My experience with OpenMP off-loading C++ classes

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Context: ExaAM project, an ECP application (PI: John

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What is Additive manufacturing?

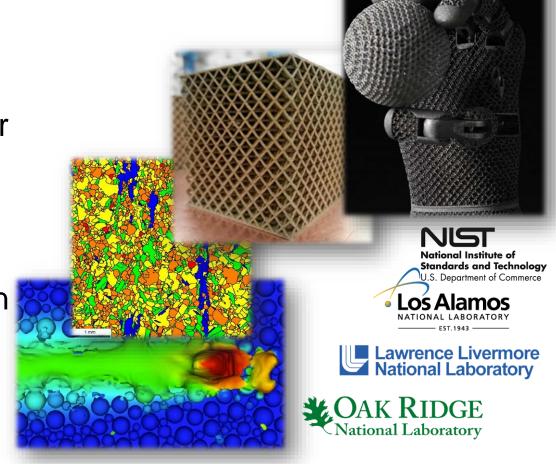
 The process of joining materials to make objects from 3D model data, usually layer upon layer, as opposed to subtractive manufacturing methodologies

Goal

Improve quality, reliability, and application breadth of additive manufacturing for metallic alloys

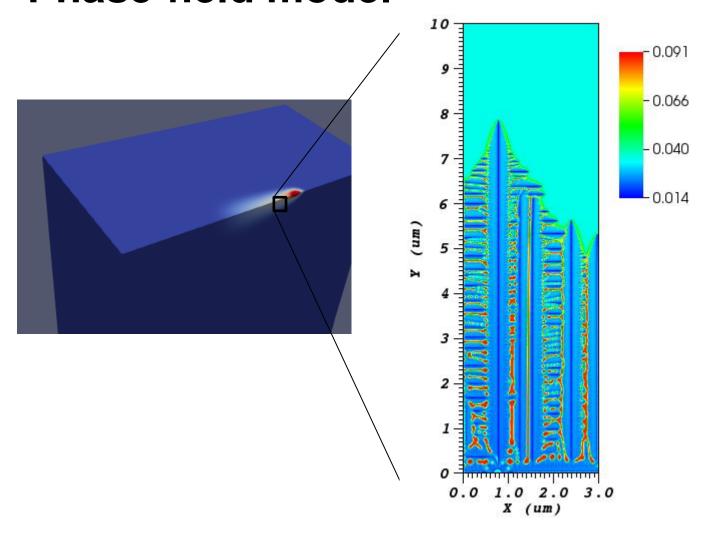
Computational approach

Coupling multiple codes modeling various length-scales





Fine-scale Microstructure using Phase-field model

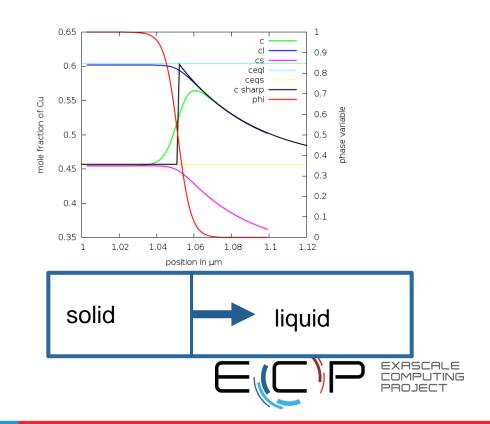


Phase-field equation

$$\frac{\partial \Phi}{\partial t} = M \left[\varepsilon^2 \nabla^2 \Phi + W \Phi (1 - \Phi) (1 - 2\Phi) + \frac{\partial f}{\partial \Phi} \right]$$

+ a few other coupled equations

C++11 Code: AMPE https://github.com/LLNL/AMPE



KKS phase-field model for alloys [Kim, Kim, Suzuki, Phys Rev E (1999)]

- Case of binary alloy
 - At every mesh point of discretization grid, given ϕ (phase fraction) and c (alloy composition), solve a set of nonlinear equations for c_s and c_L using a Newton solver

$$c = \phi c_S + [1 - \phi] c_L$$

$$\frac{\partial f^{s}}{\partial c_{S}} = \frac{\partial f^{I}}{\partial c_{I}}$$

- Ternary alloy
 - Similar with 4 unknowns and 4 equations
- f^S and f^L known functions, parameterized with 10+ parameters each



Solvers initial C++ implementation

- Base class
 - Newton solver
 - Pure virtual functions to compute right handside and Jacobian
- Derived class
 - Implements specific right handside and Jacobian computation
- CPU code

```
#pragma omp parallel for
for(int i=0;i<N;i++)
{
     BinaryAlloySolver s(T[i])
     double x[2];
     s.solve(phi[i],c[i], x);
     ...
}</pre>
```



What can I do or not do with OpenMP4.5 offload?

- Things I knew I could not use within OpenMP region
 - STL
- Things I suspected I could not use within OpenMP region
 - virtual functions
 - assert()
- Things I discovered I could not use within OpenMP region
 - Classes with non-trivial constructors/destructors, or even classes with declared a constructor and/or destructor



Strategy to offload code

- Platform: Summit @OLCF
- Compiler: gcc/10.2.0
- Compiler error messages not very specific/informative ...
 - No info on which specific function or what cannot be offloaded
- Use "toy" code to test what the compiler let me do or not
 - "OpenMP Application Programming Interface, Examples", Version 4.5.0 –
 November 2016
 - Step-by-step move closer to target code design



Moving towards a working C++ code

- Remove STL, assert
- Make constructors/destructors trivial
 - Add setup functions to initialize objects
- Use Curiously Recurring Template Pattern (CRTP) to avoid virtual functions

Limited C++: C code + class encapsulation + templates



Working Code

```
template <unsigned int Dimension, class SolverType>
Class NewtonSolver
{
#pragma omp declare target
   void internalRHS(const double* const x, double* const fvec)
   {
      static_cast<SolverType*>(this)->RHS(x, fvec);
   }
...
#pragma omp end declare target
}
```

```
class CALPHADConcSolverBinary : public NewtonSolver<2, CALPHADConcSolverBinary>
{
  public:
  #pragma omp declare target
   int ComputeConcentration(double* const conc, const double tol,
        const int max_iters, const double alpha = 1.)
  {
    return NewtonSolver::ComputeSolution(conc, tol, max_iters, alpha);
  }
  #pragma omp end declare target
...
```



Driver code

```
# pragma omp target \
  map (to: sol ) map ( tofrom: xdev ) \
  map (to: fA, fB, Lmix_L, Lmix_A) \
  map (to: RTinv), map (from: nits)
#pragma omp teams distribute parallel for
for(int i=0;i< N;i++)
  xdev[2*i]=sol[0];
  xdev[2*i+1]=sol[1];
  double hphi = 0.5+i*deviation;
  double c0 = 0.3:
  class Thermo4PFM::CALPHADConcSolverBinary solver;
  solver.setup(c0, hphi, RTinv, Lmix_L, Lmix_A, fA, fB);
  nits[i] = solver.ComputeConcentration(&xdev[2*i], 1.e-8, 50);
```



Performance

- 4.5X speedup GPU over CPU on Summit for ternary alloy problem (4 coupled equations)
 - 6 GPU offload vs. 42 OpenMP CPU threads
- Performance currently limited by GPU registers memory
 - Planning to replace some "double" with "float" to reduce memory requirements



Conclusion

- Working solution for gcc on Summit
 - Requires some non-trivial code changes
 - Still debugging some classes...
- Open source soon
 - https://github.com/ORNL/Thermo4PFM
- Decent performance, to be improved with mixed precision
- XL compiler not working for me at the moment
- Better (and user friendly) documentation about porting C++ classes would be really helpful
 - Probably dependent on compiler, compiler version,...
- More targeted error messages at compile time would help too...

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