Nu-FuSE

Porting CASTEP to GPGPUs

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CASTEP

- Density Functional Theory
 - Plane-wave basis set with pseudo potentials
 - Heavy use of FFTs
 - FORTRAN (modern) and MPI for parallelisation
 - plane-waves, k-points and bands data decompositions
- Significant use on UK HPC systems





CASTEP Scaling



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Capabilities

Hamiltonians

- DFT XC-functionals LDA, PW91, PBE, RPBE, PBEsol, WC .
- Hybrid functionals PBE0, B3LYP, sX-LDA, the HSE family of functionals (including user-defined parameterisation)
- LDA+U and GGA+U
- Semi-empirical dispersion corrections (DFT+D) •

Structural methods .

- Full variable-cell geometry optimisation using BFGS, LBFGS and TPSD •
- Geometry optimisation using internal co-ordinates •
- Geometry optimisation using damped molecular dynamics •
- Transition-state search using LST/OST method

Molecular Dynamics •

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- Molecular Dynamics including fixed and variable-cell MD •
- NVE, NVT, NPH and NPT ensembles •
- Path-integral MD for guantum nuclear motion

Vibrational Spectroscopy .

- Phonon dispersion and DOS over full Brillouin-Zone using DFPT methods •
- Phonon dispersion and DOS over full Brillouin-Zone using supercell methods
- IR and raman intensities . •

Dielectric Properties

- Born effective charges and dielectric permittivity
- Frequency-dependent dielectric permittivity in IR range •
- Wannier Functions •
- Electrostatic correction for polar slab models .
- Solid-state NMR spectroscopy .
- Chemical Shifts .
- Electric Field Gradient tensors .
- J-coupling •
- **Optical and other Spectroscopies** •
- **EELS/ELNES** and XANES Spectra •
- Optical matrix elements and spectra •

Electronic properties

- Band-structure calculations .
- Mulliken population analysis .
- Hirshfeld population analysis
- Electron Localisation Functions (ELF) •

Pseudopotentials

- Supports Vanderbilt ultrasoft and norm-conserving pseudopotentials .
- Built in "On The Fly" pseudopotential generator • •
- Self-consistent Pseudpotentials
- (non self-consistent) PAW for properties calculations
- **Electronic Solvers**
- Block Davidson solver with density mixing
- Ensemble DFT for metals





Motivation

- Demonstrator
 - Investigate whether it makes sense
 - What data transfers are necessary
 - CASTEP 7.0
 - No divergence from mainstream
 - No intrusion into physics
- Single GPU
 - Large simulations on desktop
- Multiple GPU
 - Utilise large GPU'd systems
 - Enable future UK HPC systems to be GPU'd





CASTEP: initial accelerator investigation

- Replace blas calls with cula
 - (cuda-blas library http://www.culatools.com/)
- Replace fft calls with cufft
 - NLCX and Geometry Optimisation
 - Small simulation, to fit on one CPU, no MPI calls. 4 Ti atoms, 2 O atoms, total of 32 electrons.
 - No device calls runtime = 14.6s
 - Cula blas calls runtime = 31.1s
 - Cula blas and cufft calls runtime = 418s.

Majority of the increased runtime was due to data transfer.





- Aim:
 - remove data transfer problems by placing most of the large data structures on the GPU.
 - Use OpenACC kernels, PGI CUDA fortran, cula blas and cufft.
- The process:
 - 'All or nothing' approach, moving large data structures onto the GPU and all affected routines/functions (approximately 50 subroutines)
 - Focus on the serial version first.
 - After initial compilation expect to spend some time optimising, particularly data transfers
 - Move onto mpi version.





OpenACC Directives

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- With directives inserted, the compiler will attempt to compile the key kernels for execution on the GPU, and will manage the necessary data transfer automatically.
- Directive format:
 - -C: #pragma acc
 - Fortran: !\$acc
- These are ignored by nonaccelerator compilers





OpenACC

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```
PROGRAM main
  INTEGER :: a(N)
  ...
!$acc data copy(a)
!$acc parallel loop
  DO i = 1, N
      a(i) = i
  ENDDO
!$acc end parallel
  loop
  CALL double_array(a)
!$acc end data
  ...
```

```
END PROGRAM main
```

```
SUBROUTINE double_array(b)
INTEGER :: b(N)
!$acc kernels loop present(b)
DO i = 1,N
b(i) = 2*b(i)
ENDDO
!$acc end kernels loop
END SUBROUTINE double_array
```





Data structures on device

• Wavefunctions:

- complex(kind=dp) :: Wavefunction%coeffs(:,:,:,:)
- complex(kind=dp) :: Wavefunction%beta_phi(:,:,:,:)
- real(kind=dp) :: Wavefunction%beta_phi_at_gamma(:,:,:,:)
- logical :: Wavefunction%have_beta_phi(:,:)
- complex(kind=dp) :: Wavefunctionslice%coeffs(:,:)
- complex(kind=dp) :: Wavefunctionslice%realspace_coeffs(:,:)
- real(kind=dp) :: Wavefunctionslice%realspace_coeffs_at_gamma(:,:)
- logical :: Wavefunctionslice%have_realspace(:)
- complex(kind=dp) :: Wavefunctionslice%beta_phi(:,:)
- real(kind=dp) :: Wavefunctionslice%beta_phi_at_gamma(:,:)

Bands

- complex(kind=dp) :: coeffs(:)
- complex(kind=dp) :: beta_phi(:)
- real(kind=dp) :: beta_phi_at_gamma(:)



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Example use of kernels

```
subroutine wave copy wv wv ks
.....
!$acc kernels present_or_copy(wvfn_dst, wvfn_src)
!Map reduced representation of coefficients on k-point
        do nb=1, nbands to copy
          recip grid = cmplx 0
          call
basis_recip_reduced_to_grid(wvfn_src%coeffs(:,nb,nk_s,ns_s),nk_src,recip_grid,'S
TND')
          call
basis recip grid to reduced (recip grid, 'STND', wvfn dst%coeffs(:, nb, nk d, ns d), nk
dst)
        end do
.....
    ! copy rotation data
.....
      do nb=1, nbands to copy
        do nb2=1, nbands_to_copy
          wvfn_dst%rotation(nb,wvfn_dst%node_band_index
(nb2,id_in_bnd_group),nk_dst,ns_dst) = &
wvfn src%rotation(nb,wvfn src%node band index(nb2,id in bnd group),nk src,ns src
        end do
      end do
!$acc end kernels
end subroutine wave_copy_wv_wv_ks
               Max-Planck-Institut
                                 ULICH
               für Plasmaphysik
```



- Module procedures used throughout the code
 - Multiple calls for all the core kernels
- Module procedures support different data structures for same call
 - Interface chooses different routines
- CASTEP uses language options that are not supported on devices, such as the use of 'optional' types when passing data to subroutines followed by 'if present' statements.
 - Resolved by creating copies of subroutines with and without optional arguments.
- Specifying arrays with dimension(*) when passing to subroutines
 - Resolved by specifying correct dimension structure, sometimes requiring multiple copies of subroutines





subroutine basis_real_to_recip_gamma(grid,grid_type,num_grids,gamma) real(kind=dp), dimension(*), intent(inout) :: grid character(len=*), intent(in) :: grid_type complex(kind=dp), dimension(*), intent(out) :: gamma



Example modification



interface basis_real_to_recip_gamma
<pre>module procedure basis_real_to_recip_gamma_1d</pre>
<pre>module procedure basis_real_to_recip_gamma_2d_grid</pre>
<pre>module procedure basis_real_to_recip_gamma_2d_gamma</pre>
<pre>module procedure basis_real_to_recip_gamma_2d_grid_2d_gamma</pre>
<pre>module procedure basis_real_to_recip_gamma_3d_gamma</pre>
<pre>module procedure basis_real_to_recip_gamma_3d_grid_3d_gamma</pre>
end interface
<pre>subroutine basis_real_to_recip_gamma_2d_grid_2d_gamma(grid,grid_type,num_grids,gamma)</pre>
implicit none
<pre>integer, intent(in) :: num_grids</pre>
<pre>real(kind=dp), dimension(:,:), intent(inout) :: grid</pre>
<pre>character(len=*), intent(in) :: grid_type</pre>
<pre>complex(kind=dp), dimension(:,:), intent(out) :: gamma</pre>
<pre>real(kind=dp), dimension(:), allocatable :: temp_grid</pre>
<pre>complex(kind=dp), dimension(:), allocatable :: temp_gamma</pre>
allocate(temp_grid(size(grid)))
allocate(temp_gamma(size(gamma)))
<pre>temp_grid = reshape(grid,shape(temp_grid))</pre>
<pre>temp_gamma = reshape(gamma,shape(temp_gamma))</pre>
call basis_real_to_recip_gamma_inner(temp_grid,grid_type,num_grids,temp_gamma)

grid = reshape(temp_grid,shape(grid))

gamma = reshape(temp_gamma, shape(gamma))

deallocate(temp_grid,temp_gamma)
end subroutine basis_real_to_recip_gamma_2d_grid_2d_gamma





 Data that is involved in I/O needs to be taken off the device (copies of data need to be made):

Original code (from ion.CUF):

```
read(wvfn%page_unit,REC=record,iostat=status)
((wvfn%coeffs(np,nb,1,1),np=1,wvfn%waves_at_kp(nk)),nb=1,wvfn
%nbands_max)
```

New code:

```
read(wvfn%page_unit,REC=record,iostat=status)
((coeffs_tmp,np=1,wvfn%waves_at_kp(nk)),nb=1,wvfn%nbands_max)
wvfn%coeffs(np,nb,1,1) = coeffs_tmp
```

- Sometimes the limitations of what is on and off the device results in multiple!\$acc kernel regions very close together, and not the entire subroutines, which is not necessarily very efficient. Will require a lot of fine tuning to improve performance.
- Currently still working on successfully compiling the serial code.





Still an ongoing project

- Very closed to having the first version of the software ported to device
- Expect this to be optimised to improve performance and minimise data transfer
- Using the PGI compiler (in order to use OpenACC) has resulted in multiple compiler issues
 - tmp files not being correctly understood no clear error message
 - Compiler failing on large files
 - Complex number functions in Fortran not currently compatible with OpenACC.
 - Deep data copy not handled

Next step: OpenACC+MPI implementation.





Reduced port of CASTEP

- Porting the full program to difficult
 - Unsupported features and compiler immaturity
 - Low-level changes affected too much code
 - Change approach to port contained functionality
- Particular feature (nlxc calculation)
- Work from bottom up rather than top down
 - Port lowest level kernels, then move data regions successively higher
 - Rather than porting the data structures then altering all associated code to work with those structures





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CASTEP Performance

	Time (s)	Speedup
1 process	6442.45	
2 processes	4368.15	1.47
4 processes	2183.26	2.95
8 processes	2147.57	2.99
16 processes	1489.48	4.32
32 processes	936.59	6.88
64 processes	741.37	8.69
1 GPU	1894.67	3.4













Summary

Porting CASTEP to GPGPUs using OpenACC and CUDA libraries

- Full program defeated us
 - Still porting a large amount of the core kernels but not having to update the whole program
- OpenACC has moved on and so have the compilers
 - Much better now, but still not trivial

OpenACC is not OpenMP

- Similar in the sense it is easy to get something to work but harder to get full performance
- Hides much worse data operations
- Bad OpenMP will scale a bit
- Bad (not well structured) OpenACC will go much slower than serial
- How do you cope with modifications in the source code to enable GPU usage?

