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Multi-Scale Discrete Simulation on Multi-Scale HPC System

Group of Complex System and Multi-scale Simulation
Institute of Process Engineering, Chinese Academy of Sciences
Presented by *Wei Ge*

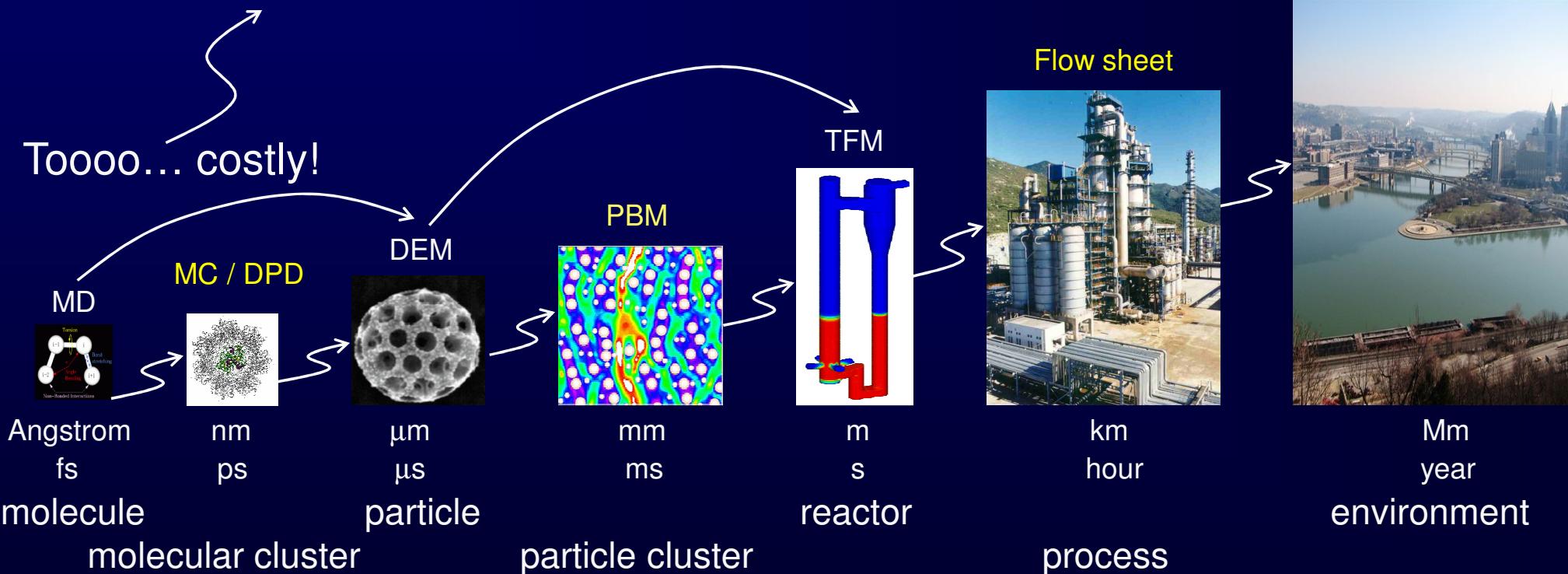
Outline

Challenges and approaches
Software and hardware development
Applications in different areas
Summary and prospects

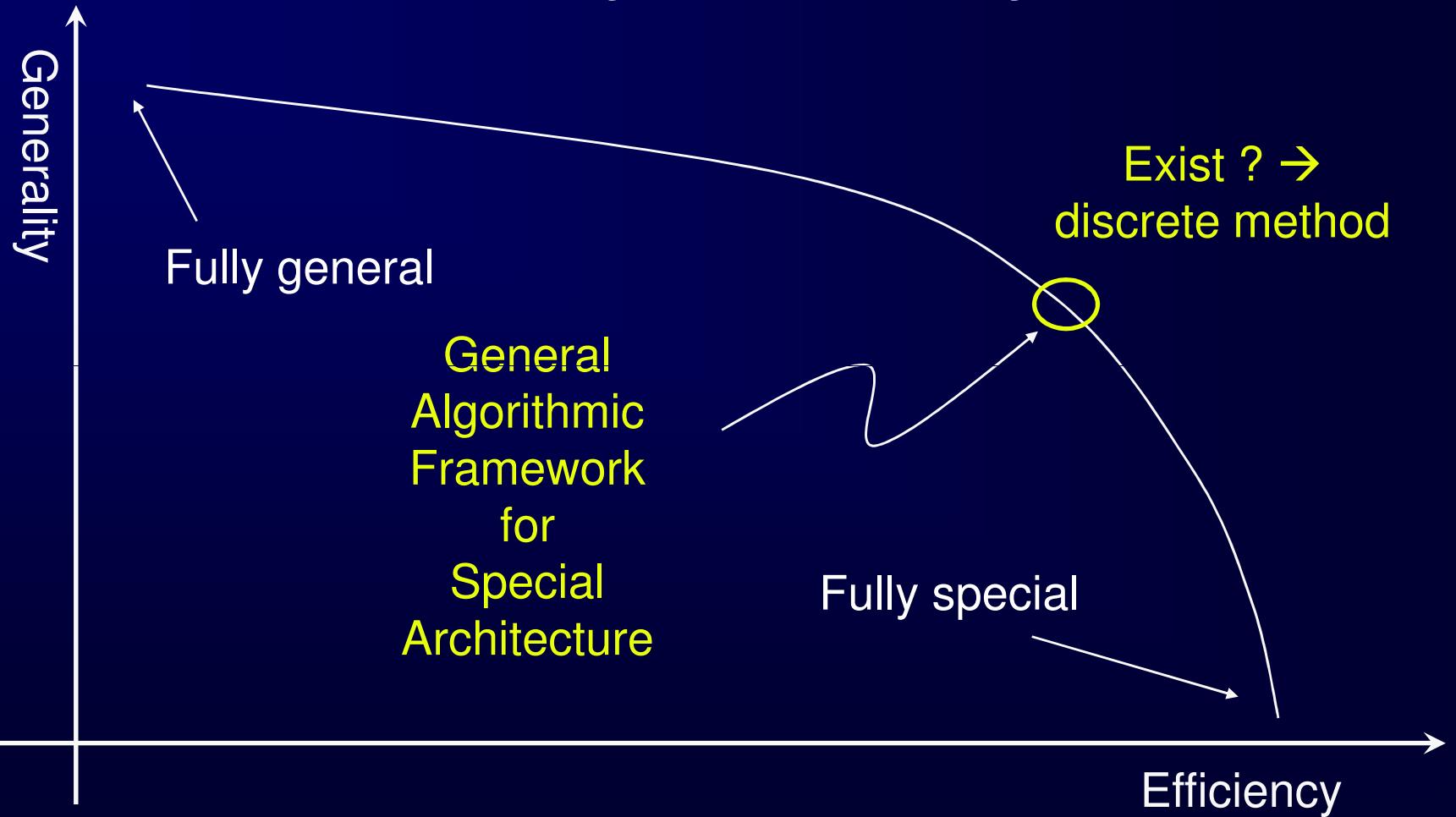
Multi-scale simulation in process engineering

Can we find an accurate, efficiency and general way ?

Agent

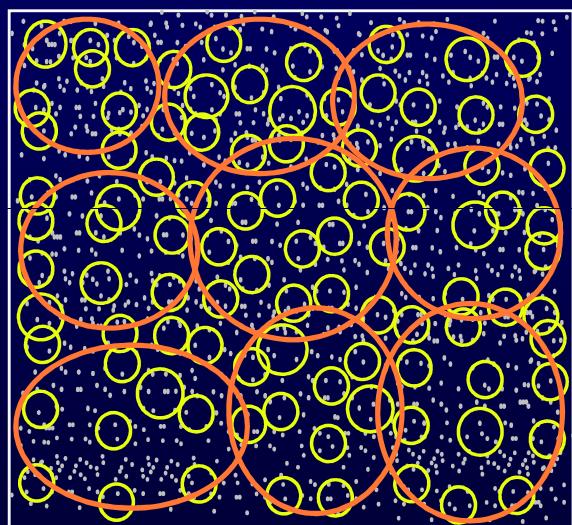


Generality vs Efficiency

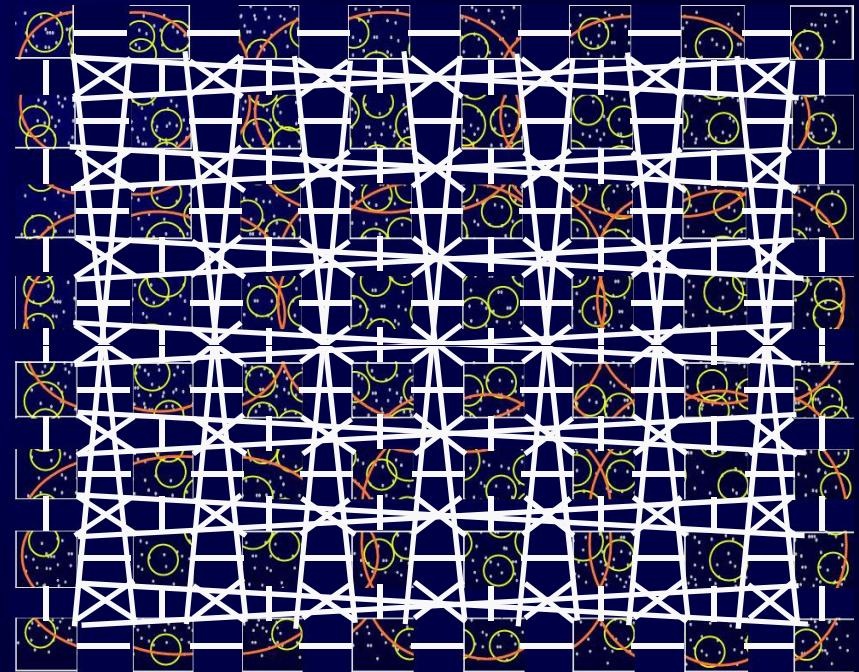


Traditional parallelization

micro
.
meso
○
macro
○

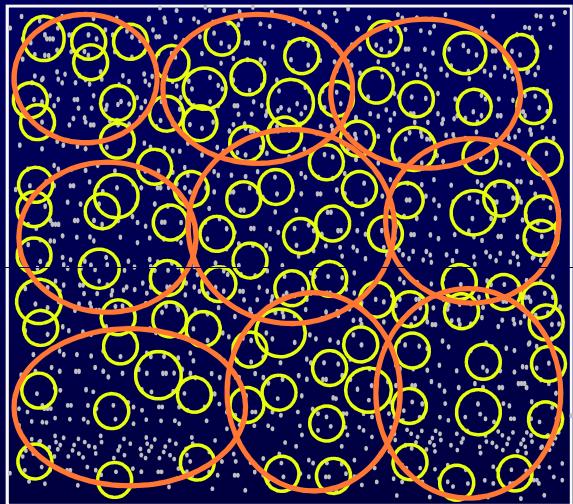


Multi-scale world

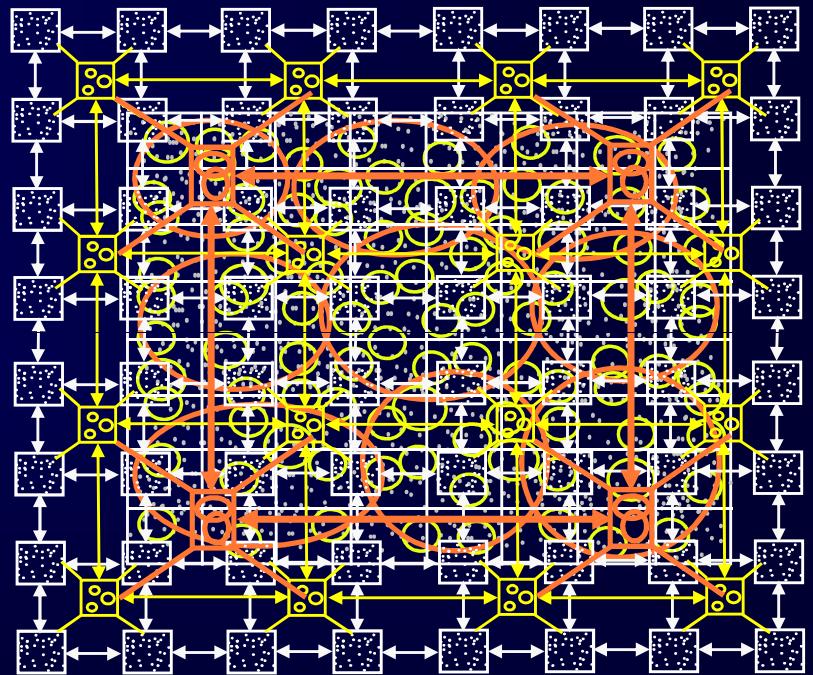


Global communication,
Mono-scale parallelization

Multi-scale parallelization



Multi-scale world



Local communication,
Multi-scale parallelization

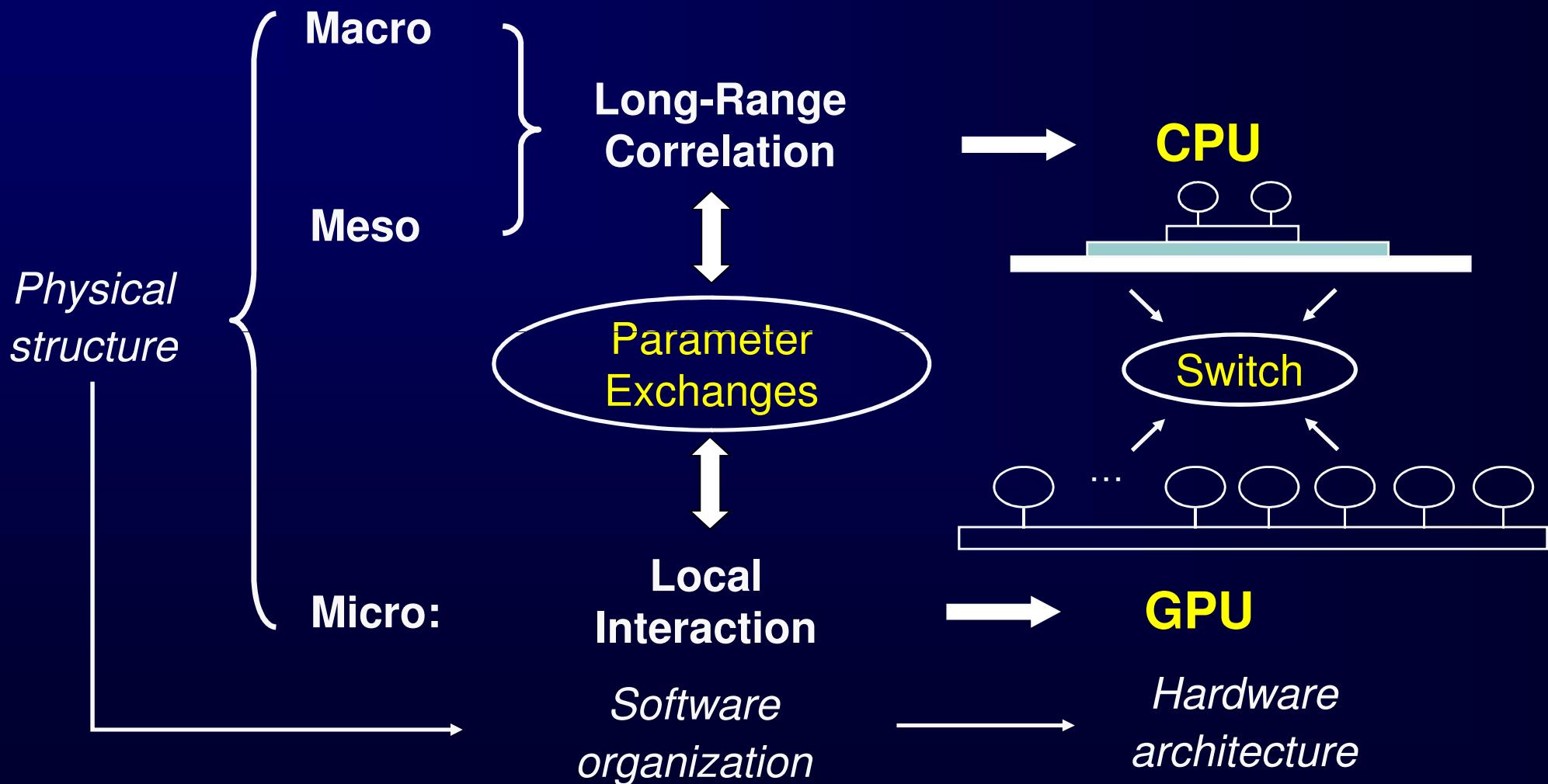
Hierarchy of discrete approaches for complex flows

Micro-scale: fluctuating, conservative
MD, DSMC, LGA, PPM, ...

Meso-scale: fluctuating, dissipative
DPD, FPM, DSPH, LBM, ...

Macro-scale: smooth, dissipative
SPH, MPS, DEM, MaPPM, ...

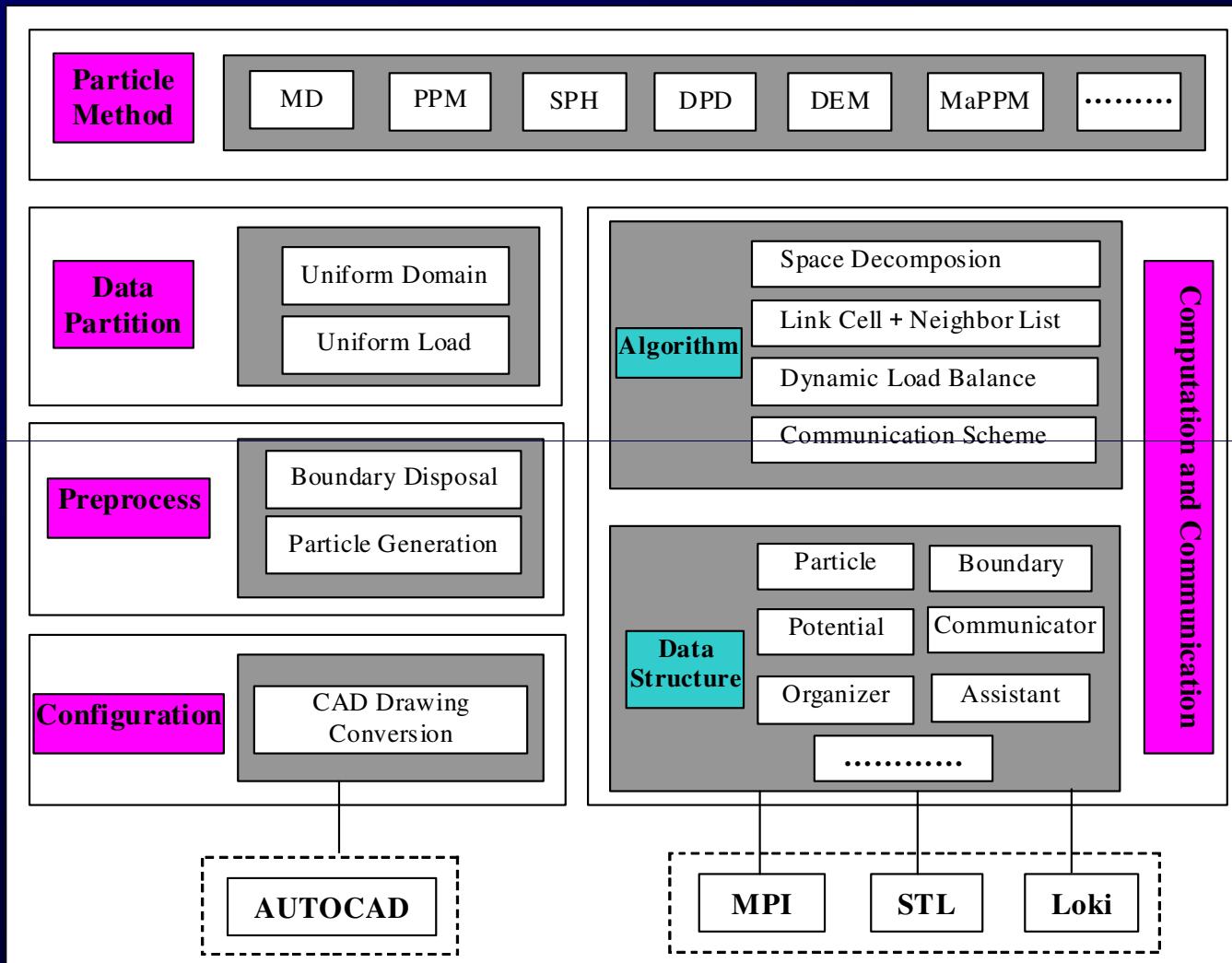
Consistency: Physics, Algorithm, Architecture



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General Platform for Discrete Simulation



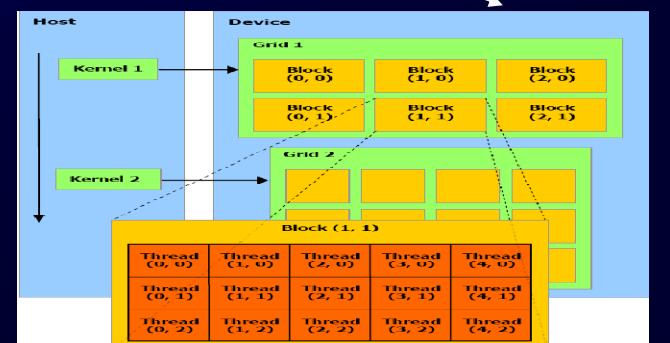
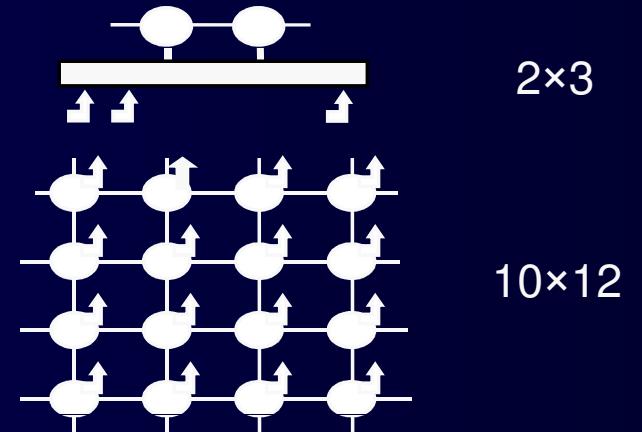
C&CE, 2005,
29:1543-1553;
Ge et al., Sci. in
China, 2005

100Tflops GPU system (2008.2.18)

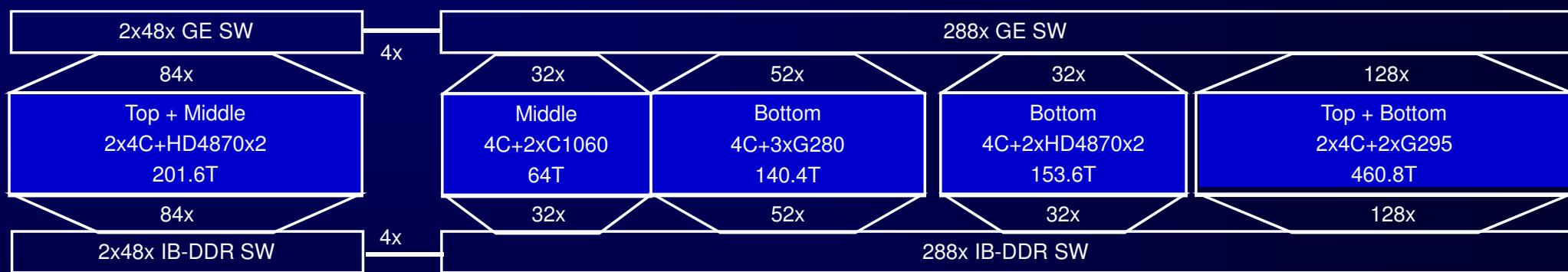
R_peak : 127Teraflops SP
Nodes : 126×HP8600
CPU : 252×Intel 2.66GHz
GPU cards : 200×NV Tesla C870
+20×NV GeForce 9800×2
Network : Gigabit Ethernet (mesh+tree)
Switch : H3C 7506R
OS : RedHat Linux 5.2
R_real : 20 ~ 40Tflops



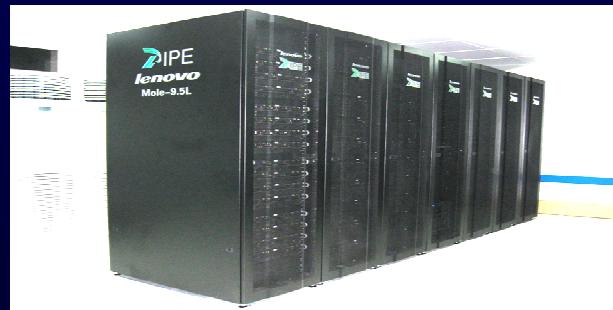
6.023e(23-9.7)
flops
Mole-9.7
(<70kW)



China's first HPC system with 1.0 Petaflops peak performance in single precision (2009.3.19)



200T(IPE/Dawning)



200T(IPE/Lenovo)



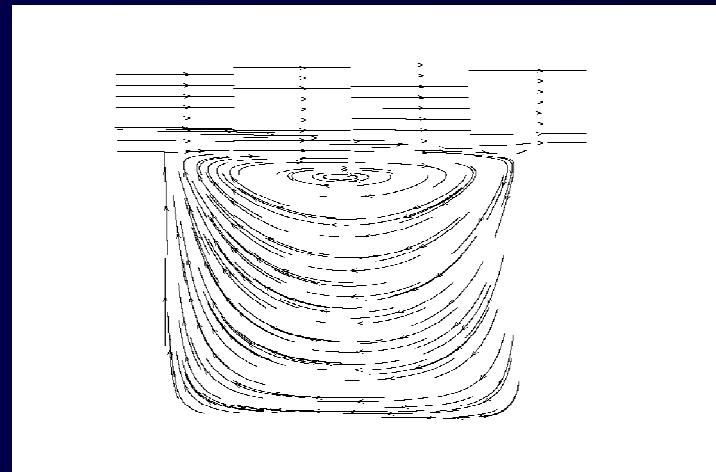
150T(IPE)



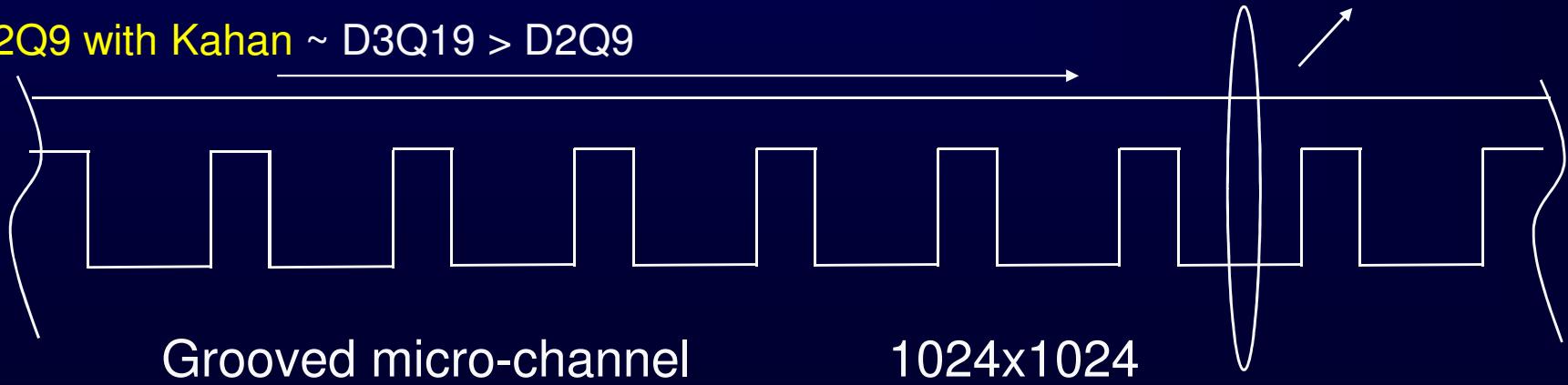
450T(IPE)
Mole-8.7 (<300kW)

Real performance in Couette-cavity flow

Scale	Tflops(sp)	Efficiency
464GT200	163.3 / 432.9 (288.6)	39.4% (59.1%)
120RV770	24.9 / 144	17.3%
680GT200+ 274RV770	118 / 963 (306)	12.5% (31.7%)



D2Q9 with Kahan ~ D3Q19 > D2Q9



First Fermi-based GPU supercomputing system

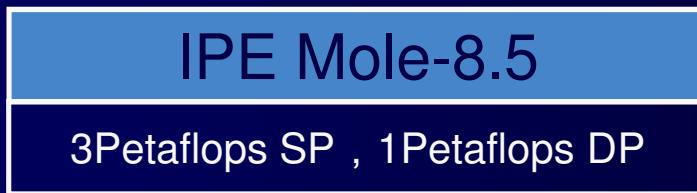
2010.04.24

Rpeak SP :	2Petaflops
Rpeak DP :	1Petaflops
Total RAM :	17.2TB
Total GRAM :	6.6TB
Total HD :	360TB
Data Comm. :	Mellanox QDR InfiniBand
Inst. Comm. :	H3C Gigabit Ethernet
Occupied area :	150m ² (with internal cooling)
Weight :	12.6T (with internal cooling)
Max Power :	600kW(computing)+200kW(cooling)
System :	CentOS 5.4, PBS
Monitor :	Ganglia , GPU monitor
Languages :	C , C++ , Fortran , CUDA , OpenCL



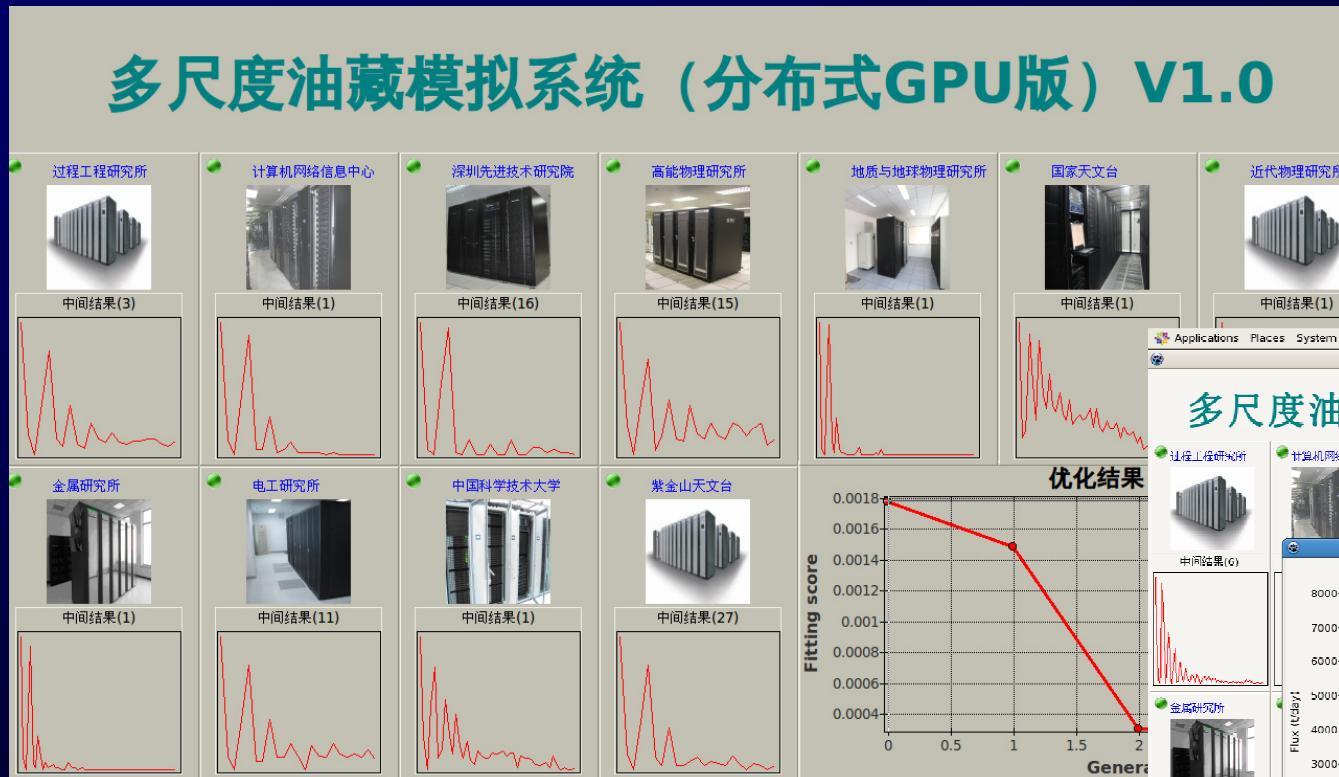
Distributed GPU-Supercomputing in China

Collective capacity :
4.907Petaflops SP
1.300Petaflops DP

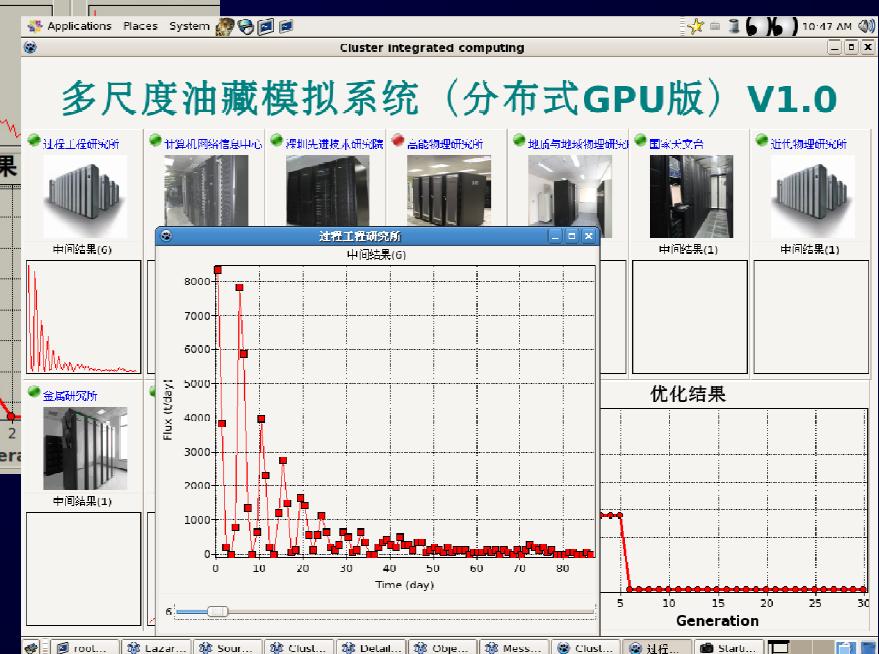


过程所	高能所	金属所	深圳先进院	国家天文台	地质地球所	网络中心	近代物理所	紫金山台	电工所	中科大
NV+AMD	AMD	NV	NV	NV	NV+AMD	NV+AMD	NV	NV	NV	NV
1P SP	200T SP	183T SP	173T SP	160T SP	200T SP	300T SP	202T SP	183T SP	101T SP	205T SP
100T DP	40T DP	15T DP	14T DP	13T DP	17T DP	39T DP	17T DP	15T DP	8T DP	17T DP

Distributed GPU computing for oil recovery



Distributed clusters :
Simulation of individual oil wells



Main cluster :
Overall optimization and control

Outline

Challenges and approaches

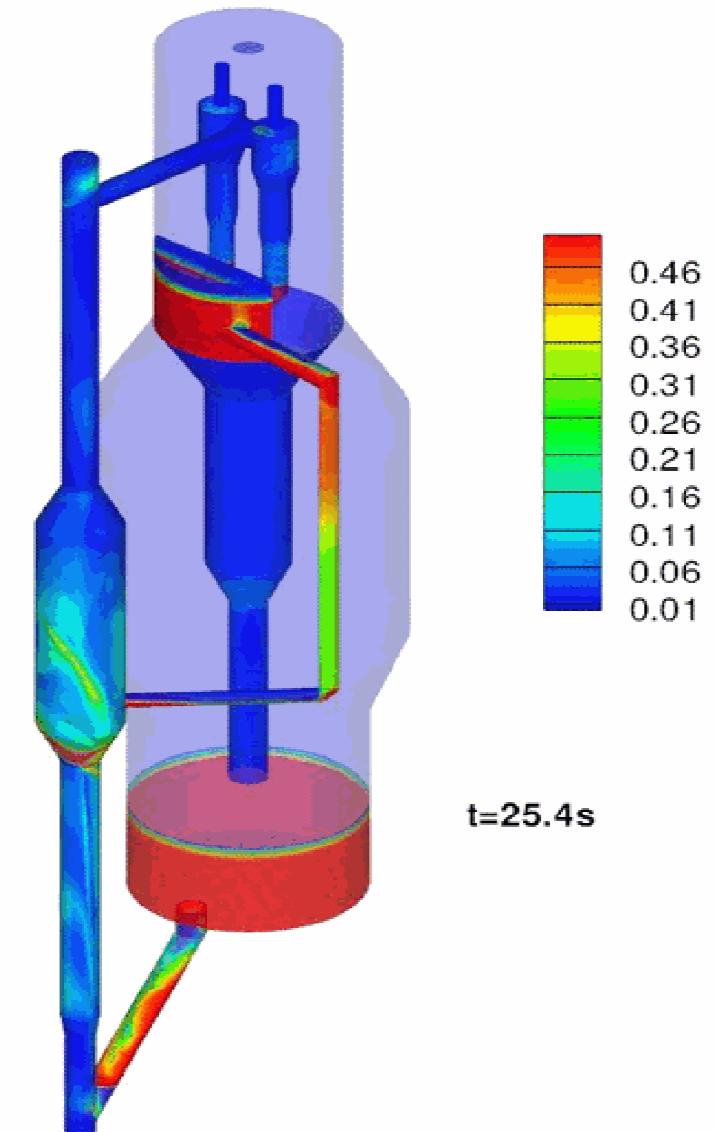
Multi-scale: from method to hardware

Applications in different systems

Summary and prospects

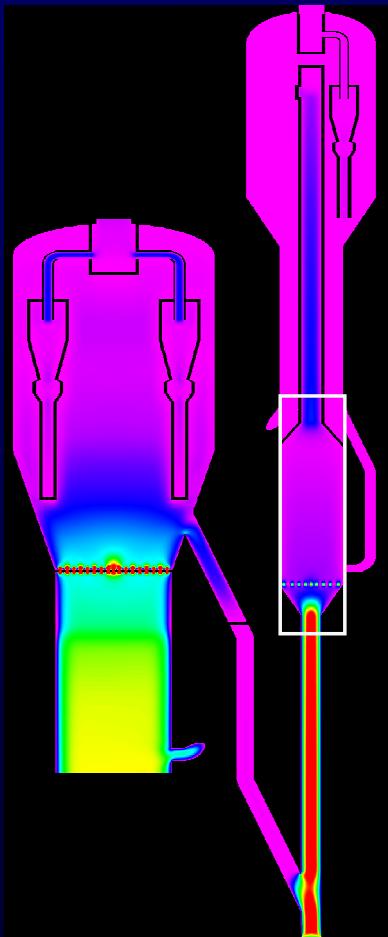
Case study: Oil refining

1.4Mt/a MIP FCC process producing 1/3 gasoline in China



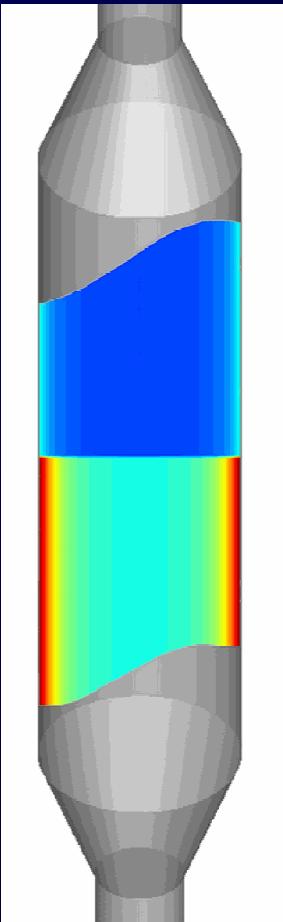
Simulation of gas solid flow on multi-scales

Reactor:
9*40m
3D
EMMS



100M grids
432 GPUs
~3s
~100x
speedup

Section:
3*10m
2D
CFD+
EMMS

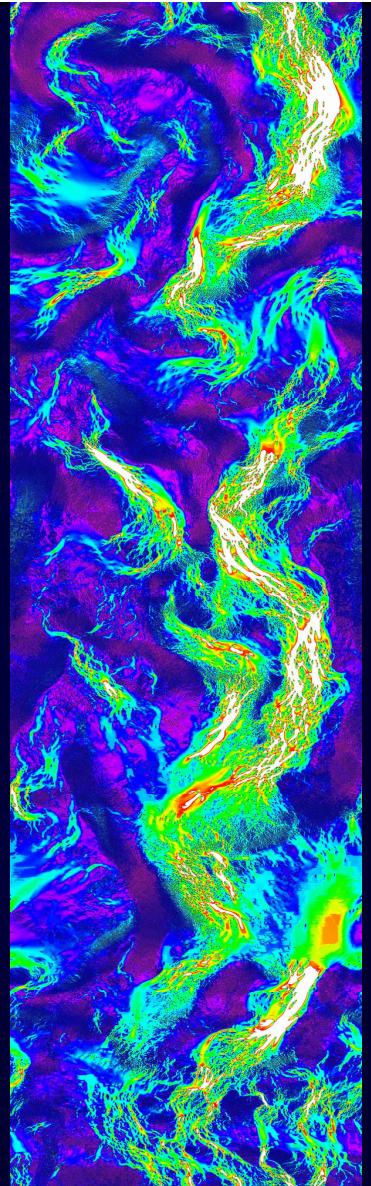


1.2M cells
96 GPUs
Realtime
~50x
speedup

Cell:
2*10cm
2D
DNS in
MaPPM

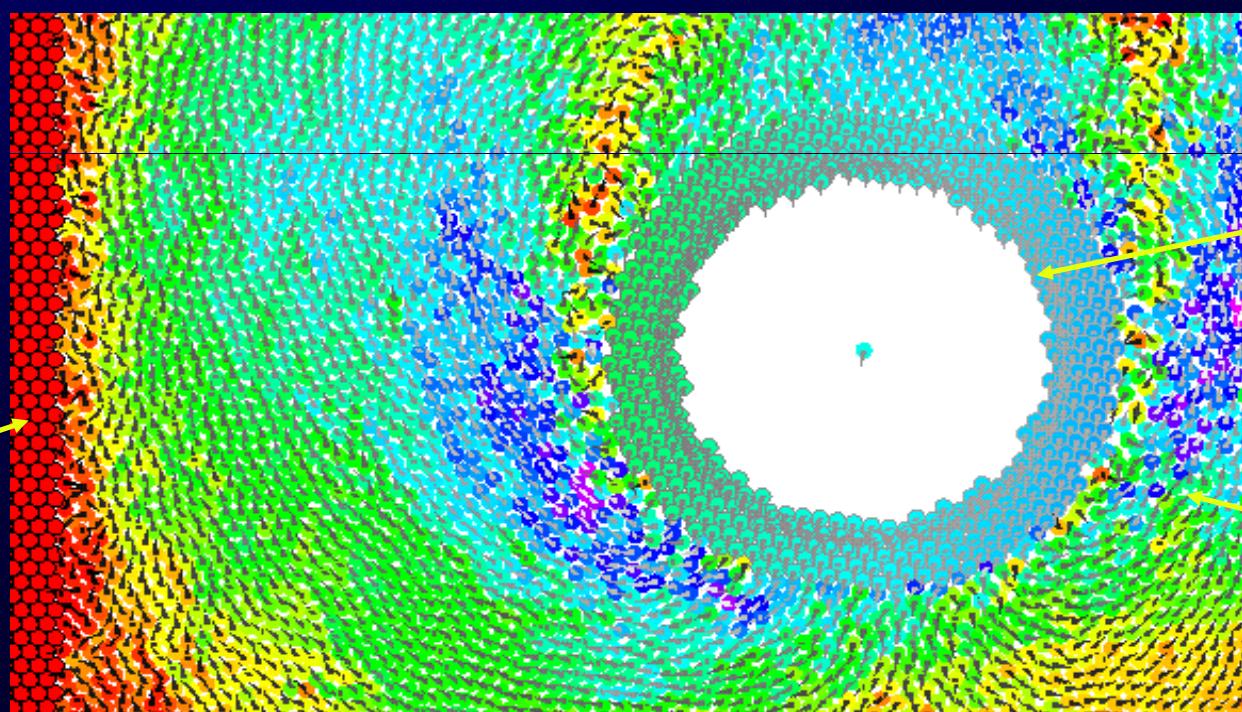


120k solids
~ 1G fluids
144 GPUs
20~30x
speedup



Approach: Particle-fluid flow → particle-particle flow

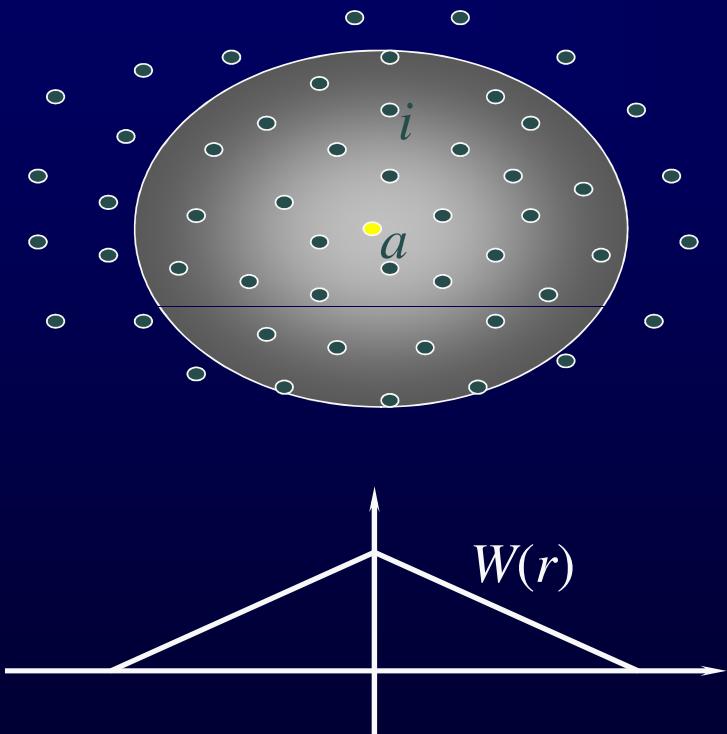
	Particle	Continuum
Velocity difference →	tangential stress	viscosity
Density difference →	normal stress	pressure



Bundled
particle
(solids)

Free particle
(fluid)

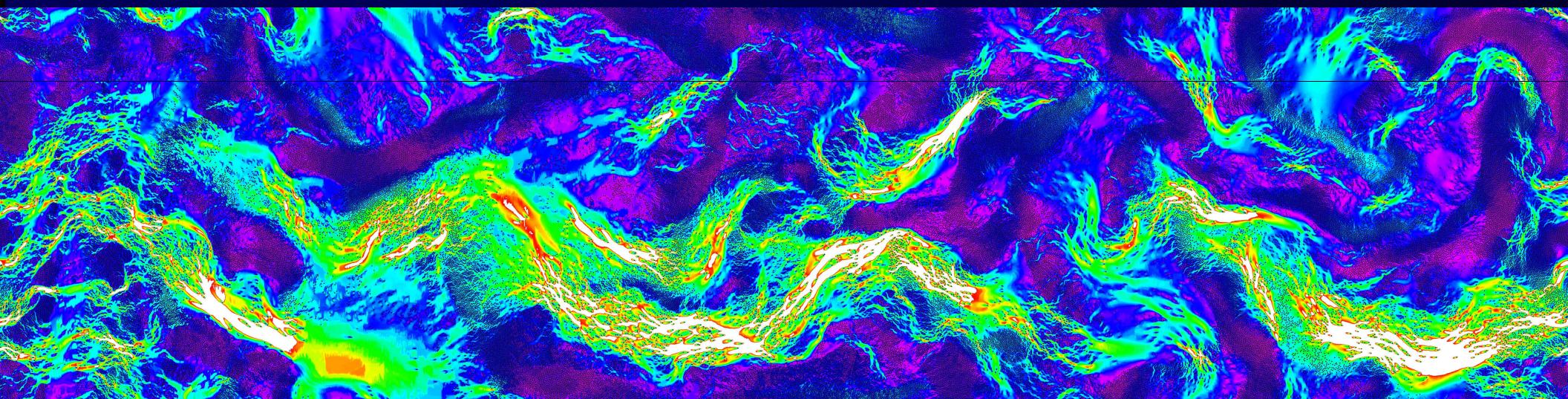
A straightforward formulation



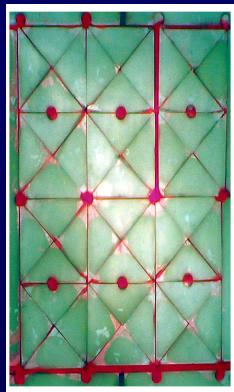
$$\nabla f|_a = D \sum_i \frac{f_{ia}}{r_{ai}^2} \mathbf{r}_{ai} \frac{m_i}{\rho_i} W_{ai}$$
$$\Delta f|_a = 2D \sum_i \frac{f_{ia}}{r_{ai}^2} \frac{m_i}{\rho_i} W_{ai}$$

Ge & Li, 2003, Powder Tech. 137:99

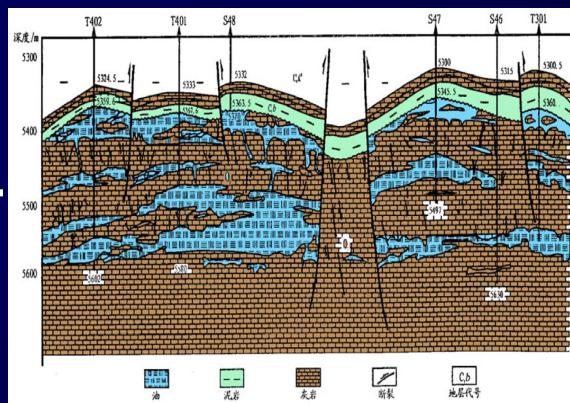
Animation Challenge:
9600x2400 → 1200x300 pixels
1000 → 17 frames



Oil recovery: fracture-cave type oil fields



Physical
Experiment
 $0.5 \times 0.8\text{m}$
days



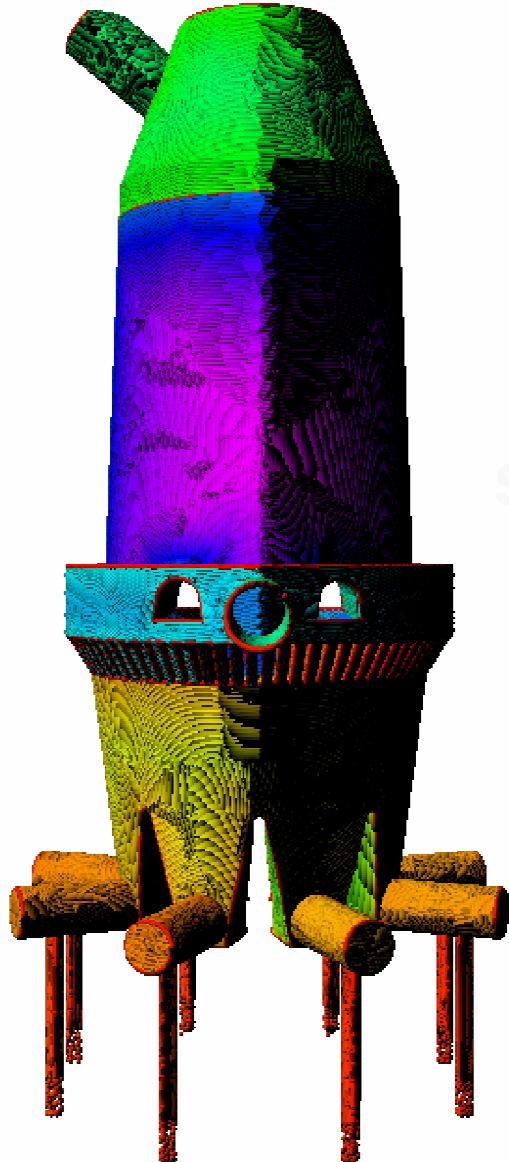
$20 \times 20\text{km}$
years

Simulation
80 GPUs
 $500 \times 150\text{m}$
Month
(in hours)

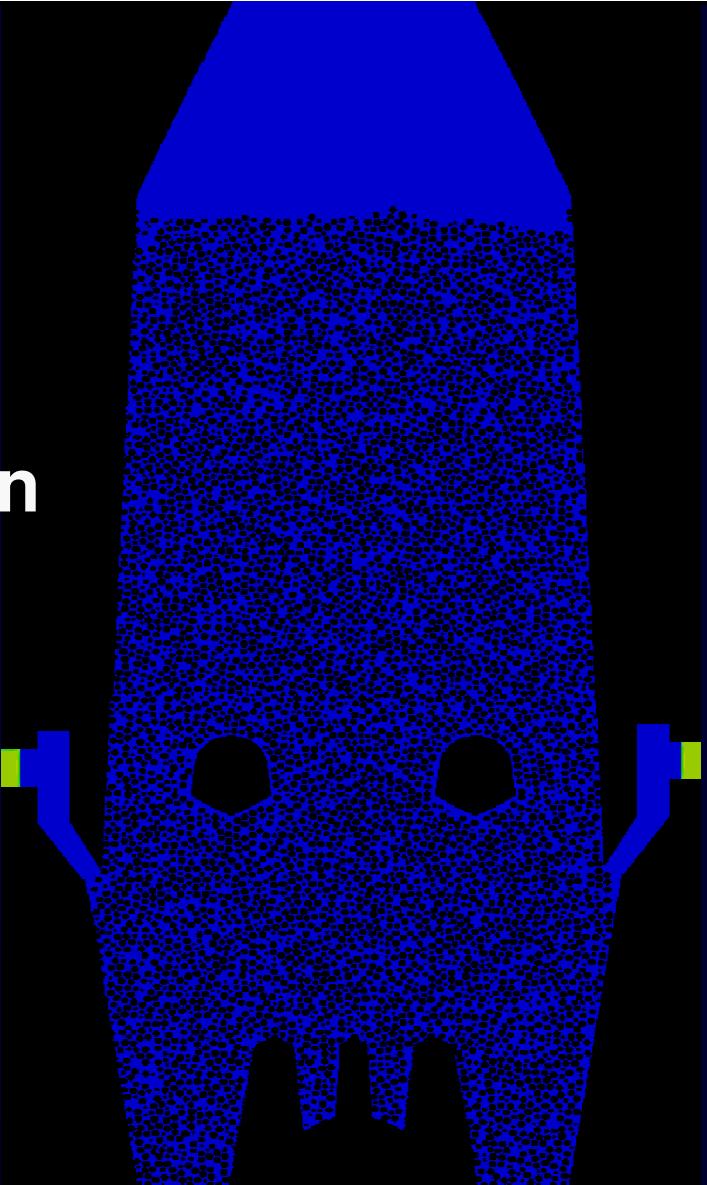


Metallurgy:
new
process
“COREX”

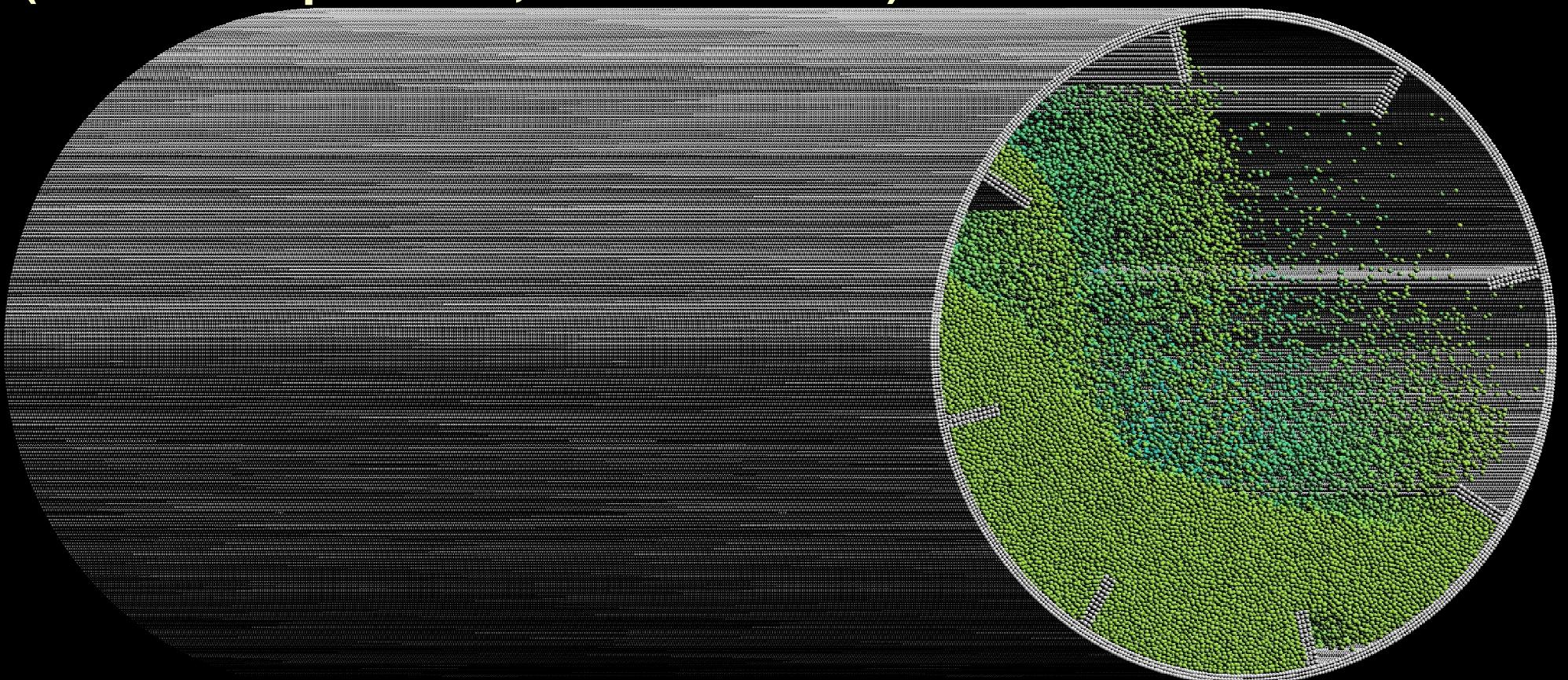
30x9m



**Flow in
porous
media:
realtime
simulation**



Particle handling: real time simulation of a rotating drum (9.6 million particles, 13.5*1.5 meter)



Micro-/Nano-fluidics:

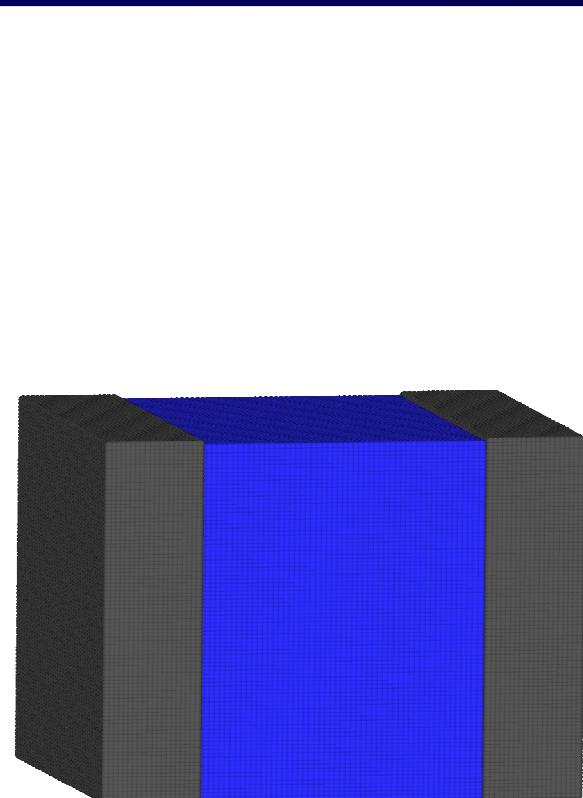
3D simulation: bubble-particle in liquid

$0.1 \times 0.1 \times 0.15 \mu\text{m}$, bubble mean velocity 3m/s

LJ/PP fluid at 60K, NVT ensemble

7M particles, 2 GPUs

15~50x speedup

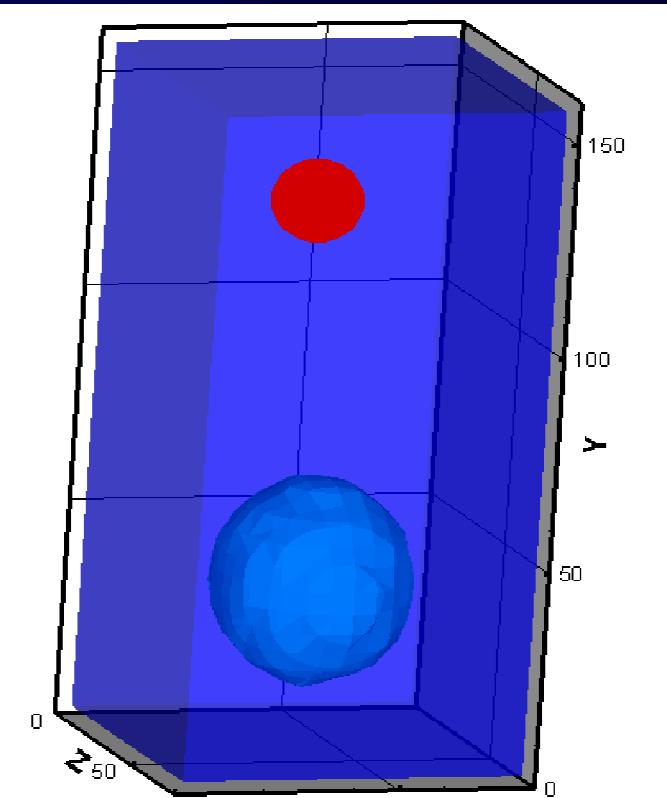


3D simulation: gas-liquid phase transition

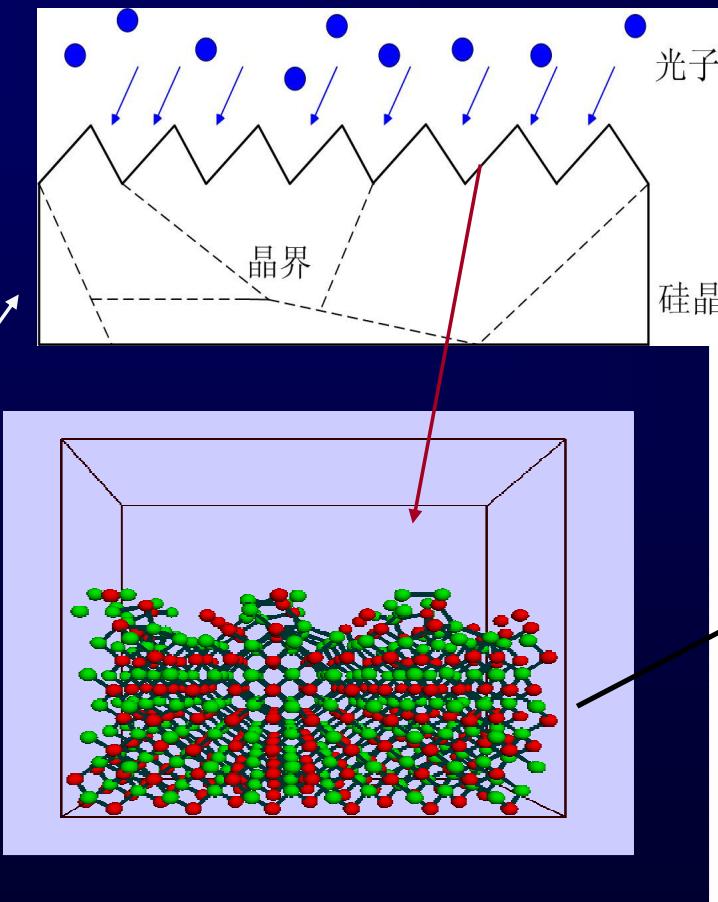
$0.1 \times 0.05 \times 0.1 \mu\text{m}$,

LJ/PP fluid at 60K, NVT ensemble

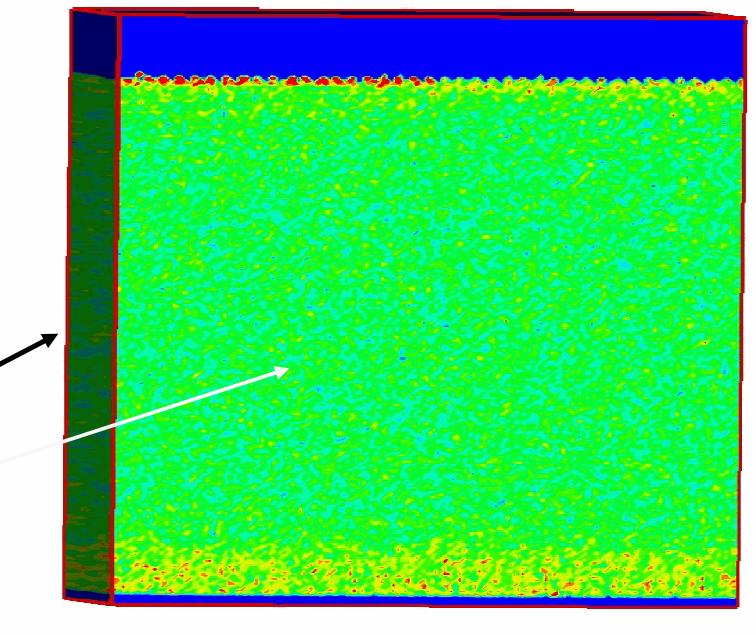
1M particles, 2GPU



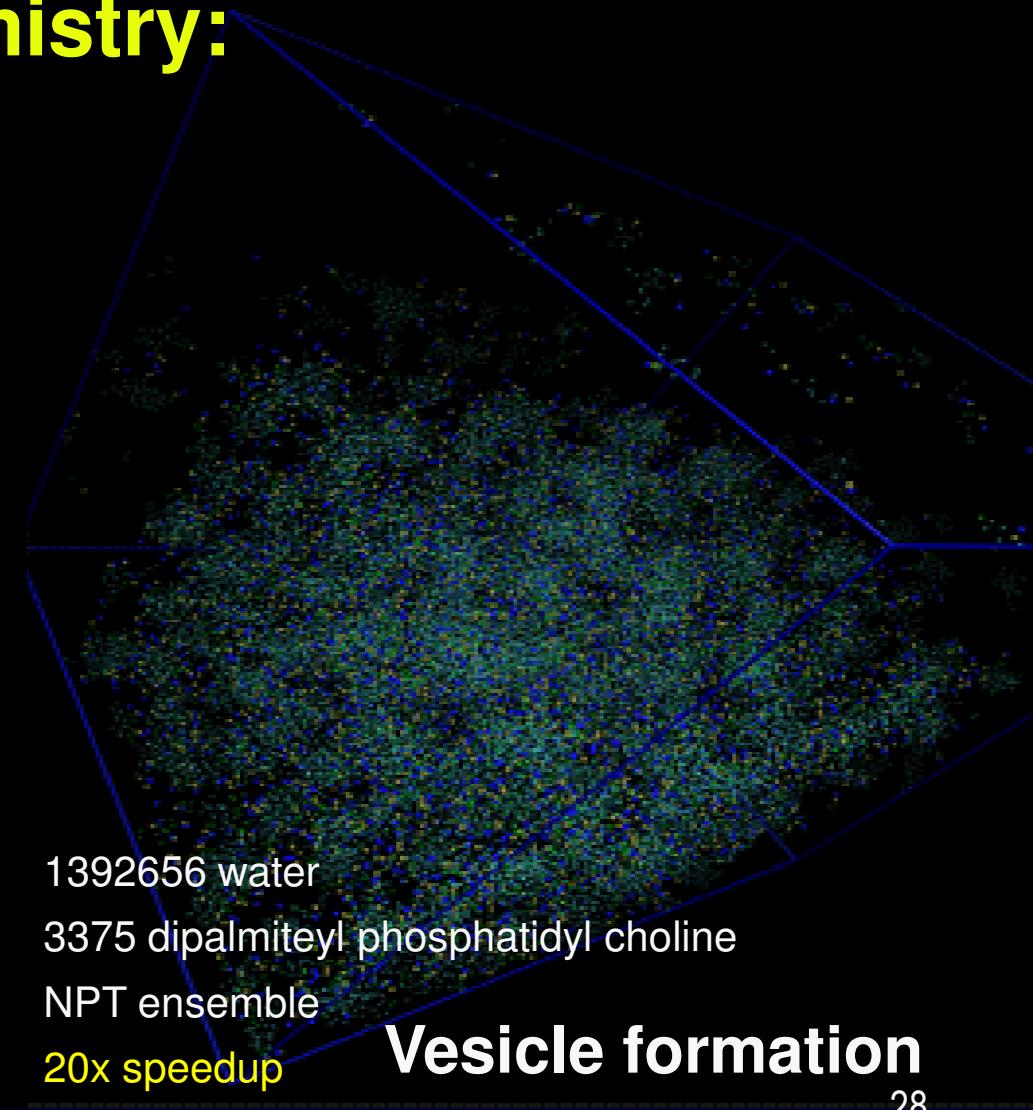
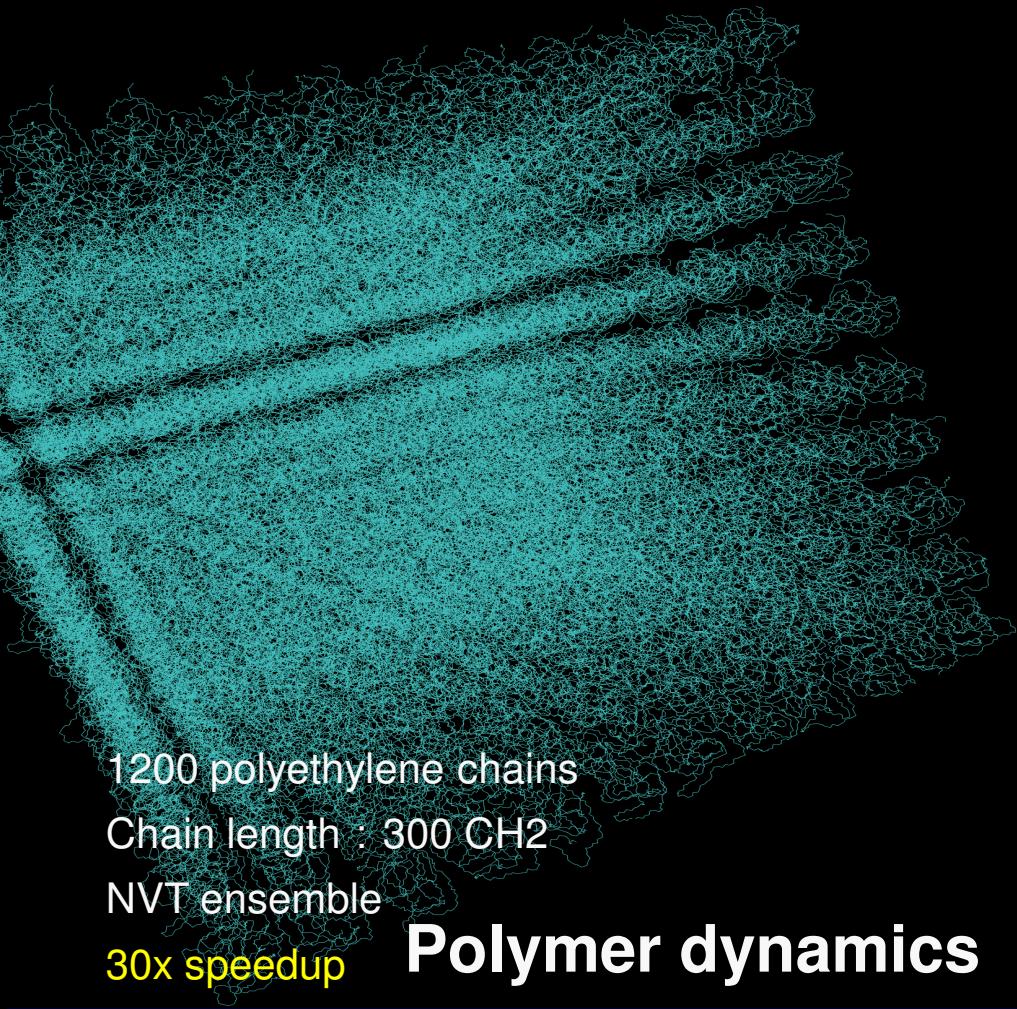
Material : multi-scale structure in solar cells



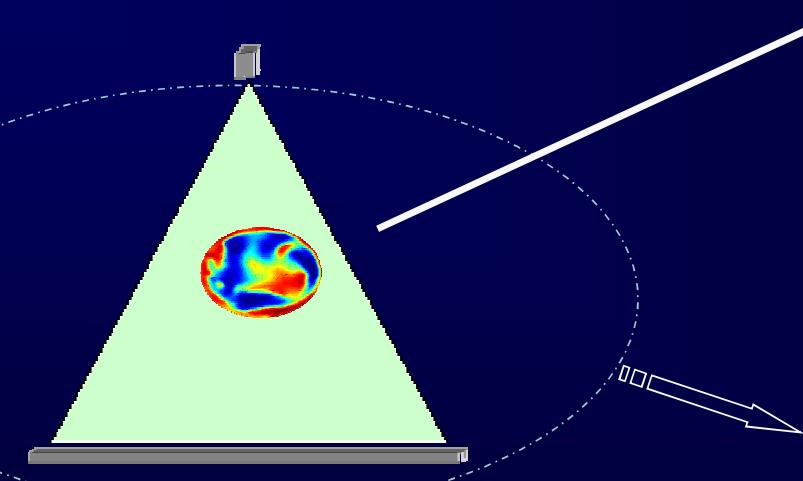
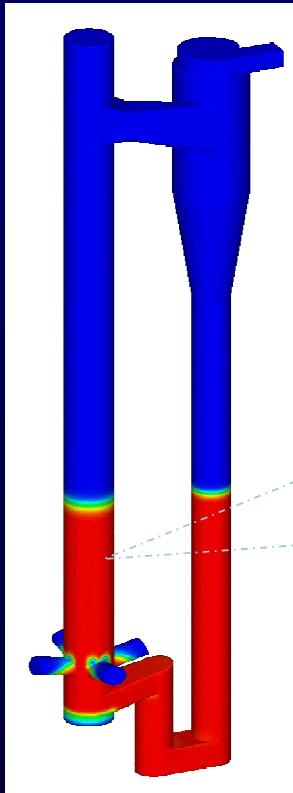
43.2nm x 48.7nm x 5.4nm
572,800 atoms
1GPU, 50x speedup, for force



Biochemistry:

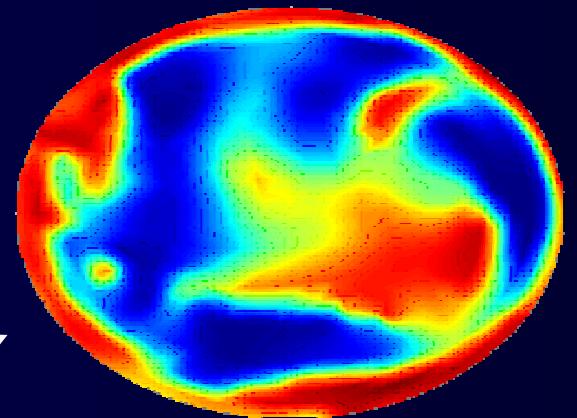


Data processing: Image reconstruction for industrial CT

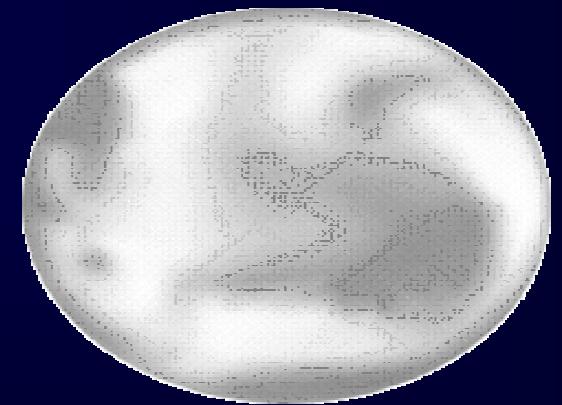


Scanning

>80x speedup

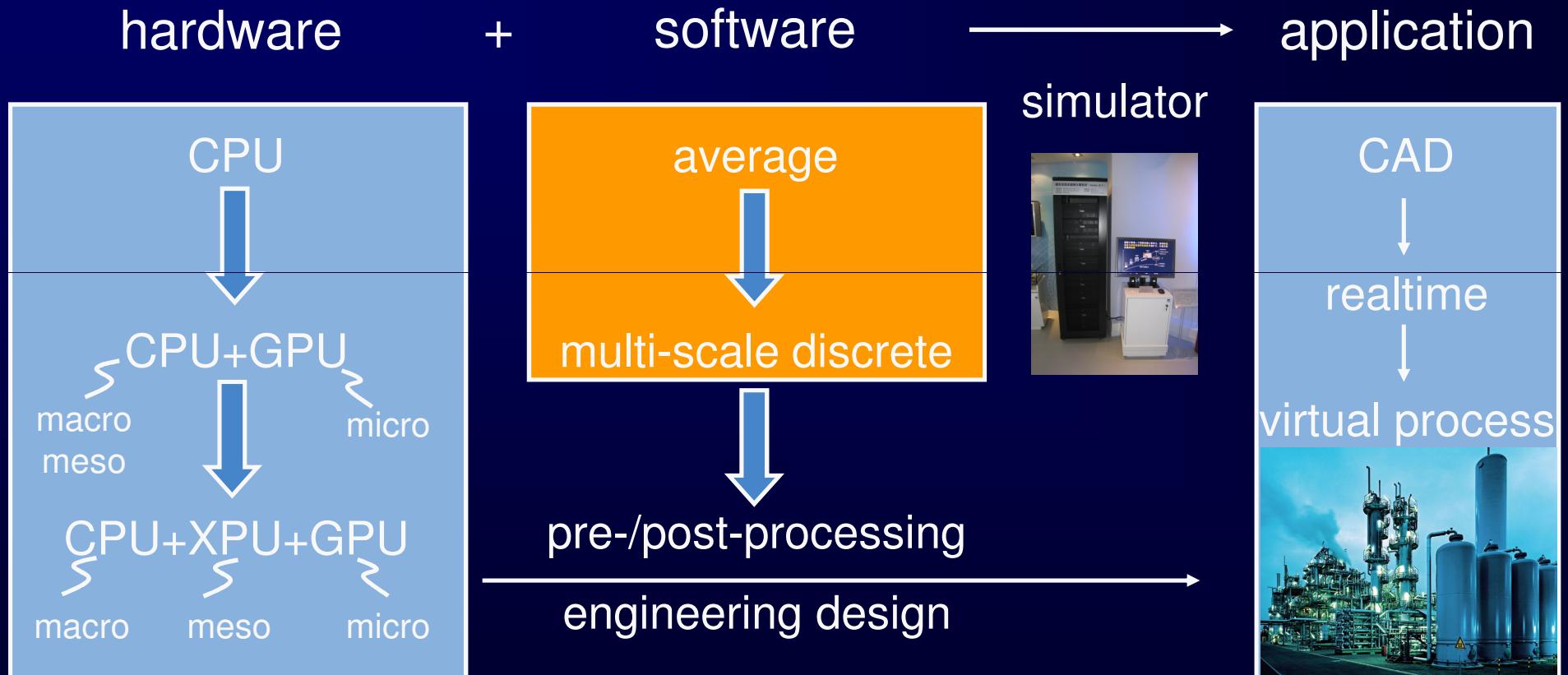


realtime



off-line

Prospect of virtual process engineering



Summary

- **Similarity between problem, software and hardware is key to real HPC.**
- **Multi-scale discrete simulation is natural and advantageous way for the simulation of a wide variety of complex systems.**
- **GPU computing provides an effective way to realize multi-scale discrete simulation with commercial components.**

Thank you for your attention !

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