



# Modular Supercomputing

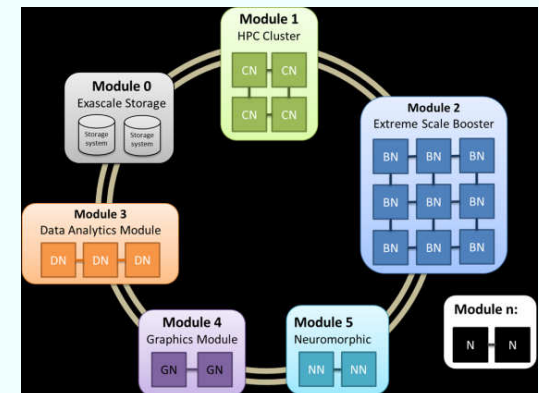
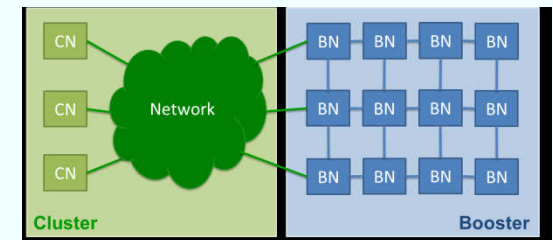
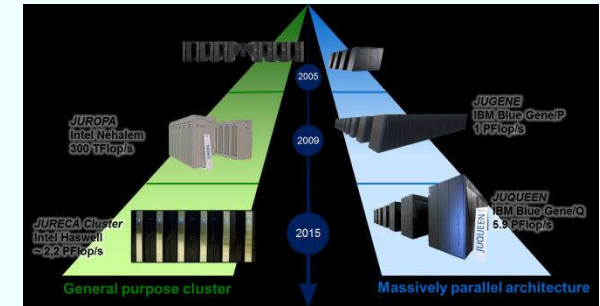
**An overview of  
computing architecture  
evolution at JSC**

Estela Suarez

Jülich Supercomputing Centre (JSC), Forschungszentrum Jülich

# Outline

- Supercomputing evolution
  - Cluster computing
- Architectures at JSC
  - **Dual** architecture approach
  - **Cluster-Booster** architecture
    - *The DEEP projects*
  - **Modular Supercomputing** architecture
- JSC future vision

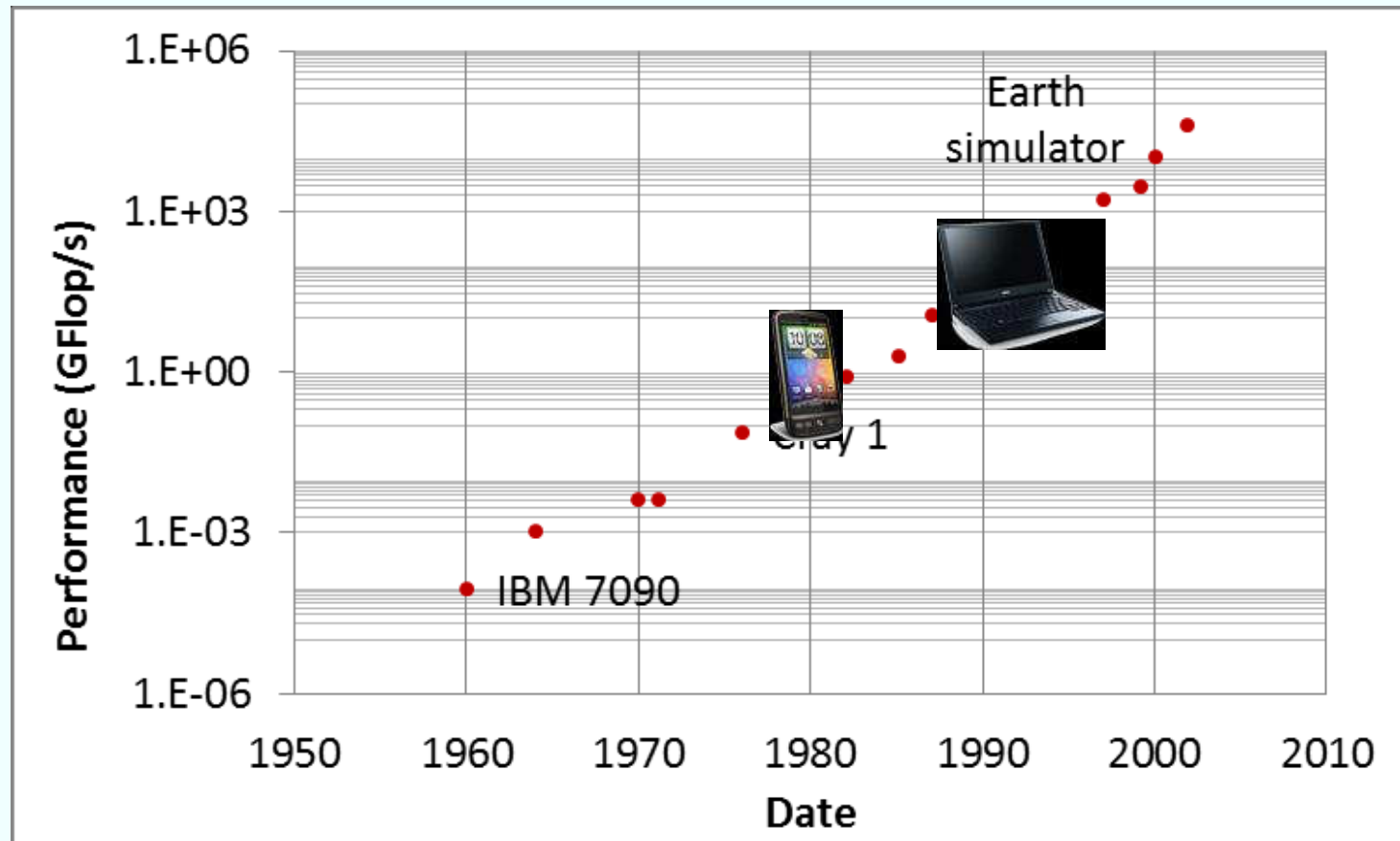




Architecture changes in time

# SUPERCOMPUTING EVOLUTION

# Supercomputing evolution – Performance

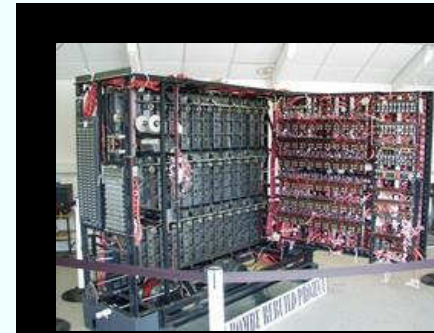


## Moore's law

- Every 18-24 months the # transistors in microprocessors doubles

# SC Evolution – Architecture paradigms

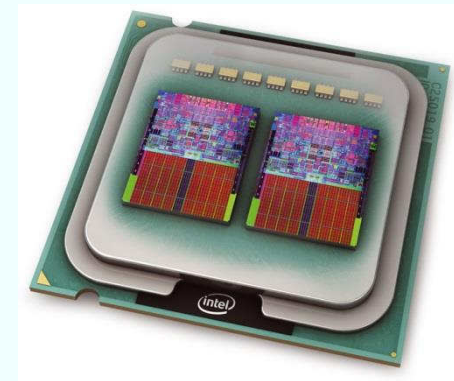
- **1940 – 1950:** first computers are Supercomputers
  - Specialized, very expensive
- **1960 – 1980:** general purpose computers appear
  - Still special machines needed to solve very complex problems  
→ Supercomputing (High Performance Computing - HPC)
- 
  - Focus: floating operations (linear Algebra)
  - Special purpose technologies (fast vector processors, parallel architectures)
  - Only few machines produced
- **1990 – 2000:** integrate standard processors
  - Many „computers“ connected through fast network
    - Distributed memory → MPI
  - Both in proprietary Massively Parallel (MPP) and Cluster Computing
- **2010 – :** heterogeneous cluster systems
  - Use accelerator technologies (GPU, Xeon Phi)



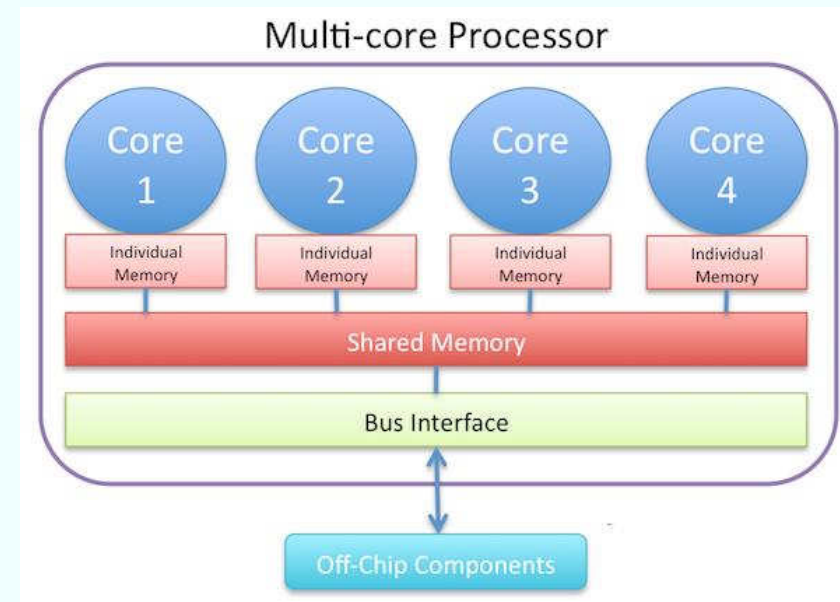
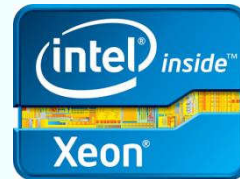
# General purpose processors

## Characteristics

- Broad range of capabilities
- Today always multi-core
  - Up to about 20 cores
- High single thread performance
  - High frequency
  - Out of order processing
- High memory per core
- Runs standard programming environment (MPI, OpenMP, etc.)
- Disadvantages
  - Limited energy efficiency
  - Larger \$/FLOP



e.g.





# Accelerators

## Many core (Intel Xeon Phi)

- 60 to 80 cores, 4 threads / core
- Rather low single thread performance
  - *low frequency*
- Energy efficient (\$/FLOP)
- x86 architecture → standard programming with MPI, OpenMP, etc.
- Can run autonomously (without host)

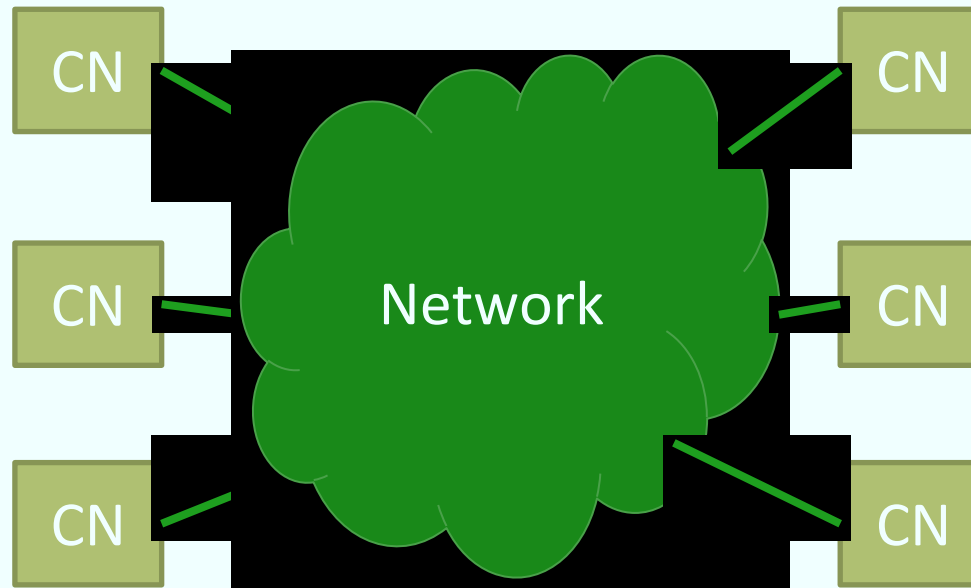


## GPGPU (Graphic cards)

- Designed for graphics but evolved into general purpose
- Hundreds of (weak) computing cores
- Very energy efficient (\$/FLOP)
- Require specific programming models (CUDA, OpenCL)
- Require a host CPU

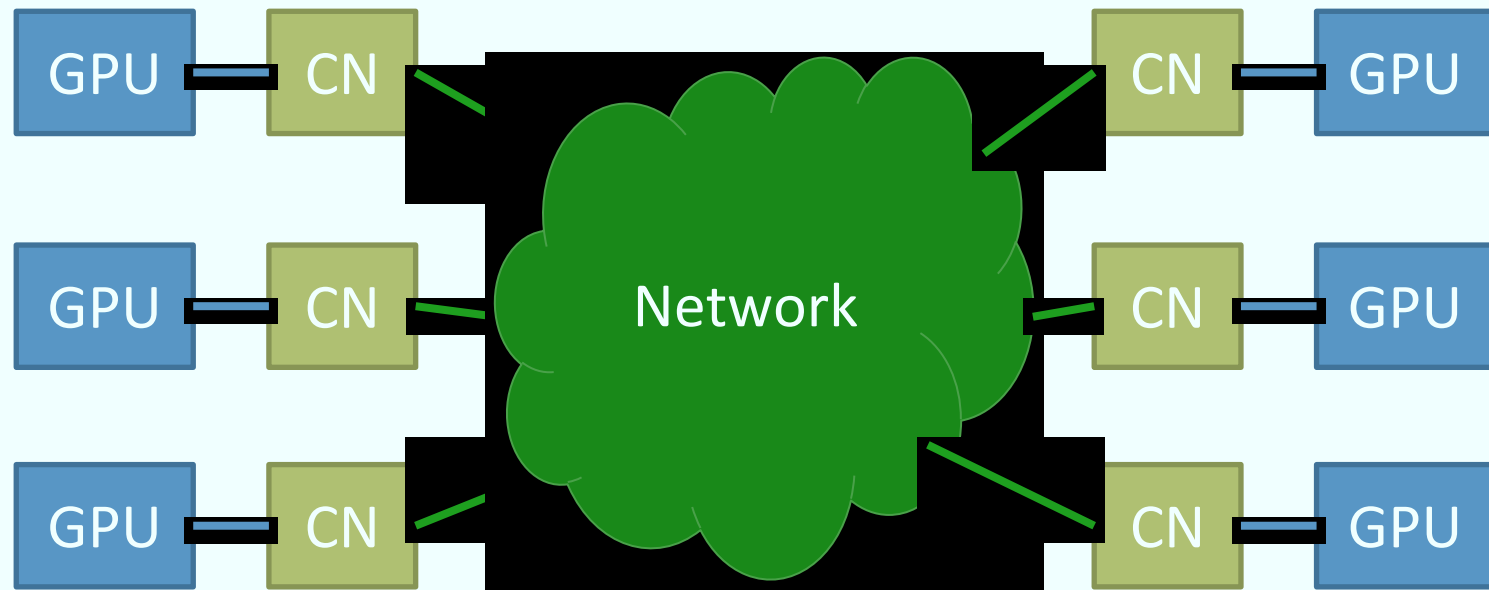


# Homogeneous Cluster





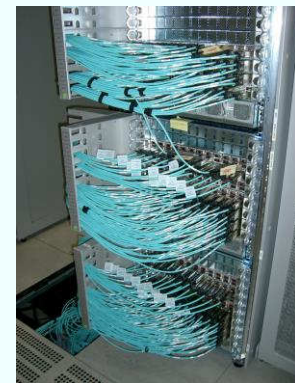
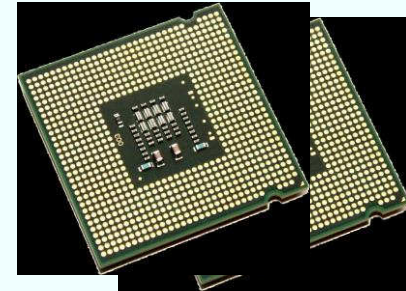
# Heterogeneous Cluster



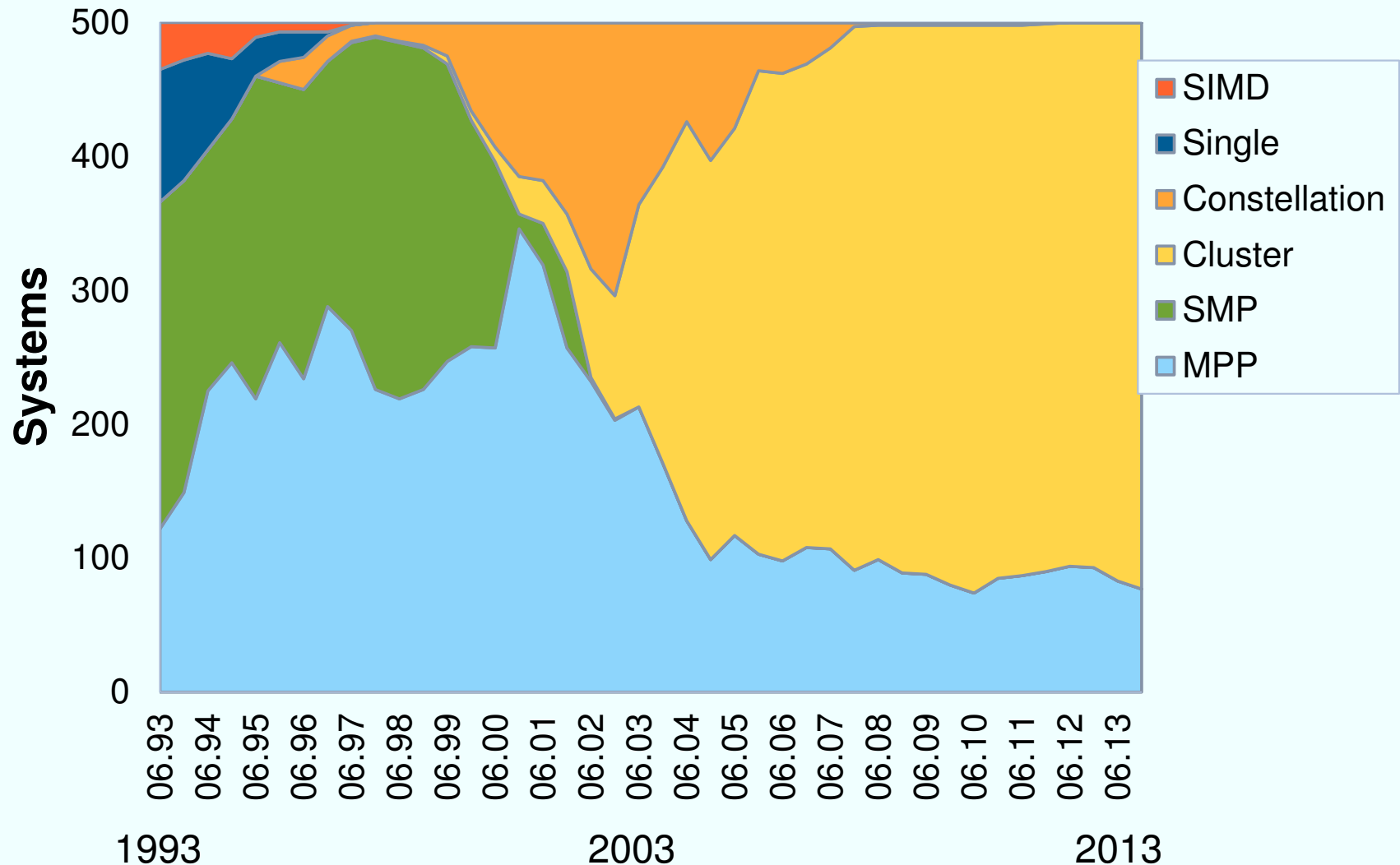
# Cluster „anatomy“

Components selected/tuned to fit user needs

- **Heart:** Processor providing compute performance
- **Brain:** Memory / Storage
  - With many layers (Caches, DRAM, SSD, HD, Tape)
- **Nerve system:** Network
  - Often more than one (MPI, Administration, I/O...)
- **Consciousness:** Software
  - Including various middleware layers (node management, process management, MPI, etc.)
  - OpenSource
- **Balance** is more important than performance of individual components
  - Challenge: „slow“ memory and network evolution vs. computing performance



# SC Evolution – Top500 architectures

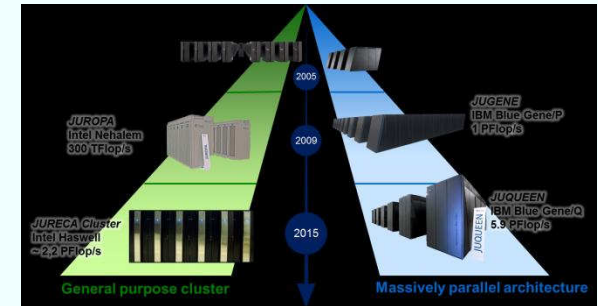




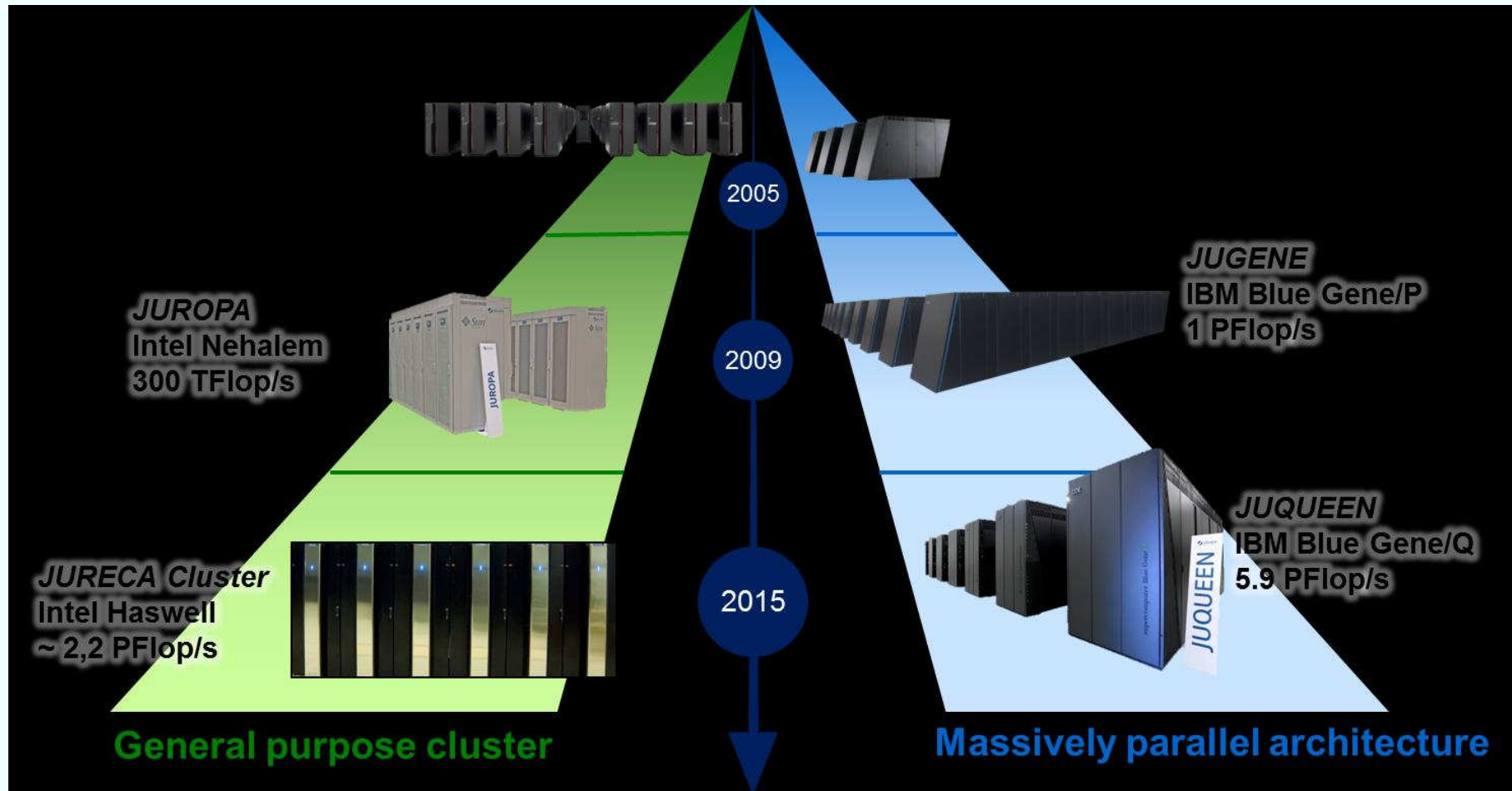
# ARCHITECTURES AT JSC

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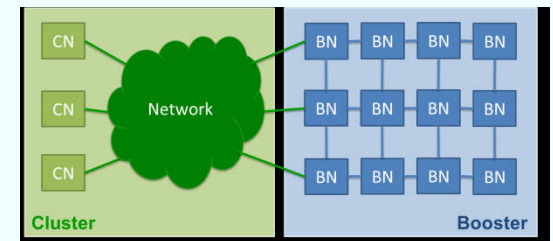


# Dual Architecture at JSC



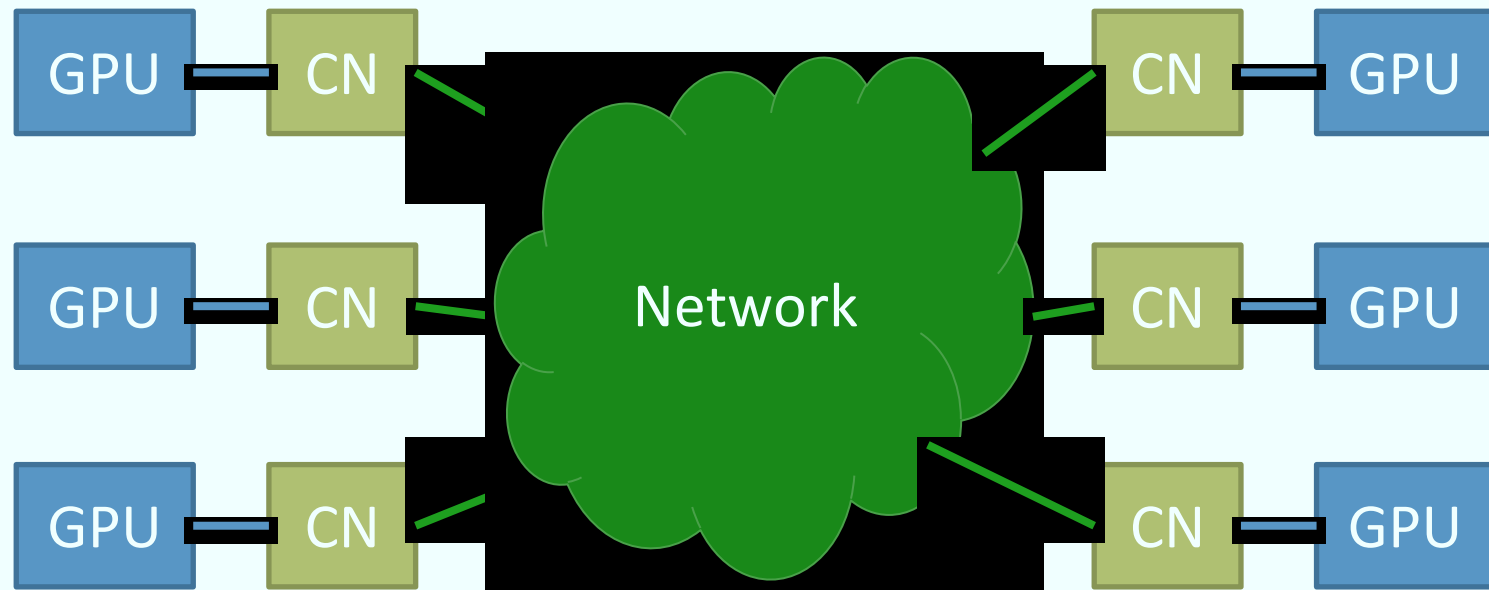
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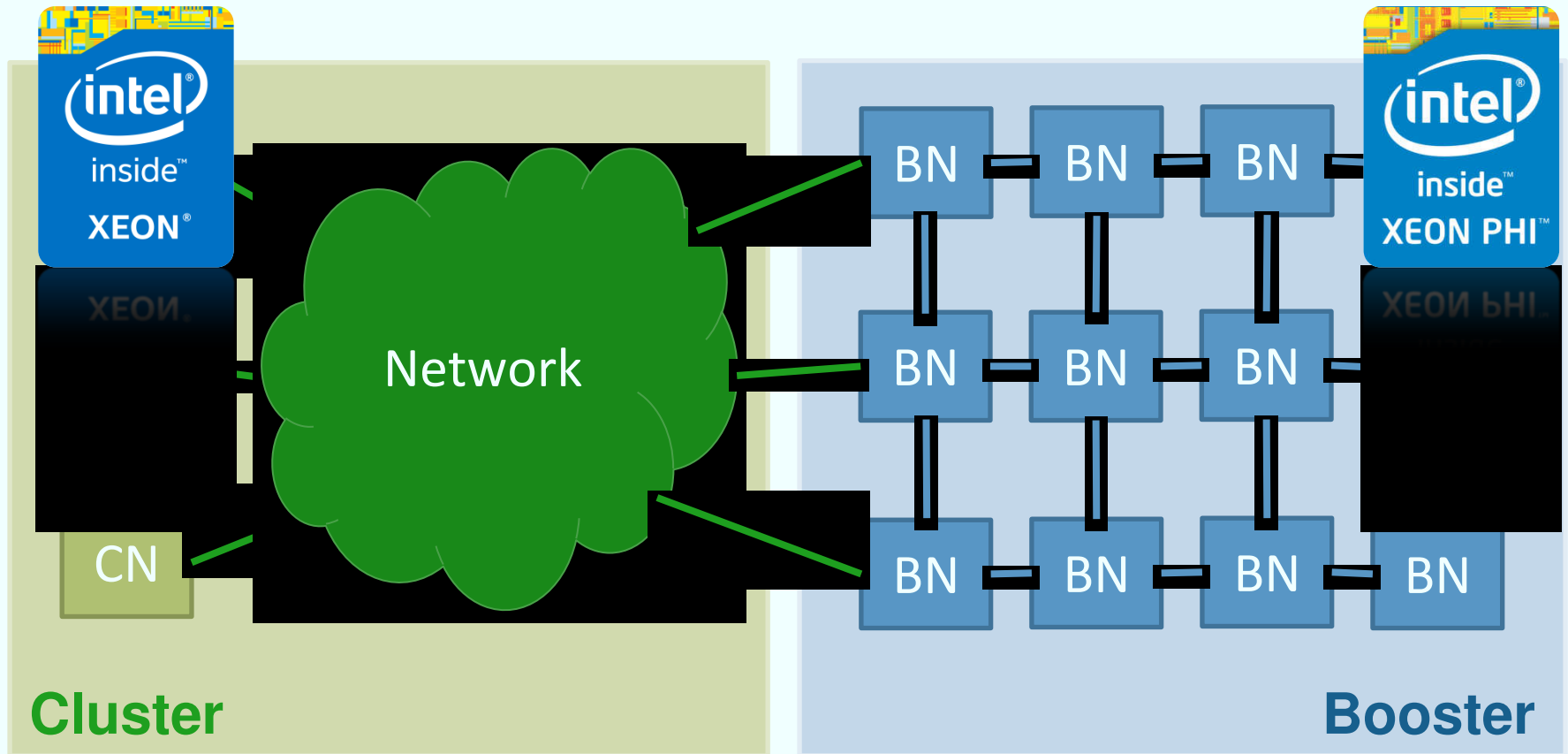




# Heterogeneous Cluster



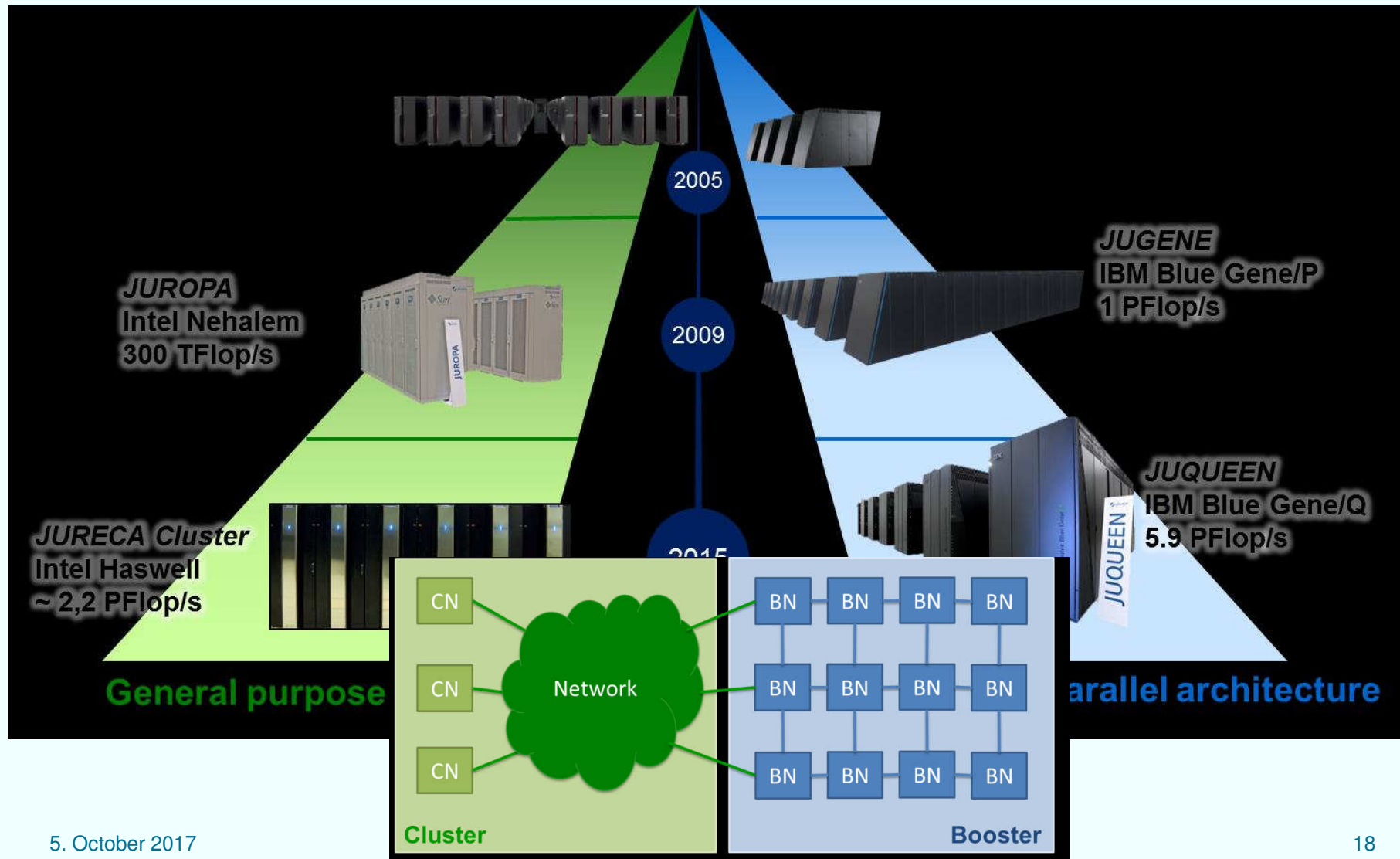
# Cluster-Booster architecture



Low/Medium scalable code parts

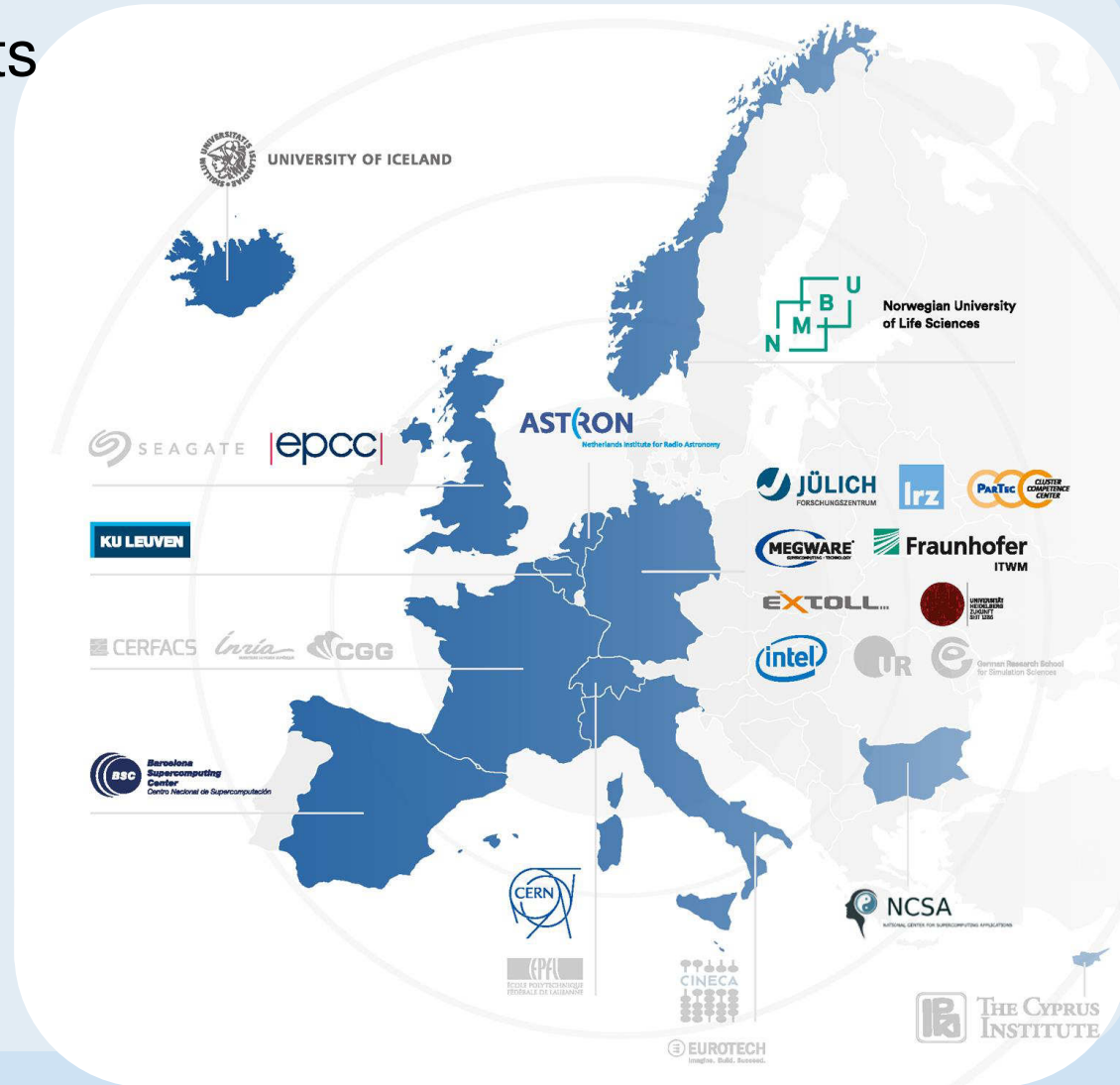
Highly scalable code parts

# Dual Architecture at JSC



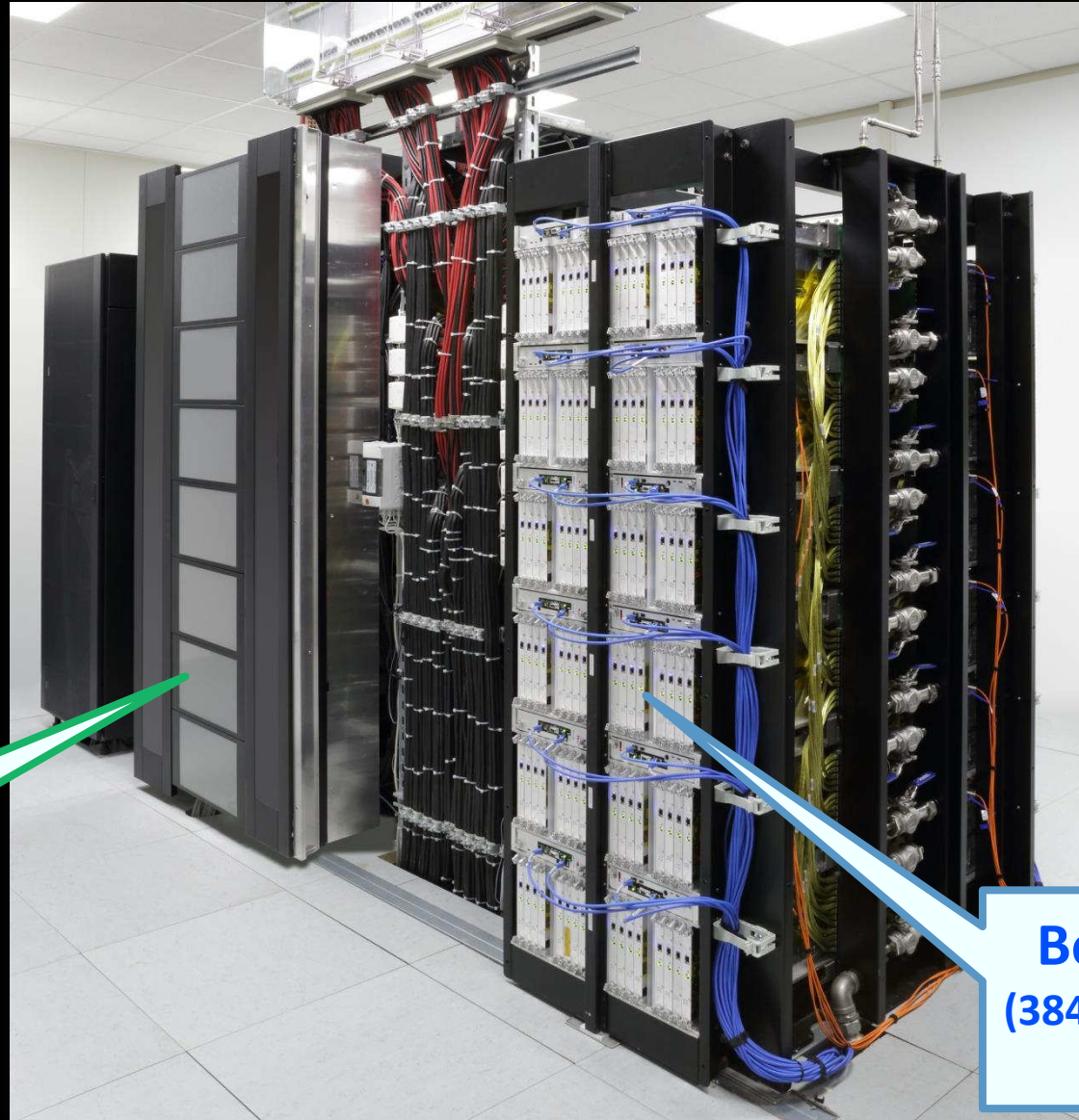
- 3x EU Exascale projects  
DEEP  
DEEP-ER  
DEEP-EST
- 27 partners  
Coordinated by JSC
- EU-funding: 30 M€
- Nov 2011 – Jun 2020

Co-design:  
Hardware  
Software  
Applications

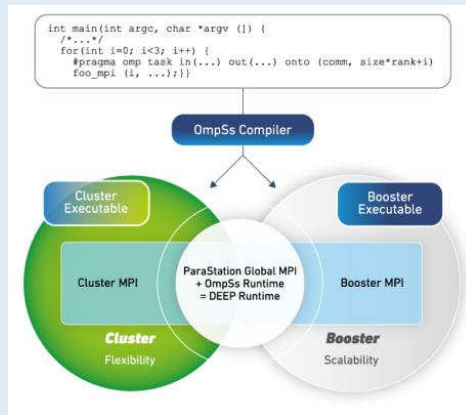
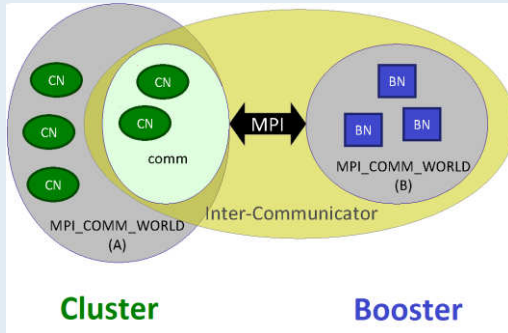


- Installed at JSC
- 1,5 racks
- 500 TFlop/s  
(peak perf.)
- 3.5 GFlop/s/W
- Water cooled

**Cluster**  
(128 Xeon)



**Booster**  
(384 Xeon Phi  
KNC)

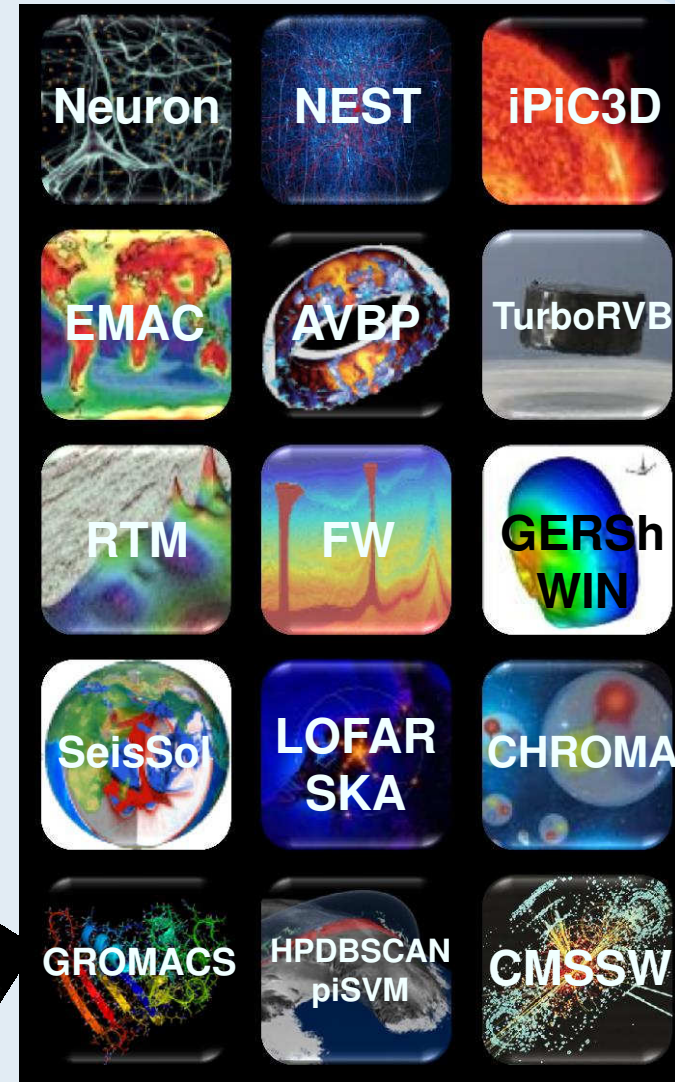
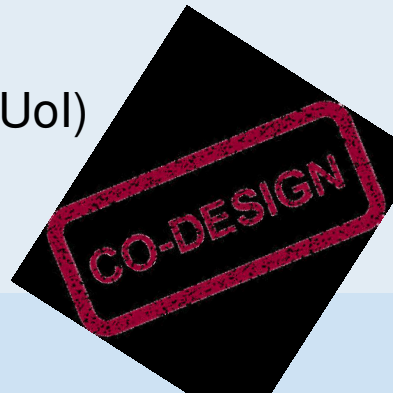


- **Low-level SW:** Cluster-Booster protocol
- **Scheduler:** Torque/Maui → SLURM
- **Filesystem:** BeeGFS
- **Compilers:** Intel, gcc, PGI
- **Debuggers:** Intel Inspector, TotalView
- **Programming:** ParaStation MPI (mpich), OpenMP, OmpSs
- **Performance analysis tools:** Scalasca, Extrae/Paraver, Intel Advisor, VTune...
- **Benchmarking tools:** JUBE
- **Libraries:** SIONlib, SCR, E10, HDF5...

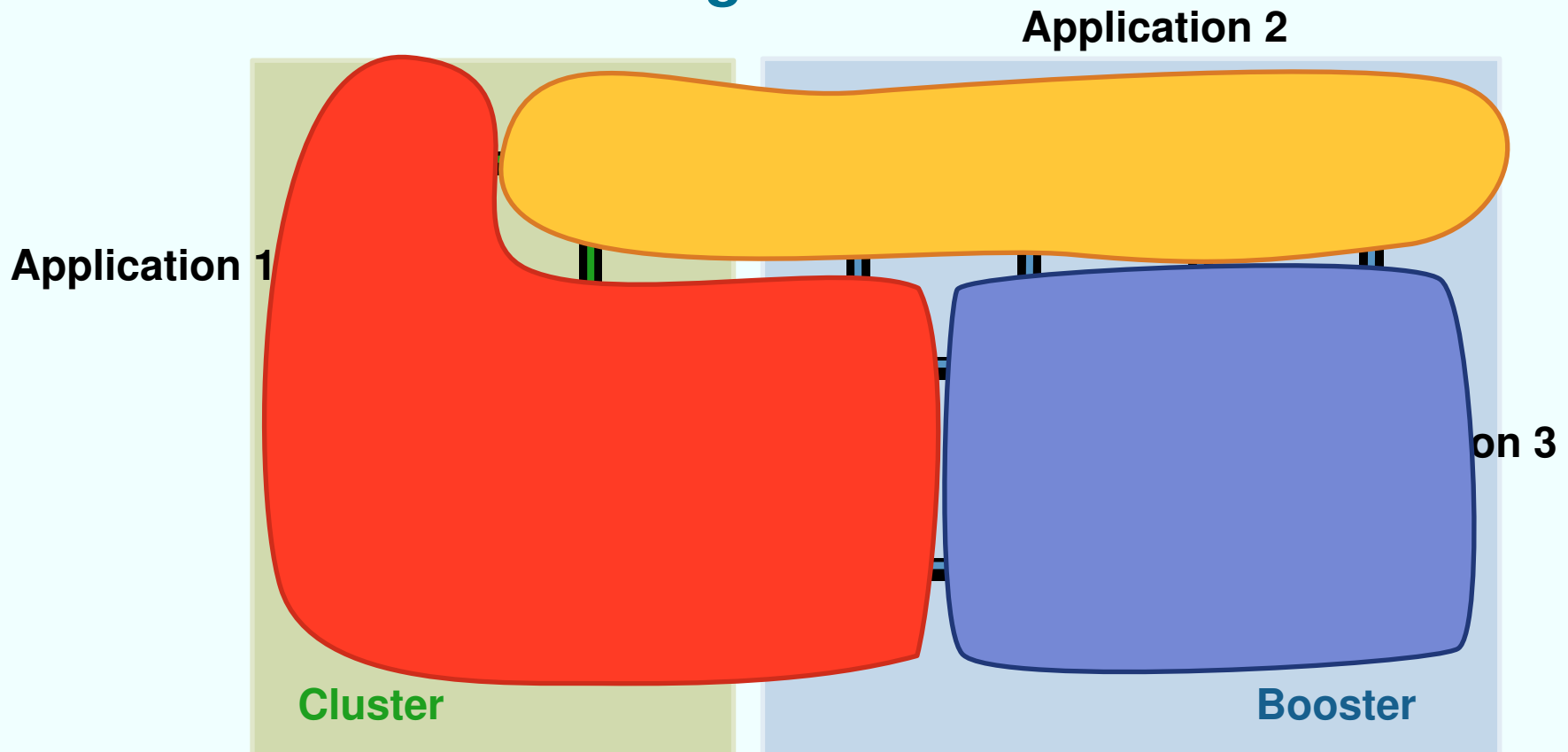


## DEEP projects applications (15):

- Brain simulation (EPFL + NMBU)
- Space weather simulation (KULeuven)
- Climate simulation (Cyprus Institute)
- Computational fluid engineering (CERFACS)
- High temperature superconductivity (CINECA)
- Seismic imaging (CGG + BSC)
- Human exposure to electromagnetic fields (INRIA)
- Geoscience (LRZ)
- Radio astronomy (Astron)
- Lattice QCD (University of Regensburg)
- Molecular dynamics (NCSA)
- Data analytics in Earth Science (UoI)
- High Energy Physics (CERN)



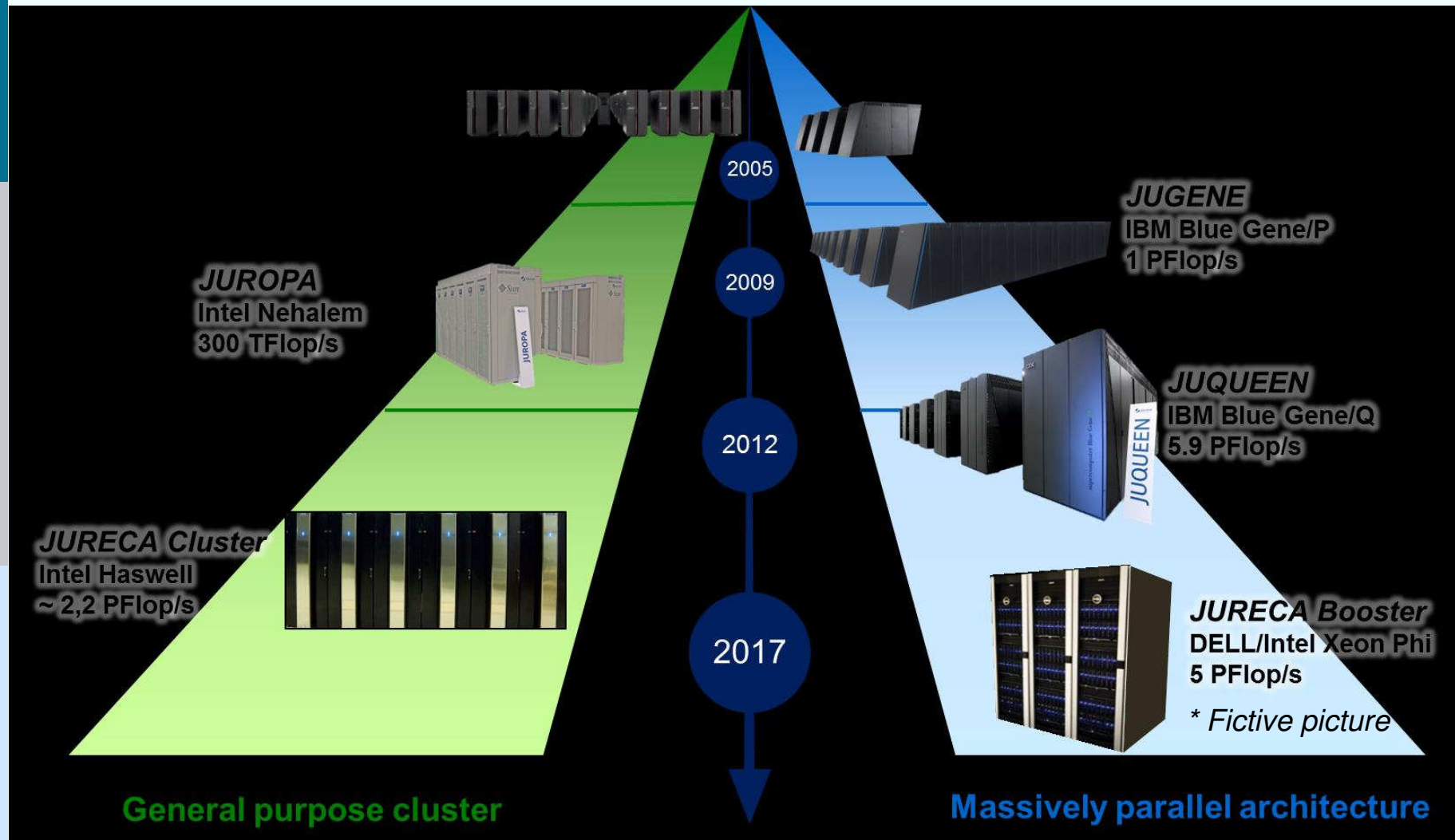
# Cluster-Booster advantages



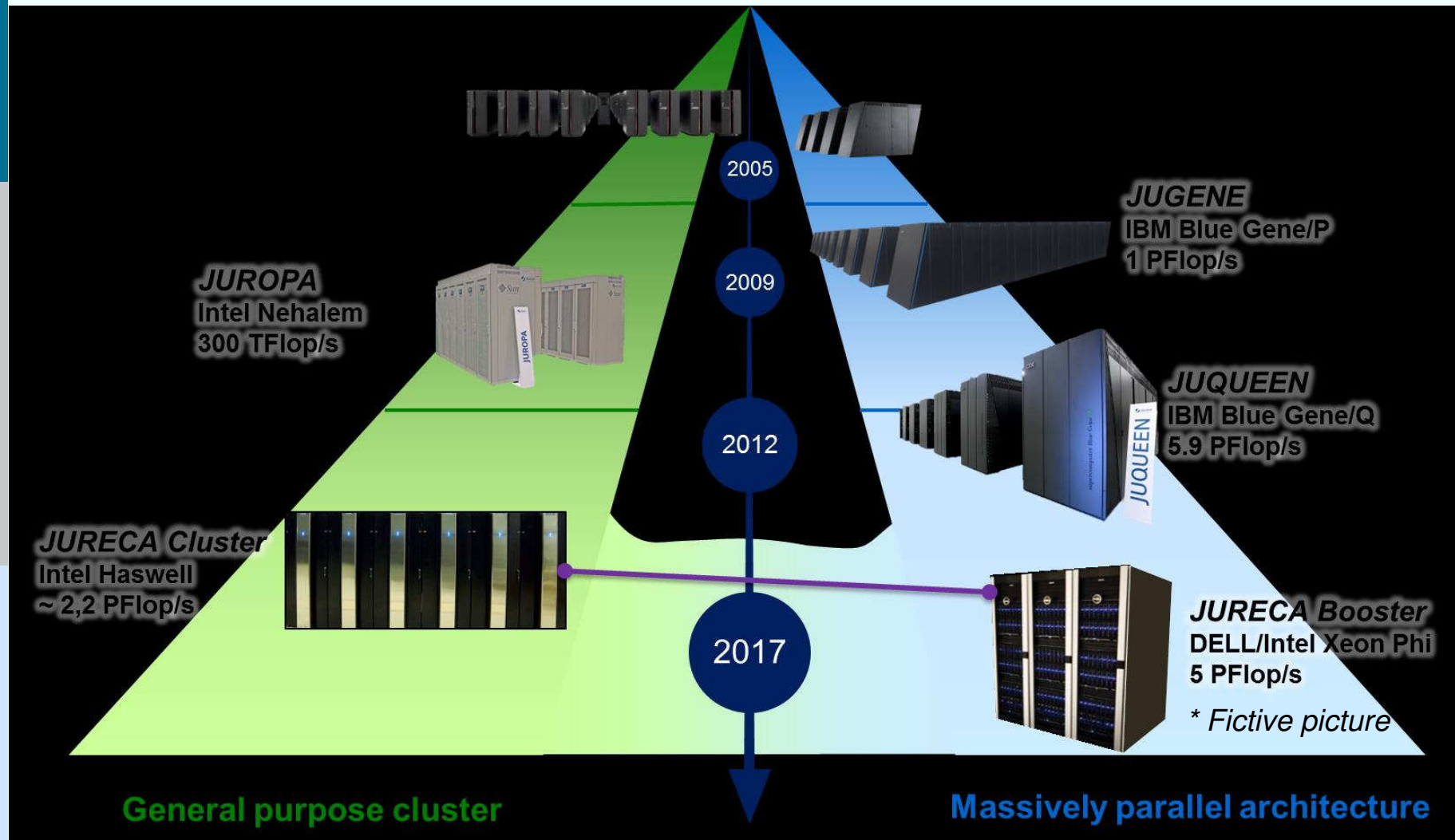
- **Full user flexibility** – many possible use modes
- **Efficient resources use** – only used nodes are blocked



# Dual → Cluster Booster

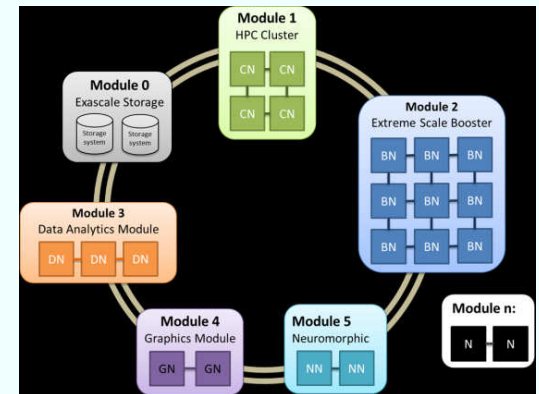


# Dual → Cluster Booster

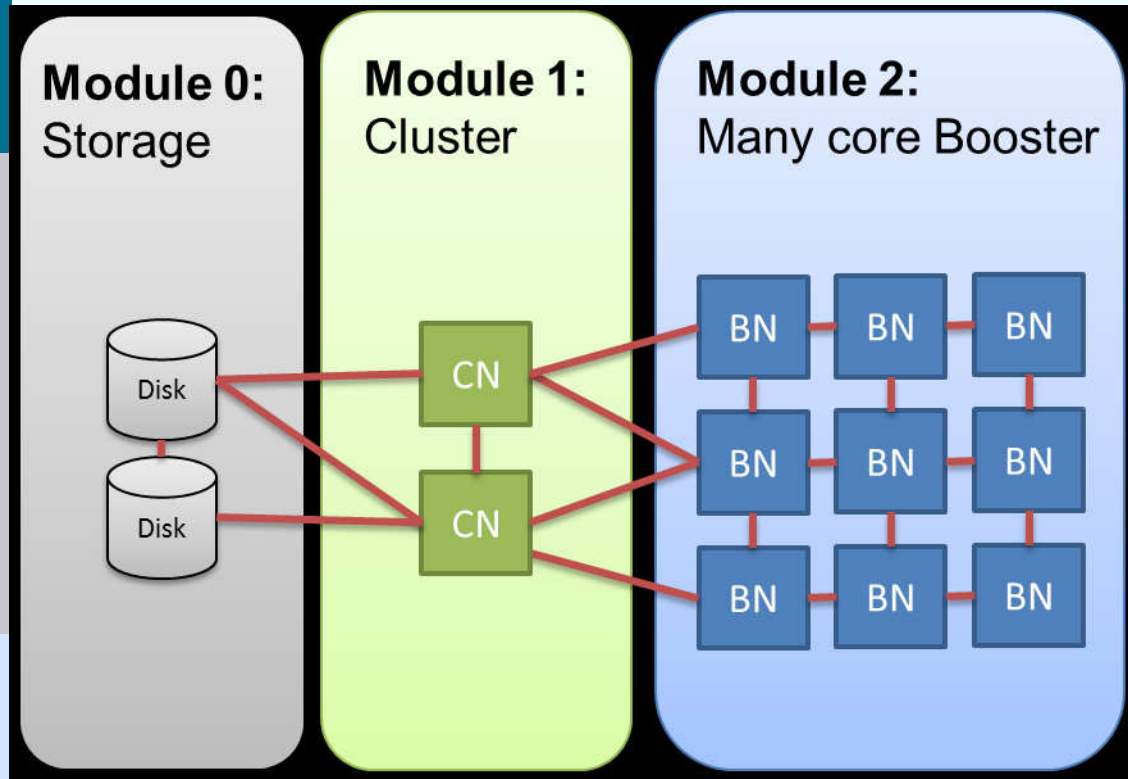


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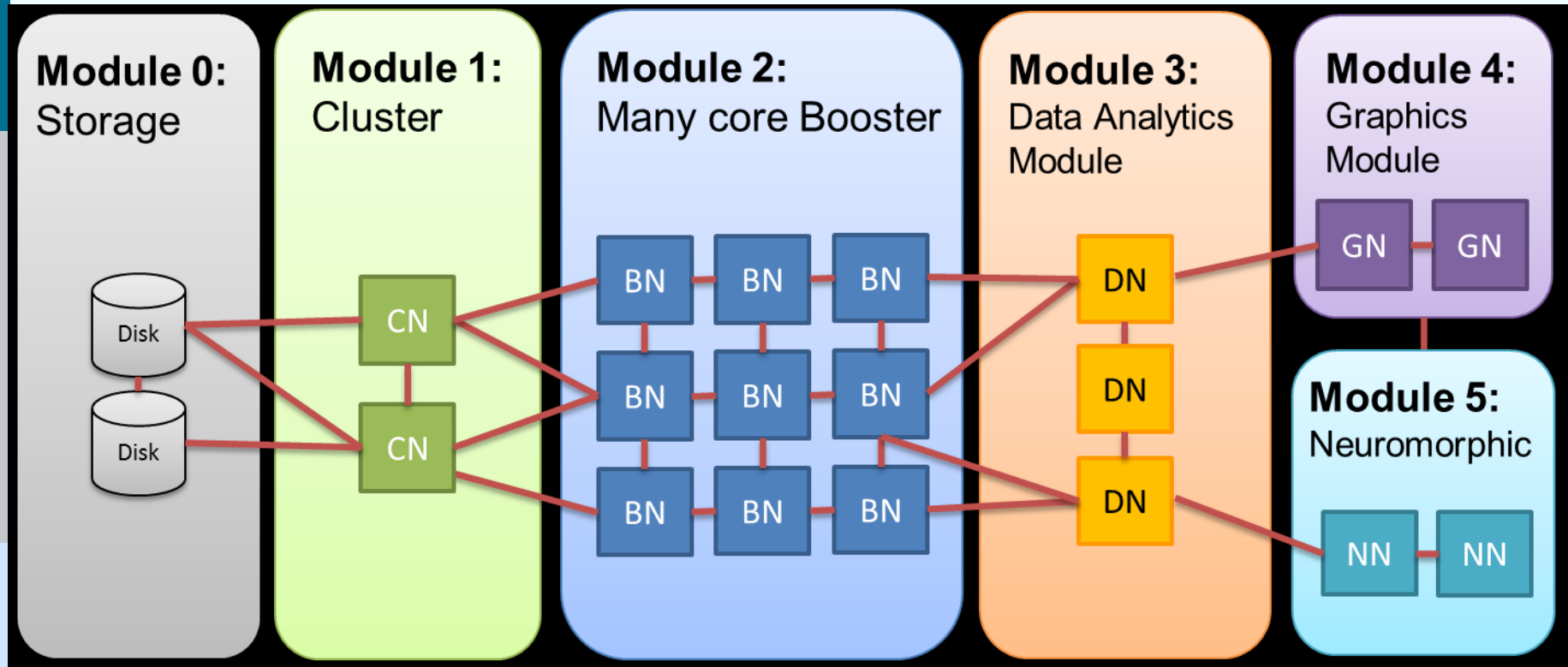
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# Cluster – Booster architecture

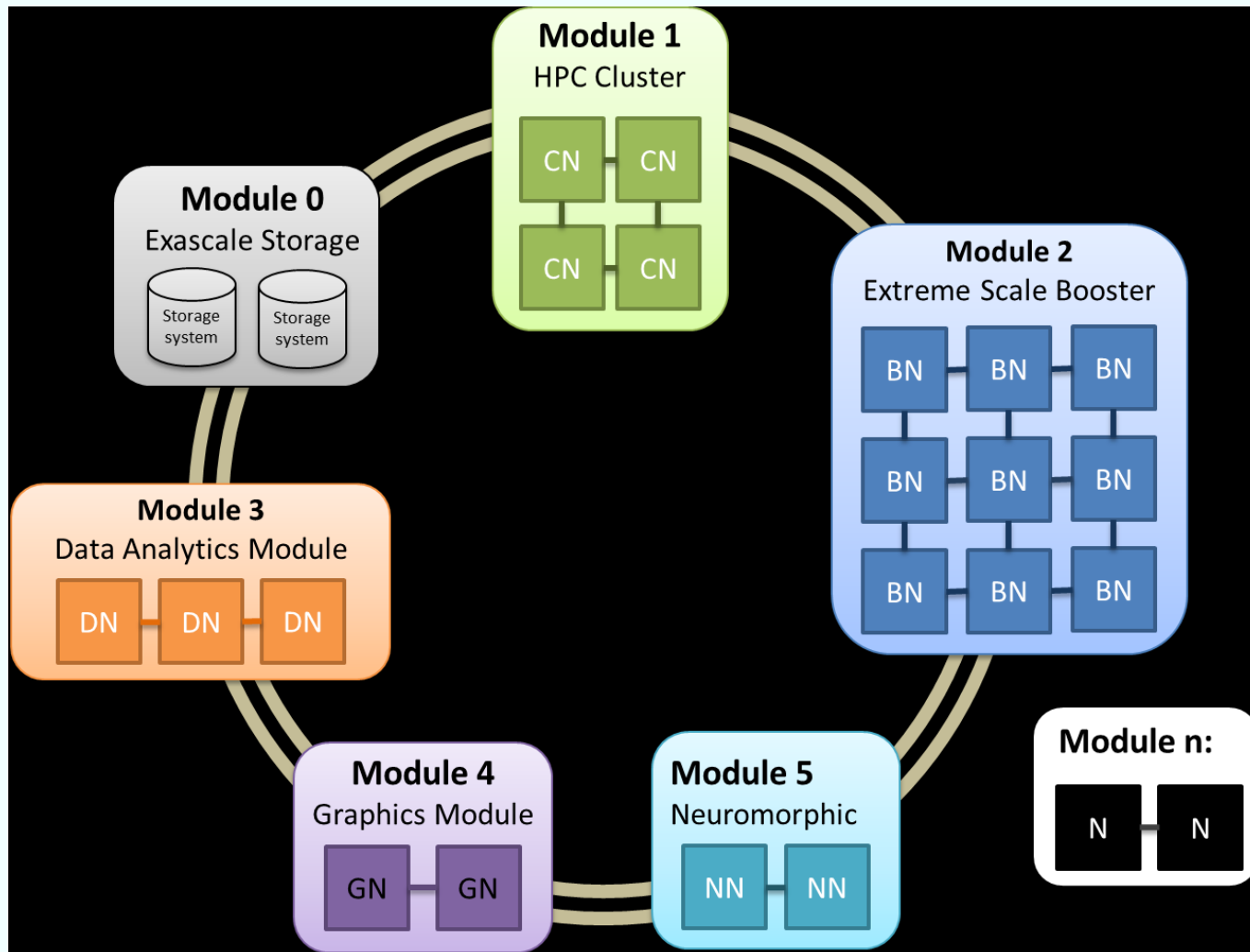


# Modular Supercomputing

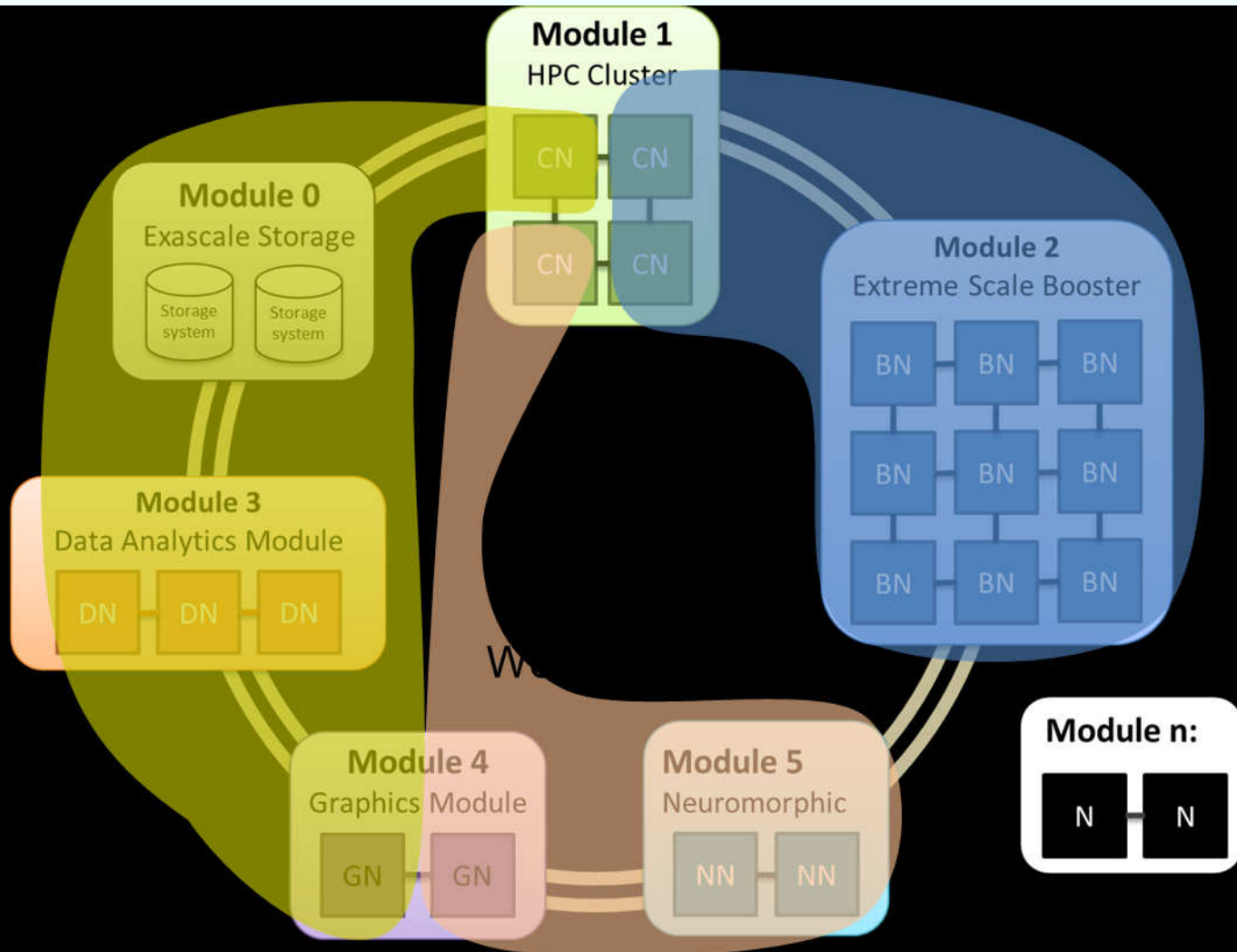


Generalization of the Cluster-Booster concept

# Modular Supercomputing

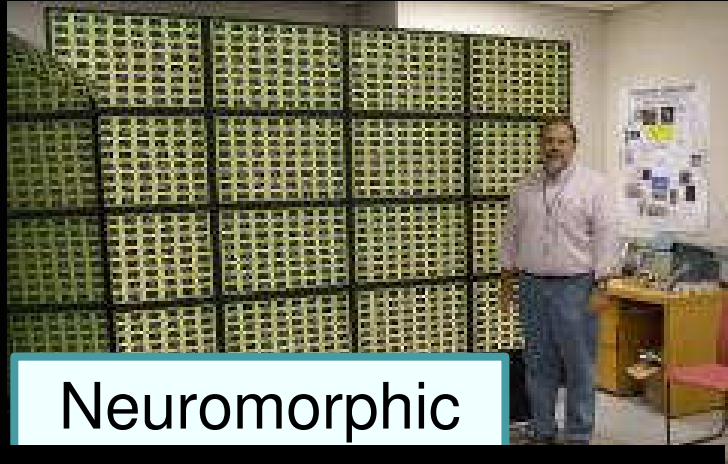


# Modular Supercomputing





# JSC future vision



Neuromorphic



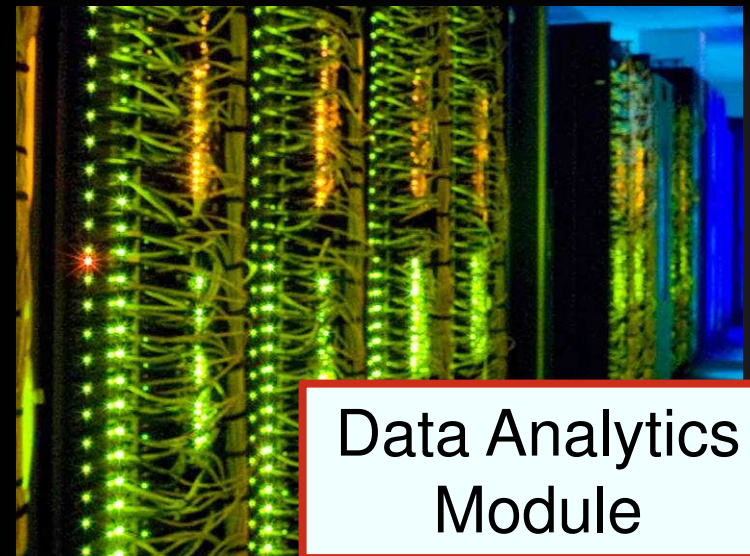
Quantum Computer



Cluster



Booster



Data Analytics  
Module