Automatic Source-to-Source Optimizations for Heterogeneous Architectures using Machine Learning Maksim Berezov

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What is our goal?





Optimization complexity

Search space of possible transformations and their parameters is very large

 \mathbf{m} = #transformations, \mathbf{s} = optimization sequence size #number of transformation sequences = $\mathbf{m}^{\mathbf{s}}$ #number of permutations = \mathbf{s} !

Moreover, some transformations are parameterized. For example, 2D tiling has **432** combinations of parameters for 2x2 partitioning matrix, 6 scanning directions, 6 tile sizes per dimension and 2 shapes.

Phase-ordering of transformations: Phase ordering matters a lot and this problem should be modeled from the point of view of Machine

Challenges Feature space design. Feature space must introduce the code itself

and must not be created artificially for a single transformation.

required in order to obtain enough training data for ML models.

Code generator: Automatic code generation of C benchmarks is

Learning algorithms. **Generalization for different architectures:** The type of architecture should be a hyper-parameter.



Parameter selection for 2D tiling

Syrk. Speedup after 2D tiling for different partitioning matrices

Experimental results for 2D tiling transformation

Speedup after 2D tiling for different kernels



References

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Relative speedup