



# Modular and heterogeneous supercomputing architectures -Status and next steps

Gulllaume Houzeaux with contributions from the partner HPC centers



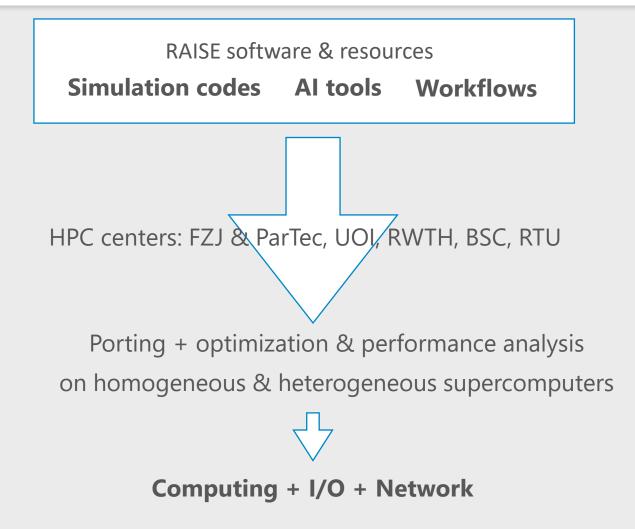
**Task 2.1 Modular and heterogeneous supercomputing architectures <Leader: BSC> <M1- M36>** Contributors: FZJ & ParTec, UOI, RWTH, BSC, RTU Outputs: D2.1, D2.2, D2.3, D2.4

In this task, the HPC centers of RAISE provide their computational resources for development and testing of RAISE's software. This includes the homogeneous and heterogeneous HPC systems found at the Tier-2 and Tier-3 centers of the consortium (UOI, RWTH, and RTU) as well as the cutting- edge HPC systems of the Tier-0 and Tier-1 providers (FZJ and BSC). That is, FZJ and BSC give access to their MSA/heterogeneous supercomputers JURECA, JUWELS, and MareNostrum 4 (MN4) general cluster and its three prototypes (see Secs. 4.1.1 and 4.1.5). Together with the use-case providers, the representative applications, where necessary, are jointly prepared for such heterogeneous systems together with the HPC centers of the consortium. The AI experts further exploit the HPC architectures and file systems for relevant algorithms, i.e., they work on the enhancement of the scalability of existing ML/DL methods on dedicated or shared HPC components using, e.g., GPGPUs or other accelerator platforms, and test I/O performance. The developers are supported by the HPC experts by means of performance engineering activities, best practice guidelines, and system-specific tutorials and manuals. The training courses of the HPC centers are offered to the use-case providers in line with Task 6.1.

**D2.1** (BSC) Best practice guidelines and tutorials for the various HPC systems are available (M2) **D2.2/3/4** (BSC) Report on porting and performance engineering activities (M12,M24,M36)









## Modular and heterogeneous supercomputing architectures



#### > Where do we get supercomputing resources?

- Local supercomputers
  - ► TIER-3, TIER-2: UOI, RWTH, RTU
  - ► TIER-1, TIER-0: FZJ, BSC
- ► PRACE specific access calls to COEs:
  - > 2021-1 (1.6M), 2021-2 (0.6M), 2022-1 (0.5M)

#### Competitive access calls

Partner	Supercomputer	Hours
CERFACS	GENCI Jean Zay	20k GPU
CERFACS	GENCI Jean Zay	20k GPU
RWTH	JUWELS, GCS	6M CPU
СҮІ	Cyclone, acNational	1M CPU
СҮІ	VEGA, EuroHPC	12M CPU
FM	Cloud, regional center	35k CPU
RTU	In-kind for RAISE	550k CPU
FZJ	JURECA-DC GPU, JARA	8.6M GPU
FZJ/CERN/UOI	JURECA-DC GPU, JARA	8.3M GPU
FZJ/CERN/UOI	JUPSI, JARA	5 hours





## D2.1 Best practice guidelines and tutorials for the various HPC systems

Modular and heterogeneous supercomputing architectures

- ➤ 4 countries
- ➤ 8 systems





CTE-Power, Nord3



JUWELS



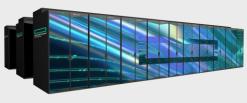
JURECA



RUDENS



CLAIX



GARPUR & LUMI



## Modular and heterogeneous supercomputing architectures RASE







#### **EURO-HPC: Towards** supercomputers under **European HPC** deployment FINLAND

Modular and heterogeneous supercomputing architectures

## **Technologies**



#### https://eurohpc-ju.europa.eu/about/our-supercomputers en



## Modular and heterogeneous supercomputing architectures





LUMI: 550 PFs

CPU: AMD EPYC. GPU: AMD Instinct



LEONARDO: 323 PFs

CPU: Intel Ice-Lake/Sapphir. GPU: NVIDIA Ampere



Marenostrum5: 314 PFs

CPU: Intel Sapphir/Emerald, NVIDIA Grace. GPU: NVIDIA Hopper, Intel Rialto Bridge



VEGA: 10 PFs

CPU: AMD Epyc. GPU: Nvidia A100



MELUXINA: 18 PFs

CPU: AMD Epyc. GPU: Nvidia A100



KAROLINA: 13 PFs

CPU: AMD, Intel Xeon. GPU: Nvidia A100



DISCOVERER: 6 PFs

CPU: AMD Epyc.



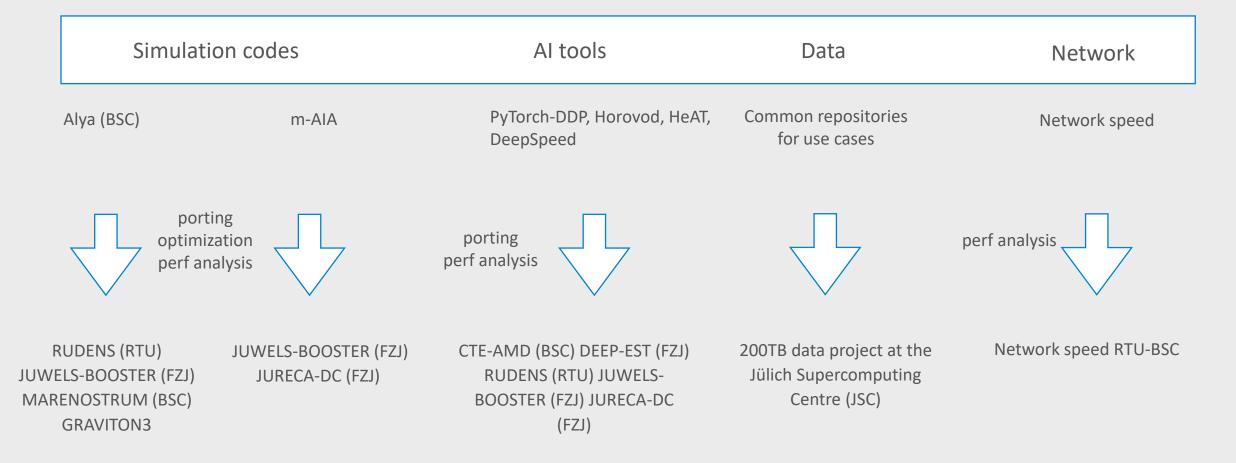
DEUCALION: 10 PFs

CPU: ARM A64FX, AMD Epyc. GPU: NVIDIA Ampere





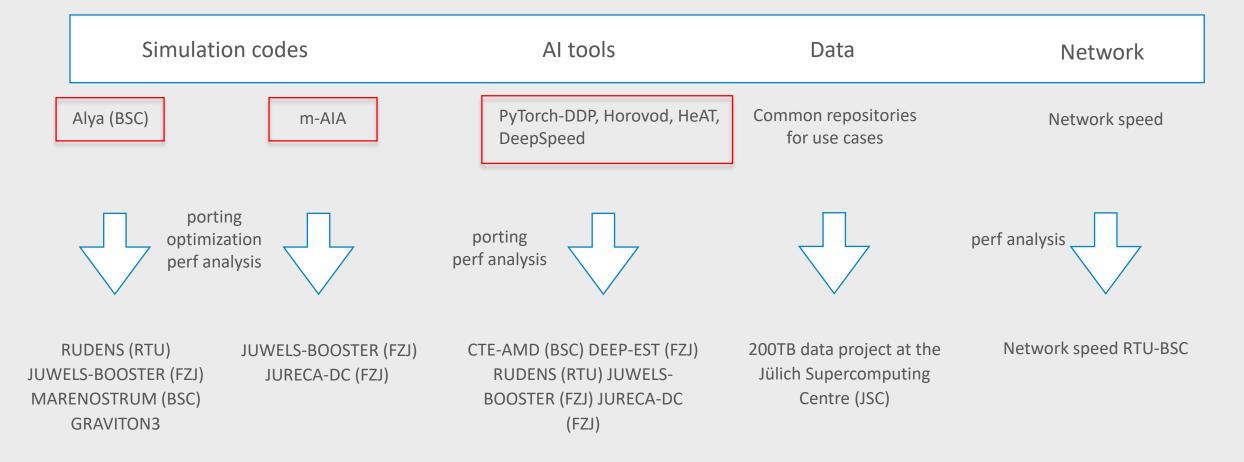
D2.2/2.3 Report on porting and performance engineering activities













## **CFD codes**

Porting, optimizations and performance analysis

# Porting, optimization and performance analysis of RAISE software

Task 3.1 for the simulation of Turbulent Boundary Layer (TBL) flows over an actuated surface

m-AIA

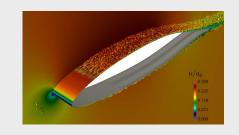
Task 3.2 for simulating the flow over wind turbines and in windfarms

Alya

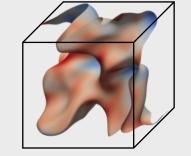
Tasks 3.3 and 3.4 for simulating reactive flows and next generation aircraft engines

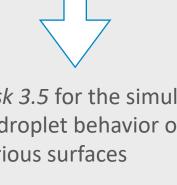
**AVBP** 

Task 3.5 for the simulation of droplet behavior on various surfaces

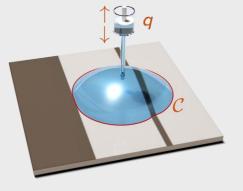








Basilisk



## **Conclusion & outlook**



#### > Alya: vectorization and sliding mesh strategy

- Finite element assembly speedup of 2
- Fractional step matrices speedup of 4.3
- > Good vectorization speedup of 5 on Graviton3
- > Vectorization should be optimized for implicit scheme
- Coupling cost is moderate

#### M-AIA: porting to GPU

- > M-AIA with GPU support is ported to TIER-1 HPC Systems in FZJ
- > PSTL accelerates CFD solvers
- Scaling is still a problem
- > Lattice-Boltzmann methods (instead of FVM) could better fit!
- Work-done is documented in a Git Repo: <u>https://git.rwth-aachen.de/aia/MAIA/Solver/-/tree/structured\_pstl</u>



## AI frameworks

Porting to HPC systems

#### Porting existing ML frameworks



	Location	System name	СРИ		Accelerators
Prototype	CINECA	Marconi100	1,960 IBM POWER9		3,920 NVIDIA V100
	FZJ	Juwels Cluster + Booster	2,560 Intel Xeon1,536 AMD EPYC147 Intel Xeon		3,774 NVIDIA A100
	FZJ	Jureca DC			768 NVIDIA A100
	FZJ	DEEP-EST			75 NVIDIA V100
	FZJ	JUAWEI	11 ARM HiSilicon		
	HLRS	Hawk	11,264 AMD EPYC		64 NVIDIA V100*
	CSCS	Piz Daint	9,330 Intel Xeon		68,448 NVIDIA P100
	BSC	Marenostrum4	6,912 Intel Xeon	Individual care:	
	BSC	CTE-AMD	33 AMD EPYC		
	BSC	CTE-ARM	192 ARM A64FX	<ul> <li>Software stack</li> </ul>	
	BSC	HUAWEI	16 ARM Kunpeng 920		
	CEA	Joliot-Curie	2,484 Intel Xeon + 2,292	<ul><li>Code optimization</li><li>Node communication</li></ul>	
	LRZ	SuperMUC-NG	6,480 Intel Xeon		



#### **Conclusion & outlook**



- Existing frameworks are ported to several HPC systems
- > Good scaling performance up to 128 GPUs,
  - Iarger dataset needed for more GPUs
- > Reduced runtimes with various optimizations (next talk for details)

Outlook:

- Fest model parallelism
- > Automation (container support!)
- > Test intelligent processing units (IPUs)



# Coupling CFD/ML with OpenFoam

# Performance analysis

## **Conclusion & outlook**



- > Very preliminary results:
  - > ANN is inferred at the end of each CFD timestep
  - > Work group communicator for each GPU
  - > Communication with GPU is carried out by each Rank 0 of each workgroup
  - > MPI\_Gatherv performed for ANN input
  - > MPI\_Scatterv performed for ANN output
  - Inference is a highly data-parallel task and thus it scales perfectly with an increasing number of accelerator devices or CPU sockets!



# PhyDLL

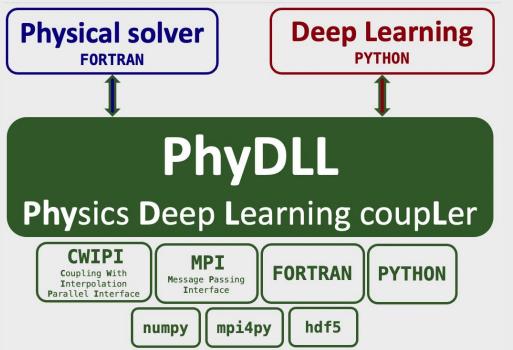
Porting, and intergration with Alya

## **Installation of PhyDLL**



Installation of PhyDLL

**PhyDLL** (fidɛl) (**Phy**sics **D**eep **L**earning coupLer) is an open-source library to couple massively parallel physical solvers to distributed deep learning inference.



https://phydll.readthedocs.io/en/latest/



## **Installation of PhyDLL**



- Installation of PhyDLL
  - Fest to communicate a python and Fortran using MPI in supercomputers with GPU and CPU support
    - Writing simple codes for testing
    - Testing on CTE-AMD (we did not succeed)
    - Testing on CTE-Power
  - Finding or installing a version of phyton on CTE-Power with a mpi4py library that have the same MPI Fortran compiler
    - > Testing with different versions of python, 3.7.4 finally works
  - Installing PhyDLL on CTE-Power



#### **PhyDLL+Alya**



- Installation of PhyDLL+Alya
  - Installing Alya on CTE-Power
  - > Loading right modules on CTE-Power for making Alya work together with PhyDLL
  - > Test to communicate Alya and pyhton with PhyDLL
    - > Finding lines of code in Alya where call PhyDLL subroutines
    - Writing simple test to testing
  - > Using a real example for assign porosity
    - Sending right velocity data from Alya to python using PhyDLL
    - Sending calculated porosity from python to Alya using PhyDLL
    - > Receiving and sending data dynamically in execution time.





Porting to LUMI?









Marenostrum V

CPU: Sapphire Rapids is a <u>codename</u> for <u>Intel</u>'s server (fourth generation <u>Xeon</u> Scalable) and workstation processors based on <u>Intel 7</u>

GPU: NVIDIA Hopper is a graphics processing unit (GPU) microarchitecture developed by Nvidia. It is designed for datacenters and is parallel to Ada Lovelace.

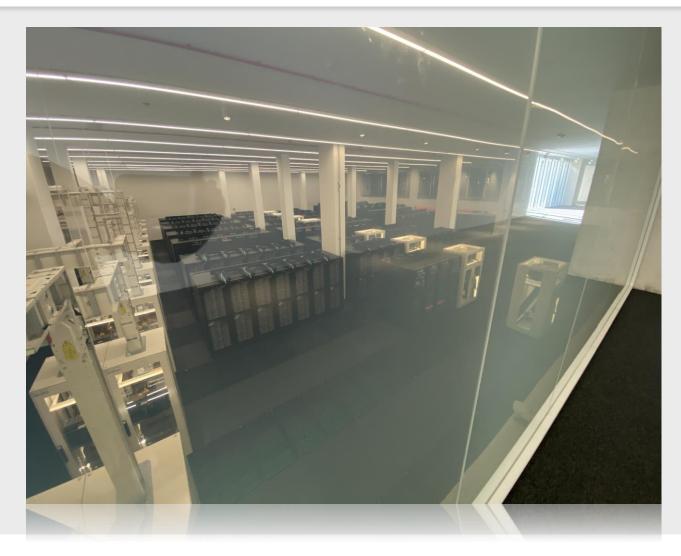














# drive. enable. innovate.





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