

# High Performance Scientific Computing - from Simulation to Optimisation

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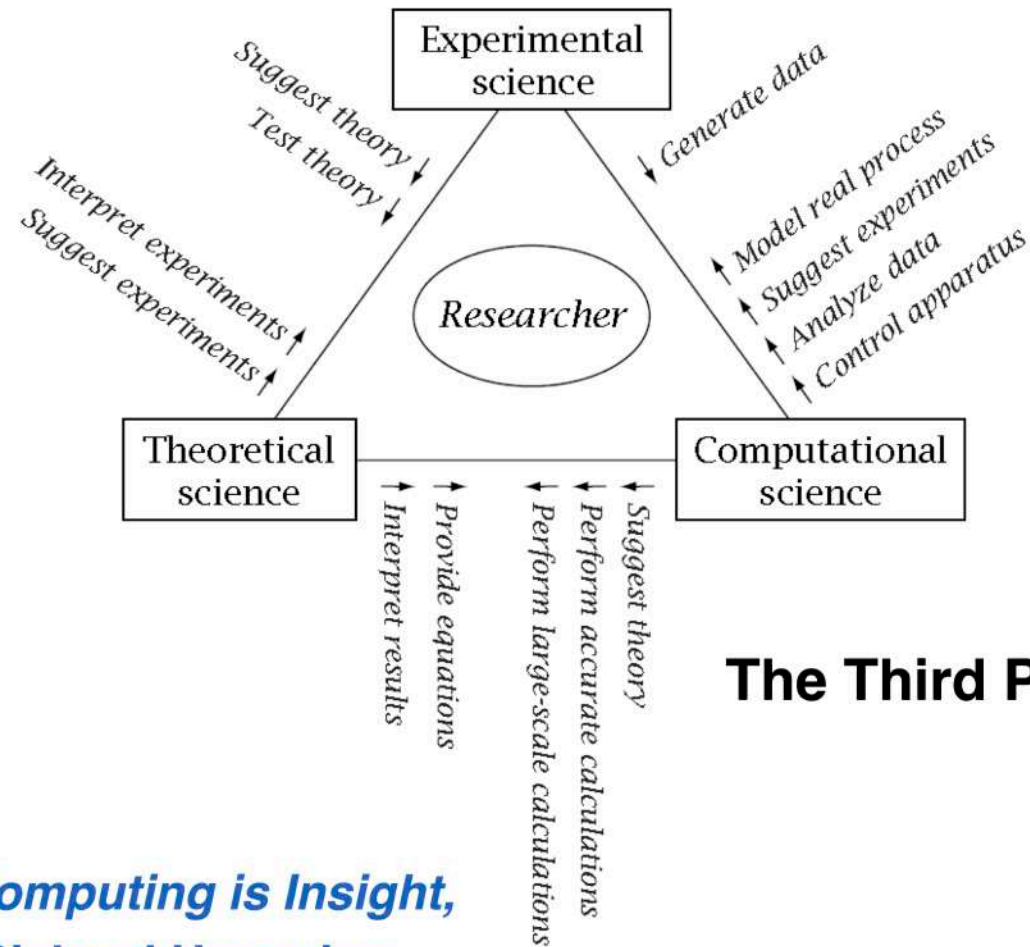
Smart Diaspora 2023 - Bioinformatics without frontiers:  
from infrastructure to multidisciplinary applications

Timisoara - 11.04.2023

University Politehnica of Bucharest



# Why HPSC?

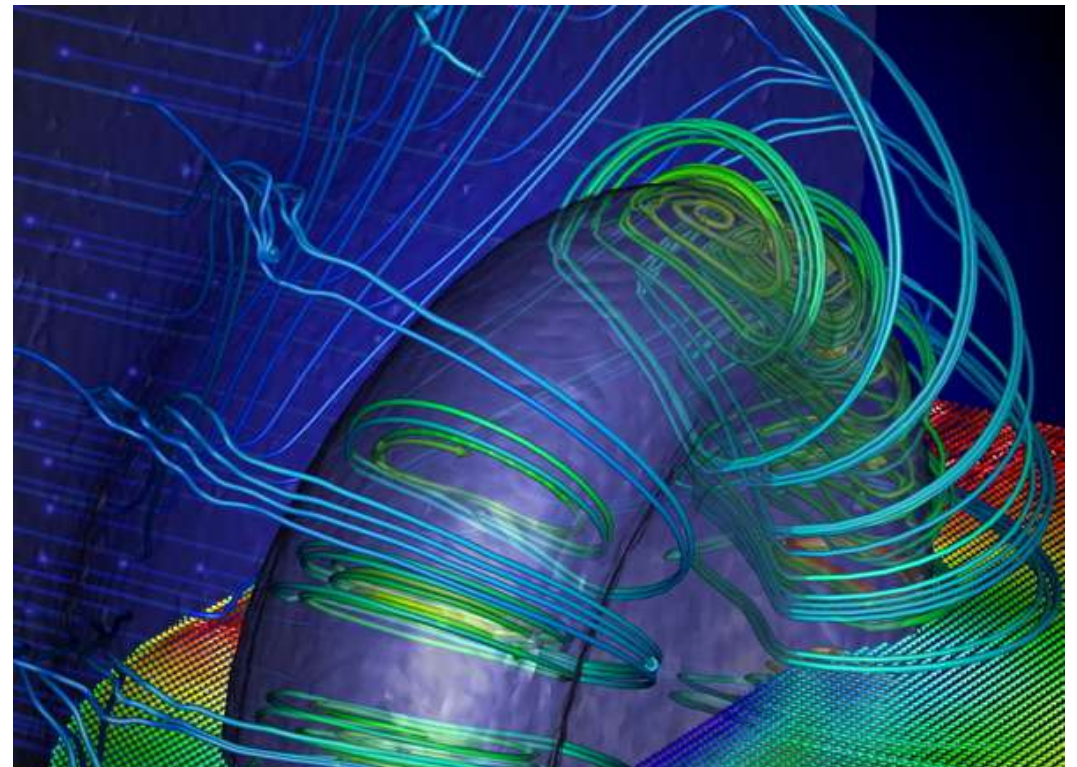


## The Third Pillar of Science

***"The Purpose of Computing is Insight,  
not Numbers!" - Richard Hamming***

# Scientific Computing

- Computational Modeling:
  - ODE / PDEs
  - Simulations: particle simulations, simulated annealing
  - Cellular automata
  - Statistical models
  - Suitable algorithms & data structures
- Software for (parallel) computers



# Paradigm Shift



- The 20th Century was limited by what we could **measure**
- The 21st Century will be limited by what we can **compute**
- See farther
- Move through time
- Verify difficult hypotheses
- Safely conduct experiments

# Will We ever have “Enough”?

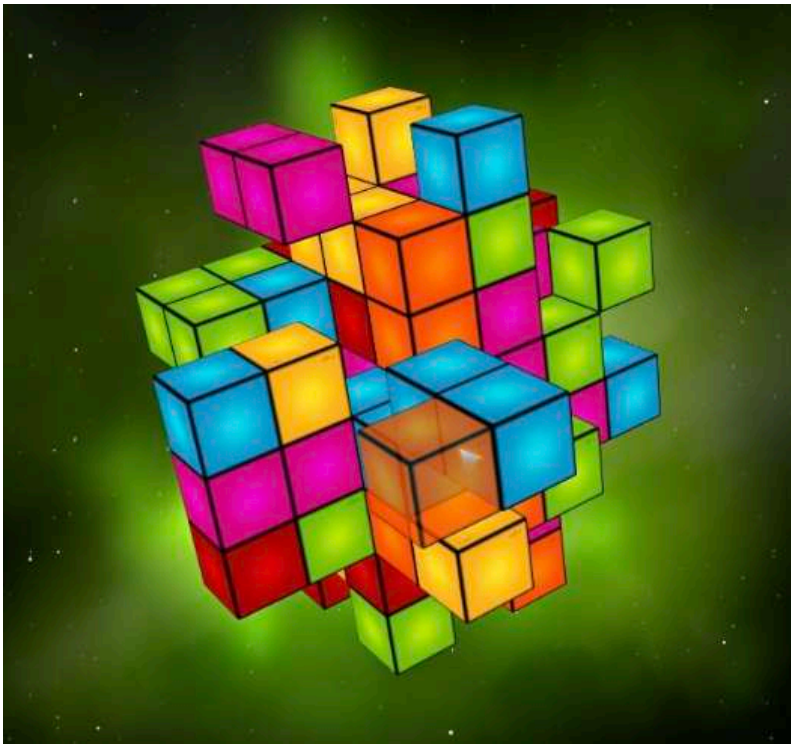
- 2-3x is the Free Lunch
- 5-10x is worth Upgrading
- 100x+ significantly changes Time-to-Discovery
- Code Redesigning
- New HW/SW Platform
- Never **enough** Computational Power



**IS NEVER ENOUGH**



# Critical Mass



- Computational Experimentation
  - Large systems
  - Long simulations
  - Enough details
- Computational Instrumentation
  - Good accuracy
  - Enough observations

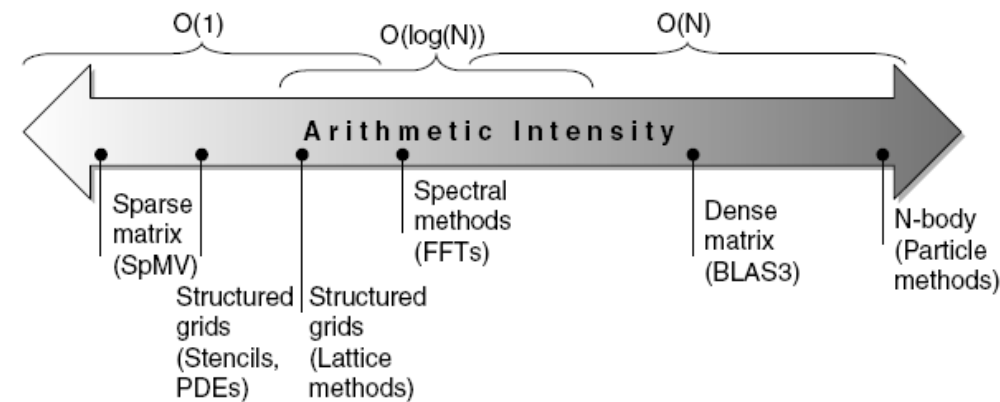
# Will We be able to Scale Real Apps?

- HPC is a moving target
- The rate of growth of HW has been exponential ... so far
- However, most workloads don't scale!
  - TB to PB to EB...
- Parallel tasks != parallel computing...
- We do have a... SW scaling problem!



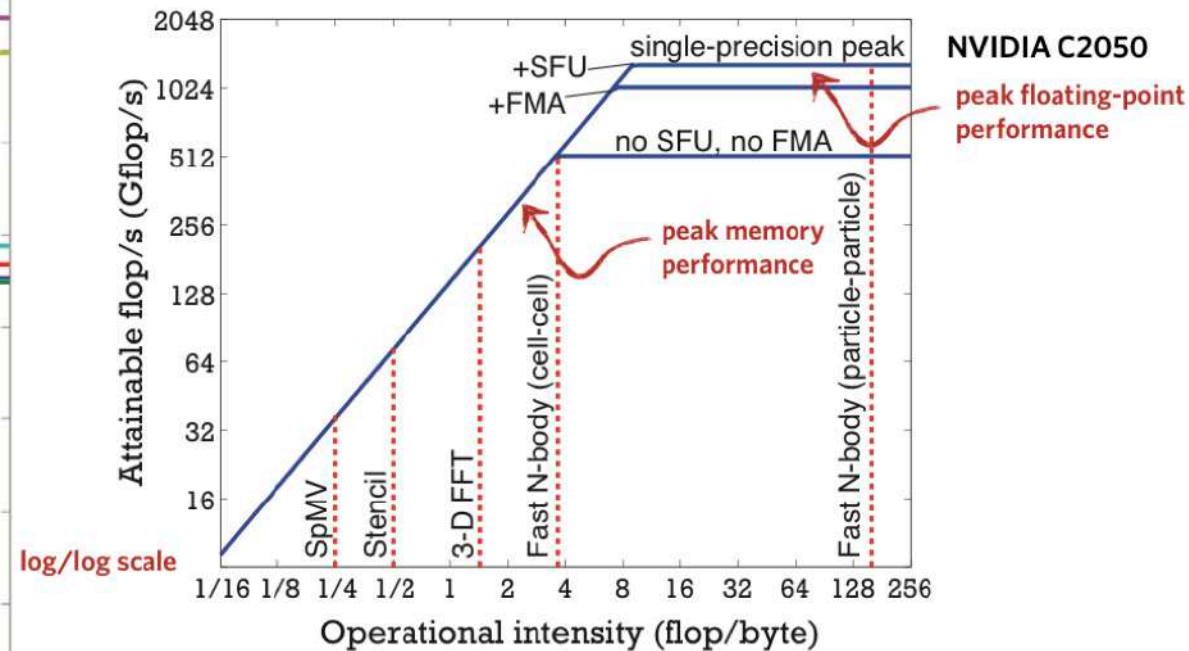
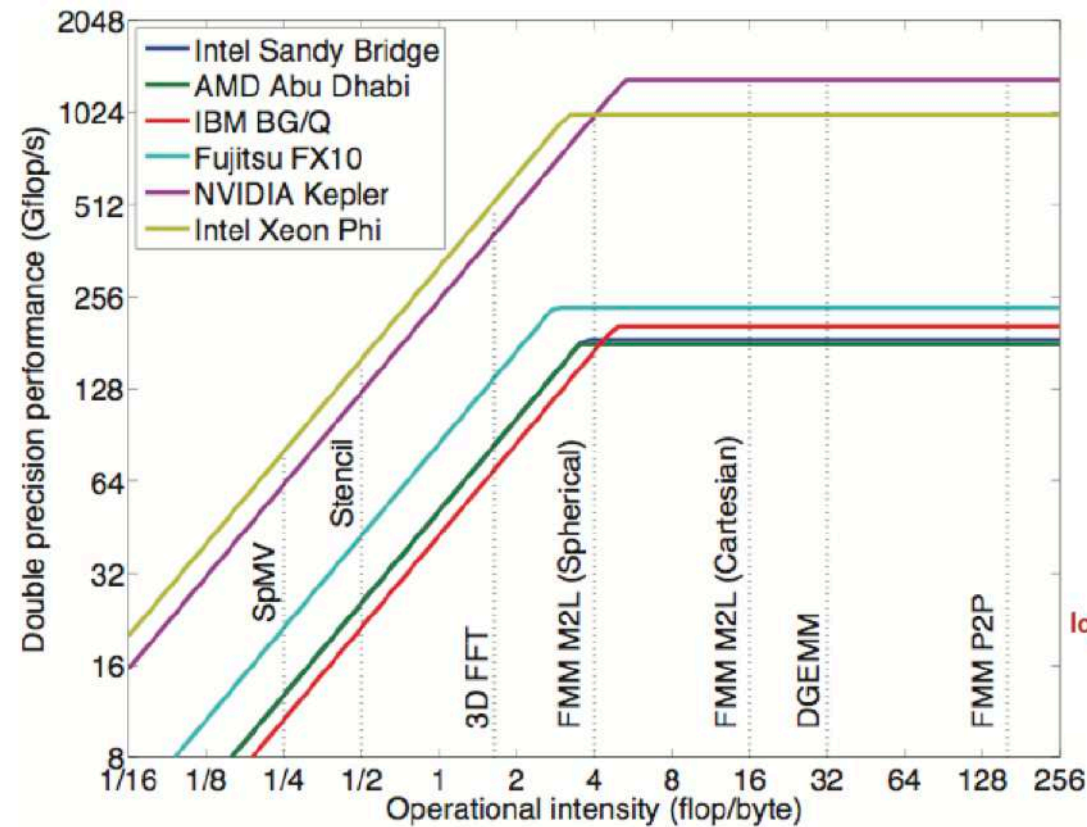
# The Roofline Performance Model

- Basic Idea
  - Plot peak floating-point throughput as a function of arithmetic intensity
  - Ties together floating-point performance and memory performance for a target machine
- Arithmetic Intensity
  - Floating-point operations per byte read





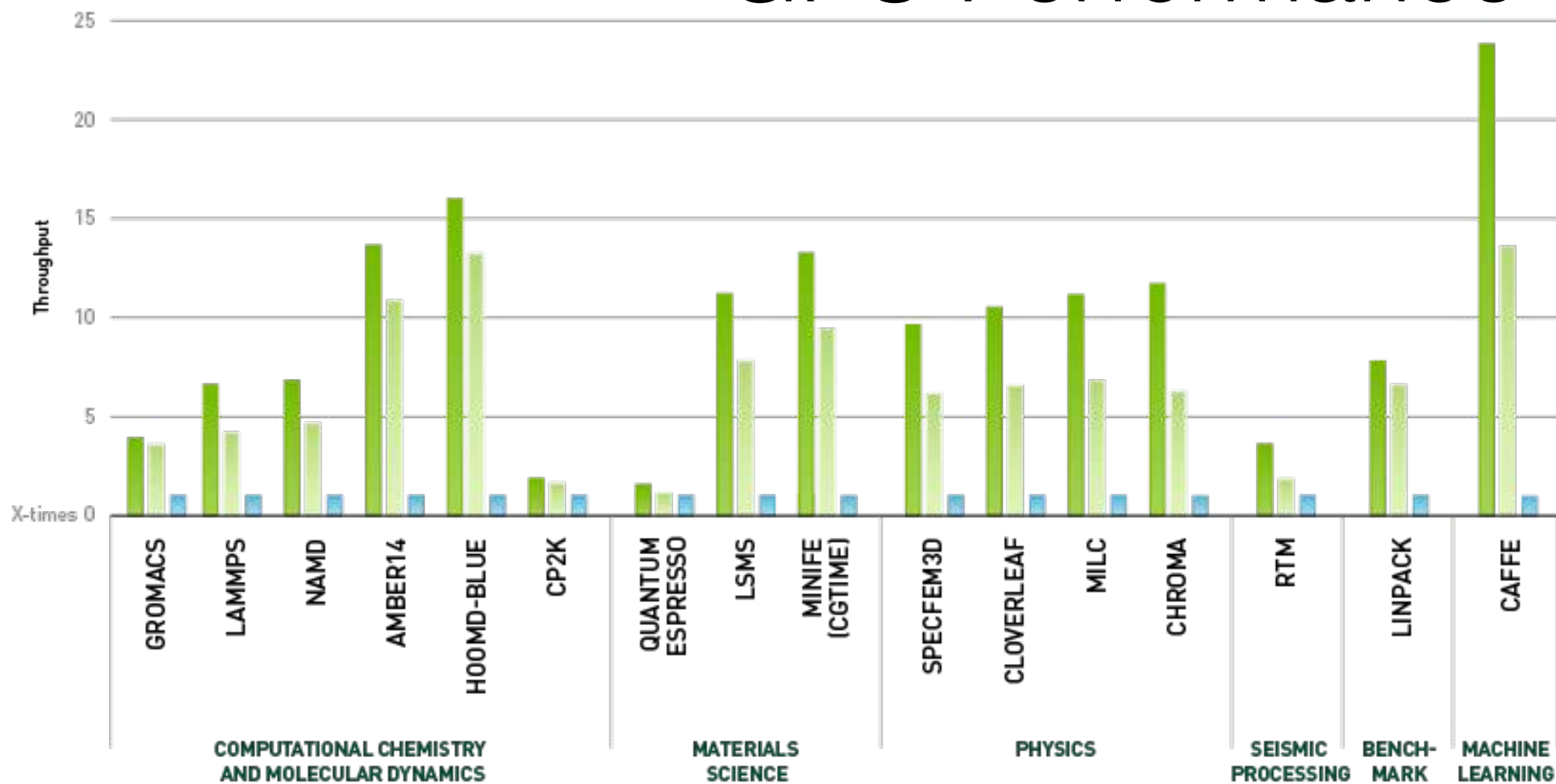
# Roofline Performance Examples



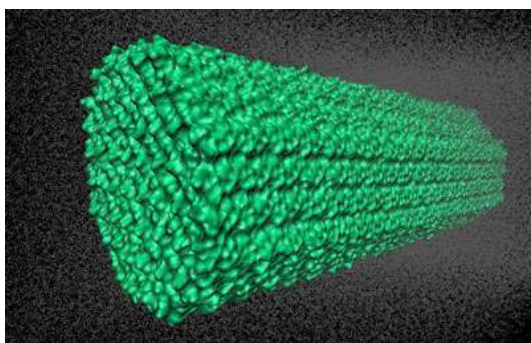
## NVIDIA® TESLA® ACCELERATOR PERFORMANCE

■ NVIDIA Tesla K80 ■ NVIDIA Tesla K40 ■ CPU

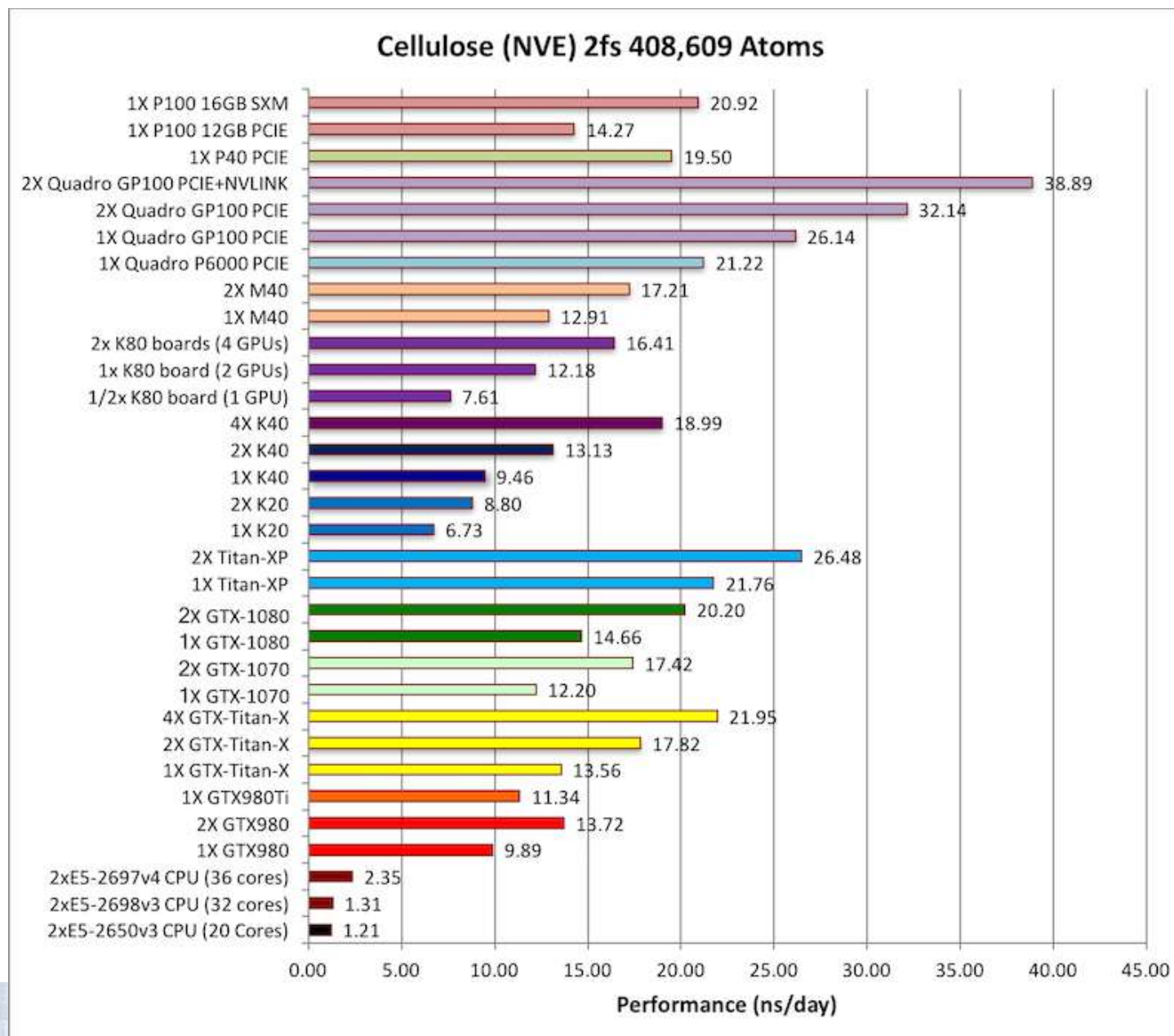
# GPU Performance

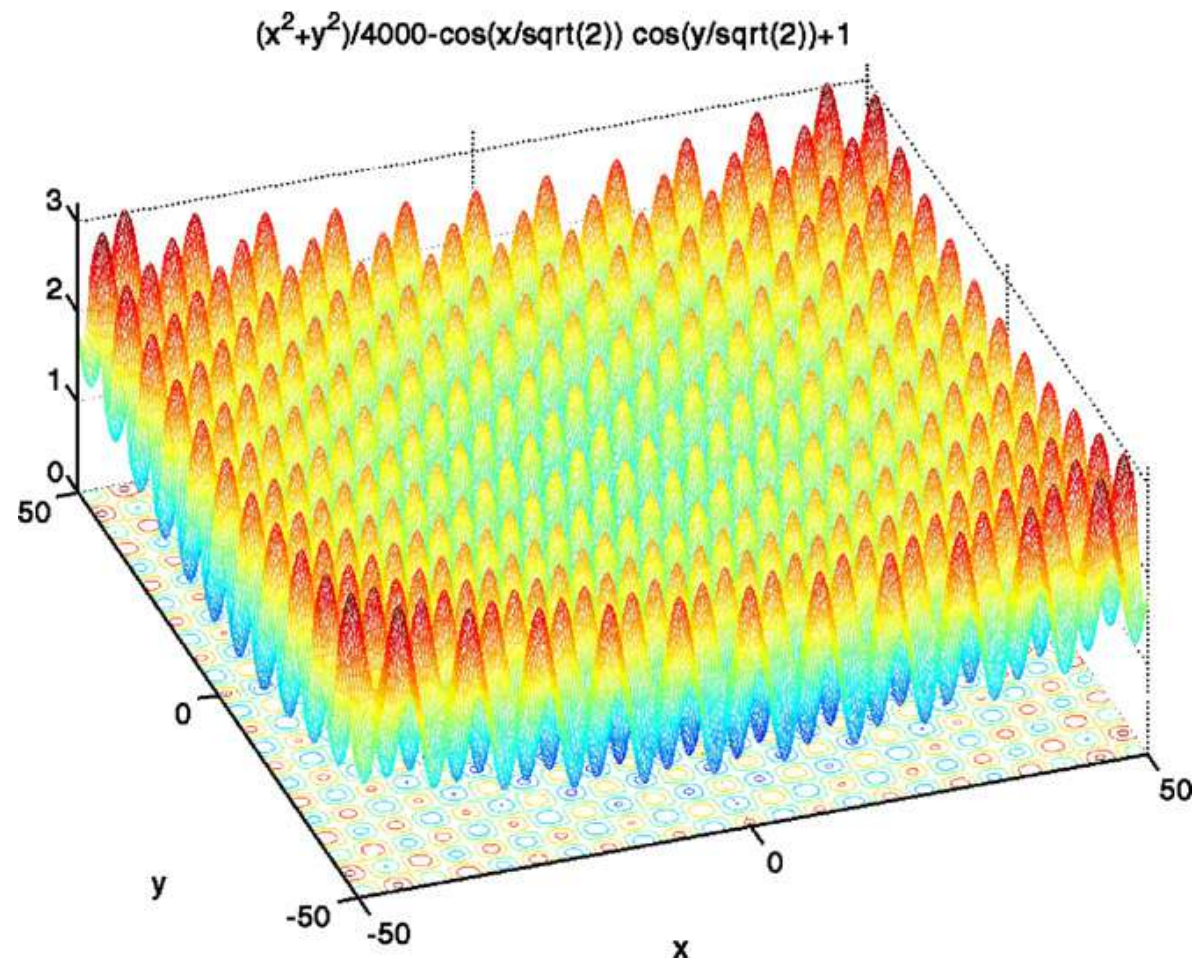


# Amber Molecular Simulations



Cellulose

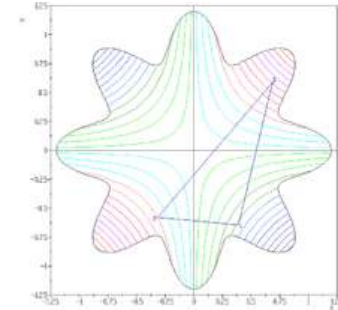




# Numerical Optimisation



# Optimisation Algorithms



- Gradient Based:
  - Requires 1<sup>st</sup> / higher order derivatives
  - Guarantees finding of local minima in a small(er) number of iterations
    - First derivative methods typically require  $N^2$  iterations
    - Hessian methods typically require  $N$  (more expensive) iterations
- Non-Gradient Based:
  - Use only function evaluations
  - May find global minimum / requires large number of iterations
  - Able to find “almost” optimum for non-smooth 1<sup>st</sup>/2<sup>nd</sup> derivable functions
  - Examples: Genetic algorithms, grid search, stochastic, etc.

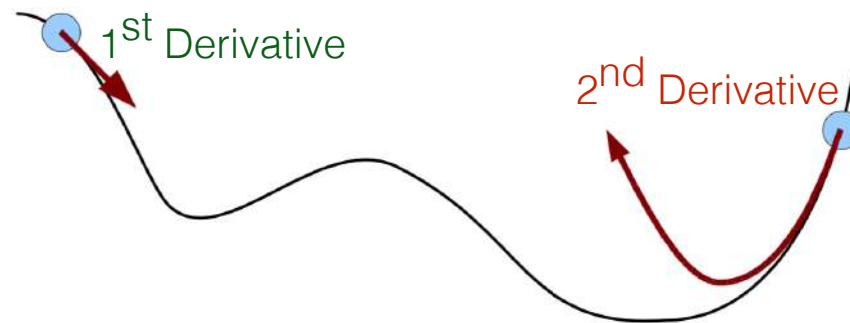
# Gradient or Non-Gradient Based?

- The best approach is in two stages:
  - A low-precision **solver** with Non-Gradient-Based **optimisation** method in the Conceptual Design Stage
    - It gets you close to a global minima
  - A high-precision **solver** with a Gradient-Based **optimisation** method to refine the solution / design
    - It starts close to the global minima and converges on it
- The hard problem:
  - Figure the “proper” combination of **solver** & **optimisation algorithm**



# Is Your Function...

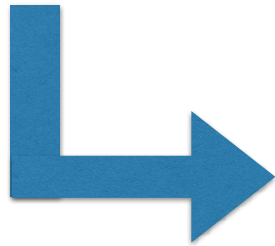
- Differentiable:
  - **Gradients** indicate the general position of the closest local minima
  - **Hessians** can offer an estimation of the position of the closest local minima
- Non-Differentiable:
  - No such intuition / hints if derivatives are unavailable or too costly to compute



# Derivatives

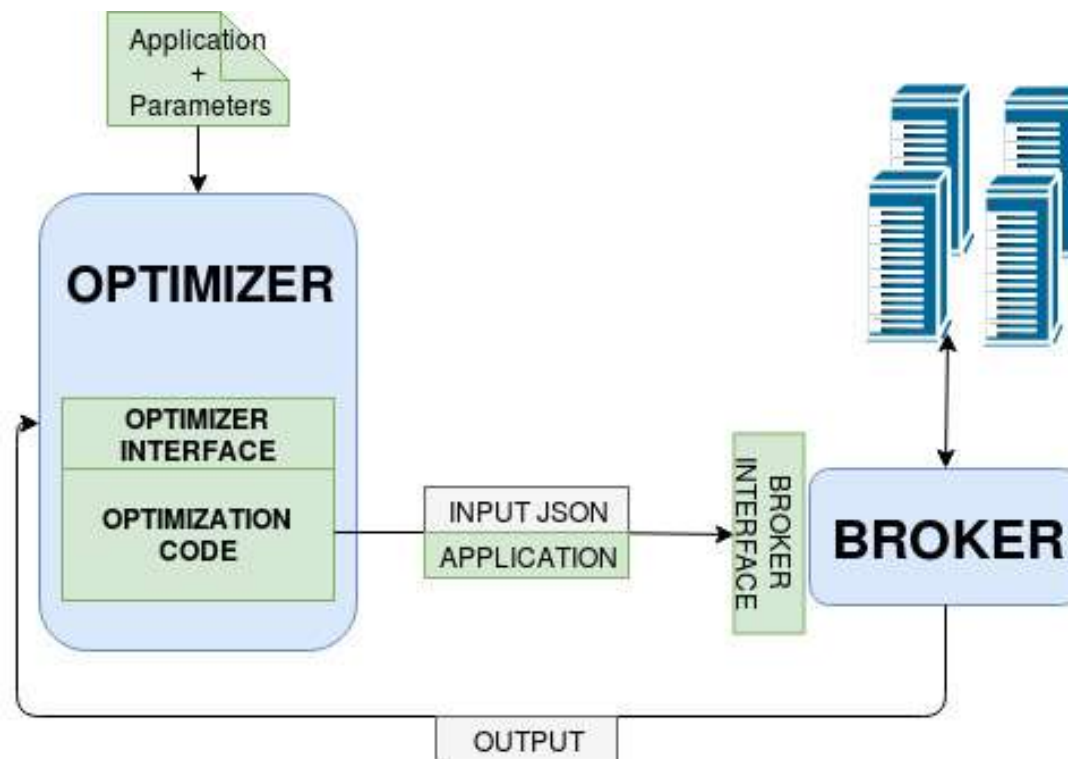
- Design optimization (single/multiple-objective)
- Sensitivity analysis
- Parameter estimation & fitting
- Data assimilation problems
- Inverse problems...

## Derivative Information Required



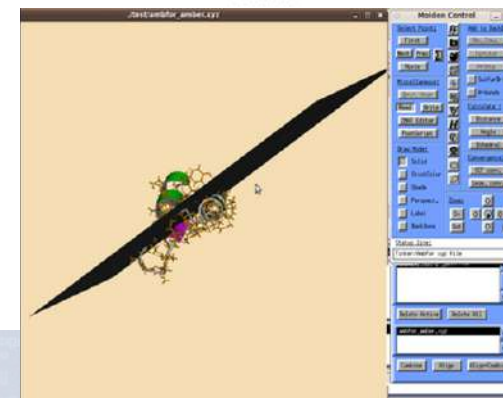
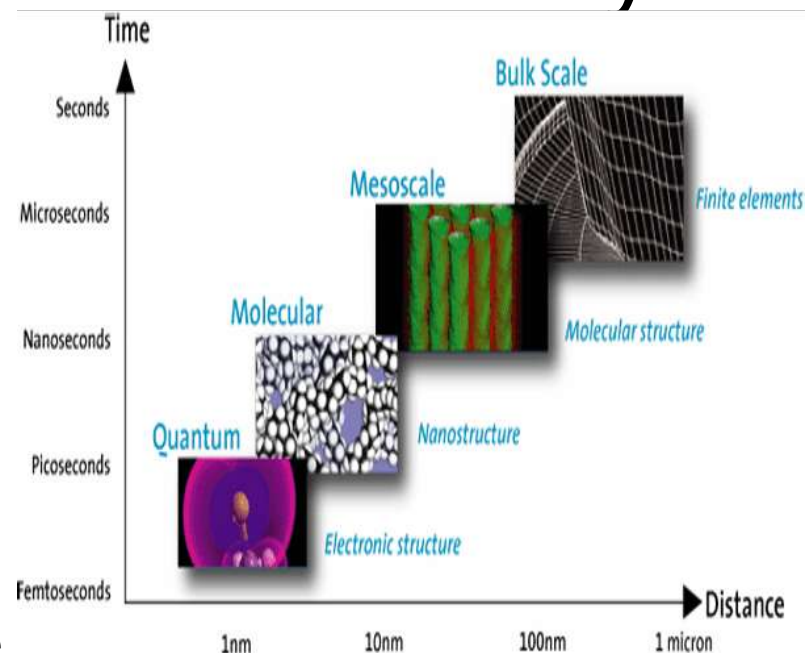
Numeric Differentiation  
Symbolic Differentiation  
**Automatic Differentiation**

# COSMOS: Framework for **CO**mbining **SiM**ulation and **Optimization S**oftware



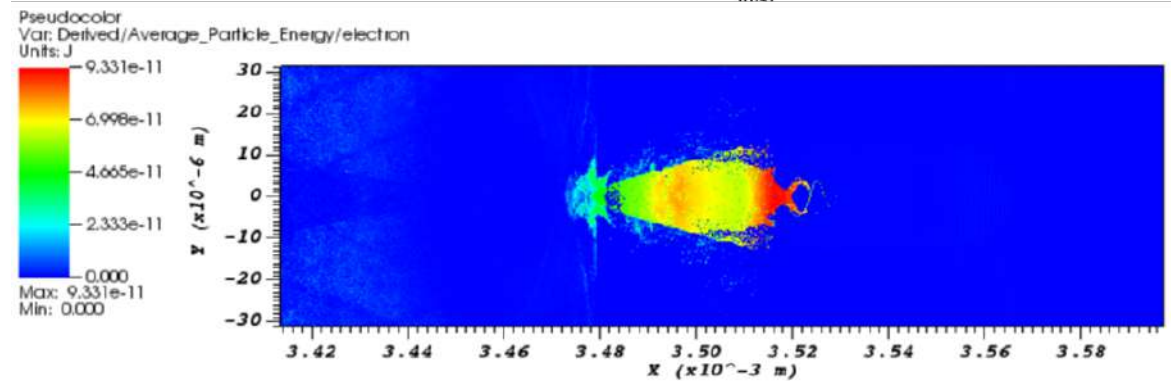
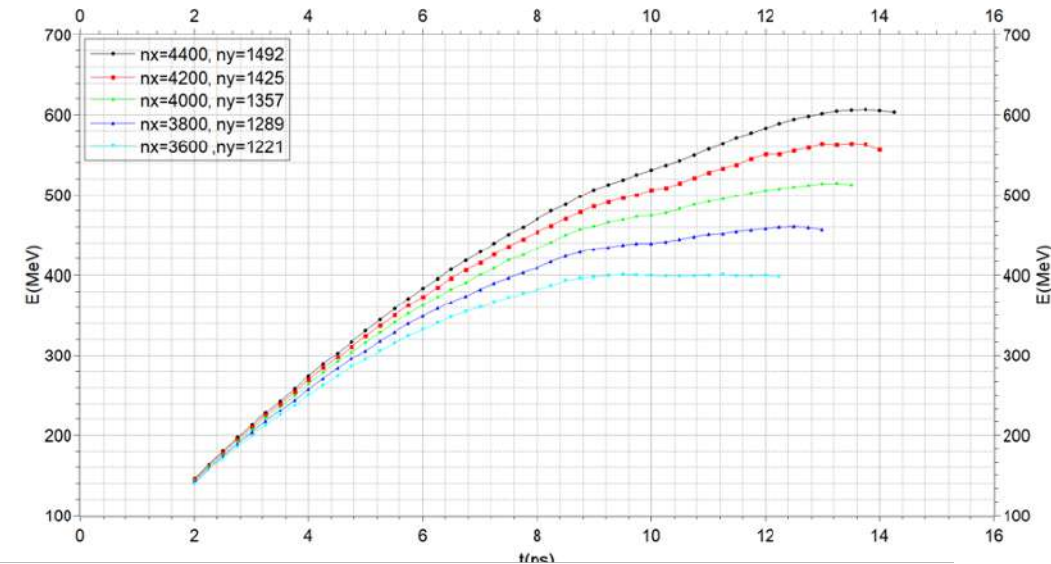
# Computational Chemistry

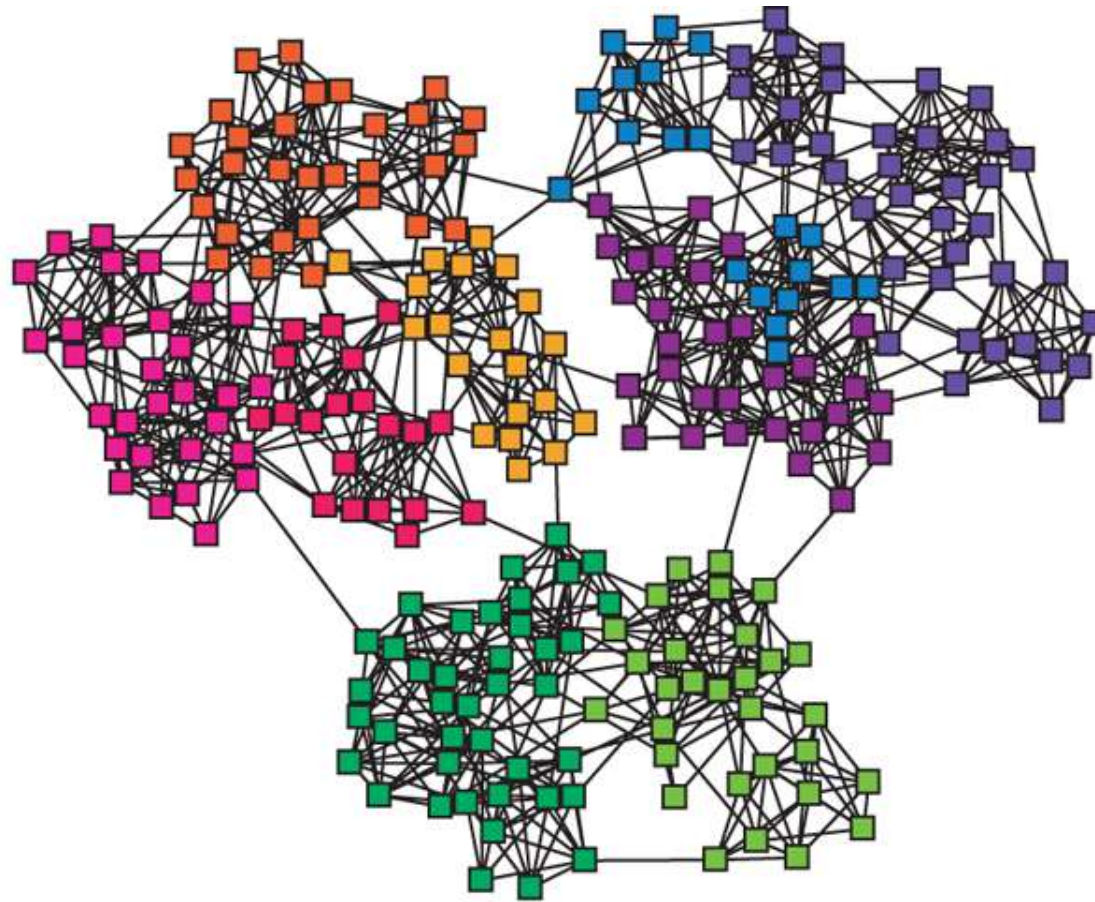
- Paramagnetic materials simulation
  - Shared memory superlinear speedup due to improved cache performance
- GAMESS
  - Distributed Memory Parallelisation
- MOPAC
  - Parallelization schemes for modern multi-core architectures
- NAMD / GROMACS / Gaussian / CPMD / VASP
  - Scale to production systems with CPUs/GPUs



# Optimization of PIC simulations for LWFA

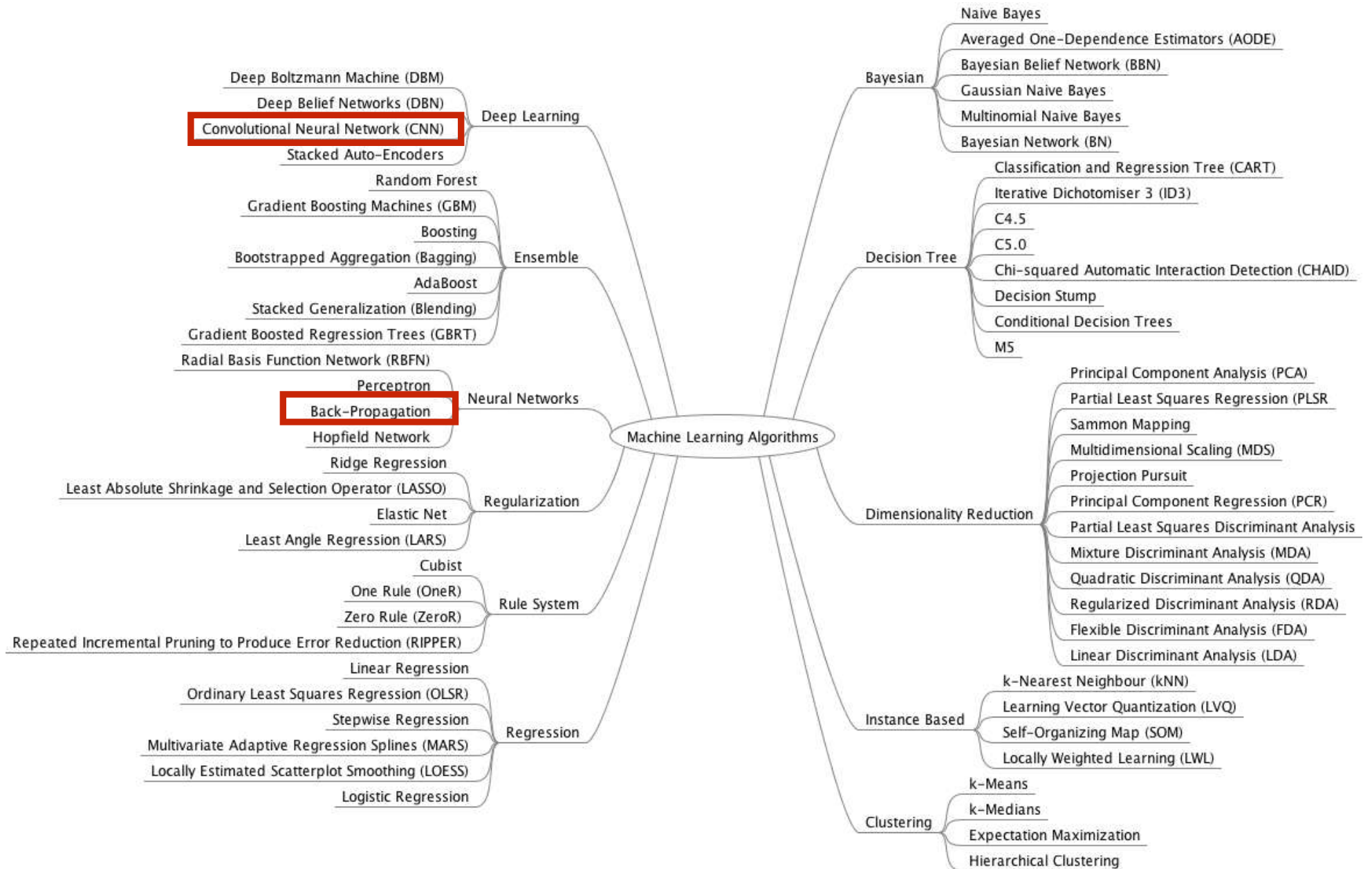
- PIC Simulation
  - Energy distribution at 12ps
- Grid independence study
- Optimize the characteristics of the simulation to match the Laser Experiments



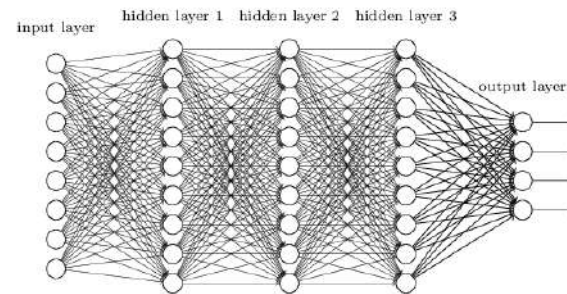


Machine Learning Tech

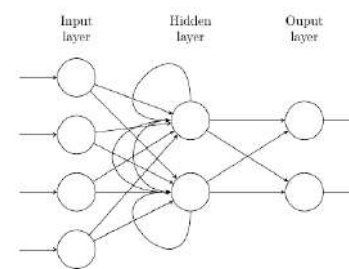




# Differentiability & end-to-end Training



Deep CNN



RNN

Numerous people in  
an indoor market.

Lots of fruits on the  
stands.

- Even in complicated scenarios **differentiability** ensures NN can be **trained end-to-end** with back-propagation

# DNN Problems

- While providing good/decent performance DNNs
  - Are used and treated as “**black-boxes**”
  - Lack decomposability into intuitive/understandable components
  - When failing, it is **almost impossible to know/find the reason**
  - **Can't build trust** without understanding why they predict what they predict
  - **Can't offer insights** / tradeoffs on stronger/weaker networks
  - Train on **limited data** and testing / working on **real-world data: bias / overfitting**





Going Forward

# Closing the Software Gap

- HPC programming aims performance
- In the future, code productivity is much more important
  - Correct
  - Efficient use of HPC resources
  - Maintenance over a series of architectures
- Moore's law gives us freedom to choose architectures...



# HW/SW Challenges

- Power & energy per operation of
  - Computation
  - Data transport
  - Memory
- Threading software to (at least) millions threads
- Address memory and storage capacity & bandwidth limitations
- Managing high-node count systems in the existence of MTBF
- Affordability



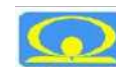


# Conclusions

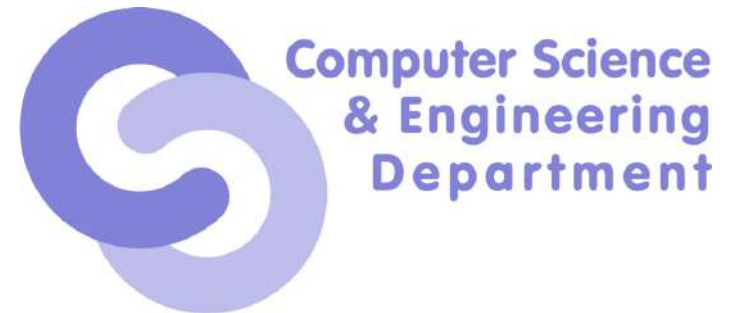
- Hardware/Software systems become the key for innovation in Science
  - Variety of HW-specific architectures
  - Exploiting the resulting freedom of choice software becomes ever more important in the algorithms-software-hardware codesign triad
- Sensible use of HPSC for real applications requires:
  - Algorithmic innovations in applied sciences and numerics
  - New paradigms for software development & infrastructure support
  - Adaptation / tuning /development of appropriate optimisation strategies

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Thank you for your attention.



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