



Manycore:

NVIDIA G280

• Fine-grained parallelism and changing work set size are the primary features that our algorithms must address to achieve scalability.



L1 Private Local Store

Virtual Local Store

CPU

CPU

### RESULTS Communication vs. Computation Speedup Over 2.0 2.5 3.0 3.5 Sequential Case SIMD Utilization 50% Sequential 40% - 30% - 20% Decoding Multicore Time per Second of Manycore Speech Multicore Arc-based Propagation Sequential RTF: 3.17; 1x RTF: 1.006; 3.2x 2.623 0.737 0.242 □ 0.474 0.026 0.073 0.001 **State-based Propagation** State-based Aggregation RTF: 2.593; 1.2x RTF: 0.925; 3.4x **RTF: Real Time Factor** ■ 0.732 0.754 3.4x: Speedup vs Seq □ 1.356 0.157 Phase 1 0.035 0.482 Phase 2 0.001 0.001 Phase 3 Seq. Overhead Manycore Arc-based Aggregation **Arc-based Propagation Synchronization Cost in** RTF: 0.302; 10.5x Inference Engine Graph Traversal RTF: 0.912; 3.5x \_ 3.5 0.148 ■ 0.148 0.469 0.103 0.043 0.281 **o**<sup>o</sup> 2.5 0.008 Aggregation State-based Aggregatior State-based Propagation 1.5 RTF: 1.203; 2.6x RTF:0.776; 4.1x Populate active states/arcs 0.148 ■ 0.147 □ 0.77 0.512 Collect unique labels 0.108 0.272

## Memory Hierarchy



0.014

Software management is most effective for phases with streaming memory accesses but is less effective for phases with fine-grained random access patterns

# FUTURE WORK

- Evaluate scaling on future platforms with wider SIMD or more cores
- Optimizations of private storage management for task queue model

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