#### **Advanced Systems Lab**

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Lecture: Roofline model

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# **Operational Intensity Again**

Definition: Given a program P, assume cold (empty) cache

Operational intensity: 
$$I(n) = \frac{W(n)}{Q(n)}$$
 #flops (input size n)

#bytes transferred cache  $\leftrightarrow$  memory (for input size n)

Asymptotic bounds on I(n)

Vector sum: y = x + y
 Matrix-vector product: y = Ax
 O(1)

■ Fast Fourier transform O(log(n))  $O(log(\gamma)) \longleftarrow$  (not explained) ■ Matrix-matrix product: C = AB + C O(n)  $\longrightarrow$   $O(sqrt(\gamma))$ 

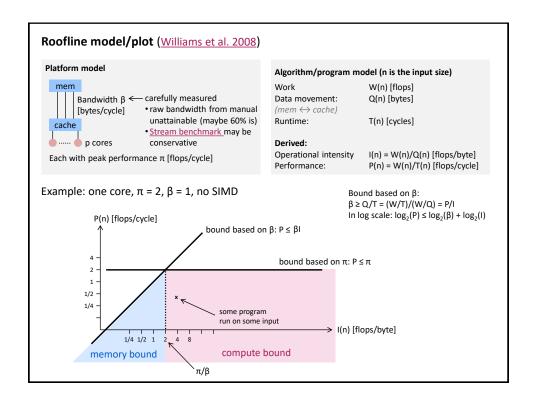
Cache lecture
γ = size LLC (last level cache)
Known to be optimal

# **Compute/Memory Bound**

A function/piece of code is:

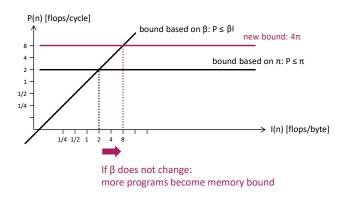
- Compute bound if it has high operational intensity
- Memory bound if it has low operational intensity

The roofline model makes this more precise



#### **Roofline Plots**

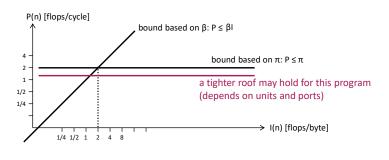
What happens if we introduce 4-way SIMD?



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#### **Roofline Plots**

What if a program has an uneven mix of operations (e.g., 20% mults and 80% adds)?



#### **Roofline Measurements**

Tool developed in our group (code may need an update)
(G. Ofenbeck, R. Steinmann, V. Caparros-Cabezas, D. Spampinato)
http://www.spiral.net/software/roofline.html

#### Example plots follow

Estimate operational intensity I = W/Q (cold cache):

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■ daxpy: y = \alpha x + y W = 2n Q = 3n doubles = 24n bytes I = 1/12

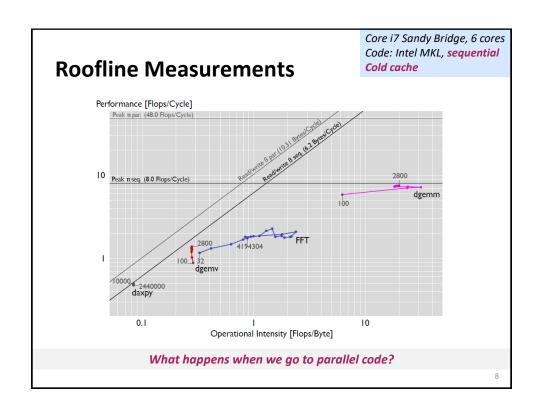
■ dgemv: y = Ax + y W = 2n<sup>2</sup> Q ≈ n<sup>2</sup> doubles = 8n<sup>2</sup> bytes I ≈ 1/4

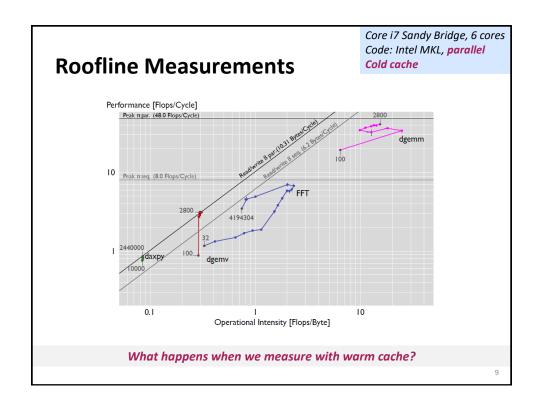
■ dgemm: C = AB + C W = 2n<sup>3</sup> Q ≥ 4n<sup>2</sup> doubles = 32n<sup>2</sup> bytes I ≤ n/16

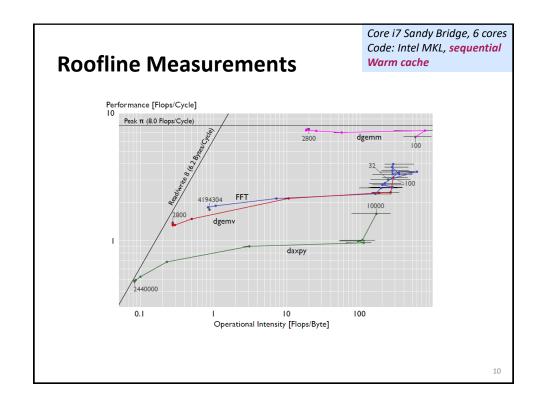
■ FFT
```

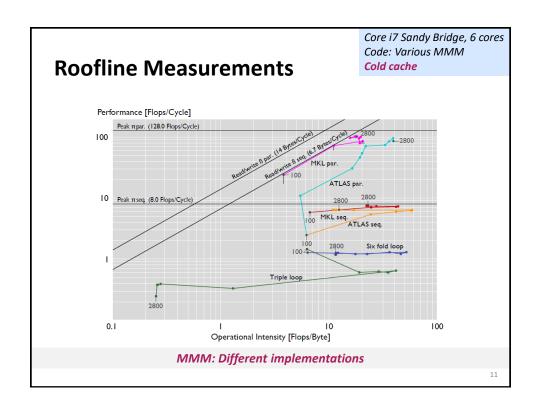
#### Note:

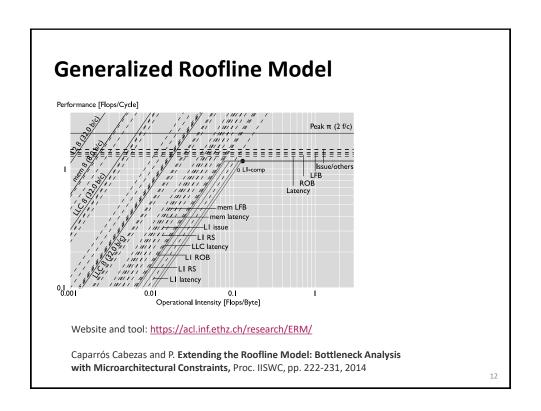
- For daxpy and dgemv, Q is determined by compulsory misses.
- For dgemm, more misses than compulsory misses occur for larger sizes.
   If 3n<sup>2</sup> ≤ γ (cache size), equality should hold above.











# **Summary**

Roofline plots distinguish between memory and compute bound
Can be used on for back-of-the-envelope computations on paper
Measurements difficult (performance counters) but doable
Interesting insights: use in your project!