# Lumi Hackathon

# **ASTERIX x FAISER**



#### **Overview**

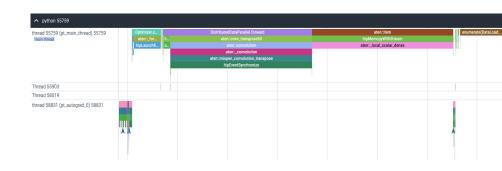
- Task 1: Scaling, tuning and training the 3D VQ-VAE prototype (ASTERIX)
- Task 2: Vlasiator restart data compression to GPUs (ASTERIX)
- Task 3: Scaling, tuning and training of the 6D VQ-VAE with temporal propagation (FAISER)
- Task 4: Vlasiator runtime hooks / online training of 6D VQ-VAE (FAISER)

## **Setting Up The Run Environment**

- There was a significant curve in adapting our code to run again after the LUMI upgrade.
- Running pytorch using environments.
- Installing tensorboard on top of current environments for online training.

# **3D VQ-VAE Scaling**

- Setup on LUMI
- Scale model (VQ bottleneck)
- Profiling
  - PyTorch profiler & Perfetto
- Trained on 2.4k VDFs
- Hooked tensorboard
- Ready for tuning!
- Working on a run of 3.6TB of (larger resolution) VDFs



3D VO-VAE multi-node scaling (2.4k VDFs, 10 epochs) TensorBoard 2000 Q Filter runs (rear Pinned ۲ A Bur 1800 train loss 1600 Exec time (s) 0 val loss 1200 1000 800 State 2 10 12 14 16 State # nodes ۲

### MLP on GPUs

- Used hipify to port the MLP on LUMI.
- Improved IO performance bottleneck (data shuffling).
- Improved MSE reductions during training (using warp reductions).
- Improved data loading by doing in in parallel with training.

Overall the MLP went from 20 seconds per VDF to 3 seconds!

### **Extending to a 6D approach**

- Data scale limitations
  - A temporal instance of the 6D phase space is 23TB :)
  - Chunking into neighbourhoods, creates a trade-off between smaller-sized chunks, but large enough neighborhoods that we can compress with our model while maintaining some physical properties.
- Maintain sparsity in the input
- This calls for adapting our model design using sparse convolutions in the Encoder and Decoder modules
  - Minkowski convolutions N-dimensional sparse convolutions
- Other issues regarding model design:
  - Learning on an AMR grid  $\rightarrow$  switch to a graph representation / VQ-GCNs
  - Future work: multi-res support (?)

### **Runtime Hooks**

- Vlasiator runtime hooks was more of a thing to discuss with people.
- We are most probably going to use the MPMD approach with MPI.
- That will require synchronization steps between the two processes.

#### **Overview**

- Which of goals did we accomplish?
- What is left to do?
- What is the most important change implemented this week?
- How did the performance improve?

Thank you all!