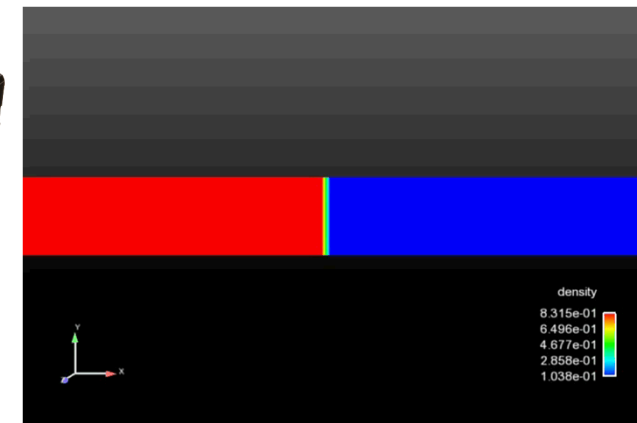


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# MiniAero and Aero: An Overview



Ken Franko

# Outline

- Mathematical Problem/Numerical Method
- MiniAero Code Design including use of Kokkos
- Comparison with Full Application
- Asynchronous Many-Task Parallelism
- Conclusions

# Equations

## Compressible Navier-Stokes Equations

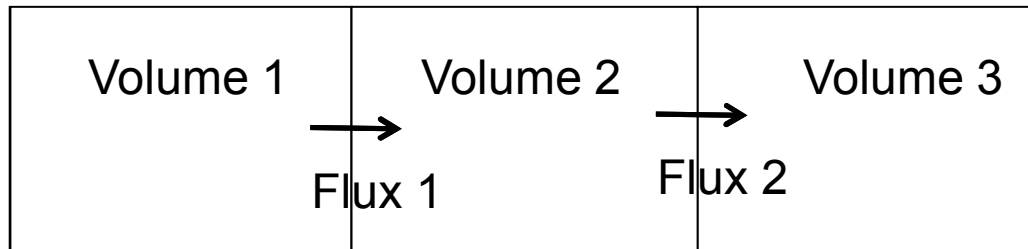
$$\frac{\partial \rho}{\partial t} + \frac{\partial \rho u_j}{\partial x_j} = 0 \quad \text{Mass}$$

$$\frac{\partial \rho u_i}{\partial t} + \frac{\partial}{\partial x_j} (\rho u_i u_j + P \delta_{ij}) = \frac{\partial \tau_{ij}}{\partial x_j} \quad \text{Momentum}$$

$$\frac{\partial \rho E}{\partial t} + \frac{\partial \rho u_j H}{\partial x_j} = - \frac{\partial q_j}{\partial x_j} + \frac{\partial u_i \tau_{ij}}{\partial x_j} \quad \text{Energy}$$

# Solution Method

Finite Volume:



- Cell-centered(MiniAero) or Node-centered(Aero)
- 1<sup>st</sup> order or 2<sup>nd</sup> order in space
- Flux boundary conditions
- Inviscid/Viscous option.

Explicit RK4 Time Marching (classic RK4) (MiniAero)

Point Implicit Solver for Implicit Time Marching (Aero)

# Finite Volume Details

$$\int_{\Omega} \frac{\partial \mathbf{U}}{\partial t} dV + \int_{\delta\Omega} (\mathbf{F}_j - \mathbf{G}_j) dA_j = 0$$

$$\int_{\Omega} \frac{\partial \mathbf{U}}{\partial t} dV \approx \frac{\partial \mathbf{U}^c}{\partial t} V^c$$

$$\int_{\delta\Omega} (\mathbf{F}_j - \mathbf{G}_j) dA_j = \sum_{f=1}^{\#faces} (\mathbf{F}_j^f - \mathbf{G}_j^f) A_j^f$$

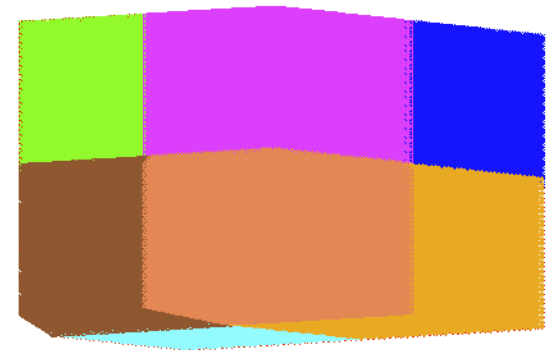
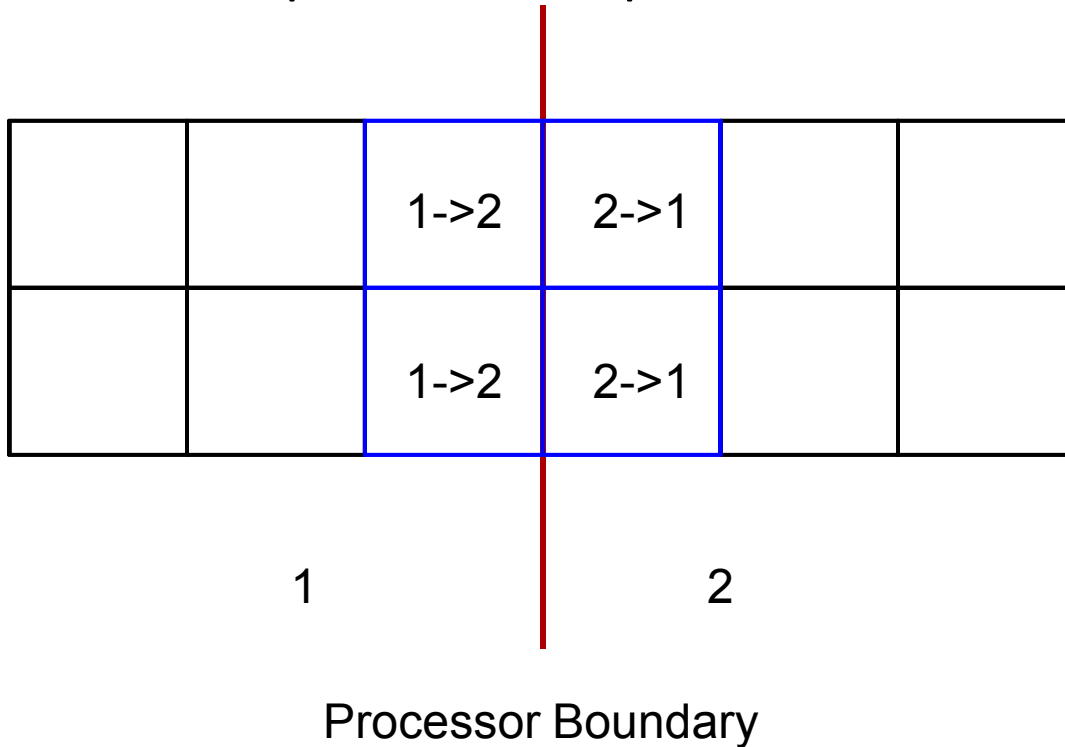
$$\frac{d\mathbf{U}^c}{dt} = \frac{1}{V^c} \sum_{f=1}^{\#faces} (\mathbf{F}_j^f - \mathbf{G}_j^f) A_j^f = \mathbf{R}(U^c)$$

# Aero/MiniAero Summary

- Fully 3D unstructured finite volume
- Explicit or Implicit time marching
- Inviscid Roe Flux
- Newtonian Viscous Flux
- Ideal Gas Model

# MiniAero MPI Implementation

- Decompose in multiple directions and use ghosting.



# Physics Kernels

## MiniAero

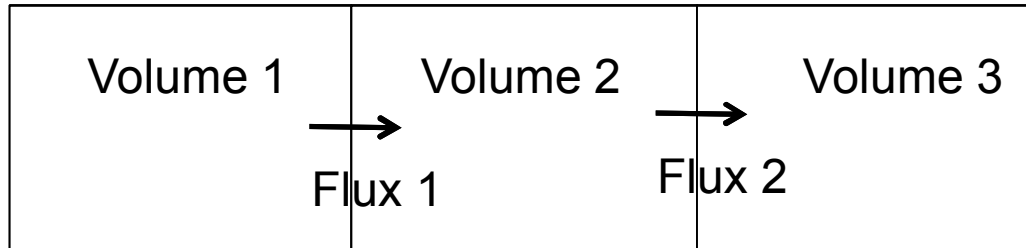
- Kokkos::Views are used to store the multi-dimensional arrays that are needed.
  - Heavy object-oriented design needs to be avoid.
  - Everything is an array (connectivity, flow state, indices)
- Functors apply a specific operation based on an index
  - **Parallel\_for**, **parallel\_reduce**, and **parallel\_scan**.
- Heavy use of template for polymorphism.

## Aero

- Uses Sierra Toolkit (STK).
- Loop-based – main loop is edge loop.
- Heavy use of class and virtual functions for polymorphism.



# MiniAero Assembly – Thread safety



## Options

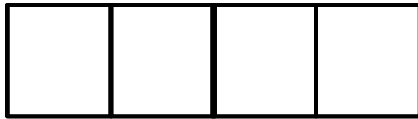
1. Store fluxes at Faces. Two loops – over faces and then over volumes. Downside: Performance and need to store flux direction for each volume.
2. **Stores fluxes for each face on volume. Two loops – over faces and then over volumes. AKA: Gather-sum**  
**Downside: Increased memory use**
3. **Atomic operations. Single loop over faces and no additional memory required.**  
**Downside: Could be slow with large number of conflicts.**

# MiniAero and Aero

MiniAero	Aero
Cell-centered	Node-centered
Explicit time-marching only	Explicit and implicit
1 <sup>st</sup> and 2 <sup>nd</sup> order in space	1 <sup>st</sup> and 2 <sup>nd</sup> order in space
Green-Gauss Gradients	Green-Gauss Gradient
MPI+X	MPI only
Kernel Based	Loop Based
Threaded	Not threaded
Array-based mesh	Uses STK mesh

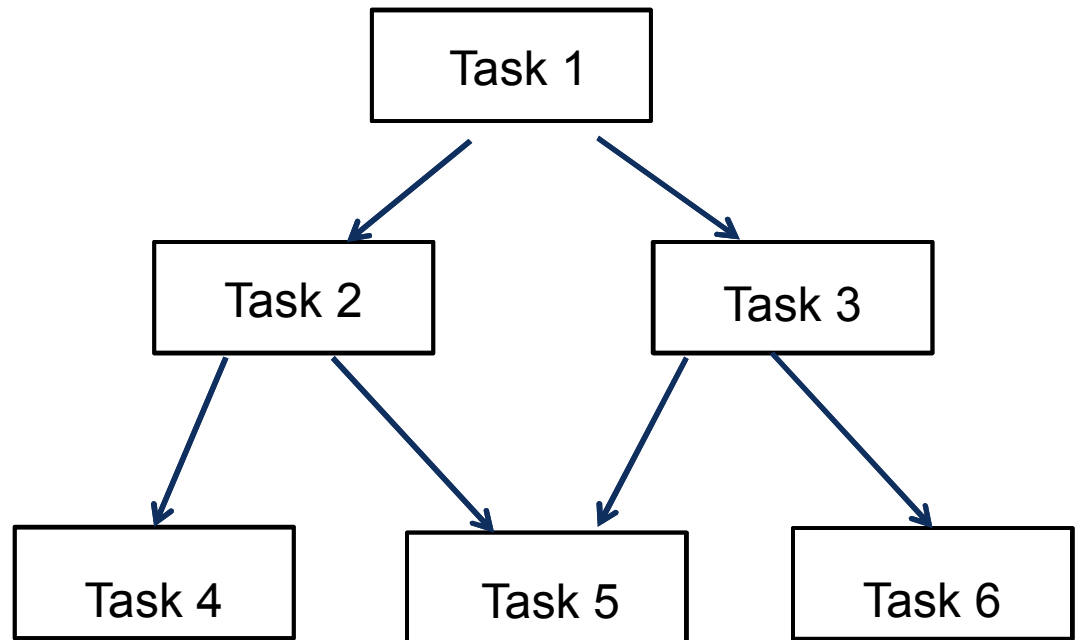
# MiniAero: Data versus Task Parallel

Data



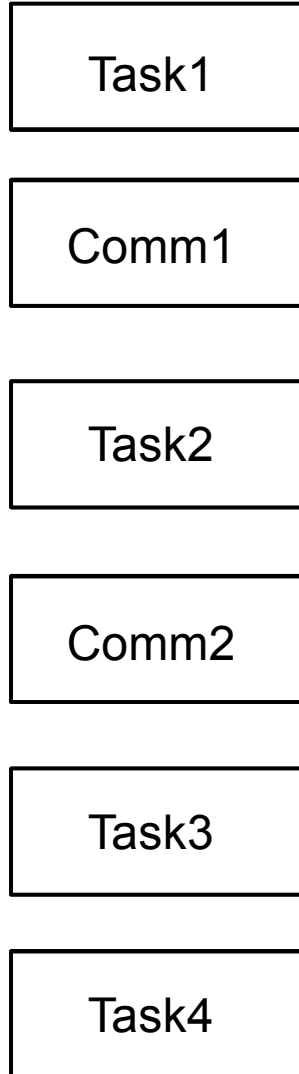
Threads/vectorization

Task

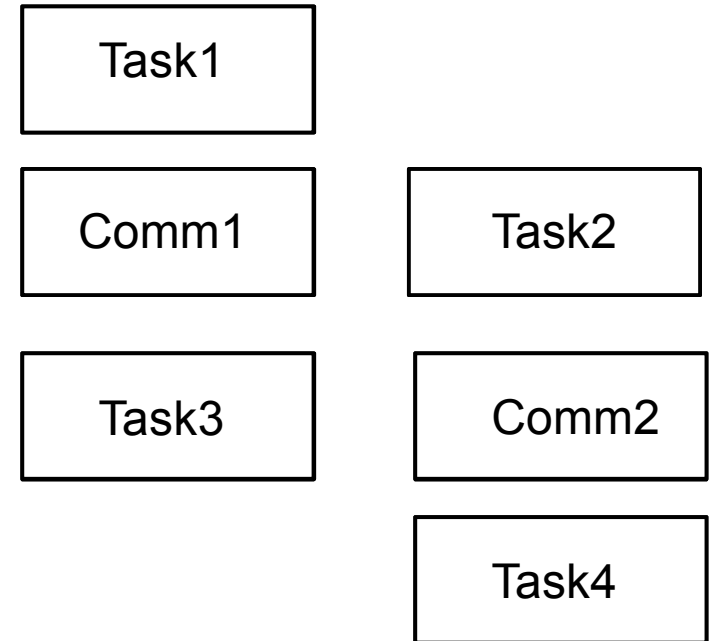


# Why Task Parallel?

## Standard MPI



## Task Parallel



# Task-Parallel Mini-Aeros

- Different approach than data-parallel, can be complementary.
- Part of L2 milestone with Dharma project(based in Sandia-CA)
- Evaluate different existing task-parallel programming models
  - Uintah
  - Legion
  - Charm++

# Conclusions

- MiniAero and Aero solve similar equations with similar methods
- Largest difference is between explicit and implicit time marching.
- Programming models are very different
  - MiniAero: heavy template use, kernels as functors, and threaded.
  - Aero: heavy run-time polymorphism, loop heavy, and MPI-only

# Questions