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Compilers optimization for SMatrix usage

SMatrix [\[1\]](#) is a highly optimized C++ library for "small" matrix manipulation. Originally developed for the Hera-B experiment is now part of Root-Math package. It is known to overperform other implementations such as TMatrix and CLHEP-Matrix.

Its is extensively used in CMS in particular in fitting code such as track Kalman filter and constrained kinematic fits.

SMatrix has been already the subject of performance investigations w.r.t. different compiler optimization strategies. See for instance Open Lab report [\[2\]](#) and the Workshop with Intel.

Here we try to look in details to few performance-critical Matrix operations that shows up as hot-spots in CMS reconstruction.

Similarity

The Similarity [\[3\]](#) operation between a generic matrix and a symmetric (actually positive-defined) matrix is a very typical operation when covariance matrices are involved. It can be decomposed in a transposition and two matrix multiplications. The result is a symmetric matrix as well. in SMatrix, symmetric matrices are stored using a lower-triangular representation which saves space and improve performances in several operations that act on each element sequentially. This representation seems on the other hand to prevent some compiler optimization in case of multiplications due to the non sequential access pattern to the elements.

We have compared the performances of four different implementations:

- **(root)** the original Root one: both input and output are symmetric matrices in lower-triangular representation
- **(sym)** having in input the symmetric matrix represented as a full-square matrix and in output a lower-triangular one
- **(std)** having in both input and input square matrices
- **(loop)** a brute force loop implementation $B(i, j) = U(i, k) * A(k, l) * U(j, l)$

code can be found in hte CMSSW cvs repository [\[4\]](#) as well as in

`/afs/cern.ch/user/i/innocent/w1/Similarity`, in the latter together with all the executable ready to run.

we have tested **gcc 4.6** and **icc 12** compilers with various options on three different architectures: **Intel Core 2 Duo @3.06 GHz** (*my MacBook*), **Intel Core i7-2600K CPU @ 3.40GHz** (*my workstation*), **Intel Xeon L5520 (Nehalem) @ 2.27GHz** (*standard CERN node*) All results are expressed in **ticks** obtained using `rdtsc` instruction. in case of gcc 4.6 `O2v` stands for "`-O2 -ftree-vectorize`", `O2f` for `-O2 -fast math` and `ul ofr` `-funroll-loops`. in case of icc `nv` stands for `-no-vec`.

Intel Core 2 Duo @3.06 GHz																	
compiler	code size	3x3			5x5			5x15			15x15						
		root	sym	stdloop	root	sym	stdloop	root	sym	std	loop	root	sym	std	loop		
gcc 4.6. -O2	46.9	358	156	164	95	557	431	522	241	6439	3174	3317	220	22501	12692	13617	136743
gcc 4.6. -O2f	47.2	182	164	180	77	541	421	522	250	3224	2270	2417	58	12455	9335	10218	135901
gcc 4.6. -Ofast	63.7	128	134	141	31	318	416	470	93	3182	2249	2355	31	11986	9441	10078	49532
gcc 4.6. -Ofast ul	100.6	119	134	136	37	329	428	446	54	3110	2174	2270	39	11629	8585	9518	49651

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Intel Xeon L5520 (Nehalem) @ 2.27GHz																	
compiler	code size	3x3			5x5			5x15			15x15						
		root	sym	stdloop	root	sym	stdloop	root	sym	std loop	root	sym	std	loop			
gcc 4.6. -O2	43.1	165	140	151	178	524	410	458	81	4191	2583	2664	97	15077	10379	10969	112606
gcc 4.6. -O2v	44.3	159	127	141	144	508	391	417	63	4159	2546	2654	75	14856	10027	10917	112752
gcc 4.6. -O2f	43.3	158	137	147	109	523	424	458	59	2577	1793	1932	80	9660	7200	8018	111207
gcc 4.6. -O2vf	43.8	154	127	143	68	510	416	468	87	2591	1774	1909	10	9514	6997	8199	111390
gcc 4.6. -O3	74.1	112	108	136	44	356	353	439	61	4132	2514	2648	83	14915	9977	10951	70756
gcc 4.6. -Ofast	70.0	127	123	139	40	363	359	456	13	2530	1711	1898	46	9465	6951	9053	37833
gcc 4.6. -Ofast ul	108.7	117	112	131	25	362	356	446	13	2518	1706	1836	56	9248	6704	7332	37089
icc 12 -O2 nv	237.0	174	172	151	11	487	480	448	15	2413	2708	3547	52	10298	10588	14700	39199
icc 12 -O2	181.4	203	197	179	11	506	504	515	21	3023	2773	3582	81	12091	11446	12639	68379

Intel Core i7-2600K @ 3.40GHz running sse code																	
compiler	code size	3x3			5x5			5x15			15x15						
		root	sym	stdloop	root	sym	stdloop	root	sym	std loop	root	sym	std	loop			
gcc 4.6. -O2	43.1	131	129	132	66	425	346	386	48	3258	1941	2011	840	11393	7586	7764	93685
gcc 4.6. -O2v	44.3	142	113	137	24	384	331	394	34	3212	1896	2011	775	11396	7394	7809	94098
gcc 4.6. -O2f	43.3	125	120	128	57	402	352	396	39	2075	1708	1808	735	7725	6702	6995	93257
gcc 4.6. -O2vf	43.8	137	106	123	07	404	336	405	08	1995	1708	1807	718	7436	6567	7125	101895
gcc 4.6. -O3	74.0	96	99	113	30	287	272	376	49	3232	1884	2036	787	11350	7305	7825	70375
gcc 4.6. -Ofast	70.0	116	116	132	38	299	271	374	91	2062	1667	1787	747	7531	6552	7180	37713
gcc 4.6. -Ofast ul	108.7	117	108	136	27	271	267	348	79	1949	1677	1756	681	7276	6400	6889	37295
icc 12 -O2 nv	237.0	132	131	111	81	373	354	368	39	2667	2663	3406	113	8403	8735	10387	34587
icc 12 -O2	181.4	146	147	133	84	399	403	409	52	2102	1925	2607	285	8555	7897	9195	57647

Intel Core i7-2600K @ 3.40GHz running avx code																	
compiler	code size	3x3			5x5			5x15			15x15						
		root	sym	stdloop	root	sym	stdloop	root	sym	std loop	root	sym	std	loop			
gcc 4.6. -O2	43.1	134	122	128	64	392	318	376	19	3473	2481	2565	801	12563	9693	9939	93615
gcc 4.6. -O2v	46.6	138	119	137	27	369	299	370	97	3400	2439	2558	640	12150	9414	9960	93746
gcc 4.6. -O2f	43.3	119	115	119	48	413	348	384	69	2049	1494	1761	782	7482	5818	6503	101356
gcc 4.6. -O2vf	43.5	128	101	121	02	357	314	375	29	1986	1458	1587	783	7317	5542	6806	93257
gcc 4.6. -O3	74.0	115	103	123	44	250	244	376	45	3470	2452	2569	99	12258	9407	9994	68395

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gcc 4.6. -Ofast	66.4	112	97	116	14	259	248	378	58	1967	1415	1548	24	7147	5500	6102	32718
gcc 4.6. -Ofast ul	102.8	106	97	123	24	248	239	319	68	1948	1431	1648	76	7081	5513	6128	35301
icc 12 -O2 nv	220.6	149	137	119	93	360	355	364	73	2186	2283	3036	71	7583	8038	10183	35438
icc 12 -O2	178.4	136	139	151	105	443	424	445	17	2458	2131	2712	27	9503	7663	9503	56308

-- VincenzoInnocente - 25-Mar-2011

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