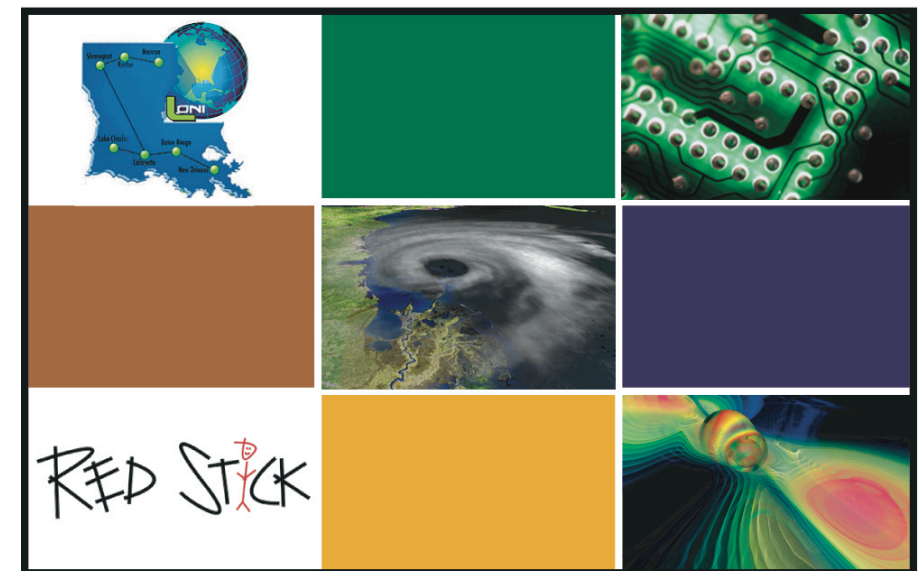


Kranc: Automatic Code Generation for the Cactus Framework

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Baton Rouge, March 2008



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KRanc Assembles Numerical Code

- Idea/dream: Input equations in a natural manner, *turn the crank*, output computer code ready to run on big machines
- Original goal: Analyse different formulations of the Einstein equations
- Originally developed 2002 by Sascha Husa (AEI), Christiane Lechner (AEI), Ian Hinder (Soton/PSU)





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Kranc Overview

- Written in Mathematica, and input equations in Mathematica
- Directly generate complete Cactus thorns, using standard Cactus toolkits
- Handle tensor expressions in abstract index notation
- Discretisation via finite differences

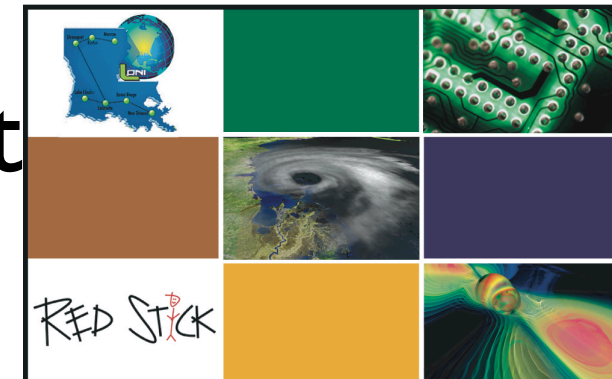




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Cactus

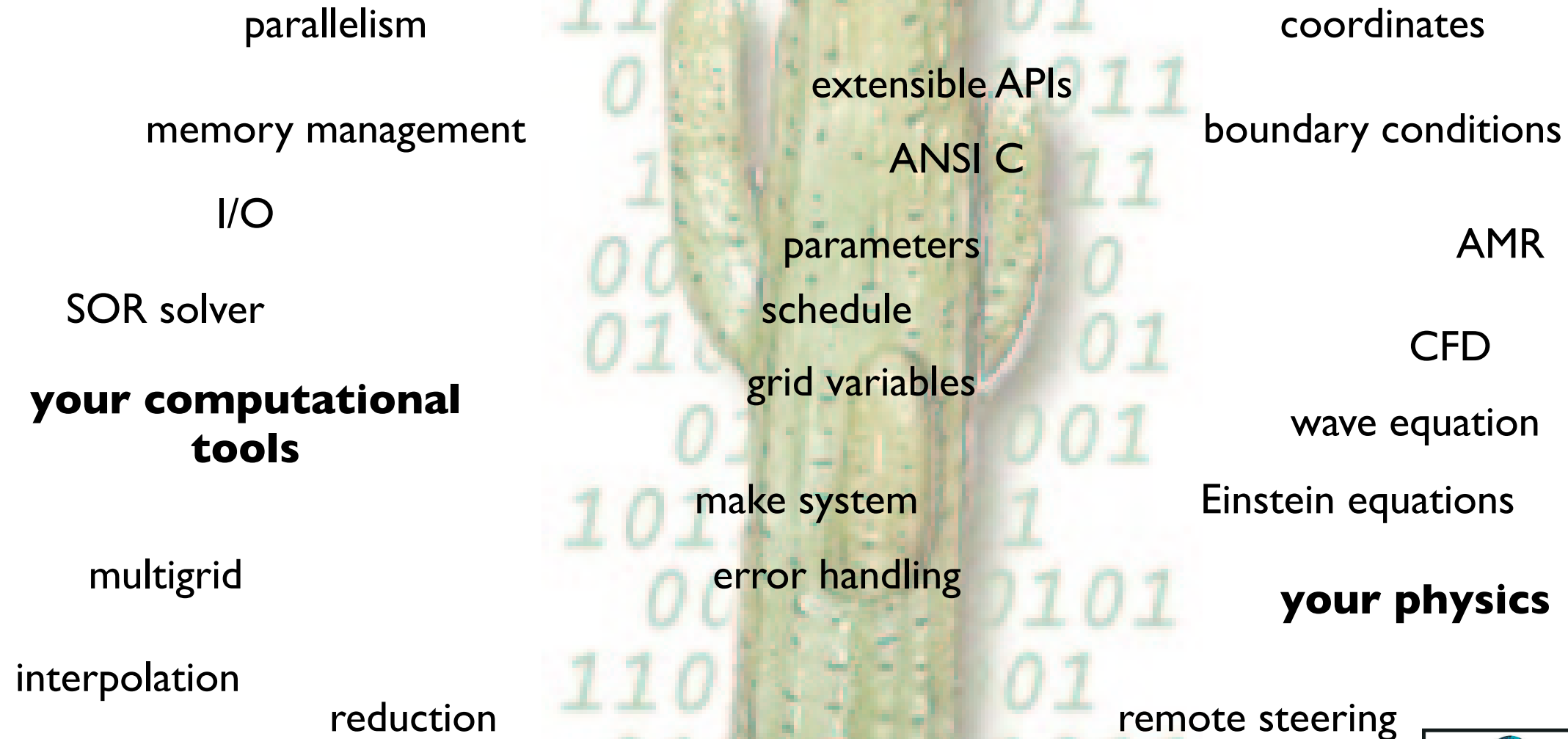
- Framework for HPC: code development, simulation control, analysis
- Manage increased complexity with higher level abstractions, e.g. for inter-node communication, intra-node parallelisation
- Active user community, 10+ years old
- Supports collaborative development





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Cactus Framework



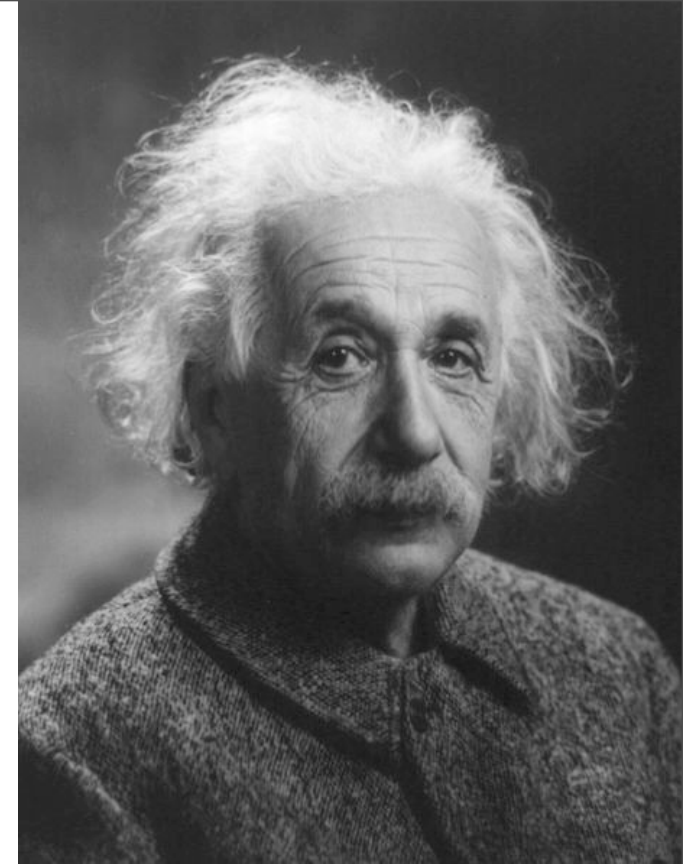
Core *flesh* with plug-in *thorns*





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Einstein Equations



- 1915: General Relativity
- 10 coupled non-linear wave equations
- If written out explicitly, thousands of terms
- Can be written as hyperbolic PDE plus elliptic constraint equations (“3+1”)
- If done naively, PDE are ill-posed





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Example: McLachlan

- Einstein code implemented with Kranc
- 1,000 lines of Mathematica (short!)
(generating 10k lines, replacing 25k lines)
- Implemented in two weeks (short!)
- Main problem: “read” equations in papers
 (“reading” requires unspecified context
 knowledge!)



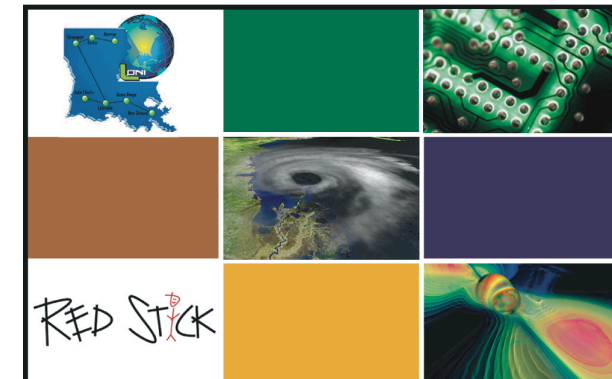


Example Input

```
initialCalc =  
{  
  Name -> "ML_ADM_Minkowski",  
  Schedule -> {"IN ADMBase_InitialData"},  
  ConditionalOnKeyword -> {"my_initial_data", "Minkowski"},  
  Equations ->  
  {  
    g[1a,1b] -> KD[1a,1b],  
    K[1a,1b] -> 0,  
    alpha -> 1,  
    beta[ua] -> 0  
  }  
}
```

$$g_{ab} = \delta_{ab}$$
$$K_{ab} = 0$$
$$\alpha = 1$$
$$\beta^a = 0$$

Most simple routine in McLachlan:
Flat spacetime ADM initial data





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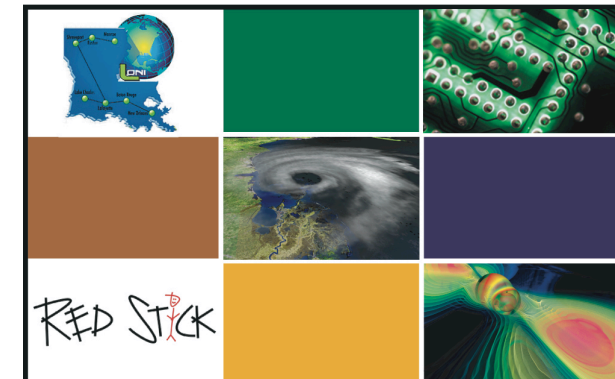
Example Output (C Code)

```
/* Loop over the grid points */
#pragma ("omp parallel")
LC_LOOP3 (ML_ADM_Minkowski,
          i,j,k, min[0],min[1],min[2], max[0],max[1],max[2],
          cctk_lsh[0],cctk_lsh[1],cctk_lsh[2])
{
  index = CCTK_GFINDEX3D(cctkGH,i,j,k);

  /* Calculate temporaries and grid functions */
  g11L = 1;
  g12L = 0;
  g13L = 0;
  g22L = 1;
  g23L = 0;
  g33L = 1;
  K11L = 0;
  K12L = 0;
  K13L = 0;
  K22L = 0;
  K23L = 0;
  K33L = 0;
  alphaL = 1;
  beta1L = 0;
  beta2L = 0;
  beta3L = 0;
```

```
/* Copy local copies back to grid functions */
alpha[index] = alphaL;
beta1[index] = beta1L;
beta2[index] = beta2L;
beta3[index] = beta3L;
g11[index] = g11L;
g12[index] = g12L;
g13[index] = g13L;
g22[index] = g22L;
g23[index] = g23L;
g33[index] = g33L;
K11[index] = K11L;
K12[index] = K12L;
K13[index] = K13L;
K22[index] = K22L;
K23[index] = K23L;
K33[index] = K33L;
}
LC_ENDLOOP3 (ML_ADM_Minkowski);
```

Tensor indices have been expanded,
loop over grid points has been added.
Not shown: finite difference macros,
Cactus interface declarations.





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Original Kranc Design Considerations

- Equations should be input in a “natural manner”, i.e., in a way in which people already write them (Mathematica!)
- It must be easy to modify the equations and generate new code – no manual tinkering
- The resulting code must be fast, on par with hand-written code





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Current Kranc Design Considerations

- Well-posed formulations are now known (still many interesting mathematical aspects)
- As large simulations become common, proper experimental methods (“lab books”) have become important
- Surprisingly, HPC hardware architecture has begun to change dramatically



Provenance, Correctness, Believability

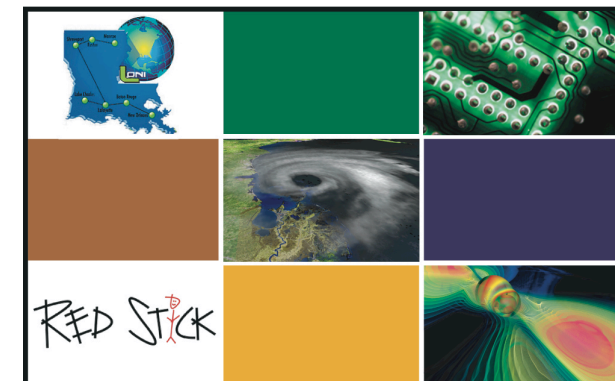
- Large simulation cannot be repeated; they are experiments, not calculations
- Can test continuum equations in Mathematica before discretisation
- Can add “annotators” to generated code
- Automatically generated code is more likely to be correct





Higher Performance

- Fact: These days, compiled code is faster than assembler
- Surmise: These days, automatically generated code is faster than hand-written code
- Code can be automatically restructured, transformed, adapted to new programming models, far better than the average programmer would



Debugging, Profiling

- Aspect oriented programming: Modify certain patterns (not just certain places)
- For example, “Check each assignment statement for NaN”
- Can insert annotations describing the code (performance statistics)
- Can give hints to run-time system





Summary

- Kranc generates code, directly from Mathematica to supercomputers
- Beside the obvious (ease of programming, correctness):
 - high level code can be more efficient
 - high level code is future proof
- Everybody in the community uses some kind of code generator





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Further Information

- Kranc on the web:
<http://numrel.aei.mpg.de/Research/Kranc/>
- Development tree:
<http://www.aei.mpg.de/~ianhin/kranc.git>
- XiRel, Cyberinfrastructure for Numerical Relativity:
<http://www.cct.lsu.edu/xirel/>

