

Tiling Optimizations for 3D Scientific Codes

PLDI'00?

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Exploiting Reuse

- ◆ Memory hierarchy
- ◆ Compiler transformations

Loop permutation:

```
do i = 1,N
  do j = 1,N
    = A(i,j)
```



```
do j = 1,N
  do i = 1,N
    = A(i,j)
```

Padding:

```
real A(N), B(N)
do i=1,N
  S = S + A(i) + B(i)
```



```
real A(N), DUM(PAD), B(N)
do i=1,N
  S = S + A(i) + B(i)
```

- ◆ Spatial reuse / temporal reuse

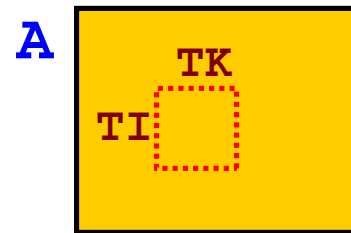
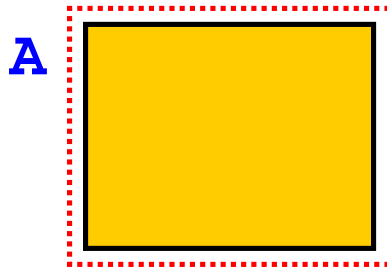
Tiling

- ◆ Move reuses closer in time

```
do J=1,N
  do K=1,N
    do I=1,N
      C(I,J) = C(I,J) +
        A(I,K) * B(K,J)
```



```
do KK=1,N,TK
  do II=1,N,TI
    do J=1,N
      do K=KK,min(KK+TK-1,N)
        do I=II,min(II+TI-1,N)
          C(I,J) = C(I,J) +
            A(I,K) * B(K,J)
```



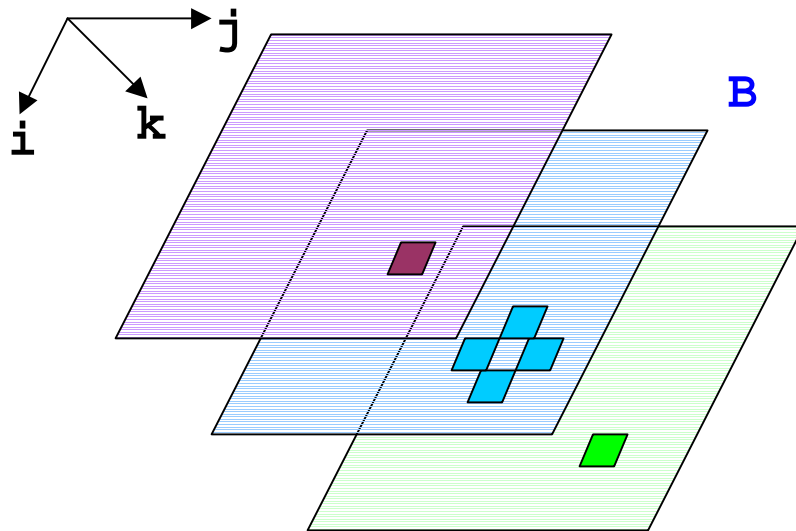
- ◆ Current methods

 - 2D, linear algebra codes

 - Copying avoids conflicts

3D Scientific Codes

◆ Iterative PDE solvers



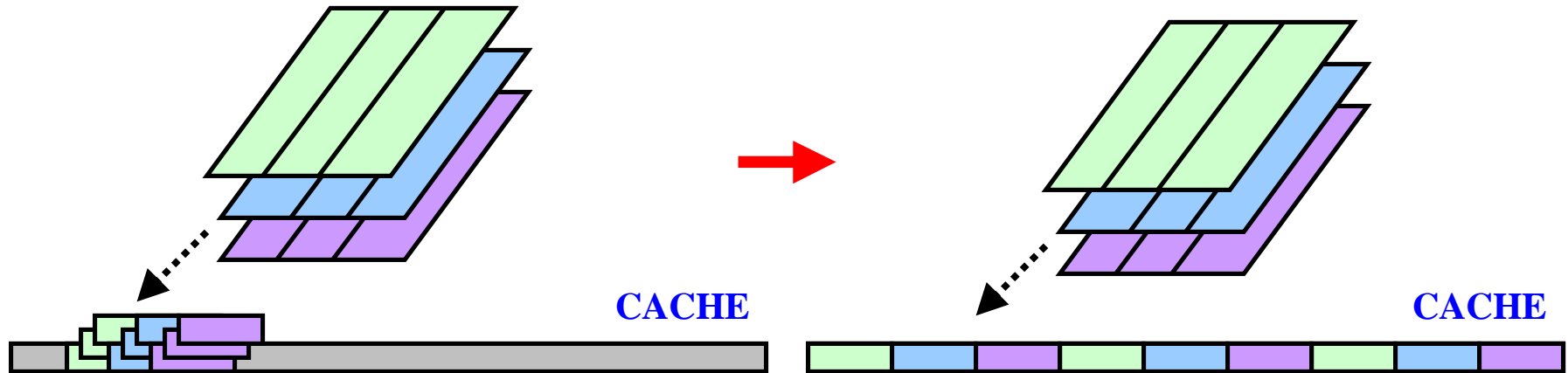
```
real A(N,N,N) , B(N,N,N)

do k=2,N-1
  do j=2,N-1
    do i=2,N-1
      A(i,j,k) =
        (B(i-1,j,k)+B(i+1,j,k)+
         B(i,j-1,k)+B(i,j+1,k)+
         B(i,j,k-1)+B(i,j,k+1))/6
```

- ◆ Average values in 3 planes
- ◆ Group-temporal reuse
2 planes must fit in cache

Avoiding Conflict Misses

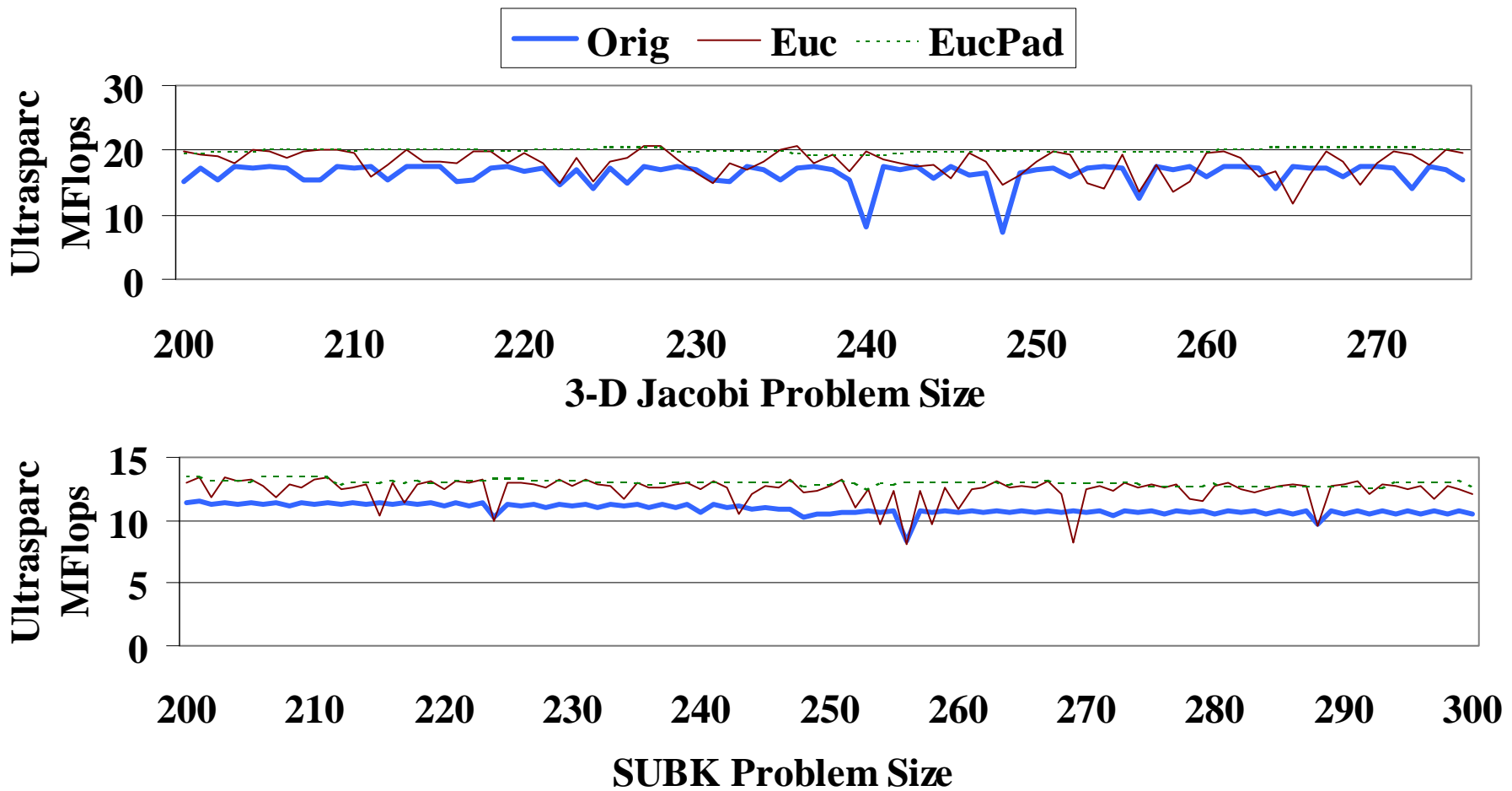
- ◆ Want 3 planes to spread out on cache



- ◆ Depends on array dimensions and cache parameters
- ◆ EUC Algorithm
 - Compute non-self-interfering tiles
- ◆ EUCPAD Algorithm
 - Consider nearby padded array sizes

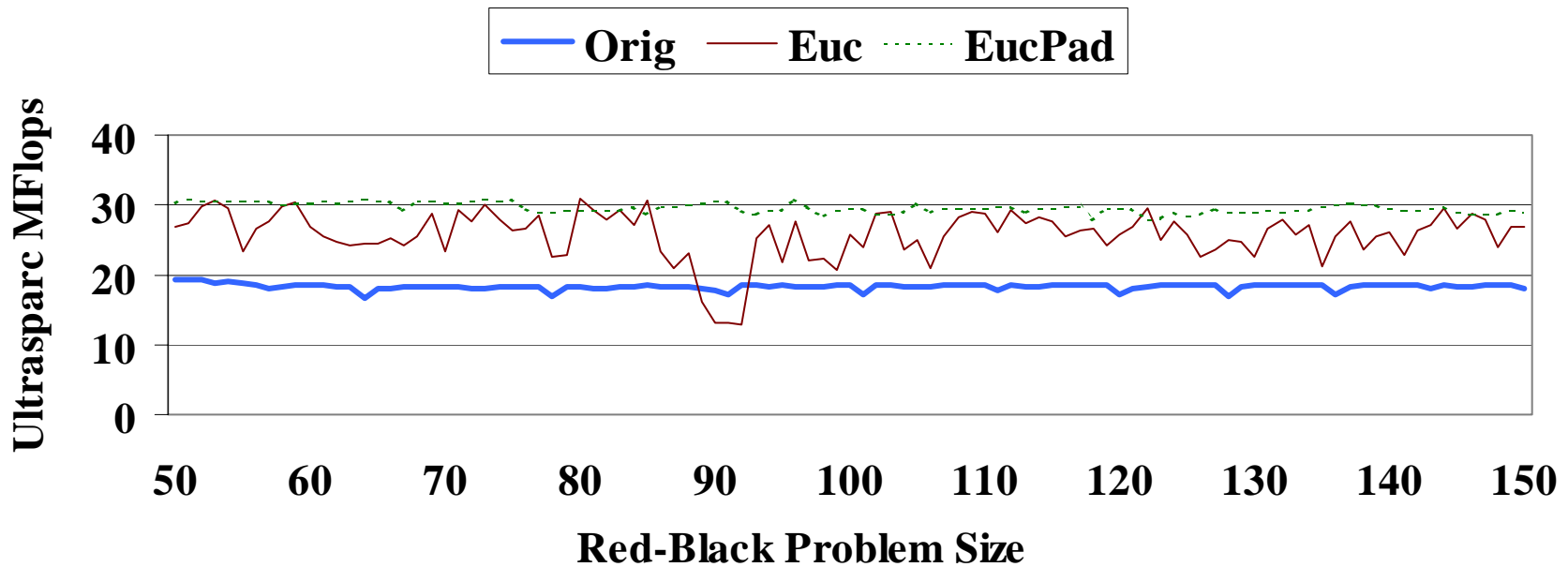
Experimental Results

◆ Padding stabilizes performance



Experimental Results

- ◆ Tiling also preserves spatial reuse
- ◆ Large, stable improvement by padding



Conclusions

- ◆ **Large improvements possible**
- ◆ **Padding needed for stable performance**
Difficult in larger applications
- ◆ **Enable PDE solvers to better exploit memory hierarchy**