

# Grow and Graft a better CUDA pknotsRG

for RNA pseudoknot free energy calculation

Genetic Improvement workshop GECCO 2015

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Department of Computer Science



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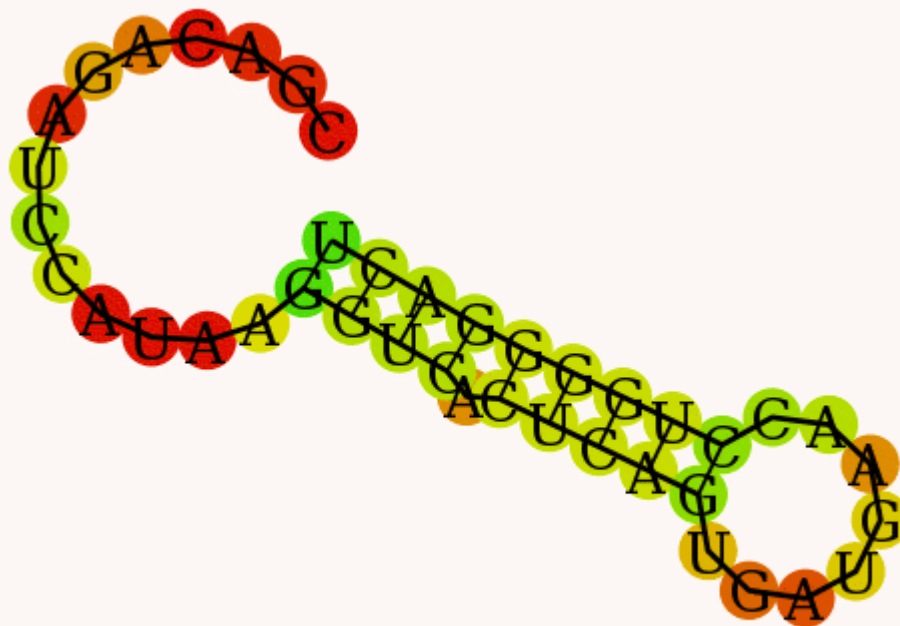
# GGGP and CUDA pknotsRG

- **CUDA pknots**
  - Calculate shape of RNA molecules
  - 11 000 lines of C and CUDA code
- **Grow and Graft Genetic Programming**
- **10 thousand fold speedup**

# pknots: RNA sequence → folding

Input → CGACAGAUCCAUAAGGUCACUCAGUGAUGAACCCUGGGGACU

Output → ..... ((((( (. ((((( (. ..... )))))))) ))))

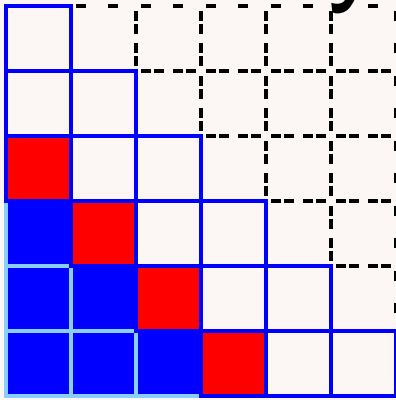


free energy of  
-9.30 kcal/mol

# Dynamic programming

- pknots uses dynamic programming to find minimum energy of folding
- One molecule at a time
- Not enough parallelism
- Run Dynamic Programming algorithm on 200,000 matrices in parallel
- GGGP convert CUDA from 1 to  $n$  matrices

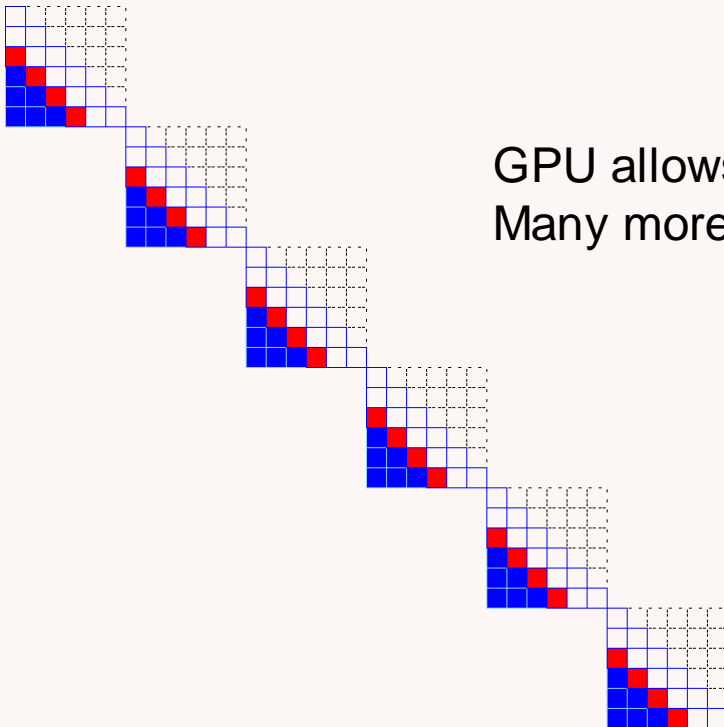
# Dynamic programming



$(n+1)$  by  $(n+1)$  matrix.

Only lower half used.

Active **front** can be calculated in parallel  
(needs 1 to  $n+1$  threads)

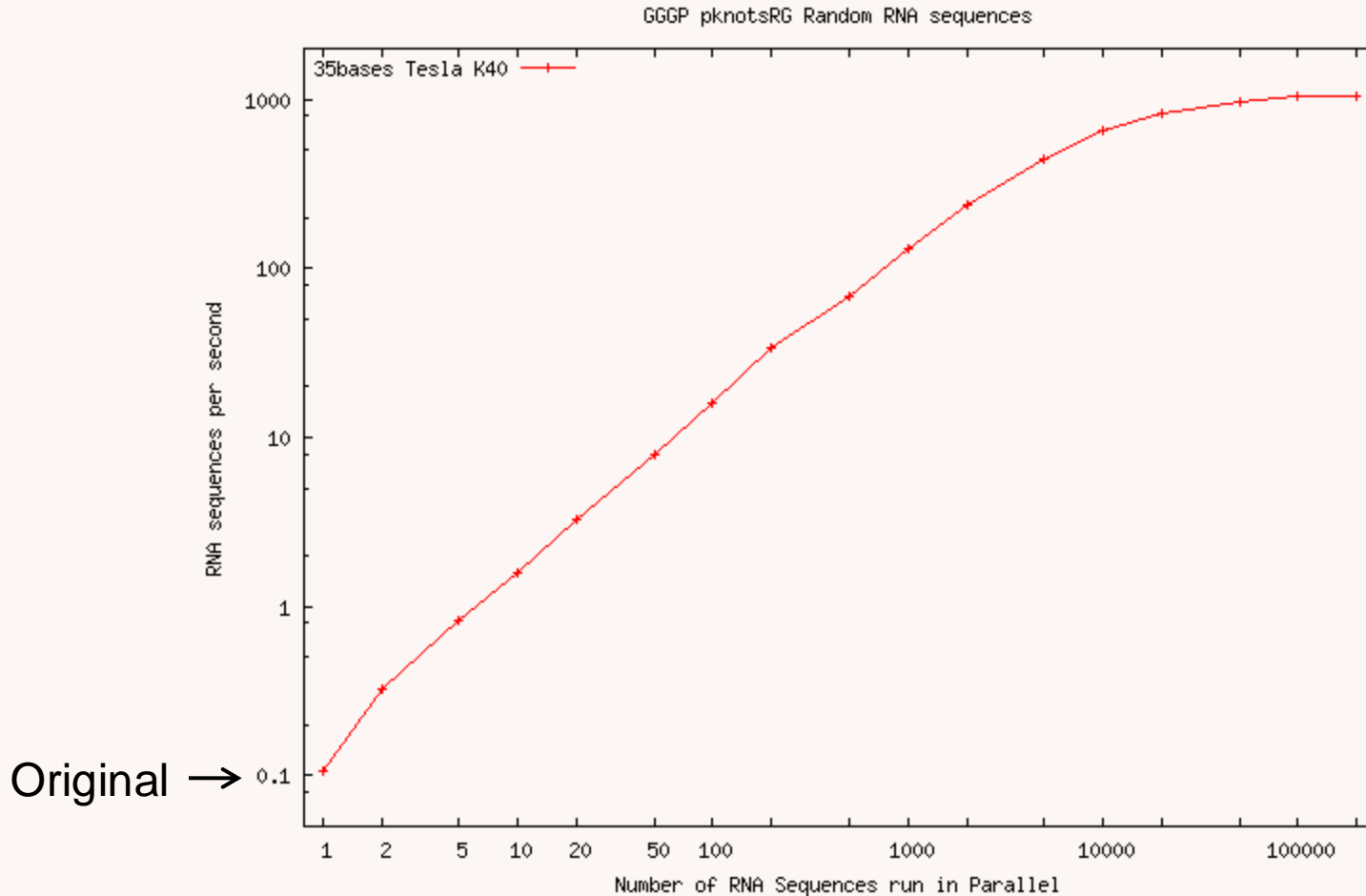


GPU allows many matrices to be calculated in parallel  
Many more GPU threads can be used.

# Grow and Graft Genetic Programming

- Manually written CUDA code automatically converted to BNF grammar
- GP uses grammar to create population of syntactically correct mutants.
  - All compile
  - Array and pointer protection
  - Time out infinite loops
- Fitness by testing and comparing against outputs and speed of original code

# GGGP CUDA pknotsRG speed



Original →

Up to 10000 times faster



# Conclusions

- Genetic programming and human work together.
- On 11 000 lines of C/CUDA code
- Give spectacular speed up

Talk GP3 Tuesday 11:35 Patio 2

END

<http://www.cs.ucl.ac.uk/staff/W.Langdon/>

<http://www.epsrc.ac.uk/> 

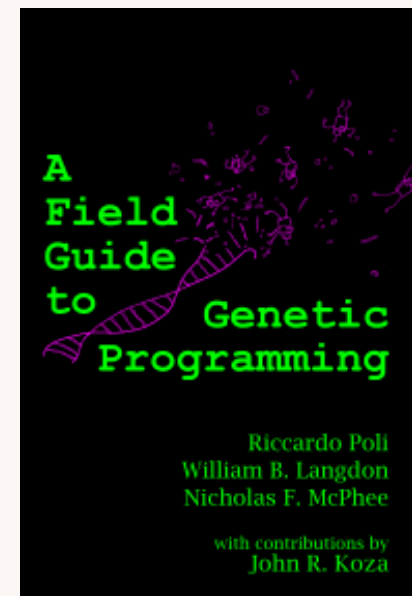
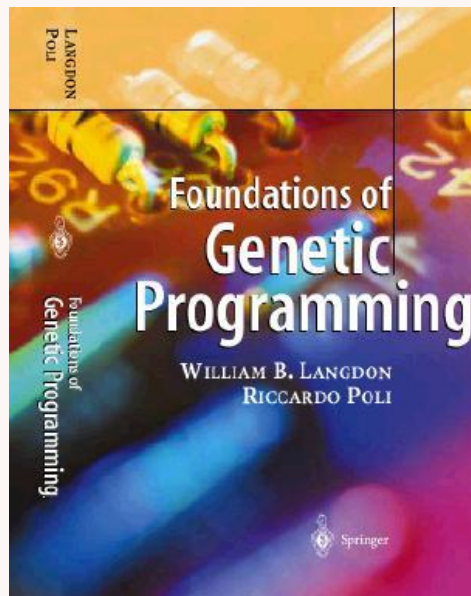
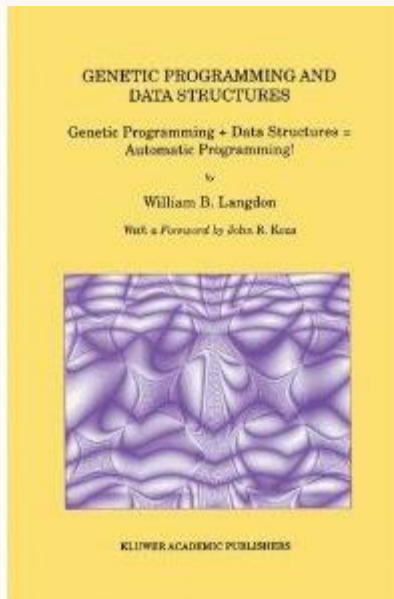
# Genetic Improvement



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CREST

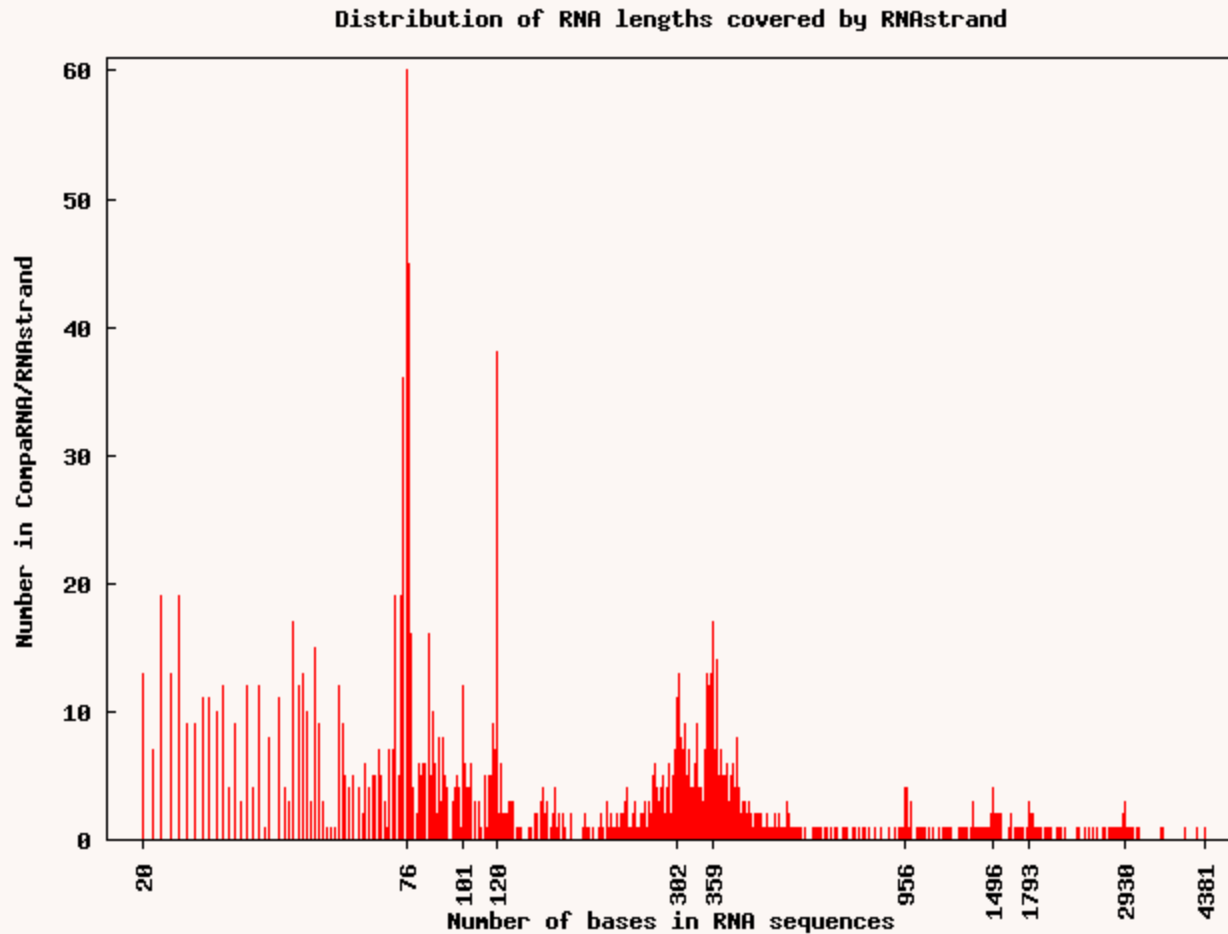
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# GPUs

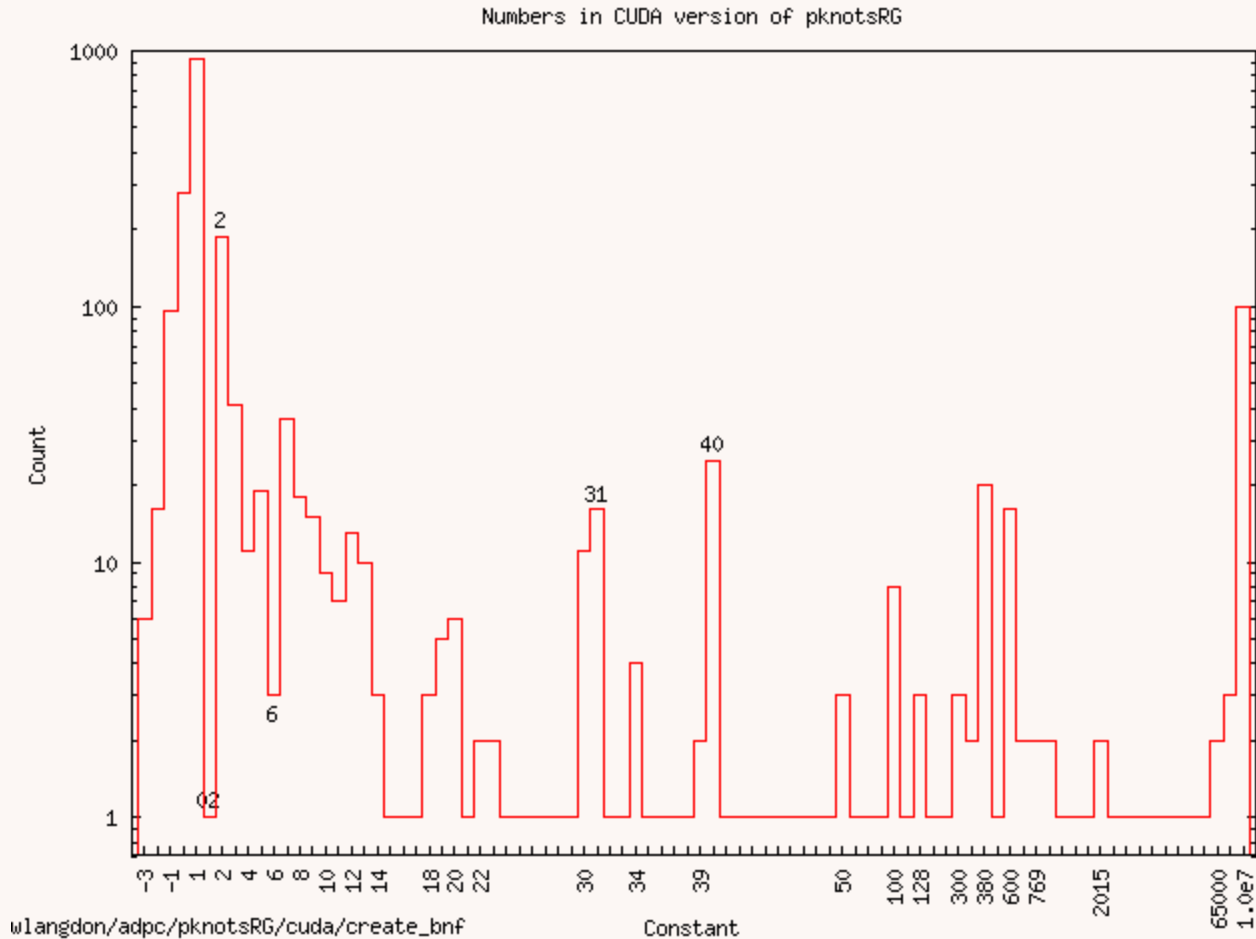
GPU	Total cores	clock	Bandwidth Giga Bytes/sec
Tesla K20	2496	0.71 GHz	140
Tesla K40	2880	0.88 GHz	180

# Lengths of RNA in CompaRNA



Number of bases in RNA sequences

# Constants in pknotsRG sources




# Conclusions

- Genetic programming can automatically re-engineer source code. E.g.
  - hash algorithm
  - Random numbers which take less power, etc.
  - mini-SAT ([Humie](#) award)
- fix bugs ( $>10^6$  lines of code, 16 programs)
- create new code in a new environment (graphics card) for existing program, gzip [WCCI '10](#)
- new code to extend application (GGGP) [SSBSE'14](#)
- speed up GPU image processing [EuroGP'14](#)  
[GECCO'14](#)
- speed up 50000 lines of code [IEEE TEC](#)  
10000 speed up [GI-2015](#)

# The Genetic Programming Bibliography

<http://www.cs.bham.ac.uk/~wbl/biblio/>

**10318** references

RSS Support available through the  
Collection of CS Bibliographies. 



Part of gp-bibliography 04-40 Revision: 1.794-29 May 2011



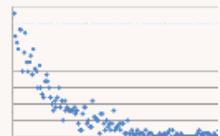
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