

# Progress Porting LLNL Monte Carlo Transport Codes to Nvidia GPUs

M&C 2023

August 16, 2023

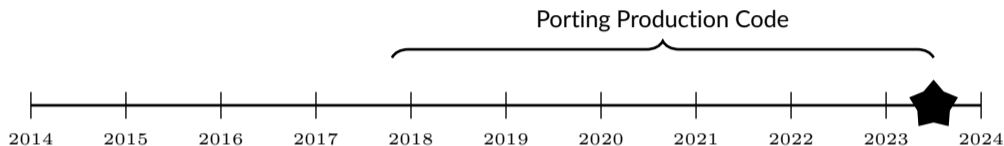
M. Pozulp, R. Bleile, P. Brantley, S. Dawson,  
M. McKinley, M. O'Brien, A. Robinson, M. Yang



LLNL-PRES-852689

This work was performed under the auspices of the U.S. Department of Energy by Lawrence Livermore National Laboratory under contract DE-AC52-07NA27344. Lawrence Livermore National Security, LLC

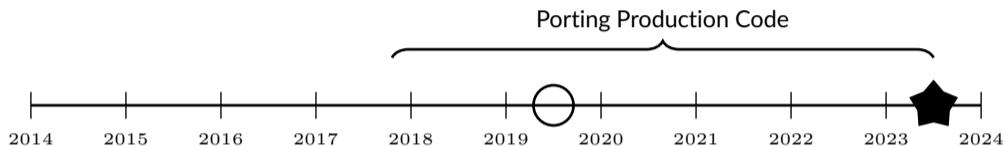
# This talk describes our progress porting LLNL MC codes to GPUs



★ M&C 2023 “Progress...” by Pozulp et al.



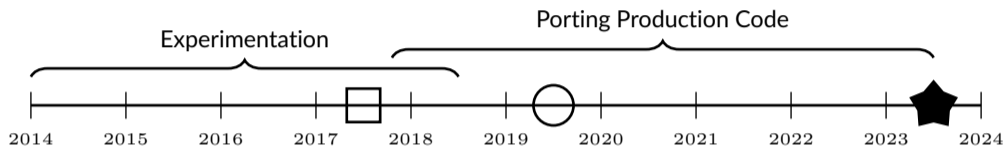
# We have significantly improved on the results in our M&C '19 paper



○ M&C 2019 "Status..." by McKinley et al.

★ M&C 2023 "Progress..." by Pozulp et al.

# Our M&C '17 paper summarized an era of experimentation

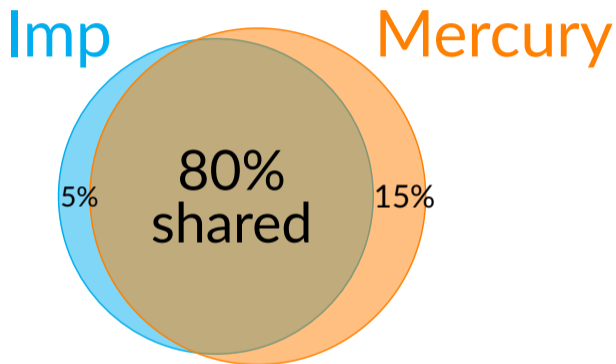


□ M&C 2017 “...Research Efforts...” by Brantley et al.

○ M&C 2019 “Status...” by McKinley et al.

★ M&C 2023 “Progress...” by Pozulp et al.

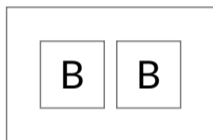
# Shared infrastructure allowed us to port two codes simultaneously



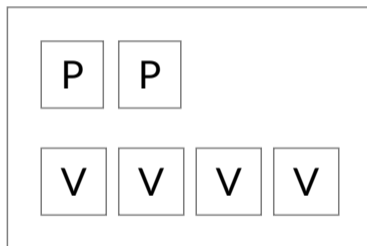
$\text{Imp} \cup \text{Mercury} = 370,000$  lines C++

# We compare two platforms: CTS-1 & Sierra

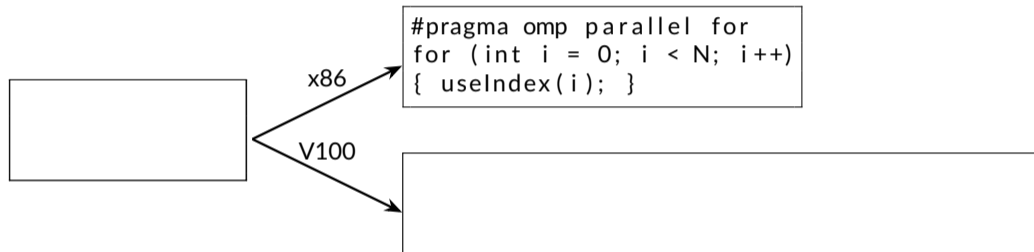
CTS-1 Node



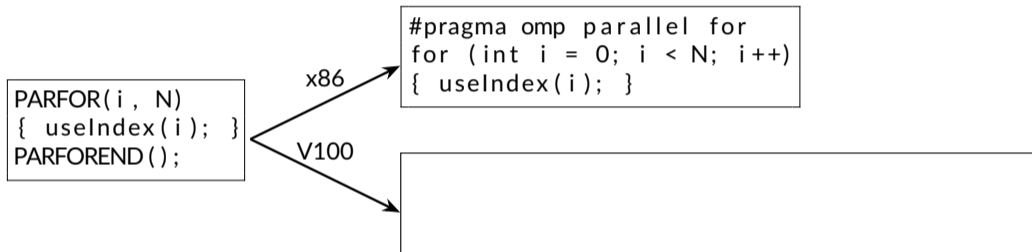
Sierra Node



# We devised a new abstraction for V100 (1/3)

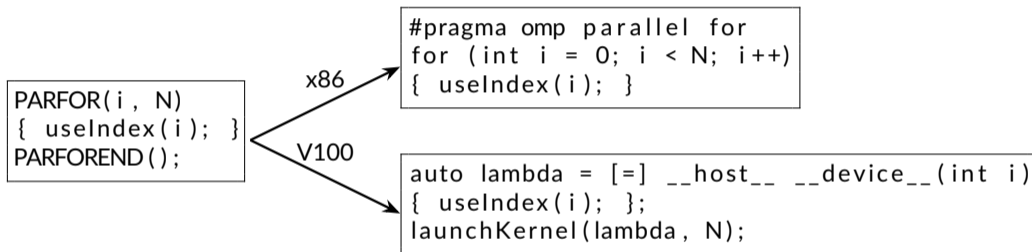


## We devised a new abstraction for V100 (2/3)





## We devised a new abstraction for V100 (3/3)

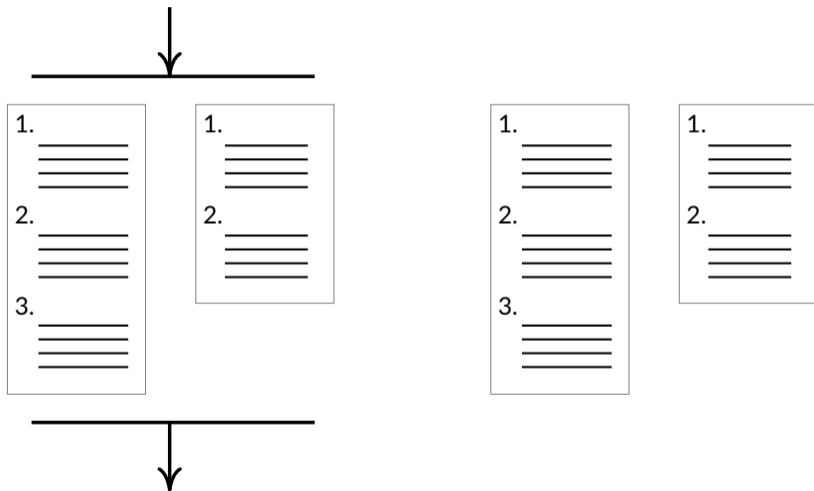


# We implemented event-based tracking (1/4)

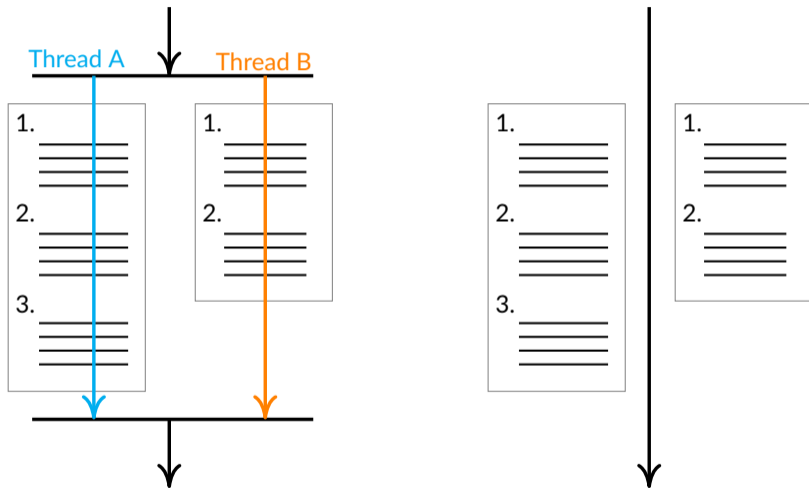
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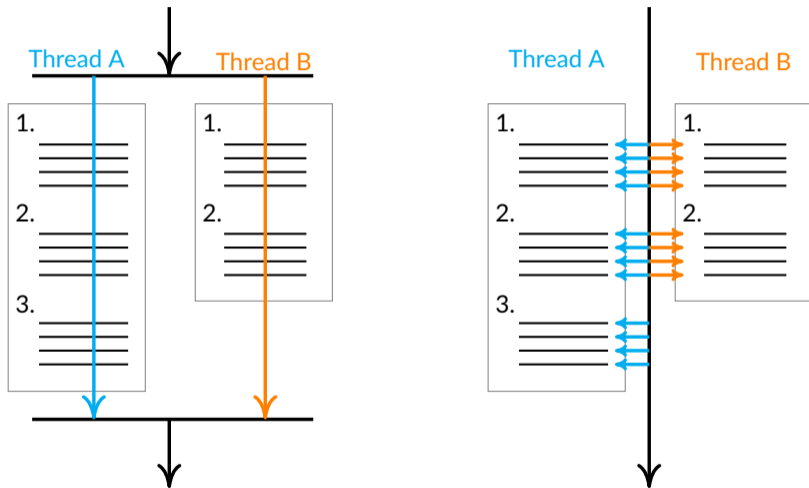
## We implemented event-based tracking (2/4)



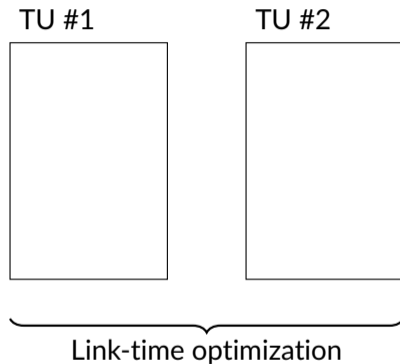
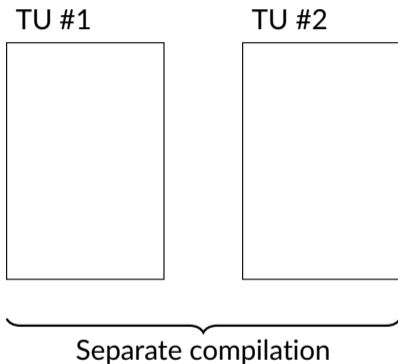
# We implemented event-based tracking (3/4)



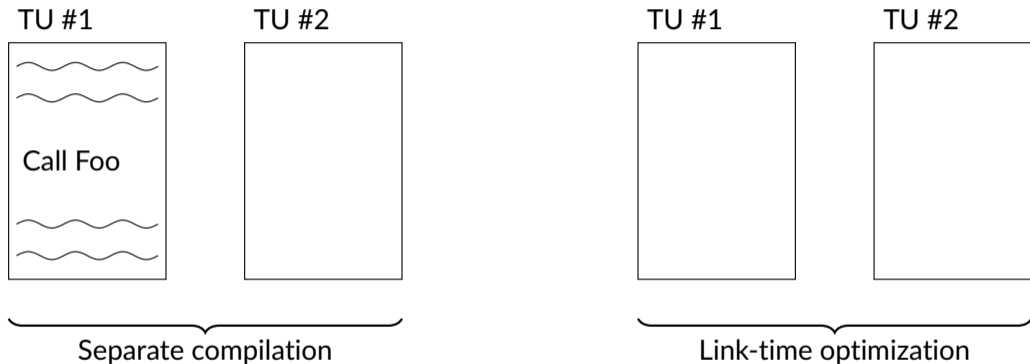
# We implemented event-based tracking (4/4)



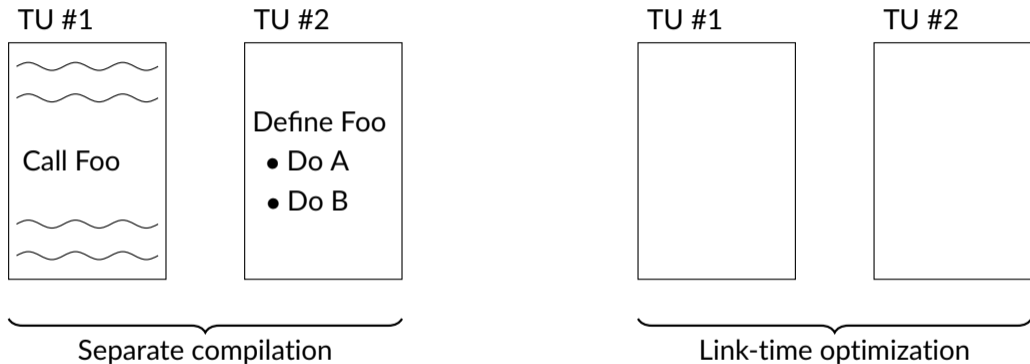
# We build with link-time optimization (1/4)



## We build with link-time optimization (2/4)

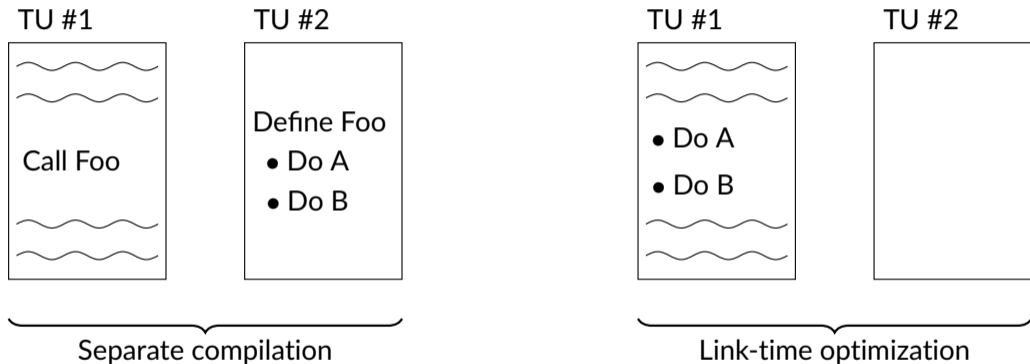


## We build with link-time optimization (3/4)

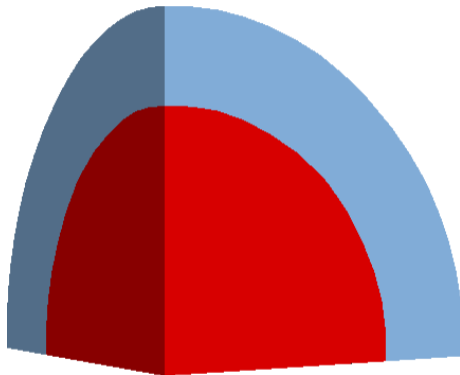




## We build with link-time optimization (4/4)

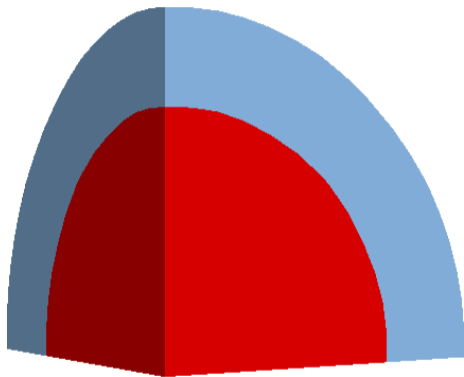


# We ran two problems: Godiva in Water and Crooked Pipe (1/2)

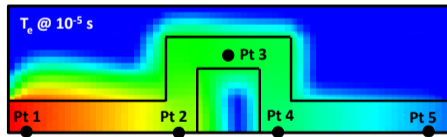
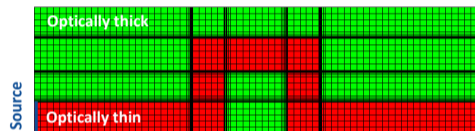


Mercury - Godiva in Water

# We ran two problems: Godiva in Water and Crooked Pipe (2/2)

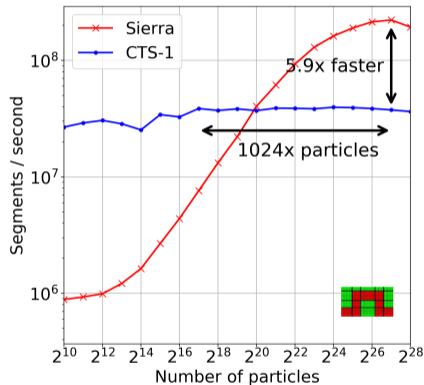
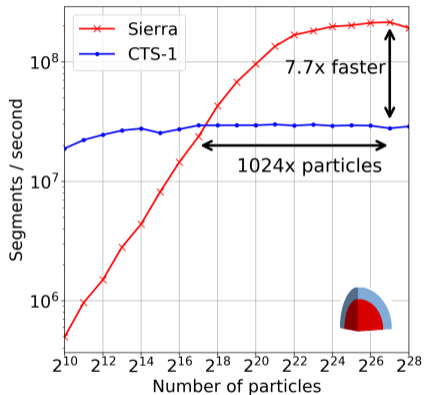


Mercury - Godiva in Water



Imp - Crooked Pipe

# We need 1000x more particles to saturate a Sierra node



# Event-based tracking and LTO provide substantial speedups (1/9)



System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
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## Event-based tracking and LTO provide substantial speedups (2/9)



CTS-1  
Sierra  
Sierra  
Sierra

System

Algo

LTO?

Total  
Time

Tracking  
Time

Segments

Seg/s



Speedup



CTS-1  
Sierra  
Sierra  
Sierra



## Event-based tracking and LTO provide substantial speedups (3/9)

	CTS-1 Sierra Sierra Sierra	History History Event Event						
	System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
	CTS-1 Sierra Sierra Sierra	History History Event Event						

## Event-based tracking and LTO provide substantial speedups (4/9)



CTS-1	History	No
Sierra	History	No
Sierra	Event	No
Sierra	Event	Yes

System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
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CTS-1	History	No
Sierra	History	No
Sierra	Event	No
Sierra	Event	Yes









## Event-based tracking and LTO provide substantial speedups (5/9)

	CTS-1	History	No	6170				
	Sierra	History	No	3744				
	Sierra	Event	No	1085				
	Sierra	Event	Yes	811				
	System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
	CTS-1	History	No	2711				
	Sierra	History	No	913				
	Sierra	Event	No	555				
	Sierra	Event	Yes	467				



## Event-based tracking and LTO provide substantial speedups (6/9)

	CTS-1	History	No	6170	6006			
	Sierra	History	No	3744	3710			
	Sierra	Event	No	1085	1052			
	Sierra	Event	Yes	811	775			
				<hr/>				
	System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
				<hr/>				
	CTS-1	History	No	2711	2334			
	Sierra	History	No	913	836			
	Sierra	Event	No	555	477			
	Sierra	Event	Yes	467	395			



## Event-based tracking and LTO provide substantial speedups (7/9)

	CTS-1	History	No	6170	6006	167.113		
	Sierra	History	No	3744	3710	167.113		
	Sierra	Event	No	1085	1052	167.113		
	Sierra	Event	Yes	811	775	167.113		
	System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
	CTS-1	History	No	2711	2334	87.707		
	Sierra	History	No	913	836	87.709		
	Sierra	Event	No	555	477	87.706		
	Sierra	Event	Yes	467	395	87.708		

## Event-based tracking and LTO provide substantial speedups (8/9)

	CTS-1	History	No	6170	6006	167.113	27.8	
	Sierra	History	No	3744	3710	167.113	45.0	
	Sierra	Event	No	1085	1052	167.113	158.8	
	Sierra	Event	Yes	811	775	167.113	215.5	
	System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
	CTS-1	History	No	2711	2334	87.707	37.6	
	Sierra	History	No	913	836	87.709	104.9	
	Sierra	Event	No	555	477	87.706	183.7	
	Sierra	Event	Yes	467	395	87.708	222.3	

## Event-based tracking and LTO provide substantial speedups (9/9)

	CTS-1	History	No	6170	6006	167.113	27.8	1.000
	Sierra	History	No	3744	3710	167.113	45.0	1.619
	Sierra	Event	No	1085	1052	167.113	158.8	5.707
	Sierra	Event	Yes	811	775	167.113	215.5	7.745
	System	Algo	LTO?	Total Time	Tracking Time	Segments	Seg/s	Speedup
	CTS-1	History	No	2711	2334	87.707	37.6	1.000
	Sierra	History	No	913	836	87.709	104.9	2.791
	Sierra	Event	No	555	477	87.706	183.7	4.888
	Sierra	Event	Yes	467	395	87.708	222.3	5.915



## Achieving 7.6x and 5.8x speedups required sustained porting effort

	Total Runtime Speedup				
	FY18	FY19	FY21	FY22	FY23
Godiva in Water	0.47x	0.81x	4.43x	5.15x	7.61x
Crooked Pipe	1.45x	1.99x	4.52x	4.90x	5.81x

Ongoing work includes continued Sierra GPU porting and El Capitan GPU porting.



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