## Algorithmic Challenges for Lattice Field Theory in the Multi-scale Era



### SciDAC-3 PI Meeting DOE July 24, 2013 Rich Brower Boston University



## *Narrative\**

- Algorithms are the critical multi-disciplinary pursuit
	- Physics + Applied Math + Computer Science  $\rightarrow$  Algorithms designers
- Need "Heroic" programming just to keep up
	- MB/Q, Titan, BlueWaters, Stampede  $\rightarrow$  CUDA, JIT, SUPER
- Multi-grid QCD success story: why did it takes so long?
	- MG, DD., FastMATH, Hyper, Qlua, FUEL
- Future: New theories, New lattices, Much more Multi-level
	- Condensed Matter, Graphene, Radial Quantization, FEM, etc.

### Lattice Field Theory Coming of Age

Kenneth G. Wilson "Confinement of quarks" Phys. Rev. D 10, 2445–2459 (1974)



K. Wilson: "Lecture at Lattice 1989 Capri"

"lattice gauge theory could also require a  $10<sup>8</sup>$  increase in computer power AND spectacular algorithmic advances before useful interactions with experiment ...



Sustained Petaflops: 15 years ahead of schedule!

### *Expanding Physics Goals of Lattice Gauge Theory*

- Ab initio QCD for Nuclear/Astrophysics
	- I. Structure and excitation of Nuclei (QCD)
	- II. Quark Gluon Plasma (QCD)
- Beyond the Standard Model for High Energy Physics : ×
	- III. QCD for precision tests of Standard Model (aka "Intensity Frontier")
	- IV. Explore new Theories (not QCD) at TeV (aka "Energy Frontier")
	- Strongly coupled quantum systems for Novel Materials



Fermilab



Jefferson Lab



*All prediction from Quantum Field Theory require "Algorithms"*



## *Intersection of Algorithm Design*



*CHALLENGE:* Need to collaborate between 3 disciplines BUT also need suitable abstraction/interfaces so each discipline can proceed semi-autonomously!

# *See posters for Details*



#### BG-Q/IBM | GPU/NVIDIA

#### SciDAC QUDA: QCD in CUDA for Multi-GPU Lattice Field Theory Stage 1: Basic Linear Solvers Stage 2: Scaling to Multi-GPUs Stage 3: Multi-scale Physics Gotte (GO) in CoDist Brary, started in 2008 with WVDA's CUDA implementation by Kip Bern<br>1994 Claimed Shabir Chromatic Schw expected to a trial Case of LSQCD. Such CTO colleges<br>developers and is in whis use as the OPU busin "OCD on CUDA" team - http://lattice.offruit.com/pud. must proceed accorder Reduce on Card Memory Traffic Future: Synthesis DD + MG to satisfy Arch + Physics: Kepler Wilson-Solver Perfor References



### MG/fastMATH | Titan/Intel-Phi/SUPER

ood Mom D.<br>Textus

#### 

**Porting Lattice QCD Calculations to Novel Architectures** Balint Joo, Frank Winter, Jefferson Lab, for the USQCD Collaboration<br>Computing Properties of Hadrons, Nuclei and Nuclear Matter from Quantum Chromodynamics

#### **QDP-JIT and QUDA: Enabling Chroma**

on GPU Based Leadership Architectures The Chroma software system is the standard workhorse of the gauge generation phase of<br>LGCD calculations in Codd Nuclear Physics on Isadership class systems such as OLCF<br>Titan, which feature GPU accelerated nodes. Chroma ha intation of the QDP++ layer on which Chroma is built. QDP++ .<br>lates are co is are complied into code generators which generate CUDA-PTX kets<br>when first run; at which point grid and block dimensions are autof<br>nemory manager which can page data between host and device

ory manager which can *page data*<br>and *rearrange data to the most of* ----







**Optimizing for Xeon Phi** 

Jefferson Lat

 $\overline{\mathcal{O}2}^{\text{ontra}}$ 

**USQCD** US Lattice Quantum Chronody

orking in close collaboration with *intel Parallel Labs* to e<br>of Lattice QCD kernels for Intel Xeon Phi. To achieve g







#### **Conclusions**

COP-UIT will allow effective exploitation of accelerated leadership resources, and forms the basis<br>our work in partnership with the SUPER SciOAC institute to create a Demain Specific Complishers<br>Framework for lattice QCD. ed and "regular" code to help des

### Lattice Gauge Theory HEP and NP posters

1. Lattice QCD on the BGQ:Achieving 1 PFlops Production Jobs

- IBM/Columbia (Bob Mawhinney)
- 2. Multigrid with Hyper for Lattice QCD
	- FastMath/MIT (Rob Faulgot,Andrew Pochinsky)
- 3. Porting Lattice QCD Calculation to Novel Architectures
	- SUPER/Jlab (Rob Fower/Balint Joo)
- 4. QUDA: QCD in CUDA fore Multi-GPU Lattice Field Theory
	- NVIDIA/BU (Mike Clark/Rich Brower)

# **USQCD Software Stack Stack**

On line distribution: http://usqcd.jlab.org/usqcd-software/



The application codes Chroma/CPS/MILC and a new QDP LUA code base provide a rich set of tools.

# *SciDAC LGT contributors*

- ANL: James Osborn, Meifeng Lin, Heechang Na, (George T. Fleming)
- BNL: Frithjof Karsch, Chulwoo Jung, Hyung-Jin Kim,Yu Maezawa
- Columbia: Robert Mawhinney, Hantao Yin
- FNAL: James Simone, Alexei Strelchenko, Don Holmgren, Paul Mackenzie
- JLab: Robert Edwards, Balint Joo, Jie Chen, Frank Winter, Chip Watson
- W&M/UNC: Kostas Orginos, Andreas Stathopoulos, Rob Fowler (SUPER)
- LLNL: Pavlos Vranas, Chris Schroeder, Rob Faulgot (FASTmath)
- NVIDIA: Ron Babich, Mike Clark
- Arizona: Doug Toussaint, Alexei Bazavov
- Indiana/NCSA: Steve Gottlieb, Ran Zhou
- Utah: Carleton DeTar, Justin Foley
- BU: Richard Brower, Michael Cheng, Oliver Witzel
- MIT: Pochinsky Andrew, John Negele,
- Syracuse: Simon Catterall, (David Schaich in fall)
- Washington: Martin Savage, Saul Cohen
- Others: Peter Boyle, Jim Hetrick, Massimo Di Pierro, Patrick Dreher, et al
- "Team of Rivals" (apologies to contributors and projects \*NOT\* mentioned in 6 slides!)

### *Highest Priority is moving to 3 new architecture!*





*(*May you live in Interesting Times!)



# *See posters for more details*





#### BG-Q/IBM | Titan/Super/Intel-Phi



number of XK6 nodes

# **QUDA: (QCD in CUDA) Library**

•QUDA (QCD in CUDA) library started in 2008 with NVIDIA's CUDA implementation by Kip Barros and Mike Clark at Boston University. It has expanded to a broad base of USQCD SciDAC [1] software developers and is in wide use as the GPU backend for HEP and NP SciDAC application codes: Chroma, CPS, MILC, etc.

#### Provides:

Various solvers for several discretizations,

- -- including multi-GPU support and domain-decomposed (Schwarz) preconditioners
- -- Additional performance-critical routines needed for gauge-field generation

#### Maximize performance:

- Exploit physical symmetries
- Mixed-precision methods
- Autotuning for high performance on all CUDA-capable architectures
- Cache blocking

#### Kepler Wilson-Solver Performance



### **"QCD on CUDA" team – http://lattice.github.com/quda**

PUBLIC

- Ron Babich (NVIDIA)
- Kip Barros (LANL)
- Rich Brower (Boston University)
- **Michael Cheng (Boston University)**
- **Mike Clark (NVIDIA)**
- **Justin Foley (University of Utah)**
- **Joel Giedt (Rensselaer Polytechnic)**
- **Steve Gottlieb (Indiana University)**
- Bálint Joó (Jlab)
- Claudio Rebbi (Boston University)
- Guochun Shi (NCSA -> Google)
- Alexei Strelchenko ( FNAL)
- Hyung-Jin Kim (BNL)
- Frank Winter (UoE -> Jlab)



## *Gauge Generation using QDP-JIT/C on Titan\**

 *"QDP-JIT .. implementation of the QDP++ layer on Chroma ...* 

 *QDP++ expression templates are compiled into code generators which generate CUDA-PTX ....* 

 *Grid and block dimensions are autotuned. QDP-JIT features a memory manager which can page data between host and device memories automatically and rearrange data to the most optimal layout (e.g. for coalesced access) without the need to instrument the large Chroma code with #pragma annotations" \** 



V=40x40x40x256,  $m_{\pi} \sim 230$  MeV, Anisotropic clover

*\*Quoted from Poster on "Porting Lattice QCD Calculations to Novel Architecture by Balint Joo and Frank Winter* 

# **Intel Xeon-Phi (stampede)**





#### Xeon Phi 5110P

- 60 cores @ 1.053 GHz
	- connected by ring
	- $\cdot$  512Kb L2\$ / core
	- 32KB L1I\$ and 32KB L1D\$
	- in-order cores, 4 way SIMT
	- 512 bit wide Vector Engine
		- $-16$  way SP/8 way DP
	- can do multiply-add
- Peak DP Flops: 1.0108 TF
- Peak SP Flops: 2.0216 TF
- $-8$  GB GDDR (ECC)
	- 'top' shows ~6GB free when idle

Source: http://software.intel.com/en-us/articles/intel-xeon-phi-coprocessor-codename-knights-corner

http://www.intel.com/content/www/us/en/processors/xeon/xeon-phi-detail.html

# *Lagrangian for QCD*

What so difficult about this!

$$
S=\int d^4x \mathcal{L}
$$

$$
\mathcal{L}(x) = \frac{1}{4g^2} F_{\mu\nu}^{ab} F_{\mu\nu}^{ab} + \left( \bar{\psi}_a \delta^{ab} \gamma_\mu (\partial_\nu + A_\mu^{ab}) \psi_b + m \bar{\psi} \psi \right)
$$

- 3x3 "Maxwell" matrix field & 2+ Dirac quarks
- 1 "color" charge g & "small" quark masses m.
- Sample quantum "probability":  $\qquad \text{Prob} \sim \exp[-S]$
- projectiles for HEP (Energy/Intensity) & Nuclear mater.

## *Wilson Dirac PDE on hypercubic Lattice*



# **Put it on a Lattice**







- Quarks and Gluon on Lattice :
	- $L^{4} = 100x100x100x100$  points
	- Discretize Dirac PDE as sparse 24xL^4 by 24xL^4 Matrix
	- Gauge Field 4xL^4 3x3 complex matrices
- Algorithms:
	- Krylov Solver for Quark PDE on 12x3x2 L^4 unknows for each
	- Semi-implicit Symplectic Hamiltonian Integrator:
	- Monte Carlo sample by Markov Process

### *Exact symmetries are powerful quantifier of errors that must vanish at zero lattice spacing*



Result: QM spontaneously causes large (and unexpected) large scales.

\* *Plus a small extra breaking due to mass of quarks.*

## *New Frontier: Higher resolution QCD*



- O(100^4) lattice volumes or more
- Single grid Krylov methods and homogenous Arch are optimal

## Many more LGT mass scales to come

quarks masses:

 $(udscbt = 2, 5, 100, 1300, 4190, 200000 \text{ MeV})$ 

- Electromagnetism (proton-nucleon splitting, g-2)
- **Binding energy of nuclei (2.2 Mev for deuteron)**
- TeV Strong Gauge BSM (near conformal) dynamics for composite Higgs

### $\square$  ETC.



 (1) Blocking preserves the scale invariant const solutions (null state) (2) Coarse operator is renormalized:  $m \rightarrow 2$  m (in units  $h = 1$ )

# **QCD MG attempts in 1990's**

See Thomas Kalkretuer hep-lat/9409008 review on "MG Methods for Propagators in LGT".

Israel: Ben-Av, M. Harmatz, P.G. Lauwers & S.Solomon

Boston: Brower, Edwards, Rebbi & Vicari

Amsterdam: A. Hulsebos, J Smit J. C. Vick

Amsterdam: A. Hulsebos, J Smit J. C. Vick



Table 1: Overview of works on MG methods for propagators in lattice gauge theories.

# *QCD MG "failure" in 1990's:*



## **Universal of Critical Slowing down:**



Time = F(spontaneous length/quark compton lenght)



Classical QCD (with zero mass quarks) has no scale. BUT<br>spontaneous Conformal symmetry breaking magically gives<br>the proton mass scale.

### Success & Failures of MG attempts in 1990's : Why?

- Partial success: weak coupling "renormalization"
- **Maintain Exact Gauge invariance**
- Maintain exact  $\gamma_{5}$  Hermiticity
- Local adaptive blocking: Projective MG
- Chiral Symmetry (density of small e.v.)
- Null vector: Atya- Singer Index Theorem



**Boris Grigoryevich Galerkin** (Russian: Бори́с Григо́рьевич Галёркин, surname more accurately romanized as **Galyorkin**; March 4 [O.S. February 20, 1871] 1871 – July 12, 1945),

$$
H=\gamma_5 D=D^\dagger\gamma_5
$$

Prolongator  $P \implies$  Restrictor  $R = P^{\dagger} \gamma_5$ 

### How do we get beyond the rough confinement barrier?

- 1990 Projective MG: First "partitioned" in Jacobi grid blocks. Second "project" near null block vectors
- Ok for weak fields (weak coupling Renormalization Group, ignores instantons for example.)
- 2005 David Keyes to BU with new "adaptive MG idea". Brannick et al tried it for 2-d Dirac Eq. – slow algorithm but no critical slowing down!
- 2010 Practical QCD AMG: First "project" onto near null vectors (bad guys). Second "partition" into coarse grid.

#### **First Success: Applied Math/Physics Collaboration Collaboration**

### Many different people (TOPS, QCD) and institutions involved in the collaboration

**CU Boulder**  $\blacksquare$ 

**Contract** 

- **Tom Manteuffel**
- **Steve McCormick**
- **Marian Brezina**
- John Ruge ۰
- James Brannick
- Christian Ketelsen
- Scott MacLachlan
- Lawrence Livermore  $\mathbf{r}$ 
	- Rob Falgout Chris Schroeder
- Columbia  $\mathcal{L}_{\mathcal{A}}$ 
	- **David Keyes**

•MIT

•Andrew Pochinsky

- **Boston University** 
	- **Rich Brower**
	- Claudio Rebbi
	- **Mike Clark**
	- •Michael Cheng James Osborn

•NVIDIA

•Mike Clark

• Ron Babich

•INT Seattle

Saul Cohen

•Oliver Witzel

- Saul Cohen
	- **Penn State** 
		- James Brannick
		- Ludmil Zikatanov

#### Tufts

- Scott MacLachlan
- Argonne
	- James Osborn
		- •Meifeng Lin

### **Adaptive Smooth Aggregation Algebraic Multigrid**



(see Front cover of Strang's Undergraduate MIT math text!)

## **AMG on Wilson-clover Dirac Operator**

#### Devil is in the details!

- Rigorous MG proofs for normal equation (D<sup>†</sup> D  $\psi$  = b)
- But would like to project D to avoid higher complexity.
- Multigrid is recursive to multi-levels.
- Must preserves Gauge invariance and  $\gamma_{5}$  ( [ $\gamma_{5}$ ,P]= 0)
- First benchmarks for Wilson-Dirac Operator:
	- Asym V=16<sup>3</sup> x64, 24<sup>3</sup>x64, 32<sup>3</sup>x96 (N<sub>f</sub> = 2, 400MeV pion)
	- $\blacksquare$  N<sub>v</sub> = 20 null vectors  $\psi^s{}_x$  with 4th order MR with subset refinement.
	- $-MG$  Blocks =  $4^4x$  N<sub>c</sub>x 2 and 3 level V MG cycle
	- pre and post-smoothing is done by 4 iteration GCR (later GMRES)
	- Extend to Red/Black preconditioning

James Osborn implement on BG/P in SciDAC-2 API

Future SciDAC-3 develop in HYPER framework/GPUs etc).

### **Adaptive Smooth Aggregation Algebraic Multigrid**



"Adaptive multigrid algorithm for the lattice Wilson-Dirac operator" R. Babich, J. Brannick, R. C. Brower, M. A. Clark, T. Manteuffel, S. McCormick, J. C. Osborn, and C. Rebbi, PRL. (2010).

# **Good News/Bad News**



A

mes C. Osborn -- Multigrid solver for Wilson clover fermions -- QCDNA VI, Sep. 2010

18

## *Must put Best Algorithm on Best Hardware*

- Problem: Wilson Clover for Light Quark is FASTER on the CPU than using the QUDA solver on GPUs!
- Solution put MG on GPU of course



(now with Mike Clark and Michael Cheng on NSF grant)

## *Communication Redcution:*

#### *DD (Block Jacobi) on Titan*

Strong Scaling:  $48<sup>3</sup>x512$  Lattice (Weak Field), Chroma + QUDA



### *New Lattice Geometries on Curved Manifolds*



### **Graphene**







$$
e_{eff}^2=\frac{e^2}{\hbar v}\simeq 300\times \frac{e^2}{\hbar c}
$$





## $\mathbb{R}^4 \to \mathbb{R} \times \mathbb{S}^3$  Conformal Lattice

- Radial Quantization requires "spatial" spheres!
	- Goal is Conformal BSM Fix Points(or Scattering Length?)
	- Need Finite Elements Method to do 3d Ising on curves space!



#### Lattice radial quantization: 3D Ising

R.C. Brower<sup>a,\*</sup>, G.T. Fleming<sup>b</sup>, H. Neuberger<sup>c,1</sup>

<sup>a</sup> Department of Physics, Boston University, Boston, MA 02215, USA

<sup>b</sup> Department of Physics, Yale University, New Haven, CT 06520, USA <sup>c</sup> Department of Physics and Astronomy, Rutgers University, Piscataway, NJ 08855, USA

#### ARTICLE INFO

ABSTRACT

Article history. Received 3 January 2013 Received in revised form 28 February 2013 Accepted 8 March 2013 Available online 15 March 2013 Editor: M. Cvetič

Euclidean conformal field example, we employ a lat dilatations in the 3D Ising two descendants  $(l = 1, 2)$ , from integer spacing for tl lattice action will be requit continuum limit.

Lattice radial quantization



 $a < \Delta r < L$  vs  $a < \Delta log(r) < L$ 

### *Finite Element Method Laplacian on a sphere*



*See WEIGHTS OF LINKS AND PLAQUETI'ES IN A RANDOM LATTICE***\*** N.H. CHRIST, R FRIEDBERG and T D. LEE Nuclear Physics (1982) quarks and gluons are more difficult!

### *Spectrum of Laplacian on a sphere*



 $2.09439l + 2.09439l^2 - 5.75 * 10^{-6}l^3 - 2.95833 * 10^{-6}l^4$ 

# *See posters for more Details*

### MG/fastMATH



New ideas for Rapid Prototyping using Lua Scripting language: Qlua (MIT) & FUEL (ANL)

### Auto-tuning in use in QUDA and FUEL

#### **HYPRE**

The FASTMath SciDAC Institute develops HYPRE [1], a software library of high performance preconditioners and solvers for the solution of large, sparse linear systems of equations. The primary goal of the HYPRE library is to provide users with advanced parallel preconditioners. The present project uses the library's parallel multigrid solvers for structured grids. The HYPRE's conceptual linear system interfaces are further abstracted via the HQL intermediate layer to better map into lattice QCD data types and operations.



To support LQCD astractions, two extensions are required to the HYPRE's core: • support for more than three spacial dimensions

· support for complex numbers

# **Summary**

- Success in Higher Resolution Physics and Heterogeneous computers are great for Lattice Gauge Theory Physics.
- Both require a increasingly sophisticated suit of multi-scale algorithms Combine MG a nd DD to get both Fast convergence & Communication reduction: BLTN algorithms?
- Lattice Field Software will be come increasingly intricate and expensive. Need new emphasis on tools adopted from or developed in collaboration with Applied Math and Computer Science.
- Rapid prototyping frameworks, auto-tuning, better compilers and restructuring of the API/Domain Specific Language.
- There is probably magic bullet but current develops are beginning to suggest solutions.

# Questions & Extra Slides

• BLTN (Better Late Than Never) Solver?

## Physics+Math+Computing <=> Algorithm



### **New FUEL HMC framework** (Framework for Unified Evolution of Lattices)

- High level layer focused on gauge configuration generation ×.
	- motivation is to have flexible HMC framework to support wide range of beyond standard model theories
	- algorithmic abstraction: generation algorithm independent of gauge group, action, etc.
	- $-$  easy to write new high-level algorithms, tune parameters
	- serves as wrapper for efficient "level 3" routines
	- $-$  easy to plug in new routines
	- new routines can be written in any other language/framework
- Uses scripting language Lua ш
	- $-$  Small
	- Easy to port (ANSI C89)
	- Easy to use, yet powerful
	- Easy to embed and interface with libraries

Rich: Documentation is being addressed this spring/summer. Michael Chang and Mike Clark are nearly finished implementing the fine level of MG on the GPU. James, Meifeng and I

are working on integrating Multigrid into Wilson colver evolution code Kostas and Will 's Wilson isotropic HMC/Chroma trajectory. Looks promising.

Andrew & Chris: Integration of HYPRE and Qlua is well underway. Rob Falgout, Christopher Schroeder and Andrew Pochinsky have completed an overall design of a HYPRE/USQCD interface (HQL) and begun its implementation. RF is largely finished extending HYPRE to handle more than 3 dimensions and fully expects to finish implementing complex numbers on schedule. CS and RF are making progress on the implementation of the HQL interface, and RF and AP are proceeding with the HQL-Qlua interface. AP is finishing extending Qlua to handle data types and procedures required to support HQL.

# Some future directions

- Fermions PDEs are ubiquitous in Quantum Field theories an Nano materials. Lattice geometries and boundary condition present new fun challenges.
	- Finite T lattice (e.g. 32 x speed up on lattice\*)<br> $128^3 \times 96$ 
		-
	- Old/New RG Geometric /Adaptive Hybrid MG
	- Monte Carlo Evolution of QCD: Sime implicit integrator
	- Graphene (again classical conformal LGT!)
	- Conformal Theories for LHC Higgsless models
	- Radial lattices for conform/string duals
	- Domain Wall/Overlap 5-d fore EXACT chirality

### Other Dirac Operators (For quarks & Electrons)

- Multigrid & DD for Staggered and DW
- Eigenvector for Deflation and Disconnected Diagrams.
- Multi-scale Extension of Symplectic Integrators
- The Hexagonal Lattice for Dirac Electrons of Graphene
- Conformal Latices on Spheres.
- Topological Defects and the Spin Connection of GR
- Anti-deSitter Space and Conformal Invariance for BSM
- and condensed matter
- etc.

### **Outline:**

One: Keeping pace with current platforms! BG/Q(IBM) ,Titan (NVIDIA), Stampede (Intel),...

Two: Exposing and Exploiting Multiscale Physics Protons, Nuclei and beyond to Higgs

Three: Conforming Physics to Hardware. "physics" and "architecture" is multi-scaled but not necessarily compatible.

Future: New lattices LHC Physics & Condensed Matter