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#### Abstract

Performance portability between CPU and accelerators is a major challenge for coarse grain parallelized codes. Hybrid Fortran offers a new approach in porting for accelerators that requires minimal code changes and allows to keep the performance of CPU optimized loop structures and storage orders. This is achieved through a compile-time code transformation where the CPU and accelerator cases are treated separately. Results show minimal performance losses compared to the fastest non-portable solution on both CPU and GPU. Using this approach, five applications have been ported to accelerators, showing minimal or no slowdown on CPU while enabling high speedups on GPU.

## 1. Motivation

When porting real world HPC applications for accelerators, performance portability is often one of the main goals - it is imperative that code can be executed on different architectures with at least reasonable performance. Achieving this for accelerators is a major challenge since their architecture is so different from CPUs.

Often the biggest change is going from coarse grained parallelism (order of 10-100 threads per processor) to fine grained parallelism (order of 10'000 - 100'000 threads per processor). This is particularly challenging for code that is parallelized at a point in the program that is far removed from the actual computations. The most prominent example are physical cores for weather and climate models.

The usual approach is to privatize the code in the parallel domains, such that it can be split up into multiple smaller kernels. This leads to problems:

- 1. When executing this code on CPUs, it usually leads to portable.
- in declarations and accessors. This is bug prone and leads to less readable code.

- Allow both coarse grained and fine grained parallelization in the same codebase through directives. This enables optimal parallelization for both CPU and accelerator architectures.
- the original code can be kept with a low number of dimensions.



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# Performance Portable Parallel Programming Compile-Time Defined Parallelization and Storage Order for Accelerators and CPUs



http://github.com/muellermichel/Hybrid-Fortran [2] T. Hara et. al "Development of the Physics Library and its application to ASUCA", 2012 [3] M. Schlueter "MIDACO-Global Optimization Software for Mixed Integer Nonlinear Programming", 2009 [4] T. Shimokawabe, T. Aoki et. al "145 TFlops Performance on 3990 GPUs of TSUBAME 2.0 Supercomputer for an Operational Weather Prediction", 2011

on 6 re	Speedup HF on GPU vs 6 Core [A]	Speedup HF on GPU vs 1 Core [A]	[A] If available, comparing to reference C version, otherwise comparing to Hybrid Fortran CPU implementation.
	3.63x	16.22x	Kepler K20x has been used as GPU if not stated otherwise, Westmere Xeon X5670 has been used as CPU (TSUBAME 2.5).
	10.94x	11.66x	All results measured in double precision. The CPU cores have been limited to one socket using thread affinity 'compact' with 12 logical threads. For CPU, Intel compilers ifort / icc with '-fast' setting have been used.
	21.72x	152.79x	
	5.13x	7.28x	For GPU, PGI compiler with '-fast' setting and CUDA compute capability 3.x has been used.
	10.07x	52.99x	All GPU results include the memory copy time from host to device.

