ALPSCore tutorial

Alexander Gaenko

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Overview

This tutorial contains:

- General overview of ALPSCore.
- Exercises:
 - Installation of ALPSCore.
 - Use of ALPSCore to gradually build a feature-rich simulation code.
- The hand-out materials contain:
 - Useful links.
 - 2 Hands-on exercises.
 - Oiff files highlighting changes as we put in new features.
 - Oiff files that define exercises solutions.

The solutions to the exercises are available online:

https://git.io/alpstut2_solutions

INTRODUCTION

What it is about

ALPSCore originated from Algorithms and Libraries for Physics Simulations (ALPS) http://alps.comp-phys.org

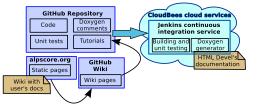
The grand idea: Make the library code from ALPS available with shorter development cycle and decent documentation.

- What is the library code?
 - That will most probably useful for many applications.
 - However, ALPSCore is oriented towards Monte Carlo.
- What is the development cycle?
 - Introducing features (by request?)
 - Testing the features
 - Fixing bugs
 - Documenting
- What is decent documentation?
 - User's documentations
 - Tutorials (like this one!)
 - Developer's Doxygen-generated reference.

Web sites

Contributors:

- Emanuel Gull's group, University of Michigan (USA);
- Lukas Gamper, ETH Zurich (Switzerland);
- ... and many other ALPS contributors.
- Source code: https://github.com/ALPSCore/ALPSCore
- Documentation & tutorials: http://alpscore.org
- CloudBees for Continuous Delivery.



Why to use ALPSCore?

Think of a typical MC simulation to-do:

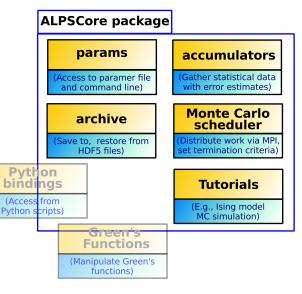
- Read the simulation parameters.
- ② Decide the step in the phase space.
- Oalculate ("measure") the values of interest.
- Collect statistics properly, taking into account autocorrelation.
- Ompute derived values with proper error propagation.
- Save intermediate results regularly.
- Set the step or time limit on the simulation.
- Parallelize the whole thing.

Except the highlighted items, everything else is "boilerplate".

Sometimes non-trivial one!

Use ALPSCore to minimize boilerplate programming and concentrate on relevant science.

Overview



INSTALLING ALPSCore

Tutorial prerequisites

What do you need to *know?*

- Basic Unix command-line operations
- Basic C++
- Optional: git
- Optional: installing packages for your OS
- Optional: CMake

What do you need to have?

- Git
- CMake
- C++ compiler
- 4 HDF5 package
- Boost package
- MPI package

Obtainig ALPSCore

How to get ALPSCore?

Downloading release:

https://github.com/ALPSCore/ALPSCore/releases

Getting from GitHub:

git clone https://github.com/ALPSCore/ALPSCore.git

- Installing an ALPSCore package:
 - Via macports or homebrew on MacOS X.
 - Via portage on Gentoo Linux.
 - Debian or RedHat binary packages may be created if demand arises.

Building and compilation

There are (of course!) prerequisites.

- Tools:
 - C++03 (not C++1x by policy).
 Tested with GCC 4.2+, Intel 10.0+, Clang 3.2+
 - CMake 2.8.12+
- Libraries:
 - HDF5 1.8+
 - Boost 1.54.0+
 - MPI (technically, optional)
 - GoogleTest (included!)

Building and compilation

- ALPSCore will try to find Boost, HDF5 and MPI.
- Usually, if you can run mpicc, ALPSCore will also find MPI.
- Building using CMake command line:

```
$ cmake -DBOOST_ROOT=/path/to/boost \
-DHDF5_ROOT=/path/to/hdf5 \
-DCMAKE_INSTALL_PREFIX=/usr/local/ALPSCore \
/path/to/alpscore/sources
$ make
$ make install
```

• There are some other CMake variables, less frequently used

Exercise 1

Exercise 1: Download and install this tutorial Open a terminal. Then, enter the following commands.

```
1  $ cd ~
2  $ mkdir alpstut
3  $ cd alpstut
4  $ git clone https://github.com/ALPSCore/Tutorial2.git
5  $ cd Tutorial2
6  $ tutorial=$PWD
7  $ ls -1
```

You should see a list of files and no error messages.

Exercise 2

Exercise 2: Download/install prerequisites

Ubuntu Linux

```
sudo apt-get install cmake
sudo apt-get install libhdf5-dev
sudo apt-get install libboost-all-dev
sudo apt-get install mpi-default-dev
```

Mac OS X, port system

```
1 $ port install alpscore
```

This will install the latest ALPSCore release (we don't need it!) and prerequisites.

Exercise 2

Exercise 2 (cont): Download/install prerequisites

Test that you indeed have them:

```
$ cmake --version
$ $ g++ --version
$ $ h5cc --version
$ mpicxx --version
```

Exercise 3

Exercise 3: Download and install ALPSCore.

```
1    $ git https://github.com/ALPSCore/ALPSCore
2    $ cd ALPSCore
3    $ mkdir build
4    $ cd build
5    $ export ALPSCore_DIR=$PWD/install
6    $ cmake -DCMAKE_INSTALL_PREFIX=$ALPSCore_DIR ...
7    $ make
8    $ make test
9    $ make install
```

- 1: get ALPSCore from GitHub repository.
- 2-4: create a directory for the build
 - 5: denote where it will be installed
 - 6: generate the build
- 7-9: do the build, run the tests, and install

USING ALPSCore

Using ALPSCore in your program

Note: ALPSCore_DIR is pointing to the installation directory.

- How CMakeLists.txt should look to use ALPSCore: https://git.io/alpstut2_s1_cmake
- Catch: compilers!
- In-source builds are messy

```
1  $ export CXX=$(which needed_cpp)
2  $ export CC=$(which needed_cc)
3  $ mkdir 000build
4  $ cd 000build
5  $ cmake ..
```

Using ALPSCore in your program

A few tips and possible catches:

- Most of times, it is enough to remake after any file changes:
 \$ make
- To speed up on 4 cores:
 - \$ make -j4
- Catch: if CMake files change:
 - \$ cmake .
 - in the build directory
- Catch: if compilers change:
 - \$ rm -rf CMake*
- Catch: after accidental in-source build, remove the generated files.
- Catch: if ALSPCore itself is updated, regenerate:
 - \$ cmake .
 - in your build directory

Exercise 4

Exercise 4: Build and run a dummy program that uses ALPSCore and does nothing.

The code is at \$tutorial/step1_trivial.

CMake file online: https://git.io/alpstut2_s1_cmake

Source file online: https://git.io/alpstut2_s1_main

Exercise 4

\$ make

\$./alpsdemo

```
CMake file online: https://git.io/alpstut2_s1_cmake
Source file online: https://git.io/alpstut2_s1_main

$ cd $tutorial/step1_trivial
$ mkdir 000build
$ cd 000build
$ cmake ...
```

Exercise 4: Build and run a dummy program that uses ALPSCore and does nothing. The code is at \$tutorial/step1_trivial.

Parameters

- alps::params class is responsible for parameter parsing.
- boost::program_options is the engine.
- See Doxygen documentation (link from http://alpscore.org/) for detailed info.

Features:

- One can use input file, override with command line.
- Input file may contain sections: [title]
- Parameters must be defined to make it known.
- Unknown parameters in silently ignored.
- Auto-generated help message.
- Accessing an undefined parameter throws an exception.
- You can assign to parameters, which makes them defined.
- Potential information loss ⇒ exception.

Exercise 5

Exercise 5: Build and run a program that uses parameters.

The code is at \$tutorial/step2_params.
Online: https://git.io/alpstut2_s2

- Play with the different values of parameters.
- Try to override them from the command line.
- Change the program to make "--loud" parameter an integer, with 0 meaning "be quiet".

Exercise 5

Exercise 5: Build and run a program that uses parameters.

The code is at \$tutorial/step2_params.
Online: https://git.io/alpstut2_s2

- Play with the different values of parameters.
- Try to override them from the command line.
- Change the program to make "--loud" parameter an integer, with 0 meaning "be quiet".

Simple simulation class (doing nothing)

- Simulation that just says "I am running."
- Derived from alps::mc_base class.
- Must define virtual methods:
 - void measure()
 - void update()
 - double fraction_completed()
- Should define static method:
 - static parameters_type& define_parameters(parameters_type&)
- Passes to the base class constructor:
 - parameters object
 - a PRNG seed offset (will be needed for parallel simulations)

Exercise 6

Exercise 6: Build and run a trivial MC program.

The code is at \$tutorial/step3_trivial_mc.

Online: https://git.io/alpstut2_s3

Note: the simulation code is split into 2 files.

- Build and run.
- Run with small counts.
- Run with large count and small timelimit; time the execution:

```
$ time -p your_command
```

- Set large time limit and interrupt the program (via Ctrl-C).
- Change fraction_completed() so that --count=0 would mean "till timeout".
- Change the name of the update() method and see it does not compile any more.

Exercise 6

Exercise 6: Build and run a trivial MC program.

The code is at \$tutorial/step3_trivial_mc.

Online: https://git.io/alpstut2_s3

Note: the simulation code is split into 2 files.

- Build and run.
- Run with small counts.
- Run with large count and small timelimit; time the execution:

```
$ time -p your\_command $
```

```
| time -p ./alpsdemo —count=10000000 —timelimit=1
```

- Set large time limit and interrupt the program (via Ctrl-C).
- Change fraction_completed() so that --count=0 would mean "till timeout".
- Change the name of the update() method and see it does not compile any more.

Compute π by Markov chain MC

The problem:

- Integral of objective function over an area.
- Trivial Metropolis step to stay inside the area.
- Area: unit square; any step outside is rejected.
- Objective function:
 1 if inside an inscribed circle, 0 otherwise.
- Expected result: π (if multiplied by 4).

We need to use:

- Accumulators: named observable to gather statistics
- Results: named as accumulators, allow arithmetic operations (with error propagation!)
- Accumulators & Results can hold a vector (e.g., for vector-valued or parametrized objective function)



Types of accumulators

Types of accumulators:

- Mean only (cheapest, least useful): MeanAccumulator<double>
- No binning (cheap, no autocorrelation info):
 NoBinningAccumulator<double>
- Full binning (most expensive, autocorrelation, error propagation): FullBinningAccumulator<double>
- Log binning (less memory demanding, no error propagation): LogBinningAccumulator<double>

If a method is not available for the given accumulator type, it throws!

Exercise 7

Exercise 7: Compute π by Markov chain MC.

The code is at \$tutorial/step4_pi.

Online: https://git.io/alpstut2_s4

- Build and run the program.
- Run with various time limits.
- Run with different step sizes, compare autocorrelation lengths.
- Replace FullBinningAccumulator to NoBinningAccumulator
- Run with very low or high --step and see the underestimated error bars.

Checkpointing the simulation

- Checkpoint: save intermediate results, load to resume
- ALPSCore utilizes HDF5 format
 - Cross-platform
 - Hierarchical structure: Groups (~directories), Data (~files)
- ALPSCore can save/load:
 - Basic types (int, double etc.)
 - Vectors of basic types and of vectors of basic types etc.
 - Accumulators and parameters
 - Any user-defined class
 - Via save()/load() class members
 - Via traits (harder to do more complex code)
- Parameters can be constructed from HDF5 file too
 - Should not try to define them again in this case!
 Use par.is_restored().

Exercise 8

Exercise 8: Running and resuming.

The code is in \$tutorial/step5_pi_checkpoint.

Online: https://git.io/alpstut2_s5

- Build and run the code. There is an error: find and fix it!
- Build, run the corrected code (note more options available!).

```
1 $ ./alpsdemo --help
2 $ # Run for 5 sec
3 $ ./alpsdemo --step 1 --timelimit 5
```

- Note new files appear:
 - "*.out" file contains simulation results
 - "*.clone.h5" file contains checkpoint
- Restore the checkpoint:

```
1 $ # Run for 10 more sec:
2 $ ./alpsdemo alpsdemo.clone.h5 --timelimit 10
```

- Note:
 - compulsory --step is read from the checkpoint
 - parameters can be overridden (like --timelimit)

How to use MPI?

- Not many changes compared to the sequential version.
 - Use alps::mcmpiadapter<SequentialSimulationClass> as your simulation class.
 - Initialize MPI environment
 - Make sure that the parallel processes do not conflict for input/output
 - Use special constructor for parameters
- Note that the completion is checked only at certain intervals (1 sec minimum)
- Look at the code changes in your handouts.

Exercise 9

Exercise 9: Parallel runs.

The code is in \$tutorial/step6_pi_mpi.
Online: https://git.io/alpstut2_s6

- Build the MPI-parallelized program.
- Do timed runs with different number of processes.
- Observe checkpoint names.
- Try to restore from checkpoints, see how statistics builds up.

"Real-world" application: 2D Ising simulation

- The same principle as any other MC simulation:
 - Constructor: generated random spin population.
 - Update step: try to flip a random spin; compute energy change.
 - Measurements: energy, magnetization, magnetization squared.
- Performs arithmetics on results.
- For the sake of simplicity and clarity, a few optimization opportunities missed.
- The program uses a user-defined datatype, therefore needs loading/saving for it.

Exercise 10

Exercise 10: Parallelize the 2D Ising code.

The code is in \$tutorial/step7_ising.
Online: https://git.io/alpstut2_s7

Steps:

- Initialize MPI environment.
- ② Use alps::mcmpiadapter template.
- Use the parallel parameter constructor.
- Make sure each rank has its own checkpoint file.
- Make sure only the master process outputs the results.