

Chapter 1

Parallelism

Just like Firedrake (e.g. [1]) and PETSc (e.g. ???), **pyop3** is designed to be run efficiently on even the world’s largest supercomputers. Accordingly, **pyop3** is designed to work SPMD with MPI/distributed memory. As with Firedrake and PETSc, MPI is chosen as the sole parallel abstraction; hybrid models also using shared memory libraries like OpenMP (cite) are not used because the posited performance advantages are contentious [3] and would increase the complexity of the code.

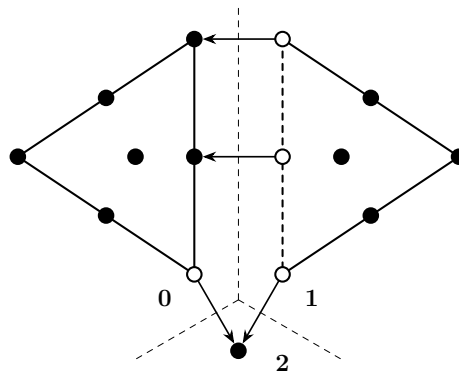
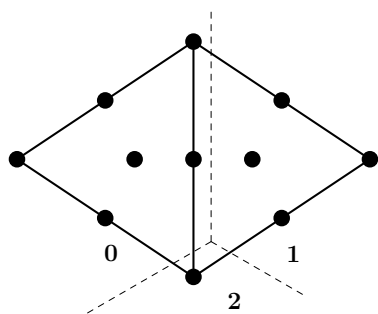
1.1 Message passing with star forests

Almost all message passing in **pyop3** is handled by star forests, specifically by PETSc star forests () [4].

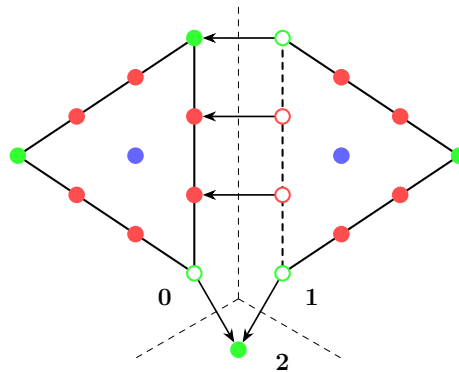
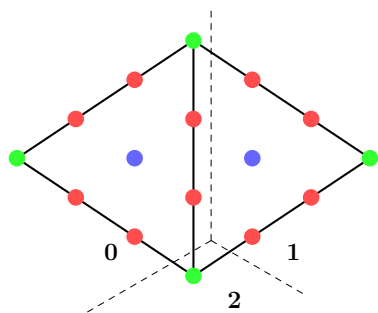
A star forest is defined as a collection of stars, where a star is defined as a tree with a single root and potentially many leaves. Star forests are effective for describing point-to-point MPI operations because they naturally encode the source and destination nodes as roots and leaves of the stars. They can flexibly describe a range of different communication patterns. For example, a value shared globally across n ranks can be represented as a star forest containing a single star with the root node on rank 0 and $n - 1$ leaves, 1 for each other rank. This is shown in Figure ?? . Star forests are also suitable for describing the overlap between parts of a distributed mesh. In this case, each star in the forest represents a single point (cell, edge, vertex) in the mesh with the root on the “owning” rank and leaves on the ranks where the point appears as a “ghost”. An example of such a distribution is shown in Figure ?? .

Some terminology

- Owned Points are termed “owned” if they are present on a process and are not a leaf pointing to some other rank.



(a) TODO



(b) TODO

- Core Points are “core” if they are owned *and* are not part of (i.e. a root of) any star.

1.2 Overlapping computation and communication

In order to hide the often expensive latencies associated with halo exchanges, `pyop3` uses non-blocking MPI operations to interleave computation and communication. Since distributed meshes only need to communicate data at their boundary, and given the surface-area-to-volume ratio effect, the bulk of the required computation can happen without using any halo data. The algorithm for overlapping computation and communication therefore looks like this:

1. Initiate non-blocking halo exchanges.
2. Compute results for data that does not rely on the completion of these halo exchanges.
3. Block until the halo exchanges are complete.
4. Compute results for data that requires up-to-date halo data.

This interleaving approach is used in PyOP2 and has been reimplemented, with slight improvements, in `pyop3`.

Although this interleaving approach may seem like the most sensible approach to this problem, it is worthwhile to note that there are subtle performance considerations that affect the effectiveness of the algorithm over a simpler blocking halo exchange approach. [2] showed that, in the (structured) finite difference setting, it is in fact often a better choice to use blocking exchanges because (a) the background thread running the non-blocking communication occasionally interrupts the stream of execution, and (b) looping over entries that touch halo data separately adversely affects data locality. With `pyop3` we have only implemented the non-blocking approach for now, though a comparison with blocking exchanges in the context of an unstructured mesh would be interesting to pursue in future.

1.2.1 Lazy communication

Coupled with the goal of “don’t wait for data you don’t need”, `pyop3` also obeys the principle of “don’t send data if you don’t have to”. `pyop3` associates with each parallel data structure two attributes:

and

. The former tracks whether or not leaves (ghost points) contain up-to-date values. The latter tracks, in a manner of speaking, the validity of the roots of the star forest. If the leaves of the forest were modified,

stores the reduction operation that needs to be executed for the roots of the star forest to contain correct values. As an example, were values to be incremented into the leaves¹, a

reduction would be required for owned values to be synchronised. If there is no pending reduction, the roots are considered to be valid.

The advantage to having these attributes is that they allow `pyop3` to only perform halo exchanges when absolutely necessary. Some pertinent cases include:

- If the array is being written to
, all prior writes may be discarded.
- If the array is being read from (
) and all values are already up-to-date, no exchange is necessary.
- If the array is being incremented into (
) multiple times in a row, no exchange is needed as the reductions commute.

One can further extend this by considering the access patterns of the arrays involved. If the iteration does not touch leaves in the star forest then this affects, access descriptor dependent, whether or not certain broadcasts or reduction are required. This is shown, alongside the rest in Algorithm ??.

PyOP2 is able to track leaf validity, but does not have a transparent solution for commuting reductions.

1.3 Performance results

¹For this to be valid the leaves need to be zeroed beforehand.