

Identifying the best performing hardware platform based on inherent program similarity

Goal

efficiently identifying the best hardware platform for an application of interest

Problem

native execution/simulation not feasible

- porting problems
- hardware might not be available (yet)
- too time-consuming

current practice: choose the hardware platform with the best average performance

Methodology

- characterize programs independent from microarchitecture
- estimate performance based on inherent program similarity
- rank machines based on estimated performance

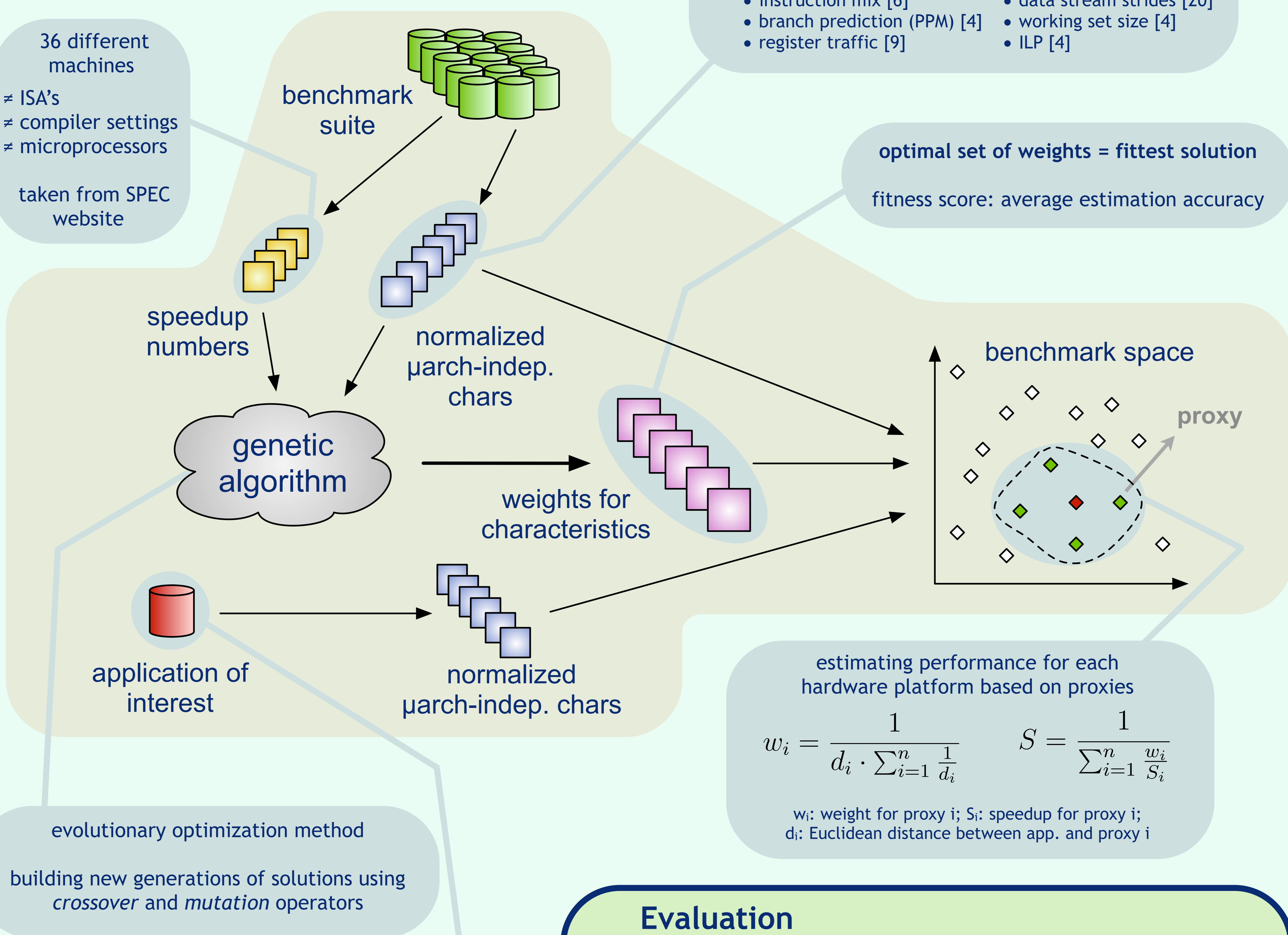
47 microarchitecture-independent program characteristics

6 categories:

- instruction mix [6]
- branch prediction (PPM) [4]
- register traffic [9]
- data stream strides [20]
- working set size [4]
- ILP [4]

optimal set of weights = fittest solution

fitness score: average estimation accuracy



$$w_i = \frac{1}{d_i \cdot \sum_{i=1}^n \frac{1}{d_i}} \quad S = \frac{1}{\sum_{i=1}^n \frac{w_i}{S_i}}$$

w_i : weight for proxy i ; S_i : speedup for proxy i ; d_i : Euclidean distance between app. and proxy i

Evaluation

- ▶ ranking machines for each SPEC CPU2000 benchmark based on performance estimations
- ▶ evaluating machine rank estimation using Spearman rank coefficient

	average	worst
current practice	0.83	0.64 (<i>art</i>)
our approach	0.89	0.79 (<i>apsi</i>)

choosing the best machine
(perf. loss compared to real best machine)

- ▶ current practice: 20%
- ▶ our approach: 13.6%

- ▶ *bzip2* is a frequent proxy \Rightarrow average behavior
- ▶ *gcc*, *mcf*, *swim* never appear as proxy \Rightarrow very specific behavior

evaluation using full SPEC CPU2000 benchmark suite
crossvalidation:

