

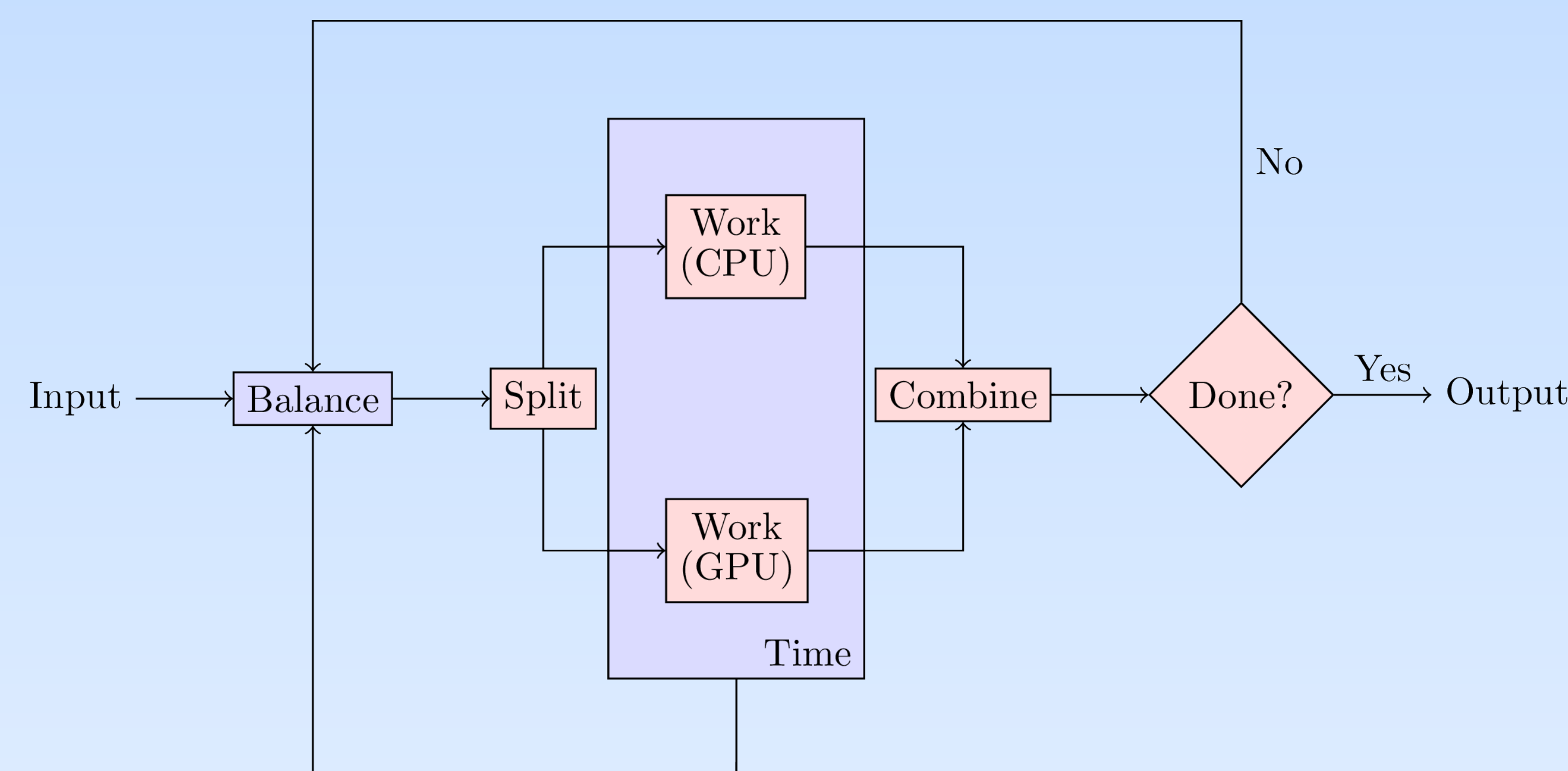
Power-Aware Heterogeneous Computing Through CPU-GPU Hybridization

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Background

- GPUs capable of massive acceleration for certain tasks
- But CPU relegated to management position, leaving resources on the table
- Would be better to use the available CPU resources for actual work
- How to do so efficiently?

Archon System Design



- User (red) provides CPU and GPU implementations of algorithm, and splits work as necessary for problem
- Archon (blue) provides metrics and optimal load balancing

Hardware

- Custom machine
 - AMD FX 8350 (4.0 GHz)
 - GTX 660 (2GB GDDR5, 930 CUDA cores, 1033 MHz)
 - 32GB RAM

Balancing

- Goal is to find fraction of work (α) to offload to GPU for optimal runtime
- Given previous α and previous runtime on CPU (T_c) and GPU (T_g), can compute new α via:

$$\alpha' = \frac{W_c}{W_g + W_c}$$

- Where:

$$W_g = \frac{1}{\alpha} T_g \quad W_c = \frac{1}{1 - \alpha} T_c$$

Experiments

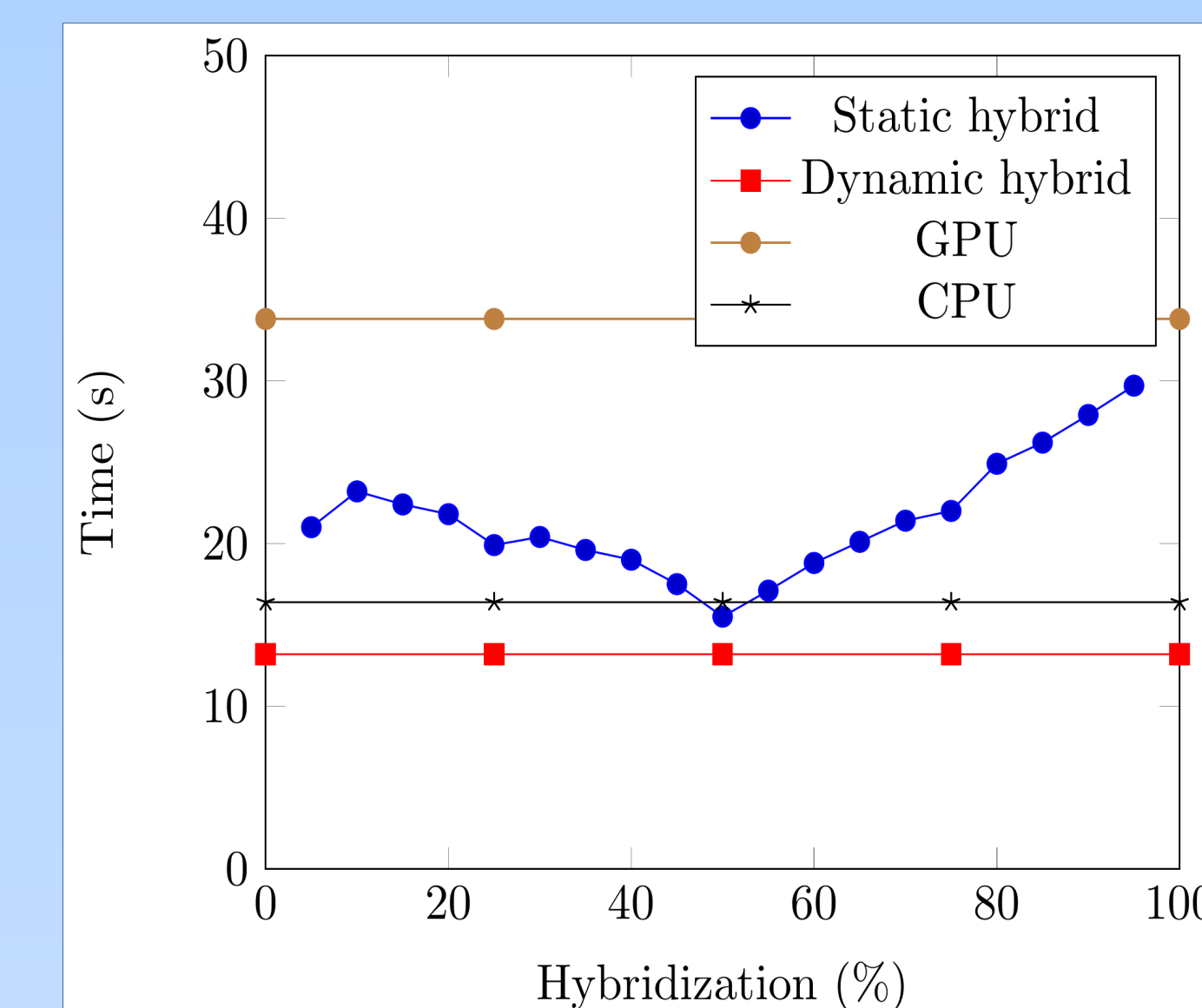
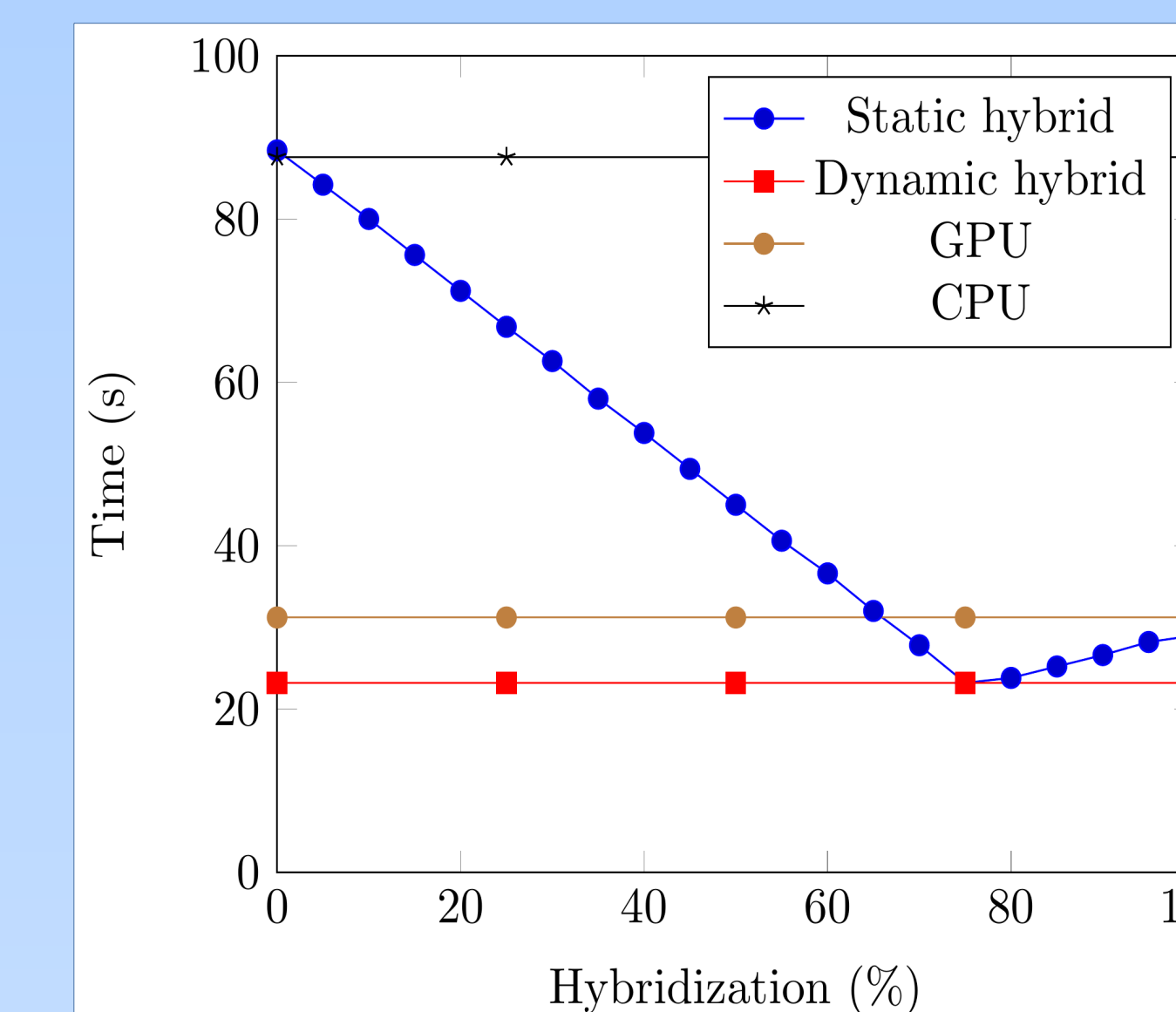
- Using matrix multiplication as an example, we test our system's optimization in terms of both runtime and energy consumption
- We measure these results for our implementations under these circumstances:
 - using only the CPU
 - using only the GPU
 - using both the CPU and GPU with our dynamically-tuned hybridization
 - using both the CPU and GPU with statically-provided hybridization levels (from 5% GPU to 95% GPU)
- Additionally, we test each of these circumstances using two different implementation of matrix multiplication on the CPU side:
 - single-core
 - eight-core
- We apply the following metrics in each case:
 - Speedup (time taken relative to baseline GPU)
 - Greenup (energy consumed relative to baseline GPU) [Abdulsalam et al., 2015]

Results

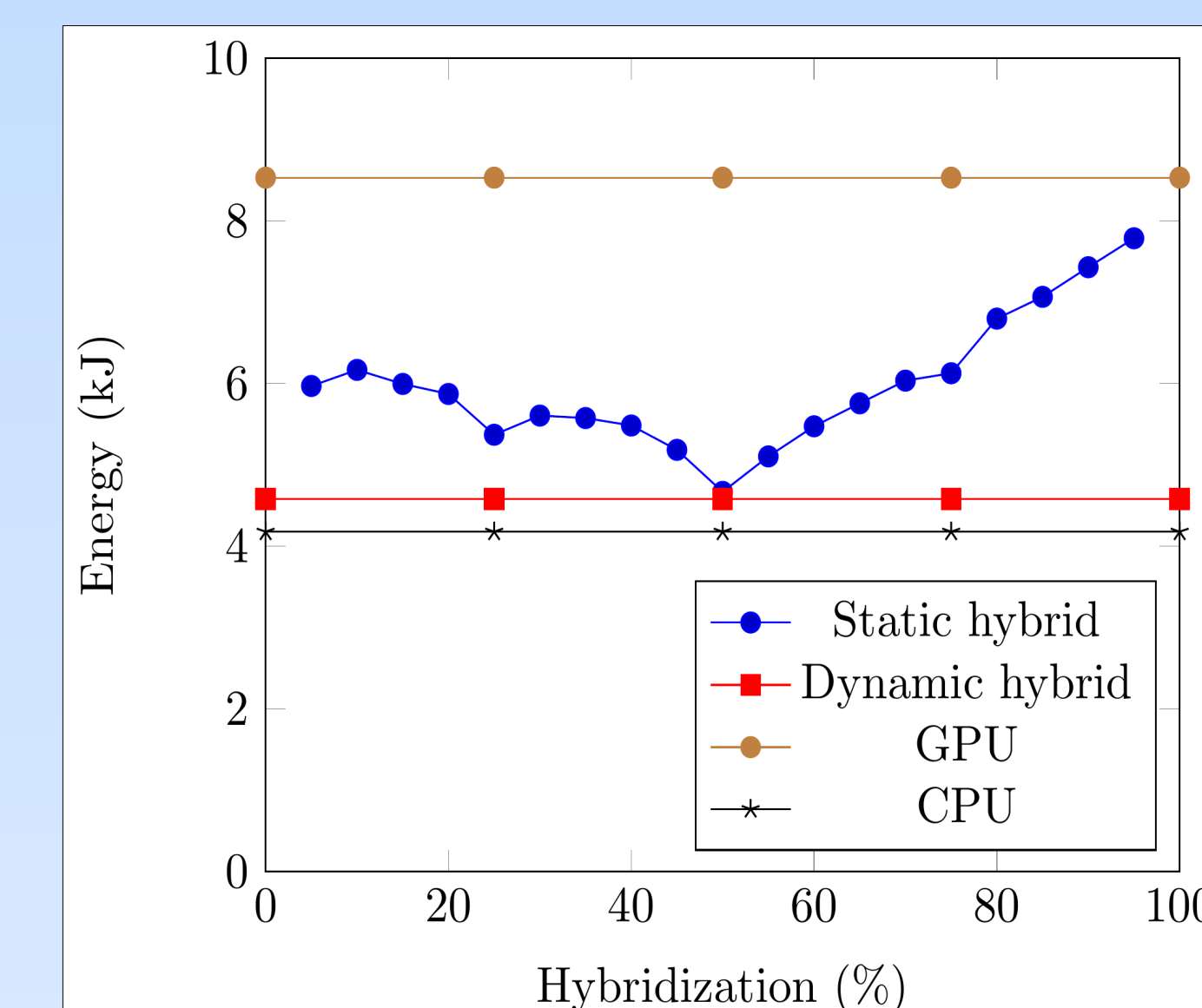
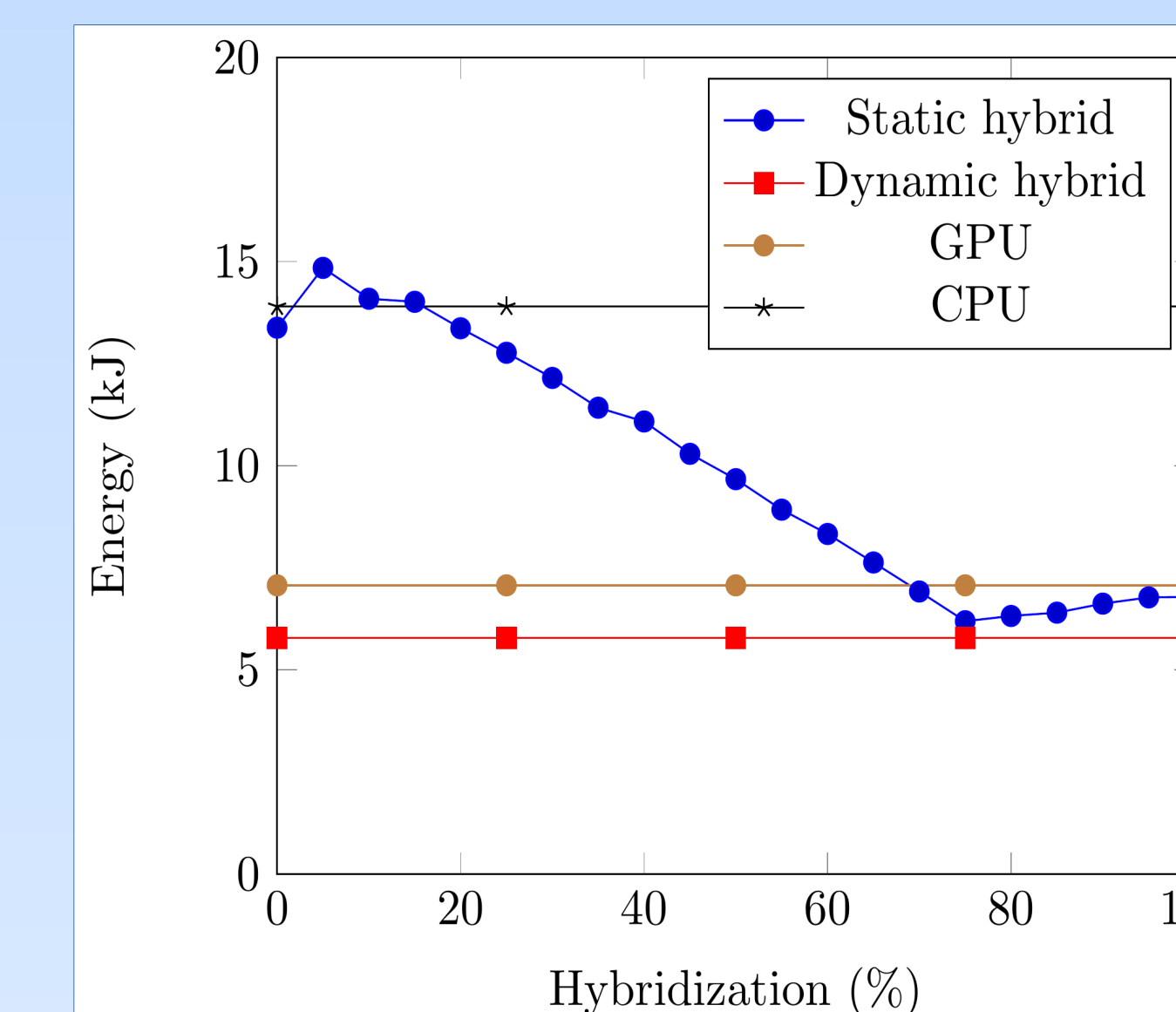
1 Core CPU

8 Core CPU

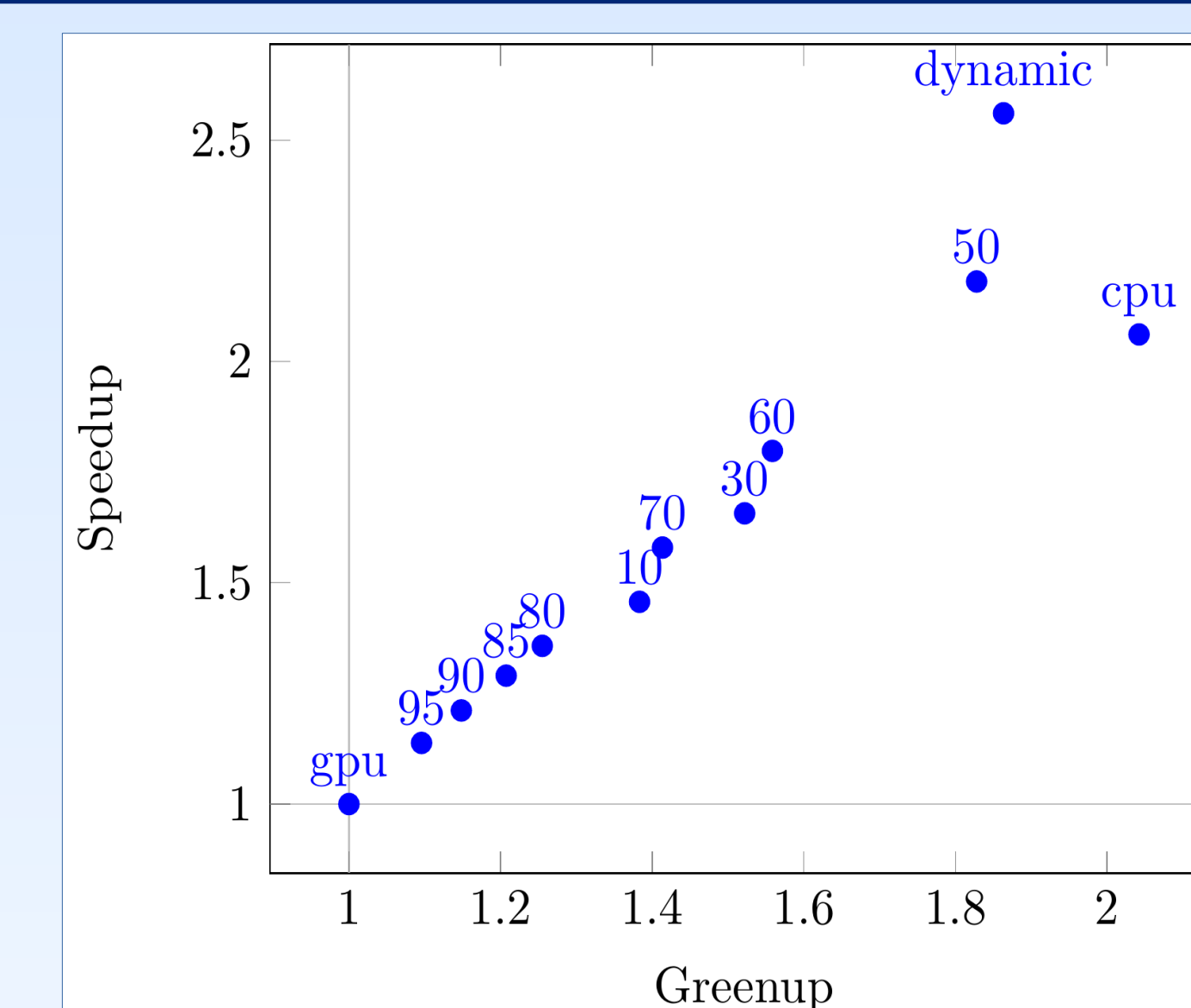
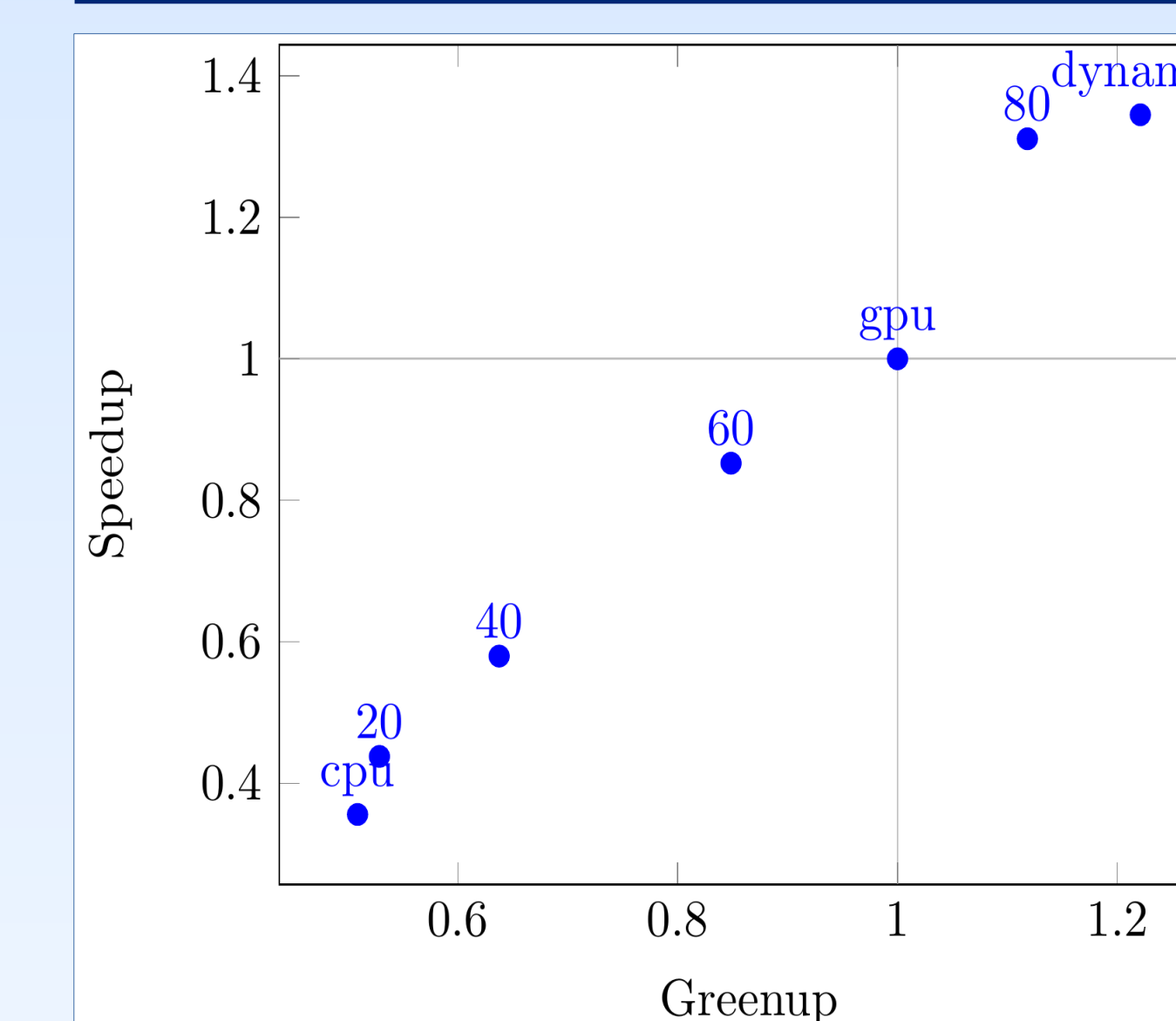
Time



Energy



Overall Improvement



Conclusions

- CPU-GPU hybridization is a viable method for improving performance, without much energy cost
- Archon is a good framework for optimizing client programmer's code without much user effort