



SENSEI / SENSEI-Lite / SENEI-LDC Updates

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Collaboration on the implicit SENSEI-LDC code

- Focus is on solvers and preconditioners
- Maximum efficiency is found when considering interactions between: matrix storage format, memory use, hardware, preconditioner, solver
- K. Swirydowicz, E. de Sturler, X. Xu, and C. J. Roy, “Fast Solvers and Preconditioners,” SIAM Annual Meeting, Chicago, IL, July 7-11, 2014

Collaboration on SENSEI

- SENSEI uses modern Fortran, but includes ISO-C bindings so we can interface with existing solvers in C
- SENSEI uses a built in CPU solver library (Fortran), but has recently been extended towards GPU functionality using the CUDA ITSOL interface (C); this is the same interface used by de Sturler’s group
- The folks in Math should now have access to the SENSEI GIT repository



Collaboration w/ Feng's group: SENSEI-LDC and SENSEI

- Worked with Tom Scogland to get explicit SENSEI-LDC code running on multiple GPUs (AIAA Paper, journal submission in progress)
- Developed plan for GPU-parallelizing SENSEI using OpenACC
- B. P. Pickering, C. W. Jackson, T. R. W. Scogland, W.-C. Feng, and C. J. Roy, "Directive-Based GPU Programming for Computational Fluid Dynamics," AIAA Paper 2014-1131, 52nd Aerospace Sciences Meeting, National Harbor, MD, January 13-17, 2014

Collaboration w/ Sandu's group: SENSEI-Lite

- Developed a MATLAB version of SENSEI: the "real" SENSEI-Lite
- Current code capabilities: structured grid, general geometry, finite volume method, single block, inviscid, and explicit solver
- Upcoming capabilities: viscous (Navier-Stokes) & implicit w/ full Jacobian
- Sandu's group currently has access to code through github
- Sandu's group will use the implicit code for studying their IMEX and ROK/EXPK schemes for time accurate simulations



Published:

- B. P. Pickering, C. W. Jackson, T. R. W. Scogland, W.-C. Feng, and C. J. Roy, “Directive-Based GPU Programming for Computational Fluid Dynamics,” 52nd AIAA Aerospace Sciences Meeting (SciTech), National Harbor, MD, January 2014.
- J. M. Derlaga, T. S. Phillips, and C. J. Roy, “SENSEI Computational Fluid Dynamics Code: A Case Study in Modern Fortran Software Development,” AIAA Paper 2013-2450, 21st AIAA Computational Fluid Dynamics Conference, San Diego, CA, June 2013.
- B. P. Pickering, *Evaluating the OpenACC API for Parallelization of CFD Applications*, MS Thesis, Aerospace and Ocean Engineering Dept., Virginia Tech, June 2014.
- K. Swirydowicz, E. de Sturler, X. Xu, and C. J. Roy, “Fast Solvers and Preconditioners,” SIAM Annual Meeting, Chicago, IL, July 7-11, 2014.

To be submitted very soon:

- B. P. Pickering, C. W. Jackson, T. R. W. Scogland, W.-C. Feng, and C. J. Roy, “Directive-Based GPU Programming for Computational Fluid Dynamics,” manuscript in preparation for submission to *Computers and Fluids*, August 2014.
- J. M. Derlaga, T. S. Phillips, and C. J. Roy, “SENSEI Computational Fluid Dynamics Code: A Case Study in Modern Fortran Software Development,” manuscript in preparation for submission to the *Journal of Aerospace Computing, Information, and Communication*, August 2014.



SENSEI-LDC

- Publish article with de Sturler's group on preconditioners/solvers for GPU
- Collaborate w/ Mueller's group on MemTrace (explicit and implicit codes)

SENSEI-Lite

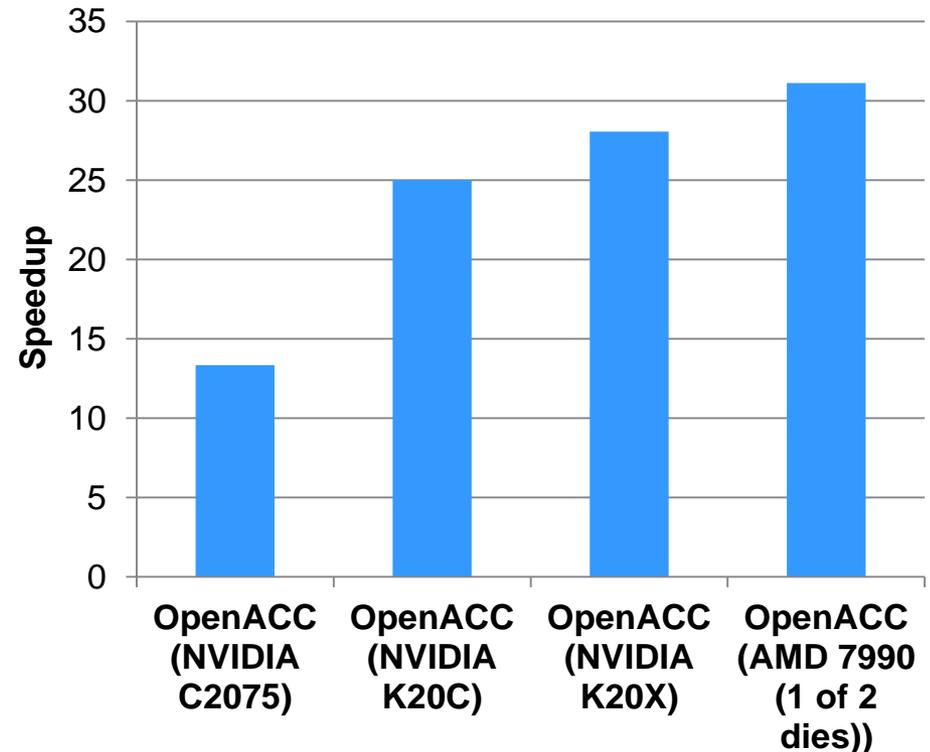
- Complete code development to include viscous terms & implicit Jacobian
- Collaborate with Sandu's group on time accurate solutions
- Collaborate with de Sturler's group on preconditioners/solvers

SENSEI

- Improve general preconditioners/solvers and implementation on GPU w/ de Sturler's group
- Develop strategy for handling function pointers and allocatables within OpenACC w/ Feng's group
- Implement OpenACC directives in SENSEI code base w/ Feng's group



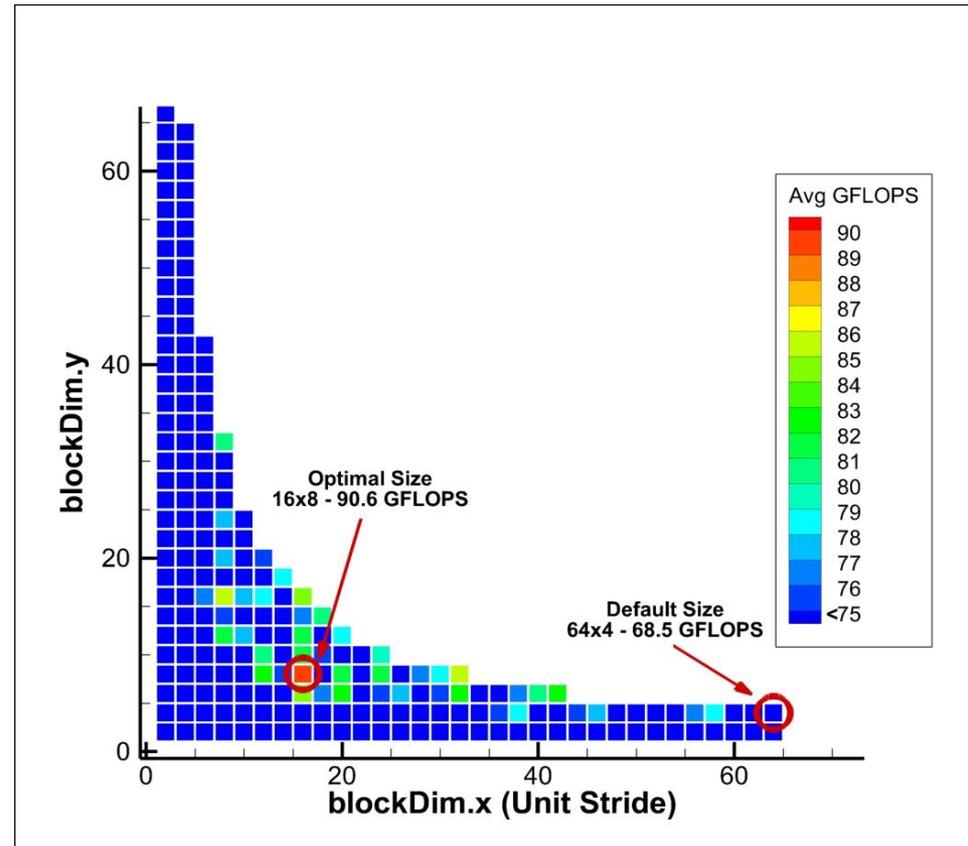
- RECAP:
 - 2D Cartesian grid FDM.
 - Solves incompressible Navier-Stokes using artificial compressibility (lid-driven cavity benchmark case).
 - Ported from an existing Fortran code to run on GPUs using OpenACC + PGI compiler.
- Recent work focused on performance optimization of the OpenACC code and running on multiple GPUs.
- Newer versions of PGI compiler (14.x) support additional accelerator platforms, including AMD GPUs.



Above: Speedup of INS code on several GPU platforms relative to a single CPU thread (SSE vectorized) running on a Xeon X5560.

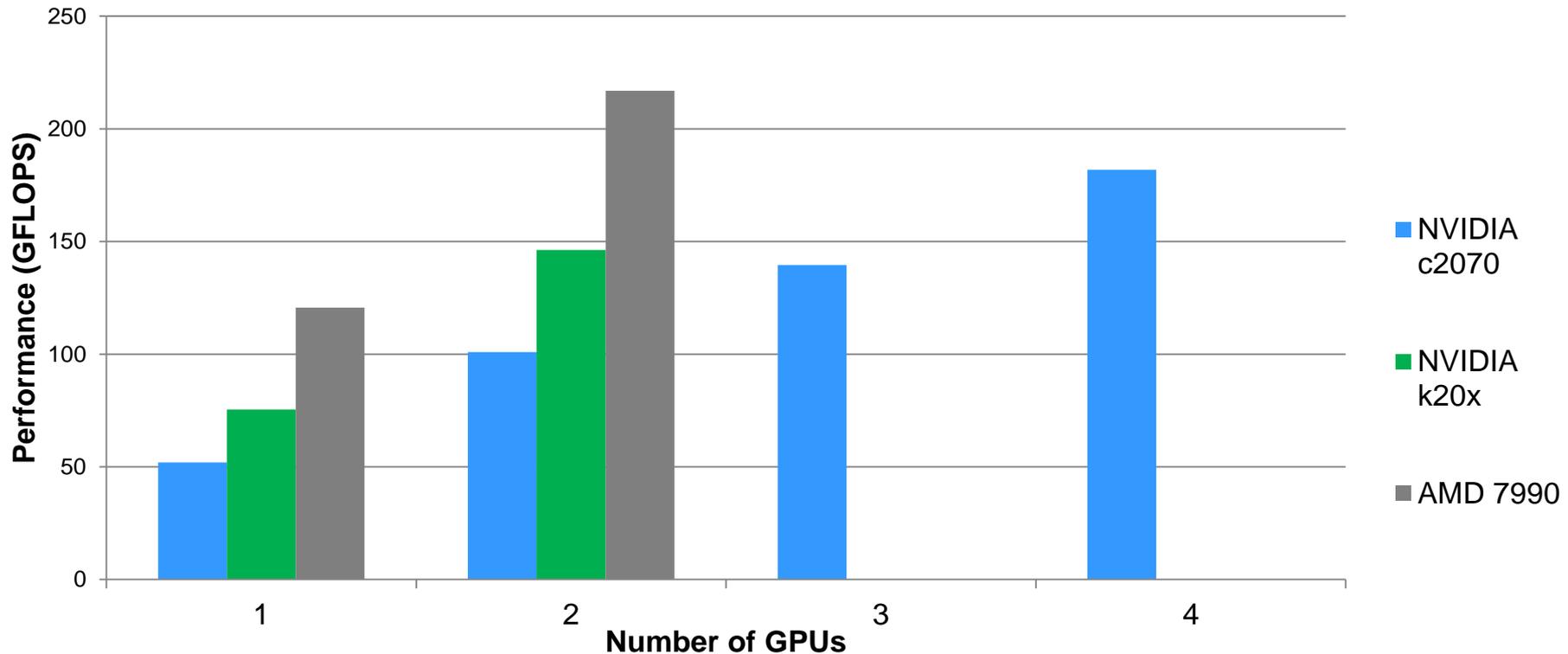


- Can use OpenACC clauses to control the kernel launch configuration on NVIDIA devices.
 - For CUDA accelerators, OpenACC *vector* parameter corresponds to the number of CUDA threads in a block.
 - Enables application specific tuning.
- Explored entire parameter space of possible 2D thread-block dimensions.
 - Tested both Fermi (C2075) and Kepler (K20) GPUs, using double and single precision arithmetic.
 - On all platforms, the default block size (when no vector clause was used) was observed to be 64x4.
 - Manual tuning showed performance increases ranging from 6-33% on the different GPUs. The compiler default was never found to be optimal.



Above: Optimization results for a K20c GPU using double precision.

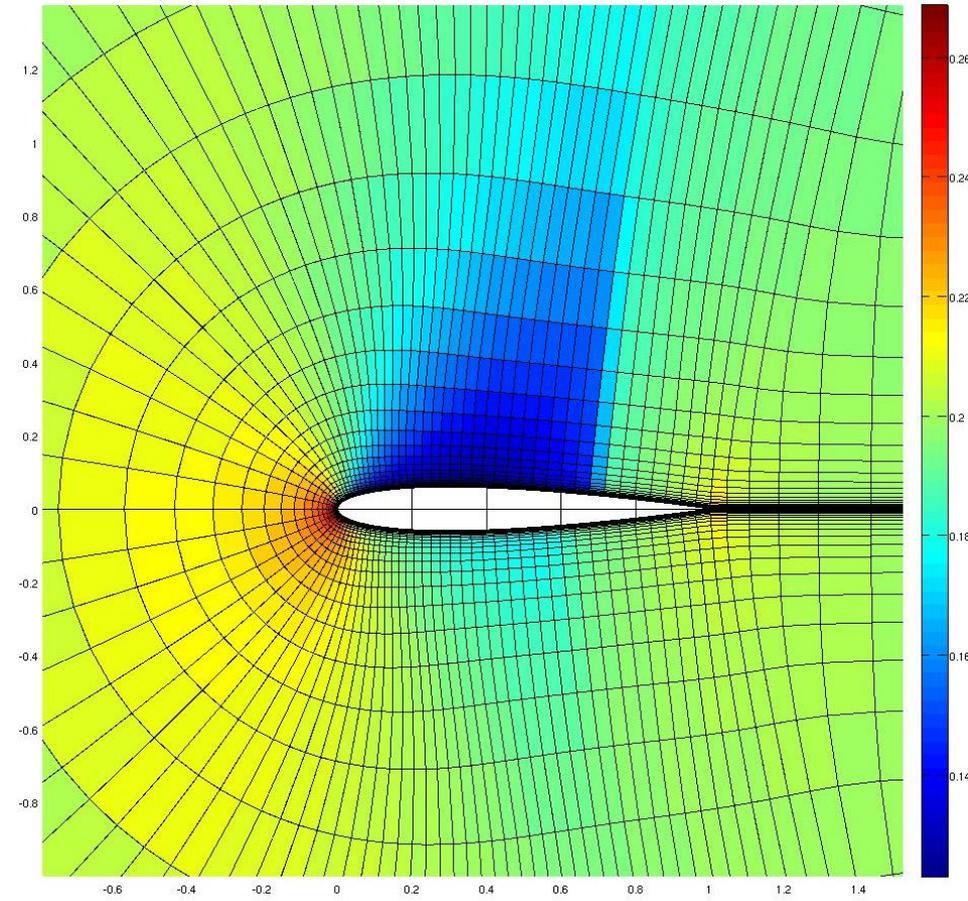
Default: 64x4 threads/block → 68.5 GFLOPS
Optimal: 16x8 threads/block → 90.6 GFLOPS



- Near linear performance scaling using multiple-GPUs.
 - Used domain decomposition, with each domain partition residing on one GPU for the duration of the simulation (only ghost-cells had to be exchanged on each iteration).
 - One control CPU thread per GPU.
 - PGI 14.1 compiler can generate code for AMD GPUs in addition to NVIDIA.



- Code is based directly on the SENSEI CFD code (same numerical methods).
- 2D, single-block structured grid FVM.
- Written with “mex” files (C++) for better performance.
- Splits the RHS flux contributions to facilitate working with IMEX schemes.
 - E.g., split equations into convective + diffusive components.
- **Goal: Full LHS(Jacobian) + RHS equation splitting to enable**



Above: Solution from Matlab CFD code for NACA 0012 at Mach 0.8, 5° AOA.