## Extreme Big Data の次世代さ とスパロンの必然的流

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統数研講演

20141104

スーパーコンピューター (スパコン) 内部の演算処理速度がその時代の一般的な コンピュータより極めて高速な計算機

● 例: 東工大TSUBAME2.0





使うときの見た目は普通のPCとあまり変わらず...



#### スパコンのシミュレーションは未来を予測する技術

# 地球温暖化問題、CO2の増加が地球環境に重大な影響を与えることを人々に認識させたのは、スパコンによるシミュレーションと可視化である

Al Gore's Keynote Presentation at SC09



#### ペタスケールのスパコンで何が実現できるのか?



#### スケーラビリティと(超)並列性 マシンの台数を増やす 並列性の増加 ◆より早く結果を得るシミュレーション ◆より大きなシミュレーション 電力・コスト ◆質的に違うシミュレーション 等の限界 GOOD! BAD! 性能 スケーリング の限界 台数に応じた性 BAD! 能の「スケ・ ビリテ CPU**コア数(並列性の増加**)



### 2006年4月東エ大スパコン "TSUBAME1.0" クラスタ・グリッド研究の集大成





### TSUBAMEの4年の運用成果:全目標達成



### 現代のスパコンは電力が問題



TSUBAME1.0 2006年6月 アジア No.1, 世界7位 38.18Teraflops(Top500) 運用電力1MW

#### CPU対GPUの性能比較 JST-CREST ULP-HPCプロジェクト 等での電力性能評価



2010年TSUBAME2.0 ペタフロップスの性能目標 <u>*電カー定*→25*倍の電力性能向上*</u>

計算性能・メモリバンド幅とも 5-6倍 システム実質電力はほぼ同一 TSUBAME1.2にて運用テスト

### GPUは「メニーコアプロセッサ」: 数百の処理コア Many Core, Multhreaded, SIMD-Vector, MIMD Parallel Architecture

Fermi Overview									
Host I/F									
GigaThread Engine									
SM  <									
L2 Cache 768KB (read & write)									
I  I  I  I    DRAM I/F Unit (64-bit)  DRAM I/F Unit (64-bit)  DRAM I/F Unit (64-bit)  DRAM I/F Unit (64-bit)    DRAM I/F Unit (64-bit)  DRAM I/F Unit (64-bit)  DRAM I/F Unit (64-bit)  DRAM I/F Unit (64-bit)									

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#### (Figure by Kazushige Goto)

### TSUBAME2.0 2010年11月1日稼働開始 世界最小のペタフロップス・省電カスパコン

- 大規模なGPU採用による高性能と低電力の両立
- ・ 最小の設置面積(200m2程度)、高いコストパフォーマンス
- 高性能にマッチした光ネットワーク、SSDストレージ

System (42 Racks) 1408 GPU Compute Nodes, 34 Nehalem "Fat Memory" Nodes



### TSUBAME2.0 計算ノードの詳細



# TSUBAMEの光ネットワ Oversubscribed Full Fat-Tree 3500 Fiber Cables > 100Km w/DFB Silicon Photonics End-to-End 7.5GB/s, -2us **Non-Blocking 220Tbps Bisection**

# TSUBAME2.0ストレージ:スパコンとしては世界初の大規模シリコンストレージ(SSD)採用→高速性と低コスト・低電力(サーバ数大幅減少)の両立





### 2010年11月世界トップランクスパコンへ

- Green500省エネ性能 958MFlops/W 世界3位!!
  - Greenest Production Supercomputer in the World賞
- 演算性能1.192PFlops 世界4位!!
  - 「京」登場後も世界5位を 一年間維持

Rank	Site	Computer/Year Vendor	T			DO <sup>®</sup> ER SITES
1	National Supercomputing Center in Tianjin China	Tianne-tA - NUDT TH MPP, X5670 Z \$3Ghz 6C. NVIDIA GPU, FT-1000 3C / 2010 NUDT	186368	2566.00	4701.00	4040.00
2	DOE/SC/Dak Ridge National Laboratory United States	Jaguar - Cray XT5-HE Opteron 6-core 2.6 GHz/ 2009 Cray Inc.	224162	1759.00	2331.00	6950.60
3	National Supercomputing Centre in Stienzhen (NSCS) China	Nebulae - Dawning TC3600 Blade, Intel X5650, NVidia Tesla C2050 GPU / 2010 Dawning	120640	1271.00	2984.30	2580.00
4	GSIC Center, Tokyo Institute of Technology Japan	TSUBAME 2.0 - HP Pratiant SL390s G7 Xeon 8C X5670, Niidia GPU, LinuxWindows / 2010 NECHP	73278	1192.00	2287.63	1398.61
5	DOE/SC/LENLINERSC United States	Hopper - Cray XEII 12- core 2.1 GHz/ 2010 Cray Inc.	153408	1054.00	1288.63	2910.00
6	Commissioniat a l'Energie Alomique (CEA) France	Tera-100 - Bull bullx super-node S6010/S5030 / 2010 Bull SA	138368	1050.00	1254.55	4590.00
7	DOERINSALANL United States	Roadrunner - BladeCenter OS221LS21 Cluster, PowerkCett 81 3.2 GtcJ Opteron DC 1.8 GHz, Voltaire Infinitiond / 2009 IBM	122400	1042.00	1375.78	2345.50

![](_page_16_Picture_6.jpeg)

![](_page_16_Picture_7.jpeg)

### 金属材料の機械的強度のシミュレーション[下川辺、青木ら]

![](_page_17_Picture_1.jpeg)

### TSUBAME2.0のアプリケーションの受賞

![](_page_18_Picture_1.jpeg)

ACM Gordon Bell Prize Special Achievements in Scalability and Time-to-Solution

Takashi Shimokawabe, Takayuki Aoki, Tomohiro Takaki, Akinori Yamanaka, Akira Nukada, Toshio Endo, Naoya Maruyama, Satoshi Matsuoka

Peta-Scale Phase-Field Simulation for Dendritic Solidification on the TSUBAME 2.0 Supercomputer

![](_page_18_Picture_5.jpeg)

Thom H. Durning H. Currents

#### (京コンピュータと同時受賞)

ordon Bell Priz

Special Achievements in Scalability and Time-to-Solution "Peta-Scale Phase-Field Simulation for Dendritic Solidification on the TSUBAME 2.0 Supercomputer"

### TSUBAMEによるスパコン応用分野と IT技術の共生的イノベーション

2000人以上の「スパコンユーザ」とアプリ 以下の「国民の高い関心事」であるアプリも多々

- 1. 環境·防災 Disaster & Environment
- 2. 医療·創薬 Medical & Pharmaceutical
- 3. ものづくり・素材 Manufacturing & Materials

に加えて、TSUBAMEの研究開発によりスパコン に限らず、IDCやビッグデータなど、現代のIT産 業へ対するインパクトを伴うコデザイン 先進的なLattice-Boltzmann法による東京 全域の気流シミュレーション[小野寺・青木]

東京の10km四方領域を1m解像度でモデル化 地図データ:ゼンリン、Google 建物データ:Pasco Co. Ltd.TDM 3D

乱流を有効に扱えるCoherent Structured SGS モデ ルを用いた先進的Lattice-Boltzmann法で超並列計算

TSUBAME2.0全系の4000GPUを用い、0.592 Petaflopsを達成 (効率15%)

ヒートアイランド現象の解明、汚染物質の拡散、高層ビ ル建築時の都市計画シミュレーションなど、多くの用途

![](_page_20_Picture_5.jpeg)

![](_page_21_Picture_0.jpeg)

![](_page_22_Picture_0.jpeg)

Copyright © Takayuki Aoki / Global Scientific Information and Computing Center, Tokyo Institute of Technology

![](_page_23_Picture_0.jpeg)

### ☆ 産業利用TOTO株式会社[池端]

#### TSUBAME 150 GPUs

In-House Machine

![](_page_24_Picture_3.jpeg)

文部科学省 先端研究施設共用促進事業 東京工業大学 『みんなのスパコン』 TSUBAMEによるペタスケールへの飛翔

Precise Bloodflow Simulation of Artery on TSUBAME2.0 (Bernaschi et. al., IAC-CNR, Italy) Personal CT Scan + Simulation => Accurate Diagnostics of Cardiac Illness

5 Billion Red Blood Cells + 10 Billion Degrees of Freedom

![](_page_26_Figure_0.jpeg)

Combined Lattice-Boltzmann (LB) simulation for plasma and Molecular Dynamics (MD) for Red Blood Cells

Realistic geometry (from CAT scan)

Two-levels of parallelism: CUDA (on GPU) + MPI

![](_page_26_Figure_4.jpeg)

Multiphyics simulation

with MUPHY software

 1 Billion mesh node for I B component 4000 GPUs,

•100 Million RBCs

ACM **Gordon Bell Prize 2011** Honorable Mention

![](_page_26_Picture_8.jpeg)

### 顧みられない熱帯病の治療薬探索

![](_page_27_Picture_1.jpeg)

Pursuing Excellence 関嶋准教授ら

- リーシュマニア症、シャーガス病、 アフリカ睡眠病を引き起こす 寄生原虫の治療薬探索を アステラス製薬と共同で実施
- TSUBAME2.0を用いることで
- データマイニング(ターゲットタンパク質探索)
- インシリコスクリーニング(薬候補化合物探索)
  のプロセスで創薬を効率化

![](_page_27_Picture_7.jpeg)

![](_page_27_Picture_8.jpeg)

**リーシュマニア症** (蚊が媒介する 寄生原虫が原因)

#### GPUを用いた超高速タンパク質ドッキングによるデング熱特効薬の開発

![](_page_28_Figure_1.jpeg)

![](_page_29_Picture_0.jpeg)

### 2013年9月:HPCI補正予算により TSUBAME2.0 => 2.5に進化

- ・ 性能が 2~3倍に
  - 理論性能2.4(倍精度)/4.8(単精度) Petaflops => 5.76(x 2.4)/17.1(x3.6)
- · 高速GPUメモリの速度向上・容量倍化
  - GPUあたり3GB=>6GB, バンド幅 150GB/s => 250GB/s
- · 高信頼化
  - GPUとPCI-eが絡んだマイナーなハードウェアバグを解消、ノードダウンの解消
- ・低電力化
  - 約10~20%の運用電力削減
- ・より高機能なGPUのプログラミング機能
  - Dynamic tasks, HyperQ, CPU/GPU shared memory
- ・ TSUBAME2 の寿命を1-2年延長
  - TSUBAME3.0 2014年11月 => 2016年4月以降に

### TSUBAME2.0 2.5 計算ノードの進化

- 全4224GPUを最新のKepler GPU
  に交換
- ・ 幾つかの技術上・運用上の問題
  をメーカーと共同で克服
- ・低コスト・短期間でマシンの能力
  を2-3倍に向上に成功

![](_page_31_Picture_4.jpeg)

NVIDIA Fermi M2050 1039/515GFlops 3GBメモリ

![](_page_31_Picture_6.jpeg)

NVIDIA Kepler K20X 3950/1310GFlops 6GBメモリ

![](_page_31_Picture_8.jpeg)

アプリケーション名 性能値	TSUBAME2.0 性能	TSUBAME2.5 性能	速度向上比
Top500/Linpack 4131 GPUs (PFlops)	1.192	2.843	2.39
Green500/Linpack 4131 GPUs (GFlops/W)	0.958	3.068	3.20
Semi-Definite Nonlinear Programming 4080 GPUs (PFlops)	1.019	1.713	1.68
Gordon Bell Dendrite Stencil 3968 GPUs (PFlops)	2.000	3.444	1.72
LBM LES Whole City Airflow 3968 GPUs (PFlops)	0.592	1.142	1.93
Amber 12 pmemd 4 nodes 8 GPUs (nsec/day)	3.44	11.39	3.31
GHOSTM Genome Homology Search 1 GPU (Sec)	19361	10785	1.80
MEGADOC Protein Docking 1 node 3GPUs (vs. 1CPU core)	37.11	83.49	2.25

### TSUBAMEと京との比較(1)

![](_page_33_Picture_1.jpeg)

![](_page_33_Picture_2.jpeg)

![](_page_33_Picture_3.jpeg)

![](_page_33_Picture_4.jpeg)

性能≒ コスト<<

![](_page_33_Picture_6.jpeg)

TSUBAME2.0(2010) → TSUBAME2.5(2013) 単精度17.1 Petaflops(最速) 倍精度5.76 Petaflops 約50億円/6年(電気代等含) 京コンピュータ(2011)

単精度11.4Petaflops 倍精度11.4Petaflops(最速)

> 約1500億円?/6年 (電気代等含)

### TSUBAMEと京との比較(2) (TSUBAME2は時代の最先端技術採用)

	TSUBAME2.5	BG/Q Sequoia	K Computer
単精度ピーク性能	17.1 Petaflops	20.1 Petaflops	11.3 Petaflops
Green500 (MFLOPS/W)	3,068.71 (6 <sup>th</sup> )	2,176.58 (26 <sup>th</sup> )	830.18 (123 <sup>rd</sup> )
運用時電力(冷却含む)	~1MW	5~6MW?	> 10MW
ハードウェアアーキテク	Many-Core (GPU) + Multi- Core Heterogeneous	Multi-Core Homo	Multi-Core Homo
最大スレッド数	1億以上	<b>6</b> 百万	70万
メモリ技術	GDDR5+DDR3	DDR3	DDR3
ネットワーク技術	Luxtera シリコンフォト 光	通常光	銅線
不揮発性メモリ <b>/ SSD</b>	全ノードフラッシュ <b>SSD,</b> ~250TBytes	なし	なし
電力制御・アクティブ電力 キャップ	ノード・ <b>CPU/GPU</b> および の電力キャップ	ラックレベル計測のみ	ラックレベル計測のみ
仮想化	KVM(G&Vキュー資源分離)	なし	なし

### TSUBAME3.0: 世界をリードする最先端技術

- ・現在設計中:2016年度初頭~中頃ごろ稼働
- 高演算性能 ~20ペタフロップス,メモリ性能 ~5ペタバイト/秒 (京の2倍)
- 超高密度: ラック毎0.6ペタフロップス以上(TSUBAME2比10倍、京の60倍)
- ・ 超省電力: 10ギガフロップス/W以上(TSUBAME2比10倍以上)
   最先端の電力制御・温水自然冷却・エネルギー回生
- ・ <u>超高速ネットワーク: 1ペタビット/秒以上の容量</u>
  - 全世界インターネットの通信容量以上
- <u>次世代の科学ビッグデータ: 数ペタバイト不揮発メモリ、5-10テラバイト秒</u>
  (京の3~6倍)、1億 IOPS 以上、数十ペタバイトの総合容量
- 先進的仮想化と資源マネジメント:世界初のペタフロップス高性能仮想化、電力最適化スケジューリング、超高信頼耐故障性など


## 2013年11月 Green500ランキング TSUBAME2.5 世界一(日本初)

Green500 Rank	MFLOPS/W	Site*	Computer*	Total Power (kW)	
1	4,503.17	GSIC Center, Tokyo Institute of Technology	TSUBAME-KFC - LX 1U-4GPU/104Re-1G Cluster, Intel Xeon E5-2620v2 6C 2.100GHz, Infiniband FDR, NVIDIA K20x	27.78	
2	3,631.86	Cambridge University	Wilkes - Dell T620 Cluster, Intel Xeon E5-2630v2 6C 2.600GHz, Infiniband FDR, NVIDIA K20	52.62	
3	3,517.84	Center for Computational Sciences, University of Tsukuba	HA-PACS TCA - Cray 3623G4-SM Cluster, Intel Xeon E5-2680v2 10C 2.800GHz, Infiniband QDR, NVIDIA K20x	78.77	
4	3,185.91	Swiss National Supercomputing Centre (CSCS)	Piz Daint - Cray XC30, Xeon E5-2670 8C 2.600GHz, Aries interconnect , NVIDIA K20x Level 3 measurement data available	1,753.66	
5	3,130.95	ROMEO HPC Center - Champagne- Ardenne	romeo - Bull R421-E3 Cluster, Intel Xeon E5-2650v2 8C 2.600GHz, Infiniband FDR, NVIDIA K20x	81.41	
6	3,068.71	GSIC Center, Tokyo Institute of Technology	TSUBAME 2.5 - Cluster Platform SL390s G7, Xeon X5670 Infiniband QDR. NVIDIA K20x	GREEN	
7	2,702.16	University of Arizona	iDataPlex DX360M4, Intel Xeon E5-2650v2 8C 2.600GHz, II FDR14, NVIDIA K20x		
8	2,629.10	Max-Planck-Gesellschaft MPI/IPP	iDataPlex DX360M4, Intel Xeon E5-2680v2 10C 2.800GHz, NVIDIA K20x	GBR Center, Tokyo Institute of Technology	
9	2,629.10	Financial Institution	iDataPlex DX360M4, Intel Xeon E5-2680v2 10C 2.800GHz, NVIDIA K20x	n the world's Greenfloo Lon of computer symmetry as of November 2013	
10	2,358.69	CSIRO	CSIRO GPU Cluster - Nitro G16 3GPU, Xeon E5-2650 8C 2	Well How How Down	
		2014/6月に	1.世界—防衛成功		

# The current "Big Data" are not really that Big...

# 今の「ビッグデータ」はビッグではない

- Typical "real" definition: "Mining people's privacy data to make money"「企業がプライバシーをマイニングして金儲け」
- Corporate data Gigabytes~Terabytes, seldom Petabytes.
  せいぜいギガ~テラバイト級
  - Processing involve simple O(n) algorithms, or those that can be accelerated with DB-inherited indexing algorithms 処理や 処理量も少ない
- Executed on re-purposed commodity "web" servers linked with 1Gbps networks running Hadoop/HDFS ウェブ用のサー バのHadoop程度
- Vicious cycle of stagnation in innovations...このままでは進歩 がない
- Convergence with Supercomputing with <u>Extreme</u>
  <u>Big Data</u> スパコンとの「コンバージェンス」による次世代
  ビッグデータ

# Extreme Big Data Example in Social NW rates and volumes are immense

Slide courtiecy David A. Bader

# Goongs: Tech

- Facebook:
  - ~1 billion users
  - average 130 friends
  - 30 billion pieces of content shared / month
- Twitter:
  - 500 million active users
  - 340 million tweets / day
- Internet 100s of exabytes / year
  - 300 million new websites per year
  - 48 hours of video to You Tube per minute
  - 30,000 YouTube videos played per second

faceboo

Continuous Billion-Scale Social Simulation with Real-Time Streaming Data (Toyotaro Suzumura/IBM-Tokyo Tech)

- Applications
  - Target Area: Planet (Open Street Map)
  - 7 billion people
- Input Data
  - Road Network (Open Street Map) for Planet: 300 GB (XML)
  - Trip data for 7 billion people

 10 KB (1 trip) x 7 billion = 70 TB

- Real-Time Streaming Data (e.g. Social sensor, physical data)
- Simulated Output for 1 Iteration

– 700 TB





#### **Extreme Big Data in Genomics**

[Slide Courtesy Yutaka

pact of new generation sequencers



#### Future "Extreme Big Data"

- NOT mining Tbytes Silo Data
- Peta~Zetabytes of Data
- Ultra High-BW Data Stream
- Highly Unstructured, Irregular
- Complex correlations between data from multiple sources
- Extreme Capacity, Bandwidth, Compute All Required

## We will have tons of unknown genes

#### Metagenome analysis

[Slide Courtesy Yutaka Akiyama @ Tokyo Tech.]

- Directly sequencing uncultured microbiomes obtained from target environment and analyzing the sequence data
  - Finding novel genes from unculturable microorganism
  - Elucidating composition of species/genes of environments



body





Soil



### Results from Akiyama group@Tokyo Tech

Ultra high-sensitive "big data" metagenome sequence analysis of human oral microbiome

- Required > 1 million node\*hour product on K-computer



 Discovered at least three microbiome clusters with <u>functional</u> differences. (Integrated 422 experiment samples taken from 9 different oral parts)





### **"Big Data Assimilation"-**気象におけるシミュレーションと観測の融合



### 巨大なソーシャルネットワークの理解→ グラフ構造の解析

(e.g. separation of degree, diameter, clustering, ..) EBD Suzumura Group

Crawled the entire Twitter follower/followee network of **826.10 million vertices and 29.23 billion edges. How could we analyze this gigantic graph ?** 



# Graph500 "Big Data" Benchmark

Kronecker graph BSP Problem

GRAP



November 15, 2010

Graph 500 Takes Aim at a New Kind of HPC Richard Murphy (Sandia NL => Micron)

"I expect that this ranking may at times look very different from the TOP500 list. Cloud architectures will almost certainly dominate a major chunk of part of the list." 予想: クラウドが検討?

The 4<sup>th</sup> Graph500 List (Jun2012) TSUBAME #4 w/GPUs

Toyotaro Suzumura, Koji Ueno, Tokyo Institute of Technology

Rank	Installation Sile	Haibine);	Number of nodes	Number of cores	Problem scale	GTEPS
1	DOE/SC/Argonne National Laboratory	Hira/BlueGene/Q	32768	524288	38	3541.00
1	LUNE	Sequola/Blue Gene/Q	32768	524288	28	3541.00
z	DARPA Trial Subset, IBM Development Engineering	Power 775, POWER7 8C 3.836 GHz	1024	32768	35	508.05
,	Information Technology Center, The University of Tokyo	Oakleaf-FX (Fujitsu PRIMEHPC FX 10)	4900	76800	38	358.10
•	GSIC Center, Tokyo Institute of Technology	TSUBAME	1366	16392	35	317.09
5	Brookhaven National Laboratory	BLUE GENE/Q	1024	16384	34	294.29 GR Gener, Takyo Institute of Technology NP Duoter Platform SLINGL G7
6	DOE/SC/Argonne National Laboratory	Vesta/BlueGene/Q	1024	16384	34	292.36 500 500 500
20	ality- T	op500 S	un	erc	om	puters Domina
	Lafte	mbamanu, Eb-2670 "saudubridea"				
0	Cloud	<b>IDCs</b> at	all	…坊	美	: クラワトはランク
	Public and that	Manufaction General				

#### Top Supercomputers vs. Global IDC



K Computer (#1 2011-12) Riken-ALCS Fujitsu Sparc VIII-fx Venus CPU 88,000 nodes, 800,000CPU cores ~11 Petaflops (10<sup>16</sup>)

1.4 Petabyte memory, 13 MW Power 864 racks, 3000m<sup>2</sup>



Tianhe2 (#1 2013) China Gwanjou 48,000 KNC Xeon Phi + 36,000 I vy Bridge Xeon 18,000 nodes, >3 Million CPU cores 54 Petaflops (10<sup>16</sup>) 0.8 Petabyte memory, 20 MW Power ??? racks, ???m<sup>2</sup>



C.f. Amazon ~= 500,000 Nodes, ~5 million Cores

#1 2012 I BM BlueGene/Q "Sequoia"

Lawrence Livermore National Lab I BM PowerPC System-On-Chip 98,000 nodes, 1.57million Cores ~20 Petaflops 1.6 Petabytes, 8MW, 96 racks

DARPA study 2020 Exaflop (10<sup>18</sup>) 100 million~ 1 Billion Cores

#### Supercomputer Tokyo Tech. Tsubame 2.0 #4 Top500 (2010)

#### A Major Northern Japanese Cloud Datacenter (2013)



<u>~1500 nodes</u> compute & storage Full Bisection Multi-Rail Optical Network <u>Injection 80GBps/Node</u> <u>Bisection 220Terabps</u>

8 zones, Total <u>5600 nodes</u>, Injection 1GBps/Node Bisection 160Gigabps

## But what does "220Tbps" mean? 220テラビット/秒とは?

Global IP Traffic, 2011-2016 (Source Cicso)								
	2011	2012	2013	2014	2015	2016	CAGR 2011-2016	
By Type (PB per Month / Average Bitrate in Tbps)								
Fixed	23,288	32,990	40,587	50,888	64,349	81,347	28%	
Internet	71.9	101.8	125.3	157.1	198.6	251.1		
Manage	6,849	9,199	11,846	13,925	16,085	18,131	21%	
d IP	21.1	28.4	36.6	43.0	49.6	56.0		
Mobile	597	1,252	2,379	4,215	6,896	10,804	78%	
data	1.8	3.9	7.3	13.0	21.3	33.3		
Total IP	<del>30,734</del>	43,441	54,812	69,028	<mark>87,331 }</mark>	- <mark>110,282</mark>	29%	
traffic	94.9	134.1	169.2	213.0	269.5	340.4		

TSUBAME2のネットワーク容量は全世界の インターネット全体の平均トラフィックに匹敵





Towards Extreme-scale BigData Machines 将来のEBDスパコン・IDCビッグデータ統合マシン

- Computation
  - Increase in Parallelism, Heterogeneity, Density
    - Multi-core, Many-core processors
    - Heterogeneous processors
- Hierarchial Memory/Storage Architecture
  - NVM (Non-Volatile Memory),
    SCM (Storage Class Memory)
    - FLASH, PCM, STT-MRAM, ReRAM, HMC, etc.
  - Next-gen HDDs (SMR), Tapes (LTFS)

Problems			
		Algorithm	Locality
Scalability	Power	Network	Storage Hierarch
Heterogeneity	FT Produ	uctivity	1/0





## K Computer #1 東工大[EBD CREST]、九大 [Fujisawa Graph CREST]、理研などの共同成果



# 2013/11 Green Graph500 ランキング

- ・ ビッグデータグラフの単位電力あたりの処理能力 TEPS/W 値で評価
- <u>http://green.graph500.org</u>
- Green500と共にTSUBAME-KFCは世界一 二冠達成!

In the **Big Data** category:



# Future: Big Data & Deep memory hierarchy and modeling



# TSUBAME4 2021-22年「K in a Box」

「京」を一箱にする技術の研究



大きさ1/500 電力 1/150 コスト 1/500



10ペタフロップス メモリ10ペタバイト(京は1.6) ひと箱1万ノード

より高い汎用性

巨大スパコンだけでなく、世界の巨大インターネット・データセンターを ひと箱に集約、1/1000にコストダウン 2兆円スパコン市場だけでなく、20兆円以上のIDCビッグデータインフラの革命

# GoldenBox Proto1 (NVIDIA K1-based) IEEE/ACM Supercomputing 2014 東エ大ブースにて展示



- 36 Node Tegra K1, ~11TFlops SFP
- ~700GB/s BW
- 100-700Watts
- Integrated mSata SSD, ~7GB/s I/O
- Ultra dense, Oil immersive cooling
- Same SW stack as TSUBAME2

2022: x10 Flops, x10 Mem Bandwidth, silicon photonics, x10 NVM, x10 node density, with new device and packaging technologies

# 専門家向けバックアップ資料

# Hamar (Highly Accelerated IVIap Reduce)

**EBD** Programming

- A software framework for large-scale supercomputers w/many-core accelerators and local NVM devices
  - Abstraction for deepening memory hierarchy
    - Device memory on GPUs, DRAM, Flash devices, etc.
- Features
  - Object-oriented
    - C++-based implementation
    - Easy adaptation to modern commodity many-core accelerator/Flash devices w/ SDKs
      - CUDA, OpenNVM, etc.
  - Weak-scaling over 1000 GPUs
    - TSUBAME2
  - Out-of-core GPU data management
    - Optimized data streaming between device/host memory
    - GPU-based external sorting
  - Optimized data formats for many-core accelerators
    - Similar to JDS format

#### EBD Programming Framework

### Out-of-core GPU-MapReduce

Large-scale Graph Processing [Cluster 2014]

Emergence of large-scale graphs

- SNS, road network, smart grid, etc.
- Millions to trillions of vertices/edges

## $\rightarrow$ Need for fast graph processing on supercomputers

Problem: GPU memory capacity limits scalable large-scale graph processing

# Proposal: Out-of-core GPU memory management on MapReduce

- Stream-based GPU MapReduce
- Out-of-core GPU sorting

#### **Experimental Results:**

performance improvement over CPUs

- Map: 1.41x, Reduce: 1.49x, Sort: 4.95x speedup
- Overlapping communication effectively



#### EBD Algorithm Kernels

## GPU-HykSort [IEEE BigData2014]

#### **Motivation**

Effectiveness of sorting for large-scale GPUbased heterogeneous systems remains unclear

- Appropriate selection of phases to be offloaded to GPU is required

- Handling GPU memory overflow is required

#### Approach

Offload local sort, the most time-consuming phase, to GPU accelerators

#### unsorted Implementation Separate an unsorted array Process 0 Process 1 Process 2 Process 3 unsorted unsorted unsorted unsorted Iter 1 Iter 2 Iter 3 Iter 4 local sort Transfer an unsorted chunk to GPU memory sorted sorted GPU Sort a chunk on GPU select splitters Transfer a sorted chunk to DRAM Iter 1 Iter 2 Iter 3 Iter 4 data transfer sorted sorted sorted merge Merge sorted chunks into a sorted array merged merged merged sorted



#### EBD Algorithm Kernels

### Efficient Parallel Sorting Algorithm for Variable-Length Keys

Mr. Mr. M. M. M. M. M. M. M. M. (Inst ill so Keys/second, ( Comparison-based sorts inefficient for long/variable-length keys (like strings) Better way: examining individual 12 Number of keys, (millio characters (based on MSD Radix sort OMP 12 threads std sort cpu 3way radix quick GPU hybryd short GPU hybryd long OMP\_32\_threads algorithm) cpu\_3way\_radix\_quick short apple Hybrid parallelization scheme: 70 M keys/second apricot combining data-parallel and taskbanana sorting throughput parallel stages kiwi on 100bytes strings

Aleksandr Drozd, Miquel Pericàs, Satoshi Matsuoka. Efficient String Sorting on Multi- and Many-Core Architectures. *in Proceedings of IEEE 3rd International Congress on Big Data.* Anchorage, USA, August 2014

Aleksandr Drozd, Miquel Pericàs, Satoshi Matsuoka. MSD Radix String Sort on GPU: Longer Keys, Shorter Alphabets *in proceedings of 第142回ハイパフォーマンスコンピューティング合同* 研究発表会 (HOKKE-21)

#### EBD Algorithm Kernels

GRAP

Scalable Distributed Memory BFS (

# What's the best algorithm for the distributed memory Breadth First Search?

#### Proposal

- Efficient CSR with Bitmap
- Adaptive Data Representation
- And Many Other Optimizations

Optimizations	SC11	ISC12	SC12	ISC14
2D decomposition	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
vertex sorting	$\checkmark$			
direction optimization				$\checkmark$
data compression	$\checkmark$	$\checkmark$	$\checkmark$	
sparse vector with pop counting				$\checkmark$
adaptive data representation				$\checkmark$
overlapped communication	$\checkmark$	$\checkmark$	$\checkmark$	$\checkmark$
shared memory				$\checkmark$
GPGPU		$\checkmark$	$\checkmark$	
	/ 11+:1:	tion for	anch	vorcion

Utilization for each version



We achieved 17,977GTEPS on K computer and ranked 1<sup>st</sup> in the June 2014 Graph500 List



EBD Interconnect

#### Random network topology

Enabling short path hops [Koibuchi G]

Computer



(a) Existing supercomputers (torus topology) long communication delay t



(b) Random network topology a lot of shortcut paths

**Low Communication Latency** [<1us] is one of crucial topic on Exascale supercomputer networks

[NSF WS2008 Reports]

Michihiro Koibuchi, Hiroki Matsutani, Hideharu Amano, D. Frank Hsu, Henri Casanova, ``A Case for Random Shortcut Topologies for HPC Interconnects'', The 39th International Symposium on Computer Architecture (**ISCA**), pp.177-188, June 2012



### Our **Random** Network Topology fits to **EBD Irregular Workload**

Graph Analysis (e.g.: Graph500 Benchmark)

Nonneighboring-communication scientific workload Observation data (Miyoshi G), ....



### Network Performance Visualization [EuroMPI/Asia 2014 Poster]



# Object Storage for OpenNVM [EBD flash primitives [Tatebe Group, Takatsu]

- Object storage design for high bandwidth and high IOPS in OpenNVM
  - OpenNVM flash primitives: sparse address space and atomic batch write
- Simple design based on fixed-size Region
  - One object for one object
  - Enough region size to store one object
  - Object ID = region number
- Simple region number management in super region
  - Sequential assignment
  - Free'ed by persistent trim and no reuse
  - Blocked assignment to mitigate access conflict to the super block



EBD NVM System Software

# EBD I/O and C/R modelingEBD NVM System Softwarefor extreme scale[CCGrid2014 Best Paper]



LLNL-PRES-654744

#### Cloud-based I/O Burst Buffer Architecture (I/O Burst Buffer) In collaboration talks with Amazon EC2



### Extreme Big Data Federation For Real Analysis

• Target Data Set:

International Nucleotide Sequence Database at DNA Data Bank of Japan



#### Co-design Example: Genome Science and EBD Akiyama Group

#### Metagenome analysis



#### <u>GHOST-MP</u>

Ultra-fast pipeline for metagenomic analysis

- OpenMP / MPI
  - load-balancing
  - data dispatcher
- GHOSTX (much faster than BLAST ) algorithm



>100 times faster than BLAST and good scaling (49,152 nodes on K computer)

### **Co-design Example: Genome Science and EBD**

#### Metagenome analysis



Metagenome sequences

#### <u>GHOST-MP</u>

Ultra-fast pipeline for metagenomic analysis

- OpenMP / MPI
  - load-balancing
  - data dispatcher
- GHOSTX (much faster than BLAST ) algorithm



#### **Problem:**

ideal ImpiBLAST

Applicability to wider range of infrastructures and software stacks from Clouds to Supercomputers

- Acceleration of BigData kernel operations using many-core accelerators
  - Sort, PrefixSums, Set Operations, etc.
- I/O acceleration using NVM-devices
- Next-gen EBD-oriented interconnects

## Performance analysis on popular Big Data software sub-states/tool-chains

- Convert GHOST-MP to MapReduce
- Benchmarking on variety of high-performance MapReduce implementations on EBD-oriented infrastructures
## Size of metagenomic sequencing data

#### Sequencing data of human oral metagenome

(Subset of Human Microbiome Project data)

Site	# of samples	# of reads (x 10 <sup>6</sup> )	Total file size (GB)		
Saliva	5	278	56		
Keratinized gingiva	6	361	73		O(m) Reference
Buccal mucosa	123	7658	1521		Database
Hard palate	1	54	11	O(n)	O(m n) calculation
Palatine tonsils	7	373	74		Correlation
Subgingival plaque	8	517	104	data	Similarity search
Supragingival plaque	128	7965	1595		
Throat	7	393	79		
Tongue dorsum	137	8815	1765		
Total	422	26290	5253		

We have performed <u>sensitive homology search against KEGG Genes DB</u> for whole reads (26 billion reads, 5.2TB) 73

## **GHOST-MP**

- Massively parallel metagenomic analysis software
  - Thread-level parallelism: OpenMP (same DB, different reads)
  - Node-level parallelism: MPI (different DBs, different read sets)
- Automatic Load balancer "mpidp" module included
- Sophisticated I/O scheme



TSUBAME2.5 at Tokyo Tech 17304 CPU cores, 4224 GPUs



K-computer at RIKEN 705024 CPU cores, No GPUs

74

#### GHOST-MP scalability to extreme scale



#### Preliminary results: oral microbiome

Principal component analysis of relative frequency profiles

- First three PCs account for 58.7% of total variance
- The samples from same oral sites tend to cluster and the clusters can be clearly distinguished with PC1 and PC3
- Some relative abundance of orthologous groups related to the specific biological function reveals (negative) correlations to the PCs



### Preliminary results: oral microbiome

# Principal component analysis of relative frequency profiles

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- The samples from same oral sites tend to cluster and the clusters can be clearly distinguished with PC1 and PC3
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#### **Towards EBD-Driven Social Simulation**

A Study on Scalable Architecture and Optimization Methods for Billion-scale Social Simulation

- **Motivation & Goal**: Our previous design (ABCA) cannot cope with billion-scale social simulation due workload imbalance and global synchronization issues
- This study is to propose the best architecture that can deal with real-time billionscale social simulation on the future hardware designed for extremely big data processing
- We optimized the ABCA architecture using active subspace technique in which only active subspace are monitored and processed
- According to the evaluation result, Autonomous Agent (AA) outperforms ABCA at the beginning of simulation but as the simulation progresses, the elapsed time of AA grows exponentially
- In both both strong-scaling and weak-scaling analysis, ABCA shows obviously better performance and scalability over AA.
- We achieved running the simple traffic flow simulation with one billion of agents in almost real time (1.92 second/step) on 1,536 cores of total 128 machines of TSUBAME Supercomputer 2.5

#### Suzumura Group

Agent-Based Cellular Automata Architecture



Autonomous Agent Architecture





Designing Large-Scale Traffic Simulation Platforms on EBD Software Stack

## Design the next-generation large-scale traffic simulation on top of EBD Software Stack



- Based on our experiences on building large-scale traffic simulation platforms, we are currently in the middle of designing the next generation architecture on top of EBD Software Stack
- The left diagram shows a data flow for iterative traffic simulation.
- Currently designing how the simulation platform could be built on top of spatiotemporal enabled EBD Object Data stores.