

# How does memory affect performance of tasks?

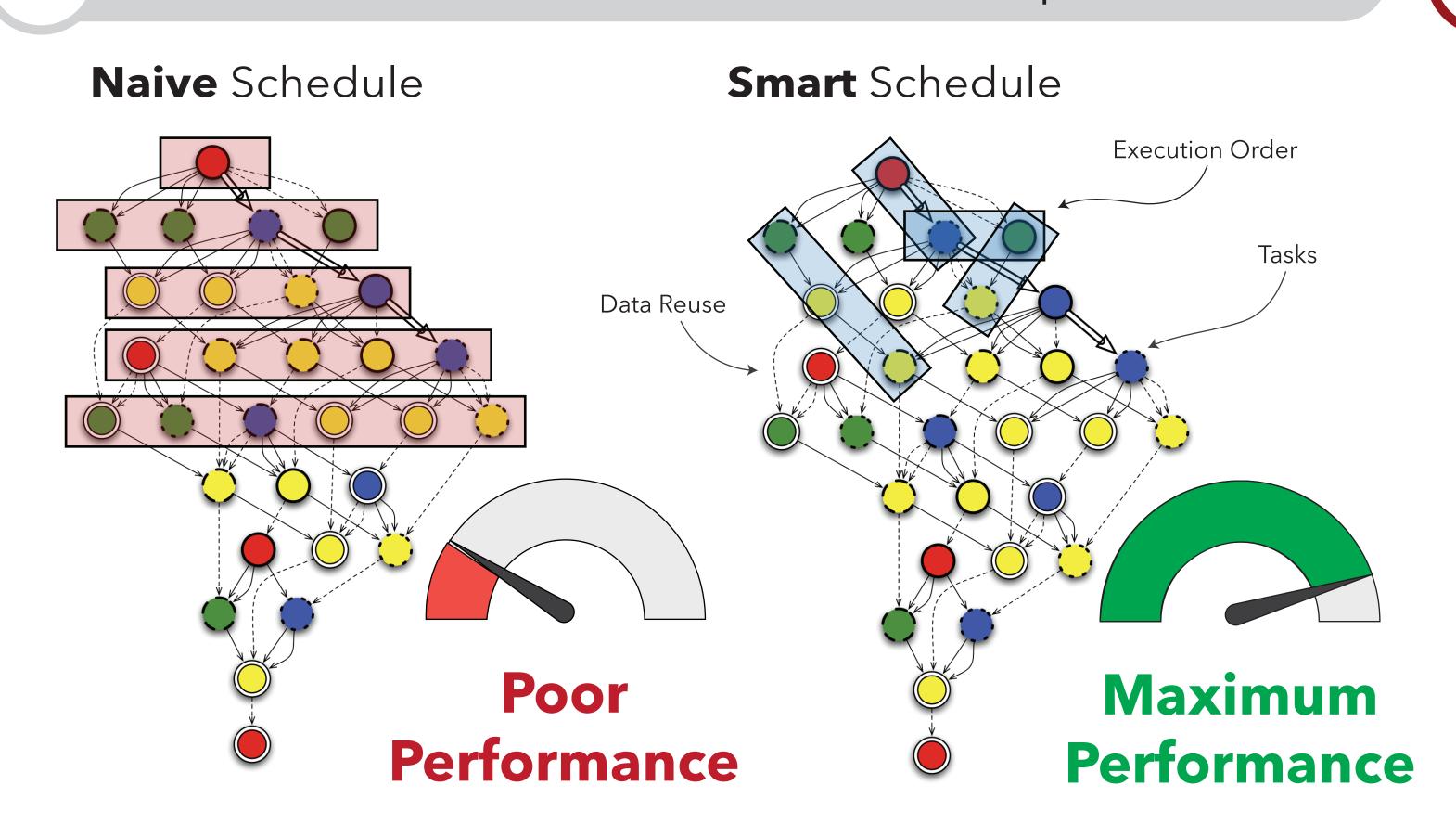
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What is the difference?



Problem: Different schedules, different performance



- Different schedules for the same task-based application (e.g. Cholesky Factorization)
- (x) Executions show up to 30% performance difference!
- Scheduling affects **memory behaviour** of the application.

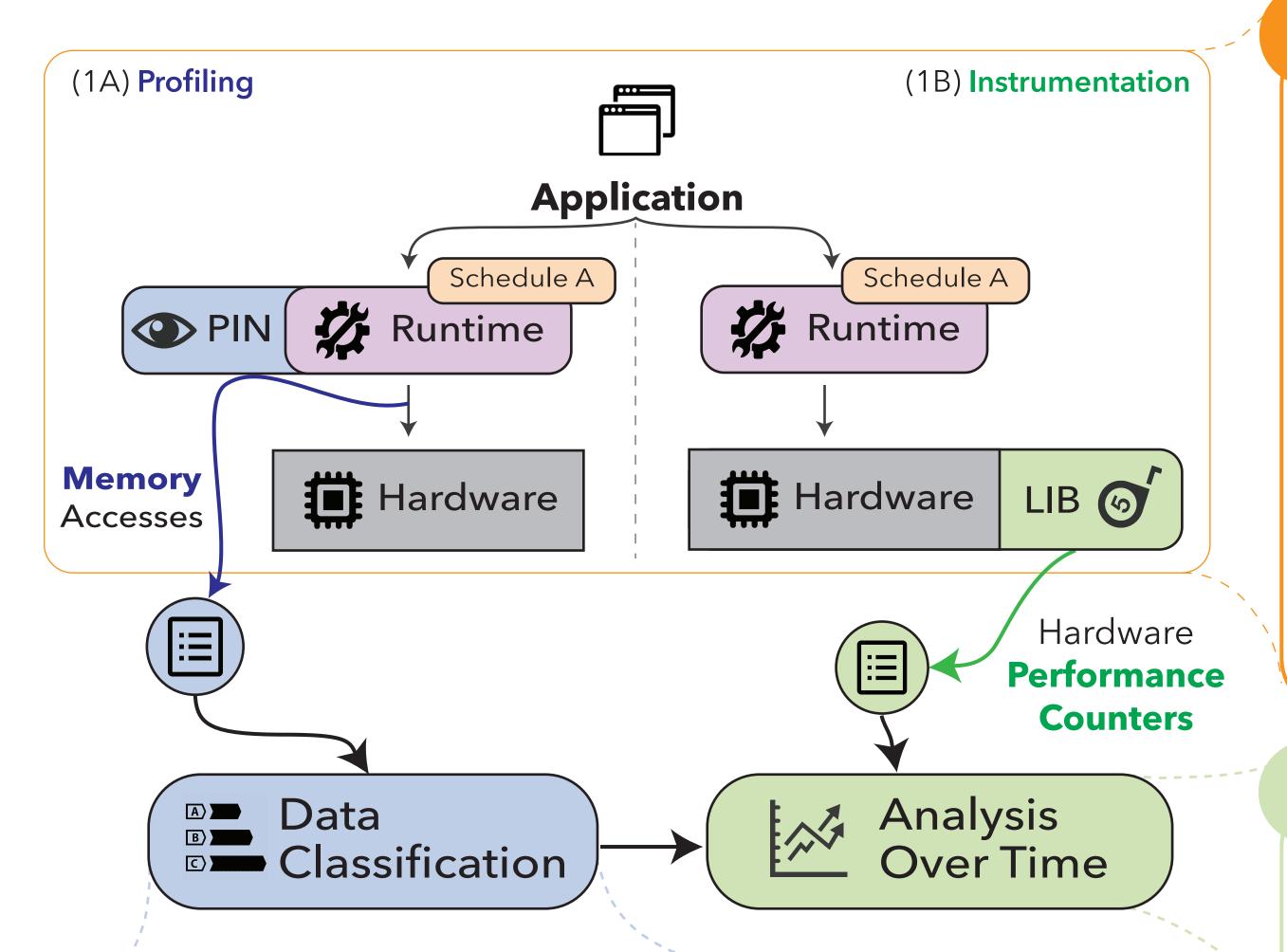


# Naive Schedule Slower Naive Average Naive Averag

- Tasks in Naive Schedule miss 46% more in the last level cache.
- Smart Schedule has 1.6x better performance due to **better cache reuse**.
- Different schedules result on **different memory behaviour**.

How can we understand why memory affected performance?

### TaskInsight: What, When and Why?



### **Pata Classification**

**Step 2:** After running the application, memory reuses are identified across tasks. Later, each memory access collected is classified depending on the type of reuse:

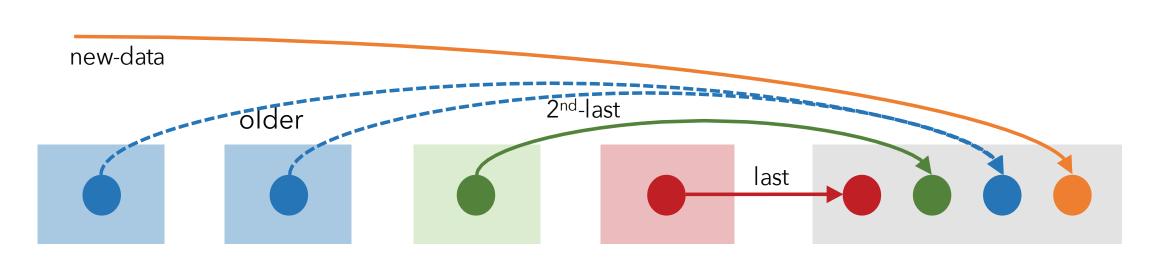
New data: first time the memory address is accessed.

Last reuse: The memory address was used by the previously executed task.

**2nd-last reuse:** The address was used by the second-to-last task.

**Older reuse:** The memory address was used before.

This classification is displayed over time during the data analysis step, and connected with performance information captured from hw peformance counters.



## 3 Conclusion

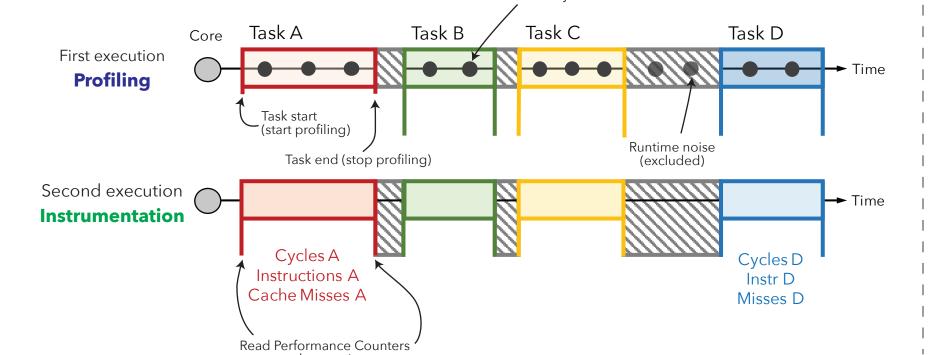
- O Schedules affect memory behaviour and performance up to 30%.
- Ourrent tools rely on programmers intuition, don't help to understand.
- TaskInsight exposes effects of **scheduling** on **memory** and **performance** and can be used to produce better schedules.
- Task**Insight** shows performance differences (**what**) on the same tasks across schedules, **when** this happened, and **why**.

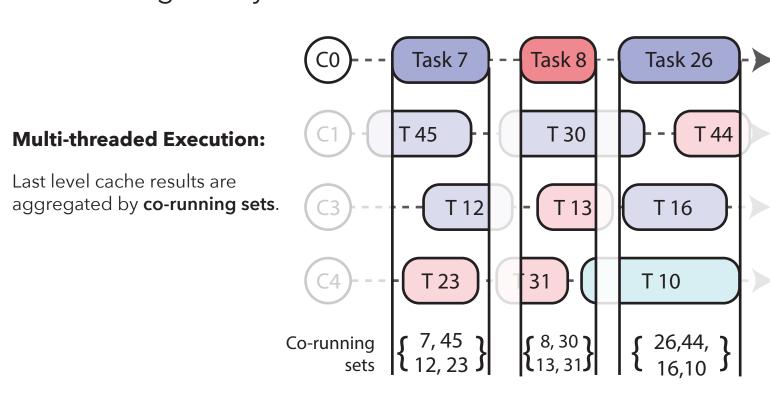
### 1 Profiling and Instrumentation

**Step 1:** The application is executed twice with **the same schedule**.

(1A) In the first execution memory accesses are saved using a PIN-based tool.

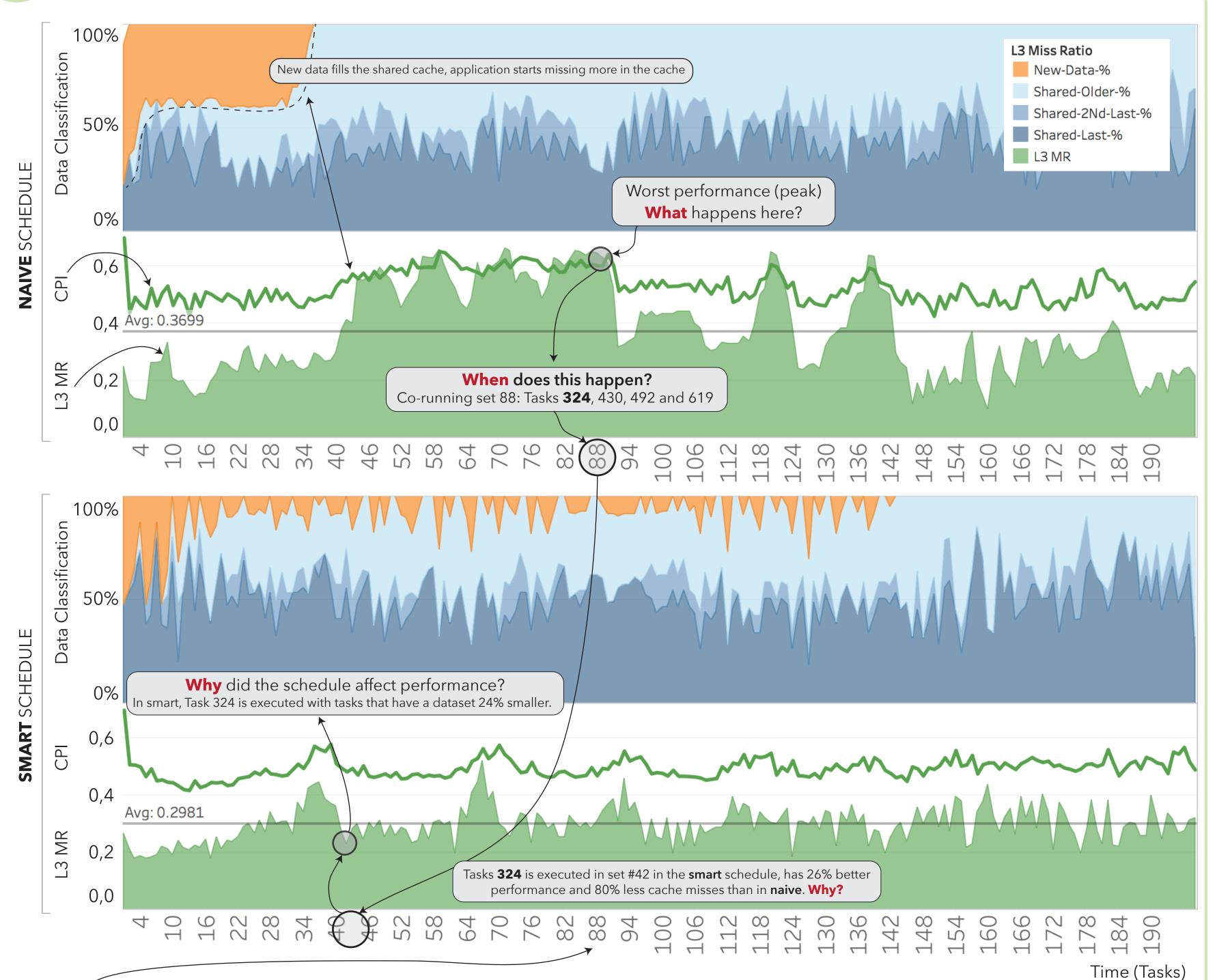
(1B) In the second execution, hardware performance counters are read using library calls.





For multi-threaded executions, results are aggregated by **co-running sets:** the set of tasks running at the same time. We ignore runtime noise by guiding the profiling/instrumentation with the start and end of each task.

### 3 Analysis Over Time



**Co-running sets:** The execution is represented as a sequences of sets of tasks running in parallel. E.g. The 86th co-running set comprises tasks 324, 430, 492 and 619 in the naive schedule. **Step 3:** Data classification (Step 2) is correlated with information from hardware performance counters and displayed over time. By doing this, Task**Insight** can expose if changes in **memory** behaviour had an impact in performance, **when** and **why**.