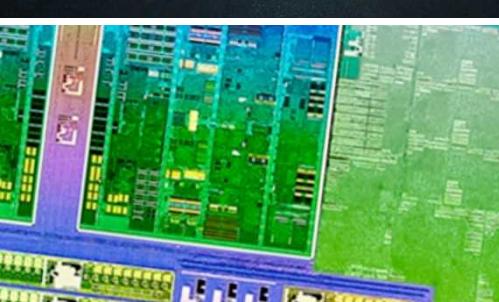


Proxy and Proto miniApps for Exascale Co-design



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Our Exascale Efforts Focus on Co-design

- Key Co-Design capabilities
 - Architectural Simulation Framework
 - Pre-production, First-of-a-kind Testbeds
 - Scalable R&D System Software
 - Mantevo miniApplications
- Exascale Implications
 - Sustained commitment of significant funding
 - Requires the Long View >5 years out
 - > time to *influence* Hardware Architectures

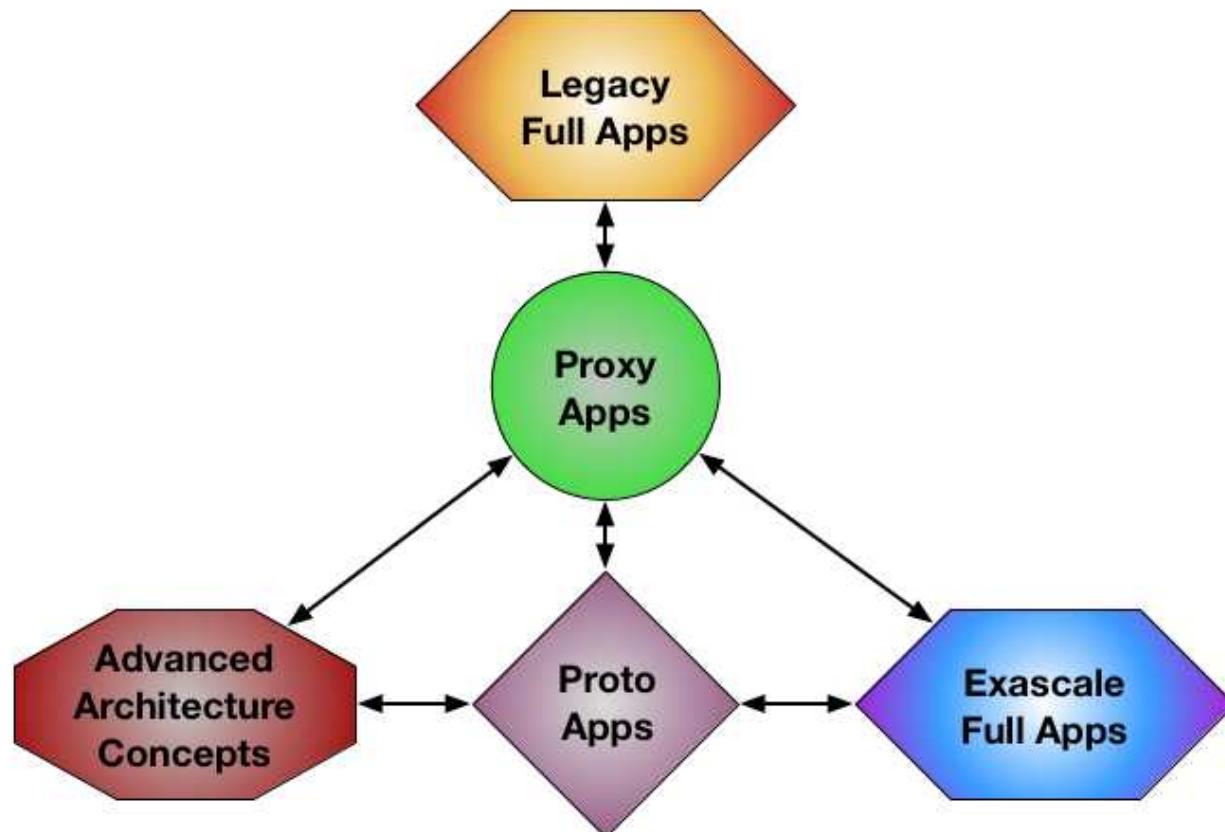
Which is Harder to change: HW or SW?



- Conventional Wisdom
 - Hardware is difficult to change
 - Software is easy to change
- For the Long View, Conventional Wisdom is wrong!

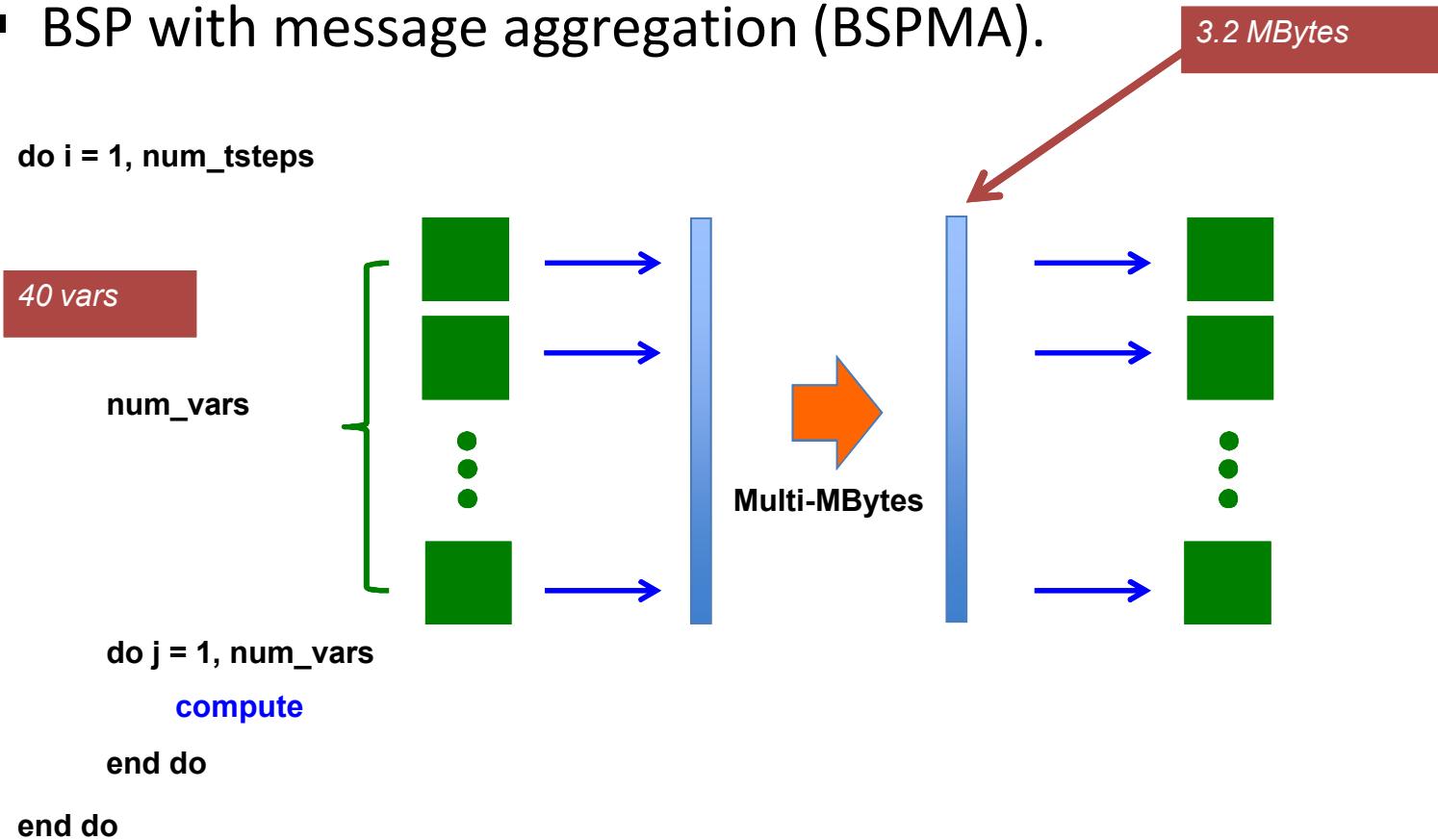
MiniApps: Proxy and Proto

Conceptual Relationship among Full Applications, Proxy and Proto miniApps

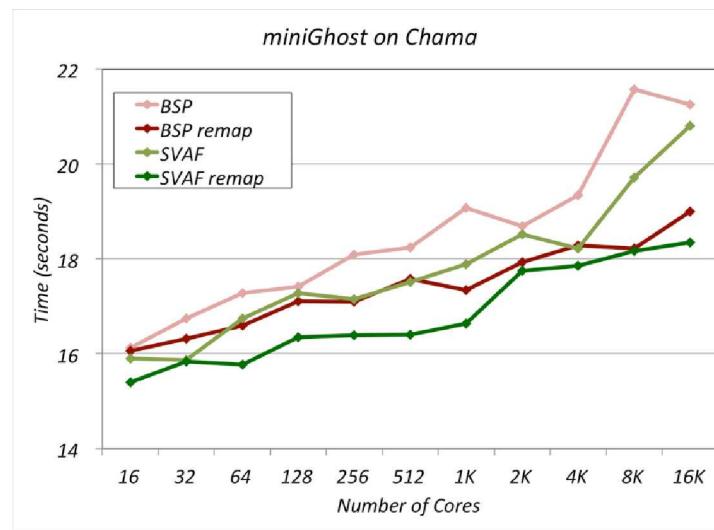
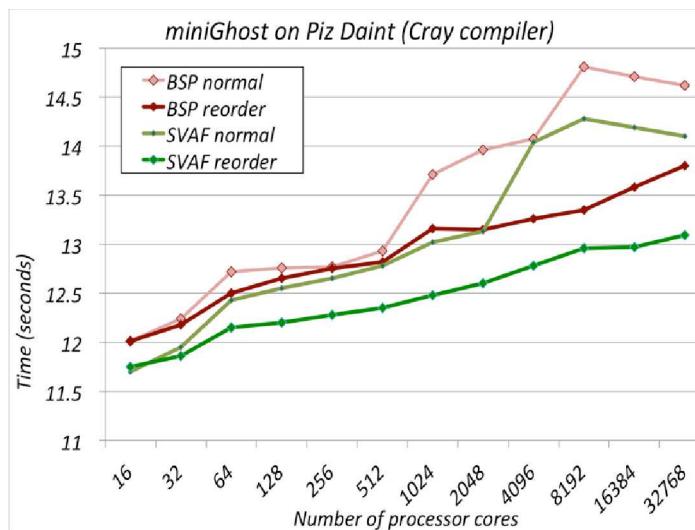
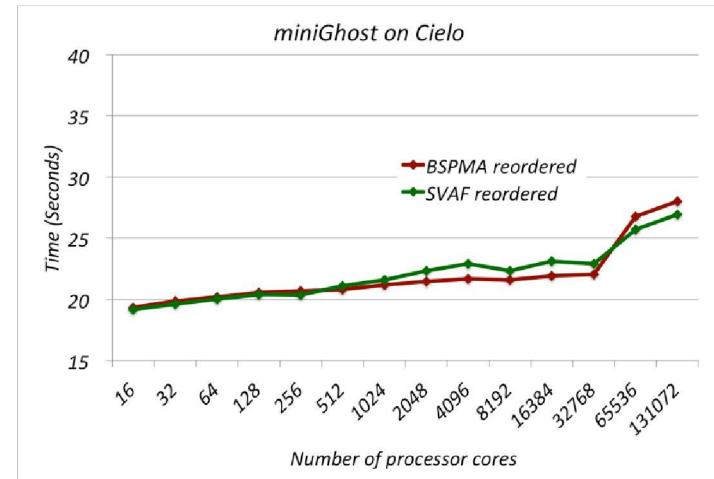
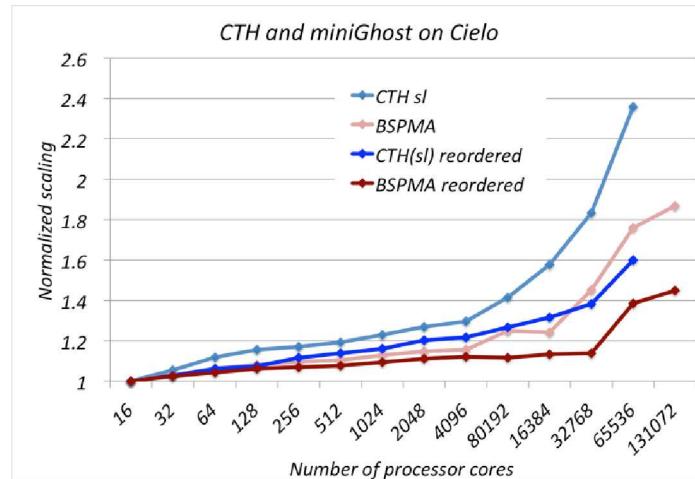


Representative Legacy app: CTH

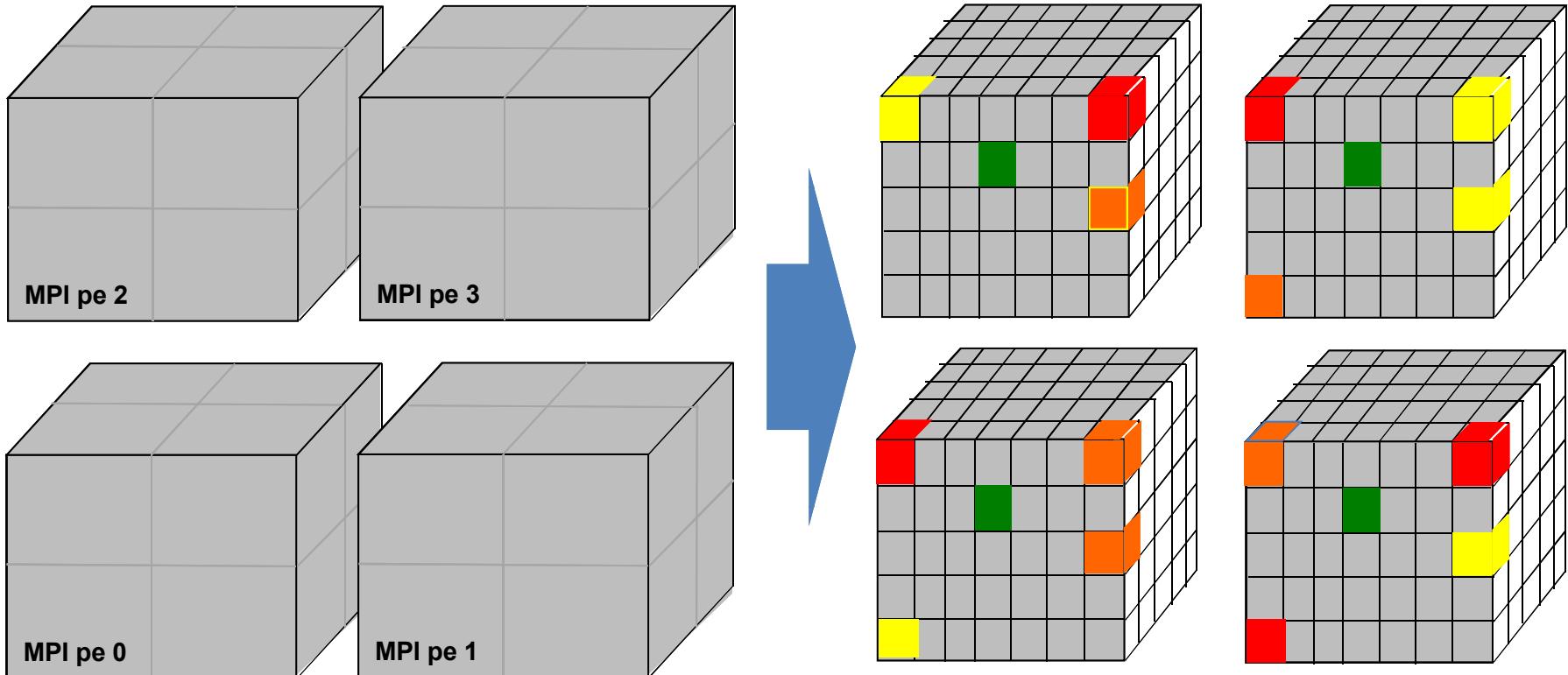
- Eulerian multi-material modeling application.
- 3D, finite volume stencil computation.
- BSP with message aggregation (BSPMA).



CTH and miniGhost performance



miniGhost: over-decomposition task parallel implementation



Data parallel
█ thread

Task parallel: some representative task workloads

█ Computation	█ Computation + MPI
█ Computation + BC	█ Computation + BC + MPI

miniGhost tp: Adding AMR

- Diffusion over the 3D domain with random initial conditions and reflective boundary conditions.
 - Two options:
 - uniform refinement, or
 - refinement based on the boundary or volume of an object being moved through the mesh and changing size. So, for example, a shock front can be simulated by refining based on a sphere which starts small and grows in size as the problem advances.
- Refinement within blocks.
- A block is refined into 8 blocks.
- Neighbors must be within one level of refinement.
- Computation is self-contained within a block.
- Communication aggregated to BSP model.
 - Excellent candidate for task parallelism version.

Implications for Co-design at a System Architecture Level

- Case Study
 - Application – Task parallel implementation
 - System Software – integrated support for asynchronous, adaptive threads
 - Node Architecture – integrated support for light-weight threading
 - System Architecture – Interconnect Fabric with high Radix routers
- We know that BSPMA Applications create congestion problems for high-radix topologies
- Hypothesis–If applications are Asynchronous, Task Parallel (ATP), supported through runtime system software and multithreaded processors, the congestion issues will dissipate

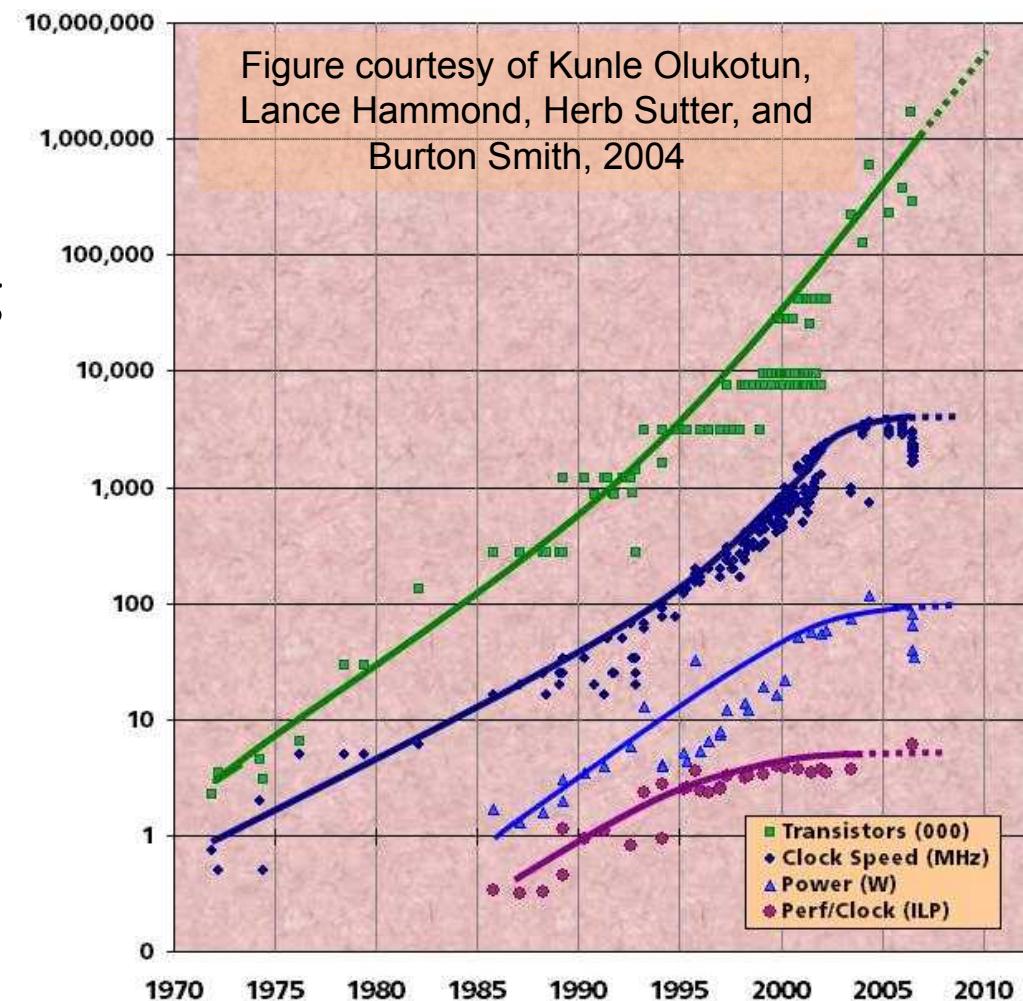
Concluding Thoughts

- The Multiple Dimensions of Co-Design
 - HW: Node and System architecture
 - SW: Application and System Software
- We need to rethink COTS and system balance
 - Component performance
 - Investment
 - Platform costs
 - R & D investments

Backup Slides

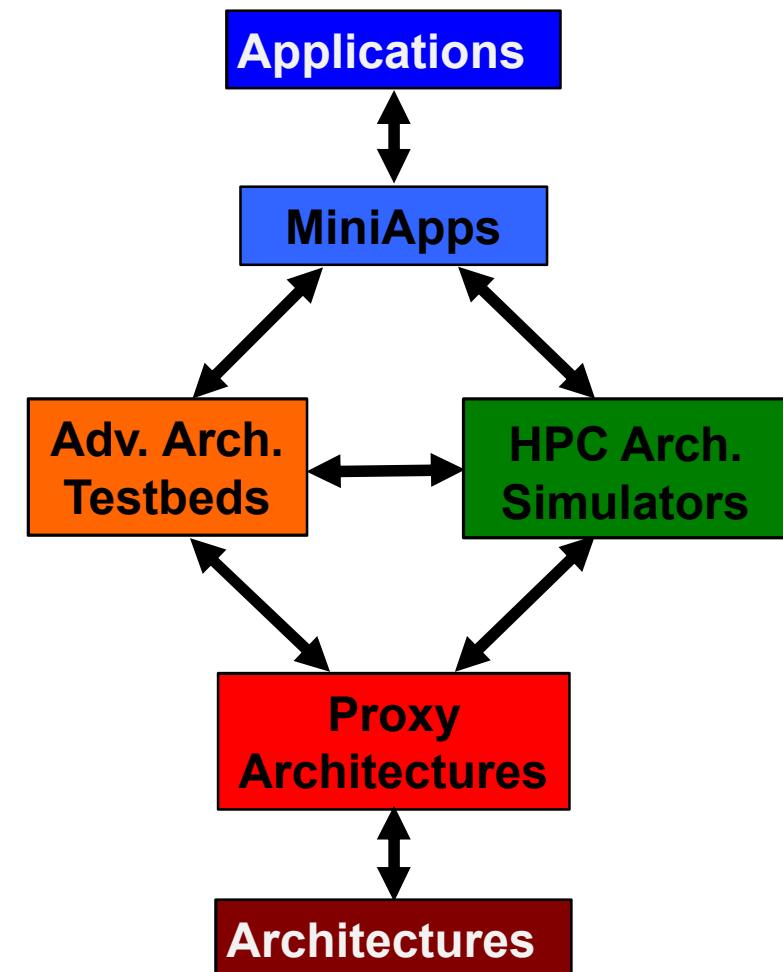
Exascale Hardware Challenges

- Left to the *Invisible Hand*
 - Industry follows an evolutionary path focused on Peak Flops
- In the Era of Dennard Scaling our *ad hoc* approach to integration of MPPs with COTS microprocessors was acceptable
- With the end of Dennard scaling, this is no longer able to meet DOE Mission Application Requirements



Define and Develop the Co-design Methodology for HPC

- Key Co-design Capabilities
 - Mini Applications
 - Development and evolution to represent mission needs
 - HPC Architectural Simulators
 - Flexible to accommodate fidelity/speed tradeoffs
 - Proxy Architectures to explore advanced concepts
 - Abstract machine models
 - Advanced architecture testbeds
 - Evolving representation of vendor *state of the art*



Paths to *Influence* COTS Development



- Fund R&D Projects with Industry
 - Initiate Fast Forward R&D Projects with Industry
 - Patterned after Original ASCI Path Forward Program but improved
 - National Laboratory Staff are assigned to collaborate with Industry Partners via Co-Design activities, Proxy Applications, Proxy Architectures, system software, etc.
 - DOE is establishing R&D Projects with Micron Technology
- Explore SoC options for development of HPC COTS processors
 - Active discussions with ARM Holdings and several SoC companies, including some “traditional” companies such as Nvidia and AMD

Exascale Hardware Challenges

- We need to Motivate and *Influence* Architectural Changes
 - Processor Architectures
 - System Architectures
- Our Investments are not only in Architectures
 - We cannot just develop new Exascale Architectures and *Throw it over the wall* to our application developers
 - We need Hardware/Software Co-design
 - Later talks describe DOE application investments
- The transition of the DOE Legacy Code base is another important challenge
 - Also addressed by Applications talks
 - Challenge will influence hardware thru co-design

