



Green Flash

High performance computing for real-time science

Contribution from Observatoire de Paris
on final prototypes design
Final Design Review, April 6th 2018





Full scale prototyping @ OdP

OdP team responsible for full scale prototype based on GPU

- From SCAO to LTAO/MCAO
- Includes HRTC, SRTC and ComIF
- Several simulator strategy: hard real time HW simulator and slower frame-rate end-to-end simulator

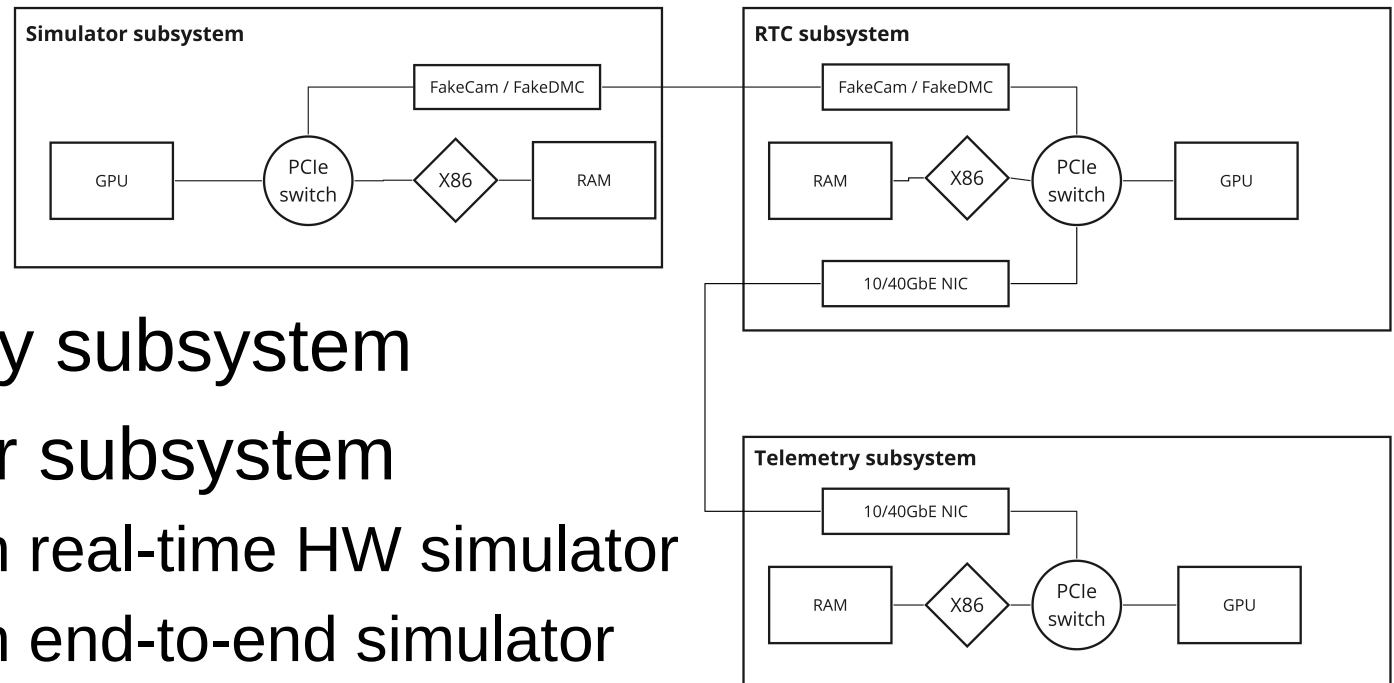
Main contributions

- Consistent SW stack architecture across subsystems
- Identify and use optimized libraries in dedicated pipelines
- Optimized SW blocks for HRTC and SRTC
- Assemble HRTC+SRTC subsystems at full scale



SCAO prototype

- General architecture
 - RTC subsystem : no supervisor module

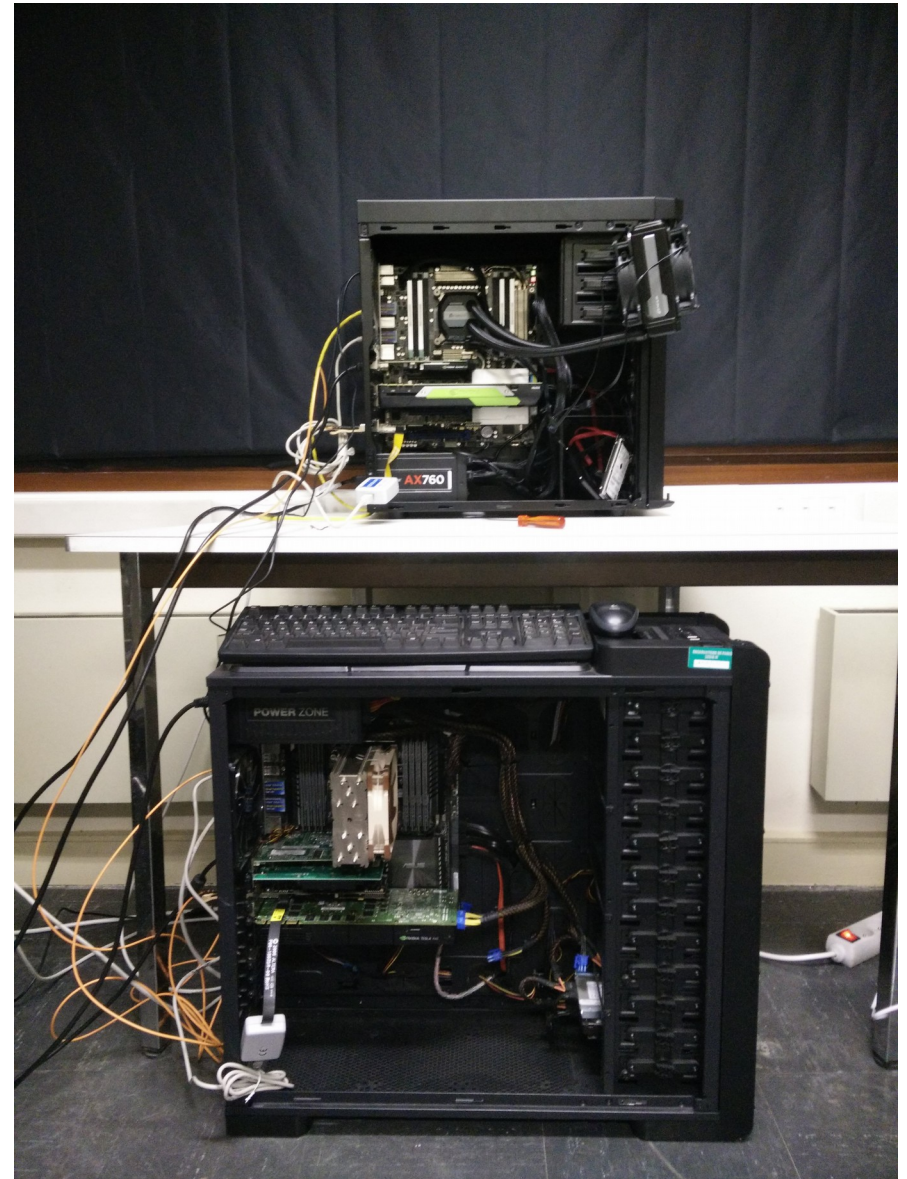


- Telemetry subsystem
- Simulator subsystem
 - With real-time HW simulator
 - With end-to-end simulator



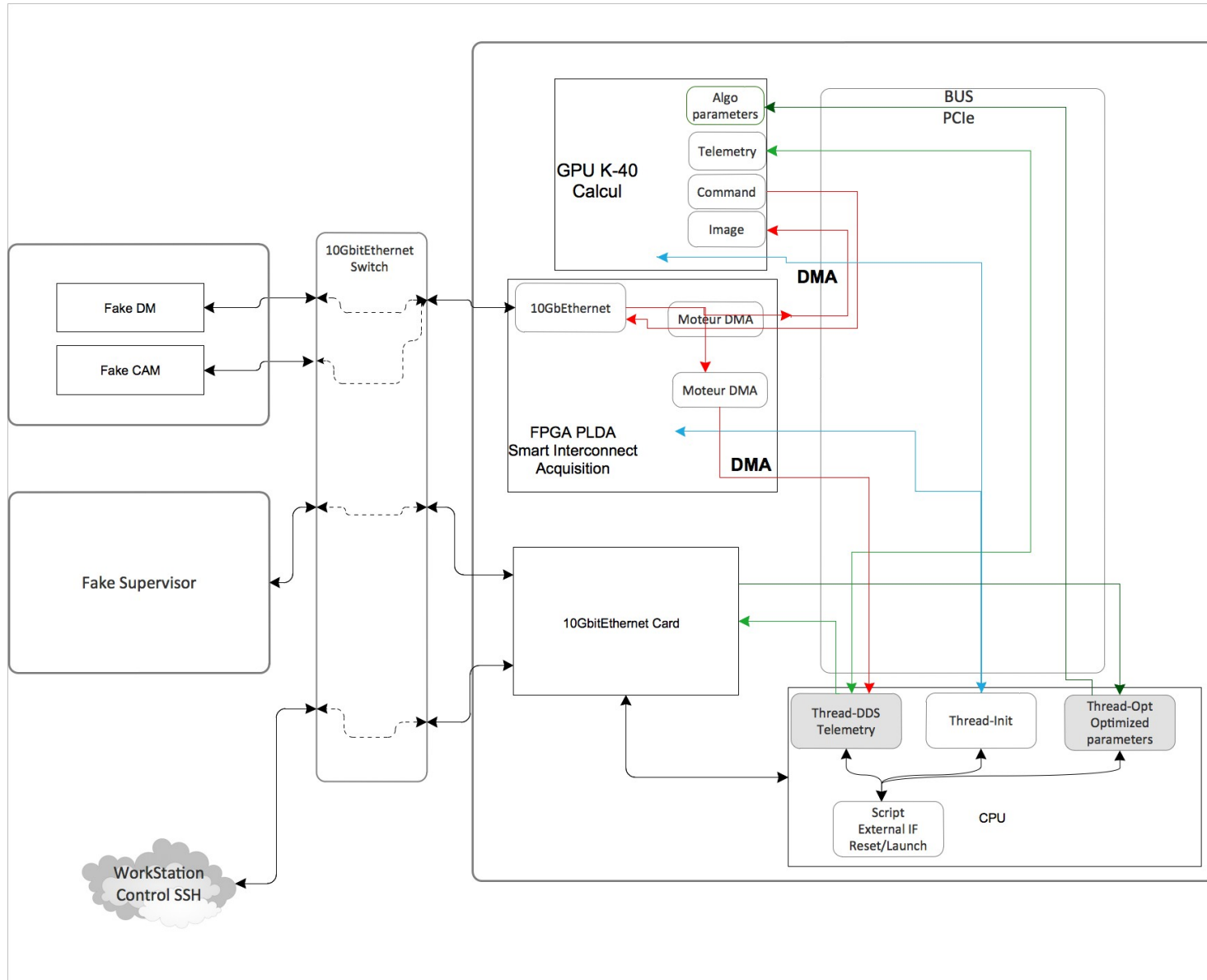
SCAO prototype

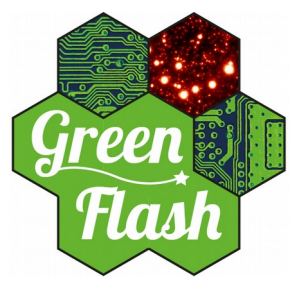
- Relying on small servers:
allow for quick debugging
 - Top: RTC subsystem
 - Hosting a K40 GPU
 - Hosting a smart NIC (Altera Stratix V or Xilinx KUS)
 - Bottom: telemetry subsystem
 - Hosting either a standard NIC or a smart NIC





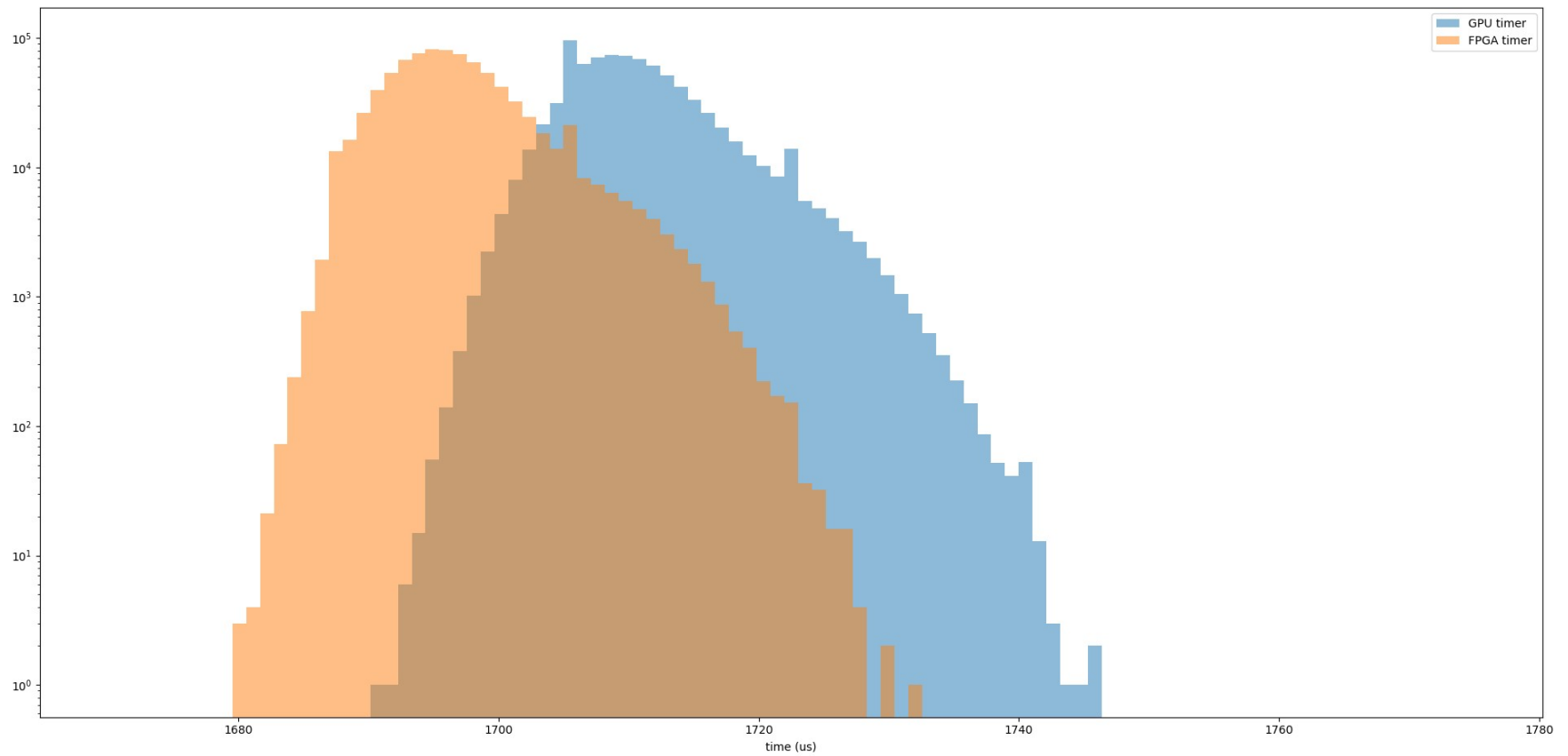
SCAO prototype: datapaths





SCAO prototype

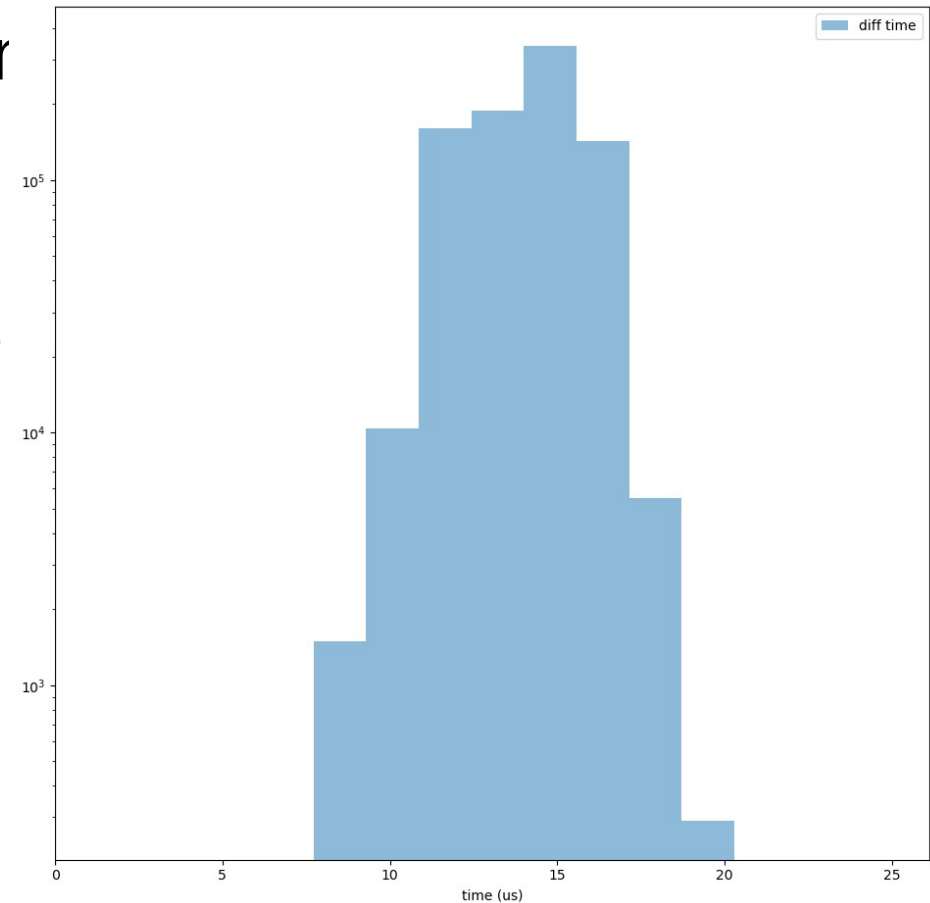
- Preliminary performance on an (old) K40 GPU + smart NIC
 - First pixel to last command latency on GPU (blue)
 - First pixel to first command latency on FPGA (orange)





SCAO prototype

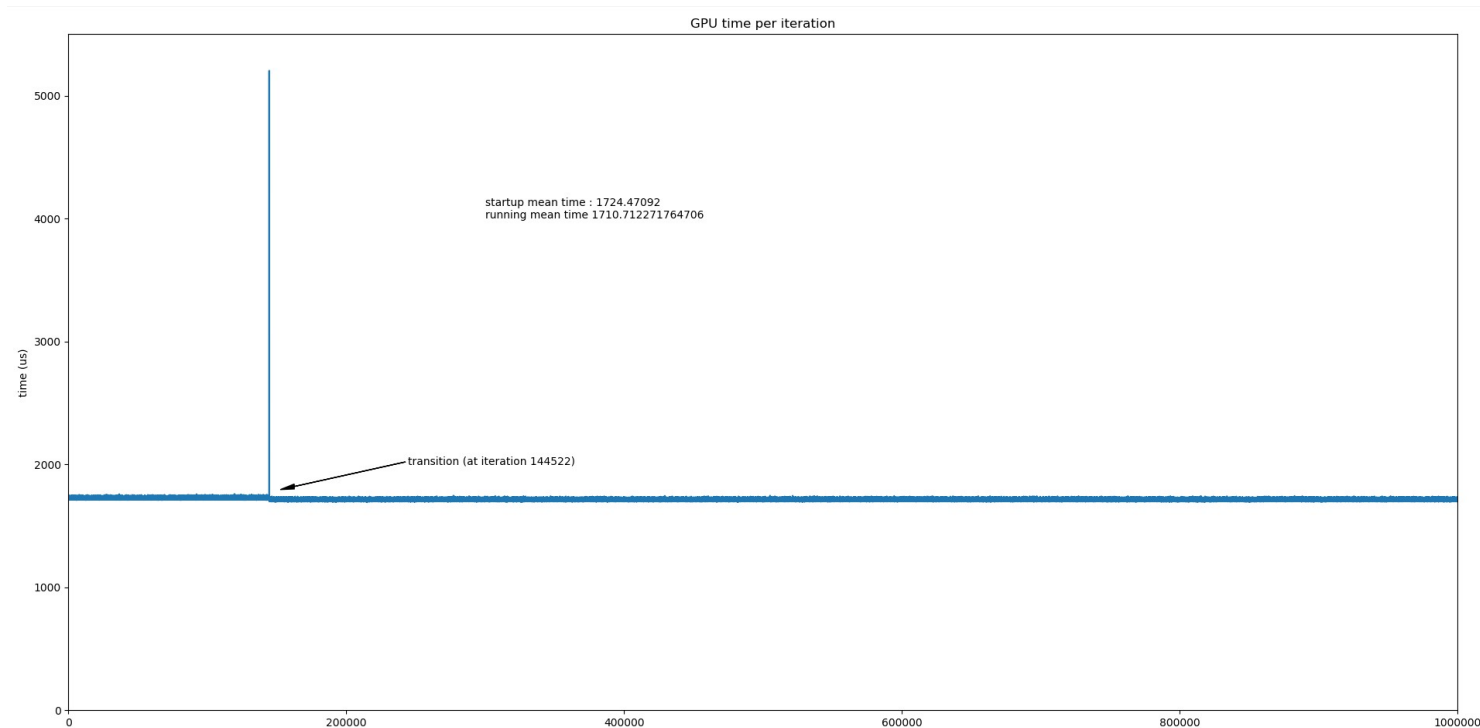
- Preliminary performance
 - Time difference between FPGA timings and GPU timings
 - Performance of a single GPU deterministic at the level of 10-20 μ s





SCAO prototype

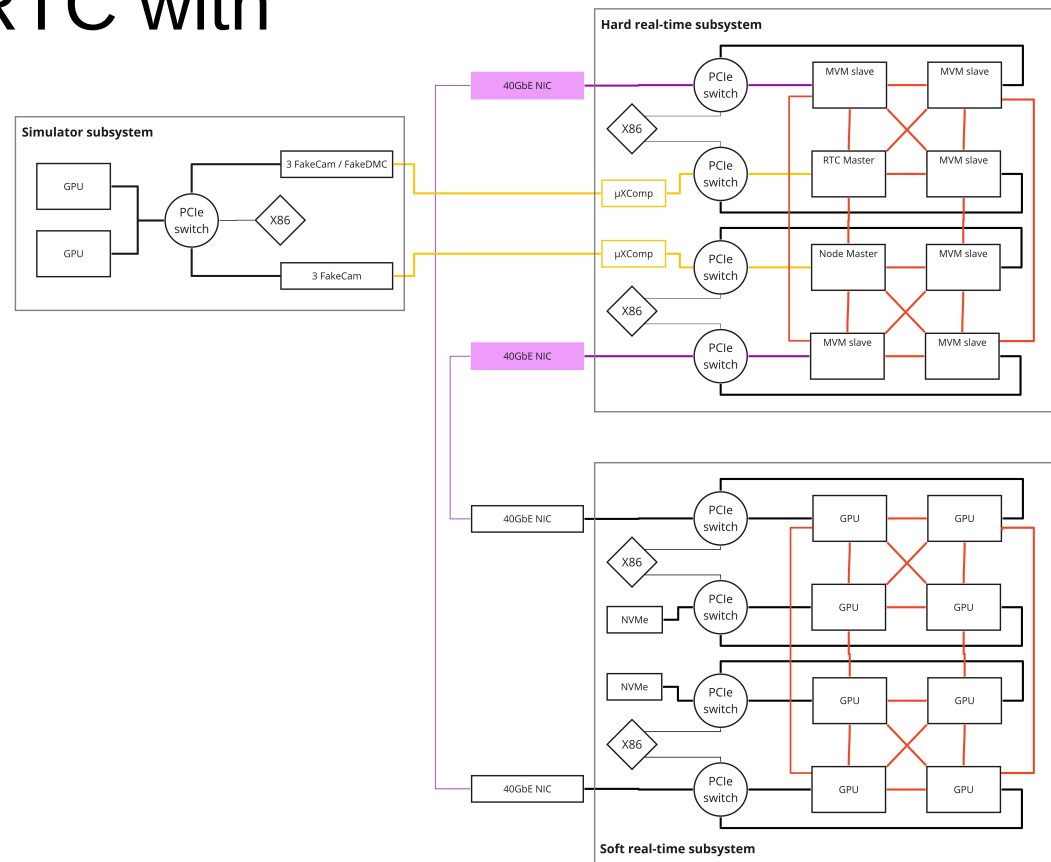
- Preliminary performance: transient events
 - Appears to be repeatable
 - Room for investigation





LTAO/MCAO prototype

- Several concepts
 - Full HRTC + SRTC with HW sim.



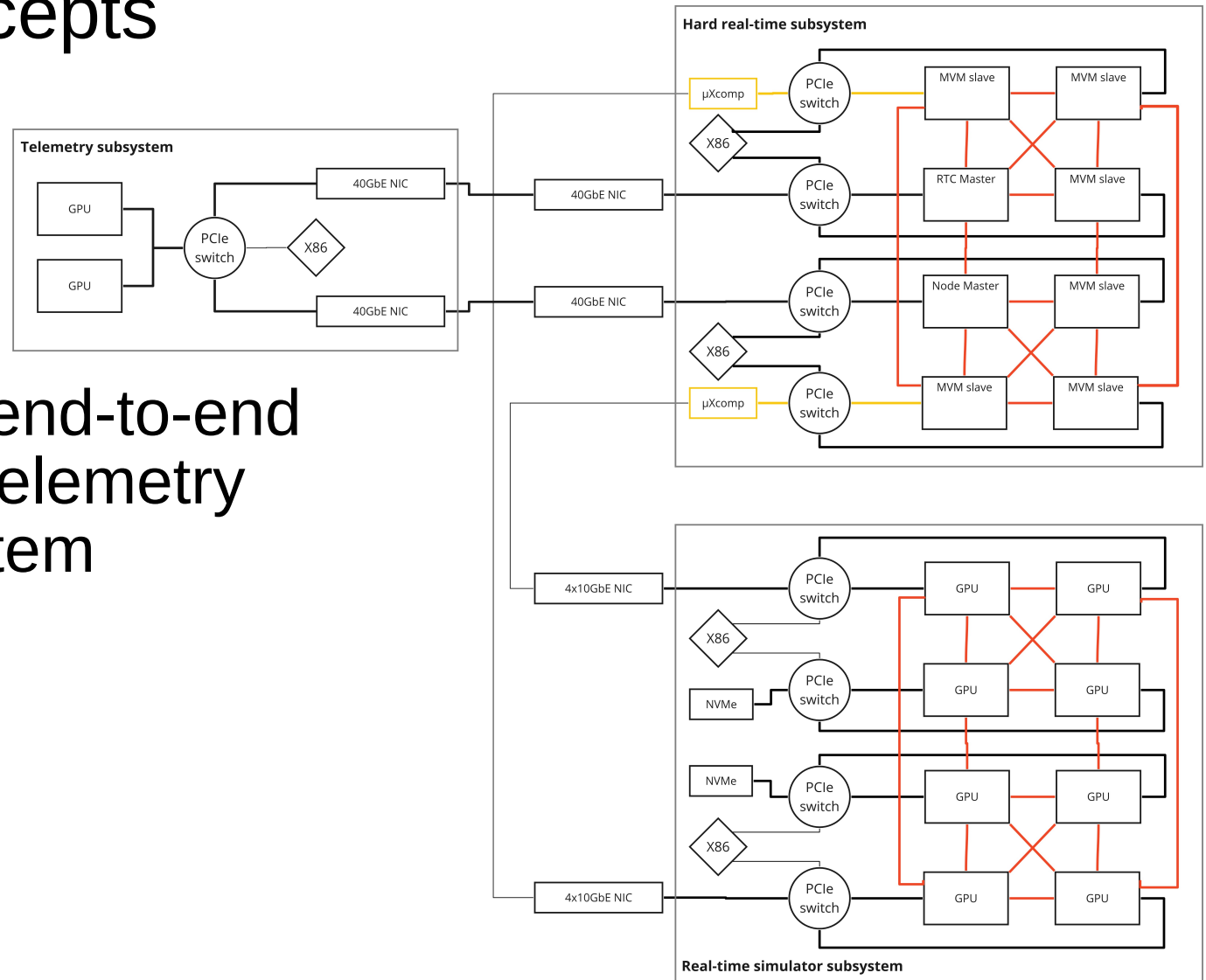


LTAO/MCAO prototype

- Several concepts

- Full HR HW si

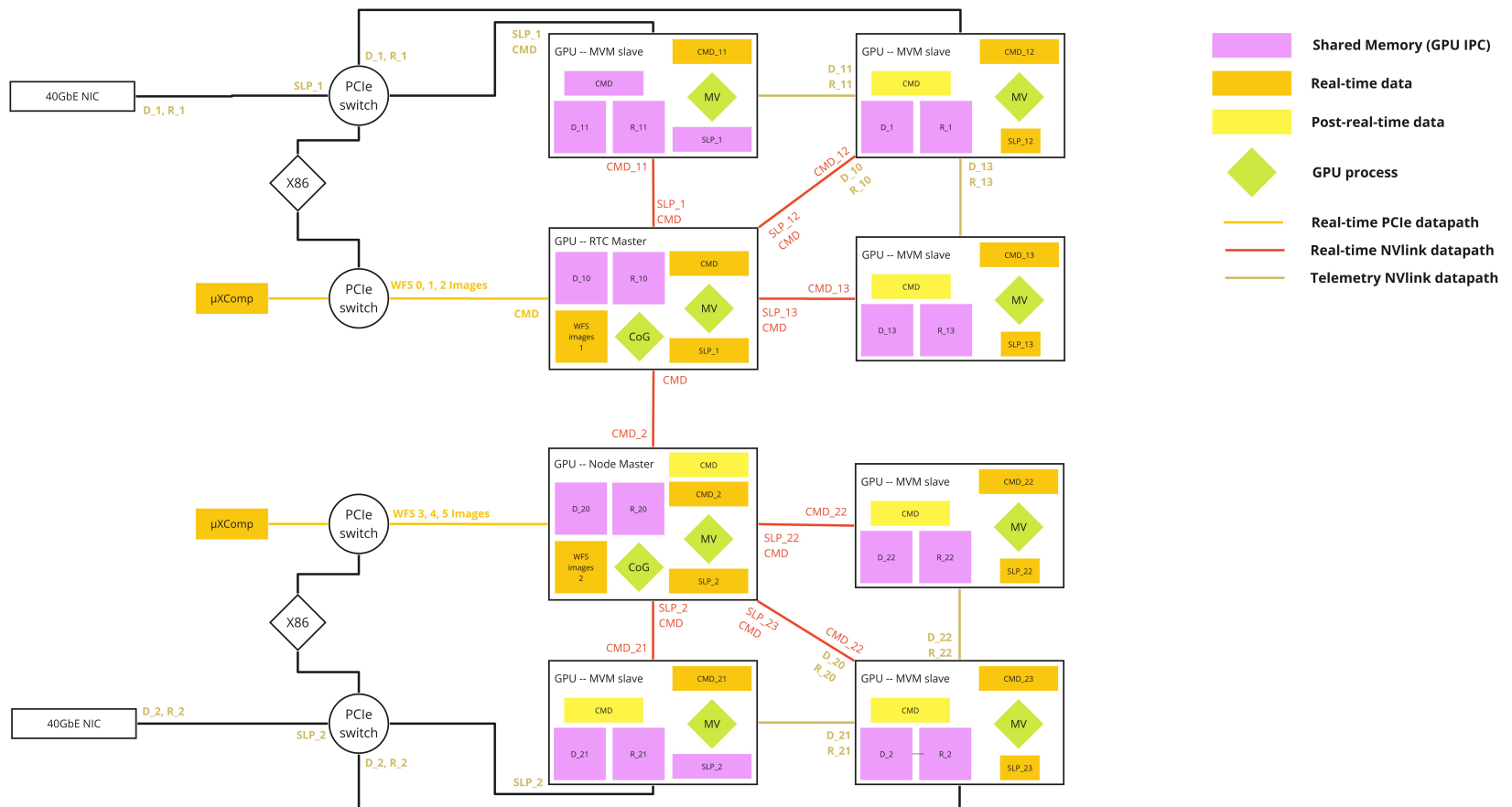
- HRTC + end-to-end sim. + telemetry subsystem





LTAO/MCAO prototype

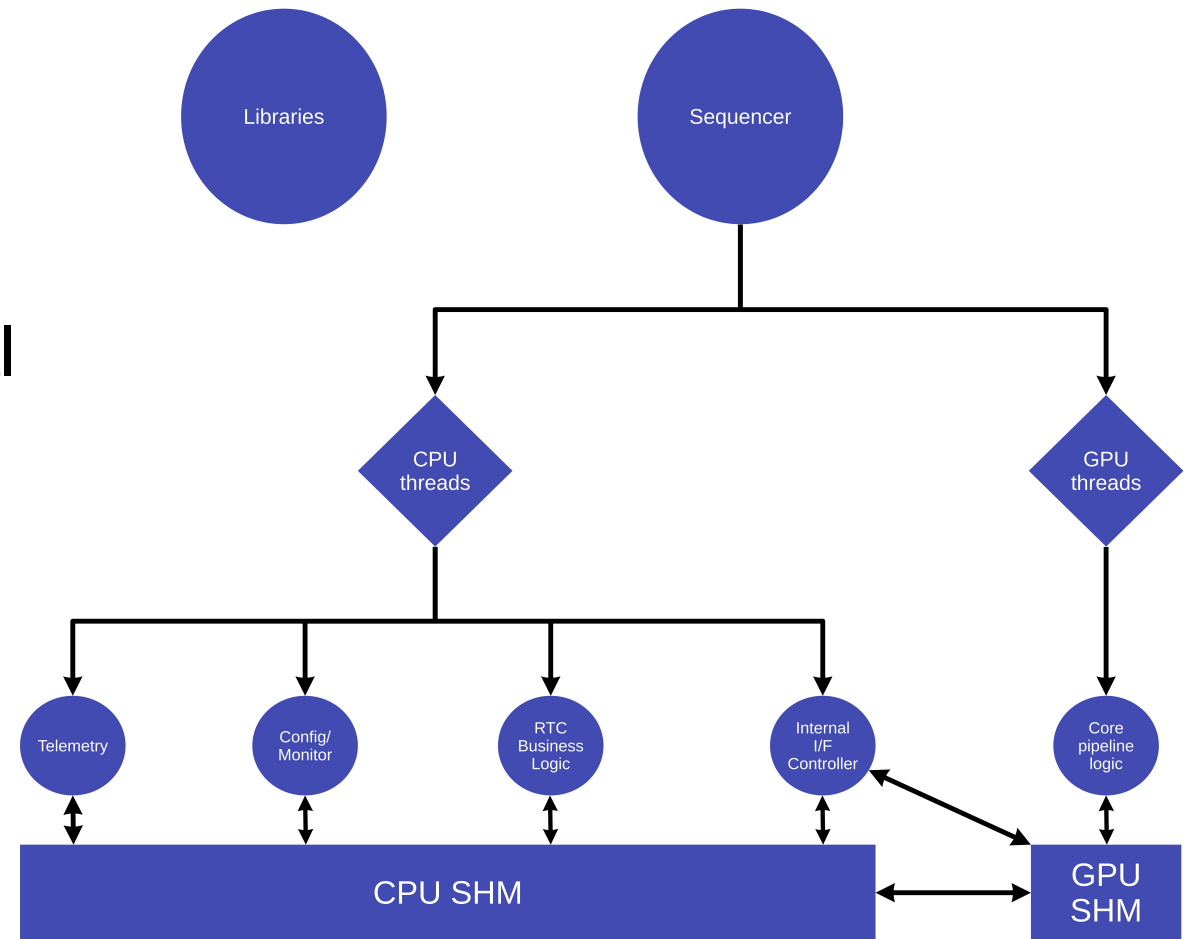
- Detailed design for the HRTC (data + paths)





SW stack prototype

- General concept
 - Supports CPU and GPU threads
 - Relies on several levels of Shared Mem.
 - Relies on standard libraries
 - Open Source !





SW stack prototype



- Contributing to the CACAO (Compute And Control for AO) initiative
 - Effort initiated by O. Guyon (Subaru)
 - Based on custom libraries (Interprocess Com., Command Line I/F, numerical tools: MILK), standard libraries (MAGMA, FFTW, GSL) and standard tools (Autotools/Cmake, libtool)
 - Supports GPU offloading (through memcopies)
- Adding an abstraction layer for processes I/F
 - Data I/F and processes synchronization
 - Allow for various HW/SW I/F, ensure modularity
- Converged shared memory model between CPU and GPU processes
- Adding GPU-FPGA DMA libraries
 - Optimized performance when feature is enabled
 - Using the same abstracted I/F
- Adding a python sequencer and PyQt GUIs
- Enabling tight coupling between the real-time core and the COMPASS simulator

- Welcoming new contributors
 - Goal is to move forward community support for this SW framework
 - And getting feedback from a wide user community will make it more reliable
 - Open Source model is key to optimize both cost and reliability
- Portability, flexibility, modularity, scalability
 - Multi-platform support (including optimized HW approaches)
 - Optimized libraries for predictive control, tomographic AO and more
 - Python I/F, reduce the amount of custom libraries and tools by switching (and adapting) to standards
- Already driving systems at Subaru (SCExAO, AO188) and will soon at Keck and more
- Give it a try ! <https://github.com/cacao-org/cacao>