

# 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								

#### Source: TOP500 November 2022

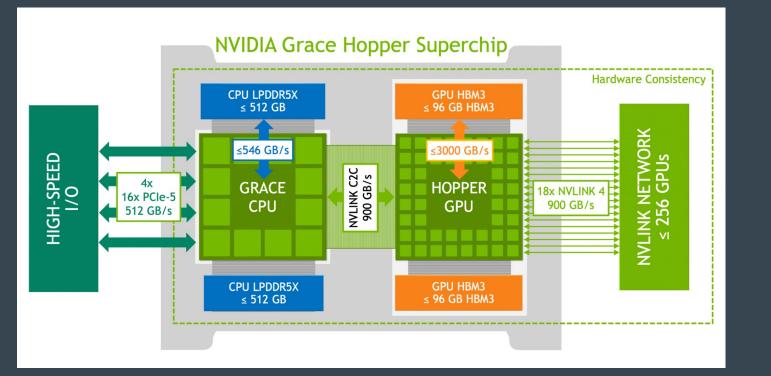


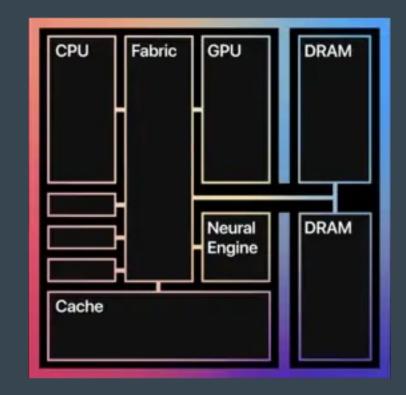


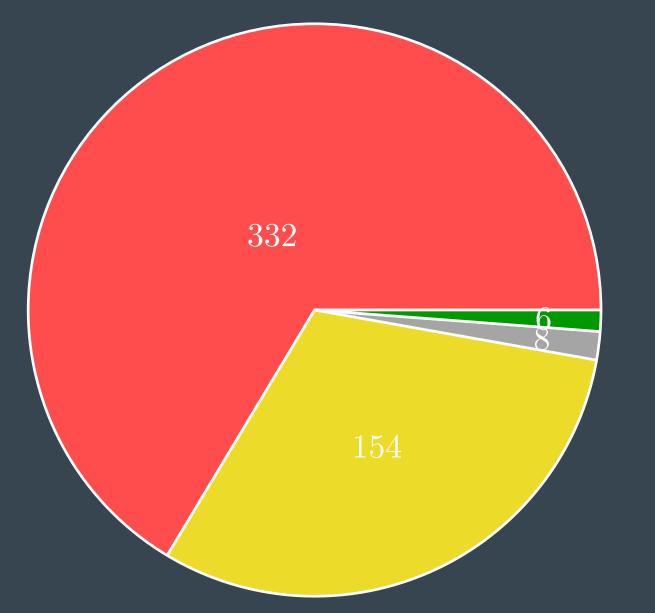
"Complex" cores Instruction Level Parallelism Deep cache hierarchy NUMA Wide SIMD More "simple" cores Very wide SIMD Fast context switching Programable memory hierarchy Latest memory technology

#### **NVIDIA Grace-Hopper**

#### Apple M1







None
NVIDIA GPU
AMD GPU
Other

Data: TOP500 June 2022 Graph: 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".

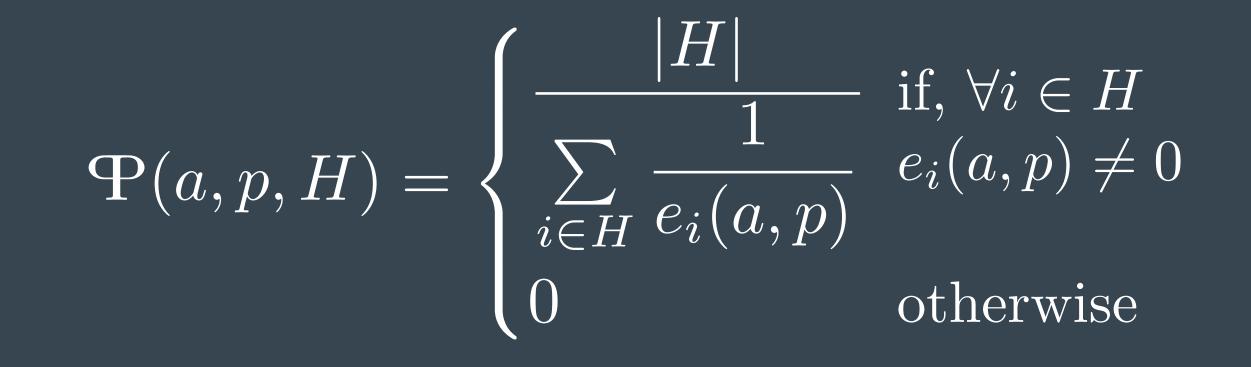
# Problem

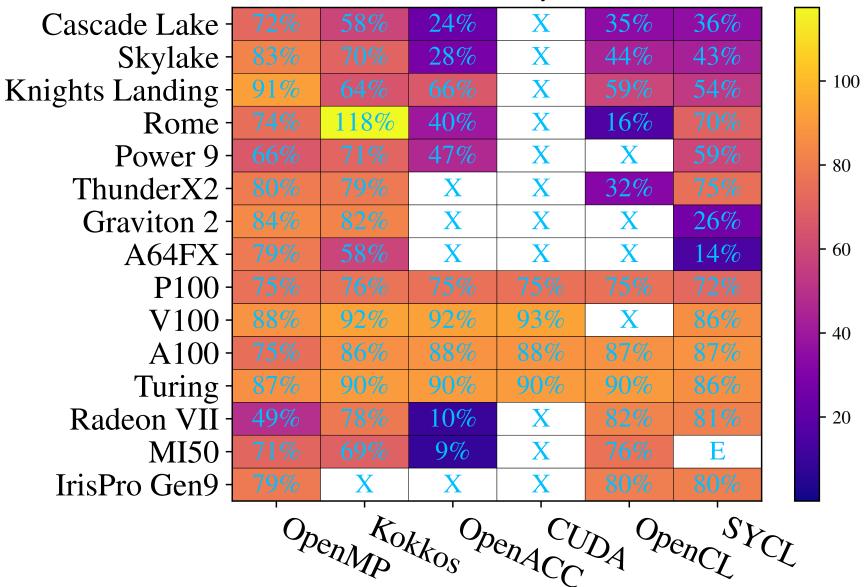
Application

Platform

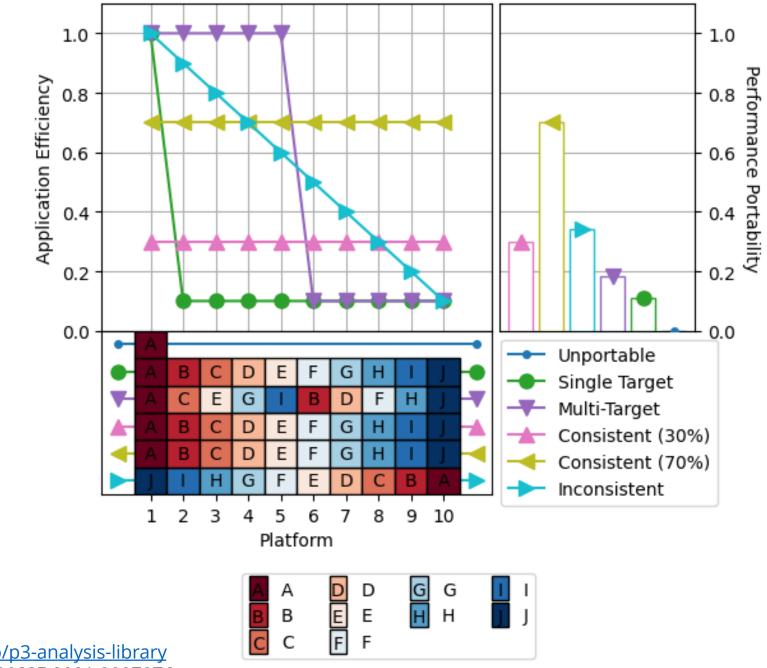
Efficiency

More details in doi.org/10.1109/P3HPC51967.2020.00007

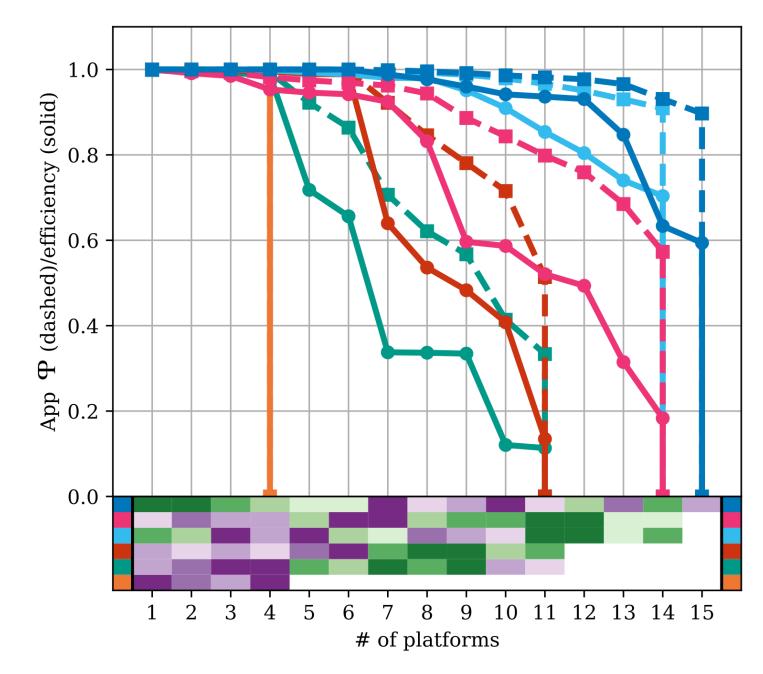


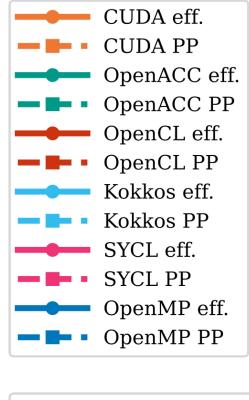


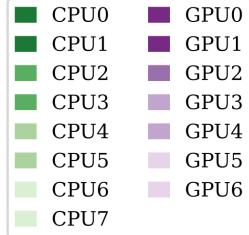
BabelStream Triad array size=2\*\*25



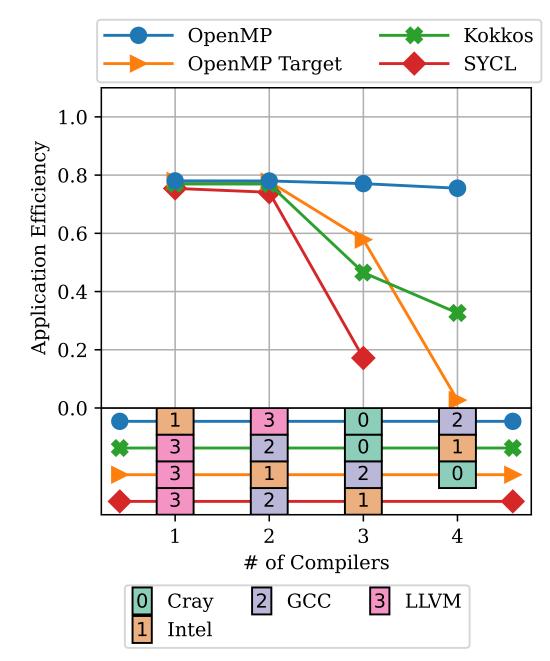
From <u>https://intel.github.io/p3-analysis-library</u> Based on doi.org/10.1109/MCSE.2021.3097276







#### **BabelStream**



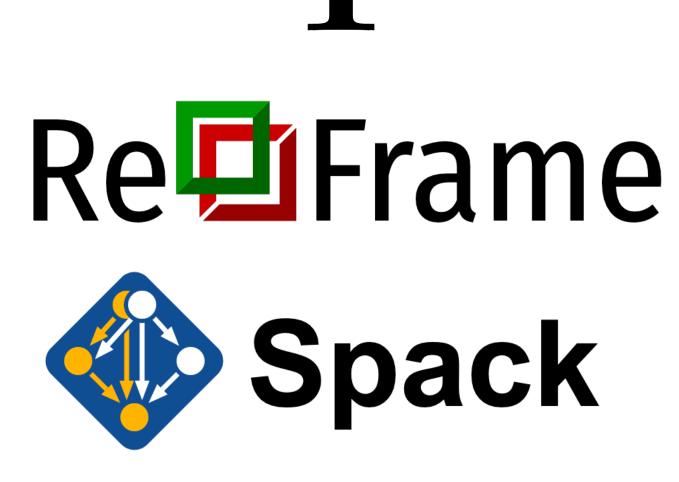
From doi.org/10.1109/P3HPC56579.2022.00006

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https://github.com/ukri-excalibur/excalibur-tests



Logos belong to their respective owners

This work was supported by the Engineering and Physical Sciences Research Council as part of ExCALIBUR Hardware & Enabling Software [EP/X031829/1]

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#### https://github.com/uob-hpc/babelstream

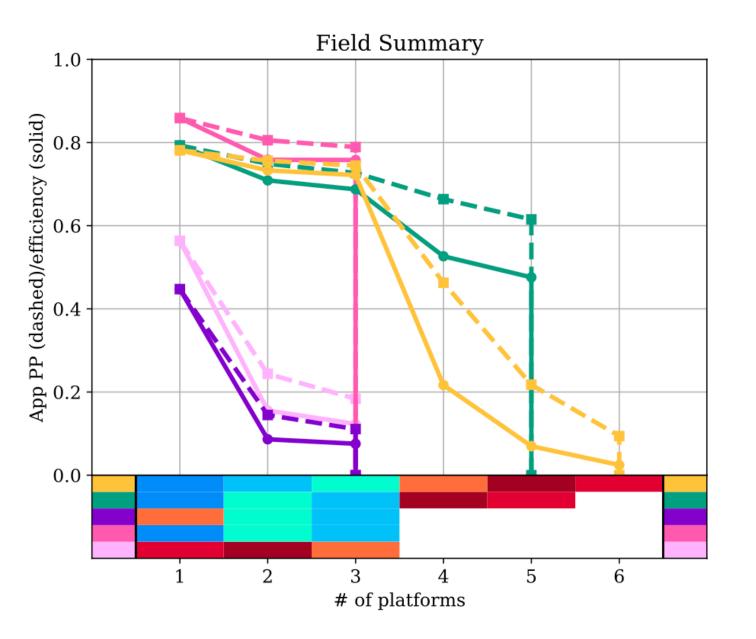
# Device discovery and control

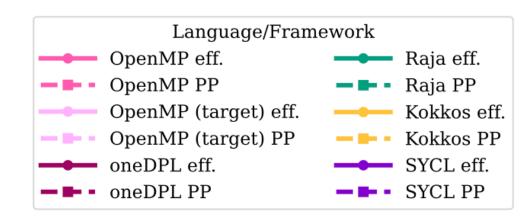
Data location and movement in discrete memory spaces

Expressing concurrent and parallel work









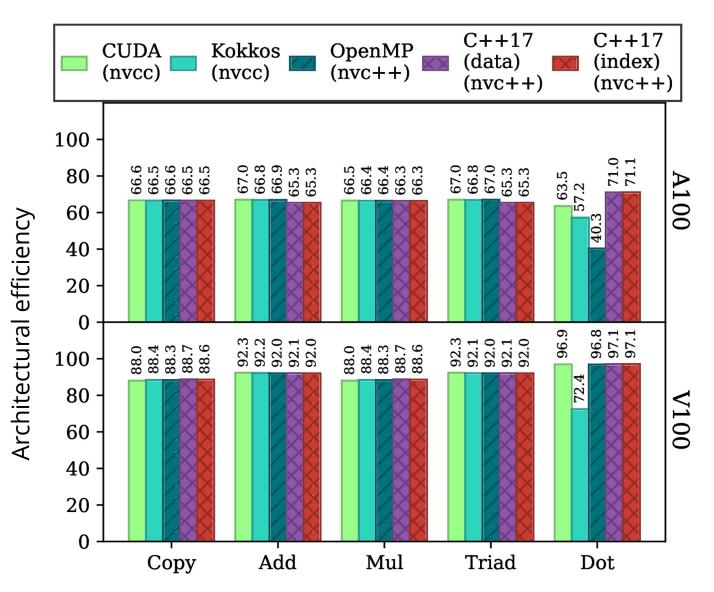




Architectural efficiency

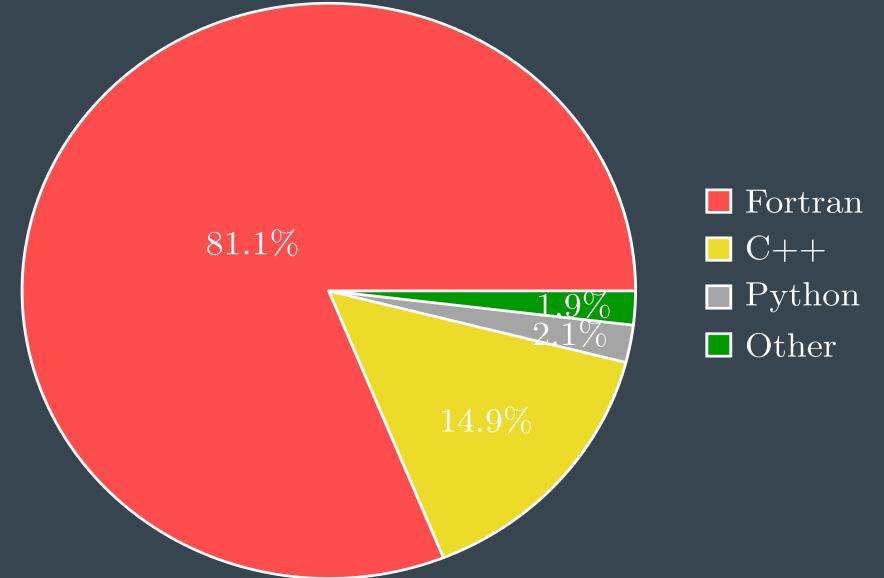
0		20			40				60				80				100		
Copy	72	71	77	71	70	65	16	35	33	35	54	15	25	54	38	44	39	39	
bbA	75	75	65	75	75	65	16	38	36	38	67	17	28	65	41	47	41	45	Xe
Mul	72	71	58	71	70	58	18	37	34	37	53	18	16	52	39	45	38	44	Xeon 6338
Triad	76	75	65	75	75	64	18	38	36	38	65	23	20	65	40	45	42	44	338
Dot	85	84	84	81	81	80	22	44	42	44	80	25	30	80	46	50	46	51	
Copy	54	54	80	54	54	54	27	32	28	29	54	29	28	54	31	36	31	38	Ī
hdd	59	59	59	59	59	59	28	33	32	33	59	30	31	59	34	38	33	42	EPYC
Mul	52	52	54	52	52	52	26	31	31	29	52	26	26	52	31	38	30	37	YC 7
Triad	59	59	59	59	59	59	27	34	26	31	59	28	28	59	33	39	33	40	7713
Dot	83	82	83	80	82	81	33	38	34	37	82	35	35	82	38	47	37	44	
	- Clang*	- GCC	- NVHPC	- Clang*	- GCC	- NVHPC	- Clang*	- GCC	- Clang*	- GCC	- NVHPC	- Clang*	- GCC	- NVHPC	- Clang*	- GCC	- Clang*	- GCC	
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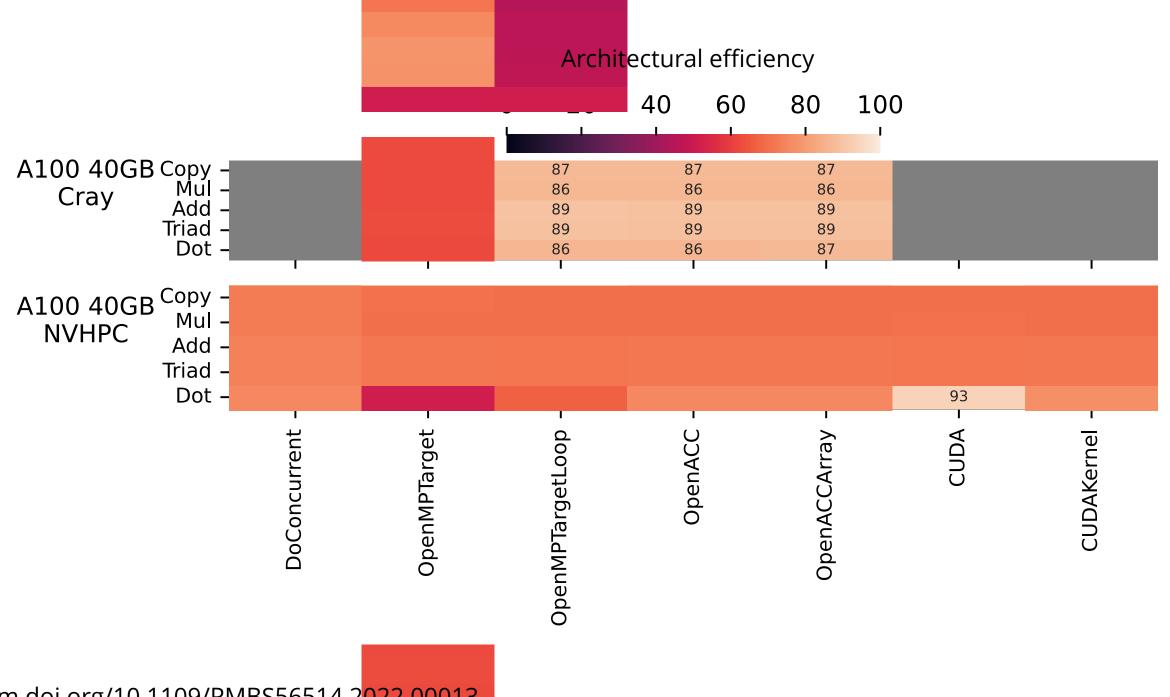
#### **NVIDIA GPUs**



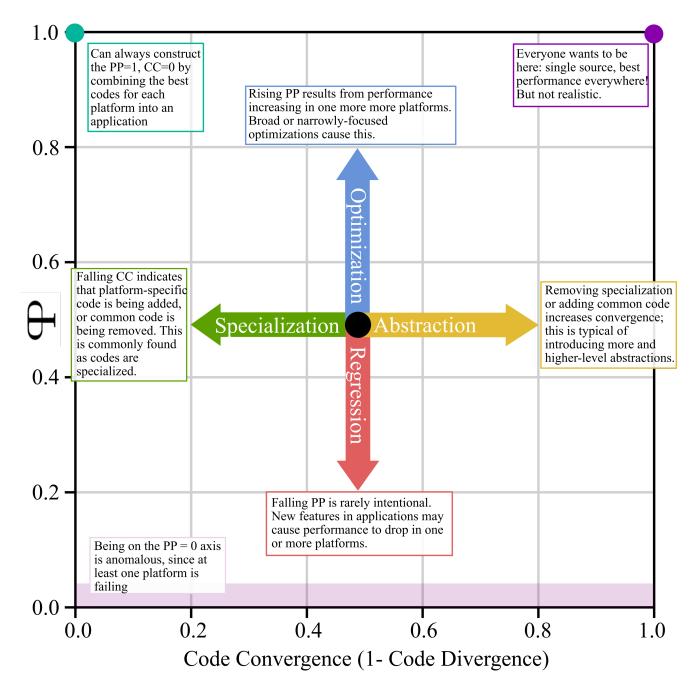
From doi.org/10.1109/PMBS56514.2022.00009

#### ARCHER2: March-August 2022





# Specialisation?



From doi.org/10.1109/P3HPC56579.2022.00006

# Which performance portable programming model should I use?

http://uob-hpc.github.io/2020/05/05/choosing-models.html

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

## By Tom Deakin and Timothy G. Mattson

November 7, 2023 Preorder via MIT Press website





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