

OVERVIEW

HOW CAN ONE PORT A METEOROLOGICAL APPLICATION ON GPUs? 10 Minute Bird's Eye View

- Designing the port/optimization
- Tools to help guide the process
- Complexity of the process
- Developers perspective

Thanks:

Richard Loft, Director of TDD, NCAR
Supreeth Suresh, Software Engineer, NCAR
Students of University of Wyoming

PHASE 1: ASSESS GPU SUITABILITY

- Code Review: Markers
 - F77 code snippets
 - Creation of data on CPU
 - Halo exchange calls
 - Where is the parallelism?
- CPU Execution Profiling
 - Execution time
 - Dycore, Halo and Physics
 - Source code line count
- Outcome
 - Use OpenACC to port
 - Order of porting- Dycore, Haloexchange and Physics
 - Categorize CPU routines and GPU routines
 - Prepare testcases/benchmarks

```
IF(BR(I).LT.0.)GOTO 310
IF(BR(I).LT.0.2)GOTO 270
REGIMC(I)=1
PSIM(I)=-10.*GZ10Z0(I)
PSIM(I)=AMAX1(PSIM(I),-10.)
IF(UST(I).LT.0.01)THEN
RMOL(I)=BR(I)*GZ10Z0(I) !ZA/L
ELSE
RMOL(I)=KARMAN*GOVRTH(I)*ZA(I)*MOL(I)/(UST(I)*UST(I)) !ZA/L
ENDIF
RMOL(I)=AMIN1(RMOL(I),9.999) ! ZA/L
RMOL(I) = RMOL(I)/ZA(I) !1.0/L

GOTO 320
```

PHASE 2: DESIGNING THE DIRECTIVES

- OpenACC directives- Code
 - Kernel directives for automatic parallelization
 - Parallel directives for user control and efficient parallelization
- OpenACC directives- Data
 - PGI compiler lists the variables needed to be copied/created
 - Module variables- declare create
 - Local variables- create
 - MPAS variables
 - CPU variables and respective GPU copies are created simultaneously
- Halo exchange directives
 - Send/Recv buffers & MPI book keeping on GPUs
 - GPU-GPU MPI

```
2346, Generating data copyin(rho_zz(:,:),rtheta_pp(:,:),rtheta_pp_old(:,:),ru_p(:,:),rdzw(:),rw(:,:),w(:,:),zz(:,:),zxu(:,:),alpha_tri(:,:),cofwz(:,:),cqu(:,:),edgesoncell_sign(:,:),invareacell(:),tend_rt(:,:),wavg(:,:),tend_rho(:,:),rw_save(:,:),a_tri(:,:),cellsonedge(:,:),cofrz(:),coftz(:,:),cofwr(:,:),cofwt(:,:),dcedge(:),dss(:,:),dvedge(:),edgesoncell(:,:),exner(:,:),fzm(:),fzp(:),gamma_tri(:,:),invdcedge(:),nedgesoncell(:),rho_pp(:,:),ruavg(:,:),rw_p(:,:),tend_ru(:,:),tend_rw(:,:),theta_m(:,:))
```

PHASE 3: PORTING & OPTIMIZATION

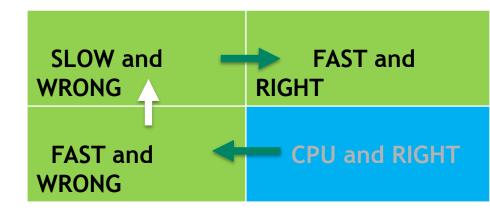
```
do iCell=cellSolveStart,cellSolveEnd
  do i=1,nEdgesOnCell(iCell)
      iEdge = edgesOnCell(i,iCell)
      !DIR$ IVDEP
      do k = 2, nVertLevels
         flux = edgesOnCell_sign(i,iCell) * fzm(k) * u_tend(k,iEdge)
         w_tend(k,iCell) = w_tend(k,iCell) - zb_cell(k,i,iCell)
      end do
   end do
   !DIR$ IVDEP
  do k = 2, nVertLevels
      w_{tend}(k,iCell) = (fzm(k) * zz(k,iCell) + fzp(k) * zz(k-1,iCell)
   end do
end do
  !$acc data present(w_tend, &
  !$acc edgesoncell, edgesoncell sign, fzm, fzp,nedgesoncell, u_tend, &
  !$acc zb3 cell, zb cell, zz)
  !$acc parallel num_workers(8) vector_length(32)
  !$acc loop gang worker private(iEdge, flux)
  do iCell=cellSolveStart,cellSolveEnd
     do i=1,nEdgesOnCell(iCell)
     iEdge = edgesOnCell(i,iCell)
     !DIR$ IVDEP
       do k = 2, nVertLevels
           flux = edgesOnCell_sign(i,iCell) * fzm(k) * u_tend(k,iEdge)
           w_tend(k,iCell) = w_tend(k,iCell) - zb_cell(k,i,iCell)
        end do
     end do
  !DIR$ IVDEP
     do k = 2, nVertLevels
        w tend(k,iCell) = (fzm(k) * zz(k,iCell) + fzp(k) * zz(k-1,iCell))
     end do
  end do
  !$acc end parallel
```

!\$acc end data

```
!$acc data copy(w tend, &
!$acc edgesoncell, edgesoncell_sign, fzm, fzp,nedgesoncell, u_tend, &
!$acc zb3_cell, zb_cell, zz)
!$acc kernel
do iCell=cellSolveStart,cellSolveEnd
   do i=1,nEdgesOnCell(iCell)
     iEdge = edgesOnCell(i,iCell)
      !DIR$ IVDEP
     do k = 2, nVertLevels
         flux = edgesOnCell_sign(i,iCell) * fzm(k) * u_tend(k,iEdge)
         w tend(k,iCell) = w tend(k,iCell) - zb cell(k,i,iCell)
      end do
   end do
   !DIR$ IVDEP
   do k = 2, nVertLevels
     w_{tend}(k,iCell) = (fzm(k) * zz(k,iCell) + fzp(k) * zz(k-1,iCell))
   end do
end do
!$acc end kernel
!$acc end data
```

PHASE 4: TOOLS TO DEBUG, VERIFY & VALIDATE

- KGen Tool
 - Code cutter by NCAR
 - Verifies PGI compiled output for each kernel- CPU or GPU
 - Helps verify OpenACC directives for a small kernel
- PGI Compiler and Profiler
 - Compiler generated or profiler output
 - Guides optimization on GPUs
 - Indicates warnings/issues
 - Helps debug performance issues
- PGI Compiler Assisted Software Testing (PCAST)
 - Using CPU execution as reference, compares GPU (or CPU) results
 - Any variable and any location- but needs host updates, hence slow
 - Helps in code integration
- MPAS Validation Tool
 - Developed by MMM, checks if the "Science" is right!
 - Helps validate the final output



DEVELOPER'S PERSPECTIVE

