WHERE DOMAIN SPECIFIC ABSTRACTIONS ARE DELIVERING PORTABILITY AND PERFORMANCE

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Rolls Royce plc., NAG, UCL, STFC and many more.
SINGLE THREAD SPEEDUP IS DEAD
“The semiconductor industry threw the equivalent of a Hail Mary pass when it switched from making microprocessors run faster to putting more of them on a chip - doing so without any clear notion of how such devices would in general be programmed.”

David Patterson, University of California - Berkeley 2010
DIVERSE HARDWARE LANDSCAPE

- Traditional CPUs
  - Intel, AMD, IBM, ARM
  - multi-core (> 20 currently)
  - Deep memory hierarchy (cache levels and RAM)
  - longer vector units (e.g. AVX-512)

- GPUs
  - NVIDIA, AMD, and now Intel (Xe GPUs announced)
  - Many-core (> 1024 simpler SIMT cores)
  - CUDA cores, Tensor cores
  - Cache, Shared memory, HMB (3D stacked DRAM)

- XeonPhi (discontinued)
  - Many-core – based on simpler x86 cores
  - MCDRAM (3D stacked DRAM)
  - Have we seen the last of this?

- Heterogeneous Processors
  - NVIDIA Volta + POWER9 + NVLink
  - AMD APUs

- FPGAs
  - Various vendors / configurations
  - Low-level language

- DSP Processors
  - e.g. The Chinese Matrix2000 GPDSP accelerators (Top500 news 29/01/2018)

- Quantum?

But .. Even more diverse ways to programming them!

OpenMP, SIMD, CUDA, OpenCL,
OpenMP4.0, OpenACC,
SYCL/OneAPI,
MPI, PGAS
ROCm,
And more ....
SOFTWARE CHALLENGE – A MOVING TARGET

- Each new platform requires new performance tuning effort
  - Deeper cache hierarchies and/or shared-memory (non-coherent)
  - Multiple (heterogeneous) memory spaces (device memory/host memory)
  - Complex programming skills set needed to extract best performance on the newest architectures

- Not clear which architectural approach is likely to win in the long-term
  - Cannot be re-coding applications for each new type of architecture or parallel system
  - Nearly impossible for re-writing legacy codes

- Need to future-proof applications for their continued performance and portability
  - If not – significant loss of investment: applications will not be able to make use of emerging architectures
Computing is cheap and massively parallel

Data movement dominates performance costs
- Bandwidth is the main bottleneck
- Reduce communications to reduce energy

Current programming environments
- Not designed to take account of the cost of communication
- Simply rely on the hardware cache coherency to virtualize data movement
- Difficult to express data locality and affinity
- Difficult to describe how to decompose and layout data in the memory

Need easier ways to program for optimized data movement
- Express information about data locality/affinity
- A data-centric programming model?
Motivation

Raising the Level of Abstraction

Oxford Parallel Libraries – OP2 and OPS

Codes and Projects using OP2/OPS

Problems / Challenges

Lessons Learnt and Conclusions
The Level of Abstraction — Climbing the Analysis Hill and Generating Code

- The higher you can get to (in analysis) the bigger the space of code synthesis possibilities
- If you start at a lower level – climbing higher is a struggle
  - Difficult to ensure optimizations are safe (e.g. data races, pointer aliasing)
  - Sometimes, impossible to extract richer information (e.g. data partitioning/layouts, memory spaces)
  - Limits the optimizations possible
- Compounding the issue - the way code is written by (most) people will not be easy to analyse!

Adapted from: Synthesis versus Analysis: What Do We Actually Gain from Domain-Specificity?
Keynote talk at the LCPC 2015. Paul H. J. Kelly (Imperial College London)
The Level of Abstraction

- If you can start higher
  - Results in a bigger space of code synthesis possibilities
  - Could they give the same (or better) performance as code written by hand?
  - Could these possibilities include targeting different (parallel) architectures?
- How can you start higher?

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DOMAIN SPECIFIC ABSTRACTIONS

- Rise the abstraction to a specific domain of variability
- Concentrate on a narrower range (class) of computations
  - Computation-Communications skeletons - Structured-mesh, Unstructured-mesh, … 7 Dwarfs [Colella 2004]?
  - (higher) Numerical Method - PDEs, FFTs, Monte Carlo …
  - (even higher) Specify application requirements, leaving implementation to select radically different solution approaches

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If you get the abstraction right, then:
- Can isolate numerical methods from mapping to hardware
- Can reuse a body of optimizations/code generation expertise/techniques for this class (or numerical method) to match target hardware

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HOW DO WE RAISE THE LEVEL OF ABSTRACTION?

- Domain Specific API
  - Get application scientists to pose the solution using domain specific constructs – provided by the API
  - Handling data done *only* using API – contract with the user

- Restrict writing code that is difficult (for the compiler) to reason about and optimize
  - “OP2 and OPS are a straightjacket” – Mike Giles

- Implementation of the API left to a lower level
  - Target implementation to hardware – can use best optimizations
OP2 for Unstructured-Mesh Applications

// sets
op_set nodes = op_decl_set(nnode, "nodes");
op_set edges = op_decl_set(nedge, "edges");
op_set cells = op_decl_set(ncell, "cells");

// mapping between sets
op_map pedge = op_decl_map(edges, nodes, 2, edge, "pedge");
op_map pcell = op_decl_map(edges, cells, 2, ecell, "pcell");

// data on sets
op_dat p_x = op_decl_dat(nodes, 2, "double", x, "p_x");
op_dat p_q = op_decl_dat(cells, 4, "double", q, "p_q");
op_dat p_adt = op_decl_dat(cells, 1, "double", adt, "p_adt");
op_dat p_res = op_decl_dat(cells, 4, "double", res, "p_res");
OP2 FOR UNSTRUCTURED-MESH APPLICATIONS

//elemental kernel
void res_calc(const double* x1, const double* x2,
const double* q, double* res1, double* res2){
    //computations such as:
    res1[0] += q[0]*(x1[0]-x2[0]);
    ...
    ...
}

//Parallel loop
op_par_loop(res_calc,"residual_calculation", edges,
    op_arg_dat(p_x, 0, pedge, 2, "double", OP_READ),
    op_arg_dat(p_x, 1, pedge, 2, "double", OP_READ),
    op_arg_dat(p_q, -1, OP_ID, 4, "double", OP_READ),
    op_arg_dat(p_res, 0, pecell, 4, "double", OP_INC),
    op_arg_dat(p_res, 1, pecell, 4, "double", OP_INC));
Application Development

- Application
  - Source-to-Source translator (Python / Clang-LLVM)
    - Modified Platform Specific OP2/OPS Application
    - Platform Specific Optimized Application Files
      - Conventional Compiler (e.g. icc, nvcc, pgcc, clang, XL, Cray) + compiler flags
      - Link
        - Mesh (hdf5)
      - Platform Specific Binary Executable
        - Hardware
      - OP2/OPS Platform Specific Optimized Backend libraries
        - Sequential
        - SIMD Vectorized
          - CUDA
          - OpenMP
          - MPI
          - OpenCL
          - OpenACC
          - OpenMP4.0
CODES AND CURRENT PROJECTS – UK MAC MINIAPPS

- AWE - CloverLeaf2D
  - 2 x 8-core Intel Xeon E5-2680 2.70GHz (Sandy bridge)
  - 2 x NVIDIA Tesla K20c

- AWE CloverLeaf - ~6k LoC originally written in Fortran 90
- Original code - Multiple manually parallelized versions
- Re-engineered to use OPS – uses OPS C/C++ API
- Results demonstrate <15% overhead due to abstraction

- Cray XC30 (ARCHER) - Strong scaling 15360\(^2\) mesh
- Weak scaling 2x 3840 x 3840 mesh per node

- Cray XK7 (TITAN) - Strong scaling 15360\(^2\) mesh
- Weak scaling 2x 3840 x 3840 mesh per node

- ARCHER (Cray XC30) 2×12-core Intel Xeon E5-2697 2.70GHz (Ivy Bridge)
- Titan (Cray XK7) – AMD Opteron 6274 (16 core) + NVIDIA K20X
**Strong Scaling (2.5M mesh edges)**

OP2 Hydra NASA Rotor 37, Scaling on HECToR (MPI, MPI+OpenMP) and Jade (MPI+CUDA) : 20 iterations

- HECToR (Cray XE6) – 2 x 16-core AMD Opteron 6276 (Interlagos) 2.3GHz
- Jade (NVIDIA GPU Cluster) – 2 x Tesla K20m GPUs + Intel Xeon E5-1650 3.2GHz

**Weak Scaling (0.5M mesh edges per node)**

OP2 Hydra NASA Rotor 37, Scaling on HECToR (MPI, MPI+OpenMP) and Jade (MPI+CUDA) : 20 iterations

- HECToR (Cray XE6) – 2 x 16-core AMD Opteron 6276 (Interlagos) 2.3GHz
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- Rolls-Royce Hydra – ~100k LoC originally written in Fortran 77, over 300 parallel loops
- Re-engineered to use OP2 – uses OP2 Fortran API
- Automatically Parallelized with OP2 – MPI + (OpenMP 3.0, CUDA, OpenACC), OpenMP 4.0 (experimental)
- Royal Society Industrial Fellowship (2018) - Moving OP2-Hydra to production

- Uncertainty quantification of multi-scale and multi-physics computer models – ATI Project with Dr. Serge Guillas
- Coupling 3D Earthquake simulation (SPECFM3D) with Tsunami simulation (Volna-OP2)
- Utilizing GPUs for both applications, Single Precision.
- Volna Speedup ~6.9x on 32 GPUs (NVIDIA P100) vs 32 CPU nodes (dual-socket Xeon Gold 6142 CPUs, 32 cores / node)

OpenSBLI - framework for the automated derivation of finite difference solvers from high-level problem descriptions
Generates OPS code from high-level mathematical description
Only GPU-ready UK Turbulence Consortium code
OpenSBLI is now an ARCHER benchmark

- The Numerical Algorithms Group (NAG) developing a new PDE solver package based on OPS
- Initially targeting financial industry with further plans for Oil and Gas
- Initial phase OPS only, latter phases may include OP2
- Better software engineering / testing / maintenance
ETH Zurich – BASEMENT (Basic Simulation Environment for Computation of Environmental Flows and Natural Hazard Simulations) – Version 3
- Flood forecast and mitigation, River morphodynamics, Design of hydraulic structures
- Finite volume discretisation, cell centred
- Targeting OP2 for GPU and multi-core parallelisation

STFC – HiLeMMS project (High-Level Mesoscale Modelling System):
- High-level abstraction layer over OPS for the solution of the Lattice Boltzmann method
- Adaptive mesh refinement - Chombo (Lawrence Berkeley National Labs)

Imperial College London and University of Nottingham – CFD code development with OPS
- Simulation of Turbomachinery flows
- Implicit solvers using OPS’s (experimental) Tridiagonal Solver API
CHALLENGES

- **Cost / Effort of Conversion**
  - Converting legacy code is time consuming (large code base, defunct 3rd party libs, Fortran 77 or older !)
  - Difficult to validate code – new code giving the same accurate scientific output ?
  - Difficult to convince users to use new code
  - Incremental conversion – loop by loop
  - Simpler than CUDA, but more difficult than OpenACC/OpenMP
  - Automated conversion ?

- **Code-generation**
  - Tools not entirely mature – currently source-to-source with Python
  - Pushing clang/LLVM source-to-source to do what we want - but what about Fortran (may be F18/Flang ?)
  - User kernel modification, Vectorization
  - Maintainable/long term source-to-source technologies (not the ROSE compiler !!)

- **Maintenance**
  - Currently purely done via academic and (small/short term) industrial funding
  - Long term funding – once established probably will not be different to any other classical library
  - Will require compiler expertise to maintain code generation tools
OTHER MAJOR HIGH-LEVEL ABSTRACTIONS FRAMEWORKS

- **FEniCS** - PDE solver package - [https://fenicsproject.org/](https://fenicsproject.org/)

- **Firedrake** - automated system for the portable solution of PDEs using the finite element method (FEM) - [https://www.firedrakeproject.org/](https://www.firedrakeproject.org/) (Imperial College and others)

- **Devito** - prototype DSL and code generation framework based on SymPy for the design of highly optimised finite difference kernels for use in inversion methods - [http://www.opesci.org/devito-public](http://www.opesci.org/devito-public) (Imperial College)

- **Psyclone** from the GungHO project Weather modelling codes STFC (and Metoffice)

- **STELLA and GridTools** – DSL for stencil codes, for solving PDEs - Metro Swiss

- **Kokkos** – C++ template library – SNL (included in Trilinos) – [https://github.com/kokkos/kokkos](https://github.com/kokkos/kokkos)

- **RAJA** - C++ template libraries – LLNL - [https://github.com/LLNL/RAJA](https://github.com/LLNL/RAJA)
LESSONS LEARNT AND CONCLUSIONS

- Utilizing domain knowledge will expose things that the compiler does not know
  - Iterating over the same mesh many times without change
  - Mesh is partitioned and colourable

- Compilers are conservative
  - Force it to do what you know is right for your code!

- Let go of the conventional wisdom that higher abstraction will not deliver higher performance
  - Higher abstraction leads to a bigger space of code synthesis possibilities
  - We can automatically generate significantly better code than what (most) people can (reasonably) write
  - Do not destroy performance portability by (hand-) tuning at a very low level to a specific platform
DOWNLOADS AND MORE INFORMATION

- GitHub Repositories
  - OP-DSL Webpage - [https://op-dsl.github.io/](https://op-dsl.github.io/)

- Contact
  - Gihan Mudalige (Warwick) - [g.mudalige@warwick.ac.uk](mailto:g.mudalige@warwick.ac.uk)
  - Istvan Reguly (PPCU – Hungary) - [reguly.istvan@itk.ppke.hu](mailto:reguly.istvan@itk.ppke.hu)