



GREEN SOFTWARE ENGINEERING

Prof Michèle Weiland
m.weiland@epcc.ed.ac.uk

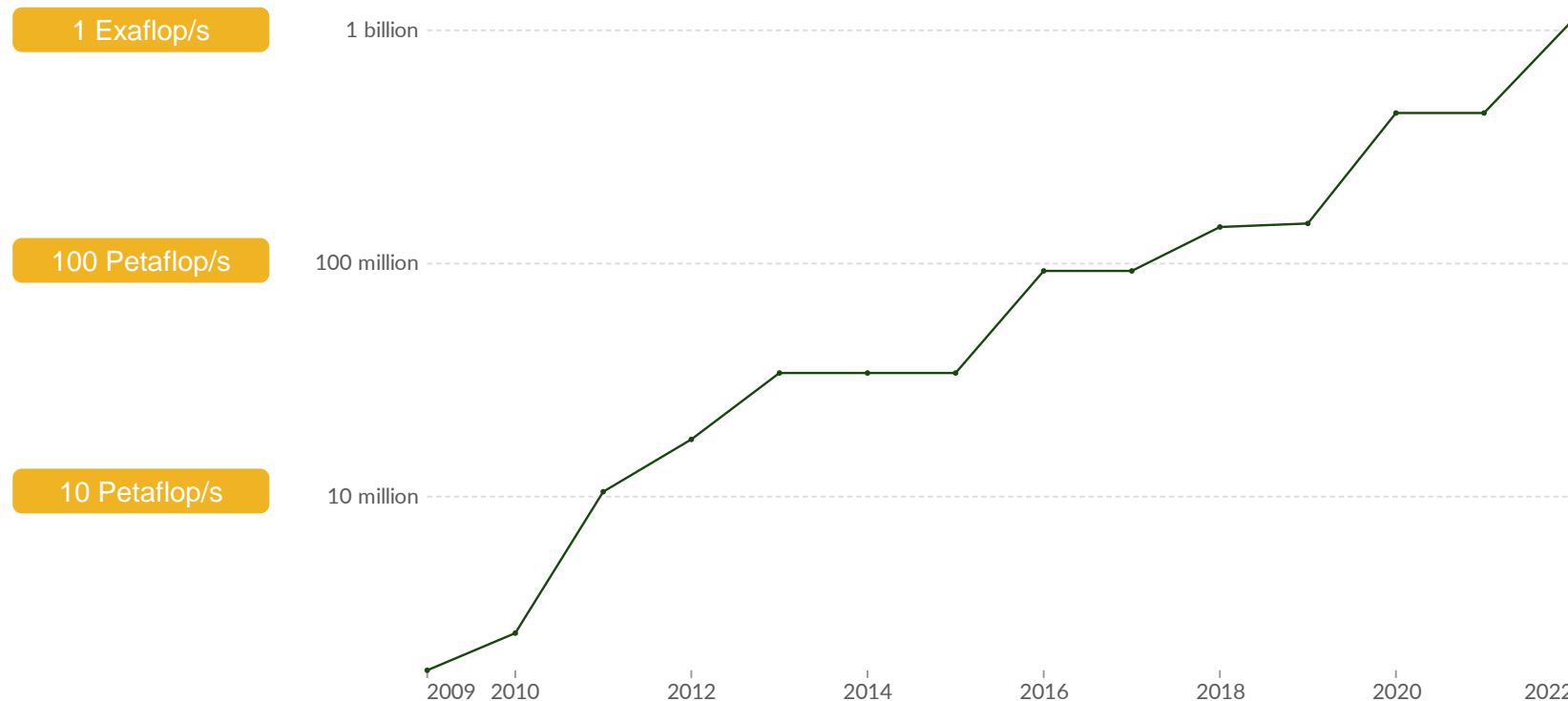


The rise and rise of HPC

Computational capacity of the fastest supercomputers

Our World
in Data

The number of floating-point operations¹ carried out per second by the fastest supercomputer in any given year. This is expressed in gigaFLOPS, equivalent to 10^9 floating-point operations per second.



Data source: TOP500 Supercomputer Database(2023)

OurWorldInData.org/technological-change | CC BY

1. **Floating-point operation:** A floating-point operation (FLOP) is a type of computer operation. One FLOP represents a single arithmetic operation involving floating-point numbers, such as addition, subtraction, multiplication, or division.

Every tonne of CO₂ emissions adds to global warming

Global surface temperature increase since 1850–1900 (°C) as a function of cumulative CO₂ emissions (GtCO₂)

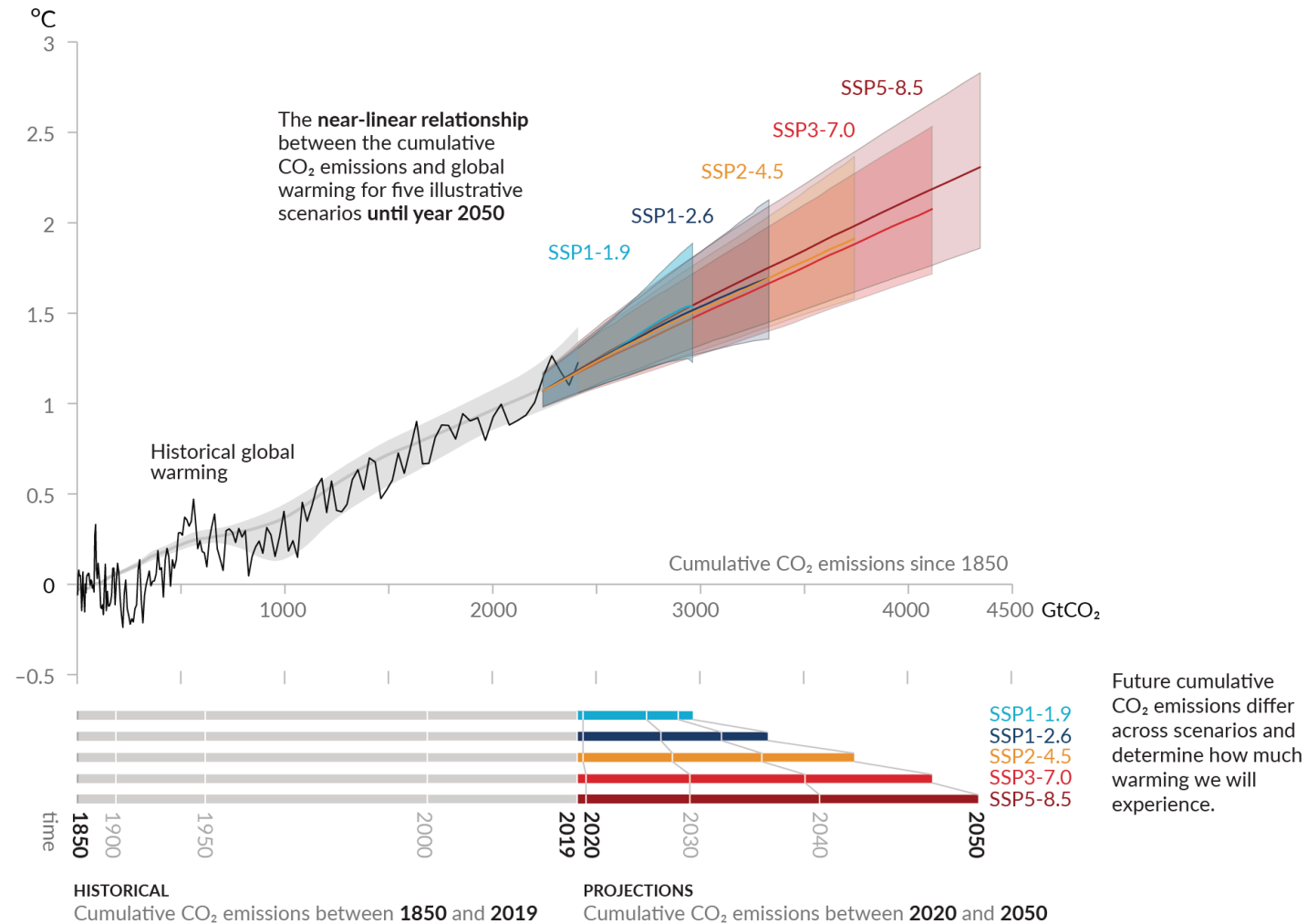


Figure SPM.10 in IPCC, 2021: Summary for Policymakers. In: *Climate Change 2021: The Physical Science Basis. Contribution of Working Group I to the Sixth Assessment Report of the Intergovernmental Panel on Climate Change* [Masson-Delmotte, V., P. Zhai, A. Pirani, S.L. Connors, C. Péan, S. Berger, N. Caud, Y. Chen, L. Goldfarb, M.I. Gomis, M. Huang, K. Leitzell, E. Lonnoy, J.B.R. Matthews, T.K. Maycock, T. Waterfield, O. Yelekçi, R. Yu, and B. Zhou (eds.)]. Cambridge University Press, Cambridge, UK and New York, NY, USA, pp. 3–32, doi: 10.1017/9781009157896.001

CO₂ emissions from HPC & AI infrastructure



Electricity

- Operation
- Cooling



Manufacturing

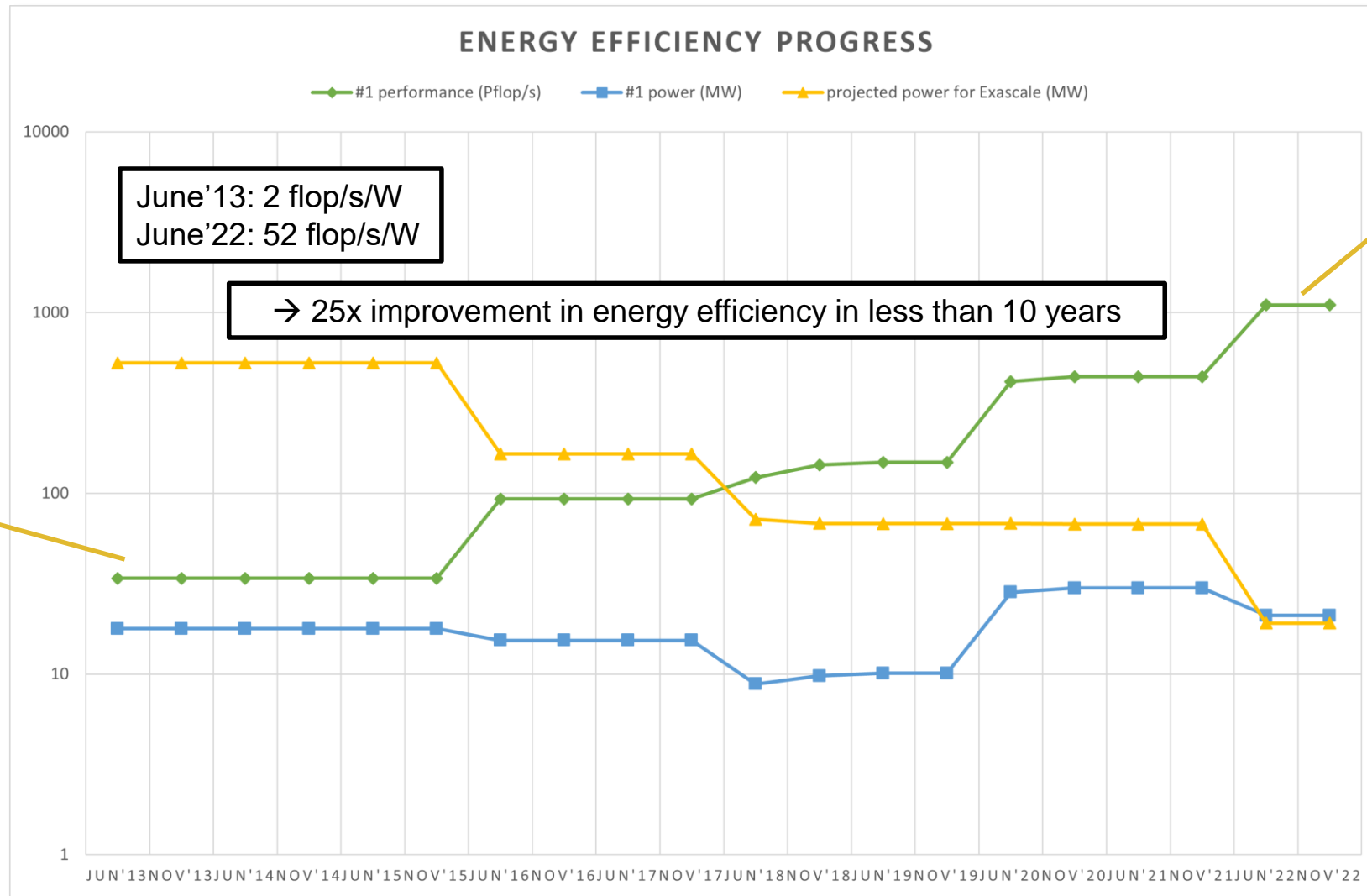
- Computer hardware
- Infrastructure equipment



Construction

- Data centres

Progress in hardware energy efficiency in the past 10 years...



Tianhe-2A
33 Pflop/s &
17.8MW

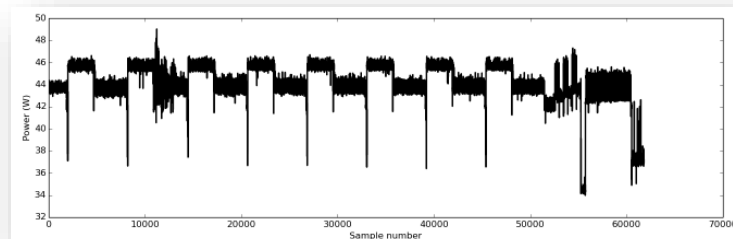
Frontier
1.1 Eflop/s &
21.1MW

Green software engineering

$$\text{Energy} = \text{Power} \times \text{time}$$
$$\text{Joules} = \text{Watts} \times \text{seconds}$$

- Hardware is becoming more efficient – what about software?
 1. Minimising power draw?
 2. Minimising energy use?
 3. Minimising emissions?
 4. Maximising science throughput & utilisation?

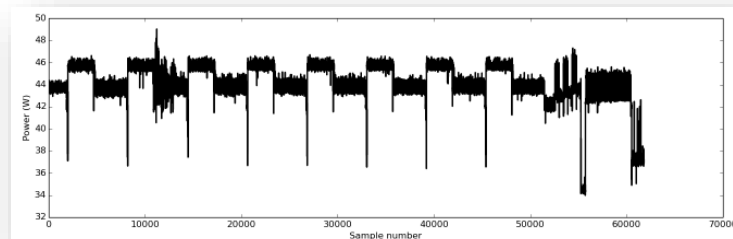
➔ Different targets, which require different approaches



1. Minimising power draw

$$\text{Energy} = \text{Power} \times \text{time}$$
$$\text{Joules} = \text{Watts} \times \text{seconds}$$

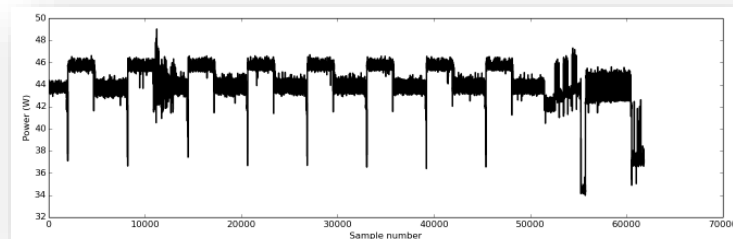
- Reason: power cap (e.g. infrastructure limitations)
- Applications should draw as little power as possible
 - Even at the expense of using more energy
- Avoid power-hungry operations
 - E.g. vector instructions where there is no performance benefit
 - Moving data is cheap in terms of power (compared to compute)



2. Minimising energy use

$$\text{Energy} = \text{Power} \times \text{time}$$
$$\text{Joules} = \text{Watts} \times \text{seconds}$$

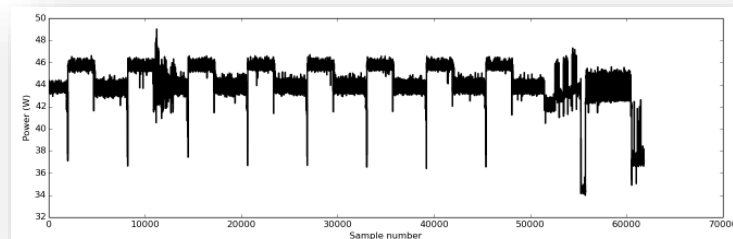
- Reason: operational cost reduction
- Applications use as little energy as possible to get result
 - Even at the expense of using more power
- Optimising runtime is a key (though not the only) factor
 - E.g. recomputing data preferable to moving data



3. Minimising emissions

$$\text{Energy} = \text{Power} \times \text{time}$$
$$\text{Joules} = \text{Watts} \times \text{seconds}$$

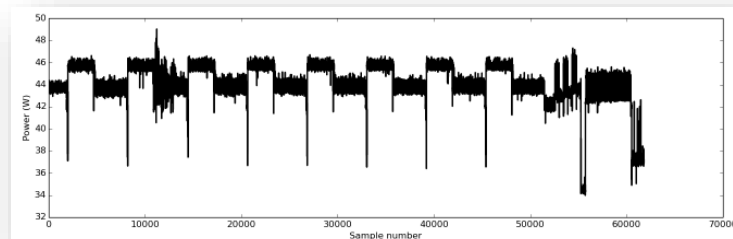
- Reason: sustainability
- Becoming more complex now...
- Emissions do not only depend on the application, but where/when it is run
- However, an efficient application will inherently incur lower emissions than an inefficient one



4. Maximising science throughput

$$\text{Energy} = \text{Power} \times \text{time}$$
$$\text{Joules} = \text{Watts} \times \text{seconds}$$

- Reason: getting the most out of investment
- Applications use as much energy as they need to get results fast
 - Power and energy use are secondary to runtime
- Optimising runtime & parallel efficiency are key factors
 - Requires understanding of scaling behaviour



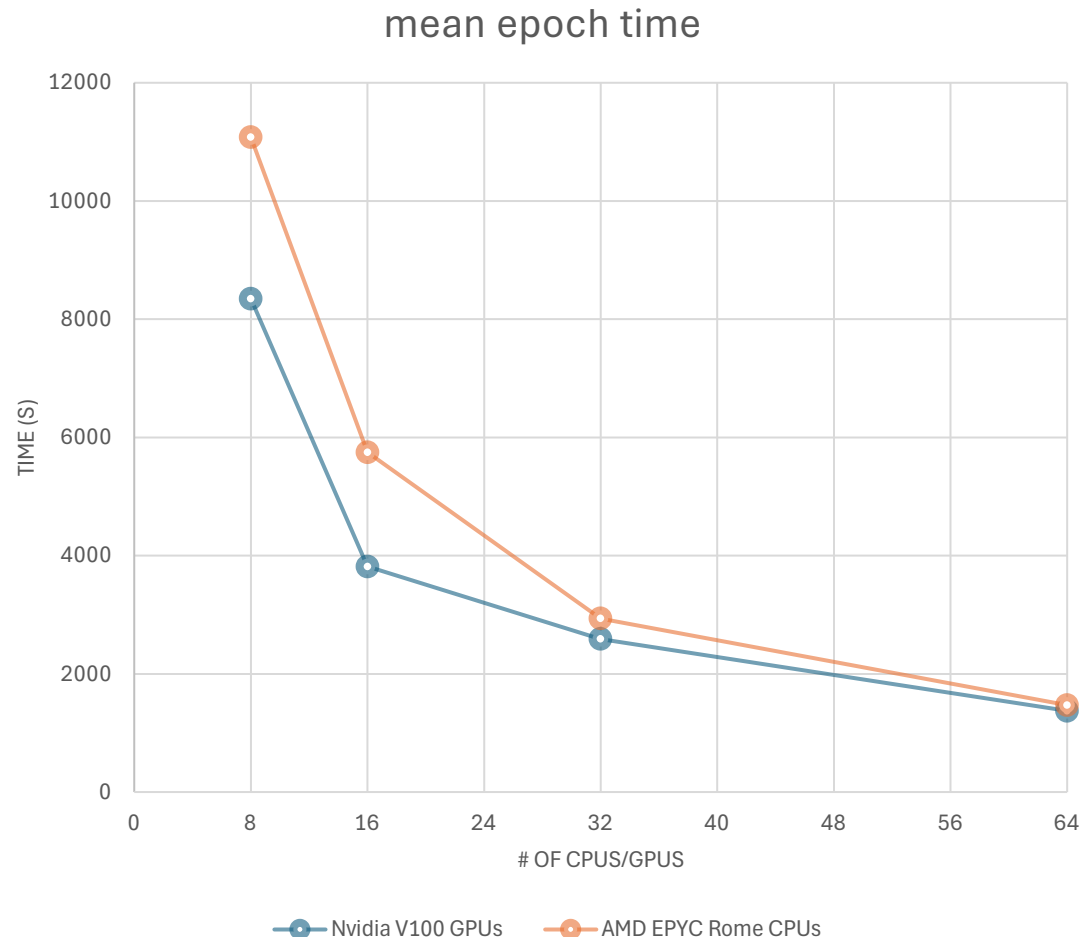
Pre-requisites to green software engineering

- Impossible to understand how to improve efficiency without performance *and power* data
 - But can be tricky to get access to accurate power readings
 - Especially on new architectures or in Cloud environments
 - Consistency of data is not guaranteed
- This *must* be made simpler



MLPerfHPC - Cosmoflow

- 3D CNN that estimates initial conditions of the universe based on simulations of distributed matter
- TensorFlow with Keras, uses Horovod for distributed training
- Full dataset is 1.7 TB
 - 524,288 training samples and 65,536 validation samples

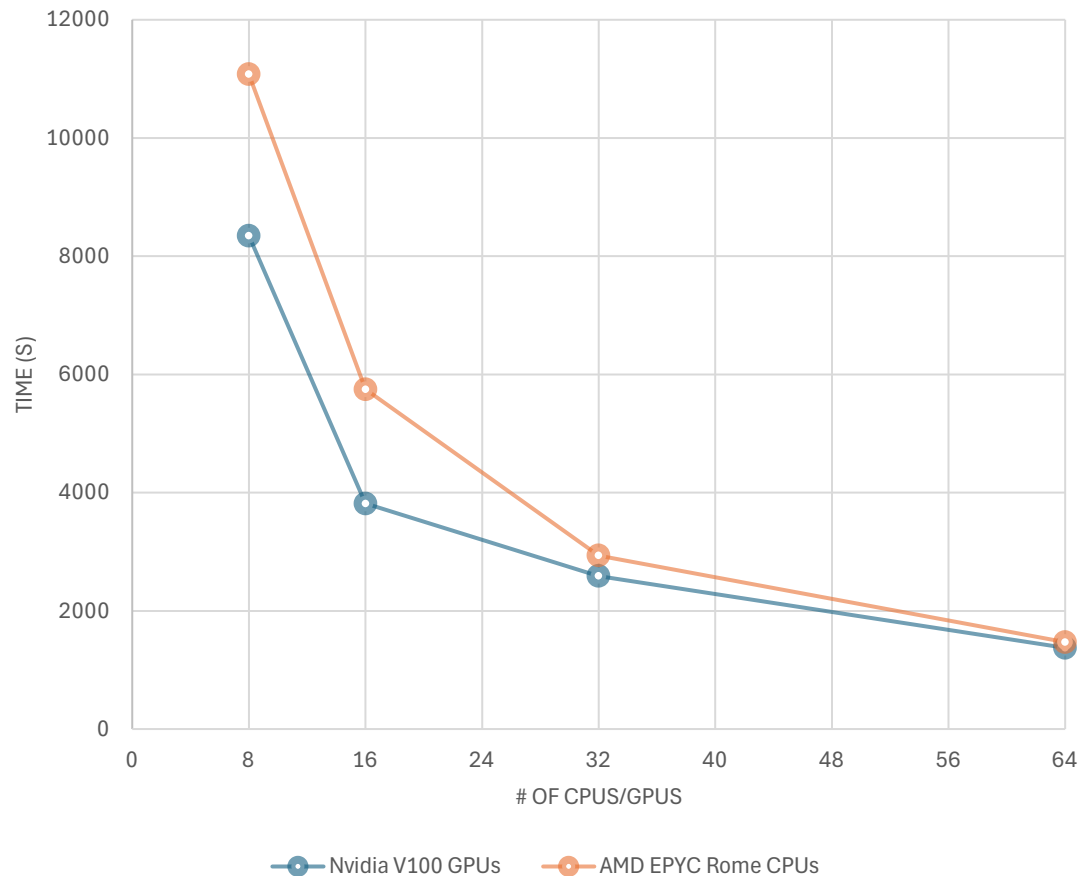


- Comparing two systems
 - HPE EX with AMD EPYC Rome CPUs
 - Two 64-core CPUs per node
 - Average power consumption: ~220W per CPU
 - *Power measurements for full node*
 - HPE ICE XA with Intel Skylake CPUs and Nvidia V100 GPUs
 - Four GPUs per node
 - Average power consumption: 320W per GPU
 - *Power measurements do not include CPUs*

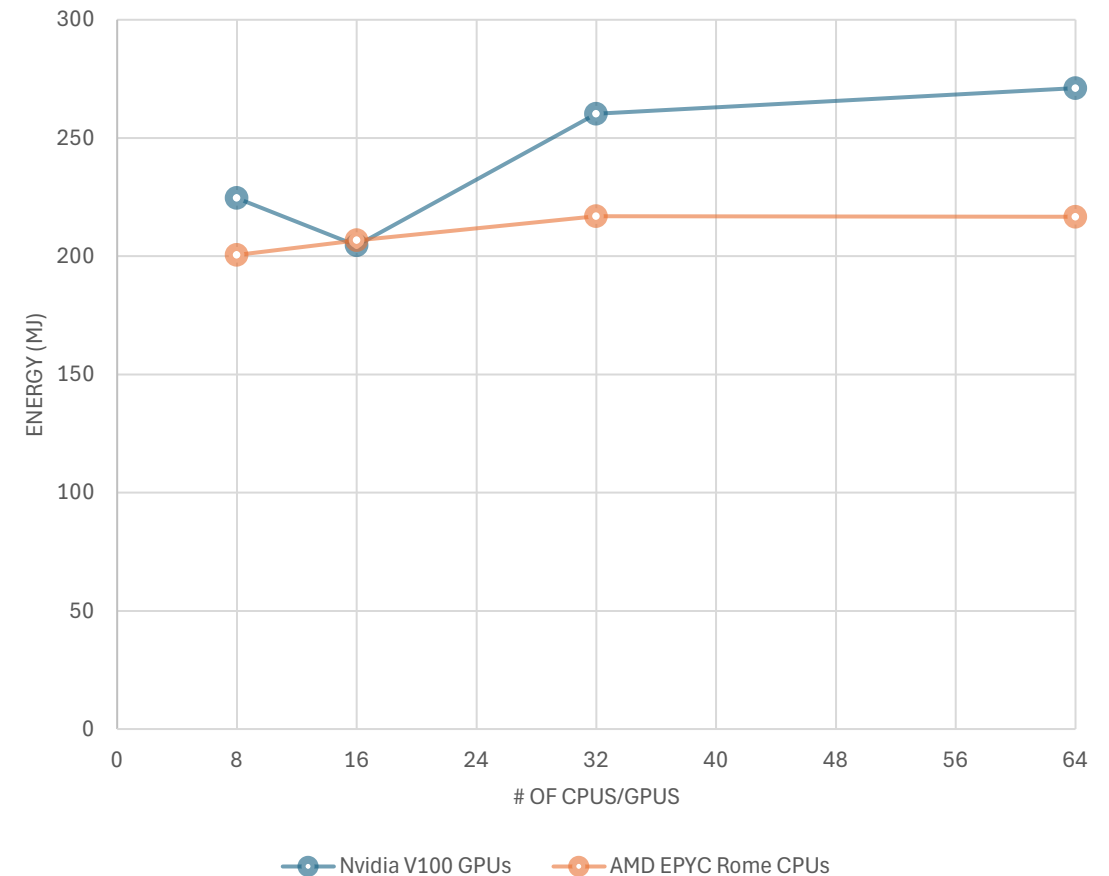
MLPerfHPC - Cosmoflow

- GPU system: better initial performance, but worse scaling
 - CPU system: close to GPU performance at scale → better network, better I/O
- Is it a reasonable comparison? Full node power (ARCHER2) vs GPUs only (Cirrus)

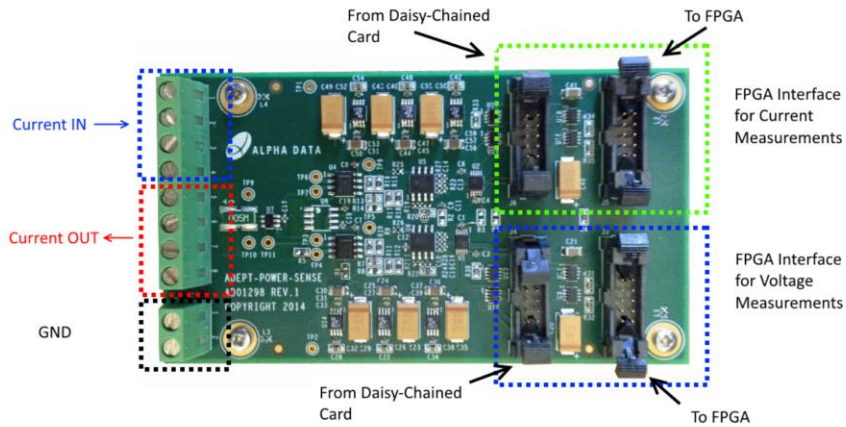
mean epoch time



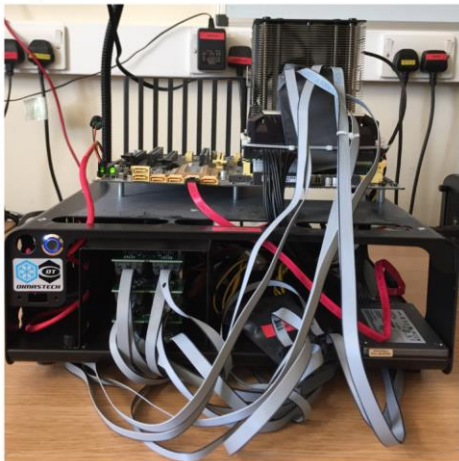
total energy for 10 epochs



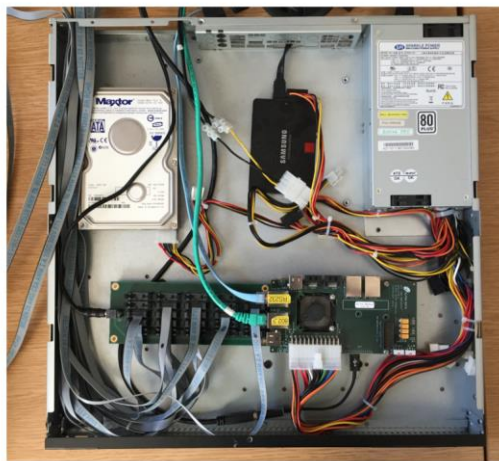
Measuring power & energy



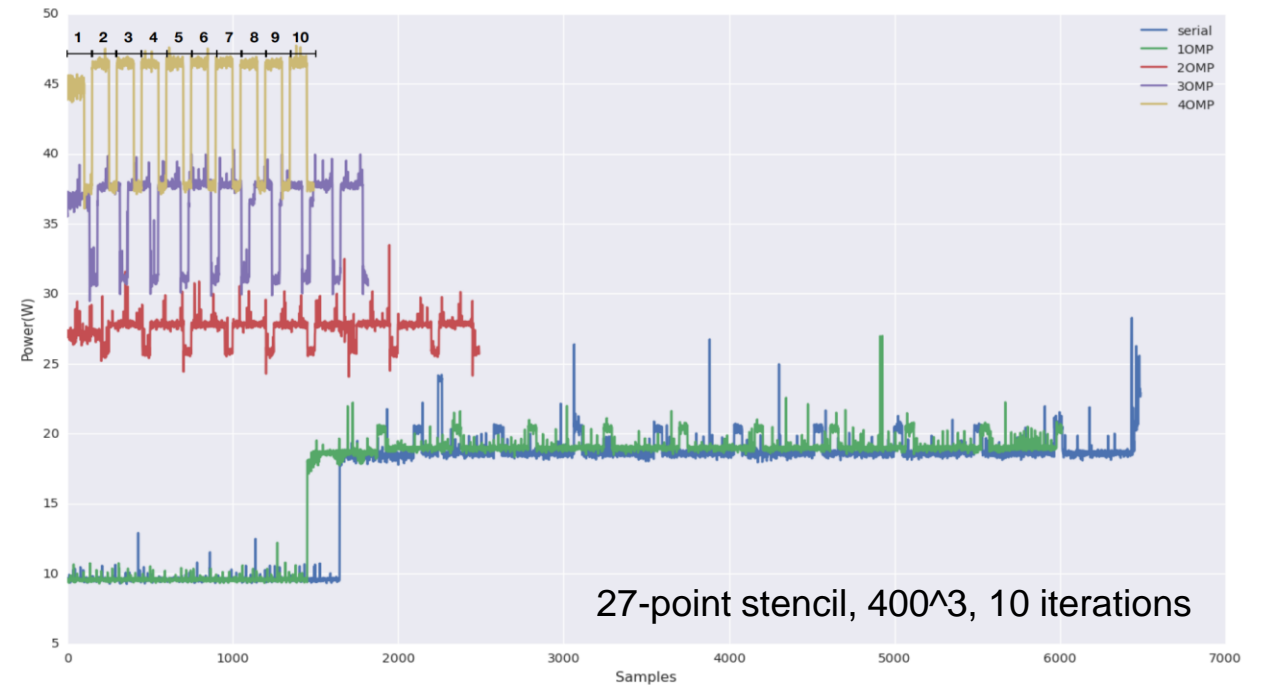
System under test



Measurement control

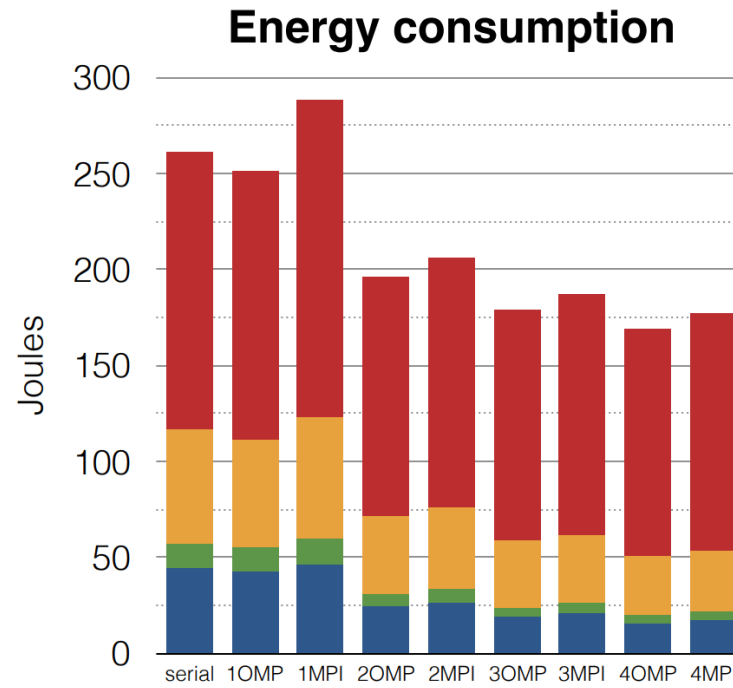
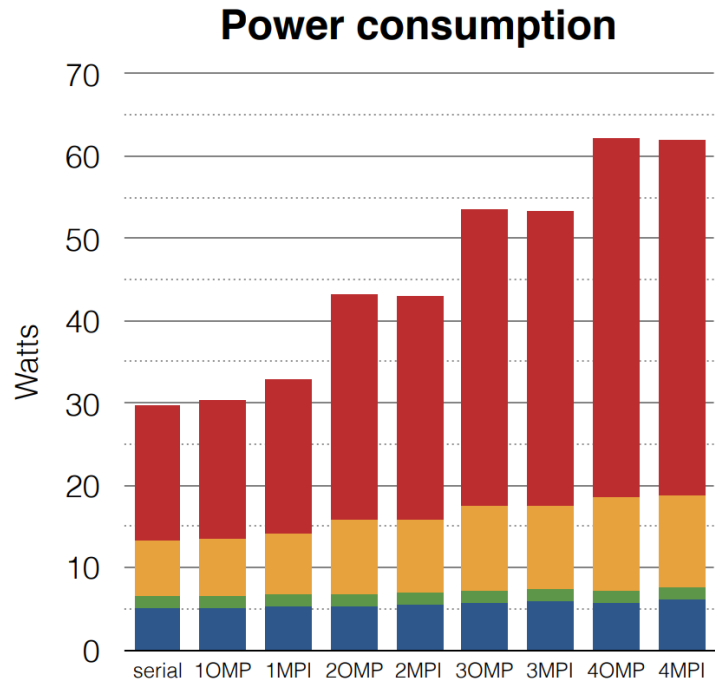


CPU Power





4 power supply lines



$$Energy = Power * time$$

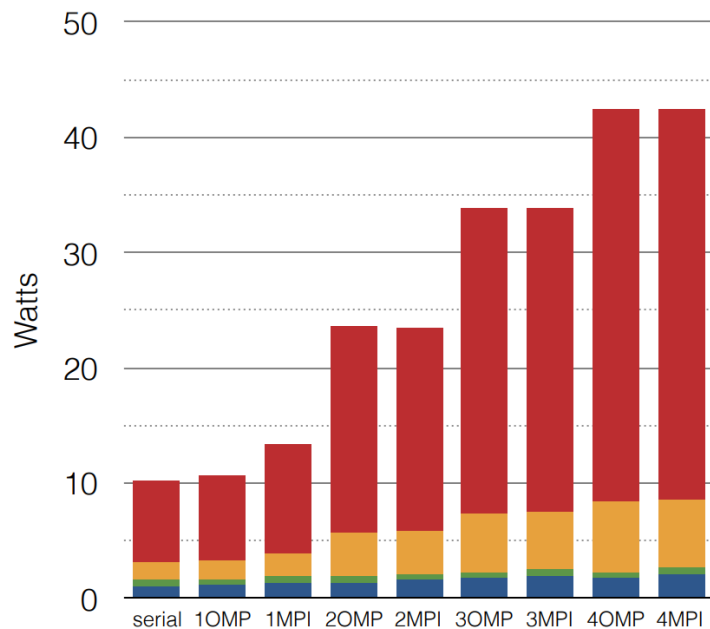


Remember: system consumes power even if it is not doing anything "useful"!

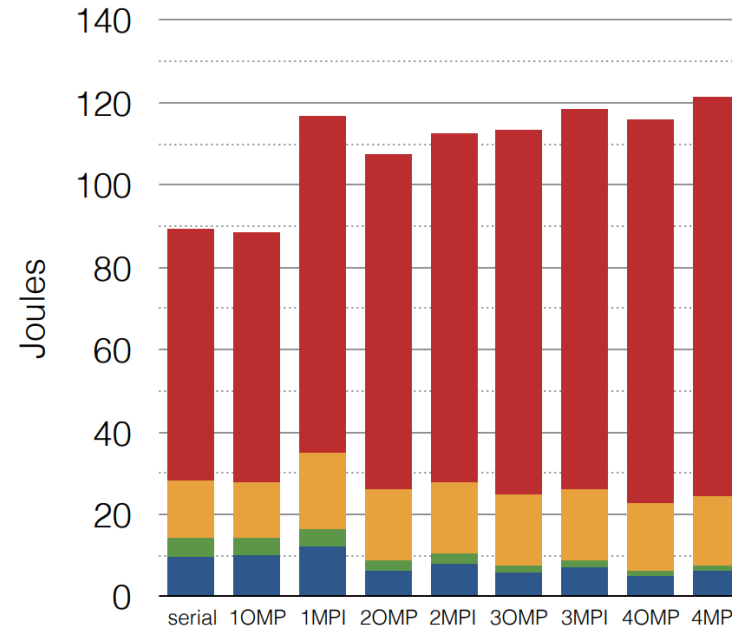
idle power:
12V=3.916W
3V3=0.97W
5V=5.189W
CPU=9.508W

■ 12V ■ 3V3 ■ 5V ■ CPU

Compute power = total - idle



Compute energy = total - idle



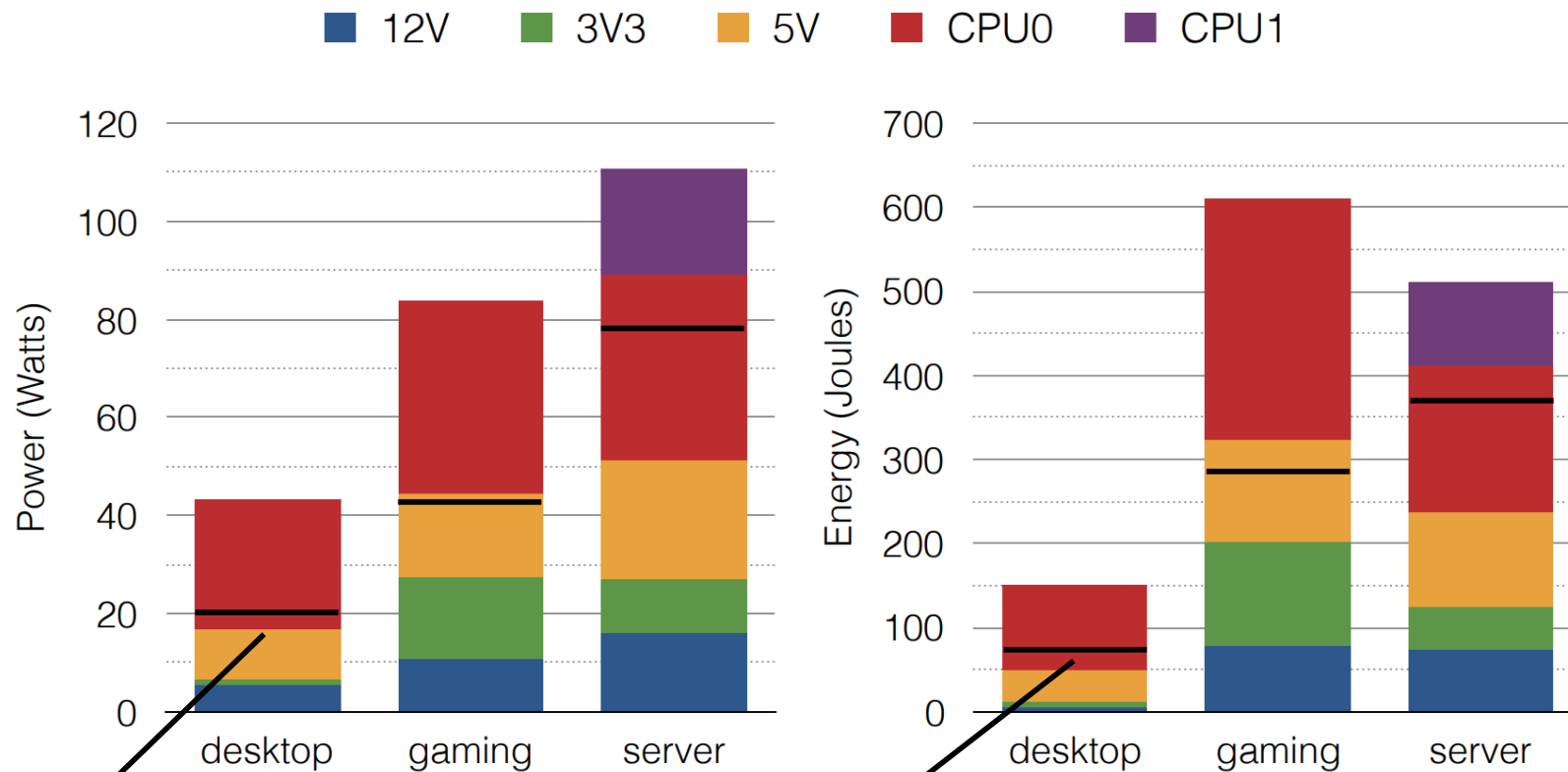
No amount of green software engineering can change the idle power/energy

$$Power_{compute} = Power_{total} - Power_{idle}$$

$$Energy_{compute} = Power_{compute} * time$$



Comparing identical workload on different systems



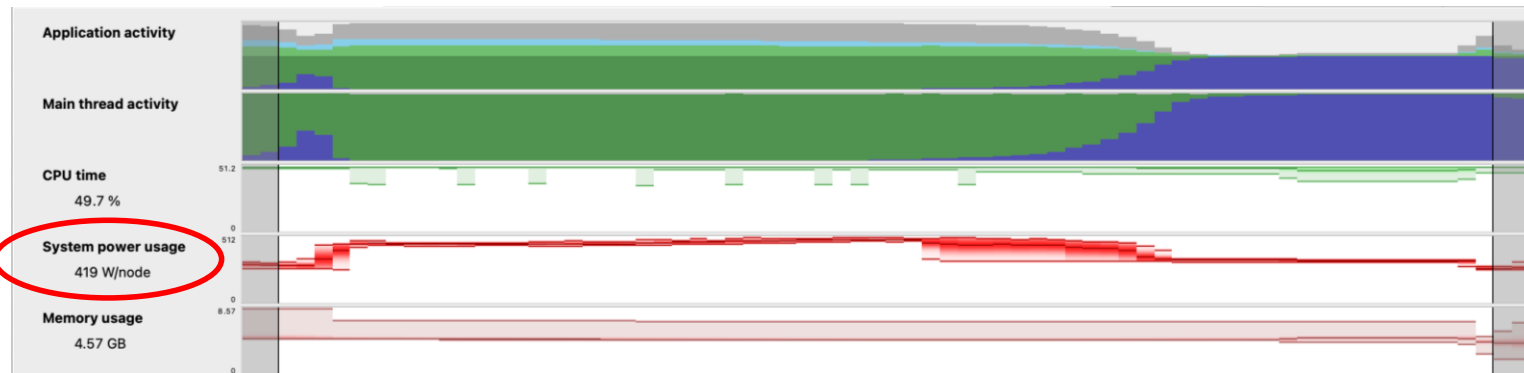
No amount of green software engineering can change the idle power/energy

Idle power

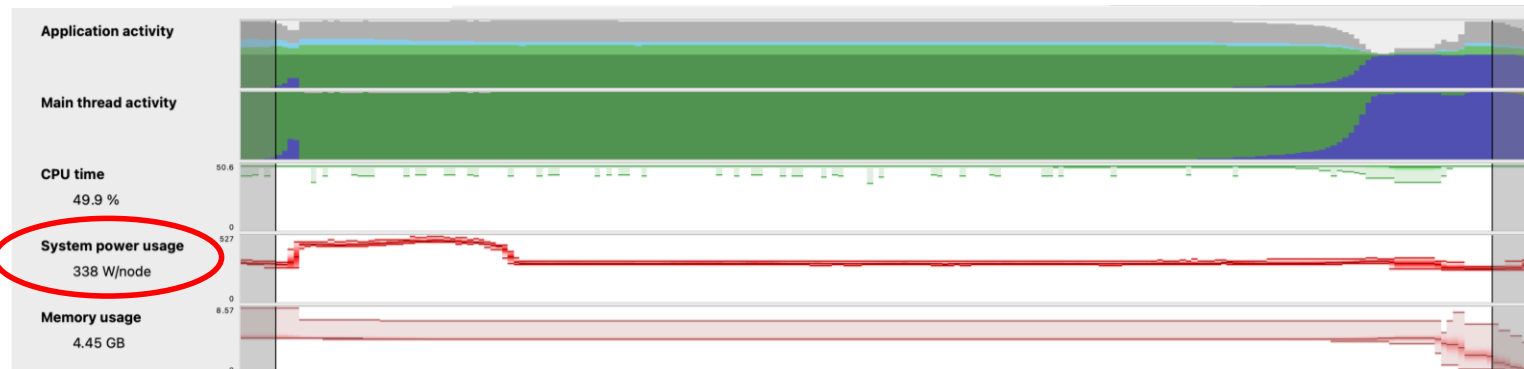
Idle energy

Choice of algorithms

Reverse Cuthill-McKee



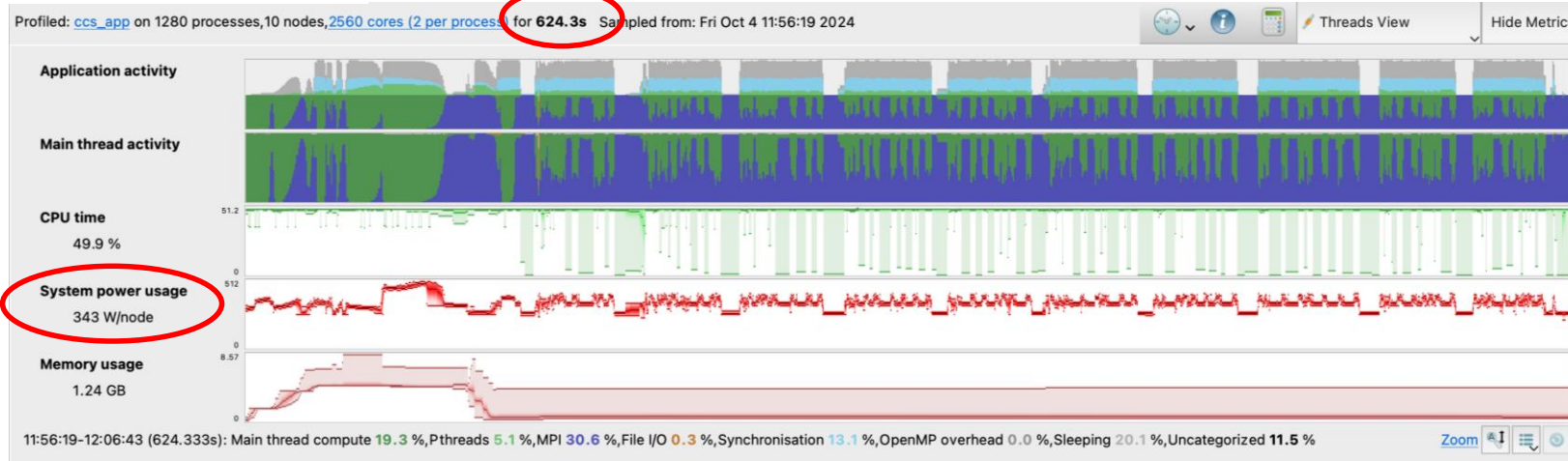
Space-filling curve (zcurve)



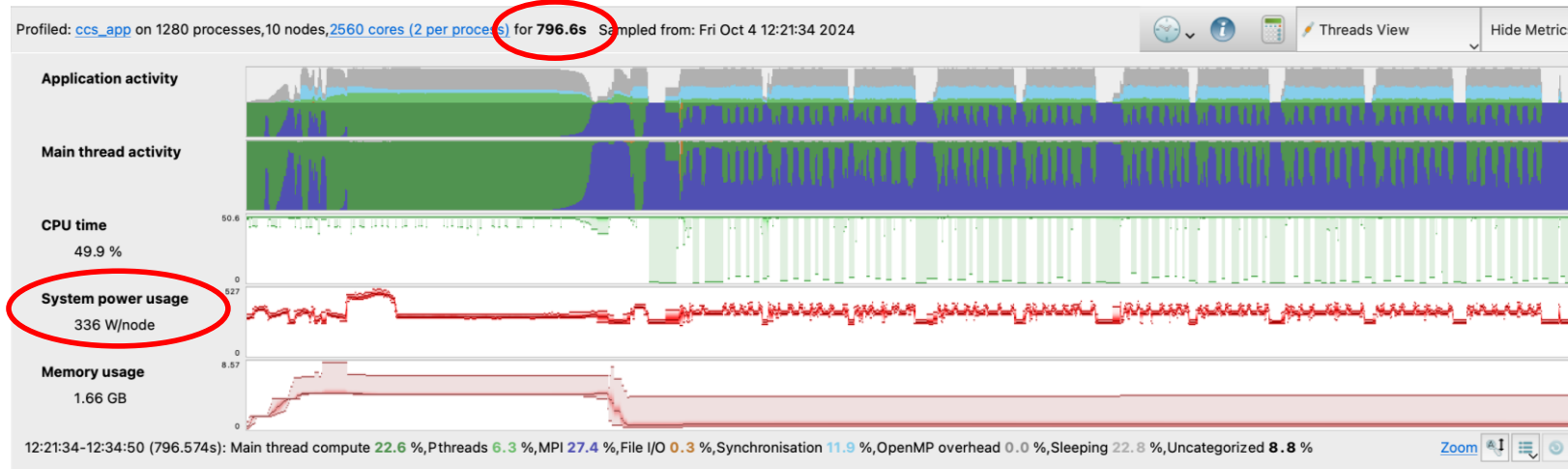
- CFD application – performs reordering on the mesh
- Taylor-Green Vortex on 400^3 mesh
 - 10 nodes of ARCHER2
- Different algorithms available for reordering
 - RCM
 - zcurve

Choice of algorithms – the full picture

Reverse Cuthill-McKee



Space-filling curve (zcurve)



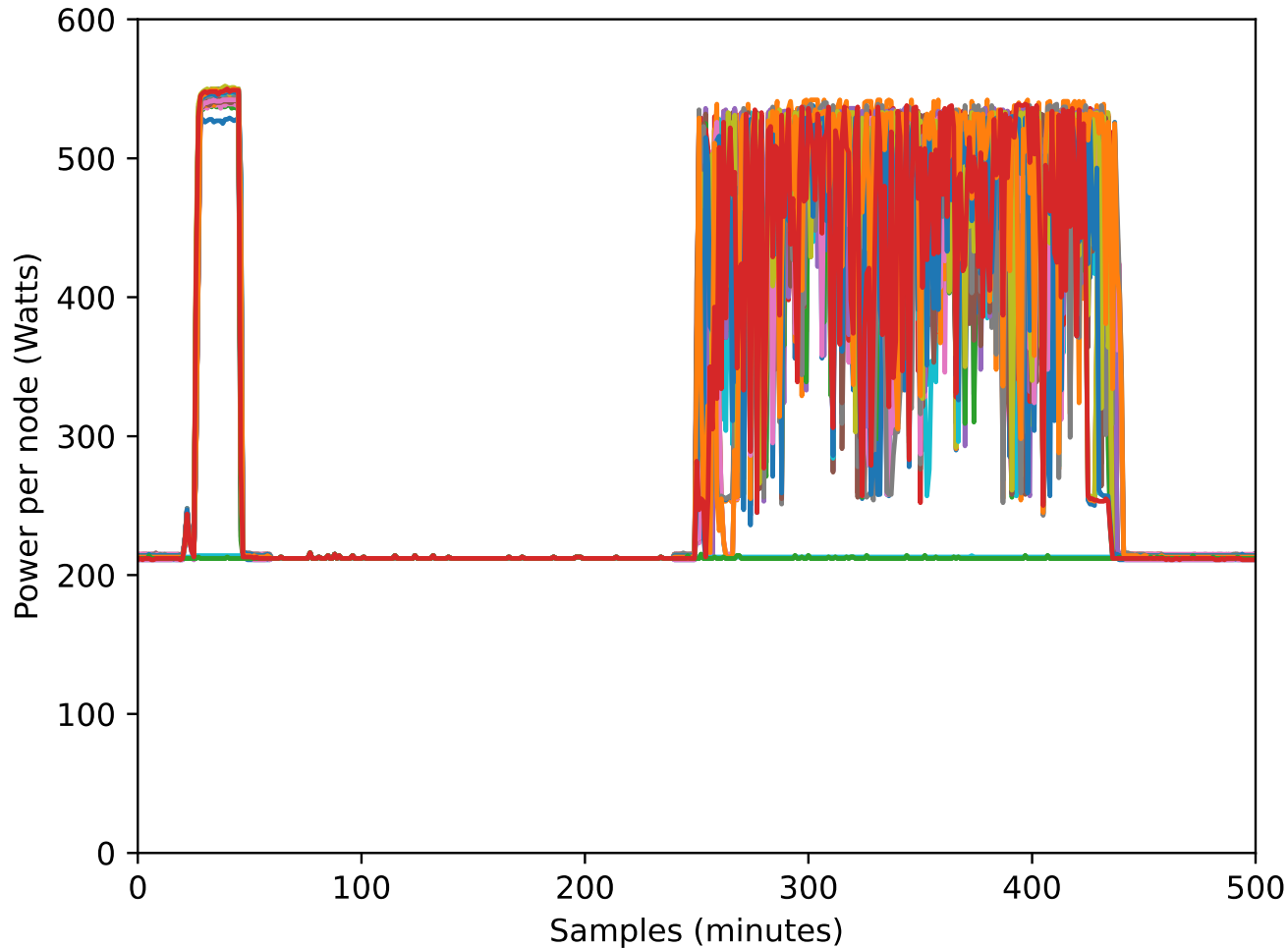
```

mwr@ln04:> sacct -j 7741382 --format=JobID,JobName,ElapsedRaw,NNodes,ConsumedEnergy
JobID      JobName  ElapsedRaw  NNodes  ConsumedEnergy
-----
7741382    tgv      1007        10      3.02M
7741382.bat+  batch    1007        1      304.71K
7741382.ext+  extern   1007        10      3.02M
7741382.0    forge-bac+  964        10      2.92M

mwr@ln04:> sacct -j 7741587 --format=JobID,JobName,ElapsedRaw,NNodes,ConsumedEnergy
JobID      JobName  ElapsedRaw  NNodes  ConsumedEnergy
-----
7741587    tgv      1196        10      3.57M
7741587.bat+  batch    1196        1      361.27K
7741587.ext+  extern   1196        10      3.57M
7741587.0    forge-bac+  1154       10      3.48M
    
```

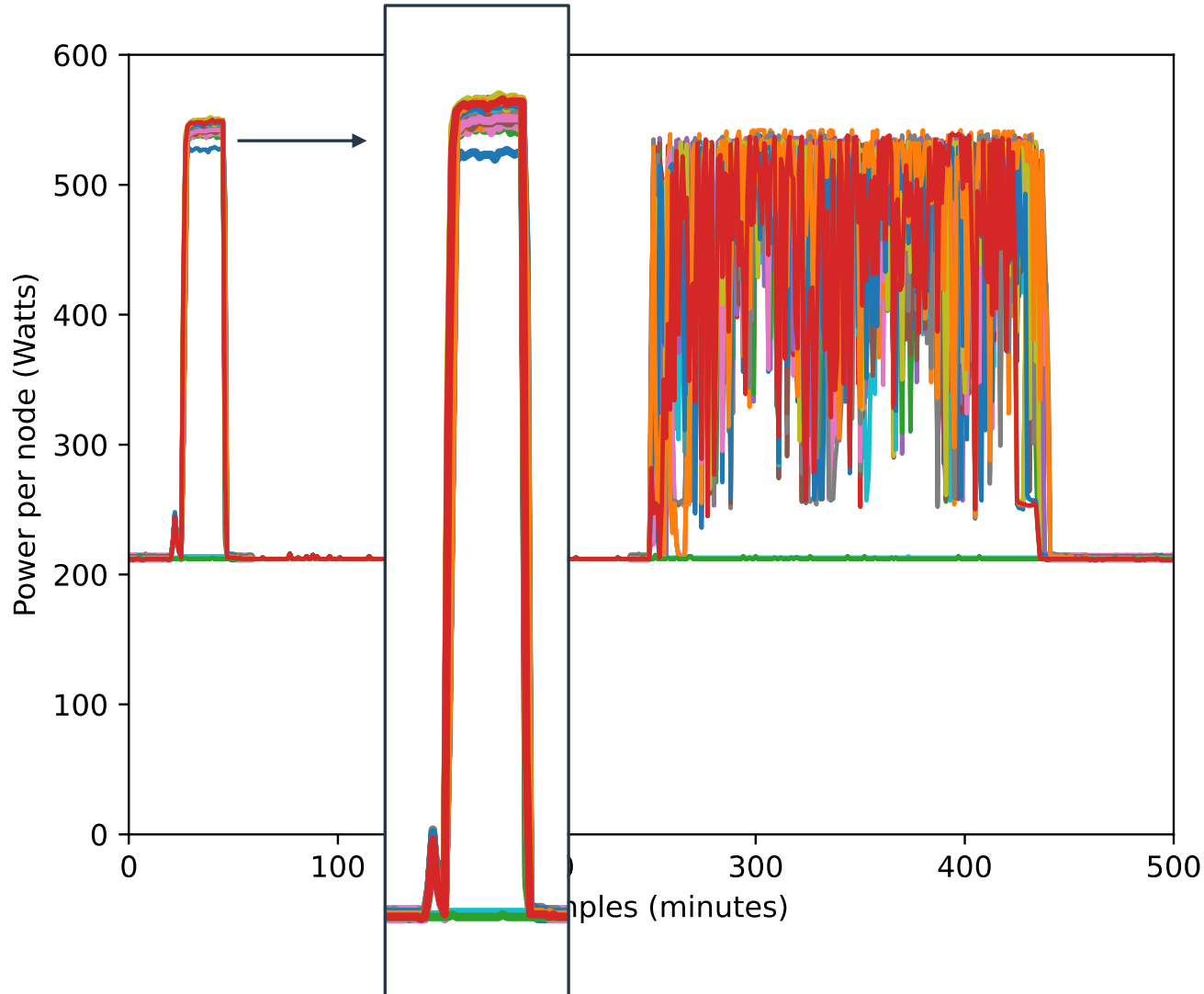
- RCM is much faster than zcurve
 - ~40s vs ~157s
 - Case dependent

Efficient software \neq efficient use



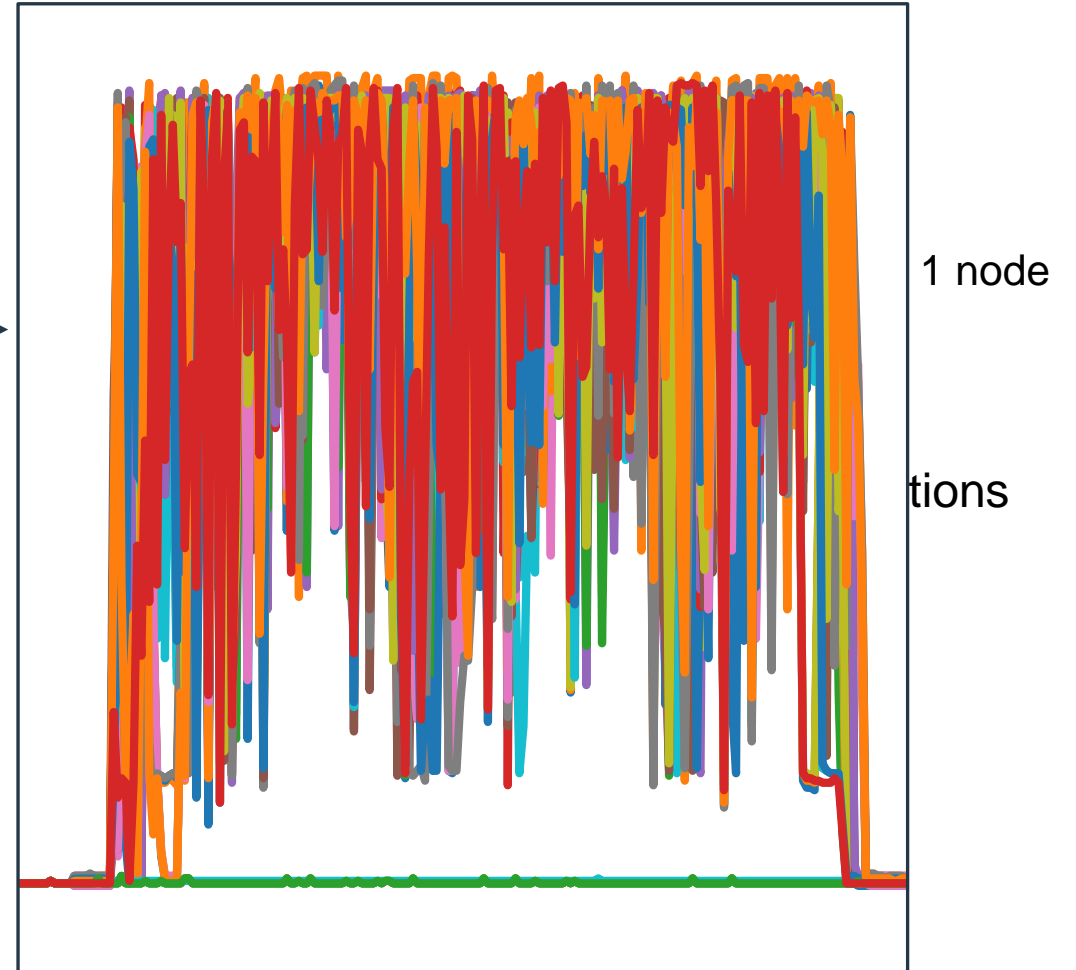
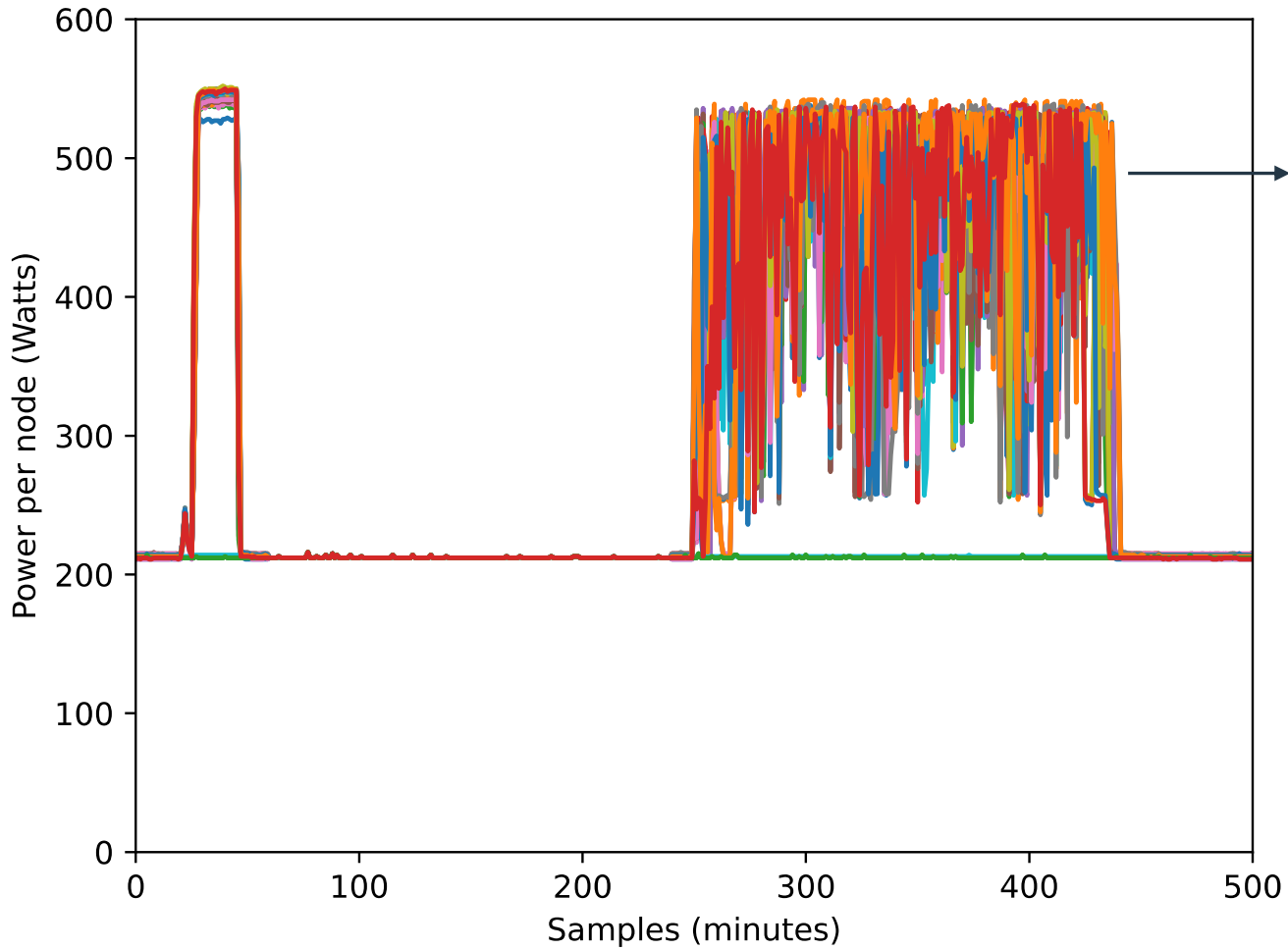
- Node-level power measurement
 - Each line represents power draw for 1 node
 - Full system, 34 nodes in total
 - Idle power draw: 213W
- Two identical aerodynamics simulations with OpenFOAM using 32 nodes
 - On the left: **no** I/O
 - On the right: **excessive** I/O

Efficient software \neq efficient use

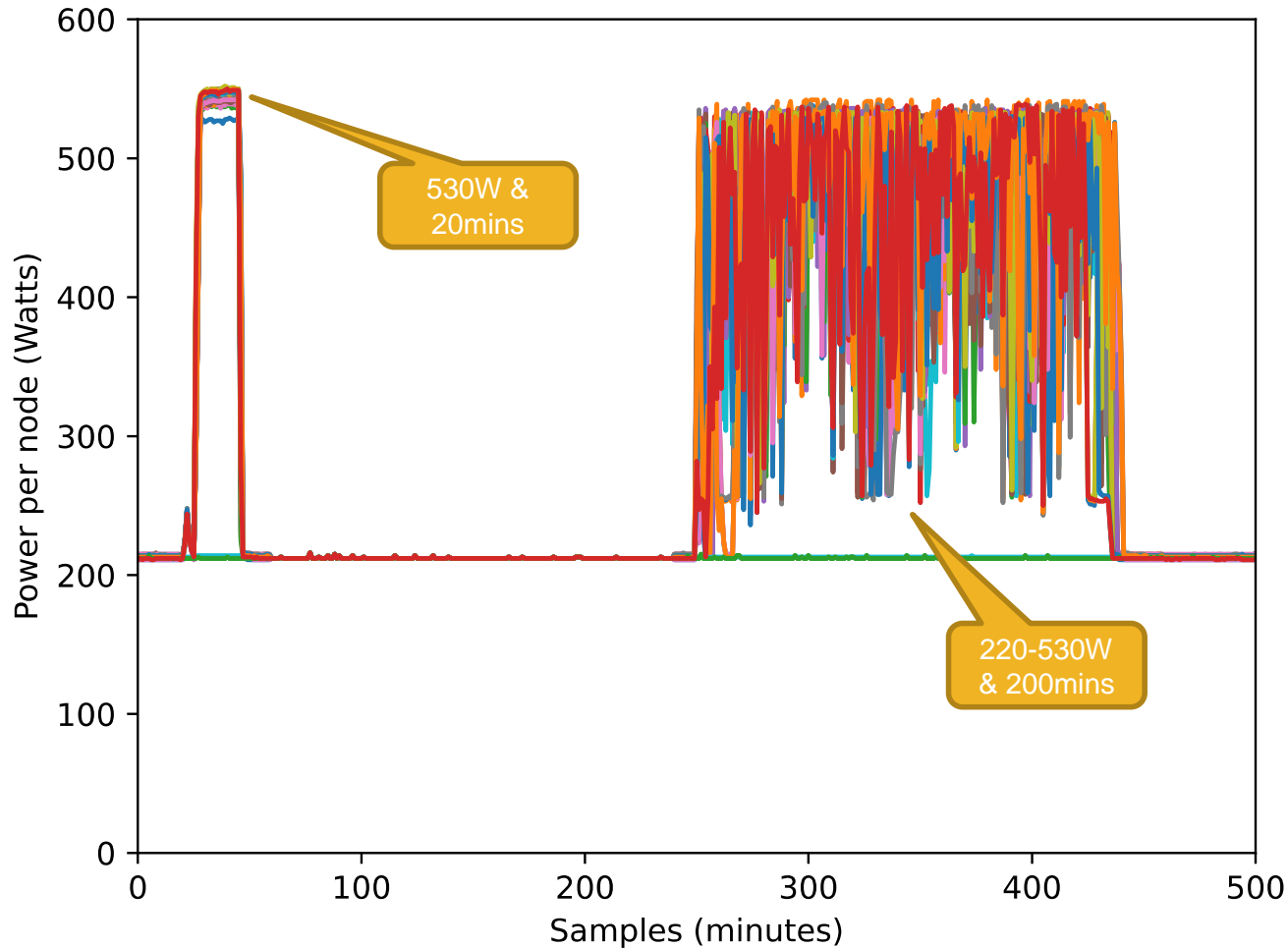


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- Two identical aerodynamics simulations with OpenFOAM using 32 nodes
 - On the left: **no** I/O
 - On the right: **excessive** I/O
- Excessive I/O means network contention & frequent stalling

Even highly efficient software can be misused to be extremely inefficient

Green software engineering - dos and don'ts

- **Do** capture requirements & write software that serves its intended purpose
- **Do** use CI systems and rigorous testing
- **Do** ensure users understand how to use your software correctly
- **Do** profile performance, find hotspots and fix them
- **Do** consider if algorithms are appropriate
- **Do** choose programming models based on performance, usability and maintainability
- **Do** design your code to be modular

- **Don't** jump on band wagons without justification
- **Don't** be afraid to test new/different techniques
- **Don't** forgo testing in favour of speed of development
- **Don't** forgo testing at scale because it uses compute cycles
- **Don't** believe software development for HPC is not a specialist skill
- **Don't** blindly use code generated by ChatGPT

Green software engineering - dos and don'ts

- **Do** capture requirements & write software that serves its intended purpose
- **Do** use CI systems and rigorous testing
- **Do** ensure users understand how to use your software correctly
- **Do** profile performance and optimize them
- **Do** consider if a hardware accelerator is needed
- **Do** choose programming models based on performance, usability and maintainability
- **Do** design your code to be modular

None of this differs from good software engineering practice in general!

- **Don't** jump on bandwagons without justification
- **Don't** use different programming languages for different parts of the system
- **Don't** ignore the cost of speed of development
- **Don't** forgo testing at scale because it uses more compute cycles
- **Don't** believe software development for HPC is not a specialist skill
- **Don't** blindly use code generated by ChatGPT

Final thoughts

Green software engineering is mostly just **good** software engineering

- Efficient, well written software that serves a purpose is inherently “green”
 - Survey of widely used applications?
- Education is key – targeting developers and users alike

HPC systems are **scientific instruments** that are used to find solutions to many of the problems humanity faces

→ to discover new vaccines

→ to design new renewable energy solutions

→ to model the climate, in order to more accurately predict climate change & its impact

Significantly reducing scientific throughput is a false economy

“Green” software engineering therefore **must** target **maximum throughput!**