Cray Reveal: A Tool to Help Porting to Many-core and GPUs

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Future Architecture Directions

Nodes are becoming more parallel

- More processors per node
- More threads per processor
- Vector lengths are getting longer
- Memory hierarchy is becoming more complex
- Scalar performance is not increasing and will start decreasing

• For the next decade, HPC systems will have the same basic architecture:

- Message passing between nodes
- Multithreading within the node (pure MPI will not do)
- Vectorization at the lowest level (SSE, AVX, GPU, Phi)



Future Application Directions

- Threading on node as well as vectorization is becoming more important – need more parallelism exploited in applications due to increasing number of cores and threads
- Current petascale applications are not structured to take advantage of these architectures
 - Currently 80-90% of applications use a single level of parallelism
 - MPI or PGAS between cores of the MPP system
 - Looking forward, application developers are faced with a significant task in preparing their applications for the future
 - Codes must be converted to use multiple levels of parallelism
 - More complex memory hierarchies will require user intervention to achieve good performance

Three Levels of Parallelism Required

- 1. Developers will continue to use MPI between nodes or sockets
- 2. Developers must address using a shared memory programming paradigm on the node
- **3.** Developers must vectorize low level looping structures

While there is a potential acceptance of new languages for addressing all levels directly. Most developers cannot afford this approach until they are assured that the new language will be accepted and the generated code is within a reasonable performance range

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When to Move to a Hybrid Programming Model

When code is network bound

- Look at collective time, excluding sync time: this goes up as network becomes a problem
- Look at point-to-point wait times: if these go up, network may be a problem

When MPI starts leveling off

- Too much memory used, even if on-node shared communication is available
- As the number of MPI ranks increases, more off-node communication can result, creating a network injection issue
- When contention of shared resources increases
- When you want to exploit heterogeneous nodes



Approach to Adding Parallelism

1. Identify key high-level loops

- Determine where to add additional levels of parallelism
 - Assumes MPI application is functioning correctly on X86
 - Find top serial work-intensive loops (perftools + CCE loop work estimates)

2. Perform parallel analysis, scoping and vectorization

- Split loop work among threads
 - Do parallel analysis and restructuring on targeted high level loops
 - Use Reveal + CCE for scoping, loopmark and source browsing

3. Add OpenMP layer of parallelism

- Insert OpenMP directives (with Reveal directive building assistance)
 - Run on X86 to verify application and check for performance improvements

4. Analyze performance for further optimizations, specifically vectorization of innermost loops

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The Problem – How Do I Parallelize This Loop?

• How do I know this is a good loop to parallelize?

COMPUTE

- What prevents me from parallelizing this loop?
- Can I get help building a directive?

```
subroutine sweepz
do j = 1, js
do i = 1, isz
   radius = zxc(i+mypez*isz)
   theta = zyc(j+mypey*js)
   do m = 1, npez
    do k = 1, ks
     n = k + ks*(m-1) + 6
     r(n) = recv3(1,j,k,i,m)
     p(n) = recv3(2,j,k,i,m)
     u(n) = recv3(5,j,k,i,m)
     v(n) = recv3(3,j,k,i,m)
     w(n) = recv3(4,j,k,i,m)
     f(n) = recv3(6,j,k,i,m)
    enddo
   enddo
   call ppmlr
   do k = 1, kmax
     \mathbf{n} = \mathbf{k} + \mathbf{6}
     xa(n) = zza(k)
     dx(n) = zdz(k)
     xa0(n) = zza(k)
     dx0(n) = zdz(k)
     e (n) = p(n) / (r(n) * gamm) + 0.5 \&
        *(u(n) **2+v(n) **2+w(n) **2)
   enddo
   call ppmlr
enddo
enddo
```

```
subroutine ppmlr
```

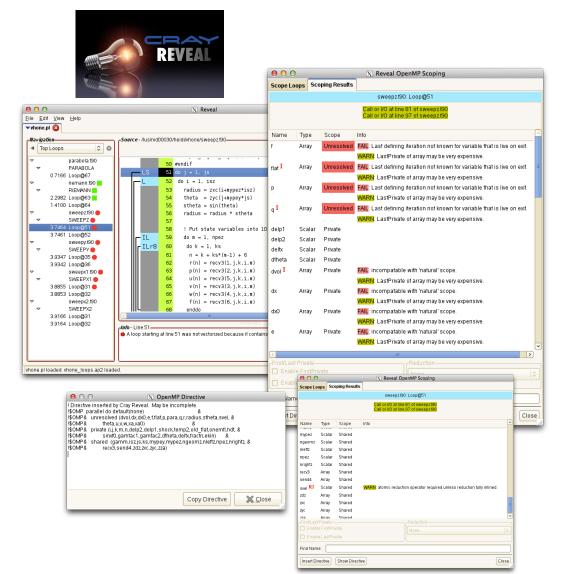
```
call boundary
call flatten
call paraset(nmin-4, nmax+5, para, dx, xa)
call parabola(nmin-4,nmax+4,para,p,dp,p6,p1,flat)
call parabola (nmin-4, nmax+4, para, r, dr, r6, r1, flat)
call parabola (nmin-4, nmax+4, para, u, du, u6, u1, flat)
call states(pl,ul,rl,p6,u6,r6,dp,du,dr,plft,ulft,&
            rlft,prgh,urgh,rrgh)
call riemann(nmin-3,nmax+4,gam,prgh,urgh,rrgh,&
            plft,ulft,rlft pmid umid)
call remap \leftarrow contains more calls
call volume (nmin, nmax, ngeom, radius, xa, dx, dvol)
call remap <- contains more calls
return
End
```

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Simplifying the Task with Reveal



- Navigate to relevant loops to parallelize
- Identify parallelization and scoping issues
- Get feedback on issues down the call chain (shared reductions, etc.)
- Optionally insert parallel directives into source
- Validate scoping correctness on existing directives

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Using Reveal with Performance Statistics

Optionally create loop statistics using the Cray performance tools to determine which loops have the most work

Helps identify high-level serial loops to parallelize

 Based on runtime analysis, approximates how much work exists within a loop

Provides the following statistics

- Min, max and average trip counts
- Inclusive time spent in loops
- Number of times a loop was executed

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Collecting Loop Work Estimates

- Load PrgEnv-cray module (must use CCE)
- Load perftools module
- Compile AND link with –h profile_generate
 - cc -h profile_generate -o my_program my_program.c
- Instrument binary for tracing
 - pat_build –w my_program
- Run application
- Create report with loop statistics
 - pat_report my_program.xf > loops_report



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Example Report – Inclusive Loop Time

Table 2: Lo	oop Stats b	y Function	n (from -)	hprofile_g	generate)
Loop	Loop	Loop	Loop	Loop	Function=/.LOOP[.]
Incl	Hit	Trips	Trips	Trips	PE=HIDE
Time		Avg	Min	Max	
Total					
8.995914	100	25	0	25	sweepyLOOP.1.li.33
8.995604	2500	25	0	25	sweepyLOOP.2.1i.34
8.894750	50	25	0	25	sweepzLOOP.05.li.49
8.894637	1250	25	0	25	sweepzLOOP.06.1i.50
4.420629	50	25	0	25	sweepx2LOOP.1.li.29
4.420536	1250	25	0	25	sweepx2LOOP.2.1i.30
4.387534	50	25	0	25	sweepx1LOOP.1.li.29
4.387457	1250	25	0	25	sweepx1LOOP.2.li.30
2.523214	187500	107	0	107	riemannLOOP.2.1i.63
1.541299	20062500	12	0	12	riemannLOOP.3.1i.64
0.863656	1687500	104	0	108	parabola .LOOP.6.li.67

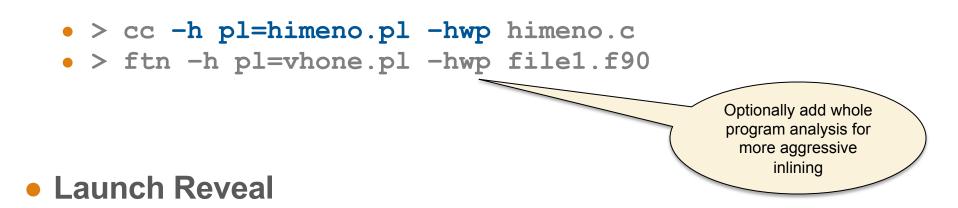
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How to Use Reveal

• Generate a program library for your application with CCE

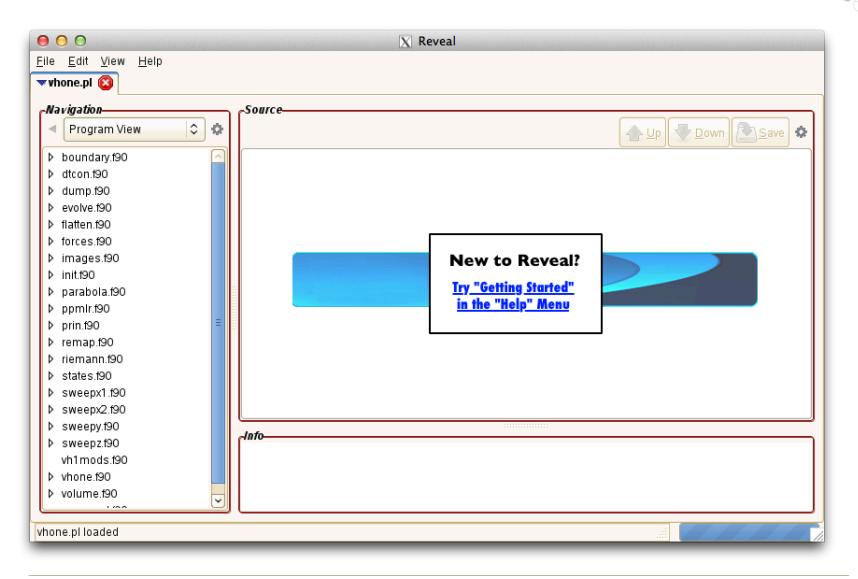


- > module load perftools
- Use with compiler information only (no need to run program):
 > reveal vhone.pl
- Use with compiler + loop work estimates (include performance data)
 - > reveal vhone.pl vhone_loops.ap2

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Browse Source and Compiler Optimizations



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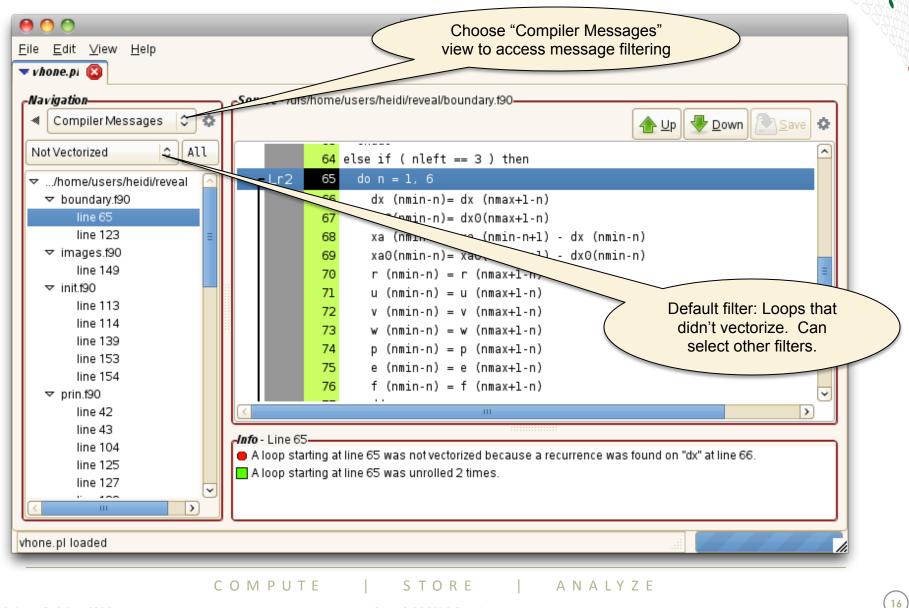
ANALYZE

Access Cray Compiler Message Information

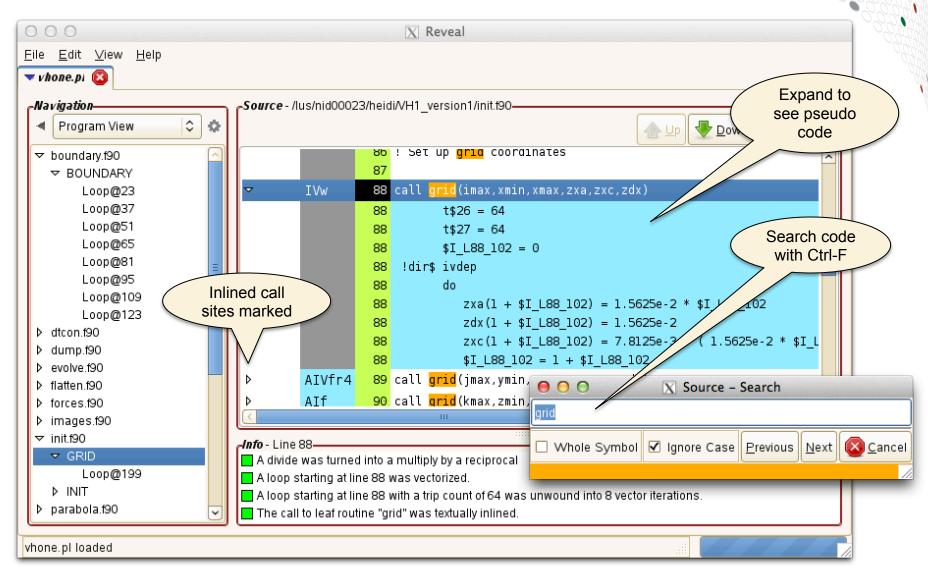
	X Reveal	
le <u>E</u> dit <u>∨</u> iew <u>H</u> elp		\varTheta 🔿 🔿 🛛 🕅 🕅 X Explain
vhone.pl 🔞		OPT_INFO: A loop starting at line %s was unrolled.
Navigation Program View	5	The compiler unrolled the loop. Unrolling creates a number of copies of the loop body. When unrolling an outer loop, the compiler attempts to fuse replicated inner loops - a transformation known as unroll-and-jam. The compiler will always employ the unroll-and-jam mode when unrolling an outer loop; literal outer loop unrolling may occur when unrolling to satisity a user directive (pragma).
▶ riemann.190 ▶ remap.190 ▶ evolve.190	L 32 dom = 1, npey	This message indicates that unroll-and-jam was performed with respect to the identified loop. A different message is issued when literal outer loop unrolling is performed, as this transfomation is far less likely to be beneficial.
 volume.190 porces.190 	34 n = i + isy*(m-1) + 6 35 r(n) = recv2(1,k,i,j,m)	For sake of illustration, the following contrasts unroll-and-jam with literal outer loop unrolling.
 ▷ ppmlr.f90 ▷ states.f90 ▷ flatten.f90 ▷ sweepz.f90 	36 p(n) = recv2(2,k,i,j,m) 37 u(n) = recv2(3,k,i,j,m) 38 v(n) = recv2(4,k,i,j,m) 39 w(n) = recv2(5,k,i,j,m)	# 426 "/ptmp/ulib/buildslaves/pdgcs-81-edition-build/tbs/build/release/pdgcs/pdgcs_ftn.m DO J = 1,10 DO I = 1,100 A(I,J) = B(I,J) + 42.0 ENDDO ENDDO
> sweepy.190 > boundary.190 > prin.190	40 f(n) = recv2(6,k,i,j,m) 41 enddo 42 enddo	D0 J = 1,10,2 D0 I = 1,100 A(I,J = B(I, J) + 42.0 ! unroll-and-jam A(I,J+1) = B(I,J+1) + 42.0 ENDD0 ENDD0 ENDD0
✓ sweepx2.f90 ✓ 0.53% SWEEPX2 Loop@28 Loop@29	43 V 44 do i = 1,imax 45 n = i + 6	D0 J = 1,10.2 D0 I = 1,100 A(I,J) = B(I,J) + 42.0 ! literal outer unroll ENDD0 D0 I = 1,100 A(I,J+1) = B(I,J+1) + 42.0
Loop@32 Loop@33 Loop@44	 A loop starting at line 33 was not vectorized by ose it do 	ENDDO ENDDO E The literal outer unroll code performs the same sequence of memory operations
Loop@258 > sweepx1.f90 ⊽	A loop starting at line 33 was unrolled or s.	as the original nest, while the unroll-and-jam transformation interleaves operations from outer loop iterations. The compiler employs literal outerloop unrolling only when the data dependencies in the loop, or a control flow impediment, prevent fusion of the replicated inner loops. Literal outer loop unrolling is generally not desirable. It is provided to ensure expected behavior and for those rare instances where the user has determined that it
one.pl loaded. vhone_loops.ap	message 'explain' support by right clicking	is beneficial. Explain other message XClose
	on message	

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Navigate Code via Compiler Messages



View Pseudo Code for Inlined Functions



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Add Performance Data to Find Top Loops

File Edit Yew Help Open Ctrl+O Attach Performance Data mce - /lus/scratch/heid/demo/reveal/riemann.190 Save Ctrl+S Save All 62 Screendump 62 Quit Ctrl+Q 64 do n = 1, 12 65 pmold(1) = pmid(1) 66 vlft (1) = 1.0 + gamfacl*(pmid(1) - plft(1)) * plfti(1) 66 vlft (1) = clft(1) * sqrt(wrgh(1)) + prgh(1)) 67 wrgh (1) = crgh(1) * sqrt(wrgh(1)) 68 vlft (1) = clft(1) * sqrt(wrgh(1)) 69 wrgh (1) = crgh(1) * wrgh(1) * wrgh(1) 70 zlft (1) = -zlft(1) * wrgh(1) * wrgh(1) 71 zrgh (1) = crgh(1) * wrgh(1) / zgmfac2*(pmid(1) - plft 72 zlft (1) = -zlft(1) * wrgh(1) / zgmfac2*(pmid(1) - prgh 73 zrgh (1) = zrgh(1) * wrgh(1) / zgmfac2*(pmid(1) - prgh 74 umid(1) = ulft(1) - (pmid(1) - plft(1)) / wlft(1) 74 umid(1) = ulft(1) - (pmid(1) - plft(1)) / wlft(1) 74 umid(1) = ulft(1) - (pmid(1) - plft(1) / xurb(1)) 74 umid(1) = ulft(1) - (pmid(1) - plft(1) / xurb(1)) 74 umid(1) = ulft(1) - (pmid(1) - plft	000	X Reveal
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Save Ctri+S Save All Screendump Quit Ctri+Q V mawernseo b forces f90 b integes 190 b integes 190 c may 190 c	<u>O</u> pen	Ctrl+O
Save All Screendump Quit Ctri+Q (Ctri+Q (Ctri+Q)	Attach Performance Data	vrce - /lus/scratch/heidi/demo/reveal/riemann.f90
Save All Screendump Quit Ctrl+Q V mattern:90 V forces:50 V fo	Save	Ctrl+S A Up Save 🎄
Screendump 62 Quit Ctrl+Q 63 do l = lmin, lmax 9 forces.190 66 wlft (l) = pmid(l) 67 wrgh (l) = l.0 + gamfacl*(pmid(l) - plft(l)) * plfti(l) 68 wlft (l) = l.0 + gamfacl*(pmid(l) - prgh(l)) * prghi(l) 69 wrgh (l) = crgh(l) * sqrt(wrgh(l)) 69 wrgh (l) = crgh(l) * sqrt(wrgh(l)) 69 wrgh (l) = 4.0 * vrgh(l) * wrgh(l) * wrgh(l) 70 zlft (l) = -2lft(l) * wlft(l)/(zlft(l) - gamfac2*(pmid(l) - plft 71 zrgh (l) = zrgh(l) * wrgh(l) * wrgh(l) 72 zlft (l) = -zlft(l) * wlft(l)/(zrgh(l) - gamfac2*(pmid(l) - prgh 73 zrgh (l) = zrgh(l) * wrgh(l) / crgh(l) - gamfac2*(pmid(l) - prgh 74 umidl(l) = ulft(l) - (pmid(l) - plft(l)) / wlft(l) 100p@63 mit 100p@63 mit 100p@63 mit 100pg@83 Aloop starting at line 63 was notvectorized for an unspecified reason. 10 sweepx2:f90	Save All	
Quit Ctri+Q 64 do n = 1, 12 pmold(1) = pmid(1) pmold(1) = pmid(1) forces.f90 > forces.f90 66 wlft (1) = 1.0 + gamfacl*(pmid(1) - plft(1)) * plfti(1) > imids90 67 wrgh (1) = 1.0 + gamfacl*(pmid(1) - prgh(1)) * prghi(1) > parabola.f90 68 wlft (1) = clft(1) * sqrt(wlft(1)) > parabola.f90 69 wrgh (1) = crgh(1) * sqrt(wrgh(1)) > ppmir.f90 70 zlft (1) = 4.0 * vlft(1) * wlft(1) * wlft(1) > prim.f90 71 zrgh (1) = -zlft(1) * wrgh(1) * wrgh(1) * gamfac2*(pmid(1) - plft > riemann.f90 マ riemann.f90 rgg (1) = zrgh(1) * wrgh(1) / clft(1) - gamfac2*(pmid(1) - plft > KlEMANN Loop@63 Imfo - Line 63 Imfo - Line 63 > states.f90 > sweepx1.f90 > Imfo - Line 63 > sweepx1.f90 > Imfo - Line 63 Imfo - Line 63 > sweepx1.f90 > Imfo - Line 63 Imfo - Line 63	Screendump	62
	▶ forces.f90 ▶ images.f90 ▶ init.f90 ▶ parabola.f90 ▶ parabola.f90 ▶ ppmlr.f90 ▶ prin.f90 ▶ remap.f90 ▼ riemann.f90 ▼ RIEMANN Loop@63 Loop@83 ▶ states.f90 ▶ sweepx1.f90	Ctrl+Q 64 do n = 1, 12 65 pmold(l) = pmid(l) 66 wlft (l) = 1.0 + gamfac1*(pmid(l) - plft(l)) * plfti(l) 67 wrgh (l) = 1.0 + gamfac1*(pmid(l) - prgh(l)) * prghi(l) 68 wlft (l) = clft(l) * sqrt(wlft(l)) 69 wrgh (l) = crgh(l) * sqrt(wrgh(l)) 70 zlft (l) = 4.0 * vlft(l) * wlft(l) * wlft(l) 71 zrgh (l) = 4.0 * vrgh(l) * wrgh(l) * wrgh(l) 72 zlft (l) = -zlft(l) * wlft(l)/(zlft(l) - gamfac2*(pmid(l) - plft 73 zrgh (l) = zrgh(l) * wrgh(l)/(zrgh(l) - gamfac2*(pmid(l) - prgh 74 umid(l) = ulft(l) - (pmid(l) - plft(l)) / wlft(l) 75 mm

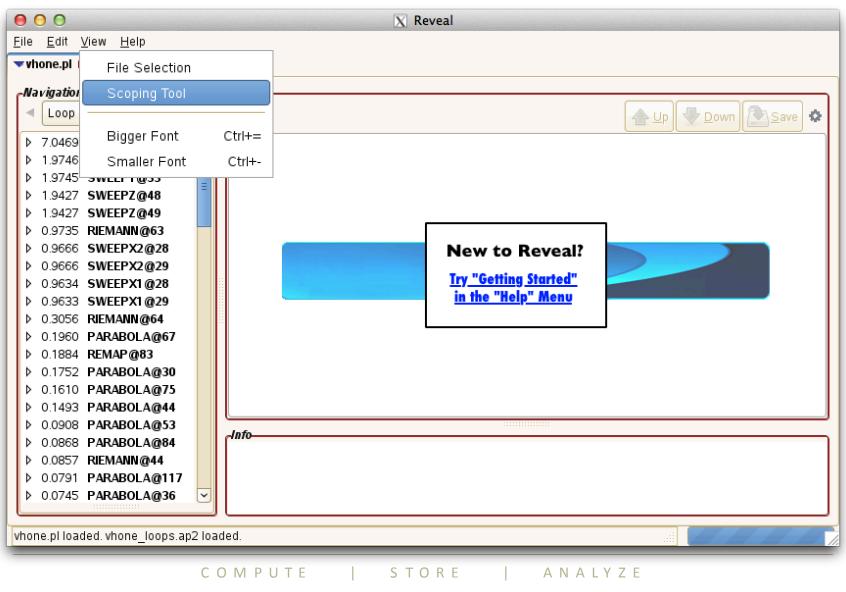
View Loops through Call Chain

00	🔀 Reveal
<u>F</u> ile <u>E</u> dit <u>V</u> iew <u>H</u> elp	
🕶 vhone.pl 🙆	
Navigation	-Source - /ufs/home/users/heidi/reveal/riemann.f90
 Loop Performance Image: Image: I	🚹 Up 🐺 Down 💽 Save 🎄
▶ 4.0778 SWEEPY@35	
♦ 4.0773 SWEEPY@36	62
▶ 4.0529 SWEEPX1@31	L 63 do l = lmin, lmax
▶ 4.0526 SWEEPX1@32 -	L 64 don = 1, 12
♦ 4.0425 SWEEPX2@31	65 pmold(l) = pmid(l)
♦ 4.0423 SWEEPX2@32	66 wlft (l) = 1.0 + gamfacl*(pmid(l) - plft(l)) * plfti(l)
▷ 3.8576 SWEEPZ@51	67 wrgh (l) = 1.0 + gamfac1*(pmid(l) - prgh(l)) * prghi(l)
▷ 3.8573 SWEEPZ@52	68 wlft (l) = clft(l) * sqrt(wlft(l))
	69 wrgh (l) = crgh(l) * sqrt(wrgh(l))
0.3584 PPMLR@73	70 zlft (l) = 4.0 * vlft(l) * wlft(l) * wlft(l)
0.3566 PPMLR@73	71 zrgh (l) = 4.0 * vrgh(l) * wrgh(l) * wrgh(l)
0.3566 PPMLR@73	72 zlft (l) = -zlft(l) * wlft(l)/(zlft(l) - gamfac2*(pmid(l) - plft(
0.3866 PPMLR@73	73 zrgh (l) = zrgh(l) * wrgh(l)/(zrgh(l) - gamfac2*(pmid(l) - prgh(
0.3909 PPMLR@73	74 umidl(l) = ulft(l) - (pmid(l) - plft(l)) / wlft(l) =
0.3576 PPMLR@73	75 umidr(l) = urgh(l) + (pmid(l) - prgh(l)) / wrgh(l)
▶ 1.2299 RIEMANN@64 🖵	76 pmid (l) = pmid(l) + (umidr(l) - umidl(l))*(zlft(l) * zrgh(l)) /
	max(smallp,pmid(l))
[X]Traceback	LOOP (l)-pmold(l)/pmid(l) < tol) exit
PPMLR@73	
sweepyLOOP.2.li.36@67	
sweepyLOOP.1.li.35@36	-Info - Line 63
SWEEPY@35	A loop starting at line 63 was not vectorized for an unspecified reason.
sweepy_LOOP.1.li.35@36	
SWEEPY@35	
VHONE@237	
	Loop
vhone.pl loaded. vhone_loops.ap2 loade	traceback

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Scope Top Time Consuming Loops



Include All Loops as Initial Candidates

0	00		🔀 Reveal OpenMP Scoping	
Sc	ope Loops	Scoping Results		
Ed	it List		List of Loops to be Scoped	
S	Delete Checked Itd Delete Unchecked Delete All Items Check All Items Uncheck All Items Add All Loops Expand All Collapse All		Line	
				~
Ар	ply Filter	Time: 0.000	Trips: 0	
St	art Scoping	Cancel		Close

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Include All Loops as Initial Candidates (2)

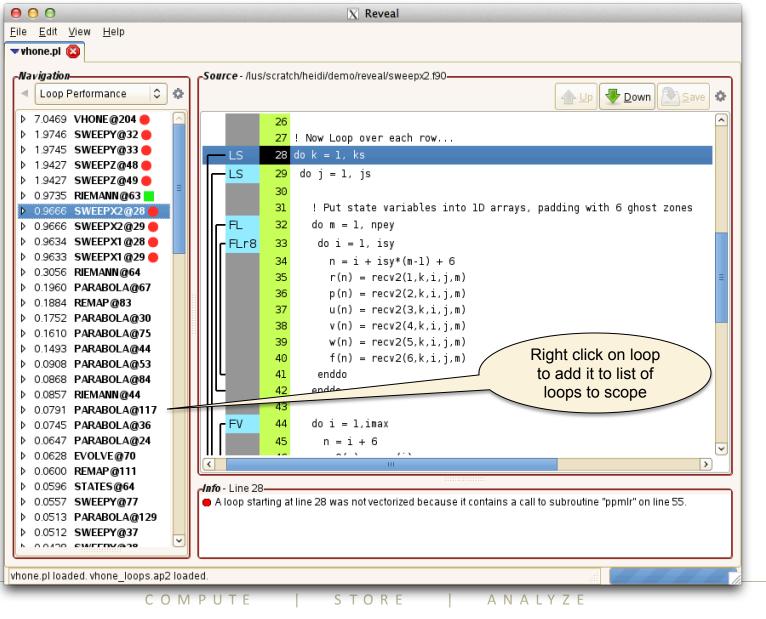
Sco	ope Lo	oops	Scoping	Results	
Ed	it List			List of Loops to be Scoped	
s	Delete	Checke	d Items	Source Line	6
>			ked Items	/scratch/heidi/demo/reveal/boundary.f90	
-	Delete	All Items	5	/scratch/heidi/demo/reveal/dtcon.f90	
>		All Items		/scratch/heidi/demo/reveal/evolve.f90	
-				/scratch/heidi/demo/reveal/flatten.f90	
-		lLoops		/scratch/heidi/demo/reveal/forces.f90	
	Expan Collap			/scratch/heidi/demo/reveal/images.f90	
>	 ✓ 		/lus	/scratch/heidi/demo/reveal/init.f90	
>	✓		/lus,	/scratch/heidi/demo/reveal/parabola.f90	
>	✓		/lus	/scratch/heidi/demo/reveal/ppmlr.f90	
>	✓		/lus	/scratch/heidi/demo/reveal/prin.f90	
>	✓		/lus	/scratch/heidi/demo/reveal/remap.f90	
>	✓		/lus	/scratch/heidi/demo/reveal/riemann.f90	
>	✓		/lus	/scratch/heidi/demo/reveal/states.f90	
>	✓		/lus	/scratch/heidi/demo/reveal/sweepxl.f90	
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Ap	ply Filt	ter	Time: 0.0	000 🗘 Trips: 0 🗘	
St	art Sc	oping	Cance	el	Close

BW Workshop, October 2014

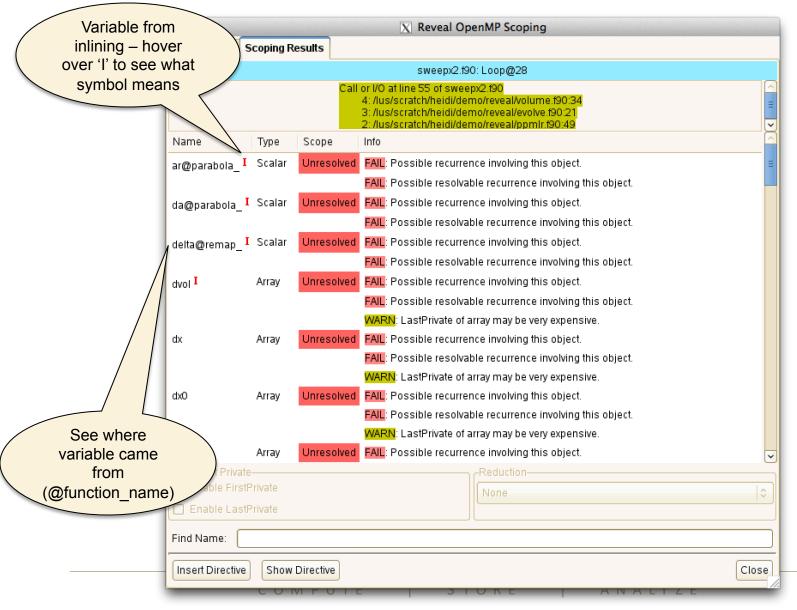
Apply Filter to Select Only Top Loops

000		🔀 Reveal OpenMP Scoping
Scope Lo	oops s	coping Results
Edit List)	List of Loops to be Scoped
Scope?	Line #	File or Source Line
⊽ ✔		/lus/scratch/heidi/demo/reveal/riemann.f90
	4	4 Loop at line 44
\checkmark	6	3 Loop at line 63
	6	4 Loop at line 64
	8	3 Loop at line 83
▼ □		/lus/scratch/heidi/demo/reveal/states.f90
	5	D Loop at line 50
	6	4 Loop at line 64
⊽ √		/lus/scratch/heidi/demo/reveal/sweepx1.f90
✓	2	B Loop at line 28
\checkmark	2	9 Loop at line 29
	3	2 Loop at line 32
	5	3 Loop at line 53
⊽ ✔		/lus/scratch/heidi/demo/reveal/sweepx2.f90
~	2	R Loon at line 28
Apply Fill	ter T	me: 0.800 🗘 Trips: 0 🗘
Start Sc	oping	Cancel 10 Loops selected Close
Start Sc	oping	Cancel 10 Loops selected Close

View Scoping Results



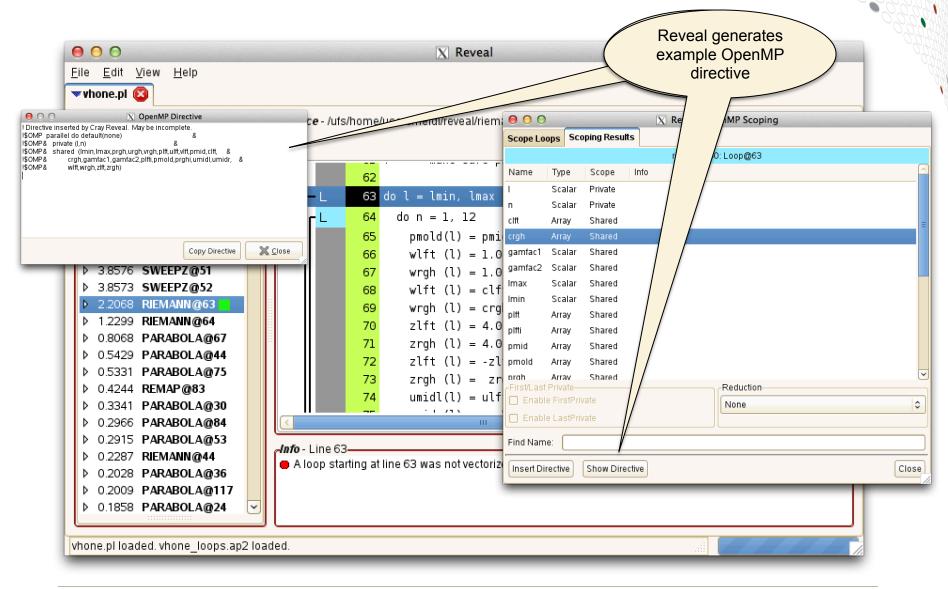
Reveal Gives Feedback on Scoping Results



Reveal Points Out Parallelization Issues

	00			🔀 Reveal OpenMP Scoping	
	Scope Loops	Scoping R	esults		
				sweepy.f90: Loop@32	
			2:	/lus/scratch/heidi/demo/reveal/remap.f90:35 /lus/scratch/heidi/demo/reveal/ppmlr.f90:84 /lus/scratch/heidi/demo/reveal/sweepy.f90:71	< III >
	Name	Туре	Scope	Info	~
	ndim	Scalar	Shared		
	npey	Scalar	Shared		
	recv1	Array	Shared		
	send2	Array	Shared		
	svel RI	Scalar	Shared	WARN: atomic reduction operator required unless reduction fully inlined	
				3: /lus/scratch/heidi/demo/reveal/states.f90:52 2: /lus/scratch/heidi/demo/reveal/ppmlr.f90:43 1: /lus/scratch/heidi/demo/reveal/sweepy.f90:59 WARN: atomic reduction operator required unless reduction fully inlined 3: /lus/scratch/heidi/demo/reveal/states.f90:52 2: /lus/scratch/heidi/demo/reveal/ppmlr.f90:43 1: /lus/scratch/heidi/demo/reveal/sweepy.f90:71	
	dy	Array	Shared		Ξ
	zxc	Array	Shared		2
Reveal identifi	es t Priva	ate			
shared reduction	00	stPrivate			0
down the cal		stPrivate			<u> </u>
chain					5
	- md Name:				
	Insert Directiv	Show	Directive	Clos	e
	_		TUTL	J JTOKE J ANAETZE	

Generate Directive

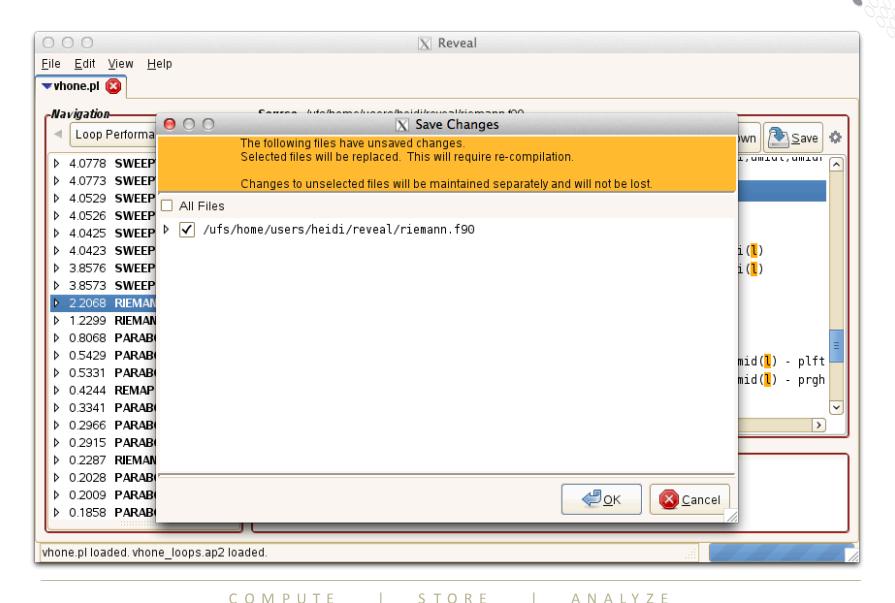


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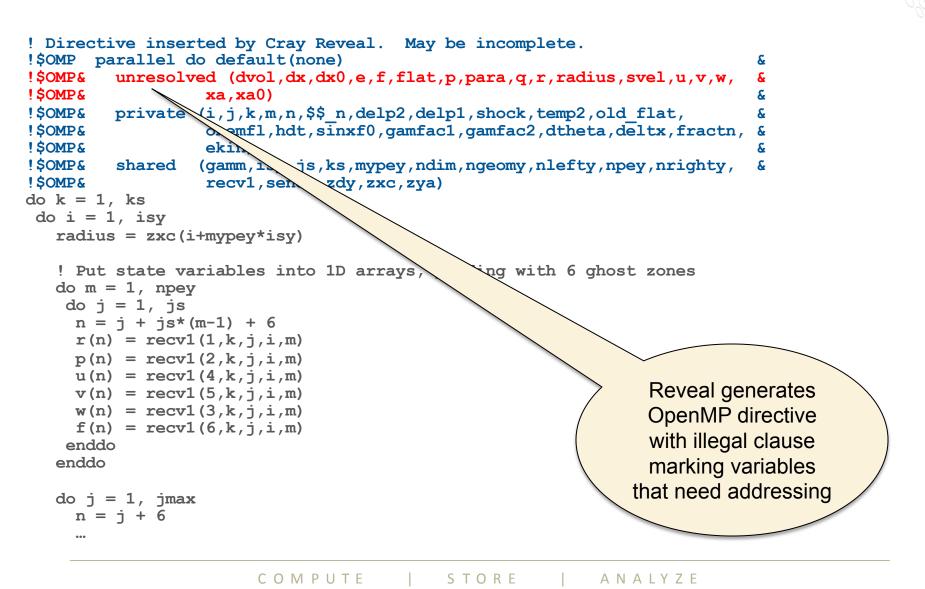
ANALYZE

Optionally Insert Directive Into Source



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Reveal Inserts Directive Into Source



Resolve Private Array Co	oncerns for dvol, etc.
--------------------------	------------------------

integer :: nmin, nmax, ngeom, nleft, nright ! number of first and last real zone
real, dimension(maxsweep) :: r, p, e, q, u, v, w ! fluid variables
real, dimension(maxsweep) :: xa, xa0, dx, dx0, dvol ! coordinate values
real, dimension(maxsweep, 5) :: para ! flattening parameter
real :: radius, theta, stheta

!\$omp threadprivate(dvol,dx,dx0,e,f,flat,p,para,q,r,radius,theta,stheta,u,v,w,xa,xa0)

For OpenMP these need to be made task_private

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Resolve Shared Reductions

Original

Restructured – One Approach

```
hdt = 0.5*dt
!$omp critical
do n = nmin-4, nmax+4
  Cdtdx (n) = sqrt(gam*p(n)/r(n))/(dx(n)*radius)
  svel = max(svel,Cdtdx(n))
  Cdtdx (n) = Cdtdx(n)*hdt
  fCdtdx(n) = 1. - fourthd*Cdtdx(n)
enddo
!$omp end critical
```

For OpenMP need to have a critical region around setting of svel

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Resolve Shared Reductions (Continued)

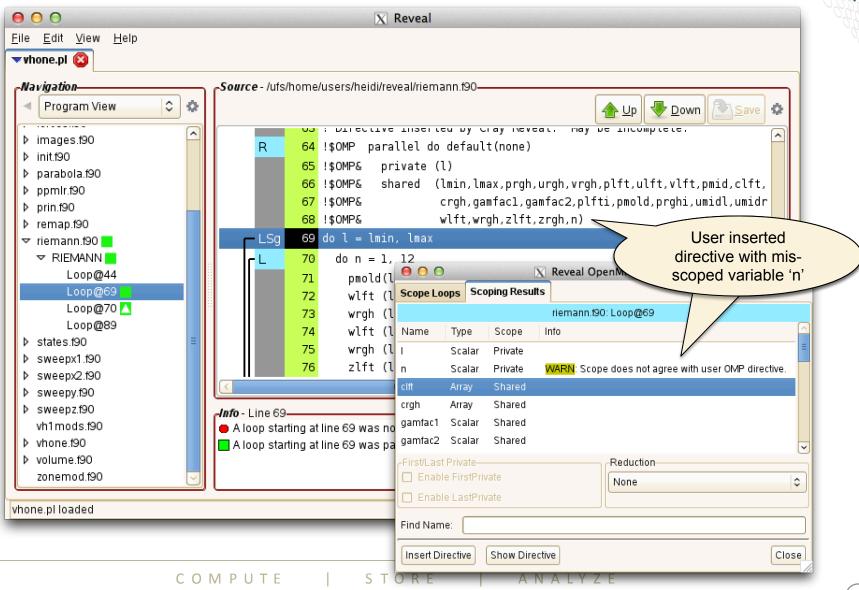
Original

Restructured – Better Approach

```
hdt = 0.5*dt
Svel0 = 0.0
do n = nmin-4, nmax+4
  Cdtdx (n) = sqrt(gam*p(n)/r(n))/(dx(n)*radius)
  svel0(n) = max(svel(n),Cdtdx(n))
  Cdtdx (n) = Cdtdx(n)*hdt
  fCdtdx(n) = 1. - fourthd*Cdtdx(n)
Enddo
!$omp critical
Do n = nmin-4, nmax +4
  Svel = max(svel0(n),svel)
Enddo
!$omp end critical
```

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Use Reveal to Validate User Inserted Directives



VH1 – Astrophysics Code

- VH1 is written with high level loops and complex decision processes.
- Ported to hybrid MPI + OpenMP using Reveal
- Reveal was able to identify
 - storage conflicts
 - private variables in modules
 - reductions down the call chain that require critical regions

Scoping was performed in seconds where it would have taken weeks to get correct without Reveal

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S3D - Structured Cartesian Mesh Flow Solver

- S3D, a pure MPI program, was converted to a hybrid multicore application suited for a multi-core node with or without an accelerator.
- When the work was started, Reveal did not exist.
- Once Reveal was available, it was instrumental in identifying bugs in the scoping of extremely large loops (3000 lines of Fortran).
- There are both OpenMP and OpenACC versions of S3D that run well on both OpenMP systems and on the Titan Cray XK7 machine at Oak Ridge National Laboratory.

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- Reveal can be used to simplify the task of adding OpenMP to MPI programs
- Can be used as a stepping stone for codes targeted for nodes with higher core counts and as the first step in adding OpenACC to applications to for execution on GPUs



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