Performance Evaluation of OpenCL Standard Support (and Beyond)

Tyler Sorensen, Princeton University
Sreepathi Pai, University of Rochester
Alastair F. Donaldson, Imperial College London

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Background

- IrGL: DSL for (Irregular) Graph Analytic Kernels
  - Wrote a compiler from IrGL to CUDA
  - Fastest graph kernels
  - Pai and Pingali, “A compiler for throughput optimization of graph algorithms on GPUs”, OOPSLA 2016

- Teamed up with Tyler and Ally to target OpenCL
IrGL Key Insight

- Graph algorithms suffer 3 bottlenecks
- Need 3 key optimizations for high performance
  - Iteration Outlining
  - Nested Parallelism (not OpenCL NP)
  - Cooperative Conversion
Problem: CPU—GPU Launch

- Most graph algorithms are iterative
  - Repeat until fixpoint
- If time per iteration is small (average ~20us for BFS), launch throughput can’t keep up
Optimization #1: Iteration Outlining

- Compiler generates a control kernel that “launches” child kernels
  - Actually inlines them
- Need a global barrier between “kernel invocations” (now function calls)
Problem: Load Imbalance

- Graph algorithms usually two *parallel* nested loops
  - Outer loop over nodes
  - Inner loop over edges of a node

- Graph edge distribution can be very skewed
Optimization #2: Nested Parallelism

Work-group (WG) Scheduling

Fine-grained (FG) Scheduling

Synchronization Barriers
NP: Multiple Schedulers

Use Work-group (WG) for high-degree nodes

Use fine-grained (FG) for low-degree nodes

Work-group (WG) + Finegrained (FG) Scheduling
Implementing IrGL NP in OCL

- Support any combination of *three* schedulers
  - workgroup (wg)
  - subgroup (sg)
  - finegrained (fg)
- Workgroup and Finegrained schedulers require:
  - local memory and workgroup barriers
- Subgroup scheduler requires:
Optimization #3: Cooperative Conversion

atomic_add(\ldots, 1)

atomic_add(\ldots, 5)

Write

Workitem

Workitem
Dynamic aggregation problem

\[
\text{if}(\text{edge}.\text{dst}.\text{level} == \text{INF})
\]
\[
\text{Worklist\_push}(\text{edge}.\text{dst})
\]
Aggregate across workitems

if(edge.dst.level == INF)
    Worklist_push(edge.dst)
Implementing Coop-Conv in OCL

- Supports aggregation:
  - within a workitem
  - across a subgroup
  - across all workitems of a workgroup
- Workitems use prefix scans for aggregation, requiring barriers
  - Unlike CUDA, even subgroup aggregation requires barriers – OCL does not support
# GPUs We Used

<table>
<thead>
<tr>
<th>Vendor</th>
<th>GPU</th>
<th>OpenCL version</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARM</td>
<td>Mali 4</td>
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<tr>
<td></td>
<td>Iris 6100</td>
<td>2.0</td>
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</tbody>
</table>
Portable C11-style Atomics (OCL2)

- Required for: coop-conv, wg, and oitergb
  - Supported by Intel and AMD (already OpenCL 2.0)
- NVIDIA: Hardware support available, so just use PTX intrinsics
- ARM: Use memory fences and hope for the best
  - Verify correctness using application test suites
Portable subgroups (OCL2.1)

- Required for:
  - coop-conv,
  - nested parallelism (sg)

- NVIDIA: Use PTX intrinsics
- Intel and AMD: Use vendor-specific extensions
  - Intel subgroup sizes can vary per kernel!
- ARM: Assume subgroup size of 1
Portable global barriers (OCL-FP)

- Required for: Iteration Outlining (oitergb)
- Assume occupancy-bound architecture
- Kernel includes a prologue to detect how many workgroups are running (can undercount)
  - All workgroups with ID greater than this count exit
- Details in: Sorensen et al., “Portable inter-workgroup barrier synchronisation for GPUs”
Experimental Setup

- 17 graph algorithms
- 3 graph inputs: Road, Random, R-MAT
- 6 GPUs, from 4 vendors (NVIDIA, Intel, ARM and AMD)
Portability of Optimisations
Portability of Optimisations (contd.)

- All optimisations required to achieve speedup for some fraction of architecture + benchmark + input combinations
- Optimisations are not NVIDIA-specific
OpenCL Speedup Classes
Conclusion

- Newer OpenCL features lead to better performance
- Best performance obtained when OCL-FP features are used – though these are not yet supported
Thank you!

For more details, see Tyler’s PhD Thesis

sree@cs.rochester.edu
https://cs.rochester.edu/~sree