Evaluation and Exploration of Next Generation Systems for Applicability and Performance

Volodymyr Kindratenko Guochun Shi

Plan of work for Q4

- Develop a stand-alone C test-bed of the image extraction component of doc2learn
 - integrate the developed image probability density function computation algorithm (both the CPU and GPU implementations)
 - investigate how to extend the CPU implementation of the histogram computation to the multi-core architecture of modern CPUs
 - conduct a study how the stand-alone implementation compares to the original doc2learn Java-based implementation
 - use the stand-alone framework to analyze power consumption of the CPU and GPU implementations
 - Integrate new power monitoring hardware
- Investigate other image comparison algorithms and their suitability for GPU acceleration
- Investigate pros and cons of extending Versus framework to use GPU-based image processing algorithms

- Integrate the developed image probability density function computation algorithm (both the CPU and GPU implementations)
- Based on xpdf-3.02, with the following modifications
 - Replaced method ImageOutputDev::drawImage with the code for computing image histogram
 - Computes histogram of an image and stores it in a file
 - Added new method ImageStream::getLine to extract one image row directly into user-supplied buffer
 - Eliminates a memcopy
- No GPU code has been integrated yet

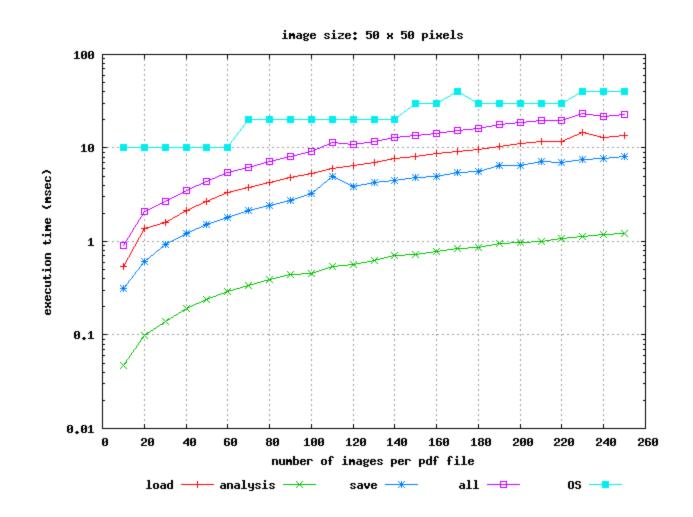
 Investigate how to extend the CPU implementation of the histogram computation to the multi-core architecture of modern CPUs

Not done yet

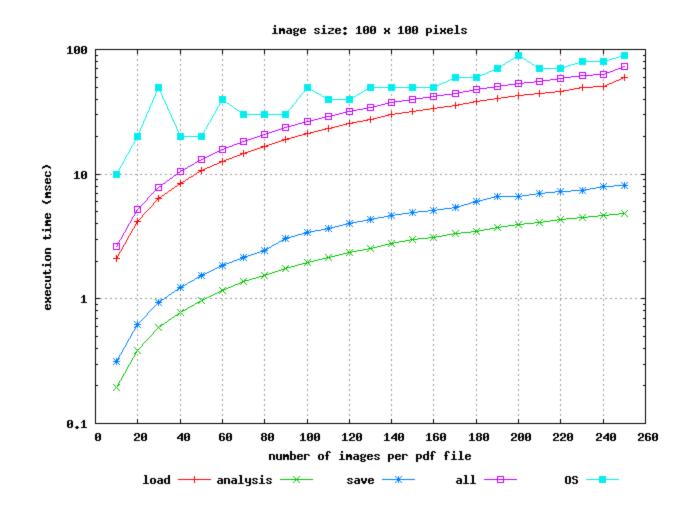
 Conduct a study how the stand-alone implementation compares to the original doc2learn Java-based implementation

Work in progress

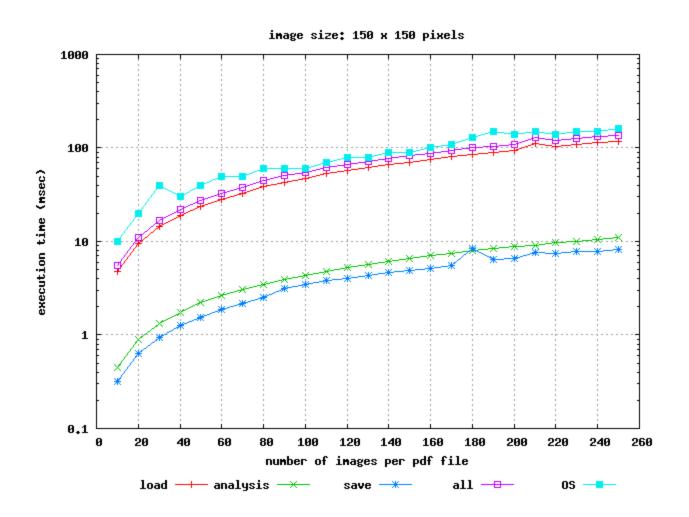
- 50x50
- /tmp



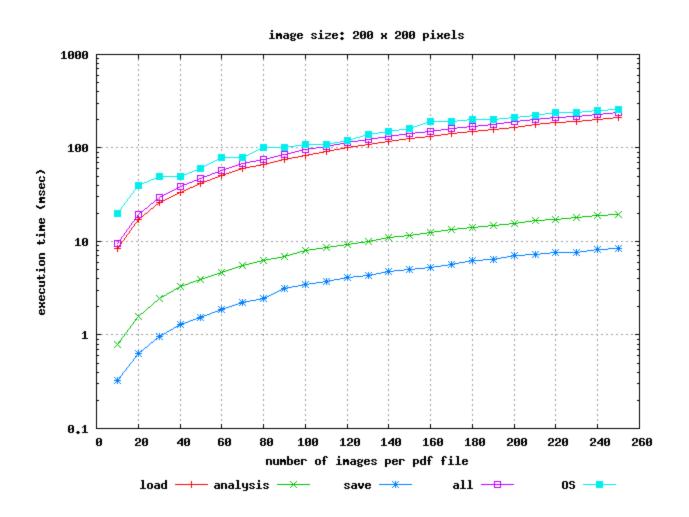
- 100x100
- /tmp



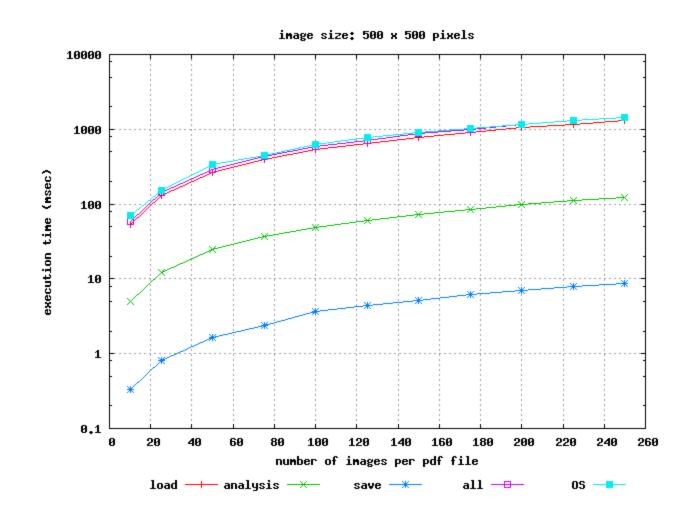
- 150x150
- /tmp



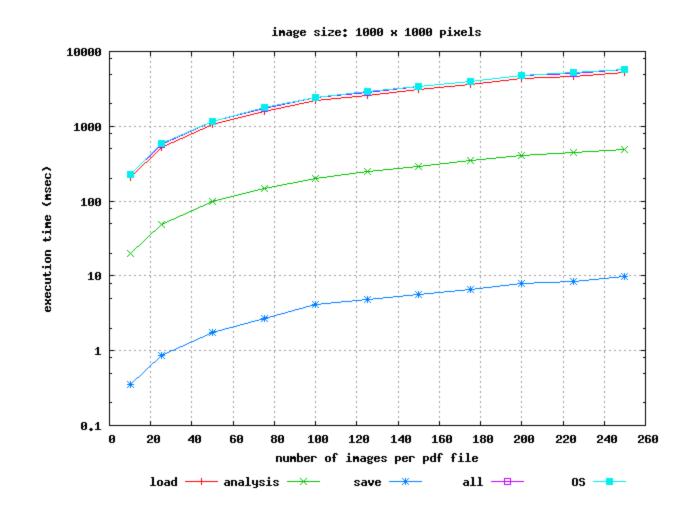
- 200x200
- /tmp



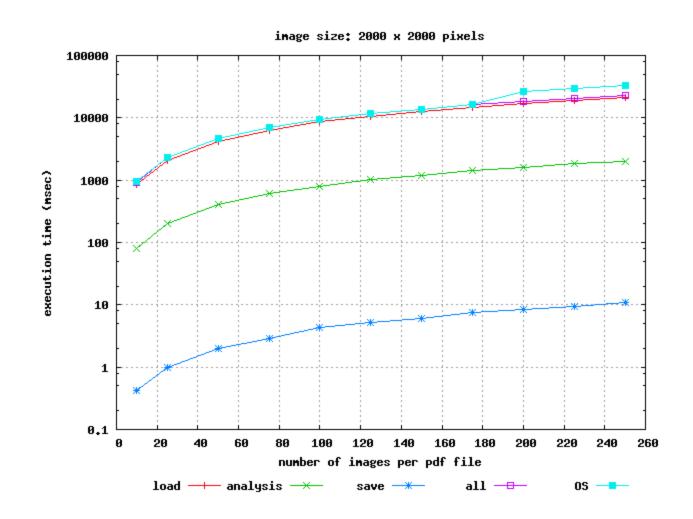
- 500x500
- /tmp



- 1Kx1K
- /tmp

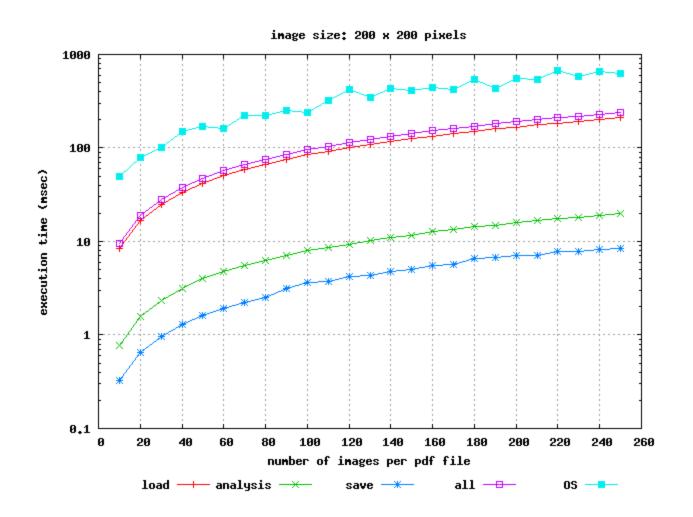


- 2Kx2K
- /tmp



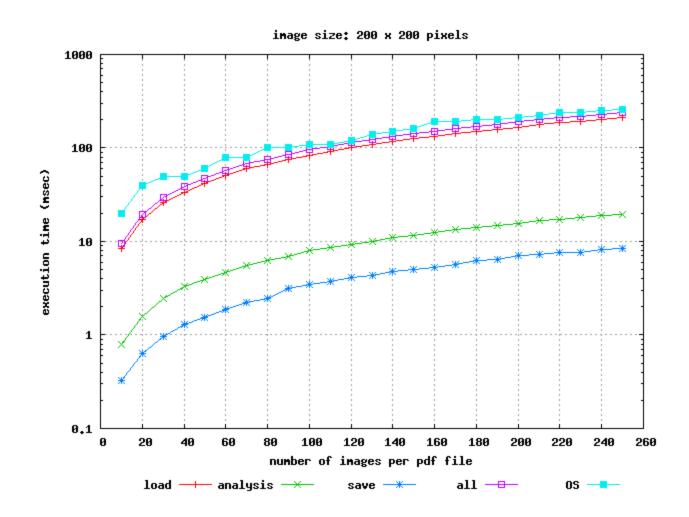
Effects of file system type

- nfs
- 200x200



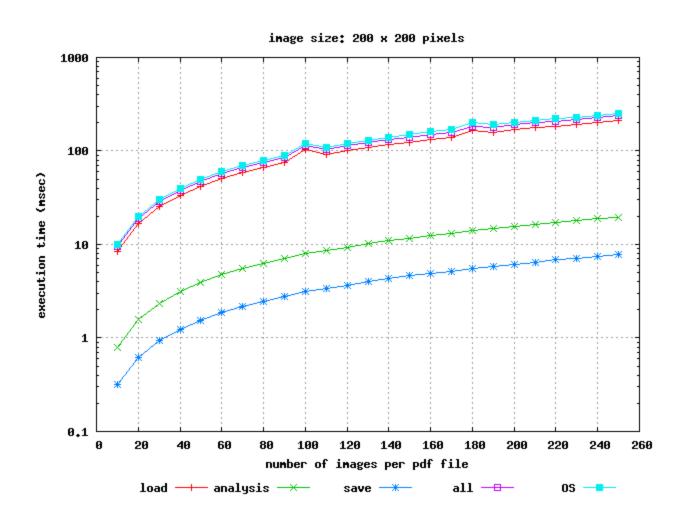
Effects of file system type

- /tmp
- 200x200

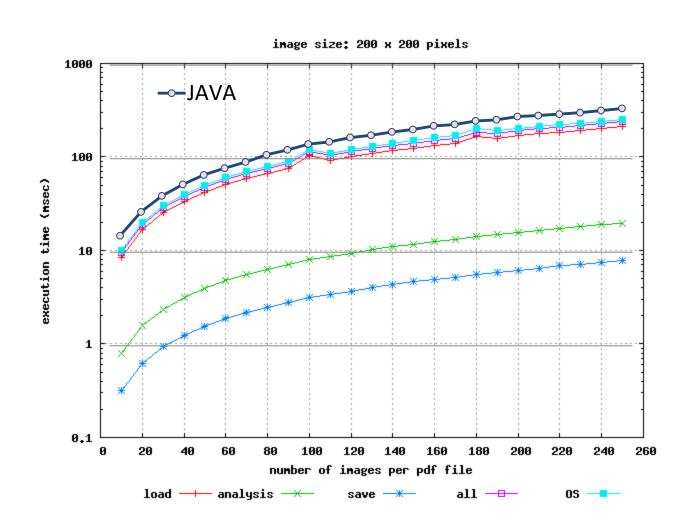


Effects of file system type

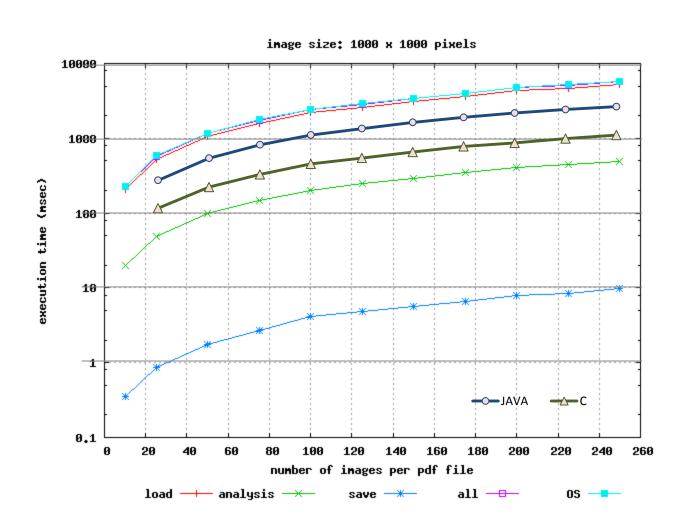
- ramdisk
- 200x200



Comparison with doc2learn



Comparison with doc2learn



Observations/Conclusions

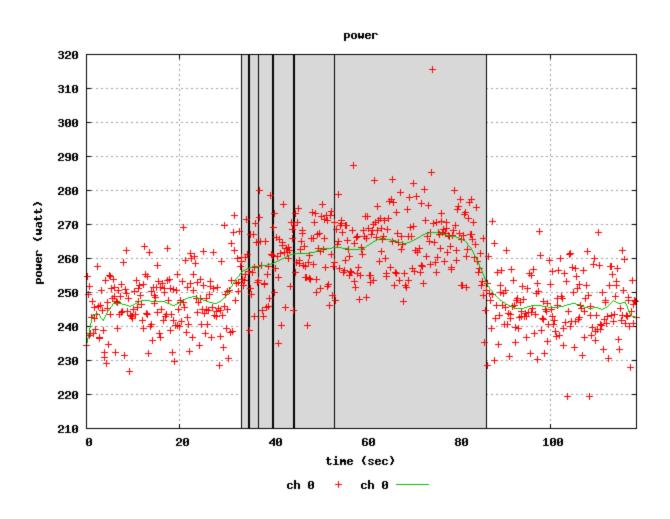
- Stand-alone C-based implementation is substantially faster than the Javabased framework
 - For small images, the entire application runs faster than Java-based image analysis part of doc2learn (not even including file I/O)
 - For larger images, Java-based image analysis code is still substantially slower
- Reading images from disk takes an order of magnitude more time than to compute histograms
 - Overall application speedup of no more than 10% can be achieved by speeding up the image processing time
 - Does a 10% speedup really matter?
- Suggestions for improving doc2learn performance without GPUs:
 - Save all histograms for a given PDF file into just one output file
 - Otherwise saving computed histograms to disk takes more time than to compute them
 - fopen/fclose are very expensive
 - Use ramdisk to temporary store PDF files while processing them
 - Eliminates OS jitter due to disk access

- Use the stand-alone framework to analyze power consumption of the CPU and GPU implementations
 - Integrate new power monitoring hardware

- Based on the new power monitoring hardware developed at ISL by Craig Steffen
 - We wrote data acquisition and analysis scripts necessary to collect and visualize power levels

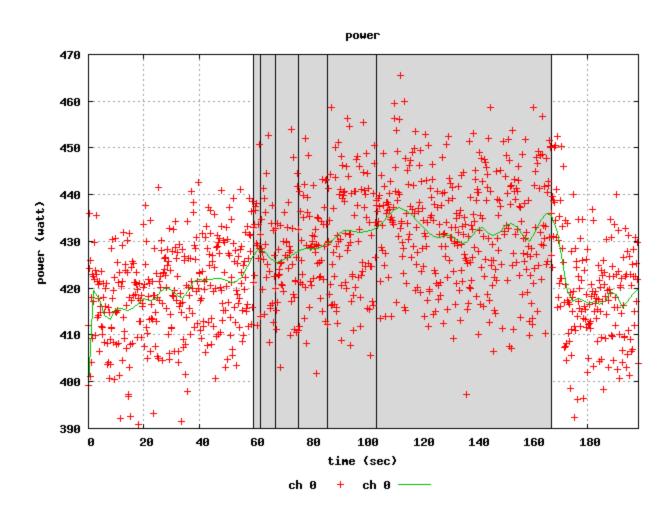
Power consumption measurements

- /tmp
- 50-1K
- idle
 - ~247 watt
- computing
 - -~265 watt
- Δ~18 watt



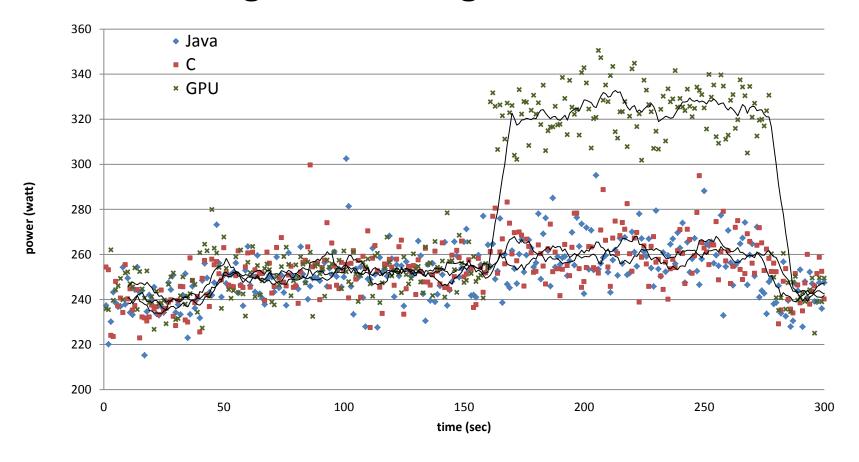
Power consumption measurements

- /tmp
- 50-2K
- "idle"
 - ~418 watt
- computing
 - -~432 watt
- Δ ~14 watt



Doc2learn power efficiency analysis

2Kx2K images, 250 image count



Doc2learn power efficiency analysis

Image size/	Image analysis only		Image extraction and analysis	
count	1000x1000/250	2000x2000/250	1000x1000/250	2000x2000/250
t (sec)	2.749	10.322	25.684	107.999
t _c (sec)	1.131	4.575	24.438	102.682
t _g (sec)	0.950	3.763	24.327	98.474
p (watt)	260	260	260	260
p _c (watt)	260	260	260	260
p _g (watt)	325	325	325	325
$s_c = t_c/t$	2.43	2.26	1.05	1.05
s _g =t _g /t	2.89	2.74	1.06	1.10
$e_c^* = p/p_c^* s_c$	2.43	2.26	1.05	1.05
$e_g = p/p_g * s_g$	2.31	2.19	0.84	0.88

If we **do not** take into account image extraction time (which is huge compared to the image processing time), GPU-based implementation is more power-efficient.

If we **do** take into account the image extraction time, GPU-based implementation becomes power-inefficient!

Other topics

- Investigate other image comparison algorithms and their suitability for GPU acceleration
 - Work in progress
- Investigate pros and cons of extending Versus framework to use GPU-based image processing algorithms
 - Work in progress

Future work

- Finish image analysis work
 - Perform final set of measurements
 - Write report
- New directions (after phone calls with Mark Conrad and Richard Lopez)
 - Data compression on GPUs
 - Computing file checksums on GPUs
 - Investigating applicability of database appliances for iRODS
 - XtremeData's dbX Data Warehousing Appliance