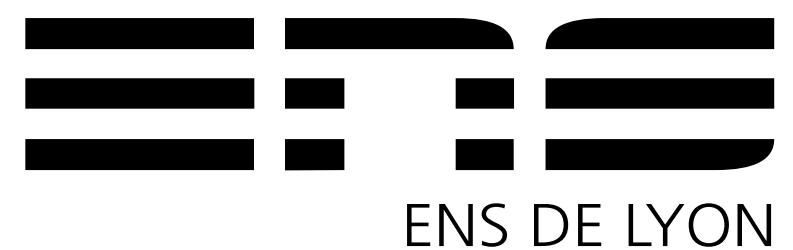


PROGRAMME
DE RECHERCHE
ORIGINES



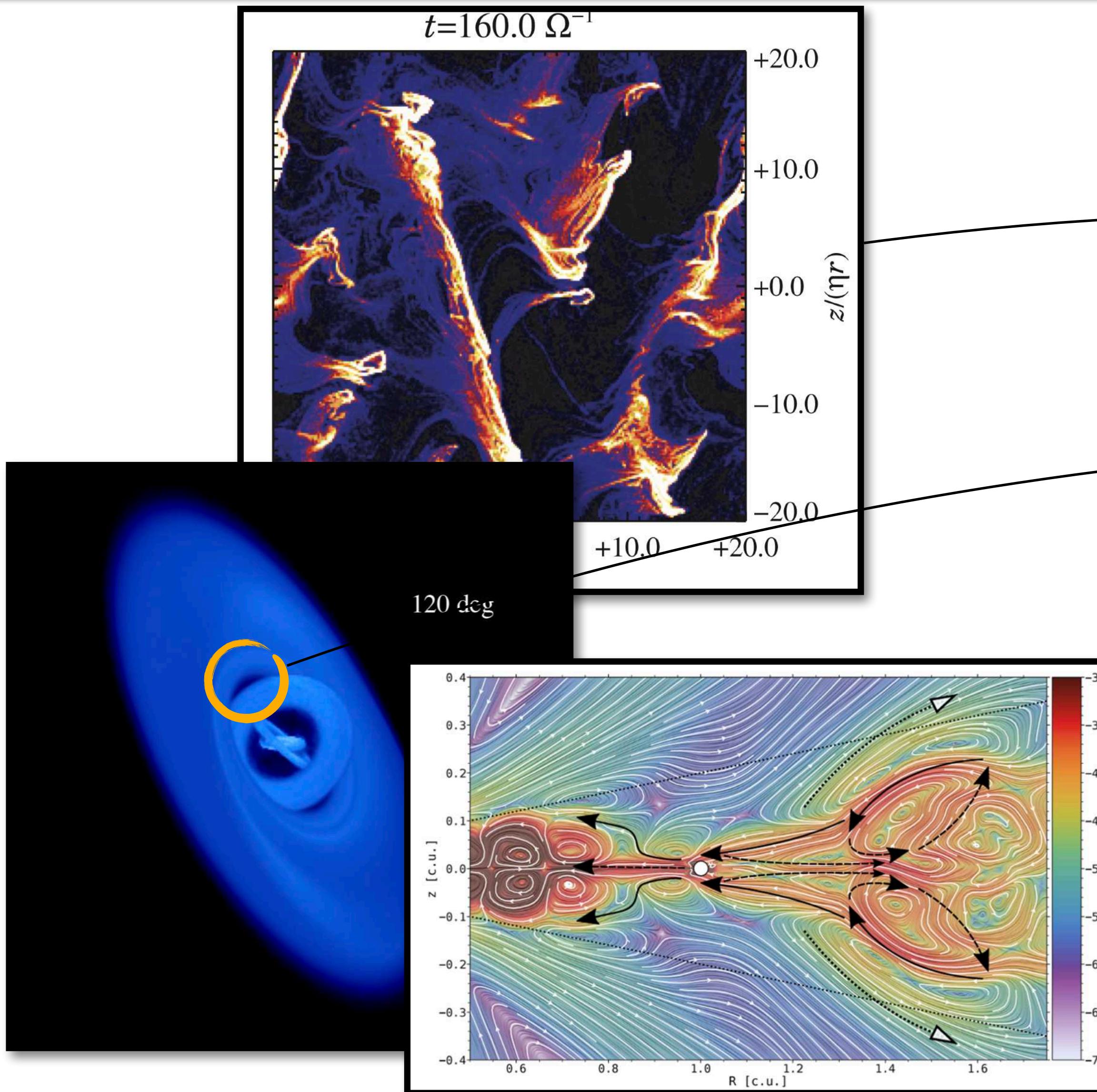
PHAST
PHYSIQUE
ET ASTROPHYSIQUE
UNIVERSITÉ DE LYON

Why ??????????????????????

Why a new code ?



Context & Aims



S.I. In global discs ?

What happens here ?

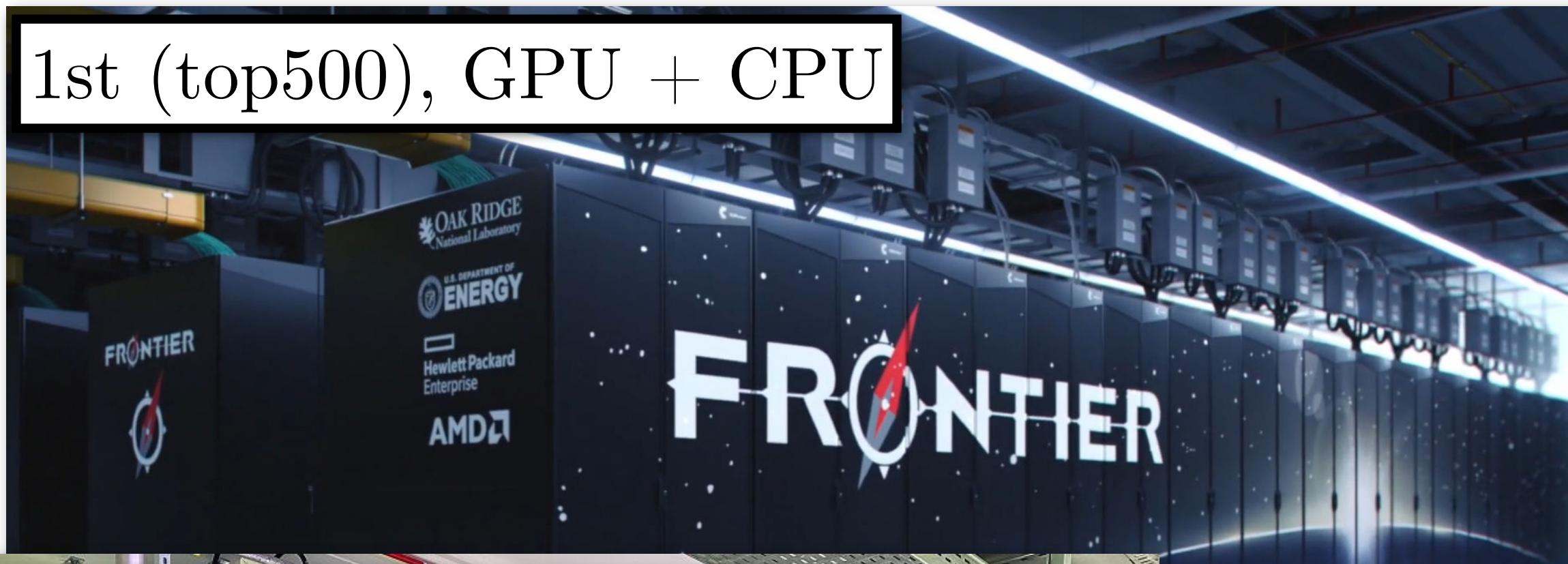
And close to a planet ?

Resolution is mandatory !!!

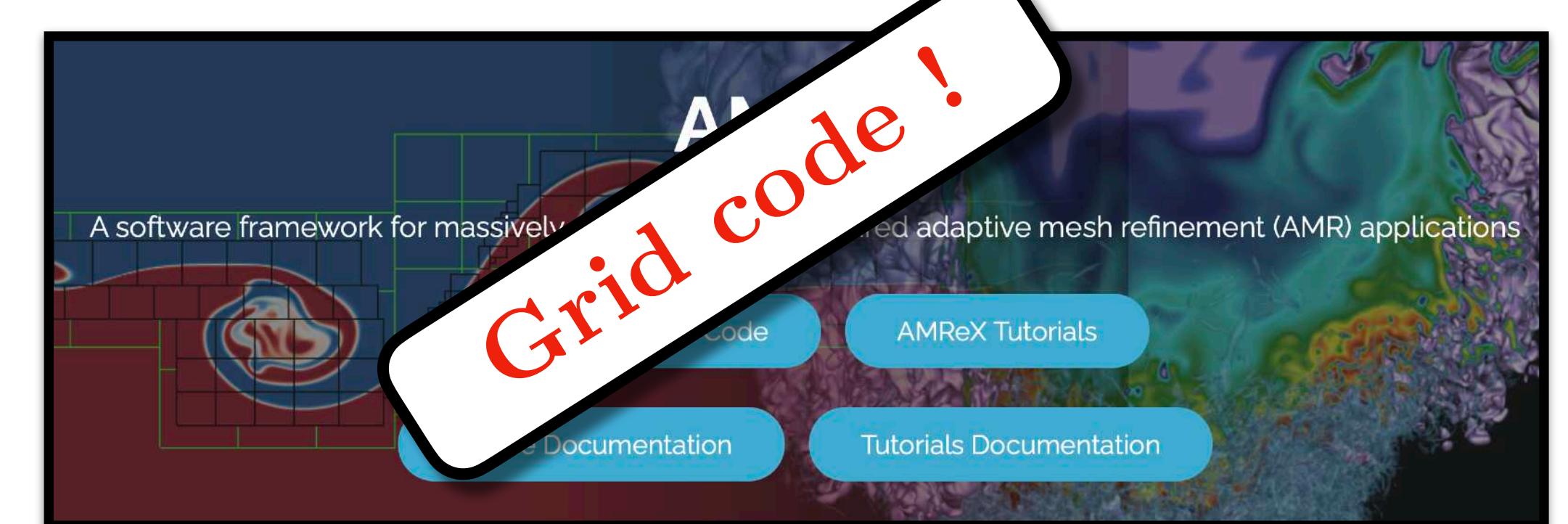
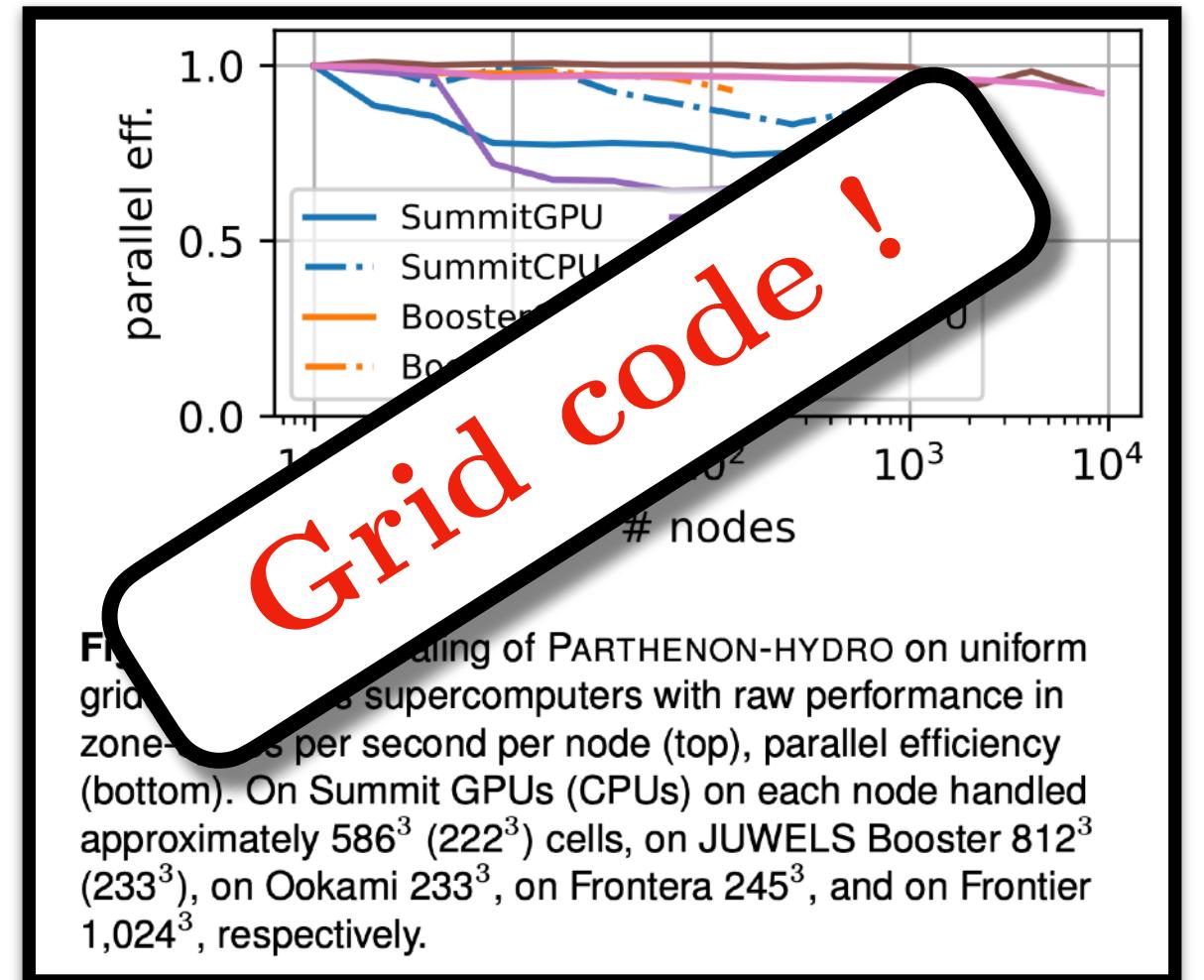
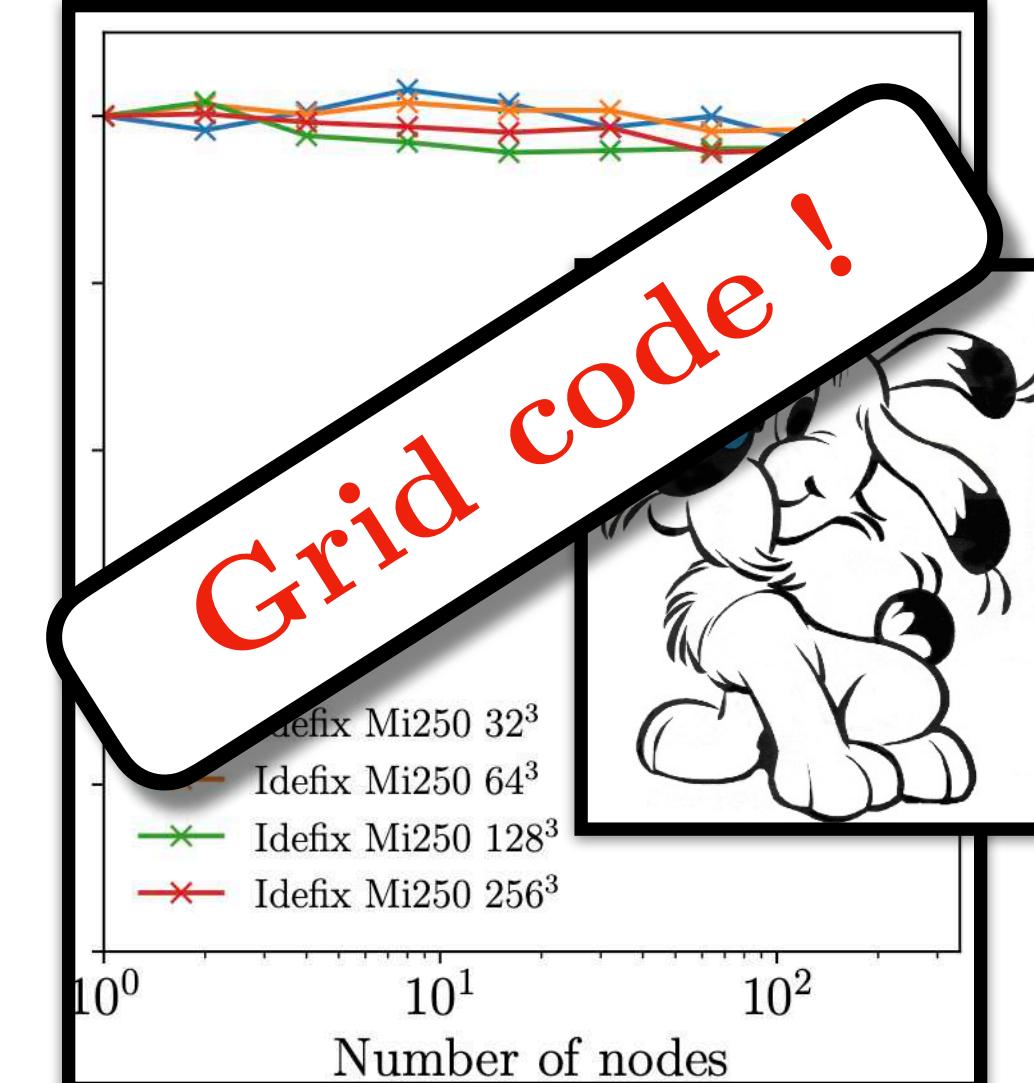
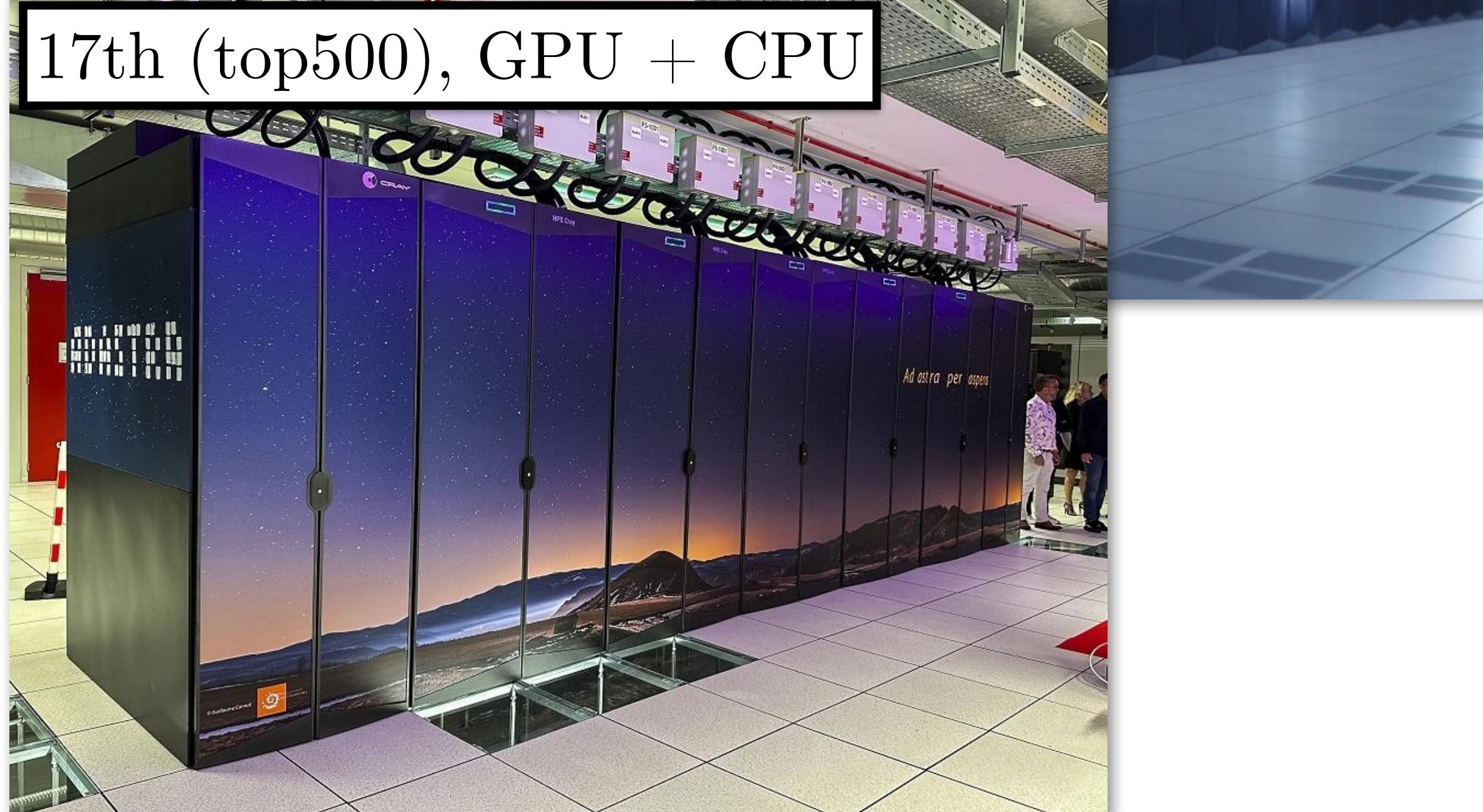


Context & Aims

1st (top500), GPU + CPU



17th (top500), GPU + CPU

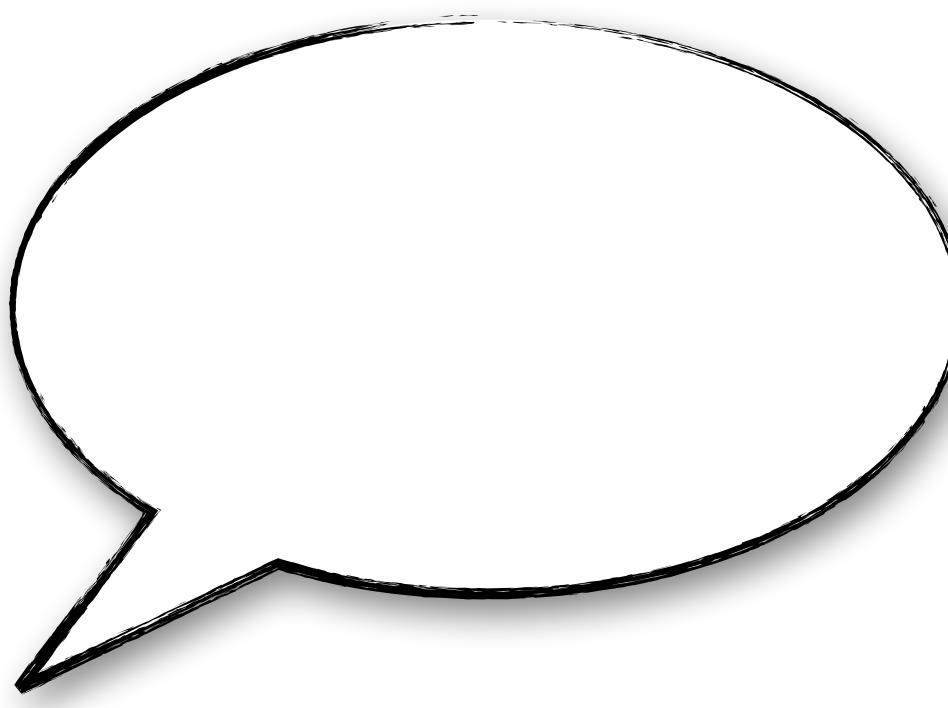
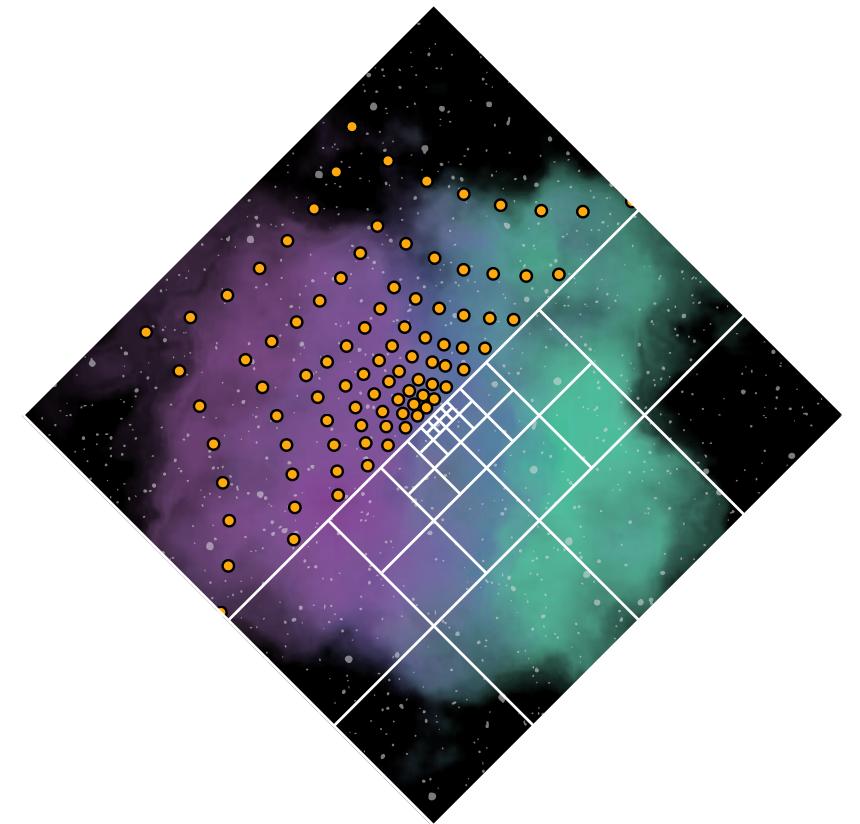


Where is SPH ???



So we need something

Well you know where this is going



Technical Locks



- >1G part in a simulation

How do you store a lot of particles on a cluster ?



- Fast on GPU

Can you optimise SPH on GPU



- Neighbours finding

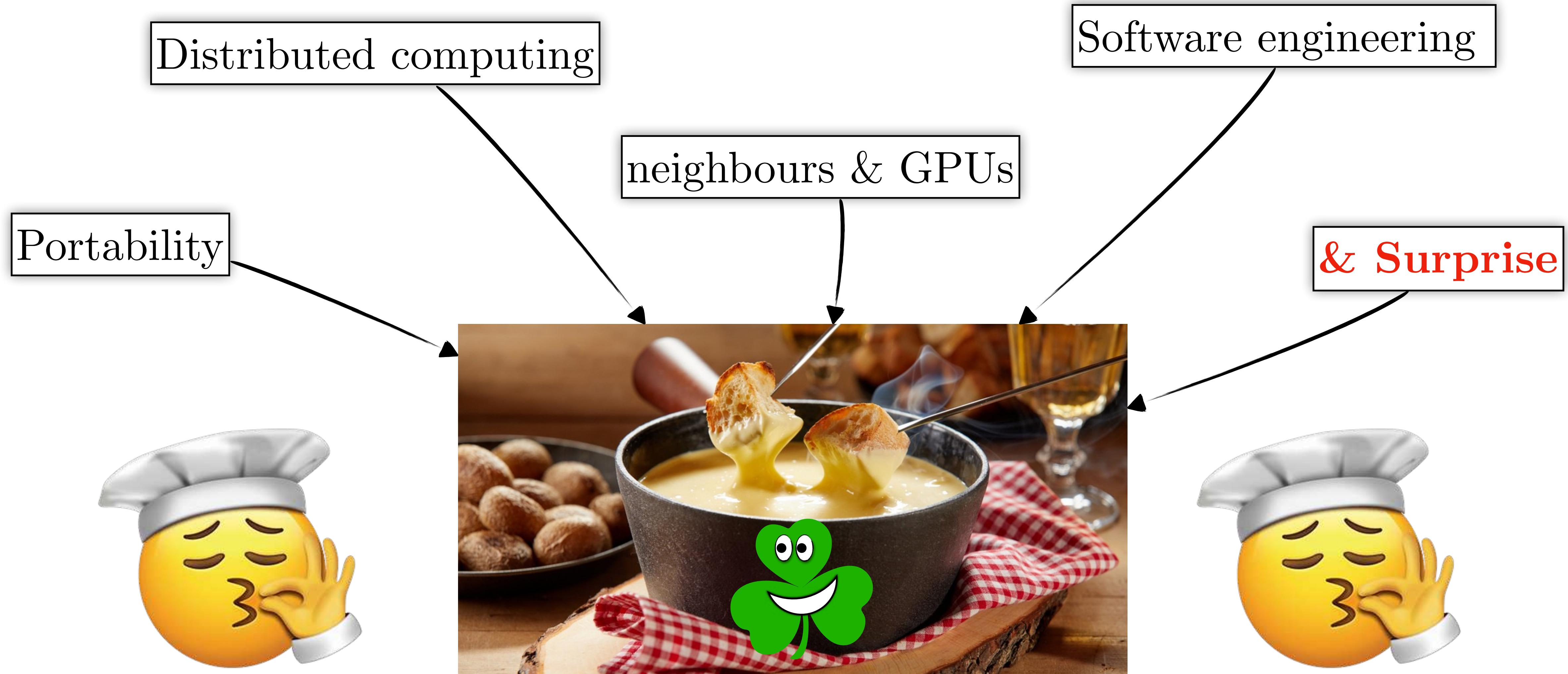
How do you work with neighbours on GPU



- Portability

But you need also to run well on CPU

The plan !



Source : passeportsante.net

Portability

Our choice :



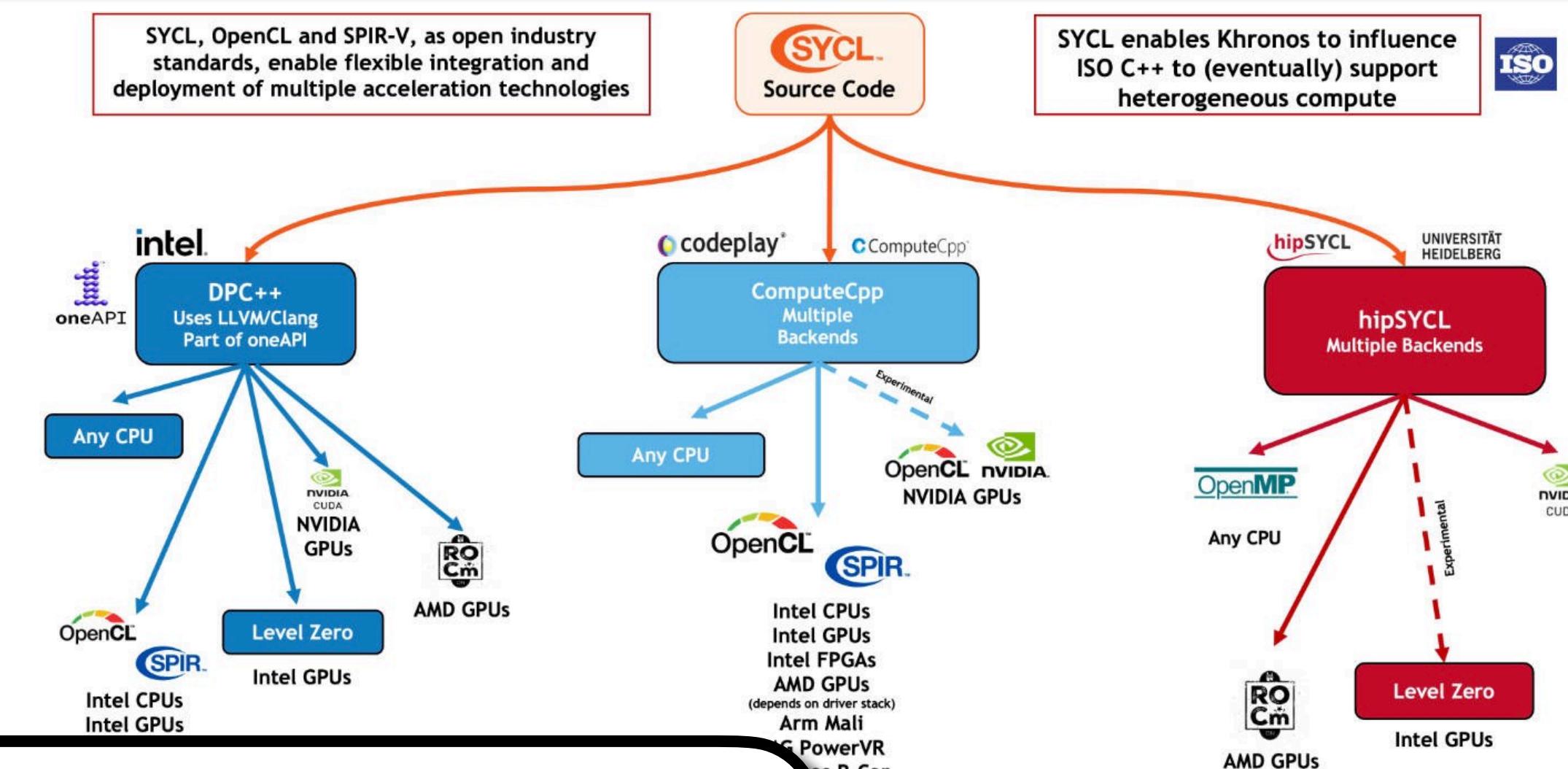
- C++17



- Portability
But you need also to run well on CPU

- Can be compiled to native CUDA, HIP, OpenMP, ...

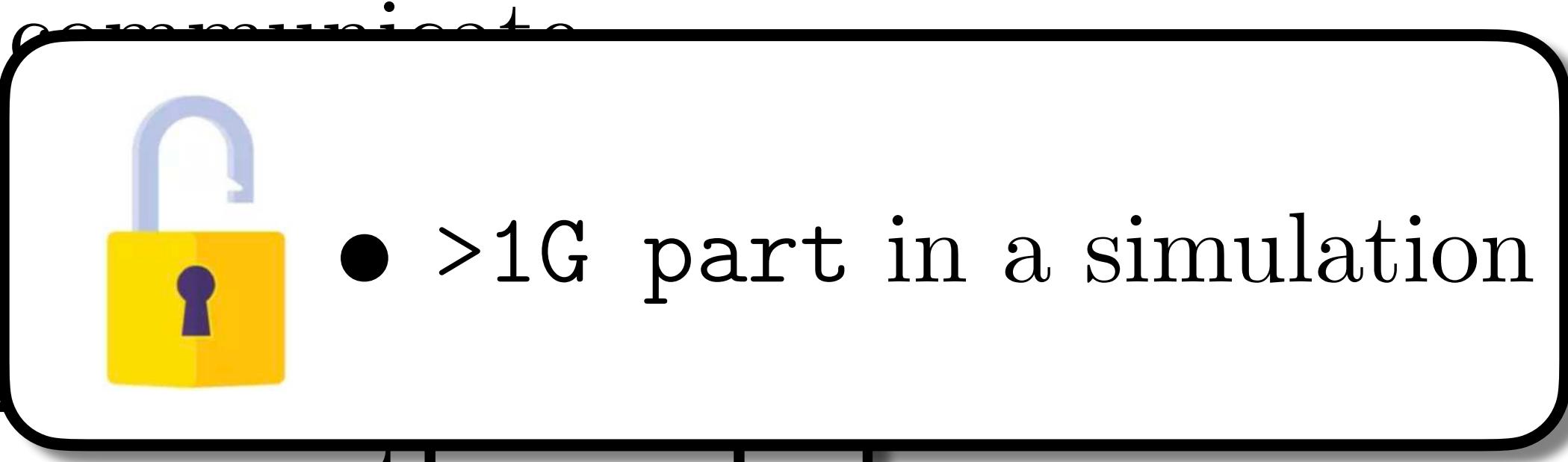
- Support all CPU & GPUs



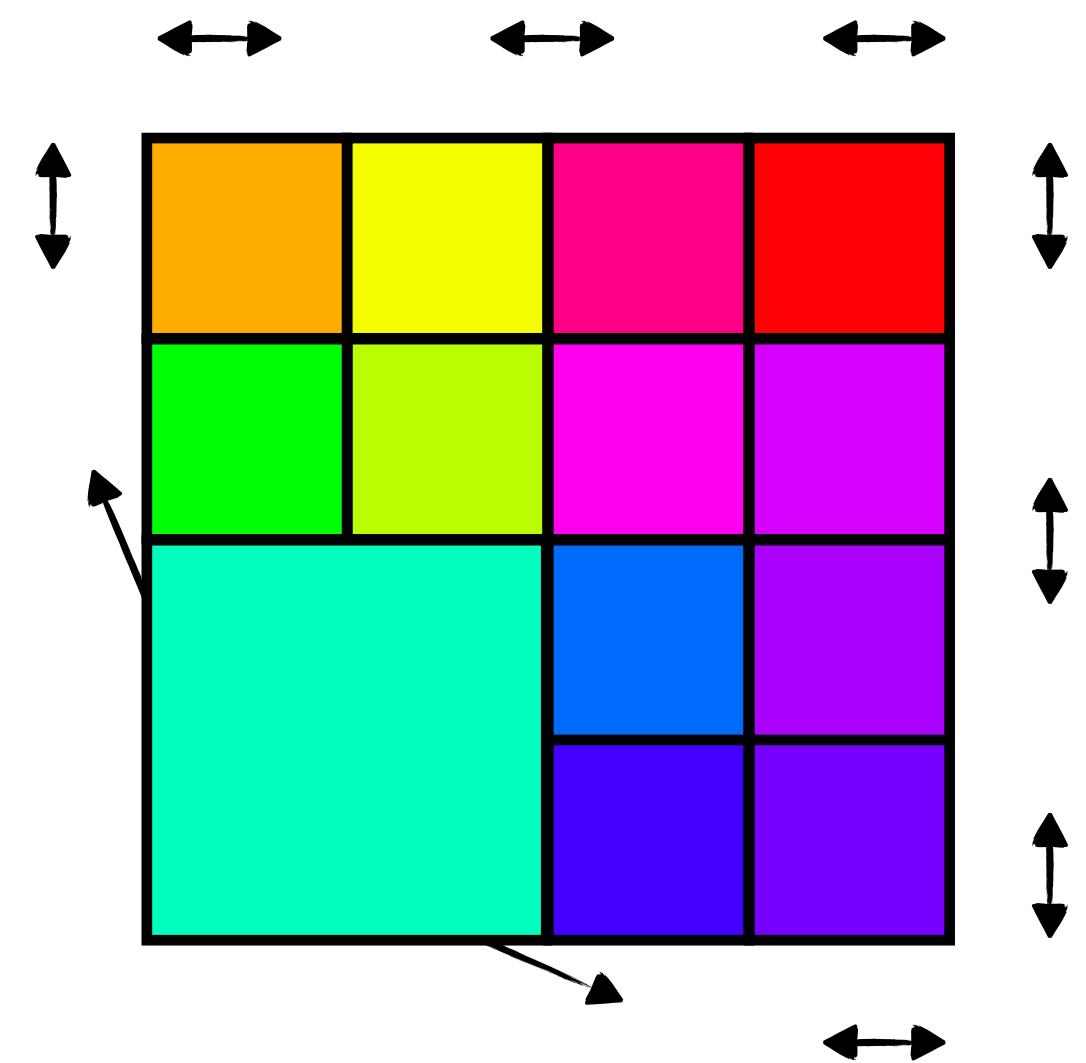
Domain decomposition

The global simulation is divided
into multiple patches
(abstract decomposition)

We only have to communicate
the interface to iterate



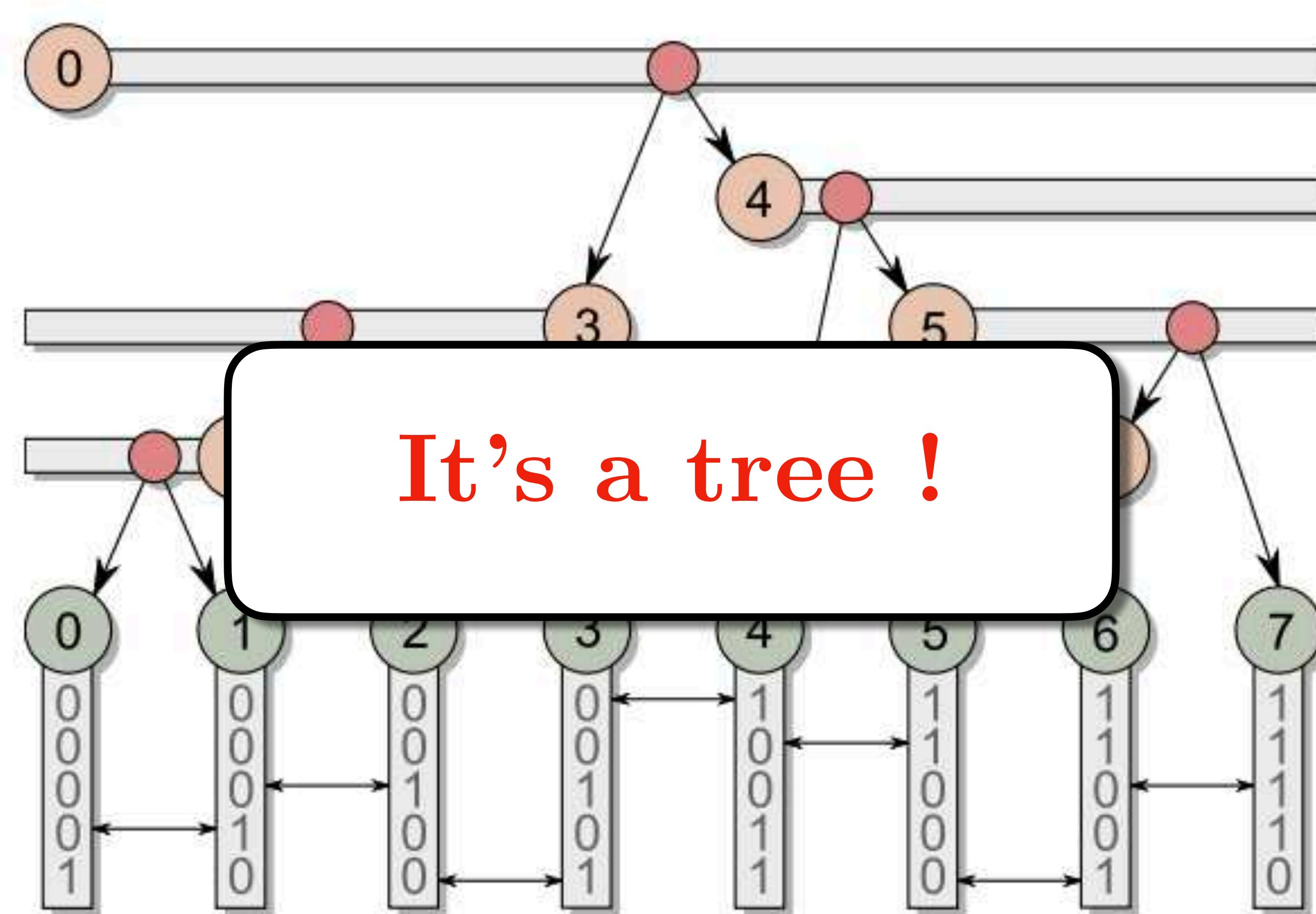
- >1G part in a simulation



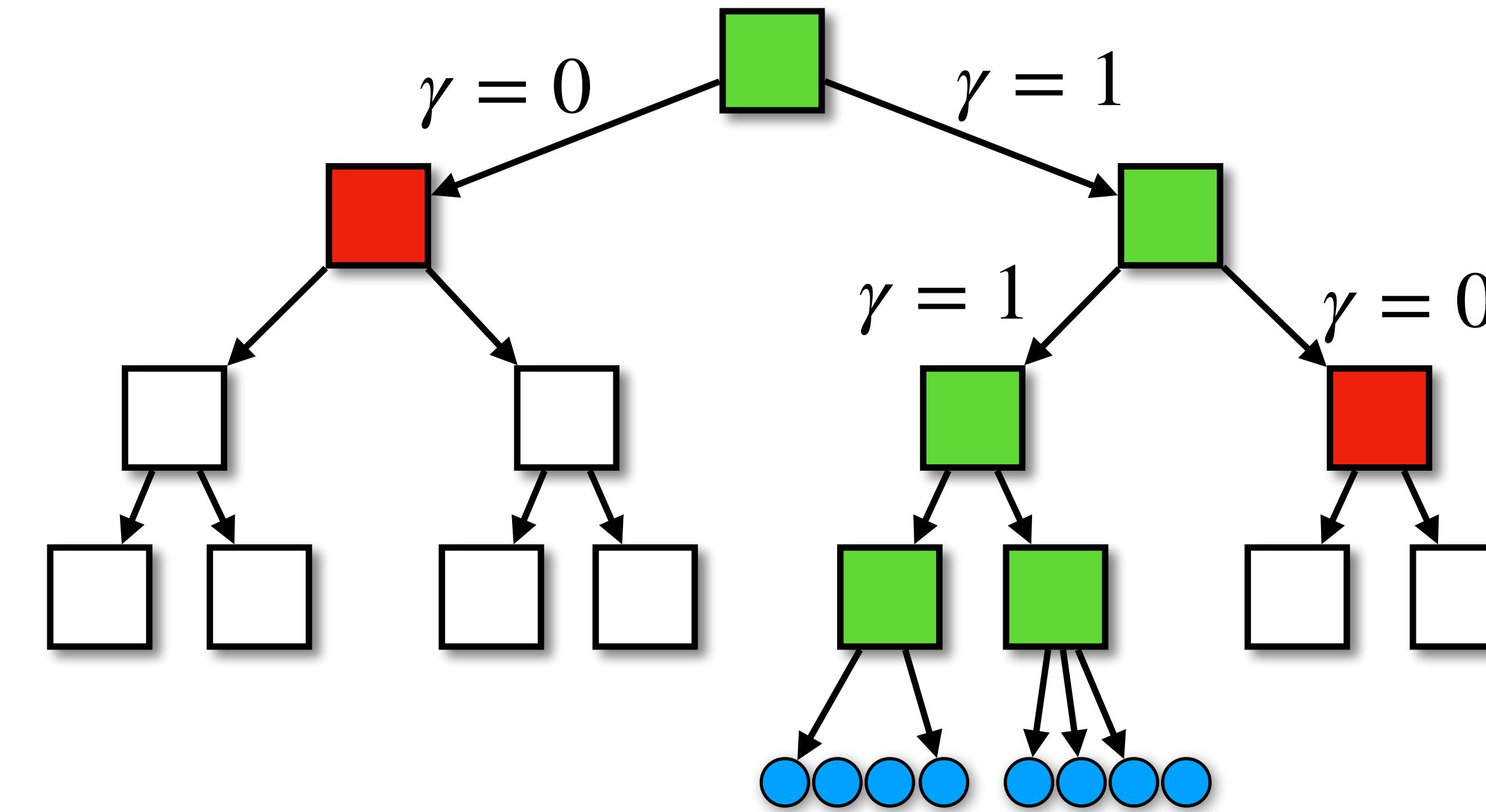
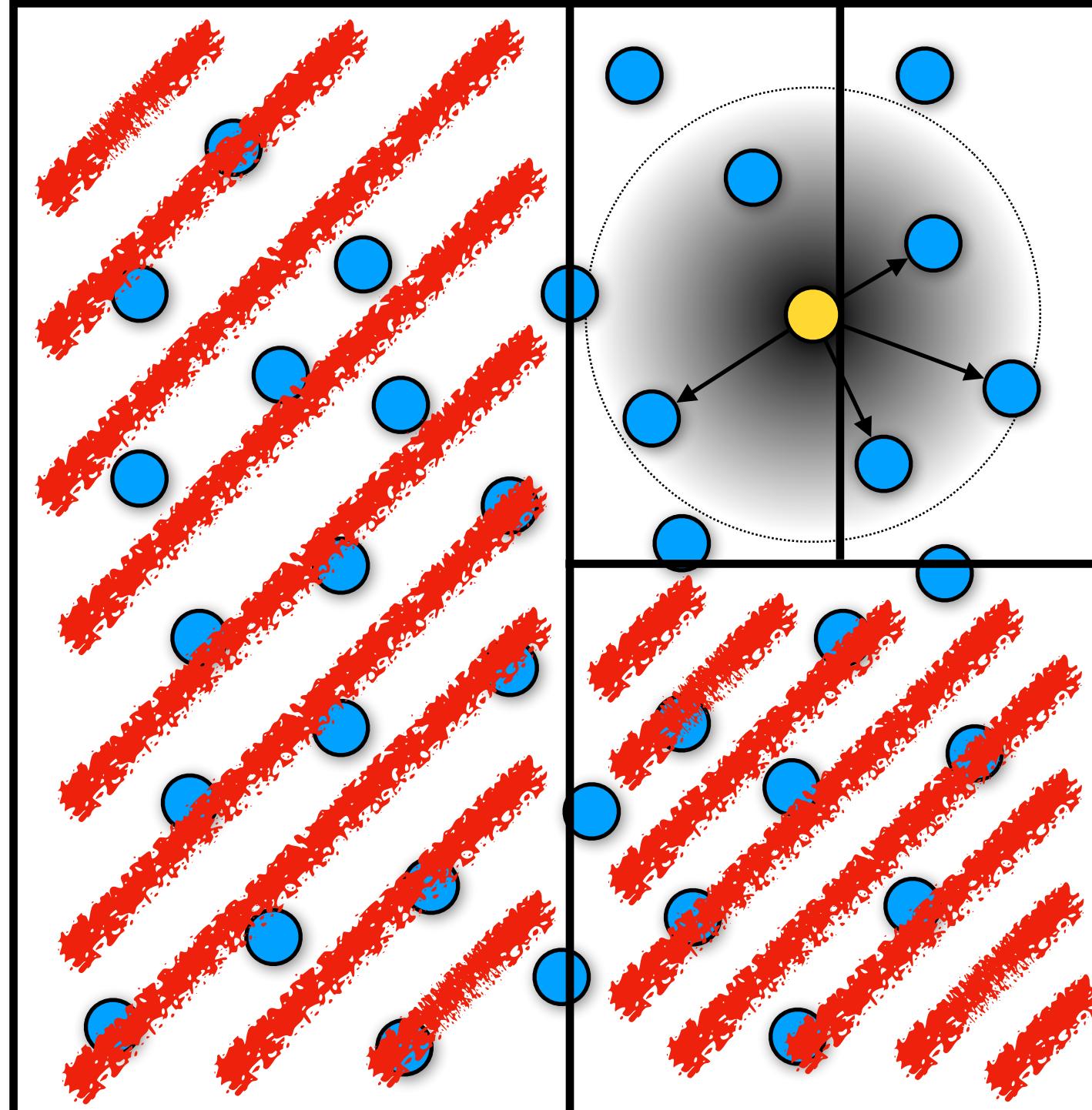
Patches are scattered across the nodes

If patches are too large they split
If they are too small they merge

What is that ?



Neighbour finding



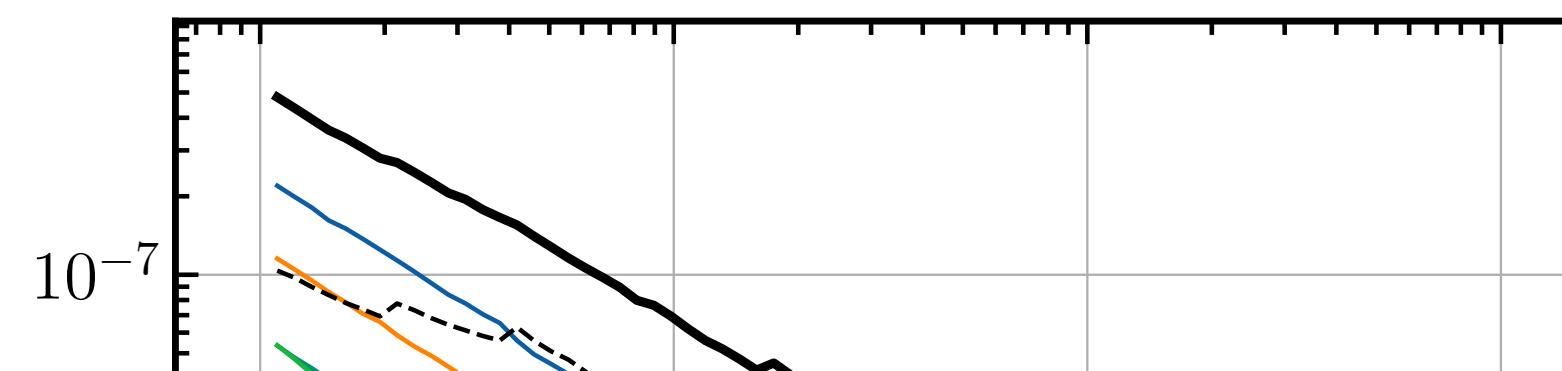
Tree based version :

- Exclude half of the space every steps
- The remaining particles are likely to interact

Complexity : $\mathcal{O}(n \log(n))$



It took a year



Tree algorithm :

- Using binary arithmetics (fast)
- Morton code to convert position to binary
- Internal layout using binary tree

just rebuild it !



- Fast on GPU

Can you optimise SPH on GPU



- Neighbours finding

How do you work with neighbours on GPU

Shamrock paper 1 (in prep)

A100 SXM4 : >400.000.000 objects / 1 sec

... faster than a

timestep !

But

A lot of code → Software engineering



Github test pipeline + regression



Shamrock Private

Unwatch 2 ▾

main 11 Branches 1 Tags

Go to file Add file Code

tdavidcl [Doc] Adastra hackaton #435 from tdavidcl/adastra-hackaton 297b4b2 · yesterday 1,920 Commits

- .github [CI] use the self-host runner to have access to tex last month
- buildbot [Doc] update quickstart guide last week
- cmake [Cmake] move march native flag behind config in cmake 2 weeks ago
- doc [Doc] clean adastra doc yesterday
- examples [SPH] add bindings for cache size 2 weeks ago
- external [Pybind] Use forked version and update 3 months ago
- src [Scheduler] patch tree perf issue fix last week
- tools [CI] remove clang 16 tests 4 months ago
- clang-format [Patch] write common interface for get_ids where last month

Summary

Triggered via pull request 6 minutes ago
tdavidcl synchronize #436 feature/htol-bump-init

Jobs

- Src checks
 - Pragma once
 - Copyright
 - Doxygen file header
- Documentation
 - Build : Documentation
- Shamrock Test
 - AdaptiveCpp omp clang-15
 - AdaptiveCpp generic clang-15
 - AdaptiveCpp cuda-sm70 clang-15
 - AdaptiveCpp hip-gfx906 clang-15
 - AdaptiveCpp omp asan clang-15
 - AdaptiveCpp coverage omp clang-15
- DPCPP Native CPU
 - DPCPP CUDA 11.0.2
 - DPCPP HIP ROCM 5.4.3

on_pull_request.yml
on: pull_request

```

graph TD
    A[Src checks / Pragma once 6s] --- B[Docu... / Build : Documentation]
    A[Src checks / Copyright 8s] --- C[Shamr... / DPCPP Native CPU 0s]
    A[Src c... / Doxygen file header 8s] --- D[Matrix: Shamrock Test / shamr...]
    B --- E[0/4 jobs completed]
    C --- F[0/1 jobs completed]
    D --- G[0/1 jobs completed]
    E --- H[Matrix: Shamrock Test / shamr...]
    F --- I[Matrix: Shamrock Test / shamr...]
    G --- J[Matrix: Shamrock Test / shamr...]
    H --- K[0/1 jobs completed]
    I --- L[0/1 jobs completed]
    J --- M[0/1 jobs completed]
  
```

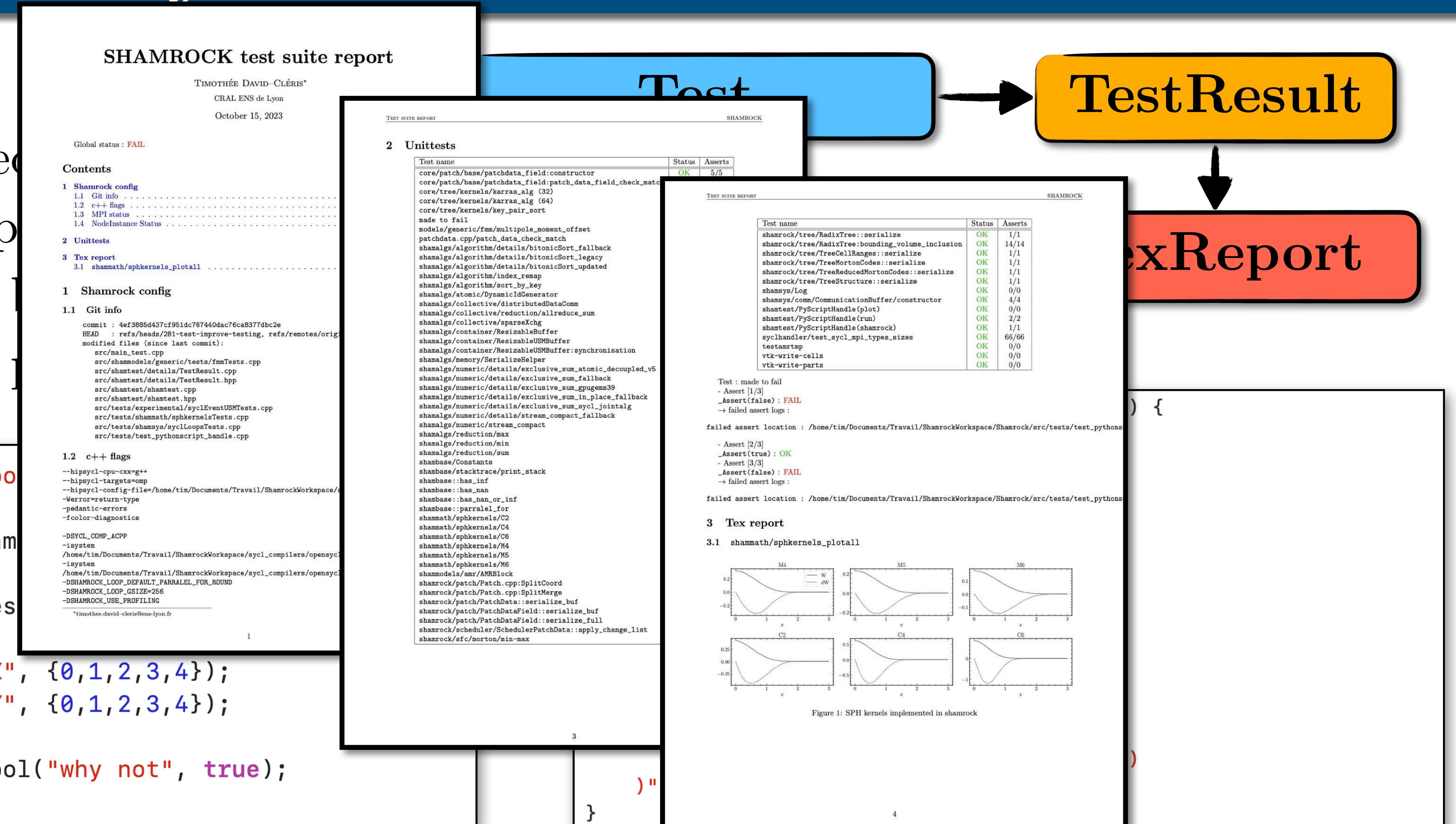
Run details

Usage

Testing library

- ## Testing :
- Integrated
 - Can output
 - Can run
 - Can run

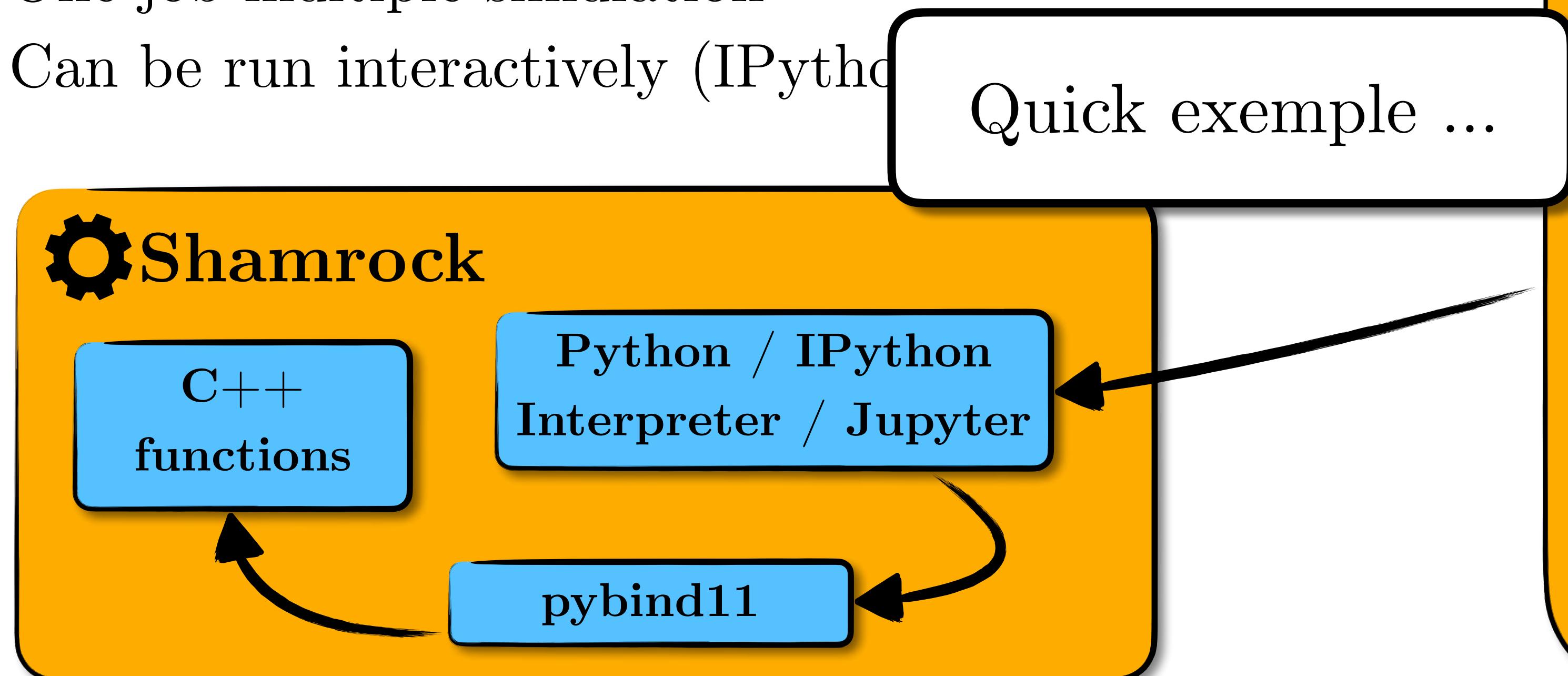
```
TestStart(Unittest, "coo
using namespace sham
auto & dataset = tes
dataset.add_data("X", {0,1,2,3,4});
dataset.add_data("Y", {0,1,2,3,4});
asserts().assert_bool("why not", true);
}
```



Python interop

Runscripts :

- Flexible for simulation inputs
- No C++ for the user
- Compatible with restarts
- One job multiple simulation
- Can be run interactively (IPython)



```
import shamrock

ctx = shamrock.Context()

ctx.pdata_layout_new()
ctx.pdata_layout_add_field("xyz",1,"f64_3")
ctx.pdata_layout_add_field("vxyz",1,"f64_3")
ctx.pdata_layout_add_field("u",1,"f64")

ctx.init_sched(int(1e6),1)
ctx.set_box_size((0,0,0),(1,1,1))

rho, V, dr = 1 , 1, 0.02

setup = shamrock.SetupSPH(kernel = "M4")
setup.init(ctx)
setup.set_boundaries("periodic")
setup.add_cube_fcc(ctx,dr, (0,0,0),(1,1,1))
setup.set_total_mass(1)
setup.clear()

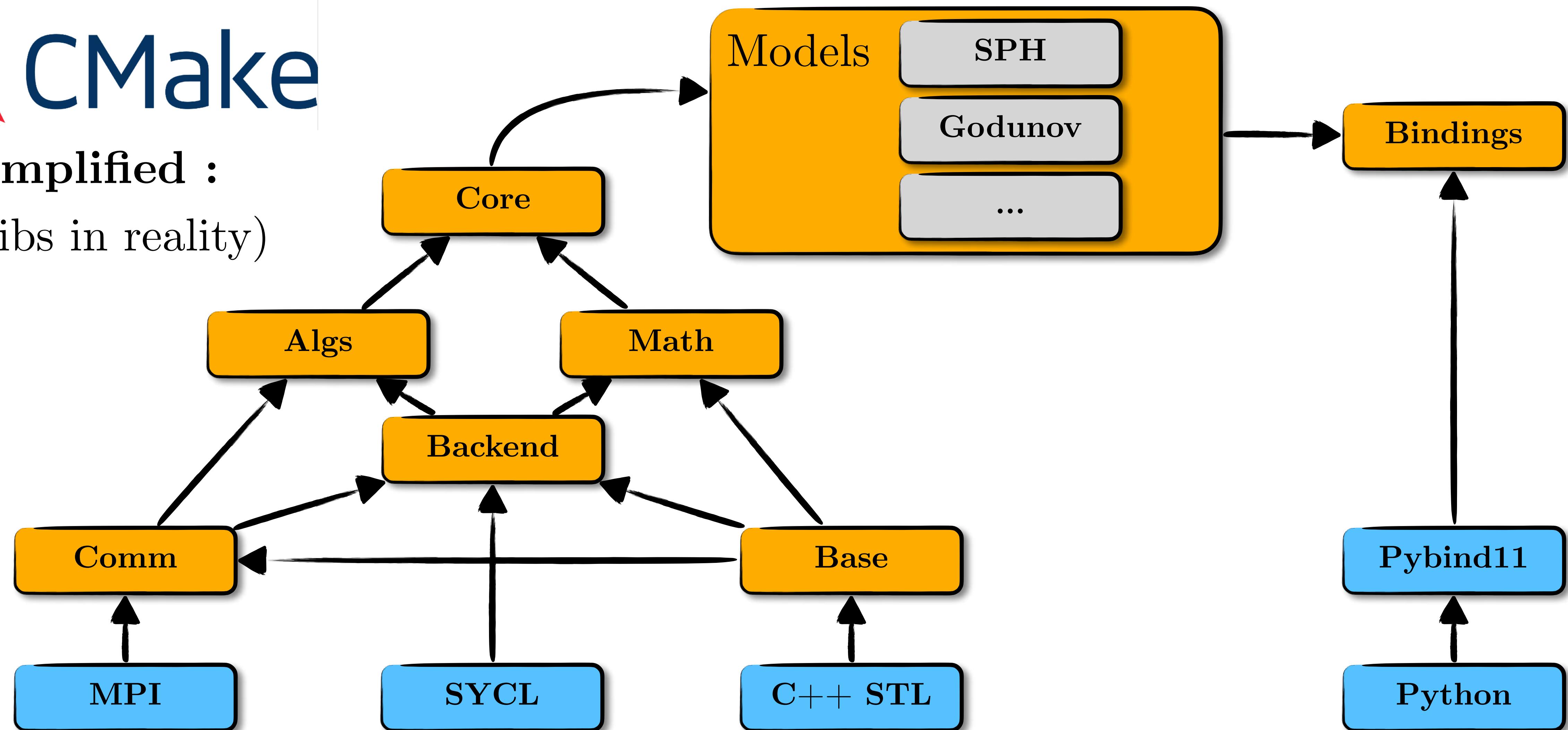
model = shamrock.BasicSPHGas(kernel = "M4")
model.init()
model.set_cfl_cour(0.3)
model.simulate_until(ctx, ti = 0, te = 1 , "jisco_")
model.clear()
```

Organisation



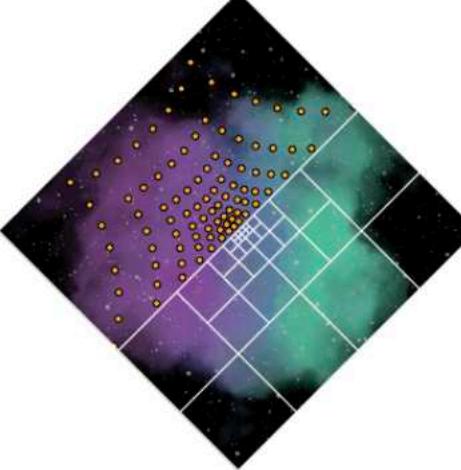
Simplified :

(12 libs in reality)



Units library (Public)

<https://github.com/Shamrock-code/Shamrock-units>



Shamrock

Shamrock units library [🔗](#)

This is the units library in use in the Shamrock code, this repository will be updated when change are made to this library in the Shamrock monorepo.

Almost everything is marked `constexpr` in the library, so most of the conversion if possible will be opmitized away by the compiler, allowing for zero cost abstraction here :)

Here is an exemple of the usage of the units library :

```
#include <iostream>
#include <shamunits/Constants.hpp>
#include <shamunits/UnitSystem.hpp>

int main(void){

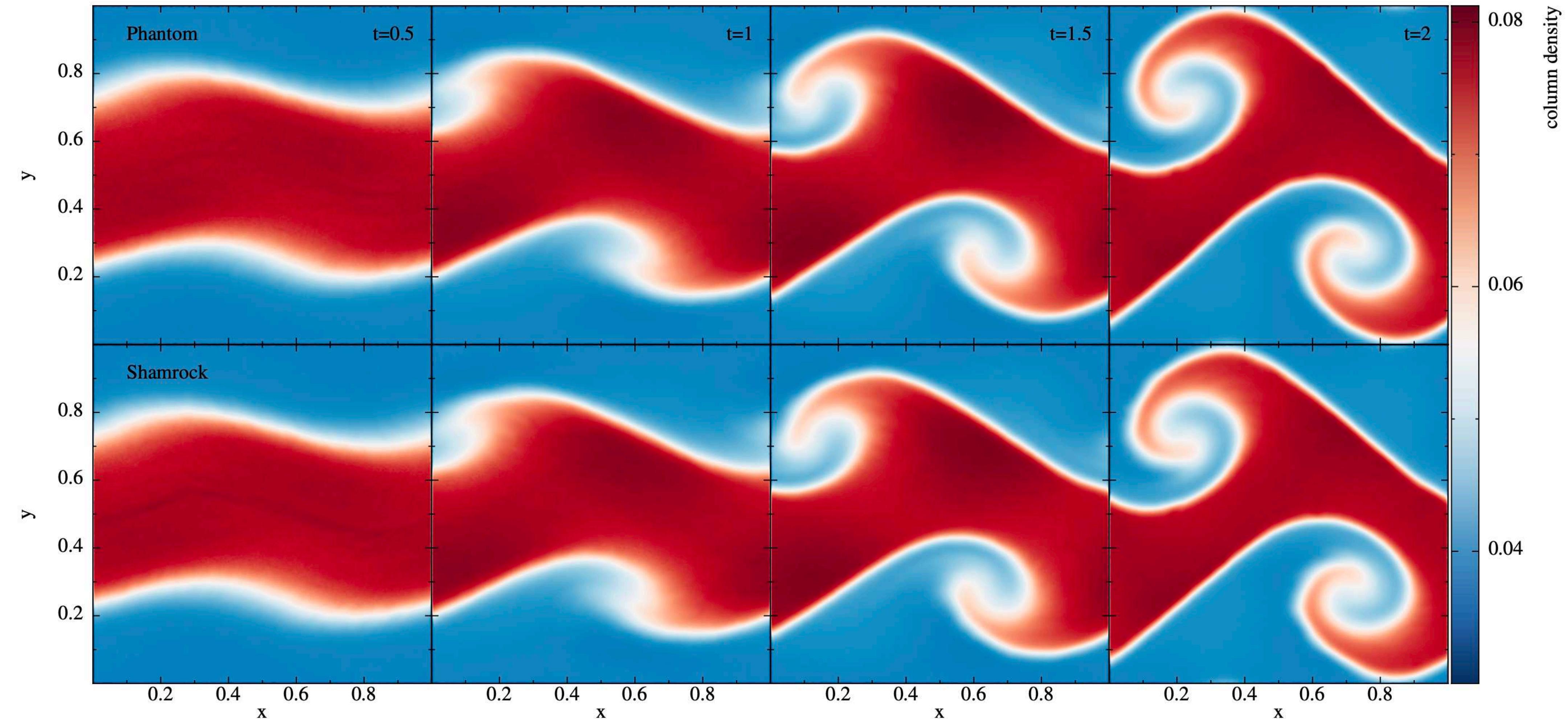
    using namespace shamunits;
```

- Constexpr
- Simple
- Header only
- Can be used in GPU kernels
- Python bindings

Try it : <https://godbolt.org/z/5zjGMea57>

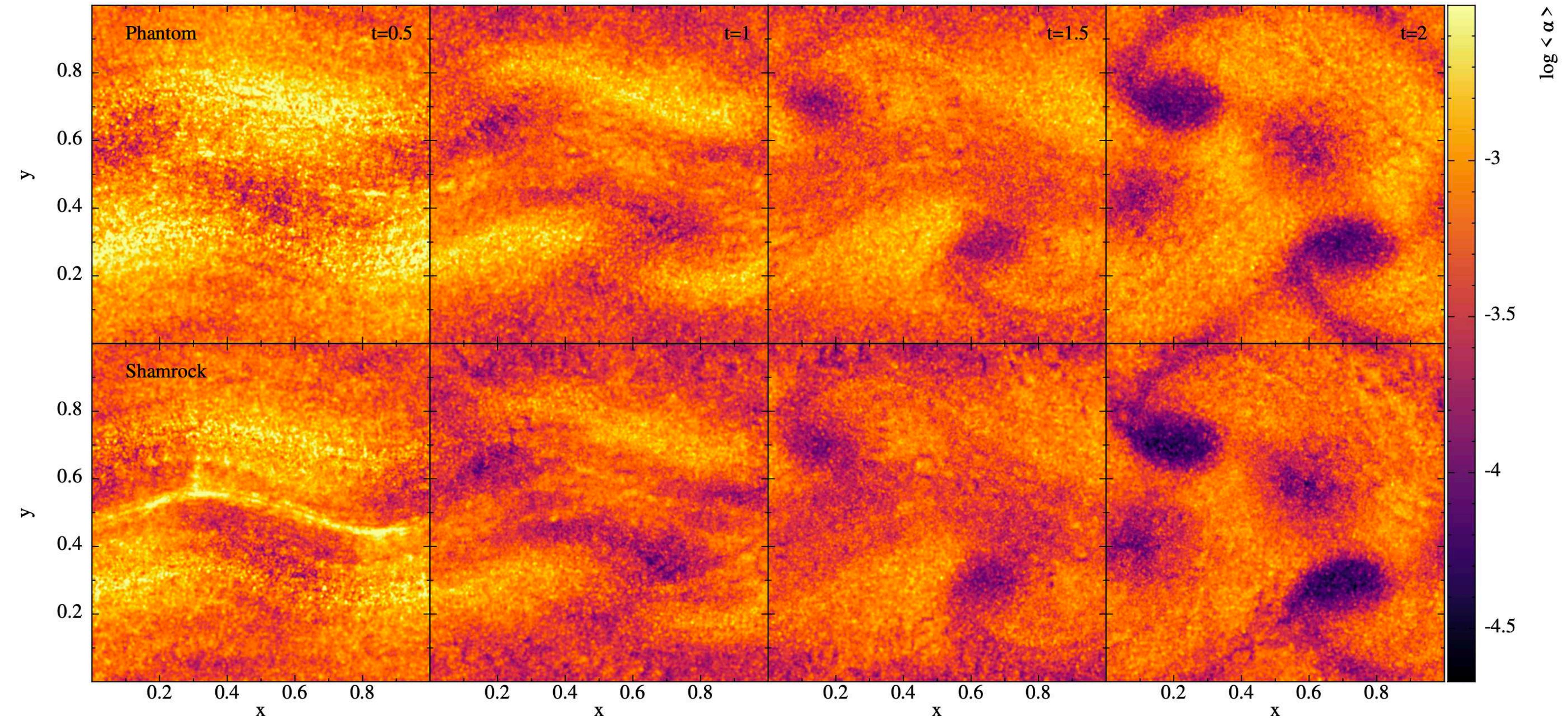
Results

Kelvin Helmotz



Looks similar : is the viscosity the same ?

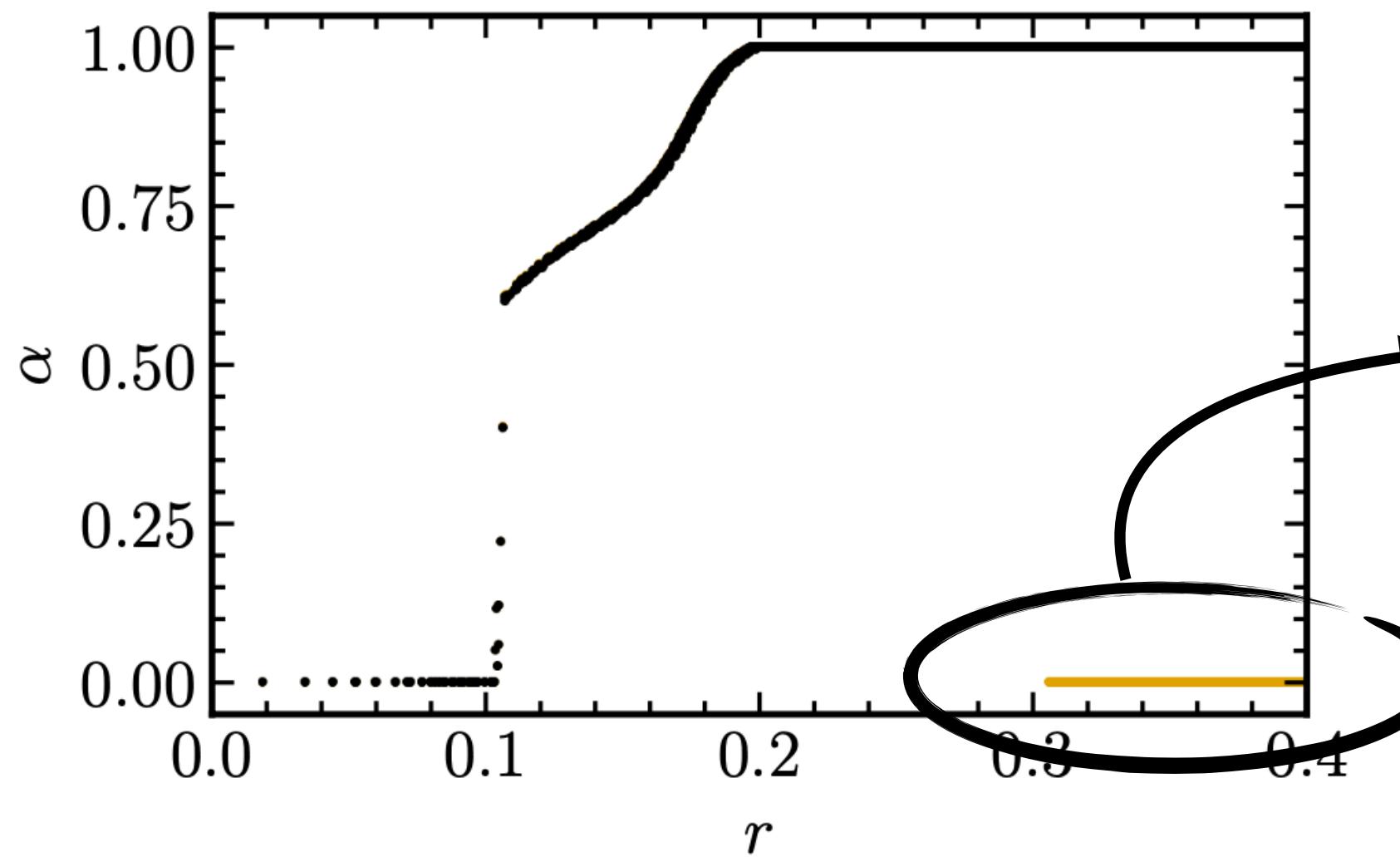
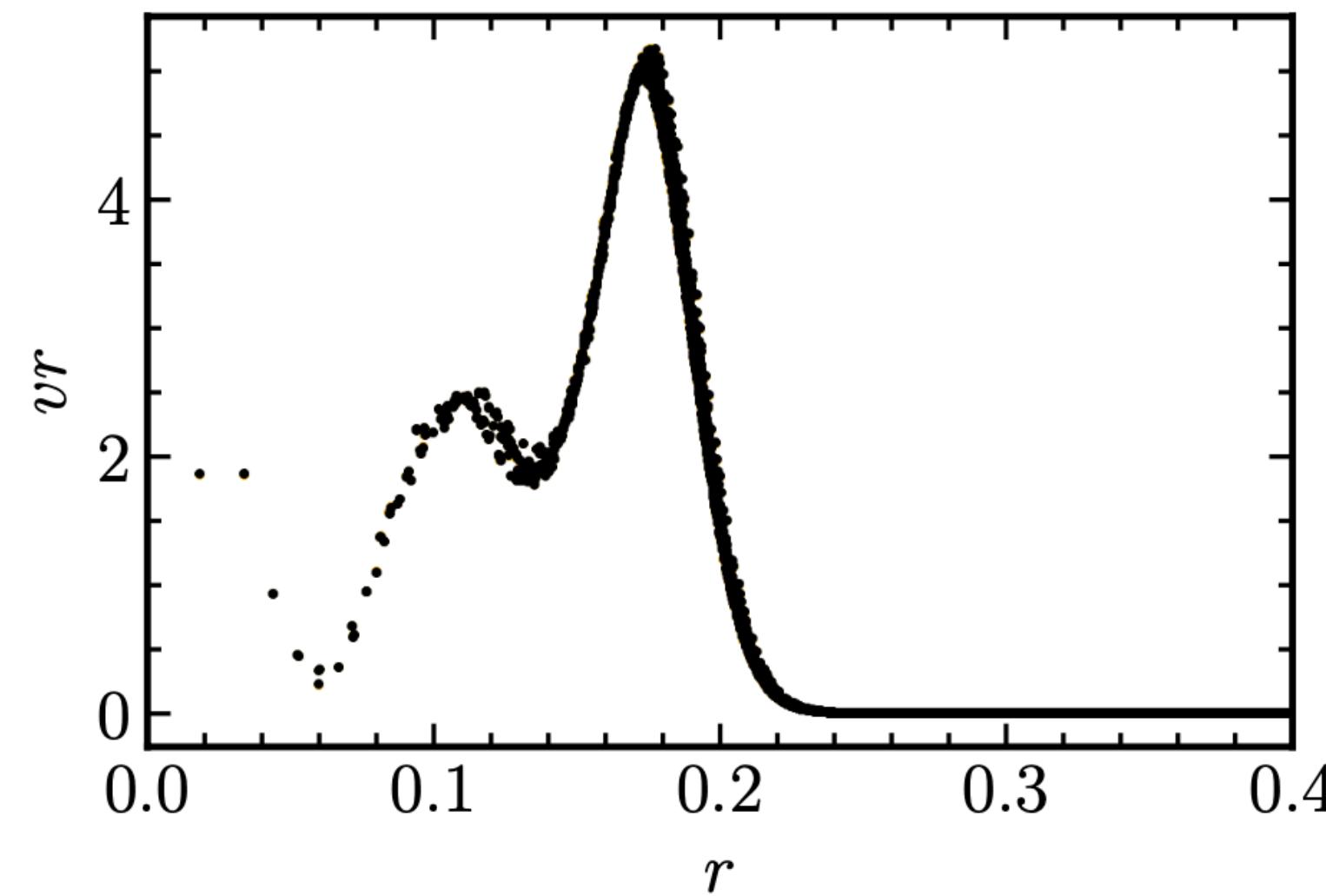
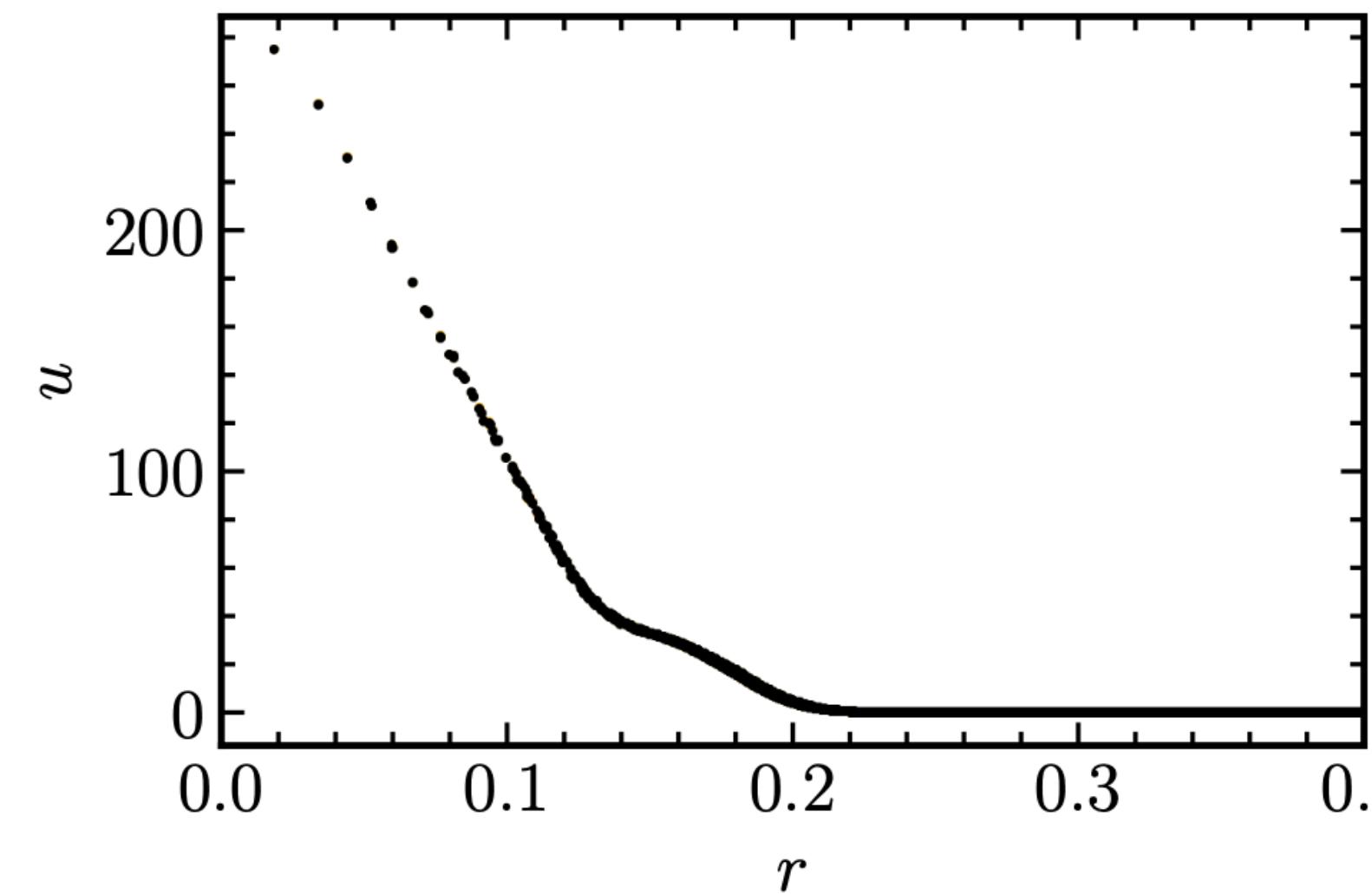
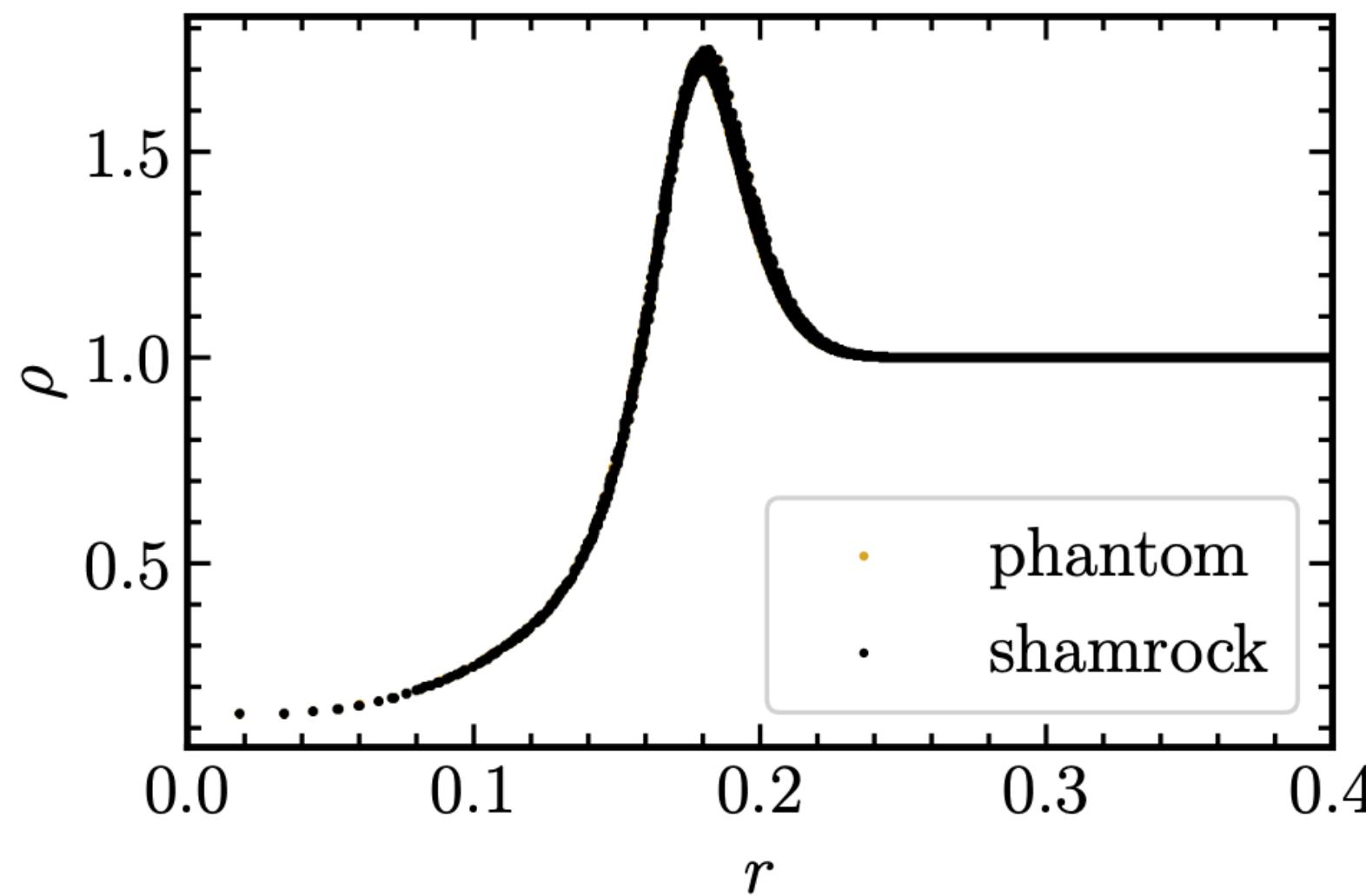
Kelvin Helmotz



Yes ! (Differences due to difference in optimisation)

Is the solver the same ?

Sedov-Taylor Blast



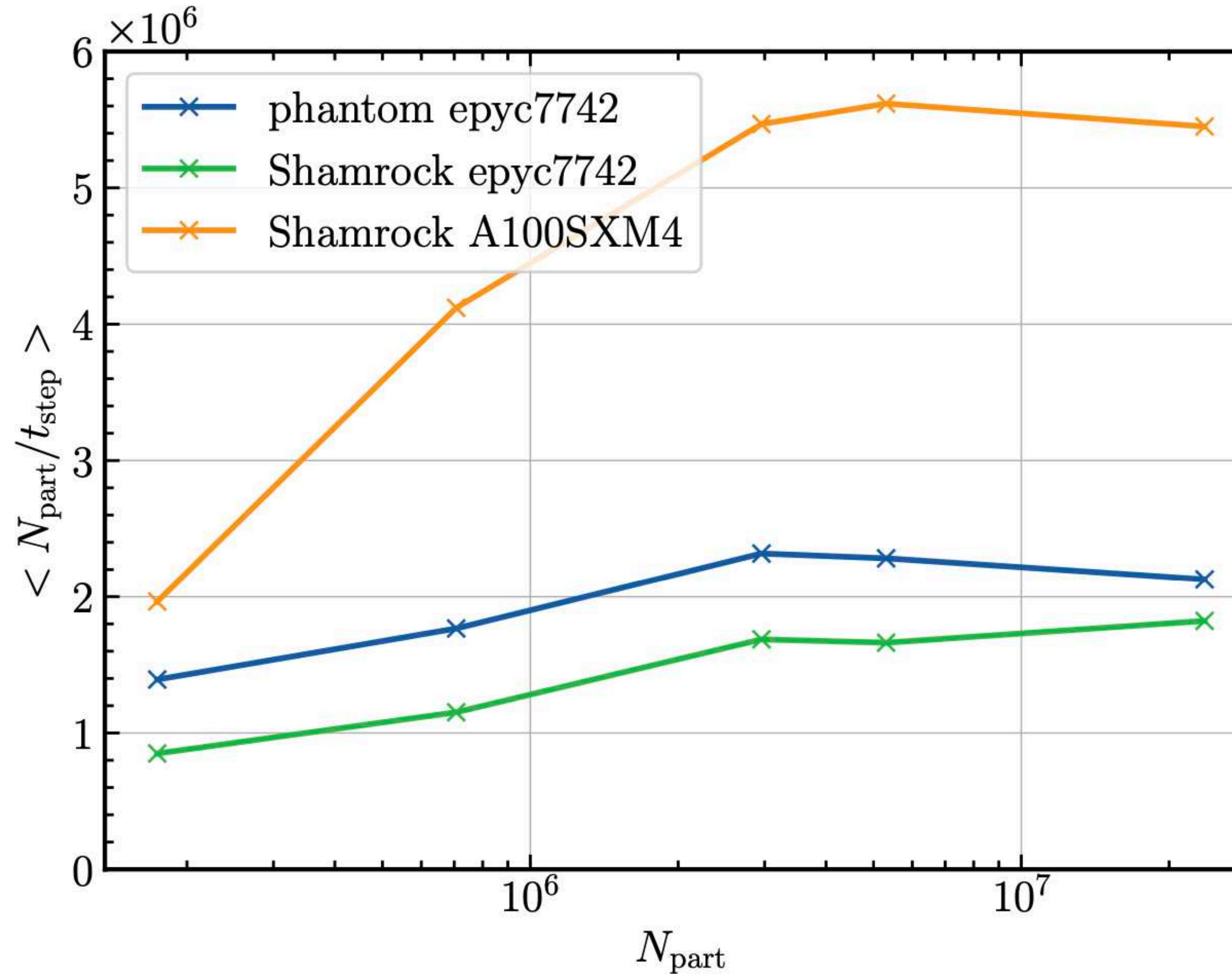
Marginal differences :

- L2 distance $r : 1.323\text{e-}05$
- L2 distance $h : 7.687\text{e-}06$
- L2 distance $v_r : 0.0133$
- L2 distance $u : 0.03803$

Rounding off when $c_s = 0$

Yes !

Performance

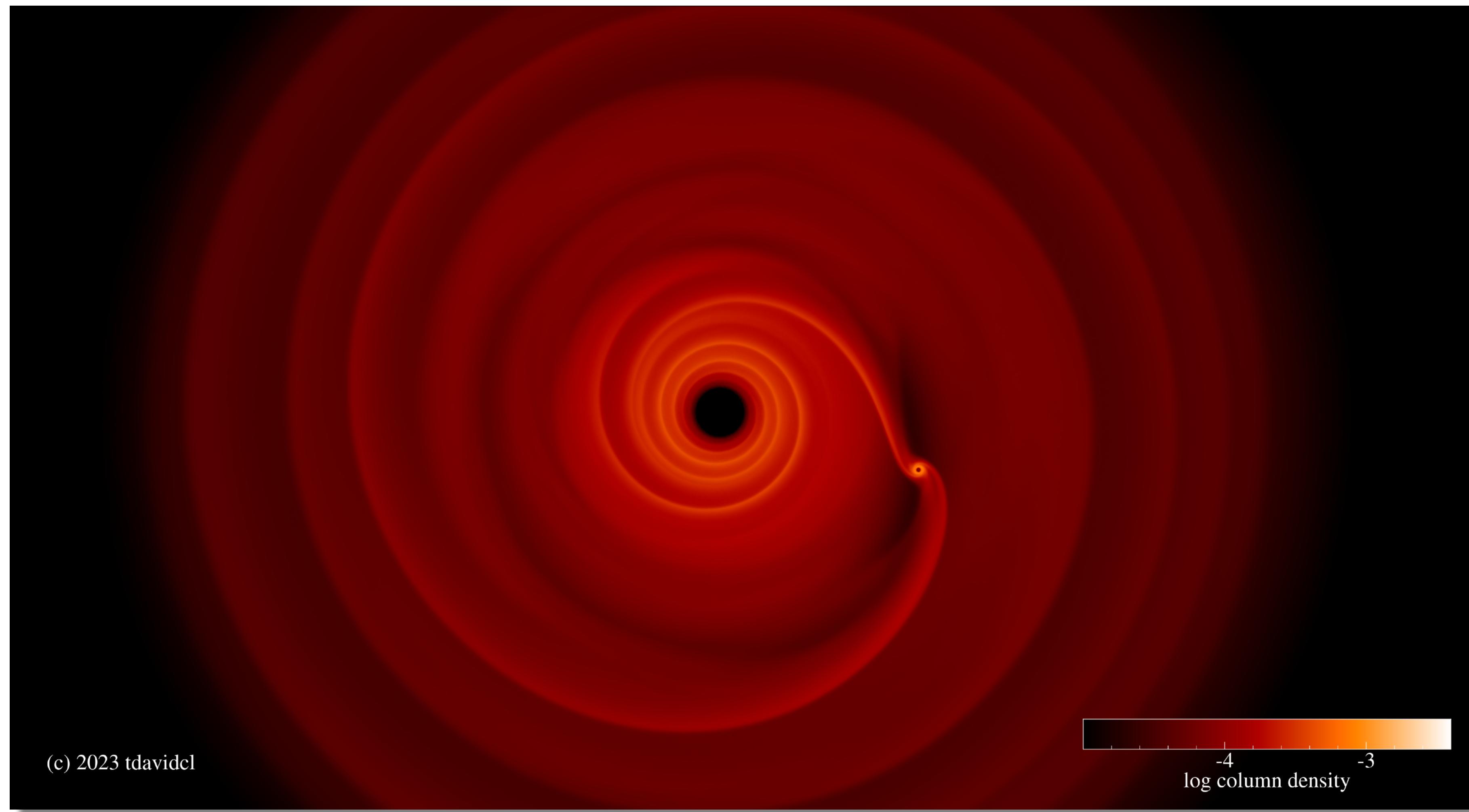


Sedov taylor blast :

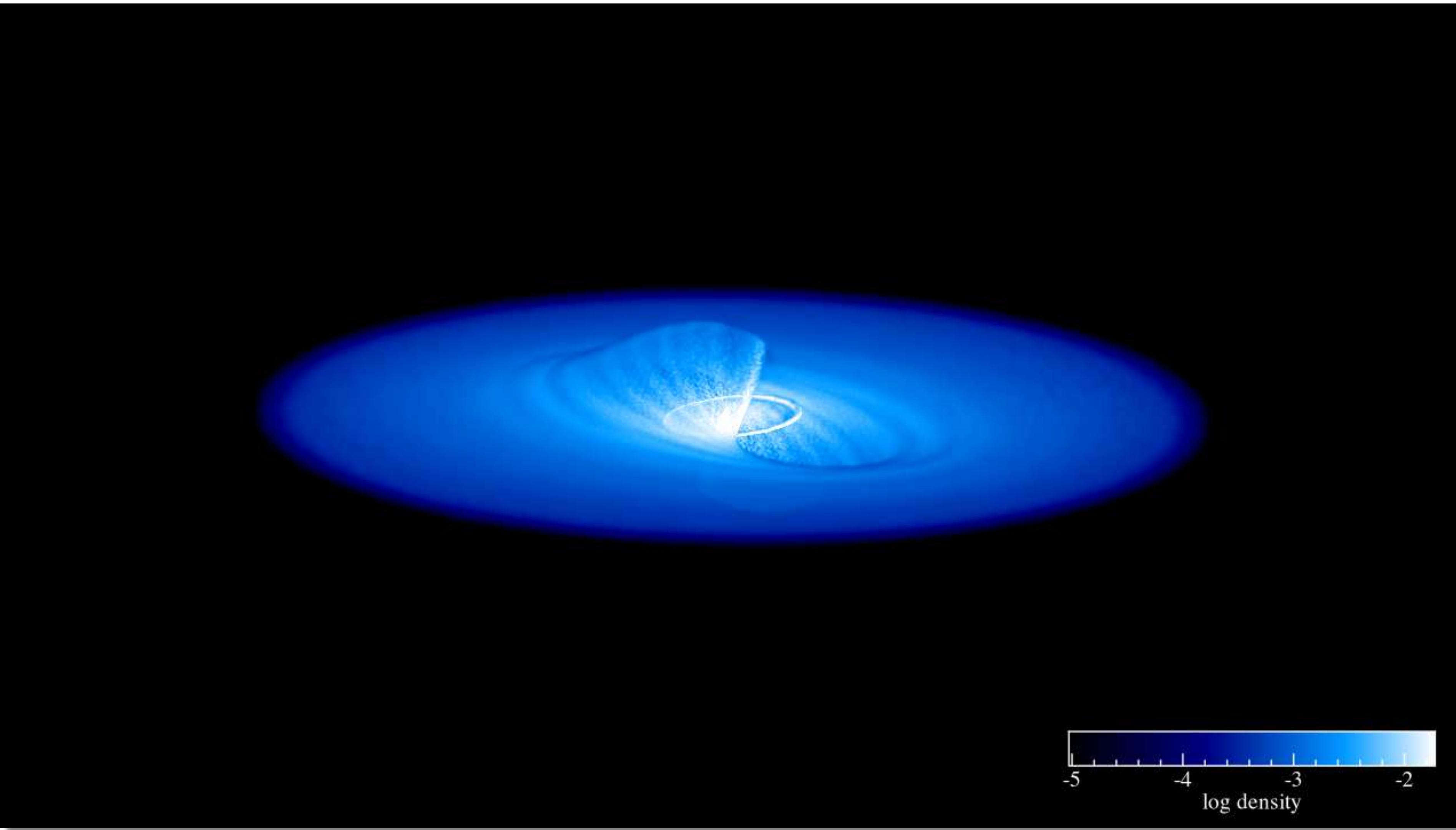
- Slightly slower on CPU
- Way faster with GPU

Discs

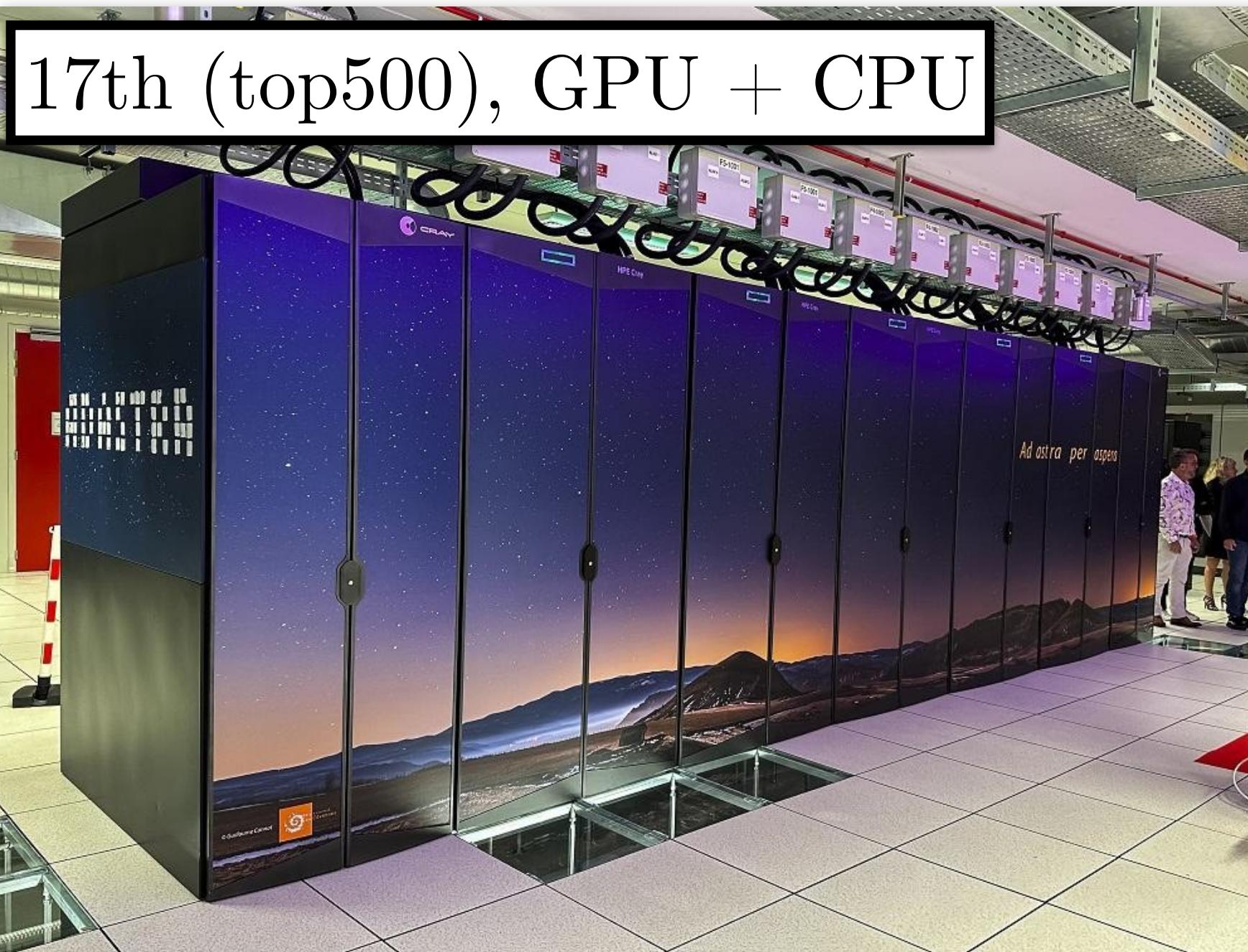
Same performance in discs !



Discs (also black holes ones)



Now if you take a big cluster



HPC wire
Since 1987 - Covering the Fastest Computers in the World and the People Who Run Them

- Home
- Topics
- Contact

List	Rank	System	Vendor	GFLOPs	PFLOPs	Efficiency	Power
11/2023	17	HPE Cray EX235a, AMD Optimized 3rd Generation EPYC 64C 2GHz, AMD Instinct MI250X, Slingshot-11	HPE	319,072	46.10	61.61	921.48

GENCI's Adastra Marks a New Step Towards a More Sustainable HPC
November 25, 2022

Nov. 25, 2022 — The energy efficiency of GENCI (Grand Equipement National de Calcul Intensif)'s new supercomputer Adastra has been improved to reach now 58.2 GF/W, ranking Adastra at #3 position on the new Green500 list announced during SC22. Adastra is ranking #11 in the November 2022 Top500 list with 46.10 PFlops measured performance.

2024 HACKATHON GPU ADASTRA

INES

Hewlett Packard Enterprise

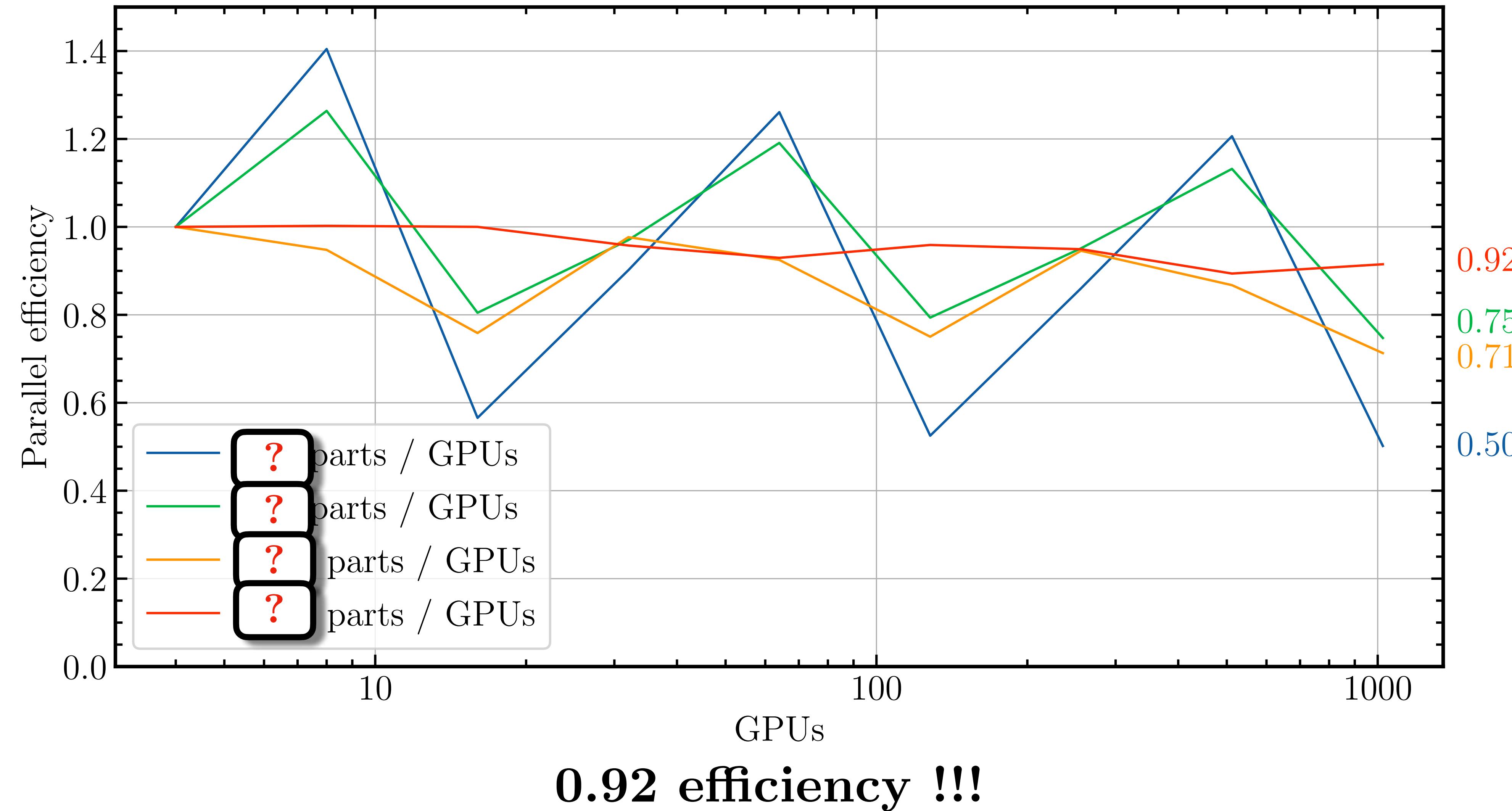
AMD

338 nodes, 4 MI250x / Nodes
921kW (max)
61.6 PFlop/s

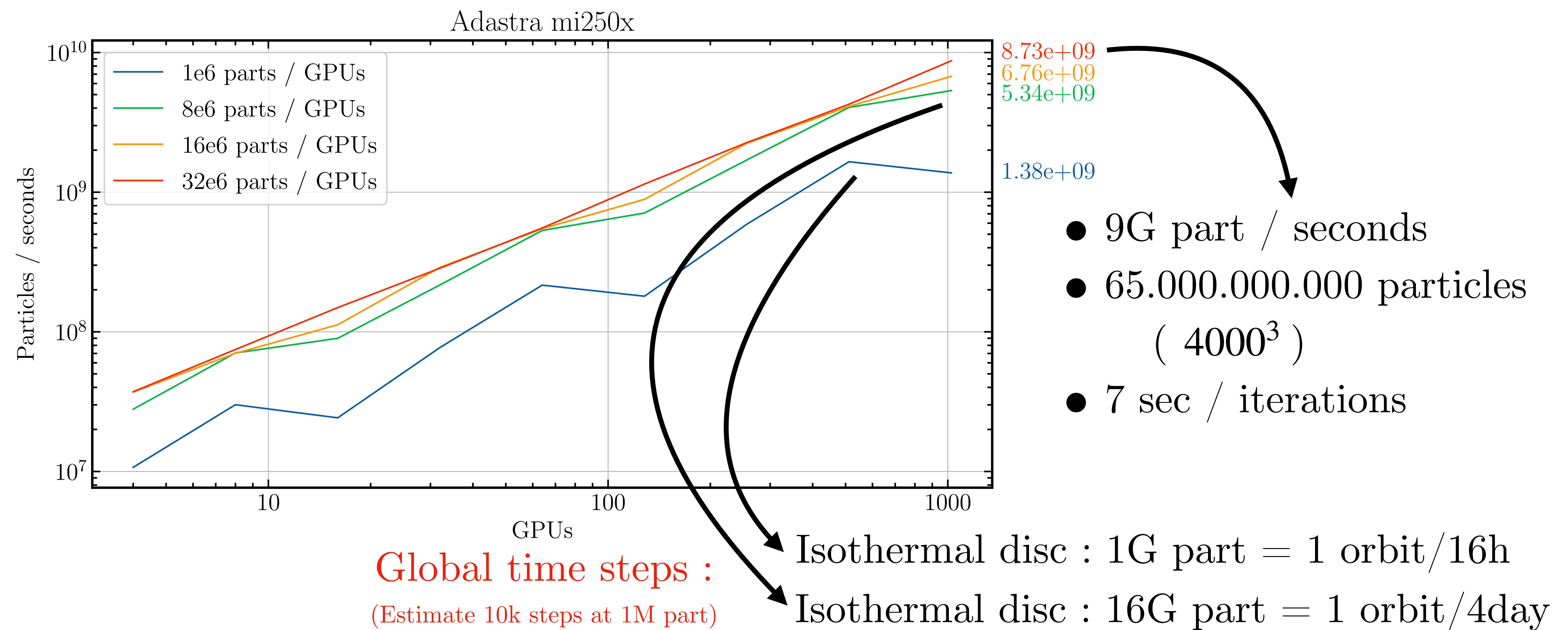
It scales !!! (Weak calling)

Sedov Blast :

Adastra mi250x



Now if you take a big cluster



But it is also efficient

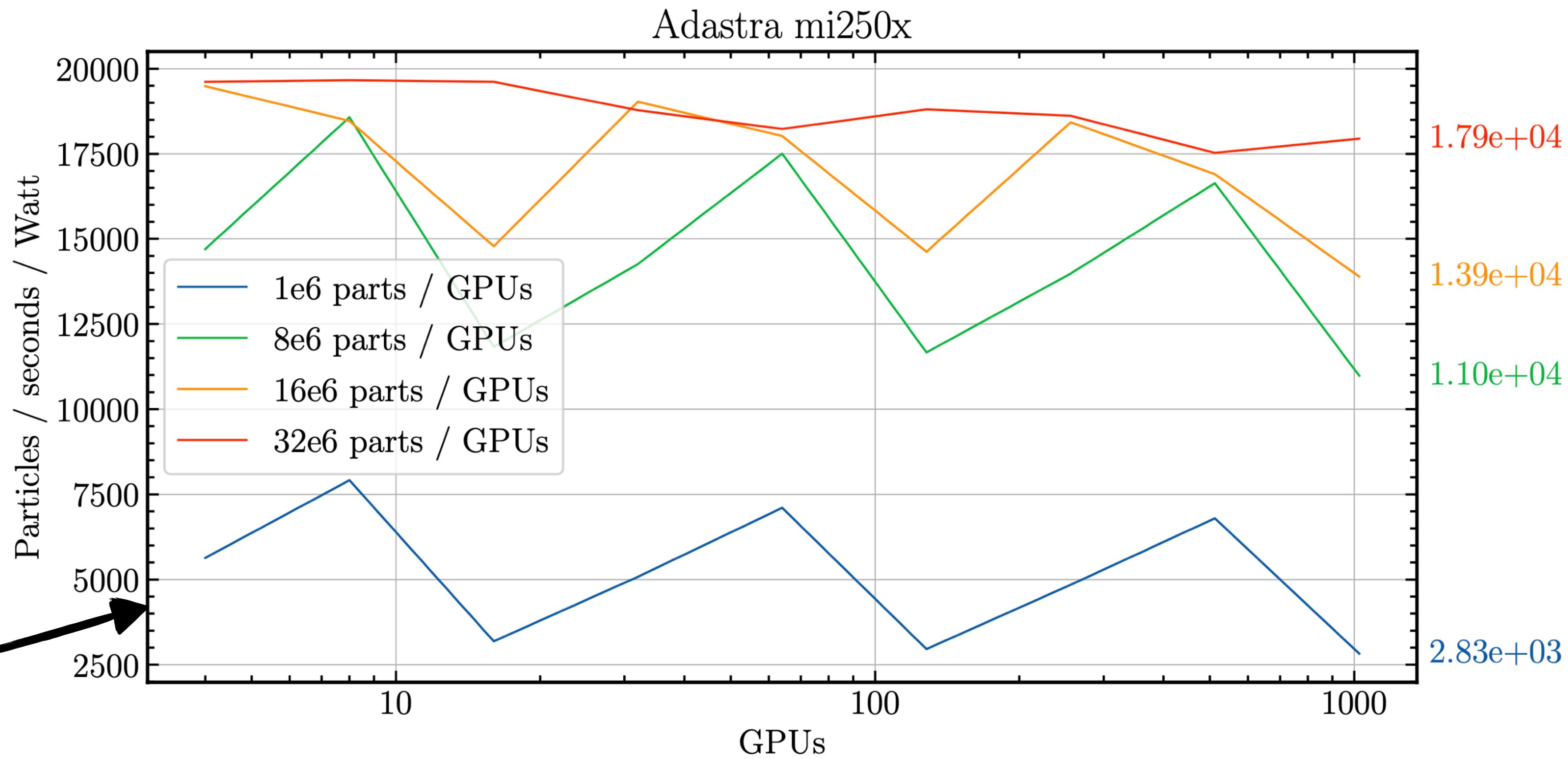
Adastra MI250 :

- 350W / GPU
- 90W CPU
- 80W Memory
- 1900W / Node (70% max power)

256 nodes tests : 486kW
(2/3 Adastra mi250)

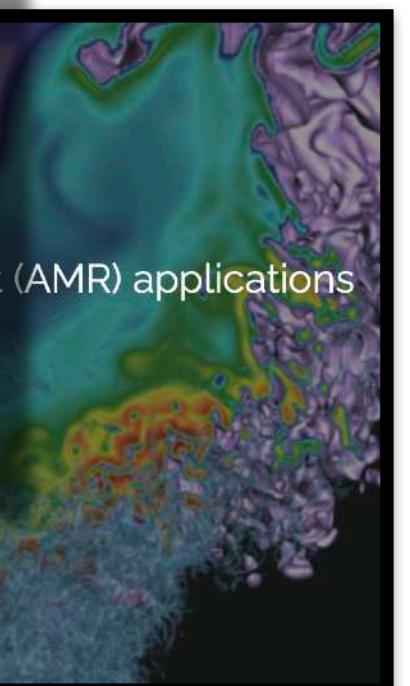
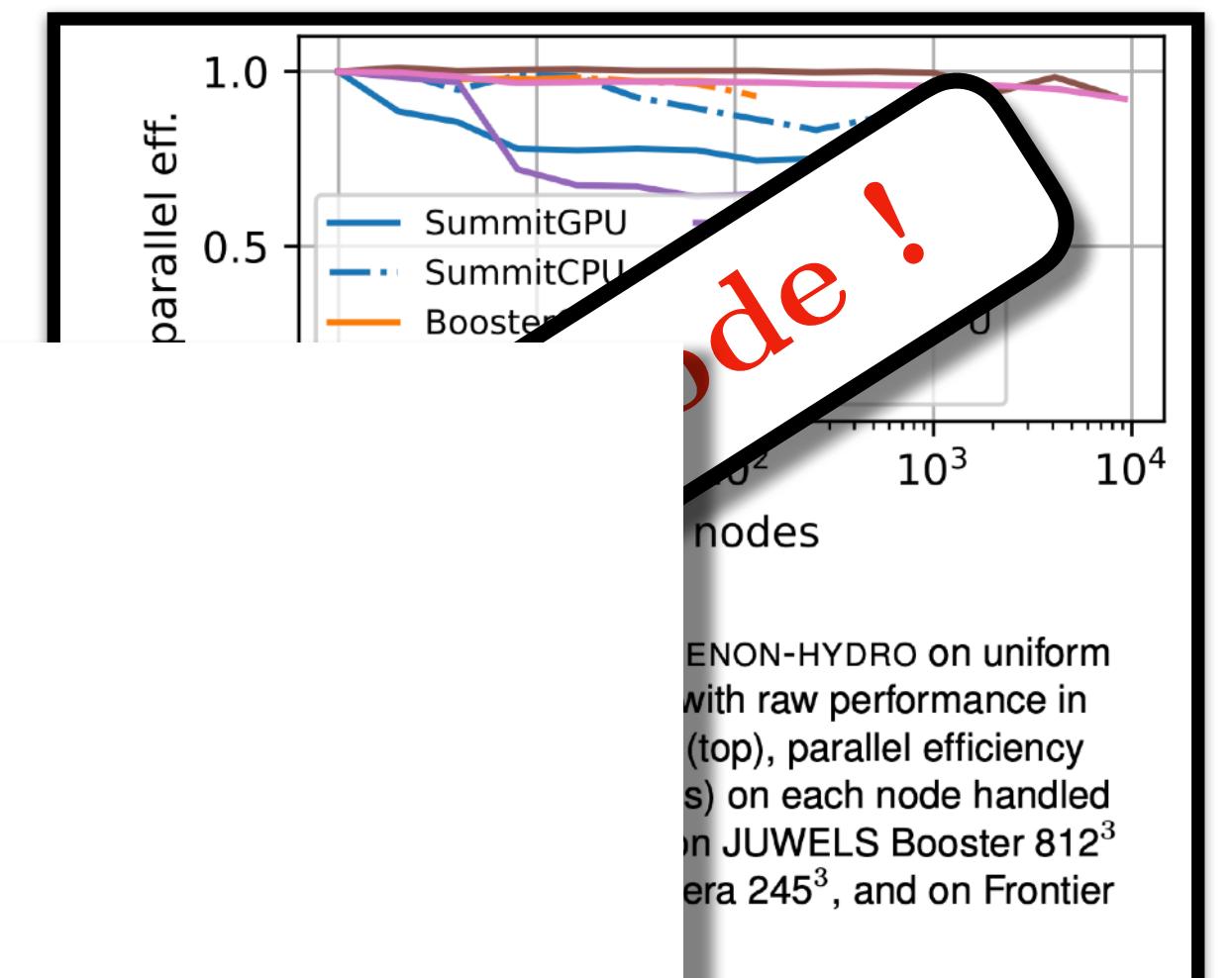
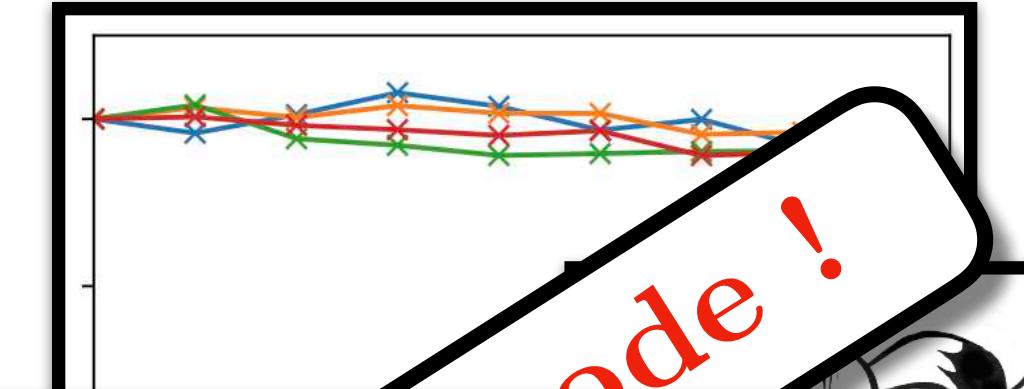
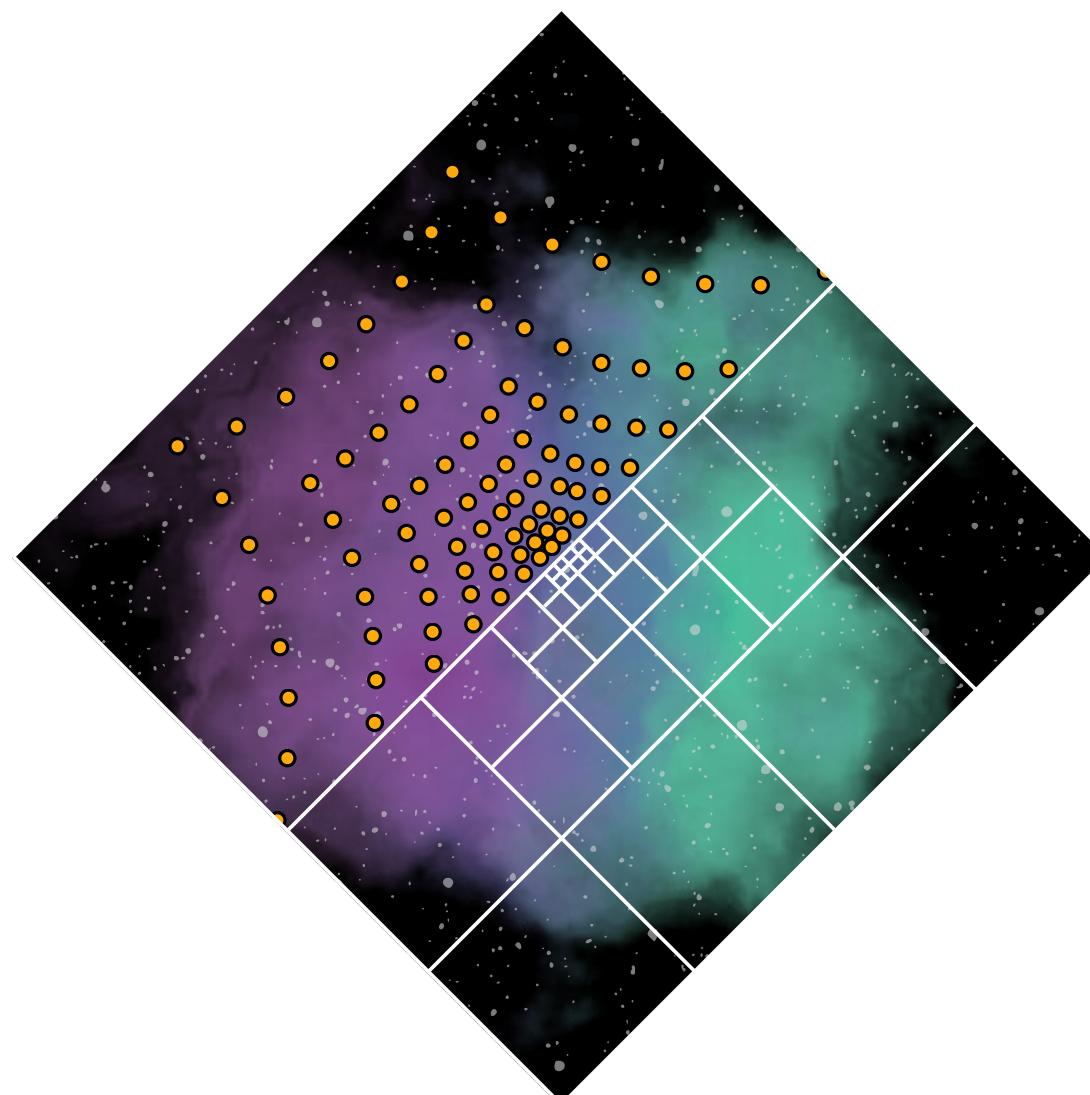
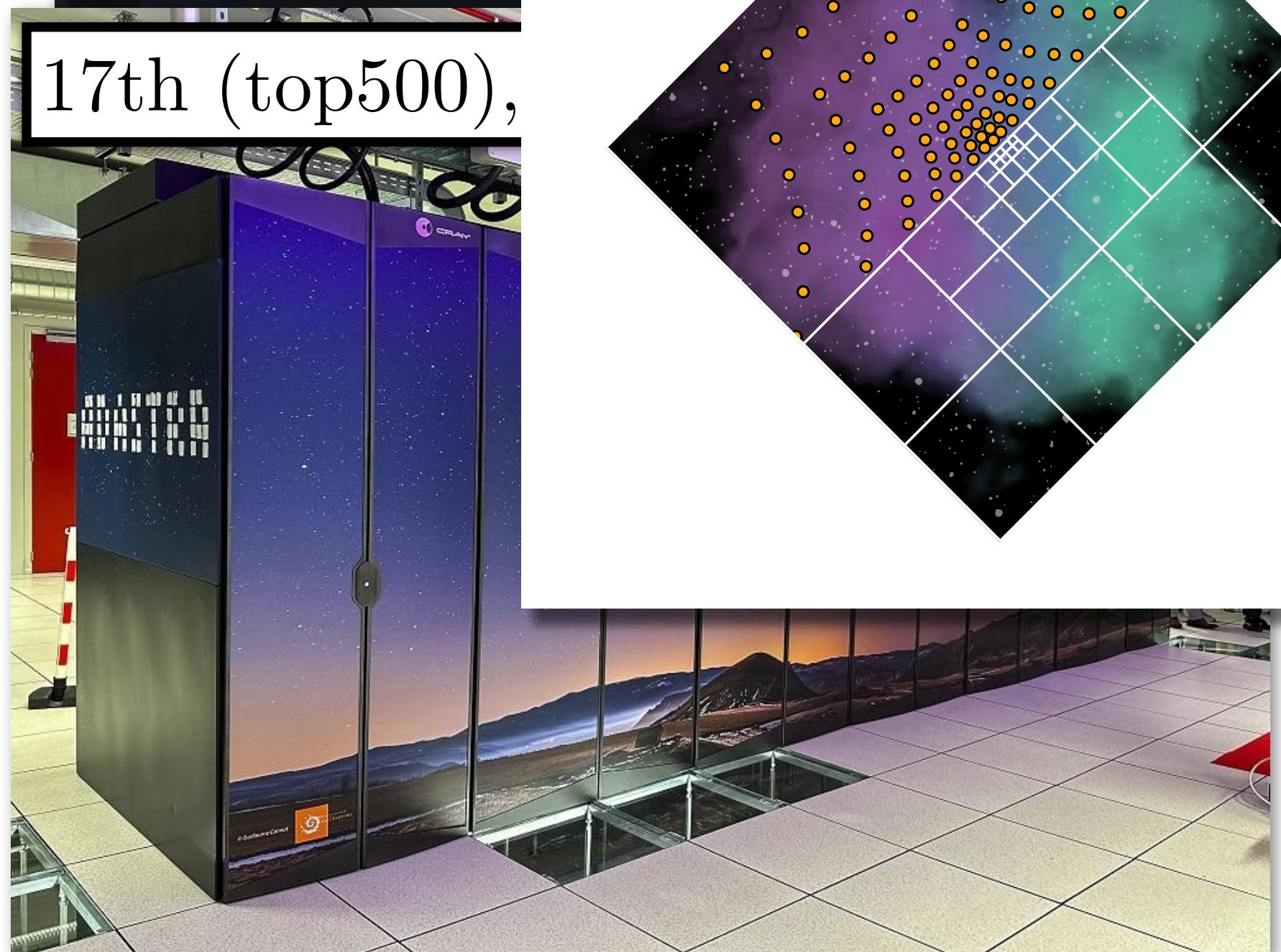
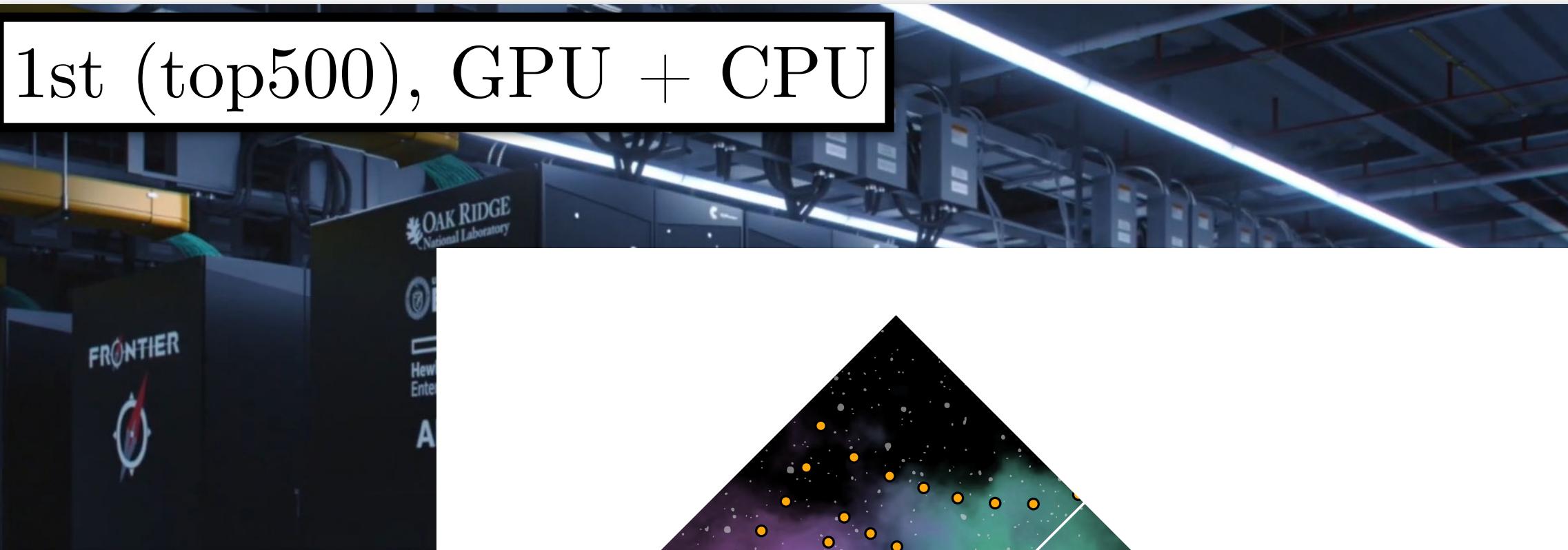
Epyc 7742 (Rome) Rack

4700 part/s/W



Large simulations required !

Context & Aims



Where is SPH ???

