

Parallel Scientific Computing at the DOE National Laboratories: Successes and Challenges

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Sandia National Laboratories



*Exceptional
service
in the
national
interest*



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Talk Overview

- The DOE labs: Who we are and what we do
- DOE supercomputers and their capabilities
- Present challenges, including multicore/manycore

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What Are the DOE National Labs?

- “Together, the 17 DOE laboratories comprise a preeminent federal research system, providing the Nation with strategic scientific and technological capabilities:
 - Execute long-term government scientific and technological missions, often with complex security, safety, project management, or other operational challenges
 - Develop unique, often multidisciplinary, scientific capabilities beyond the scope of academic and industrial institutions, to benefit the Nation’s researchers and national strategic priorities
 - Develop and sustain critical scientific and technical capabilities to which the government requires assured access”

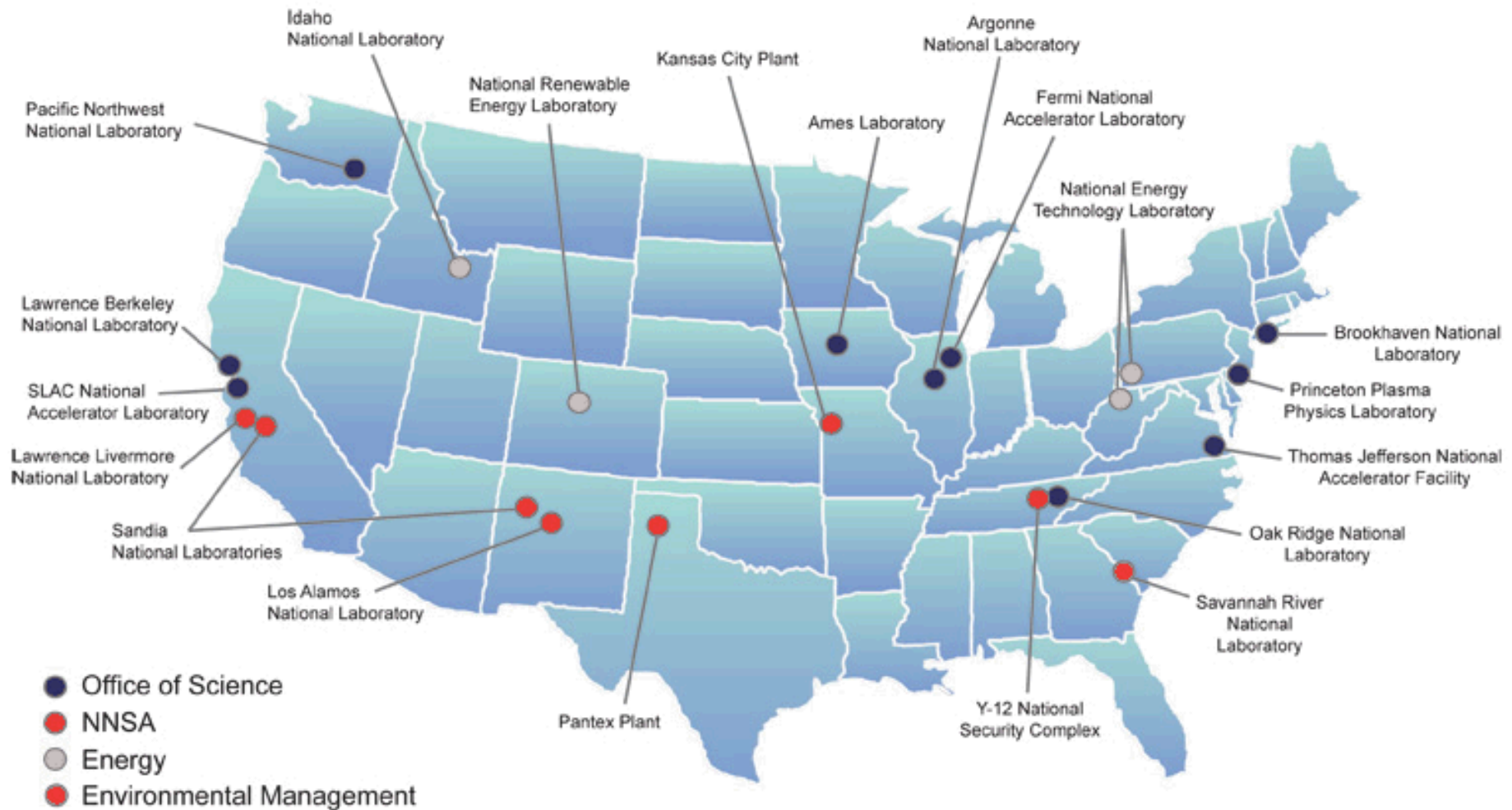
Source: energy.gov

What Do the National Labs Do?

- Office of Science Labs
 - “Advance the science needed for **revolutionary** energy **breakthroughs**
 - Unravel **nature’s** deepest **mysteries**
 - Provide the Nation’s researchers with the most advanced **large-scale tools** of modern science” - science.energy.gov

- National Nuclear Security Administration (**NNSA**) Labs
 - “Maintain the safety, security and effectiveness of the **nuclear deterrent** without nuclear testing” - nnsa.energy.gov
 - **Multiprogram** activities: leverage science and technology capabilities for other customers in both government and industry

Where Are the DOE National Labs?



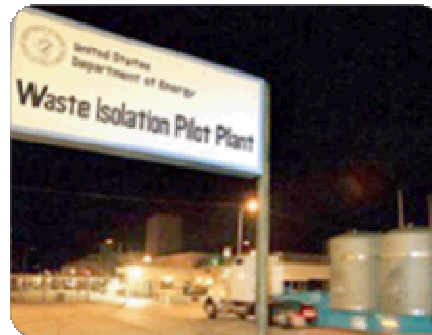
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Sandia's Sites

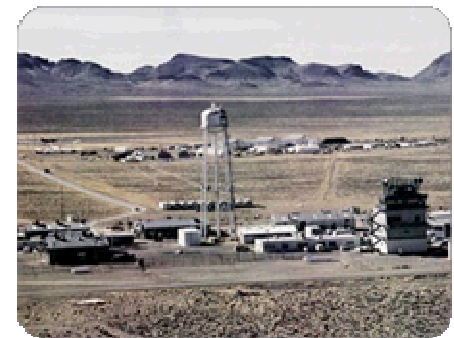
Albuquerque, New Mexico



Carlsbad, New Mexico



Tonopah, Nevada



Livermore, California



Amarillo, Texas



Kauai, Hawaii



Nuclear Weapons

Pulsed power and radiation effects sciences



Design agency for nonnuclear components

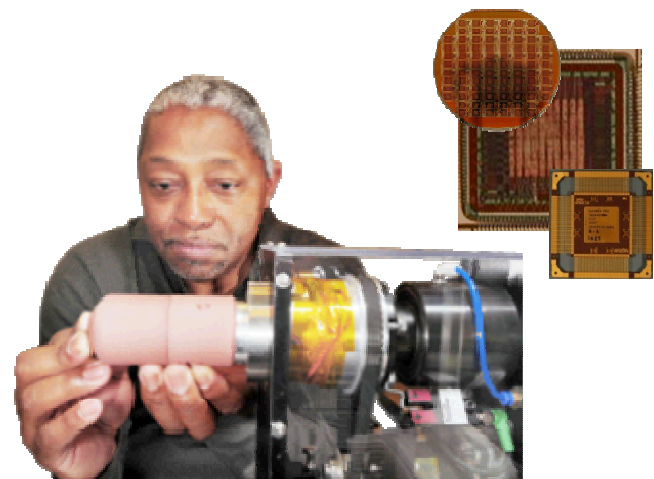
- Neutron generators
- Arming, fuzing and firing systems
- Safety systems
- Gas transfer systems



Warhead systems engineering and integration



Production agency



Defense Systems and Assessments

Synthetic aperture radar



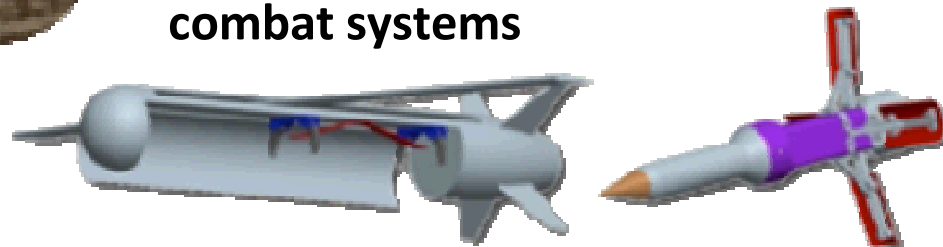
Support for NASA



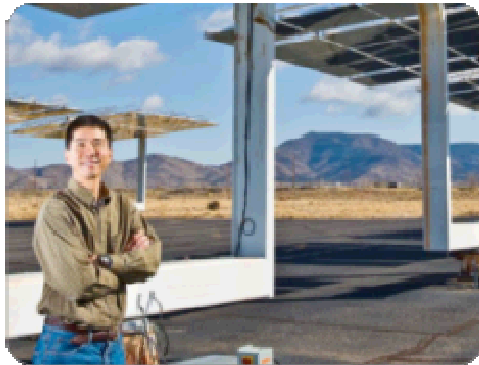
Support for ballistic missile defense



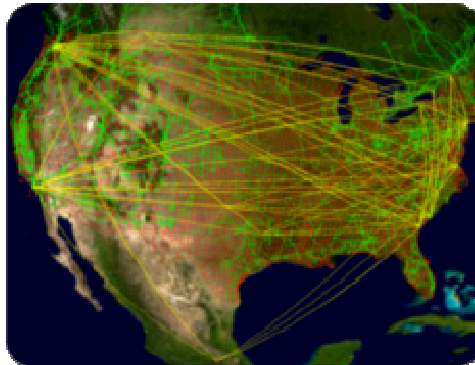
Ground sensors for future combat systems



Energy



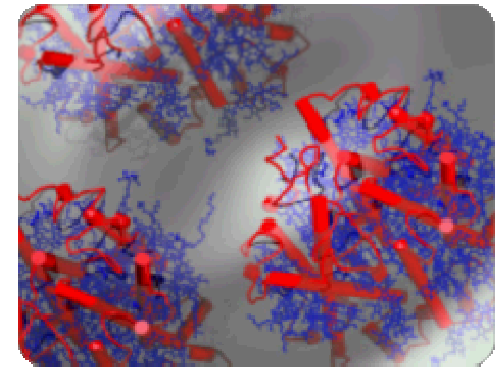
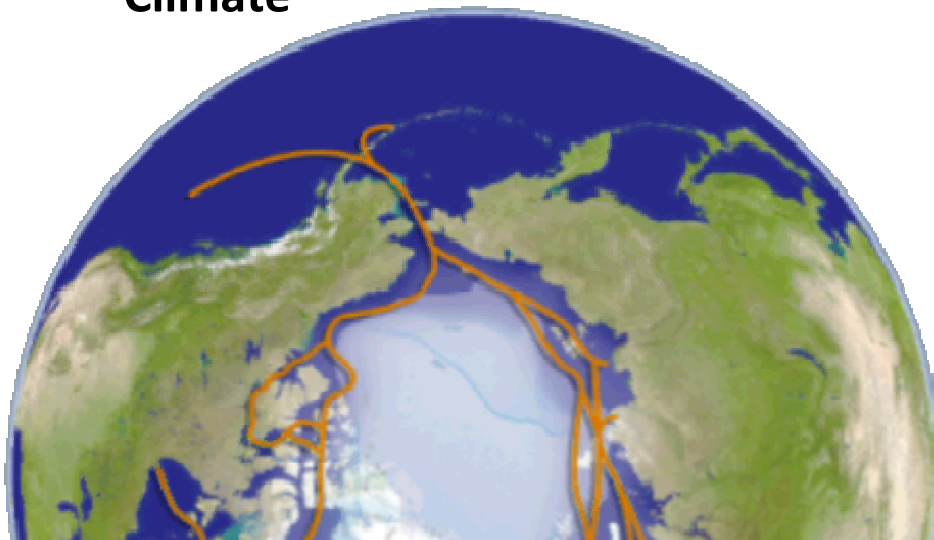
Infrastructure



Crosscuts and enablers



Climate



International, Homeland, and Nuclear Security

Critical asset protection



Homeland defense and force protection



Homeland security programs



Global security

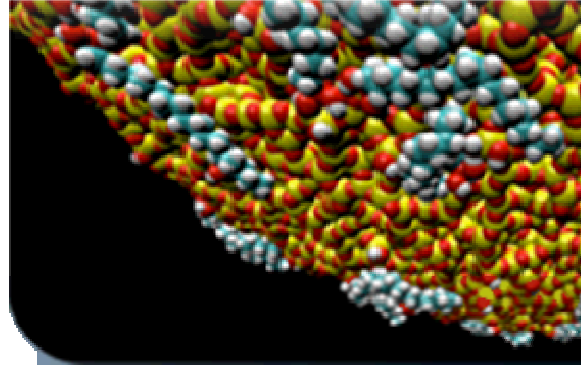


Science and Engineering Foundations

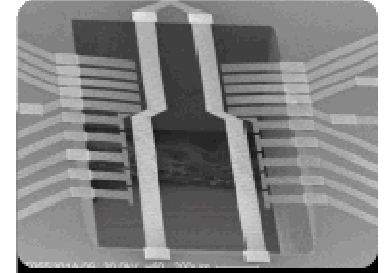
Computing and information science



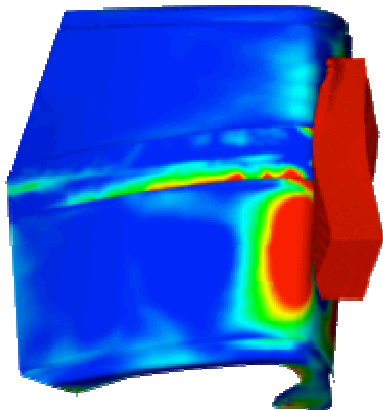
Materials science



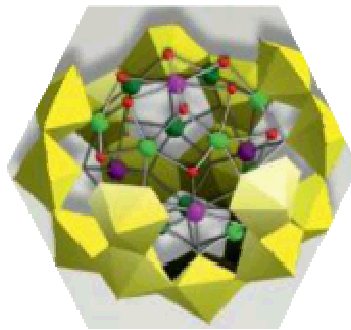
Nanodevices and microsystems



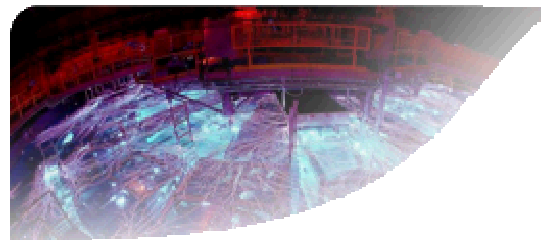
Engineering sciences



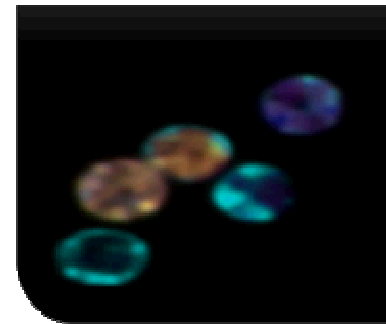
Geoscience



Radiation effects and high-energy density science



Bioscience

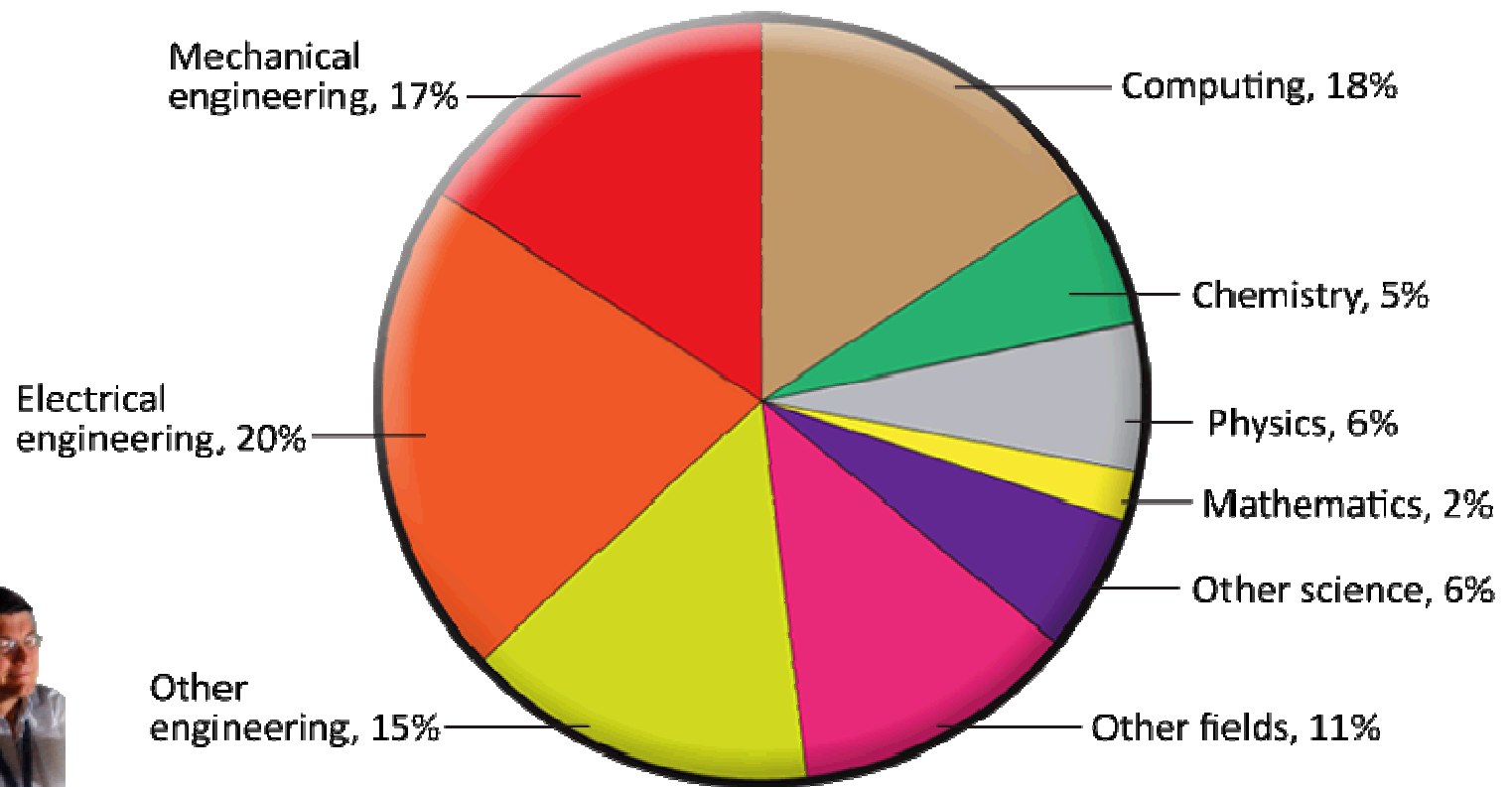


Our Workforce

- Onsite workforce: 11,711
- Regular employees: 9,238
- Gross payroll: ~\$981M

Data for FY12 through end of September

Research & Development staff(4,682) by discipline

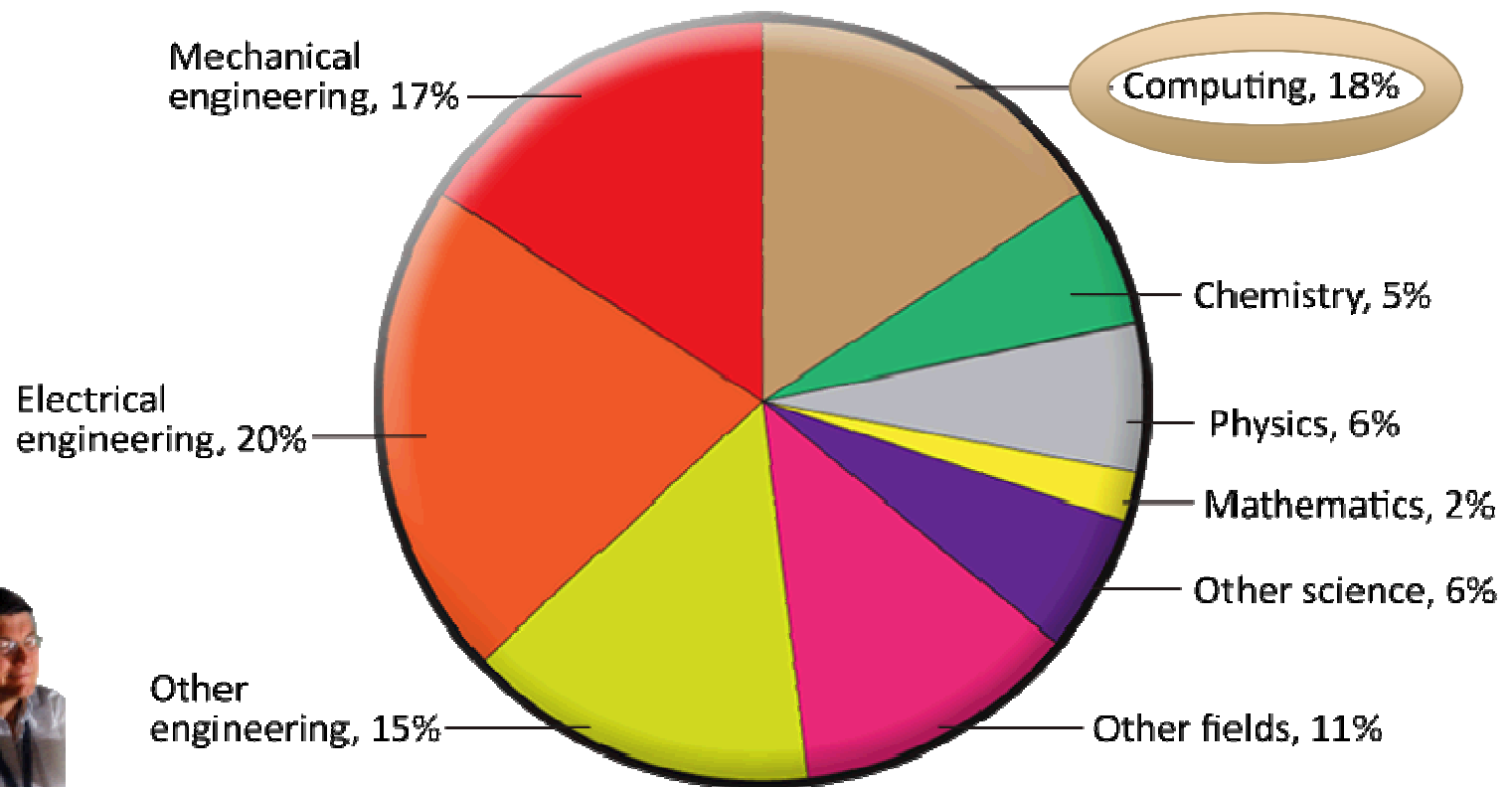


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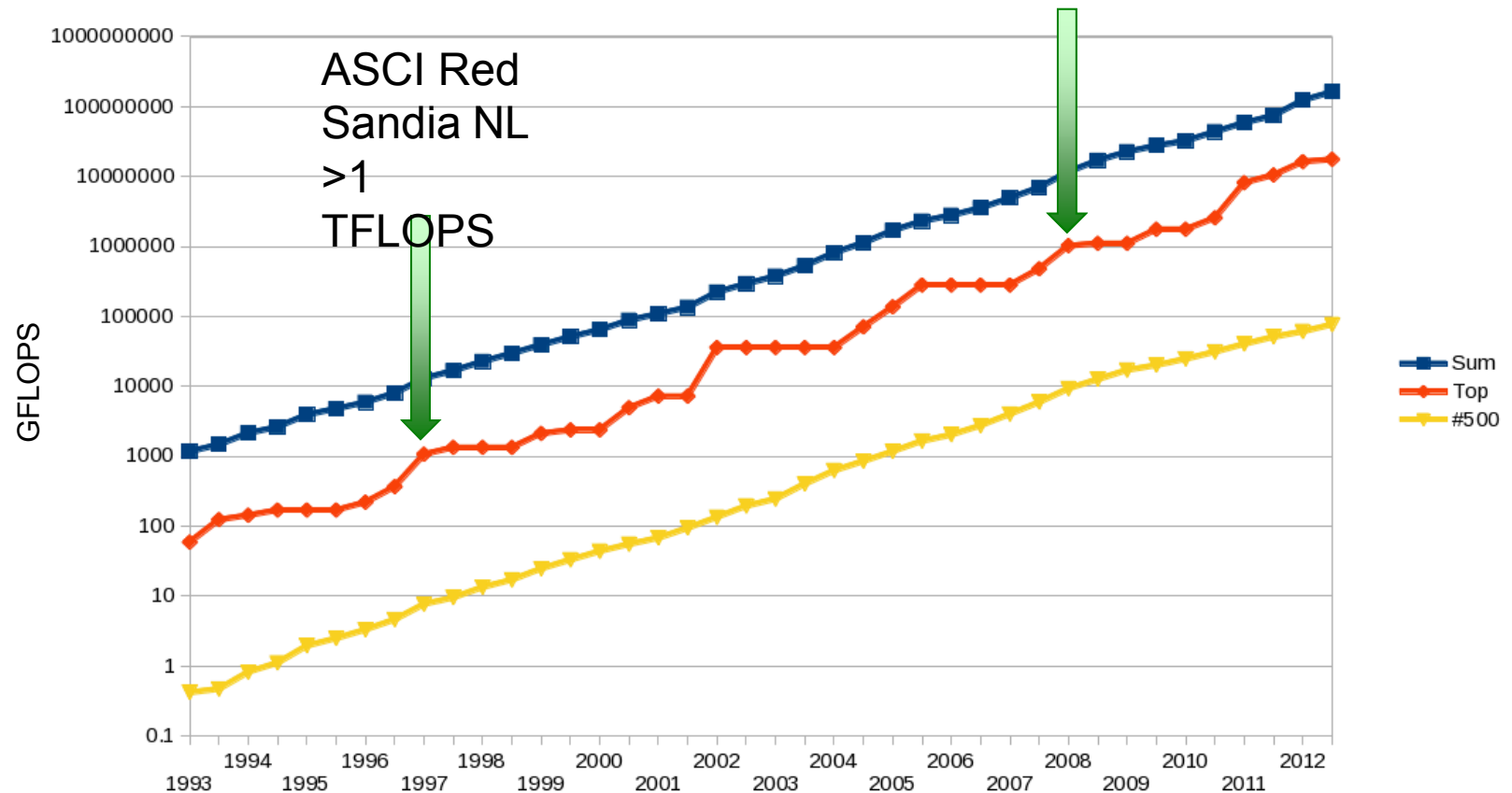


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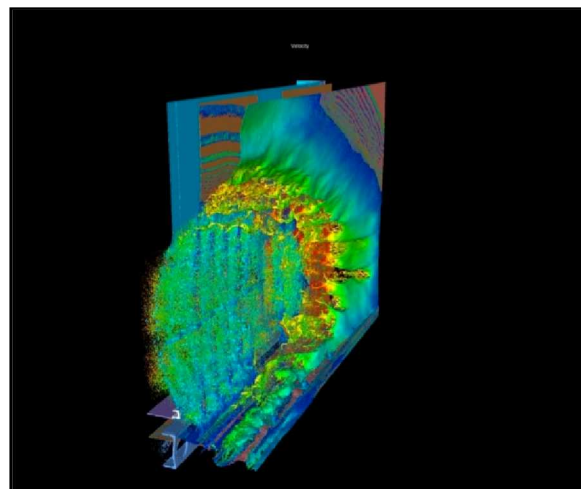
Breaking Speed Barriers

Roadrunner
Los Alamos NL
>1 PFLOPS



Cielo (LANL/SNL) by Numbers

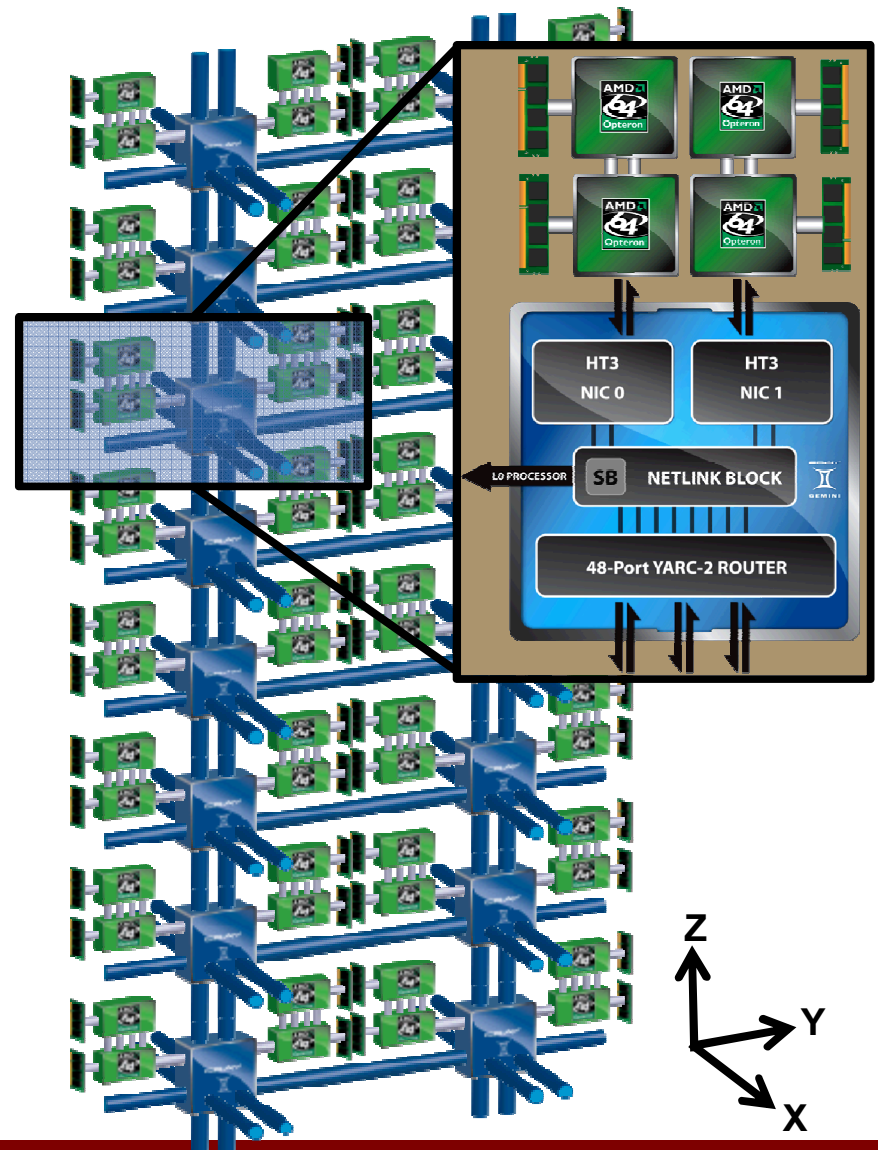
Operational Time Frame	2011
Theoretical Peak Performance	1,374 TF
HPL (Linpack) Performance	1,110 TF using 142,272 cores
Cabinets	96
# Compute Nodes	8,944
# Compute Cores	143,104
Compute Processor	Dual AMD Opteron™ 6136 eight-core “Magny-Cours” Socket G34 @ 2.4 GHz
Compute Memory	286 TB DDR3 @ 1333 MHz
Compute Memory BW	763 TB/s
Service Nodes	272 AMD Opteron™ 2427 six-core “Istanbul” Socket F @ 2.2 GHz
User Disk Storage	7.6 PB User Available Capacity
Parallel File System	Cray DVS and Panasas PanFS
Parallel File System BW	~160 GB/s
High Speed Interconnect	Cray Gemini 3D Torus in a 16 x 12 x 24 (XYZ) Topology
Bi-section BW	6.57 x 4.38 x 4.38 (XYZ) TB/s
System Foot Print	~3,000 sq ft including Storage
Power Requirement	3,980 KW running HPL
Operating System	Cray Linux Environment



A 32,768-core CTH simulation run on Cielo helps designers understand the response of structures under severe blast loading conditions

Cielo Hardware Architecture

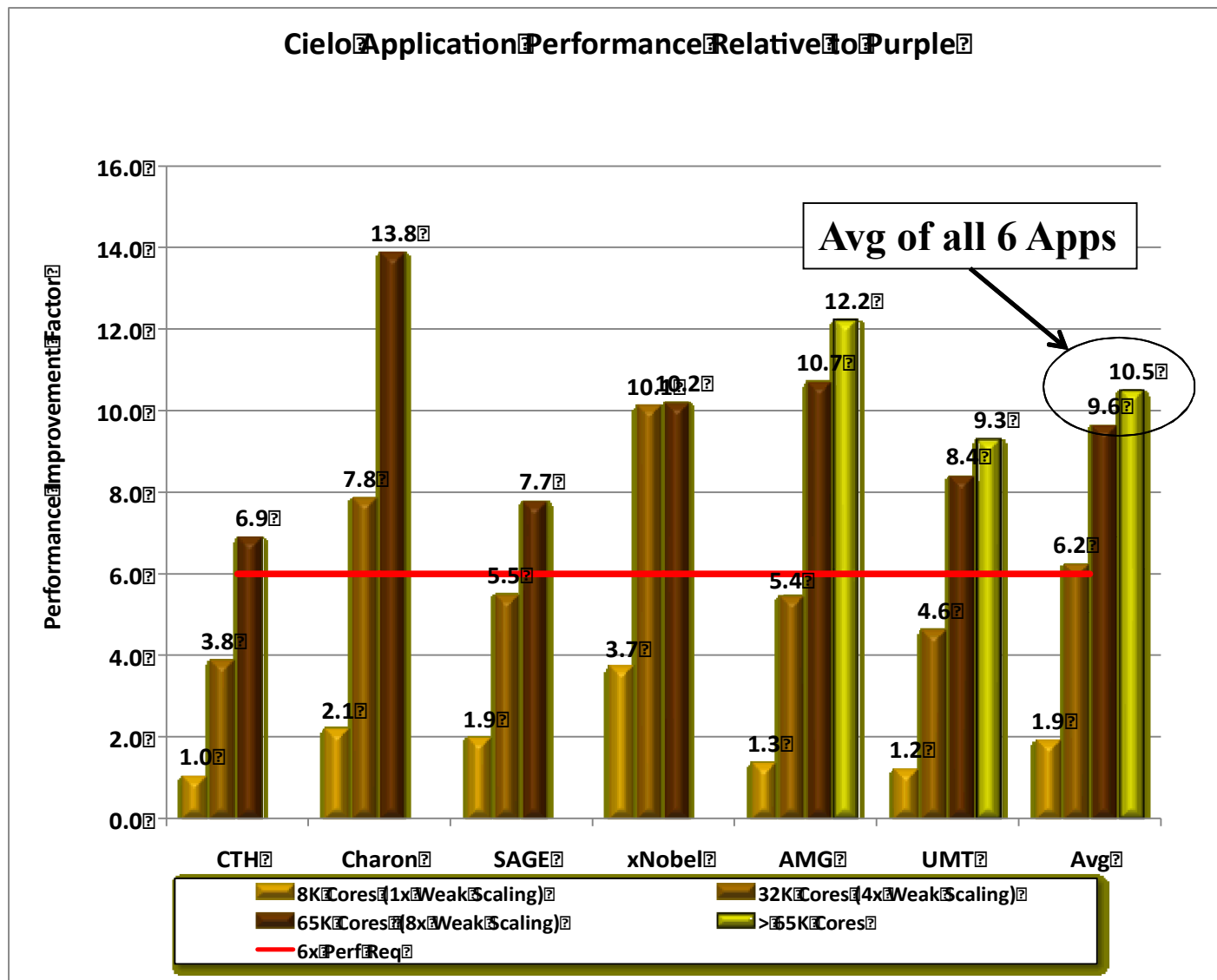
- AMD Magny-Cours Node
 - Dual-socket AMD 6136 Processors
 - 2 x 8 = 16 total cores
 - 2.4 GHz core frequency
 - 32 GB of 1333 DDR3 memory
 - 64 GB for Visualization Nodes
 - 153.6 peak DP GFLOPs
 - 85.3 peak GB/s memory BW
- Gemini High-Speed Interconnect
 - 3D Torus topology
 - 16x12x24
 - X bisection: > 6.57 TB/s
 - Y bisection: > 4.38 TB/s
 - Z bisection: > 4.38 TB/s
 - Node Injection
 - > 6 GB/s/dir sustained BW
 - > 8 MMsgs/sec sustained



Acceptance Applications

Lab	Code	Fortran	Python	C	C++	MPI	OpenMP	Description
SNL	Charon			X	X	X		A transport reaction code to simulate the performance of semiconductor devices under irradiation
SNL	CTH	X		X		X		Explicit, multi-material shock hydrodynamics code
LANL	xNOBEL	X		X		X		Continuous Adaptive Mesh Refinement (CAMR) code: Hydrodynamics with adaption and high-explosive burn modeling
LANL	SAGE	X		X		X		Multi-dimensional multi-material Eulerian hydrodynamics code with adaptive mesh refinement.
LLNL	AMG2006			X		X	X	Algebraic Multi-Grid linear system solver for unstructured mesh physics packages
LLNL	UMT2006	X	X	X	X	X	X	Single physics package code. Unstructured-Mesh deterministic radiation Transport.

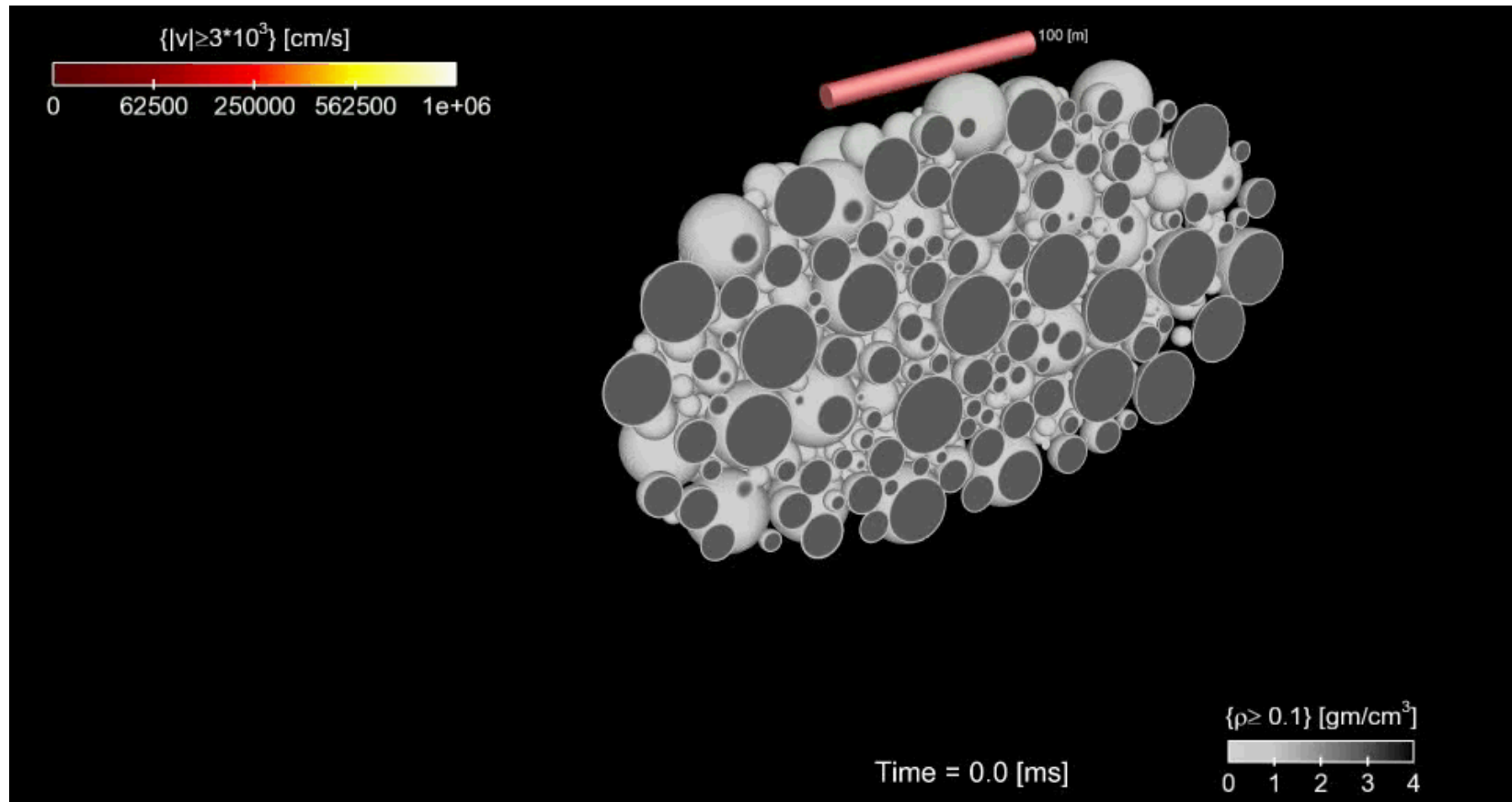
Capability Improvement Summary



3D RAGE simulations on the Cielo supercomputer to simulate a 1Mton surface explosion on Asteroid 25143 Itokawa

- Significant public interest in this topic
 - Several Hollywood movies; interest from government; popular articles
 - We use the shape of the Asteroid Itokawa, which is not a near-Earth hazard, simply to have a nonspherical geometry
- Many methods of Potentially Hazardous Objects (PHOs) mitigation have been proposed:
 - Nuclear options: Explosive disruption; stand-off momentum/velocity transfer
 - Non-nuclear methods: gravity attractors; solar energy absorption (paint) etc.
- For this simulation we use the RAGE hydrocode in 3D with a 1 Mton energy source on the surface of the object
- Here we use realistic (nonspherical) shapes and explore a “rubble piles” composition, i.e., where the asteroid has experienced many disruptive interactions, recombined, and is composed of many smaller “rocks.”
- This simulation currently has run only to 25 ms; interesting mitigation occurs after ~5 s for this explosion energy. This is still running on Cielo.
- Never before: Cielo is the first computer big enough to run this problem in 3D.

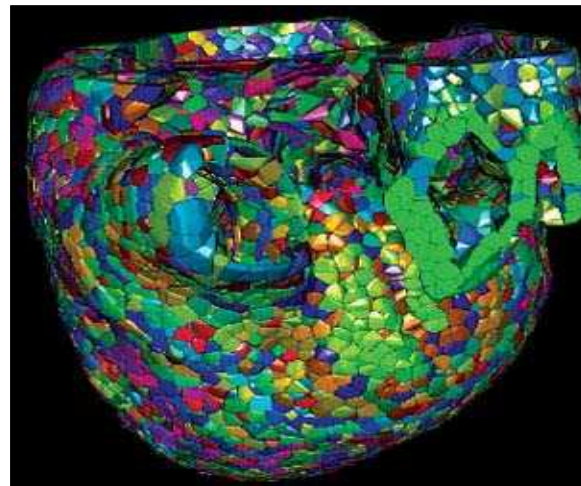
Cool, a Movie!



(Now on YouTube: <http://youtu.be/hOcNbAV6SiI>)

Sequoia (LLNL) by Numbers

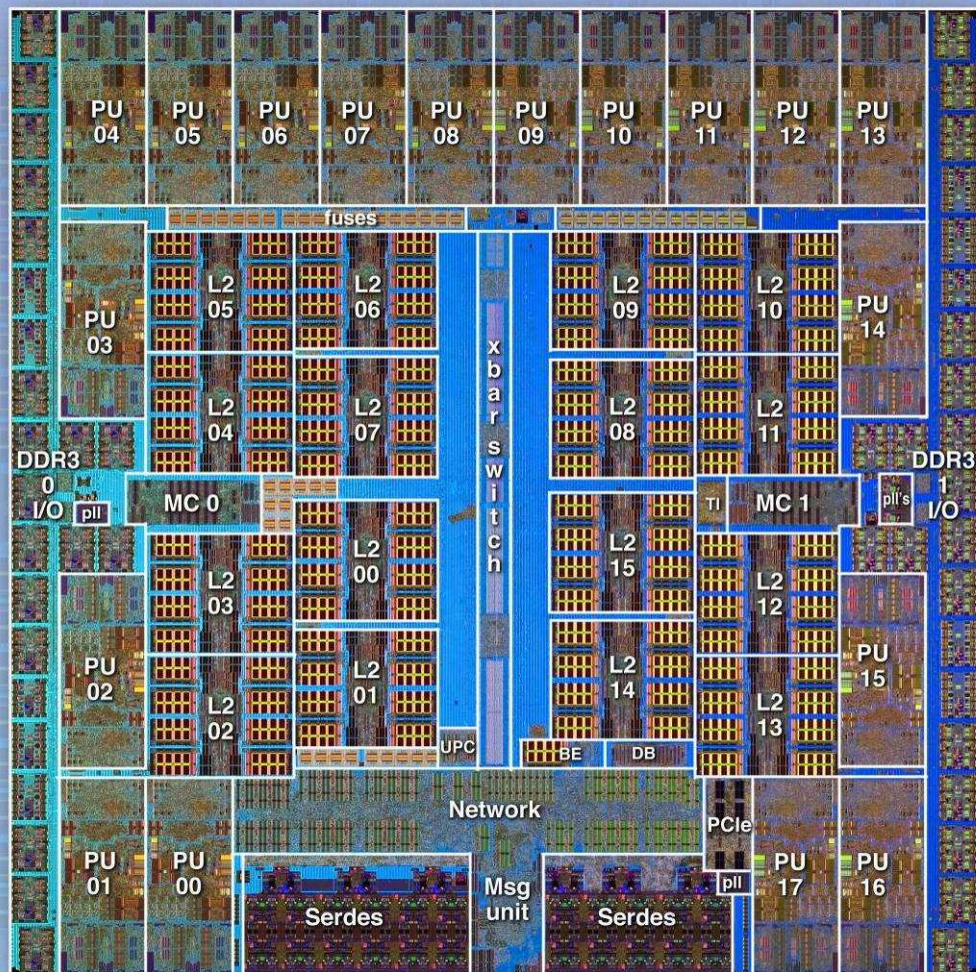
Operational Time Frame	2013
Theoretical Peak Performance	20 PF
HPL (Linpack) Performance	16.3 PF using 96 racks
Cabinets	96
# Compute Nodes	98,304
# Compute Cores	1,572,864 (with 4 threads/core)
Compute Processor	IBM BlueGene/Q Chip: 16 (user-accessible) cores @ 1.6 GHz
Compute Memory	1.5TB DDR3 @ 1333 MHz
Compute Memory BW	4 PB/s
Service Nodes	768 Dual eight-core Intel "Sandybridge" @ 2.6 GHz
User Disk Storage	50 PB User Available Capacity
Parallel File System	Lustre/Netapp
Parallel File System BW	512 GB/s
High Speed Interconnect	5D Torus and Tree-Structured Collective Network
Bi-section BW	60 TB/s
System Foot Print	~4,000 sq ft
Power Requirement	9.6 MW
Operating System	Lightweight Compute Node Kernel



The Cardioid electrophysiology tool run on Sequoia simulates heartbeats at a resolution of 0.05-0.1 mm to study drug-induced arrhythmia.

BlueGene/Q Compute chip

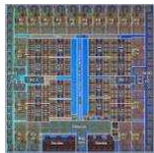
System-on-a-Chip design: integrates processors, memory and networking logic into a single chip



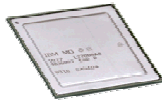
- **16 user + 1 service + 1 redundant cores**
 - Each 4-way multi-threaded, 1.6 GHz 64-bit PPC
 - L1 I/D cache = 16kB/16kB
 - L1 prefetch engines
 - Each has Quad FPU (4-wide double precision, SIMD)
 - Peak performance 204.8 GFLOPS @ 55 W
- **Central shared L2 cache: 32 MB**
 - eDRAM
 - Multiversioned cache, supports atomic ops
- **Dual memory controller**
 - 8–16 GB external DDR3 memory
 - 1.33 Gb/s
 - 2 * 16 byte-wide interface (+ECC)
- **Chip-to-chip networking**
 - 5D Torus topology + external link
 - 5 x 2 + 1 high speed serial links
 - Each 2 GB/s send + 2 GB/s receive
 - DMA, remote put/get, collective operations
- **External (file) IO -- when used as IO chip**
 - PCIe Gen2 x8 interface (4 GB/s Tx + 4 GB/s Rx)
 - Re-uses 2 serial links
 - Interface to Ethernet or Infiniband cards

Sequoia: From Chip to System

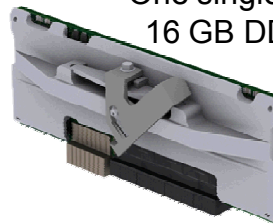
1. Chip
16 cores



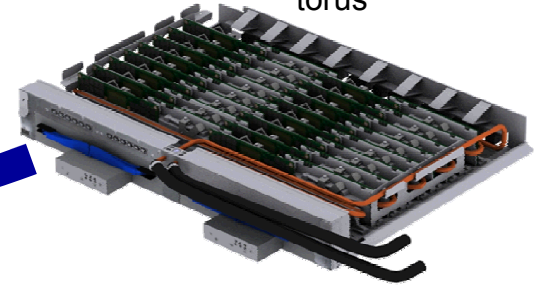
2. Module
Single chip



3. Compute card
One single chip module,
16 GB DDR3 memory



4. Node card
32 compute cards,
Optical modules, link chips,
torus



5b. I/O drawer
8 I/O cards
8 PCIe Gen2 slots



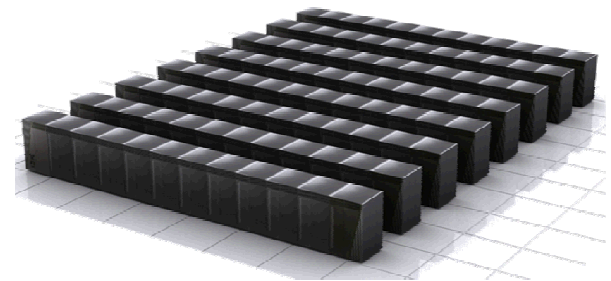
5a. Midplane
16 node cards



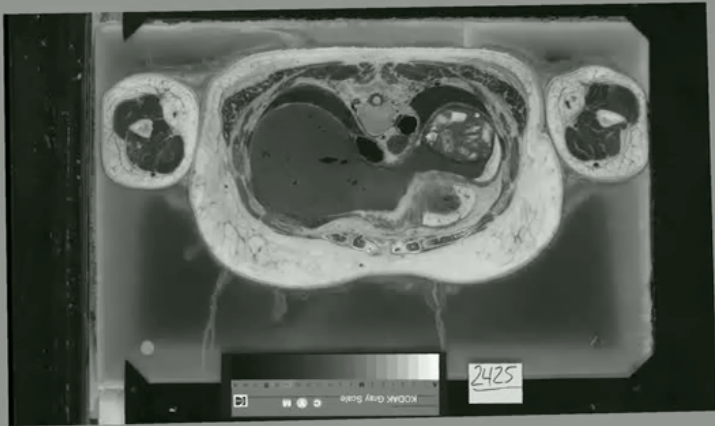
6. Rack
2 midplanes
1, 2, or 4 I/O drawers



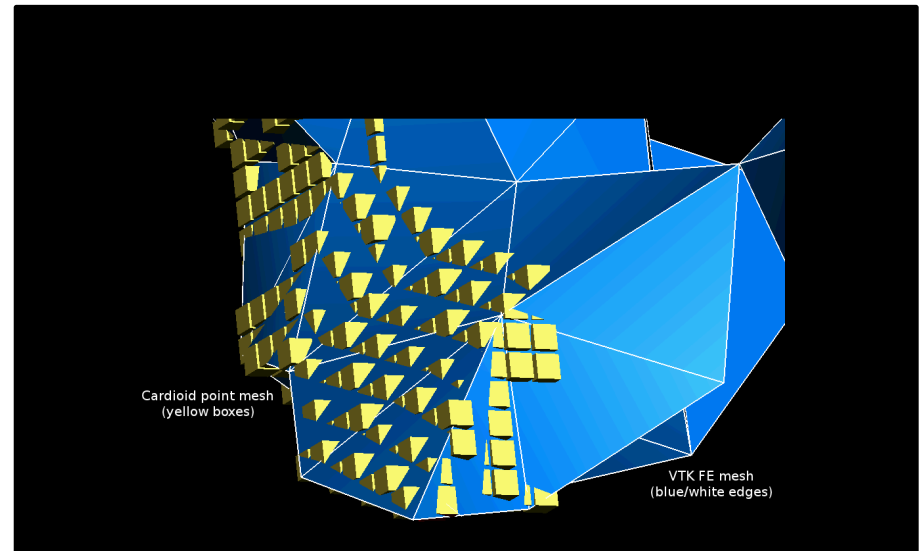
7. System
20 PF/s



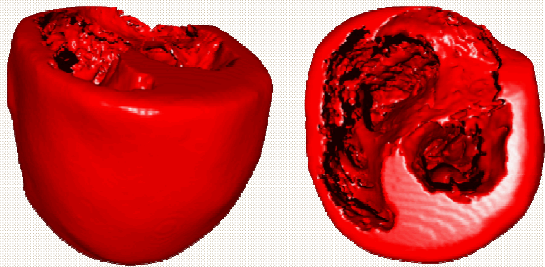
Computational Grid Constructed Using Actual Human Heart Data



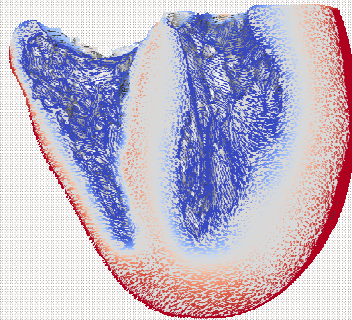
Visible Human Project®



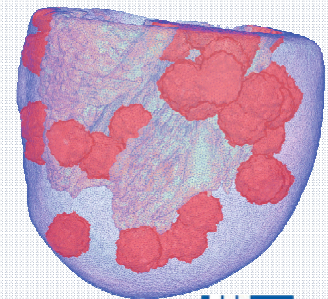
High resolution mesh



Generation of cardiac fibers



Introducing M-cell islands

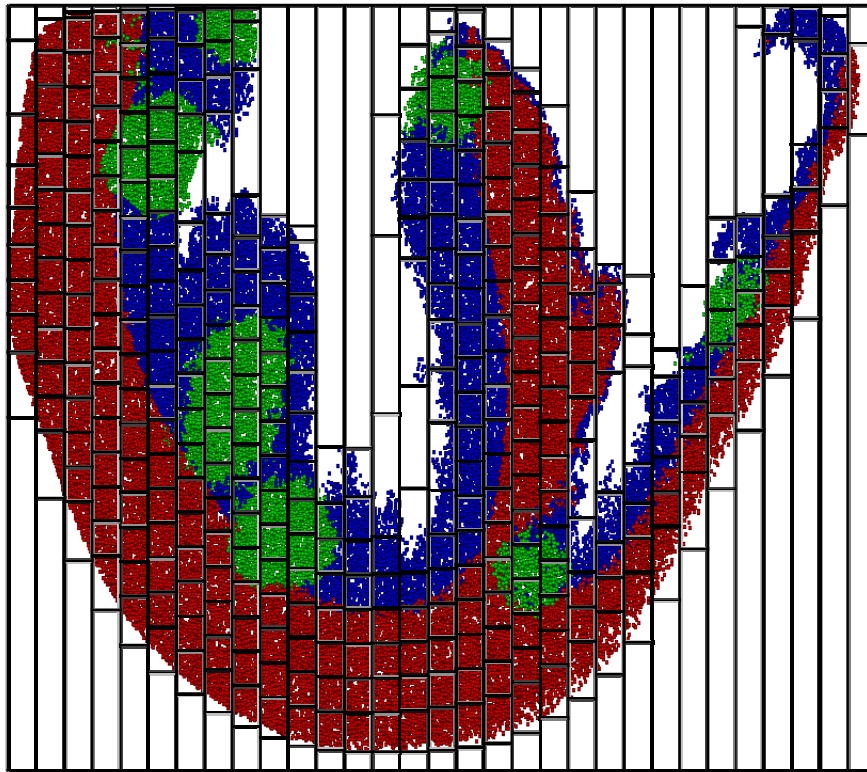


Sequoia's Five Levels of Parallelism

- **Nodes**: MPI/SPI to communicate data between disjoint address spaces.
- **Cores**: Leverage shared address space across multiple cores using OpenMP or similar on-node parallelism model.
- **Threads**: Multiple threads per core cover latencies and may allow for better register usage, reduced pipeline stalls, etc.
- **SIMD**: Quad double precision SIMD units execute up to 8 floating point operations per cycle.
- **Functional Units**: Algorithms and threading must balance use of integer and floating point functional units.
- Also consider pipelines, prefetch, DMA, ...



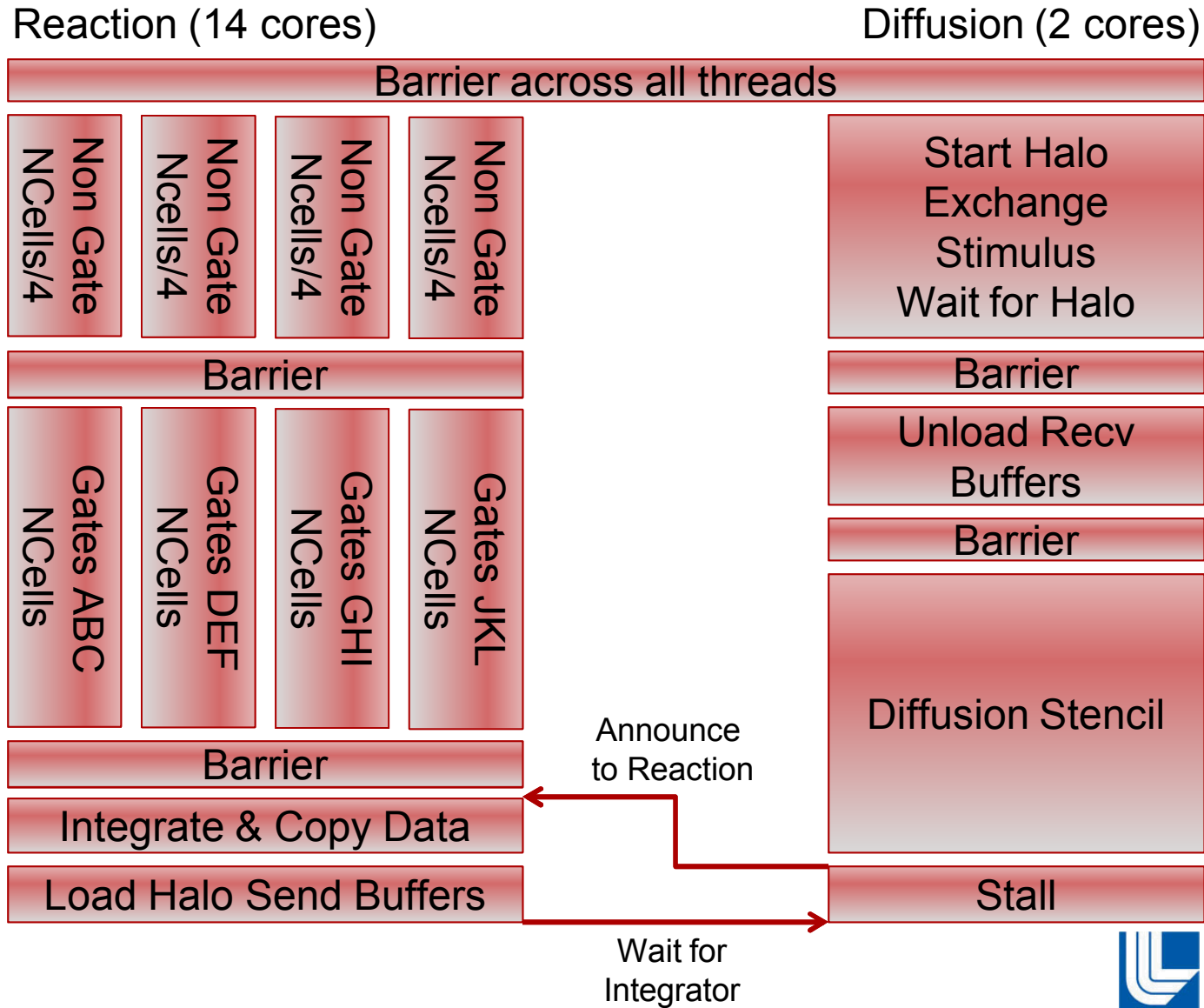
Load Balance for Complex Geometries



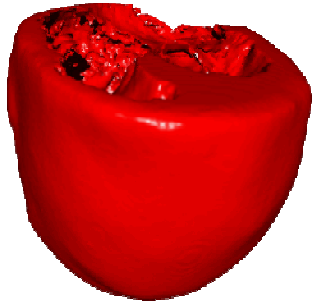
WorkBound Method:

- Choose dimensions of “basic block” that defines work load upper bound.
- Loop over xy-columns, adding planes to a given task until cost function nears or equals upper bound.
- Constraining the x- and y-dimensions to SIMD- and register-friendly sizes yields better time to solution.

Threading Time Line



Overheads of MPI and OpenMP

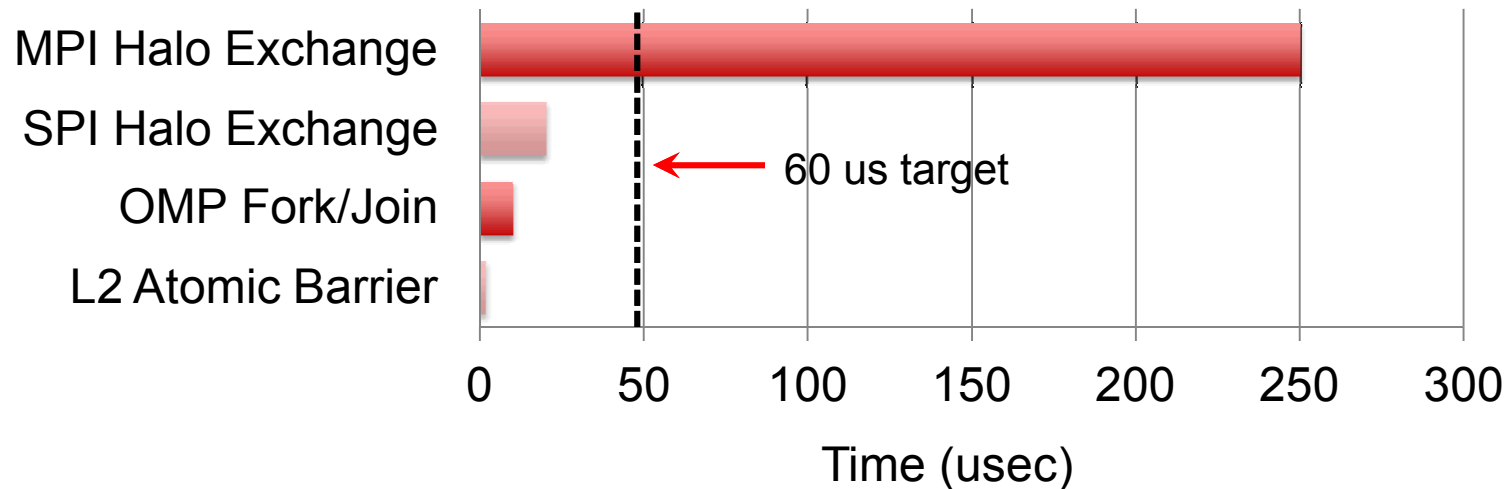


370 Million Cells

1.6 Million Cores

1600 Flops/cell

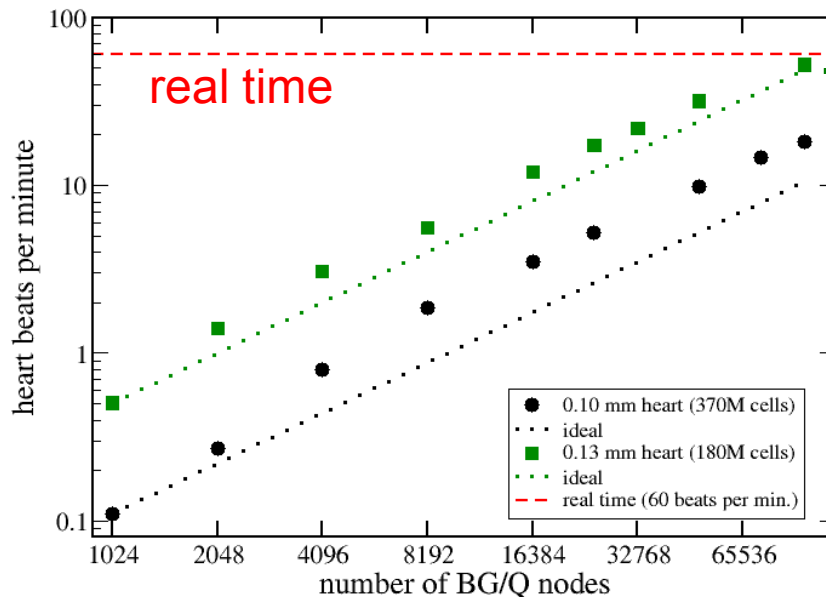
60 us per iteration



Peak Performance and Scalability

Measured peak performance: **11.84 PFlop/s (58.8% of peak)**

- 0.05 mm resolution heart (3B tissue cells)
- Ten million iterations, $dt = 4$ usec
- Performance of full simulation loop, including I/O, measured with HPM.



60 beats in 67.2 seconds

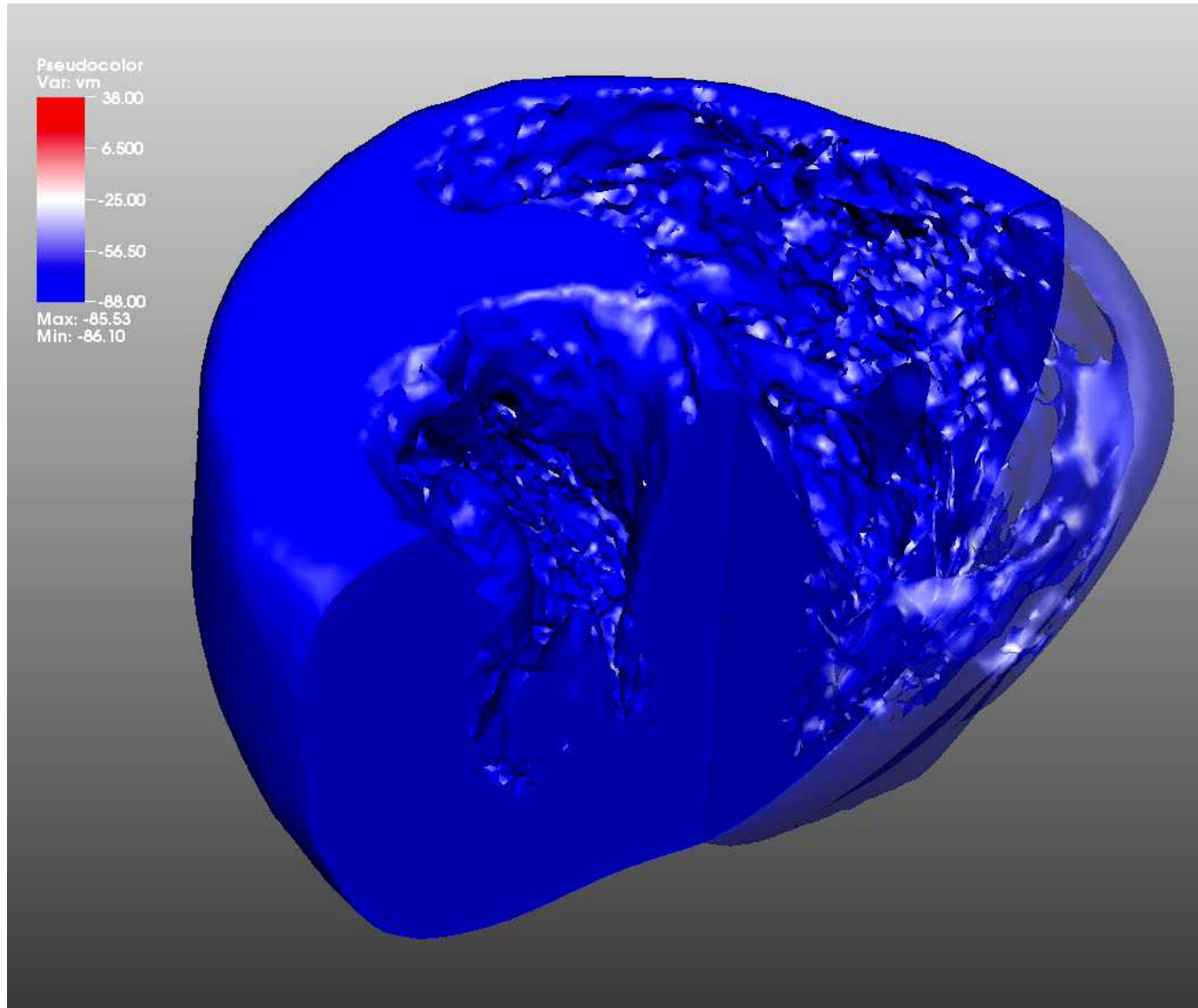
60 beats in 197.4 seconds

Extreme strong scaling limit:

0.10 mm: 236 tissue cells/core.

0.13 mm: 114 tissue cells/core.

Activation in the 0.1 mm Heart



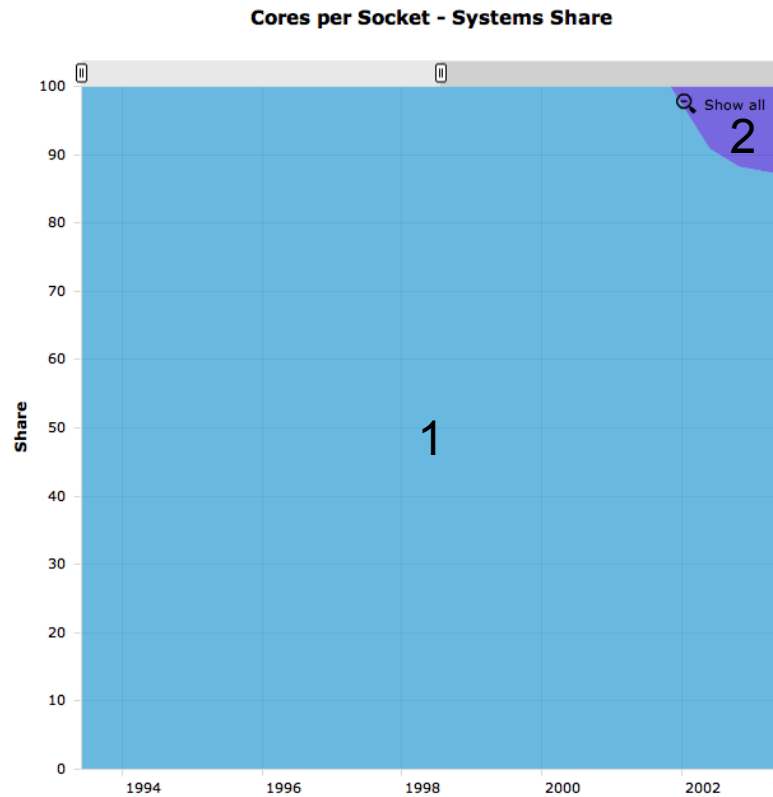
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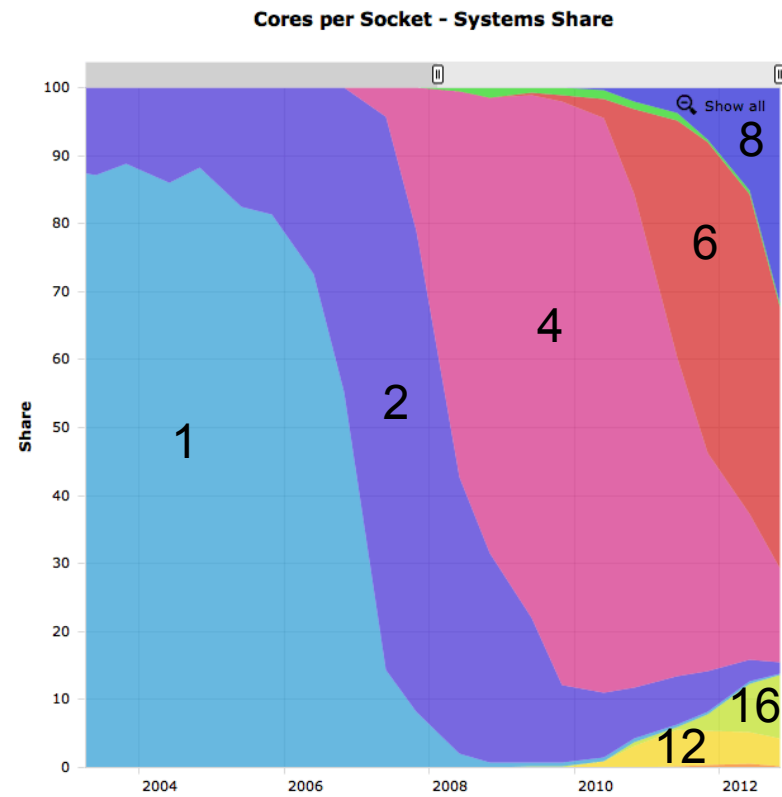
Challenges for Exascale

- Sequoia: 20 PetaFlops Max performance
 - ~10MW of power
 - ~40km (25 miles) of cable
- Goal is to reach 1 ExaFlops (1000 PetaFlops) by end of decade
 - 2X-3X **power** is okay ... 20X-50X is not!
 - Need efficiency improvements in every system component
 - Must tolerate very low **Mean Time Between Failure** (MTBF)
 - At any point in time, some part has failed
 - Node-level computational performance must improve
 - **Manycore** chips → More **on-node parallelism**
 - **Key question:** How will we program this thing?

Multicore in Supercomputers

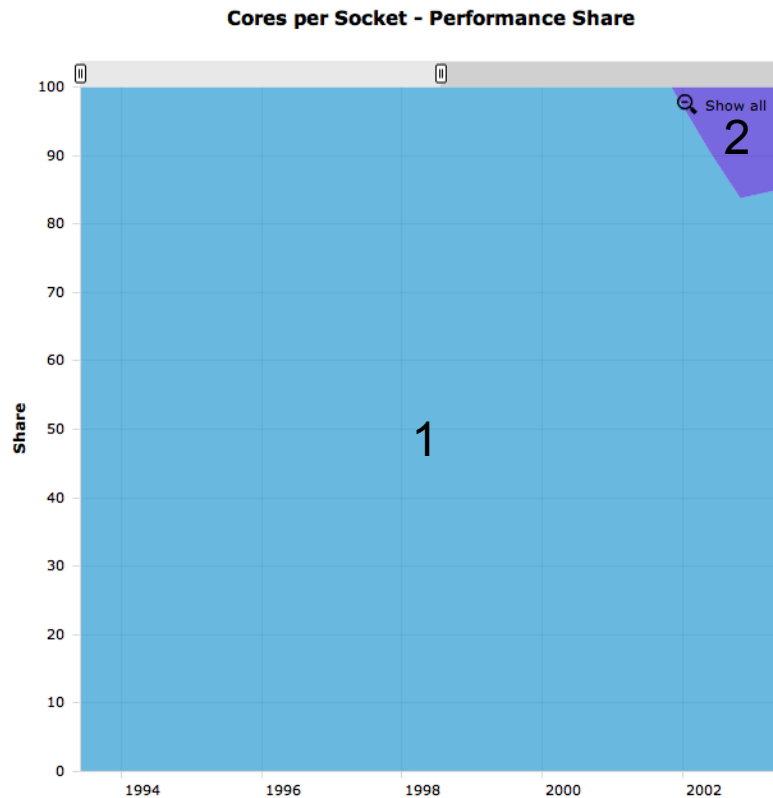


10 Years

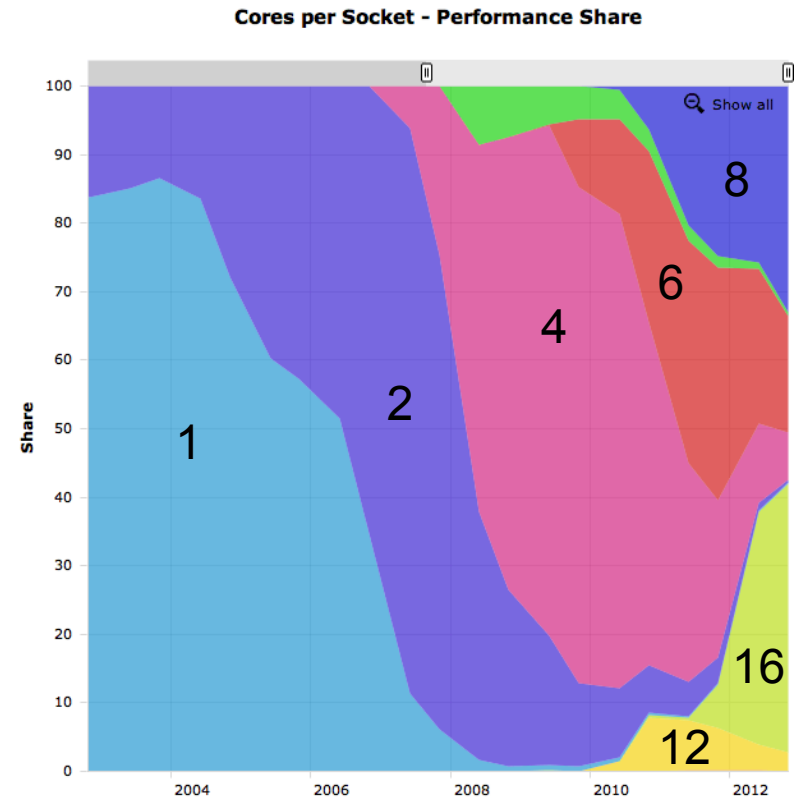


9.5 Years

Multicore in Supercomputers



10 Years



9.5 Years

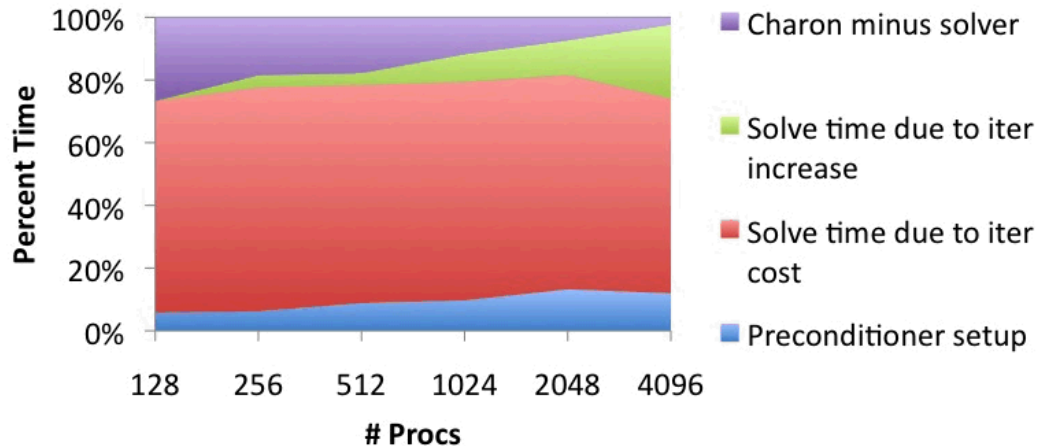
Coping with Multicore

- Many LANL/SNL apps still use message passing everywhere
 - One MPI process per core
- More use of shared memory programming at LLNL
 - Began when ASCI White (circa 2001) lacked the network bandwidth to support one MPI process per core
- Even with enough network bandwidth, algorithmic limitations of some applications require a shift to multithreading...

Scaling Preconditioners for Multicore

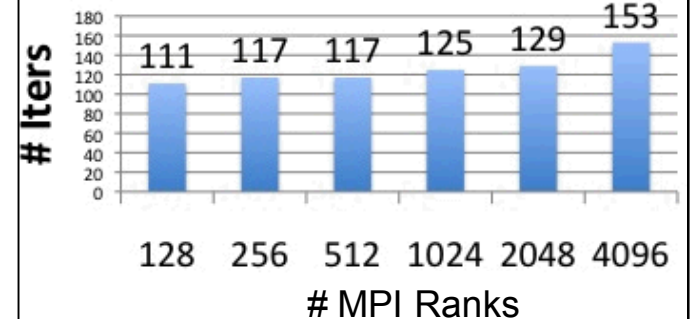
Charon Timing Breakdown on TLCC

Strong Scaling 28M Unknowns



Strong scaling of Charon on TLCC (P. Lin, J. Shadid 2009)

Linear Solver Iterations per Newton Step



- Observe: Iteration count increases with number of subdomains.
- With scalable threaded smoothers (LU, ILU, Gauss-Seidel):
 - Solve with fewer, larger subdomains.
 - Better kernel scaling (threads vs. MPI processes).
 - Better convergence, More robust.
- Exascale Potential: Tiled, pipelined implementation
- Three efforts:
 - Level-scheduled triangular sweeps (ILU solve, Gauss-Seidel).
 - Decomposition by partitioning
 - Multithreaded direct factorization

MPI Tasks	Threads	Iterations
4096	1	153
2048	2	129
1024	4	125
512	8	117
256	16	117
128	32	111

Factors Impacting Performance of Multithreaded Sparse Triangular Solve, Michael M. Wolf and Michael A. Heroux and Erik G. Boman, VECPAR 2010.

The Programming Challenge

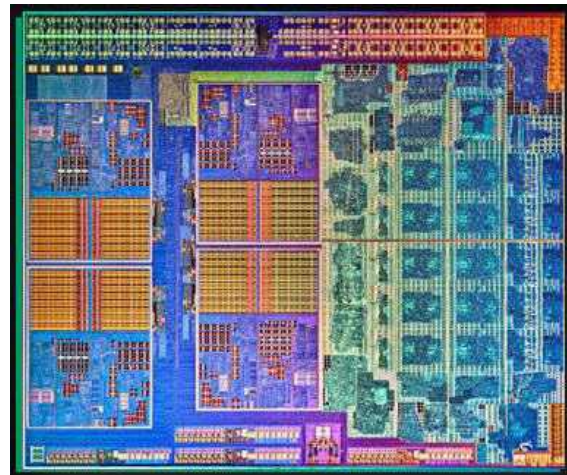
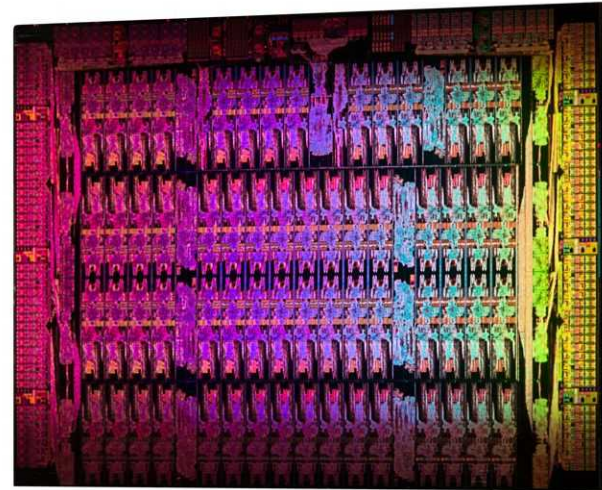
- Scientific codes often **$O(\text{million})$ lines**
- Diverse development teams
 - Physicists / Chemists
 - Mathematicians
 - Computer scientists
 - Project managers
- Many have a useful life of **30+ years**
 - Compare to ~5 year useful life of a machine
- Want to **transition between machines** as painlessly as possible
 - Minimal porting effort desirable
 - Unlikely to commit resources for complete overhaul

Exascale Testbeds

- Expectations: These systems are needed for **exploratory R&D and pathfinding** explorations of:
 - Alternative programming models
 - Architecture-aware algorithms
 - Low-energy runtime & system software
 - Advanced memory sub-system development
- It is more important to explore a **diverse set of architectural alternatives** than to push large scale.

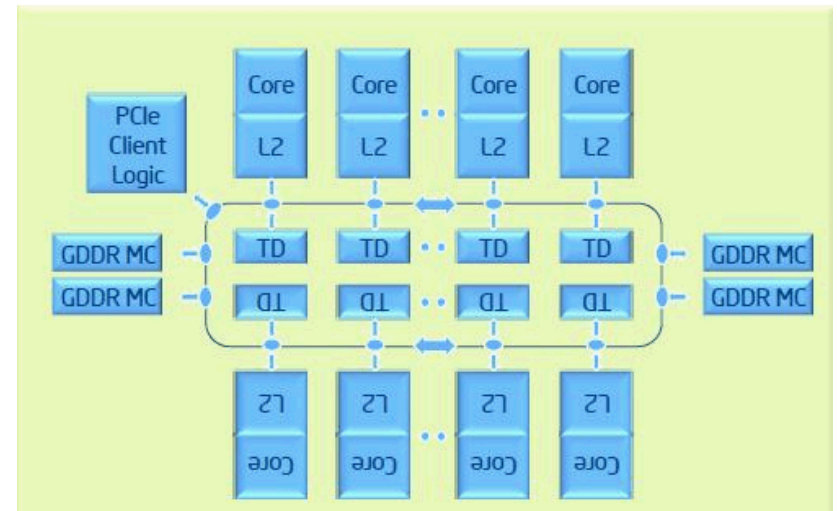
Testbed Platforms

- Intel Many Integrated Core (MIC) / “Phi” co-processors
- AMD Fusion heterogeneous CPU/GPU
- Convey HC-1ex
- Tiler TILE-Gx36 processors



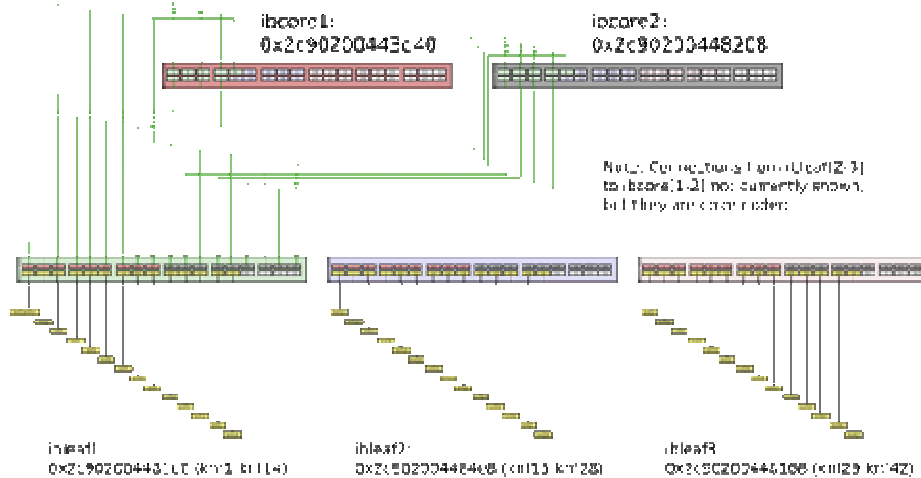
Intel MIC / “Phi” Architecture

- 57 or 60 x86 cores on chip, each with 32KB L1 instruction cache, 32KB L1 data cache, 512KB L2 cache
- Each X86 core has a 512-bit vector unit, allowing 16 single precision or 8 double precision floating point ops / instruction
- Individual L2 data caches kept coherent by ring network (64B each way), also connected to the on-chip memory controllers
- 4 hardware threads / core, enough to stay busy while filling an L1 cache miss
- Implemented on a PCI card, with its own memory, connected to host memory via PCI using DMA operations



42-Node Testbed (84 MICs)

Arthur Many Integrated Cores (MIC) Exascale Test Machine
InfiniBand Diagram - QDR Fat Tree with 5 36-port Switches



Arthur Many Integrated Cores (MIC) Exascale Test Machine
Rack Diagram

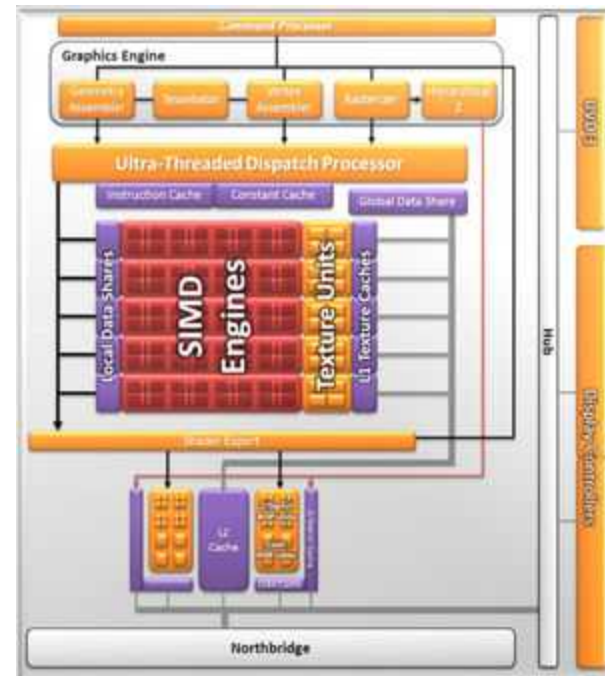
Rack 1	Rack 2	Rack 3	Rack 4	Rack 5	Rack 6	Rack 7
km1	km11	km21	km31	km41	km51	km61
km2	km12	km22	km32	km42	km52	km62
km3	km13	km23	km33	km43	km53	km63
km4	km14	km24	km34	km44	km54	km64
km5	km15	km25	km35	km45	km55	km65
km6	km16	km26	km36	km46	km56	km66
km7	km17	km27	km37	km47	km57	km67
km8	km18	km28	km38	km48	km58	km68
km9	km19	km29	km39	km49	km59	km69
km10	km20	km30	km40	km50	km60	



Arthur Diagrams
– Matt Bohnsack
Photographs
– Victor Kuhns

AMD Fusion CPU/GPU Architecture

- The Llano Fusion has four K10 x86 cores on chip, each with 64KB L1 instruction cache, 64KB L1 data cache, 1MB L2 cache
- The Radeon HD 6550D has 400 shader cores @ 600Mhz
 - 5 SIMDs
 - 20 Texture Units
 - 2 render backends
 - 32 Z/Stencil ROPs
 - 8 color ROPs
 - 600 MHz GPU clock rate



104-Node AMD Fusion Testbed

- Each Node has
 - One Llano Fusion APU
 - One 256GB Micron C400 SSD SATA 6Gb/s, MLC NAND Flash drive
- 100 nodes have 16GB DDR3-1600MHz
- 4 nodes have 8GB DDR3-1866MHz
- Interconnection Network: Qlogic QSFP QDR Infiniband

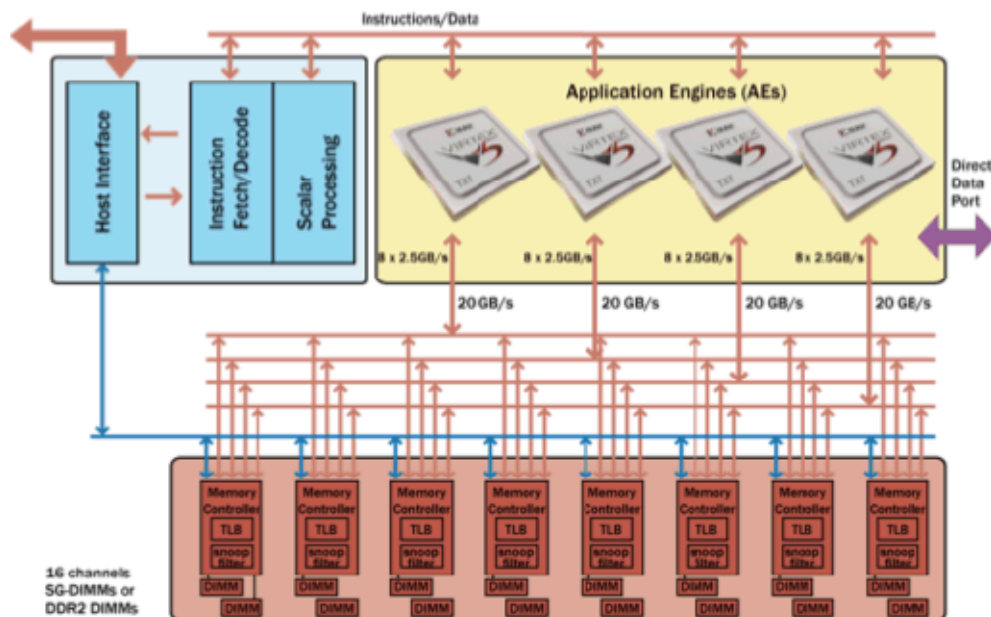


Photographs

– Victor Kuhns

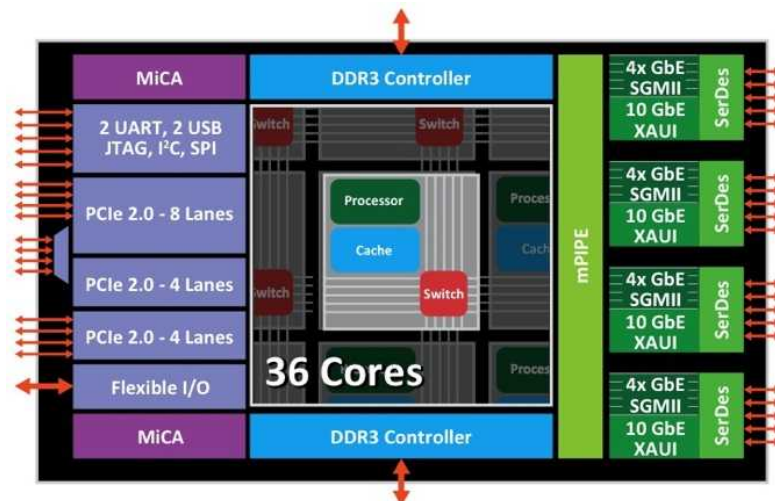
Convey Advanced Architecture

- Convey GV HC-1EX Board
 - Intel Nehalem Quad-core X86 @ 2.13GHz
 - 4 Xilinx Vertex6 LX760 FPGA Co-processor
 - 8 Xilinx FPGAs for programmable memory controllers that support 16 channels of Convey-designed Scatter-Gather DIMMs



Tilera Streaming Architecture

- Liberty Chassis – Four Tile-Gx8036 processor platform
- Each Tile-Gx8036 Processor has 36 cores @ 1.2GHz
 - 16GB DDR3-1333MHz, 9MB coherent L3 cache
 - 256 KB L2 cache/core
 - 32KB L1 instruction cache/core & 32KB L1 data cache/core
- Tilera's iMesh on-chip network



Testbed Experiments

- Run Mantevo proxy applications (<http://mantevo.org>)
 - Initial testing with miniFE, miniMD, and miniGhost
 - Evaluate programming models (e.g., OpenMP, OpenACC, OpenCL)
- Validation of SST Architectural simulation results
(<http://code.google.com/p/sst-simulator/>)
- System Software R&D
 - Portals4 network stack
 - Kitten LWK OS
 - Qthreads multithreading runtime
 - Power management
 - I/O experiments with SSDs

Summary

- **DOE National labs** such as Sandia solve complex problems in the national interest.
 - Strategic scientific and technological capabilities
- **Supercomputer simulations** play a large role in the science and engineering work of the labs.
 - Scale has progressed from the first 1 Tflops machine in 1997 to a 20 Pflops machine today
- Reaching the goal of **exascale computing** will require significant innovation.
 - New advances in hardware, software, and algorithms

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