Energy Efficiency Analysis and Optimization for Present and Future HPC Systems

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Pay Giesselmann German Climate Compute Center



Motivation:

Saving energy Mono-topical workload should allow optimization Recently high energy cost



Agenda

Review energy efficiency of current production system:

- DKRZ energy consumption
- Idle node optimization
- Energy efficient system settings
- Job-specific monitoring

Study possibly heterogeneous future systems:

- ICON CPU & GPU scaling
- ICON kernel benchmarks



German Climate Compute Center (DKRZ)

Levante

- 2982 CPU nodes (AMD Epyc 7763)
- 60 GPU nodes (4x NVIDIA A100 80G)
- Job statistics (median/N50):
 - Runtime: 00:03h / 02:50h
 - Nodes: 1.0 / 50
- Measurement infrastructure
 - Facility: Power & energy
 - Rack (PSU)
 - Node: (Im5066, power) +/- 5% acc., 4Hz sampling, 60s collection
 - Socket: RAPL, nvml



DKRZ

DKRZ Energy Usage





Idle Nodes

- Set CPU governor powersafe
- Allow deep sleep states
- Deployed in SLURM epilog
- Switch fabric p-state P0 to P3
 - P0: 250W / node
 - P3: 190W / node
 - 25% less energy
- Idle shutdown needs reliable reboot



- Levante statistics for 2024:
- 84 % Allocated, 14 % Idle, 2 % Misc.

Thomas Ilsche (TUD): Idle-Power Optimization on HPC Systems, EuroCC, 23.02.24



Allocated Node Settings

- AMD Zen 3 Epyc has limited energy relevant knobs
- Alter system settings TDP and fabric p-state
- Measure runtime impact and energy to solution



Allocated Node Settings





Allocated Node Settings

- AMD Zen 3 Epyc has limited energy relevant knobs
- Alter system settings TDP and fabric p-state
- Measure runtime impact and energy to solution
- Compute: Switch P0 to P1 2.6% longer runtime 5.8% less energy to solution





Impact of System Settings

10.11.23: Switch from fabric p-state P0 to P3 on **idle** nodes Total savings 2023: 30 MWh Savings 2024 until 30.05: 99 MWh

04.01.24: Switch from fabric p-state P0 to P1 on **allocated** nodes Savings 2024 until 30.05 (9.2M node-hours): 347 MWh







Job-Specific Monitoring





Job-Specific Monitoring





Raising Awareness

- Unknown number of inefficient jobs
- Need efficiency definition
- Want job classification and eventually user notification

long init:



omp missing:





0

15 nodes

5-10 nodes 710 nodes



From Present to Future: Is a Heterogeneous Cluster the Answer to Energy Efficiency?



GPU Energy Efficiency

Setup:

- ICON R2B8 (10km resolution)
- Strong scaling from 0.25 to 1 SYPD
- CPU and GPU energy to solution

Result:

- ICON on Levante GPU ~3x more energy efficient
- Energy penalty for scaling ICON on GPU is ~3 times larger





Heterogeneity beyond CPU-GPU?

- Can we setup an ICON simulation where each component runs on its most energy-efficient architecture?
- What is the most energy efficient architecture for a component?
- How to build a test-cluster for this?
- Does it save energy?

Hardware: NVIDIA Grace Grace NVIDIA Grace Hopper AMD Genoa Intel Sapphire Rapid HBM FUJITSU A64FX NEC SX-Aurora TSUBASA





ICON Kernel

- Split ICON into kernel
 - e.g. non_hydro, nwp_radiation, ...
- Launch kernel in MPI pseudo ranks
- Measure energy & runtime per cell update







Heterogeneous ICON

- Challenges:
 - Kernels are somewhat synthetic
 - Need coupling to become component (beyond our scope)
 - Load balancing
- Available components: Atmosphere, Ocean, HAMOCC
- Possible configuration:
 - Atmosphere: Intel SPR HBM / NVIDIA Hopper
 - Ocean, HAMOCC: AMD Genoa



Summary

- Unraveling datacenter energy sinks
- Optimizing idle node settings
- Optimizing compute node settings: static & dynamic
- Job specific performance metrics

- CPU & GPU scaling
- Distributing ICON to its most energy efficient hardware(s)



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Conflict of interest: AMD & Intel sponsored parts of test-cluster



Backup



Monitoring Stack

