



Continuous growth of HPC systems performance

- HPC systems performance outruns Moore's Law (>1000x/10years vs 32x)
- CPU performance increases by Moore's Law
- To reach higher system performance, system parallelism (# CPUs) has increased

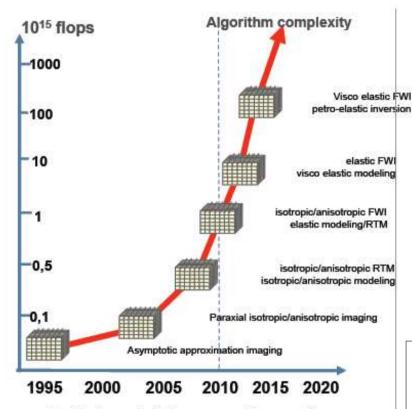






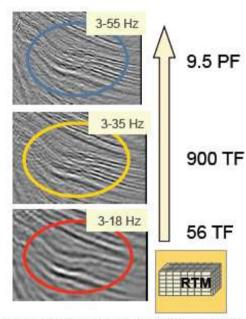
Increasing demand for HPC performance

Industrial challenges in the Oil & Gas industry: Depth Imaging roadmap



Algorithmic complexity Vs. corresponding computing power

source: exascale.org



Substained performance for different frequency content over a 8 day processing duration

- Algorithms complexity
 - → 100-1000x
- Better Resolution (higher frequency)
 - →100-200x
- Overall computation requirements
 - → 10 000 200 000x

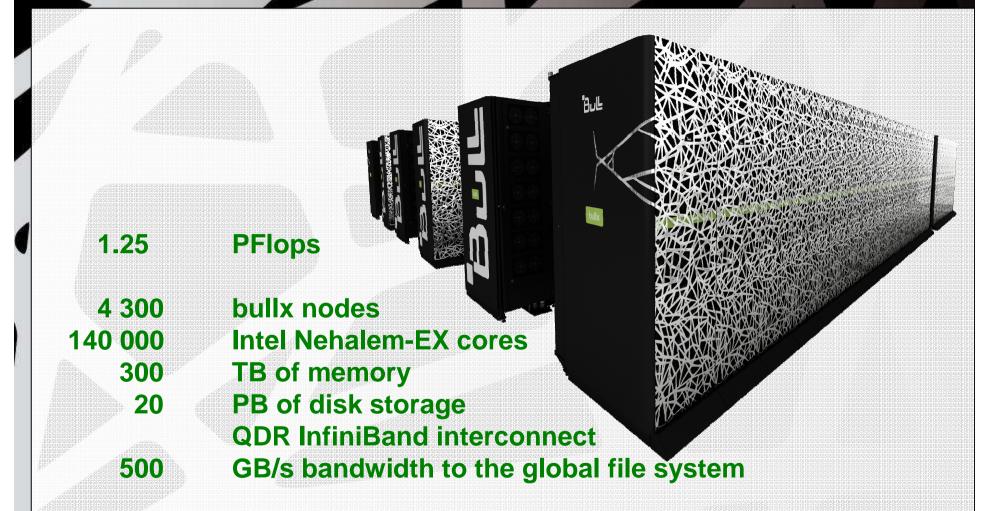


3 ©Bull, 2010 Strategic vision



2010: TERA 100









From Petascale to Exascale x1000 in <10 years

<2020:

Extrapolating today's Petascale systems to the Exascale ...

2010:

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Flops	1 PFlop	1 EFlop	1,000x
nodes	4,000	>128,000	32x
cores	>100,000	>100,000,000	1,000x
Memory Capacity	300 TB	150 PB	500x
Memory Bandwidth	>500 TB/s	> 250 PB/s	500x
Storage Capacity	20 PB	20 EB	1,000x
Interconnect BW	40 Gb/s	8 Tb/s	200x
Storage Bandwidth	500 GB/s	100 TB/s	200x



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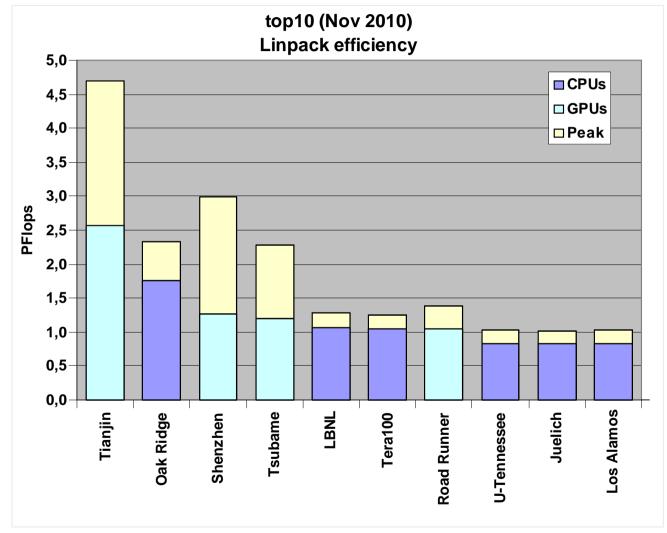


Exascale Technology Challenges

- Processor design : architecture and frequency Multi/Many-cores, Accelerators, ...
- Memory Capacity & BW → MCM, 3D Packaging ?
 Feeding enough Bytes to the FP engines, fast enough
- Network bandwidth, latency, topology and routing Optical connections/cables, fewer hops, compact packaging
- I/O scalability and flexibility
 XXXLarge datasets + faster computations → data explosion
- System-level resiliency and reliability Month(s) long jobs getting through HW failures
- Power and Cooling Fewer less consuming components, improved PUE
- Price ?









Traditional sources of performance improvement are Flat-Lining

- # transistors keeps increasing
- Processor frequency stopped at 2-5GHz
- Power per processor socket capped at ~100W
- Processor efficiency not improving anymore. Instruction Level Parallelism (ILP)

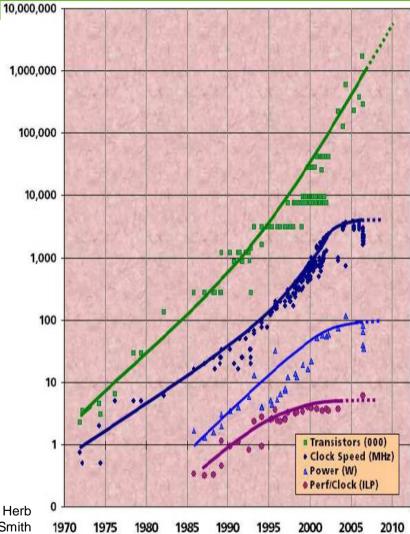
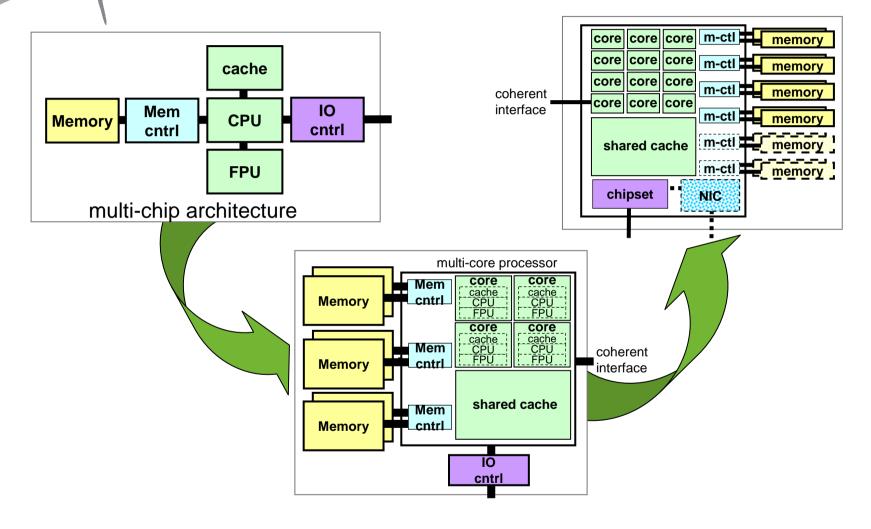


Figure courtesy of Kunle Olukotun, Lance Hammond, Herb Sutter, and Burton Smith

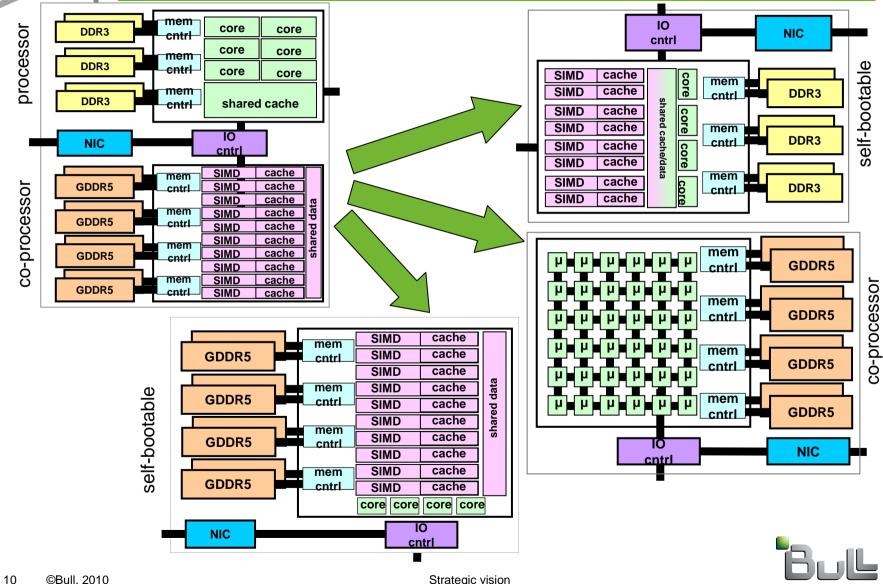


Multi-core CPU architecture evolution





Hybrid CPU-GPU architecture evolutions





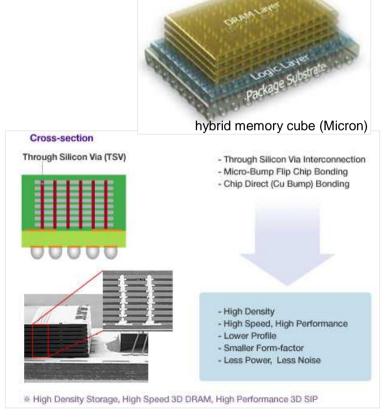
Memory capacity and bandwidth

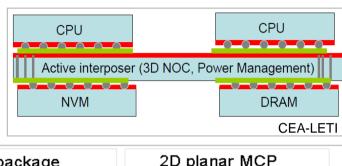
- Using more memory channels per socket is expensive
- Memory Speeding up slowly (DDR2→ DDR3 → DDR4 → ...)
- Fast Memory is small and expensive (e.g. GDDR5)
- Speeding up memory + increasing capacity is a real challenge
- New packaging (3D stacking, Multi Chip Modules)
- Extra levels in memory hierarchy
- Smaller data footprint for full bandwidth access
- Select/Develop algorithms with smallest data footprint

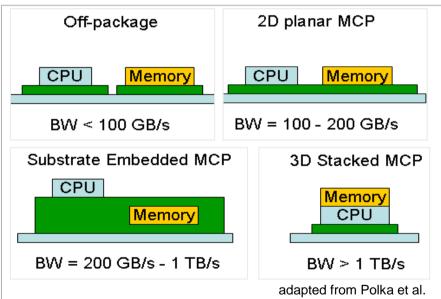




3D Memory, Memory-Processor packaging





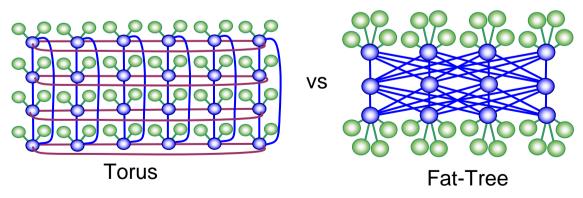






higher BW, lower latency, integrated Interconnect

- Signaling frequency evolution is slow (10 \rightarrow 25 \rightarrow 50+? gb/s)
- Larger systems → more latency (#hops & wire length)
- Copper wire length gets shorter to keep noise level down
- Better electrical-optical interface for connectors
- More optical links: inter-rack \rightarrow inter-board \rightarrow inter-chips \rightarrow ...
- Better interconnect topologies (fewer hops)
- Higher density packaging (smaller distances)
- More efficient congestion control, Adaptive routing







Increase system MTBF (Mean Time Between Failure)

- Current PFlop systems have MTBF ~day(s)
- Larger systems (more components) → MTBF ~hours or <1h</p>
- Checkpoint/Restart frequency will increase
- fewer components → better efficiency
- Self-healing / redundant components
- Failure occurrence integrated into Application development
- Resilient network; multiple-failure resistant
- Local Checkpoint; remote access for Restart



Power and Cooling

- Current PFlop systems power consumption is high (3-7 MW)
- EFlops systems would consume > 100MW
- Energy price is increasing: 50-100 → 150-200+ €/MWh
- Less power hungry components
- Better power supply transformation
- Better PUE (Direct Liquid Cooling)
- Cogeneration (re-use of heat produced)



Cooling & Power Usage Effectiveness (PUE)

Air-cooled

40 kW/rack

Direct-Liquid-cooling

10(-20) kW/rack

20°C Room 27°C

A/C water 7-12°C

20°C 14-19°C 7-12°C Water

Water-cooled doors

27°C Room

70 kW/rack

Water ambient θ

PUE

Room

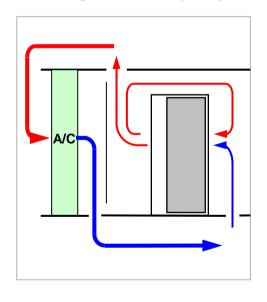
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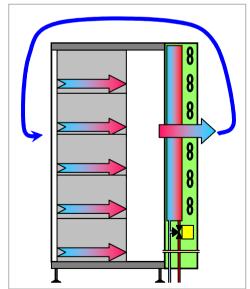
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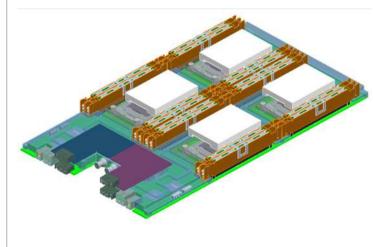
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PUE

1.1-1.2









Storage and Parallel File systems

- File Number + Size explosion
- Larger reconstruction times (performance degradation)
- Multiple failures resilience
- Security
- End to End data protection
- IO servers and RAID controllers integration
- pNFS as generic client protocol
- Non POSIX API
- Declustered RAIDs
- SSDs increase meta data efficiency (IOPs)
- Multi-tiers file systems



Programming models

- Challenges
 - Massive parallelism; Heterogeneity; Complex memory hierarchy
- Programming Languages
 - Hybrid models: MPI, OpenMP, MLP, PGAS, Cuda, OpenCL, new...
 - Expression of parallelism, locality, IO
- Numerical libraries
 - Hybrid libraries
 - Auto-tuning libraries (FFTW, MAGMA, ...)
- Development tools: debugging, performance analysis
 - Multi-level analysis
 - Automatic detection of patterns





Data analysis, Visualization, data management

- Access to large data sets
- Statistical methods for exabyte data sets analysis
- Integration of pattern recognition into the simulation and/or I/O operation
- Real time analysis of computation
- Workflow and databases for large scientific data sets





- HPC applications requirements keep increasing ... well beyond the Petascale → Exascale → ...
- HW Accelerators providing a performance boost to HPC applications
- More challenges for the Exascale systems (Memory & Interconnect Bandwidths/Latencies, Resilience, Power)
- Exascale Development tools are still being designed
- HPC applications will need to be modified / revisited / rewritten for Exascale
- Massive amounts of data to analyze
- Interesting times ahead



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bullx

instruments for innovation

