Walberla: A Framework for Simulating Complex Flows on 10,000 Cores and Beyond

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Motivation



Widely Applicable Lattice Boltzmann Solver from Erlangen

- Massively Parallel LB Framework
- Designed to
 - support a wide range of functionalities required by CFD applications
 - minimize the integration effort of new functionality

Outline

- Lattice Boltzmann Method
- Patch and Parallelization Concept
- Particulate Flows



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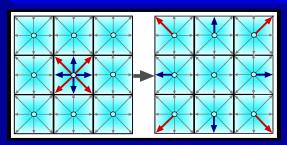
Lattice Boltzmann Method

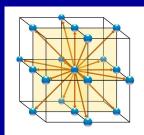
Brief Introduction

- Mesoscopic method for CFD simulations
- Equivalent to a finite difference Navier-Stokes scheme
- Two major steps: Stream step and collision step

$$f_{\alpha}(x_{i} + e_{\alpha,i}\delta t, t + \delta t) - f_{\alpha}(x_{i}, t) = -\frac{\delta t}{\tau} \left[f_{\alpha}(x_{i}, t) - f_{\alpha}^{(eq)}(\rho(x_{i}, t), u_{i}(x_{i}, t)) \right]$$

$$\rho u_{i} = \sum_{\alpha=0}^{18} e_{\alpha,i} \cdot f_{\alpha} \qquad \rho = \sum_{\alpha=0}^{18} f_{\alpha}$$



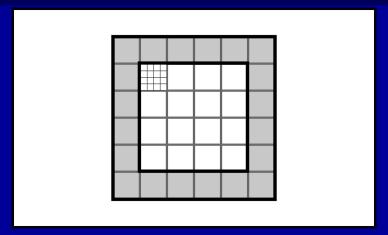


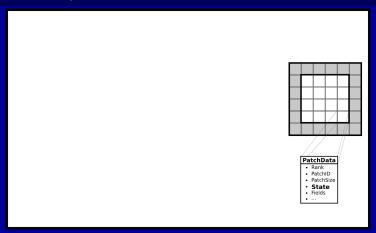


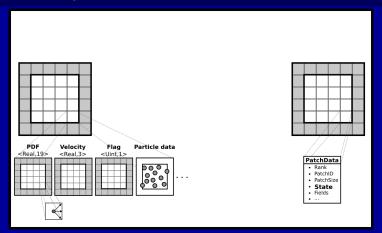
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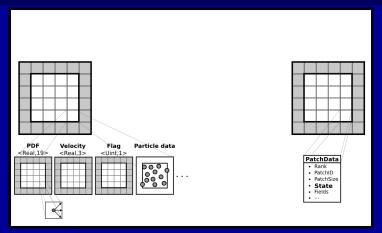
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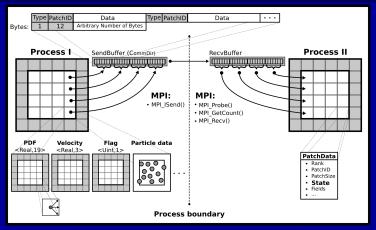
Parallelization Features

- Send/Recv of arbitrary grid data via MPI
- Support of messages with variable size
- Bundling of MPI messages to reduce start up times

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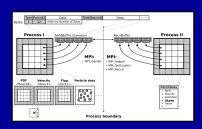
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Parallelization



Utilization

- Various complex LBM applications
- Poisson and convection-diffusion problems
- Jacobi and Gauss-Seidel solvers
- Multigrid solver



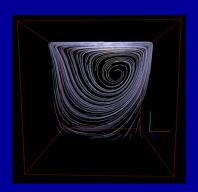
Weak Scaling Results

LBM

- D3Q19
- SRT
- Lid Driven Cavity

Node Performance on Woodcrest Cluster

- 217 Intel Xeon (Woodcrest) CPUs
- Duel-socket, duel-core
- Peak performance: 10.3 TFlops





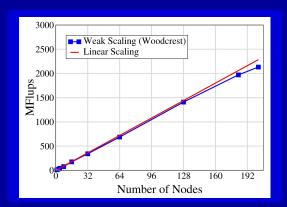
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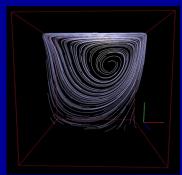
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Particulate Flows



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Motivation

Fluidization Processes

- Solid particles will behave like fluid
- Important in chemical engineering
- Limited understanding of fluidization behavior
- ullet Number of particles for a representative setup > 100 K 1 M

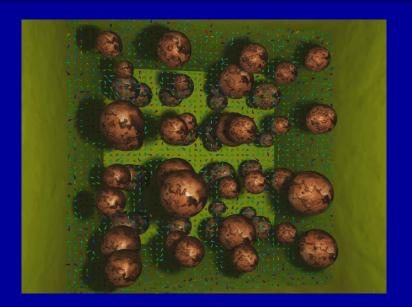
Objective

Simulate the motion of up to one million fully resolved particles to gain a deeper understanding of the fluidization behavior



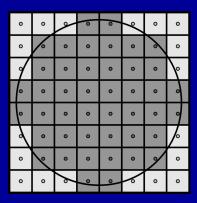






LBM Scheme for Particulate Flows

- Fully resolved particles
- Using "LB in fluid" for the particle treatment
- Second order velocity bounce back boundary conditions applied at the particle surface
- Calculation of hydrodynamic forces with the momentum exchange method
- Single relaxation time operator, D3Q19



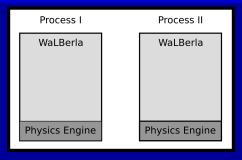
Time Loop

Mapping of the particles and application of the boundary conditions

LBM stream and collide (Communicate PDFs)

Determine hydrodynamic forces (Synchronize forces)

Move and collide particles (Communicate contacts, positions and velocities)



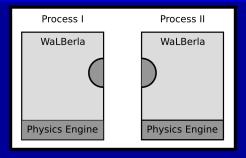
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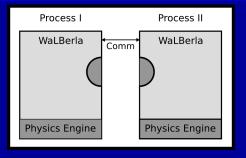




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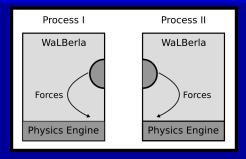
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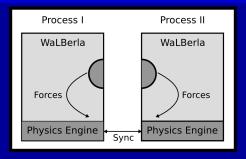




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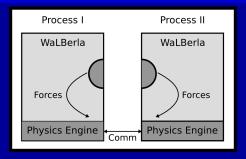
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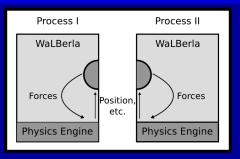
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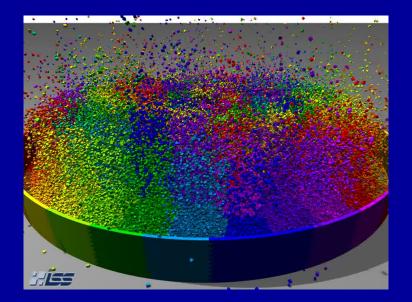
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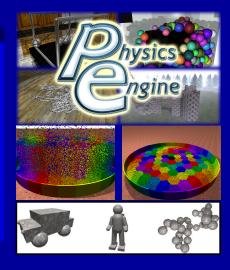


The Pe Physics Engine - Features

- Massively parallel framework for multi body simulations
- Several predefined primitive geometries
- Volumetric objects, not point masses
- Compound geometries
- Frictional collision response:

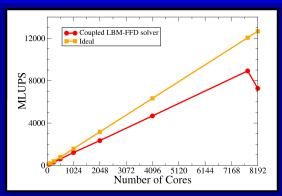
Parallel fast frictional dynamics

- Strictly local collision response calculation
- Perfectly suited for parallelization
- Largest multi body simulation:
 - 1.1 billion rigid bodies



Weak Scaling Results

- Measurements conducted on HLRB-2, Leibniz Supercomputing Center, Garching, Germany, 9728 cores, Itanium 2 (Montecito)
- 8 M lattice nodes and 2100 spherical particles per process
- Serial performance of 1.5 MLUPS
- We can simulate: $3.7 \cdot 10^7$ bodies, $6.6 \cdot 10^{10}$ nodes on 8192 cores

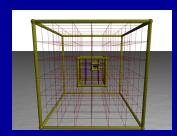


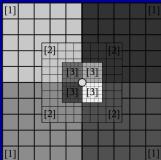
Outlook

Further Improvements of Walberla

- Adaptive grid refinement
- Load balancing
- Hybrid parallelization
- New architectures and systems







Acknowledgments

THANK YOU FOR YOUR ATTENTION!







