Portability, Efficiency and Maintainability: the case of OpenACC

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The D2Q37 Lattice Boltzmann Model

- Lattice Boltzmann method (LBM) is a class of computational fluid dynamics (CFD) methods
- simulation of synthetic dynamics described by the discrete **Boltzmann** equation, instead of the **Navier-Stokes** equations
- a set of **virtual particles** called **populations** arranged at edges of a discrete and regular grid
- interacting by **propagation** and **collision** reproduce – after appropriate averaging – the dynamics of fluids
- D2Q37 is a D2 model with 37 components of velocity (populations)
- suitable to study behaviour of **compressible** gas and fluids optionally in presence of **combustion** [1] effects
- correct treatment of *Navier-Stokes*, heat transport and perfect-gas ($P = \rho T$) equations

[1] chemical reactions turning cold-mixture of reactants into hot-mixture of burnt product.

Computational Scheme of LBM

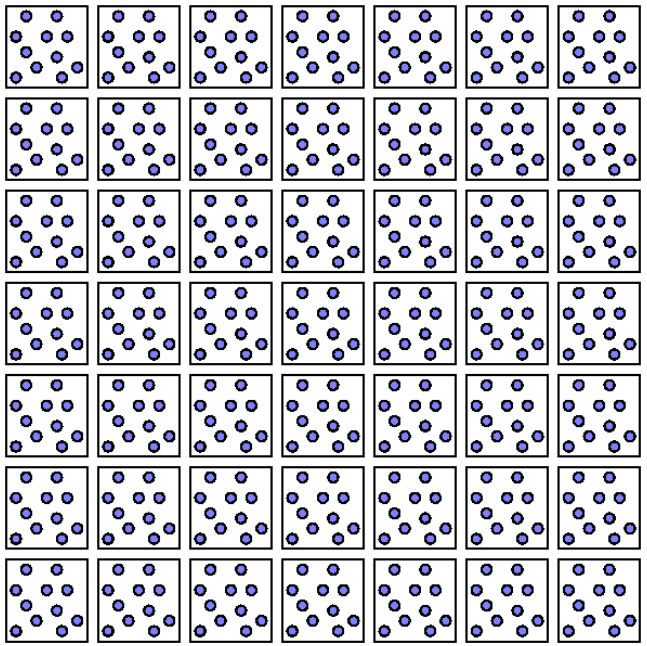
```
foreach time_step

  foreach lattice_point
    propagate();

  foreach boundary_point
    bc();

  foreach lattice_point
    collide();

endfor
```



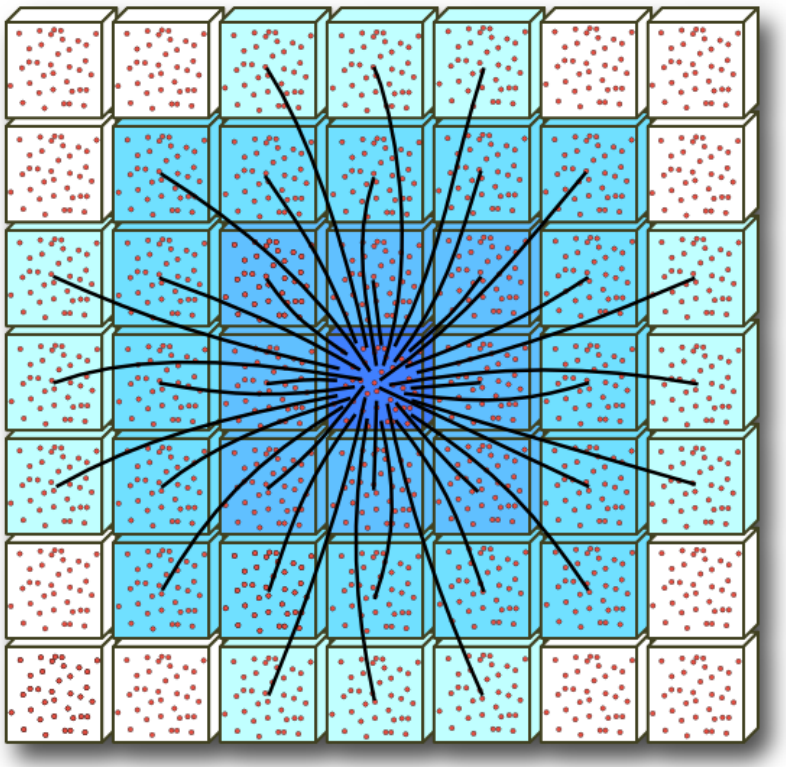
Embarassing parallelism

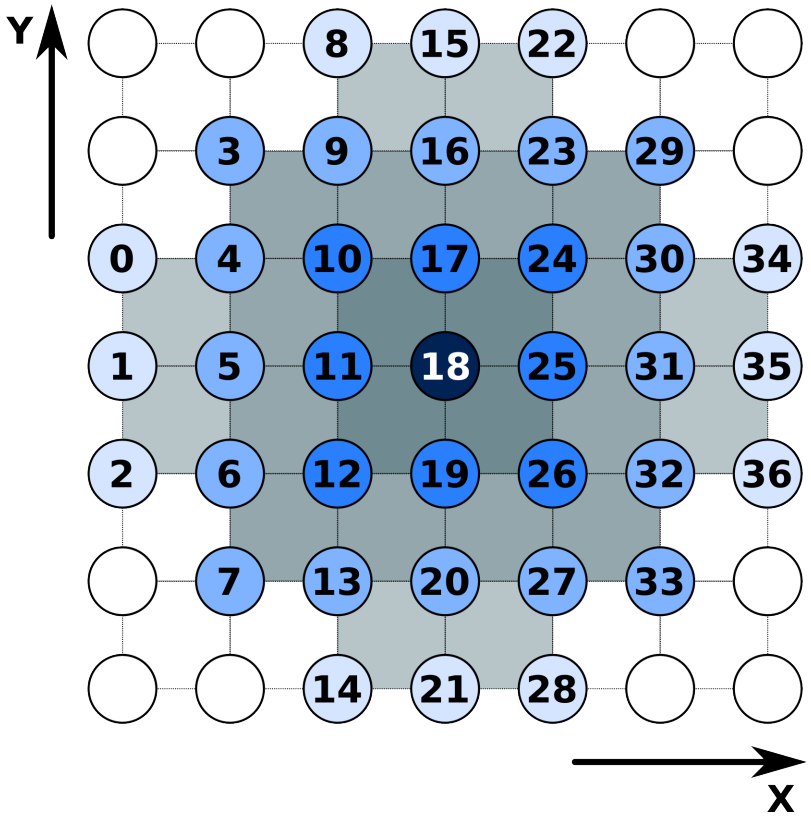
All sites can be processed in parallel applying in sequence propagate and collide.

Challenge

Design an efficient implementation to exploit a large fraction of available peak performance.

D2Q37: propagation scheme

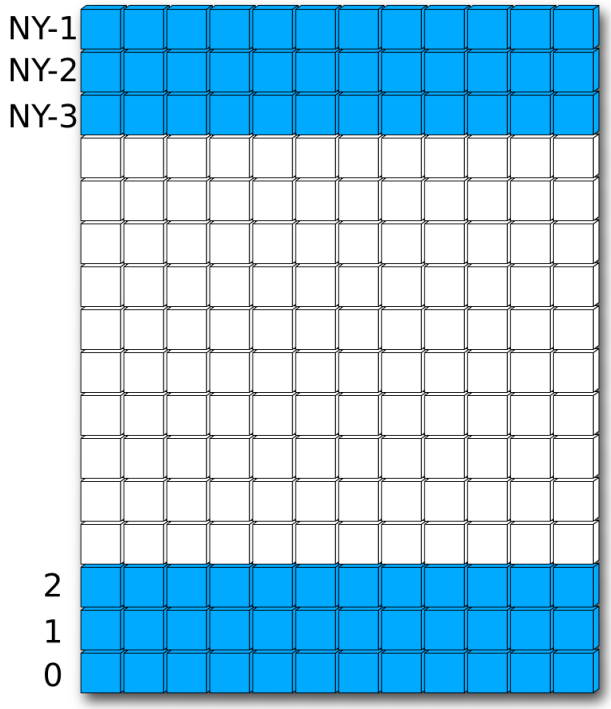




- require to access neighbours cells at distance 1,2, and 3,
- generate memory-accesses with **sparse** addressing patterns.

D2Q37: boundary-conditions

- we simulate a 2D lattice with period-boundaries along x-direction
- at the top and the bottom boundary conditions are enforced:
  - to adjust some values at sites $y = 0 \ldots 2$ and $y = N_y - 3 \ldots N_y - 1$
  - e.g. set vertical velocity to zero

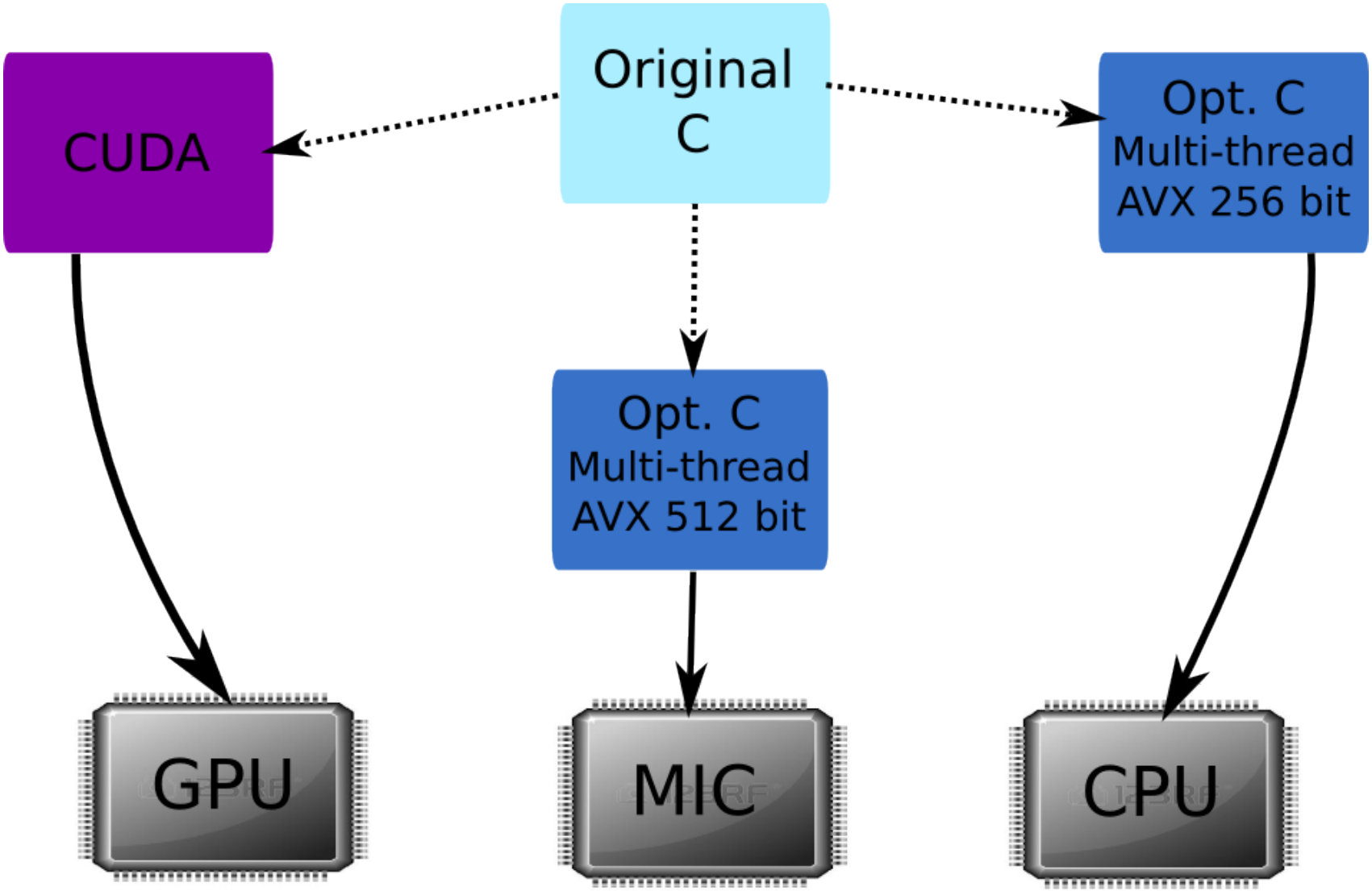


This step (bc) is computed before the collision step.

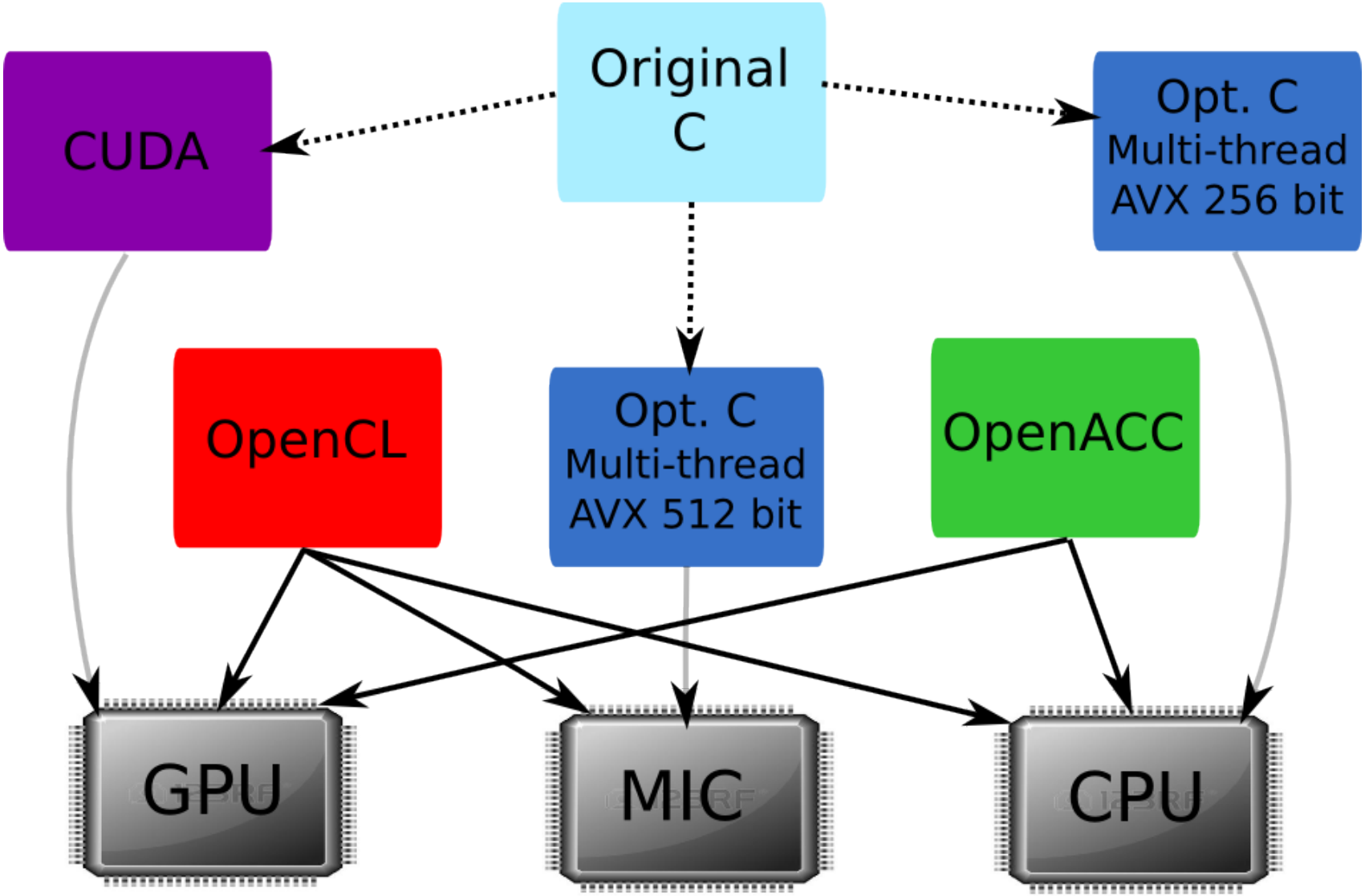
D2Q37 collision

- collision is computed at each lattice-cell
- computational intensive: for the D2Q37 model requires $\approx$ 7600 DP operations
- completely local: arithmetic operations require only the populations associate to the site

Code implementations



Code implementations



Towards an hardware independent code

- OpenCL
  - Framework for writing programs that execute across heterogeneous platforms (CPUs, GPUs, MICs, FPGAs, etc.)
  - Open standard developed by the not-for-profit Khronos group, supported by Apple, Intel, AMD, (NVIDIA), etc.
  - Apparently NVIDIA do not support it anymore
- OpenACC
  - Directive based programming standard for heterogeneous parallel computing
  - Developed by Cray, CAPS, Nvidia and PGI
  - At the moment it addresses only NVIDIA GPUs and some AMD GPUs

Independence may have costs in terms of complexity and performance

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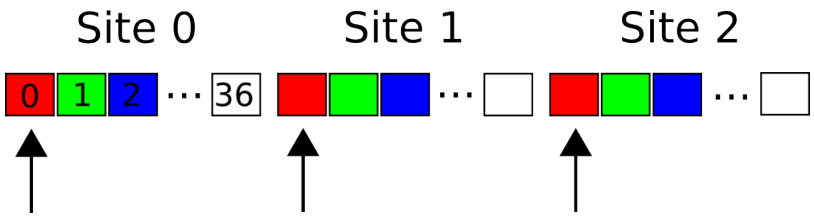
Independence may have costs in terms of complexity and performance

Memory layout for LB : AoS vs SoA

AoS: corresponding populations of different sites are interleaved, causing strided memory-access and leading to coalescing issues.

```
//lattice stored as AoS:
typedef struct {
  double  p1; // population 1
  double  p2; // population 2
   ...
  double p37; // population 37
} pop_t;

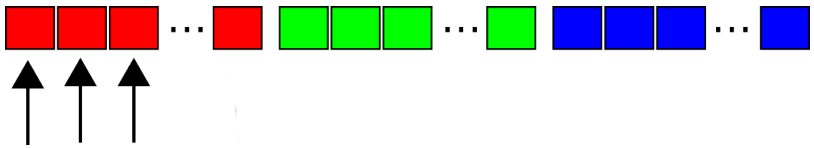
pop_t lattice2D[SIZEX*SIZEY];
```



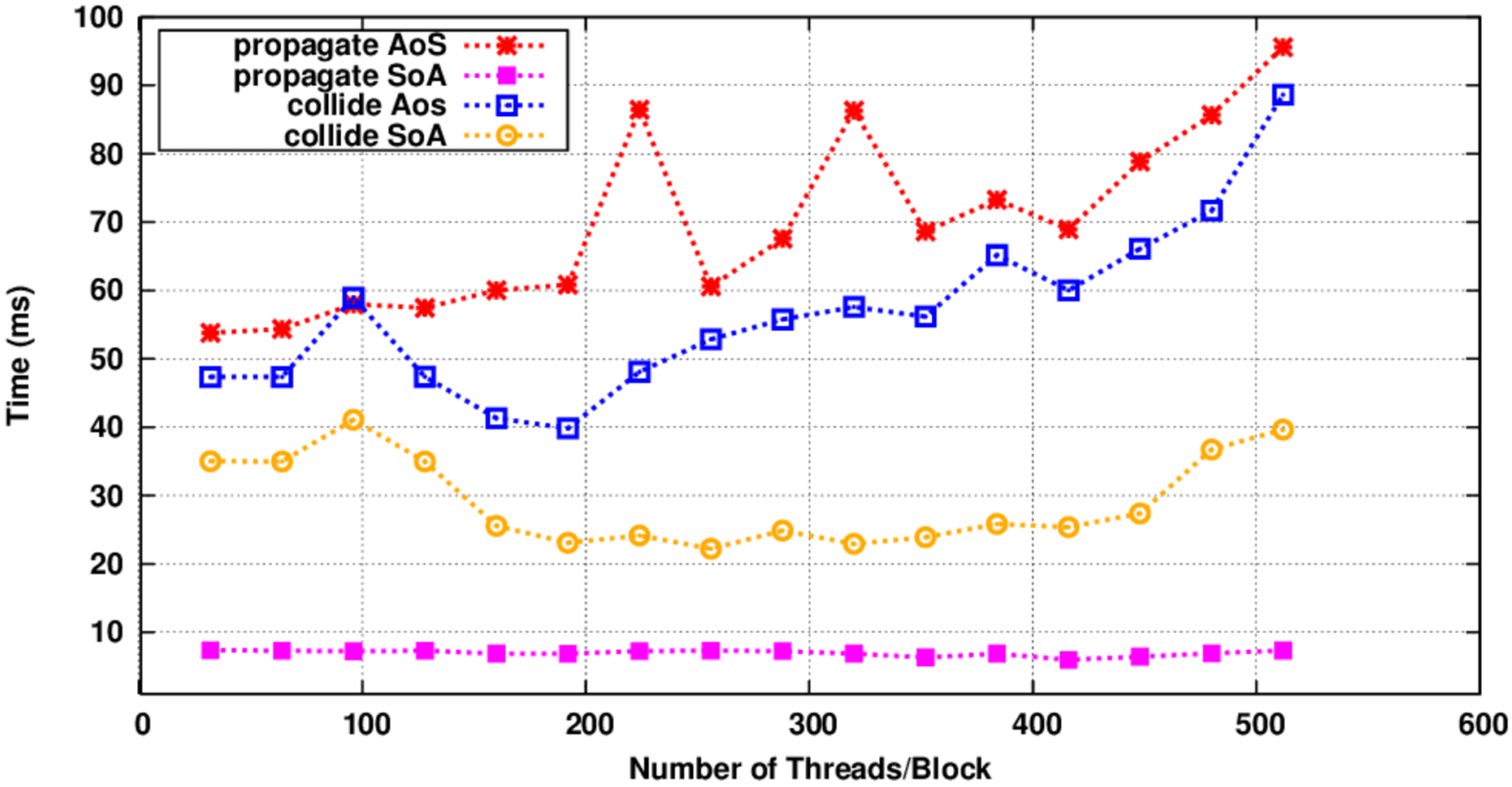
SoA: corresponding populations of different sites are allocated at contiguous memory addresses, enabling coalescing of accesses, and making use of full memory bandwidth.

```
//lattice stored as SoA:
typedef struct {
  double  p1[SIZEX*SIZEY]; // pop 1 array
  double  p2[SIZEX*SIZEY]; // pop 2 array
   ...
  double p37[SIZEX*SIZEY]; // pop 37 array
} pop_t;

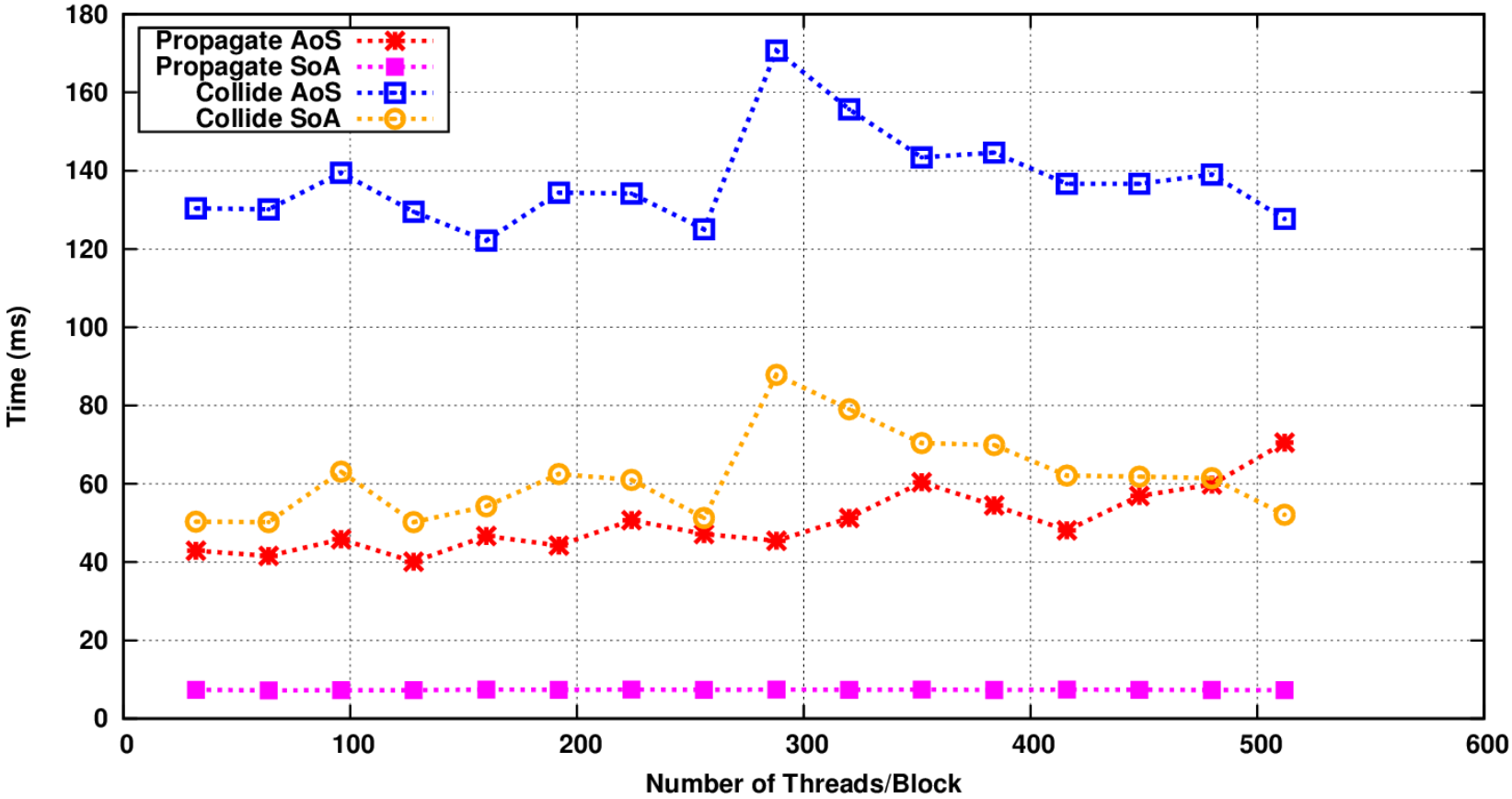
pop_t lattice2D;
```



AoS vs SoA CUDA



AoS vs SoA OpenACC



OpenCL/“CUDA” example

Propagate device function:

```
__kernel void propagate(__global const data_t* prv, __global data_t* nxt) {

  int ix,           // Work-item index along the X dimension.
      iy,           // Work-item index along the Y dimension.
      site_i;       // Index of current site.

  // Sets the work-item indices (Y is used as the fastest dimension).
  ix = (int) get_global_id(1);
  iy = (int) get_global_id(0);

  site_i = (HX+3+ix)*NY + (HY+iy);

  nxt[           site_i] = prv[           site_i - 3*NY + 1];
  nxt[   NX*NY + site_i] = prv[   NX*NY + site_i - 3*NY    ];
  nxt[ 2*NX*NY + site_i] = prv[ 2*NX*NY + site_i - 3*NY - 1];
  nxt[ 3*NX*NY + site_i] = prv[ 3*NX*NY + site_i - 2*NY + 2];
  nxt[ 4*NX*NY + site_i] = prv[ 4*NX*NY + site_i - 2*NY + 1];
  nxt[ 5*NX*NY + site_i] = prv[ 5*NX*NY + site_i - 2*NY    ];
  nxt[ 6*NX*NY + site_i] = prv[ 6*NX*NY + site_i - 2*NY - 1];

  ...
```

OpenACC example

Propagate function:

```
inline void propagate(const data_t* restrict prv, data_t* restrict nxt ) {

  int ix, iy, site_i;

  #pragma acc kernels present(prv) present(nxt)
  #pragma acc loop gang independent
  for ( ix=HX; ix < (HX+SIZEX); ix++) {
    #pragma acc loop vector independent
    for ( iy=HY; iy<(HY+SIZEY); iy++) {

      site_i = (ix*NY) + iy;

      nxt[           site_i] = prv[           site_i - 3*NY + 1];
      nxt[   NX*NY + site_i] = prv[   NX*NY + site_i - 3*NY    ];
      nxt[ 2*NX*NY + site_i] = prv[ 2*NX*NY + site_i - 3*NY - 1];
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      nxt[ 5*NX*NY + site_i] = prv[ 5*NX*NY + site_i - 2*NY    ];
      nxt[ 6*NX*NY + site_i] = prv[ 6*NX*NY + site_i - 2*NY - 1];

 ...
```

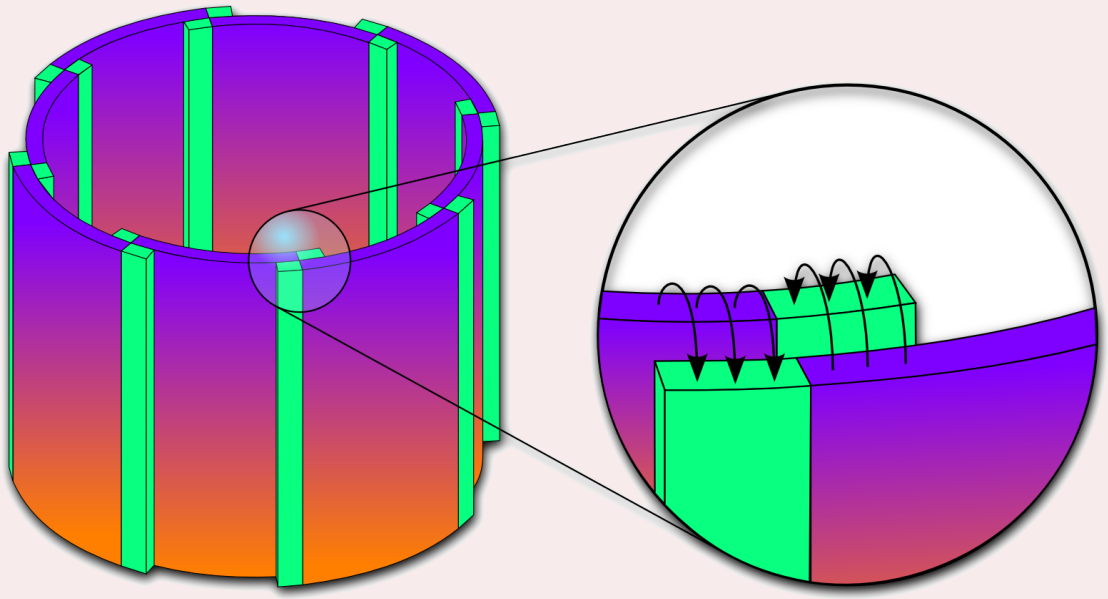
Performance portability

	Tesla K40			Xeon-Phi 7120	E5-2699-v3	
Code Version	CUDA	OCL	OACC	OCL	1CPU C	2CPU C
$T_{\text{Pbc+Prop}}$ [msec]	13.78	15.80	13.91	30.46	120.71	61.40
$\mathcal{E}_p$	59%	51%	58%	22%	29%	28%
T_{Bc} [msec]	4.42	6.41	2.76	3.20	1.62	0.80
T_{Collide} [msec]	39.86	136.93	78.65	72.79	136.24	67.95
$\mathcal{E}_c$	45%	13%	23%	34%	34%	34%
T_{WC}/iter [msec]	58.07	159.14	96.57	106.45	259.79	131.88
MLUPS	68	25	41	37	15	30

Table: Performance comparison between NVIDIA K40 GPU, Intel Xeon-Phi 7120, single and dual Intel multi-core CPUs (Haswell-v3 micro architecture); the lattice size is 1920×2048 points.

Multi-GPU implementation using MPI

Before each iteration, processes swap halos with neighbours



Propagate can not start before halo exchange is completed...

...on sites which are near to the halos!

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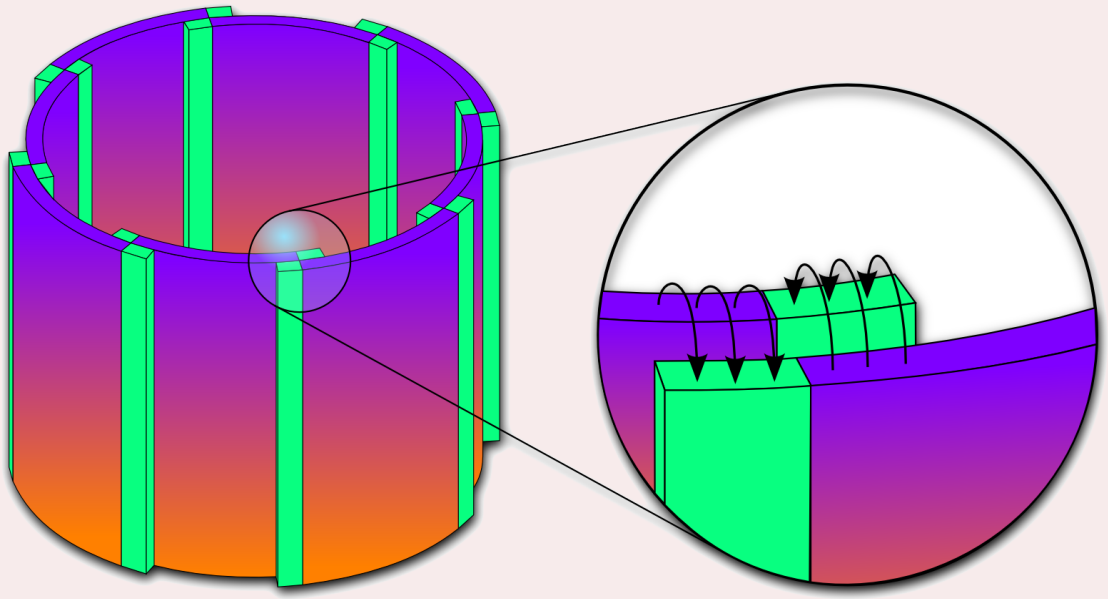

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Overlapping communications with Bulk processing

```
// processing of bulk
propagateBulk( f2, f1 ); // async execution on queue (1)
bcBulk( f2, f1 );        // async execution on queue (1)
collideInBulk( f2, f1 ); // async execution on queue (1)

#pragma acc host_data use_device(f2) {
  for ( pp = 0; pp < 37; pp++ ) {
    MPI_Sendrecv ( &(f2[...]), 3*NY, ... );
    MPI_Sendrecv ( &(f2[...]), 3*NY, ... );
  } }

// processing of the three leftmost columns
propagateL( f2, f1 );    // async execution on queue (2)
bcL( f2, f1 );           // async execution on queue (2)
collideL( f1, f2 );      // async execution on queue (2)

// processing of the three rightmost columns
propagateR( f2, f1 );    // async execution on queue (3)
bcR( f2, f1  );          // async execution on queue (3)
collideR( f1, f2  );     // async execution on queue (3)
```

Overlapping communications with Bulk processing

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// processing of bulk
propagateBulk( f2, f1 ); // async execution on queue (1)
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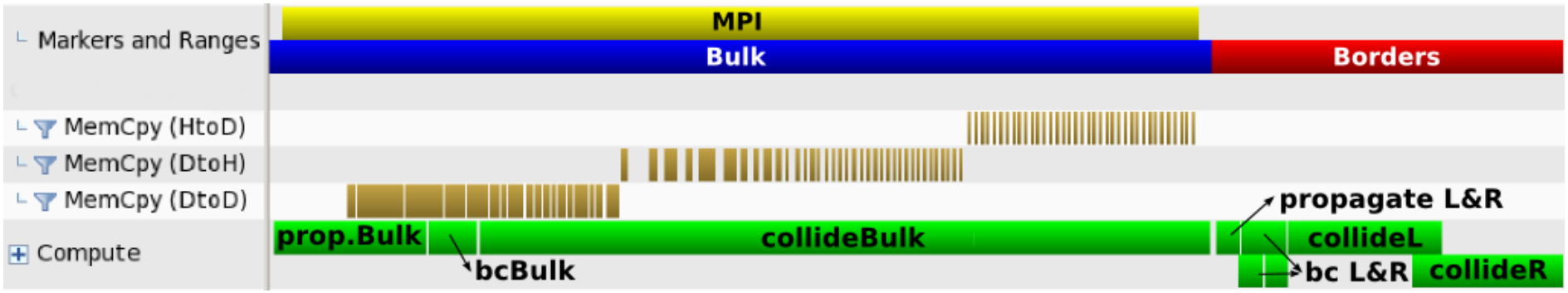
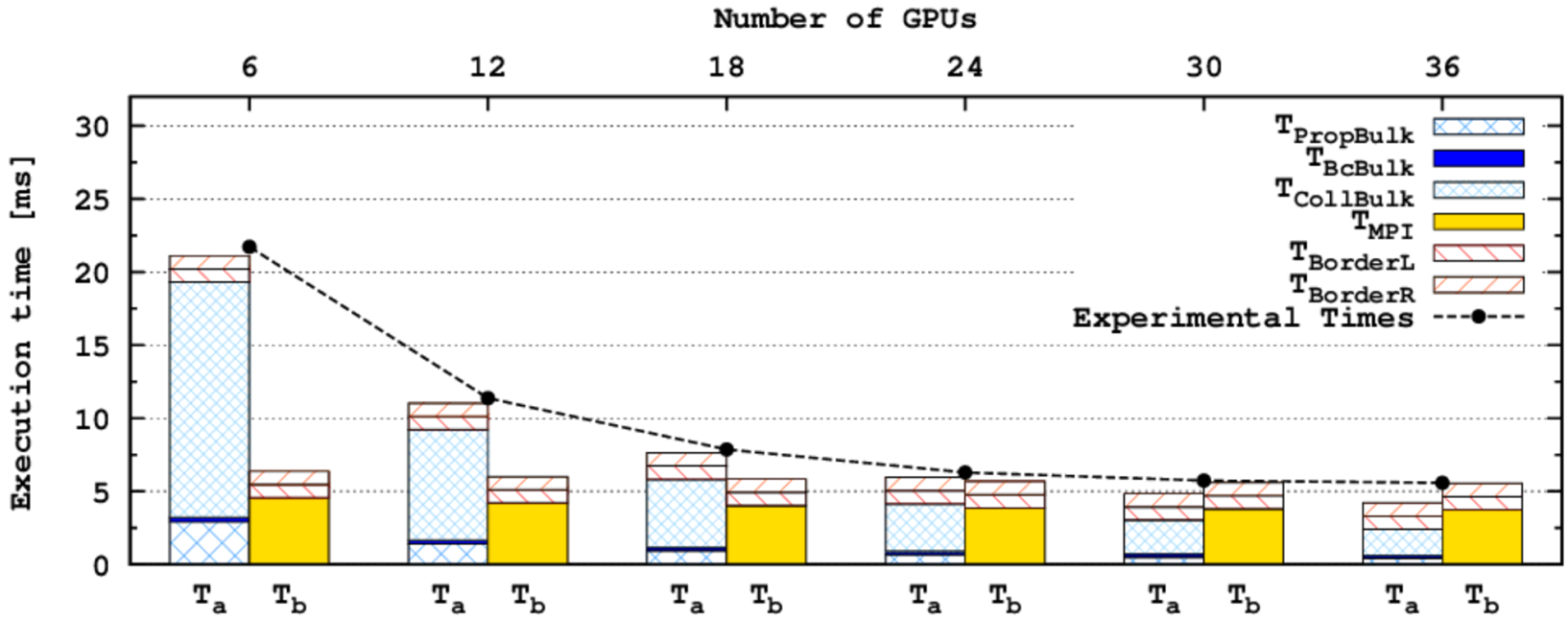
collideL( f1, f2 );      // async execution on queue (2)

// processing of the three rightmost columns
propagateR( f2, f1 );    // async execution on queue (3)
bcR( f2, f1  );          // async execution on queue (3)
collideR( f1, f2  );     // async execution on queue (3)
```



Scalability Model



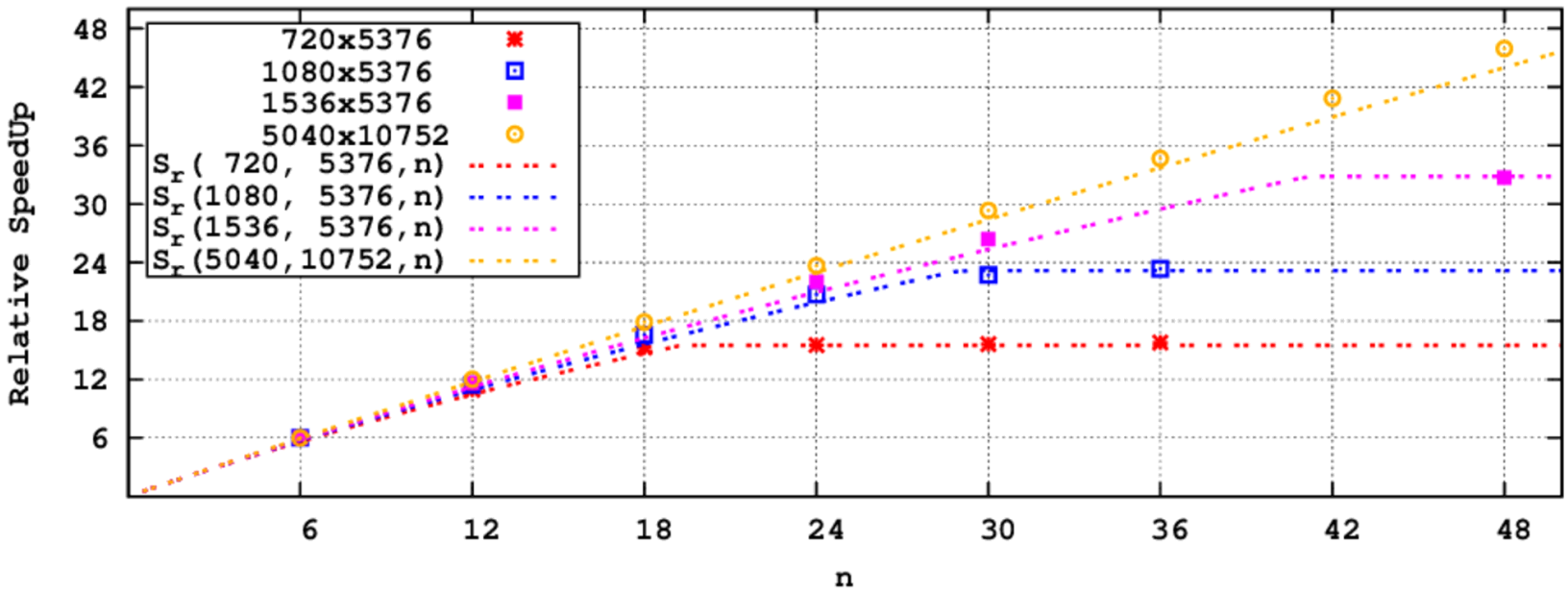
We model the execution time of the whole program as $T \approx \max\{T_a, T_b\}$

$$T_a = T_{\text{bulk}} + T_{\text{borderL}} + T_{\text{borderR}} \ , \qquad T_b = T_{\text{MPI}} + T_{\text{borderL}} + T_{\text{borderR}}$$

Scalability Model to predict Strong Scaling

Assumption: bulk processing is proportional to $(L_x \times L_y)$; boundary conditions scale as L_x; communication and borders processing scales as L_y; so, on n GPUs:

$$T(L_x, L_y, n) = \max\left\{\alpha\frac{L_x}{n}L_y + \beta\frac{L_x}{n}, \quad \gamma L_y\right\} + \delta L_y$$



Conclusion

OpenACC

- grants code portability (at the moment across NVIDIA and AMD GPUs)
- permits good code maintainability, thanks to minimal code modification wrt plain C version
- provides good performance portability
- allows for easy multi-node / multi-accelerator implementation
- will be probably incorporated in the OpenMP standard in the future

Thanks for Your attention