LLVM AMDGPU for High Performance Computing: are we competitive yet?

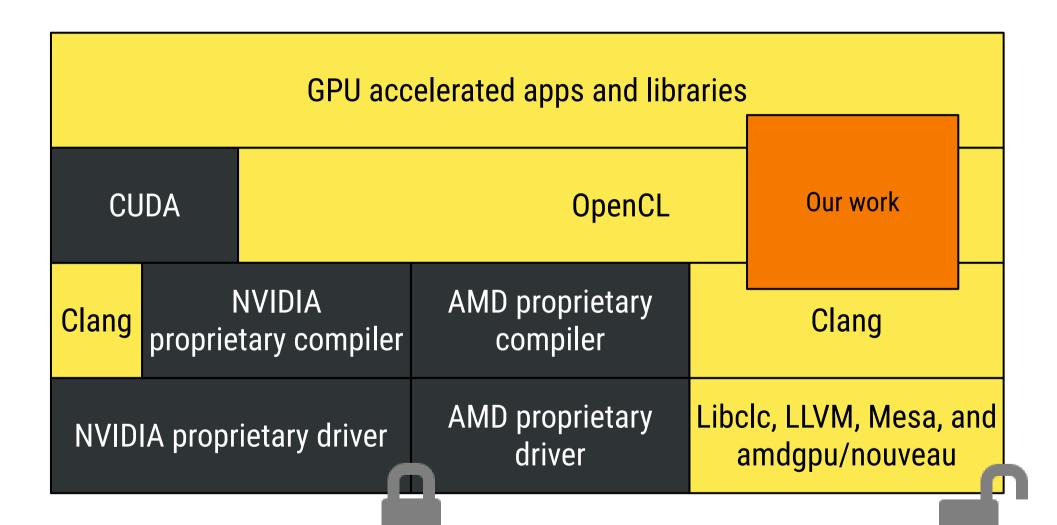
<u>Vedran Miletić</u>, HITS gGmbH Szilárd Páll, KTH Frauke Gräter, HITS gGmbH

Heidelberg Institute for Theoretical Studies





Layers of GPU computing

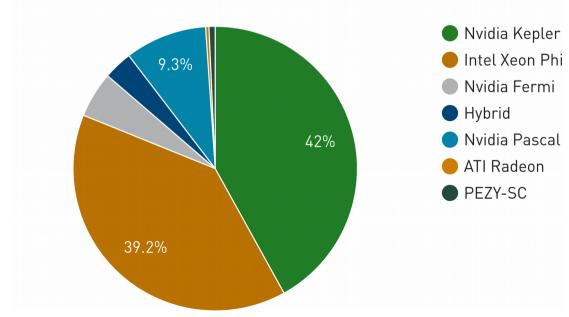


State of the art: CUDA and OpenCL

CUDA

- 338 applications listed at NVIDIA's website
- Over 50% market share in Top 500 (Nov 2016)

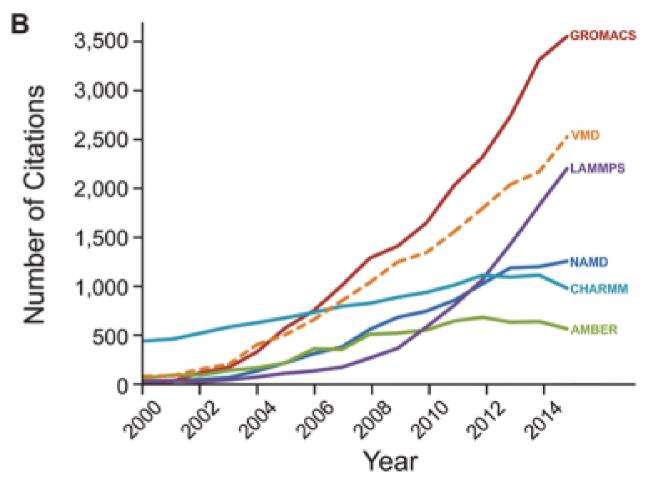
Accelerator/CP Family Performance Share



OpenCL

- ~70 applications listed on Wikipedia
 - ~30 in Scientific computing category
 - Couple of benchmarks and toys

OpenCL applications



- Image taken from:
 Ribeiro, João V., et al.
 "QwikMD—Integrative
 Molecular Dynamics
 Toolkit for Novices and
 Experts." Scientific
 reports 6 (2016).
- Focus on GROMACS, LAMMPS, OpenMM, ASL

Running open source OpenCL stack on Radeon/FirePro/FireStream

- AMD's proprietary OpenCL driver and compiler
 - GPUs released 2012 or later
 - Will be open sourced soon™

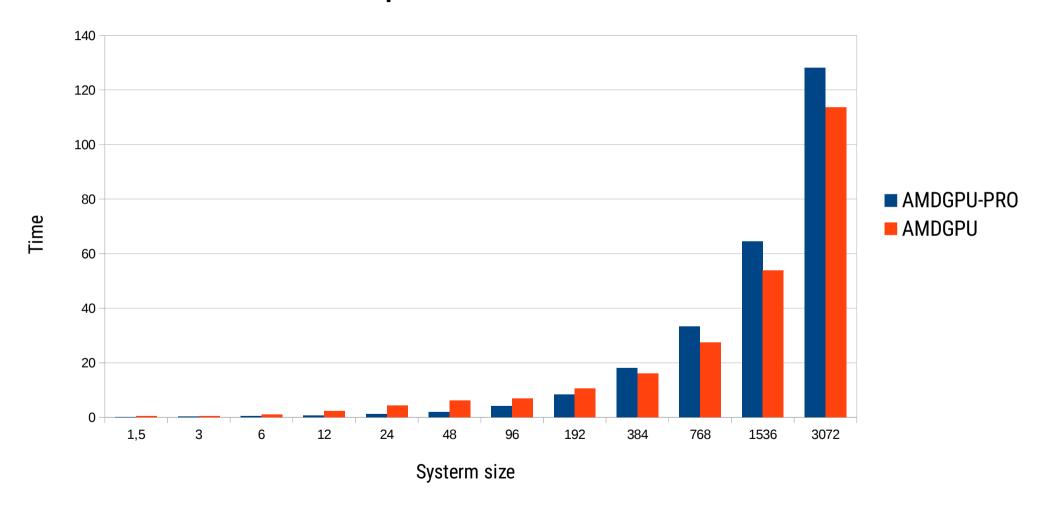
Mesa/LLVM

- AMD GPUs released 2009 or later
- Open source from the beginning[™]

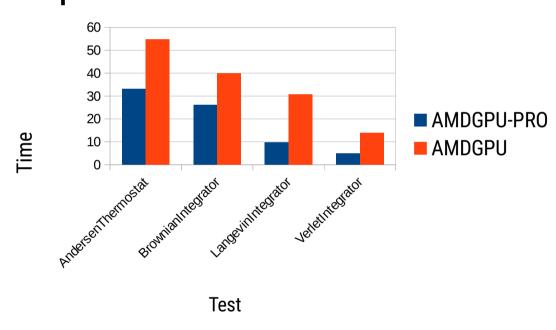
Our work

- No changes or minor changes in apps/libs
- Improvements to LLVM, Clang, libclc, Mesa
 - Missing math functions, OpenCL 1.2 API calls
 - Bug fixes

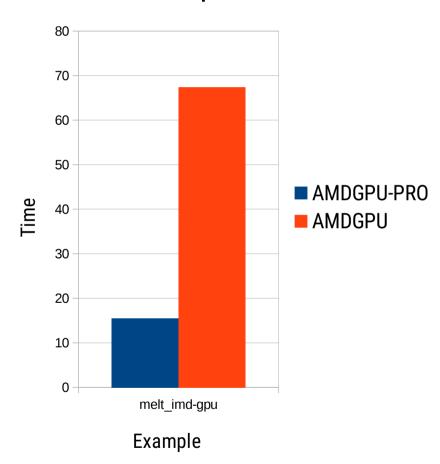
GROMACS OpenCL kernel execution time



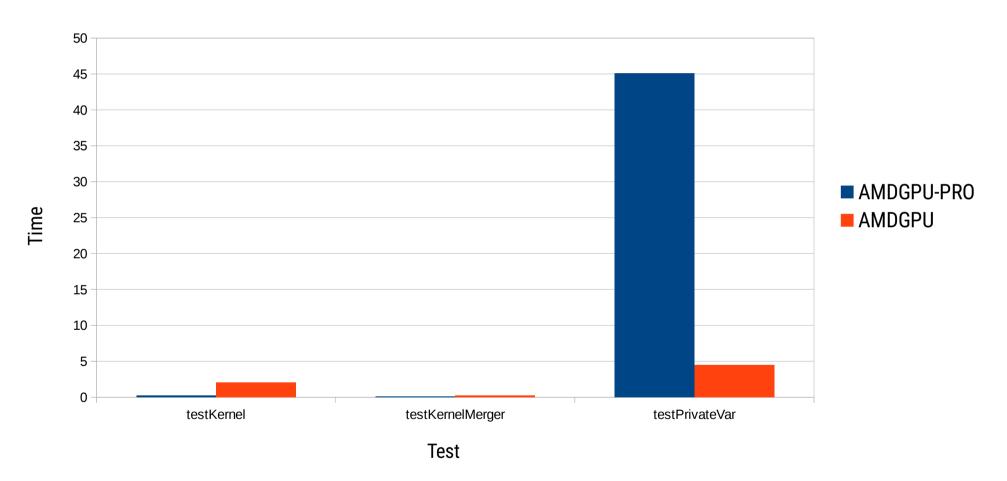
OpenMM test execution time



LAMMPS example execution time



ASL test execution time



Other OpenCL software

- Blender
 - Different users report performance issues and crashes
- BEAGLE, phylogenetics library
 - Made some progress
- clBLAS and clFFT
 - Implmented clEnqueueFillBuffer, requires more work
 - Required for Octopus (quantum chem), probably others

Other OpenCL software

- BOINC, CP2K, Theano
 - Had users tell me "I would try it if worked"
- clpeak, opencl-stream, SNU NPB
 - Benchmarks
- App or lib you care about?

Acknowledgments

- Matt Arsenault, AMD
- Jan Vesely, Aaron Watry and Serge Martin, Mesa contributors
- Francisco Jerez, Intel
- Peter Eastman, OpenMM
- Tom Stellard, Red Hat
- Freenode channel #radeon