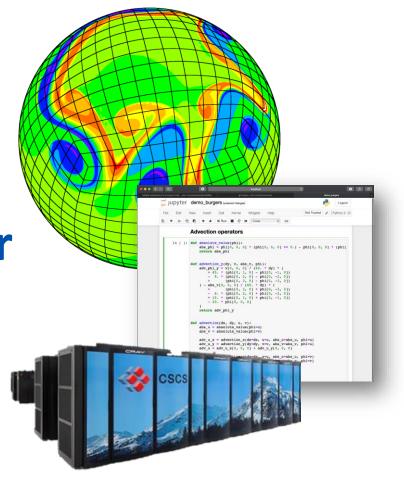
High Performance
Computing for Weather
and Climate (HPC4WC)

Content: Graphics Processing Units

Lecturer: Simon Adamov, Oliver Fuhrer

Block course 701-1270-00L

Summer 2025



Learning Goals

- Understand why specialized hardware such as GPUs has become the new norm
- Learn how to program a GPU using a high-level programming language
- Grasp the potential and difficulties of GPU computing

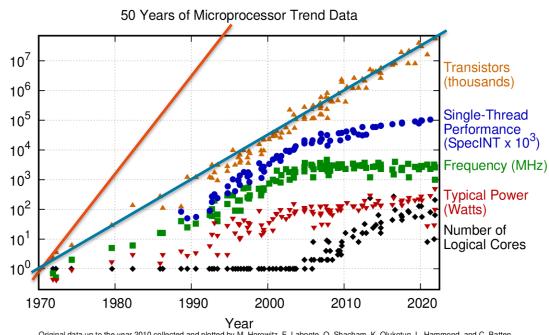
How does the landscape of HPC look today?

Moore's "Law" (1965)

Have you heard of this?

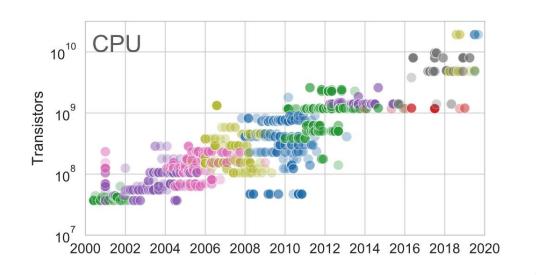
"The number of transistors in a dense integrated circuit will double every two years"

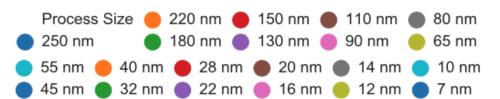
--- Yearlydoubling--- Biannualdoubling



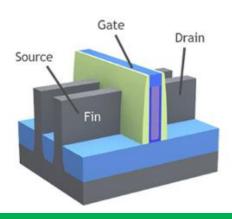
Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten New plot and data collected for 2010-2021 by K. Rupp

The End of General Purpose Computing?



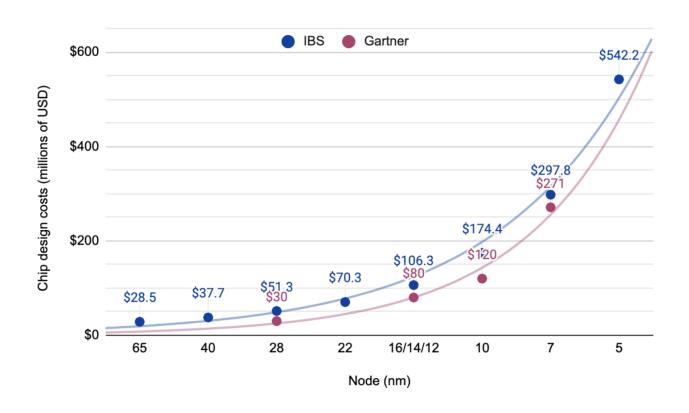


Transistor



How many nm in 2025? How small is one Si-Atom?

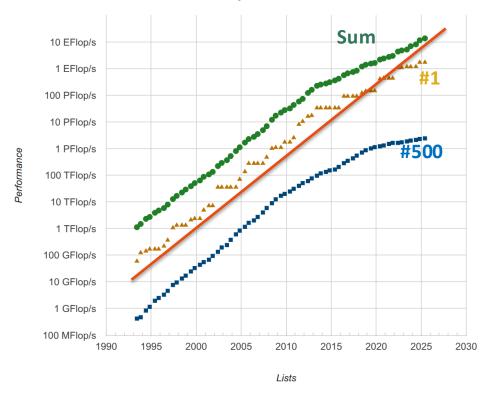
Chip Design Costs Increase



Source: top500.org

How Do the Most Powerful Systems Perform?

Performance Development



--- Yearly doubling

So why are we (still) ok?

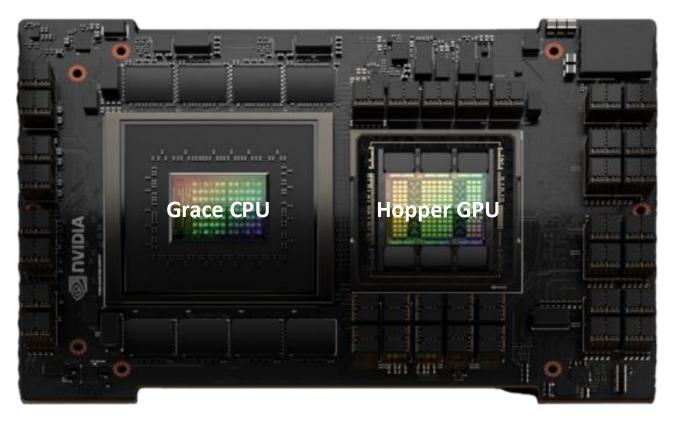
Rank	System	Cores	Rmax (PFlop/s)	Rpeak (PFlop/s)	Power (kW)	
1	El Capitan - HPE Cray EX255a, AMD 4th Gen EPYC 24C 1.8GHz, AMD Instinct MI300A, Slingshot-11, TOSS, HPE DOE/NNSA/LLNL United States	11,039,616	1,742.00 2,746.38 29,581 AMD GPU			
2	Frontier - HPE Cray EX235a, AMD Optimized 3rd Generation EPYC 64C 2GHz, AMD Instinct MI250X, Slingshot-11, HPE Cray OS, HPE D0E/SC/Oak Ridge National Laboratory United States	9,066,176	1,353.00 2,055.72 24,607 AMD GPU			
3	Aurora - HPE Cray EX - Intel Exascale Compute Blade, Xeon CPU Max 9470 52C 2.4GHz, Intel Data Center GPU Max, Slingshot-11, Intel D0E/SC/Argonne National Laboratory United States	9,264,128	1,012.00	1,980.01	38,698	
4	JUPITER Booster - BullSequana XH3000, GH Superchip 72C 3GHz, NVIDIA GH200 Superchip, Quad-Rail NVIDIA InfiniBand NDR200, RedHat Enterprise Linux, EVIDEN EuroHPC/FZJ Germany	4,801,344	793.40	930.00 DIA G	13,088 PU	
5	Eagle - Microsoft NDv5, Xeon Platinum 8480C 48C 2GHz, NVIDIA H100, NVIDIA Infiniband NDR, Microsoft Azure Microsoft Azure United States	2,073,600	561.20	846.84 IDIA G	PU	

Rank	System	Cores	Rmax (PFlop/s)	Rpeak (PFlop/s)	Power (kW)
5	HPC6 - HPE Cray EX235a, AMD Optimized 3rd Generation EPYC 64C 2GHz, AMD Instinct MI250X, Slingshot-11, RHEL 8.9, HPE	3,143,520	477.90 A. D. 4	606.97	8,461
	Eni S.p.A. Italy	AMD GPU			
7	Supercomputer Fugaku - Supercomputer Fugaku, A64FX 48C 2.2GHz, Tofu interconnect D, Fujitsu RIKEN Center for Computational Science Japan	7,630,848	442.01	537.21	29,899
8	Alps - HPE Cray EX254n, NVIDIA Grace 72C 3.1GHz, NVIDIA GH200 Superchip, Slingshot-11, HPE Cray OS,	2,121,600	434.90	574.84	7,124
	HPE Swiss National Supercomputing Centre (CSCS) Switzerland		NVII	DIA G	PU
9	LUMI - HPE Cray EX235a, AMD Optimized 3rd Generation EPYC 64C 2GHz, AMD Instinct MI250X, Slingshot-11, HPE EuroHPC/CSC	2,752,704	379.70	531.51	7,107
	Finland		AM	D GPI	J
10	Leonardo - BullSequana XH2000, Xeon Platinum 8358 32C 2.6GHz, NVIDIA A100 SXM4 64 GB, Quad-rail NVIDIA	1,824,768	241.20	306.31	7,494
	HDR100 Infiniband, EVIDEN EuroHPC/CINECA Italy	NVIDIA GPU			

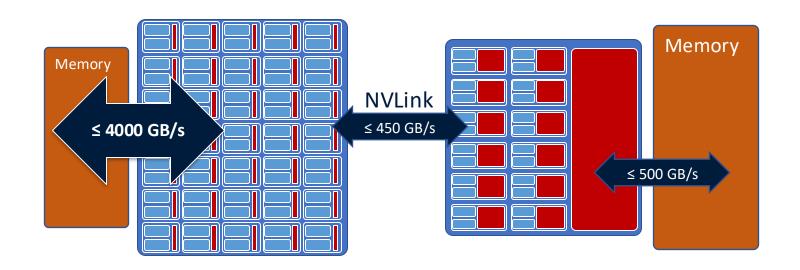
Specialized Chips are on the Rise!

Who has already worked on a specialized chip?

The NVIDIA GraceHopper 200

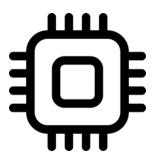


Node Architecture

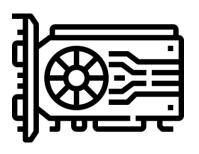


Important to minimize memory transfers between CPU and GPU!

CPU vs. GPU



Architecture



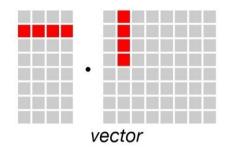
Latency

scalar

Optimization

Compute Primitive

Bandwidth



Hybrid Supercomputer - ALPS



~ 90% BW

~ 80% FLOP/s

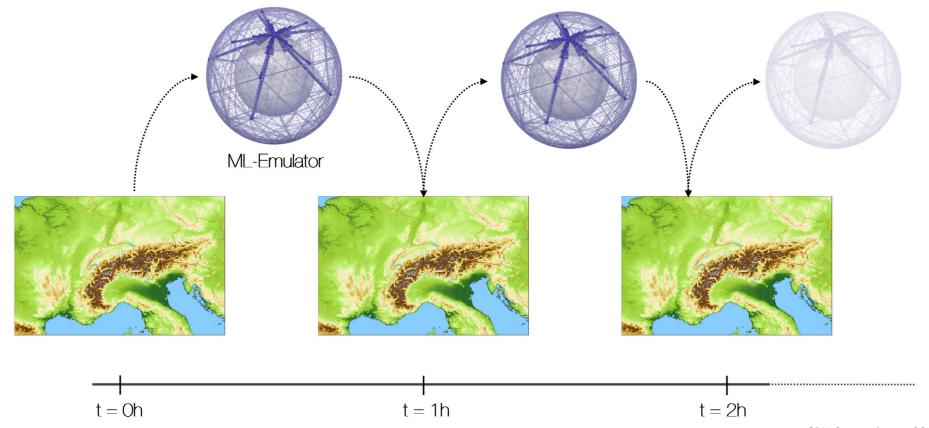
So how does this connect to weather and climate?

Weather and Climate on GPUs

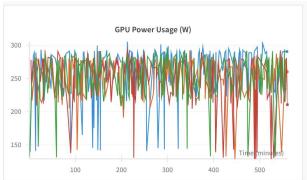


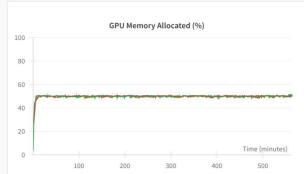
What are some pitfalls when doing GPU programming?

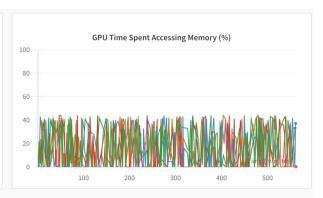
ML-Weather Modelling

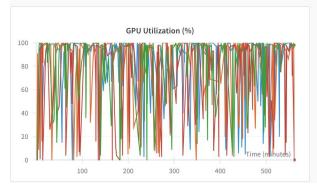


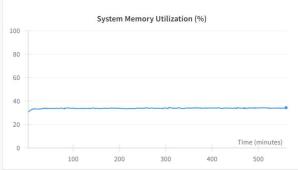
Pitfalls and Challenges











How did you program GPUs?

Programming GPUs







Lab Exercises

01-GPU-programming-cupy.ipynb

Introduction to GPU programming using a high-level programming language

Let's go!