Challenges in Programming the Next Generation of HPC Systems

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Towards Exascale Architectures

Sunway TaihuLight
• Heterogeneous processors (MPE, CPE)
• No data cache
• Tianhe2a has some data cache


Adapteva Epiphany-V
• 1024 RISC processors
• 32x32 mesh
• Very high power efficiency (70GF/W)

DOE Sierra
• Power 9 with 4 NVIDIA Volta GPU
• 4320 nodes
DOE Summit similar, but
• 6 NVIDIA GPUs/node
• 4608 nodes
Where are the real problems in using HPC Systems?

- HPC Focus is typically on scale
  - “How will we program a million (or a billion) cores?”
  - “What can use use to program these machines?”
- This talk focuses on some of the overlooked issues
  - Performance models still (mostly) process to process and single core
    - Node bottlenecks missed; impacts design from hardware to algorithms
  - Dream of “Performance Portability” stands in the way of practical solutions to “transportable” performance
  - HPC I/O requirements impede performance, hurt reliability
- This talk does not talk about the need for different algorithms for different architectures – there is no magic fix
  - But some ideas and approaches here can help
Programming Models and Systems

• In past, often a tight connection between the execution model and the programming approach
  • Fortran: FORmula TRANslation to von Neumann machine
  • C: e.g., “register”, ++ operator match PDP-11 capabilities, needs

• Over time, execution models and reality changed but programming models rarely reflected those changes
  • Rely on compiler to “hide” those changes from the user – e.g., auto-vectorization for SSE(n)

• Consequence: Mismatch between users’ expectation and system abilities.
  • Can’t fully exploit system because user’s mental model of execution does not match real hardware
  • Decades of compiler research have shown this problem is extremely hard – can’t expect system to do everything for you.
The Easy Part – Internode communication

- Often focus on the “scale” in Exascale as the hard part
  - How to deal with a million or a billion processes?
  - But really not too hard
    - Many applications have large regions of regular parallelism
  - Or nearly impossible
    - If there isn’t enough independent parallelism
- Challenge is in handling definition and operation on distributed data structures
- Many solutions for the internode programming piece
- The dominant one in technical computing is the Message Passing Interface (MPI)
Modern MPI

• MPI is much more than message passing
  • I prefer to call MPI a programming system rather than a programming model
    • Because it implements several programming models
• Major features of MPI include
  • Rich message passing, with nonblocking, thread safe, and persistent versions
  • Rich collective communication methods
  • Full-featured one-sided operations
    • Many new capabilities over MPI-2
    • Include remote atomic update
  • Portable access to shared memory on nodes
    • Process-based alternative to sharing via threads
    • (Relatively) precise semantics
  • Effective parallel I/O that is not restricted by POSIX semantics
    • But see implementation issues …
• Perhaps most important
  • Designed to support “programming in the large” – creation of libraries and tools
• MPI continues to evolve – MPI “next” Draft released at SC in Dallas last November
Applications Still Mostly MPI-Everywhere


• Benefit of programmer-managed locality
  • Memory performance nearly stagnant (will HBM save us?)
  • Parallelism for performance implies locality must be managed effectively

• Benefit of a single programming system
  • Often stated as desirable but with little evidence
  • Common to mix Fortran, C, Python, etc.
  • But…Interface between systems must work well, and often don’t
    • E.g., for MPI+OpenMP, who manages the cores and how is that negotiated?
    • Don’t forget the “+” in “MPI + X”!
MPI On Multicore Nodes

• MPI Everywhere (single core/single thread MPI processes) still common
  • Easy to think about
  • We have good performance models (or do we?)
• In reality, there are issues
  • Memory per core declining
    • Need to avoid large regions for data copies, e.g., halo cells
    • MPI implementations could share internal table, data structures
      • May only be important for extreme scale systems
  • MPI Everywhere implicitly assume uniform communication cost model
    • Limits algorithms explored, communication optimizations used
• Even here, there is much to do for
  • Algorithm designers
  • Application implementers
  • MPI implementation developers
• One example: Can we use the single core performance model for MPI?
Rates Per MPI Process

- Ping-pong between 2 nodes using 1-16 cores on each node
- Top is BG/Q, bottom Cray XE6
- “Classic” model predicts a single curve – rates independent of the number of communicating processes
Why this Behavior?

• The $T = s + r \cdot n$ model predicts the *same* performance independent of the number of communicating processes
  • What is going on?
  • How should we model the time for communication?
A Slightly Better Model

• For k processes sending messages, the sustained rate is
  • $\min(R_{\text{NIC-NIC}}, k R_{\text{CORE-NIC}})$

• Thus
  • $T = s + k \frac{n}{\min(R_{\text{NIC-NIC}}, k R_{\text{CORE-NIC}})}$

• Note if $R_{\text{NIC-NIC}}$ is very large (very fast network), this reduces to
  • $T = s + k \frac{n}{(k R_{\text{CORE-NIC}})} = s + \frac{n}{R_{\text{CORE-NIC}}}$

• This model is approximate; additional terms needed to capture effect of shared data paths in node, contention for shared resources

• But this new term is by far the dominant one
Comparison on Cray XE6

Measured Data

Max-Rate Model

*Modeling MPI Communication Performance on SMP Nodes: Is it Time to Retire the Ping Pong Test*, W Gropp, L Olson, P Samfass, Proceedings of EuroMPI 16, [https://doi.org/10.1145/2966884.2966919](https://doi.org/10.1145/2966884.2966919)
MPI Virtual Process Topologies

• Lets user describe some common communication patterns
• Promises
  • Better performance (with “reorder” flag true)
  • Convenience in describing communication (at least with Cartesian process topologies)
• Reality
  • “Reorder” for performance rarely implemented
    • Few examples include NEC SX series and IBM BlueGene/L
  • Challenge to implement in general
    • Perfect mapping complex to achieve except in special cases
      • And perfect is only WRT the abstraction, not the real system
• Rarely used in benchmarks/applications, so does not perform well, so is rarely used in benchmarks/applications
Example Cartesian Process Mesh – Four Nodes

Desired

Typical Process Mapping

0 → 1
4 → 5
8 → 9
12 → 13
2 → 3
6 → 7
10 → 11
14 → 15

0 → 1
4 → 5
8 → 9
12 → 13
2 → 3
6 → 7
10 → 11
14 → 15

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Can We Do Better?

• Hypothesis: A better process mapping within a node will provide significant benefits
  • Ignore the internode network topology
    • Vendors have argued that their network is fast enough that process mapping isn’t necessary
    • They may be (almost) right – once data enters the network

• Idea for Cartesian Process Topologies
  • Identify nodes (see MPI_Comm_split_type)
  • Map processes within a node to minimize internode communication
    • Trading intranode for internode communication
    • Using Node and Socket Information to Implement MPI Cartesian Topologies, Parallel Computing, 2019 https://doi.org/10.1016/j.parco.2019.01.001
Comparing Halo Exchanges

Blue Waters

2D Halo Exchange

Message Size

B/s per process

100 1000 10000 100000

Cart-16
Cart-32
Cart-64
Ncart-16
Ncart-32
Ncart-64

3D Halo Exchange

Message Size

B/s per process

100 1000 10000 100000

Cart-16x8x8
Cart-16x16x8
Ncart-16x8x8
Ncart-16x16x8

Theta

2D Halo Exchange

Message Size

B/s per process

100 1000 10000 100000

Cart-32
Cart-64x32
Ncart-32
Ncart-64x32

3D Halo Exchange

Message Size

B/s per process

100 1000 10000 100000

Cart-8
Cart-16
Ncart-8
Ncart-16

Piz Daint

2D Halo Exchange

Message Size

B/s per process

100 1000 10000 100000

Cart-24
Cart-48
Cart-96
Ncart-24
Ncart-48
Ncart-96

3D Halo Exchange

Message Size

B/s per process

100 1000 10000 100000

C-9x8x8
C-12x12x8
C-16x12x12
C-18x16x16
C-24x24x16
C-32x24x24
N-9x8x8
N-12x12x8
N-16x12x12
N-18x16x16
N-24x24x16
N-32x24x24

Blue Waters

Blue Waters

 Theta

 Piz Daint

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Dreams and Reality

• For codes that demand performance (and parallelism almost always implies that performance is important enough to justify the cost and complexity of parallelism), the dream is performance portability.
• The reality is that most codes require specialized code to achieve high performance, even for non-parallel codes.
• A typical refrain is “Let The Compiler Do It”
  • This is the right answer …
    • If only the compiler could do it
  • Lets look at one of the most studied kernels – dense matrix-matrix multiply (DGEMM)
• But first, if we can’t have the dream, what do we really need?
Design Requirements

1. A clean version of the code for the developers. This is the *baseline* code.
2. The code should run in the absence of any tool, so that the developers are comfortable that their code will run.
3. A clean way to provide extra semantic information.
4. Code must run with good performance on multiple platforms and architectures.
5. A performance expert must be able to provide additional, possibly target-specific, information about optimizations.
6. The system must reuse the results of the autotuning step(s) whenever possible.
7. Changes to the baseline code should ensure that “stale” versions of the optimized code are not used and preferably replaced by updated versions.
8. Hand-tuned optimizations should be allowed.
9. Using (as opposed to creating) the optimized code *must not* require installing the code generation and autotuning frameworks.
10. The system should make it possible to gather performance data from a remote system.
Design Implications

- Our system uses annotated code, written in C, C++, or Fortran, with high-level information that marks regions of code for optimization (addresses 1 and 2).
- The annotations only cover high-level, platform-independent information (addresses 3).
- Platform and tool-dependent information (e.g., loop-unroll depth) is maintained in a separate optimization file (addresses 5).
- We maintain a database of optimized code, organized by target platform and other parameters (addresses 4 and 6).
- The database maintains a hash of the relevant parts of the code for each transformed section (addresses 7).
- Hand-tuned versions of code may be inserted into the database (addresses 8 and 5).
- The system separates the steps of determining optimized code and populating the database from extracting code from the database to replace labeled code regions in the baseline version (addresses 9).
- The system provides some support for running tests on a remote system; especially important when the target is a supercomputer (addresses 9 and 10).
- Allow hand-optimized version as the default code, with clean baseline in database as source for transformations (addresses 2).
Locus

- Source code is annotated to define code regions
- Optimization file notation orchestrates the use of the optimization tools on the code regions defined
- Interface provides operations on the source code to invoke optimizations through:
  - Adding pragmas
  - Adding labels
  - Replacing code regions
- These operations are used by the interface to plug-in optimization tools
- Most tools are source-to-source
  - tools must understand output of previous tools
- Joint work with Thiago Teixeira and David Padua, “Managing Code Transformations for Better Performance Portability”, submitted to IJHPCA, 2018
Matrix Multiply Example

- `#pragma @LOCUS loop=matmul`

```cpp
for(i=0; i<M; i++)
  for(j=0; j<N; j++)
    for(k=0; k<K; k++)
      C[i][j] = beta*C[i][j] + alpha*A[i][k] * B[k][j];
```

```cpp
dim=4096;
Search {
  buildcmd = "make clean all";
  runcmd = "./matmul";
}
CodeReg matmul {
  RoseLocus.Interchange(order=[0,2,1]);
  tileI = poweroftwo(2..dim);
  tileK = poweroftwo(2..dim);
  tileJ = poweroftwo(2..dim);
  Pips.Tiling(loop="0", factor=[tileI, tileK, tileJ]);
  tileI_2 = poweroftwo(2..tileI);
  tileK_2 = poweroftwo(2..tileK);
  tileJ_2 = poweroftwo(2..tileJ);
  Pips.Tiling(loop="0.0.0.0", factor=[tileI_2, tileK_2, tileJ_2]);
      
  tileI_3 = poweroftwo(2..tileI_2);
  tileK_3 = poweroftwo(2..tileK_2);
  tileJ_3 = poweroftwo(2..tileJ_2);
  Pips.Tiling(loop="0.0.0.0.0.0", factor=[tileI_3, tileK_3, tileJ_3]);
} OR {
  None;
}
```
Locus Generated Code
(for specific platform/size)

• #pragma @LOCUS loop=matmul
  for(i_t = 0; i_t <= 7; i_t += 1)
  for(k_t = 0; k_t <= 3; k_t += 1)
  for(j_t = 0; j_t <= 1; j_t += 1)
  for(i_t_t = 8 * i_t; i_t_t <= ((8 * i_t) + 7); i_t_t += 1)
  for(k_t_t = 256 * k_t; k_t_t <= ((256 * k_t) + 255); k_t_t += 1)
  for(j_t_t = 32 * j_t; j_t_t <= ((32 * j_t) + 31); j_t_t += 1)
  for(i = 64 * i_t_t; i <= ((64 * i_t_t) + 63); i += 1)
  for(k = 4 * k_t_t; k <= ((4 * k_t_t) + 3); k += 1)
  for(j = 64 * j_t_t; j <= ((64 * j_t_t) + 63); j += 1)
    C[i][j] = beta*C[i][j] + alpha*A[i][k]*B[k][j];
Stencil Sweeps

```c
void heat3d(double A[2][N+2][N+2][N+2]) {
    int i, j, t, k;
    #pragma @LOCUS loop=heat3d
    for(t = 0; t < T-1; t++) {
        for(i = 1; i < N+1; i++) {
            for(j = 1; j < N+1; j++) {
                for (k = 1; k < N+1; k++) {
                    A[(t+1)%2][i][j][k] = 0.125 * (A[t%2][i+1][j][k] - 2.0 * A[t%2][i][j][k] + A[t%2][i-1][j][k]) + 0.125 * (A[t%2][i][j+1][k] - 2.0 * A[t%2][i][j][k] + A[t%2][i][j-1][k]) + 0.125 * (A[t%2][i][j][k-1] - 2.0 * A[t%2][i][j][k] + A[t%2][i][j][k+1]) + A[t%2][i][j][k];
                }
            }
        }
    }
}
```

3D Heat on IBM Power

3D Heat on Intel x86
Often Overlooked – IO Performance Often Terrible

• Applications just assume I/O is awful and can’t be fixed
• Even simple patterns not handled well
• Example: read or write a submesh of an N-dim mesh at an arbitrary offset in file
• Needed to read input mesh in PlasComCM. Total I/O time less than 10% for long science runs (that is < 15 hours)
  • But long init phase makes debugging, development hard

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<th>Speedup</th>
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<tr>
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• Meshio library built to match application needs
• Replaces many lines in app with a single collective I/O call
• Meshio
  https://github.com/oshkosher/meshio
• Work of Ed Karrel
Just how bad is current I/O performance?

What Are Some of the Problems?

- POSIX I/O has a strong consistency model
  - Hard to cache effectively
  - Applications need to transfer block-aligned and sized data to achieve performance
  - Complexity adds to fragility of file system, the major cause of failures on large scale HPC systems
- Files as I/O objects add metadata “choke points”
  - Serialize operations, even with “independent” files
  - Do you know about O_NOATIME?
- Burst buffers will not fix these problems – must change the semantics of the operations
- “Big Data” file systems have very different consistency models and metadata structures, designed for their application needs
  - Why doesn’t HPC?
    - There have been some efforts, such as PVFS, but the requirement for POSIX has held up progress
- Real problem for HPC – user’s “execution model” for I/O far from reality
No Science Application Code Needs POSIX I/O

- Many are single reader or single writer
  - Eventual consistency is fine
- Some are disjoint reader or writer
  - Eventual consistency is fine, but must correctly handle non-block-aligned writes
- Some applications use the file system as a simple data base
  - Use a data base – we know how to make these fast and reliable
- Some applications use the file system to implement interprocess mutex
  - Use a mutex service – even MPI point-to-point
- A few use the file system as a bulletin board
  - May be better off using RDMA (available in MPI)
  - Only need release or eventual consistency
- Correct Fortran codes do not require POSIX
  - Standard requires unique open, enabling correct and aggressive client and/or server-side caching
- MPI-IO would be better off without POSIX
  - Does not and never has required POSIX
Summary

• Challenges for HPC programming are not just in scale
  • Need to achieve extreme power and cost efficiencies puts large demands on the effectiveness of single core (whatever that means) and single node performance

• MPI remains the most viable internode programming system
  • Supports a multiple parallel programming models, including one-sided and shared memory
  • Contains features for “programming in the large” (tools, libraries, frameworks) that make it particularly appropriate for the internode programming system

• Intranode programming for performance still an unsolved problem
  • Lots of possibilities, but adoption remains a problem
    • That points to unsolved problems, particularly in integration with large, multilingual codes
  • Composition of tools (rather than a single does-everything compiler) a promising approach

• Parallel I/O increasingly important
  • But HPC centers need to change their approach and embrace the “big data” view
Thanks!

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