



# A tale of two scales:

## Petascale computing meets multiscale simulations

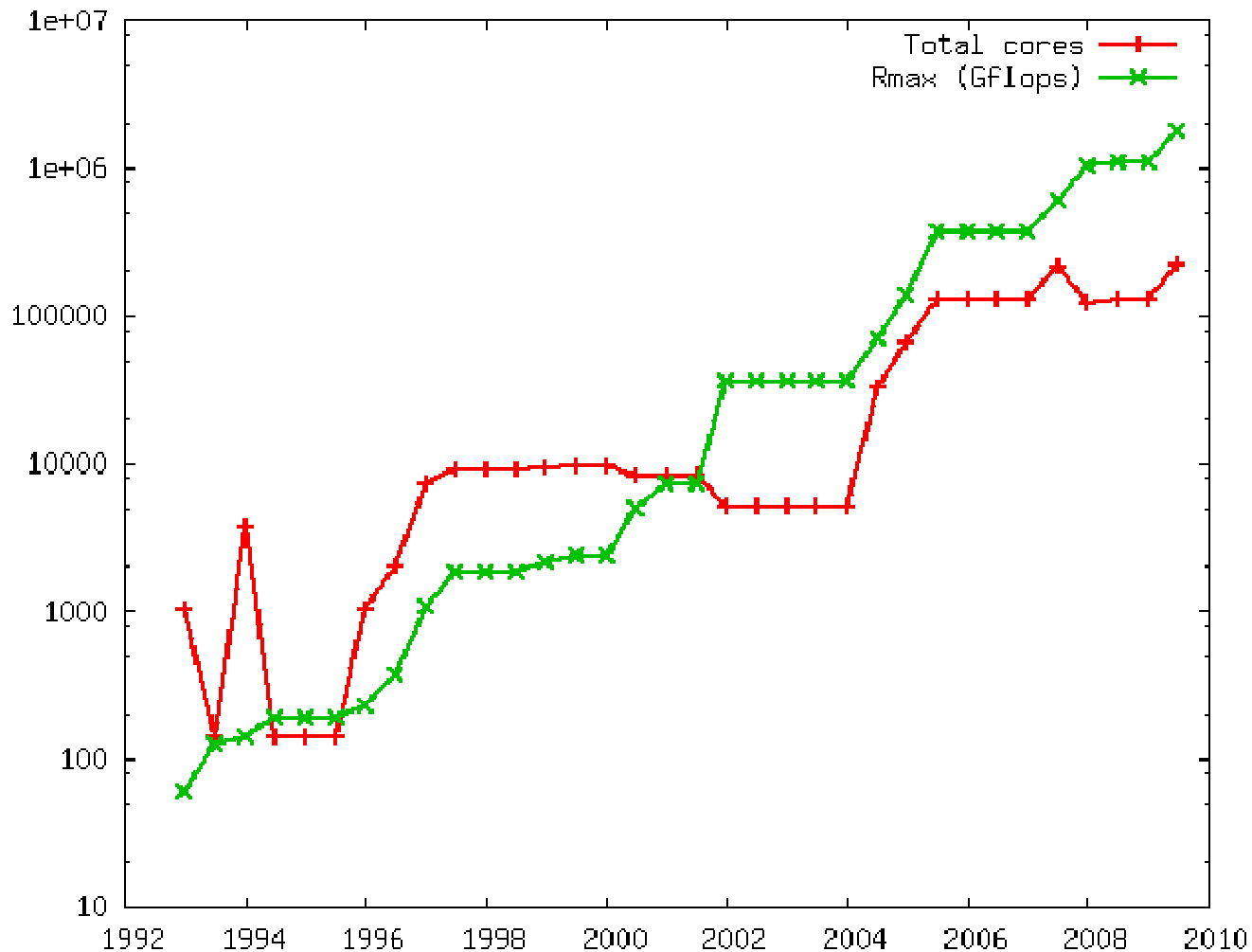
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# Overview

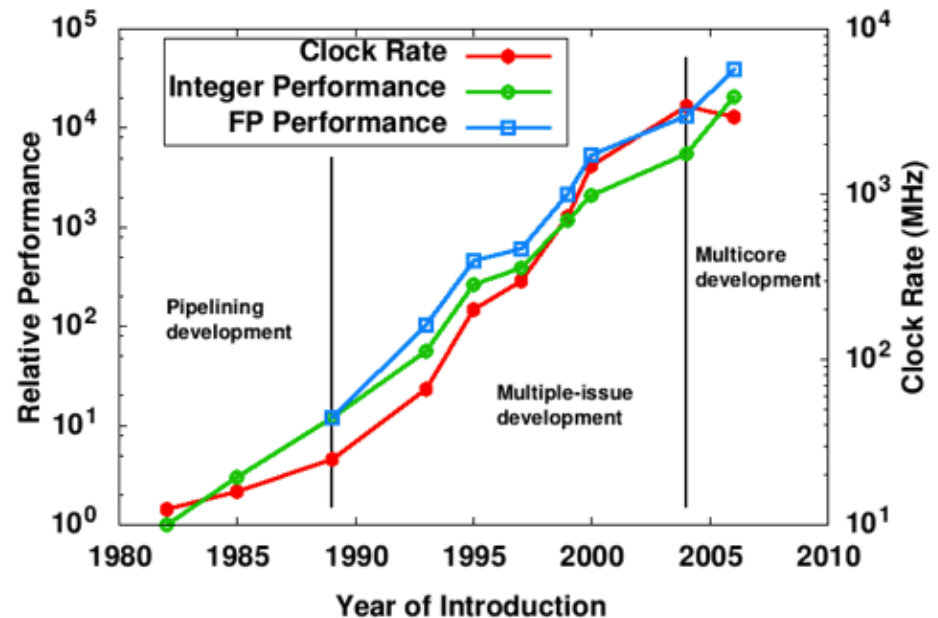
- Motivation
  - How will you use millions of threads?
  - Redefining the meaning of “scalable”
  - High performance computing and the quest for better science
- Multiscale multiphysics simulations
  - Dr. Frankenstein’s simulation system
  - Better software engineering (for given definitions of “better”, “software”, and “engineering”).
  - What’s going wrong now?
- The quest for improved fidelity
  - You too can contribute to global warming
- Conclusions

# HPC systems are growing...



# ...and HPC applications can't keep up

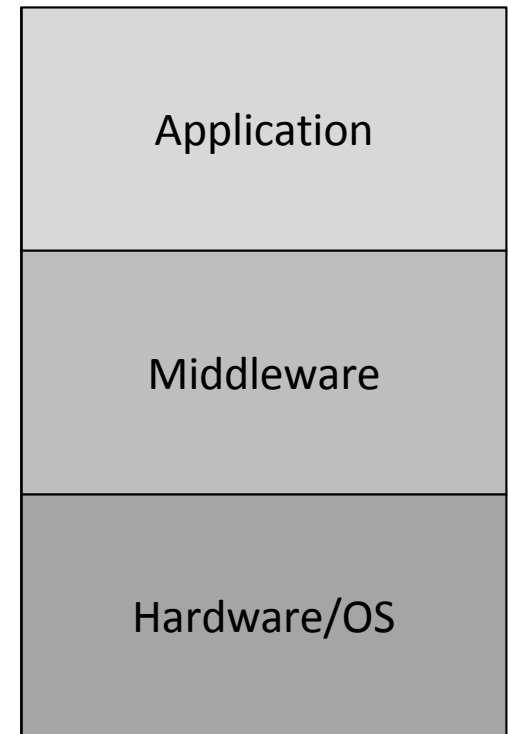
- Very few “hero run” simulations can utilize the full scale of today’s capability systems
- (Almost) no science apps run “at scale” on current capability systems





# Where does scalability come from?

- We can envision our system as a stack
  - Application (and associated libraries)
  - Middleware (runtime systems and programming models)
  - Hardware, firmware, and OS
- The stages in the stack are not clearly delineated
  - Our group is heavily involved in the middleware and library layers
  - Tomorrow's middleware needs to exist today





# A step back: What do we mean by “scale”

- Traditional scalability definitions are biased toward hardware/OS improvements
  - Strong scaling: Fixed total problem size
  - Weak scaling: Fixed per-processor problem size
- The more significant challenge is what we expect to get from the application
  - How can we get more valuable results?
  - What can we do to enable new classes of applications?



# The case for multiscale multiphysics simulations

- You find yourself with a system that:
  - has regions that are characterized by disparate-scale physics
  - ... and those system scales are bi-directionally coupled
  - ... but yet separated in a way that allows the system to be decomposed onto two or more simulation models
- ... so you decide to use more than one simulation model together to get fine-scale accuracy for a coarse-scale price
  - (your idea is not new – concepts dating back to 1896)
- ... and now all that remains is stitching the thing together

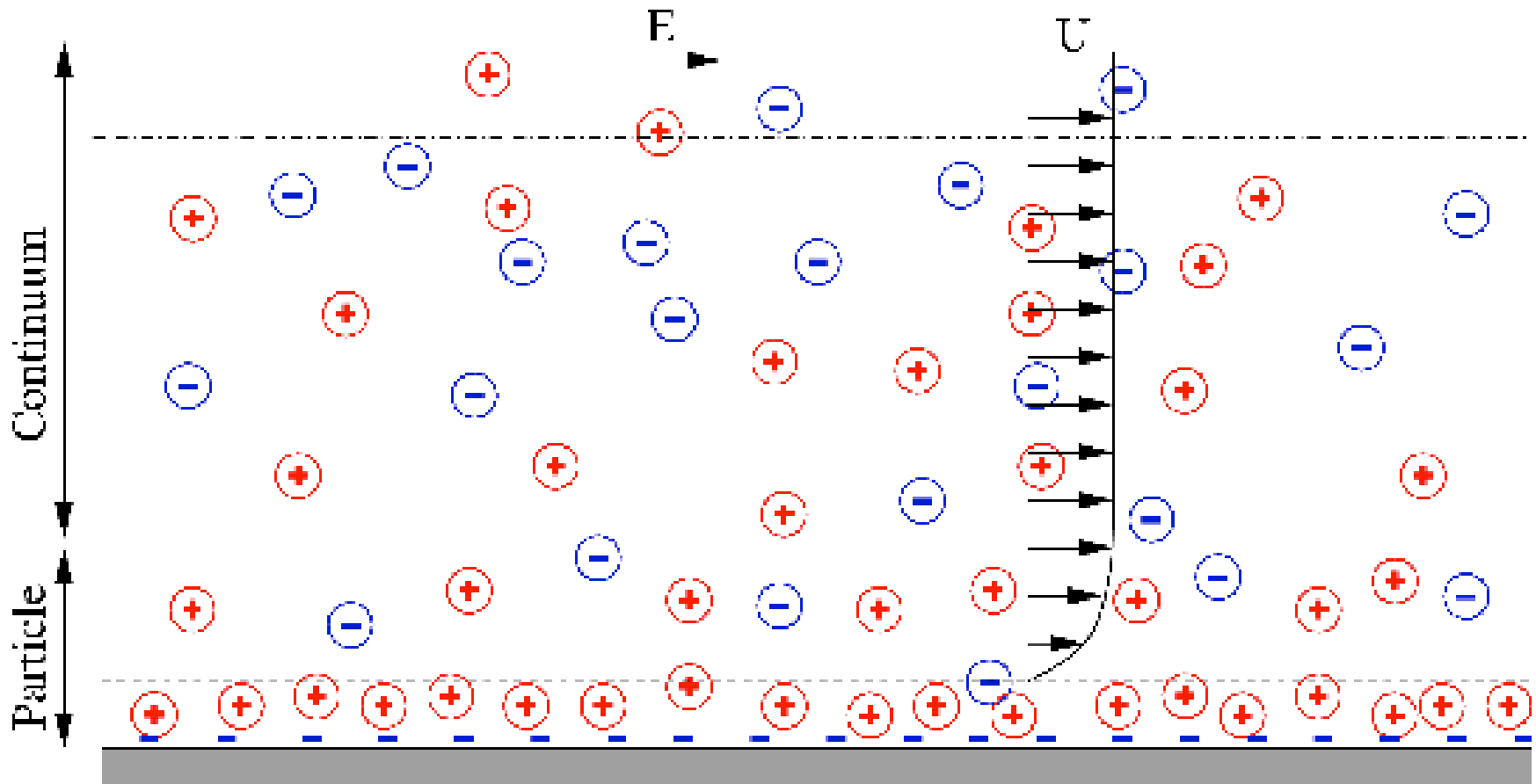


# Component design for multiscale

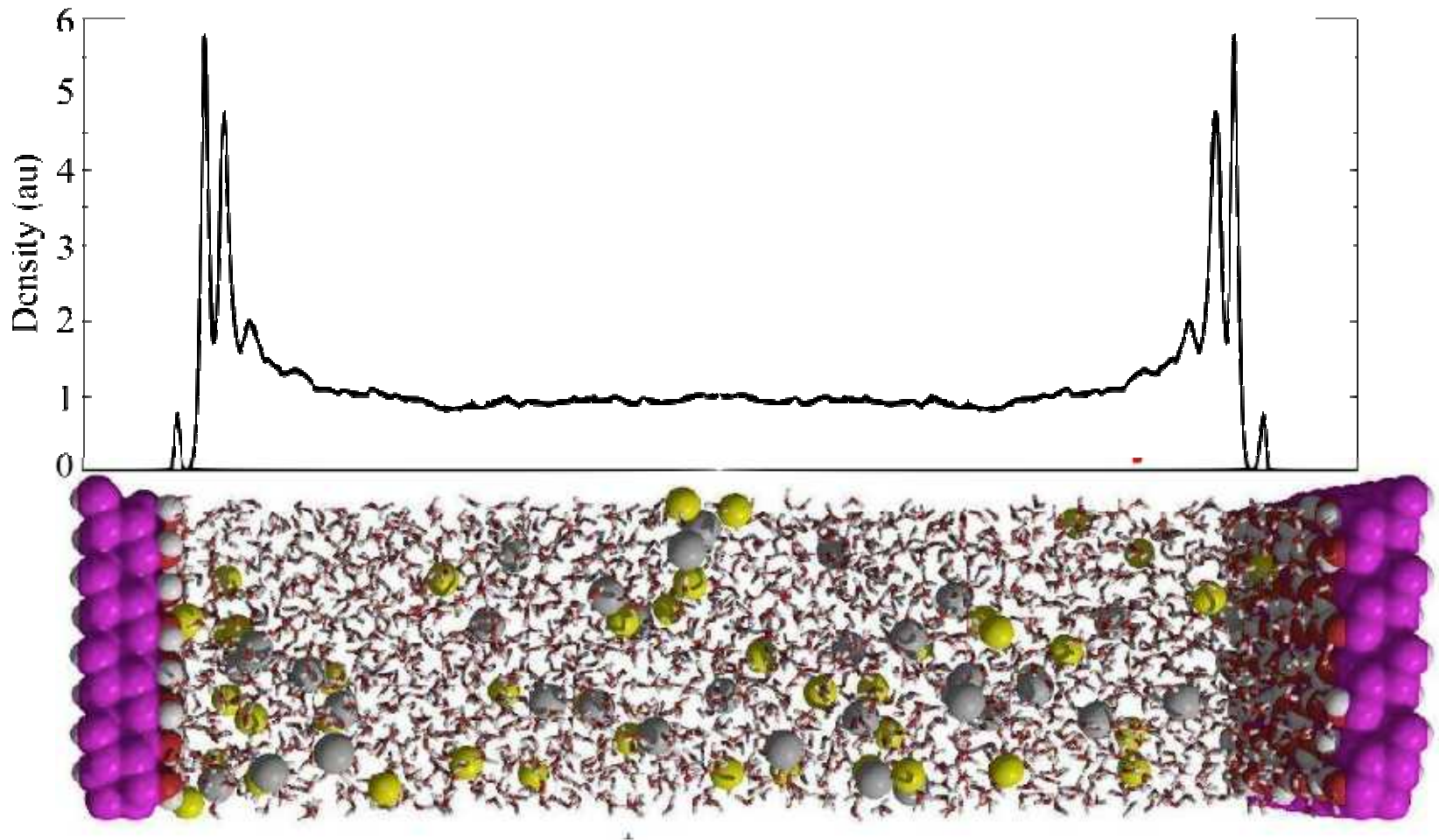
- (or design patterns, if you insist)
- Set out to identify and design software components for atomistic-to-continuum multiscale
  - Is there room for a shared middleware layer?
  - Can we identify sensible component interfaces for information sharing?
  - Can we make multiscale development more sensible?



# First case study: Multiscale electroosmotic flow

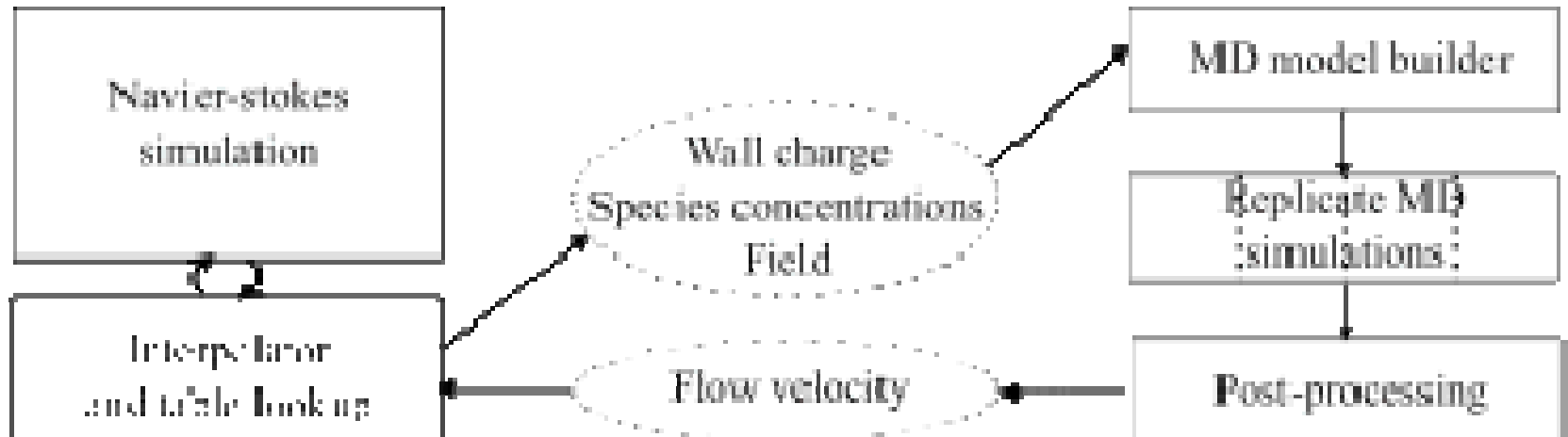


# The power of small

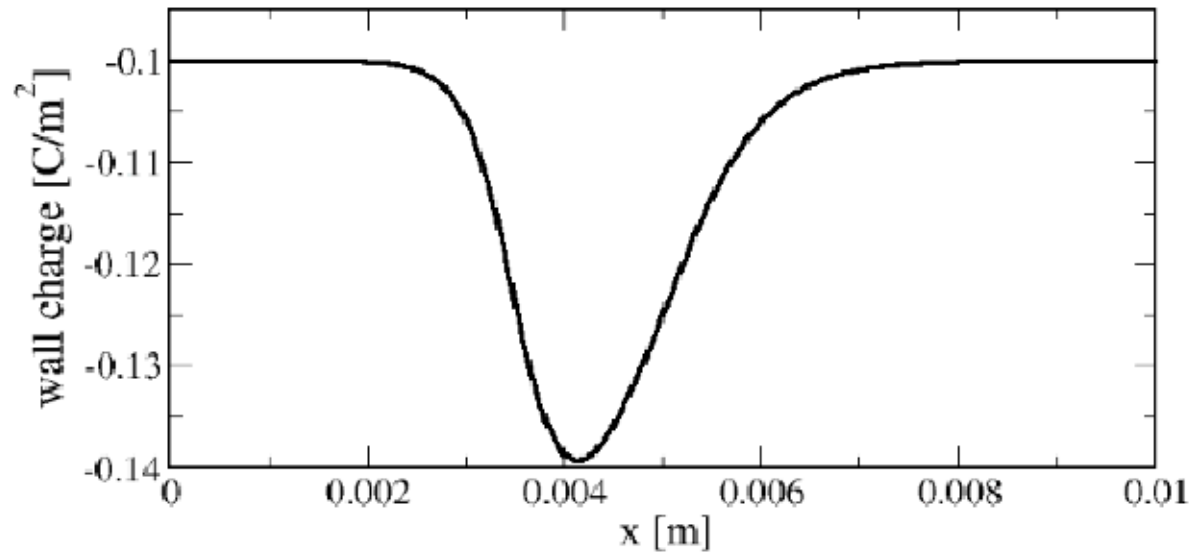


# Look who's driving

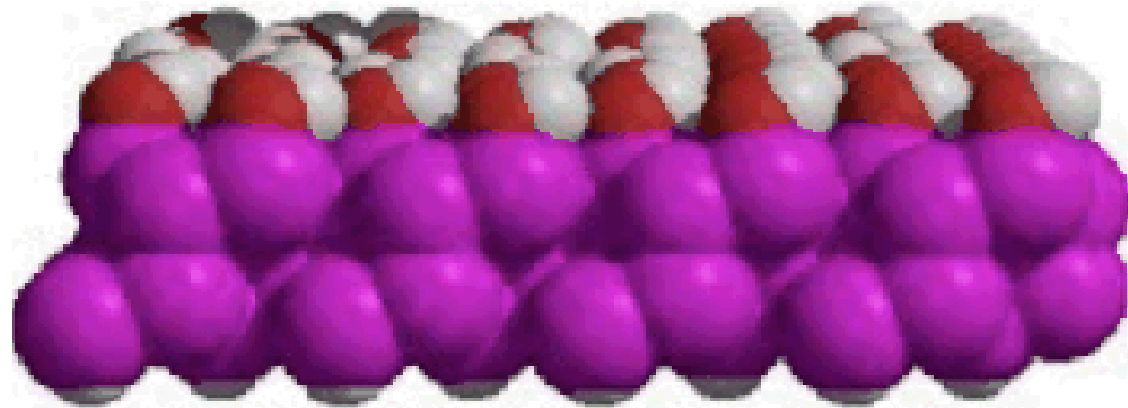
Puppeteer



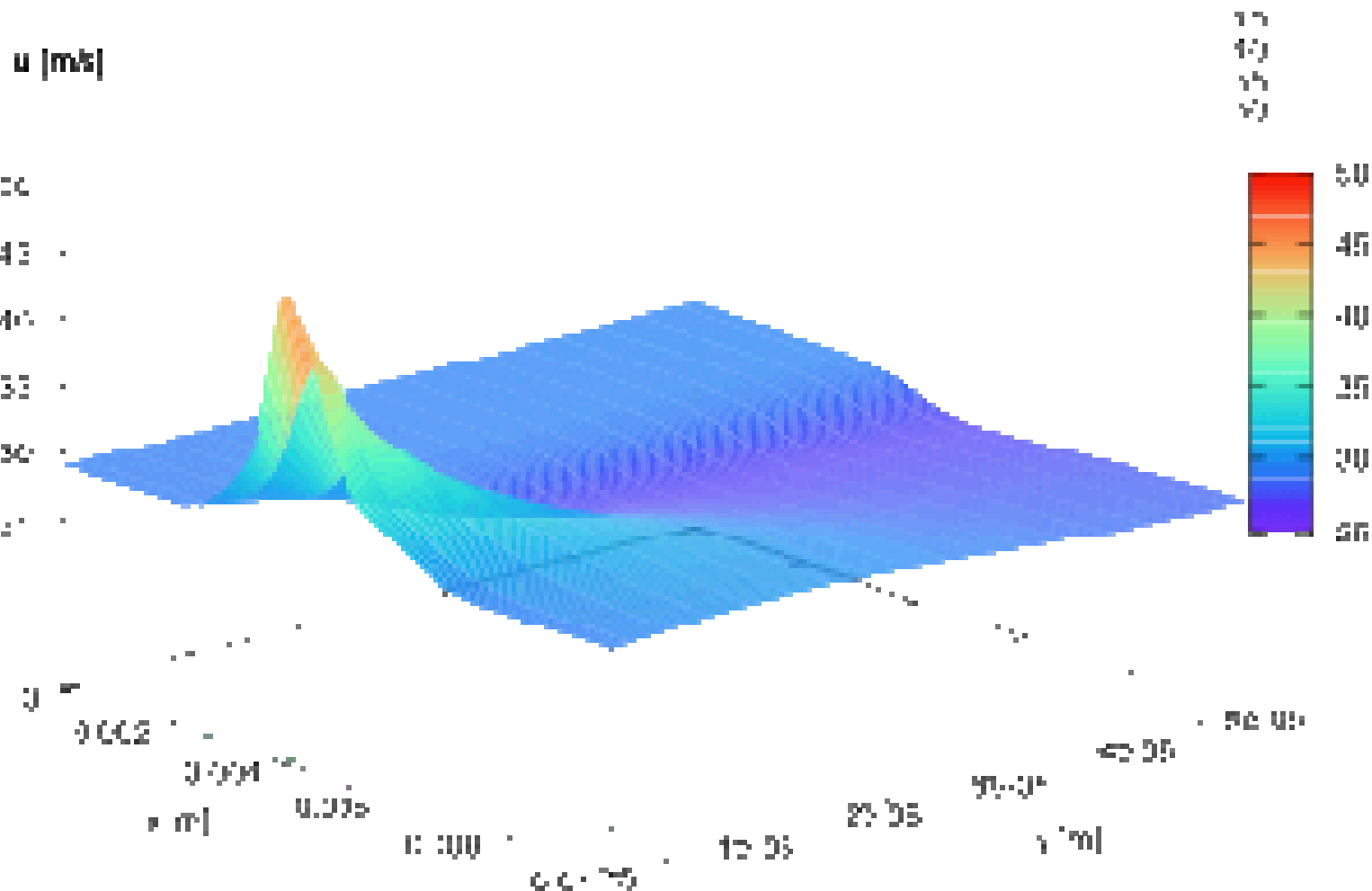
# A simplified example



H(1)  
O(2)  
Si(3)  
Si(4)  
Si(5)  
Si(6)  
H(7)

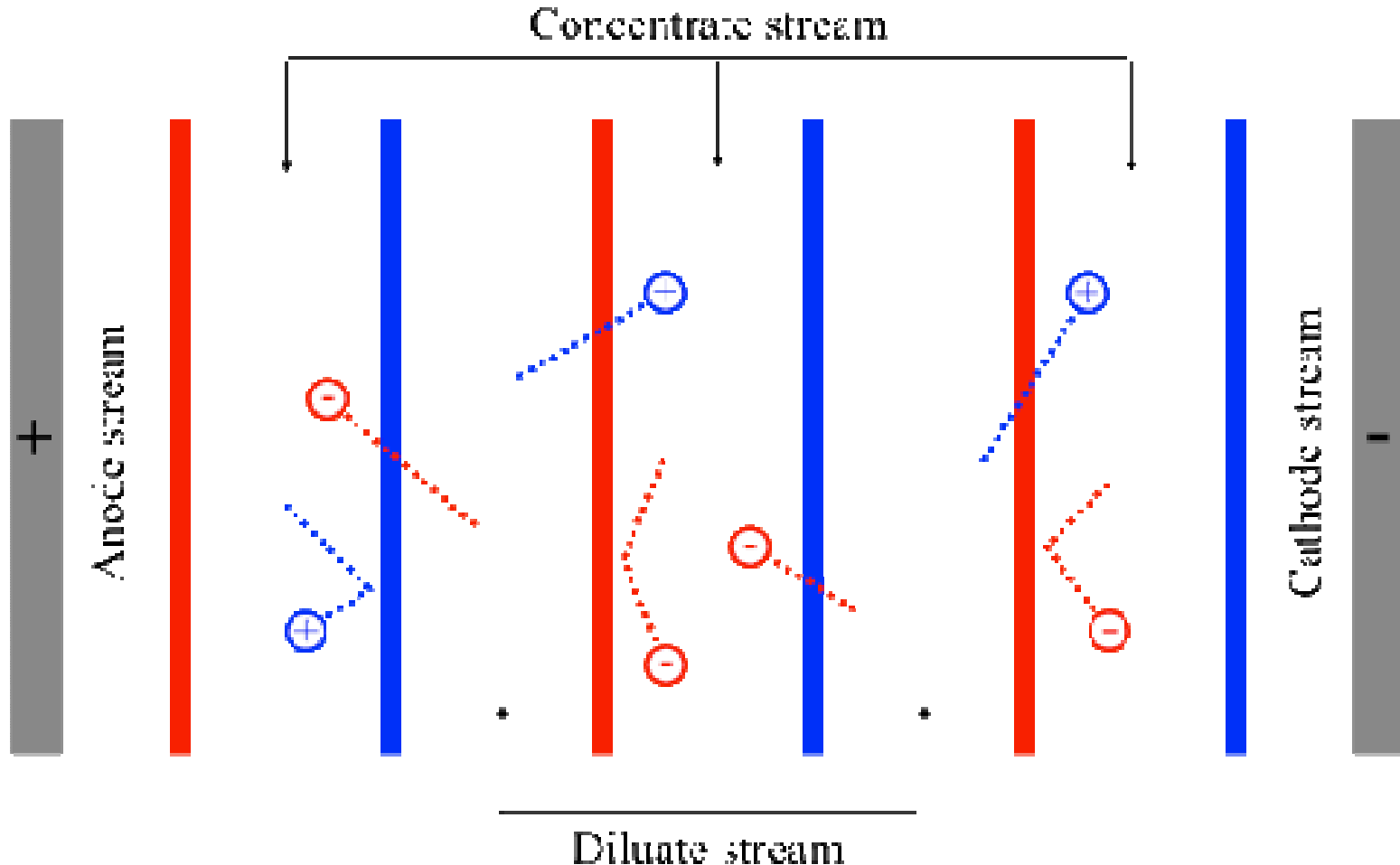


# And beautiful results emerge\*



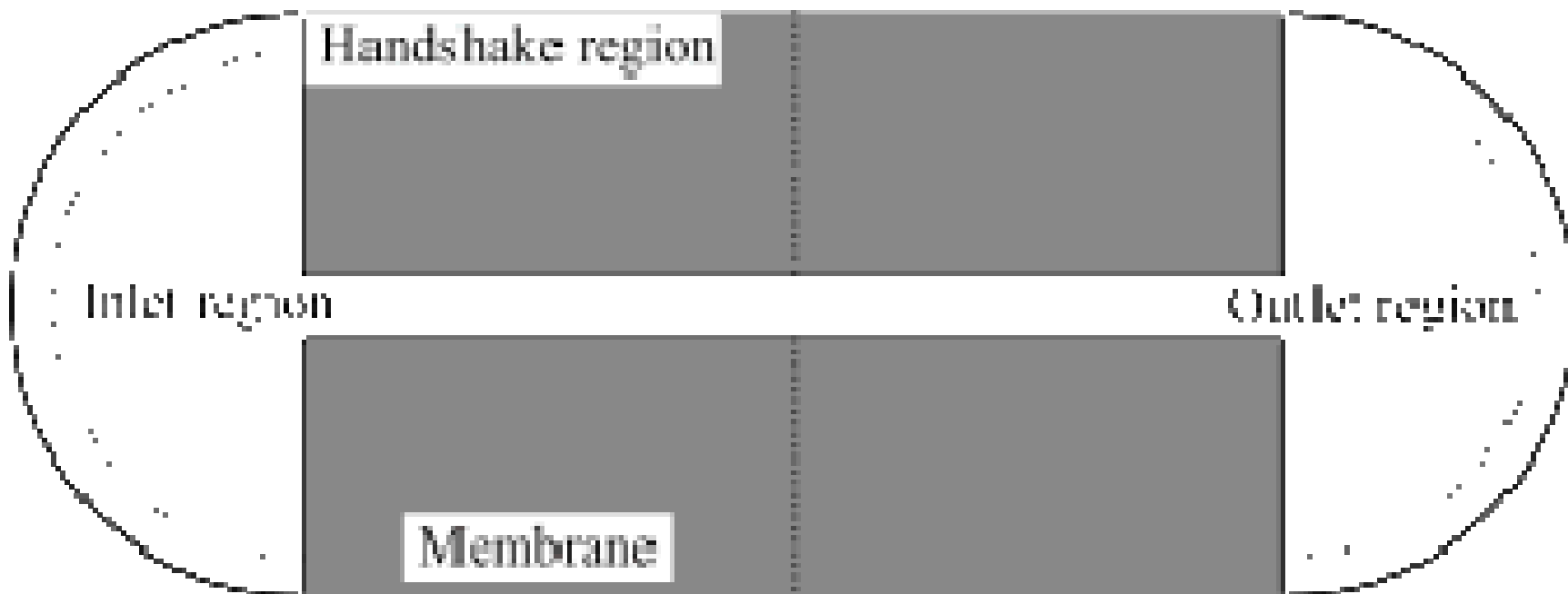


# Second case study: Multiscale electrophoresis



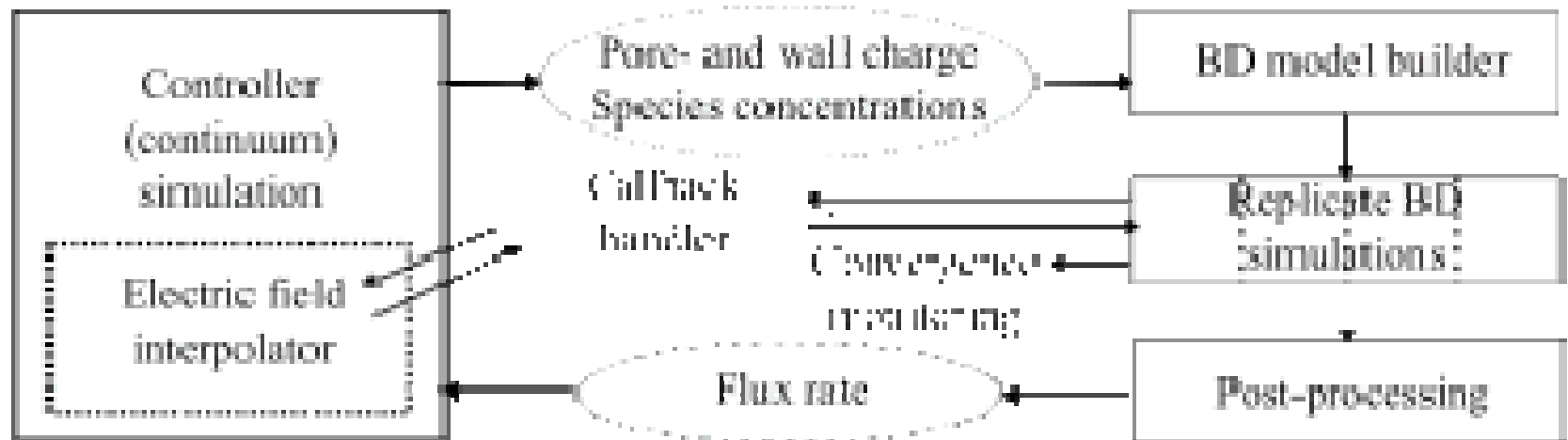


# The basic simulation system



# Look who's driving now

## Puppeteer





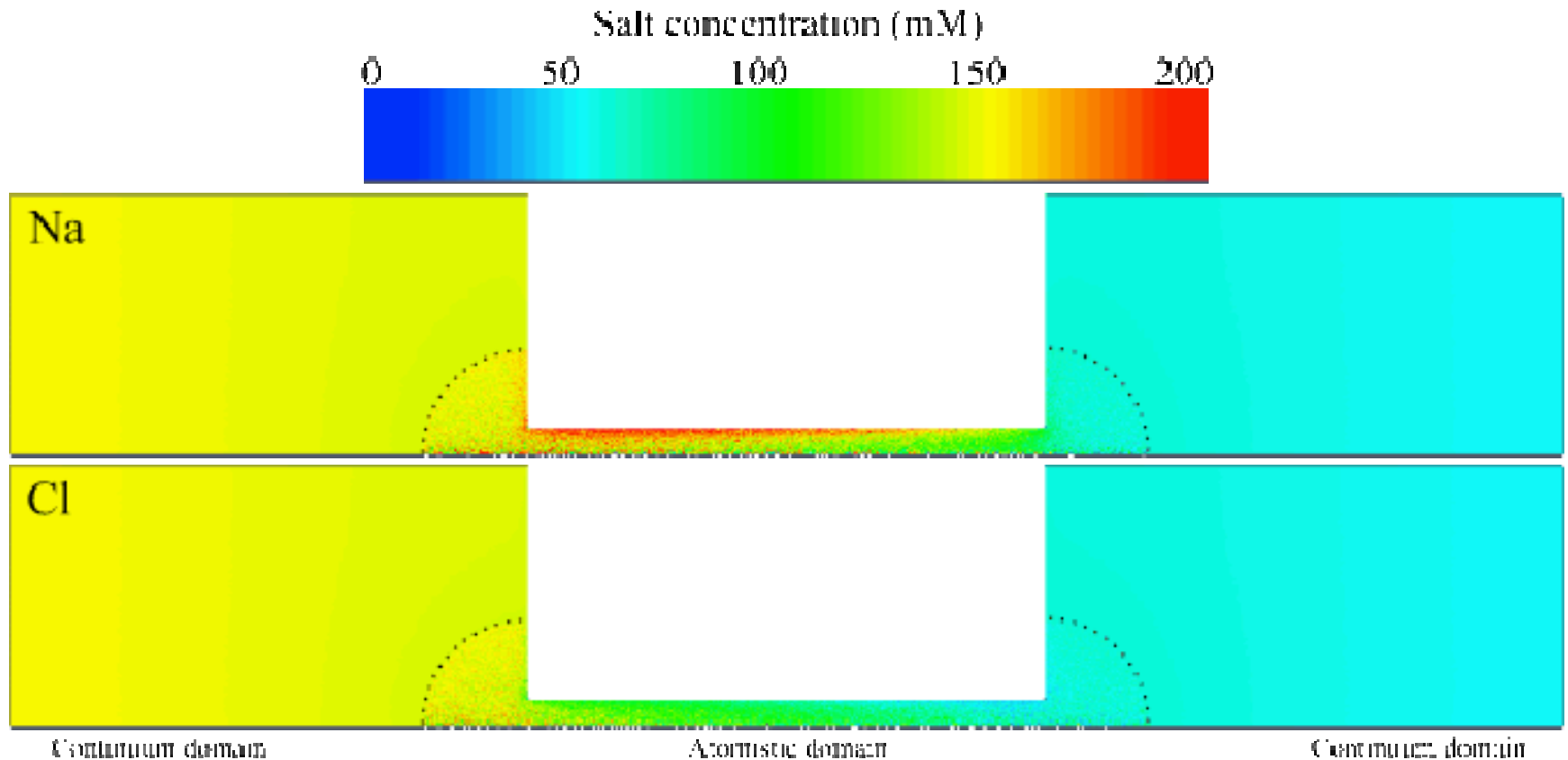


# Parallelization

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
Puppeteer component																																
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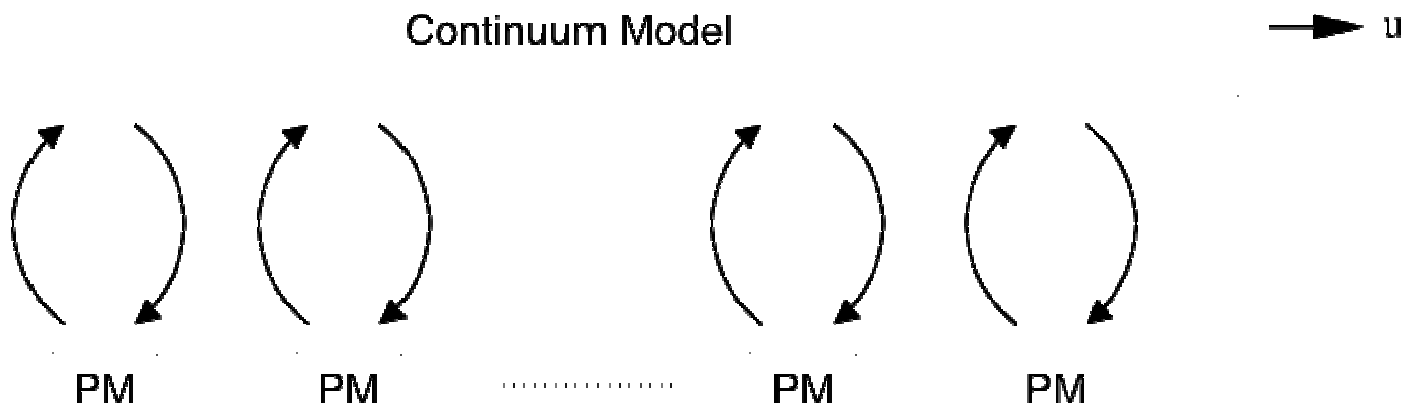


# And all is well\*



# \*Living in the under-resolved lane

- Each particle simulation is under-resolved
  - ... but they may not be identically under-resolved
  - ... and we have no mechanism to assess the quality of the final simulation

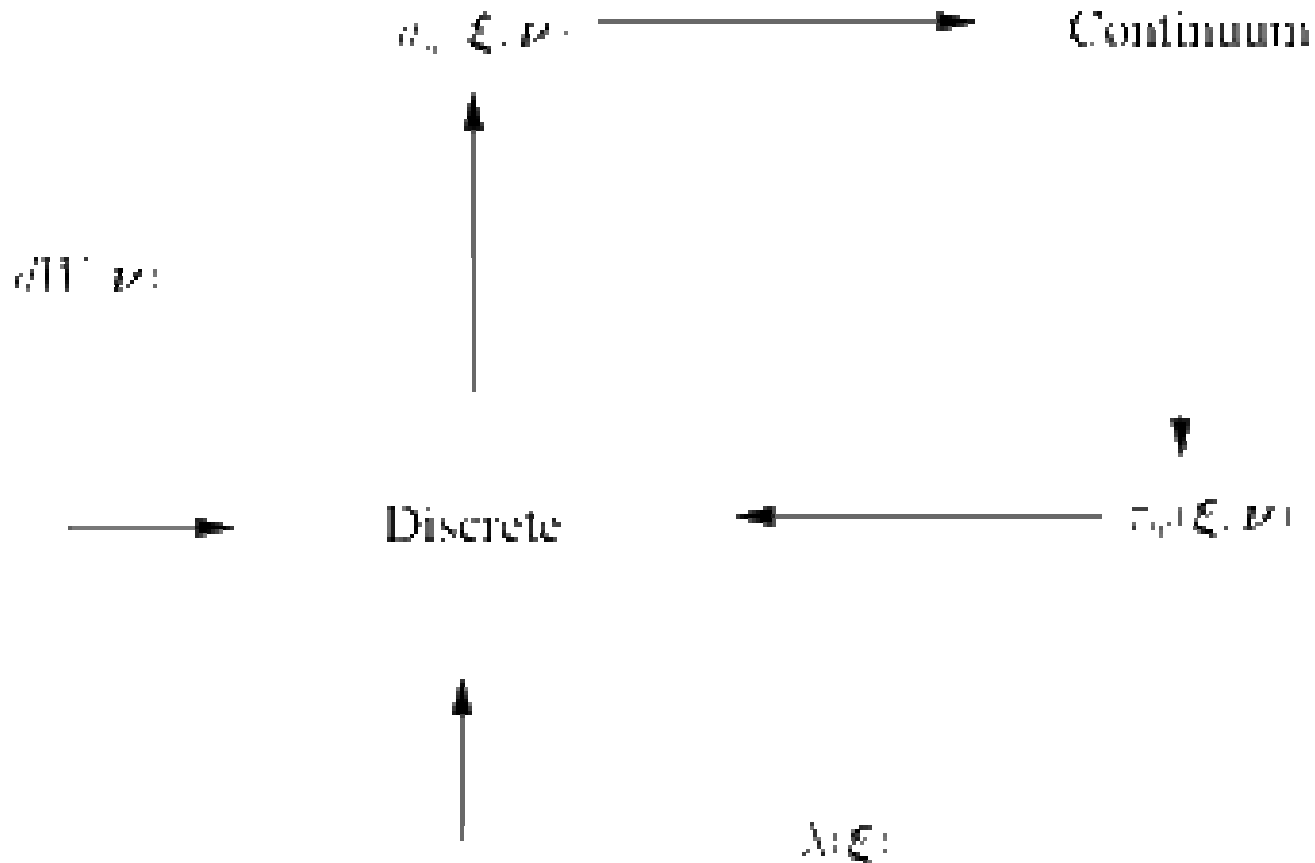




# Uncertainty quantification for the multiscale world

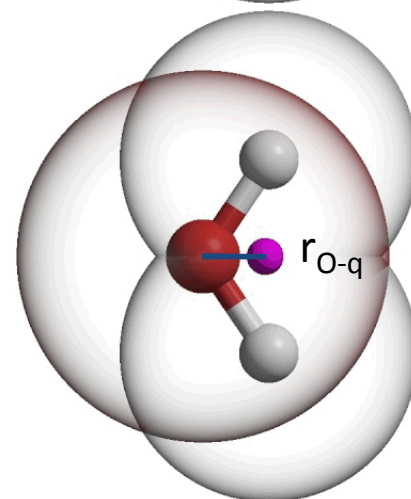
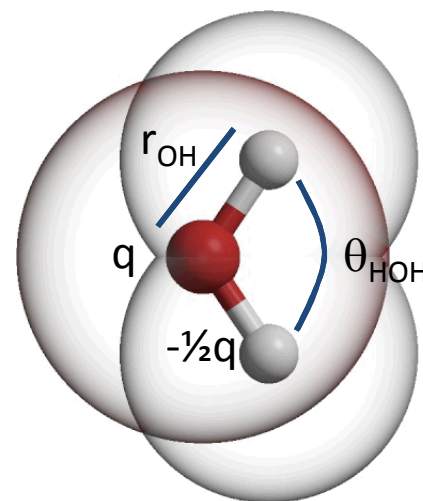
- We need a mechanism to:
  - Assess overall simulation quality
  - Achieve balance between the different parts of a simulation

# After all, how hard can it be?



# ...and immediately, there is trouble

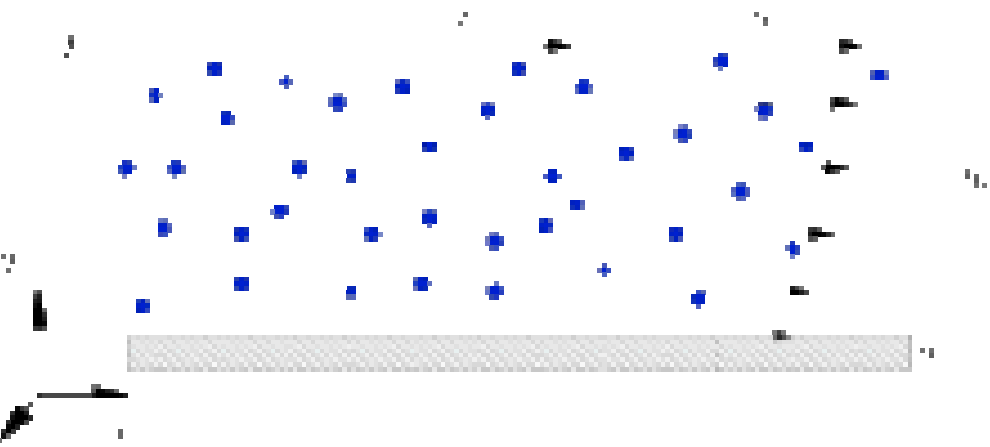
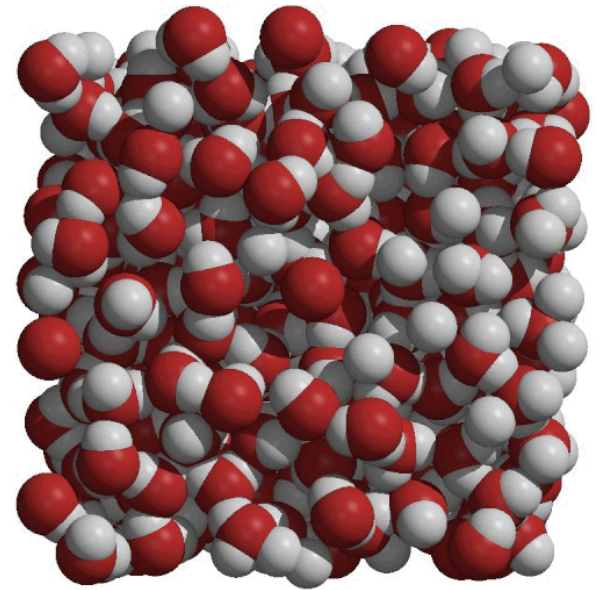
- MD systems are a terrible mess
  - Little or no error/uncertainty information available for model parameters
  - Many additional simulation parameters with nonlinear (or completely counterintuitive) effects
  - Noisy stochastic simulations
  - Slow convergence and long simulation times
- Even water is hard
  - Dozens of water models in use...
  - ...none of which gets all bulk properties right



# And if you thought water was hard...

If a simple box of water will not yield a nicely behaved simulation...

...what about systems that may be worthy of a multiscale simulation





# Current status

- Working on pure MD approaches
- Working toward a coupled multiscale Couette simulation





# Acknowledgments

- Bert Debusschere (SNL)
- Habib Najm (SNL)
- Reese Jones (SNL)
- Robert Berry (SNL)
- Prof. Kevin Long (TTU)
- Prof. Omar Knio (JHU)
- Maher Salloum (JHU)
- Francesco Rizzi (JHU)
- Prof. Youssef Marzouk (MIT)
- Prof. Michael Hickner (PSU)
- Frank Zendejas (SNL)