

Evaluation of Programming Models and Performance for Stencil Computation on GPGPUs

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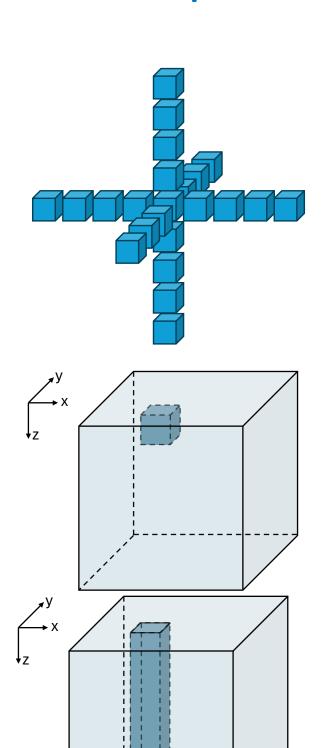


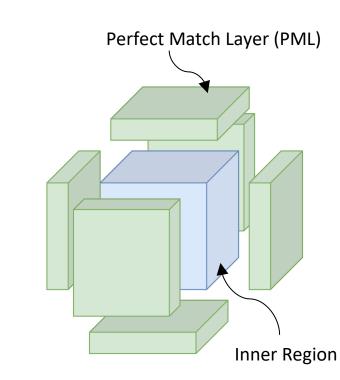
Introduction

GPGPUs are widely used in HPC. Therefore, it is crucial to experiment and discover how to better utilize their latest generations of relevant applications. We introduce highly tuned stencil-based kernels for NVIDIA A100 and H100(inside Grace Hopper Superchip) GPGPUs. Performance results yield useful insights into the behavior of this type of computation for these new accelerators. This knowledge can be leveraged by many scientific applications which involves stencil computations. Further, evaluation of three different programming models: CUDA, OpenACC, and OpenMP target offloading is conducted on aforementioned accelerators.

We extensively study the performance and portability of various kernels under each programming model and provide corresponding optimization recommendations. Furthermore, we compare the performance of different programming models on the mentioned architectures. Up to 58% performance improvement was achieved against the previous GPGPU generation for a highly optimized kernel of the same class, and up to 42% for all classes. In terms of programming models, and keeping portability in mind, optimized OpenACC implementation outperforms OpenMP implementation by 33%. If portability is not a factor, the best CUDA implementation outperforms the optimized OpenACC one by 2.1x.

Stencil Computation





3D Blocking, each data region is segmented into 3D blocks aligned with the axis.

2.5D Blocking, we divide the data domain along the inner two dimensions, X and Y, and conduct a streaming computation along the outermost Z dimension.

CUDA Kernels

Grid Size: 1024³, 1000 Steps, Unit: second



GMEM: Each thread fetches all array elements it needs to compute the stencil at one point in the domain directly from global memory.

A100: 27.058

H100 w/o cluster: 11.710 H100 w/ cluster: 11.315

SMEM: Threads in a block collaboratively fetch array elements from global memory, store them into shared memory, synchronize, and perform the stencil computation on array elements fetched from shared memory.

A100: 23.740

H100 w/o cluster: 11.635 H100 w/ cluster: 11.751

St_Reg_Fixed: Maintain array elements for an "active plane" in shared memory and points for the streaming dimension in registers. At each step in the computation, each thread replaces a trailing element in a register with a leading element.

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A100: 19.908 Best in H100

H100 w/o cluster: 9.445 H100 w/ cluster: 9.434

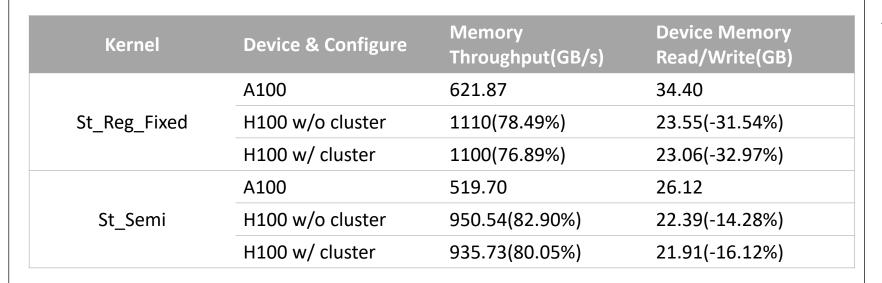
St_Semi: Compute the stencil in two steps rather than one, saving partial results in shared memory, which changes the balance of

Best in A100

loads and stores.

A100: 16.154

H100 w/o cluster: 9.654 H100 w/ cluster: 10.435

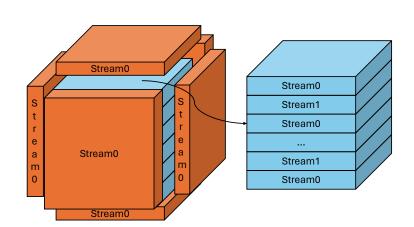


According to the table, for these two kernels, when the thread block cluster is adopted, the read and write volume of the GPU memory significantly decreases, while the drop in throughput is not as severe as that in GPU memory read and write volume.

For St_Reg_Fixed, the upgrade of the H100 over the A100 resulted in a significant reduction in memory reads and writes, a reduction that had a relatively weak effect on St_Semi.

Directive-based Programming Model

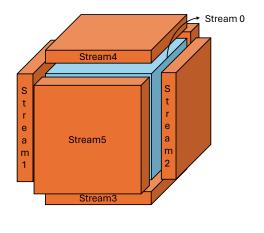
Grid Size: 1024³, 1000 Steps, Unit: second



OpenACC

A100: 53.188 H100: 23.196

OpenACC-async A100: 44.222 H100: 19.229

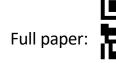


OpenMP-nowait A100: 58.568 H100: 29.527

Comparison of Different Programming Models

Т4	A100	H100
31.775s	5.706s	3.364s
81.718s	11.260s	6.276s
139.358s	18.012s	9.651s
0.611	0.493	0.464
0.772	0.683	0.651
0.414	0.375	0.349
	31.775s 81.718s 139.358s 0.611 0.772	31.775s 5.706s 81.718s 11.260s 139.358s 18.012s 0.611 0.493 0.772 0.683

As the generations of GPGPUs continue to update, the gap between the three models is gradually narrowing.



Abstract



Poster:

