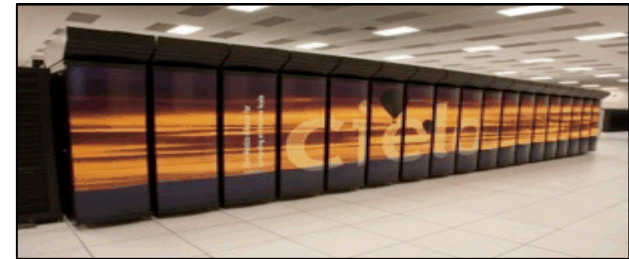


SAND2017-12872C

Towards an Open Source Eco-System for Future HPC Designs  
(and the SST Simulator)



# Towards an Open Source Eco-System for Future HPC Designs (and the SST Simulator)

SST Research Team, Scalable Computer Architectures, Sandia National Labs, NM, USA, [sdhammo@sandia.gov](mailto:sdhammo@sandia.gov)



Sandia National Laboratories is a multission laboratory managed and operated by National Technology and Engineering Solutions of Sandia, LLC., a wholly owned subsidiary of Honeywell International, Inc., for the U.S. Department of Energy's National Nuclear Security Administration under contract DE-NA0003525.

- Sandia has some of the most diverse workloads in the DOE
- Long history in HPC but also in processor design, manufacturing/fabrication, packaging *etc*
- Active computer architecture and computer science research teams
- Will become more important in the future...



Sandia MESA Facility

<http://www.sandia.gov/mstc/>

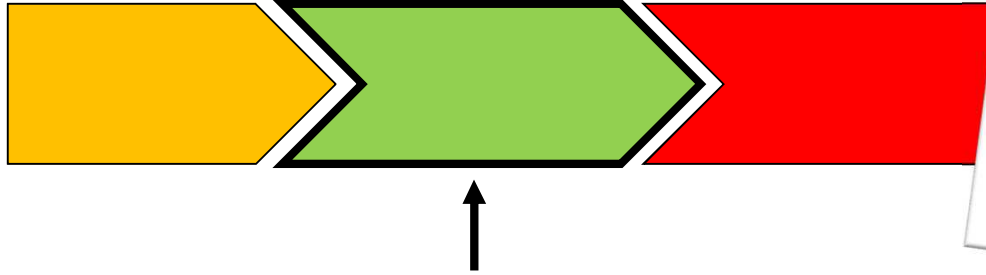
# The Long Road for HPC ...



## One Vendor, Single Solutions

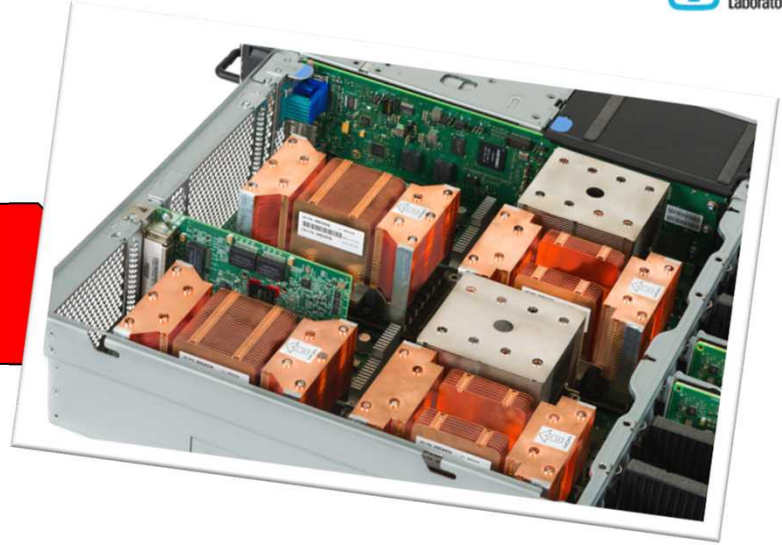
- One vendor integrates everything, one fixed solution for every problem
- Probably in the rearview mirror for most of HPC systems now
- Little flexibility, less hardware tuning
- Take what you get given (usually get lots you don't want)

# The Long Road for HPC ...



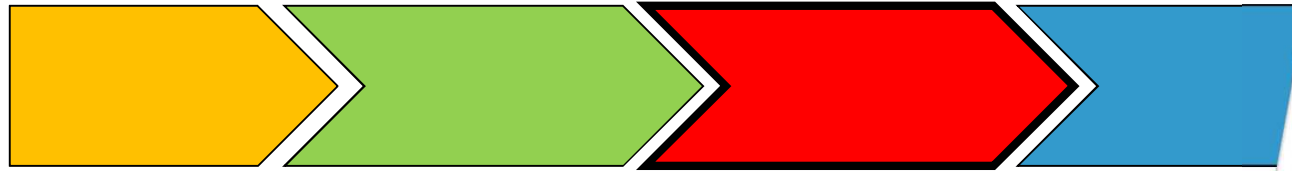
## Multi Vendor, Protocol Integration

- Multiple vendors working together, not integrated hardware
- Support for a shared protocol
- Seeing this with emerging IBM + NVIDIA solutions
- CCIX, Gen-Z, OpenCAPI *etc*



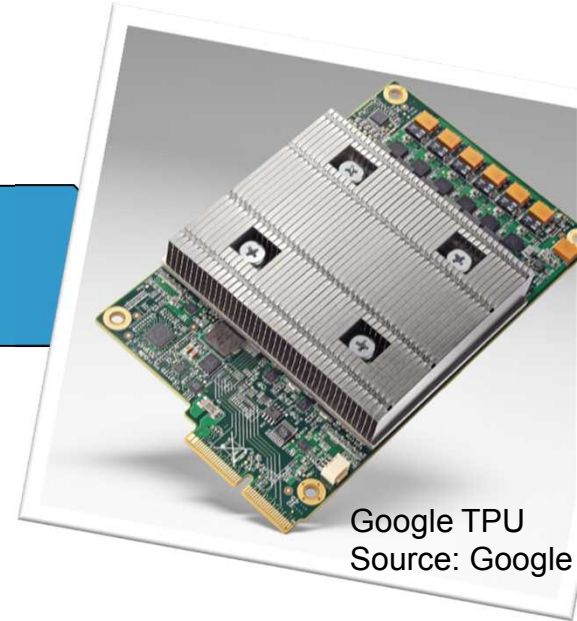
IBM NVIDIA  
Source: NVIDIA

# The Long Road for HPC ...



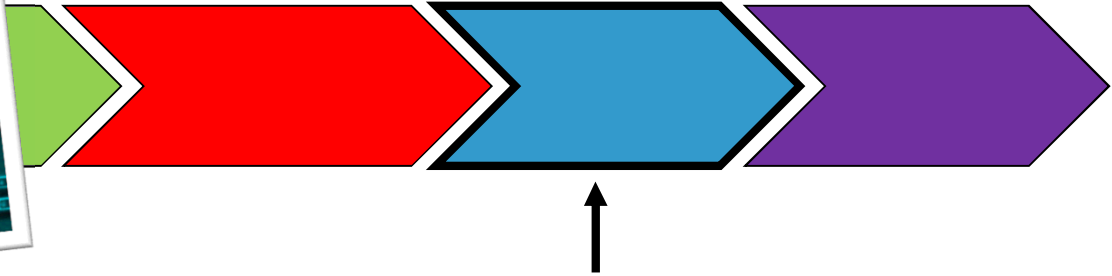
**One Vendor, “Shopping List SoC”**

- Buy a solution from one vendor from an IP catalogue
- Cherry pick components which are optimized/appropriate for your workload
- Complex task for mixed workload environments like DOE (not easy)
- Does one vendor have everything you need?



# The Long Road for HPC ...

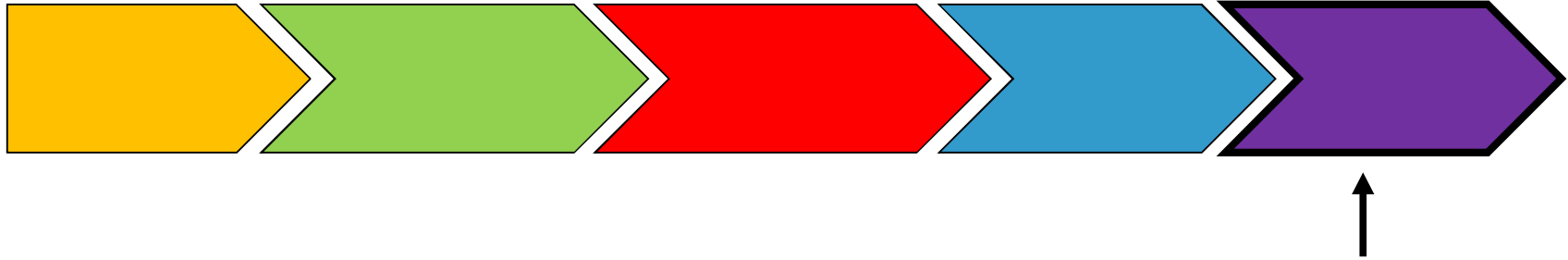
Apple A12 SoC



**True Customer + Silicon Provider SoC**

- Custom IP included in SoC
- Becomes true plug and play for hardware, allows customization where workload permits
- Issue is validation. Open source hardware/HPC has a role to play

# The Long Road for HPC ...



## Conventional IP Library + Non-Conventional IP in SoC

- Emergence of non-conventional IP (quantum, neuromorphic, *etc*) in a single SoC
- Possible from IP catalogue but could be custom/open source components
- Potentially greater optimization across complex workloads

# Thoughts on the Long Term Path



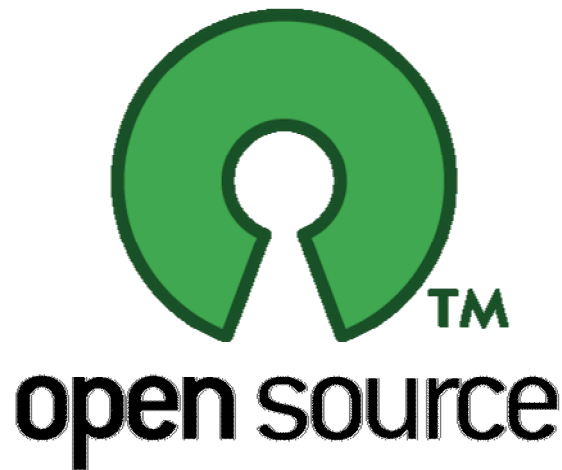
- **Exciting to see huge potential far in the future for HPC**
    - The best of HPC really is yet to come, this is just the beginning
  - But .. this is a really complex path to follow
- 
- Needs a very good understanding of workloads, not just hardware
  - Diverse and flexible IP catalogue (commercial and open source)
  - Validation is the challenge (particularly for *real* solutions in HPC space)
  - Significant upside for some workloads but not all
  - Gives life into silicon even when Moore's law finally is dead!



# What's This Got to do with Open Source HPC?



- These approaches open the door to huge complexity...
- Open source hardware implementations
- Novel Programming model abstractions
- Workload and application analysis
- And .. open source hardware design tools
  - Which is the real topic of my talk ...



<http://opensource.org>

# THE STRUCTURAL SIMULATION TOOLKIT

<http://sst-simulator.org>

## Goals

- Become the standard architectural simulation framework for HPC
- Be able to evaluate future systems on DOE/DOD workloads
- Use supercomputers to design supercomputers

## Status

- Parallel Core, basic components
- Current Release (7.1)
  - Improved components
  - Modular core/elements
  - More Internal documentation

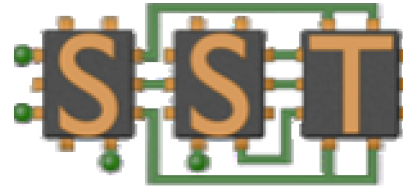
## Technical Approach

- Parallel
  - Parallel Discrete Event core with conservative optimization over MPI/Threads
- Multiscale
  - Detailed and simple models for processor, network, & memory
- Interoperability
  - DRAMSim, ,memory models
  - routers, NICs, schedulers
- Open
  - Open Core, non-viral, modular

## Consortium



# Key Capabilities



## ■ Parallel

- Built from the ground up to be scalable
- Conservative, Distance-based Optimization
- MPI + Threads

## ■ Flexible

- Enables “mix and match” of simulation components
- Custom architectures
- Multiscale tradeoff between accuracy and simulation time
  - E.g., cycle-accurate network with trace-driven endpoints

## ■ Open API

- Easily extensible with new models, modular framework and open source



# Breadth and Depth...

Detailed Memory Models

Dynamic Trace-based  
Processor Model

Cycle-based Processor Model

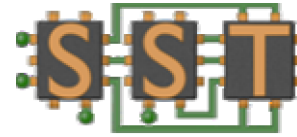
High-level Program  
Communication Models

Cycle-based Network Model

High-level System Workflow  
Model

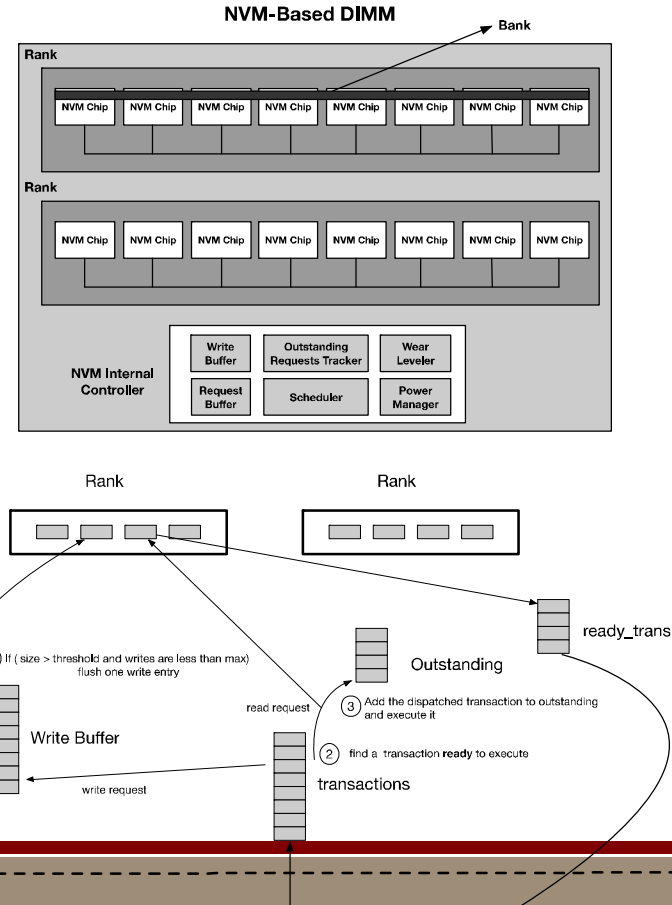
- memHierarchy - Cache and Memory
- cassini - Cache prefetchers
- DRAMSim2 - DDR
- NVDIMMSim - Emerging Memories
- Goblin - HMC
- ariel - PIN-based Tracing
- MacSim - GPGPU
- m5C - Gem5 integration layer
- ember - State-machine Message generation
- firefly - Communication Protocols
- hermes - MPI-like interface
- merlin - Network router model and NIC
- scheduler - Job-scheduler simulation models

# Case Study: Non-Volatile Memory



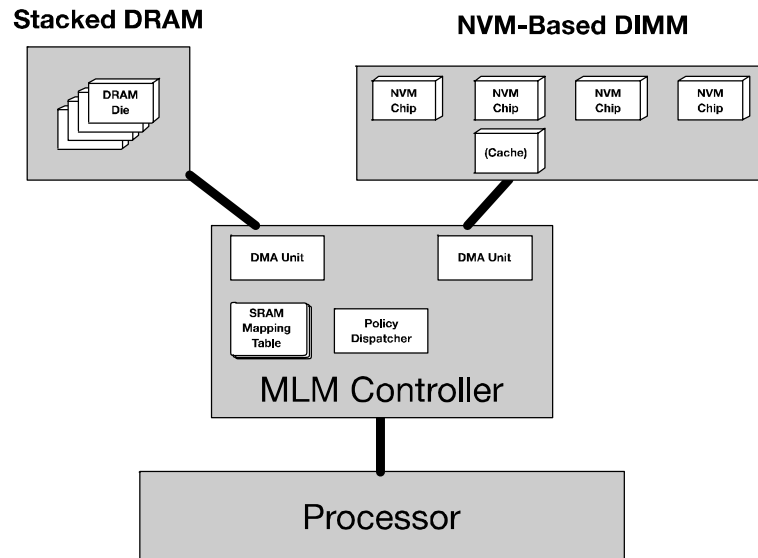
- Messier: NV Memory model
- Focus on NV-DIMMs e.g.:
  - # Banks, Latencies
  - Row buffers, write buffers
  - policies, outstanding requests, ordering
  - Address mapping

- Report: (Sandia National Labs)  
SAND2017-1830



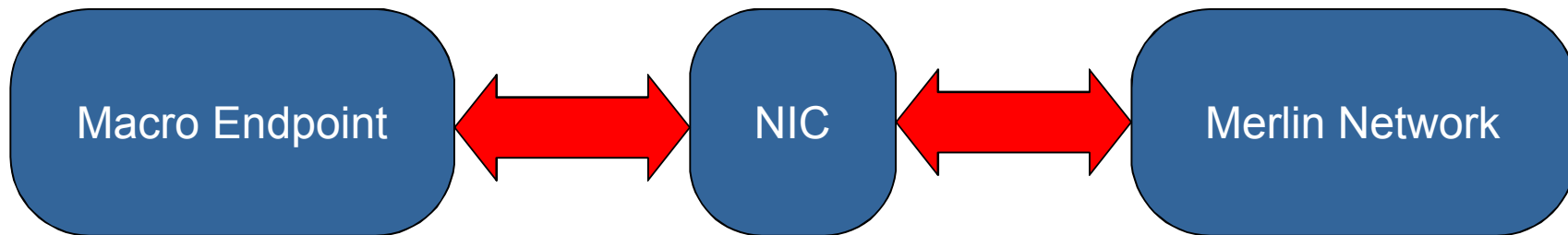
# Case Study: Partnership with IBM

- Improvements to IBM CramSim to enable threaded simulations (faster analysis time)
- Improved multi-level memory models
- Performance and scaling improvements (event-driven (clock-less) memory models)
- Scratchpad support
- New TLB model



# Case Study: Communication End Points

- Macro / Merlin Integration
- Beta release of OTF2 trace replay skeleton
- Beta release of Clang-based auto-skeletonization source-to-source tools
- Integrated job launcher components for simulating PBS or SLURM-like batch systems

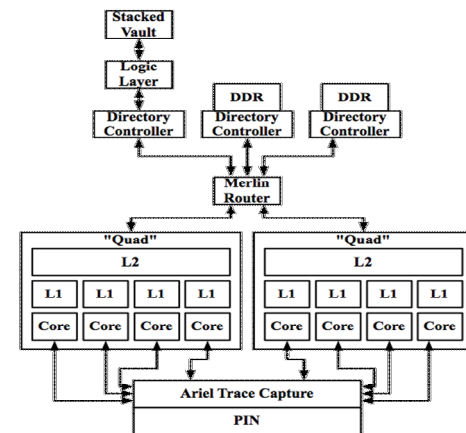
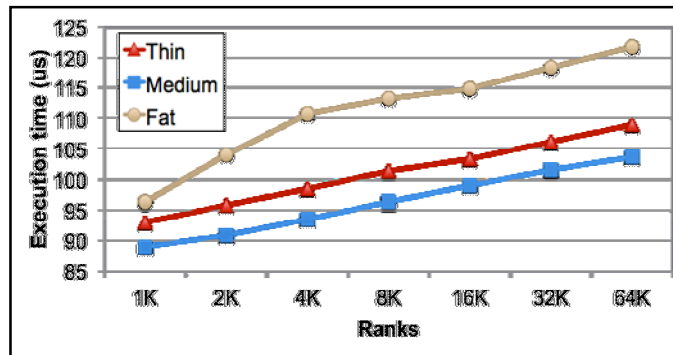
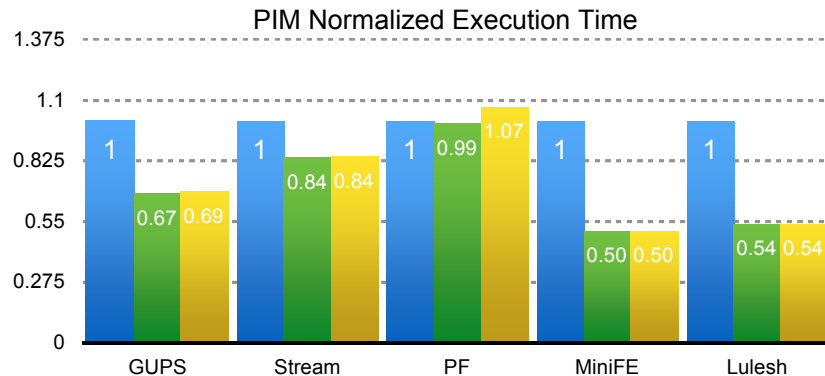




# Case Study: Multi-Level Memory Analysis



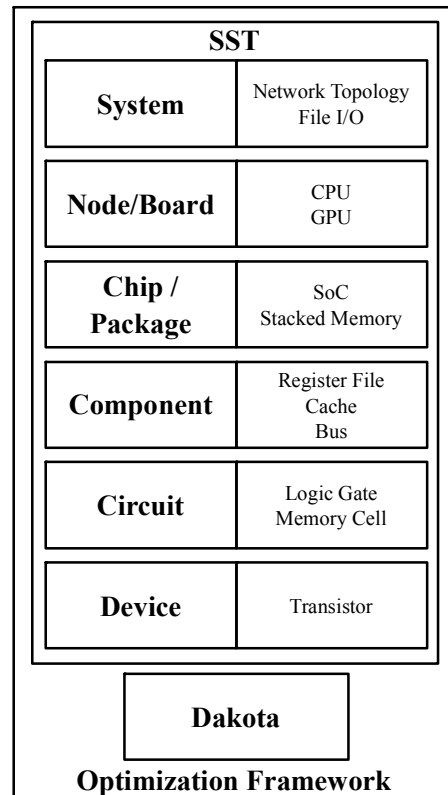
- Processing-in-memory
- Multi-Level Memory
  - HW Tradeoffs: capacity ratios,
  - SW Tradeoffs: application, runtime, OS, HW control
- Scalable Network Studies
  - Network on Chip
  - Cache coherency
- Scheduling



# Case Study: System Optimization

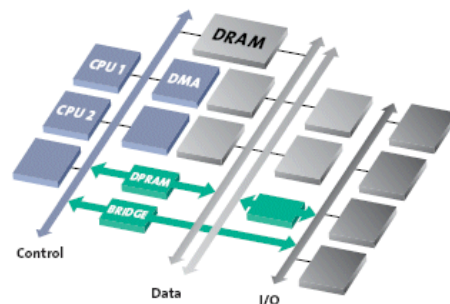
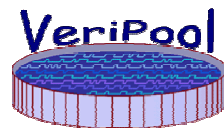
- Using Sandia's open source Dakota optimization framework
- Parameterized hardware model
  - Optimizer gradually refines input parameters
  - Re-simulates models over lots of applications/kernels
- Computationally exhaustive but potential space is so complex humans find it difficult to understand all the tradeoffs

<https://dakota.sandia.gov>



# Near Term Directions...

- HDL Simulation via Verilator & Chisel
  - Low-level hardware design
  - Path to tape-out (Chisel)
- New Processor Models
  - RISC-V
  - Juno
- Improved NoC Models
  - Faster Performance
  - NoC QoS
  - Optical Circuit Routing



# THOUGHTS AND DISCUSSION...

# Exciting Times to Be in HPC

- Slow down of Moore's Law is beginning to bite, roadmaps are messy
    - Challenging for supercomputing sites trying to provide capability computing
  - This is opening up opportunities for *all* of computing
    - The future is more customized/specific solutions
    - Higher efficiency but less generality – customer will need to be sure
- How will you make the decisions on what to buy/put into your next supercomputer?

# Flexible, Open, Hardware Toolchains

- Want to be able to virtually design hardware and nodes
    - Use medium-fidelity models from SST to do rough designs
    - Use higher-fidelity models when focusing into promising designs
  - Need a common simulation framework to have a plug-and-play experience between different components
  - Give us feedback, contribution source, be part of the community
- <http://sst-simulator.org>

