

# Performance Portability for Next-Generation Heterogeneous Systems

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Nov'23 Top500 Rank	System	Accelerator
1	Frontier	
2	Aurora	
3	Eagle	
4	Supercomputer Fugaku	$\mathbf{X}$
5	LUMI	
6	Leonardo	
7	Summit	
8	MareNostrum 5 ACC	
9	Eos NVIDIA DGX SuperPOD	
10	Sierra	

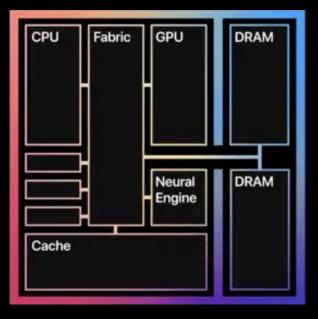
### Latency

### Throughput

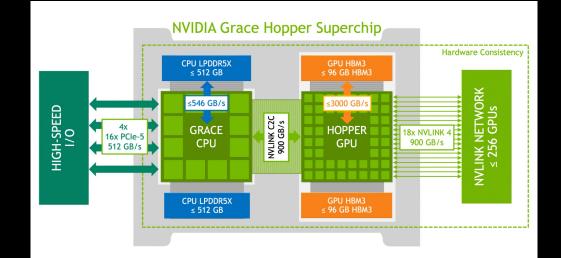
"Complex" cores Instruction Level Parallelism Deep cache hierarchy NUMA Wide SIMD In-core accelerators

More "simple" cores Very wide SIMD Fast context switching Programable memory hierarchy Latest memory technology

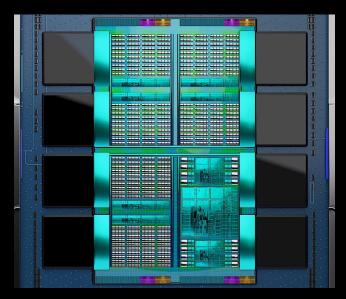
## Apple M1



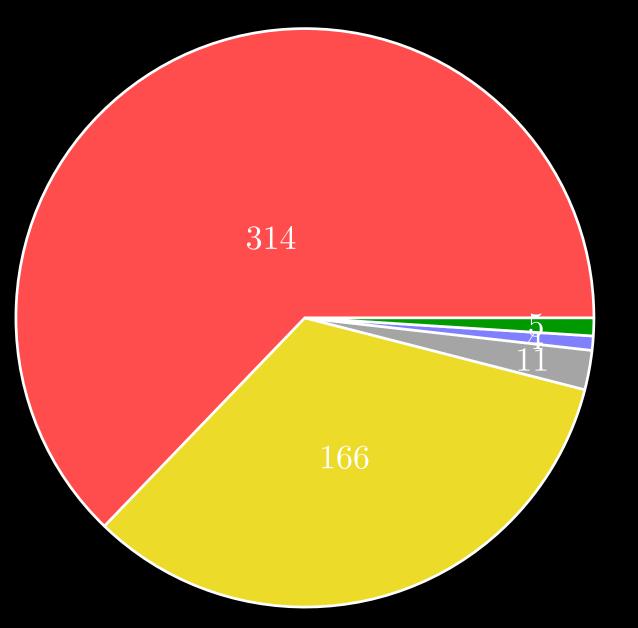
## **NVIDIA Grace-Hopper**



### **AMD MI300A**



Images belong to their respective owners



None
NVIDIA GPU
AMD GPU
Intel GPU
Other

Data: TOP500 November 2023 Updated version of chart from: 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".

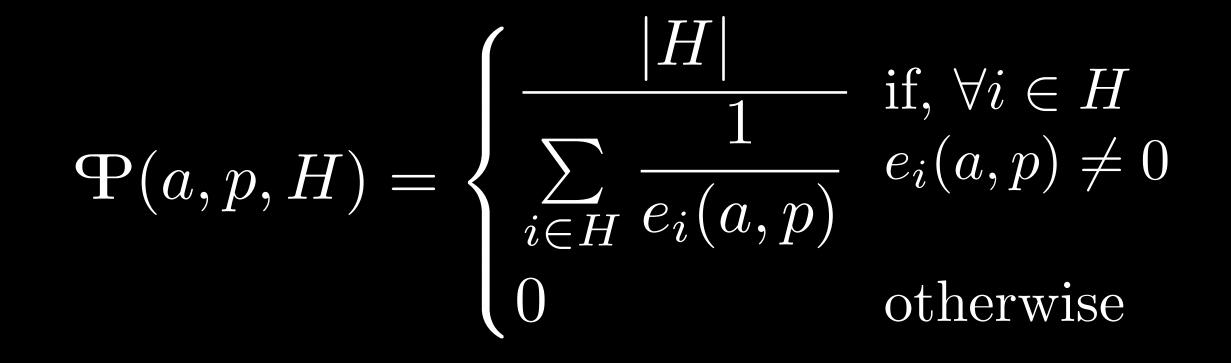
## Problem

Application

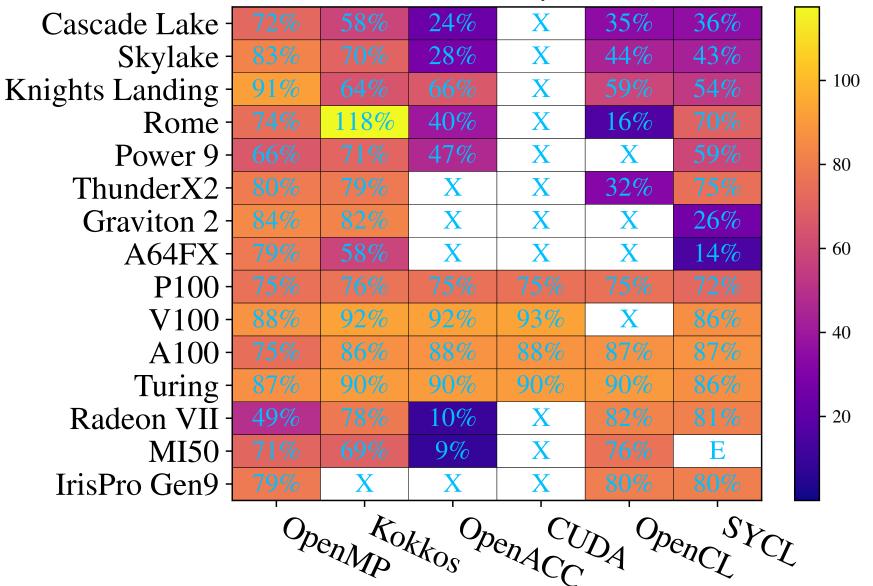
Platform

Efficiency

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

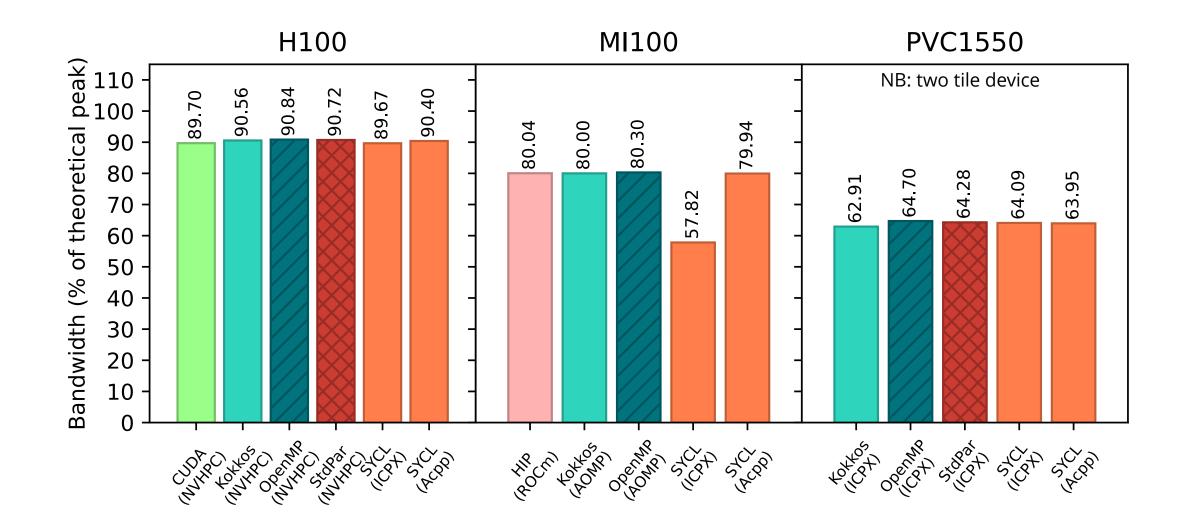


From Pennycook, Sewall and Lee: doi.org/10.1016/j.future.2017.08.007

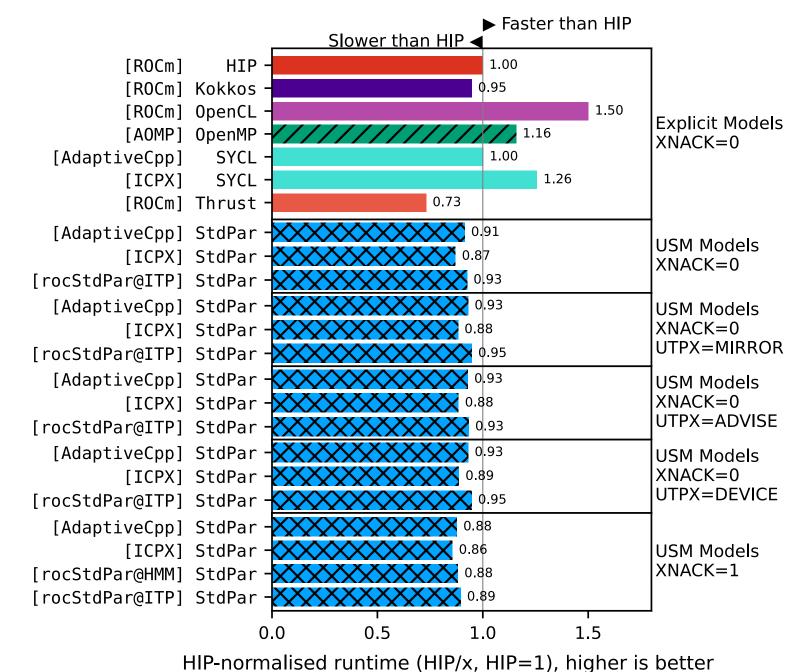


BabelStream Triad array size=2\*\*25

From doi.org/10.1109/P3HPC51967.2020.00006

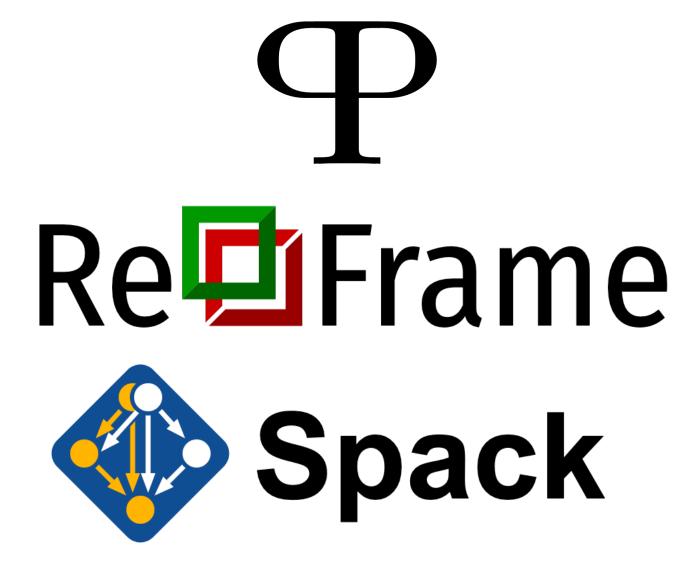


MiniBUDE



From doi.org/10.48550/arXiv.2401.02680

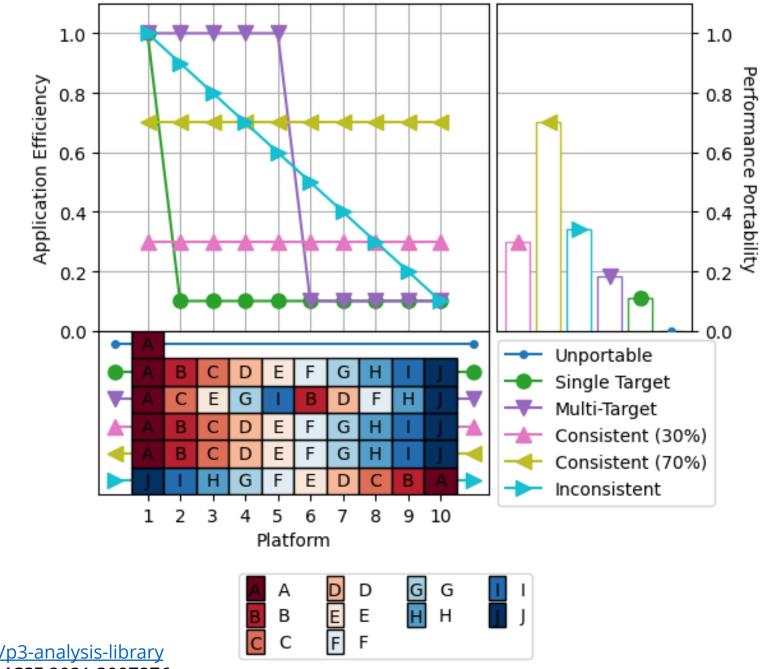




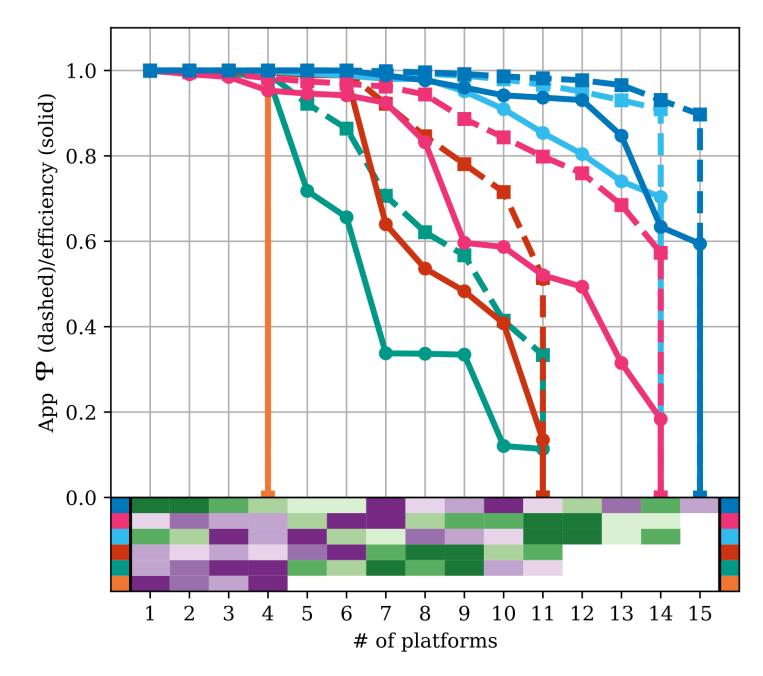
For more details, see doi.org/10.1145/3624062.3624133 and https://github.com/ukri-excalibur/excalibur-tests

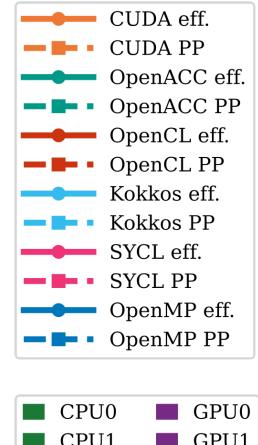
This work was supported by the Engineering and Physical Sciences Research Council as part of ExCALIBUR Hardware & Enabling Software [EP/X031829/1]

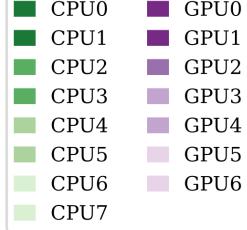
Logos belong to their respective owners



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







# Specialisation?

## OpenMP = OpenMP 1 + OpenMP 4/5 (+tasks)?

```
#pragma omp parallel for
    \overline{C[i]} = A[i] + B[i];
}
```

```
#pragma omp target enter data \
for (int i = 0; i < N; ++i) { map(alloc: A[:N], B[:N], C[:N])
```

```
#pragma omp target
#pragma omp loop
for (int i = 0; i < N; ++i) {
   C[i] = A[i] + B[i];
}
```

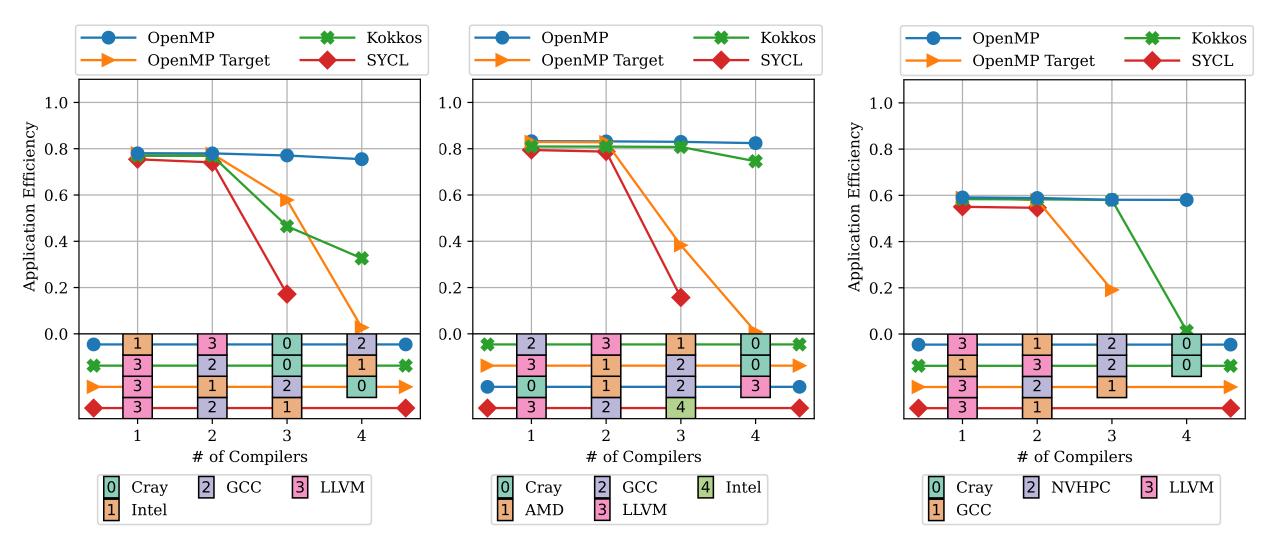
#pragma omp target exit data \ map(from: C[:N]) \ map(release: A[:N], B[:N])

### BabelStream

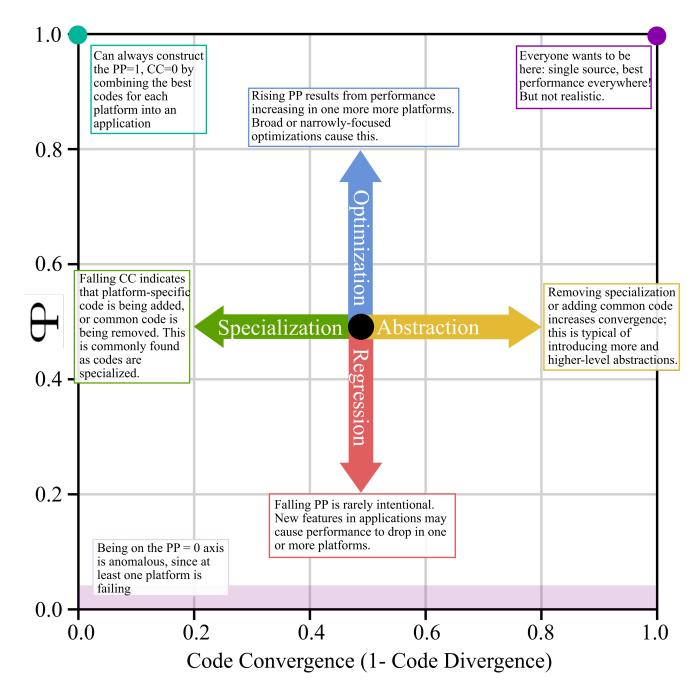
#### Icelake

Milan

A64FX



From doi.org/10.1109/P3HPC56579.2022.00006



From doi.org/10.1109/P3HPC56579.2022.00006

Device discovery and control

Data location and movement in discrete memory spaces

Expressing concurrent and parallel work











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COMPUTATI

### PROGRAMMING YOUR GPU WITH OPENMP

Performance Portability for GPUs

Tom Deakin and Timothy G. Mattson



12<sup>th</sup> International workshop on open computing with OpenCL and SYCL

April 8-11, 2024 - Chicago, USA

iwocl.org

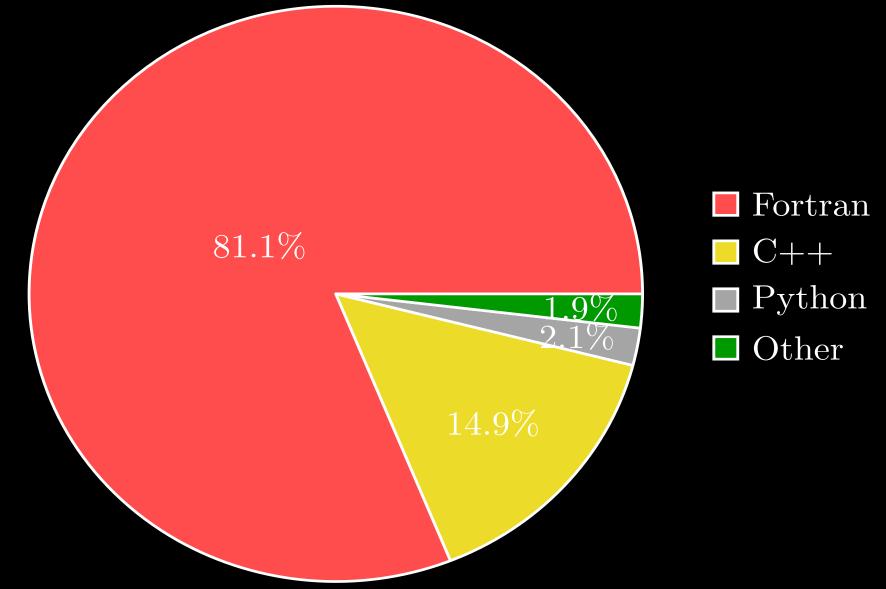
# Full Program of Speakers and Registration

Supported by the





### ARCHER2 Usage: March-August 2022



From doi.org/10.1109/PMBS56514.2022.00013



Develop with P3 in mind with Standard Parallelism Use open-standards as confluent off-ramp to be productive today

Express all concurrent work asynchronously

Build in tuning parameters

Test all compilers & runtimes, on all systems, all the time

Tell your vendor

https://hpc.tomdeakin.com