

TOOLS TO DIAGNOSE AND REPAIR FLOATING-POINT ERRORS IN HETEROGENEOUS COMPUTING HARDWARE AND SOFTWARE

An SC'24 Half-Day Tutorial

ODYSSEY

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GPU-FPX FTTN

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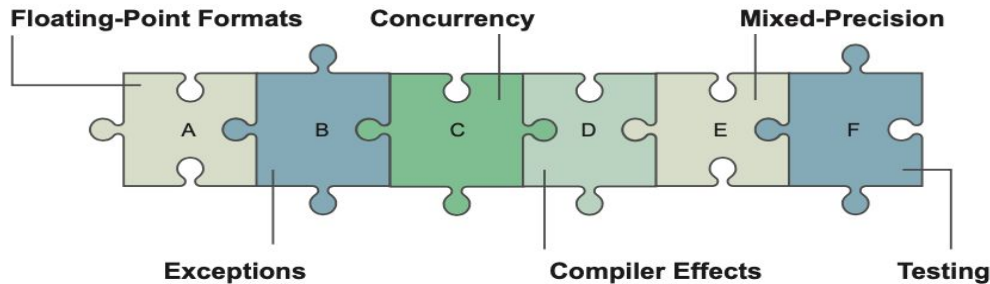
 KAHLERT SCHOOL OF COMPUTING
THE UNIVERSITY OF UTAH

Project Details, Funding Support

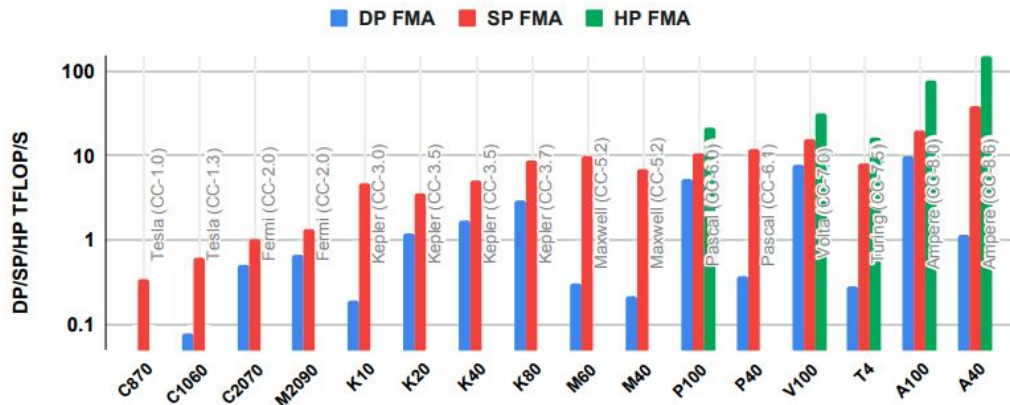
ComPort is a DOE XStack Research Project supported by the U.S. Department of Energy, Office of Science, Office of Advanced Scientific Computing Research ComPort: Rigorous Testing Methods to Safeguard Software Porting under Award Numbers

- DE-SC0022252 (University of Utah, PI: Ganesh Gopalakrishnan, and Co-PI: Pavel Panchekha)
- SCW 1743 (Lawrence Livermore National Laboratory, PI: Ignacio Laguna)
- SCW 78284 (Pacific Northwest National Laboratory, PI: Ang Li)
- DE-SC0022182 (University of California, Davis, PI: Cindy Rubio-Gonzalez)
- DE-SC0022081 (University of Washington, PI: Zachary Tatlock)
- Webpage for our Project: <https://bit.ly/XStack-ComPort-Project>
- Question? Email ganesh@cs.utah.edu

Concerns in the Floating-Point Arithmetic



"Guarding Numerics Against Rising Heterogeneity", SC Correctness Workshop 2021 by the PIs



- Basic misunderstandings about FP prevail
 - Need tools to understand, improve code
- Heterogeneity (CPUs/GPUs) the norm
 - Rapidly changing in features
 - AMD GPUs also on the rise
 - Unknown repro when porting
- Mostly undocumented building-blocks
 - Libraries are binary-only (in undocumented assembly-level ISA)
 - Compilers differ, especially across optimization levels
- Various Precision Choices
 - FP16, FP8
- Built-in Acceleration for matrix operations
 - Tensor cores (NVIDIA)
 - Not fully IEEE compatible
 - Matrix cores (AMD)
- No hardware trapping of exceptions in NVIDIA
 - AMD can trap
 - Effort to use it is non-trivial

Units and Presenters, other PIs Involved

- **Odyssey**
 - **An Interactive Workbench for Floating Point Analysis**
 - Zachary Tatlock, PI at UW
 - Pavel Panchekha, PI at Utah
 - **Presenters: Edward Misback and Benjamin Wang, UW**
- **Ciel**
 - **Ciel: Expression Isolation of Compiler-Induced Numerical Inconsistencies in Heterogeneous Code**
 - Cindy Rubio-Gonzalez, PI at UC Davis
 - Ignacio Laguna, PI at LLNL
 - **Presenters: Dolores Miao, Cindy Rubio-Gonzalez, UC Davis**
- **GPU-FPX and FTTN**
 - **A Low-Overhead tool for Floating-Point Exception Detection in NVIDIA GPUs**
 - **Feature-Targeted Testing of Numerics**
 - Ganesh Gopalakrishnan, PI at Utah
 - Ang Li, PI at PNNL
 - **Presenters: Ganesh Gopalakrishnan, Xinyi Li, PNNL**

Goals : Understand Floating-Point Arithmetic Mitigate III-Effects of FP Error, Exceptions

Numerical errors are rare,
rare enough not to care about them all the time,
but yet not rare enough to ignore them.

– William M. Kahan

Floating-Point Behavior Can Be Confusing

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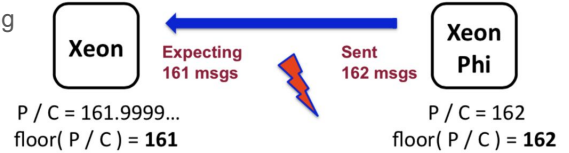
Examples of recent FP errors

- Simulation in the Large Hadron Collider
 - Need to track charged particles with exquisite precision
 - 10 microns over 10 meters
 - Round-off resulted in **missed** / **mis-identified** collisions
 - (cf. Bailey and Borwein)



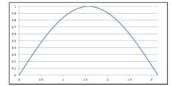
From a
Uintah
paper by Meng
Humphreys
Berzins.
Caused
MPI
Deadlock

P = 0.42187499999999944488848768742172978818416595458984375
C = 0.0026041666666666665221063770019327421323396265506744384765625
Compute: floor(P / C)



- Intel issues “specification update” for trig library
 - Originally guaranteed to have a **one ULP error**
 - Measured error was **164-billion ULPs**
 - 37 bits of the mantissa were wrong

(Bruce Dawson's blog)



This is buggy in FP: $\#define MAX(x, y) ((x) \geq (y) ? (x) : (y))$

This iterates 10 times in FP32 but 11 times in FP64
for (i=0.0; i < 1.0; i+=0.1) { ... }

it goes 10, 11, 10, 11, ... till about 100 bits of precision

With rising heterogeneity, they can rear their heads more frequently

<https://ieeexplore.ieee.org/document/9651291>

Guarding Numerics Amidst Rising Heterogeneity

Ganesh Gopalakrishnan, Ignacio Laguna, Ang Li, Pavel Panchekha, Cindy Rubio-González, Zachary Tatlock

Software Correctness for HPC Applications (CORRECTNESS) 2021



DOE/NSF Workshop on Correctness in Scientific Computing

<https://arxiv.org/pdf/2312.15640>

June 17, 2023
Orlando, FL

Roadmap of Tutorial

(1) Odyssey

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(2) Ciel

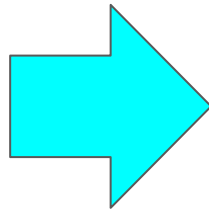
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(3) GPU-FPX
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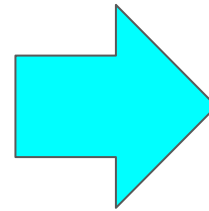
BASICS

Framework for
understanding,
and accuracy
improvement



WHAT YOU
SEE IS NOT
WHAT YOU
RUN

How does a
compiler
change FP
Behavior?



FP EXCEPTIONS

How many occur,
and how to surface
them, even with
closed-source
libraries?

TENSOR CORES

How do Tensor
Cores Differ
Numerically, and
How to Discover
the Differences?