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Are GPUs the Future of HPC Workloads?

High-Performance Computing (HPC) plays a pivotal role in solving some of the most complex and computationally demanding problems across a broad range of domains - including molecular dynamics, fluid dynamics, artificial intelligence (AI), etc.. In recent years, Graphics Processing Unit (GPU), originally developed for accelerating image rendering, is now widely used in HPC to speed up workloads that involve large amounts of parallel processing. This article explores the evolving role of GPUs in the HPC landscape, examining the advantages they offer, the challenges they present, etc.

The Growing Dominance and Advantages of GPUs

1) Highly Parallel Architecture

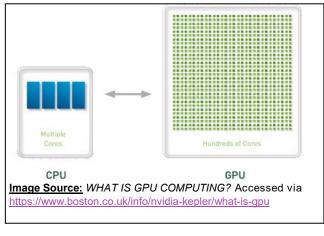
GPUs are built with thousands of lightweight cores that can perform many calculations at the same time. This makes them ideal for highperformance workloads like molecular dynamics, computational fluid dynamics, Particle-in-Cell Simulations etc. where massive parallelism can significantly reduce execution time.

2) Superior Energy Efficiency

GPUs offer more computational output per watt compared to CPUs if code has higher GPU affinity than CPU. In power-hungry HPC environments, such as large-scale clusters, this efficiency helps reduce operational costs and carbon footprint.

3) Improved Software Ecosystem

Programming tools like CUDA, OpenACC, and modern OpenMP versions have made it easier to develop or adapt HPC applications for GPUs. These tools help optimize performance without needing to completely rewrite legacy codes.







d via Image Source: CUDA Refresher: The GPU Computing Ecosystem Accessed via https://developer.nvidia.com/blog/cuda-refresherthe-gpu-computing-ecosystem/

CUDA ecosystem

Adapting existing CPU-optimized applications for GPUs often demands significant code modification. For long-established scientific codes, this can be a substantial investment in time and resources. Users may use profiling to identify GPU-suitable hotspots and selectively offload those hotspots. Instead of rewriting the entire program for GPUs all at once, user can start by speeding up just a few parts - step by step using tools like OpenACC or OpenMP by using their directives.

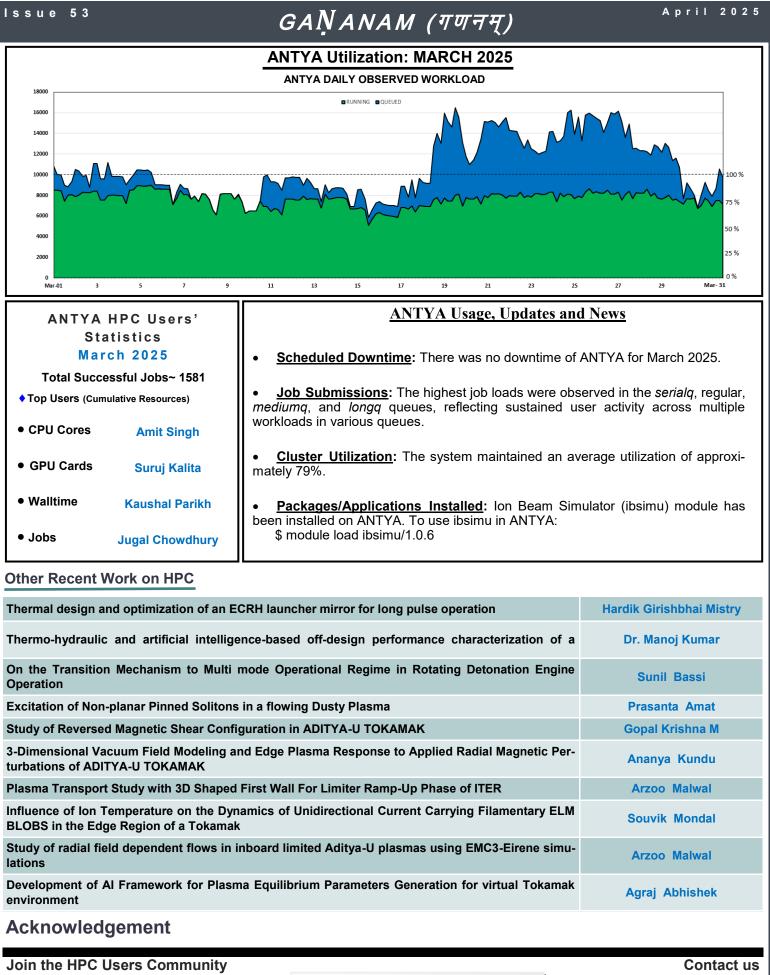
2) Not All Workloads Benefit Equally

Some applications are not inherently parallelizable or are memory-bound. In such cases, GPUs may not offer a performance advantage over well-optimized CPU implementations. Identify the workload suitability by performing scaling studies on GPUs to check compute and memory usage intensity on GPU as compared to CPU.

3) Incomplete Software Compatibility

Although many modern libraries support GPU acceleration, some legacy HPC software packages have yet to be fully ported or optimized for GPUs. Users can identify and engage with open source communities related to the software to stay updated on any recent advancements related to GPU.

While GPUs have become a powerful part of modern HPC, they are not a one-size-fits-all solution. Their strength lies in handling highly parallel tasks like simulations and large-scale modelling. However, not all workloads benefit equally. Memory-bound, sequential, or highly specialized tasks may perform better on CPUs. Porting older code to GPUs can also be resource-intensive. The future of HPC lies in heterogeneous computing - a mix of GPUs, CPUs, for best and optimal system performance.



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