

# Exact Calculation of Disconnected Loops

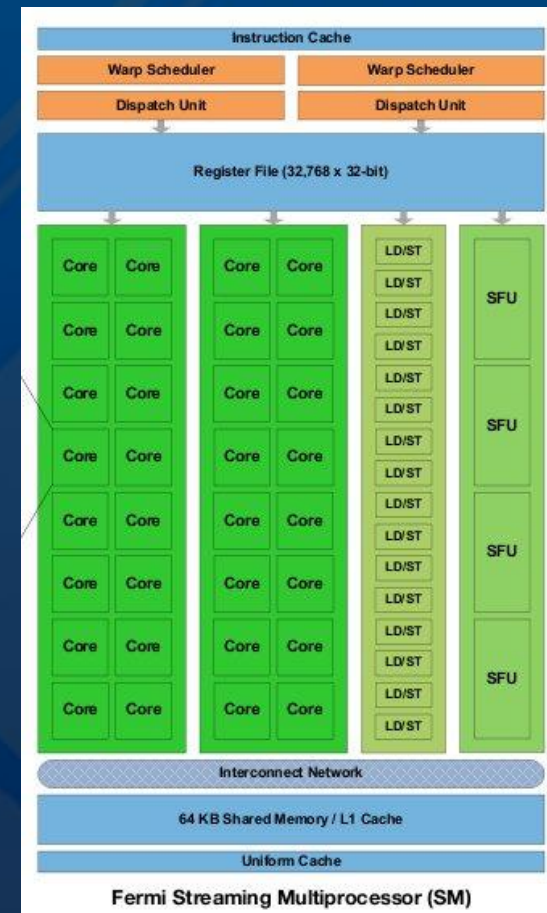
Constantia Alexandrou, Alan O’Cais, Alexei Strelchenko  
*Cyprus Institute*  
Dimitrios Christaras  
*University of Cyprus*

## Outline

- “Past”, current and future accelerating coprocessors
- Setup
- Results

# GPU Computing

- Technology driven by gaming market
- Huge performance (per €)



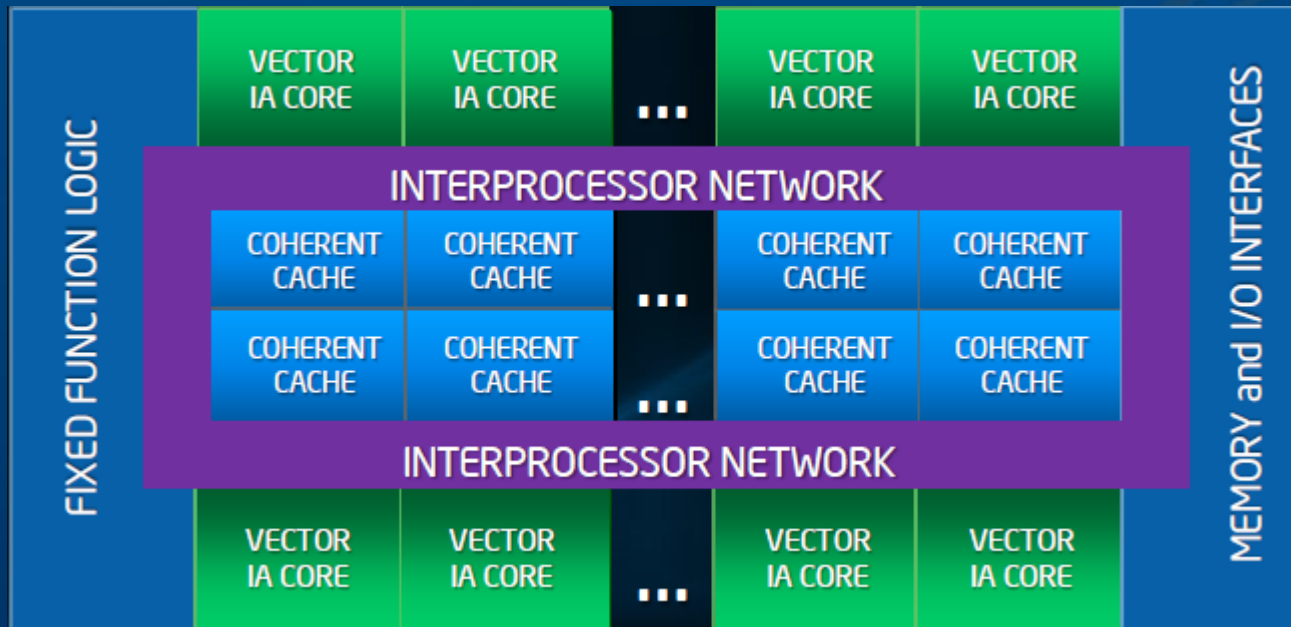
## Fermi GPU

- Advancement focus on HPC
- ECC GDDR5 Memory
- 512 cores
- Cache hierarchy
- Greatly improved double precision performance

But...

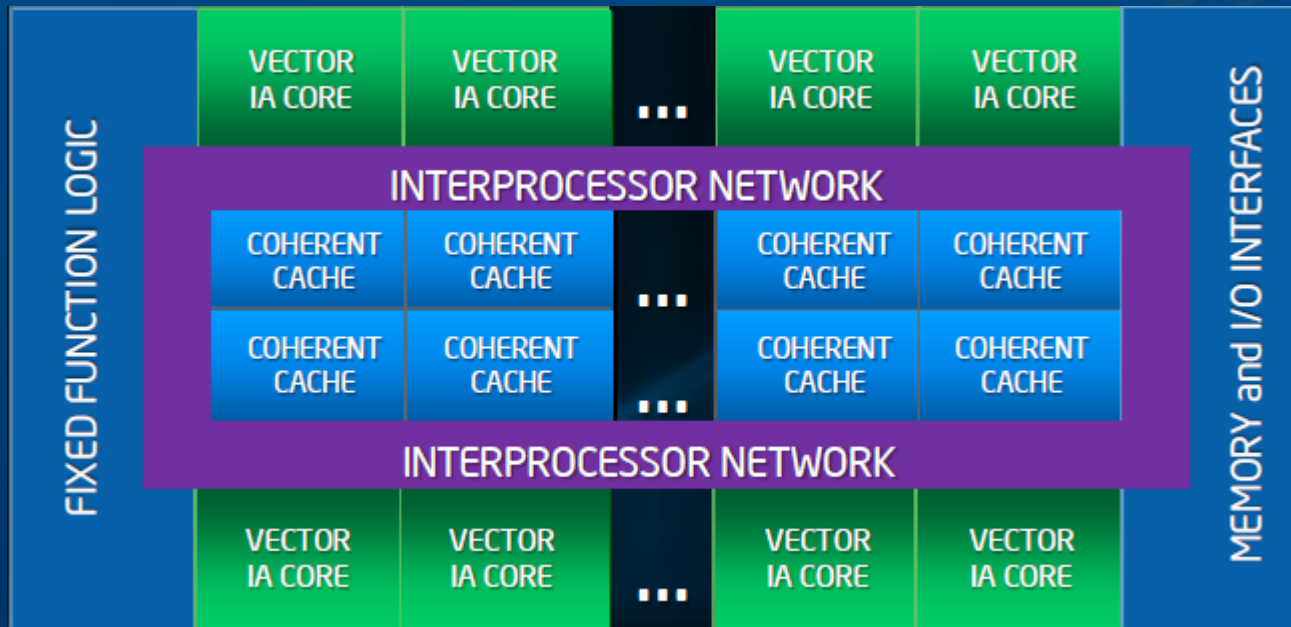
- Cumulative latencies make device to device communication a challenge

# MIC Architecture



- Common CPU/co-processor compiler
- Common optimization techniques
- “100”s of threads

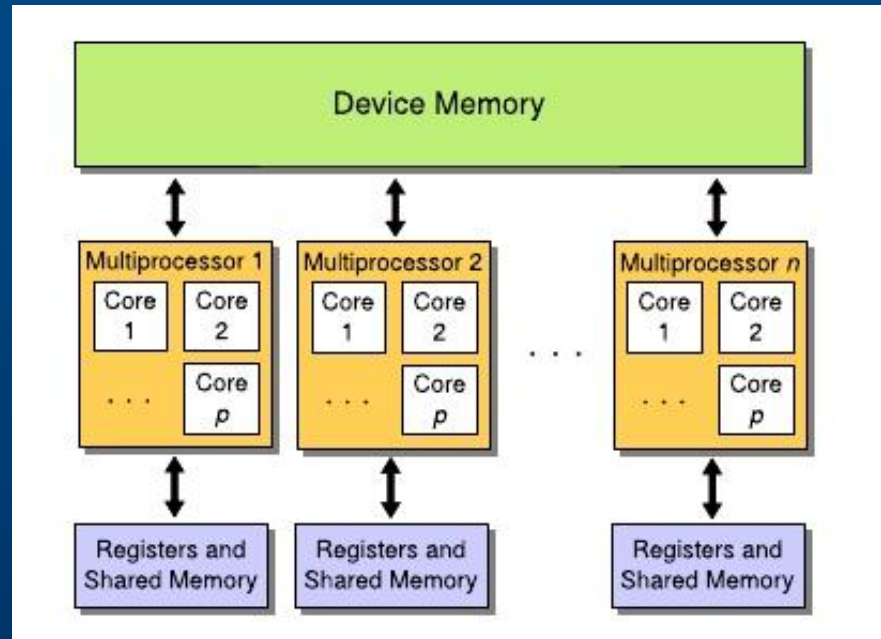
# MIC Architecture



- Common CPU/co-processor compiler
- Common optimization techniques
- “100”s of threads...thread-based programming model



# Tesla



- 30 multiprocessors consisting of a total of 240 cores
- 4GB RAM
- Compute Unified Device Architecture (CUDA)

## Lattice Setup

- $16^3 \times 32$  lattice volume, ensemble of 53 configs
- SESAM 2 flavour dynamical lattices
- Pion mass of  $\sim 880\text{MeV}$
- Wilson action
- Stoutlink smeared gaugefields
- Jacobi smearing on quarkfields
- QUDA package for inversions
- $\sim 50000$  inversions per timeslice

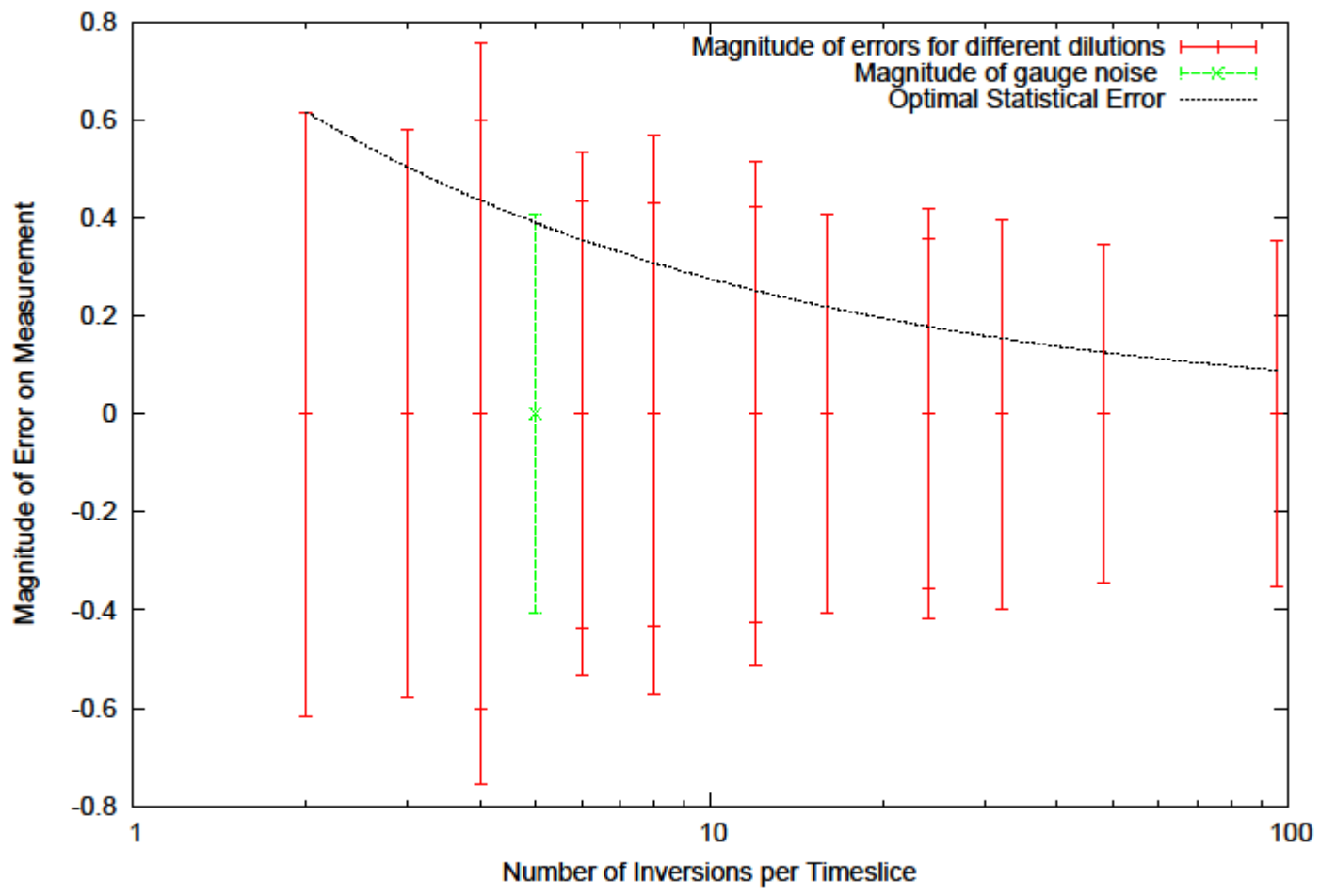


# QUDA Hacking

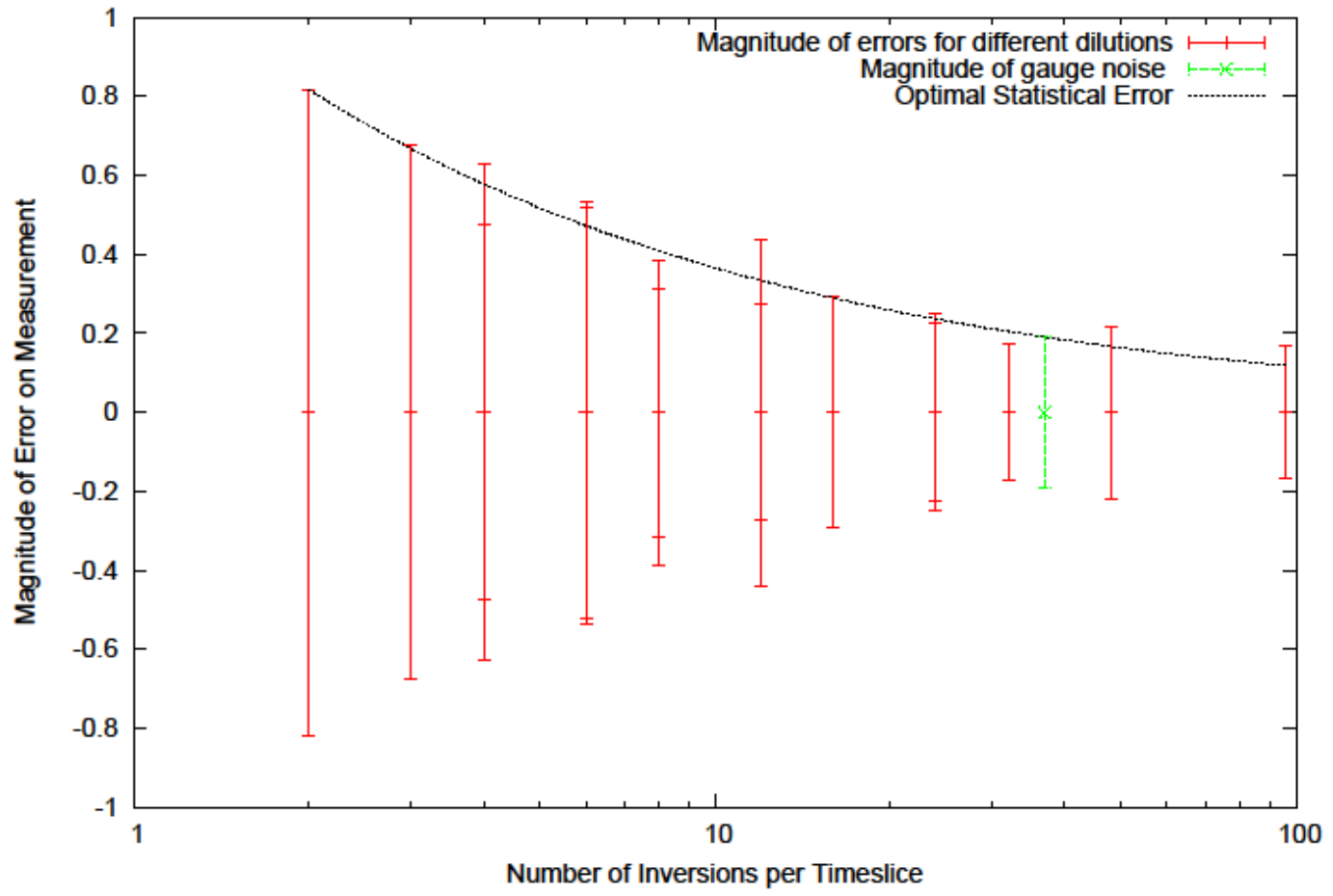
- Modified memory management
- Dynamic algorithm switching

Lattice size	16 <sup>3</sup> * 32							
Solver tolerance	1.00E-10							
Algorithm type:	BiCG	CG	BiCG	CG	BiCG	CG	BiCG	CG
CPU gauge field precision:	D	D	D	D	D	D	D	D
GPU gauge field precision:	D	D	D	D	D	D	D	D
Reconstruct type:	8	8	12	12	8	8	12	12
GPU gauge field sloppy precision:	H	H	H	H	S	S	S	S
Sloppy reconstruct type:	12	12	12	12	8	8	12	12
CPU spinor precision:	D	D	D	D	D	D	D	D
GPU spinor precision:	D	D	D	D	D	D	D	D
GPU spinor sloppy precision:	H	H	H	H	S	S	S	S
Avr full time, sec.:	2.11	n/a	2.06	n/a	2.42	4.19	2.47	4.36
Avr inv time, sec.:	0.94	n/a	0.87	n/a	1.24	3.01	1.29	3.18
Avr Gflops for inversion (on GPU)	87.51	n/a	93.86	n/a	64.34	70.56	62.12	66.74

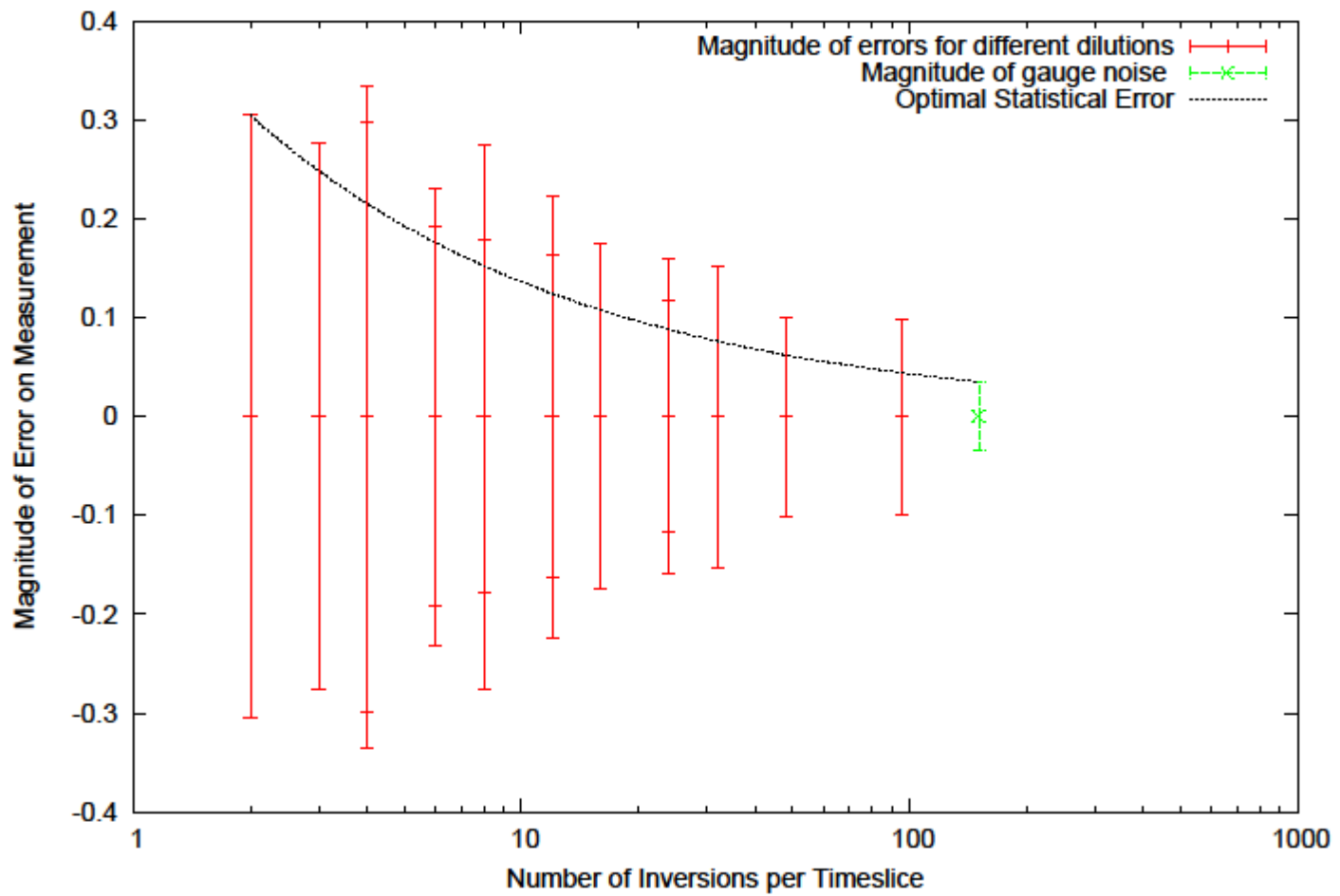
Re Tr(Identity), gauge noise achieved for 5 stochastic inversions per timeslice

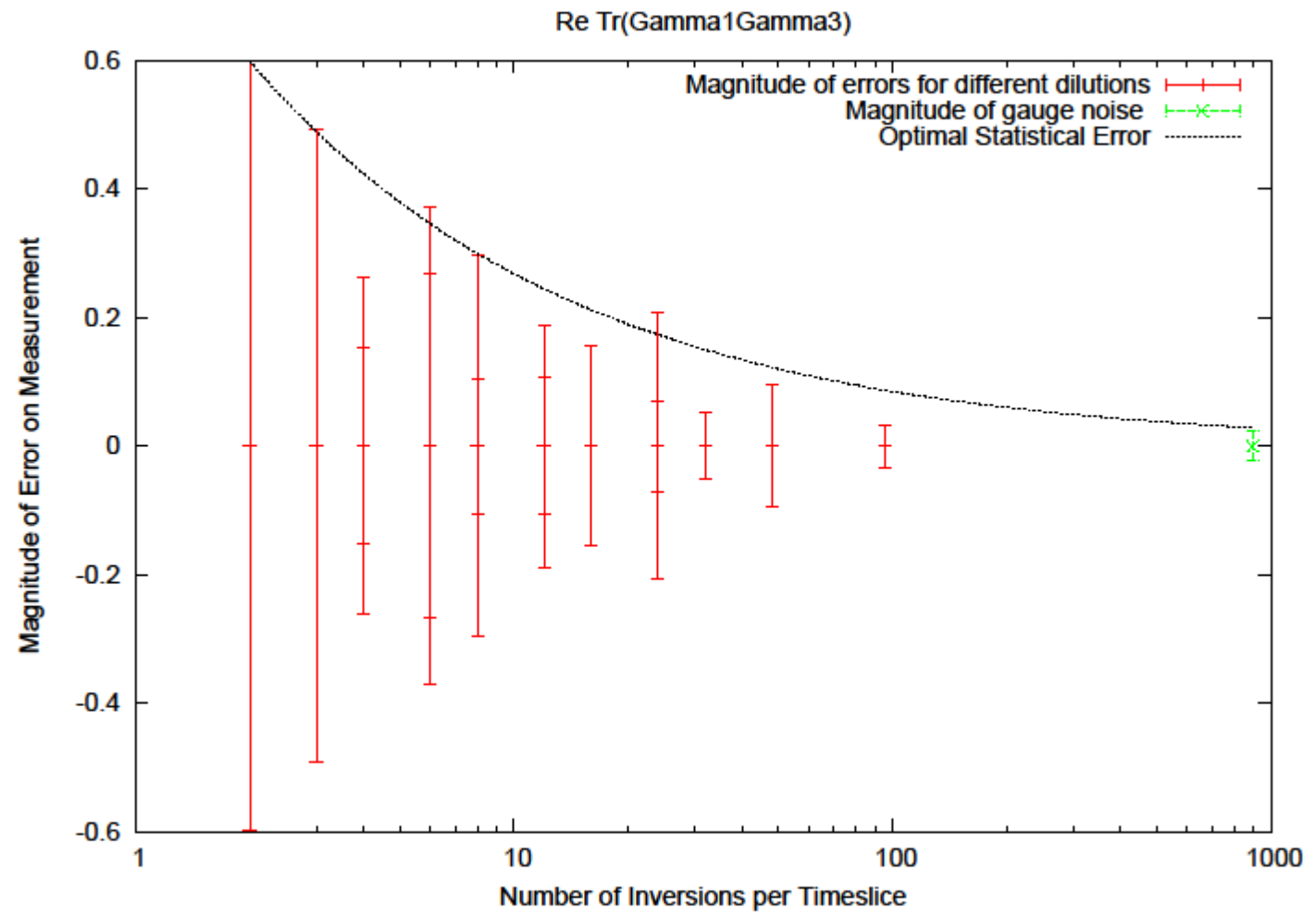


Re Tr(Gamma5), gauge noise achieved for 37 stochastic inversions per timeslice

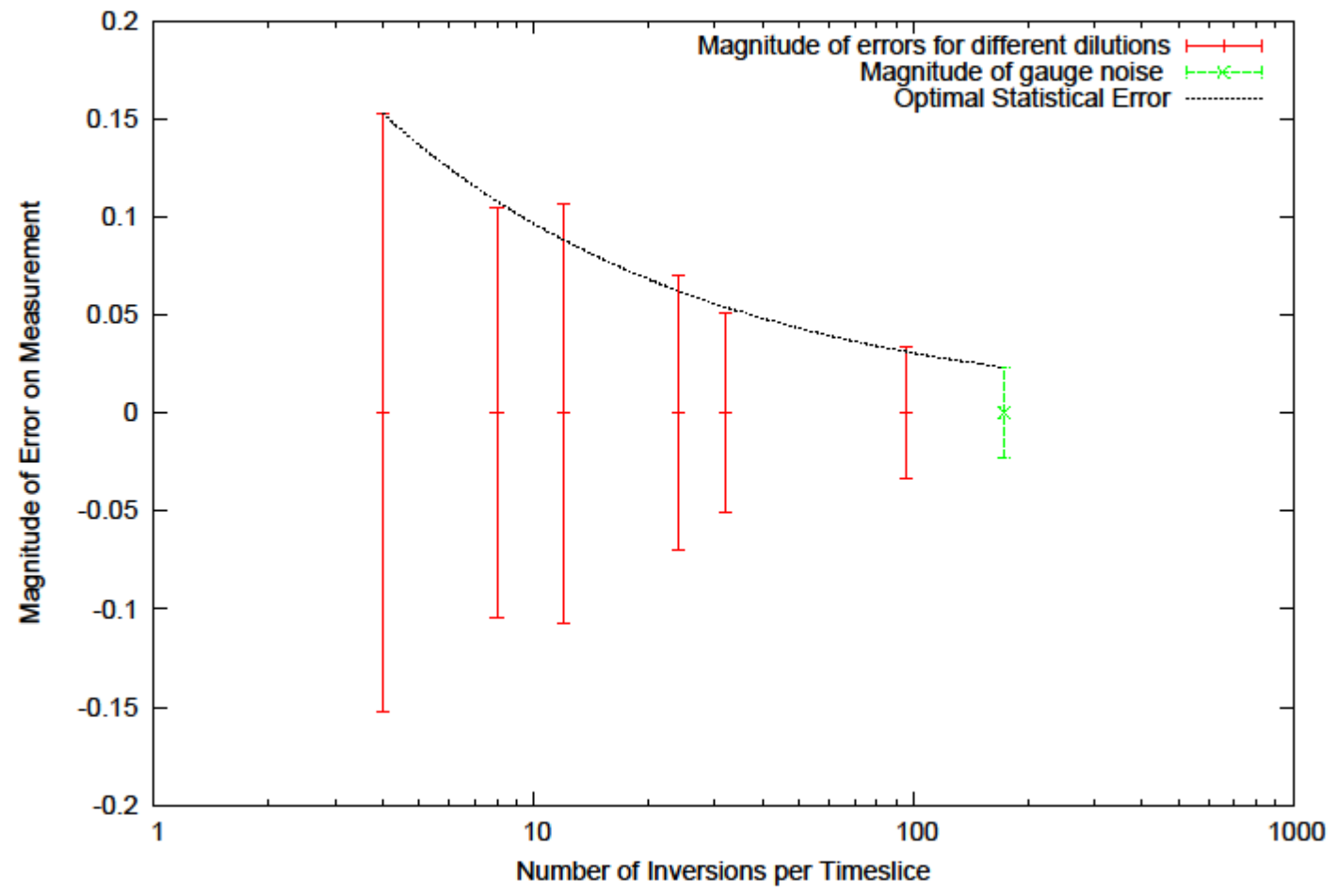


Im Tr(Gamma2), gauge noise achieved for 151 stochastic inversions per timeslice

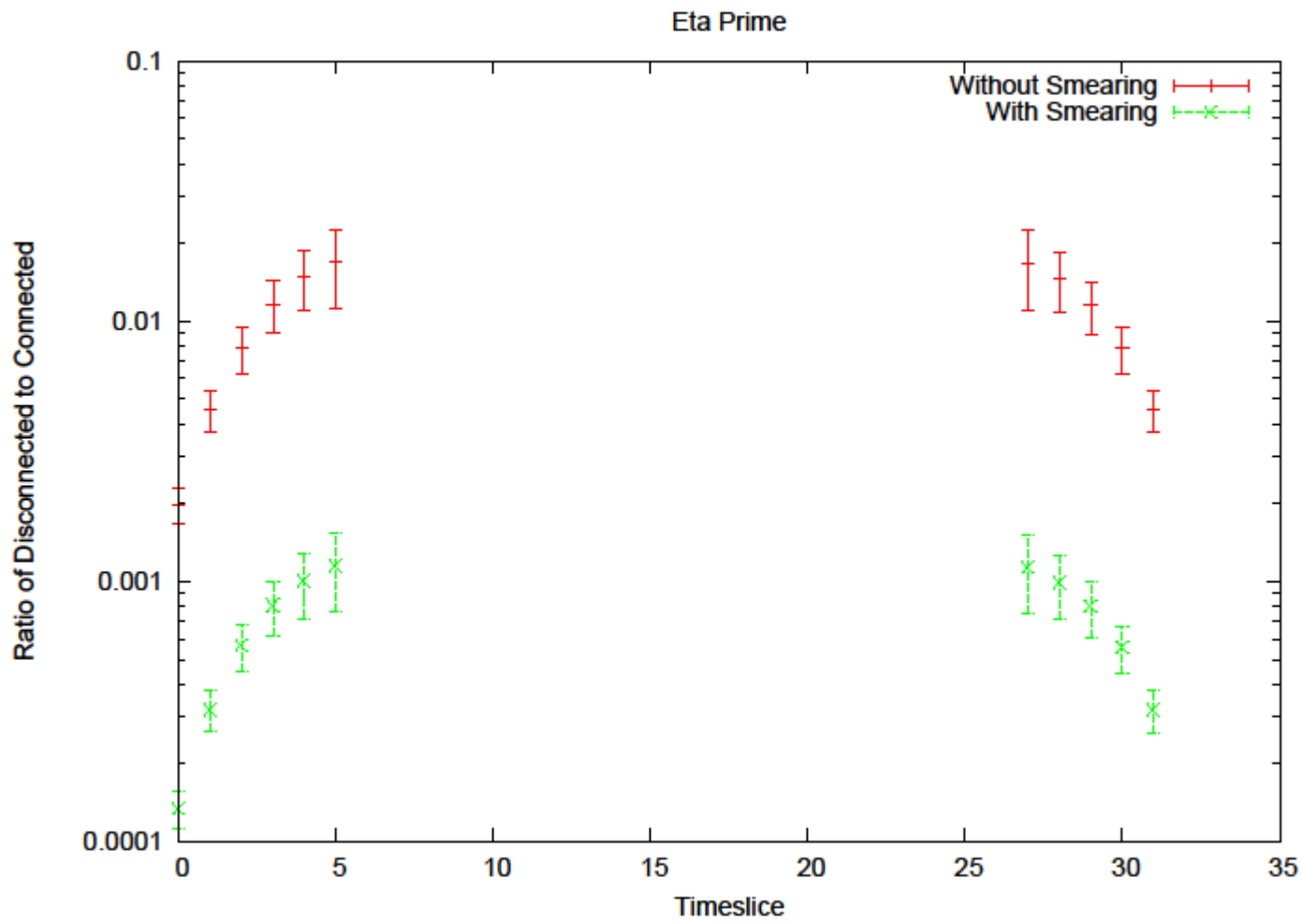


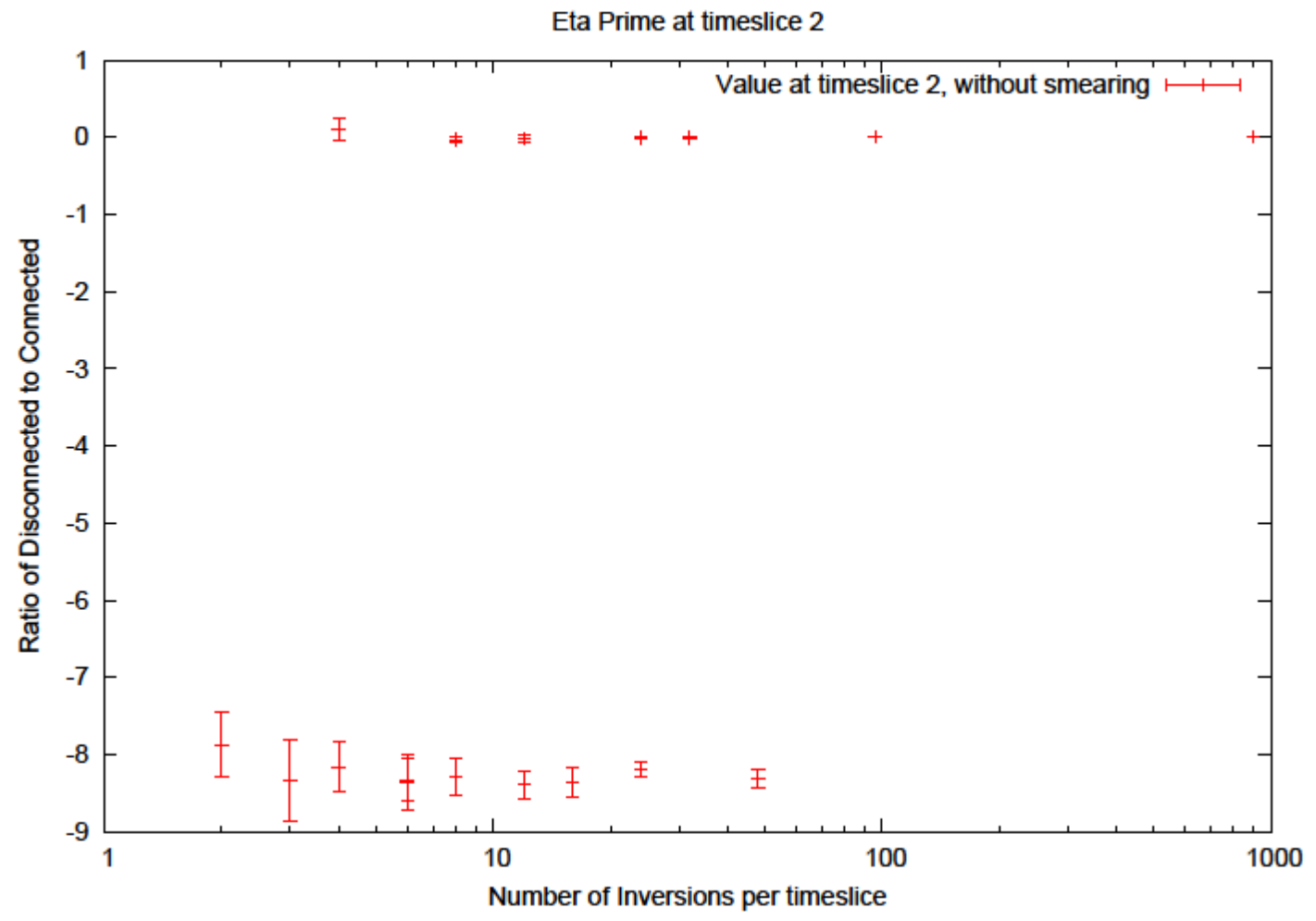


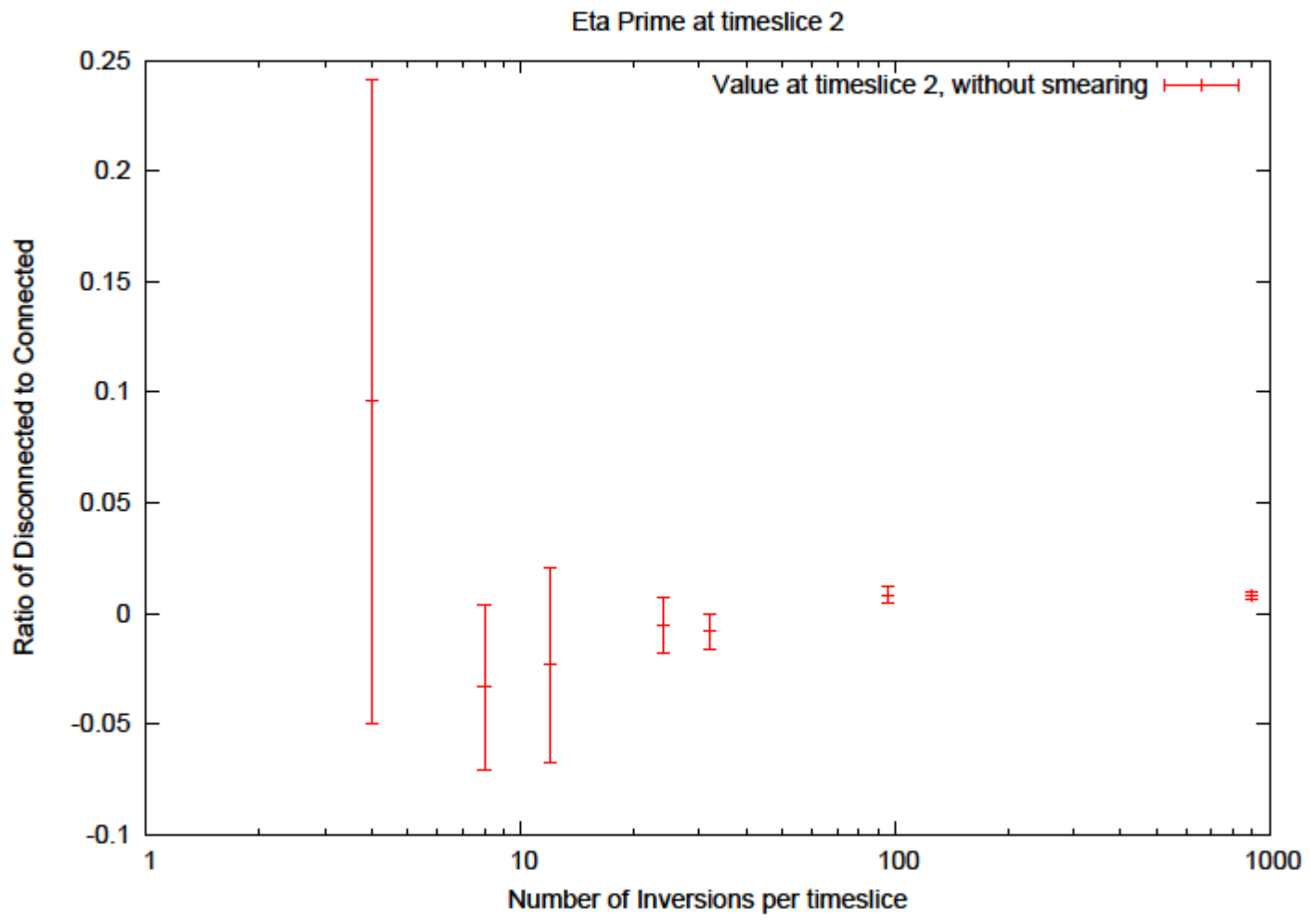
Re Tr(Gamma1Gamma3), gauge noise achieved for 174 stochastic inversions per timeslice

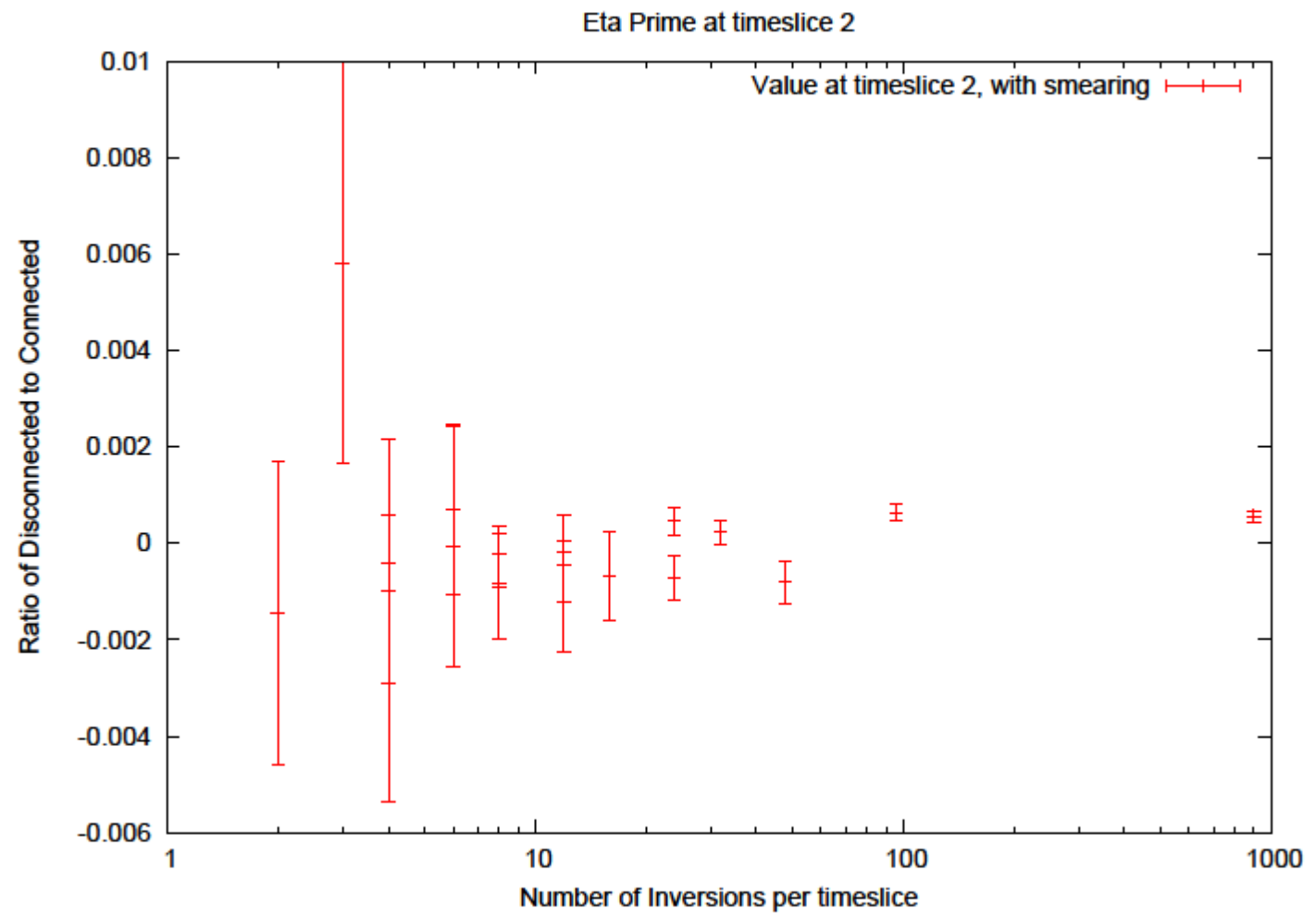


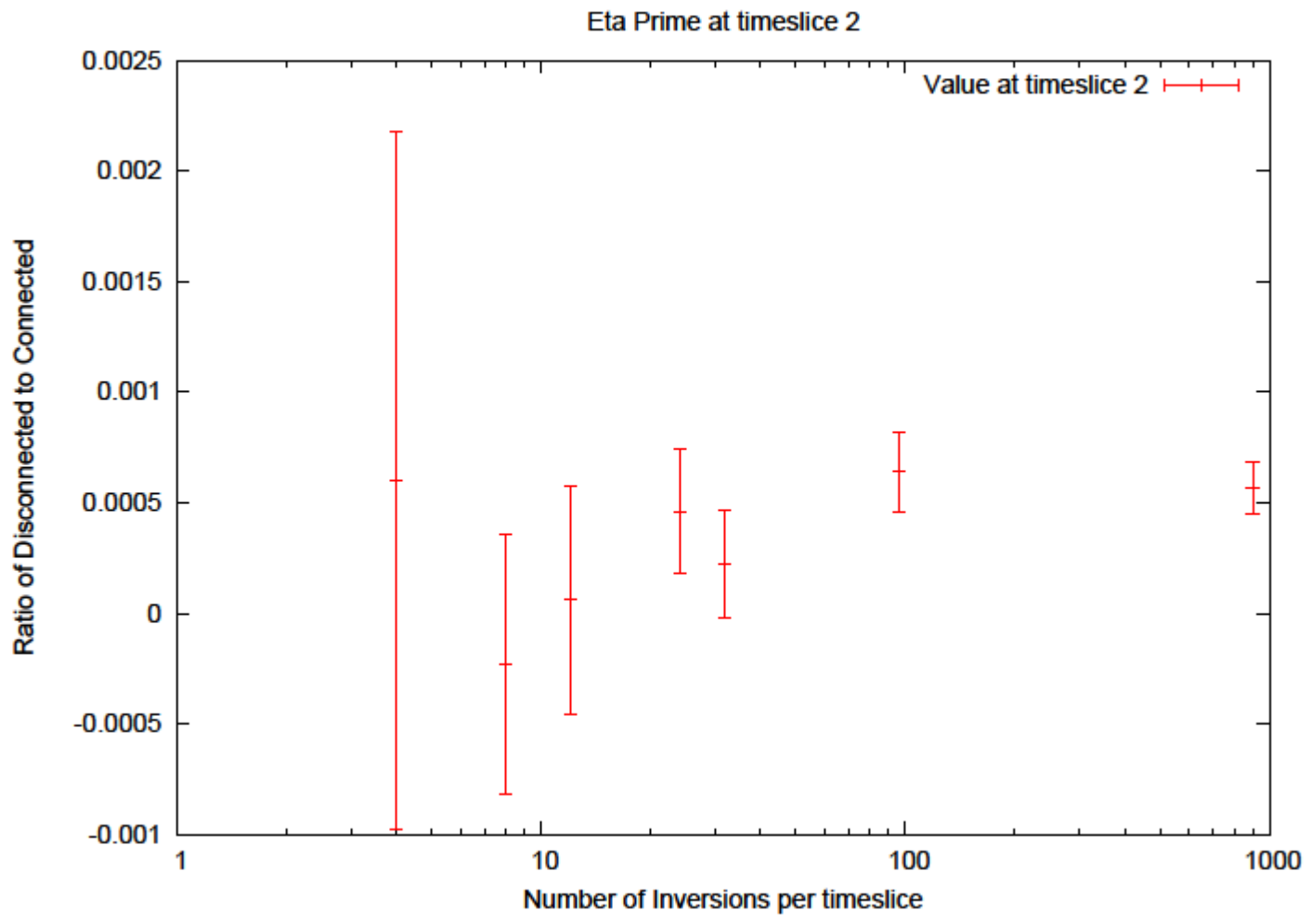


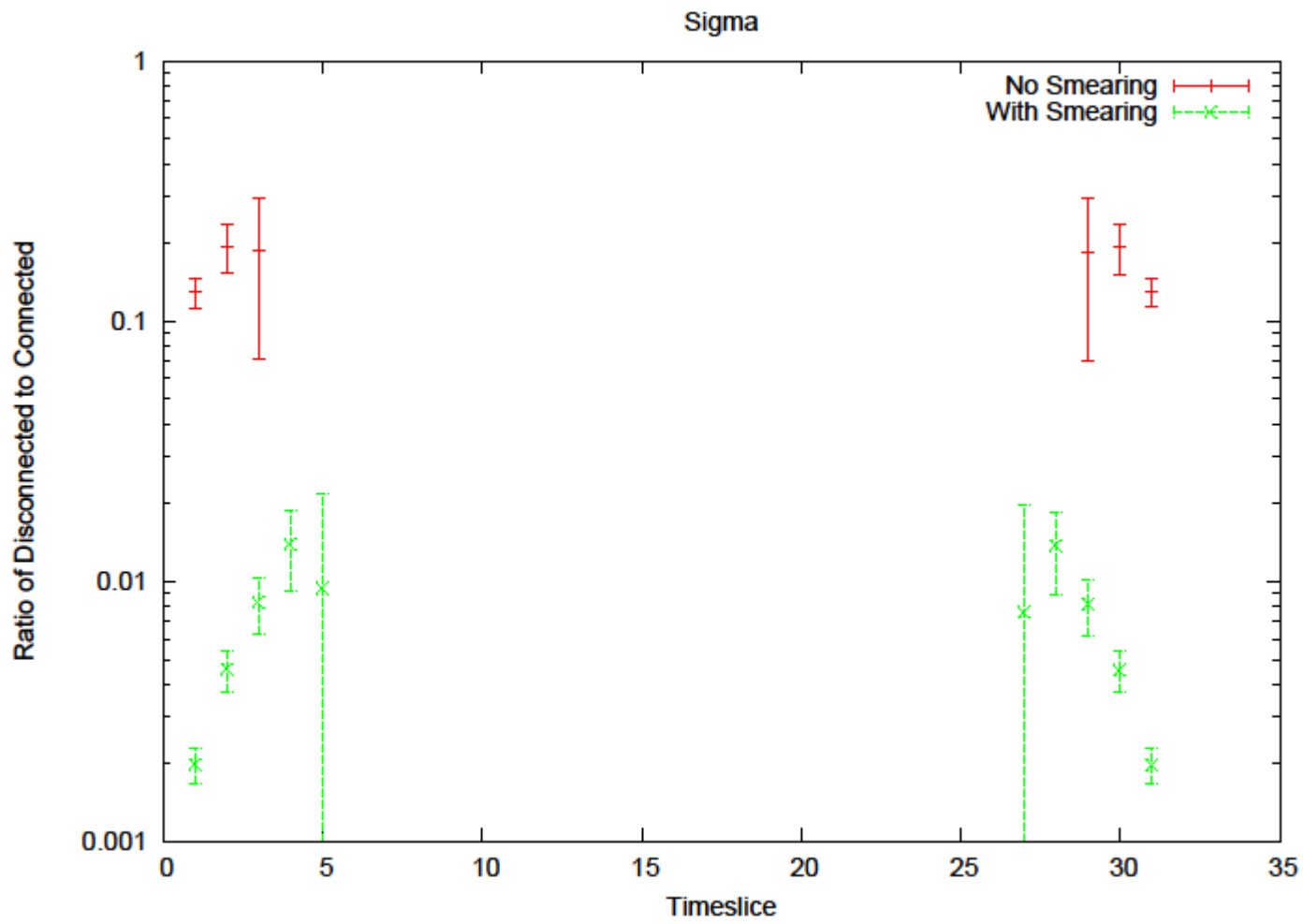




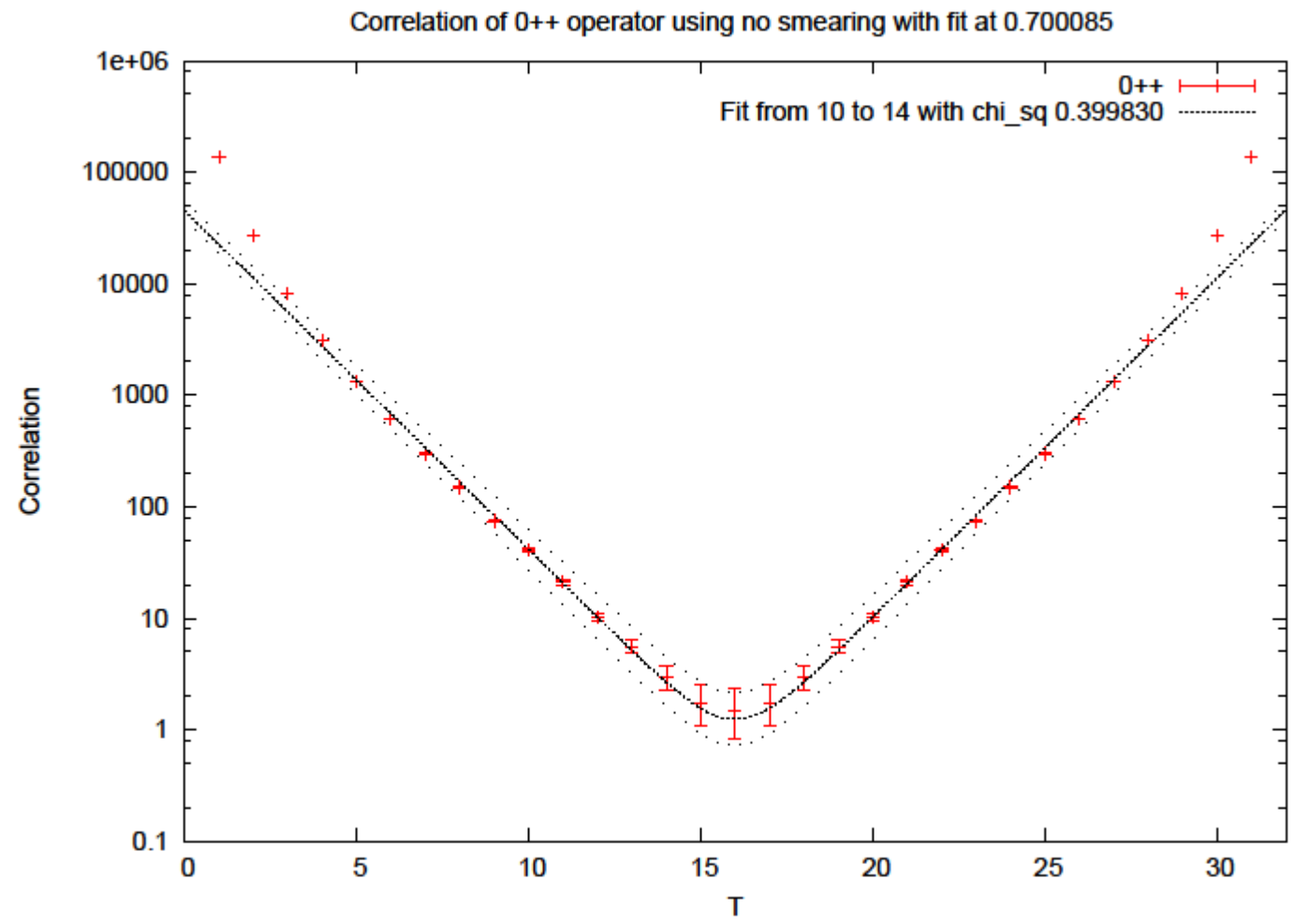


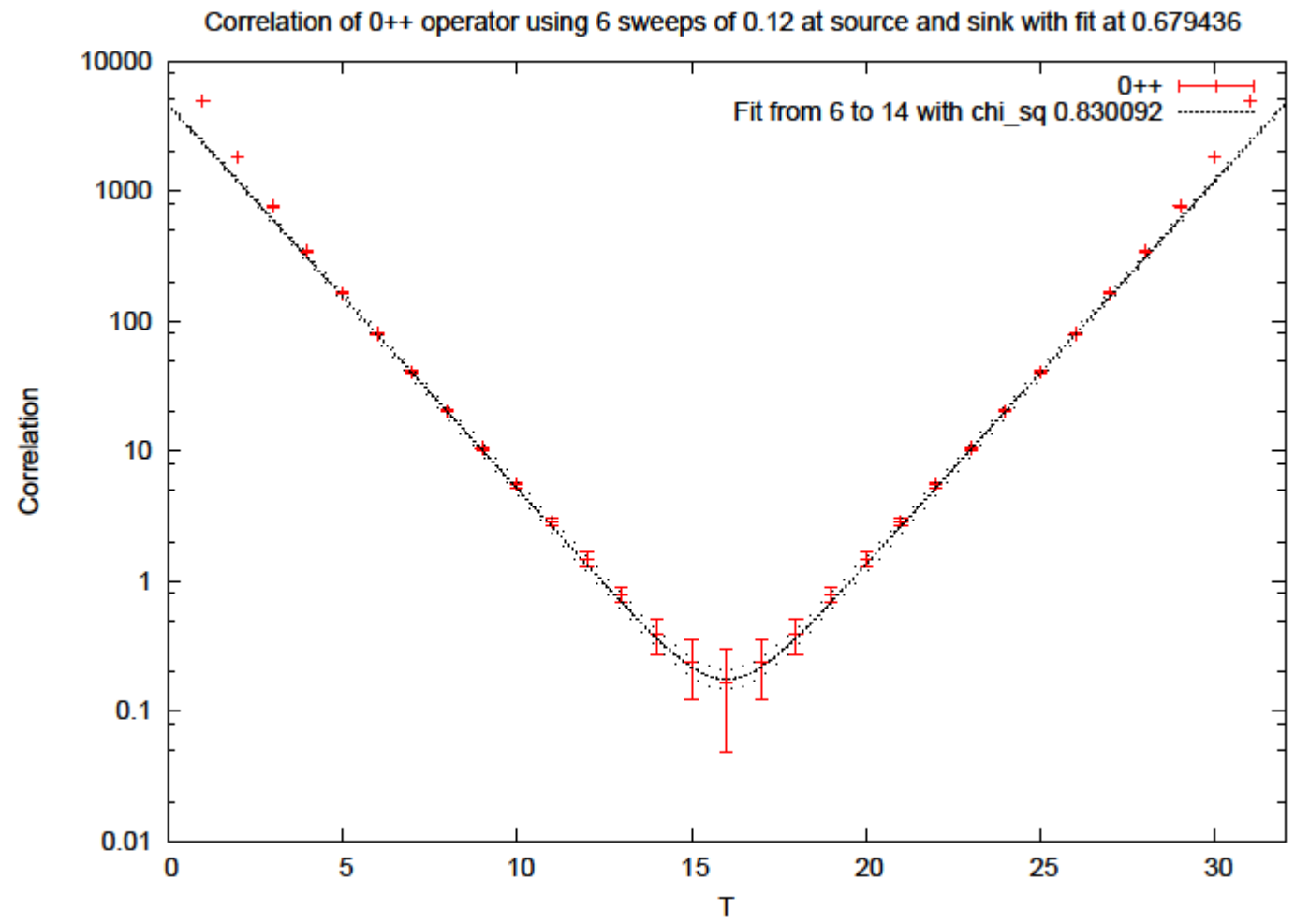


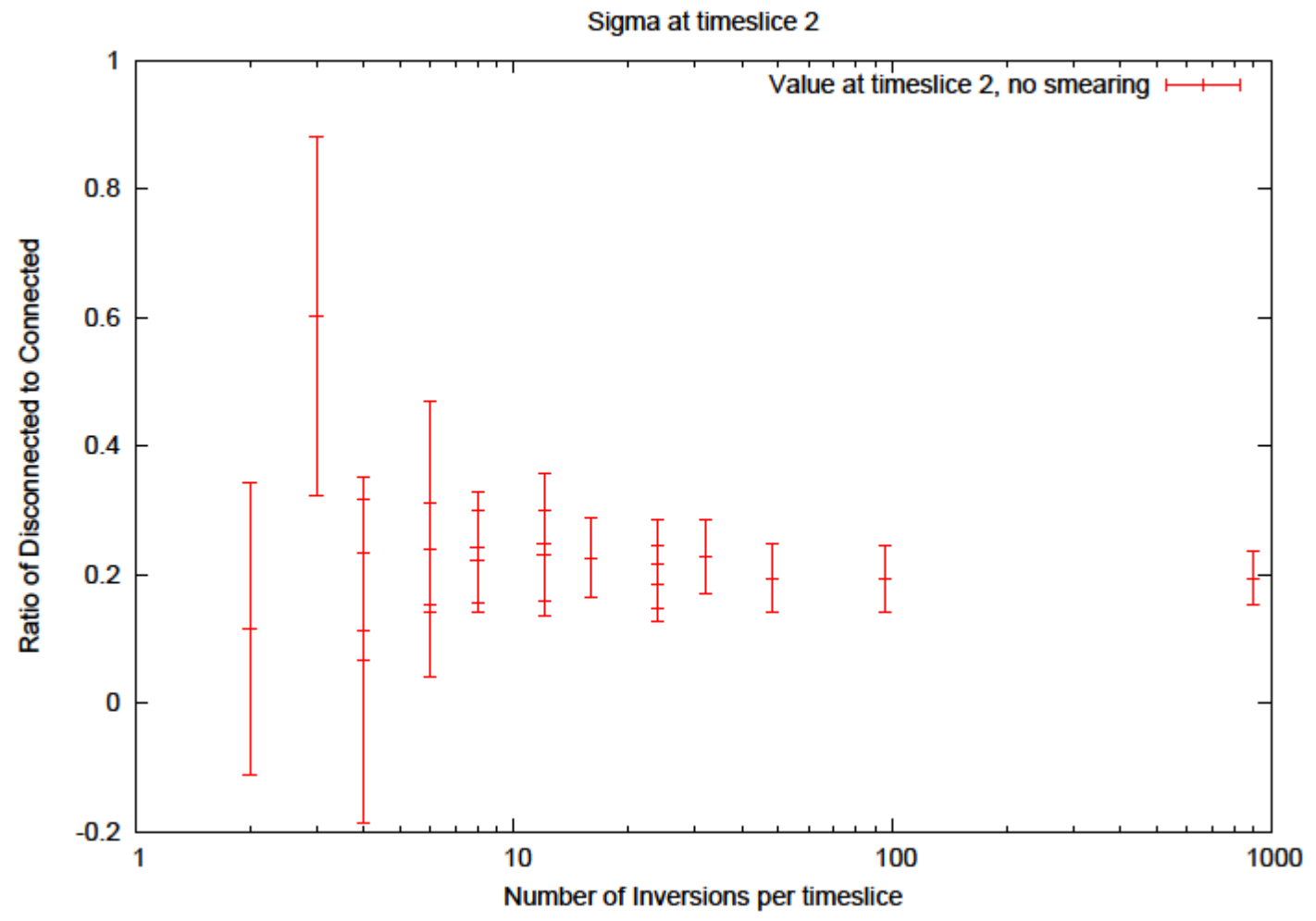


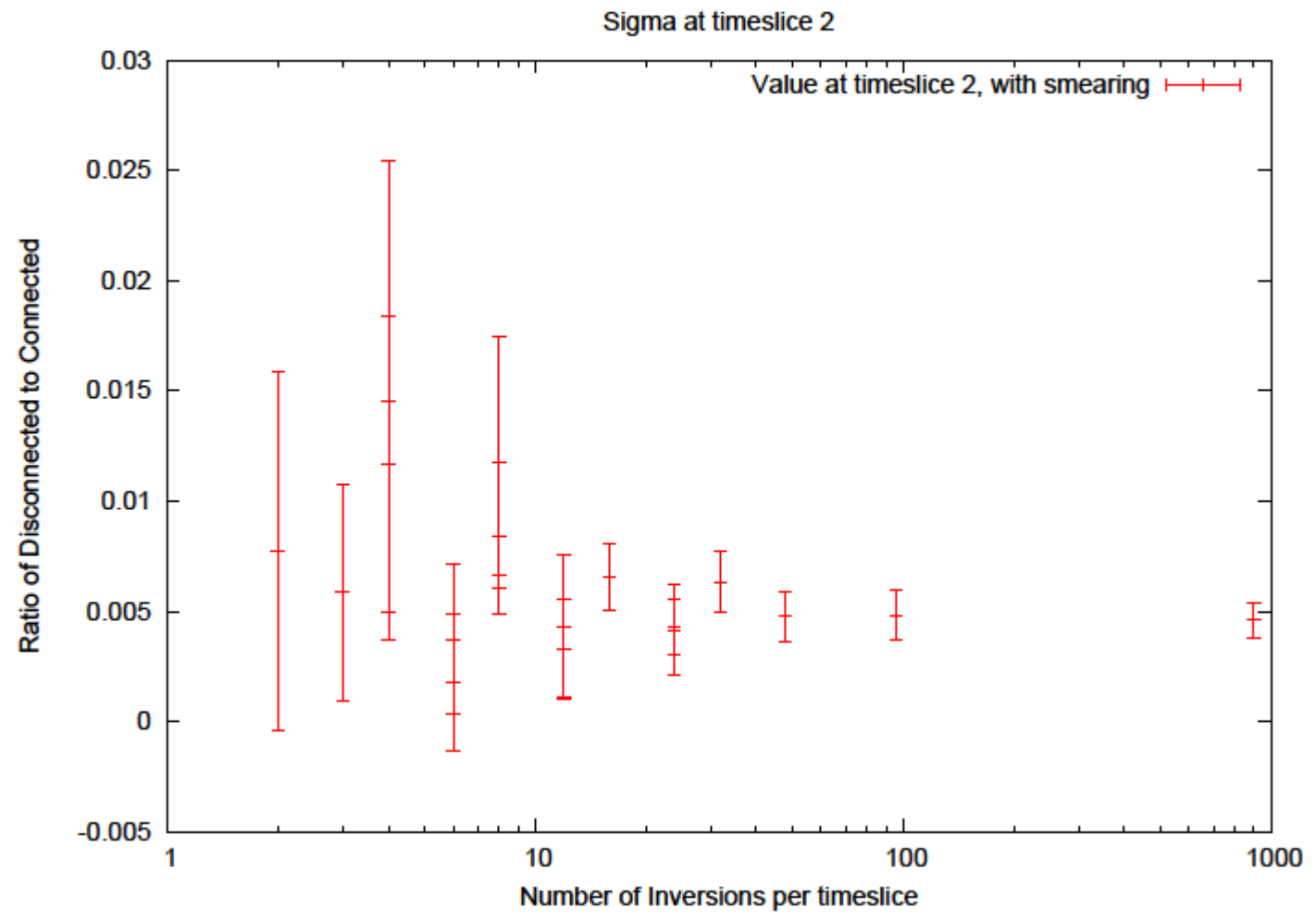


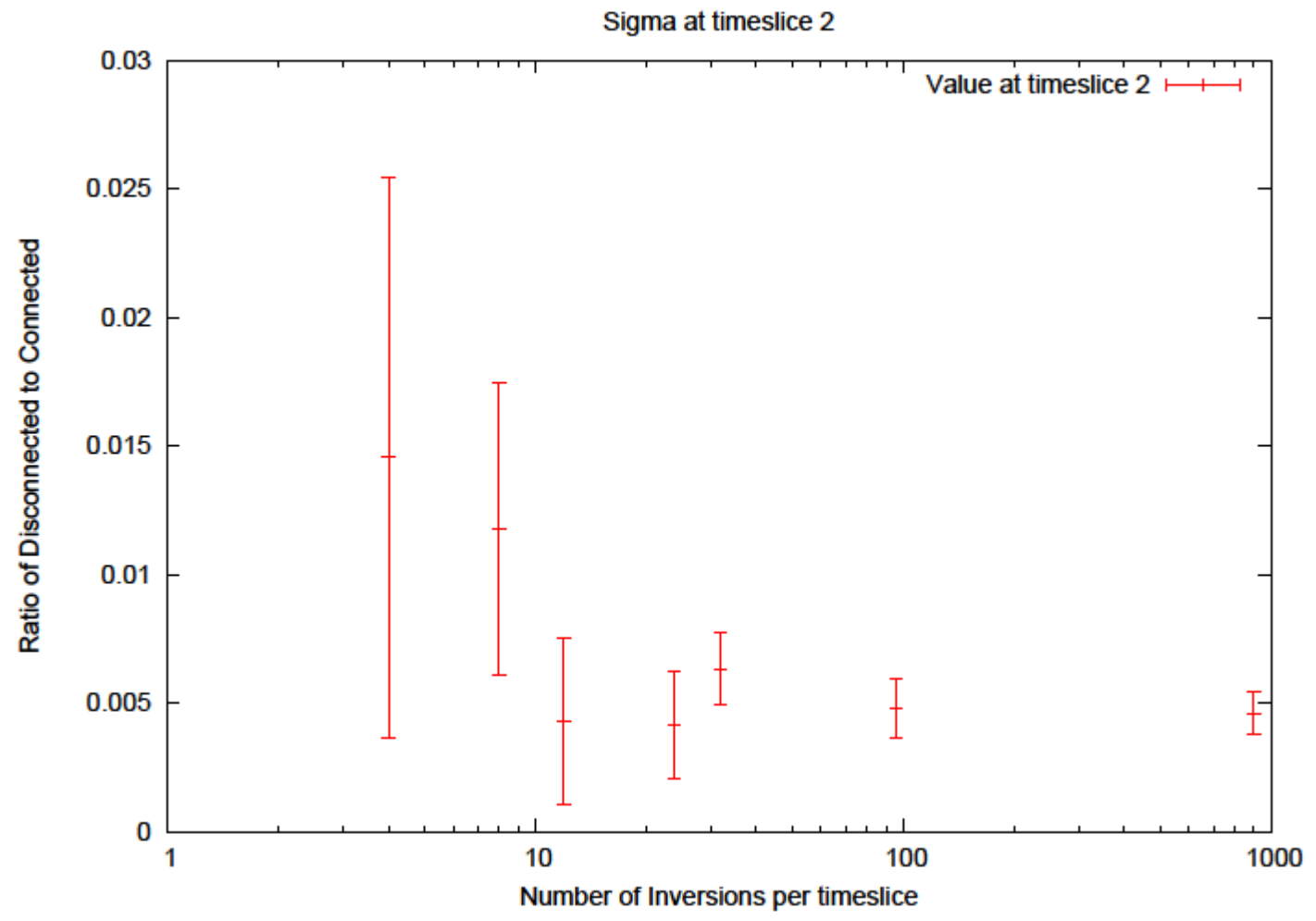












## Conclusions

- Exact inversion is of course not feasible on large (most!) lattices



## Conclusions

- Exact inversion is of course not feasible on large (most!) lattices
- Gauge noise is quantity dependent and its size varies significantly

## Conclusions

- Exact inversion is of course not feasible on large (most!) lattices
- Gauge noise is quantity dependent and its size varies significantly
- Smearing is an integral part of the operator and can have a large effect on correlated quantities both in terms of the measurement and the quality of the signal estimation

## Conclusions

- Exact inversion is of course not feasible on large (most!) lattices
- Gauge noise is quantity dependent and its size varies significantly
- Smearing is an integral part of the operator and can have a large effect on correlated quantities both in terms of the measurement and the quality of the signal estimation
- Spin dilution has significant influence but smearing *may* wash out the effects of utilising different stochastic methods

The End