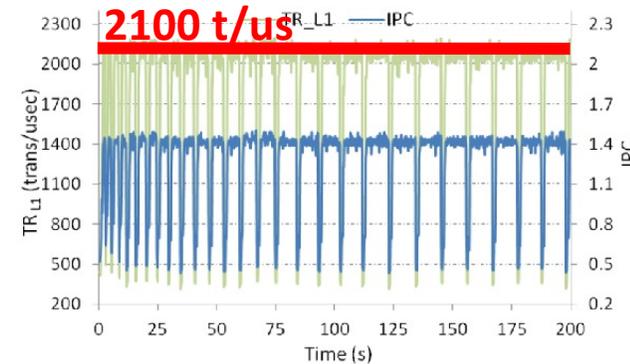
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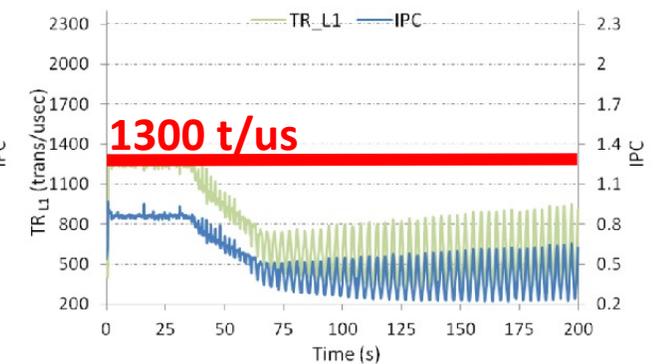
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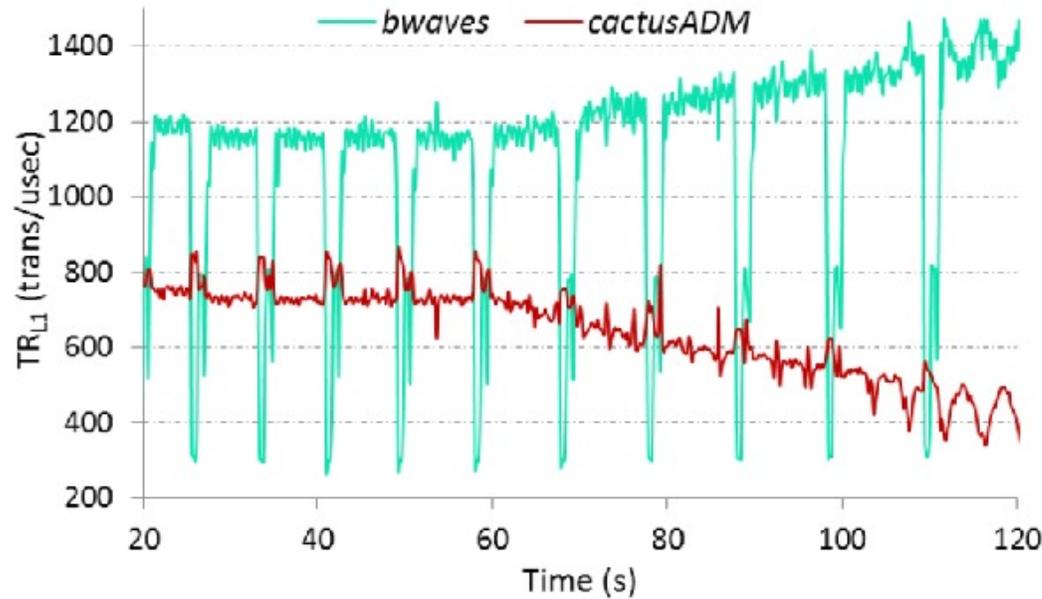


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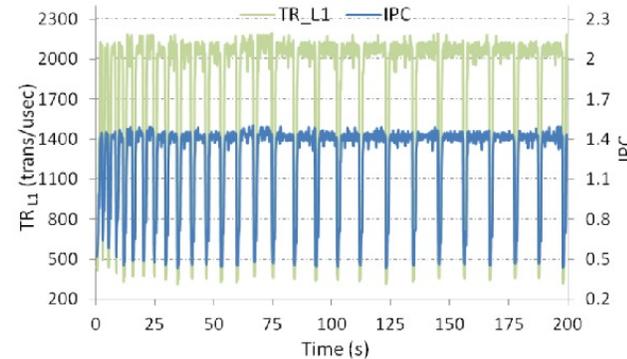
- The L1 bandwidth of the core cannot satisfy the requirements of both threads
 - *Bwaves* maximum is around 1400 t/usec (2100 t/usec in stand-alone execution)
 - *CactusADM* maximum is around 800 t/usec (1300 t/usec in stand-alone execution)

Effects of L1 bandwidth on performance of SMT processors

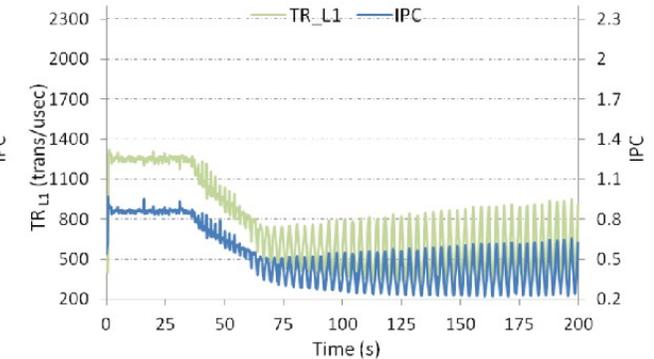
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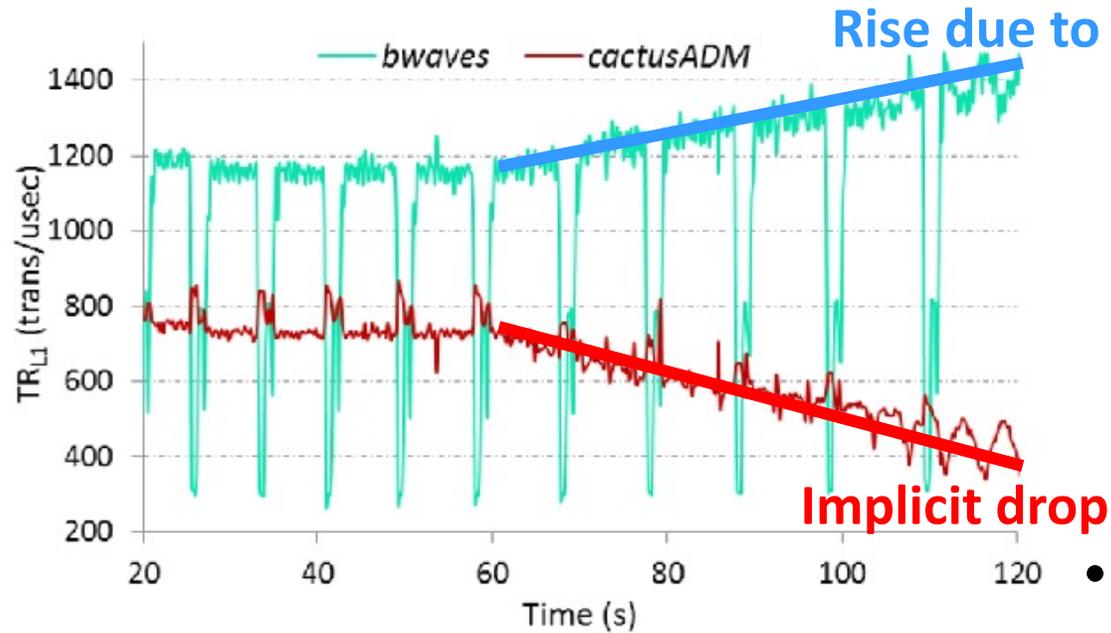


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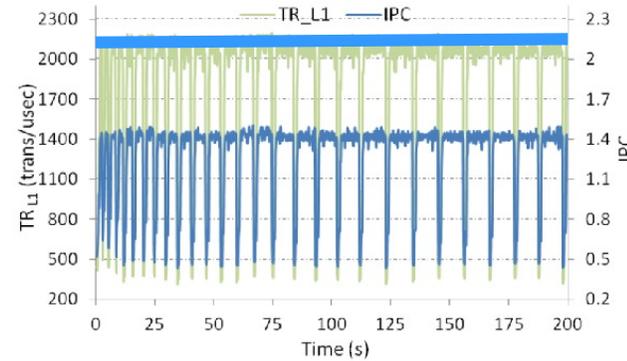
- The L1 bandwidth of the core cannot satisfy the requirements of both threads
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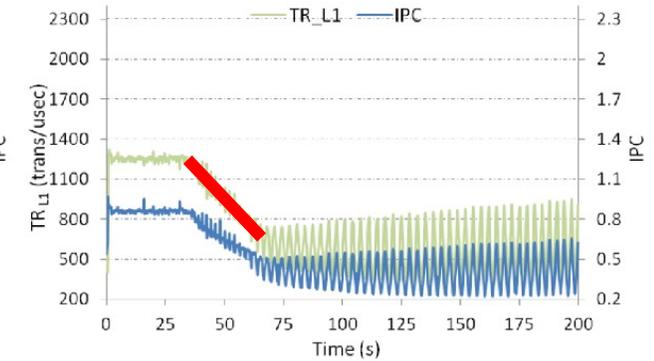
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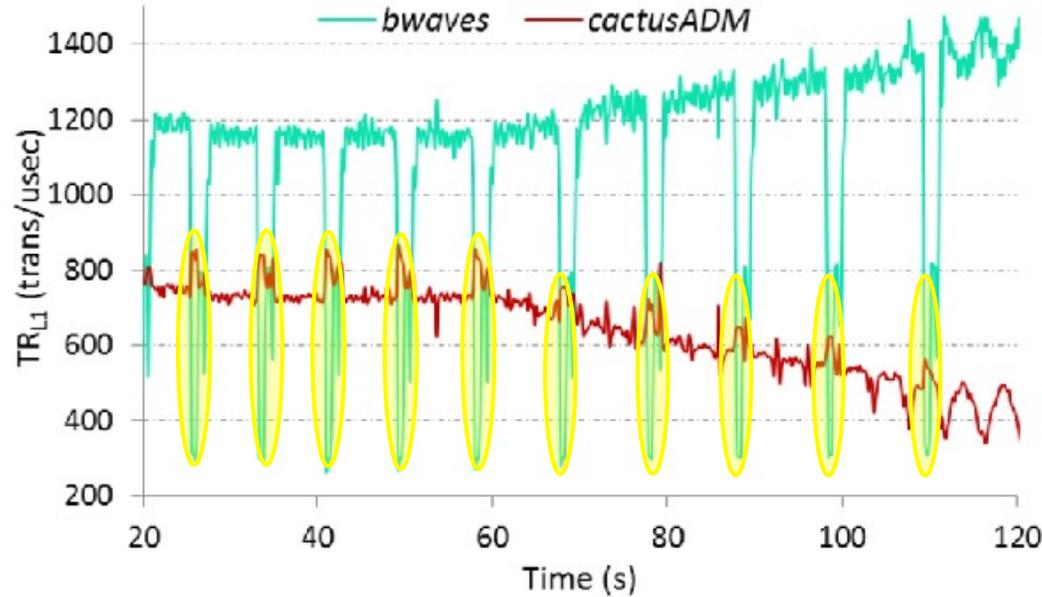


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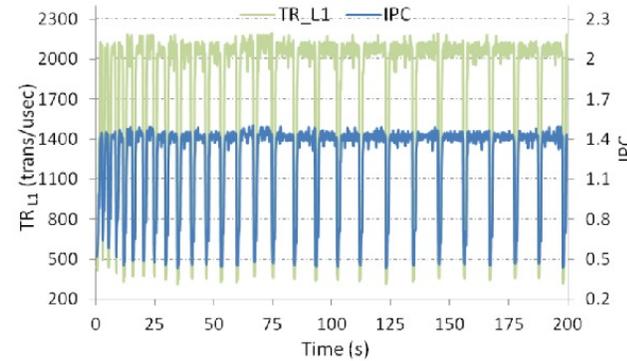
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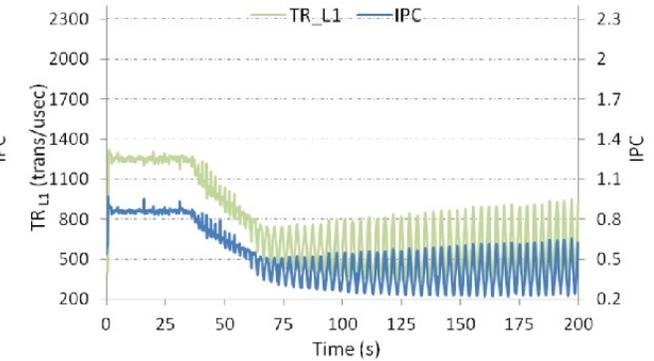
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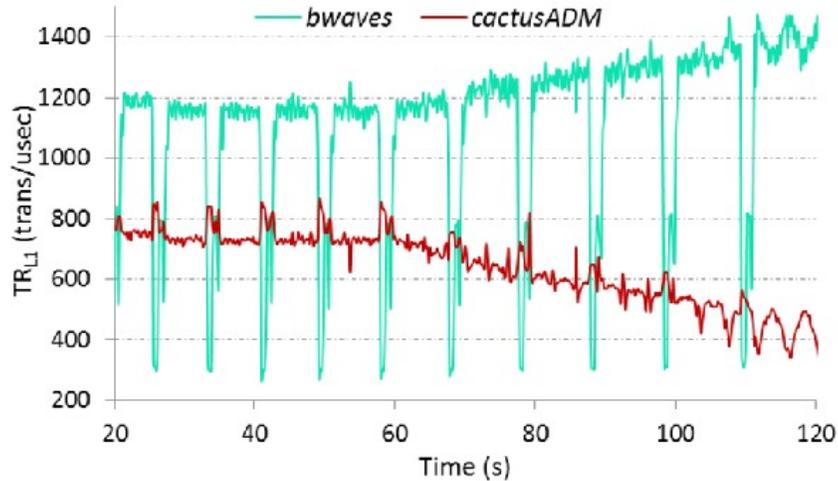


TR_{L1} and IPC evolution with time for *cactusADM*

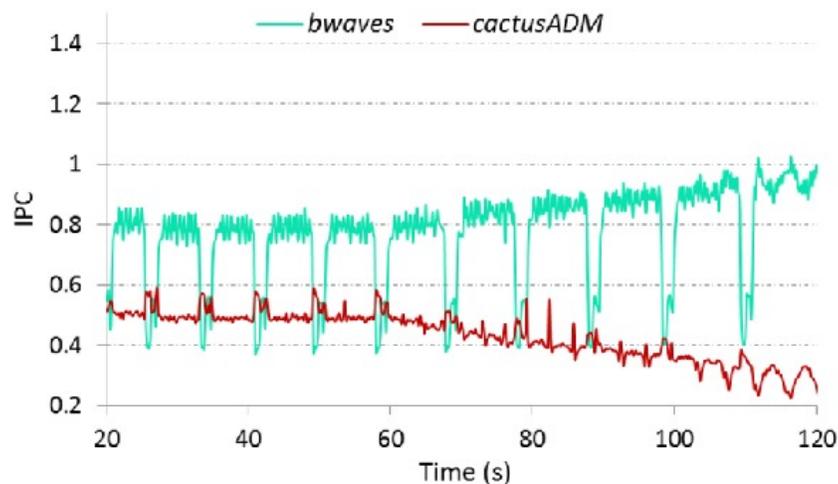
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 - Increasing trend of the L1 bandwidth of *bwaves* due to L1 bandwidth utilization decrease of *cactusADM*
 - Peaks on the L1 bandwidth of *cactusADM* due to L1 bandwidth drops of *bwaves*

Effects of L1 bandwidth on performance of SMT processors

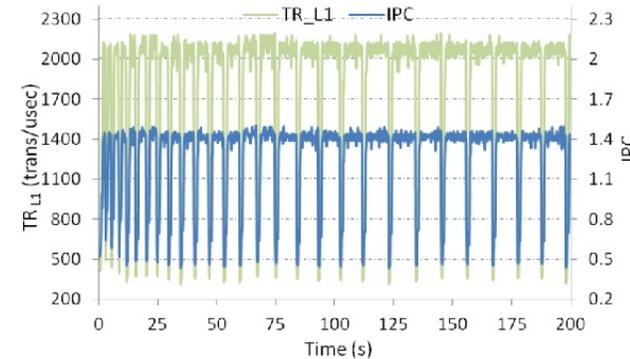
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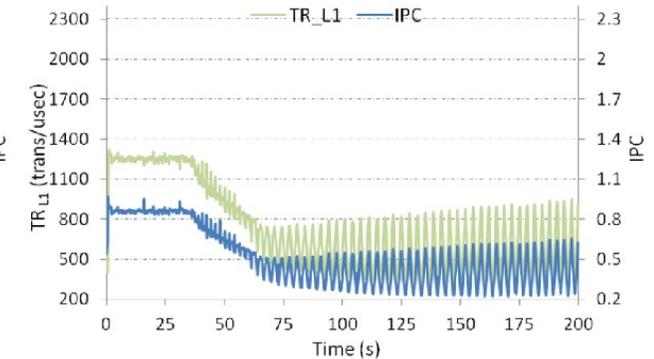
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IPC of *bwaves* and *cactusADM* running on the same core



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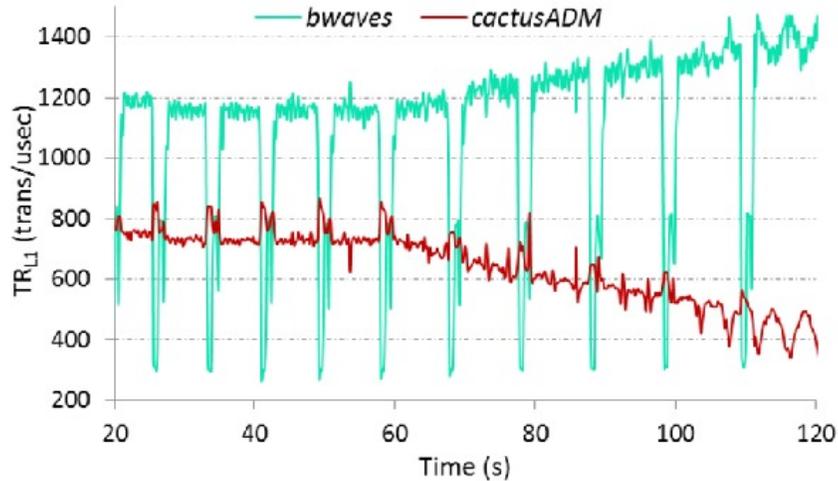


TR_{L1} and IPC evolution with time for *cactusADM*

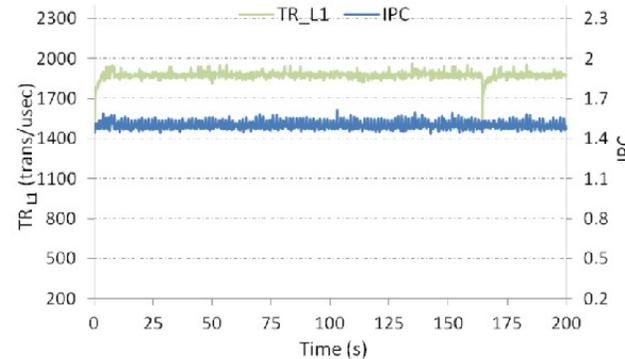
- The L1 bandwidth of the core cannot satisfy the requirements of both threads
- The L1 bandwidth utilization of a thread depends on the L1 bandwidth utilization of the co-runner
- **The observations of the L1 bandwidth are applicable to performance**

Effects of L1 bandwidth on performance of SMT processors

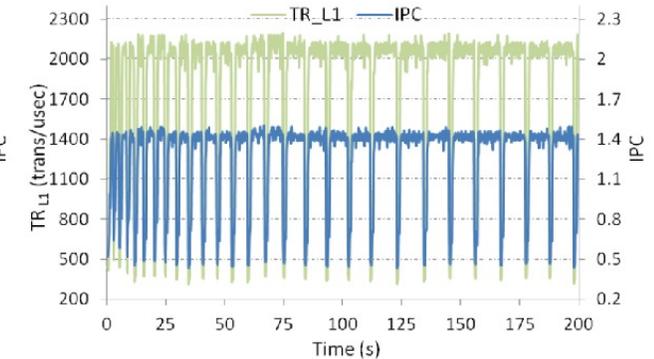
Interferences between co-runners



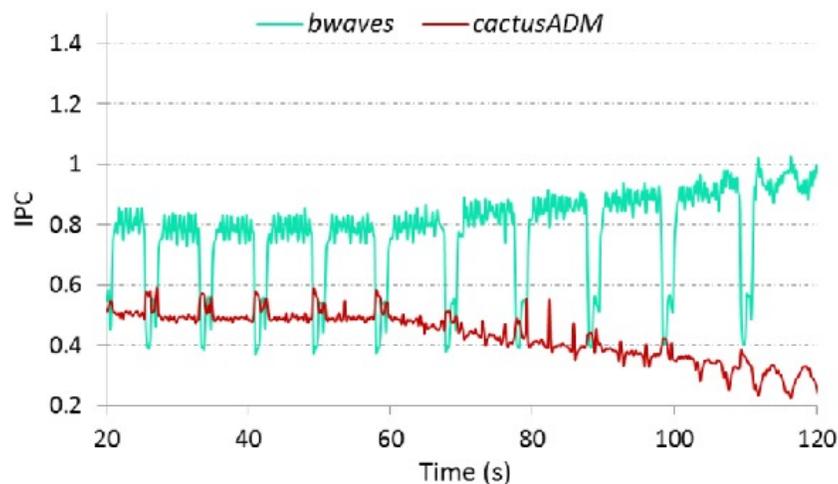
TR_{L1} of *h264ref* and *bwaves* running on the same core



TR_{L1} and IPC evolution with time for *h264ref*



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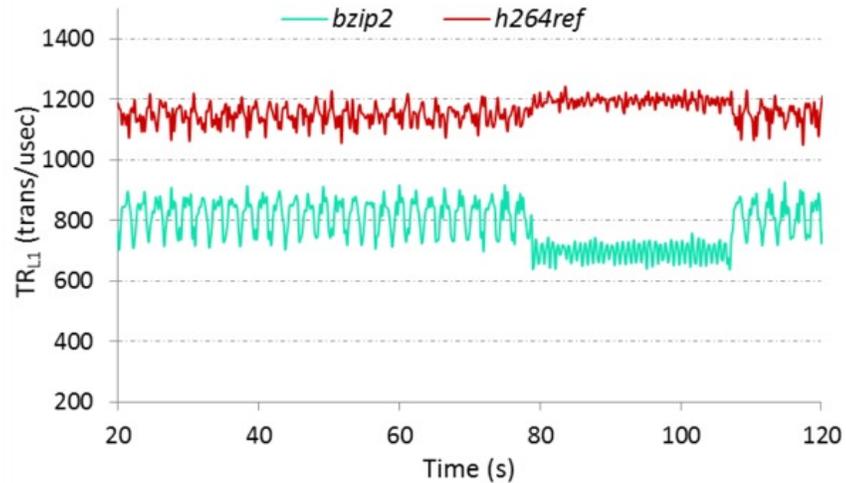


IPC of *h264ref* and *bwaves* running on the same core

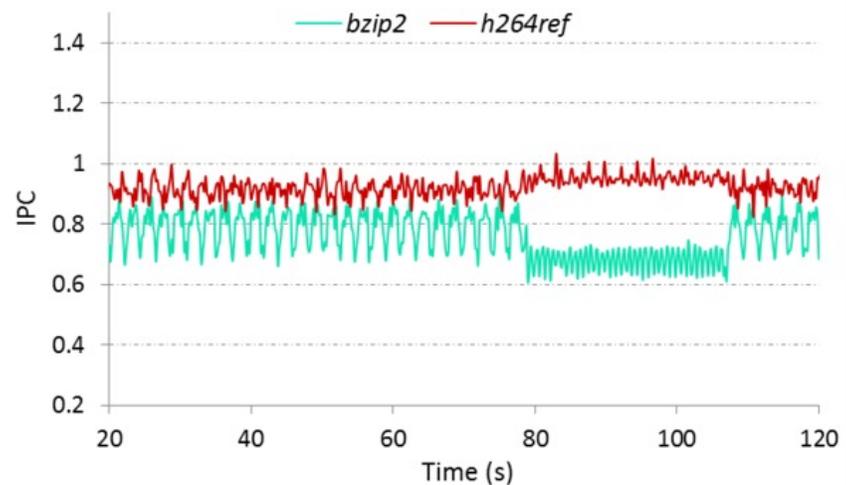
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Effects of L1 bandwidth on performance of SMT processors

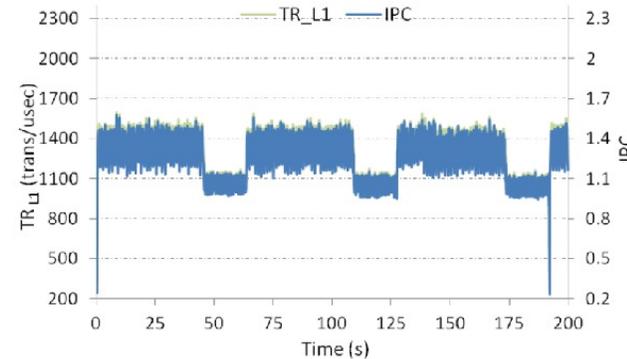
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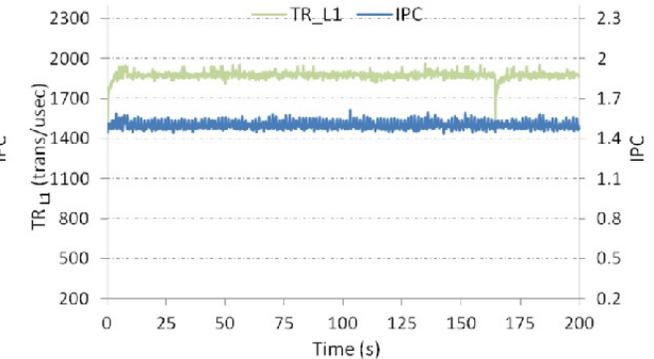
TR_{L1} of *bzip2* and *h264ref* running on the same core



IPC of *bzip2* and *h264ref* running on the same core



TR_{L1} and IPC evolution with time for *bzip2*

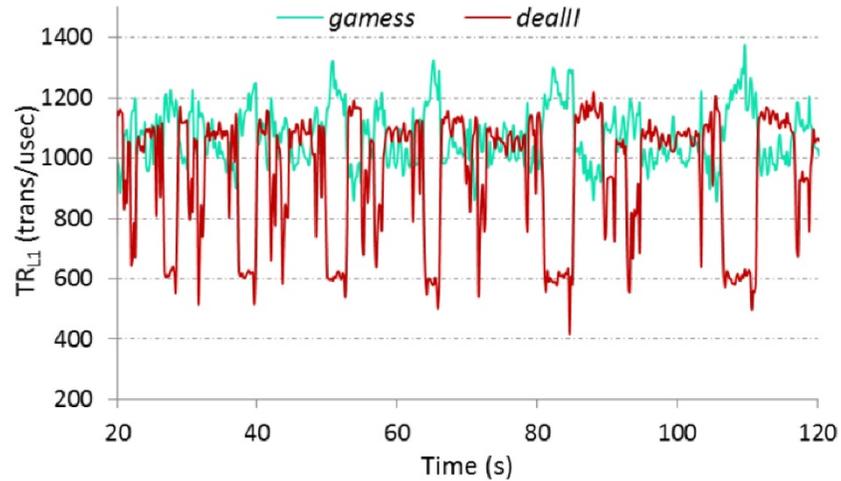


TR_{L1} and IPC evolution with time for *h264ref*

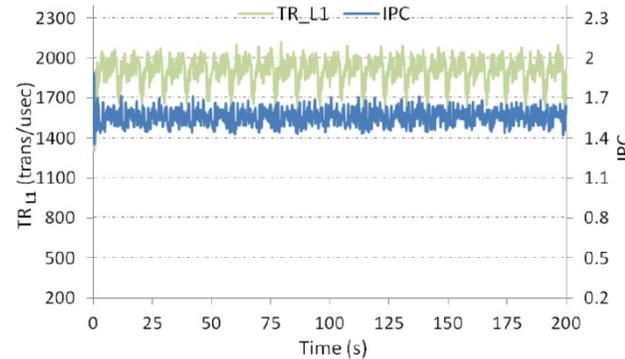
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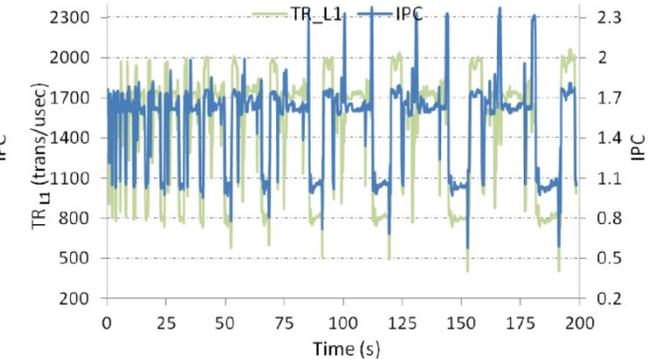
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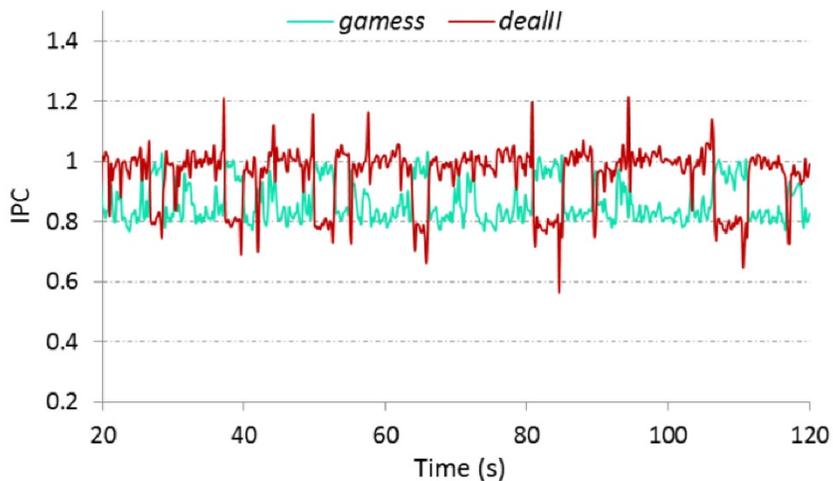
TR_{L1} of *gamess* and *dealll* running on the same core



TR_{L1} and IPC evolution with time for *gamess*



TR_{L1} and IPC evolution with time for *dealll*



IPC of *gamess* and *dealll* running on the same core

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Effects of L1 bandwidth on performance of SMT processors

- Stand-alone execution
 - Average
 - Certain similarities appear among L1 bandwidth and IPC, but there is no clear evidence about the connection between them.
 - Dynamic
 - Synchronized and correlated trend between the L1 bandwidth of a thread and its performance.
- Concurrent execution
 - **Insufficient L1 bandwidth** to satisfy the requirements of two processes.

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- Experimental platform
- Effects of L1 bandwidth on performance of SMT processors
- **L1-bandwidth aware thread allocation policies**
- Evaluation methodology
- Performance evaluation results
- Conclusions

L1 bandwidth aware thread allocation policies

- We devise two policies
 - Static thread allocation policy (St2c)
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- **The t2c policies can work as a step of a global scheduler**
 - No process selection performed in our policies

L1 bandwidth aware thread allocation policies

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 - Thread to core mappings only update when the running processes change
- To balance L1 bandwidth
 - Threads are sorted in increasing L1 bandwidth
 - Reiteratively, the threads with maximum and minimum requirements are selected to share a given core

L1 bandwidth aware thread allocation policies

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- Major **benefits**
 - Good estimation for benchmarks with uniform L1-bandwidth shape 
 - 11 of 25 analyzed benchmarks

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- Major **drawbacks**

- **Requires a preliminary run of processes** 
- **Poor L1 bandwidth estimation** for processes with non-uniform shape 
 - 14 of the 25 analyzed benchmarks

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 - Does not require any previous information of the processes
 - Captures the L1 bandwidth requirements of benchmarks with non-uniform shapes
- Balancing L1 bandwidth can be performed as stated in the St2c policy
- L1 bandwidth updated every OS quantum
 - Thread to core mappings are updated after each OS quantum

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- All the policies are implemented in a user-level scheduler
 - Sharing the main code, and any possible overhead

Evaluation methodology

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 - **These situations are avoided in our methodology**, because the set of running processes is fixed and kept the entire execution
- Harmonic mean of weighted IPC
 - Encapsulates fairness additionally to performance
 - The harmonic mean tends to be low if any thread presents much lower speedup than the others

Evaluation methodology

Mix design

- The higher the bandwidth requirements
 - The higher L1 bandwidth contention can induce
 - The higher performance degradation can suffer

Evaluation methodology

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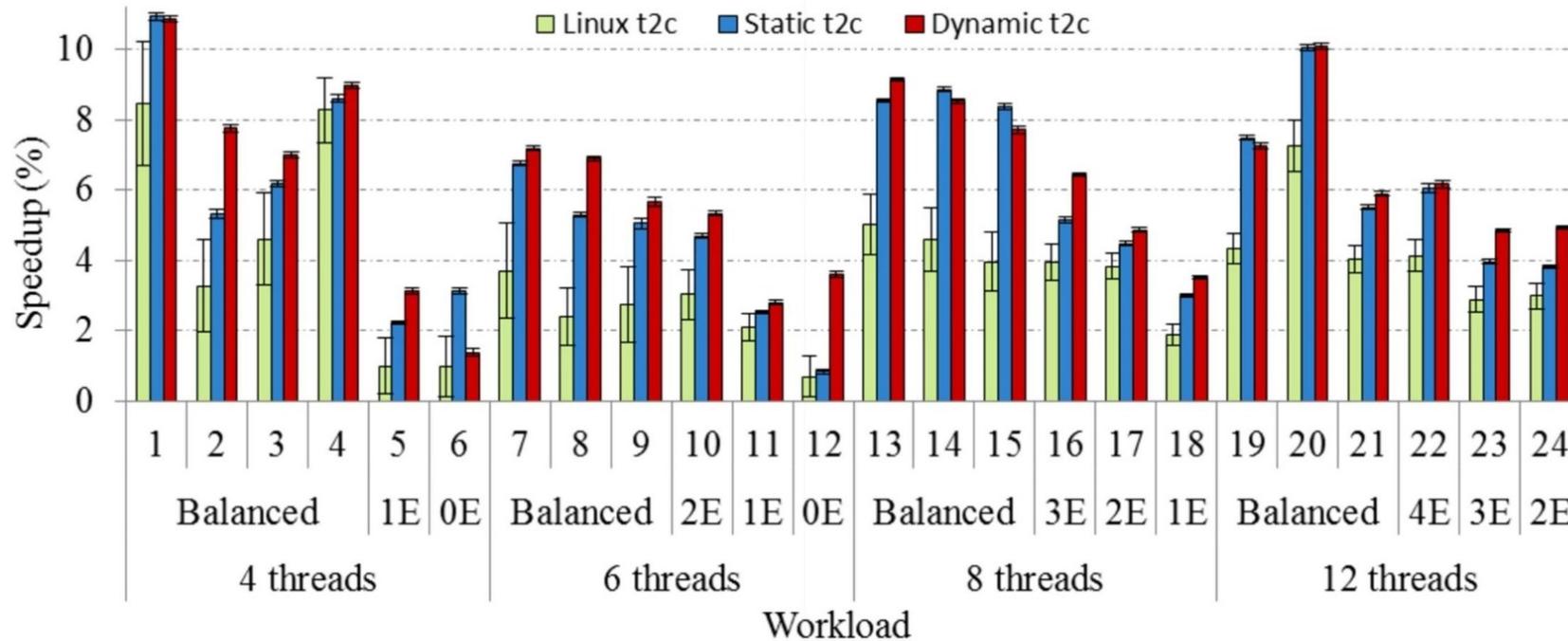
→ The more critical its allocation is
- Mixes are classified according to their number of benchmarks with extreme L1 bandwidth requirements (more than 1700 trans/usec)
 - Balanced mixes: half of the benchmarks with extreme L1 bandwidth
 - Non-balanced mixes: fewer number of benchmarks with extreme L1 bandwidth requirements than with lower requirements

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Performance evaluation results

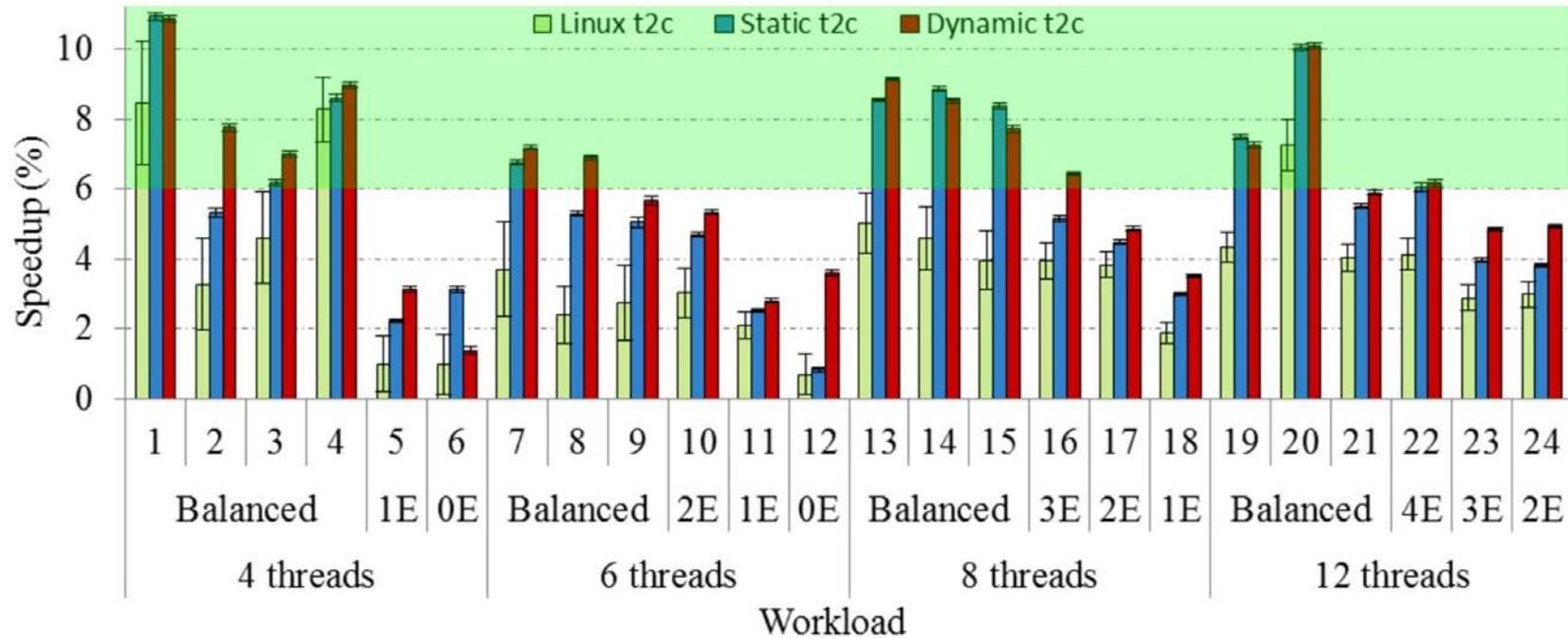
Speedup of the average IPC w.r.t. naïve t2c



- Average speedups of 20 executions of each mix and 95% confidence intervals
- Balanced mixes include half of the mixes with *extreme L1 bandwidth*
- Non balanced mixes nomenclature
 - XE refers to a mix with *X extreme L1 bandwidth* benchmarks

Performance evaluation results

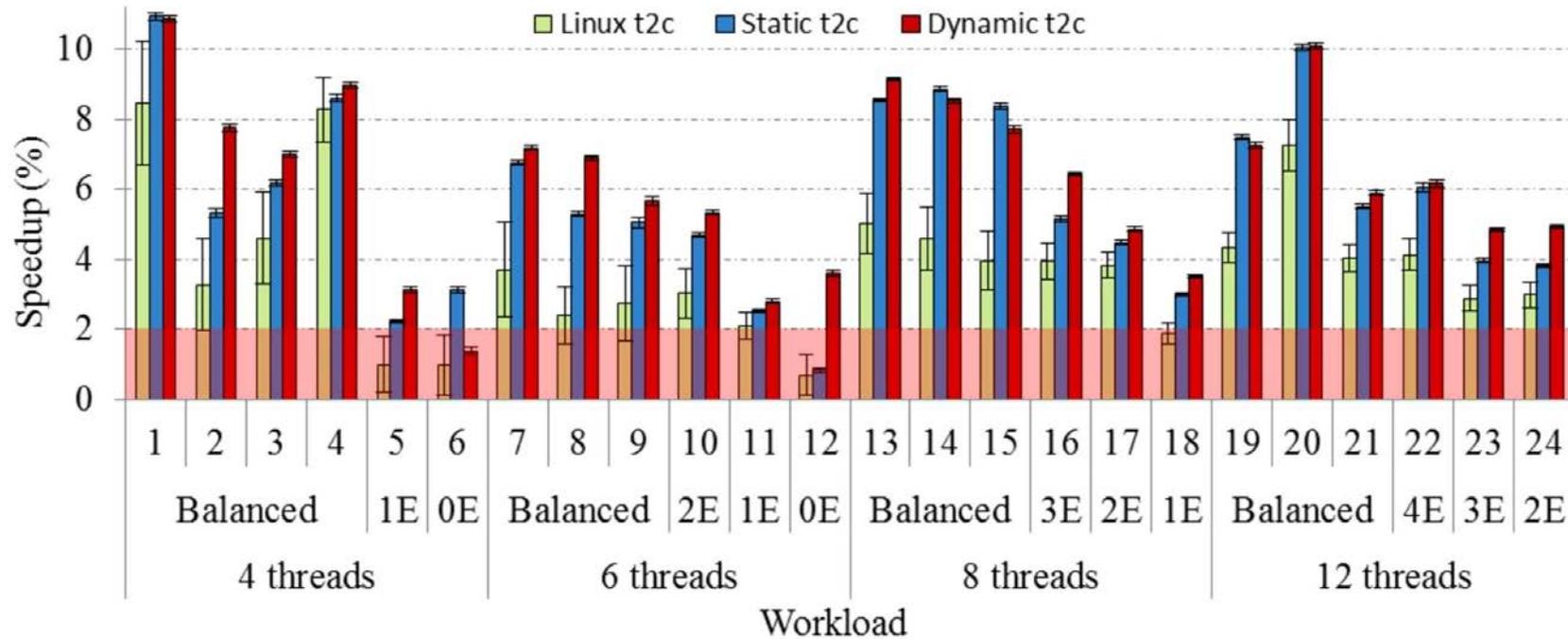
Speedup of the average IPC w.r.t. naïve t2c



- Speedups around or above 6%
 - 14 mixes with the Dt2c
 - 10 mixes with the St2c
 - 3 mixes with the Linux t2c

Performance evaluation results

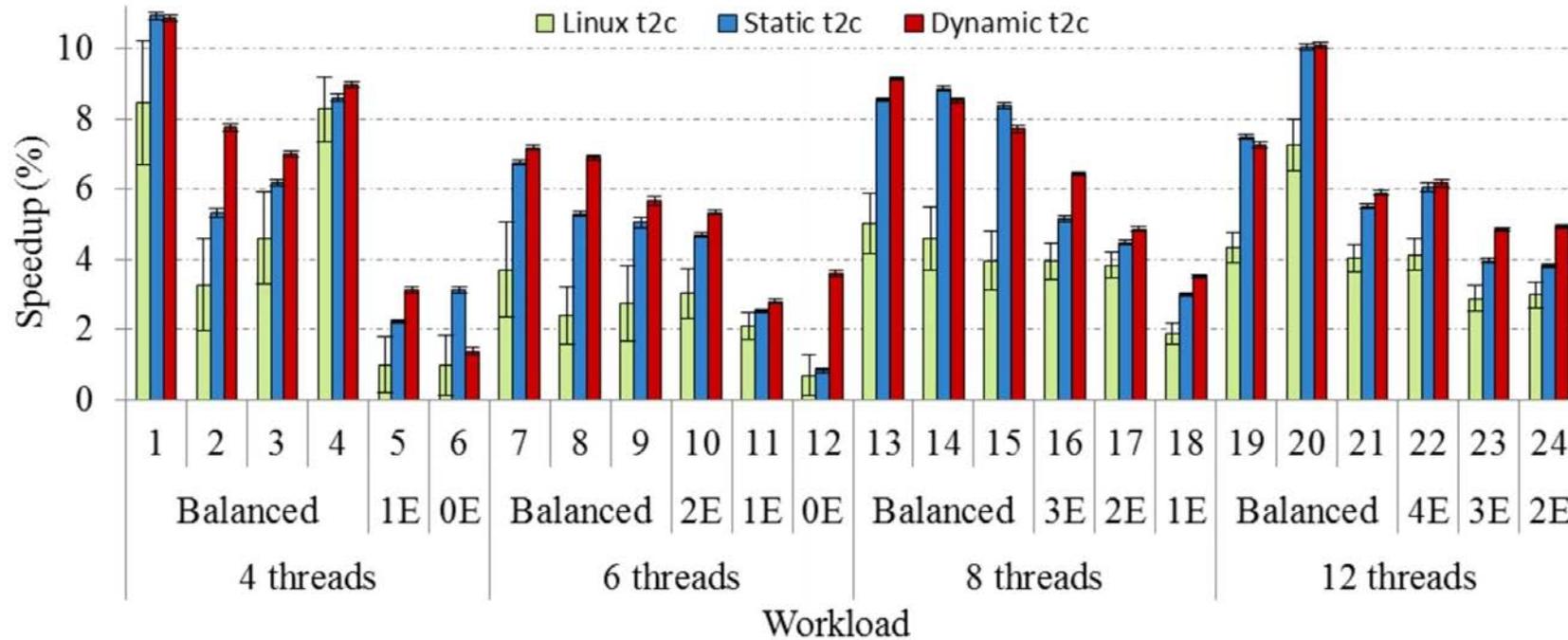
Speedup of the average IPC w.r.t. naïve t2c



- Speedups below 2%
 - 5 mixes with the Linux t2c
 - 1 mix with the St2c
 - 1 mix with the Dt2c

Performance evaluation results

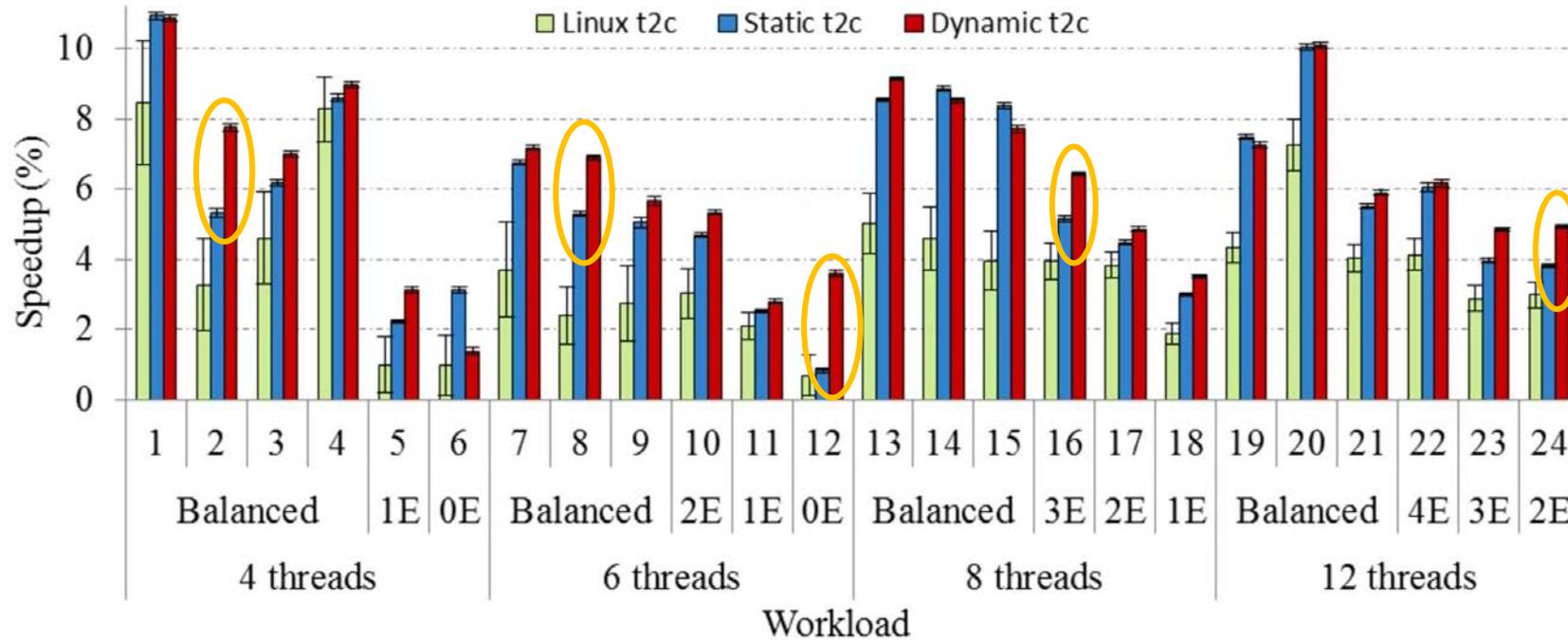
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- Dt2c performs better on average than St2c
 - Best performance with Dt2c in 19 mixes

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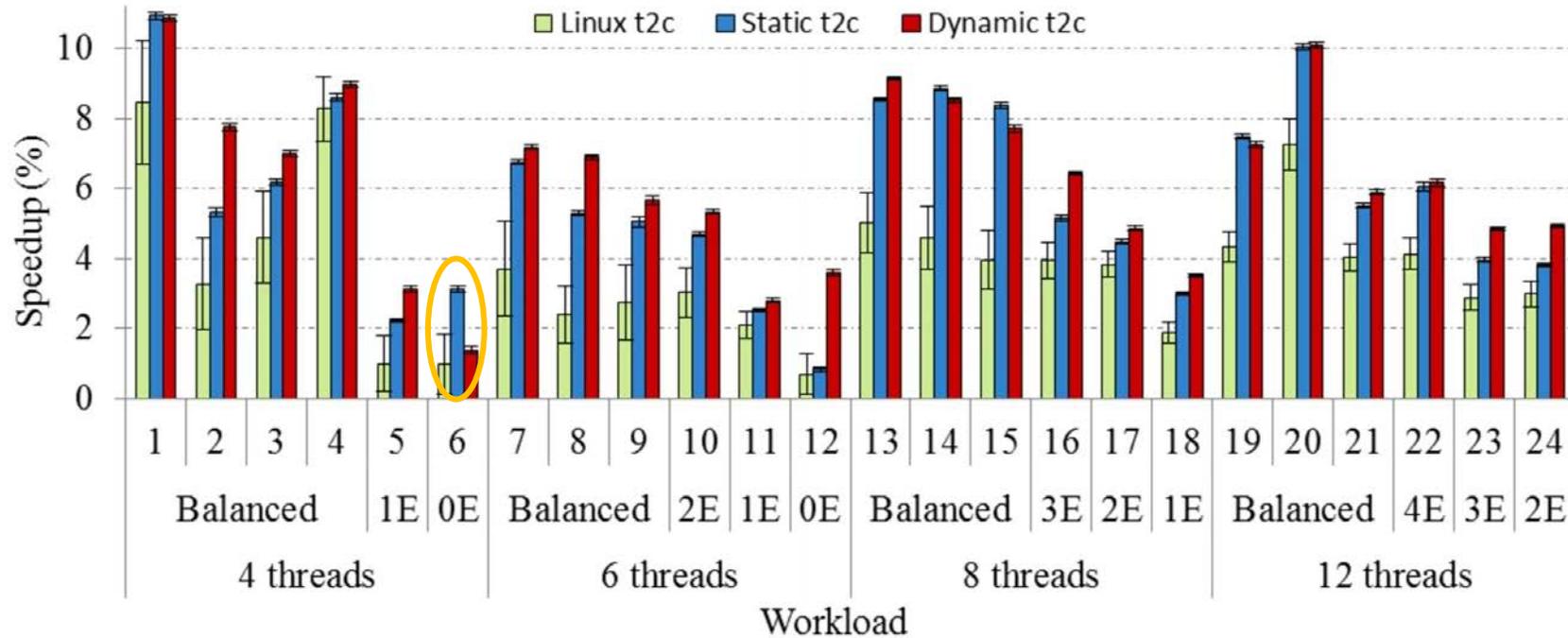
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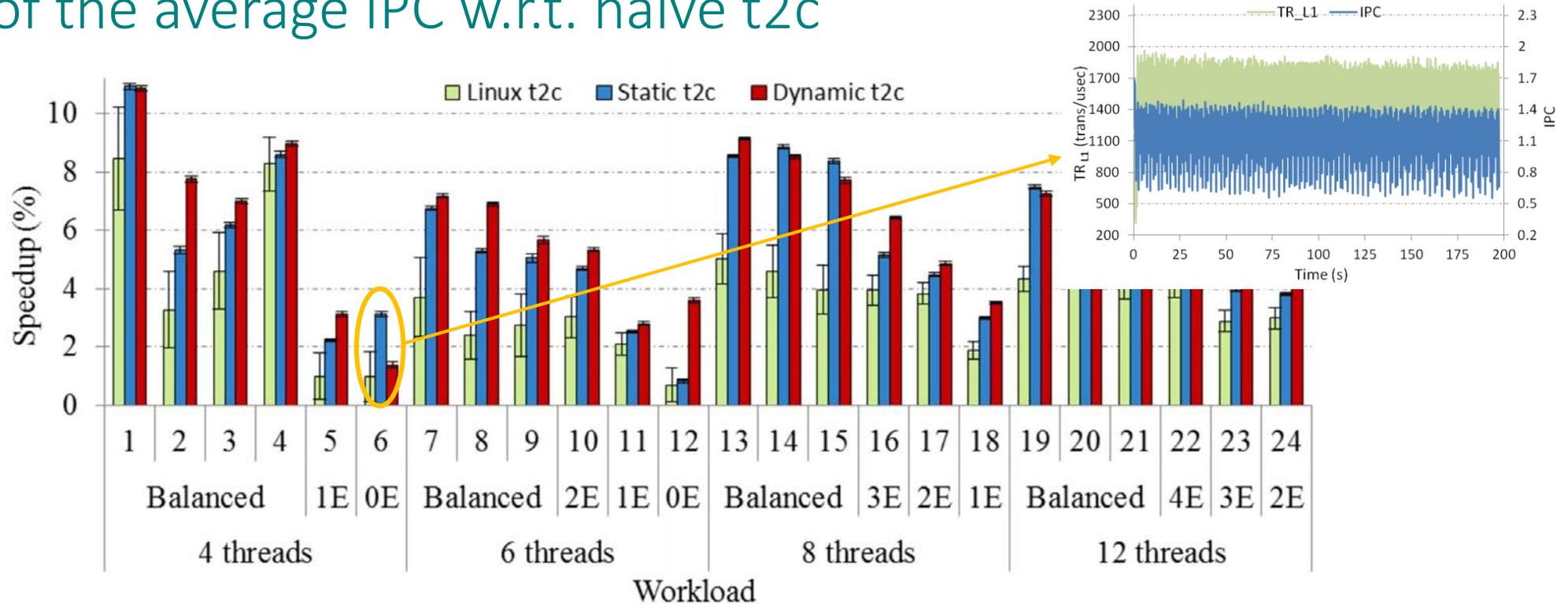
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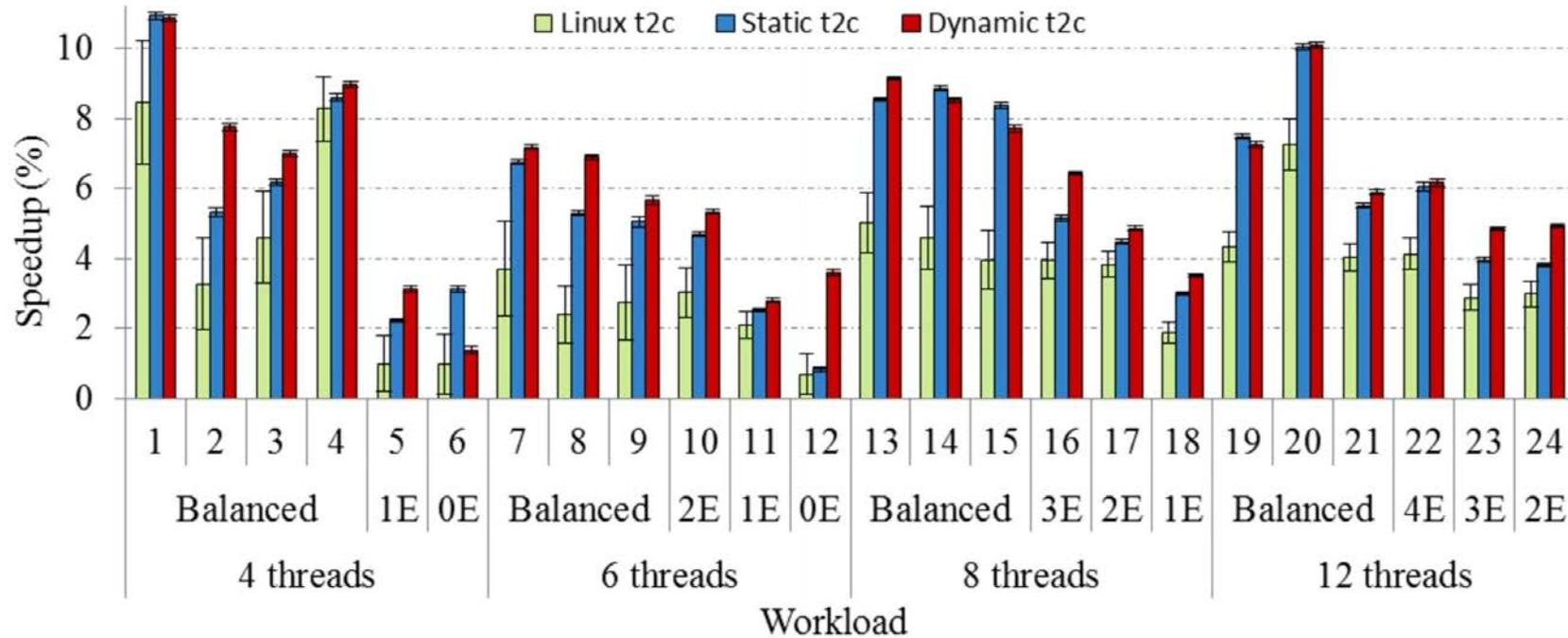
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 - Includes *GemsFDTD* benchmarks whose L1 bandwidth demand varies too fast

Performance evaluation results

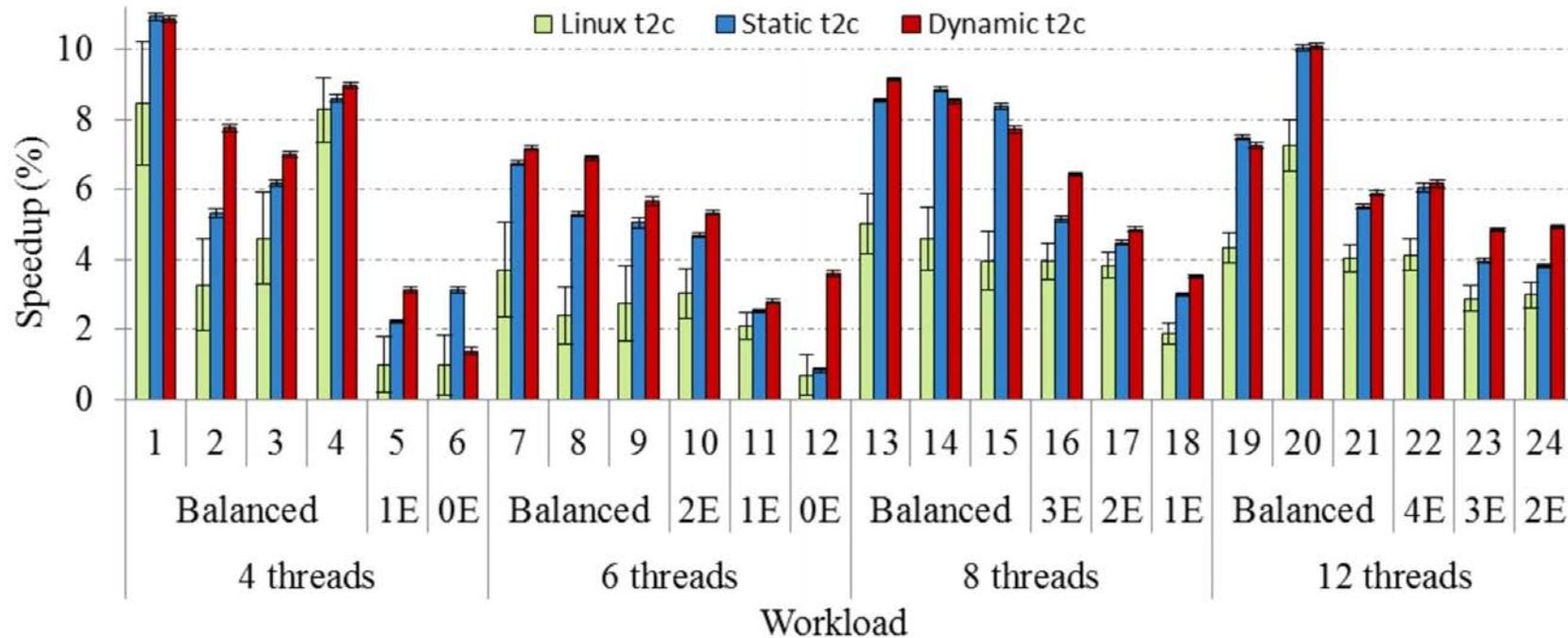
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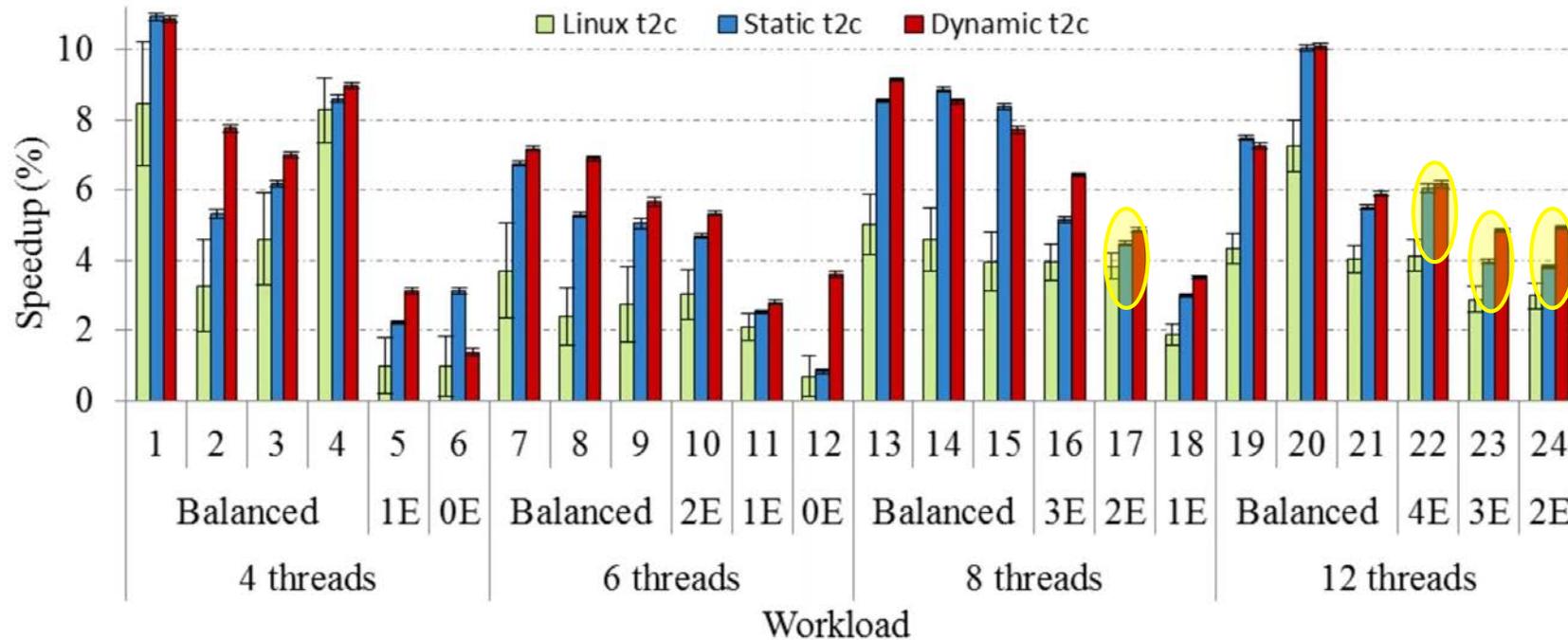
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Performance evaluation results

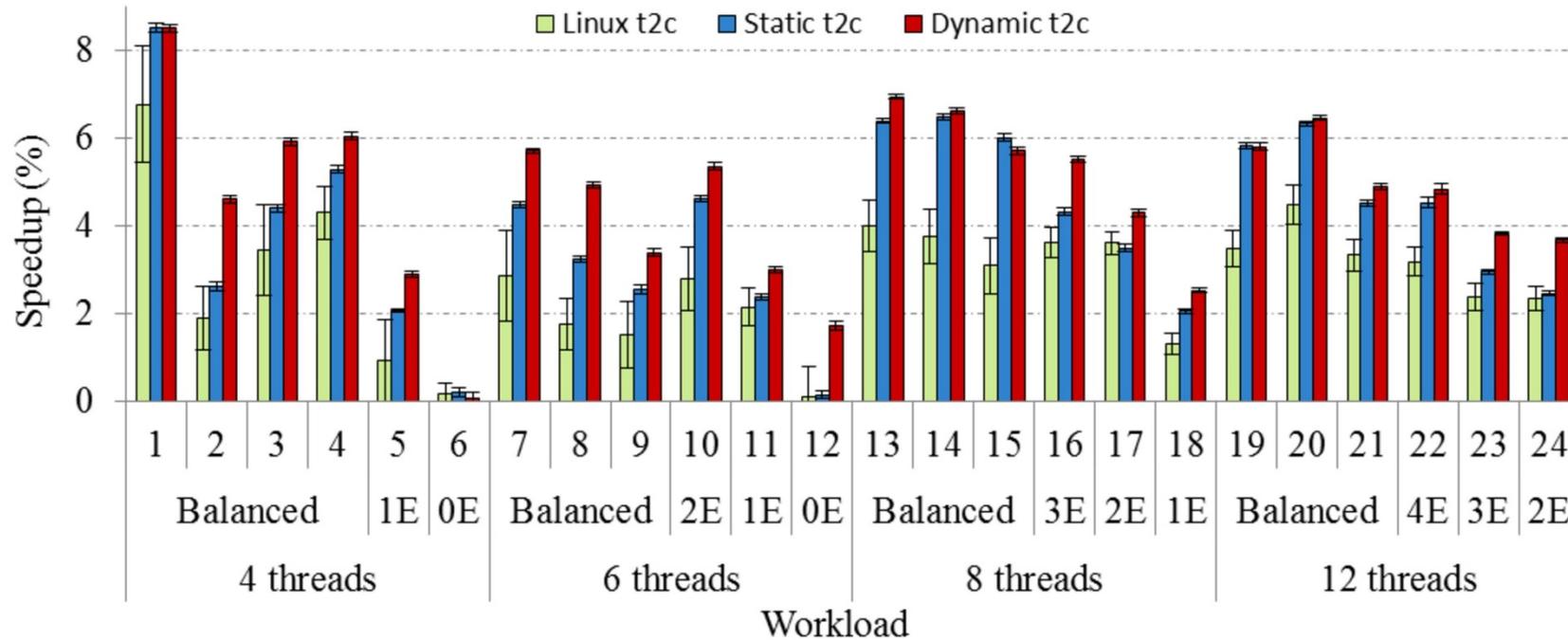
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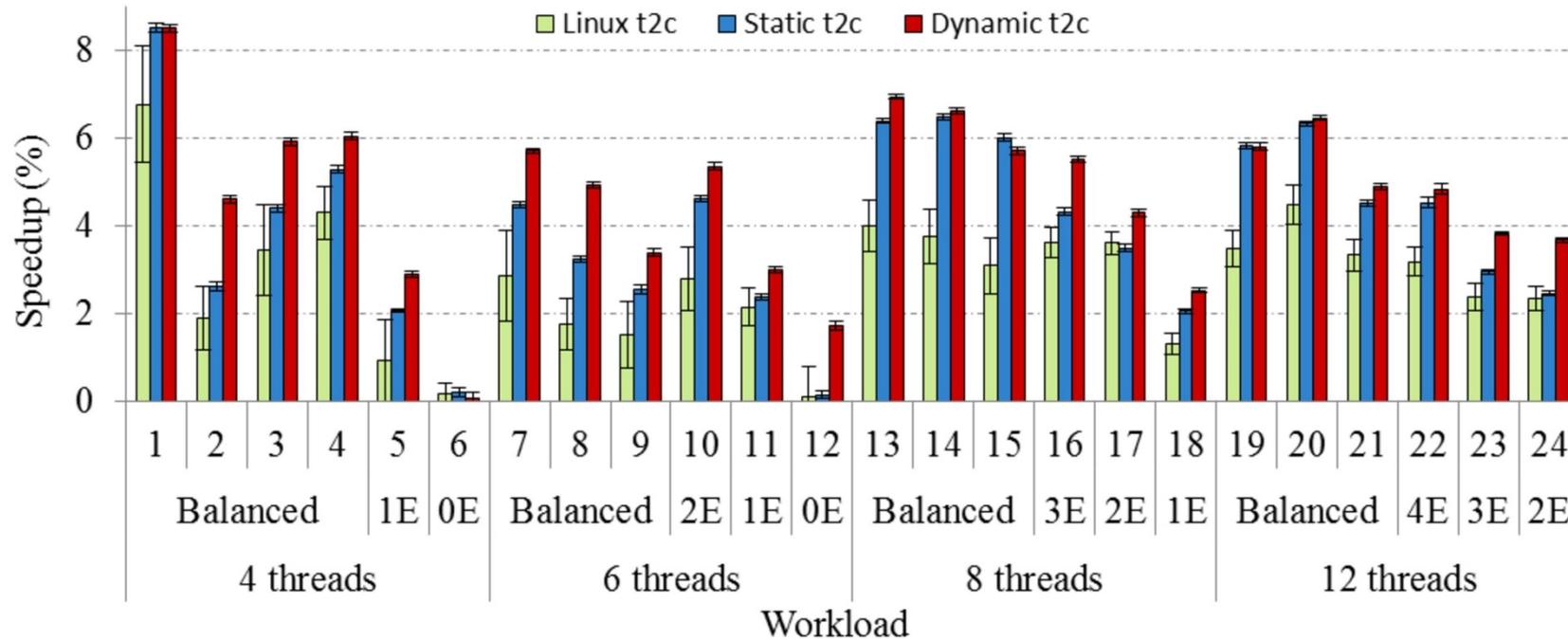
Speedup of the harmonic mean of weighted IPC w.r.t. naïve t2c



- Similar conclusions with the harmonic mean of weighted IPC metric

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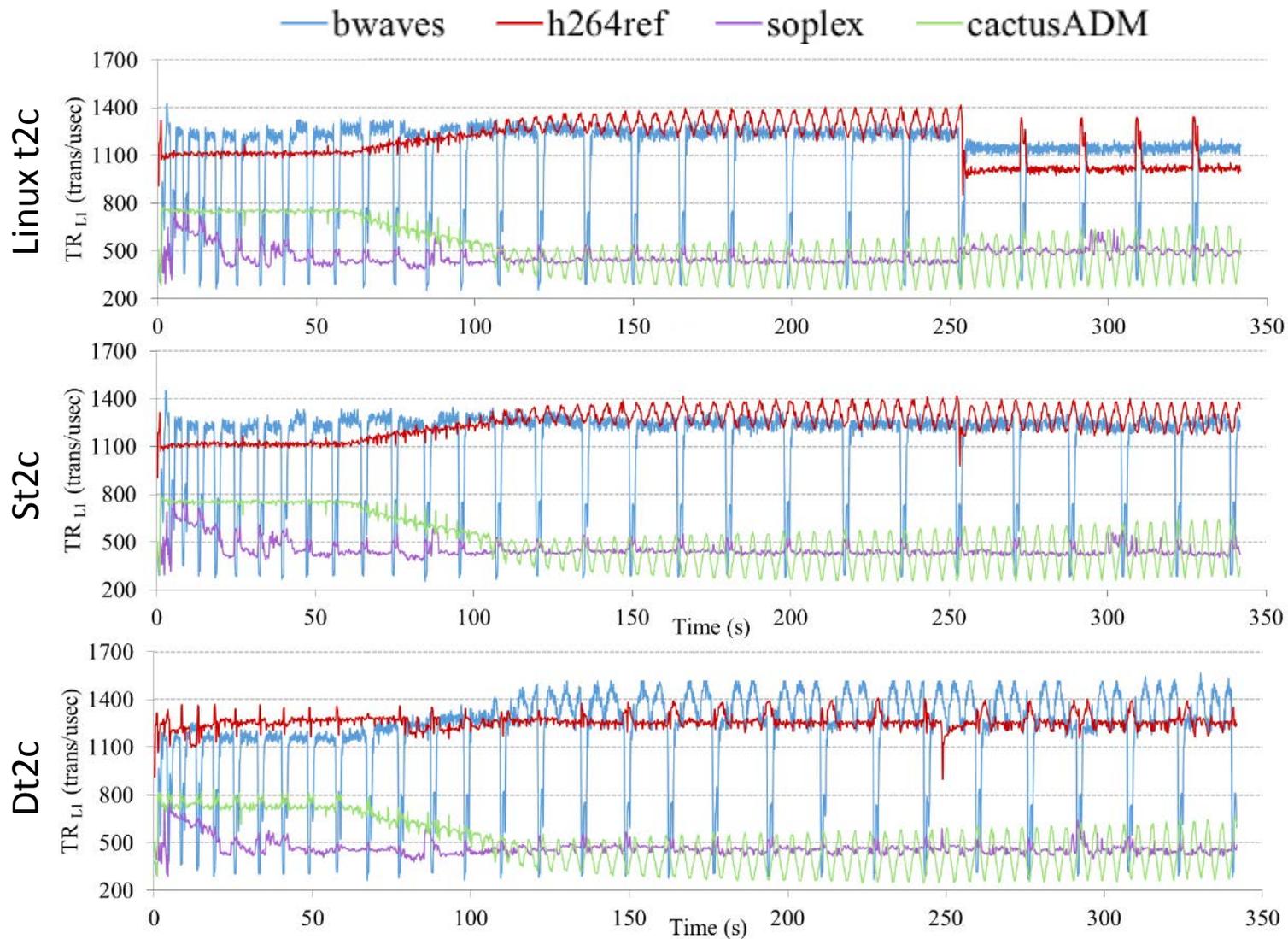
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- **Similar conclusions with the harmonic mean of weighted IPC metric**
 - The speedups of the policies are slightly reduced relative to the naïve policy
 - The differences between the Dt2c policy and St2c policy are increased
- **The Dt2c policy is the best one**, since it improves the other policies in performance and fairness

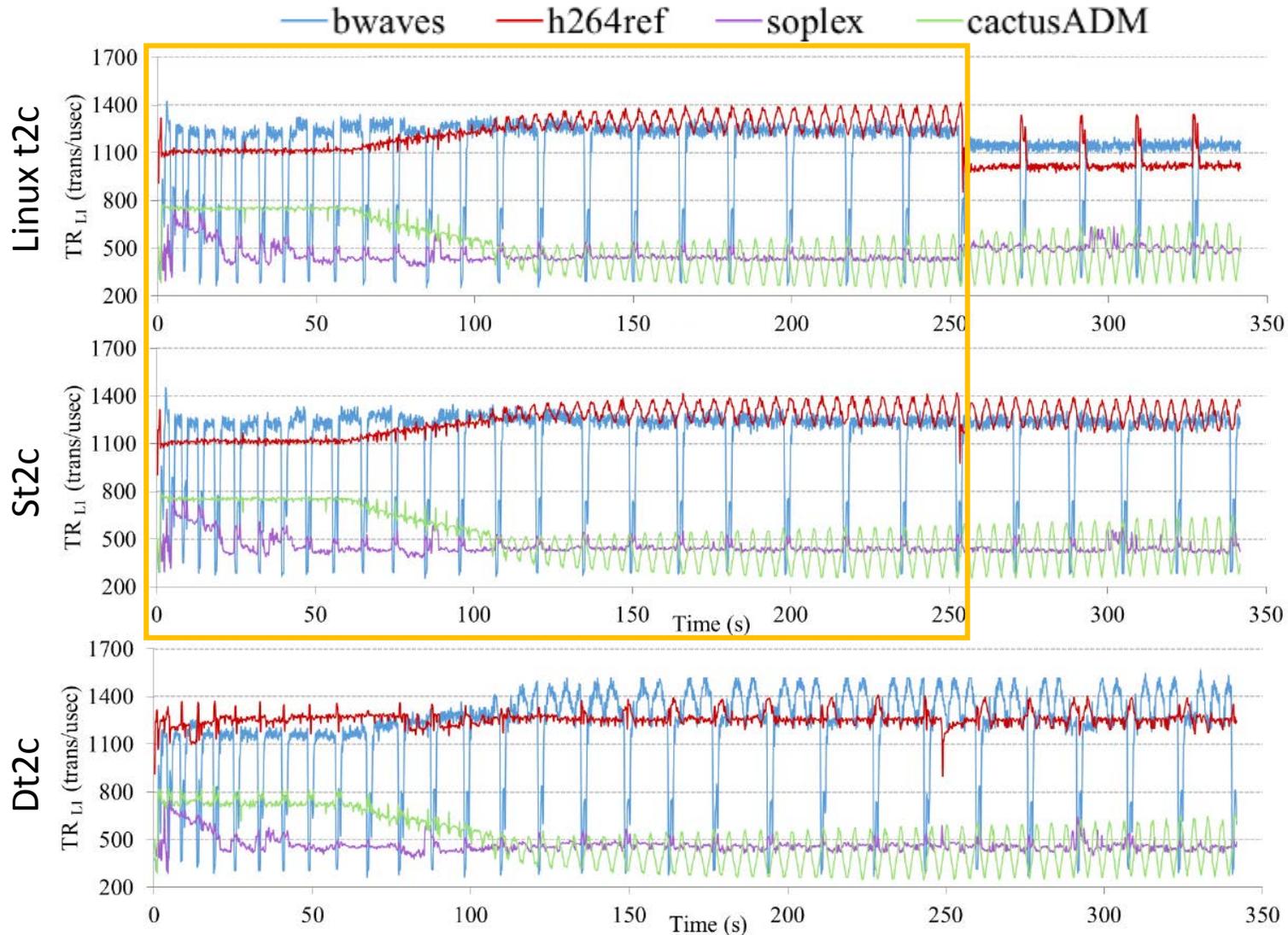
Performance evaluation results

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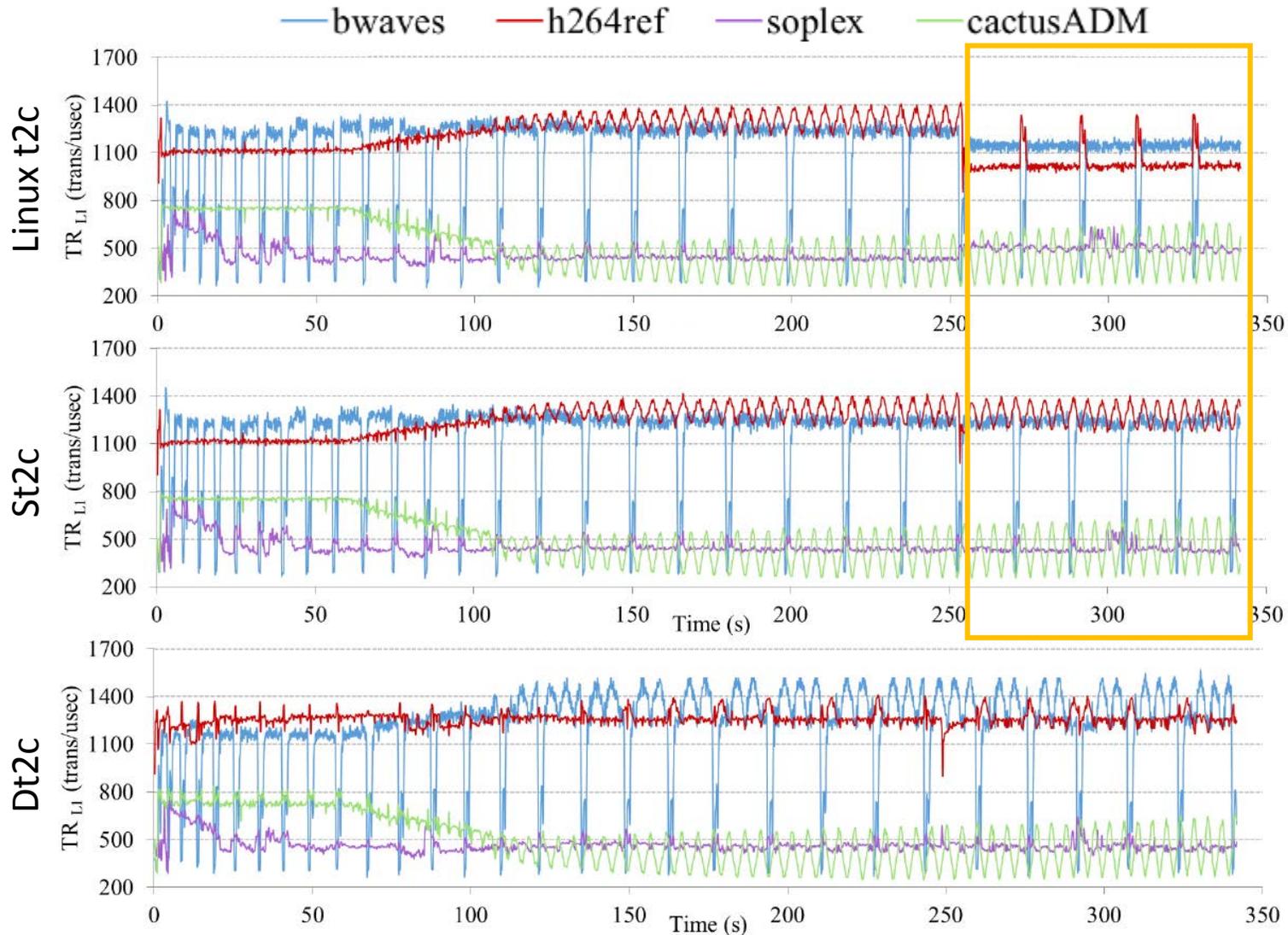
Dynamic L1 bandwidth on mix 2



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- Thread to core mapping
 - *h264ref* and *cactusADM*
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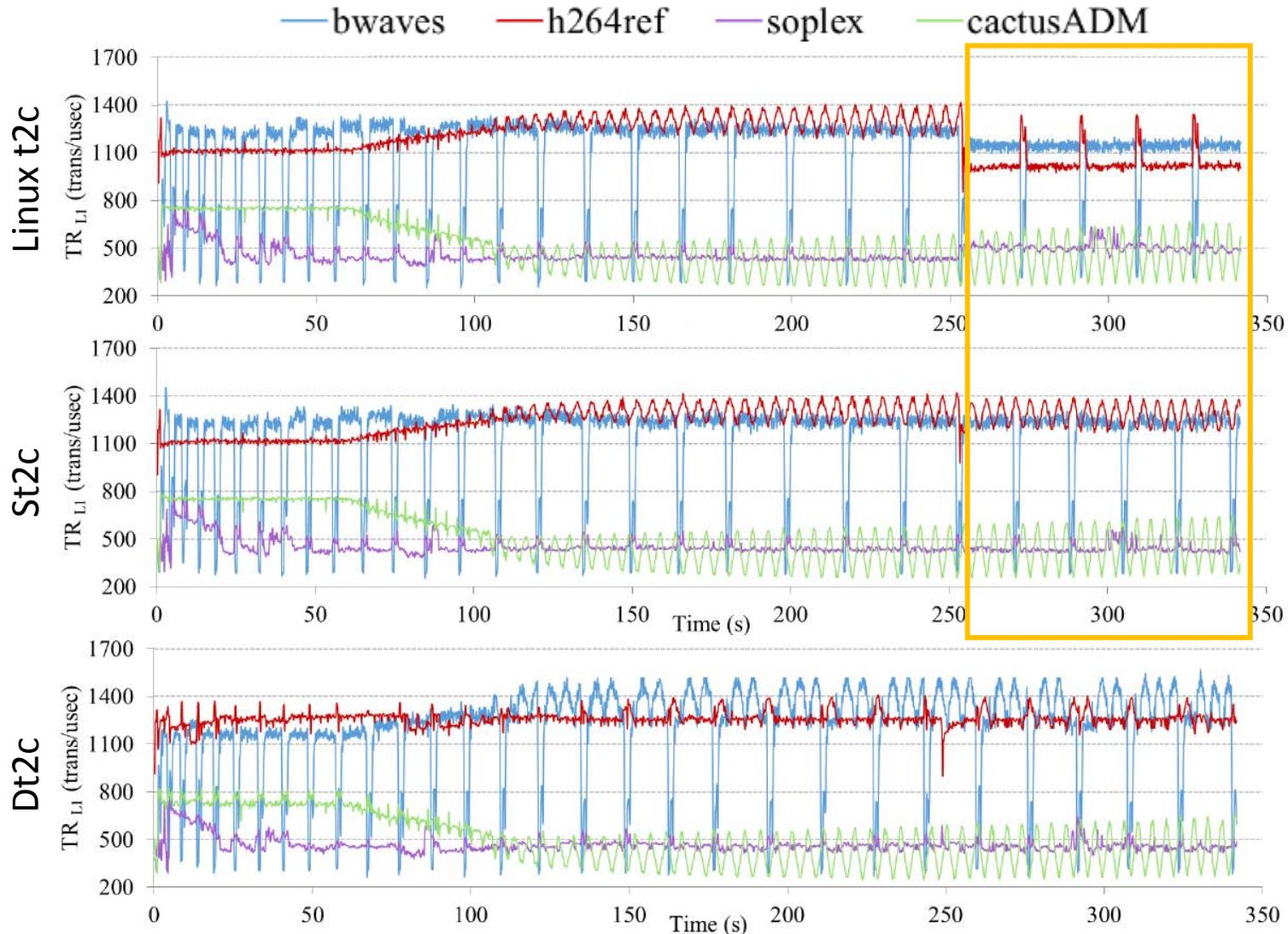
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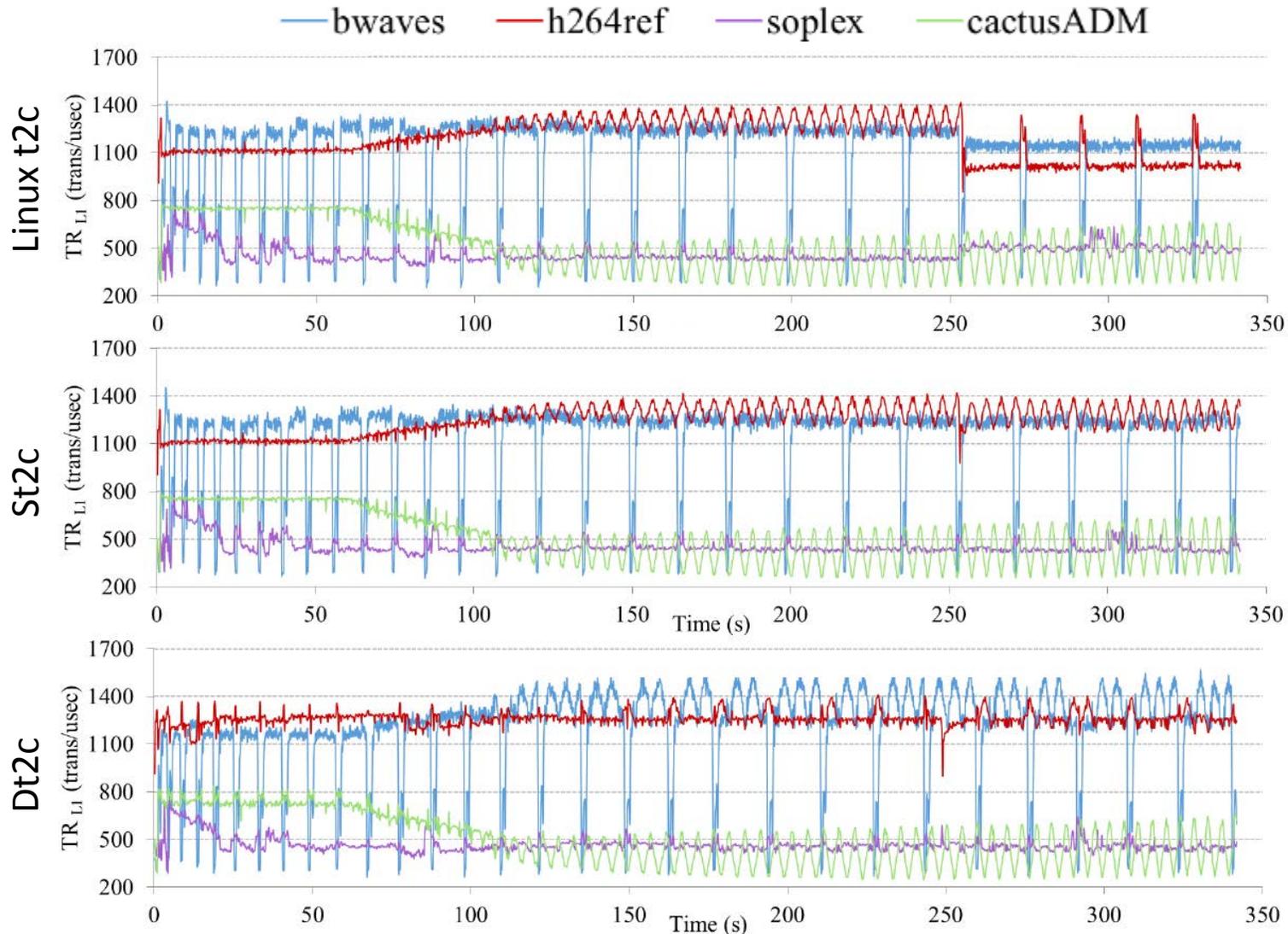
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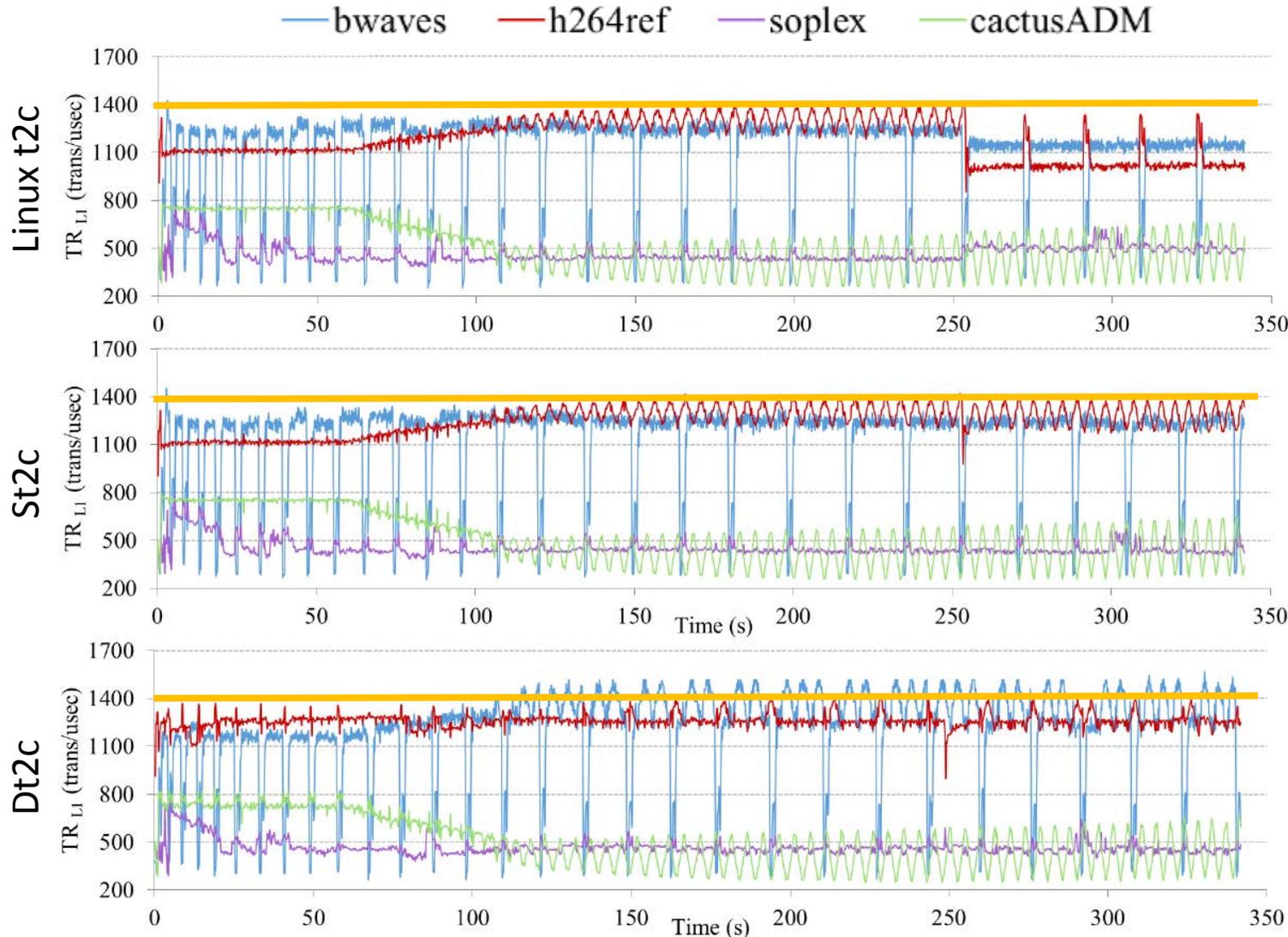
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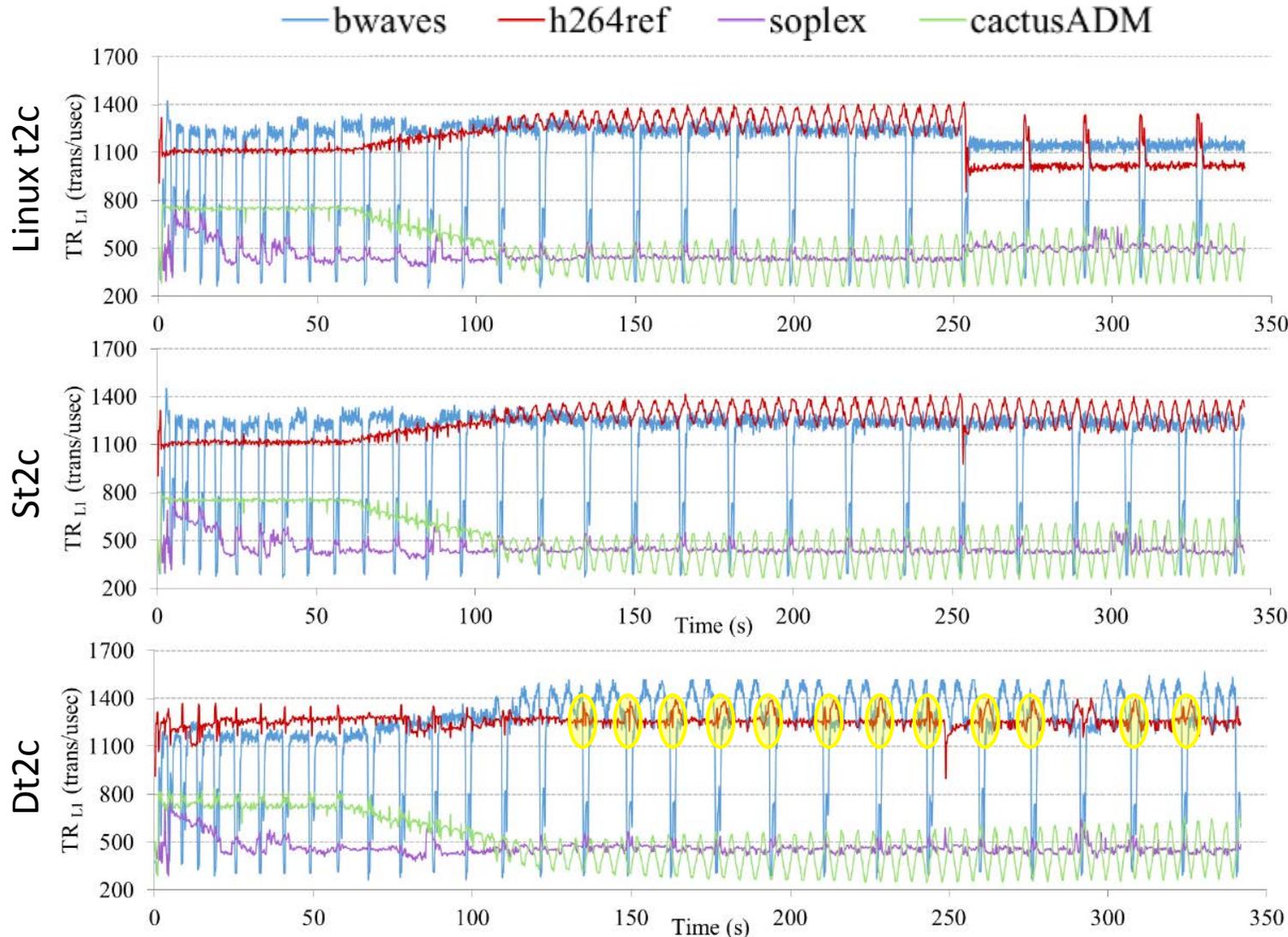
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- The proposed policies outperform the Linux thread allocation policy in both performance and fairness

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**Thank you
&
¿Questions?**

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L1-Bandwidth Aware Thread Allocation in Multicore SMT Processors

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Backup slices

Evaluation methodology

Benchmark classification

- Benchmarks are classified in four categories
 - According to their L1 bandwidth

Classification	Benchmarks
Extreme L1 bandwidth	h264ref, bwaves, gamess
High L1 bandwidth	perlbench, bzip2, hmmer, libquantum, leslie3d, namd, dealII, gemsFDTD
Medium L1 bandwidth	gcc, gobmk, sjeng, astar, xalancbmk, zeusMP, povray, lbm
Low L1 bandwidth	mcf, omnetpp, milc, gromacs, cactusADM, soplex

Table 1. Mix classification

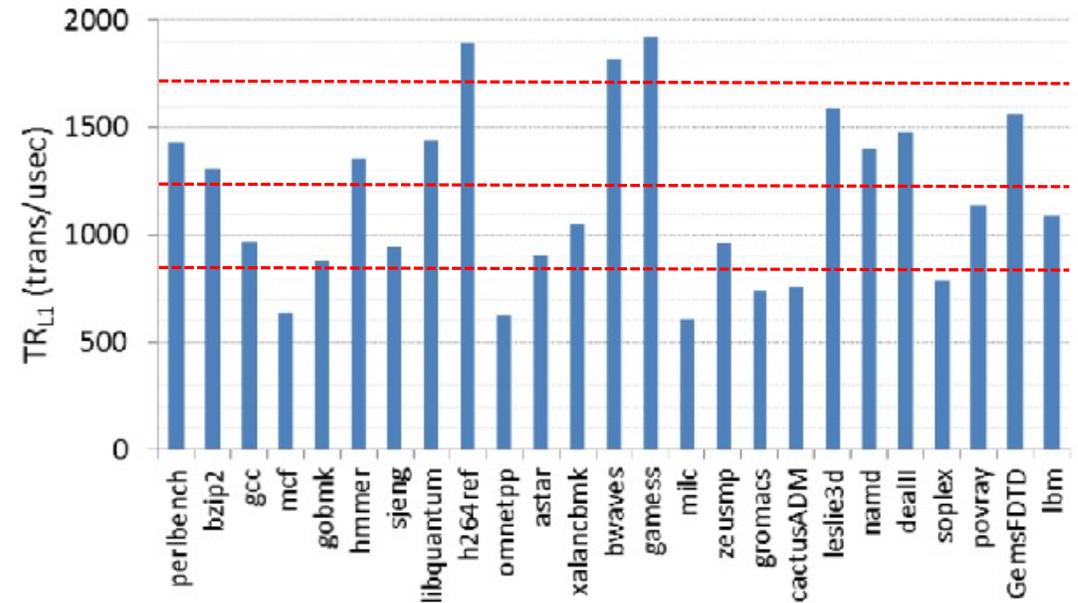


Fig 1. Average TR_{L1} for SPEC CPU 2006 benchmarks

Introduction

- A critical shared resource in any CMP is the memory bandwidth
 - Main memory bandwidth
 - LLC bandwidth
 - Bandwidth at any shared cache
- Addressed with bandwidth-aware schedulers
- L1 caches are private to cores, but shared among threads in SMT cores
 - **L1 bandwidth contention may impact the performance**

