



# Can Scalable Development Lead to Scalable Execution?

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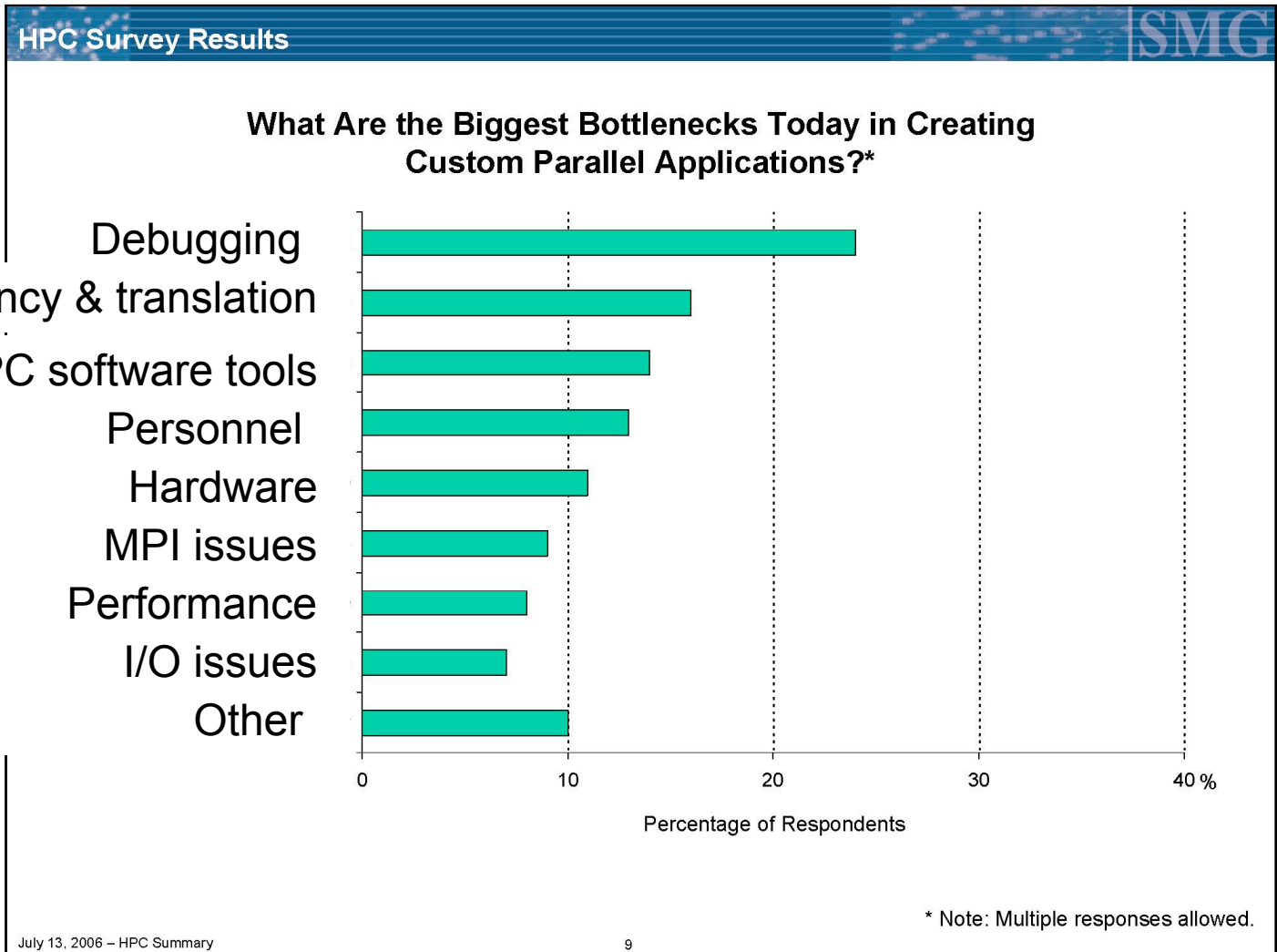


# Outline

- Motivation, Objectives & Guideposts
- Conventional development
- Scalable development
- Applications
- Toward scalable execution
- Conclusions & Acknowledgments



# Motivation





# Objectives

1. To develop a design methodology that scales up to large numbers of programming units, e.g. procedures, classes, data structures, etc.
2. To demonstrate that this methodology can produce new science.
3. To demonstrate that this approach also scales up to large numbers of execution units, e.g. threads, processes, cores, etc.



# Guideposts

“What are the metrics?”

Oyekunle Olukotun, Stanford EE/CS, c. 1996

“Procedural programming is like an N-body problem.”

Lester Dye, Stanford Petroleum Eng., c. 1995

“Separate the data from the physics.”

Jaideep Ray, Sandia, c. 2004

“First they ignore you. Then they laugh at you. Then they fight you. Then you win.”

Mahatma Gandhi, c. ?????

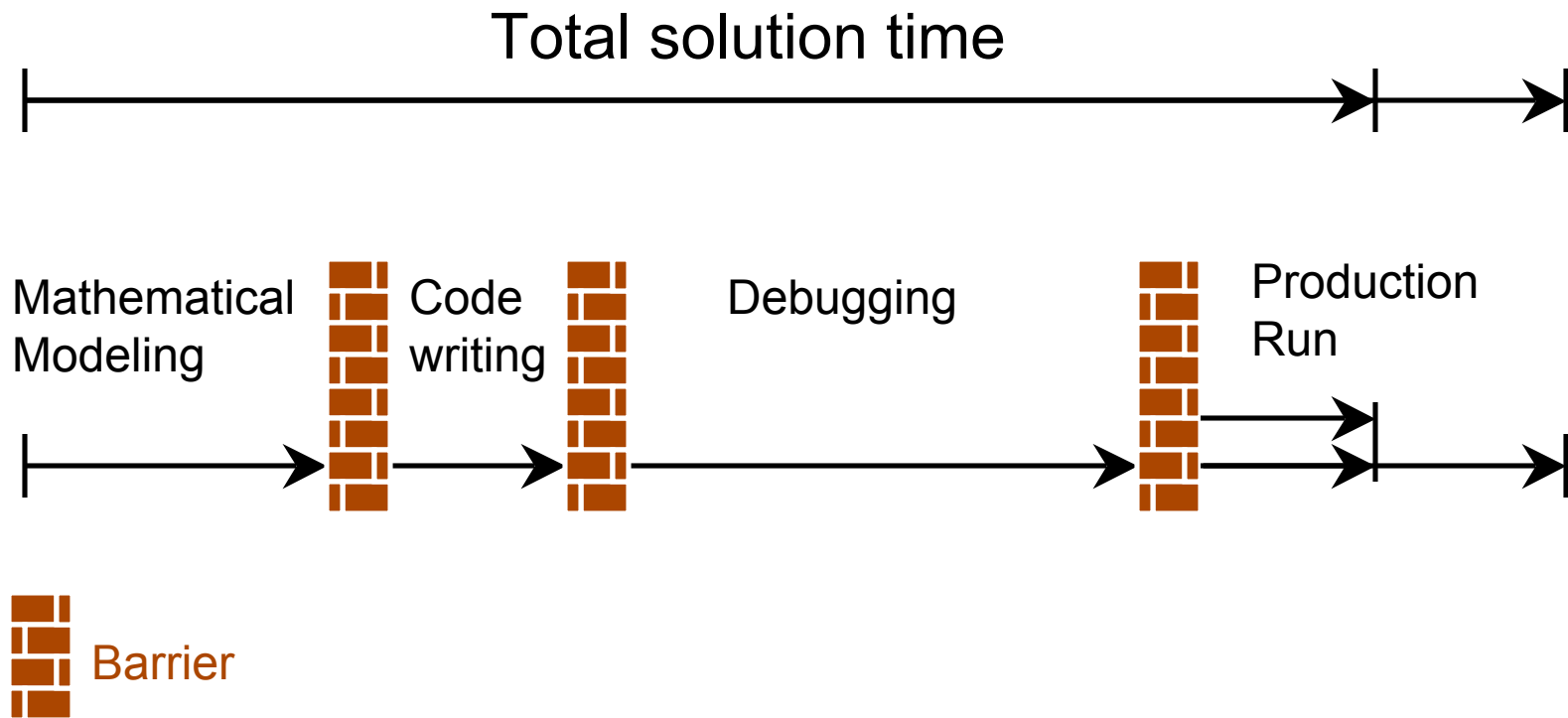


# Outline

- Motivation, Objectives & Guideposts
- **Conventional development**
  - Amdahl's Law
  - Pareto Principle
  - Complexity
- Scalable development
- Applications
- Toward scalable execution
- Conclusions & Acknowledgments



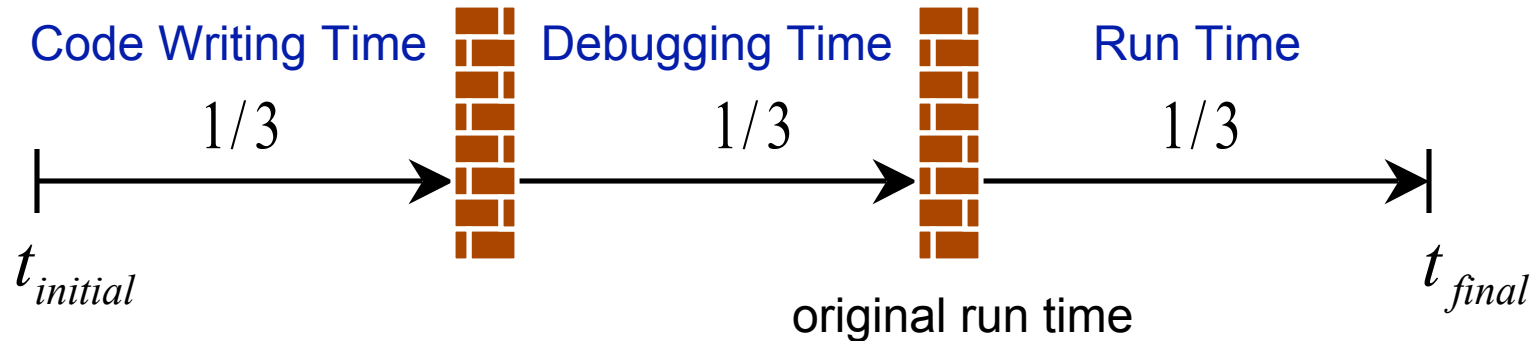
# Conventional Development





# Amdahl's Law

Representative case study for a published run\*:



Run-time speedup:  $S_{run} \equiv \frac{\text{original run time}}{\text{optimized run time}}$

Total speedup:  $S_{tot} = \frac{1}{\frac{2}{3} + \frac{1}{3 S_{run}}} \Rightarrow \lim_{S_{run} \rightarrow \infty} S_{tot} = 1.5$

The speedup achievable by focusing solely on decreasing run time is very limited.

\*Rouson et al. (2007) *Proc. 2006 Summer Program*, Center for Turbulence Research, Stanford University.





# Pareto Principle

When participants (lines) share resources (run time), there always exists a number  $k \in [50, 100)$  such that  $(1-k)\%$  of the participants occupy  $k\%$  of the resources:

Limiting cases:

- $k=50\%$ , equal distribution
- $k \rightarrow 100\%$ , monopoly

**Rule of thumb:** 20% of the lines occupy 80% of the run time

Scalability requirements determine the percentage of the code that can be focused strictly on programmability:

$$S_{\max} = \lim_{S_{k\%} \rightarrow \infty} \frac{1}{0.2 + 0.8 / S_{k\%}} = 5$$



# Runtime Profile

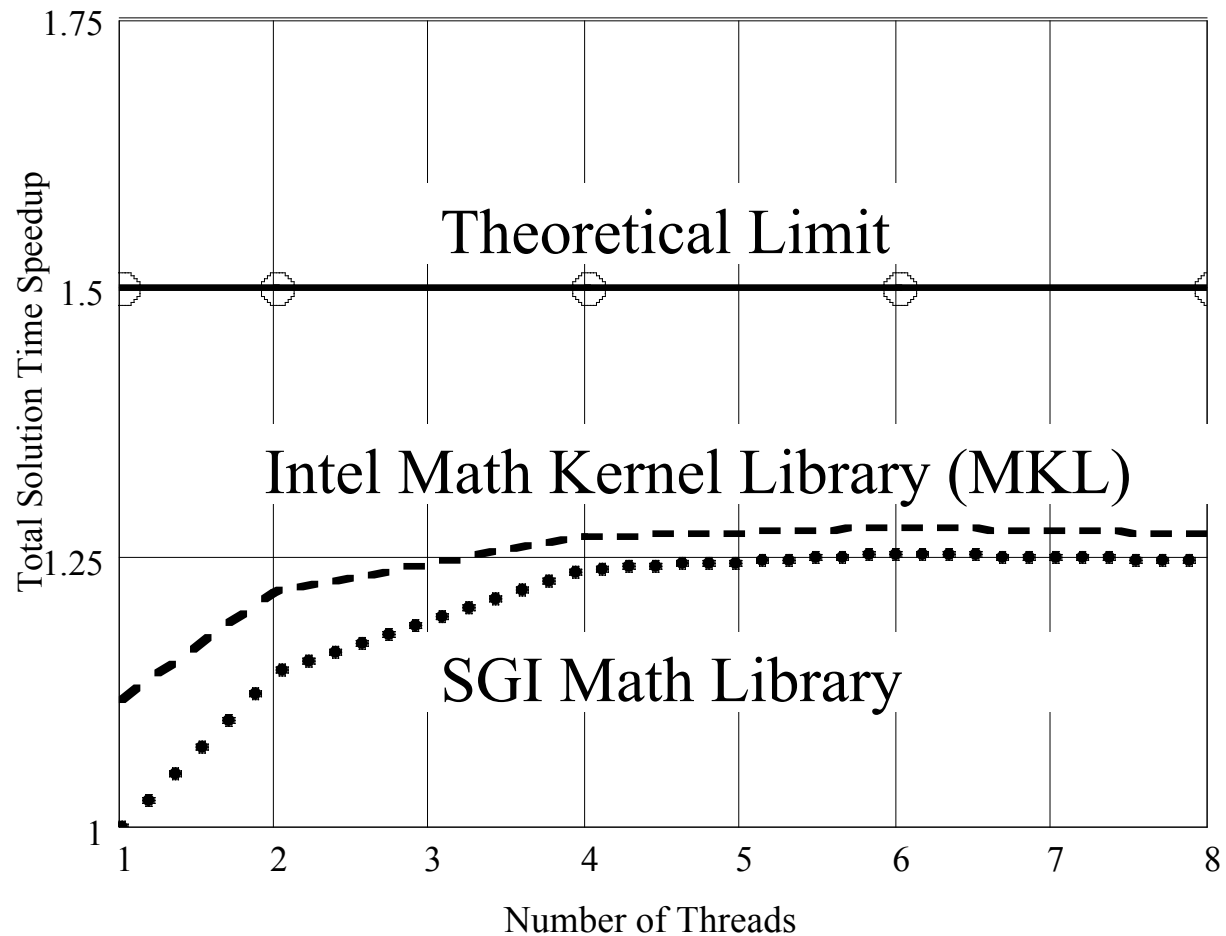
Procedure	Inclusive Run-Time Share (%)
main	100.0
operator(.x.)	79.5
RK3_Integrate	47.8
Nonlinear_Fluid	44.0
Statistics_	43.8
transform_to_fourier	38.7
transform_to_physical	23.6

Calls

- 5% procedures occupy nearly 80% of run time.
- Structure 95% of procedures to reduce development time.



# Total Solution Time Speedup





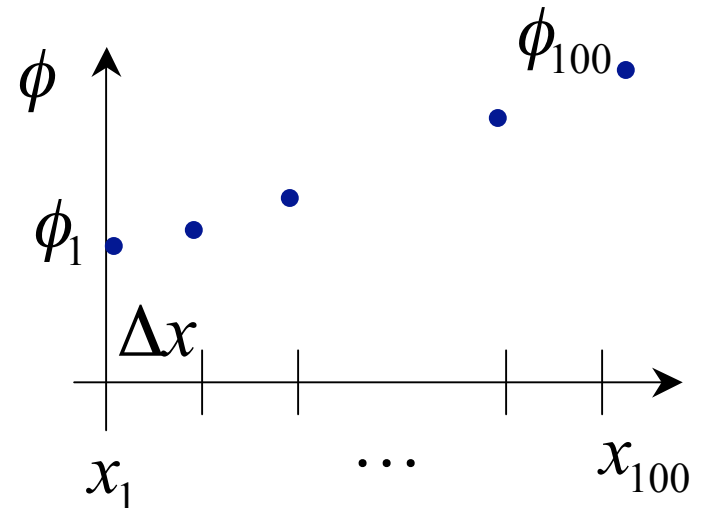
# Conventional Development

Model Problem: Unsteady 1D Diffusion

$$\partial\phi / \partial t = D\nabla^2\phi$$

Semi-discrete equations:

$$\frac{d}{dt}\phi_i = D \frac{\phi_{i+1} - 2\phi_i + \phi_{i-1}}{\Delta x^2}$$



Fully discrete equations:

$$\phi_i^{n+1} = \phi_i^n + \Delta t \cdot D \frac{\phi_{i+1}^n - 2\phi_i^n + \phi_{i-1}^n}{\Delta x^2}$$

Solution algorithm:

$$\vec{\phi} \leftarrow \vec{\phi} + \frac{\Delta t \cdot D}{\Delta x^2} [A]\vec{\phi}$$

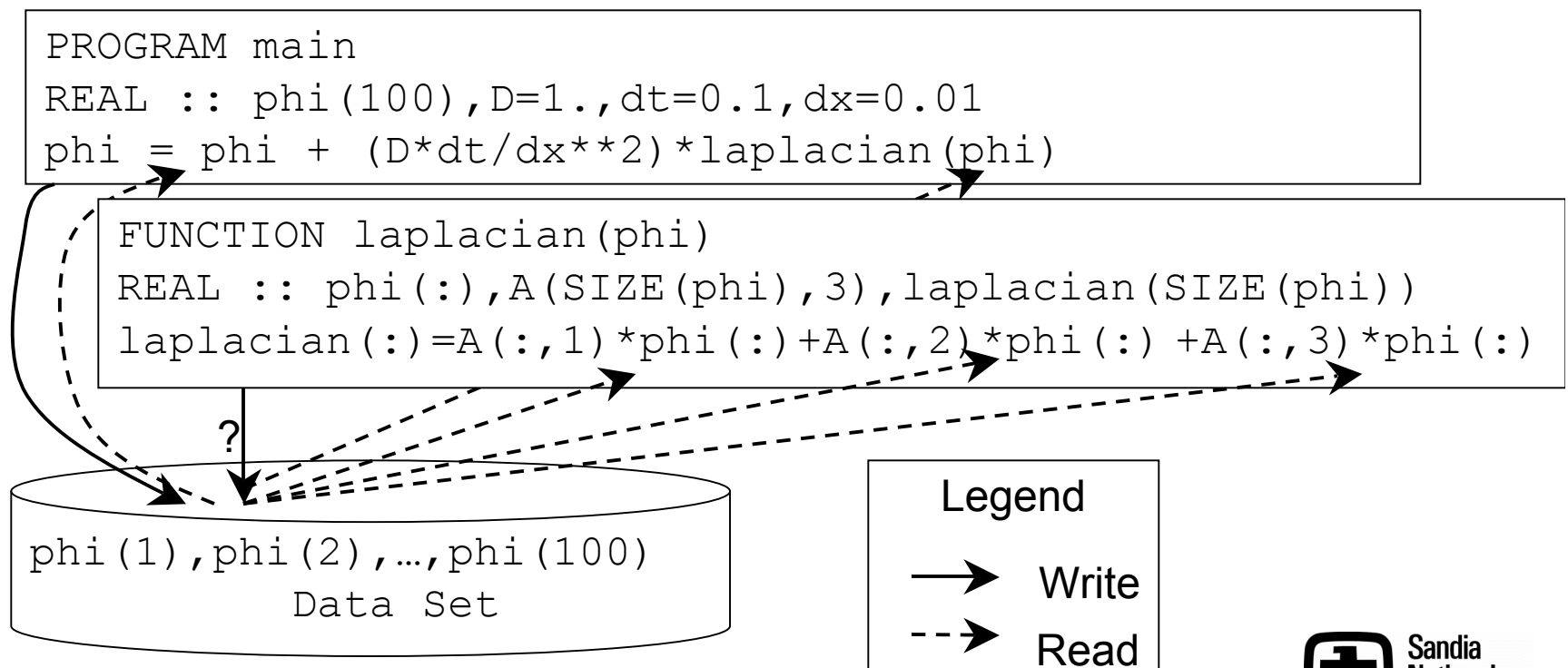


# Conventional Program Debugging

“Not much time is spent fixing bugs. Most of the time is spent *finding* bugs.”

-- Shalloway & Truitt, *Design Patterns Explained*

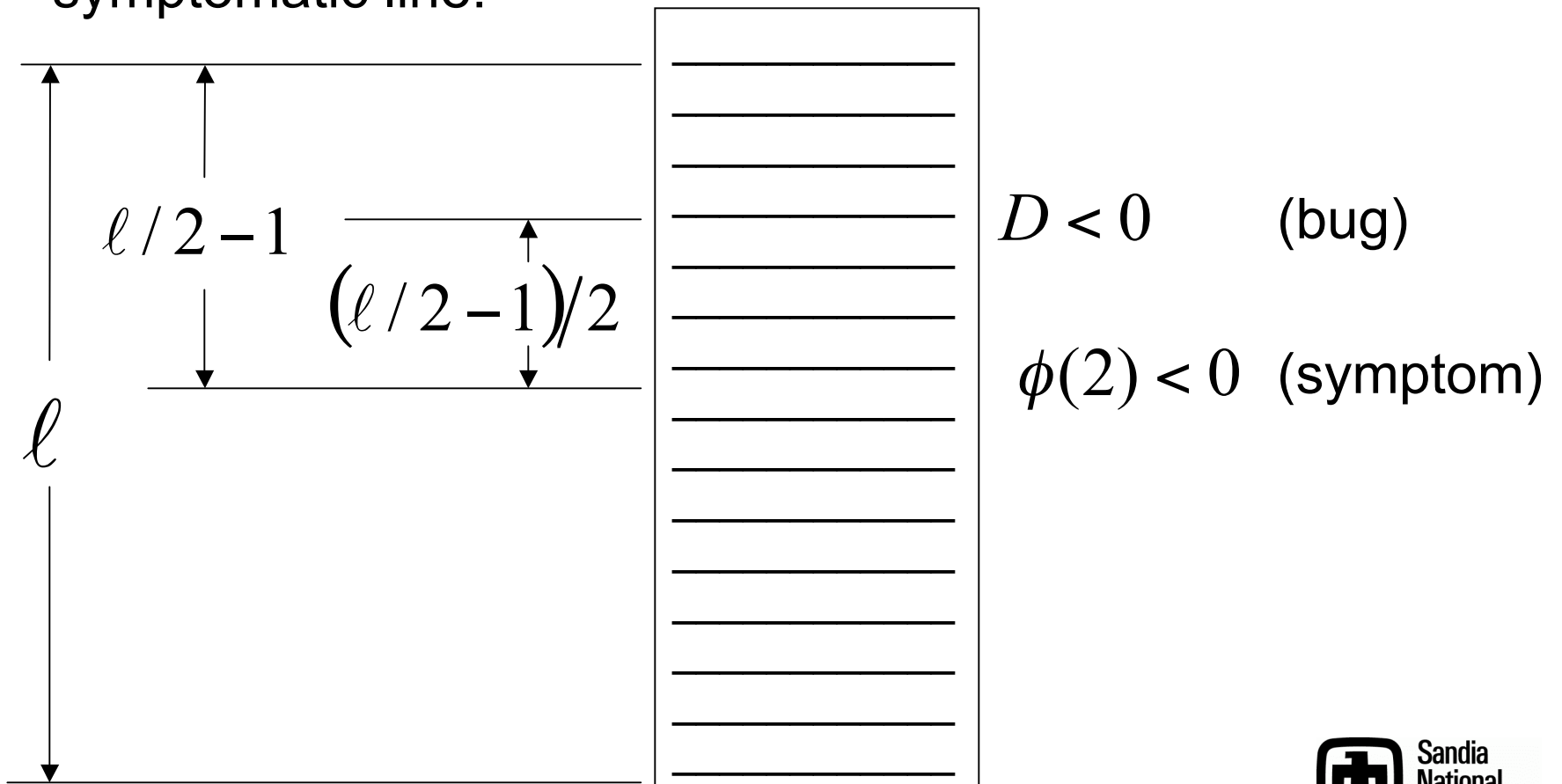
-- Oliveira & Stewart, *Writing Scientific Software*





# Bug Search Complexity

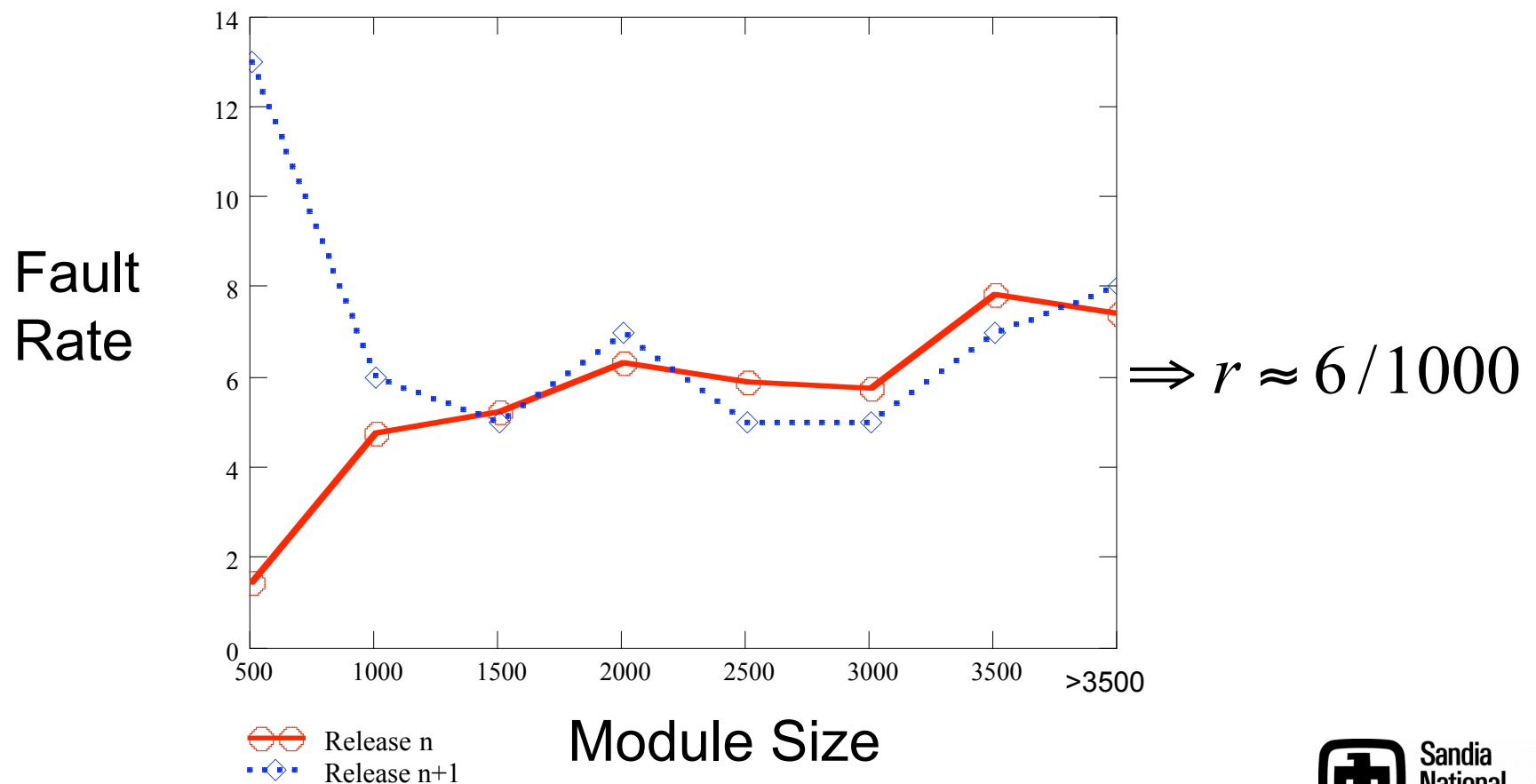
Consider a list of the unique program lines with all lines that execute before the symptom preceding the symptomatic line:





# Code Fault Rates

Fenton & Ohlssen, “Quantitative analysis of faults and failures in a complex software system,” *IEEE Trans. Soft. Eng.* 2000:





# Scientific Code Fault Rates

Hatton, L. “The ‘T’ Experiments – Errors in Scientific Software,” *Comp. Sci. Eng.* 1997:

- 8 statically detectable faults/1000 lines of *commercially released C* code
- 12 statically detectable faults/1000 lines of *commercially released Fortran 77* code
- more recent data finds 2-3 times as many faults in C++

$$\Rightarrow r \approx 0.006 - 0.036$$

$$\begin{aligned} t_{search} &= (\#bugs) \times (\text{lines searched per bug}) (\bar{t}_{line\ review}) \\ &= (r\ell) \left[ (\ell / 2 - 1) / 2 \right] (\bar{t}_{line\ review}) \end{aligned}$$



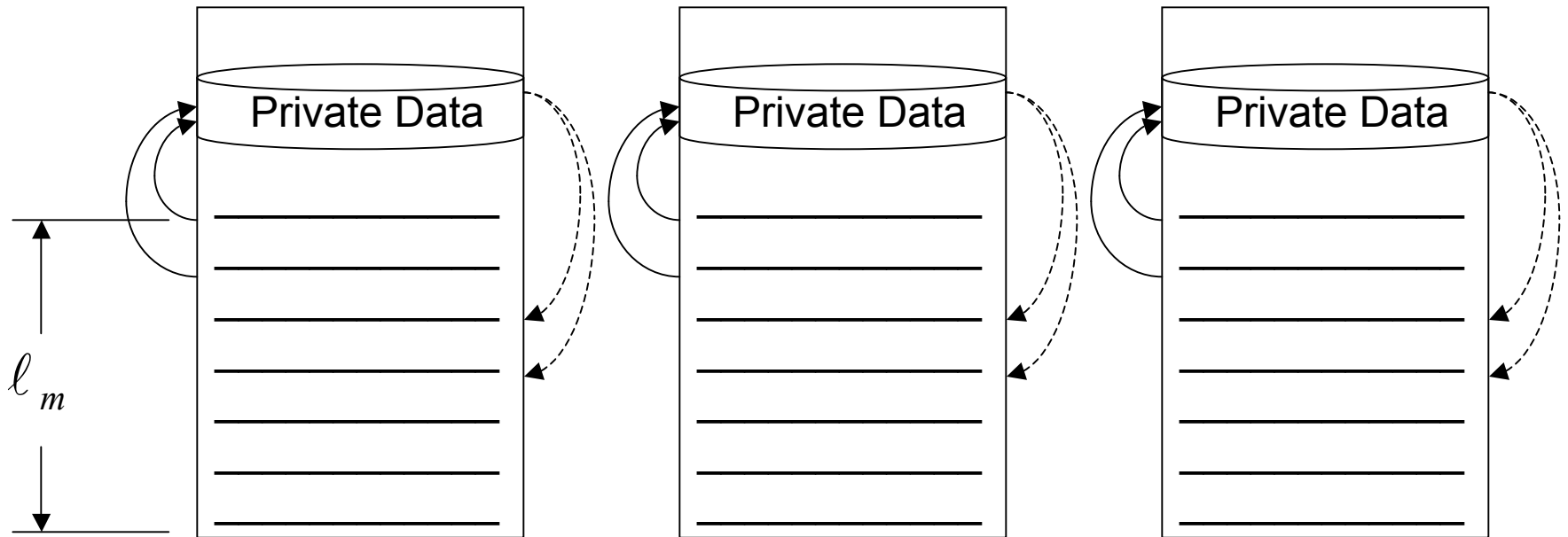


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- Motivation, Objectives & Guideposts
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- **Scalable development**
  - Complexity
  - Information theory
- Applications
- Toward scalable execution
- Conclusions & Acknowledgments



# Object-Oriented Programming

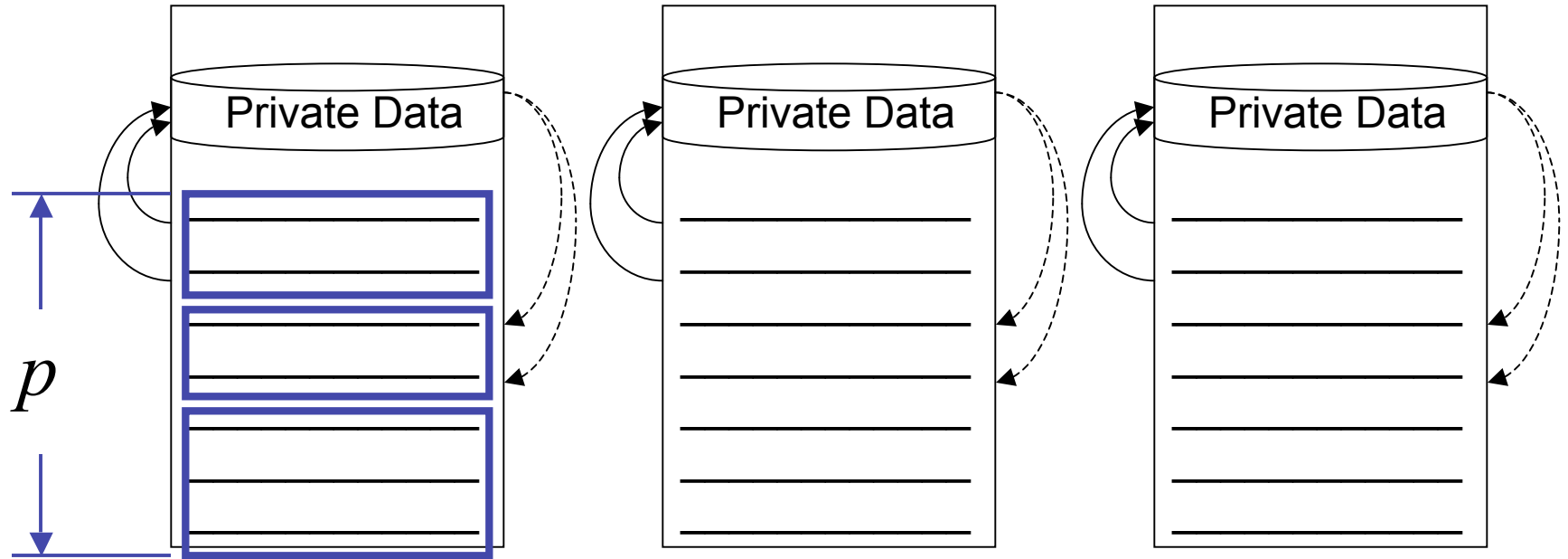


$$t_{search} = (r l_m) \left[ (\ell_m / 2 - 1) / 2 \right] (\bar{t}_{line\ review})$$

$$l_m \ll \ell$$



# Scientific OOP



$$\rho \equiv \frac{\ell_m}{p} = \frac{\text{lines per module}}{\text{procedures per module}}$$

$$t_{search} = (r\rho p) \left[ (\rho p / 2 - 1) / 2 \right] \left( \bar{t}_{line\ review} \right)$$



# Scientific OOP

Legend: **public**, private

$\phi(t + \Delta t) = \phi(t) + \Delta t \frac{\partial \phi}{\partial t}$	<div style="border: 1px solid black; padding: 5px; text-align: center;">Time Integration Algorithm</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"><b>Integrator</b></div>	<pre>class(Scalar) :: Smoke Smoke = Smoke + dt*d_dt(Smoke)</pre>
$\partial \phi / \partial t = D \nabla^2 \phi$	<div style="border: 1px solid black; padding: 5px; text-align: center;">Governing PDE</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"><b>Scalar</b></div>	<pre>class(Field) :: phi REAL :: D <b>d_dt(phi)</b> = D*laplacian(phi)</pre>
$\nabla^2 \phi = \partial^2 \phi / \partial x^2$ $\partial \phi / \partial x \approx \Delta \phi / \Delta x$	<div style="border: 1px solid black; padding: 5px; text-align: center;">Spatially Differentiable Fields</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"><b>Field</b></div>	<pre>REAL, DIMENSION(n) :: p <b>laplacian(p)</b> = d2_dx2(p) class(Grid) :: x d_dx(p)=delta(p)/delta(x)</pre>
$\Delta x = x_{i+1} - x_i$	<div style="border: 1px solid black; padding: 5px; text-align: center;">Spatial Discretization</div>	<div style="border: 1px solid black; padding: 5px; text-align: center;"><b>Grid</b></div>	<pre>REAL :: dx <b>delta(x)</b> = dx</pre>

Decomposing the problem into a set of classes that admit an abstract data type calculus yields

$$\rho \approx const., \quad p \approx const.$$



# Information Theory

- Interface information content sets the minimum amount of communication between developers.
- Let  $p_i$  = frequency of occurrence of the  $i^{th}$  keyword in a set of statements. Shannon entropy is

$$S = - \sum_i p_i \log p_i \geq 0$$

- Repeated implementation of same procedural interfaces generates high  $p_i$  values  $\rightarrow$  low  $S$ .
- Kirk & Jensen (2004) related Shannon entropy of codes to thermodynamic entropy, enabling the study of phase transitions in code structure.



# Kolmogorov Complexity

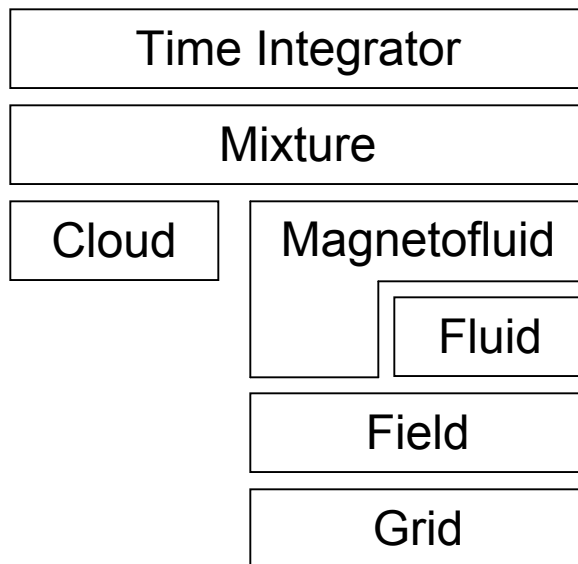
- For a program  $p$ , the Kolmogorov complexity  $K(p)$  is the shortest description in some description language
- Properties:
  - Provably not computable.
  - Bounded from above by any actual description of  $p$ .
  - Lowest upper bound at any given time: compressed program length + decompression program length
- Using this measure, we have detected slightly greater complexity in C++ than Fortran 2003



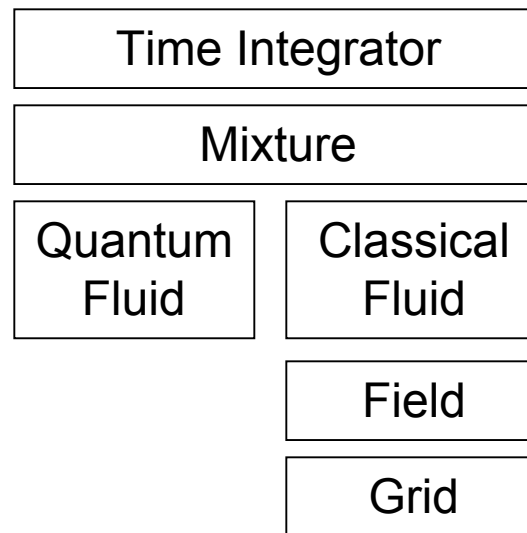
# Applications

## Currently Running

Solid particle dispersion in electrically conducting fluids\*:

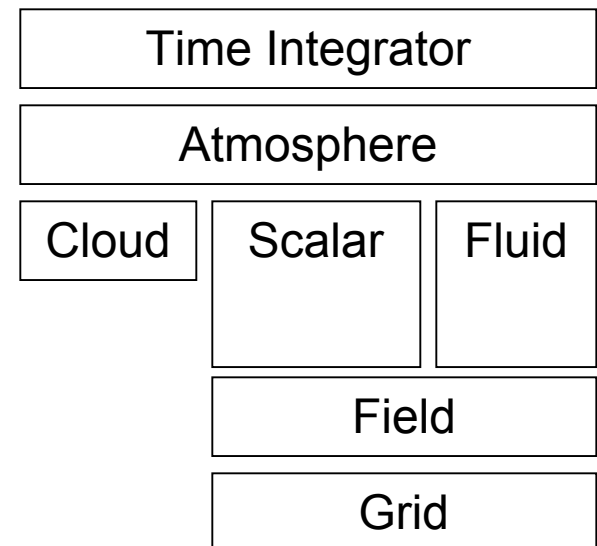


Quantum vortex interactions with classical fluids\*\*:



## Under Development

Aerosol dispersion in the atmospheric boundary layer\*\*\*:



(Vertically adjacent layers communicate through interfaces.)

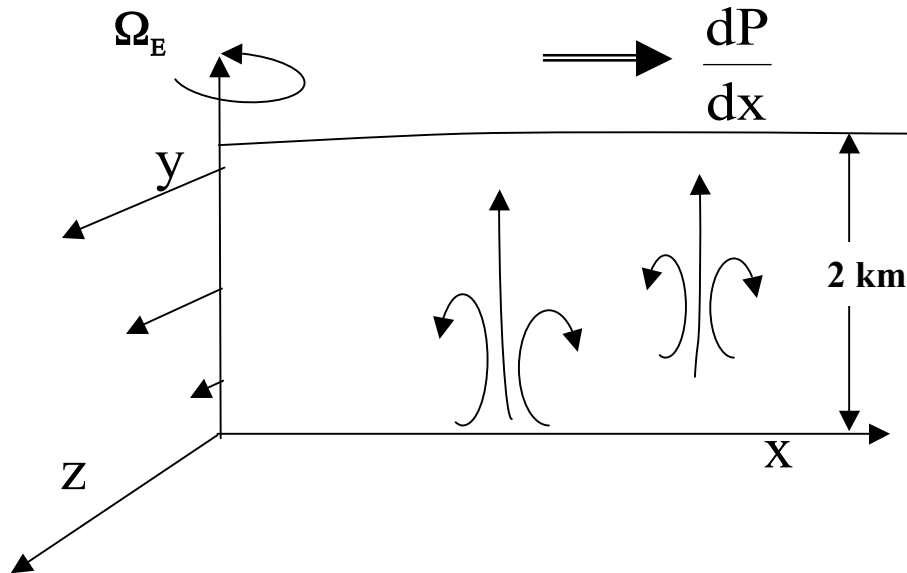
\*Rouson et al. (2008) *Physics of Fluids*, February.

\*\*Morris, Koplik & Rouson (2008) *Physical Review Letters*, in review.

\*\*\*Rouson & Handler (2007) in *Environmental Sciences & Environmental Computing, Vol. III*.



# Large Eddy Simulation of the ABL



## Physical Processes

- Shear
- Buoyancy
- Coriolis effects
- Geostrophic wind forcing
- Thermal Fluctuations
- Passive Scalar

## Code Details

- Fully spectral LES: Fourier in horizontal, Chebyshev in vertical.
- Uniform grid in horizontally, cosine-stretched grid vertically.
- Compressibility is neglected (different from COAMPS).





# Governing Equations

**Momentum:** 
$$\frac{\partial \vec{u}}{\partial t} = \underbrace{\vec{N}}_{\text{Advection}} + \underbrace{\vec{C}}_{\text{Coriolis}} - \underbrace{\vec{\nabla} \Pi}_{\text{Pressure}} + \underbrace{\vec{\nabla} \cdot \bar{\tau}_{sgs}}_{\text{Subgrid Physics}} + \frac{\theta'}{\theta_o} g \hat{e}_3 + \frac{dP}{dx} \hat{e}_1$$

$\downarrow$  Buoyancy  
 $\downarrow$  Geostrophic pressure gradient

**Mass** 
$$\vec{\nabla} \cdot \vec{u} = 0$$

**Heat** 
$$\frac{\partial \theta'}{\partial t} + \vec{u} \cdot \vec{\nabla} \theta' = \vec{\nabla} \cdot \left( \frac{\nu_T}{Pr_T} \nabla \theta' \right)$$

$$\Pi \equiv c_p \bar{\theta} \pi' + \vec{u} \cdot \vec{u} / 2$$

**Exner Function:**  $\pi \equiv (p/p_0)^{\frac{\gamma}{\gamma-1}}$       **Virtual Temperature:**  $\theta \equiv T / \pi$

**Smagorinsky Sub-Grid Scale Turbulence Model:**

$$\tau_{sgs} = 2 \cdot \nu_T \cdot S \quad \ell \sim \Delta \quad (\text{grid scale}) \quad \nu_T = C_s \ell^2 \sqrt{2 \cdot |S|^2}$$



# Simulation Parameters

- VERY SIMPLE PHYSICS
  - PRESSURE GRADIENT IN THE X-DIRECTION
  - CONSTANT TURBULENT VISCOSITY
  - ROTATING EARTH

$$L_x = 12.57 \text{ km} \quad L_y = 2.0 \text{ km} \quad L_z = 4.71 \text{ km}$$

$$G = 2.88 \text{ m/s (geostrophic wind)}$$

$$v_T = 0.72 \text{ m}^2/\text{s (Agrees reasonably well with Sullivan et al BL Met. 1994)}$$

$$\Omega_E = 7.2722 \times 10^{-5} \text{ rad/s}$$

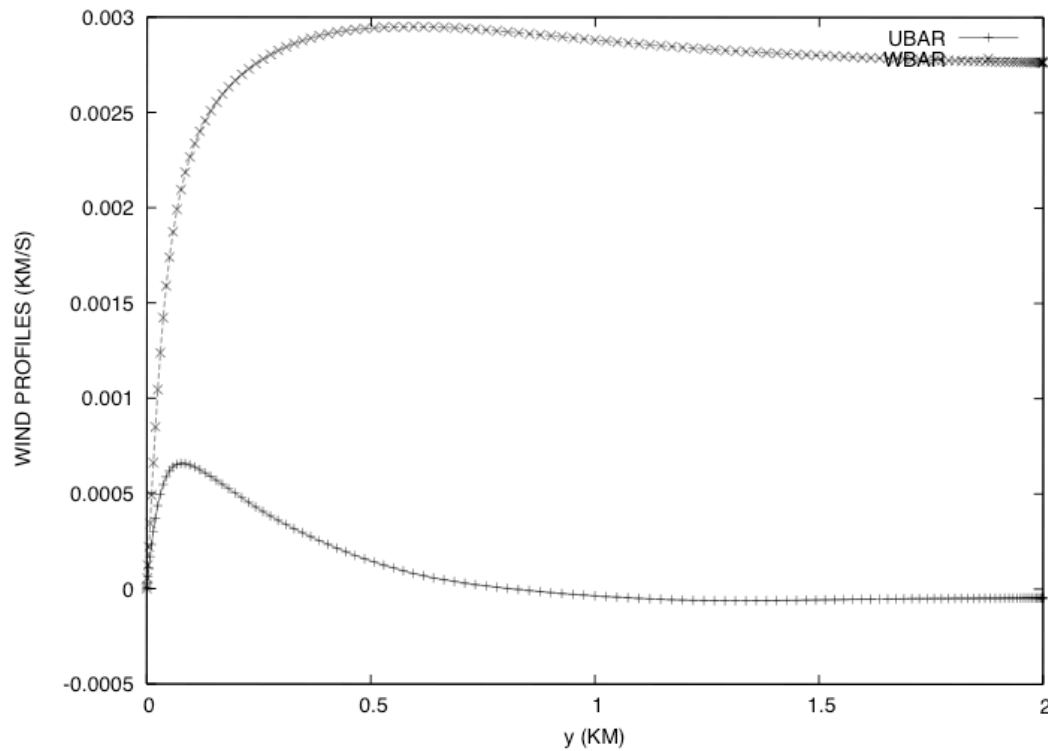
THESE PARAMETERS GIVE

$$\Delta_{\text{Ekman}} = (v_T / \Omega_E)^{1/2} = 0.1 \text{ km}$$

$$\text{Re} = (G * L_y) / v_T = 8000$$



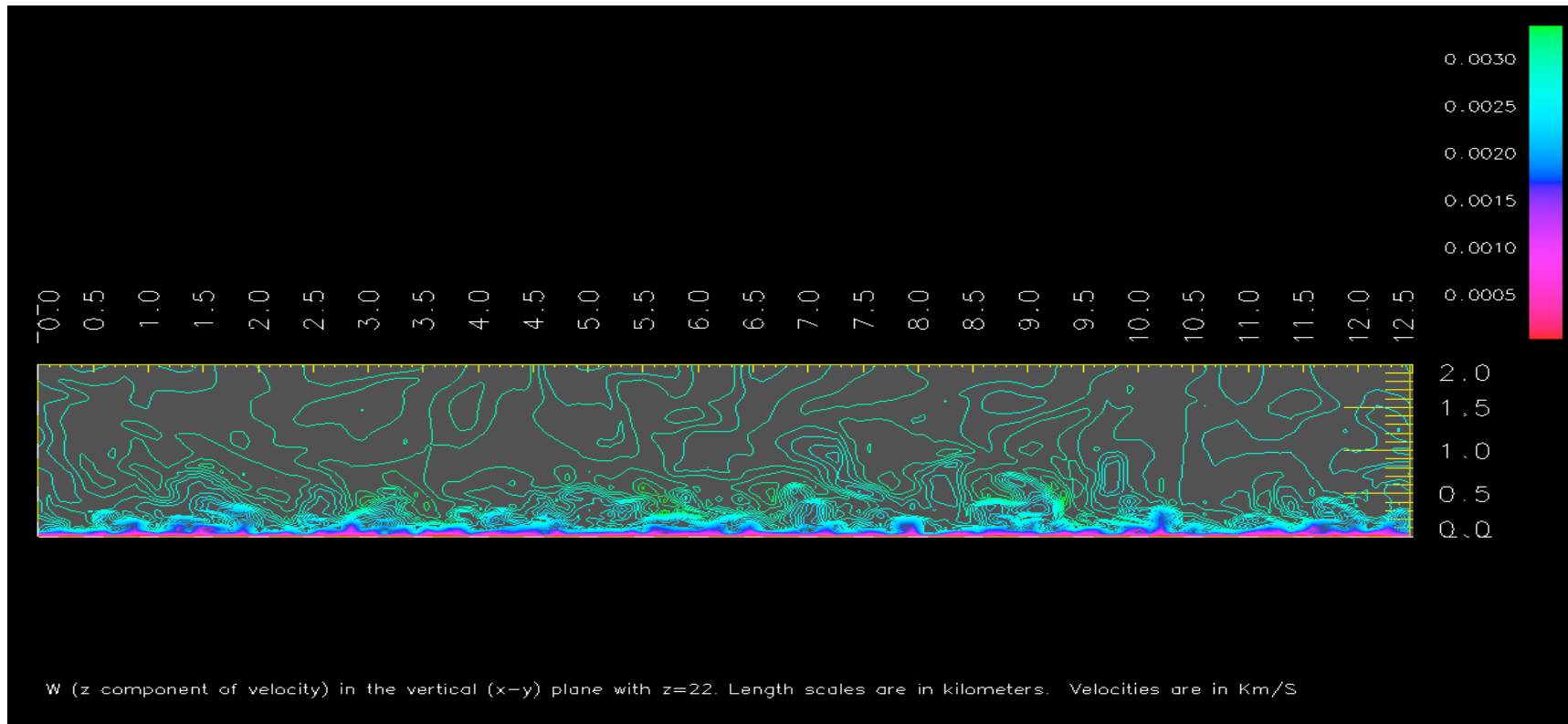
## Mean Wind Profiles



$U^*/G = 0.067$  In good agreement with Coleman et al (JFM, 1990)



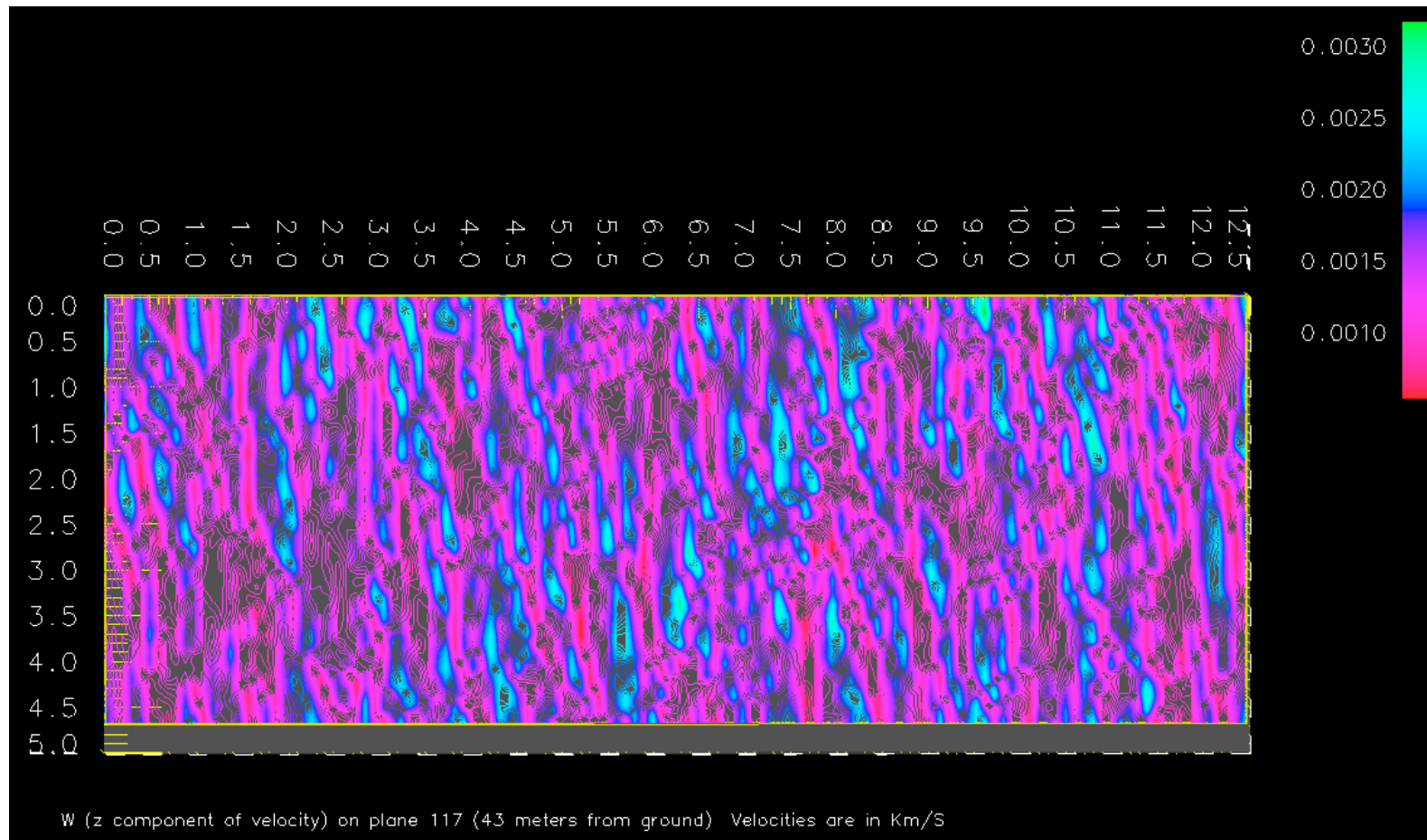
## Wind Velocity ( $W$ ) in an x-y plane



Thin Ekman Layer with turbulent “eruptions”



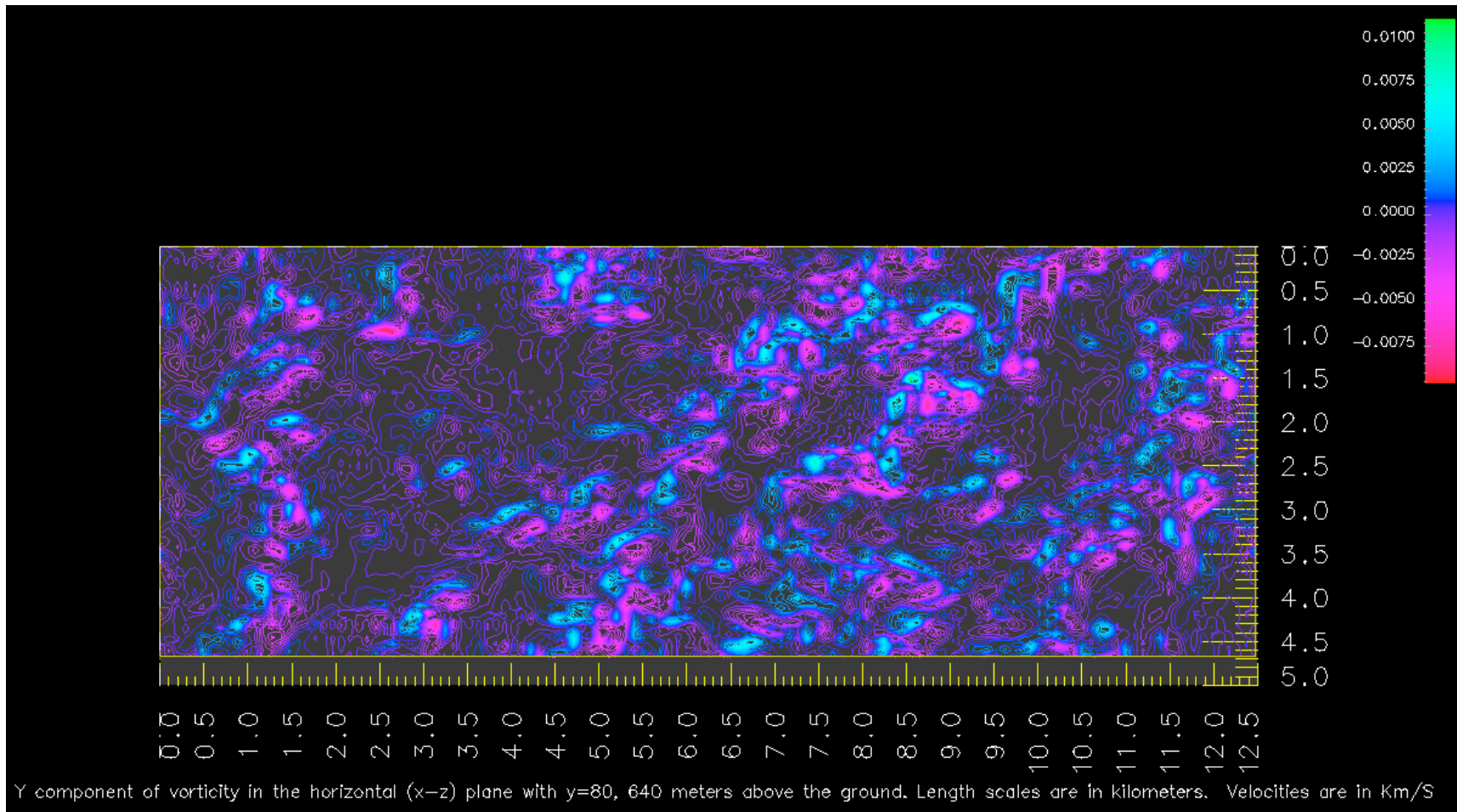
## W in x-z plane at 43 meters



Note highly elongated low speed regions and “gusts”



## Vertical vorticity 640 meters in x-z plane



Note “coherent 2D vortices” --- Air-Spikes !?



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- **Toward scalable execution**
  - A strategy
  - Turbulence at the petascale
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# Toward Scalable Execution

```
class(Scalar) :: Smoke
```

```
Smoke = Smoke + dt*d_dt(Smoke)
```

## Strategy:

- Decompose problem into elementary operations.
- Instantiate distributed objects, e.g. via Trilinos.
- Parallelize operators across distributed objects.

## Potential pitfalls:

- Cache utilization.
- Combined instructions.





# Turbulence at the Petascale

- R. D. Moser\* estimates 1500 Petaflop-hours required for DNS at  $Re_\tau=5000$ , which will achieve asymptotic behavior in the log layer.
- The bottom plane of many ABL simulations lies in the log layer & employs a boundary condition valid at asymptotically high Reynolds number:

$$u^+ = \left( \frac{1}{\kappa} + \frac{\beta}{Re_\tau} \right) \ln y^+ + \frac{\alpha y^+}{Re_\tau} + B$$

$$\lim_{Re_\tau \rightarrow \infty} u^+ = \frac{1}{\kappa} \ln y^+ + B$$

\*NSF Workshop on Cyber-Fluid Dynamics, Arlington, VA (2006).



# Conclusions

- Applying Amdahl's law to the *total* solution time suggests that optimizing run time only severely limits speedup.
- The Pareto Principle determines the percentage of code that can be focused on programmability rather than efficiency.
- The global data sharing in conventional development leads to a quadratic search times.
- Enabling an abstract data type calculus
  - Renders bug search times roughly scale-invariant and
  - Limits interface content (developer communications)
- We have demonstrated scalable development on several applications and proposed a path toward scalable execution.



# Acknowledgements

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