

Project

Algorithm Engineering

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Wednesday 9th July, 2014

Summary

Guide

1. Start simple
2. Follow the path between premature optimization/pessimism (readability is king)
3. Ensure correctness through testing
4. Incrementally move forward guided by measurements
5. Optimize and verify assembly
6. Prefer high-level optimization over low-level ones
7. Memory vs. CPU-bound algorithm
Average #operations per in-/output

$$\frac{\text{number of operations}}{\text{size of in- and output}}$$

Low-Level Optimizations

- ▶ Code motion
 - ▶ Loop unrolling
 - ▶ Reassociation
 - ▶ Vectorization
- Efficiency

$$\frac{\text{number of operations in scalar code}}{\text{number of operations in vectorized code}}$$

- ▶ Strength reduction

Compiler Struggle

- ▶ Memory aliasing
- ▶ Proof absence of side-effects
- ▶ Needs to be conservative (preserve observed behavior) but may exploit undefined behavior
- ▶ Bad at making choices

Consider

- ▶ Memory hierarchy
- ▶ Critical path
- ▶ SoA over AoS (if applicable)

Algorithmic Optimizations

- ▶ Good choice of algorithm/data structure most important
- ▶ Asymptotic complexity ignores constants and optimizes for infinite input size
- ▶ Care about realistic worst cases in your setting
- ▶ Non-optimal algorithm may be better on small input

Consider

1. Know your input
2. Data representation (data structures)
3. Algorithms
4. Vectorization friendly algorithm

Program Performance Metrics

- ▶ Running time over increasing input sizes
- ▶ FLOP/s
- ▶ cycle/element
- ▶ Cache misses, branch misprediction

Limits

- ▶ Instruction latency and throughput
- ▶ Theoretical performance and bandwidth

Exam

- ▶ Send your code
- ▶ Optionally prepare introduction (problem, approaches, measurements, plots)
- ▶ Questions related to your project (and the lecture)

References



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