

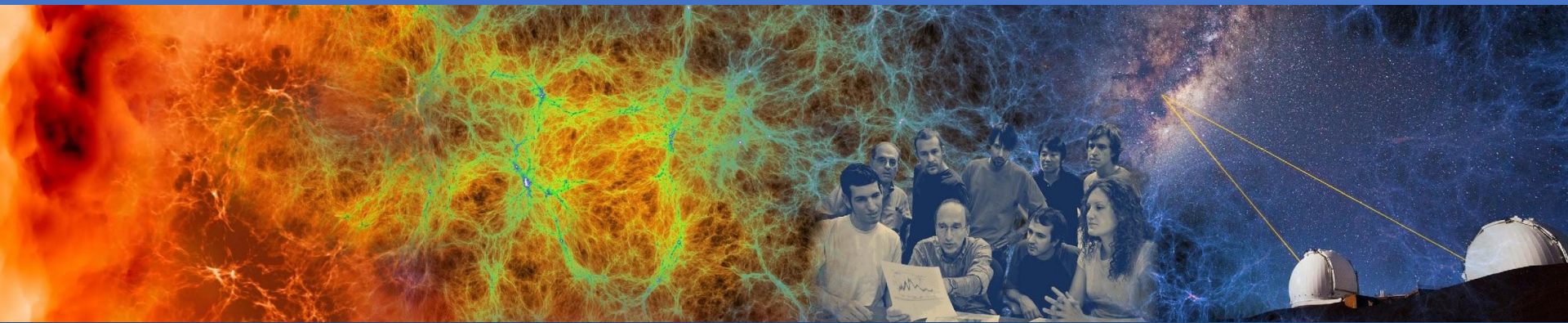


NERSC Exascale Science Applications Program (NESAP): Progress preparing applications for GPUs and lessons learned



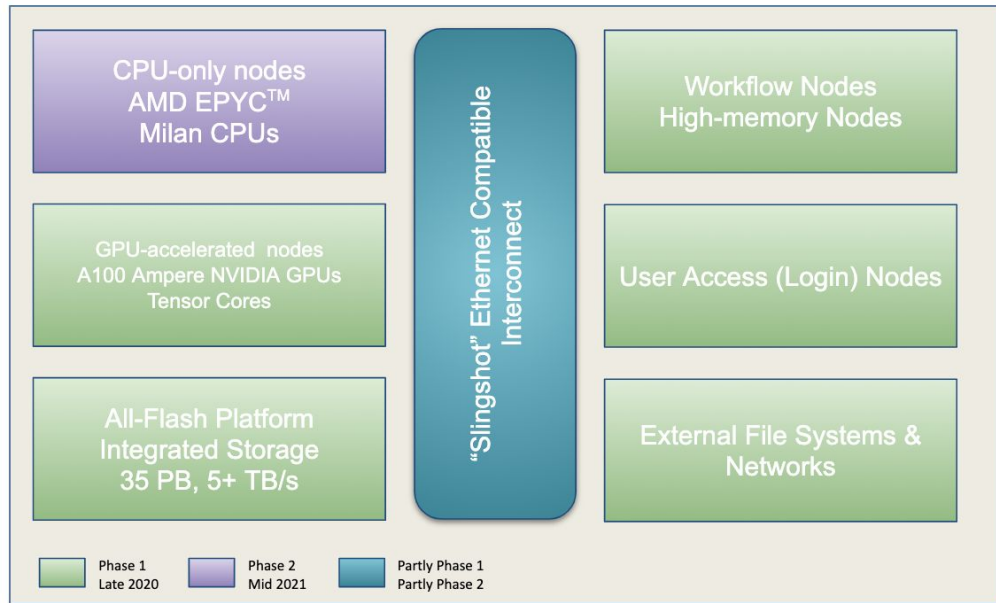
Jack Deslippe
NERSC
Aug 17, 2020

Perlmutter and NERSC Roadmap



Perlmutter: a System Optimized for Science

- NVIDIA A100-accelerated and CPU-only nodes meet the needs of large scale simulation and data analysis from experimental facilities
- Cray “Slingshot” - High-performance, scalable, low-latency Ethernet- compatible network
- Single-tier All-Flash Lustre based HPC file system, 6x Cori’s bandwidth
- Dedicated login and high memory nodes to support complex workflows



CPU Nodes

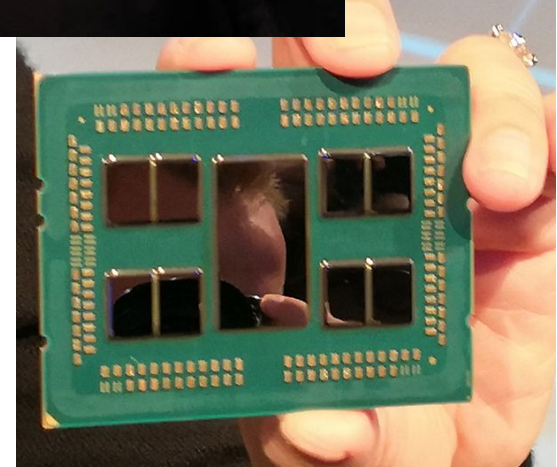
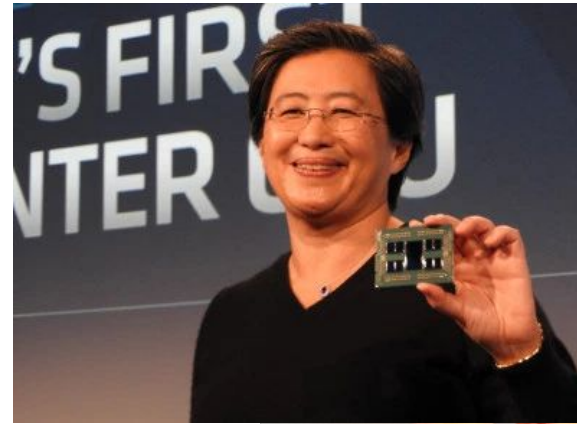
AMD “Milan” CPU

- ~64 cores
- “ZEN 3” cores - 7nm+
- AVX2 SIMD (256 bit)

>=Rome
specs

8 channels DDR memory

~ 1x Cori



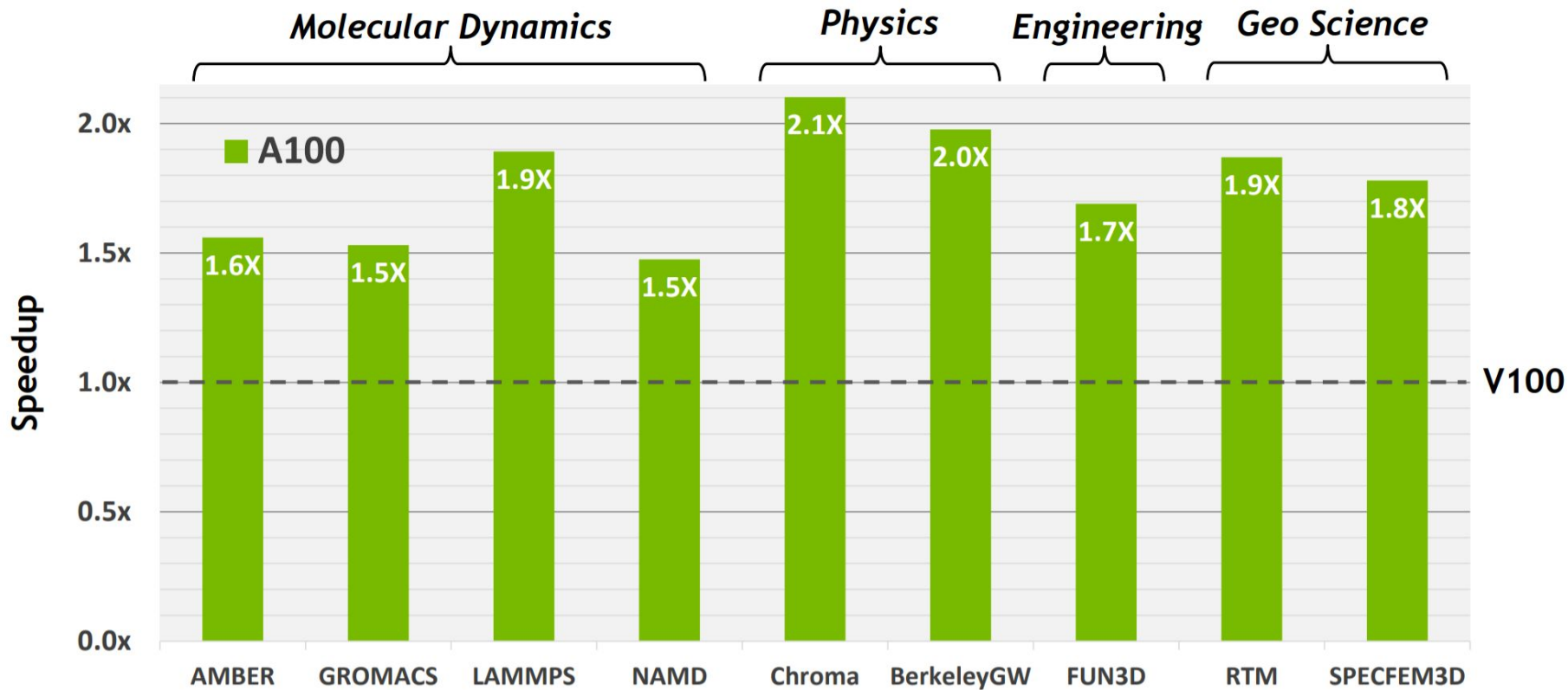
GPU Nodes



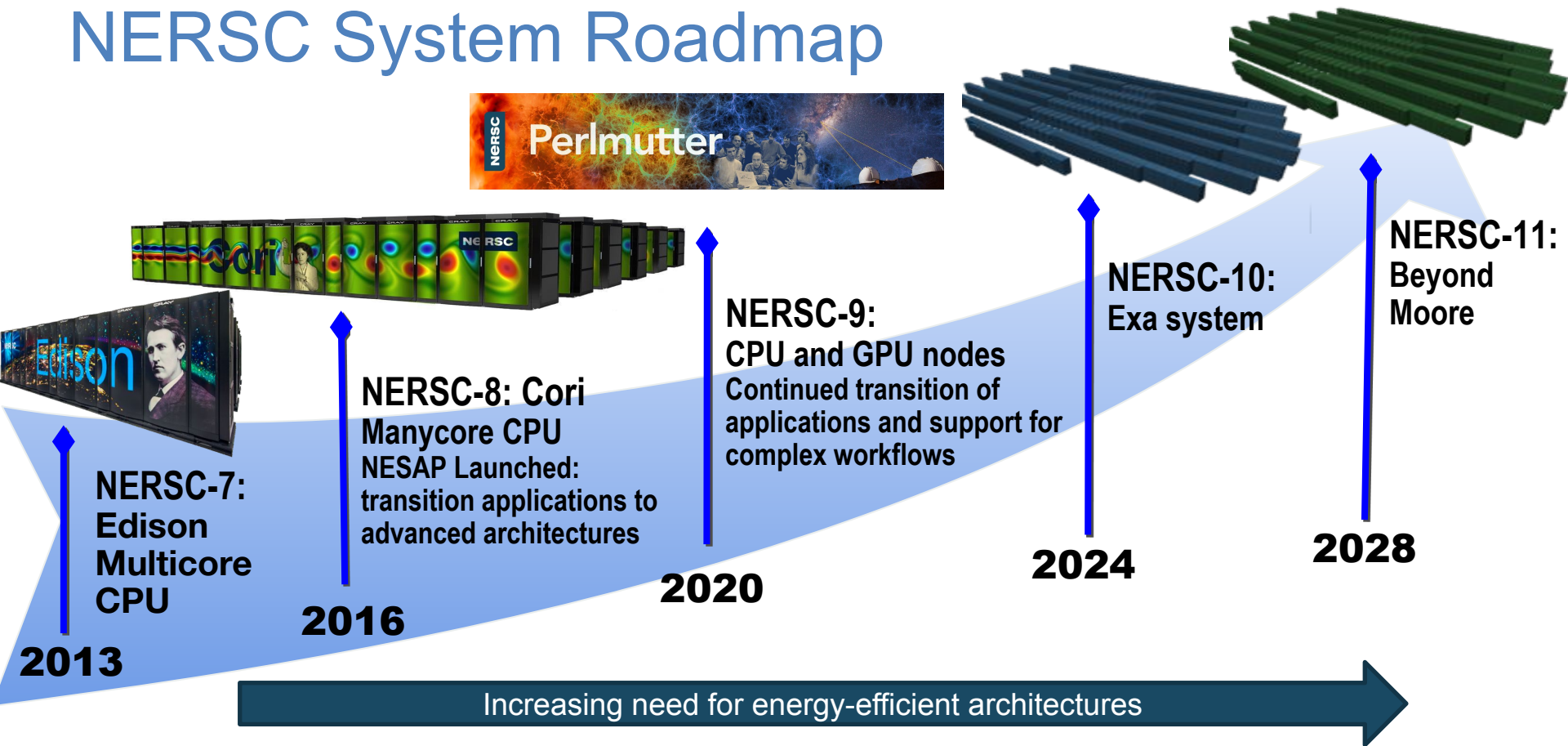
- 4x NVIDIA Ampere (A100) GPUs
- 1 AMD Milan CPU
- NVLINK-3 (Between 4 GPUs)
- FP16, TF32, FP64 Tensor Cores
- GPU direct
- Multi-Instance GPU (MIG)

	V100	A100
FP64 Peak	7.5 TF FMA	19.5 TF TC (9.7 TF FMA)
FP16 Peak	125 TF TC	312 TF TC
SMs	80	108
Memory BW	900 GB/s	1555 GB/s
Memory Size	16 GB	40 GB
L2 Cache	6 MB	40 MB
Shared Mem. / SM	96 KB	164 KB

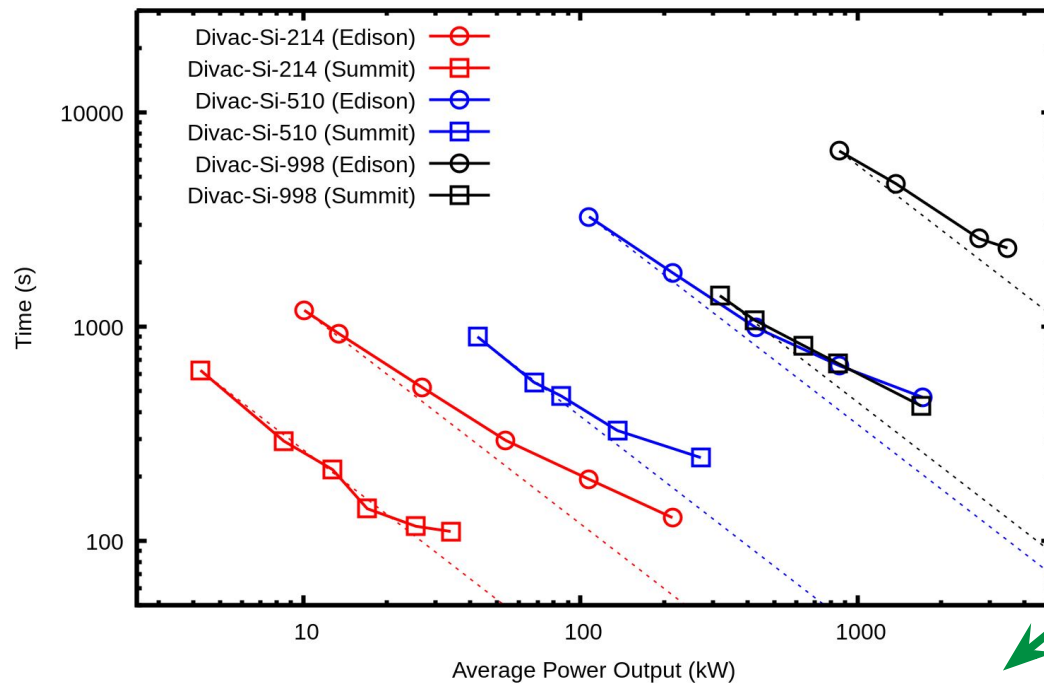
A100 vs V100



NERSC System Roadmap

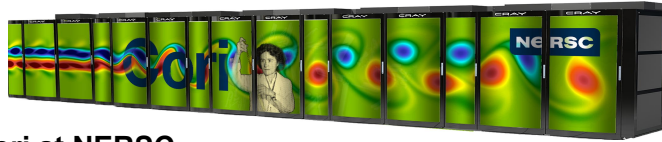
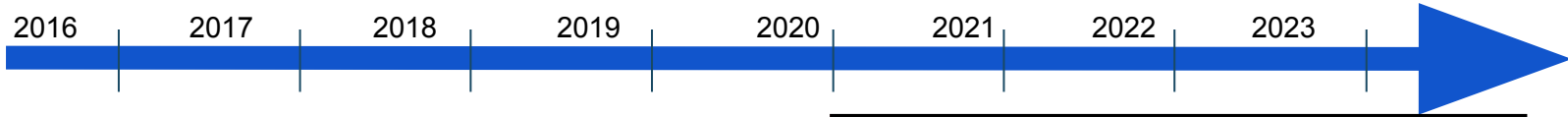


Why GPUs



Improving
Energy
Efficiency

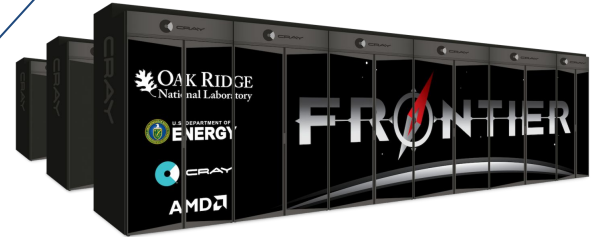
DOE HPC Roadmap - GPUs



Cori at NERSC



Summit at OLCF (NVIDIA Volta)



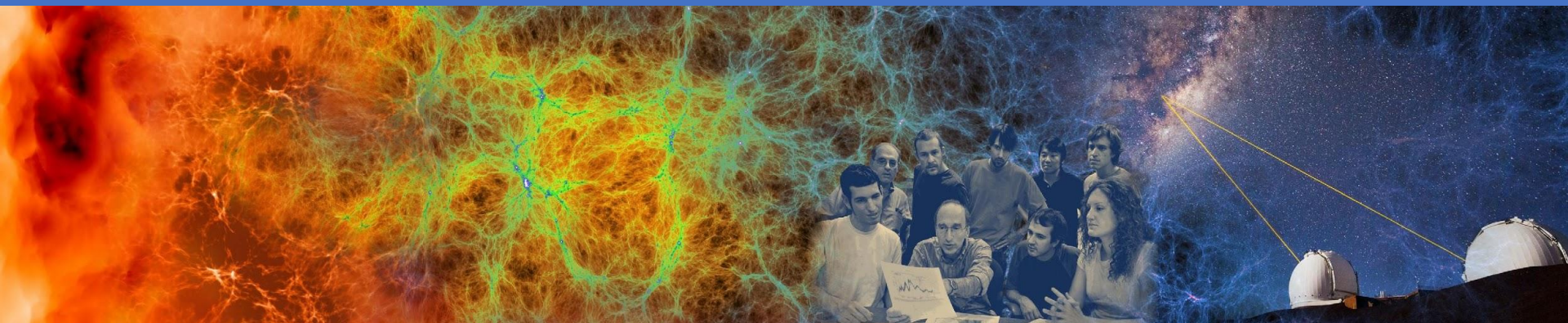
NVIDIA Volta GPUs

NVIDIA Ampere

Intel GPUs

AMD GPUs

Application Readiness for Perlmutter Overview



Our Common Challenge

How to enable NERSC's diverse community of 7,000 users, 800 projects, and 700 codes to run on advanced architectures like Perlmutter and beyond?

Application Readiness Strategy for Perlmutter

- Vendor engagements
 - hack-a-thons with HPE/Cray, NVIDIA
 - NRE investment (OpenMP)
- Partnership with key code teams (NESAP)
 - ~25 projects spanning science domains
- Postdoctoral program
 - ~15 fellows focused on performance
- **Community engagement**
 - training events, tutorials, public hack-a-thons
 - publications in journals and conferences
 - **Cori GPU Node** - <https://docs-dev.nersc.gov/cgpu/>

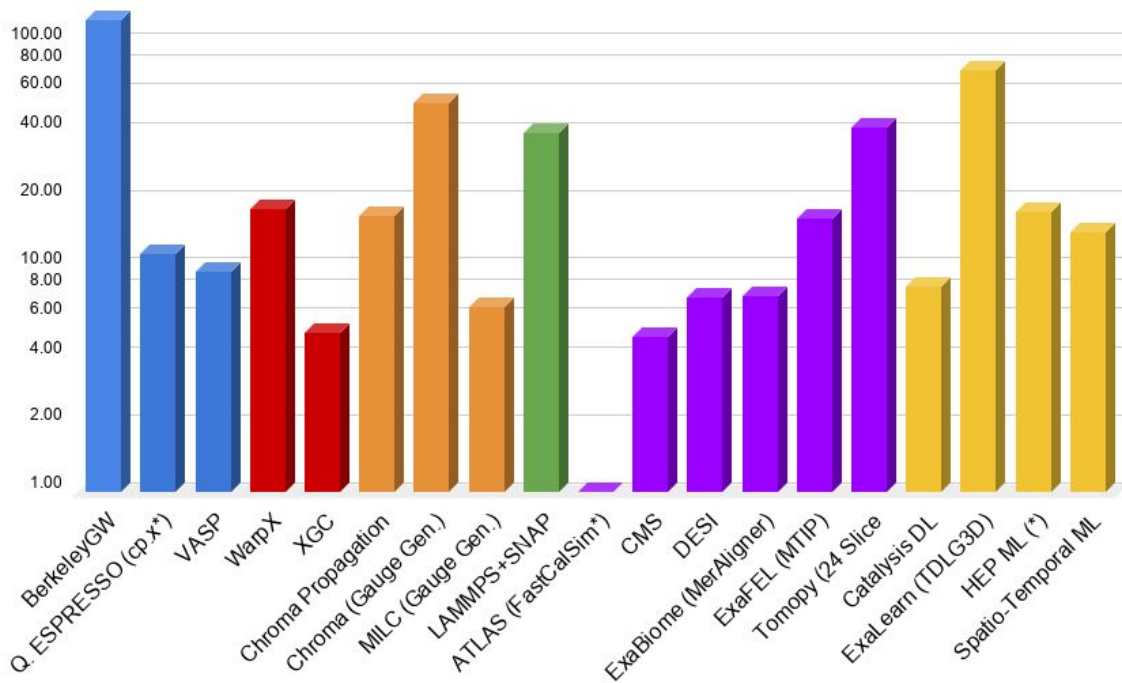


NVIDIA



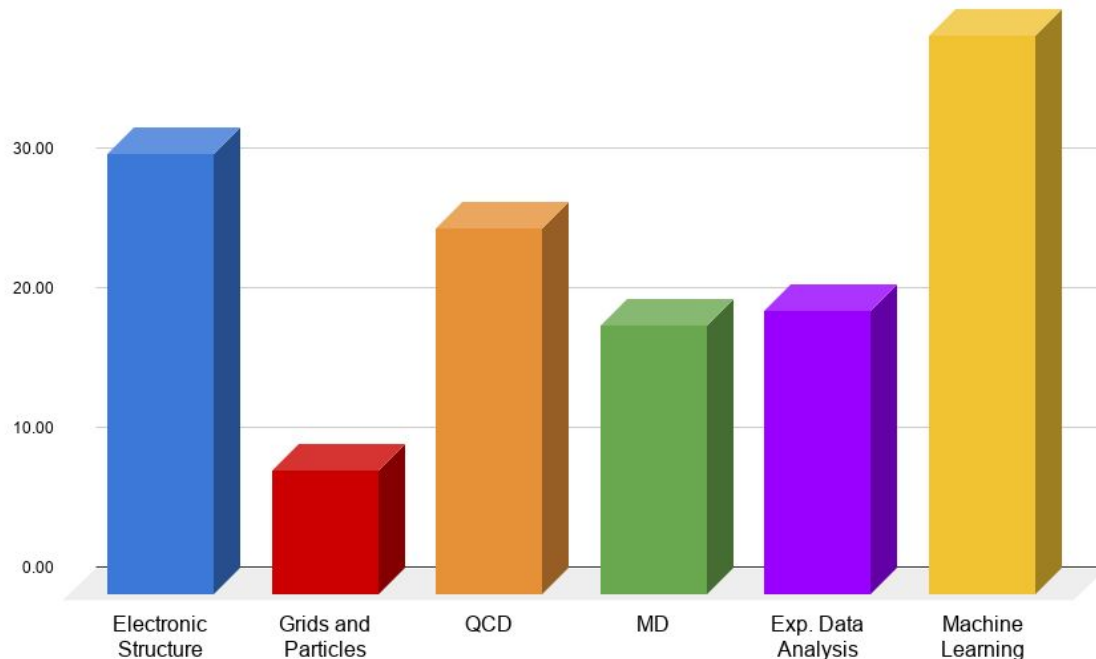
Early NESAP Progress

Projected GPU Partition Speedup over Edison System



Early NESAP Progress

GPU / CPU Node Performance for KPP App in Each Category



Hackathons

NESAP Cray COE Hackathons

- 4 Per Year. ~3 NESAP
- 1-2 Cray, NERSC, NVIDIA mentors per team.
- 12 Week ($\frac{1}{2}$ day per week) Virtual Working group.

Community Hackathons:

- <https://gpuhackathons.org/>
- Open to applications from anyone
- 2-3 NVIDIA, NERSC, ORNL, Community mentors per team.
- 1 + 3 Day Virtual Events during Pandemic



Roofline for Performance Analysis

Users Want to Know:

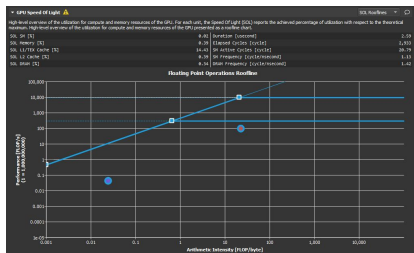
- What part of my code should I move to GPU?
- How do you know what HW features to target: HBM, Latency Hiding, Shared Mem, Packed Warps...
- How do you know how your code performs in an absolute sense and when to stop?

Progress Towards Roofline on GPUs:

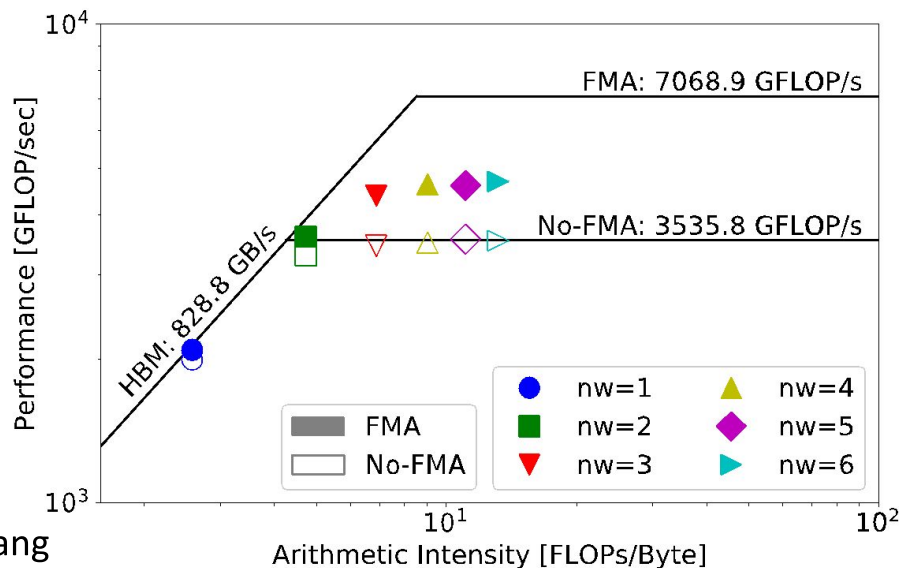
Worked with NVIDIA to ensure NVProf/NSight can collect all required metrics including data motion from multiple levels:

L1/Shared, L2, DRAM, Host DRAM *etc.*

Roofline is now Integrated in NVIDIA's NSIGHT tool



Charlene Yang
Leading



BERKELEY LAB
Bringing Science Solutions to the World



U.S. DEPARTMENT OF
ENERGY Office of
Science

Supporting Existing GPU Apps

We will support and engage our user community where their existing apps are today:

CUDA: MILC, Chroma, HACC ...

CUDA FORTRAN: Quantum ESPRESSO, StarLord (AMREX)

OpenACC: VASP, E3SM, MPAS, GTC, XGC ...

Kokkos: LAMMPS, PELE, Chroma ...

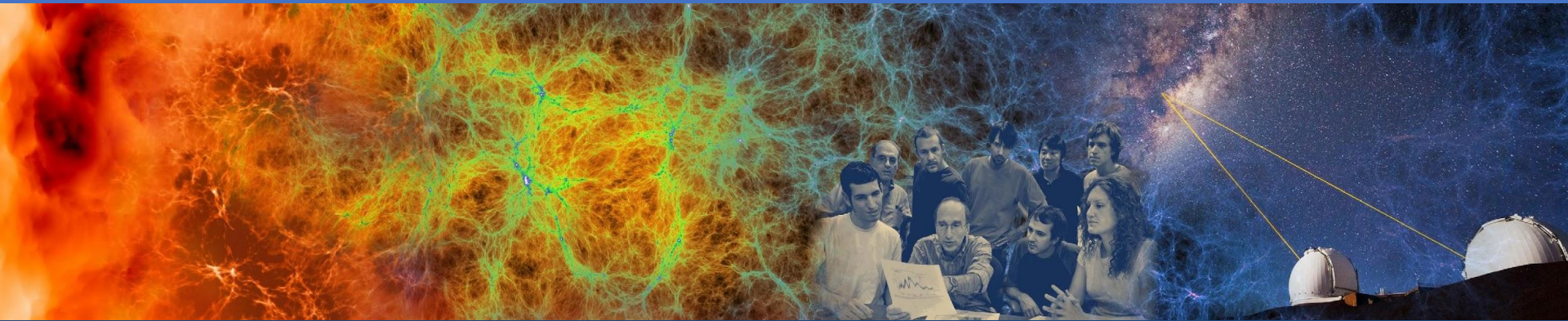
Raja: SW4

OpenMP NRE

Goal: Enable Directives Porting strategy from Cori to Perlmutter

- Agreed on the subset of OpenMP target offload features to be included in the PGI compiler
- Created an OpenMP test suite containing micro-benchmarks, mini-apps, and the ECP SOLLVE V&V suite to evaluate correctness and performance
- Selected 5 NESAP application teams to partner with NVIDIA/PGI to add OpenMP target offload directives to the applications

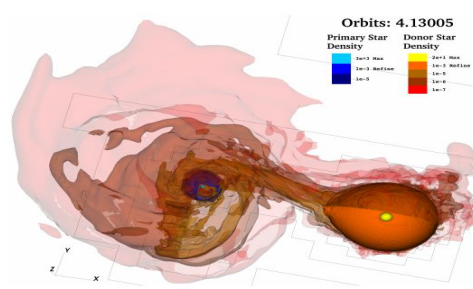
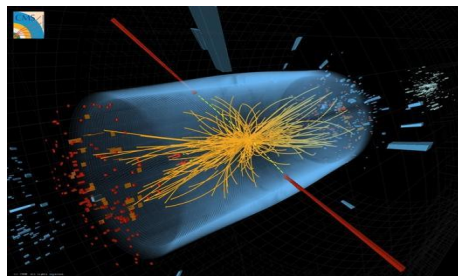
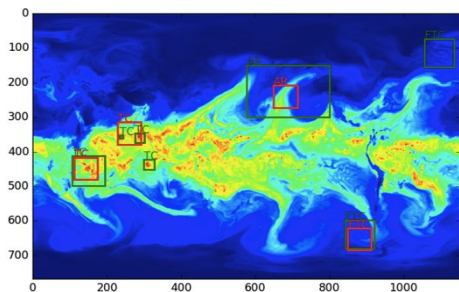
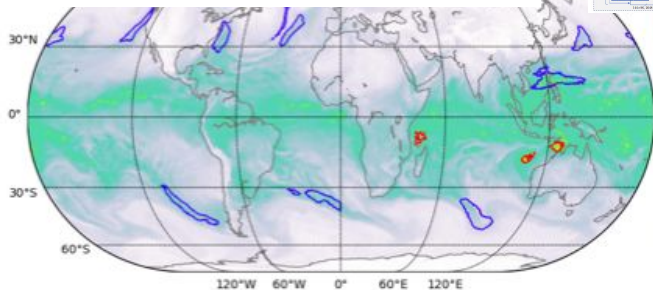
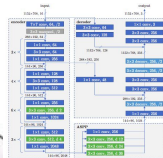
NESAP Success Stories



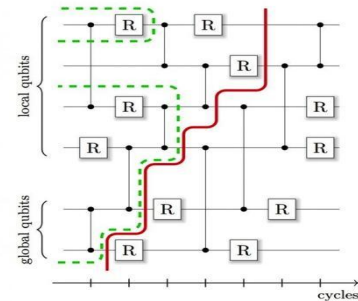
Applications at Scale w/ NESAP Expertise

Exascale DL for Climate
Segmentation

SC18 **Gordon Bell Prize:** [arXiv:1810.01993](https://arxiv.org/abs/1810.01993)



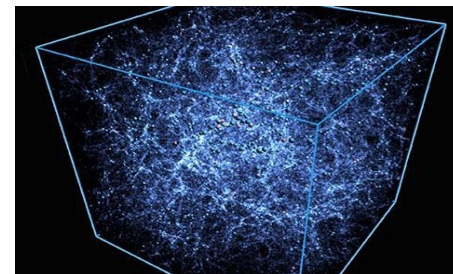
Stellar Merger Simulations with
Task Based Programming



Largest Ever Quantum
Circuit Simulation



Celeste: 1st Julia app to
achieve 1 PF



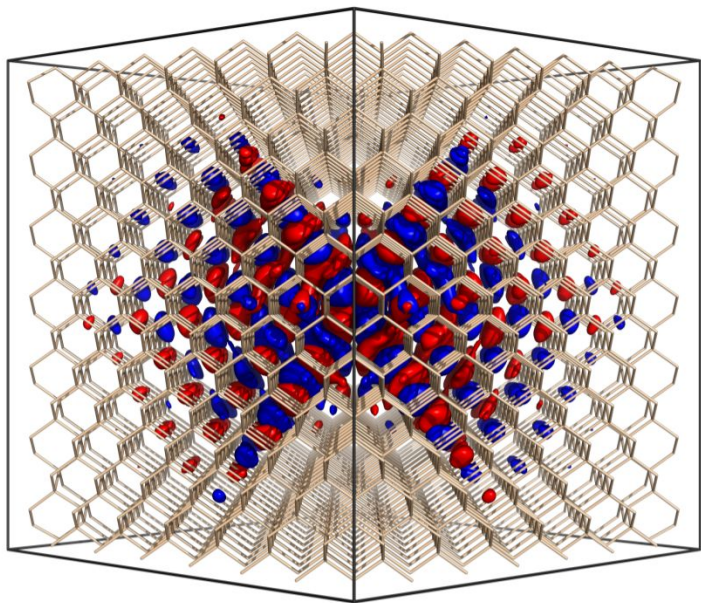
Galactos: Solved 3-pt correlation
analysis for Cosmology @9.8PF



Deep Learning at 15PF (SP) for Climate and HEP on
Cori

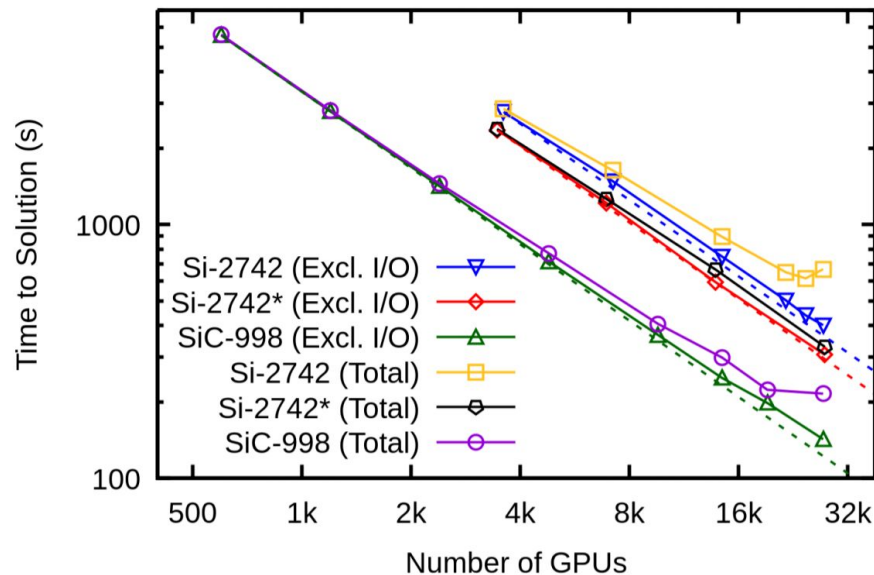


A NESAP App. is 2020 Gordon Bell Finalist



Localized Defect state in a Semiconductor of Relevance to Qubits.

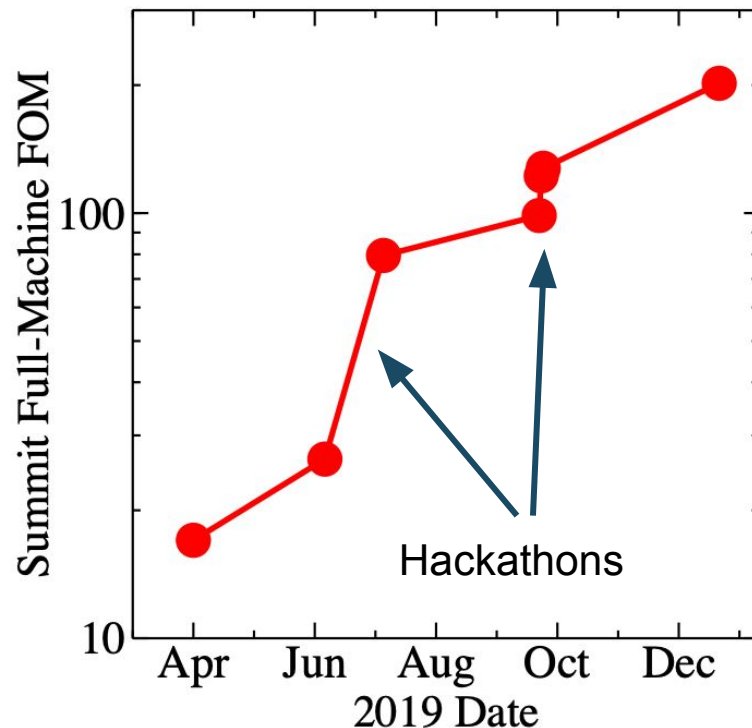
The BerkeleyGW NESAP team completed the largest ever excited state calculations using ~30k GPUs, achieving over 100 PFLOPs of peak performance on Summit. Excited to use Perlmutter's A100 GPUs.



LAMMPs NESAP Effort

- LAMMPs is part of the ECP EXAALT project. Working with NERSC on acceleration for Perlmutter as a Waypoint for Exascale systems.
- Bottleneck is calculation of Forces/Potentials on atoms.
- Team made a tremendous amount of progress by developing a Mini-App - TestSNAP, for use at hackathons.
- Team has both a Kokkos and OpenMP 4.5 implementation of TestSNAP. Kokkos is used in production.

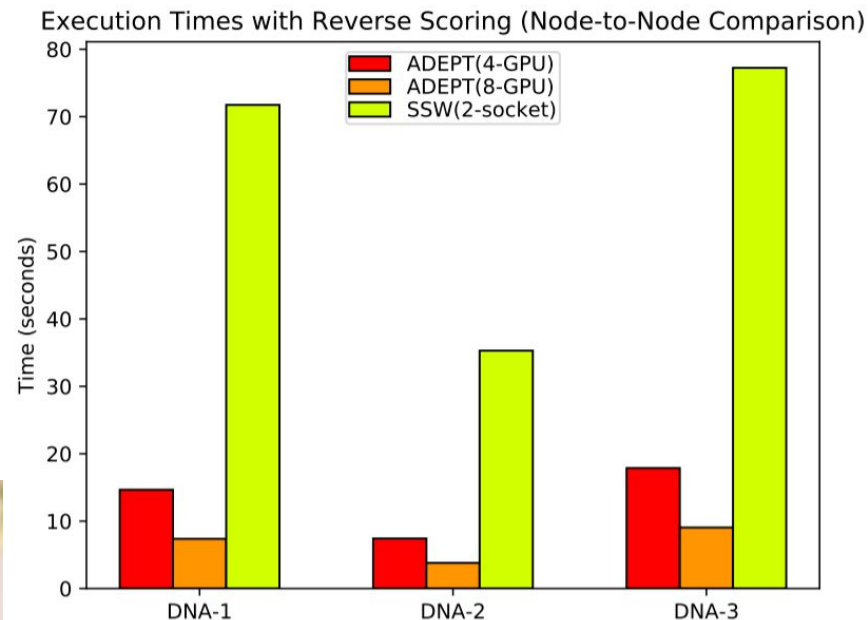
Lead by NESAP
Staff Rahul Gayatri



Smith-Waterman Alignment on GPUs

- Bio-informatics can sometimes be a challenging space for GPU performance.
- NESAP team developed novel Smith-Waterman alignment algorithm for multiple GPUs.
- Fastest ever GPU node implementation for DNA and Protein alignment.
- Performance
4 V100 Node > 5x Cori HSW Node

Lead by NESAP
Staff Muaaz Awan



We are Looking Forward to
Seeing You at a Future Event!

nersc.gov/users/training
gpuhackathons.org



Tomopy

Benchmark problem is a SIRT Tomographic reconstruction with 100 iterations. Each 2D slice was 2048 x 2048 pixels and the number of projection angles was 1501.

Required Porting: New Algorithm targeting GPUs

Baseline 24 slice reconstruction time
(Edison)

walltime	28252.003
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GPU 24 slice reconstruction time
(4 V100s)

walltime	278.872
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Optimization by
NESAP
PostDOC
Jonathan
Madsen

**Implementation
of New GPU
Algorithm**

