



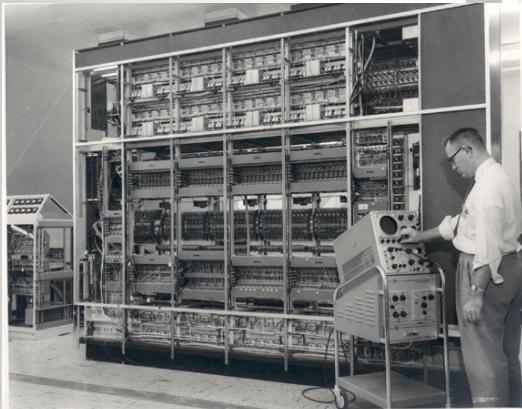
# Agenda

- Intro to me and where I work
- Example Computational Research Problems
- Types of communication



## 1957 MISTIC Mainframe

- MSU's first mainframe
- Hand built by grad students
  - Dick Reid
  - Glen Keeney

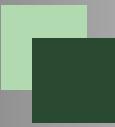




## After MISTIC

- 1957 MISTIC
- 1963-1973 CDC 3600
- 1967 Computer Science Department
- 1968 CDC 6500
- 1971 MERIT
- 1978 Cyber 750
- **2004 HPCC**
- **2009 ICER**

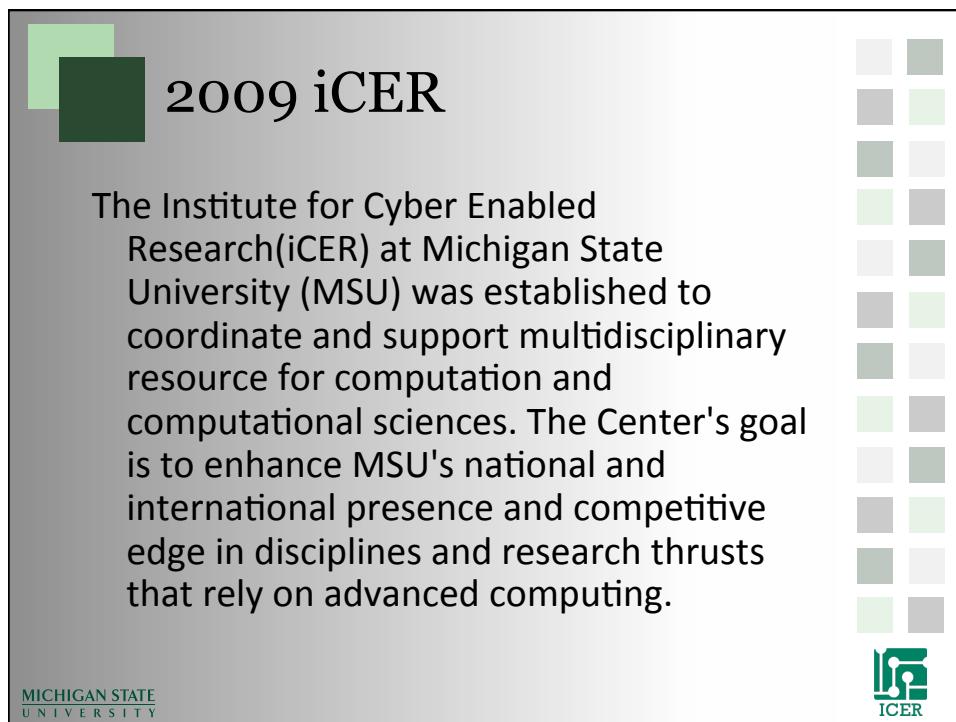
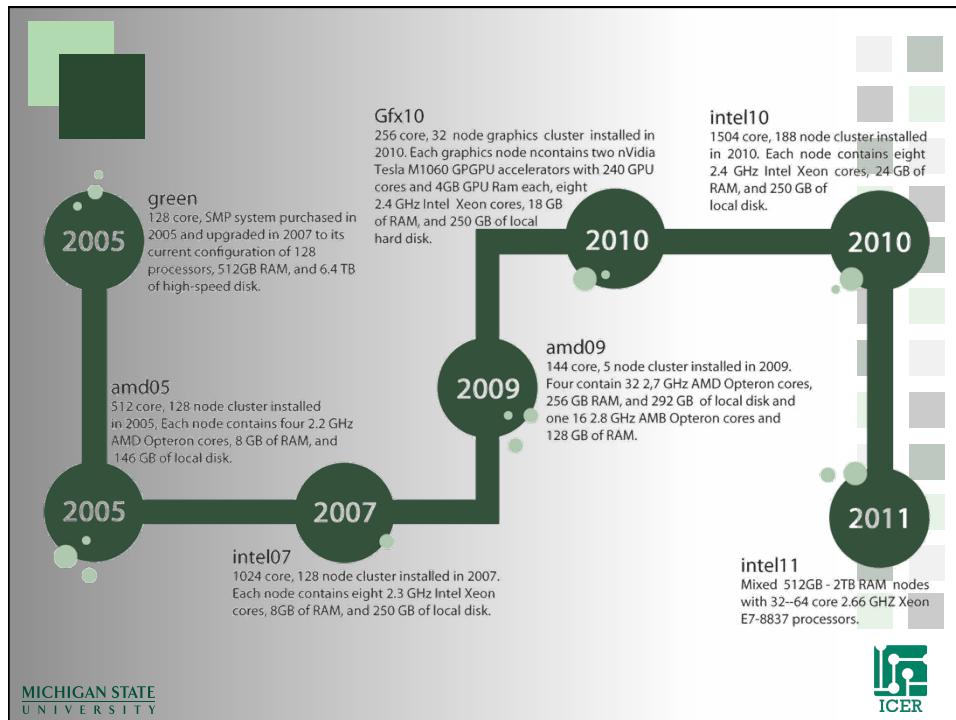


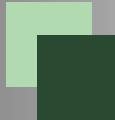


## 2004 MSU HPCC

- Provide a level of performance beyond what you could get and reasonably maintain as a small group
- Provide a variety of technology, hardware and software, that would allow for innovation not easily found

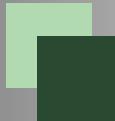
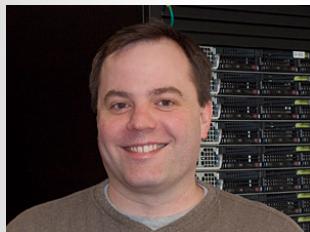




# iCER Research Specialist

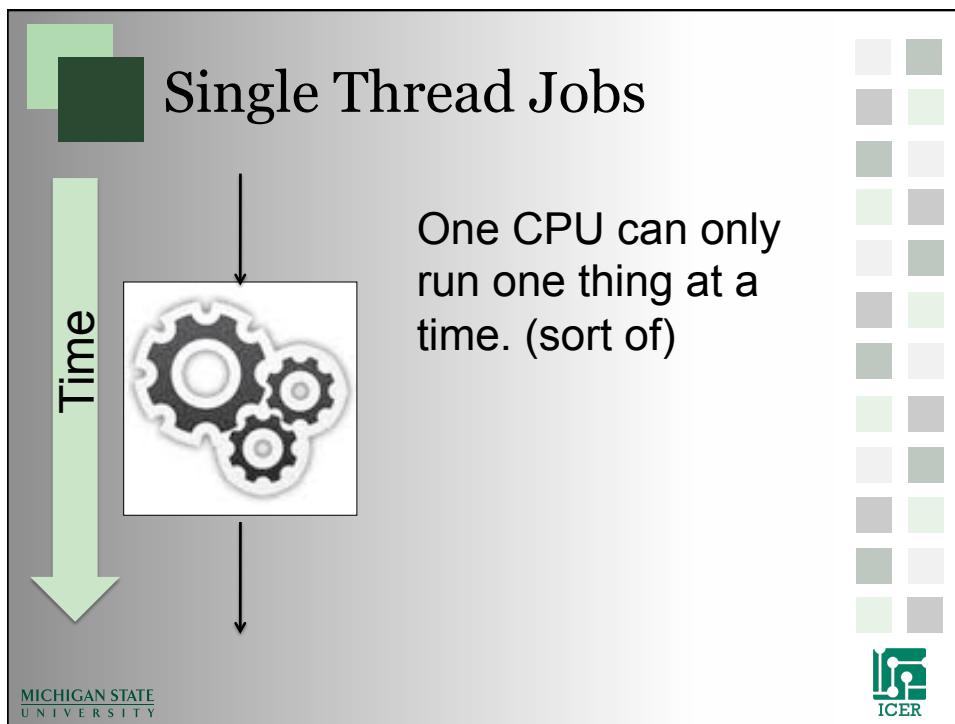
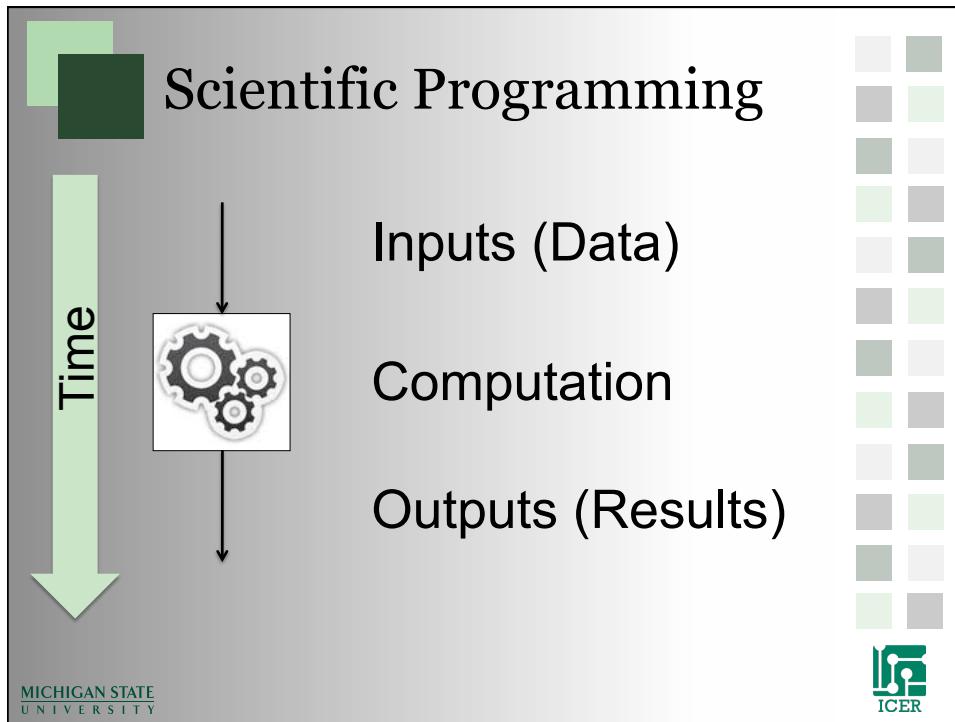
- Me
  - Research Consulting
  - HPCC Programming
  - Proposal Writing
  - Training and Education
  - Outreach

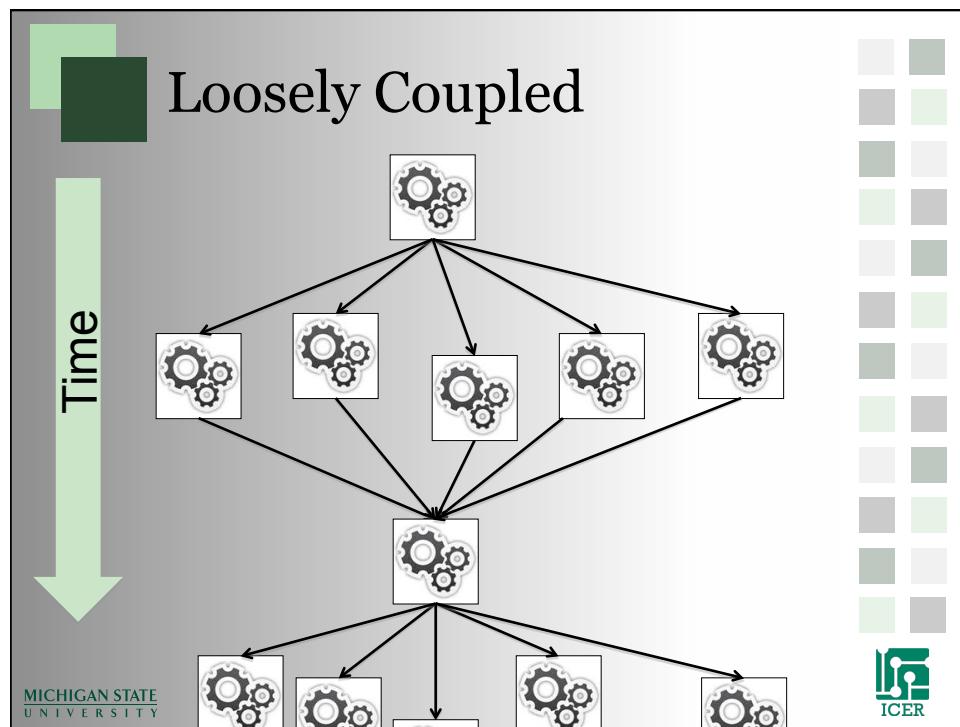
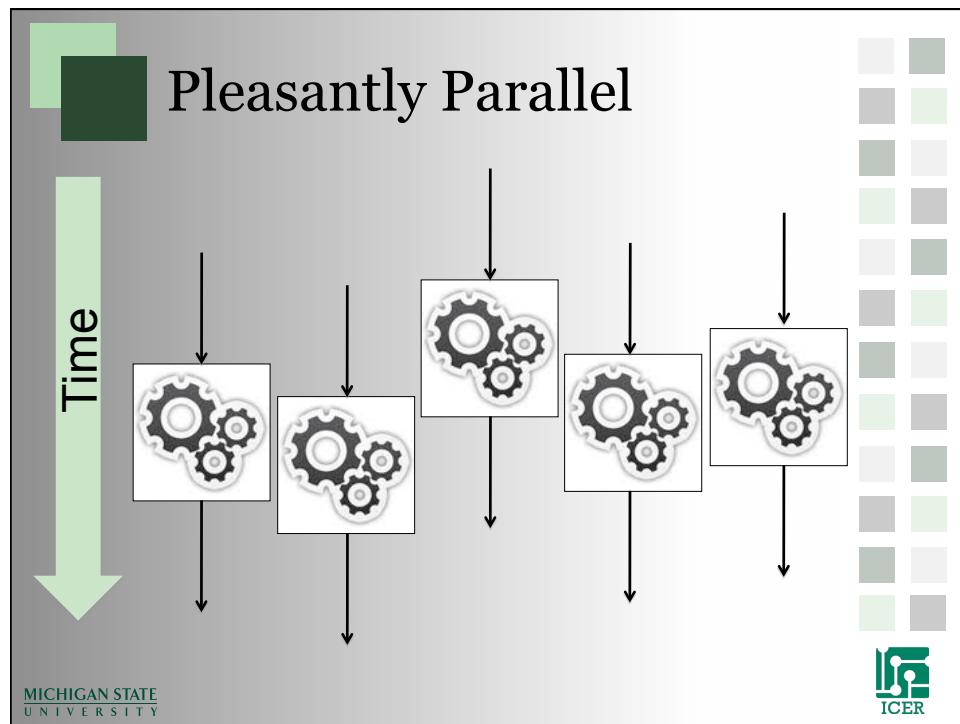


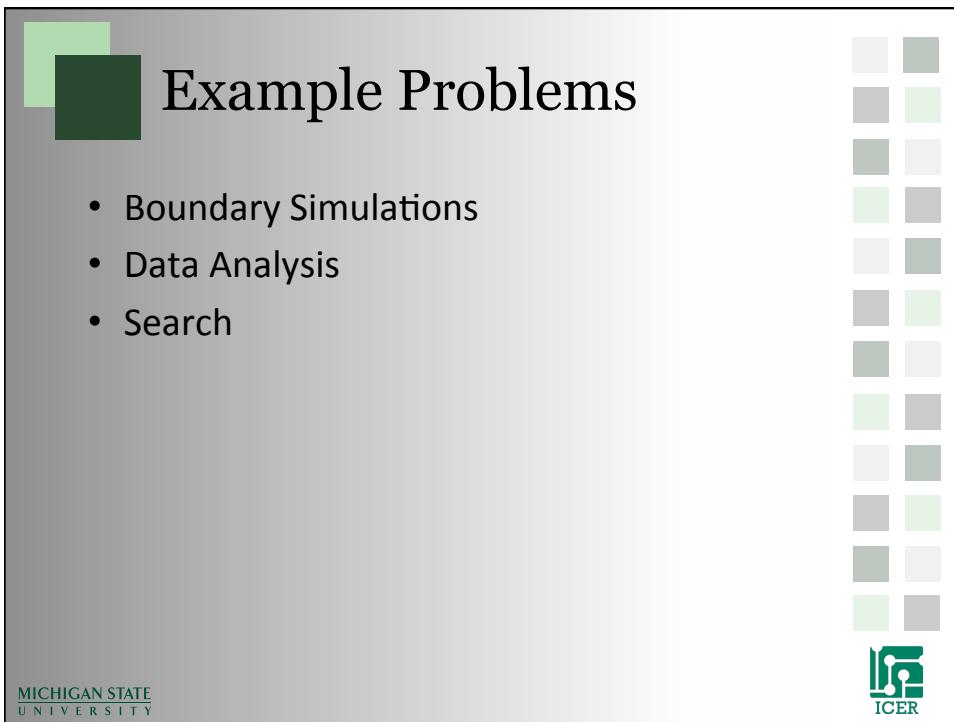
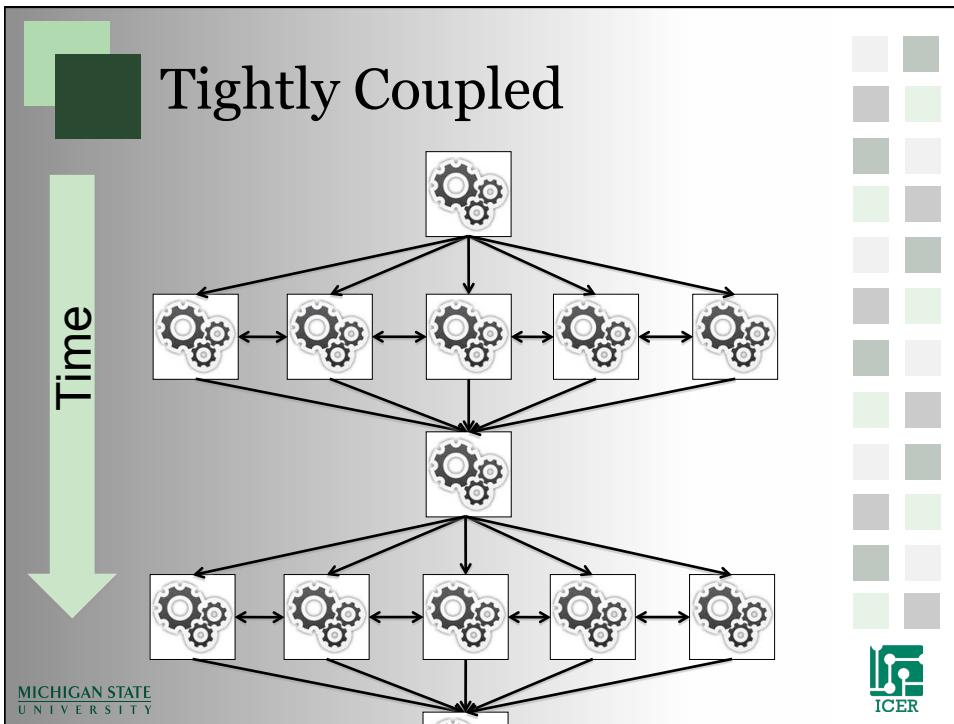
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## Example: Boundary simulations

1. Divide a 2D or 3D simulation space into a grid of cells
2. Define information that is transferred at the boundary of the cells
3. Simulate the dynamics of the cell during a time interval
4. Repeat steps 2 and 3

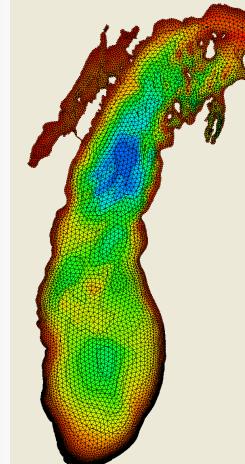


Image Provided by Dr. Mantha Phanikumar, MSU

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## Boundary Simulations

- Fluid dynamics
- Finite element analysis
- Molecular dynamics
- Weather
- Etc.



ENZO Simulation, Drs. O'Shea and Smith

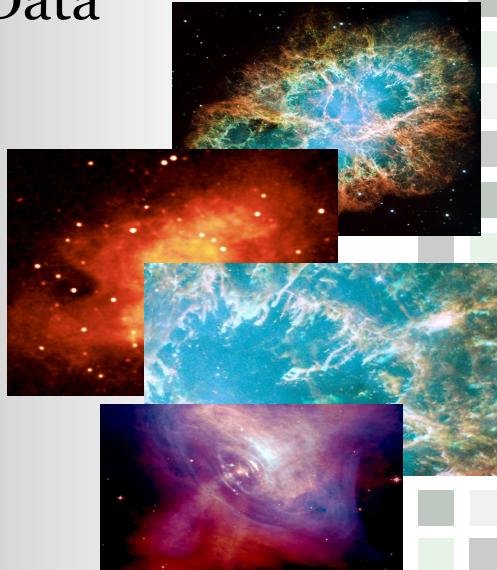
- System of PDE (Partial Differential equations)
- Mathematically equivalent to inverse of a matrix

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## Example: Data Analysis

1. Input data file
2. Find features, search or filter data in some way
3. Output Results



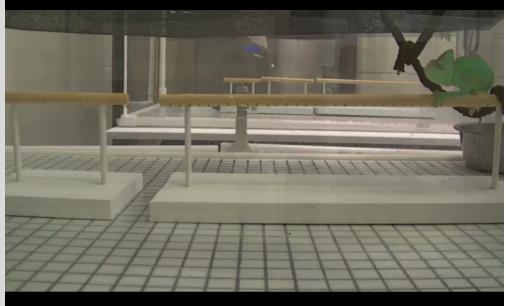
Images from, "Understanding the H<sub>2</sub> Emission from the Crab Nebula", C.T. Richardson, J.A. Baldwin, G.J. Ferland, E.D. Loh, Charles A. Huehn, A.C. Fabian, P.Salomé

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## Data Analysis

- Loosely coupled
- Bulk of computation is typically pleasantly parallel
- Can be I/O bound



Video Provided by Dr. Fred Dyer

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## Example: Search

- Randomly generate test candidates
- Evaluate the quality of solution
- Repeat until found

Image Provided by Dr. Warren F. Beck, MSU

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## Search

- Pleasantly parallel
- The more the better
- Typically not I/O bound
- Typically not memory bound

Evolution of an artificial organism that can move and forage for food, Dr. Nicolas Chaumont

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# Agenda

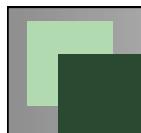
- Intro to me and where I work
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# Examples

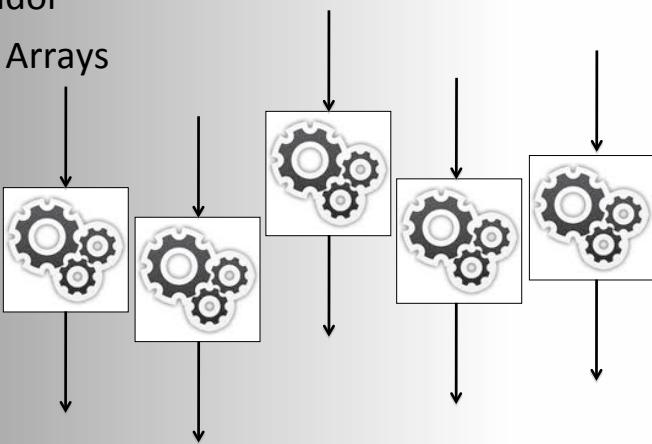
- Examples available on HPCC using the following commands:
  - module load powertools
  - getexample
  - getexample exemplename
- Lots of other examples available on the web.





## Pleasantly Parallel

- Map without the reduce
- Condor
- Job Arrays



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## Condor High Throughput Computing

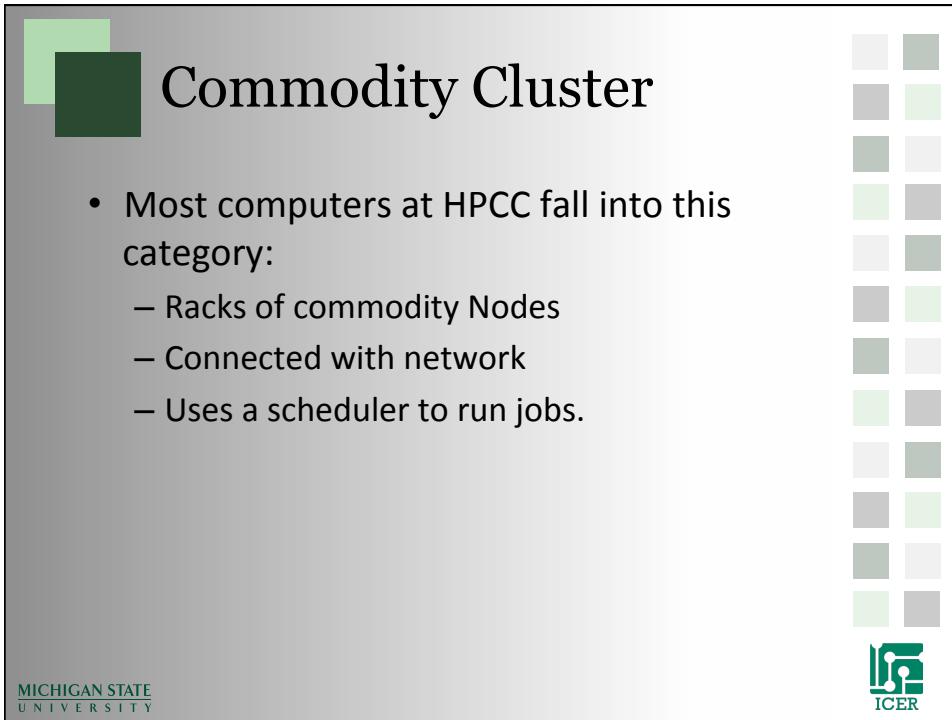


- Job submission system
- Runs like a screen saver
- Steals CPU Cycles



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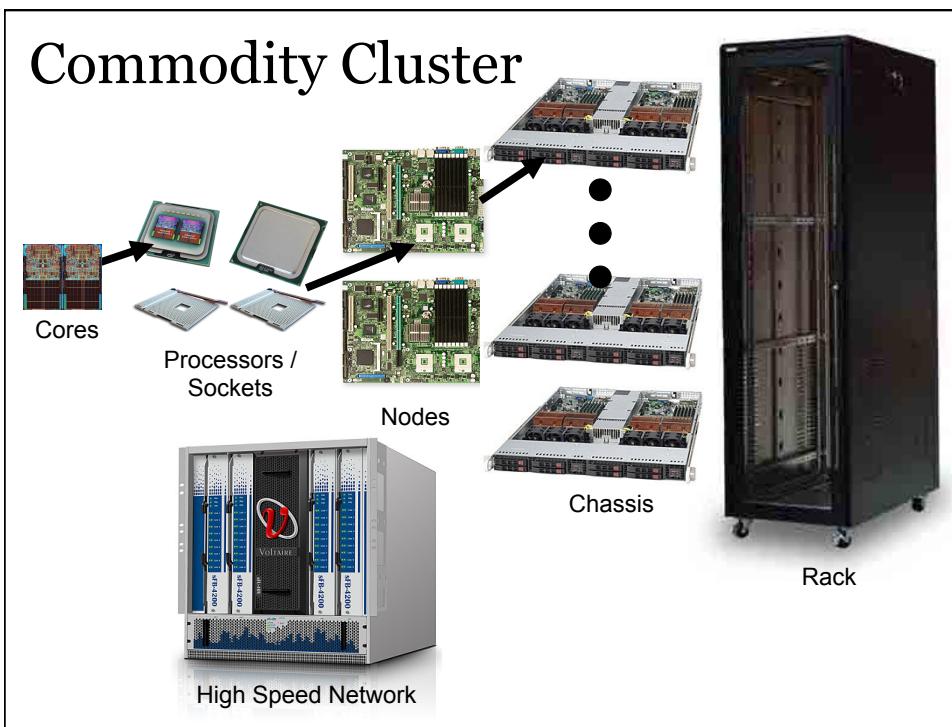


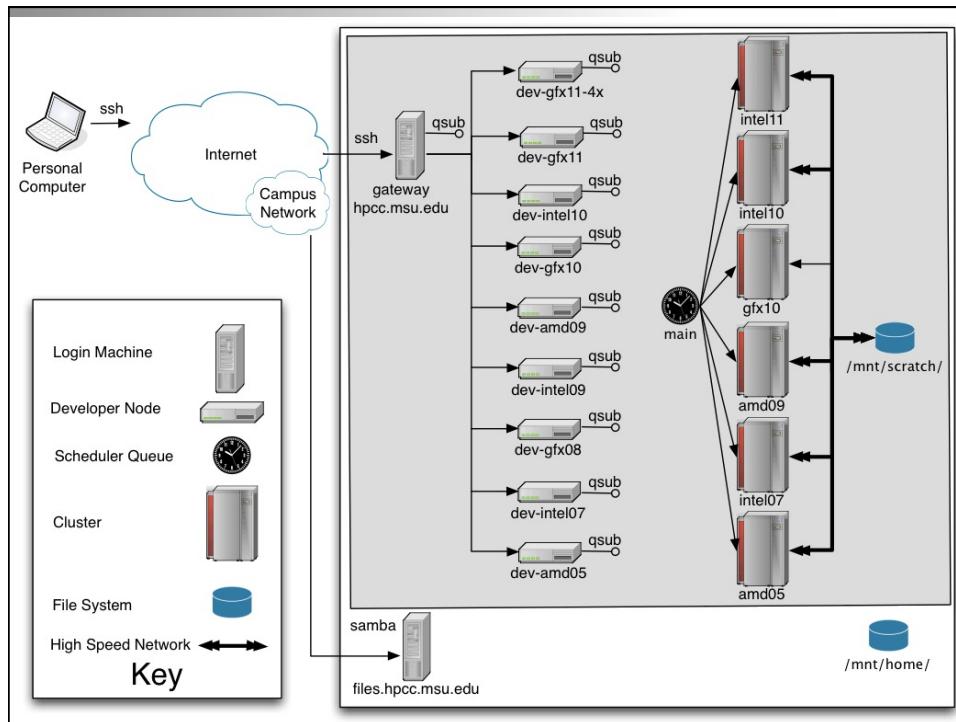
## Commodity Cluster

- Most computers at HPCC fall into this category:
  - Racks of commodity Nodes
  - Connected with network
  - Uses a scheduler to run jobs.

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## Simple Job Array

```

#!/bin/bash -login
#PBS -l walltime=00:05:00,mem=2gb
#PBS -l nodes=1:ppn=1,feature=gbe
#PBS -t 1-200

cd ${PBS_O_WORKDIR}

./myprogram ${PBS_ARRAYID}.in > ${PBS_ARRAYID}.out

qstat -f ${PBS_JOBID}

```

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# Communication

- Shared Memory
- Shared Network
- Distributed Network
- Dedicated Accelerators
- Hybrid Systems

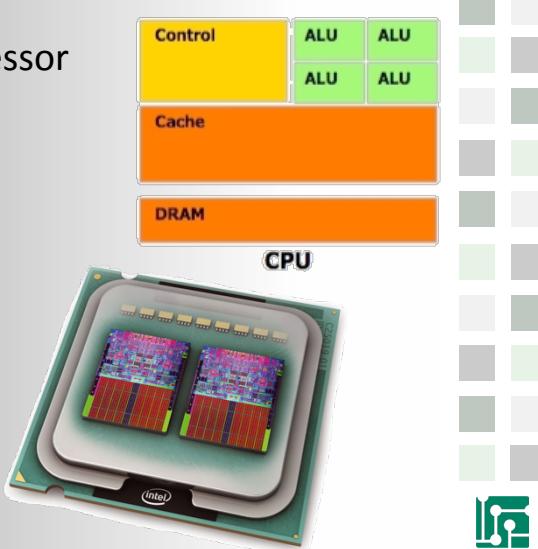


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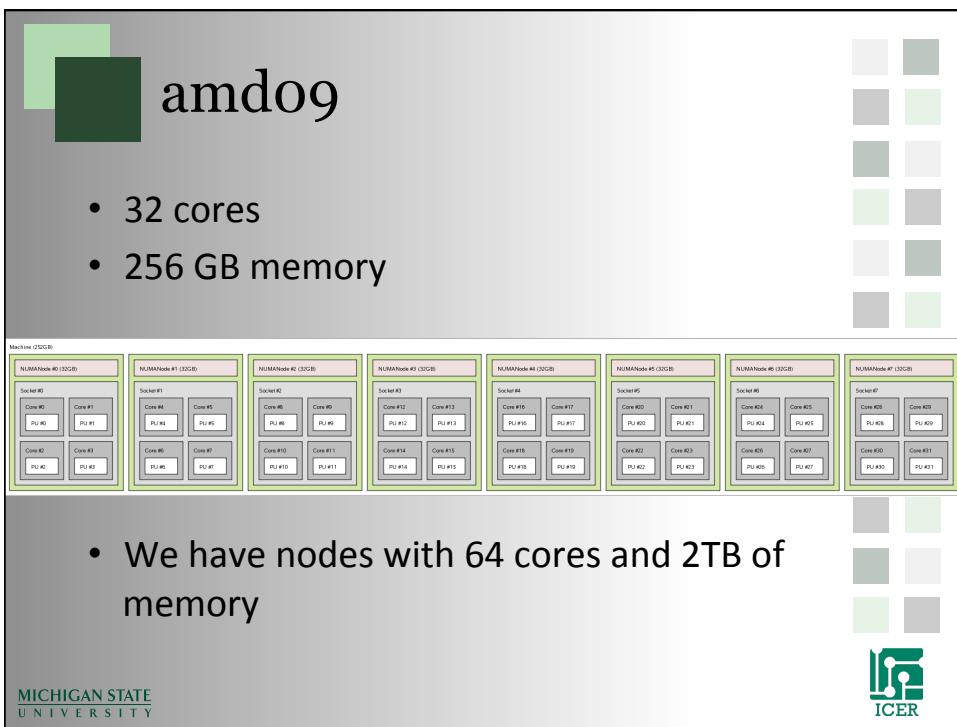
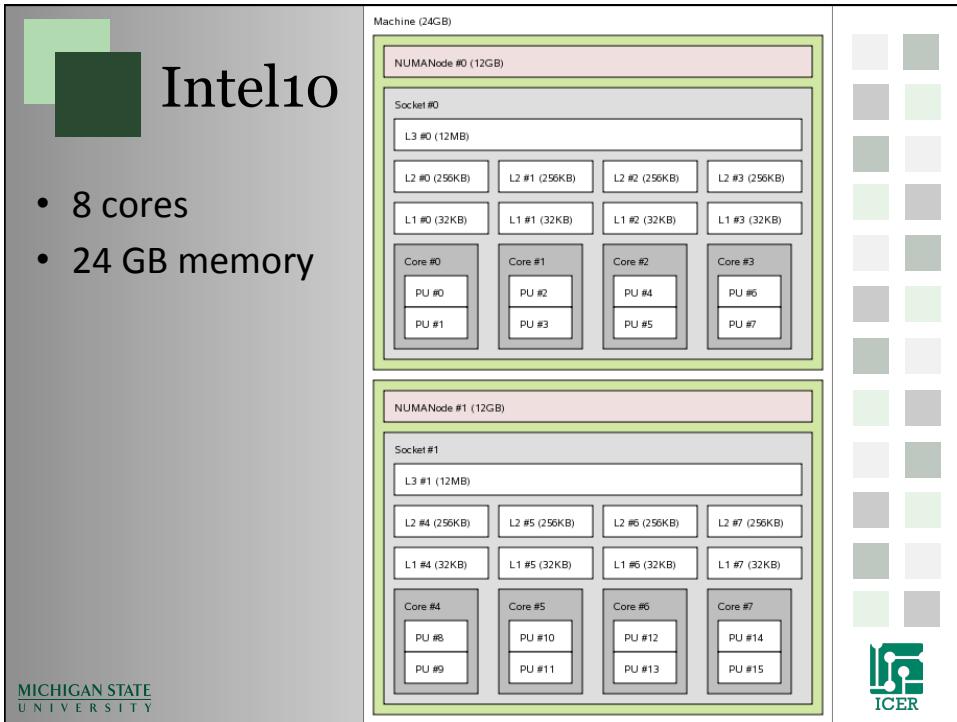
## Shared Memory Communication

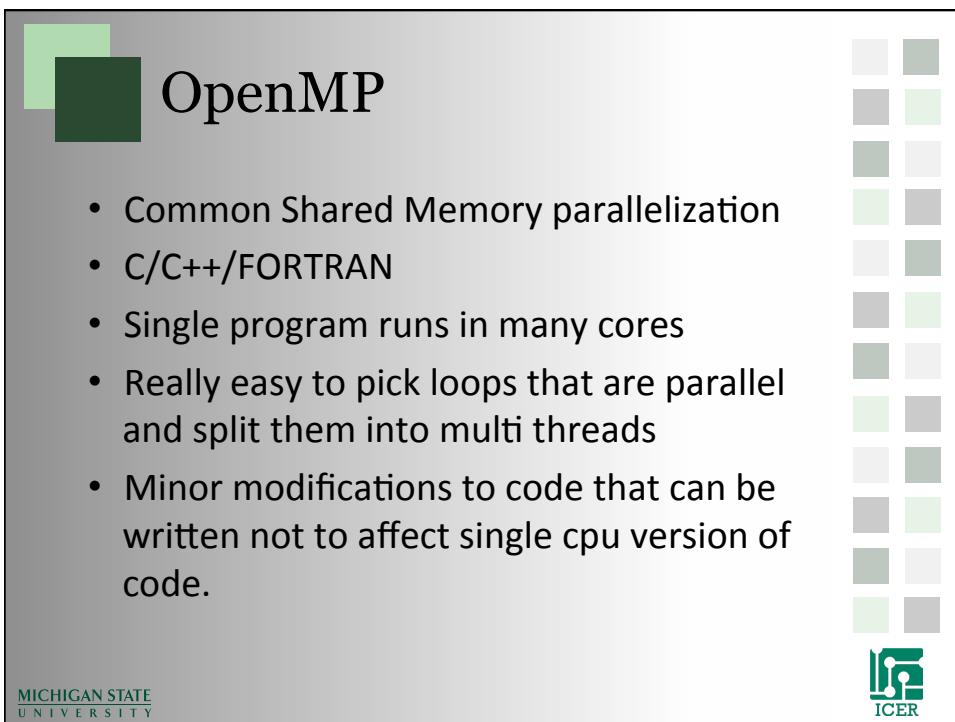
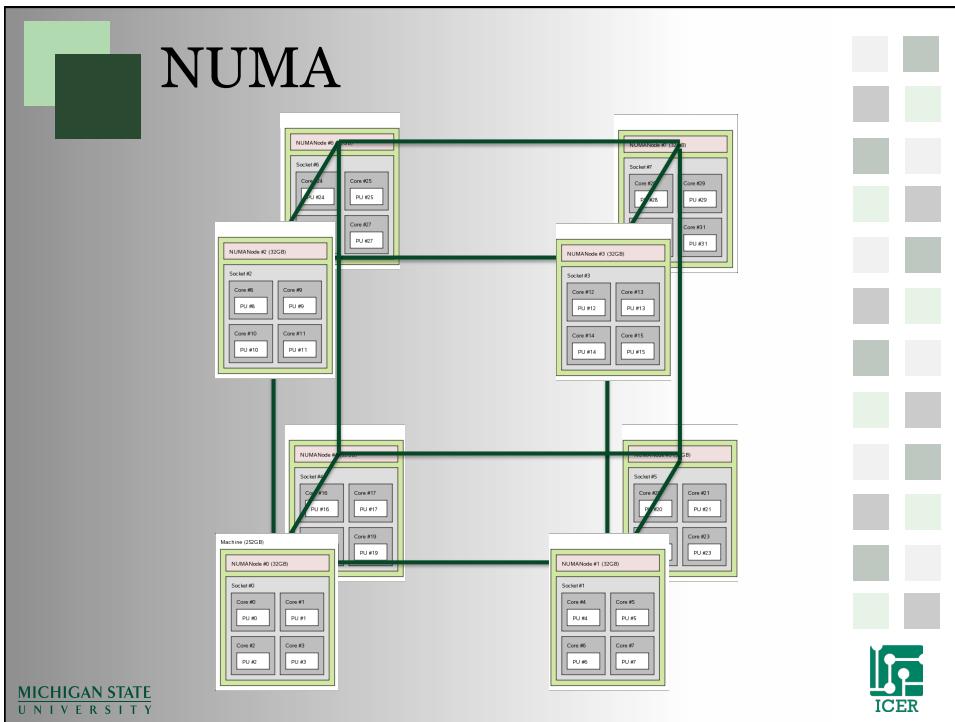
- Cores on a processor share the same memory
- OpenMP
- Fat nodes
  - 64 cores
  - 2TB of memory

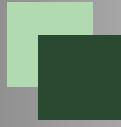


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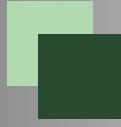






## OpenMP is easy

```
#include <omp.h>
...
#pragma omp parallel for
for (i=0;i<100;++i) {
    A(I) = A(I) + B
}
...
```

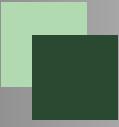


## Compile OpenMP Jobs

- Use compiler option openmpi.
  - fopenmp
- Example:

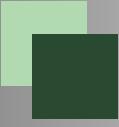
```
gcc –fopenmp mycode.cc –o mycode
```





## Running OpenMP code

```
export OMP_NUM_THREADS=2  
  
. /myCode
```



## Network parallelization

- Message Passing Interface (MPI)
- C/FORTRAN library that allows programs to pass “messages” between computers over the internet.
- Generally requires a high speed network such as 10gigE or Infiniband



## MPI program (1 of 4)

```
/* Needed for printf'ing */
#include <stdio.h>
#include <stdlib.h>

/* Get the MPI header file */
#include <mpi.h>

/* Max number of nodes to test */
#define max_nodes 264

/* Largest hostname string hostnames */
#define str_length 50
```



## MPI program (2 of 4)

```
int main(int argc, char **argv)
{
    /* Declare variables */
    int proc, rank, size, namelen;
    int ids[max_nodes];
    char hostname[str_length][max_nodes];
    char p_name[str_length];

    MPI_Status status;
    MPI_Init(&argc, &argv);
    MPI_Comm_rank(MPI_COMM_WORLD, &rank);
    MPI_Comm_size(MPI_COMM_WORLD, &size);
    MPI_Get_processor_name(p_name, &namelen);
```



## MPI program (3 of 4)

```

if (rank==0) {
    printf("Hello From: %s I am the receiving processor
%d of %d\n",p_name, rank+1, size);
    for (proc=1;proc<size;proc++) {
        MPI_Recv(&hostname[0][proc], \\
                  str_length,MPI_INT,proc, \\
                  1,MPI_COMM_WORLD,&status);
        MPI_Recv(&ids[proc], \\
                  str_length,MPI_INT,proc, \\
                  2,MPI_COMM_WORLD,&status);
        printf("Hello From: %-20s I am processor %d of
%d\n",&hostname[0][proc], ids[proc]+1, size);
    }
}

```

## MPI program (4 of 4)

```

} else { // NOT Rank 0
    srand(rank);
    int t = rand()%10+1;
    sleep(t);
    MPI_Send(&p_name,str_length, \\
              MPI_INT,0,1,MPI_COMM_WORLD);
    MPI_Send(&rank,str_length, \\
              MPI_INT,0,2,MPI_COMM_WORLD);
}
MPI_Finalize();

return(0);
}

```

## Compile MPI Jobs

- To compile an mpi program you need to use the mpi compiler wrappers:
  - mpicc
  - mpif90

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## Using MPI

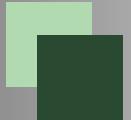
- MPI programs are run using the “mpirun” command:
 

```
mpirun -np 10 -hostfile ./hosts ./myprogram
```

  - Number of processor cores
  - Hostfile:
    - Ipaddress
    - Computer names
- In a job script on a cluster using a scheduler:
 

```
mpirun ./myprogram
```

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## Distributed Network Parallelization

- Map-Reduce (HADOOP)
- Fault tolerant
- Does not require high speed network
- Scales very well.
- Not all problems map well to map-reduce



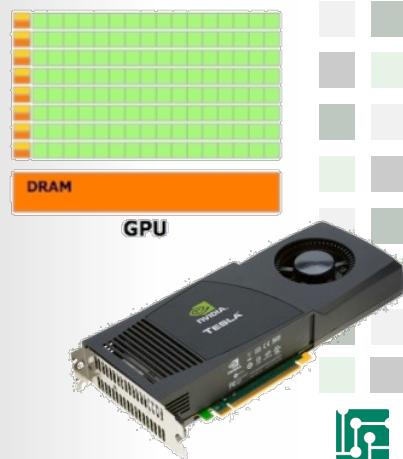
## Dedicated Accelerators

- Small shared memory/network systems.
- HPC on a card
  - GPGPU (CUDA)
  - Phi Cards
  - FPGA



# GPUs

- Cards used to render graphics on a computer
- Hundreds of cores
- Not very smart cores
- But, if you can make your research look like graphics rendering you may be able to run really fast!

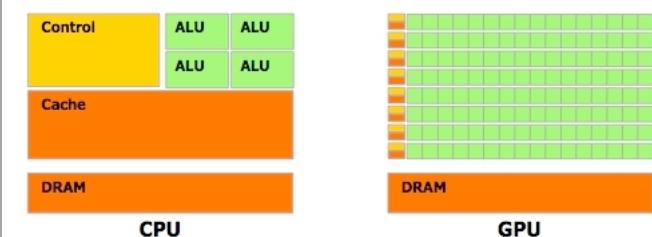
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# GPU vs CPU

|         |     |     |
|---------|-----|-----|
| Control | ALU | ALU |
|         | ALU | ALU |
| Cache   |     |     |
| DRAM    |     |     |

**CPU**

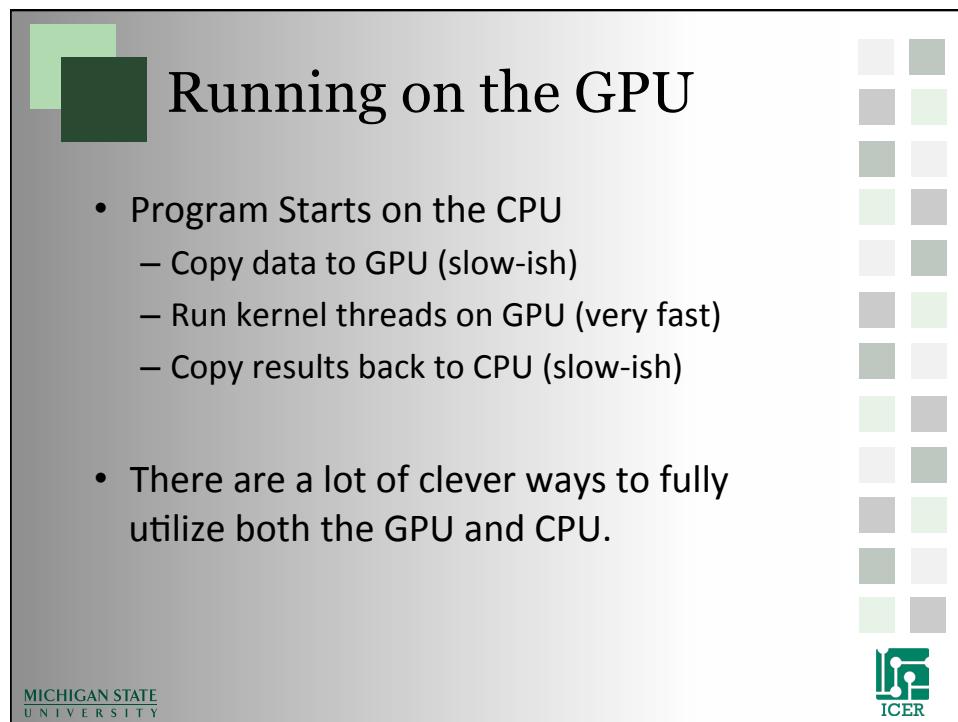
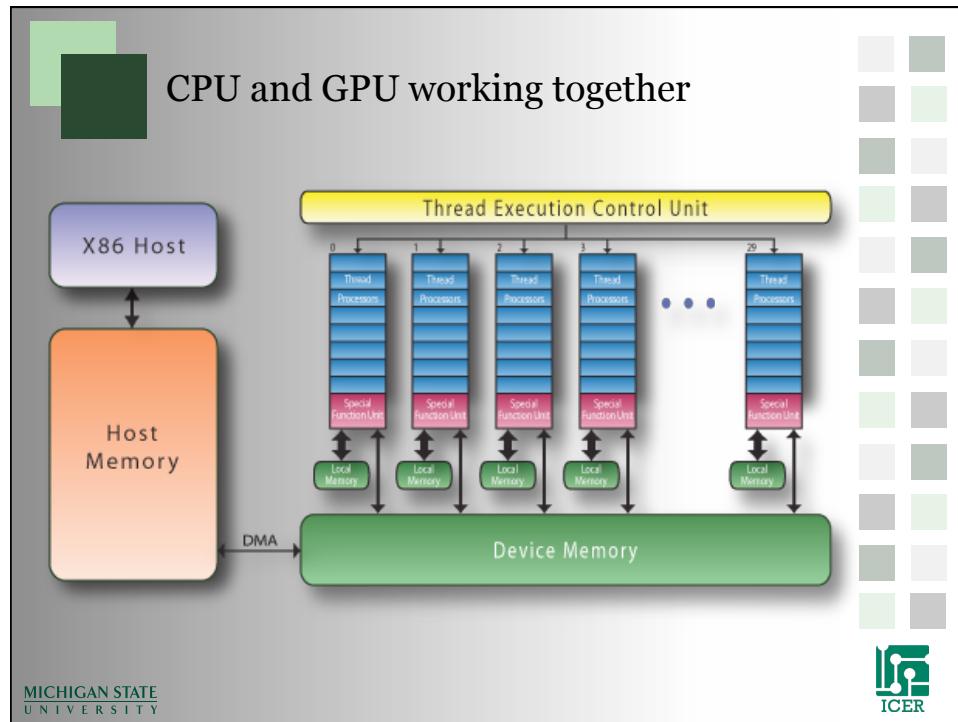


|         |     |     |
|---------|-----|-----|
| Control | ALU | ALU |
|         | ALU | ALU |
| Cache   |     |     |
| DRAM    |     |     |

**GPU**

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## Pros and Cons

- Benefits
  - Lots of processing cores.
  - Works with the CPU as a co-processor
  - Very fast local memory bandwidth
  - Large online community of developers
- Drawbacks
  - Can be difficult to program.
  - Memory Transfers between GPU and CPU are costly (time).
  - Cores typically run the same code.
  - Errors are not detected (on older cards)
  - Double precision calculations are slow (On older cards)

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## CUDA program (1 of 5)

```
#include "cuda.h"
#include <iostream>

using namespace std;

void printGrid(float an_array[16][16]) {
    for (int i = 0; i < 16; i++) {
        for (int j = 0; j < 16; j++) {
            cout << an_array[i][j];
        }
        cout << endl;
    }
}
```

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## CUDA program (2 of 5)

```
__global__ void theKernel(float * our_array)
{
    // This is array flattening,
    // (Array Width * Y Index + X Index)
    our_array[(gridDim.x * blockDim.x) * \
               (blockIdx.y * blockDim.y + threadIdx.y) + \
               (blockIdx.x * blockDim.x + threadIdx.x)] = \
               = 5;
}
```

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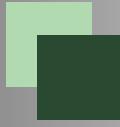
## CUDA program (3 of 5)

```
int main()
{
    float our_array[16][16];

    for (int i = 0; i < 16; i++) {
        for (int j = 0; j < 16; j++) {
            our_array[i][j] = 0;
        }
    }
}
```

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## CUDA program (4 of 5)

```
//STEP 1: ALLOCATE
float * our_array_d;
int size = sizeof(float)*256;
cudaMalloc((void **) &our_array_d, size);

//STEP 2: TRANSFER
cudaMemcpy(our_array_d, our_array, size, \
cudaMemcpyHostToDevice);
```



## CUDA program (5 of 5)

```
//STEP 3: SET UP
dim3 blockSize(8,8,1);
dim3 gridSize(2,2,1);

//STEP 4: RUN
theKernel<<<gridSize, blockSize>>>(our_array_d);

//STEP 5: TRANSFER
printGrid(our_array);
cudaMemcpy(our_array, our_array_d, size, \
cudaMemcpyDeviceToHost);
cout << "-----" << endl;
printGrid(our_array);

}
```



## Compile CUDA Jobs

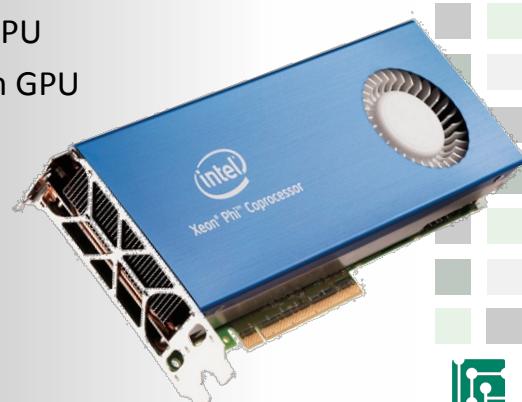
- Just like MPI, to compile an cuda program you need to use the cuda compiler wrappers:
  - nvcc simple.cu -o simple\_cuda

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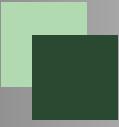
## Intel Xeon Phi

- Cross between CPU and GPU
- About 60 Pentium I cores
  - Less cores than GPU
  - Easier to use than GPU
    - OpenMP
    - MPI
- Very new
  - January 2013



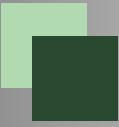
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## Which approach is the best?

- Depends on what you are doing?
- Depends on how much communication you need.
- Depends on what hardware you have.
- Depends on how much time you have.



## Terms Test

- Condor
- Job Array
- OpenMP
- MPI
- Hadoop
- Cuda
- GPU
- Phi
- Communication
- Scaling
- Accelerator Cards



# QUESTIONS?

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