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# Scientific Applications Development: Why Code When You Can Draw?

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Swinburne  
►think forward



# Objective

```

const int cRows = 300;
const int cCols = 300;
int matrix_C[cRows][cCols];
//@End
//@Task:init_matrixA
for(int iRows = 0 ; iRows < aRows; iRows++) {
    for(int j = 0 ; j < aCols; j++) {
        matrix_A[iRows][j] = rand();
    }
}

//@End Task:init_matrixA

//@Task:init_matrixB
for(int i = 0 ; i < bRows; i++) {
    for(int j = 0 ; j < bCols; j++) {
        matrix_B[i][j] = rand();
    }
}
//@End Task:init_matrixB

//@Loop:Rows
for(int i = 0;i < aRows ; i++ )
{
for(int j = 0;j < aCols ; j++ ) {
for(int k = 0;k < aCols ; k++ ) {
//@Task:element_value
    matrix_C[i][j] += matrix_A[i][k] * matrix_B[k][j];
//@End Task:element_value
}
}
}
//@End Loop:Loop

//@Task:print_matrix
for(int i = 0 ; i < cRows; i++) {
    for(int j = 0 ; j < cCols; j++) {
        cout<<matrix_C[i][j]<<endl;
    }
    cout<<"\n";
}

```

Sequential Matrix Multiplication

```

__kernel void
matrixMul( __global float* C, __global float* A, __global float* B,
           __local float* As, __local float* Bs,
           int uiWA, int uiWB, int trueLocalSize1)

    for (i=1; i<=trueLocalSize1; i++) {
        source = i;
        MPI_Recv(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
        MPI_Recv(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
        MPI_Recv(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);

        if (taskid > 0) {
            MPI_Recv(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
            MPI_Recv(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
            MPI_Recv(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
        }

        // Index of the first sub-matrix of A processed by the block
        int aBegin = uiWA * BLOCK_SIZE * by;

        // Index of the last sub-matrix of A processed by the block
        int aEnd = aBegin + uiWA - 1;

        // Step size used to iterate through the sub-matrices of A
        int aStep = BLOCK_SIZE;

        // Index of the first sub-matrix of B processed by the block
        int bBegin = BLOCK_SIZE * bx;

        // Step size used to iterate through the sub-matrices of B
        int bStep = BLOCK_SIZE * uiWB;

        // Loop over all the sub-matrices of A and B
        // required to compute the block sub-matrix
        for (int a = aBegin, b = bBegin;
             a <= aEnd;
             a += aStep, b += bStep) {

            // Load the matrices from device memory
            // to shared memory; each thread loads
            // one element of each matrix
            AS(ty, tx) = A[a + uiWA * ty + tx];
            BS(ty, tx) = B[b + uiWB * ty + tx];

            // Synchronize to make sure the matrices are loaded
            barrier(CLK_LOCAL_MEM_FENCE);

            // Multiply the two matrices together;
            // each thread computes one element
            // of the block sub-matrix
            #pragma unroll
            for (int k = 0; k < BLOCK_SIZE; ++k)
                c[i][k] = 0;
            for (j=0; j<=trueLocalSize1; j++) {
                c[i][k] += As[j] * Bs[j];
            }
        }

        //MPI_Send(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
        //MPI_Send(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
        //MPI_Send(&off, &count, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
        //MPI_Send(&c, &trueLocalSize1, MPI_FLOAT, MPI_ANY_SOURCE, MPI_ANY_TAG, MPI_COMM_WORLD, &status);
    }
}

```

Matrix Multiplication - CUDA

## Outline

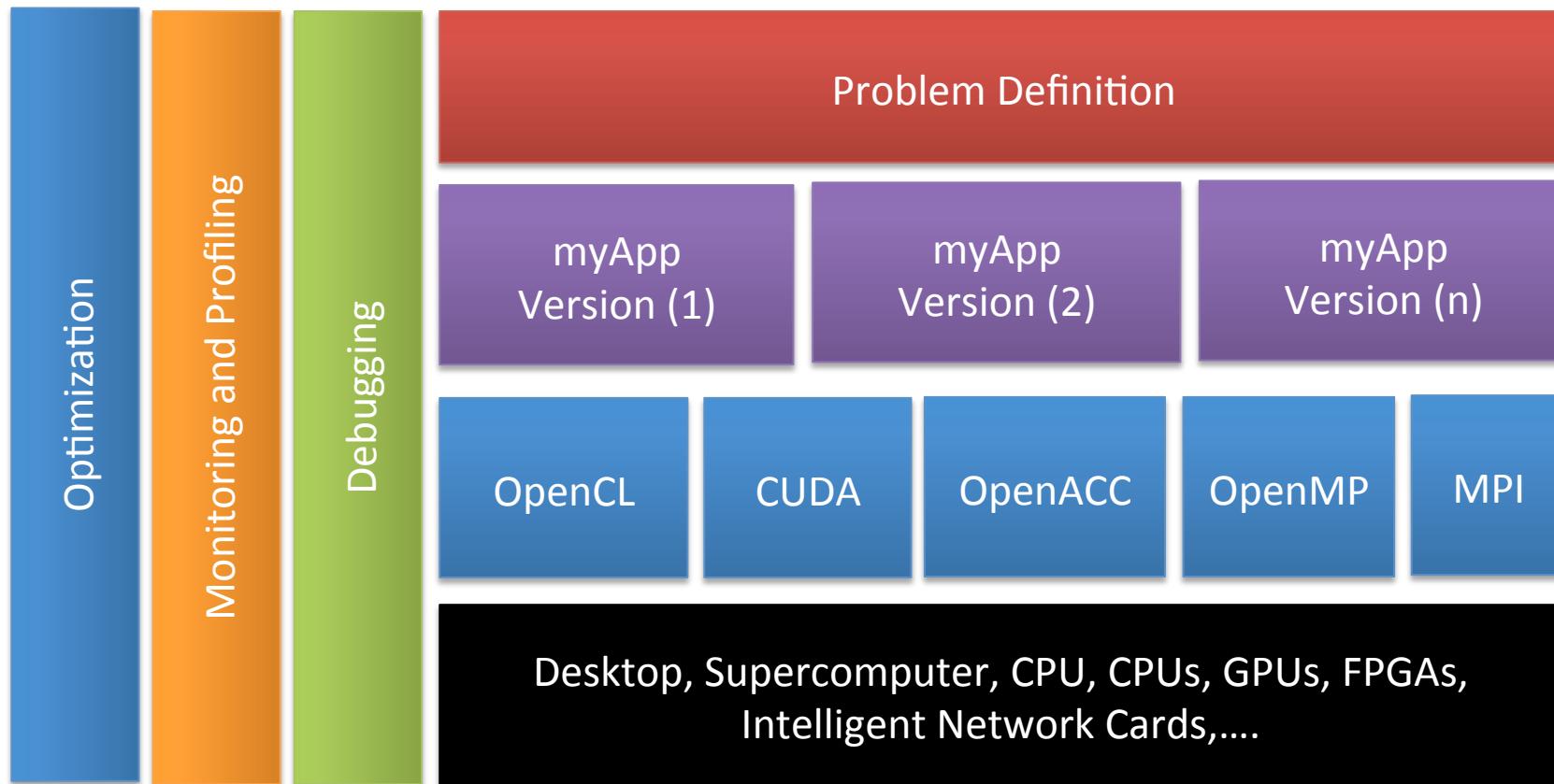
- Problem / Motivation
- Approach
- Example Usage
- Future work

## Problem

- Scientists are increasingly developing complex software for data analysis
- *“It’s all about the software...”*
- Most are not trained programmers
- Many are using complex software platforms and techniques e.g. distributed & parallel programming, GPUs, etc - that are hard for experienced CS grads to do
- Approaches to address range from packaged software (Lack flexibility), DSLs (Also Flexibility/Domain issues), programming patterns and toolkits (still complex)



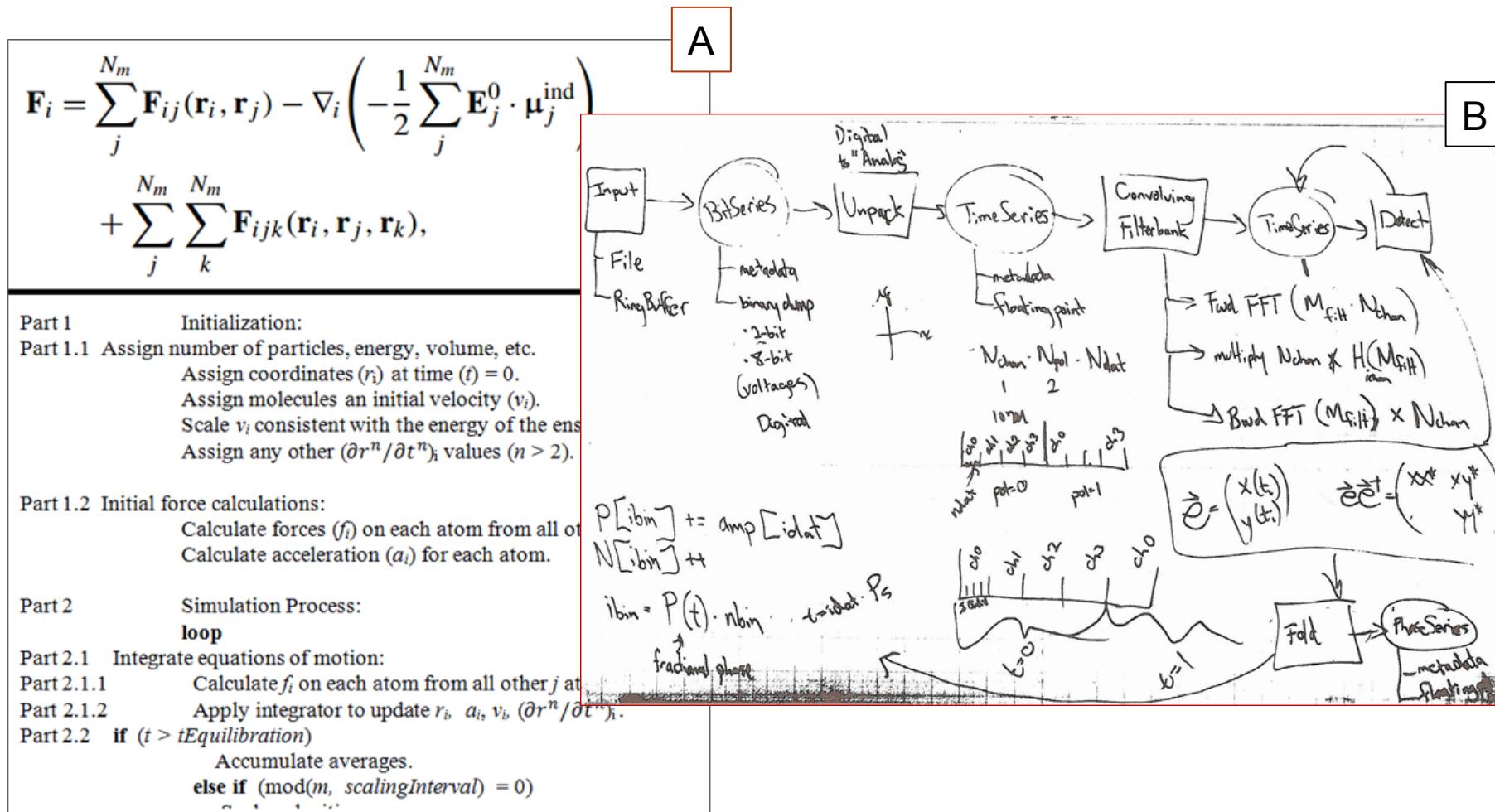
## More Problems...



Lack of high-level, human-centric approach to help in developing high quality scientific apps

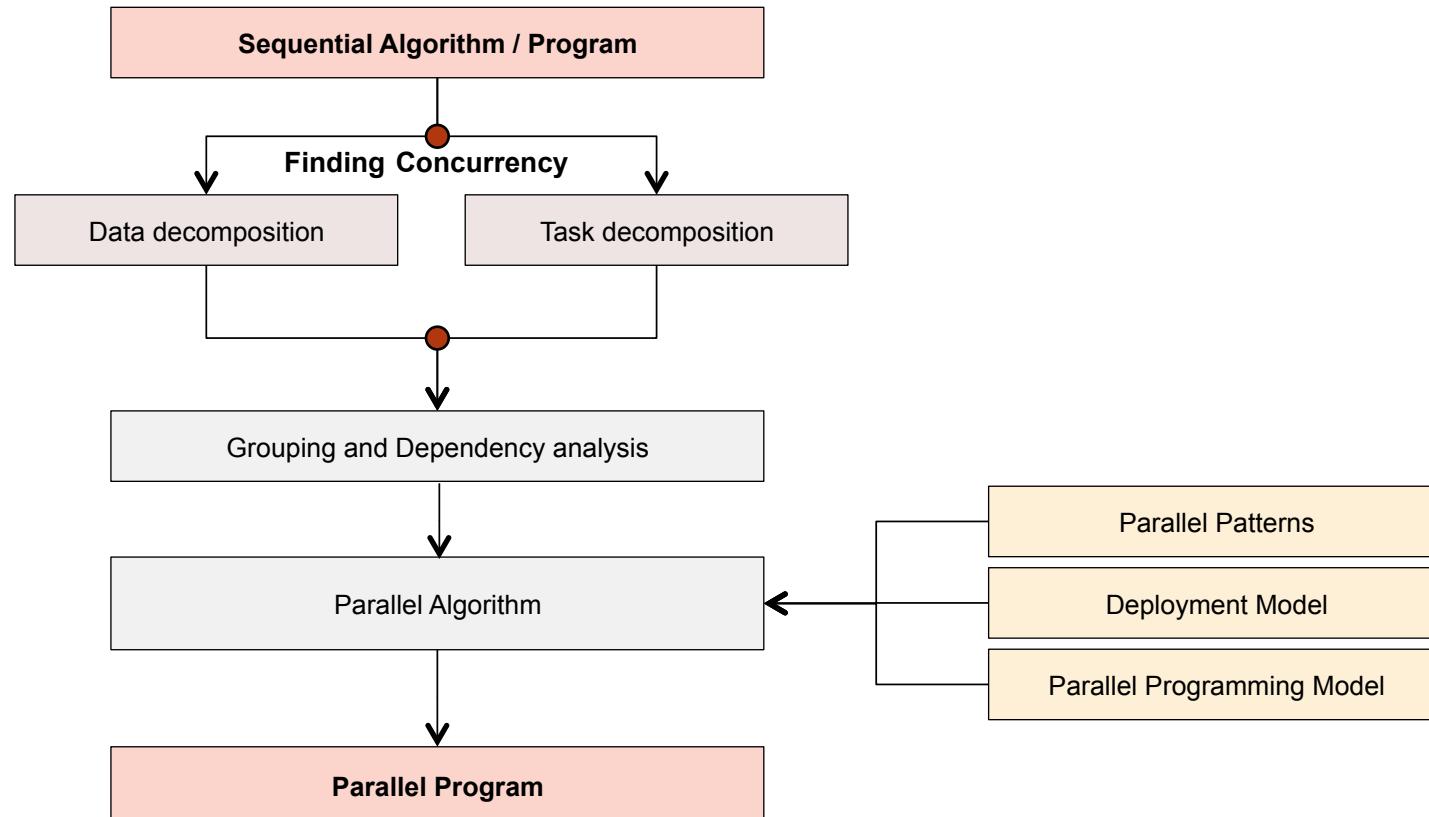


# Motivation – How scientists design their applications...





# Parallel Program Development Steps



\* Timothy. G. Mattson et al., 2004, Patterns for Parallel Programming, Addison Wesley Software Patterns Series.



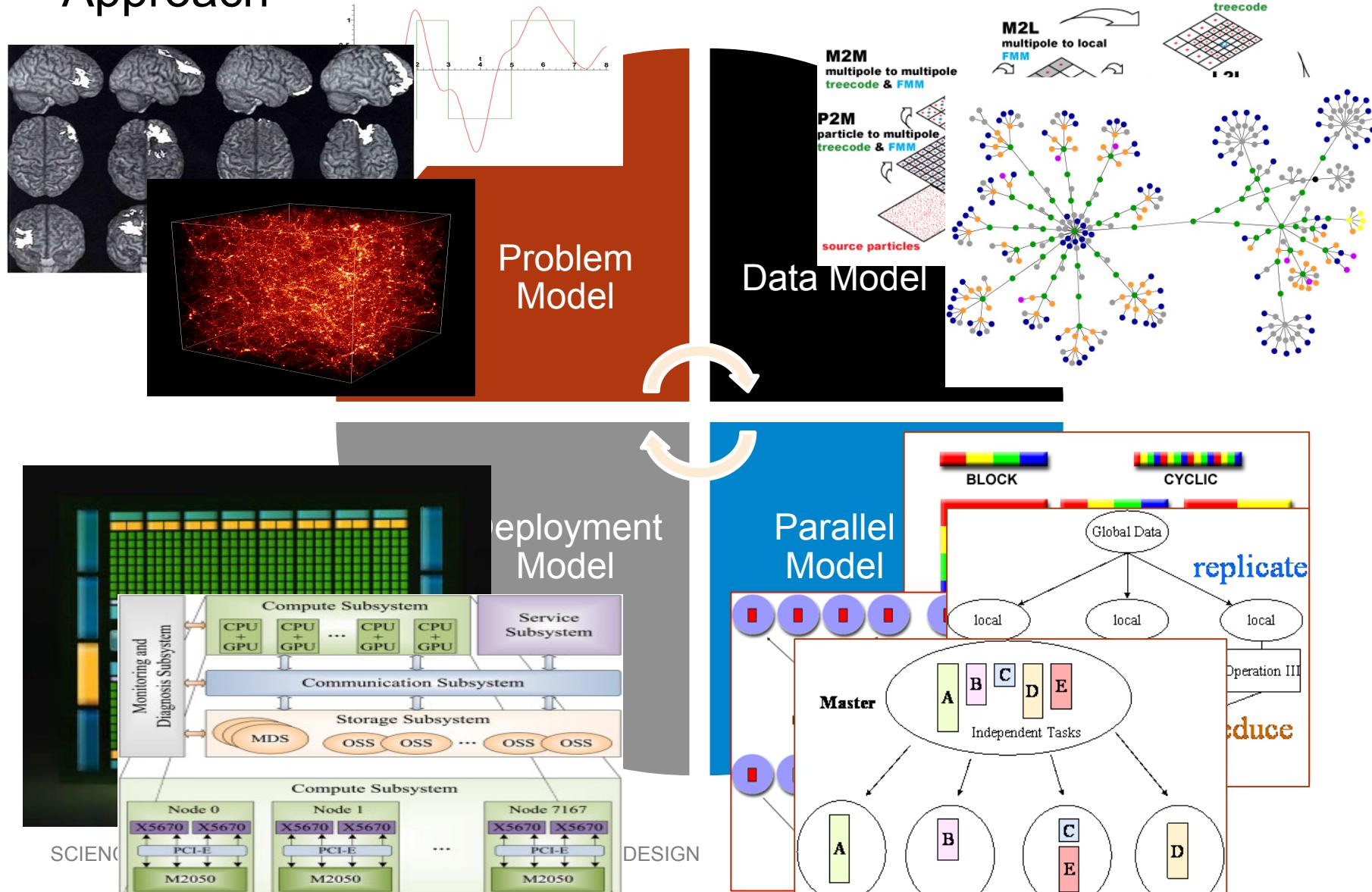
## Program Organization vs Parallel Patterns vs Parallel Programming Models

		OpenMP	MPI	CUDA
SPMD	SPMD	😊 😊 😊	😊 😊 😊 😊	😊 😊 😊 😊 😊
Loop Parallel	Loop Parallel	😊 😊 😊 😊	😊	
Master/Worker	Master/Slave	😊 😊	😊 😊 😊	
Fork/Join	Fork/Join	😊 😊 😊		

\* Timothy. G. Mattson et al., 2004, Patterns for Parallel Programming, Addison Wesley Software Patterns Series.



## Approach

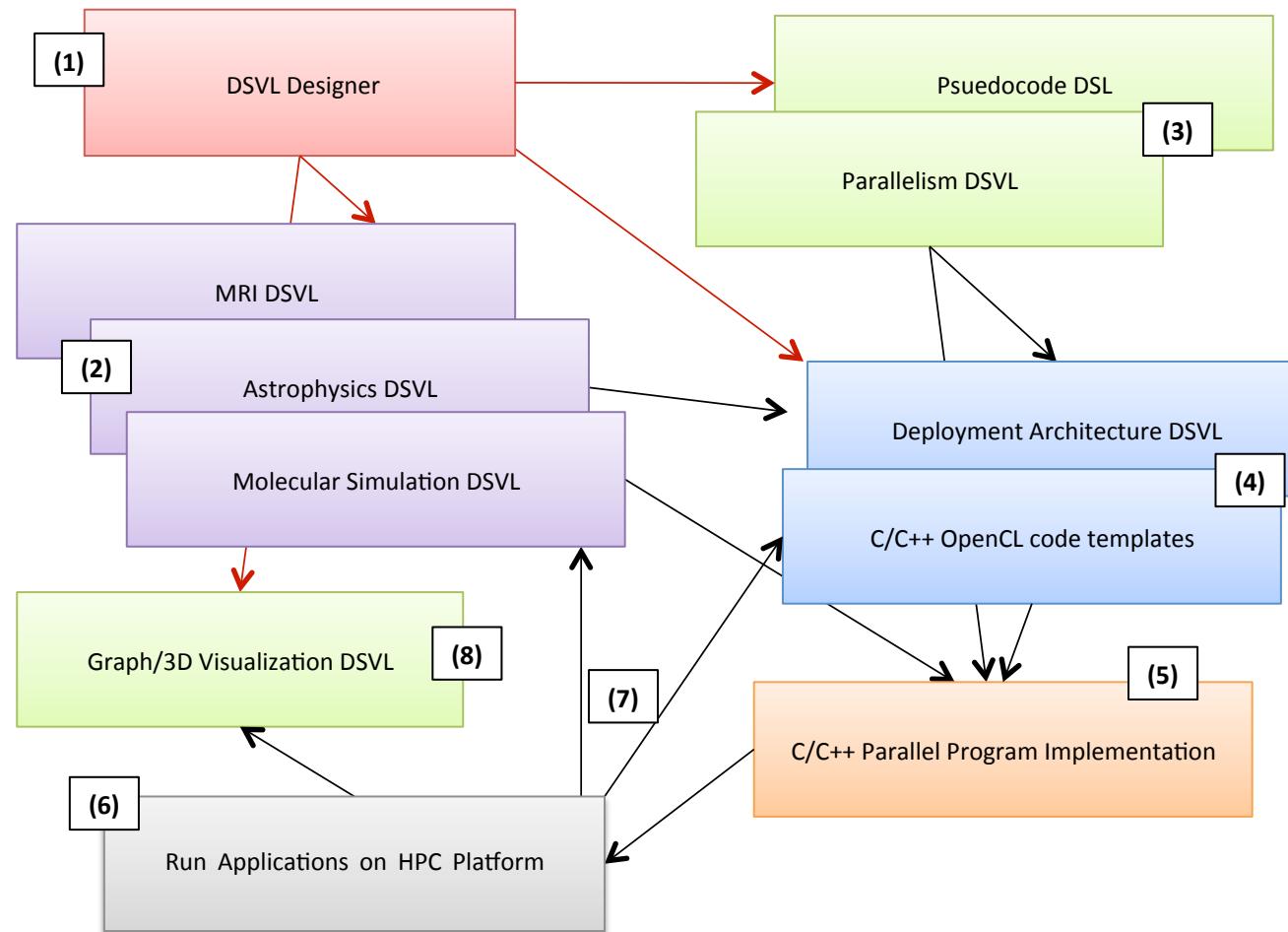


## Approach

- Support scientists – and developers! – to model their applications at multiple levels of abstraction – domain right down to detailed C/C++/GPU kernel code
- Use set of user-defined and reusable DSVLs to model
- Provide web-based environment including DSVLs designer, coding, debugging, linking DSVL views
- Provide semi-automated support for generating lower-level models, generate code/code annotations, reverse-engineer higher-level models from (existing) code

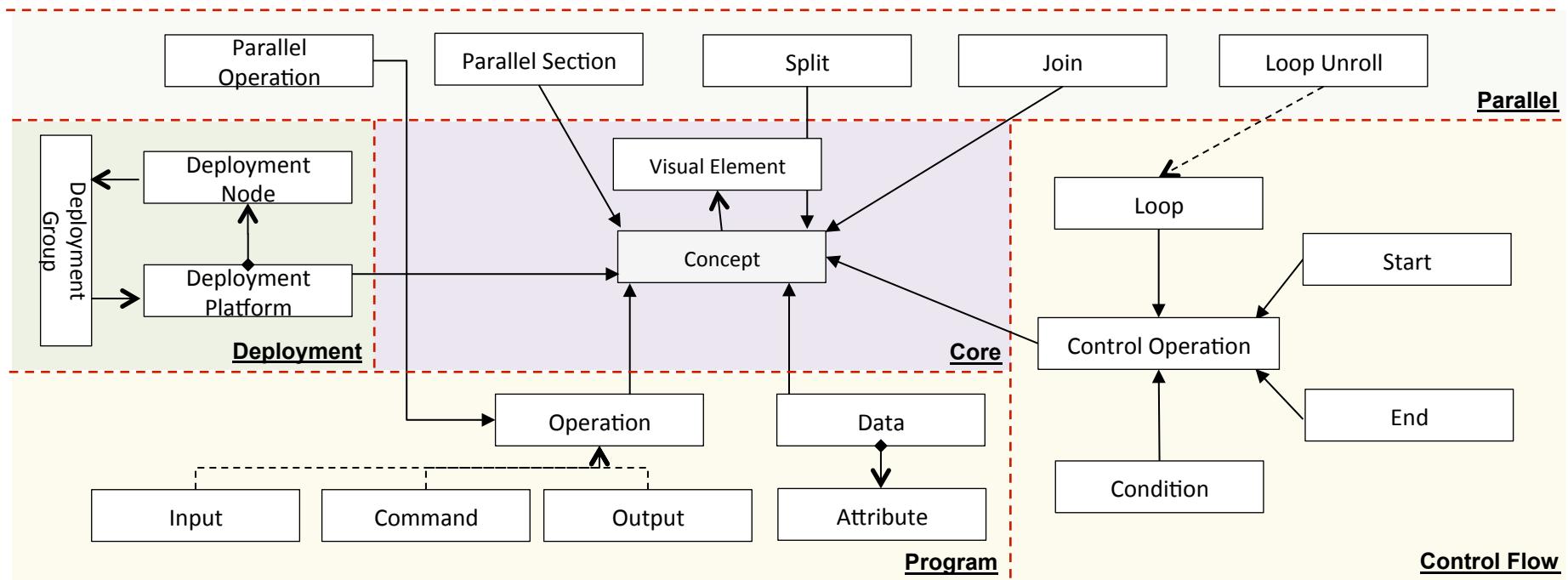


# Approach



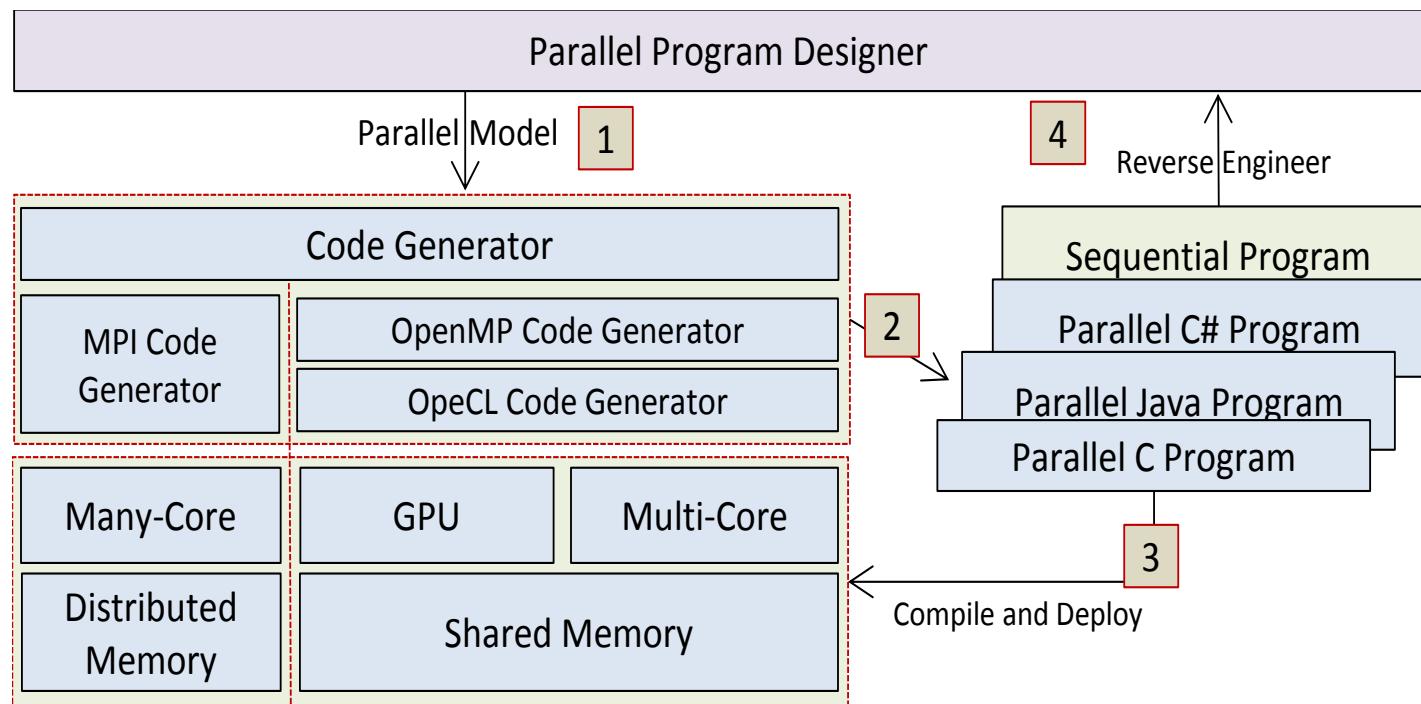


# DSVL Designer Meta-model





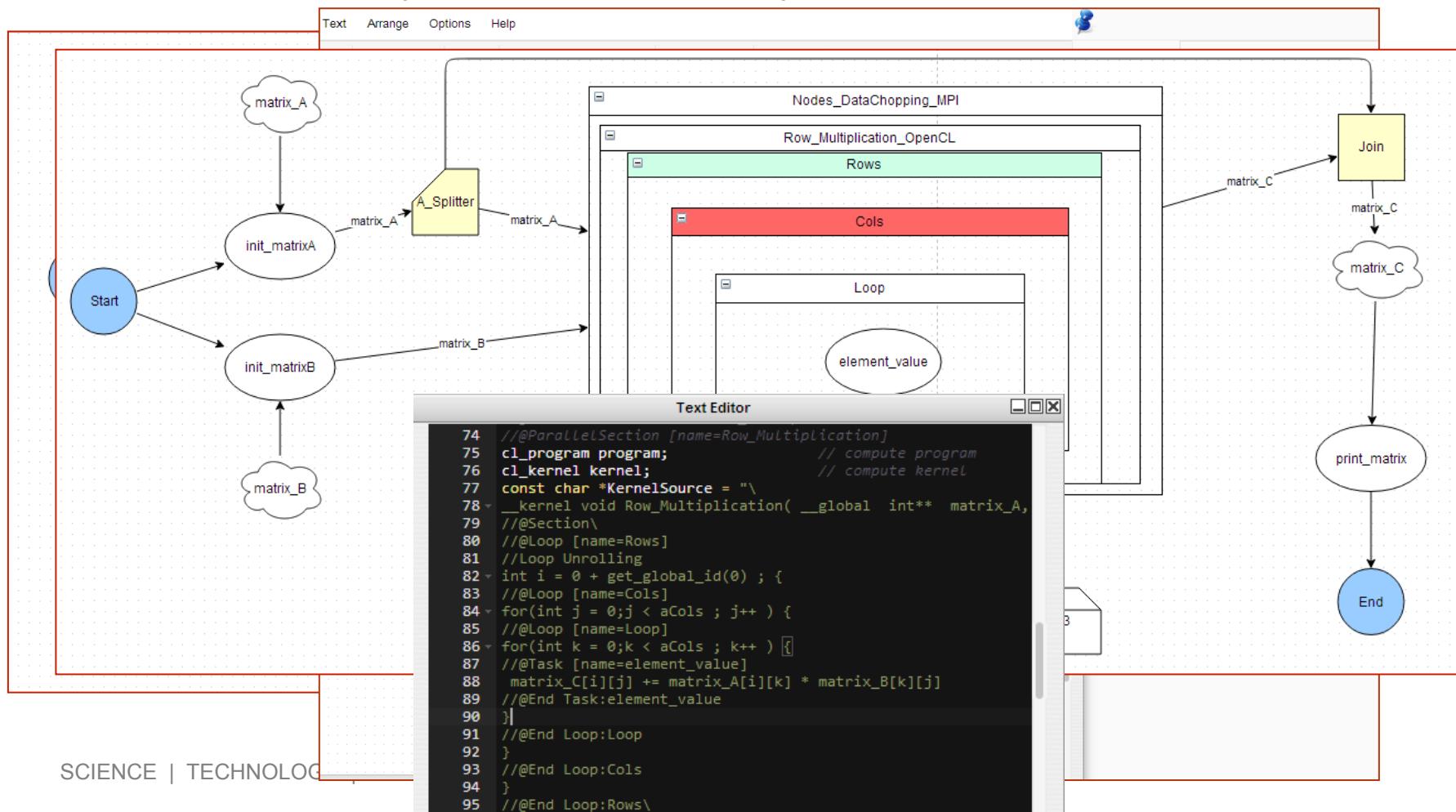
# Platform





## Example – Matrix Multiplication

$$C = A \times B, C_{i,j} = \text{Sum}(A_{i,k} * B_{k,j})$$





# Snapshots

The screenshot shows a software application window titled "fMath.info - MathML Editor 2.2". The main area is a code editor with the following content:

```
46 //@End Splitter :A_Splitter
47 //@ParallelSection [name=matrixKernel]
48 #pragma acc parallel copyin(matrix_A,matrix_B) copyout(matrix_C)
49
50 {
51     //@Section
52     //@Loop [name=Rows]
53     for(int i = 0;i < aRows ; i++ ) {
54         //@Loop [name=Cols]
55         for(int j = 0;j < aCols ; j++ ) {
56             //@Loop [name=Loop]
57             for(int k = 0;k < aCols ; k++ ) {
58                 //@Task [name=element_value]
59                 matrix_C[i][j] += matrix_A[i][k] * matrix_B[k][j]
60                 //@End Task:element_value
61             }
62             //@End Loop:Loop
63         }
64         //@End Loop:Cols
65     }
66     //@End Loop:Rows
67 }//@End Section
68
69 //@End Parallel Section:matrixKernel
70
71 //@Join [name=Join]
72 if(taskid !=0){
73     ierr = MPI_Send( matrix_C, 1*aRows/ntasks * 1*aCols , MPI_DOUBLE, 0 , 0 , MPI_COMM_WORLD);
```

The code is annotated with numbers 1, 2, and 3 in boxes:

- Box 1: Surrounds the entire code block.
- Box 2: Surrounds the section of code from line 51 to line 72.
- Box 3: Surrounds the MPI\_Send call at the bottom of the code.

To the left of the code editor, there are three icons with labels: "read" (with a document icon), "Initialize" (with a molecular structure icon), and "output" (with a blue square icon).

The right side of the window contains a terminal-like interface with the following text:

```
j,k)
2
3
compute program
compute kernel
ata->nAtom / ntas
) {\
```

## Summary & Future work

- Integrated web-based development environment for scientific applications
- Flexible DSVL designer with pre-packaged DSVLs (Parallel DSVL, and Deployment DSVL) and user-defined DSVLs
- Semi-automated roundtrip engineering support: model->code-> model
- Working on:
  - Template-based DSVL Designer
  - Patterns and critics to guide users, analyze models/code
  - Visualization of running parallel code onto models

# Questions?

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Australian Research Council

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