

ACCELERATED PROTEIN MATCHING, USING GPUS

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Case Study: Protein Matching

- Still difficult to write parallel software
- Parallel implementation of a real world algorithm
 - use common Haskell functions, implemented on the GPU
 - hide GPU architectural details

SEQUEST

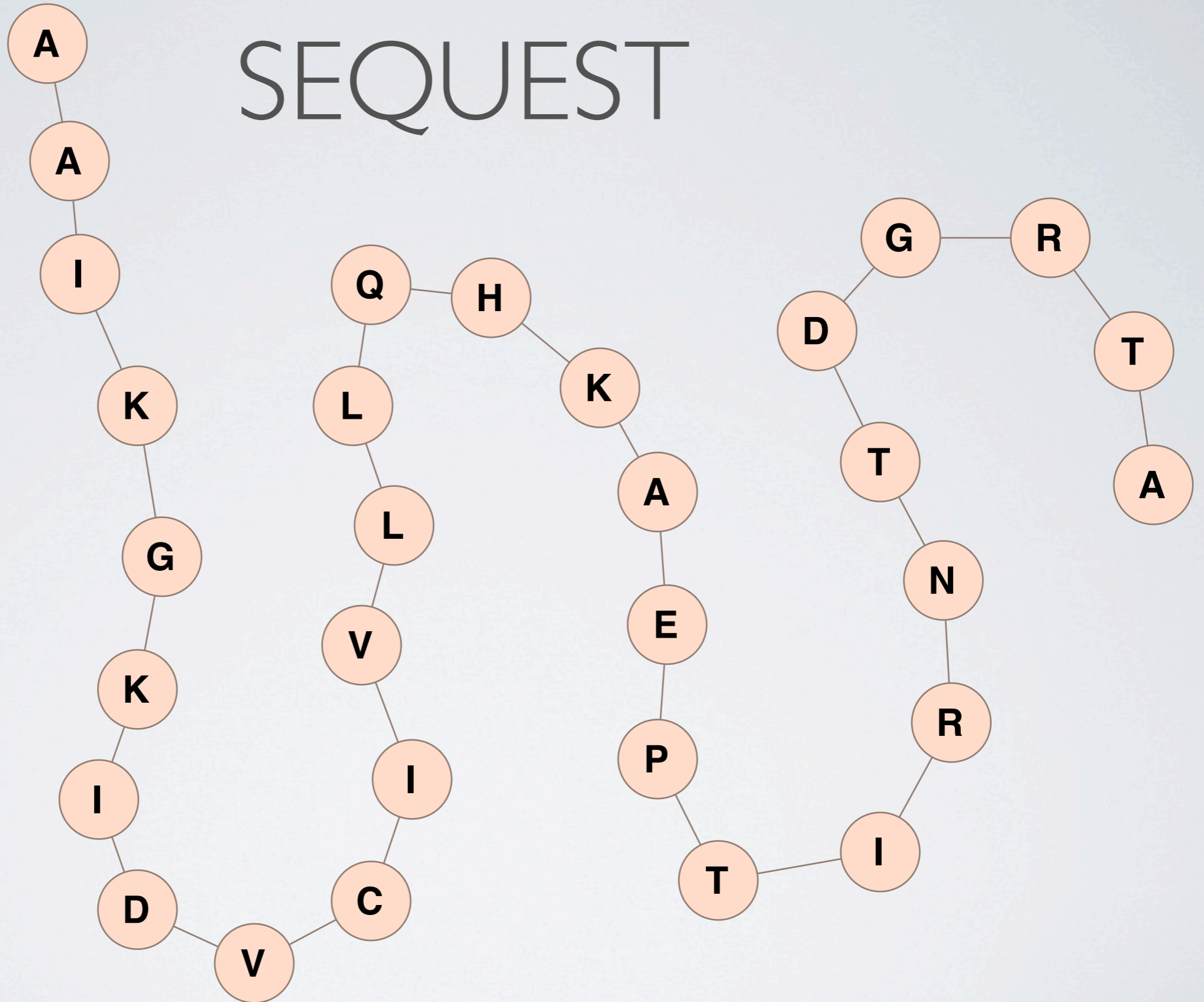


Illustration by Tony Boudreault

SEQUEST

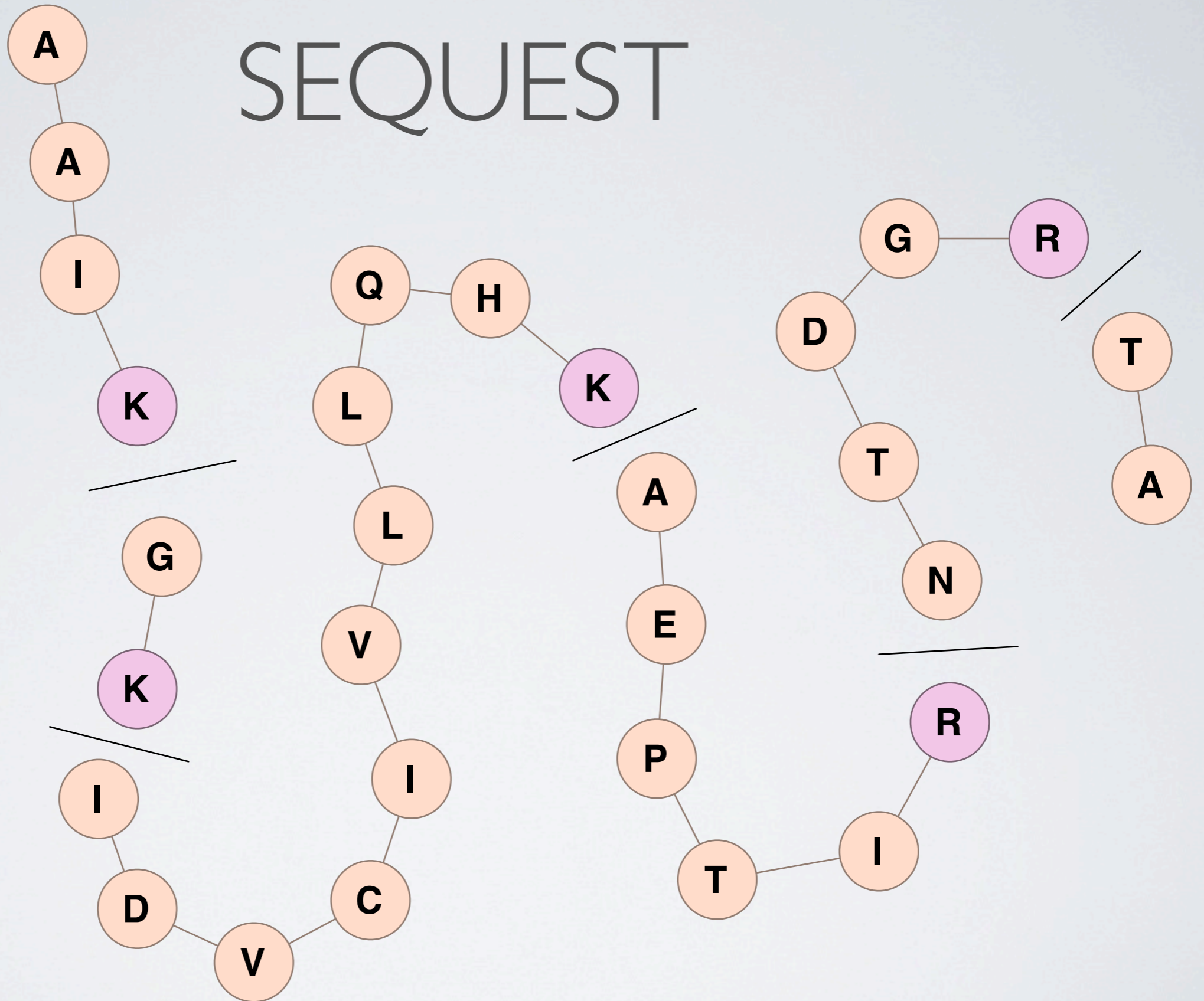
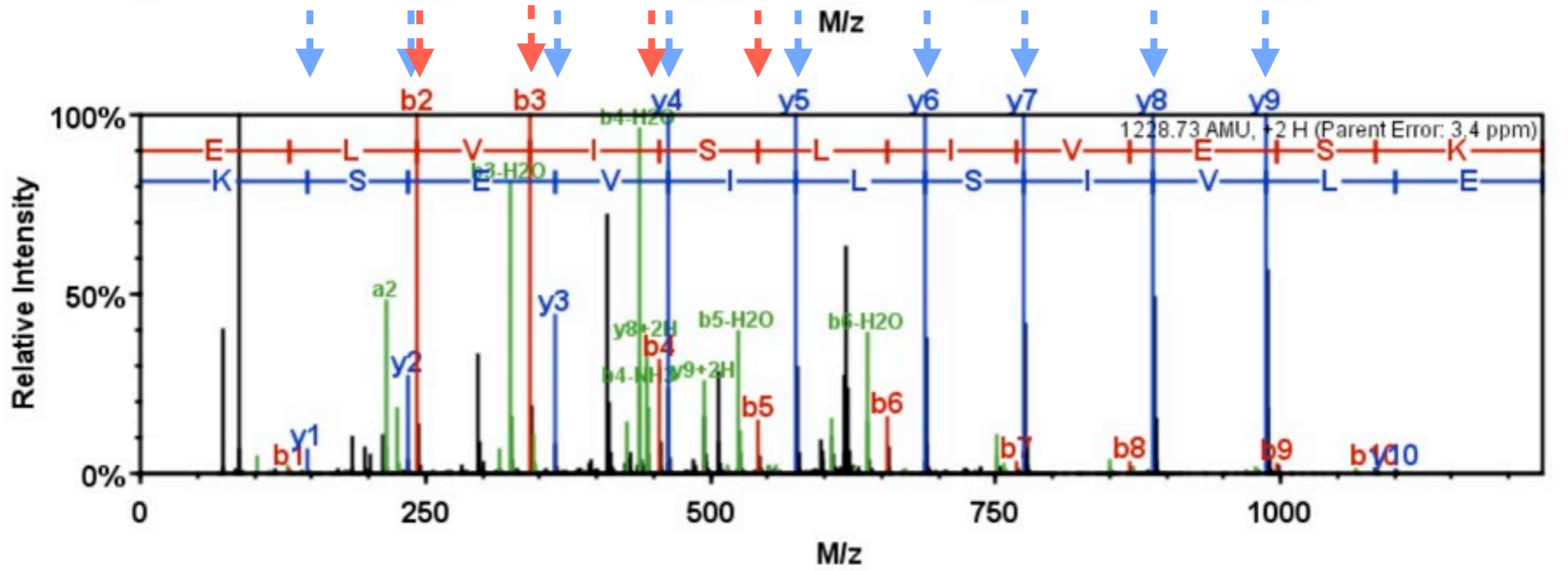
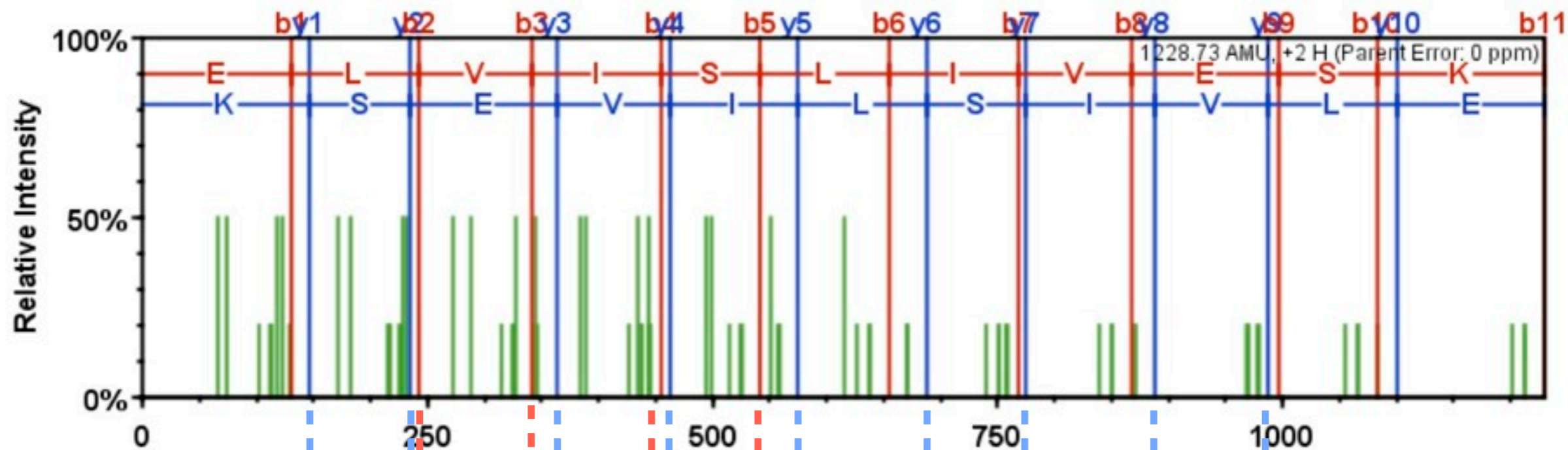


Illustration by Tony Boudreault



Quadcore
Xeon CPU

Tesla T10 GPU



- Tens of thousands of data parallel threads
- Speedups of 10x to 200x have been observed in real applications

import Foreign.C

```
mallocBytes :: Int -> IO (Ptr a)
```

```
free :: Ptr a -> IO ()
```

```
newArray :: [a] -> IO (Ptr a)
```

```
withArray :: [a] -> (Ptr a -> IO b) -> IO b
```

```
import Foreign.CUDA
```

```
type DevicePtr a
```

```
mallocBytes :: Int -> IO (DevicePtr a)
```

```
free :: DevicePtr a -> IO ()
```

```
newArray :: [a] -> IO (DevicePtr a)
```

```
withArray :: [a] -> (DevicePtr a -> IO b) -> IO b
```


Parallel Operations

- Efficient implementations in CUDA, called from Haskell
- Use templates to express type and (associative) operation
- map, zipWith, prescan, permute, backpermute

```
int fold_plus1(int xs, int N) {  
    return fold< Plus<int>, int >(xs, N);  
}
```

Parallel Operations

Dot Product

```
dotp :: [Float] -> [Float] -> IO Float
dotp xs ys =
  withArray xs $ \xs' ->
  withArrayLen ys $ \len ys' ->
  allocaBytes (len * sizeof (undefined::Float)) $ \zs' -> do
    zipWith_timesf xs' ys' zs' len
    fold_plusf zs' len
```

Results

- Database ~20k proteins

CPU Version	3 seconds
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A First Attempt

- Just compute the final score (dot product) on the GPU
- Minimal code changes, just need to deal with IO now

Results

- Database ~20k proteins

CPU Version	3 sec
First version: individual dot product	7 sec

A Second Attempt

- Individual dot products weren't enough to offset the cost of data transfer
- Each protein in the database is split into many peptides, try to consider them all at once

Results

- Database ~20k proteins

CPU Version	3 sec
First version: individual dot product	7 sec
Second version: matrix vector multiply	40 sec

Hmm...

- Turns out most candidates can be filtered out, so spend a lot of time transferring data that is ultimately not used
- Profiling output:

Marshalling

COST CENTRE	MODULE	%time	%alloc	ticks	bytes
digestProtein	Protein	87.2	95.6	6569	16693476851
seqextract	Protein	2.4	1.2	180	204206959
scanr1Seg_plusf	Kernels	1.8	0.0	138	841209
...					

Computation

Conclusion

- I have found two ways to not parallelise this algorithm
- Status:
 - Bindings to CUDA functions
 - Needs a front-end for a more Haskell-ish interface