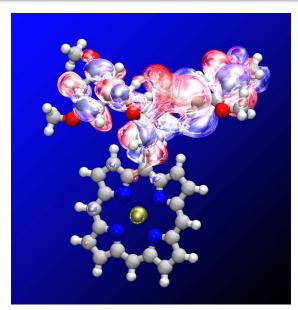


PORTING LFD MINIAPP TO GPU VIA OPENMP OFFLOAD

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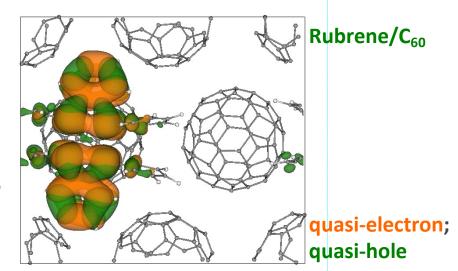
QXMD: Scalable Quantum Molecular Dynamics (QMD)



- ➤ Open source program for QMD with capabilities for nonadiabatic QMD (NAQMD) and multiscale shock
- Follow the trajectory of all atoms while computing interatomic interaction from first principles in the framework of density functional theory (DFT)

Zn porphyrin

- SoftwareX 10, 100307: 1-5 (2019)
- Proceedings of International Conference on High Performance Computing in Asia-Pacific Region, HPCAsia2020 best paper award, 1-10 (2020)



LFD Miniapp for QXMD

- Local field dynamics (LFD): key computational kernel of NAQMD
- > LFD solves many-electron dynamics in the framework of real-time (RT) time-dependent density functional theory
- > input to LDF is potential field, and it return the electron density

```
Total walltime
                    = 314.458 (s)
Electron-propagation = 92.8069 (s)
Field-propagation = 208.392 (s)
calc\_energy function = 26.7224 (s)
```

Most expensive functions : electron and field dynamics solvers

Developed LFD mini-app in C++ for GPU offloading and integration with QXMD

Time spent in various functions on a test system

```
====== Time spent in initilization:
  init param
                       = 0.000279768 (s)
                      = 0.228392 (s)
  init wfnvloc
  init_field
                      = 0.00852508 (s)
====== Time spent in indivudial functions:
  kin prop
                      = 89.1699 (s)
  pot_prop
                      = 3.402 (s)
  set_prop
                      = 0.0519754 (s)
                      = 0.00362018 (s)
  compute v
  compute_vxc
                      = 0.563744 (s)
  compute_rho
                      = 5.44145 (s)
  periodic bc
                      = 0.234753 (s)
  spectral field solve = 0.0048161 (s)
 Electron-propagation time ~ Kin_prop + pot_prop + periodic_bc
```

Electron filed solver: Kin_prop()

```
void kin_prop (int d, int p) {
float wrk[Nx+2][Ny+2][Nz+2][2], w[2];
for (int n=0; n < Norb; n++) {
 for (int i=1; I <= Nr[0]; i++)
   for (int j=1; j <= Nr[1]; j++)
       for (int k=1; k \le Nr[2]; k++) {
            w[0] = al[d][p][0]*psi[n][i][j][k][0] - al[d][p][1]*psi[n][i][j][k][1];
            w[1] = al[d][p][0]*psi[n][i][j][k][1] + al[d][p][1]*psi[n][i][j][k][0];
            for (int s=0; s<2; s++) wrk[i][j][k][s] = w[s];
     # update psi[n][i][j][k][s] \leftarrow wrk[i][j][k][s]
```

- Inefficient Memory usage & loop structure
- By loop reordering, we can get rid of wrk
- al doesn't depend on n, j and k. (can be cached)



```
void kin_prop (int d, int p) {
float w[2];
for (int j=1; j < Nr[1]; j++)
  for (int k=1; l <= Nr[2]; k++)
  for (int i=1; j <= Nr[0]; i++)

  for (int n=0; n < Norb; n++) {
      w[0] = al_0*psi[i][j][k][n][0] - al_1*psi[i][j][k][n][1];
      w[1] = al_1*psi[i][j][k][n][1] + al_0*psi[i][j][k][n][0];
      ...
      # update psi[n][i][j][k][s] ← w[s]
  }
}</pre>
```

- Inefficient Memory usage & loop structure
- By loop reordering, we can get rid of wrk
- al doesn't depend on n, j and k. (can be cached)
- Better memory usage and data locality by changing data layout psi[n,i,j,k,s]→ psi[i,j,k,n,s]



```
void kin prop (int d, int p) {
for (int j=1; j < Nr[1]; j++)
 for (int k=1; I <= Nr[2]; k++)
   for (int i=1; j <= Nr[0]; i++)
       for (int n=0; n < Norb; n++) {
            w[0] = al_0*psi[i][j][k][n][0] - al_1*psi[i][j][k][n][1];
            w[1] = al_1*psi[i][j][k][n][1] + al_0*psi[i][j][k][n][0];
             w[0] += bl_0[i]*psi[i-i][j][k][n][0] - bl_1[i]*psi[i-i][j][k][n][1];
             w[1] += bl_0[i]*psi[i-i][j][k][n][1] - bl_1[i]*psi[i-i][j][k][n][0];
            # update psi[n][i][j][k][s] \leftarrow w[s]
```

> use old psi





```
void kin_prop (int d, int p) {
for (int j=1; j < Nr[1]; j++)
  for (int k=1; I <= Nr[2]; k++) {
   for (int n=0; n <= Norb; n++) {
        psi_old0[n] = psi[0][j][k][n][0];
        psi_old1[n] = psi[0][j][k][n][1]; }
    for (int i=1; j <= Nr[0]; i++)
    for (int n=0; n < Norb; n++) {
             w[0] = al_0*psi[i][j][k][n][0] - al_1*psi[i][j][k][n][1];
             w[1] = al_1*psi[i][j][k][n][1] + al_0*psi[i][j][k][n][0];
                     += bl_0[i]*psi_old0[n] - bl_1[i]*psi_old1[n];
              w[1] += bl_0[i]*psi_old1[n] - bl_1[i]*psi_old0[n];
             # update psi_old0 \leftarrow psi[n][i][j][k][0] and psi_old1 \leftarrow psi[n][i][j][k][s]
            # update psi[n][i][j][k][s] \leftarrow w[s]
}}
 ENERGY U.S. Department of Energy laboratory managed by UChicago Argonne, LLC
```

- copy old psi to reduce scratch space
- > Involves complex operation
- convert psi, psi_old into1D complex variable



```
void kin_prop (int d, int p) {
for (int j=1; j < Nr[1]; j++)
 for (int k=1; I <= Nr[2]; k++) {
   for (int n=0; n < Norb; n++)
       psi_old[i] = psi[yz_stride+n];
       for (int i=1; j <= Nr[0]; i++)
       for (int n=0; n < Norb; n++) {
           w = al*psi[stride+n] + bl[i]*psi_old[n] + ...;
          # update psi_old0[n] ← psi[stride+n]
          # update psi[stride+n]← w
```

- Involves complex operation
- convert psi, psi_old into 1D complex variable

Before

std:: float psi[Nx+2][Ny+2][Nz+2][Norb] std:: float psi_old[Ny+2][Nz+2][Norb]

After

std::complex<float> psi

std::complex<float> psi_old



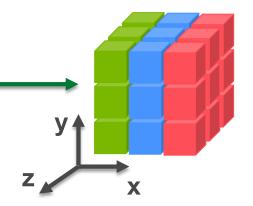


Electron filed solver: Kin_prop() Offload

```
void kin prop (int d, int p) {
#pragma omp team distribute collapse(2)
for (int j=1; j < Nr[1]; j++)
 for (int k=1; I <= Nr[2]; k++) {
  #pragma omp parallel for simd nowait
   for (int n=0; n < Norb; n++)
       psi_old[i] = psi[yz_stride+n];
       for (int i=1; j <= Nr[0]; i++)
      #pragma omp parallel for simd nowait
       for (int n=0; n < Norb; n++) {
          w = al*psi[stride+n] + bl[i]*psi old[n] + ...;
         # update psi_old0[n] ← psi[stride+n]
         # update psi[stride+n]← w
 }}
```

Hierarchical parallelism

- Coarse grain parallelism via omp team distribute on outer loops
- Fine grain parallelism on inner Norb loop by omp parallel for
- Typical size of Nr is 256 and Norb 100







Electron filed solver: Kin_prop() Offload Timing

```
void kin prop (int d, int p) {
#pragma omp team distribute collapse(2)
for (int j=1; j < Nr[1]; j++)
 for (int k=1; I <= Nr[2]; k++) {
  #pragma omp parallel for simd nowait
   for (int n=0; n < Norb; n++)
       psi_old[i] = psi[yz_stride+n];
       for (int i=1; j <= Nr[0]; i++)
      #pragma omp parallel for simd nowait
       for (int n=0; n < Norb; n++) {
          w = al*psi[stride+n] + bl[i]*psi old[n] + ...;
         # update psi_old0[n] ← psi[stride+n]
         # update psi[stride+n]← w
 }}
```

Updated timing

```
Total wall time = 208.29 (s)
Electron-propagation time = 1.44 (s)
Field-propagation time = 206.08 (s)
calc_energy function time = 18.81 (s)
```

Original

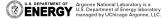
```
Total walltime = 314.458 (s)

Electron-propagation = 92.8069 (s)

Field-propagation = 208.392 (s)

calc_energy function = 26.7224 (s)
```

> Using xIr complier





Field Dynamics Solver: Field_prop ()

```
void field prop () {
 for (int i=1; i<=Nr[0]; i++)
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++)
        vH[2][i][j][k] = fx*vH[0][i-1][j][k] + .... + rho*rho[i][j][k]
 for (int i=1; i<=Nr[0]; i++)
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++){
          vH[1][i][j][k] += vH[2][i][j][k];
           vH[0][i][j][k] += vH[1][i][j][k]; }
```

Contains multiple loops which updates the individual point of the 4D vH[3][Nx][Ny][Nz] grid



Field Dynamics Solver: Field_prop () Offload

```
void field_prop () {
#pragma omp target teams distribute parallel for simd collapse(3)
 for (int i=1; i<=Nr[0]; i++)
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++)
         vH[2*dim stride+ stride] = fx*vH[offset rho-xyz stride] +...
#pragma omp target teams distribute parallel for simd collapse(3)
for (int i=1; i<=Nr[0]; i++)</pre>
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++){
         vH[1*dim stride+ stride] += vH[2*dim stride+ stride];
         vH[0*dim_stride+ stride] += vH[1*dim_stride+ stride];}
```

- Convert vH[3][Nx][Ny][Nz] into 1D dynamic array vH
- Allocate vH on device to minimize data movement between host and device
- Flat parallelism for omp offload





Field_prop () Offload Timing

```
void field_prop () {
#pragma omp target teams distribute parallel for simd collapse(3)
 for (int i=1; i<=Nr[0]; i++)
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++)
         vH[2*dim stride+ stride] = fx*vH[offset rho-xyz stride] +...
#pragma omp target teams distribute parallel for simd collapse(3)
for (int i=1; i<=Nr[0]; i++)</pre>
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++){
         vH[1*dim stride+ stride] += vH[2*dim stride+ stride];
         vH[0*dim stride+ stride] += vH[1*dim stride+ stride];}
```

Updated timing

```
Total walltime = 113.608 (s)

Electron-propagation = 1.55114 (s)

Field-propagation = 111.271 (s)
```

Original

```
Total walltime = 314.458 (s)
Electron-propagation = 92.8069 (s)
Field-propagation = 208.392 (s)
calc_energy function = 26.7224 (s)
```

GPU Activity time of field_prop

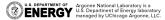
33.77%	9.84747s	1100000
19.38%	5.65139s	1100000
19.38%	5.65079s	1100000
19.34%	5.64034s	1100000





Field_prop () Asynchronous Offload

```
void field_prop () {
#pragma omp target teams distribute parallel for simd collapse(3) nowait depend(inout:vH ptr)
 for (int i=1; i<=Nr[0]; i++)
   for (int j=1; j<=Nr[1]; j++)
     for (int k=1; k<=Nr[2]; k++)
        vH[2*dim stride+ stride] = fx*vH[offset rho-xyz stride] +...
#pragma omp target teams distribute parallel for simd collapse(3) nowait depend(inout:vH ptr)
 for (int i=1; i<=Nr[0]; i++)
   for (int j=1; j<=Nr[1]; j++)
                                                                     Field_prop Timing
     for (int k=1; k<=Nr[2]; k++){
                                                                            Original = 208.392 s
        vH[1*dim stride+ stride] += vH[2*dim stride+ stride];
                                                                                       = 111.271 s
                                                                            Sync.
        vH[0*dim stride+ stride] += vH[1*dim stride+ stride];}
                                                                           Async.
                                                                                       = 26.722 s
```





Benchmark Results

System Size: Nx=Ny=Nz=32, Norb=64, Unit-cell (1,2,1)

Branch	Electron-Propagation		Field-propagation		Total time	
	XIr_c	ifx	XIr_c	ifx	XIr_c	ifx
Master	92.8069 s	8.841 s	208.39 s	41.88 s	314.45 s	51.52 s
Kin_offload	1.4400 s	2.06 s	206.08 s	28.03 s	208.29 s	31.17 s
Kin_Field_sync_offload	1.5511 s	Error	111.27 s	Error	113.60 s	Error
Kin_Field_async_offload	0.8317 s	-	27.46 s	-	29.03 s	-





Summary

1) System Size: Nx=Ny=Nz=32, Norb=32, Unit-cell (1,1,1)

Branch	Electron-propagation (s)	Field-propagation (s)	Total Time (s)
Master	46.7649	42.0905	95.7997
Kin_offload	0.79	41.72	43.23
Kin_Field_sync_offload	0.752694	22.3408	23.8729
Kin_Field_async_offload	0.449227	5.56158	6.74293

2) System Size: Nx=Ny=Nz=32, Norb=64, Unit-cell (1,2,1)

Branch	Electron-propagation (s)	Field-propagation (s)	Total Time (s)
Master	92.8069	208.392	314.458
Kin_offload	1.44	206.08	208.29
Kin_Field_sync_offload	1.55114	111.271	113.608
Kin_Field_async_offload	0.831752	27.457	29.0229

