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# Discussion of some new and developing miniapps

**Intel Xeon Phi dungeon**  
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**Hillsboro, OR**

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SAND TBD.

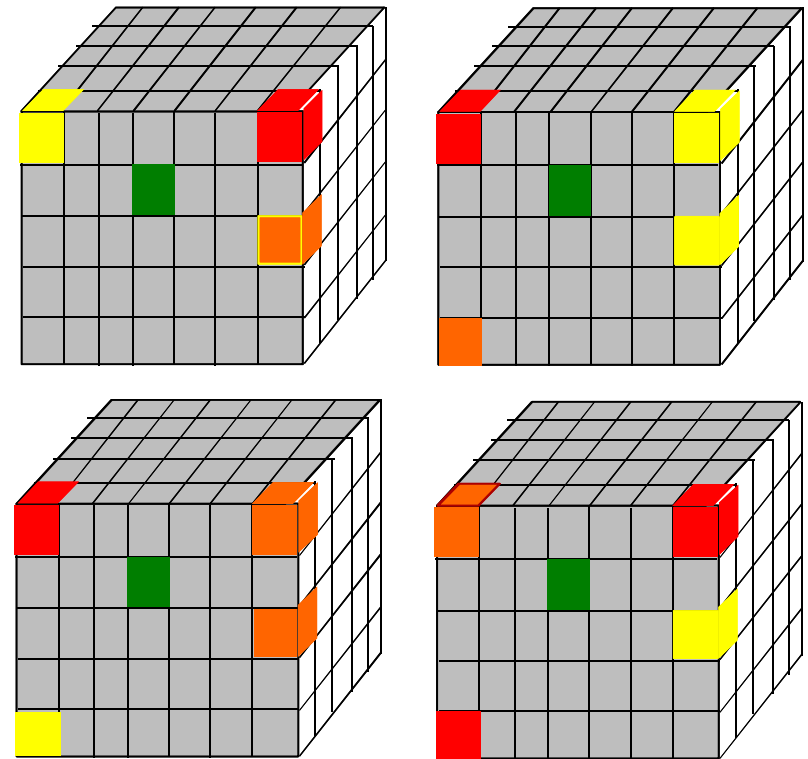
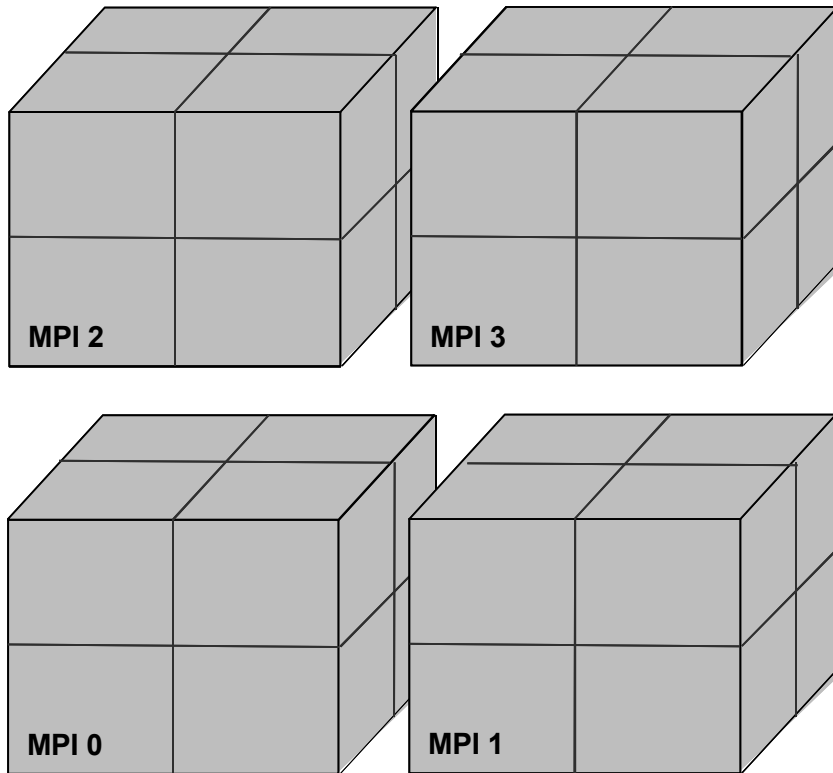


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# miniGhost tp

- Representative of finite difference (or volume) stencil computations in a multi-material application.
- Domain decomposed across parallel (MPI) processes, then
- over-decomposed as tasks to be processed by threads.
- Each task applies the difference stencil.
- Task domains on an inter-process boundary exchange face data using blocking MPI calls (send/recv).
  - Scheduler must be able to swap tasks in and out based on MPI activity. This capability is being developed in SPR@Sandia.
- Tasks on a physical boundary apply boundary conditions.

# miniGhost tp



*Data parallel*  
■ thread

*Task parallel*

■ Computation  
■ Computation + BC

■ Computation + MPI  
■ Computation + BC + MPI

# miniGhost tp : status

- C language, MPI internode.
- omp parallel single thread region spawns tasks
- Blocks defined within triply nested loop (i,j,k)
  - If block = local dimension, equivalent to reference implementation.
- qthreads implementation soon.
- Beginning to explore alternative mapping via DAGs.

# 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.

# Data analytics

## *Miniapps in development:*

- Pathfinder
- Enumerate all triangles in a graph
  - Preliminary steps:
    - Traverse adjacency lists
    - Do previous with “Manhattan Loop Collapse”
    - Build bucket structure for triangle enumeration
    - Traverse that structure
- Boolean Satisfiability (SAT) : e.g.,  $(A \wedge B) \vee C$
- Analysis of combustion simulation data using sublinear sampling of statistics on critical interfaces to determine parameters for the next iteration
  - Scientific-computing communication patterns and random access consistent with other big data

# PathFinder

searches for specified signatures in graphs.

- A signature is a specific path or subgraph that
- represents some higher-order feature such as a specific piece of functionality.
- Typical problems require identifying multiple signatures.
- Nodes are labeled with characteristics. Signatures represent a sequence of characteristics that the program is expected to execute at runtime.
- Identify a path through the graph where each characteristic in a signature appears in order.
  - Thousands of signatures in thousands of files

# PathFinder cont'd

## *Adding complexity:*

- Noisy graphs, requiring “fuzzy” matches: missing edges, nodes, or entire sequences of nodes and edges.
- Nested, directed, and potentially cyclic graphs.
- Interior CFGs have edges to the exterior graph.
- Interior graphs are fairly localized, but the exterior graphs are not.
- Branching factors and structures of the two layers are different.
- Irregular metadata and signatures.



# PathFinder

## Status

- Map of the MapReduce implemented
  - C language (OO style)
  - OpenMP data parallel
    - Outer loop omp parallel do
  - OpenMP task parallel in progress.
  - Qthreads next.
- Reduce of MapReduce to be added
  - simple MPI\_Allgatherv