NATIVE MODE PROGRAMMING

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Overview

- What is native mode?
- What codes are suitable for native mode?
- MPI and OpenMP in native mode
- MPI performance in native mode
- OpenMP thread placement
- How to run over multiple Xeon Phi cards
- Symmetric mode using both host & Xeon Phi



Native mode: introduction

- Range of different methods to access the Xeon Phi
 - native mode
 - offload mode
 - symmetric mode
- This lecture will concentrate mostly on *native* mode
- In native mode:
 - ssh directly into the card, running own Linux OS
 - Run applications on the command line
 - Use any of the supported parallel programming models to make use of the 240 virtual threads available
- Can be a quick way to get a code running on the Xeon Phi
- Not all applications are suitable for native execution



Steps for running in native mode

- Determine if your application is suitable (see next slide)
- Compile application for native execution
 - Essentially just add the -mmic flag
- Build any libraries for native execution
- Depending on your system you may also need to:
 - Copy binaries, dependencies, input files locally to Xeon Phi card
 - If Xeon Phi and host are cross-mounted you won't need to do this
- Log in to Xeon Phi, set up environment, run application



Suitability for native mode

- Remember native mode gives you access to up to 240 virtual cores
 - You want to use as many of these as possible
- Your application should have the following characteristics:
 - A small memory footprint using less than the memory on the card
 - Be highly parallel
 - Very little serial code this will be even slower on the Xeon Phi
 - Minimal I/O NFS allows external I/O but limited bandwidth
 - Complex code with no well defined hotspots



Compiling for native execution

• Compile on the host using the -mmic flag e.g.

ifort -mmic helloworld.f90 -o helloworld

- NB: You must compile on a machine with a Xeon Phi card attached as you need access to the MPSS libraries etc at compile time
- Any libraries your code uses have to be built with -mmic
- If you use libraries such as LAPACK, BLAS, FFTW etc then you can link to the Xeon Phi version of MKL



Compiling for native execution

• MPI and OpenMP compilation are identical to host, just add the -mmic flag e.g.

MPI

mpiicc -mmic helloworld_mpi.c -o helloworld_mpi

OpenMP

icc -openmp -mmic helloworld_omp.c -o helloworld_omp



Running a native application

- Login to the Xeon Phi card
 - Copy any files across locally if required
- Set up your environment
- Run the application



Running a native application – MPI

[host src]\$ ssh mic0 [mic0 ~]\$ cd /home-hydra/h012/fiona/src [mic0 src]\$ source /opt/intel/composer_xe_2015/mkl/bin/mklvars.sh mic [mic0 src]\$ source /opt/intel/impi/5.0.3.048/mic/bin/mpivars.sh

[mic0 src]\$ mpirun -n 4 ./helloworld_mpi Hello world from process 1 of 4 Hello world from process 2 of 4 Hello world from process 3 of 4 Hello world from process 0 of 4



Running a native application – OpenMP

[host src]\$ ssh mic0 [mic0 ~]\$ cd /home-hydra/h012/fiona/src [mic0 src]\$ export OMP_NUM_THREADS=8 [mic0 src]\$ source /opt/intel/composer_xe_2015/mkl/bin/mklvars.sh mic

[mic0 src]\$./helloworld_omp Maths computation on thread 1 = 0.000003 Maths computation on thread 0 = 0.000000 Maths computation on thread 2 = -0.000005Maths computation on thread 3 = 0.000008 Maths computation on thread 5 = 0.000013 Maths computation on thread 4 = -0.000011Maths computation on thread 6 = -0.000019Maths computation on thread 6 = -0.000016



Running a native application – MPI/OpenMP

[host src]\$ ssh mic0 [mic0 ~]\$ cd /home-hydra/h012/fiona/src [mic0 src]\$ export OMP_NUM_THREADS=4 [mic0 src]\$ source /opt/intel/composer_xe_2015/mkl/bin/mklvars.sh mic [mic0 src]\$ source /opt/intel/impi/5.0.3.048/mic/bin/mpivars.sh [mic0 src]\$ mpirun -n 2 ./helloworld_mixedmode_mic

Hello from thread 0 out of 4 from process 0 out of 2 on phi-mic0.hydra Hello from thread 2 out of 4 from process 0 out of 2 on phi-mic0.hydra Hello from thread 0 out of 4 from process 1 out of 2 on phi-mic0.hydra Hello from thread 3 out of 4 from process 0 out of 2 on phi-mic0.hydra Hello from thread 1 out of 4 from process 0 out of 2 on phi-mic0.hydra Hello from thread 1 out of 4 from process 1 out of 2 on phi-mic0.hydra Hello from thread 2 out of 4 from process 1 out of 2 on phi-mic0.hydra Hello from thread 3 out of 4 from process 1 out of 2 on phi-mic0.hydra Hello from thread 3 out of 4 from process 1 out of 2 on phi-mic0.hydra

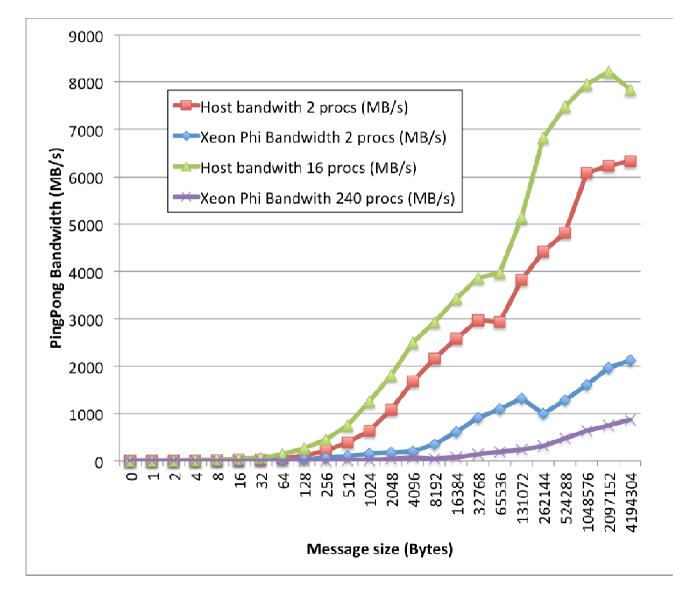


MPI performance in native mode

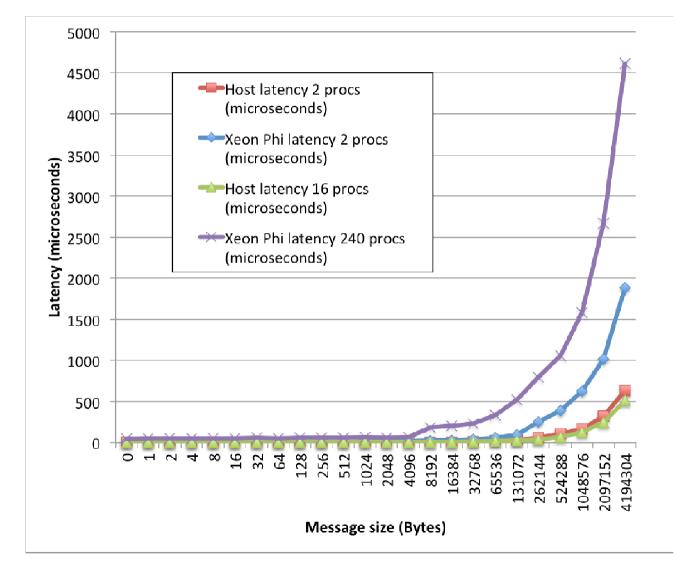
- The MPI performance on the Xeon Phi is generally much slower than you will get on the host
- Used the Intel MPI benchmarks to measure the MPI performance on the host and Xeon Phi
- <u>https://software.intel.com/en-us/articles/intel-mpi-benchmarks</u>
- Compared point-to-point via PingPong and collectives via MPI_Allreduce



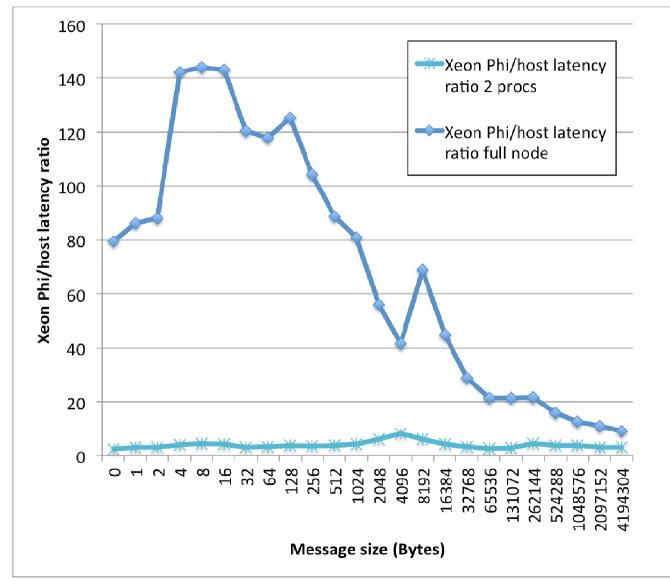
PingPong Bandwidth



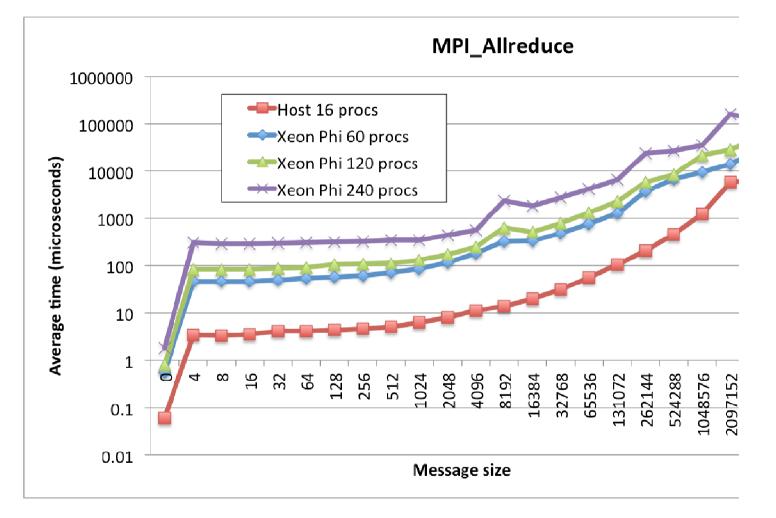
PingPong Latency



PingPong Latency



MPI_Allreduce





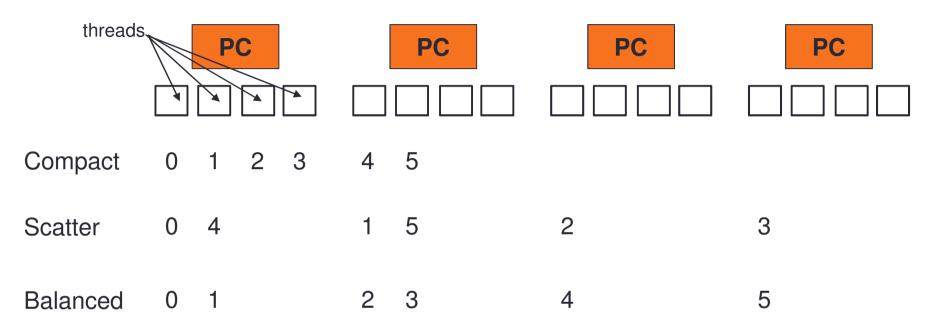
OpenMP performance/ thread affinity

- In native mode, we have 60 physical cores each running 4 hardware threads, so 240 threads in total
- To obtain good performance we need at least 2 threads running on each core
- Often running 3 or 4 threads per core is best
- Where/how we place these threads is very important
- KMP_AFFINITY can be used to find out and control thread distribution



Thread/process affinity

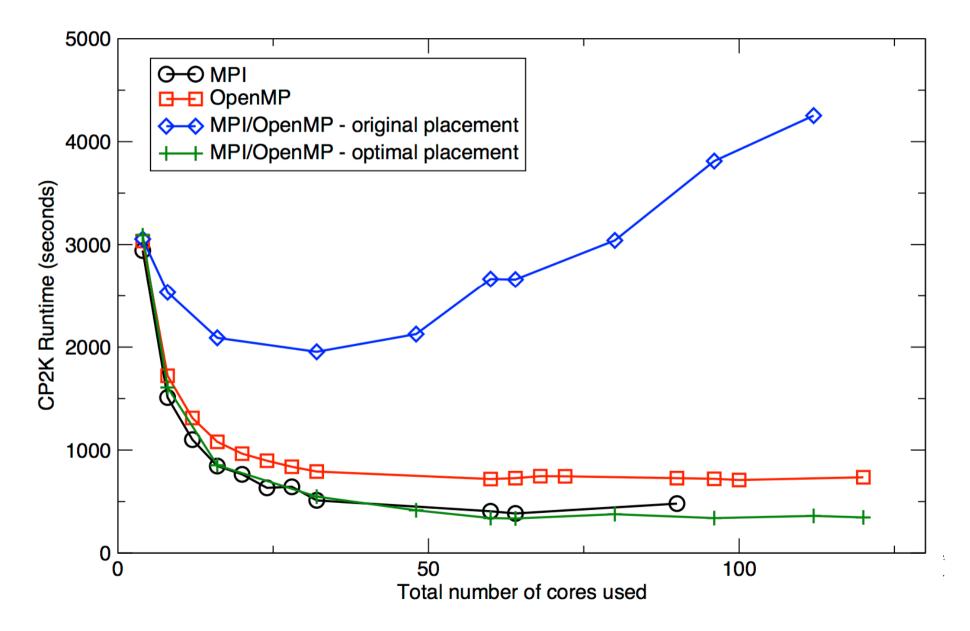
• We have 60 physical cores (PC), each running 4 virtual threads



- Various placement strategies possible
 - Compact preserves locality but some physical cores end up with lots of work and some end up with none
 - Scatter destroys locality but if < 60 virtual threads used is fine
 - Balanced preserves locality and works for all thread counts



Performance of CP2K H2O-64 benchmark on the Xeon Phi



Affinity example with MPI/OpenMP

For 2 MPI processes each running 2 OpenMP threads:

export OMP_NUM_THREADS=2
mpirun -prepend-rank -genv LD_LIBRARY_PATH path_to_the_mic_libs \
-np 1 -env KMP_AFFINITY verbose,granularity=fine,proclist=[1,5],explicit \
-env OMP_NUM_THREADS \${OMP_NUM_THREADS} \$CP2K_BIN/cp2k.psmp H2O-64.inp : \
-env OMP_NUM_THREADS \${OMP_NUM_THREADS} \$CP2K_BIN/cp2k.psmp H2O-64.inp &> x

- For every MPI process you say where its threads will be placed
- With large numbers of processes this gets quite messy!
- The default placement is often ok
- Use export KMP_AFFINITY=verbose to check



Native mode: 2 Xeon Phi cards

- You can run your native code using several Xeon Phi cards
- Here you compile a native binary and then launch the job on multiple cards from the host e.g.
- [host ~]\$ export I_MPI_MIC=enable
- [host ~]\$ export DAPL_DBG_TYPE=0
- Hello from process 2 out off 4 on phi-micl.hydra Hello from process 3 out off 4 on phi-micl.hydra Hello from process 0 out off 4 on phi-mic0.hydra Hello from process 1 out off 4 on phi-mic0.hydra
- MPI ranks are assigned in the order that cards are specified
- For an MPI/OpenMP code you'll need to use -env to set the number of threads on each card and LD_LIBRARY_PATH



Symmetric mode: host & Xeon Phi(s)

- You can also use a combination of the host and Xeon Phi
- Build two binaries, one for the host and one for the Xeon Phi
- The MPI ranks are across host (0:nhost-1) and Xeon Phi (nhost:total number of procs-1)



Summary

- Native mode provides an easy way to get code running on Xeon Phi – just add –mmic
- Not all codes are suitable
- You should now be able to compile + run in native mode
- Thread/task/process placement is important
- Have also discussed running on multiple Xeon Phi's

