SAND2022-13941C

Sandia National Laboratories

Half-Precision Scalar Support in Kokkos and Kokkos Kernels: An Engineering Study and Experience Report





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Research Software Engineers in eScience Workshop (RSE-eScience-2022)

10 October 2022

ECP EXASCALE COMPUTING PROJECT

kokkos

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Overview

In our paper, we present a two-part study on the development of a performance portability library feature to support science and engineering applications.

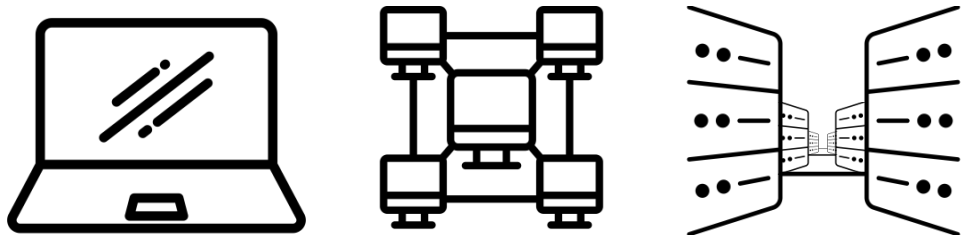
- ❑An **engineering study** on the technical implementation of the feature.
- ❑An **experience report**, from an RSE perspective, on the challenges and lessons


Engineeri
ng
Study

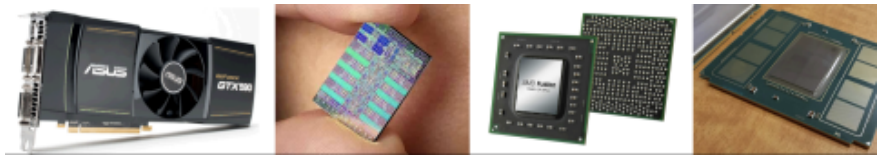
What is Kokkos?

- A C++ programming model and software library ecosystem for performance portability
  - Implemented as a template library on top of CUDA, OpenMP, HPX, …
  - Aims to be descriptive not prescriptive
  - Aligns with developments in the C++ standard
  - Replaces usage of CUDA, OpenMP, HIP, etc.
- Expanding solution for common needs of modern science/engineering codes
  - Math libraries based on Kokkos
  - Tools which enable insight into Kokkos
- Open source and widely used across a range of institutions and disciplines
  - Maintained and developed at https://github.com/kokkos

core
kernels
tools



Performance portability
from **laptops** to **clusters** to **supercomputers**



And many types of **hardware**

Adding Half-Precision Floating Point Support to Kokkos

fp32

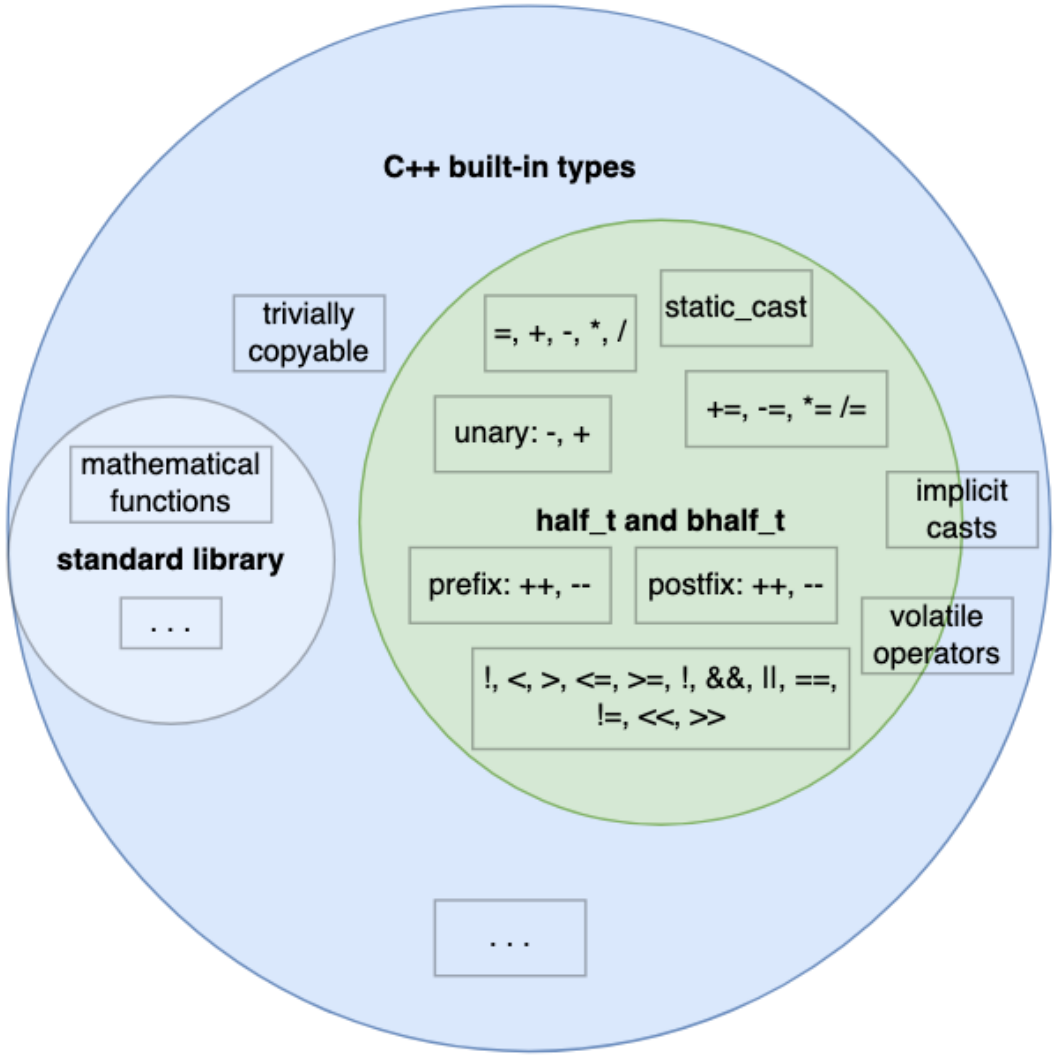
binary16

bfloat16

Computational science and machine learning researchers are increasingly interested in utilizing half-precision to optimize and scale their algorithms, could benefit from the addition of half-precision support.

- A 16-bit floating point encoding
- float encapsulates fp32
- Kokkos::Experimental::half_t encapsulates binary16
- Kokkos::Experimental::bhalf_t encapsulates bfloat16

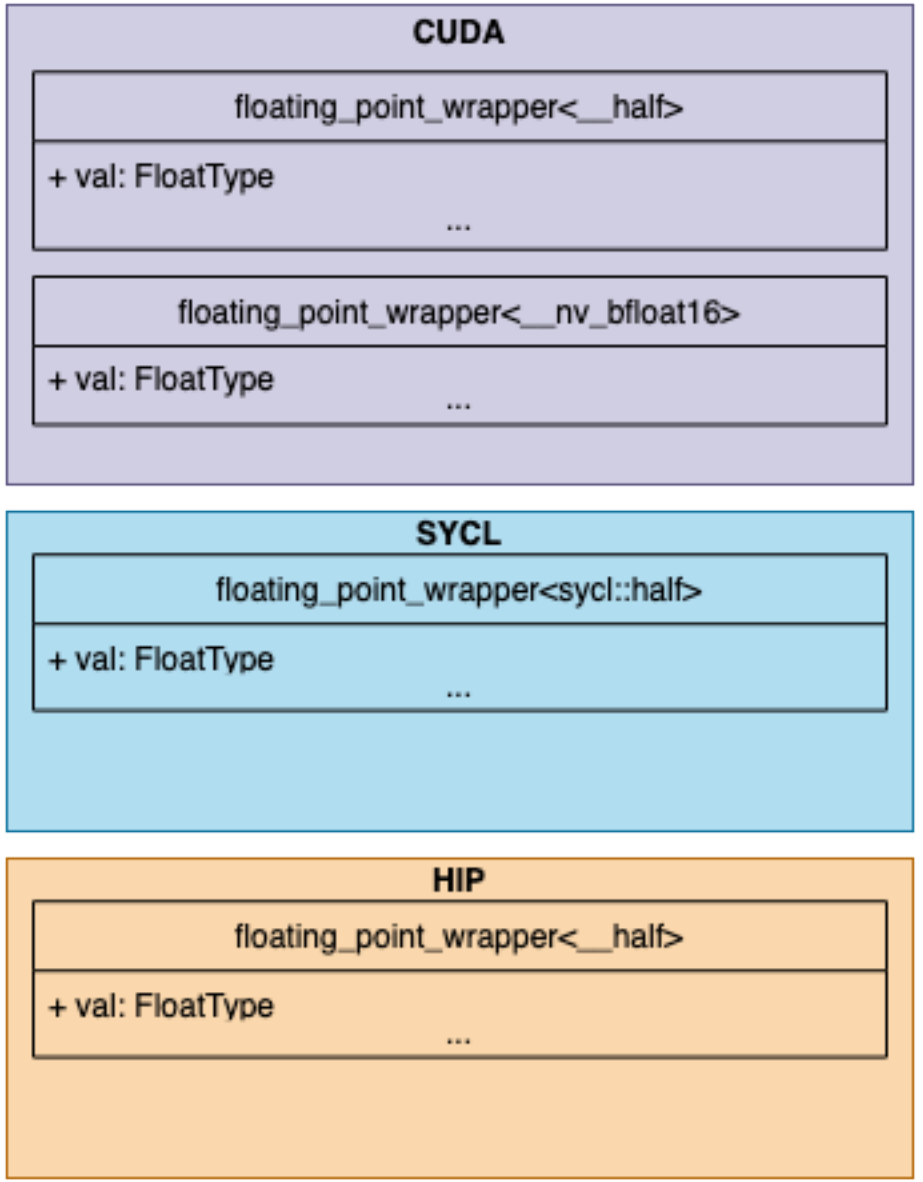
What We Implemented in Kokkos: half_t



- half_t is either an alias to *float* or a C++ class
- half_t acts like float via:
  - casting wrappers with forward declarations
  - operator overloading with compile-time branches
- Volatile operations
- Mixed precision:
  - T op half_t
  - half_t op T

What We Implemented in Kokkos: bhalf_t

- Uses the same code as half_t except for:
  - Underlying data-type encodes bfloat16 via template argument
  - Casting wrappers are overloaded to call bfloat16 intrinsics




Experienc
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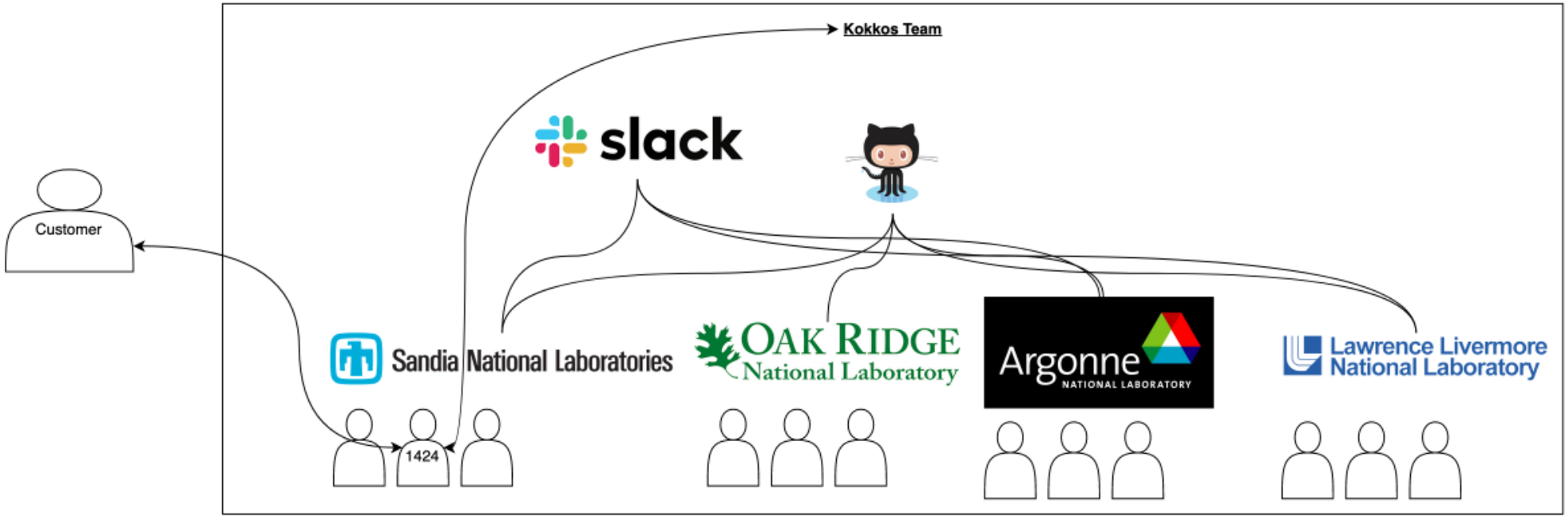
Report

Lesson Learned: Stay Engaged with Real Users and Their Needs



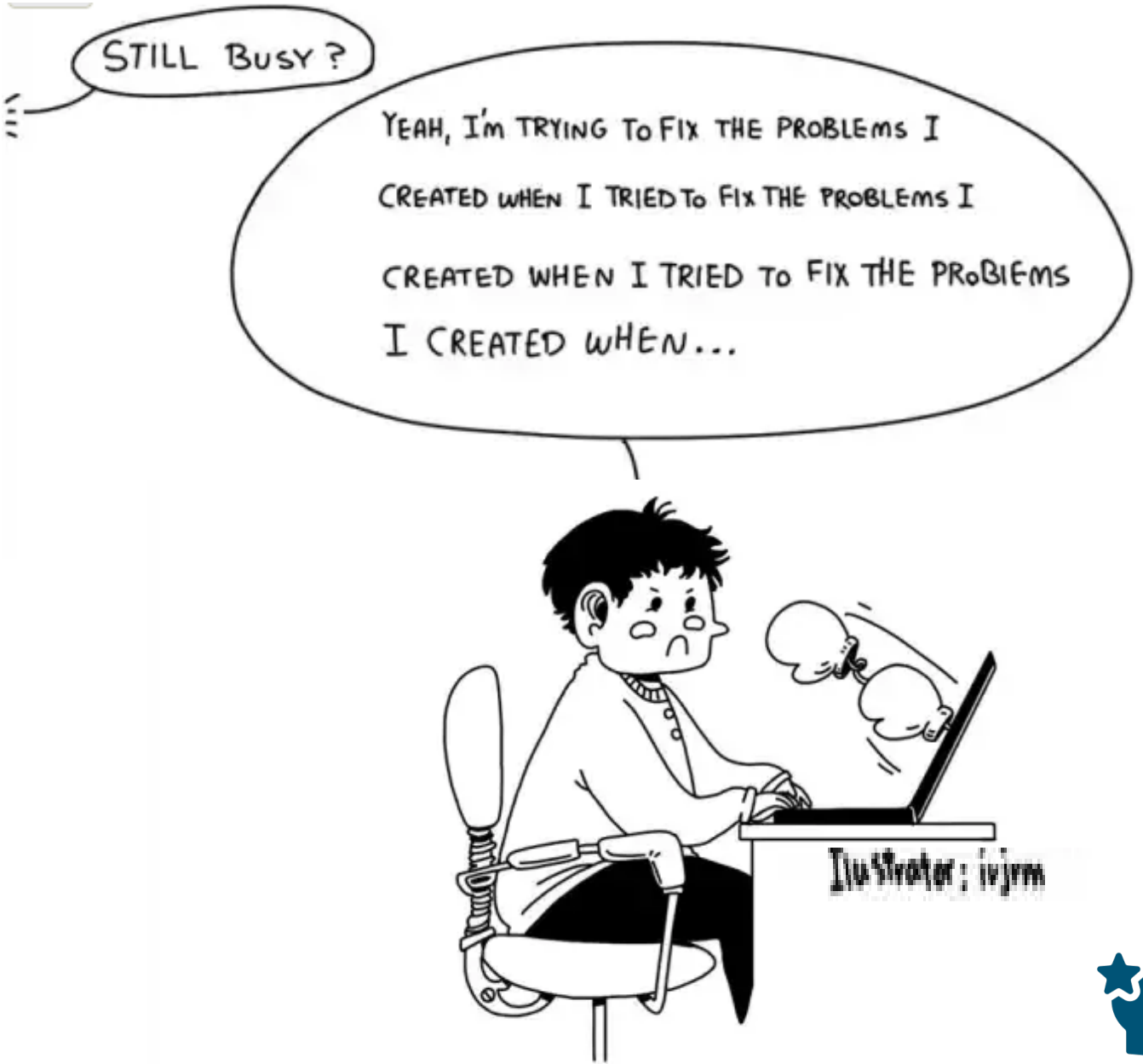
Feature development for scientific software libraries should be grounded in the **needs of real users**. Proactively identify prospective stakeholders and engage with them frequently to **gather requirements**.

Lesson Learned: Choose Development Methodologies Carefully

Be **intentional in the choice of development methodology**, and consider both your individual needs as a developer and those of your customers – different tasks may require different approaches.

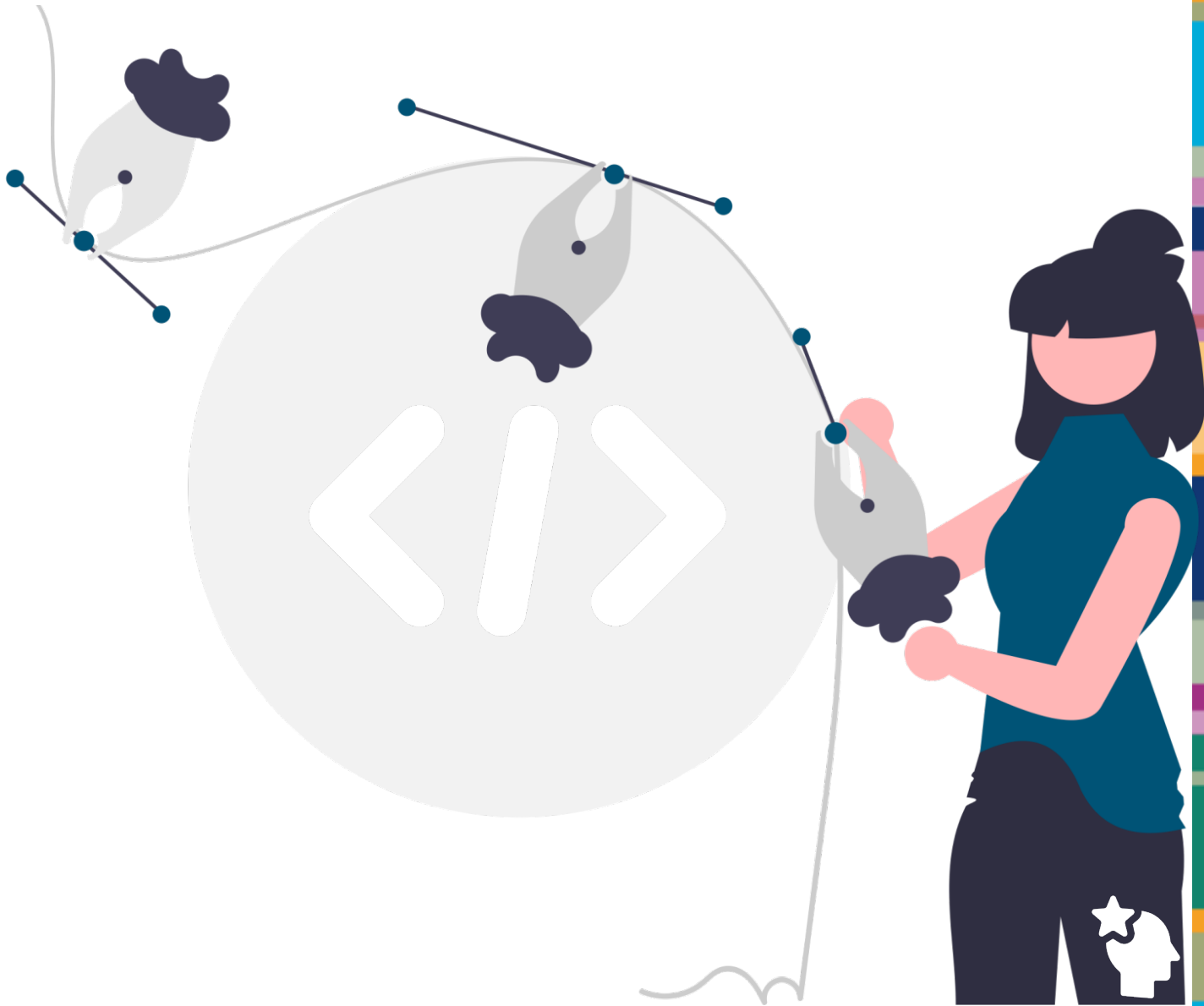
Lesson Learned: Pay Down Technical Debt Early and Often

It is important to **pay down technical debt by refactoring early and often**. Of particular note when developing scientific software libraries, latent technical debt can emerge in public interfaces and, once in place, is persistent and hard to remove.



Lesson Learned: Know Your Tools

As an RSE, **know your tools**. Case in point, modern programming languages have powerful and flexible features, but they can also be a source of complexity that must be managed. Knowing what language features to use and when is a key part of good software craftsmanship



Acknowledgments

- For questions and comments, feel free to reach out to me at eharvey@sandia.gov

- I would like to thank my mentors
  - Reed Milewicz
  - Christian Trott
  - Siva Rajamanickam

- Our sponsor
  - Exascale Computing Project

- Lastly, I would like to thank my manager