

Supercomputers – Why are they different?



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OUTLINE

- Unique resources
- Science driven design
- Ripples
- Continuous improvement

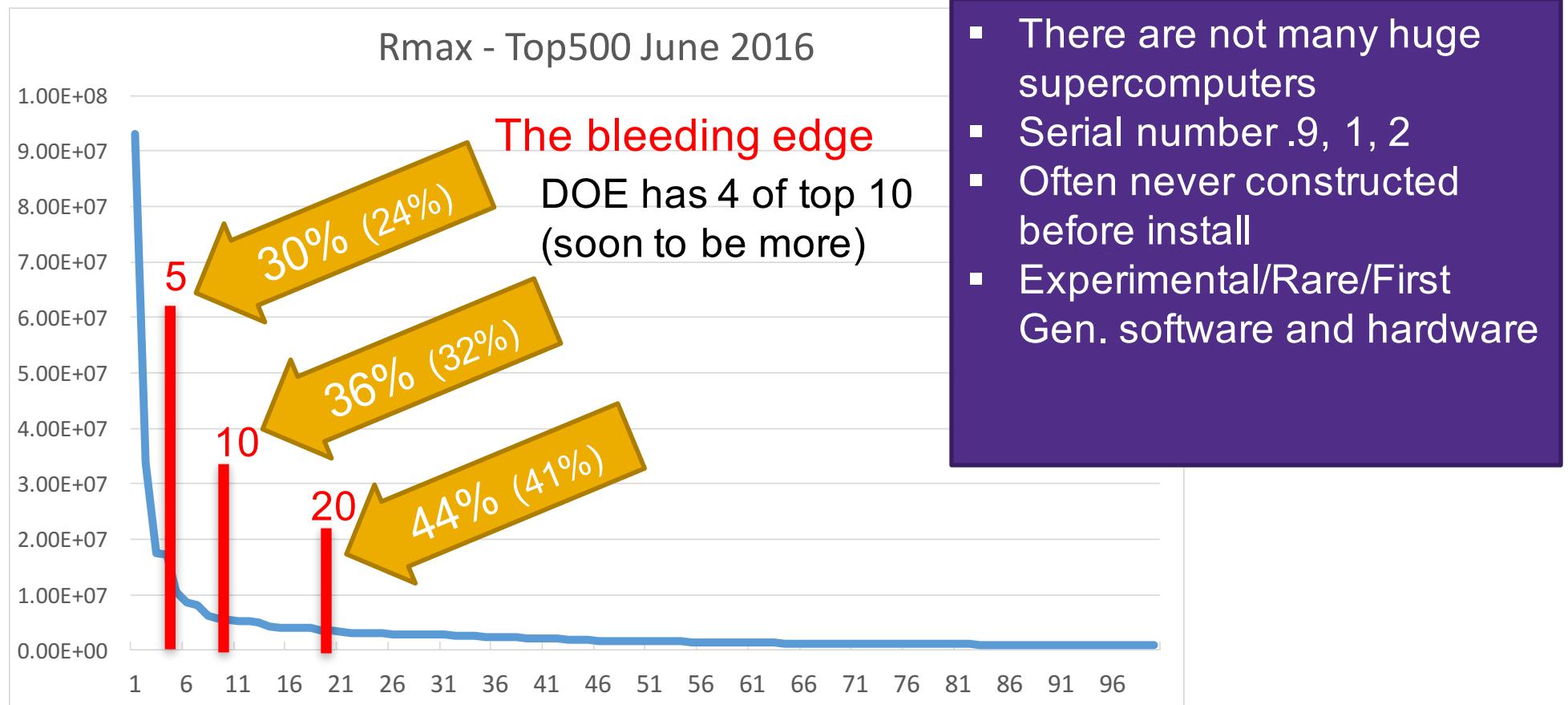


IPAD VS SUPERCOMPUTER

- IPad 2 ~= Cray-2 from 1985
 - 1.9, 1.5-1.65 GFLOP/s
 - 2GB vs 64GB memory
- Is IPad 2 a supercomputer?
 - Just an old one?
 - Forefront of tech



TOP 1% HAS A LOT OF THE COMPUTE POWER



DOE'S OFFICE OF SCIENCE COMPUTATION USER FACILITIES



- DOE is leader in open High-Performance Computing
- Provide the world's most powerful computational tools for open science
- Access is free to researchers who publish
- Boost US competitiveness
- Attract the best and brightest researchers

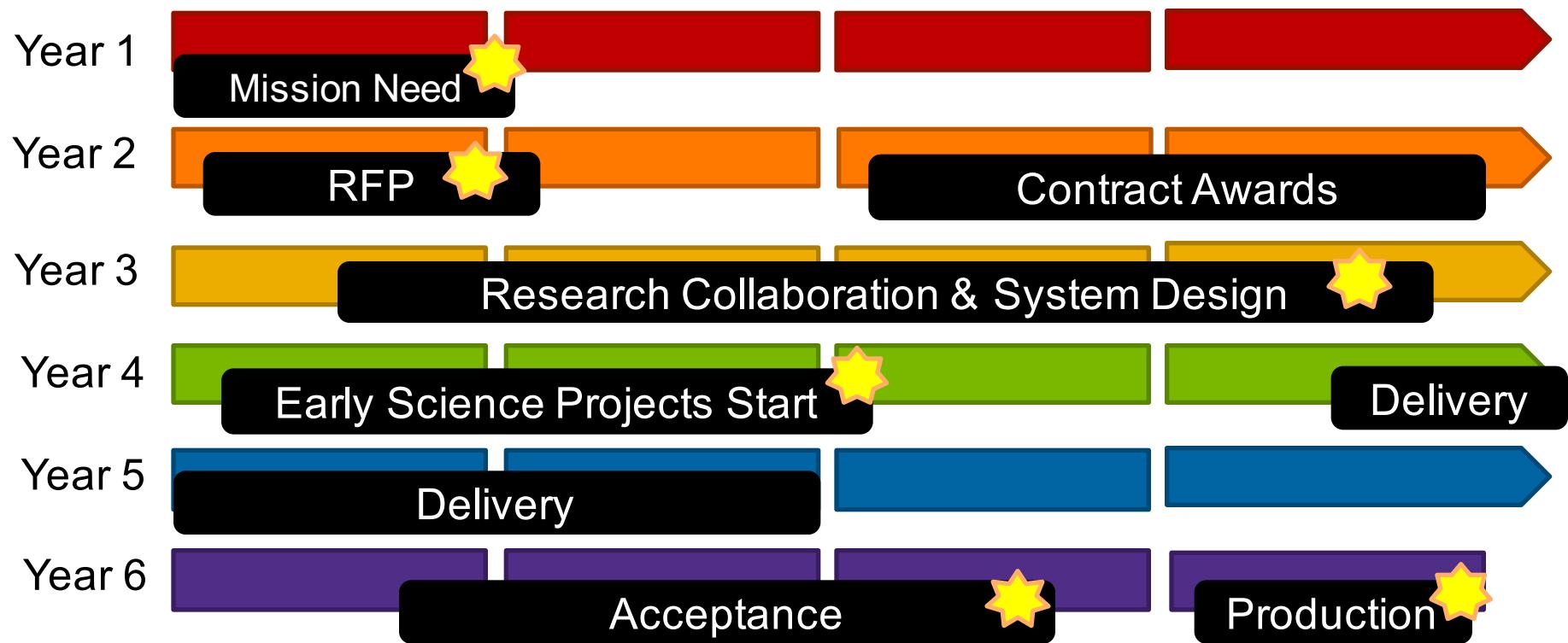
SCIENCE DRIVEN DESIGN

- Mission **need** from high impact science drivers
- Machine **design** proposals include application tests
- Science based project **performance** parameters
- **Collaboration** with vendors driven by science applications
- Early science programs to **test and evaluate**

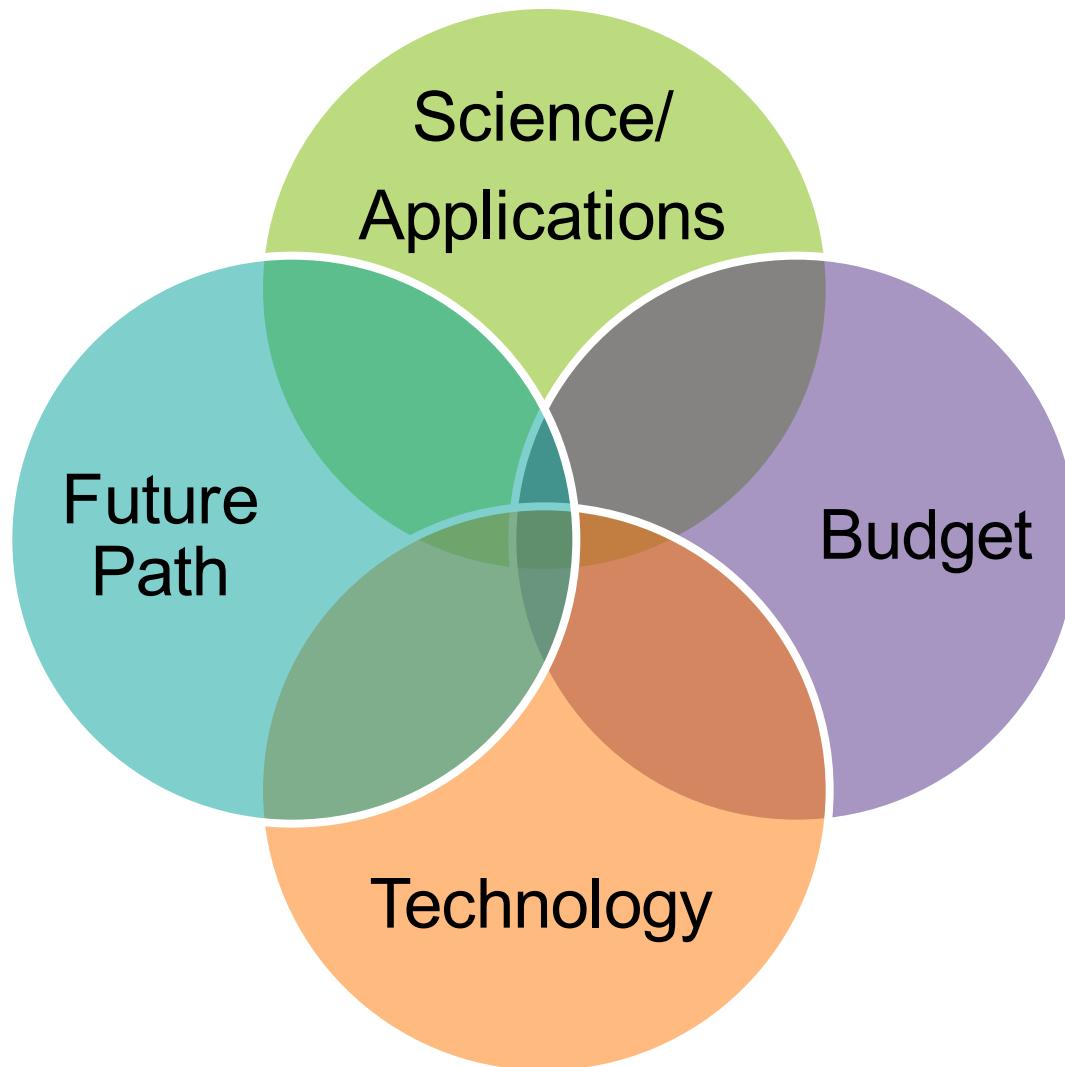


<https://asc.llnl.gov/CORAL-benchmarks/>

SUPERCOMPUTER TIMELINE



★ Science Applications Involved



REAL IMPACTS

- Memory BW & footprint
- Compute node capability
- IO
- Software stack

CANNOT AFFORD WEAK LINKS

- Performance does matter
- Machine is only as fast as the slowest component
- Reducing overall capability reduces ability to delivery mission
- Reduce interconnect?
 - Less scaling
 - More contention
- Reduce memory footprint?
 - Limits science
- Reduce memory bandwidth?
 - Less performance

RIPPLES

Cost Limits on Topology

New Topology

New Algorithms

New Technology Chips

New Node Layout

More OPS, memory, BW

New Power

New Heat

Better Cooling

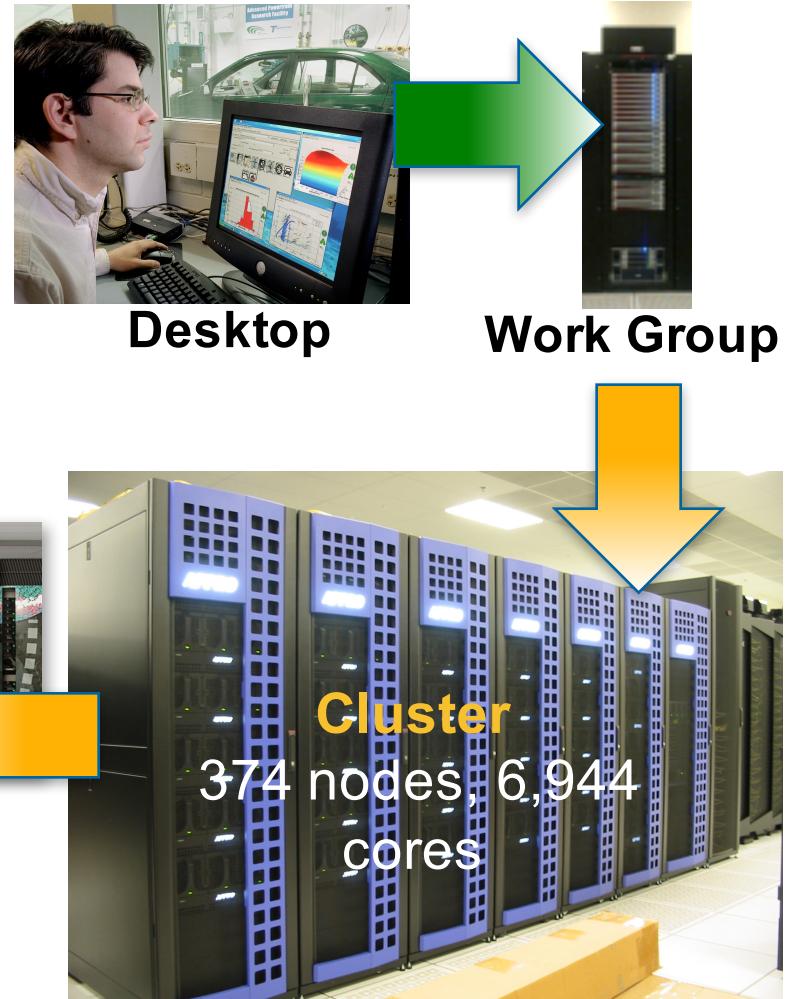
Higher Density Racks

Better Floors

SCALE JUMPS TOUGH: COMPLEXITY



Supercomputer
Mira: 49,152 nodes,
786,432 cores



SCALE JUMPS TOUGH: COMPLEXITY



Supercomputer
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- Science driven design has constraints
- Chain or ripple, there are consequences



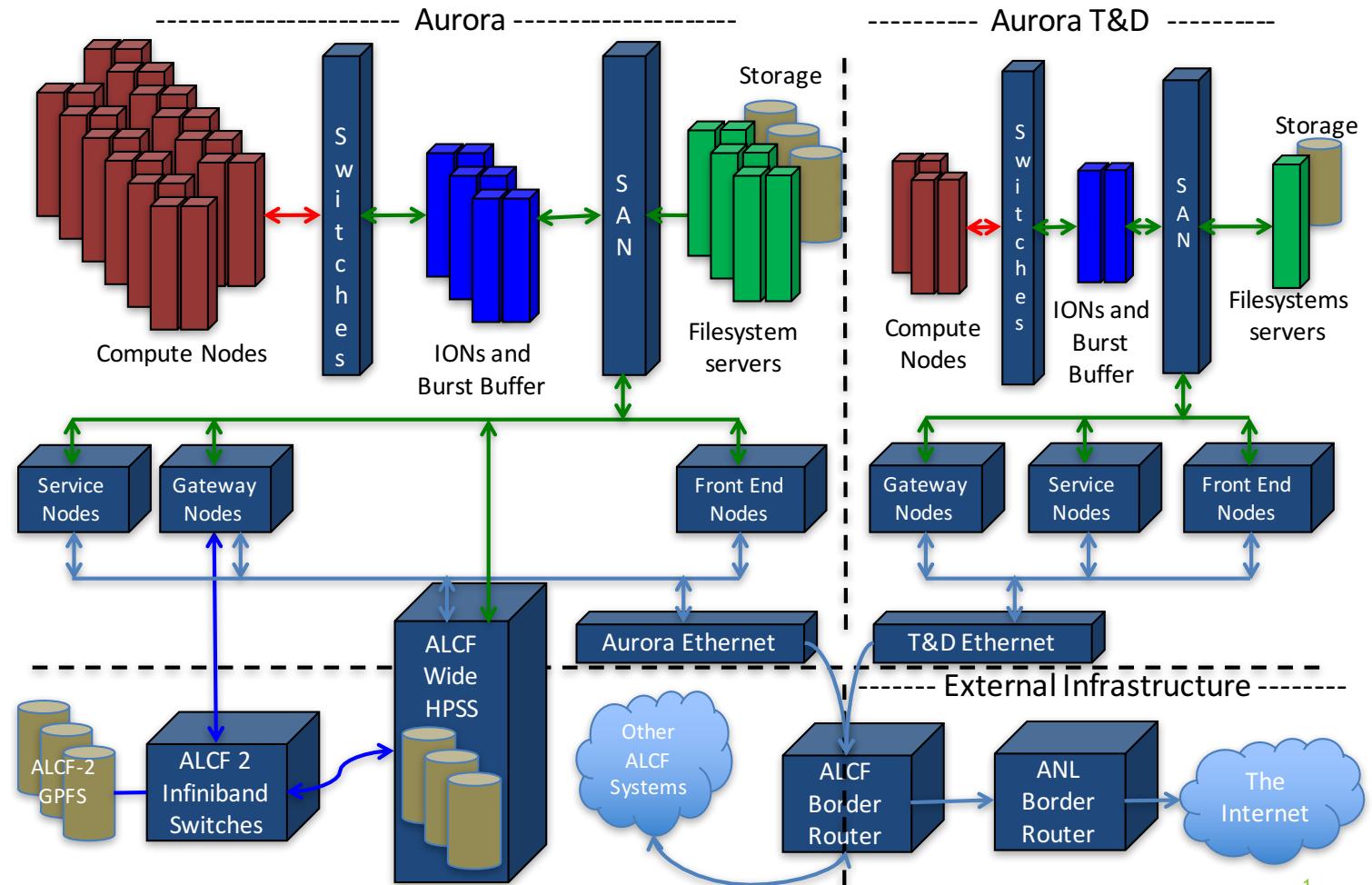
Group



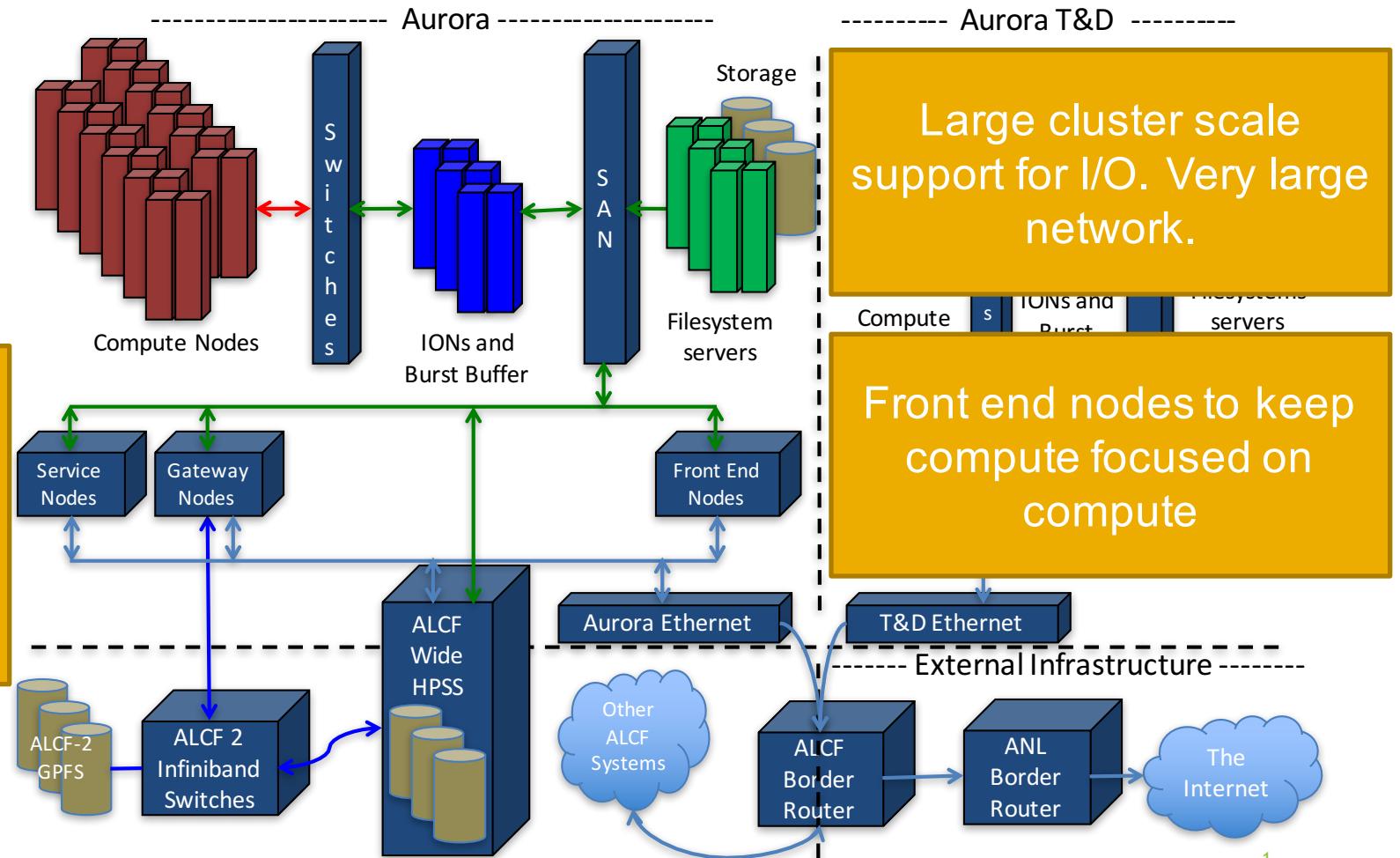
COMMON CHALLENGES

- Memory per task
- Scaling
- Managing data
- Portability
- Challenge for OPS
- Authentication
- Programming language/model availability
- Batch queuing
- File transfer
- Scaling
- Compiler capabilities
- Libraries at scale
- System calls/compute node capabilities
- Contention

HIGH LEVEL FACILITY DIAGRAM



HIGH LEVEL FACILITY DIAGRAM



HARDWARE RIPPLES

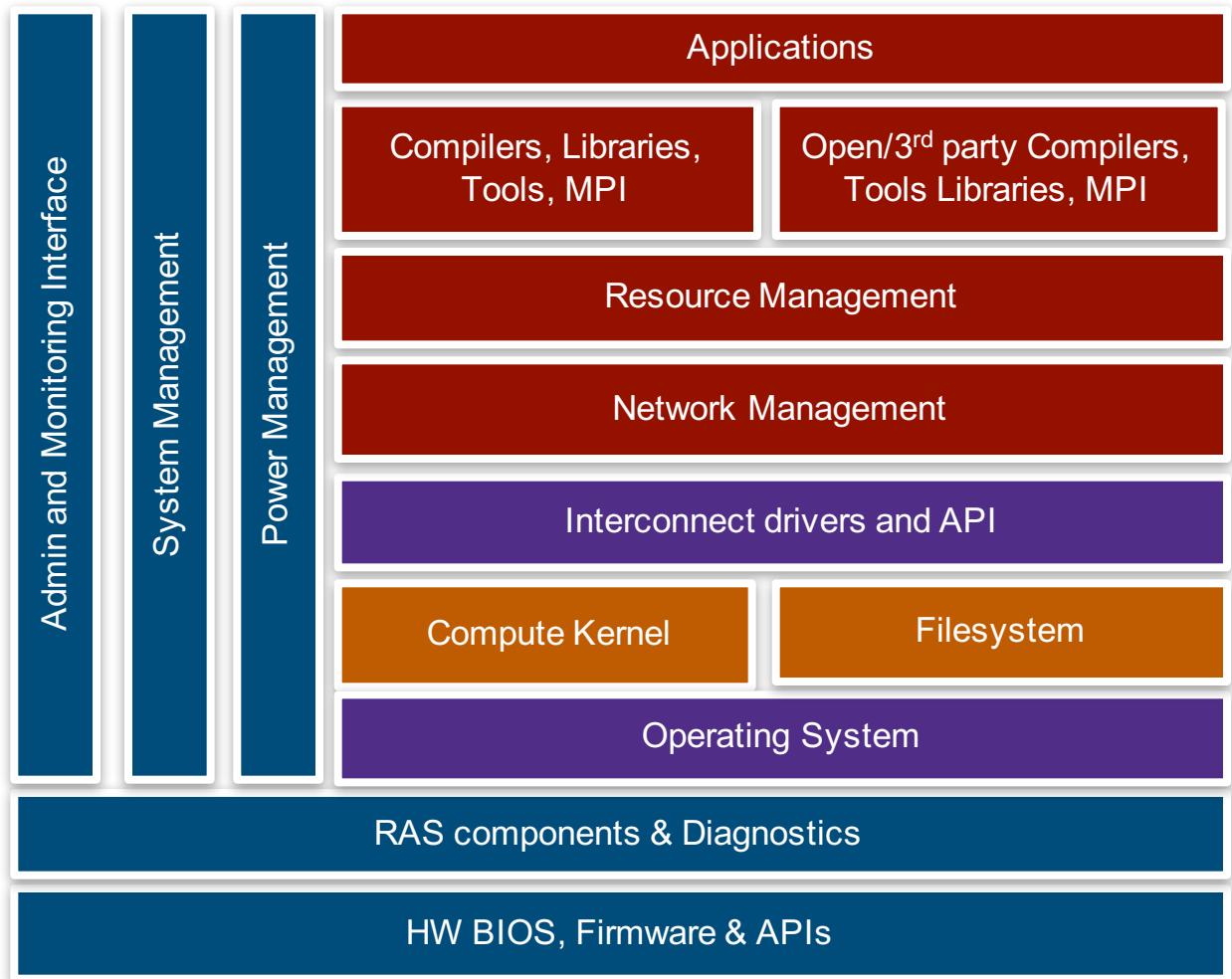
- Scaling for O(1K) is not the same for O(10K) or O(100K)
 - Network technology and software
 - Jitter (software)
 - Application capability
- Exposing OPS
 - Parallelism
 - Software stack
- I/O
 - Portability
 - Managing

SOFTWARE RIPPLES

- Bleeding edge HW requires clever SW solutions
- Third party tools need to scale to be functional
- Compute OS functionality
 - Jitter
 - Performance
- Behavior of common libraries varies, e.g. MPI

SOFTWARE STACK

- All crucial and specialized for a system
- Immediate high impact touch by application
- Application impact
- Some apps will notice



DESIGN POINT FOR PROGRAMMING MODELS

| Program Model Target | Past | PMs are here | Now & Future |
|----------------------|---|--------------|--|
| Cost | FLOPS | | Data movement |
| Memory Scaling | BW, byte/FLOP | | Tiered BW speeds, OPS/byte |
| Locality | MPI (+X) Off-node costs ok | | MPI+X+Y+... Off-node cost growing |
| Concurrency | Node count growth, Node concurrency slow | | Node count shrinking, Node concurrency growing |
| Uniformity | Homogenous | | Heterogeneous |
| Reliability | Hardware Issue | | Whose Issue is It? (System Software) |
| Power | Operational/Facility Plan | | +System software |

APPLICATION RIPPLES

- Science applications are about performance
 - Time to solution, not speed of opening PPT
- Development environment
- New capabilities invite new science
- Programming models and languages

CONTAINERS STILL STARTING

Promising but need to investigate efficacy

- Jitter and overhead for performance
- Exposure to optimized libraries
- Scalability

IDEAS FOR PATHS FORWARD

Computational Environment

- New use models: in-time, real-time, complex workflows, streaming, co-scheduling, more in-situ
- Portability and Performance
- Diverse environments and requirements for access
- Programming models and runtime systems

Data

- Improved tools, algorithms, approaches
- Data discovery, deep/machine learning, etc
- Data management, provenance, & storage
- Data where you need it when you need it – all tiers of data

Community Involvement

- Education and training
- Standards committees
- Training materials, best practices, examples, etc.

SUMMARY

- Biggest supercomputers are rare beasts
- Science plays a large role in design
- Everything counts in design
- There is an application challenge
- Facilities and DOE working on improvements

QUESTIONS