

### Intelligent Compilation

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#### Specialized tuning systems are compiler component





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Intelligent Compiler

## Traditional Compilers

- "One size fits all" approach
- Tuned for average performance
- Aggressive opts often turned off
- Target hard to model analytically





- Intelligent Compilers
  - Use Machine Learning
- Learn to optimize
  - Specialized to each Application/Data/Hardware



# Intelligence in a compiler

### Global

- Controlling compiler flags [CGO 2007]
- Local
  - Individual methods [OOPSLA 2006]
  - Individual loop bodies [PLDI 2008]
- Individual Optimization Heuristic
  - How and When to Perform Instruction Scheduling [NIPS 1997, PLDI 2005]

# http://www.cis.udel.edu/~cavazos

### Overall Approach

- Training of Model
  - Generate training data
  - Automatically construct a heuristic
  - Can be expensive, but can be done offline
- Testing of Model
  - During Compilation
    - Extract features
    - Model outputs probability distribution
    - Generate optimizations from distribution
- Offline versus online learning



### Using Performance Counters

- Intelligent Polyhedral Search
- Method-Specific Compilation



Important aspects of pr

grams captured with performance counters

Automatically construct model (Offline)

- Map performance counters to good opts
- Model predicts optimizations to apply
  - Uses performance counter characterization

# Performance Counters

- Many performance counters available
- Examples:
  - MnemonicDescriptionAvg ValuesFPU\_IDL(Floating Unit Idle)0.473VEC\_INS(Vector Instructions)0.017BR\_INS(Branch Instructions)0.047L1\_ICH(L1 Icache Hits)0.0006



#### Perf cntrs relative to 4 benchmark suites



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#### Using -Ofast and search with a Model.



#### Using -Ofast and search with a Model.



#### Using -Ofast and search with a Model.















Baseline runs to capture performance counter values.





Obtain performance counter values for a benchmark.





Best optimizations runs to get speedup values.





Best optimizations runs to get speedup values.





New program interested in obtaining good performance.





Baseline run to capture performance counter values.









Model outputs a distribution that is use to generate sequences





Optimization sequences drawn from distribution.



#### Trained on data from Random Search

- 500 evaluations for each benchmark
- Leave-one-out cross validation
  - Training on N-1 benchmarks
  - Test on Nth benchmark
- Logistic Regression

### Logistic Regression

- Variation of ordinary regression
- Inputs
  - Continuous, discrete, or a mix
  - 60 performance counters
    - All normalized to cycles executed
- Ouputs
  - Restricted to two values (0,1)
  - Probability an optimization is beneficial

# Experimental Methodology

- PathScale compiler
  - Compare to highest optimization level
  - 121 compiler flags
- AMD Athlon processor
  - Real machine; Not simulation
- 57 benchmarks
  - SPEC (INT 95, 2000), MiBench, Polyhedral

### Evaluated Search Strategies

### Combined Elimination [CGO 2006]

- Pure search technique
  - Evaluate optimizations one at a time
  - Eliminate negative optimizations in one go
- Out-performed other pure search techniques
- PC Model





**Obtained > 25% on 7 benchmarks and 17% over highest opt.** 

# Two Additional Approaches

### Intelligent Polyhedral Search [PLDI 2008]

Method-Specific Compilation [OOPSLA 2006]



#### **High-level transformations**













#### Performance improvement for AMD Athlon64





- Integrate Machine Learning into a Java JIT compiler
- Use simple code properties
  - Extracted from one linear pass of bytecodes
- Model controls up to 20 optimizations
- Outperforms hand-tuned heuristic
  - ► Up to 29% SPEC JVM98
  - Up to 33% DaCapo+



#### Using performance counters

- Out-performs production compiler in few evaluations
- Intelligently traverses Polyhedral Space
- Using code characteristics
  - Can outperform hand-tuned heuristic
  - Opts applied only when beneficial







## Most Informative Features

#### **Most Informative Performance Counters**

- 1. L1 Cache Accesses
- 2. L1 Dcache Hits
- 3. TLB Data Misses
- 4. Branch Instructions
- 5. Resource Stalls
- 6. Total Cycles
- 7. L2 Icache Hits
- 8. Vector Instructions
- 9. L2 Dcache Hits
  10. L2 Cache Accesses
  11. L1 Dcache Accesses
  12. Hardware Interrupts
  13. L2 Cache Hits
  14. L1 Cache Hits
  15. Branch Misses

## Why is CE worse than RAND?

### Combined Elimination

- Dependent on dimensions of space
- Easily stuck in local minima
- RAND
  - Probabilistic technique
  - Depends on distribution of good points
  - Not susceptible to local minima

Note: CE may improve in space with many bad opts.

## Program Characterization

- Characterizing large programs hard
- Performance counters effectively summarize program's dynamic behavior
- Previously\* used static features [CGO 2006]
  - Does not work for whole program characterization