



# Intel<sup>®</sup> Compiler/Runtime Support for OpenMP Offloading Rakesh Krishnaiyer (Principal Engineer, Intel Compiler Lab)

### A Motivating OpenMP Example

```
#pragma omp declare target
#pragma omp declare simd simdlen(16)
uint32 t mandel(fcomplex c)
   // Computes number of iterations(count variable) that it takes
{
    // for parameter c to be known to be outside mandelbrot set
    uint32 t count = 1; fcomplex z = c;
    for (int32 t i = 0; i < max iter; i += 1) {</pre>
        z = z * z + c;
        int t = cabsf(z) < 2.0f;
        count += t:
        if (!t) { break;}
    return count;
   #pragam omp target device(0) map(to:in vals) map(from:count)
   #pragma omp parallel for schedule(guided)
   for (int32_t y = 0; y < ImageHeight; ++y) {
       #pragma omp simd safelen(16)
       for(int32 t x = 0; x < ImageWidth; ++x) {
            count[y][x] = mandel(in vals[y][x]);
```

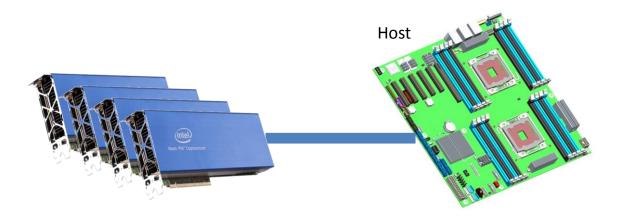
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## **Device Model**

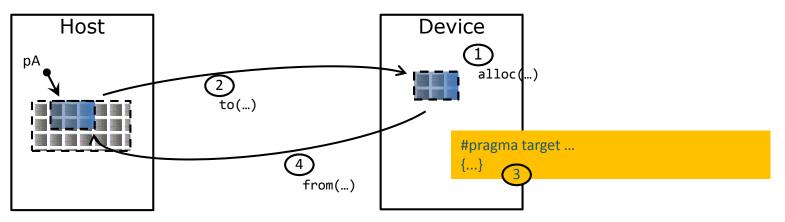
- OpenMP supports accelerators and coprocessors
- Device model:
  - One host
  - Multiple accelerators/coprocessors of the same kind



### **OpenMP Data Environment Examples**

```
#pragma omp target map(to:b[0:count])) map(to:c,d) map(from:a[0:count])
  {
    #pragma omp parallel for
    for (i=0; i<count; i++) {</pre>
      a[i] = b[i] * c + d;
  }
#pragma omp target data device(0) map(alloc:tmp[0:N]) map(to:input[:N))
   map(from:result)
  {
    #pragma omp target device(0)
    #pragma omp parallel for
    for (i=0; i<N; i++)</pre>
      tmp[i] = some computation(input[i], i);
    do some other stuff on host();
    #pragma omp target device(0)
    #pragma omp parallel for reduction(+:result)
    for (i=0; i<N; i++)</pre>
      result += final_computation(tmp[i], i)
  }
```

# **Execution Model**



- The target construct transfers the control flow to the target device
  - The transfer clauses control direction of data flow
  - Array notation is used to describe array length
- The target data construct creates a *scoped* device data environment
  - The transfer clauses control direction of data flow
  - Device data environment is valid through the lifetime of the target data region
- Use target update to request data transfers from within a target data region

### Offloading: RTM-Stencil Example

```
#pragma omp declare target
void do_row(float, float, int);
#pragma omp end declare target
```

```
void team distribute stencil(int sweeps) {
  for (int t=0; t<sweeps; ++t) \{
     // Target region starts with 68 teams of threads, each team has 4 threads
  #pragma omp target device(0) map(tofrom: V[:])
  #pragma omp teams firstprivate(t) num_teams(68) thread_limit(4)
   { // The k loop is blocked by hand, and each block handed to a team
     int p = omp get num teams();
     int ib = (N-2+p-1)/p;
     #pragma omp distribute
     for (int k=1; k<N-1; k+=ib) {
          int u = std::min(k+ib,N-1);
          #pragma omp parallel for
         for( int i=k; i<u; ++i) do row(V[1-(t&1)], V[t&1], i);
```

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### Intel<sup>®</sup> Xeon Phi<sup>™</sup> OMP 4.5 Offload in 17.0 Compiler

#### OpenMP 4.5 "if" clause changes -

if ([directive-name-modifier:] scalar-expression)

#### OpenMP 4.5 Device pointer -

- #pragma omp target data ... use\_device\_ptr(list) ..
- #pragma omp target ... is\_device\_ptr(list) ..

#### OpenMP 4.5 Deferred Map

#pragma omp declare target clause[ [,] clause] ... ] new-line
where clause is one of the following:
 [to] ( extended-list )

link ( list )

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#### Streams additions - #pragma offload

#### OpenMP 4.5 Combined Constructs -

#pragma omp target parallel#pragma omp target parallel for#pragma omp target parallel for simd#pragma omp target simd

#### OpenMP 4.5 Clause changes-

#pragma omp target
 private ( list )
 firstprivate ( list )
 defaultmap ( tofrom : scalar )
 is\_device\_ptr ( list )
#pragma omp target data

use\_device\_ptr ( list )



# Intel<sup>®</sup> Xeon Phi<sup>™</sup> Processor Programming Models

#### Server (KNL)

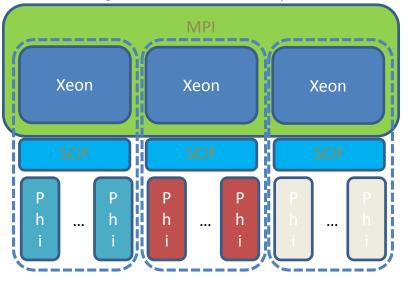
- 1. Native programming
  - Intel<sup>®</sup> Xeon Phi<sup>™</sup> server is a standalone machine
- 2. MPI + OpenMP
  - Intel<sup>®</sup> Xeon Phi<sup>™</sup> server is a computing node
- 3. Compiler Offload
- Migration path for compiler offload users
- Uses fabric instead of PCIe as transportation (OOF)

#### Coprocessor (KNC and KNL)

- 1. Native programming
- Intel<sup>®</sup> Xeon Phi<sup>™</sup> coprocessor as a standalone machine
- 2. MPI + OpenMP
  - Intel<sup>®</sup> Xeon Phi<sup>™</sup> coprocessor as computing node
- 3. Compiler Offload
  - Intel<sup>®</sup> Xeon Phi<sup>™</sup> coprocessor as offload target

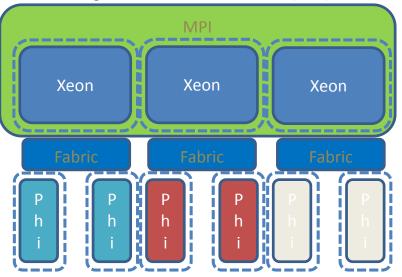
## **Offload Over Fabric - OOF**

#### Offloading to Intel<sup>®</sup> Xeon Phi<sup>™</sup> coprocessors



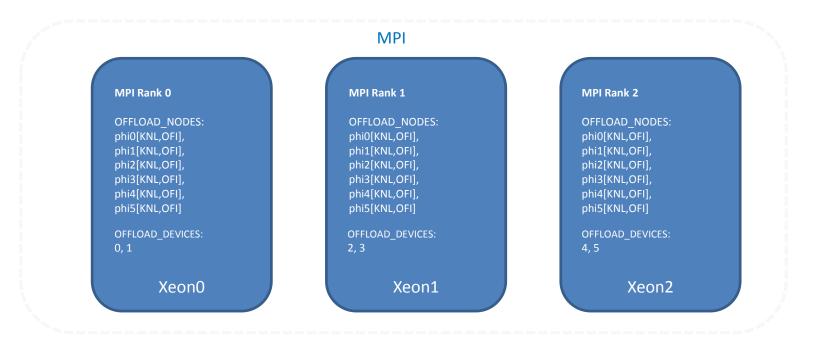
Offloading to Intel<sup>®</sup> Xeon Phi<sup>™</sup> x200 (KNL) Server nodes

- host boundaries



Common code for both cases. MPI ranks use pragmas to offload highly parallel tasks to Intel<sup>®</sup> Xeon Phi<sup>™</sup> nodes Configured by set of environmental variables (discussed on following slides)

# **OOF** Application Configuration



- OFFLOAD\_NODES have the same value on all Intel<sup>®</sup> Xeon<sup>™</sup> servers
- OFFLOAD\_DEVICES restricts the offload process to use only the "devices" specified as the value of the variable

# Offload Compile/Run Using 17.0

- Compilation using 17.0 Compiler:
  - Offloading to Intel<sup>®</sup> Xeon Phi<sup>™</sup> x100 (KNC):
    - icc –offload-arch=mic ...
  - Offloading to Intel<sup>®</sup> Xeon Phi<sup>™</sup> x200 (KNL):
    - icc –offload-arch=mic-avx512 ...
    - For OOF, additionally specify the KNL devices using OFFLOAD\_NODES:
    - export OFFLOAD\_NODES="machine1, machine2, 10.2.100.5" OR
    - export OFFLOAD\_NODES="machine3[x200,OFI]" OR ...
- Programs written for KNL OOF and PCI-card offload will run unchanged
  - Offload program initiated from a Xeon node

### OMP4.5: Unstructured Data Mapping Example

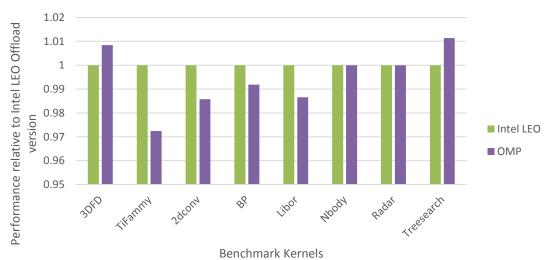
```
double A[N];
foo()
   #pragma omp target enter data map(to : A)
      device work1(A); // A is used here
bar()
   #pragma omp target exit data map(from: A)
      device work3(A); // A is updated here
try1()
   foo();
   #pragma omp target
      device_work2(A);
    bar();
}
```

### OMP4.5: nowait clause on target

```
#define N 1000000 //N must be even
void init(int n, float *v1, float *v2);
int main() {
  int i, n=N;
              int chunk=1000; float v1[N],v2[N],vxv[N];
  init(n, v1,v2);
 #pragma omp parallel
  #pragma omp master
  #pragma omp target teams distribute parallel for nowait \
    map(to: v1[0:n/2]) \
    map(to: v2[0:n/2]) \
    map(from: vxv[0:n/2])
  for(i=0; i<n/2; i++){ vxv[i] = v1[i]*v2[i]; } // Computation on target
  #pragma omp for schedule(dynamic,chunk)
  for(i=n/2; i<n; i++){ vxv[i] = v1[i]*v2[i]; } // Simultaneous execution on host
  // Implicit barrier here ensures both host and target computations are done
printf(" vxv[0] vxv[n-1] %f %f\n", vxv[0], vxv[n-1]);
return 0;
```

• Product of two vectors (arrays), v1 and v2, is formed. One half of the operations is performed on the device, and the last half on the host, concurrently

### OMP vs Intel-pragma-offload : Performance Comparison



OMP Offload vs. Intel LEO Offload Perf (Higher is better)

- Performance within 2-3% of each other very close
- Compiler implementation maps both to similar IR
- Same runtime used for both
- Data collected on Intel<sup>®</sup> Xeon Phi<sup>™</sup> x100 (KNC)

# KNC Used for Gordon Bell Submission

- SeisSol Gordon Bell Nomination paper in SC14: *Petascale high order dynamic rupture earthquake simulations on heterogeneous supercomputers (Alexander Heinecke et. al.)* 
  - Breakthrough research project that is furthering understanding of earthquakes by using numerical simulation of the propagation of seismic waves helps to understand complicated wave phenomena
- "Finally, we discuss how offloading computations to Xeon Phi is incorporated into SeisSol. Adding support for accelerators or coprocessors often requires major code changes. These changes are essential for performance reasons as functions (such as the wave propagation solvers) need to be rewritten matching specific languages or libraries for the targeted device. In contrast, we used the Intel Language Extensions for Offloading (LEO), which include pragma directives for (a)synchronous data transfers and program execution on the Xeon Phi device. Down to the matrix kernels covered in Sec. III-C, there is no need to re-implement the time, volume or flux kernel. Their CPU implementation, including an OpenMP parallelization, can be directly called inside the code section annotated for offload. Furthermore, we captured all interactions with the coprocessor and the launch of compute tasks shown in Fig. 4 in separated static functions. These functions are called from SeisSol's time marching loop ensuring a smooth integration into SeisSol's code base ..."
- http://insidehpc.com/2014/11/seismic-code-modernization-yields-petascale-performance-gordon-bellaward-nomination/



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### OMP4.5: Asynchronous target with Tasks

```
#pragma omp declare target
    extern void init(float *, float *, int);
#pragma omp end declare target
extern void foo(); extern void output(float *, int);
void vec_mult(float *p, int N, int dev)
{
float *v1, *v2; int i;

#pragma omp task shared(v1, v2) depend(out: v1, v2)
#pragma omp target device(dev) map(v1, v2)
{
    // check whether on device dev
    if (omp_is_initial_device()) abort(); // initial_device means host
    v1 = malloc(N*sizeof(float));
    v2 = malloc(N*sizeof(float));
    init(v1, v2, N);
}
```

```
foo(); // execute other work asynchronously on host
```

```
#pragma omp task shared(v1, v2, p) depend(in: v1, v2)
#pragma omp target device(dev) map(to: v1, v2) map(from: p[0:N])
{
    // check whether on device dev
    if (omp_is_initial_device()) abort();
    #pragma omp parallel for
    for (i=0; i<N; i++)
        p[i] = v1[i] * v2[i];
    free(v1); free(v2);
}
#pragma omp taskwait
output(p, N);</pre>
```

# Terminology

- Device: an implementation-defined (logical) execution unit
- League: the set of threads teams created by a teams construct
- Contention group: threads of a team in a league and their descendant threads
- Device data environment: Data environment as defined by target data or target constructs
- Mapped variable: An original variable in a (host) data environment with a corresponding variable in a device data environment
- Mapable type:

A type that is amenable for mapped variables.