
SAGE: Self-Tuning Approximation for Graphics Engines

Mehrzaad Samadi¹, Janghaeng Lee¹, D. Anoushe
Jamshidi¹, Amir Hormati², and Scott Mahlke¹

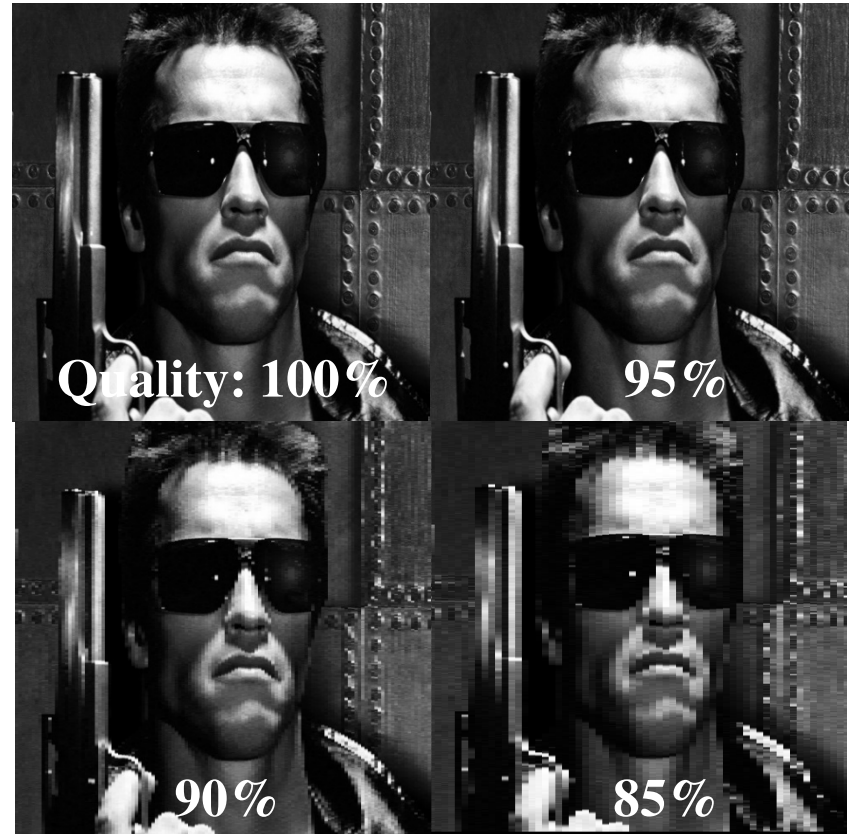
University of Michigan¹, Google Inc.²

December 2013



Approximate Computing

- Different domains:
 - Machine Learning
 - Image Processing
 - Video Processing
 - Physical Simulation
 - ...



Less work



Higher performance

Lower power consumption

Ubiquitous Graphics Processing Units

- Wide range of devices



Super Computers



Servers



Desktops



Cell Phones



- Mostly regular applications
- Works on large data sets

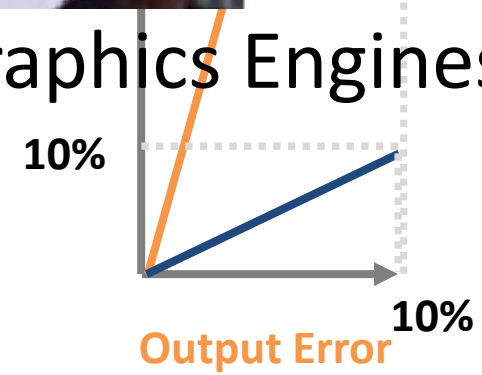
Good opportunity for automatic approximation

SAGE Framework



- Sim
-
-

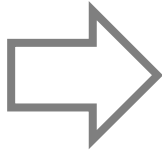
- Self-Tuning Approximation on Graphics Engines
 - Write the program once
 - Automatic approximation
 - Self-tuning dynamically



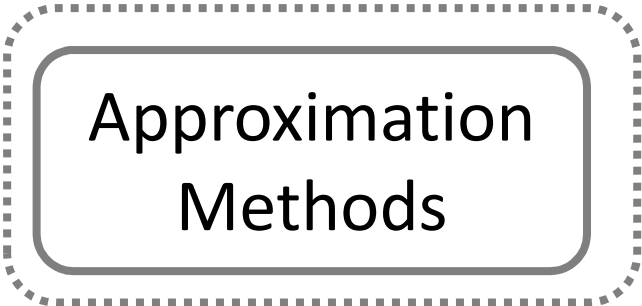
Overview

SAGE Framework

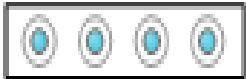
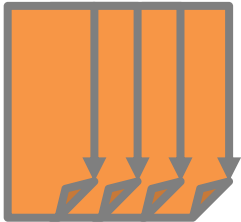
Input Program



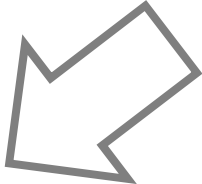
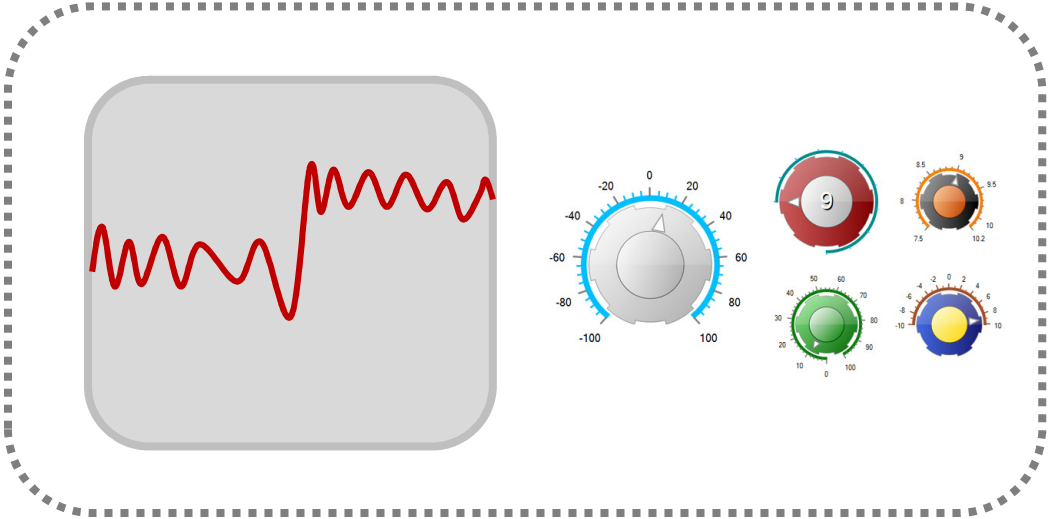
Static Compiler



Approximate
Kernels

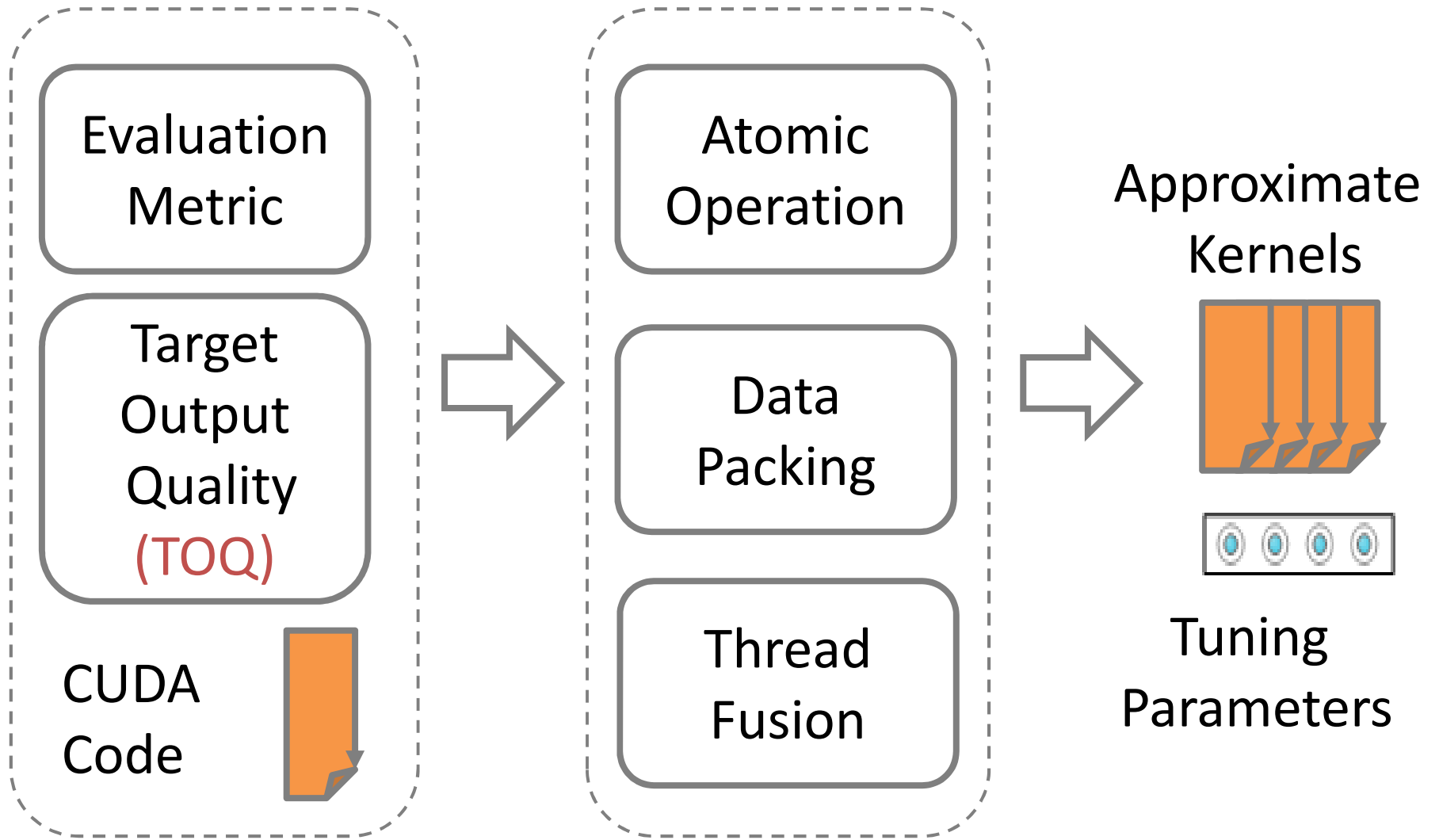


Runtime system

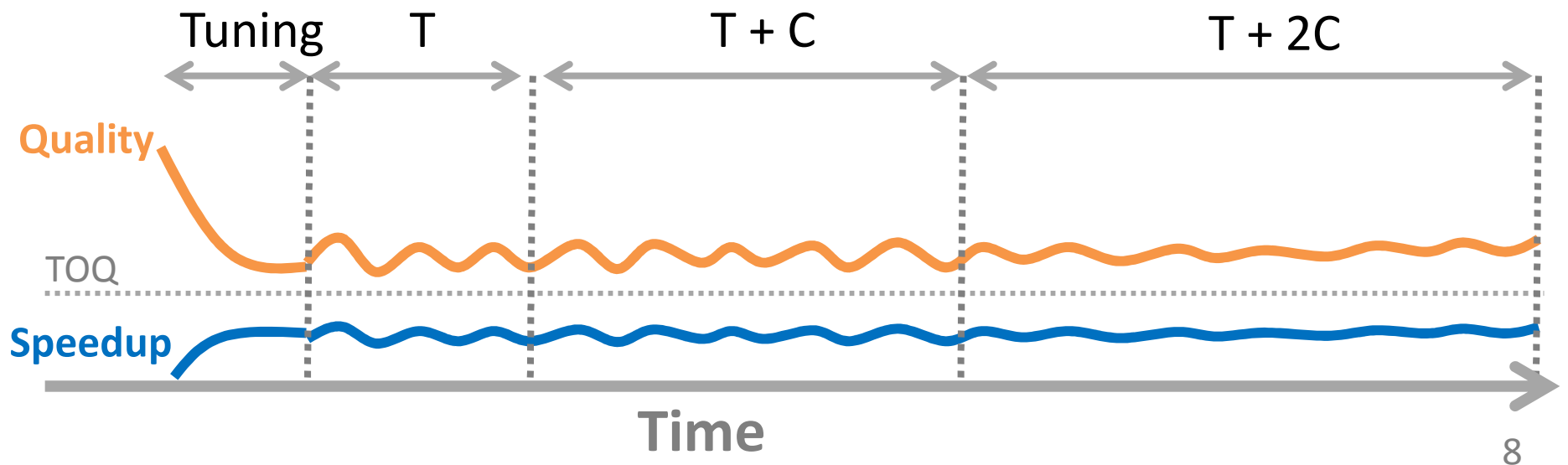
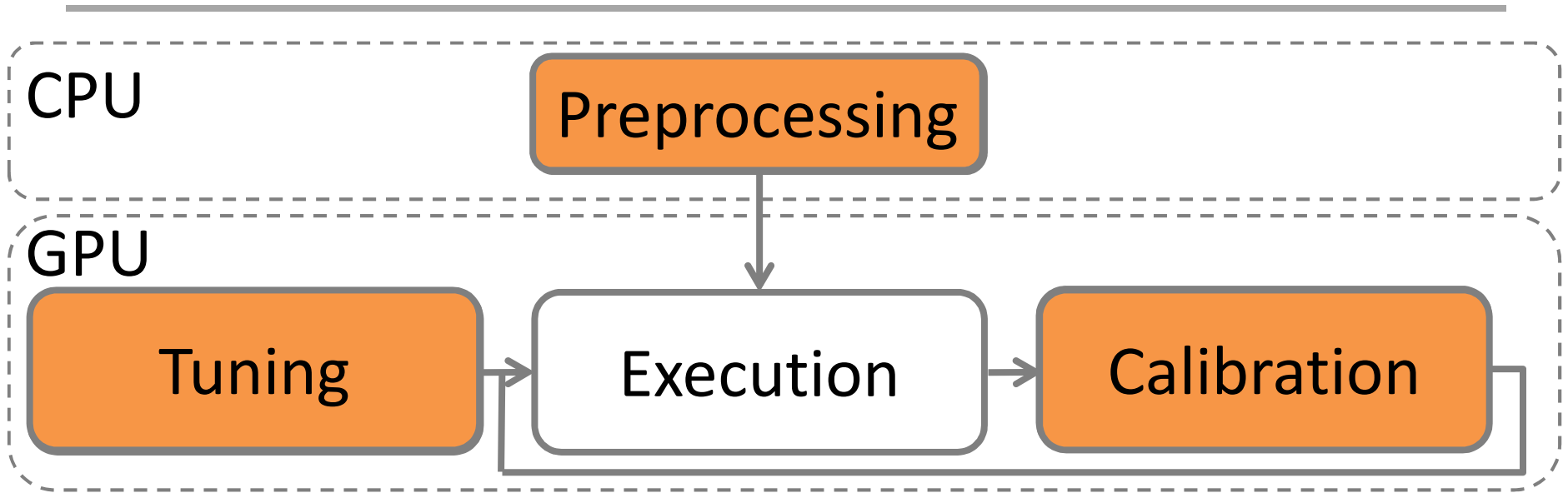


Tuning
Parameters

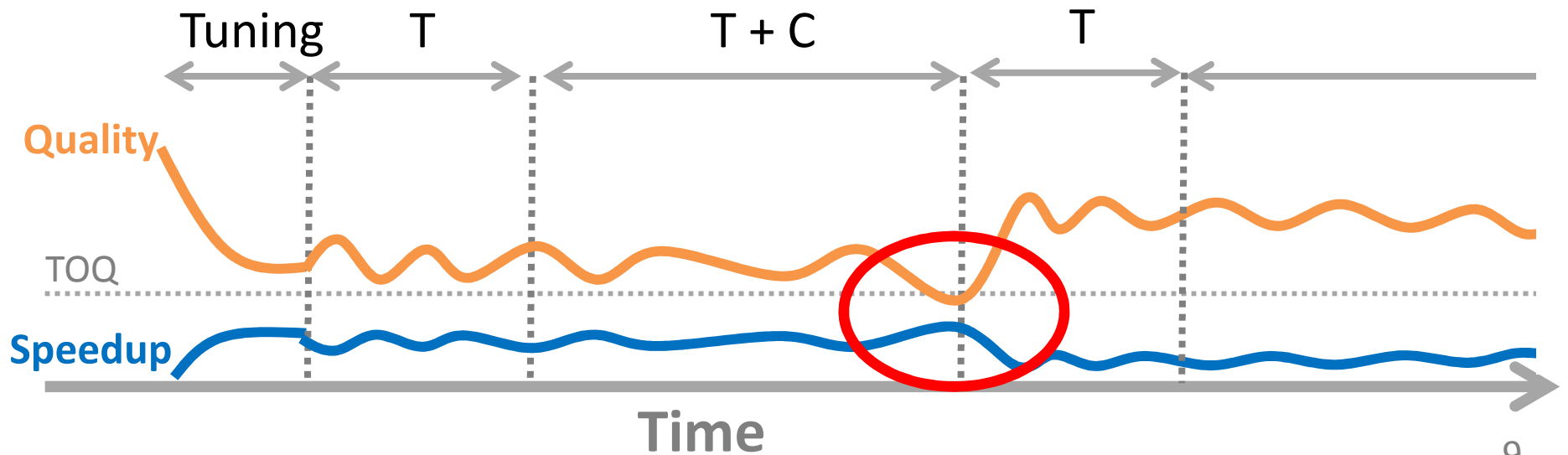
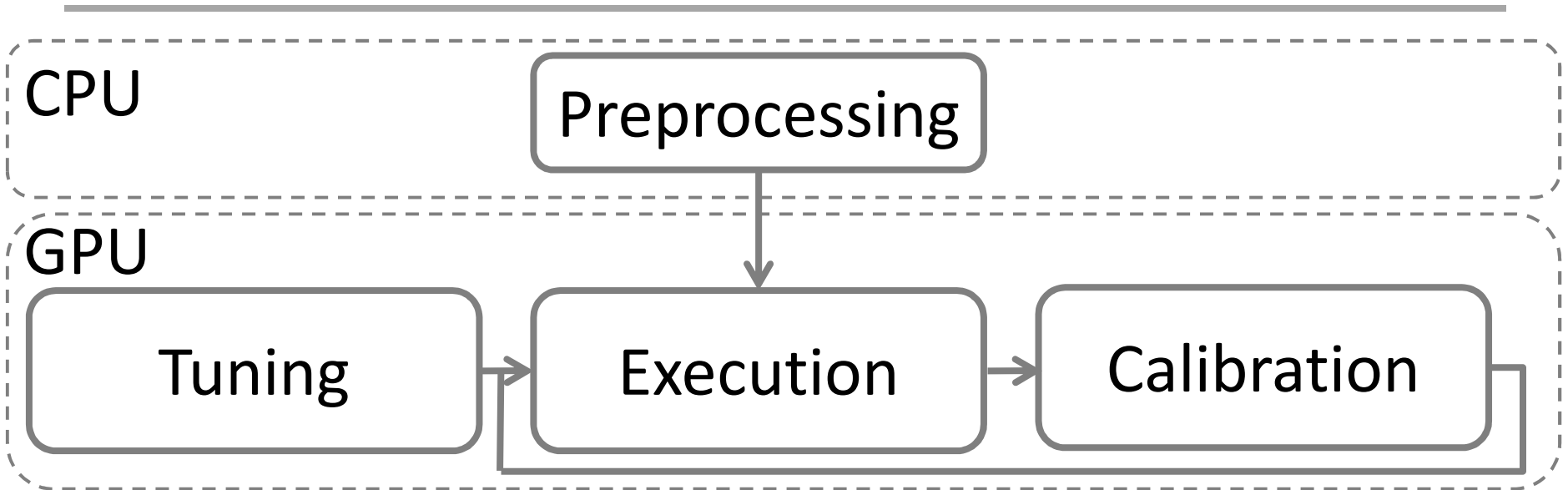
Static Compilation



Runtime System

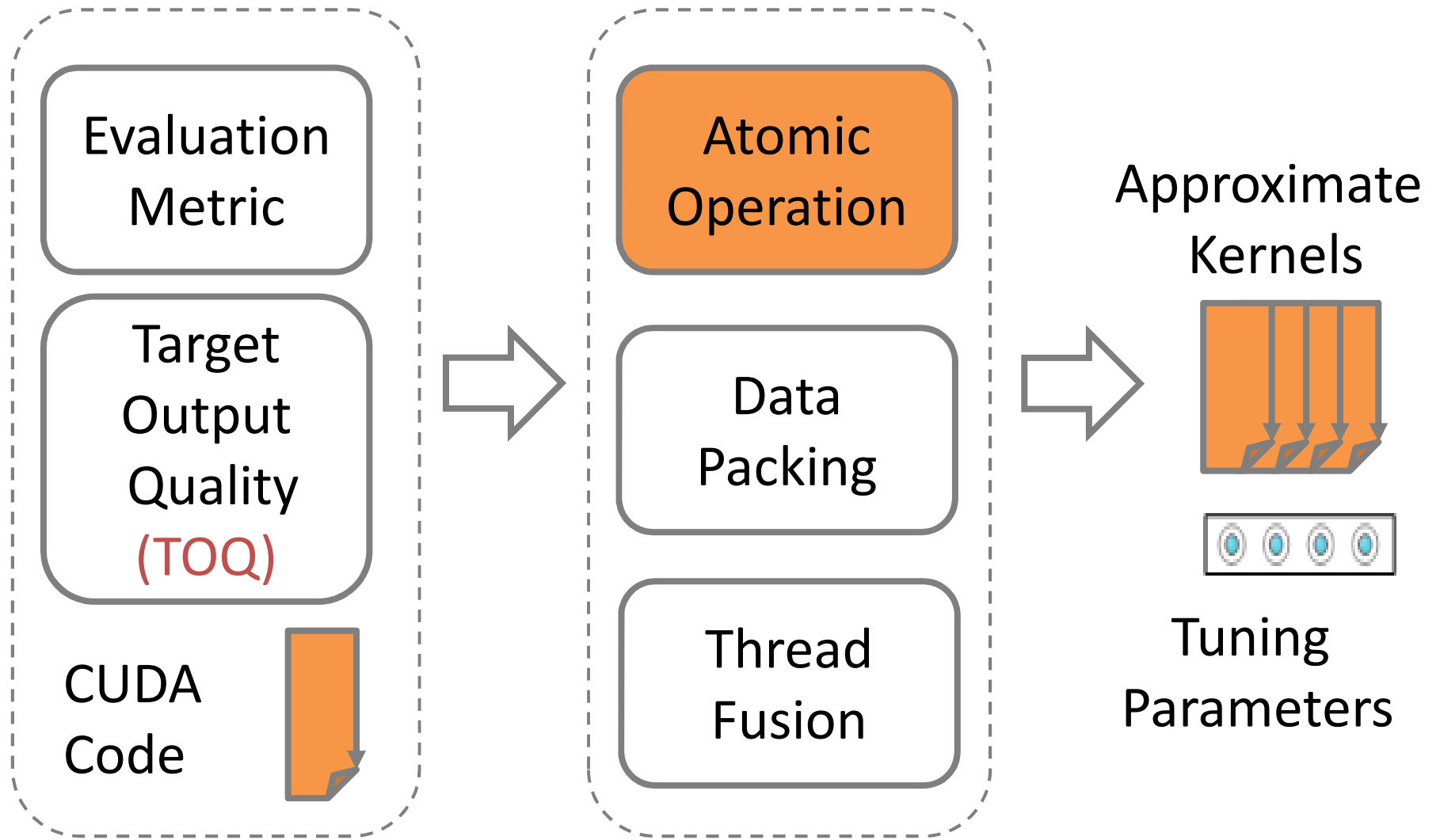


Runtime System



Approximation Methods

Approximation Methods

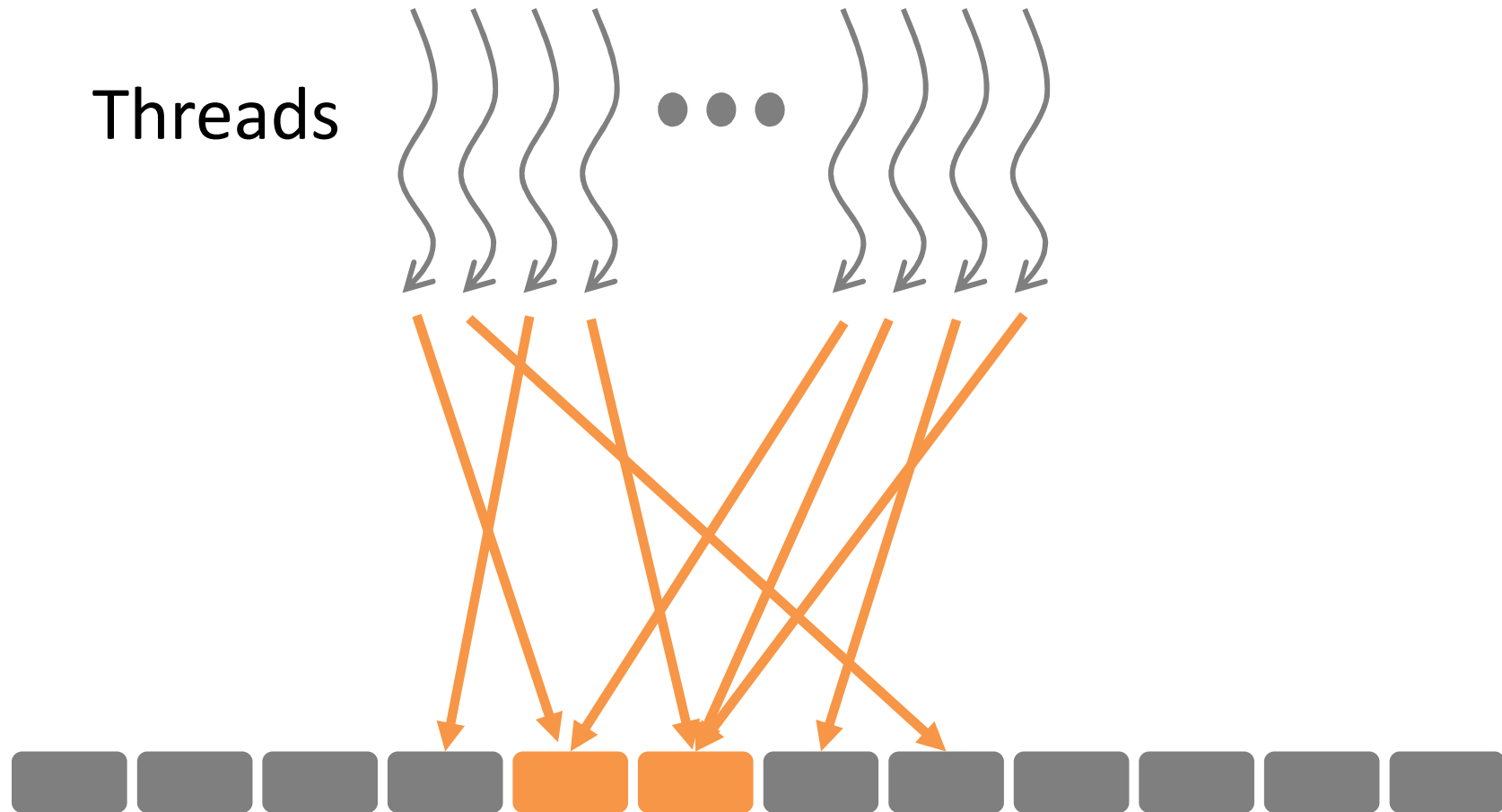


Atomic Operations

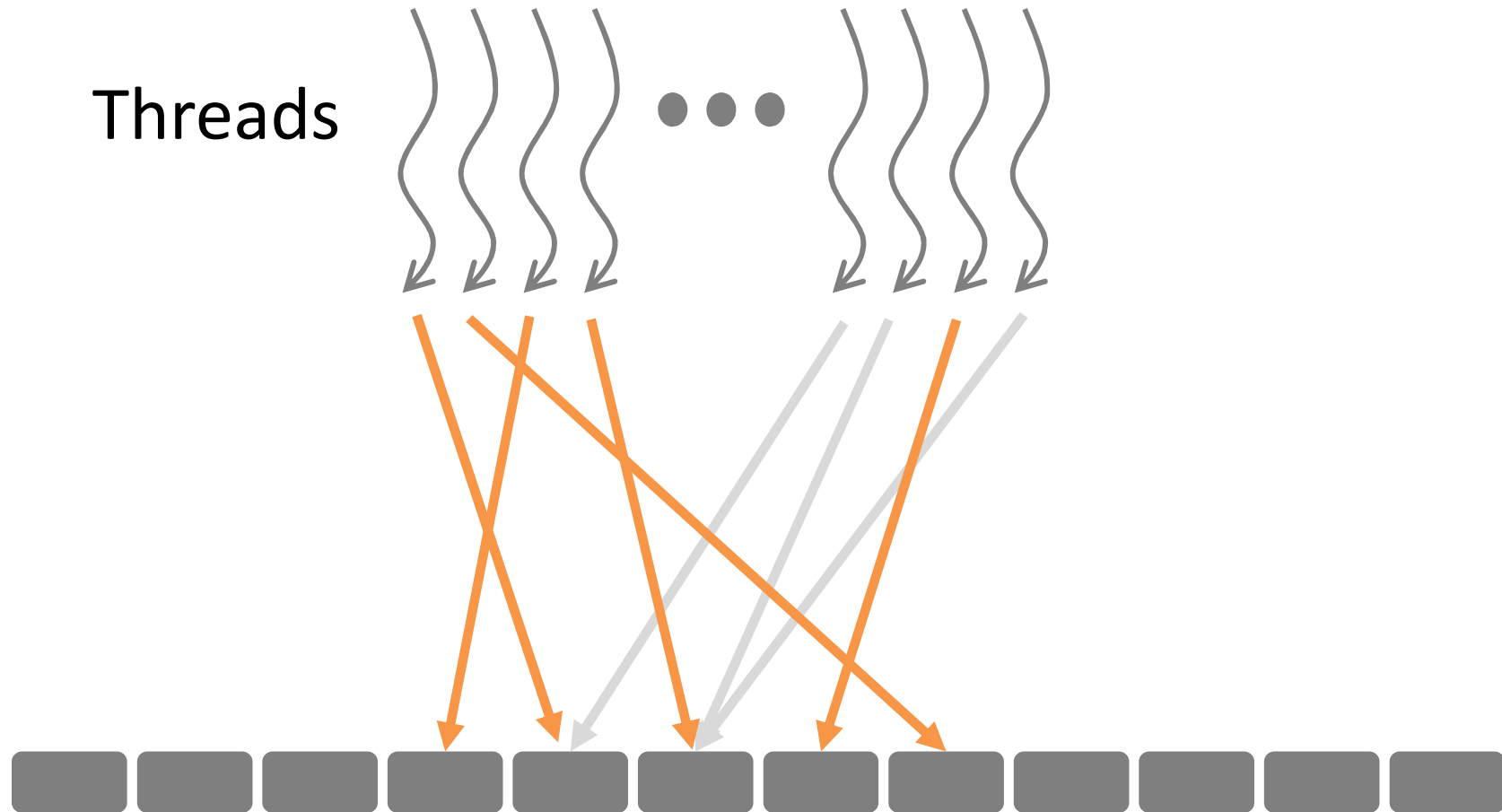
- Atomic operations update a memory location such that the update appears to happen atomically

```
// Compute histogram of colors in an image
__global__ void histogram(int n, int* color, int* bucket)
int tid = threadIdx.x + blockDim.x * blockIdx.x;
int nThreads = blockDim.x * gridDim.x;
for ( int i = tid ; tid < n; tid += nThreads) ←
    int c = colors[i]; ←
    atomicAdd(&bucket[c], 1); ←
```

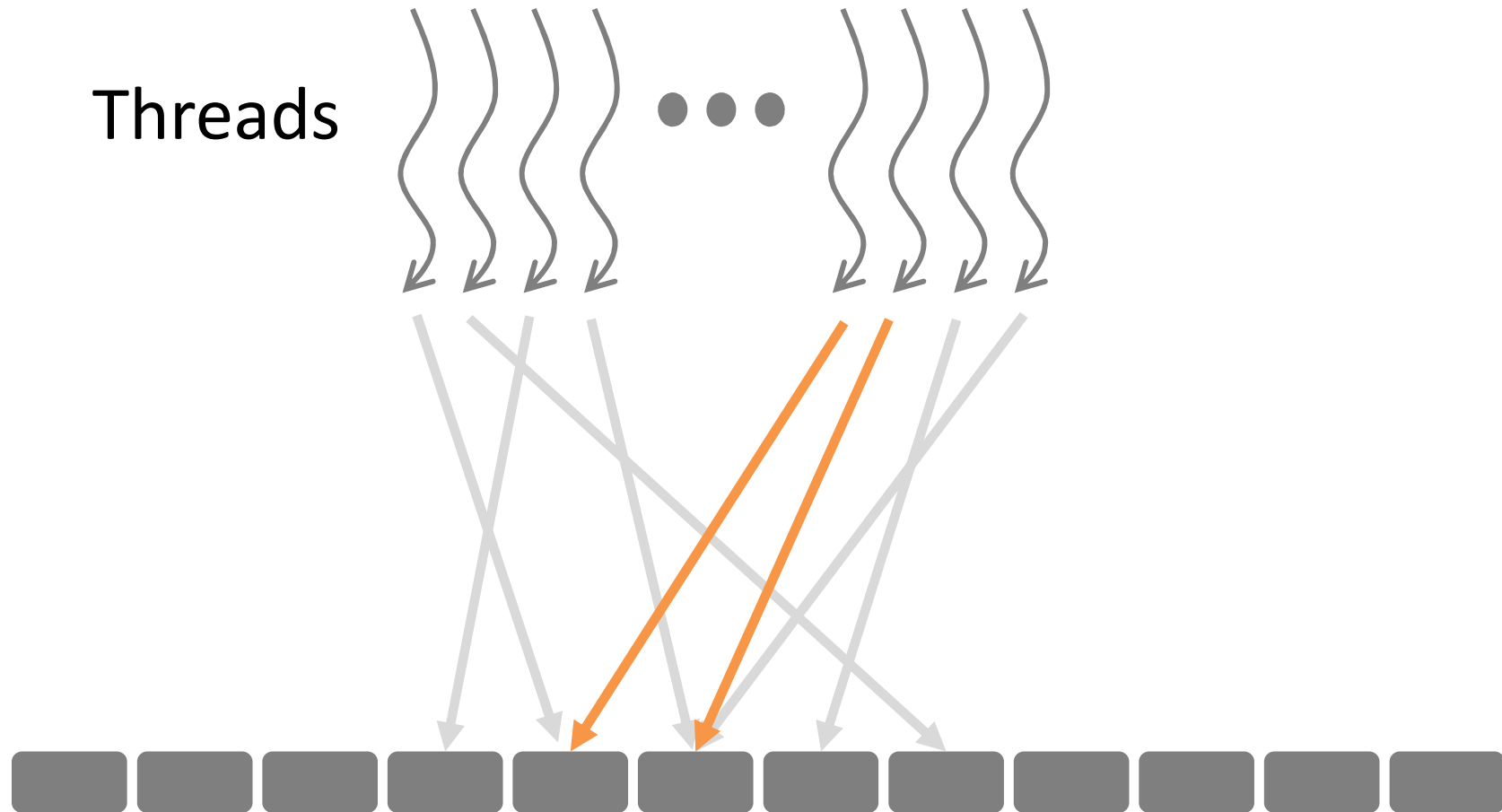
Atomic Operations



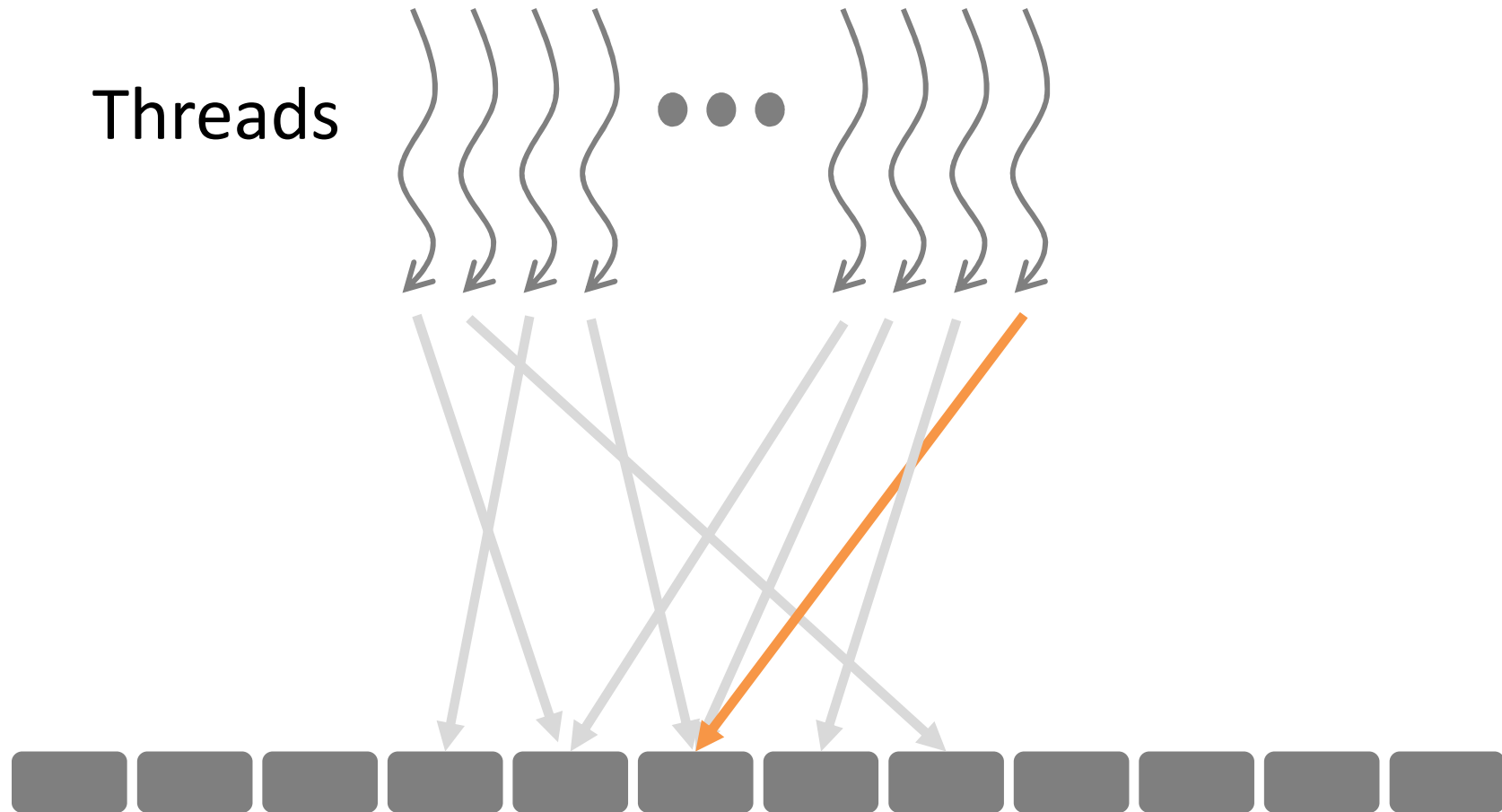
Atomic Operations



Atomic Operations

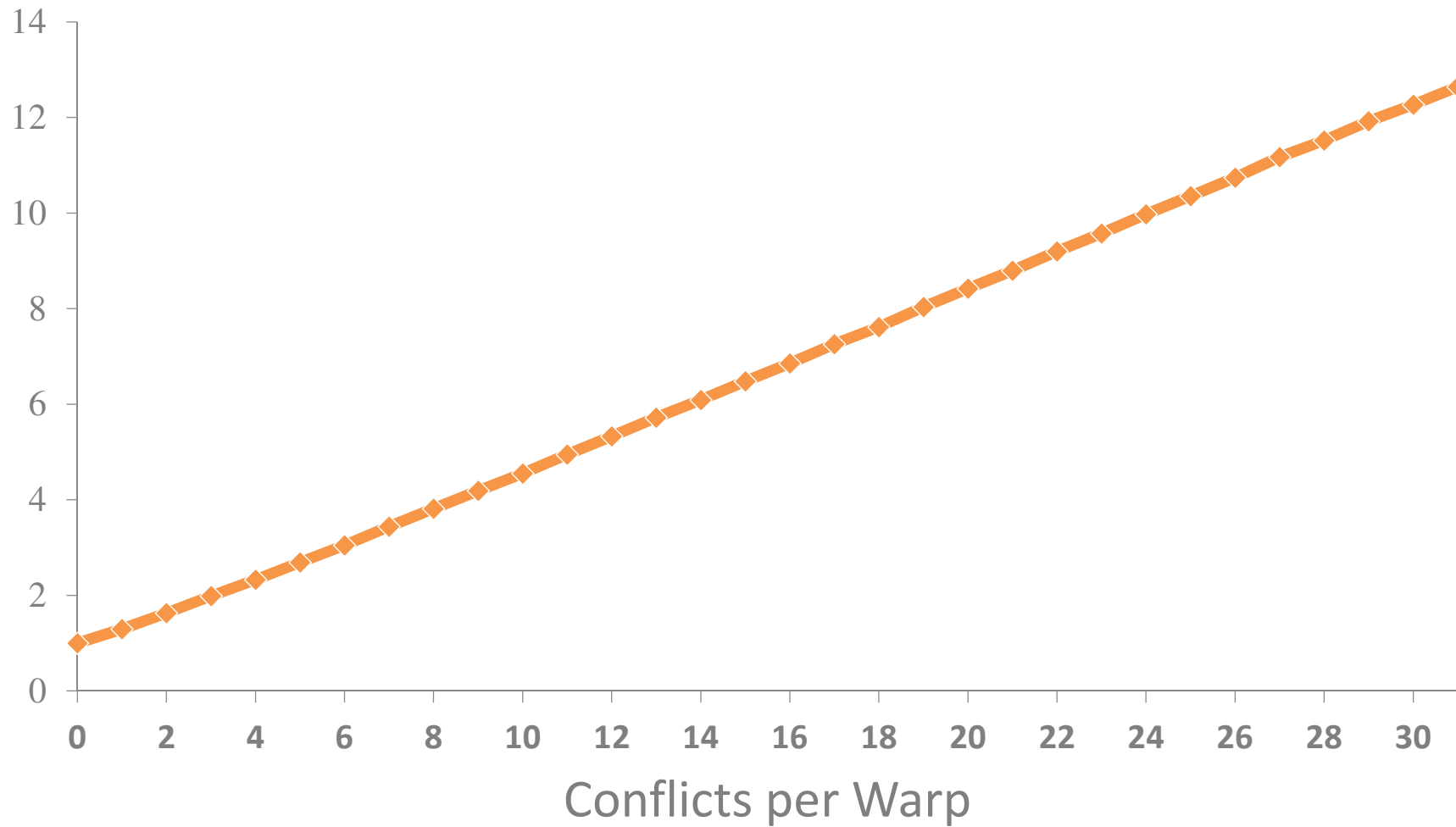


Atomic Operations

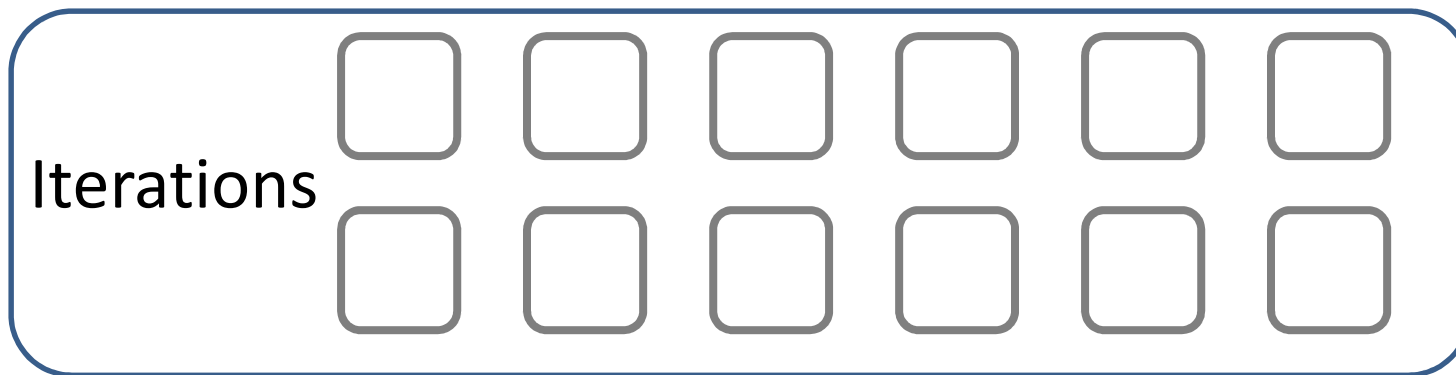


Atomic Add

Slowdown



Atomic Operation Tuning

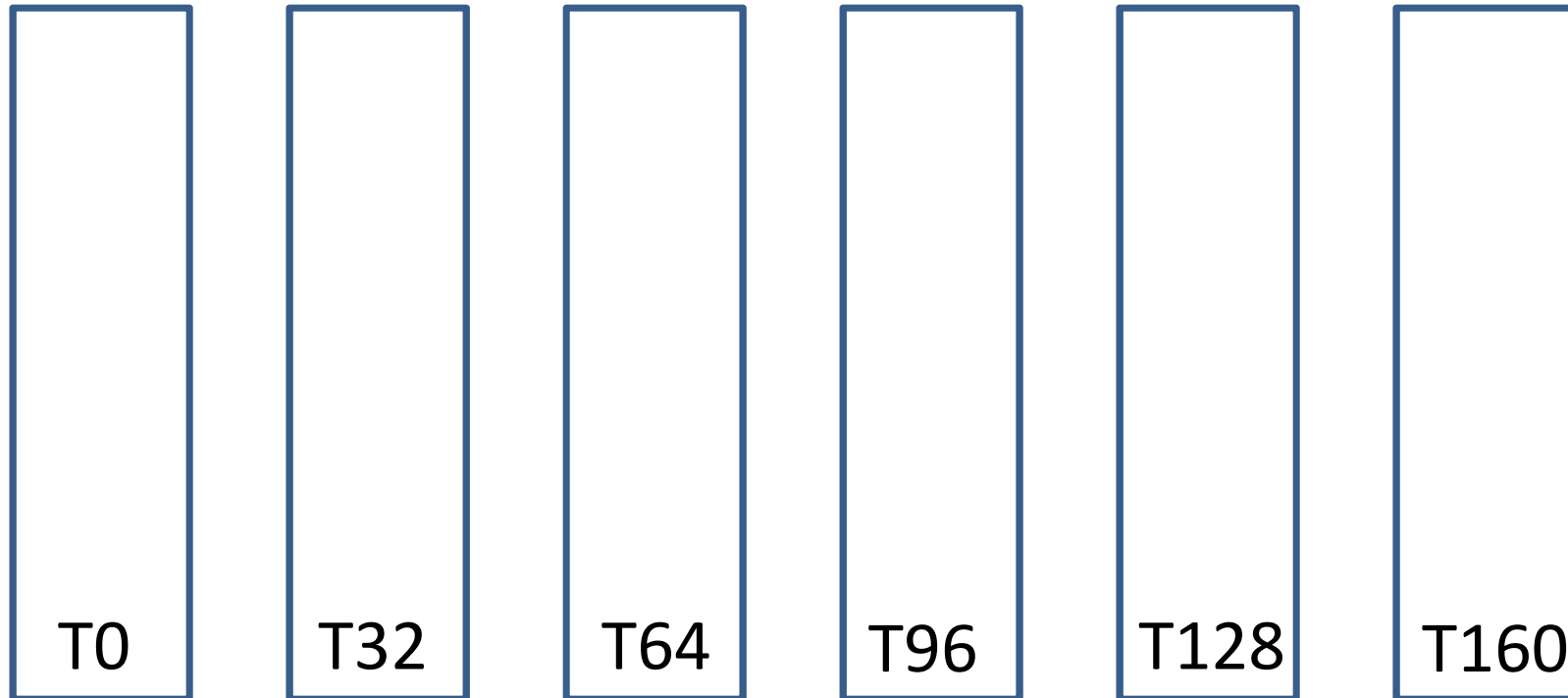


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    atomicAdd(&bucket[c], 1);
```

T0	T32	T64	T96	T128	T160
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Atomic Operation Tuning

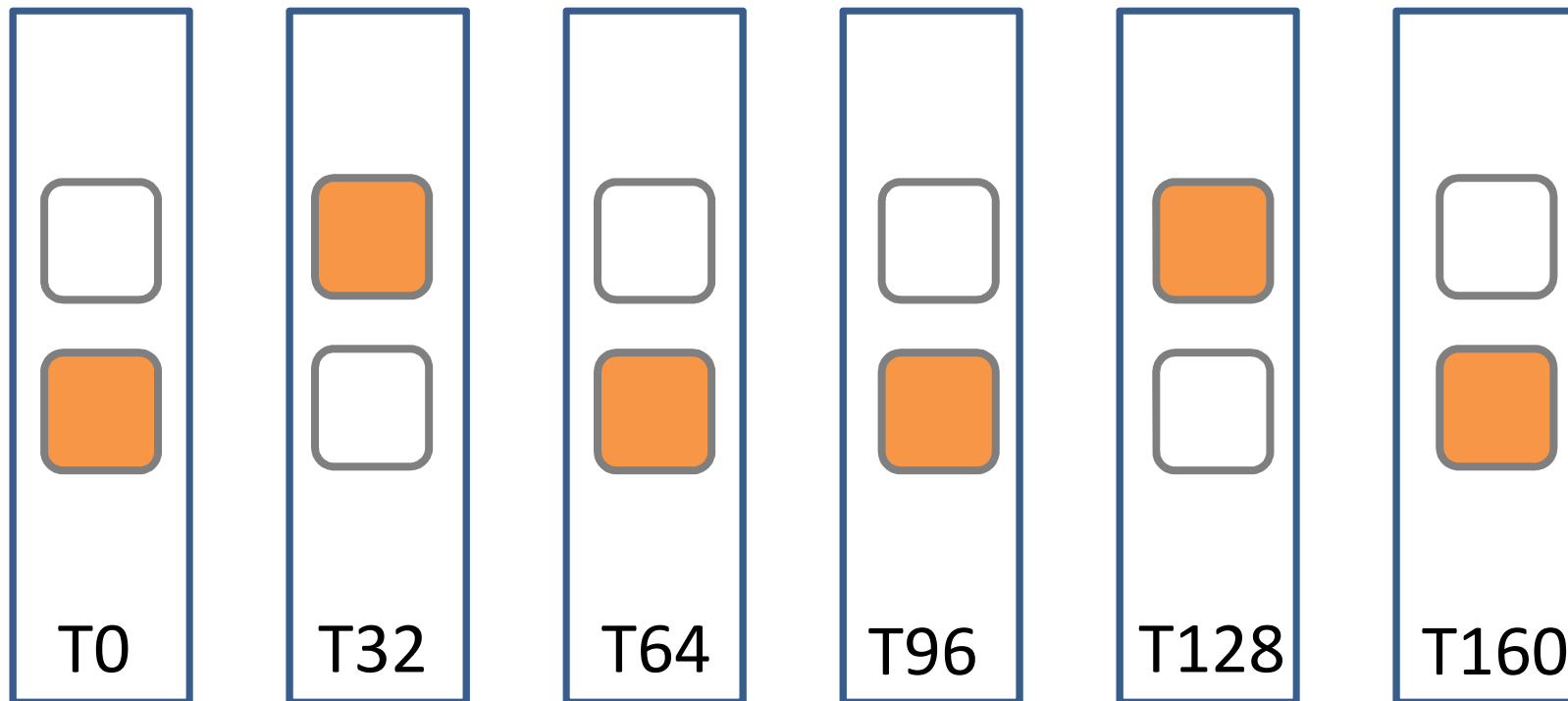
- SAGE skips one iteration per thread
- To improve the performance, it drops the iteration with the maximum number of conflicts



Atomic Operation Tuning

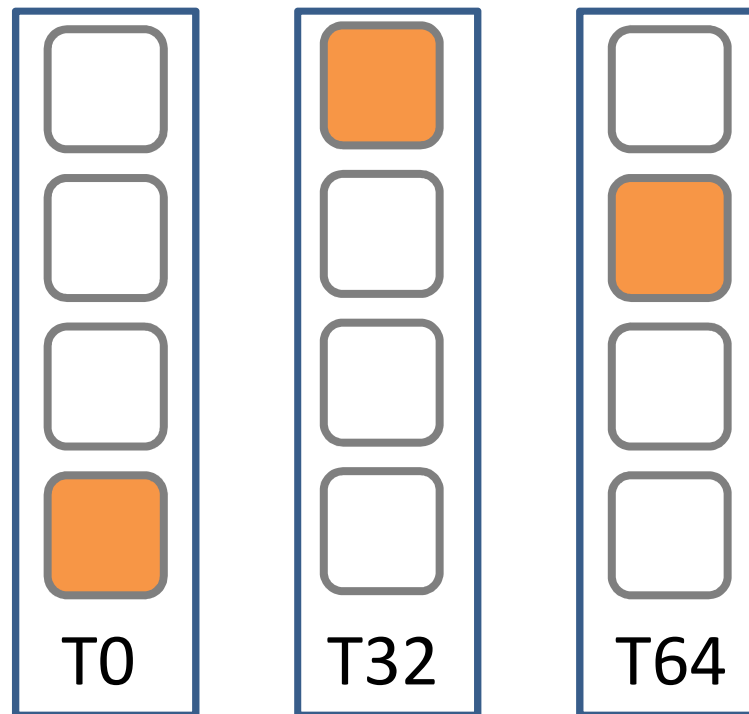
- SAGE skips one iteration per thread
- To improve the performance, it drops the iteration with the maximum number of conflicts

It drops 50% of iterations

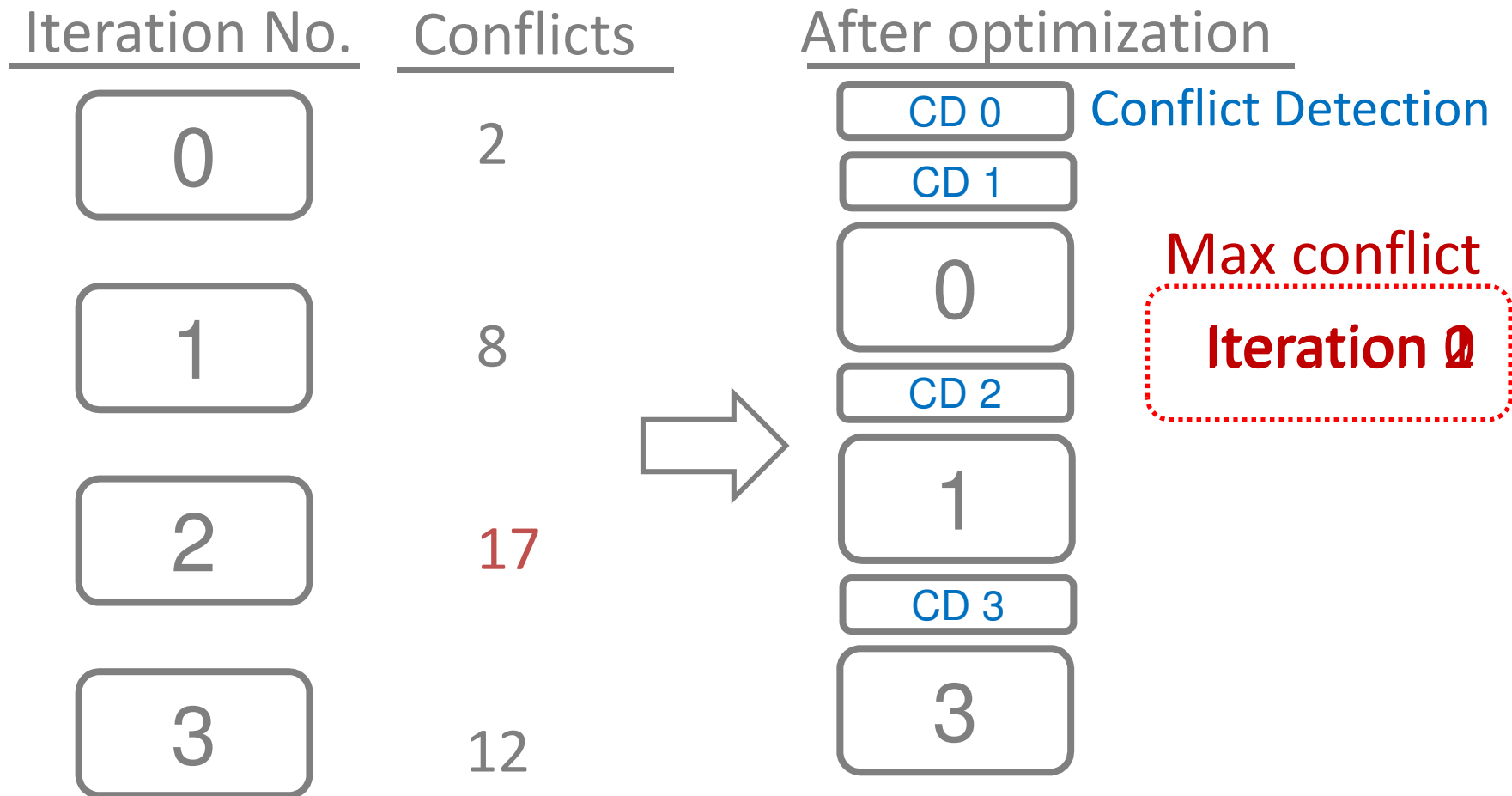


Atomic Operation Tuning

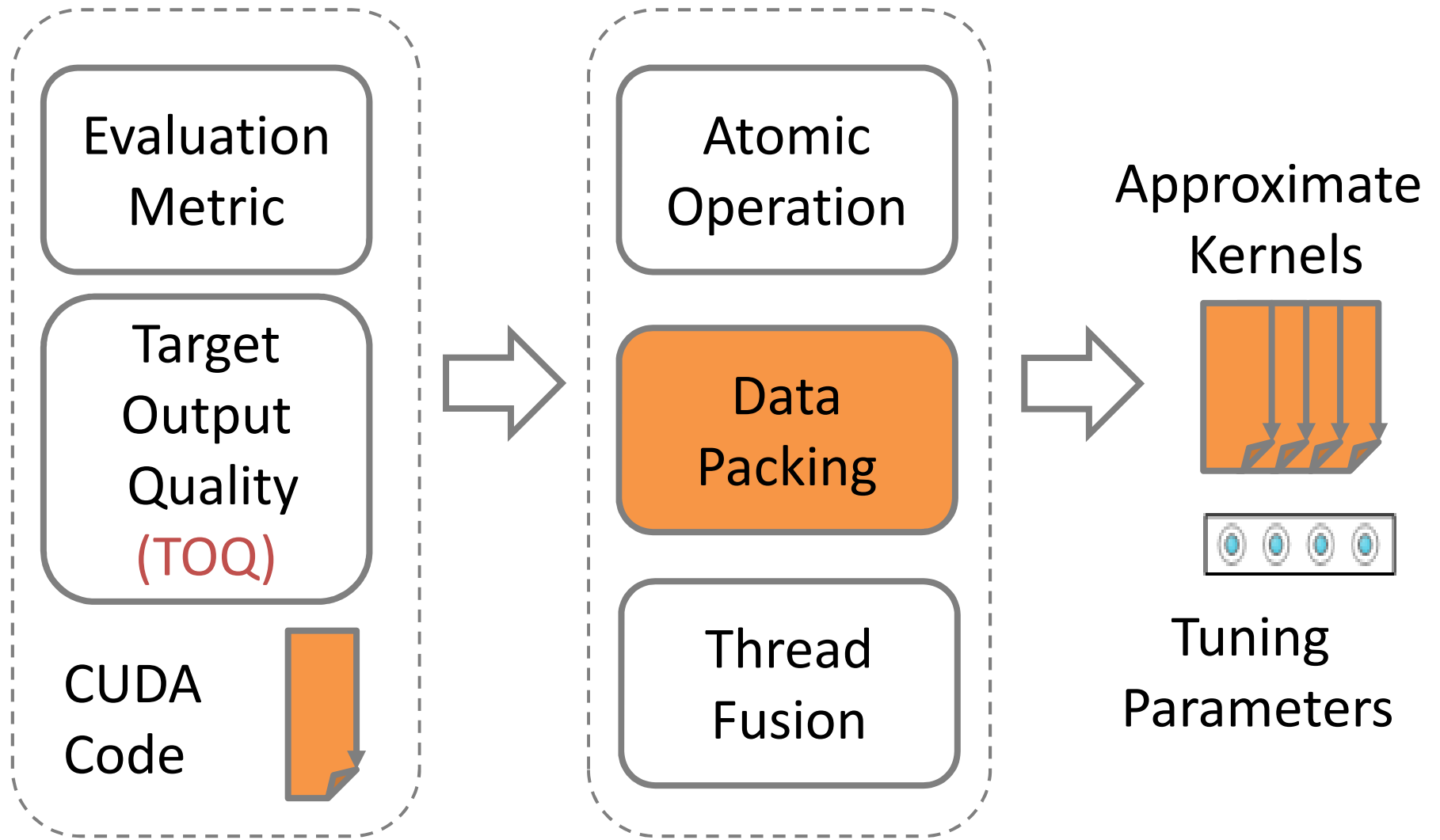
Drop rate goes down to 25%



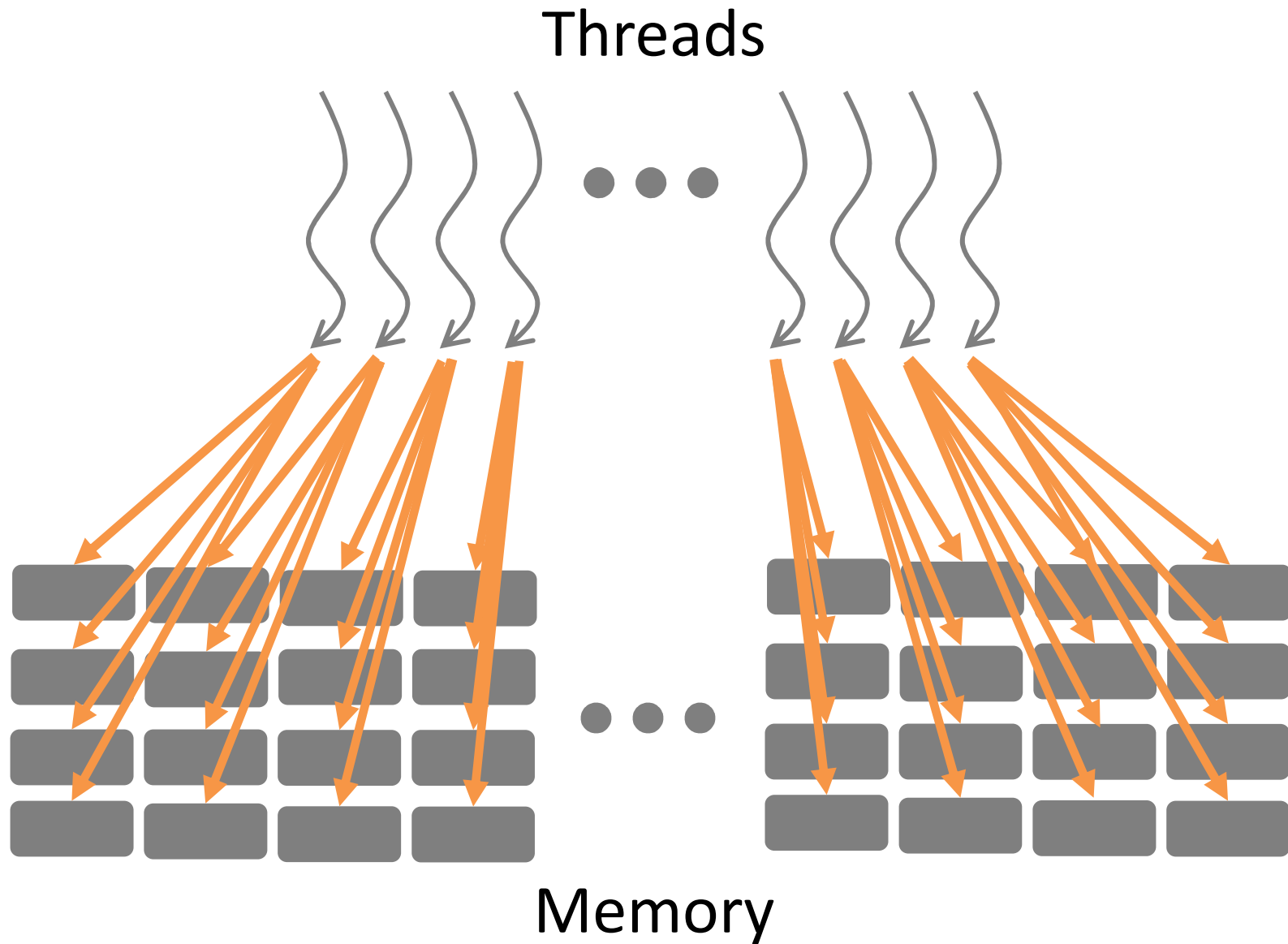
Dropping One Iteration



Approximation Methods

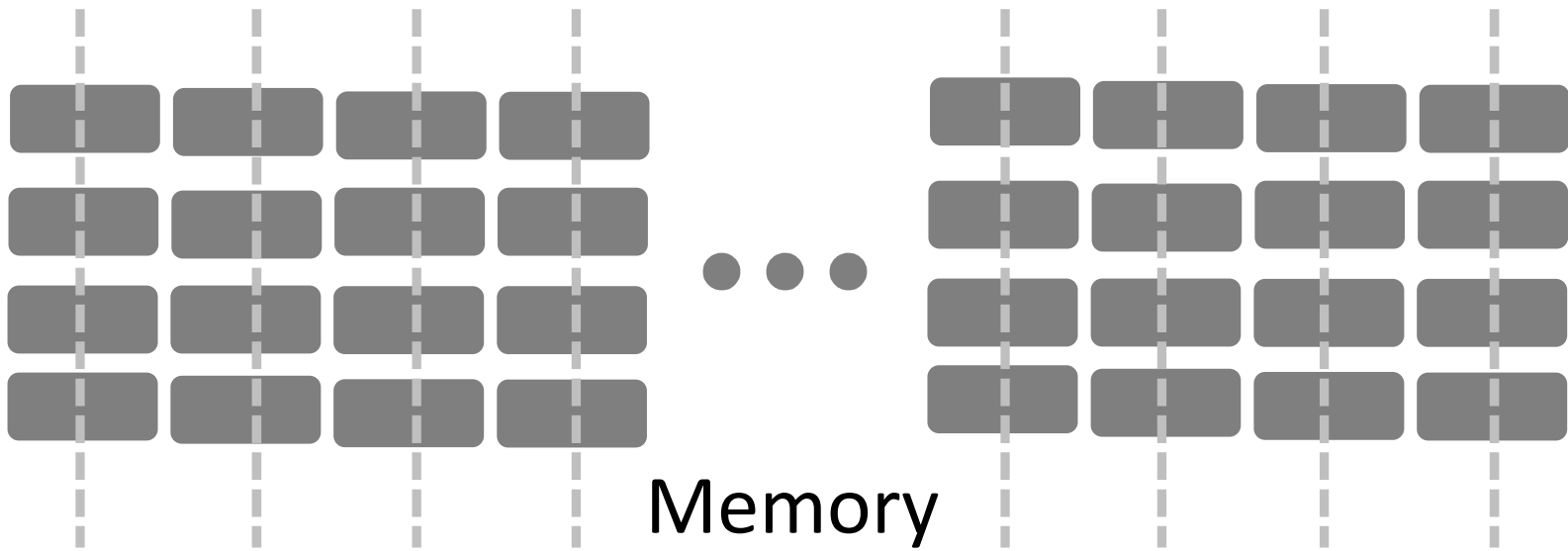
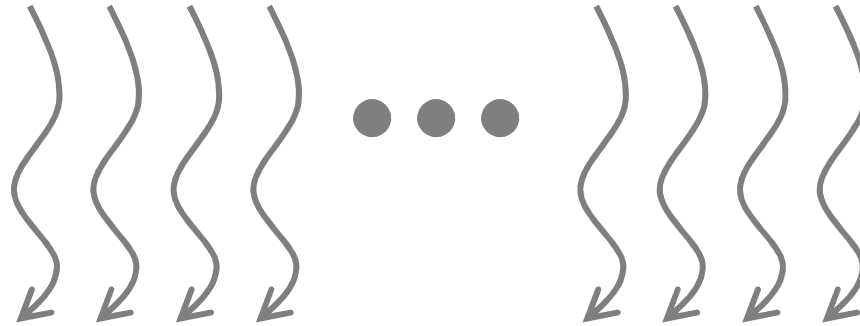


Data Packing



Data Packing

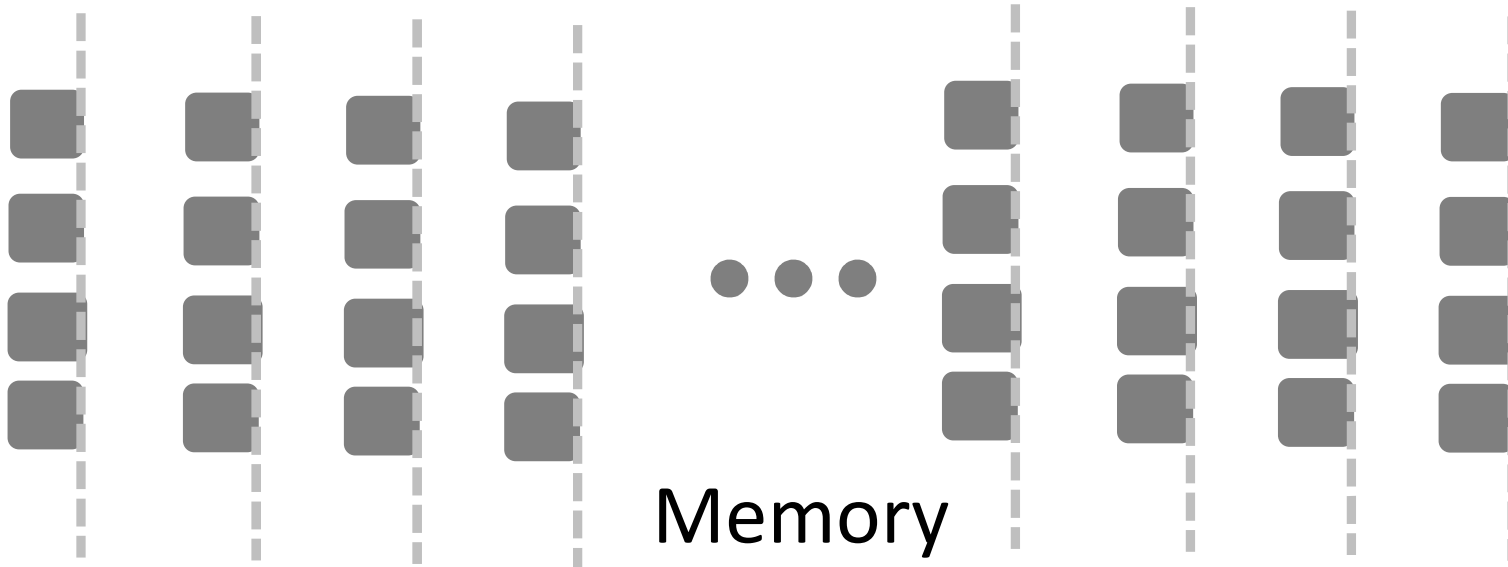
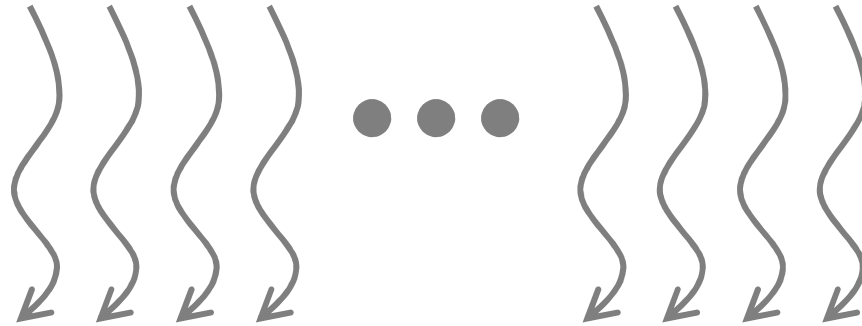
Threads



Memory

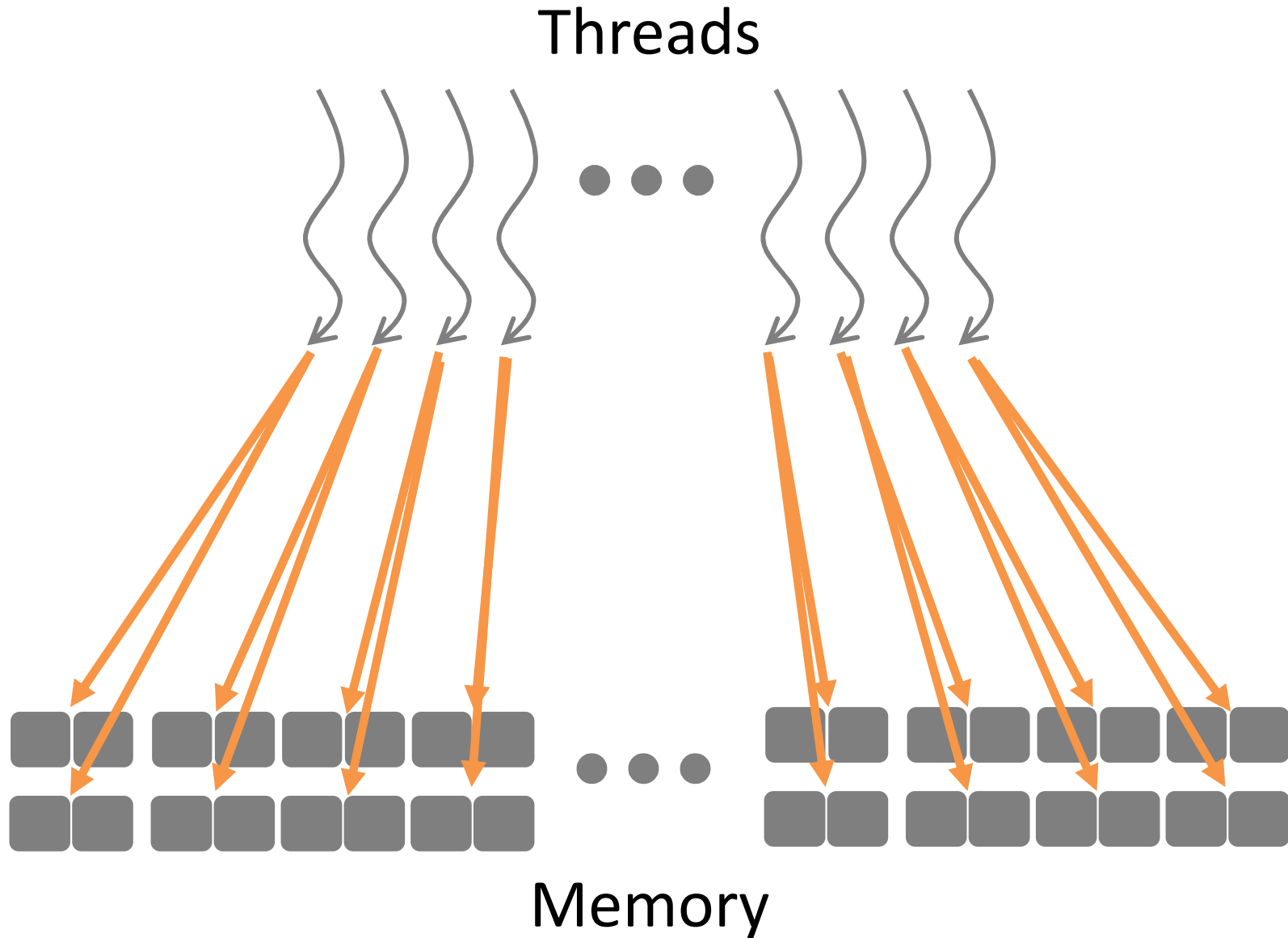
Data Packing

Threads



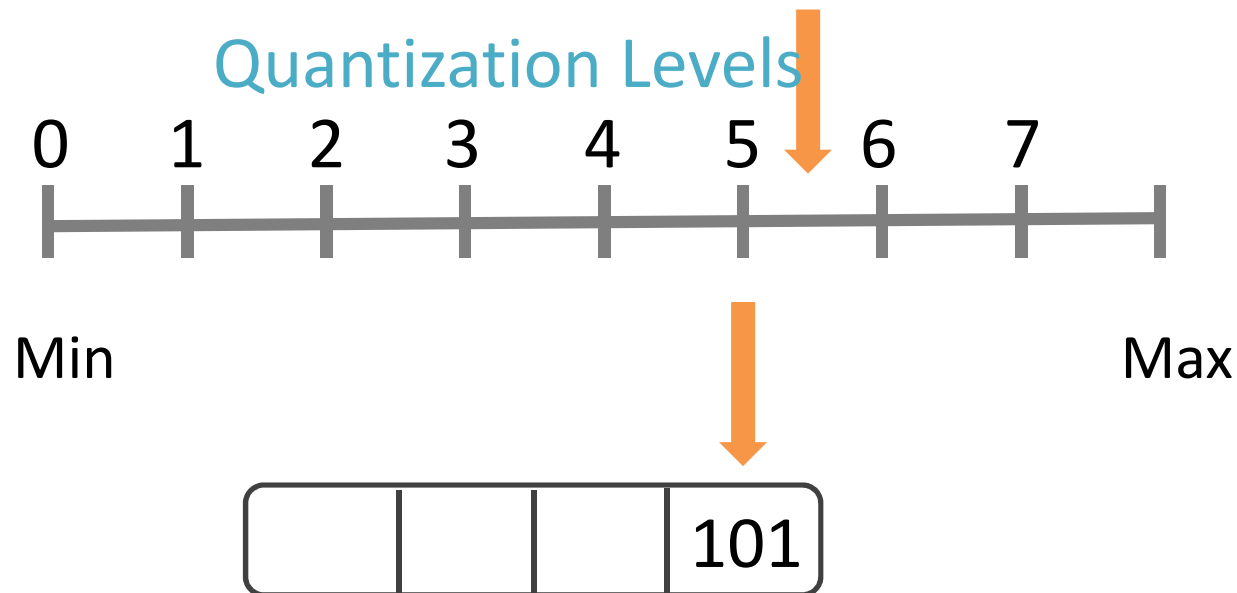
Memory

Data Packing



Quantization

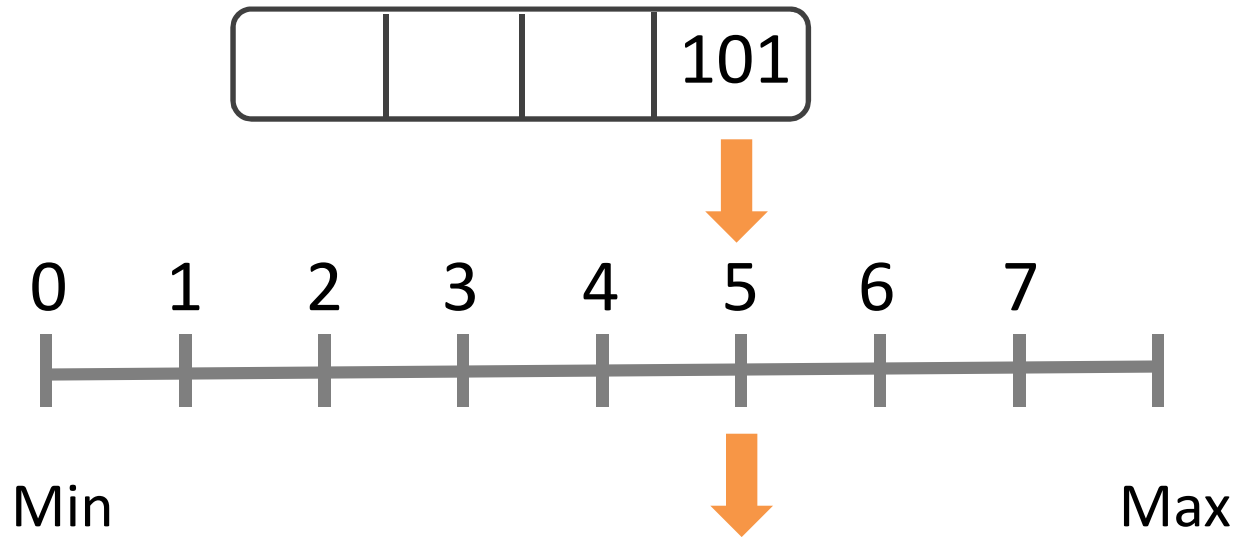
- Preprocessing finds min and max of the input sets and packs the data



- During execution, each thread unpacks the data and transforms the quantization level to data by applying a linear transformation

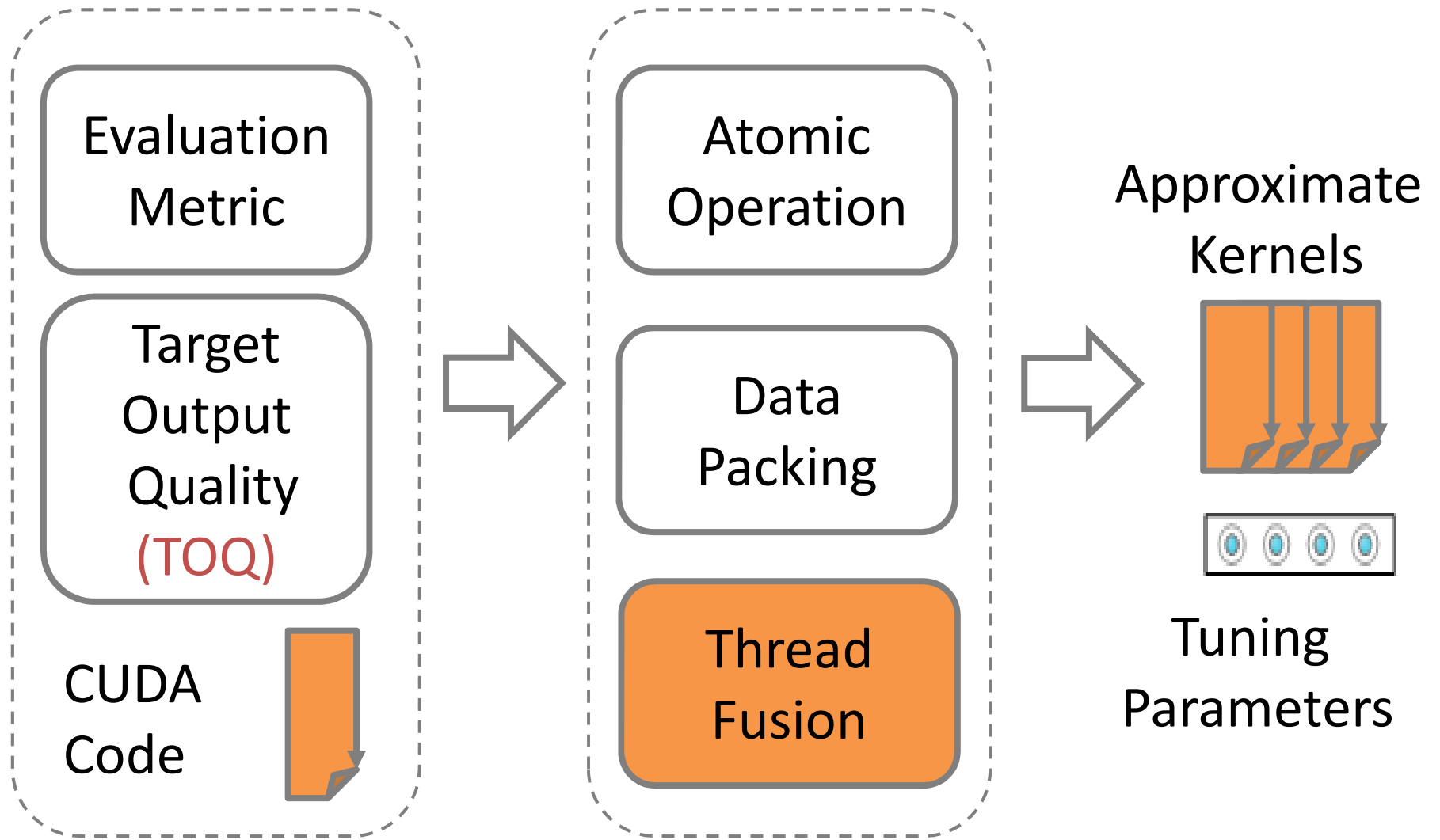
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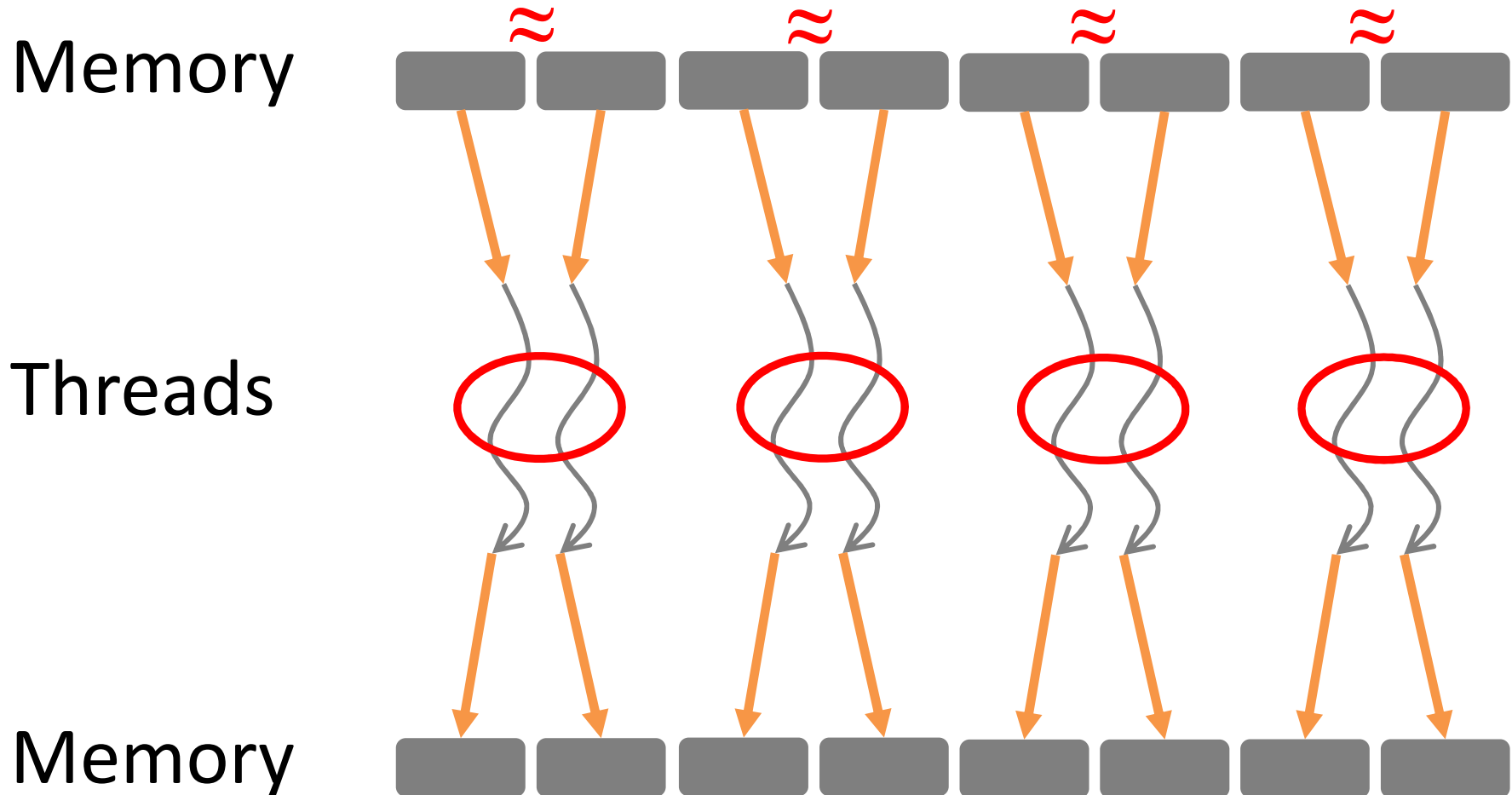


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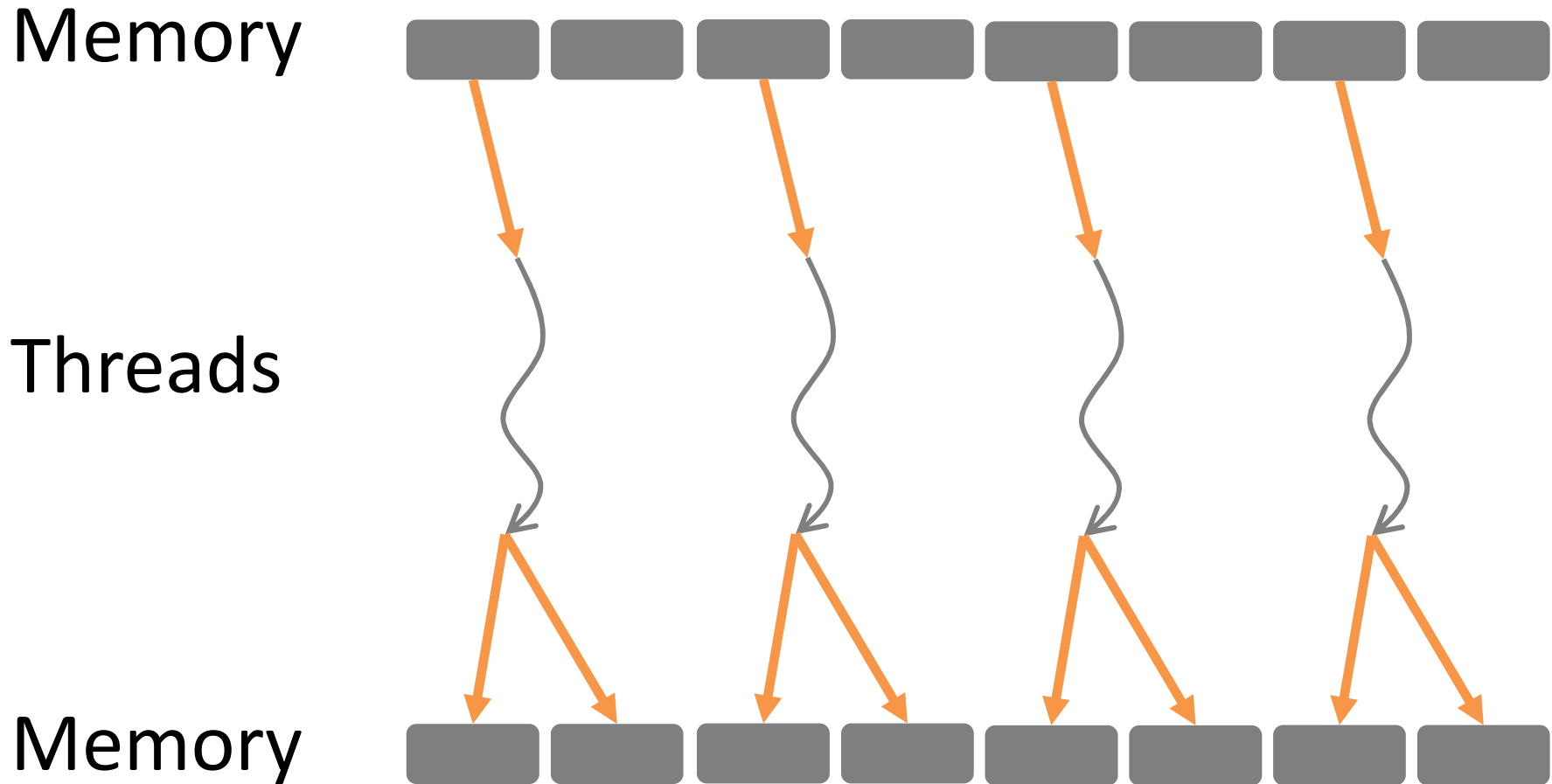
Approximation Methods



Thread Fusion

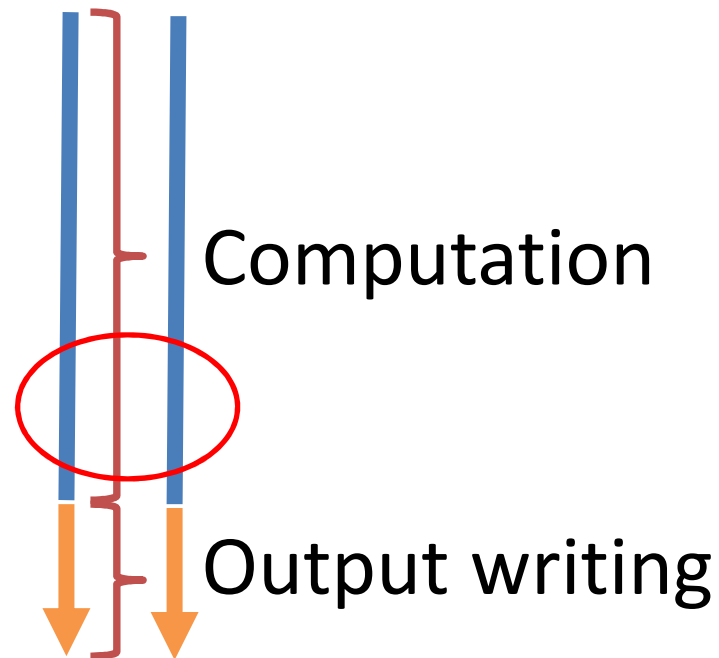


Thread Fusion



Thread Fusion

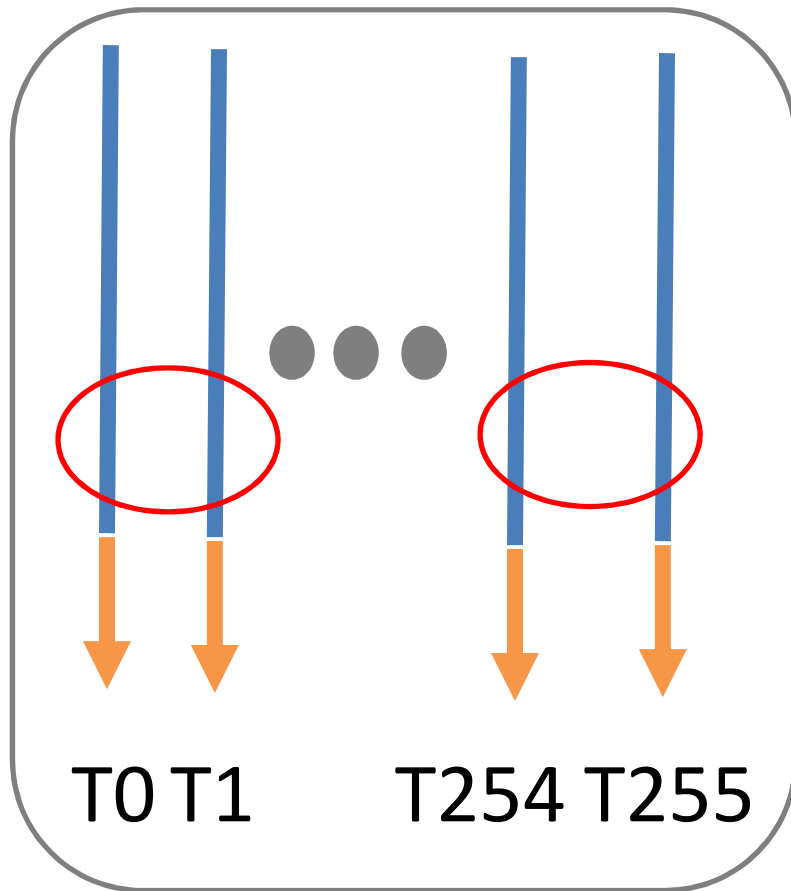
- Computation
- Output writing



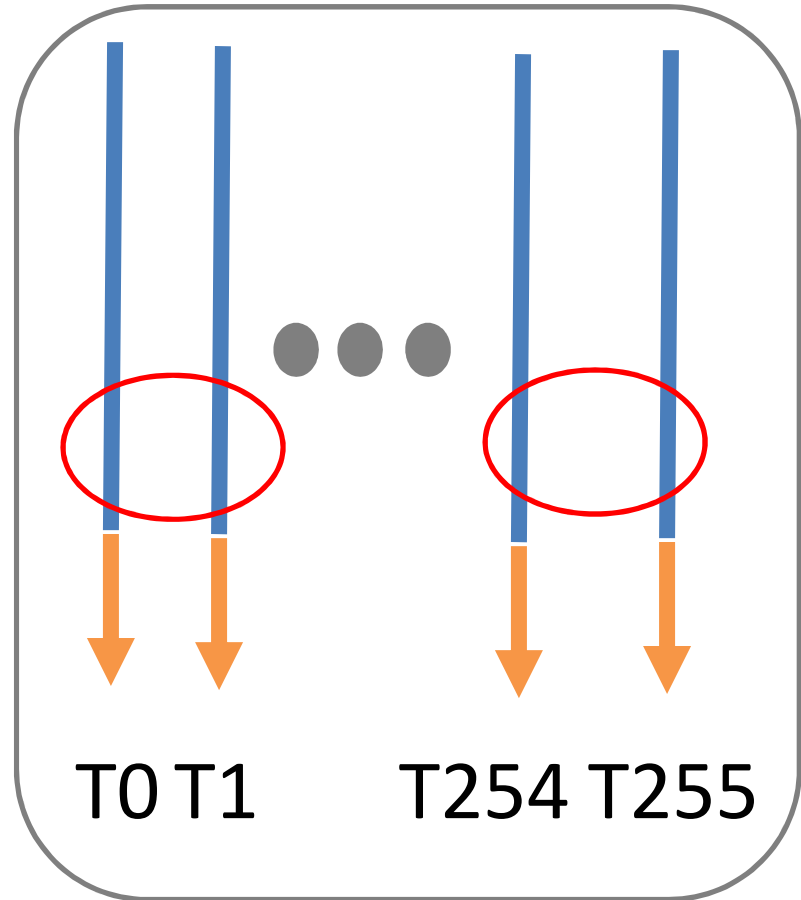
T0 T1

Thread Fusion

— Computation
— Output writing



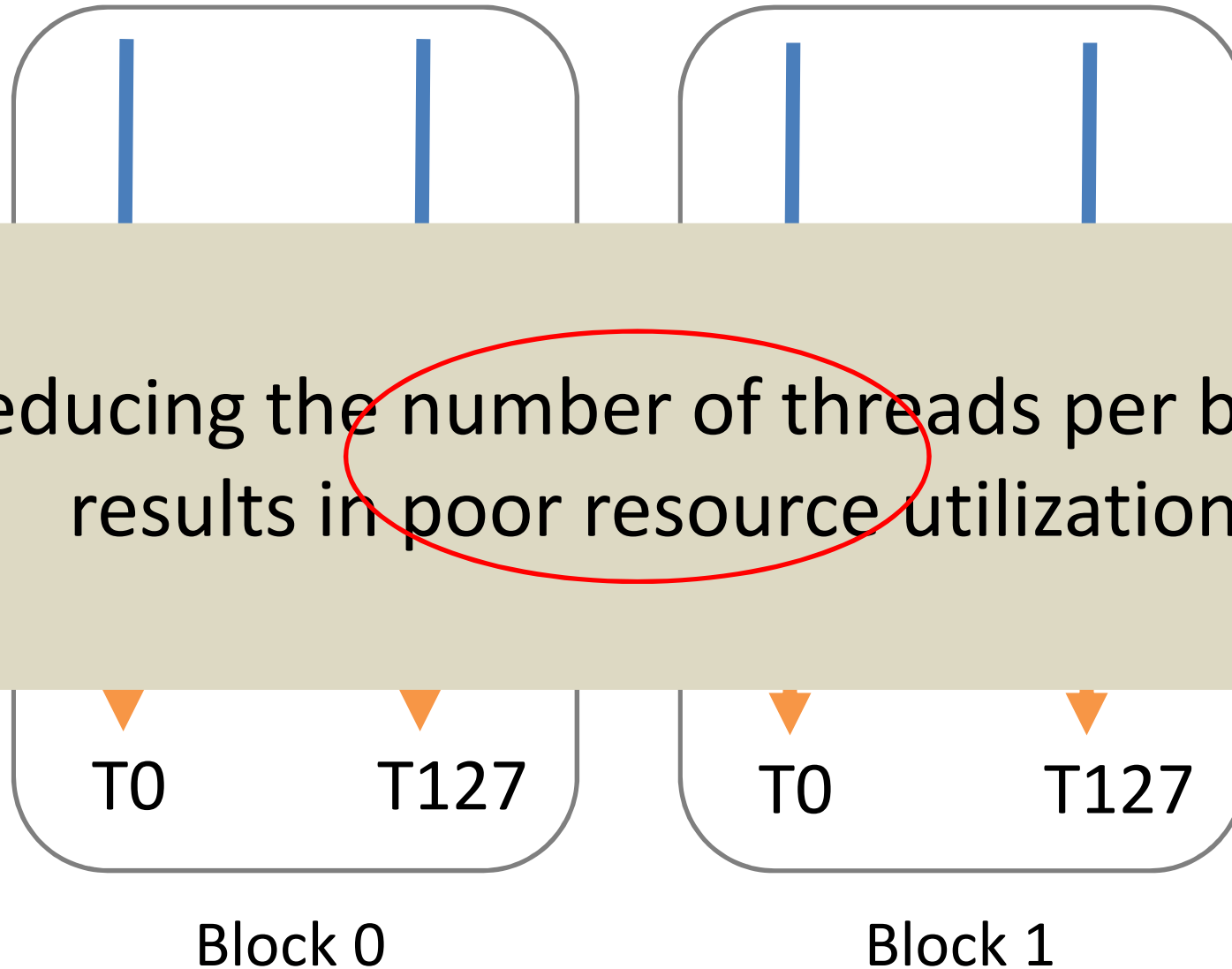
Block 0



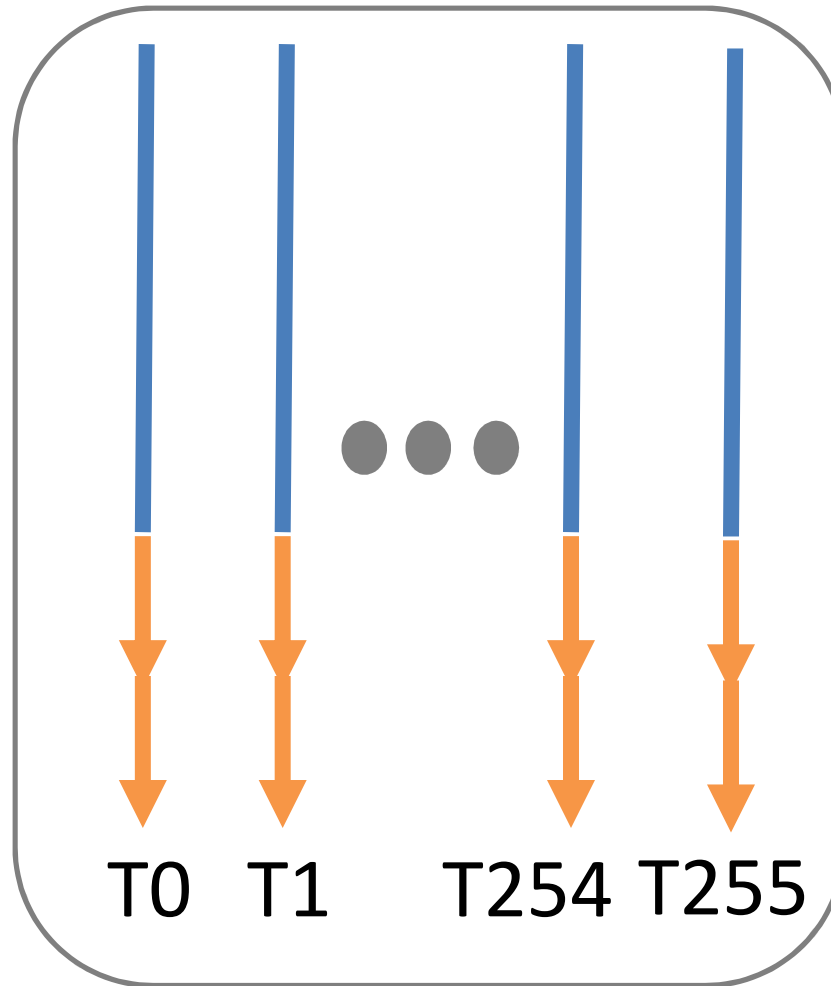
Block 1

Thread Fusion

Reducing the number of threads per block results in poor resource utilization



Block Fusion



Block 0 & 1 fused

Runtime

How to Compute Output Quality?



Approximate
Version

Accurate
Version

Evaluation
Metric

- High overhead
- Tuning should find a good enough approximate version as fast as possible
- Greedy algorithm

Tuning

TOQ = 90%

$K(0,0)$

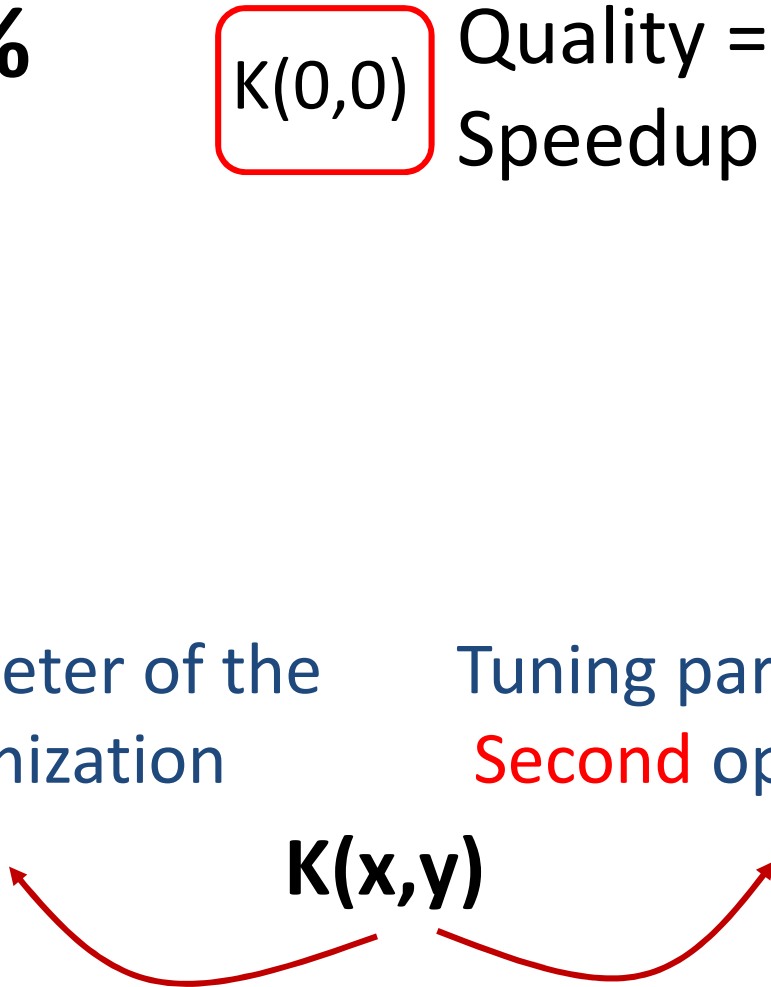
Quality = 100%

Speedup = 1x

Tuning parameter of the
First optimization

Tuning parameter of the
Second optimization

$K(x,y)$



Tuning

TOQ = 90%

K(0,0) Quality = 100%
Speedup = 1x

94%
1.15X **K(1,0)**

K(0,1) 96%
1.5X

Tuning

TOQ = 90%

K(0,0) Quality = 100%
Speedup = 1x

94%
1.15X

K(1,0)

K(0,1)

96%
1.5X

94%
2.5X

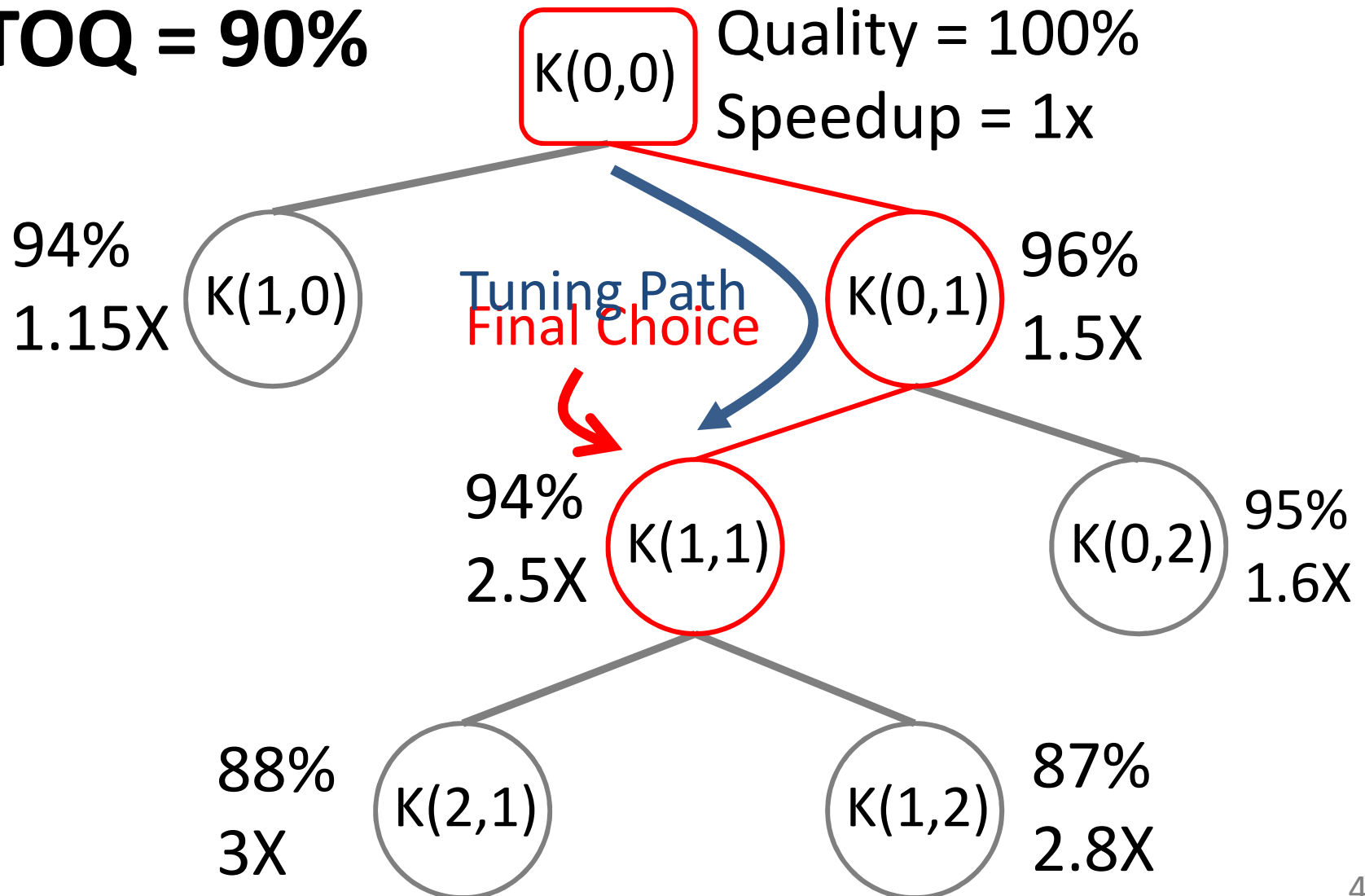
K(1,1)

K(0,2)

95%
1.6X

Tuning

TOQ = 90%

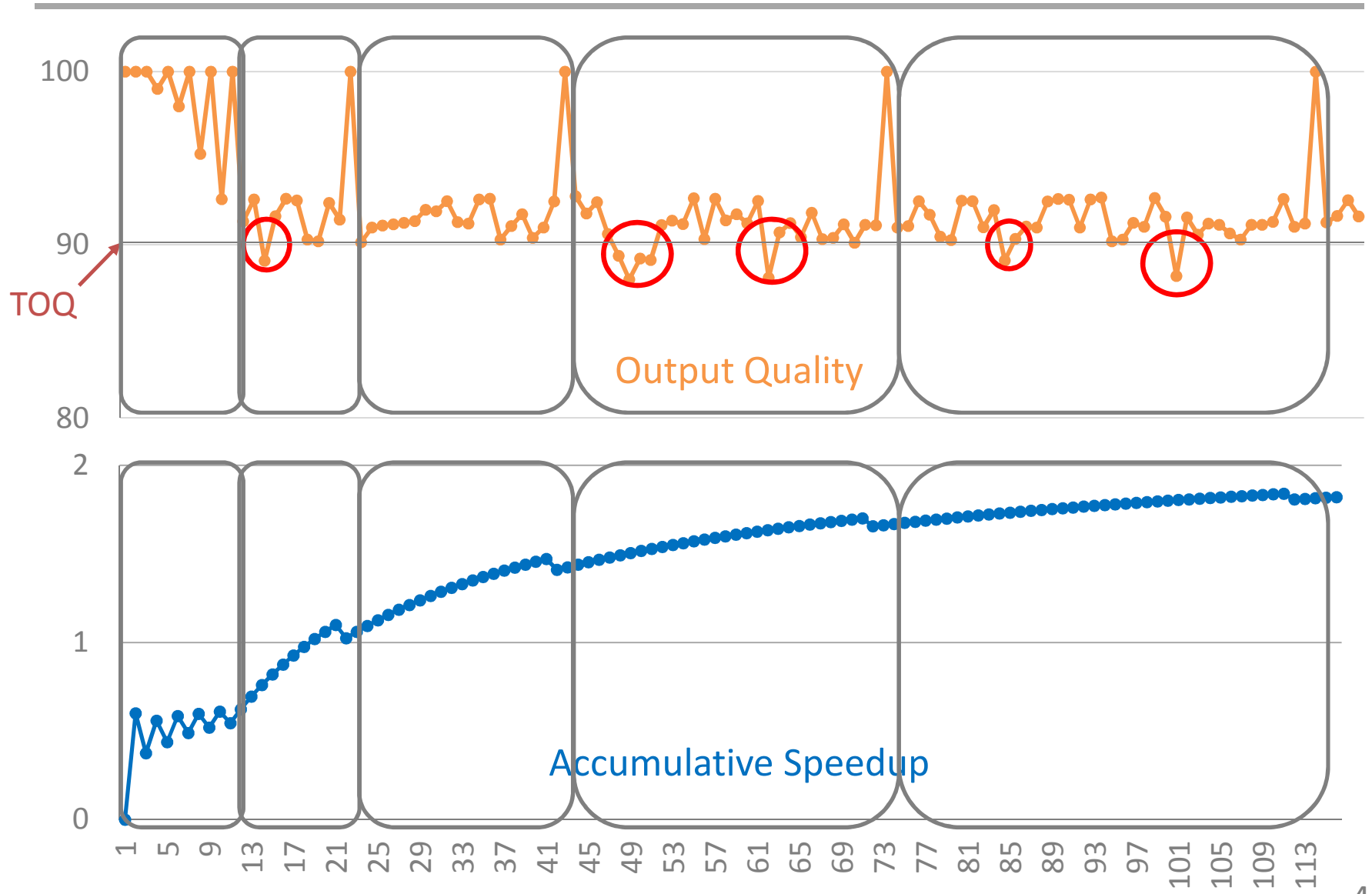


Evaluation

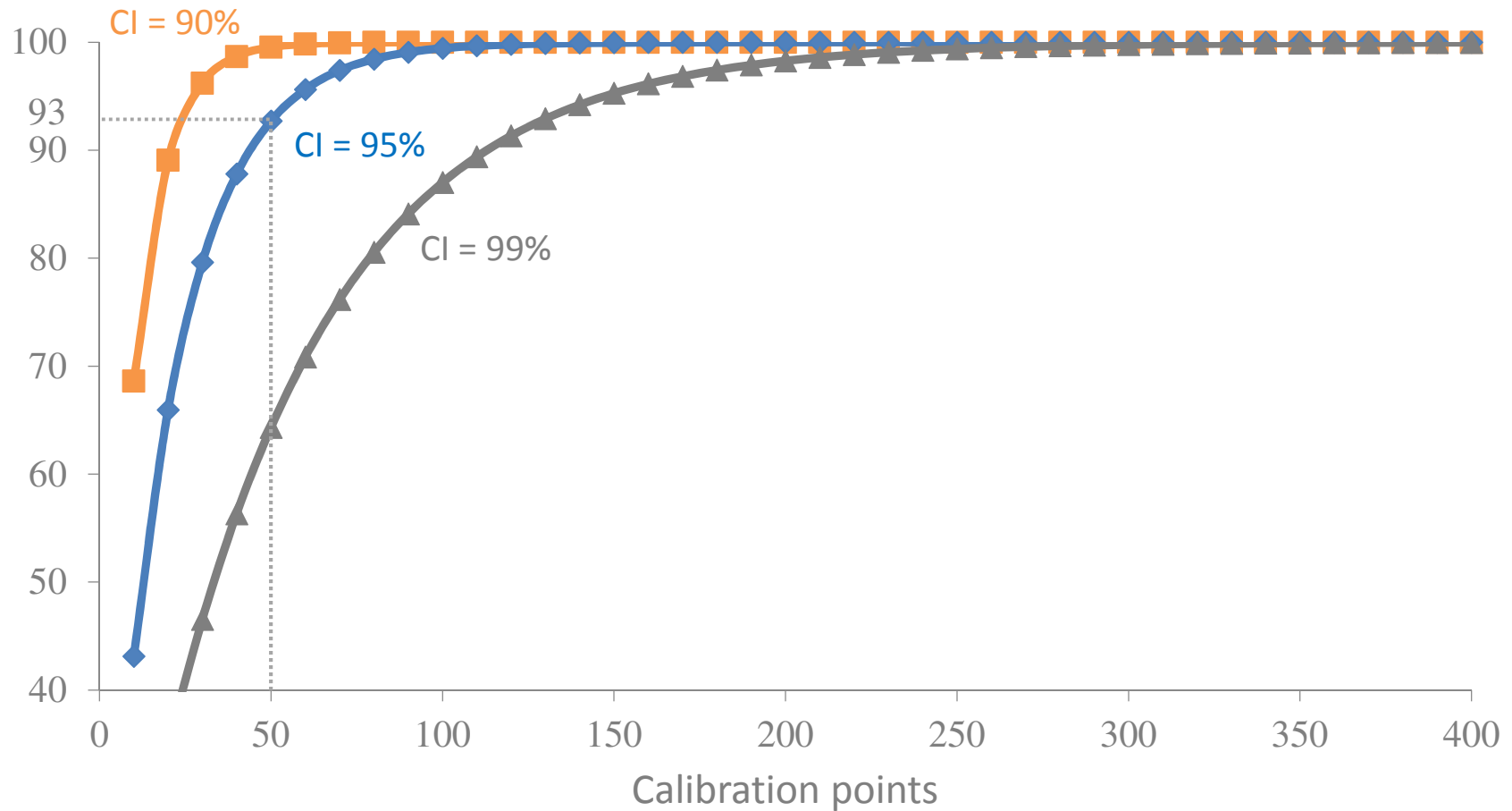
Experimental Setup

- Backend of Cetus compiler
- GPU
 - NVIDIA GTX 560
 - 2GB GDDR 5
- CPU
 - Intel Core i7
- Benchmarks
 - Image processing
 - Machine Learning

K-Means



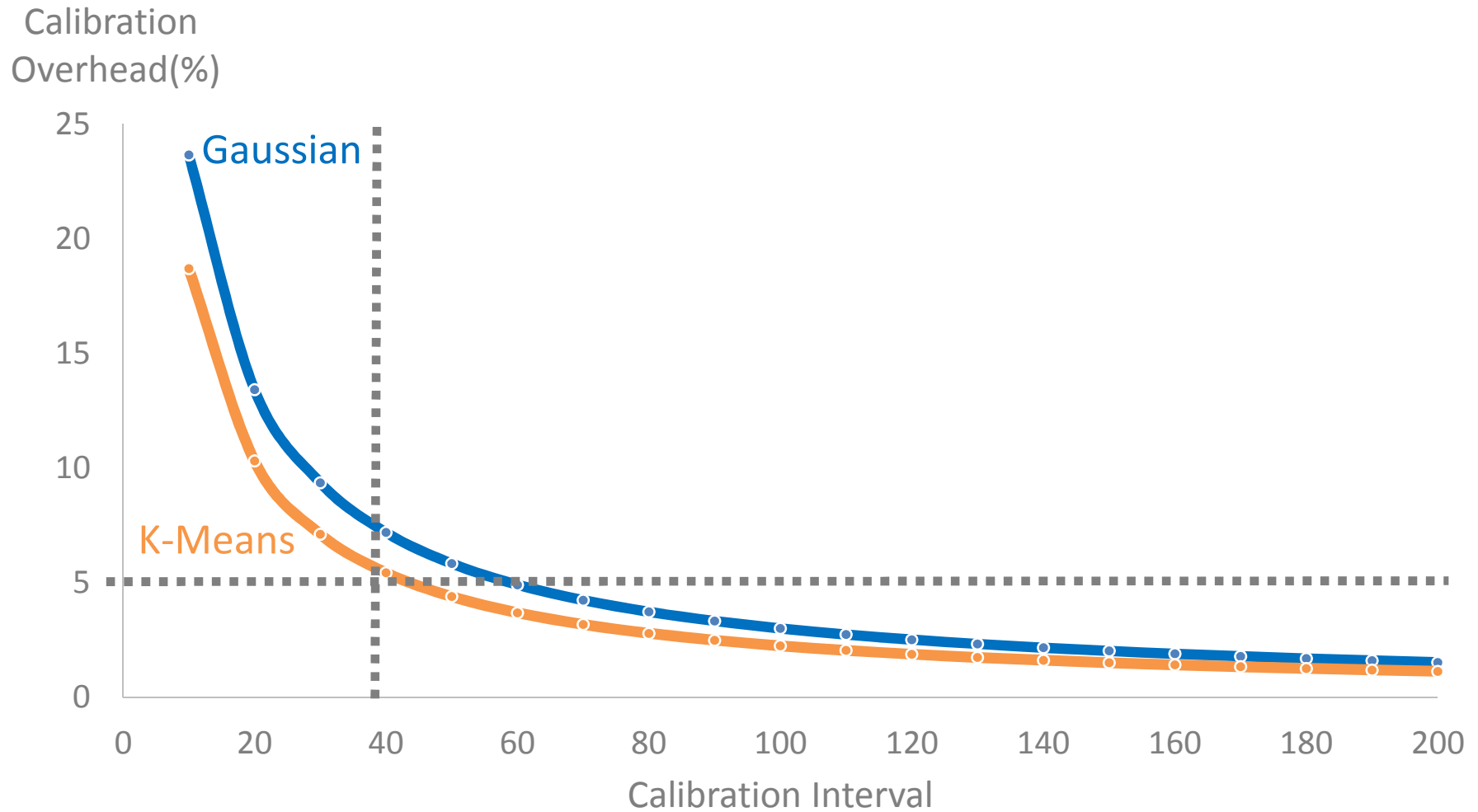
Confidence



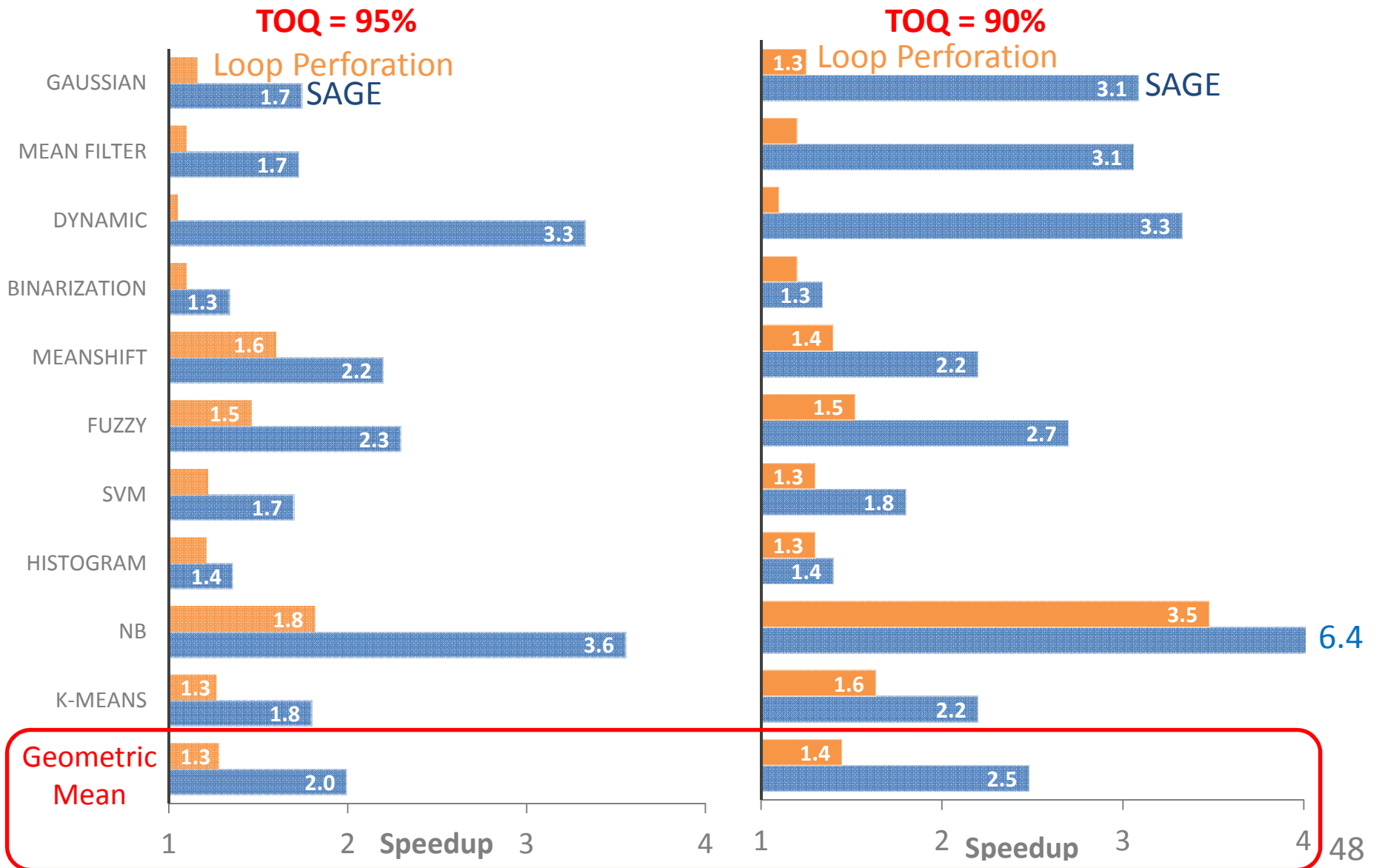
After checking 50 samples, we will be 93% confident that 95% of the outputs satisfy the 100 threshold

Beta **Uniform** **Binomial**

Calibration Overhead



Performance



Conclusion

- Automatic approximation is possible
- SAGE automatically generates approximate kernels with different parameters
- Runtime system uses tuning parameters to control the output quality during execution
- 2.5x speedup with less than 10% quality loss compared to the accurate execution

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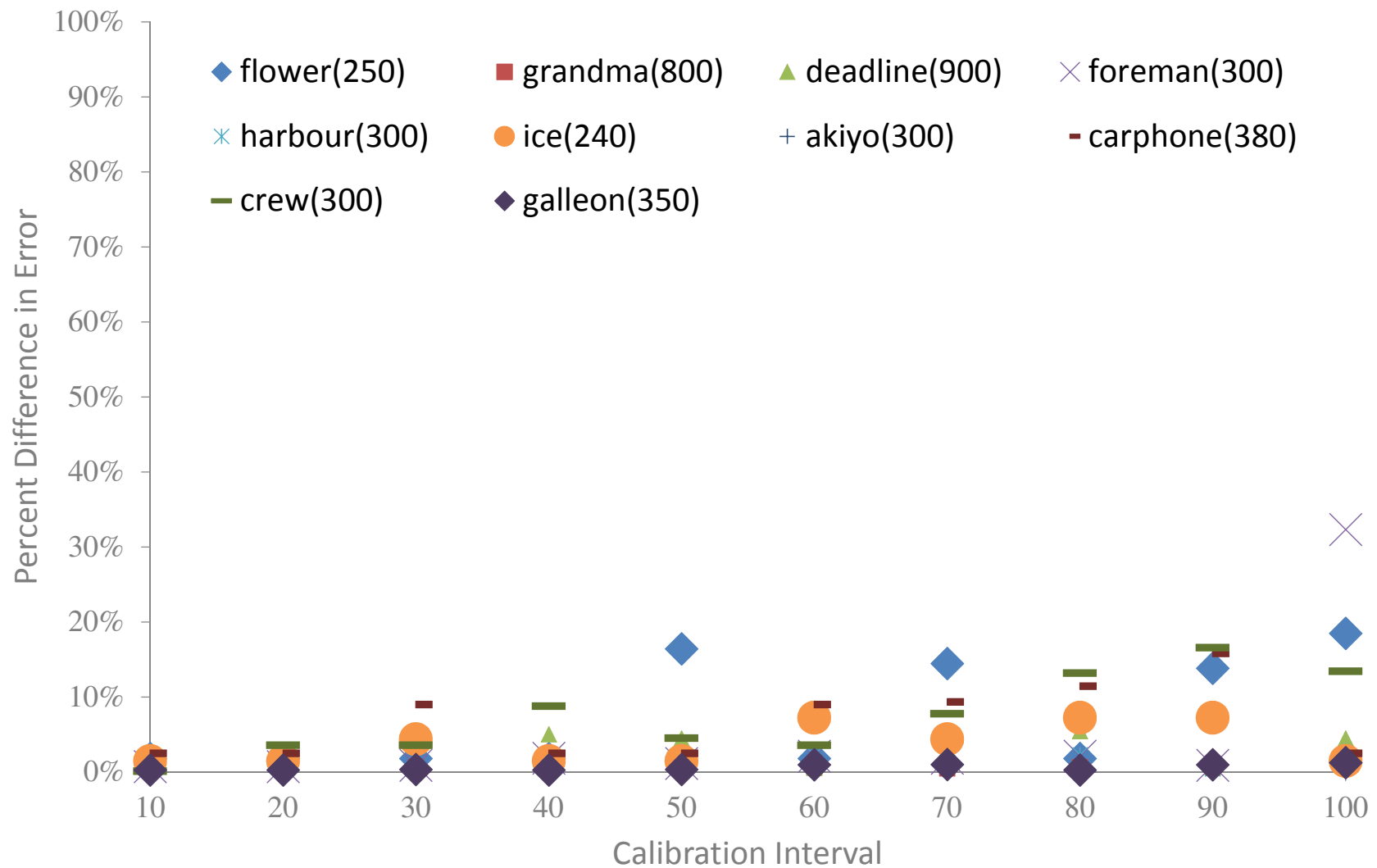
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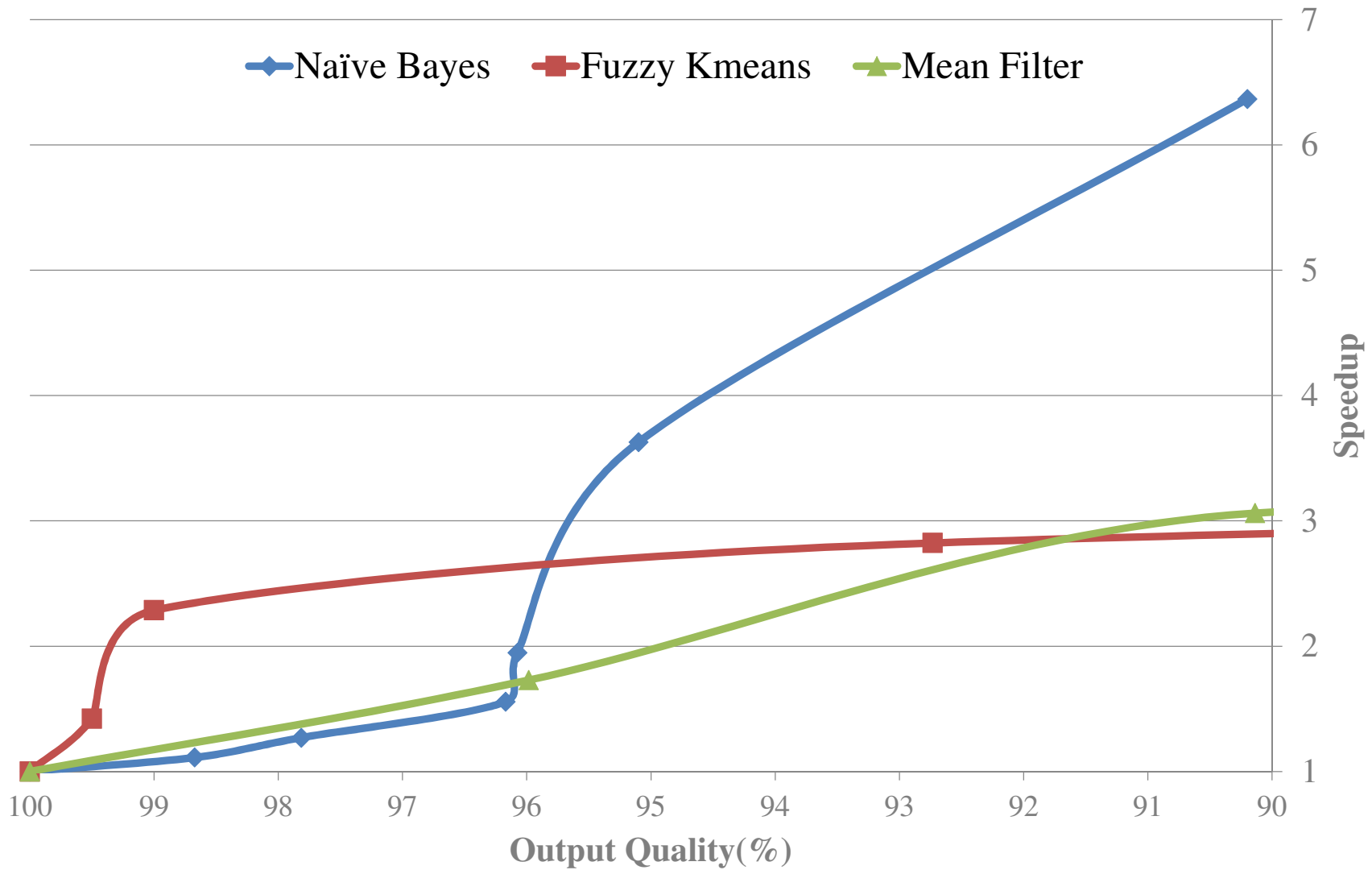


Backup Slides

What Does Calibration Miss?



SAGE Can Control The Output Quality



Distribution of Errors

