

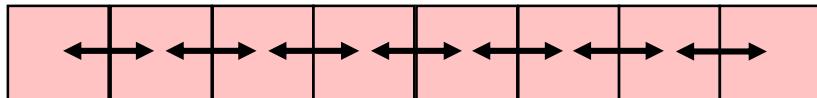
# Parallelization

SAGE application

Mar 19, 2021



# Compute vs. Communicate



```
class for size in 200 2000 20000 200000 2000000 20000000 ; do for iter in `seq 1 3` ; do mpirun -np 20 -hosts csews11,csews20,csews42 ./nbsendrecv ${size} 200 ; done ; echo ; done
0.039241
0.057331
0.041966

0.220274
0.025506
0.036639

0.031834
0.033379
0.028718

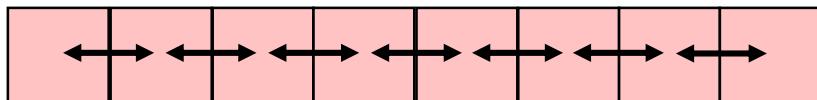
0.072557
0.085644
1.068593

0.562996
1.174738
2.189748

4.797187
4.360296
4.546603
```



# Compute vs. Communicate



```
class for commssize in 2 20 200 2000 20000 ; do for iter in `seq 1 3` ; do mpirun -ppn 4 -np 20 -hosts csews1,csews2,csews3,csews4,csews5 ./nbsendrecv 2000000 ${commssize} ; done ; echo ; done
0.325137
0.295568
0.267692

0.254105
0.321769
0.295561

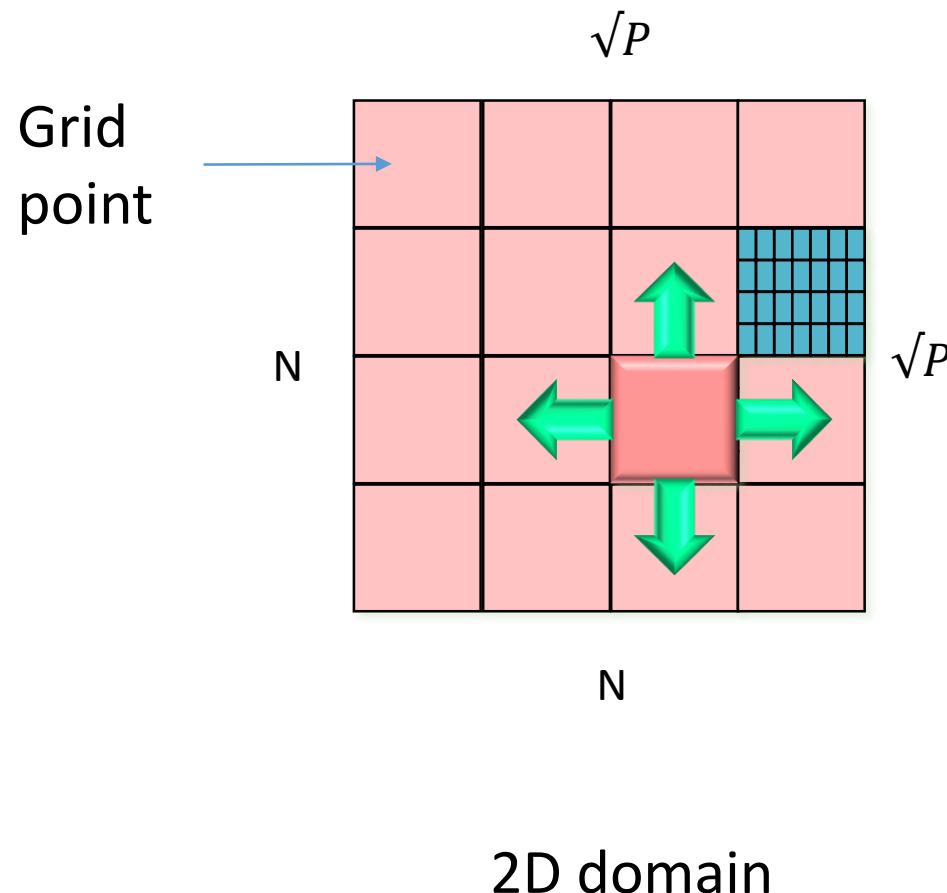
0.254874
0.279193
0.302050

0.306233
0.307061
0.275115

0.339506
0.301106
0.302485
```



# Domain Decompositions



## Halo exchange

- Each cell has some ghost regions
- Communication with neighbors

## Communication to computation ratio

$$1\text{D decomposition} = \frac{2N}{N^2/P}$$

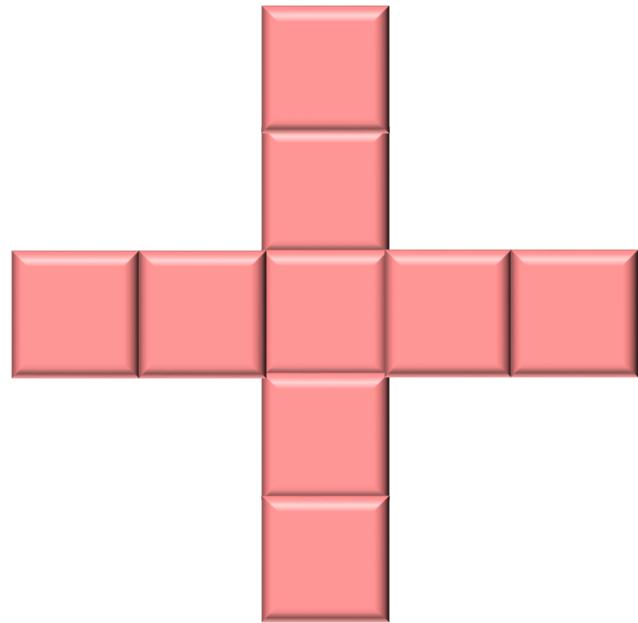
$$2\text{D decomposition} = \frac{4N/\sqrt{P}}{N^2/P}$$

Which is better?

ccr should be small for better performance



# 9-point stencil



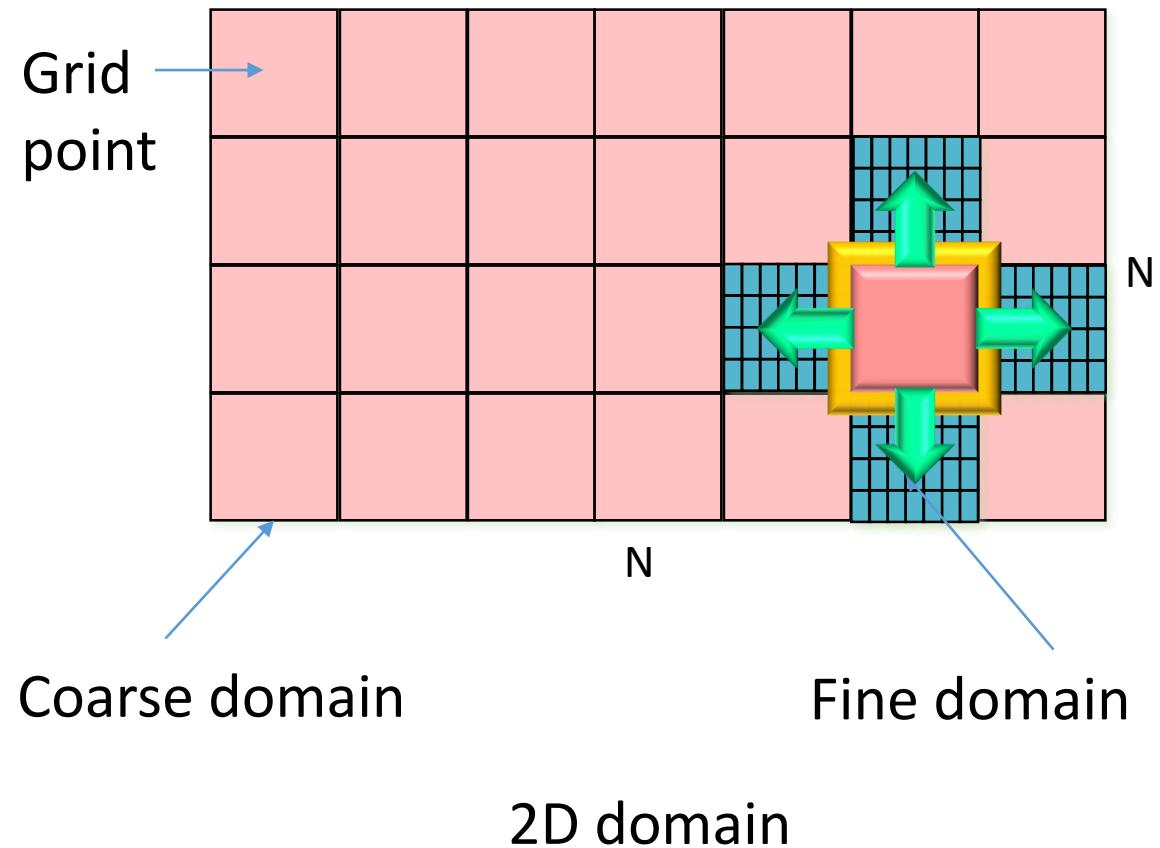
communication to computation ratio for

$$1D \text{ decomposition} = \frac{4N}{N^2/P}$$

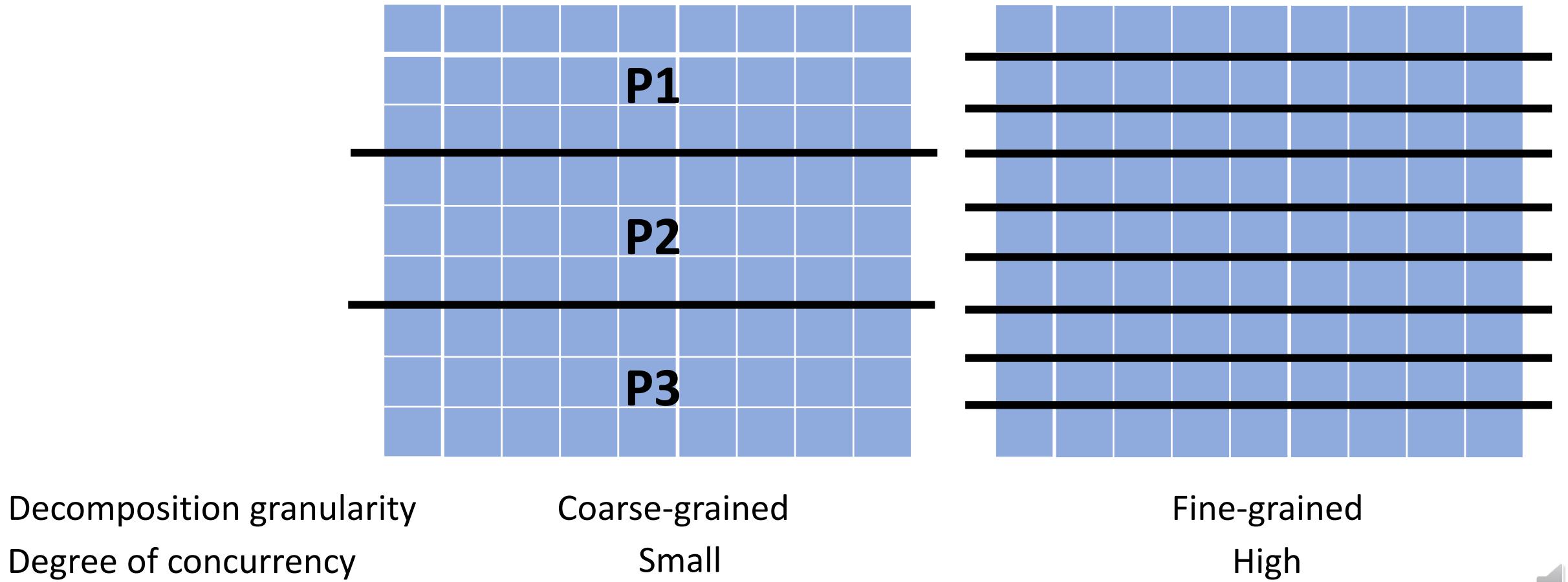
$$2D \text{ decomposition} = \frac{8N/\sqrt{P}}{N^2/P}$$



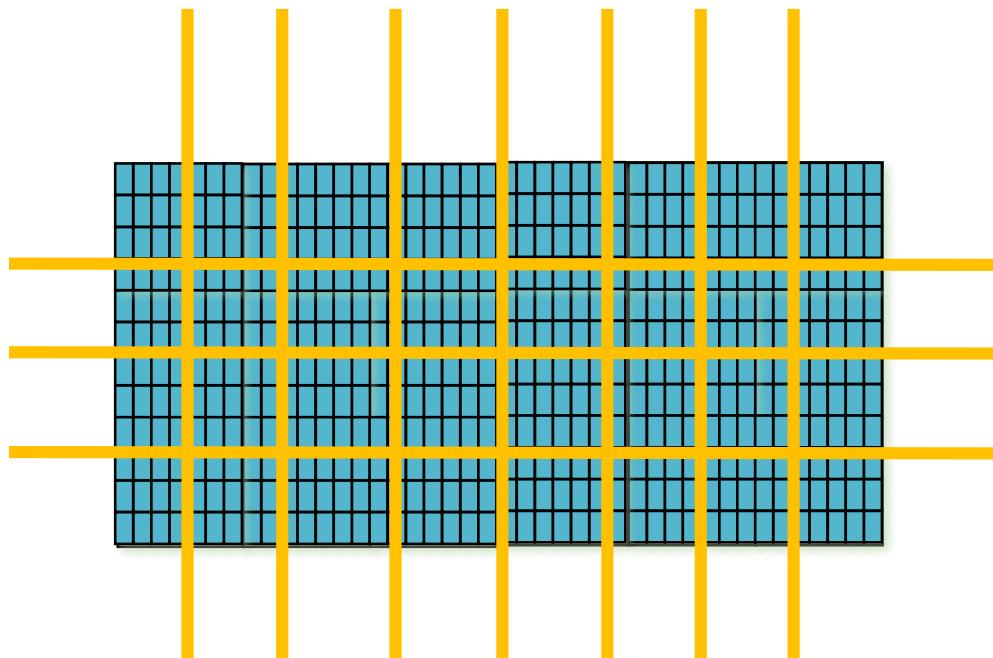
# Domain Refinement



# Granularity and Concurrency



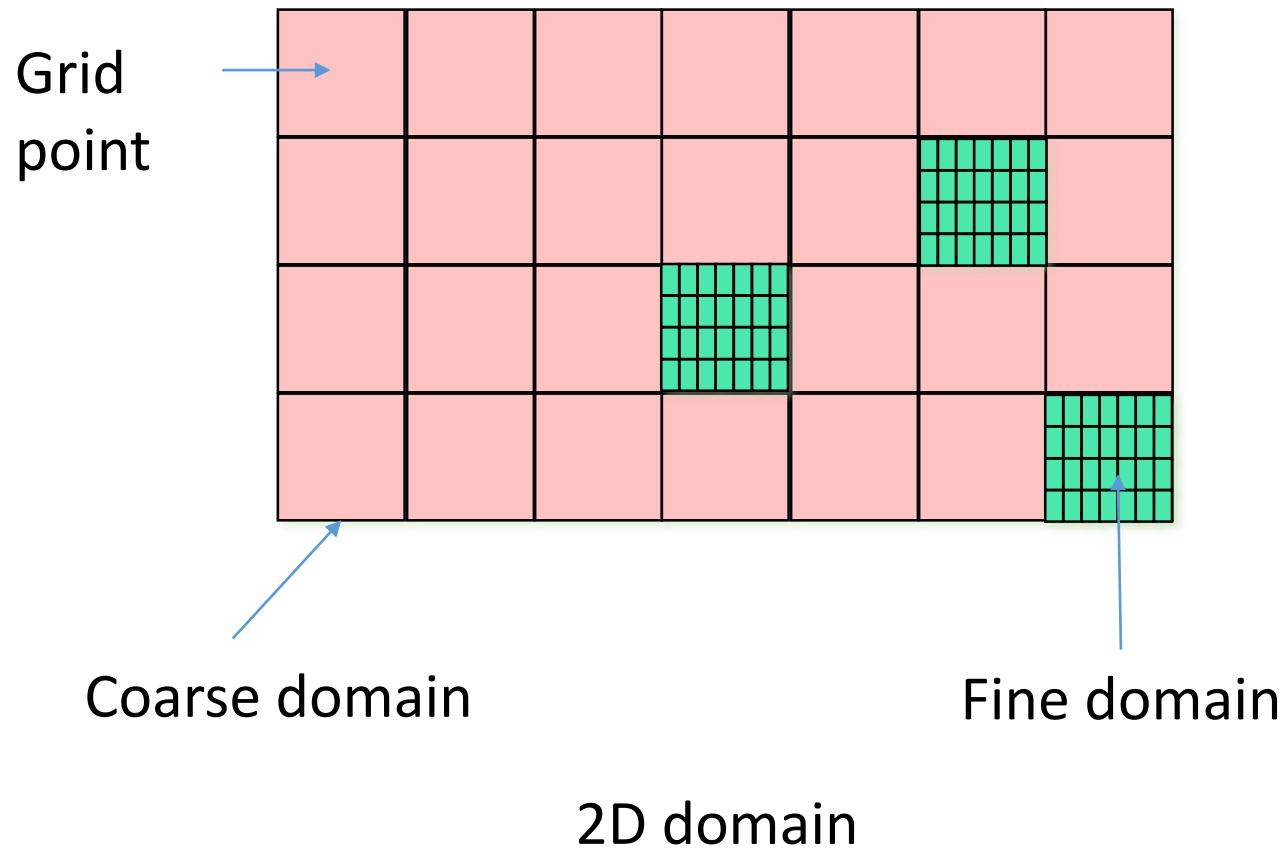
# Over-decomposition



- There must always be sufficient work for a process!
- Balance between reducing communication volume and reducing computations/process such that processes do not idle
- Communication to computation ratio



# Adaptive Mesh Refinement



Q: Issue?  
Load-imbalance

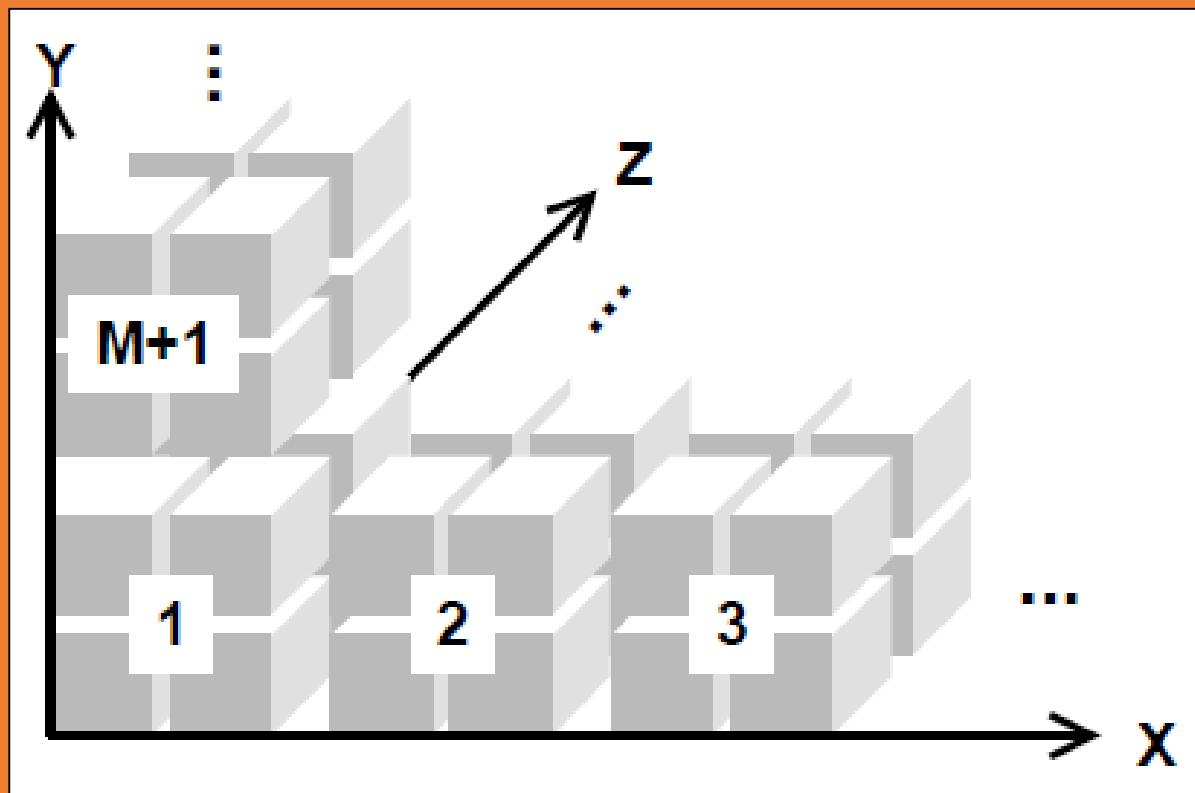


# SAGE – An Example Application

- SAIC's Adaptive Grid Eulerian hydrocode
  - Multidimensional, multi-material hydrodynamics code
  - Uses AMR
  - Used for stockpile stewardship
- Parallel code, written in Fortran 90 and using MPI
  - 100,000+ LOC
- Spatial discretization of domain based on Cartesian grids
- X,Y,Z order assignment of grids/cells



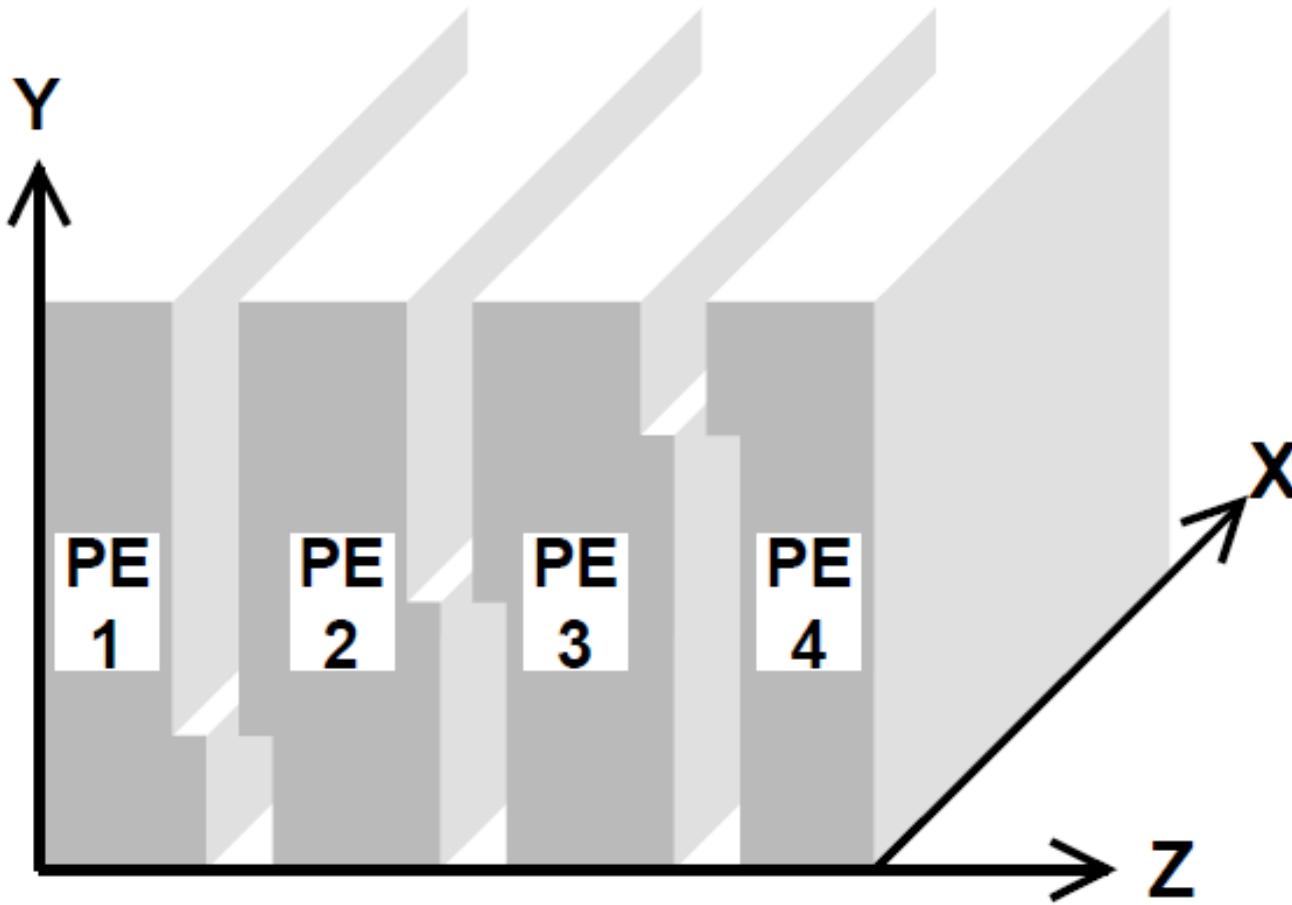
# Domain Decomposition



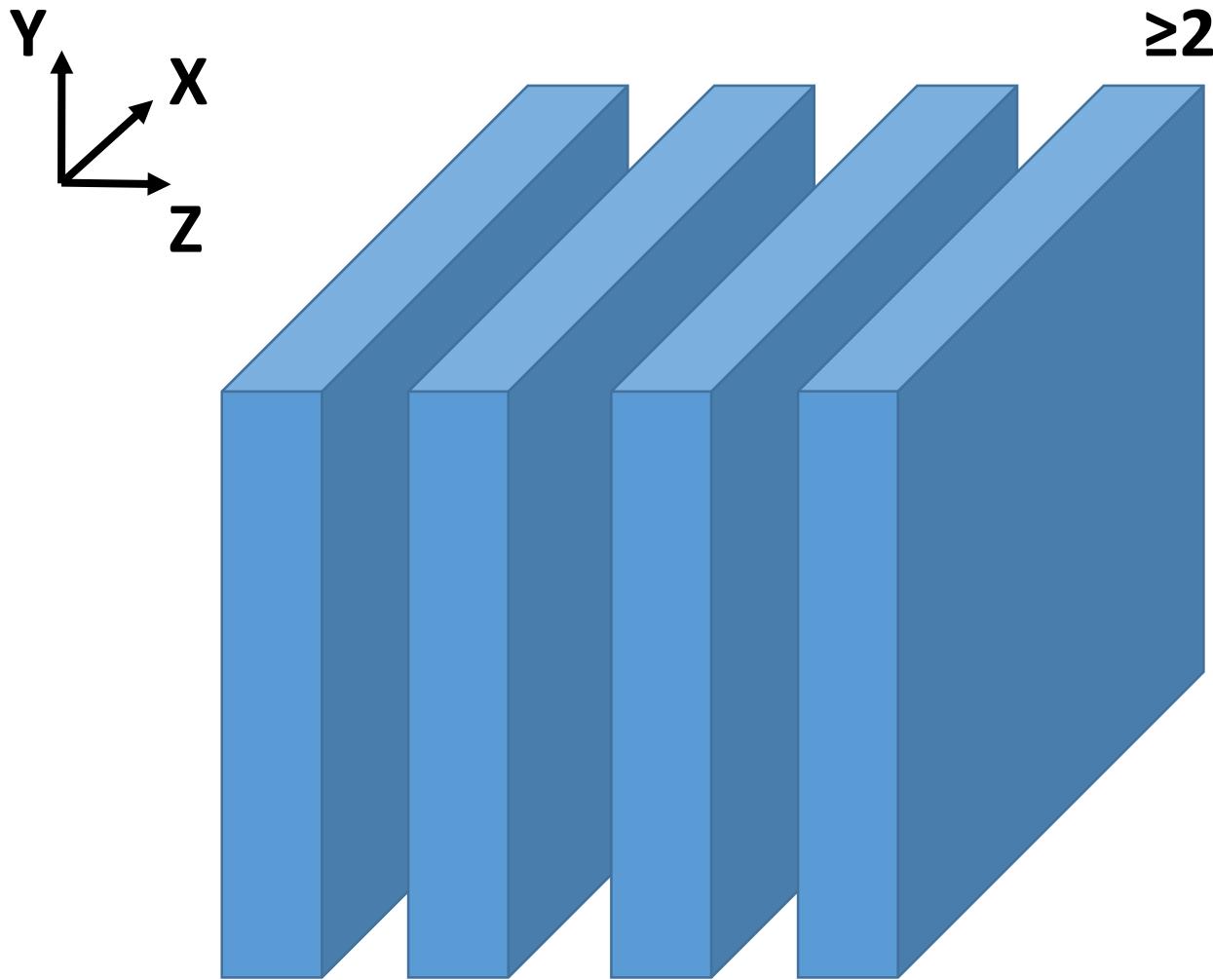
2x2x2



# Process Assignment



# Slab Decomposition



Example:

- 16 x 16 x 16 3D domain on 4 PEs
- 512 2 x 2 x 2 blocks
- 128 2 x 2 x 2 blocks / PE
- 16 X 16 surface area

CCR: Surface to volume ratio



# Decomposition

- E cells per process, P processes
- Volume (#cells) total = E.P
- Volume of each sub-grid =  $E = w \times L^2$  (Assume square grid in XY)
- Total data communicated between PEs  $\propto L^2$



# Estimation

- $E$  cells per process,  $P$  processes
- Volume (#cells) of entire grid =  $L^3 = E \cdot P = (w \times L^2) \cdot P$
- #Foils of width 2 per PE  $f = (L/2)/P$

$$= \sqrt[3]{E \cdot P} / 2P$$

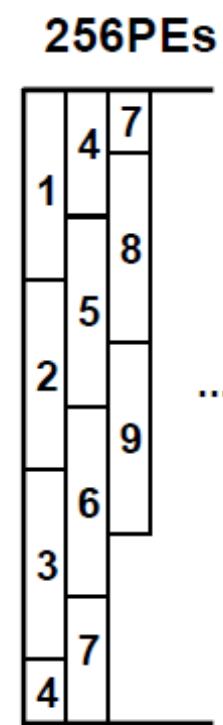
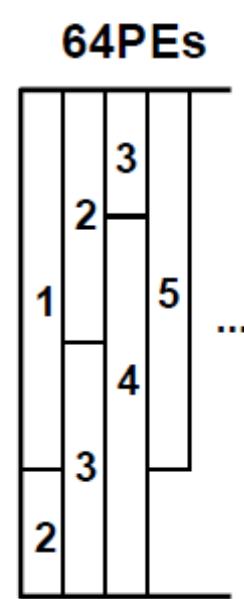
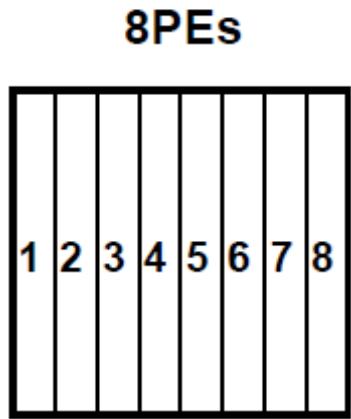
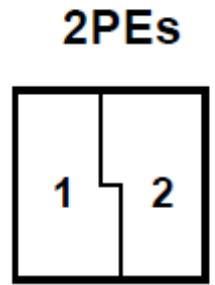
$$= \sqrt[3]{E / 8P^2}$$

$$= \sqrt[3]{(E/8)/P^2}$$

→  $P > \sqrt{\frac{E}{8}} \Rightarrow f < 1 \Rightarrow$  Communication with more #processors in Z



# Assignment



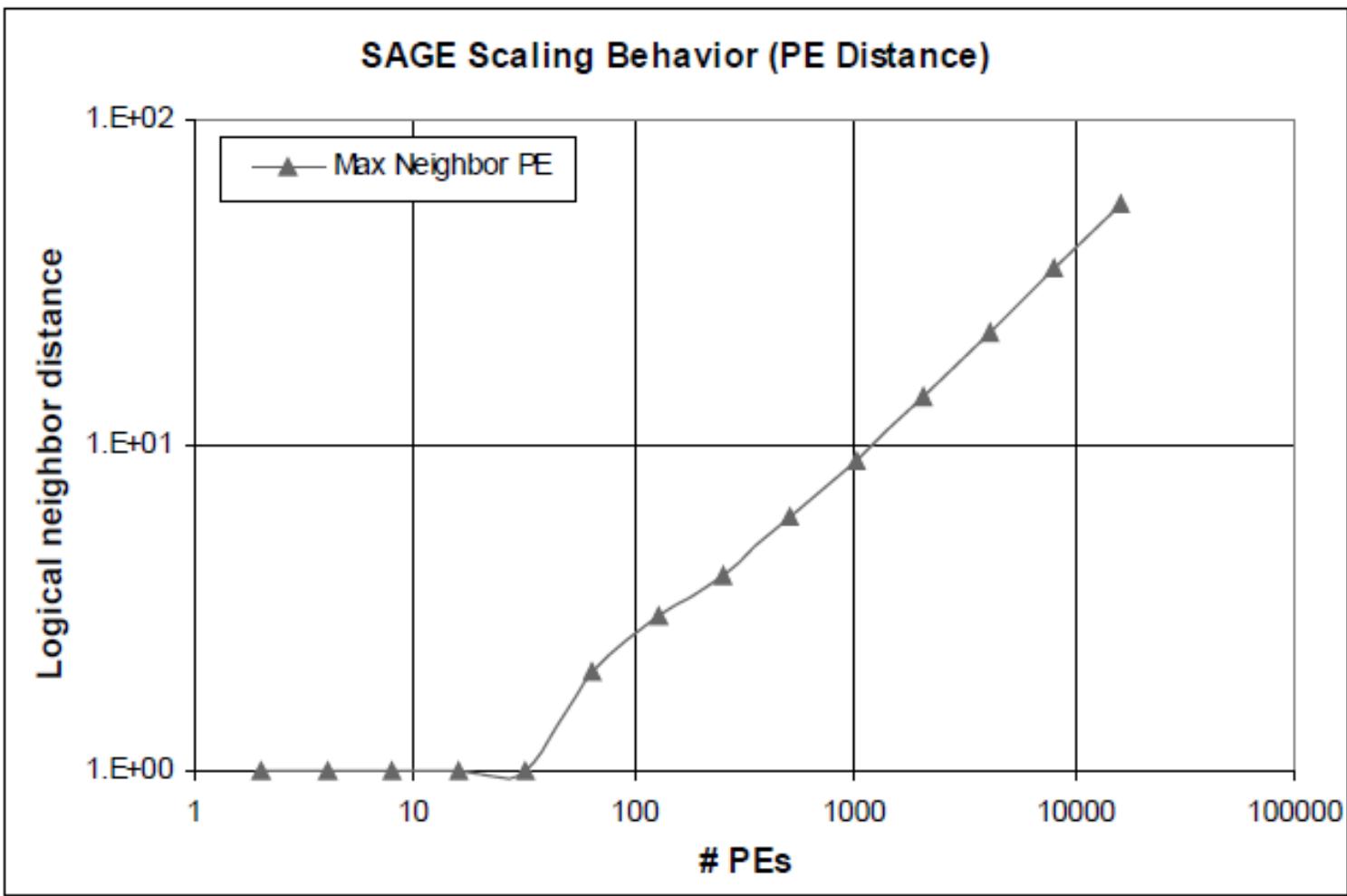
...

Issue?

Max. logical PE distance = 1,1,2,4



# Logical Neighbor Distance



# Communications in SAGE

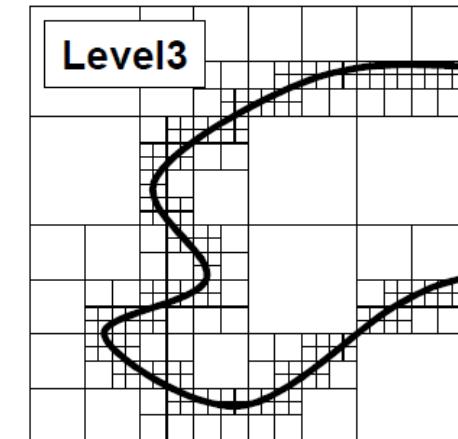
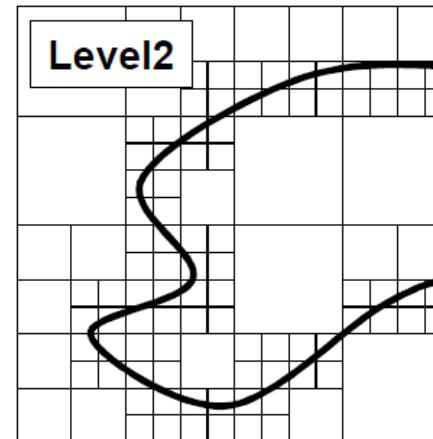
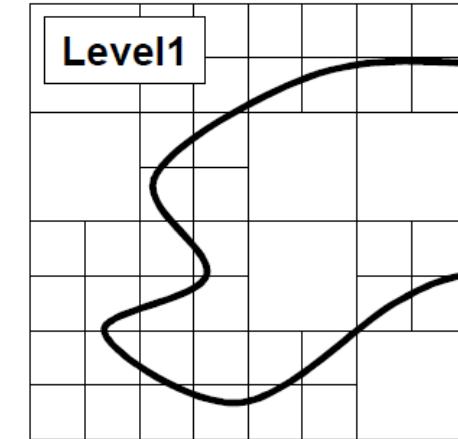
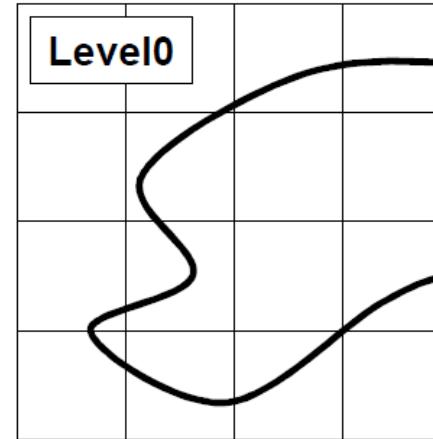
Different types: gather, scatter, allreduce, bcast

- Few bcast during the initialization phase
- 120 allreduce (4 bytes) per time step
- Gather and scatter: require inter-processor boundary data
- 1 time step involves:
  - Gather (in all dimensions)
  - Compute
  - Scatter (in all dimensions)
  - 160 real and 17 integer in GS



# AMR

- The decision on whether to split or combine cells is determined by the current cell values in the calculation being performed.
- AMR enables more refined calculations to take place in those areas of the spatial grid characterized by more intense physical phenomena.
- A cell at level  $n$  is  $8^n$  times smaller



# Load Balance

- The adaptive refinement of cells can result in load imbalance
  - A large degree of activity in the refined region
- Load balance at the end of a cycle when the maximum number of cells on any processor is greater than 10% above the average
- Partition the domain (total #cells) into equal sized segments
- Requires communication of data from owned processes to the new processes



# Performance of SAGE

$$T_{\text{cycle}}(P, E) = T_{\text{comp}}(E) + T_{\text{memcon}}(P, E) + T_{\text{GScomm}}(P, E) + T_{\text{allreduce}}(P)$$

$$T_{\text{GScomm}}(P, E) = C(P, E) \left( \begin{array}{l} 160.T_{\text{comm}}(\text{Surface}_Z.\text{MPI}_{\text{Real8}}, P) + \\ 17.T_{\text{comm}}(\text{Surface}_Z.\text{MPI}_{\text{INT}}, P) + \\ 160.T_{\text{comm}}(\text{Surface}_Y.\text{MPI}_{\text{Real8}}, P) + \\ 17.T_{\text{comm}}(\text{Surface}_Y.\text{MPI}_{\text{INT}}, P) + \\ 160.T_{\text{comm}}(\text{Surface}_X.\text{MPI}_{\text{Real8}}, P) + \\ 17.T_{\text{comm}}(\text{Surface}_X.\text{MPI}_{\text{INT}}, P) \end{array} \right)$$



contention on the processor network  
when using  $P$  processors due to distant  
processor neighbor communications



# Performance of SAGE

$$T_{\text{cycle}}(P, E) = T_{\text{comp}}(E) + T_{\text{memcon}}(P, E) + T_{\text{GScomm}}(P, E) + T_{\text{allreduce}}(P)$$

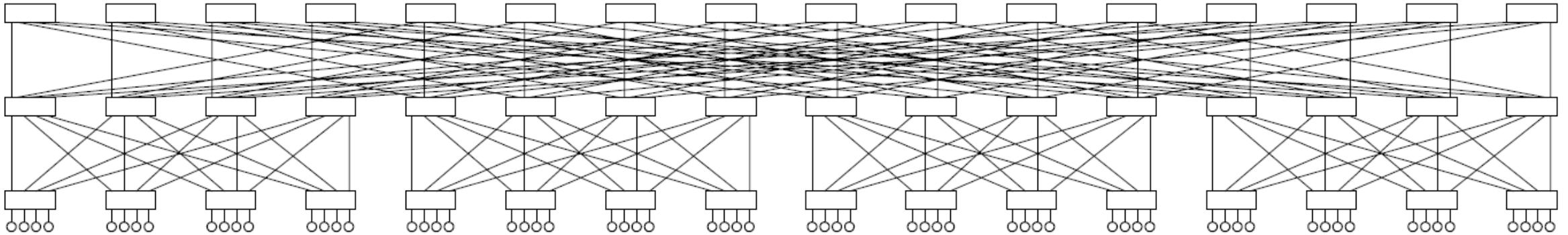
$$T_{\text{GScomm}}(P, E) = C(P, E) \cdot \begin{pmatrix} 160.T_{\text{comm}}(\text{Surface}_Z.MPI_{\text{Real8}}, P) + \\ 17.T_{\text{comm}}(\text{Surface}_Z.MPI_{\text{INT}}, P) + \\ 160.T_{\text{comm}}(\text{Surface}_Y.MPI_{\text{Real8}}, P) + \\ 17.T_{\text{comm}}(\text{Surface}_Y.MPI_{\text{INT}}, P) + \\ 160.T_{\text{comm}}(\text{Surface}_X.MPI_{\text{Real8}}, P) + \\ 17.T_{\text{comm}}(\text{Surface}_X.MPI_{\text{INT}}, P) \end{pmatrix}$$

contention on the processor network  
when using  $P$  processors due to distant  
processor neighbor communications

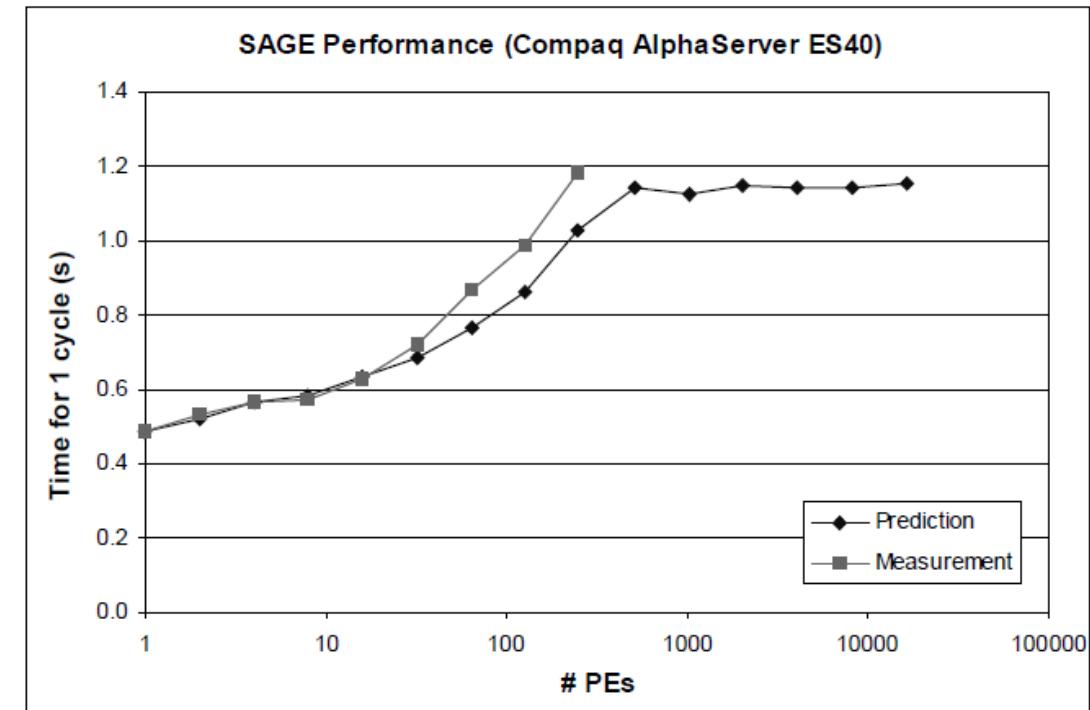
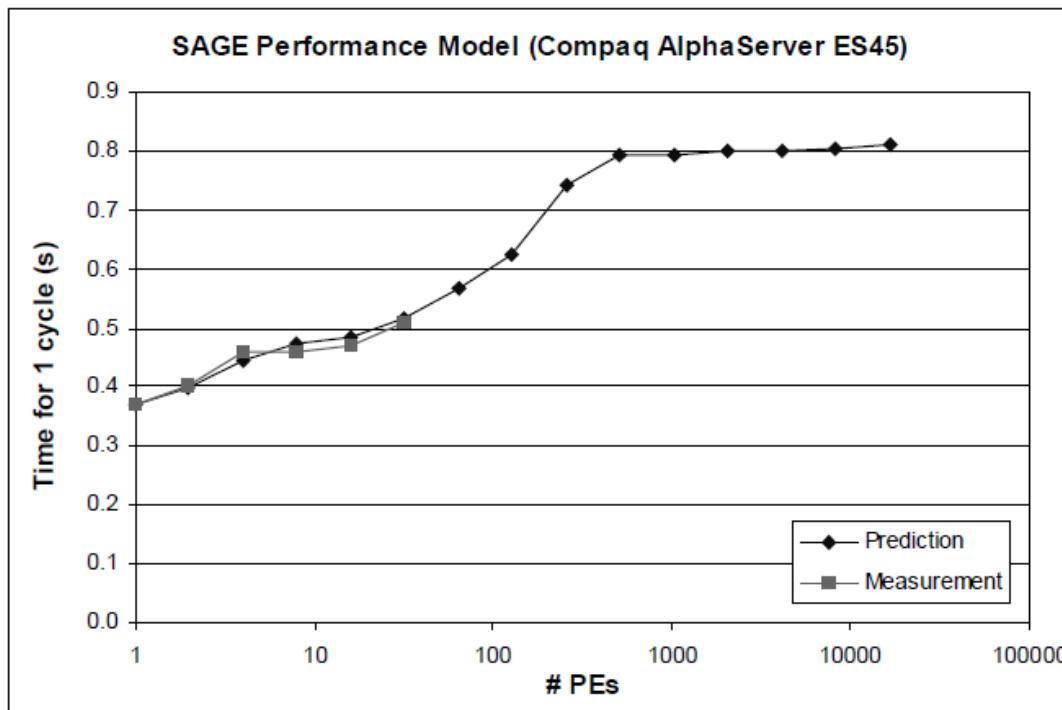
$$L_c(S, P) + S \cdot \frac{1}{B_c(S, P)}$$



# Fat-tree



# Prediction vs. Measurement



# Cube Decompositions



2PEs



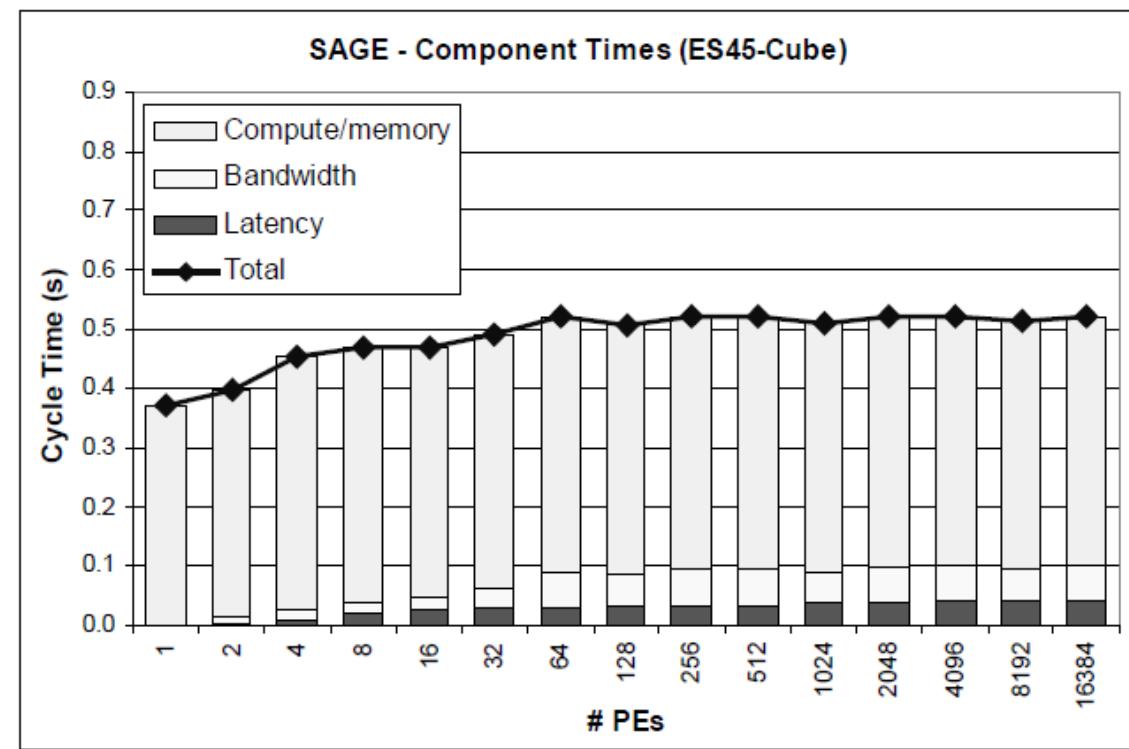
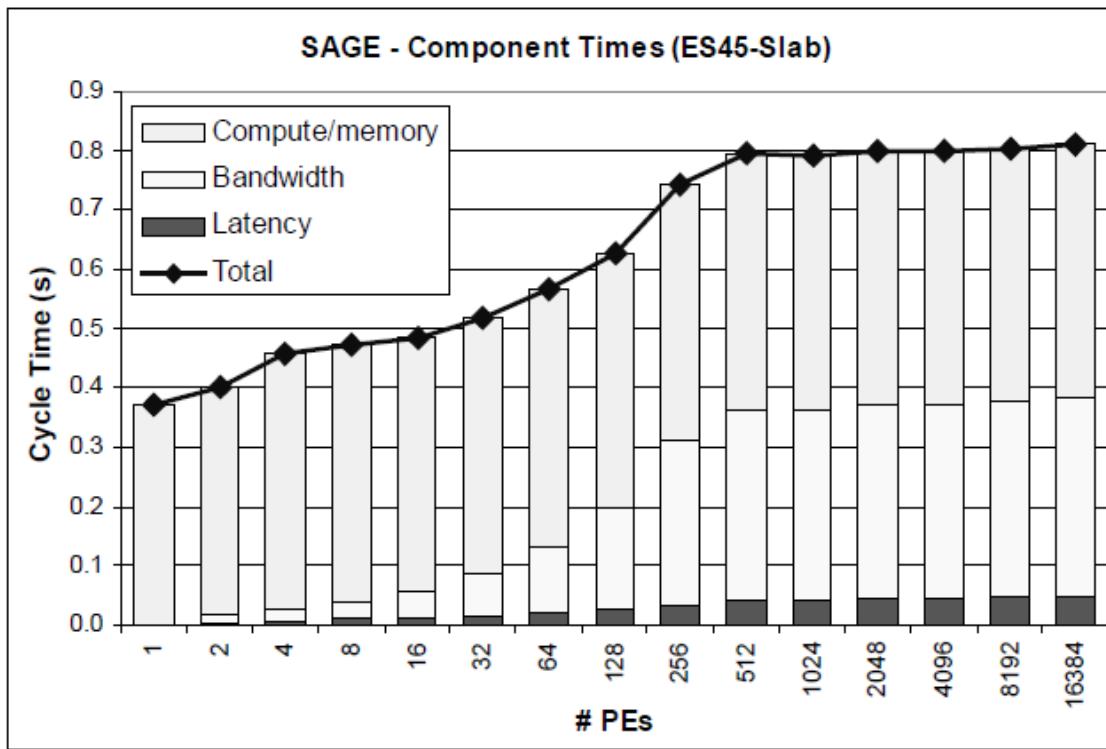
4PEs



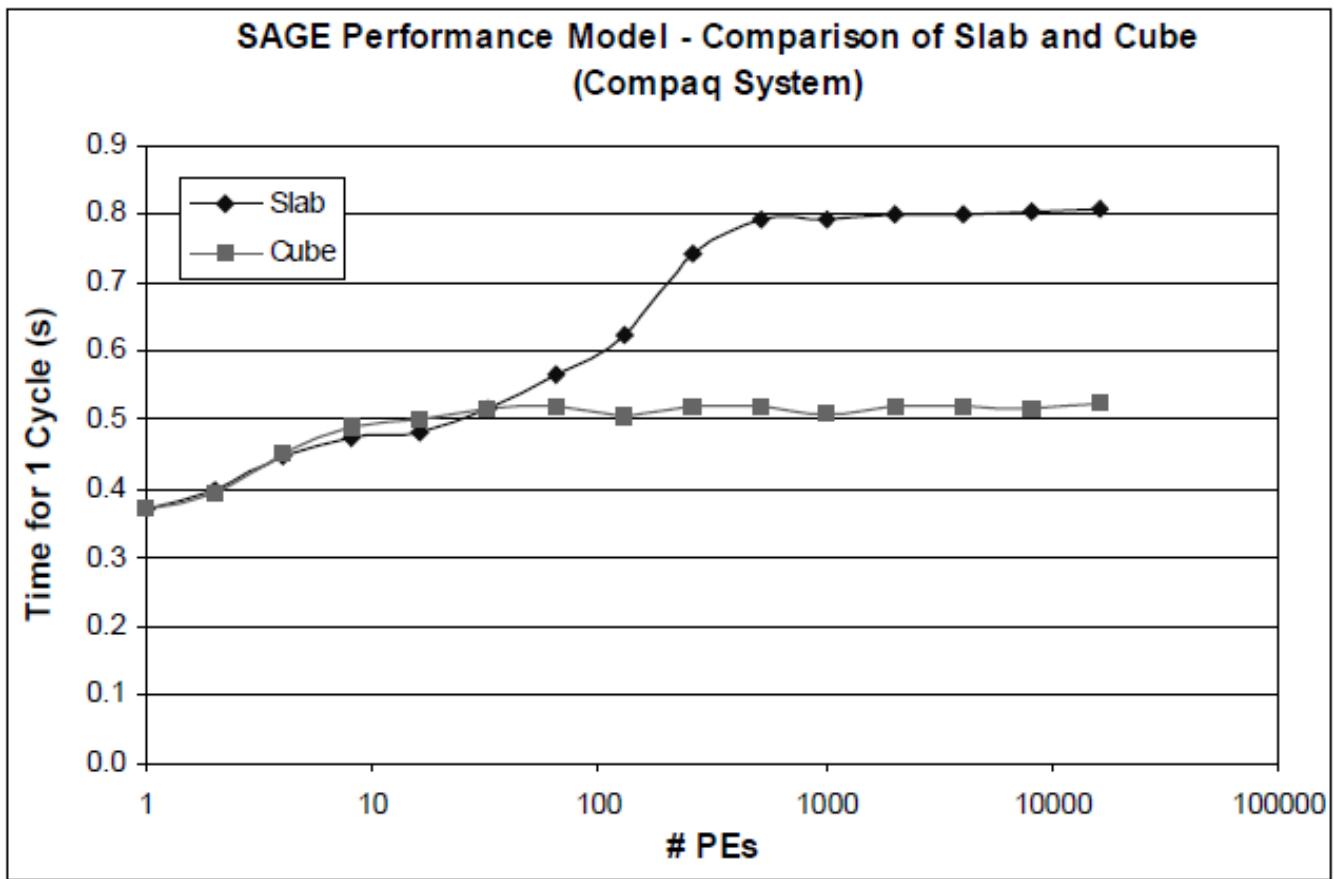
8PEs



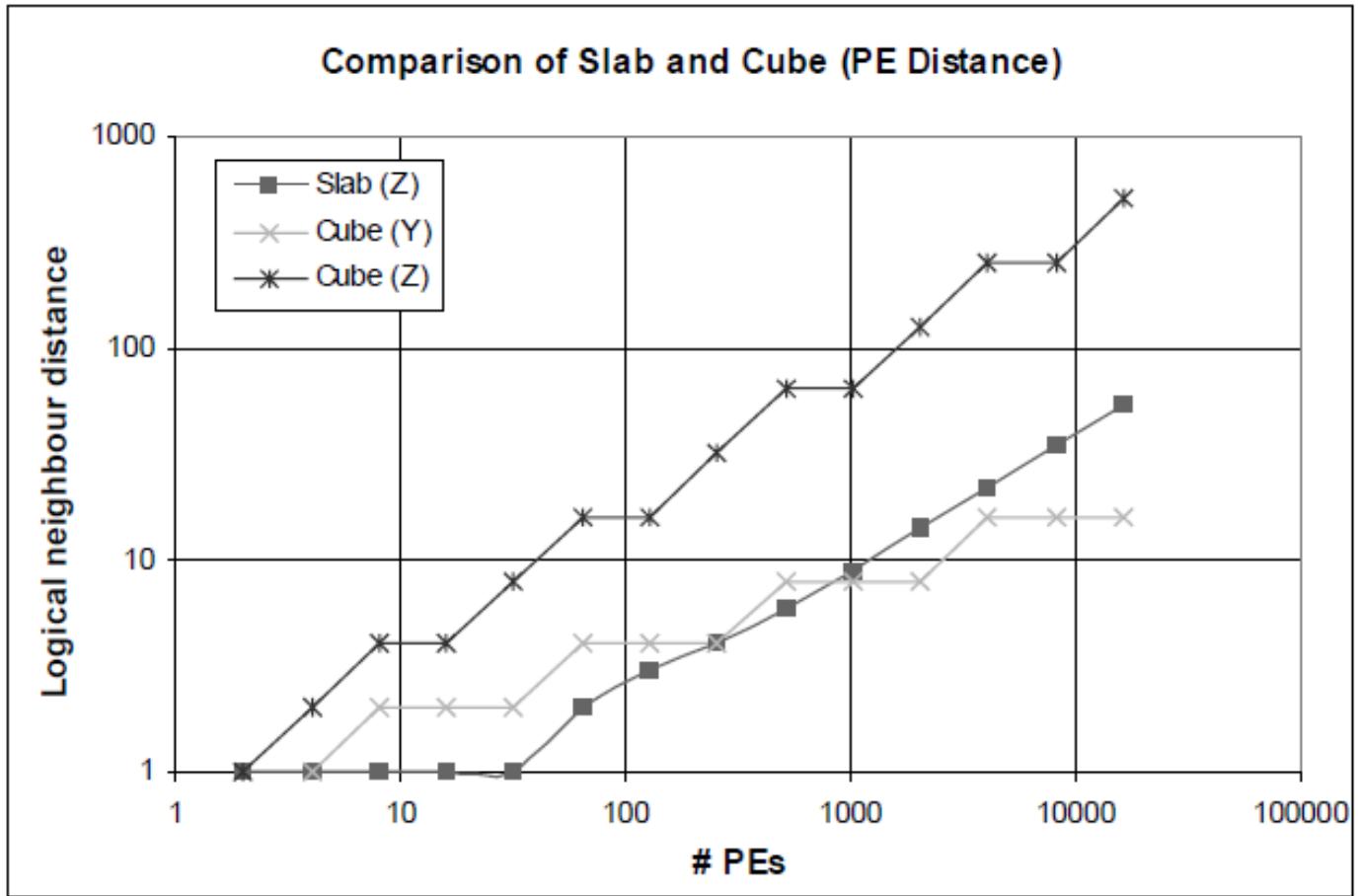
# Slab vs. Cube Component Times



# Prediction Results



# Slab vs. Cube PED



THANKS

