

October 29-31, 2024

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# ALCF Hands-on HPC Workshop

OCTOBER 30<sup>TH</sup>, 2024

# AI Testbeds at ALCF

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Argonne National Laboratory

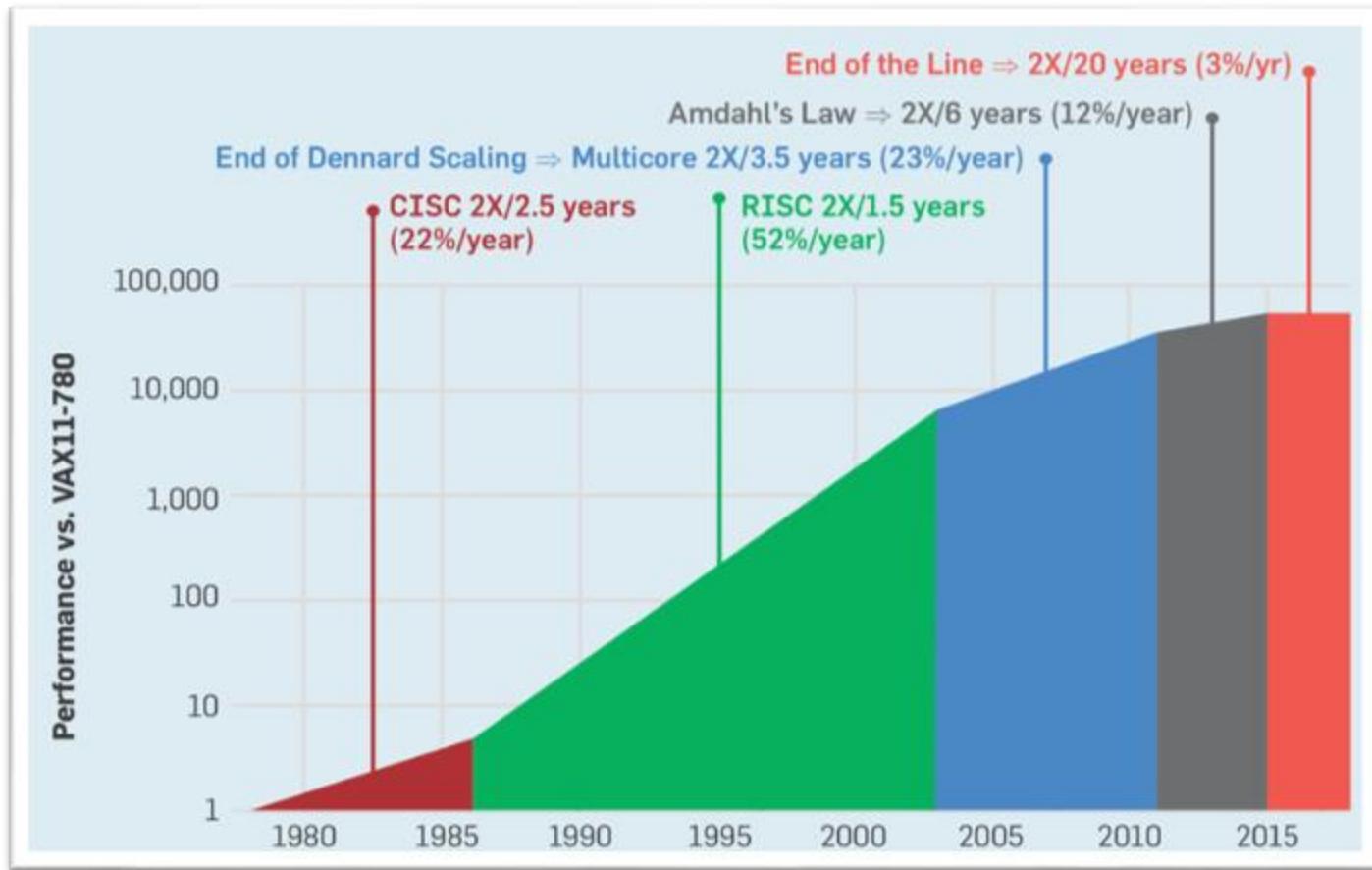
Contributors: Murali Emani, Varuni Sastry, Bill Arnold, Krishna Teja Chitty-Venkata, Venkat Vishwanath



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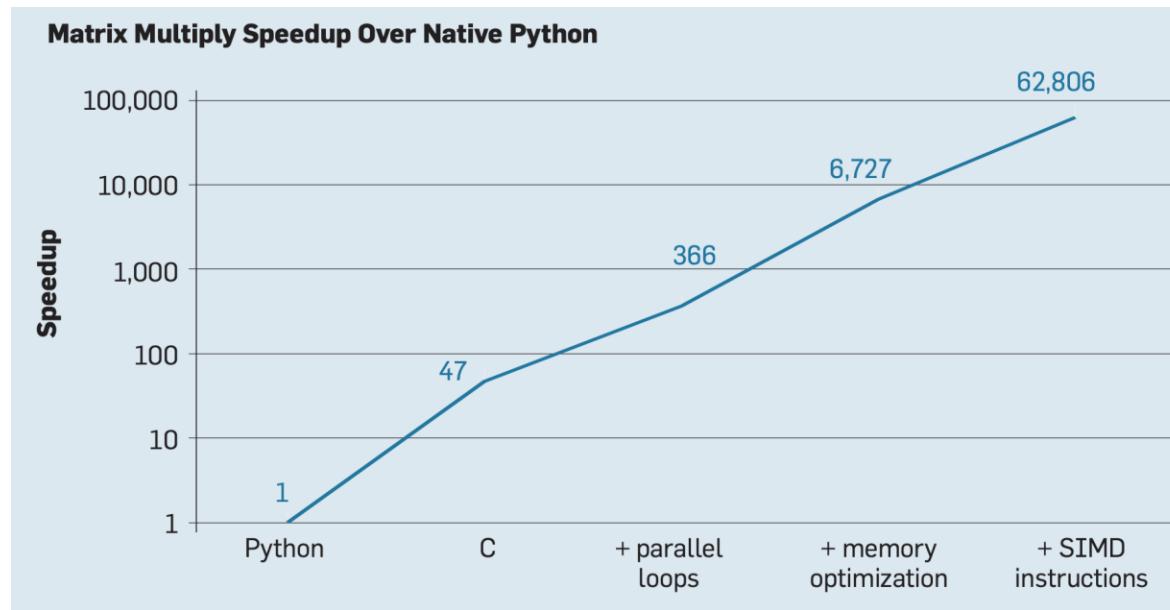
# Motivation



Growth of computer performance

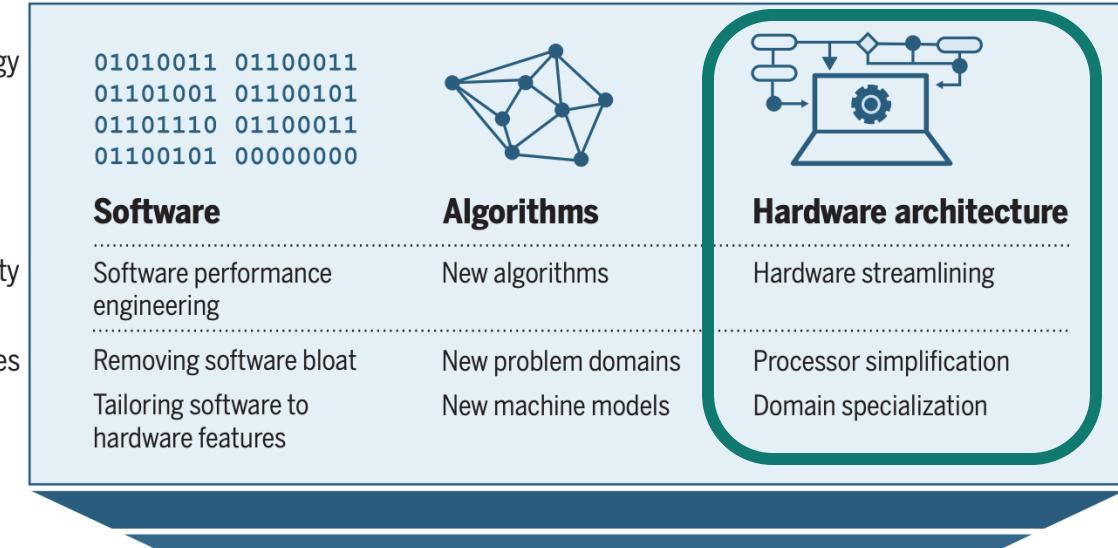
An era without  
**Dennad's scaling** along  
with reduced **Moore's law** and **Amdahl's law** is  
in full effect.

# Motivation



Better Software and algorithms

Technology  
Opportunity  
Examples



**The Bottom**  
for example, semiconductor technology

Domain Specific Architectures  
and Languages

- Charles E. Leiserson et al., There's plenty of room at the Top: What will drive computer performance after Moore's law?. Science368, eaam9744(2020). DOI:10.1126/science.aam9744
- John L. Hennessy and David A. Patterson. 2019. A new golden age for computer architecture. Commun. ACM 62, 2 (February 2019), 48–60. <https://doi.org/10.1145/3282307>

# ALCF AI Testbed

<https://www.alcf.anl.gov/alcf-ai-testbed>



Cerebras CS-2



SambaNova DataScale  
SN30



Graphcore  
Bow Pod64



Habana  
Gaudi1



GroqRack

- Infrastructure of next-generation machines with AI hardware accelerators
- Provide a platform to evaluate usability and performance of AI4S applications
- Understand how to integrate AI systems with supercomputers to accelerate science

# ALCF AI Testbed

<https://www.alcf.anl.gov/alcf-ai-testbed>



Cerebras CS-2



SambaNova DataScale  
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Graphcore  
Bow Pod64



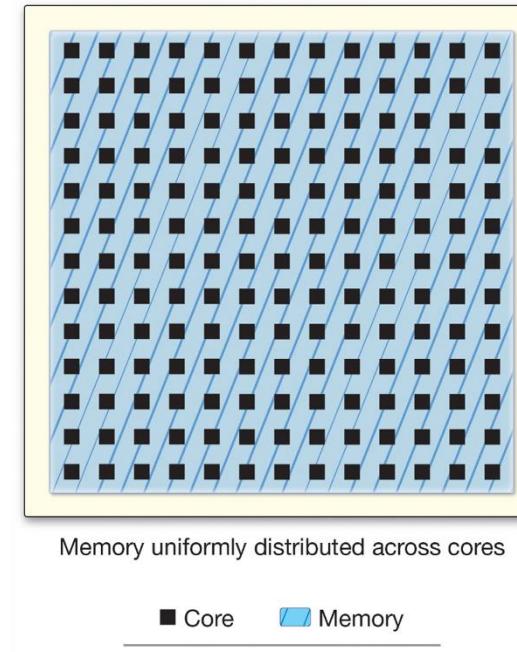
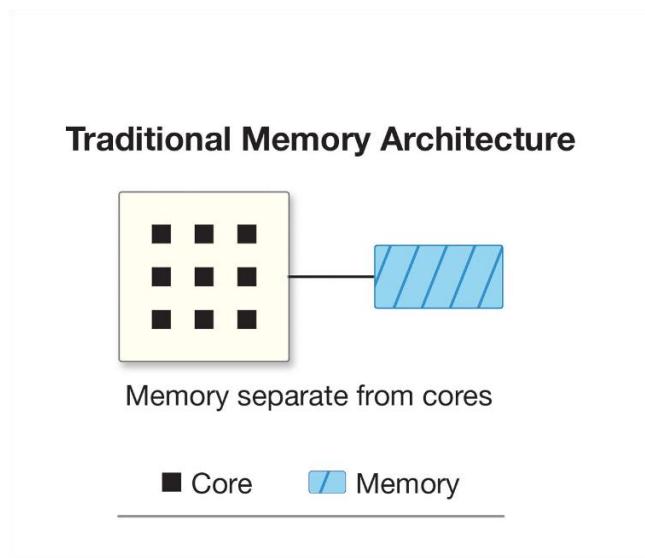
Habana  
Gaudi1



GroqRack

- **Cerebras:** 2 CS-2 nodes, each with 850,000 Cores, compute-intensive models
- **SambaNova:** DataScale SN30 8 nodes (8 SN30 RDUs per node) - 1TB mem per device, models with large memory footprint
- **Graphcore:** Bow Pod64 4 nodes (16 IPUs per node) - MIMD, irregular workloads such as graph neural networks
- **GroqRack:** 8 nodes, 8 GroqNodes per node - inference at batch 1
- **Habana Gaudi1:** 2 nodes, 8 cards per node - On-chip integration of RDMA over Converged Ethernet (RoCE2), scale-out efficiency

# Von Neumann vs spatial architectures



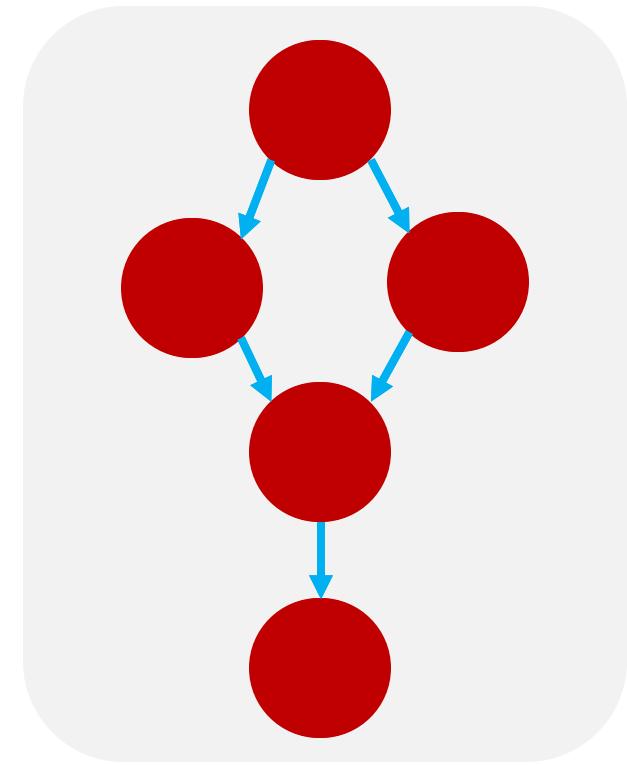
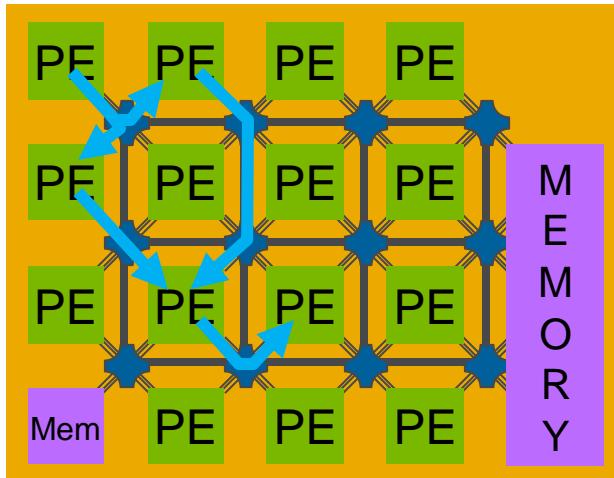
- Limitations of Traditional Architectures
- Heavy data movement leads to Increased Energy Cost in GPUs

- Rise of domain-specific dataflow inspired architectures

# SPATIAL RECONFIGURABLE ARCHITECTURES

## Workflow

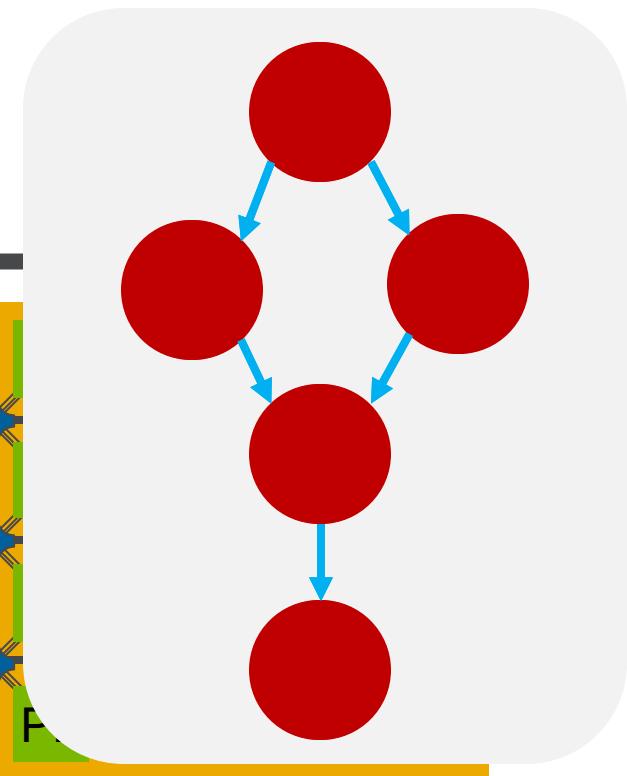
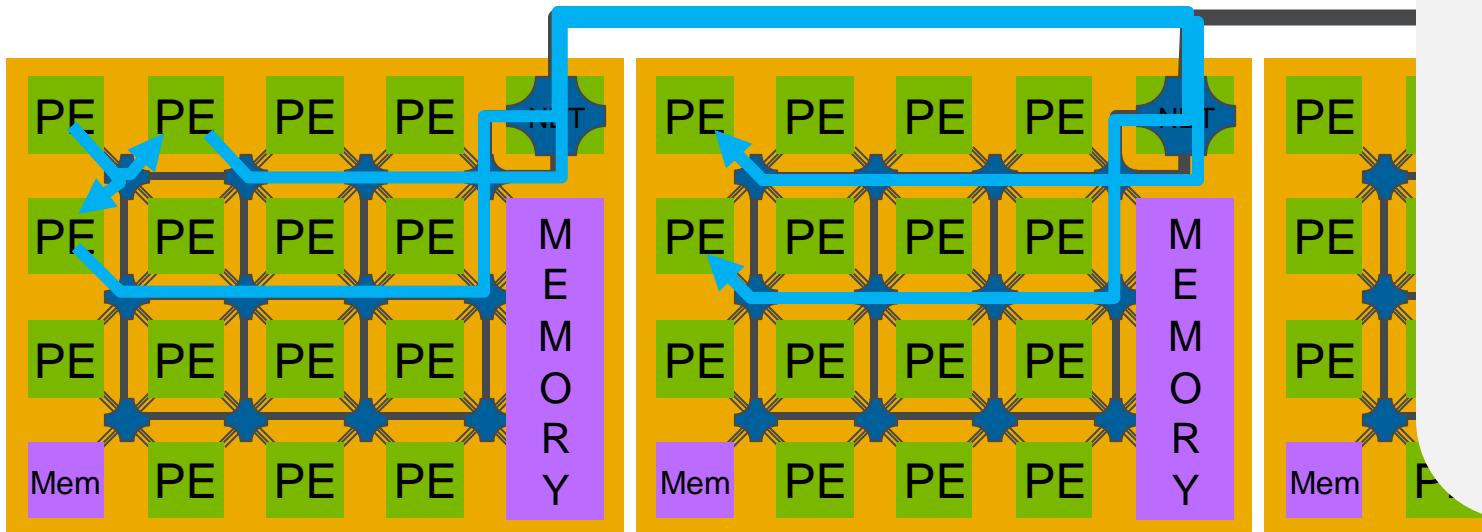
- Program is represented as a graph
- This program graph is mapped on the architecture



# SPATIAL RECONFIGURABLE ARCHITECTURES

## Workflow

- Program is represented as a graph
- This program graph is mapped on the architecture



	<b>Cerebras CS2</b>	<b>SambaNova Cardinal SN30</b>	<b>Groq GroqRack</b>	<b>GraphCore GC200 IPU</b>	<b>Habana Gaudi1</b>	<b>NVIDIA A100</b>
<b>Compute Units</b>	850,000 Cores	640 PCUs	5120 vector ALUs	1472 IPUs	8 TPC + GEMM engine	6912 Cuda Cores
<b>On-Chip Memory</b>	40 GB L1, 1TB+ MemoryX	>300MB L1 1TB	230MB L1	900MB L1	24 MB L1 32GB	192KB L1 40MB L2 40-80GB
<b>Process</b>	7nm	7nm	7 nm	7nm	7nm	7nm
<b>System Size</b>	2 Nodes including Memory-X and Swarm-X	8 nodes (8 cards per node)	9 nodes (8 cards per node)	4 nodes (16 cards per node)	2 nodes (8 cards per node)	Several systems
<b>Estimated Performance of a card (TFlops)</b>	>5780 (FP16)	>660 (BF16)	>250 (FP16) >1000 (INT8)	>250 (FP16)	>150 (FP16)	312 (FP16), 156 (FP32)
<b>Software Stack Support</b>	Tensorflow, Pytorch	SambaFlow, Pytorch	GroqAPI, ONNX	Tensorflow, Pytorch, PopArt	Synapse AI, TensorFlow and PyTorch	Tensorflow, Pytorch, etc
<b>Interconnect</b>	Ethernet-based	Ethernet-based	RealScale™	IPU Link	Ethernet-based	NVLink

## Director's Discretionary (DD) Allocation Award

Director's Discretionary (DD) awards support various project objectives from scaling code to preparing for future computing competition to production scientific computing in support of strategic partnerships.

**Getting Started on ALCF AI Testbed:  
Apply for a Director's Discretionary (DD)  
Allocation Award**

Cerebras CS-2,  
SambaNova Datascale SN30,  
GroqRack and  
Graphcore Bow Pod64  
are available for allocations

[Allocation Request Form](#)

[AI Testbed User Guide](#)

# Recent Publications

- **LLM-Inference-Bench: Inference Benchmarking of Large Language Models on AI Accelerators**  
Krishna Teja Chitty-Venkata, Siddhisanket Raskar, Bharat Kale, Farah Ferdaus, Aditya Tanikanti, Ken Raffenetti, Valerie Taylor, Murali Emani, Venkatram Vishwanath, "LLM-Inference-Bench: Inference Benchmarking of Large Language Models on AI Accelerators," 2024 IEEE/ACM International Workshop on Performance Modeling, Benchmarking and Simulation of High-Performance Computer Systems (PMBS), Atlanta, GA, USA, 2024.
- **Toward a Holistic Performance Evaluation of Large Language Models Across Diverse AI Accelerators**  
Murali Emani, Sam Foreman, Varuni Sastry, Zhen Xie, William Arnold, Rajeev Thakur, Venkatram Vishwanath, Michael E Papka, Sanjiv Shanmugavelu, Darshan Gandhi, Hengyu Zhao, Dun Ma, Kiran Ranganath, Rick Weisner, Jiunn-yeu Chen, Yuting Yang, Natalia Vassilieva, Bin C Zhang, Sylvia Howland, Alexander Tsyplikhin. 2024 IEEE International Parallel and Distributed Processing Symposium Workshops (IPDPSW)
- **GenSLMs: Genome-scale language models reveal SARS-CoV-2 evolutionary dynamics**  
Maxim Zvyagin, Alexander Brace, Kyle Hippe, Yuntian Deng, Bin Zhang, Cindy Orozco Bohorquez, Austin Clyde, Bharat Kale, Danilo Perez Rivera, Heng Ma, Carla M. Mann, Michael Irvin, J. Gregory Pauloski, Logan Ward, Valerie Hayot, Murali Emani, Sam Foreman, Zhen Xie, Diangen Lin, Maulik Shukla, Weili Nie, Josh Romero, Christian Dallago, Arash Vahdat, Chaowei Xiao, Thomas Gibbs, Ian Foster, James J. Davis, Michael E. Papka, Thomas Brettin, Rick Stevens, Anima Anandkumar, Venkatram Vishwanath, Arvind Ramanathan  
**\*\* Winner of the ACM Gordon Bell Special Prize for High Performance Computing-Based COVID-19 Research, 2022,**  
DOI: <https://doi.org/10.1101/2022.10.10.511571>
- **A Comprehensive Evaluation of Novel AI Accelerators for Deep Learning Workloads**  
Murali Emani, Zhen Xie, Sid Raskar, Varuni Sastry, William Arnold, Bruce Wilson, Rajeev Thakur, Venkatram Vishwanath, Michael E Papka, Cindy Orozco Bohorquez, Rick Weisner, Karen Li, Yongning Sheng, Yun Du, Jian Zhang, Alexander Tsyplikhin, Gurdaman Khaira, Jeremy Fowers, Ramakrishnan Sivakumar, Victoria Godsoe, Adrian Macias, Chetan Tekur, Matthew Boyd, *13th IEEE International Workshop on Performance Modeling, Benchmarking and Simulation of High Performance Computer Systems (PMBS) at SC 2022*

# Recent Publications

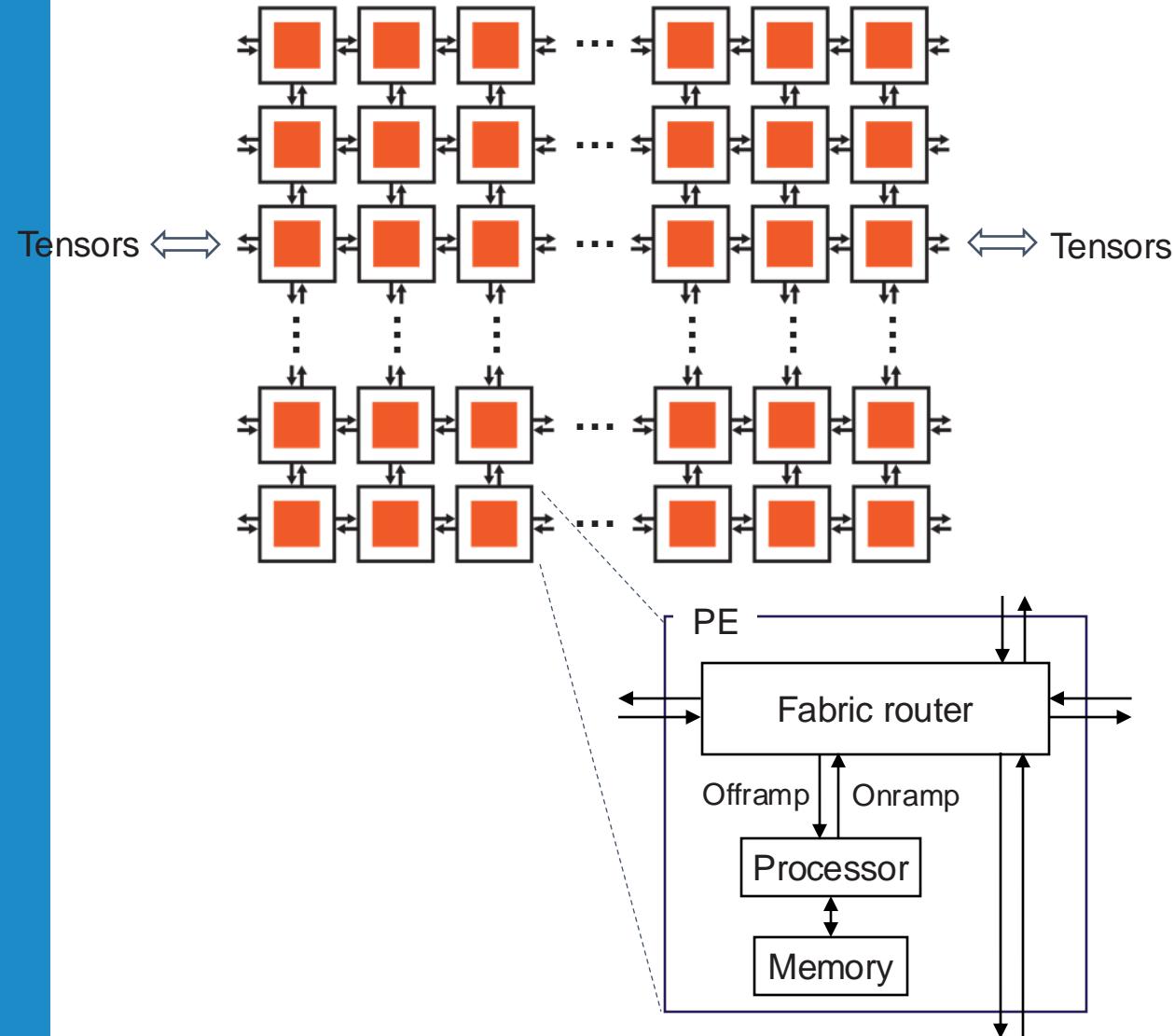
- **Enabling real-time adaptation of machine learning models at x-ray Free Electron Laser facilities with high-speed training optimized computational hardware**  
Petro Junior Milan, Hongqian Rong, Craig Michaud, Naoufal Layad, Zhengchun Liu, Ryan Coffee, Frontiers in Physics  
DOI: <https://doi.org/10.3389/fphy.2022.958120>
- **Intelligent Resolution: Integrating Cryo-EM with AI-driven Multi-resolution Simulations to Observe the SARS-CoV-2 Replication-Transcription Machinery in Action\***  
Anda Trifan, Defne Gorgun, Zongyi Li, Alexander Brace, Maxim Zvyagin, Heng Ma, Austin Clyde, David Clark, Michael Salim, David Hardy, Tom Burnley, Lei Huang, John McCalpin, Murali Emani, Hyenseung Yoo, Junqi Yin, Aristeidis Tsaris, Vishal Subbiah, Tanveer Raza, Jessica Liu, Noah Trebesch, Geoffrey Wells, Venkatesh Mysore, Thomas Gibbs, James Phillips, S.Chakra Chennubhotla, Ian Foster, Rick Stevens, Anima Anandkumar, Venkatram Vishwanath, John E. Stone, Emad Tajkhorshid, Sarah A. Harris, Arvind Ramanathan, International Journal of High-Performance Computing (IJHPC'22) DOI: <https://doi.org/10.1101/2021.10.09.463779>
- **Stream-AI-MD: Streaming AI-driven Adaptive Molecular Simulations for Heterogeneous Computing Platforms**  
Alexander Brace, Michael Salim, Vishal Subbiah, Heng Ma, Murali Emani, Anda Trifa, Austin R. Clyde, Corey Adams, Thomas Uram, Hyunseung Yoo, Andrew Hock, Jessica Liu, Venkatram Vishwanath, and Arvind Ramanathan. 2021 Proceedings of the Platform for Advanced Scientific Computing Conference (PASC'21). DOI: <https://doi.org/10.1145/3468267.3470578>
- **Bridging Data Center AI Systems with Edge Computing for Actionable Information Retrieval**  
Zhengchun Liu, Ahsan Ali, Peter Kenesei, Antonino Miceli, Hemant Sharma, Nicholas Schwarz, Dennis Trujillo, Hyunseung Yoo, Ryan Coffee, Naoufal Layad, Jana Thayer, Ryan Herbst, Chunhong Yoon, and Ian Foster, 3rd Annual workshop on Extreme-scale Event-in-the-loop computing (XLOOP), 2021
- **Accelerating Scientific Applications With SambaNova Reconfigurable Dataflow Architecture**  
Murali Emani, Venkatram Vishwanath, Corey Adams, Michael E. Papka, Rick Stevens, Laura Florescu, Sumti Jairath, William Liu, Tejas Nama, Arvind Sujeeth, IEEE Computing in Science & Engineering 2021 DOI: <10.1109/MCSE.2021.3057203>.

\* Finalist in the ACM Gordon Bell Special Prize for High Performance Computing-Based COVID-19 Research, 2021



- **850,000** cores optimized for sparse linear algebra
- **46,225 mm<sup>2</sup>** silicon
- **2.6 trillion** transistors, **7nm** process technology
- **40 gigabytes** of on-chip memory
- **20 PByte/s** memory bandwidth **220 Pbit/s** fabric bandwidth

# WSE-2 Architecture Basics



The WSE appears as a logical 2D array of individually programmable Processing Elements

## Flexible compute

- 850,000 general purpose CPUs
- 16- and 32-bit native FP and integer data types
- **Dataflow programming:** Tasks are activated or triggered by the arrival of data packets

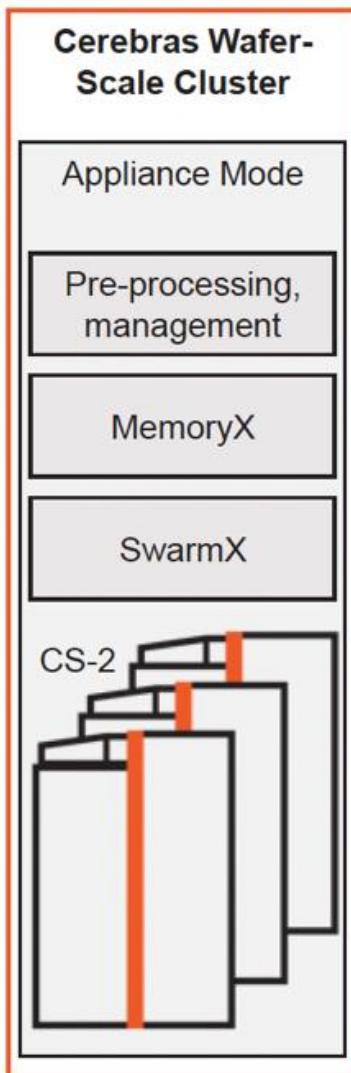
## Flexible communication

- Programmable router
- Static or dynamic routes (**colors**)
- Data packets (**wavelets**) passed between PEs
- 1 cycle for PE-to-PE communication

## Fast memory

- 40GB on-chip SRAM
- Data and instructions
- 1 cycle read/write

# Wafer-Scale Cluster



Input preprocessing servers stream training data

MemoryX - Stores and streams model's weights

SwarmX – weight broadcasts and gradient across multiple CS2s

Compilation (maps graph to kernels) Execution (training)

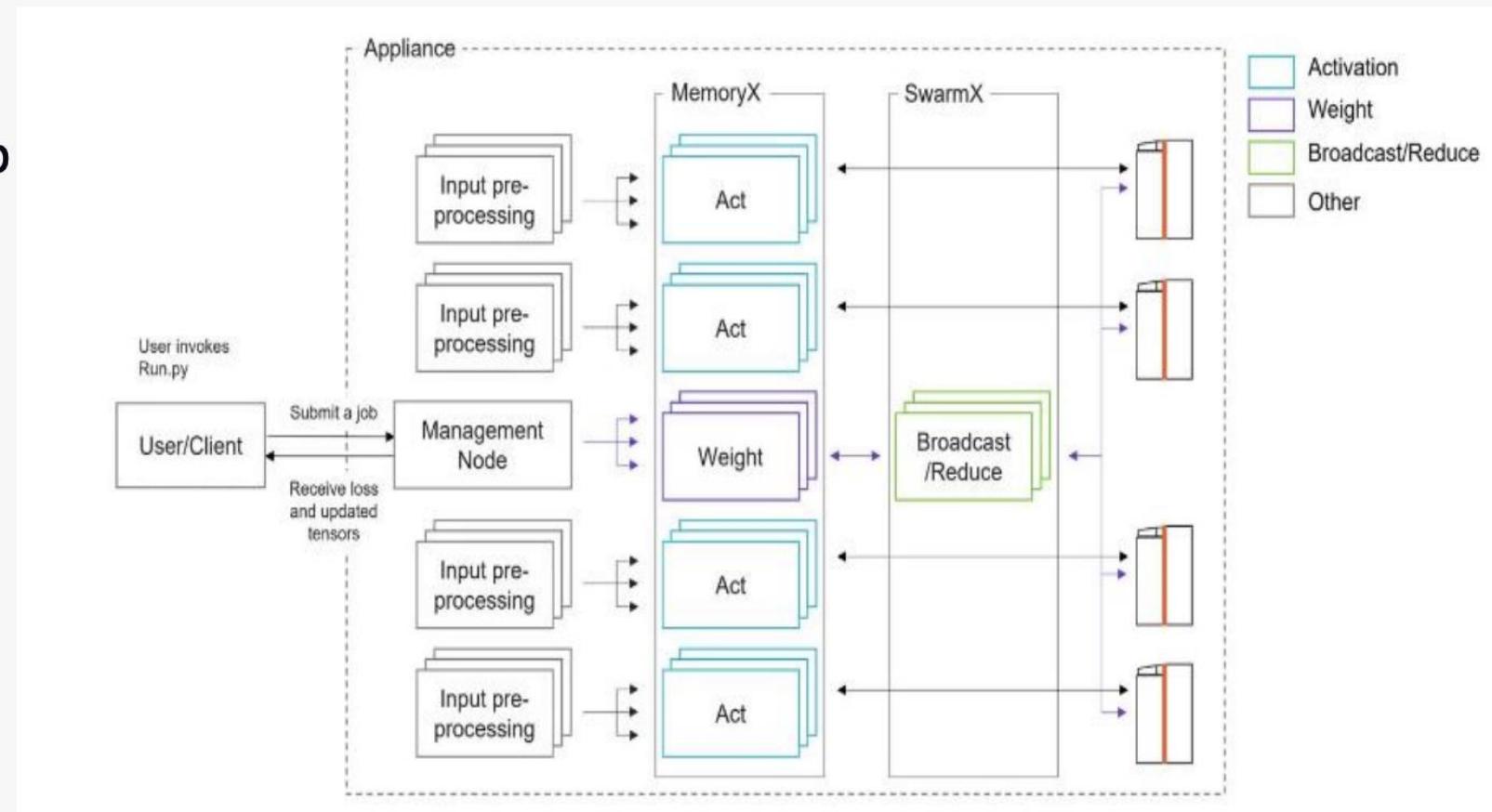
Image Courtesy: Cerebras

# Cerebras CS-2 Cluster

<https://www.alcf.anl.gov/alcf-ai-testbed>

## ALCF's CS-2 Cluster

- 2 CS-2 Appliances (each chip 46225 mm<sup>2</sup>)
- 1 Management node
- 16 Worker nodes
- 24 MemoryX nodes
- 6 SwarmX nodes
- 3 user login nodes

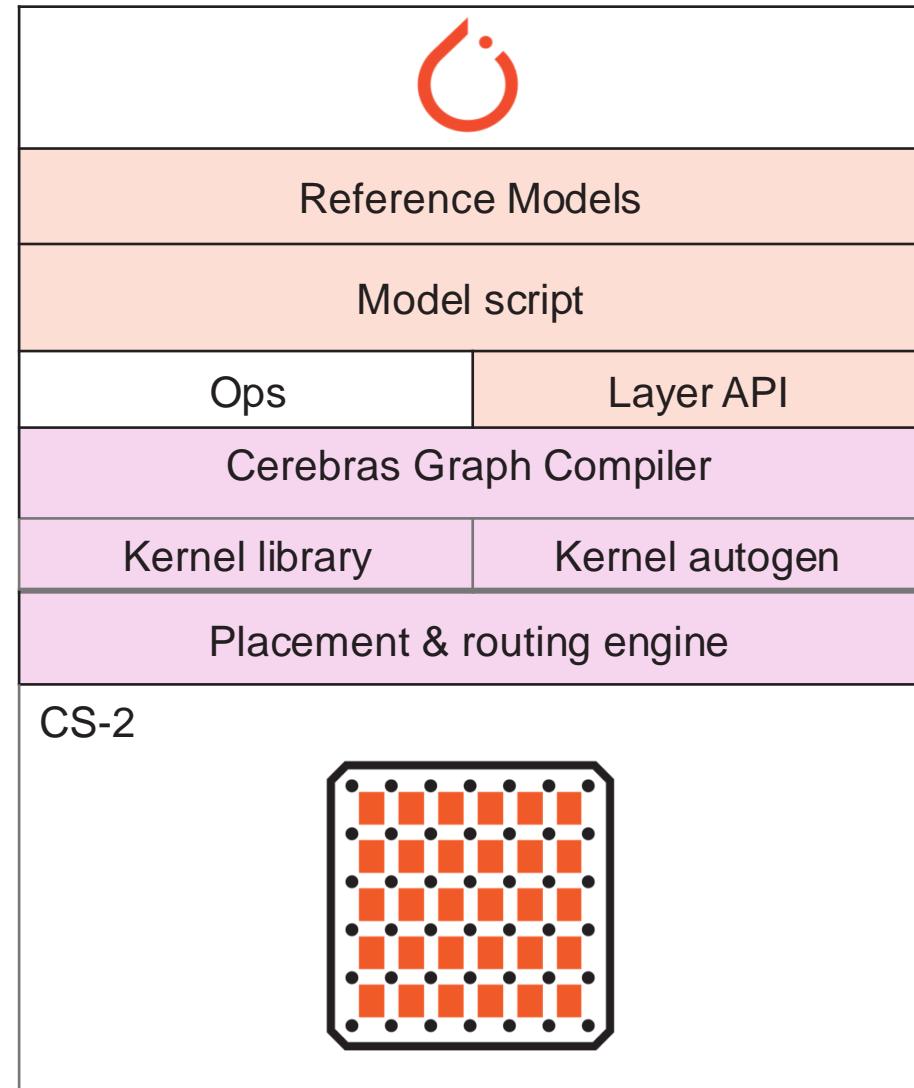


Topology of a Cerebras Wafer-Scale cluster

# Lowering from Model to Wafer

## Integration with PyTorch

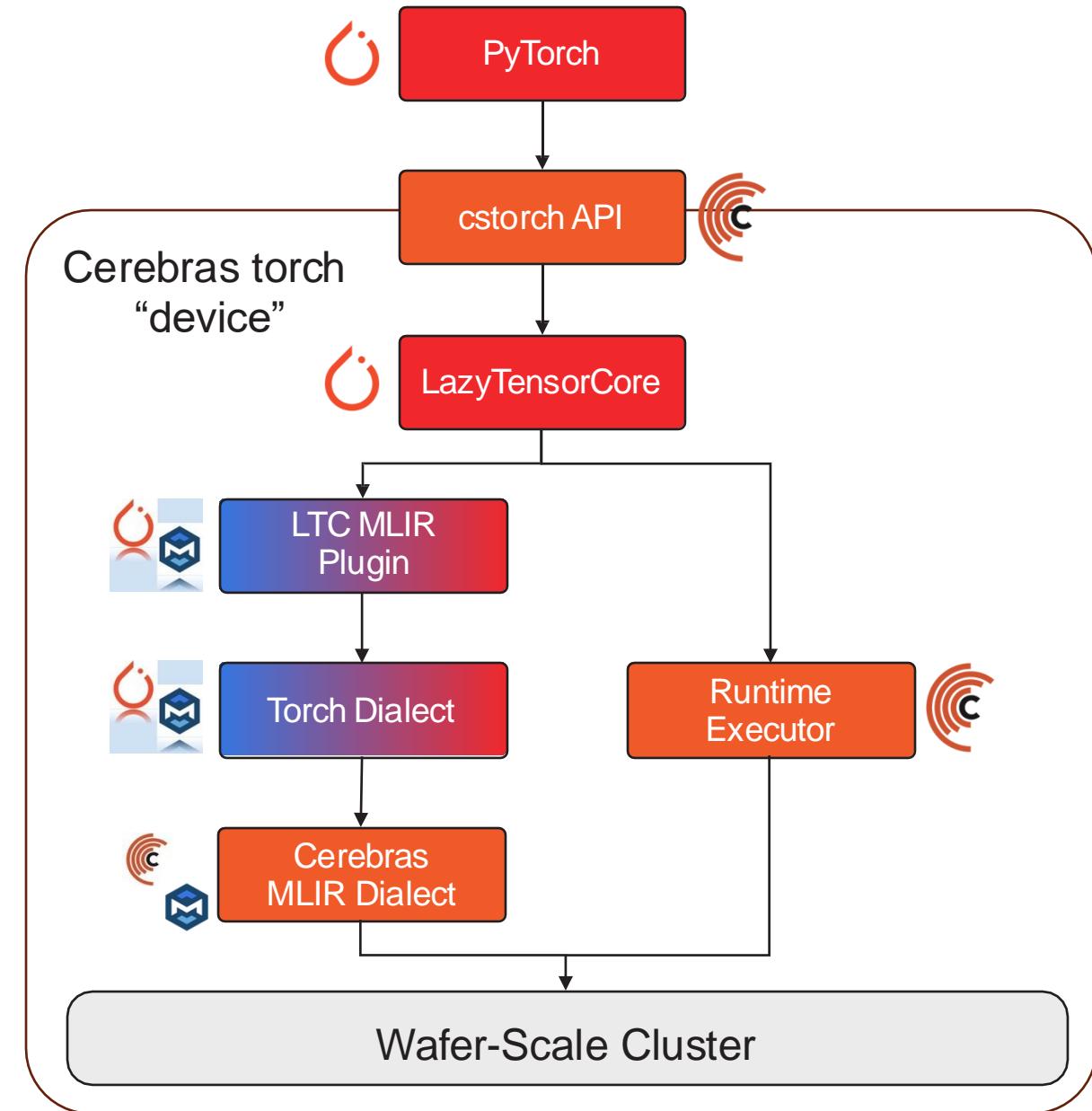
- Models defined in framework + Cerebras API
- Optimally maps from PyTorch to high performance kernels
  - Uses polyhedral code-generation or hand-written kernels
- Compiler using industry standard MLIR framework
  - Cerebras is an active contributor to the MLIR open- source community
- User does not worry about distributed compute or parallelism



# cstorch Software Stack

## Runtime Executor

- cstorch API mirrors torch API
  - Helps with single device abstraction
- Tensor Ops traced through LazyTensorCore
  - Graph-by-execution with lazy evaluation
  - Also powers Google's xla/tpu device
- MLIR translation from LTC provided by torch-mlir
  - Hardware focused compiler ecosystem for torch
- Cerebras MLIR stack handles cluster optimizations
- Tensors get transferred to cluster as needed
  - Initial weights sent before first step
  - Inputs sent each step from custom data executor
- Execution driven asynchronously by cluster



# CS Torch Hands-On

[Link to Hands-On Session Material](#)

# Cerebras SDK

A general-purpose parallel-computing platform and API allowing software developers to write custom programs (“kernels”) for Cerebras systems.

## Language

CSL: Cerebras Software Language

Host APIs with Python

## Libraries

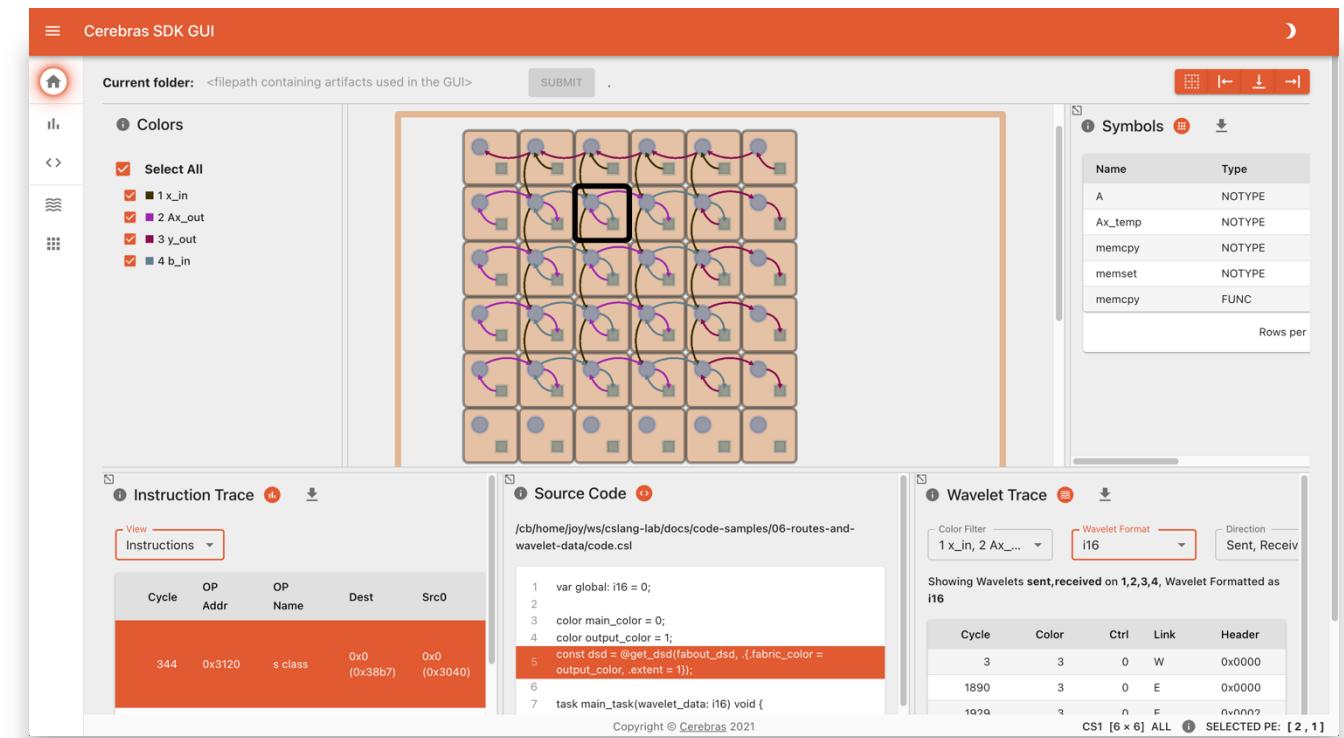
Optimized primitives

## Tools

Simulator

Debugger

Visualization



# From a Programmer's Perspective

## Host CPU(s): Python

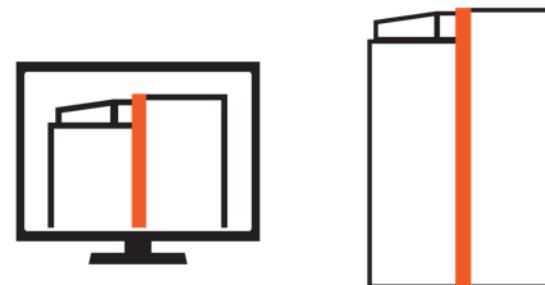
- Loads program onto simulator or CS-2 system
- Streams in/out data from one or more workers
- Reads/writes device memory

## Device: CSL

- Target software simulator or CS-2
- CSL programs run on groups of cores on the WSE, specified by programmer
- Executes dataflow programs



Device Read/Write  
Memory I/O +  
Data Streams

A diagram illustrating the communication flow. On the left, there is an icon of a computer monitor and keyboard. Two horizontal arrows extend from this icon towards the right. The top arrow points to the right and is labeled "Device Read/Write". The bottom arrow points to the left and is labeled "Memory I/O + Data Streams". On the right side of the diagram, there are two icons: a monitor icon with a vertical red bar in its center, and a vertical rectangle icon with a vertical red bar in its center.

# CSL: Language Basics

- Types
- Functions
- Control structures
- Structs/Unions/Enums
- Comptime

Straight from C  
(via [Zig](#))

- Builtins
- Module system
- Params
- Tasks
- Data Structure Descriptors
- Layout specification

CSL specific

**Used for writing  
device kernel code**

**Familiar to  
C/C++/HPC  
programmers**

# Familiar Features

## Types

- Syntax similar to other modern languages – Go, Swift, Scala, Rust
- Float (f16, f32), signed (i16, i32), unsigned (u16, u32), boolean (bool)

```
var x : i16;
const y = 42;
var arr : [16, 4]f32;
var ptr : *i16;
```

## Functions

- Zig-style syntax
- Pass by value or reference and inlining automatically handled

```
fn factorial(x : i32) i32 {
    if (x <= 2) return x;
    return x * factorial(x - 1);
}
```

## Control Structures

- Traditional control flow: **if**, **for**, **while**, with zig and C style syntax

```
if (x < 10) {
    y += 5;
} else {
    y += 10;
}
```

conditionals

```
var x: u16 = 100;
while(x > 99) {
    ...
}
```

**while** loop

```
var idx: u16 = 0;
while (idx < 5) : (idx += 1) {
    ...
}
```

**while** loop with iterator

```
const xs = [10]i16 { 0, 1, 2, 4 };
for (xs) |x, idx| {
    ...
}
```

range **for** loop  
(also provides C-style **for**)

# Quality of Life Features

## Comptime

- From Zig, block of code where all evaluation occurs at compile time
- Useful for frontloading computation to avoid runtime overhead

```
comptime {  
    const f23 = factorial(23);  
    ...  
}
```

## Params

- Like #define, but strongly typed
- Have to be “bound” completely during compilation

```
param M : i16;  
param N : i16;  
param is_left_edge : bool;
```

## Modules

- Any CSL source code file is a “Module,” importable into other modules
- Imported modules acts as an *instance* of a unique struct type
- Multiple imports of the same module allowed

```
m1.csl  
var x = 0;  
fn incr() void {  
    x = x + 1;  
}
```

```
p1.csl  
const v1 = @import_module("m1.csl");  
const v2 = @import_module("m1.csl");  
  
v1.incr();  
v2.incr(); v2.incr();  
  
// v1.x == 1; v2.x == 2;
```

# Performance Features

## Builtins

- Similar to function calls with @ in front of function name
- Language extensions without special syntax
- Used for invoking special compiler functionality

```
// Initialize a tensor of four rows
// and five columns with all zeros.
var matrix = @zeros([4,5]f16);
```

## Tasks

- Core building blocks of CSL
- Special functions used to implement dataflow programs
- Triggered by incoming wavelets on a specific color

```
color recvColor;
var globalValue: u16 = 0;

task recvTask(data: u16) void {
    globalValue = data;
}

comptime {
    @bind_task(recvTask, recvColor);
    @set_local_color_config(recvColor,
        .{ .rx = .{ WEST }, .tx = .{ RAMP } });
}
```

# SDK usage and impact

Over the past year, SDK has evolved from a closed tool requiring NDA access to a public platform for Wafer-Scale Computing. We're supporting more research and publications than ever.

## Near-Optimal Wafer-Scale Reduce

Piotr Luczynski  
Department of Computer Science  
ETH Zurich  
  
Leighton Wilson

Lukas Gianinazzi  
Department of Computer Science  
ETH Zurich  
  
Daniele De Sensi  
Sapienza University of Rome

Patrick Iff  
Department of Computer Science  
ETH Zurich  
  
Torsten Hoefer  
Department of Computer Science  
ETH Zurich

## DEPARTMENT OF INFORMATICS

TECHNISCHE UNIVERSITÄT MÜNCHEN

Master's Thesis in Informatics

## Implementation and Evaluation of Matrix Profile Algorithms on the Cerebras Wafer-Scale Engine

Vyas Giridharan

## CereSZ: Enabling and Scaling Error-bounded Lossy

## Trackable Agent-based Evolution Models at Wafer Scale

Matthew Andres Moreno<sup>1,2,3,\*</sup>, Connor Yang<sup>2,4</sup>, Emily Dolson<sup>5,6</sup>, and Luis

<sup>1</sup>Department of Ecology and Evolutionary Biology, University of Michigan, Ann Arbor, United States

<sup>2</sup>Center for the Study of Complex Systems, University of Michigan, Ann Arbor, United States

<sup>3</sup>Michigan Institute for Data Science, University of Michigan, Ann Arbor, United States

<sup>4</sup>Undergraduate Research Opportunities Program, University of Michigan, Ann Arbor, United States

<sup>5</sup>Department of Computer Science and Engineering, Michigan State University, East Lansing, United States

<sup>6</sup>Program in Ecology, Evolution, and Behavior, Michigan State University, East Lansing, United States

\*corresponding author: morenoma@umich.edu

### Abstract

Continuing improvements in computing hardware are poised to transform capabilities for *in silico* modeling of cross-scale phenomena underlying major open questions in evolutionary biology and artificial life, such as transitions in individuality, eco-evolutionary dynamics, and rare evolutionary events. Emerging ML/AI-oriented hardware accelerators, like the 850,000 processor Cerebras Wafer-

**Abstract**—Fast and accurate numerical simulations are crucial for designing large-scale geological carbon storage projects ensuring safe long-term CO<sub>2</sub> containment as a climate change mitigation strategy. These simulations involve solving numerous large and complex linear systems arising from the implicit Finite Volume (FV) discretization of PDEs governing subsurface fluid flow. Compounded with highly detailed geomodels, solving linear systems is computationally and memory expensive, and accounts for the majority of the simulation time. Modern memory hierarchies are insufficient to meet the latency and bandwidth needs of large-scale numerical simulations. Therefore, exploring algorithms that can leverage alternative and balanced paradigms, such as dataflow and in-memory computing is crucial. This work introduces a matrix-free algorithm to solve FV-based linear

systems on a dataflow architecture. New chips from Cerebras [5], Groq [6], and SambaNova [7], systems with dataflow-like architecture design and on-chip memory possess higher memory bandwidth, lower memory latency, and lower energy cost for memory access. In this article, we explore the capabilities of a dataflow



Advancements in HPC system design have enabled optimizations and algorithmic changes in scientific and business fields. Previous investigations into non-hierarchical architectures have improved computational efficiency [3], [4]. The emergence of highly parallel systems with distributed memory architecture is now considered as alternative to traditional accelerated systems. New chips from Cerebras [5], Groq [6], and SambaNova [7], systems with dataflow-like architecture design and on-chip memory possess higher memory bandwidth, lower memory latency, and lower energy cost for memory access. In this article, we explore the capabilities of a dataflow

component of variational physics, machine learning, and optimization. Dataflow architectures enable efficient manipulation of elements, enabling more representations of complex sparse matrix multiplications. Cerebras WSE-2, through exploitation strategies, leading to significant performance improvements over traditional approaches. In contrast to previous work, this study demonstrates that dataflow can achieve performance comparable to traditional approaches while maintaining the benefits of dataflow, such as low latency and high throughput. The results show that dataflow can be used to solve large-scale linear systems efficiently, making it a promising candidate for future scientific and engineering applications.

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## Scaling the “Memory Wall” for Multi-Dimensional Seismic Processing with Algebraic Compression on Cerebras CS-2 Systems

Hatem Ltaief

Yuxi Hong

Extreme Computing Research Center

Leighton Wilson

Mathias Jacquelin

Cerebras Systems Inc.

Matteo Ravasi

David Keyes

Extreme Computing Research Center

Using Wafer-Scale AI Hardware for Traditional HPC Simulation Workloads: A Case Study in Developing a Monte Carlo Particle Transport Application for the Cerebras WSE2 AI Accelerator



Kazutomo Yoshii\*, Andrew Siegel\*, Leighton Wilson†

portance to both fission and fusion reactor simulation fields, and because the MC algorithm has historically failed to achieve more than a few percent of theoretical peak FLOP performance due to its inherently stochastic memory access patterns [1].

## Communication Collectives for the Cerebras Wafer-Scale Engine

Bachelor Thesis

Piotr Luczynski  
pluczynski@ethz.ch

Computer Parallel Communication Lab

## Massively Distributed Finite-Volume Flux Computation

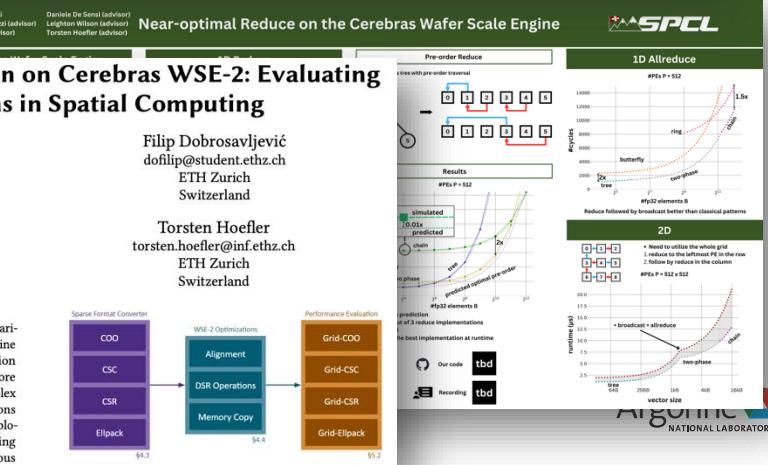
Ryuichi Sai\*  
TotalEnergies EP Research & Technology US, LLC.  
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Mathias Jacquelin  
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Sunnyvale, California, USA

François P. Hamon  
TotalEnergies EP Research & Technology US, LLC.  
Houston, Texas, USA

Mauricio Araya-Polo  
TotalEnergies EP Research & Technology US, LLC.  
Houston, Texas, USA

Randolph R. Settgast  
Lawrence Livermore National Laboratory  
Livermore, California, USA



## Matrix-Free Finite Volume Kernels on a Dataflow Architecture

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\*Rice University, Houston, TX, USA

†TotalEnergies EP Research & Technology US, LLC., Houston, TX, USA

**Abstract**—Fast and accurate numerical simulations are crucial for designing large-scale geological carbon storage projects ensuring safe long-term CO<sub>2</sub> containment as a climate change mitigation strategy. These simulations involve solving numerous large and complex linear systems arising from the implicit Finite Volume (FV) discretization of PDEs governing subsurface fluid flow. Compounded with highly detailed geomodels, solving linear systems is computationally and memory expensive, and accounts for the majority of the simulation time. Modern memory hierarchies are insufficient to meet the latency and bandwidth needs of large-scale numerical simulations. Therefore, exploring algorithms that can leverage alternative and balanced paradigms, such as dataflow and in-memory computing is crucial. This work introduces a matrix-free algorithm to solve FV-based linear

systems on a dataflow architecture. New chips from Cerebras [5], Groq [6], and SambaNova [7], systems with dataflow-like architecture design and on-chip memory possess higher memory bandwidth, lower memory latency, and lower energy cost for memory access. In this article, we explore the capabilities of a dataflow

component of variational physics, machine learning, and optimization. Dataflow architectures enable efficient manipulation of elements, enabling more representations of complex sparse matrix multiplications. Cerebras WSE-2, through exploitation strategies, leading to significant performance improvements over traditional approaches. In contrast to previous work, this study demonstrates that dataflow can achieve performance comparable to traditional approaches while maintaining the benefits of dataflow, such as low latency and high throughput. The results show that dataflow can be used to solve large-scale linear systems efficiently, making it a promising candidate for future scientific and engineering applications.

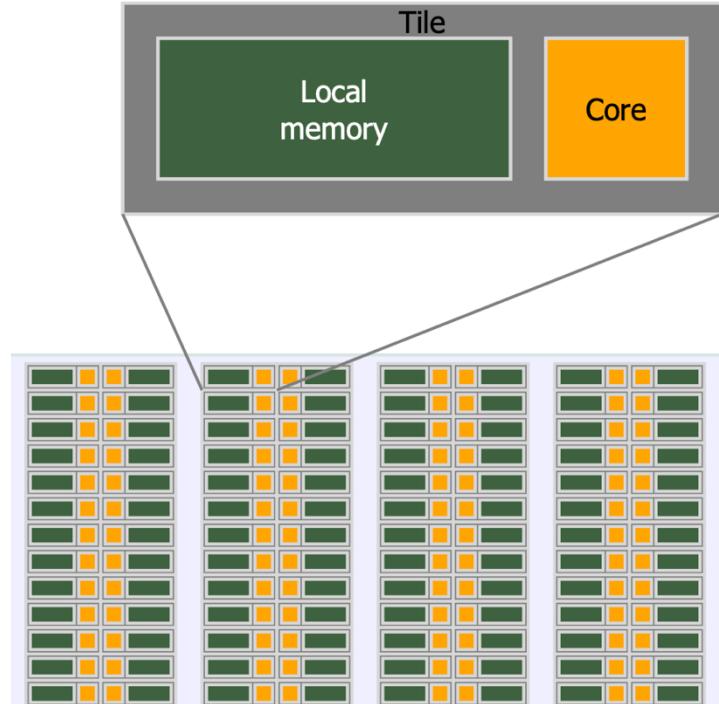
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In this article, we explore the capabilities of a dataflow

# CS SDK Hands-On

[Link to Hands-On Session Material](#)



#### IPU-Tiles™

1472 independent IPU-Tiles™ each with an IPU-Core™ and In-Processor-Memory™

#### IPU-Core™

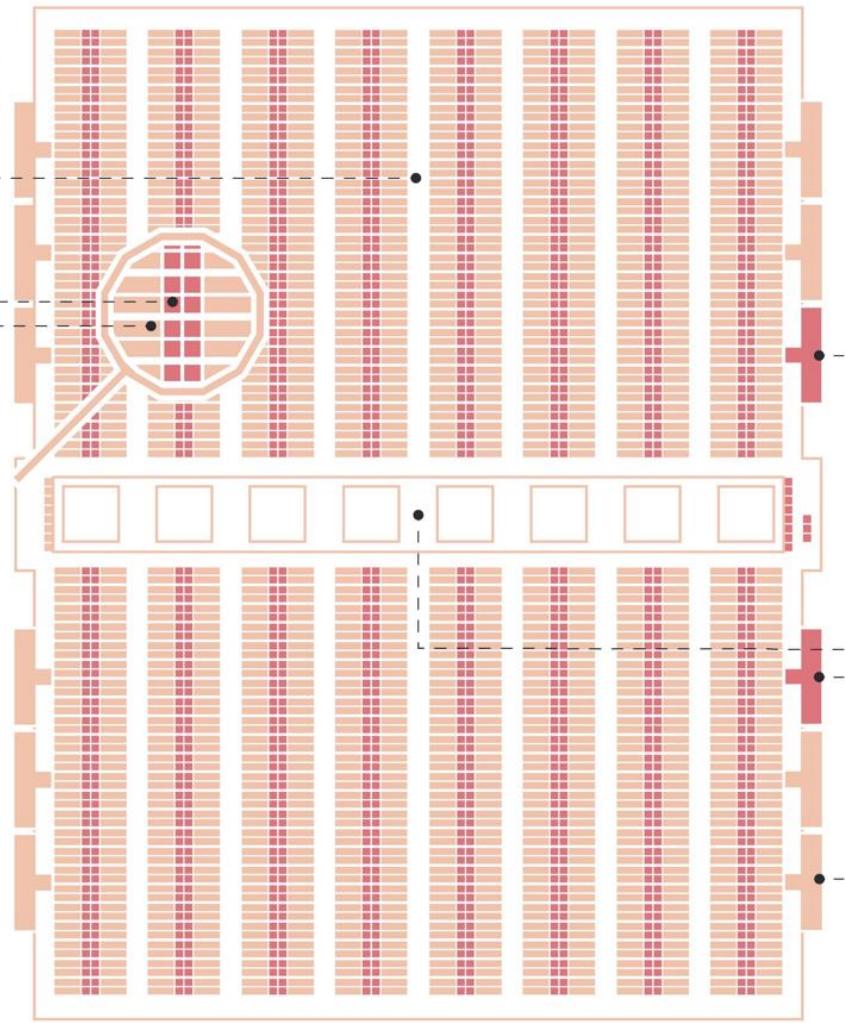
1472 independent IPU-Core™

8832 independent program threads executing in parallel

#### In-Processor-Memory™

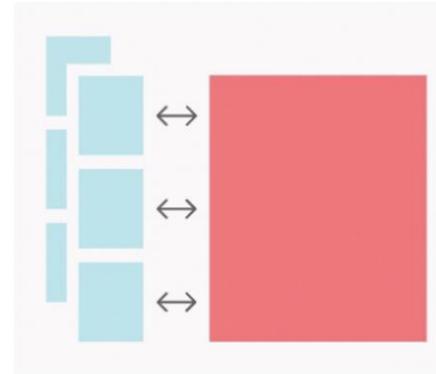
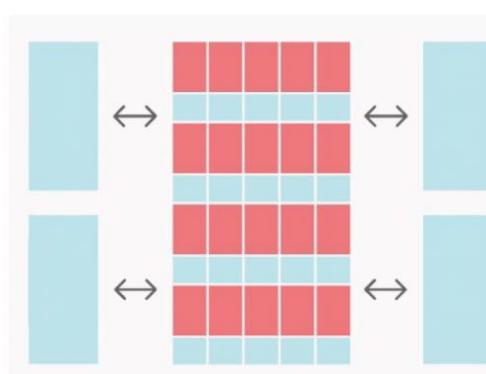
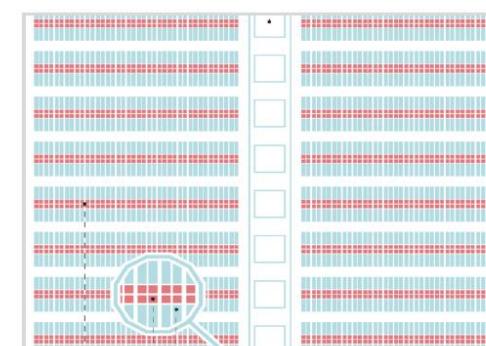
900MB In-Processor-Memory™ per IPU

65TB/s memory bandwidth per IPU



# GRAPHCORE

# Graphcore Intelligence Processing Unit (IPU)

	CPU	GPU	IPU
<b>Parallelism</b>	Designed for scalar processing	SIMD/SIMT architecture. Designed for large blocks of dense contiguous data	<b>Massively parallel MIMD architecture.</b> <b>High performance/efficiency for future ML trends</b>
 Processor  Memory			
<b>Memory Bandwidth</b>	Off-chip memory	Model and Data spread across off-chip and small on-chip cache and shared memory (2TB/s for A100 HBM)	<b>Main Model &amp; Data in tightly coupled large locally distributed SRAM</b> <b>(~65 TB/s for Bow IPU)</b>

Slide Courtesy: Graphcore

# BOW IPU

## IPU-Tiles™

1472 independent IPU-Tiles™ each with an IPU-Core™ and In-Processor-Memory™

## IPU-Core™

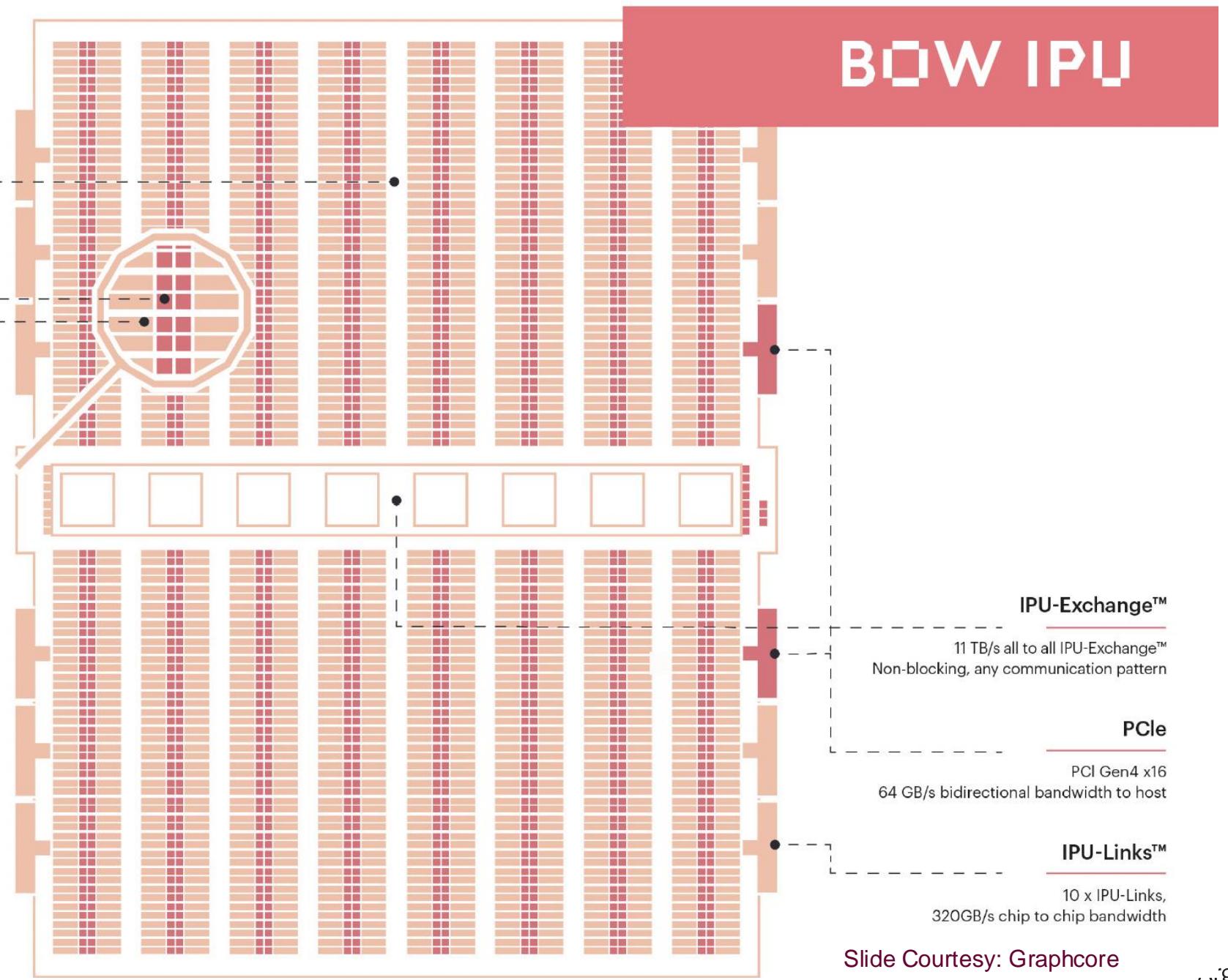
1472 independent IPU-Core™

8832 independent program threads executing in parallel

## In-Processor-Memory™

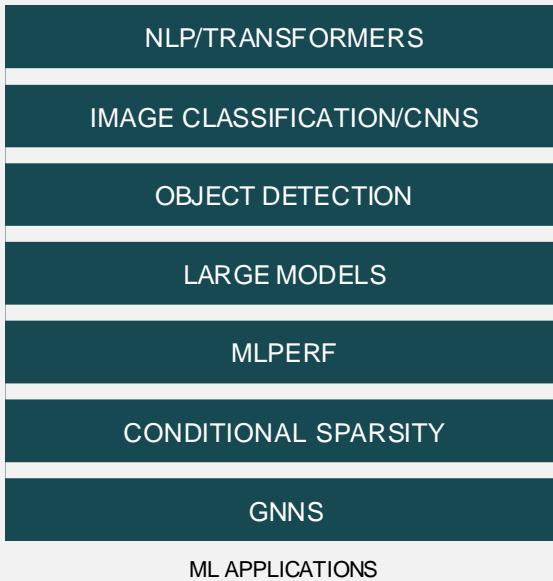
900MB In-Processor-Memory™ per IPU

65TB/s memory bandwidth per IPU

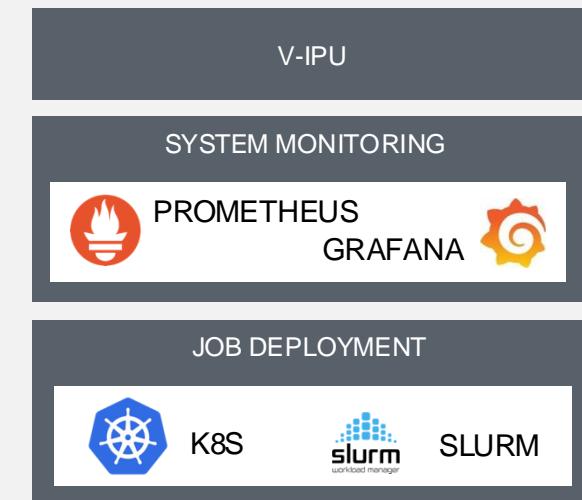
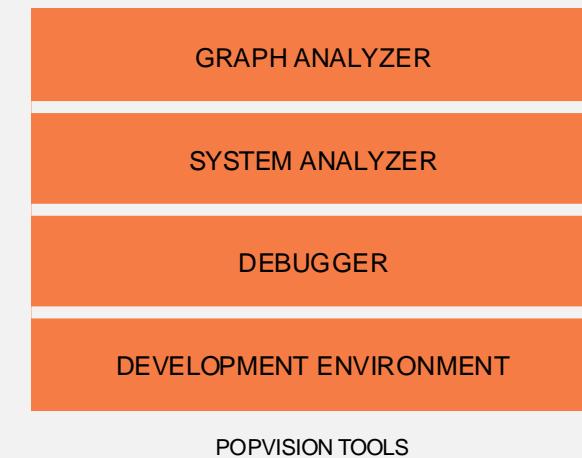
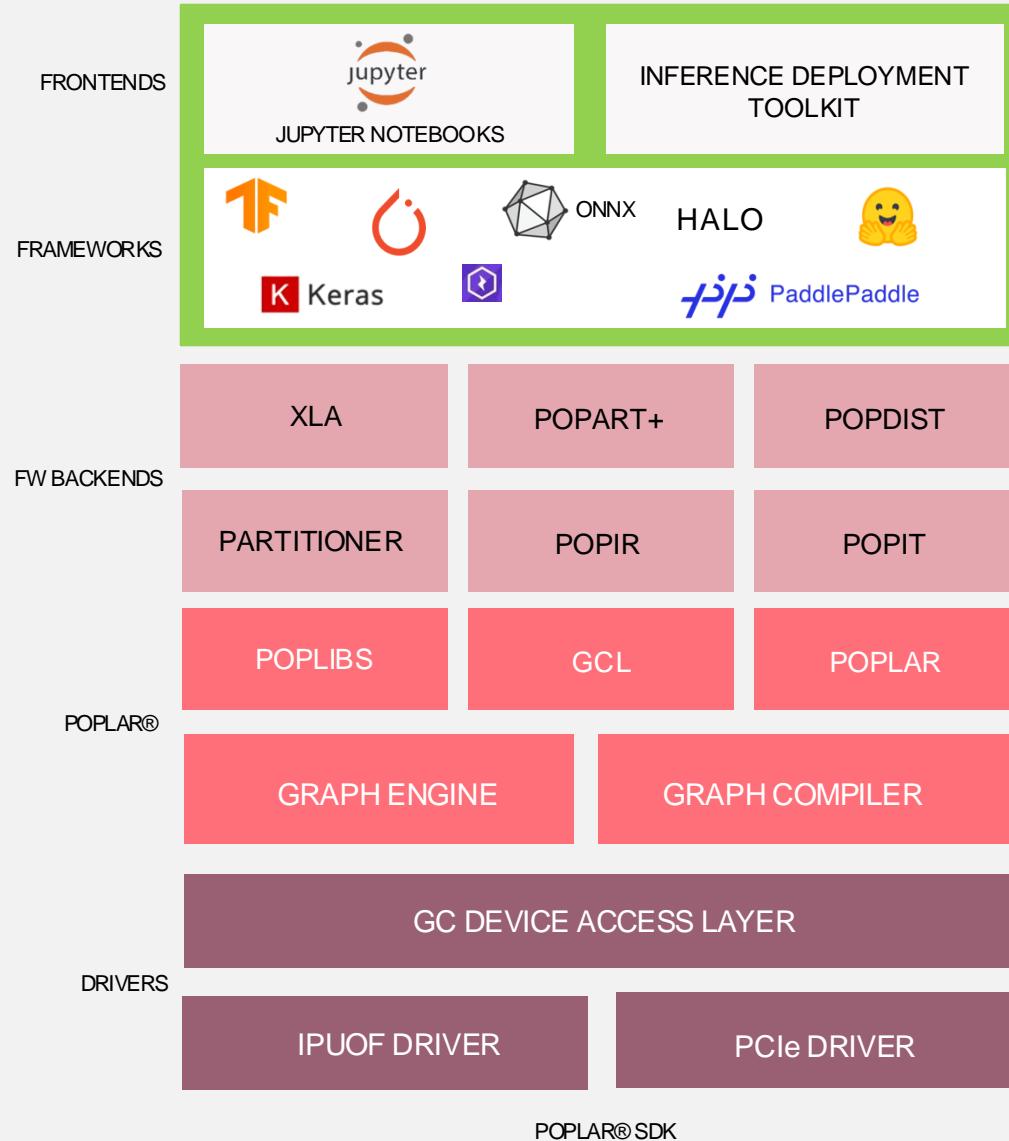


Slide Courtesy: Graphcore

# GRAPHCORE SOFTWARE



DEVELOPER ECOSYSTEM

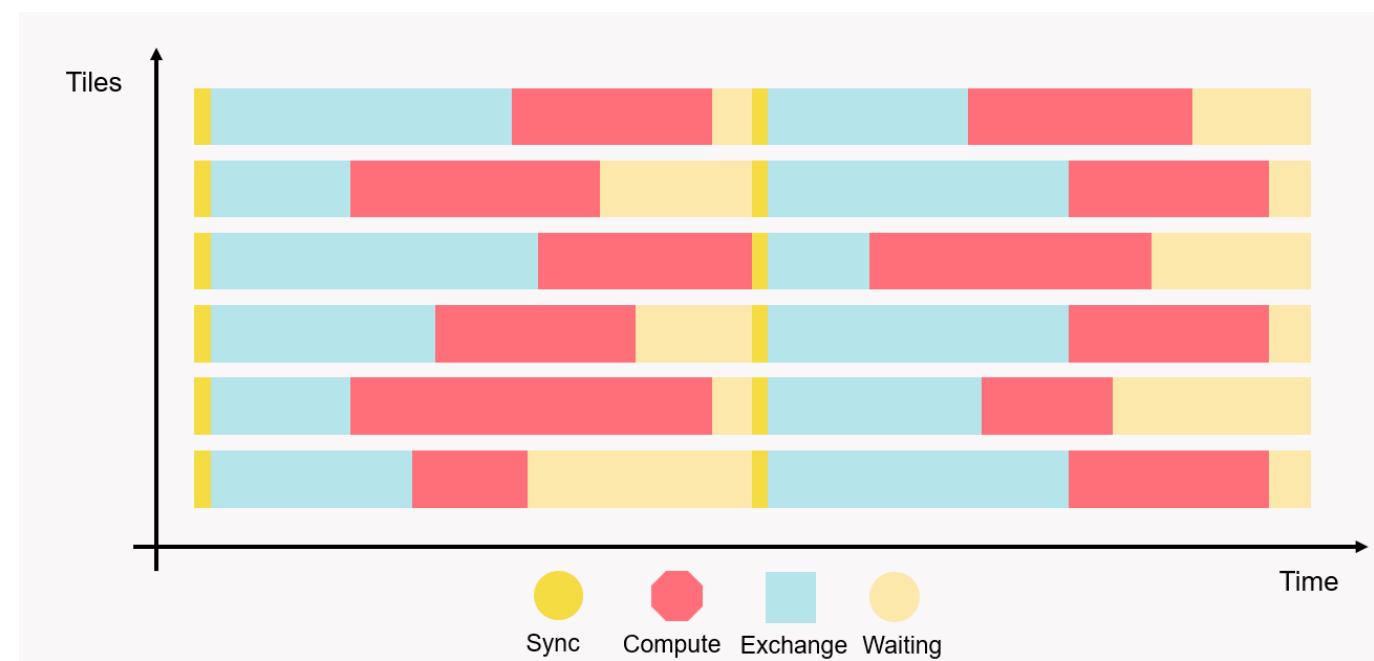


SYSTEM SOFTWARE



# Bulk Synchronous Parallel (BSP)

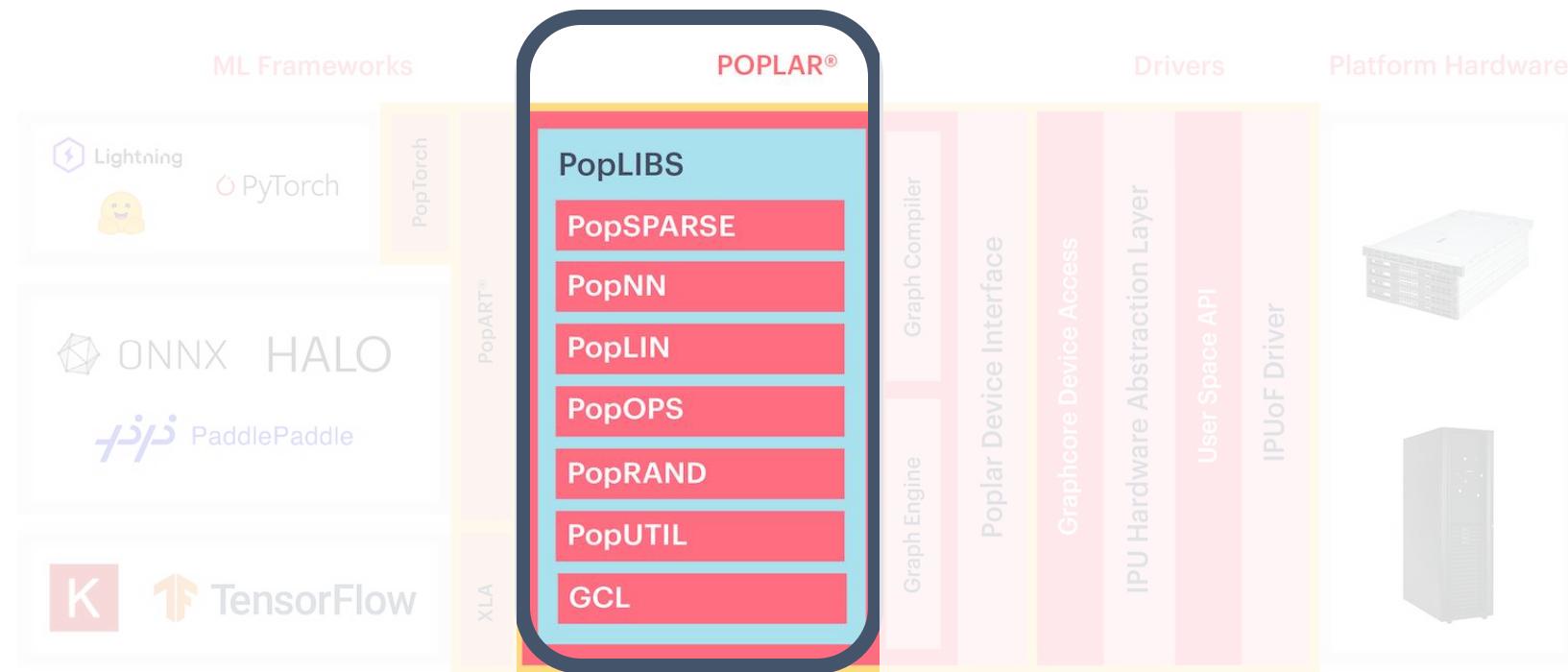
- The IPU uses the bulk-synchronous parallel (BSP) model of execution where the execution of a task is split into steps.
- Each step consists of the following phases:
  - local tile compute,
  - global cross-tile synchronization,
  - data exchange



# Graphcore PyTorch Hands-On

[Link to Hands-On Session Material](#)

# Poplar software stack

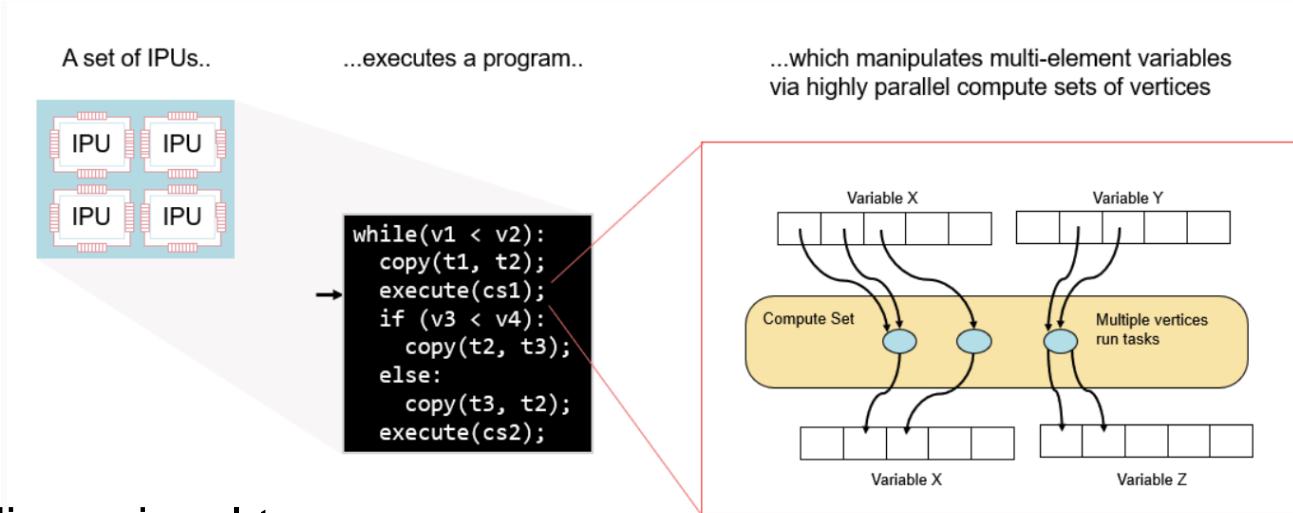


General purpose, extensible Parallel programming framework which is close to metal and targets the IPU

# Programming model

## Computational Graph

- Data (variables in the graph)
- Compute tasks (vertices)
- Edges that connect them
- The vertices from the multiple compute sets in a program form the computational graph of the program

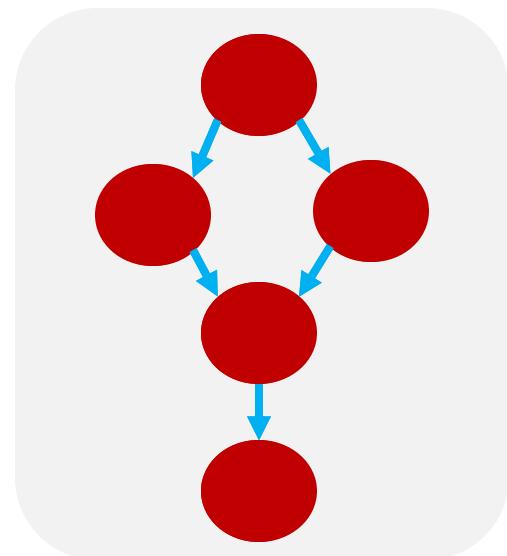


## Variables

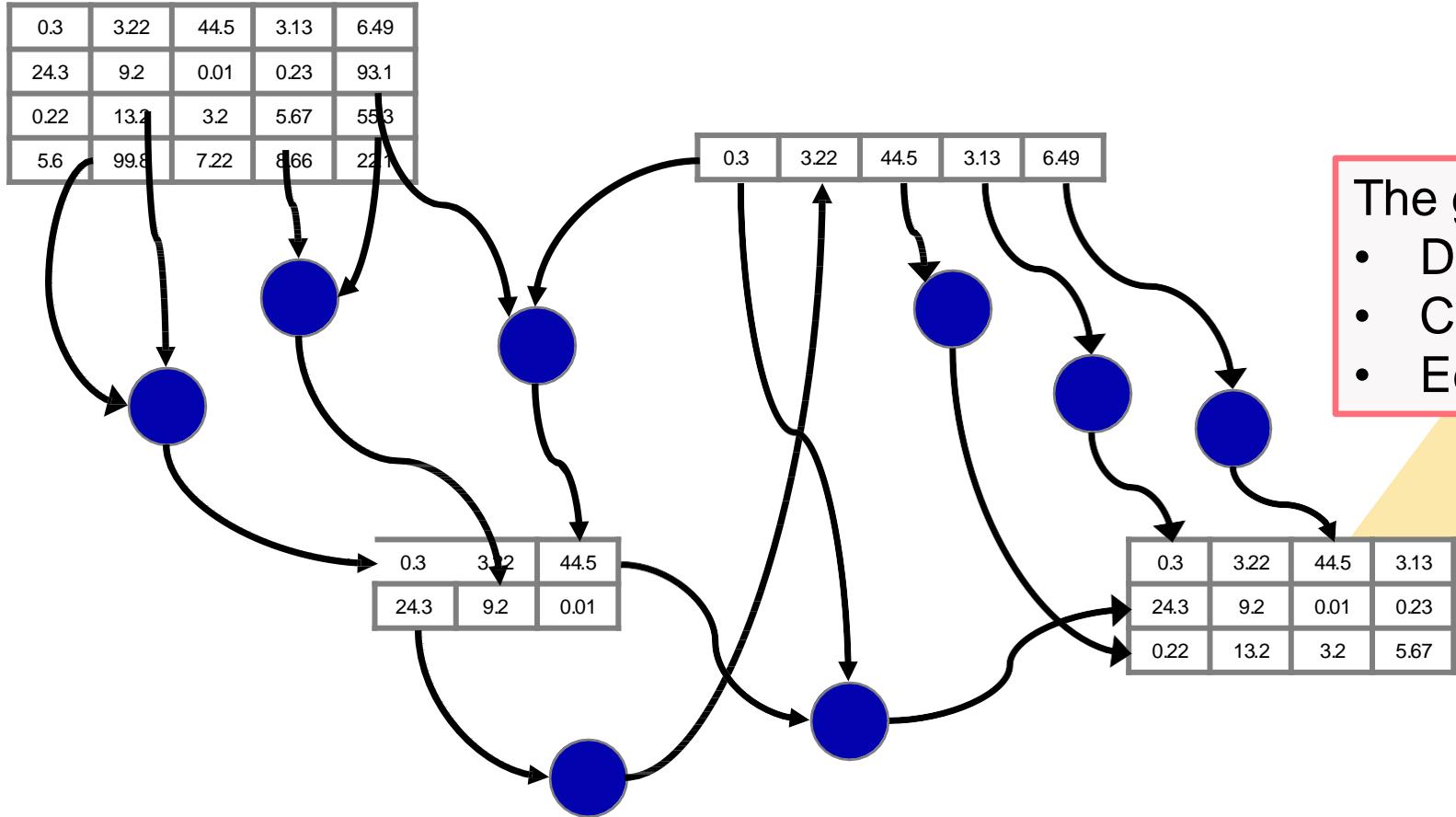
- Data is stored in the graph in fixed size multi-dimensional tensors.
- Variables can be distributed over multiple tiles

## Vertices

- vertices are compute tasks, A vertex is a specific piece of work to be carried out.
- A vertex runs on a single tile. Many vertices are needed to fully utilize the device
- The edges determine which variable elements are processed by the vertex. A vertex can connect to a single element or a range of elements.
- Each vertex is associated with a codelet. The piece of code that a vertex runs is known as a *codelet*



# THE POPLAR GRAPH



- The graph is made up of:

  - Data (variables in the graph)
  - Compute tasks (vertices)
  - Edges that connect them



# VARIABLES

0.3	3.22	44.5	3.13	6.49
0.3	3.22	44.5	3.13	6.49
0.3	3.22	44.5	3.13	6.49
24.3	9.2	0.01	0.23	953.1
0.22	123.2	3.2	5.67	55.3
5.6	99.8	7.22	8.66	22.1

3-d tensor ( $3 \times 4 \times 5$ )

0.3	3.22	44.5	3.13	6.49
-----	------	------	------	------

1-d tensor (5)

0.3	3.22
24.3	9.2

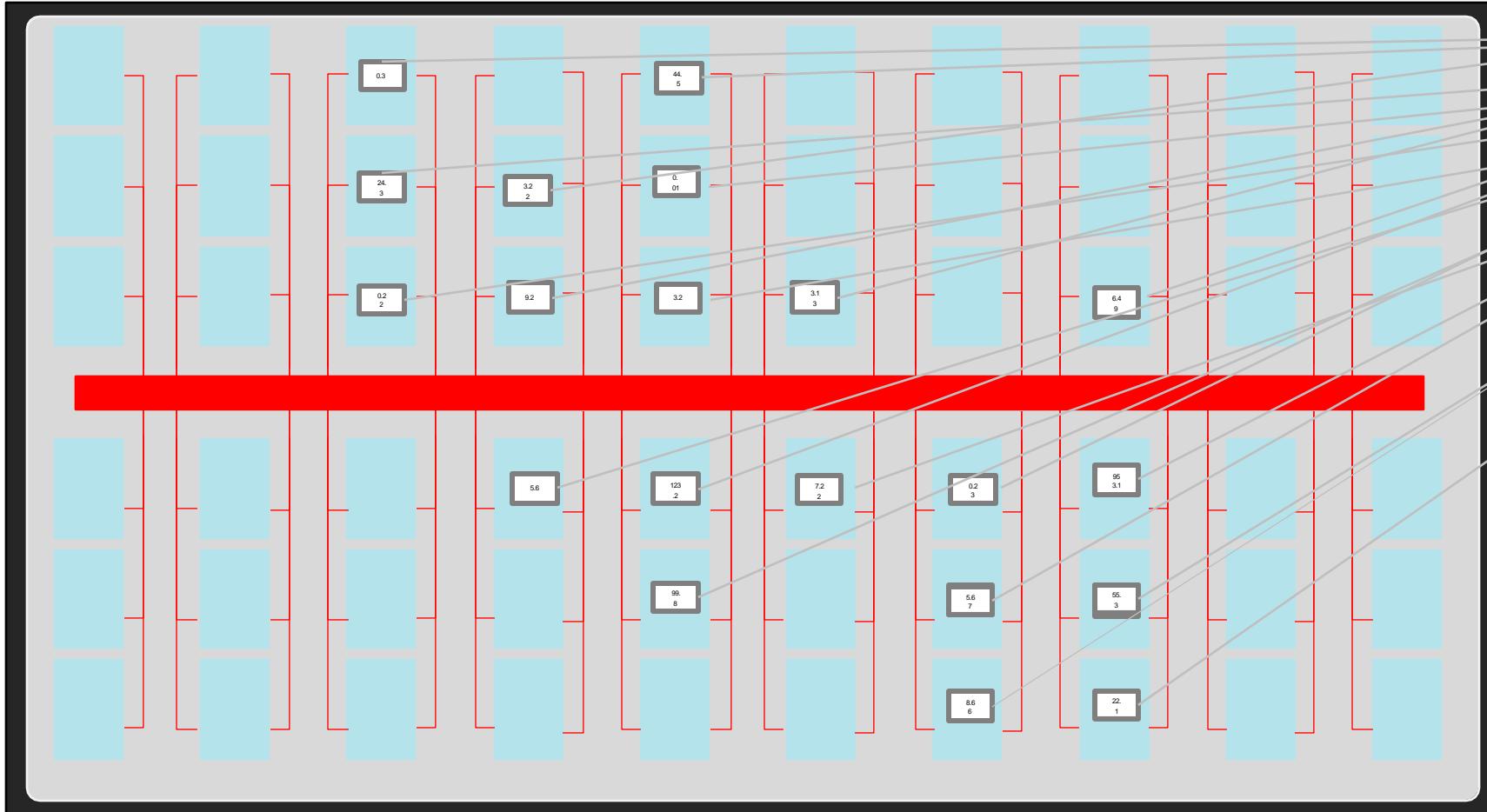
2-d tensor ( $2 \times 2$ )

Data is stored in the graph in fixed size multi-dimensional tensors.





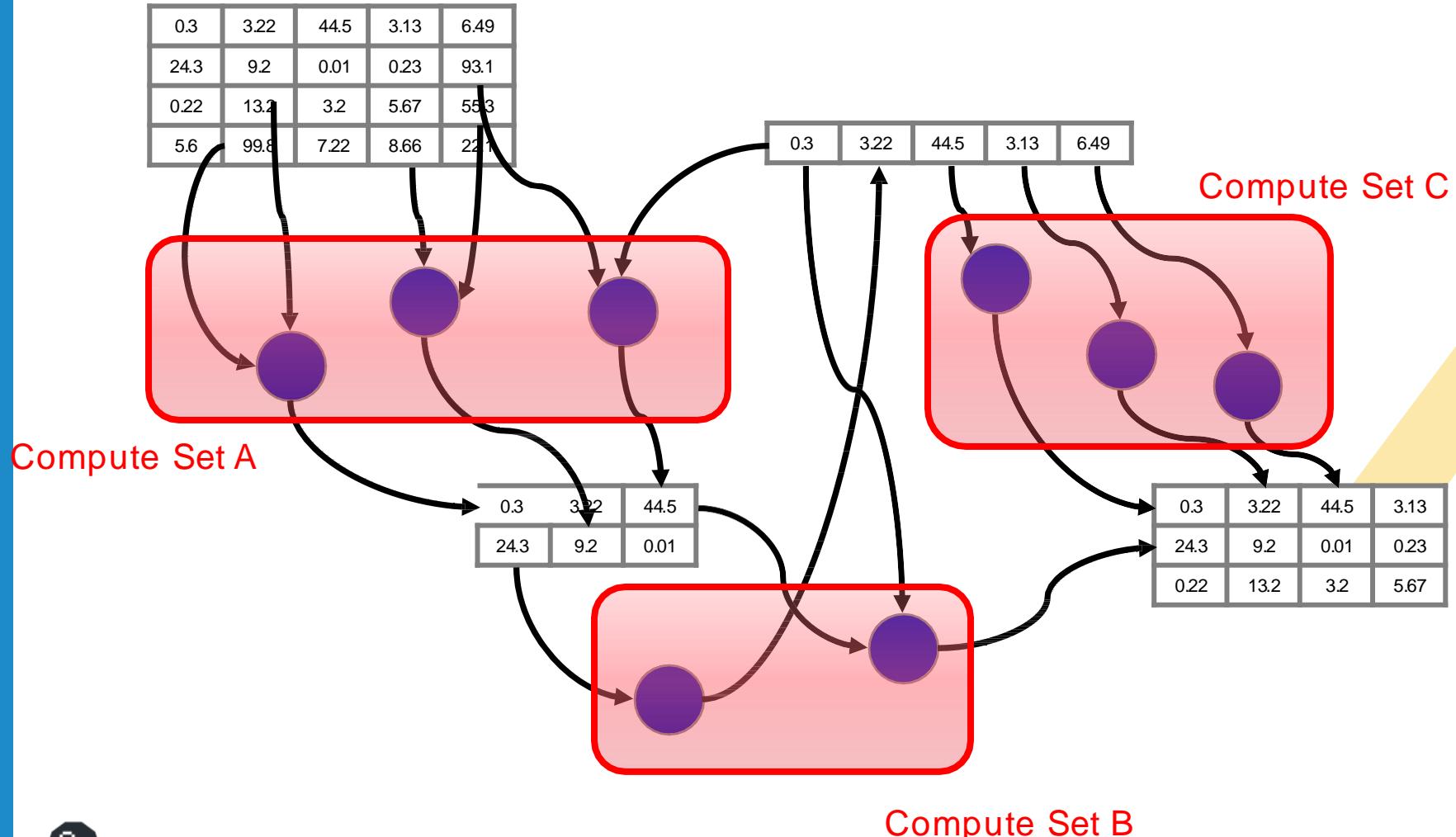
# VARIABLES



Variables can be distributed over multiple tiles



# COMPUTE SETS



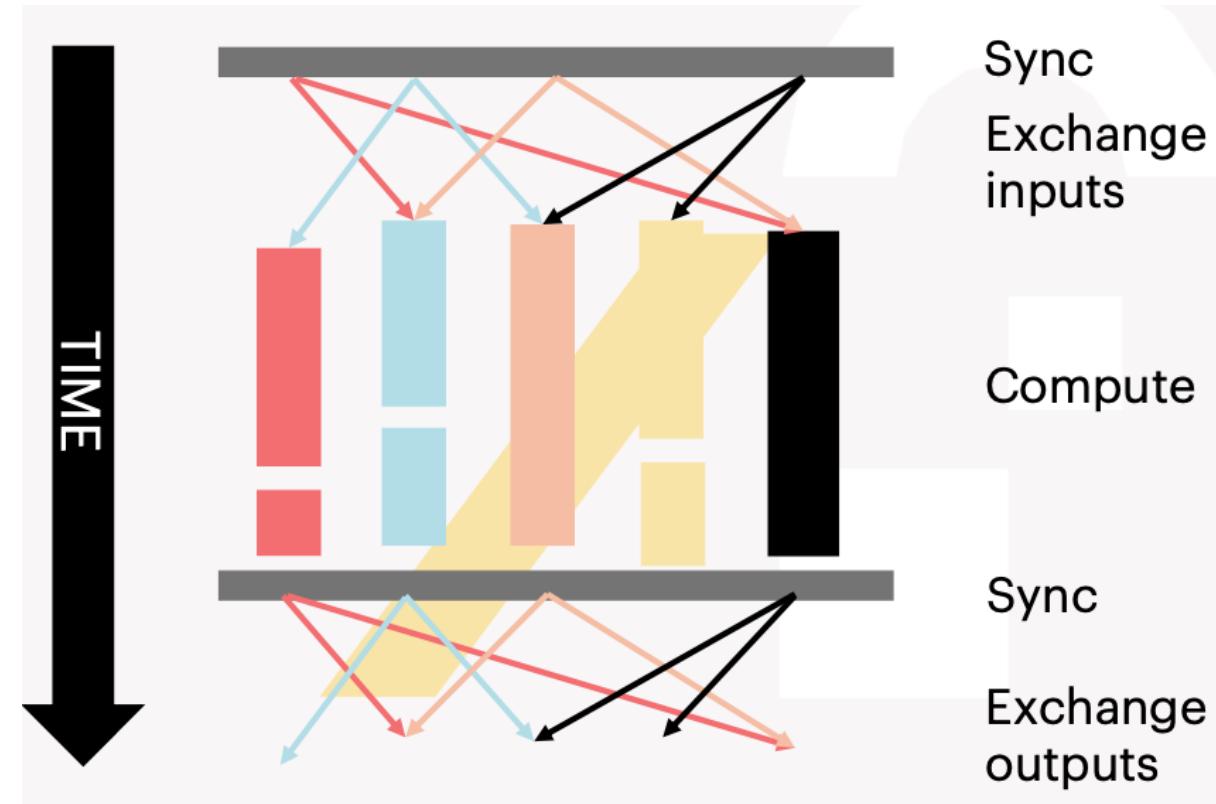
Compute sets specify sets of vertices to execute in parallel

Poplar verifies the compute set is free of data races

# programming model

## Compute Sets

- A compute set is a highly parallel piece of compute.
  - Each compute set consists of many vertices that are compute tasks
- Steps:
- Exchange Transfer inputs,
  - Compute Run vertices in Parallel
  - Exchange Transfer outputs
- Exchange is required when a vertex in a compute set needs to read or write data which is stored on another tile's memory.



# THE HOST PROGRAM

Host programs use the poplar library.

The Graph class is used to build up the computation graph.

The Engine class represents a fully compiled program ready to run on hardware.

```
#include <poplar/Engine.hpp>  
  
using namespace poplar;  
using namespace poplar::program;  
  
...  
  
Graph graph(target);  
graph.addCodelets("my-codelets.cpp");  
  
Program prog1, prog2;  
  
constructMyGraph(graph, &prog1, &prog2);  
  
Engine eng(device, graph, {prog1, prog2});  
...  
  
eng.run(0);
```

Codelets are loaded into the graph.

Control programs are built up out of instances of the Program class.



# CODELET DEFINITIONS

The fields of the vertex specify its inputs, outputs and internal data.

```
class AdderVertex : public Vertex {  
public:  
    Input<float> x;  
    Input<float> y;  
    Output<float> z;  
    float bias;  
  
    bool compute() {  
        *z = x + y + bias;  
        return true;  
    }  
}
```

Each codelet is defined as a C++ class that inherits from the Vertex class.

The compute method specifies the vertex execution behaviour.



# BUILDING THE COMPUTE GRAPH

```
Graph g(device);
g.addCodelets("codelets.cpp");

Tensor t1 = g.addVariable(FLOAT, {4, 5});
Tensor t2 = g.addVariable(FLOAT, {4});

ComputeSet cs = g.addComputeSet("myComputeSet")

VertexRef v1 = g.addVertex(cs, "AdderVertex");
VertexRef v2 = g.addVertex(cs, "AdderVertex");

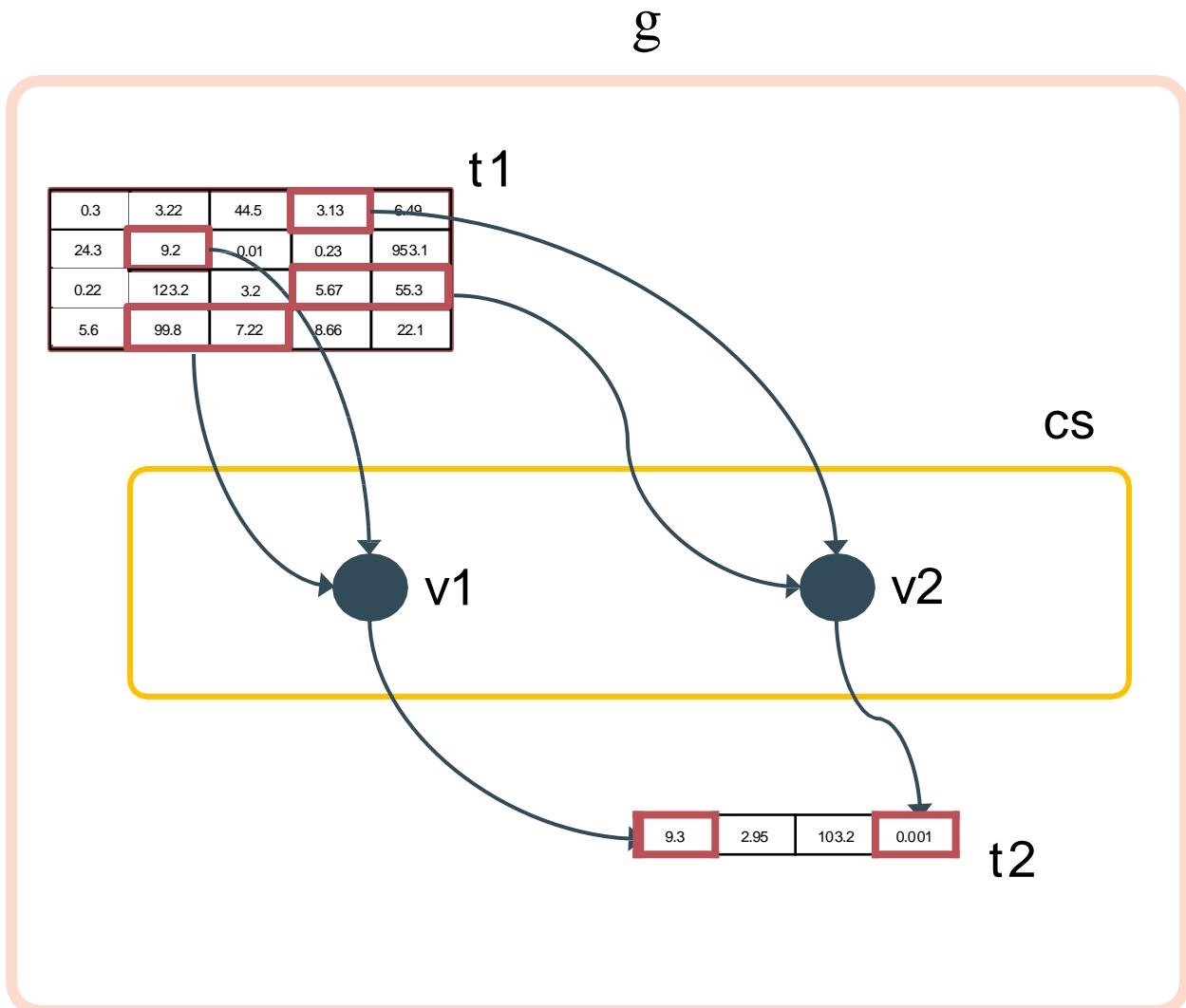
g.connect(t1[1][1], v1["x"]);
g.connect(t1.slice({3, 1}, {4, 3}), v1["y"]);

g.connect(t2[0], v1["z"]);

g.connect(t1[0][3], v2["x"]);
g.connect(t1.slice({2, 2}, {3, 4}), v2["y"]);
g.connect(t2[3], v2["z"]);

g.setTileMapping(t1.slice({0, 0}, {4, 2}), 0);
g.setTileMapping(t1.slice({0, 2}, {4, 5}), 1);
g.setTileMapping(t2, 2);

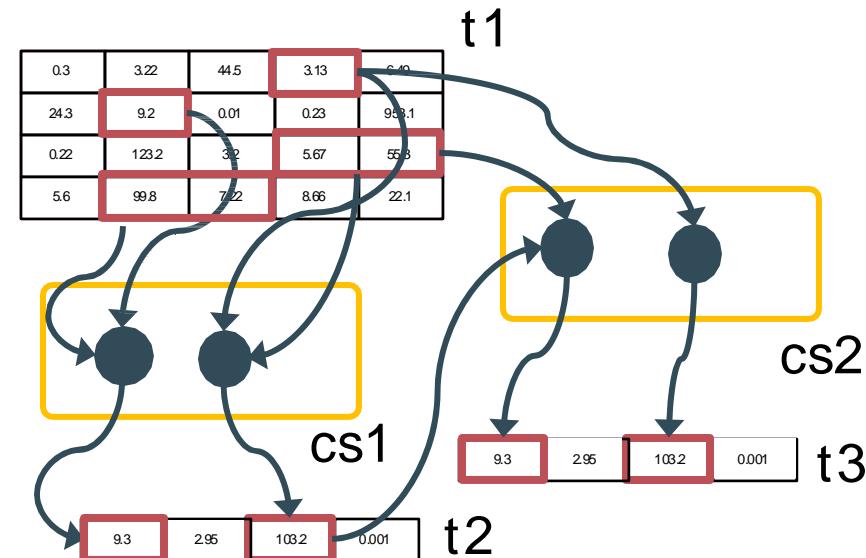
g.setTileMapping(v1, 0);
g.setTileMapping(v2, 1);
```



# CREATING CONTROL PROGRAMS

```
Graph g(device);
g.addCodelets("codelets.cpp");

...
auto prog = Sequence();
prog.add(Execute(cs1));
prog.add(Execute(cs2));
```



prog

```
Execute(cs1);
Execute(cs2);
```

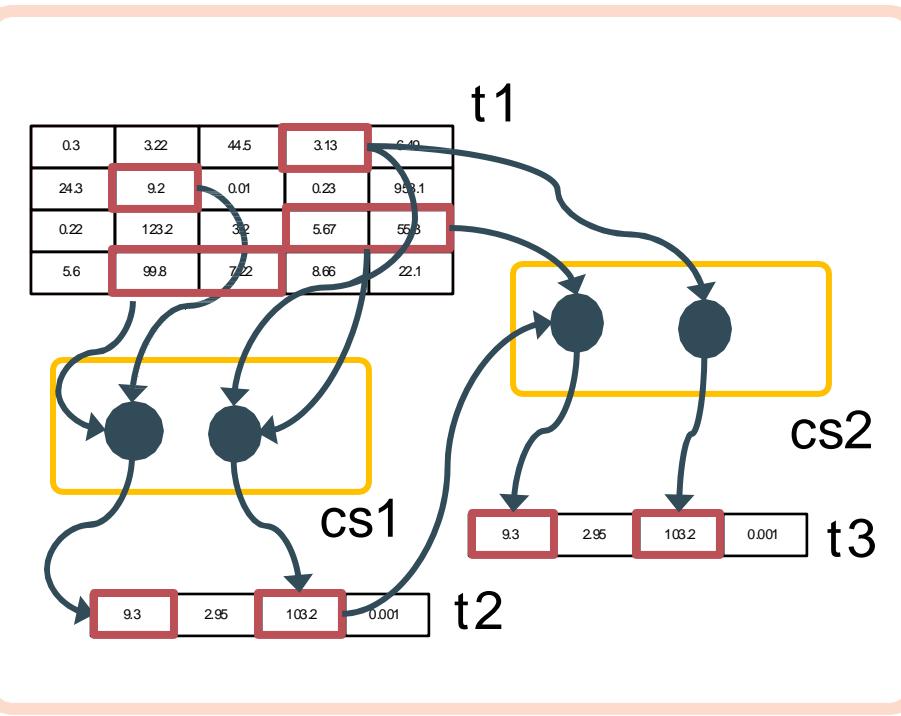


# CREATING THE ENGINE

```
Graph g(device);
g.addCodelets("codelets.cpp");

...
auto prog = Sequence();
prog.add(Execute(cs1));
prog.add(Execute(cs2));

Engine eng(device, graph, {prog});
```



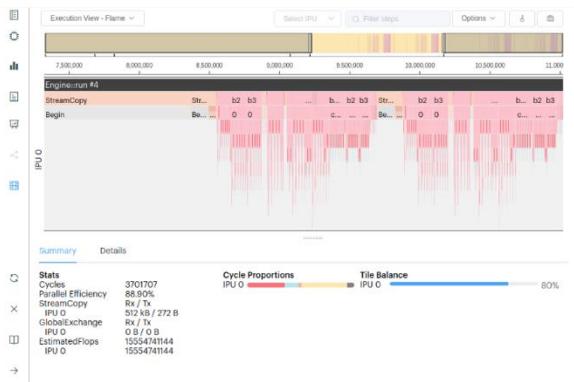
prog

```
Execute(cs1);
Execute(cs2);
```

eng

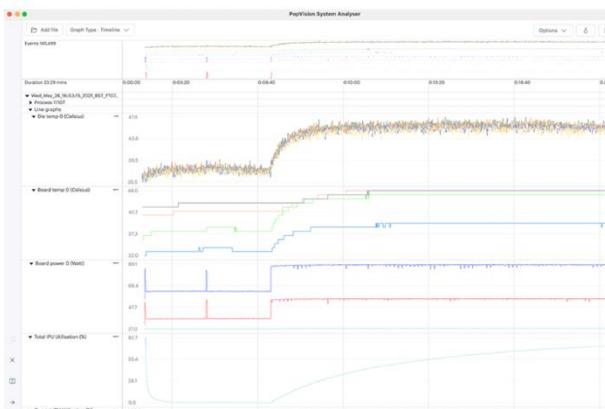


# Profiling: popvision tools



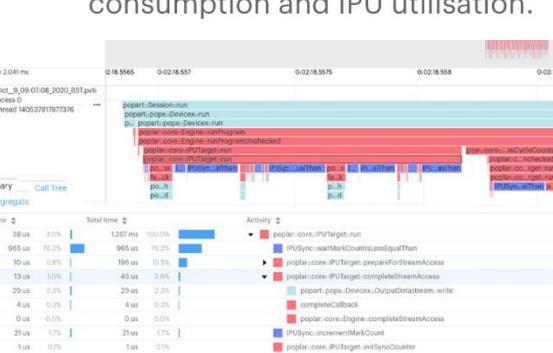
## EXECUTION TRACE REPORT

View the output of instrumenting a Poplar program, capturing cycle counts for each step. See execution statistics, tile balance, cycle proportions and compute-set details.



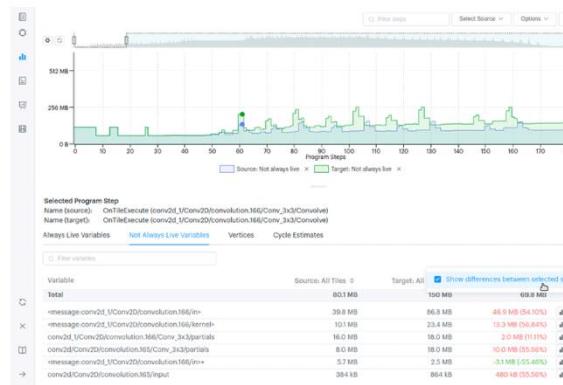
## GRAPH DATA

Plot graph data of any numerical data points from the host or IPU processor systems, such as board temperature, power consumption and IPU utilisation.



## HOST EXECUTION ANALYSIS

Understand the execution of IPU-targeted software on your host system processors. Identify any bottlenecks between CPUs and IPUs across a visual interactive timeline.



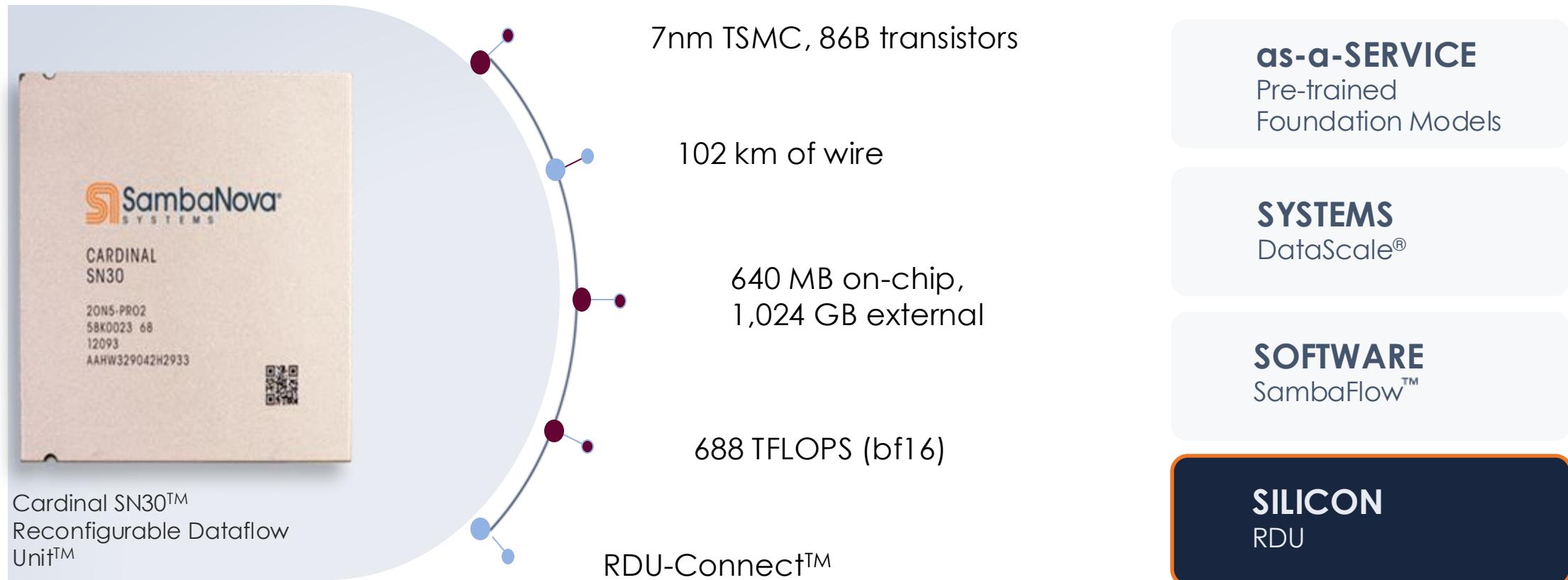
## PopVision Graph Analyzer

## PopVision System Analyzer

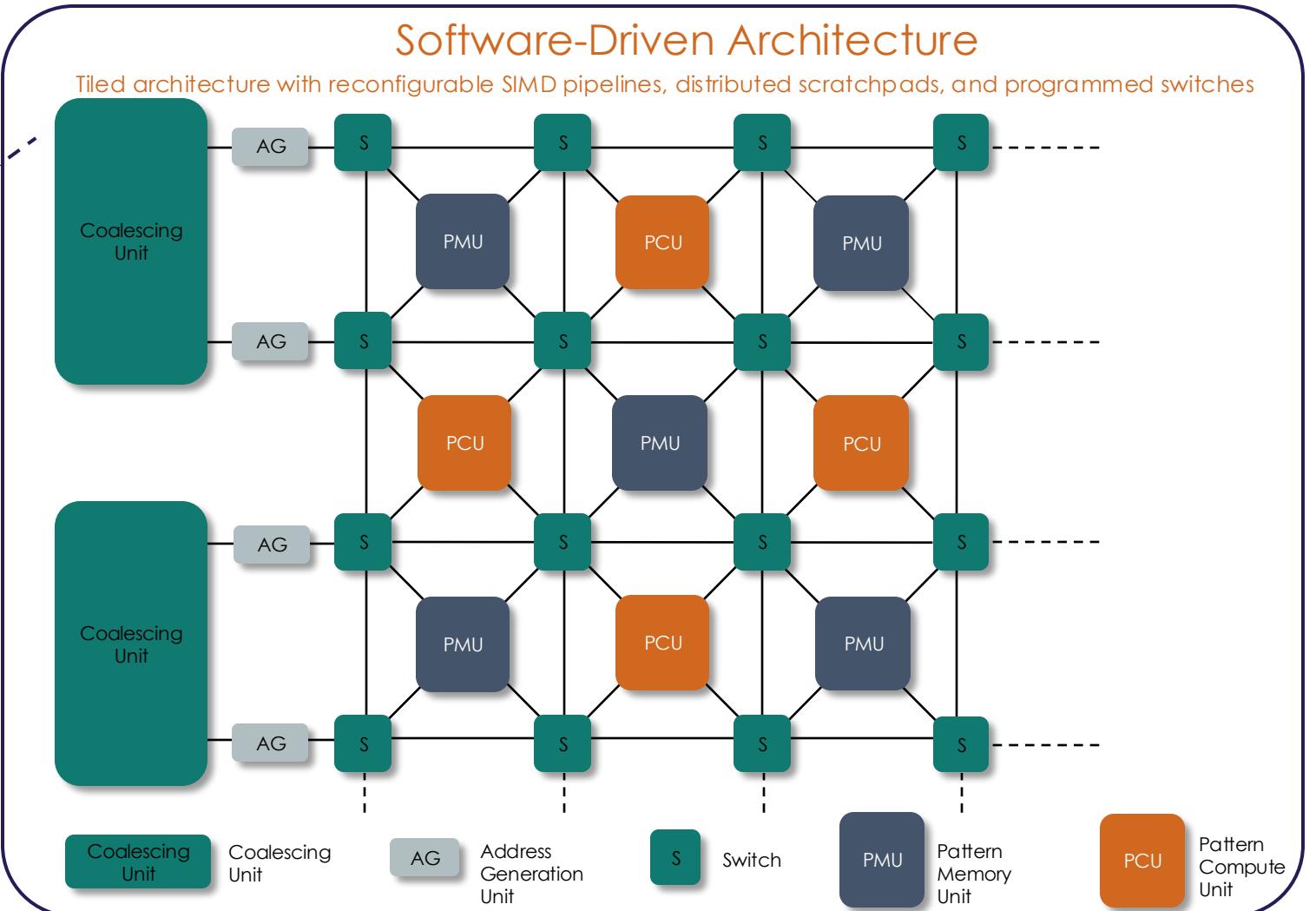
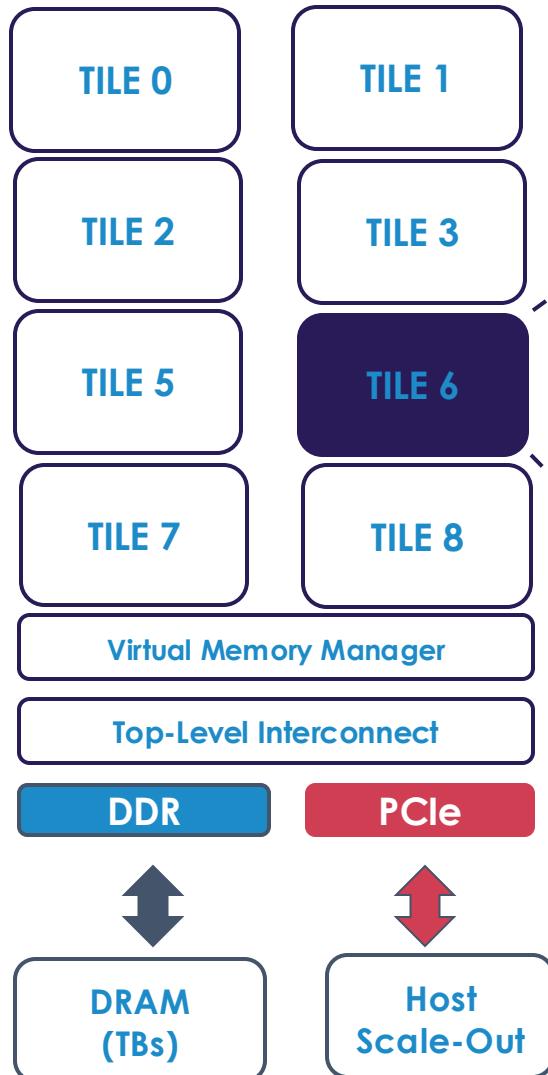
# Graphcore Poplar Hands-On

[Link to Hands-On Session Material](#)

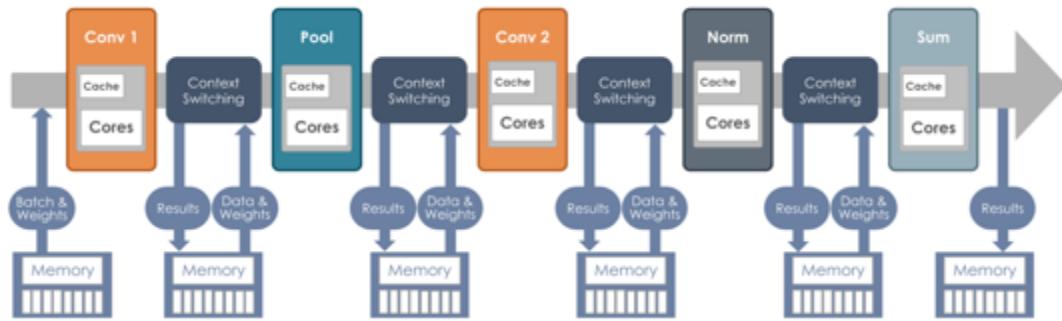
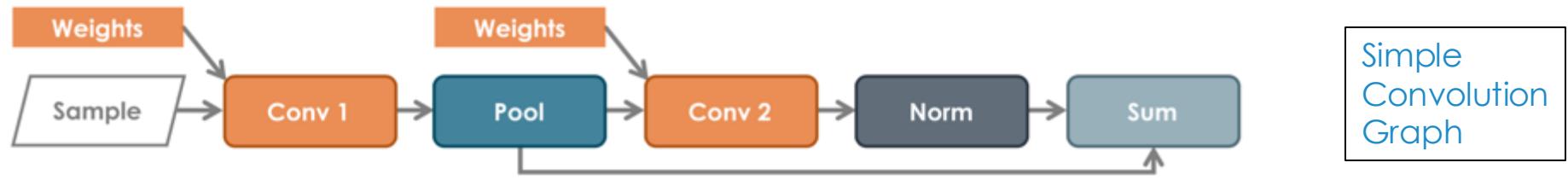
# SambaNova Cardinal SN30 RDU



# Cardinal SN30: Tile



# Dataflow Architectures



The old way: kernel-by-kernel  
Bottlenecked by memory bandwidth  
and host overhead



The Dataflow way: Spatial  
Eliminates memory traffic and overhead

# SambaNova DataScale SN30-8 System

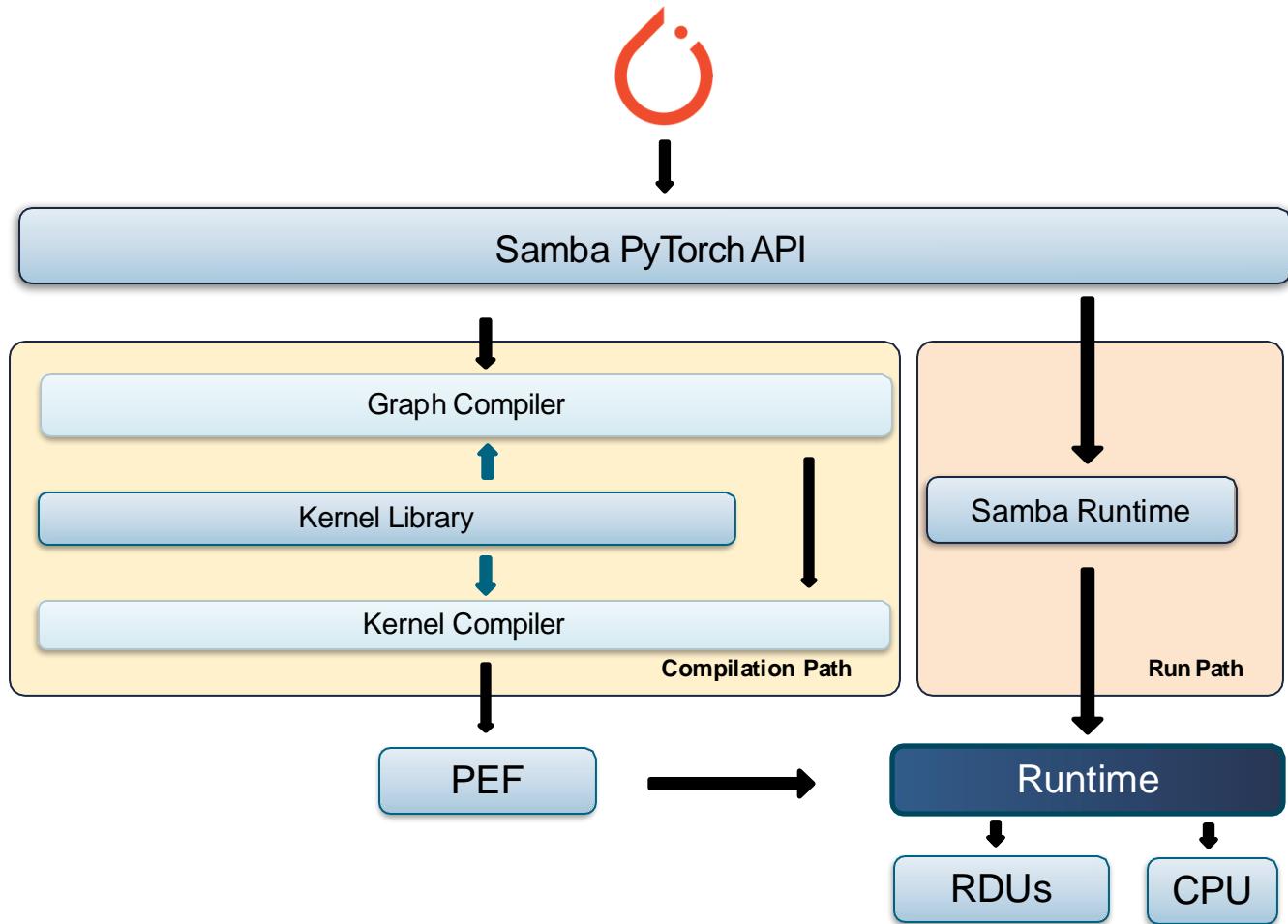


- 8 x Cardinal SN30 Reconfigurable Dataflow Unit
- 8 TB total memory (using 64 x 128 GB DDR4 DIMMs)
- 6 x 3.8 TB NVMe (22.8 TB total)
- PCIe Gen4 x16
- Host module

Image Courtesy: SambaNova

# Samba Compilation Flow

- **Samba**
  - + SambaNova PyTorch compilation & run APIs
- **Graph compiler**
  - + High-level ML graph transformation & optimizations
- **Kernel compiler**
  - + Low-level RDU operator kernel transformation & optimizations
- **Kernel library**
  - + RDU operator implementations



# Sambaflow Hands-On

[Link to Hands-On Session Material](#)

# Groq LPU Overview

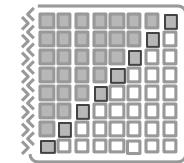
## SRAM Memory

Massive concurrency  
80 TB/s of BW  
230MB capacity  
Stride insensitive



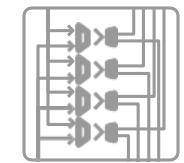
## Groq TruePoint™ Matrix

4x Engines  
750 TOP/s int8  
188 TFLOP/s fp16  
320x320 fused dot product



## Programmable Vector Units

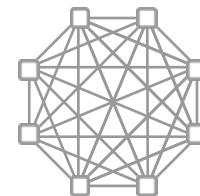
5,120 Vector ALUs for high performance



# Groq LPU Overview

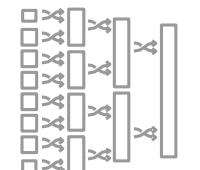
## Networking

480 GB/s bandwidth  
Extensible network scalability  
Multiple topologies



## Data Switch

Shift, Transpose, Permuter for improved data movement and data reshapes



Groq Public 56

## Instruction Control

Multiple instruction queues for instruction parallelism



# Groq LPU Building Blocks

Build different types of specialized SIMD units



**MXM**  
Matrix-Vector /  
Matrix-Matrix Multiply



**VXM**  
Vector-Vector  
Operations



**SXM**  
Data Reshapes



**MEM**  
On-chip SRAM

# Architecture Empowering Software

## Software-controlled memory

No dynamic hardware caching

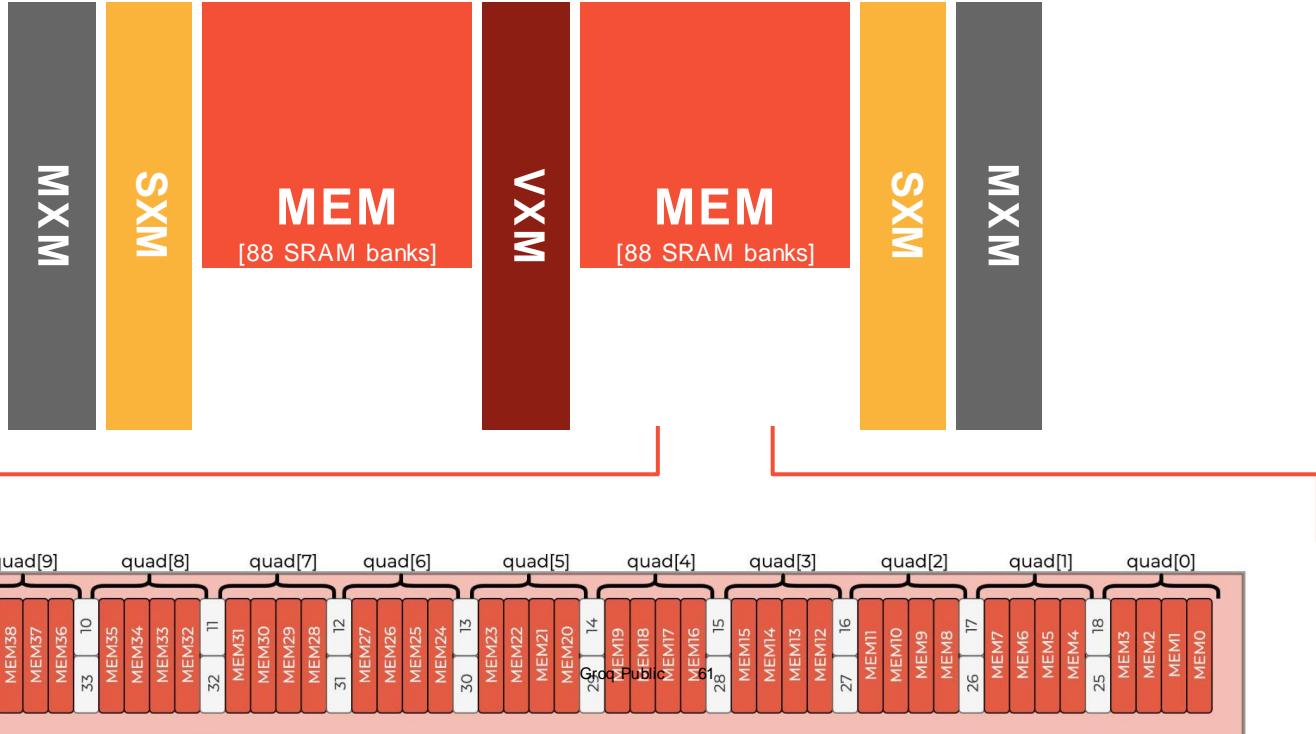
- Compiler aware of all data locations at any given point in time

Flat memory hierarchy  
(no L1, L2, L3, etc)

- Memory exposed to software as a set of physical banks that are directly addressed

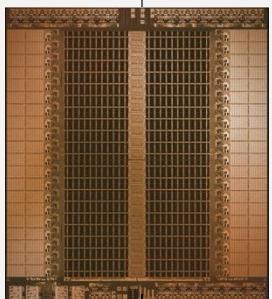
Large on-chip memory capacity (220 MiB) at very high-bandwidth (80 TBps)

- Achieves high compute efficiency even at low operational intensity



## GroqChip™

The purpose-built  
Language Processing  
Unit™ Inference Engine



## GroqCard™

## GroqNode™



## GroqRack™

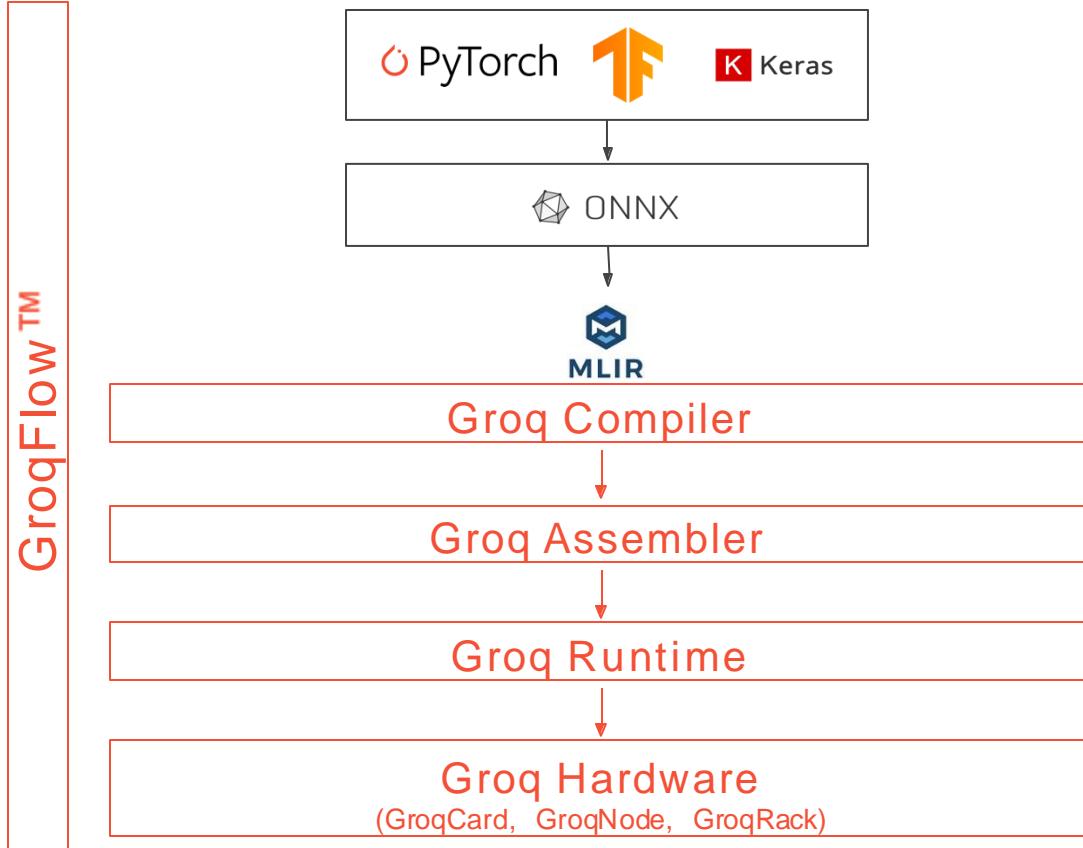


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## ≡ EXCEPTIONAL.

at sequential processing. The LPU™ Inference Engine is designed to scale and is more power-efficient, with greater performance, than a GPU for AI applications like LLMs.

# GroqWare™ Suite



DIVERSE SUITE OF DEVELOPMENT TOOLS

## Out-of-Box

**Groq Compiler** provides out-of-box support for standard Deep Learning models



## Productivity Tools

**GroqView Profiler** provides visualization of the chip's compute and memory usage at compile time

**GroqFlow Tool Chain** enables a single line of Pytorch or TensorFlow code to import and transform models through a fully automated tool chain to run on Groq hardware

# General Groq LLM Development Flow

Modify PyTorch Model

Export ONNX Model

Convert ONNX Model  
from fp32 to fp8/fp16

Decoder Partition

Groq Compile!

Multi-node/Multi-rack  
Host-Code Invocation

# Groq Hands-On

[Link to Hands-On Session Material](#)

# Thank You

- This research was funded in part and used resources of the Argonne Leadership Computing Facility (ALCF), a DOE Office of Science User Facility supported under Contract DE-AC02-06CH11357.
- Murali Emani, Varuni Sastry, William Arnold, Krishna Teja Chitty-Venkata, Venkatram Vishwanath
- Our current AI testbed system vendors – Cerebras, Graphcore, Groq, Intel Habana and SambaNova.
- Many slides are courtesy of AI Testbed vendors.

Please reach out for further details  
Sid Raskar, [sraskar@anl.gov](mailto:sraskar@anl.gov)