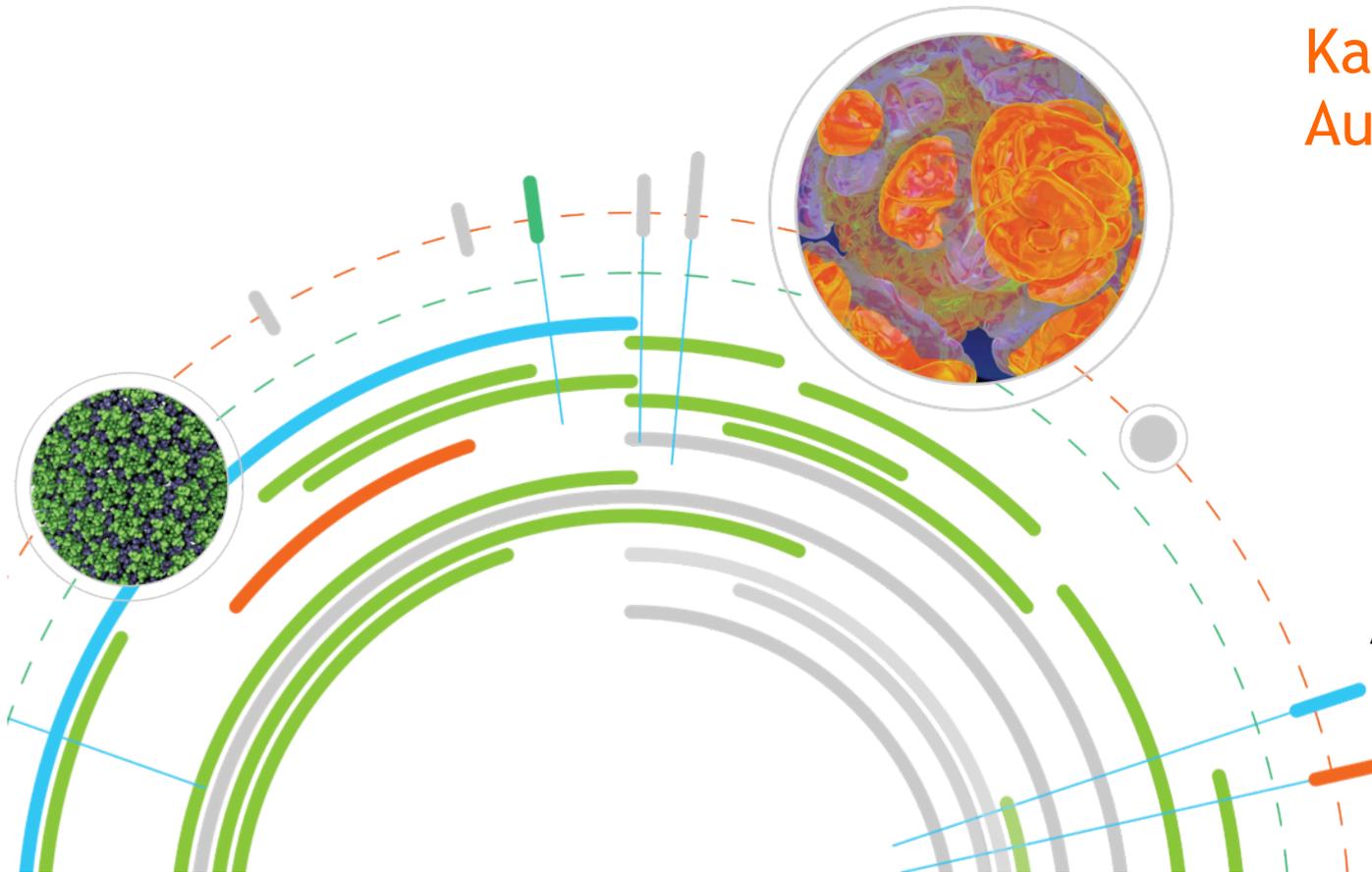


Why are the biggest supercomputers so challenging?

Balancing Software Engineering

Katherine Riley
August 14, 2013



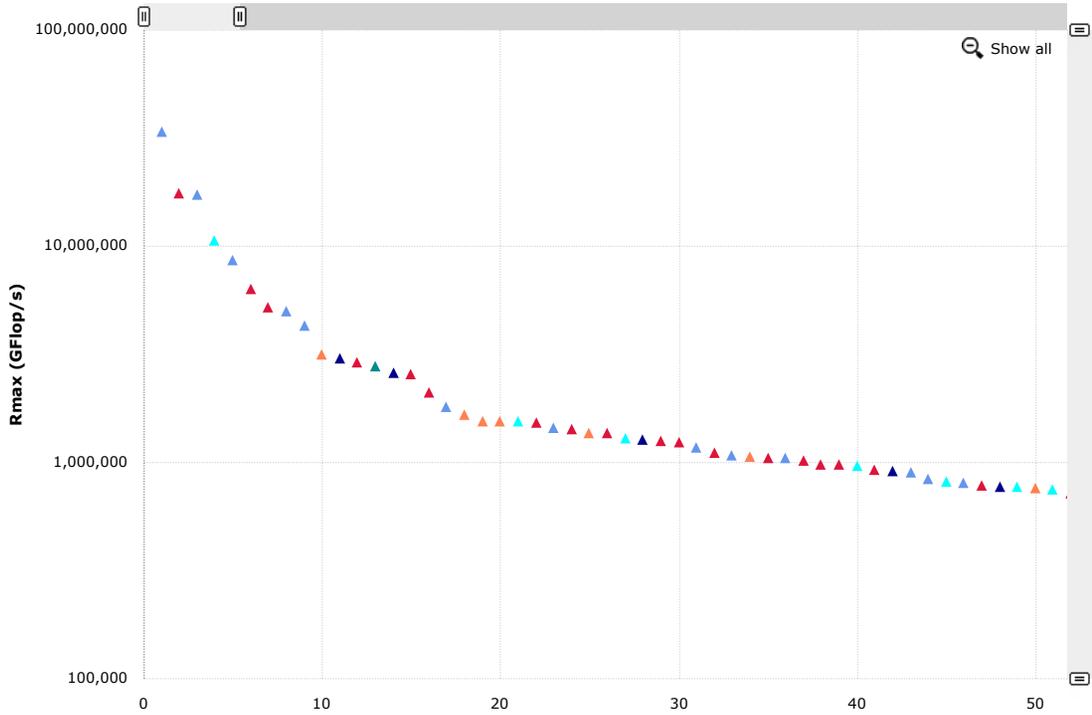
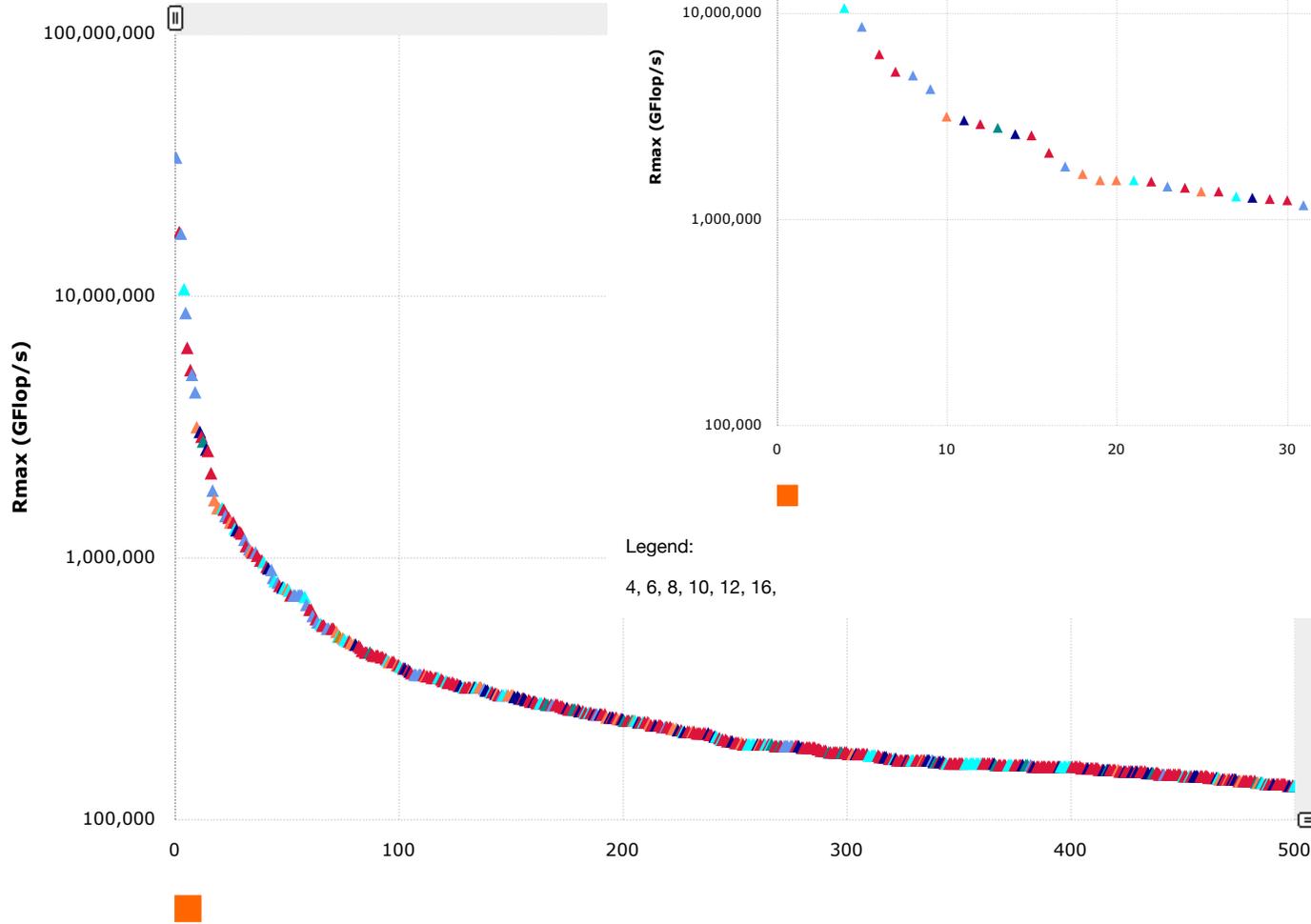
Argonne Leadership
Computing Facility

Define a supercomputer

“A supercomputer is a computer at the frontline of contemporary processing capacity - particularly speed of calculation which can happen at speeds of nanoseconds” - Wikipedia

- ⊙ But not all supercomputers are as ‘frontline’ as others
- ⊙ This makes the ecosystem ... challenging.

Top 500 Comment



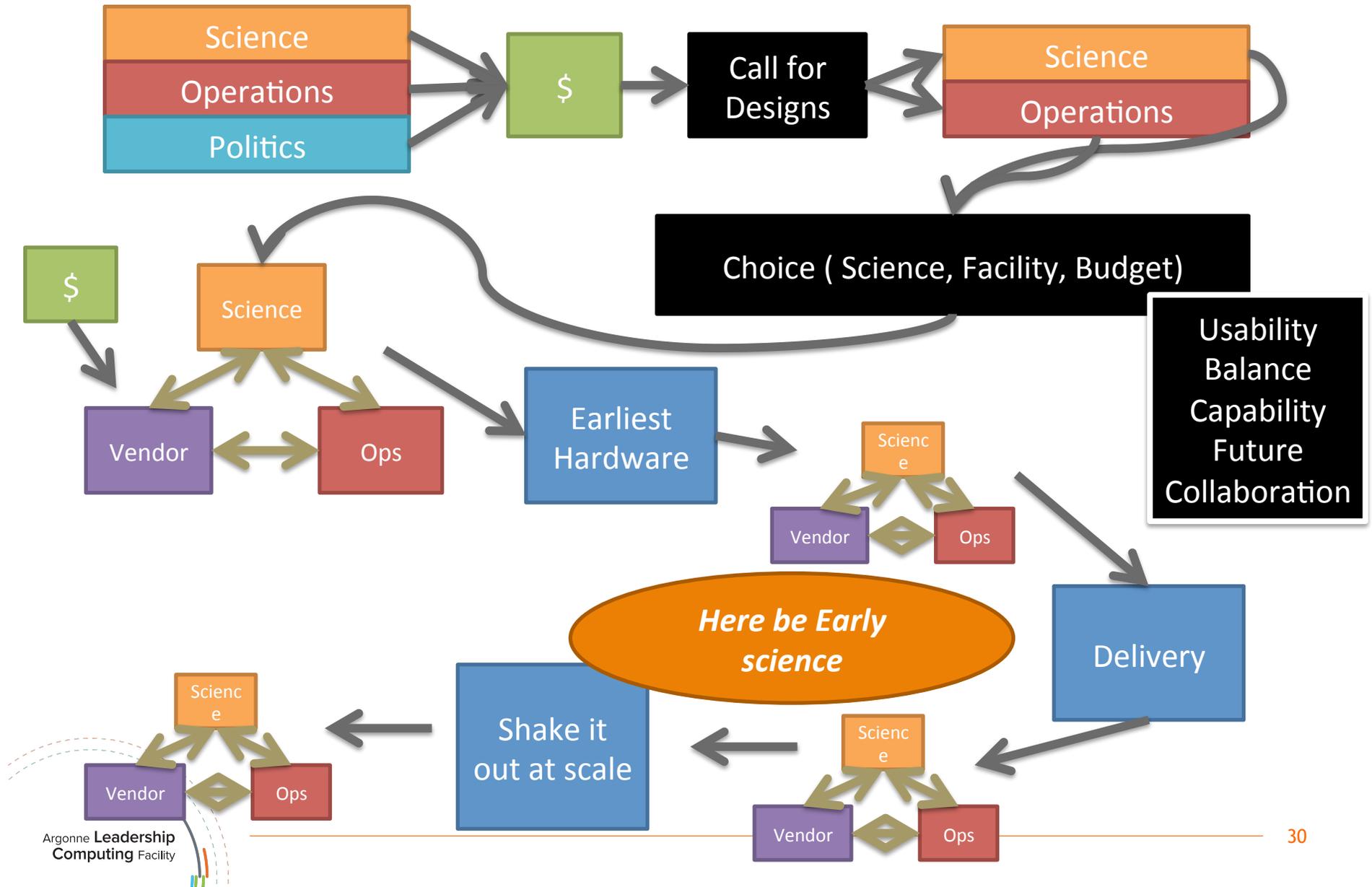
Legend:
4, 6, 8, 10, 12, 16,

Top few vs Top 500

- ⊙ There are not many huge supercomputers
- ⊙ The biggest supercomputers are bleeding edge
 - ⊙ Hardware is sort of hardened in install
 - ⊙ Software is flushed out over the first year or two
 - ⊙ What I consider normal, many might consider HOSTILE

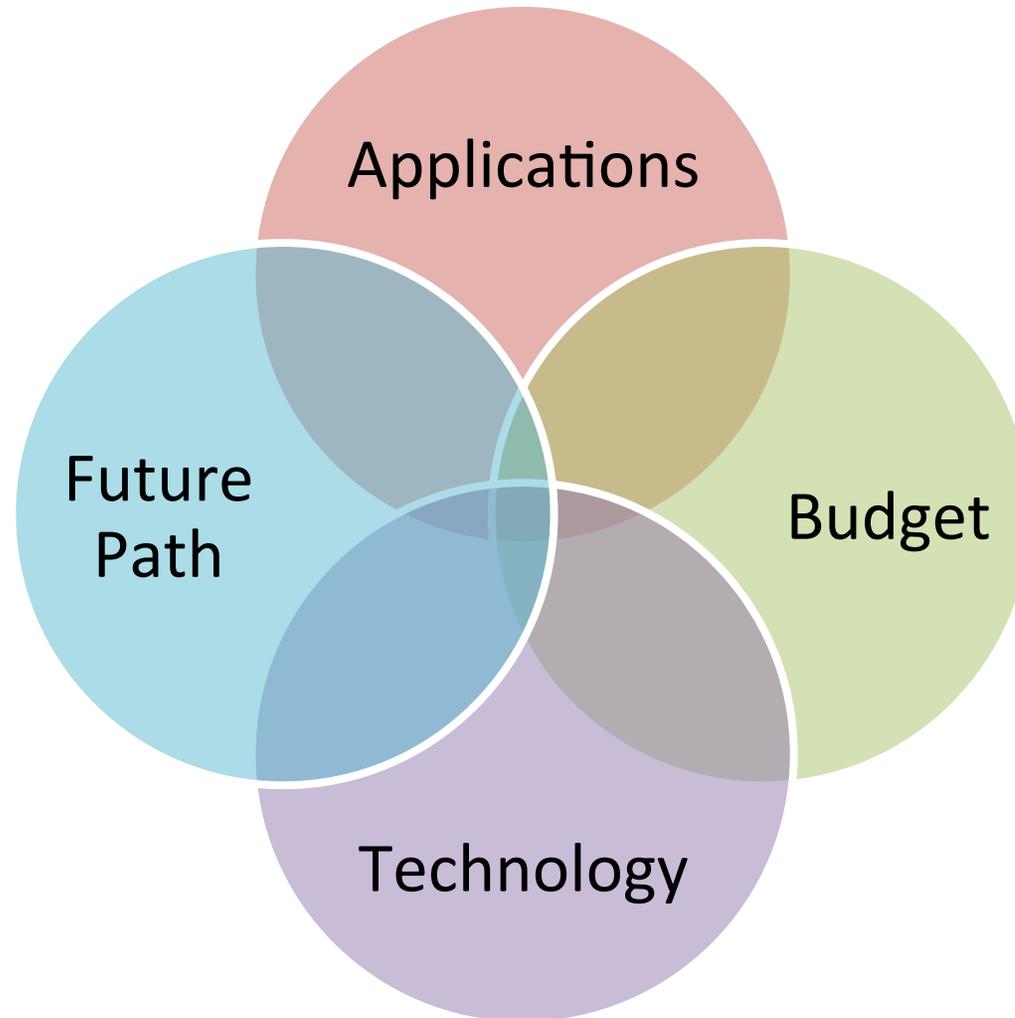
- ⊙ Why is That?
 - ⊙ Reputation
 - ⊙ Move science forward
 - Machines are targeted to a small number of users
 - ⊙ Help steer technology

How is a big DOE supercomputer purchased?



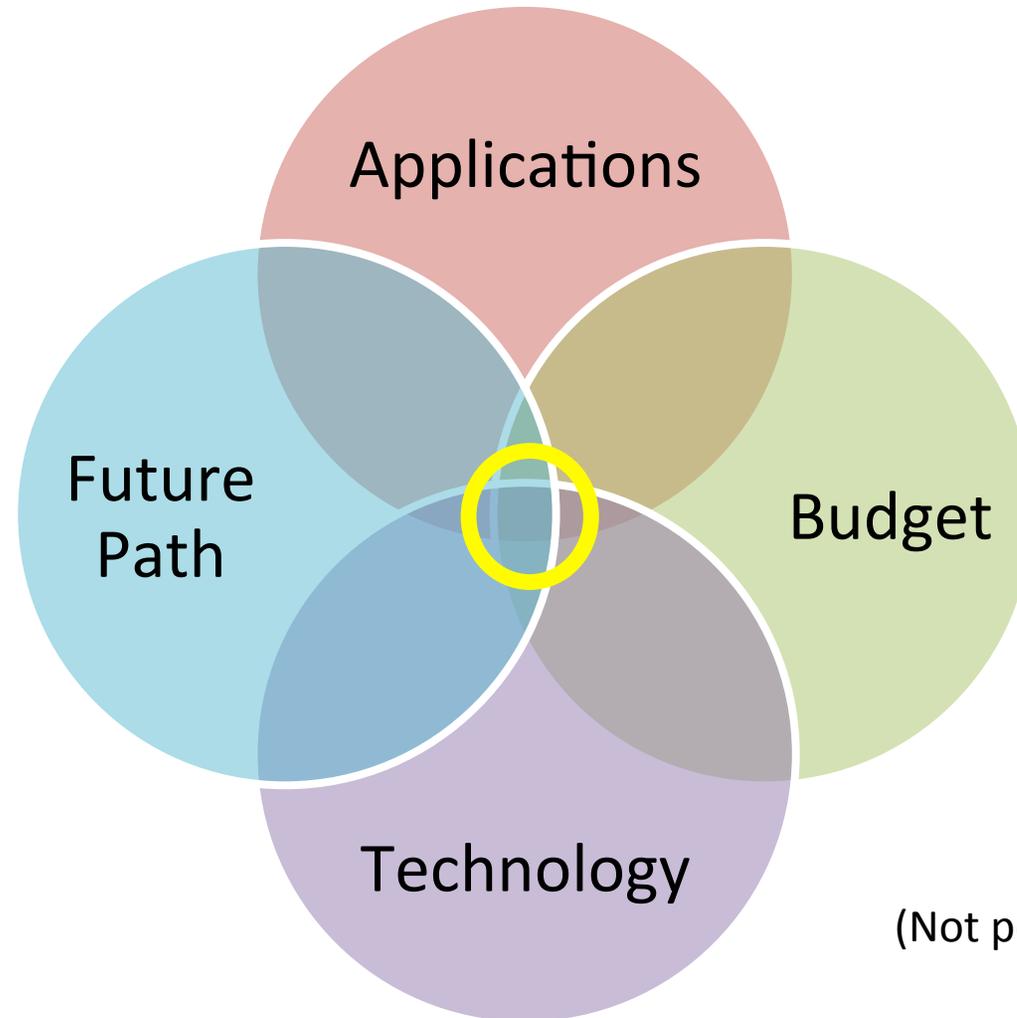
Collaboration does not yield perfection

- ⦿ Even with all these iterations with the vendor, the machine will not be perfect



Collaboration does not yield perfection

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(Not perfectly weighted)

What this means for your SW ecosystem?

- ⦿ Bleeding edge systems are their own fun
- ⦿ The system is available for production REALLY near to it's first construction
 - ⦿ Early science buffers this, but not completely
 - ⦿ It takes time to move software to a new architecture at a new scale
 - ⦿ Even earliest access won't really resolve this
 - ⦿ Vendor does not have a significant leg up
- ⦿ As SW on a machine stabilizes, the machine reaches end of life

- ⦿ The available software will be bare bones
- ⦿ Complicated requirements can slow you down
- ⦿ Facilities tries very very hard to expand that as fast as possible

Why Engineering Principles are Crucial

- ⦿ Testing of your software is crucial
 - ⦿ You might have a better process than library developers & vendors
 - ⦿ Defense against other people's bugs
- ⦿ Versioning
- ⦿ Abstraction of functionality
 - ⦿ To address the speed of change
 - ⦿ Help debug problems
 - ⦿ Help with performance
- ⦿ Document to help us help you
- ⦿ Running on the biggest systems is a competitive advantage
 - ⦿ Own all of your code. Even libraries.

- ⦿ Let the compiler do the work with limits
- ⦿ Use high level languages with care

Questions