



PAX: Modelling particles on GPUs

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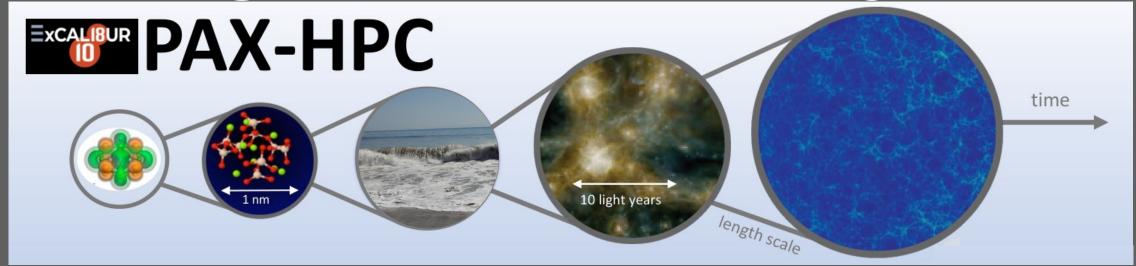








Particles @ Exascale: From atoms to galaxies



Particle-based methods in Science & Engineering

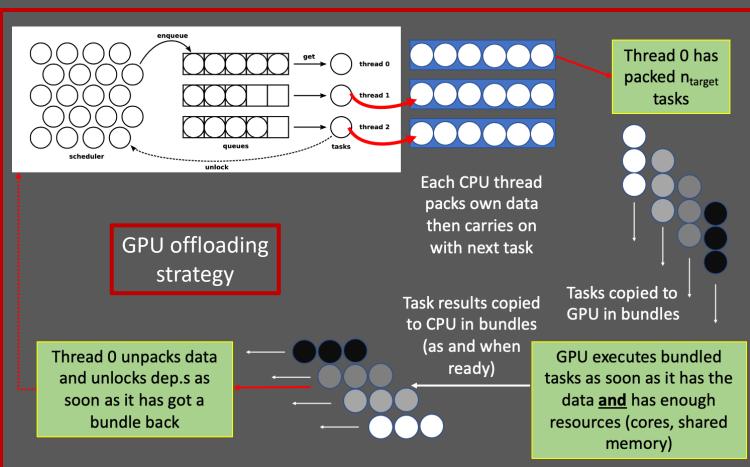
- Very wide range of applications; Material modelling, Engineering/CFD, Galaxy formation
- Two applications covered in this talk:
- 1- Astrophysics: SWIFT for galaxy formation and planetary collision → GPU acceleration whilst maintaining scalability
- 2- Quantum mechanics: CASTEP for material properties from first principles using DFT → GPU acceleration covered by Phil



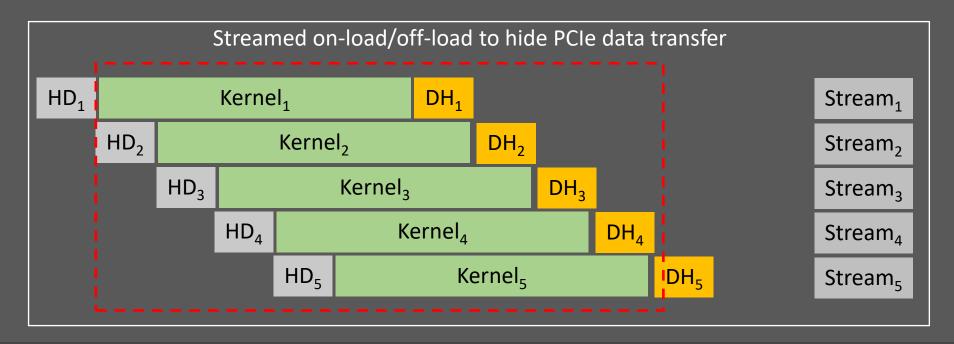


Task-based parallelism in SWIFT & the Challenge of GPU offloading

Task-Based parallelization Operations (tasks) can belong to different processes but all execute concurrently (Gonnet et al. 2016) e.g. Send comms data from cell *j* Ε e.g. Update e.g. evaluate positions for cell i forces for cell i



Leveraging GPU streams/concurrency More work needed

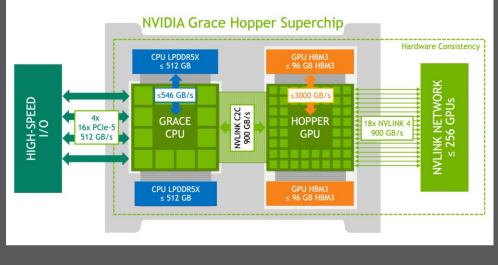


- Current speedup ≈100x (inc. packing/unpacking on host) on RTX3090 for some SWIFT task types and slower for others
- Issues to work on:
- CPU/GPU comms taking longer than kernels over PCIe 3 (achieved throughput ≈ 11GB/s)
 Theoretical throughput = 16 GB/s
- Will test on A100 testbed with PCle4 (2x faster) → PCle5 is 4x faster! Anyone got H100s we can test on?

Next steps

- Validate achievable speedups on prev. gen A100s with 16 lane
 PCle4 or AMD MI200
- Test on upcoming superchips (e.g. Grace-Hopper) with chip-chip interconnect 7x faster than PCle5!
- Test on multi-node multi-GPU test beds → likely to be A100 testbed
- Figure out how close we are to Exascale. Aaaand hope we haven't broken SWIFT!

Schematic of Grace-Hopper superchip (Nvidia)



Weak scaling of original SWIFT CPU code (Schaller et al. 2023)

