3rd Data Prefetching Championship

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Seth Pugsley (Intel Labs) and Michael Ferdman (Stony Brook University)





Welcome

The 3rd Data Prefetching Championship

- History
 - Many microarchitecture competitions over the years
 - 1st DPC in 2009; 2nd DPC in 2015
- Motivation
 - Reducing cache misses still one of the greatest performance opportunities
 - Provide a common framework to compare everyone's best prefetching effort





Simulation Framework

- ChampSim
 - Started life as the DPC2 simulator
 - User replaceable prefetchers, cache replacement, and branch predictors
 - Focus on ease-of-use above accuracy, performance
- 64KB/core storage budget to apportion between L1, L2, and L3
- Available tools/information
 - Physical address access stream
 - MSHR and prefetch queue occupancy
 - Program counter
 - Used by 8 submissions
 - *NEW* Metadata communication between cache levels' prefetchers
 - Used by 4 submissions





Simulator Evaluation Methodology

Single Core

- 46 SPEC CPU 2017 traces with LLC MPKI >= 1.0
 - All traces treated equal; no weighting
- Simulate 250M instructions after 50M instruction warmup
- Thanks to Daniel Jiménez for allowing us to use his traces

Multi Core

- 40 secret mixes with 4 workloads each
 - Workloads randomly chosen from the above 46 SPEC CPU 2017 traces
- Simulate 250M instructions/core after 50M instruction warmup
- Single performance number/mix: geomean(IPC_0, IPC_1, IPC_2, IPC_3)

Final Score

(Geomean of all single core speedups) + (Geomean of all 4 core speedups)





Thanks to

- Organizing Committee
 - Seth Pugsley (general co-chair) (Intel)
 - Alaa Alameldeen (general co-chair) (Intel)
 - Michael Ferdman (program committee chair) (Stony Brook University)
 - Mina Abbasi Dinani (submission chair) (Stony Brook University)
- Program Committee
 - Zeshan Chishti (Intel), Paul Gratz (Texas A&M), Michael Huang (Rochester), Akanksha Jain (UT Austin), Natalie Enright Jerger (University of Toronto), Aamer Jaleel (Nvidia), Pierre Michaud (INRIA), Anant Nori (Intel), Stephen Somogyi (AMD), Carole-Jean Wu (Arizona State), Huiyang Zhou (NC State)





Submissions

• 4 page paper

• 3 prefetcher code files (L1, L2, and L3)

• 8 papers accepted out of 14 submissions (8/14 = 57.1%)





Acceptance Methodology

- Paper reviews
 - 3 reviews each
- Simulator performance + paper reviews used to select papers
- 8 accepted papers include, with some overlap
 - Top 5 reviewed papers
 - Top 6 scoring prefetchers
- Presentation order does not indicate simulation performance





Workshop Program

- Papers and code available at the DPC3 homepage
 - https://dpc3.compas.cs.stonybrook.edu/
- Talks have 20 minute timeslots including Q&A
- Schedule
 - 5 papers
 - Coffee break
 - 3 papers
 - Final results presentation



