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LIRMM



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for Research & Innovation

**MONT-BLANC**

# Trace-driven simulation of multithreaded applications in gem5

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Cambridge, UK – September 11, 2017



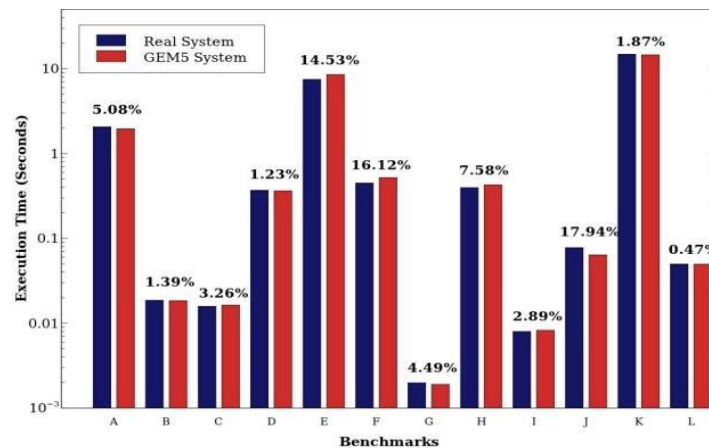
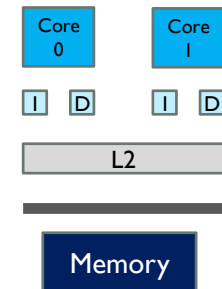
ARM gem5 Research Summit 2017 Workshop

## ■ Mont-Blanc 1, 2 & 3 projects (FP7, H2020)

- Getting ARM technology ready for HPC: HW, SW & Apps
- Advances in energy efficiency towards Exascale

## ■ Initial effort: using gem5 for performance prediction (2011)

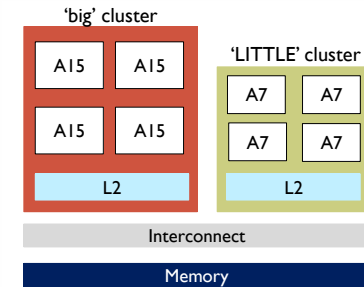
- STE Nova A9500 SoC (dual-core Cortex A9)
- Fed publicly available parameters into a gem5 FS model
- 1.5% - 18% error, due to rough DRAM model and interconnect



# Background motivations cont'd

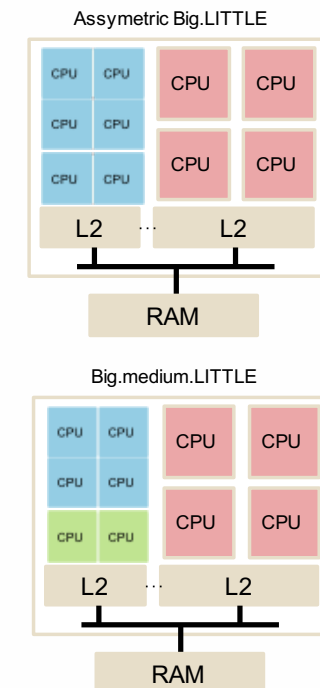
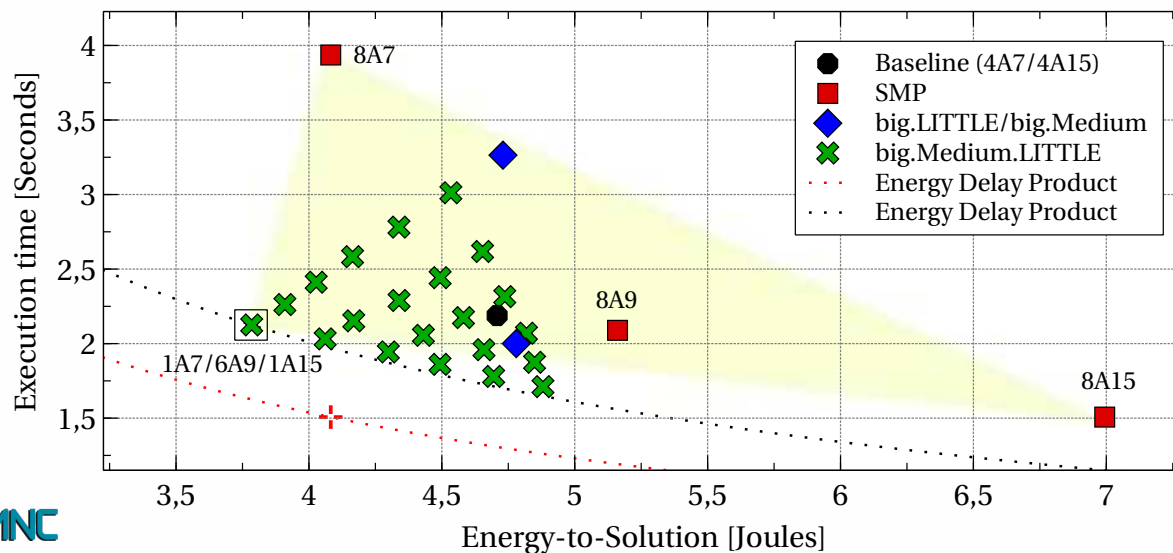
## ■ Calibration against real hardware

- Using **gem5** for performance prediction
- And **McPAT** for power estimation



## ■ Then onto exploring fancy architecture configurations

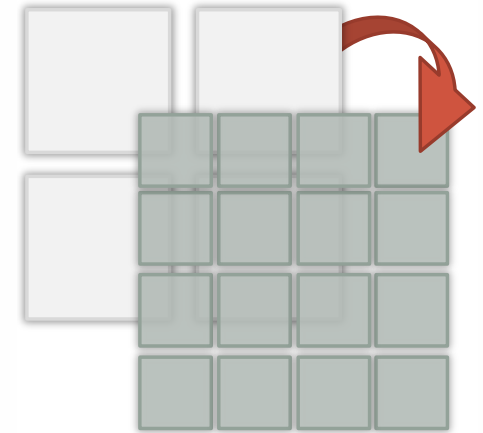
- Heterogeneous single-ISA multicores *à la* big.LITTLE
- Assymetric, 3 levels of heterogeneity etc.



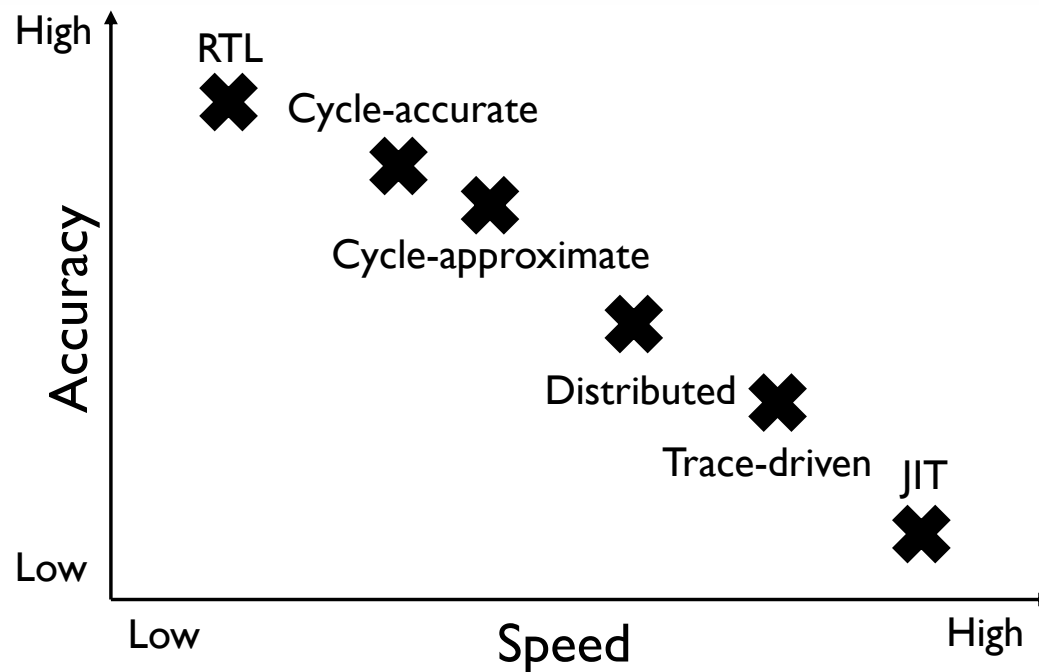
# Background motivations cont'd

## ■ Not ready for manycores, too slow!

- 1K-1M (simulated) IPS
- Scales bad with system size
- Already much better than RTL though



## ■ Trading speed for accuracy ? Any sweet spot?

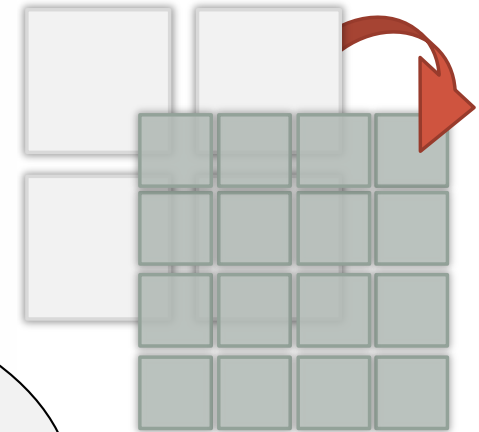
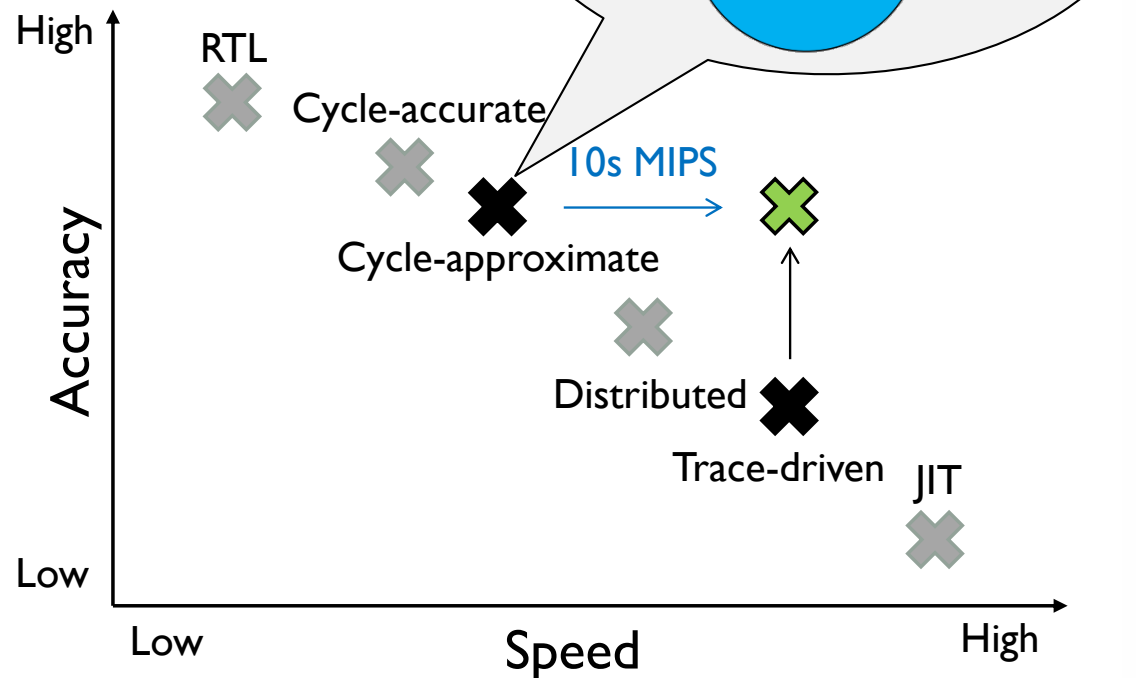


# Background motivations cont'd

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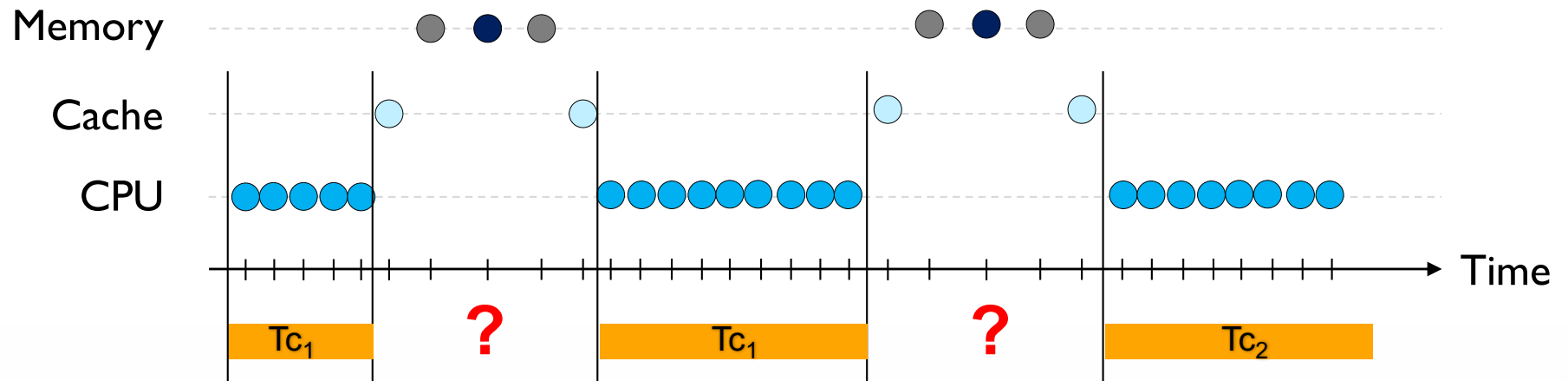


# Trace-driven simulation principle

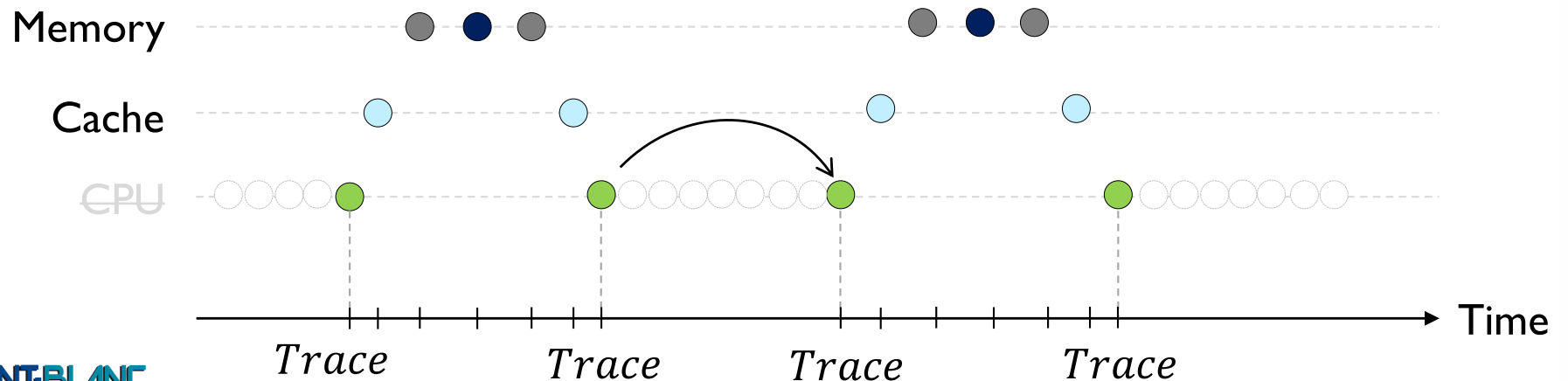
## ■ ~ 70% simulation effort goes into CPU

- Abstracting away CPU cores sounds like a good idea
- Between 2 consecutive L1 cache misses (in-order) CPU cores perform « consistently »

FS simulation

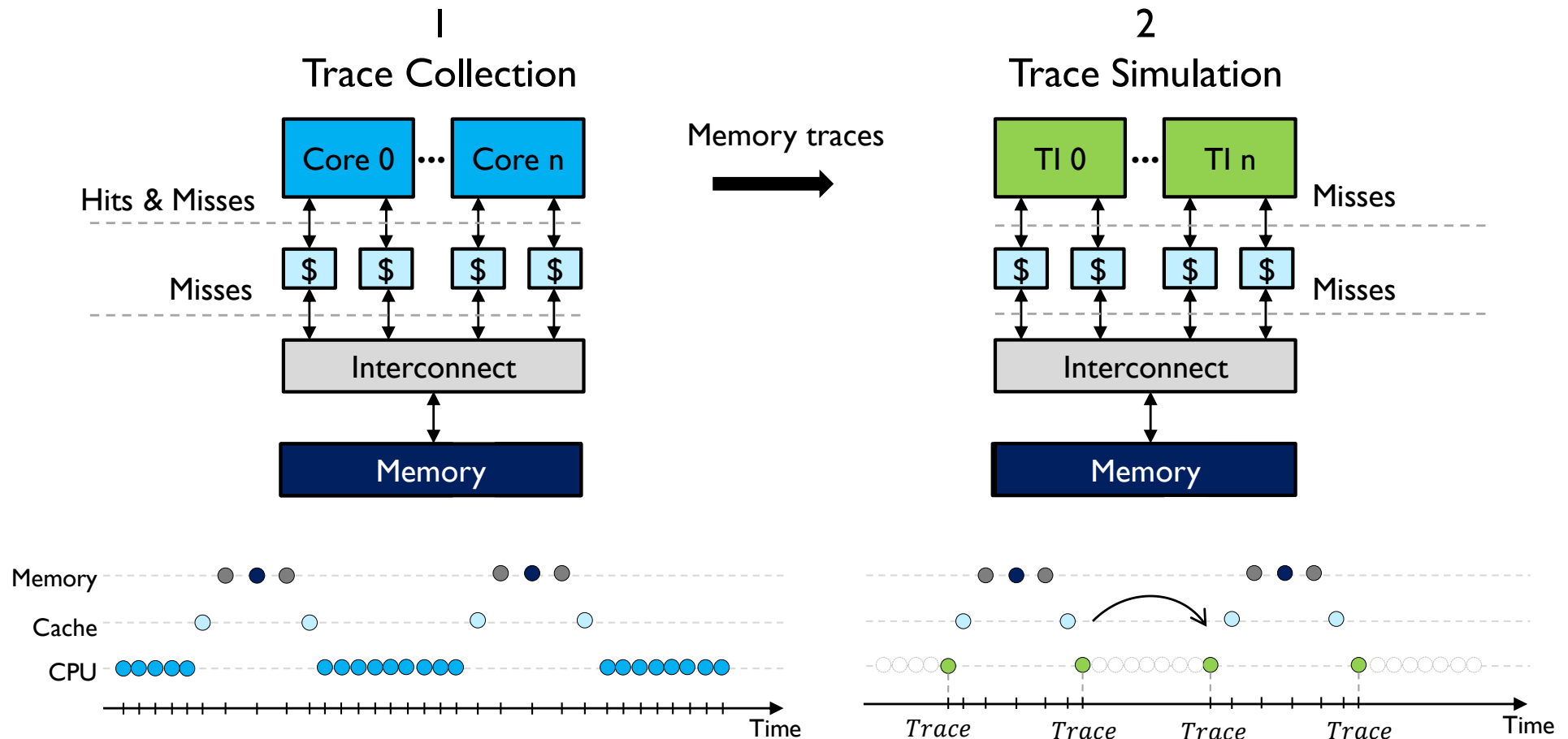


Trace-driven



## ■ SimMATE: 2-stage process

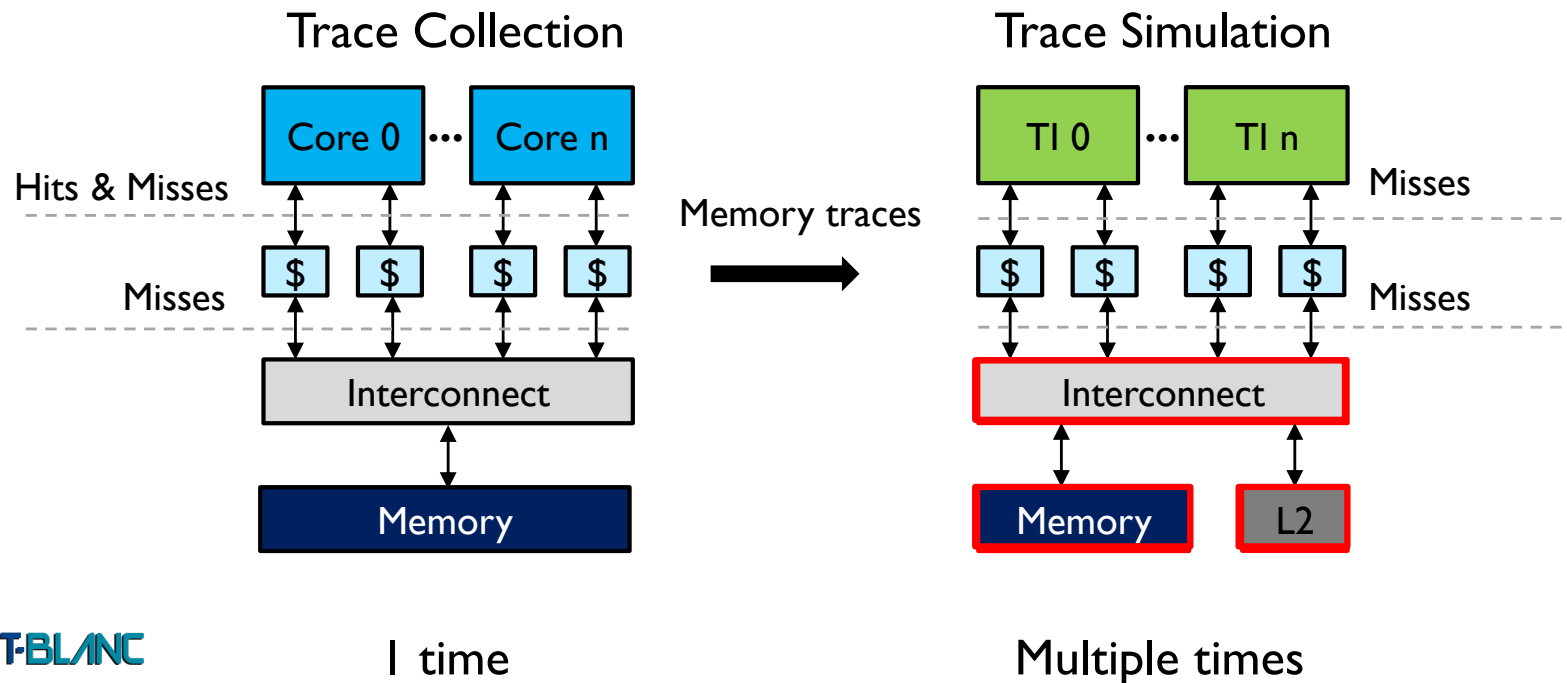
- Trace collection: tracing only L1 miss related transactions
- Trace replay: Using trace injectors that initiate transactions as previously recorded





# SimMATE for faster DSE

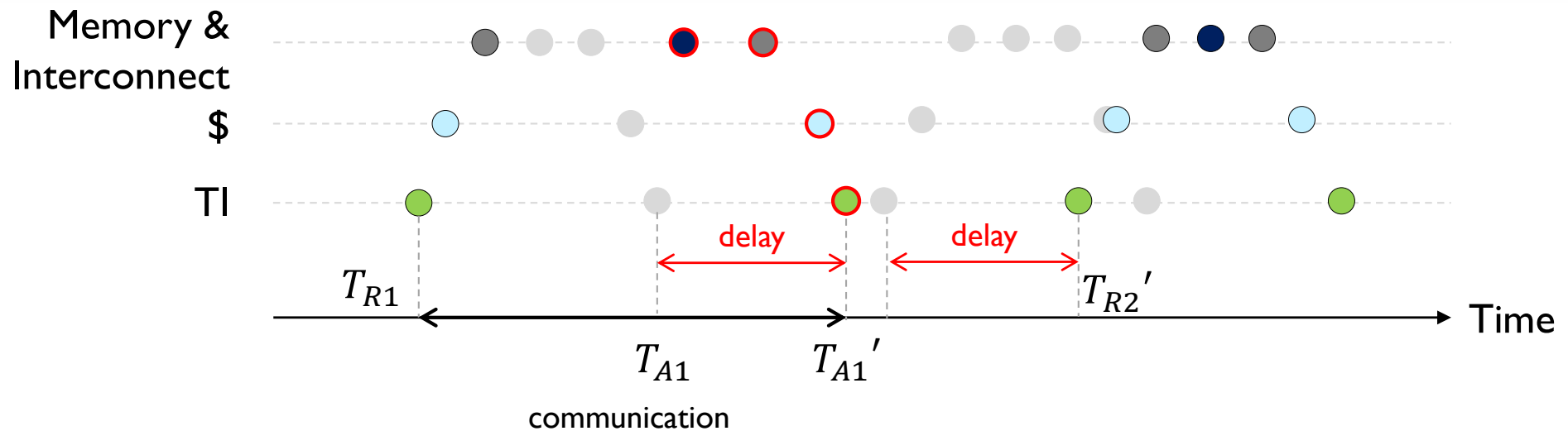
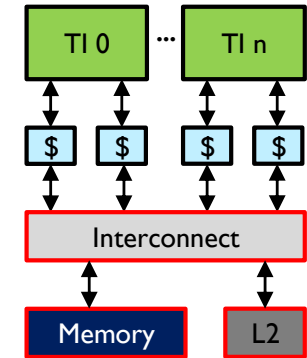
- **Trace collection = freezing**
  - CPU parameters alongside application SW
  - Private caches sizes, speed etc.
- **Trace replay allows exploring the rest**
  - L2 size, policy etc.
  - Interconnect type & speed
  - Main memory speed



# SimMATE for faster DSE cont'd

## Trace replay performs event (re-) scheduling

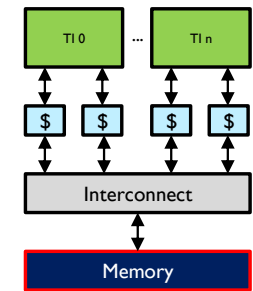
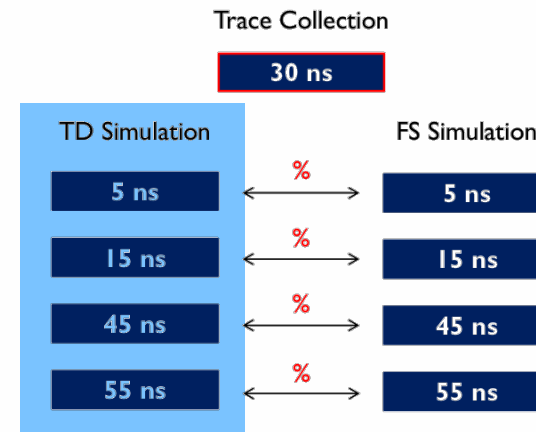
- Simple « time shifting » approach
- Maintaining constant compute phases



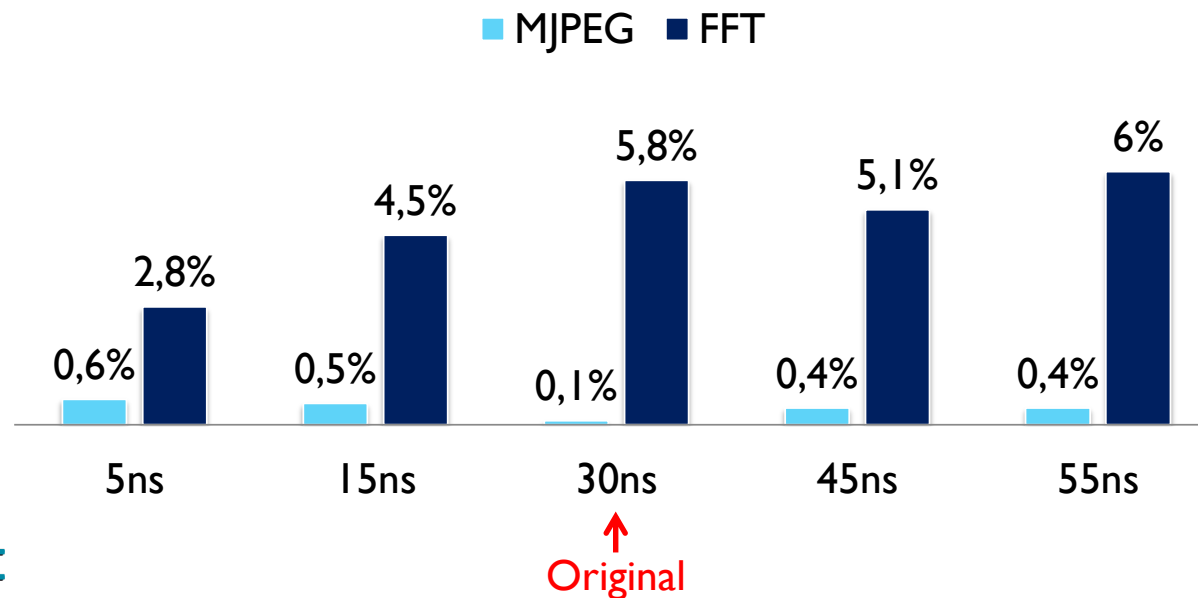
# SimMATE Benchmarking

## ■ Tuning DRAM latency

- Collection performed with 30ns
- TD simulation from 5ns to 55ns
- FS used as reference



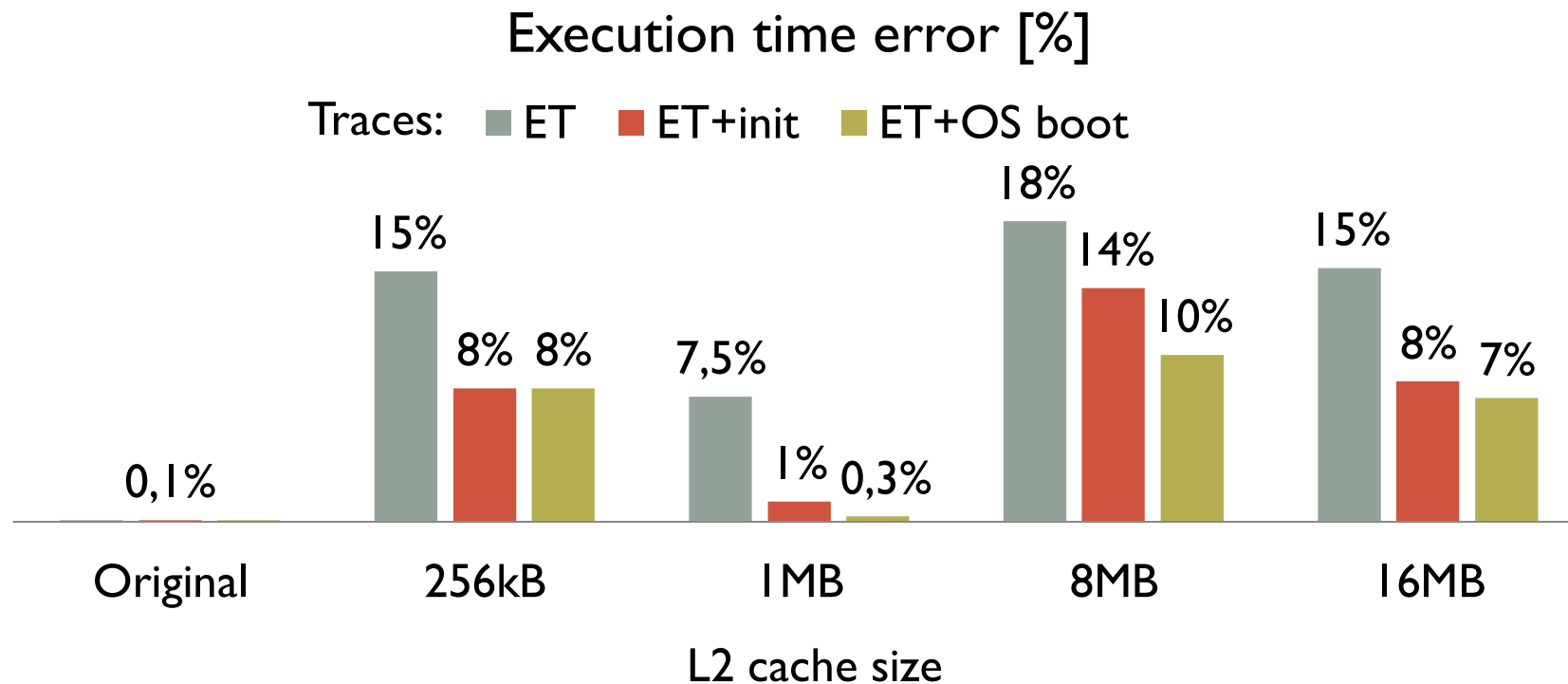
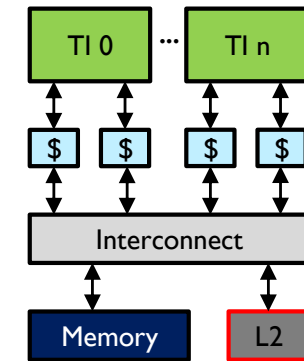
Execution time error [%]



# SimMATE Benchmarking

## ■ Tuning L2 size

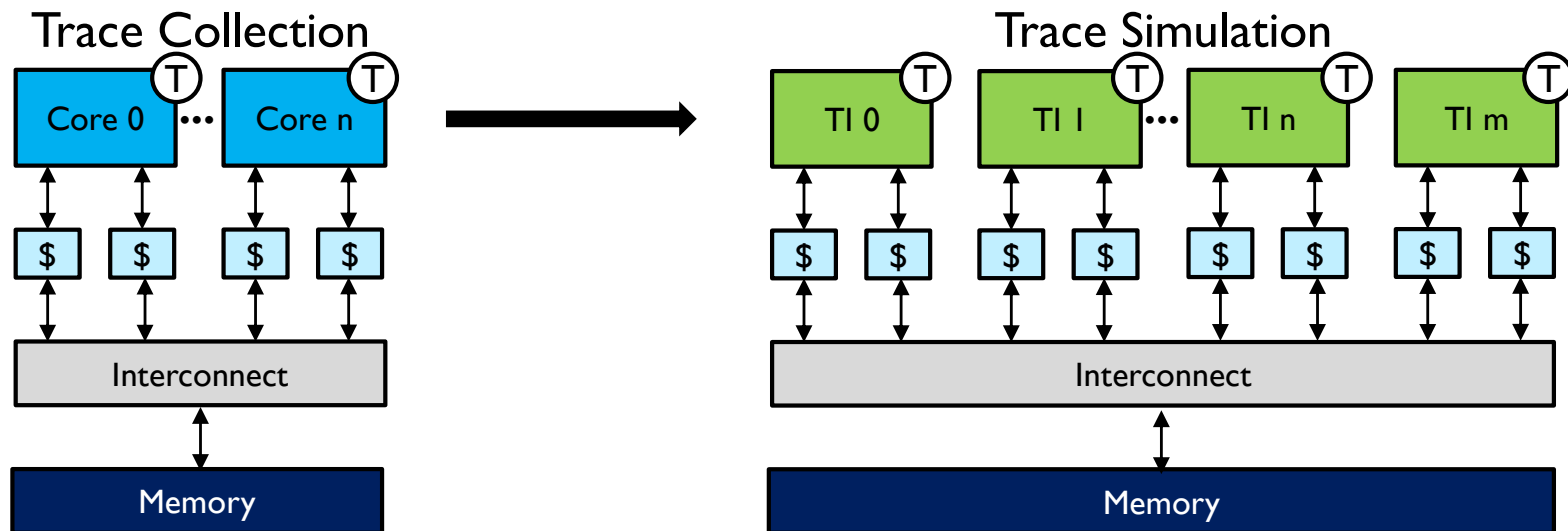
- Collection performed without L2
- TD simulation from 0 to 16MB L2
- Errors originate from Cold-start bias / cache warmup



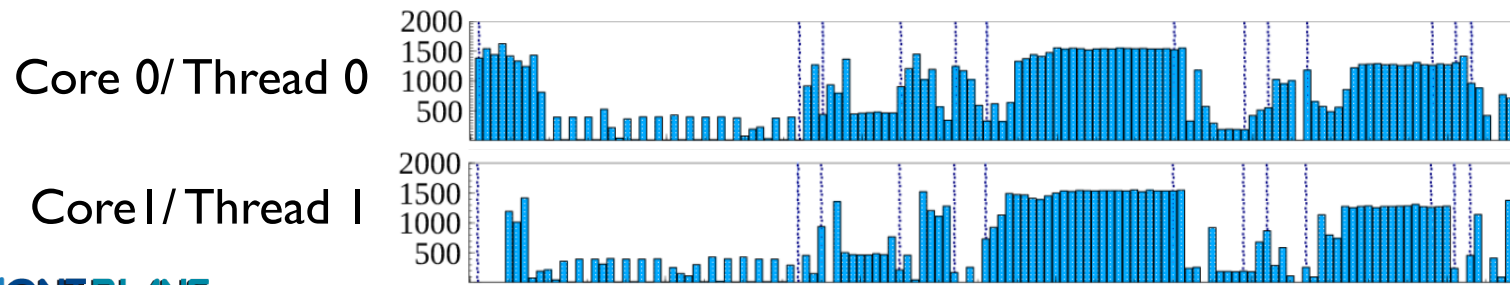
# Multithreaded applications

## ■ Having these traces collected makes it easy to:

- Perform « Trace replication » i.e. emulate more CPU cores for scalability study
- This corresponds to *weak scaling* experiments, i.e. per-core workload remains same



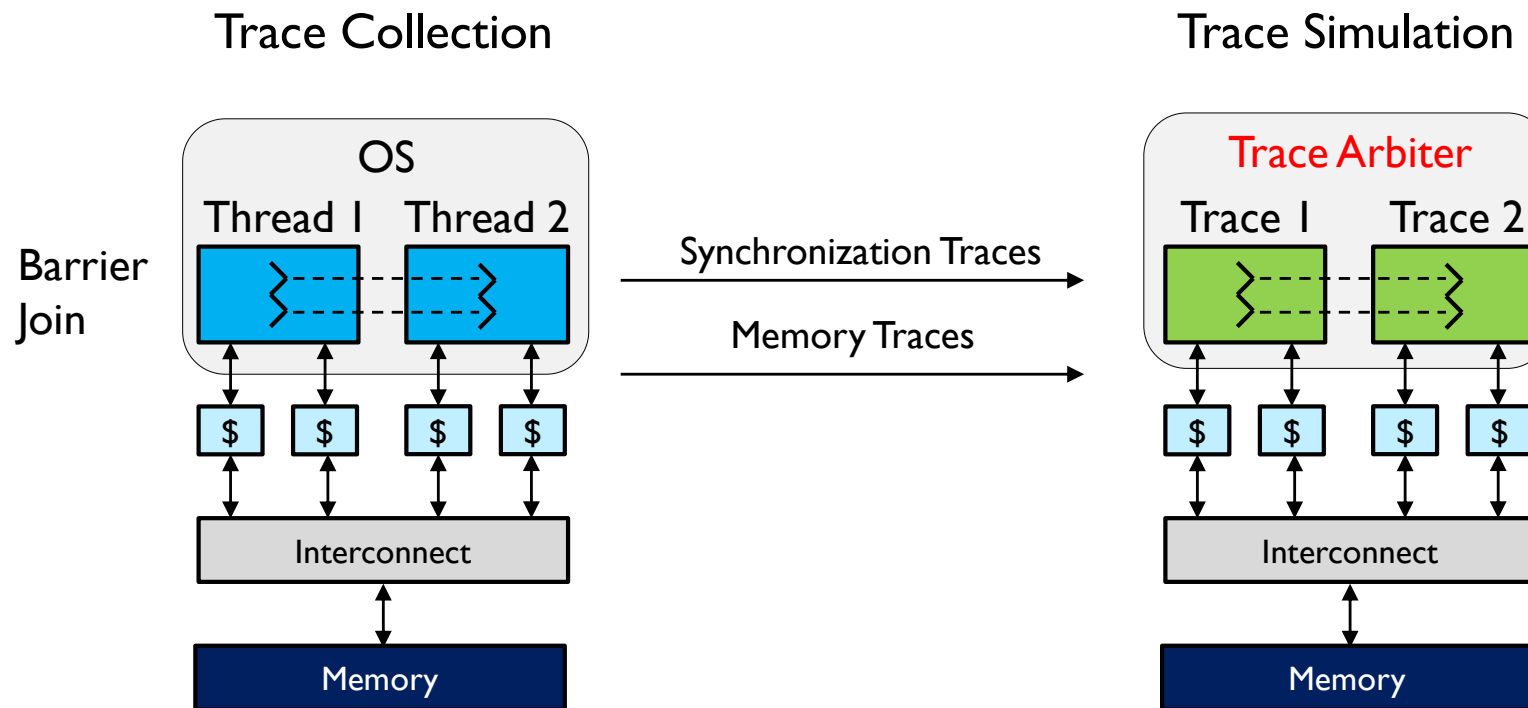
Number of Cache Misses



# Multithreaded applications

## ■ Yet synchronizations must be accounted for!

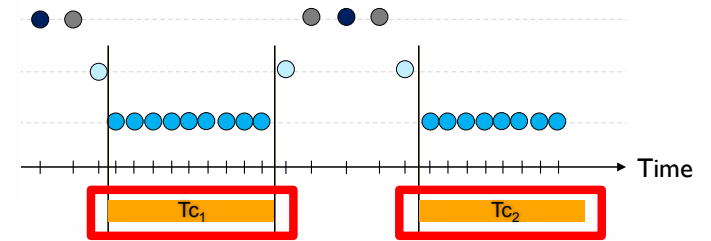
- Using whatever API: POSIX threads, OpenMP 3.0 ...
- Approach: embed synchronizations into traces
- Have an arbiter that takes care of locking (when barrier reached) and unlocking TIs



# Limitation: in-order only!

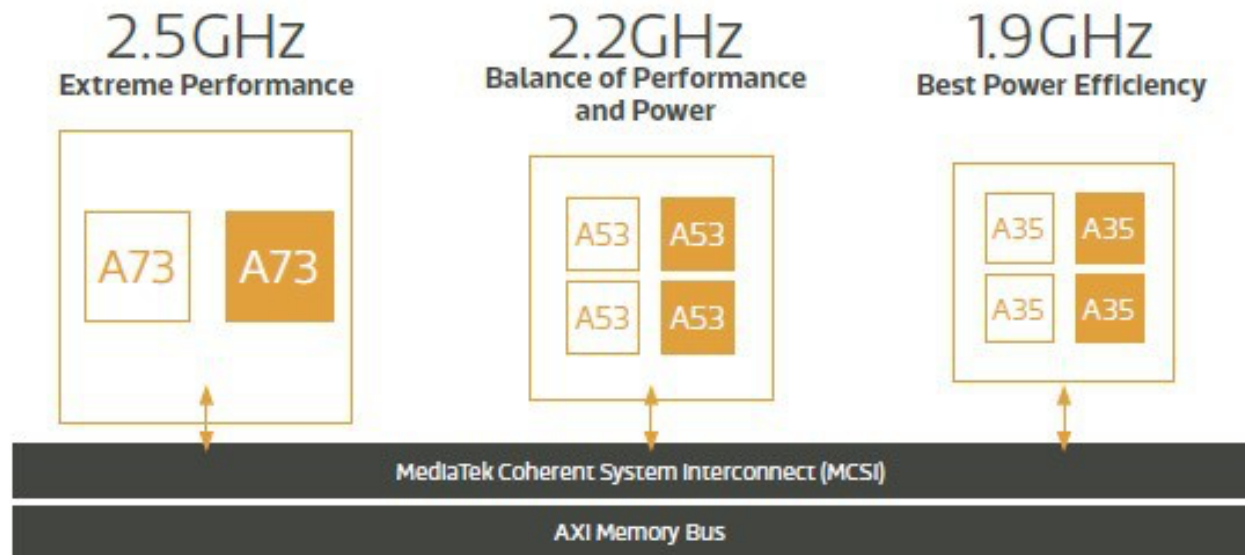
## ■ And most ARM AP are OoO (Out-of-Order)

- Meaning multiple outstanding memory transactions
- The assumption of constant time btw. 2 misses does not hold



## ■ big-LITTLE & other heterogeneous friends everywhere

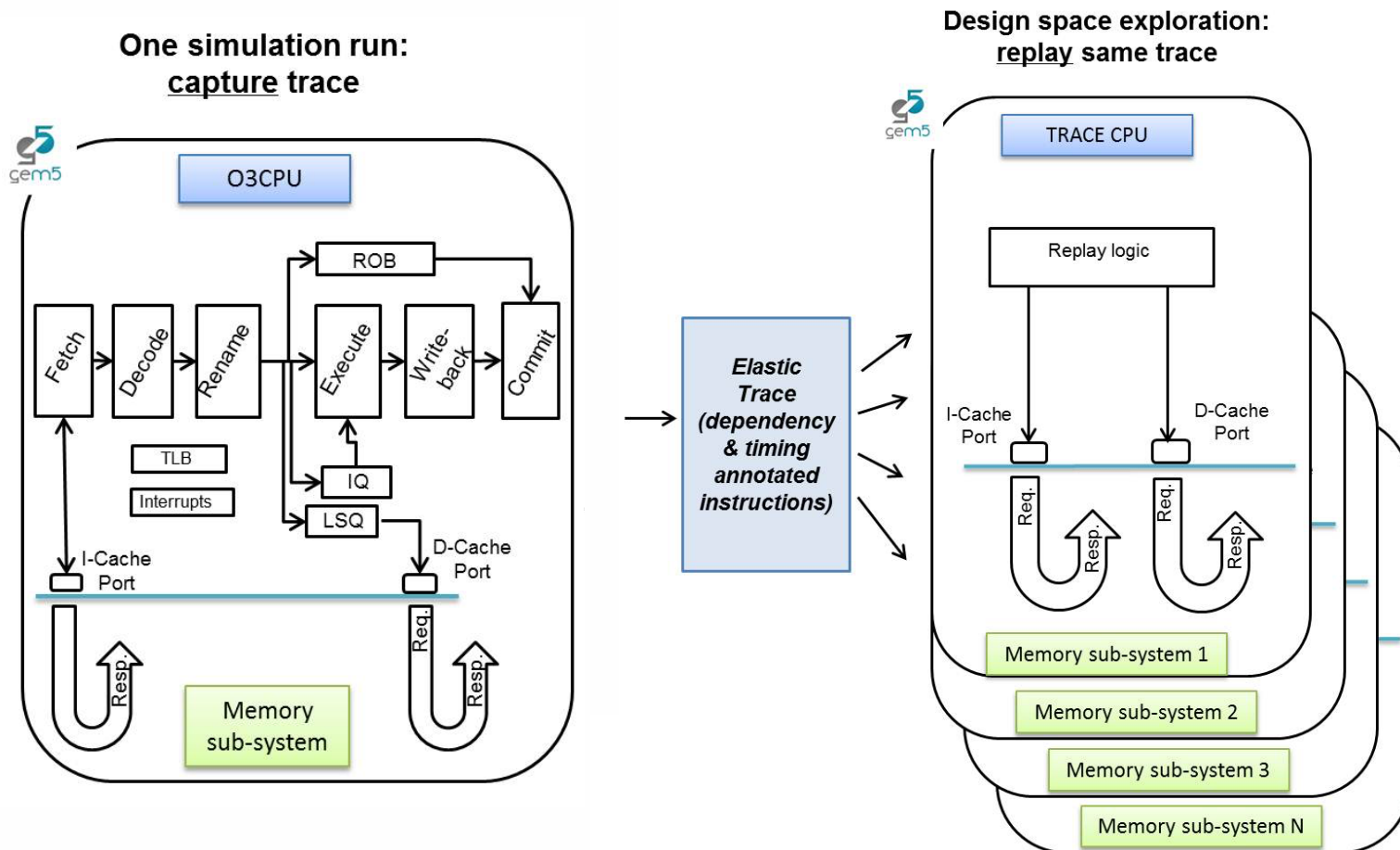
- And there microarchitecture details cannot be overlooked



# Elastic Traces: Trace-driven simulation for OoO

## ■ Modeling micro-architecture timing & dependencies

- Tracing with O3 model + probes, without L2 cache
- Replay done in a smart « elastic » fashion

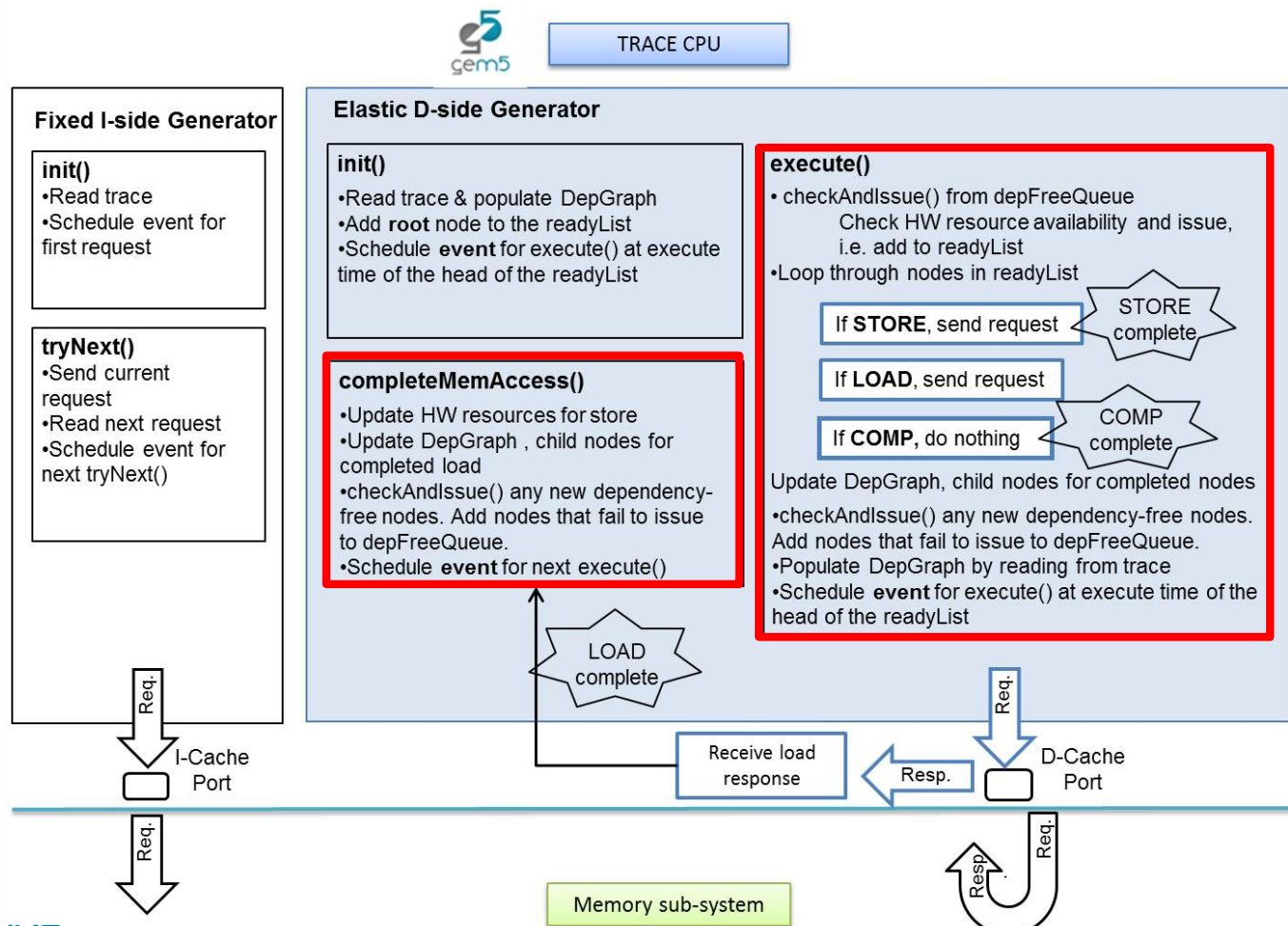




# Elastic Traces: Trace-driven simulation for OoO

## Smart TraceCPU

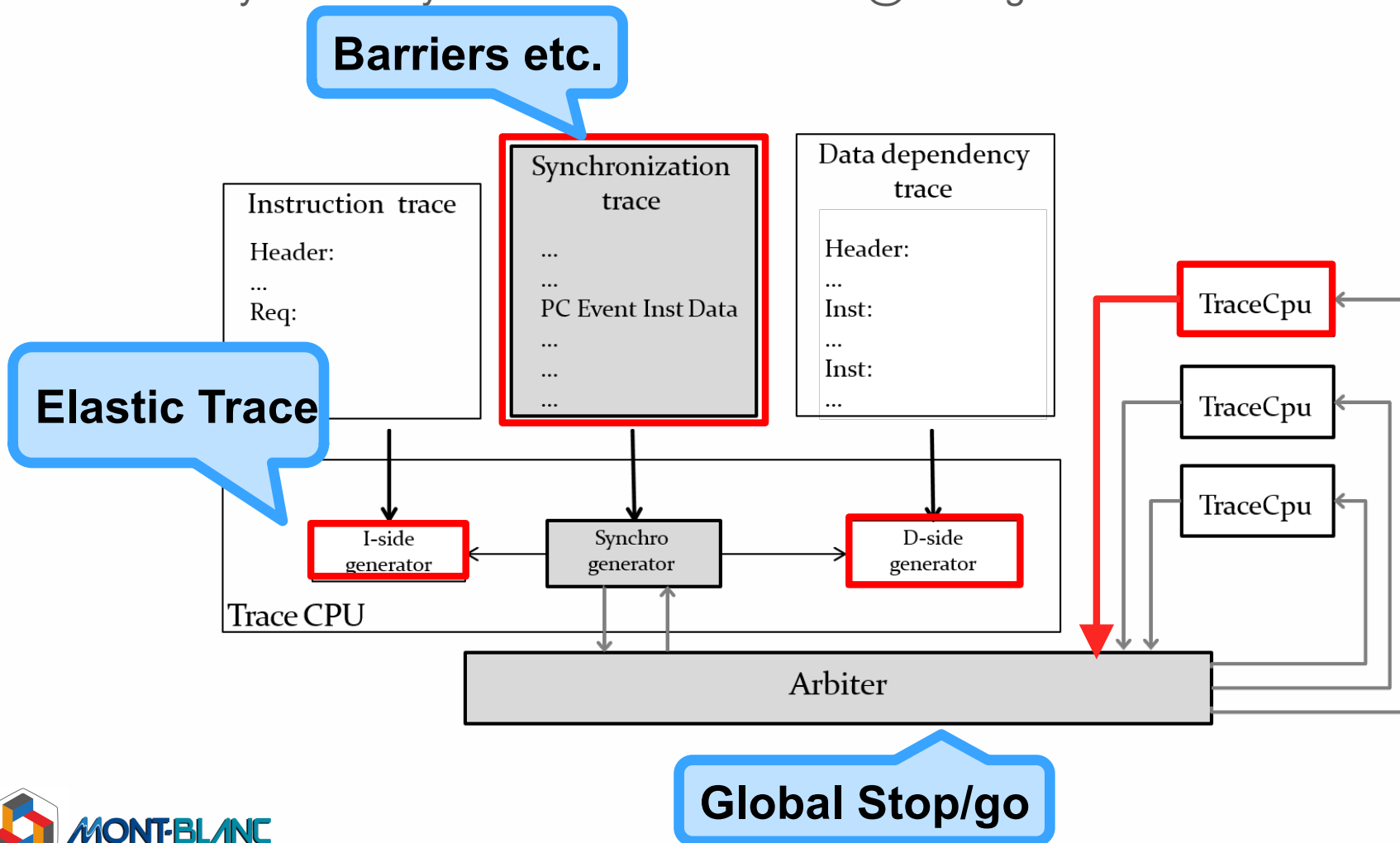
- Updating a dependency graph pushing ready instructions into a queue for issue



# ElasticSimMATE (ESM)

## ■ SimMATE + Elastic Traces = ElasticSimMATE

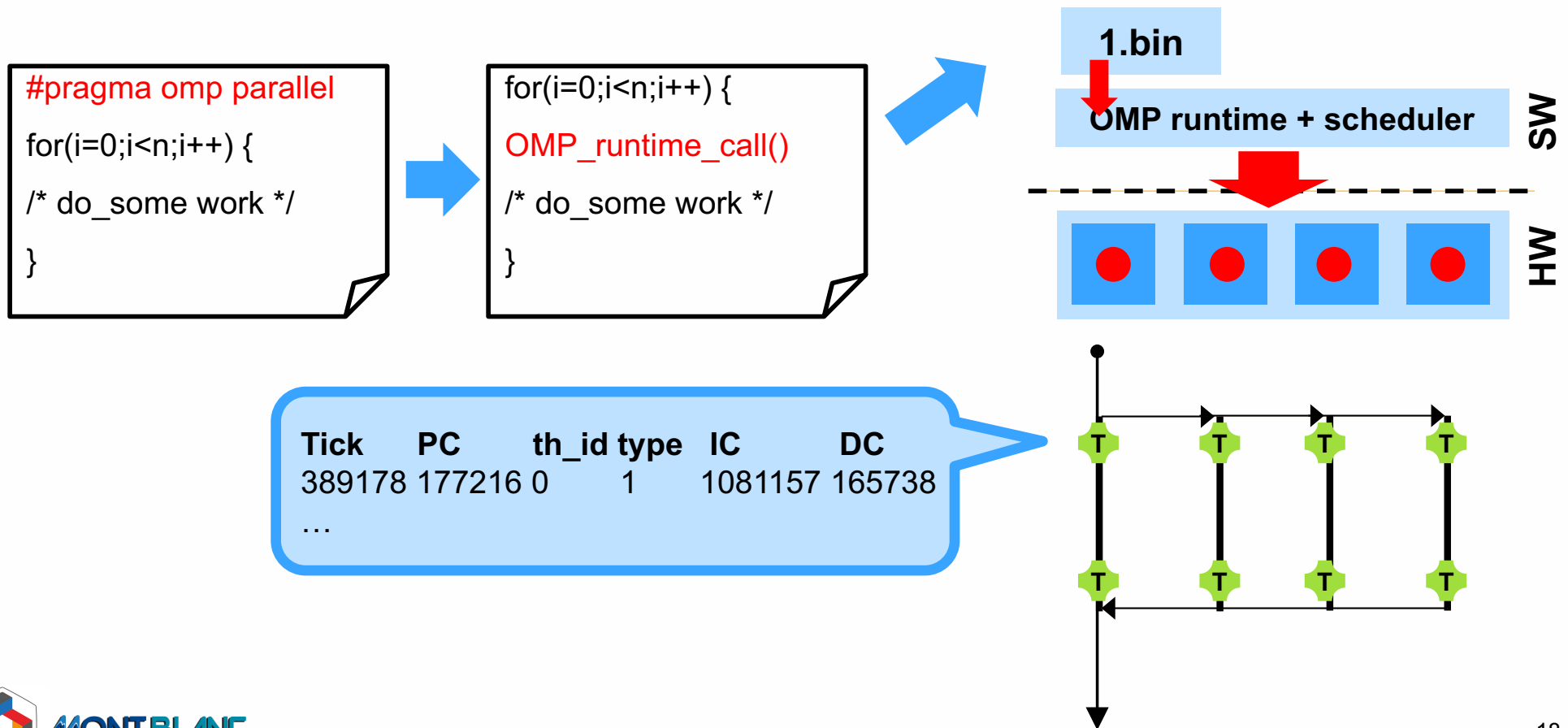
- Enabling both OoO + multithreaded applications
- Key: embed synchronization information @ tracing time.



# ElasticSimMATE (ESM)

## ■ Proper tracing of synchronizations

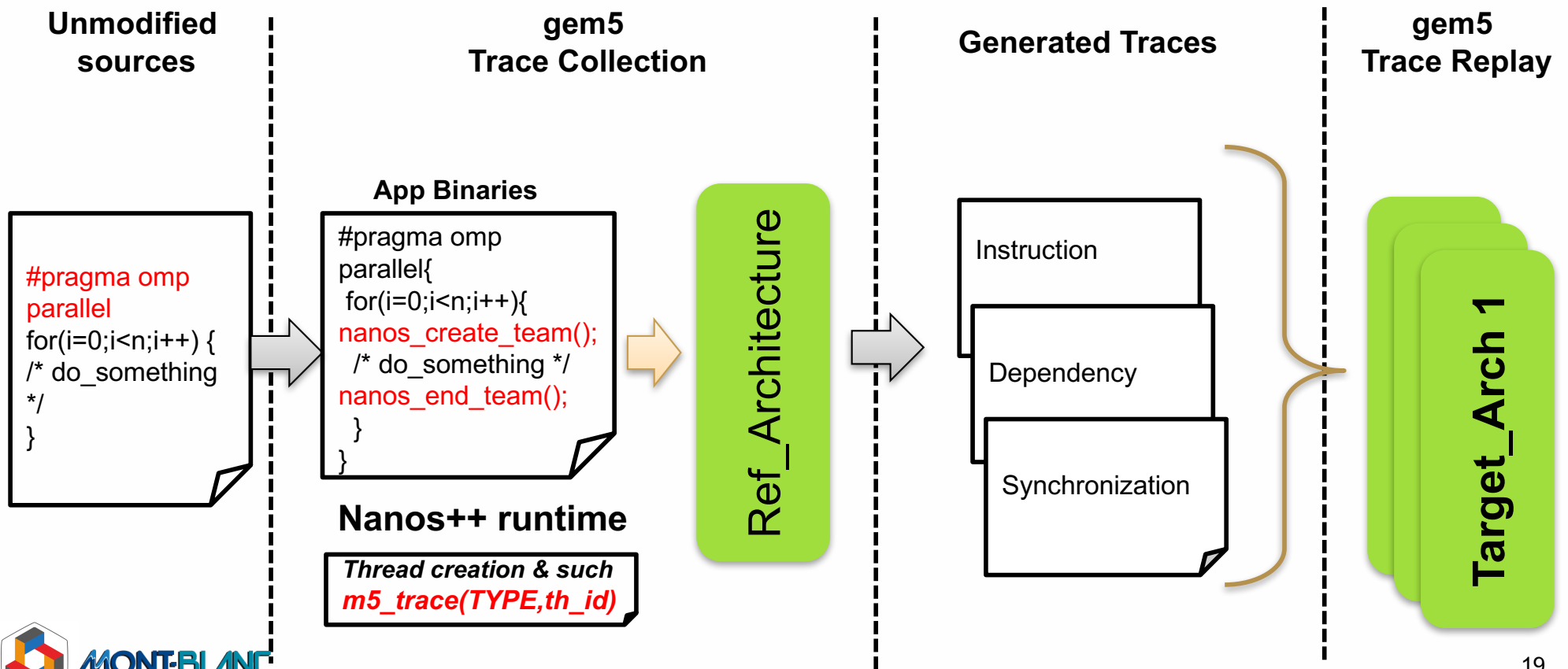
- API-dependant: **OpenMP 3.x**
- Tracing whenever entering or leaving parallel region, barrier etc.



# ESW wrapup

## ■ ESM flow wrapup

- Using BSC Mercurium compiler / Nanos++ runtime
- Tweaked runtime such that custom m5 pseudo instructions produce **trace records**



# Benchmarking

## ■ Two main use cases:

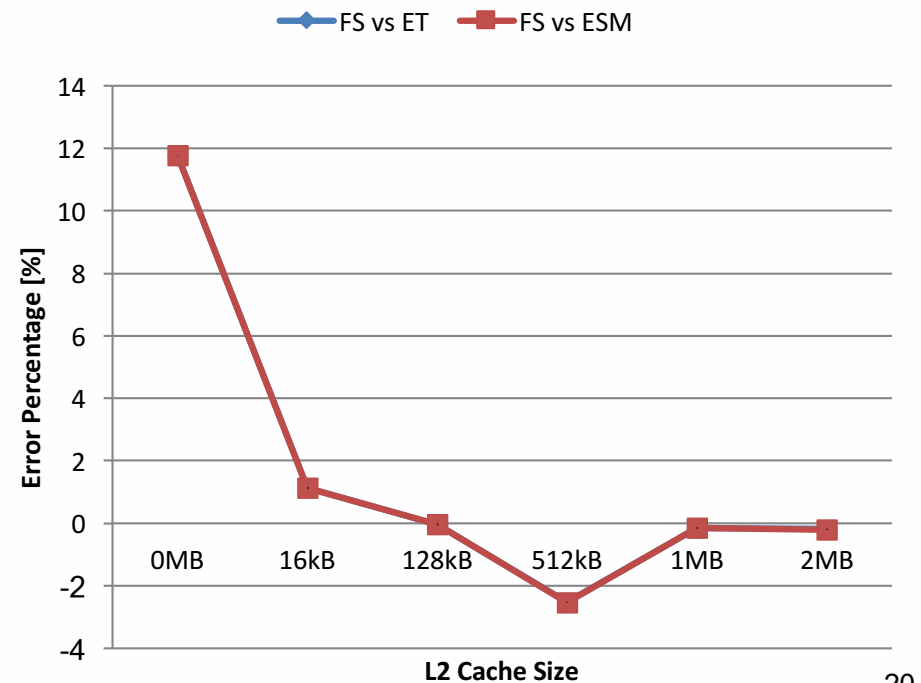
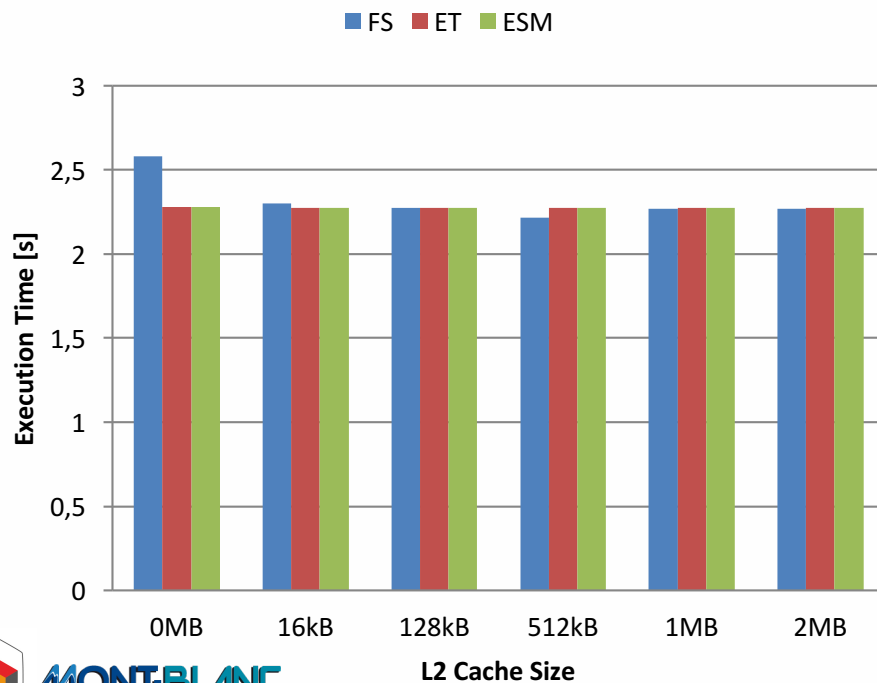
- Fast parameter exploration ←
- Scalability study: « trace replication »

## ■ Speedup & accuracy?

- Experiments on Rodinia application kernels

1 core

HOTSPOT



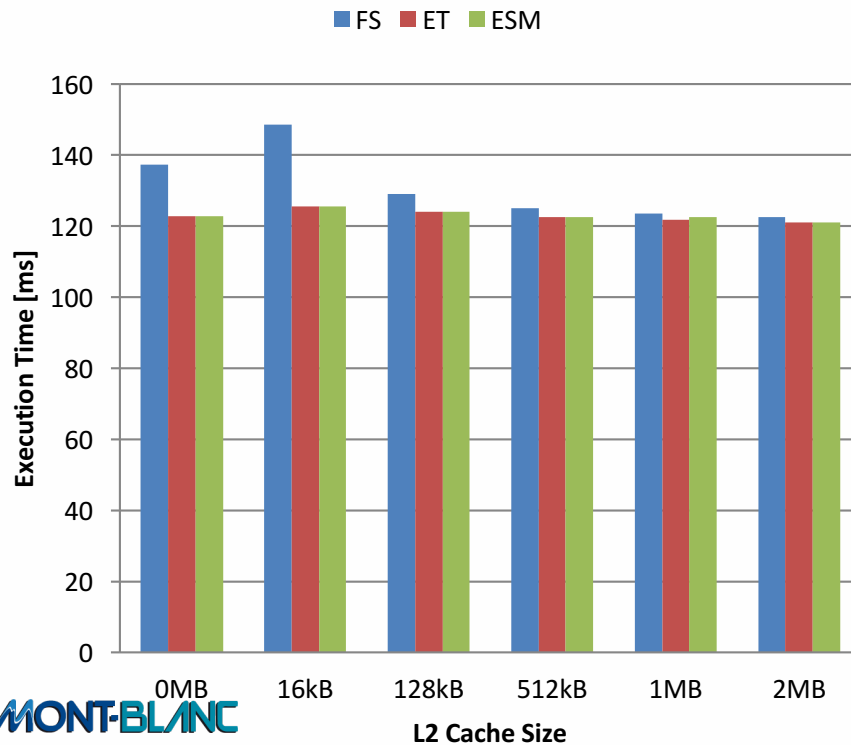
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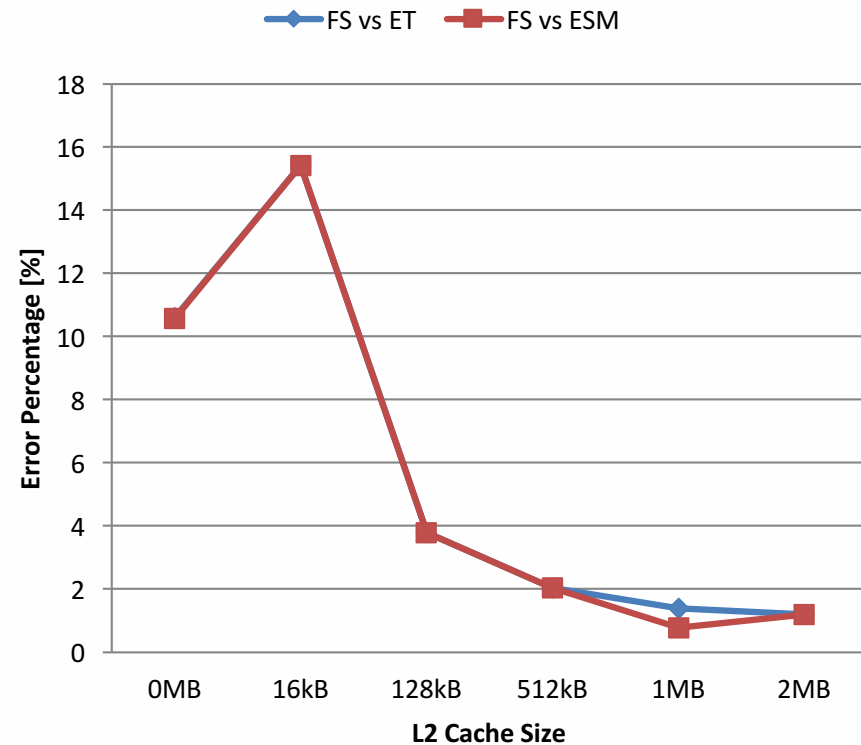
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1 core

KMEANS



# Benchmarking

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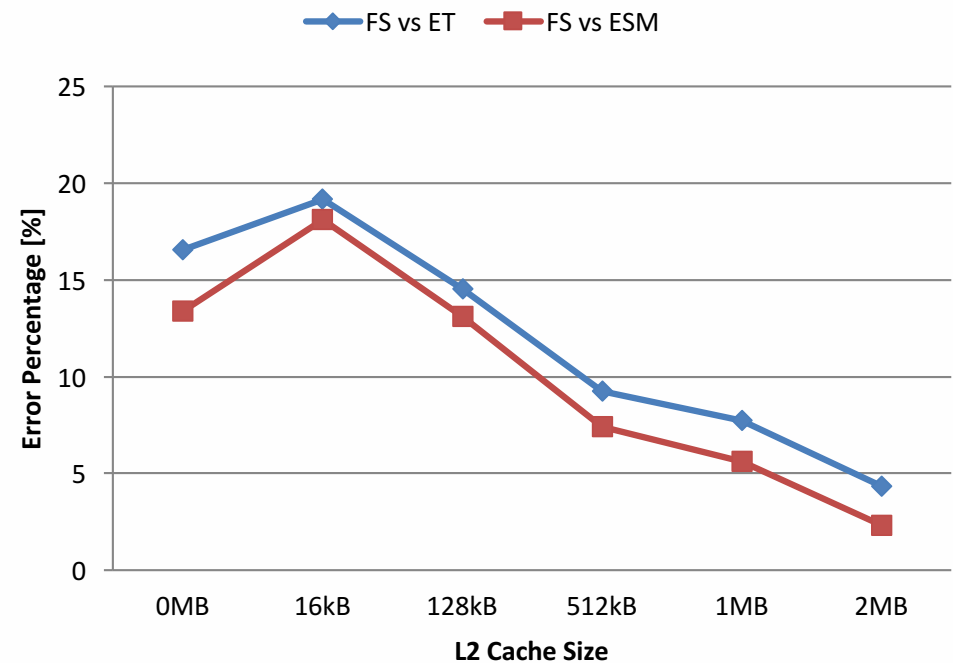
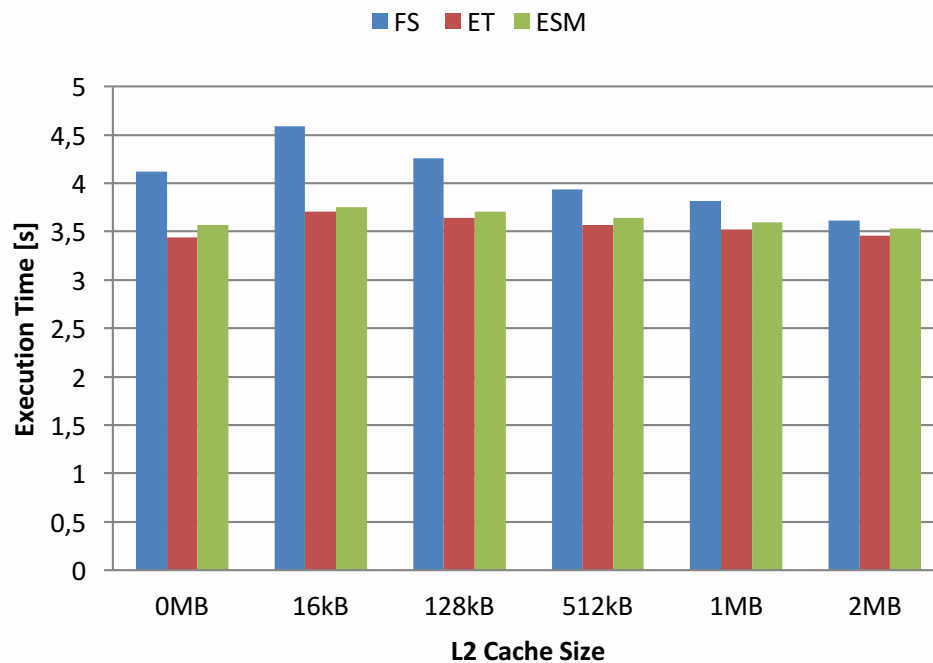
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1 core

CANNEAL



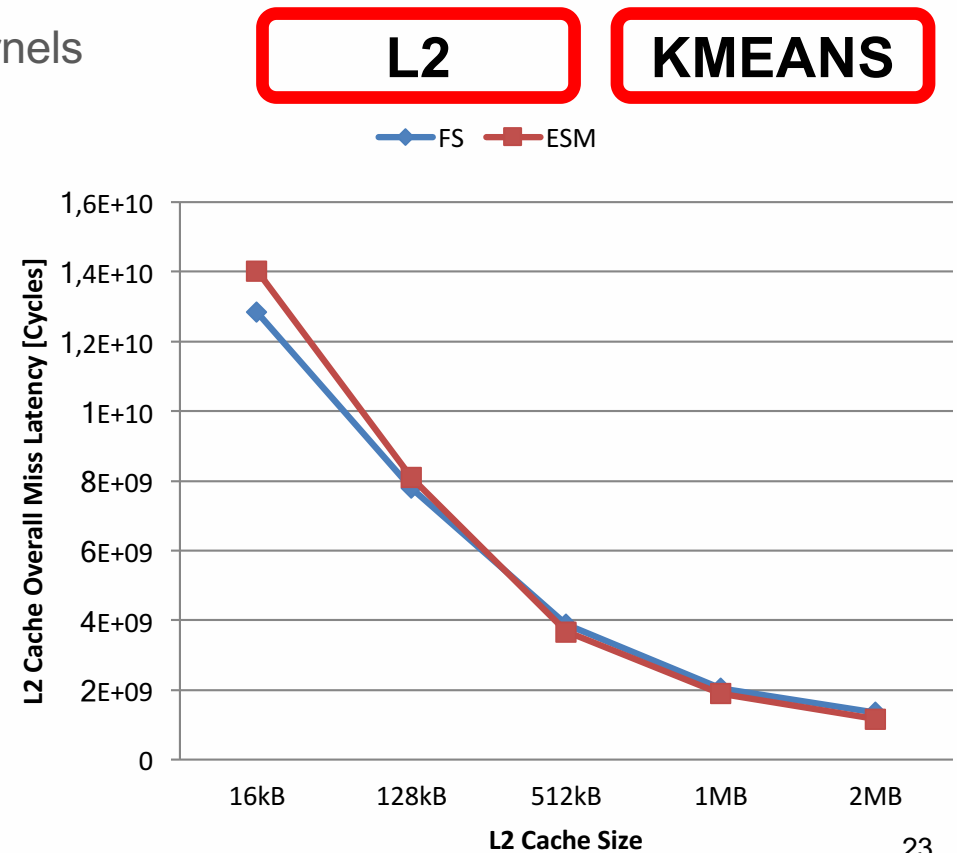
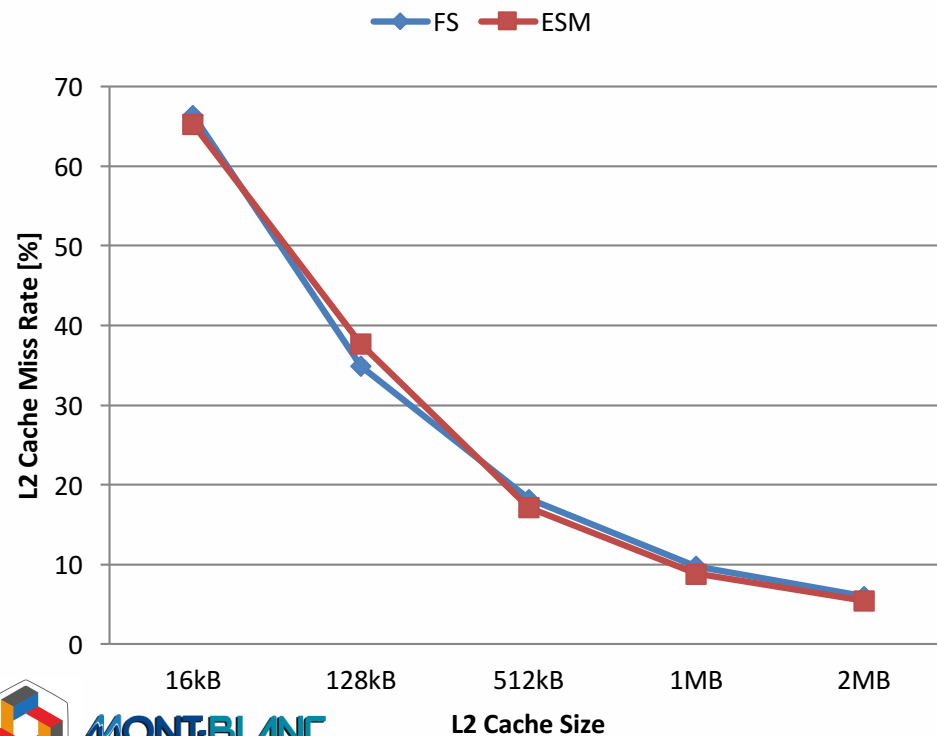
# Benchmarking

## ■ Two main use cases:

- Fast parameter exploration ←
- Scalability study: « trace replication »

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- Experiments on Rodinia application kernels

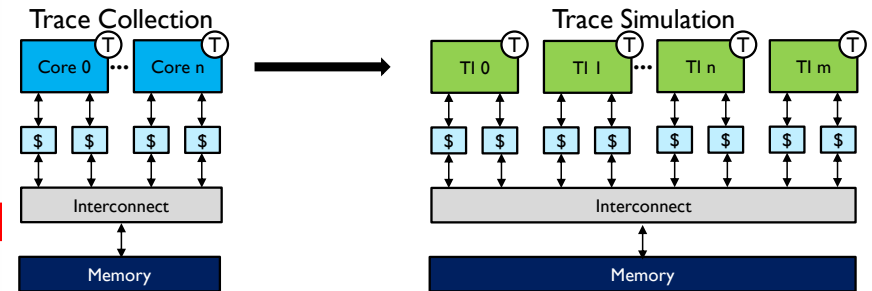




# Benchmarking

## Two main use cases:

- Fast parameter exploration
- Scalability study: « trace replication »

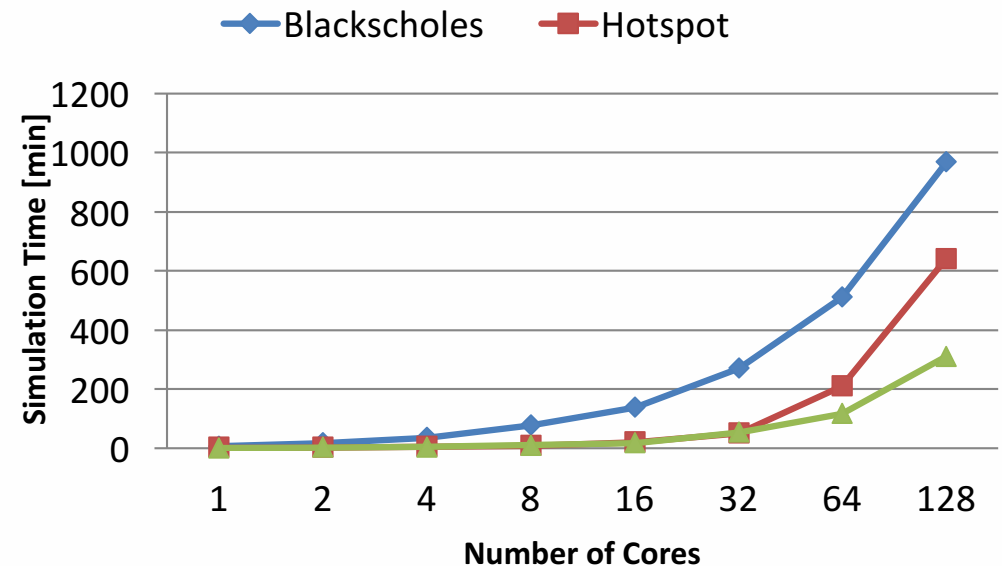
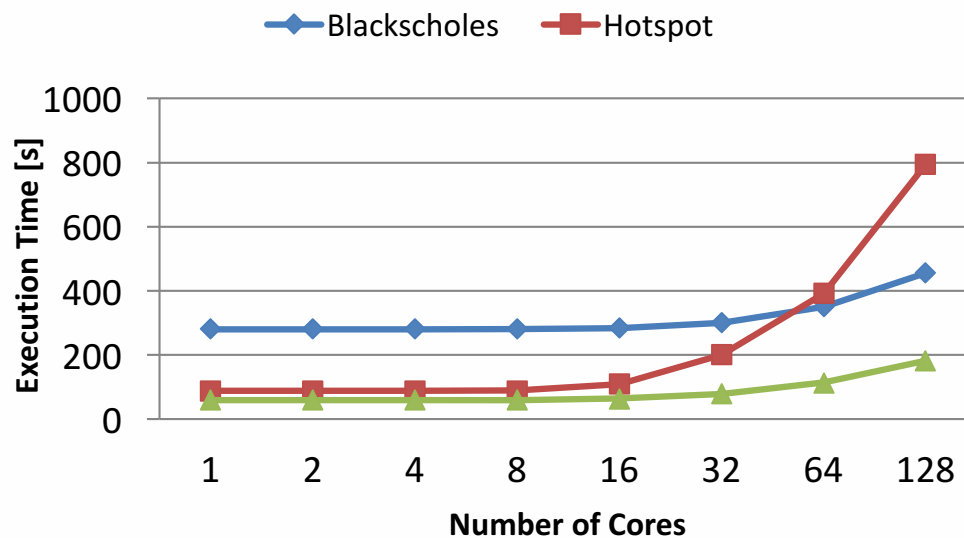


## Speedup & accuracy?

- Experiments on Rodinia application kernels

**128 cores**

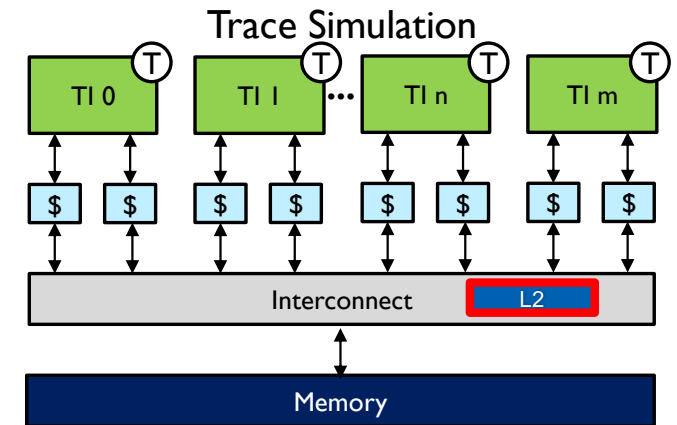
**KMEANS**



# Perspectives

## ■ Scalability analysis has limits

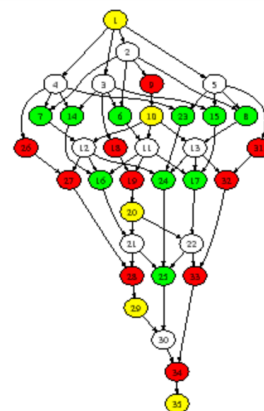
- Requires additional features s.a. **address offsetting**
- **Weak scaling** only (replicated per-core workloads)



## ■ Programming models moving from loops to *tasks*

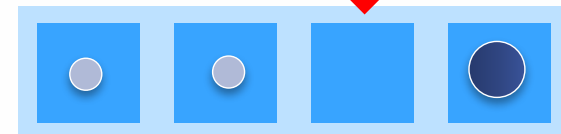
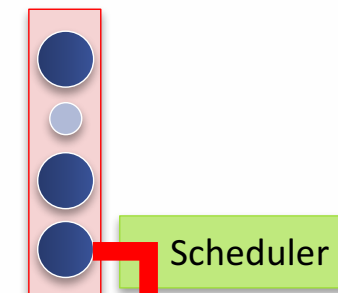
- OpenMP 4.0, OmpSs
- Still pragma-based
- More parallelisms available at run-time ... more opportunities for smart job scheduling

```
#pragma omp task depend(in: x) depend(out: y) depend(inout: z)
```



(a)  $5 \times 5$  blocks

Ready Task queue

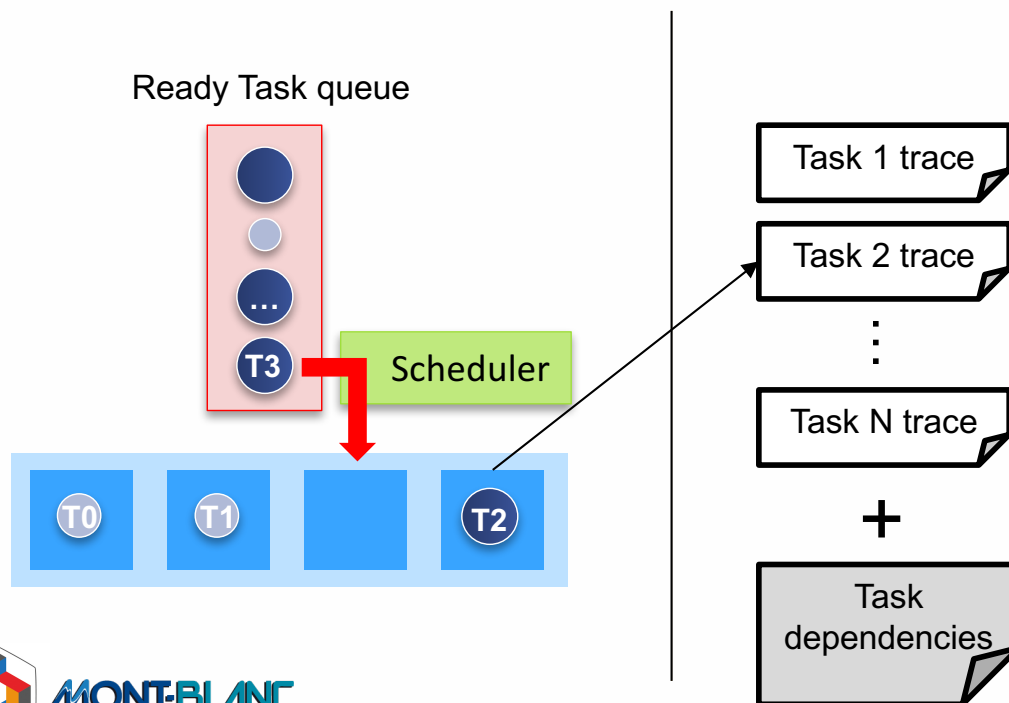


# Perspectives

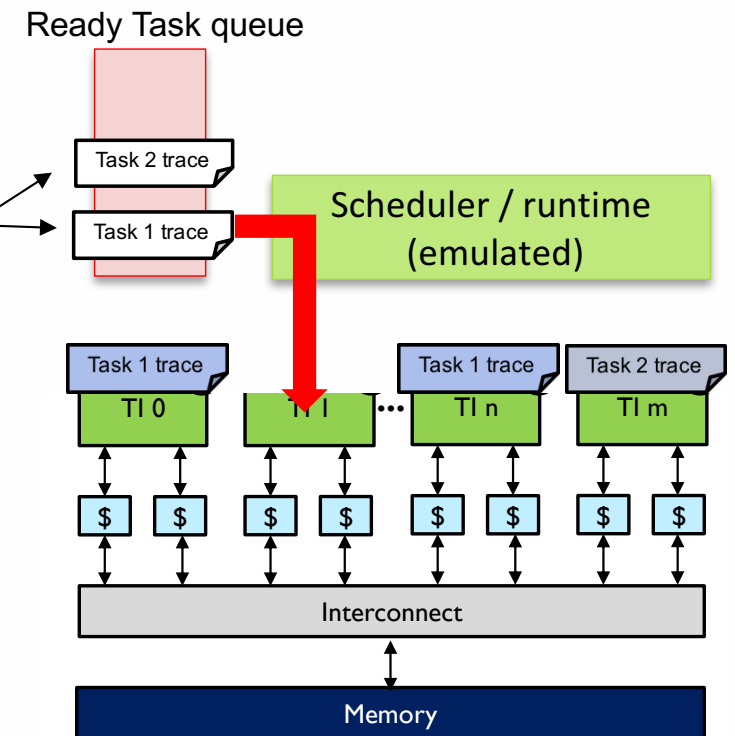
## ■ Unbinding traces from cores

- One **trace** per **Task**, not per core!
- Assign traces to cores by emulating runtime behaviour in trace replay
- This is real strong scaling

### Trace collection



### Trace simulation



## ■ Current ESM prototype

- ~5x - 10x speedup for low core count, probably more for tens / thousands
- Nice solution for fast DSE
- Remaining accuracy issues for some applications
  - Common to ESM & Elastic Traces
  - Under investigation with ARM

## ■ Use cases

- Exploration of memory subsystem
- Some microarchitecture parameters (Elastic Traces)
- ...

## ■ Future directions

- Ruby compatibility
- Could be combined with other initiatives (dist-gem5)
- Can be extended to other PM / APIs (Tasking, MPI...)

