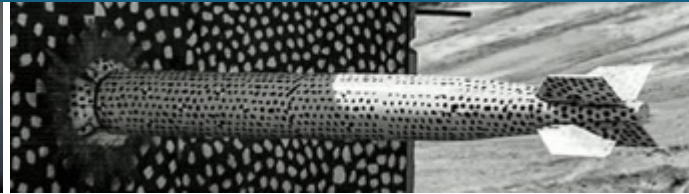
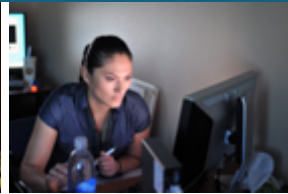




# *Leadership Scientific Software Trends from 2000 – 2040 Through the Lens of the Trilinos Project*



PRESENTED BY

Michael Heroux



Sandia National Laboratories is a multimission 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.


## Brief history of my experience




- Started parallel programming with **Fortran** and **Q8 calls on CDC Cyber 205**
- Wrote Cray **LIBSCI** code for **BLAS**, **LAPACK**, **sparse solvers**, **FFTs** in **Fortran/CAL**
- Wrote code for industry apps **FIDAP**, **FLUENT**, **STAR-CD** for **vector/MPP** machines
- Founder of **Trilinos**, **Mantevo**, **HPCG** projects
- Founder of original **Kokkos** – initial use of **execution patterns**, **breaking of storage association**.
- Architect of **E4S**, **xSDK** – Exascale Computing Project (ECP) software ecosystems
- Director of Software Technology for ECP – Broad visibility into **70+ next-gen products**



# Brief Trilinos History



2001 – 2009  
2010 – 2016  
2017 – Now

An aerial photograph of a multi-lane highway. A red car is visible in the middle of the road, moving away from the viewer. The surrounding area is green and hilly.

## Some Trilinos History



Trilinos started in December 2001

- Fun fact: The first Trilinos commit was on Fri Dec 14 22:43:40 2001
- While the command `commit log --reverse` shows the first Trilinos commit was on Fri Feb 13 23:00:10 1998, this is a commit preserved from the partitioning package Zoltan that was integrated into Trilinos years later
- There are similar commits for the multigrid package ML

The “Tri” in Trilinos was determined by the intent for three packages, there are now 50+ packages

Trilinos phases:

- Started with the Epetra stack: MPI-only, double precision arithmetic, up to 2B equations
- New stack based on Tpetra: MPI+Kokkos, templated precisions, arbitrary problem size

Trilinos-Kokkos/KokkosKernels relationship:

- Kokkos started in Trilinos: Extracted to support users who don't need solvers, and those who do
- Kokkos and KokkosKernels snapshotted into Trilinos regularly



# Motivation For Trilinos

- Sandia does LOTS of solver work.
- When I started at Sandia in May 1998:
  - ◆ Aztec was a mature package. Used in many codes.
  - ◆ FETI, PETSc, DSCPack, Spooles, ARPACK, DASPK, and many other codes were (and are) in use.
  - ◆ New projects were underway or planned in multi-level preconditioners, eigensolvers, non-linear solvers, etc...
- The challenges:
  - ◆ Little or no coordination was in place to:
    - Efficiently reuse existing solver technology.
    - Leverage new development across various projects.
    - Support solver software processes.
    - Provide consistent solver APIs for applications.
  - ◆ ASCI was forming software quality assurance/engineering (SQA/SQE) requirements:
    - Daunting requirements for any single solver effort to address alone.



# Evolving Trilinos Solution

- Trilinos<sup>1</sup> is an evolving framework to address these challenges:
  - ◆ Fundamental atomic unit is a *package*.
  - ◆ Includes core set of vector, graph and matrix classes (Epetra/Tpetra packages).
  - ◆ Provides a common abstract solver API (Thyra package).
  - ◆ Provides a ready-made package infrastructure (new\_package package):
    - Source code management (cvs, bonsai).
    - Build tools (autotools).
    - Automated regression testing (queue directories within repository).
    - Communication tools (mailman mail lists).
  - ◆ Specifies requirements and suggested practices for package SQA.
- In general allows us to categorize efforts:
  - ◆ Efforts best done at the Trilinos level (useful to most or all packages).
  - ◆ Efforts best done at a package level (peculiar or important to a package).
  - ◆ **Allows package developers to focus only on things that are unique to their package.**

1. Trilinos loose translation: “A string of pearls”



# Trilinos Strategic Goals

- **Scalable Solvers:** As problem size and processor counts increase, the cost of the solver will remain a nearly fixed percentage of the total solution time.
  - **Hardened Solvers:** Never fail unless problem essentially unsolvable, in which case we diagnose and inform the user why the problem fails and provide a reliable measure of error.
  - **Full Vertical Coverage:** Provide leading edge capabilities from basic linear algebra to transient and optimization solvers.
  - **Universal Interoperability:** All Trilinos packages will be interoperable, so that any combination of solver packages that makes sense algorithmically will be possible within Trilinos.
  - **Universal Solver RAS:** Trilinos will be:
    - ◆ Integrated into every major application at Sandia (**Availability**).
    - ◆ The leading edge hardened, efficient, scalable solutions for each of these applications (**Reliability**).
    - ◆ Easy to maintain and upgrade within the application environment (**Serviceability**).
- Algorithmic Goals
- Software Goals

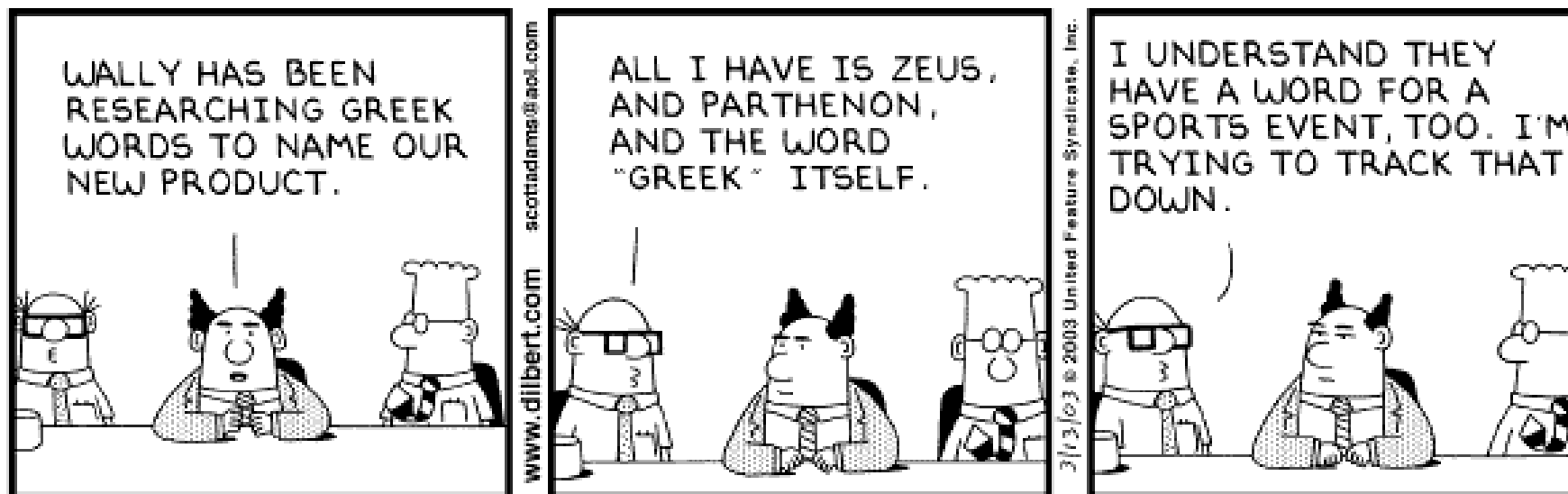


# Trilinos Packages

- Trilinos is a collection of *Packages*.
- Each package is:
  - ◆ Focused on important and state-of-the-art algorithms in its problem regime.
  - ◆ Developed by a small team of domain experts.
  - ◆ Self-contained: No (or minimal) explicit dependencies on any other software packages (with some special exceptions).
  - ◆ Configurable/buildable/documented on its own.
- Sample packages: NOX, AztecOO, IFPACK.
- Special packages: Epetra, TSF, Teuchos.



# Greek Names



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# Day 1 of Package Life

- **CVS:** Each package is self-contained in Trilinos/package/ directory.
- **Bugzilla:** Each package has its own Bugzilla product.
- **Bonsai:** Each package is browsable via Bonsai interface.
- **Mailman:** Each Trilinos package, including Trilinos itself, has four mail lists:
  - ♦ package-checkins@software.sandia.gov
    - CVS commit emails. “Finger on the pulse” list.
  - ♦ package-developers@software.sandia.gov
    - Mailing list for developers.
  - ♦ package-users@software.sandia.gov
    - Issues for package users.
  - ♦ package-announce@software.sandia.gov
    - Releases and other announcements specific to the package.
- **New\_package** (optional): Customizable boilerplate for
  - ♦ Autoconf/Automake/Doxygen/Python/Thyra/Epetra/TestHarness/Website



# Sample Package Maturation Process

Step	Example
Package added to CVS: Import existing code or start with new_package.	ML CVS repository migrated into Trilinos (July 2002).
Mail lists, Bugzilla Product, Bonsai database created.	ml-announce, ml-users, ml-developers, ml-checkins, ml-regression @software.sandia.gov created, linked to CVS (July 2002).
Package builds with configure/make, Trilinos-compatible	ML adopts Autoconf, Automake starting from new_package (June 2003).
Epetra objects recognized by package.	ML accepts user data as Epetra matrices and vectors (October 2002).
Package accessible via Thyra interfaces.	ML adaptors written for TSFCore_LinOp (Thyra) interface (May 2003).
Package uses Epetra for internal data.	ML able to generate Epetra matrices. Allows use of AztecOO, Amesos, Ifpack, etc. as smoothers and coarse grid solvers (Feb-June 2004).
Package parameters settable via Teuchos ParameterList	ML gets manager class, driven via ParameterLists (June 2004).
Package usable from Python (PyTrilinos)	ML Python wrappers written using new_package template (April 2005).

Startup Steps

Maturation Steps



# Trilinos Interoperability Mechanisms

- M1: Package accepts user data as Epetra objects.
- M2: Package can be used via TSF abstract solver classes.
- M3: Package can use Epetra for private data.
- M4: Package accesses solver services via TSF interfaces.
- M5: Package builds under Trilinos `configure` scripts.

# Interoperability Example: AztecOO

- AztecOO: Preconditioned Krylov Solver Package.
- Primary Developer: Mike Heroux.
- Minimal *explicit, essential* dependence on other Trilinos packages.
  - ♦ Uses abstract interfaces to matrix/operator objects.
  - ♦ Has independent configure/build process (but can be invoked at Trilinos level).
  - ♦ Sole dependence is on Epetra (but easy to work around).
- *Interoperable* with other Trilinos packages:
  - ♦ Accepts user data as Epetra matrices/vectors.
  - ♦ Can use Epetra for internal matrices/vectors.
  - ♦ Can be used via TSF abstract interfaces.
  - ♦ Can be built via Trilinos configure/build process.
  - ♦ Can provide solver services for NOX.
  - ♦ Can use IFPACK, ML or AztecOO objects as preconditioners.

# Observations from Trilinos 2001 - 2009



Focus on creating a federation to address numerous stakeholder issues:

- Bringing independent teams together to address software quality requirements
- Provide community for inter-dependent development teams
- Provide a single collection of libraries for users
- Retain small team ability for name recognition, autonomy at local level
- Provide a large-scale product portfolio that sponsors can track, assess and talk about

Provide software platform:

- Common tools, processes and infrastructure
- Interoperable components for each other to use
- Ready-made NewPackage to kickstart a new effort
- Technical engagement with application teams
- Common data services API via Epetra abstract classes (e.g., Epetra\_Operator)

Many of these attributes have modern replacements:

- Kokkos/KokkosKernels/Tpetra
- GitHub repos, tools, workflows
- TriBITS/CMake and Spack





## SANDIA REPORT

SAND2010-6890

Unlimited Release

Printed October 2010

# Expanding The Trilinos Developer Community

Michael A. Heroux

## 2010 –Focus on transition to community project

- Permissive license for easier corporate interactions
- Contributor agreements for non-Sandia members
- Website with non-Sandia and non-gov root
- Open repository
- Tremendous effort and commitment to make real

## Executive Summary

In order to collaborate with external developers most effectively, the Trilinos project proposes to make progress on four topics. These topics are discussed below in detail, but we state the recommendations here for quick reference.

1. **Copyright and Licensing:** *The Trilinos Project should continue efforts to make as much of its software base available under the BSD license as possible. Future new packages should be licensed under the BSD license. All future software contributions by outside individuals and organizations must be given to Trilinos under a BSD license with external contributor copyrights in appropriate source files.*
2. **Contributor Agreements:** *The Trilinos Project should have an individual and organization contributor agreement similar to OpenMPI. These agreements should be standard forms available from our website. All contributions, outside of Sandia-funded work that is already unambiguously owned by Sandia, should be made under one of these agreements.*
3. **Project Portal:** *The Trilinos Project portal (the public face of Trilinos) should be <http://www.trilinos.org>. This site will be the first place Trilinos users and developers will go for access to Trilinos documentation, discussions and downloads. We will not eliminate SSG, or TSG. In fact, the [trilinos.org](http://www.trilinos.org) website will at first be a façade for these other sites, and allow us to gradually shift the location of data and services as we go forward, to best serve our interests. We anticipate eliminating TSG within one year, but will keep SSG indefinitely.*
4. **Project Developer Site:** *The Trilinos Project should continue using SSG as the primary project developer site, but we should explore other options for hosting the Trilinos developer tools and repositories in the future. At this time, we do not see a viable alternative to using SSG, but we hope that in the future we could provide more open access to external developers.*

# The Transition to GitHub

## Never migrated to SVN

[EXTERNAL] [Trilinos-developers] Trilinos officially on github

Trilinos-developers <trilinos-developers-bounces@trilinos.org>  
on behalf of

Perschbacher, Brent M <bmpersc@sandia.gov>

Tue 11/17/2015 12:28 PM

To: trilinos-developers@trilinos.org <trilinos-developers@trilinos.org>

ATT00001.txt;

Hello all,

The Trilinos Framework team is pleased to announce that the move to Github has been completed!

The main Trilinos repository has been moved to [github.com/trilinos/Trilinos.git](https://github.com/trilinos/Trilinos.git) and it is ready for you to begin working on it. This repo was filtered to remove files which has made it history incompatible with any existing clones of Trilinos. It is recommended that you start from a fresh clone of Trilinos to avoid issues due to the history changes. This is not a requirement, but is the easiest transition path. If you have commits you need to get to github there are instructions on how to do this below.

Note that the packages that were split off into their own repos as part of this move are not quite ready yet. In the coming days we do expect to have them moved too and will announce when they are ready. The packages that will be in their own repo are: moocho, optika, Sundance, Ctrilinos, ForTrilinos, WebTrilinos, meros, and mesquite.

To access Trilinos you will need a Github account. If you haven't already please send your github user name to Jim so that he can invite you to the Trilinos project. If you do not already have an account you can sign up for free at: <https://github.com/join>. Keep in mind that Github's Terms of Service only allow one free account per person.

How to get Trilinos from github:

Github allows both https and ssh access. Both are equally valid and both have their pros and cons in a Sandia environment. SSH is what we have been using so it may be more natural to continue with it, but the choice can be made on an individual basis

https:

git clone <https://github.com/trilinos/Trilinos.git>

Note that if you choose to use https you will need to make sure your proxies are set correctly on every machine that you intend to do work from. You can find the information for Sandia's proxies

here: <https://sems.sandia.gov/qa/how-do-i-configure-sandia-proxy-settings>

ssh:

[git@github.com](https://github.com):trilinos/Trilinos.git

Note that if you choose to use ssh you will need to upload your public key to github for each machine that you intend to do work from. Github has a convenient way to add keys to your profile through the website. You can find instructions on how to add keys at: <https://help.github.com/articles/generating-ssh-keys/#step-4-add-your-ssh-key-to-your-account>

If you ever forget this information github provides the various URLs on the page for each repo on the right hand menu bar.

One of the most useful features we can leverage with the move to GitHub is forking. Forking can be used to avoid pushing branches to the main repository in most cases, and also can be useful for facilitating interactions with people who don't have push access to the repository. Here is an introduction to the concept: <https://help.github.com/articles/fork-a-repo/>

What to do if you didn't get all your changes in before the move:

If you didn't get everything pushed before the move fret not as it is still possible to get that work onto a clone from github. You will need to have committed everything that you want to move over. These commits don't have to be clean and ready to push, but you should get them as close as you can otherwise you will have



# EuroTUG as external collaboration diagnostic



EuroTUG meeting series has been around since 2012:

- 2012 in Lausanne, Switzerland
- 2013 in Munich, Germany
- 2014 in Lugano, Switzerland
- 2015 in Paris, France
- 2016 in Garching, Germany
- 2019 in Zurich, Switzerland
- 2022 virtually in Munich, Germany

Recent challenges (starting in 2015 or so):

- Dev team focused on GPUs
  - Heavy technical co-design work
  - Disruptive usage model
- Many users not ready for GPU investment
  - Ubiquitous, disruptive code changes
  - GPU benefits for sparse codes only modest

Presently:

- Trilinos more ready for broad user group
- Users must transition to GPUs for performance

Time to renew outreach:

- Virtual and on-demand
- In-person as circumstances permit



June 5, 2012 EuroTUG, EPFL, Lausanne, Switzerland



# Observations from Trilinos 2010 - 2016



## Focus on expanding communities:

- Developers outside of Sandia
- Users outside of Sandia

## Mature software products:

- Good documentation
- Lots of examples
- Very powerful compositional capabilities for multi-physics
- Rich capabilities for circuits
- MPI-only

## Transition to new tools:

- CMake (via TriBITS)
- Git and GitHub
- External web presence

This version of Trilinos is still widely used today



# New Package: Kokkos

- Very new project.
- Goal:
  - ◆ Isolate key non-BLAS kernels for the purposes of optimization.
- Kernels:
  - ◆ Dense vector/multivector updates and collective ops (not in BLAS).
  - ◆ Sparse MV, MM, SV, SM.
- Serial-only for now.
- Reference implementation provided.
- Mechanism for improving performance:
  - ◆ Default is aggressive compilation of reference source.
  - ◆ BeBOP: Jim Demmel, Kathy Yelick, Rich Vuduc, UC Berkeley.
  - ◆ Vector version: Cray.

# Example Kernels: axpy() and dot()

```
template <class WDP>
void
Node::parallel_for(int beg, int end,
                   WDP workdata    );
```

```
template <class WDP>
WDP::ReductionType
Node::parallel_reduce(int beg, int end,
                     WDP workdata    );
```

```
template <class T>
struct AxyOp {
    const T * x;
    T * y;
    T alpha, beta;
    void execute(int i)
    { y[i] = alpha*x[i] + beta*y[i]; }
};
```

```
template <class T>
struct DotOp {
    typedef T ReductionType;
    const T * x, * y;
    T identity()      { return (T)0;      }
    T generate(int i) { return x[i]*y[i]; }
    T reduce(T x, T y) { return x + y;    }
};
```

```
AxyOp<double> op;
op.x = ...; op.alpha = ...;
op.y = ...; op.beta = ...;
node.parallel_for< AxyOp<double> >
    (0, length, op);
```

```
DotOp<float> op;
op.x = ...; op.y = ...;
float dot;
dot = node.parallel_reduce< DotOp<float> >
    (0, length, op);
```



# Hybrid Timings (Tpetra)

- Tests of a simple iterations:
  - **power method**: one sparse mat-vec, two vector operations
  - **conjugate gradient**: one sparse mat-vec, five vector operations

- DNVs/x104 from UF Sparse Matrix Collection (100K rows, 9M entries)

- NCCS/ORNL **Lens** node includes

- one NVIDIA Tesla C1060
- one NVIDIA 8800 GTX
- Four AMD quad-core CPUs

- Results are **very tentative!**

- suboptimal GPU traffic
- bad format/kernel for GPU
- bad data placement for threads

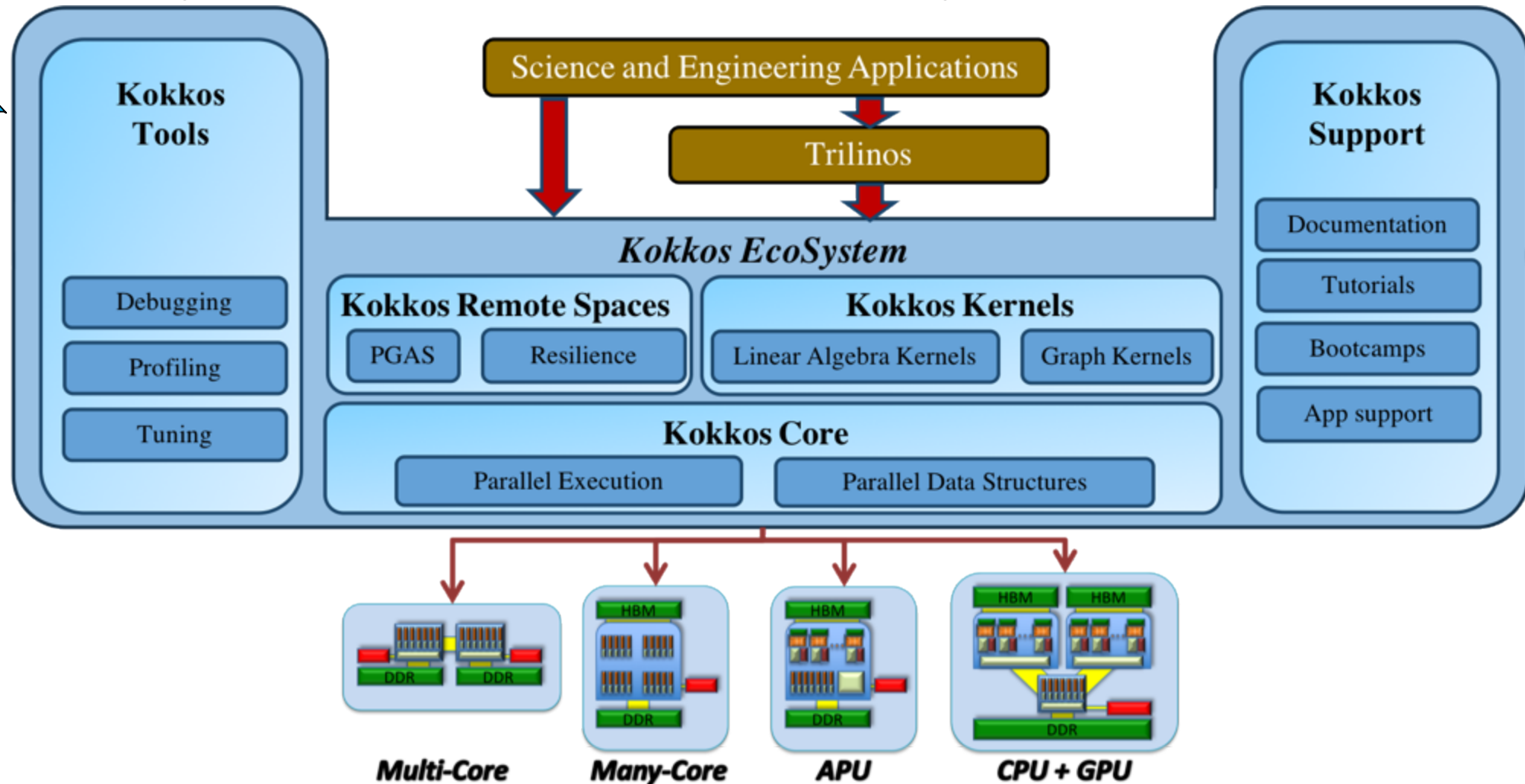
Node	PM (mflop/s)	CG (mflop/s)
Single thread	140	614
8800 GPU	1,172	1,222
Tesla GPU	1,475	1,531
Tesla + 8800	981	1,025
16 threads	816	1,376
<b>1 node</b>		
15 threads + Tesla	867	1,731
<b>2 nodes</b>		
15 threads + Tesla	1,677	2,102

# Kokkos Ecosystem for Performance Portability

22



2021 Alphabet Talk  
S. Rajamanickam



Kokkos Ecosystem addresses complexity of supporting numerous many/multi-core architectures that are central to DOE HPC enterprise



The move to accelerator platforms has been incredibly disruptive for everyone:

- Change in execution model (scale inward, discrete memory, new ISAs, new programming models, etc)
- New algorithms, aggregated applications
- New vendor hardware and software products
- Ubiquitous change to application source code

Demands a vertical co-design/development from vendor to libraries to applications

Result is an inward focus:

- Work with teams who are funded to work together and paid to embrace disruption
- Others must wait for new functionality and documentation until intensive design and development efforts stabilize

Still in this phase, but approaching its end

- EuroTUG 2022 is evidence we are emerging from an inward focus
- Lots of work to assist users in migrating to GPUs

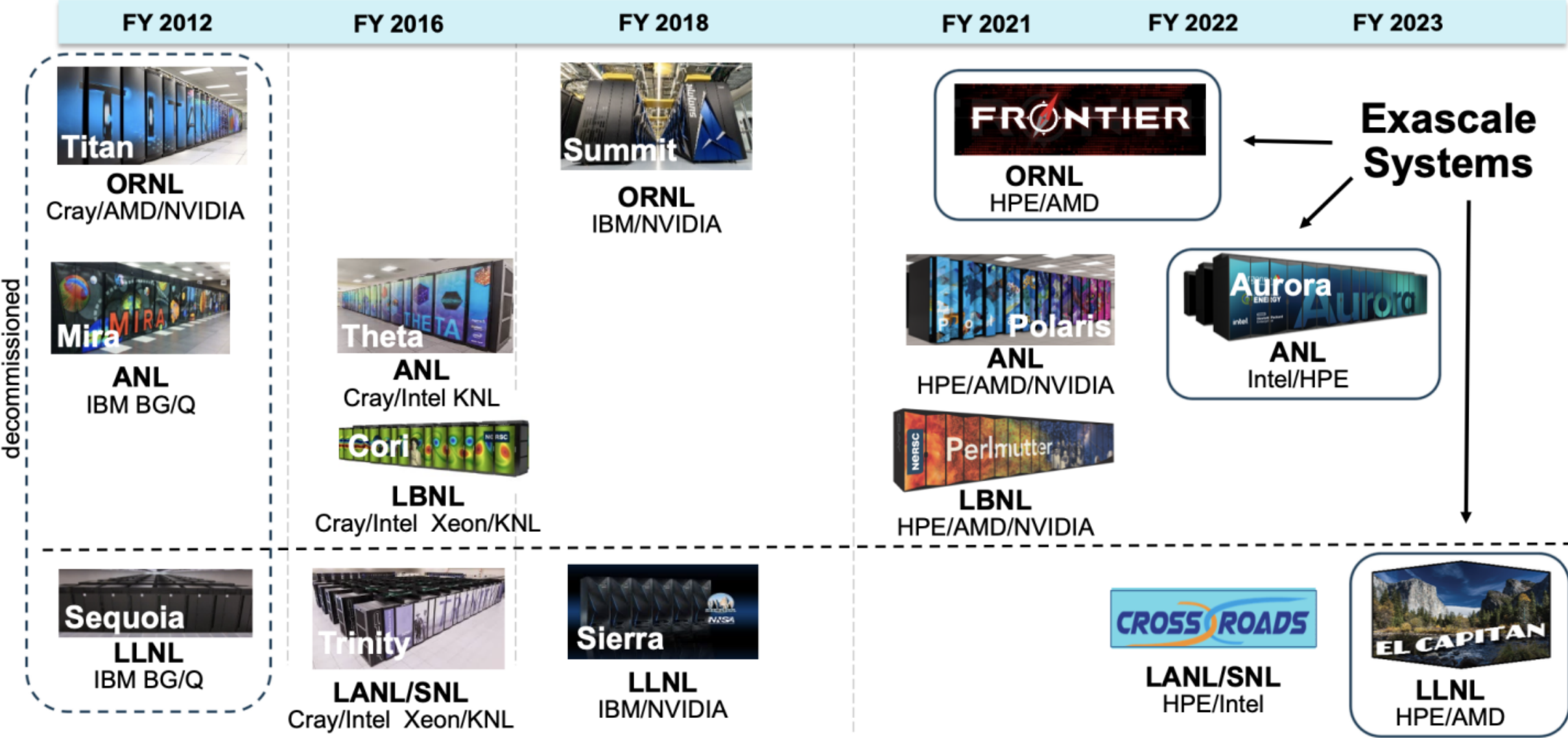


# Expanding the DOE Open-Source Software Ecosystem: ECP and E4S



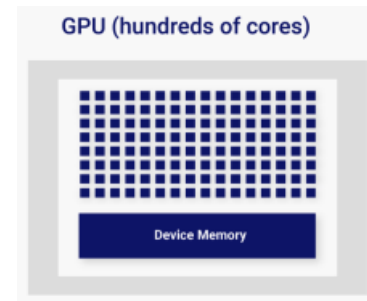


# DOE HPC Roadmap to Exascale Systems



# Heterogeneous accelerated-node computing

**Accelerated node computing:** Designing, implementing, delivering, & deploying agile software that effectively exploits heterogeneous node hardware



- Execute on the largest systems ... AND on today and tomorrow's laptops, desktops, clusters, ...
- We view *accelerators* as any compute hardware specifically designed to accelerate certain mathematical operations (typically with floating point numbers) that are typical outcomes of popular and commonly used algorithms. We often use the term GPUs synonymously with accelerators.

Text credit: Doug Kothe

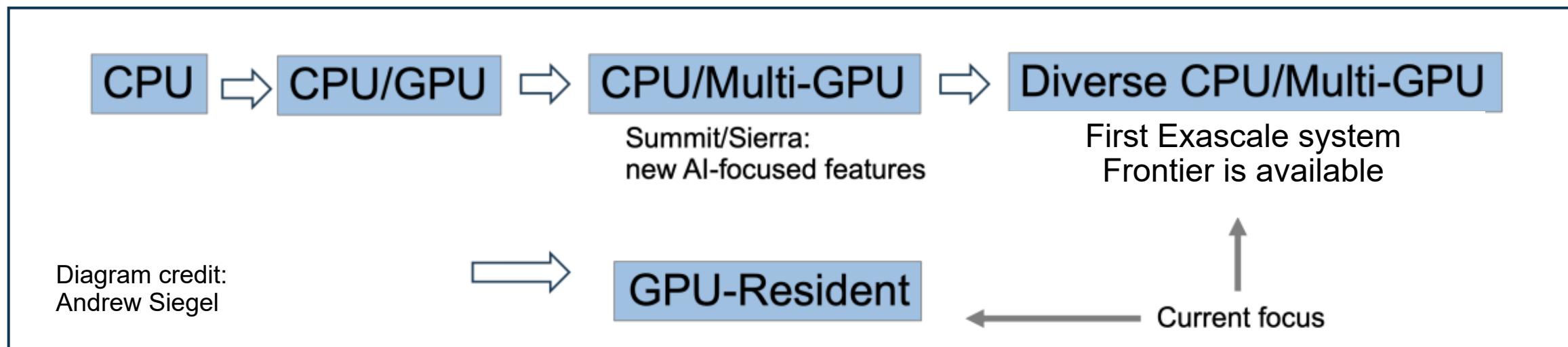


Diagram credit:  
Andrew Siegel

Ref: [A Gentle Introduction to GPU Programming](#), Michele Rosso and Andrew Myers, May 2021



## ST L4 Teams

- WBS
- Name
- PIs
- PCs - Project Coordinators

## ECP ST Stats

- 35 L4 subprojects
- ~27% ECP budget

WBS	WBS Name	CAM/PI	PC
2.3	Software Technology	Heroux, Mike, McInnes, Lois	
2.3.1	Programming Models & Runtimes	Thakur, Rajeev	
2.3.1.01	PMR SDK	Shende, Sameer	Shende, Sameer
2.3.1.07	Exascale MPI (MPICH)	Guo, Yanfei	Guo, Yanfei
2.3.1.08	Legion	McCormick, Pat	McCormick, Pat
2.3.1.09	PaRSEC	Bosilica, George	Carr, Earl
2.3.1.14	Pagoda: UPC++/GASNet for Lightweight Communication and Global Address Space Support	Hargrove, Paul	Hargrove, Paul
2.3.1.16	SICM	Lang, Michael	Vigil, Brittney
2.3.1.17	OMPI-X	Bernholdt, David	Grundhoffer, Alicia
2.3.1.18	RAJA/Kokkos	Trott, Christian Robert	Prince, Kelsie
2.3.1.19	Argo: Low-level resource management for the OS and runtime	Beckman, Pete	Gupta, Rinku
2.3.2	Development Tools	Vetter, Jeff	
2.3.2.01	Development Tools Software Development Kit	Vetter, Barton	Tim Haines
2.3.2.06	Exa-PAPI++: The Exascale Performance Application Programming Interface with Modern C++	Dongarra, Jack	Jagode, Heike
2.3.2.08	Extending HPCToolkit to Measure and Analyze Code Performance on Exascale Platforms	Mellor-Crummey, John	Meng, Xiaozhu
2.3.2.10	PROTEAS-TUNE	Vetter, Jeff	Glassbrook, Dick
2.3.2.11	SOLLVE: Scaling OpenMP with LLVM for Exascale	Gamblin, Todd	Kale, Vivek
2.3.2.12	FLANG	McCormick, Pat	Perry-Holby, Alexis
2.3.3	Mathematical Libraries	Li, Sherry	
2.3.3.01	Extreme-scale Scientific xSDK for ECP	Yang, Ulrike	Yang, Ulrike
2.3.3.06	Preparing PETSc/TAO for Exascale	Munson, Todd	Munson, Todd
2.3.3.07	STRUMPACK/SuperLU/FFTX: sparse direct solvers, preconditioners, and FFT libraries	Li, Sherry	Li, Sherry
2.3.3.12	Enabling Time Integrators for Exascale Through SUNDIALS/ Hypre	Woodward, Carol	Woodward, Carol
2.3.3.13	CLOVER: Computational Libraries Optimized Via Exascale Research	Dongarra, Jack	Carr, Earl
2.3.3.14	AI Exa: Accelerated Libraries for Exascale/ForTrilinos	Grundhoffer, Alicia	Grundhoffer, Alicia
2.3.3.15	Sake: Scalable Algorithms and Kernels for Exascale	Rajamanickam, Siva	Prince, Kelsie
2.3.4	Data and Visualization	Ahrens, James	
2.3.4.01	Data and Visualization Software Development Kit	Ward, David	Bagha, Neelam
2.3.4.09	ADIOS Framework for Scientific Data on Exascale Systems	Grundy, John	Grundhoffer, Alicia
2.3.4.10	DataLib: Data Libraries and Services Enabling Exascale Science	Ross, Rob	Ross, Rob
2.3.4.13	ECP/VTK-m	Moreland, Kenneth	Moreland, Kenneth
2.3.4.14	VeloC: Very Low Overhead Transparent Multilevel Checkpoint/Restart	Ward, David	Fring, Scott
2.3.4.15	ExaIO - Delivering Efficient Parallel I/O on Exascale Computing Systems with HDF5 and Chimera	Lynd, Susan	Bagha, Neelam
2.3.4.16	ALPINE: Algorithms and Infrastructure for In Situ Visualization and Analysis/ZFP	Ahrens, James	Turton, Terry
2.3.5	Software Ecosystem and Delivery	Munson, Todd	
2.3.5.01	Software Ecosystem and Delivery Software Development Kit	Munson, Todd	Munson, Todd
2.3.5.09	SW Packaging Technologies	Gamblin, Todd	Gamblin, Todd
2.3.5.10	ExaWorks	Laney, Dan	Laney, Dan
2.3.6	NNSA ST	Mohror, Kathryn	
2.3.6.01	LANL ATDM	Mike Lang	Vandenbusch, Tanya Marie
2.3.6.02	LLNL ATDM	Becky Springmeyer	Gamblin, Todd
2.3.6.03	SNL ATDM	Jim Stewart	Prince, Kelsie

• ~250 staff  
• ~70 products  
• 35 teams  
• ~30 universities  
• ~9 DOE labs  
• 6 technical areas  
• 1 focus area of 3 in ECP

# We work on products applications need now and into the future

## Key themes:

- Focus: GPU node architectures and advanced memory & storage technologies
- Create: New high-concurrency, latency tolerant algorithms
- Develop: New portable (Nvidia, Intel, AMD GPUs) software product
- Enable: Access and use via standard APIs

Legacy: A stack that enables performance portable application development on leadership platforms

## Software categories:

- **Next generation established products:** Widely used HPC products (e.g., MPICH, OpenMPI, Trilinos)
- **Robust emerging products:** Address key new requirements (e.g., Kokkos, RAJA, Spack)
- **New products:** Enable exploration of emerging HPC requirements (e.g., SICM, zfp, UnifyCR)

Example Products	Engagement
MPI – Backbone of HPC apps	Explore/develop MPICH and OpenMPI new features & standards
OpenMP/OpenACC –On-node parallelism	Explore/develop new features and standards
Performance Portability Libraries	Lightweight APIs for compile-time polymorphisms
LLVM/Vendor compilers	Injecting HPC features, testing/feedback to vendors
Perf Tools - PAPI, TAU, HPCToolkit	Explore/develop new features
Math Libraries: BLAS, sparse solvers, etc.	Scalable algorithms and software, critical enabling technologies
IO: HDF5, MPI-IO, ADIOS	Standard and next-gen IO, leveraging non-volatile storage
Viz/Data Analysis	ParaView-related product development, node concurrency

# Software Platforms: “Working in Public” Nadia Eghbal



Platforms in the software world are digital environments that intend to improve the value, reduce the cost, and accelerate the progress of the people and teams who use them

Platforms can provide tools, workflows, frameworks, and cultures that provide a (net) gain for those who engage

Eghbal Platforms:

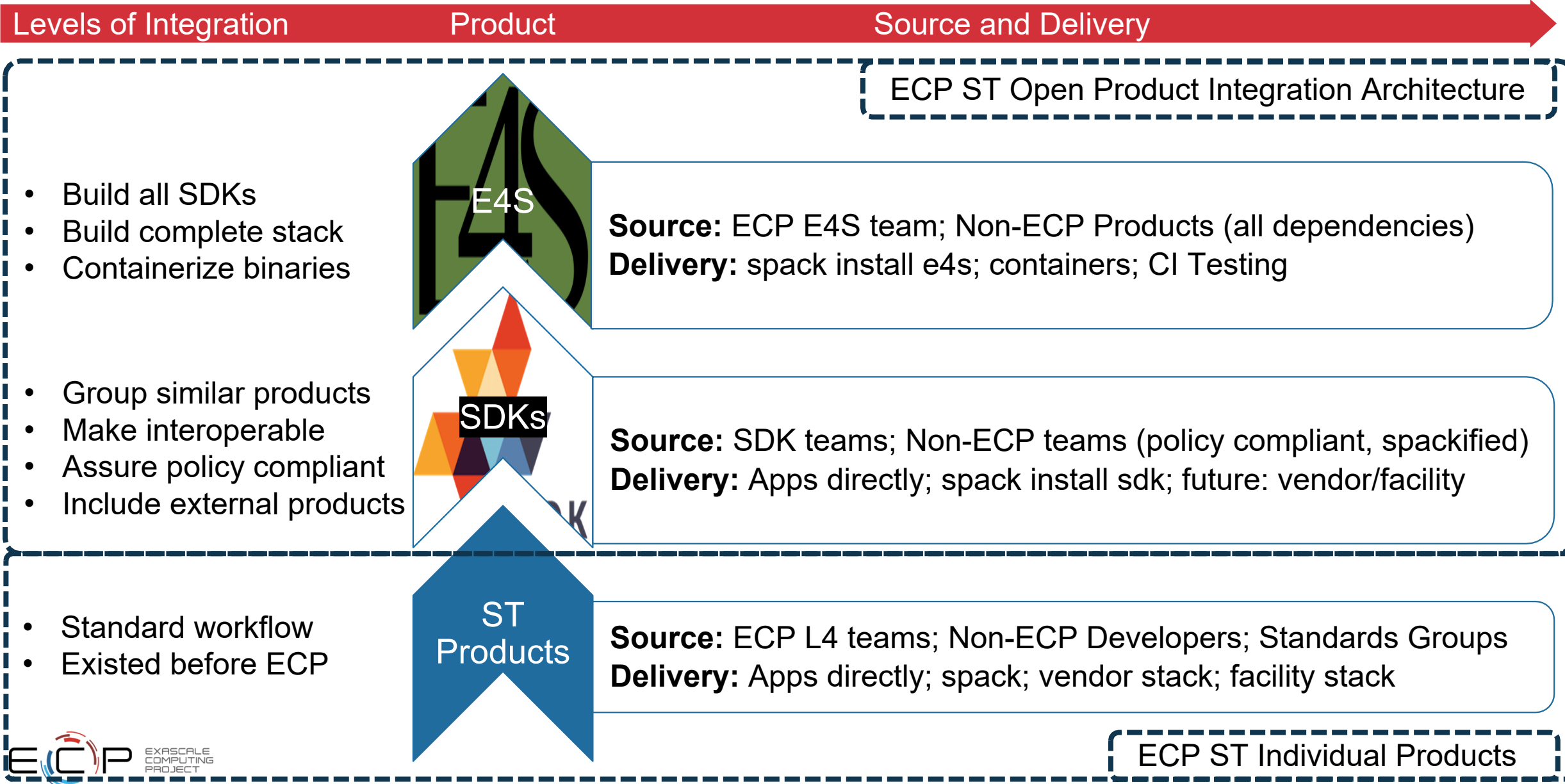
	HIGH USER GROWTH	LOW USER GROWTH
HIGH CONTRIBUTOR GROWTH	Federations (e.g., Rust)	Clubs (e.g., Astropy)
LOW CONTRIBUTOR GROWTH	Stadiums (e.g., Babel)	Toys (e.g., ssh-chat)

Trilinos has been several of these types of platforms over time, but none is a perfect fit

# About Platforms and ECP

- The ECP is commissioned to provide new scientific software capabilities on the frontier of algorithms, software and hardware
- The ECP uses platforms to foster collaboration and cooperation as we head into the frontier
- The ECP has two primary software platforms:
  - E4S: a comprehensive portfolio of ECP-sponsored products and dependencies
  - SDKs: Domain-specific collaborative and aggregate product development of similar capabilities

# Delivering an open, hierarchical software ecosystem





# xSDK: Primary delivery mechanism for ECP math libraries' continual advancements



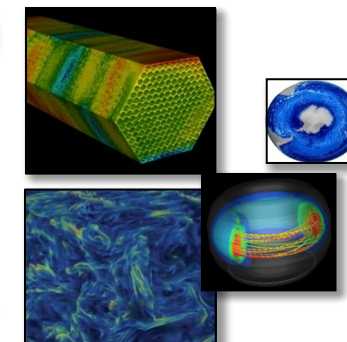
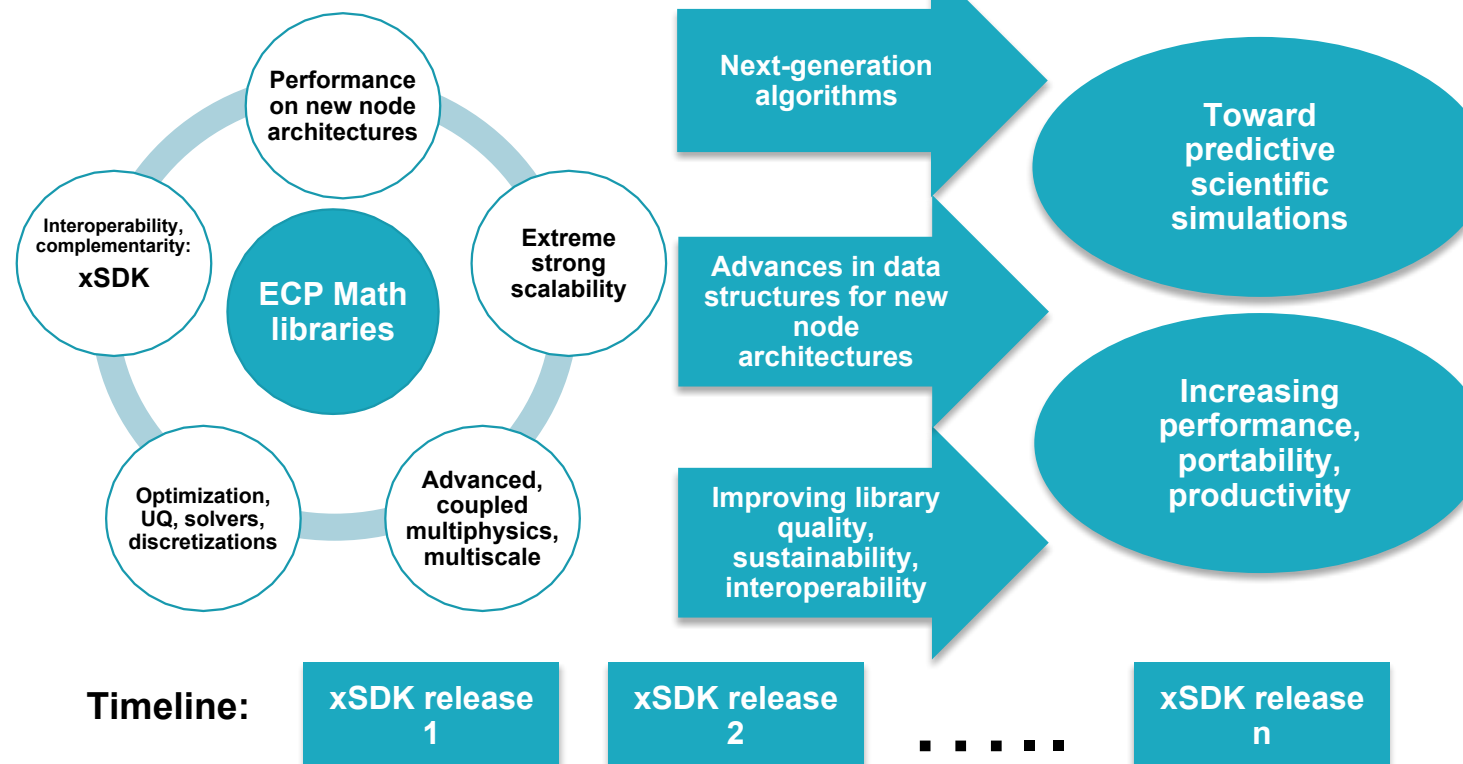
xSDK lead: Ulrike Meier Yang (LLNL)  
xSDK release lead: Satish Balay (ANL)

## xSDK release 0.7.0 (Nov 2021)

hypr  
PETSc/TAO  
SuperLU  
Trilinos  
AMReX  
ArborX  
ButterflyPACK  
DTK  
Ginkgo  
heFFTe  
libEnsemble  
MAGMA  
MFEM  
Omega\_h  
PLASMA  
PUMI  
SLATE  
Tasmanian  
SUNDIALS  
Strumpack  
Alquimia  
PFLOTRAN  
deal.II  
preCICE  
PHIST  
SLEPc

} from the  
broader  
community

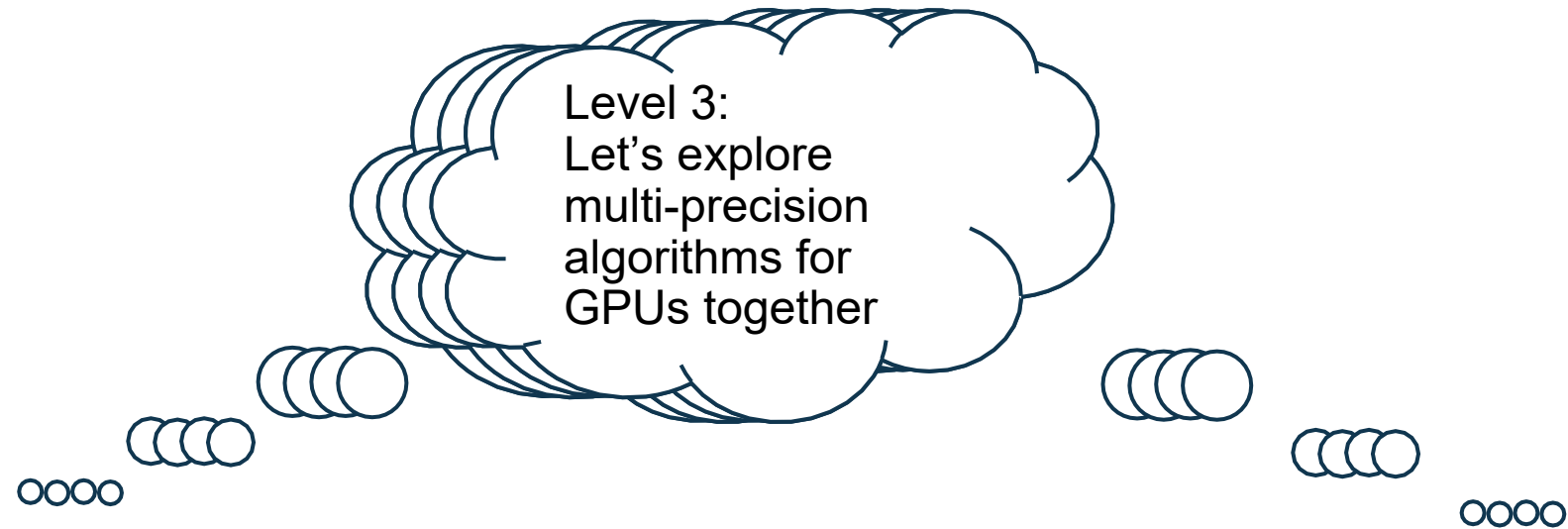
As motivated and validated by  
the needs of ECP applications:





# An SDK Maturity Model or, The Benefits of Coop-etition

Scenario: Two Product Teams in the Same SDK (e.g., math libs SDK aka xSDK)



# Step 1: Concurrent exploration of the algorithm and software space

- In cross-laboratory expert teams, we focus on:
  - Mixed precision dense direct solvers (MAGMA and SLATE);
  - Mixed precision sparse direct solvers (SuperLU);
  - Mixed precision multigrid (on a theoretical level and in hypre);
  - Mixed precision FFT (heFFTE);
  - Mixed precision preconditioning (Ginkgo, Trilinos);
  - Separating the arithmetic precision from the memory precision (Ginkgo);
  - Mixed precision Krylov solvers (theoretical analysis, Ginkgo, Trilinos);
- Mixed precision algorithms acknowledge and boost the GPU usage
  - Algorithm development primarily focuses on GPU hardware (Summit, Frontier);
  - Latest evaluations on **NVIDIA A100** (Perlmutter), **AMD MI100** (Spock), **Intel Gen9** GPU
- Integrating mixed precision technology as **production-ready implementation into ECP software products** allows for the smooth integration into **ECP applications**.

## Advances in Mixed Precision Algorithms: 2021 Edition

by the ECP Multiprecision Effort Team (Lead: Hartwig Anzt)

Ahmad Abdelfattah, Hartwig Anzt, Alan Ayala, Erik G. Boman, Erin Carson, Sebastien Cayrols, Terry Cojean, Jack Dongarra, Rob Falgout, Mark Gates, Thomas Grützmacher, Nicholas J. Higham, Scott E. Kruger, Sherry Li, Neil Lindquist, Yang Liu, Jennifer Loe, Piotr Luszczek, Pratik Nayak, Daniel Osei-Kuffuor, Sri Pranesh, Sivasankaran Rajamanickam, Tobias Ribizel, Barry Smith, Kasia Swirydowicz, Stephen Thomas, Stanimire Tomov, Yaohung M. Tsai, Ichi Yamazaki, Urike Meier Yang

August 28, 2021

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# Step 2: Incorporate lessons learned into library ecosystem

For library interoperability and mixed precision usage:

- **PETSc** develops an abstraction layer to device solvers (vendor libraries, Kokkos Kernels, etc.) that allows flexible composition of Krylov solves in mixed-precision;
- **hypr** already supports the compilation in different precisions and work now focuses on compiling multiple precisions at a time to compose algorithms out of routines running in different precision formats;
- **Ginkgo** makes the “memory accessor” integration-ready for other software libraries;
- **Kokkos** and **KokkosKernels** implements support for compiling in IEEE754 half precision;
- **SLATE** contains mixed precision algorithms and templates the working precision; and
- **MAGMA** compiles in different precisions (z,c,d,s).

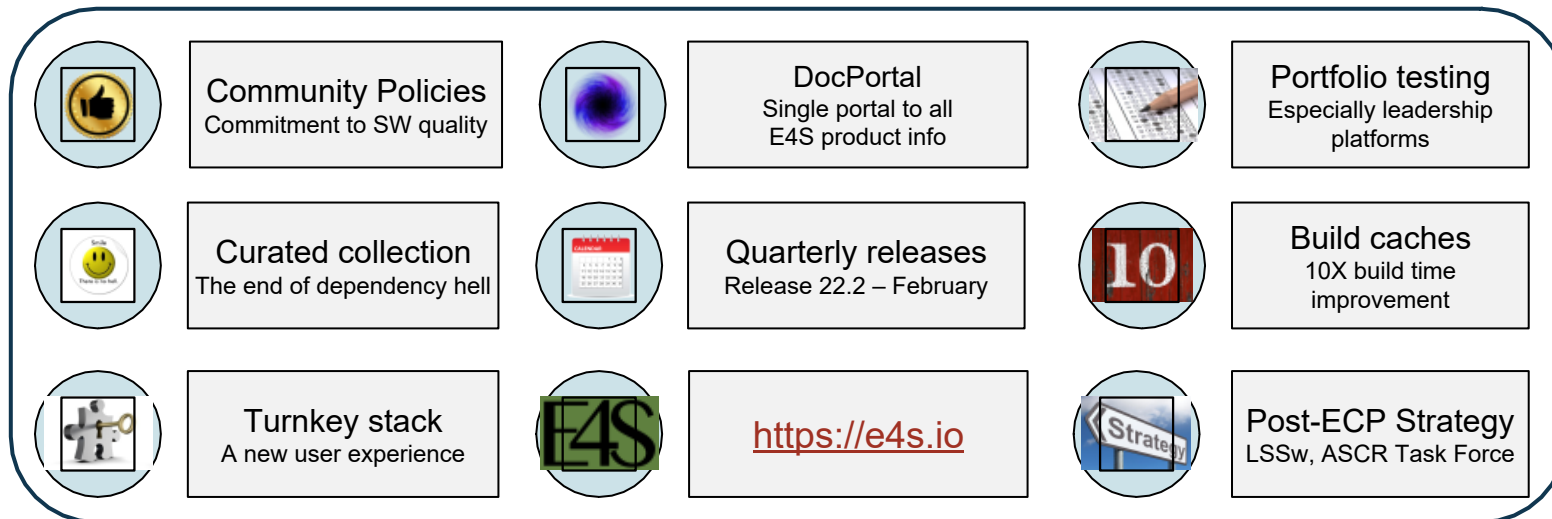


- Establish coop-etition:
  - Lower-cost comparison of products, increased incentives for improvement
  - Encourages SDK participation: learn from each other, be in the know
- Lead to community growth:
  - Humanizes the other teams
  - Exposes opportunities to share strengths
- Retain autonomy of SDK member teams
  - Each team makes its own informed decisions
  - Better decisions from shared study of new ideas
- Challenges
  - Coordination has overhead, some developers don't see the net benefit
  - Poor habits can spill over (but so can good ones)
- Bottom line: SDKs as we define them:
  - Are platforms to support open, collaborative scientific discovery across teams
  - Make sharing and cooperation, which are fundamental to science, easier to realize

## Takeaways from SDKs

# Extreme-scale Scientific Software Stack (E4S)

- E4S: HPC software ecosystem – a curated software portfolio
- A **Spack-based** distribution of software tested for interoperability and portability to multiple architectures
- Available from **source, containers, cloud, binary caches**
- Leverages and enhances SDK interoperability thrust
- Not a commercial product – an open resource for all
- Growing functionality: Aug 2022: E4S 22.08 – 100+ full release products



<https://spack.io>

Spack lead: Todd Gamblin (LLNL)



<https://e4s.io>

E4S lead: Sameer Shende (U Oregon)



- ARM64 systems with NVIDIA GPUs
- Base and full featured container images targeting three GPU architectures (Intel, AMD, NVIDIA)
- Base images may be used to build custom containers and support GPUs
- New versions of AI/ML frameworks TensorFlow and PyTorch optimized for GPUs on all three architectures: x86\_64, ppc64le, and aarch64.

E4S 22.08  
Highlights

# Download E4S 22.05 GPU Container Images: NVIDIA, AMD, Intel



## Container Releases

🔗 Docker Downloads - CUDA

🔗 Docker Downloads - ROCm

🔗 Docker Downloads - OneAPI

🔗 Singularity x86\_64 Download - CUDA

🔗 Singularity ppc64le Download - CUDA

🔗 Singularity aarch64 Download - CUDA

🔗 Singularity x86\_64 Download - ROCm

🔗 Singularity x86\_64 Download - OneAPI

🔗 OVA Download



## From source with Spack

🔗 Visit the Spack Project

Spack contains packages for all of the products listed in the E4S 22.08 Full Release category (see above Release Notes). General instructions for building software with Spack can be found at the Spack website. Questions concerning building those packages are deferred to the associated package development team.

- Separate full featured Singularity images for 3 GPU architectures
- GPU base images for
  - x86\_64 (Intel, AMD, NVIDIA)
  - ppc64le
  - aarch64



# E4S Community Policies: *A commitment to quality improvement*



- Purpose: Enhance sustainability and interoperability
- Will serve as membership criteria for E4S
  - Membership is not required for *inclusion* in E4S
  - Also includes forward-looking draft policies
- Modeled after xSDK community policies
- Multi-year effort led by SDK team
  - Included representation from across ST
  - Multiple rounds of feedback incorporated from ST leadership and membership



SDK lead: Jim Willenbring (SNL)



## Policies: Version 1

<https://e4s-project.github.io/policies.html>

- **P1: *Spack-based Build and Installation***
- **P2: *Minimal Validation Testing***
- **P3: *Sustainability***
- **P4: *Documentation***
- **P5: *Product Metadata***
- **P6: *Public Repository***
- **P7: *Imported Software***
- **P8: *Error Handling***
- **P9: *Test Suite***

**P1 Spack-based Build and Installation** Each E4S member package supports a scriptable *Spack* build and production-quality installation in a way that is compatible with other E4S member packages in the same environment. When E4S build, test, or installation issues arise, there is an expectation that teams will collaboratively resolve those issues.

**P2 Minimal Validation Testing** Each E4S member package has at least one test that is executable through the E4S validation test suite (<https://github.com/E4S-Project/testsuite>). This will be a post-installation test that validates the usability of the package. The E4S validation test suite provides basic confidence that a user can compile, install and run every E4S member package. The E4S team can actively participate in the addition of new packages to the suite upon request.

**P3 Sustainability** All E4S compatibility changes will be sustainable in that the changes go into the regular development and release versions of the package and should not be in a private release/branch that is provided only for E4S releases.

**P4 Documentation** Each E4S member package should have sufficient documentation to support installation and use.

**P5 Product Metadata** Each E4S member package team will provide key product information via metadata that is organized in the *E4S DocPortal* format. Depending on the filenames where the metadata is located, this may require *minimal setup*.

**P6 Public Repository** Each E4S member package will have a public repository, for example at GitHub or Bitbucket, where the development version of the package is available and pull requests can be submitted.

**P7 Imported Software** If an E4S member package imports software that is externally developed and maintained, then it must allow installing, building, and linking against a functionally equivalent outside copy of that software. Acceptable ways to accomplish this include (1) forgoing the internal copied version and using an externally-provided implementation or (2) changing the file names and namespaces of all global symbols to allow the internal copy and the external copy to coexist in the same downstream libraries and programs. This pertains primarily to third party support libraries and does not apply to key components of the package that may be independent packages but are also integral components to the package itself.

**P8 Error Handling** Each E4S member package will adopt and document a consistent system for signifying error conditions as appropriate for the language and application. For e.g., returning an error condition or throwing an exception. In the case of a command line tool, it should return a sensible exit status on success/failure, so the package can be safely run from within a script.

**P9 Test Suite** Each E4S member package will provide a test suite that does not require special system privileges or the purchase of commercial software. This test suite should grow in its comprehensiveness over time. That is, new and modified features should be included in the suite.

**We welcome feedback. What policies make sense for your software?**

# E4S DocPortal

- Single point of access
- All E4S products
- Summary Info
  - Name
  - Functional Area
  - Description
  - License
- Searchable
- Sortable
- Rendered daily from repos

## E4S Products

\*: Member Product

Show  entries

Search:

	Name	Area	Description	
+	ADIOS2	Data & Viz	I/O and data management library for storage I/O, in-memory code coupling and online data analysis and visualization workflows.	2021-03-10 16:45:25
+	AML	PMR	Hierarchical memory management library from Argo.	2019-04-25 13:03:01
+	AMREX	PMR	A framework designed for building massively parallel block- structured adaptive mesh refinement applications.	2021-05-02 17:26:43
+	ARBORX	Math libraries	Performance-portable geometric search library	2021-01-05 15:39:55
+	ARCHER			
+	ASCENT			
+	BEE	Software Ecosystem	Container-based solution for portable build and execution across HPC systems and cloud resources	2018-08-22 22:26:19
+	BOLT	Development Tools	OpenMP over lightweight threads.	2020-05-04 11:24:57
+	CALIPER	Development tools	Performance analysis library.	2020-11-04 23:53:07
+	CHAI	PMR	A library that handles automatic data migration to different memory spaces behind an array-style interface.	2020-11-02 19:58:24

All we need from the software team is a repo URL + up-to-date meta-data files

Name

Latest Doc Update

Showing 1 to 10 of 76 entries

Previous 1 2 3 4 5 ... 8 Next

# Goal: All E4S product documentation accessible from single portal on E4S.io (working mock webpage below)

The image displays a mock-up of the E4S.io website. The top navigation bar includes links for HOME, EVENTS, ABOUT, DOCPORTAL, CONTACT US, FAQ, and a prominent DOWNLOAD button. Below this, a table lists various E4S products, including ADIOS2, AML, ARCHER, ASCENT, BEE, BOLT, CALIPER, CHAI, CINEMA, and DARSHAN, categorized by their primary area of focus. On the right, a detailed view of the ADIOS2 product is shown, featuring its logo, a description of its capabilities as an open-source framework for high-performance computing, and a list of ORNL researchers associated with the project.

Name	Area
ADIOS2	Data & Viz
AML	PMR
ARCHER	Tools
ASCENT	Data & Viz
BEE	Software ecosystem
BOLT	Development tools
CALIPER	Development tools
CHAI	PMR
CINEMA	Data & Viz
DARSHAN	Data & Viz

Showing 1 to 10 of 75 entries

### E4S Products

Search:

Name	Area	Description
ADIOS2	Data & Viz	I/O and data management library for storage I/O, in-memory code coupling and online data analysis and visualization workflows.

**Description:** The Adaptable Input Output System version 2, developed in the Exascale Computing Program.  
**Homepage:** <https://ornd.ornl.gov/software/adios2>

#### Document Summaries

**ReadMe.md**

```
License: Apache 2.0
C++ bindings
Python bindings
C# bindings
Java bindings
Fortran bindings
C bindings
C++ bindings
Python bindings
C# bindings
Java bindings
Fortran bindings
C bindings
```

**LICENSE**

Apache License  
Version 2.0, January 2004  
<http://www.apache.org/licenses/>

**TERMS AND CONDITIONS FOR USE, REPRODUCTION, AND DISTRIBUTION**

1. Definitions.

"License" shall mean the terms and conditions for use, reproduction, and distribution as defined by Sections 1 through 9 of this document.

### Computer Science and Mathematics

## ADIOS2

ADIOS 2: The Adaptable Input Output (I/O) System version 2 is an open-source framework that addresses scientific data management challenges, e.g. scalable parallel I/O, as we approach the exascale era in high-performance computing (HPC). ADIOS 2 bindings are available in C++, C, Fortran, Python and can be used on supercomputers, personal computers, and cloud systems running on Linux, macOS and Windows. ADIOS 2 has out-of-the-box support for MPI and serial environments.

ADIOS 2 unified application programming interface (API) focuses on what scientific applications produce and consume in terms of n-dimensional Variables, Attributes, and Steps, while hiding the low-level details of how the data byte streams are transported as efficiently as possible from application memory to HPC networks, files, wide-area-networks, and direct memory access media. Typical use cases include file storage for checkpoint-restart and analysis, data streaming for code-coupling, and in situ analysis and visualization workflows. ADIOS 2 also provides high-level APIs that resemble native I/O libraries in Python (file) and C++ (stream) for easy integration with their rich data analysis ecosystems. In addition, XML and YAML runtime configuration files are provided so users can fine-tune available parameters to enable efficient data movements without recompiling their codes. ADIOS 2 also supports data compression via third party libraries for lossy: zfp, SZ, MGARD, and lossless: blosc, lz4, png operations.

The ADIOS 2 development process adopts modern software engineering practices such as unit testing, continuous integration, and documentation to make the final product accessible to the scientific community. Our commitment is to release a new version every 6 months. Distributions are currently available via modern package management systems: conda, spack, homebrew (and more to come). Overall, applications using ADIOS 2 do not need to dramatically modify their source code to evaluate I/O performance trade-offs, thus reducing integration and maintenance costs in their development process. For those coming from ADIOS 1.x, ADIOS 2

#### ORNL Researchers

- Nicholas Thompson
- Norbert Podhorszki
- William Godoy
- Scott Klasky
- Lipeng Wan
- Jeremy Logan

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Purdue University  
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Group  
Scientific Data Group

# Speeding up bare-metal installs using the E4S build cache

<https://oaciss.uoregon.edu/e4s/inventory.html>

### E4S Build Cache for Spack 0.17.0

To use this build cache, just add it to your Spack

```
spack mirror add E4S https://cache.e4s.io
spack buildcache keys -it
```

**\*\* PLEASE ALLOW A FEW MINUTES FOR THE INVENTORY TO LOAD \*\***

Click on one of the packages below to see a list of all available variants.

☒ All Operating Systems ☐ CentOS 7 ☐ CentOS 8 ☐ RHEL 7 ☐ RHEL 8 ☐ Ubuntu 18.04 ☐ Ubuntu 20.04

Last updated: 11-10-2021 16:59 PDT  
77,606 Spack packages

adiak@0.1.1 adiak@0.2.1 adios2@2.5.0 adios2@2.6.0 adios2@2.7.0 adios2@2.7.1 adios@1.13.1 adlbx@0.9.2 adlbx@1.0.0 adolc@0.9.0 amr-wind@main amrex@20.07 amrex@20.09 amrex@20.10 amrex@20.11 amrex@20.12 amrex@21.01 amrex@21.02 amrex@21.03 arborx@0.9-beta arborx@1.0 argobots@1.0 argobots@1.0rc1 argobots@1.0rc2 argobots@1.1 arpack-ng@3.7.0 arpack-ng@3.8.0 ascen ascent@pantese\_v0.1 asimp@4.0.1 asimp@5.0.1 autoconf-archive@2019.01.06 autoconf@2.69 autoconf@2.70 automake@1.16.1 autoast@0.4.0 axom@0.3.3 axom@0.4.0 axom@0.5.0 bash@5.0 bdfpocf@1.0.5 berkeley-db@18.1.40 berkeley-db@6.2.32 binutils@2.31 bison@3.4.2 bison@3.6.4 bison@3.7.4 bison@3.7.6 blaspp@2020.10.02 blaspp@2021.04.01 blt@0.3.6 blt@0.3.6rcn blt@0.4.0 bolt@1.0rc2 bolt@1.0rc3 bolt@2.0 boost@1.68.0 boost@1.70.0 boost@1.72.0 boost@1.73.0 boost@1.74.0 boost@1.75.0 boost@1.76.0 btfmflypack@1.2.1 byacc@master bzp2@1.0.6 bzp2@1.0.8 c-blosc@1.17.0 c-blosc@1.21.0 cubana@0.3.0 cairo@1.16.0 caliper@2.2 caliper@2.5.0 camp@0.1.0 cantimiers@master catalyst@5.6.0 chai@2.3.0 charliecloud@0.22 cinch@develop cinch@master cmake@3.16.2 cmake@3.16.5 cmake@3.17.1 cmake@3.17.3 cmake@3.18.0 cmake@3.18.1 cmake@3.18.2 cmake@3.18.4 cmake@3.18.5 cmake@3.20.0 cmake@3.20.1 cmake@3.20.2 codar-cheetah@develop comgr@3.9.0 comgr@4.0.0 comgr@4.1.0 comgr@4.2.0 conduit@master coupler@master cpio@2.13 cub@1.12.0-rc0 cube@4.6 cubeb@0.4.6 cubew@4.5 cuda@10.1.243 cuda@10.2.89 cuda@11.1.2.1 cuda@11.2.2 cuda@11.3.0 curl@7.63.0 curl@7.71.0 curl@7.72.0 curl@7.73.0 curl@7.74.0 curl@7.75.0 curl@7.76.0 darshan-runtime@3.2.1 darshan-runtime@3.3.0 darshan-util@3.1.7 darshan-util@3.1.8 darshan-util@3.2.1 darshan-util@3.3.0 dbus@1.12.8 doxygen@1.8.20 doxygen@1.9.1 dcmpp@1.1.0 dcmpp@1.1.1 dyninst@10.1.0 dyninst@10.2.0 dyninst@10.2.1 dyninst@11.0.0 efflu@0.1.0

## WDM<sub>app</sub>

Whole Device Model application

latest

**CONTENTS:**

- Applying for Access
- WDMApp on Summit at OLCF
- WDMApp on Rhea at OLCF
- Setting up Spack
- Installing Spack
- Cloning the WDMApp package repo
- Rhea-Specific Setup
- Read the Docs

v: latest

### Note

The **E4S project** has created a build cache for many packages as precompiled binaries to save time. To use it:

```
$ wget https://oaciss.uoregon.edu/e4s/e4s.tar.gz
$ spack gpg trust e4s.pub
$ spack mirror add E4S https://cache.e4s.io
```

## Building WDMApp

You should be able to just follow the instructions in **WDMAPP**.

### Using E4S WDMApp docker container

Alternatively, the **E4S project** has created a docker image that mirrors the Rhea environment, which can be used for local development and debugging. To run this image, you need to have docker installed and then do the following:

- 88,000+ binaries
- S3 mirror
- No need to build from source code!

### E4S Spack build cache:

- **Fusion plasma:**
  - WDMApp added E4S mirror
  - Speedup: 10X
- **Turbine wind plant:**
  - ExaWind (Nalu-Wind)
  - 6 minutes with build cache
  - Up to 4 hours without

Special thanks to Sameer Shende, WDMApp and ExaWind teams

<https://wdmapp.readthedocs.io/en/latest/machines/rhea.html>

# Summary: E4S and SDKs as Platforms

Activity	SDKs	E4S
Planning	Transparent and collaborative requirements, analysis and design, delivery	Campaign-based portfolio planning coordinated with Facilities, vendors, community ecosystem, non-DOE partners
Implementation	Leverage shared knowledge, infrastructure, best practices	ID and assist product teams with cross-cutting issues
Cultivating Community	Within a specific technical domain: Portability layers, LLVM coordination, sparse solvers, etc.	Across delivery and deployment, with software teams, facilities' staff
Resolving issues, sharing solutions	Performance bottlenecks and tricks, coordinated packaging and use of substrate, e.g., Desul for RAJA and Kokkos	Build system bugs and enhancements, protocols for triage, tracking & resolution, leverage across & beyond DOE
Improving quality	Shared practice improvement, domain-specific quality policies, reduced incidental differences and redundancies, per-commit CI testing	Portfolio-wide quality policies, documentation portal, portfolio testing on many platforms not available to developers
Path-finding	Exploration and development of leading-edge computational tools that provide capabilities and guidance for others	Exploration and development of leading-edge packaging and distribution tools and workflows that provide capabilities and guidance for others
Training	Collaborative content creation and curation, coordinated training events for domain users, deep, problem-focused solutions using multiple products	Portfolio installation and use, set up of build caches, turnkey and portable installations, container and cloud instances
Developer experience	Increased community interaction, increased overhead (some devs question value), improved R&D exploration	Low-cost product visibility via doc portal, wide distribution via E4S as from-source/pre-installed/container environment
User experience	Improve multi-product use, better APIs through improved design, easier understanding of what to use when	Rapid access to latest stable feature sets, installation on almost any HPC system, leadership to laptop
Scientific Software R&D	Shared knowledge of new algorithmic advances, licensing, build tools, and more	Programmatic cultivation of scientific software R&D not possible at smaller scales
Community development	Attractive and collaborative community that attracts junior members to join	Programmatic cultivation of community through outreach and funded opportunities that expand the membership possibilities



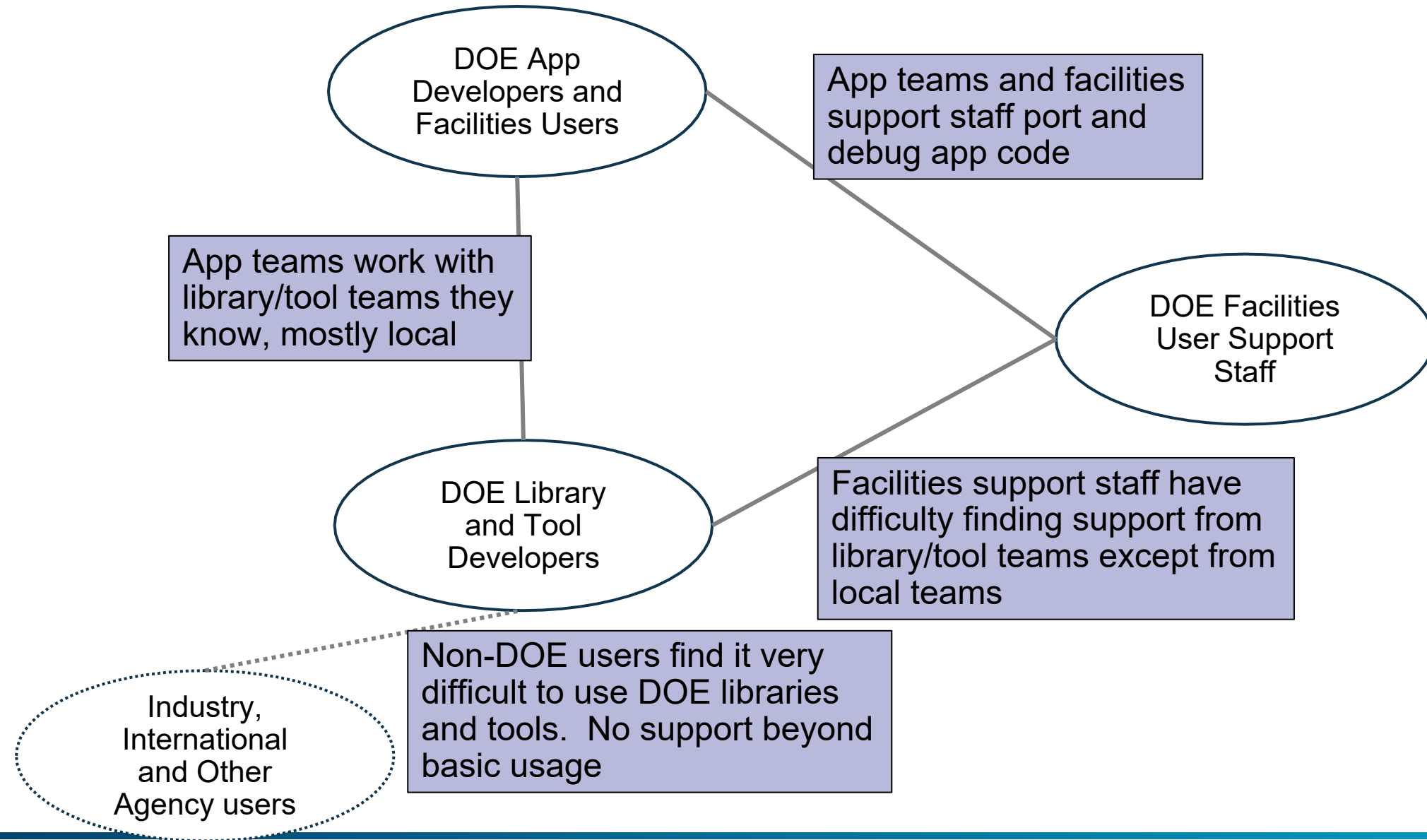


# Expanding the Value and Impact of Software Ecosystems Going Forward

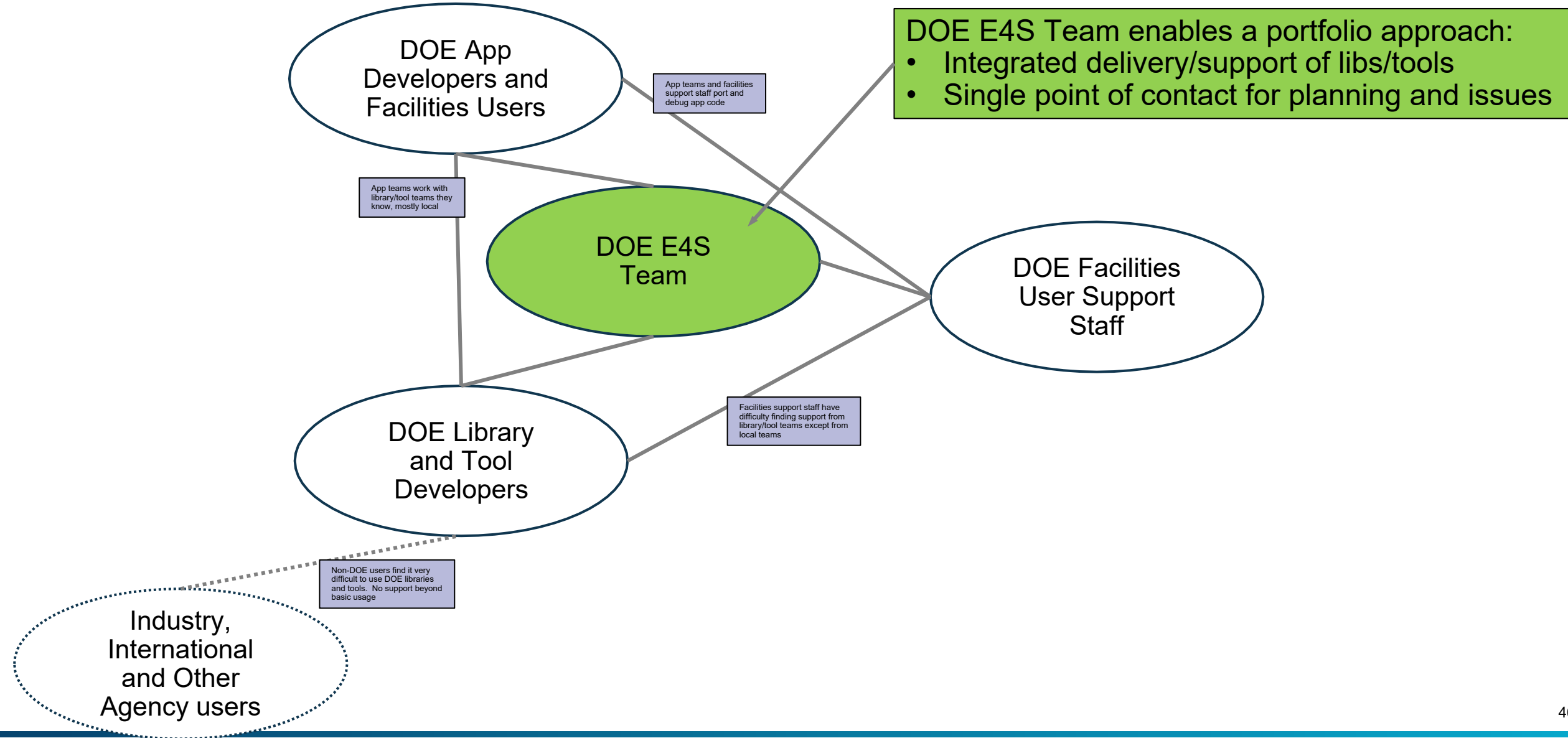




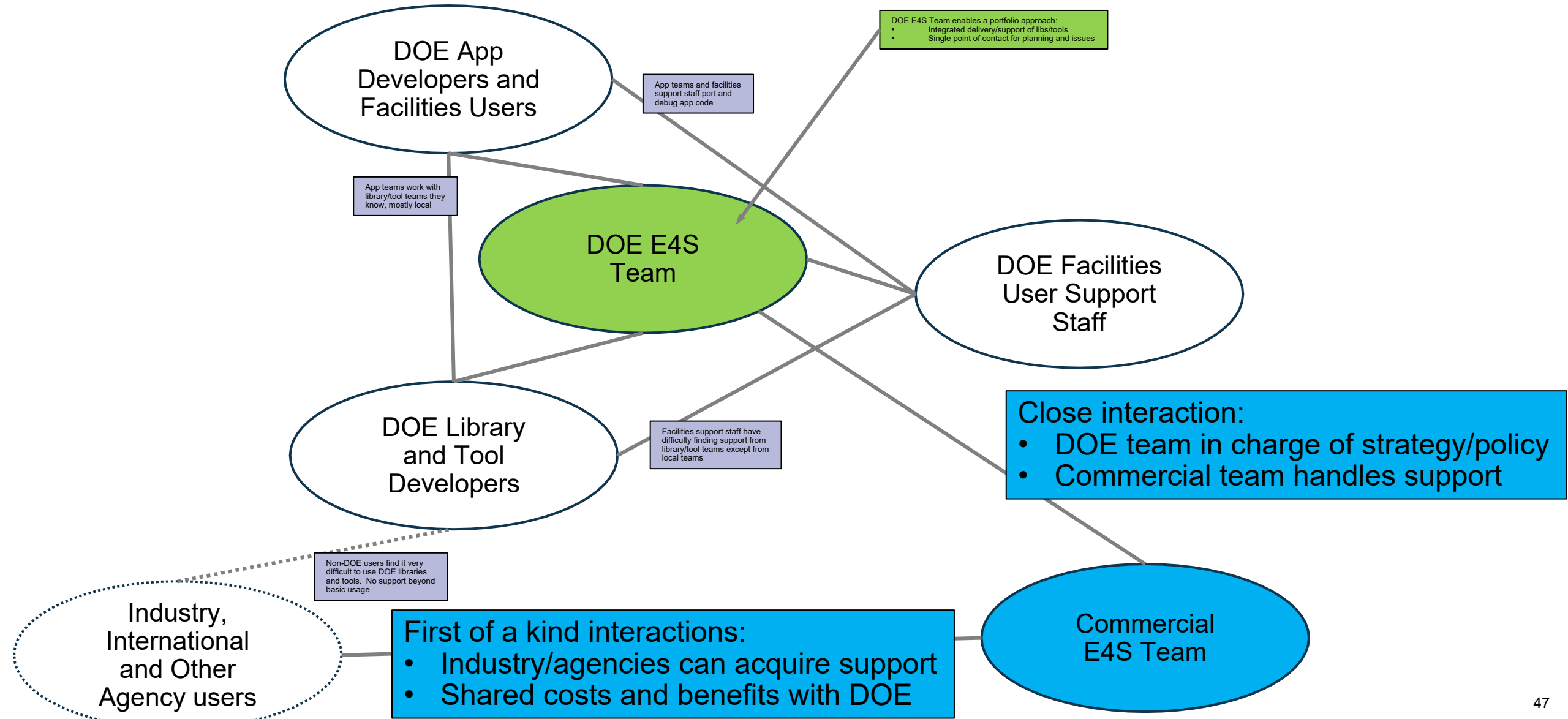
# Pre-E4S User Support Model



# E4S Phase 1 Support Model – Old relationships plus DOE E4S



# E4S Phase 2 Support Model – Previous plus commercial E4S



# Expanding the Scope of Cost and Benefit Sharing for DOE Software Libraries and Tools

Support Phase	Primary Scope	Primary Cost and Benefit Sharing Opportunities
Pre-E4S	Local facility	<b>Local costs and benefits:</b> Prior to ECP and E4S, libraries and tools were typically strongly connected to the local facility: ANL libs and tools at ALCF, LBL at NERSC, LLNL at Livermore Computing, etc.
+ ECP E4S	All DOE facilities	<b>DOE complex-shared costs and benefits:</b> ECP requires, and E4S enables, interfacility availability and use of libs across all facilities: First-class support of ANL libs and tools at other facilities, etc.
+ Commercial E4S	DOE facilities, other US agencies, industry, and more	<b>Universal shared costs and benefits:</b> Commercial support of E4S expands cost and benefit sharing to non-DOE entities: DOE costs are lower, software hardening more rapid. US agencies, industry and others can contract for support, gaining sustainable use of E4S software and contributing to its overall support.

## Observations for Trilinos and ECP E4S and the SDKs



ECP is large, structured, and spanning enough time to establish new software approaches

- Creation of a 3-tier software org and corresponding levels of software aggregation (product, SDK, E4S)
- Time enough to change culture and demonstrate value to stakeholders

Trilinos efforts are both part of E4S and the xSDK and outside of them

- Majority of Trilinos funding is not ECP-related
- Benefits to being part of E4S and xSDK include
  - Being part of a larger community
  - Increased mindshare, recruiting new staff,
  - Shared exploration of new topics (e.g., mixed/multi-precision)
  - Better ecosystem interoperability
- Costs of being part of E4S and xSDK include
  - Overheads of synchronizing, coordinating
  - Complications from need for collaborative open-source development and mission security needs

Introducing a commercial partner facilitates:

- Universal cost and benefit sharing
- Off-loading of open testing to a non-Sandia partner
- Easier partnering with non-Sandia developers



# Basic Strategies for GPUs







# Performance portability

## Portability strategy:

- ➡ Strategy 1: Isolate performance-impacting code to select kernels, write own CUDA, HIP, SYCL
- ➡ Strategy 2: Product uses Kokkos and RAJA as primary portability layers
- ➡ Blend 1 & 2: Provide both
- Notes:
  - No ST products use OpenMP directly for GPU portability but
  - Kokkos and RAJA have OpenMP backends as an option

	Package	NVIDIA GPU	AMD GPU	Intel GPU
➡	ArborX	support (Kokkos)	support (Kokkos)	in progress (Kokkos-SYCL backend)
➡	DTK	support (Kokkos)	support (Kokkos)	in progress (Kokkos-SYCL backend)
➡	Ginkgo	support (CUDA)	support (HIP)	support (DPC++)
➡	heFFTe	support (CUDA)	support (HIP)	support (DPC++)
➡	hypre	support (CUDA, RAJA, Kokkos)	support (HIP)	in progress (DPC++)
	libEnsemble	supports apps running on GPUs	N/A	N/A
➡	MAGMA	support (CUDA)	support (HIP)	planned
➡	MFEM	support (CUDA)	support (HIP)	support (DPC++)
➡	PETSc	support (CUDA   Kokkos)	support (HIP   Kokkos)	in progress (DPC++   Kokkos-SYCL)
➡	SLATE	support (CUDA)	support (HIP)	in progress (DPC++)
➡	STRUMPACK	support (CUDA)	support (HIP)	in progress (SYCL, oneAPI)
➡	Sundials	support (CUDA, RAJA)	support (HIP, RAJA)	support (SYCL, oneAPI, RAJA)
➡	SuperLU	support (CUDA)	support (HIP)	in progress (DPC++, oneAPI)
➡	Tasmanian	support (CUDA)	support (HIP)	support (DPC++), but not in spack
➡	Trilinos	support (Kokkos)	support (Kokkos)	in progress (Kokkos-SYCL backend)

# The E4S Two-Step



## Step 1:

- Migrate existing MPI-CPU code on top of E4S:
  - All E4S libraries & tools compile & run well on CPU architectures, including multi-threading & (improving) vectorization
  - Pick a performance portability approach (as described above)
  - Rewrite your loops for parallel portability, e.g., rewrite in Kokkos or RAJA
  - Link against E4S CPU versions of relevant libraries
- Potential benefits:
  - Migrating to E4S on a stable computing platform, easy to migrate incrementally and detect execution diffs
  - Single build via Spack
  - Potential for using build caches (10x rebuild time improvement)
  - Single point of access to documentation
  - Increased quality of user experience via E4S support, E4S and SDK quality commitments
  - Preparation for Step 2...

# The E4S Two-Step



## Step 2: Turn on GPU build

- Builds with GPU backends (especially if using Kokkos or RAJA)
- Transition to GPU is a debugging and adaptation exercise
- Track growth in E4S GPU capabilities as E4S products improve GPU offerings

## Consider interactions with E4S commercial support team

- Pay someone for support
- Get advice on product choices
  - DOE teams generally can't give you good advice on which solver or IO library to use
    - Like asking Microsoft and Apple to tell whether to purchase a PC or Mac

# GPU Efforts Summary



One legacy of ECP & E4S will be a SW stack that is portable across Nvidia, AMD, and Intel GPUS

Porting to modern GPUs requires almost everything to be done on the GPUs

Common refactoring themes:

- Async under collectives
- Batch execution
- Pre-allocation and highly concurrent assembly: Sparse matrix assembly via COO format with atomics

Two+hybrid portability models are used:

- **Use portability layers:** Kokkos, RAJA or (eventually) OpenMP w target offload (OpenACC?)
- **Isolate and custom write:** Isolate perf-portable kernels and write your own CUDA, HIP, SYCL backend
- **Hybrid:** Use portability layers, customize key kernels only

Explore low-precision arithmetic: Substantial benefit (and risks)

Rely more on third-party reusable libraries and tools.



# Research Software Science

Expanding the skillset for producing & using scientific software

# What is Research Software Science?

- Definition: *Applying the scientific method to understanding and improving how software is developed and used for research*
  - **Scientific Method**
    - Use formal observation and experimentation to obtain & disseminate knowledge
    - Current approach is ad hoc, engineered: See a problem, explore options to improve, pick one, move on
    - Yes, there is software engineering research, so let's call it science too
  - **Understanding and Improving**
    - Obtain data to detect correlation, design experiments to identify cause and effect
  - **Developed and Used**
    - Developer/User, User-only, individuals, teams, communities
    - Leverage cognitive and social sciences
  - **Research**
    - Focus on software used in service of scientific advances



# RSS Components

- Technical component
  - Research software addresses highly technical domains
    - Participation requires advanced degrees, on-going participation in domain community – significant time investment
    - Reason why “off-the-shelf” software tools & processes often need adaptation, or may not address high-priority needs
- Social component
  - Scientific software development and use are increasingly a team (and team of teams) activity
  - Teams often composed of members who are unaware (and uninterested?) in exploring human factors
  - Community engagement is increasingly important
- Cognitive component
  - Research software community members are problem solvers, love new and challenging problems
  - Are also sometimes described as “herds of cats”, resistant to prescriptive approaches

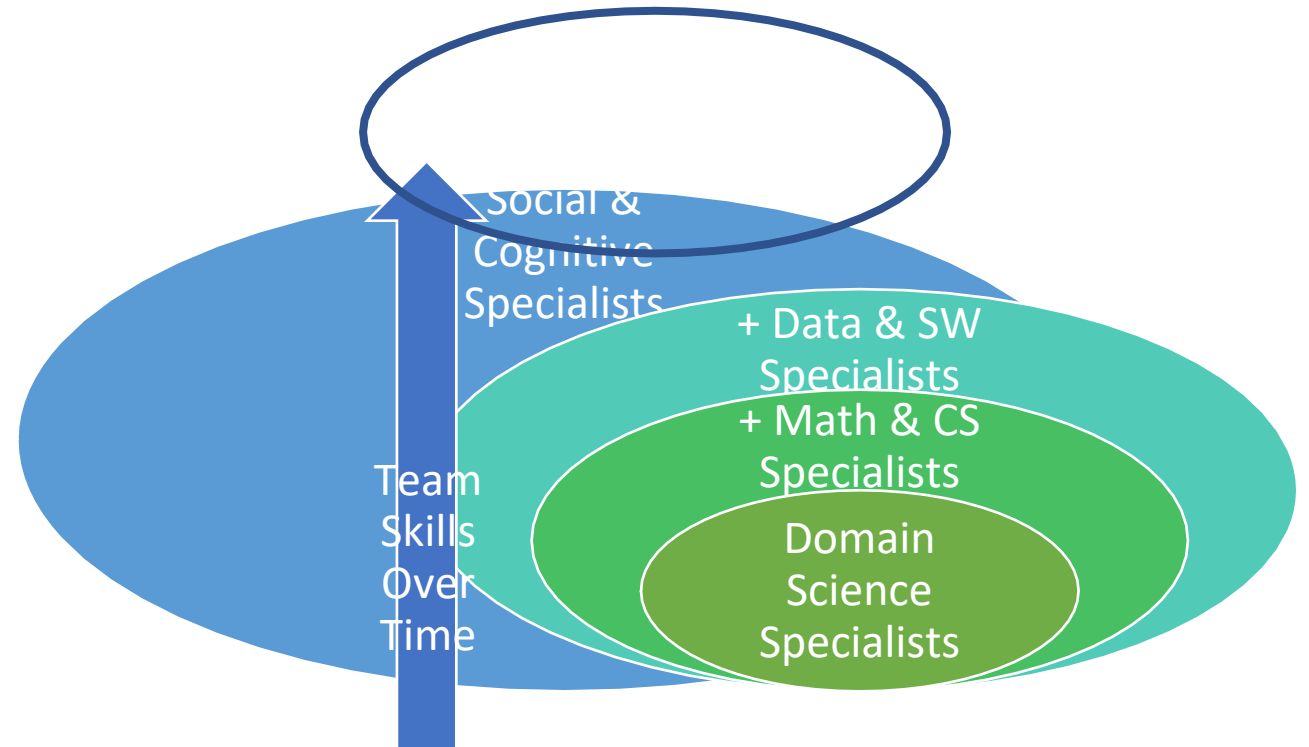
# Expanding Software Team Skills: Research Software Science (RSS)

**Key observation:** We are scientists, problem solvers. **Let's use science to address our challenges!**

Now: Improved SW environments (Jupyter), integration of software specialists as team members, data mining of repos

## Next: **Research Software Science**

- Use scientific method to understand, improve development & use of software for research.
- **Incorporate cognitive & social sciences.**



# First-of-a-kind US DOE Workshop

- The Science of Scientific-Software Development and Use
  - Dec 13 – 16, 2021
  - <https://www.ornl.gov/SSSDU2021>
- Workshop Brochure available:
  - <https://doi.org/10.2172/1846008>
- Workshop Report in progress:
  - 3 Priority Research Directions
  - 3 Cross-cutting Themes



# SSSDU Priority Research Directions

- **PRD1: Develop methodologies and tools to comprehensively improve team-based scientific software development and use** Focus: Team Impact
  - **Key question:** *What practices, processes, and tools can help improve the development, sustainment, evolution, and use of scientific software by teams?*
- **PRD2: Develop next-generation tools to enhance developer productivity and software sustainability** Focus: Developer Impact
  - **Key questions:** *How can we create and adapt tools to improve developer effectiveness and efficiency, software sustainability, and support for the continuous evolution of software? How can we support and encourage the adoption of such tools by developers?*
- **PRD3: Develop methodologies, tools, and infrastructure for trustworthy software-intensive science** Focus: Societal Impact
  - **Key questions:** *How can we facilitate and encourage effective and efficient reuse of data and software from third parties while ensuring the integrity of our software and the resulting science? How can we provide flexible environments that “bake in” the tracking of software, provenance, and experiment management required to support peer review and reproducibility?*

# SSSDU Cross-cutting Themes

- Theme 1: We need to consider both human and technical elements to better understand how to improve the development and use of scientific software.
- Theme 2: We need to address urgent challenges in workforce recruitment and retention in the computing sciences with growth through expanded diversity, stable career paths, and the creation of a community and culture that attract and retain new generations of scientists.
- Theme 3: Scientific software has become essential to all areas of science and technology, creating opportunities for expanded partnerships, collaboration, and impact.

GUEST EDITORS' INTRODUCTION

## Collegeville Workshop 2021: Scientific Software Teams

Michael A. Heroux, St. John's University, Collegeville, MN, 56321, USA

Jeffrey C. Carver , University of Alabama, Tuscaloosa, AL, 35487, USA

Sarah Knepper, Intel Corporation, Hillsboro, OR, 97124, USA

- ***The PETSc Community as Infrastructure***  
Mark Adams, et. al.
- ***Challenges of and Opportunities for a Large Diverse Software Team***  
Cody J. Balos, et. al.
- ***Structured and Unstructured Teams for Research Software Development at the Netherlands eScience Center***  
Carlos Martinez-Ortiz, et. al.
- ***Experiences Integrating Interns into Research Software Teams***  
Jay Lofstead
- ***In Their Shoes: Persona-Based Approaches to Software Quality Practice Incentivization***  
M. R. Mundt, R. M. Milewicz, E. M. Raybourn

# Collegeville Workshops on Scientific Software

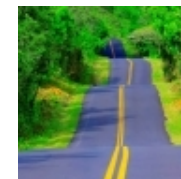
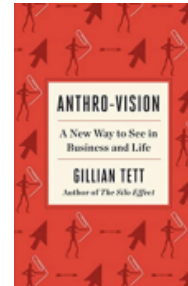
- *Three Days:*
  - *Experiences and Challenges*
  - *Technical Approaches for Improvement*
  - *Cultural Approaches for Improvement*
- *Themes:*
  - *2019: Sustainability*
  - *2020: Productivity*
  - *2021: Teams*
  - *2022: Skip due pandemic workforce challenges*
  - *2023: Design*





# Trends (I see) in Scientific Software that increase value of RSS

- AI-assisted development
  - Elevated thinking – intent to C++
  - Not unlike C++ to machine code
  - Fewer programmers? Maybe
  - Opportunity: More emphasis on purpose & design
- Deeper awareness of technology and society
  - Software systems adapted to fit scientists
  - Broaden usability, accessibility, impact
- UX applied to scientific software products
  - Personas & journey stories – not new
  - Applied to scientific software teams of developer-users – less common?
  - Just getting started



# Opportunities for Trilinos 2022 - 2030



The ECP has demonstrated the potential of a sustained open-source software organization to:

- Deliver DOE ASCR R&D to users, facilities, vendors and the open-source community via a curated software portfolio
- Grow the next generation workforce
- Address growing reliance on software as first-class entity
- Raise the quality of the software we provide

Software platforms like GitHub, Spack, containers provide unprecedented opportunities to accelerate scientific progress:

- Tools and workflows enable rich collaboration
- E4S, the SDKs, and Spack binary caches will transform our ability to use rich software ecosystems
- Cloud environments will be major HPC resource

Next generation software teams need to include skills in cognitive and social sciences

- Many future challenges and opportunities for scientific progress are about people and technology
- As computational scientists we can appreciate the role of science to inform and improve how we develop and use software to do research

The path to HPC success is through execution on heterogeneous devices

- Solving the problem of utilizing multiple homogeneous GPU devices is just the first step
- ECP helps toward portability across multiple vendor GPU offerings, but there is so much more to come

The Trilinos team can be a leader among peers in establishing this organization

- Trilinos on top of Kokkos is well positioned to rapidly adapt to future emerging devices
- Trilinos team has deep knowledge and experience in key areas needed for organization success
- Trilinos team in a privileged position to explore the critical need for software quality assurance while “Working in Public”

# Opportunities for Trilinos 2031 – 2040



## Programming by intent

- GitHub CoPilot and Amazon CodeWhisperer
- Programmer coaches the AI to produce code
- Programmer focus is on requirements, design, test definitions

## ML replacements for physics source code

- Lines of C++ replaced by Neural Network graph weights
- Key kernel: Matrix multiplication

## Software design starts with thorough user-developer requirements gathering and analysis

- Leverage knowledge and skills from social and cognitive sciences
- Focus on making people most productive

## Overall theme:

- Domain knowledge becomes increasingly important
- Mechanics of producing code become less important

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