

Code Development: Challenges in developing the chemistry codes of tomorrow

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Compiler choice

DEC parallelism

- Coarse-grained parallelism

- Fine-grained parallelism

- Medium-grained parallelism

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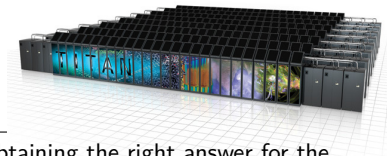
- Medium-grained parallelism

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Motivation

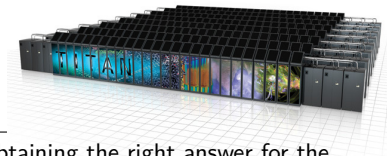
- ▶ Conventional CCSD(T) calculations scale as N^7
- ▶ Memory requirements scale as N^4
- ▶ Heavy parallelism on modern super computers (Apra et al.¹, 20 Water molecules)



¹E. Apra et al. "Liquid Water: Obtaining the right answer for the right reasons". In: *SC09, submission for Gordon Bell prize (2009)*.

Motivation

- ▶ Conventional CCSD(T) calculations scale as N^7
- ▶ Memory requirements scale as N^4
 $2\text{h} \xrightarrow{\times 2} 256\text{h}$
 $460\text{GB} \xrightarrow{\times 2} 7\text{TB}$
- ▶ Heavy parallelism on modern super computers
(Apra et al.¹, 20 Water molecules)
- ▶ ... does not solve the fundamental problem

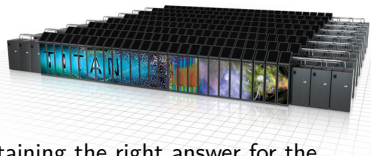


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$2\text{h} \xrightarrow{\times 2} 256\text{h}$
 $460\text{GB} \xrightarrow{\times 2} 7\text{TB}$
- ▶ Heavy parallelism on modern super computers
(Apra et al.¹, 20 Water molecules)
- ▶ ... does not solve the fundamental problem → DEC
 - ▶ fragmentize problem
 - ▶ independent fragment calculations
⇒ Distribution of memory and work



¹E. Apra et al. "Liquid Water: Obtaining the right answer for the right reasons". In: *SC09, submission for Gordon Bell prize (2009)*.

- ▶ DEC constitutes a linear-scaling and massively parallel framework

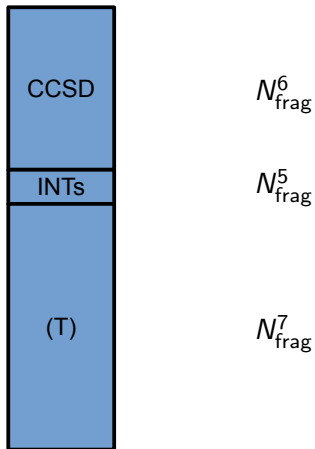
Advantage and Problem: Rigorous error control

- ▶ DEC constitutes a linear-scaling and massively parallel framework

Advantage and Problem: Rigorous error control

- ▶ Fragment size *a priori* unknown
- ▶ Size grows with requested precision
- ▶ Computational complexity scales as traditional methods with N_{frag}^7
⇒ Parallelization of fragment calculations necessary

Motivation: CCSD(T)



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Compiler choice

- ▶ Test of Intel vs. Cray
- ▶ Cray preferred because it is OpenACC enabled

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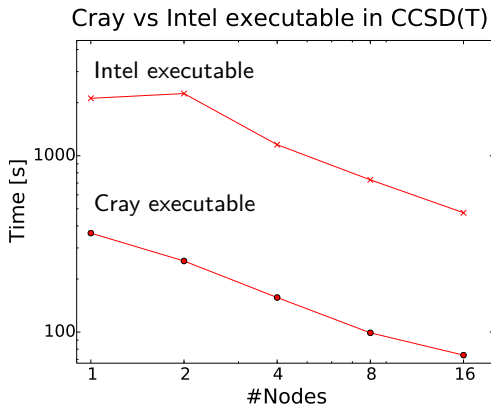
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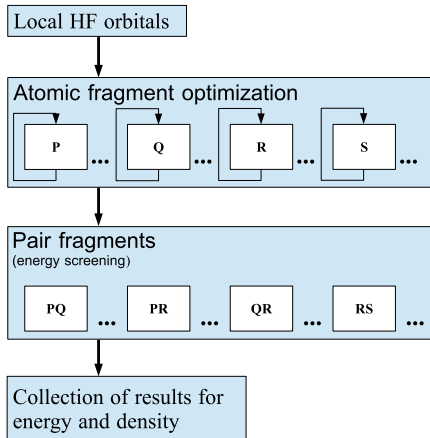
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- ▶ Test of Intel vs. Cray
- ▶ Cray preferred because it is OpenACC enabled
- ▶ For the investigated systems, speedup of 5-8x



DEC calculation overview



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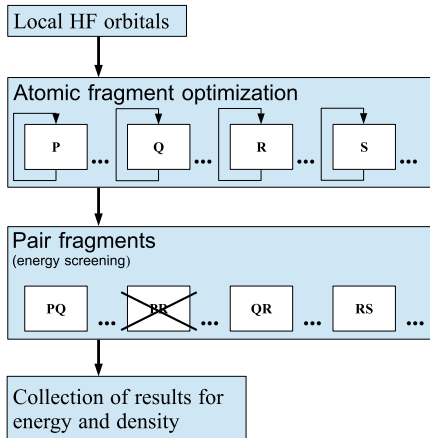
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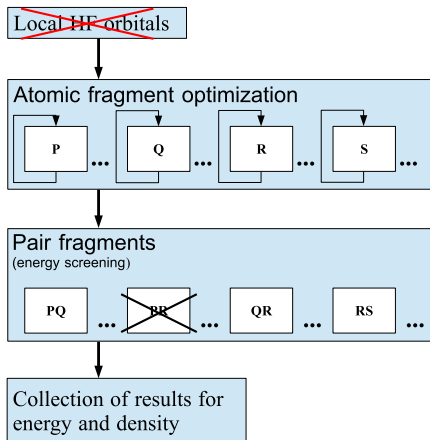
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~~Local HF orbitals~~



Atomic fragment optimization



n calculations
ca. 10%



Pair fragments

(energy screening)



$const * n$
ca. 90%



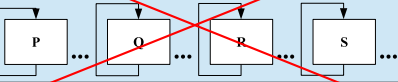
Collection of results for
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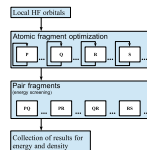
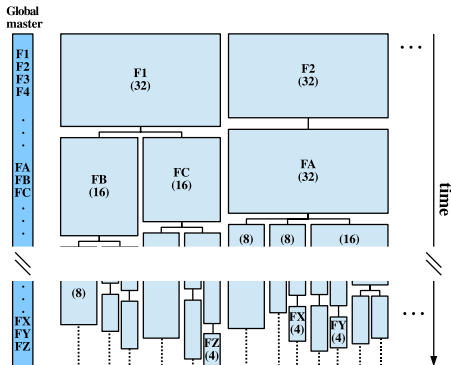
~~Collection of results for
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n calculations
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$const * n$
ca. 90%

Coarse-grained parallelism

- ▶ DEC has 3 levels of parallelism
- ▶ Coarse granularity is given by DEC-splitting



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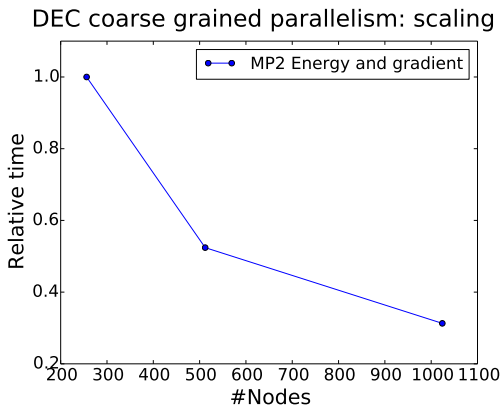
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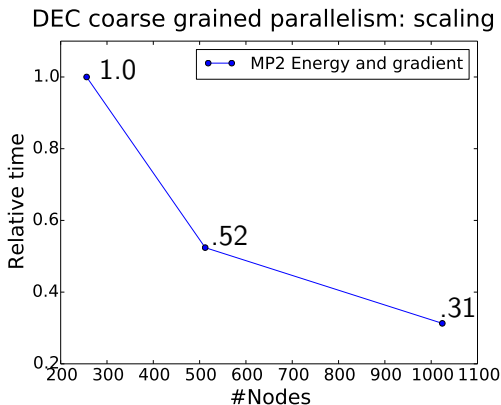
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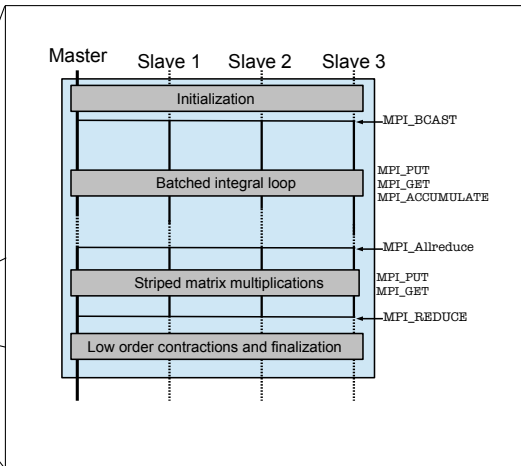
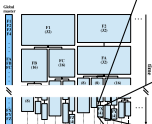
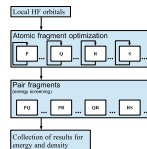
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Medium-grained parallelism

- ▶ Heavy work N_{frag}^7
- ▶ Heavy memory requirements N_{frag}^4



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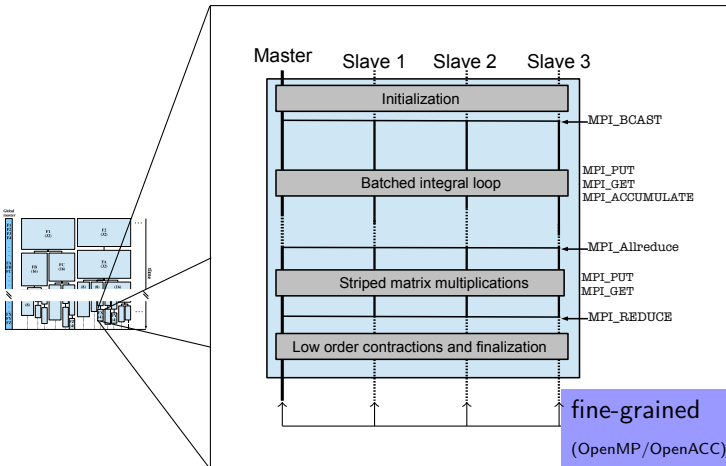
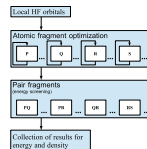
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Fine-grained Parallelism

- ▶ High memory requirements per fragment
⇒ use all memory per node (1ppn)
- ▶ test OMP with aprun `-cc 0,2,4,...,1,3,...`

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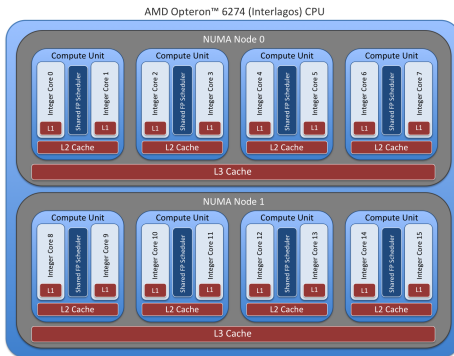
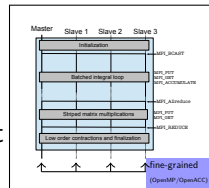
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¹Picture from

https://www.olcf.ornl.gov/wp-content/uploads/2012/11/opteron_6274_cpu.png

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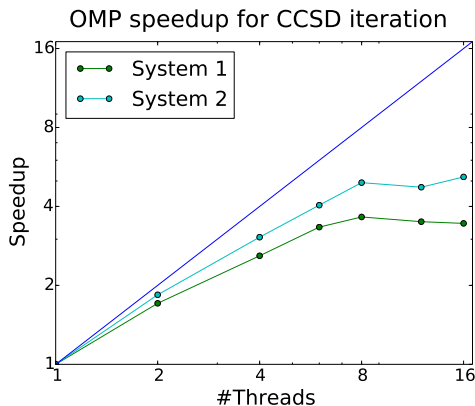
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¹ Picture from

https://www.olcf.ornl.gov/wp-content/uploads/2012/11/opteron_6274_cpu.png

Fine-grained Parallelism

Figure : Timing of the algorithm with respect to the threads



```
aprun -n $MPIPROC -N 1 -d 8 -j 1
```

Fine-grained parallelism: OpenMP and OpenACC

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- ▶ OpenMP is used explicitly for the calculation of integrals
- ▶ OpenMP is otherwise provided by threaded libraries

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- ▶ OpenMP is used explicitly for the calculation of integrals
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- ▶ OpenACC is used in the (T) correction
- ▶ OpenACC implementation of the integral calculation is in progress
- ▶ OpenACC implementations for MP2 and CCSD residual are considered

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Use of directives for portability, ease of implementation and code maintenance

Fine-grained parallelism: Accelerators in (T)

CCSD
INTs
(T)

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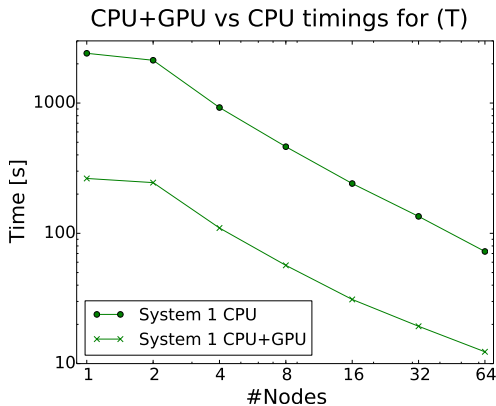
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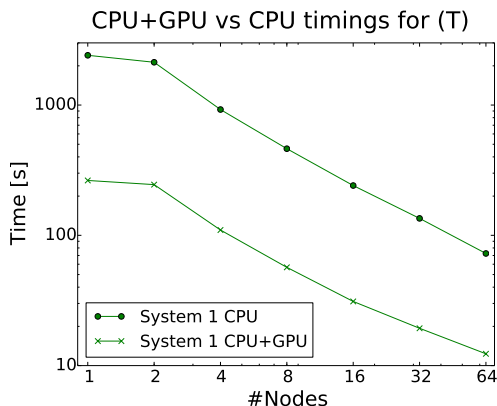
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- ▶ unstructured data regions
- ▶ 10 unique async handles
- ▶ asynchronous wait directives to avoid race conditions
- ▶ calls to `dgemm_acc_openacc_async` of the `cray-libsci_acc` library

Medium-grained parallelism

Diverse parallelism. Specific for the level of theory. Difficult to implement, but *traditional* parallelization techniques can be used

- ▶ Non-linear equation solver
- ▶ Residual routines
- ▶ perturbative corrections

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Medium-grained parallelism

Diverse parallelism. Specific for the level of theory. Difficult to implement, but *traditional* parallelization techniques can be used

- ▶ Non-linear equation solver (tasks/memory: $N_{\text{frag}}^4/N_{\text{frag}}^4$)
- ▶ Residual routines (tasks/memory: $N_{\text{frag}}^6/N_{\text{frag}}^4$)
- ▶ perturbative corrections (tasks/memory: $N_{\text{frag}}^7/N_{\text{frag}}^4$)

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- ▶ Non-linear equation solver (tasks/memory: $N_{\text{frag}}^4/N_{\text{frag}}^4$)
- ▶ Residual routines (tasks/memory: $N_{\text{frag}}^6/N_{\text{frag}}^4$)
- ▶ perturbative corrections (tasks/memory: $N_{\text{frag}}^7/N_{\text{frag}}^4$)

⇒ distribution of tasks (N_{frag}^7) and memory (N_{frag}^4) using one-sided MPI routines in a tiled tensor framework.

Medium-grained parallelism: CCSD



- Use of the conjugate-residual technique with preconditioning

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Medium-grained parallelism: CCSD



- ▶ Use of the conjugate-residual technique with preconditioning
- ▶ Requires to save iterative subspace information for fast and stable convergence → employ CROP solver, only use last 4 iterations

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Medium-grained parallelism: CCSD



- ▶ Use of the conjugate-residual technique with preconditioning
- ▶ Requires to save iterative subspace information for fast and stable convergence → employ CROP solver, only use last 4 iterations
- ▶ Distribute tensors in PDM

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Medium-grained parallelism: CCSD



- ▶ Use of the conjugate-residual technique with preconditioning
- ▶ Requires to save iterative subspace information for fast and stable convergence → employ CROP solver, only use last 4 iterations
- ▶ Distribute tensors in PDM
- ▶ Only vector-vector operations, easy to perform in PDM

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Medium-grained parallelism: Obtaining the residual r_n

- Construction of r_n scales as N_{frag}^6

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- ▶ Construction of r_n scales as N_{frag}^6
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- ▶ Avoid storing \rightarrow recalculate

Medium-grained parallelism: Obtaining the residual r_n

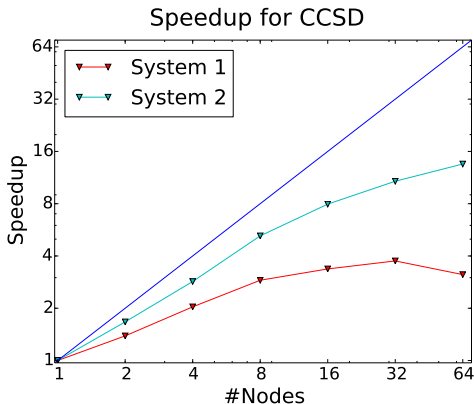
- ▶ Construction of r_n scales as N_{frag}^6
- ▶ Avoid big intermediates by batching and remote updates (MPI_ACCUMULATE)
- ▶ Avoid storing \rightarrow recalculate
- ▶ Exploit symmetry

Medium-grained parallelism: Obtaining the residual r_n

- ▶ Construction of r_n scales as N_{frag}^6
- ▶ Avoid big intermediates by batching and remote updates (MPI_ACCUMULATE)
- ▶ Avoid storing \rightarrow recalculate
- ▶ Exploit symmetry
- ▶ Several CCSD schemes with different focus on N_{frag}

Medium-grained parallelism: Solving the CCSD problem

- ▶ Time in solver is negligible
- ▶ Use best scheme for current fragment
- ▶ Use DEC parallelism to ensure most efficient distribution of fragment



Medium-grained parallelism: Perturbative methods

- ▶ Corresponding to solving an equation in one step

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Medium-grained parallelism: Perturbative methods

- ▶ Corresponding to solving an equation in one step
- ▶ Two methods are currently implemented: MP2, (T)

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- ▶ Corresponding to solving an equation in one step
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- ▶ Characterized by calculation of integrals and matrix-matrix multiplications

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- ▶ Corresponding to solving an equation in one step
- ▶ Two methods are currently implemented: MP2, (T)
- ▶ Characterized by calculation of integrals and matrix-matrix multiplications
- ▶ Scaling MP2: N_{frag}^5 and (T): N_{frag}^7

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- ▶ Characterized by calculation of integrals and matrix-matrix multiplications
- ▶ Scaling MP2: N_{frag}^5 and (T): N_{frag}^7
- ▶ "Easy" and efficient to port to GPUs
→ 5-9x speedup for (T)

Medium-grained parallelism: Perturbative methods

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- ▶ Corresponding to solving an equation in one step
- ▶ Two methods are currently implemented: MP2, (T)
- ▶ Characterized by calculation of integrals and matrix-matrix multiplications
- ▶ Scaling MP2: N_{frag}^5 and (T): N_{frag}^7
- ▶ "Easy" and efficient to port to GPUs
→ 5-9x speedup for (T)
- ▶ Simple parallelization over many nodes by batching

Medium-grained parallelism: Solving the (T) problem

CCSD
INTs
(T)

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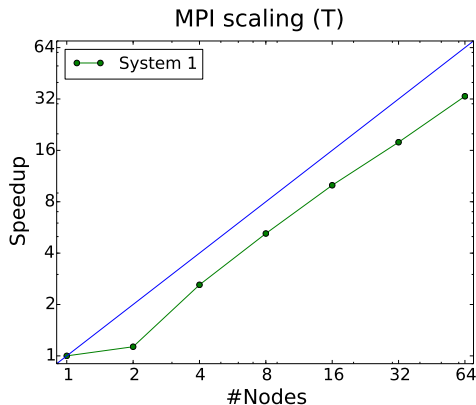
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Medium-grained parallelism: Trouble with MPI one-sided

- ▶ One sided MPI calls are handy, communication can be hidden and save memory

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BUT:

- ▶ Used asynchronously terrible, especially
`MPI_ACCUMULATE` → partial serialization

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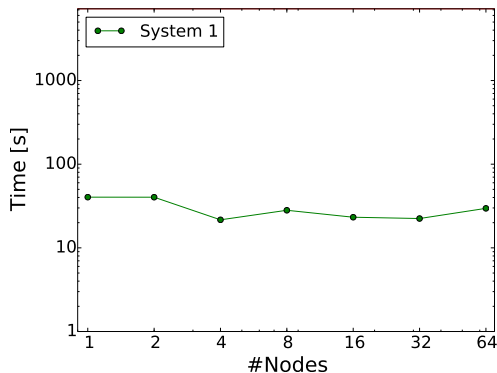
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CPU+GPU vs CPU timings for Integrals



Medium-grained parallelism: Trouble with MPI one-sided

SOLUTION:

- ▶ Asynchronous progress engine (communication threads in MPI)
- ▶ Efficient use with CLE5.2 and MPI3 possible

```
aprun -e MPICH_NEMESIS_ASYNC_PROGRESS=1  
      -e MPICH_MAX_THREAD_SAFETY=multiple  
      -e MPICH_RMA_OVER_DMAPP=1  
      -n $MPIPROC -N 1 -d 8  
      -cc 0,2,4,...,1,3,... -r 1
```

Outlook: Specifications of a new machine

- ▶ Memory, more per node and per core

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- ▶ More memory on the accelerators

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Outlook: Specifications of a new machine

- ▶ Memory, more per node and per core
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- ▶ Either OpenACC or OpenMP-4 compatible use of accelerators

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- ▶ General purpose codes should work, i.e. all standards should be supported

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- ▶ More memory on the accelerators
- ▶ Either OpenACC or OpenMP-4 compatible use of accelerators
- ▶ General purpose codes should work, i.e. all standards should be supported
- ▶ More support for asynchronicity (MPI/GPU)
- ▶ Large molecular systems are in the focus of science
→ more nodes or more runtime

Acknowledgements

Technical report

Patrick Ettenhuber

Overview

Introduction

Compiler choice

DEC parallelism

Coarse-grained parallelism

Fine-grained parallelism

Medium-grained parallelism

Outlook

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