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The ∇ -Nabla Time-Composite Approach for Multi-Physics Applications Productivity

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March 10, 2015

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- 5 Conclusion & Roadmap



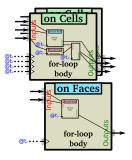
Introduction: Where does it come from?

Background \rightarrow Transposed to HPC

- 7 years of HW design and engineering
 - Influenced by VHDL
 - A re-usable source for multiple target architectures
 - Think: "Simulate/Validate, Synthesis, Place & Route"
- 3 years of RT/Crit. Systems dev. and methodology

Objectives & Roadmap since 2009

- **Performances**: Instantiate the right programming model for \neq SW/HW stacks
- Portability: Provide portable scientific applications across architectures
- **Programmability**: Attractive approach for tomorrow's SW engineers
- Interoperability: Allow modularity with legacy codes

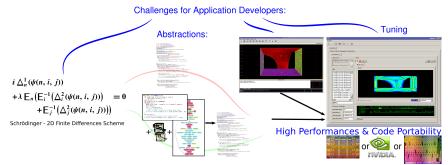




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∇ Code Development Strategy



Concurency, Vectorization, Data access, Locality, Cache hierarchies, Resiliency

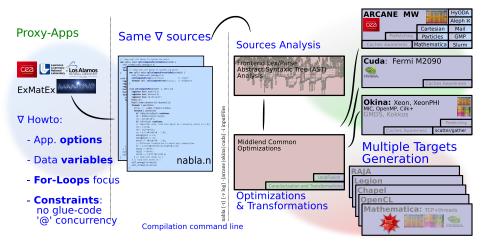
■ \Rightarrow Proposition of the ∇ mesh-based numerical operations Specific Language

- Raises the level of abstraction: superset of a subset of C
- Provides a Bottom-UP **component** approach that provides:

 - Existing Middlewares, Heterogeneous Executions models (Compute+GPU)
- Introduces logical time partial-ordering to gain an additional dimension in concurrency

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∇ Code Development Methodology





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Explicit declaration: Libraries, Options and mesh Variables:

```
cells {
with %, cartesian;
                                                          Real cell A;
                                                                                          faces {
// \approx \equiv aleph \equiv Linear Algebra Extended
                                                          Real3 CQs[nodes];
                                                                                             Real α.β.δ.ν.σ:
              to Hybrid Parallelism
                                                          Real3x3 AOs[nodes]:
                                                                                             Real Cos0, Sin0;
                                                          Integer cell nb nodes:
options{
                                                                                          };
  Real v
                                   = 1.4:
                                                       };
 Real option &t fixed
                                   = 1.e-7:
                                                                                          particles{
                                                       nodes {
  Integer option max iterations = 1024;
                                                                                             Real3 p;
 Bool option quads
                                   = true:
                                                          Real3 u,ū;
                                                                                             Real3 u:
                                                          Real node A:
}:
                                                                                          }:
                                                       }:
```

Data-parallelism is implicitely expressed via jobs items:

```
cells poid geomComputeQuadSurface(void)
out (cell cell_A) @ -10.0 if (option_quads){
    Real3 fst_edge = coord[2]-coord[0];
    Real3 snd_edge = coord[3]-coord[1];
    cell_A=b*(fst_edge@snd_edge);
    }
nodes vpid geomComputeNodeArea(void)
    in_(cell cell_A) out (node node_A) @ -8.5{
    foreach cell node_A+=cell_A/nbNode;
    }
```

```
cells void geomComputeQuadSurface(void)
out (cell cell_A) @ -10.0 if (option_quads){
Real3 fst_edge = coord[2]-coord[0];
cell_A=b*(fst_edge@snd_edge);
}
nodes void geomComputeNodeArea(void)
in (cell cell_A) out (node node_A) @ -8.5{
node_A=0.0;
foreach cell node_A+=cell_A/nbNode;
}
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```



Jobs parallelism is explicitely declared via Hierarchical Logical Time (HLT)

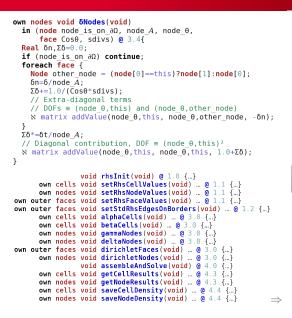
■ the '@' statements ensure a partial order between all jobs

```
cells void computeStdFluxΣ(void)
                                             in (cell p,u,ū,AQs,CQs)
cells void computeAOs(void)
                                             out (cell mf\Sigma, Ef\Sigma) @ -\infty, -1.0, \pi^2{
  in (cell \lambda, \rho, c, eqs, absCQs)
                                             foreach node{
  out (cell AQs @ -1.0,16.0{
                                               Real3 \Delta u = u \cdot \bar{u}:
  Real \rho c = \lambda^* \rho^* c,
                                               Real3 FOs = AOs⊗∆u:
  foreach node{
                                               FQs += p*CQs;
    AOs = COs \otimes COs:
                                               mf\Sigma -= FQs;
    AOs *= oc/absCOs:
                                               EfΣ -= F0s⊙ū;
}
```

- Consistency and liveliness can be analysed and prooved offine
- Instrumentation can be integrated in the framework
- Optimization and characterization stages are inserted before generation
 - loop fusion, data layout, prefetching, caches awareness, vectorization

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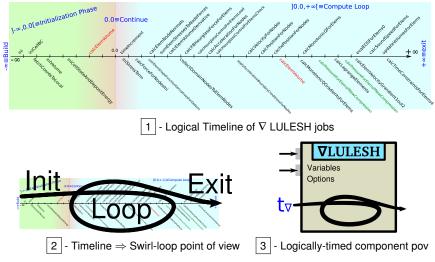
∇ 's Parallel Programming Approach (3/3)





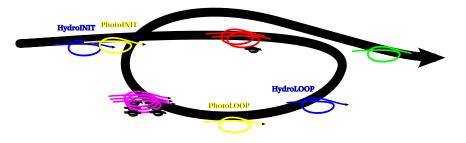
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Table: ∇ LULESH Logical Time (\neq Point Of Views)





Application = Nested Composition of such logically-timed components



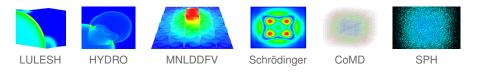
- Each component or entity is instanciated hierarchically
 - Now via command-line
- ⇒ The need of front-end tools will rapidly be crucial as applications will grow bigger!



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Numerical Methods	Application	# of ⊽ lines
Explicite Unstructured (+scatter/gather)	LULESH (1.0)(LLNL)	1030
Explicite Structured	HYDRO(CEA)	757
Implicite	M-NL-DDFV (CEA/DAM) Schrödinger (CEA/DAM)	2304 375
Monte-Carlo	MCTB(CEA/DAM)	828
Dynamique Molecular	CoMD(lanl) MiniMD(sandia)	293 474
SPH	SPH(CEA/DAM)	2500





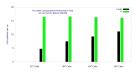
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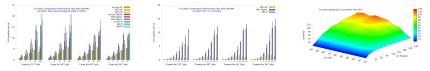


∇-LULESH: 1.0

- Livermore Unstructured Lagrangian Explicit Shock Hydrodynamics
- 3k sloc serial programing model vs 1k sloc w/o comments
 - Same average ratio for other programs
- Differents backends are directly available:
 - ARCANE: with Threads, MPI, MPI+Threads, MPC
 - **CUDA**: single-node code generation

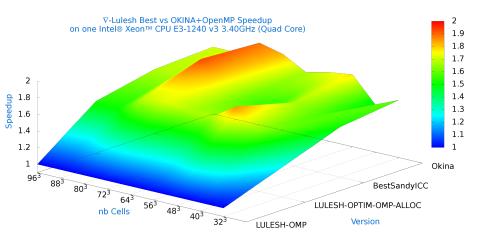


- **OKINA**: Stand-alone C/C++ native programming model
 - OpenMP or Cilk+) with no-vec, SSE, AVX, AVX512 or MIC
 - First try with full intrinsics and gather/scatter generated instructions











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Conclusion

- ∇ DSL work-in-progress \Rightarrow Raise Loop-Level's **abstraction**!
 - No need to *choose* today the best programming model for tomorrow's architectures
 - Does not require to code multiple versions of kernels for \neq models
- Helps transition from Bulk-Synchronous-Programming (BSP)
 - Performances: Allowing specific optimization phases before code generation
 - Portability: Adaptable towards diversified & complex emerging architectures
 - Productivity: Simple, Attractive & Elegant
- CeCILL v2.1 license, under French law ⇒ www.nabla-lang.org
 - The CeCILL is a free software license, explicitly compatible with the GNU GPL

Backends & Roadmap

- **BALANCE** : **RAJA** Portability Layer, **Content**: **Kokkos**, **Legion**
- : Okina (MPC, OpenMP, Cilk+)
- NVIDIA.: CUDA, CHApel
- Proxy applications: ports and performance evaluations

www.nabla-lang.org

∇-Nabla: Numerical Analysis BAsed LAnguage

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Presentation

The ∇ domain-specific language (DSL) provides a productive development way for exascale HPC technologies, flexible enough to be competitive in terms of performances.

This software is a computer program whose purpose is to translate specific numerical-analysis sources and generate optimized code for different targets and architectures.

Latest Tarball

<2015-02-18 Wed> Prototype #150218 released

Latest Tarball is 150218

This is the first release, with ∇ Lulesh as the main example. The ∇ compiler can generate sources from ∇ LULESH to three different backends:

- · Arcane: our CEA's middleware,
- Cuda,
- Okina: a C/C++ stand-alone fully vecorized backend for standard compilers with OpenMP, Cilk+ or MPC.

Several other tests are given as examples:

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