

# Performance Portability for Next-Generation Heterogeneous Systems

Dr Tom Deakin

Rank	System	Accelerator
1	Frontier	✓
2	Supercomputer Fugaku	✗
3	LUMI	✓
4	Leonardo	✓
5	Summit	✓
6	Sierra	✓
7	Sunway TaihuLight	✗
8	Perlmutter	✓
9	Selene	✓
10	Tianhe-2A	✓



**Latency**

**Throughput**

“Complex” cores

Instruction Level Parallelism

Deep cache hierarchy

NUMA

Wide SIMD

More “simple” cores

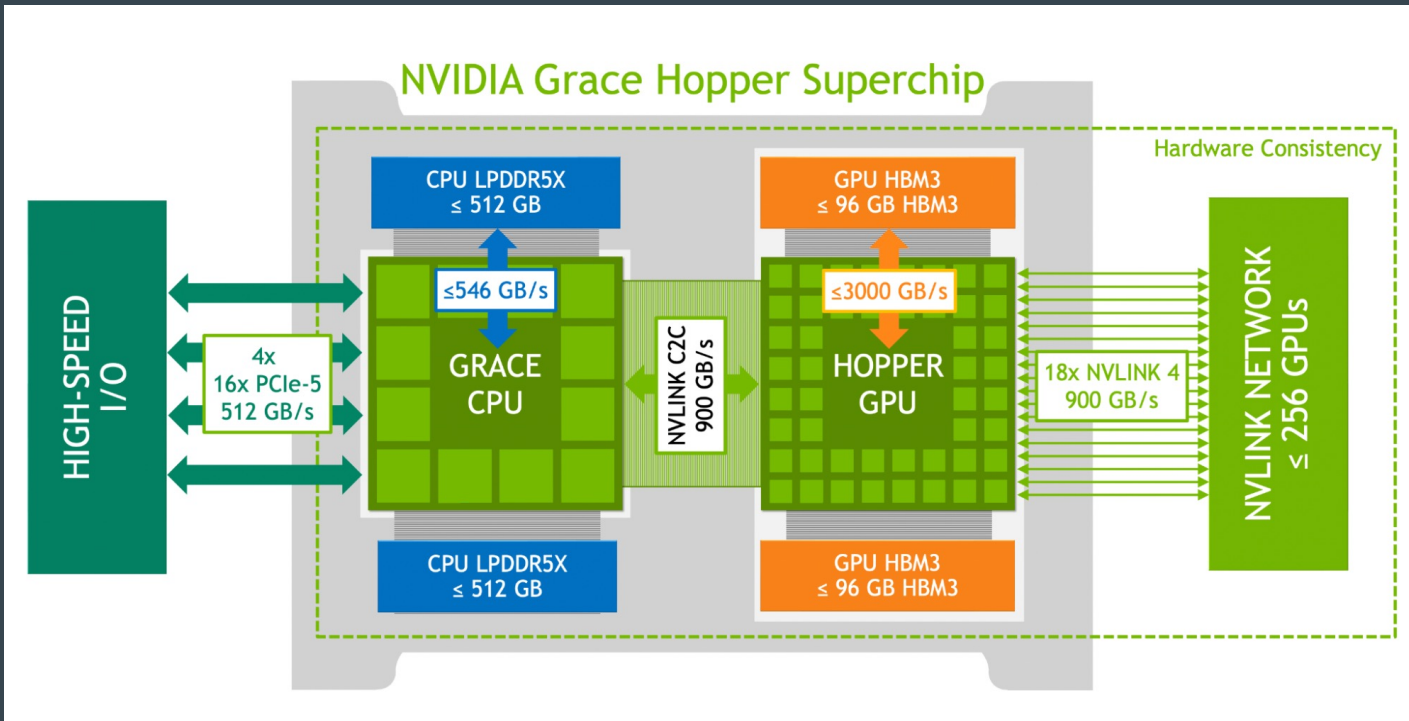
Very wide SIMD

Fast context switching

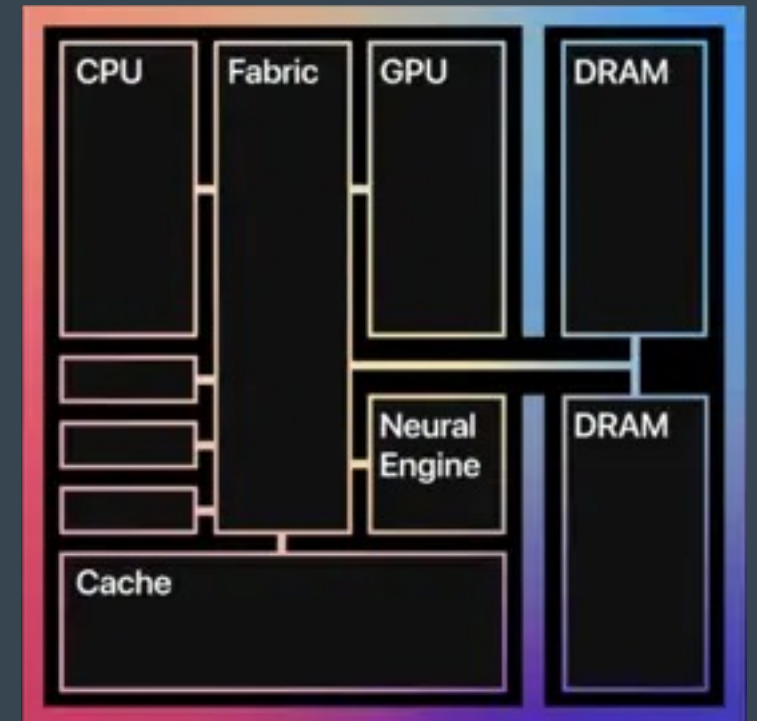
Programmable memory hierarchy

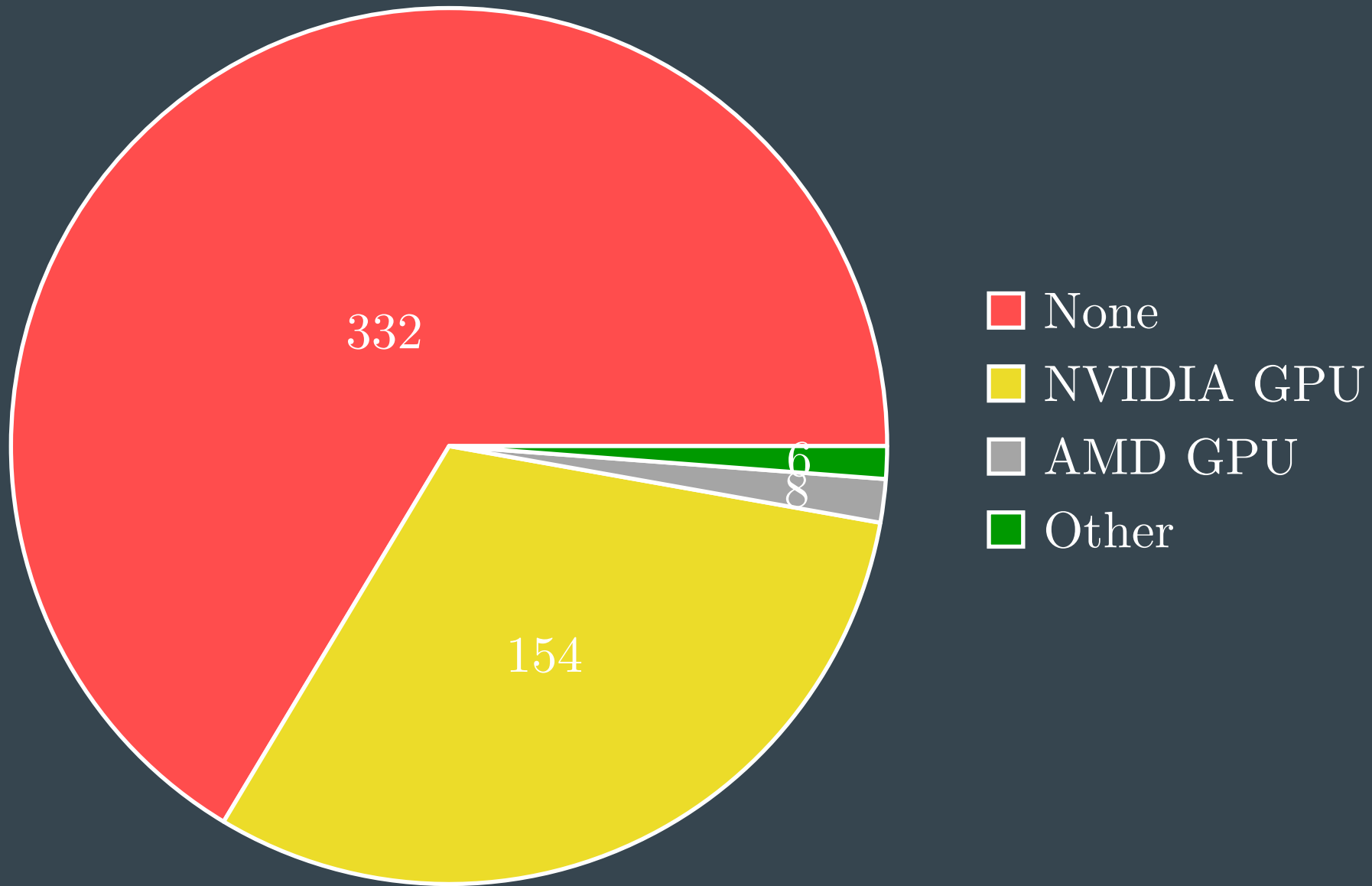
Latest memory technology

# NVIDIA Grace-Hopper



# Apple M1





Data: TOP500 June 2022

Graph: [doi.org/10.1109/P3HPC56579.2022.00006](https://doi.org/10.1109/P3HPC56579.2022.00006)

Tension between migrating to next system (which may be GPUs), and keeping running on current system

# Performance, Portability, and Productivity

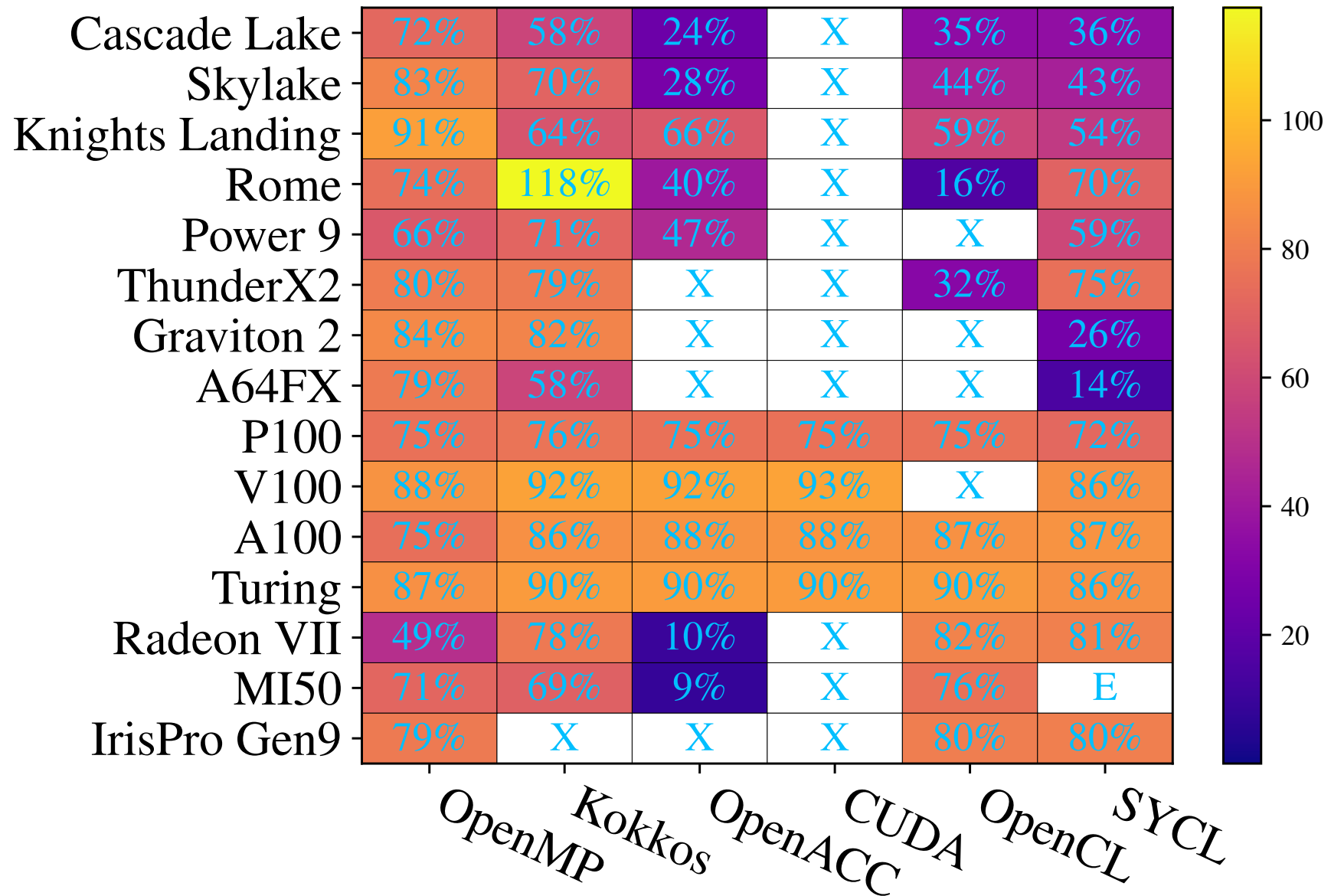
“A code is performance portable if it can achieve a similar fraction of peak hardware performance on a range of different target architectures”.

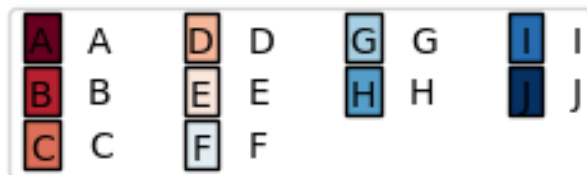
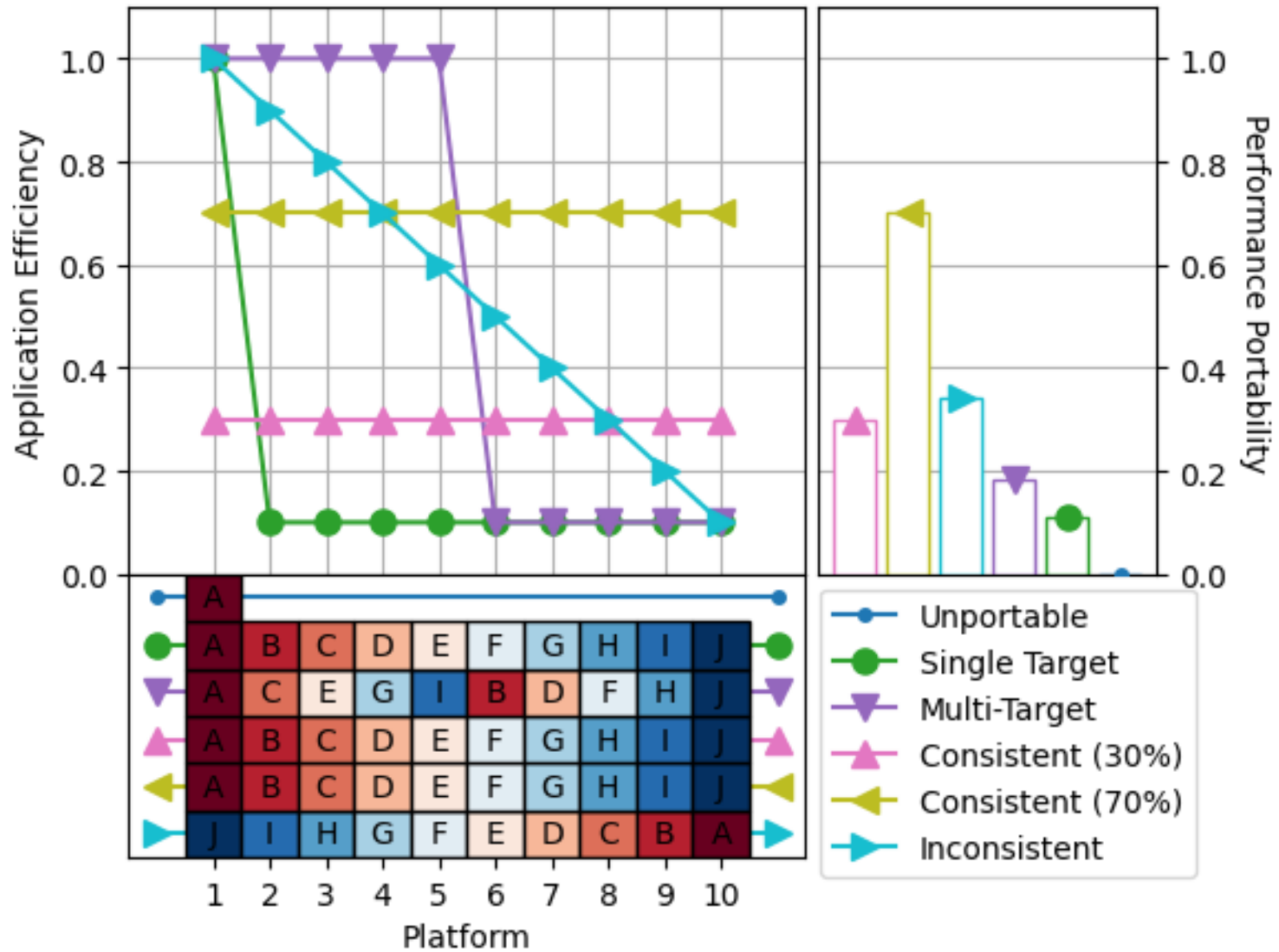


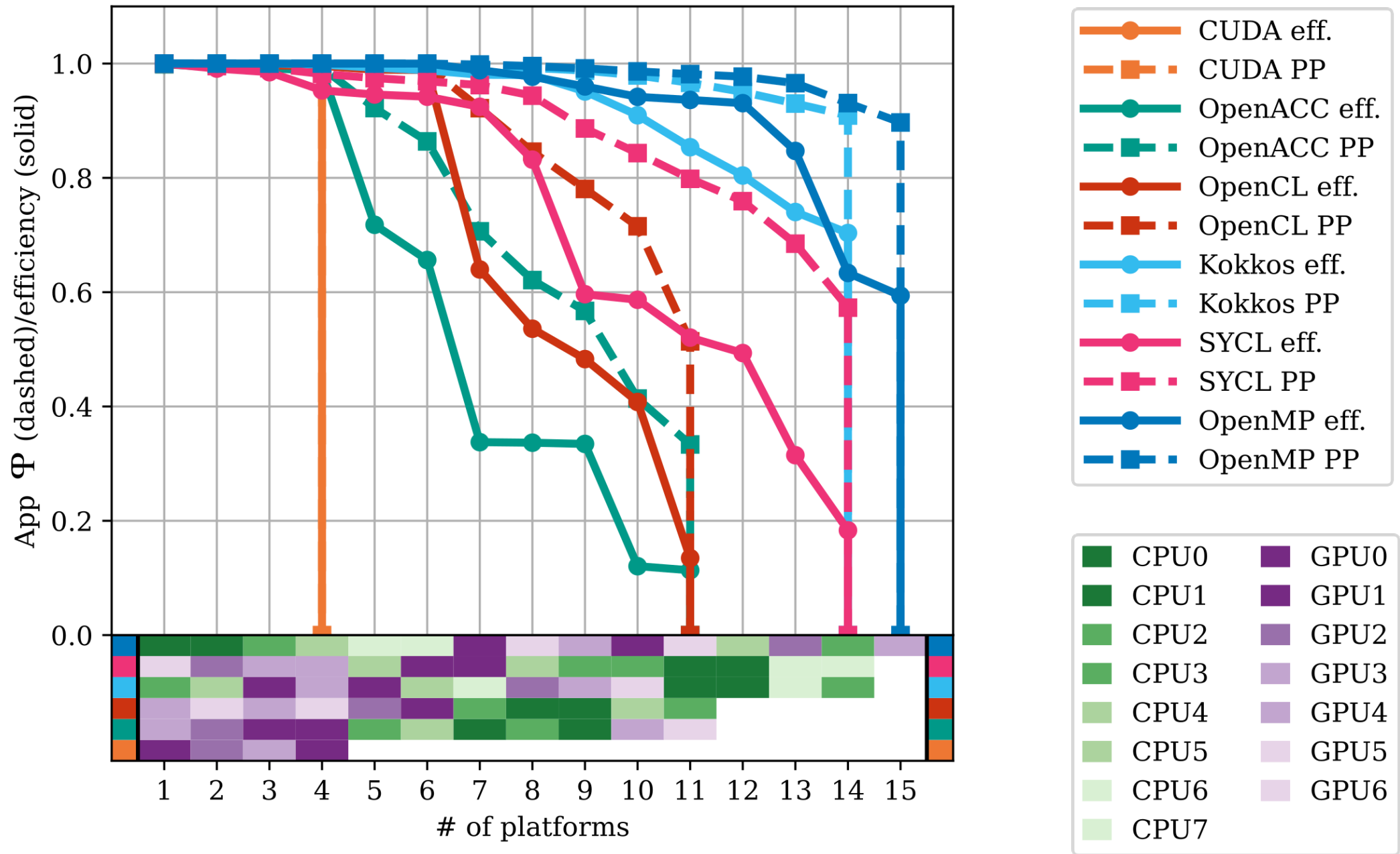
Problem  
Application  
Platform  
Efficiency

$$\Phi(a, p, H) = \begin{cases} \frac{|H|}{\sum_{i \in H} e_i(a, p)} & \text{if, } \forall i \in H \\ & e_i(a, p) \neq 0 \\ 0 & \text{otherwise} \end{cases}$$

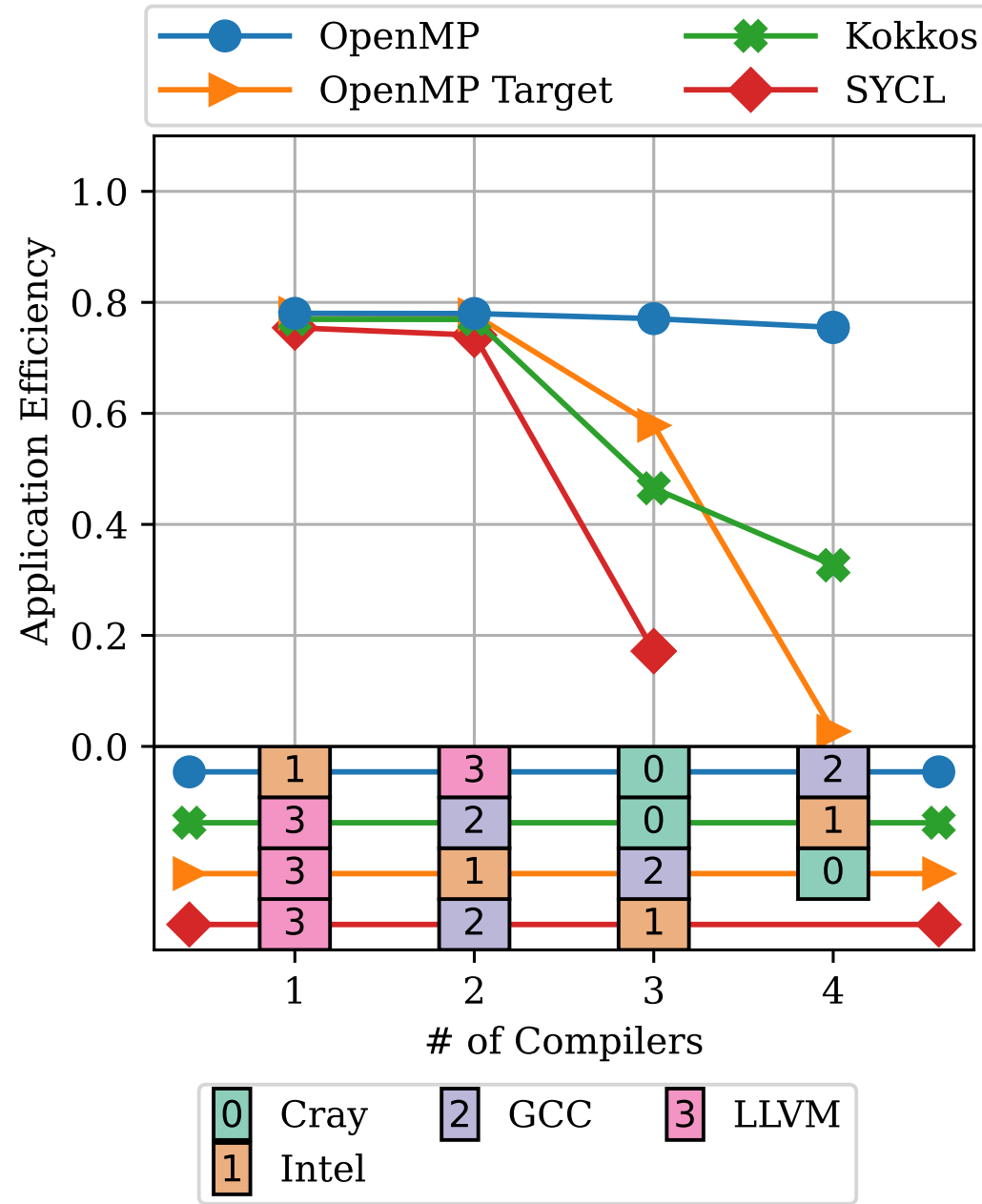
BabelStream Triad array size=2\*\*25







# BabelStream



$\Phi$

Re  Frame

The ReFrame logo consists of a red square with a white outline, and a green square with a white outline, overlapping the red one.

**Spack**



<https://github.com/uob-hpc/babelstream>

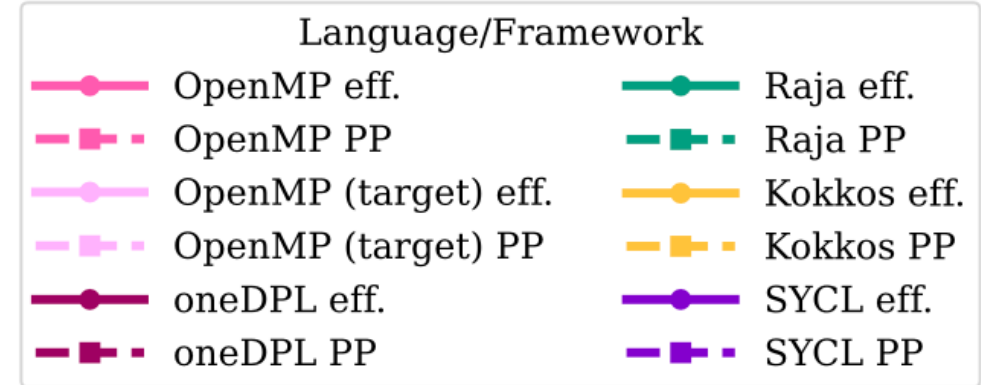
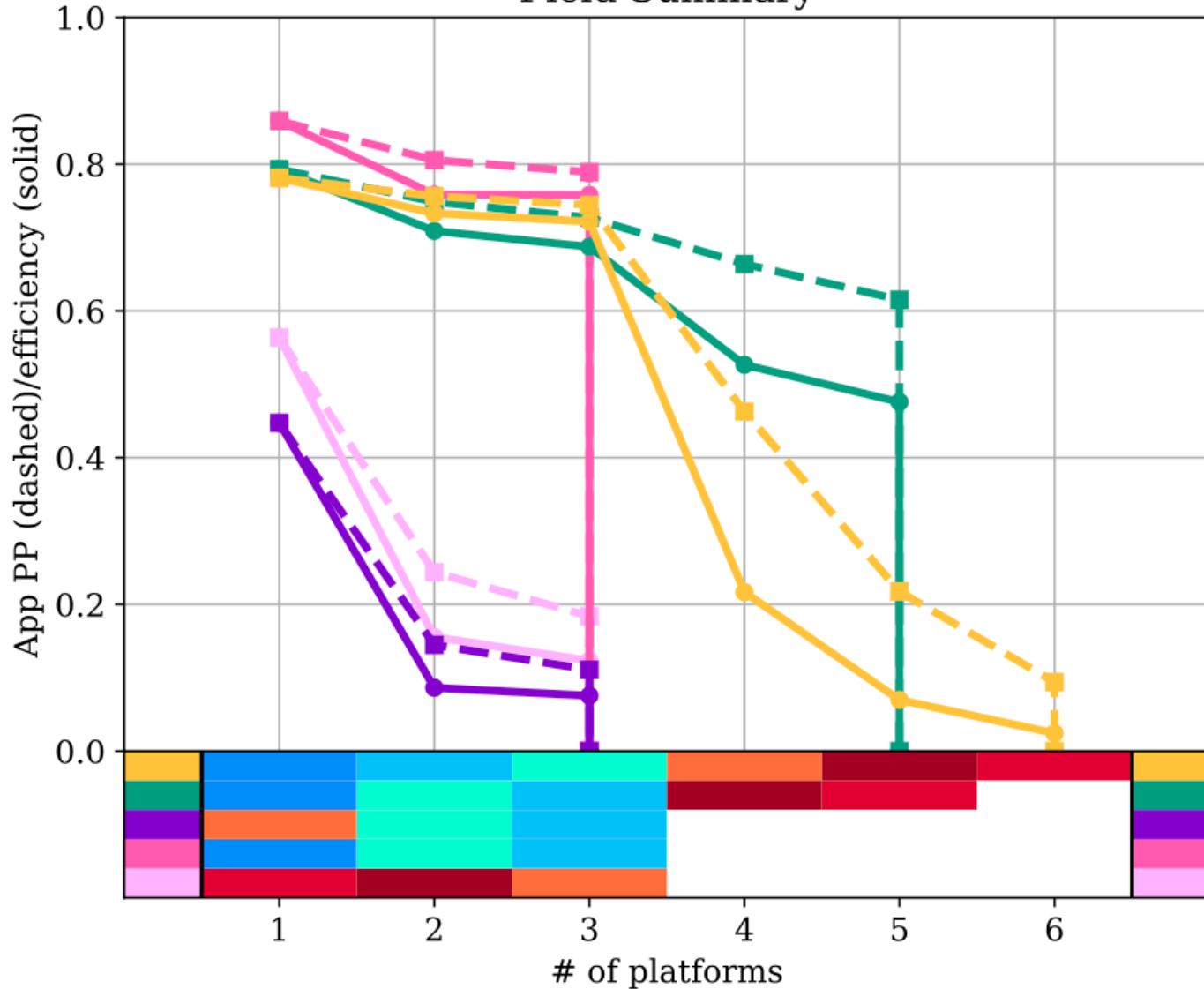






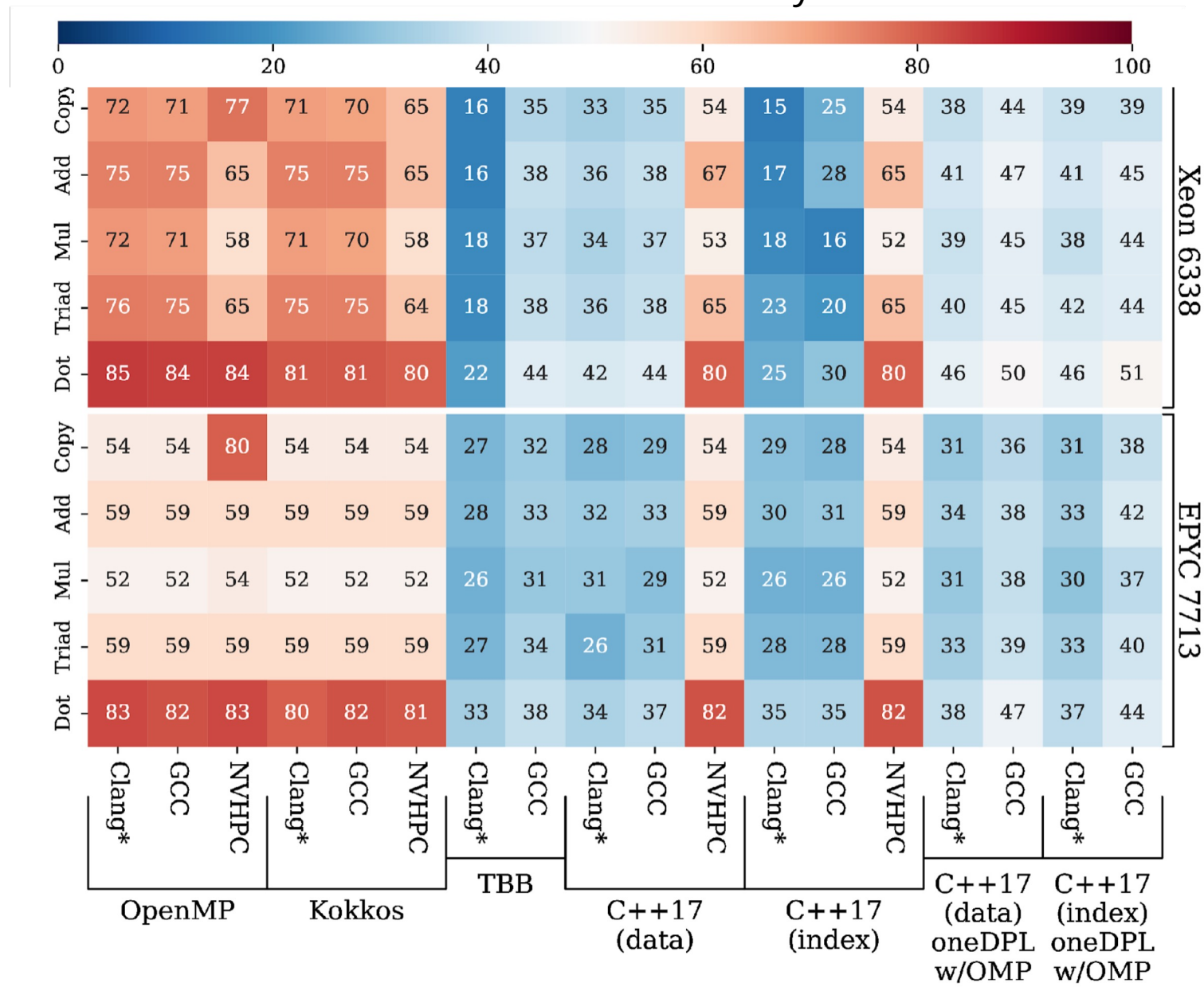
kokkos

## Field Summary

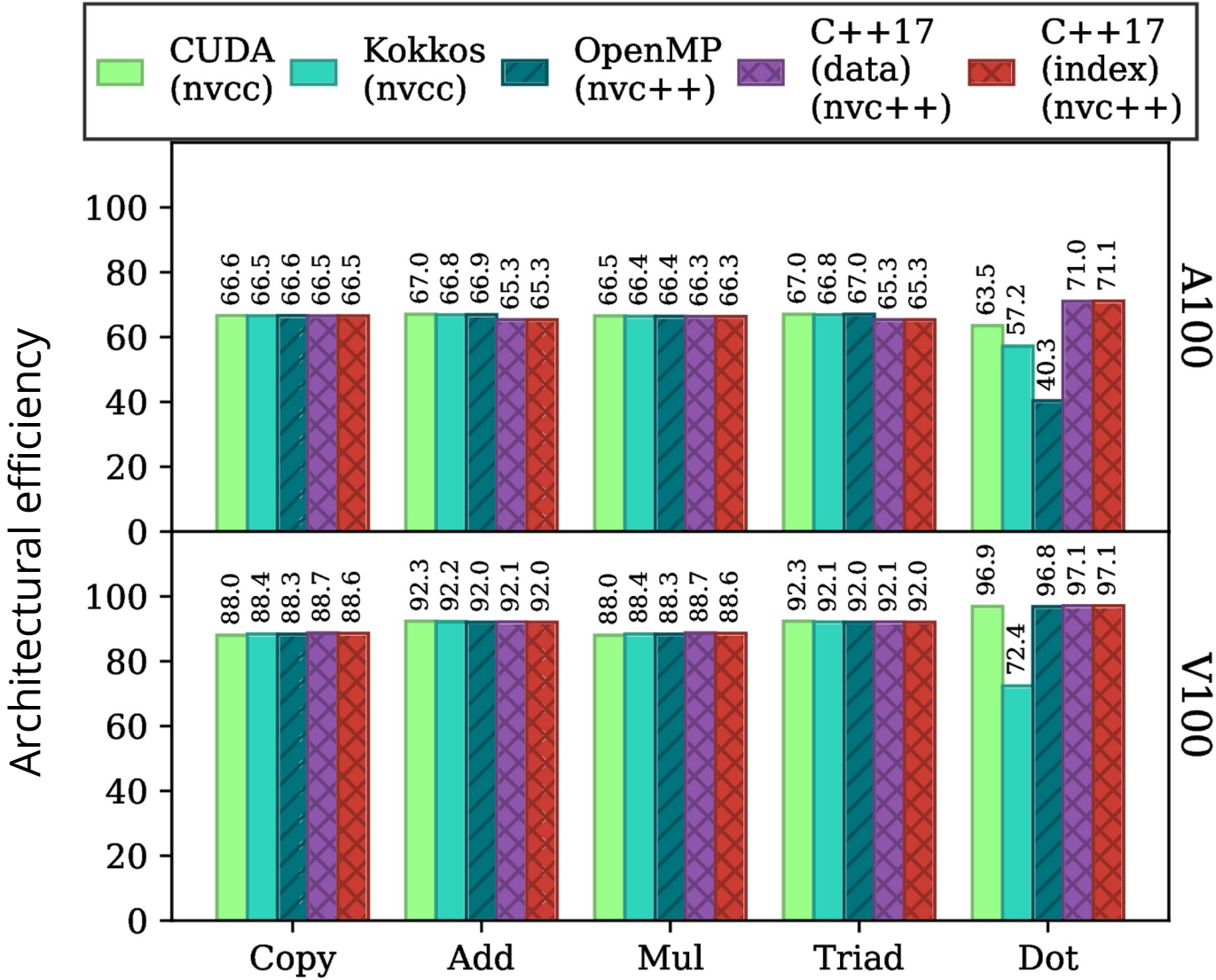


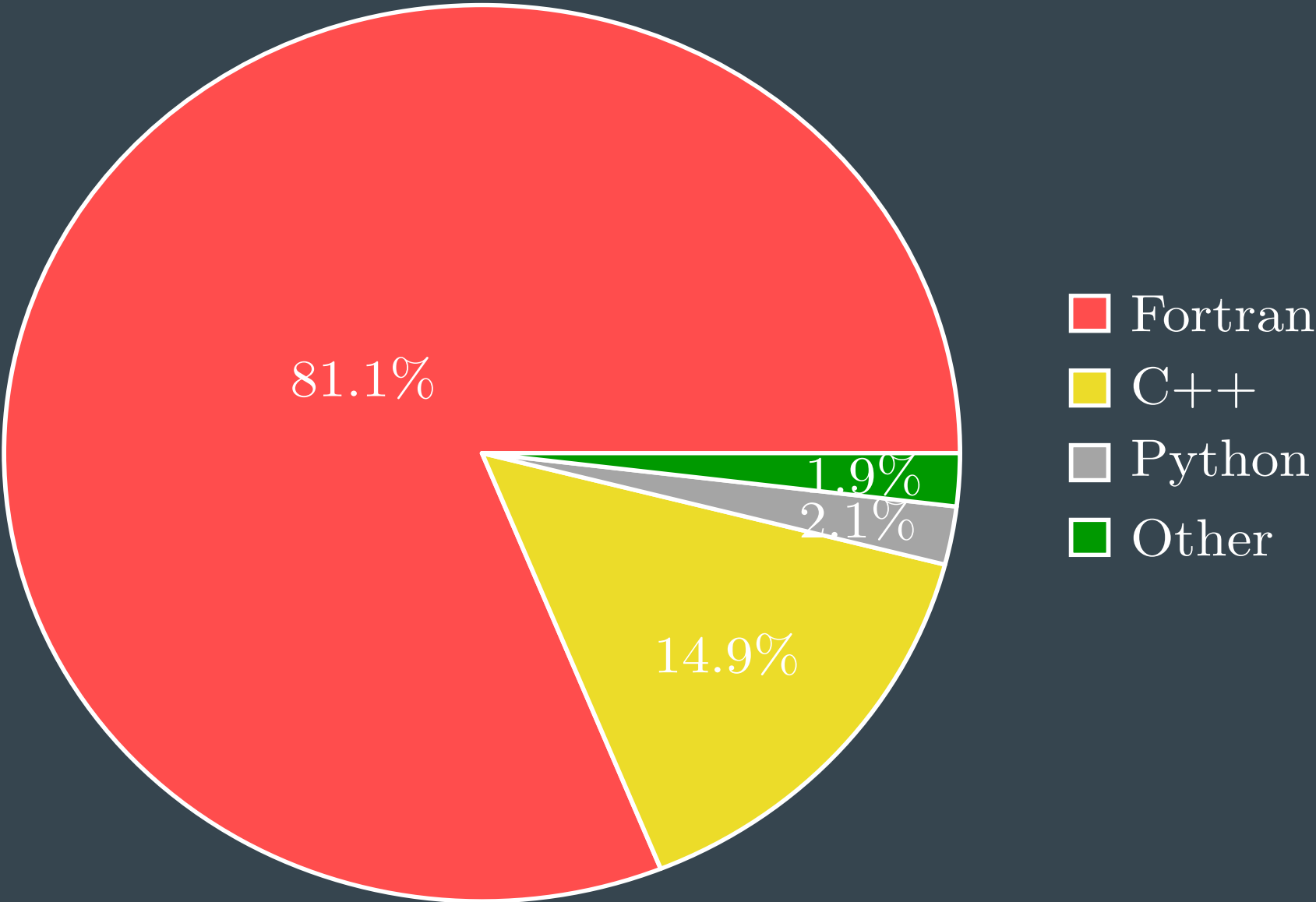
# x86 CPU

## Architectural efficiency



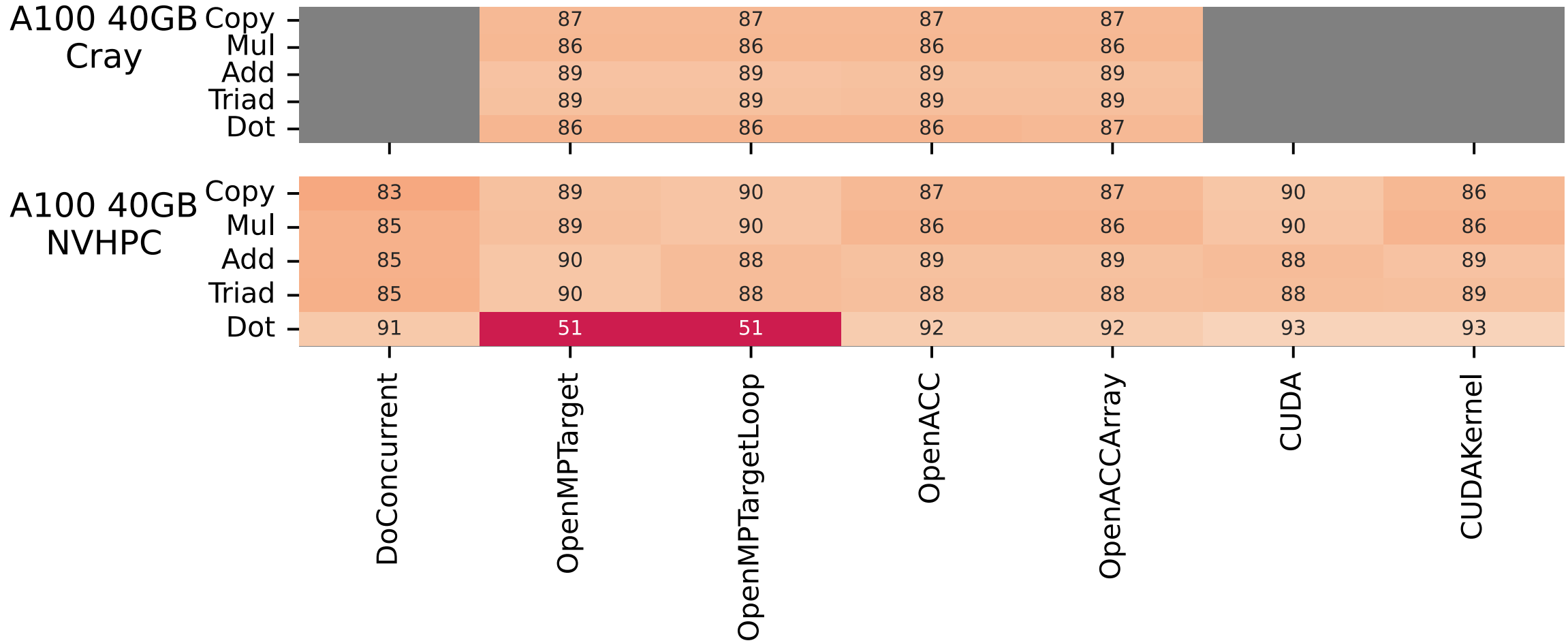
# NVIDIA GPUs





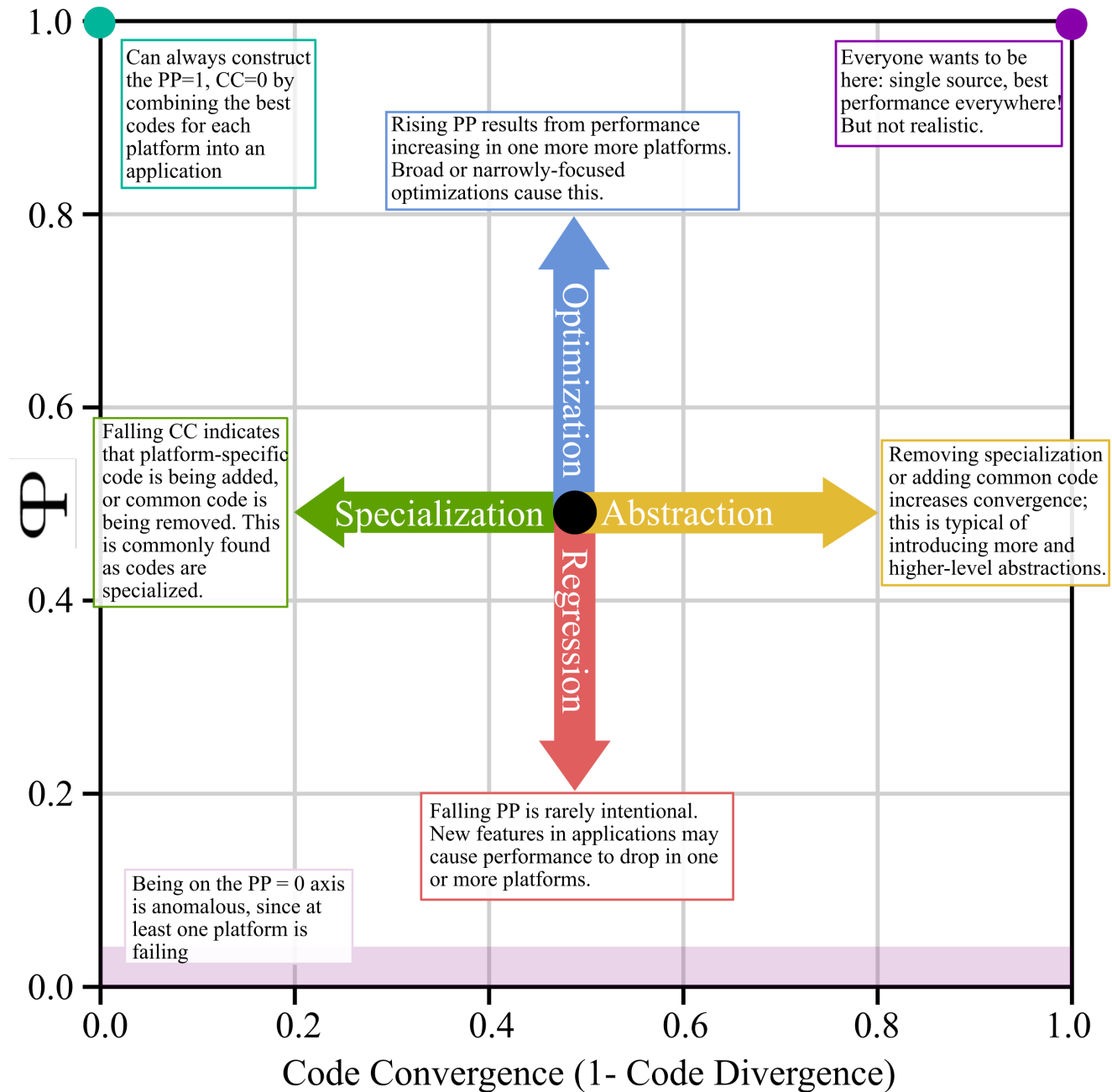
# Architectural efficiency

0 20 40 60 80 100



# Specialisation?





Which performance  
portable programming  
model should I use?

Use open standard parallel programming models

Express all concurrent work asynchronously

Build in tuning parameters

Test all compilers & runtimes, on all systems

Tell your vendor

# Programming Your GPU with OpenMP

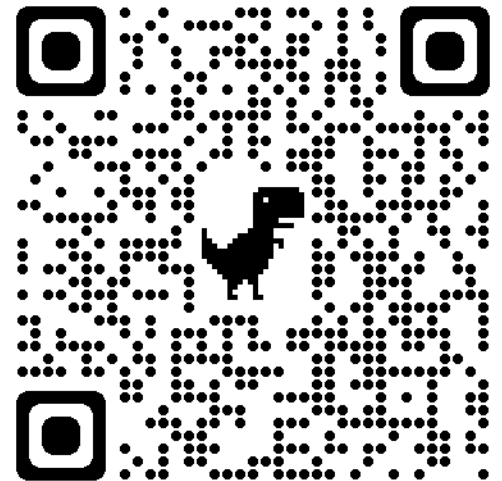
## Performance Portability for GPUs



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November 7, 2023

Preorder via MIT Press website



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