

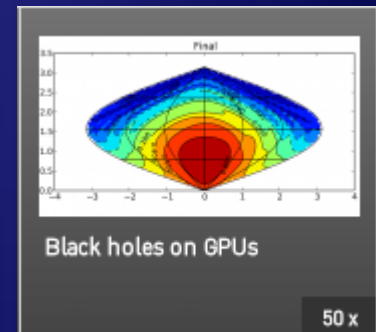
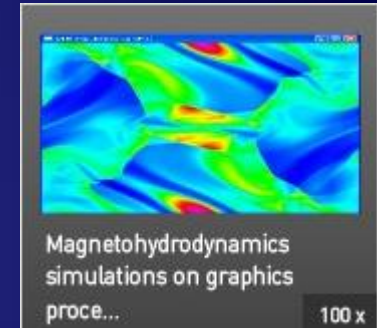
# **New Computing solutions and their impact on scientific algorithms**

**ET Project – WG4 Meeting  
Amsterdam 23 Feb 2010**

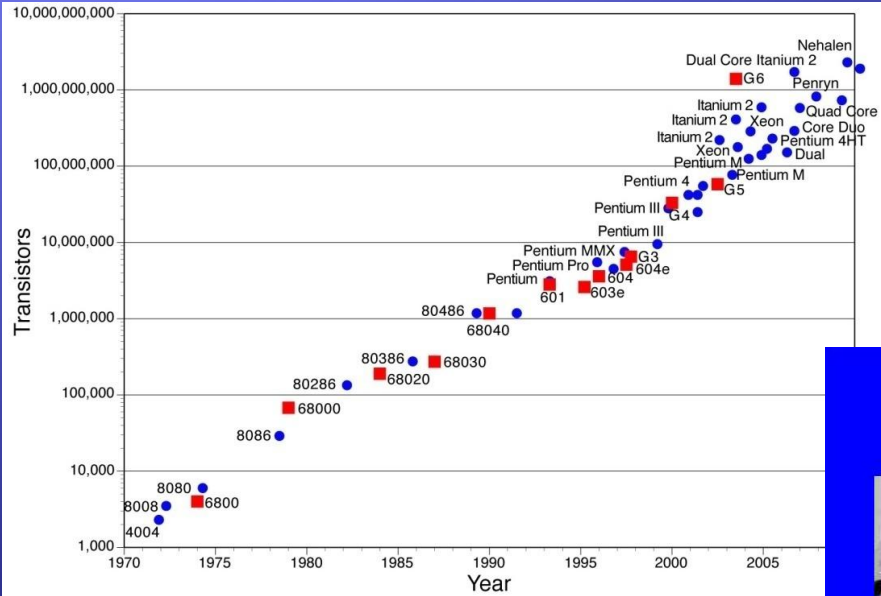
**Dr. Leone B. Bosi  
INFN Perugia**

# Thirst of computing power

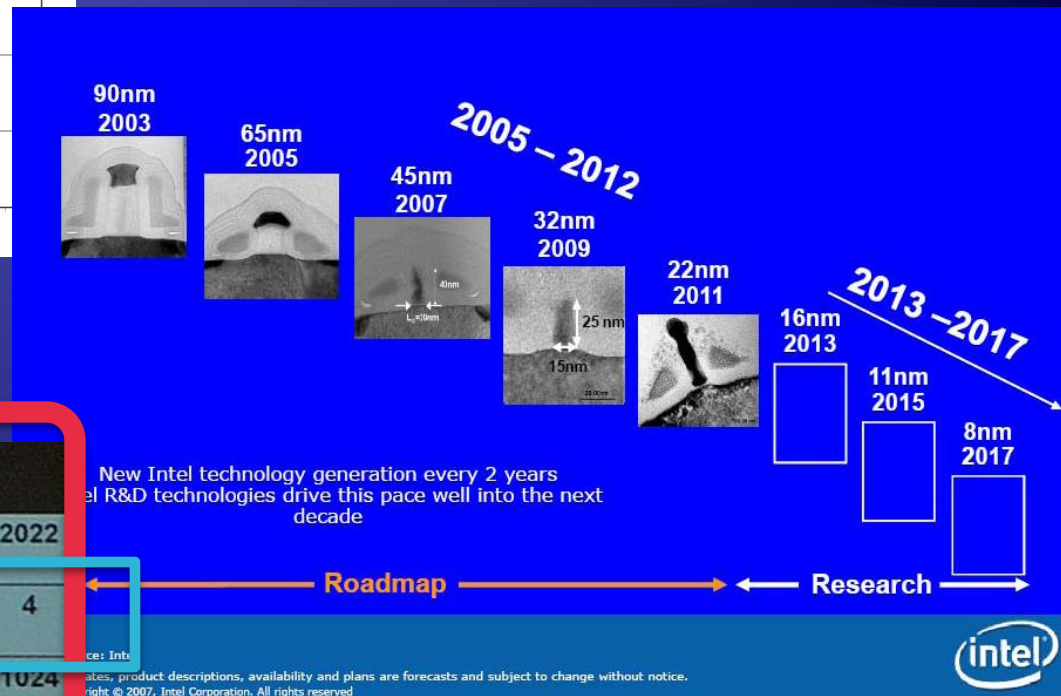
- ❖ All Science fields require even more computing power, and GPU computing starts to be a reliable solution.
  - Signal processing
    - Signal generation
    - Signal detection
    - FFT
  - Algebraic operations
  - Monte Carlo simulations
  - Black Hole (NR) simulation
  - Molecular Simulation
  - Object / pattern classification recognition
  - Stochastic Differential Equation
  - Financial Market
  - Many ..many others..



# Technological outlook:



Is the Moore's Law close to its limit?



Technology Outlook								
High Volume Manufacturing	2008	2010	2012	2014	2016	2018	2020	2022
Technology Node (nm)	45	32	22	16	11	8	6	4
Integration Capacity (BT)	8	16	32	64	128	256	512	1024

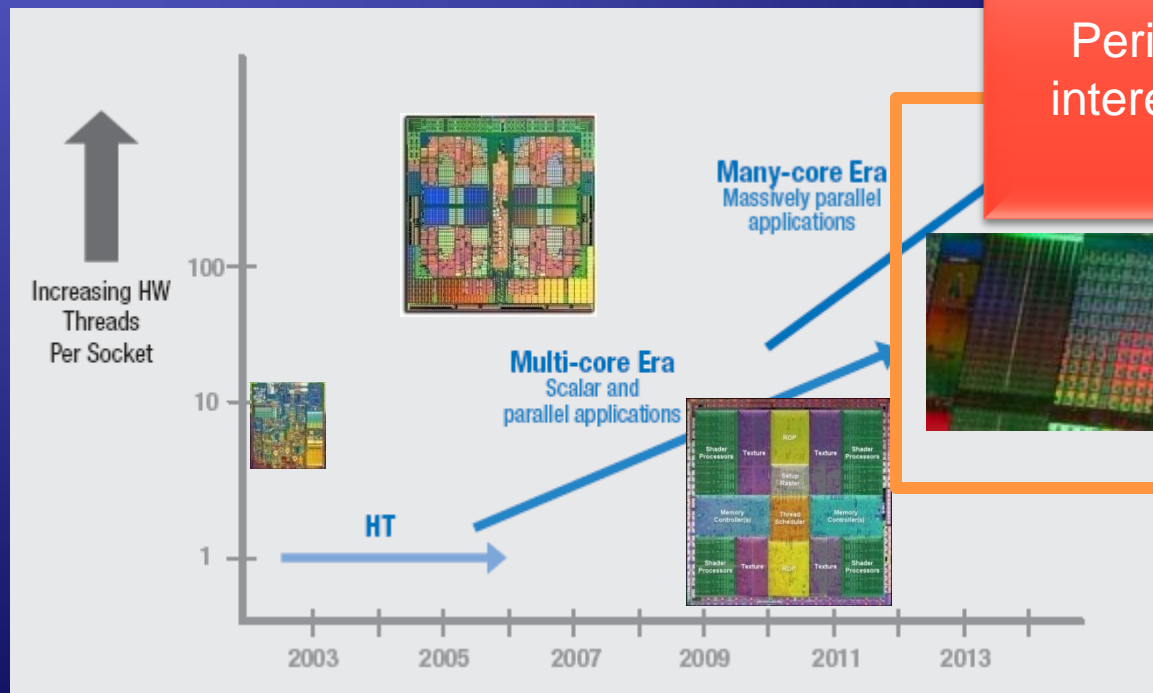
Intel ref.

Intel estimates, product descriptions, availability and plans are forecasts and subject to change without notice.  
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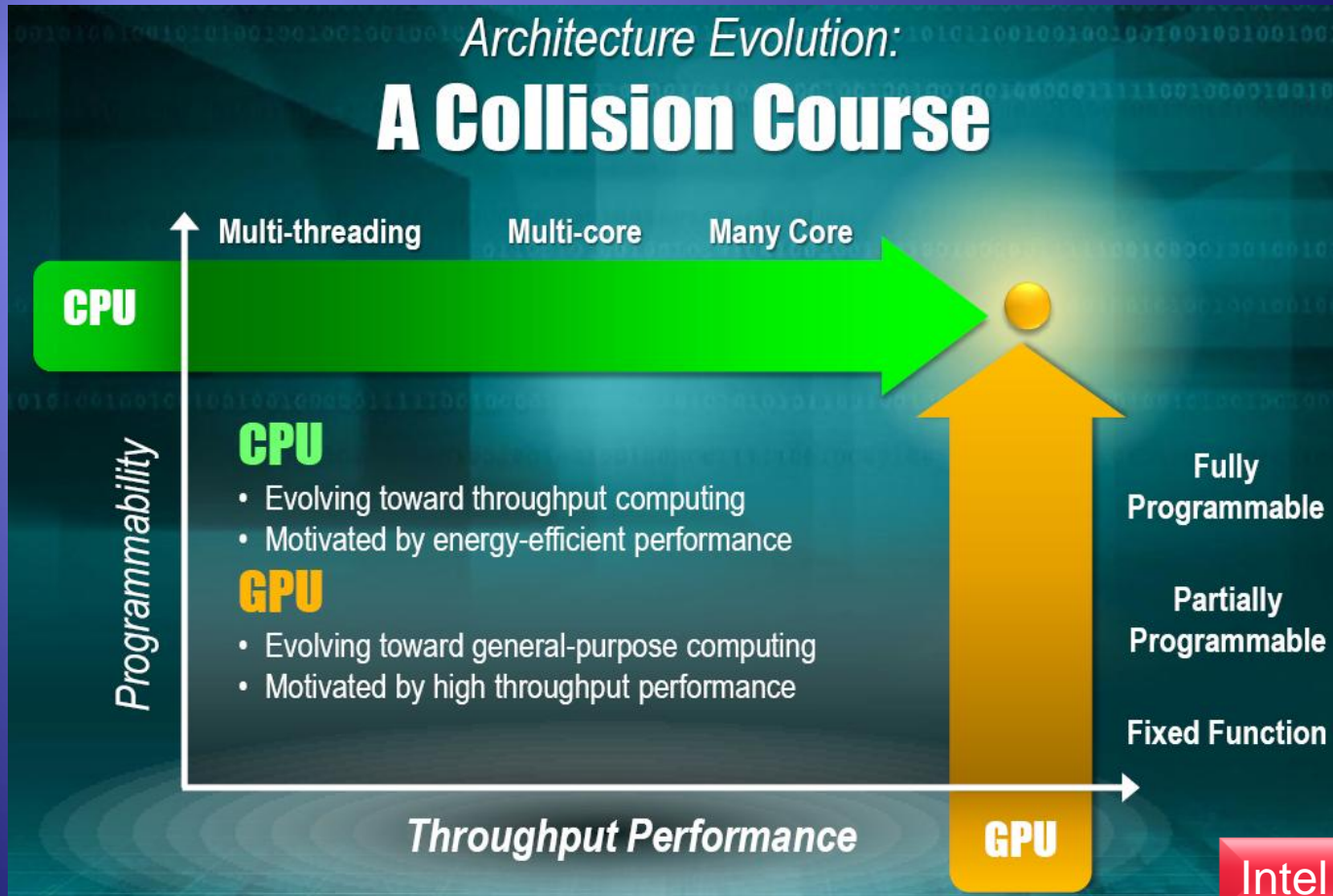
# Technological outlook:

- ◆ Most important chip semiconductor maker are working in order to limit the problems due to integration scale reduction.
- ◆ In the last 10 years processor architectures are changed a lot, introducing parallelization at several architectural levels.
- ◆ That evolutive process will continue in a deeper way, moving to the so called “many-core” era.

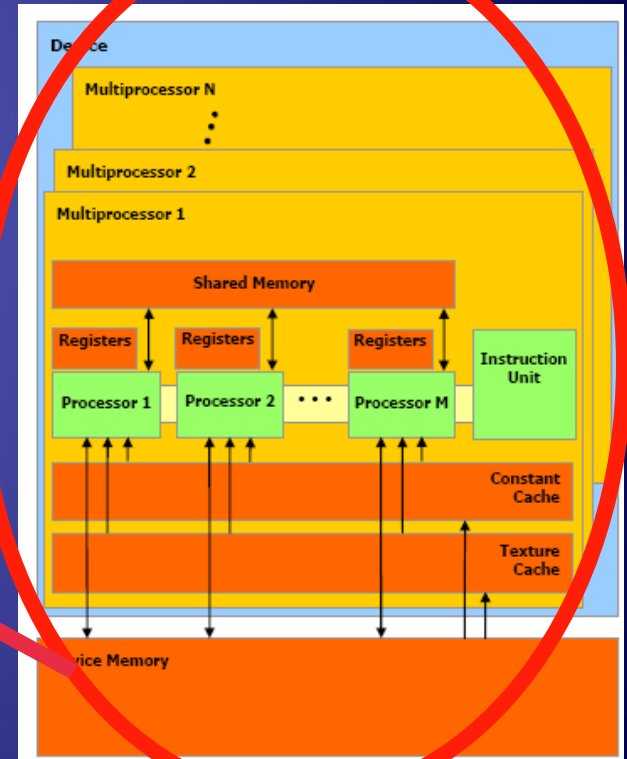
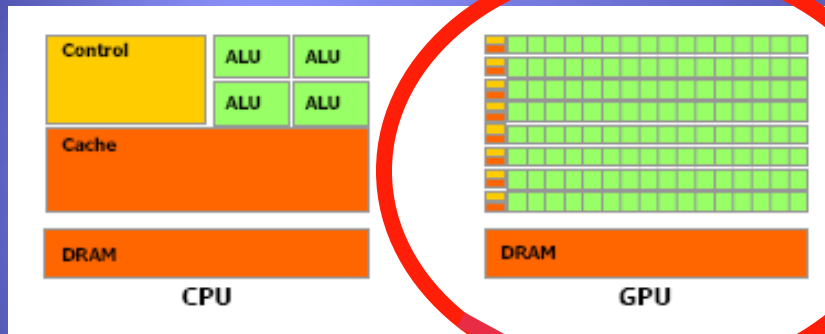


Intel ref.

# Architecture Evolution:



# CPU – GPU (NVIDIA) architectural model comparison



## ◆ CPU

- ◆ Optimized for low-latency access to cached data sets
- ◆ Control logic for out-of-order and speculative execution

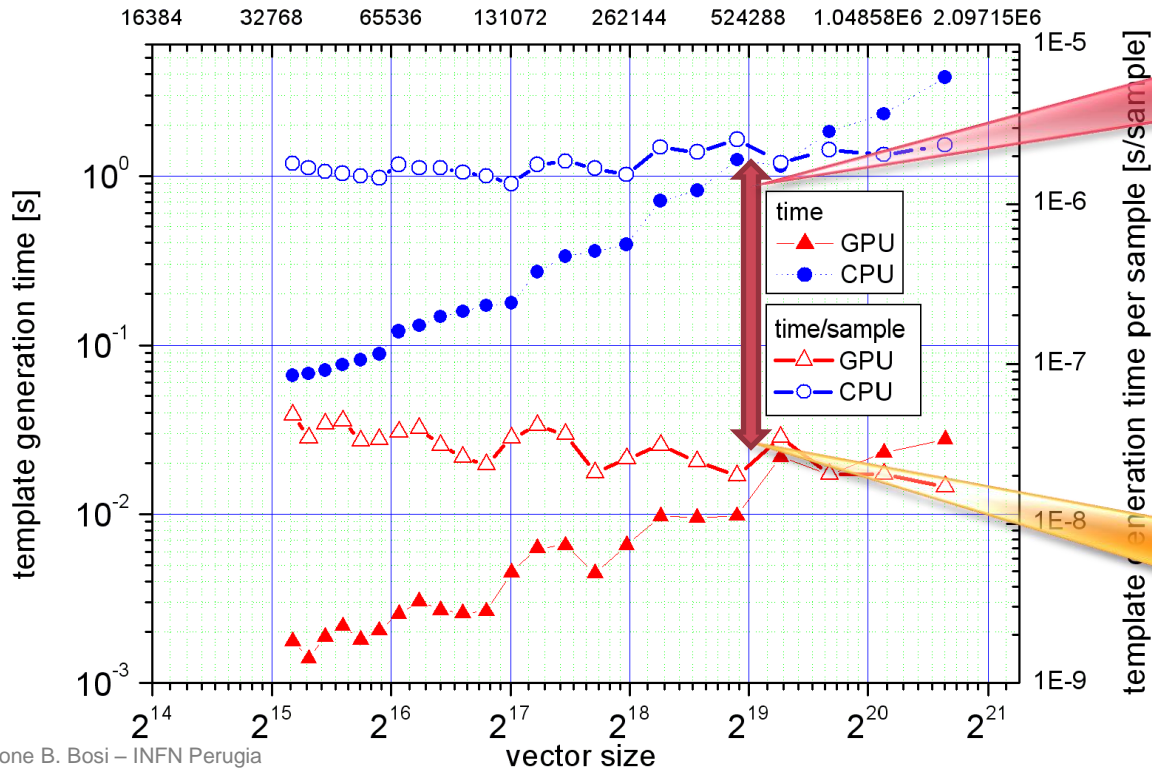
## ◆ GPU

- ◆ Optimized for data-parallel, throughput computation
- ◆ Architecture tolerant of memory latency
- ◆ More transistors dedicated to computation

# Signals generation: CB PN2 example

## Template generation performance

generator PN2 single precision on GPU (GTX 275) and CPU(Intel E6550@2.33GHz)

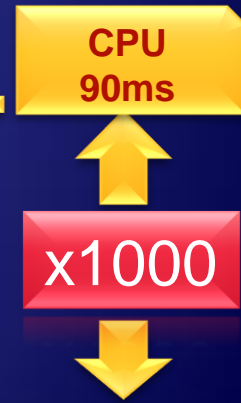
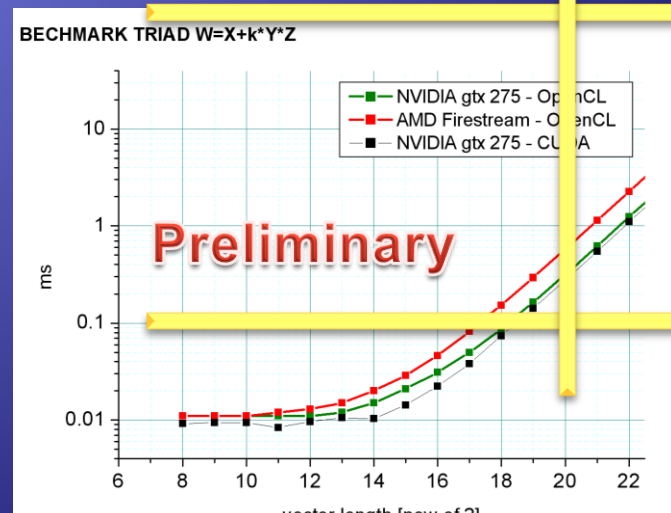
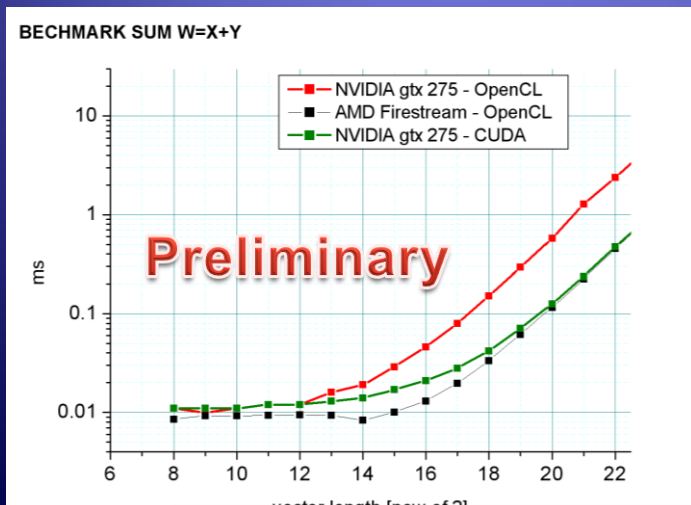
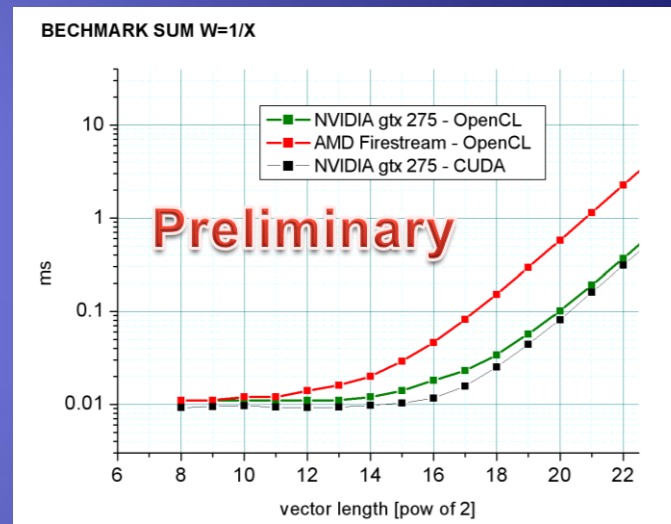
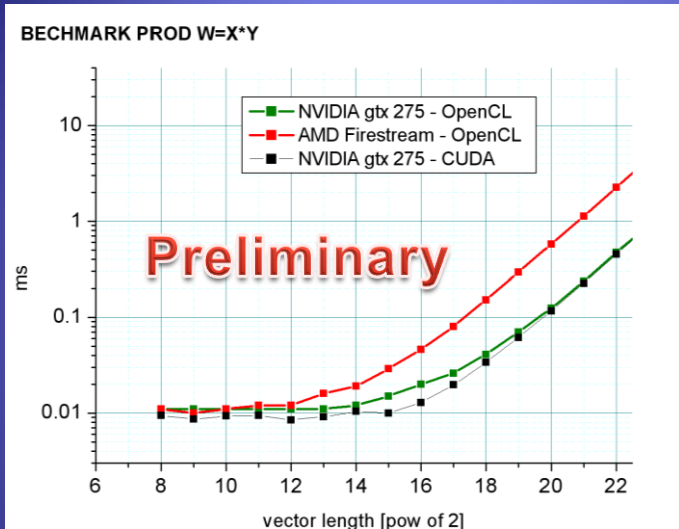


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gain = X100

2-3  $10^{-8}$  s/sample

# Vector Operations: Add-Mul-Inv-Triad



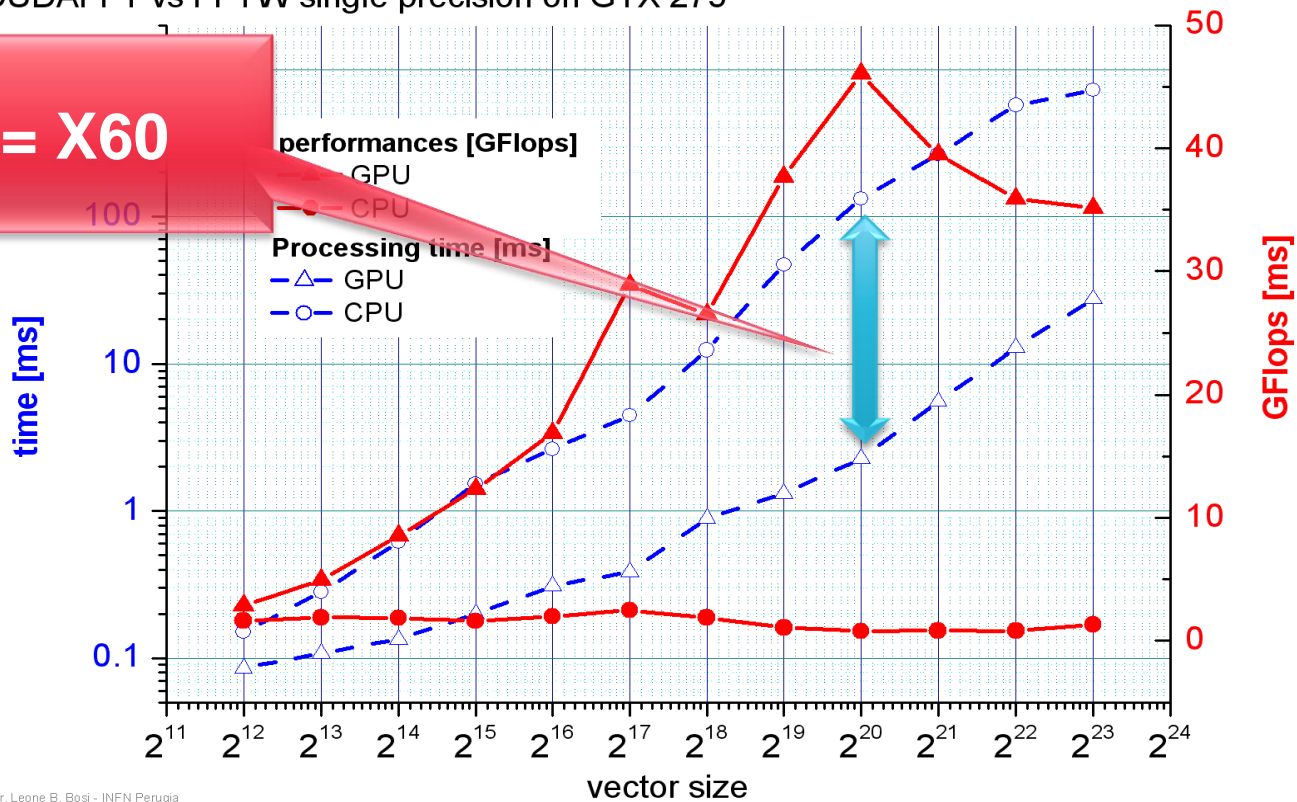
Results of MaGGO experiment. (NVIDIA GTX 275 vs ATI FireStream 9270)



# Fast Fourier Transform (FFT): CUDAFFT vs FFTW

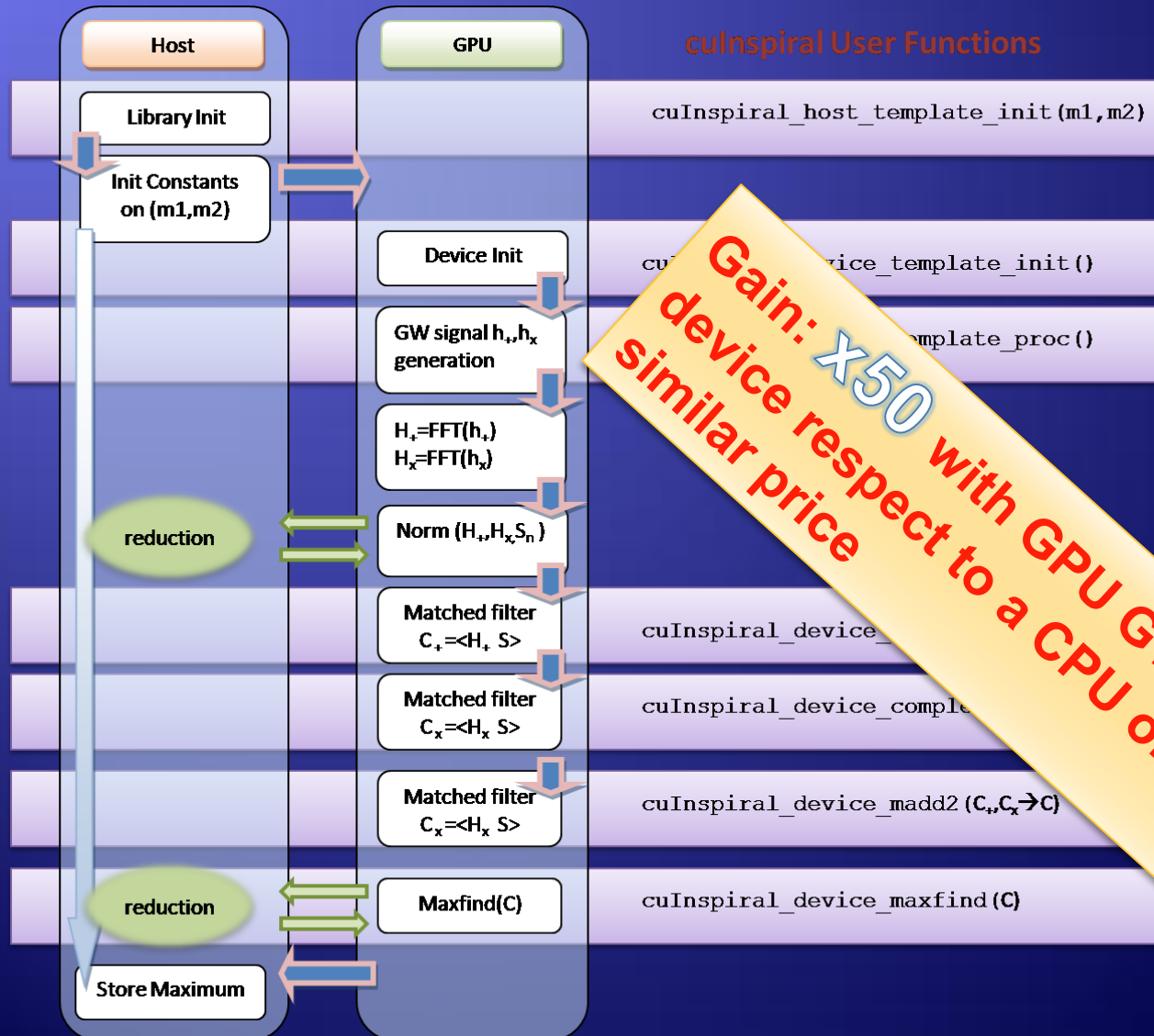
**GPU/CPU FFT performances**  
processing time and GFlops  
CUDAFFT vs FFTW single precision on GTX 275

gain = X60



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# CB pipeline speed up: cuInspiral GW detection pipeline



**Gain: x50** with GPU GTX275  
device respect to a CPU of similar price

# CW Analysis speed up estimation:

## Targeted

- Time-domain methods based on resampling

➤ **X100**

- Heterodyne procedure (Abbott et al. PRL 94181103, 2005)

➤ **X100**

- Frequency domain methods, based on likelihood maximization

➤ **X 50**

- Frequency domain methods based on Analytical Signal

➤ **X 40**

## Blind search

- Hough transform

➤ **X 40**

- Radon Transform

➤ **X 10-20**

**Preliminary**

# Simulations speed up estimation

## *Numerical Relativity:*

- There are some interesting results about Numerical relativity.
- e.g. GPU has been used in the Cactus Computational Toolkit (CCT), used to solve Albert Einstein's field equations

- <http://www.ksc.re.kr/kcnc/nrg2009/baiotti-Whisky-Cactus.pdf>

- <http://www.cct.lsu.edu/CCT-TR/CCT-TR-2008-1>

- The speed up is of the order of **X50**

## *Optics:*

- Ray-tracing **X200**
- Modal Analysis **X50**

**Preliminary**

# Simulations speed up estimations:

*Monte Carlo and  
Random Numbers Generator* **X50-250**

*Magnetodynamic* **X100**

*Nbody simulation:* **X80**

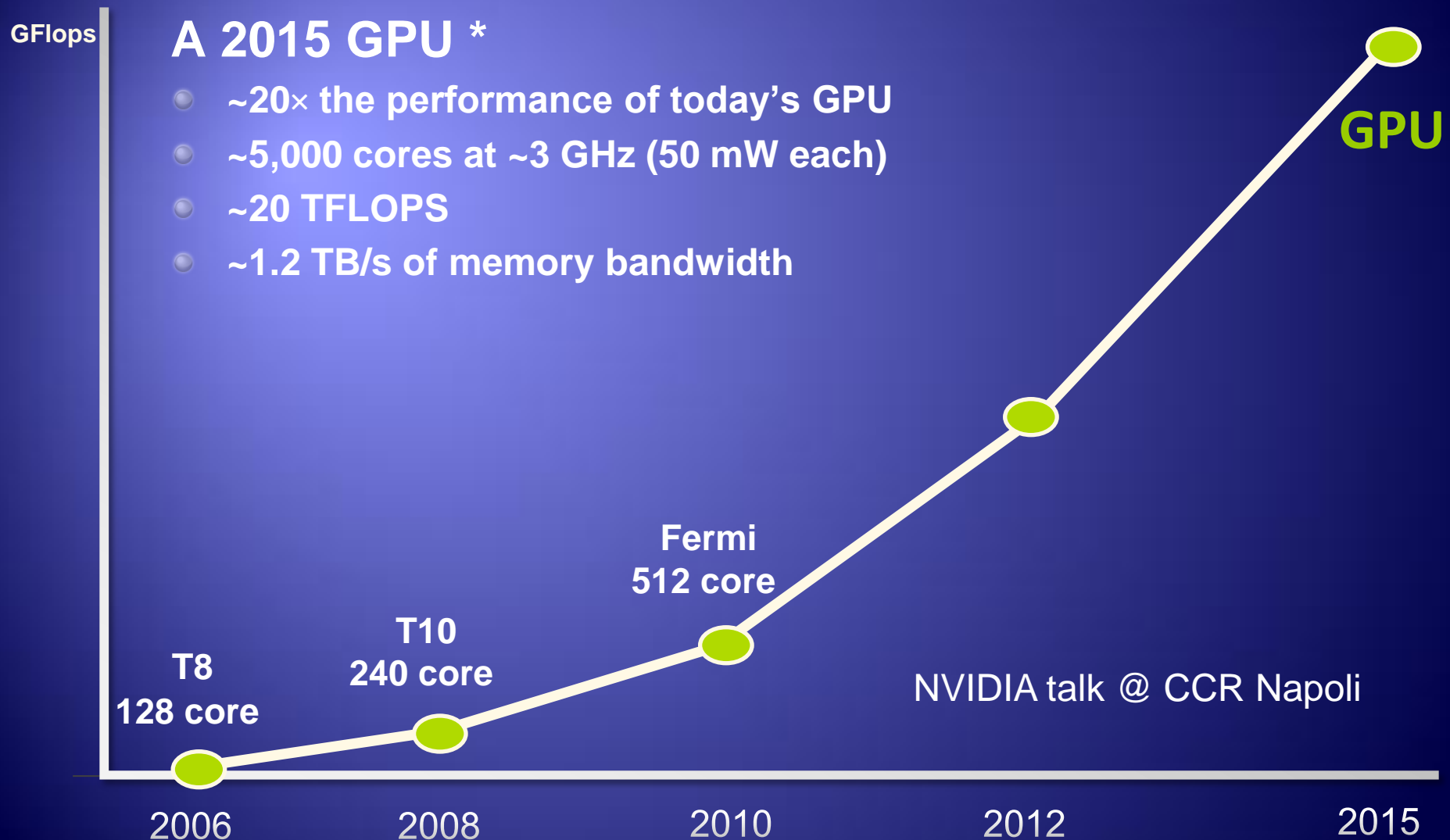
*BLAS* **>X4**

**Preliminary**

# GPU next 5 year..

## A 2015 GPU \*

- ~20× the performance of today's GPU
- ~5,000 cores at ~3 GHz (50 mW each)
- ~20 TFLOPS
- ~1.2 TB/s of memory bandwidth



\* This is a sketch of what a GPU in 2015 might look like; it does not reflect any actual product plans.

# ***GPU next 10 year..***

- ❑ If we make the hypothesis that CPU manufacturers follow the many-core direction*
- ❑ If we use the actual GPU performances speed-up as reference*
- ❑ We can try to simulate the available speed up for the algorithms previously introduced.*
- ❑ Using the Moore's Law we can consider a conservative factor **X100** for 2020*
- ❑ Using this information we can roughly predict the speed up respect actual CPU*

# .. Speed up factor for 2020

Algorithm/Procedure	Speed up
Signal Generation	<b>X10000</b>
FFT	<b>X5000</b>
CB pipeline/Chi2	<b>X500</b>
CW Analysis Targeted	<b>X4000 - X10000</b>
CW Analysis Blind	<b>X1000 - X4000</b>
Numerical Relativity	<b>X5000</b>
Optics Ray tracing/Modal Analysis	<b>X20000 / X5000</b>
Monte Carlo / Random Number	<b>X5000 – X25000</b>
Magneto dynamic	<b>X10000</b>

Preliminary

Which ET Physics we can do or it is precluded with these numbers?