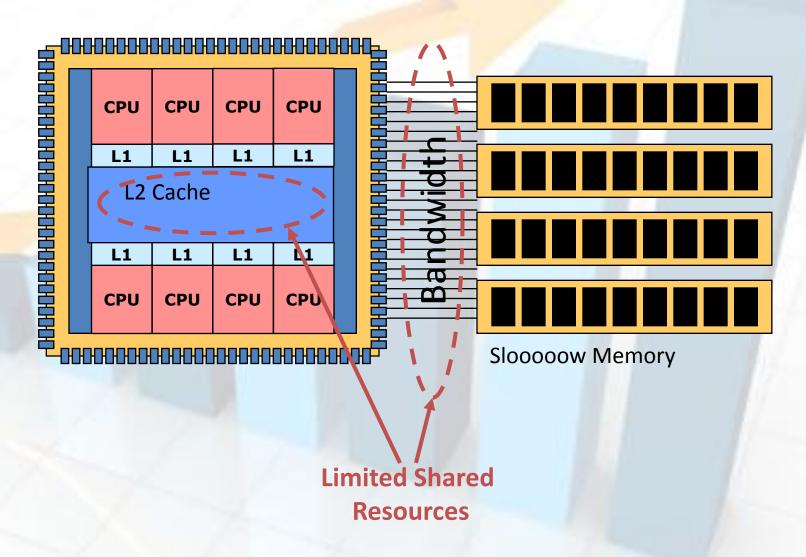
## **Optimization Study for Multicores**

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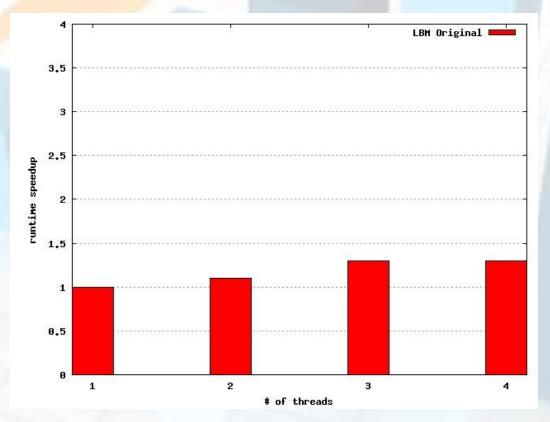
# Memory Wall





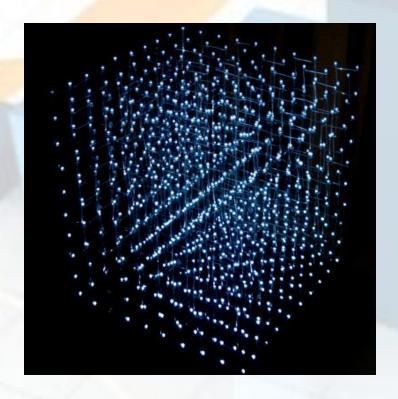
#### Multicore Performance

 Has extremely bad reputation for high bandwidth demand and low throughput



#### The Data Model

 Source and Destination data consists of more than 1 Million points in 3D space



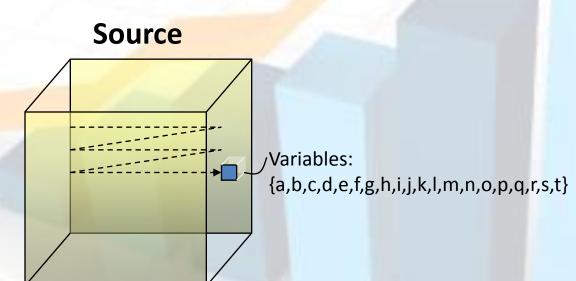
Source and Destination datasets are identical

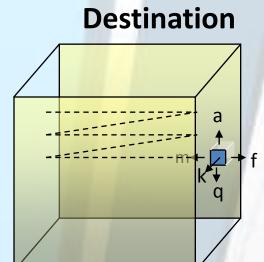
1.34 Million cells in XYZ plane

Each cell consists of 19 properties

205 MB in size

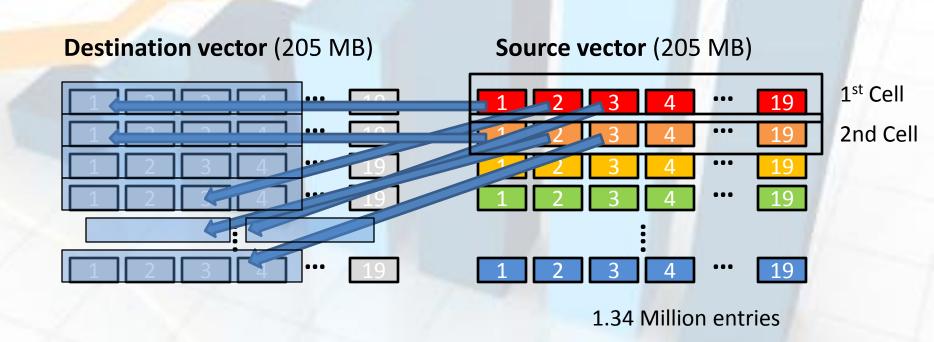
# Algorithm





#### The Problem

 Accesses a huge grid (Array of Structures) almost randomly, with no data reuse



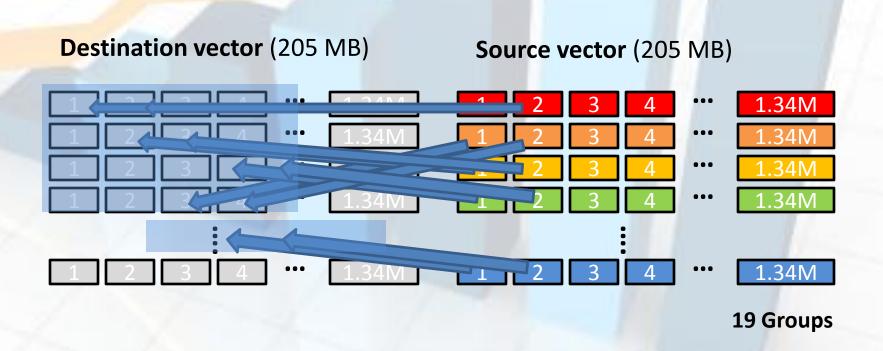
#### How do we solve it

 Change the way data is accessed i.e Rearrange data (AoS to SoA)



#### How do we solve it

Change the way data is accessed i.e Rearrange data

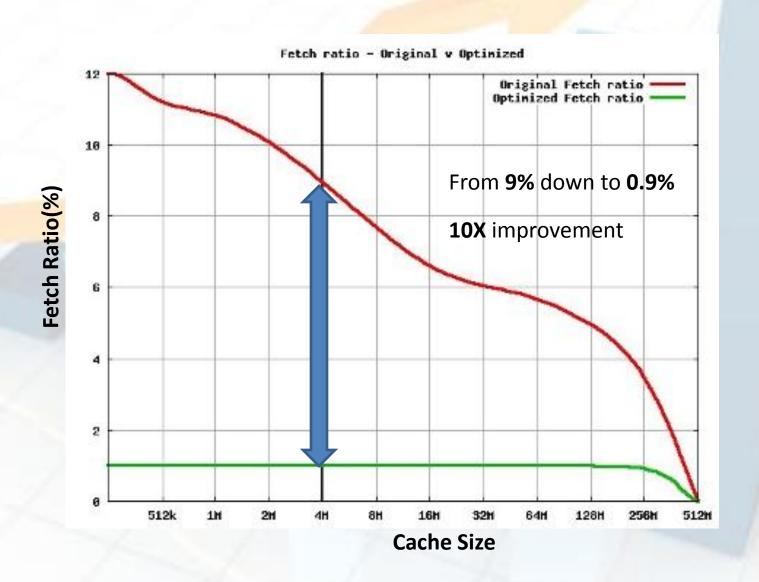


## **Blocking Optimization**

Add blocking to improve hardware prefetching



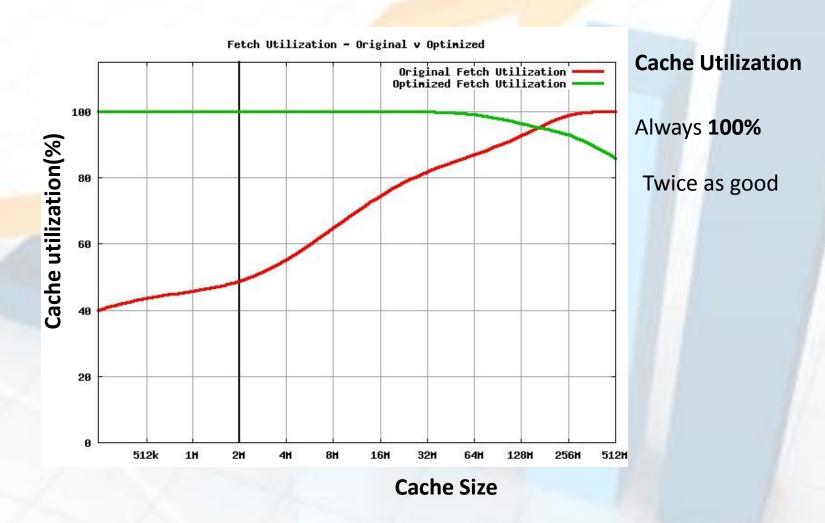
## Fetch Ratio Comparison



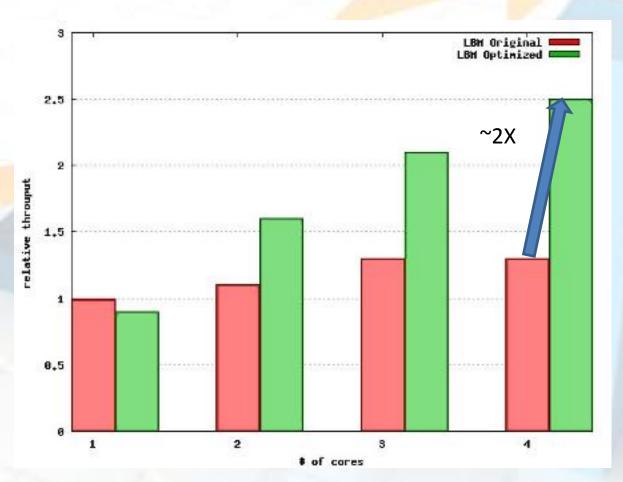
## Miss Ratio Comparison



## **Utilization Comparison**

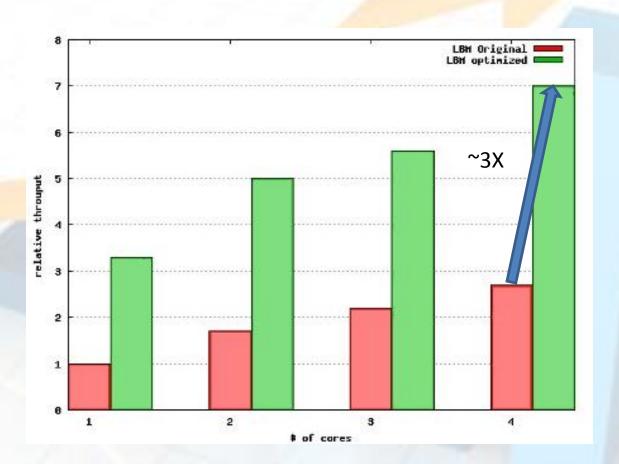


# Relative Throughput



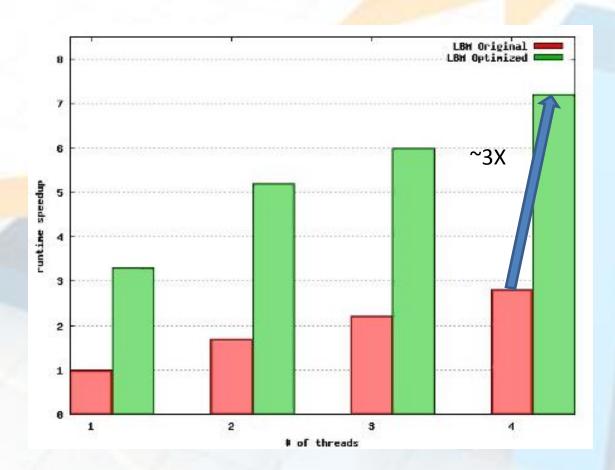
AMD Barcelona 8384

# Relative Throughput



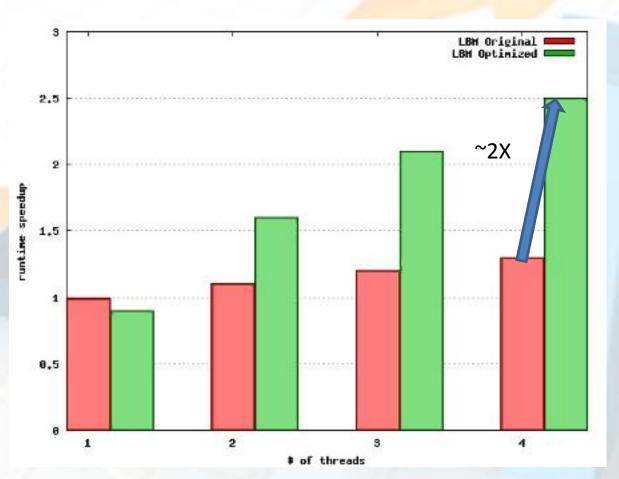
Intel Xeon E5345

# Parallel Speedup



Intel Xeon E5345

# Parallel Speedup



AMD Barcelona 8384

# More details in the paper "Optimization study for Multicores"

Interested to see more - have a look at the Master Thesis Report Google "Optimization Study for Multicores"

Questions?