

CSE & HPC Education – Within & Beyond Classrooms

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Preface: Why CSE & HPC together?

Computational Science & Engineering is the field with closest links to HPC

- **HPC drives CSE:** CSE – in particular that at extreme scales and for the famous grand challenges – essentially needs HPC
- **CSE drives HPC:** CSE – i.e. simulation, optimization, analytics, ... – has always been a main driving force for HPC as well as a main justification for HPC investments
- CSE has its own programs – with frequent HPC modules
- Computational scientists and engineers are those who will most probably deal with HPC in their future careers, either in academia or industry, either as developers or practitioners/users – at a higher percentage than computer scientists, by the way

Hence an integral look at CSE & HPC education ... and data belongs to that context, too!

Focus:

- University stuff
- HPC centers have a sophisticated course program (for HPC professionals, esp.)

Challenges

Neither CSE nor HPC “belong” to one specific discipline

- No field considers it as its own responsibility (look at the curricular recommendations of other fields’ professional societies, etc., which are missing here)
- If done within classical programs: courses tailored to the respective students’ needs
- If done via new/specific (master) programs: heterogeneous knowledge

No broad consensus on what’s needed – beyond advanced programming skills and some hardware affinity

- Computational X / simulation technology programs come close, but can also be rather “implementation-free” (focus on modelling, e.g.)
- Endless debates on “is it really a discipline?”, “does it really need new programs?”, “shouldn’t we rather just ...?”

Raise the sex-appeal of HPC in times of Google & Co.

- “HPC is outdated, all is done by the cloud, ...”

Hence: attracting new talents remains random-based and difficult

Recent Developments

Workshop “Future Directions in CSE Education & Research”

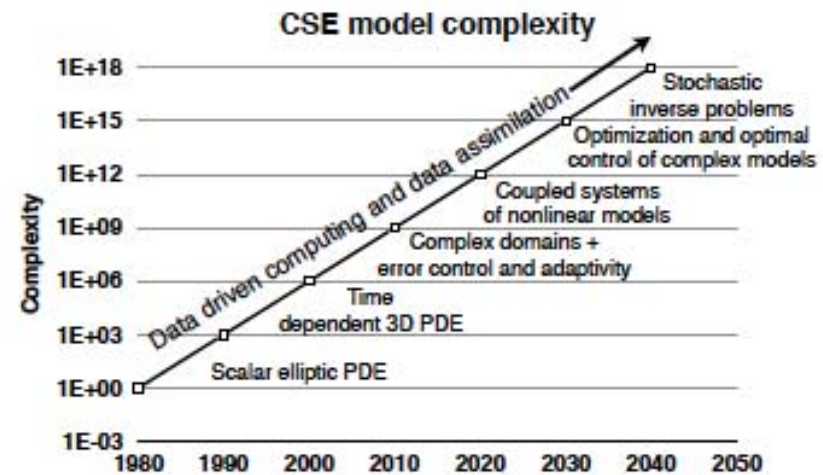
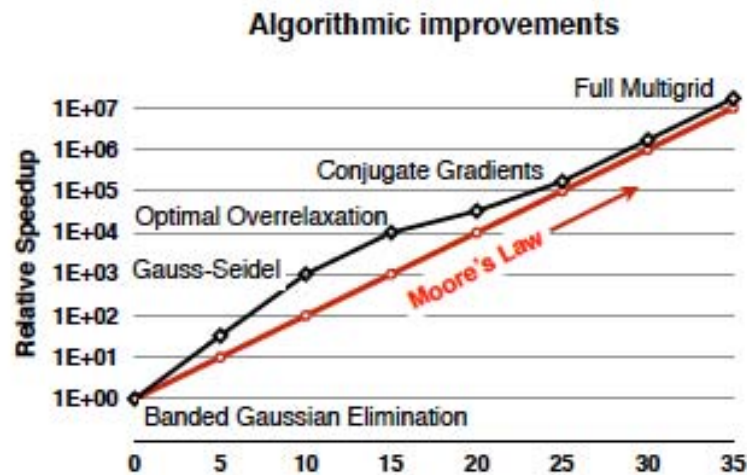
- August 2014, Breckenridge, CO
- Some 30+ participants from all over the world
- Co-organized by SIAM (its CSE branch) and EESI (European exascale)
- Goals:
 - In general: positioning – branding – marketing
 - More concrete: update of the report “Graduate Education in CSE” (2001)
- Understanding of “Computational”, esp. w.r.t. HPC & Data Science

Close-to-final version just distributed

(authors: Rde, Willcox, Curfman McInnes, De Sterck, et al.)

- [Cover page](#)
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- [Central findings](#)

Just one Figure from that Upcoming Report



Shows the interplay HPC-HW – HPC-Algo – HPC-Apps/Data

➔ Important for education!

Expected to appear via SIAM in the very new future ... so stay tuned!

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Novel **programs**

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Ferienakademie: a **summer school** in the mountains

Mountains again: SPPEXA **doctoral retreat**

Student Cluster **Competition @ SC '15**

Concluding remarks

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CSE- and HPC-Related Programs @ TUM

Existing specializations in many classical undergrad & grad programs

Two established “Computational X” master’s programs

- *Computational Mechanics* – since 2000 → emerged from a domain’s needs
- *Computational Science & Engineering* – since 2001 → emerged from core technology
- Both are trans-disciplinary (4 or 7 depts., resp.) and international (English language)

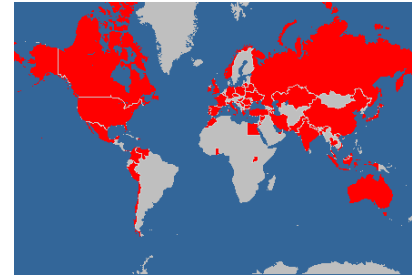
One established “honours program”

- *Bavarian Graduate School of Computational Engineering* – since 2005, with Erlangen
- Additional modules, such as a “Team Software Project”
- Awards the “*BGCE Student Paper Prize*” at the SIAM CSE meetings – since 2007

Two new data-related master’s programs

- *Mathematics in Data Science* – starts this fall
- *Data Engineering and Analytics* – starts this fall
- Both are pillars of TUM’s “Integrative Study Program in Big Data”

Master's Program in CSE



300–400 applications every year, 25–50 students per year, 90% int'l

4 pillars of education

- *Applied Mathematics* (focus on numerical topics, less modelling)
- *Informatics* (ParComp, HPC, Visualization, Algorithmics, Software Engineering, ...)
- *Scientific Computing* (providing the holistic view – it's not only “A+B”)
- *Applications*: Computational {Fluid Mechanics, Mechanics, Electrodynamics, Physics, Chemistry, Finance, ...}

Specialities

- At lot of external master's projects: industry, research institutions in Munich (Max Planck, Helmholtz, ...), universities abroad → sending out your best is a win, not a loss!
- From the very beginning a mandatory tailored software engineering course – trying to increase the level of software professionalism also in HPC
- Graduates very successful in academia and industry

Master's Program in Data Engineering & Analytics

Starts in October

Driving ideas

- Informatics is the core, but there is more
- Necessity of knowledge in both technology (data bases) and analytics
- Strong links between computing and data analytics

Embedded into TUM's new "Integrative Study Program Big Data"

- Even more than simulation, data is a topic that has been popping up or pops up in each domain
- Provide an overarching structure for data-related educational activities (like an interdisciplinary research center), reduce the "silo problem" (programs are in departments)
- Different styles of components
 - Complete study programs (such as the two new ones MDS & DEA)
 - Single modules, labs, ...

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Example #1: Interdisciplinary Lab “Turbulent Flow Simulation on HPC Systems”

Occasion:

- “Ernst-Otto-Fischer Teaching Award”
- Annual TUM-internal competition for new concepts & innovative course formats

Idea: Teamwork across disciplines (Mechanical Engineering & Informatics)

Format: Labs (experiments & simulations) with accompanying lectures

Goals:

- Team-oriented learning
- Cross-disciplinary setting: 2 student sub-groups with different background

Contents:

- Extension of a 3D Navier-Stokes solver with a turbulence model & MPI
- Doing experiments and simulations, comparing resulting data

Example #1: Interdisciplinary Lab “Turbulent Flow Simulation on HPC Systems”

Implementation:

- Lectures with core facts from both sides
- Small soft-skills sessions
- Supervised team meetings (fixed point-of-contact for student teams, feedback to lecturers)

Reward:

- Well, the idea got the prize ...

Further reading:

- Neumann, Kowitz, Schraner, Azyrnykh: HPC Meets Engineering, Euro-Par 2015, pp. 125-134



Example #1: Interdisciplinary Lab “Turbulent Flow Simulation on HPC Systems”

Statistics:

- 14-20 participants, Informatics / CSE / Mechanical Engineering
- 2 weeks Intro (basic code), 6 weeks Extension (turbulence + MPI; mixed teams), 4 weeks Project (individual or team (preferred) – report up to 60 p.)

Reflection:

- Heterogeneity is a challenge – but it’s feasible, and also enriching
- Very positive feedback & evaluation

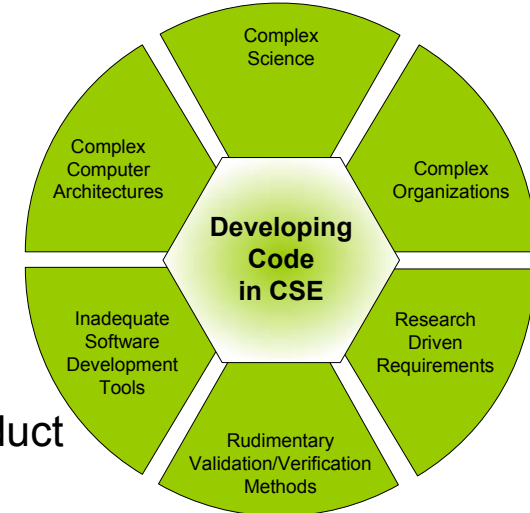


Example #2: BGCE Software Projekt

Idea: address the crucial software issue in HPC/CSE

Main features:

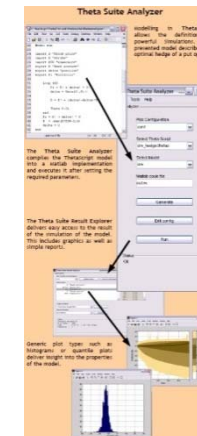
- **Team** of 3–8 students – acting as a small SW company
- 6–9 months, 10 ECTS credits
- **Task:** write a complete SW system – from the idea to the product
- **Customer:** typically from industry (Siemens, GE, Zeiss, ...)
- **Realistic setting:** roles (project manager, experts), contracting, specification, architectural design, implementation, documentation, presentation, fines for breach of contract, ...



Topics so far:

- Computational Steering ('04), Molecular Dynamics ('05)
- FSI ('06), Visualisation, Finance ('07)
- Grid Computing ('08), Free surface flow with LBM ('09)
- Clouds ('10), MRI goes FRAVE! ('11)
- Symbolic Reasoning, Seismic Wave Model ('12)
- Scripting Framework ('13), MR Spectroscopy ('14)
- CAD: Integrated Topology Optimization ('15)
- Data-intensive Distributed Computing Workflows ('16)

International Visibility: CiSE, 2006, e.g.



First Experiences with Group Projects in CSE Education

In an effort to improve the way in which computational science and engineering is taught, the authors worked on two project-based software-focused modules in two different study programs at two German universities. This article describes both their expectations and outcomes and addresses the question of whether—and how—software engineering practices should be taught in CSE courses.

Various educational workshops at computational science and engineering (CSE-) related conferences reveal an ongoing open discussion about how to define this discipline's relevant features, how to integrate identified topics into curricula, and how to design suitable course formats—in short, how to teach CSE appropriately. One question increasingly addressed in such discussions is to what extent and how the methods established in software engineering can or even should be adopted. A second issue (not restricted to CSE programs) is whether soft skills such as teamwork, project management, or leadership should be taught in special courses or better reported within suitable CSE-related modules. In this article, we report our experiences with project-based software-focused CSE education at the University of Stuttgart and the Technical University of Munich (TUM). This discussion of our expectations and outcomes covers both the software-related issues and the projects themselves.

The Widening Gap
Typically, CSE is considered to be some weighted mixture of different parts of classical scientific fields. The first pillar is applied mathematics, especially numerical analysis or—perhaps even more specifically—numerical algorithms and scientific computing. The second pillar is computer science, in particular, supercomputing, parallel programming, or visualization. Finally, simulation requires expertise in the field to which the phenomena or systems to be simulated belong—some engineering field or physics or chemistry, for example.

Obviously, the concrete focus of a CSE-related bachelor's or master's program or even a specific CSE course usually depends on the local environment as well as on the people responsible for its design. But in looking at the computer science pillar, there is a frequent and somewhat strange absence of software-related issues in both CSE curricula and practice. Whereas domains typically don't even consider writing the programs they need for their practice, and average business people don't want to get involved in designing business software, researchers doing numerical simulations—with the same amount of naturalness—have never seen a need to connect a "professional" when they develop their simulation software. Maybe the term *software* is out of place here because, in many cases, it doesn't involve design or specification, it's just pro-

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Format

Ferienakademie: (cf. www.ferienakademie.de)

- Est. 1984, TUM + U's Erlangen & Stuttgart
- Summer school – but students work & present
- 2 weeks, in South Tyrol, during Oktoberfest ...
- Funded by industry and by the 3 universities
- Application-based, for our best students
- ~ 12 courses, broad range of topics (even ethics)
- Leisure (hiking) plus intense work

Here (2015 – 2016 similar):

- “Let’s play! Simulated physics for interactive games”
- 22 students (background: MA, CS, CSE, PH, ENG)
- 5 teams (models, simulation, I/O, interaction, parallel programming)
- Project mgt. by students (profs. are advisers)

Kurs/Thema	Dozenten (GD) Gastdozenten (GD)	Fachrichtungen (und Fachsemester)
1 Externe Web Programmierung	H. Sedl, München	Informatik, Informatik (Bachelor 1. oder 2. Semester)
2 Digital Sports: Wearable Computing for Fitness and Wellness	B. Stiller, Frankfurt A. Sittler, Stuttgart	Informatik, Medieninformatik, Multimediale Kommunikation, Psychologie, Design (Bachelor ab 2. Semester) oder Master
3 Physik und Elektronik in Alltag	G. Demingler, Stuttgart R. Gross, München	Physik, Elektronik und Informations Technik (Bachelor 1. oder 2. Semester)
4 Multiple Problems and Complex Conventions in Computational Fluid and Structural Mechanics	R. Heledy, Stuttgart E. Rank, München P. Krauber, Erlangen (GD)	Ingenieurwissenschaften, Mathematik, Informatik (Bachelor ab 3. Semester) oder Master
5 Playful Simulation - Serious Mobile in Interactive Applications	M. Bischoff, Stuttgart H.-J. Bungartz, München	Ingenieurwissenschaften, Mathematik, Informatik, Physik (ab 2. Semester)
6 Erkennnis und Verantwortung in Natur- und Technikkwissenschaften	R. Kötter, Erlangen K. Metzner, München	ITC (Bachelor ab 2. Semester) oder Master
7 Visual Communication for Virtual & Augmented Reality	A. Käppl, Erlangen E. Steinbach, München B. Yang, Stuttgart (GD)	Medieninformatik, Informatik und Kommunikationstechnik, Informatik, Medieninformatik, Physik (Bachelor ab 3. Semester) oder Master
8 Massive Multiplayer, Multiplatform (MMO) Communication	G. Kramer, München R. Müller, Erlangen S. von Brink, Stuttgart (GD)	Informatik, Informatik (Bachelor ab 3. Semester) oder Master
9 Yes, we scan!	G. Dreier, Erlangen D. Dreier, München (GD) M. Burch, Stuttgart (GD)	Informatik, Mathematik, Physik, Ingenieurwissenschaften (Bachelor ab 3. Semester) oder Master
10 Abhängigkeitsmodellierung am Beispiel Management	C. Gaida, München M. Kuehn, Erlangen	Mathematik, Wirtschaftsinformatik, Statistik (Bachelor)
11 Human Vision and Computer Vision in Daily Life	D. Frisch, Stuttgart L. Meng, München	Ingenieurwissenschaften, Informatik (Bachelor ab 2. Semester) oder Master
12 Cyber Physical Systems	B. Bugeja, München D. Sawade, Osnabrück (GD) A. Sauerwald, Osnabrück (GD)	Informatik, Software Engineering, Elektrotechnik, Mechatronik, Informatik, Informatik (Bachelor ab 2. Semester) oder Master

Bewerbungsschluss 8. Mai 2016

Friedrich-Alexander-Universität Erlangen-Nürnberg
 Technische Universität München
 Universität Stuttgart
www.ferienakademie.de

Format

Technical details:

- Students were provided with template-code and a server for version management
- Server set up beforehand, i. e. installation of libraries, Git-server, documentation, ...
- On-site installation of a LAN and WiFi for development
- Limited internet access: preparation in advance necessary
- Assignment of topics for the talks (incl. a supervisor) beforehand



Content

Development of concrete game idea:

- Actually done by the student team in the first 2 days
- Important: realistic pathway to a working prototype at the end (guidance!)

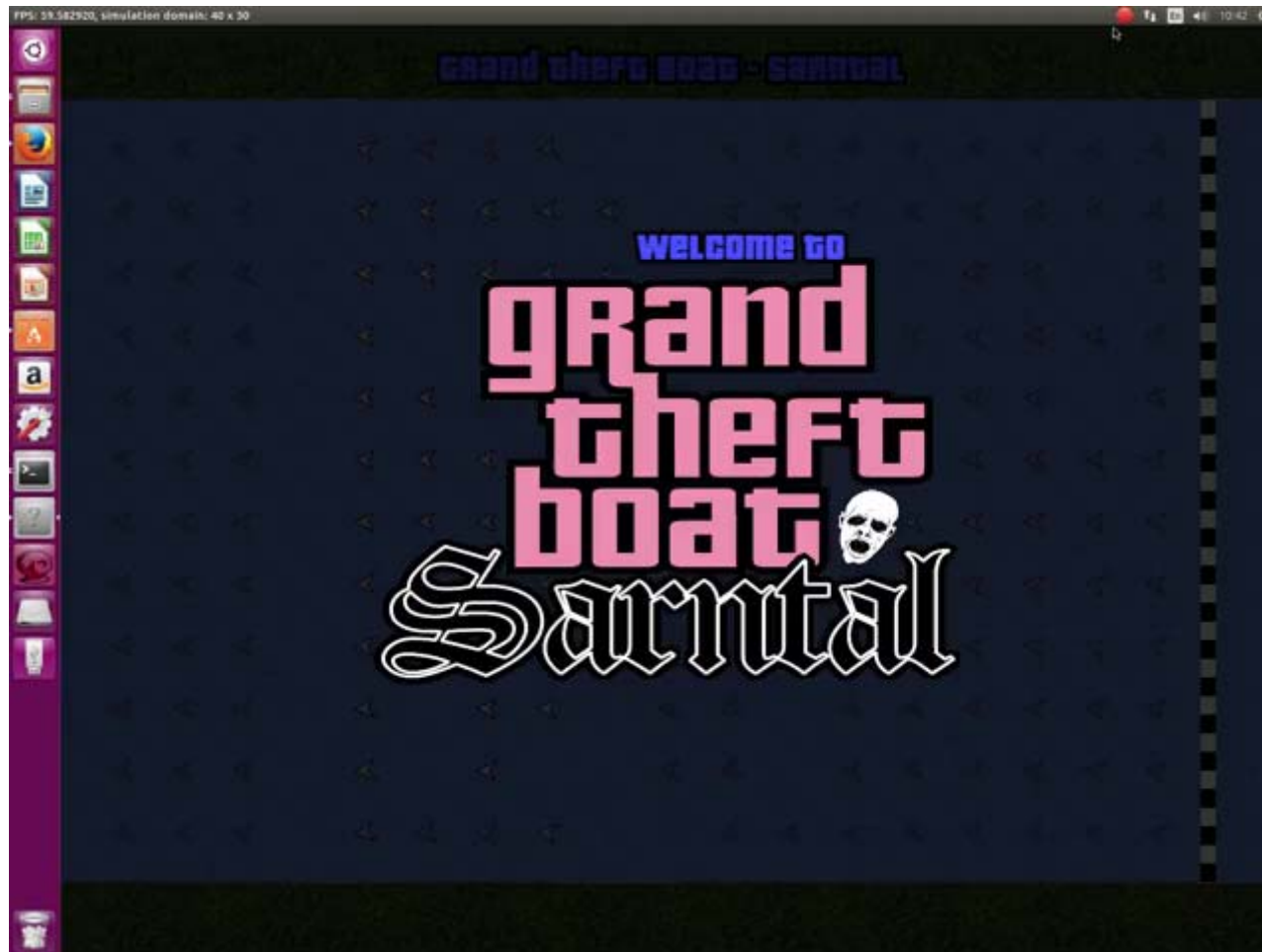
Layout:

- Boat-racing game for two players
- Simulation of flow (water) and rigid bodies incl. coupling (floating obstacles)
- Decision for Lattice Boltzmann for fluid simulation
- Integration of the *Bullet* game-physics engine for rigid body simulation
- Interesting steering methods, e. g. Xbox Kinect
- Rendering via OpenGL
- AGILE project management implemented by the students
- students give brief tutorials on relevant algorithms, libraries, and tools (i.e.: yes, the classroom is more than inverted!)

Impressions from the Game



Impressions from the Game



Evaluation

Positive:

- Extremely high enthusiasm
- High level of identification with the project → high productivity, deep learning experience
- Willingness to invest a lot of work, even after midnight, at hiking breaks, etc. → high motivation
- Efficiency counts (even if not classical “batch job HPC”); plus software engineering
- Very good team spirit, friendships formed

Negative:

- AGILE transformed to some variant of the good old waterfall
- Over-estimation of available time for development (or under-estimation of work ...)

Overall:

- Course **very intense** due to ambitious project plus all the other activities

Impressions



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SPPEXA Doctoral Retreat & Coding Weeks



SPPEXA:

- Priority Program “Software for Exascale Computing” of the German Research Foundation (DFG), see www.sppexa.de (nation-wide funding scheme)
- Installed in 2012, two 3-y funding phases (2013-2015, 2016-2018)
- 17 project consortia funded – each inter-institutional and interdisciplinary, some international ones due to a joint call with agencies from France and Japan

Education:

- Has been one core argument for SPPEXA’s installation

Organized training for PhD candidates:

- Annual 1-to-2-week “doctoral retreat”, 12-20 participants
- Practical components (hands-on sessions) plus tutorials
- Networking – foster exchange across the SPPEXA consortia
- Each doctoral candidate within SPPEXA must attend at least one retreat

So far: 2013 Darmstadt, 2014 Alps, 2015 Passau, 2016 Strasbourg

SPPEXA Doctoral Retreat 2014



“The fast and the curious – exploring efficient algorithms on fast hardware”
(organized by P. Neumann, J. Weidendorfer, K. Furlinger)

Tutorials:

- Christian Bischof (automatic differentiation)
- Gerhard Wellein / Georg Hager (performance engineering)

Intros: linear solvers, state-of-the-art hardware

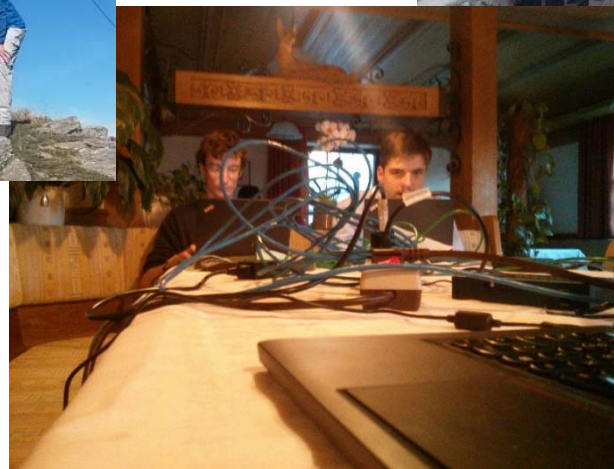
Hands-on: multigrid for Poisson on Xeon Phi etc.

Challenge again: heterogeneous knowledge & expertise (even within an HPC funding program, there are quite different perspectives ... – which underlines the necessity of such events)

Impressions from 2014



You see: similar pics as before ...
but this time at PhD level ☺



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Student Cluster Competition 2015 – Facts

9 teams of 6 students before first degree:

- Arizona Tri-University Team (USA)
- Illinois Institute of Technology (USA)
- National Tsing Hua University (Taiwan)
- Northeastern University (USA)
- Pawsey Supercomputing Centre (Australia)
- Technical University of Munich (Germany)
- Tsinghua University (China)
- Universidad EAFIT (Colombia)
- University of Oklahoma (USA)

4 applications + LINPACK + mystery application (HPCG):

- WRF: Weather Research and Forecasting Model (weather forecast)
- MILC: MIMD Lattice Computation (quantum chromodynamics)
- HPC Repast: (agent-based modeling)
- Trinity: (RNA sequencing)

Student Cluster Competition 2015 – Facts

Cluster: power limit of 3120 Watt (2x 1.5kW)

No other hardware restrictions

- If power limit exceeded: sound signal plus malus points
- If exceeded significantly: disqualification (not to destroy SC's local power system ...)

Award categories:

- LINPACK
- Overall performance

Tasks

- Given scenarios must be simulated within 48 hours; results have to be submitted
- Points awarded for partial results
- Interviews with jury members on the codes and on general HPC issues
- Accompanying program: talks, social events

Team TUMuch Phun

First TUM team ... definitely not the last one (SC '16 approaching ...)



... plus advisers: M. Bader, R. Wittmann, S. Rettenberger

Team Summaries

Team Name	Number of nodes	Sockets/ node	Cores/ socket	Cores/ node	mem (GB) / node	Total cores	Total mem GB (RAM)	Accelerators	CPU	Interconnect	Sponsors
Team Desert Heat	7	2	12	24	128	168	896	0	2 E5-2690v3	FDR	IT Partners, HP, ASU, NAU, UofA
Universidad EAFIT	10	2	7 @ 14 cores 3 @ 10 cores	7x28 3x20	1x193 9x64	256	768	0	14xE5-2695v3 6xE5-2660v3	FDR	Matrix, EAFIT
Illinois Institute of Technology	4	4	16	64	512	256	2048	0	E7-8870v3	4xEDR	Intel, Argonne National Laboratory, IIT
Northeastern University	3	4	16	64	512	192	1536	0	AMD Opteron 6380	FDR	AMD, Symmetric Computing, Northeastern
National Tsing Hua University	10	2	16	32	128	320	1280	0	E5-2698v3	FDR	National Center for High Performance Computing, Quanta Cloud Technology, Nvidia
Pawsey	9	2	16	32	128	288	1152	4 K40	E5-2698v3	FDR	Cray, Pawsey Supercomputing Center
Team Diablo	8	2	18	36	128	288	1TB	0	E5-2699v3	EDR	UNIS
Team TUMuch Phun	1	2	14	28	64	28	64	8 Xeon Phi 7120P	E5-2697v3	EDR	RSC, TUM, GCS
University of Oklahoma	9	2	12	24	64	216	576	0	E5-2670v3	FDR 10	SC, Adaptive, Dell, Intel, OU, SanDisk, Mellanox

<http://studentclustercompetition.us/2015/teams.html>
 (TUMuch Phun: 128 GB RAM instead of 64 GB RAM)

TUMuch Phun – Hardware Setup

Just one Host Node:

- 2x Intel Xeon E5-2697v3 - 2x14 Cores @ 2.3 – 3.6 GHz
- 128GB RAM
- Intel SSD DC S3710 – 1.2 TB Storage

8x Intel Xeon Phi Coprocessor 7120A/P

- each with 61 Cores @ 1.238 GHz
- each with 16GB GDDR5 RAM

Proprietary Interconnect from RSC (basis: external PCIe 3.0 switch)

- Xeon Phis directly communicate with each other, no detour via host
- Mellanox SB7790 Infiniband EDR Switch
- 2x Mellanox Connect X4 Dual Port EDR Adapter (Ein IB Adapter for 4 Xeon Phis)
- Host communicates via two PCIe 3.0 16x ports with all Xeon Phis via switch

Preparations in Munich ...

First of all: find sponsors & supporters

- Hardware: RSC, Russia
- Travel funds: Gauss Centre for Supercomputing & TUM
- Close relations to Intel very helpful (IPCC, ...)

Then: find the student team

- High visibility (SC) & attractiveness (trip to Texas ...) → excellent students

Get acquainted with the applications (input data, config files, ...)

Regular meetings with the team (bi-weekly)

Installation of the codes on the test system (SuperMIC)

- special compiler flags for Xeon Phi architecture
- adapt software packages for Xeon Phi (some were too old)
- in case of Trinity: minimal code changes to switch from assembler optimization to generic optimization

... and in Austin

ca. 36 hours for system setup and final tests

- first encounter with the final system
- energy tuning: one SSD had to be removed



Preparations in Munich ...



... and on the Way to Austin



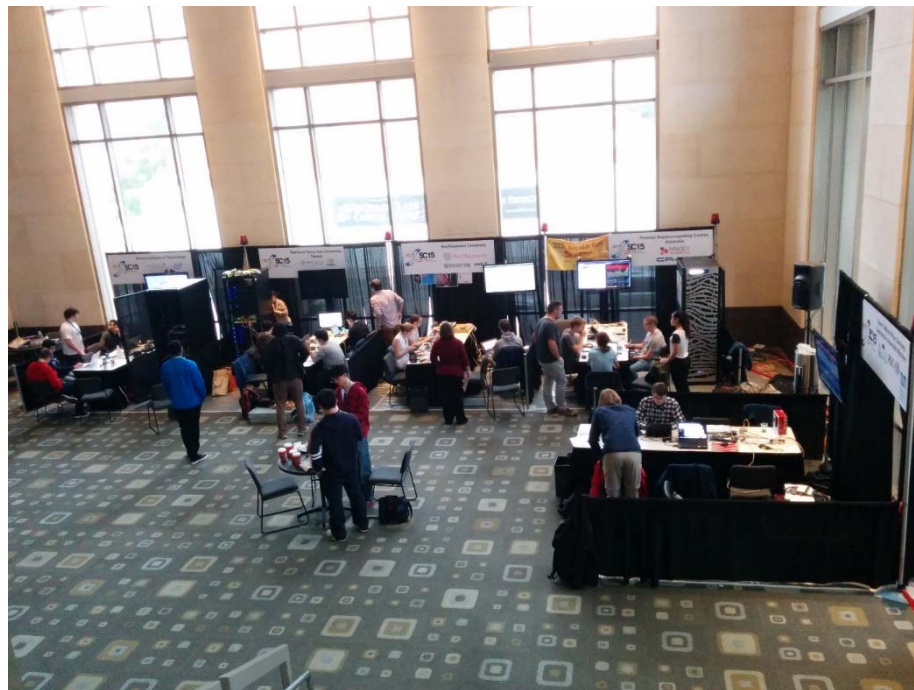
Arrived in Austin ... Finally

Hardware delivered by RSC just in time ...

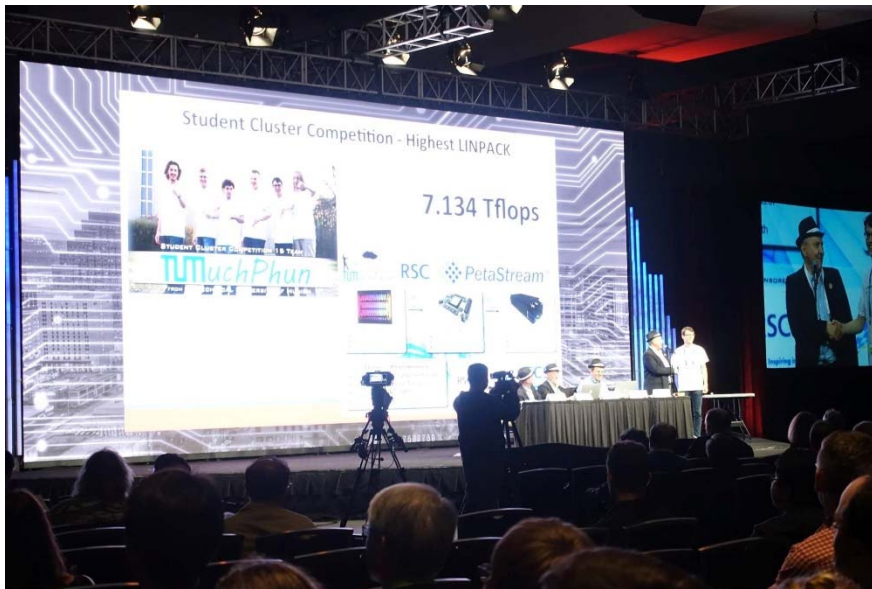


The SCC Corner

As remote as possible ... almost had to take the train to get there ...



Finally: the Ceremony!



#1 in LINPACK performance
#3 in overall performance



Résumé

Students in 3rd / 5th semester, not too heterogeneous

- different sub-tasks: system administration, visualization, ...
- experiences in competitions given (winner “Bundeswettbewerb Informatik”, e.g.)

Extremely high motivation, despite the big amount of work (!)

Technical problem: planned water cooling was not feasible → access to final hardware only in Austin

Last-minute tuning of the cluster by RSC → lack of preparation time with the applications (access one week before trip)

Ongoing hardware problems (system crashes, file system errors, ...) required a lot of improvisation / manual interaction

Broad media impact

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Concluding Remarks

Motivation makes the difference!

More hands-on / project-style training, less frontal-style courses

Go for special events: projects, competitions, hackathons, ...

Go for “realism”: collaborations with computing centers, challenges from the applications (academia or industry), or the possibilities via an *Intel Parallel Computing Center* help a lot

Fight against the CS-spirit “efficient algorithms = sorting & searching & NP-strange stuff” – “we are / HPC is efficient algorithms”

→ this will increase HPC attractiveness for young brains

Far increased investment in planning & mentoring ... but it pays off

Thanks for your attention!