

# Optimizing Memory Layout of Hyperplane Ordering for Vector Supercomputer SX-Aurora TSUBASA

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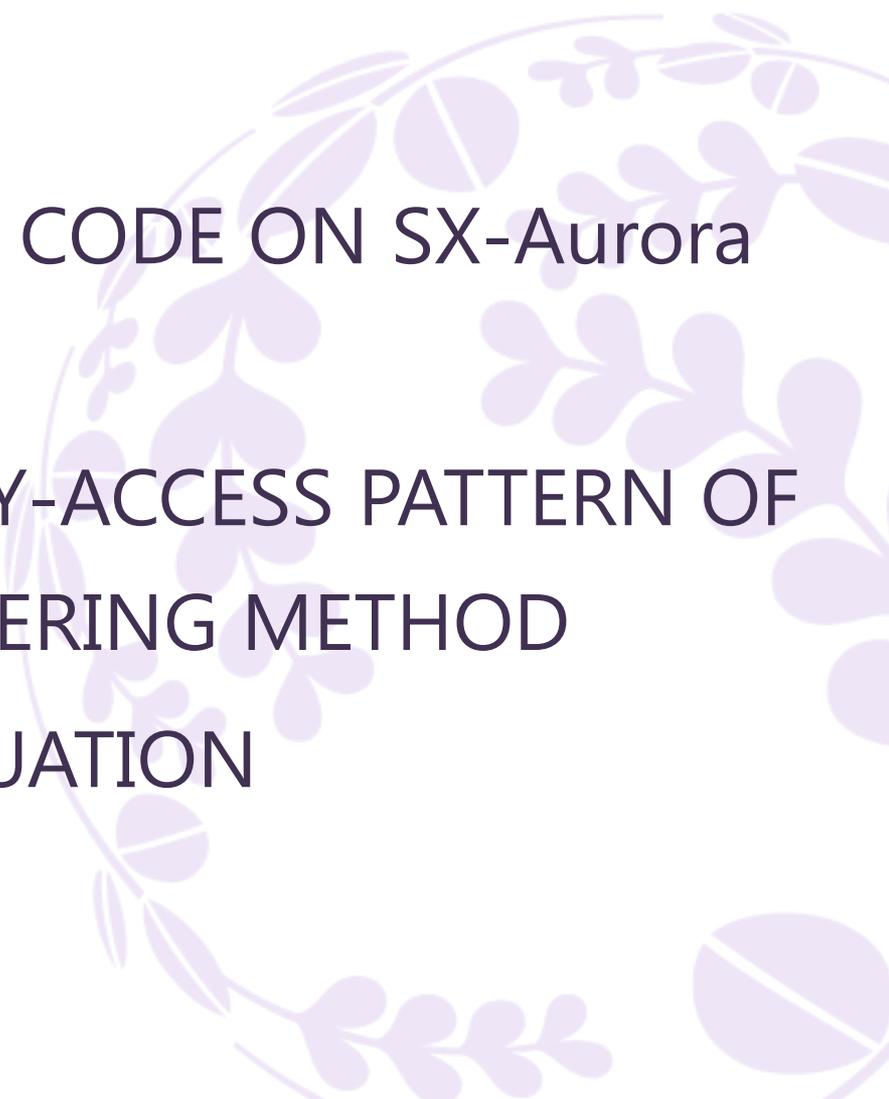
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# INTRODUCTION



# Backgrounds

Various phenomena can be reproduced more realistically **by large-scale simulations using supercomputer systems.**



There are still many issues to be addressed, and the impact of problems with social infrastructures (ex. **gas and steam turbines**) on our society is immeasurable.

# Demand for High Performance Turbine Simulation

Necessary to conduct a **numerical simulation** of a turbine using a **supercomputer** to simulate various phenomena occurring in the turbine in order to predict failures in advance.

- Complex wet-steam flow field analysis is required, but
- the cost for experiments is expensive.



<http://www.mhi-global.com/>

Numerical Turbine code using NEC SX-Aurora  
TSUBASA is the best solution.

# NUMERICAL TURBINE CODE ON SX-Aurora TSUBASA



# Numerical Turbine

## High Performance Turbine Design Code on SX Systems

Numerical Turbine developed by Prof. Yamamoto of Tohoku University

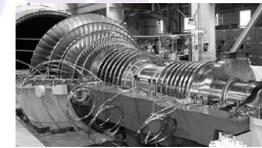
- is a simulation code realizing High-performance and High-reliable Future Turbines and
- has been accelerated on the SX series of Cyberscience Center at Tohoku University.



Gas turbine for plants



Gas turbine for airplanes

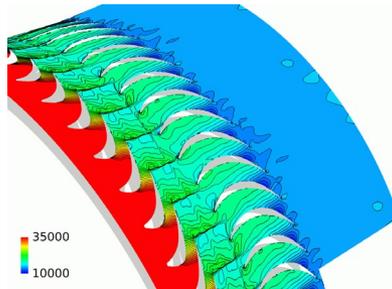


Steam turbine

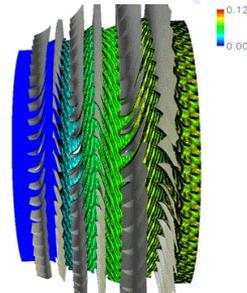
Only Numerical Turbine has achieved the following simulations in the world.

- Unsteady flows with wetness and shocks in actual gas turbines and steam turbines
- Full annulus simulation for resolving unsteady wet-steam and moist-air flows in actual turbines and compressors

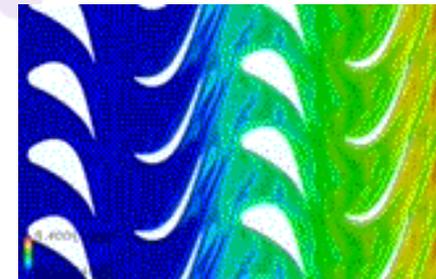
Resolving such complex flows is crucial for developing high-performance and high-reliable turbines



Unsteady shocks generated in turbine stages



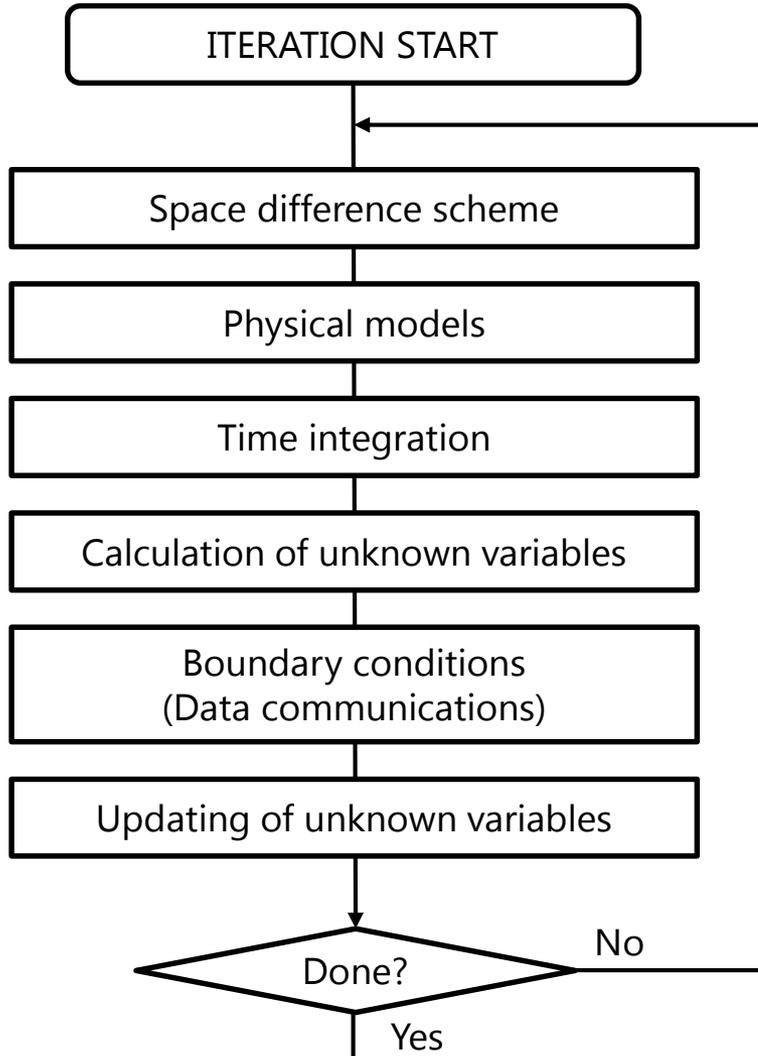
Unsteady wetness in full annulus turbine stages



Unsteady wet-steam flow in turbine stages

# Numerical Schemes

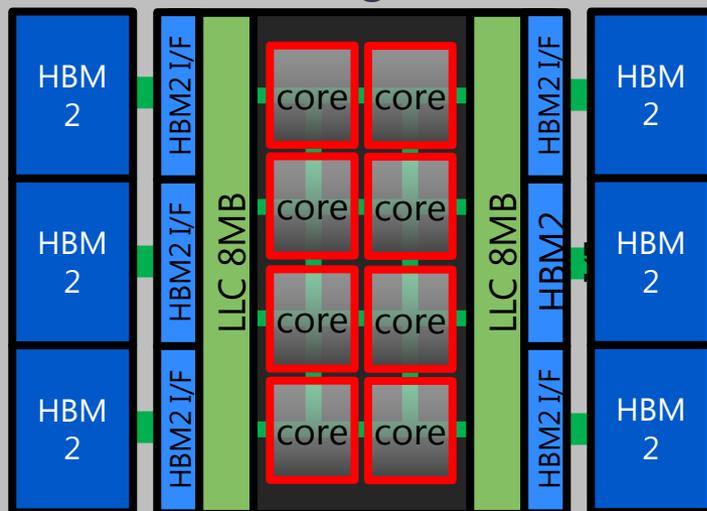
## Flowchart of the Iteration Loop



- Space Difference of Convective and Pressure Terms
  - Roe's Approximate Riemann Solver  
( P.L.Roe, J.Comp.Phys., 1981 )
  - Compact MUSCL  
( S.Yamamoto and H.Daiguji, Computer & Fluids, 1993)
- Viscous and Diffusion Terms
  - Second-order Central Difference
- Time Integration
  - LU-SGS Scheme  
( S.Yoon and A.Jameson, AIAA Jurnal, 1988 )
- Turbulence Model
  - SST Turbulence Model  
( F.R.Menter, AIAA Journal, 1994 )

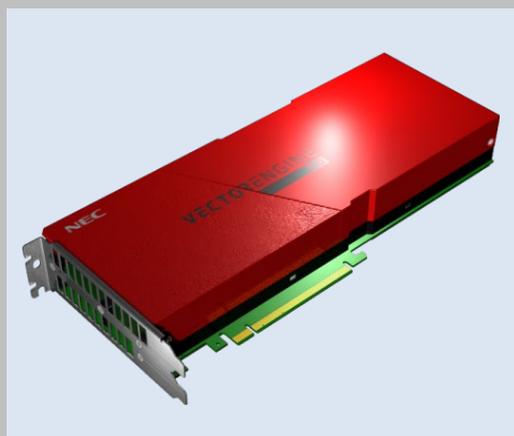
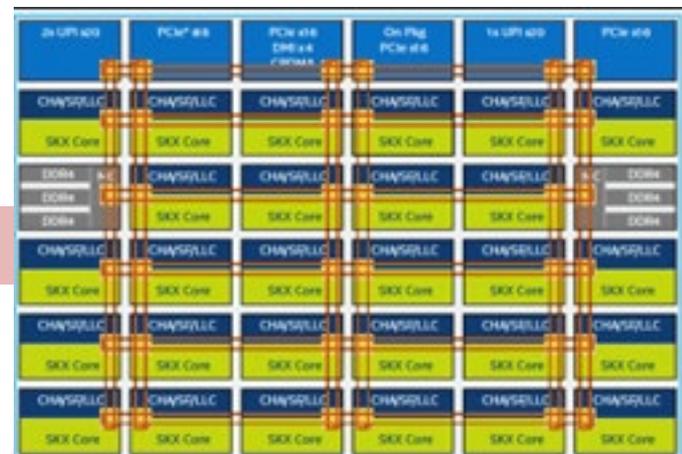
# Hardware Specification of NEC SX-Aurora TSUBASA

## Vector Engine (VE)



PCIe

## x86 Processor (Xeon)

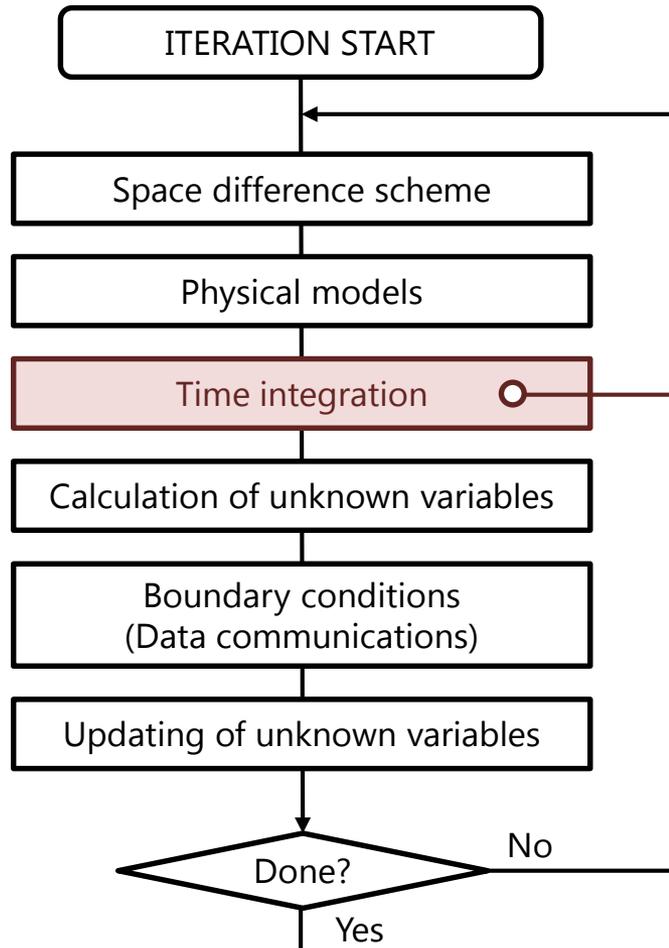


Vector Engine	Type 10B
Vector Cores	8
Frequency	1.4 GHz
Performance/core	537.6 GF (SP), 268.8 GF (DP)
Performance/processor	4.30 TF (SP), 2.15 TF (DP)
Cache Capacity	16 MB (shared)
Mem. Bandwidth	1.2 TB/s
Mem. Capacity	48 GB (HBM2 8GB x 6)

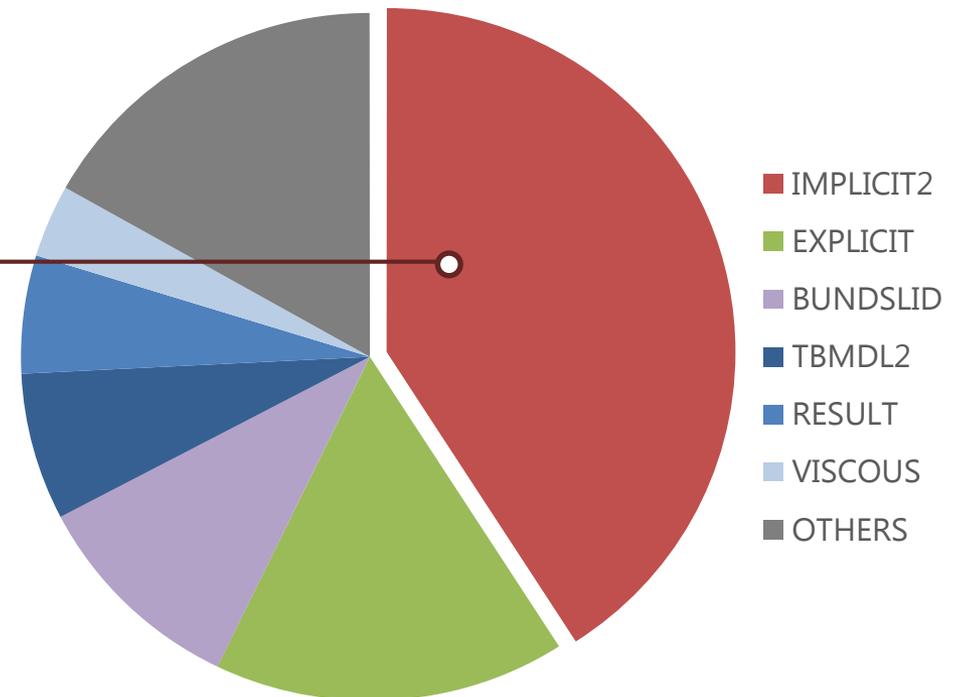
**Long vector loop length** is exploit the high performance of SX-Aurora TSUBASA.

# Cost Distribution of Main Iteration Routines

Flowchart of the Iteration Loop



Cost Distribution

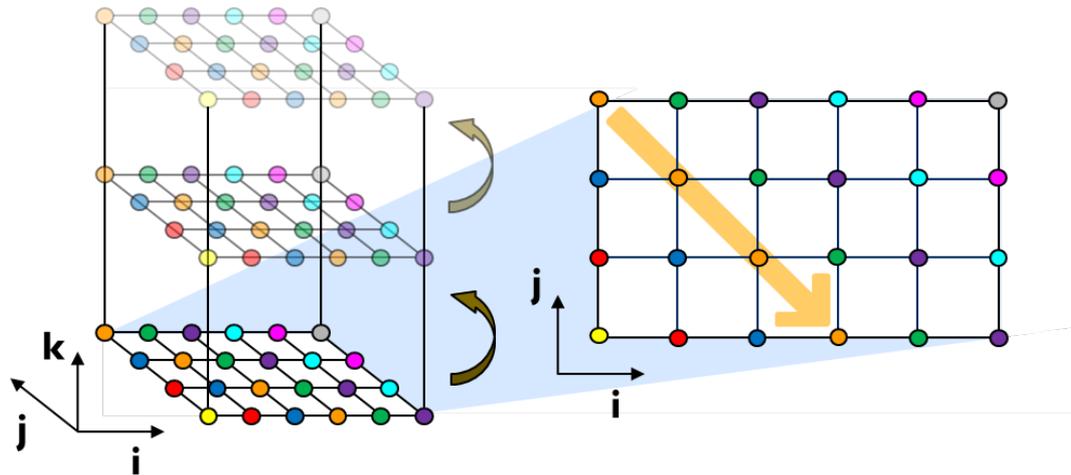


The time integration routine (LU-SGS) is the most dominant.

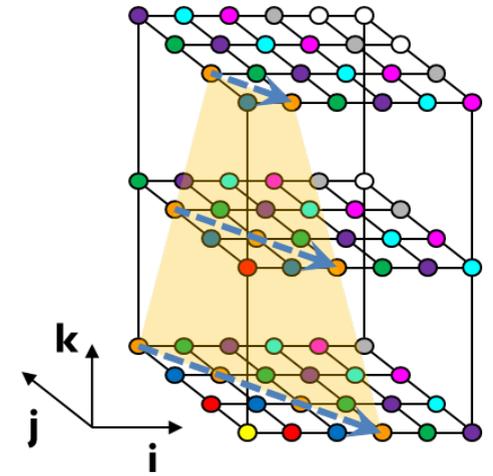


# 2D and 3D Hyperplane Ordering

## 2D Hyperplane



## 3D Hyperplane

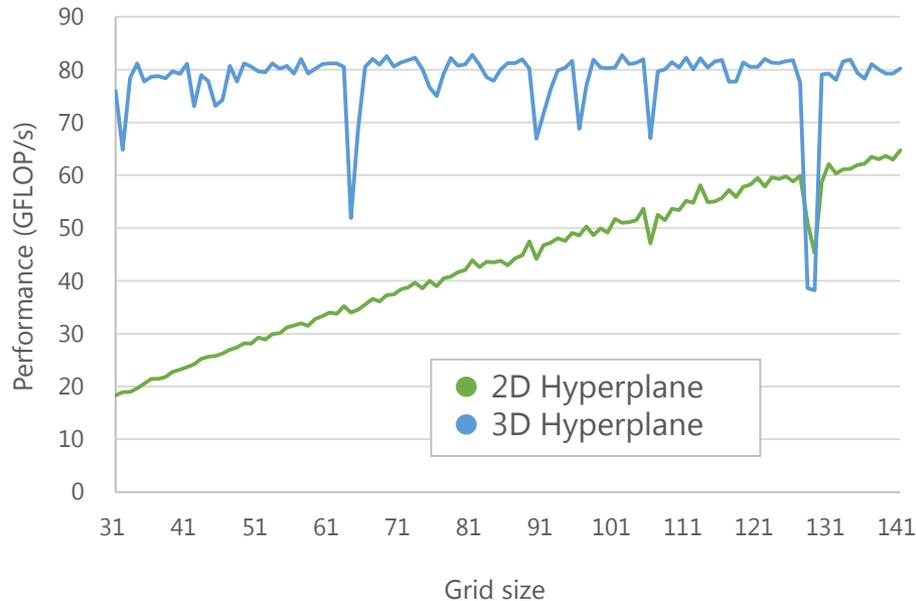


The sum of  $i$ ,  $j$ , and  $k$  (in case of 2D-HP, the sum of  $i$  and  $j$ ) of each grid point on a hyperplane is the same value.

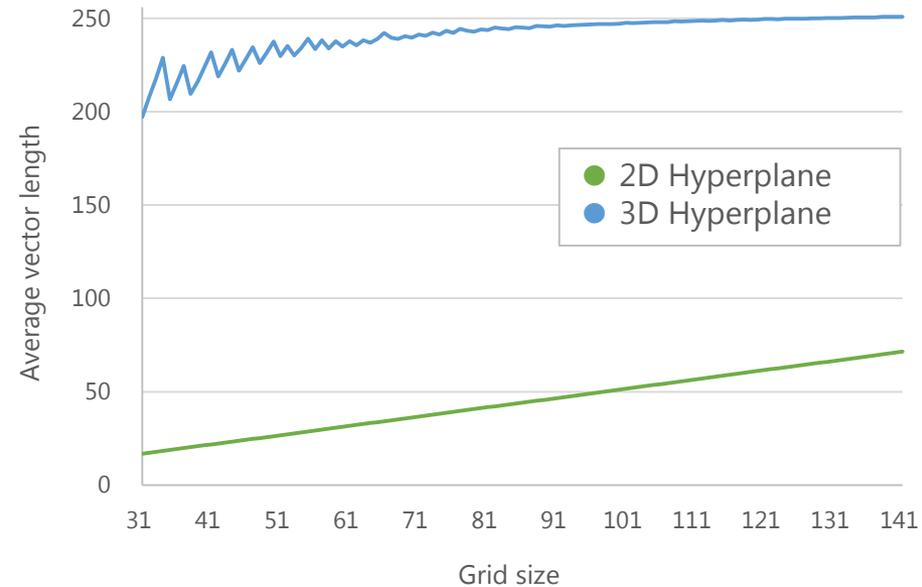
	Vector Length	Memory Access
2D Hyperplane	Short	Direct Access
3D Hyperplane	Long	Indirect Access

# 2D Hyperplane vs. 3D Hyperplane

Performance on SX-Aurora TSUBASA



Vector Length



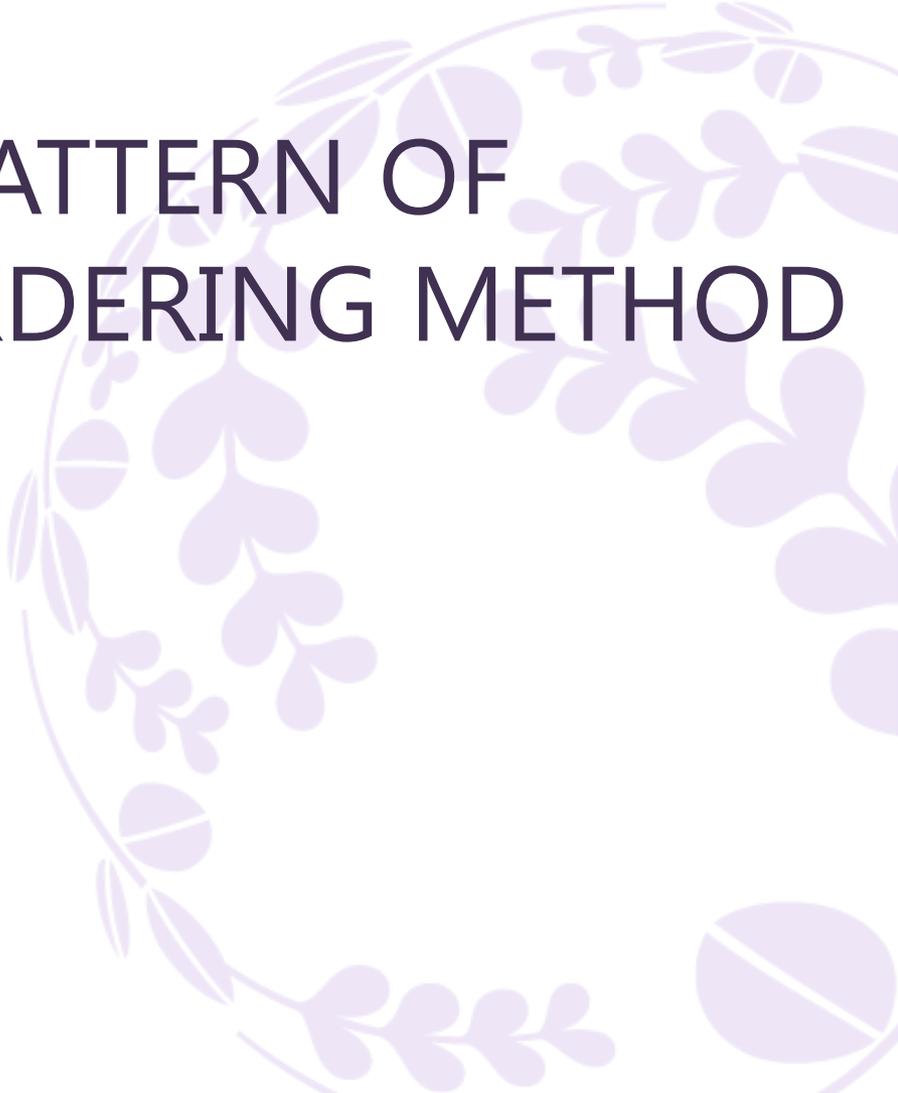
3D hyperplane provides **long vector lengths**. However...

The method is accompanied by a high memory load with **indirect memory accesses**.

- **Latency** of the indirect accesses is **high**.
- Some **blips** downward in performance occurs due to bank-conflict.

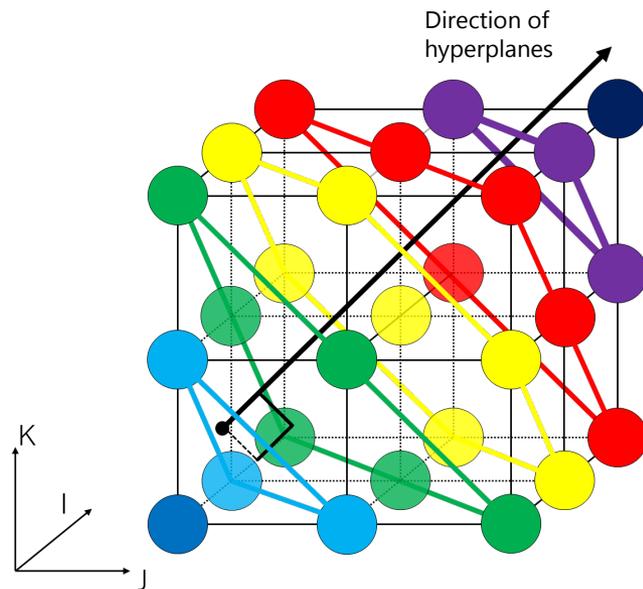
Need to **reduce indirect memory accesses** in order to extract more performance from SX-Aurora TSUBASA.

# OPTIMIZING MEMORY-ACCESS PATTERN OF 3D HYPERPLANE ORDERING METHOD

A decorative graphic on the right side of the slide, consisting of a purple floral wreath. The wreath is composed of various leaf and flower shapes, arranged in a circular pattern that partially overlaps the text area.

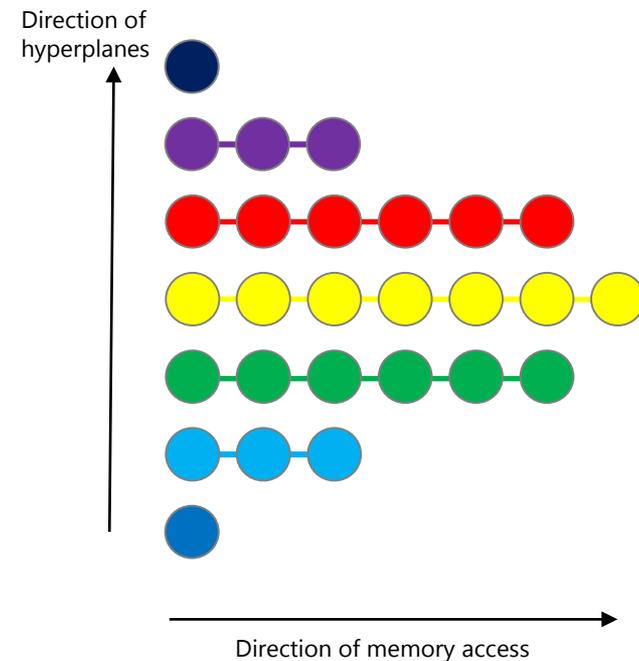
# Changing 3D Data Layout to 1D Data Layout

Original 3D Data Layout



**Indirect** memory  
accesses

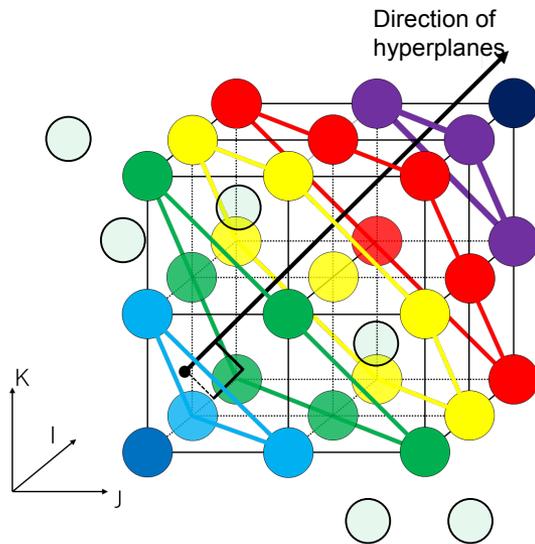
Proposed 1D Data Layout



**Sequential** memory  
accesses

# 1D Data Layout and Each Plane Number

Original 3D Data Layout



Proposed 1D Data Layout

Plane9 ( $I+J+K=13$ )

Plane8 ( $I+J+K=12$ )

Plane7 ( $I+J+K=11$ )

Plane6 ( $I+J+K=10$ )

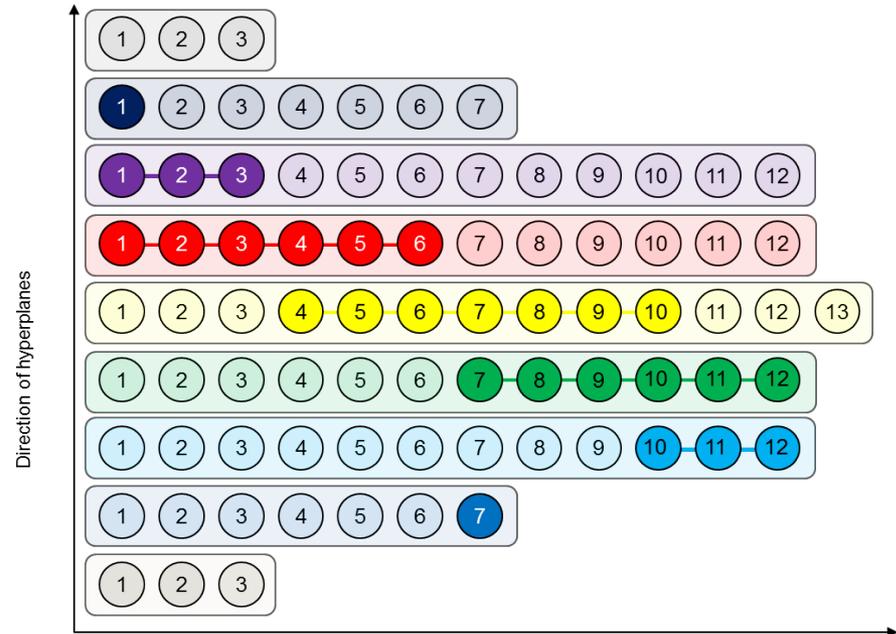
Plane5 ( $I+J+K=9$ )

Plane4 ( $I+J+K=8$ )

Plane3 ( $I+J+K=7$ )

Plane2 ( $I+J+K=6$ )

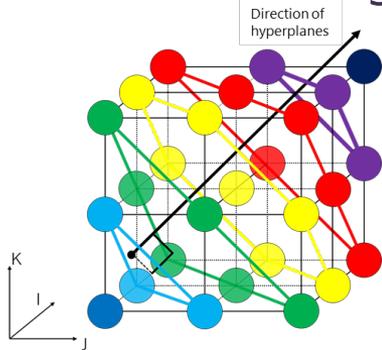
Plane1 ( $I+J+K=5$ )



When storing grid points in each 1D array, it is necessary to store the grid points on the **boundary area** on each hyperplane.

# Source Code Image of Changing the Data Layout

## Code of Original 3D Data Layout



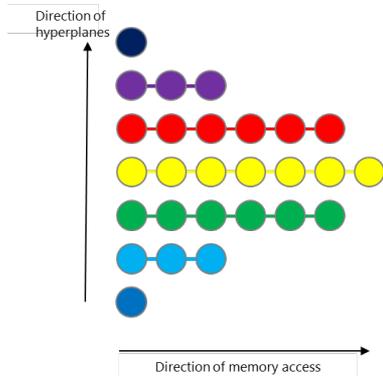
```

DO LHP=1, LIST_3DC (M, L)
  I = LIST_3DI (LHP, M, L)
  J = LIST_3DJ (LHP, M, L)
  K = LIST_3DK (LHP, M, L)
  ...
  AIM = (A(I-1, J, K) * A(I, J, K)) * 0.5D0
  ...
ENDDO

```

Indirect Access

## Code of Proposed 1D Data Layout



```

DO LHP=1, LIST_3DC (M, L)
  I = LIST_3DI (LHP, M, L)
  J = LIST_3DJ (LHP, M, L)
  K = LIST_3DK (LHP, M, L)
  IM = LIST_3DA (I-1, J, K, L)
  ...
  AIM = (A(M-1) %ARRAY (IM) * A(M) %ARRAY (LHP)) * 0.5D0
  ...
ENDDO

```

Indirect Access

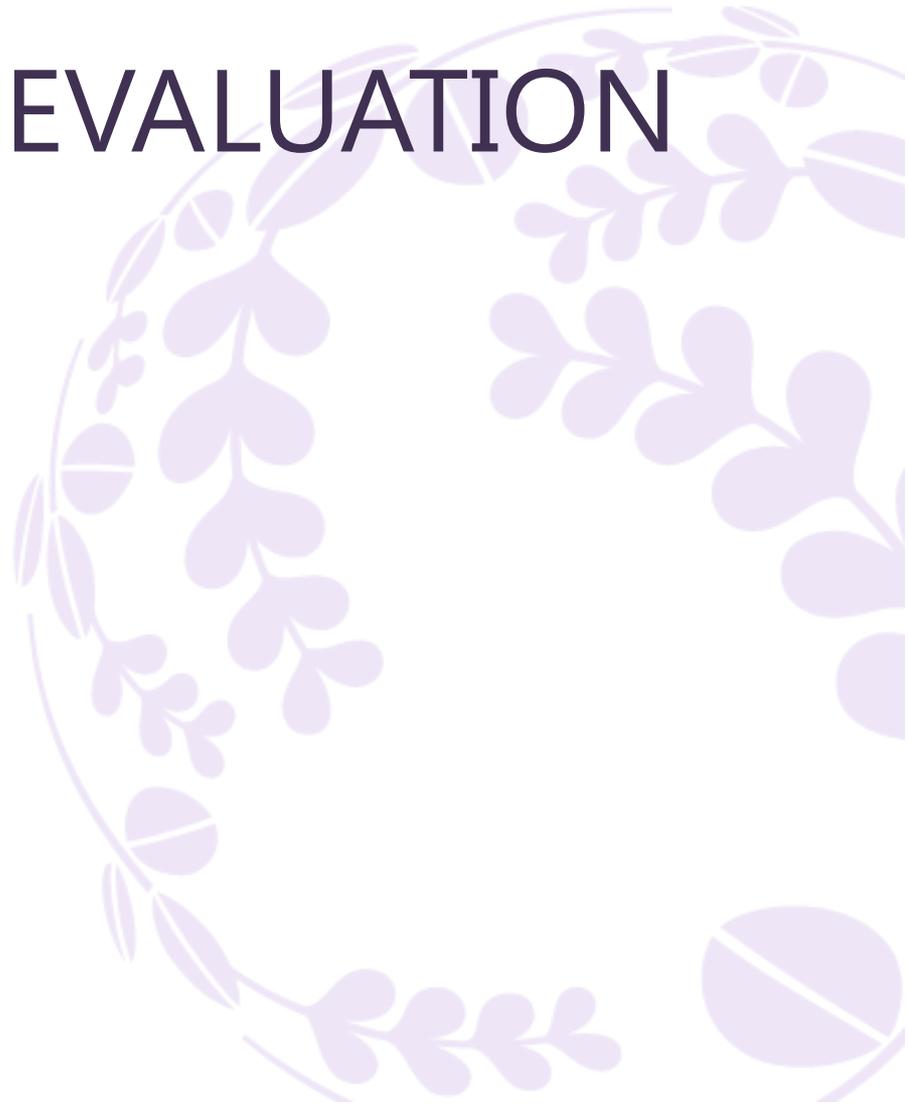
Sequential Access

## Number of Gather/Scatter Operations in Calculation Part

	Original 3D Hyperplane	Proposed 3D Hyperplane
Vector Gather op.	228	162
Vector Scatter op.	20	0

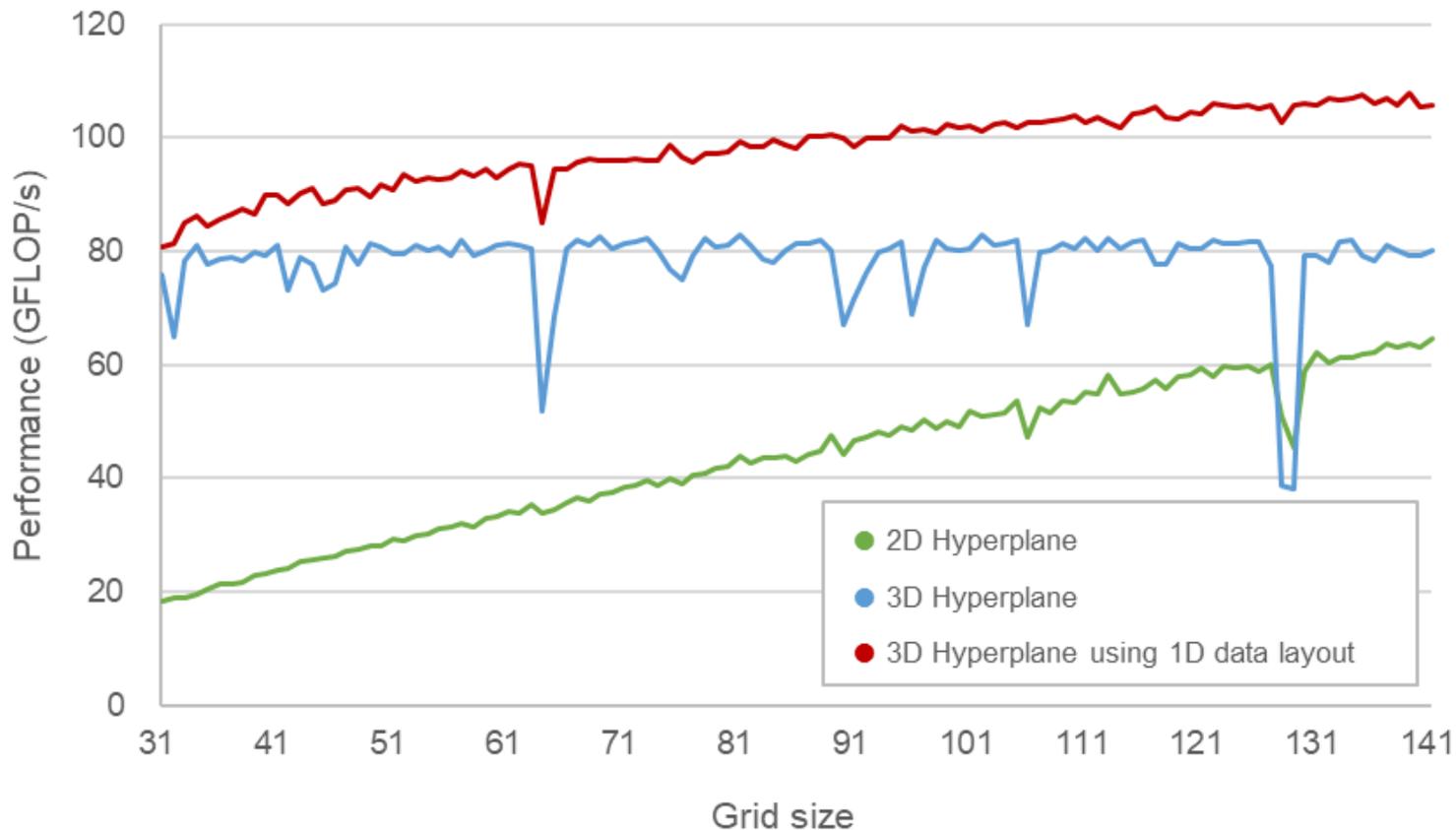
Reducing indirect memory accesses

# PERFORMANCE EVALUATION



# Performance of The Proposed Method

Performance evaluation using Time-integration kernel codes.



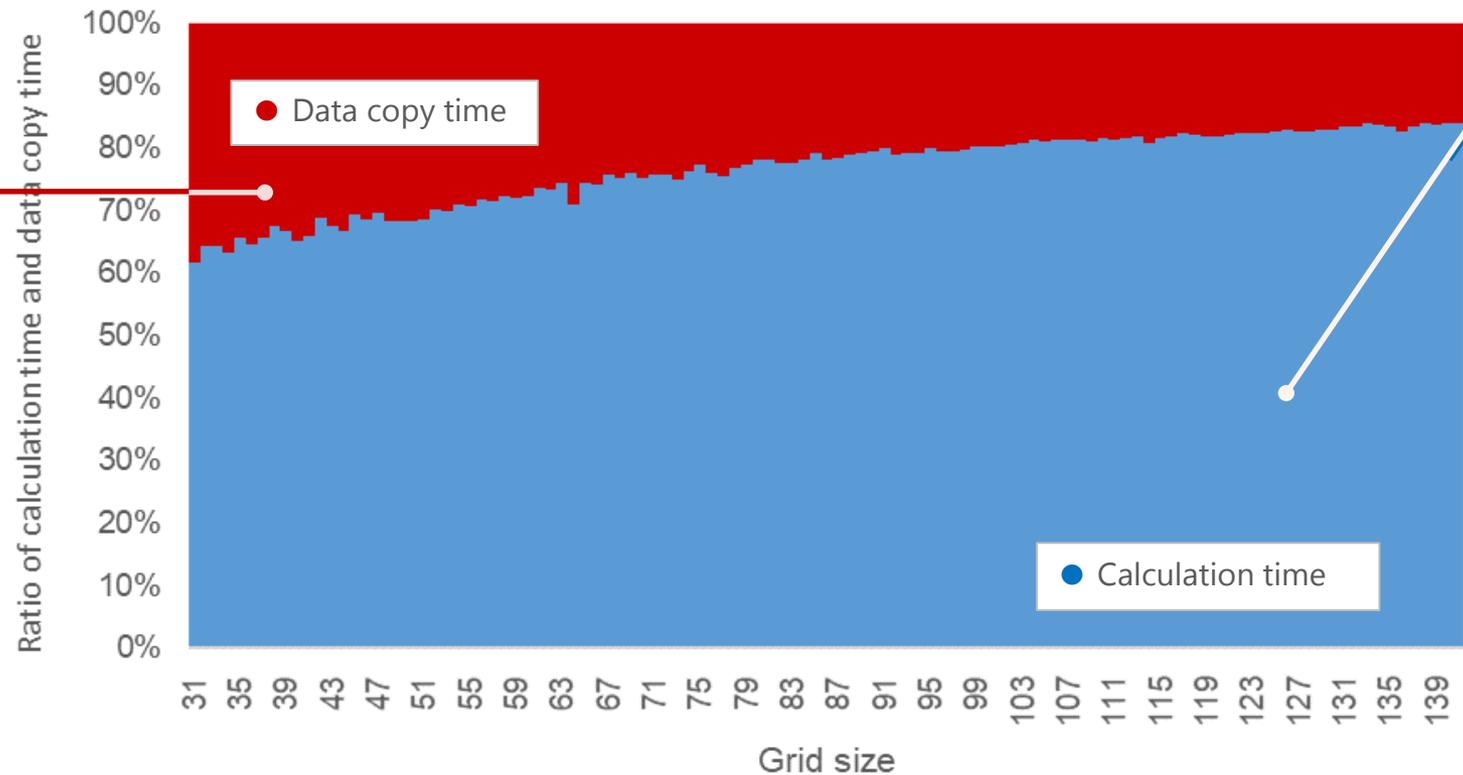
Average: 1.27x

Max : 2.77x faster than original 3D Hyperplane

Some blips downward in performance are reduced.

# Cost Distribution of Data-copy and Calculation

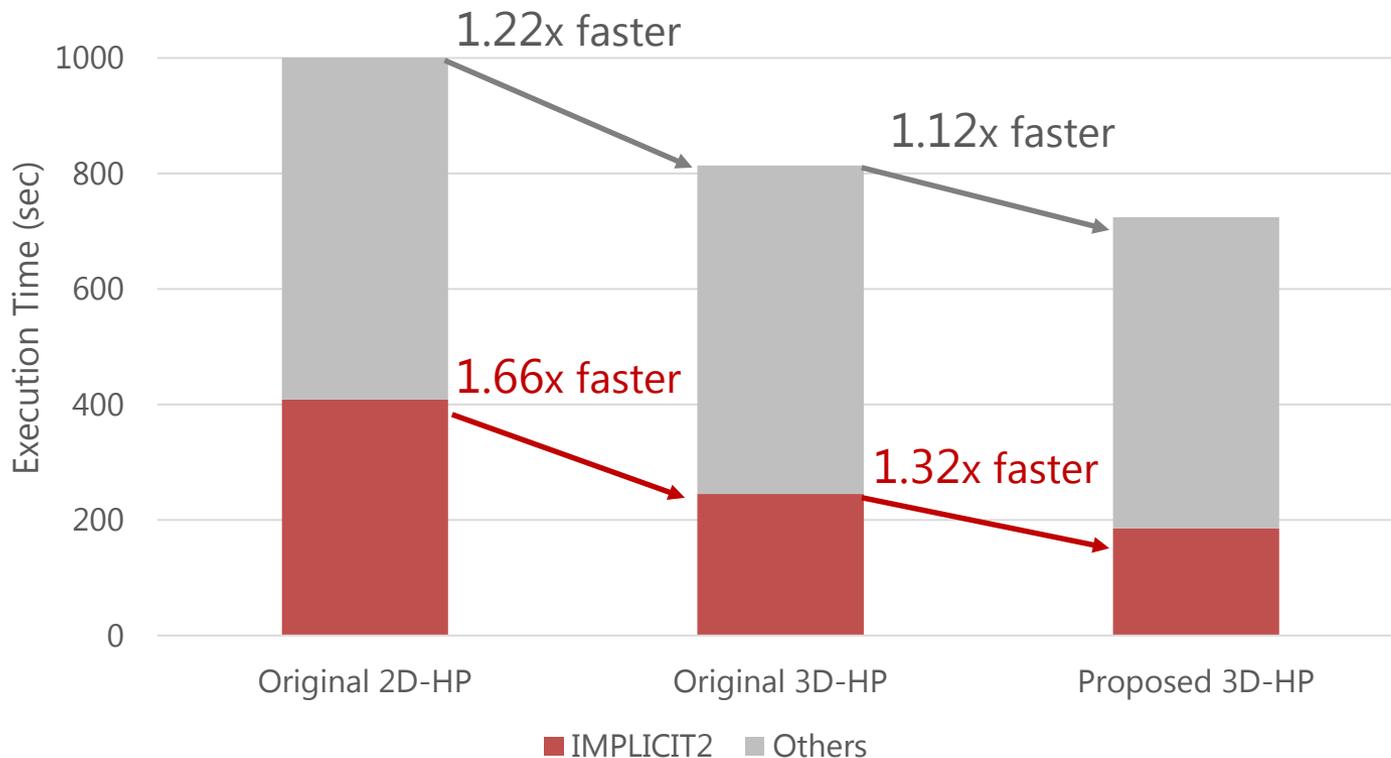
Calculation part performance: 123 ~146 Gflop/s



- The proposed method involves **data-copies** (3D layout ↔ 1D layout).  
**Reducing the data-copy time** can further improve the performance.

# Performance Improvement of Full App.

- Numerical Turbine execution with 636 mpi
- 91x91x181 grid points for each stator and rotor passage



Expanding  
vector length



Reducing  
indirect accesses



# CONCLUSIONS



# Conclusions and Future Work

- The 3D Hyperplane ordering method is suitable for SX-Aurora TSUBASA because the method can provide **long vector lengths**.
- Our proposed 3D Hyperplane ordering method further improves the performance by **reducing indirect memory accesses**.
- Future work: examine the effect of the method on other applications and major SIMD architectures.

Thank you for your kind attention!

