Decision Tree and Random Forest Implementations for Fast Filtering of Sensor Data

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FACT Telescope

Filtering Sensor Data

**Produces:** Roughly 180 MB/s of data

**But:** Only 1 in 10,000 measurements is interesting

**Idea:** Use a Random Forest to filter measurements before processing

**Question:** Which system can keep up with 180 MB/s of data?

**Challenge:** Runtime of Decision Tree depends on structure of tree

Probabilistic analysis based on Bernoulli Experiments

**Branch-probability:** $p_{i \rightarrow j}$

**Path-probability:** $p(\pi) = p_{\pi_0 \rightarrow \pi_1} \cdots p_{\pi_{L-1} \rightarrow \pi_L}$

**Expected number of comparisons** $E[L] = \sum_{\pi} p(\pi) \cdot |\pi|$

**But:** Runtime also depends on the implementation

NativeTree

```c
bool predict(short const * x){
    unsigned int i = 0;
    while(!tree[i].isLeaf) {
        if (x[tree[i].f] <= tree[i].split) {
            i = tree[i].left;
        } else {
            i = tree[i].right;
        }
    }
    return tree[i].prediction;
}
```

**Clock cycles:**

$c = 9 \cdot E[L] + 3$

- Small code size
- Hot-code for I-Cache
- Indirect memory access
- Depends on D-Cache

If-Else-Tree

```c
bool predict(short const * x){
    if(x[0] <= 8191){
        if(x[1] <= 2048){
            return true;
        } else {
            return false;
        }
    } else {
        if(x[2] <= 512){
            return true;
        } else {
            return false;
        }
    }
}
```

**Clock cycles:**

$c = 4 \cdot E[L] + 1$

- No indirect memory access
- D-Cache not used
- I-Cache usually small
- Binary becomes large

VectTree

```c
bool predict(short const * x){
    unsigned int i = 0;
    unsigned int mask;
    void * tmp;
    while(!tree[i].isLeaf) {
        load_vectorized(tree[i],tmp);
        mask = compare_vectorized(tmp, x);
        i = mask_to_index(mask);
    }
    return tree[i].prediction;
}
```

**Clock cycles:**

$c = 10 \cdot \frac{E[L]}{\min(v, E_{SIMD})}$

- Small code size
- Hot-code for I-Cache
- Less indirect memory access
- Not always available

Realization and Results

**In theory:** If-Else seems to be the fastest

**In practice:** I-Cache is small and thus Native-Tree might be faster

**Solution:** Implement a code-generator which generates architectural and tree specific code. Include optimizations in future work.

**Result:** A small microcontroller with less than 16MHz is already enough to filter 12% of data without losing important events

**Bonus:** Different backends can be used to generate code for FPGAs

Funding

Part of this work has been supported by DFG within the Collaborative Research Center SFB 876, project A1