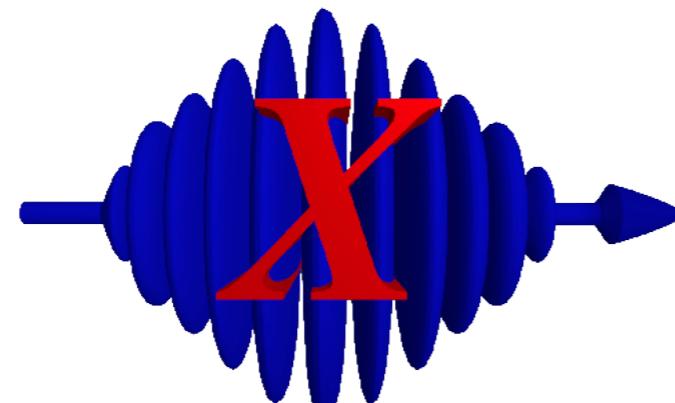
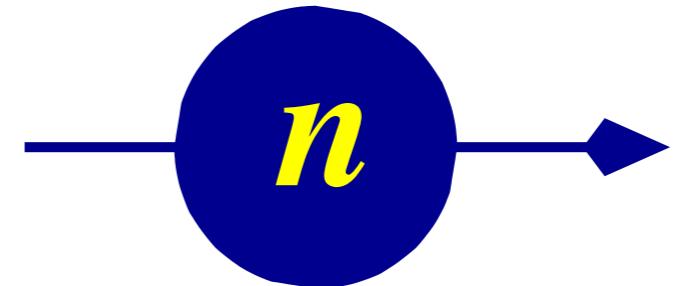


McXtrace



McStas



EUROPEAN
SPALLATION
SOURCE

Heading toward the GPU's....

Peter Willendrup (pkwi@fysik.dtu.dk)

McCode on GPU?



1st prototype, “null”-instrument with only one component.

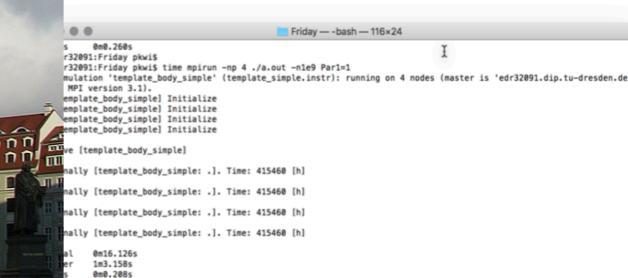
Based on NVIDIA compiler technology, PGCC and OpenACC pragmas



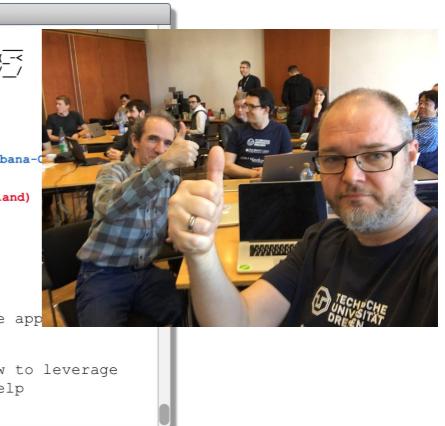
More to come in 2019!

McStas / McXtrace instrument

CPU MPI 4 cores (95 % usage)



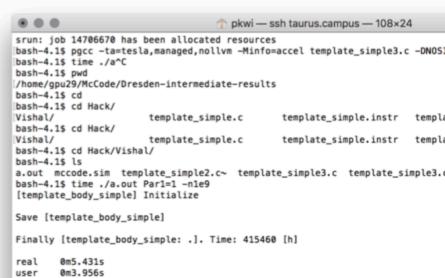
16.12 s (Single core 56.0 s)



Port heavy part of component to GPU (Shows some potential)

Port neutron loop to GPU
Lots of code
Code generation
Compiles! Speed up today

GPU 5% usage

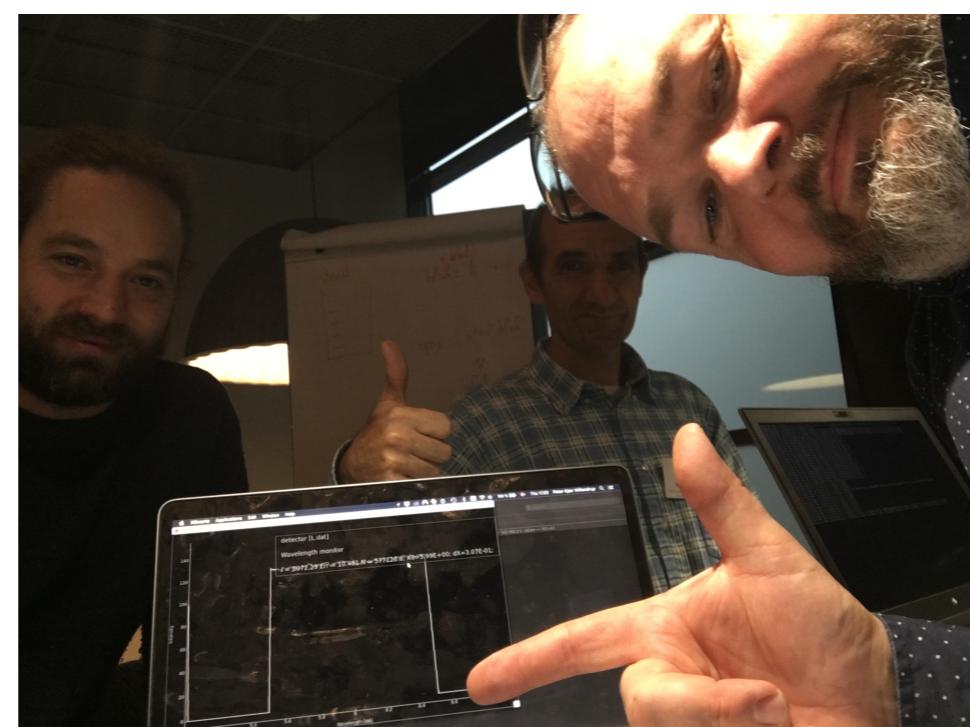


5.43 s

Rewritten code-generation with automated additions of OpenACC pragmas.

Quite transparent wrt. CPU vs. GPU

First simulations with meaningful output



GPU Hackathon

Introduction

CSC is in collaboration with Nvidia and the E-CAM European HPC center of Excellence arranging a 3-day GPU hackathon. The GPU hackathon is a coding event in which teams of developers port their applications or kernels to run on GPUs, or optimize their applications that already run on GPUs. In particular the hackathon focuses on applications that can scale up to multiple GPU nodes.

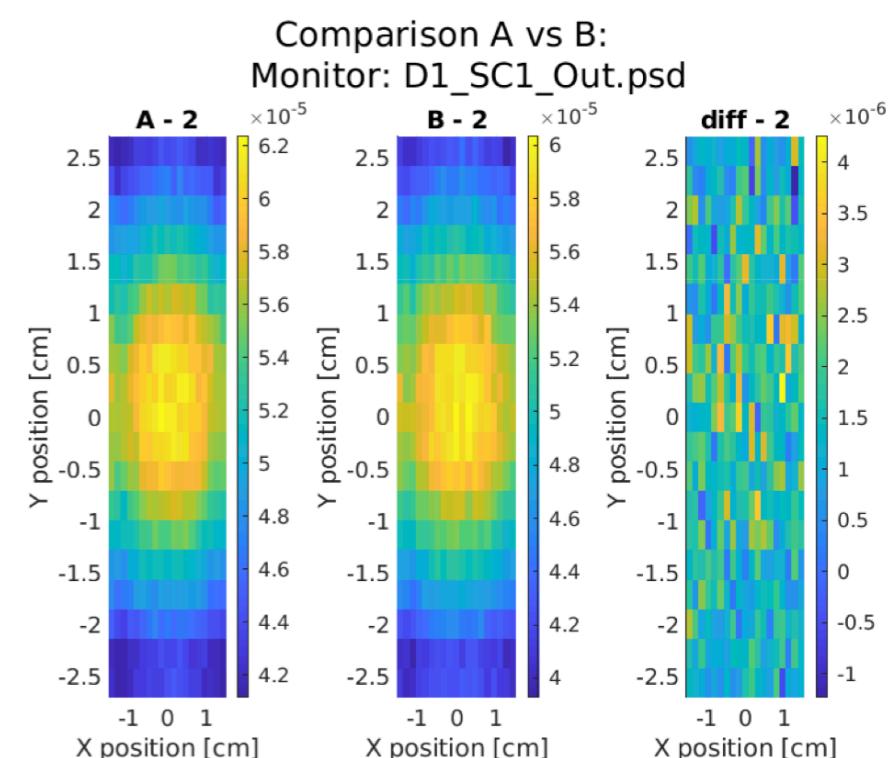
We are looking for teams of 3-4 developers. Collectively the team should know the application intimately. Please keep in mind that we are looking for teams with plans to develop GPU code – not to just run their code on GPUs. During the hackathon each team is supported by one mentor with in-depth GPU programming expertise.

At CSC the new Puhti-AI partition provides 80 nodes with 4 Nvidia Volta GPUs each. This system provides in total more than 2 petaflops of performance. This system is available during the course and accepted teams will also have access to the system beforehand to do some initial porting of the applications to Puhti.

Date: 16.10.2019 9:00 - 18.10.2019 17:00
Location details: The event is organised at the CSC Training Facilities located in the premises of CSC at Keilaranta 14, Espoo, Finland. The best way to reach us is by public transportation; more detailed [travel tips](#) are available.
Language: English
Price:

- Free for Finnish universities, universities of applied sciences and governmental research institutes.
- Free for others.

 The fee covers all materials, lunches as well as





9 instruments fully ported, also realistic ones like PSI_DMC

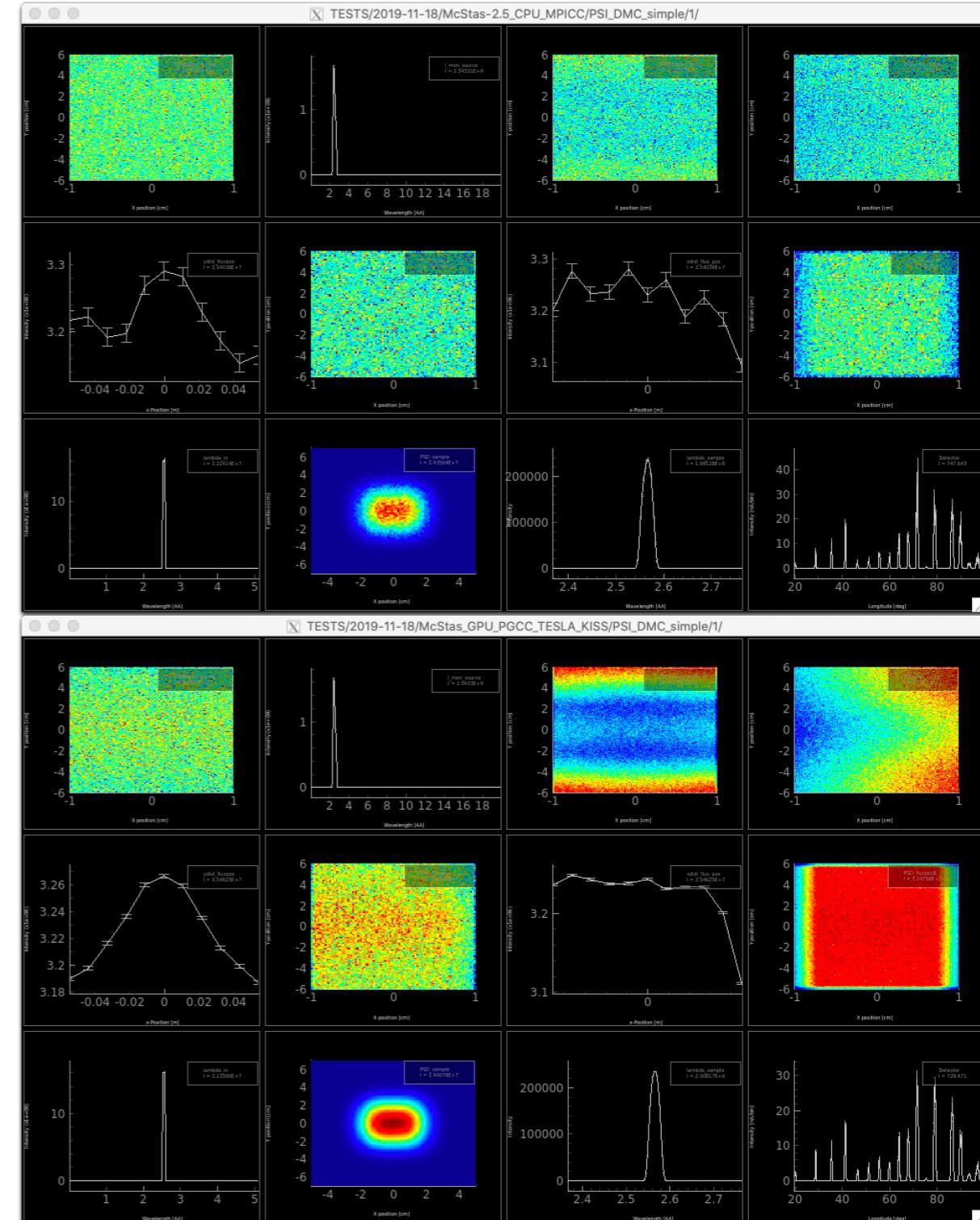


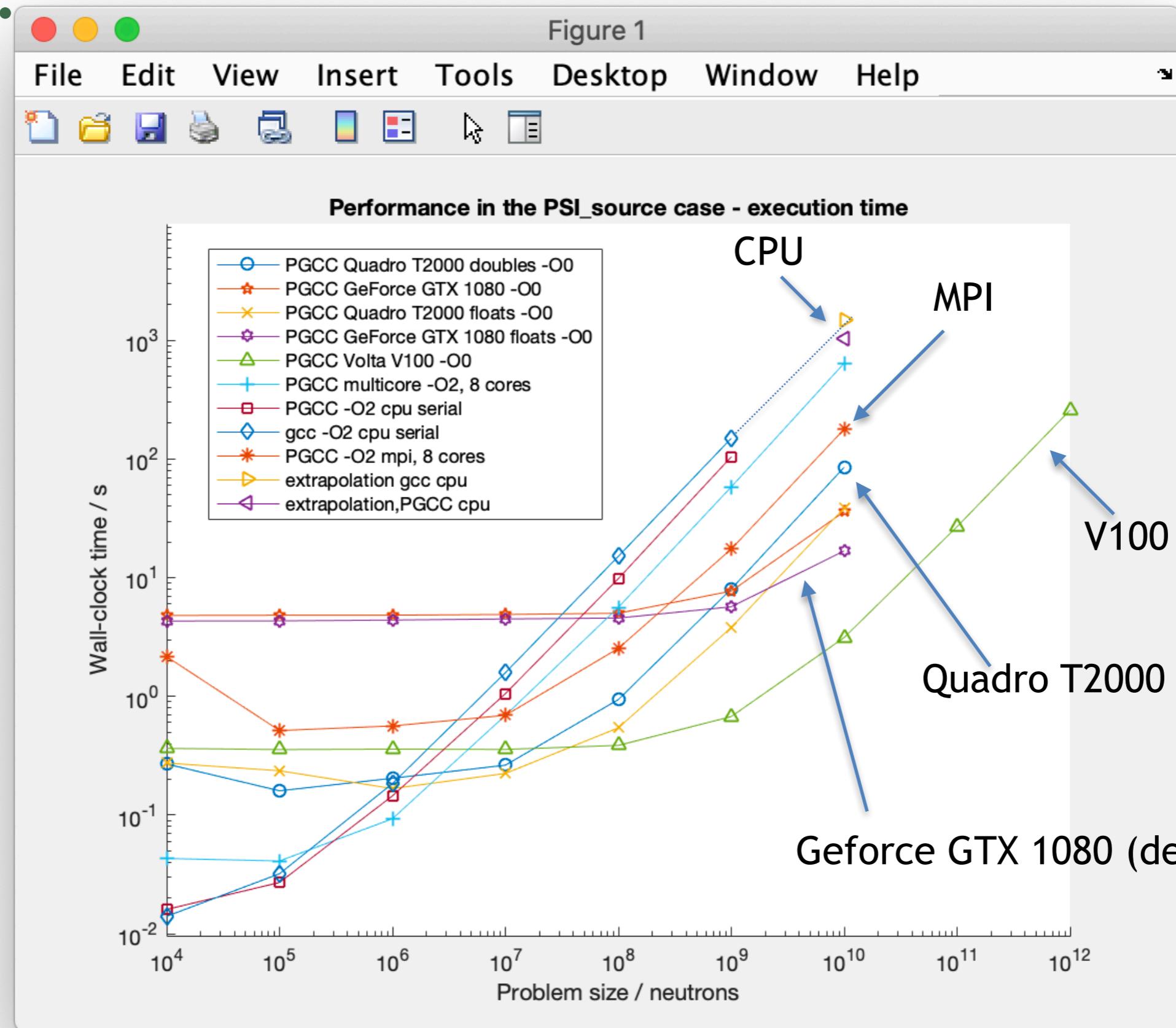
10-core MPI run,
1e7 in 2 secs

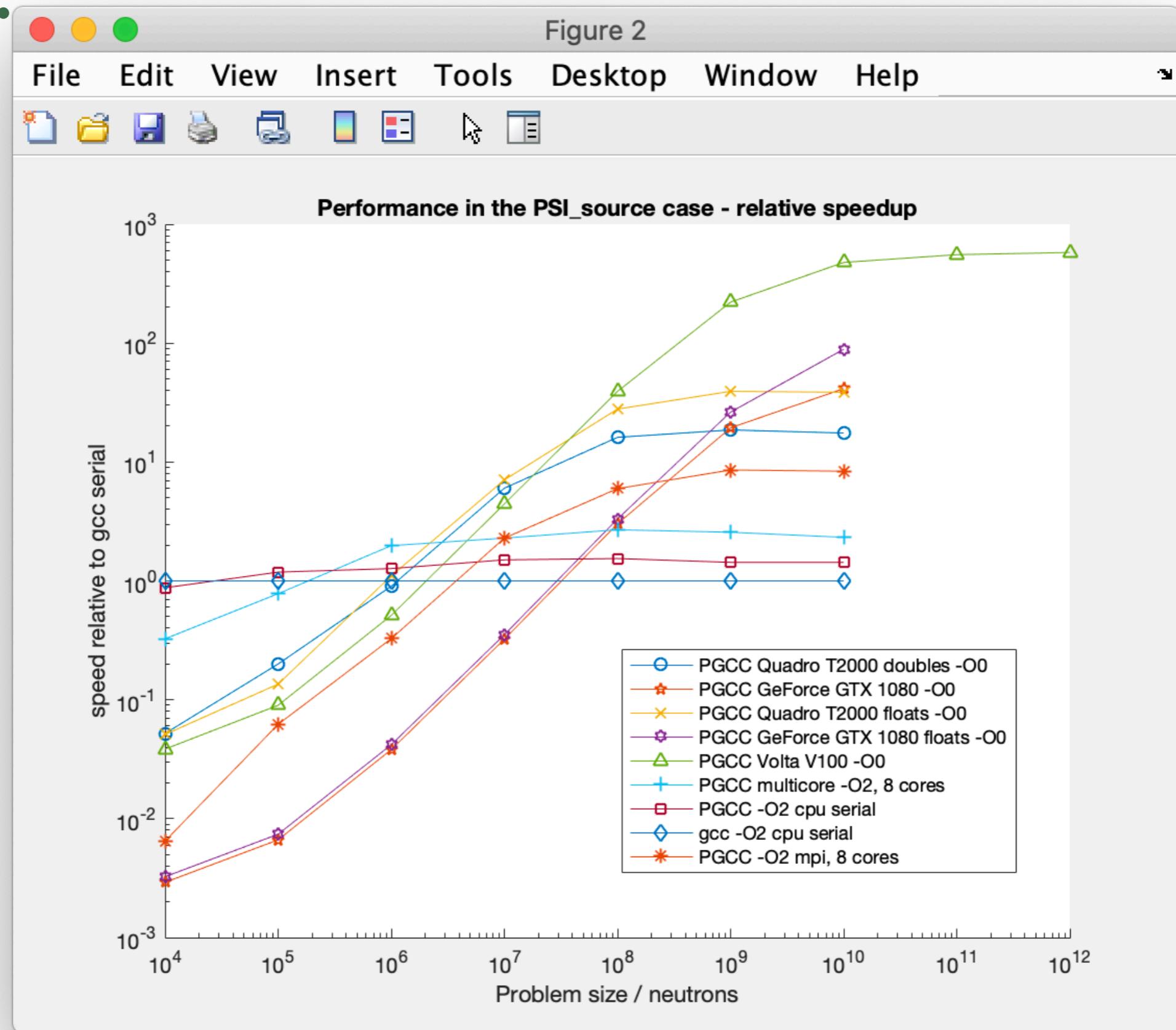
~ 2 orders of magnitude
wrt. a
single, modern CPU core



Tesla V100 run,
1e9 in 22 secs







```

GPU port instrument statistics:
- 21 out of 142 enabled (184 total) in mcstas-3.0 branch - these work:
  PSI_DMC_simple.out
  template.out
  PSI_source.out
  micro.out
  h8_test_legacy.out
  Samples_vanadium.out
  Samples_Incoherent_off.out
  ISIS_TS2_Brilliance.out
  BNL_H8_simple.out
  linup-1.out
  template_simple.out
  FZJ_KWS2_Lens.out
  linup-3.out
  Tomography.out
  nano.out
  Vout_test.out
  templateLaue.out
  ISIS_TS1_Brilliance.out
  mini.out
  linup-2.out
  HZB_FLEX.out
GPU port component statistics:
  2 Al_window
  45 Arm
  1 Beamstop
  1 Bender
  2 Brilliance_monitor
  6 Collimator_linear
  1 Divergence_monitor
  7 E_monitor
  9 Guide
  1 Guide_channeled
  2 Guide_curved
  8 Guide_simple
  1 Guide_tapering
  1 Hdiv_monitor
  2 ISIS_moderator
  2 Incoherent
  3 L_monitor
  1 Lens_simple
  4 Monitor
  3 Monitor_nD
  1 Monochromator_2foc
  1 Monochromator_curved
  28 Monochromator_flat
  33 PSD_monitor
  2 PSD_monitor_4PI
  3 PSDlin_monitor
  1 PowderN
  12 Progress_bar
  1 Selector
  1 Single_crystal
  46 Slit
  2 Source_Maxwell_3
  1 Source_div
  2 Source_gen
  11 Source_simple
  3 V_sample
  1 V_selector
- i.e. 37 out of 207 total in mcstas-3.0 branch

```

First step: McStas 3.0 - next generation code generator



- Limited-functionality “beta” release to be made public soon (jan-feb) after **2.6 (december)**
 - Expect bugs!
 - Only a subset of components / instruments
 - Event interchange with 2.6 possible via MCPL
- Main purpose: **get this working in ‘the wild’**
 - Your instruments will likely **require (limited) rewriting**
 - E.g. the declare section **cannot include assignments**
 - Your own components will **likely require rewriting**
 - E.g. the declare section **cannot include assignments**
 - Arrays must be declared-initialized using a new set of functions (i.e. not double PSD_I[nx][ny] with definition parms)
- Hence some backward compatibility is lost and we need to **increment major release #**

