

The Sandia Analysis Workbench

Leveraging a COTS Framework To Provide Integrated Engineering Analysis Workflows On HPC Systems

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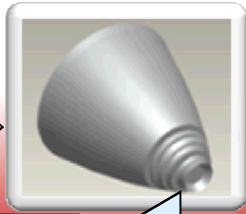
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Outline

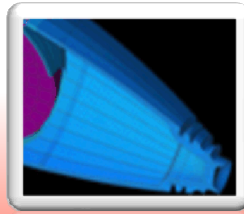
- Problem Space
- The Eclipse Framework
- Tool Case Studies

Support the Design-To-Analysis process, capturing data in context

Design Model
Development



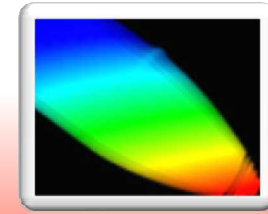
Analysis Model
Development



Simulation



Results
Processing

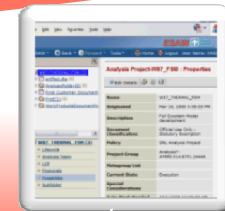


Uncertainty Quantification/Design Improvement

Model
Database

Analysis
Database

Management



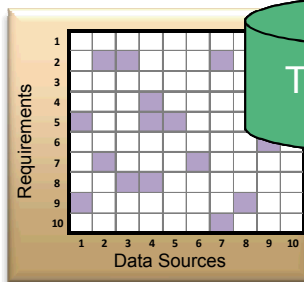
Technical Basis
Database

DB

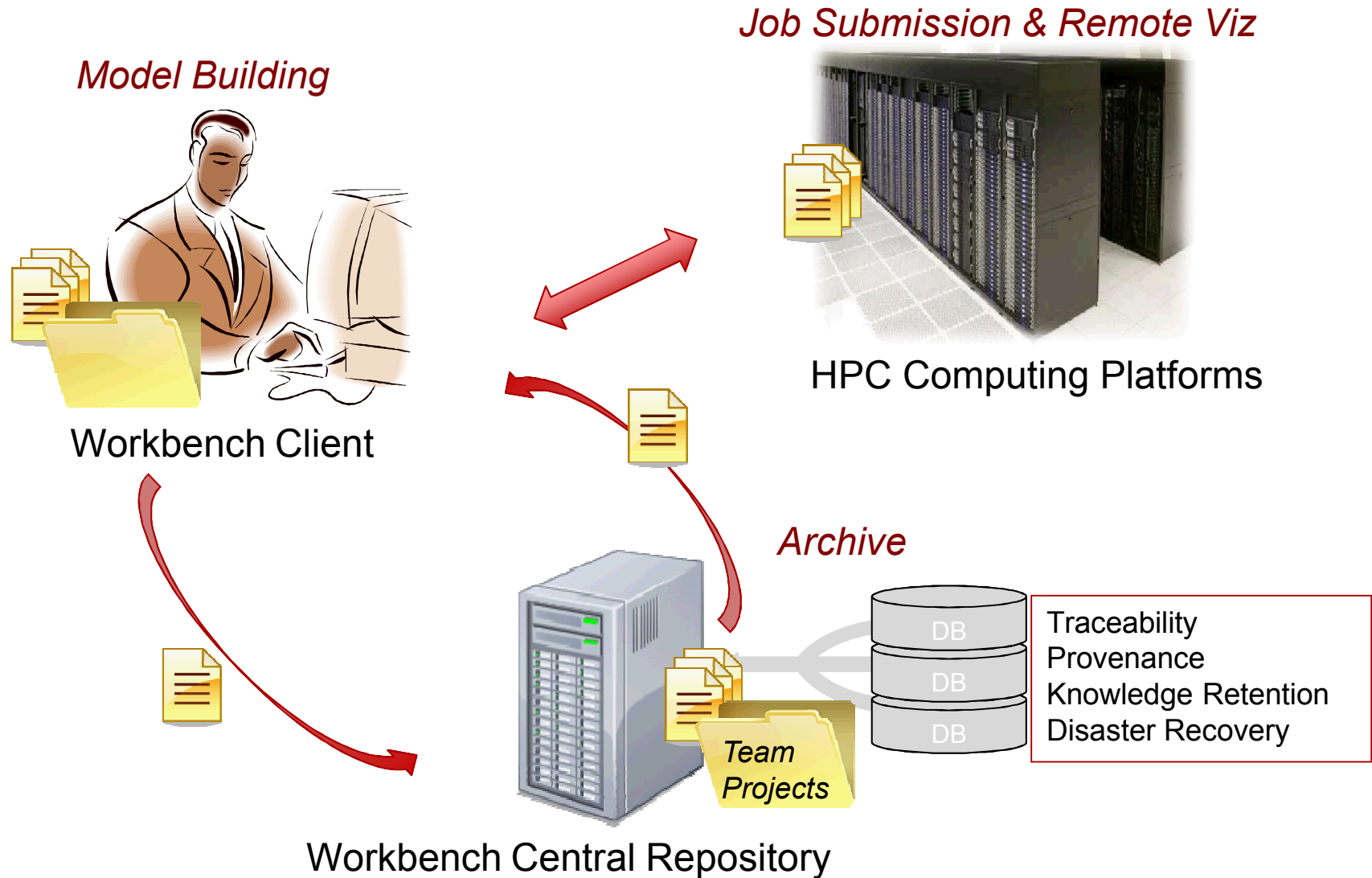
DB

DB

Other databases that contain
technical basis data (e.g.,
ROA, product acceptance,
flight test, lab test, etc.)

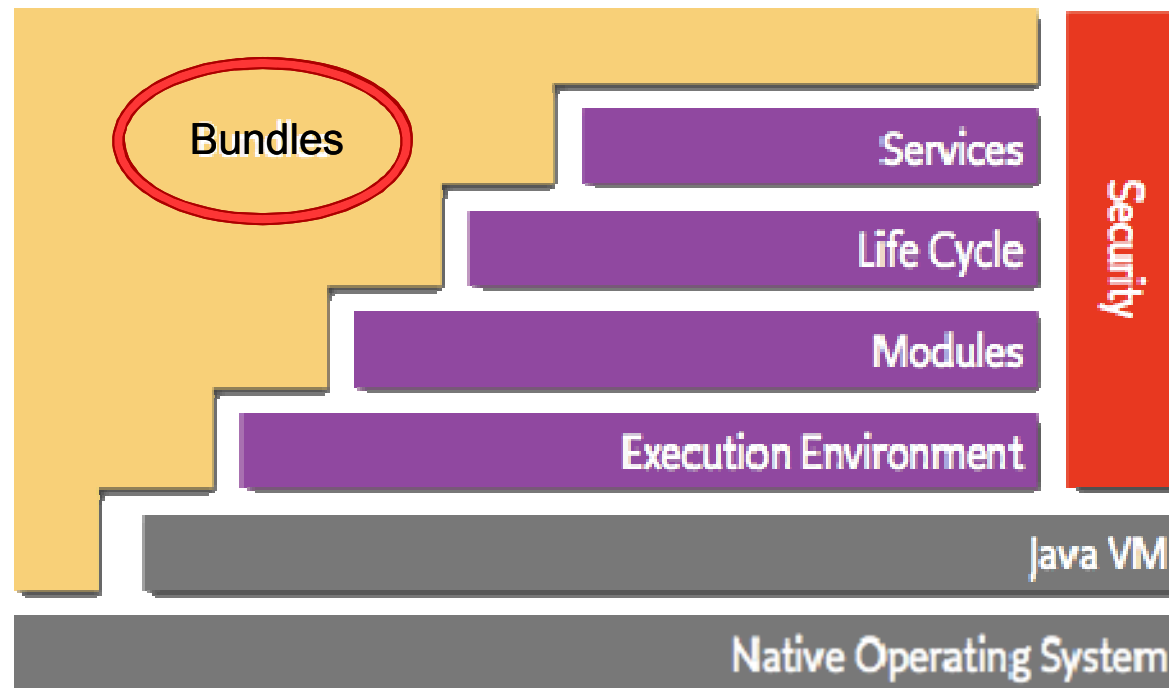


Integrating Analysis Systems

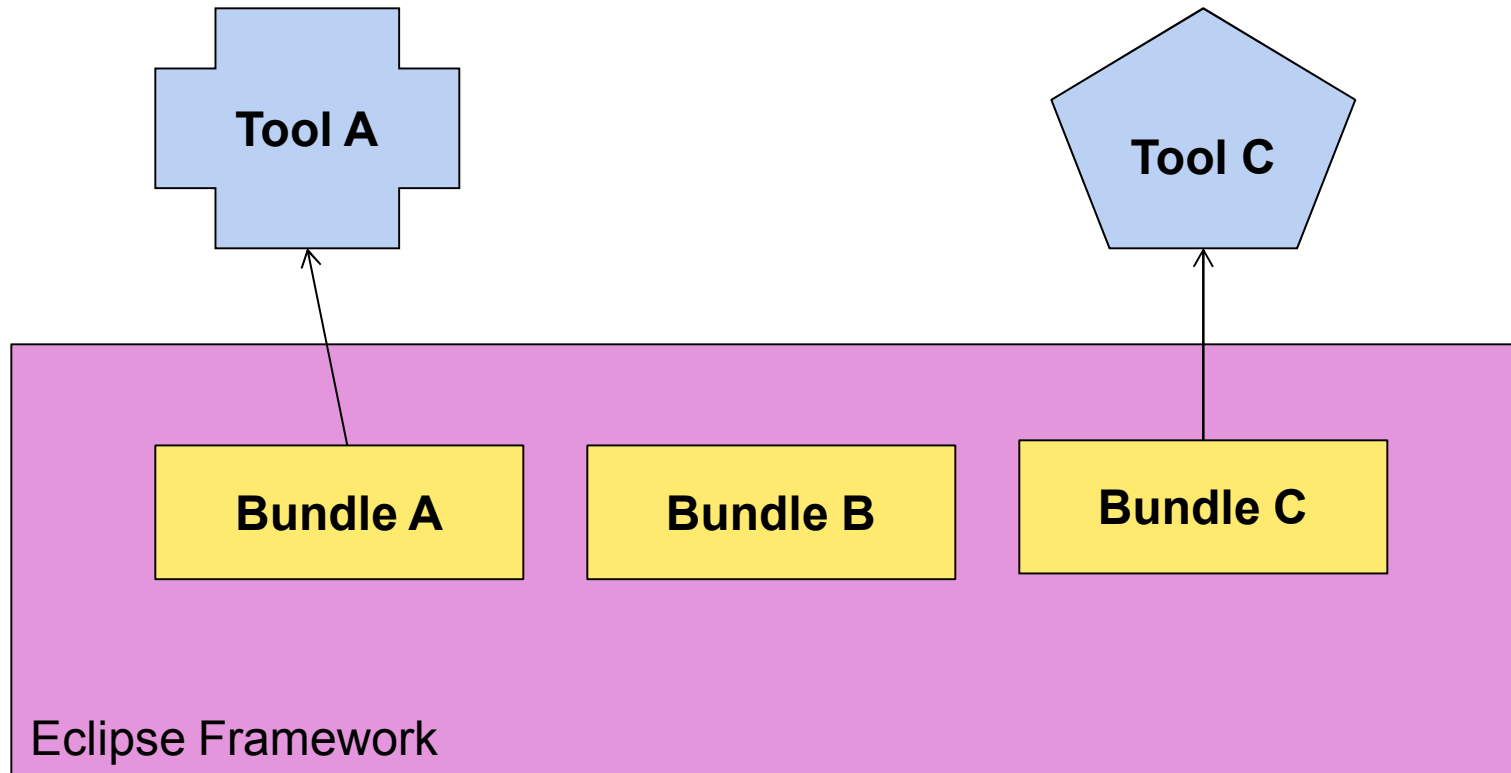


- Scientists
 - Engineers
 - Developers
- } All working together
- Wide variety of software in use
 - Commercial
 - In-house
 - Corporate services available
 - Change is a given
 - How to make everything work together?

OSGi Architecture



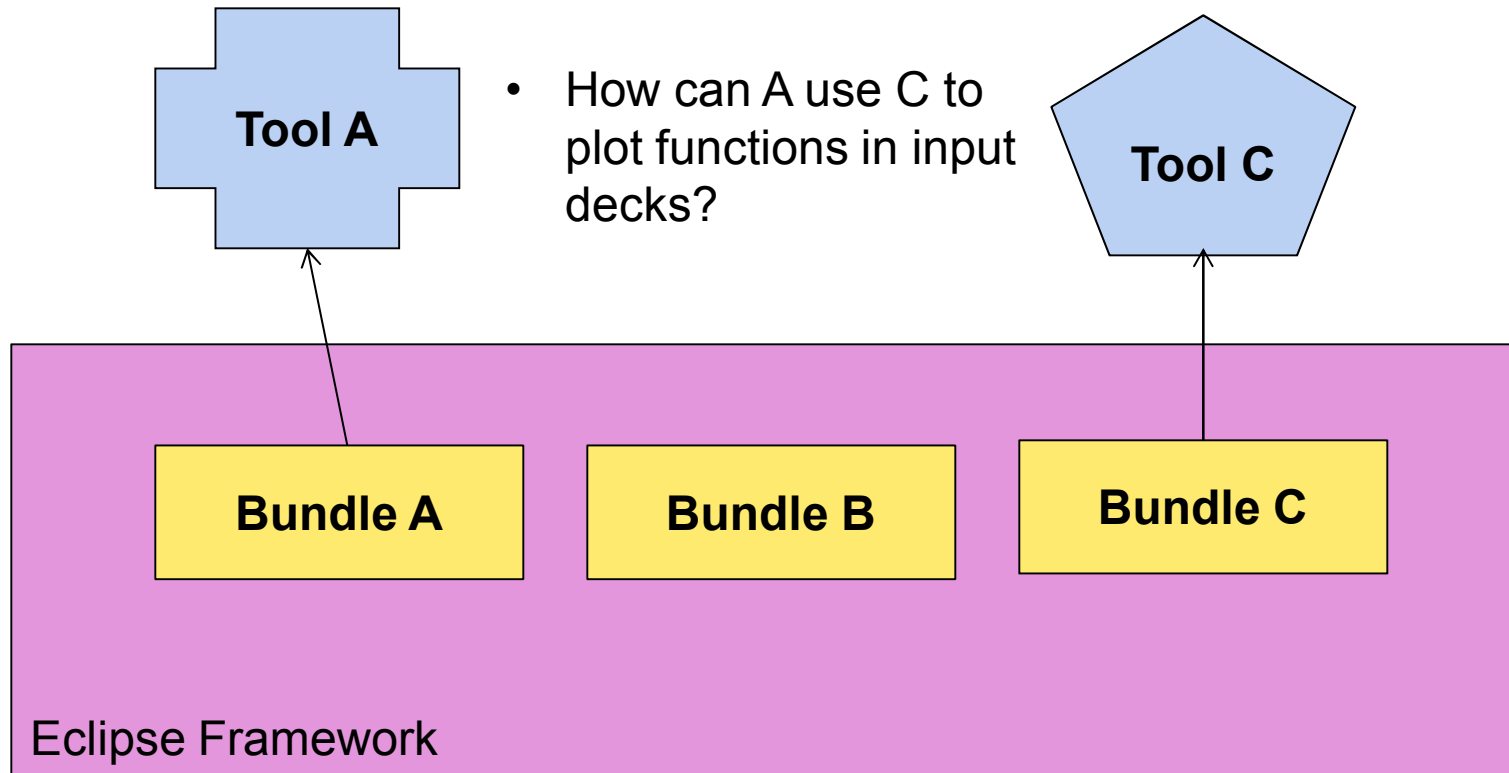
Bundles



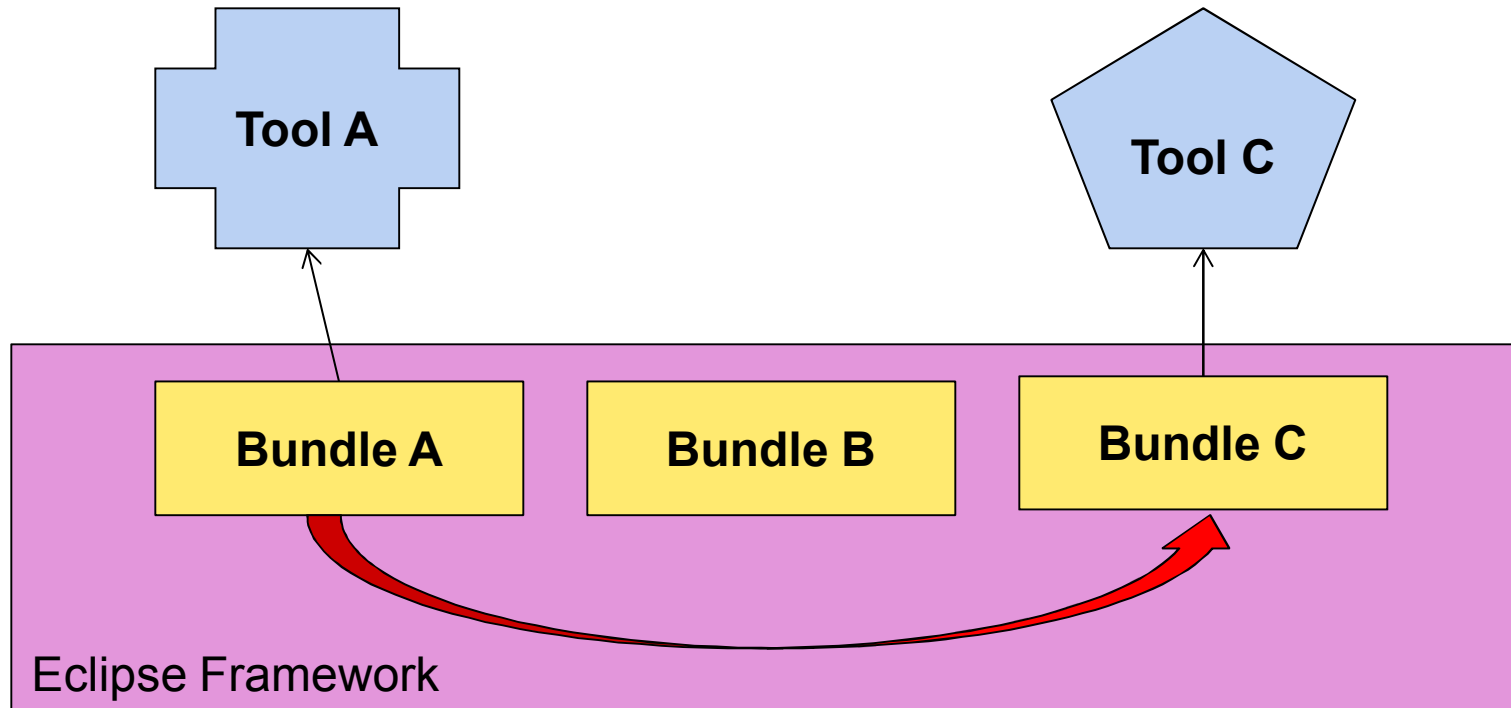
Tool Interactions

- A is an input deck editor

- C is a plotting package



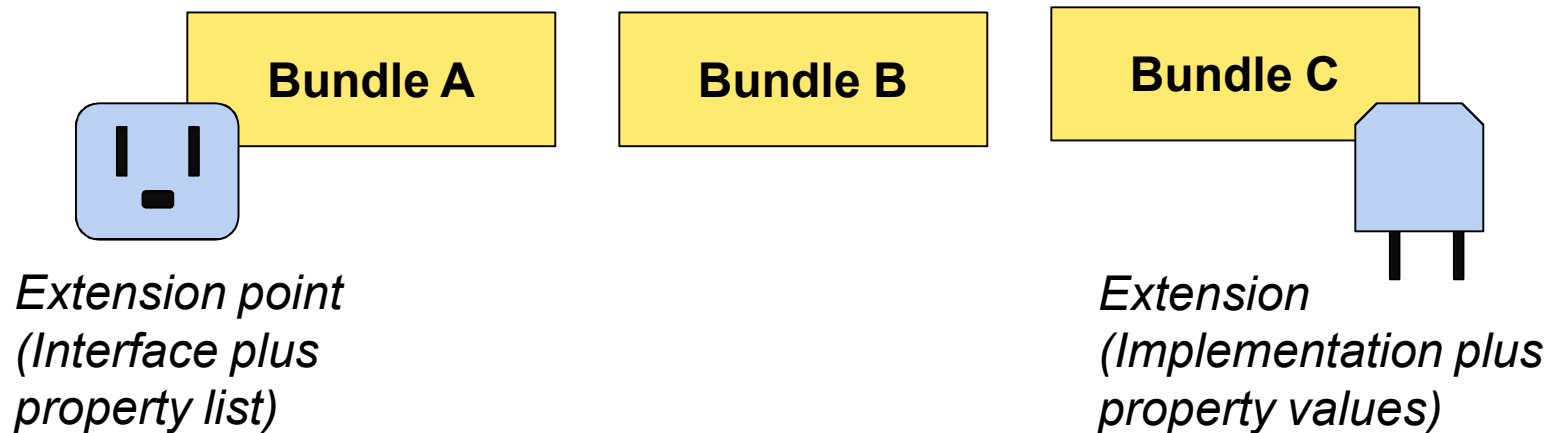
Direct Dependencies



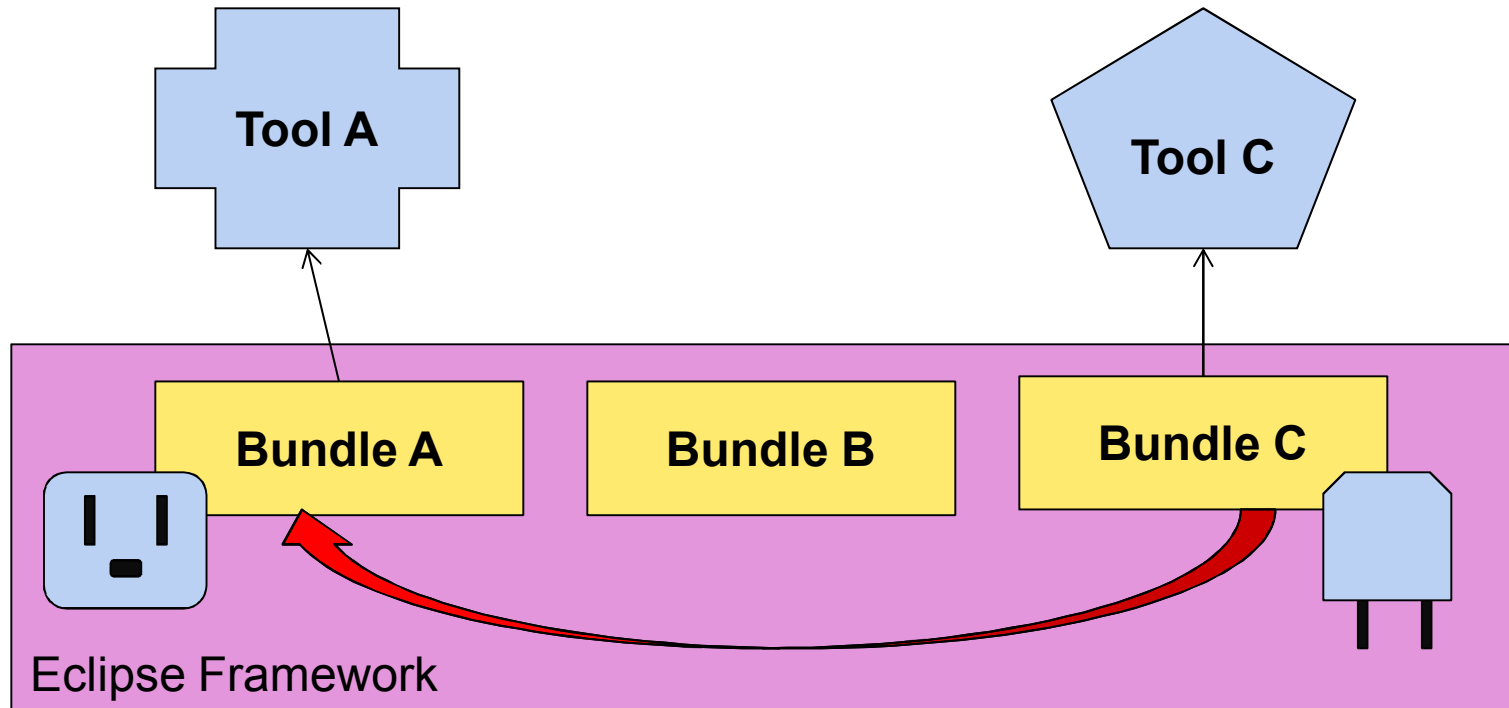
- Hard-wired dependency
- No user choice

Extension Points

- “Inversion of Control”
- Framework gives A a list of extensions at runtime

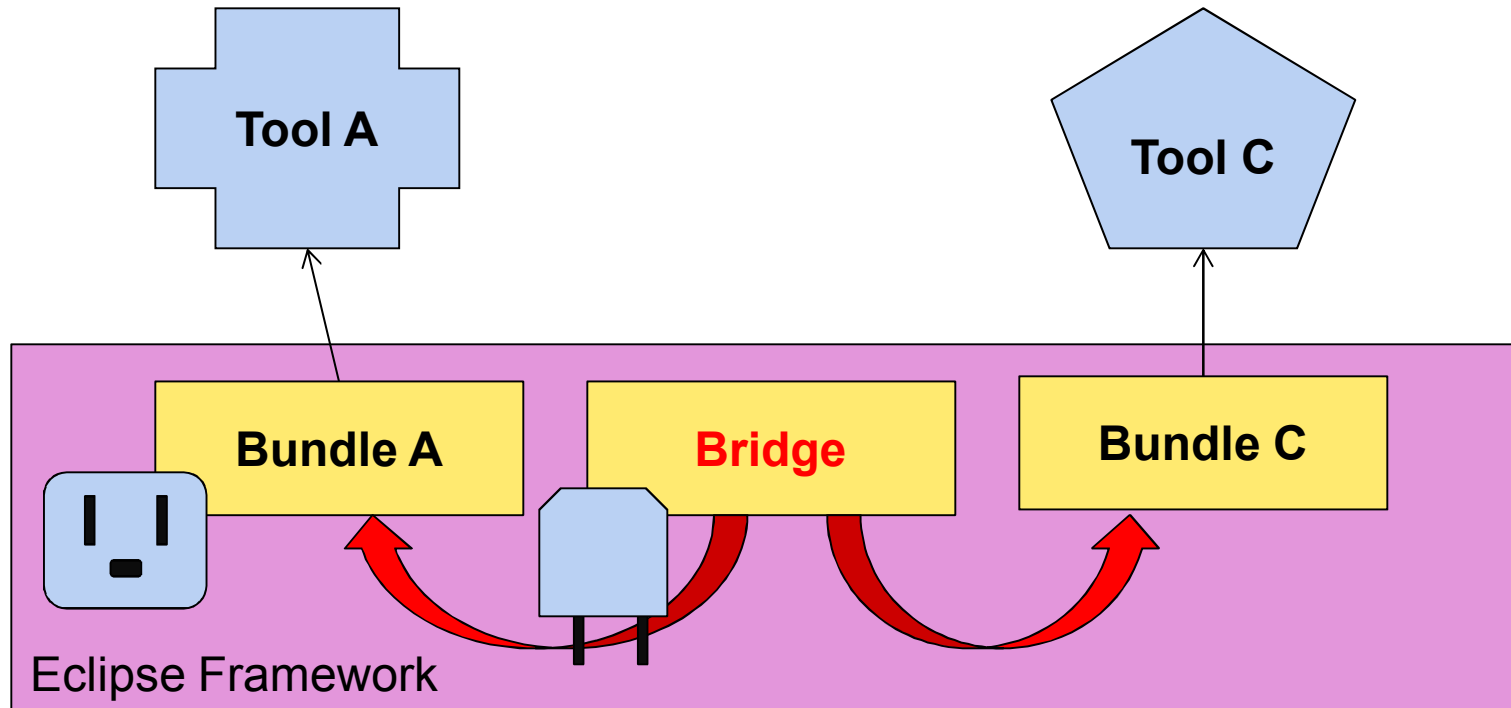


Extension Points



- Compile-time dependencies
- User choice enabled

Bridge Plugins



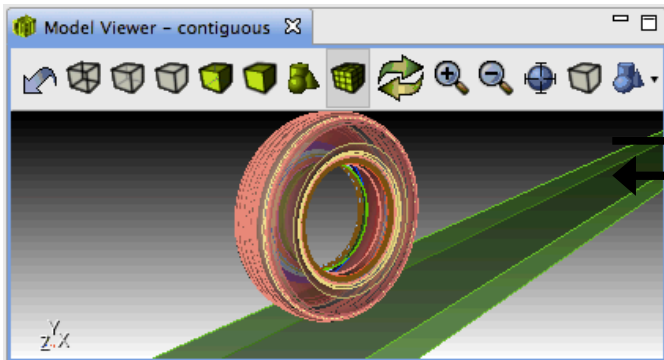
- Tools are independent
- User choice enabled

Object Adapters

- Adapt one object type to another
- IAdaptable interface
- AdapterManager
 - Any bundle can provide adapters
- No need to use common interfaces!

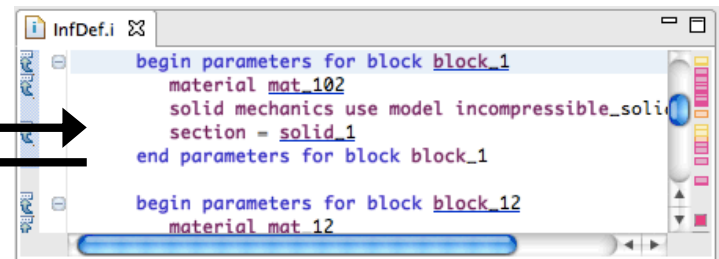
Eclipse platform selection service

Cubit VTK Viewer

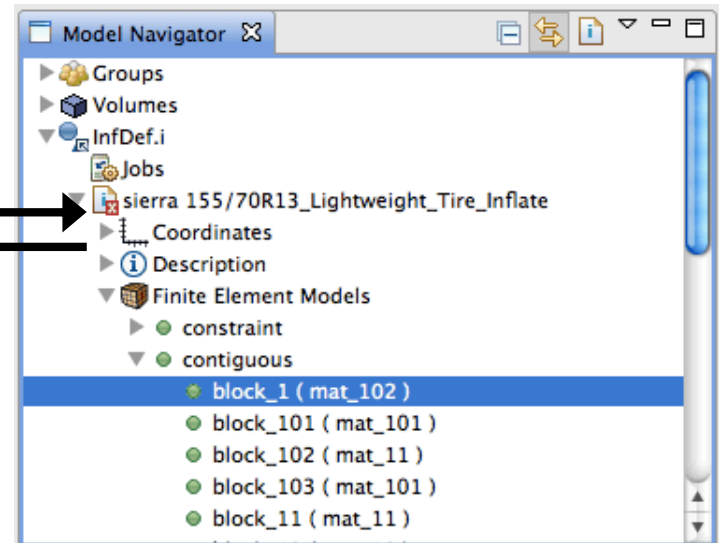


Eclipse
Selection
Service

Sierra Editor



Common Model Navigator

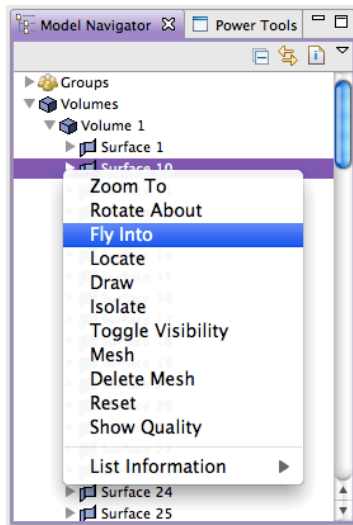


Properties View

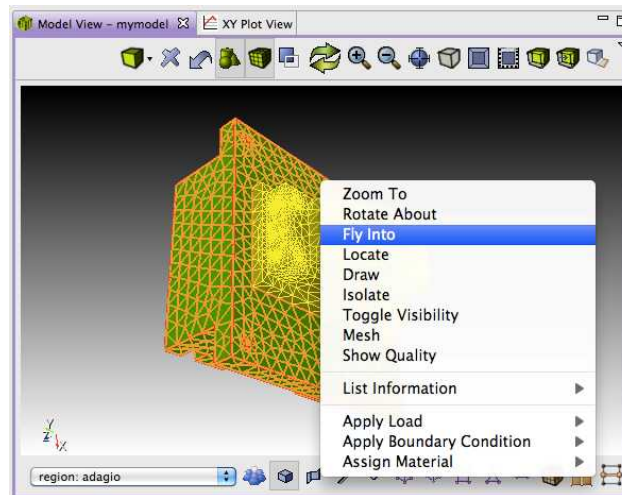
Property	Value
General	
Attributes	0
Color	Not Set
Description	
Element Count	1080
Element Type	TETRA
Id	1

Object Action Contributions

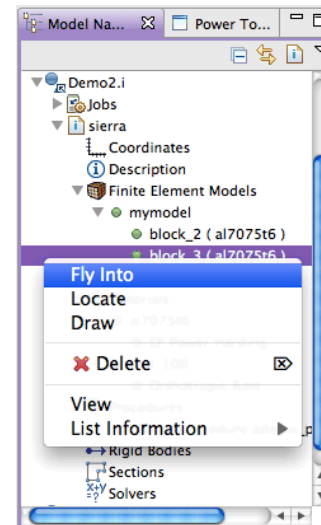
- Eclipse Command/Handler/Menu framework
- Action enablement based on selected object type
- Implemented once, available in many places



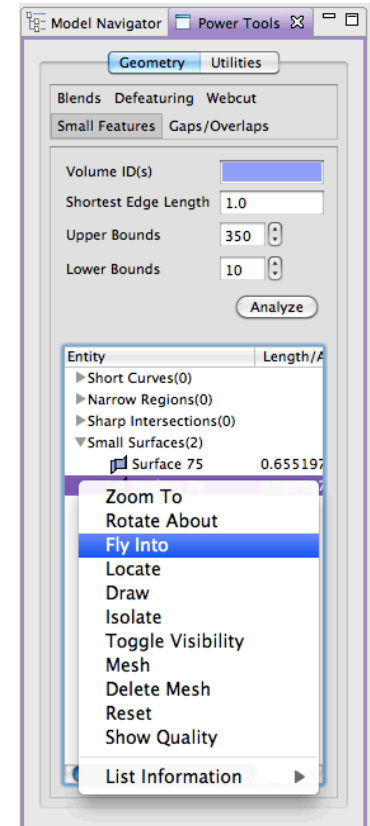
Model Tree



Model Viewer



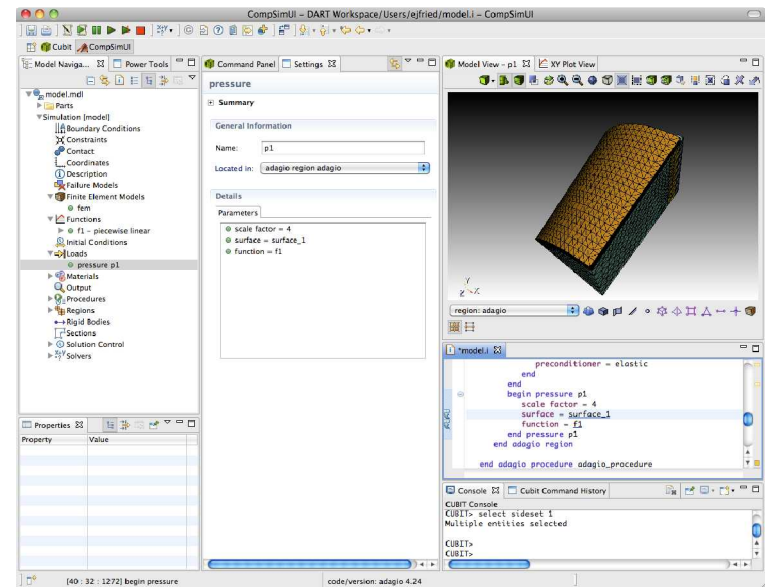
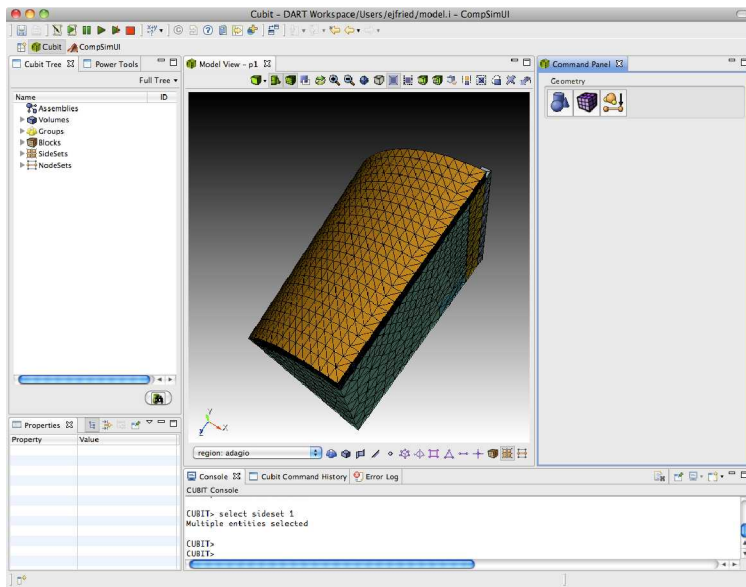
**Sierra Editor Tree
(via Object Adapter)**



Cubit Model Tree

Eclipse “Perspectives”

- An arrangement of views, buttons, menus
- One button push separates these two screens



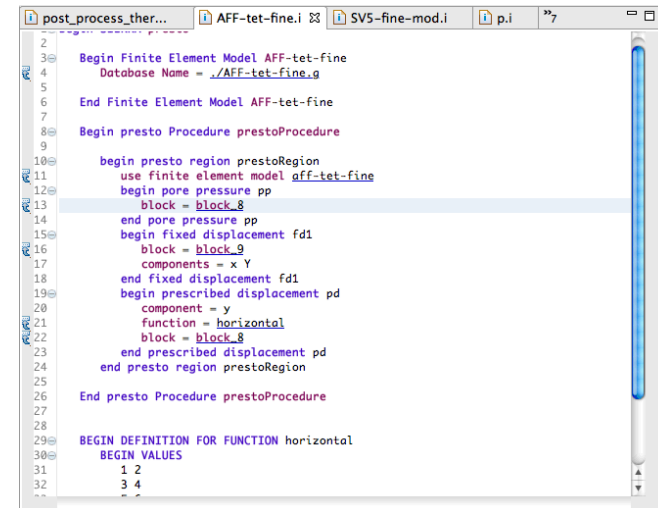
Sierra Analysis Codes

- Single framework
- Many different physics codes (Thermal, Structural)
- Used separately or coupled
- Available commands described in XML



Sierra Editor

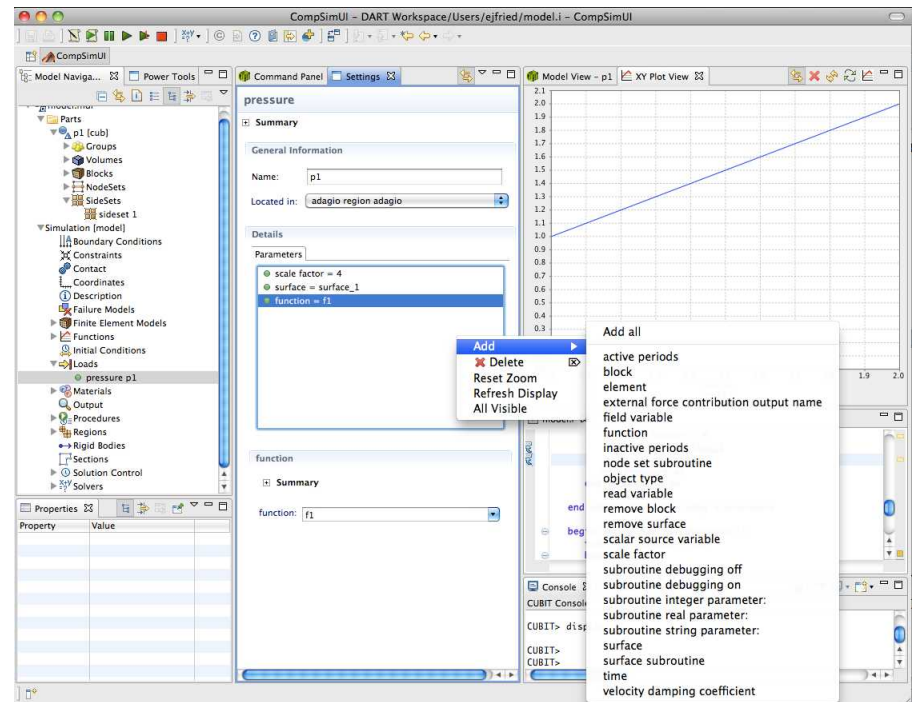
- Reads XML and provides
 - Syntax highlighting
 - Validation
 - Completion
 - Content assist
 - **Hyperlinking**
- Supporting other codes
 - Same XML format for commands
 - Syntax implemented with code module



```
2
3 Begin Finite Element Model AFF-tet-fine
4   Database Name = ../AFF-tet-fine.g
5
6 End Finite Element Model AFF-tet-fine
7
8 Begin presto Procedure prestoProcedure
9
10   begin presto region prestoRegion
11     use finite element model aff-tet-fine
12     begin pore pressure pp
13       block = block_8
14     end pore pressure pp
15     begin fixed displacement fd1
16       block = block_9
17       components = x y
18     end fixed displacement fd1
19     begin prescribed displacement pd
20       component = y
21       function = horizontal
22       block = block_8
23     end prescribed displacement pd
24   end presto region prestoRegion
25
26 End presto Procedure prestoProcedure
27
28
29 BEGIN DEFINITION FOR FUNCTION horizontal
30 BEGIN VALUES
31   1 2
32   3 4
```

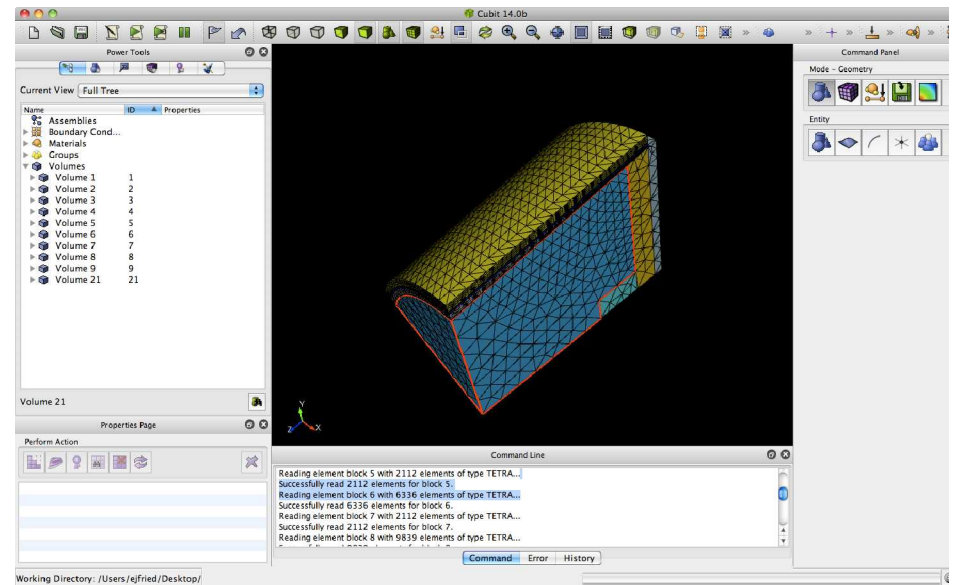
Sierra Builder

- Builds on editor to provide
 - Fully-graphical model building
 - Generated dialogs
 - Custom dialogs (via extension point)
 - Tree-based navigation



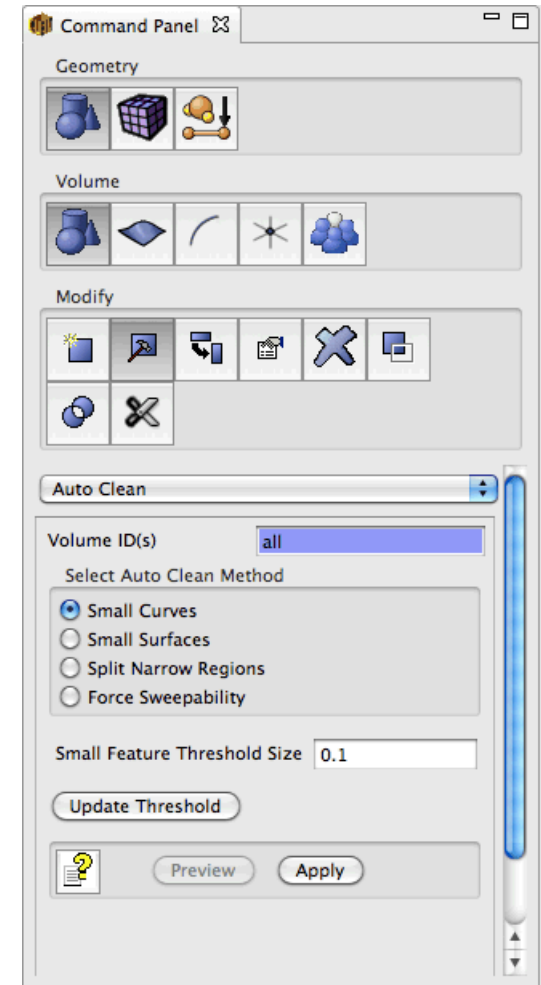
CUBIT Mesh Generator

- C++ library
- Interactive application
- Existing Qt GUI
 - Imperative command panels
 - Properties view
 - VTK-based viewer
 - Console
- Our approach: keep mesh viewer, recreate the rest of the GUI



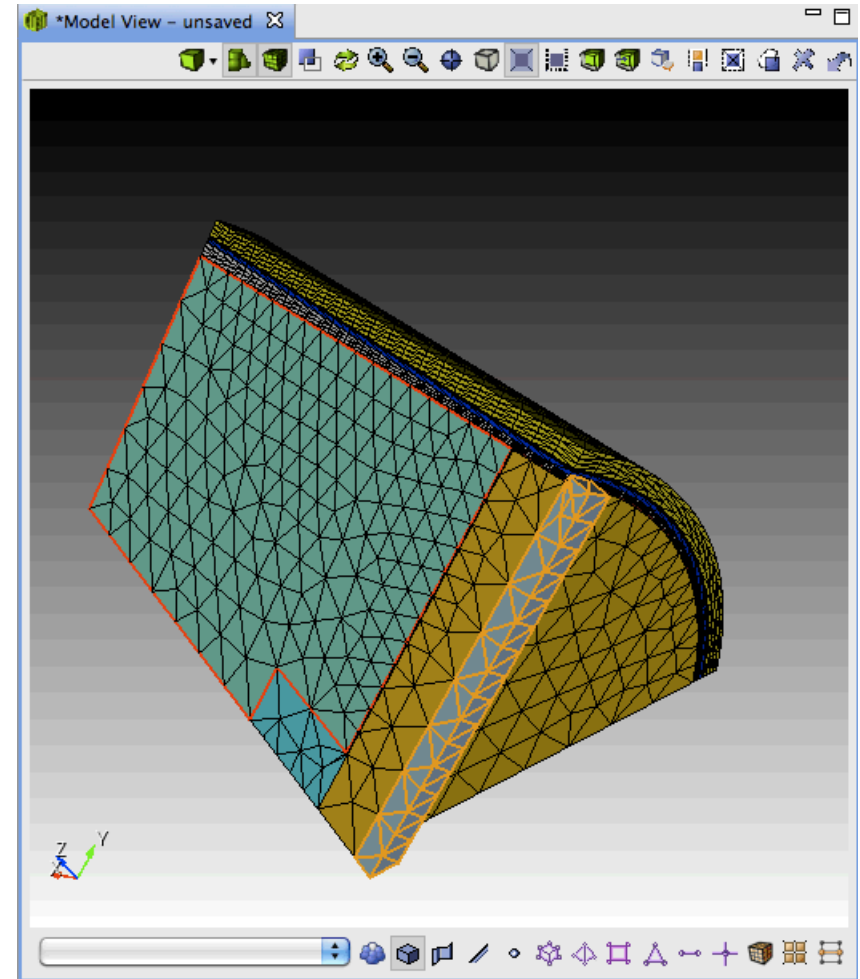
CUBIT: Command Panel Builder

- Novel XML format
- Describe command, not GUI
 - “Hints” for GUI implementation
- Testing for panel generator



CUBIT: Native Code Integration

- Generate glue code with SWIG
- Less than 500 lines of handwritten C++
- Platform-specific fragments



Data Management

Simulation Data Management

Job Management

- Teams
- NTK
- Metagroups
- Web services

The screenshot displays the DART Workbench interface, which is used for simulation data management, job management, teaming, and distributed file management. The interface is divided into several panes:

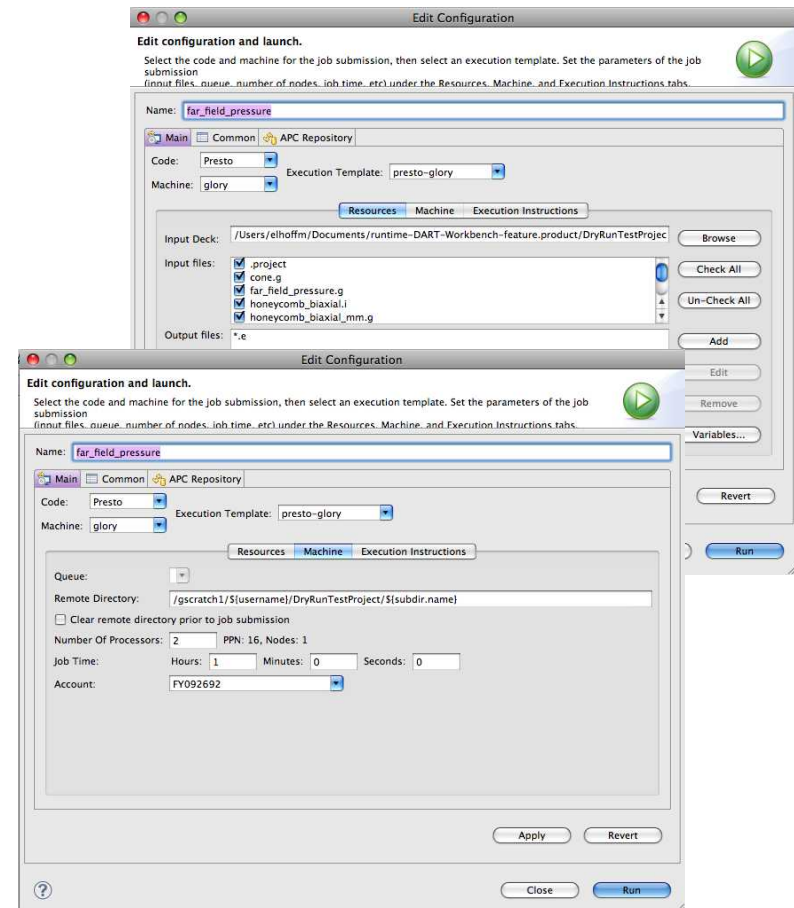
- Project Navigator:** Shows a hierarchical view of the project structure, including folders like DAKOTA-Milestone, Ed_March_Training, JoeDemo2, .DS_Store, AnalysisFolder, Deleted Items, Files, 3_point_bend_test1.i, beam.g, cmcc.i, displacement.y.txt, fetidp.txt, gpm_functions.txt, gpm.txt, results_output.txt, solver.txt, test.inp, y_reaction.bdf, y_reaction.h, Materials, SIMBAWS, WorkProductsDocumentFolder, and LPC_Demo.
- Code Editor:** Displays the simulation script for 3_point_bend_test1.i, which includes comments about the SIMBA version and build number, and defines material properties for two materials (Default and mat_1).
- Job Status:** A table showing the status of various simulation jobs. The table has columns for Name, Machine, Stage, Queue Status, and Submit Date.
- Model View:** A 3D visualization of a mechanical part, showing a pink rectangular block with a purple cross-section.
- Team Members:** A table listing team members, their roles, emails, and names.
- XY Plot:** A line graph showing a linear relationship between two variables, with the x-axis ranging from 0.0 to 1.3 and the y-axis ranging from -0.0007 to 0.0000.
- File List:** A table showing the contents of a directory, including files like 3_point_bend_test1.i, 3_point_bend_test1a.cfg, 3_point_bend_test1a.g, 3_point_bend_test1a.g.4.0, 3_point_bend_test1a.g.4.1, 3_point_bend_test1a.g.4.2, 3_point_bend_test1a.g.4.3, 3_point_bend_test1a.lbd.err, 3_point_bend_test1a.lbd.out, 3_point_bend_test1a.nem, and 3_point_bend_test1a.pex.

Teaming

Distributed File Management

Job Submission

- Modular architecture
 - Machine templates
 - Code templates
 - Defaults
 - Custom templates
- Remote access
 - Heterogeneous machines
- Local access



Multiple Configurations



- Workbench
 - Everything
- CompSimUI
 - Model Building
 - Meshing
 - Job Submission
- Sierra Editor
 - Model Building
 - Job Submission

Eclipse allows us to build multiple application distributions by choosing from among our set of components

Conclusions

- Eclipse and the OSGi architecture let us
 - ... reduce dependencies between integrated software projects
 - ... integrate diverse components smoothly and robustly
 - ... create and deploy customized solutions easily

Acknowledgements

- The DART Team

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- The SIERRA Team

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Questions

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