

# Parallel computation methods on CPU architectures

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- VSC – joint high performance computing (HPC) facility of Austrian universities



<https://vsc.ac.at>  
<https://vsc.ac.at/training>

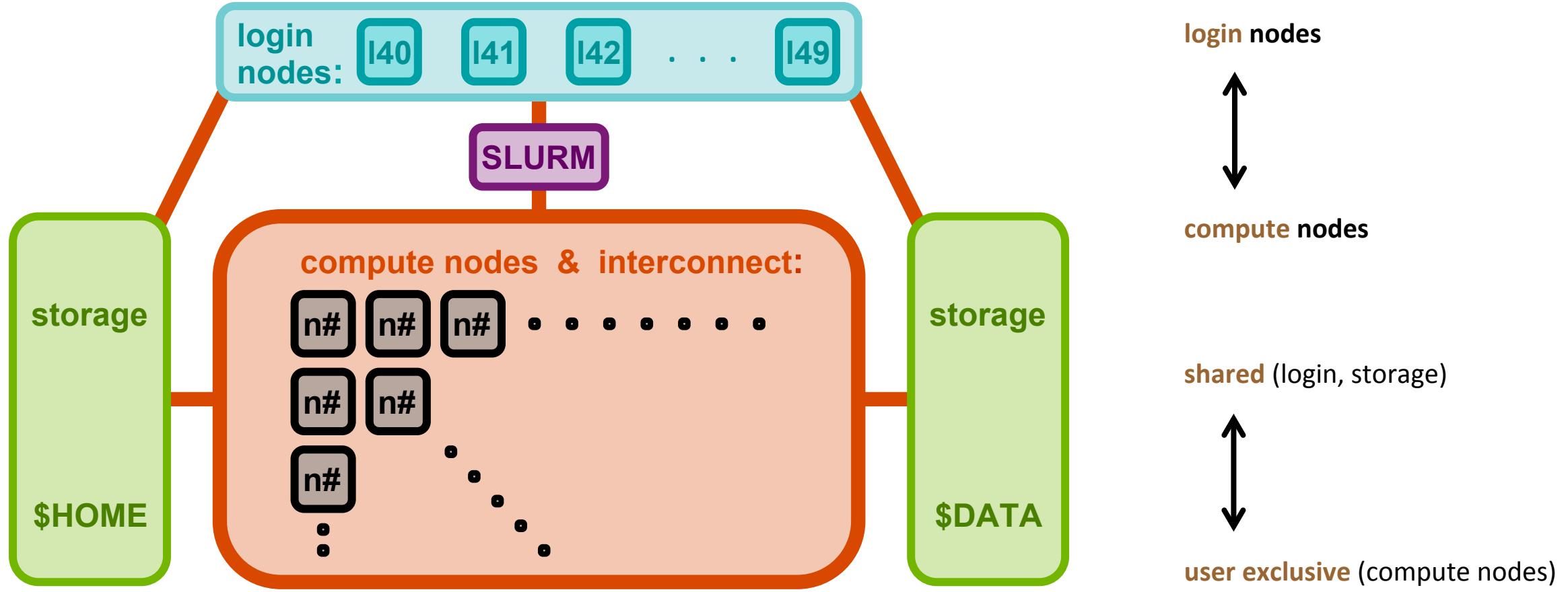
VSC-5

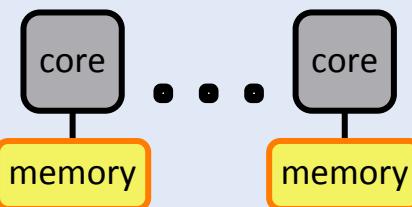
soon to come...



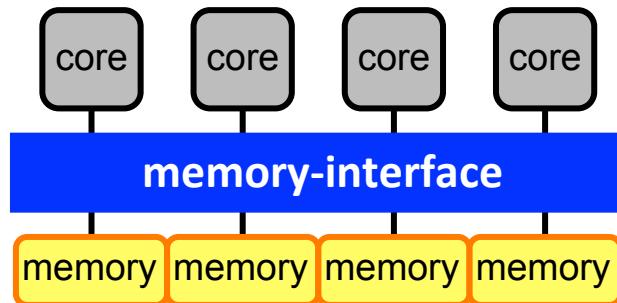
# components of HPC clusters

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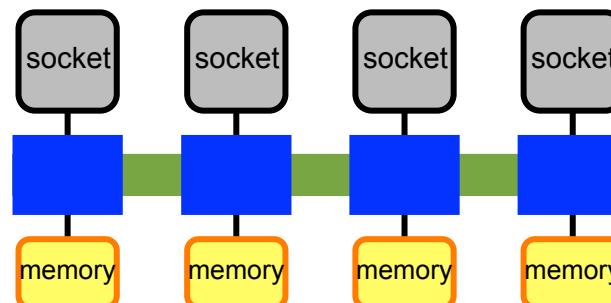
## shared memory



**socket: → memory-interface**

UMA (uniform memory access)  
SMP (symmetric multi-processing)

**socket / CPU**

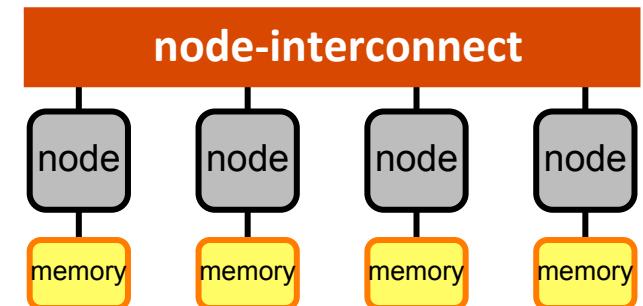


**node: → hyper-transport**

ccNUMA (cache-coherent non-uniform...)  
! first touch, pinning !

**node**

## distributed memory



**cluster: → node-interconnect**

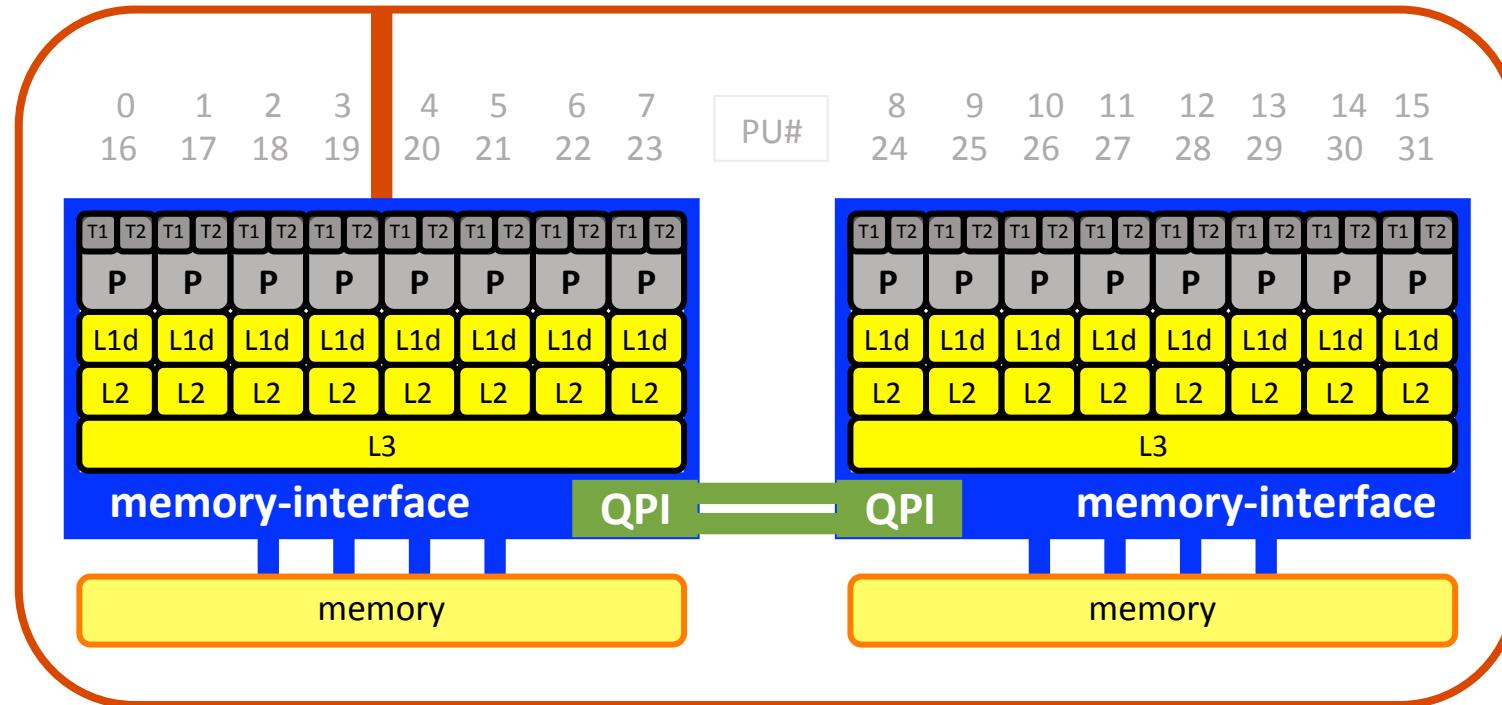
NUMA (non-uniform memory access)  
! fast access only to its own memory !

**cluster**

shared memory programming with **OpenMP**

MPI works everywhere





## example:

1 node

2 sockets (CPUs)

8/10 cores per socket (P)

2 threads per core (T1/T2)

1 HCA (host channel adapter)  
(node-interconnect)

## info about nodes:

`numactl --hardware` [Linux]

`cpuinfo -A` [Intel]

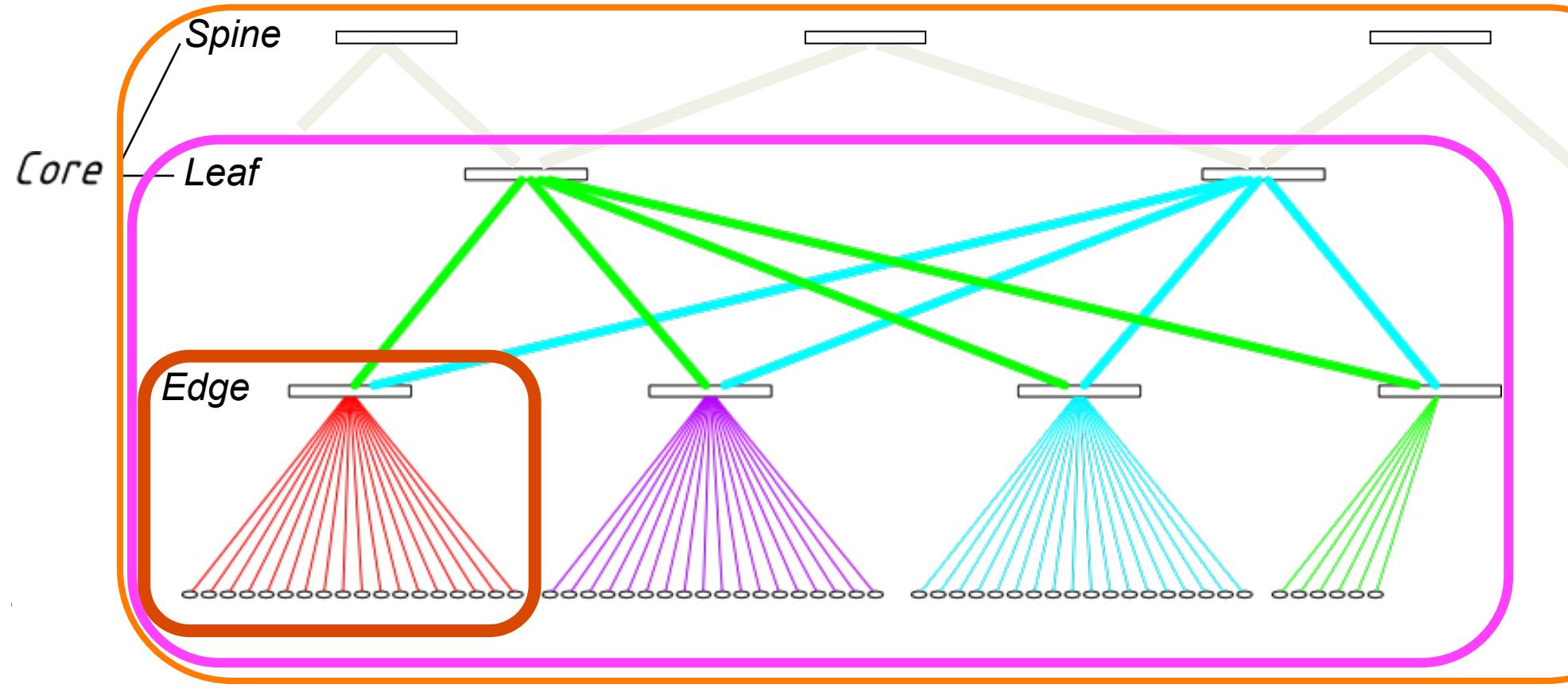
`likwid-topology -c -g` [LIKWID]

## schematic figure:

3-level fat tree

2-level fat-tree

1<sup>st</sup> level switches  
compute nodes  
attached to the  
lowest level



# Amdahl's Law

$$T_{\text{parallel}, p} = f \cdot T_{\text{serial}} + (1-f) \cdot T_{\text{serial}} / p$$

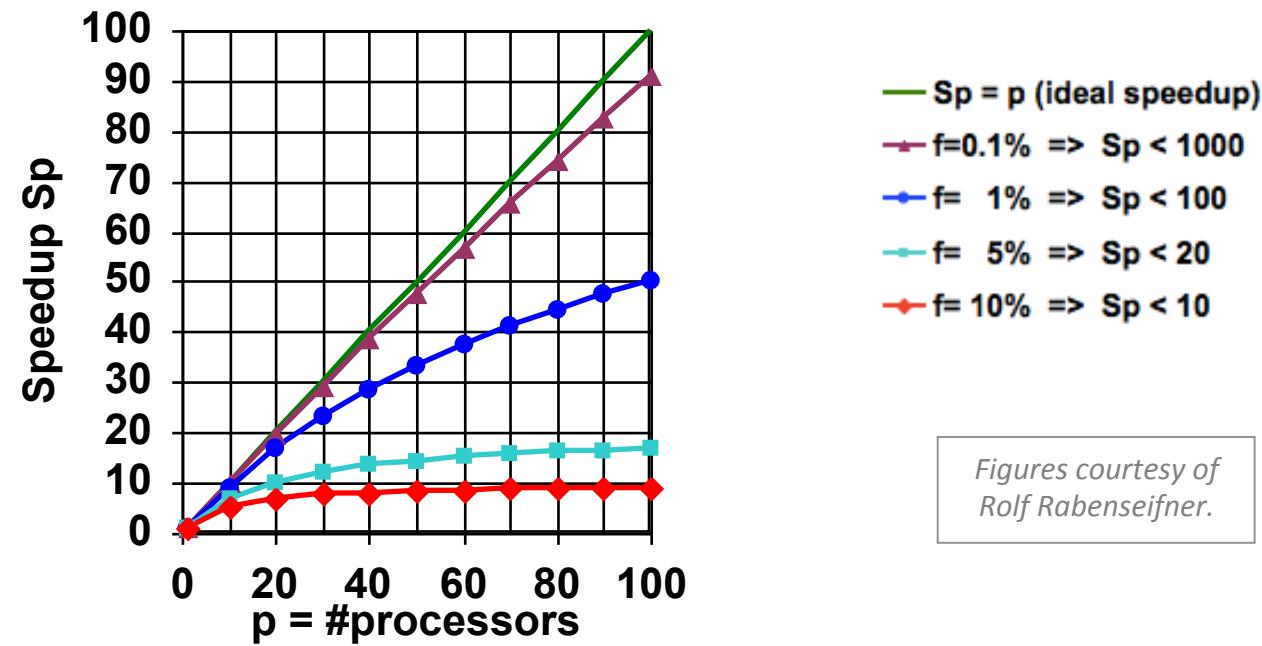
$$S_p = T_{\text{serial}} / T_{\text{parallel}, p} = 1 / (f + (1-f) / p)$$

f ... sequential part of code

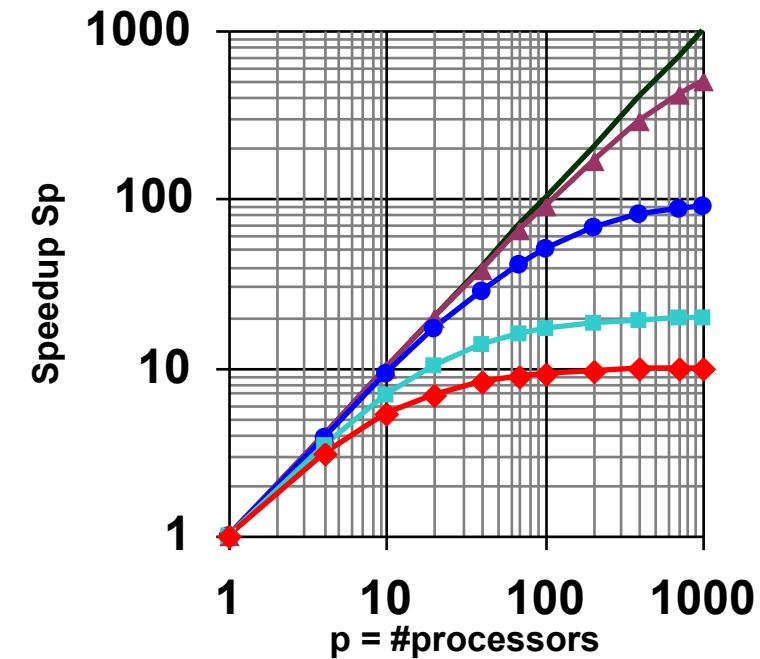
Speedup is limited:  $S_p < 1 / f$

**neglecting time for communication**

**neglecting load imbalance**

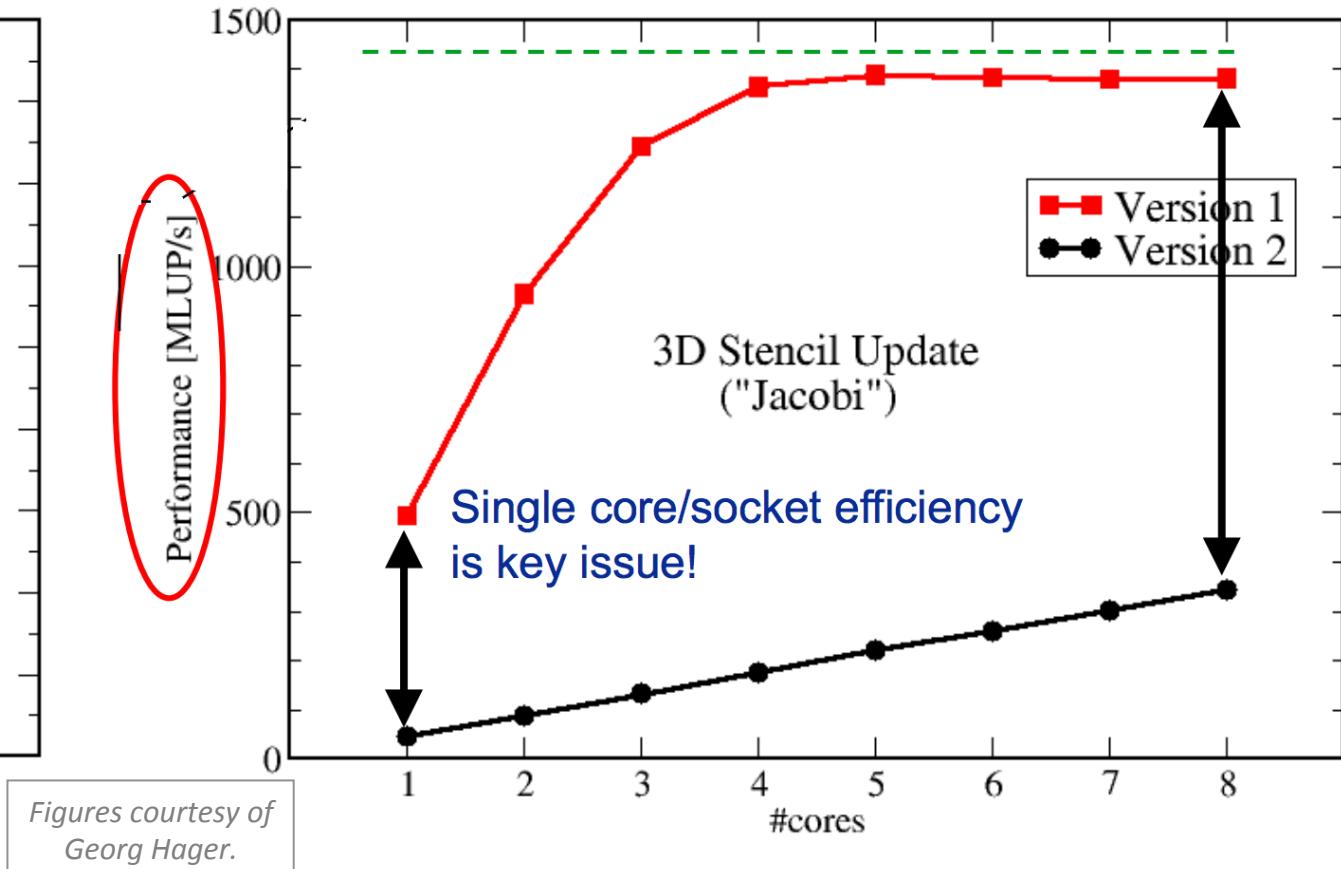
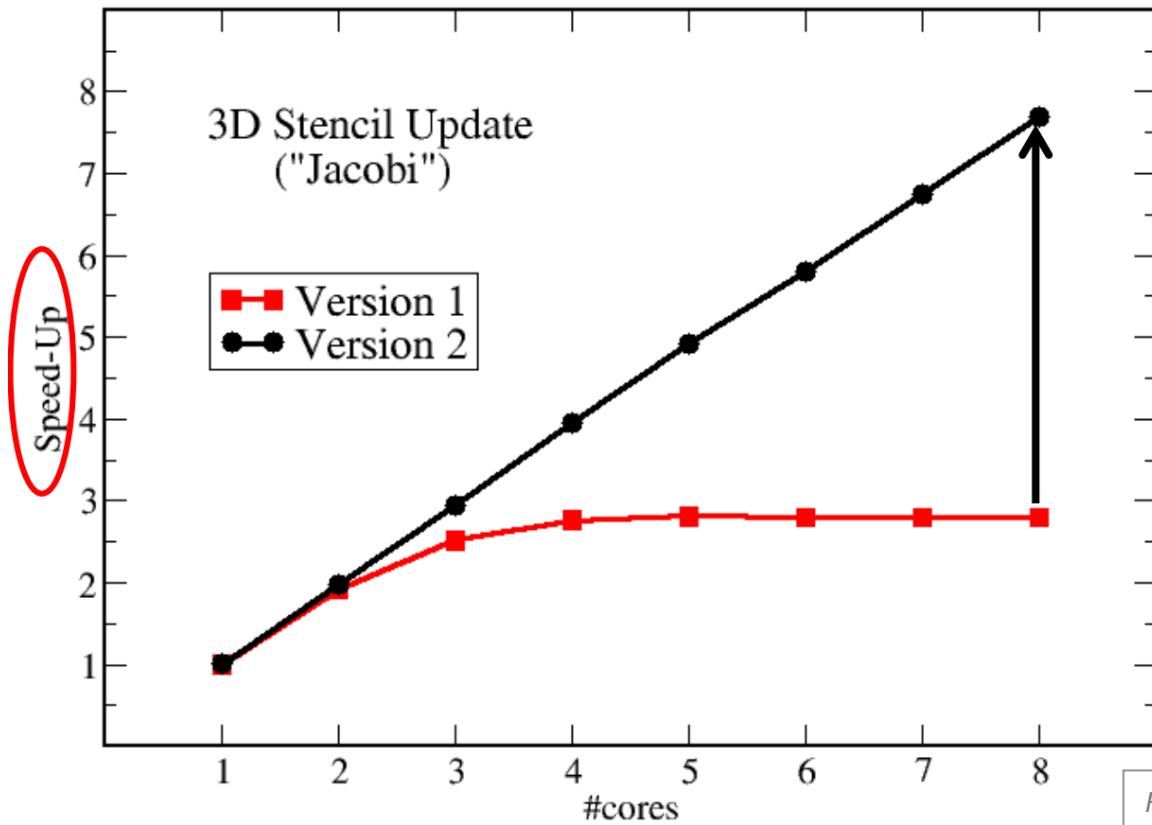


Figures courtesy of  
Rolf Rabenseifner.



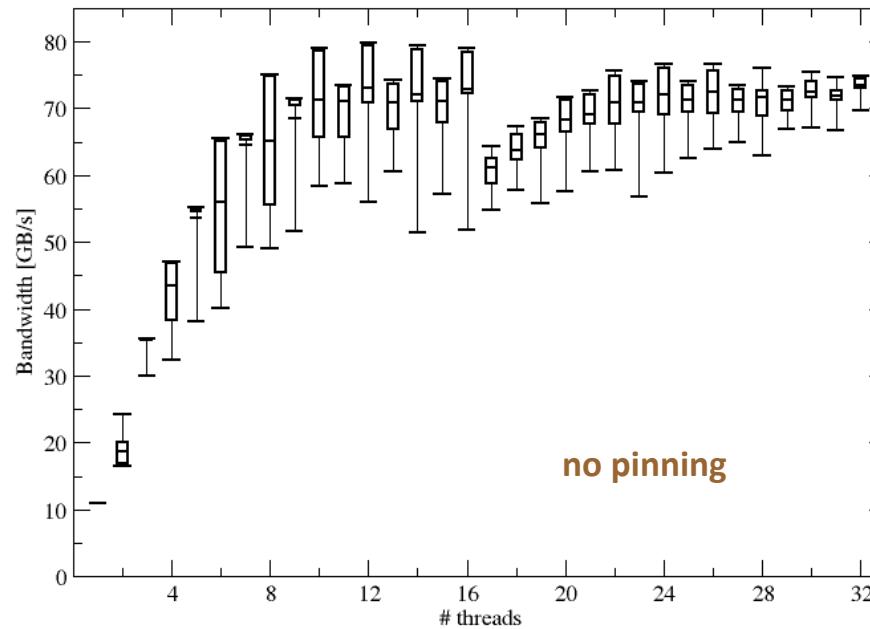
Speedup = ratio – no absolute performance !

# scalability vs. performance



3D Stencil Update ("Jacobi"):  $y(i, j, k) = b * (x(i-1, j, k) + x(i+1, j, k) + x(i, j-1, k) + x(i, j+1, k) + x(i, j, k-1) + x(i, j, k+1))$

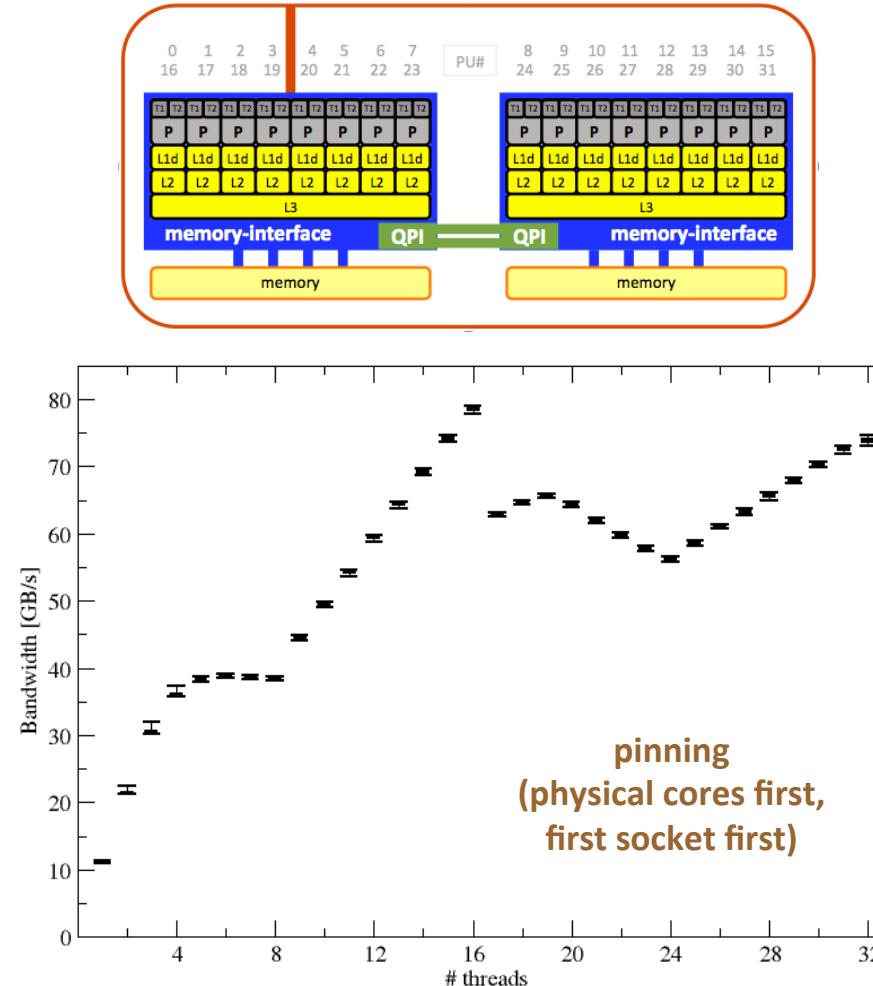
# pinning ?



OpenMP  
STREAM benchmark

Benchmark & plots  
courtesy of  
Georg Hager.

**MPI** will give the very same picture !



why should we care  
about **pinning** ?

- eliminating performance variations
- making use of architectural features
- avoiding resource contention



LATENCY	← typical values →		BANDWIDTH	HPC	
1–2 ns	L1 cache	100 GB/s		<b>computation node / core</b>	<i>exclusive</i>
3–10 ns	L2/L3 cache	50 GB/s			
100 ns	memory	10 GB/s		<b>communication message passing</b>	<i>exclusive</i>
1–10 µs	HPC networks	1–8 GB/s			(BF)
50 µs	Gigabit Ethernet	100 MB/s			
500 µs	Solid state disk	100 MB/s		<b>I/O parallel FS</b>	<i>shared with all users</i>
10 ms	Local hard disk	50 MB/s			
50 ms	Internet	10 MB/s			

Understand  
HW features!

Know  
your code!

Know the sys.  
environment!

→ Take  
control!

➔ Avoiding slow data paths is the key to most performance optimizations!

- **username and password (ssh-keys)**
- restricted IPs (firewall)
- two-factor authentication

➤ **graphical user interface (GUI)**

- terminal: xterm, terminal, PuTTY
- ssh <username>@<cluster>

- X-server, XQuartz, Xming
- ssh -X <username>@<cluster>

➤ **Linux command-line access**

- **NoMachine** (remote virtual desktop)



- **module environment [spack]**

```
module list | purge | load | avail [2>&1 | less]
```

- **compiling with GCC**

```
module load gcc...
```

```
cc --version
```

```
mpicc --version
```

```
cc [-fopenmp] program.c
```

```
mpicc [-fopenmp] program.c
```

- **compiling with Intel**

```
module load intel...
```

```
icc --version
```

```
mpiicc --version
```

```
icc [-qopenmp] program.c
```

```
mpiicc [-qopenmp] program.c
```



- partitions

```
sinfo -o %P
```

```
sinfo
```

- qos (quality of service)

```
sacctmgr show qos
```

- @VSC → sqos -acc & sqos

- use other than default

```
#SBATCH --qos=<qos>
```

```
#SBATCH --partition=<partition>
```

```
#SBATCH --account=<account>
```

- more detailed info

```
scontrol show partition <part.>
```

```
scontrol show node <node>
```

```
scontrol show reservation
```



- **SLURM job script**

```
#!/bin/bash  
  
#SBATCH  
  
do_my_work
```

- has to be a shell script
- header lines for the job scheduler
- whatever needs do be done by the job

- **SLURM queuing system**

- sbatch job.sh → submit
- squeue -u \$USER → check
- scancel JOB\_ID → cancel
- slurm-\*.\* → output

- **recommended** @ ~/.bashrc

```
alias sq='squeue -u $USER'  
export LC_CTYPE=en_US.UTF-8  
export LC_ALL=en_US.UTF-8  
  
source ~/.bashrc
```



# SLURM job script (pure MPI) Sctrain

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```
#!/bin/bash                                # → @vsc3

#SBATCH -J test                            # SLURM_JOB_NAME
#SBATCH -N 2                               # SLURM_JOB_NUM_NODES
#SBATCH --tasks-per-node=20                 # SLURM_NTASKS_PER_NODE [1 mpi/core]

# <do_my_work>
module purge                             # recommended to be done in all jobs !!!!
module load intel/18                      # load only modules actually needed by job

mpirun -n $SLURM_NTASKS ./a.out
```



# demo HPC literacy

- make yourself familiar with: login, modules & compiling, job submission

- cp -a ~/00/HPC . → copy the HPC exercises

- cd HPC → go to the folder

module load intel/18 → @vsc3

```
export MPI PROCESSES=4
```

```
export OMP_NUM_THREADS=5
```

→ `co=co.c` demo / hello world with conditional compilation

→ only here (built into coco.c): -DUSE\_MPI

CC CO-CO.C

```
./a.out | sort -n
```

```
sbatch job-serial.sh
```

```
mpicc -DUSE MPI co-co.c
```

```
mpirun -n $MPI_THREADS ./a.out | sort -n
```

```
sbatch job-mpi.sh
```

```
cc -fopenmp co-co.c
```

```
./a.out | sort -n
```

```
sbatch job-openmp.sh
```

```
mpicc -DUSE_MPI -fopenmp co-co.c
```

```
mpirun -n $MPI PROCESSES ./a.out | sort -n
```

```
sbatch job-hybrid.sh
```

## Thank you for your attention!

<http://sctrain.eu/>

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