Performance Engineering of Software Systems

Lecture 15

Cache-Oblivious Algorithms

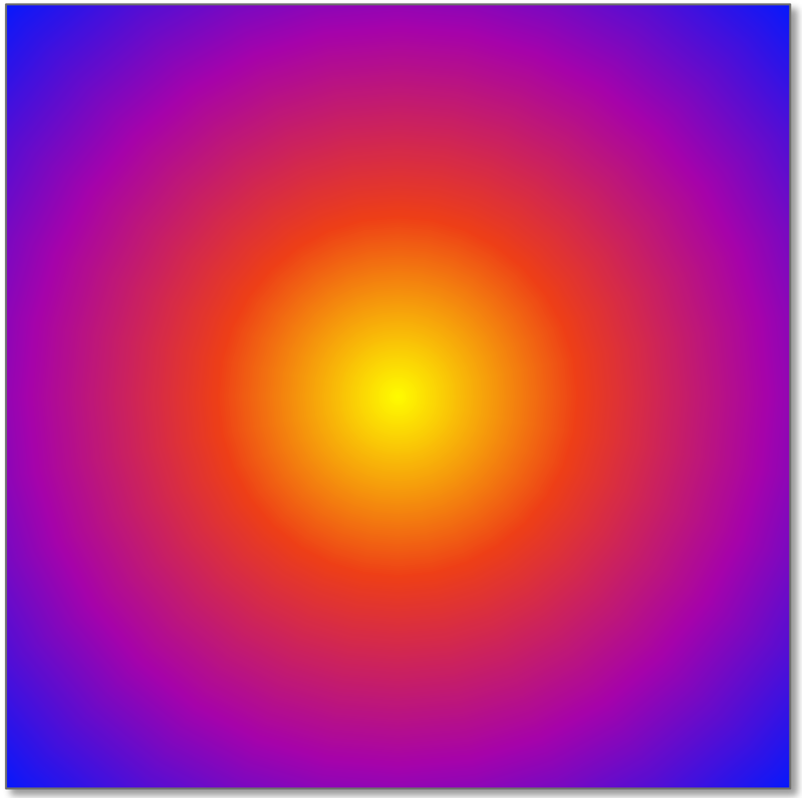
Srini Devadas

November 3, 2022

Acknowledgment: Some of the slides in this presentation were inspired by originals due to Matteo Frigo.

Simulation of Heat Diffusion

Heat Diffusion



2D heat equation

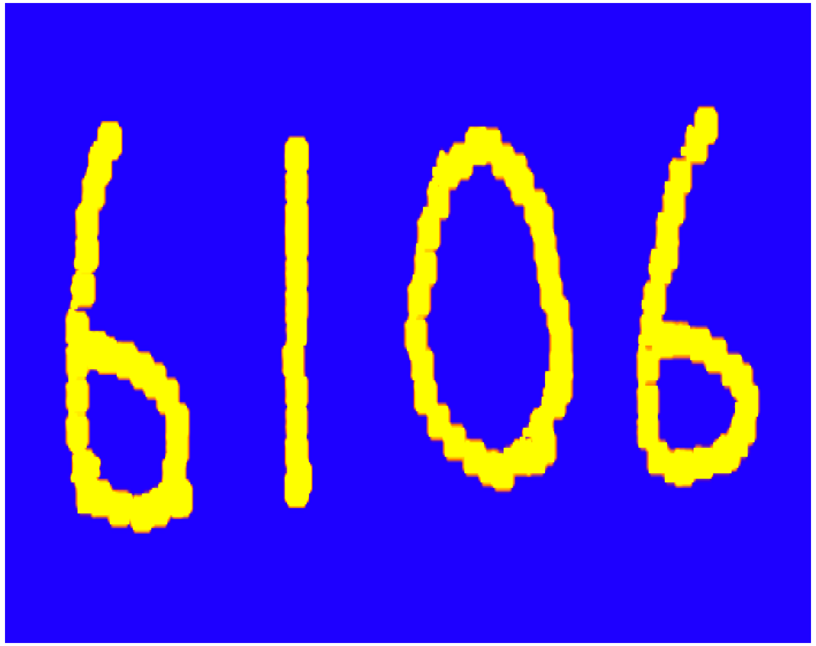
The **heat function** $u(t,x,y)$ is the heat at time t of a point (x,y).

$$\frac{\partial u}{\partial t} = \alpha\left(\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}\right)$$

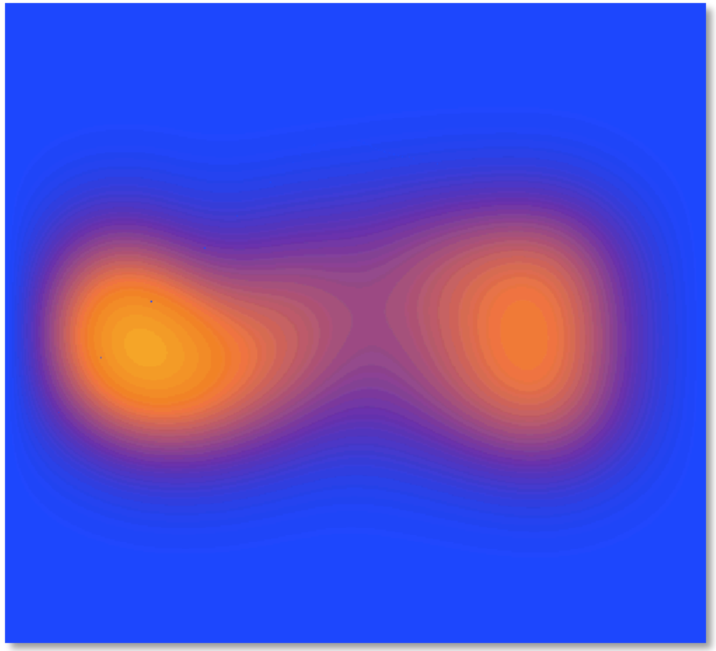
α is the **thermal diffusivity**.

The heat equation was originally formulated by Jean Baptiste Joseph Fourier, *Théorie de la Propagation de la Chaleur dans les Solides*, 1807.

2D Heat-Diffusion Simulation



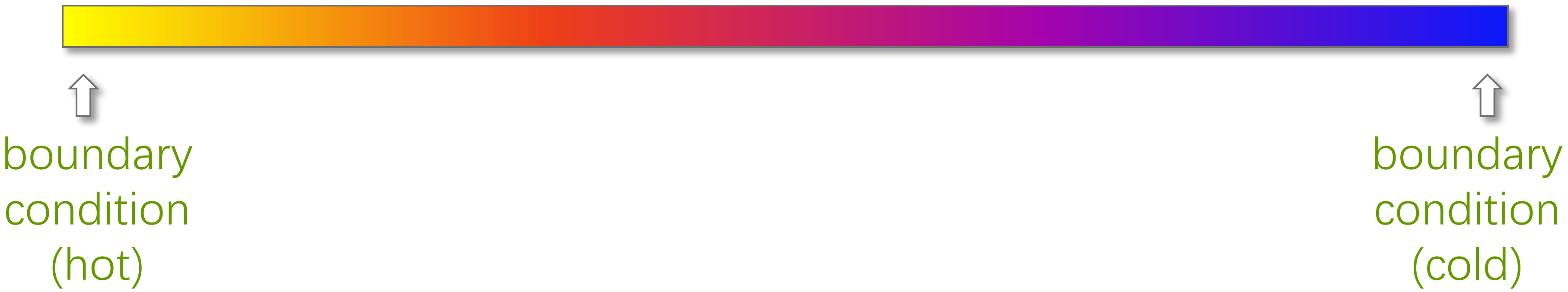
Before



After

1D Heat Equation

$$\frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2}$$



Finite-Difference Method

The famous Swiss mathematician Leonhard Euler (1707–1783) invented the finite-difference method around 1768.

We owe to Euler the notations $f(x)$ for a function, e for the base of the natural logarithm, i for the square root of -1, π for the area of a unit circle, $\sum$ for summation, and Δ for finite differences.

Finite-Difference Approximation

$$\frac{\partial}{\partial t}u(t,x) \approx \frac{u(t+\Delta t, x) - u(t,x)}{\Delta t},$$

$$\frac{\partial}{\partial x}u(t,x) \approx \frac{u(t,x) - u(t,x-\Delta x)}{\Delta x},$$

$$\frac{\partial u}{\partial t} = \alpha \frac{\partial^2 u}{\partial x^2}$$

1D heat equation

$$\frac{\partial^2}{\partial x^2}u(t,x) \approx \frac{\frac{\partial}{\partial x}u(t,x+\Delta x) - \frac{\partial}{\partial x}u(t,x)}{\Delta x}$$

$$\approx \frac{\frac{u(t,x+\Delta x) - u(t,x)}{\Delta x} - \frac{u(t,x) - u(t,x-\Delta x)}{\Delta x}}{\Delta x}$$

$$\approx \frac{u(t,x+\Delta x) - 2u(t,x) + u(t,x-\Delta x)}{(\Delta x)^2}.$$

Discretized Heat Equation

$$\frac{u(t+\Delta t, x) - u(t,x)}{\Delta t} = \alpha\left(\frac{u(t, x+\Delta x) - 2u(t,x) + u(t, x-\Delta x)}{(\Delta x)^2}\right)$$

Now, put the one term involving $t + \Delta t$ on the left and the other terms involving just t on the right:

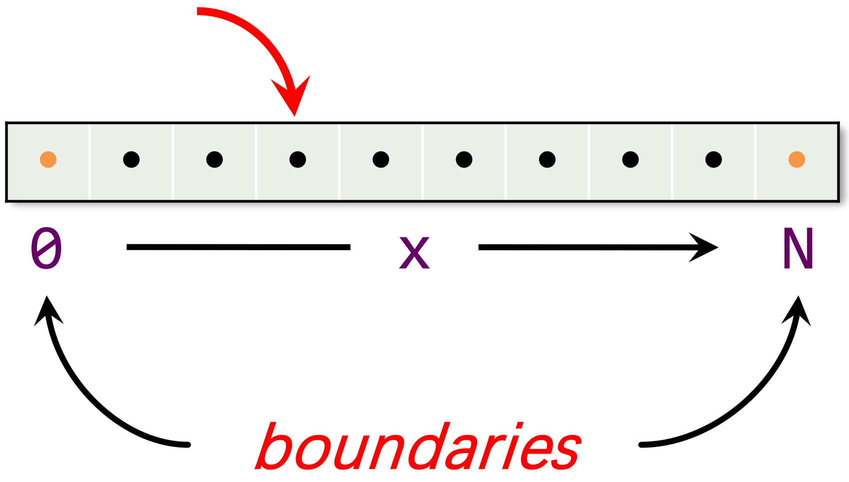
$$u(t+\Delta t, x) = u(t,x) + \alpha\Delta t\left(\frac{u(t, x+\Delta x) - 2u(t,x) + u(t, x-\Delta x)}{(\Delta x)^2}\right)$$

Assuming that $\Delta t = 1$ and $\Delta x = 1$, we obtain the following code for the **update rule**:

```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```

3-Point Stencil

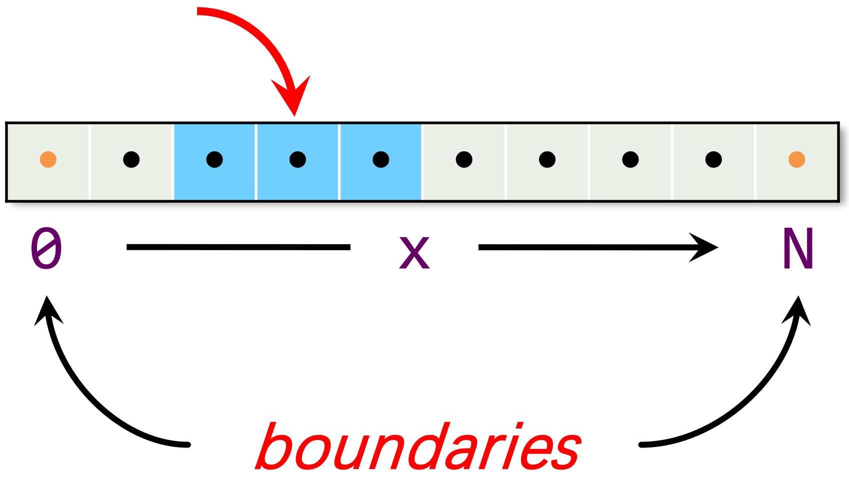
```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```



A **stencil computation** updates each point in an array by a fixed pattern, called a **stencil**.

3-Point Stencil

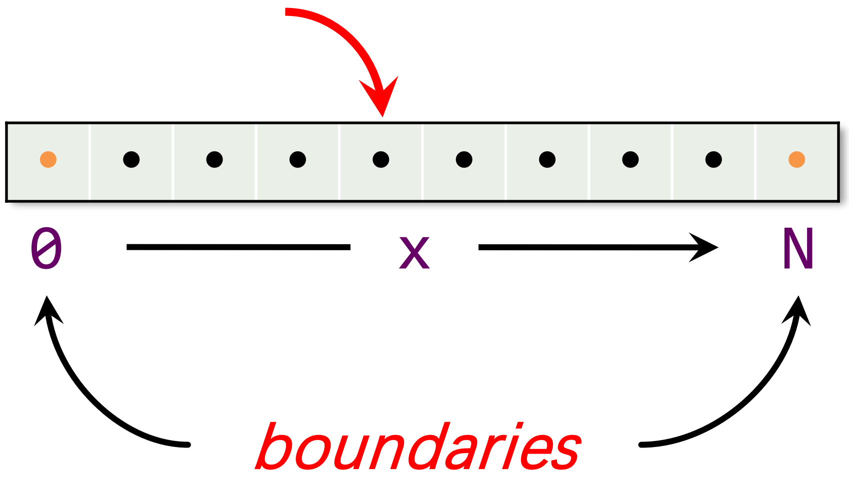
```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```



A **stencil computation** updates each point in an array by a fixed pattern, called a **stencil**.

3-Point Stencil

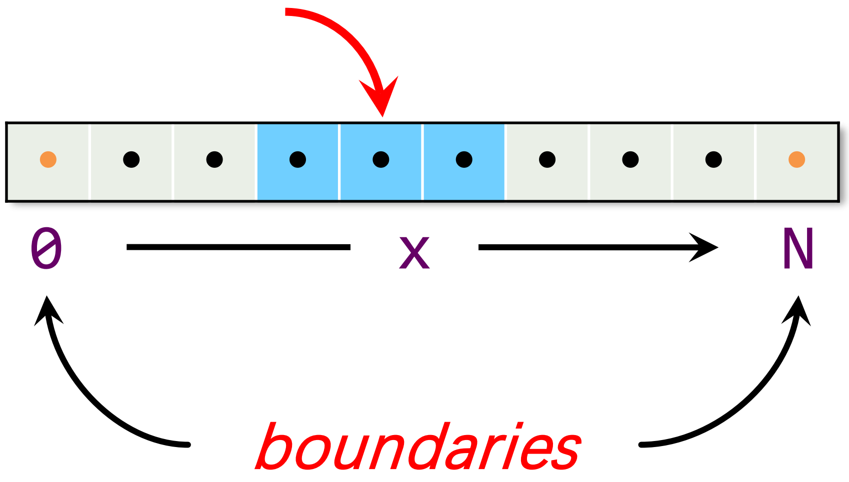
```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```



A **stencil computation** updates each point in an array by a fixed pattern, called a **stencil**.

3-Point Stencil

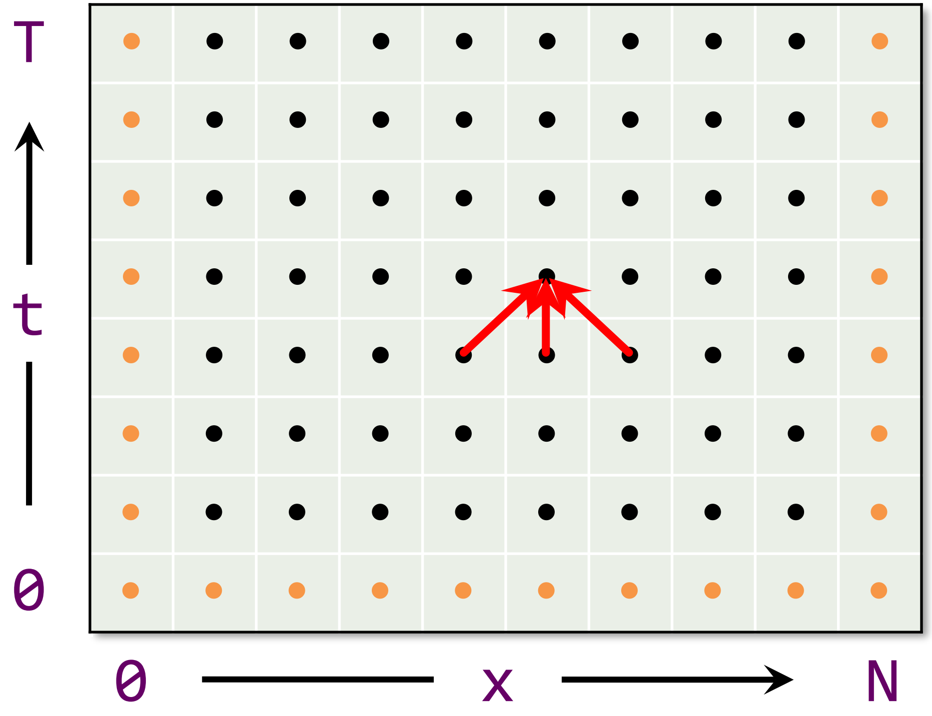
```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```



A **stencil computation** updates each point in an array by a fixed pattern, called a **stencil**.

3-Point Stencil

```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```

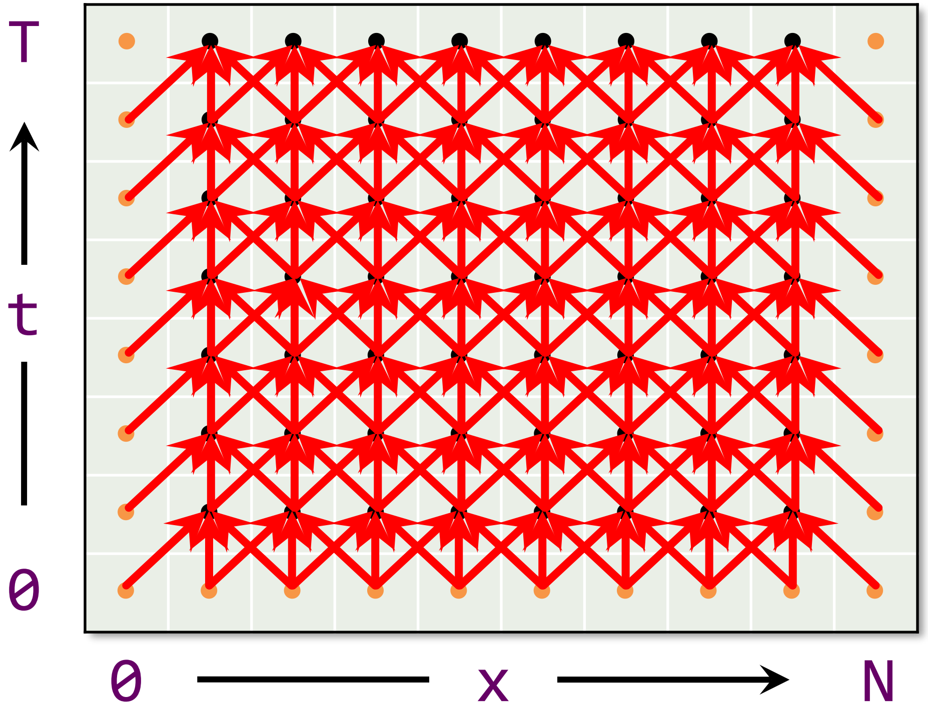


A **stencil computation** updates each point in an array by a fixed pattern, called a **stencil**.

iteration space

3-Point Stencil

```
u[t+1][x] = u[t][x] + ALPHA * (u[t][x+1] - 2*u[t][x] + u[t][x-1]);
```



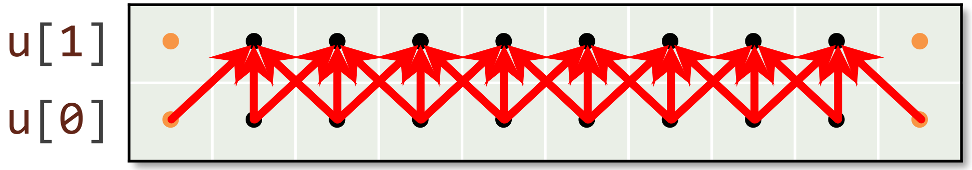
A **stencil computation** updates each point in an array by a fixed pattern, called a **stencil**.

iteration space

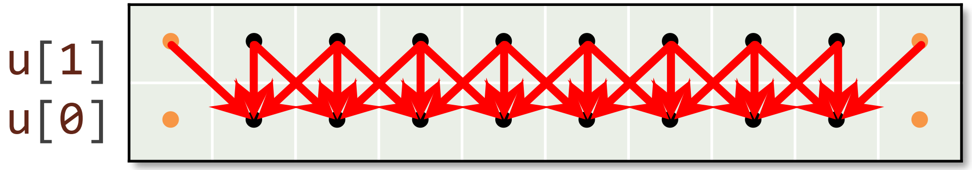
3-Point Stencil Code

```
double u[2][N]; // even-odd trick

static inline double kernel(double * w) {
    return w[0] + ALPHA * (w[-1] - 2*w[0] + w[1]);
}

for (size_t t = 1; t < T-1; ++t) { // time loop
  for(size_t x = 1; x < N-1; ++x)  // space loop
    u[(t+1)%2][x] = kernel( &u[t%2][x] );
```

Even time step



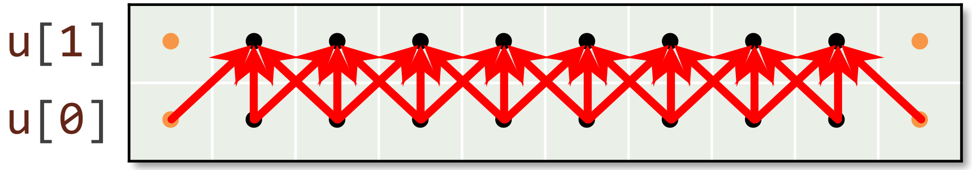
Odd time step



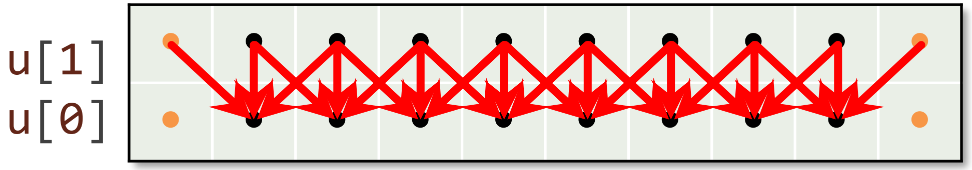
3-Point Stencil Code

```c
double u[2][N]; // even-odd trick

static inline double kernel(double * w) {
    return w[0] + ALPHA * (w[-1] - 2*w[0] + w[1]);
}

for (size_t t = 1; t < T-1; ++t) { // time loop
  for(size_t x = 1; x < N-1; ++x)  // space loop
    u[(t+1)%2][x] = kernel( &u[t%2][x] );
```

Even time step



Odd time step

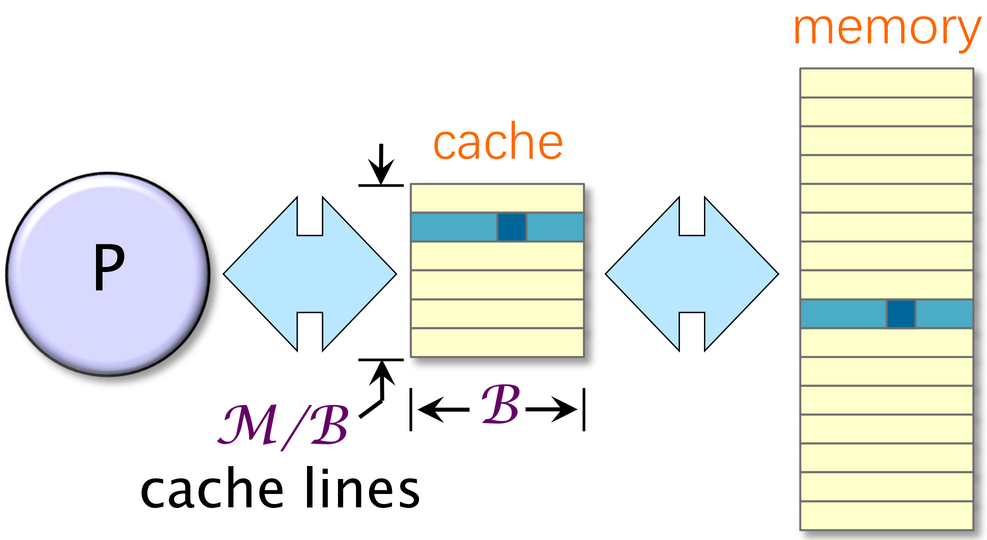


Cache-Oblivious Stencil Computations

Recall: Ideal-Cache Model

Parameters

- Two-level hierarchy.
- Cache size of $\mathcal{M}$ bytes.
- Cache-line length (block size) of $\mathcal{B}$ bytes.
- Fully associative.
- Optimal omniscient replacement, or LRU.

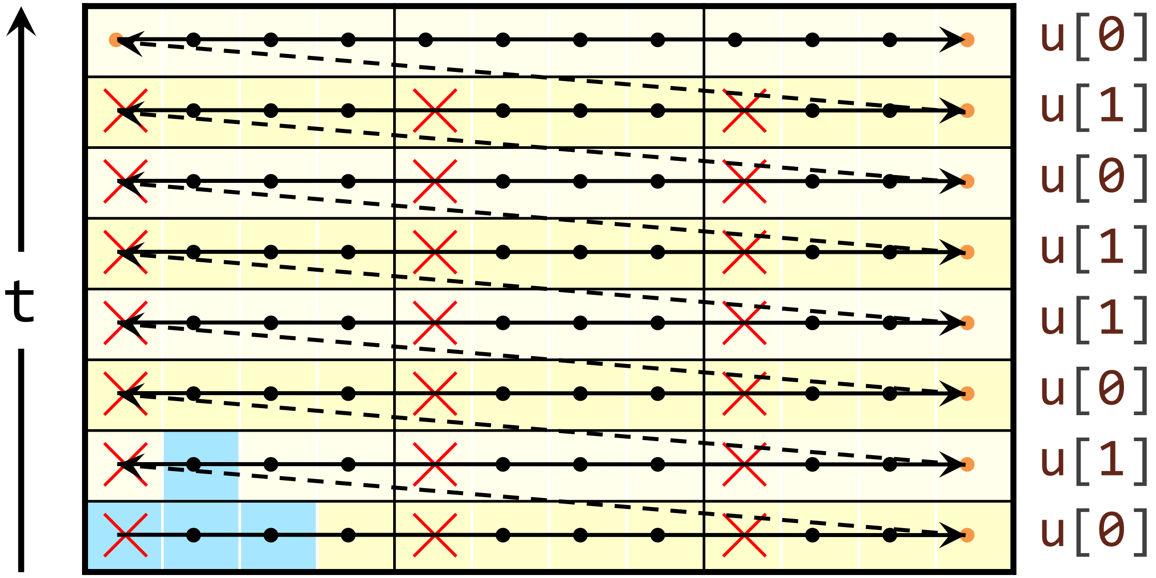


Performance Measures

- work T_1 (ordinary running time)
- cache misses Q

Cache Behavior of Looping

```
double u[2][N]; // even-odd trick

static inline double kernel(double * w) {
    return w[0] + ALPHA * (w[-1] - 2*w[0] + w[1]);
}

for (size_t t = 1; t < T-1; ++t) { // time loop
  for(size_t x = 1; x < N-1; ++x)  // space loop
    u[(t+1)%2][x] = kernel( &u[t%2][x] );
```

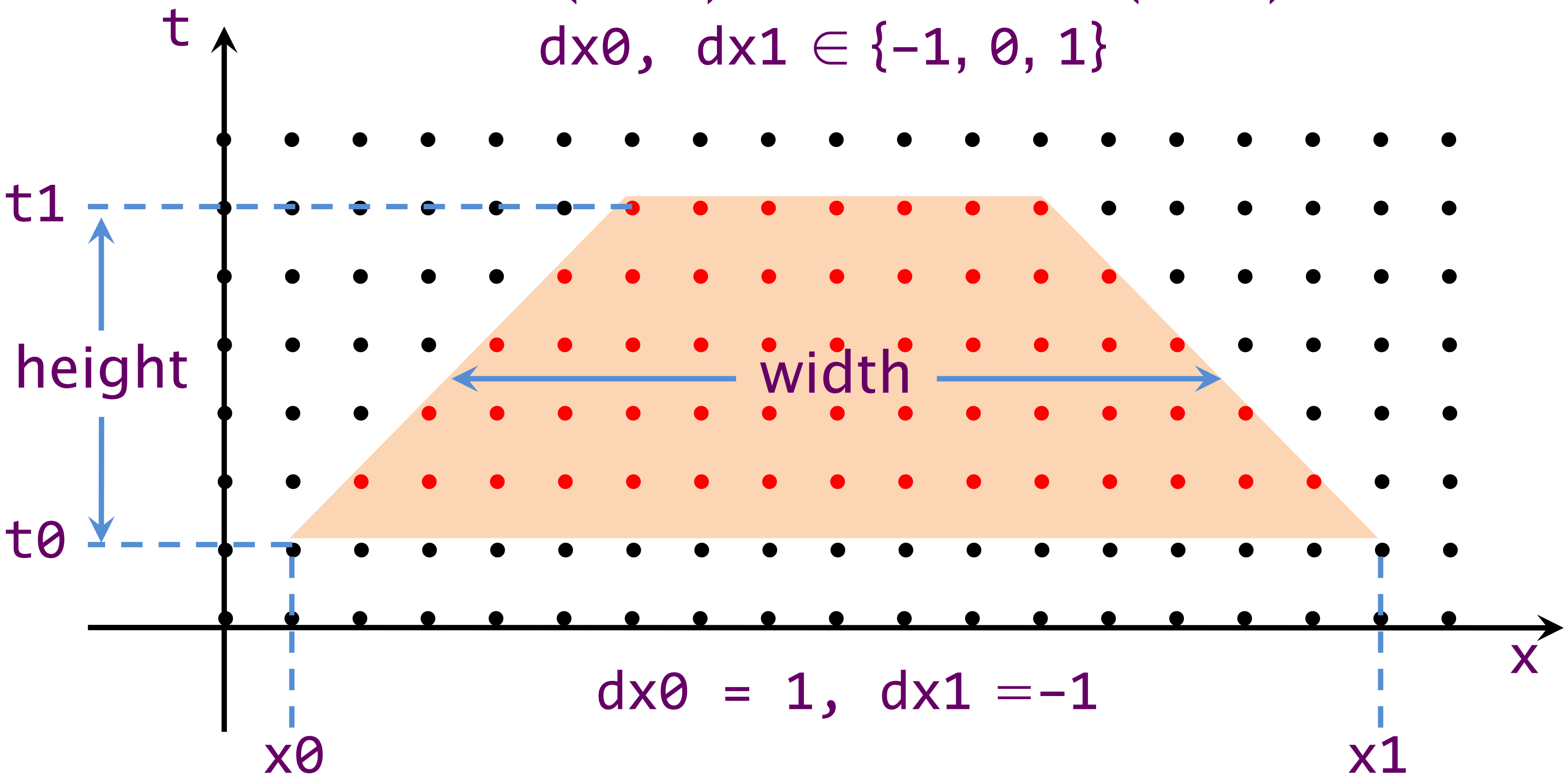


Assume that $N > \mathcal{M}$ and that we use LRU replacement. Then $Q = \Theta(NT/\mathcal{B})$.

Cache-Oblivious 3-Point Stencil

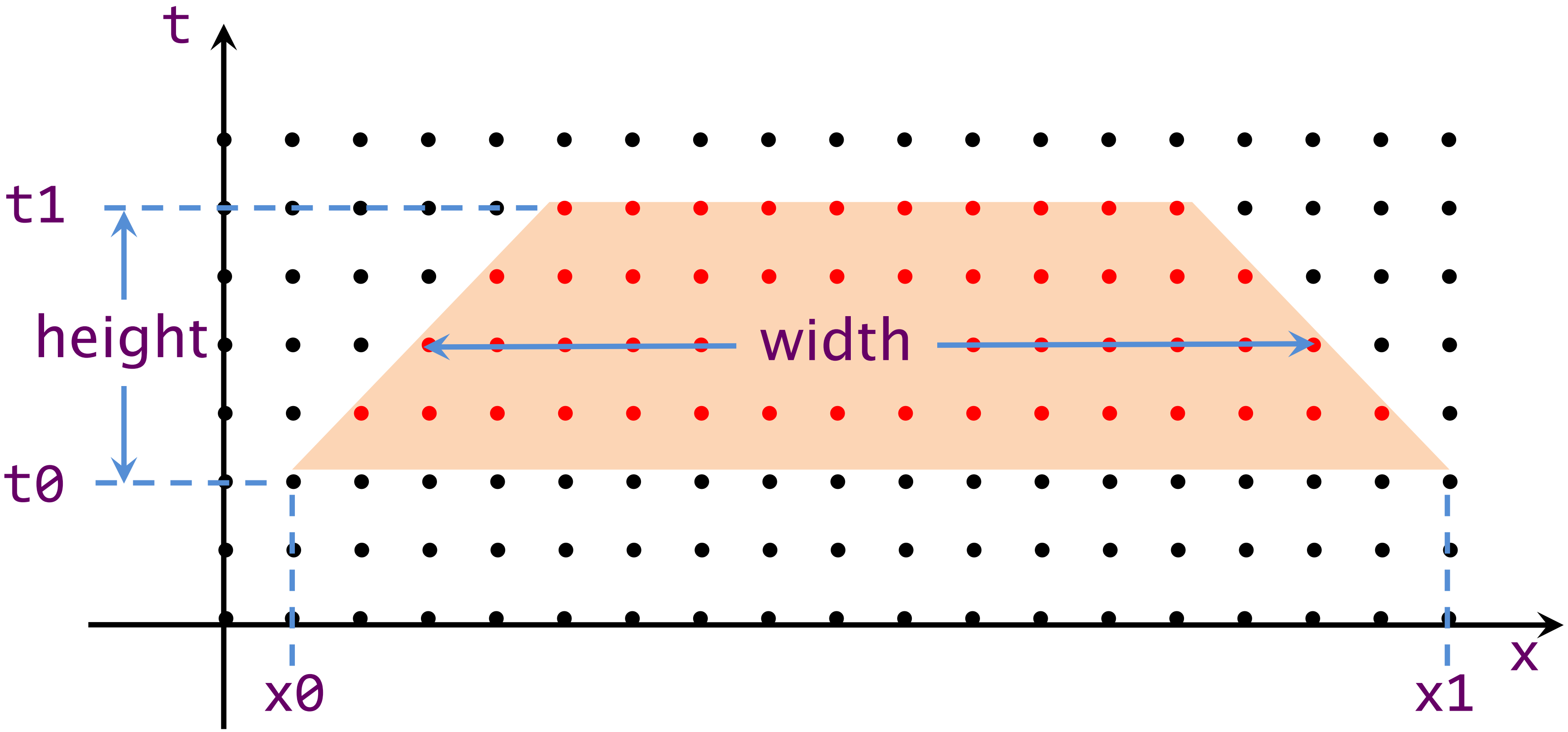
Recursively traverse trapezoidal regions of space-time points (t,x) such that

$$t0 \le t < t1$$
$$x0+dx0(t-t0) \le x < x1+dx1(t-t0)$$
$$dx0,\ dx1 \in \{-1, 0, 1\}$$



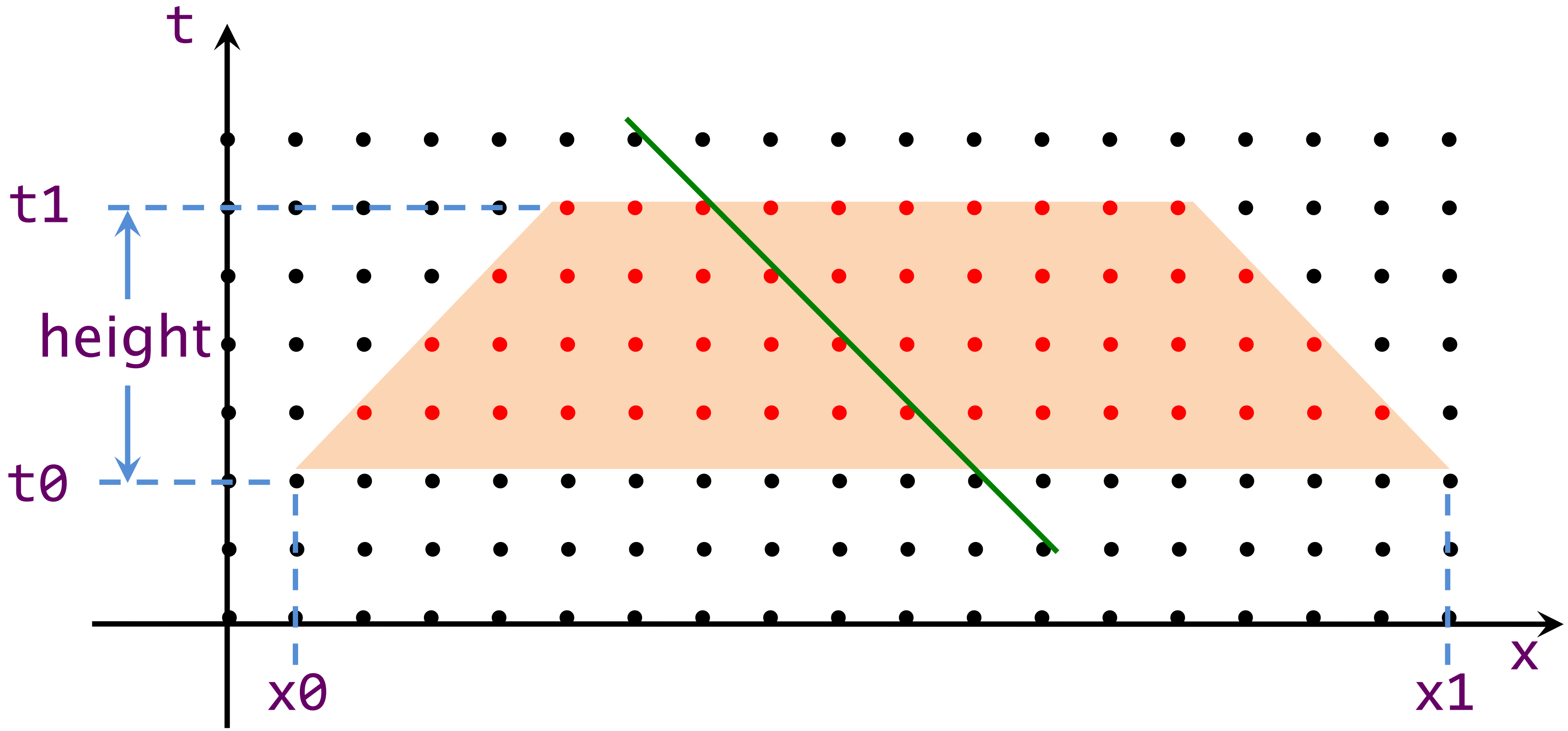
Squat Trapezoid: Space Cut

If width ⩾ 2·height, cut the trapezoid with a line of slope −1 through the center (middle point of middle row). Traverse the trapezoid on the left first, and then the one on the right.



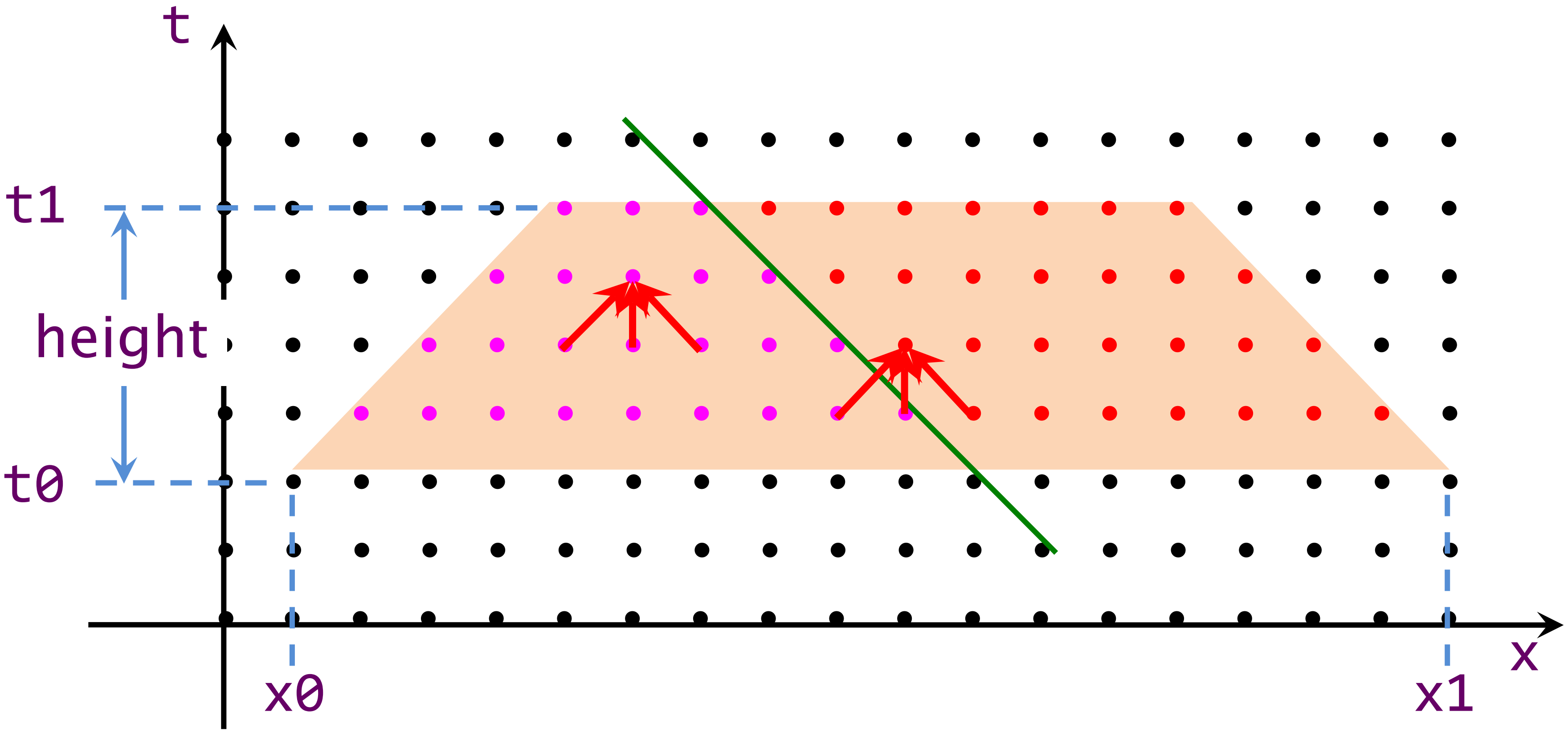
Squat Trapezoid: Space Cut

If width ⩾ 2·height, cut the trapezoid with a line of slope −1 through the center (middle point of middle row). Traverse the trapezoid on the left first, and then the one on the right.



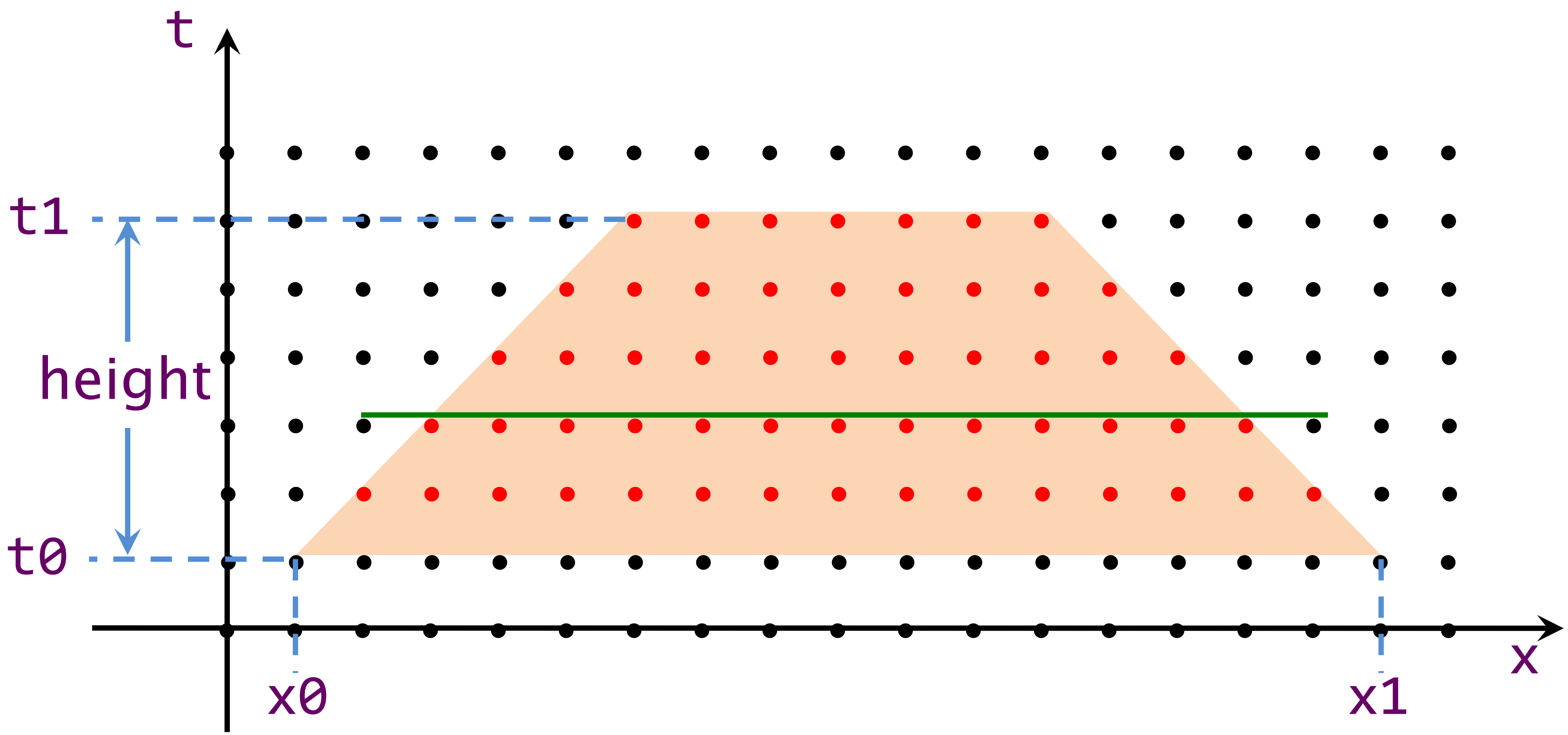
Squat Trapezoid: Space Cut

If width ⩾ 2·height, cut the trapezoid with a line of slope −1 through the center (middle point of middle row). Traverse the trapezoid on the left first, and then the one on the right.



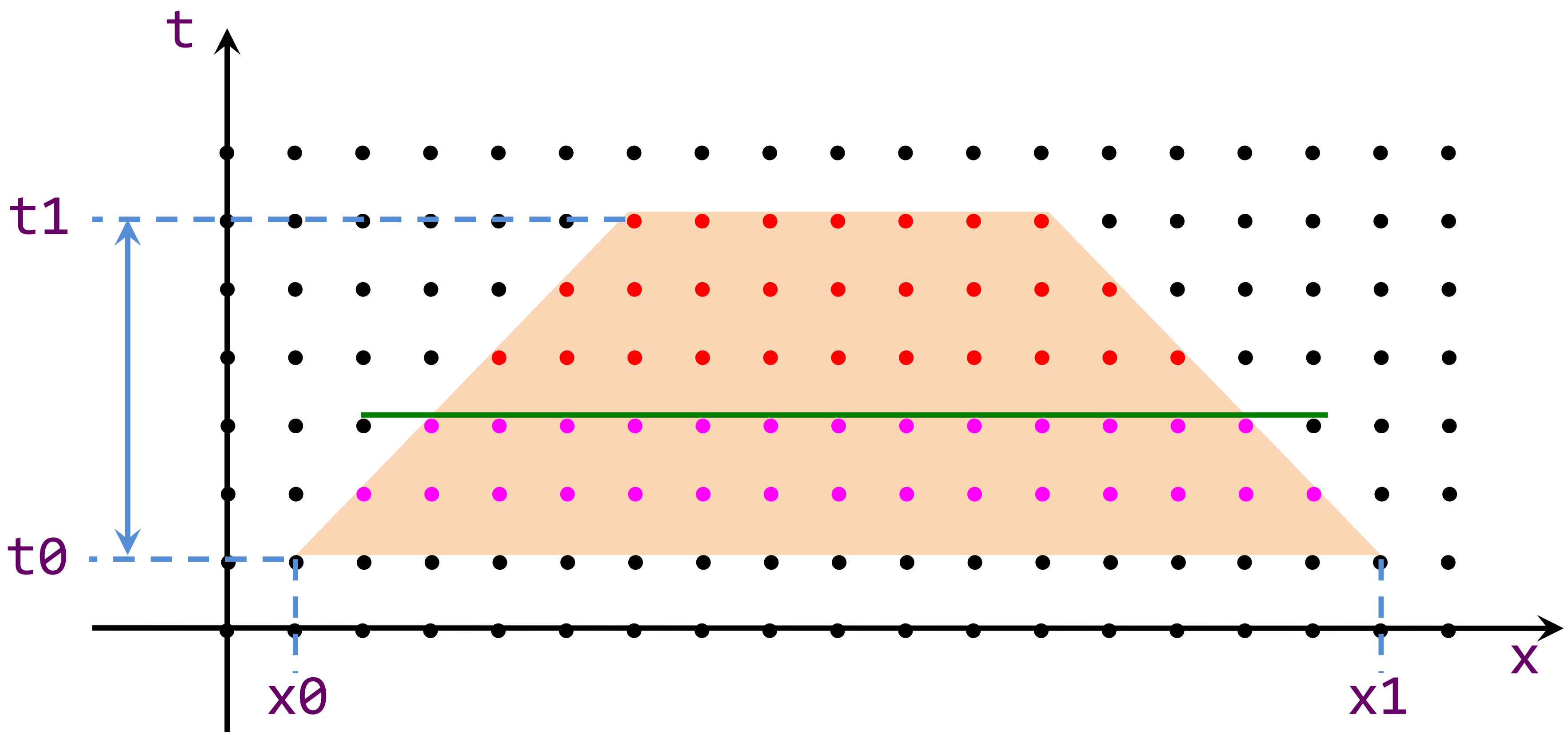
Tall Trapezoid: Time Cut

If width < 2·height, cut the trapezoid with a horizontal line through the center. Traverse the bottom trapezoid first, and then the top one.



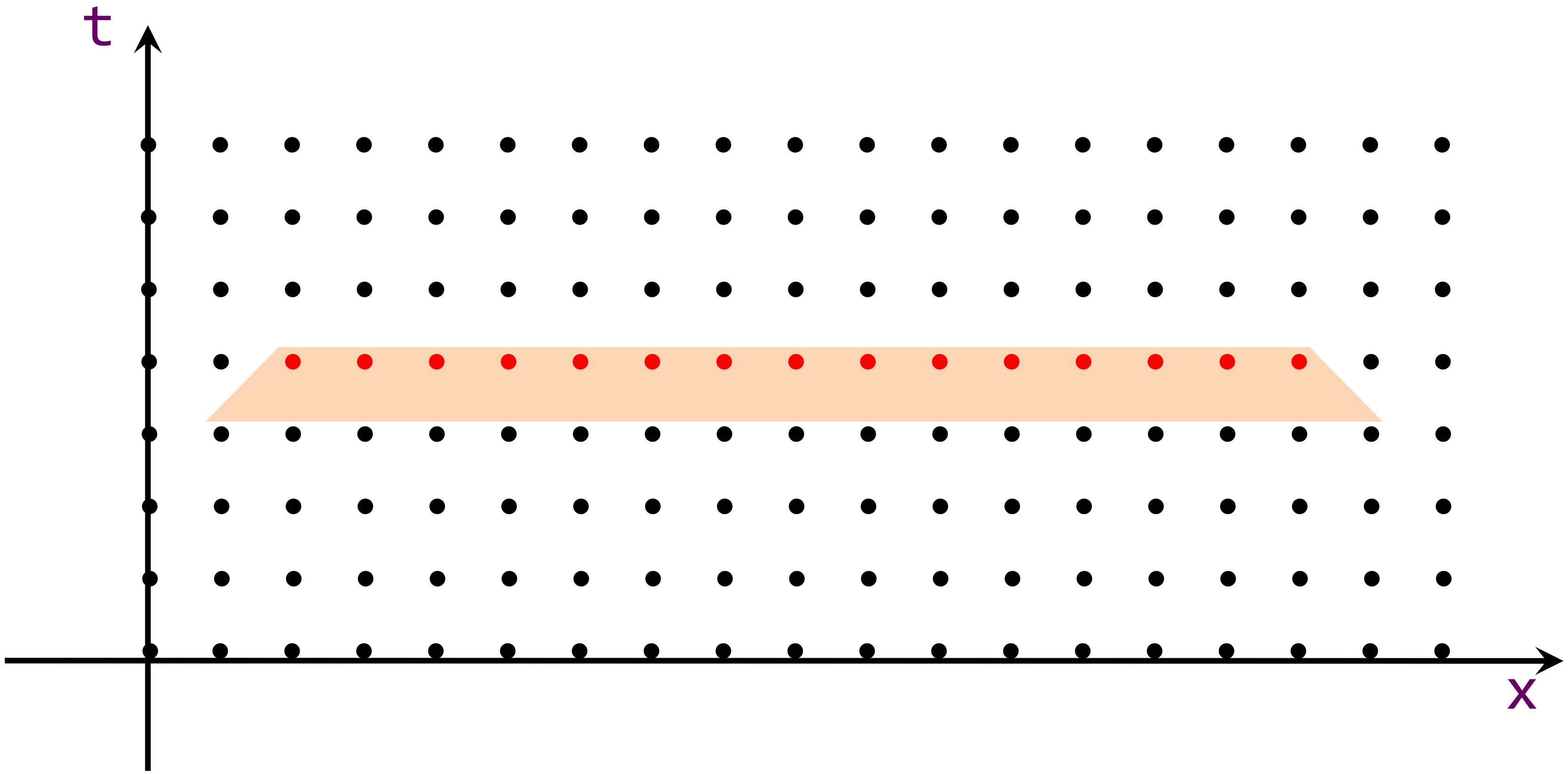
Tall Trapezoid: Time Cut

If width < 2·height, cut the trapezoid with a horizontal line through the center. Traverse the bottom trapezoid first, and then the top one.



Base Case

If height = 1, compute all space-time points in the trapezoid. Any order of computation is valid, since no point depends on another.

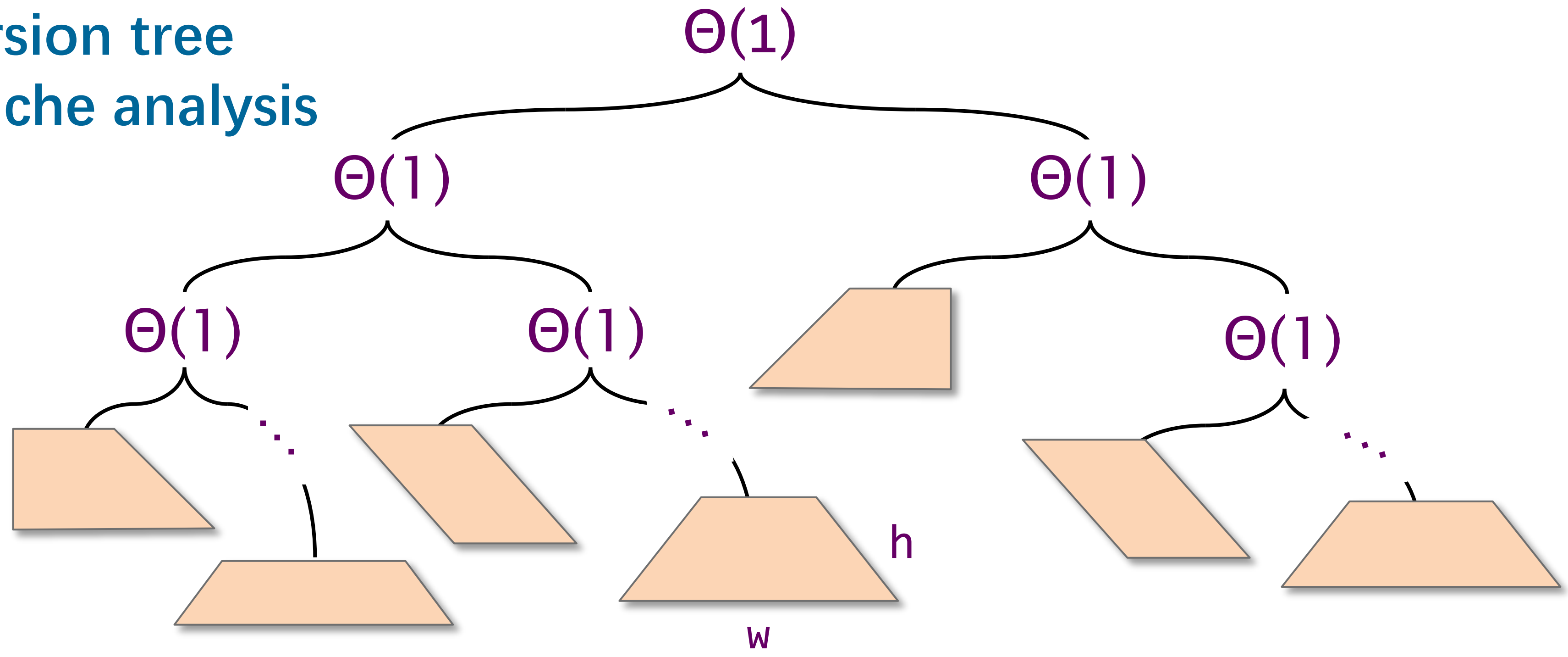


C Implementation

```
void trapezoid(int64_t t0, int64_t t1, //time start and end
               int64_t x0, int64_t dx0, //left pt of base & “slope”
               int64_t x1, int64_t dx1) {//rt pt of base & “slope”
  int64_t h = t1 - t0; //trapezoid height
  if (h == 1) { //base case
      for (int64_t x = x0; x < x1; x++)
        u[t1%2][x] = kernel( &u[t0%2][x] ); //same as in looping
  } else if (h > 1) {
    if (2*(x1 - x0) + (dx1 - dx0) * h >= 4*h) { //space cut
      int64_t xm = (2*(x0 + x1) + (dx0 + dx1 + 2)*h) / 4;
      trapezoid(t0, t1, x0, dx0, xm, -1); //left
      trapezoid(t0, t1, xm, -1, x1, dx1); //right
    } else { //time cut
      int64_t half_h = h / 2;
      trapezoid(t0, t0 + half_h, x0, dx0, x1, dx1); //bottom
      trapezoid(t0 + half_h, t1,
                x0 + dx0 * half_h,
                dx0, x1 + dx1 * half_h, dx1); //top
    }
  }
}
```

Work and Cache Analysis

Recursion tree for cache analysis

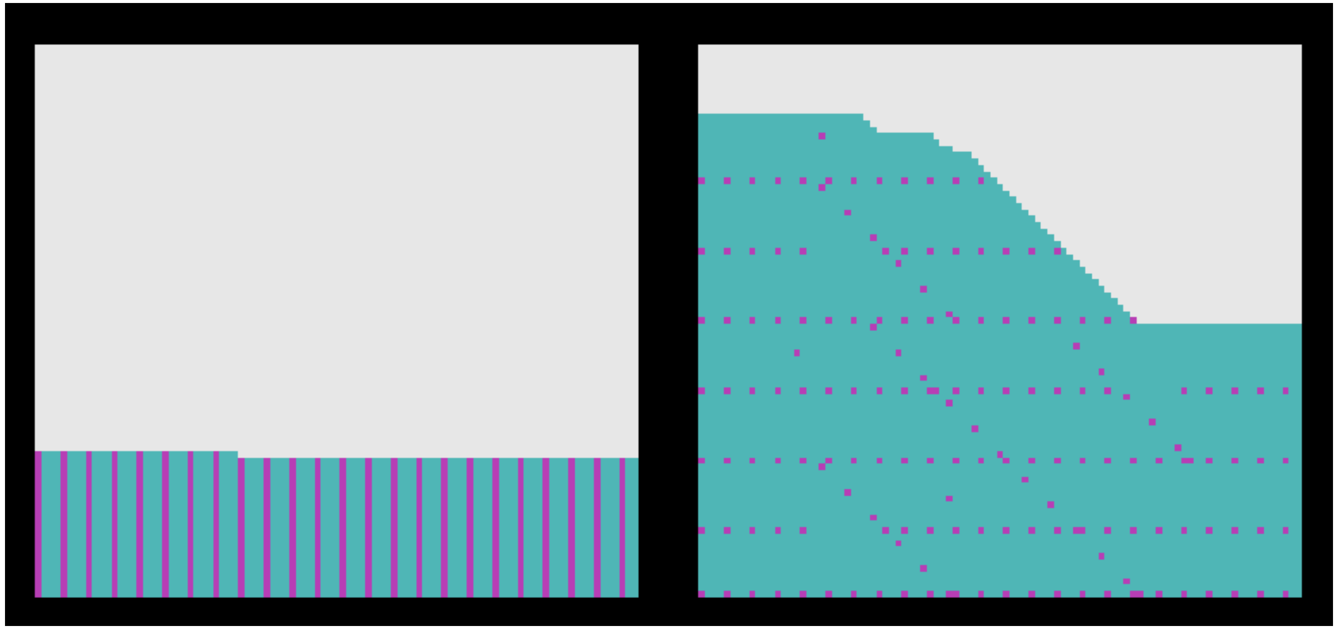


- The bottom of a leaf trapezoid just fits in the cache, so $w = \Theta(\mathcal{M})$.
- A leaf trapezoid contains $\Theta(hw) = \Theta(w^2)$ points and $\Theta(w^2)$ work.
- Since $w \leq \mathcal{M}$, a leaf incurs $\Theta(w/\mathcal{B})$ cache misses.
- There are $\Theta(NT/hw) = \Theta(NT/w^2)$ leaves and internal nodes.
- The internal nodes contribute little to both work and cache misses.
- Work $= \Theta(NT/w^2) \cdot \Theta(w^2) = \Theta(NT)$.
- Cache misses $= \Theta(NT/w^2) \cdot \Theta(w/\mathcal{B}) = \Theta(NT/\mathcal{B}w) = \Theta(NT/\mathcal{B}\mathcal{M})$.

Simulation: 3-Point Stencil

Rectangular region

- $N = 95$
- $T = 87$

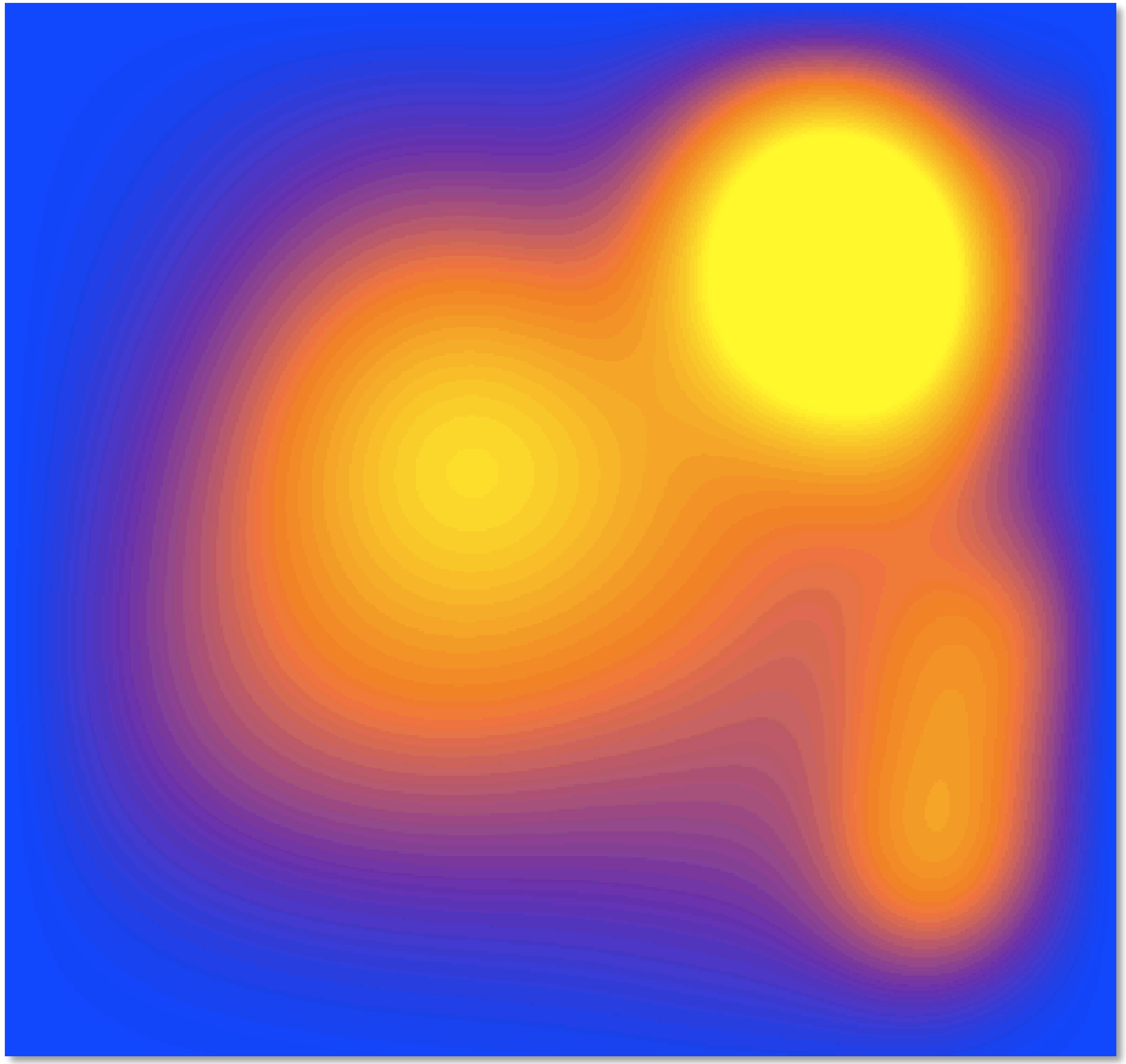


Looping

Divide-and-conquer

- Fully associative LRU cache
  - cache line $\mathcal{B}$ = 4 points
  - cache size $\mathcal{M}$ = 32 points = 8 cache lines
  - cache-hit latency = 1 cycle
  - cache-miss latency = 10 cycles

Looping v. Trapezoid on Heat

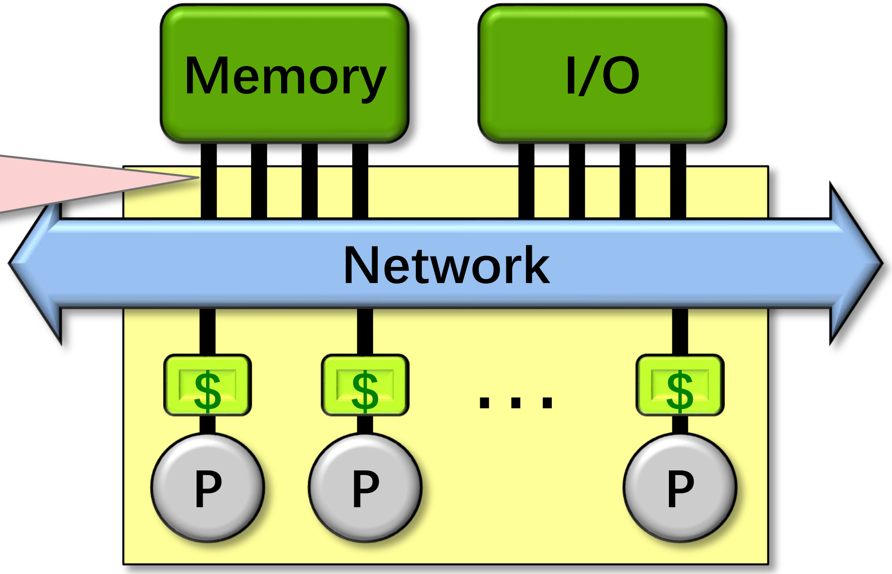


Impact on Performance

Q. How can the cache-oblivious trapezoidal decomposition have so many fewer cache misses, but the advantage gained over the looping version be so marginal?

A. Prefetching and a good memory architecture. The memory bandwidth for one core largely suffices.

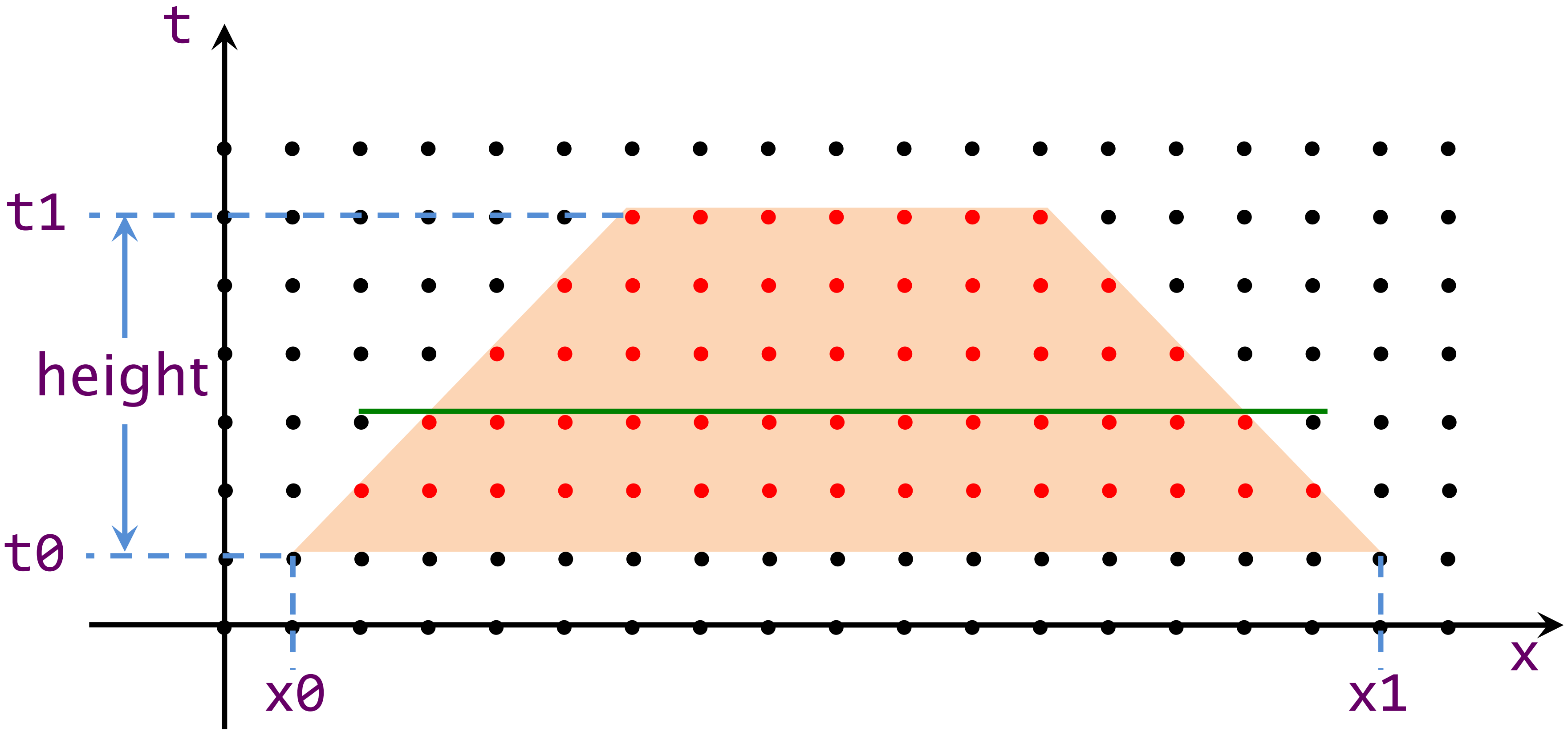
Sufficient bandwidth for 1 core



Parallelizing the Cache-Oblivious Stencil Computation

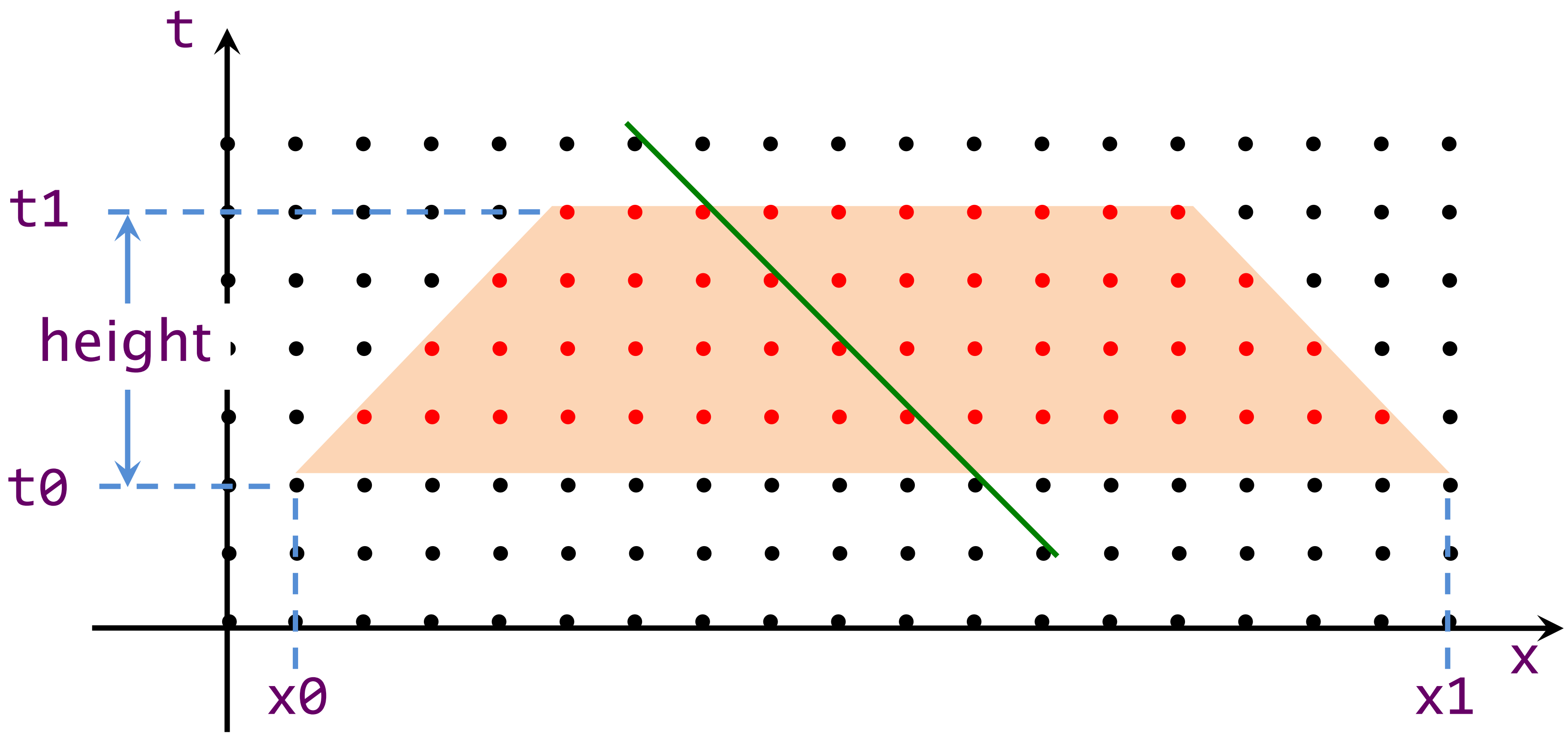
Time Cuts Don't Parallelize

There's no way to parallelize a time cut. The bottom trapezoid must be traversed first, and then the top one.

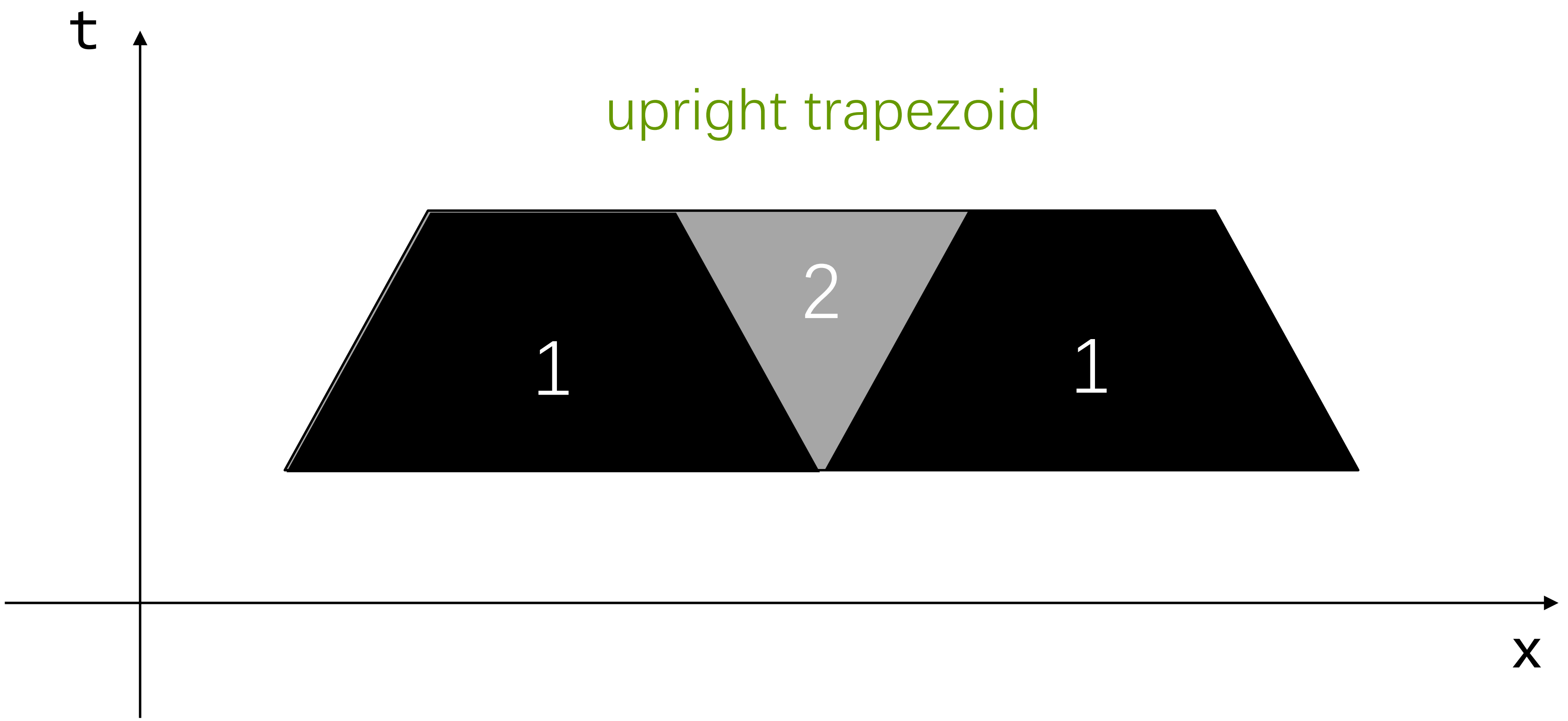


Space Cuts Don't Parallelize, or Do They?

A space cut poses a similar problem. You must traverse the trapezoid on the left before you can traverse the one on the right.

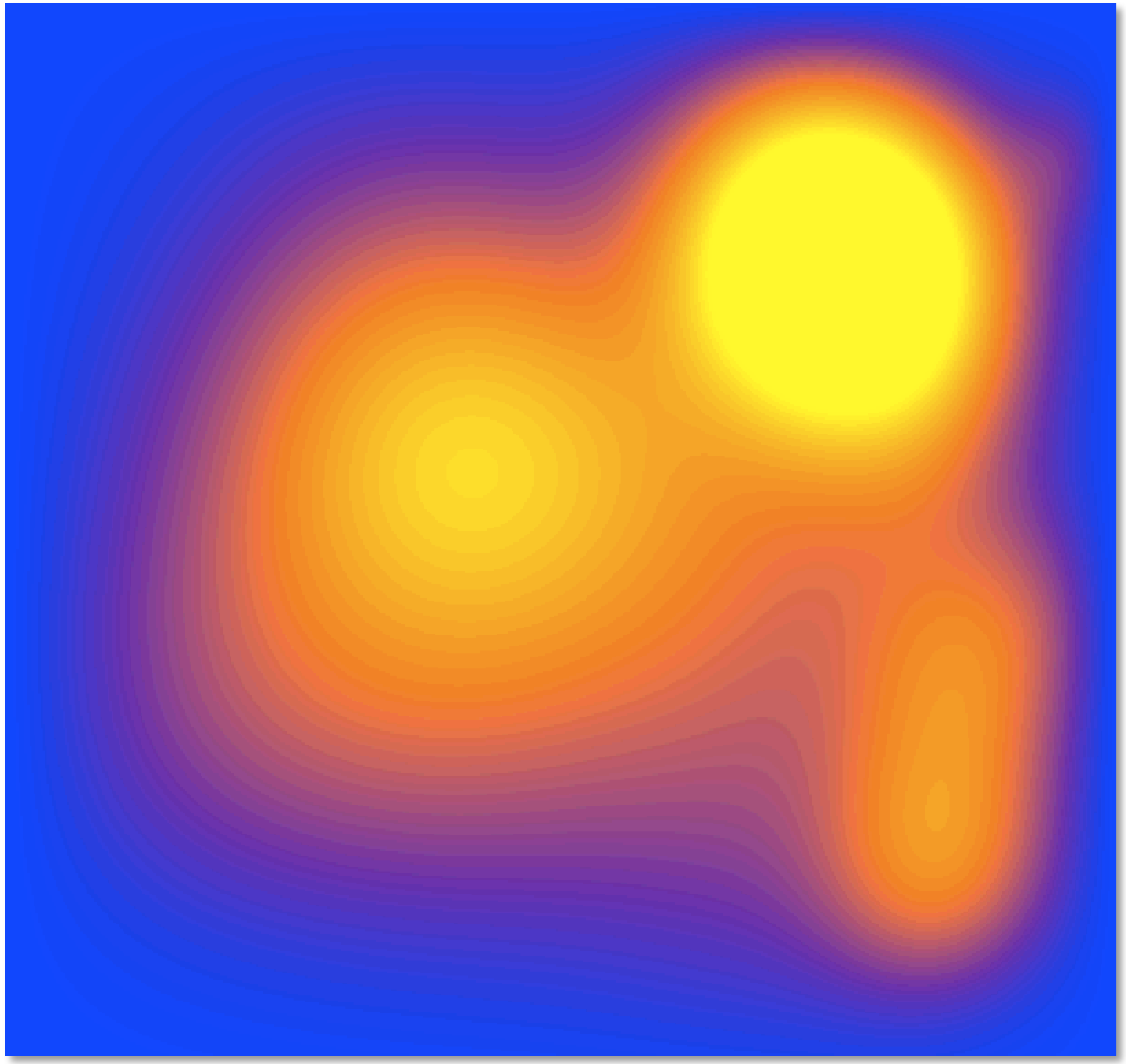


Parallel Space Cuts

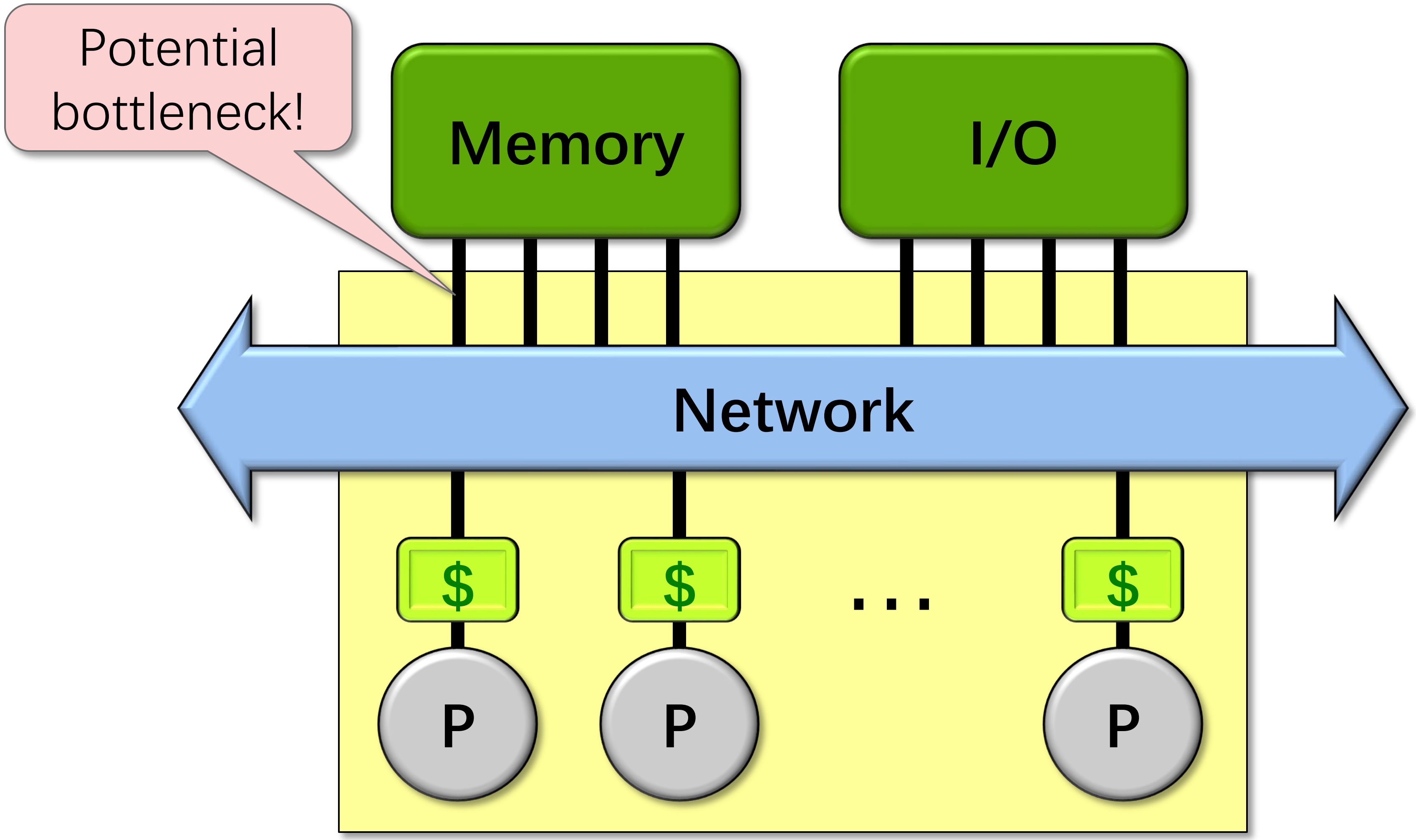


A parallel space cut produces two upright trapezoids (black) that can be executed in parallel and a third “inverted” trapezoid (gray) that must execute in series after the two upright trapezoids.

Parallel Looping v. Parallel D&C



Memory Bandwidth



Impediments to Speedup

- ☑ Insufficient parallelism
- ☑ Scheduling overhead
- ☑ Lack of memory bandwidth
- ☑ Contention (locking and true/false sharing)

Cilkscale can diagnose the first two problems.

Q. How can we diagnose lack of memory bandwidth?

A. Run P identical copies of the serial projection in parallel — if you have enough memory.

Tools exist to detect lock contention in an execution, but not the *potential* for lock contention. Potential for true and false sharing is even harder to detect, although you shouldn't have true sharing if you're code is free of determinacy races.

Cache-Oblivious Sorting (Omitted)

WRAP-UP

Other C-O Algorithms

Matrix Transposition/Addition $\Theta(1+mn/\mathcal{B})$

Straightforward recursive algorithm.

Strassen's Algorithm $\Theta(n + n^2/\mathcal{B} + n^{\lg 7}/\mathcal{B}\mathcal{M}^{(\lg 7)/2 - 1})$

Straightforward recursive algorithm.

Fast Fourier Transform $\Theta(1 + (n/\mathcal{B})(1 + \log_{\mathcal{M}} n))$

Variant of Cooley-Tukey [CT65] using cache-oblivious matrix transpose.

LUP-Decomposition $\Theta(1 + n^2/\mathcal{B} + n^3/\mathcal{B}\mathcal{M}^{1/2})$

Recursive algorithm due to Sivan Toledo [T97].

C-O Data Structures

Ordered-File Maintenance

$O(1 + (\lg^2 n)/\mathcal{B})$

INSERT/DELETE anywhere in file while maintaining $O(1)$-sized gaps. Amortized bound [BDFC00], later improved in [BCDFC02].

B-Trees

INSERT/DELETE:	$O(1+\log_{\mathcal{B}+1} n+(\lg^2 n)/\mathcal{B})$
SEARCH:	$O(1+\log_{\mathcal{B}+1} n)$
TRAVERSE:	$O(1+k/\mathcal{B})$

Solution [BDFC00] with later simplifications [BDIW02], [BFJ02].

Priority Queues

$O(1+(1/\mathcal{B})\log_{\mathcal{M}/\mathcal{B}}(n/\mathcal{B}))$

Funnel-based solution [BF02]. General scheme based on buffer trees [ABDHMM02] supports INSERT/DELETE.

CACHE-OBLIVIOUS SORTING

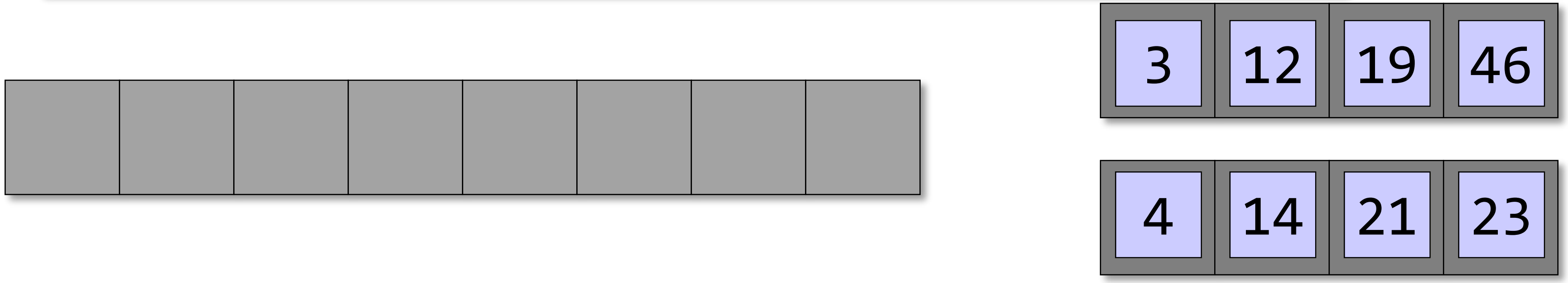
This unit on sorting was not covered in lecture, but it has been taught in 6.172 in the past. It contains several instructive examples.

Merging Two Sorted Arrays

```
void merge(int64_t *C, int64_t *A, int64_t na,
           int64_t *B, int64_t nb) {
  while (na>0 && nb>0) {
    if (*A <= *B) {
      *C++ = *A++; na--;
    } else {
      *C++ = *B++; nb--;
    }
  }
  while (na>0) {
    *C++ = *A++; na--;
  }
  while (nb>0) {
    *C++ = *B++; nb--;
  }
}
```

Time to merge n elements = $\Theta(n)$.

Number of cache misses = $\Theta(n/B)$.



Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```

19	3	12	46	33	4	21	14

Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```

19	3	12	46

33	4	21	14

Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```

19	3	12	46	33	4	21	14

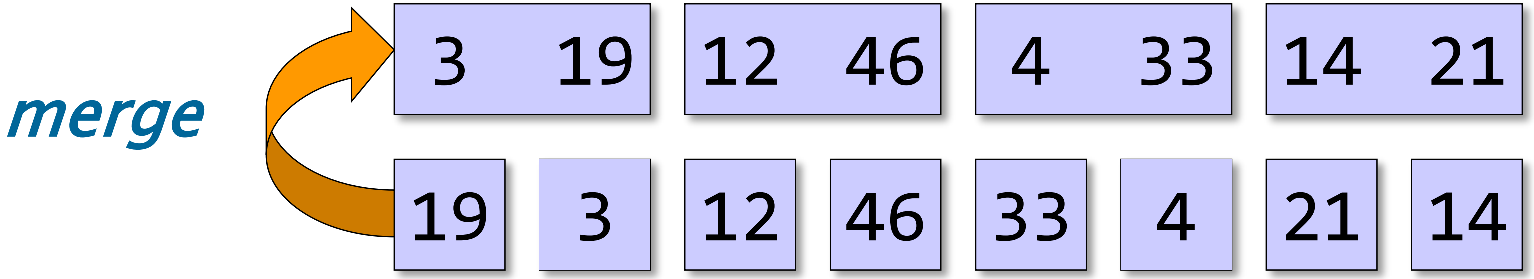
Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```

19	3	12	46	33	4	21	14

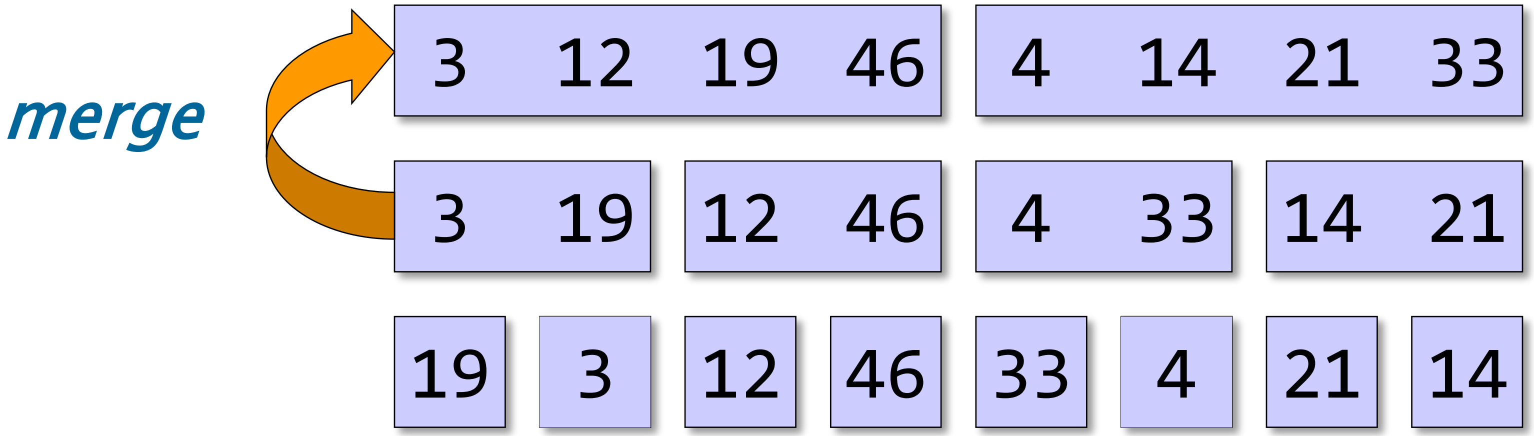
Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```



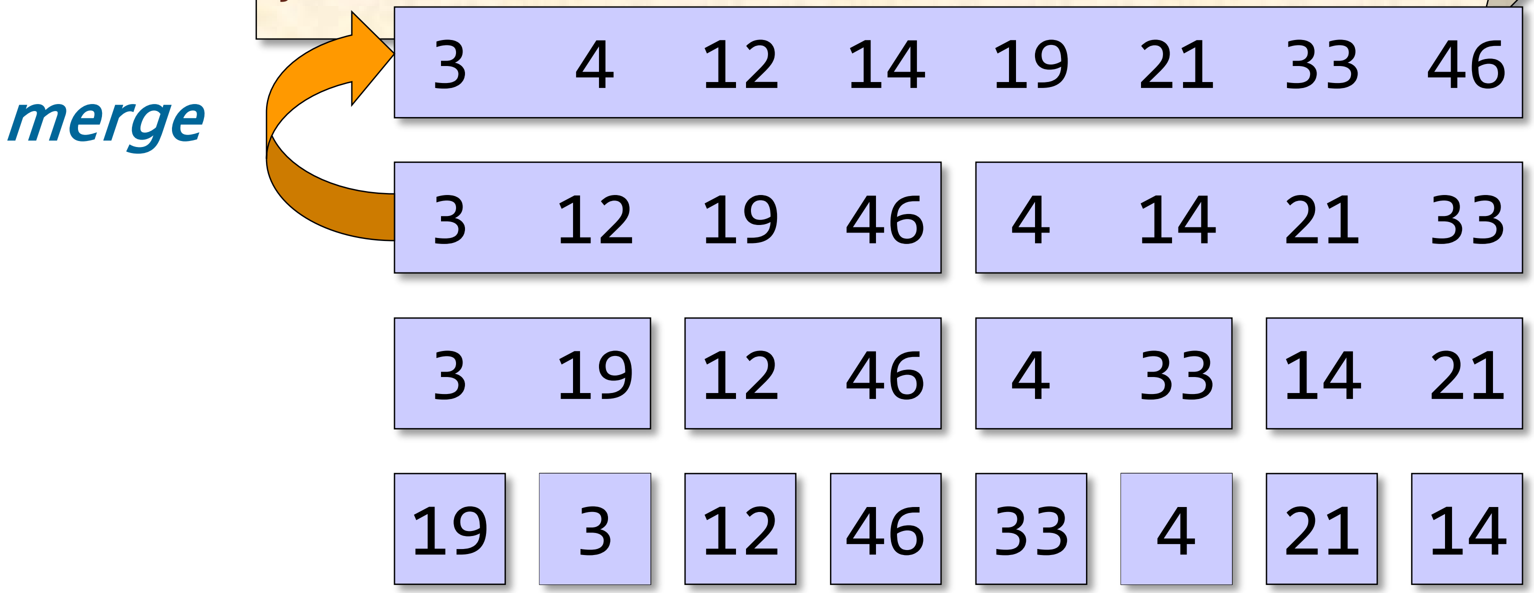
Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```



Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    cilk_spawn merge_sort(C, A, n/2);
               merge_sort(C+n/2, A+n/2, n-n/2);
    cilk_sync;
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```



Work of Merge Sort

```
void merge_sort(int64_t *B, int64_t *A, int64_t n) {
  if (n==1) {
    B[0] = A[0];
  } else {
    int64_t C[n];
    merge_sort(C, A, n/2);
    merge_sort(C+n/2, A+n/2, n-n/2);
    merge(B, C, n/2, C+n/2, n-n/2);
  }
}
```

CASE 2

$n^{\log_b a} = n^{\log_2 2} = n$

$f(n) = \Theta(n^{\log_b a} \lg^0 n)$

Work: $W(n) = 2W(n/2) + \Theta(n)$

$= \Theta(n \lg n)$

Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.

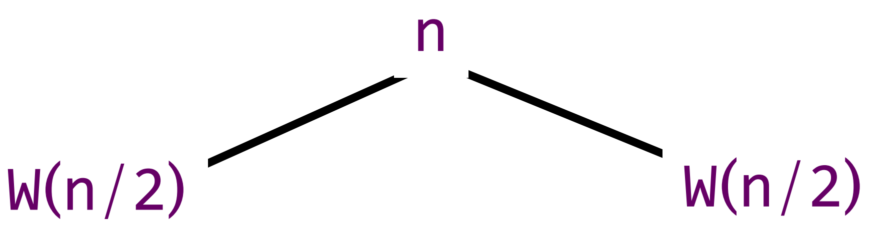
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.

$W(n)$

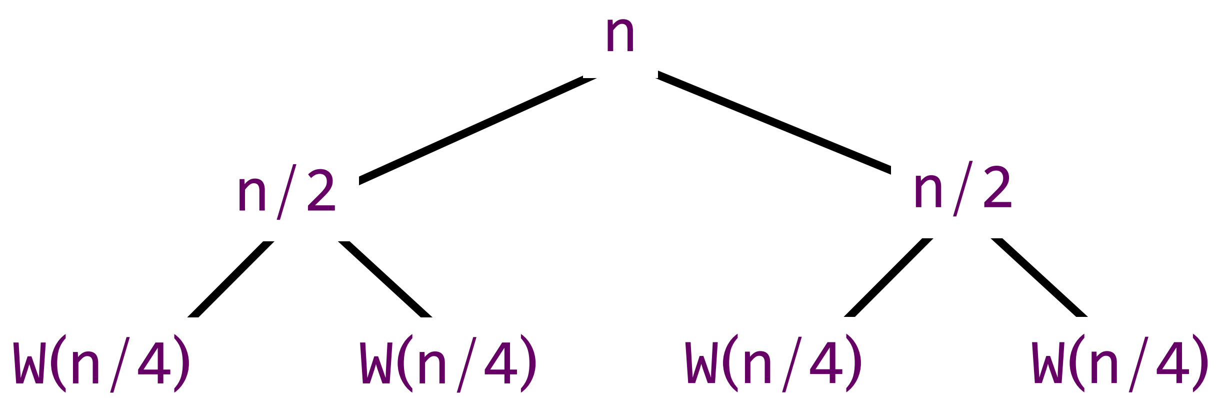
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



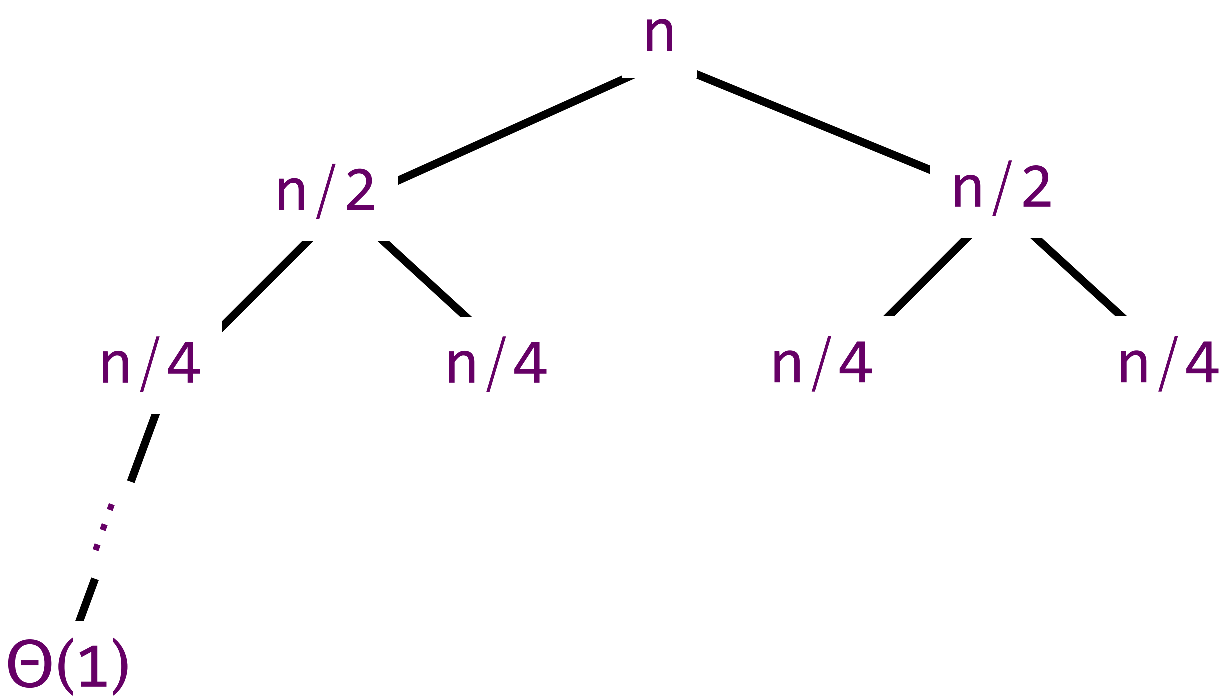
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



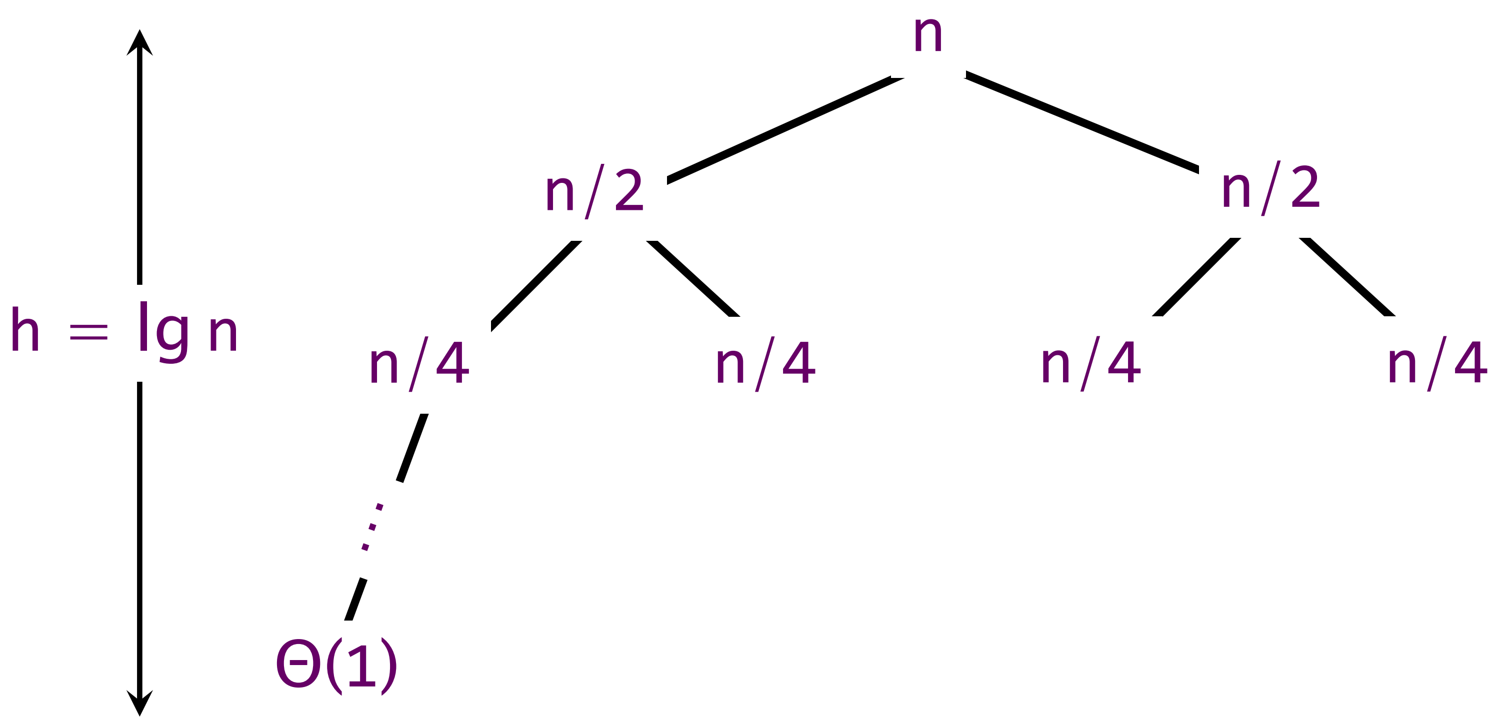
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



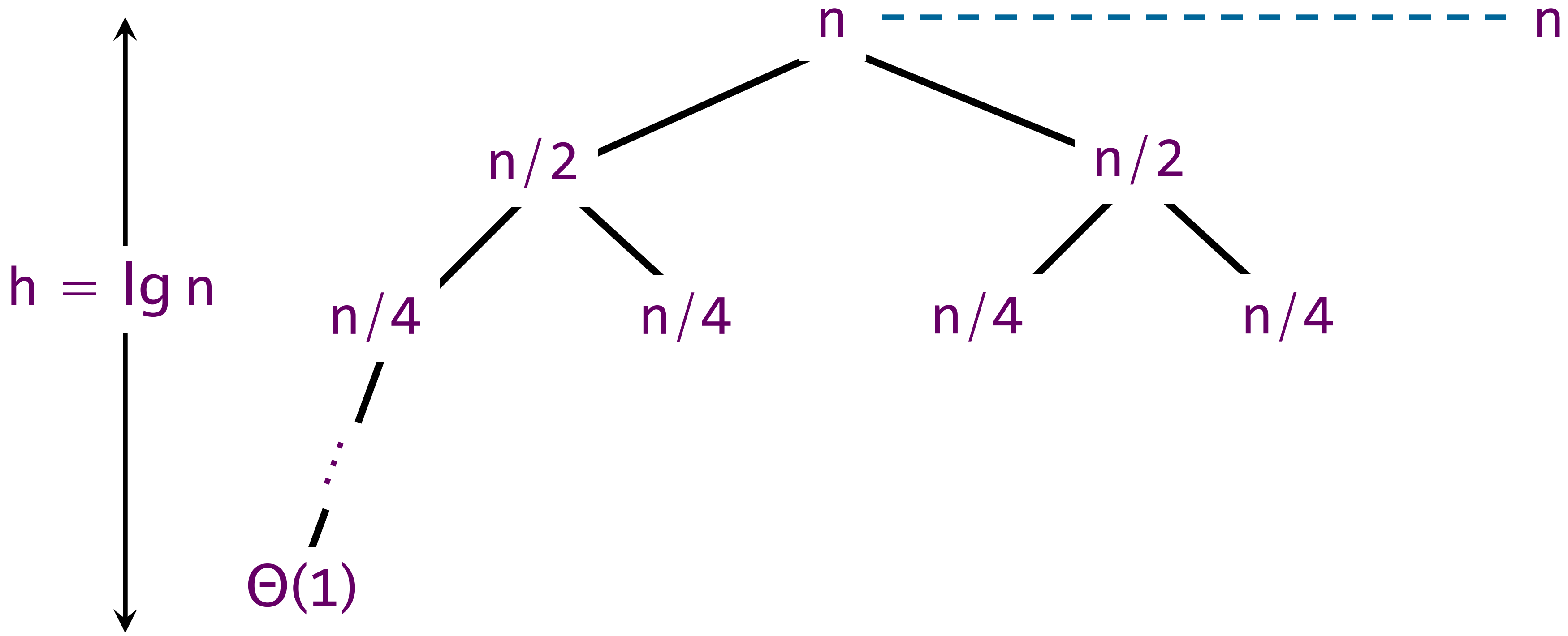
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



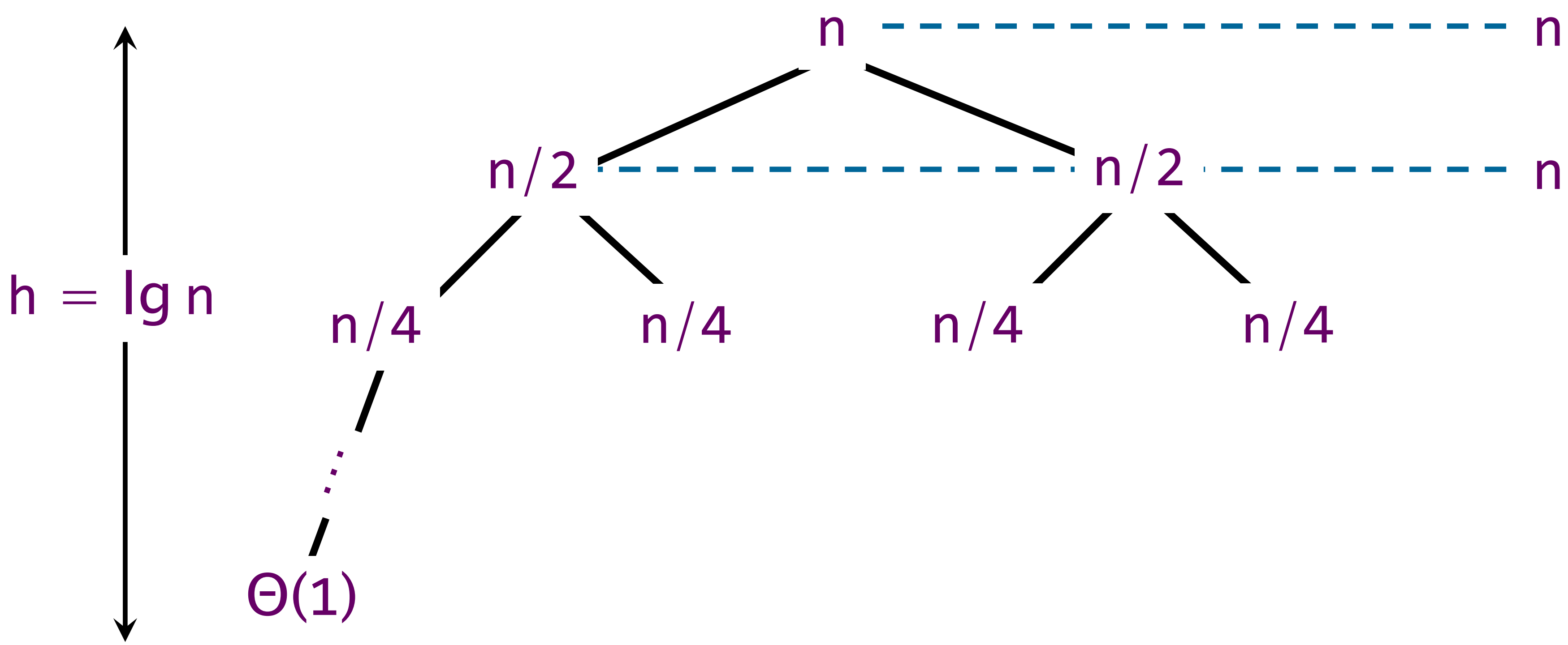
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



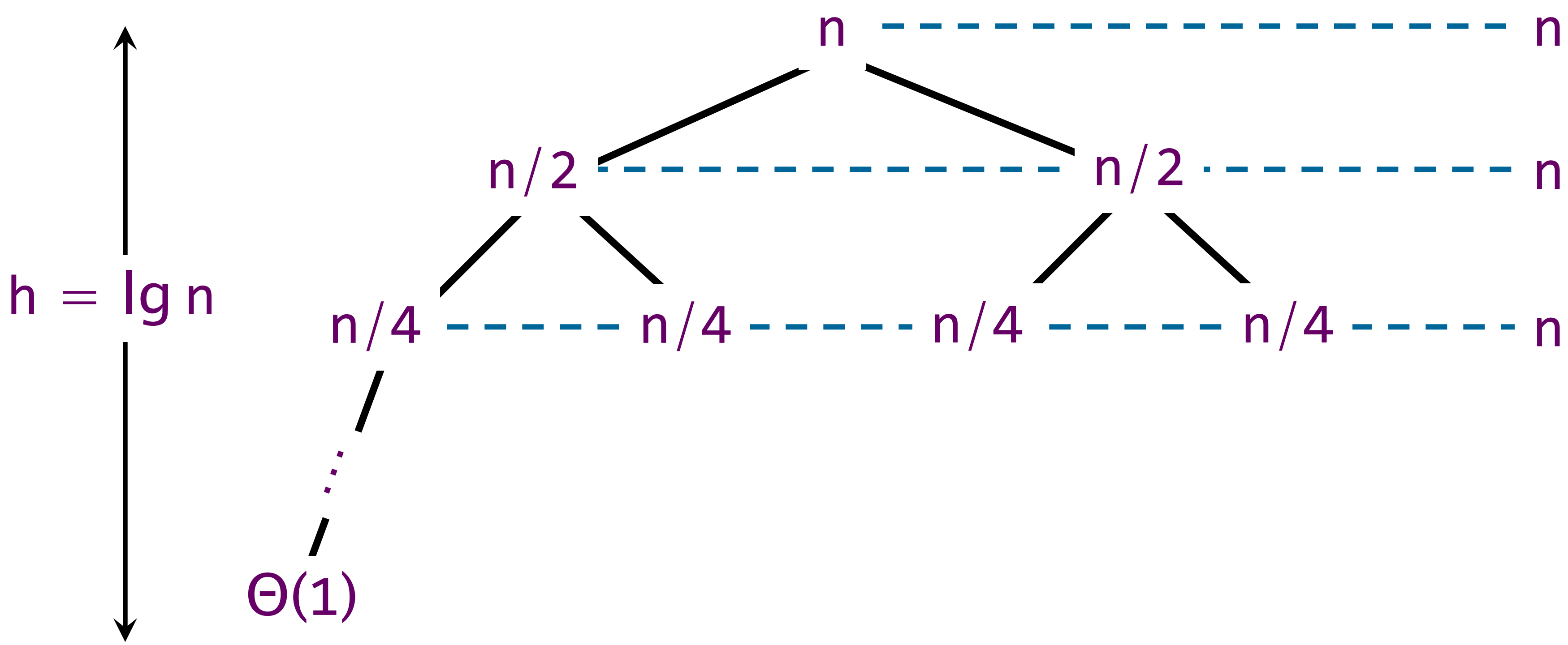
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



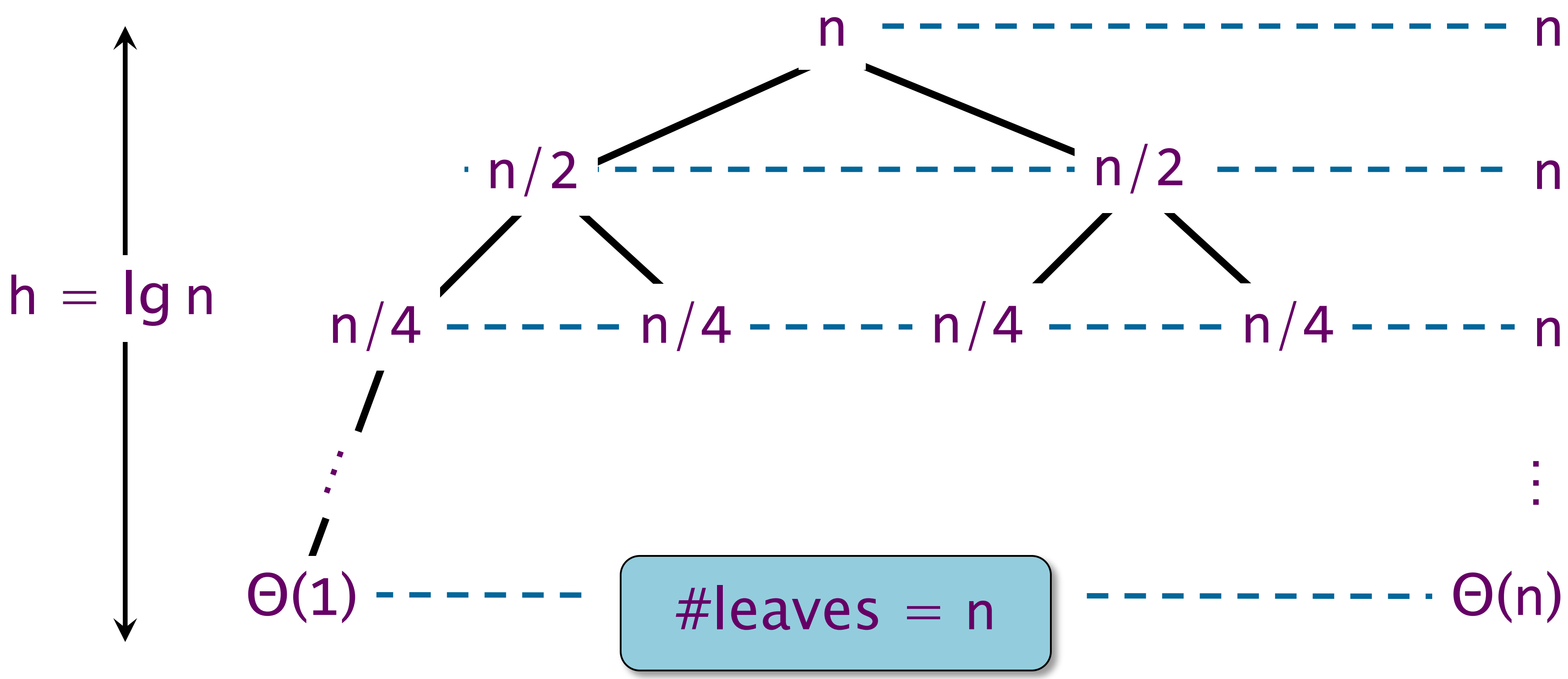
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



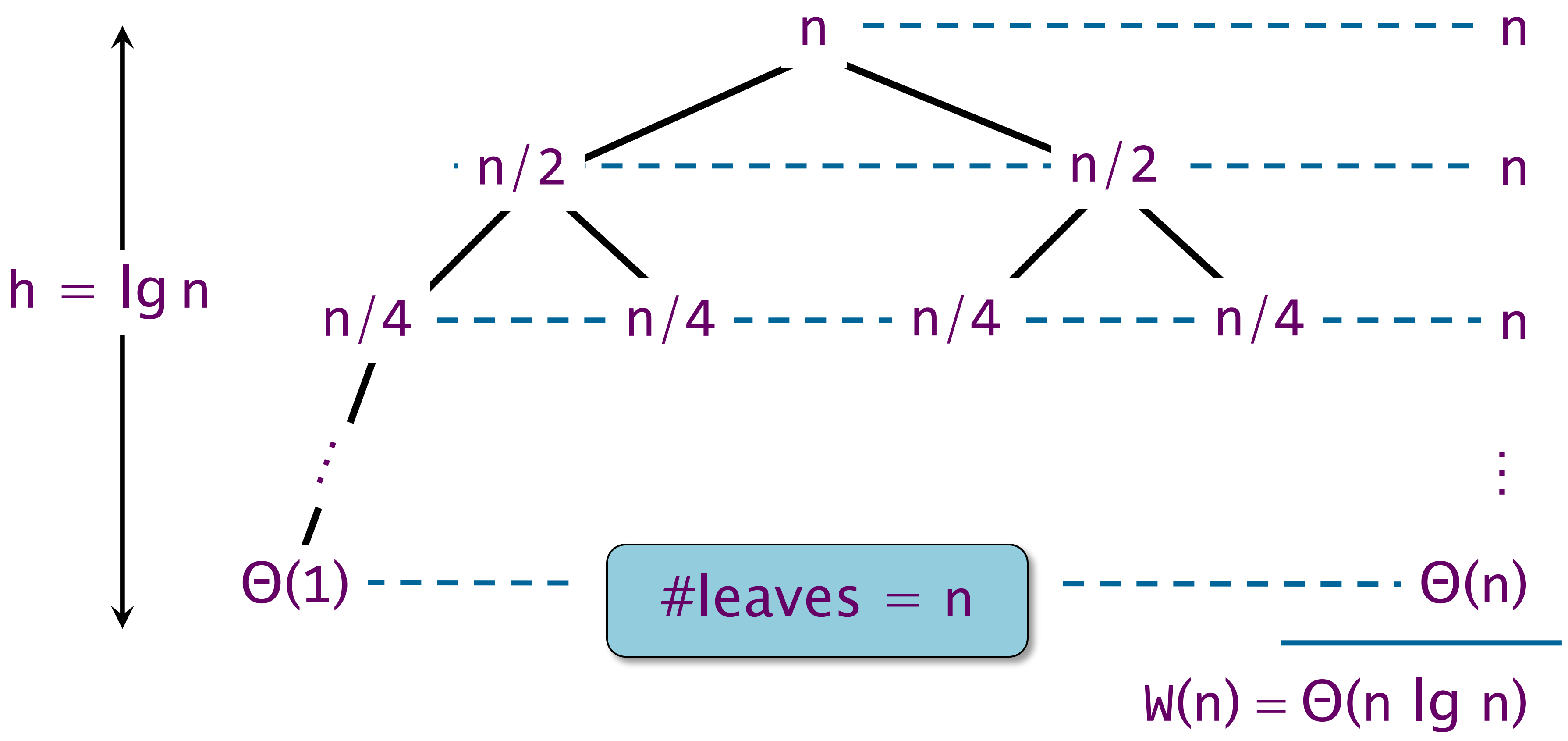
Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



Recursion Tree

Solve $W(n) = 2W(n/2) + \Theta(n)$.



Now with Caching

Merge subroutine

$Q(n) = \Theta(n/\mathcal{B})$.

Merge sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}, \text{ constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

Cache Analysis of Merge Sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}\text{, constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

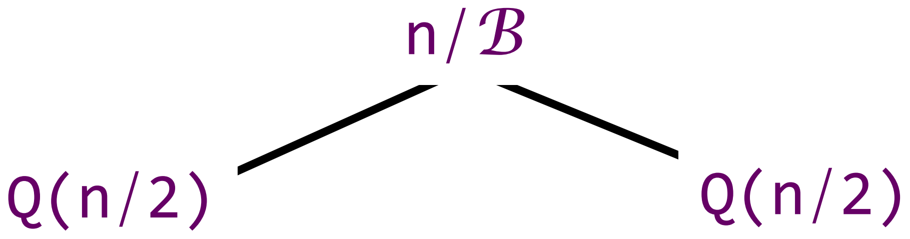
Recursion tree

$Q(n)$

Cache Analysis of Merge Sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}, \text{ constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

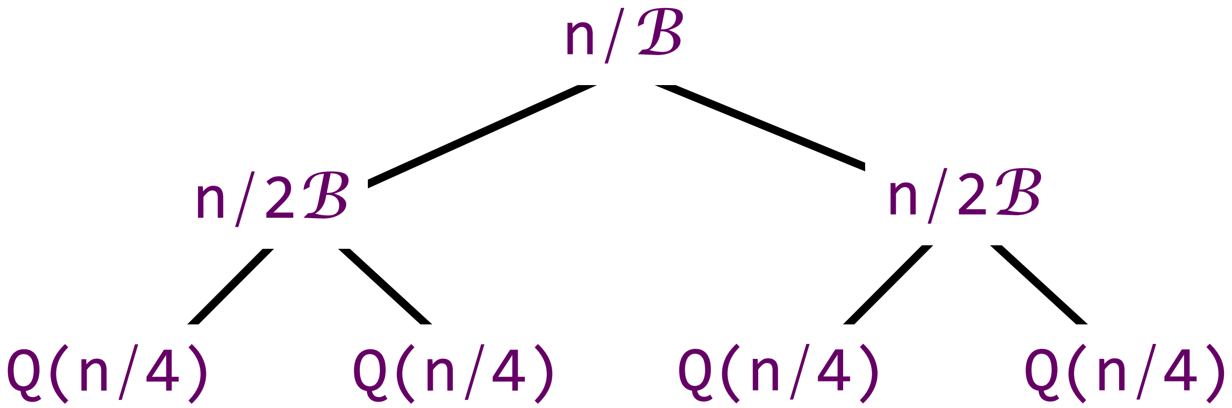
Recursion tree



Cache Analysis of Merge Sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}, \text{ constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

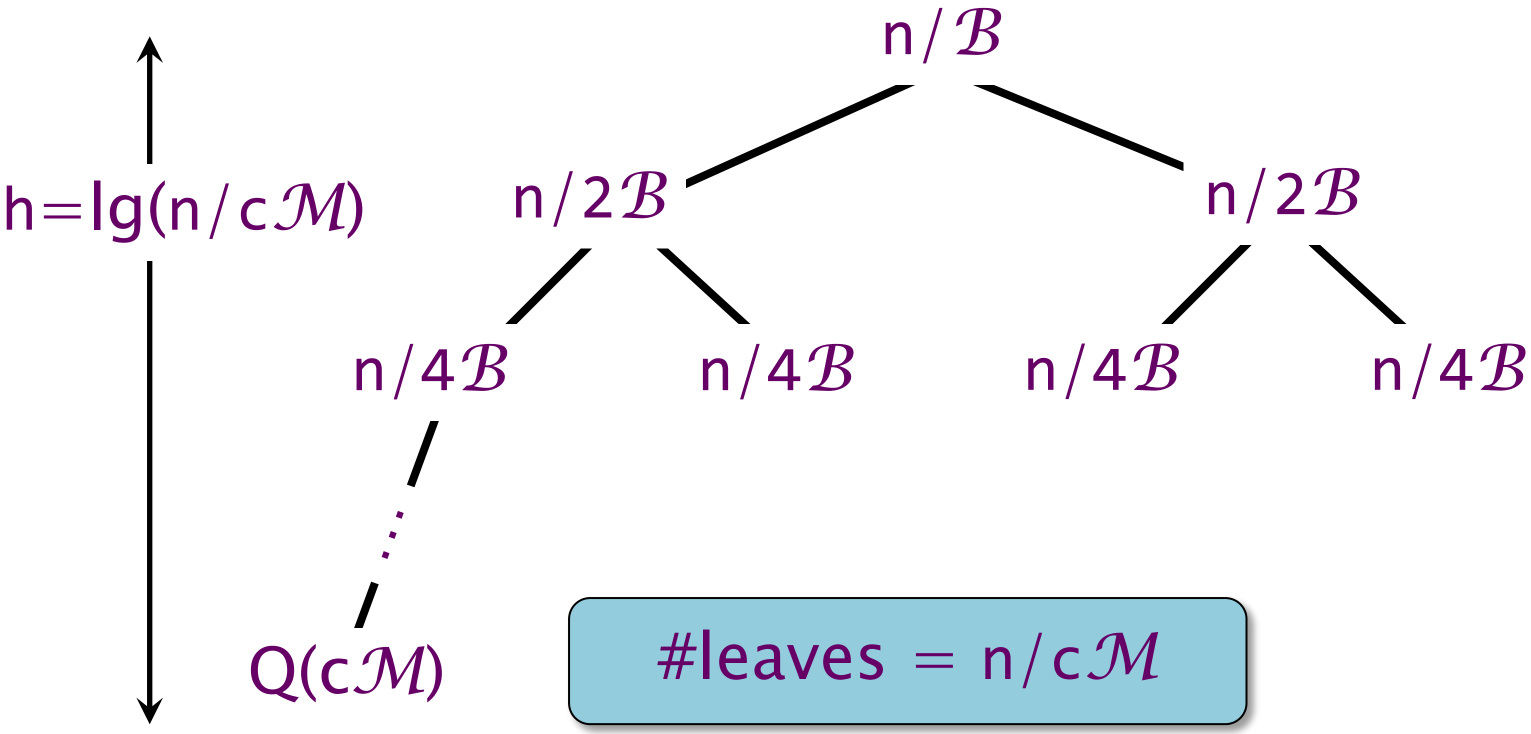
Recursion tree



Cache Analysis of Merge Sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}\text{, constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

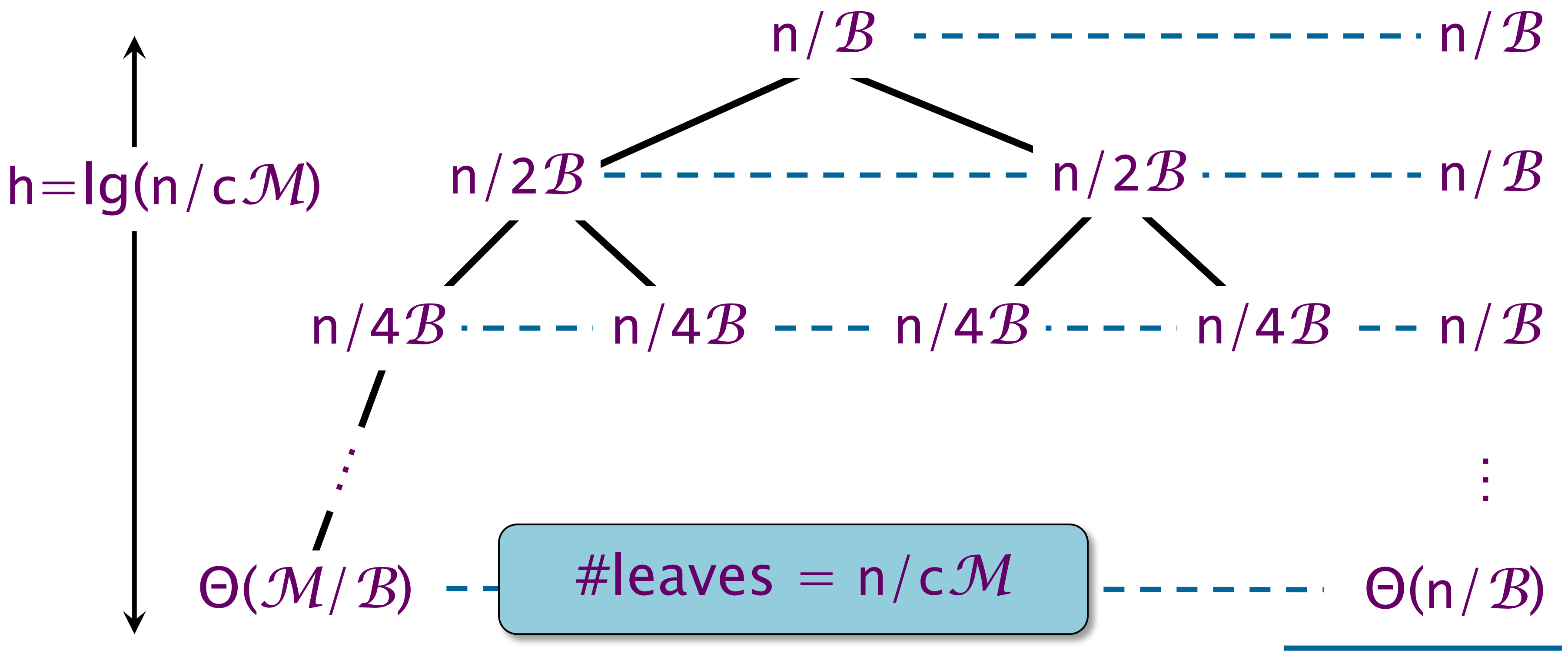
Recursion tree



Cache Analysis of Merge Sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}, \text{ constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

Recursion tree



$Q(n) = \Theta((n/\mathcal{B}) \lg(n/\mathcal{M}))$

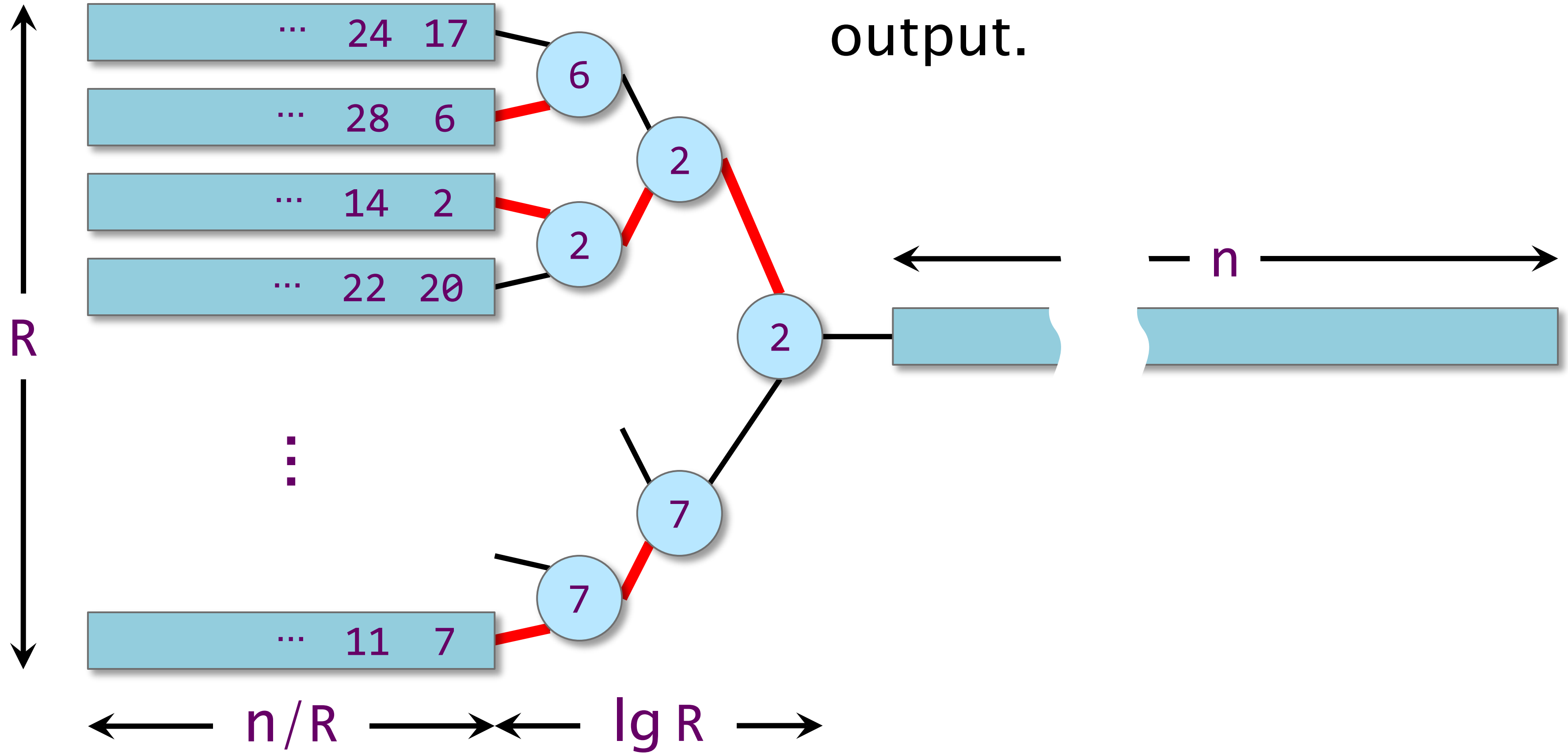
Bottom Line for Merge Sort

$$Q(n) = \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n \le c\mathcal{M}, \text{ constant } c \le 1; \\ 2Q(n/2) + \Theta(n/\mathcal{B}) & \text{otherwise;} \end{cases}$$
$$= \Theta(\,(n/\mathcal{B}) \lg(n/\mathcal{M})\,)\,.$$

- For $n \gg \mathcal{M}$, we have $\lg(n/\mathcal{M}) \approx \lg n$, and thus $W(n)/Q(n) \approx \Theta(\mathcal{B})$.
- For $n \approx \mathcal{M}$, we have $\lg(n/\mathcal{M}) \approx \Theta(1)$, and thus $W(n)/Q(n) \approx \Theta(\mathcal{B} \lg n)$.

Multiway Merging

IDEA: Merge R < n subarrays with a tournament.

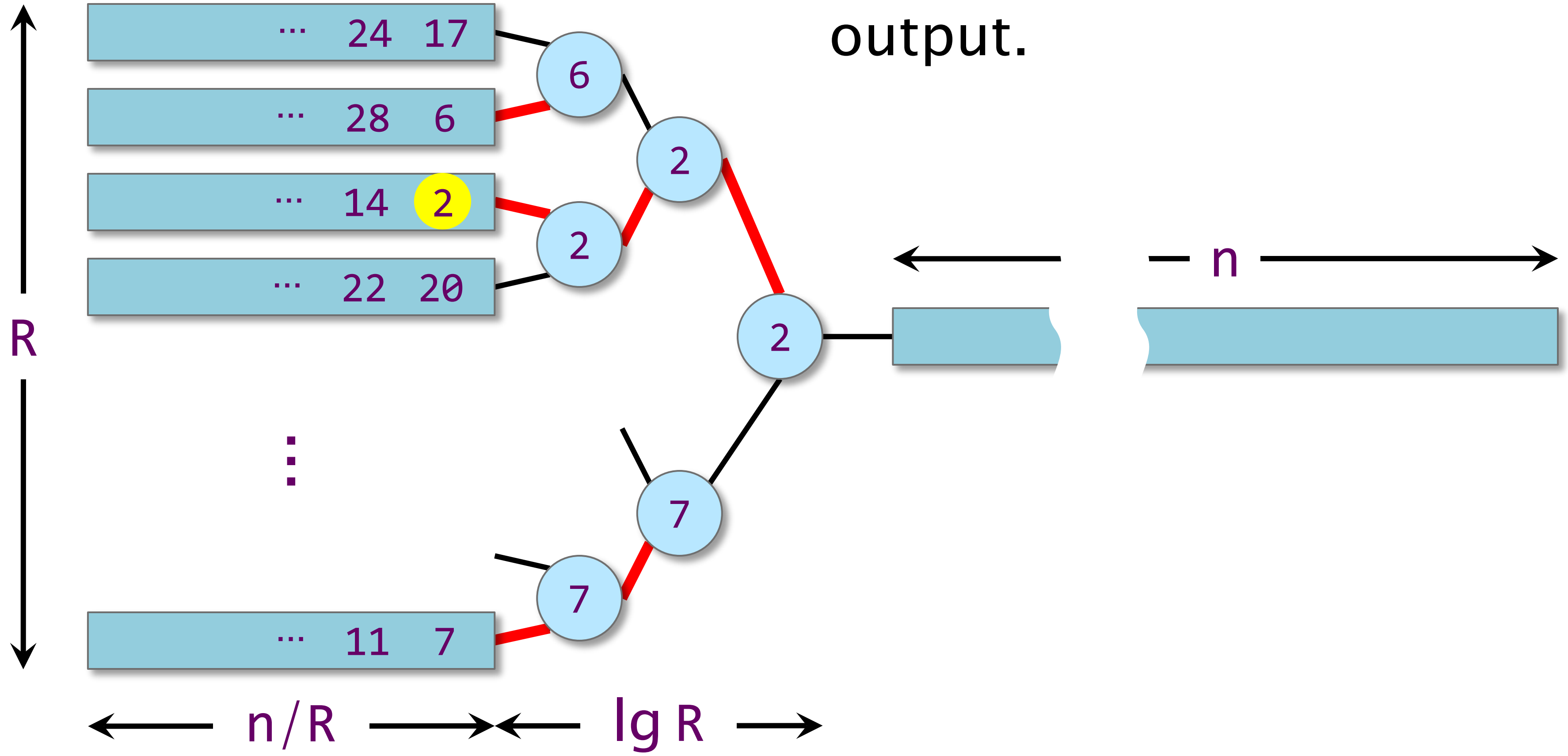


- Tournament takes Θ(R) work to produce the first output.

Multiway Merging

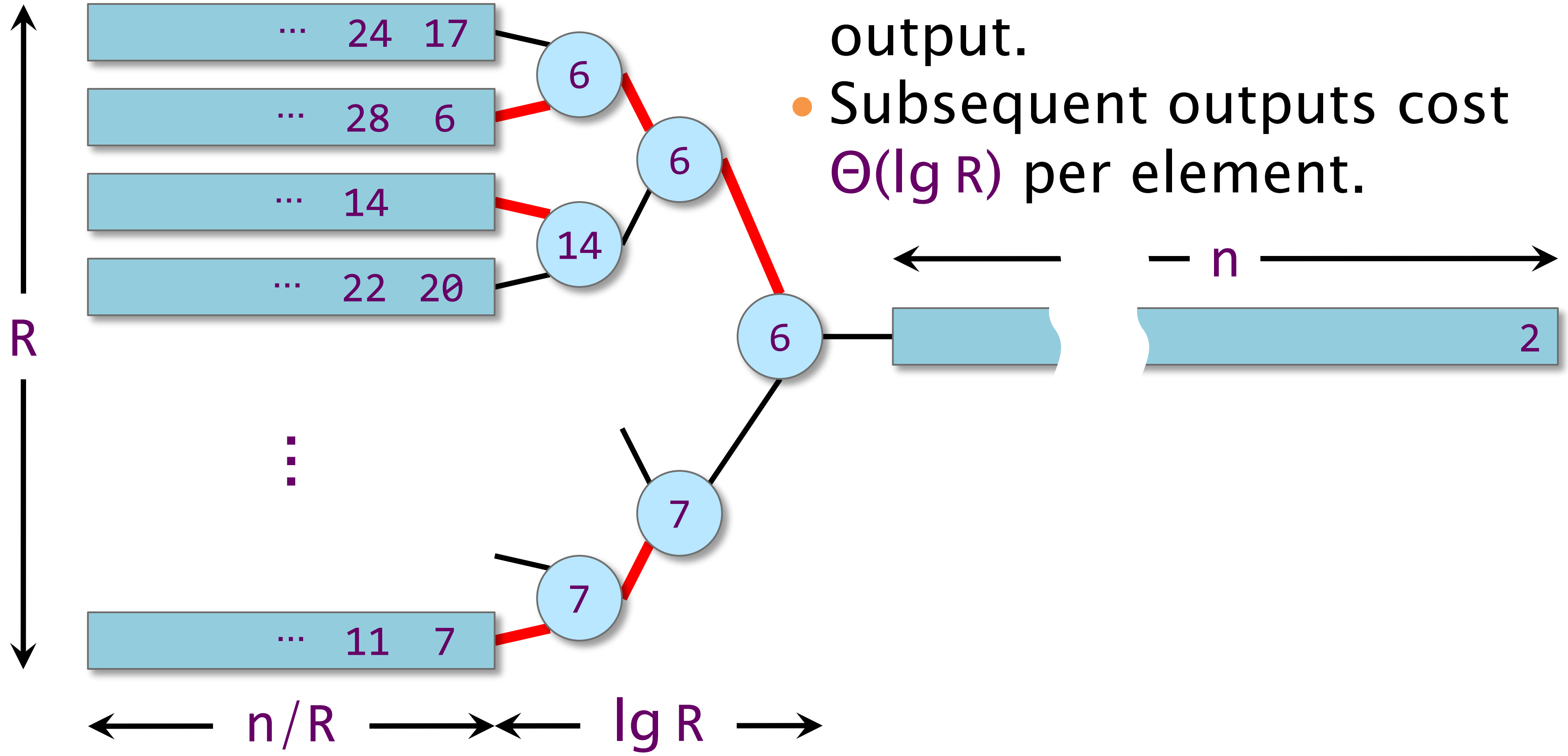
IDEA: Merge R < n subarrays with a tournament.

- Tournament takes Θ(R) work to produce the first output.



Multiway Merging

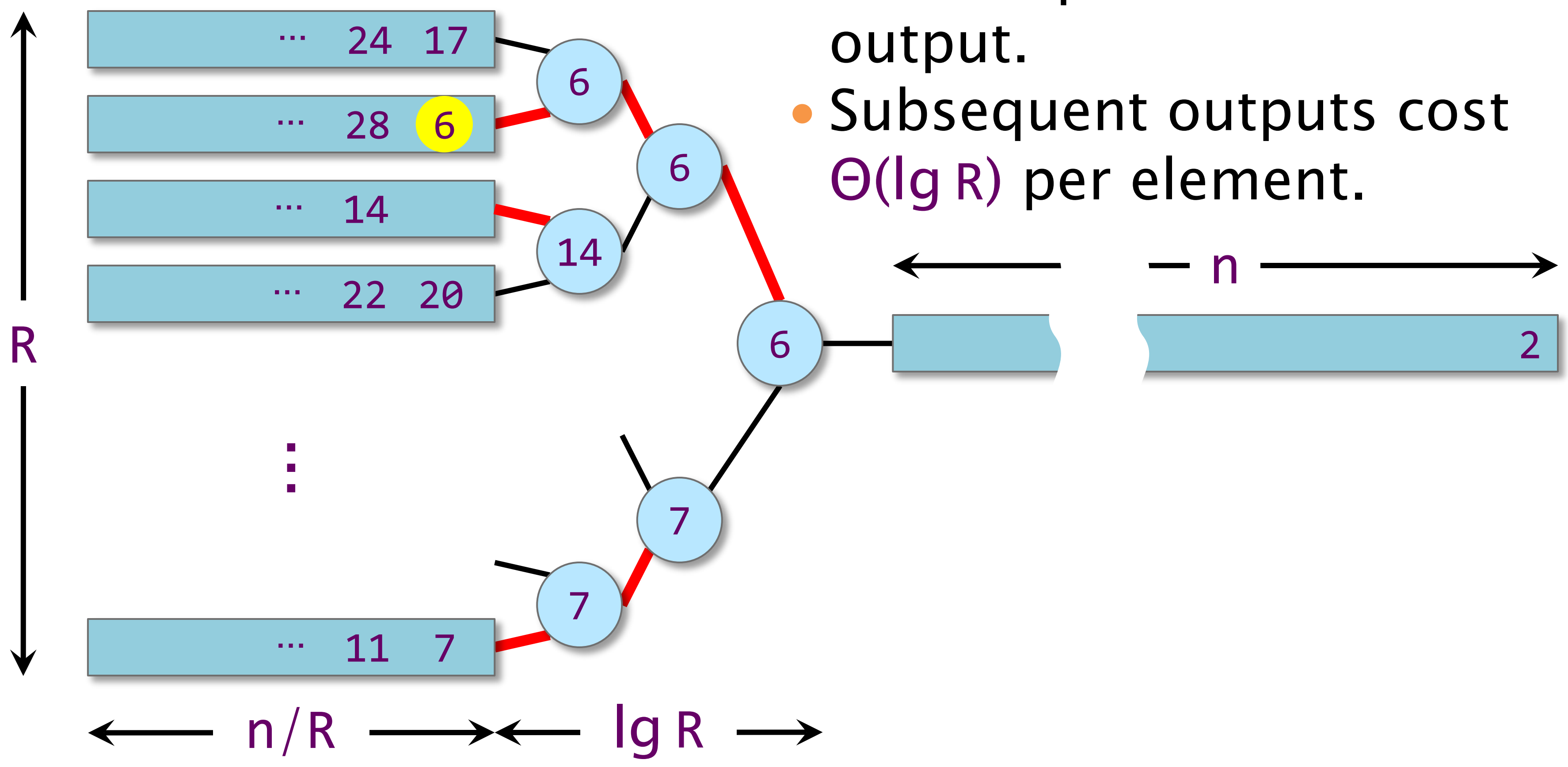
IDEA: Merge $R < n$ subarrays with a tournament.



- Tournament takes $\Theta(R)$ work to produce the first output.
- Subsequent outputs cost $\Theta(\lg R)$ per element.

Multiway Merging

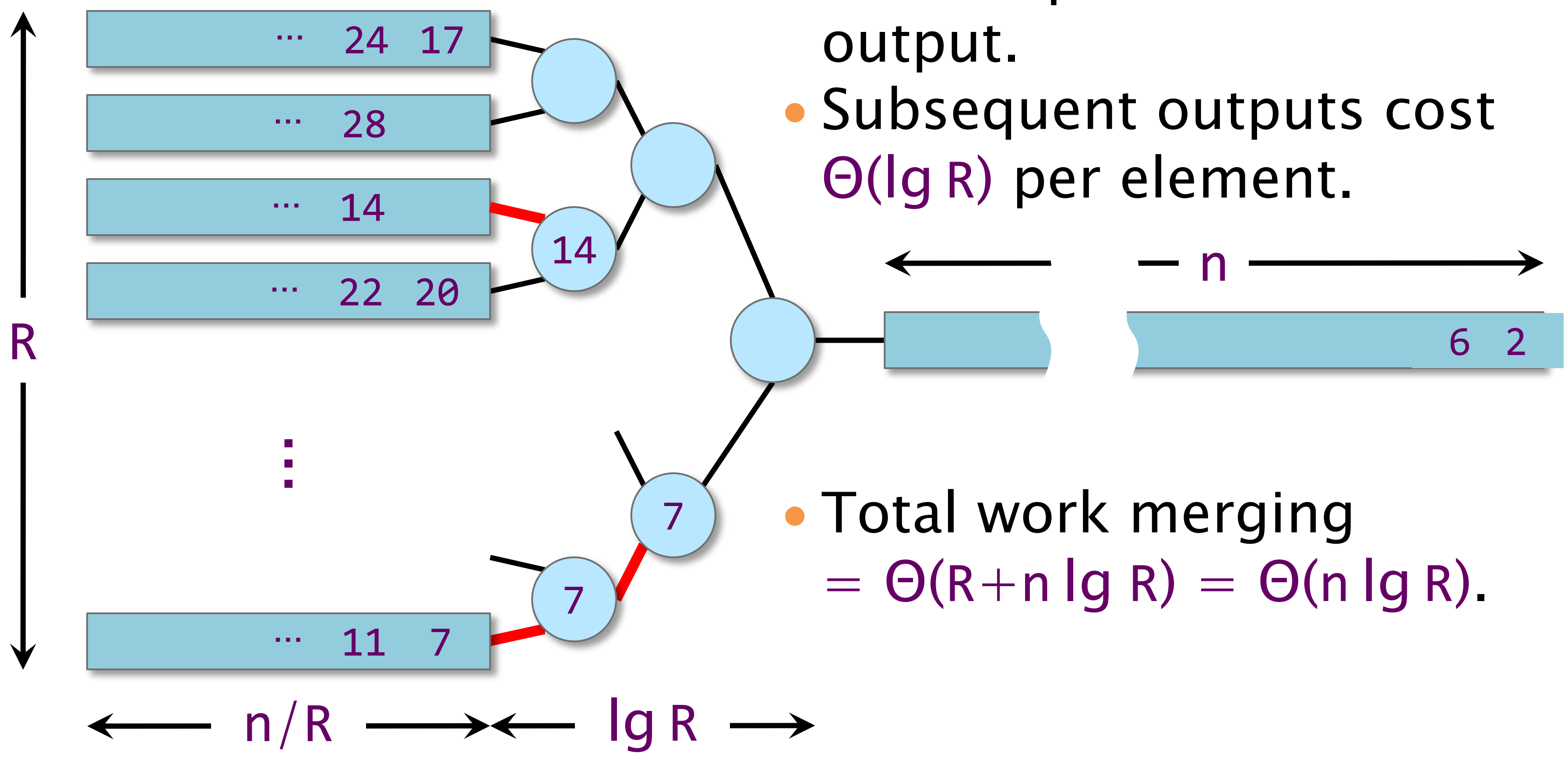
IDEA: Merge R < n subarrays with a tournament.



- Tournament takes Θ(R) work to produce the first output.
- Subsequent outputs cost Θ(lg R) per element.

Multiway Merging

IDEA: Merge $R < n$ subarrays with a tournament.

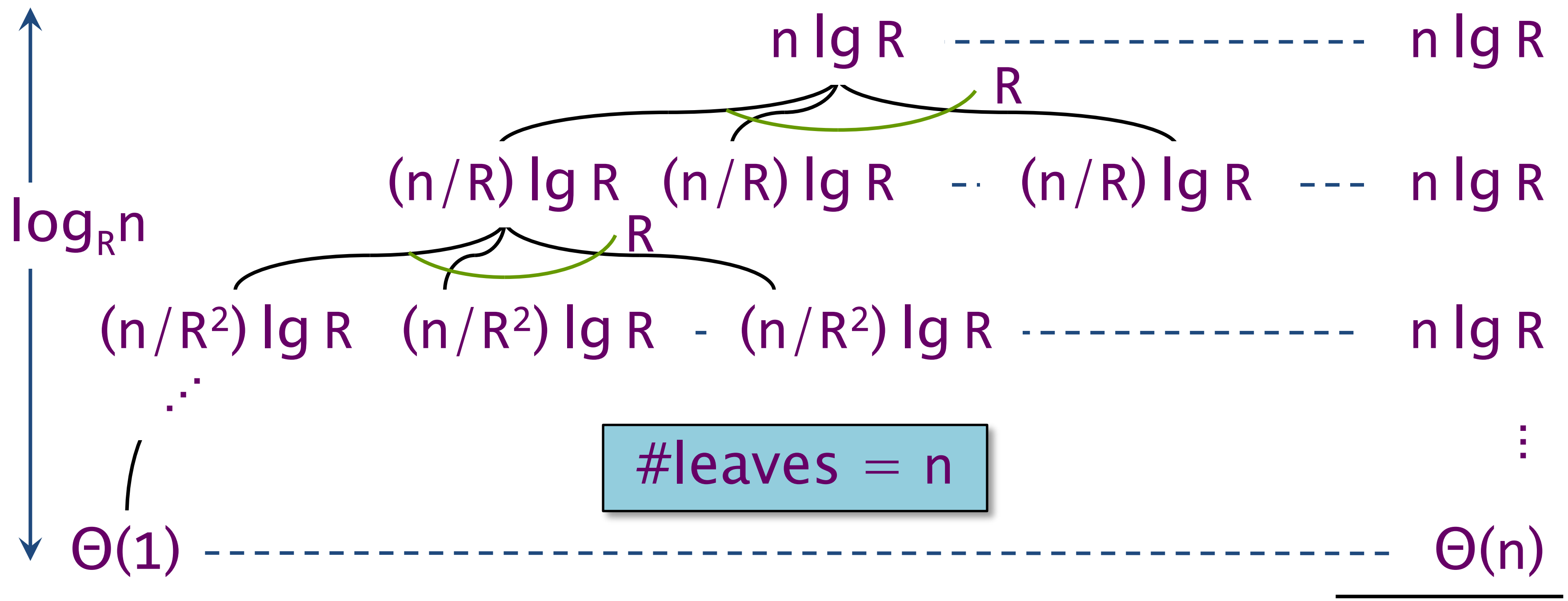


- Tournament takes $\Theta(R)$ work to produce the first output.
- Subsequent outputs cost $\Theta(\lg R)$ per element.
- Total work merging $= \Theta(R+n \lg R) = \Theta(n \lg R)$.

Work of Multiway Merge Sort

$$W(n) = \begin{cases} \Theta(1) & \text{if } n = 1; \\ R \cdot W(n/R) + \Theta(n \lg R) & \text{otherwise.} \end{cases}$$

Recursion tree



$$\begin{aligned} W(n) &= \Theta((n \lg R) \log_R n + n) \\ &= \Theta((n \lg R)(\lg n)/\lg R + n) \\ &= \Theta(n \lg n) \end{aligned}$$

Same as binary merge sort.

Caching Recurrence

Consider the R–way merging of contiguous arrays of total size n. If $R < c\mathcal{M}/\mathcal{B}$, for some sufficiently small constant $c \le 1$, the entire tournament plus 1 block from each array can fit in cache.
$\Rightarrow Q(n) \le \Theta(n/\mathcal{B})$ for merging.

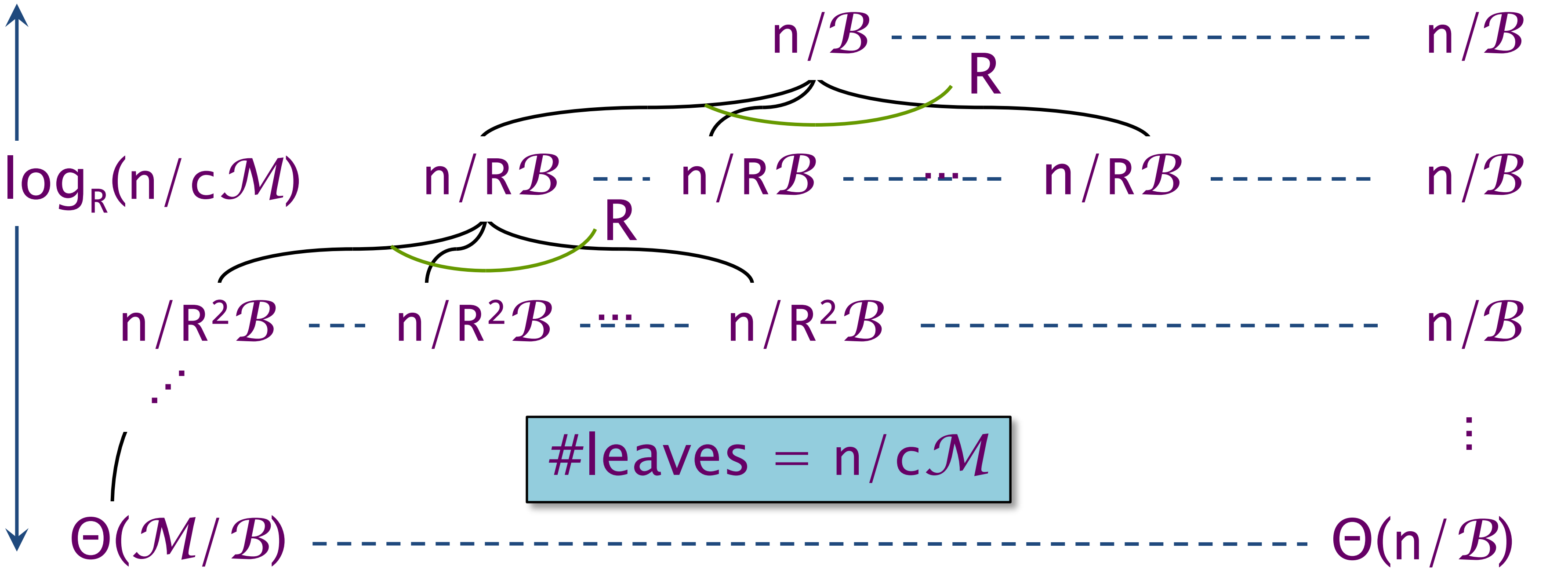
R–way merge sort

$$Q(n) \le \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n < c\mathcal{M}; \\ R \cdot Q(n/R) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

Cache Analysis

$$Q(n) \le \begin{cases} \Theta(n/\mathcal{B}) & \text{if } n < c\mathcal{M}; \\ R \cdot Q(n/R) + \Theta(n/\mathcal{B}) & \text{otherwise.} \end{cases}$$

Recursion tree



$$Q(n) = \Theta((n/\mathcal{B}) \log_R(n/\mathcal{M}))$$

Tuning the Voodoo Parameter

We have

$$Q(n) = \Theta((n/\mathcal{B}) \log_R(n/\mathcal{M})) \ ,$$

which decreases as $R < c\mathcal{M}/\mathcal{B}$ increases.
Choosing R as big as possible yields

$$R = \Theta(\mathcal{M}/\mathcal{B}) \ .$$

By the tall-cache assumption ($\mathcal{B}^2 < c\mathcal{M}$) and the fact that $\log_{\mathcal{M}}(n/\mathcal{M}) = \Theta((\lg n)/\lg \mathcal{M})$, we have

$$\begin{aligned} Q(n) &= \Theta((n/\mathcal{B}) \log_{\mathcal{M}/\mathcal{B}}(n/\mathcal{M})) \\ &= \Theta((n/\mathcal{B}) \log_{\mathcal{M}}(n/\mathcal{M})) \\ &= \Theta((n \lg n)/\mathcal{B} \lg \mathcal{M}) \ . \end{aligned}$$

Hence, we have $W(n)/Q(n) \approx \Theta(\mathcal{B} \lg \mathcal{M})$.

Multiway versus Binary Merge Sort

We have

$$Q_{\text{multiway}}(n) = \Theta((n \lg n)/\mathcal{B} \lg \mathcal{M})$$

versus

$$Q_{\text{binary}}(n) = \Theta((n/\mathcal{B}) \lg(n/\mathcal{M}))$$
$$= \Theta((n \lg n)/\mathcal{B}) ,$$

as long as $n \gg \mathcal{M}$, because then $\lg(n/\mathcal{M}) \approx \lg n$. Thus, multiway merge sort saves a factor of $\Theta(\lg \mathcal{M})$ in cache misses.

Example (ignoring constants)

- L1-cache: $\mathcal{M} = 2^{15} \Rightarrow 15\times$ savings.
- L2-cache: $\mathcal{M} = 2^{18} \Rightarrow 18\times$ savings.
- L3-cache: $\mathcal{M} = 2^{23} \Rightarrow 23\times$ savings.

Optimal Cache-Oblivious Sorting

Funnelsort [FLPR99]

1. Recursively sort $n^{1/3}$ groups of $n^{2/3}$ items.
2. Merge the sorted groups with an $n^{1/3}$–funnel.

A k–funnel merges k^3 items in k sorted lists, incurring at most

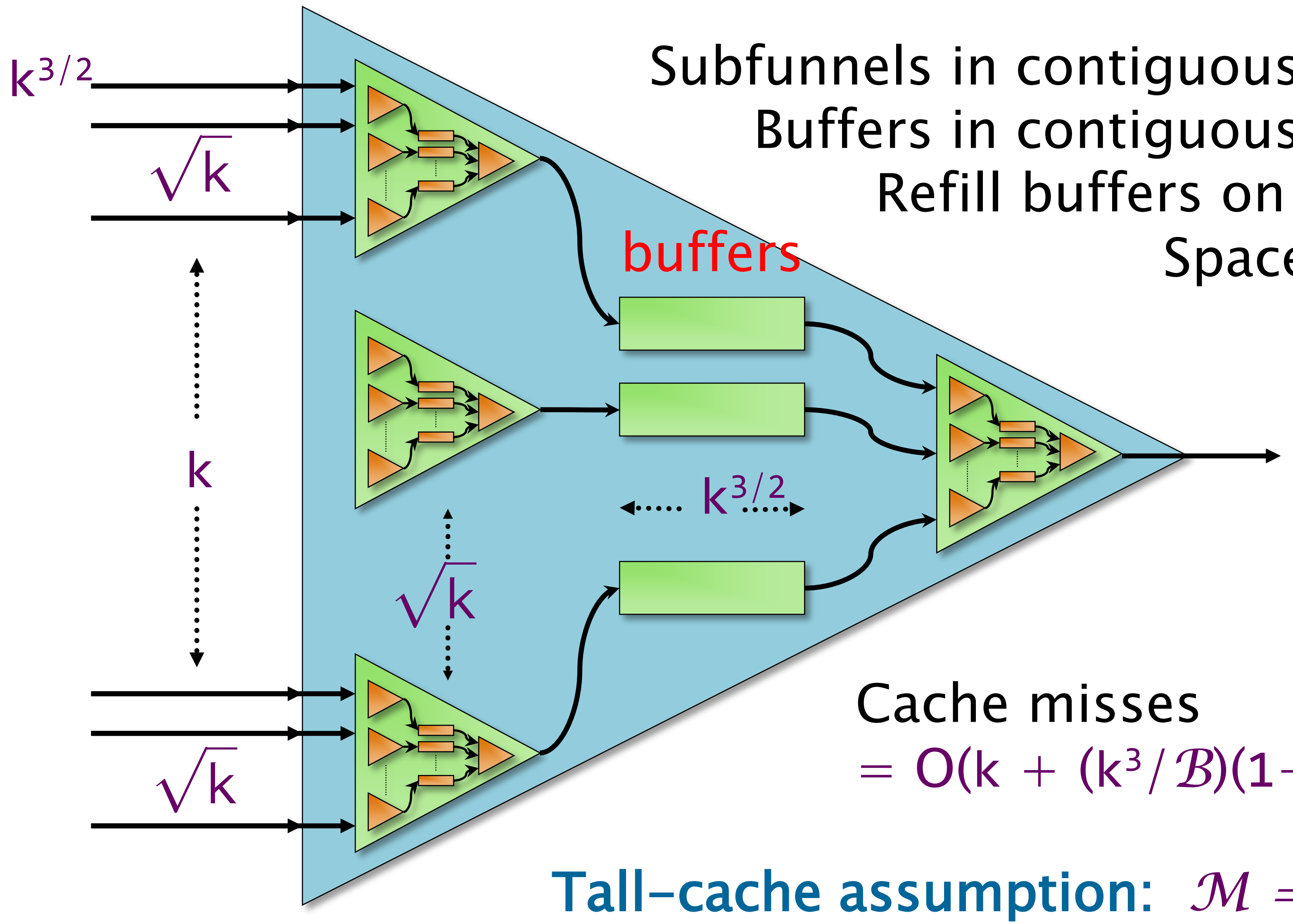
$$\Theta(k + (k^3/\mathcal{B})(1 + \log_{\mathcal{M}} k))$$

cache misses. Thus, funnelsort incurs

$$\begin{aligned} Q(n) &\le n^{1/3} Q(n^{2/3}) + \Theta(n^{1/3} + (n/b)(1 + \log_{\mathcal{M}} n)) \\ &= \Theta(1 + (n/\mathcal{B})(1 + \log_{\mathcal{M}} n)) , \end{aligned}$$

cache misses, which is asymptotically optimal [AV88].

Construction of a k-funnel



Subfunnels in contiguous storage.
Buffers in contiguous storage.
Refill buffers on demand.
Space $= O(k^2)$.

Cache misses
$= O(k + (k^3/\mathcal{B})(1+\log_{\mathcal{M}} k))$.

Tall-cache assumption: $\mathcal{M} = \Omega(\mathcal{B}^2)$.