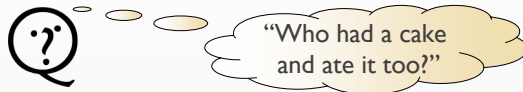


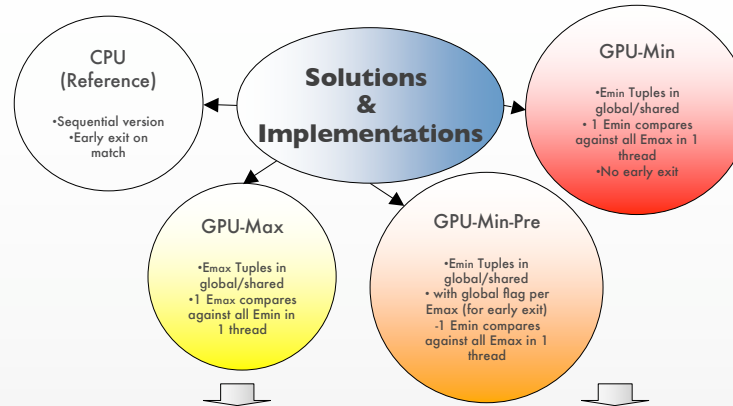


# Combinatorial Set Matching Using GPUs

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(Refer to the right sidebar titled 'Motivating example' for more information)



## Motivating example

"Who had a cake and ate it too?"

Mary and John were participants in a cake-making competition. Making a cake was a piece of cake to Mary and John. As the competition got started, Mary started making a chocolate cake. She put it in the oven, whilst John was busy making his cheesecake. Towards the end of the competition, many of them had some delicious cakes displayed on their tables. Mary gave a piece of her cake to John for tasting. John took the piece of cake. He had it in his hand, while eyeing his own cheesecake. He ended up eating a piece of the cheesecake instead. Mary on other hand, had her chocolate cake in her hand and was waiting for John to try it. While waiting she ate some of her chocolate

Who ate cakes?

Who had cakes?

Who ate the exact same cake they had?

The problem can be described as combinatorial set generation and matching.

The Emin tuples are generated as part of a linguistic constraint. The Emax tuples are generated as part of another linguistic constraint and the combinatorial set matching is required as part of a combined constraint.

Although the number of cakes or entities in a document is bounded, the number of set combinations can grow exponentially.

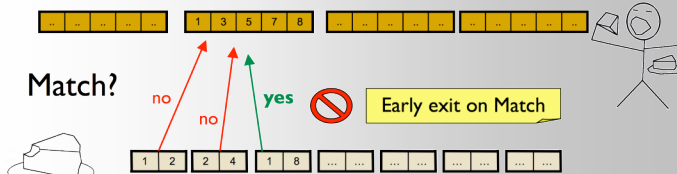


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## The Problem

Given a number of  $E_{max}$  tuples, we are interested in finding the ones for which there exists at least one  $E_{min}$  tuple, as a subset

$E_{max}$  tuples (where entity having and entity eating cake are the same)



$E_{min}$  tuples (facts where cake being had and cake being eaten are the same)

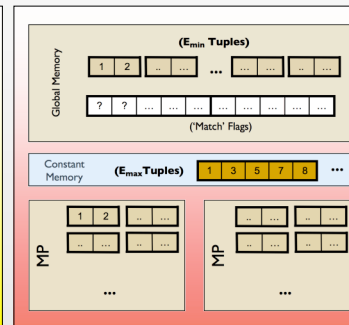
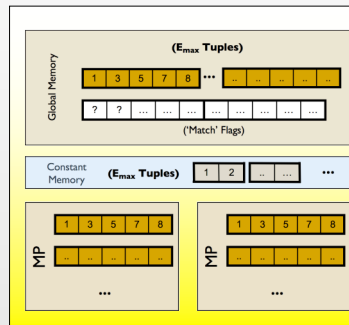
## Challenges

### Low arithmetic intensity

... (t1[i]==t2[i]) .. && .. (t1[j]==t2[j]) ...  
mostly boolean operations and comparisons

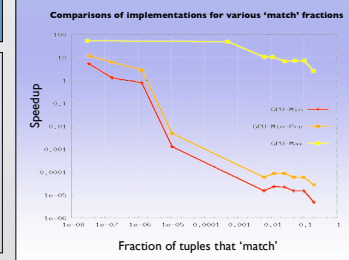
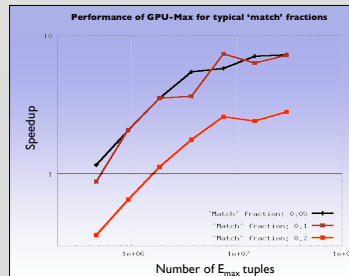
Typical size does not fit in constant memory  
100's of kB of tuples

Sequential version very effective when early matches occur Early exit on Match



## Results and Conclusions

- Speedups are measured against the CPU (Reference) implementation
- Speedups are sensitive to the fraction of all tuples that 'match'. The Sequential algorithm takes advantage of 'early exit' at higher fractions.
- Comparison of GPU-Min-Pre and GPU-Min illustrate that it might be worthwhile doing 'pre-check's (device global memory access) for every  $E_{max}$  tuple to facilitate early exit
- Although low 'match' ratios are not typical, we are able to see speedups of 50x despite the low arithmetic intensity



Since the GPU-Max implementation outperforms the others, we study its performance for other sizes of inputs and typical hit-ratios...

• GPU-Max with single  $E_{max}$  in a thread matched against all other  $E_{min}$  takes advantage of 'early exit' just like the sequential algorithm

• For the typical 0.1 'match' fraction, we see speedups of upto 8x. With increasing problem size, we see better speedups (as expected) as the cost of data transfer to card gets amortized