

The DEEP-SEA Project – Concept and Achievements

EuroHPC Summit Week, Antwerp, March 18-21, 2024

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DEEP-SEA

IO-SEA

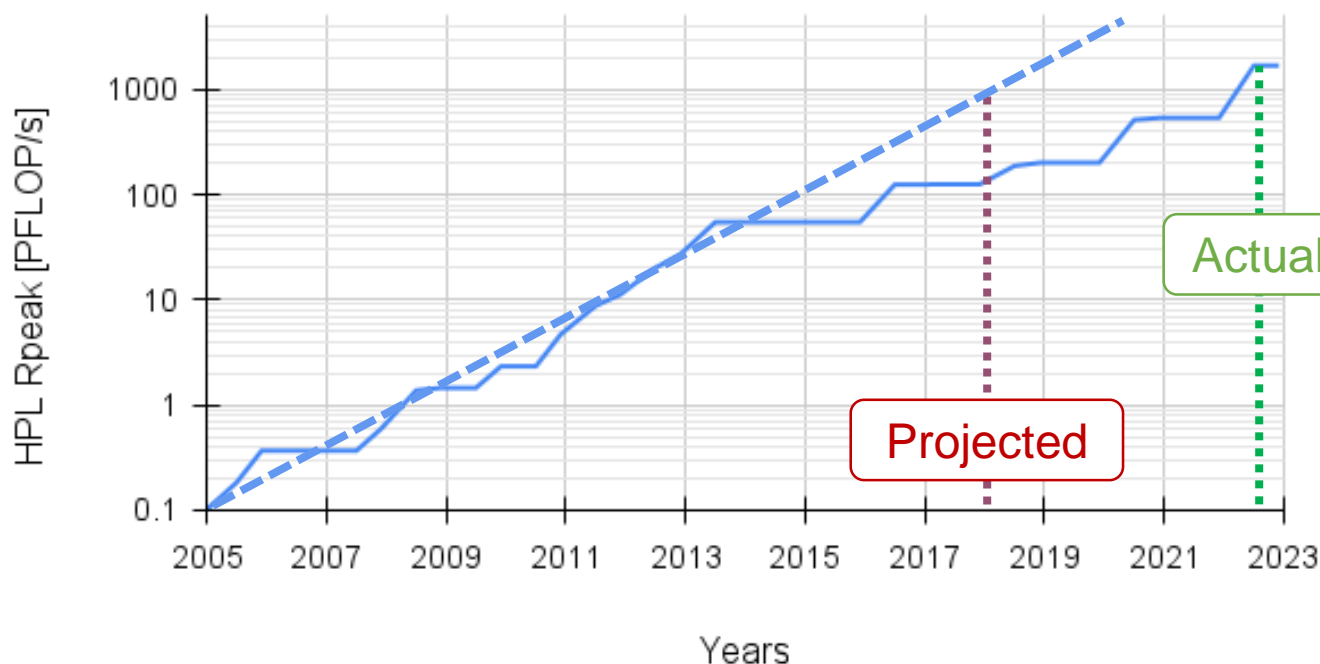
RED-SEA

DEEP-SEA Addresses Key Exascale Challenges



The road to Exascale was longer than expected

Top #1: HPL Rpeak [PFLOP/s]



Principal Challenges

- Extreme application parallelism
 - Up to billions of individual execution threads
- Truly scalable supercomputers
 - Interconnects must handle huge numbers of endpoints with highest performance & reliability
- Energy efficiency
 - Use of accelerators and beneficial scale for all applications
 - Energy-oriented scheduling & management
- Memory and storage
 - Growing performance gap between compute and memory & I/O throughput
- Support of workload diversity
 - Wide variety of HPC, AI and data analytics workloads

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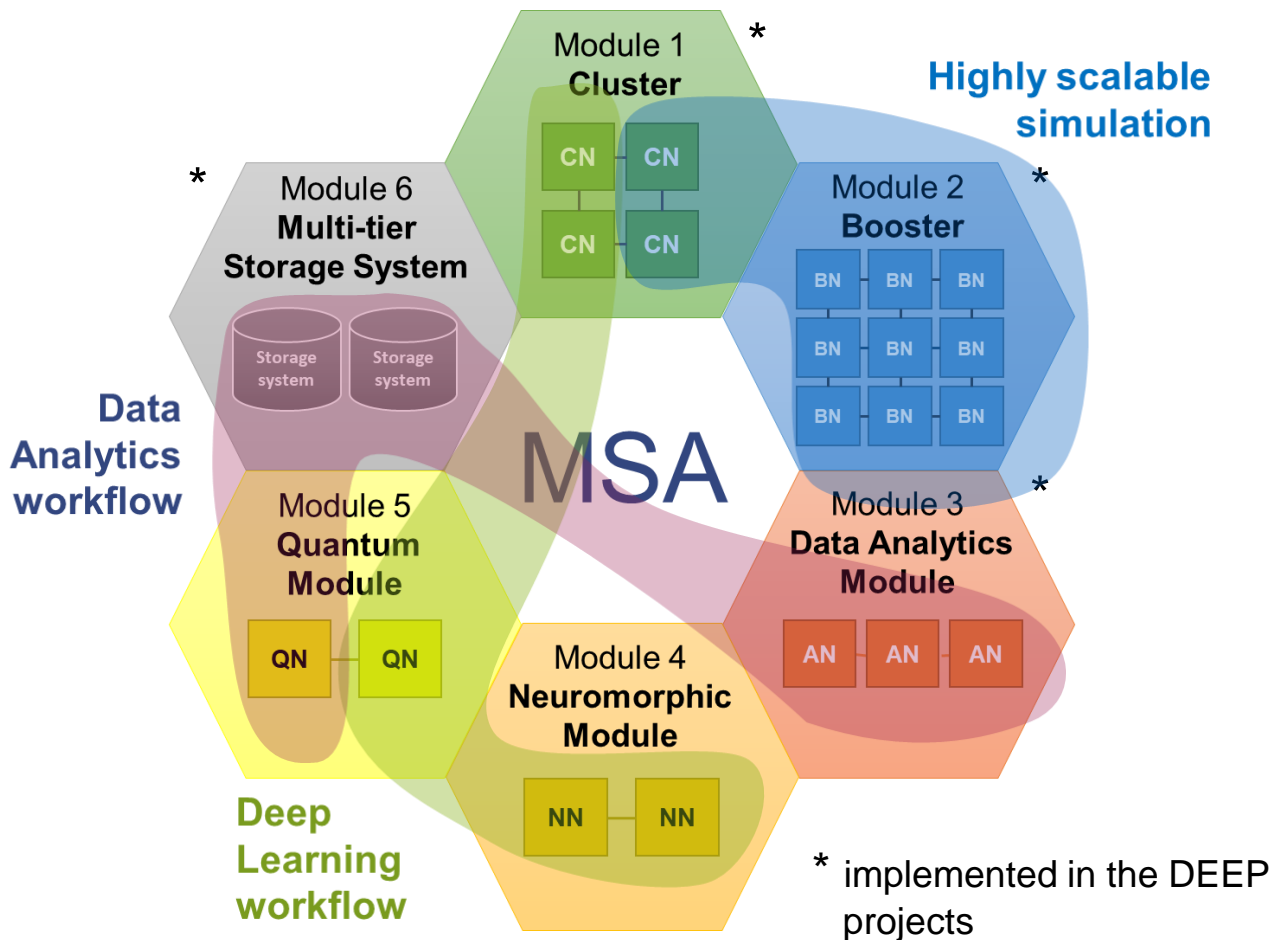
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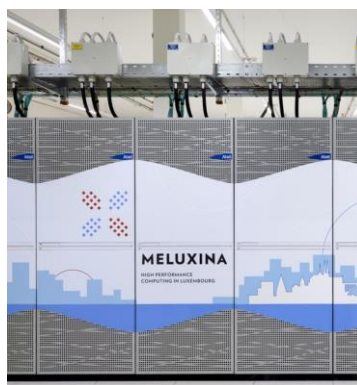
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Composability of heterogeneous resources



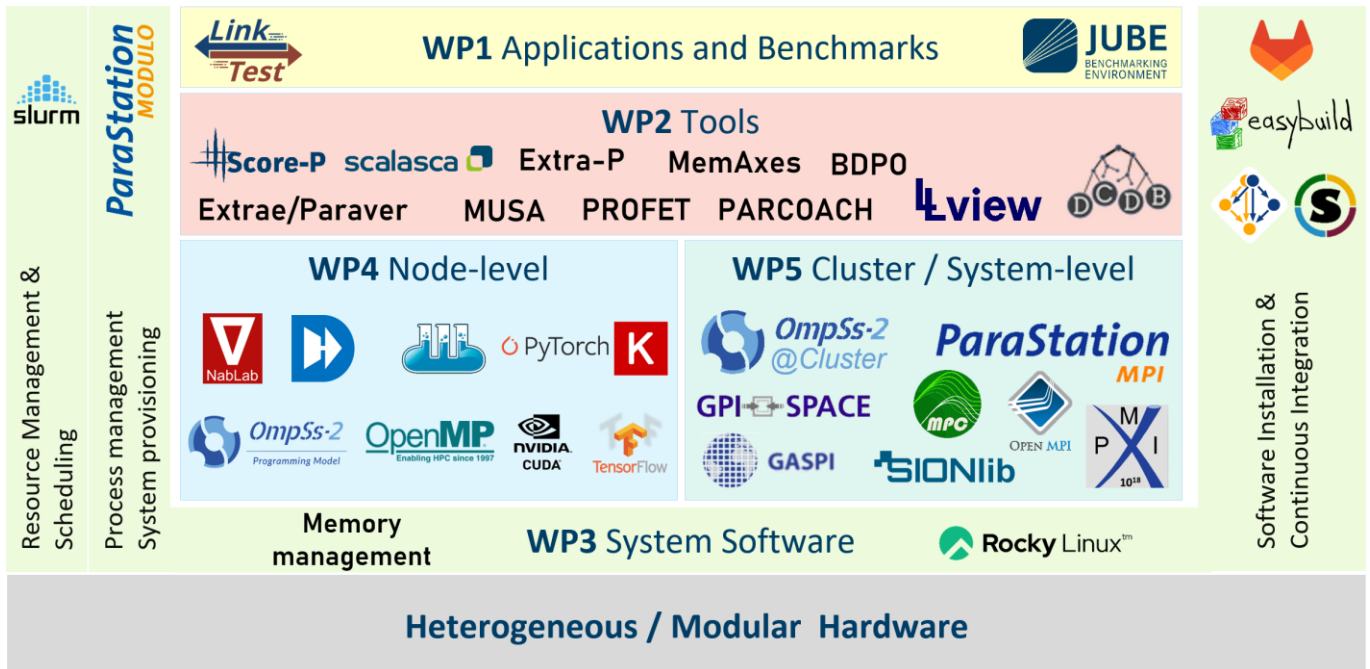
- Cost-effective scaling
- Effective resource-sharing
- Supports HPC / ML / AI / Big Data workloads



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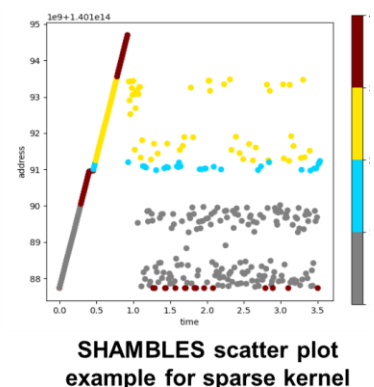
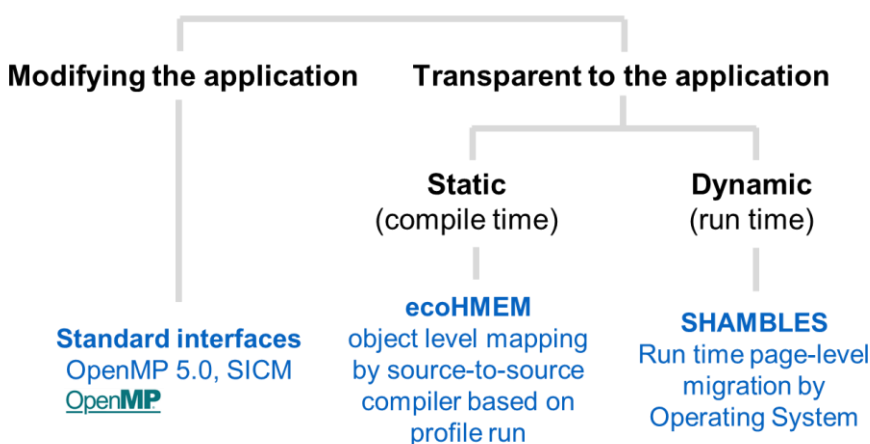
Comprehensive, Integrated, Exascale-Ready



Public release at <https://gitlab.jsc.fz-juelich.de/deep-sea/easybuild-repository-public-release>

Heterogeneous Memory Support

- Combine fast (HBM) with conventional (DDR) memory
- DEEP-SEA tools support
 - Restructuring of applications (OpenMP)
 - Tool-guided optimization of applications (ecoHMEM)
 - Automatic use by unmodified code



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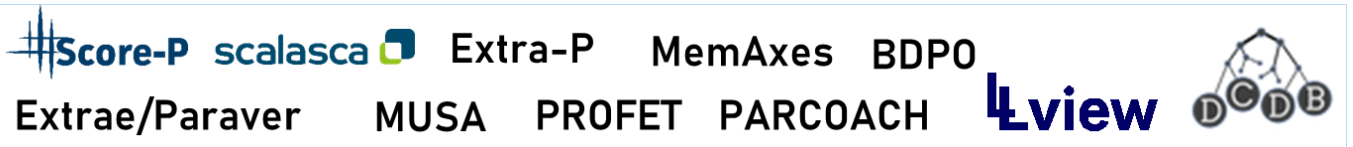
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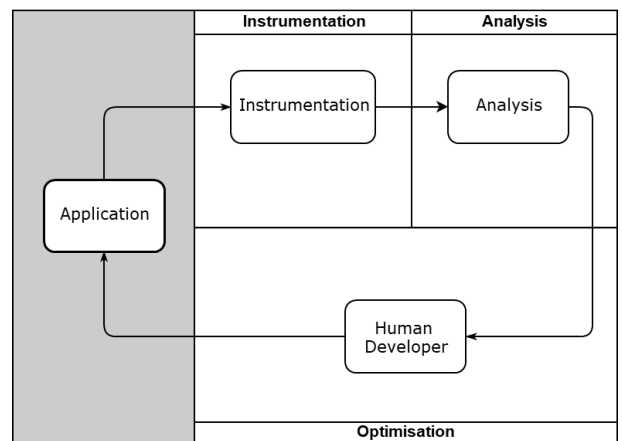
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Optimisation Cycles Guiding HPC SW Developers

- Many SW tools available to HPC SW developers for analysis and optimisation – in DEEP-SEA, these:

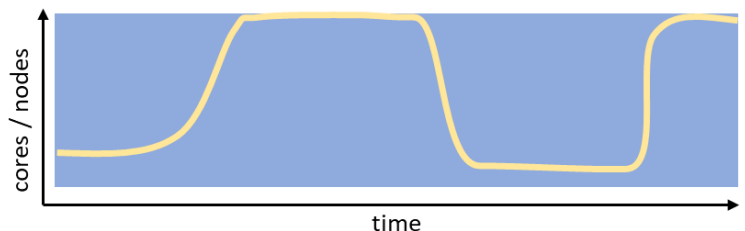


- Optimisation cycles capture tool workflows for specific purposes
- They guide SW developers and make it easier to achieve specific goals
 - Like improving load balance or reducing energy to solution

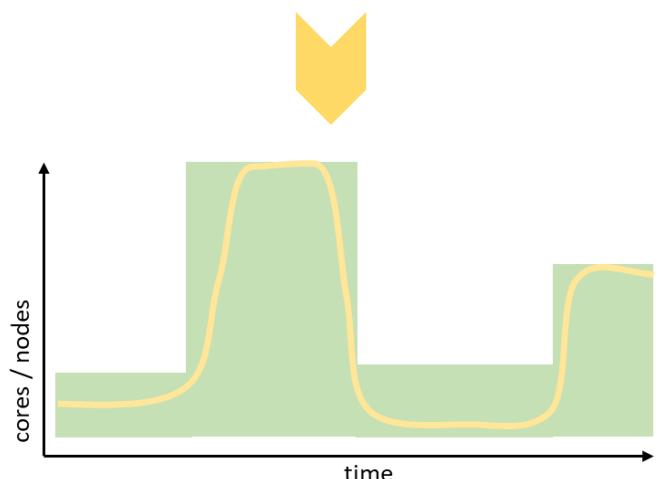


Malleability and Dynamic Resource Allocation

- Use of resources varies over time (yellow curve)
- Constant allocation of resources (blue)



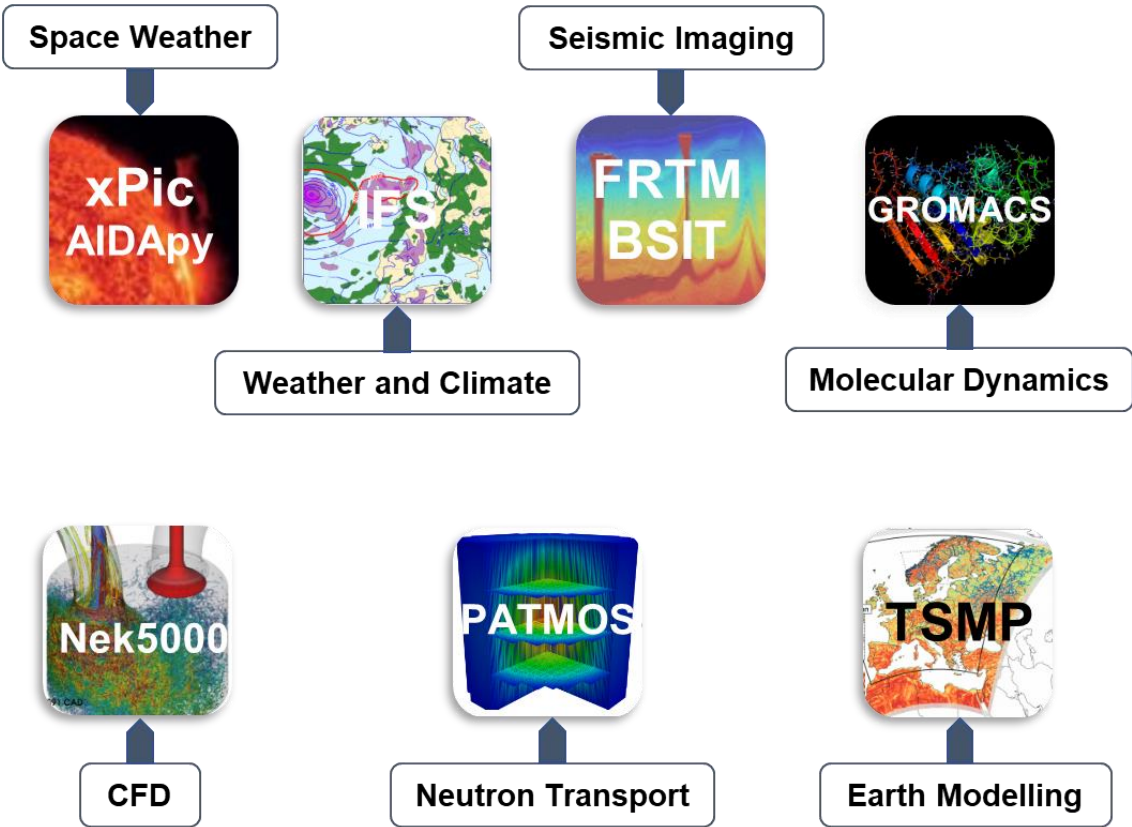
- Improved dynamic allocation of resources (green)
- Malleable applications can request or shed resources
- MPI & Slurm prototype for enabling application-driven malleability



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Important Real-World Co-Design Applications



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