

The Supercomputer Company

Programming for High Performance Computing in Modern Fortran

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5/17/05

Concepts in HPC

- Efficient and structured layout of local data
 - modules and allocatable arrays
- Efficient operations on local data
 array operations and loop nest optimizations
- Efficient and easy to use parallel programming
 co-arrays
- Tips on things to avoid

Modules - replacement for common and include

- Modules have specification and procedure parts
- Specification part may contain
 - named constants (parameters)
 - type definitions
 - data declarations (global data, like common blocks)
 - allocatable objects
 - private objects (names are public or private)
 - public objects
 - protected data (data values are protected)
 - explicit procedure interfaces and generic interfaces



Modules continued

- Procedure parts contain module procedure definitions
 - Interfaces for module procedures are explicit
 - Module procedures have access to all objects in the specification part of the module by host association
 - Protected data definable only by a local module procedure
 - Inlining of module procedures is default for X1 compiler

Public objects accessed by a USE statement



Allocatable arrays

- Allocatable arrays provide dynamic memory management
- More efficient than pointers because aliasing issues avoided
- Makes better use of memory; avoids oversized arrays

(Arrays in general are a good thing for HPC, of course)



```
integer,parameter :: n1 = 207, n2 = 331, n3 = 501
real(8) :: grid1(n1,n2,n3),grid2(n1,n2,n3)
common /gridcb/ grid1,grid2, m1,m2,m3
```

```
call read_data(filename)
```

```
do k=1,m3
do j=1,m2
do i=1,m1
grid2(i,j,k) = grid1(i,j,k)
end do
end do
end do
```



Example using modules and allocatable arrays

use grids call read_data(filename) grid2(:,:,:) = grid1(:,:,:)

Advantages of the new style

- Use only the amount of memory needed
- Assignment performance is much better loop collapse
- Values of m1,m2,m3 are protected against accidental definition
- Only write the declarations once, then USE in each program unit needing access to the data
- read routine and the data are packaged together for easier maintenance



Disadvantage of the new style

 If you modify the code in the read_data subroutine, the module changes. The make file will cause all files that USE the module to be recompiled.



Submodules (f08 feature)

- Parent module contains procedure interface information
- Actual code for the procedure in a submodule of the parent
- Use separate files for parent and various submodules
- Programmer only USE's the parent
- Changes to procedure code avoids compile cascade
- Simplifies management of very large projects with many programmers



Parallel programming - Co-arrays (f08 feature)

 With the addition of co-arrays Fortran becomes a fundamentally parallel language.



Shared memory models OpenMP autotasking multithreading

Distributed memory models MPI and PVM general, hard to use, performance can be poor shmem single sided, take advantage of symmetric addresses co-arrays

syntax implementation of shmem



co-array syntax - basic

Program consists of multiple identical IMAGES (SPMD model)

real :: X(100)[*], S[*]

X is the array on this image X(:)[4] is the array on image # 4

S is the scalar on this image S[4] is the scalar on image #4

THIS_IMAGE() returns the number of this image NUM_IMAGES() returns the number of images



co-array syntax - allocatable co-arrays

Allocatable co-arrays are allowed. Must allocate on each image with the same size.

real :: A(:)[:]

allocate(A(100)[*])

The allocate contains an implicit barrier. Unsaved allocatable co-arrays are deallocated on exit from a procedure; the implicit deallocate also contains a barrier.



co-array syntax - pointer components

Pointer components provide access to non-symmetric data. Useful for accessing remote dummy arguments

```
type ca_pointers
    real,pointer :: a(:),b(:,:)
end type ca_pointers
```

type(ca_pointers) :: image[*]

```
image%a => a !set up local pointers to local data
image%b => b
call sync_all()
c(:) = image[4]%a(:) ! get values in A on image 4
```



co-array syntax - allocatable components

Allocatable components provide a way to share objects with different sizes on each image

```
type ca_vla
real,allocatable :: V(:)
end type ca_vla
```

```
type(ca_vla) :: image[*]
```

```
allocate(image%V(n)) ! local allocate - no barrier
call sync_all()
v1 = image[4]%V(1)
```



sync routines

With a few exceptions, the images execute asynchronously. If syncs are needed, the user supplies then explicitly.

call sync_all() ! barrier on all images

call sync_team(team_list) ! barrier on the images listed in the ! team_list array.

call flush_memory() ! forces memory operation ordering on local image. ! included in sync_all and sync_team

call notify_team(team_list) ! check into a barrier, but do not wait call wait_team(team_list) ! wait for others to check into a barrier



Advantages of co-arrays

Very easy to write code - the communication is explicit in the syntax.

No initialize or finalize routines are required

Very few function names to remember - mostly sync routines

Makes use of the Fortran language rules built in support for derived types and all intrinsic types supports strided and gather/scatter data transfers simply type conversions on assignment follow Fortran rules

Optimized implementations can reduce communication overhead



Example code - MPI version

```
if(Left>=0) then
  call MPI_IRecv(neg_f,(my*mz*iorder/2),MPI_REAL8,Left,1,gcomm,&
        req(1),ierr)
  call MPI_ISend(f(1,1,1),1,xrows_type,Left,2,gcomm,req(2),ierr)
endif
```





```
call sync_all()
if(Left>0) then
neg_f(:,:,:)[Left] = f(1:iorder/2,:,:)
endif
```

```
if(Right>0) then
    nm = mx + 1 - iorder/2
    pos_f(:,:,:)[Right] = f(nm:nm+iorder/2-1,:,:)
endif
call sync_all()
```



Happy Users

- "Very cool! As far as I am concerned, co-array programming is easy even when retro-fitting it to another code. It makes sense too."
 ORNL
- "It is such an intuitively obvious extension of Fortran90 for parallel programming that I think everybody should be using it." -ARSC



Implementation considerations

SMP machines:

Treat co-dimensions like extra ordinary dimensions

Distributed memory machines with global addressing:

Modify the addresses of the remote data with image number and just issue load and store instructions

Clusters:

Compiler converts syntax into shmem calls (worst case). Still have all the ease of use advantages.

Implementation on single cpu systems

- THIS_IMAGE() == 1
- NUM_IMAGES() == 1
- Ignore the []
- Ignore the sync routines
- Only need to parse the syntax



Additional co-arrays reading

- AHPCRC Bulletin 2004 Vol. 14 No. 4 and references therein, especially the article by Jef Dawson (Their web site, <u>www.ahpcrc.org/publications</u>, does not have this one up yet.)
- Cray's Fortran Language Reference manual for X1.
- J3 paper 05-183r1 from meeting 172 at j3-fortran.org

Misc programming tips for performance

- \begin{soap_box}
- Avoid pointers if target is fixed use allocatable instead
- Do not manually unroll loops let the compiler do it for you
- Avoid BLAS1 calls these are one-line array assignments
- Avoid really long argument lists
- Just say no to MPI
- \end{soap_box}

Really Last Slide!

- Thanks to Ted Stern for valuable discussions
- Thanks to ORNL users for the code examples (abstracted here)
- Contact information:

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