



| IBM Deep Computing Team

## 2007 Detroit CAE Symposium

Martin Feyereisen  
IBM – Deep Computing

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# Why Push Parallelism?

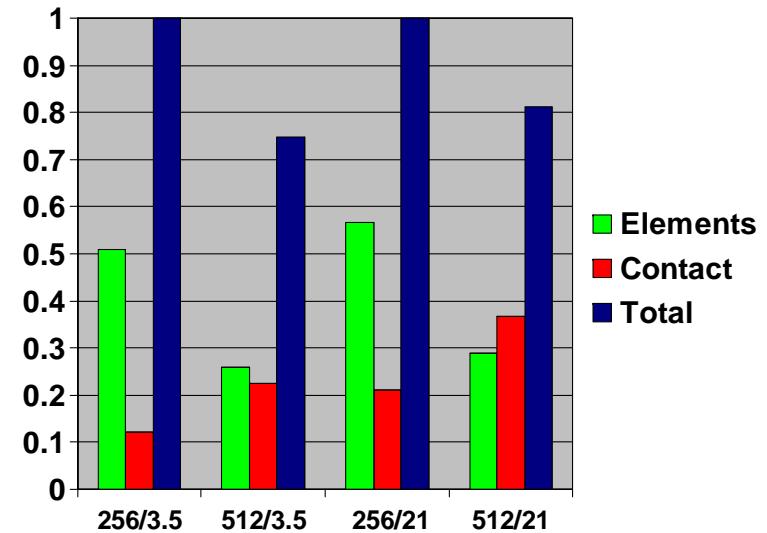
- **Model size and complexity continues to grow about 25% a year**
  - Processor (core) performance is not longer keeping pace
- **Economic of manufacturing is requiring shorter product development cycles**
- **Increased parallelism is simplest solution**
  - Apart from increased application complexity

# 10M Benchmark: *Simulation Length & Processor Count*

## ■ Benchmark

- PAM-CRASH 2006.0
- System P p575+ (1.9GHz|16-way) High Speed Switch
- 256-way, 512-way parallel

	256-way 3.5msec	256-way 21msec	512-way 3.5msec	512-way 21msec
Cycles	<b>37,669</b>	<b>231,468</b>	<b>37,678</b>	<b>231,483</b>
Int. Forces	<b>2,586</b>	<b>15,935</b>	<b>1,318</b>	<b>8,130</b>
Nodal ops	<b>713</b>	<b>2,915</b>	<b>395</b>	<b>1,933</b>
Output	<b>90</b>	<b>280</b>	<b>50</b>	<b>277</b>
Contact	<b>622</b>	<b>5,886</b>	<b>1,136</b>	<b>10,323</b>
Constraints	<b>396</b>	<b>2,486</b>	<b>217</b>	<b>1,350</b>
Total	<b>5,072</b>	<b>28,125</b>	<b>3,797</b>	<b>22,850</b>

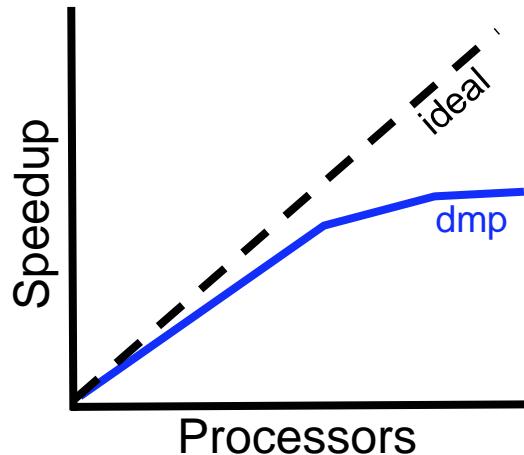
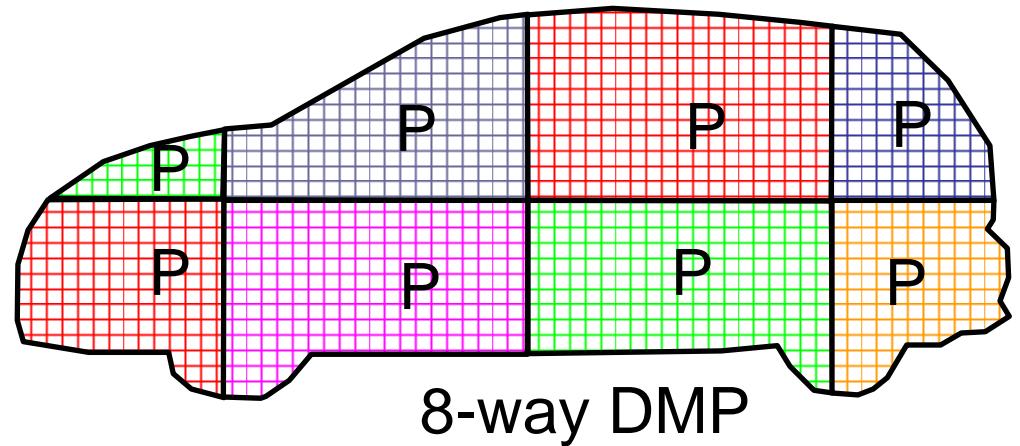


## ■ Observations

- Time step stable first 21 msec
- Amount of contact work increases as simulation progresses
- 70 msec guess: ~30 hours (256-way), ~25 hours(512-way)

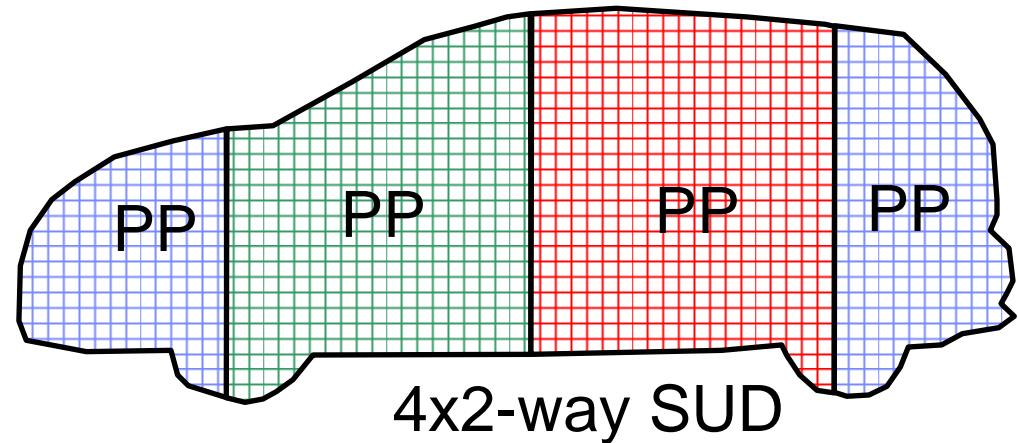
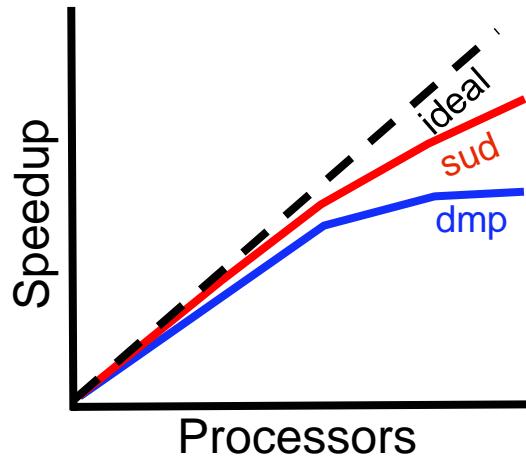
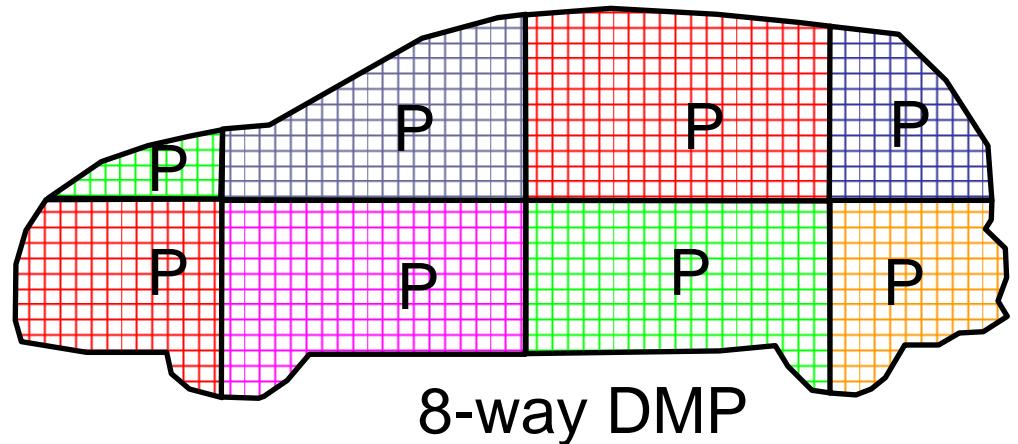
# Why DMP Parallelism Breaks Down

- Serial portion limits effective speedup  
(Amdahl's law)
- Load imbalance affects performance
- Communication can grow with number of data partitions



# Why Hybrid Parallelism(SUD) Can Help

- Serial portion limits effective speedup (Amdahl's law)
  - Easier to parallelize more of code
- Load imbalance affects performance
  - SMP can help decrease load imbalance
- Communication can grow with number of data partitions
  - Number of DMP partitions is decreased

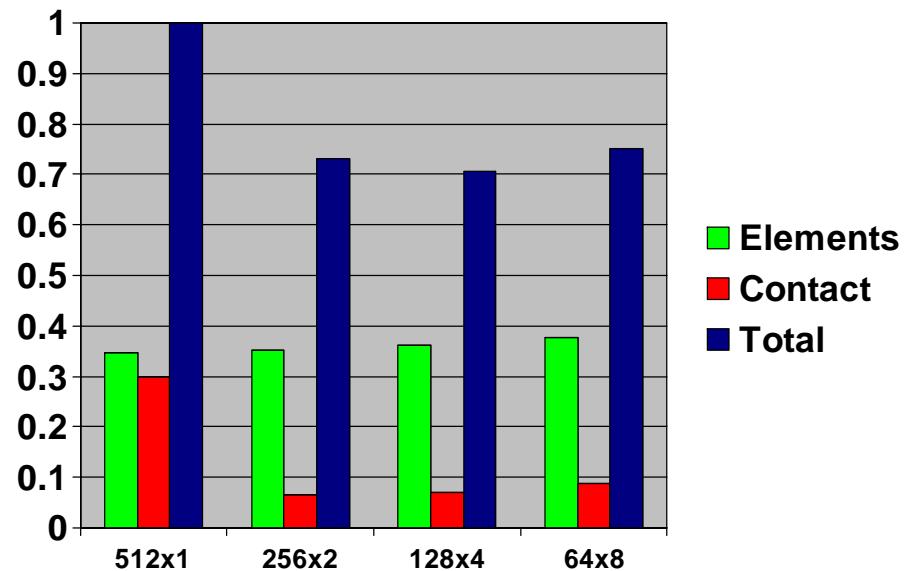


# 10M Benchmark: *SUD study*

## ▪ Benchmark

- PAM-CRASH 2006.0
- System P p575+ (1.9GHz|16-way) High Speed Switch
- 512 cores, 3.5 msec simulation

	512x1	256x2	128x4	64x8
Cycles	37,678	37,669	37,668	37,668
Int. Forces	1,318	1,337	1,369	1,430
Nodal ops	395	341	213	244
Output	50	52	74	107
Contact	1,136	250	265	336
Constraints	217	203	222	224
Total	3,797	2,771	2,679	2,840



## ▪ Observations

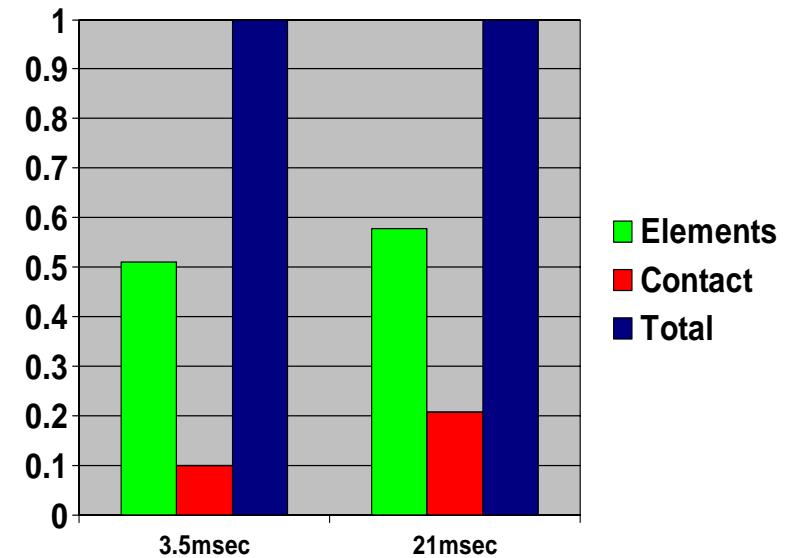
- SUD has minor effect on Internal Force time
- SUD significantly reduces contact time

# 10M Benchmark: *Complete run*

## ▪ Benchmark

- PAM-CRASH 2006.0
- System P p575+ (1.9GHz|16-way) High Speed Switch
- 512 cores (128x4)

	128x4 3.5msec	128x4 70msec
Cycles	<b>37,668</b>	<b>769,236</b>
Int. Forces	<b>1,369</b>	<b>28,014</b>
Nodal ops	<b>213</b>	<b>4,460</b>
Output	<b>74</b>	<b>1,557</b>
Contact	<b>265</b>	<b>9,965</b>
Constraints	<b>222</b>	<b>3,785</b>
Total	<b>2,679</b>	<b>48,420</b>



## ▪ Observations

- Complete run possible in < 13 hours
- SUD about 2X faster than expected DMP time

# Discussion