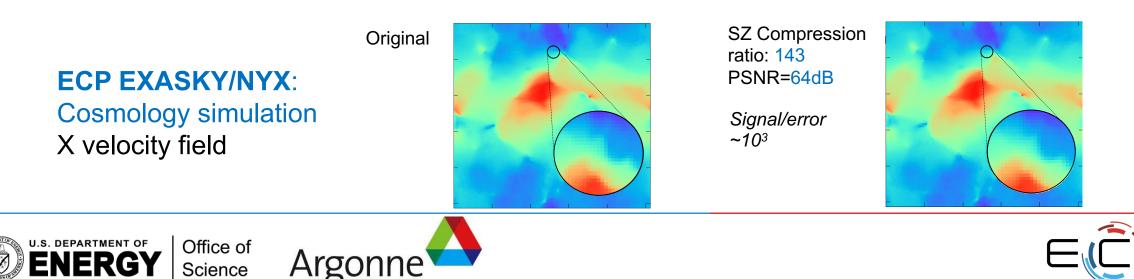


SZ Lossy Compression for Scientific Datasets

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EXASCALE COMPUTING PROJECT

ANL SZ Framework Design Principles

Error bounded (point-wise, PSNR)

Input

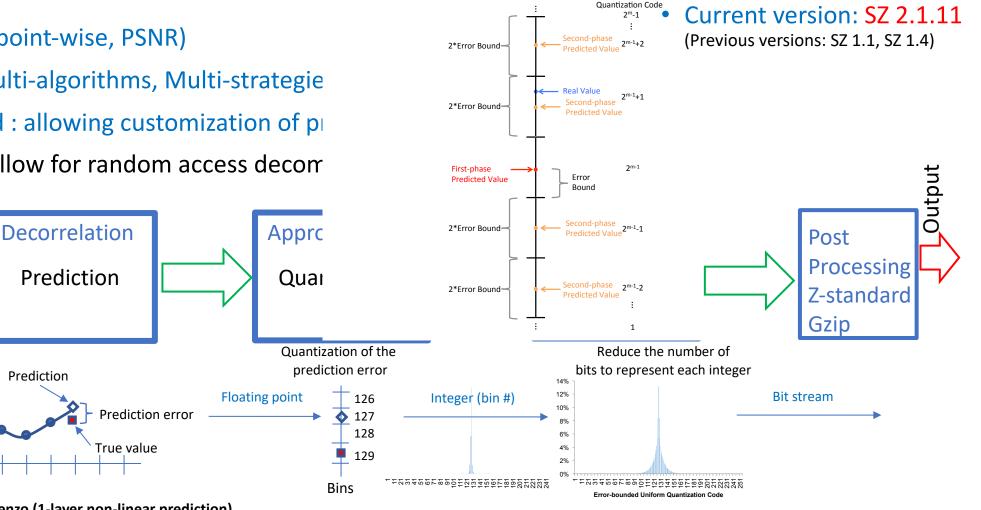
Pre-

Processing

(log trans.

Floating point stream

- Multi-stages, Multi-algorithms, Multi-strategie
- Prediction based : allowing customization of p
- Block based to allow for random access decor



- Lorenzo (1-layer non-linear prediction)
- extended Lorenzo (2-layer prediction)
- Linear-regression based prediction
- **Tri-cubic interpolation**

Prediction

- pattern-aware prediction
-



SZ Applications

- Integrated into multiple scientific applications
- Evaluated/used by 20+ institutes/universities.
- 2000+ downloads/year

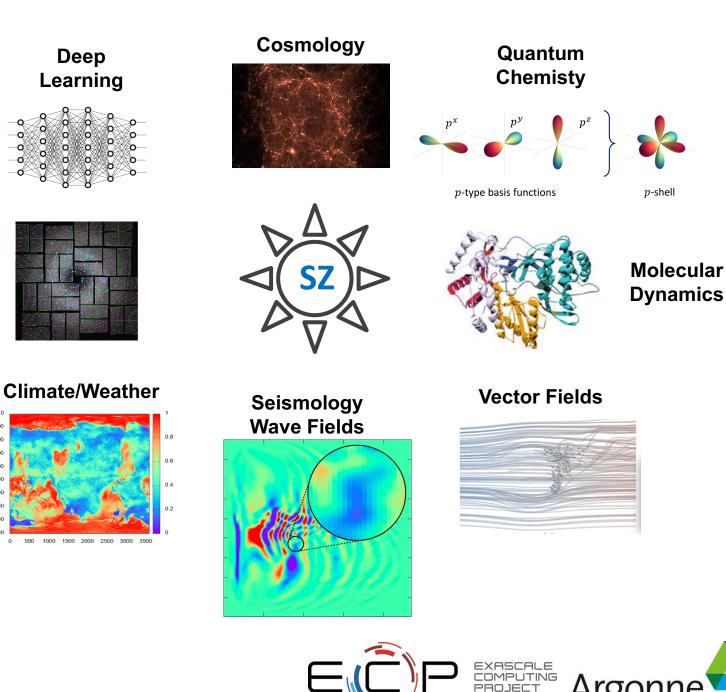
Light

Source

X-ray

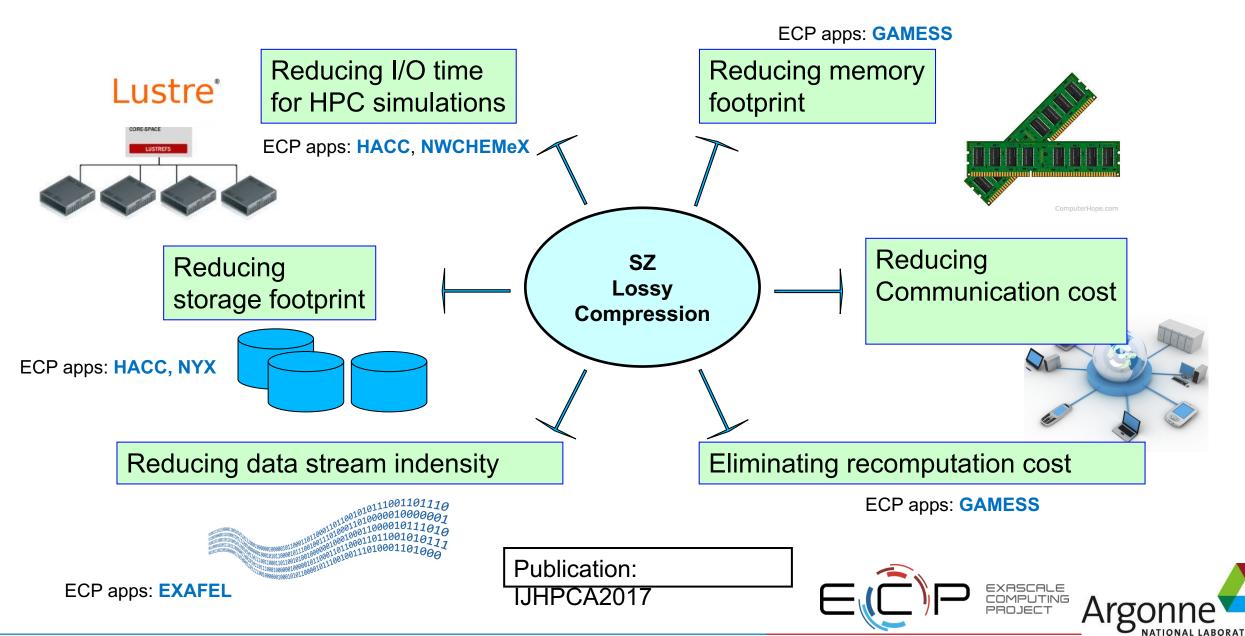
- Integrated in Spack.
- 40+ papers documenting each progress, optimization, application

SZ compressor: szcompressor.org

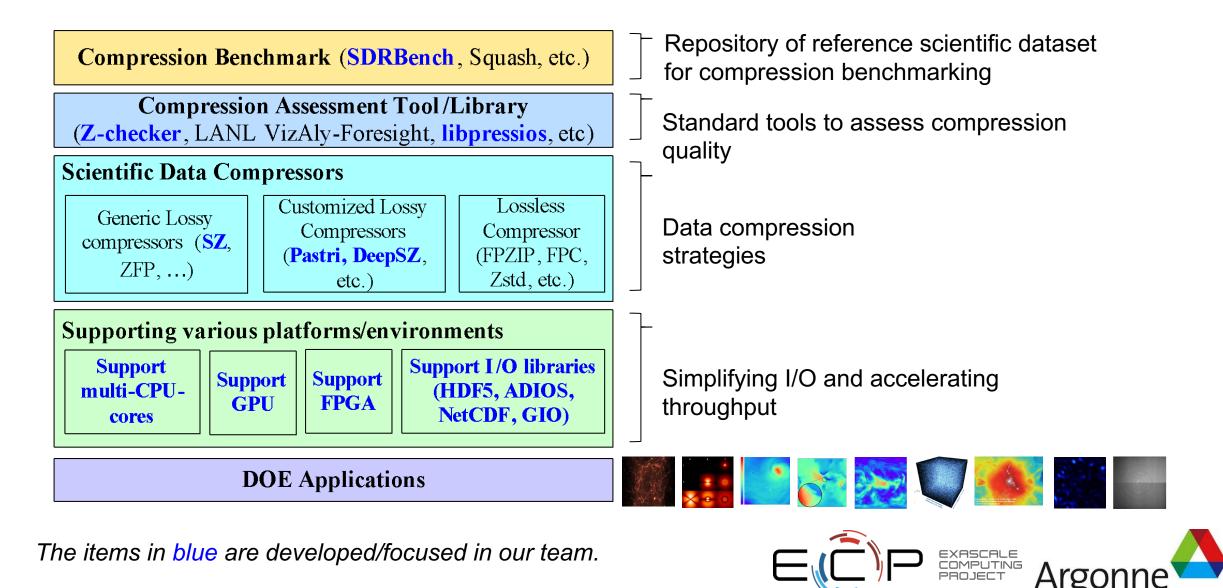


3

SZ Use-cases

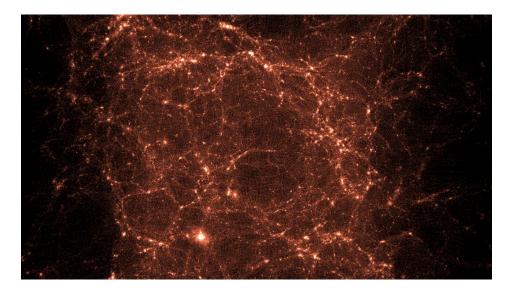


SZ Software Ecosystem



Success story: Cosmology simulation ECP HACC

N-body problem with domain decomposition, medium/long-range force solver (particle-mesh method), short-range force solver (particle-particle/particle-mesh algorithm).

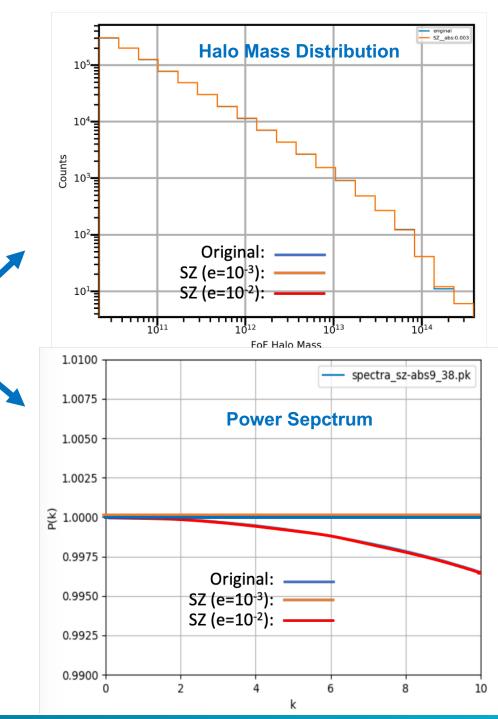


Particle dataset: 6 x 1D array (x, y, z, vx, vy ,vz) Very hard to compress

Preferred error controls:

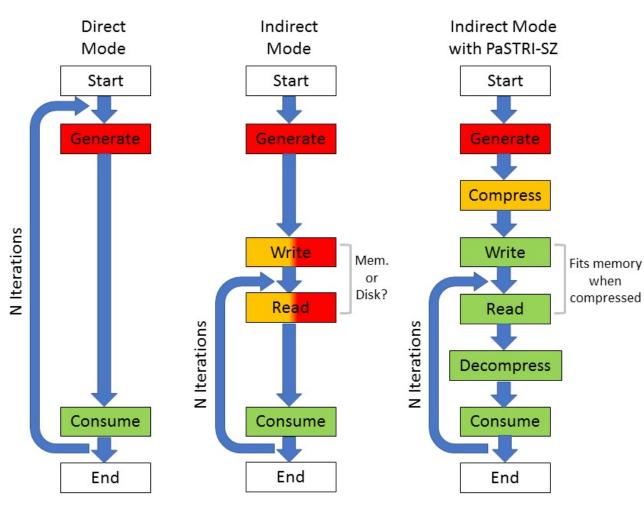
- Point wise max error (Relative) bound
- Absolute (position), Relative (Velocity)

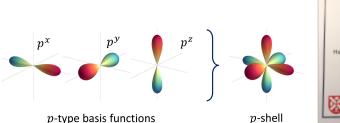
SZ 2.0: **CR ~5** (~6bits/value) at 10⁻³ error bound



Success story: Quantum Chemistry ECP GAMESS

• Two-Electron Integrals in Quantum Chemistry





Best paper award at IEEE Cluster 2018



The goal is to obtain the **wavefunction** of a chemical system by solving the **Schrödinger** equation.

We customized an efficient error-bounded compressor for GAMESS two-electron integrals dataset and successfully integrated it into GAMESS Fortran code

CR: 17 at 10^-11

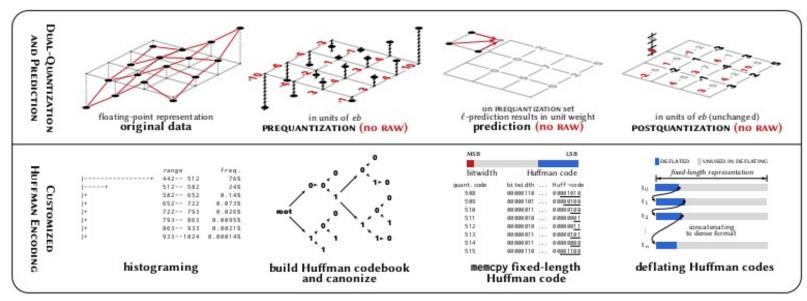
1.5X end-to-end overall execution performance gain is observed.



GPU performance

cuSZ: cuda based SZ , **kSZ**: kokkos based SZ

Key techniques: dual-quantization/prediction, Huffman on GPU



Compression Performance on GPU:

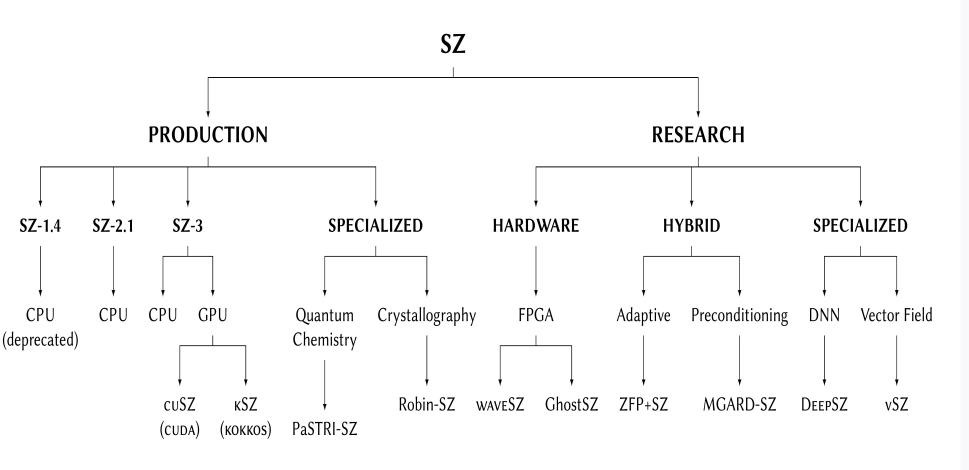
ľ,

- Overall: HACC (A100): 66.7GB/s, NYX (A100): 66.9GB/s, QMCPack (A100): 62.6GB/s
- Fastest Huffman encoding implementation on GPU: 135GB/s~175GB/s on A100.

J. Tian, S. Di, S. Di, K. Zhao, C. Rivera, M. Hickman, R. Underwood, S. Jin, X. Liang, J. Calhoun, D. Tao, and F. Cappello, "cuSZ: An Efficient GPU Based Error-Bounded Lossy Compression Framework for Scientific Data", PACT 2020.

J. Tian, C. Rivera, S. Di, J. Chen, X. Liang, F. Cappello, , "Revisiting Huffman Coding: Toward Extreme Performance on Modern GPU Architectures.", IPDPS 2021.

SZ as a community software



Core-group:

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 <u>Sheng Di</u>, <u>Dr. Ali Murat Gok</u>
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- Clemson Univerity <u>Dr. Jon Calhoun</u>, Robert Underwood
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Other Contributors: Dr. Martin Herbordt, Dr. Qingqing Xiong, Dr. Wen Xia, Xiangyu Zou





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