Living at the Top of the Top500: Myopia from Being at the Bleeding Edge

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Outline

- **Statements made without proof**
- **OLCF's Center for Accelerated Application Readiness**
- **Speculations on task-based approaches for multiphysics applications in astrophysics (e.g. blowing up stars)**

Riffing on Hank's fable...

\overline{J} The Effects of Moore's Law and Slacking 1 on Large Computations **astro-ph/9912202**

Chris Gottbrath, Jeremy Bailin, Casey Meakin, Todd Thompson,

 \mathbf{A} $\begin{array}{ccc} \n\text{M} & \text{M} & \$ J.J. Charfman Chris Gottbrath, Jeremy Bailin, Casey Meakin, Todd Thompson,

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price doubles every 18 months. Therefore it is conceivable that for sufficiently Abstract

large numerical calculations and fixed budgets, computing power will improve We show that, in the context of Moore's Law, overall productivity can be increased for large enough computations by 'slacking' or waiting for some period of time before purchasing a computer and beginning the calculation.

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arXiv:astro-ph/9912202v1 9 Dec 1999

Some realities

• **The future is now: if you go from franklin to hopper at the same size, you lose.**

Franklin - Cray XT4

38,288 compute cores

- 9,572 compute nodes
- One quad-core AMD 2.3 GH₂ Opteron processors (Budapest) per node
- 4 processor cores per node
- 8 GB of memory per node
- 78 TB of aggregate memory
- 1.8 GB memory / core for applications
- /scratch disk default quota of 750 GB

- Light-weight Cray Linux operating system
- No runtime dynamic, sharedobject libs
- PGI, Cray, Pathscale, GNU compilers

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that need a full Linux operating system.

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Cray XE6

Performance 1.2 PF Peak

1.05 PF HPL (#5)

Processor

AMD Magny Cours 2.1 GHz 12-core

8.4 GRo/core 24 cores/node

32-64 GB DDR3-1333 per node

System

 Gemini Interconnect (3D torus) 6392 nodes

153,408 total cores

I/O

 2PB disk space 70GB/s peak I/O Bandwidth

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Some realities

- **If you use primarily IBM platforms, you have a bit longer.**
	- –scp+make on Blue Waters will likely give you a speedup.
	- –BG/P --> BG/Q brings an increased clock, and you probably aren't engaging the Double Hummer now anyway.

Some realities

- **It doesn't matter if you are gonna use GPU-based machines or not**
	- –GPUs [CUDA, OpenCL, directives]
	- –FPUs on Power [xlf, etc.]
	- –Cell [SPE]
	- –SSE/AVX; MIC (Knights Ferry, Knights Corner)[?]
- **Exposing the maximum amount of node-level parallelism and increasing data locality are the only way to get performance from any of these things**

ORNL's "Titan" System Goals

- •Similar number of cabinets, cabinet design, and cooling as Jaguar
- •Operating system upgrade of today's Linux operating system
- •Gemini interconnect
	- •3-D Torus
	- •Globally addressable memory
	- •Advanced synchronization features
- •AMD Opteron 6200 processor (Interlagos)
- •New accelerated node design using NVIDIA multi-core accelerators
- •10-20 PF peak performance •Performance based on available funds
- •Larger memory more than 2x more memory per node than Jaguar

Cray XK6 Compute Node

Slide courtesy of Cray, Inc.

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OLCF-3 Applications Requirements developed by surveying science community

OLCF-3 Applications Analyzed

Science outcomes were elicited from a broad range of applications

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Evaluation Criteria for Selection of Six Representative Applications

Center for Accelerated Application Readiness

WL-LSMS

Role of material disorder, statistics, and fluctuations in nanoscale materials and systems.

LAMMPS

Biofuels: An atomistic model of cellulose (blue) surrounded by lignin molecules comprising a total of 3.3 million atoms.

S3D Understanding turbulent combustion through direct numerical simulation with complex chemistry.

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CAM-SE

Answer questions about specific climate change adaptation and mitigation scenarios; realistically represent features like precipitation patterns/statistics and tropical storms.

PFLOTRAN

Stability and viability of large scale $CO₂$ sequestration; predictive containment groundwater transport.

Denovo

Discrete ordinates radiation transport calculations that can be used in a variety of nuclear energy and technology applications.

CAAR apps will form the vanguard of 'day-one' science on OLCF-3, but additional science teams will be granted friendly-user access as well (cf. our Petascale Early Science Period). Call for proposals will be forthcoming this summer.

CAAR Application Summary

CAAR Application Summary (continued)

CAAR Algorithmic Coverage

• Selected applications represented bulk of use for 6 INCITE allocations totaling 212M cpu-hours (2009)

–Represented 35% of 2009 INCITE allocations

–23% of 2010 INCITE allocations (in cpu-hours)

• **Algorithm and implementation coverage extends applicability well beyond the science domains immediately represented**

• **Much of the development work will also be pushed out to broader communities (e.g., in use of ChemKin)**

Tactics

• **Comprehensive team assigned to each app**

- OLCF application lead
- Cray engineer
- NVIDIA developer
- Other: other application developers, local tool/library developers

• **Particular plan-of-attack different for each app**

- WL-LSMS dependent on accelerated ZGEMM
- CAM-HOMME pervasive and widespread custom acceleration required

• **Multiple acceleration methods explored**

- WL-LSMS CULA, MAGMA, custom ZGEMM
- CAM-HOMME CUDA, PGI directives
- Two-fold aim
	- **Maximum acceleration for model problem**
	- **Determination of optimal, reproducible acceleration path for other applications**

• **Constant monitoring of progress**

– Status of each app discussed weekly

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Application Teams

Complications

- **All of the chosen apps are under constant development**
	- Groups have, in many cases, already begun to explore GPU acceleration "on their own."
- **Production-level tools, compilers, libraries, etc. are just beginning to become available**
	- Multiple paths are available, with multifarious trade-offs
		- ease-of-use
		- (potential) portability
		- performance

What Are We Trying First?

- **WL-LSMS**
	- **Primarily Library-based**
- **S3D**
	- **Directives and CUDA**
- **LAMMPS**
	- **CUDA**
- **CAM-SE**
	- **CUDA Fortran & Directives**
- **Denovo**
	- **CUDA**
- **PFLOTRAN**
	- **Directives**

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Hierarchical Parallelism

- **MPI parallelism between nodes (or PGAS)**
- **On-node, SMP-like parallelism via threads (or subcommunicators, or…)**
- **Vector parallelism**
	- SSE/AVX on CPUs
	- GPU threaded parallelism

- **Exposure of unrealized parallelism is essential to exploit all near-future architectures.**
- **Uncovering unrealized parallelism and improving data locality improves the performance of even CPU-only code.**

Some Lessons Learned

• **Exposure of unrealized parallelism is essential.**

- Figuring out where is often straightforward
- Making changes to exploit it is hard work (made easier by better tools)
- Developers can quickly learn, e.g., CUDA and put it to effective use
- A directives-based approach offers a straightforward path to portable performance
- **For those codes that already make effective use of scientific libraries, the possibility of continued use is important.**

– HW-aware choices

- Help (or, at least, no hindrance) to overlapping computation with device communication
- **Ensuring that changes are communicated back and remain in the production "trunk" is every bit as important as we initially thought.**
	- Other development work taking place on all CAAR codes could quickly make acceleration changes obsolete/broken otherwise
- **How much effort is this demanding?**
	- All 6 CAAR teams have converged (independently) to 2 ± 0.5 FTE-years

Stellar Evolution: The Sun and Other Stars possible by the availability of ever-larger pools of computing resources are providing stronger constraints on researchers' theories. These numerical experiments are also inspiring breakthroughs in understanding stellar

Core-Collapse Supernovae all these physical phenomena in core-collapse supernovae ultimately leads to the realization that only through simulation will scientists be able to fund the relative stellar explosions. The relative complexity of \mathcal{L}

Thermonuclear Supernovae

Stellar Astrophysics provides a target-rich environment for these architectures

- **Large number of DOF at each grid point**
- **Lots of opportunities to hide latency via multiphysics**

Strong scaling with improved local physical fidelity is good, but not the whole answer.

- •**Many problems (e.g. Type Ia SNe) are woefully underresolved**
- \bullet **Diminishing bytes/FLOP will limit spatial resolution (distributed memory)**
- • **AMR will become even more essential**
	- –– Data locality becomes a problem
- • **Task-based AMR systems**
	- –– cf. Uintah, MADNESS

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Summary

- **We are not in the advent of exascale-like architectures, we are** *in medias res***.**
- **Tools, compilers, etc. are becoming available to help make the transition.**
- **The specific details of the platforms matter much less than the overarching theme of hierarchical parallelism.**
- **Multiphysics simulations have unrealized parallelism to tap.**
	- –Applications relying on, e.g., solution to large linear systems could also benefit from a task based approach.

