

Finanziato dall'Unione europea NextGenerationEU





ezact lab



Boost OpenGadget Giuseppe Piero Brandino, eXact lab

Spoke 3 Progetti Bandi a Cascata, 24/09, 2024

ICSC Italian Research Center on High-Performance Computing, Big Data and Quantum Computing

Missione 4 • Istruzione e Ricerca

PENGADGET

BOOST







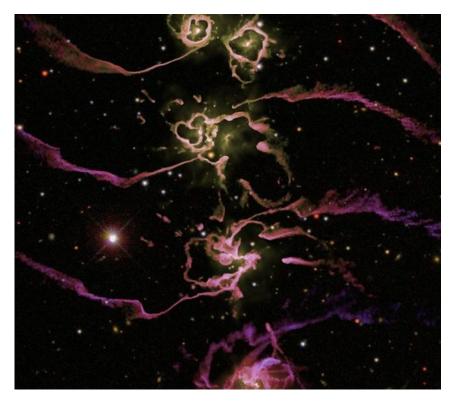


OpenGadget

Cosmological N-body/SPH simulations on massively parallel computers

Allows the computation of

- Gravity
- Magneto-hydrodynamics
- Stellar evolution
- Treatment of supermassive black holes
- ..and more



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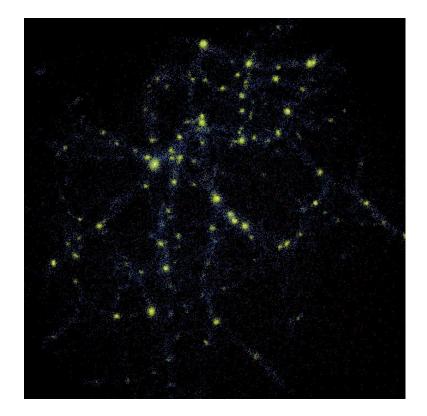




Project overview

Re-engineering of OpenGadget core routines in order to

- Enhance performance and resource utilization efficiency
- Increase codebase maintainability
- Have a vendor-agnostic GPU codebase















Technical Objectives, Methodologies and Solutions

Technical objectives

- Algorithmic optimization: tree-transversal on GPU, gravity simulation (CPU and GPU)
- Data structure optimization
- Vendor-agnostic development/optimization of GPU kernel (OpenACC/OpenMP)
- Increase readability and maintainability of the code base through refactoring

Methodology

- Test-driven development
- Detailed benchmark suite













Involved Staff and new recruitments

The team has a multiple years experience in GPU e multi-GPU computing

- Giuseppe Piero Brandino Project leader: Ph.D. in Physics
- Matteo Poggi Senior developer: Ph.D. in Physics
- Matteo Barnaba Senior developer: Ph.D. in earthquake engineering
- Tommaso Tarchi Junior developer: B.S. in Physics, M.Sc. in Data Science













Timescale, Milestones, SAL

12 months duration, 3 phases

- M1-M2: Performance assessment and activity plan
- M3-M10: Data structure and algorithms optimization
- M11-M12: Stakeholder validation and refinement

Milestones

- MS1 (M3): Performance assessment completed
- MS2 (M6): First optimization phase
- MS3 (M10): Second optimization phase

3-months work progress report (SAL)



