# Using SYCL as an Implementation Framework for HPX.Compute

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May 16, 2017

# Plan

HPX
  - Concepts

HPX.Compute

Challenges

Benchmarking

Summary
  - Goals

# What is HPX?

- High Performance ParalleX [1,2]
- Runtime for parallel and distributed applications
- Written purely in C++, with large usage of Boost
- Unified and standard-conforming C++ API

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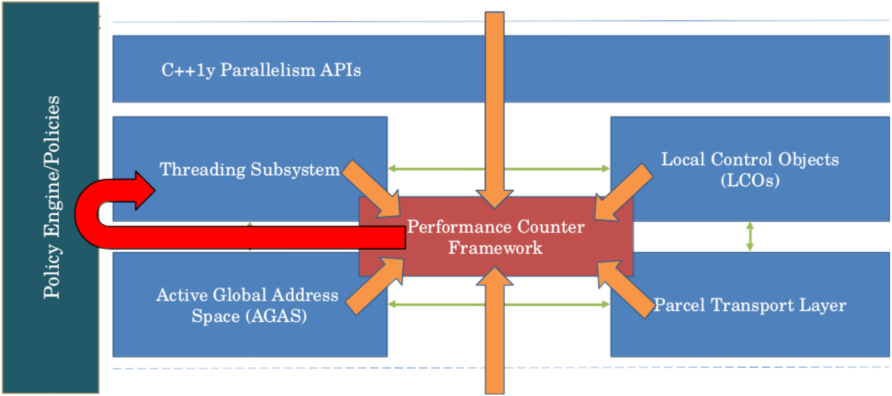
[1] *Parallex an advanced parallel execution model for scaling-impaired applications*-H. Kaiser et al - ICPPW, 2009

[2] *A Task Based Programming Model in a Global Address Space* - H. Kaiser et al - PGAS, 2014

# What is HPX?



Policy Engine/Policies

C++1y Parallelism APIs

Threading Subsystem

Local Control Objects (LCOs)

Performance Counter Framework

Active Global Address Space (AGAS)

Parcel Transport Layer

# HPX and C++ standard

## HPX implements and even extends:

- Concurrency TS, N4107
- Extended async, N3632
- Task block, N4411
- **Parallelism TS, N4105**
- **Executor, N4406**

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[3] *Segmented Iterators and Hierarchical Algorithms*-Austern, Matthew H. - Generic Programming: International Seminar on Generic Programming, 2000

# HPX and C++ standard

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- Task block, N4411
- **Parallelism TS, N4105**
- **Executor, N4406**

## Another components

- partitioned vector
- segmented algorithms[3]

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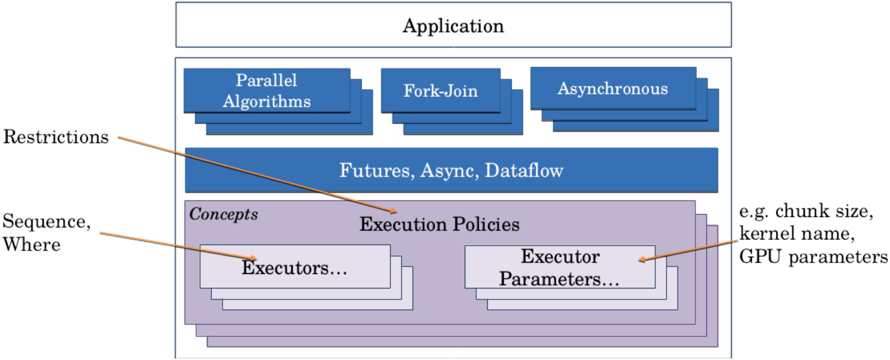
# Overview



Application

Parallel Algorithms

Fork-Join

Asynchronous

Futures, Async, Dataflow

*Concepts*

Execution Policies

Executors…

Executor Parameters…

Restrictions

Sequence, Where

e.g. chunk size, kernel name, GPU parameters

# Execution policy

Puts restriction on execution, ensuring thread-safety

## C++17

- sequential
- parallel
- parallel unsequenced

## HPX

- asynchronous sequential
- asynchronous parallel

# Asynchronous execution

## Future

- represents result of an unfinished computation
- enables sending off operations to another thread
- TS allows for concurrent composition of different algorithms
- explicit depiction of data dependencies

## Compose different operations

```
hpx::future<type> f1 = hpx::parallel::for_each(par_task,
    ...);
auto f2 = f1.then(
  [](hpx::future<type> f1) {
    hpx::parallel::for_each(par_task, ...);
  }
);
```

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# HPX.Compute

- a unified model for heterogeneous programming
- platform and vendor independent
- interface based on C++17 and further extensions to C++ standard

## Backends for:

- host
- CUDA
- HCC[4]
- SYCL

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[4] unfinished

# HPX.Compute

- a unified model for heterogeneous programming
- platform and vendor independent
- interface based on C++17 and further extensions to C++ standard

## Three major concepts:

- target
- allocator
- executor

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[4] unfinished

# Target

- an abstract type expressing data locality and place of execution
- variety of represented hardware requires a simplified interface

## Target interface:

```
//Blocks until target is ready
void synchronize();
//Future is ready when all tasks allocated on target have
    been finished
hpx::future<void> get_future() const;
```

# Target

- an abstract type expressing data locality and place of execution
- variety of represented hardware requires a simplified interface

## SYCL implementation of target

- communicaties with device through `sycl::queue`
- multiple targets may represent the same device
- requires additional measures for asynchronous communication

# Allocator

- allocate and deallocate larger chunks of data on target
- data allocation is trivial on backends where memory is accessed with pointers (host, CUDA)

## SYCL implementation of allocator

- create `sycl::buffer` objects
- not possible to tie a buffer to given device

# Executor

- execute code on device indicated by data location
- usual GPU-related restrictions on allowed C++ operations
- marking device functions not required

## Interface of an executor

```
struct default_executor : hpx::parallel::executor_tag
{
  template <typename F, typename Shape, typename ... Ts>
  void bulk_launch(F && f, Shape const& shape, Ts &&... ts
      ) const;

  template <typename F, typename Shape, typename ... Ts>
  std::vector<hpx::future<void>> bulk_async_execute(F && f
      , Shape const& shape, Ts &&... ts) const;
};
```

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# Device accessors

## Capturing data buffers in SYCL

- a host iterator can only store `sycl::buffer` and position
- a separate device iterator has to be created in command group scope
- `sycl::global_ptr` represents an iterator type on device, but `std::iterator_traits` specialization or related typedefs are missing in SYCL standard

## Comparision with other backends:

- an additional static conversion function is necessary
- distinct iterator types on host and device
- requires templated function objects or C++14 generic lambda

# Data movement

## Problem: copy data from a device to a given memory block on host, with a selection of an offset and size?

- `host_accessor` - an intermediate copy in SYCL runtime, no flexibility, may lead to deadlocks if a host accessor is not destroyed
- `set_final_data` - applicable only for buffer destruction, no flexibility
- range-based subbufer - can emulate offset and size for `host_accessor`
- `map_allocator` - data is copied to a pointer defined by the SYCL user, but it can not be changed

## Further issues

- no ability to synchronize with data transfer

# Data movement

## Suggested extension for SYCL

```
// copy all contents of buffer
template<typename T, int N, typename OutIter>
sycl::event copy(const sycl::buffer<T,N> & src, OutIter
    dest);

// copy range [begin, end) to buffer, fully replacing its
    contents
template<typename InIter, T, int N>
sycl::event copy(InIter begin, InIter end, sycl::buffer<T,
    N> & dest);
```

# Data movement

## Suggested extension for SYCL

```
// write range to buffer starting at 'pos'
template<typename T, int N, typename InIter>
sycl::event sycl::buffer<T,N>::write(
  std::size_t pos, InIter begin, InIter end
);

// read 'size' elements starting at 'pos'
template<typename T, int N, typename OutIter>
sycl::event sycl::buffer<T,N>::read(
  size_t pos, size_t size, OutIter dest
);
```

# Asynchronous execution

## What SYCL offers for synchronization?

- blocking wait for tasks in queue
- blocking wait for enqueued kernels with `sycl::event`
- SYCL API does not cover OpenCL callbacks

## Competing solutions

- stream callbacks in CUDA
- an extended future in C++AMP/HCC

# Asynchronous execution

## Use SYCL-OpenCL interoperability for callbacks

```
// future_data is a shared state of hpx::future
cl::sycl::queue queue = ...;
future_data * ptr = ...;
cl_event marker;
clEnqueueMarkerWithWaitList(queue.get(), 0, nullptr, &marker
    );
clSetEventCallback(marker, CL_COMPLETE,
  [](cl_event, cl_int, void * ptr) {
    marker_callback(static_cast<future_data*>(ptr));
  }, ptr);
```

## Downside

- not applicable for SYCL host device

# Non-standard layout datatypes

## An example: standard C++ tuple

- common `std::tuple` implementations, such as in libstdc++ or libc++, are not C++11 standard layout due to multiple inheritance
- adding a non-standard implementation requires complex changes in existing codebase

## Approaches for other types

- refactor current solution to be C++ standard layout
- manually deconstruct the object and construct again in kernel scope
- add serialization and deserialization interface to problematic types
- automatic serialization by the compiler - technique used in HCC

# Kernel naming

- two-tier compilation needs to link kernel code and invocation
- name has to be unique
- breaks the standard API for STL algorithms
- different extensions to C++ may solve this problem[5]

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[5] *Khronos's OpenCL SYCL to support Heterogeneous Devices for C++* - Wong, M. et al. - P0236R0

# Named execution policy

- execution policy contains the name
- use the type of function object if no name is provided
- used in ParallelSTL project[6]

## A SYCL named execution policy

```
struct DefaultKernelName {};

template <class KernelName = DefaultKernelName>
class sycl_execution_policy {
...
};
```

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[6] https://github.com/KhronosGroup/SyclParallelSTL/

# Named execution policy

- execution policy contains the name
- use the type of function object if no name is provided
- used in ParallelSTL project[6]

Cons:

- no logical connection between execution policy and kernel name
- duplicating `std::par` execution policy

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[6] `https://github.com/KhronosGroup/SyclParallelSTL/`

# Named execution policy

## Our solution: executor parameters

- an HPX extension to proposed concepts for executors
- a set of configuration options to control execution
- control settings which are independent from the actual executor type
- example: OpenMP-like chunk sizes

## Pass kernel name as a parameter

```
// uses default executor: par
hpx::parallel::for_each(
  hpx::parallel::par.with(
    hpx::parallel::kernel_name<class Name>()
  ),
  ...
);
```

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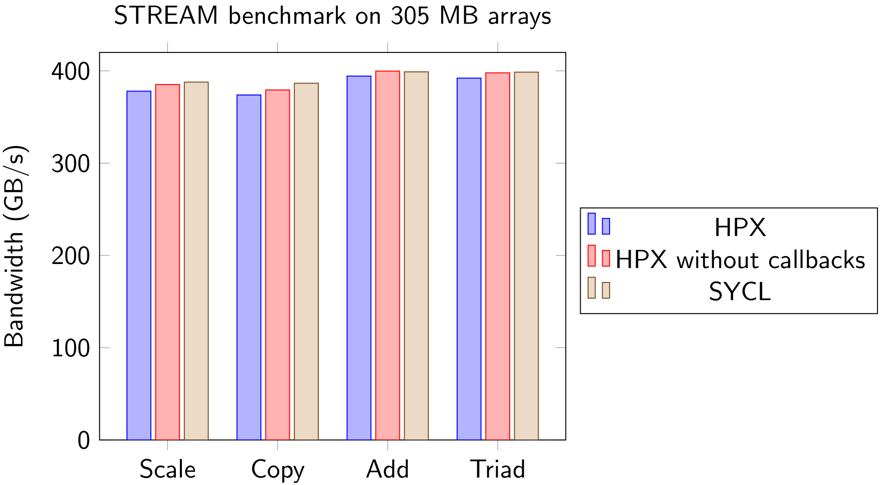
# Benchmarking hardware for STREAM

## Khronos SYCL

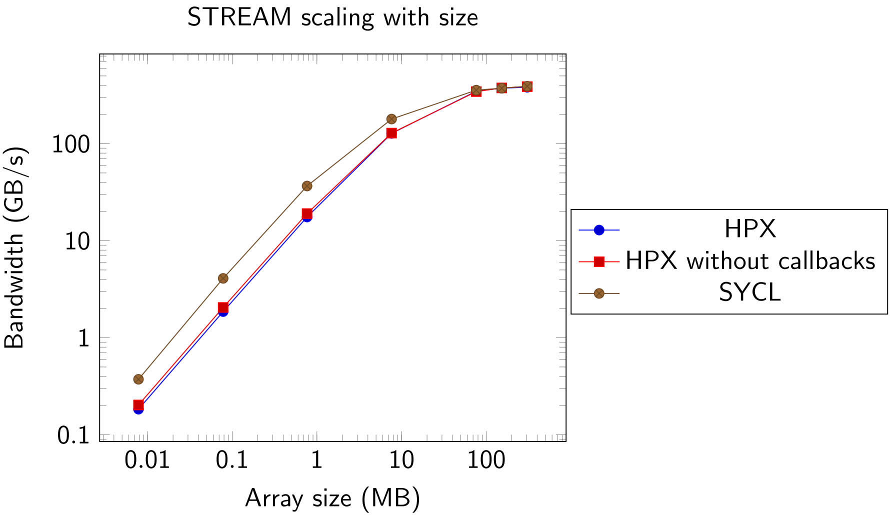
- **GPU:** AMD Radeon R9 Fury Nano
- **ComputeCPP:** CommunityEdition-0.1.1
- **OpenCL:** AMD APP SDK 2.9

GPU-STREAM has been used to measure SYCL performance:
`https://github.com/UoB-HPC/GPU-STREAM`

# STREAM


STREAM benchmark on 305 MB arrays
Bandwidth (GB/s)
0
100
200
300
400
Scale
Copy
Add
Triad
HPX
HPX without callbacks
SYCL

# STREAM


STREAM scaling with size
Bandwidth (GB/s)
100
10
1
0.1
0.01
0.1
1
10
100
Array size (MB)
HPX
HPX without callbacks
SYCL

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# Summary

## The Good

- performance and capabilities comparable with competing standards
- no requirement of marking functions capable of running on a device
- previous experiments revealed that an overhead of ComputeCpp, an offline device compiler for SYCL, is not severe during build process

# Summary

## The Bad

- kernel names appearing in standard interface
- troublesome capture of complex types storing SYCL buffers
- lack of explicit data movement
- limited support for SPIR on modern GPUs

# Summary

## The Ugly

- asynchronous callbacks work but with a slight overhead
- SYCL pointer types can not be treated as iterators
- troublesome capture of non-standard layout types

# Future

## Goals

- demonstrate a complex problem solved over host and GPU with our model and STL algorithms
- extend implementation with more algorithms

## Challenges

- how to express on-chip/local memory through our model?
- try to reduce overhead for shorter kernels

# Thanks for your attention

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