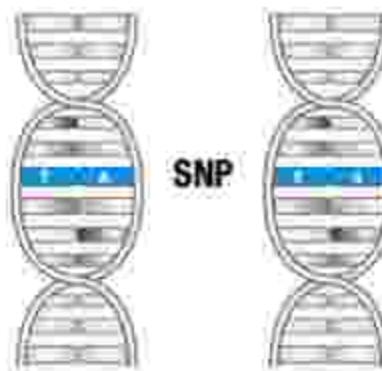
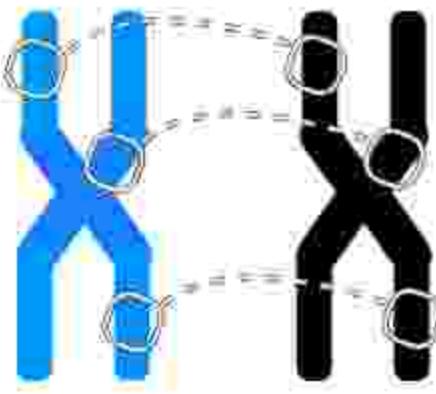


Accelerating epistasis detection on Intel CPUs and discrete GPUs with Intel® Advisor

Aleksandar Ilic, Diogo Marques, Rafael Campos and
Zakhar Matveev



Epistasis in a nutshell



Some SNP interactions may cause life-threatening diseases (e.g., Alzheimer, breast cancer)
Discovering which and how many is important, but challenging task!

Boosting Epistasis Detection with oneAPI







PERFORMANCE



POWER



ENERGY-EFFICIENCY



CASE STUDY

Outline



PERFORMANCE



POWER



ENERGY-EFFICIENCY

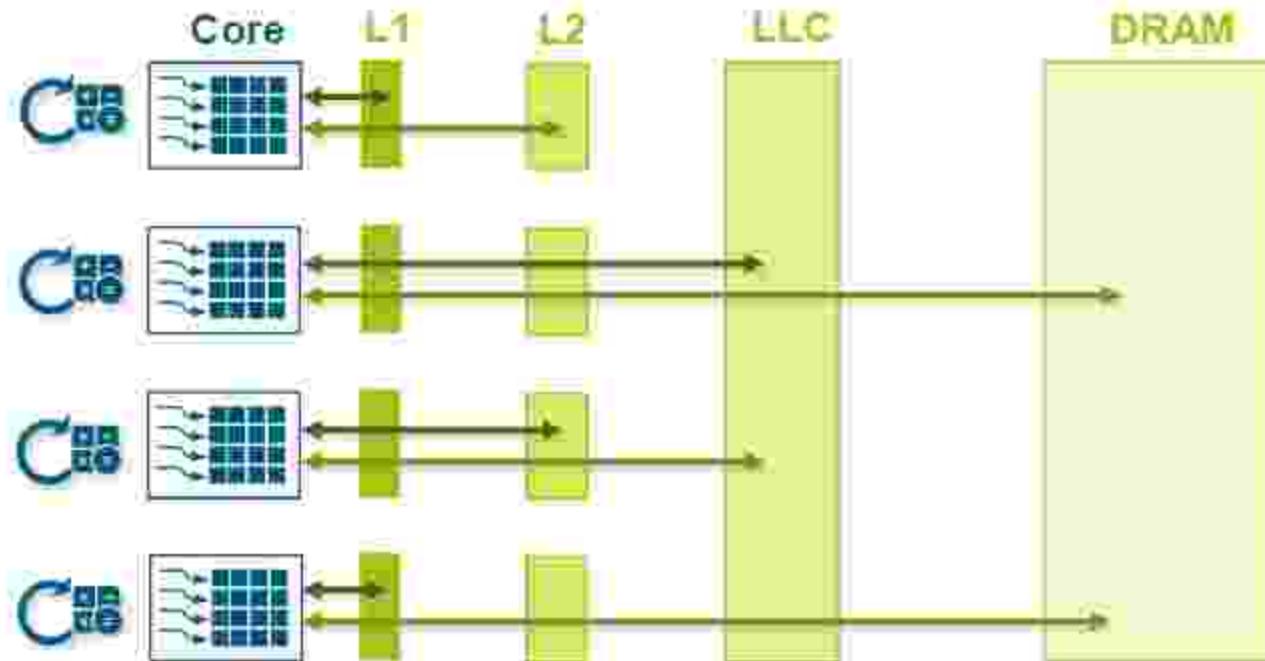


RELIABILITY

Cache-aware Roofline Model

- A. Ilic, F. Pratas and L. Sousa, "Cache-aware Roofline Model: Ungrading the Loft", IEEE Computer Architecture Letters (2014)
D. Marques, A. Ilic, Z. Matveev and L. Sousa, "Application-driven Cache-Aware Roofline Model", Elsevier PGCS (2020)

Roofline in a nutshell



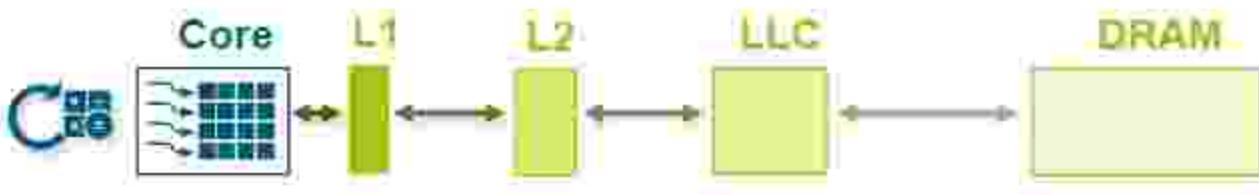
Communication overlapped with computation

Max performance capped by peak compute throughput or available bandwidth (processor's view)

What is bandwidth?



Cache-aware Roofline Model (CARM)¹: Bandwidth as seen by the core
 - Obtained via micro-benchmarking



Original Roofline Model (ORM)²: Bandwidth between memory levels
 - Can be obtained from data-sheets

¹A. Ilie, F. Pipas and L. Souda, "Cache-aware Roofline Model: Upgrading the Loft", IEEE Computer Architecture Letters (2014)

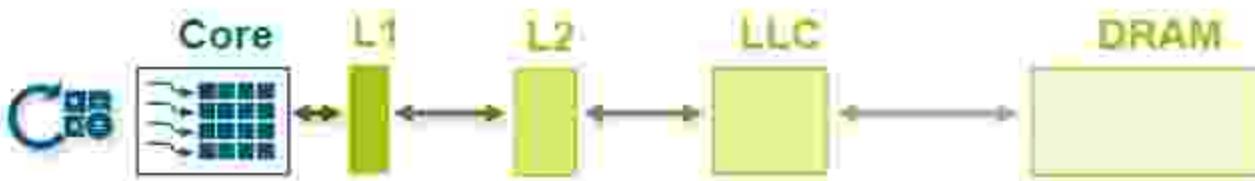
²S. Williams, K. Moseley, D. Patterson, "Roofline: An Insightful Visual Performance Model for Multicore Architectures", Commun. ACM (2009)

Implications ...



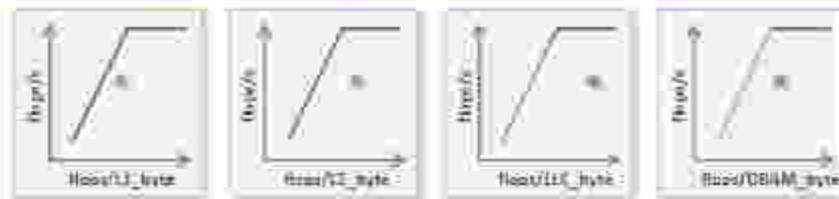
Cache-aware Roofline Model¹

- One model, one arithmetic intensity
- One application "point"



Original Roofline Model²

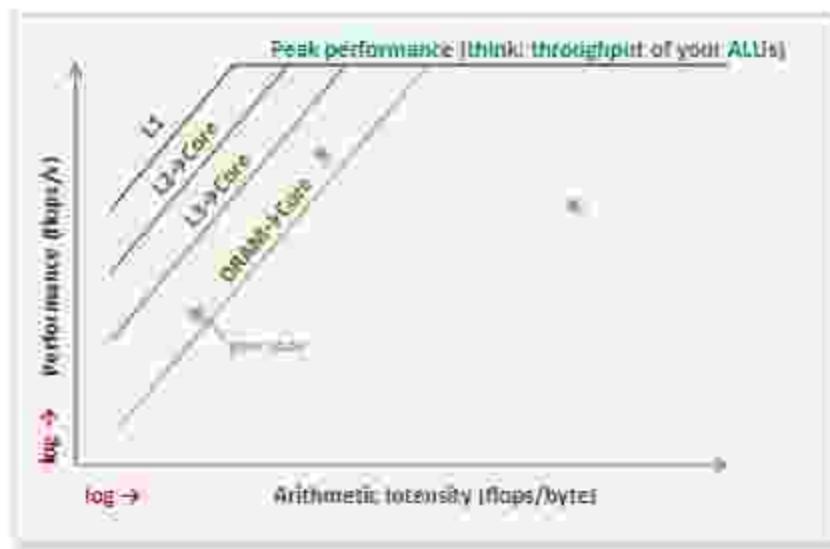
- Several models, several intensities
- Several application "points"



¹A. Ilie, F. Piatet and L. Soudé, "Cache-aware Roofline Model: Upgrading the Roof", IEEE Computer Architecture Letters (2014)

²S. Williams, K. Muzenich, D. Patterson, "Roofline: An Insightful Visual Performance Model for Multicore Architectures", Commun. ACM (2009)

Implications ... bring cool features

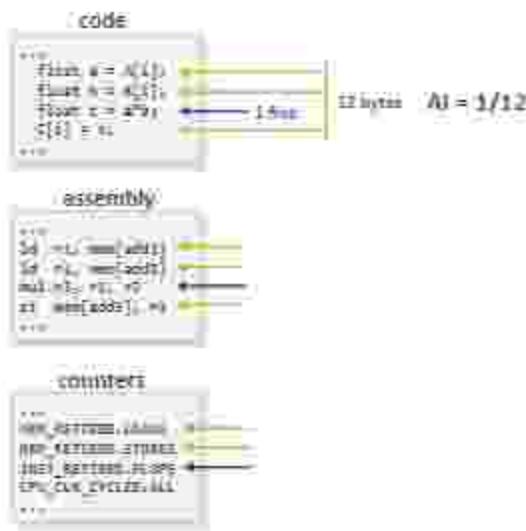


Cache-aware Roofline Model

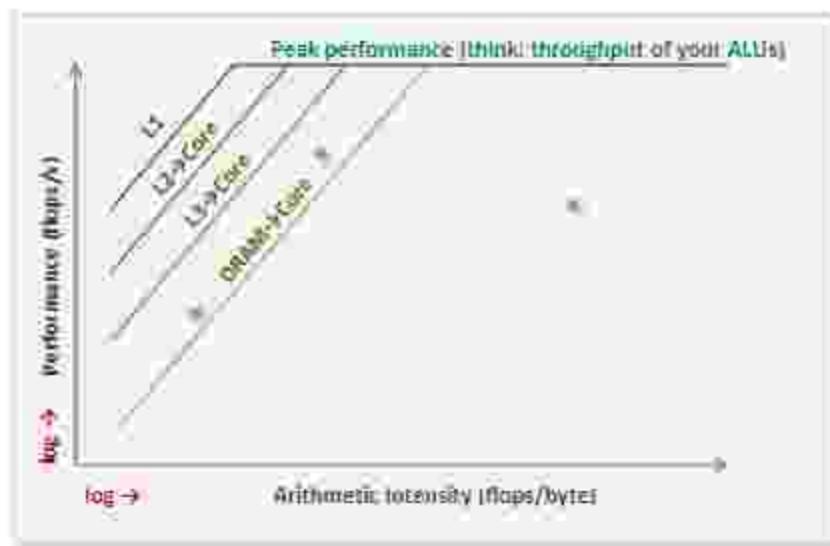
- Shows absolute architecture maximums*
(You can't break them! Can your application exploit them?)

How to "plot" my code?

- CARM arithmetic intensity is exactly what you expect it to be!



Implications ... bring cool features



Cache-aware Roofline Model

- Shows absolute architecture maximums
(You can't break them! Can your application exploit them?)

How to "plot" my code?

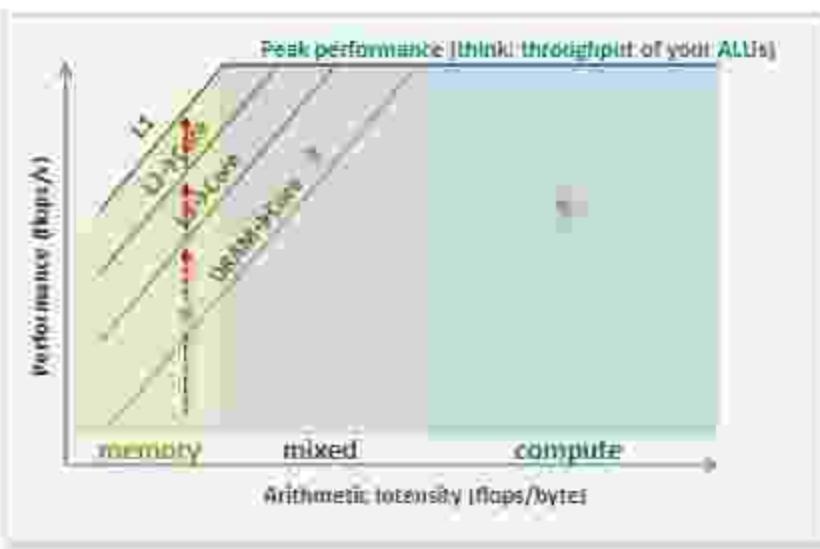
- CARM arithmetic intensity is exactly what you expect it to be!

Intel Advisor Roofline feature

- CARM is there since 2017



Implications ... bring cool features



memory bound
(improve access pattern, use of cache) (all kinds of everything)

mixed

compute bound
(vectorize, parallelize...)

Cache-aware Roofline Model

- Shows absolute architecture maximums
(You can't break them! Can your application exploit them?)

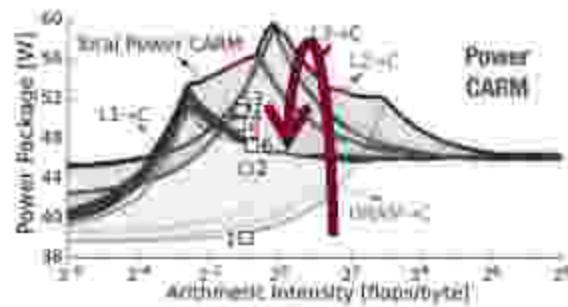
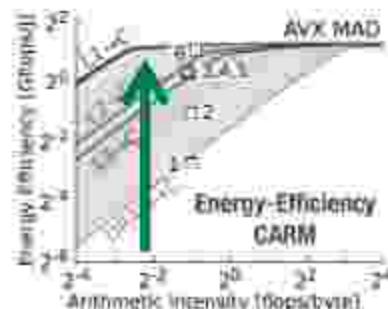
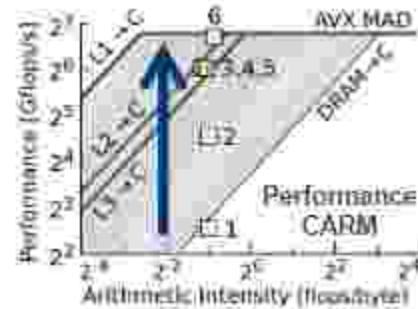
How to “plot” my code?

- CARM arithmetic intensity is exactly what you expect it to be!

How to use CARM?

- ① **Detect the boundness region**
 - What are my expected maximums?
 - Provides first optimization hints
- ② **Draw an imaginary vertical line**
 - What are my main bottlenecks? (observe intersected lines)
 - Focus your optimization (aim at surpassing the line above)
- ③ **Optimize your code: Break above roofs!**
 - You should move up (as your performance improves)
 - Unless you restructure the code, or your compiler decides so...

Matrix Multiplication



All codes AVX vectorized!

[1] Basic implementation (row major)



[2] Transposed B (improved mem. access)



[3,4,5] Cache blocking: L3, L2, L1

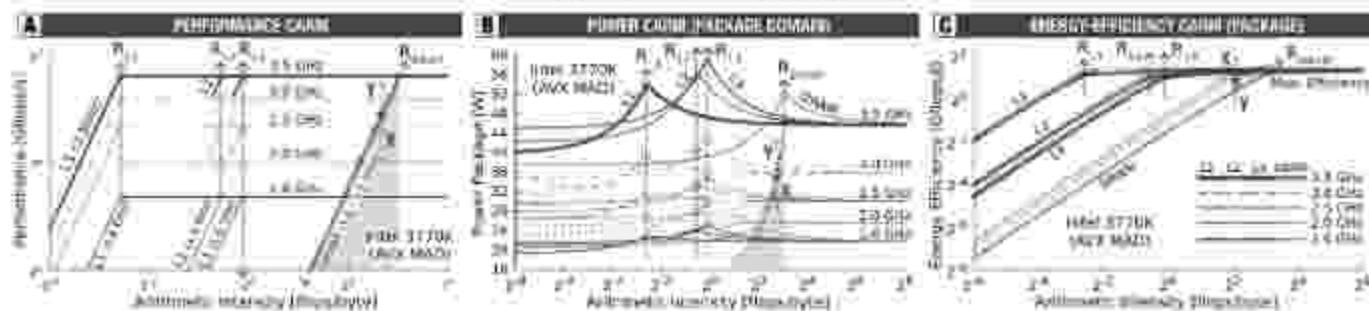


[6] Intel MKL



Cache-aware Roofline Model: Extensions

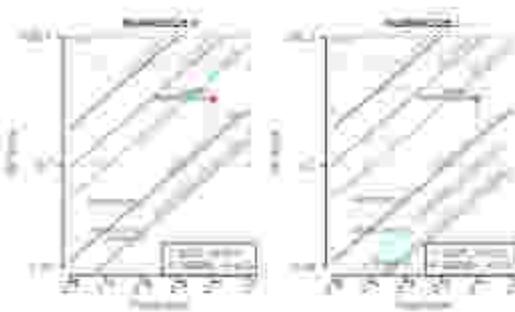
CARM-based DVFS analysis



GPU CARM: Performance, Power, DVFS



NUMA CARM: Multi-socket, KNL



A. Ilie, F. Prates, L. Souza, "Beyond the Roofline: Cache-Aware Power and Energy-Efficiency Modeling for Multi-Cores", IEEE Trans. on Computers (2017)

A. Ilie, F. Prates, L. Souza, A. Gó, "Ensuring GPU performance, power and energy-efficiency bounds with Cache-aware Roofline Modeling", ISPASS (2017)

N. Denoyelle, B. Goglin, A. Ilie, E. Jeannot, L. Souza, "Modeling Non-Uniform Memory Access on Large Compute Nodes with the Cache-Aware Roofline Model", IEEETPDS (2017)



PERFORMANCE



TRENDS



EXPERIMENTATION

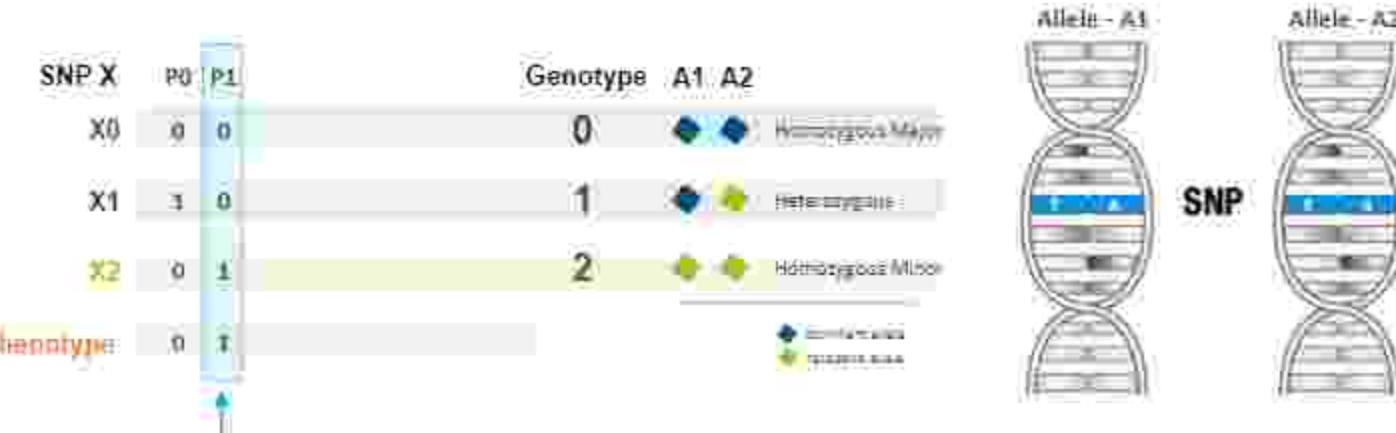


CASE STUDY

Epistasis Detection

- R. Nobre, A. Ilic, S. Santander-Jiménez, L. Soísa, "Exploring the Binary Precision Capabilities of Tensor Cores for Epistasis Detection", IPDPS (2020)
- R. Campos, D. Matques, S. Santander-Jiménez, L. Soísa, A. Ilic, "Heterogeneous CPU+GPU Processing for Efficient Epistasis Detection", EuroPar (2020)

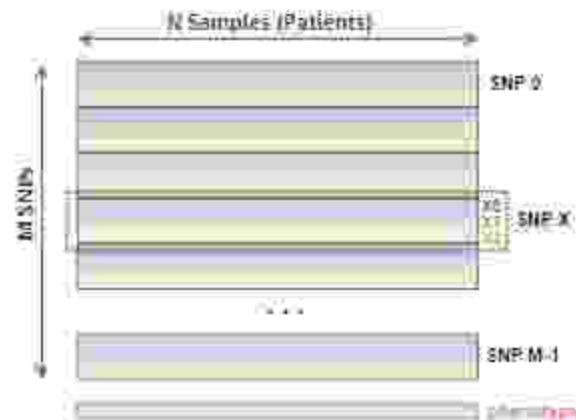
Binarizing your genotype



Think: Patient 1 (P1) with genotype 2 has disease (case)

Dataset structure

SNP X	P0	P1	P2	P3	P4	P5	...	PN
X0	0	0	0	1	0	0	...	1
X1	1	0	1	0	0	1	...	0
X2	0	1	0	0	1	0	...	0
phenotype	0	1	1	1	0	0	...	1

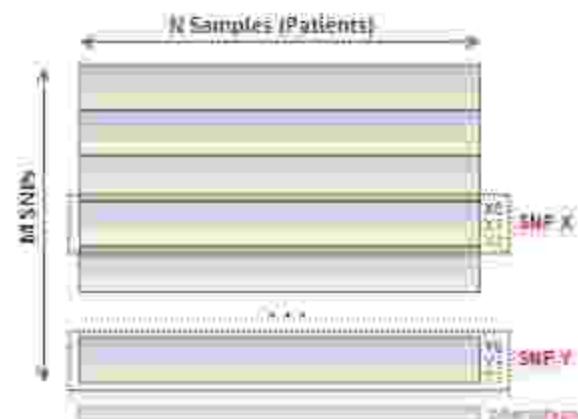
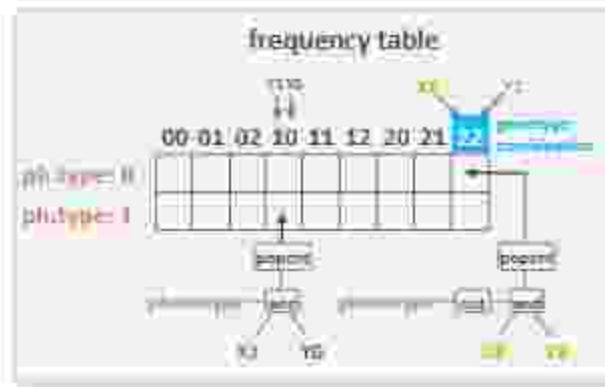


Dataset structure

Our dataset: 10 048 SNPs x 104 448 samples

2-way Epistasis Detection: Pair-wise interaction

Pair-wise Interaction: SNPs (X,Y)



Search space: All SNP combinations

$$\begin{array}{ccccccccc} (0,1) & (0,2) & (0,3) & (0,4) & \vdots & (0,M-1) \\ (1,1) & (1,2) & (1,3) & (1,4) & \vdots & (1,M-1) \\ (2,1) & (2,2) & (2,3) & (2,4) & \vdots & (2,M-1) \\ (3,1) & (3,2) & (3,3) & (3,4) & \vdots & (3,M-1) \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ (M-1,1) & (M-1,2) & (M-1,3) & (M-1,4) & \vdots & (M-1,M-1) \end{array}$$

M(M-1)/2 combinations

Dataset structure

Our dataset: 10 048 SNPs x 104 448 samples

Our dataset: 50 426 128 combinations

Each frequency table evaluated with Bayesian K2 score
 Epistasis: Minimum K2 score among all combinations!



PERFORMANCE



POWER



ENERGY-EFFICIENCY



BASE SCORE

Epistasis Detection: GPU Optimization

DPC++ setup

Host code

```

host dev_data = (float) cl::sycl::malloc_shared(M * N * 3 * 3, host::context);
host dev_alpha = (float) cl::sycl::malloc_shared(1, host::context);
float* dev_beta = (float*) cl::sycl::malloc_shared(1, host::context);

for (int i = 0; i < M * N * 3 * 3; i++) {
    dev_data[i] = host_alpha[0];
    host_alpha[0] = host_beta[0];
    host_beta[0] = host_alpha[i];
}

cl::sycl::queue q(CL::global_range(0, 4));
q.submit([&] {
    cl::sycl::local::compute_local_range(0, 4, 4, 4);
    q.wait();
    host_alpha[0] = host_beta[0];
});

// parallel_for<3d>(mem::range(CL::global_range(0, M-1), mem::range(0, N-1),
// (0, 0, 0, 0, 0, 0))
// );
}

```

Create USM buffers

Transfer data from host to device

Launch kernel to compute on device

{0,1}	{0,2}	{0,3}	{0,4}	{-1}	{0,M-1}
{1,2}	{1,3}	{1,4}	{-1}	{1,M-1}	
{2,3}	{2,4}	{-1}	{2,M-1}		
{3,4}	{-1}	{3,M-1}			
{-1}	{4,M-1}				

The kernel is launched for $M \times M$ work-items

Work-items without a valid combination will not do work

Device code

```

//<> kernel (2) global<device> />
__kernel void sum( __global float* sum, __global float* a,
__global float* b ) />
{
    const int id = get_global_id(0);
    sum[id] = a[id] + b[id];
}

int main()
{
    float a[10][10];
    float b[10][10];
    float c[10][10];
    ...
}

```

Kernel defined as
lambda function

Open SIMD
from work-item
maps

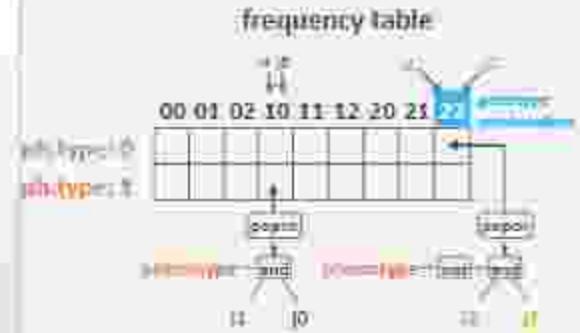
{0,1}	{0,2}	{0,3}	{0,4}	{-1}	{0,M-1}
{1,2}	{1,3}	{1,4}	{-2}	{1,M-1}	
{2,3}	{2,4}	{-3}	{2,M-1}		
{3,4}	{-4}	{3,M-1}			
{-5}	{-6}	{-7}			
{-8}	{-9}	{-10}			
			{M,2,M-1}		

The kernel is launched for M*M
work-items

Work-items without a valid combination
will not do work

DPC++ implementation

Pair-wise interaction: SNPs (i,j)



Device code

```

__global void init_freqs(int *freqs, int N)
{
    int i, j;
    for(i = 0; i < N; i++)
        freqs[i] = 0;
}

__global void count_freqs(int *freqs, int *genotypes,
    int N, int M)
{
    int i, j;
    for(i = 0; i < N; i++)
        for(j = 0; j < M; j++)
            freqs[i + j * N] += genotypes[i][j];
}

__global void copy_genotypes(int *genotypes,
    const int *freqs, int N, int M)
{
    int i, j;
    for(i = 0; i < N; i++)
        for(j = 0; j < M; j++)
            freqs[i + j * N] = genotypes[i][j];
}

__global void deposit_genotypes(int *genotypes,
    const int *freqs, int N, int M)
{
    int i, j;
    for(i = 0; i < N; i++)
        for(j = 0; j < M; j++)
            genotypes[i][j] = freqs[i + j * N];
}

```

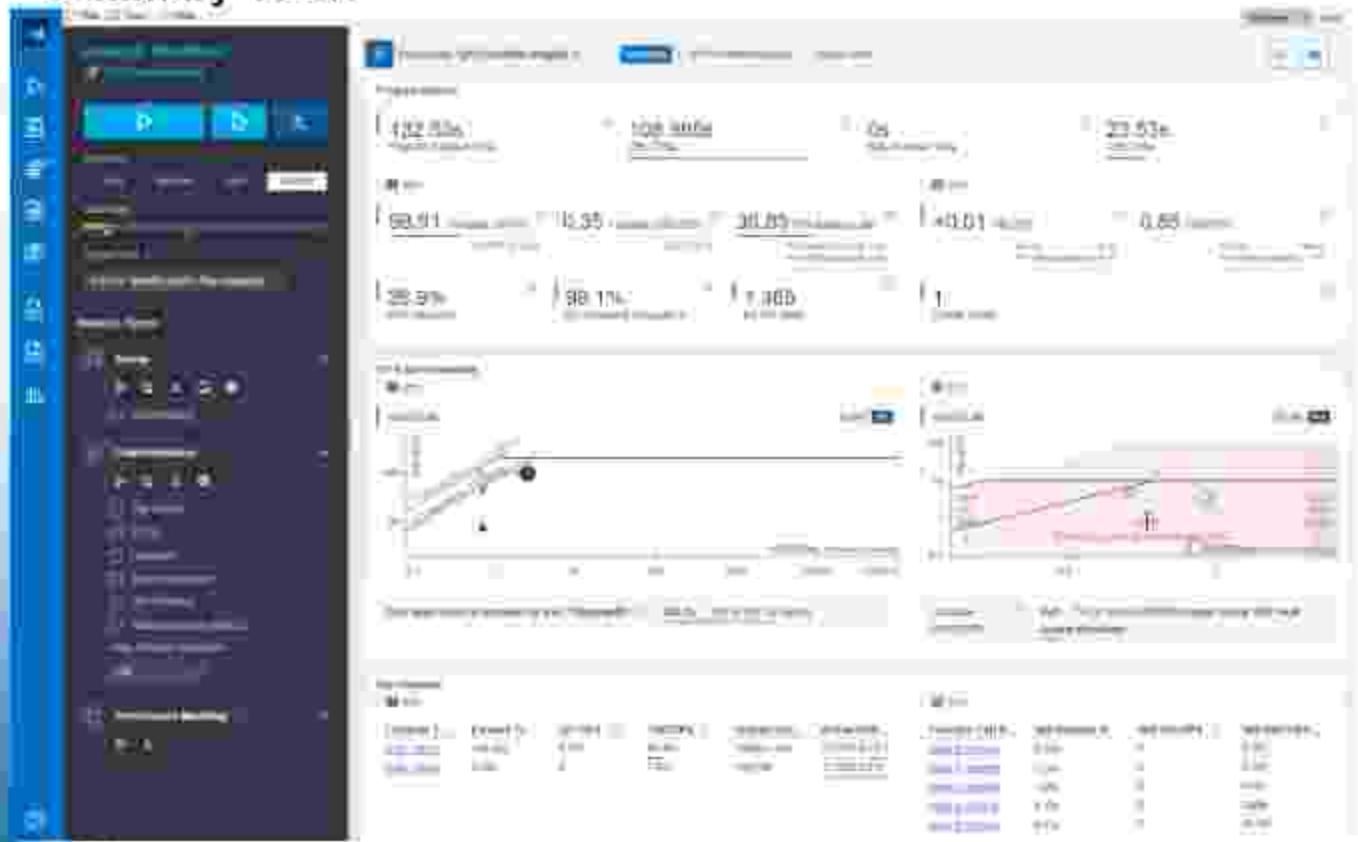
Three Genotypes → Phenotype



The frequency table is filled for SNPs i and j by going through all samples, disposed in columns

GPU Roofline in Advisor

Summary View:



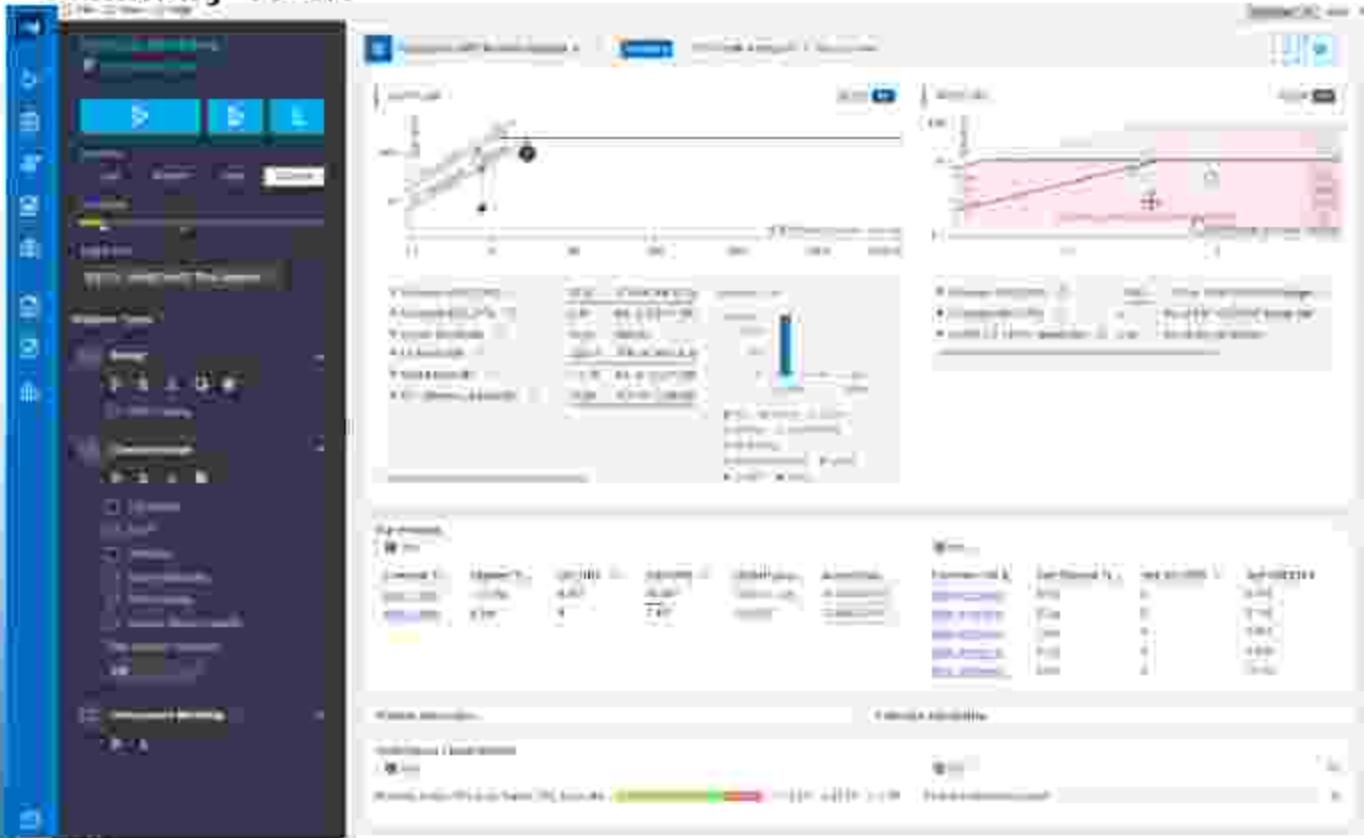
GPU Optimization

Three Genotypes → Phenotype



GPU Roofline in Advisor

Summary View:



GPU Optimization

Three Genotypes → Phenotype



GPU Roofline in Advisor

GPU Roofline view:



GPU Optimization

Three Genotypes → Phenotype



Advisor in action...

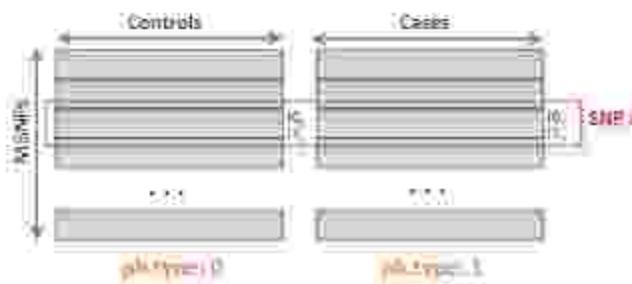
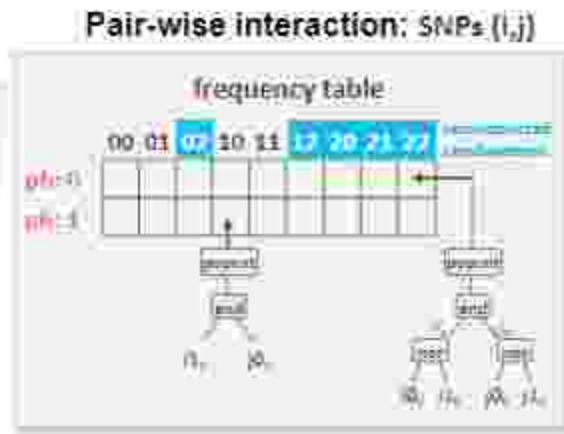


GPU Optimization

Three Genotypes → Phenotype



Restructuring our algorithm...



"New" Dataset structure
(removed: phenotype and genotype 2)

Reducing memory transfers!

GPU Optimization

- Three Genotypes + Phenotype

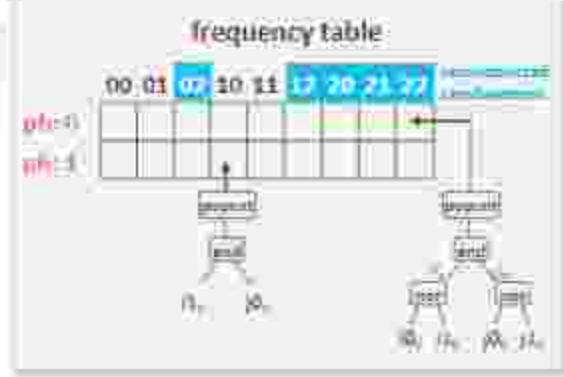


- Two Genotypes, No Phenotype



DPC++ implementation

Pair-wise interaction: SNPs (i,j)



Device code

```

// Initialization
SNP0 = &SNP0_genotype[0 + (phenotype * 2)];
SNP1 = &SNP1_genotype[0 + (phenotype * 2)];
SNP2 = &SNP2_genotype[0 + (phenotype * 2)];
SNP3 = &SNP3_genotype[0 + (phenotype * 2)];
SNP4 = &SNP4_genotype[0 + (phenotype * 2)];
SNP5 = &SNP5_genotype[0 + (phenotype * 2)];
SNP6 = &SNP6_genotype[0 + (phenotype * 2)];
SNP7 = &SNP7_genotype[0 + (phenotype * 2)];

// Compute p00
p00 = 0;
for(i=0; i<8; i++) {
    p00 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP3[i]) & SNP4[i]);
    p00 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP5[i]) & SNP6[i]);
    p00 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP4[i]);
    p00 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP5[i]);
    p00 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP6[i]) & SNP7[i]);
}

// Compute p11
p11 = 0;
for(i=0; i<8; i++) {
    p11 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP3[i]) & SNP4[i]);
    p11 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP5[i]) & SNP6[i]);
    p11 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP4[i]);
    p11 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP5[i]);
    p11 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP6[i]) & SNP7[i]);
}

// Compute p22
p22 = 0;
for(i=0; i<8; i++) {
    p22 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP3[i]) & SNP4[i]);
    p22 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP5[i]) & SNP6[i]);
    p22 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP4[i]);
    p22 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP5[i]);
    p22 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP6[i]) & SNP7[i]);
}

// Compute p12
p12 = 0;
for(i=0; i<8; i++) {
    p12 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP3[i]) & SNP4[i]);
    p12 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP5[i]) & SNP6[i]);
    p12 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP4[i]);
    p12 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP7[i]) & SNP5[i]);
    p12 += count((poscount((SNP0[i] & SNP1[i]) & SNP2[i]) & SNP6[i]) & SNP7[i]);
}

```

The frequency table is filled for SNPs i and j is filled separately for each phenotype

GPU Optimization

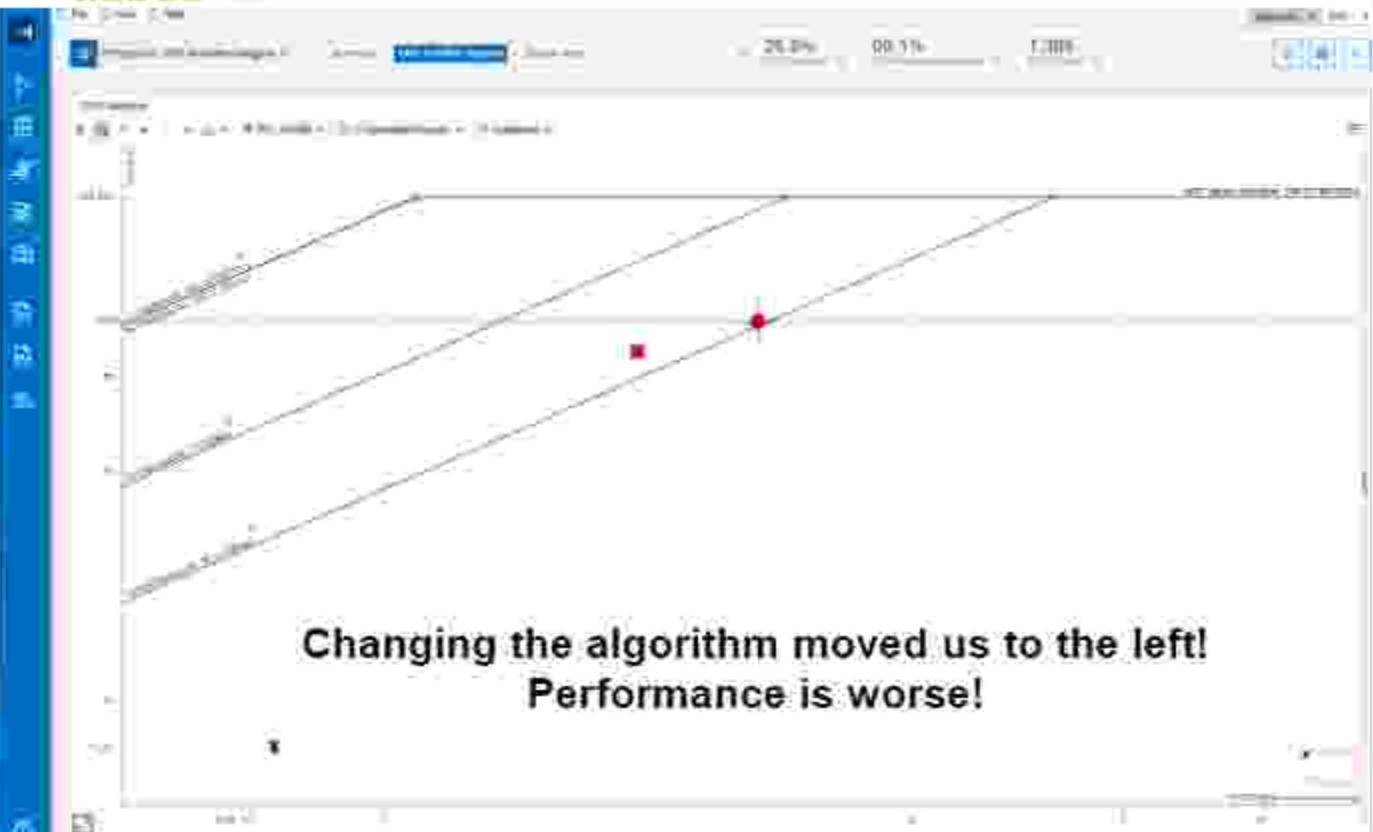
- Three Genotypes → Phenotype



- Two Genotypes, No Phenotype



Advisor in action...



GPU Optimization

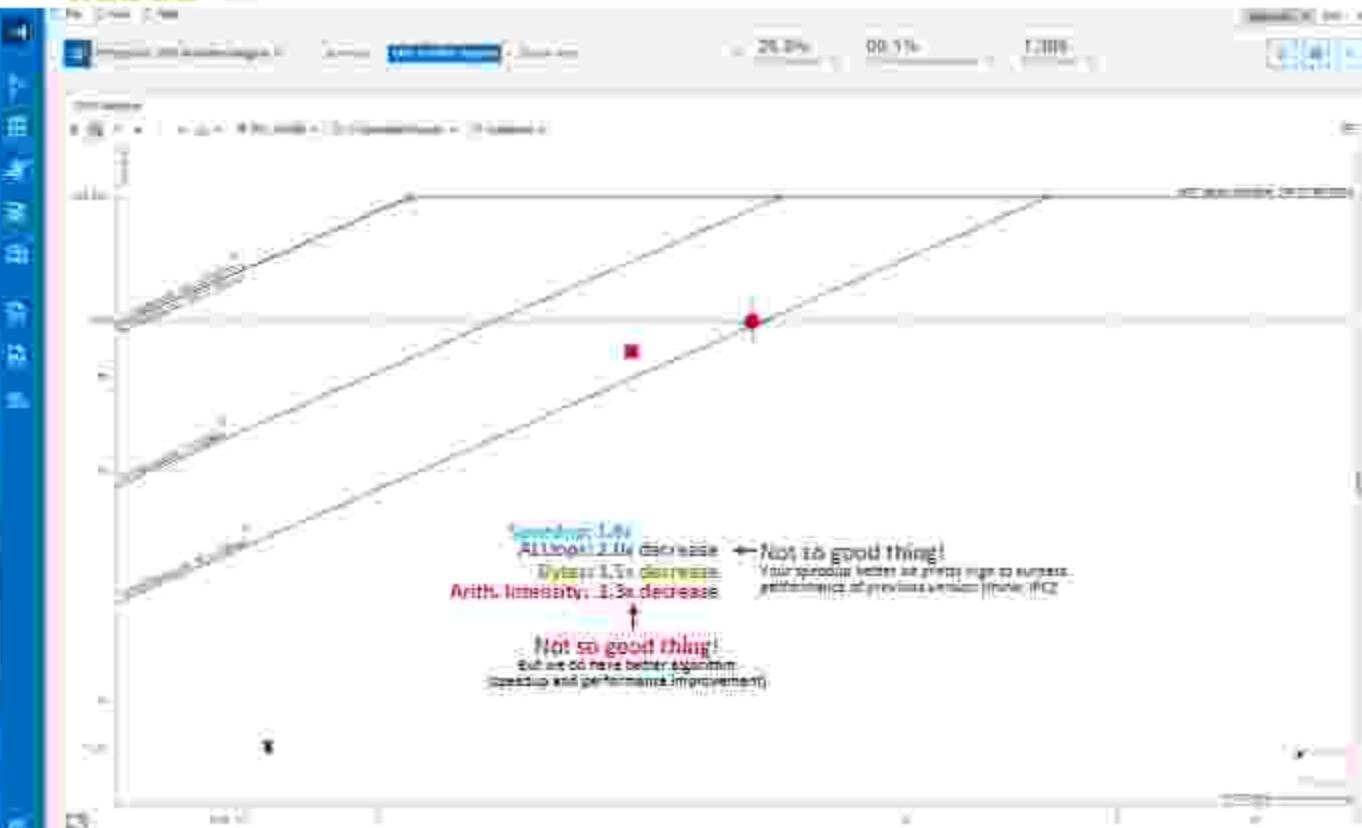
- Three Genotypes + Phenotype



- Two Genotypes, No Phenotype



Advisor in action...



GPU Optimization

- Three Genotypes → Phenotype



- Two Genotypes, No Phenotype



Let's continue optimizing...



Device code

```

__global void main()
{
    SNP1 = __popcount(controls[0] & cases[0]);
    SNP2 = __popcount(controls[1] & cases[1]);
    SNP3 = __popcount(controls[2] & cases[2]);
    SNP4 = __popcount(controls[3] & cases[3]);
    SNP5 = __popcount(controls[4] & cases[4]);
    SNP6 = __popcount(controls[5] & cases[5]);
    SNP7 = __popcount(controls[6] & cases[6]);
    SNP8 = __popcount(controls[7] & cases[7]);
    SNP9 = __popcount(controls[8] & cases[8]);
    SNP10 = __popcount(controls[9] & cases[9]);
    SNP11 = __popcount(controls[10] & cases[10]);
    SNP12 = __popcount(controls[11] & cases[11]);
    SNP13 = __popcount(controls[12] & cases[12]);
    SNP14 = __popcount(controls[13] & cases[13]);
    SNP15 = __popcount(controls[14] & cases[14]);
    SNP16 = __popcount(controls[15] & cases[15]);
}

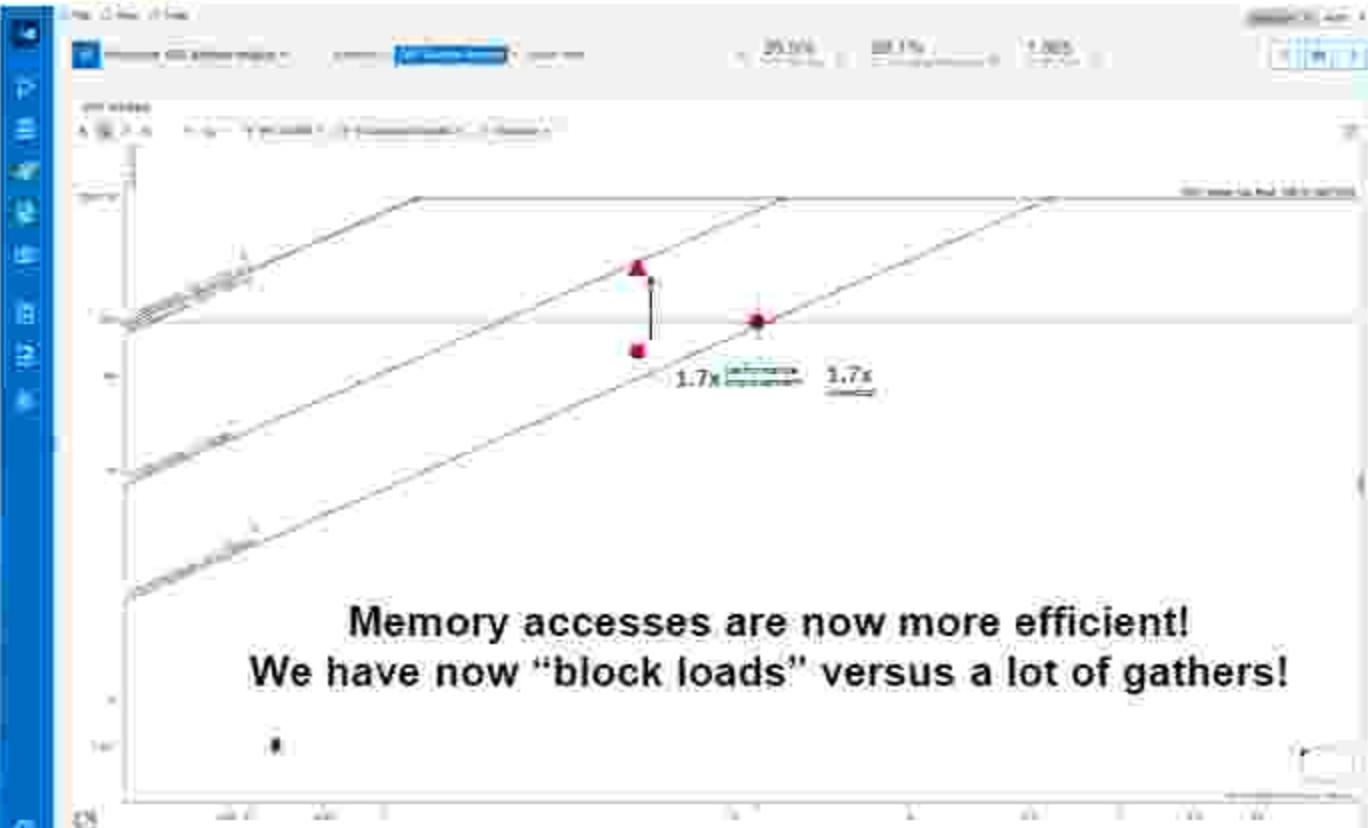
```

GPU Optimization

-  Three Genotypes + Phenotype
-  Two Genotypes, No Phenotype
-  Transposed Dataset

Improving memory accesses by dataset transposition
Coalescing of memory accesses by the work-items

Advisor in action...

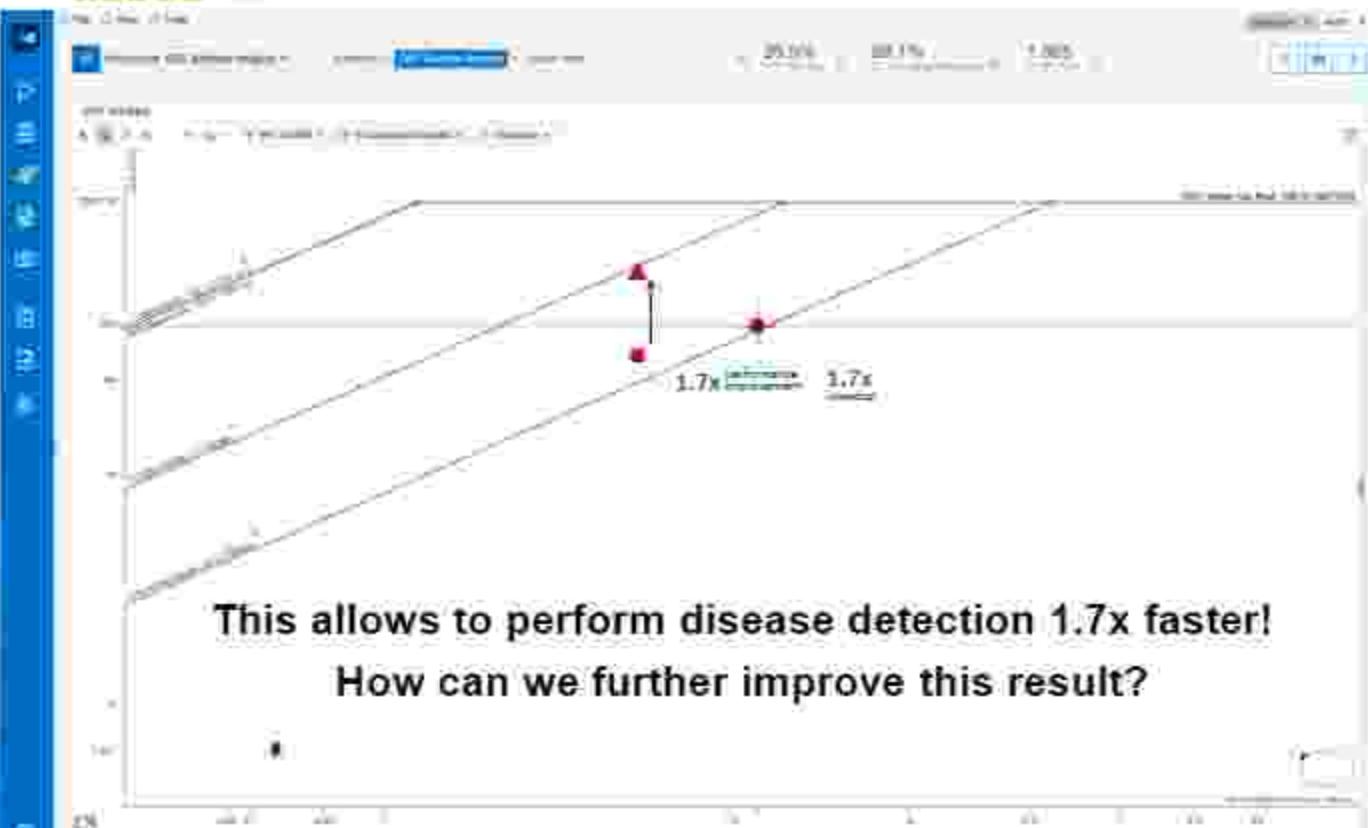


Memory accesses are now more efficient!
We have now “block loads” versus a lot of gathers!

GPU Optimization

- ➊ Three Genotypes → Phenotype
- ➋ Two Genotypes, No Phenotype
- ➌ Transposed Dataset

Advisor in action...



GPU Optimization

- ➊ Three Genotypes → Phenotype
 -
 -
- ➋ Two Genotypes, No Phenotype
 -
 -
- ➌ Transposed Dataset
 -
 -

Data set tiling

Device code:

```

// read genotype data
SNP2 = ReadGenes((i_block * N_genotype * (j - 1) * B_SNP));
SNP1 = ReadGenes((i_block * N_genotype * (j - 1) * B_SNP));
for(p = 0; p < 3 * block_size * N_genotype; p += j * (B_SNP))
{
    d12 = -(SNP1[p] + SNP1[p + 3]);
    d32 = -(SNP1[p] + SNP1[p + 6]);

    F[p] += decayed_pcount(SNP2[p] & SNP2[p + 3]);
    F[p] += decayed_pcount(SNP2[p] & SNP2[p + 6]);
    F[p] += decayed_pcount(SNP2[p + 1] & SNP2[p + 4]);
    F[p] += decayed_pcount(SNP2[p + 1] & SNP2[p + 5]);
    F[p] += decayed_pcount(SNP2[p + 2] & SNP2[p + 4]);
    F[p] += decayed_pcount(SNP2[p + 2] & SNP2[p + 5]);
    F[p] += decayed_pcount(SNP2[p + 3] & SNP2[p + 4]);
    F[p] += decayed_pcount(SNP2[p + 3] & SNP2[p + 5]);
    F[p] += decayed_pcount(SNP2[p + 4] & SNP2[p + 5]);
}

```

The data set is tiled by rows of size $2 \cdot B_{SNP}$

The 24 genotype is
constant

The frequency table is
filled using 2 genotypes

GPU Optimization

- Three Genotypes + Phenotype



- Two Genotypes, No Phenotype



- Transposed Dataset

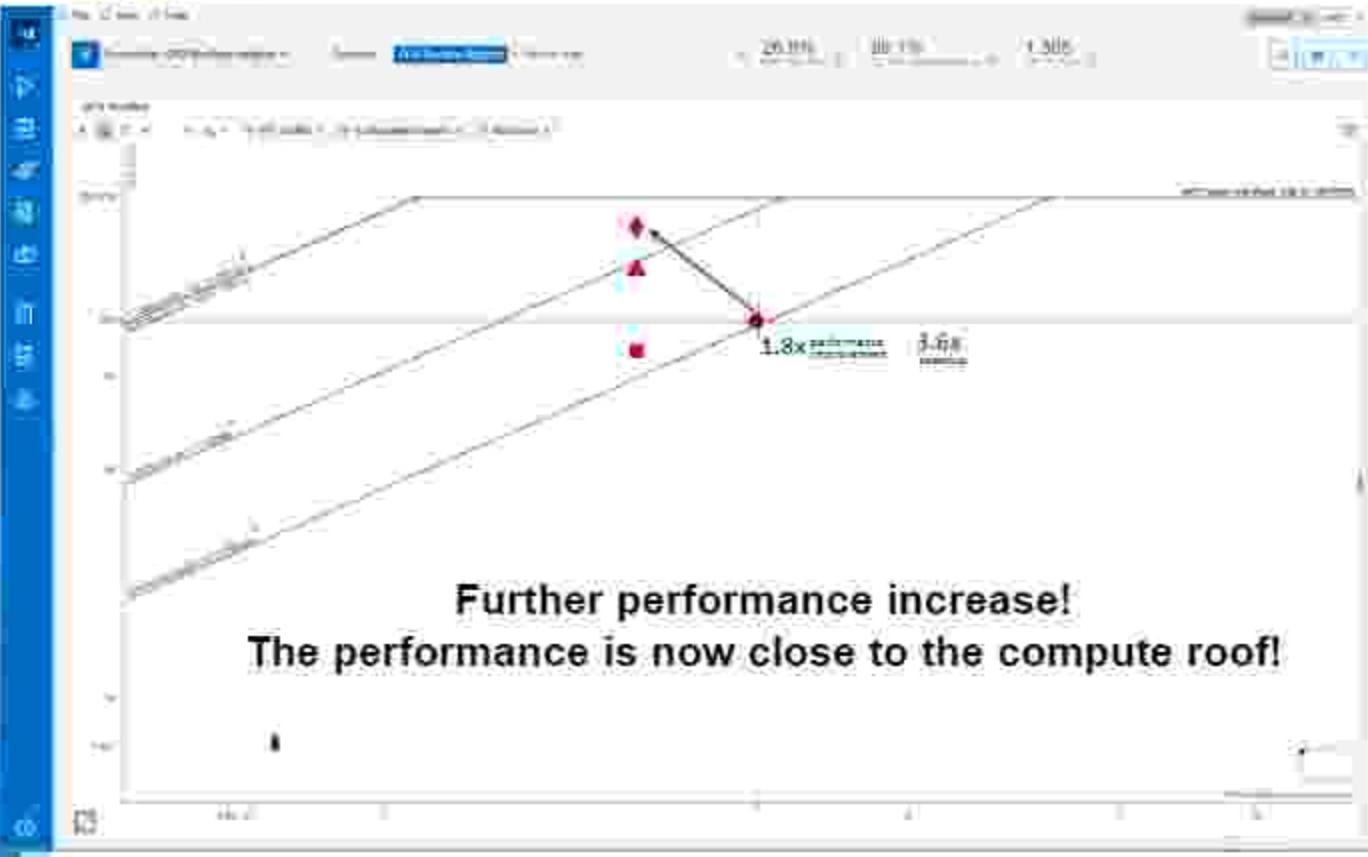


- Dataset Tiling



Tiling our dataset to squeeze the maximums!
Using a tile size of B_{SNP} we can maintain constant access stride

Advisor in action...



GPU Optimization

-  Three Genotypes → Phenotype
-  Two Genotypes, No Phenotype
-  Transposed Dataset
-  Dataset Tiling



PERFORMANCE



POWER



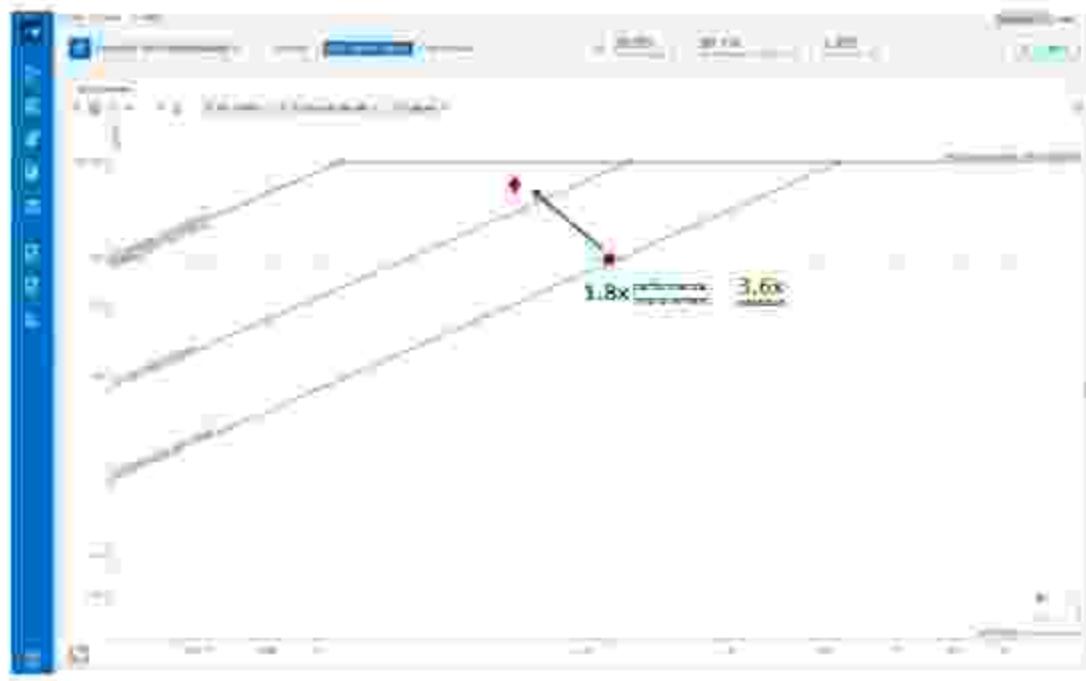
ENERGY-EFFICIENCY



BASE-STATION

Conclusions

Conclusions



The insights of Intel Advisor can allow to vastly improve performance
This allows to perform epistasis detection 3.6x faster!
These techniques can be applied to applications in CPU or GPU



PERFORMANCE



POWER



ENERGY-EFFICIENCY



CASE STUDY

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Intel DevMesh Project – <https://www.mesh.intel.com/>

HiPerBio Repository – <https://github.com/HiPerBio>

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