



# CHALLENGES AND STRATEGY TO TACKLE THE EXTREME-SCALE FLUID SIMULATION FOR ENGINEERING PROCESS

Kenji ONO

Advanced Visualization Research Team

Advanced Institute for Computational Science, RIKEN

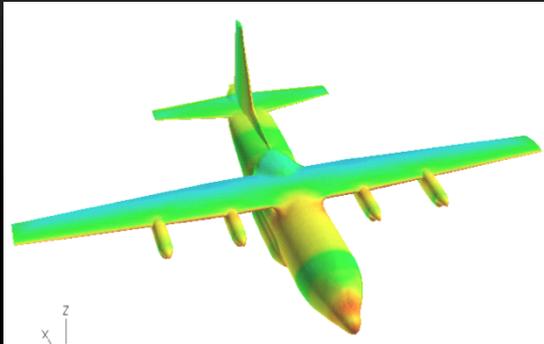
/ Kobe University / The University of Tokyo

Smoky Mountains Conference 2014-09-04

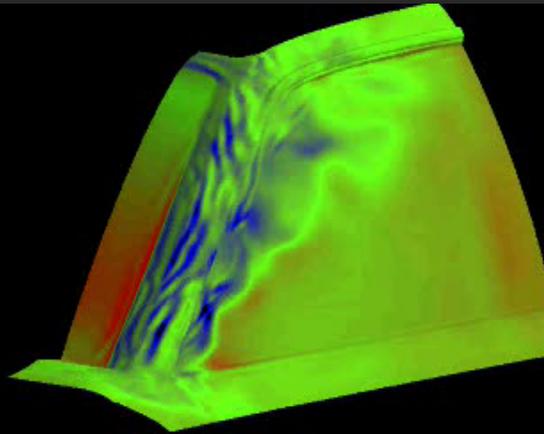
# TOC

- **Computational Fluid Dynamics in engineering**
- **Issues of extreme scale computing in CFD process**
- **Approaches**
  - **Grid generation**
  - **Hybrid parallel computing /w low B/F algorithms**
  - **Massively parallel visualization**
  - **Execution environment**
- **Concluding remarks / Open challenges**

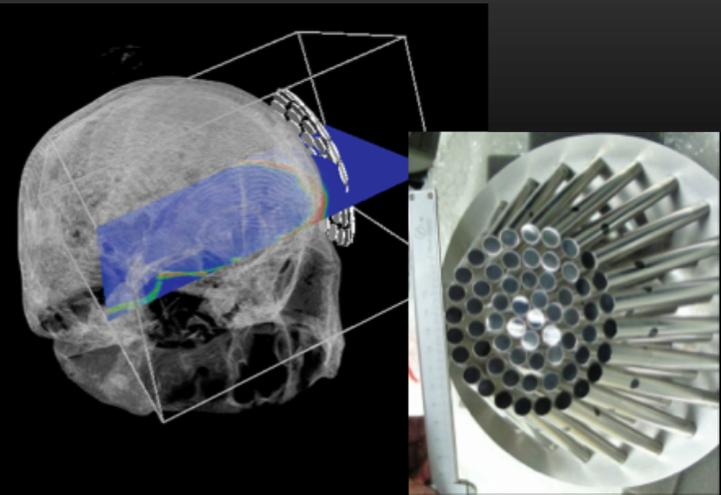
# INDUSTRIAL APPLICATIONS



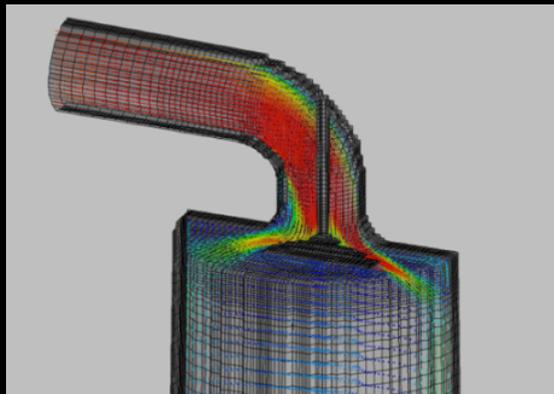
Aircraft  
(Nakahashi, Tohoku Univ.)



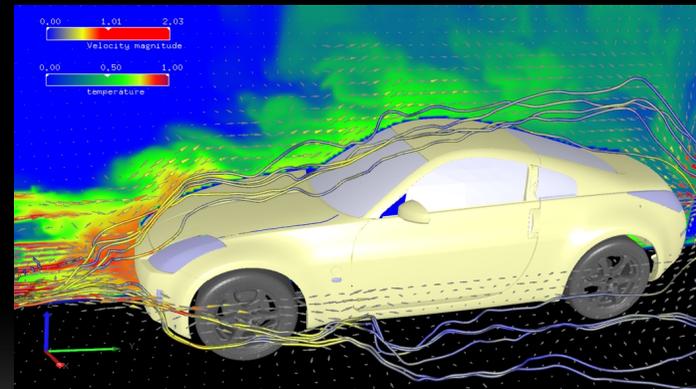
Wind Noise Prediction  
(Ono, Nissan)



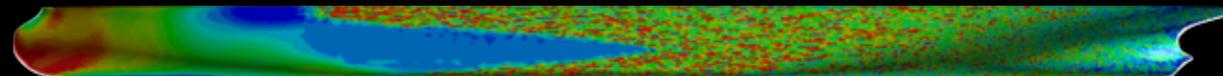
Tumor Surgery by HIFU  
(Okita, Nihon Univ.)



Flow inside Engine Cylinder



Vehicle Aerodynamics (Ono, Nissan)



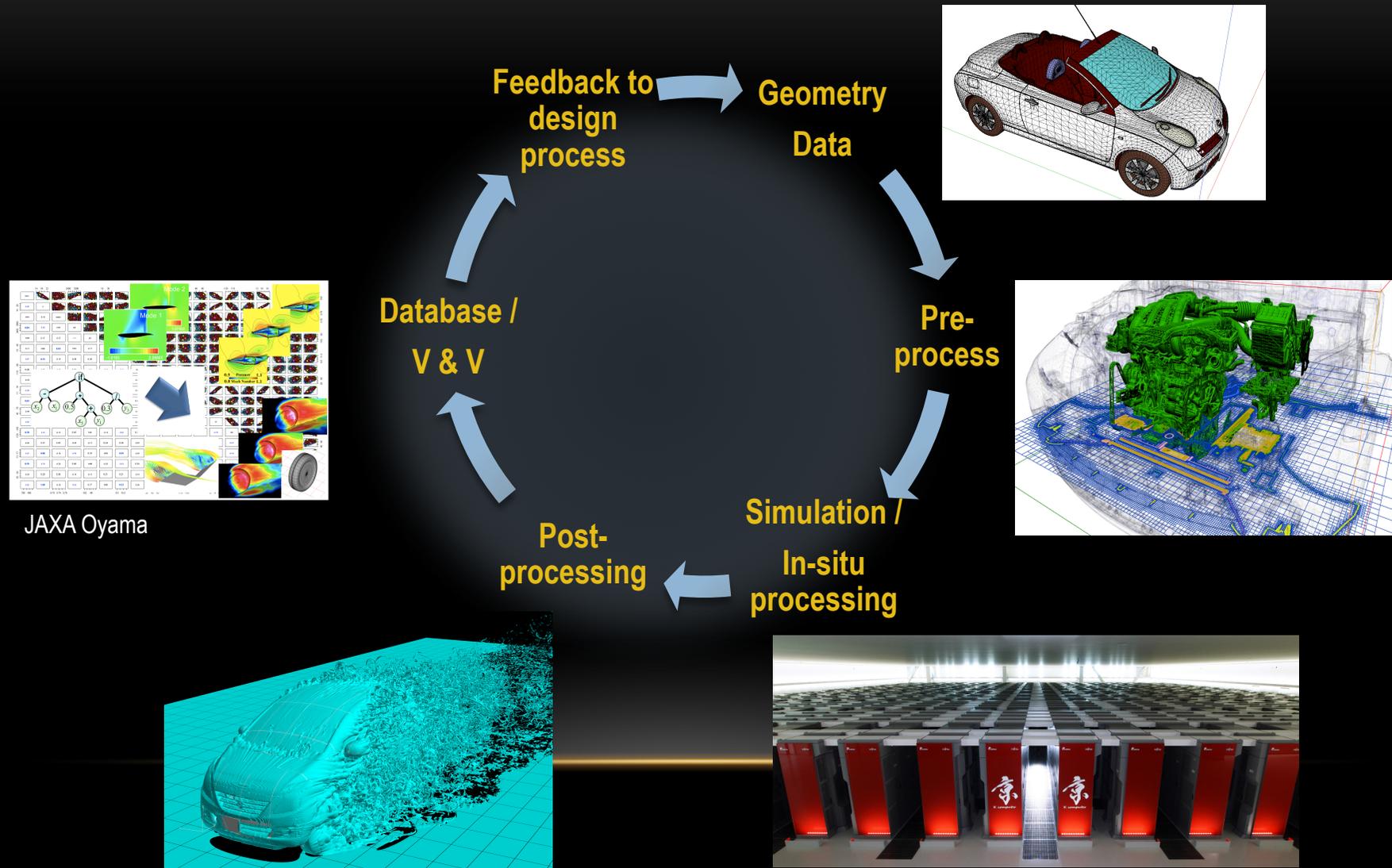
Vorticity distribution on ship surface (Kato, UTokyo)

# IMPACT OF HPC FOR PRODUCT DESIGN

- **HPC will change a style of product design**
  - **Reduce time cost**
    - A solution in a short period of time
    - Many trials in short turnaround time
      - Parametric study with details becomes feasible > MOO
  - **Increase reliability**
    - Reliability becomes higher as the resolution increases with LES.
  - **Tackle complicated phenomena**
    - More physics

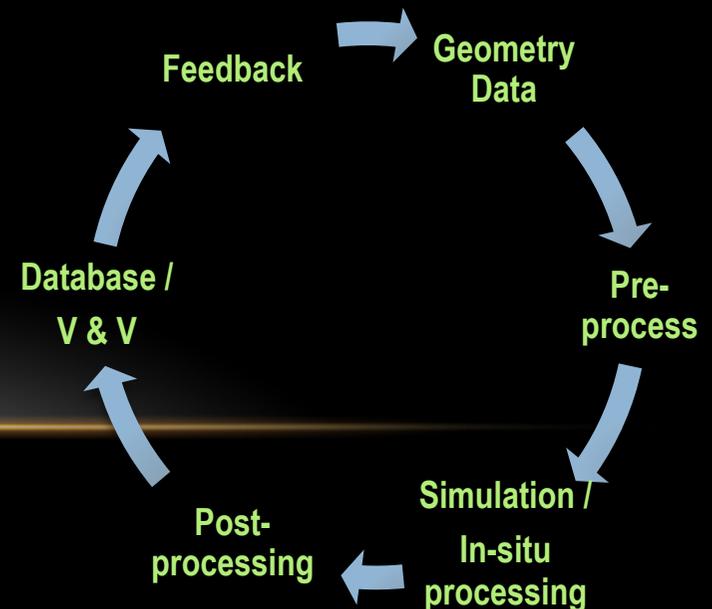


# SIMULATION PROCESS IN INDUSTRIAL APPLICATION



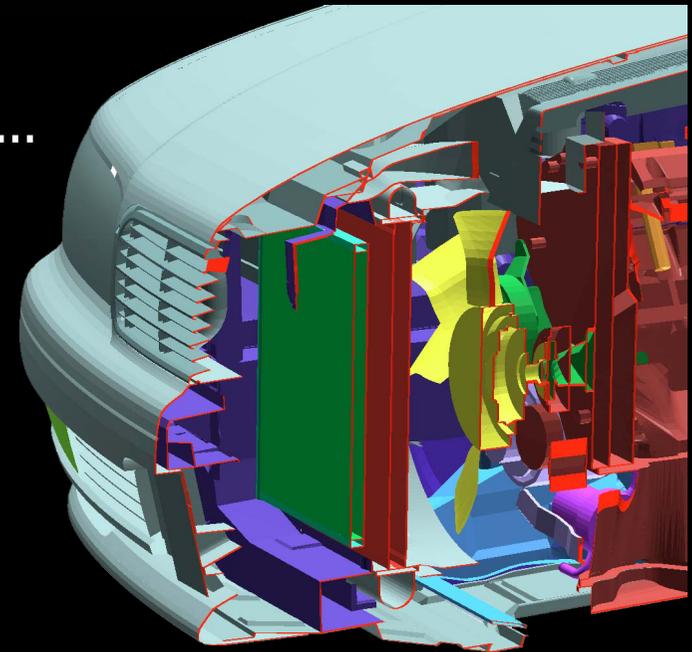
# ISSUES TO BE ADDRESSED FOR LARGE-SCALE CFD

- **Analysis model**
  - Grid generation of 10G-100G range, file based method is distant
- **Parallel computation**
  - Performance, load balancing
- **Post-processing**
  - Parallel visualization and data exploration for large-scale dataset
  - Data re-use
- **Other keys**
  - File handling and file I/O performance
  - Automation by workflow
  - Database

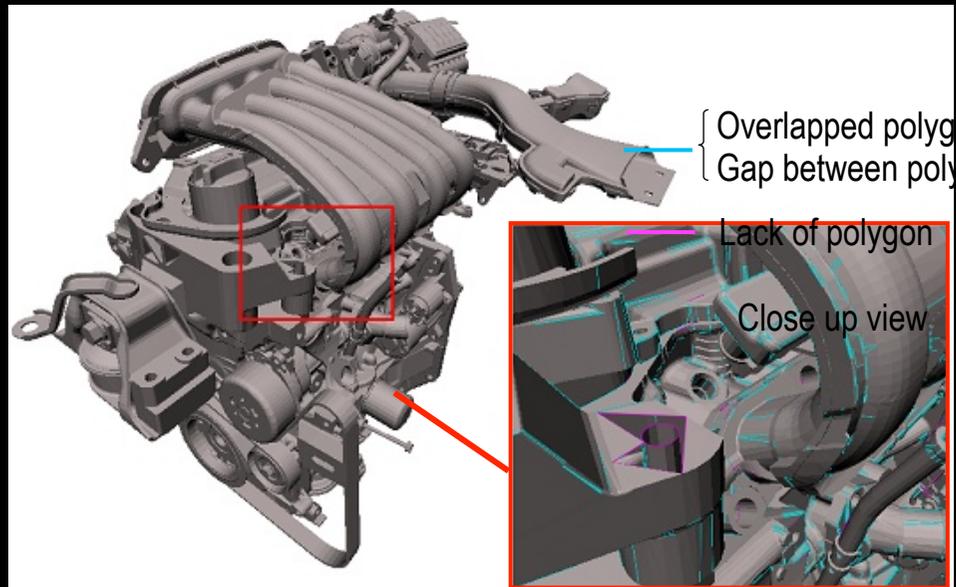


# ISSUES OF LARGE-SCALE GRID GENERATION FOR COMPLEX GEOMETRY

- Conventional method >> Interactive
  - is operated on PC
    - Limited memory, CPU power, disk size,...
  - File size becomes huge
    - File IO cost
    - Data transfer time
- Change paradigm
  - **Not generate a grid system**
  - Instead, transfer information to a background Cartesian mesh



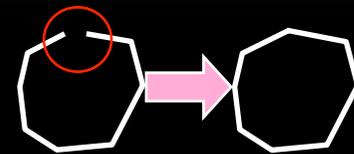
# DIRTY GEOMETRY ISSUE



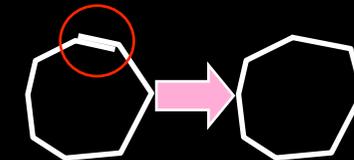
Incomplete polygon data of an automotive engine.

Water tightness is required to generate a grid system.

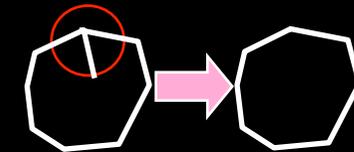
1. Gap.



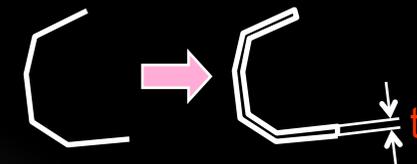
2. Overlap.



3. Invalid-manifold.



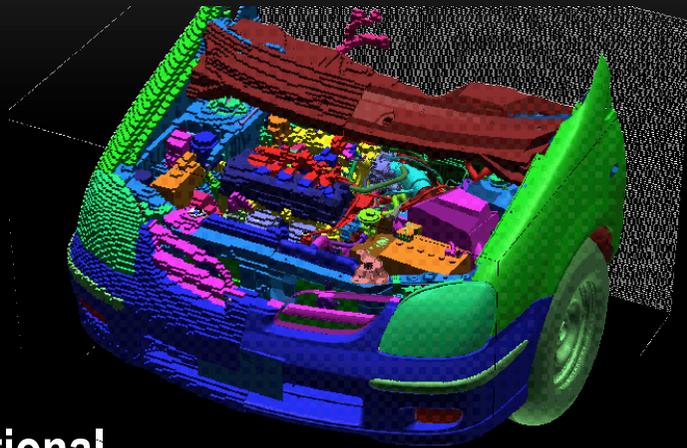
4. Thin geometry.



Typical examples of repaired polygons.

# FROM PRE-PROCESS TO ON THE FLY

- Generate grid before computation
- Quality depends on operators
- Need time to transfer files



Conventional

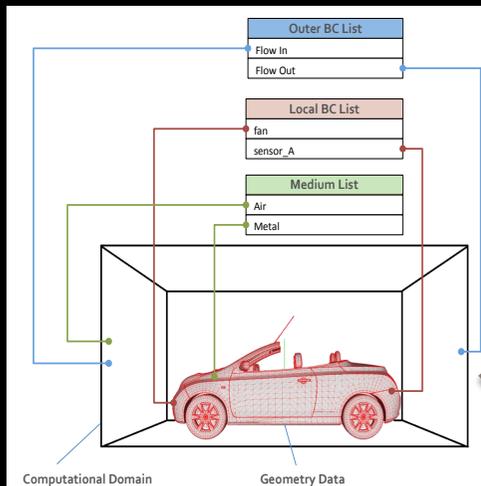


Prepare decomposed grid file for a specific number of divisions



Parallel Computation

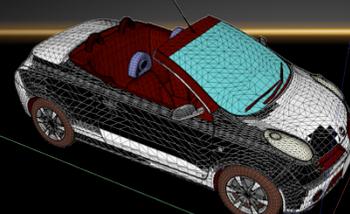
## Automatic grid generation



```
DomainInfo {  
  Global_origin = (-0.5, -0.5, -0.5 )  
  Global_region = (1.0, 1.0, 1.0 )  
  Global_voxel = (64 , 64 , 64 )  
  Global_division = (1 , 1 , 1 )  
  ActiveSubDomain_File = "hoge"  
}
```

Domain information & BC (Ascii)

Parallel Computation



Geometry

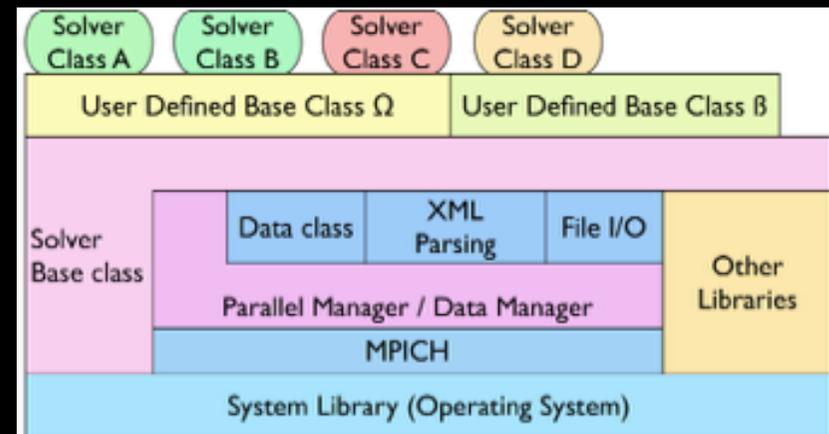


Robust Algorithm

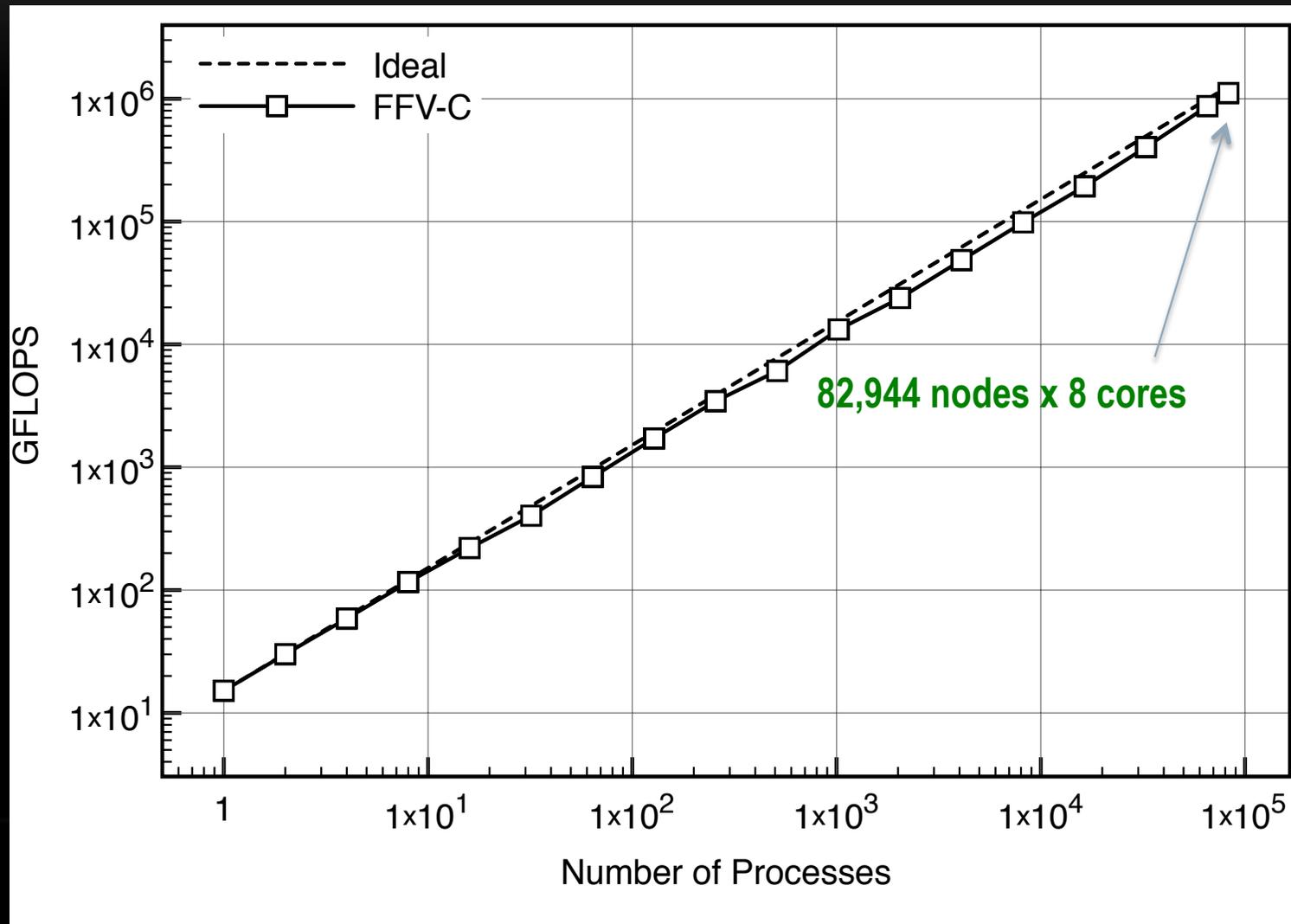


# HYBRID PARALLEL COMPUTING FRAMEWORK

- Domain specific framework
  - Domain decomposition for Cartesian data structure
  - Hybrid parallel computation
  - **Object-oriented tech.**
- Excellent scalability on K computer
  - **90% at 82,944 processes**
- File management of distributed files
  - Compression aware
  - Streaming

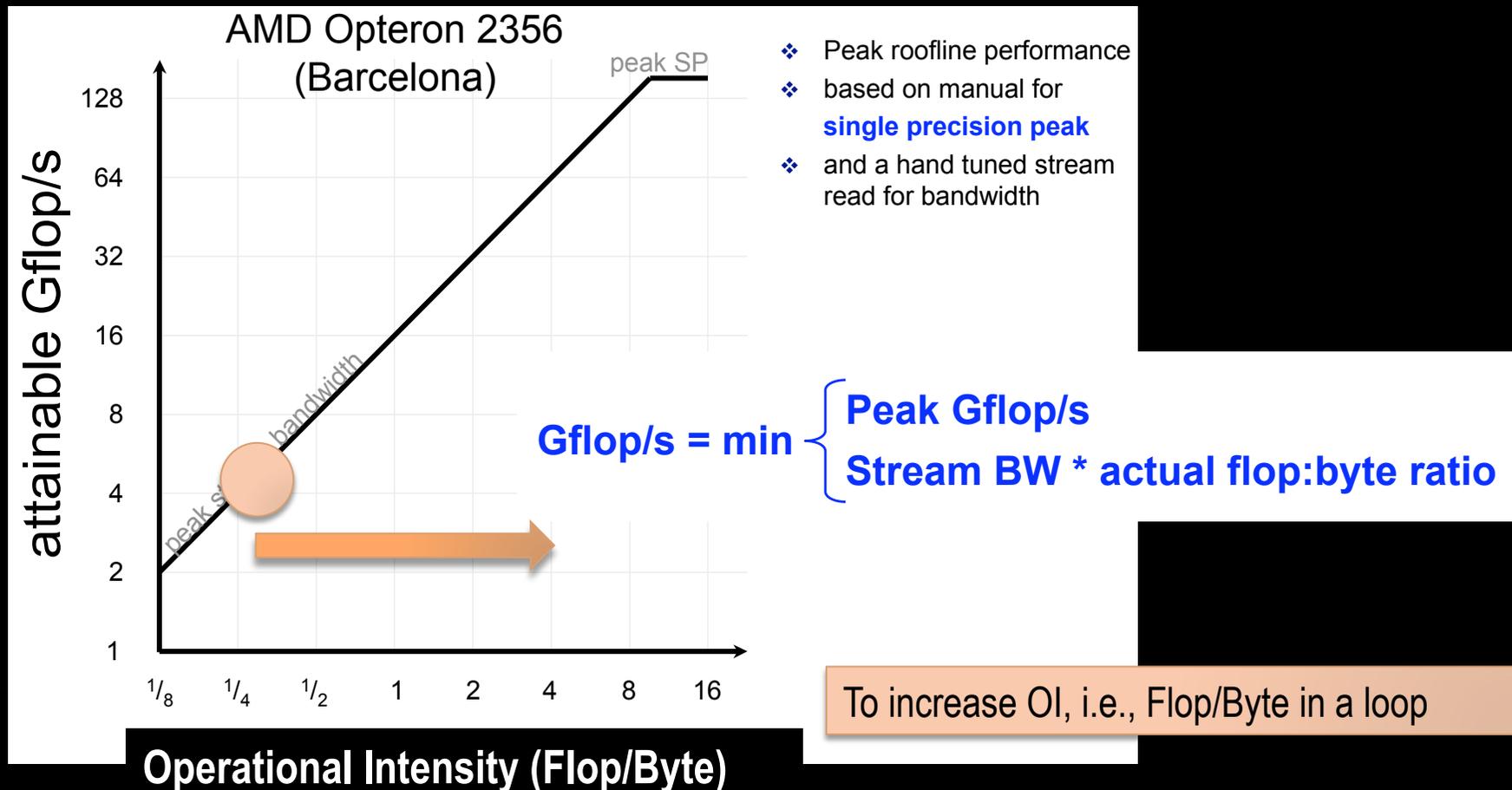


# HYBRID PARALLEL PERFORMANCE



# HOW TO MAXIMIZE PERFORMANCE?

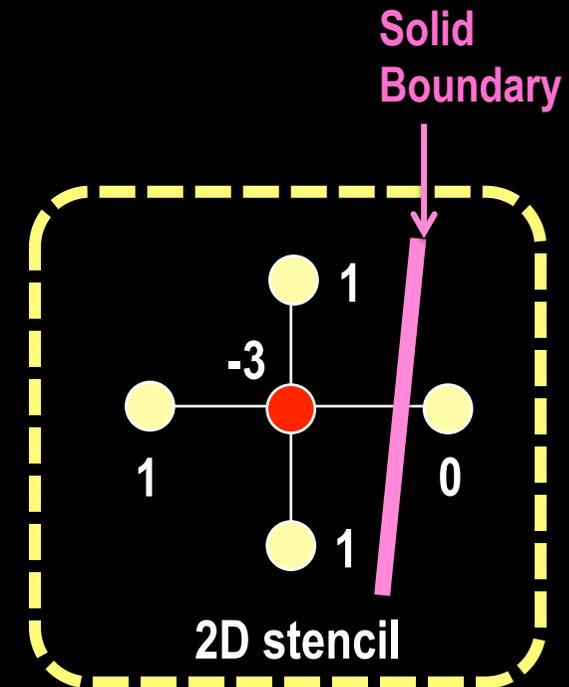
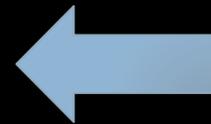
- Roofline Model [Williams, Comm. ACM. 52(4), 2009.]



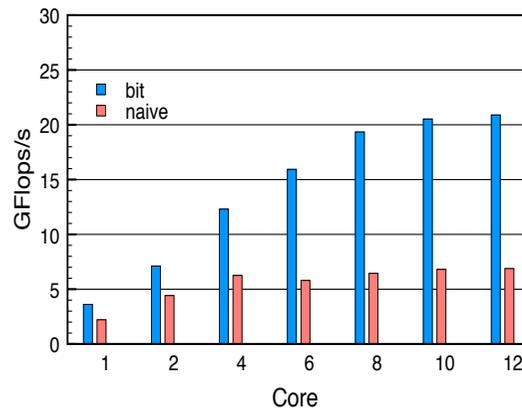
# SIMPLE IDEA

- Elements in coefficient matrix are small figures, which can be expressed by fewer bits
  - '0' or '1' >> 1 bit (non-diagonal elements)
  - '0-6' >> 3 bits (diagonal element)
- **Reduce the amount of data transfer**

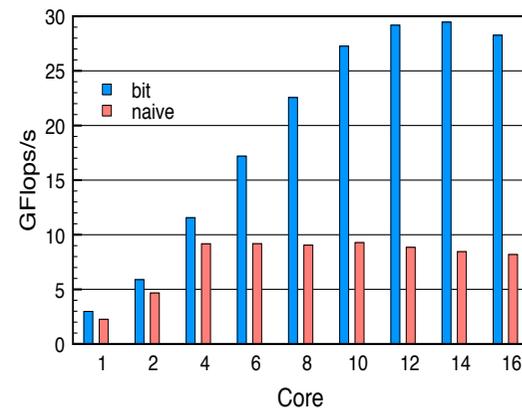
$$\begin{array}{cccccc|c} -4 & 1 & & & & & 1 \\ 1 & -4 & 1 & & & & 1 \\ & 1 & -3 & 0 & & & 1 \\ & & 1 & -4 & 1 & & \\ 1 & & & 1 & -4 & 1 & \\ & 1 & & & & & \\ & & & \dots & & & \end{array}$$



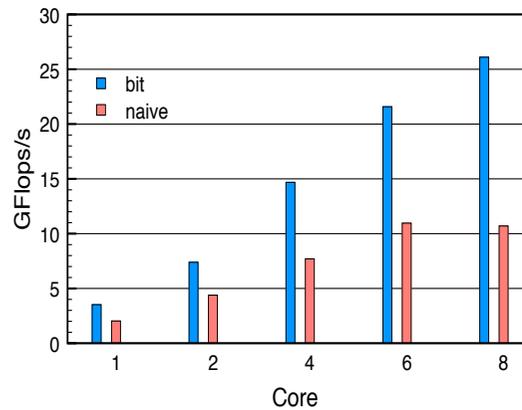
# PERFORMANCE (NAÏVE VS BIT-REPS)



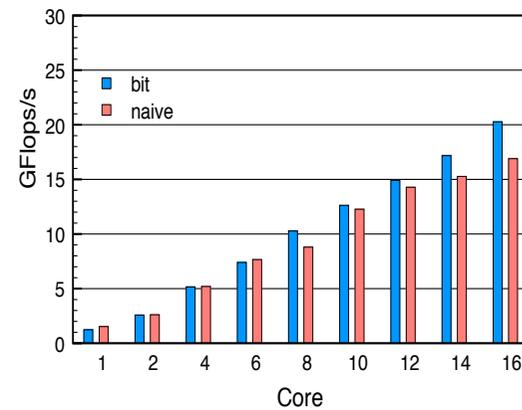
(a) Intel Westmere X5650.



(b) Intel SandyBridge E5-2670.



(c) Fujitsu Sparc Venus VIIIfx.

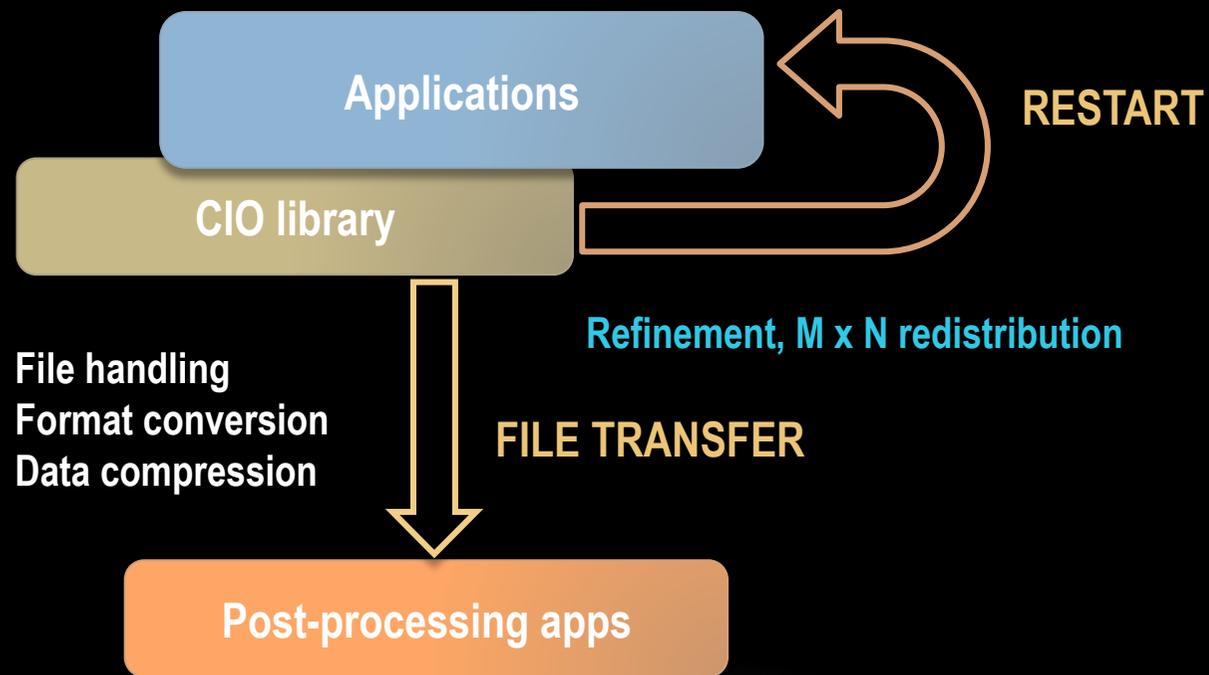


(d) Fujitsu Sparc Venus IXfx.

Fig. 4: Comparison of thread parallel performance of each machine. The problem size is chosen to  $256^3$  so that the data resides in main memory.

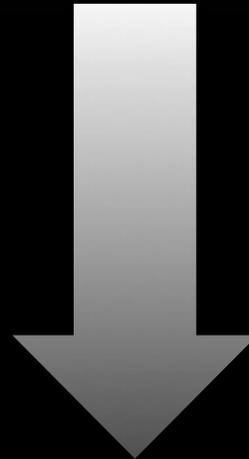
# I/O ISSUE

File management function for Cartesian data structure on distributed parallel environment

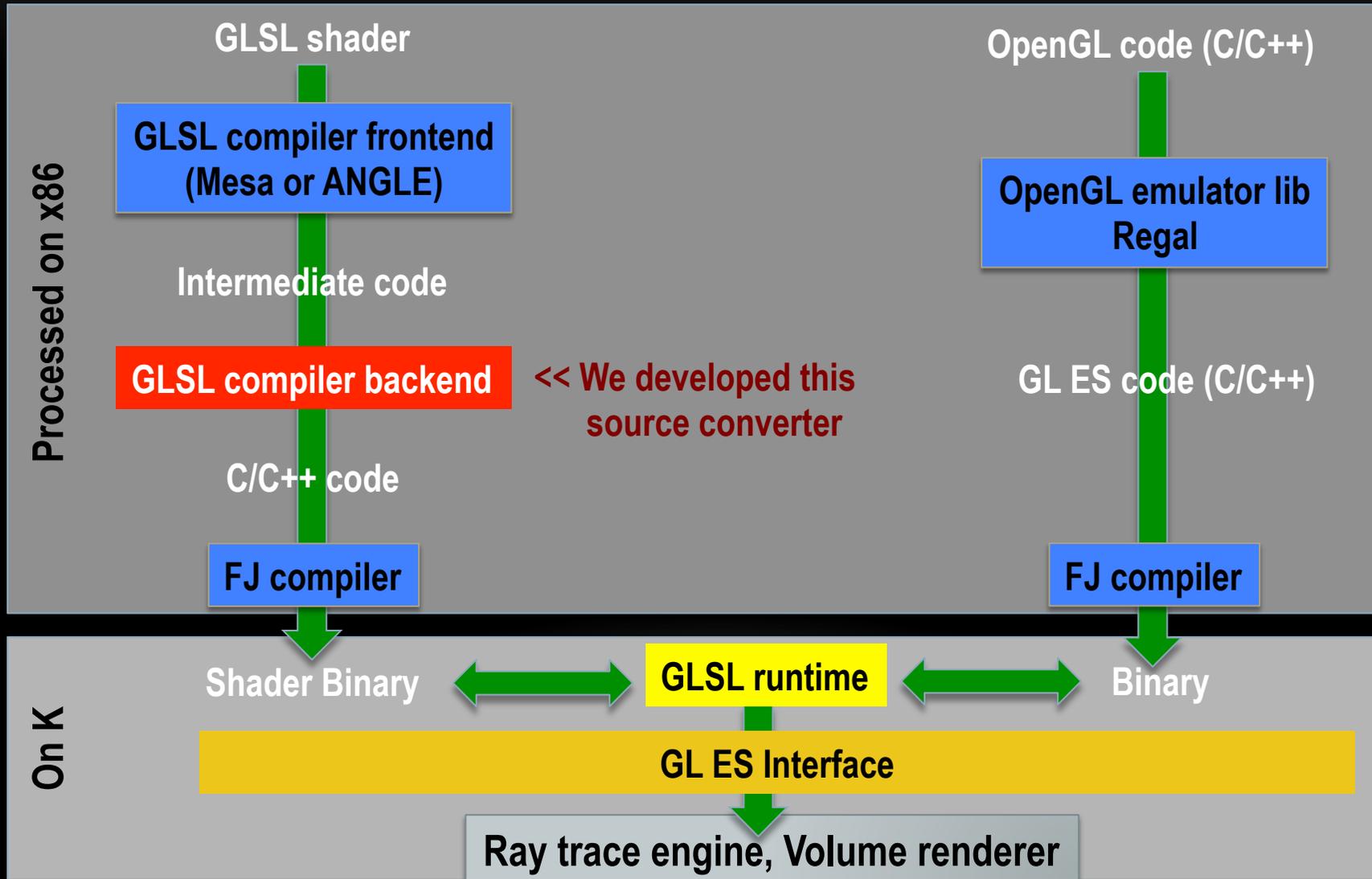


# ISSUES FOR LARGE-SCALE DATASET IN POST-PROCESSING

- Data size is large and numerous files
- Data operation becomes costly
- Data can not be moved !
- Visualization must be processed on the machine where data exists.
- We need a renderer that works on K computer

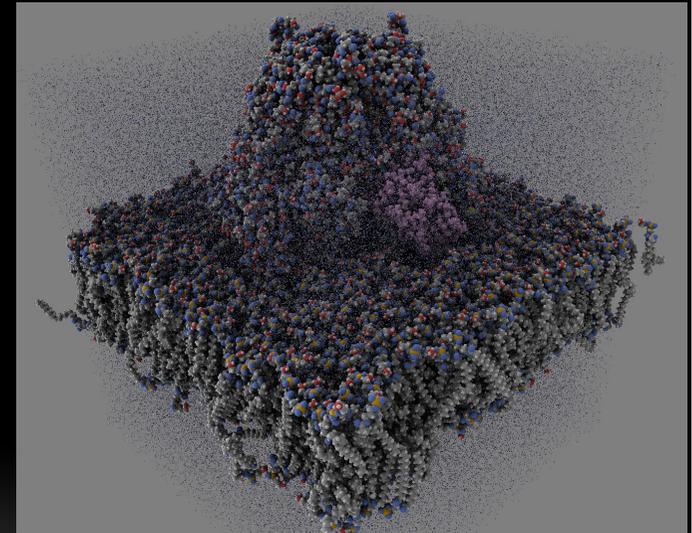


# SURFACE – SCALABLE & UBIQUITOUS RENDERING FRAMEWORK FOR ADVANCED COMPUTING ENVIRONMENTS

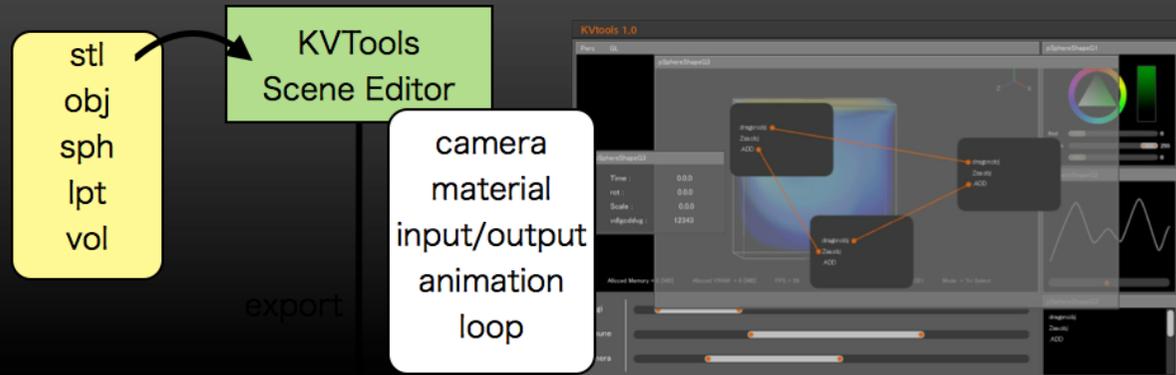


# VIS. SYSTEM ON K-COMPUTER

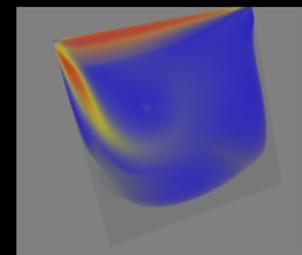
- Handle large-scale distributed data files
  - CIO library
- Direct rendering on K
  - Common rendering core for both on PC (/w GPU) and on K >> **GLSL/GLES API**, not OpenGL
  - Ray tracer and Volume renderer
    - Rasterizer ->  $O(N)$
    - Ray tracer ->  $O(\log N)$
  - Sort-last type parallel renderer
  - For Cartesian, UNS, particles data structure
  - Currently, batch and interactive(x86 /w GPU)
  - Bring exascale into view



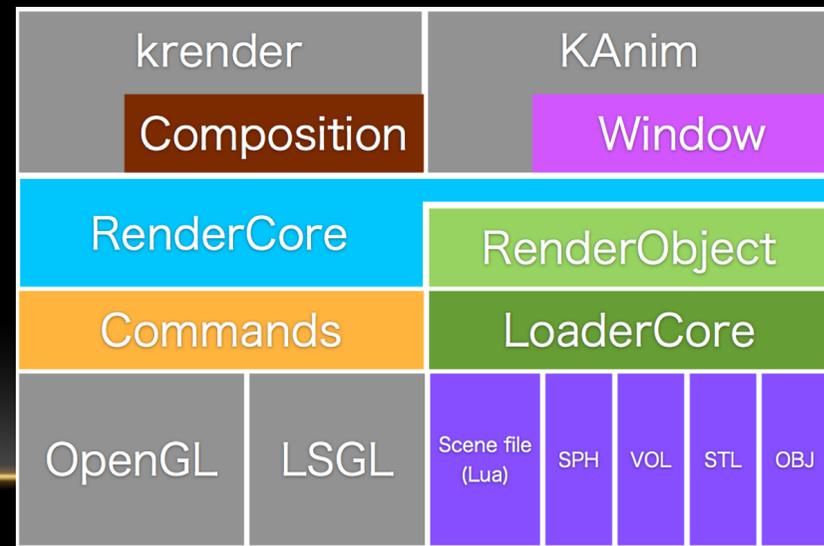
# HIVE



- **Heterogeneously Integrated Visualization Environment**



- **Parallel visualization system in AICS**
  - Scene Editor for visualization scenario
  - krender : image generation
  - Can be operated on local or remote machines
  - Batch job with visualization scenario



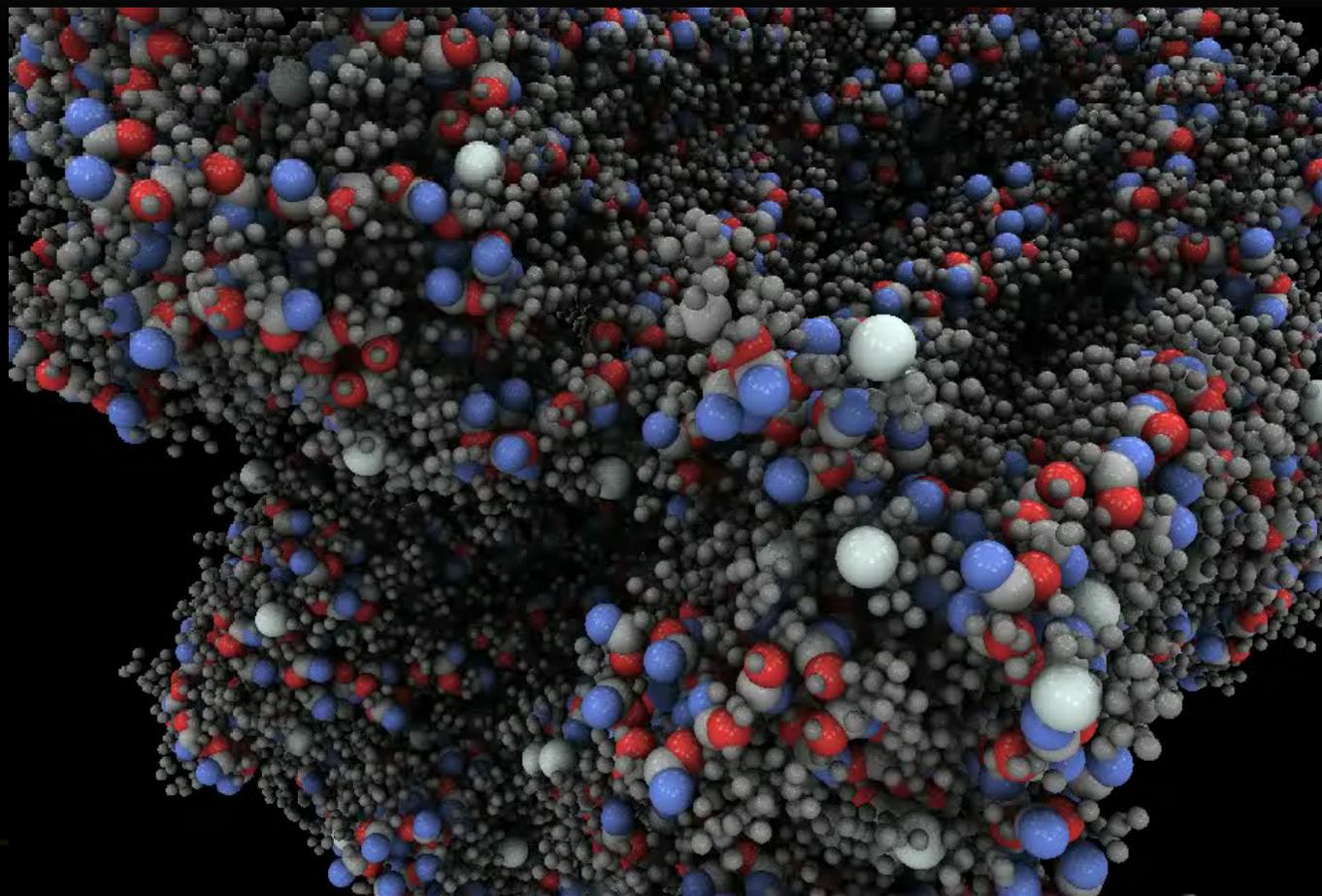
## Performance of Volume renderer on K

32k Parallel, 8192<sup>3</sup> volume, 16k x 8k image  
 >> 6 min / image

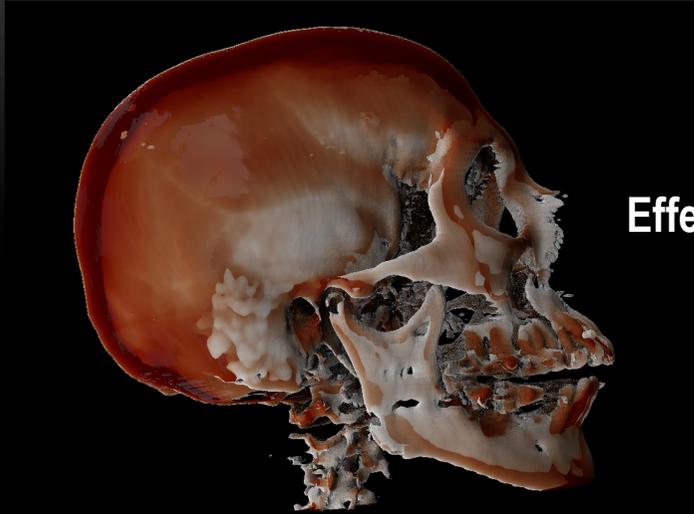
Parallel renderer

Interactive renderer / GUI

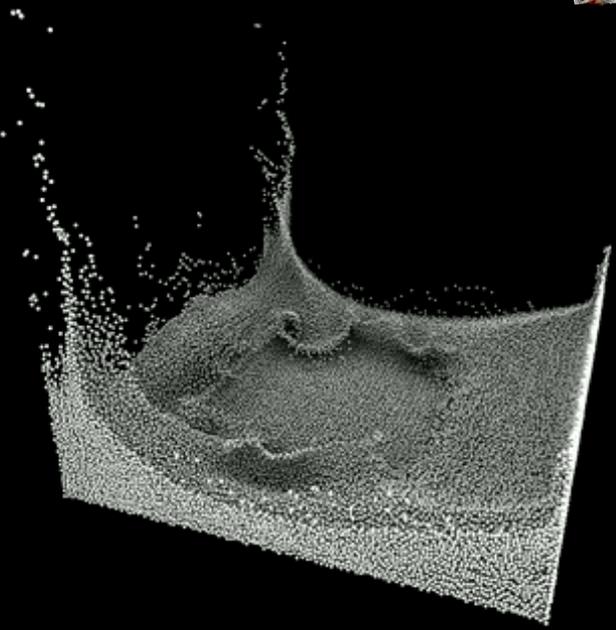
# HIGH RES. RENDERING IMAGE



# EXAMPLES



Effect of sub-surface scattering



Resolution of 4096 x 4096 pixels, Asian Dragon

# FLOW WITH DEFORMED RBC

ZZ-EFSI

Prof. Takaki & Sugiyama @UT

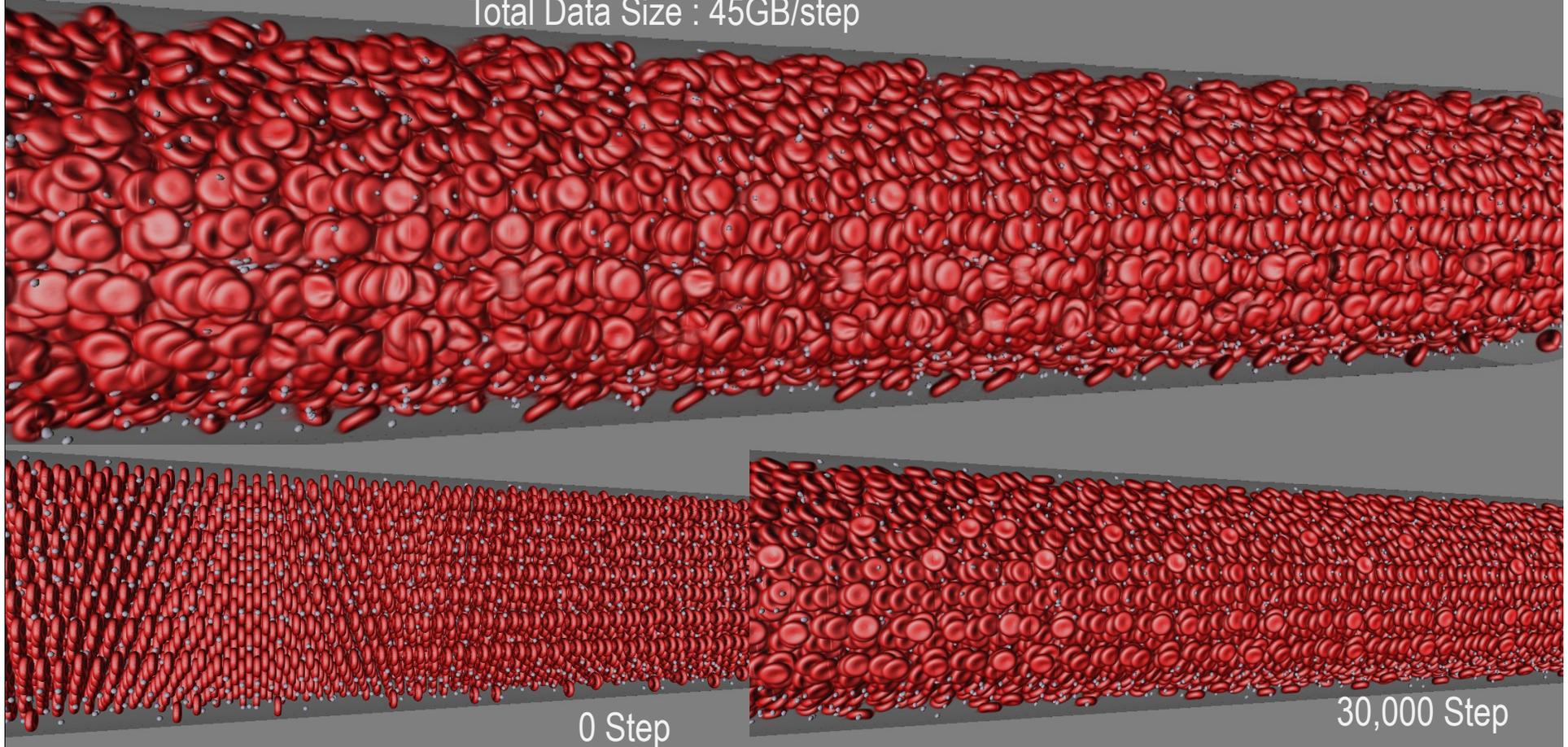
70,000 Step

Voxels per Domain : 66 x 66 x 66

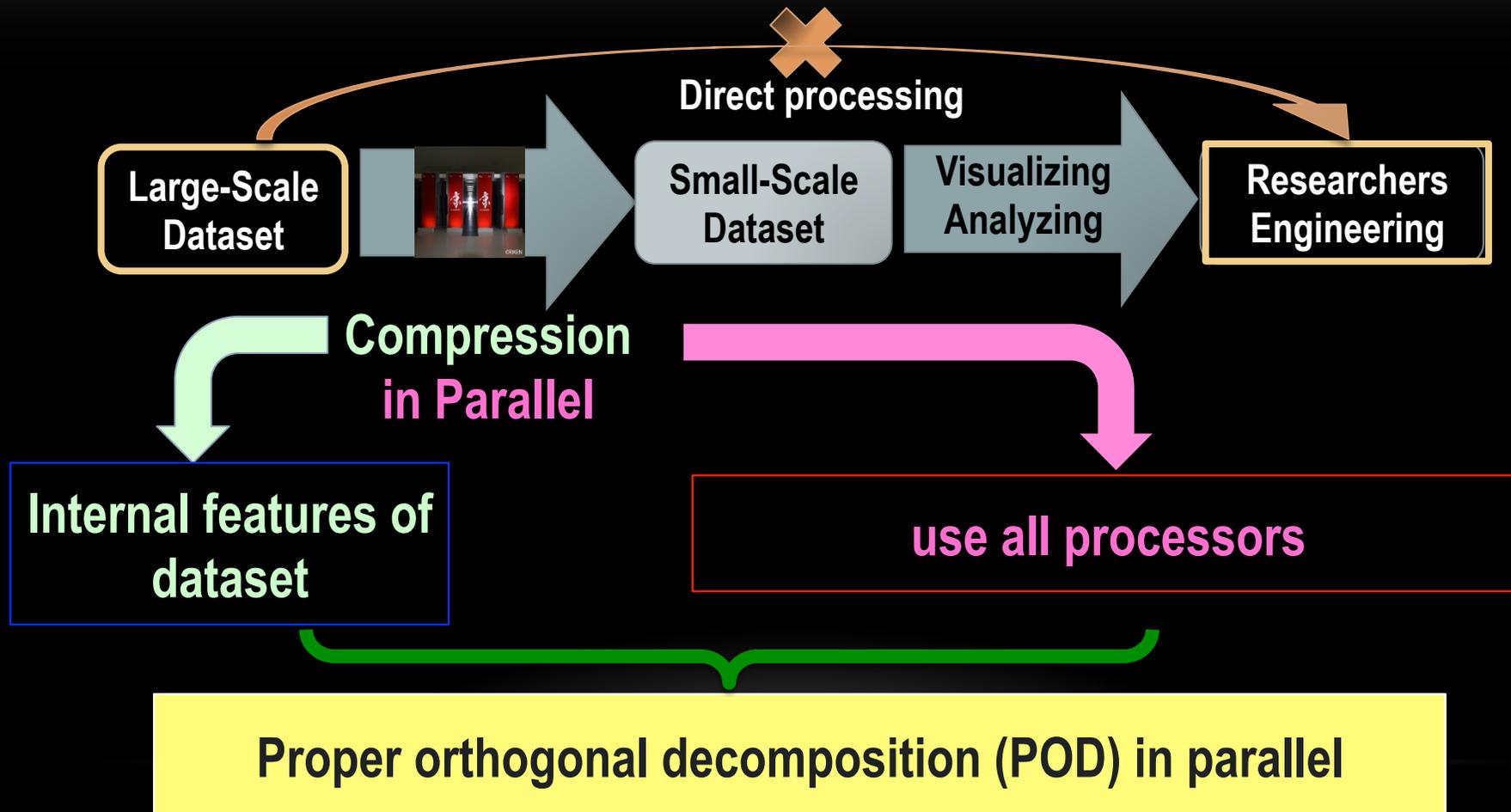
Num of Domain : 4,800

Num of Data : Scalar X 3(Red Blood Cell, Platelet, Blood Vessel Wall)

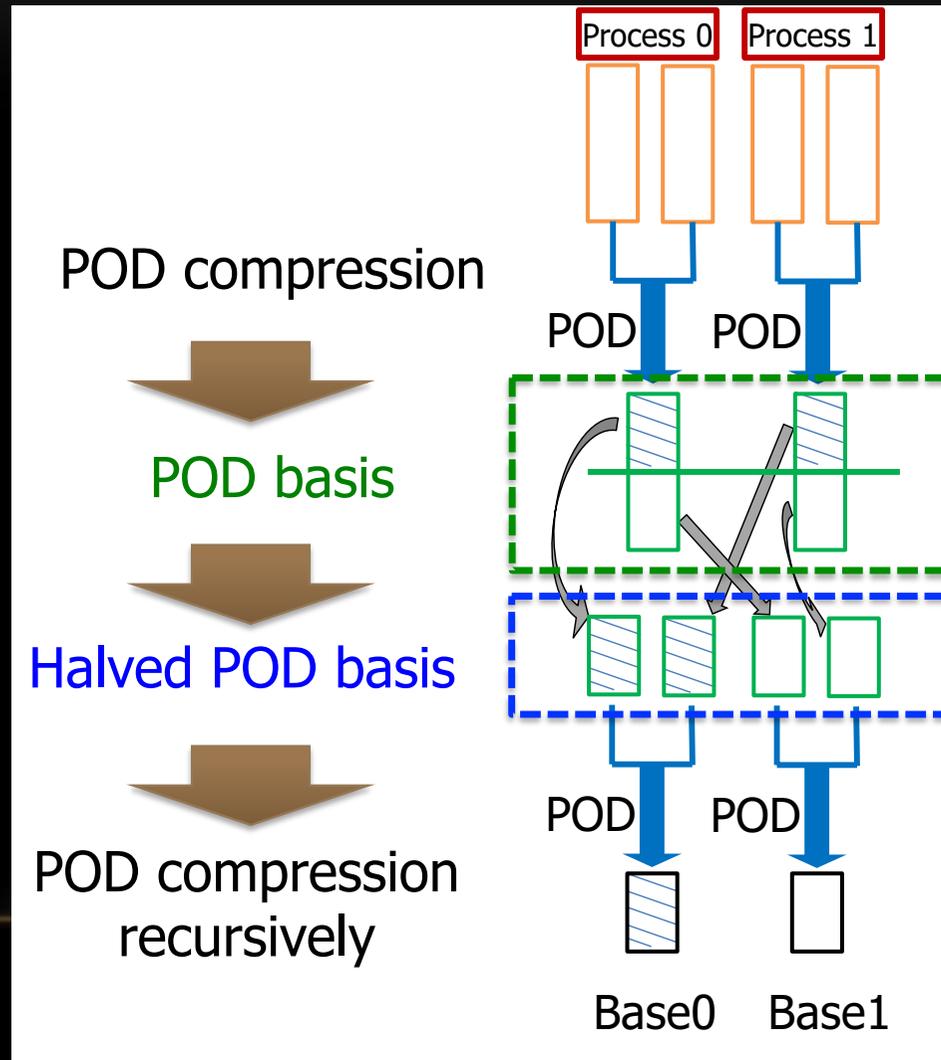
Total Data Size : 45GB/step



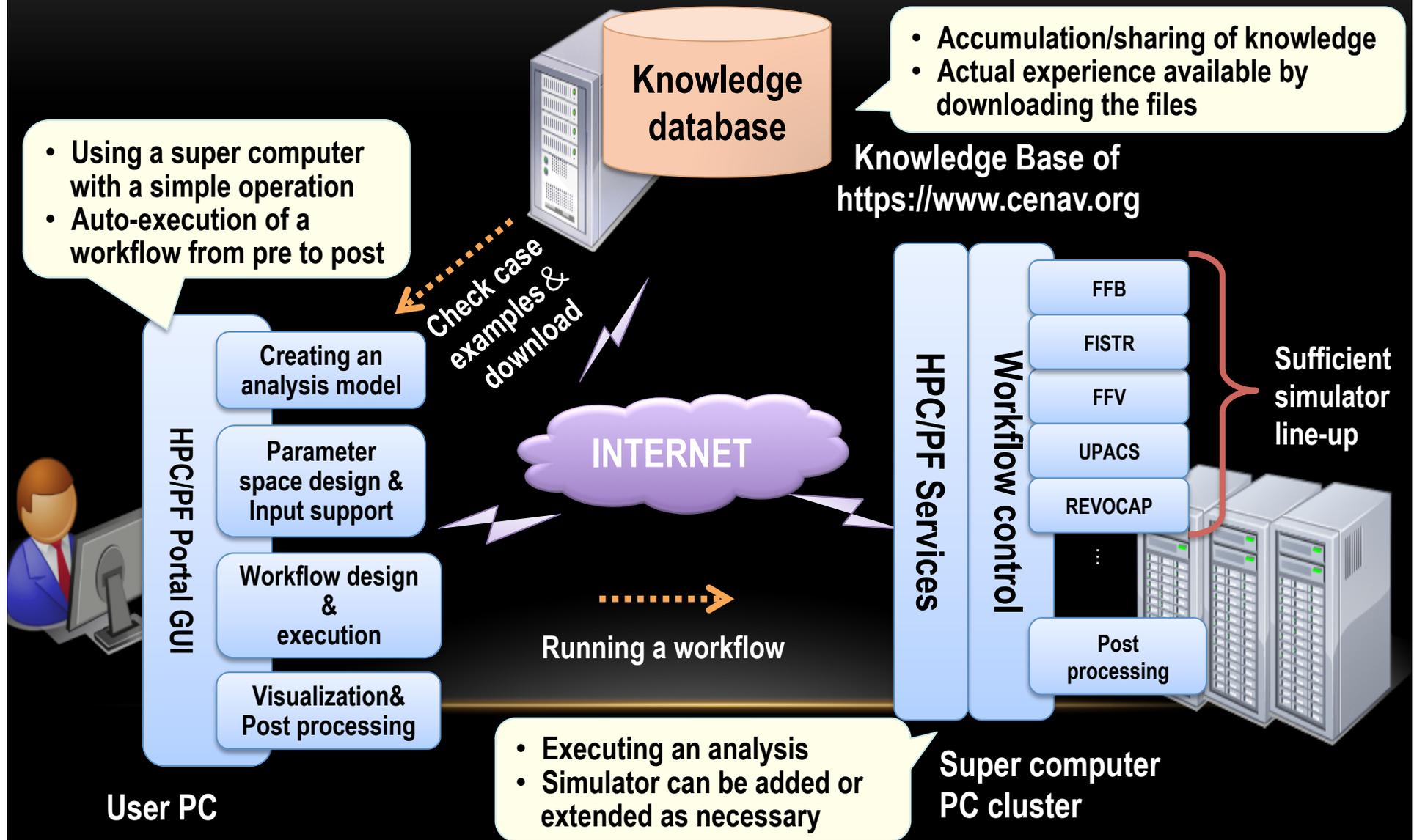
# TEMPORAL DATA COMPRESSION



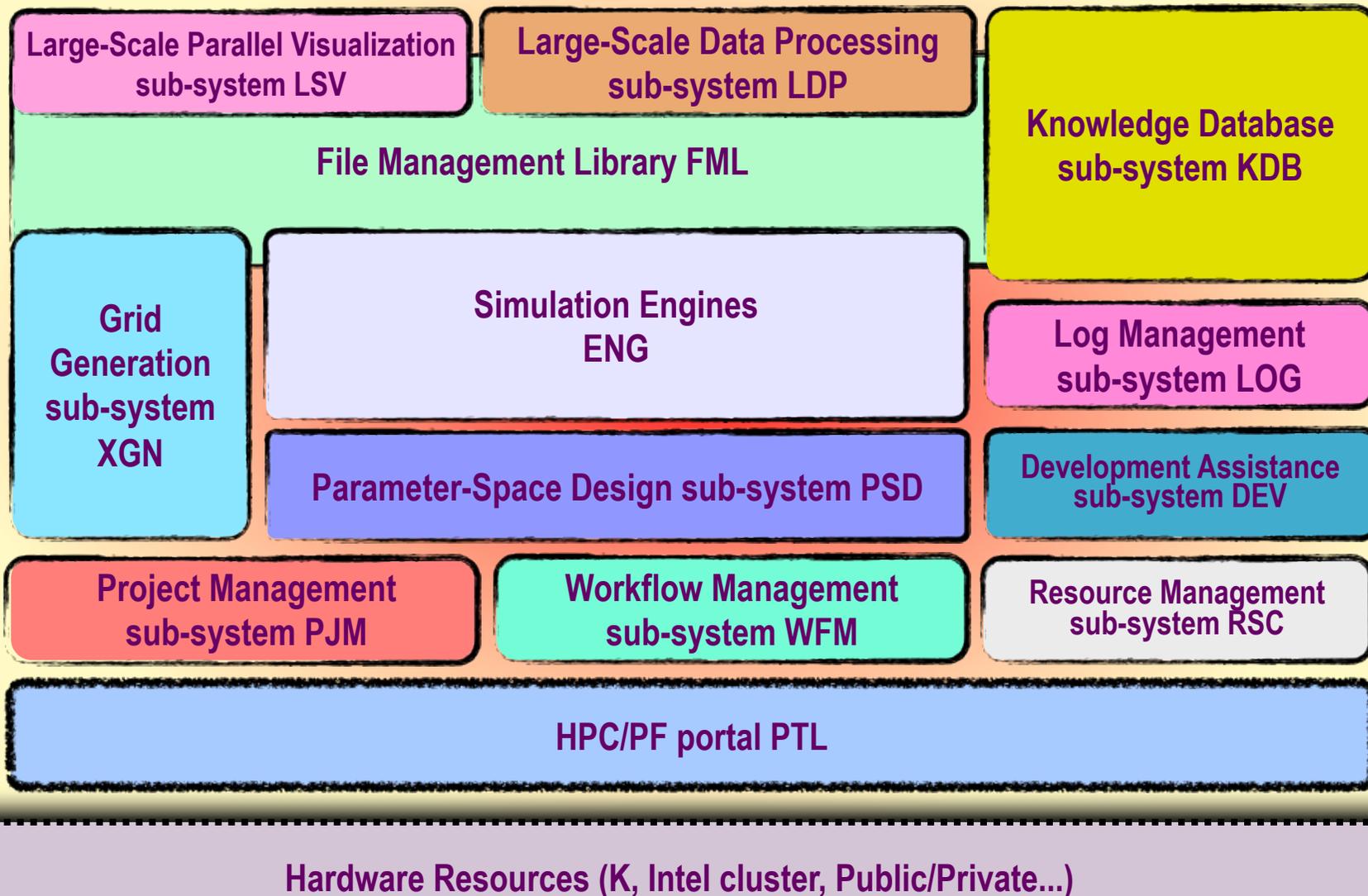
# POD COMPRESSION IN PARALLEL



# EXECUTION ENVIRONMENT IN HPC

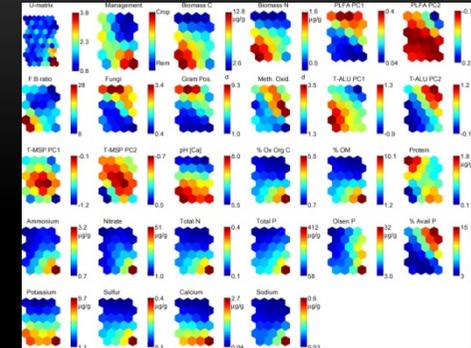


# COMPONENTS OF EXECUTION ENVIRONMENT

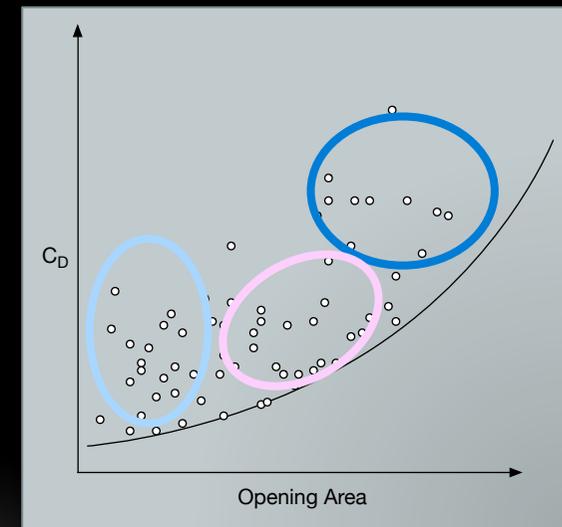
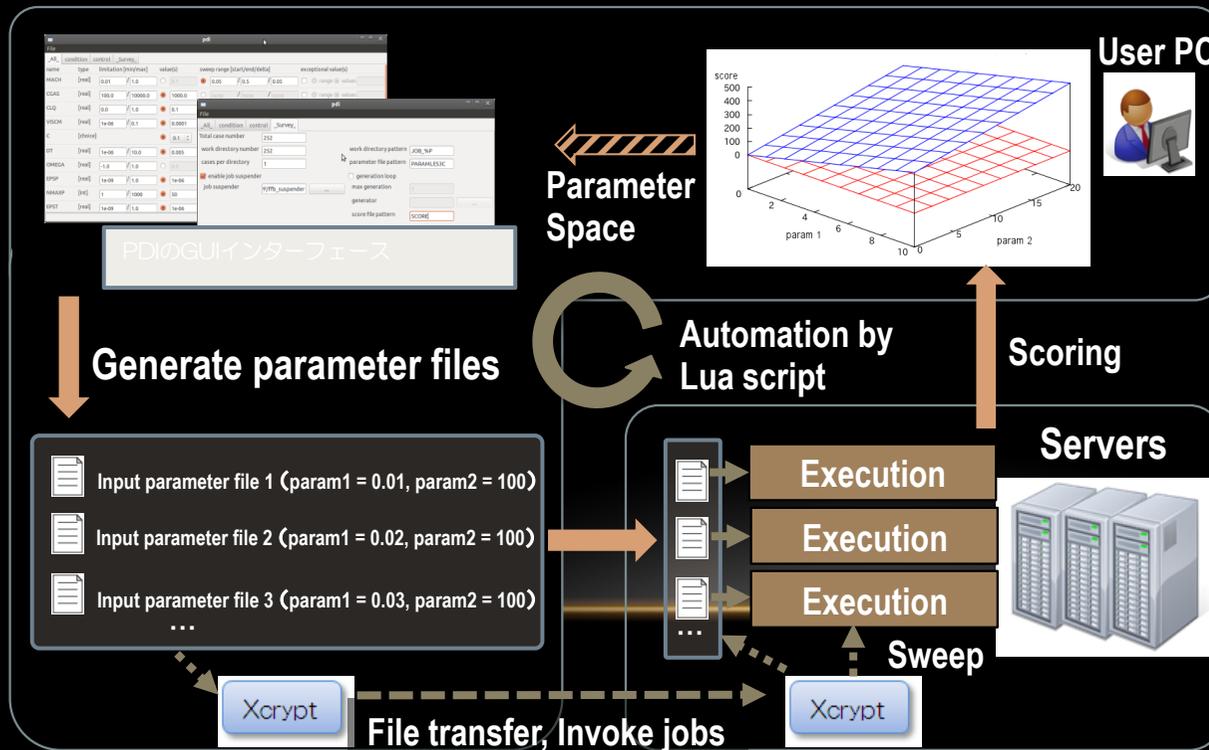


# GRID SEARCH

- Optimization
- Many calculations for different parameters against design variables
- Search optimal parameters in the parameter space



Sensitivity Map



Clustering Analysis

# CONCLUDING REMARKS

- **For engineering**
  - A useful execution environment will be required for practical problems.
  - It is a key to exploit HPC effectively at the upstream of manufacturing process.
  - Data management and workflow plays an important role than ever.
- **Performance**
  - Cooperation of physics and computer science push exascale apps.
- **Open Challenges**
  - Scalable Analytic framework that combines visualization system.
  - In-situ and interactive post-processing in a massively parallel environment.