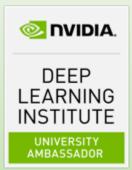
## Introduction to Accelerated/Hybrid Computing with GPGPU Architectures

Carlos J. Barrios H., PhD

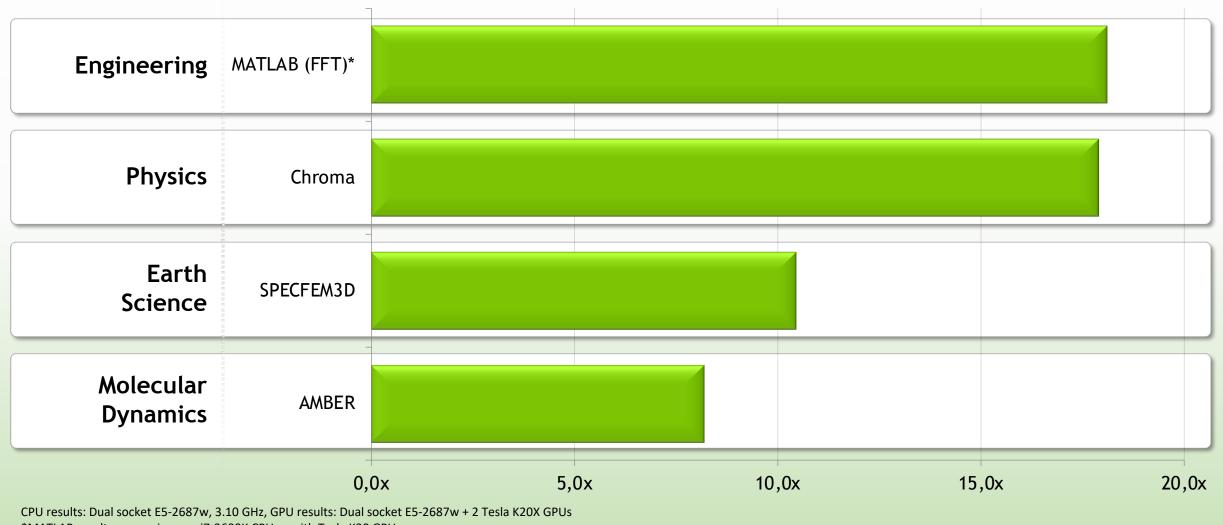
@carlosjaimebh

@SuperCCamp



#### Fastest Performance on Scientific Applications

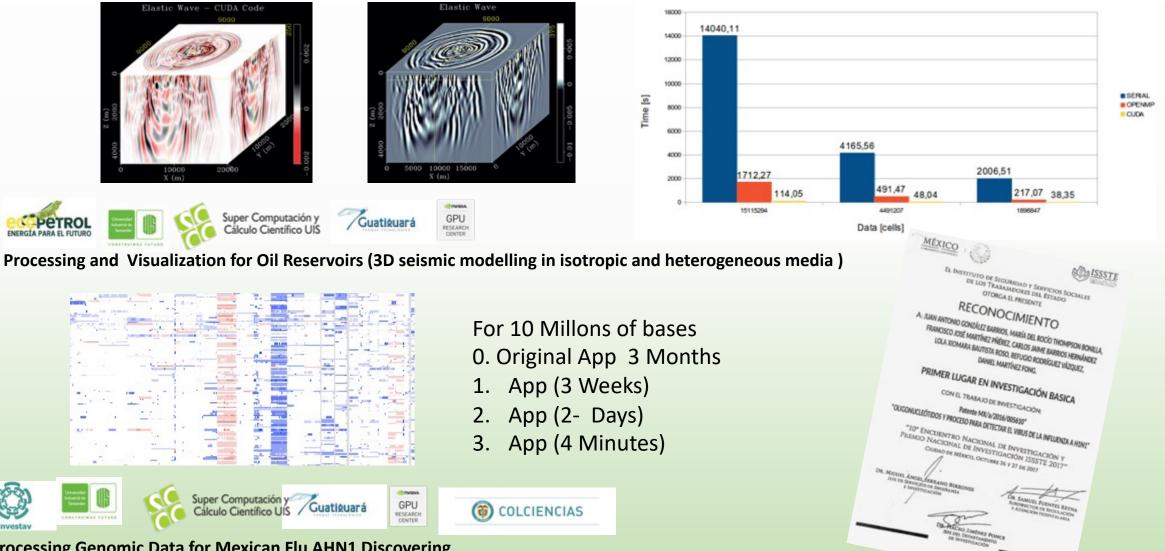
Comparing Tesla K20X Speed-Up over Sandy Bridge CPUs



\*MATLAB results comparing one i7-2600K CPU vs with Tesla K20 GPU Disclaimer: Non-NVIDIA implementations may not have been fully optimized

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#### Interesting @SC3UIS Experiences



Execution time vs Data

Processing Genomic Data for Mexican Flu AHN1 Discovering

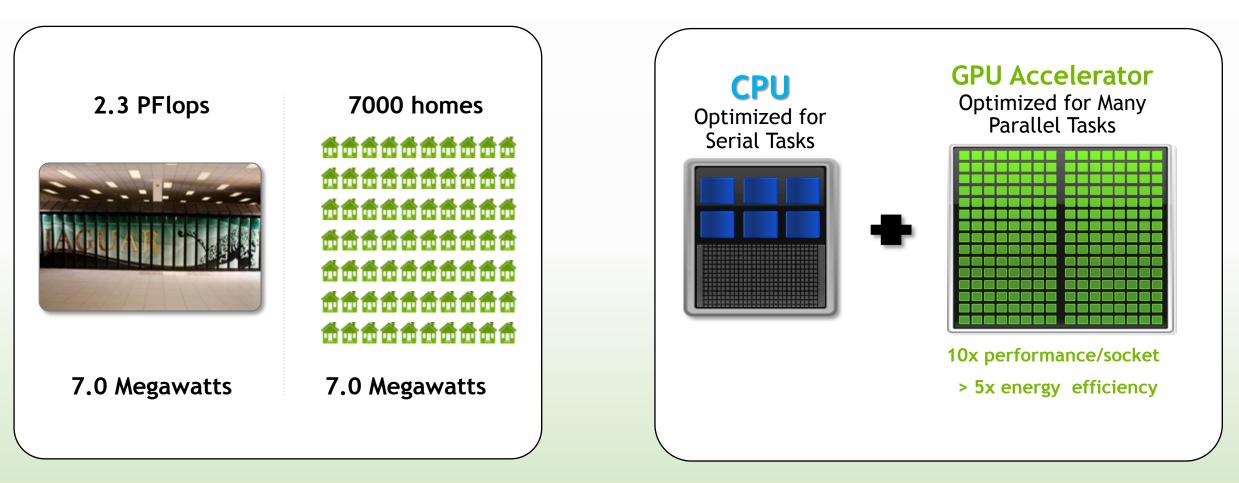
Rank	System	Cores	Rmax (TFlop/s)	Rpeak (TFlop/s)	Power (kW)
1	Supercomputer Fugaku - Supercomputer Fugaku, A64FX 48C 2.2GHz, Tofu interconnect D, Fujitsu RIKEN Center for Computational Science Japan	7,630,848	442,010.0	537,212.0	29,899
2	Summit - IBM Power System AC922, IBM POWER9 22C 3.07GHz, NVIDIA Volta GV100, Dual-rail Mellanox EDR Infiniband, IBM DOE/SC/Oak Ridge National Laboratory United States	2,414,592	148,600.0	200,794.9	10,096
3	Sierra - IBM Power System AC922, IBM POWER9 22C 3.1GHz, NVIDIA Volta GV100, Dual-rail Mellanox EDR Infiniband, IBM / NVIDIA / Mellanox DOE/NNSA/LLNL United States	1,572,480	94,640.0	125,712.0	7,438
4	Sunway TaihuLight - Sunway MPP, Sunway SW26010 260C 1.45GHz, Sunway, NRCPC National Supercomputing Center in Wuxi China	10,649,600	93,014.6	125,435.9	15,371
5	Perlmutter - HPE Cray EX235n, AMD EPYC 7763 64C 2.45GHz, NVIDIA A100 SXM4 40 GB, Slingshot-10, HPE D0E/SC/LBNL/NERSC United States	761,856	70,870.0	93,750.0	2,589
6	Selene - NVIDIA DGX A100, AMD EPYC 7742 64C 2.25GHz, NVIDIA A100, Mellanox HDR Infiniband, Nvidia NVIDIA Corporation United States	555,520	63,460.0	79,215.0	2,646
7	Tianhe-2A - TH-IVB-FEP Cluster, Intel Xeon E5-2692v2 12C 2.2GHz, TH Express-2, Matrix-2000, NUDT National Super Computer Center in Guangzhou China	4,981,760	61,444.5	100,678.7	18,482
8	JUWELS Booster Module - Bull Sequana XH2000, AMD EPYC 7402 24C 2.8GHz, NVIDIA A100, Mellanox HDR InfiniBand/ParTec ParaStation ClusterSuite, Atos Forschungszentrum Juelich (FZJ) Germany	449,280	44,120.0	70,980.0	1,764
9	HPC5 - PowerEdge C4140, Xeon Gold 6252 24C 2.1GHz, NVIDIA Tesla V100, Mellanox HDR Infiniband, DELL EMC Eni S.p.A. Italy	669,760	35,450.0	51,720.8	2,252
10	Voyager-EUS2 - ND96amsr_A100_v4, AMD EPYC 7V12 48C 2.45GHz, NVIDIA A100 80GB, Mellanox HDR Infiniband, Microsoft Azure Azure East US 2 United States	253,440	30,050.0	39,531.2	

#### About Top500 List -2021



- 9/10 Powerful Machines are MPP Clusters
- 7/10 are Hybrid Machines with Accelerators
  - 5 NVIDIA GPU Technology
    - 3 Different Generations (Keppler, Pascal and Volta)
  - 2 Chinesse PU's Technology
    - 1 Combines GPUs + MICs

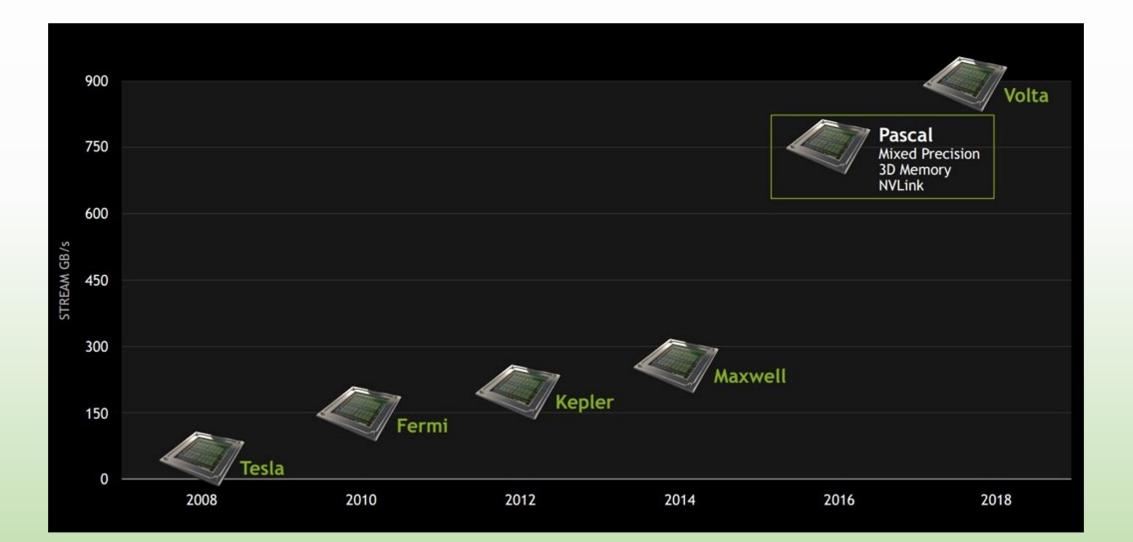
## Why Computing Perf/Watt Matters?



Traditional CPUs are not economically feasible

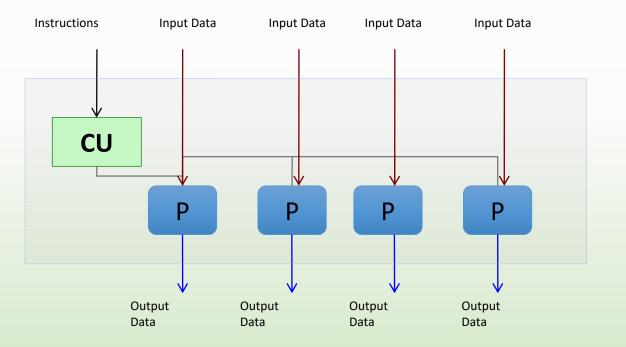
## Era of GPU-accelerated computing is here

### **10 Years NVIDIA GPUs Development**



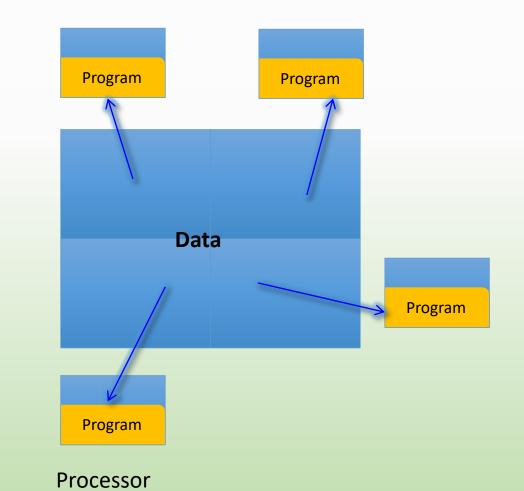
# Remember Architectural Systems Facts (From Flynn's Taxonomy)

#### SPMD: Parallel Processing Units execute the same program on multiple parts of data



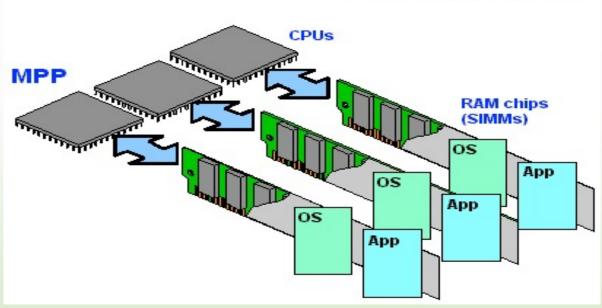
SIMD

SIMD: All processors units are executing the same instructions in any instant.



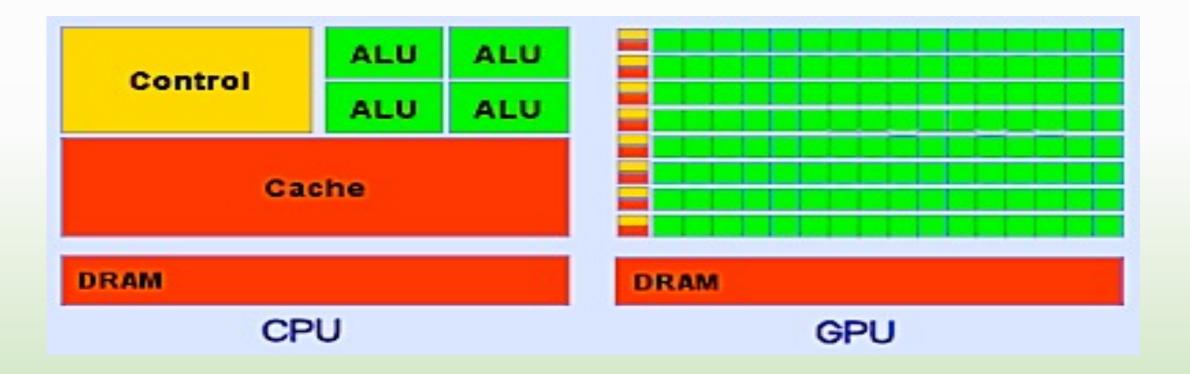
## Massive Parallel Processing (MPP)

- Computer system with many independent arithmetic units or entire microprocessors, that run in parallel
- MPPA is a MIMD (Multiple Instruction streams, Multiple Data) architecture, with distributed memory accessed locally, not shared globally



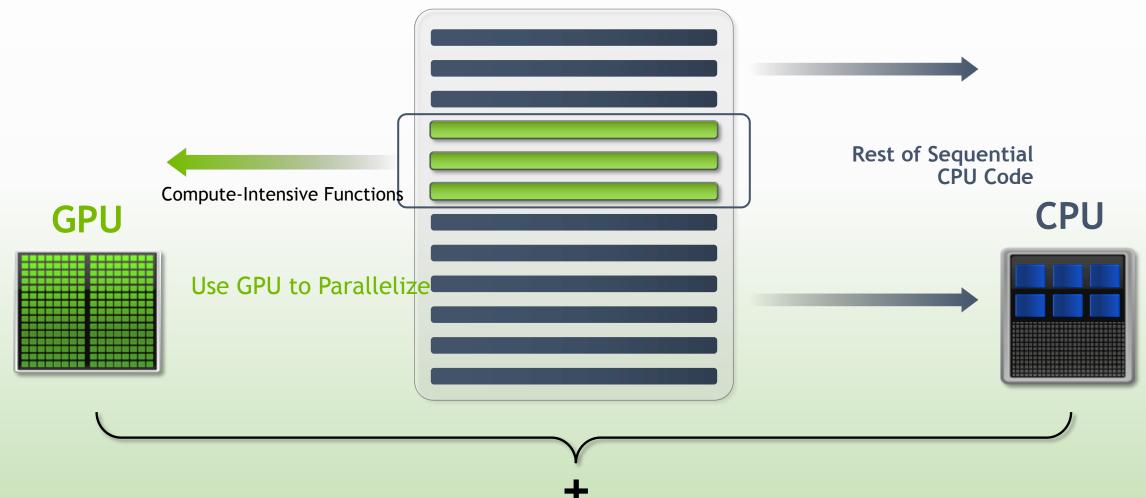
From Computer Desktop Encyclopedia © 1998 The Computer Language Co. Inc.

### **CPUs and GPUs Architecture**



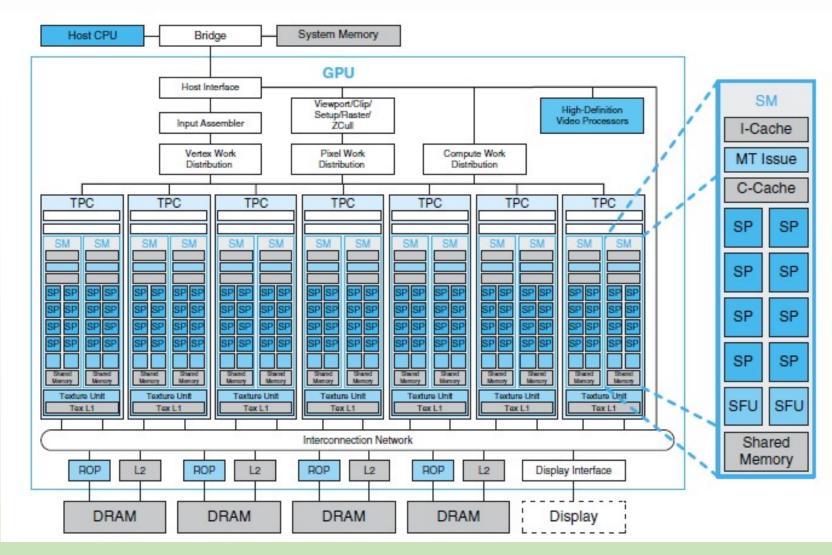
### Small Changes, Big Speed-up

#### **Application Code**



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### NVIDIA TESLA® Architecture



## NVIDIA TESLA™ Graphics and Computing Architecture Features

- TESLA<sup>™</sup> shader processors are fully programmable
  - Large instructions memory
  - Cache Instructions
  - Logic Sequence Instructions
- TESLA<sup>™</sup> to non-graphics programs:
  - Hierarchical Parallel Threads
  - Barrier Synchronization
  - Atomic Operators (Manage Highly Parallel Computing Work)

## Heterogeneous Computing

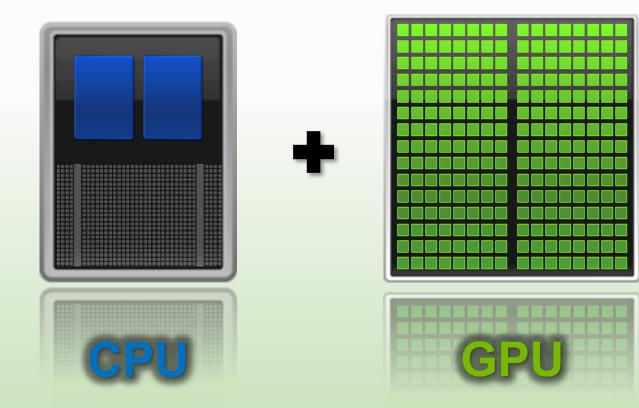
Terminology:

- Host The CPU and its memory (host memory)
- Device The GPU and its memory (device memory)

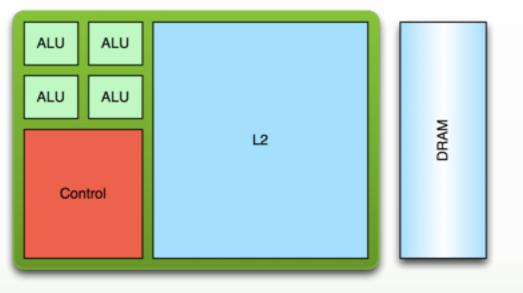


## **GPGPU Accelerate Computing**

#### Latency Processor + Throughput processor

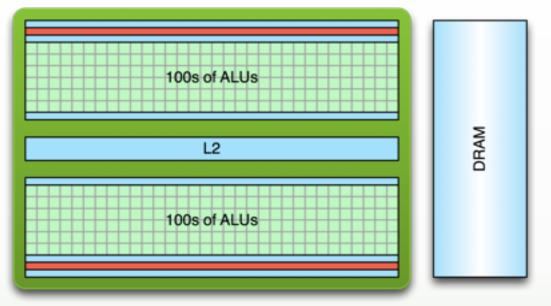


### Low Latency or High Throughput?



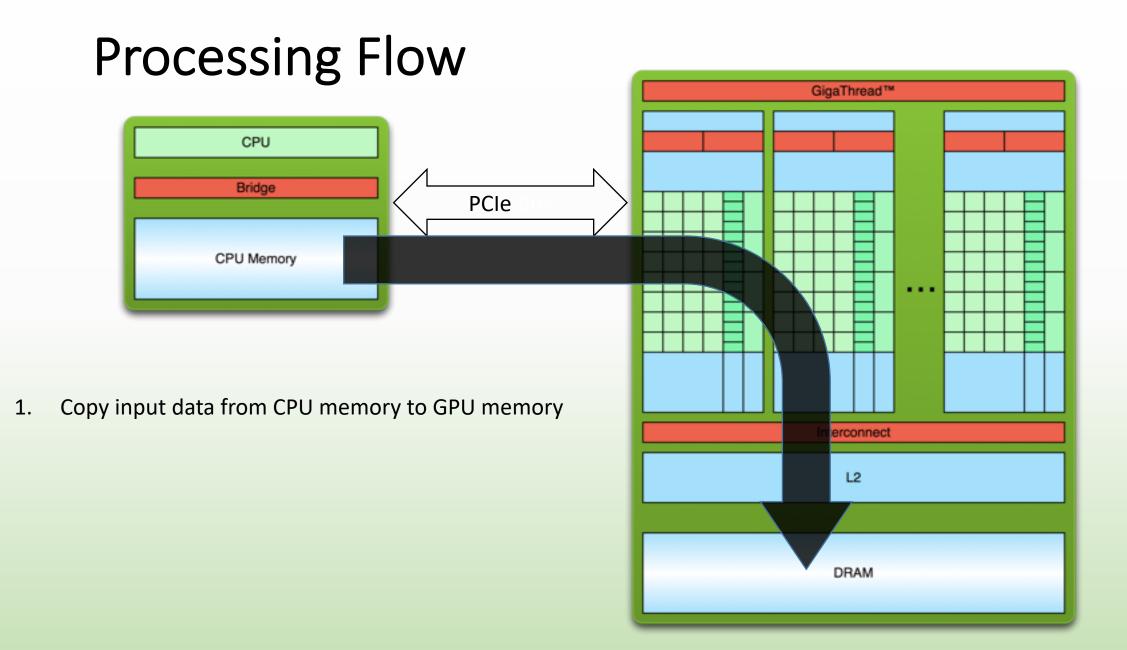
#### CPU

- Optimized for low-latency access to cached data sets
- Control logic for out-oforder and speculative execution



#### GPU

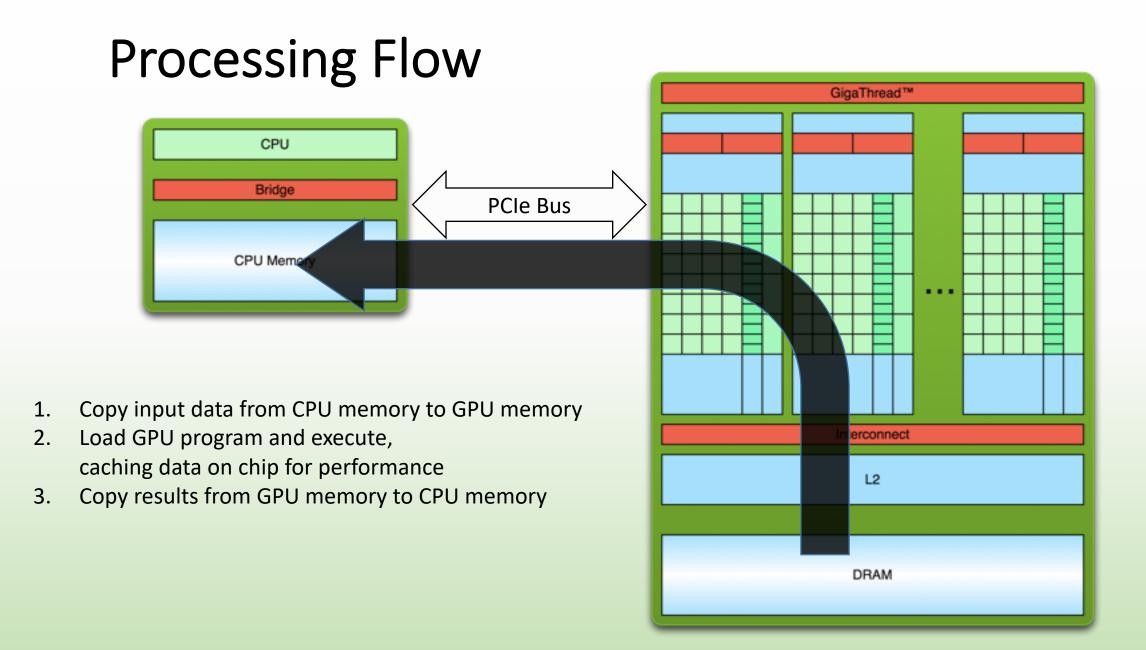
- Optimized for data-parallel, throughput computation
- Architecture tolerant of memory latency
- More transistors dedicated to computation



#### **Processing Flow** GigaThread™ CPU Bridge PCIe Bus CPU Memory ... Copy input data from CPU memory to GPU memory Load GPU program and execute, onnect caching data on chip for performance 2 DRAM

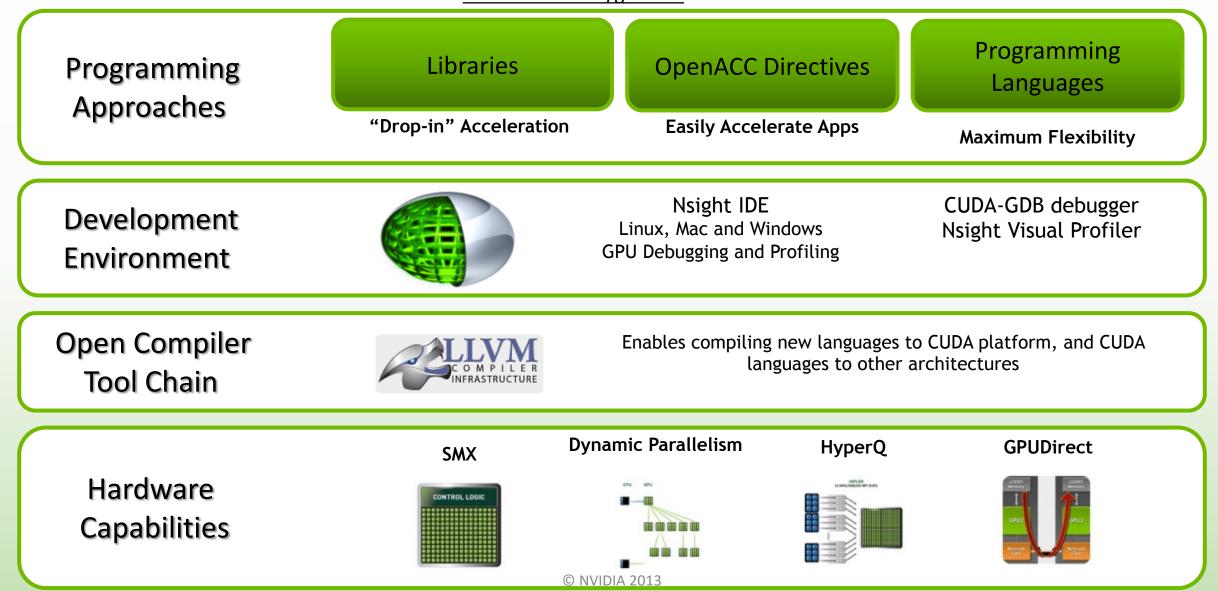
1.

2.

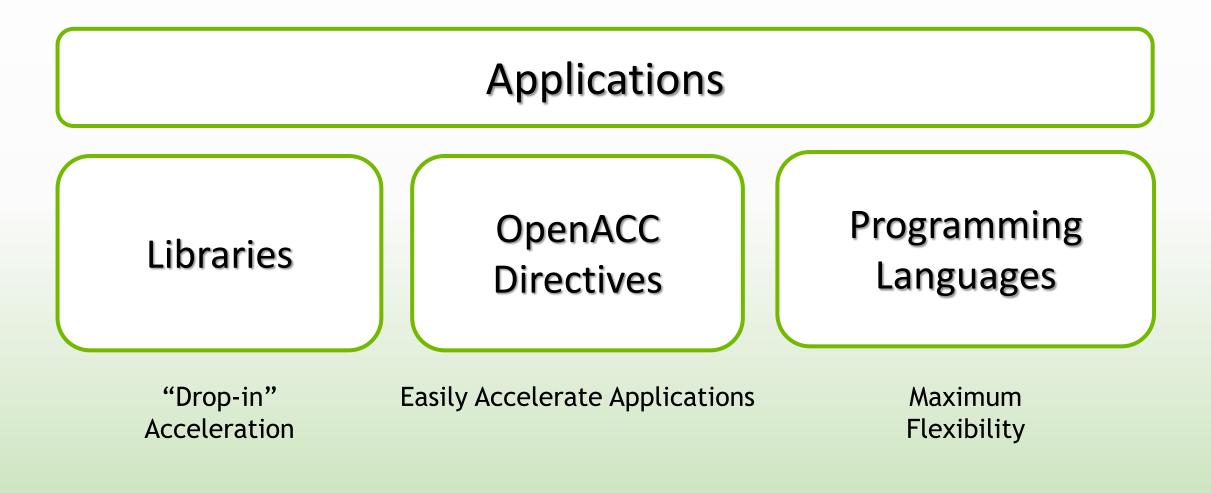


## **CUDA Parallel Computing Platform**

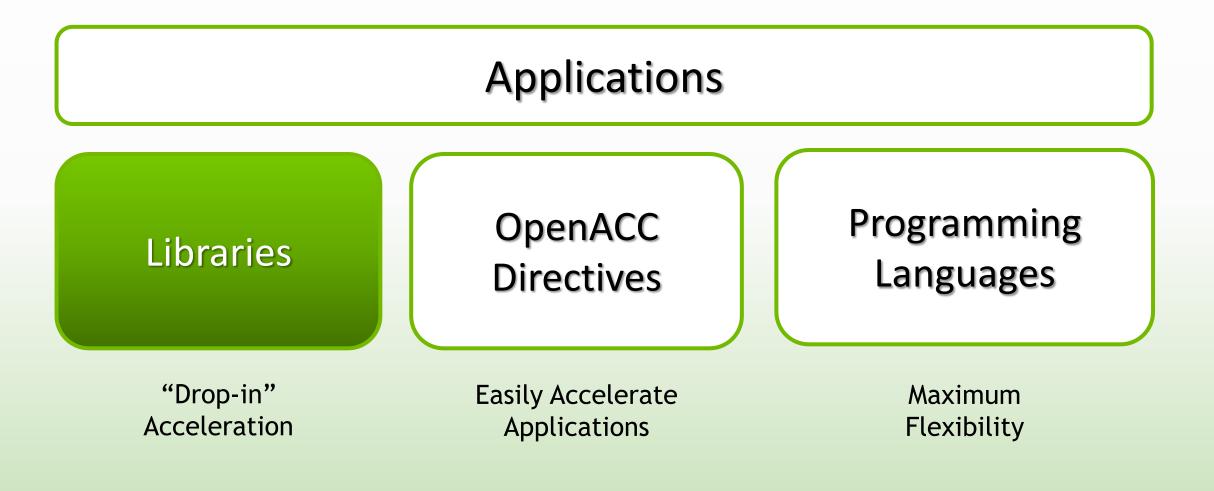
www.nvidia.com/getcuda



### 3 Ways to Accelerate Applications



## 3 Ways to Accelerate Applications





## Libraries: Easy, High-Quality Acceleration

- Ease of use: Using libraries enables GPU acceleration without in-depth knowledge of GPU programming
  - "Drop-in": Many GPU-accelerated libraries follow standard APIs, thus enabling acceleration with minimal code changes
- Quality: Libraries offer high-quality implementations of functions encountered in a broad range of applications
- **Performance:** NVIDIA libraries are tuned by experts

### Some GPU-accelerated Libraries



## 3 Steps to CUDA-accelerated application

• **Step 1:** Substitute library calls with equivalent CUDA library calls

saxpy ( ... )

cublasSaxpy ( ... )

• Step 2: Manage data locality

- with CUDA: cudaMalloc(), cudaMemcpy(), etc. - with CUBLAS: cublasAlloc(), cublasSetVector(), etc.

• **Step 3:** Rebuild and link the CUDA-accelerated library

nvcc myobj.o -l cublas

## Explore the CUDA (Libraries) Ecosystem

#### Tools & Ecosystem

#### Home > ComputeWorks



#### Accelerated Solutions GPUs are accelerating

many applications across numerous industries. Learn more >



#### Language and APIs GPU acceleration can be

accessed from most popular programming languages. Learn more >



Learn more about parallel computing technologies and architectures. Learn more >



- 1

Performance Analysis Tools Find the best solutions for analyzing your application's performance profile.

Learn more >

#### Accelerated Web Services

Micro services with visual and intelligent capabilities using deep learning. Learn more >



Libraries Application accelerating can be as easy as calling a library function.

**GPU-Accelerated** 



Learn more >

Solutions Powerful tools can help debug complex parallel applications in intuitive wavs.

Learn more >

#### Cluster

Management Managing your cluster and job scheduling can be simple and intuitive.

**GPU** Computing

Accelerated Computing - Training

OpenACC: More Science Less

**Follow** 

QUICKLINKS

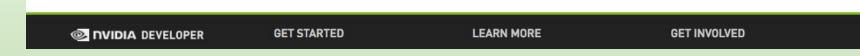
CUDA GPUs

Programming

CUDA FAQ

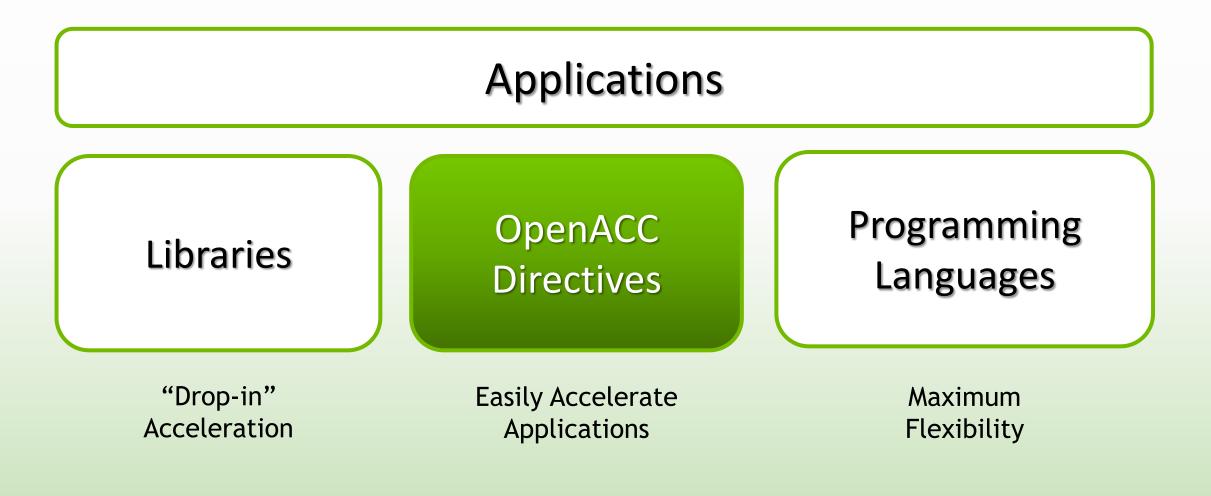
Tools & Ecosystem

Learn more >

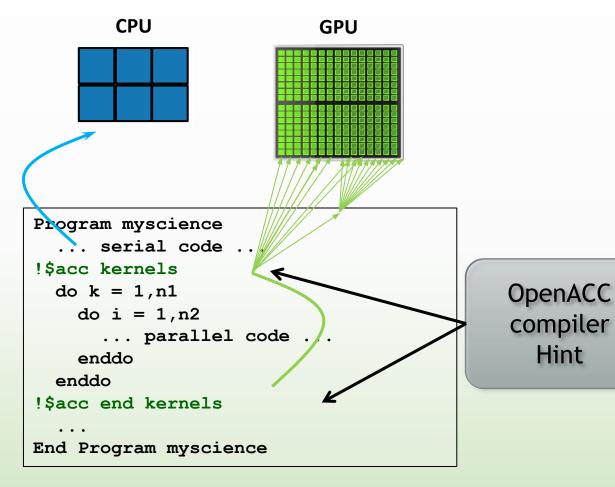


• CUDA Tools and Ecosystem described in detail on NVIDIA Developer Zone: developer.nvidia.com/cuda-tools-ecosystem

## 3 Ways to Accelerate Applications



### **OpenACC** Directives



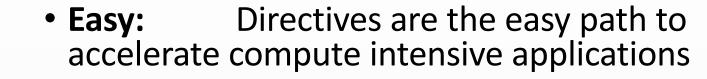
#### Simple Compiler hints

#### Compiler Parallelizes code

Works on many-core GPUs & multicore CPUs

Your original Fortran or C code

### OpenACC The Standard for GPU Directives



- Open: OpenACC is an open GPU directives standard, making GPU programming straightforward and portable across parallel and multi-core processors
- **Powerful:** GPU Directives allow complete access to the massive parallel power of a GPU



### Start Now with OpenACC Directives

#### Free trial license to PGI Accelerator

#### Tools for quick ramp

https://developer.nvidia.com/openacc

Steps To More Science Simple Guide to Programming DPUS START NOW > COPENACC. More - ComputeRing > OpenACC. Mart Science Less Programming

#### **OpenACC** Directives

Learn More

Accelerated computing is fueling some of the most exciting scientific discoveries today. For scientists and researchers seeking faster application performance, OperACC is a directive-based programming model designed to provide a **simple** yet powerful approach to accelerators without significant programming effort. With OpenACC, a single version of the source code will deliver **performance pertability** across the platforms. main()

- //automatically runs on GPU
- <parallel code>



#### **PGI Community Edition**

The POI Community Edition with OpenACC offers scientists and researchers a quick path to accelerated computing with less programming effort. By inserting compiler "hints" or directives into your C11, C+14 or Fortran 2003 code, with the POI OpenACC compiler you can officed and run your code on the OPU and CPU.

In addition to the PGI OpenACC compilers, the PGI Community Edition includes GPU-enabled libraries and developer tools to help with your GPU acceleration effort. Learn more-

Get PGI Community Edition

#### Success Stories

"OpenACC makes GPU computing approachable for domain scientists. Initial OpenACC implementation required only minor effort, and more importantly, no modifications of our existing CPU implementation"



- Janus Jaul Eriksen, PhD Fellow, qLEAP Center for Theoretical Chemistry, Aarhus University

Read More

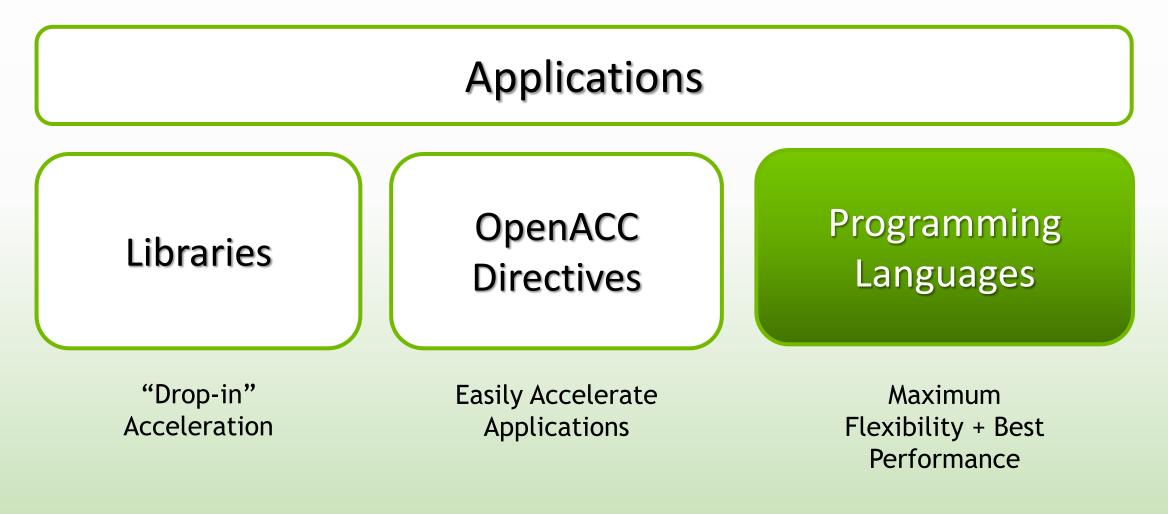


#### **OpenACC** Courses

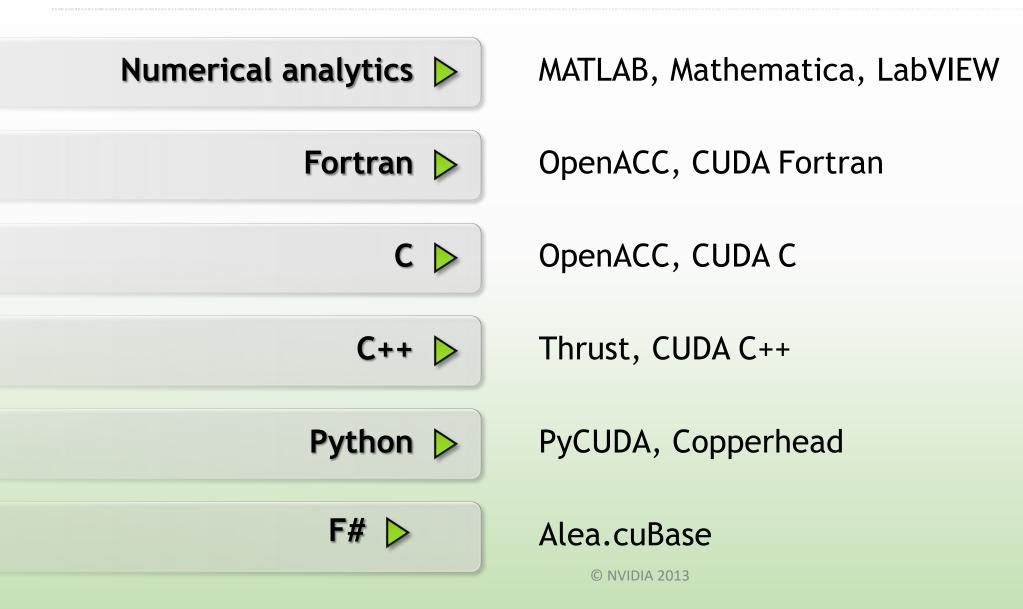
Join HPC industry's DpenACC experts for free online courses. These courses are comprised of instructorled classes that include interactive lectures, hands-on exercises, and effice hours with the instructors. You'll learn everything you need to start accelerating your code with OpenACC on OPUs and x86 CPUs.

Courses and Recordings

### 3 Ways to Accelerate Applications



## GPU Programming Languages



### Learn More



www.nvidia.com/dli

These languages are supported on all CUDA-capable GPUs.

You might already have a CUDA-capable GPU in your laptop or desktop PC!

CUDA C/C++	GPU.ORG Different Resources
http://developer.nvidia.com/cuda-toolkit	http://gpgpu.org
Thrust C++ Template Library	MATLAB
http://developer.nvidia.com/thrust	http://www.mathworks.com/discovery/
CUDA Fortran http://developer.nvidia.com/cuda-toolkit	matlab-gpu.html

PyCUDA (Python) http://mathema.tician.de/software/pycuda Mathematica <u>http://www.wolfram.com/mathematica/new</u> <u>-in-8/cuda-and-opencl-support/</u> or <u>http://www.wolfram.com/gridmathematica/</u>



## **Getting Started**

www.nvidia.com/dli

- Download CUDA Toolkit & SDK: <u>https://developer.nvidia.com/cuda-downloads</u>
- Nsight IDE (Eclipse or Visual Studio): <a href="http://www.nvidia.com/object/nsight.html">http://www.nvidia.com/object/nsight.html</a>
- General GPU Computing Community: <u>http://gpgpu.org/</u>
- Programming Guide/Best Practices:
  - <u>docs.nvidia.com</u>
- Questions:
  - NVIDIA Developer forums: <u>devtalk.nvidia.com</u>
  - Search or ask on: <u>www.stackoverflow.com/tags/cuda</u>
- Developer Community: <a href="https://developer.nvidia.com/">https://developer.nvidia.com/</a> (Join Now!)

## Thank you! @carlosjaimebh



www.nvidia.com/dli



https://www.nvidia.com/gtc