

# Lattice QCD in HPC



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KEK-CSCS Joint Workshop, KEK, Japan, 29 October 2025





# Hideo Matsufuru

- PhD : Hiroshima University, Japan (1998)
- Post doc.: Heidelberg, Osaka (RCNP),  
Kyoto (YITP)
- KEK Computing Research Center (2003-)  
Administration of supercomputer system (~2023)

## Research interests

- Theoretical/computational physics
- Lattice QCD (elementary particle physics)
- High Performance computing
- Data grids



# Contents

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- Lattice QCD
  - What is QCD and What is lattice QCD?
- Lattice QCD and High Performance Computing
  - Massively parallel, GPU
  - Result on Fugaku
- Lattice QCD and Data Grid
  - ILDG
  - JLDG

## Summary

- Lattice QCD: computational elementary particle physics
  - only systematic approach to explore nonperturbative nature of QCD
- Lattice requires large computational resources
  - Need of High Performance Computing
- Gauge configurations are expensive and valuable data
  - Need of data grids: ILDG, JLDG

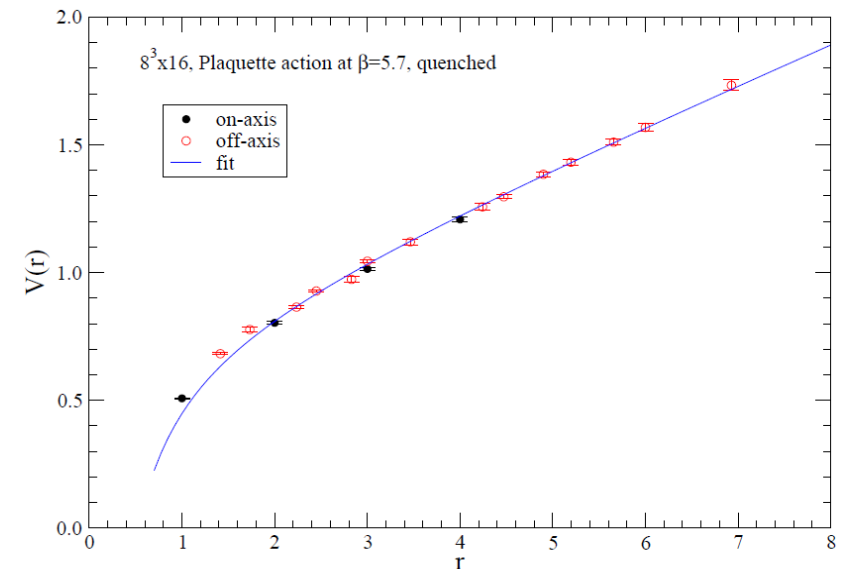
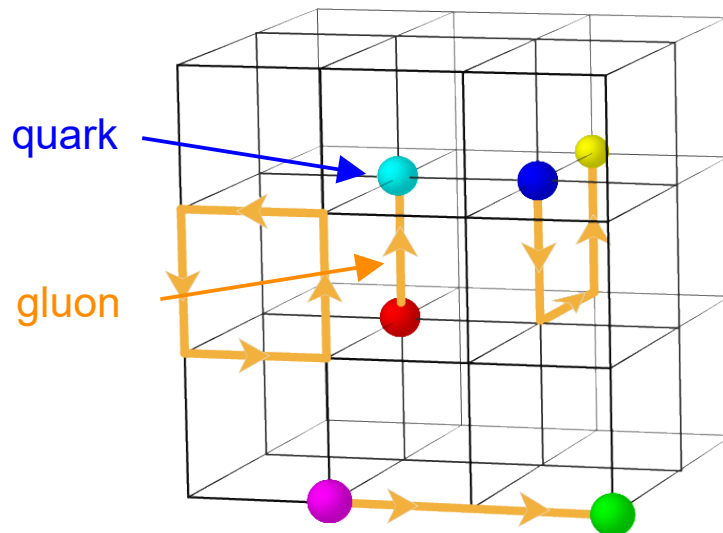
# Lattice QCD simulations

- **QCD** (Quantum Chromodynamics)
  - Fundamental theory of the “strong interaction” among quarks and gluons
  - Difficult to solve due to strong coupling at long distance → perturbation is not applicable
- **Lattice QCD simulations**
  - Lattice QCD: fermion (quark) and gauge (gluon) fields on 4D Euclidean lattice (discretized spacetime)
  - Monte Carlo algorithm → physical quantities
  - Only general/quantitative approach to calculate QCD

**Standard Model of Elementary Particles**

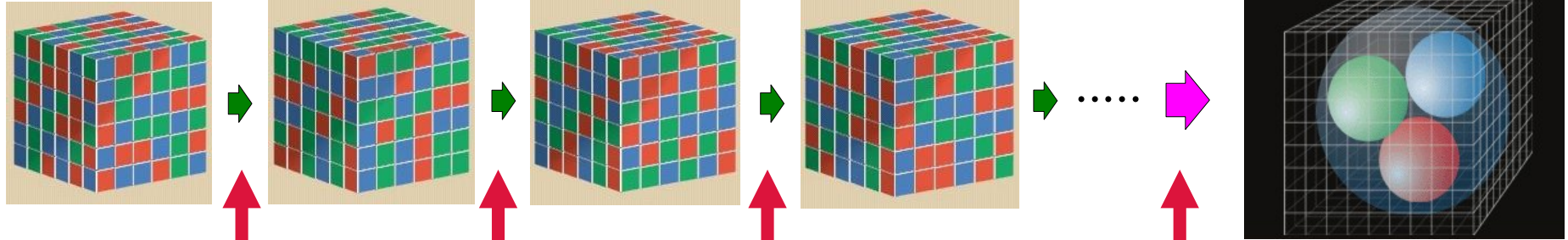
three generations of matter (fermions)						interactions / force carriers (bosons)	
I			II			III	
mass $\approx 2.16 \text{ MeV}/c^2$	$\frac{2}{3}$	$\frac{1}{2}$	$\approx 1.273 \text{ GeV}/c^2$	$\frac{2}{3}$	$\frac{1}{2}$	0	$\approx 125.2 \text{ GeV}/c^2$
u			c			g	H
up			charm			gluon	higgs
$\approx 4.7 \text{ MeV}/c^2$	$-\frac{2}{3}$	$\frac{1}{2}$	$\approx 93.5 \text{ MeV}/c^2$	$-\frac{2}{3}$	$\frac{1}{2}$	0	
d			s			$\gamma$	
down			strange			photon	
$\approx 0.511 \text{ MeV}/c^2$	-1	$\frac{1}{2}$	$\approx 105.66 \text{ MeV}/c^2$	-1	$\frac{1}{2}$	0	$\approx 91.188 \text{ GeV}/c^2$
e			$\mu$			Z	
electron			muon			Z boson	
$< 0.8 \text{ eV}/c^2$	0	$\frac{1}{2}$	$< 0.17 \text{ MeV}/c^2$	0	$\frac{1}{2}$	0	$\approx 80.3692 \text{ GeV}/c^2$
$\nu_e$			$\nu_\mu$			W	
electron neutrino			muon neutrino			W boson	
$\approx 1.77693 \text{ GeV}/c^2$	-1	$\frac{1}{2}$	$< 18.2 \text{ MeV}/c^2$	0	$\frac{1}{2}$		
$\tau$			$\nu_\tau$				
tau			tau neutrino				

**QUARKS** (I, II, III)  
**LEPTONS** (I, II, III)  
**SCALAR BOSONS** (H)  
**GAUGE BOSONS VECTOR BOSONS** (g,  $\gamma$ , Z, W)



# Lattice QCD simulations

- Monte Carlo algorithm → “gauge configurations”



At each step of Monte Carlo generation and measurement, a linear equation must be solved for a large sparse matrix by iterative solver

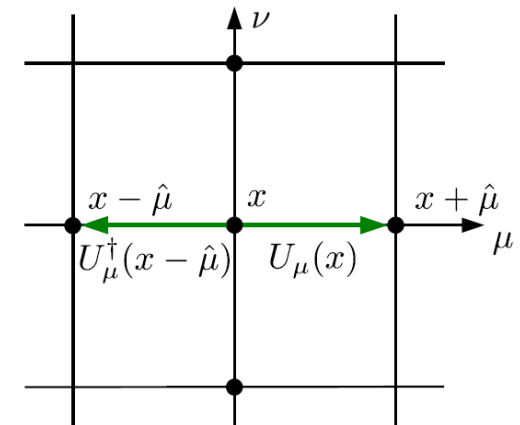
Fermion matrix of rank: 3 (color) x 4 (spinor) x #site →  $O(10^8)$

**Bottleneck of lattice QCD simulations**

- Example of fermion matrix: Wilson fermion

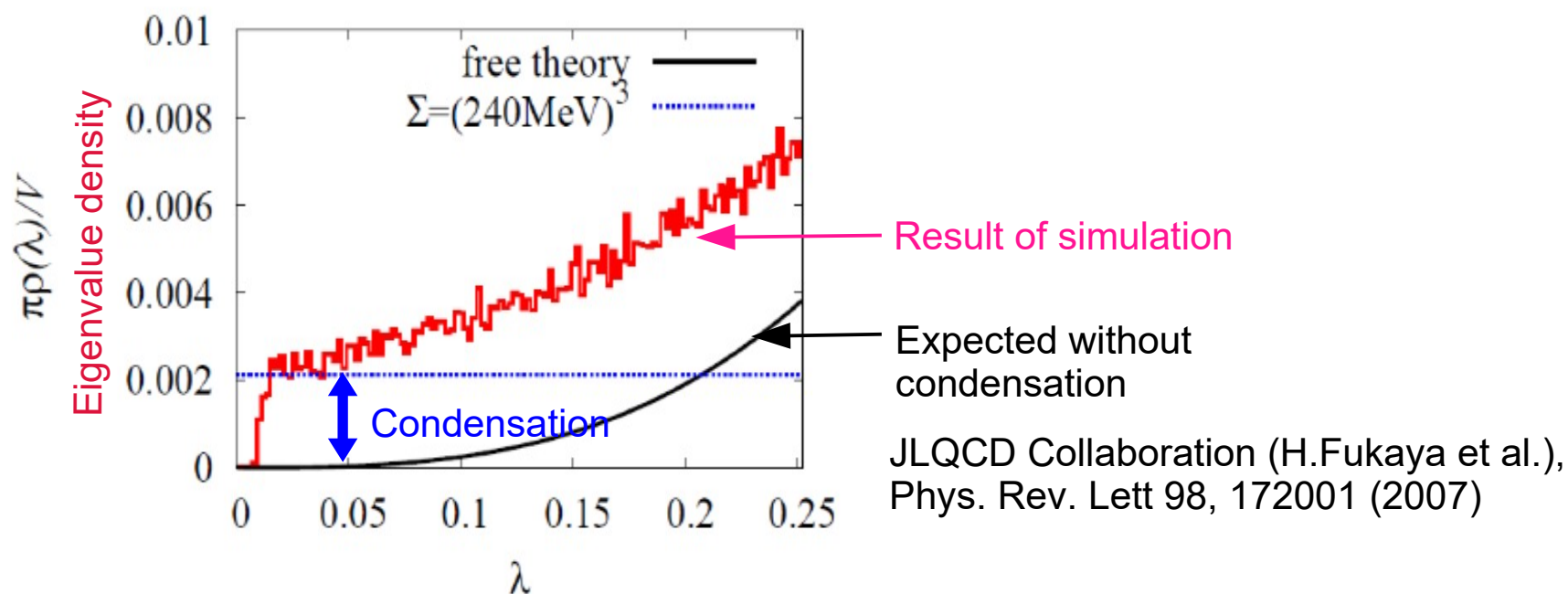
$$D_{x,y} = \delta_{x,y} - \kappa \sum_{\mu} \{ (1 - \gamma_{\mu}) U_{\mu}(x) \delta_{x+\hat{\mu},y} + (1 + \gamma_{\mu}) U_{\mu}(x - \hat{\mu}) \delta_{x-\hat{\mu},y} \}$$

- $U_{\mu}(x)$ : 3x3 complex matrix (gauge field)
- $\gamma_{\mu}$ : 4x4 matrix (permutation of components)
- $\kappa$ : hopping parameter (related to quark mass)
- Coupling with nearest neighbor sites: 9-point stencil



# Lattice QCD simulations

- Application of lattice QCD
  - Precision calculation of hadronic process → verification of standard model
  - Nature of QCD: finite temperature/density phase diagram
  - Exploring candidate models beyond standard model
- Example result: nature of QCD vacuum
  - QCD “vacuum” is not vacant, but quark-antiquark pairs condensate
  - “Chiral symmetry” is spontaneously broken → quark acquires effective mass
  - 98% of mass of matter (protons and neutrons) comes from this mechanism



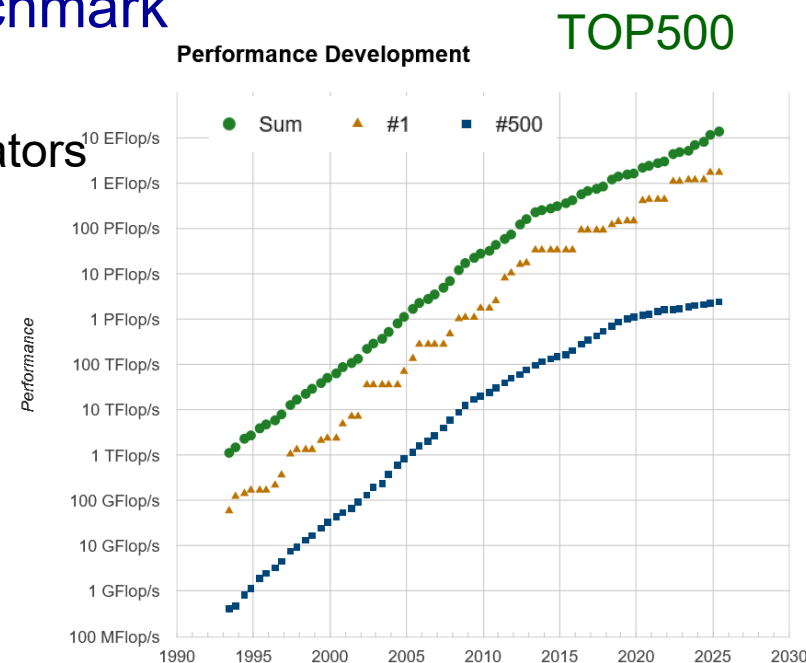
# Lattice QCD and HPC

- Lattice QCD has been a typical HPC benchmark

- Vector architecture, massive parallel, SIMD, multi-core, many-core, GPU and other accelerators
- Dedicated machines were developed
  - QCDPAX, CP-PACS (U.Tsukuba)
  - QCDOC (IBM+BNL+...) → Blue Gene
- Pioneering work on GPU
  - I. Egri et al., "Lattice QCD as a video game", Comput.Phys.Commun. 177 (2007) 631-639

- Performance tuning

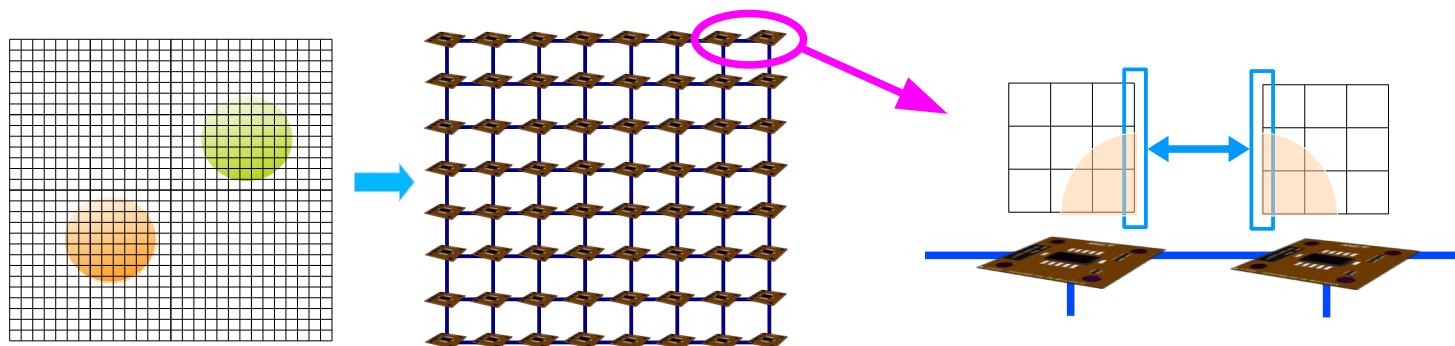
- Distributed memory parallel system: message passing (MPI etc.)  
→ Minimize Communication overhead
- Shared memory multi-core: thread parallelization (OpenMP, etc.)
- Vector architecture: vectorization of long loops
- SIMD processors
- GPU and accelerators: many core threads of  $O(1K) \sim O(10K)$   
→ Offloading bottleneck tasks



# Lattice QCD and HPC

- Massively parallel systems

- Balance of computation and communication is important
- Specific topology of interconnect network
- Low-level communication library (instead of MPI) may achieve better performance



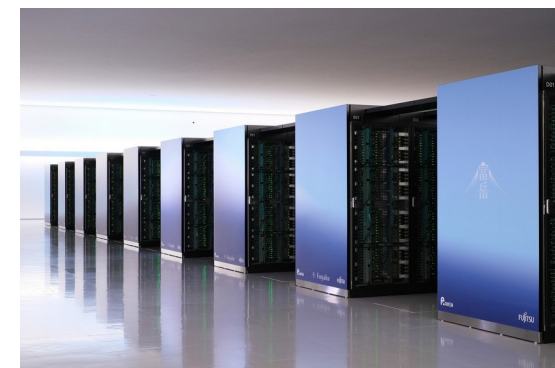
Intel Paragon @Hiroshima  
(56 nodes, 4.2 Gflops)  
1993--1998



IBM Blue Gene/L @KEK  
(57.3 TFlops)  
2006-2011



IBM Blue Gene/Q @KEK  
(1.258 PFlops)  
2012-2017



Fugaku @RIKEN CCS  
(537 PFlops) 2020~

<https://www.r-ccs.riken.jp/en/fugaku/>



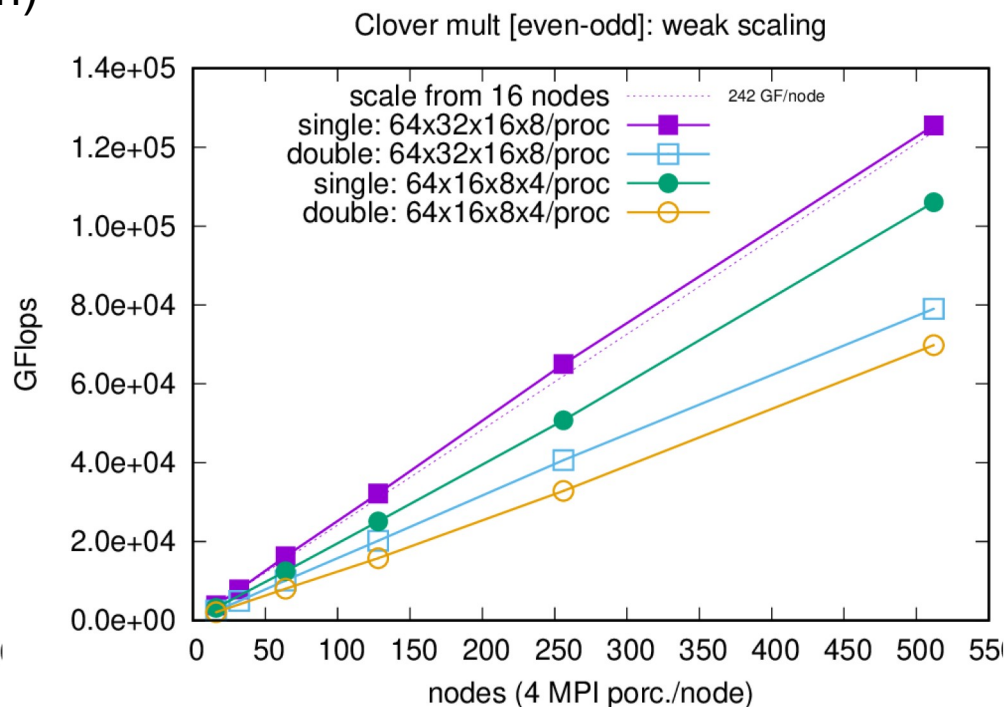
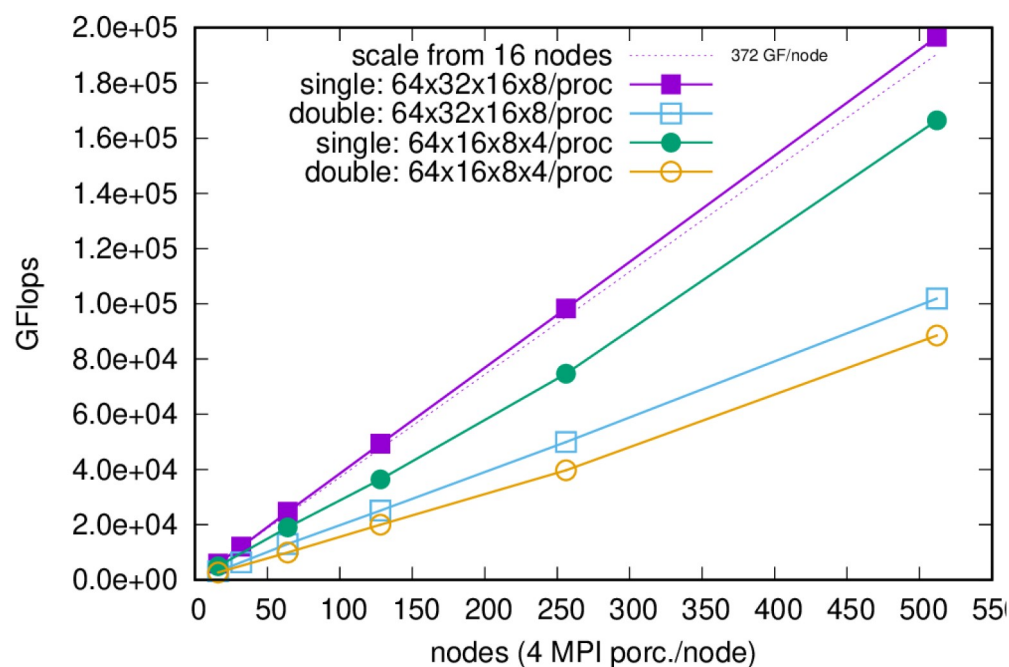
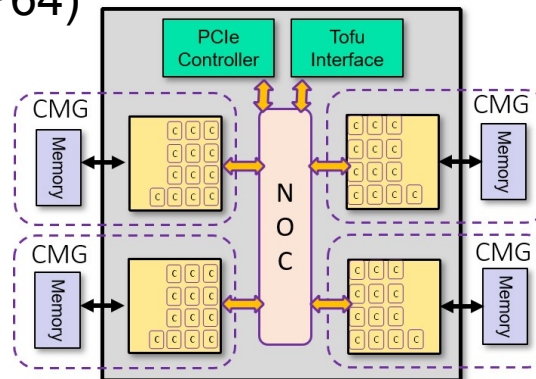
# Performance on Fugaku

- **Supercomputer Fugaku (RIKEN)**

- Total peak performance: 537 PFlops (FP64)
- A64FX processor, 48 compute cores
- 3.34 TFlops/processor, 1024 GB/s
- Tofu Interconnect D (28 Gbps x 2 x10)

- **Performance: weak scaling plot**

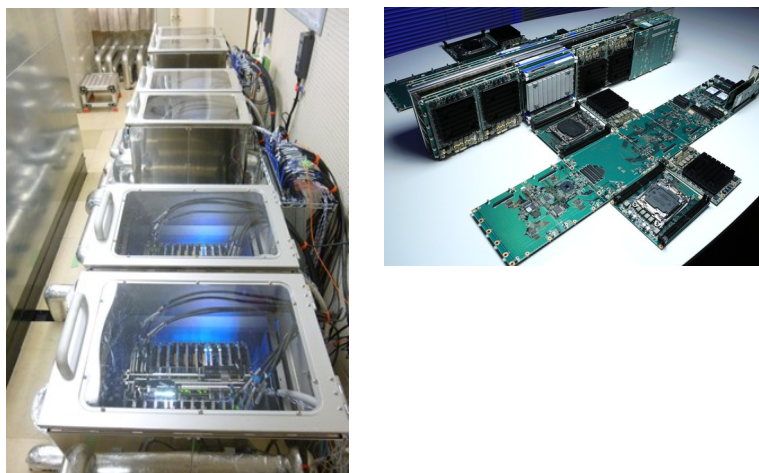
- Clover (improved Wilson) fermion
- Matrix multiplication (Single precision)



# Lattice QCD and HPC

- Accelerators: GPU, PEZY-SC
  - Offloading bottleneck tasks to device
  - Implementation: OpenACC, OpenMP (directives), CUDA, OpenCL, etc (APIs).
  - Minimize data transfer between host and device
  - Many-cores of  $O(1K)$ - $O(10K)$  → parallelization to many threads
  - Recent systems adopt GPUs
    - Miyabi at JCAHPC (U. Tokyo+Tsukuba) has started (NVIDIA GV200)
    - Next system at Univ. Tsukuba (AMD GPU)
    - FugakuNEXT (planned 2030~) : next Japanese flagship (NVIDIA GPU)
  - Developing/porting fast GPU code is urgent subject

PEZY-SC on Suiiren system@KEK



Miyabi @JCAHPC



# Code development

## Lattice QCD code Bridge++

- General purpose code set for simulations of lattice gauge theory
- C++, object-oriented design
- Development policy
  - Readable: for beginners
  - Extendable: for testing new ideas
  - Portable: works on many machines
  - Practically enough high performance
- Project launched in October 2009, first public release in July 2012
- Latest version: 2.1.0 (13 September 2025)
- How to enable achieve portability and high performance simultaneously?
  - Out solution: implement robust generic code and optimized code for specific architecture separately and enable them to run simultaneously
    - Bottleneck parts can be replaced with optimized code
  - Optimized code for Fugaku and GPU are available





# Data Grids

- Data grids for Computational elementary particle physics

- Gauge configurations

- Expensive to generate
    - Various physical quantities can be calculated

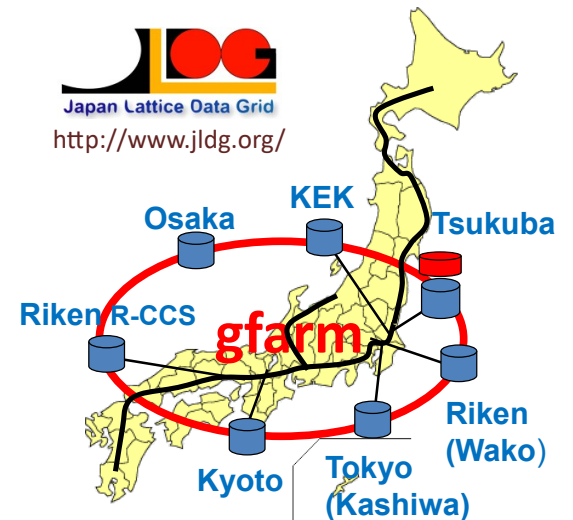
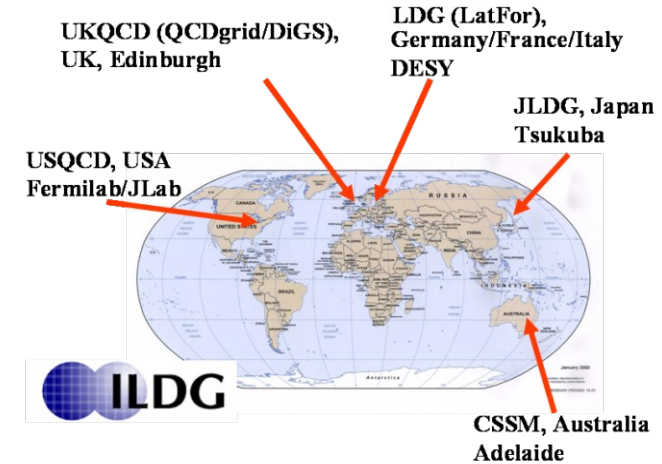
→ Worth to share

- ILDG (International Lattice Data Grid)

- International activity to share lattice QCD data

- JLDG (Japan Lattice Data Grid)

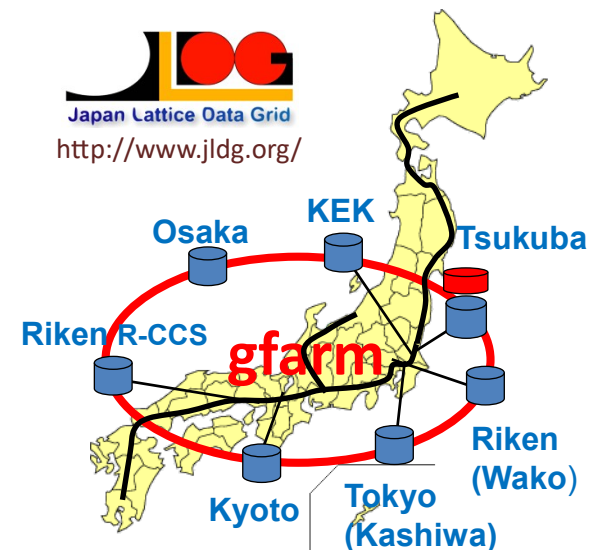
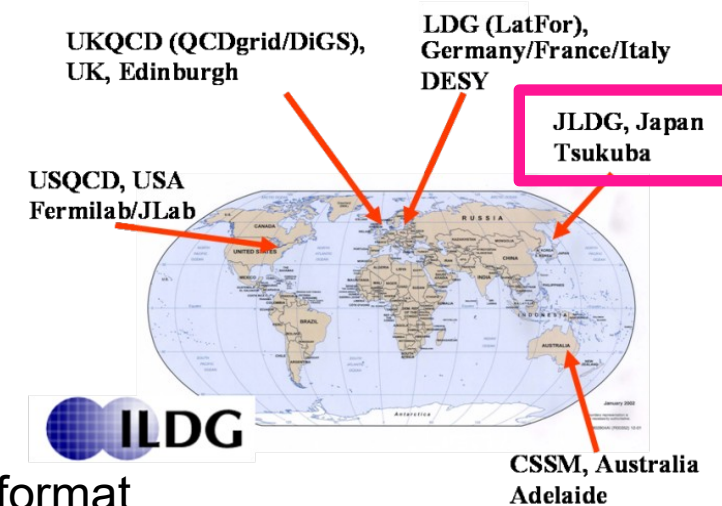
- Infrastructure to share data of lattice and related field in Japan
  - Regional grid of ILDG



# Introduction to ILDG

<https://hpc.desy.de/ildg/>

- Organized to share lattice QCD data (configurations)
  - Activity started in 2002
- Grid of grids
  - Resources are provided by regional grids
  - JLDG play a role of Japanese regional grid
- Organization
  - Board (representative from regional grids)
  - Metadata Working Group
    - Specifying description of metadata (QCDml), file format
  - Middleware Working Group
    - Specifying data access interface, authentication
- Activity
  - Recently rebooted as ILDG 2.0
  - Hands-on workshops (2023, 2025)
  - Data sessions in Lattice conference
  - Update of metadata/middleware issues



# Data sharing

- FAIR principle for scientific data sharing

M. Wilkinson et al., Sci Data 3 (2016) 160018

- Findable : unique and persistent ID, rich metadata, searchable
- Accessible : retrievable by ID, open protocol, persistently accessible metadata
- Interoperable : (meta)data with broadly applicable language
- Reusable : with clear and accessible license – missing in QCDml (ver.1.x)

- File format and metadata

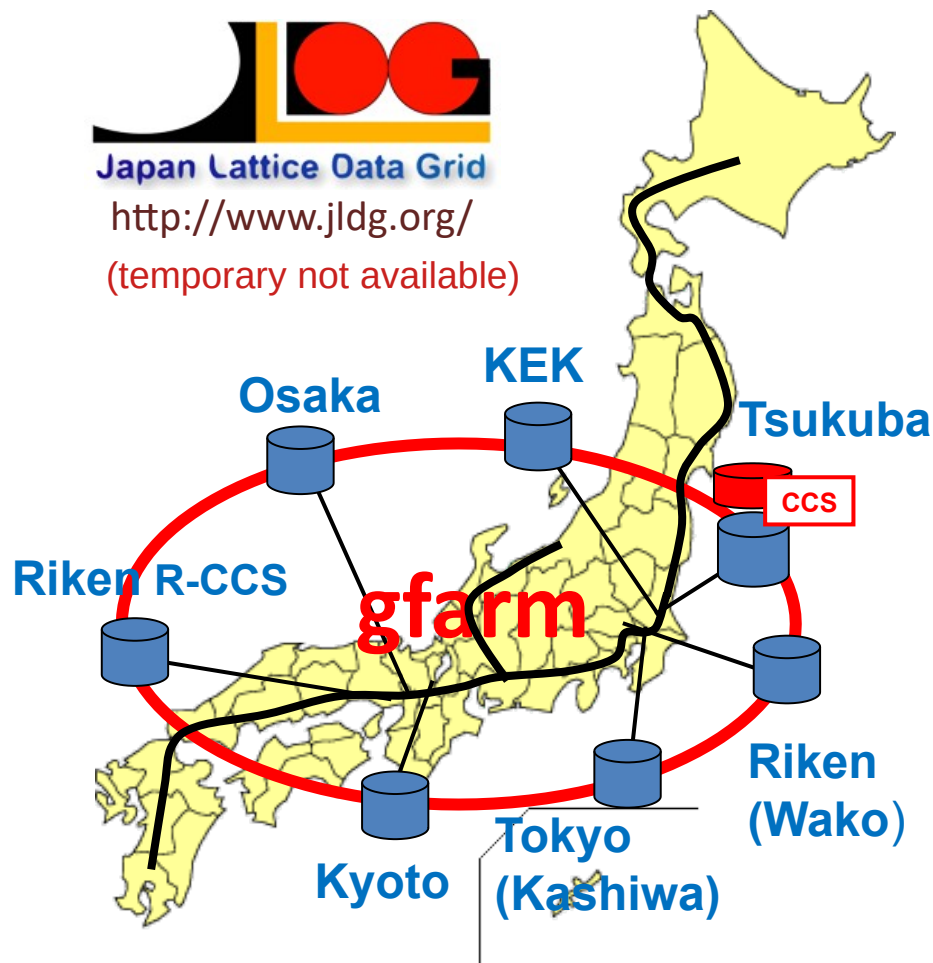
- File format – common binary data format
  - In which order the data are arranged
  - Packing software: LIME
- Metadata → data base: Metadata Catalog
  - Ensemble : actions, parameters, license (ver.2.0), ...
  - Configuration: history, URI (Uniform Resource Identifier), checksum/plaquette, ...
  - How to describe?
    - XML specified by XML schema : QCDml (QCD markup language)



# Japan Lattice Data Grid

Cf. T. Amagasa et al., J. Phys. Conf. Ser. 664 (2015) 042058

- Data Grid for lattice QCD and related science (nuclear/astrophysics)
  - Sharing public data and fast data transfer within collaborations



- Operation officially started in May 2008
- Constructed on VPN HEPnet-J/sc
  - On SINET operated by NII (National Inst. of Informatics)
- Gfarm grid file system
  - User can access as if single file system
  - Automatic replication
- Operated by JLDG team (members from sites and groups)
- Resources (as of Aug 2024)
  - Total storage: 21 PB, 11.3 PB used (87%)
  - Total number of files: >200M
- Regional grid of ILDG

# Summary/outlook

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## Summary

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→ Need of data grid: ILDG, JLDG