

On the implementation of a flexible, scalable simulator for the family of MHM methods

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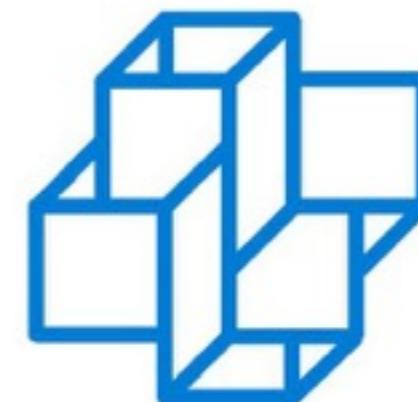
Frederic Valentin
Diego Paredes



*In homage to
Prof. Luiz Fernando Gomes Soares.
NTPPM!*

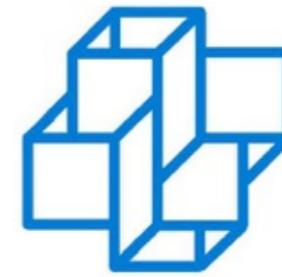


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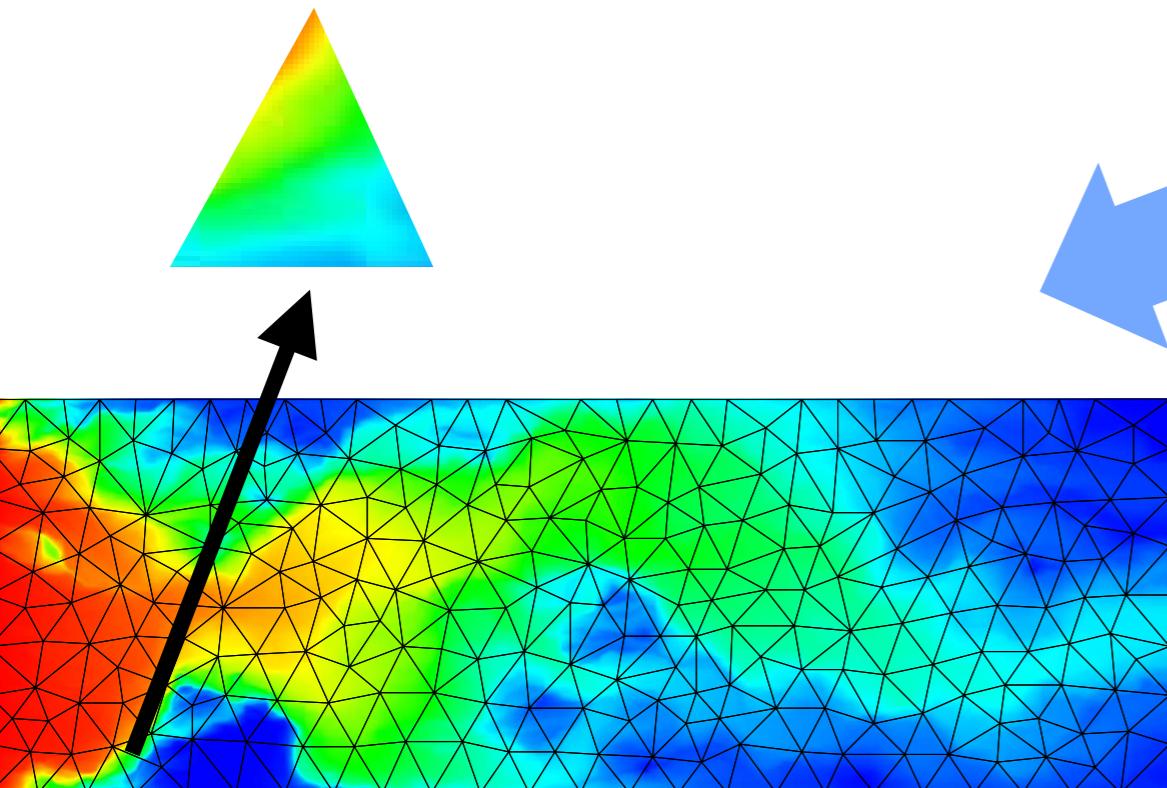
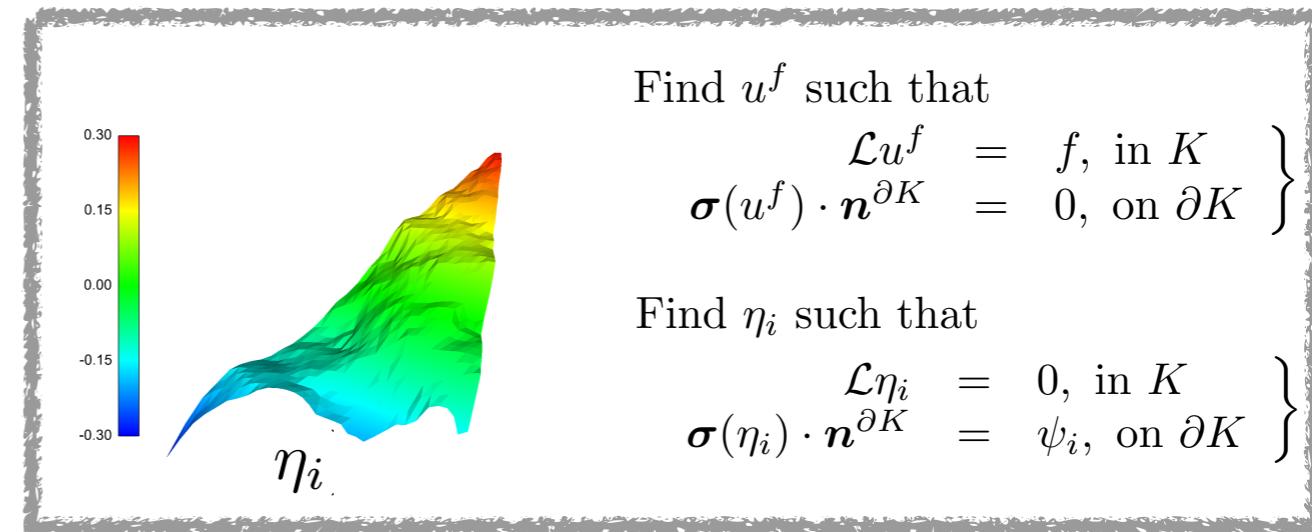
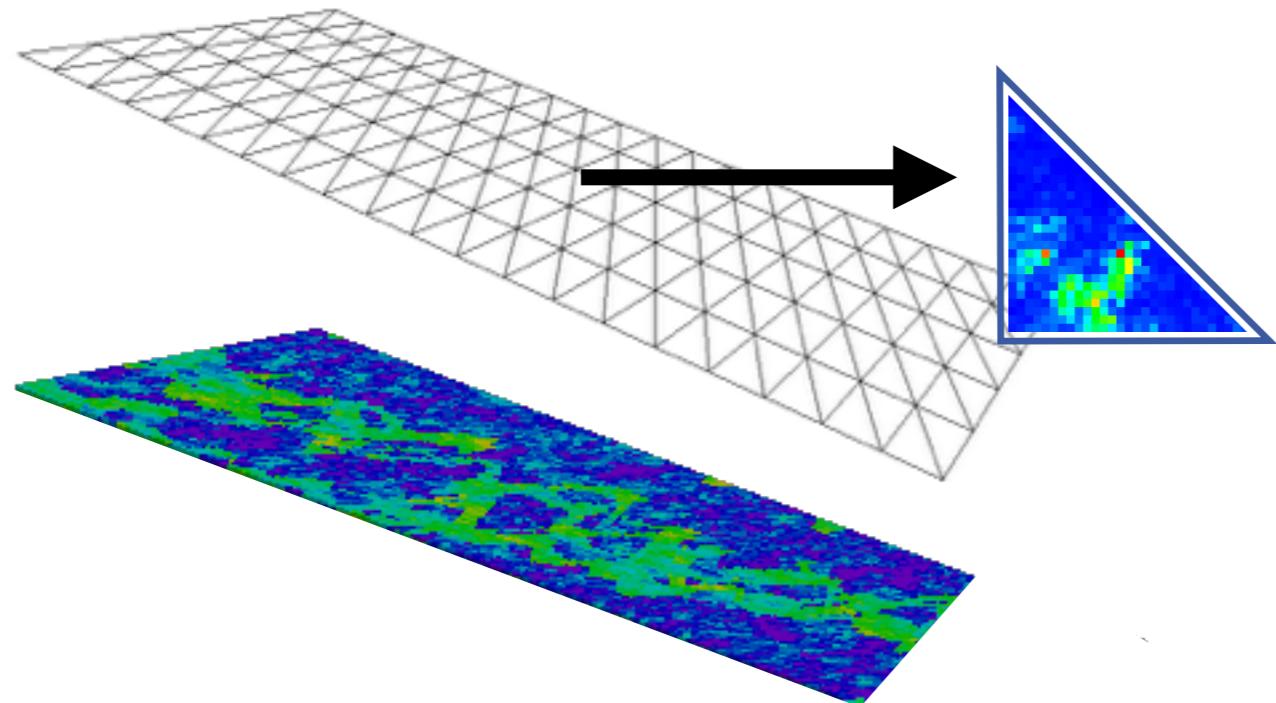


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Multiscale Hybrid Mixed Methods: MHM in a nutshell...



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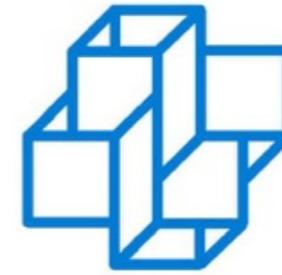
$$u_h = p_0 + u^{\lambda_h} + u^f = p_0 + \sum_{i=1}^{N_h} c_j \eta_i + u^f$$

Find $(p_0, \lambda_h) \in V_0 \times \Lambda_h$

$$\begin{aligned} (\lambda_h, q_0)_{\partial\mathcal{T}_h} &= (f, q_0)_{\mathcal{T}_h} \\ (p_0, \mu_h)_{\partial\mathcal{T}_h} + (p^{\lambda_h}, \mu_h)_{\partial\mathcal{T}_h} &= -(\eta^f, \mu_h)_{\partial\mathcal{T}_h} \end{aligned}$$

for all $(q_0, \mu_h) \in V_0 \times \Lambda_h$.

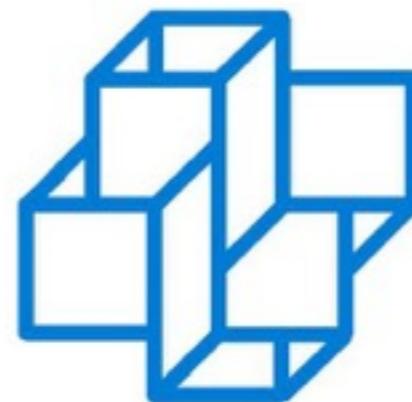
$$\lambda_h = \sum_{j=1}^{L_h} c_j \psi_j$$



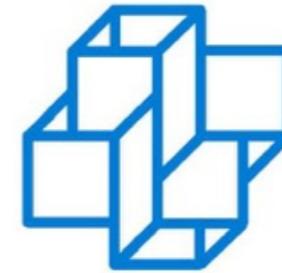
Agenda

- Architecture
- Preliminary tests (Gramado, 2014)
- Further developments
- What's next?

Architecture

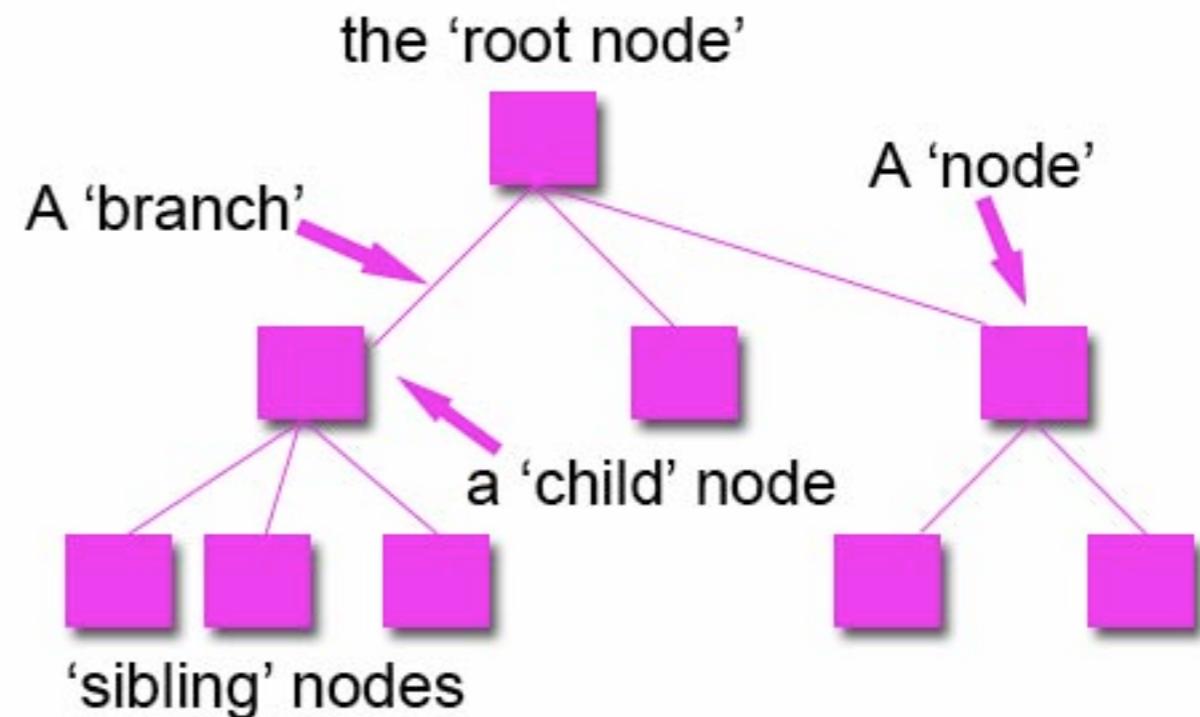


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Starting point...

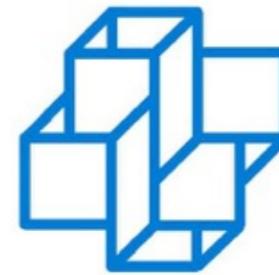
- Implementation of a new FEM library specifically crafted for exploring the loosely-coupled strategy of MHM methods to solve global and local problems
- Analogy with a tree



PARTS OF A TREE DATA STRUCTURE

Source: www.teach-ict.com

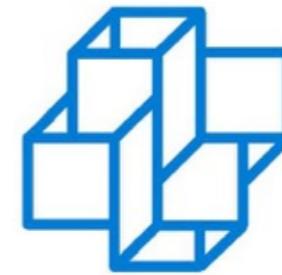
Key design principle: Productivity



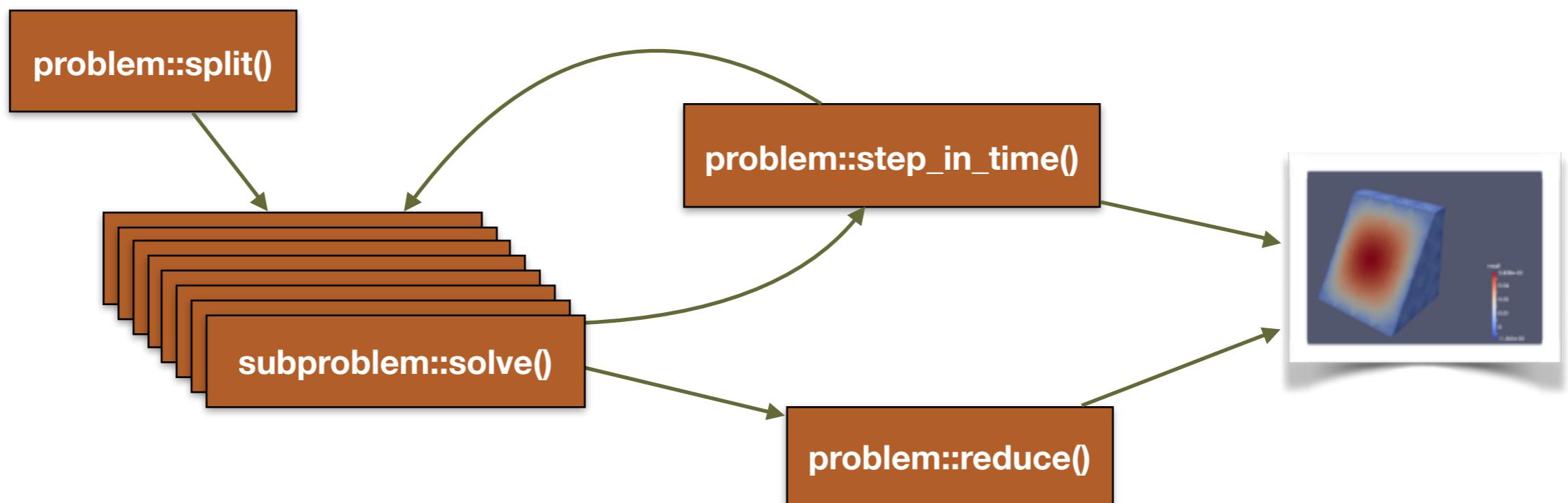
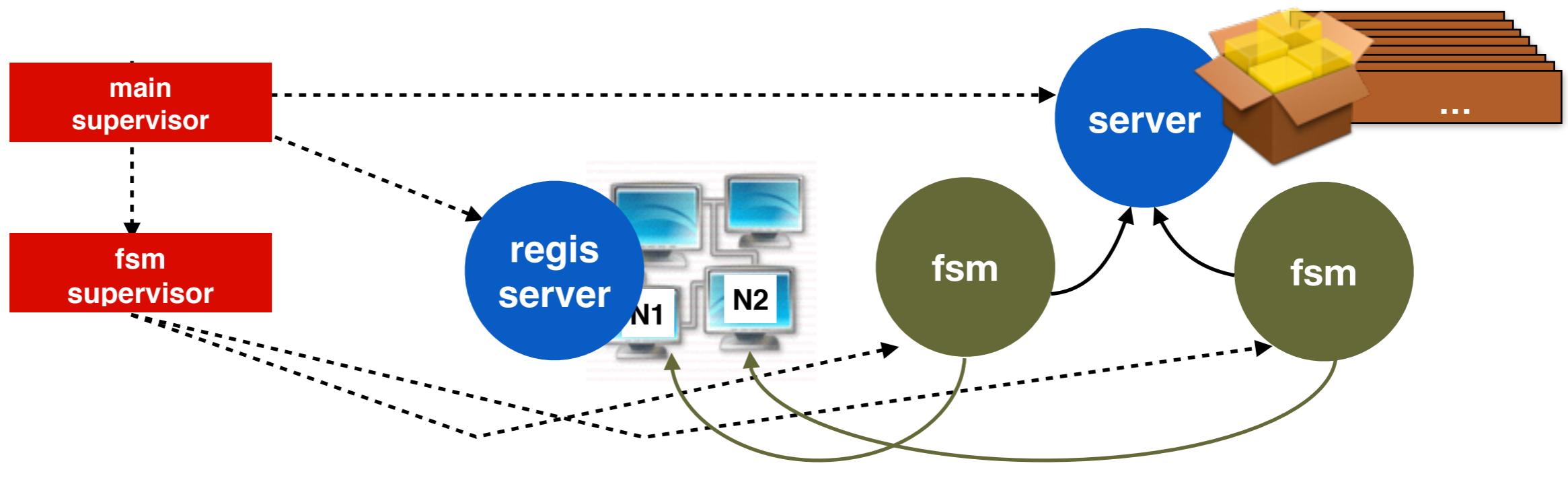
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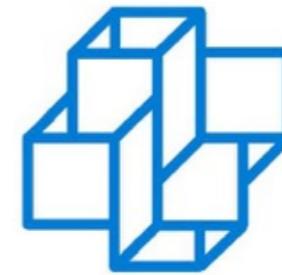
- Multi-language approach:
 - Erlang for distribution, communication and fault tolerance
 - C++ for number crunching
 - Reuse of existing efficient libraries (Eigen, METIS, Tetgen...)
 - Could be anything else! (more on this...)
 - Lua for rapid prototyping and (in the future) high-level configuration





Software "architecture"





Fault tolerance: let it crash!

- At the worker (fsm) nodes:

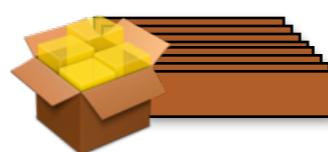


- Network partitions and node failures are considered permanent
- Related “being solved”/ “being reduced” task is rolled back

- At the master (server) node:



- Network partitions and node failures are considered transient
- All tasks in “being solved list”/ “being reduced” are rolled back
- Backup master node does the failover



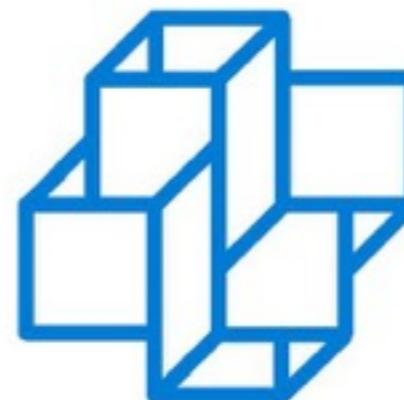
Fault Tolerance in Distributed Systems

- Perfect world: No Failures
 - We don't live in a perfect world
- Non-distributed system
 - Crash, you're dead*
- Distributed system: Redundancy
 - Should result in less down time
 - But does it?
 - Distributed systems according to Butler Lampson

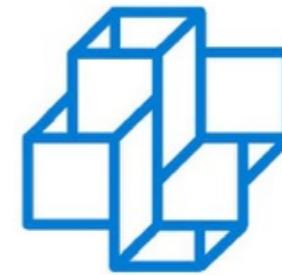
A distributed system is a system in which I can't get my work done because a computer that I've never heard of has failed.

Source: <https://www.cs.purdue.edu/homes/clifton/cs603/FailureModel.ppt>

Preliminary tests (Gramado, 2014)



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Preliminary tests

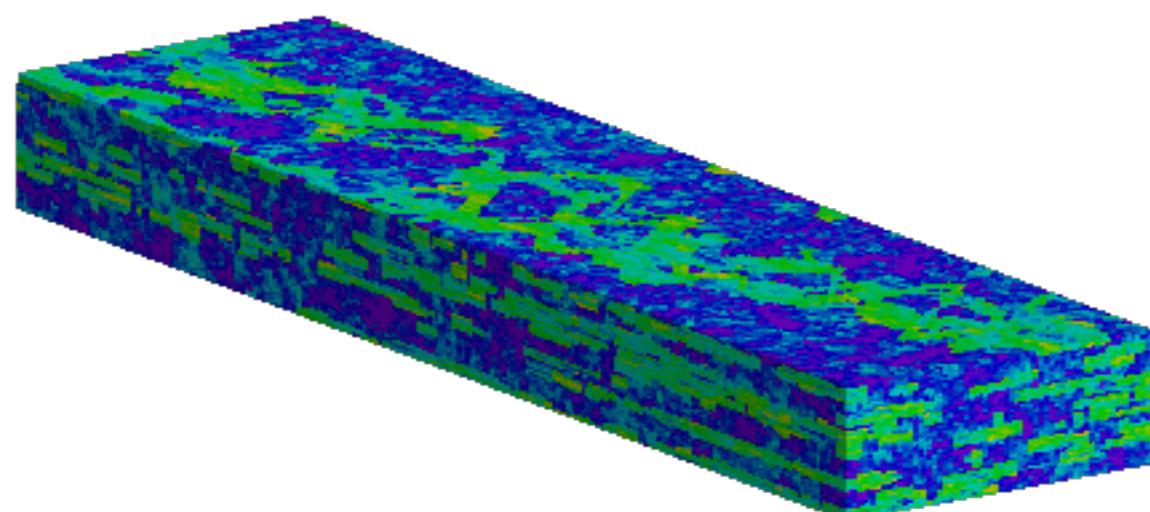
- Testing problem – Darcy (fluid flow through a porous medium)

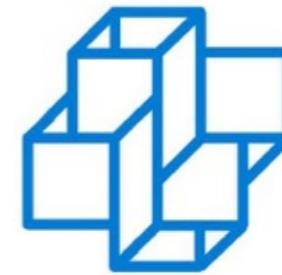
Find $p = p(\mathbf{x})$ such that

$$\begin{cases} \operatorname{div}(-K\nabla p) = f & \text{in } \Omega \\ p = 0 & \text{in } \Gamma \end{cases}$$

K is a positive definite tensor

$K(\mathbf{x})$ and $f(\mathbf{x})$ **may** have multi-scale characteristics

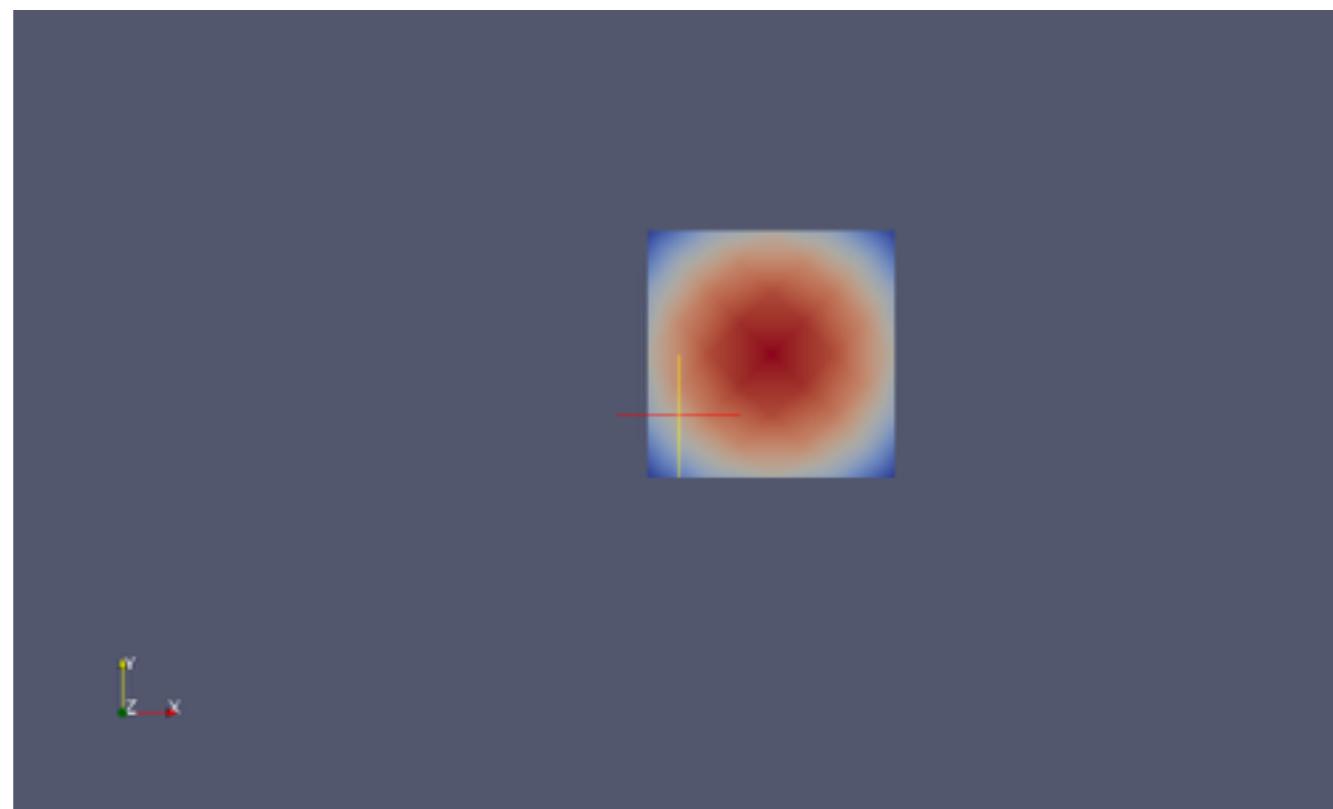




Preliminary tests

In MHM 2D, 256 ($G=16$, $L=16$) elements

$$f(x,y) = 1.0$$



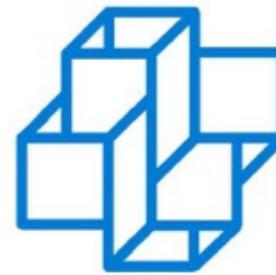
Total number of integration points ($P_E=2, P_F=0$):

$$G * 3 * L + G * 2 * 3 * \sqrt{L}$$

within 1st level elements

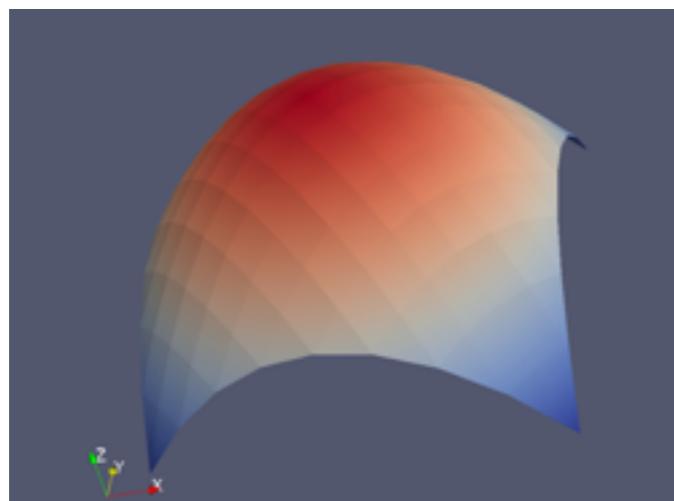
on 1st level faces

Preliminary tests

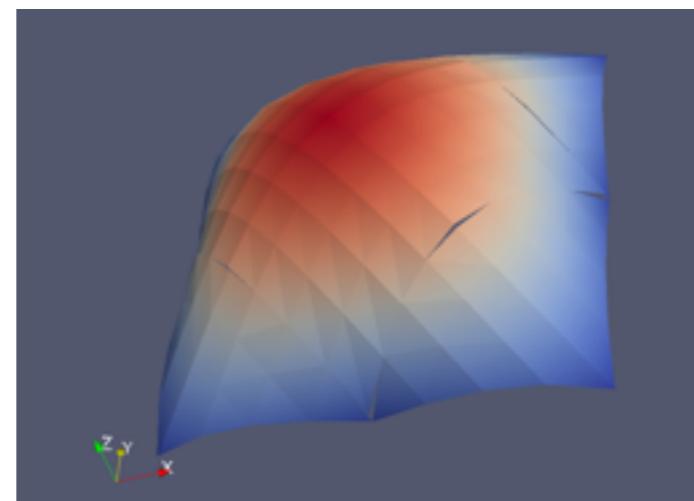


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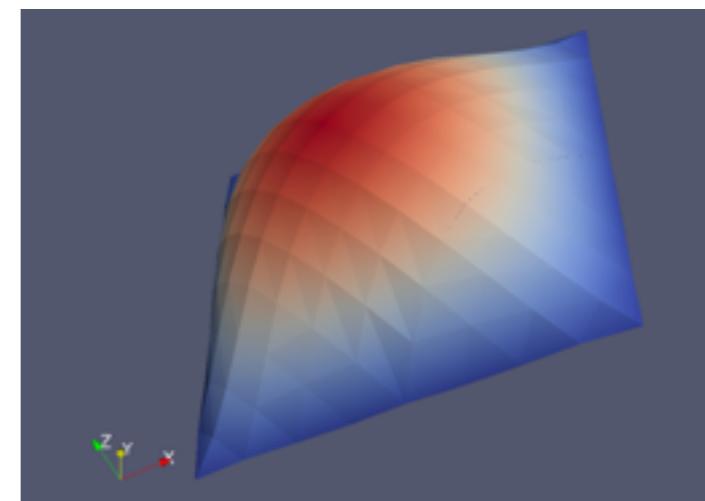
- In MHM 2D, 256 ($G=16$, $L=16$) elements



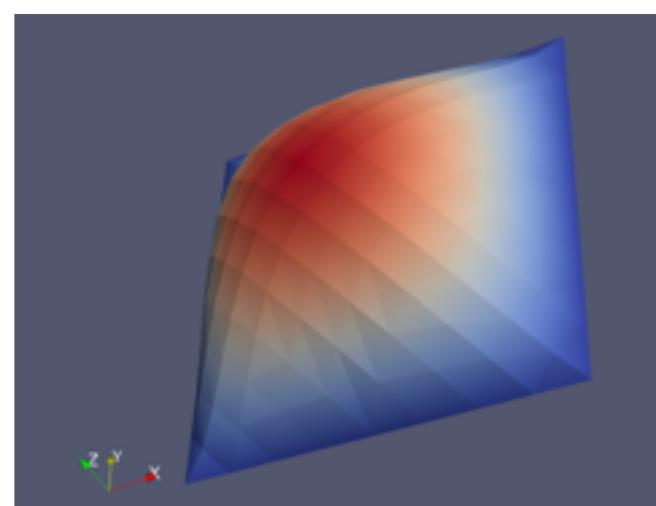
$P_E=2, P_F=0$



$P_E=2, P_F=1$

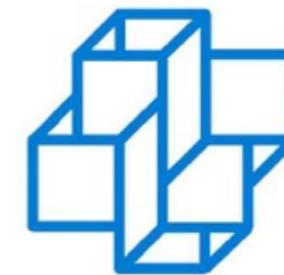


$P_E=2, P_F=2$

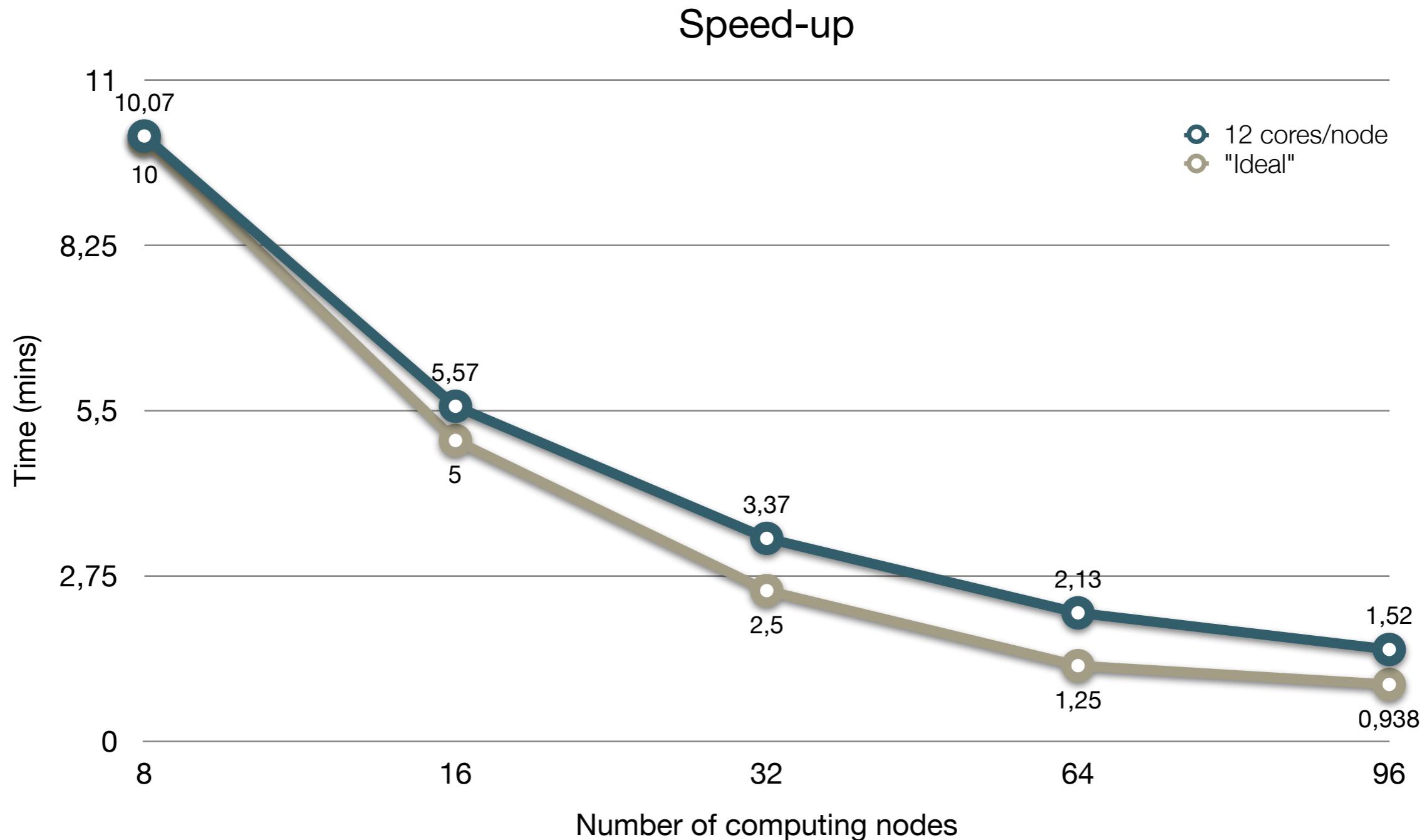


$P_E=2, P_F=10$

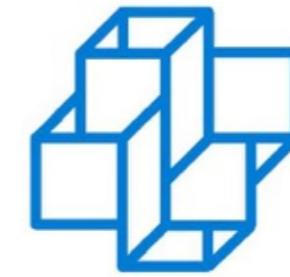
16,777,216 elements
(G=1,024 x L=16,384)



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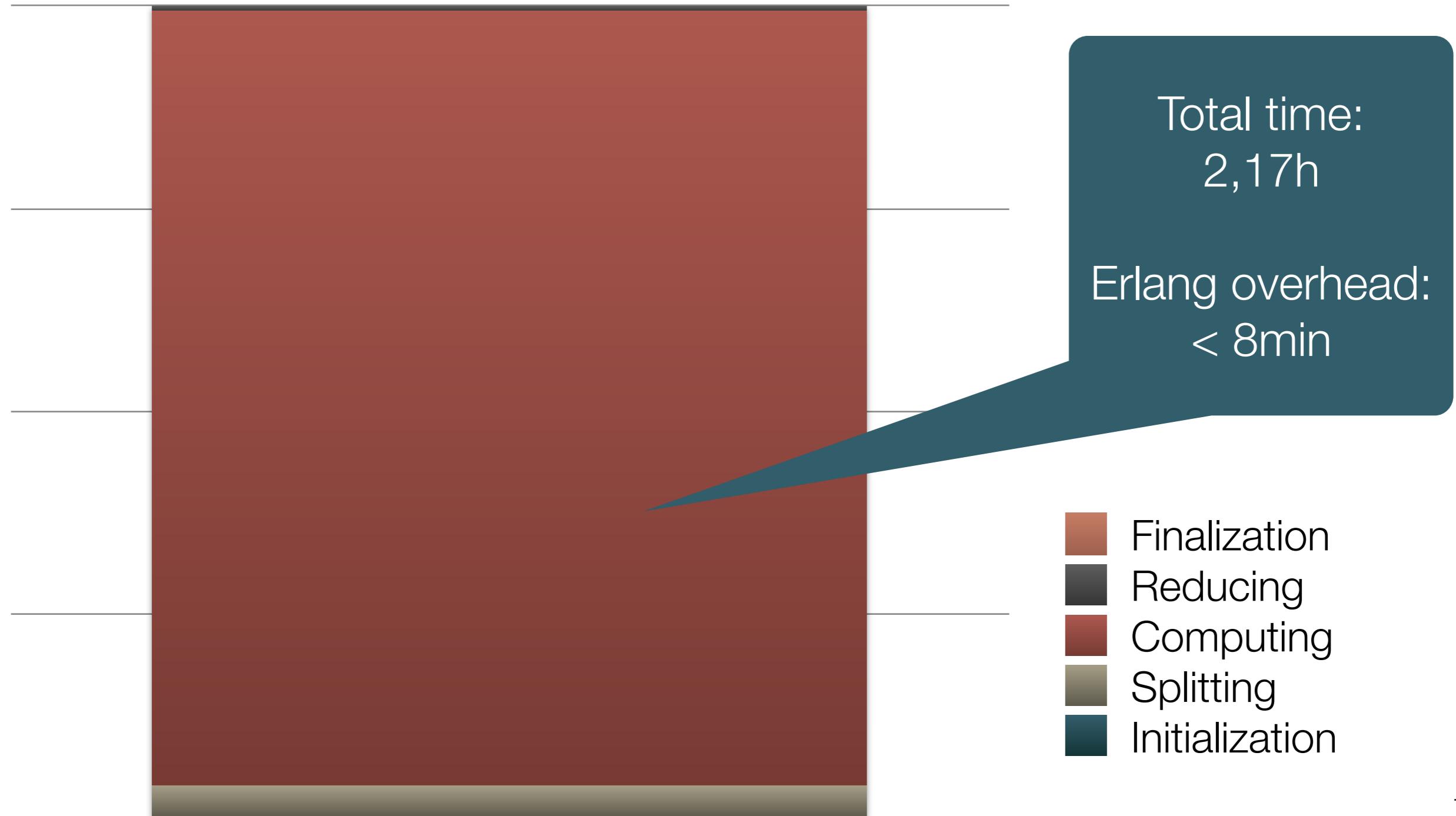


1,073,741,824 elements
(G=16,384 x L=65,536)

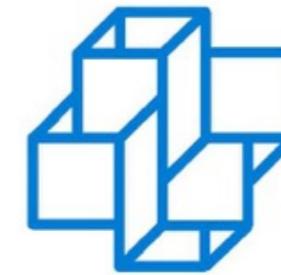


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Cost share of each phase (64 nodes, 12 cores/node)

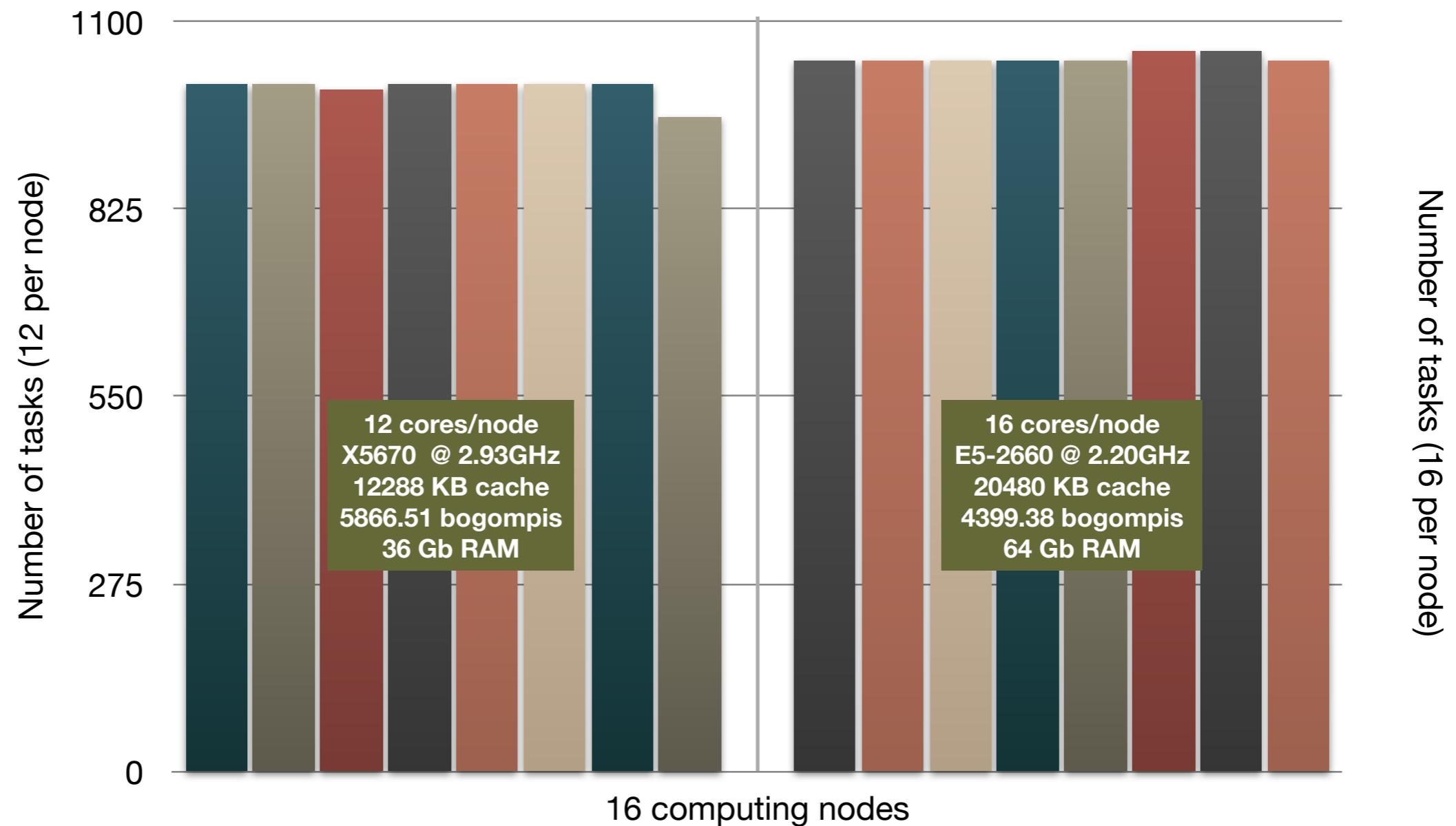


1,073,741,824 elements

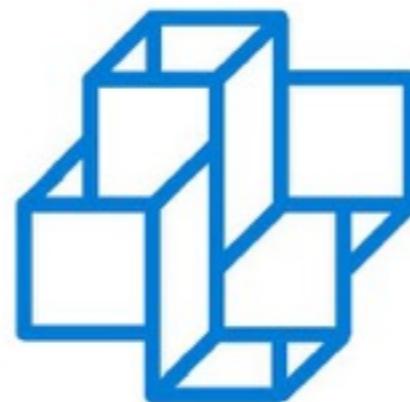


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Load balance (computing phase)

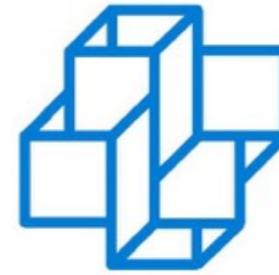


Further developments



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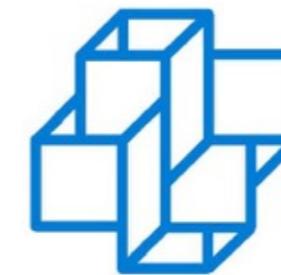
Let's "optimize a bit"...



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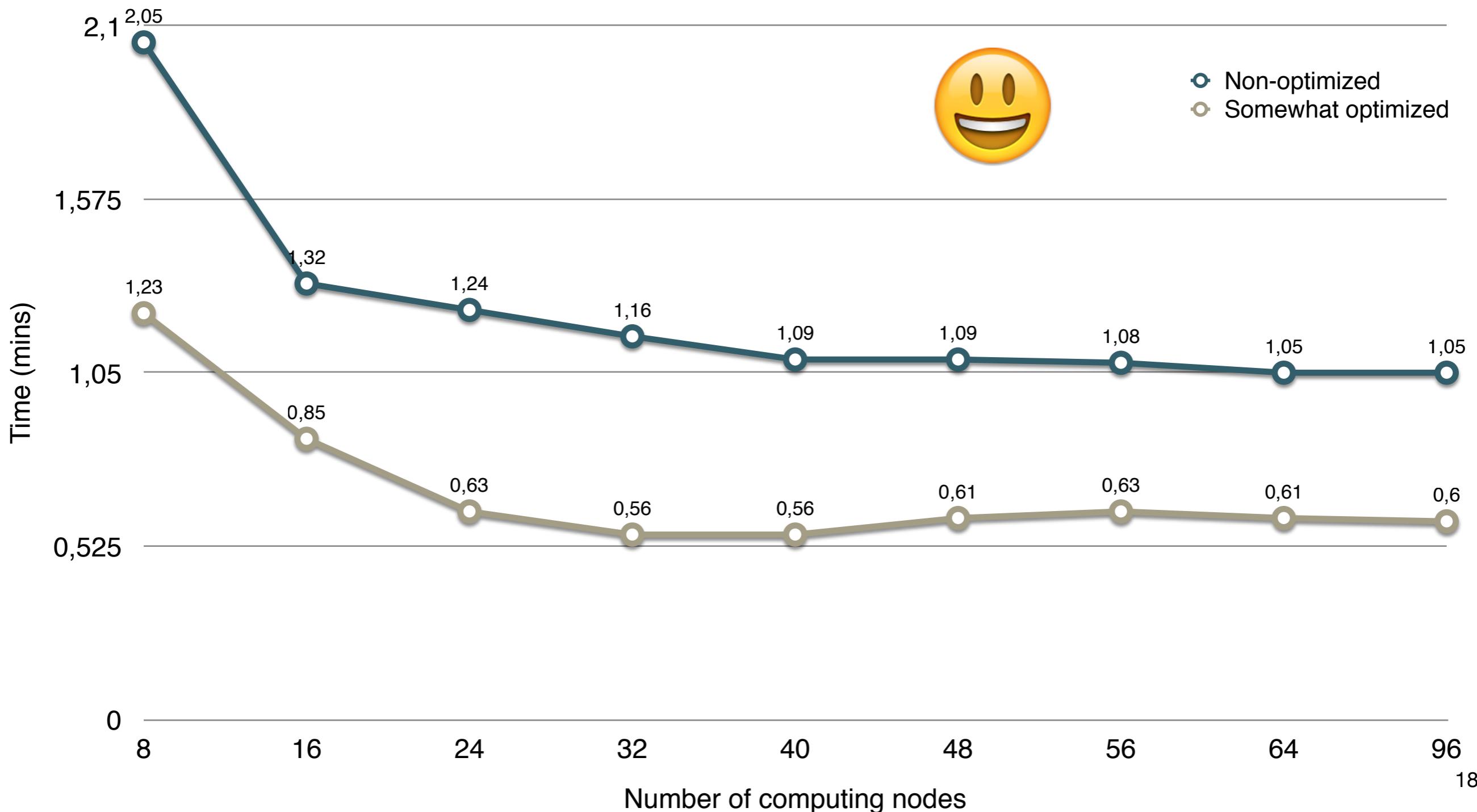
- Erlang: iterative splits
- Erlang*C++: persistent C++ jobs
- C++: improvements in numerical integration

4,194,304 elements with opt
(G=1,024 x L=4,096)

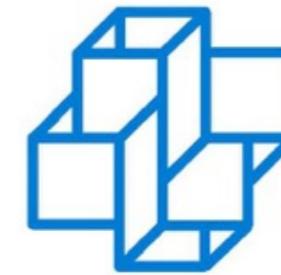


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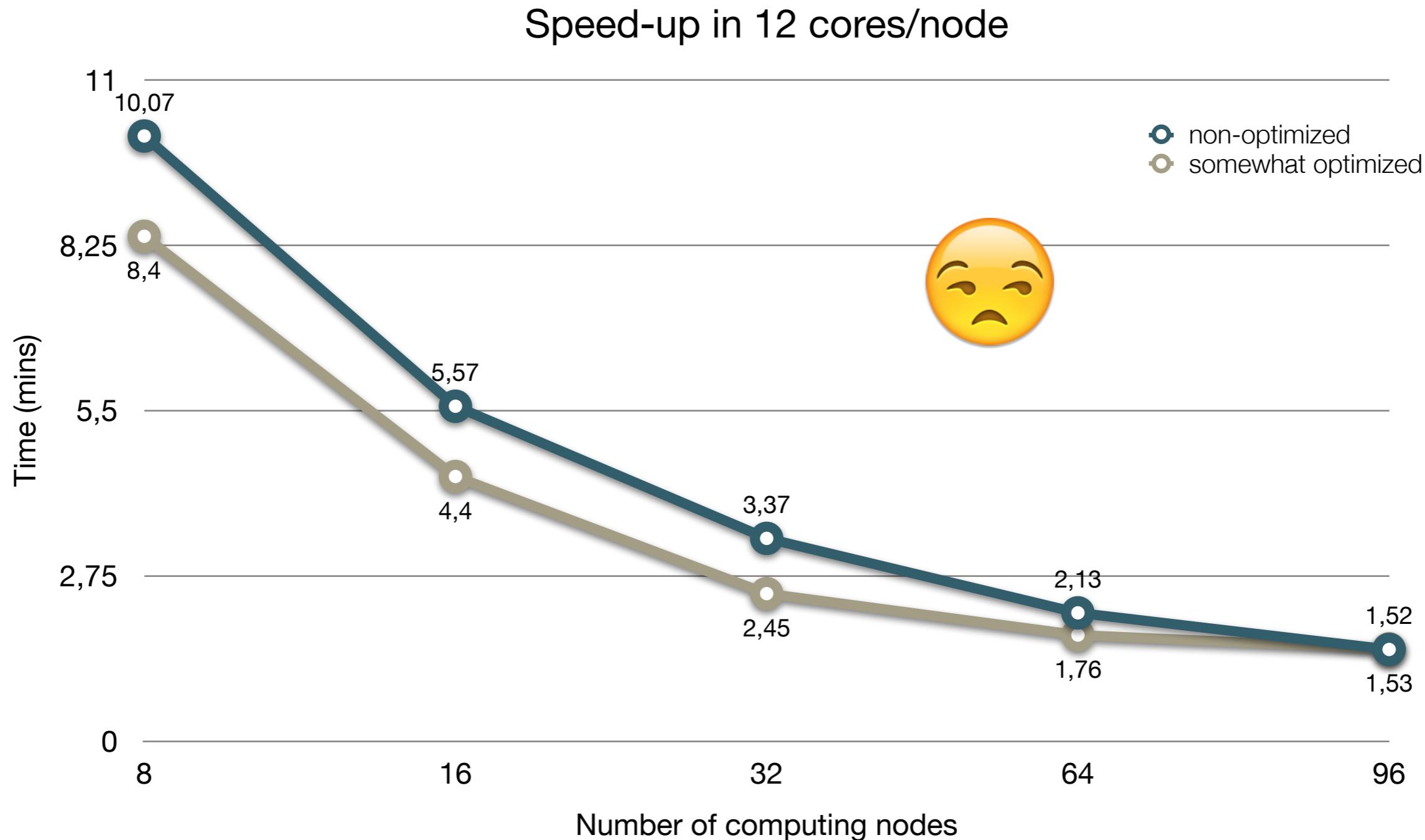
Speed-up in 12 cores/node



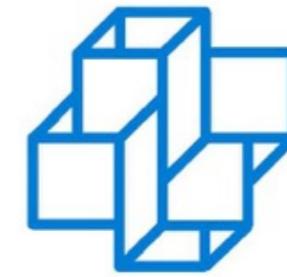
16,777,216 elements with opt
(G=1,024 x L=16,384)



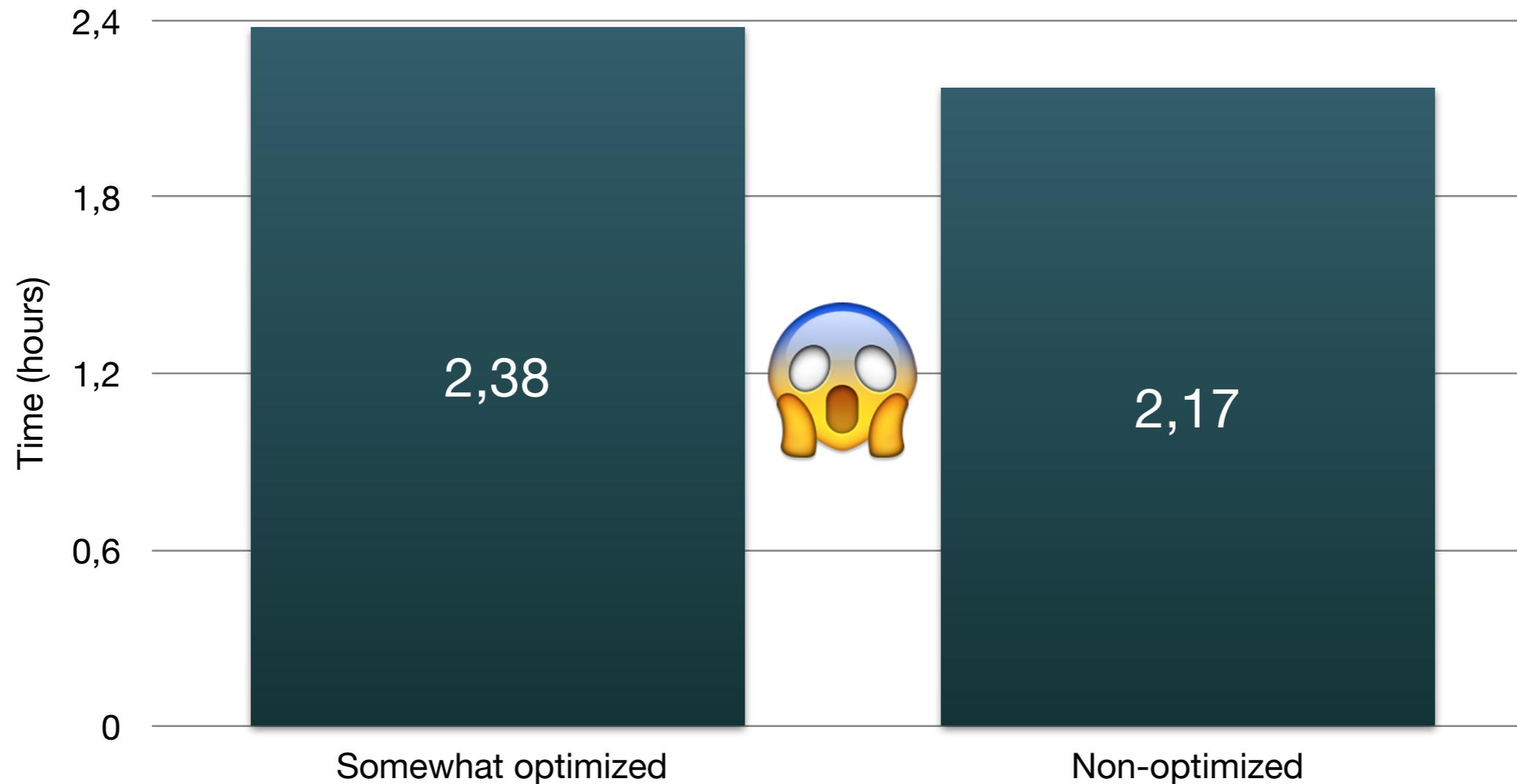
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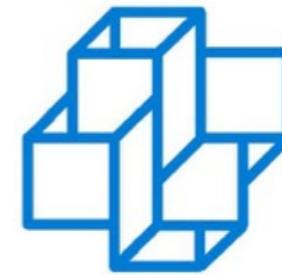
1,073,741,824 elements with opt
(G=16,384 x L=65,536)



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- Who is guilty?



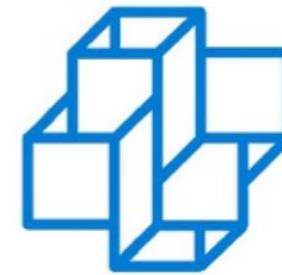
Transient problems

In MHM 2D, 256 (G=16, L=16) elements

$$f(x,y,t) = (1+t\delta_t)\cos(2\pi x)\cos(2\pi y), P_e=2, P_f=0$$

100 timesteps, $\Delta t=2.5e-4$, implicit method



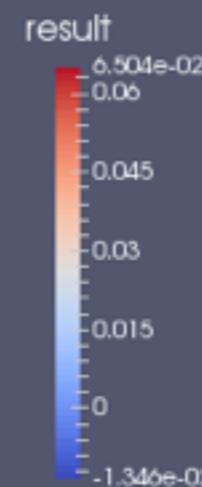
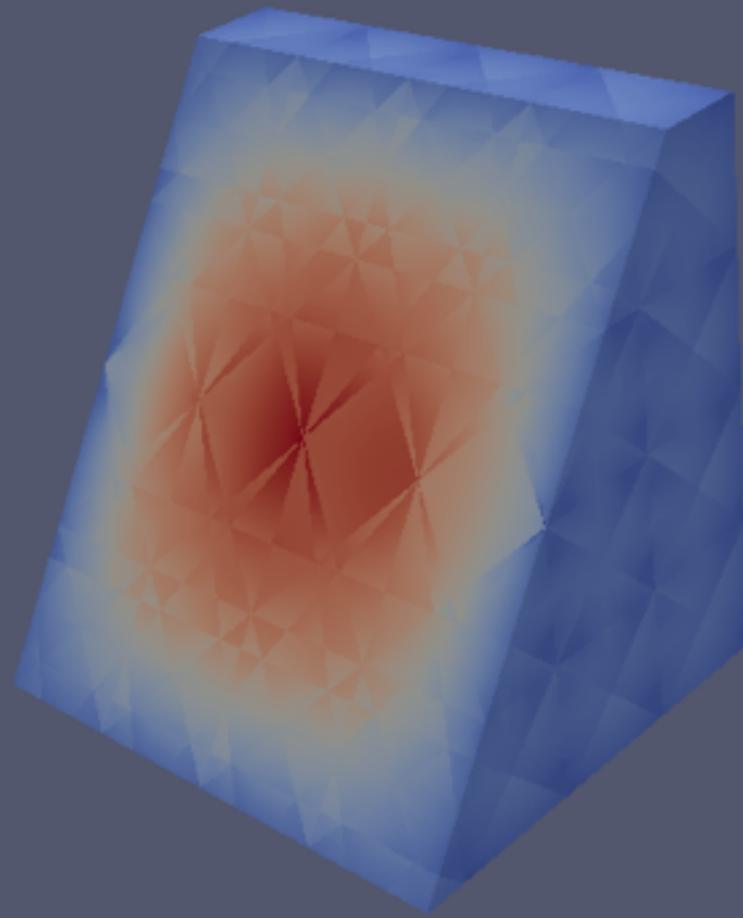


3D problems

In MHM, 87,552 (G=1,536, L=57) tetrahedra

273,408 LDoFs total

18,994 GDoFs



$$f(x,y,z) = 1.0$$

$$P_e=2, P_f=0$$

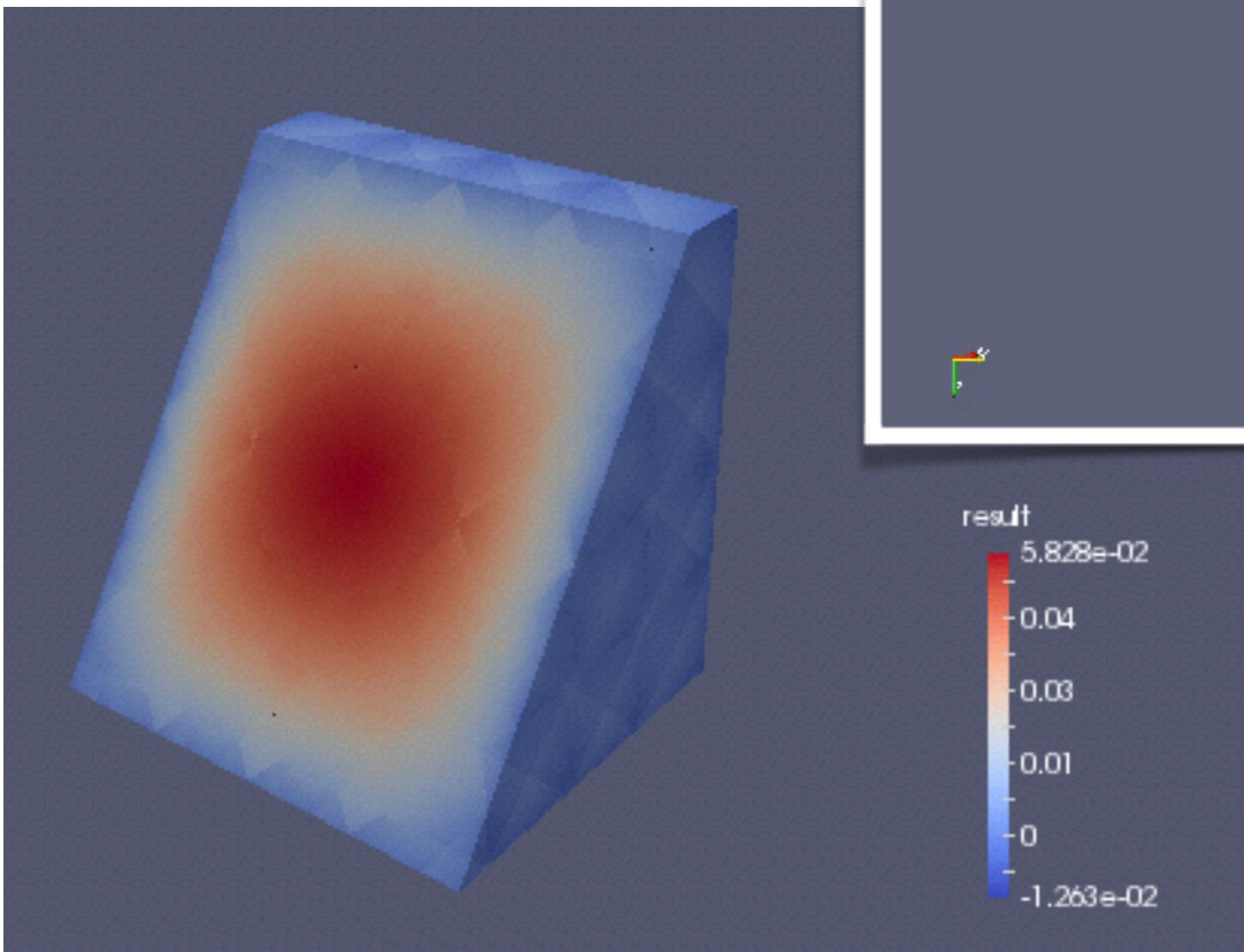


3D problems

In MHM, 1,069,056 ($G=1,536$, $L=696$) tetrahedra

2,116,608 LDoFs total

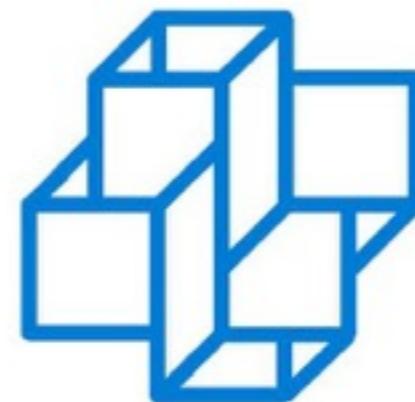
18,994 GDoFs



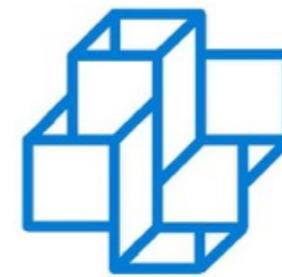
$$f(x,y,z) = 1.0$$

$$P_e=2, P_f=0$$

What's next?

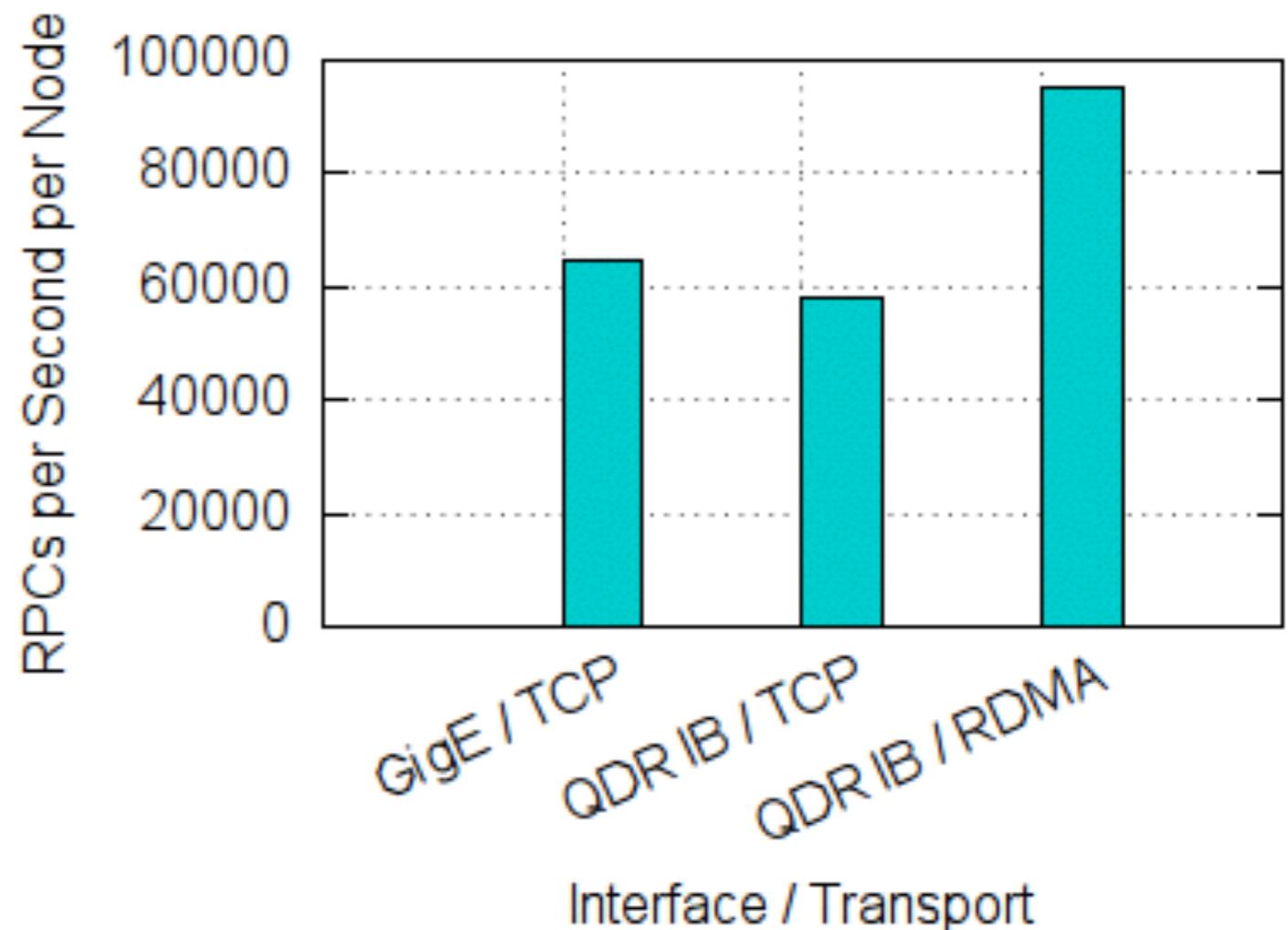


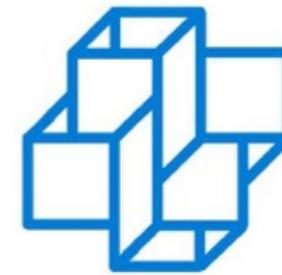
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To-do... (Erlang part)

- Smarter scheduling algorithm!!!!!! 😴
- Employ native RDMA protocol over Infiniband (https://github.com/MrStaticVoid/rdma_dist) 😴
- Arbitrary code to solve local problems 🏃
- Some rapid prototyping with FEniCS





To-do... (C++ part)

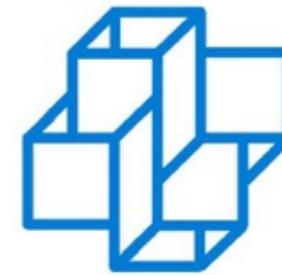
- Basic optimizations at the processing phase
 - E.g.2) **Use GPUs for computing the many η_i in parallel** (stiffness matrix needs to be inverted only once!)
- Hotspots at the **splitting (I/O intensive)** and **reducing (computing/memory intensive)** phases
- Help! 😊

Find η_i such that

$$\begin{aligned}\mathcal{L}\eta_i &= 0, \text{ in } K \\ \boldsymbol{\sigma}(\eta_i) \cdot \mathbf{n}^{\partial K} &= \psi_i, \text{ on } \partial K\end{aligned}\}$$

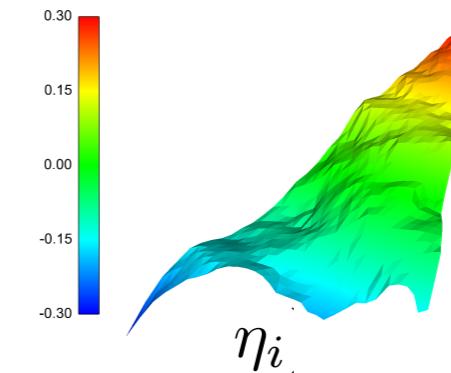
Find u^f such that

$$\begin{aligned}\mathcal{L}u^f &= f, \text{ in } K \\ \boldsymbol{\sigma}(u^f) \cdot \mathbf{n}^{\partial K} &= 0, \text{ on } \partial K\end{aligned}\}$$

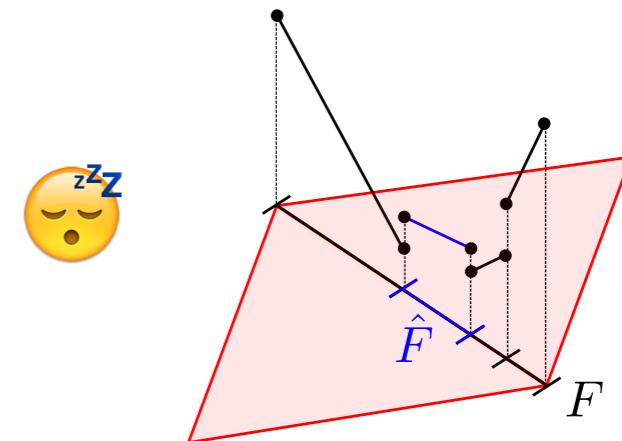


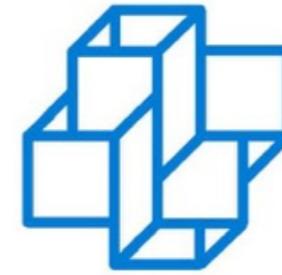
To-do... (C++ part)

- Give support to:
 - Higher-order element-face basis functions (for 3D)



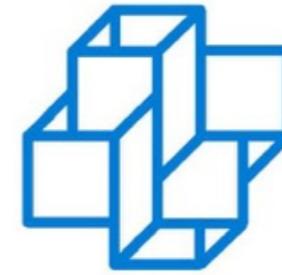
- Partitioned element-face basis functions (for 2D and 3D)





To-do... (Erlang*C++ part)

- Give support to:
 - Vectorial problems 😊
 - Initial target: elasticity/elastodynamics
 - Other execution environments (e.g. clouds) 🚶
 - *A posteriori* adaptation 😴
- Make overall configuration more flexible 😴
- Provide better visualization output 😴



Summary

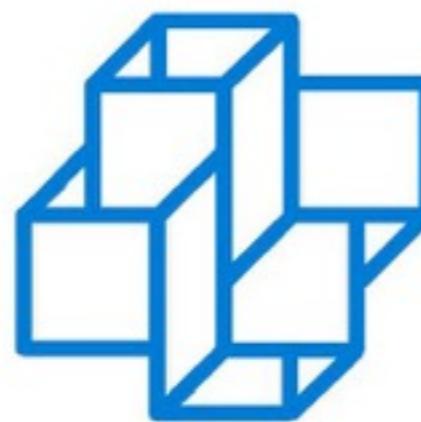
- Running code for 2D, 3D, stationary and transient problems
- Functional and non-functional features yet to be added
 - Software architecture carefully [RE]built to facilitate such additions
- Compare with other simulators in specific scenarios
 - E.g.: HDG...
- Explore Erlang framework in other contexts

Thank you!!!



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