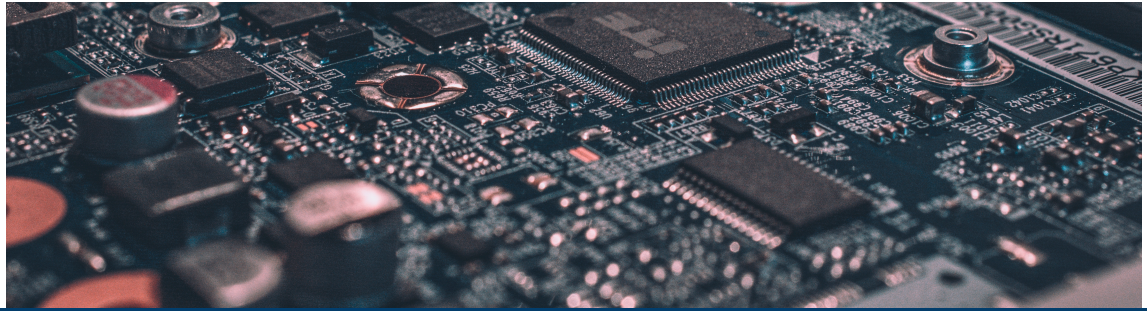


GPU ACCELERATORS AT JSC
SUPERCOMPUTING INTRODUCTION COURSE

24 Nov 2021 | Andreas Herten | Forschungszentrum Jülich

JÜLICH Forschungszentrum
JÜLICH SUPERCOMPUTING CENTRE

Outline

- GPUs at JSC
  - JUWELS
    - JUWELS Cluster
    - JUWELS Booster
  - JURECA DC
- GPU Architecture
  - Empirical Motivation
  - Comparisons
  - GPU Architecture
  - Summary
- Programming GPUs
  - Libraries
  - Directives
  - CUDA C/C++
  - Performance Analysis
  - Advanced Topics
- Advanced Topics

JUWELS Cluster – Jülich's Scalable System

- 2500 nodes with Intel Xeon CPUs (2×24 cores)
- $46 + 10$ nodes with 4 NVIDIA Tesla V100 cards (16 GB memory)
- 10.4 (CPU) + 1.6 (GPU) PFLOP/s peak performance (Top500: #65)

JUWELS Booster – Scaling Higher!

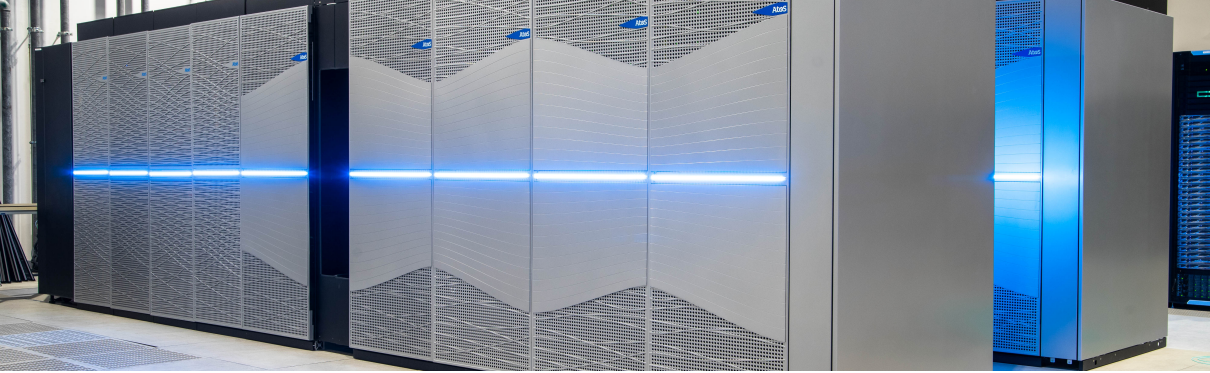
- 936 nodes with AMD EPYC Rome CPUs (2×24 cores)
- Each with 4 NVIDIA A100 Ampere GPUs (each: *FP64TC:* 19.5, *FP64:* 9.7 TFLOP/s, 40 GB memory)
- InfiniBand DragonFly+ HDR-200 network; 4×200 Gbit/s per node

Top500 List Nov 2021:

- #1 Europe
- #8 World
- #4* Top/Green500

JUWELS Booster – Scaling Higher!

- 936 nodes with AMD EPYC Rome CPUs (2×24 cores)
- Each with 4 NVIDIA A100 Ampere GPUs (each: *FP64TC:* 19.5 *FP64:* 9.7 TFLOP/s, 40 GB memory)
- InfiniBand DragonFly+ HDR-200 network; 4×200 Gbit/s per node



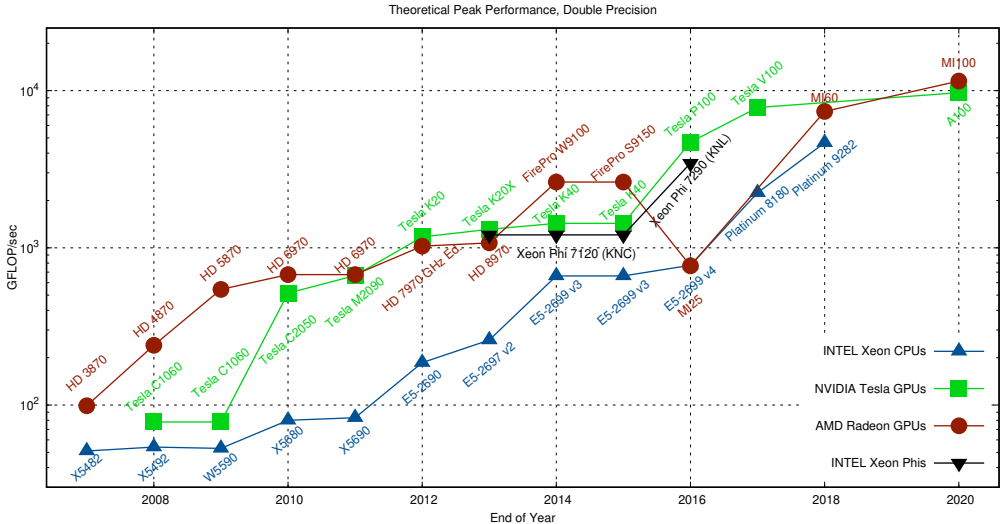
JURECA DC – Multi-Purpose

- 768 nodes with AMD EPYC Rome CPUs (2 $\times$ 64 cores)
- 192 nodes with 4 NVIDIA A100 Ampere GPUs
- InfiniBand DragonFly+ HDR-100 network
- *Also:* JURECA Booster: 1640 nodes with Intel Xeon Phi *Knights Landing*

GPU Architecture

Status Quo Across Architectures

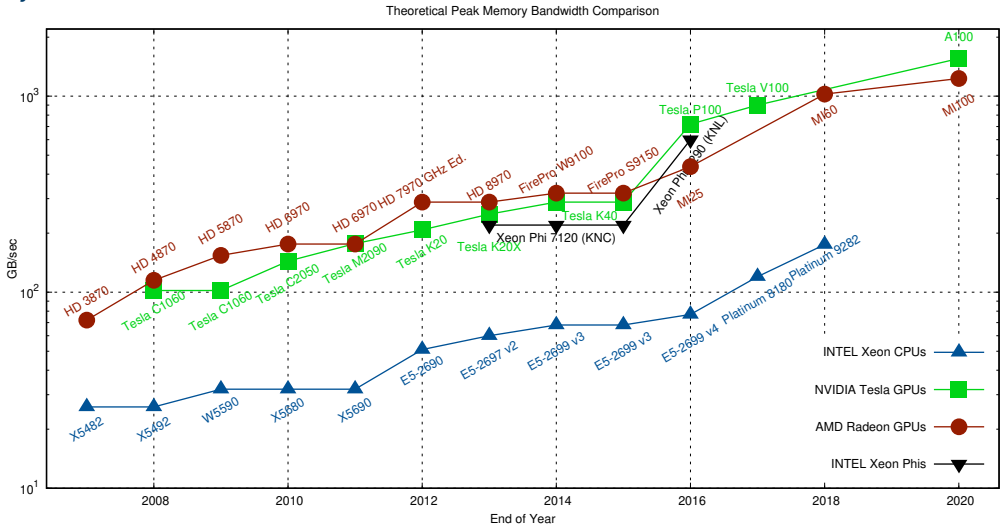
Performance



Graphic: Rupp [2]

Status Quo Across Architectures

Memory Bandwidth



Graphic: Rupp [2]

CPU vs. GPU

A matter of specialties

Graphics: Lee [3] and Shearings Holidays [4]

CPU vs. GPU

A matter of specialties

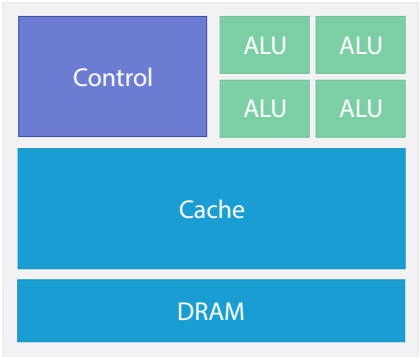
Transporting one

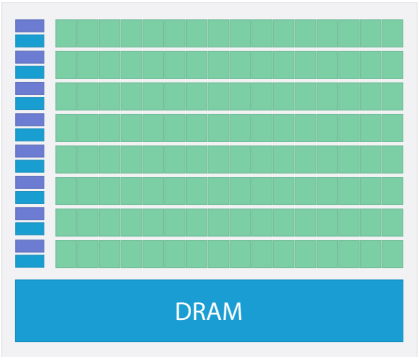
Transporting many

Graphics: Lee [3] and Shearings Holidays [4]

CPU vs. GPU

Chip

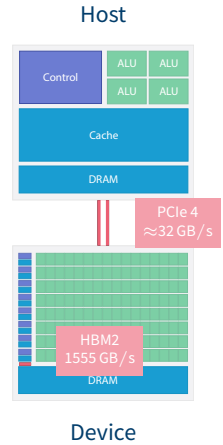




GPU Architecture Design

GPU optimized to **hide latency**

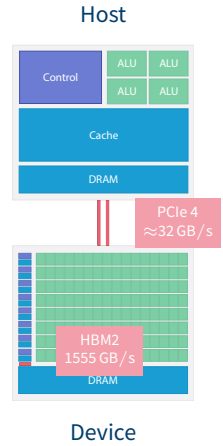
- Memory
  - GPU has small (40 GB), but high-speed memory 1555 GB/s
  - Stage data to GPU memory: via PCIe 4 bus (32 GB/s)



GPU Architecture Design

GPU optimized to **hide latency**

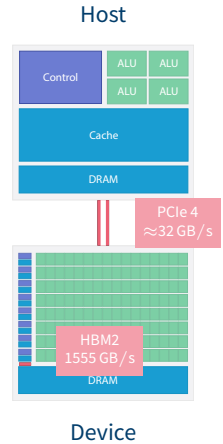
- Memory
  - GPU has small (40 GB), but high-speed memory 1555 GB/s
  - Stage data to GPU memory: via PCIe 4 bus (32 GB/s)



GPU Architecture Design

GPU optimized to **hide latency**

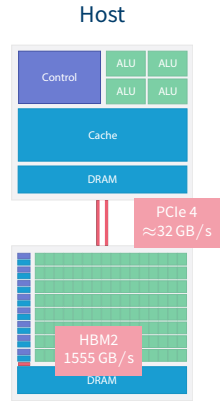
- Memory
  - GPU has small (40 GB), but high-speed memory 1555 GB/s
  - Stage data to GPU memory: via PCIe 4 bus (32 GB/s)
  - Stage automatically (*Unified Memory*), or manually



GPU Architecture Design

GPU optimized to **hide latency**

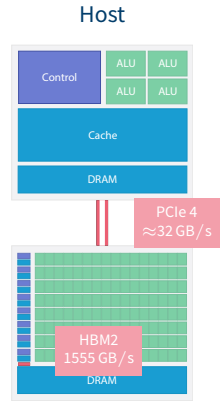
- Memory
  - GPU has small (40 GB), but high-speed memory 1555 GB/s
  - Stage data to GPU memory: via PCIe 4 bus (32 GB/s)
  - Stage automatically (*Unified Memory*), or manually
- Two engines: Overlap compute and copy



GPU Architecture Design

GPU optimized to **hide latency**

- Memory
  - GPU has small (40 GB), but high-speed memory 1555 GB/s
  - Stage data to GPU memory: via PCIe 4 bus (32 GB/s)
  - Stage automatically (*Unified Memory*), or manually
- Two engines: Overlap compute and copy

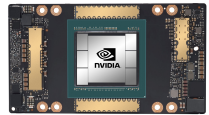


V100

32 GB RAM, 900 GB/s

A100

40 GB RAM, 1555 GB/s



GPU Architecture Design

GPU optimized to **hide latency**

- Memory
  - GPU has small (40 GB), but high-speed memory 1555 GB/s
  - Stage data to GPU memory: via PCIe 4 bus (32 GB/s)
  - Stage automatically (*Unified Memory*), or manually
- Two engines: Overlap compute and copy

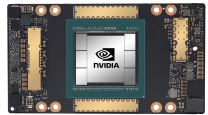
- SIMT

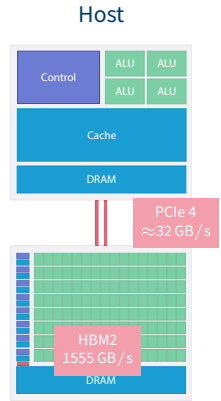
V100

32 GB RAM, 900 GB/s

A100

40 GB RAM, 1555 GB/s



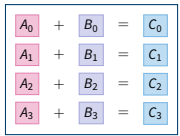


JÜLICH Forschungszentrum | JÜLICH SUPERCOMPUTING CENTRE

SIMT

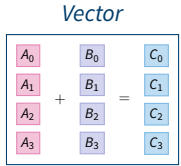
SIMT = SIMD ⊕ SMT

- CPU:
  - Single Instruction, Multiple Data (SIMD)



SIMT

SIMT = SIMD ⊕ SMT

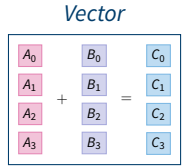


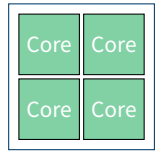
- CPU:
  - Single Instruction, Multiple Data (SIMD)

SIMT

SIMT = SIMD ⊕ SMT

- CPU:
  - Single Instruction, Multiple Data (SIMD)
  - Simultaneous Multithreading (SMT)



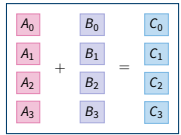


SIMT

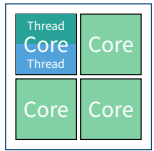
SIMT = SIMD ⊕ SMT

- CPU:
  - Single Instruction, Multiple Data (SIMD)
  - Simultaneous Multithreading (SMT)

Vector



SMT

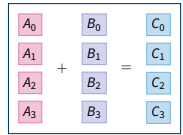


SIMT

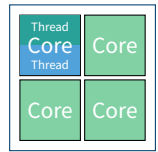
SIMT = SIMD ⊕ SMT

- CPU:
  - Single Instruction, Multiple Data (SIMD)
  - Simultaneous Multithreading (SMT)
- GPU: Single Instruction, Multiple Threads (SIMT)

Vector



SMT

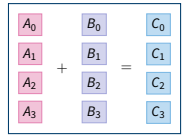


SIMT

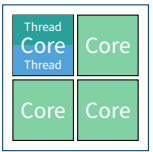
SIMT = SIMD ⊕ SMT

- CPU:
  - Single Instruction, Multiple Data (SIMD)
  - Simultaneous Multithreading (SMT)
- GPU: Single Instruction, Multiple Threads (SIMT)

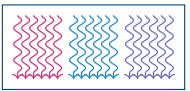
Vector



SMT



SIMT

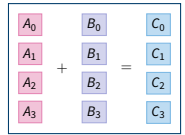


SIMT

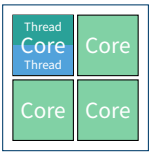
SIMT = SIMD ⊕ SMT

- CPU:
  - Single Instruction, Multiple Data (SIMD)
  - Simultaneous Multithreading (SMT)
- GPU: Single Instruction, Multiple Threads (SIMT)
  - CPU core ≋ GPU multiprocessor (SM)
  - Working unit: set of threads (32, a *warp*)
  - Fast switching of threads (large register file)
  - Branching 

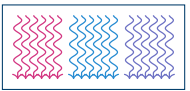
Vector



SMT



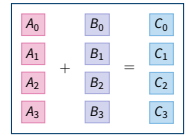
SIMT



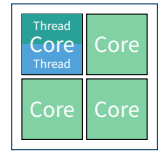
SIMT

SIMT = SIMD ⊕ SMT

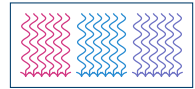
Vector



SMT



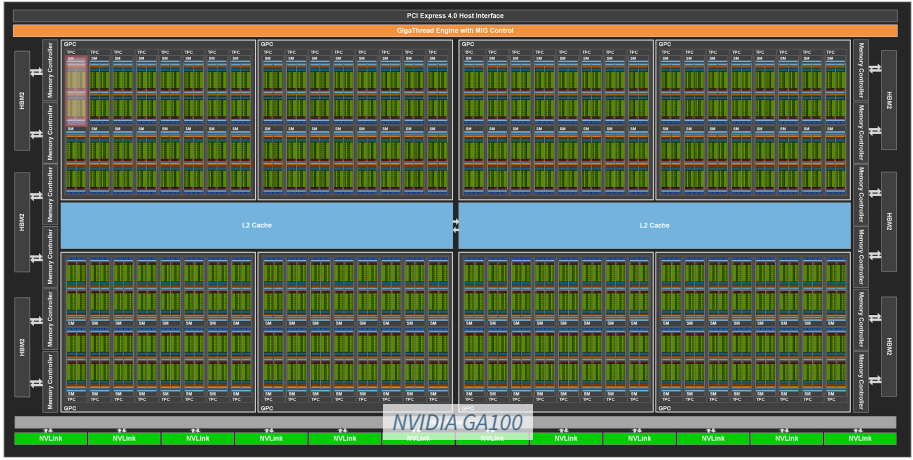
SIMT



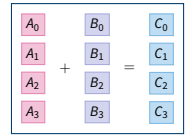
Graphics: img.amperepictures

SIMT

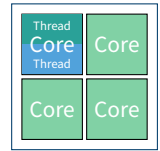
SIMT = SIMD ⊕ SMT



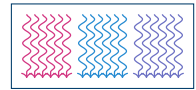
Vector



SMT



SIMT



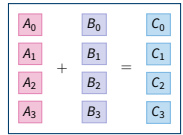
Graphics: img.amperepictures

SIMT

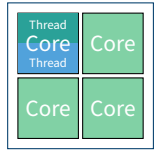
SIMT — SIMD ⊕ SMT

Multiprocessor

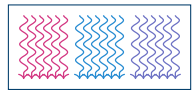
Vector



SMT



SIMT



Graphics: img.amperepictures

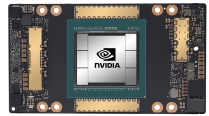
JÜLICH Forschungszentrum | JÜLICH SUPERCOMPUTING CENTRE

CPU vs. GPU

Let's summarize this!

Optimized for **low latency**

- \+ Large main memory
- \+ Fast clock rate
- \+ Large caches
- \+ Branch prediction
- \+ Powerful ALU
- – Relatively low memory bandwidth
- – Cache misses costly
- – Low performance per watt



Optimized for **high throughput**

- \+ High bandwidth main memory
- \+ Latency tolerant (parallelism)
- \+ More compute resources
- \+ High performance per watt
- – Limited memory capacity
- – Low per-thread performance
- – Extension card

Programming GPUs

Preface: CPU

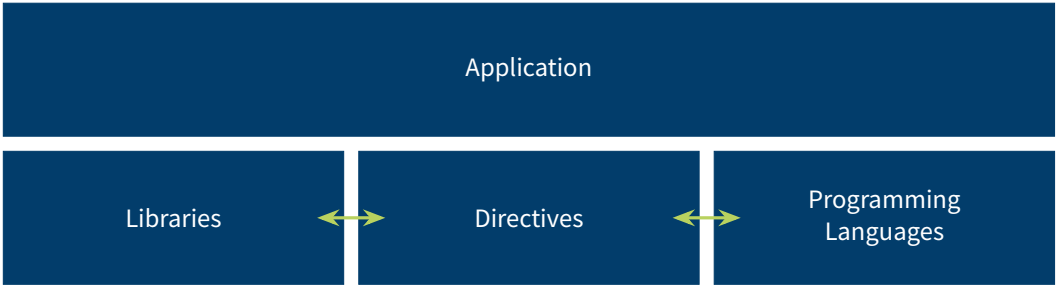
A simple CPU program!

SAXPY: $\vec{y} = a\vec{x} + \vec{y}$, with single precision

Part of LAPACK BLAS Level 1

```
void saxpy(int n, float a, float * x, float * y) {
  for (int i = 0; i < n; i++)
    y[i] = a * x[i] + y[i];
}

int a = 42;
int n = 10;
float x[n], y[n];
// fill x, y

saxpy(n, a, x, y);
```

Summary of Acceleration Possibilities

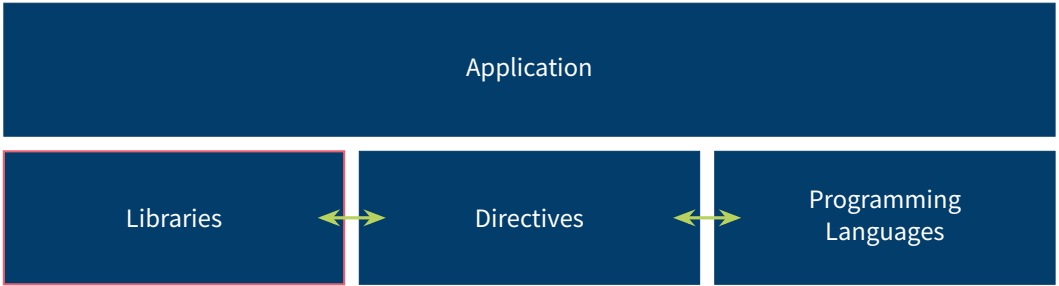


Drop-in Acceleration

Easy Acceleration

Flexible Acceleration

Summary of Acceleration Possibilities



Drop-in Acceleration

Easy Acceleration

Flexible Acceleration

Libraries

Programming GPUs is easy: Just don't!

Libraries

Programming GPUs is easy: Just don't!

Use applications & libraries

Libraries

Programming GPUs is easy: Just don't!

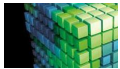
Use applications & libraries

Wizard: Breazell [5]

Libraries

Programming GPUs is easy: Just don't!

Use applications & libraries



cuBLAS

cuSPARSE

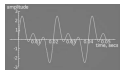
OpenCV

cuDNN

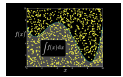
ArrayFire

Thrust

Numba



cuFFT



cuRAND

CUDA Math

CuPy

Wizard: Breazell [5]

Libraries

Programming GPUs is easy: Just don't!

Use applications & libraries


cuBLAS


cuSPARSE

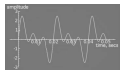

cuDNN

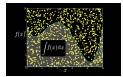

OpenCV

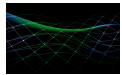

Thrust

ArrayFire

Numba


cuFFT


cuRAND

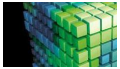

CUDA Math

CuPy

Wizard: Breazell [5]

cuBLAS

Parallel algebra



- GPU-parallel BLAS (all 152 routines)
- Single, double, complex data types
- Constant competition with Intel's MKL
- Multi-GPU support

→ https://developer.nvidia.com/cublas
http://docs.nvidia.com/cuda/cublas

cuBLAS

Code example

```
int a = 42;  int n = 10;
float x[n], y[n];
// fill x, y

cublasHandle_t handle;
cublasCreate(&handle);

float * d_x, * d_y;
cudaMallocManaged(&d_x, n * sizeof(x[0]));
cudaMallocManaged(&d_y, n * sizeof(y[0]));
cublasSetVector(n, sizeof(x[0]), x, 1, d_x, 1);
cublasSetVector(n, sizeof(y[0]), y, 1, d_y, 1);

cublasSaxpy(n, a, d_x, 1, d_y, 1);

cublasGetVector(n, sizeof(y[0]), d_y, 1, y, 1);

cudaFree(d_x); cudaFree(d_y);
cublasDestroy(handle);
```

cuBLAS

Code example

```
int a = 42;  int n = 10;
float x[n], y[n];
// fill x, y

cublasHandle_t handle;
cublasCreate(&handle);

float * d_x, * d_y;
cudaMallocManaged(&d_x, n * sizeof(x[0]));
cudaMallocManaged(&d_y, n * sizeof(y[0]));
cublasSetVector(n, sizeof(x[0]), x, 1, d_x, 1);
cublasSetVector(n, sizeof(y[0]), y, 1, d_y, 1);

cublasSaxpy(n, a, d_x, 1, d_y, 1);

cublasGetVector(n, sizeof(y[0]), d_y, 1, y, 1);

cudaFree(d_x); cudaFree(d_y);
cublasDestroy(handle);
```

Initialize

Allocate GPU memory

Copy data to GPU

Call BLAS routine

Copy result to host

Finalize

Programming GPUs

Directives

GPU Programming with Directives

Keepin' you portable

- Annotate serial source code by directives

```
#pragma acc loop
for (int i = 0; i < 1; i++) {};
```

GPU Programming with Directives

Keepin' you portable

- Annotate serial source code by directives

```
#pragma acc loop
for (int i = 0; i < 1; i++) {};
```

- **OpenACC**: Especially for GPUs; **OpenMP**: Has GPU support
- Compiler interprets directives, creates according instructions

GPU Programming with Directives

Keepin' you portable

- Annotate serial source code by directives

```
#pragma acc loop
for (int i = 0; i < 1; i++) {};
```

- **OpenACC**: Especially for GPUs; **OpenMP**: Has GPU support
- Compiler interprets directives, creates according instructions

Pro

- Portability
  - Other compiler? No problem! To it, it's a serial program
  - Different target architectures from same code
- Easy to program

Con

- Only few compilers
- Not all the raw power available
- A little harder to debug

OpenACC / OpenMP

Code example

```
void saxpy_acc(int n, float a, float * x, float * y) {
  #pragma acc kernels
  for (int i = 0; i < n; i++)
    y[i] = a * x[i] + y[i];
}

float a = 42;
int n = 10;
float x[n], y[n];
// fill x, y

saxpy_acc(n, a, x, y);
```

OpenACC / OpenMP

Code example

```
void saxpy_acc(int n, float a, float * x, float * y) {
  #pragma omp target map(to:x[0:n]) map(tofrom:y[0:n]) loop
  for (int i = 0; i < n; i++)
    y[i] = a * x[i] + y[i];
}

float a = 42;
int n = 10;
float x[n], y[n];
// fill x, y

saxpy_acc(n, a, x, y);
```

Programming GPUs

CUDA C/C++

Programming GPUs Directly

Finally…

Programming GPUs Directly

Finally…

OpenCL Open Computing Language by Khronos Group (Apple, IBM, NVIDIA, …) *2009*

- Platform: Programming language (OpenCL C/C++), API, and compiler
- Targets CPUs, GPUs, FPGAs, and other many-core machines
- Fully open source

Programming GPUs Directly

Finally…

OpenCL Open Computing Language by Khronos Group (Apple, IBM, NVIDIA, …) *2009*

- Platform: Programming language (OpenCL C/C++), API, and compiler
- Targets CPUs, GPUs, FPGAs, and other many-core machines
- Fully open source

CUDA NVIDIA's GPU platform *2007*

- Platform: Drivers, programming language (CUDA C/C++), API, compiler, tools, …
- Only NVIDIA GPUs
- Compilation with `nvcc` (free, but not open)
  `clang` has CUDA support, but CUDA needed for last step
- Also: CUDA Fortran; and more in NVIDIA HPC SDK

Programming GPUs Directly

Finally…

OpenCL Open Computing Language by Khronos Group (Apple, IBM, NVIDIA, …) *2009*

- Platform: Programming language (OpenCL C/C++), API, and compiler
- Targets CPUs, GPUs, FPGAs, and other many-core machines
- Fully open source

CUDA NVIDIA's GPU platform *2007*

- Platform: Drivers, programming language (CUDA C/C++), API, compiler, tools, …
- Only NVIDIA GPUs
- Compilation with `nvcc` (free, but not open)
  `clang` has CUDA support, but CUDA needed for last step
- Also: CUDA Fortran; and more in NVIDIA HPC SDK

HIP AMD's unified programming model for AMD (via ROCm) and NVIDIA GPUs *2016+*

SYCL Intel's unified programming model for CPUs and GPUs (also: DPC++)

Programming GPUs Directly

Finally…

OpenCL Open Computing Language by Khronos Group (Apple, IBM, NVIDIA, …) *2009*

- Platform: Programming language (OpenCL C/C++), API, and compiler
- Targets CPUs, GPUs, FPGAs, and other many-core machines
- Fully open source

CUDA NVIDIA's GPU platform *2007*

- Platform: Drivers, programming language (CUDA C/C++), API, compiler, tools, …
- Only NVIDIA GPUs
- Compilation with `nvcc` (free, but not open)
  `clang` has CUDA support, but CUDA needed for last step
- Also: CUDA Fortran; and more in NVIDIA HPC SDK

HIP AMD's unified programming model for AMD (via ROCm) and NVIDIA GPUs *2016+*

SYCL Intel's unified programming model for CPUs and GPUs (also: DPC++)

- Choose what flavor you like, what colleagues/collaboration is using
- **Hardest: Come up with parallelized algorithm**

Programming GPUs Directly

Finally…

OpenCL Open Computing Language by Khronos Group (Apple, IBM, NVIDIA, …) *2009*

- Platform: Programming language (OpenCL C/C++), API, and compiler
- Targets CPUs, GPUs, FPGAs, and other many-core machines
- Fully open source

CUDA **NVIDIA's GPU platform** *2007*

- **Platform: Drivers, programming language (CUDA C/C++), API, compiler, tools, …**
- **Only NVIDIA GPUs**
- **Compilation with `nvcc` (free, but not open)**
  `clang` has CUDA support, but CUDA needed for last step
- **Also: CUDA Fortran; and more in NVIDIA HPC SDK**

HIP AMD's unified programming model for AMD (via ROCm) and NVIDIA GPUs *2016+*

SYCL Intel's unified programming model for CPUs and GPUs (also: DPC++)

- Choose what flavor you like, what colleagues/collaboration is using
- **Hardest: Come up with parallelized algorithm**

CUDA's Parallel Model

In software: Threads, Blocks

- Methods to exploit parallelism:

CUDA's Parallel Model

In software: Threads, Blocks

- Methods to exploit parallelism:
  - Thread

CUDA's Parallel Model

In software: Threads, Blocks

- Methods to exploit parallelism:
  - Threads

CUDA's Parallel Model

In software: Threads, Blocks

- Methods to exploit parallelism:
  - Threads $\rightarrow$ Block

CUDA's Parallel Model

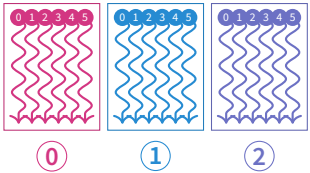
In software: Threads, Blocks

- Methods to exploit parallelism:
  - Threads $\rightarrow$ Block
  - Block

CUDA's Parallel Model

In software: Threads, Blocks

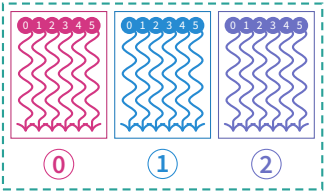
- Methods to exploit parallelism:
  - Threads → Block
  - Blocks



CUDA's Parallel Model

In software: Threads, Blocks

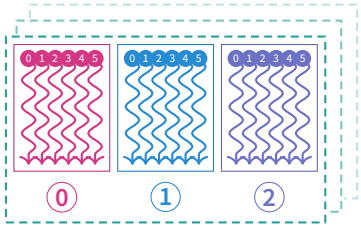
- Methods to exploit parallelism:
  - Threads → Block
  - Blocks → Grid



CUDA's Parallel Model

In software: Threads, Blocks

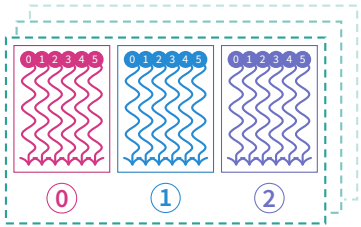
- Methods to exploit parallelism:
  - Threads → Block
  - Blocks → Grid
  - Threads & blocks in 3D



CUDA's Parallel Model

In software: Threads, Blocks

- Methods to exploit parallelism:
  - Threads → Block
  - Blocks → Grid
  - Threads & blocks in 3D



- Parallel function: **kernel**
  - `__global__ kernel(int a, float * b) { }`
  - Access own ID by global variables `threadIdx.x`, `blockIdx.y`, …
- Execution entity: **threads**
  - Lightweight → fast switchting!
  - 1000s threads execute simultaneously → order non-deterministic!

CUDA SAXPY

With runtime-managed data transfers

```
__global__ void saxpy_cuda(int n, float a, float * x, float * y) {
  int i = blockIdx.x * blockDim.x + threadIdx.x;
  if (i < n)
    y[i] = a * x[i] + y[i];
}

int a = 42;
int n = 10;
float x[n], y[n];
// fill x, y
cudaMallocManaged(&x, n * sizeof(float));
cudaMallocManaged(&y, n * sizeof(float));

saxpy_cuda<<<2, 5>>>(n, a, x, y);

cudaDeviceSynchronize();
```

CUDA SAXPY

With runtime-managed data transfers

```
__global__ void saxpy_cuda(int n, float a, float * x, float * y) {
  int i = blockIdx.x * blockDim.x + threadIdx.x;
  if (i < n)
    y[i] = a * x[i] + y[i];
}

int a = 42;
int n = 10;
float x[n], y[n];
// fill x, y
cudaMallocManaged(&x, n * sizeof(float));
cudaMallocManaged(&y, n * sizeof(float));

saxpy_cuda<<<2, 5>>>(n, a, x, y);

cudaDeviceSynchronize();
```

Specify kernel

ID variables

Guard against too many threads

Allocate GPU-capable memory

Call kernel 2 blocks, each 5 threads

Wait for kernel to finish

Programming GPUs

Performance Analysis

GPU Tools

The helpful helpers helping helpless (and others)

- NVIDIA

`cuda-gdb`	GDB-like command line utility for debugging
`compute-sanitizer`	Check memory accesses, race conditions, …
Nsight	IDE for GPU developing, based on Eclipse (Linux, OS X) or Visual Studio (Windows) or VScode
Nsight Systems	GPU program profiler with timeline
Nsight Compute	GPU kernel profiler

- OpenCL: CodeXL (Open Source, GPUOpen/AMD) – debugging, profiling.

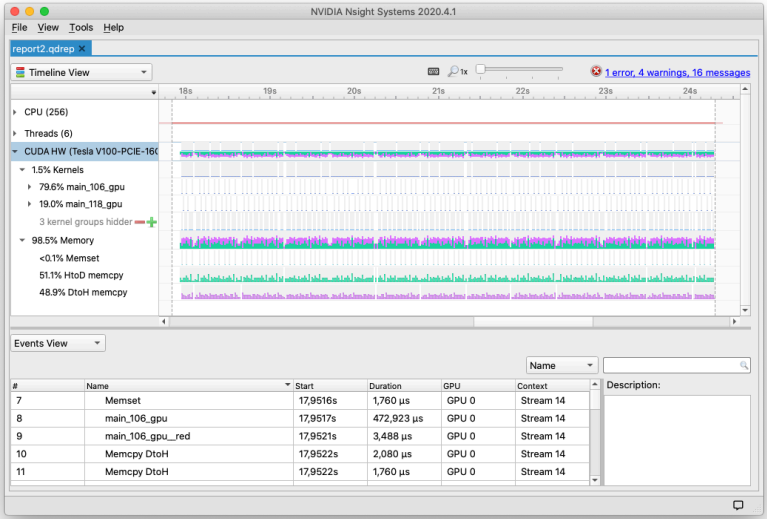
Nsight Systems

CLI

```
$ nsys profile --stats=true ./poisson2d 10  # (shortened)

CUDA API Statistics:

 Time(%)  Total Time (ns)  Num Calls    Average      Minimum     Maximum            Name
 -------  ---------------  ---------  -----------  ----------  ----------  --------------------
    90.9      160,407,572         30  5,346,919.1       1,780  25,648,117  cuStreamSynchronize

CUDA Kernel Statistics:

 Time(%)  Total Time (ns)  Instances    Average      Minimum     Maximum          Name
 -------  ---------------  ---------  -----------  ----------  ----------  ----------------
   100.0      158,686,617         10  15,868,661.7  14,525,819  25,652,783  main_106_gpu
     0.0           25,120         10       2,512.0       2,304       3,680  main_106_gpu__red
```

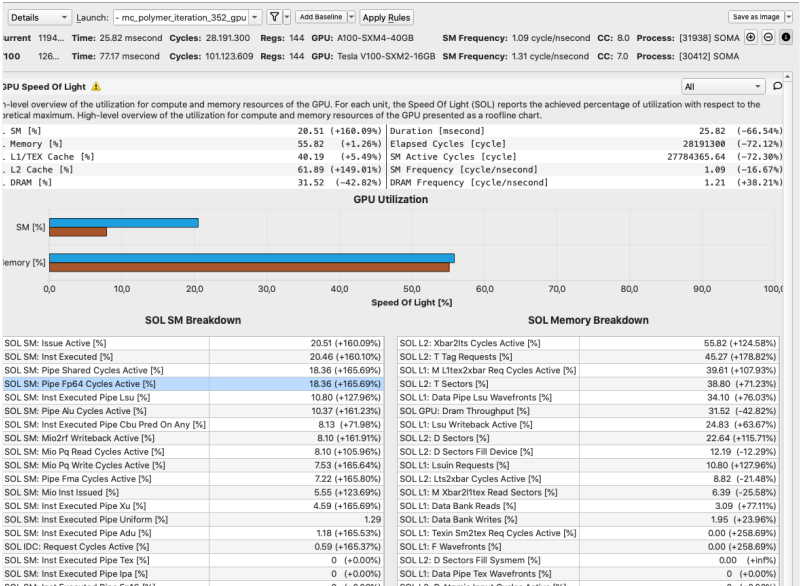
Nsight Systems

GUI



Nsight Compute

GUI



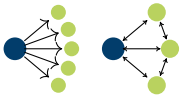
Programming GPUs

Advanced Topics

Advanced Topics

So much more interesting things to show!

- Optimize memory transfers to reduce overhead
- Optimize applications for GPU architecture
- Drop-in BLAS acceleration with NVBLAS (`$LD_PRELOAD`)
- Tensor Cores for Deep Learning
- Libraries, Abstractions: Kokkos, Alpaka, Futhark, HIP, SYCL, C++AMP, C++ pSTL, …
- Use multiple GPUs
  - On one node
  - Across many nodes → MPI



- …
- Some of that: Addressed at **dedicated training courses**

Using GPUs on JSC Systems

Compiling

CUDA

- Module: `module load CUDA/11.3`
- Compile: `nvcc file.cu`
  Default host compiler: `g++`; use `nvcc_pgc++` for PGI compiler
- Example cuBLAS: `g++ file.cpp -I$CUDA_HOME/include -L$CUDA_HOME/lib64 -lcublas -lcudart`

OpenACC

- Module: `module load NVHPC/21.5-GCC-10.3.0`
- Compile: `nvc++ -acc=gpu file.cpp`

MPI CUDA-aware MPIs (with direct Device-Device transfers)

ParaStationMPI `module load ParaStationMPI/5.4.10-1 mpi-settings/CUDA`

OpenMPI `module load OpenMPI/4.1.1 mpi-settings/CUDA`

Running

- Dedicated GPU partitions

  JUWELS

`--partition=gpus`	46 nodes (Job limits: $\leq$1 d)
`--partition=develgpus`	10 nodes (Job limits: $\leq$2 h, $\leq$ 2 nodes)

  JUWELS Booster

`--partition=booster`	926 nodes
`--partition=develbooster`	10 nodes (Job limits: $\leq$1 d, $\leq$ 2 nodes)

  JURECA DC

`--partition=dc-gpu`	192 nodes
`--partition=dc-gpu-devel`	?? nodes

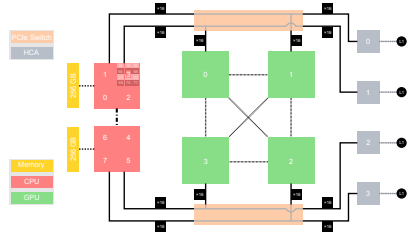
- Needed: Resource configuration with `--gres=gpu:4`

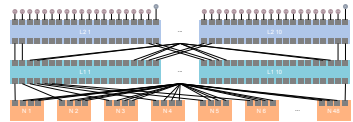
$\rightarrow$ See online documentation

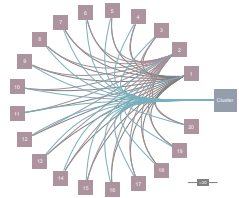
Running

JUWELS Booster Topology

- JUWELS Booster: NPS-4 (in total: 8 NUMA Domains)
- Not all have GPU or HCA affinity!
- Network is structured into two levels: In-Cell and Inter-Cell (DragonFly+ network)







→ Documentation:
apps.fz-juelich.de/jsc/hps/juwels/

Example

- 16 tasks in total, running on 4 nodes
- Per node: 4 GPUs

```
#!/bin/bash -x
#SBATCH --nodes=4
#SBATCH --ntasks=16
#SBATCH --ntasks-per-node=4
#SBATCH --output=gpu-out.%j
#SBATCH --error=gpu-err.%j
#SBATCH --time=00:15:00

#SBATCH --partition=gpus
#SBATCH --gres=gpu:4

srun ./gpu-prog
```

Conclusion

Conclusion, Resources

- GPUs provide highly-parallel computing power
- We have many devices installed at JSC, ready to be used!

Conclusion, Resources

- GPUs provide highly-parallel computing power
- We have many devices installed at JSC, ready to be used!
- Training courses by JSC

JUWELS Scaling Workshop	March 2020
GPU Hackathon	March 2022
CUDA Course	April 2022
OpenACC Course	October 2022

- Generally: see online documentation and sc@fz-juelich.de

Conclusion, Resources

- GPUs provide highly-parallel computing power
- We have many devices installed at JSC, ready to be used!
- Training courses by JSC

JUWELS Scaling Workshop	March 2020
GPU Hackathon	March 2022
CUDA Course	April 2022
OpenACC Course	October 2022

- Generally: see online documentation and sc@fz-juelich.de
- Further consultation via our lab: NVIDIA Application Lab in Jülich; contact me!

Conclusion, Resources

- GPUs provide highly-parallel computing power
- We have many devices installed at JSC, ready to be used!
- Training courses by JSC

JUWELS Scaling Workshop	March 2020
GPU Hackathon	March 2022
CUDA Course	April 2022
OpenACC Course	October 2022

- Generally: see online documentation and sc@fz-juelich.
- Further consultation via our lab: NVIDIA Application Lab

Thank you for your attention!
a.herten@fz-juelich.de

Appendix

Appendix

- Glossary
- References

Glossary I

AMD Manufacturer of CPUs and GPUs. 49, 50, 51, 52, 53, 54, 85, 87

Ampere GPU architecture from NVIDIA (announced 2019). 4, 5, 6

API A programmatic interface to software by well-defined functions. Short for application programming interface. 49, 50, 51, 52, 53, 54

CUDA Computing platform for GPUs from NVIDIA. Provides, among others, CUDA C/C++. 2, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 74, 79, 80, 81, 82, 87

HIP GPU programming model by AMD to target their own and NVIDIA GPUs with one combined language. Short for Heterogeneous-compute Interface for Portability. 49, 50, 51, 52, 53, 54

Glossary II

JSC Jülich Supercomputing Centre, the supercomputing institute of Forschungszentrum Jülich, Germany. 2, 79, 80, 81, 82, 86

JURECA A multi-purpose supercomputer at JSC. 6

JUWELS Jülich's new supercomputer, the successor of JUQUEEN. 3, 4, 5, 75

MPI The Message Passing Interface, a API definition for multi-node computing. 72, 74

NVIDIA US technology company creating GPUs. 3, 4, 5, 6, 26, 27, 28, 49, 50, 51, 52, 53, 54, 67, 79, 80, 81, 82, 85, 87

OpenACC Directive-based programming, primarily for many-core machines. 43, 44, 45, 46, 47, 74, 79, 80, 81, 82

Glossary III

OpenCL The *Open Computing Language*. Framework for writing code for heterogeneous architectures (CPU, GPU, DSP, FPGA). The alternative to CUDA. 49, 50, 51, 52, 53, 54, 67

OpenMP Directive-based programming, primarily for multi-threaded machines. 43, 44, 45, 46, 47

ROCm AMD software stack and platform to program AMD GPUs. Short for Radeon Open Compute (*Radeon* is the GPU product line of AMD). 49, 50, 51, 52, 53, 54

SAXPY Single-precision $A \times X + Y$. A simple code example of scaling a vector and adding an offset. 31, 64, 65

Tesla The GPU product line for general purpose computing computing of NVIDIA. 3

Glossary IV

CPU Central Processing Unit. 3, 6, 10, 11, 12, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 31, 49, 50, 51, 52, 53, 54, 85, 87

GPU Graphics Processing Unit. 2, 3, 4, 5, 6, 7, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 30, 34, 35, 36, 37, 38, 39, 42, 43, 44, 45, 48, 49, 50, 51, 52, 53, 54, 65, 66, 67, 71, 72, 73, 75, 76, 77, 79, 80, 81, 82, 85, 86, 87

SIMD Single Instruction, Multiple Data. 19, 20, 21, 22, 23, 24, 25, 26, 27, 28

SIMT Single Instruction, Multiple Threads. 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28

SM Streaming Multiprocessor. 19, 20, 21, 22, 23, 24, 25, 26, 27, 28

SMT Simultaneous Multithreading. 19, 20, 21, 22, 23, 24, 25, 26, 27, 28

References I

[2] Karl Rupp. *Pictures: CPU/GPU Performance Comparison*. URL: https://www.karlrupp.net/2013/06/cpu-gpu-and-mic-hardware-characteristics-over-time/ (pages 8, 9).

[5] Wes Breazell. *Picture: Wizard*. URL: https://thenounproject.com/wes13/collection/its-a-wizards-world/ (pages 34–38).

References: Images, Graphics I

[1] Forschungszentrum Jülich GmbH (Ralf-Uwe Limbach). *JUWELS Booster*.

[3] Mark Lee. *Picture: kawasaki ninja*. URL: https://www.flickr.com/photos/pochacco20/39030210/ (pages 10, 11).

[4] Shearings Holidays. *Picture: Shearings coach 636*. URL: https://www.flickr.com/photos/shearings/13583388025/ (pages 10, 11).