

## Victory: Porting and Optimizing

**GPU Hackathon@SJTU** 

GeekPie\_HPC SIST@ShanghaiTech University



## Victory



Github repository: gangli-SHT/victory
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Patrik Thunström, and Karsten Held
Phys. Rev. B 95, 165103 (2016)

Victory is an efficient implementation of the Parquet equation for the single-band Hubbard model. It fully respects the periodic and anti-periodic boundary condition of the parquet equation in momentum and frequency spaces. Currently the following feasures are implemented:

- (1) Both 1D and 2D calculations of the Hubbard model with on-site Coulomb interactions.
- (2) Single-band Hubbard model on ladder, square, and triangluar lattices.
- (3) Efficient use of memory, currently a 4 x 4 square lattice study is feasible.
- (4) Both single- and two-particle quantities can be equally obtained.
- (5) Channel instability is interpreted as the divergence of the corresponding eigenvalue, which is useful for analyzing phase transitions.
- (6) Density of states can be obtained after supplementing with analytical continuation.



## **Code Structure**

Gang Li update README		Latest commit d72ddc0 on May 25
iii lib	upload victory source code	a month ago
out	upload victory source code	a month ago
■ src	upload victory source code	a month ago
Makefile	upload victory source code	a month ago
README.md	update README	a month ago
logo.png	upload logo picture	a month ago
make.inc	upload victory source code	a month ago

"lib" directory contains the FFT subroutines, here we adopt the "dfftpack" package from Netlib
 "src" directory contains the Victory source code

■ SRC\_MOD → all supporting library routines are stored here

■ SRC\_PA → the core part of Victory code

■ SRC\_TEMPLATE → here provides a template main routine for users to organize own calculations.



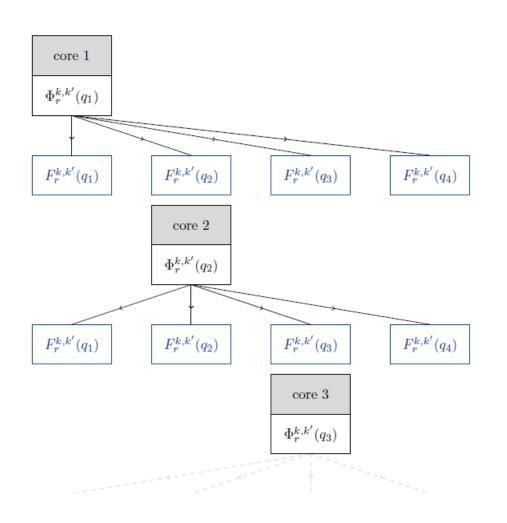
### Procedure

#### main.f90

```
do while (.NOT. Converged .and. ite < 50)
     ! calculate single-particle green's function
    call pa_Gkw_Chi0(ite, Grt)
     ! determine reducible vertex function and its kernel approximation
    call reducible vertex(ite)
    call get_kernel_function(ite)
     ! solve the parquet equation
    call solve parquet equation(ite)
     ! calculate the self-energy
    call self energy(ite, Grt, converged)
     ! --- update irreducible vertex in each channel ---
    Gd = Fd - Gd
    G m = F m - G m
    G s = F s - G s
    Gt = Ft - Gt
    ite = ite + 1
 end do
 ! ---- calculate eigen-values in each channel -----
 call solve_eigen_equation
```



## **Parallelism**



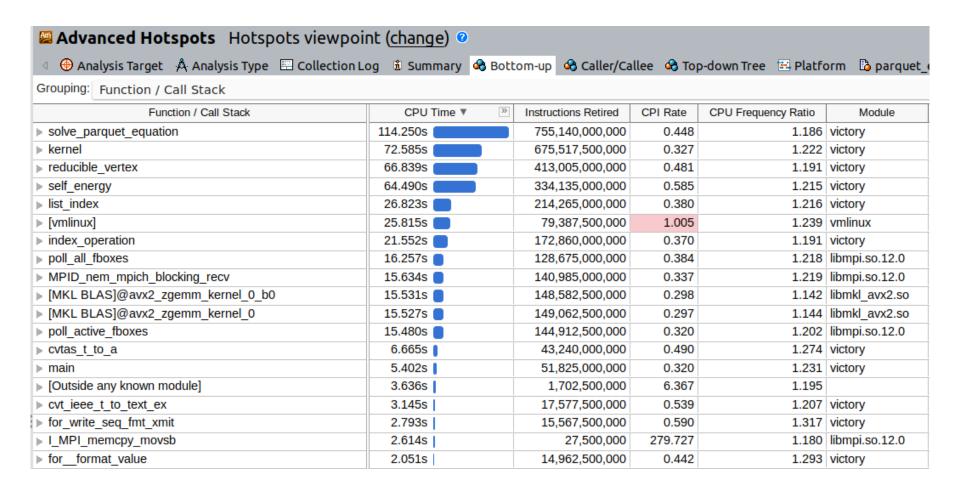
Data are uniformed distributed to cores

Heavy matrix computation are done inside every core

Information are exchanged in certain phases between cores



# **Profiling Result**



### **Profiled by Intel VTune Amplifier**



# **Profiling Result**

	CPU Time ▼							
Function / Call Stack	Effective Time by Utilization			Spin Time	<b>««</b>			
		☐ Idle ☐ Poor ☐ Ok ☐ Ideal ☐ Over ☐ Ok ☐ Ideal ☐ Over ☐ Ok ☐ Ideal ☐ Over				MPI Busy Wait Time	Other	
▶ kernel	72.585s						0s	0s
self_energy	58.892s						0s	0s
▶ list_index	26.823s						0s	0s
▶ [vmlinux]	25.815s						0s	0s
index_operation	21.552s						0s	0s
poll_all_fboxes	0s						16.257s	0s
▶ [Loop at line 85 in reducible_vertex]	16.043s						0s	0s
▶ MPID_nem_mpich_blocking_recv	0s						15.634s	0s
poll_active_fboxes	0s						15.480s	0s
▶ [Loop at line 143 in reducible_vertex]	15.296s		)				0s	0s
▶ [Loop at line 284 in solve_parquet_equation]							0s	0s
▶ [Loop at line 228 in solve_parquet_equation]	12.324s						0s	0s
▶ [Loop at line 91 in solve_parquet_equation]	11.508s						0s	0s
▶ [Loop at line 159 in solve_parquet_equation]	11.391s						0s	0s
▶ [Loop at line 124 in solve_parquet_equation]	10.754s						0s	0s
▶ [Loop at line 112 in reducible_vertex]	10.625s						0s	0s
▶ [Loop at line 193 in solve_parquet_equation]	10.341s						0s	0s
▶ [Loop at line 54 in reducible_vertex]	10.296s						0s	0s
▶ [Loop@0x92e710 in [MKL BLAS]@avx2_zgemm	8.734s						0s	0s
▶ [Loop@0x92fb10 in [MKL BLAS]@avx2 zgemm	8.670s						0s	0s



## **Porting Plan**

- Implement the computation kernels for GPU platform
  - Accelerate the massive linear matrix computation
  - cuBLAS, cuFFT, etc
- Design the communication pattern
  - GPU-aware MPI
- Optimize the memory accessing issues
  - Unified memory, Streaming