

# Kokkos

CSCS User Lab Day Mikael Simberg, CSCS September 1, 2020

# **Table of Contents**

- 1. Kokkos for performance portability
  - Who, what, how
  - The Kokkos ecosystem
- 2. Kokkos at CSCS
- **3.** Conclusion





# **Motivation: Performance portability**

- Multiple major GPU vendors on the market, multiple major CPU vendors
  - All with slightly different runtimes and programming models
  - Competition good
  - Creates work for developers

## • Major rewrites expensive, so make them count

Kokkos is an attempt to let you rewrite only once





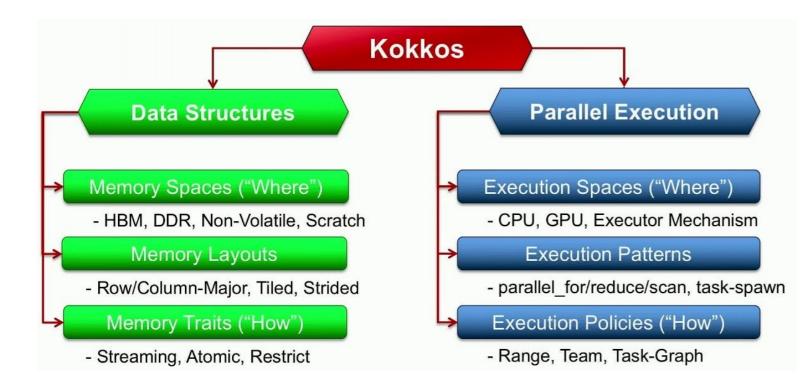
# What is Kokkos?

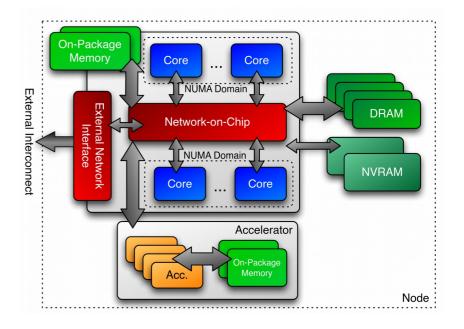
- Hierarchical data-parallelism, fine-grained tasking, and memory management on OpenMP, HPX, CUDA, HIP, SYCL etc. in the form of a pure C++ library
- Single kernel implementation for all backends
- Not a compiler, compiler extension, or runtime in itself
- Established
  - In development since 2012
  - Developed at Sandia National Labs, heavy investment by US DOE
- Large ecosystem built on top of Kokkos
  - Algorithms, tools, Trilinos





# **Kokkos abstractions**





#### Credit: Kokkos Team





## **Example**

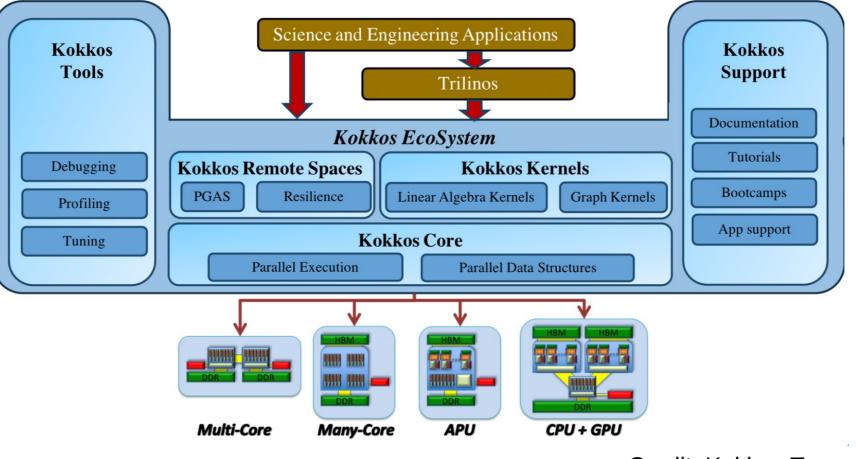
```
Kokkos::View<int**> v(n, n);
Kokkos::parallel_for(
    MDRangePolicy<Kokkos::Rank<2>>({0, 0}, {n, n}),
    KOKKOS_LAMBDA(int i, int j) {
        v(i, j) = i * j;
    });
```

- View allocated on default device, reference counted
- Parallel for loop runs on default device
- View and MDRangePolicy use the appropriate access pattern for the device





## The Kokkos ecosystem



Credit: Kokkos Team







**Kokkos at CSCS** 

# **Applications and libraries using Kokkos at CSCS**

#### UTOPIA •

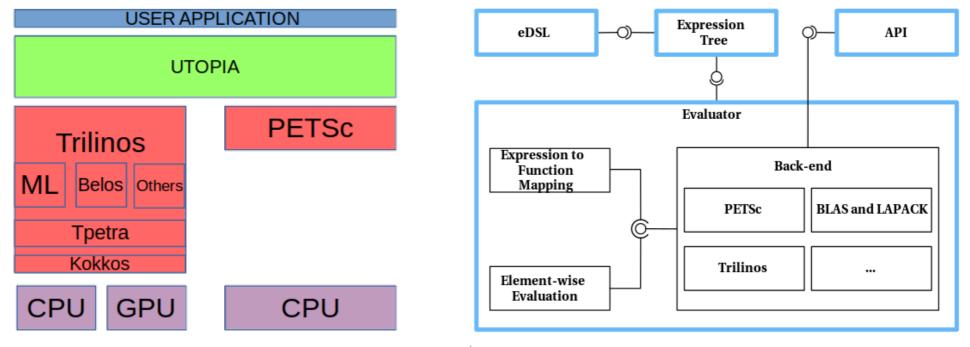
- Non-linear solvers built on top of Trilinos (and PETSc)
- Nur Fadel and Andreas Fink at CSCS with Rolf Krause's group at USI
- MARS •
  - Mesh generation on GPUs using pure Kokkos
  - Daniel Ganellari at CSCS together with Rolf Krause's group at USI
- SIRIUS ۲
  - Electronic structure code which mixes Kokkos with e.g. normal CUDA code
  - Simon Pintarelli, Anton Kozhevnikov, and Mathieu Taillefumier at CSCS
- HPX ullet
  - Interoperability with the HPX runtime, coarse grained tasking using HPX and Kokkos
  - John Biddiscombe, Auriane Reverdell, Mikael Simberg at CSCS together with LSU and Sandia CSCS





# UTOPIA

- C++ expression templates for non-linear algebra
- Can lazily build trees of operations which are specialized for various backends
- Trilinos backend (new) allows running on all backends supported by Kokkos

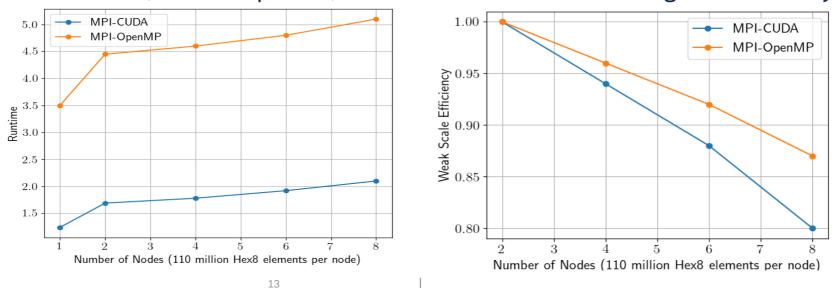






# MARS

- Mesh Adaptive Refinement for Supercomputing
- C++ template meta-programming library using Kokkos
- The mesh is entirely constructed on the device (GPUs)
- Parallel mesh generation (3D) & AMR using LEPP (4D)
- Ex. 143 million Hex8 elements generated on a GPU node in only 0.86 sec
- Mesh management using Space Filling Curve algorithms, Morton z-curve



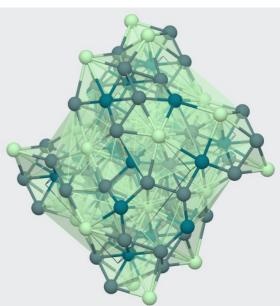
**ETH** zürich

#### MPI-Kokkos (CUDA & OpenMP) Mesh Generation Weak Scaling and Efficiency



# nlcglib: Non-linear CG algorithms for wave function optimization in ensemble DFT

- Solver plugin for SIRIUS and QuantumESPRESSO
- Contains wrappers for cublas, cusolver, BLAS/LAPACK
- Optimization coefficients stored in Kokkos views
- Unmanaged views to interface data with SIRIUS
- Certain operations performed with Kokkos parallel algorithms
- Simple use of Kokkos, but shows importance of interoperability





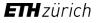


- HPX is closely aligned with the C++ standards for concurrency and parallelism
  - Provides a runtime with lightweight threads, async, futures, and parallel algorithms
  - Does not have good support for accelerators
- Interoperability
  - Kokkos has an HPX backend
  - Working on executors that forward to Kokkos execution spaces

# • Standardized and user-friendly API of HPX, portability of Kokkos

- HPX futures for synchronization
- Kokkos kernels for bulk work
- Combined give a way to create DAGs of operations, potentially increasing utilization of devices









# Conclusion

# Conclusion

- Kokkos is a C++ **performance portability** library: avoid having to rewrite algorithms and applications for every new runtime and architecture
- Used at CSCS both in applications and libraries
- Repository: https://github.com/kokkos/kokkos
- Kokkos lecture series a good in-depth resource (last lecture on Friday, but recordings and slides available): https://www.exascaleproject.org/event/kokkos-class-series/
- Questions?



