





Introduction to the Summer School MiniApp

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Overview

In this session we will cover:

- 1. What is a miniapp?
- 2. The summer school miniapp overview.
- 3. First look at the code.
- 4. Compile, run and visualize the miniapp.





What is a HPC miniapp?

- Full HPC applications are complicated.
 - Difficult to model/understand performance behavior.
- A miniapp is a smaller code that aim to characterize performance of larger applications.
 - simpler to understand and benchmark than full applications.
 - can be used to test different hardware, languages and libraries
 - good for learning new techniques!





The Summer School Miniapp

- Throughout the summer school we will be using a miniapp to reinforce the lessons.
 - During talks there will be small programming exercises to test out what you learn.
 - Then you will get the opportunity to apply the techniques to the miniapp.
- We will start with a serial version that has no parallel optimizations.
- By the end of the course we will have different versions, one for each technique.





The Application

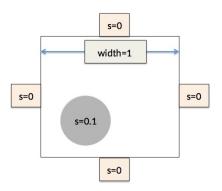
• The code solves Fisher's equation, a reaction diffusion model:

$$\frac{\partial s}{\partial t} = D\left(\frac{\partial^2 s}{\partial x^2} + \frac{\partial^2 s}{\partial y^2}\right) + Rs(1-s).$$

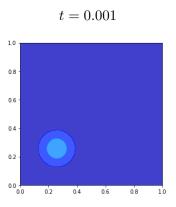
- Used to simulate travelling waves and simple population dynamics.
 - $\overline{}$ The species s diffuses.
 - The species reproduces to a maximum of s = 1.



Initial and Boundary Conditions

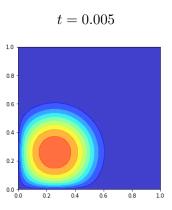


The domain is rectangular, with fixed value of s=0 on each boundary, and a circular region of s=0.1 in the lower left corner initially.



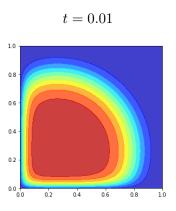






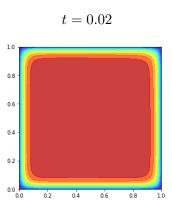
















Numerical Solution

- The rectangular domain is discretized with a grid of dimension $nx \times ny$ points.
- A finite volume discretization and method of lines gives the following ordinary differential equation for each grid point

$$\frac{ds_{i,j}}{dt} = \frac{D}{\Delta x^2} \left(-4s_{i,j} + s_{i+1,j} + s_{i-1,j} + s_{i,j+1} + s_{i,j-1} \right) + Rs_{i,j} (1 - s_{i,j})$$

$$f_{ij} = \left[-(4+\alpha)s_{ij} + s_{i+1,j} + s_{i-1,j} + s_{i,j+1} + s_{i,j-1} \right]^{k+1} + \alpha s_{ij}^{k}$$

= 0



Numeric Solution

- One nonlinear equation for each grid point:
 - together they form a system of $N = nx \times ny$ equations
 - solve with Newton's method
- Each iteration of Newton's method solves a linear system
 - use a matrix-free Conjugate Gradient solver
- Solve the nonlinear system at each time step
 - requires in the order of between 5–10 conjugate gradient iterations





- Don't worry if you don't understand everything.
- We don't need a deep understanding of the mathematics or domain problem to optimize the code.
 - I often work on codes with little domain knowledge.
- The miniapp has a handful of kernels that can be parallelized.
- And care was taken when designing it to make parallelization as easy as possible.
- So let's look a little closer at each part of the code...





The Code

- The application is written in C++.
- It could be faster...
 - We avoid aggressive optimization to make the code easier to understand.
 - It is not a fine example of design.



Code Walkthrough

There are three main files of interest:

- 1. main.cpp: Initialization and time stepping code.
- 2. linalg.cpp: BLAS level-1 vector-vector operations and conjugrate gradient solver.
- 3. operators.cpp The stencil kernel.

The vector-vector kernels and diffusion operator are the only kernels that have to be parallelized.





Linear Algebra: linalg.cpp

- This file defines simple kernels for operating on vectors, e.g.:
 - dot product $x^T y$ or $x \cdot y$: ss_dot.
 - linear combination $z = \alpha x + \beta y$: ss_lcomb.
- The kernels of interest are named ss_xxxx.
- Each will have to be parallelized using CUDA, MPI and OpenACC.
- The ss_cg function implements conjugate gradient using the vector and stencil operations.

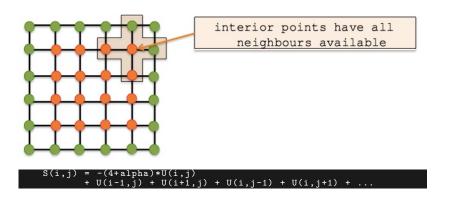
Stencil operator: operators.cpp

This file has the function that applies the stencil operator:





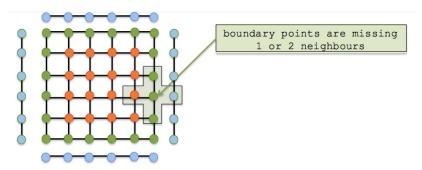
Stencil operator: Interior grid points







Stencil operator: Boundary grid points



Points on the boundary need to use one or two external boundary points.

```
S(i,j) = -(4+alpha)*U(i,j)
+ U(i-1,j) + bndE[j] + U(i,j-1) + U(i,j+1) + ...
```





Testing the Code

Get the code and compile miniapp

```
> git clone git<at>github.com:eth-cscs/SummerSchool2020.git
> cd SummerSchool2020/miniapp/openmp
> module load daint-gpu
> module swap PrgEnv-cray PrgEnv-gnu
> make
Run the miniapp
> srun -Cgpu --reservation=course ./main 128 128 100 0.01
```



Exercise: run the miniapp

- Run with 4 different resolutions
 - 128 128 100 0.01
 - 256 256 200 0.01
 - 512 512 200 0.01
 - 1024 1024 400 0.01
- For each case record:
 - 1. the number of CG iterations.
 - 2. the number of CG iterations per second.
- We will refer to these results when testing the MPI and GPU versions of the code.





Exercise: visualize the reults

- The application generates two data files with the final solution: output.bin and output.bov.
- There is a Python script that will show a contour plot of the solution.
- Now is a good time to test if X-windows is working.

```
> module load daint-gpu
```

- > module load PyExtensions/3.6.5.7-CrayGNU-19.10
- > python3 ./plotting.py -s # -s to get image in pop up









Questions?