

# Oversubscription on Multicore Processors

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Parallel & Distributed Processing (IPDPS), 2010

- Increasingly parallel and asymmetric hardware (architecture + performance)
- Existing runtimes in competitive environments
- Partitioning vs. sharing on real hardware

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- Compensate for data and control dependencies
- Decrease resource contention
- Improve CPU utilization

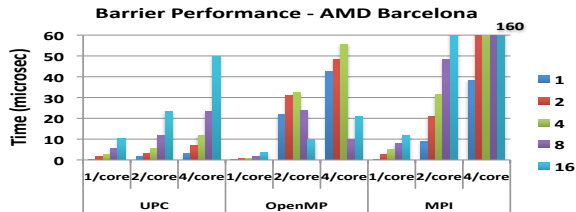
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- Overhead for migration, context switching and lost hardware state (*negligible*)
- Slower synchronization due to increased contention

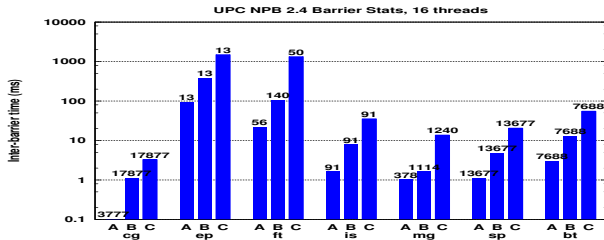
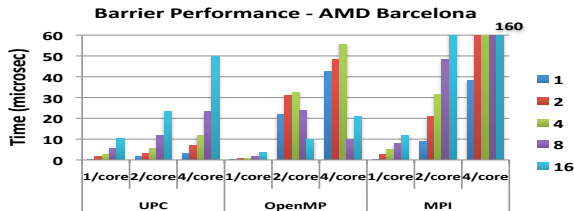
- MPI (MPICH 2), UPC, OpenMP
- Synchronization: poll + yield
- Linux 2.6.27, 2.6.28, 2.6.30
- Intel compiler with `-O3`
- NPB without load imbalances (separate paper)

|                  | Processor        | Clock GHz | Cores      | L1 data/instr | L2 cache     | L3 cache    | Memory/core | NUMA   |
|------------------|------------------|-----------|------------|---------------|--------------|-------------|-------------|--------|
| <i>Tigerton</i>  | Intel Xeon E7310 | 1.6       | 16 (4x4)   | 32K/32K       | 4M / 2 cores | none        | 2GB         | no     |
| <i>Barcelona</i> | AMD Opteron 8350 | 2         | 16 (4x4)   | 64K/64K       | 512K / core  | 2M / socket | 4GB         | socket |
| <i>Nehalem</i>   | Intel Xeon E5530 | 2.4       | 16 (2x4x2) | 32K/32K       | 256K / core  | 8M / socket | 1.5G / core | socket |

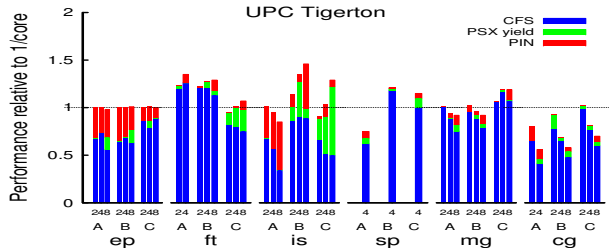
# Benchmark Characteristics



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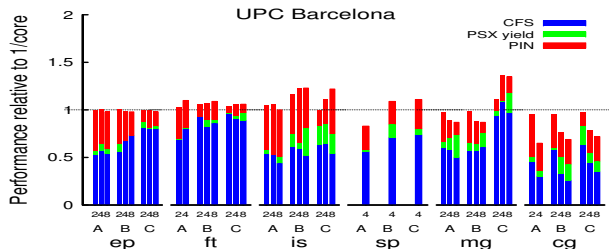
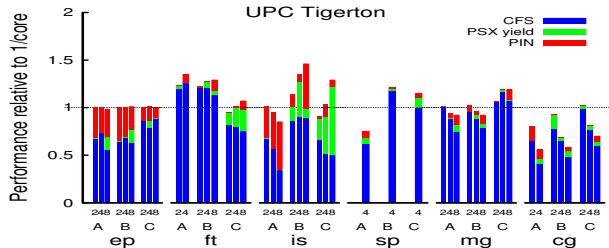


# UPC — UMA vs. NUMA



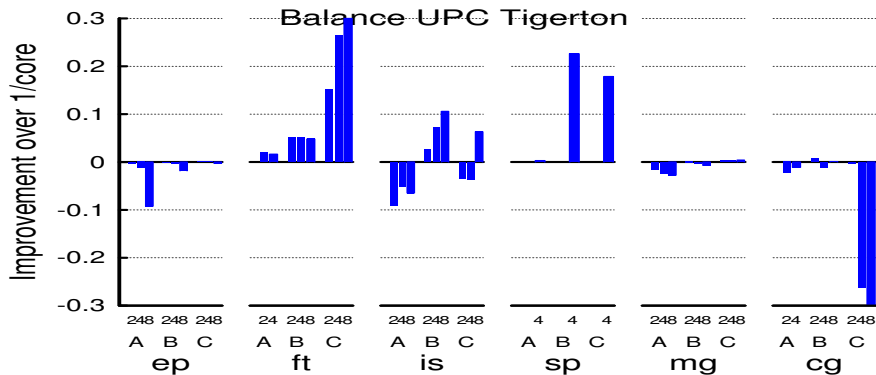
- sched\_yield: default vs. POSIX
- Pinning affects variance (120 % vs. 10 %) and memory affinity

# UPC — UMA vs. NUMA

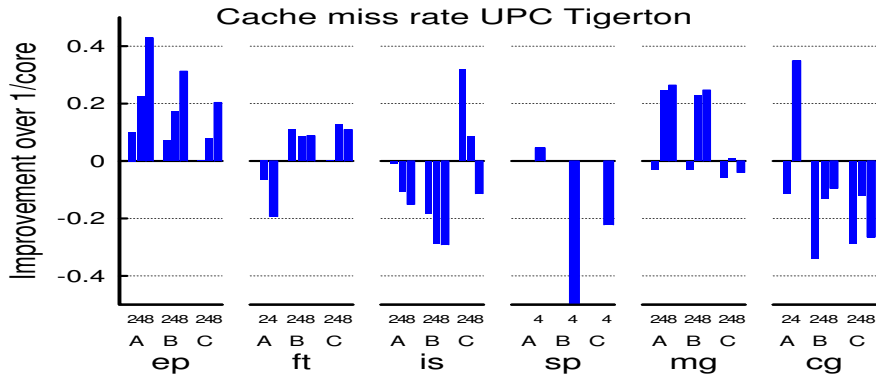


- sched\_yield: default vs. POSIX
- Pinning affects variance (120 % vs. 10 %) and memory affinity
- Small overall effect ( $\pm 2\%$  avg)
- EP: computationally intensive
- FT, IS: improvement up to 46 %
- SP, MG: problem size  $\leftrightarrow$  granularity
- CG: degradation up to 44 %



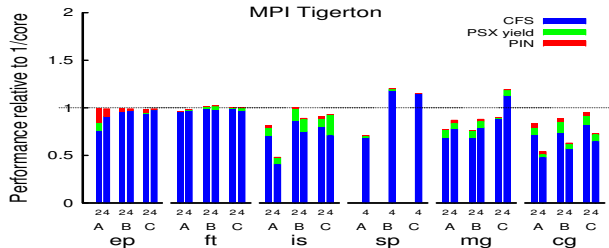


**Figure 5.** *Changes in balance on UMA, reported as the ratio between the lowest and highest user time across all cores compared to the 1/core setting.*



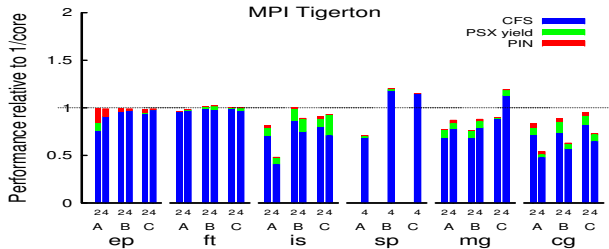
**Figure 6.** *Changes in the total number of cache misses per 1000 instructions, across all cores compared to 1/core. The EP miss rate is very low.*

# MPI and OpenMP

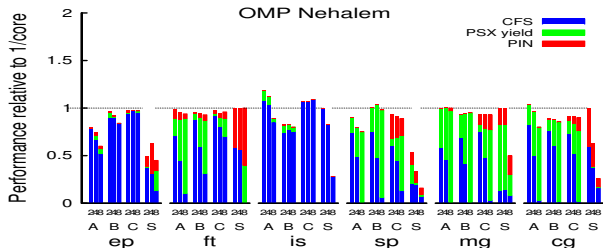


- Overall decrease by 10 %
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- Slight degradation
- Best performance with OMP\_STATIC
- KMP\_BLOCKTIME
  - 0 Improvement up to 10% for fine-grained benchmarks
  - ∞ Best overall performance

- Sharing (best effort) vs. Partitioning (isolated on sockets)
- One thread per core
  - Overall 33%/23% improvement with sharing for UPC/OpenMP on Barcelona (CMP) but no difference for Nehalem (SMT)
  - Better for application with differing behavior
- Oversubscription . . .
  - improves benefits of sharing for CMP
  - changes relative order of performance for UPC, MPI, OpenMP
- Imbalanced sharing possible

*“Intuitively, oversubscription increases diversity in the system and decreases the potential for resource conflicts.”*

*“All of our results and analysis indicate that the best predictor of application behavior when oversubscribing is the average inter-barrier interval. Applications with barriers executed every few ms are affected, while coarser grained applications are oblivious or their performance improves.”*

*“We expect the benefits of oversubscription to be even more pronounced for irregular applications that suffer from load imbalance.”*