

A tale of two scales: Petascale computing meets multiscale simulations

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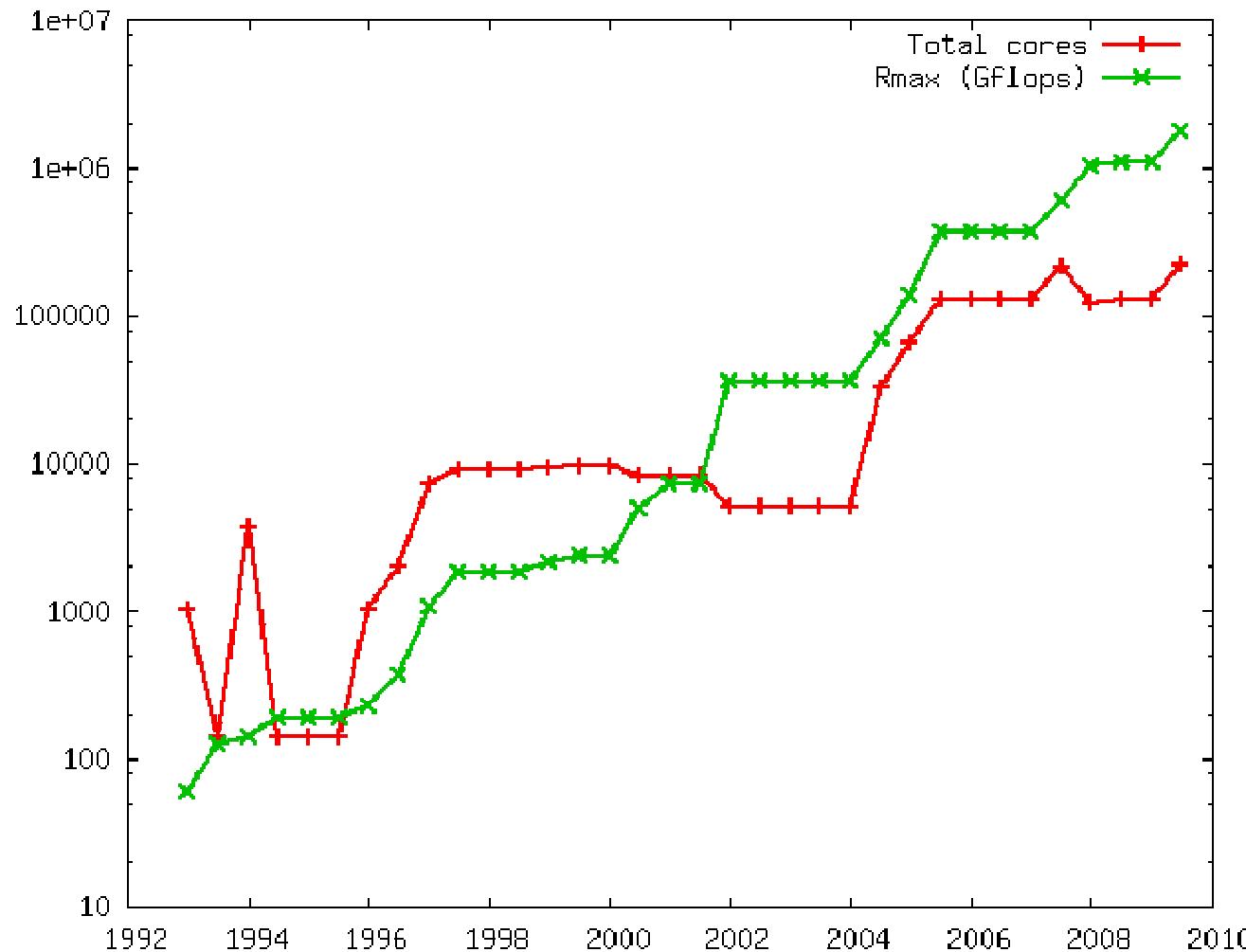


Overview

- 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

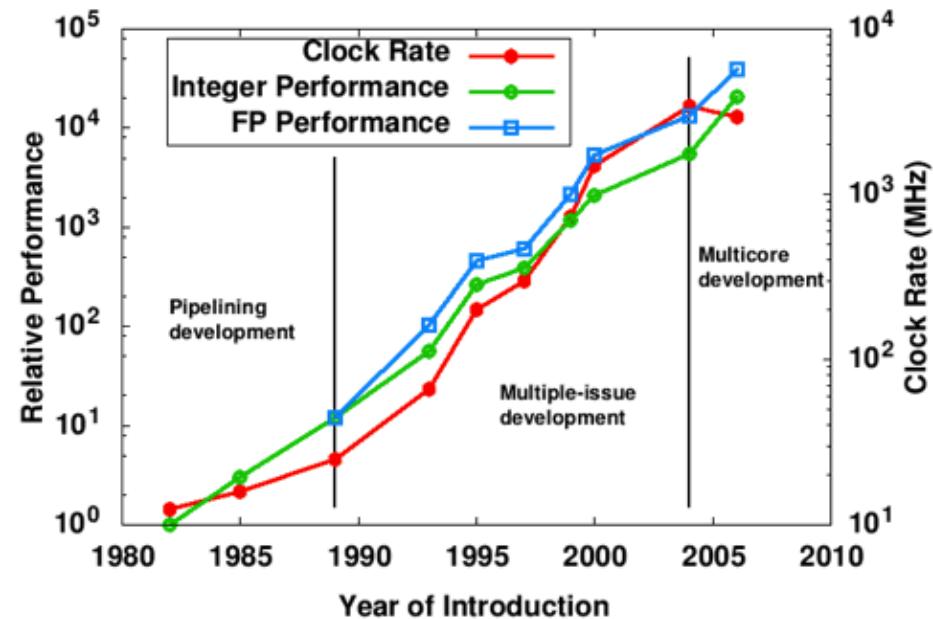


HPC systems are growing...



...and HPC applications can't keep up

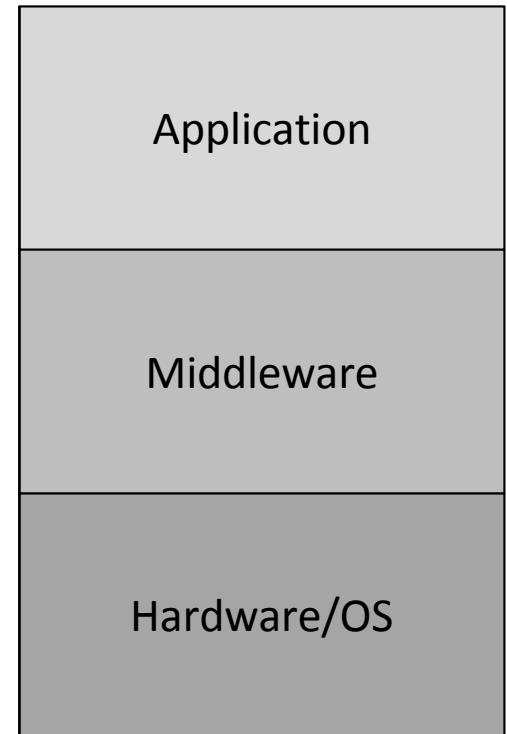
- Very few “hero run” simulations can utilize the full scale of today’s capability systems
- (Almost) no science apps run “at scale” on current capability systems





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

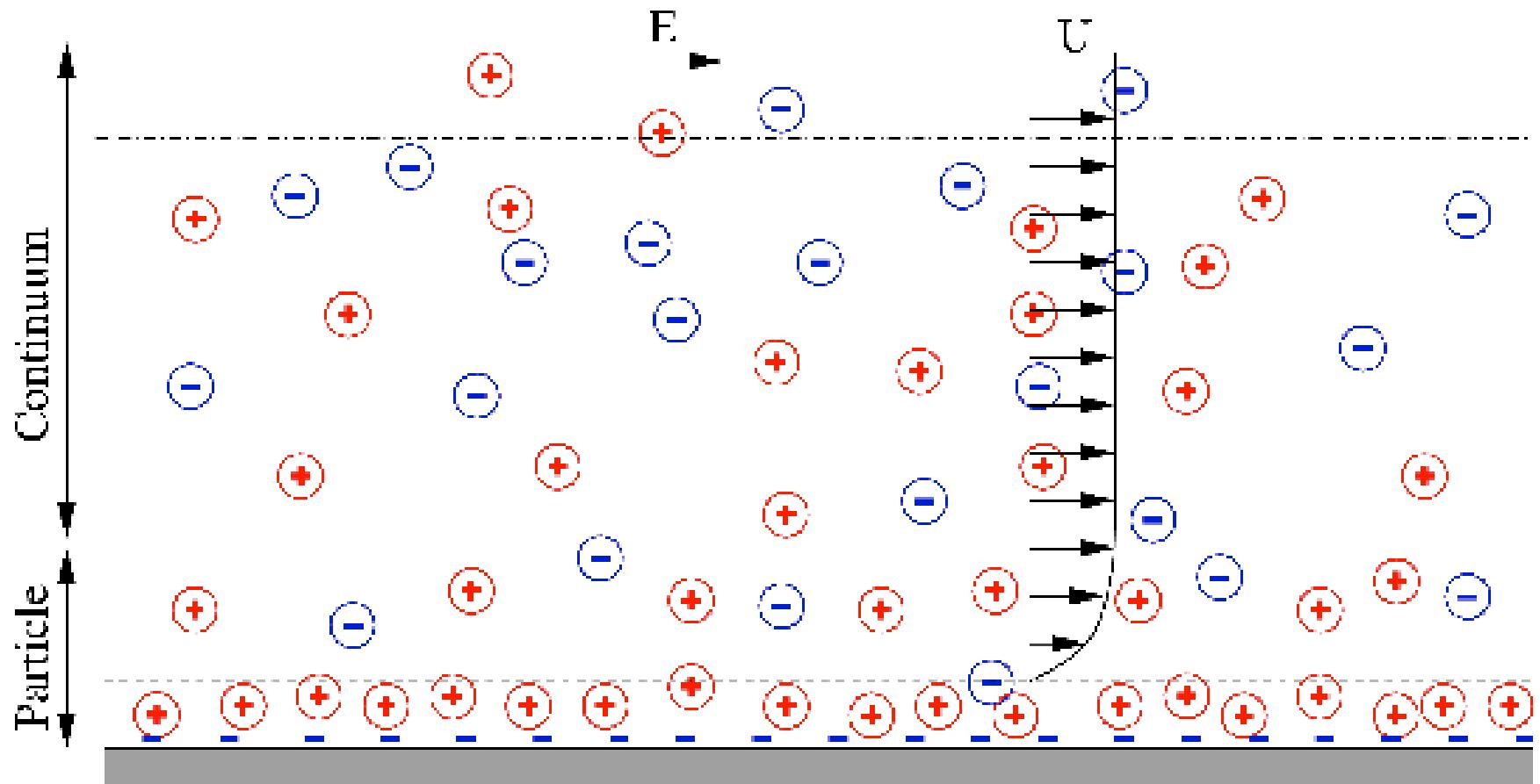


Component design for multiscale

- (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?

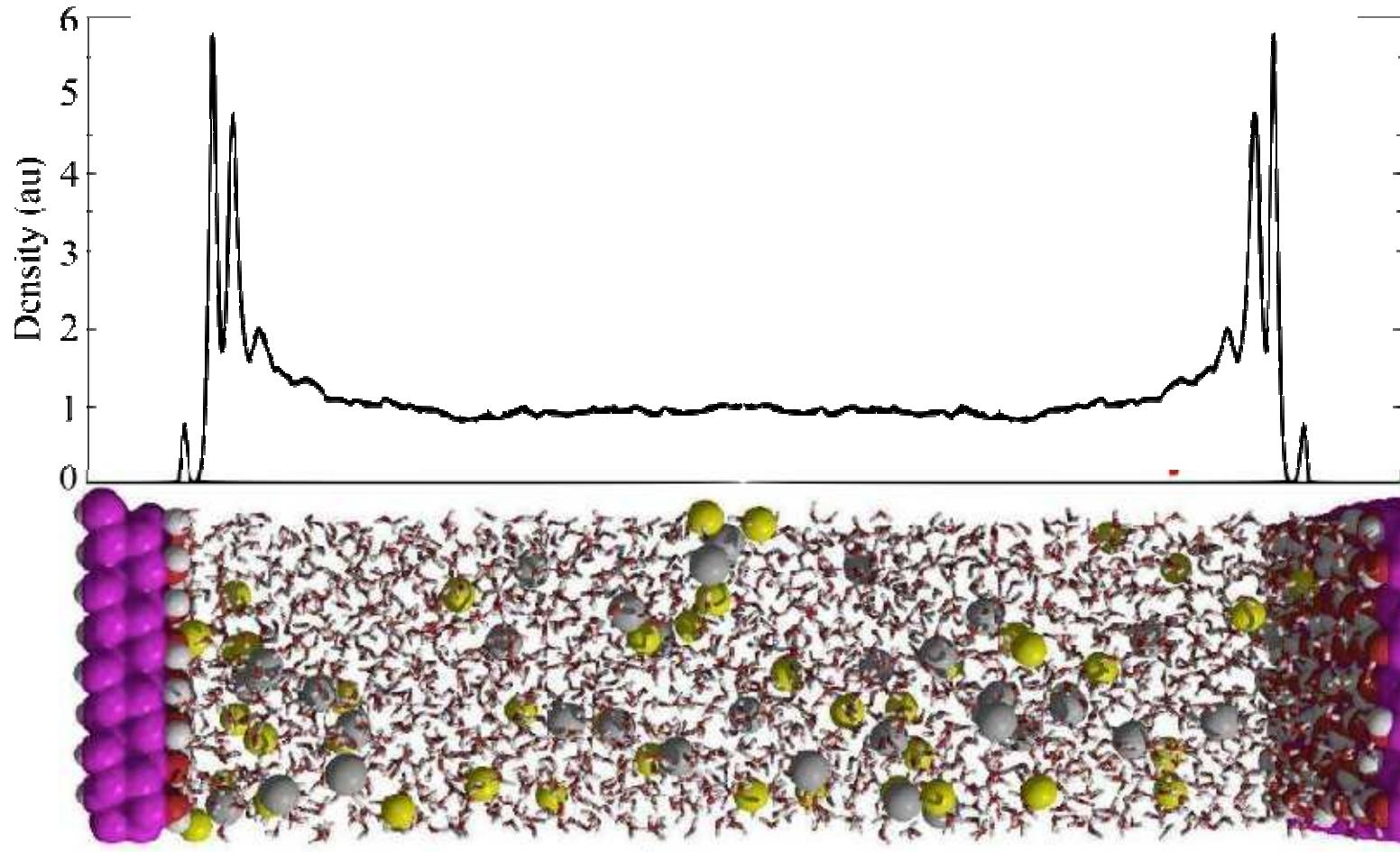


First case study: Multiscale electroosmotic flow



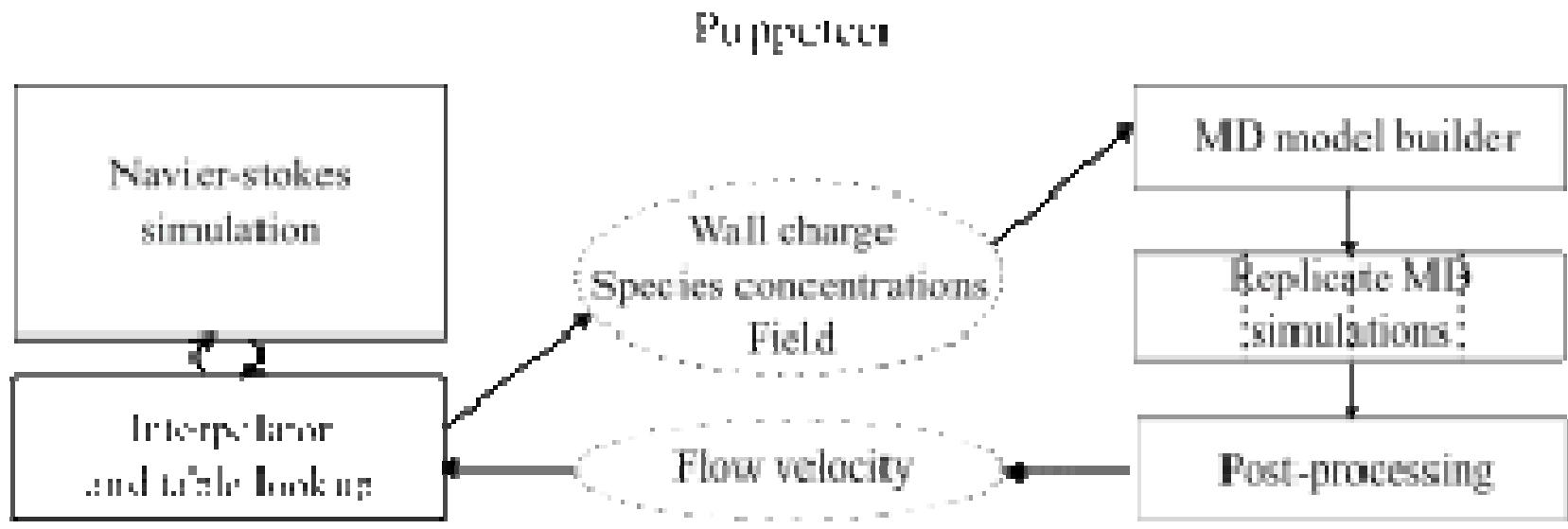


The power of small



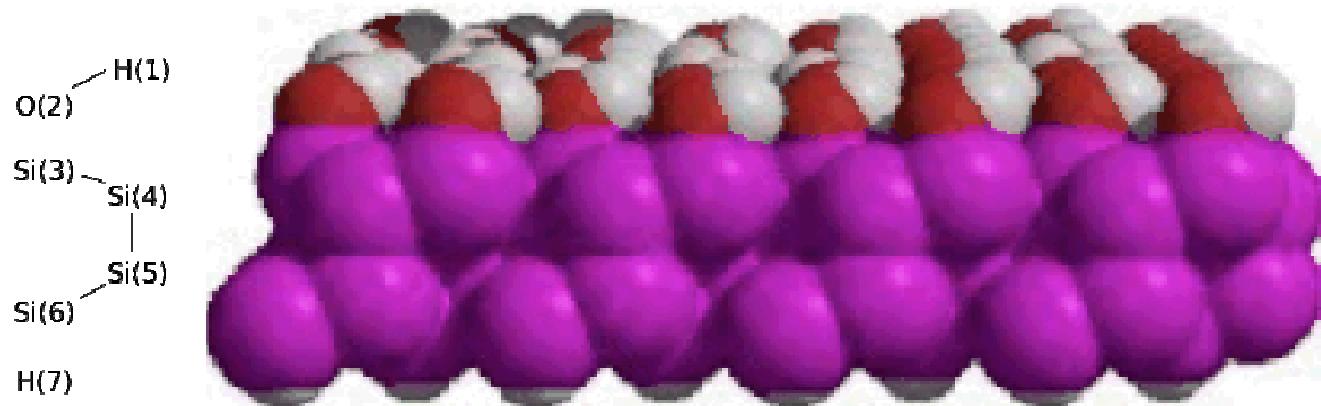
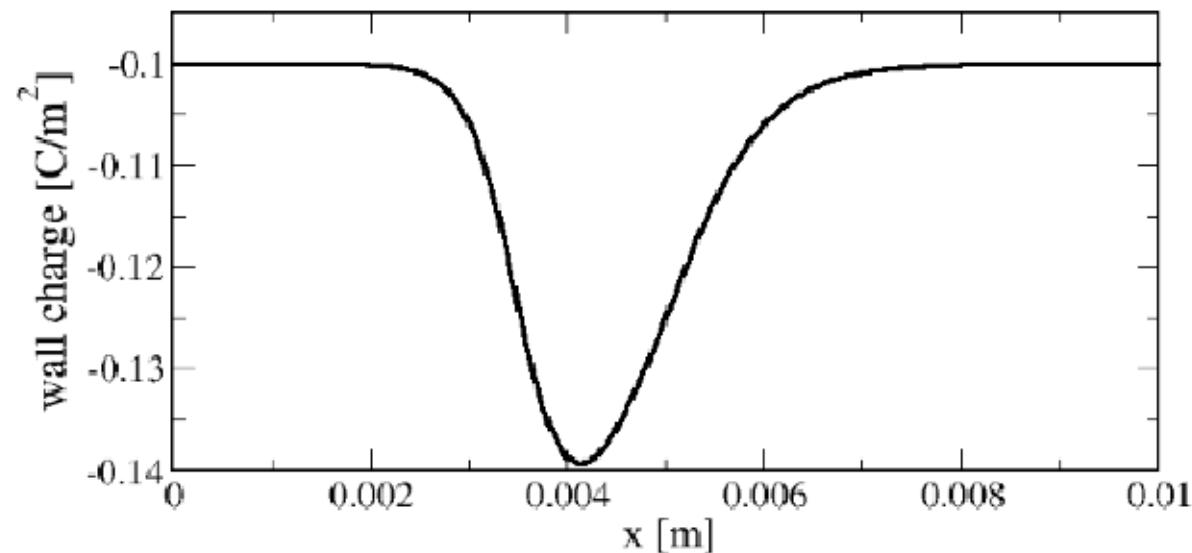


Look who's driving





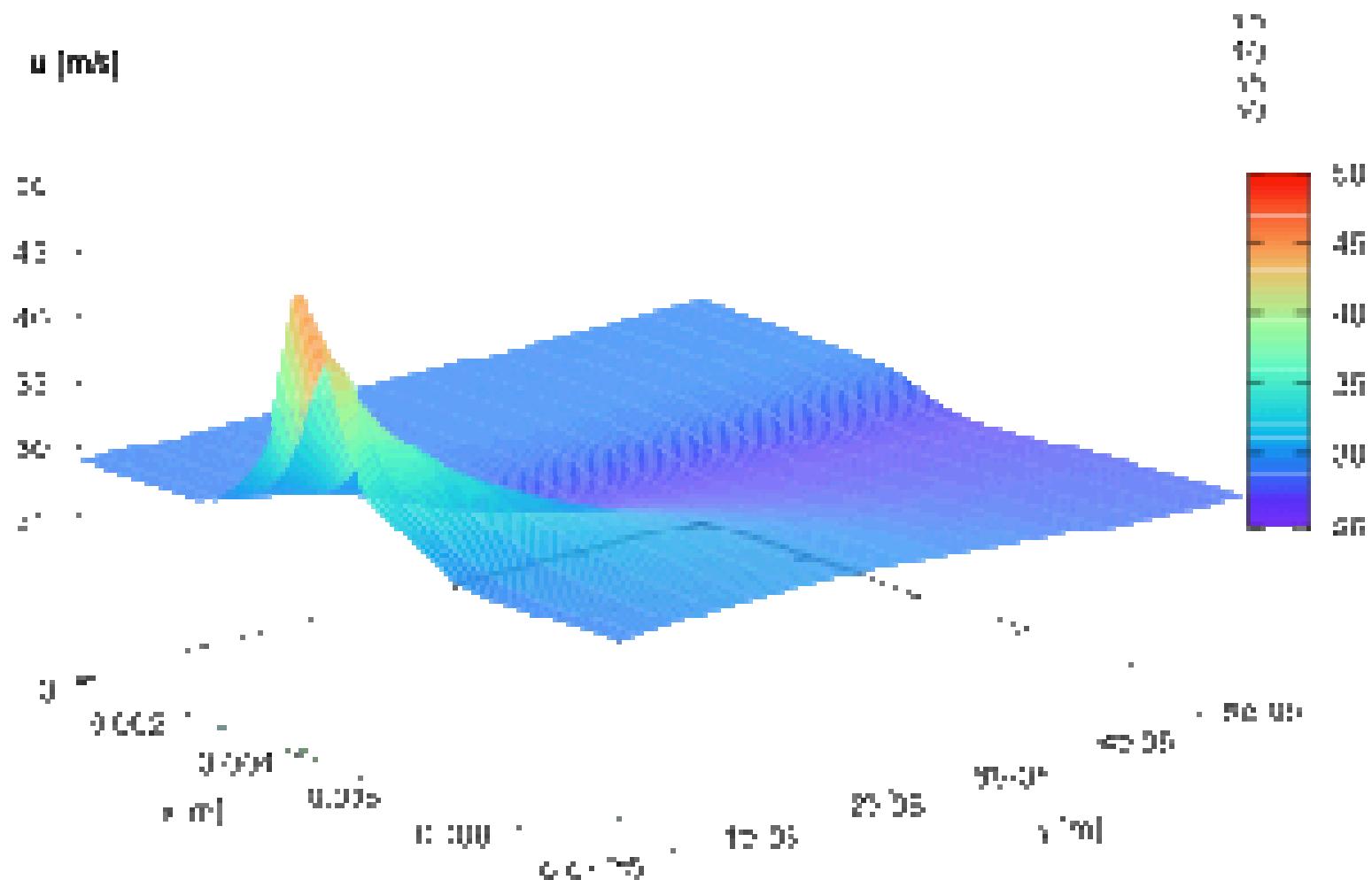
A simplified example



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And beautiful results emerge*

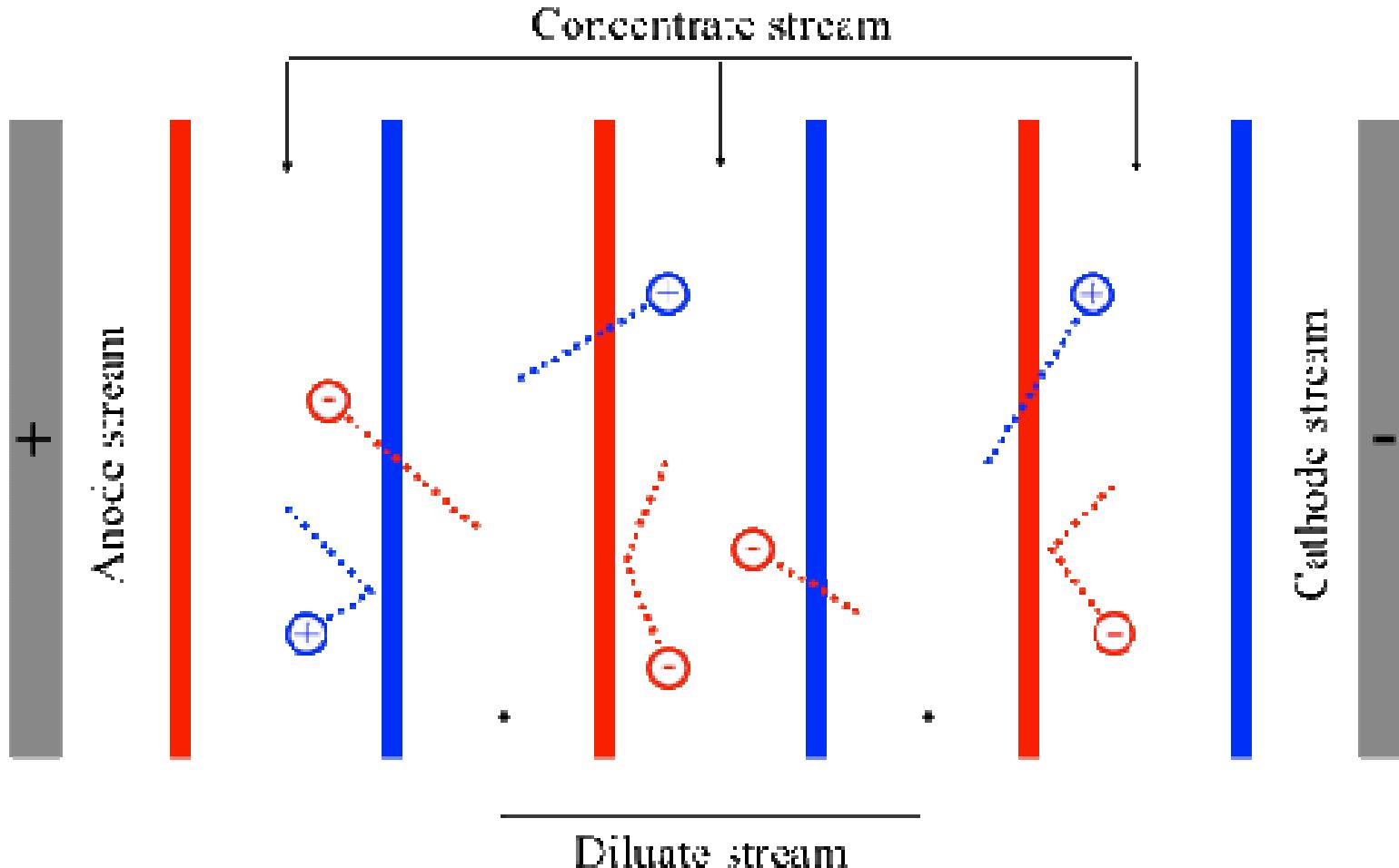


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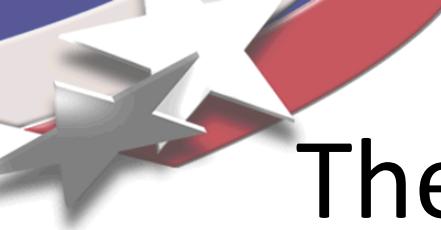




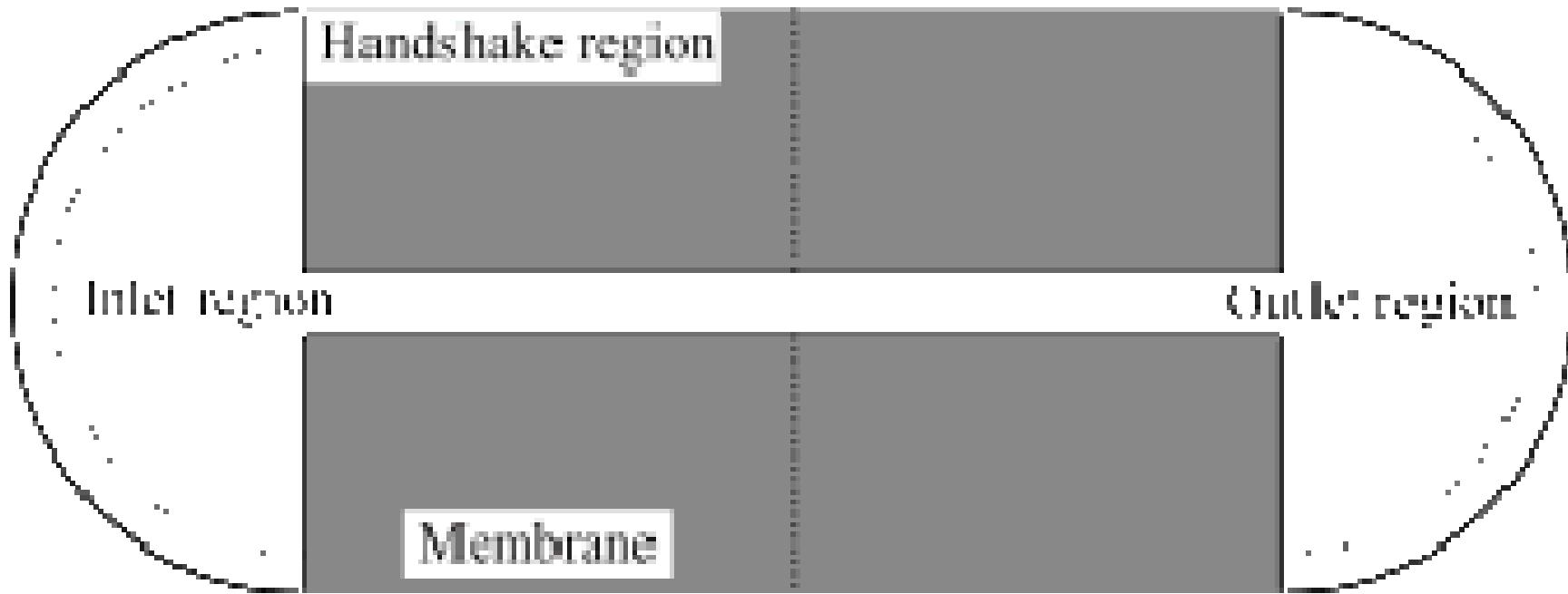
Second case study: Multiscale electrophoresis



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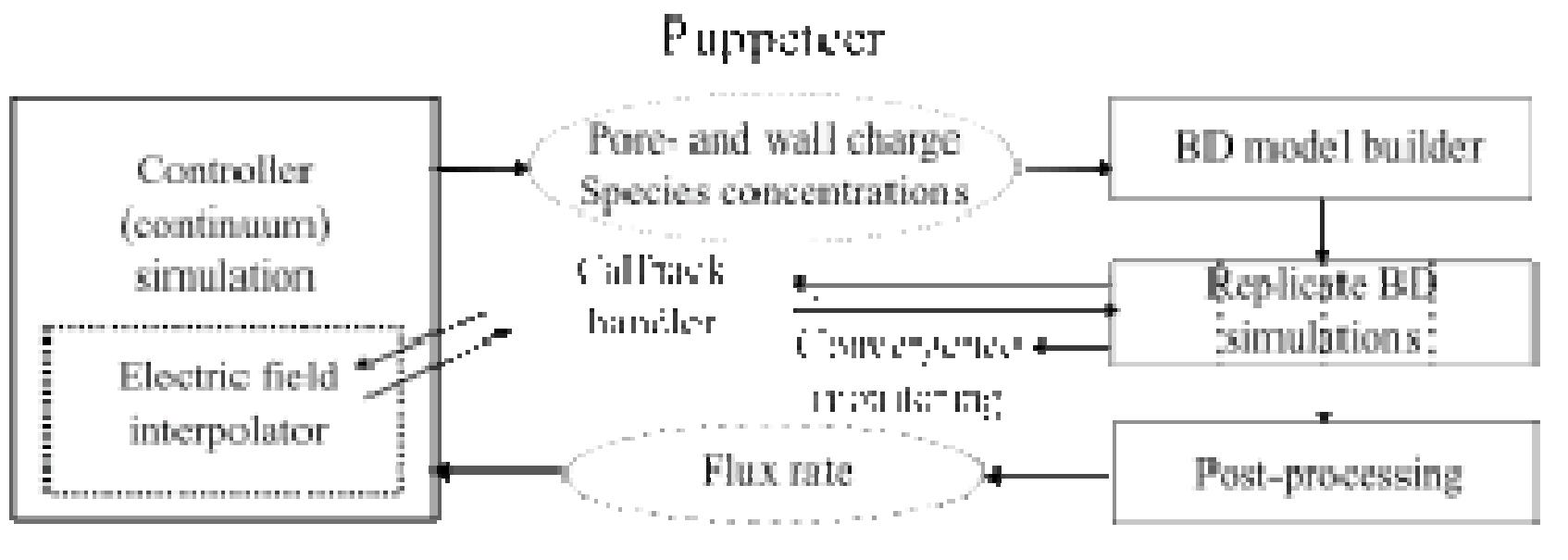
The basic simulation system



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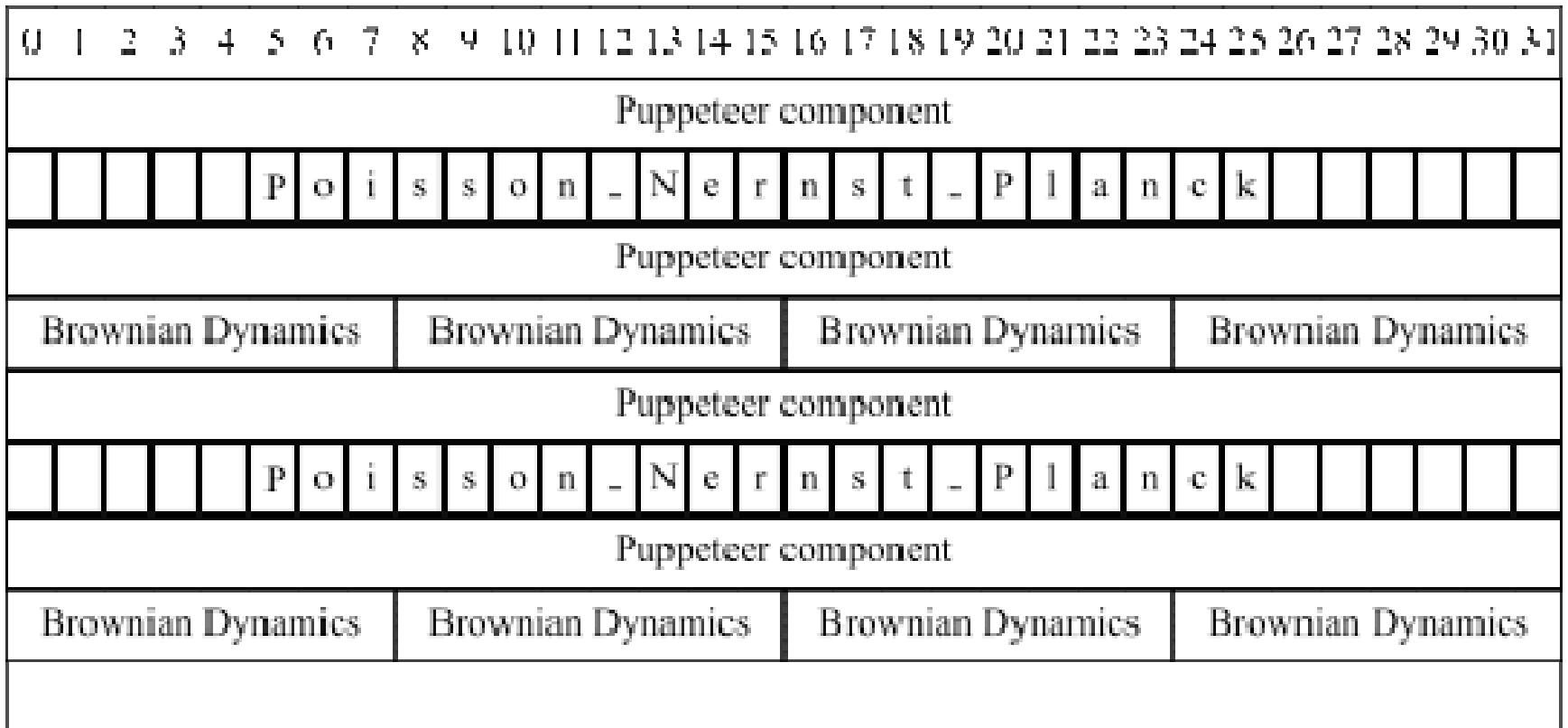


Look who's driving now



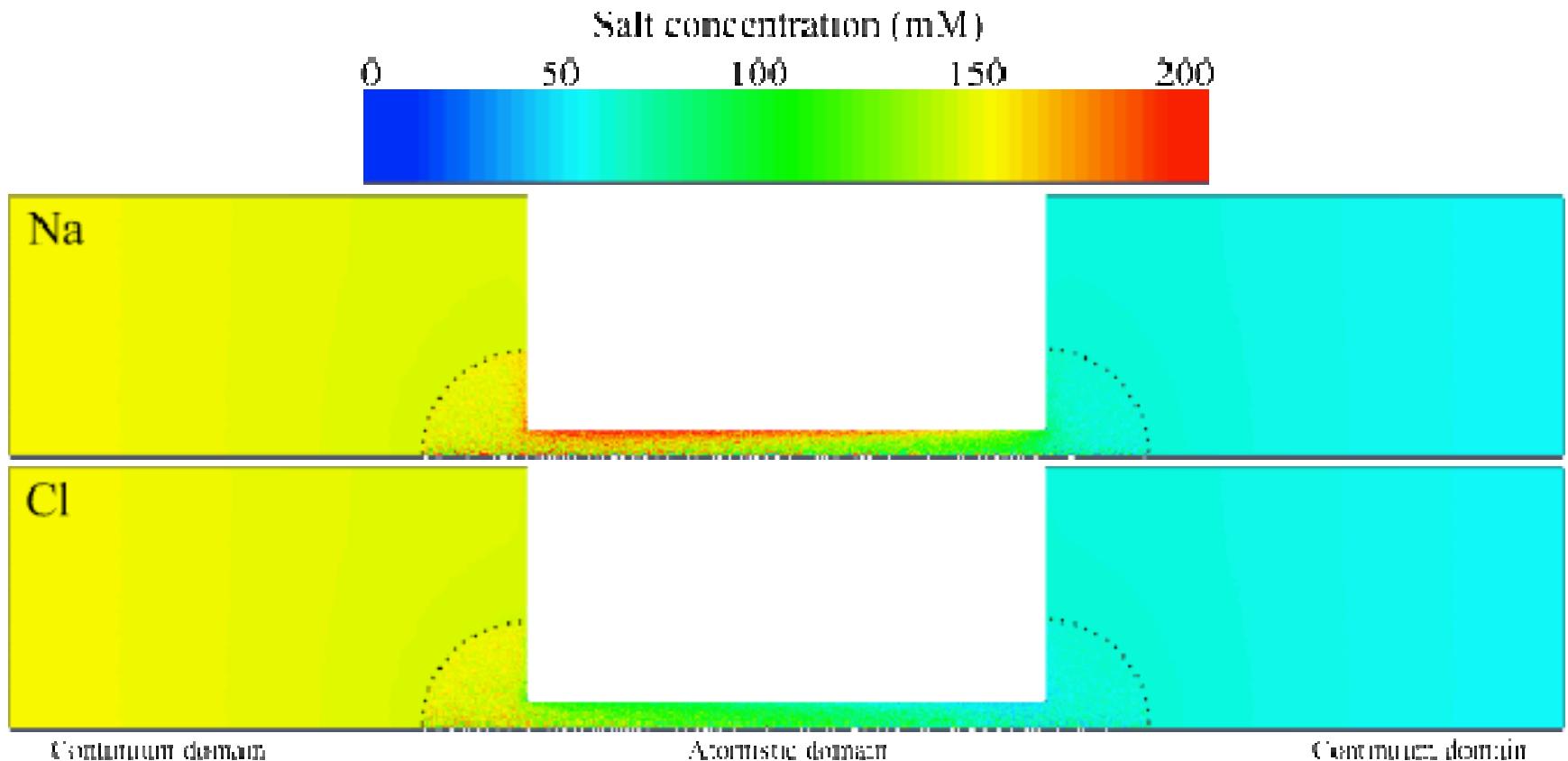


Parallelization



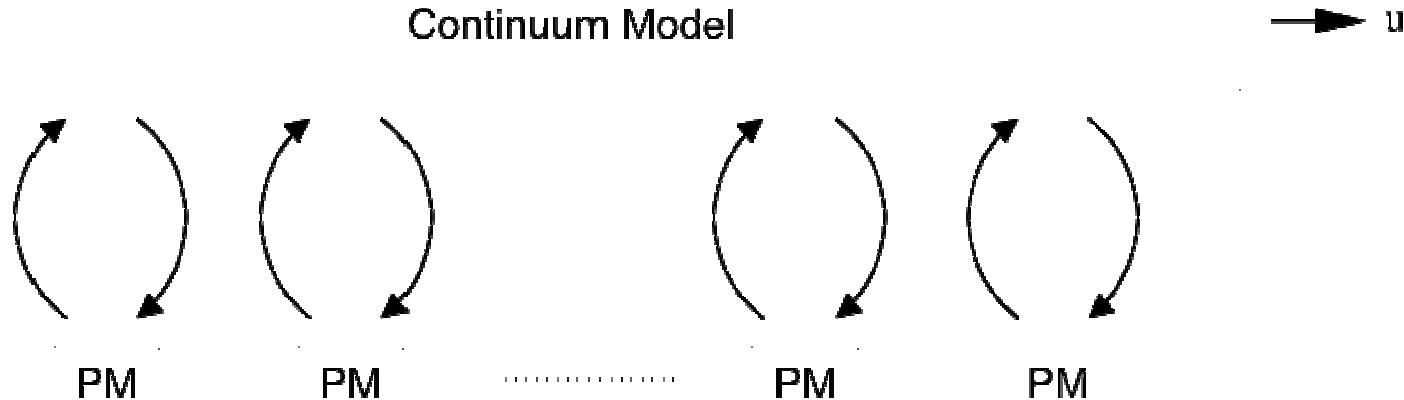


And all is well*



*Living in the under-resolved lane

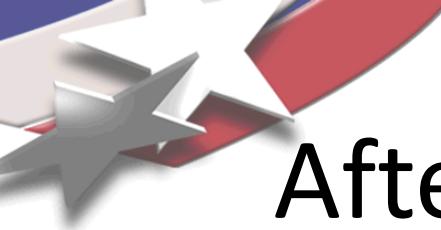
- Each particle simulation is under-resolved
 - ... but they may not be identically under-resolved
 - ... and we have no mechanism to assess the quality of the final simulation



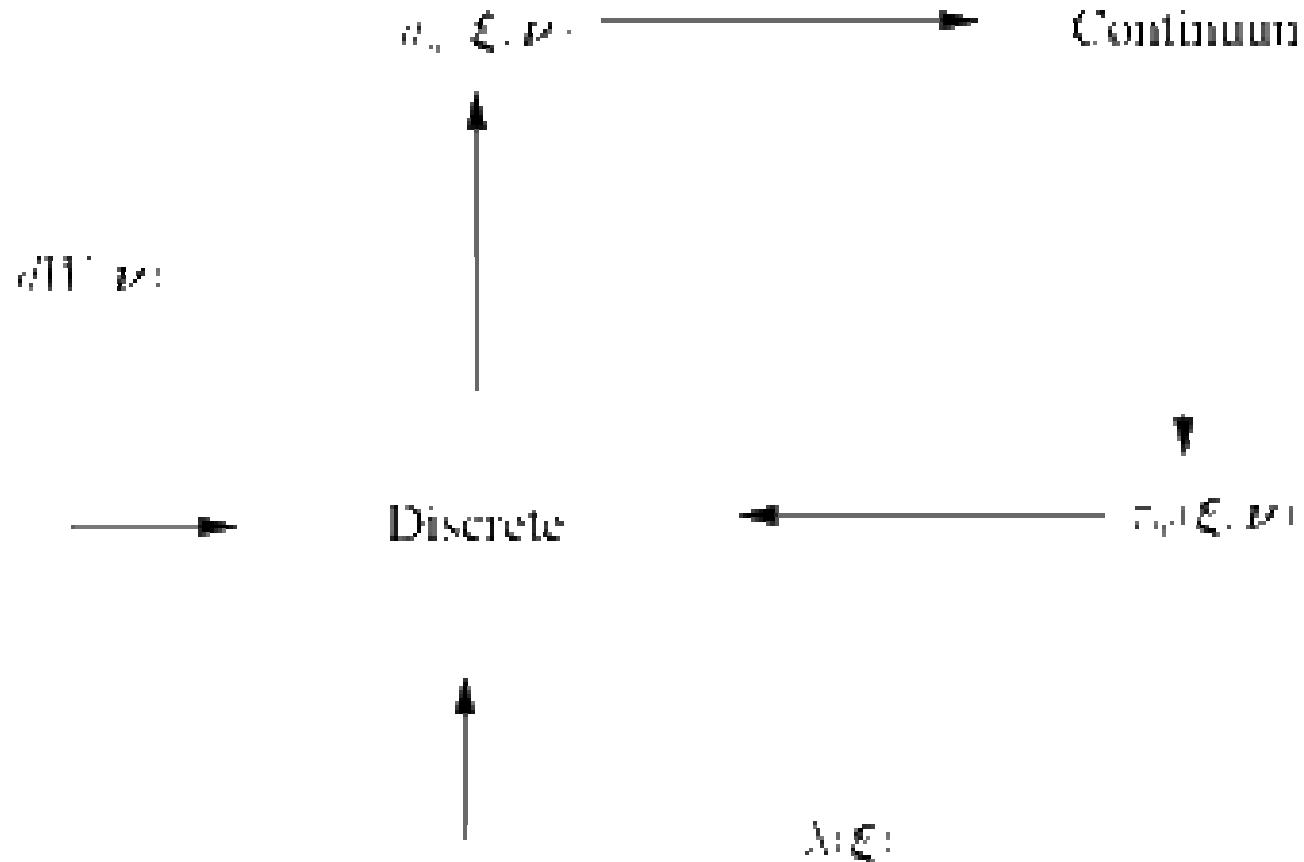


Uncertainty quantification for the multiscale world

- 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?

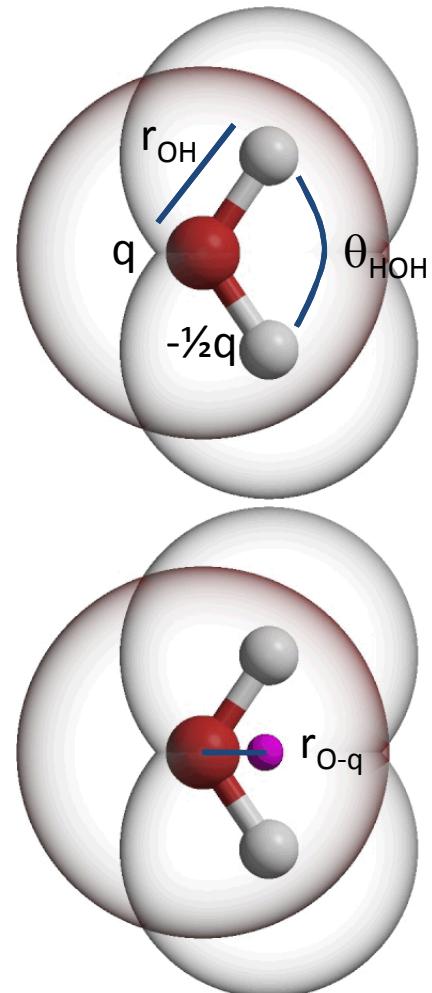


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...and immediately, there is trouble

- 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

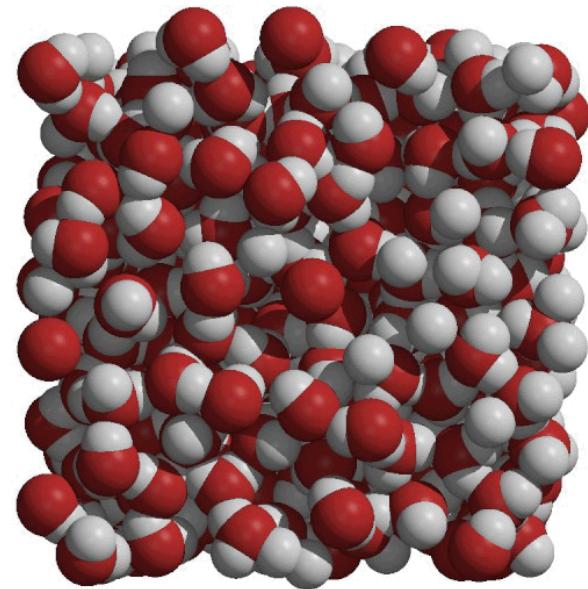
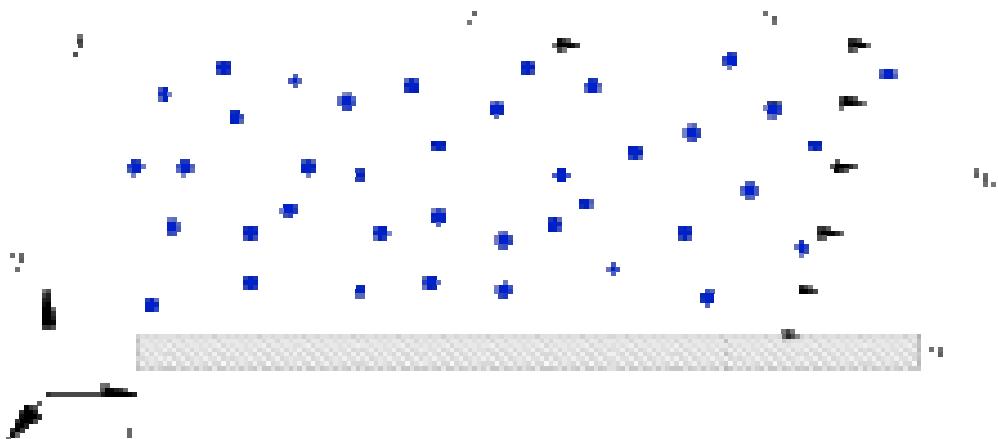




And if you thought water was hard...

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



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