Barriers to Computing at Scale : Hardware, Algorithms, Modeling

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In collaboration with

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Outline

I. Modeling Turbulence in Astrophysical Simulations

II. Hardware, Algorithms, and Asymptotically-Large Simulations

I. Modeling Turbulence in Astrophysical Simulations

Post-Millenial Computational Astrophysics

- Large-Scale Structure
- Compact Objects, Accretion Disks
- SF at high and low z, high and low mass
- SNe Ia & II
- Galaxy Formation

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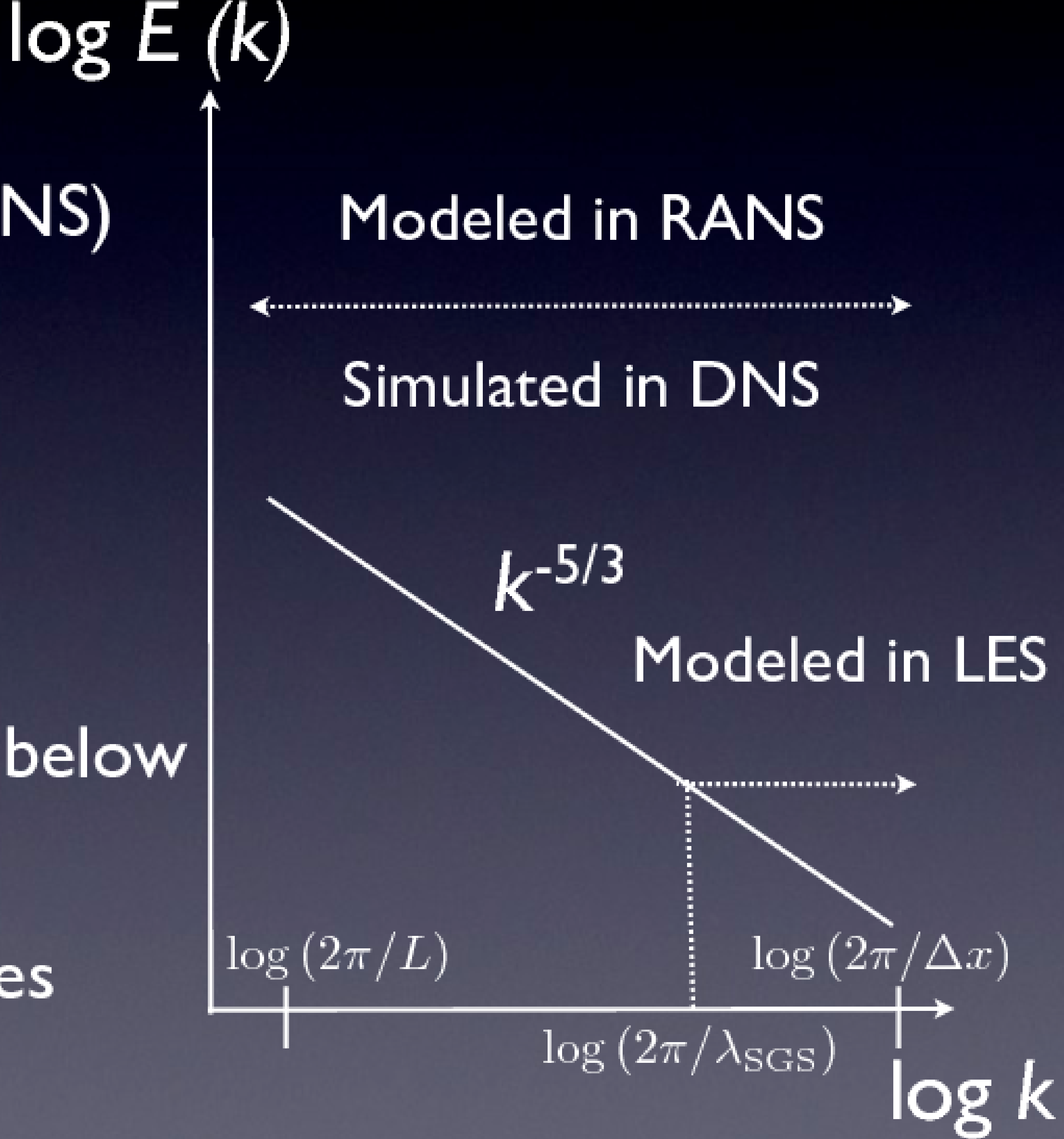
- This is one of the deepest lessons of Kolmogorov (1941).

Hierarchy of Fidelity in Turbulence Modeling

- Direct Numerical Simulation (DNS)
  - Resolves Kolmogorov scale

$$\eta \simeq 2 - 4\Delta x$$

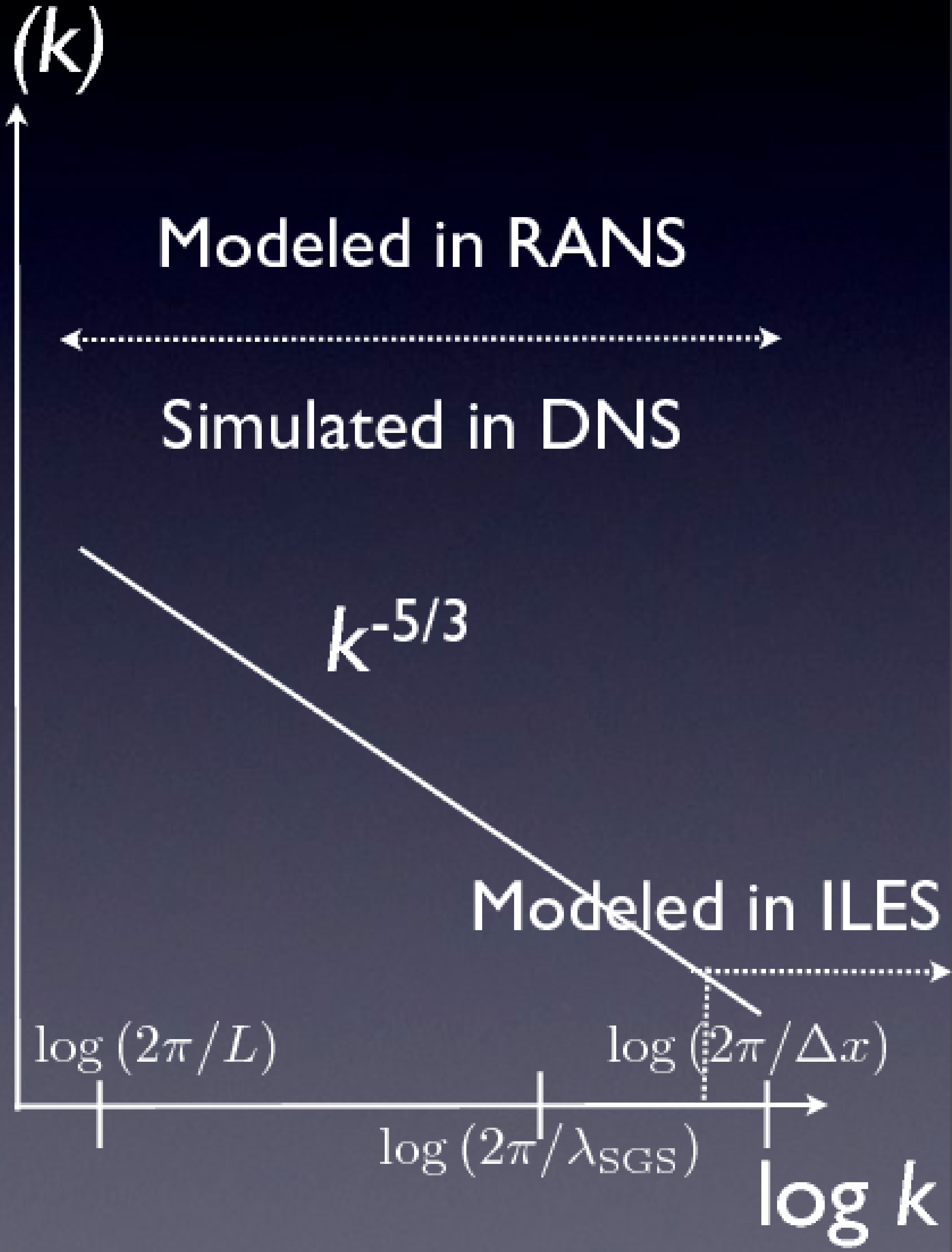
- Large Eddy Simulation (LES)
  - Introduces a subgrid model below the filter scale λ_{SGS}
- Reynolds-Averaged Navier Stokes (RANS)



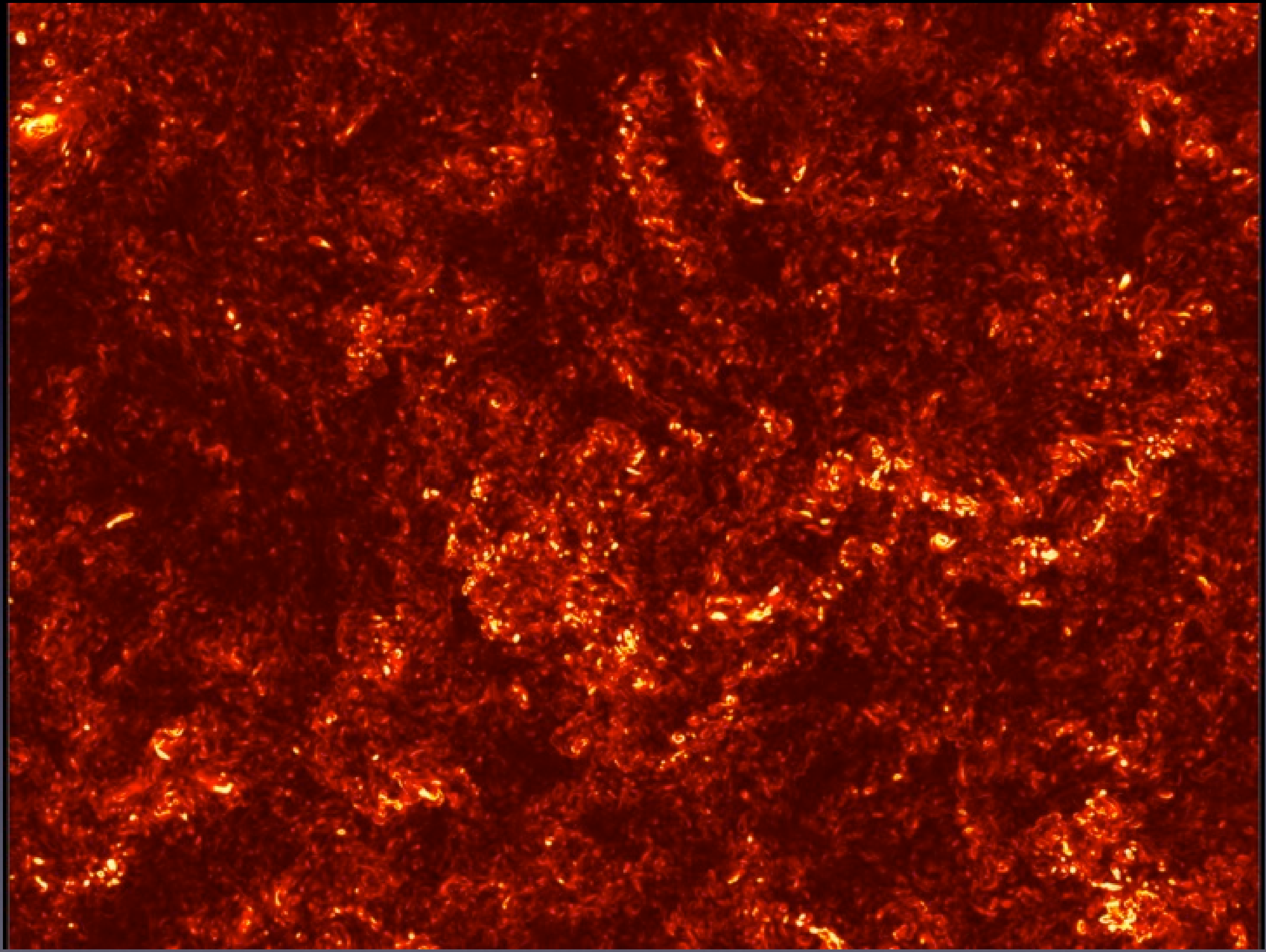
Hierarchy of Fidelity in Turbulence Modeling

- Implicit Large Eddy Simulation (ILES)
  - Numerical solution to Euler equations
  - Introduces an effective subgrid model and an effective viscosity through numerical dissipation

$$\eta \simeq \Delta x$$



Weakly-Compressible Hydrodynamic Turbulence



(Fisher *et al*, 2008, Benzi *et al*, 2008, Arneodo *et al*, 2008, Benzi *et al*, 2010)

BG/L Turbulence Run

- Large-scale homogeneous, isotropic compressible fully-developed turbulence :
  - 1856^3 base grid size
  - 256^3 Lagrangian tracer particles
  - 3D turbulent RMS Mach number = 0.3 (1D = .17) in steady-state
  - $Re_\lambda \sim 600$
  - Roughly one week wall clock on 65,536 processors in CO mode

Visualization of Lagrangian Tracers

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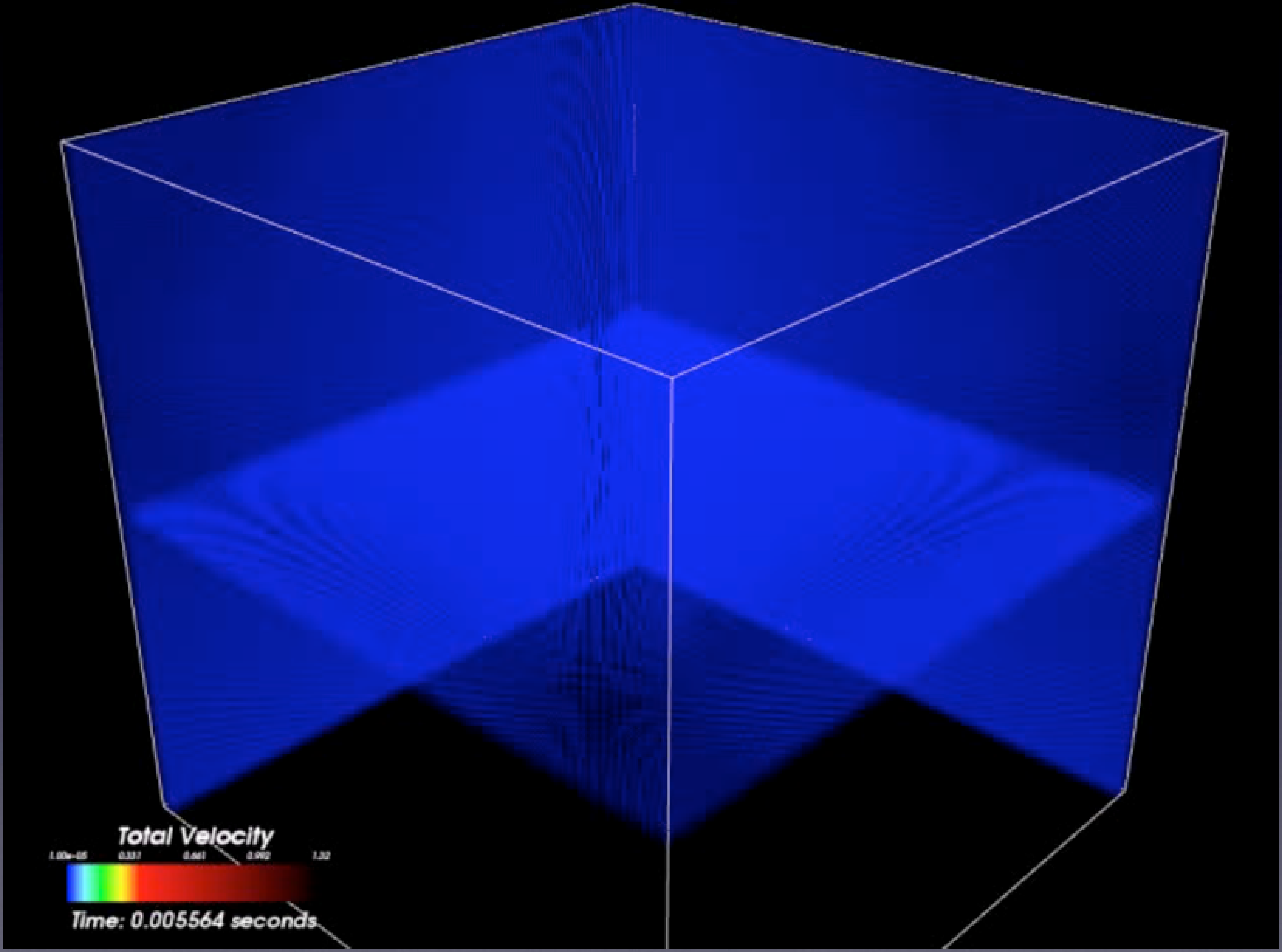
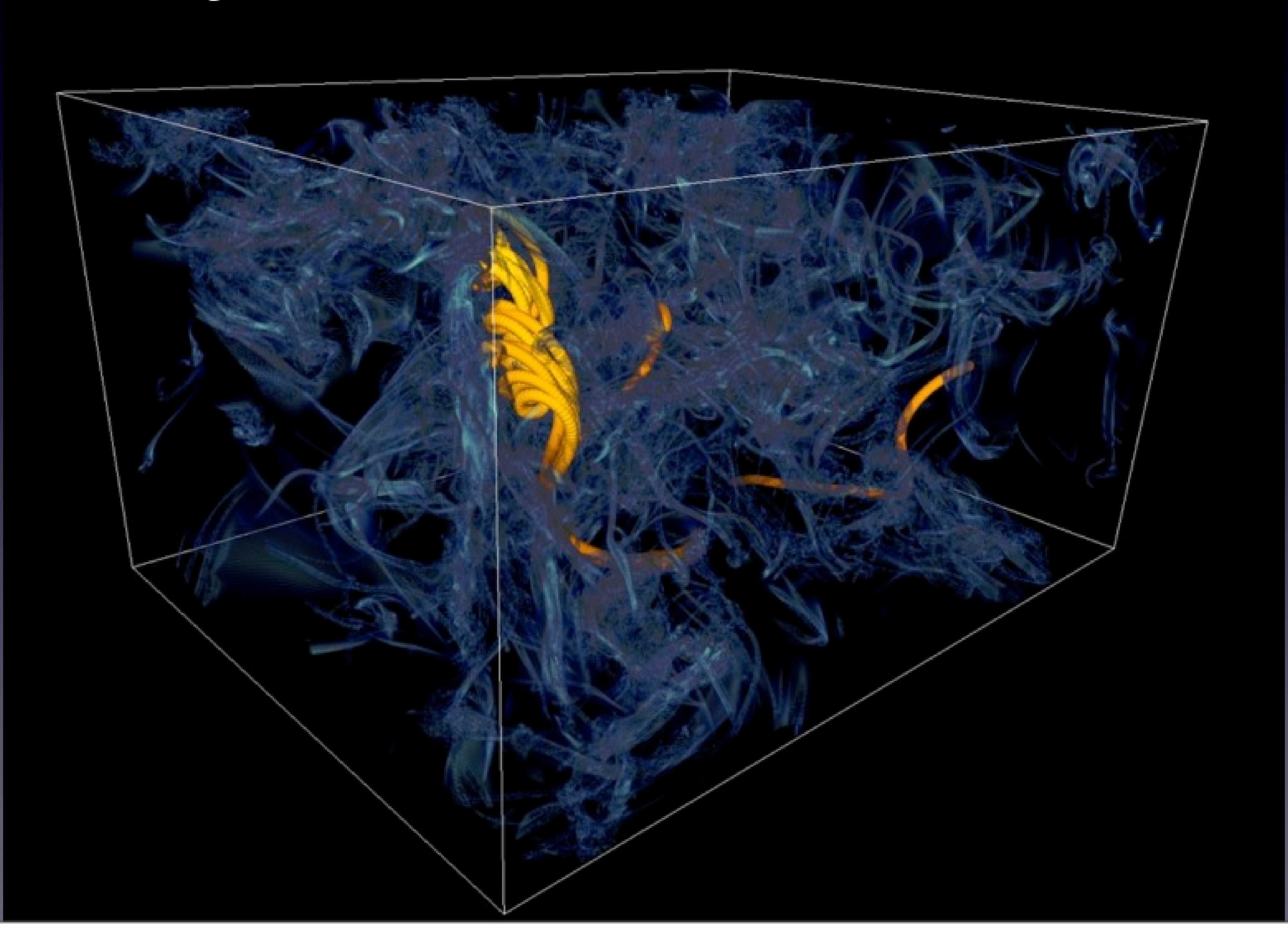


Universality of Lagrangian Structure of Turbulence

$$S_p(\tau) = < |v(t+\tau) - v(t)|^p > \propto \tau^{\zeta_p}$$



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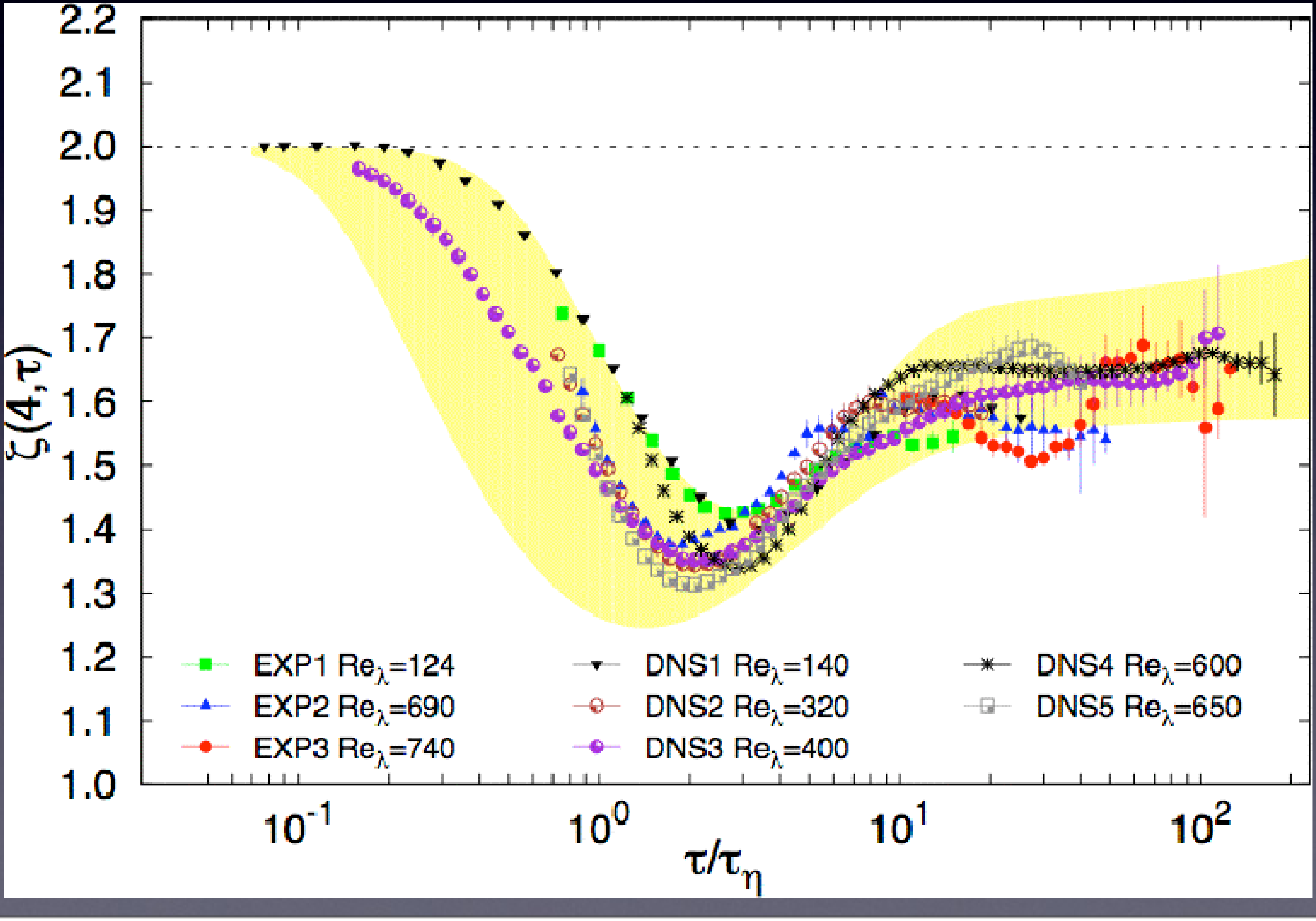

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  - Turbulent Combustion (SNe Ia)
  - Turbulent Mixing (Planet Form., GMCs/SF, SNe II)

Buoyancy-Driven Turbulent Nuclear Combustion

- Ongoing work targets the issue of turbulent nuclear combustion
- Simulations resolve the Gibson scale and the flame-polishing scale
- Adaptive-mesh refinement calculations using FLASH3 up to full scale of ANL BG/P *Intrepid,* ~10^5 cores and 10^5 grids

(Townsley *et al*, 2009)

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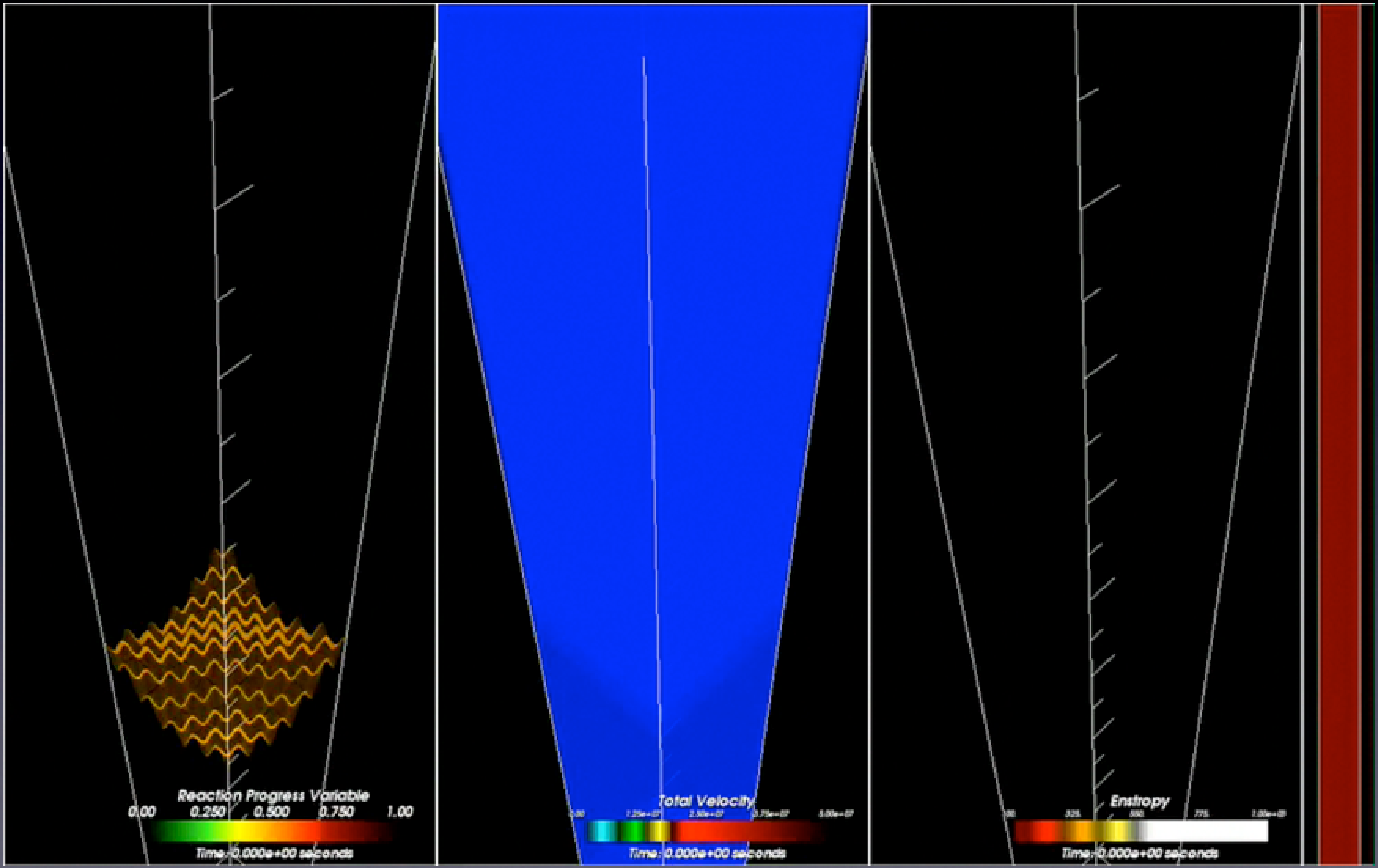

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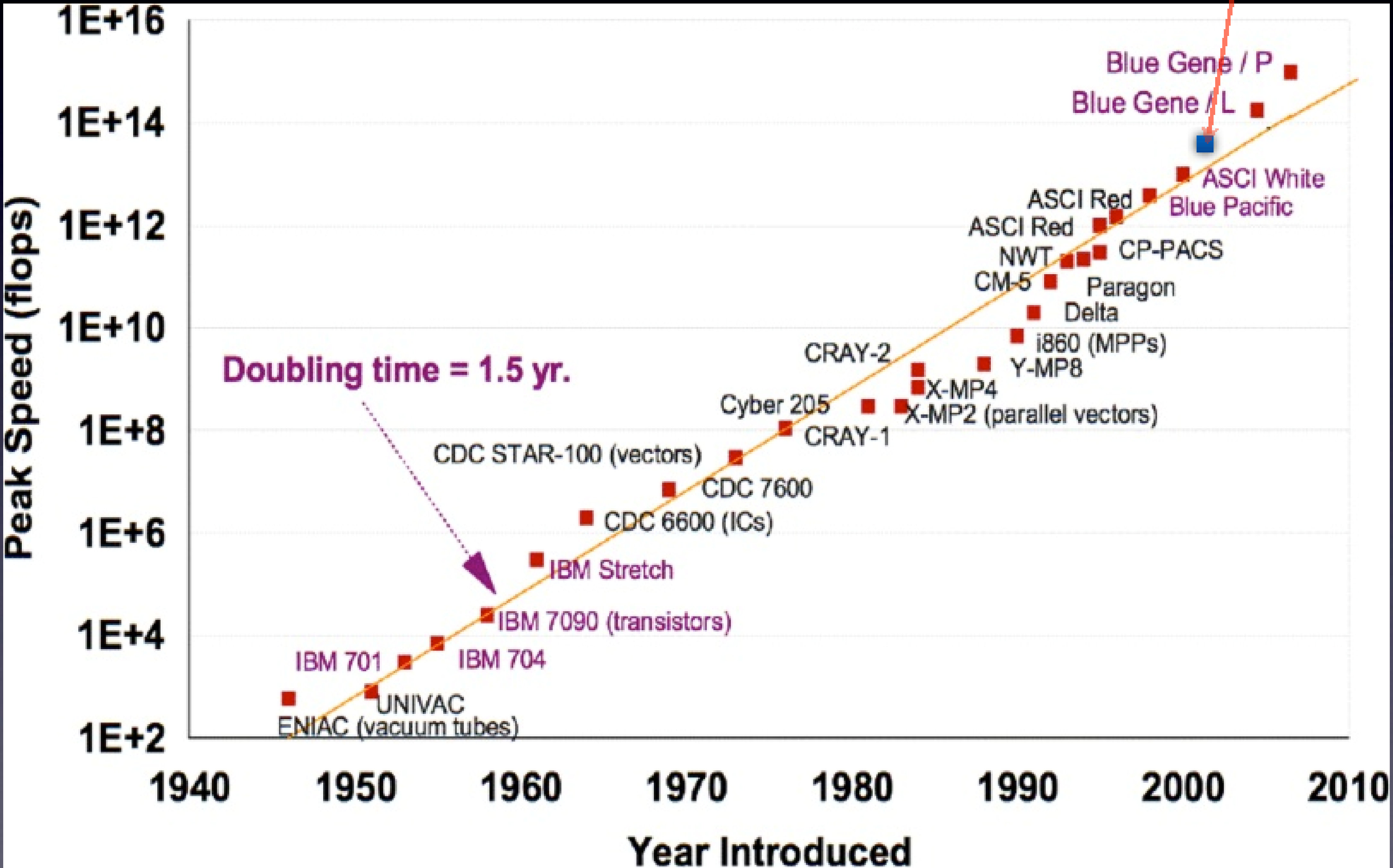
Buoyancy-Driven Turbulent Nuclear Combustion

- Calculations demonstrated the feasibility of pursuing *local* AMR simulations up to the petascale
- Lessons learned from this project can help inform progress to exascale and beyond

(Townsley *et al*, 2009)

II. Hardware, Algorithms, and Asymptotically-Large Simulations

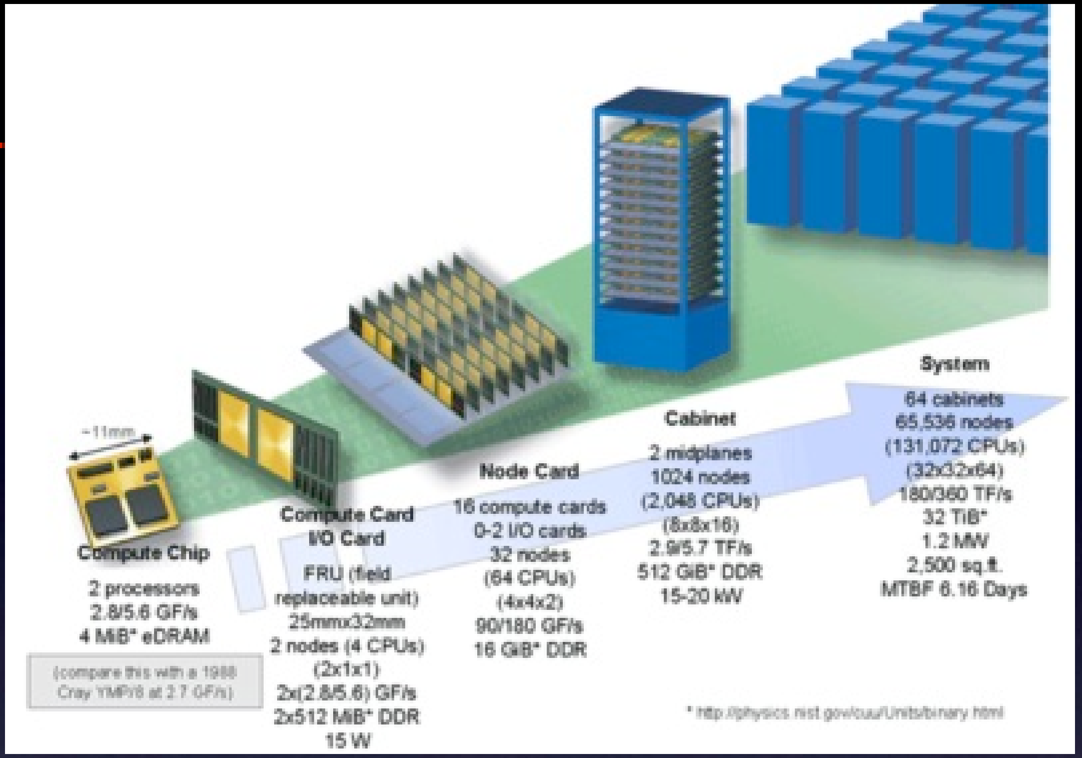
A Brief History of Supercomputing



Earth Simulator

Blue Gene Series

- BG/L, 2004



  - 2 Cores/node
  - 700 MHz/core, 512 MB/core
- BG/P, 2007
  - 4 Cores/Node
  - 850 MHz/core, 1 GB/core
- BG/Q, 2011
  - 17 Cores/node
  - 1.6 GHz/Core,1 GB/core

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  - Timestep limited by CFL Condition
- Idealized assumptions allow us to focus on deep limits to scalability and strategies to address these

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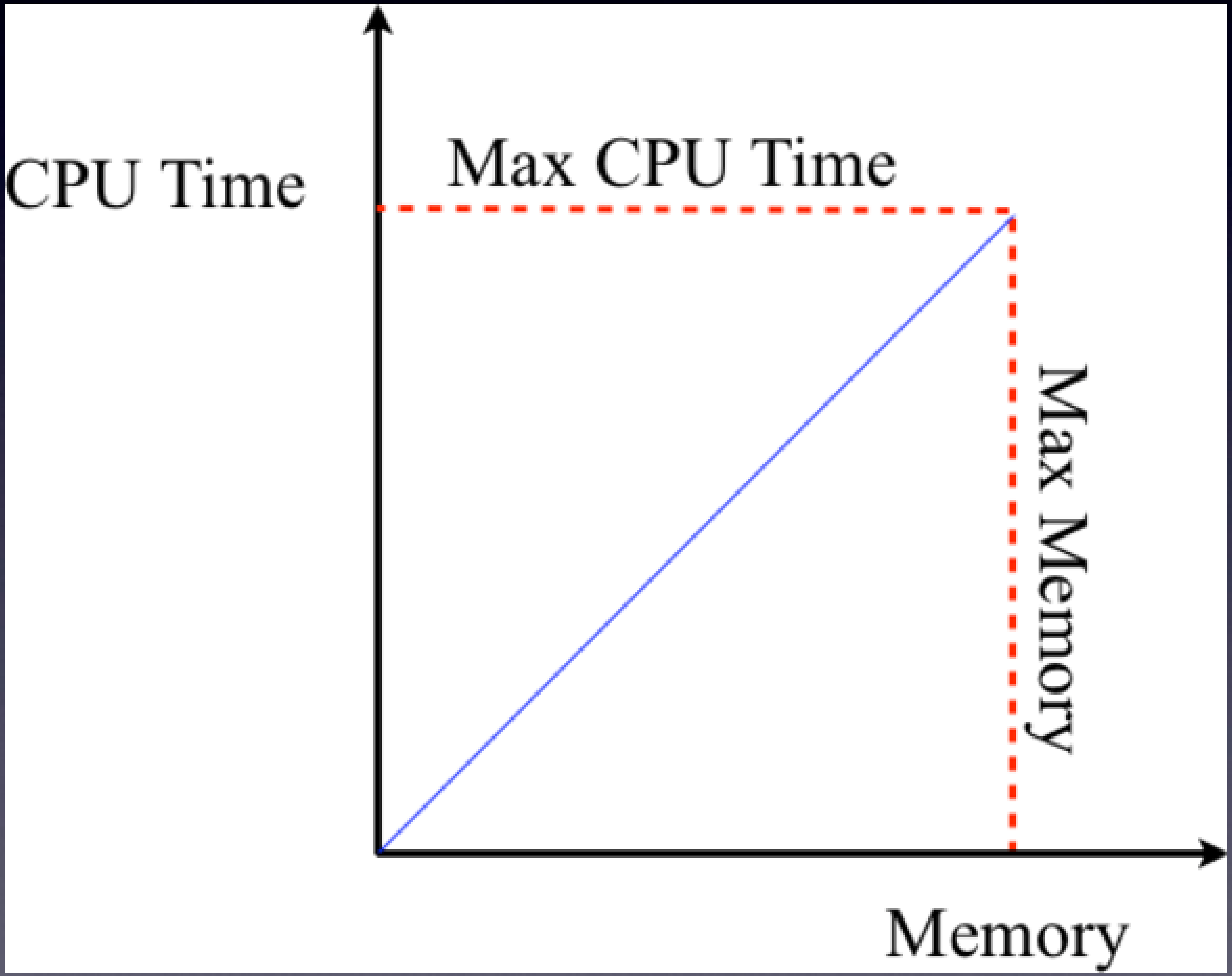

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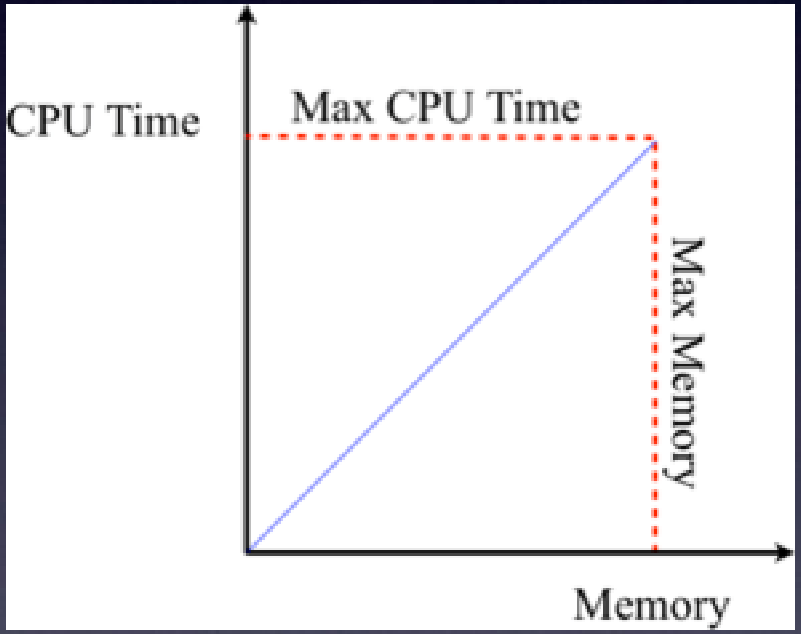

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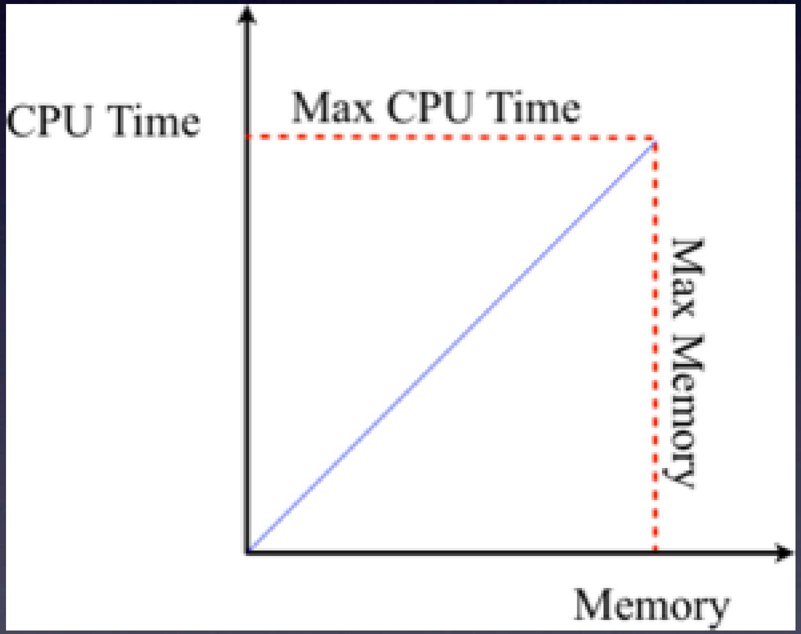

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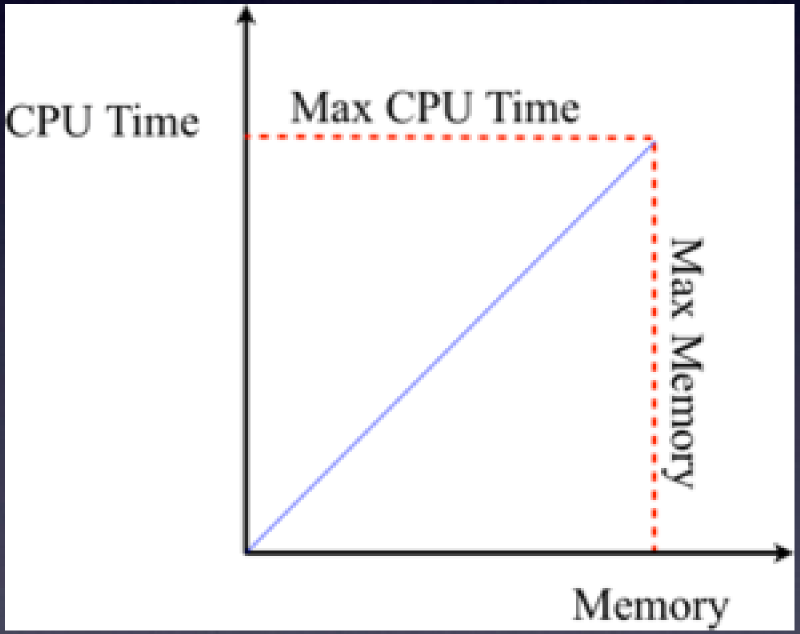

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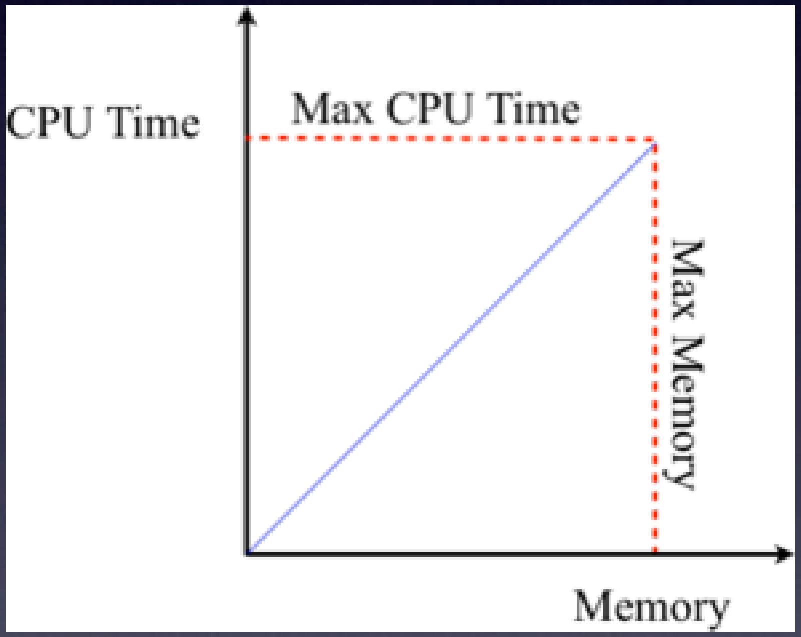

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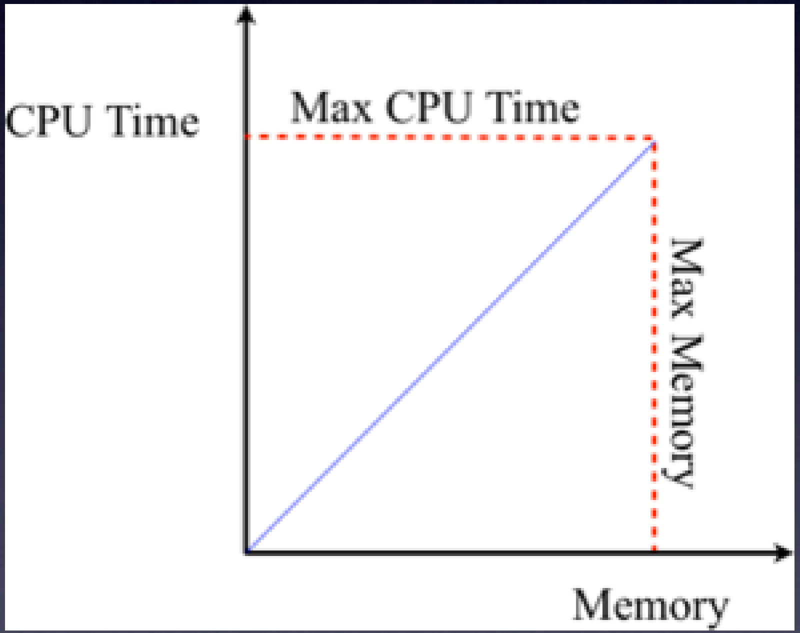

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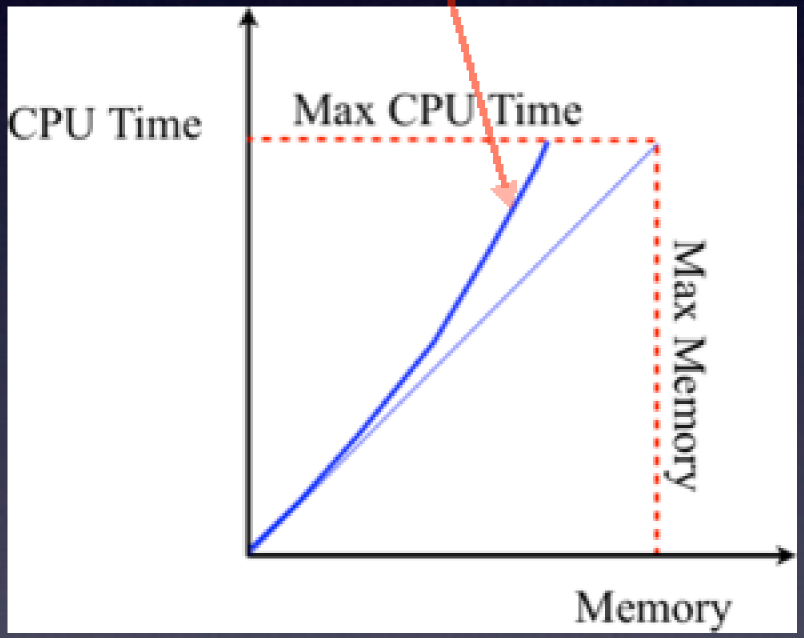

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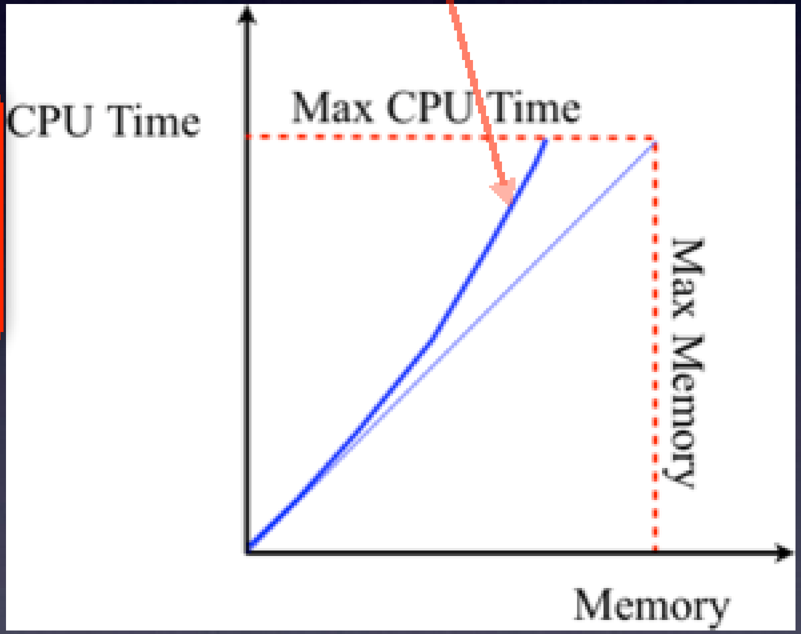

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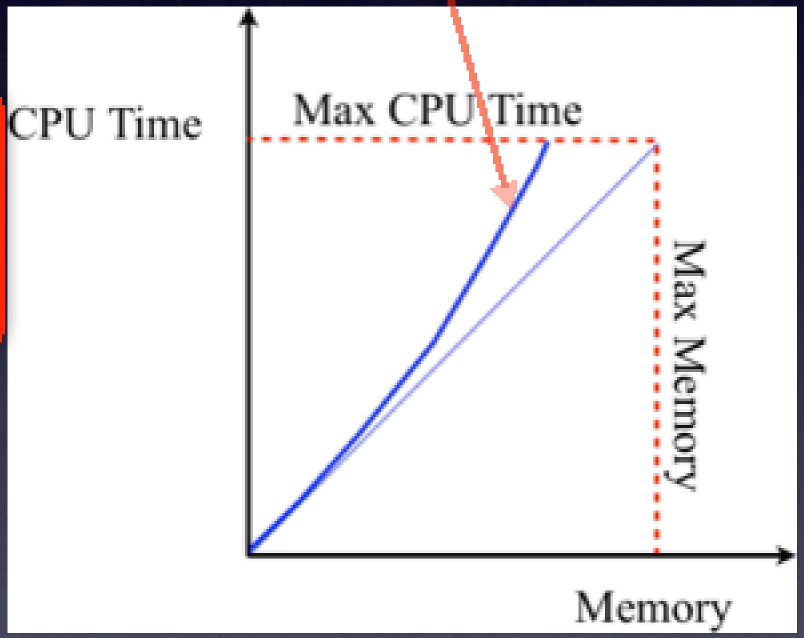

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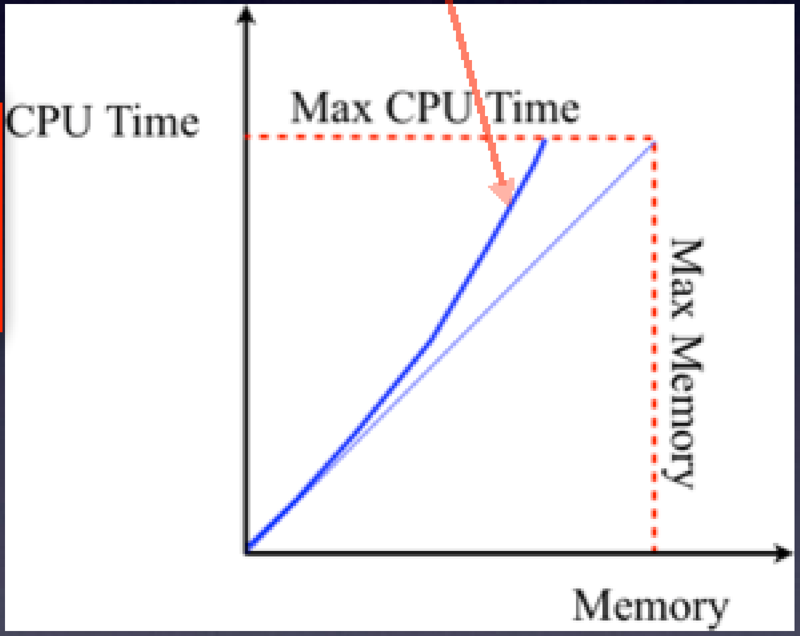

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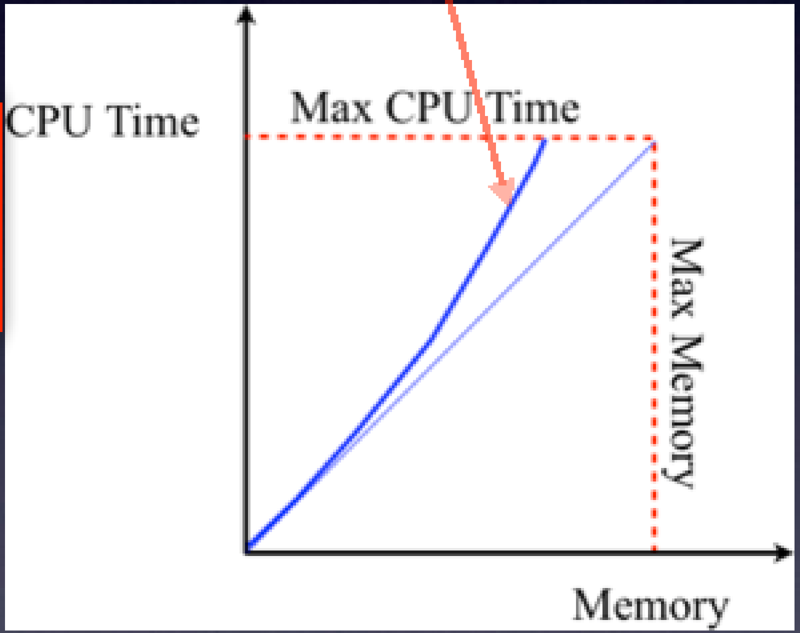

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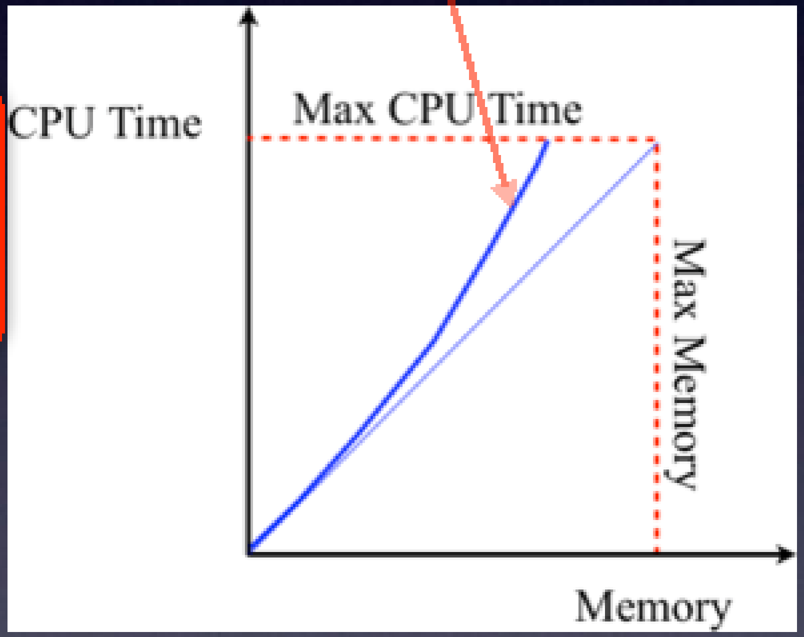

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$$\text{Max Memory} = \text{Memory / CPU } N_{\text{CPU}}$$

$$\text{Max CPU Time} = \text{Max Wall Clock } N_{\text{CPU}}$$

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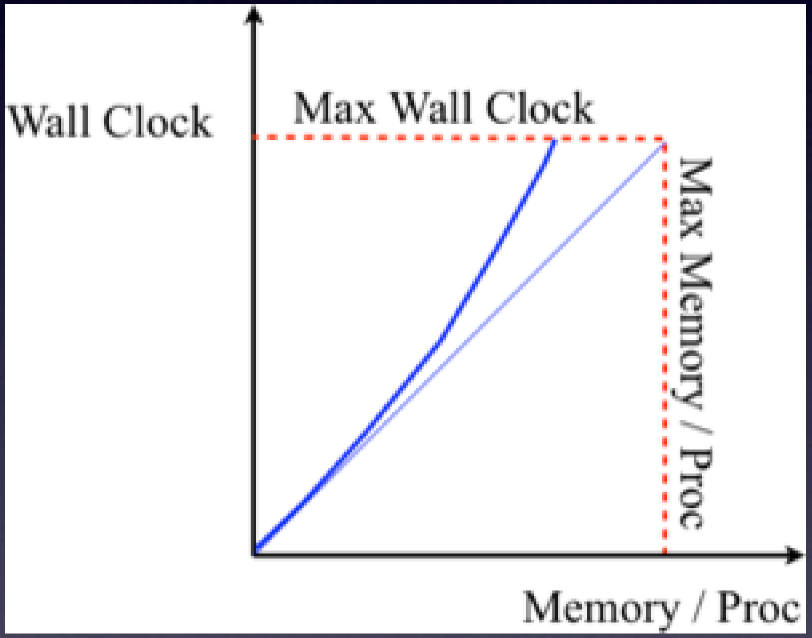
- The memory-boundedness criterion for a *parallel* simulation becomes

$$\mathrm{Memory/CPU} < \chi_{\mathrm{mem}} \left[\left(\frac{C \ \mathrm{Max\ Wall\ Clock}}{\chi_{\mathrm{CPU}} N_{\mathrm{dyn}}} \right)^3 \frac{1}{N_{\mathrm{CPU}}} \right]^{1/4}$$



- Scaling to typical values on a small cluster,

$$\boxed{\mathrm{Memory/CPU} < 0.2\ \mathrm{GB} \left[\left(\frac{(N_{\mathrm{state}}/10)(C/0.5)\ (\mathrm{Max\ Wall\ Clock/1wk})}{(\chi_{\mathrm{CPU}}/10\ \mu s)(N_{\mathrm{dyn}}/10)} \right)^3 \frac{512}{N_{\mathrm{CPU}}} \right]^{1/4}}$$

- Asymptotically-large, explicit simulations ($N_{\mathrm{CPU}} \to \infty$) are *always* CPU-bound.

Theory of Ideal, Asymptotically-Large, Explicit Simulations

- Consider an ideal AMR simulation with of a *total* N_{blocks} of N_{grid}^3 cells

$$\text{Wall Clock} = \left(\frac{\chi_{\text{CPU}} N_{\text{dyn}}}{C N_{\text{CPU}}}\right) N^4$$

- *Fixing the wall clock time barrier,*

$$N \propto N_{\text{CPU}}^{1/4}$$

Theory of Ideal, Asymptotically-Large, Explicit Simulations

- The distribution of blocks over cores, *fixing the wall clock time barrier and grind time*,

$$\frac{N_{\mathrm{blocks}}}{N_{\mathrm{CPU}}} = \frac{1}{N_{\mathrm{grid}}^{3}} \left[\frac{C(\mathrm{Wall\ Clock})}{\chi_{\mathrm{CPU}} \mathrm{N}_{\mathrm{dyn}}} \right]^{3/4} N_{\mathrm{CPU}}^{-1/4}$$

$$\boxed{\frac{N_{\mathrm{blocks}}}{N_{\mathrm{CPU}}} = 12 \left(\frac{32}{N_{\mathrm{grid}}} \right)^{3} \left[\frac{(C/0.5)(\mathrm{Wall\ Clock}/1\ \mathrm{wk})}{(\chi_{\mathrm{CPU}}/10\ \mu\mathrm{s})(\mathrm{N}_{\mathrm{dyn}}/10)} \right]^{3/4} \left(\frac{N_{\mathrm{CPU}}}{10^{6}} \right)^{-1/4}}$$

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- Possible strategies :
  - Multithreading
  - Smaller block sizes
  - Improved load-balancing algorithms
  - Faster grind times through GPU or other technologies

Conclusions

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- Continued success for computational astrophysics at scale will hinge upon our ability as a community to
    - Think deeply about modeling of turbulence in ways not yet manifested in existing codes
    - Think deeply about the ultimate limits to scalability and beginning to take long-term strategic directions to address these