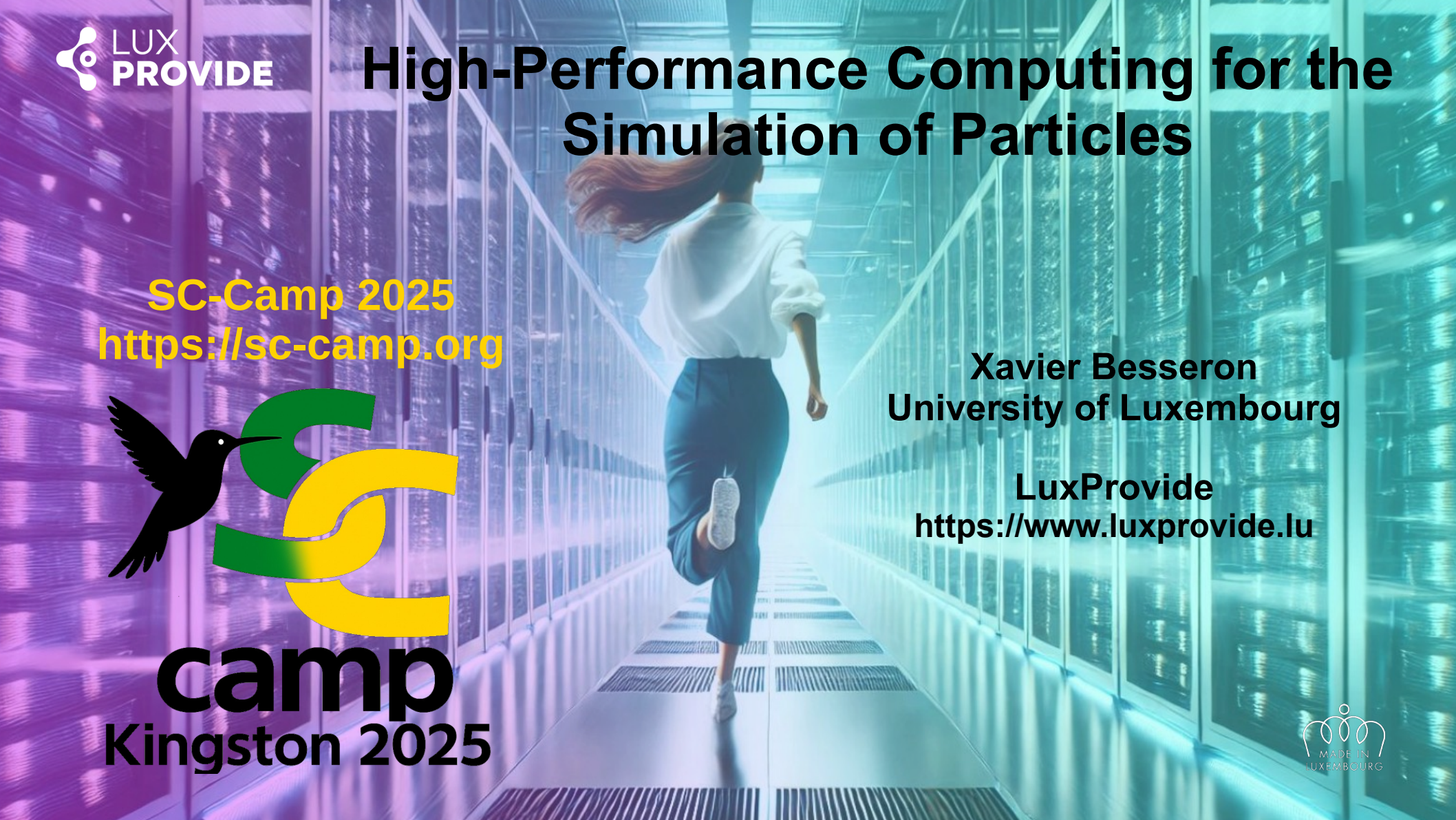
High-Performance Computing for the Simulation of Particles



SC-Camp 2025
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Kingston 2025

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About me: Dr Xavier Besseron

Grew up in the West Indies
- Guadeloupe island, France

PhD degree in Computer Science
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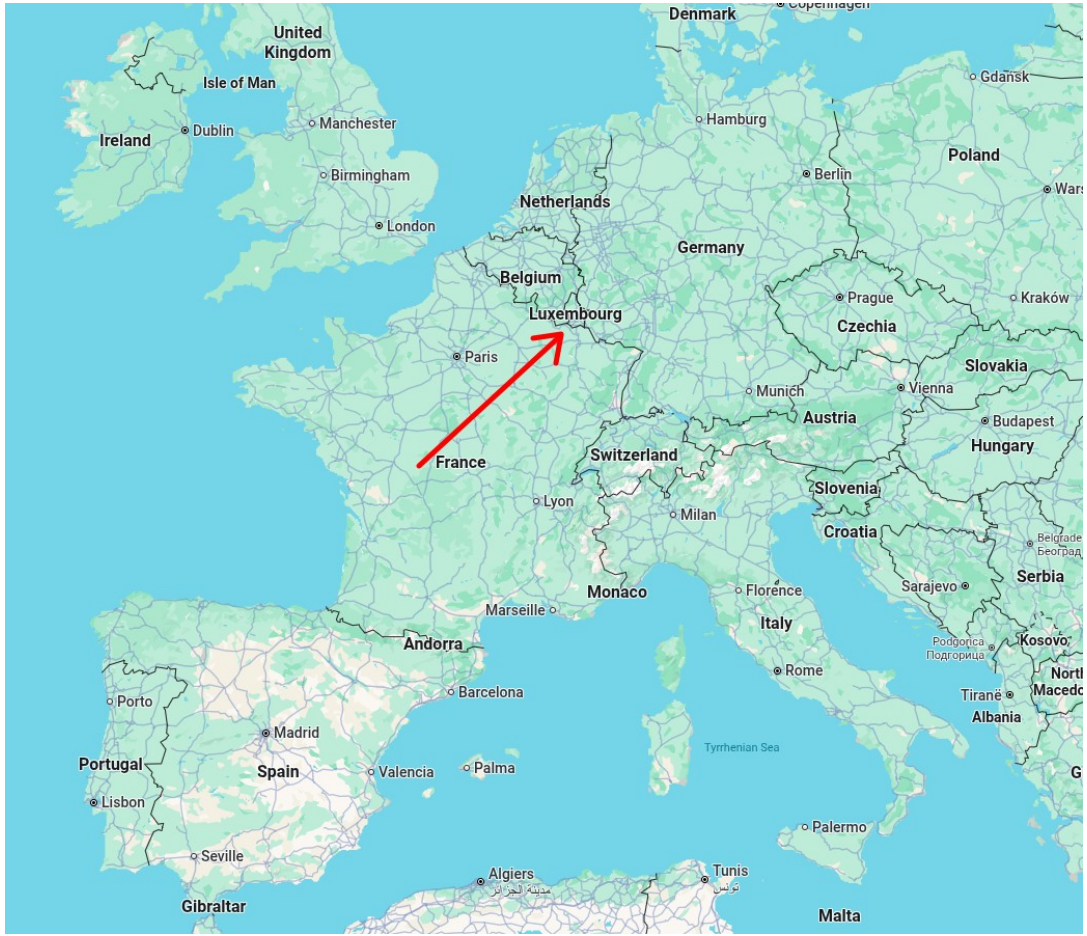


Outline

Introduction to High-Performance Computing

- Motivations
- Overview of the MeluXina supercomputer
- Parallelization Approaches
- Memory Models and Programming Models
- Parallel Programming Caveats
- Performance Modeling and Analysis

HPC for the Simulation of Particles

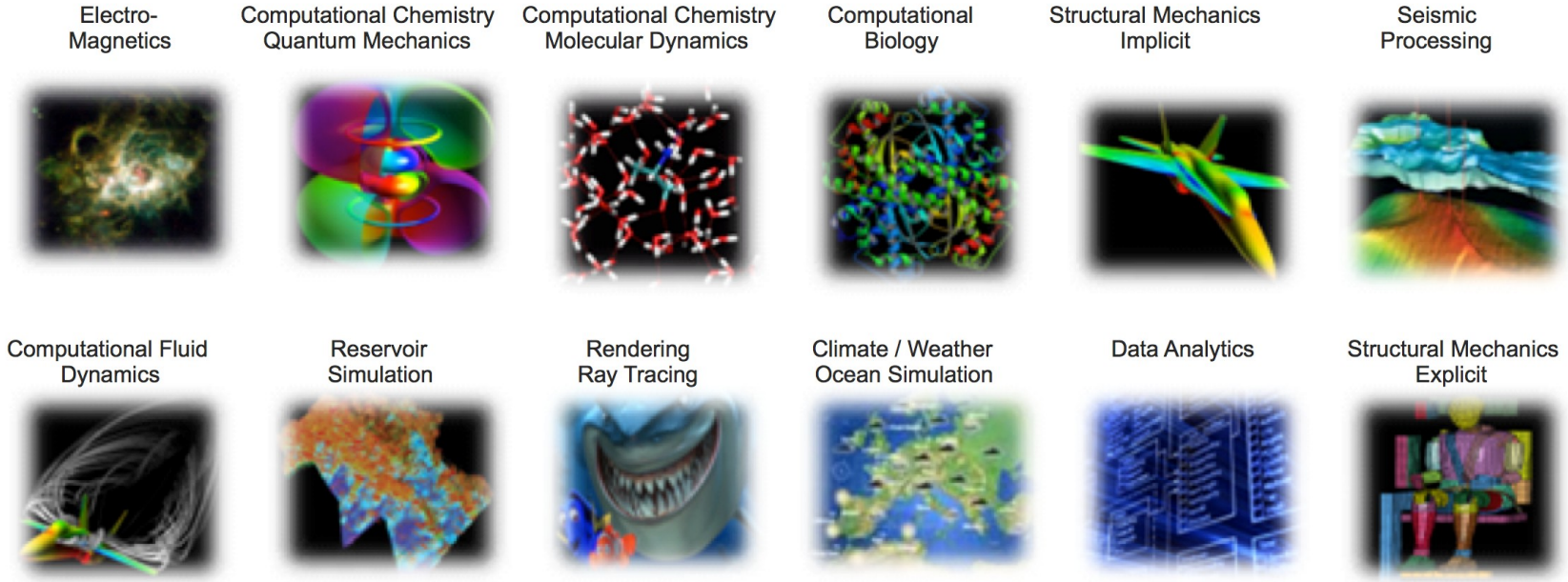
- Discrete Element Method and XDEM
- Domain Decomposition and Load-Balancing
- Fine Grain Parallelization with OpenMP
- Faster Broad-Phase with Roofline Analysis

Introduction to

High-Performance Computing

Motivations

Computer Simulation is everywhere



- Computational Fluid Dynamics (OpenFOAM)
- Finite Element Analysis (Abaqus)
- Climate / Weather / Ocean Simulation (WRF)
- Molecular Dynamics (Gromacs, Amber)
- Quantum Chemistry (Quantum Espresso)
- Visualization (Paraview)
- Data processing (R, Matlab)
- Deep Learning (PyTorch, Tensorflow)
- ...

What is High Performance Computing?

High Performance Computing (HPC)

- Use of parallel and distributed computers with fast interconnects
- To execute an application quickly and efficiently

Why parallel computers?

- Performance of single CPU core is getting limited (power, physics)
- Multiple cores are used to increase the computing capacity

HPC is challenging

- Active research domain
- Provides tools for many other researchers

How to get faster with HPC?

~~Build faster processor~~

- Moore's law continues but ***The free lunch is over!***
- CPU serial-processing speed is reaching its physical limit

➔ **Multi-cores processor architectures**

➔ **Accelerators and specialized processors** (GPU, TPU, FPGA, etc.)

Combine multiple computers

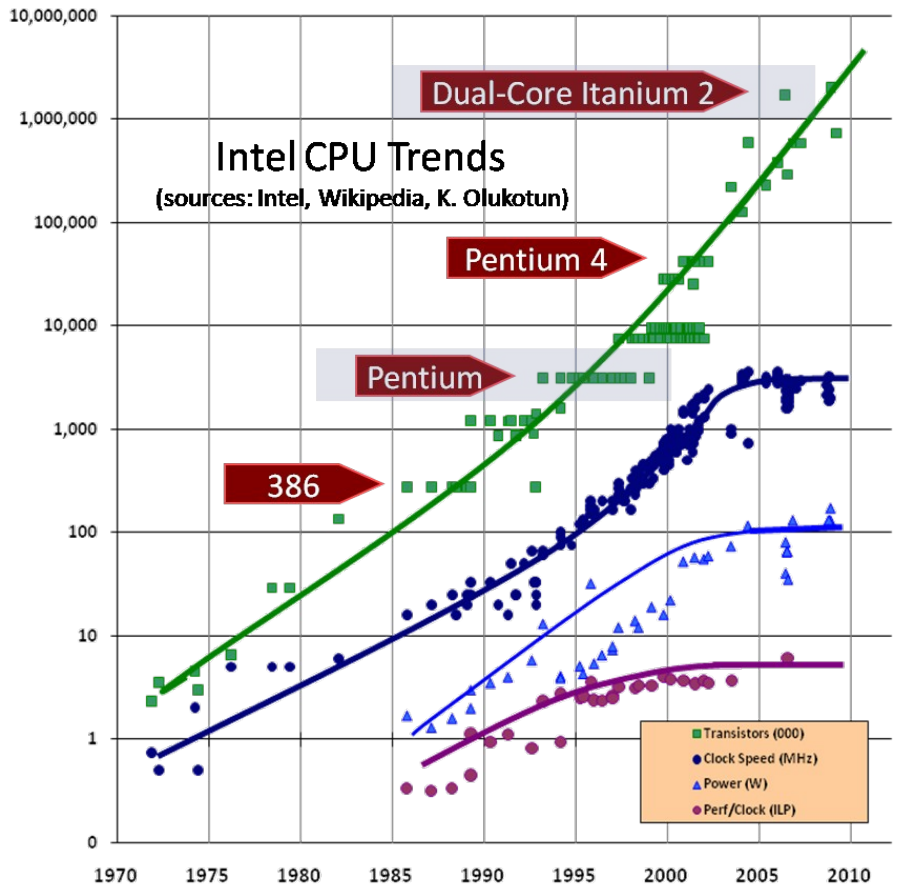
➔ **HPC Clusters and Supercomputers**

Better use of the hardware

➔ **Identify the actual bottleneck** (CPU, memory, network, etc.)

➔ **Vectorization (SIMD)**

Not to forget: **Better algorithms**



H. Sutter. *The Free Lunch Is Over*. 2005

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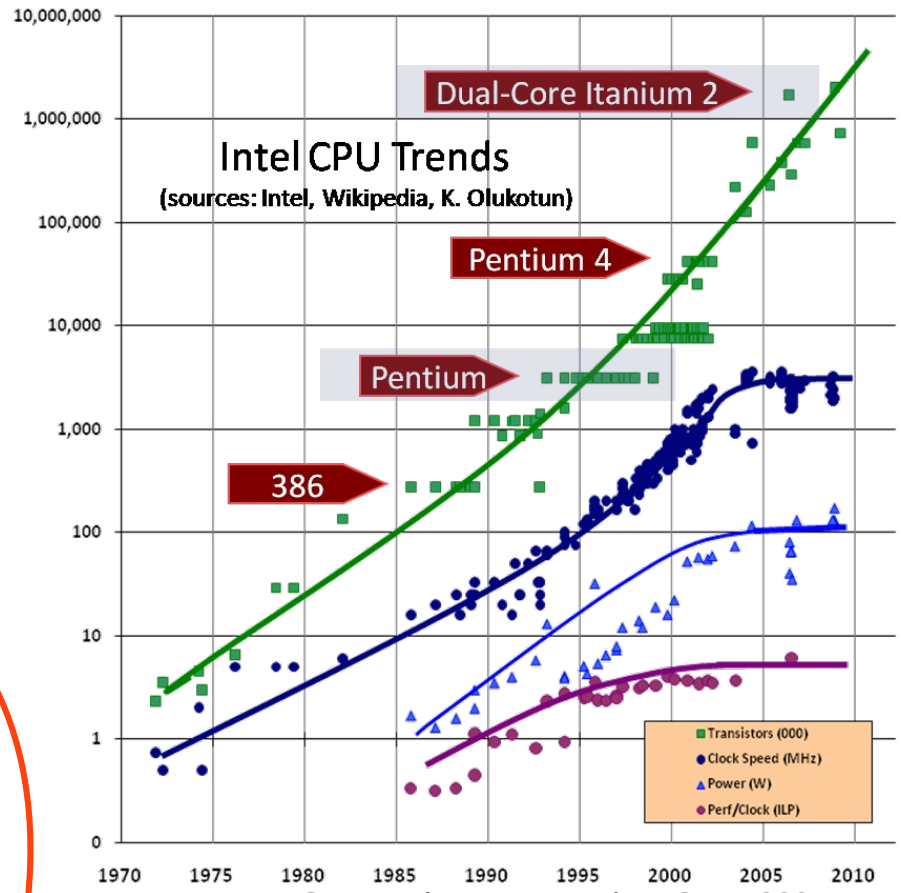

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Parallel programming

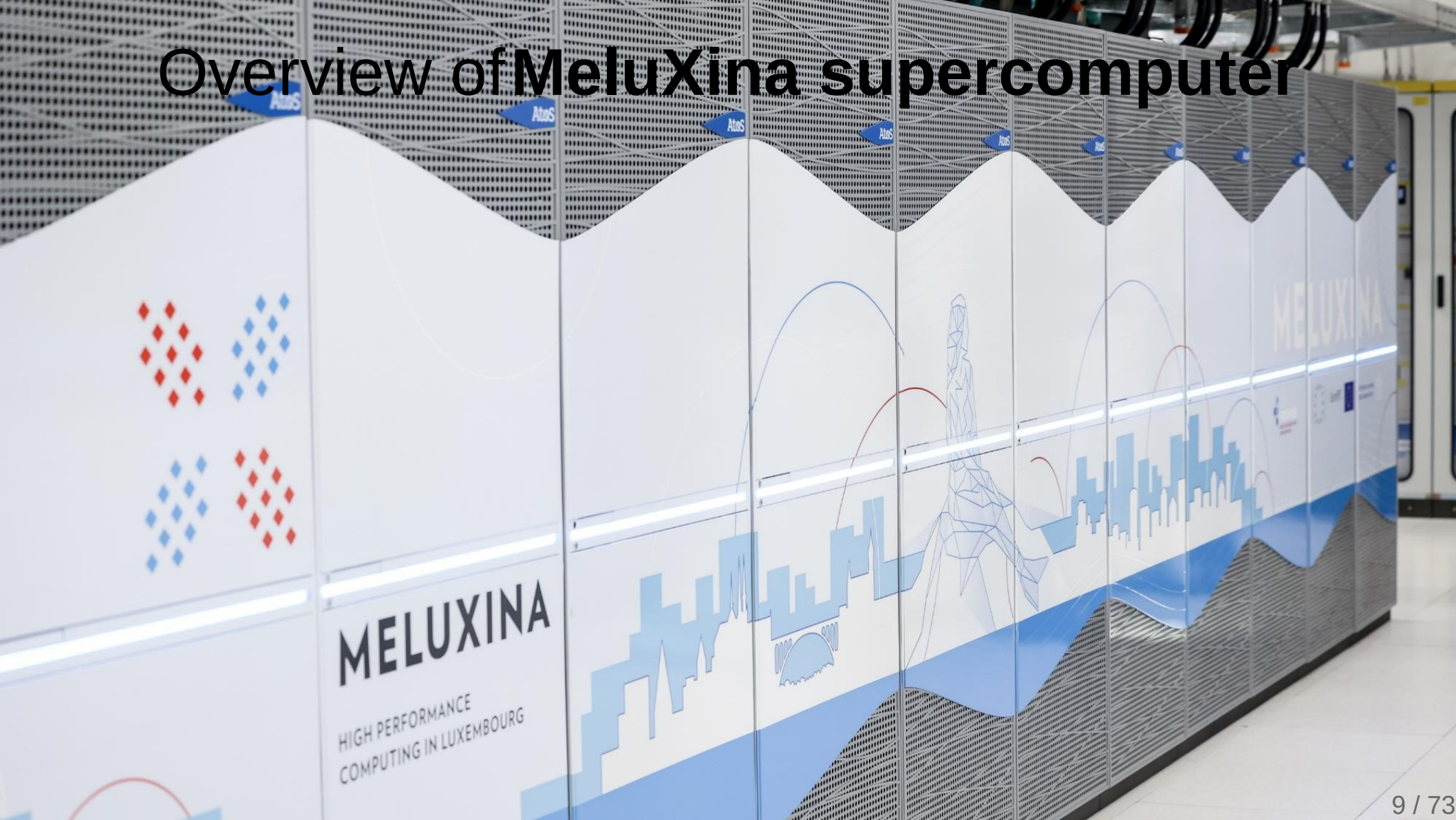
How much faster is HPC?

Your simulation is limited by the performance of you computer

	 Your laptop	shared with other users MELUXINA HIGH PERFORMANCE COMPUTING IN LUXEMBOURG	shared with other users EL CAPITAN
CPU	8 cores	89,984 cores	1,051,392 cores
Memory	32 **G**B	488 **T**B	5.44 **P**B
Storage	1 **T**B	12.6 **P**B	TBA
Network	Ethernet 10 Gb/s	Infiniband 200 Gb/s	Slingshot 200 Gb/s
Accelerators	1 GPU	800 GPUs	43,808 GPUs
R_{peak}	350 **G**flops	18 **P**flops	2.75 **E**flops

→ HPC provides the **methodology** and **tools** for your application to run faster

Overview of **MeluXina supercomputer**



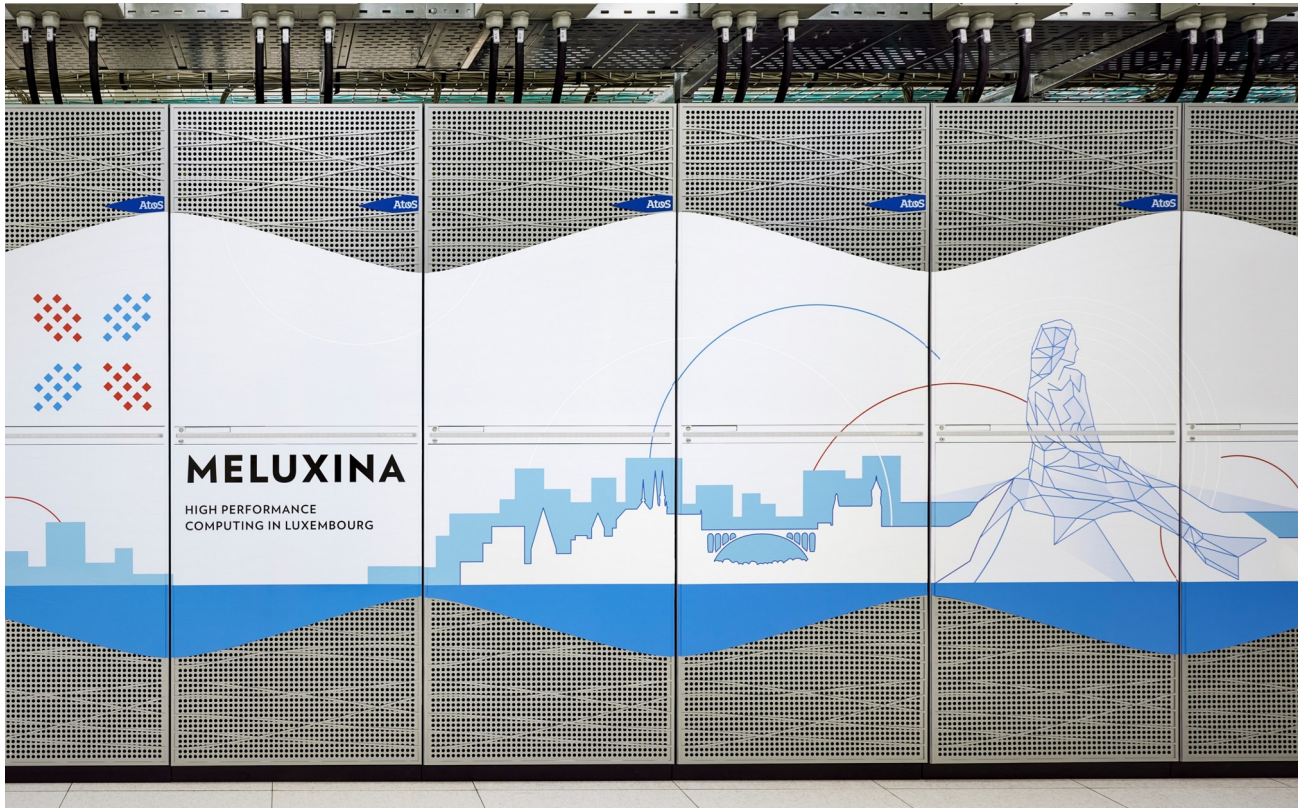
World-class computing capabilities

For data exploration

To build & use AI

For simulation

Luxembourg's National Supercomputer MeluXina



90.000
HPC CPU cores

800
GPU-AI accelerators

20
Petabytes high performance storage

+450
TB RAM

300+
Tailored software packages

When it was launched in June 2021, the MeluXina accelerator module has been ranked:

TOP500 in 2021

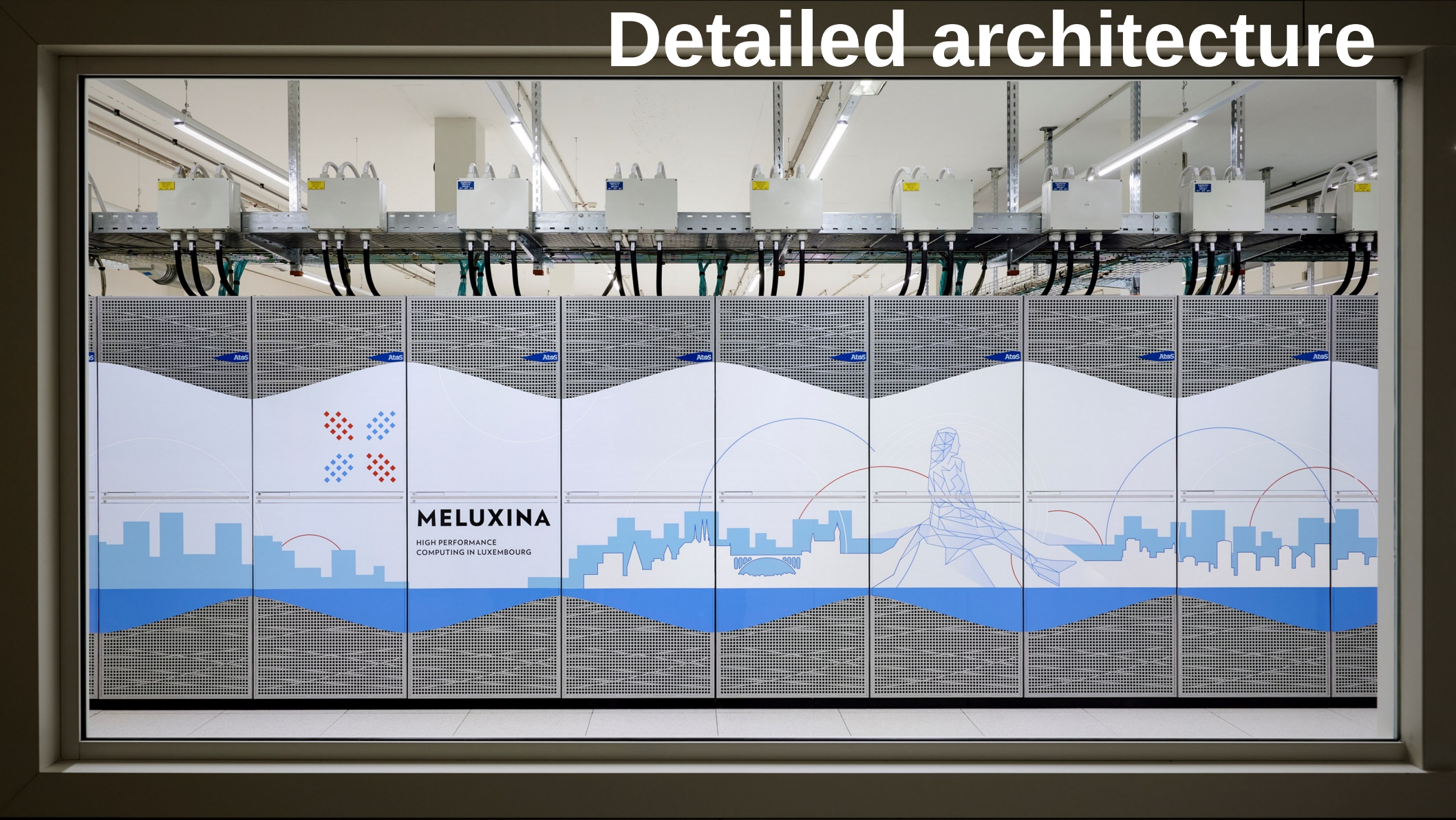
36th

GREEN500 in 2021

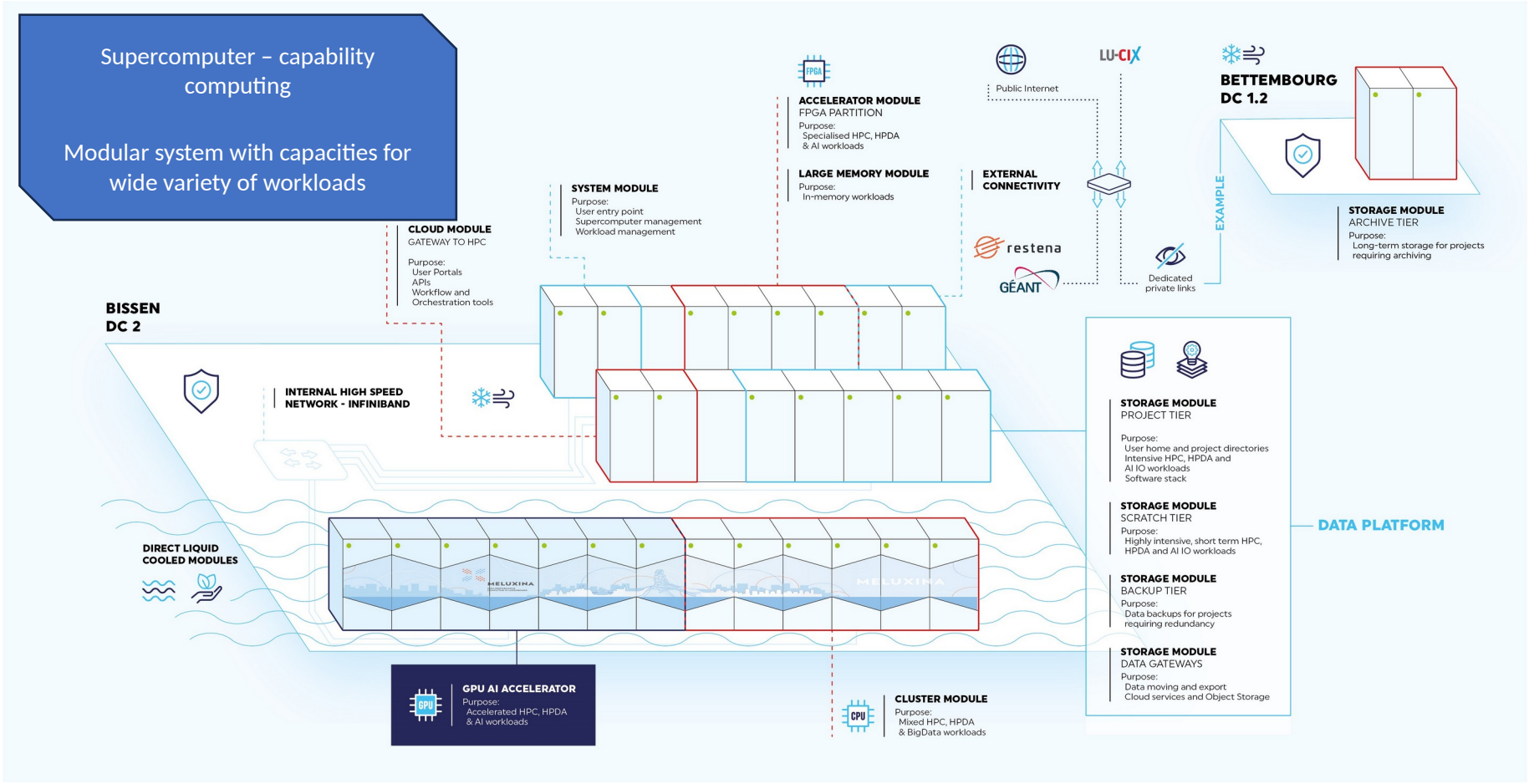
4th (world)

1st (EU)

Detailed architecture



MeluXina architecture walkthrough



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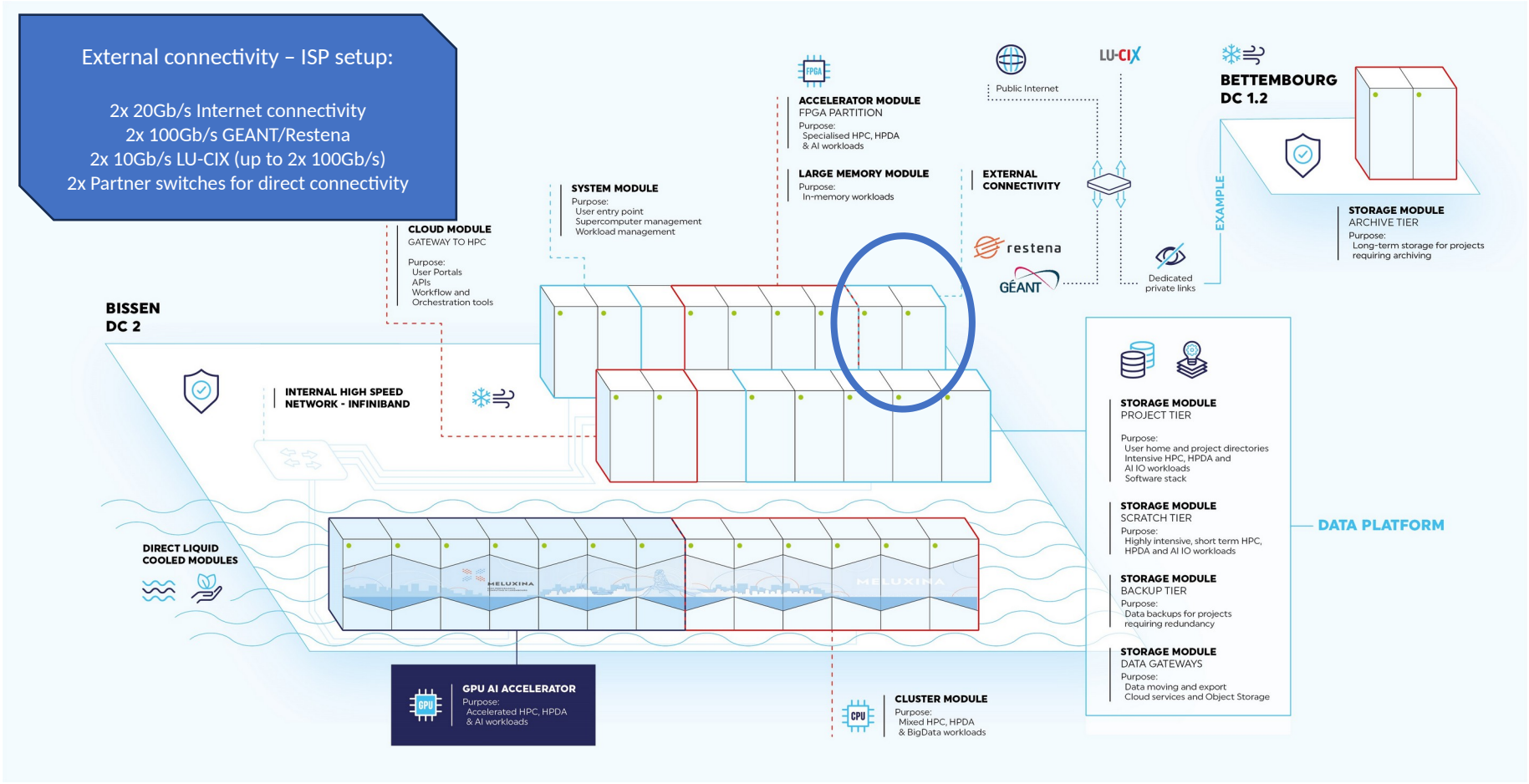

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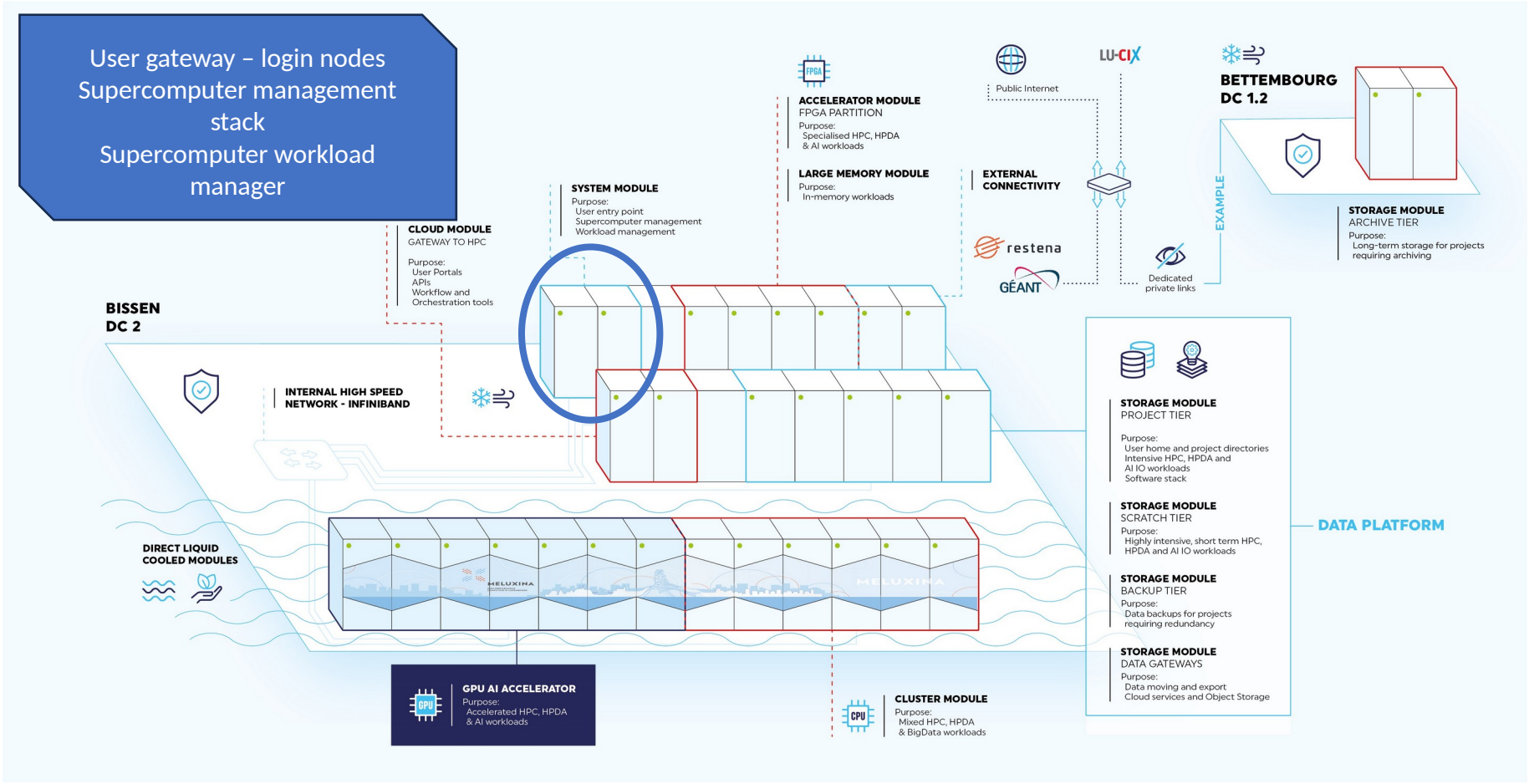

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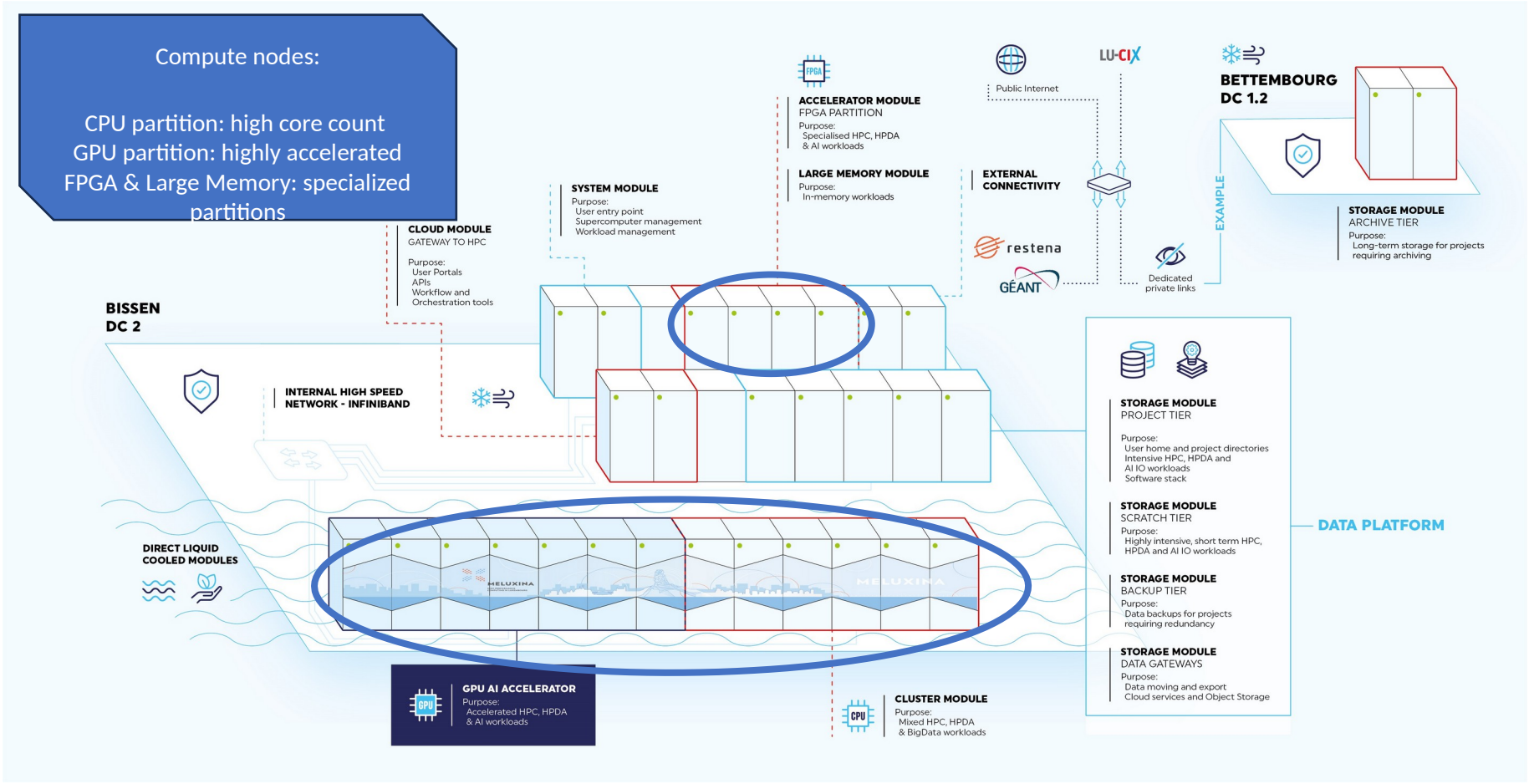

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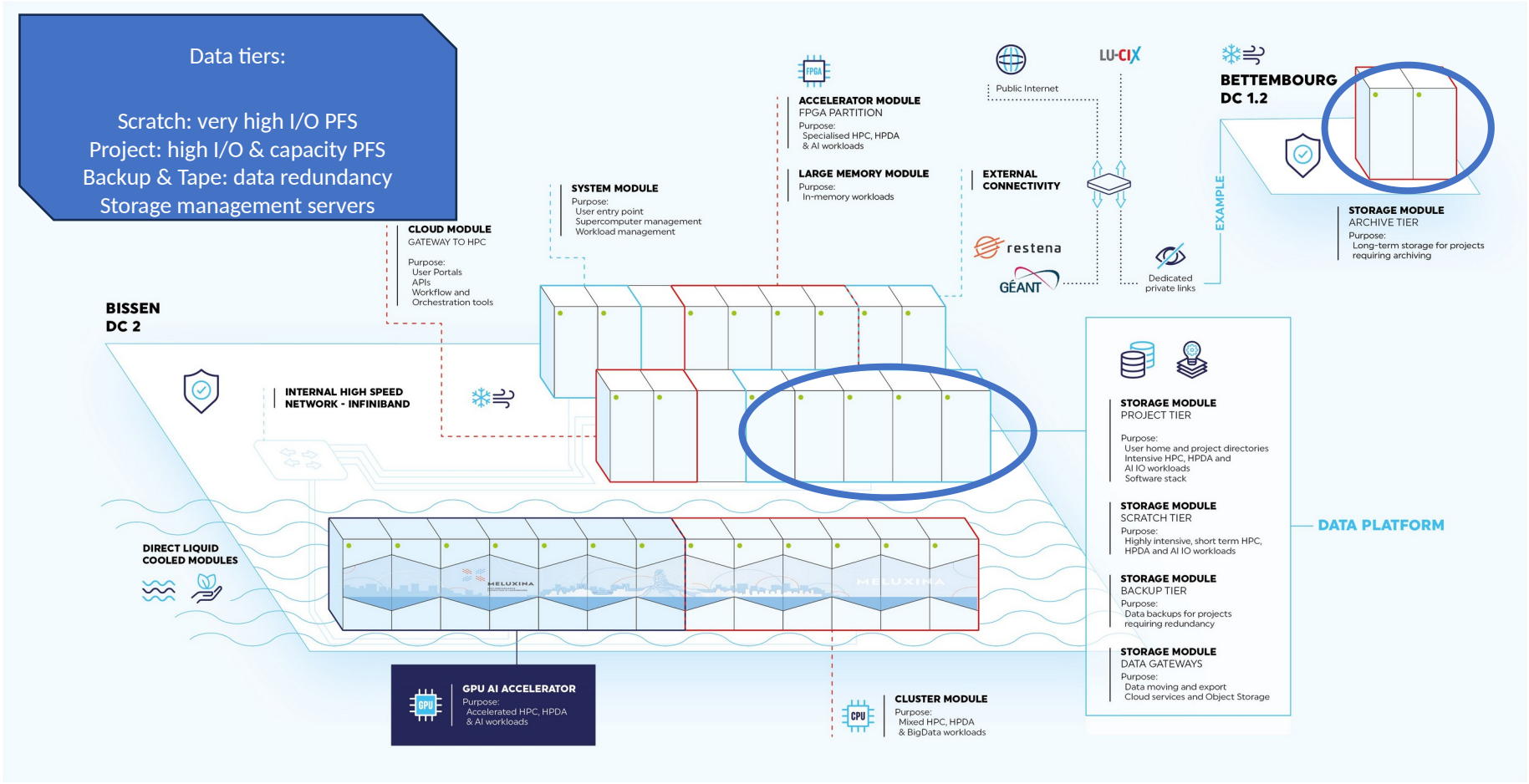

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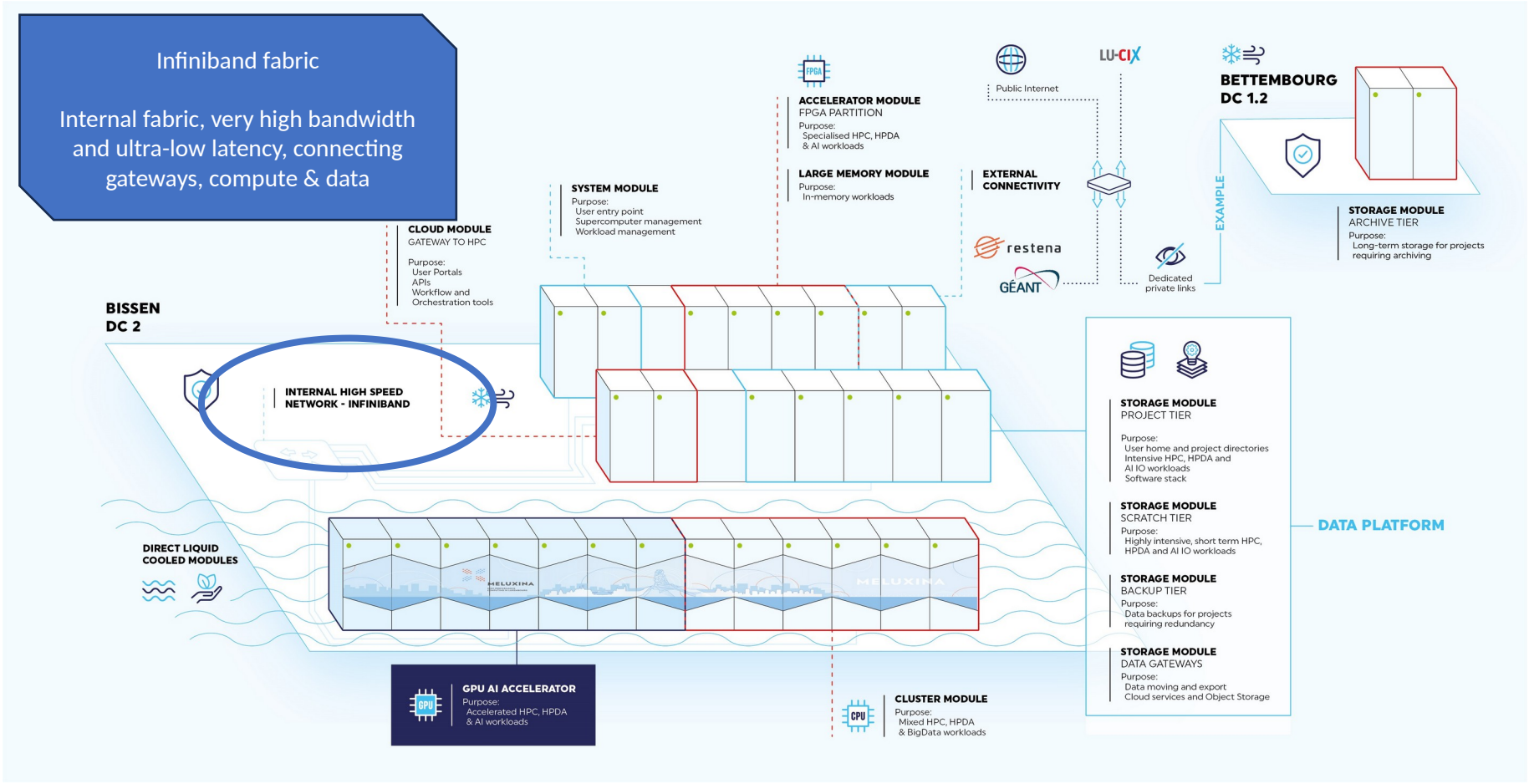


Introduction to

High-Performance Computing

Parallelization Approaches

How to parallelize an algorithm?

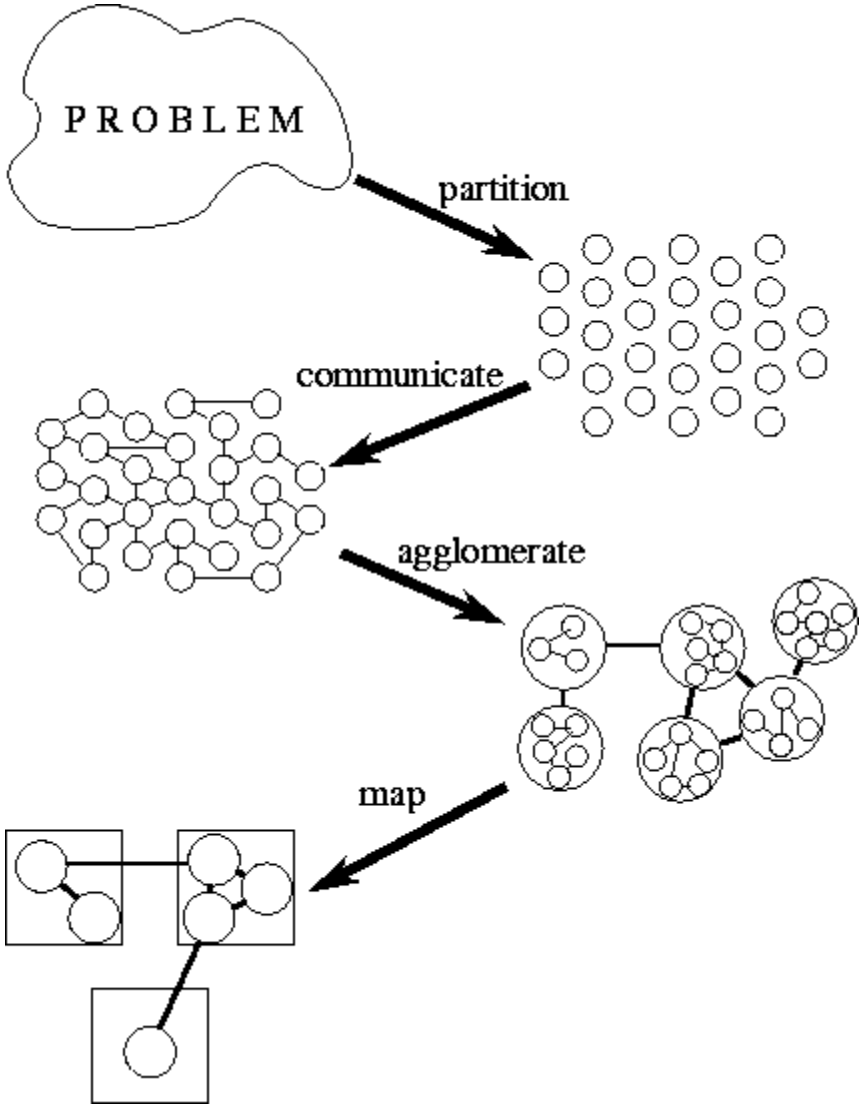
Designing and Building Parallel Programs,
by Ian Foster, 1995.

Partitioning: decompose computation in small tasks, independently of the number of processors

Communication: identify coordination and dependencies between tasks

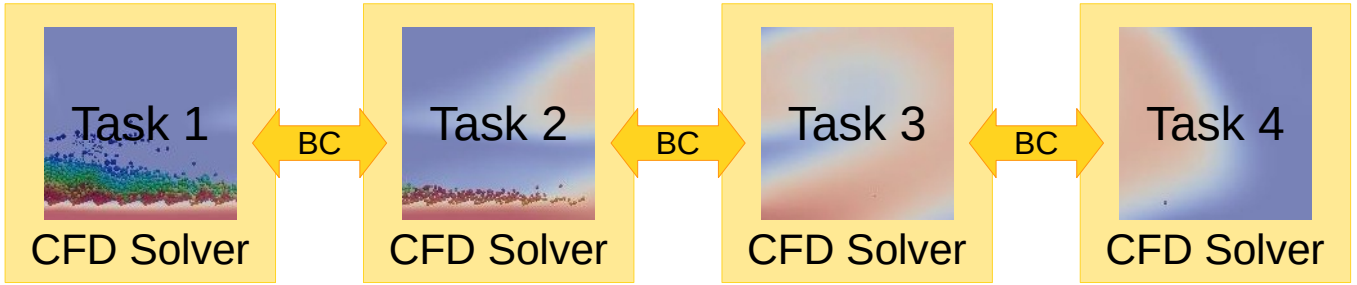
Agglomeration: tasks are combined into larger tasks to improve performance or to reduce development costs

Mapping: Assign tasks to processors in order to maximize processor utilization and minimize communication costs
→ load-balancing algorithms



Problem Partitioning → **Domain Decomposition**

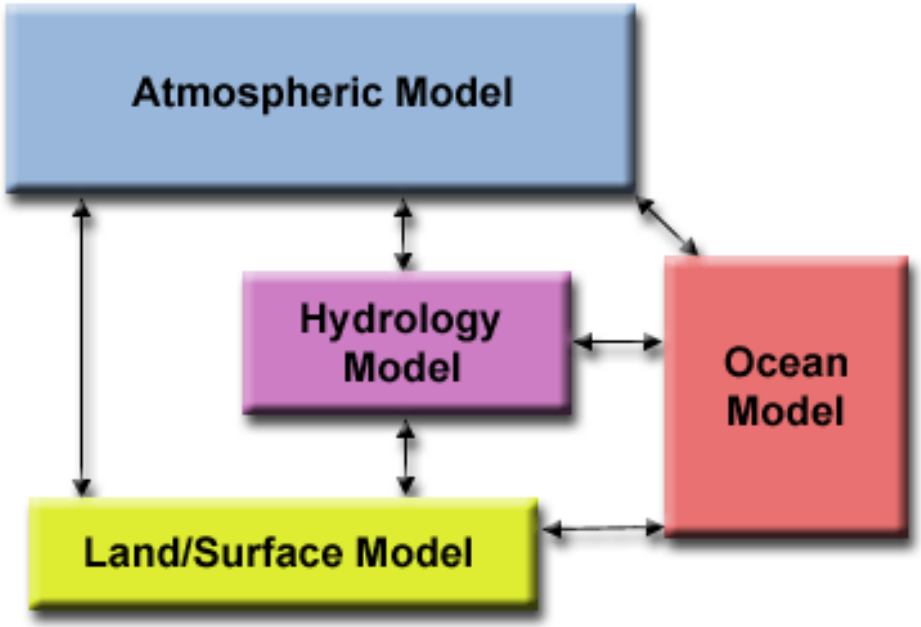
- The data associated with the problem is decomposed
- Each parallel task works on a portion of the data
- The same program is used to process each piece of data
- Communication may be needed between tasks



→ This is called **SPMD** for **Single Program, Multiple Data**

Problem Partitioning → **Functional Decomposition**

- Focus on the performed computation rather than on the data
- Problem decomposed according to the work to be done
- Each task then performs a portion of the overall work
- Communication may be needed between tasks



→ This is called **MPMD** for **Multiple Program, Multiple Data**

Problem Partitioning → **Functional Decomposition**

- Focus on the performed computation rather than on the data
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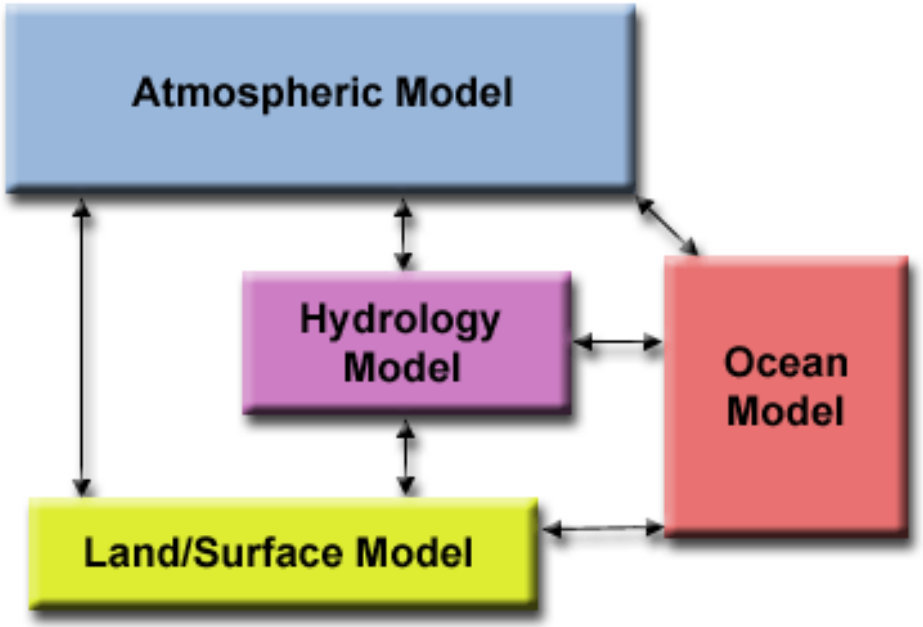


→ This is called **MPMD** for **Multiple Program, Multiple Data**

Complex applications might use an hybrid approach between Domain Decomposition and Functional Decomposition!

Introduction to

High-Performance Computing

Memory Models and Programming Models

Thread vs Process

At the level of the Operating System

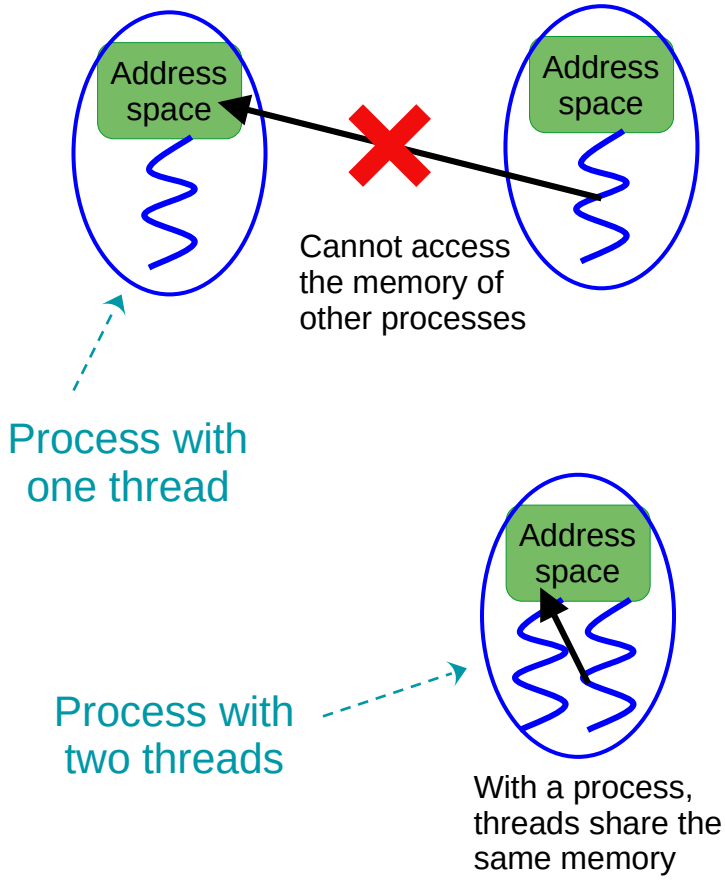
- Processes and Threads are two ways to exploit parallelism
  i.e. execute code on different cores at the same time
- There can be more processes/threads than CPU cores,
  but for HPC purpose, we usually use one threads per core

Processes ~ program

- Have their own address space (memory with variables)
- The process address space is not accessible to other processes
- Contain at least one thread

Threads ~ execution flow

- Use the address space of the process
- Threads within one process share the same address space
- Lightweight ~ Faster to create and destroy than processes



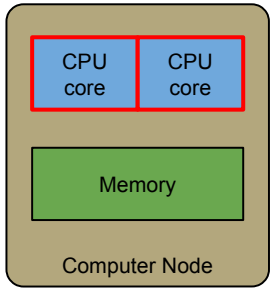
Memory Models for Parallel Programming

Shared Memory
Single Computing Node

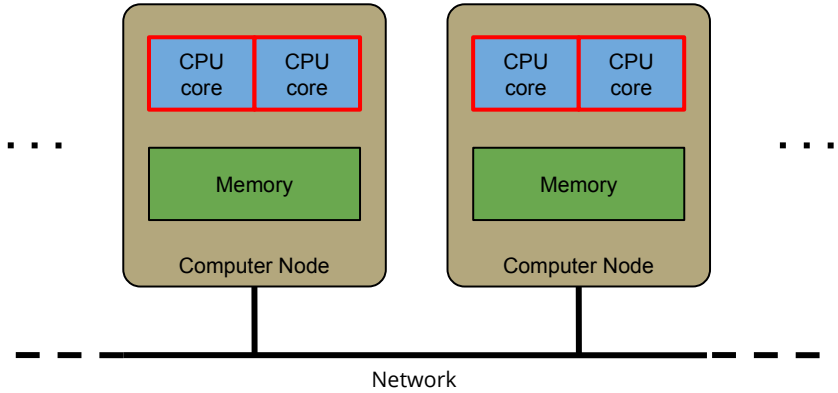
vs

Distributed Memory
Multiple Computing Nodes

That's your laptop or workstation!



That's an HPC cluster!



Memory Models for Parallel Programming

Shared Memory
Single Computing Node

vs

Distributed Memory
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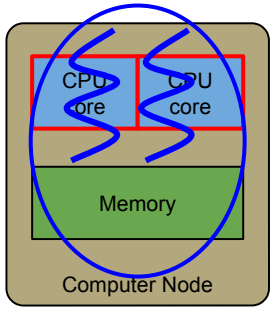
That's your laptop or workstation!

One process with multiple threads



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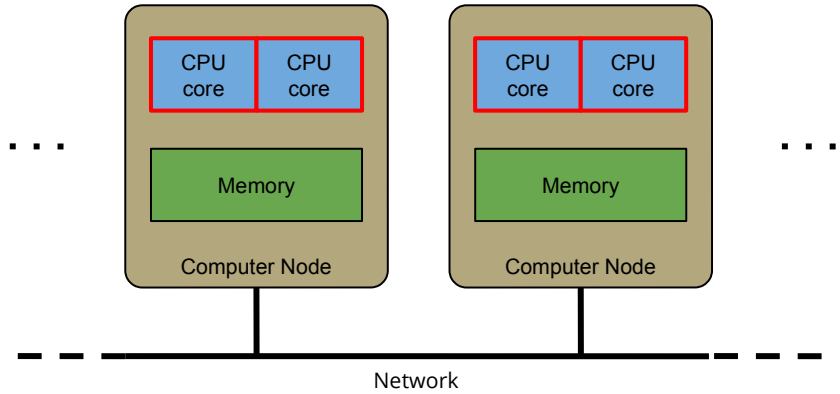

To use multiple CPUs on the same computing node

- Distribute the **computation**
- All threads share the same memory space
- Require synchronizations instead of communications

⇒ **OpenMP**: Open Multi-Processing

Memory Models for Parallel Programming

Shared Memory
Single Computing Node

vs

Distributed Memory
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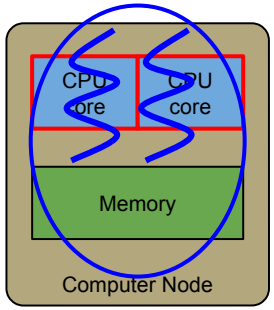
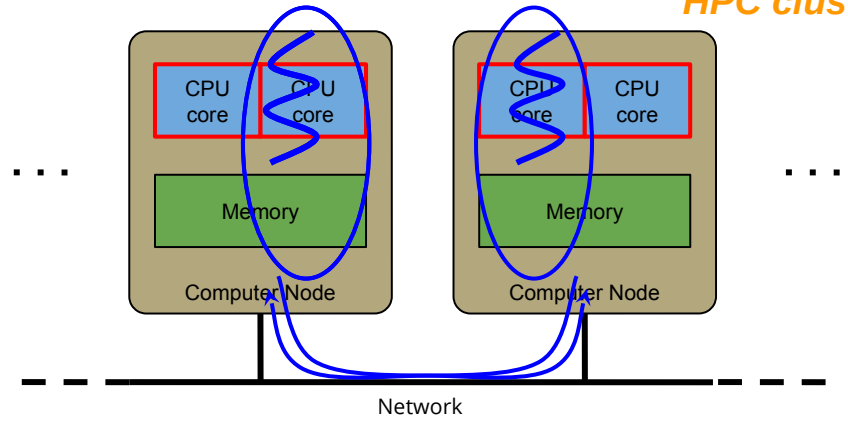
That's your laptop or workstation!

One process with multiple threads



One process per node with communication

That's an HPC cluster!



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⇒ **OpenMP**: Open Multi-Processing

To use multiples CPUs on multiple computing nodes

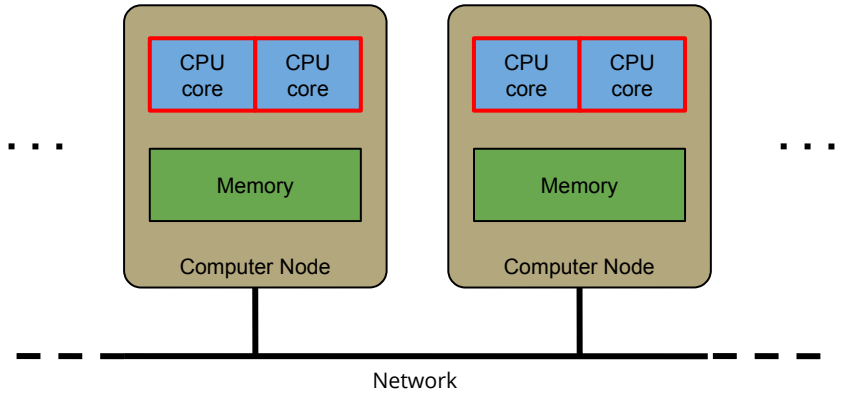
- Distribute the **computation** and the **data**
- Processes cannot access the memory of others
- Exchange messages on the network

⇒ **MPI**: Message Passing Interface

Memory Models for Parallel Programming

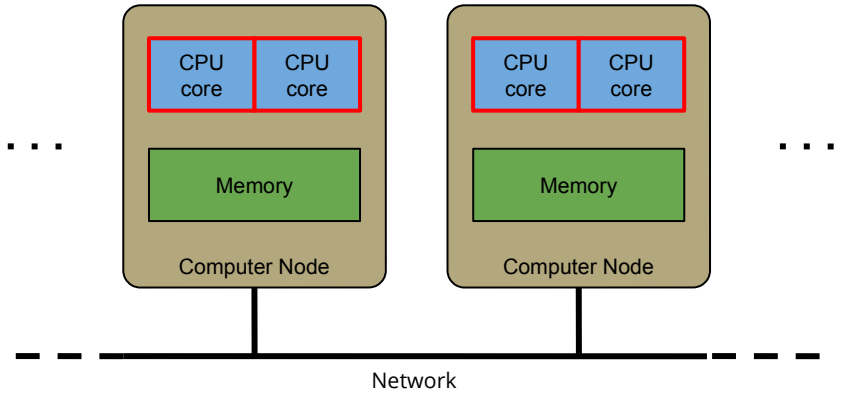
Only Distributed Memory

All cores on Multiple Computing Nodes



Hybrid Shared + Distributed Memory

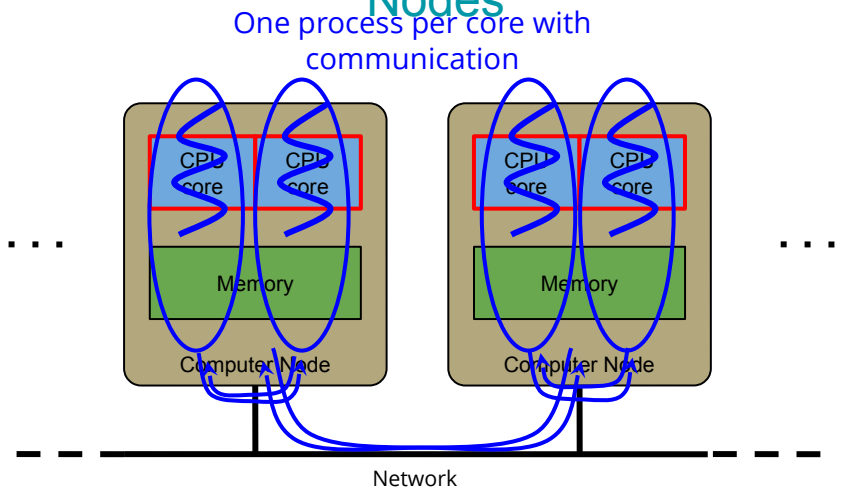
All cores on Multiple Computing Nodes



Memory Models for Parallel Programming

Only Distributed Memory

All cores on Multiple Computing Nodes



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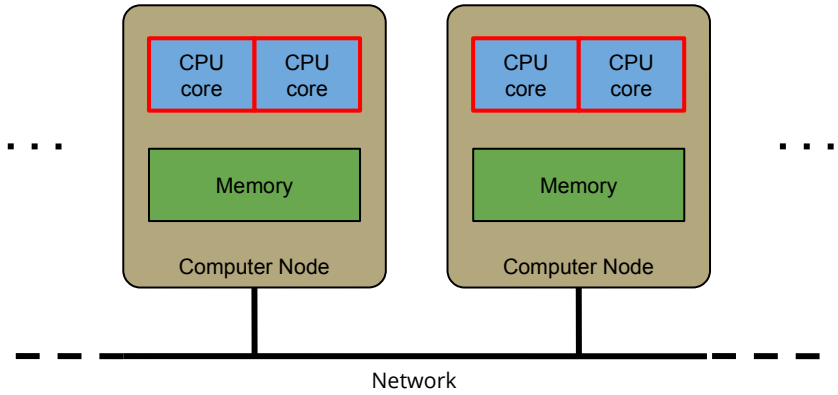


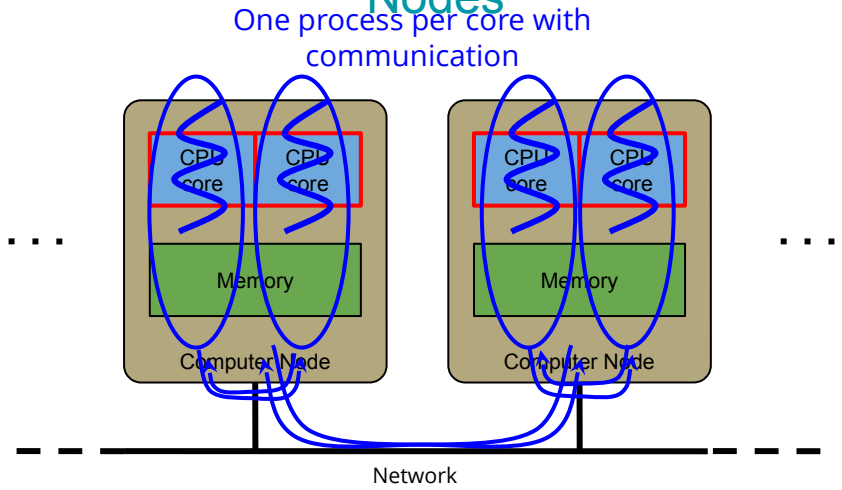
The processes cannot access the memory of others

- Use communication even within a node
- Communication within a node can be optimized by the software layer (e.g. memory copy instead to bypass the network)
- Simplify the programming ⇒ **MPI**

Memory Models for Parallel Programming

Only Distributed Memory

All cores on Multiple Computing Nodes



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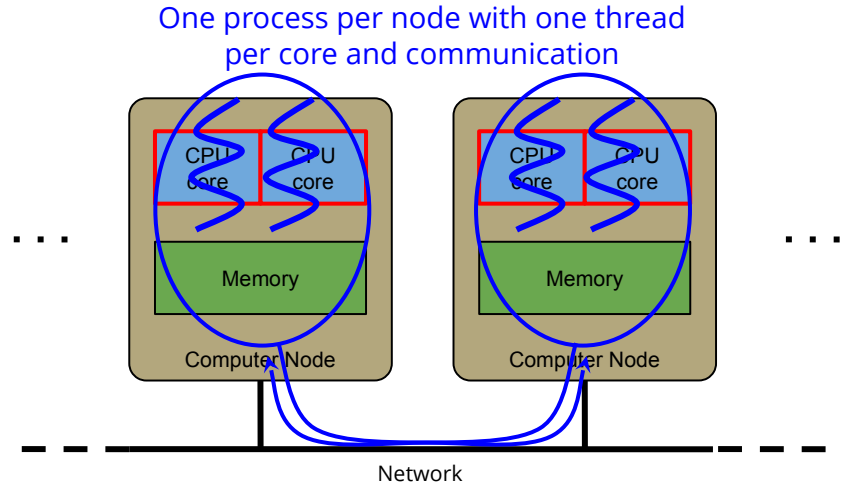


Use shared memory within a computing node and distributed memory across nodes

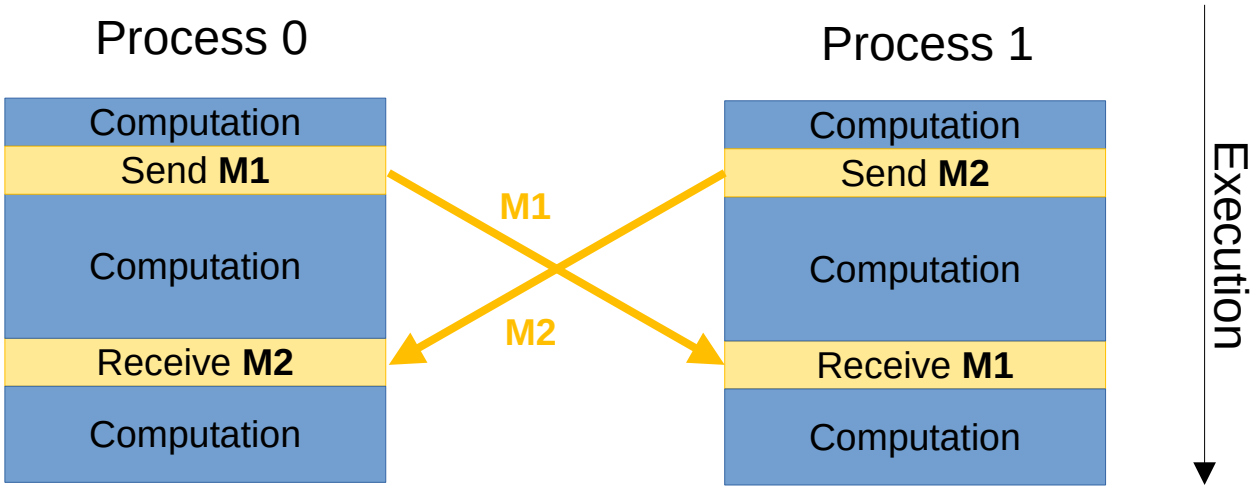
- To be adapted to the hardware
- Benefit of both models, but more complex

⇒ **Hybrid MPI + OpenMP**

Distributed Memory Programming with MPI

Message Passing Model: Multiple processes run in parallel and exchange messages

→ Analogy: Paper mails if your network is slow, E-mails if your network is fast



- **MPI is a standard**: MPI-1.0 in 1994, MPI-2.0 in 1997, MPI-3.0 in 2012, MPI-4.0 in 2021
- Different implementations: OpenMPI, MPICH, MVAPICH, Intel MPI, etc.
- Standard API in C and Fortran, non-official API in C++, Python

MPI Concepts

Fixed number of processes

- Specified at application startup, unchanged throughout execution

Communicator

- Abstraction for a group of processes that can communicate
- A process can belong to multiple communicators
- Default and global communicator: MPI_COMM_WORLD

Process Rank

- Index of a process within a communicator
- Used to identify other processes in communication operations

MPI Programming Interface

Lifecycle management

- `MPI_Init`, `MPI_Finalize`, `MPI_Abort`

Communicators

- `MPI_Comm_Size`, `MPI_Comm_Rank`
- `MPI_Comm_create`, `MPI_Comm_dup`, `MPI_Comm_join`

Datatype and Buffer

- `MPI_Type_*`
- `MPI_Pack`, `MPI_Unpack`

Blocking point-to-point

- `MPI_Send`, `MPI_Recv`

Non-blocking communications

- `MPI_Isend`, `MPI_Irecv`
- `MPI_Wait`, `MPI_Waitall`

Collective communications

- `MPI_Bcast`, `MPI_Reduce`, `MPI_Gather`, `MPI_Scatter`
- `MPI_Barrier`

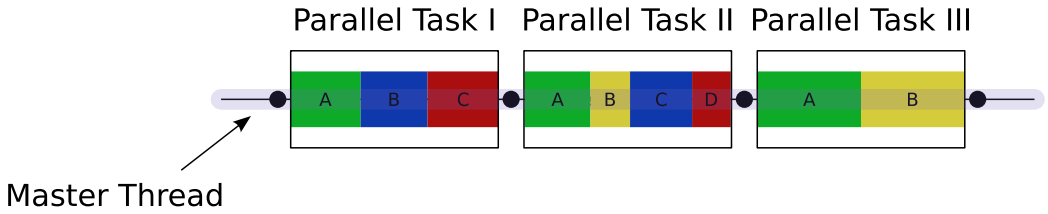
One-sided communications

- `MPI_Win_create`, `MPI_wait`
- `MPI_Put`, `MPI_Get`

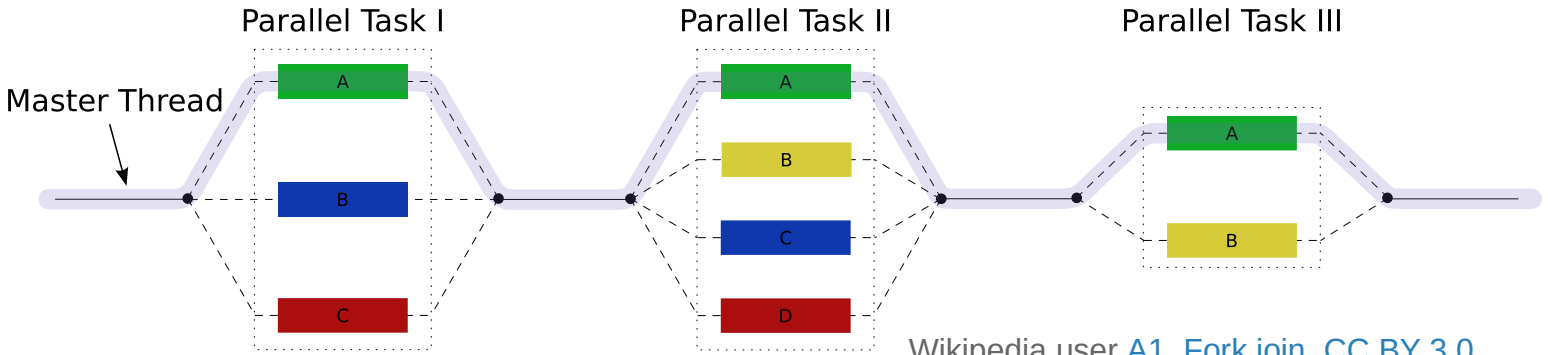
Shared Memory Multi-Processing with OpenMP

- OpenMP is based on the **Fork-Join** model

→ Analogy: Restaurant kitchen, the cooks share the utensils and ingredients to prepare the dishes



Threads are spawned dynamically in each parallel region



Wikipedia user A1, Fork join, CC BY 3.0

- Portable standard API for C, C++ and Fortran
- Support multi-cores and accelerators

OpenMP Concepts

Based on compiler directives **`#pragma omp ...`**

Example

```
#pragma omp parallel for
for (int i = 0; i < 100000; i++) {
    a[i] = 2 * i;
}
```

- Can control work distribution with the **schedule** clause (static, dynamic, guided)
- Threads can share variables, cf **private** or **shared** clauses
  → Caution with concurrent accesses!

In principle → Simple to use, minor modifications to the code

In practice → Might require changes in loops and data structures

Introduction to

High-Performance Computing

Parallel Programming Caveats

Race Condition 1/3

"Debugging programs containing race conditions is no fun at all."
Andrew S. Tanenbaum, *Modern Operating Systems*, 1992.

Race condition

- A **timing-dependent** error involving shared state
- It runs fine most of the time, and from time to time, something weird and unexplained appears

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{

  account->balance += amount;

}
```

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

```
READ balance (0)



ADD 10
WRITE balance (10)
```

Thread 2 calls `deposit(A,1000)`

```
READ balance (0)
ADD 1000
WRITE balance (1000)
```

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

`READ balance (0)`

`ADD 10`

`WRITE balance (10)`

Thread 2 calls `deposit(A,1000)`

`READ balance (0)`

`ADD 1000`

`WRITE balance (1000)`

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

`READ balance (0)`

`ADD 10`

`WRITE balance (10)`

Thread 2 calls `deposit(A,1000)`

`READ balance (0)`

`ADD 1000`

`WRITE balance (1000)`

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

`READ balance (0)`

`ADD 10`

`WRITE balance (10)`

Thread 2 calls `deposit(A,1000)`

`READ balance (0)`

`ADD 1000`

`WRITE balance (1000)`

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

```
READ balance (0)
```

Thread 2 calls `deposit(A,1000)`

```
READ balance (0)
ADD 1000
WRITE balance (1000)
```

```
ADD 10
WRITE balance (10)
```

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

```
READ balance (0)
```

Thread 2 calls `deposit(A,1000)`

```
READ balance (0)
ADD 1000
WRITE balance (1000)
```

```
ADD 10
WRITE balance (10)
```

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

```
READ balance (0)


ADD 10
WRITE balance (10)
```

Thread 2 calls `deposit(A,1000)`

```
READ balance (0)
ADD 1000
WRITE balance (1000)
```

Race Condition 2/3

Code example

```
void deposit(Account* account, double amount)
{
  READ balance
  ADD amount
  WRITE balance
}
```

Concurrent execution

Thread 1 calls `deposit(A,10)`

```
READ balance (0)

ADD 10
WRITE balance (10)
```

Thread 2 calls `deposit(A,1000)`

```
READ balance (0)
ADD 1000
WRITE balance (1000)
```

→ **Result: balance is 10 instead of 1010**

Without protection, any interleave combination is possible!

Race Condition 3/3

Different kind of race conditions

- **Data race**: Concurrent accesses to a shared variable
- **Atomicity bugs**: Code does not enforce the atomicity for a group of memory accesses, e.g. *Time of check to time of use*
- **Order bugs**: Operations are not executed in order
  Compilers and processors can actually re-order instructions

What to do?

- Protect critical sections: **Mutexes**, **Semaphores**, etc.
- Use atomic instructions and memory barriers (low level)
- Use compiler builtin for atomic operations (higher level)

Deadlock 1/3

Deadlock, photograph by David Maitland

"I would love to have seen them go their separate ways, but I was exhausted. The frog was all the time trying to pull the snake off, but the snake just wouldn't let go."

Deadlock 2/3

Code Example

```
void deposit(Account* account,
             double amount)
{
  lock(account->mutex);
  account->balance += amount;
  unlock(account->mutex);
}
```

```
void transfer(Account* accA,
              Account* accB,
              double amount)
{
  lock(accA->mutex);
  lock(accB->mutex);
  accA->balance += amount;
  accB->balance -= amount;
  unlock(accA->mutex);
  unlock(accB->mutex);
}
```

→ Use mutexes (lock/unlock) to protect concurrent accesses?

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

```
lock(A->mutex);

lock(B->mutex); // wait until
                // B is unlocked


...
```

Thread 2 calls `transfer(B,A,20)`

```
lock(B->mutex);


lock(A->mutex); // wait until
                // A is unlocked
...
```

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

```
lock(A->mutex);

lock(B->mutex); // wait until
                // B is unlocked


...
```

Thread 2 calls `transfer(B,A,20)`

```
lock(B->mutex);


lock(A->mutex); // wait until
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...
```

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

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```

Deadlock 3/3

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...
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lock(B->mutex);


lock(A->mutex); // wait until
                // A is unlocked
...
```

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

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```

Thread 2 calls `transfer(B,A,20)`

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lock(A->mutex); // wait until
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...
```

Deadlock 3/3

Concurrent Execution

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Deadlock 3/3

Concurrent Execution

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```

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lock(A->mutex); // wait until
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...
```

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

```
lock(A->mutex);

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...
```

Thread 2 calls `transfer(B,A,20)`

```
lock(B->mutex);


lock(A->mutex); // wait until
                // A is unlocked
...
```

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

```
lock(A->mutex);

lock(B->mutex); // wait until
                // B is unlocked


...
```

→ **We have a deadlock!**

Thread 2 calls `transfer(B,A,20)`

```
lock(B->mutex);


lock(A->mutex); // wait until
                // A is unlocked
...
```

Deadlock 3/3

Concurrent Execution

Thread 1 calls `transfer(A,B,10)`

```
lock(A->mutex);

lock(B->mutex); // wait until
                // B is unlocked


...
```

→ **We have a deadlock!**

Thread 2 calls `transfer(B,A,20)`

```
lock(B->mutex);


lock(A->mutex); // wait until
                // A is unlocked
...
```

What to do?

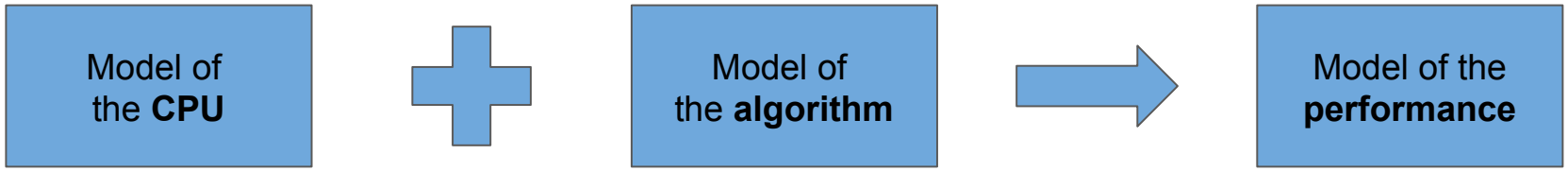
- Think before writing multithread code
- Use high level programming model: OpenMP, Intel TBB, MPI, etc.
- Theoretical analysis
- Software for thread safety analysis

Introduction to

High-Performance Computing

Performance Modeling and Analysis

Performance Modeling of a CPU → Roofline Model

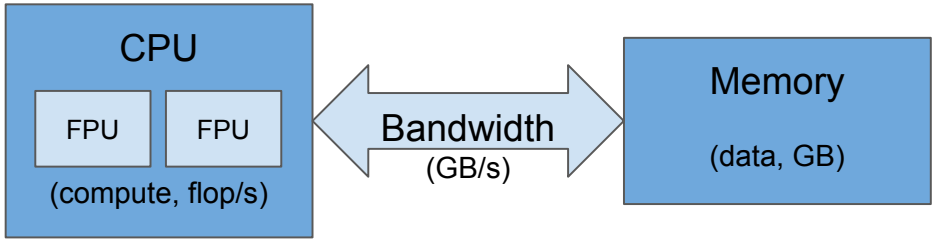


- Estimate the **performance** of an **algorithm** on a given **CPU**
  - Also applies to GPUs, TPUs, etc.
- Throughput oriented model
- Identify the bottleneck
- Allow to improve the implementation of an algorithm

Roofline model

Roofline model

Model of a CPU

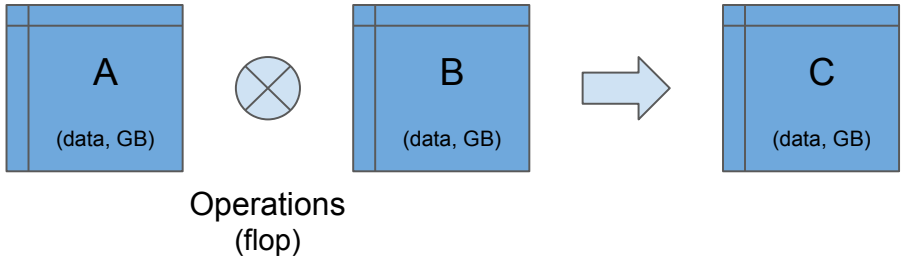


Peak performance limited by

- Compute operations: Gflop/s
- Data bandwidth: GB/s

Roofline model

Model of an algorithm

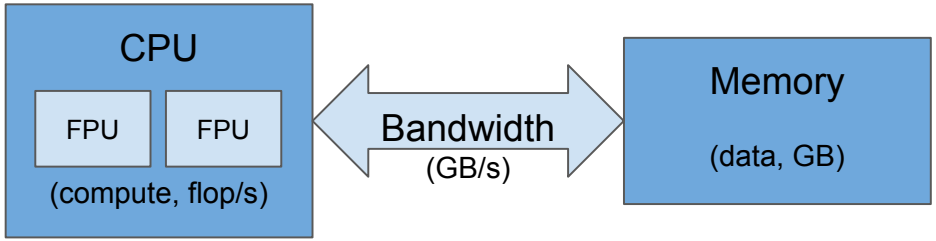


Algorithm characteristics

- Operations: Gflop
- Data: GB

Arithmetic Intensity
AI: flop / Byte

Model of a CPU



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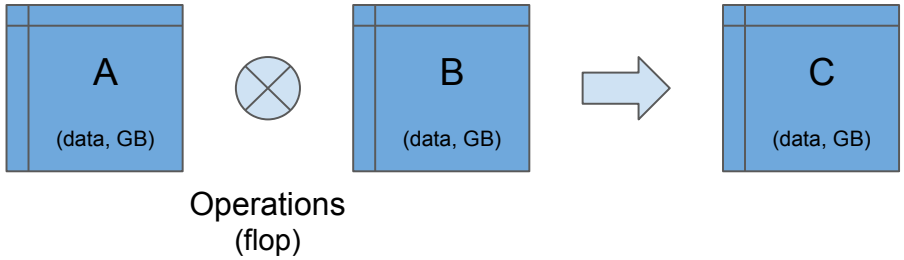
Roofline model

Model of an algorithm



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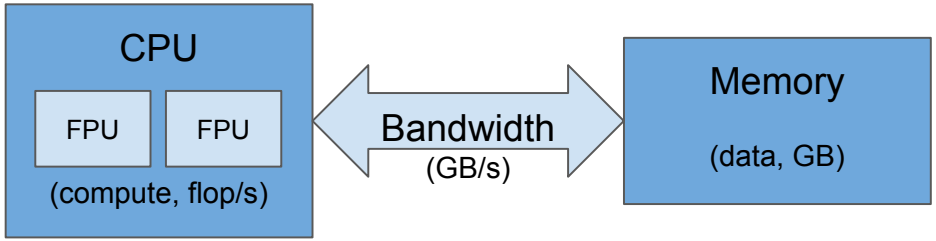


Peak performance limited by

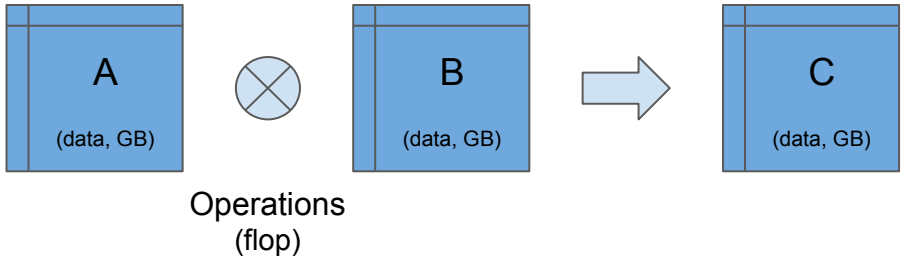
- Compute operations: Gflop/s
- Data bandwidth: GB/s

Attainable performance

$$\text{Gflop/s} = \min \begin{cases} \text{Peak Gflop/s} \\ \text{AI x Peak GB/s} \end{cases}$$

Roofline model

Model of an algorithm

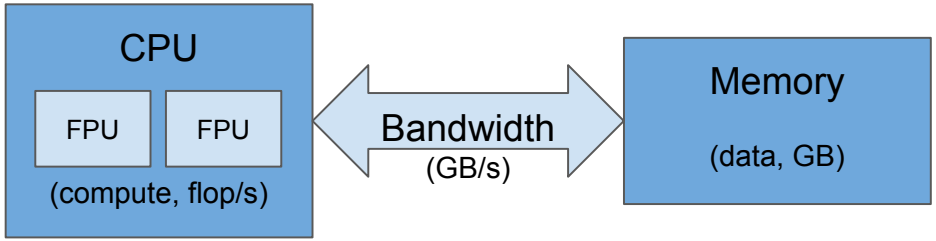


Algorithm characteristics

- Operations: Gflop
- Data: GB

Arithmetic Intensity
AI: flop / Byte

Model of a CPU



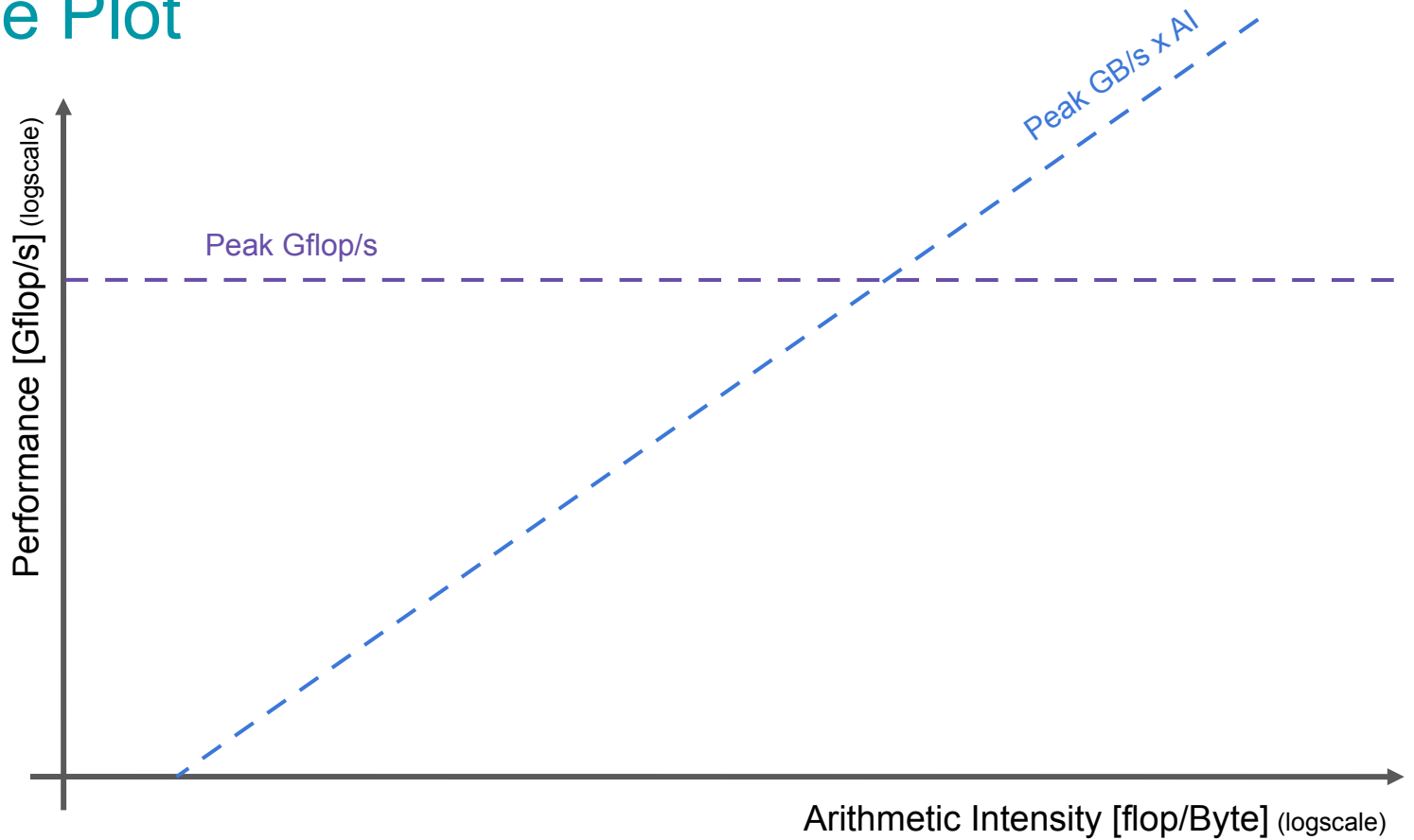
Peak performance limited by

- Compute operations: Gflop/s
- Data bandwidth: GB/s

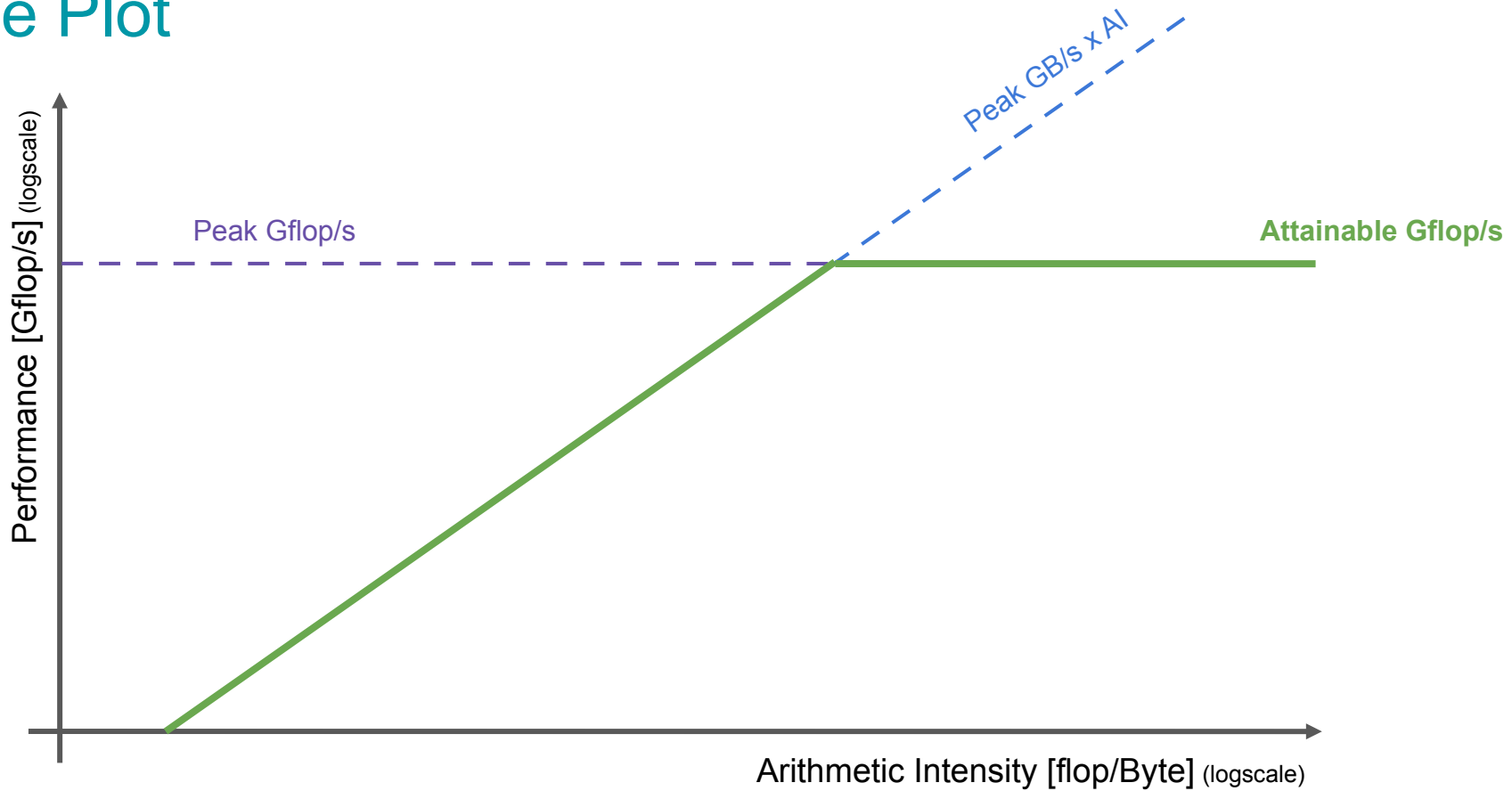
Attainable performance

Gflop/s = min (Peak Gflop/s , AI x Peak GB/s)

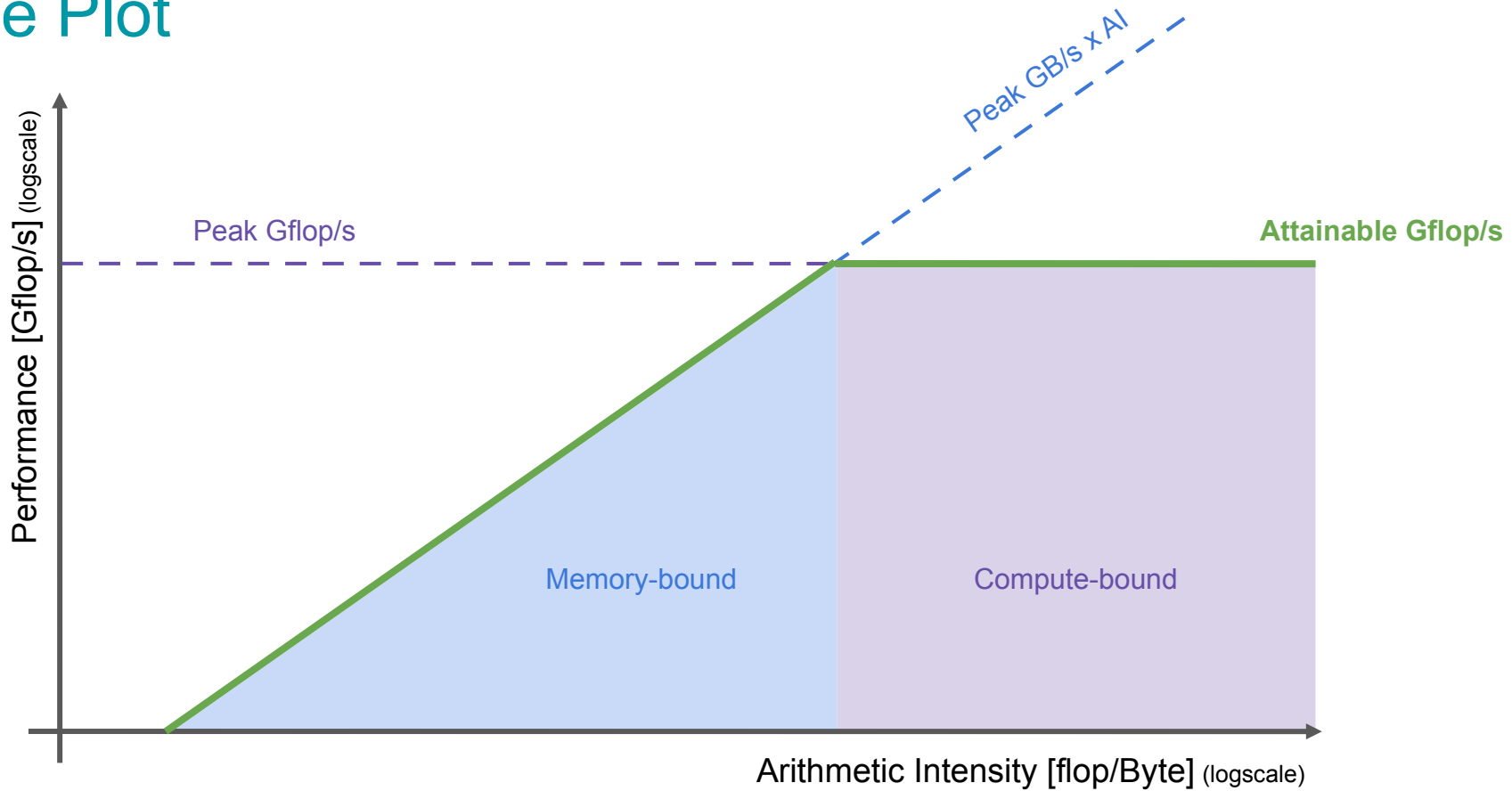
Roofline Plot



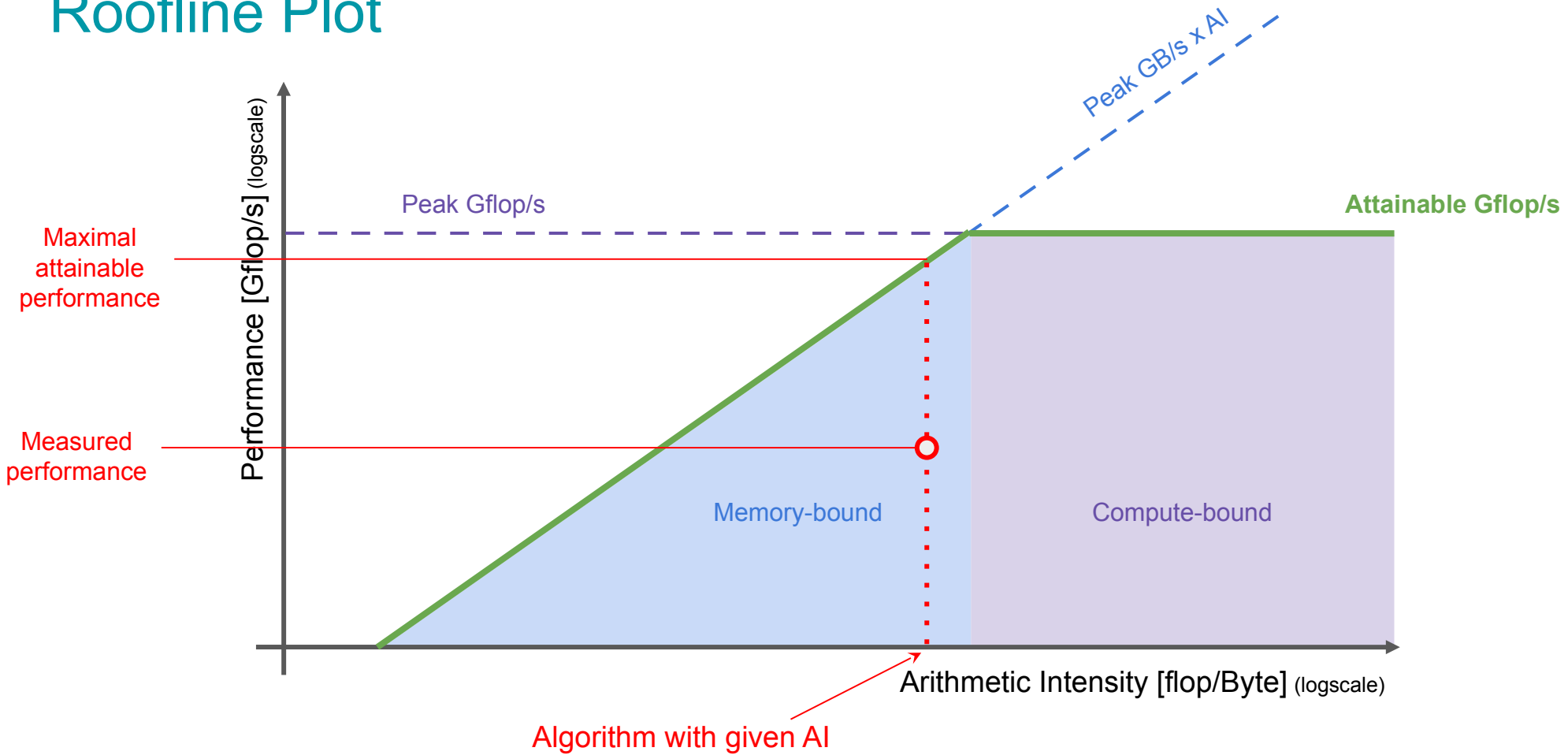
Roofline Plot



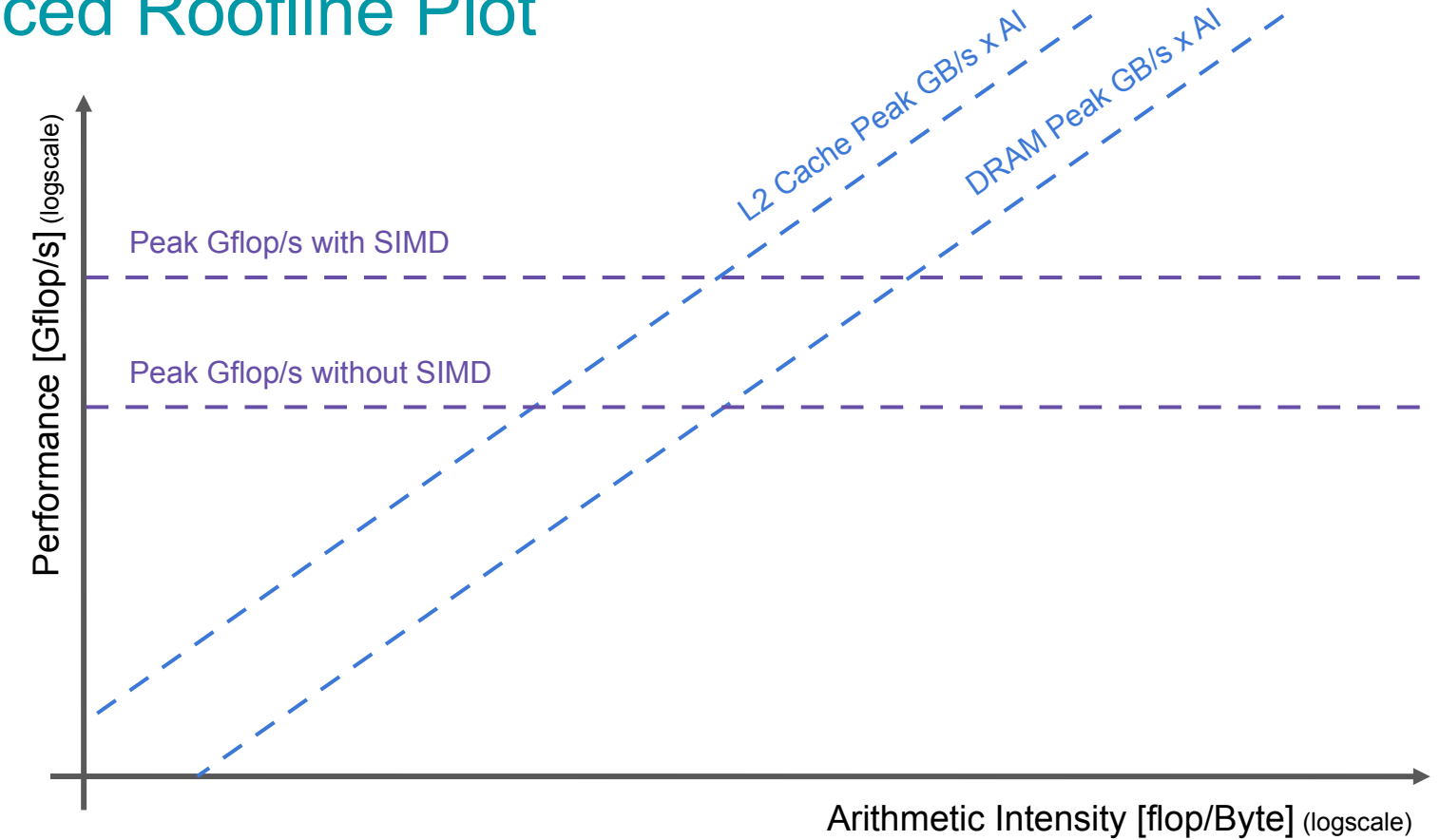
Roofline Plot



Roofline Plot

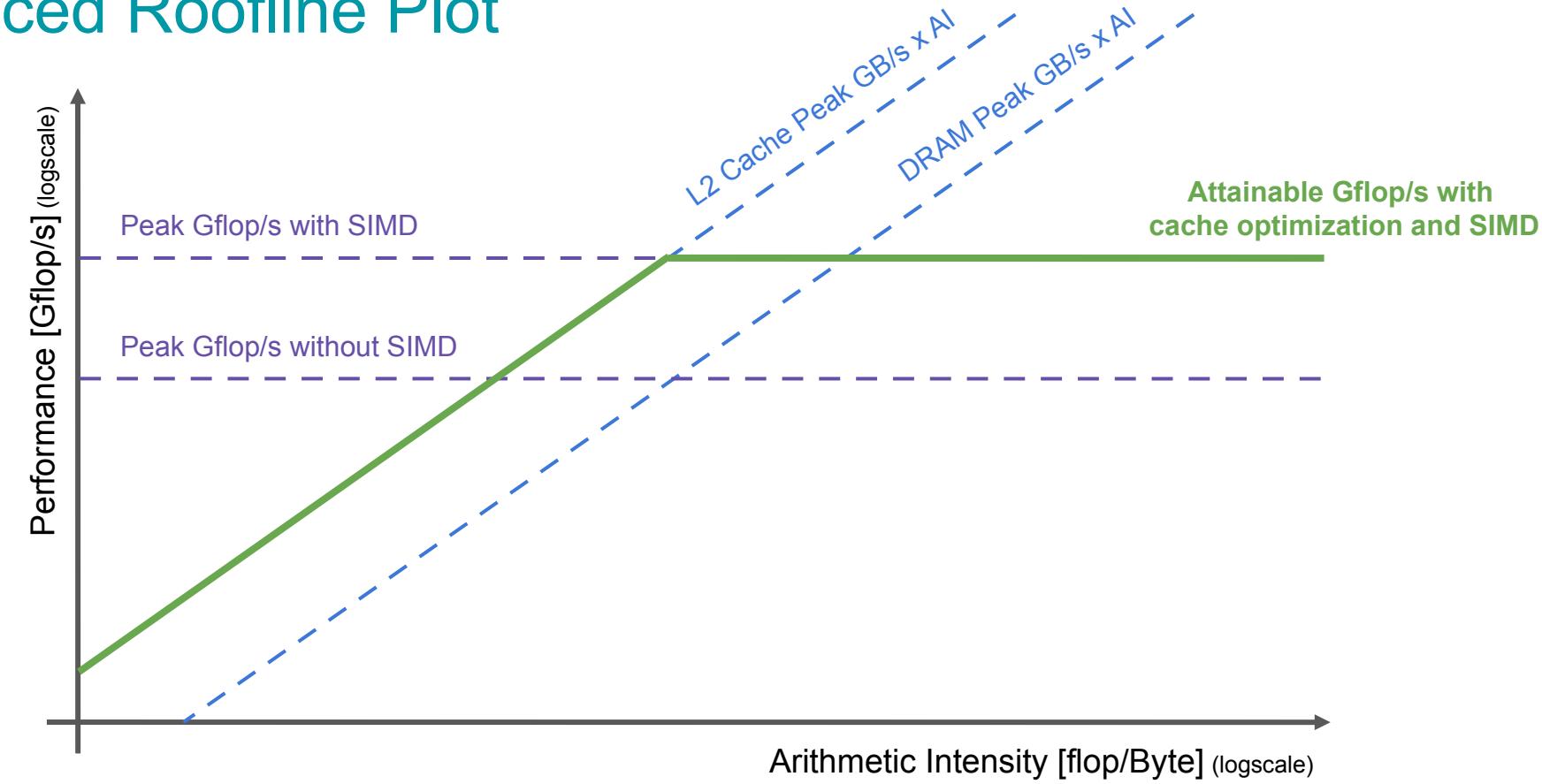


Advanced Roofline Plot



SIMD = Single Instruction, Multiple Data, ie vectorized instructions

Advanced Roofline Plot



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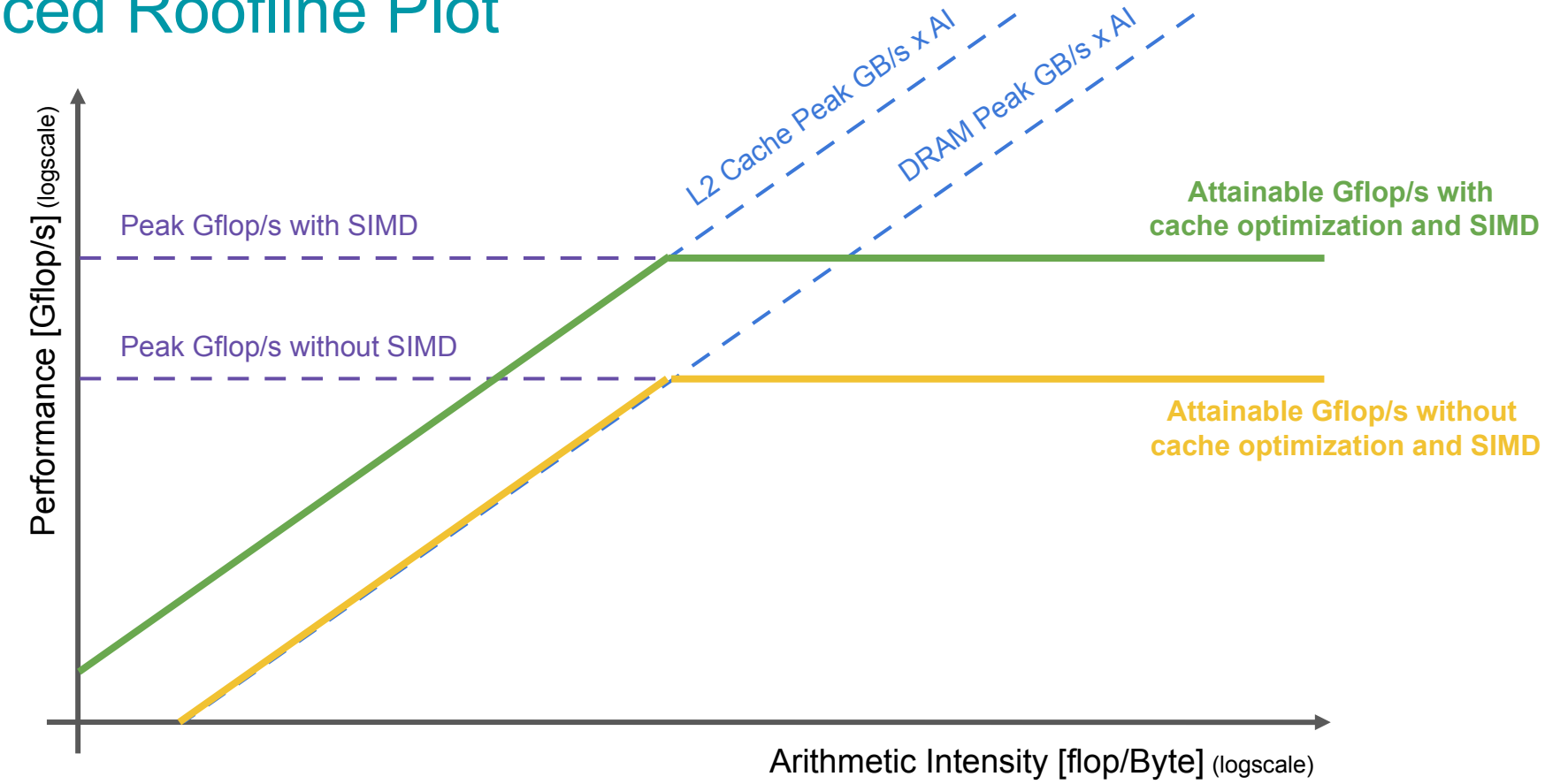

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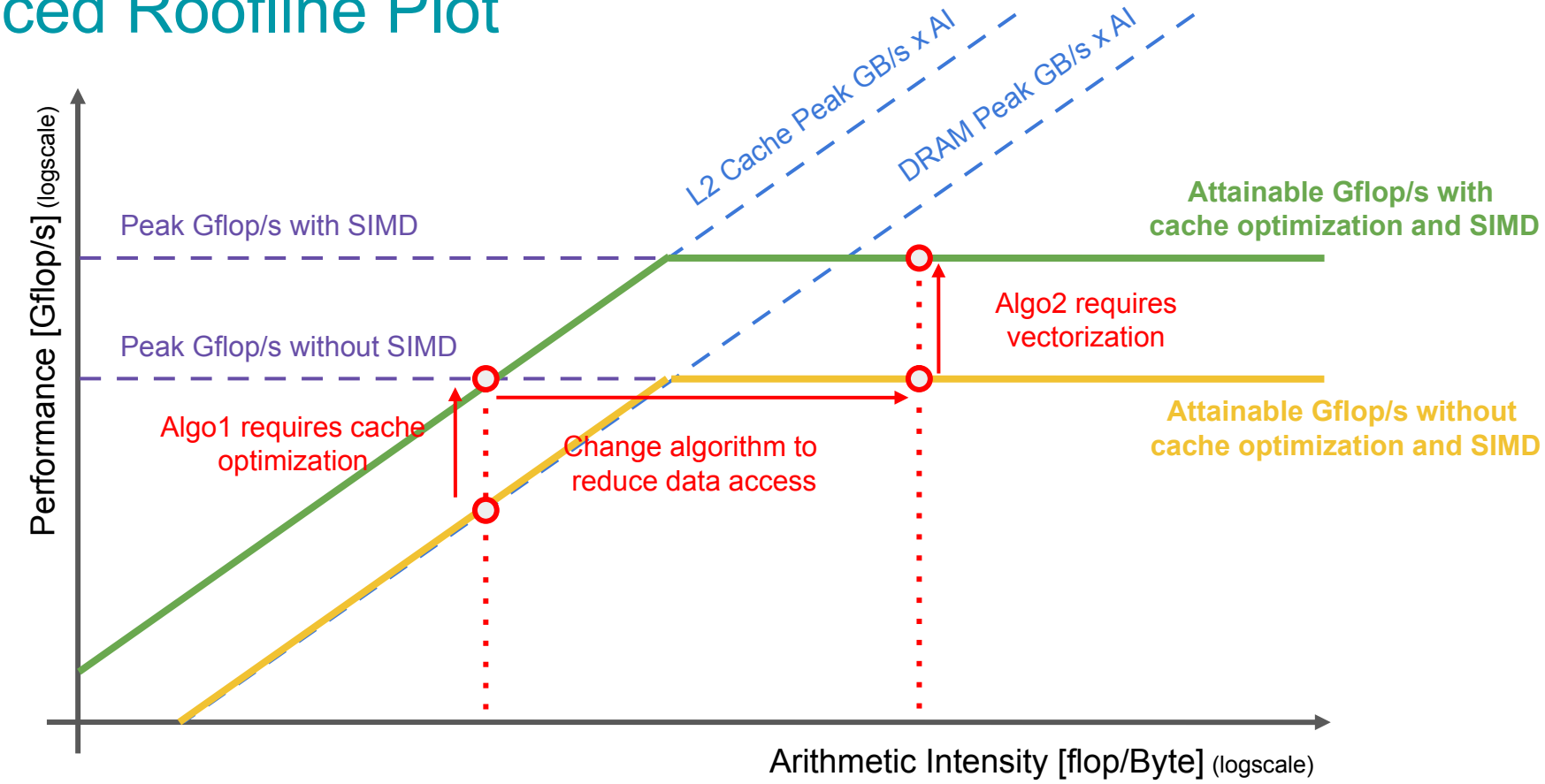

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Comments about the Roofline Model

In theory

- Gives good insight of the bottleneck of a given algorithm

In practice, use automatic tools

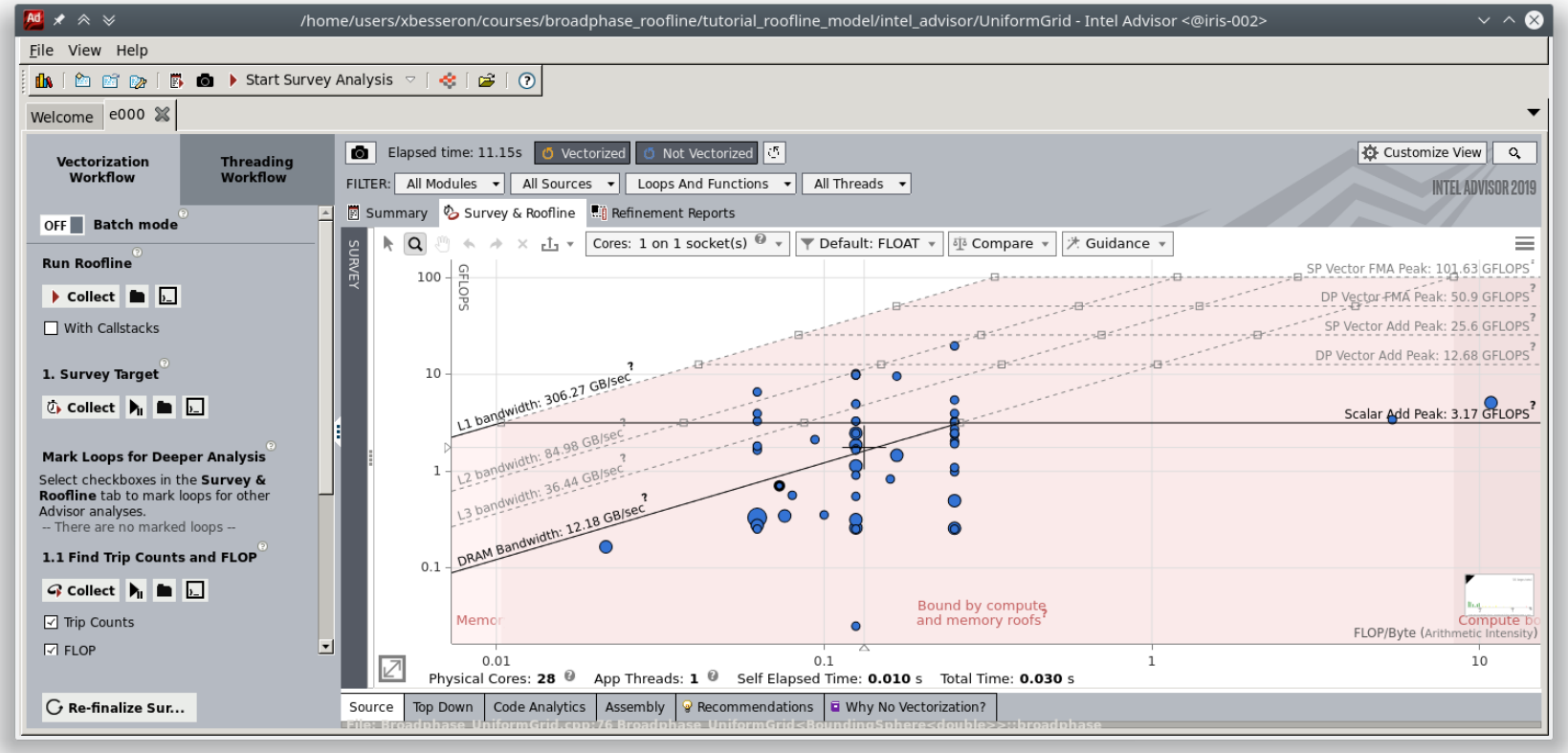
- CPU model can be hard to find
- Algorithm characterization is hard for complex algorithms

Warning

- The Roofline Model tells if an algorithm performs well,
- not if the algorithm is the best for your problem
- e.g. Bubble sort $O(n^2)$ vs Quicksort $O(n \log n)$

Roofline Model in practice

Example with Intel Advisor



Measuring Parallel Performance: Speedup and Scalability

- Number of processors → N
- Sequential Time → T_1
- Parallel Time → T_N

$$\text{Speedup} = \frac{T_1}{T_N}$$

$$\text{Efficiency} = \frac{\text{Speedup}}{N}$$

Strong Scalability:
Problem size is fixed, increase the number of processors
→ Constant amount of work in the study

Weak Scalability:
Increase the problem size and the nb of processors with the same ratio
→ Constant amount of work per processor

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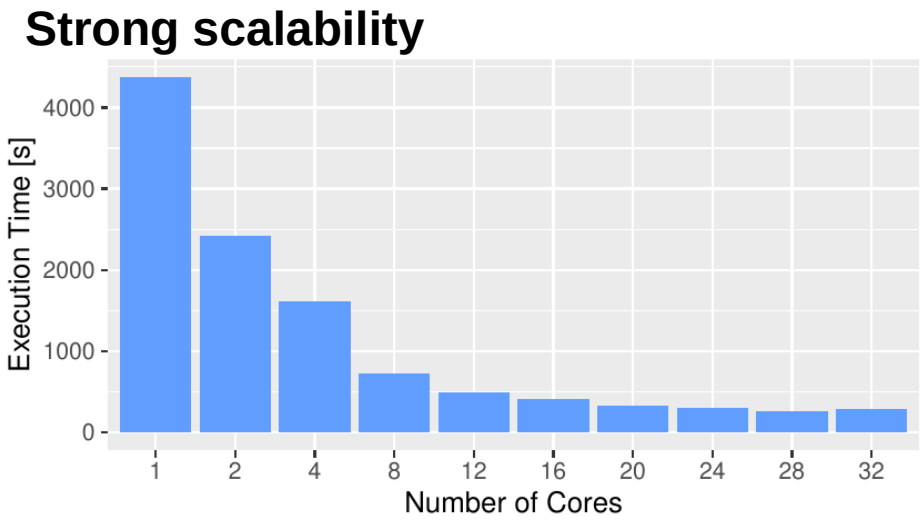

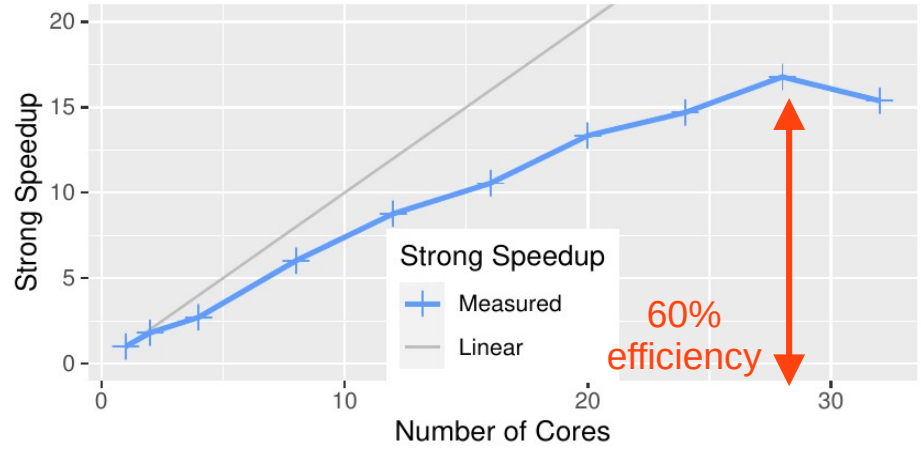

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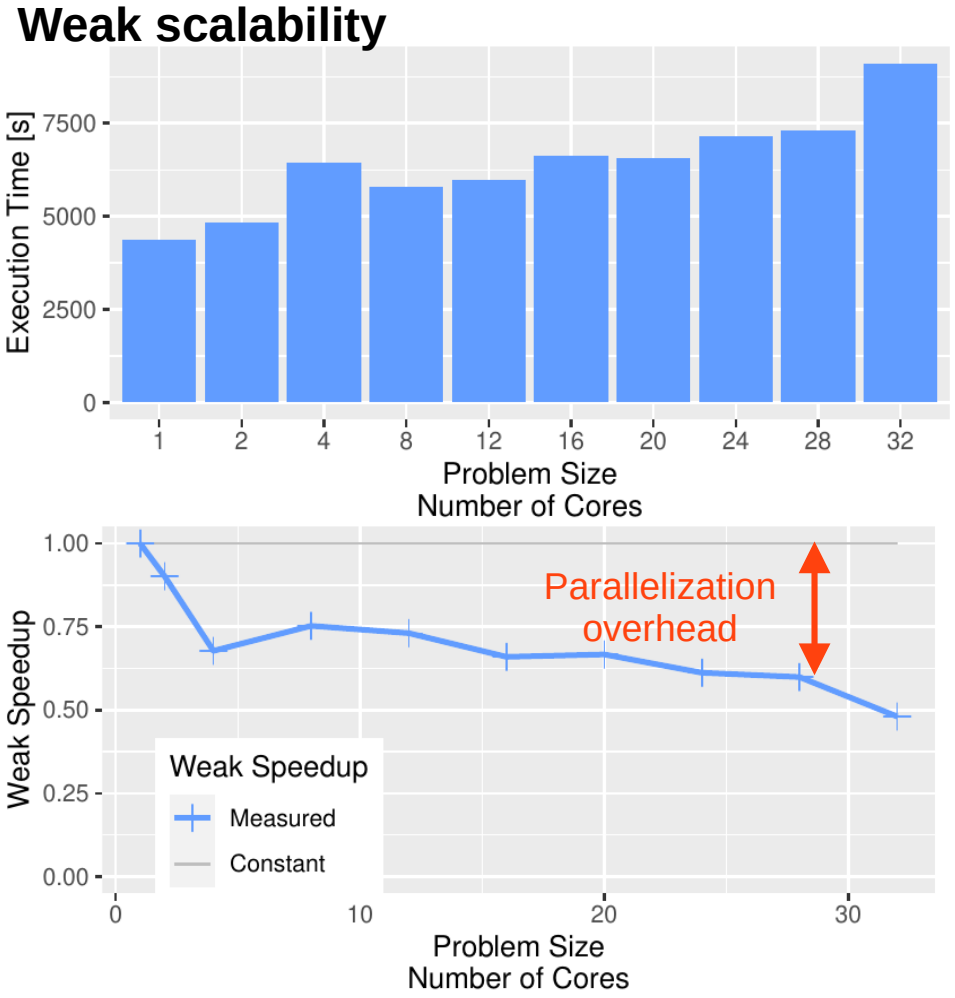


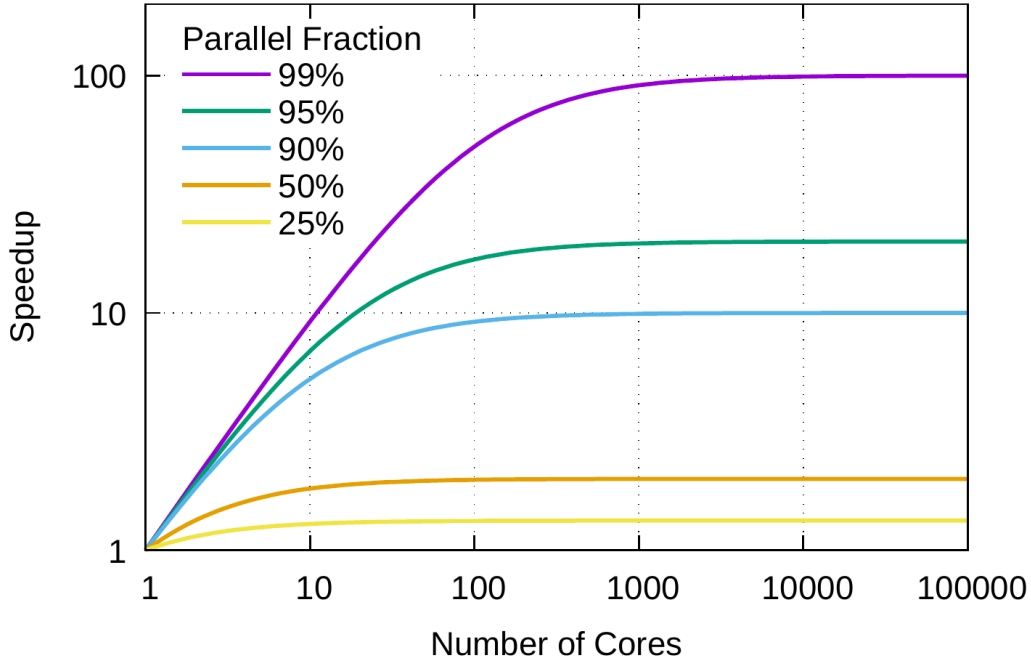
Limit to Scalability: Amdahl's law

Amdahl's law is a performance model

- Parallel fraction ■ → p
- Serial fraction ■ → 1 – p
- Number of processors → N

$$\text{Speedup} = \frac{T_1}{T_N} = \frac{1}{1 - p + \frac{p}{N}} \leqslant \frac{1}{1 - p}$$

Another performance model → Gustafson's law



According to Amdahl's law, scalability is bounded

Limit to Scalability: Load-balancing

Load-balancing

→ **Distribution of work between processors**

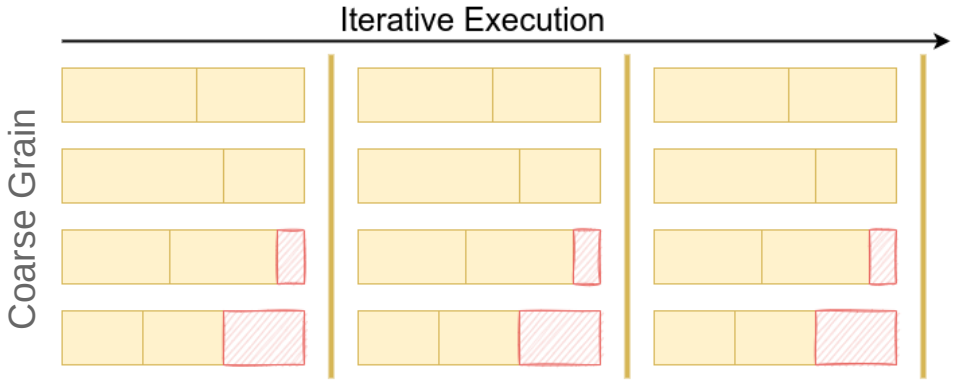
Load unbalance

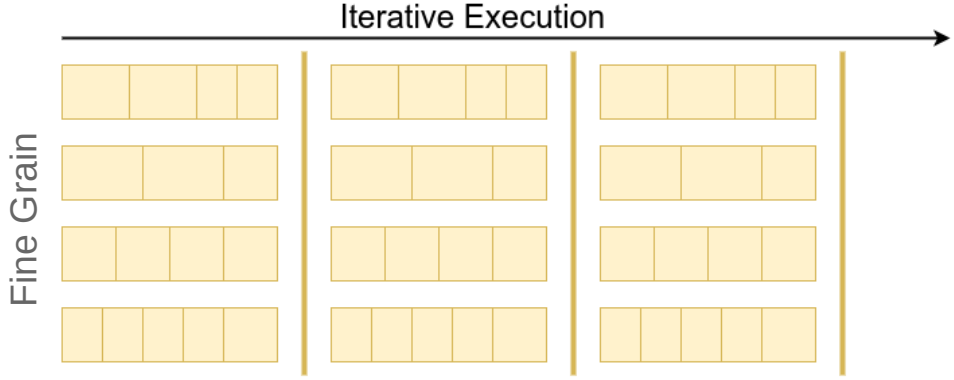
- Lost computation time
- Accumulates over iterations

→ **Limits the scalability**

- Coarse grain is more difficult to balance than fine grain
- Larger scale requires fine grain

→ A good estimation of the work of each task is critical





High-Performance Computing

for the **Simulation of Particles**

with (eXtended) Discrete Element Method

What is XDEM?

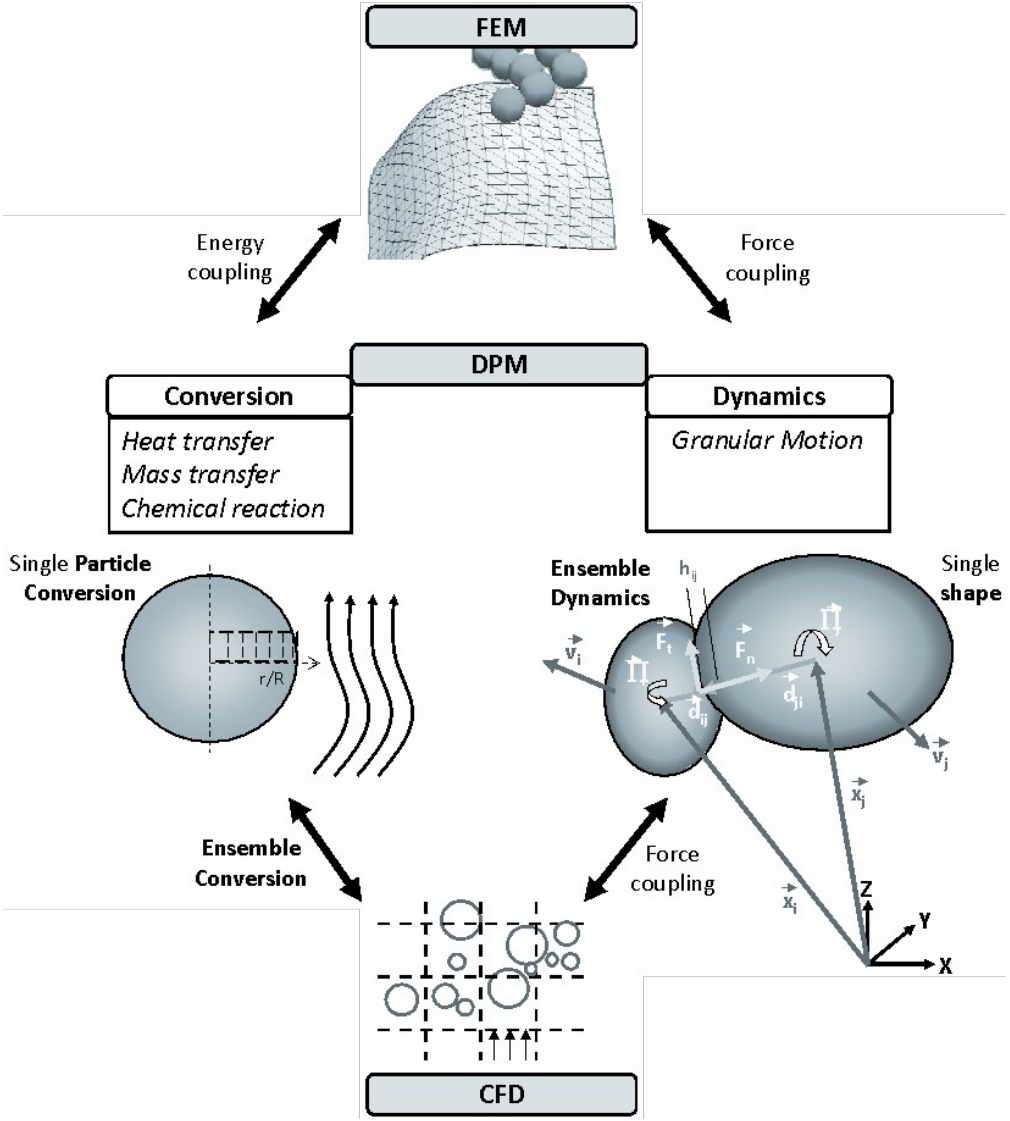
eXtended
Discrete
Element
Method

Simulation software for

Particles Dynamics
- Force and torques
- Particle motion

Particles Conversion
- Heat and mass transfer
- Chemical reactions

Coupled with
- Computational Fluid Dynamics (CFD)
- Finite Element Method (FEM)



https://luxdem.uni.lu/software/

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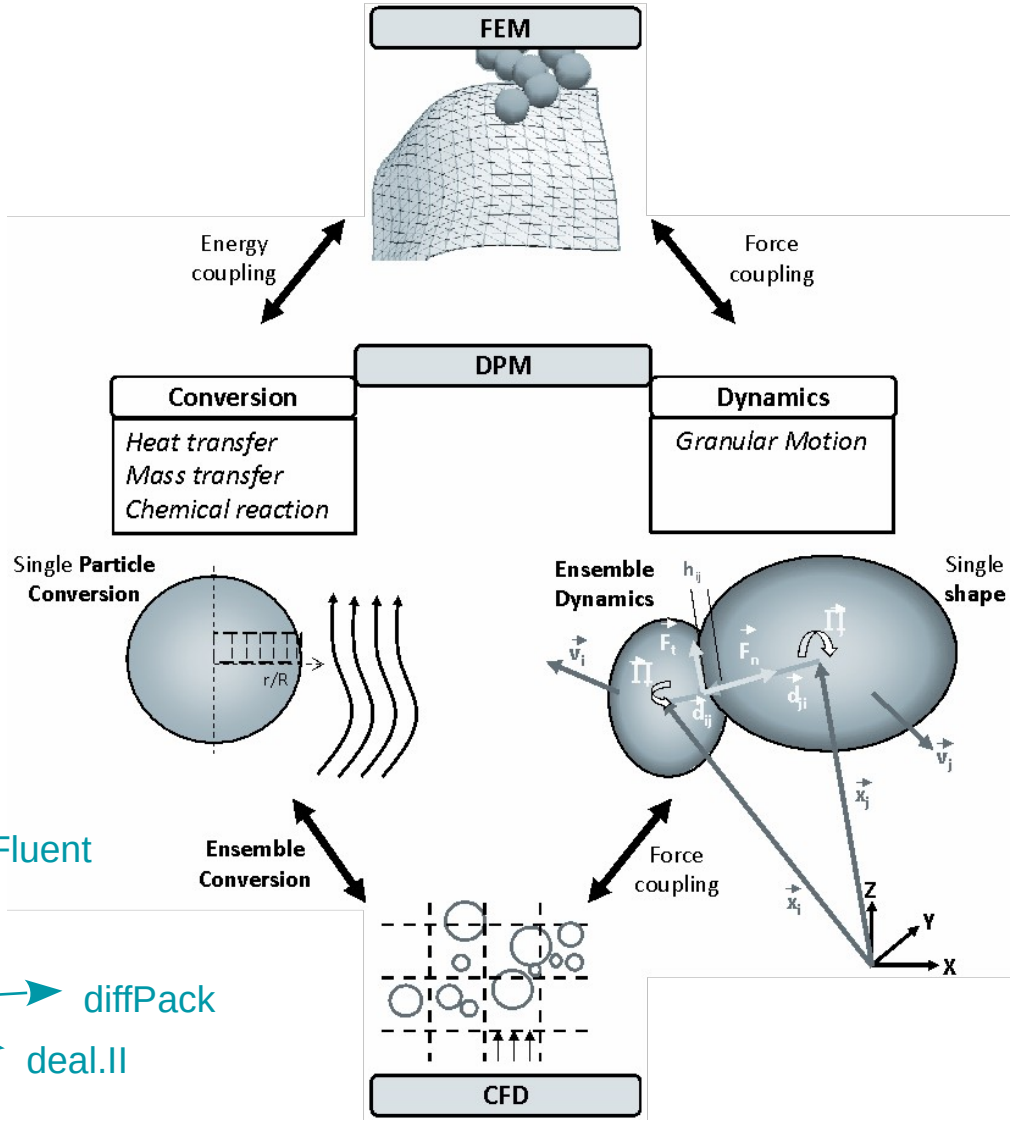
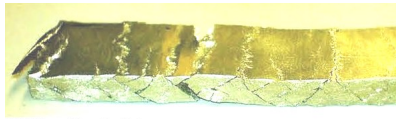
OpenFOAM
ANSYS Fluent
diffPack
deal.II
CalculiX

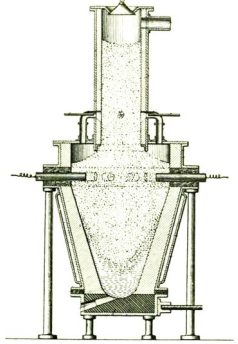
https://luxdem.uni.lu/software/



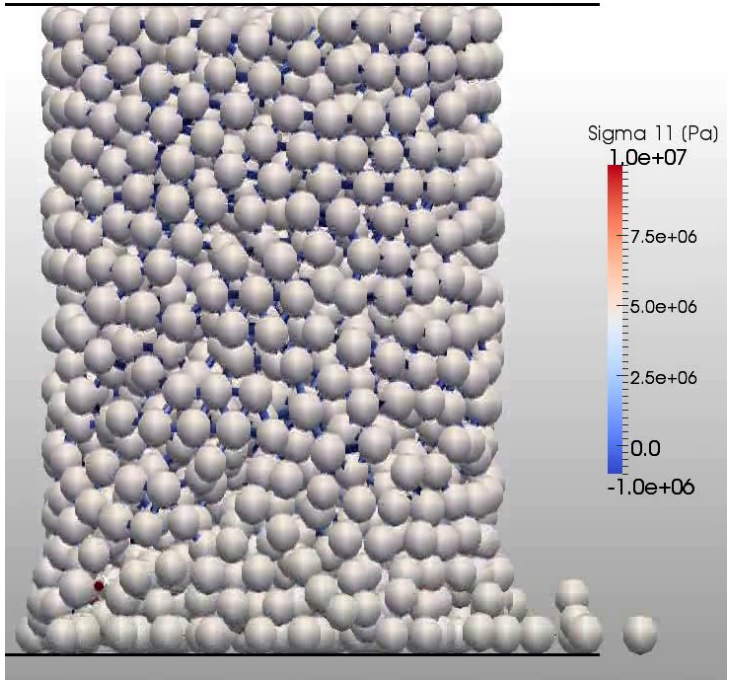
Application Examples: XDEM

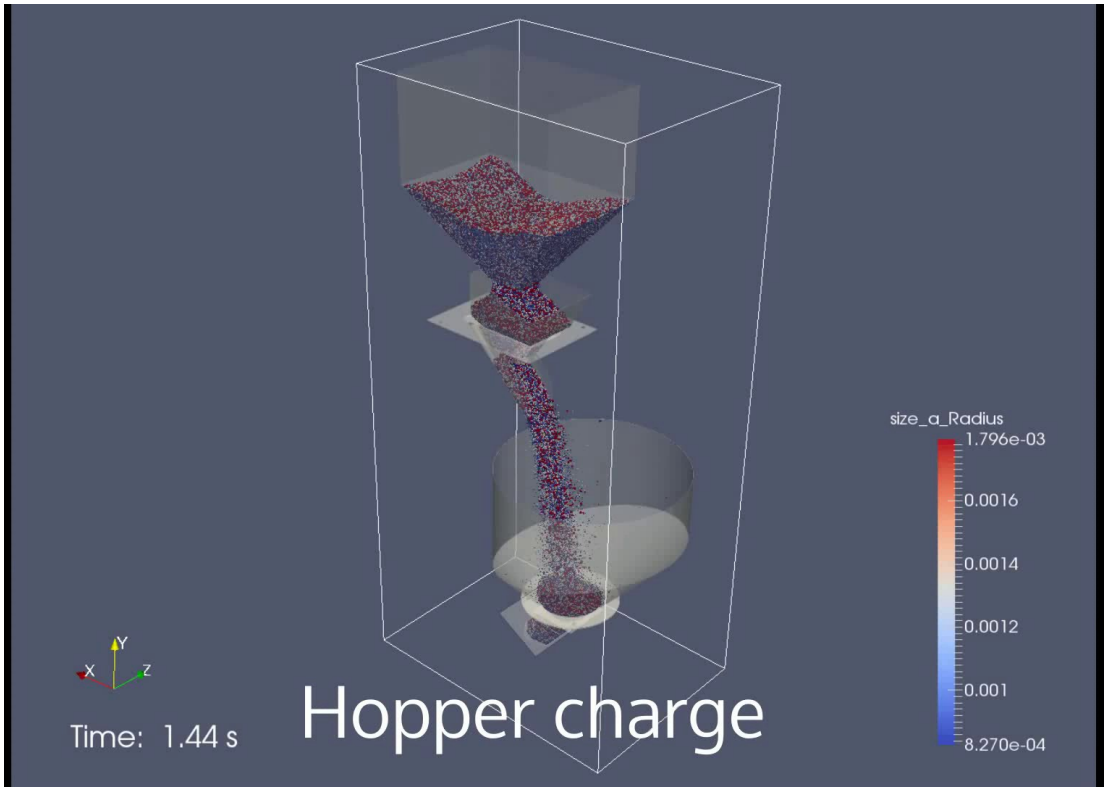


Brittle Failure

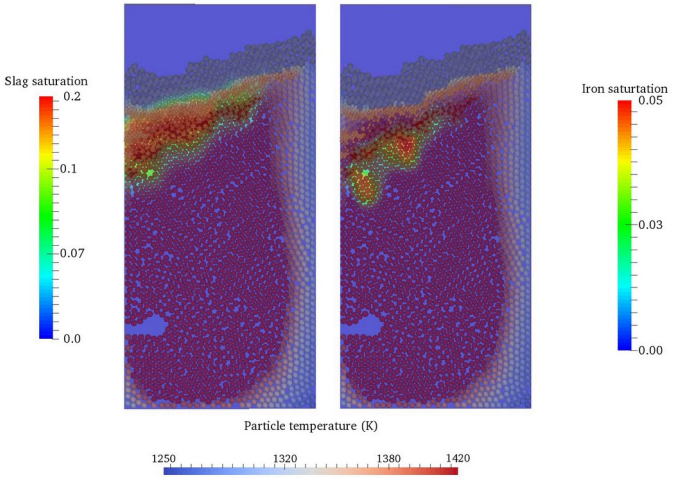


Hopper charge and discharge



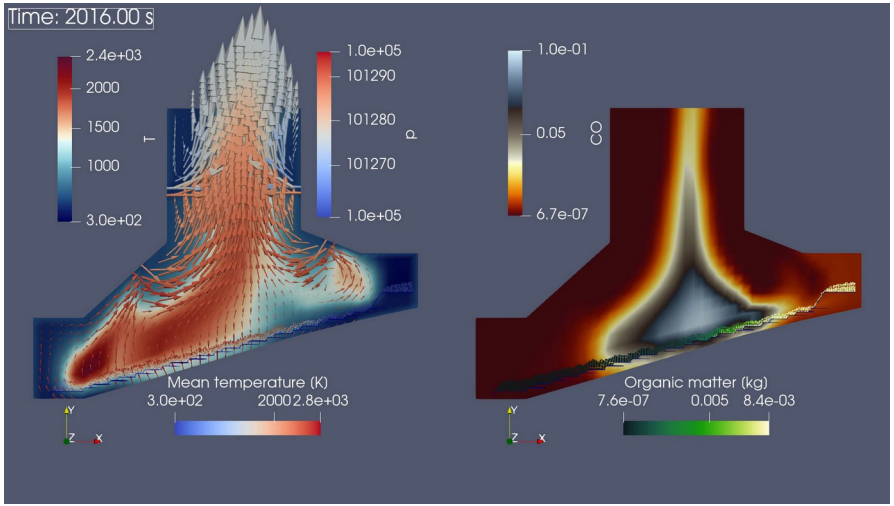


Application Examples: XDEM coupled with CFD

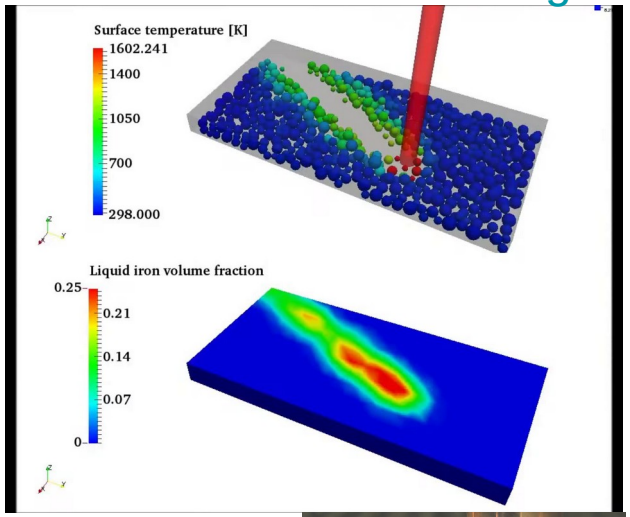


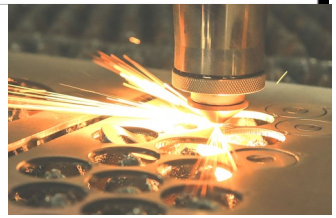
Iron & Slag production in a Blast Furnace

Wood Conversion in a Biomass Furnace

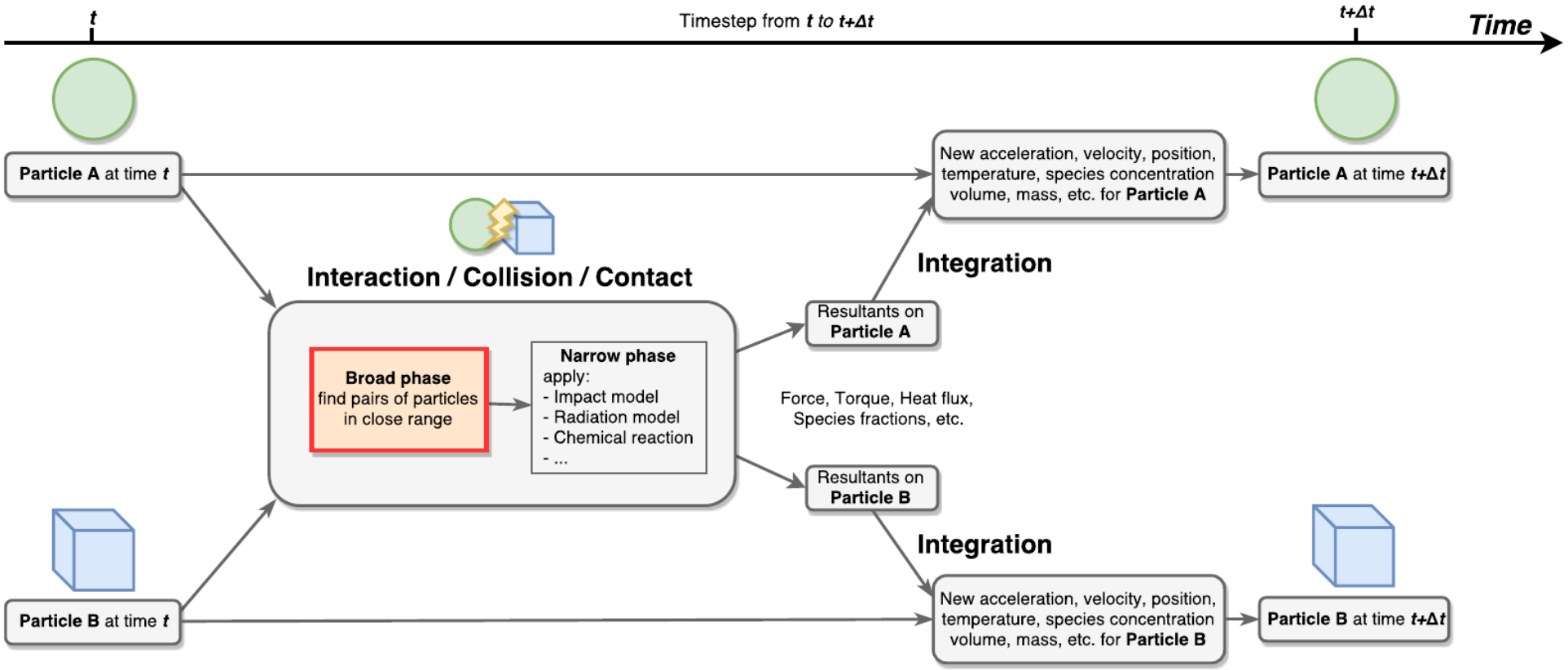


Selective Laser Melting in Additive Manufacturing





Overview of XDEM Execution Flow



Main Computations Phases in XDEM

Interaction Detection

Broad Phase: Fast but approximate scan to identify the pairs of particles that *could* interact

- uses an approximate shape (bounding volume)

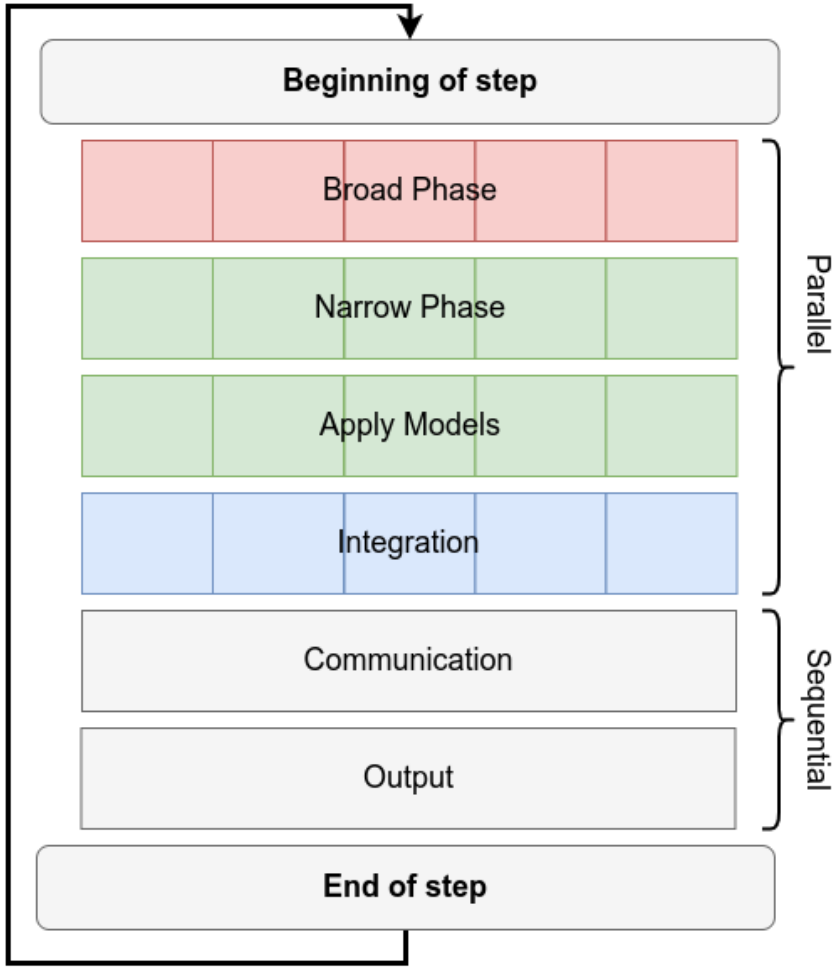
Narrow Phase: Precise collision detection on the particle pairs identified in the broad-phase

- uses the actual shape (sphere, cube, cylinder, etc.)
- calculates the distance/overlap between particles

Apply Models: Apply the physics models to each pair of interacting particles

- accumulate contributions to each particle:
  Contact → *force*, *torque*, ...
  Conduction/Radiation → *heat flux, ...*

Integration: Update the particle states by integrating the contributions from all the interacting partners



High-Performance Computing

for the Simulation of Particles

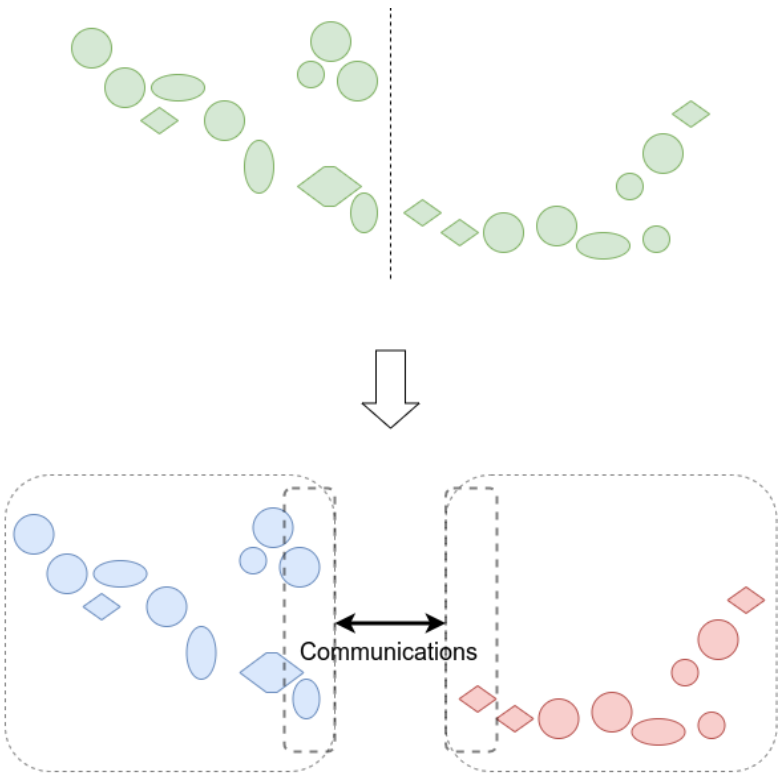
Domain Decomposition with MPI
and Load-Balancing

Domain Decomposition in XDEM

Decomposing the set of particles?

- Particles move during the simulation
- Neighborhood relations change
- Create undetected dependencies

→ Would require frequent re-partitioning



Domain Decomposition in XDEM

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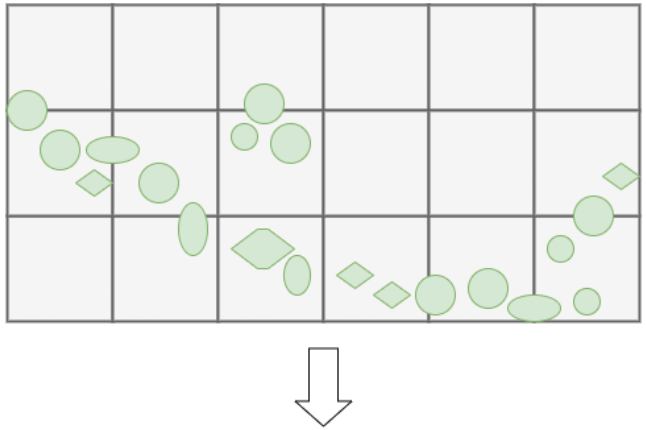
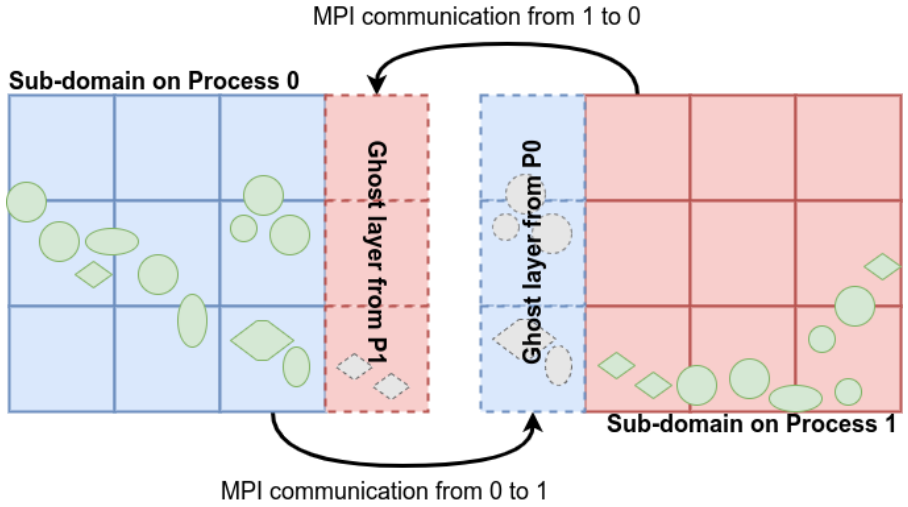


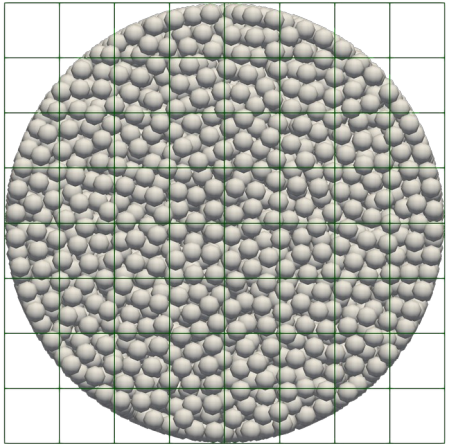
Use a static regular grid to ‘store’ particles

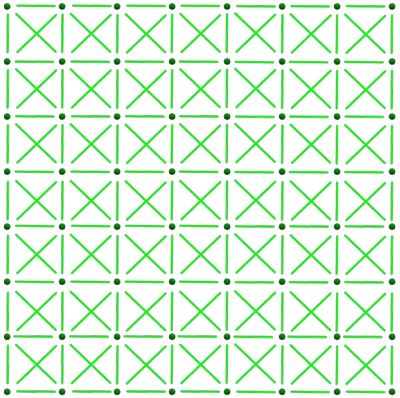
- Find location of a particle in constant time
- Size of grid cells adapted for collision detection
- No missing communication

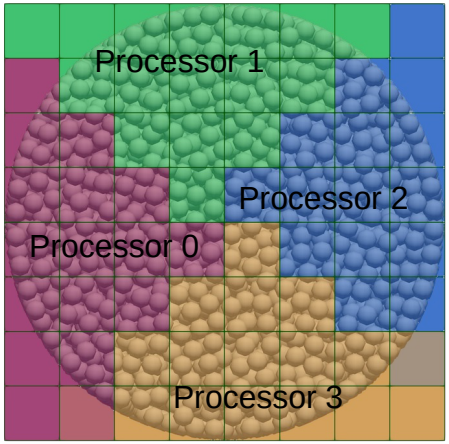
→ Re-partitioning only required in case of imbalance



Partitioning and Load-Balancing for XDEM







Particles in the cell grid

From grid to graph

- Node ← Cell
- Node weight ← *f*(nb particles)
  ~ Computation cost
- Edge ← Neighborhood relation
- Edge weight ← *g*(nb particles)
  ~ Communication cost
- Node Coordinates (topologic approaches)

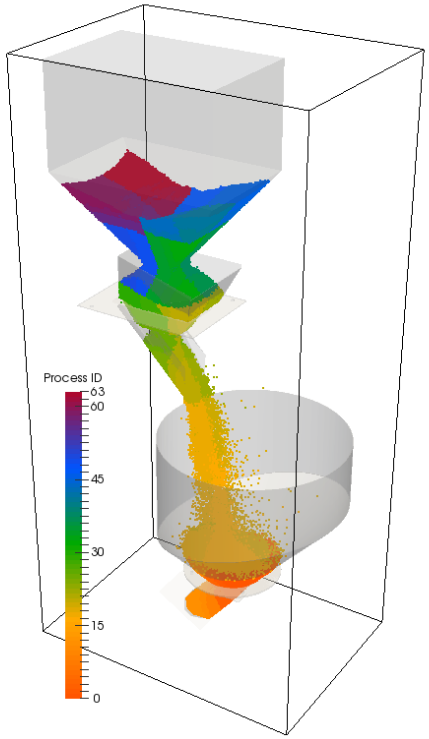
Partitioning algorithm

- Orthogonal Recursive Bisection
- METIS
- SCOTCH
- Zoltan PHG, RCB, RIB, ...
- etc.

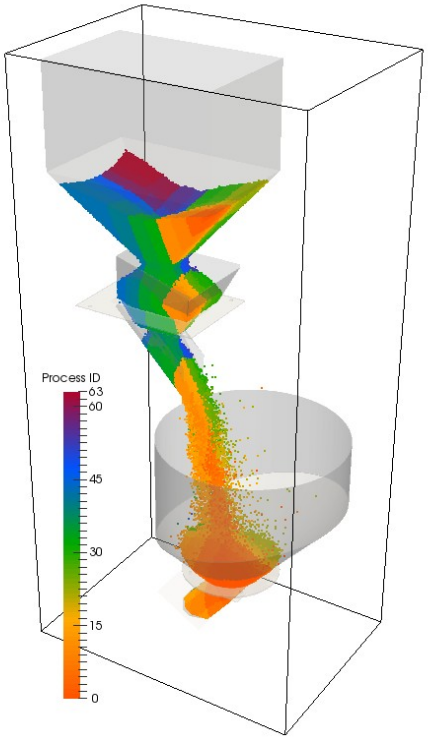
Objectives

- Balance the computation cost
- Minimize the communication cuts

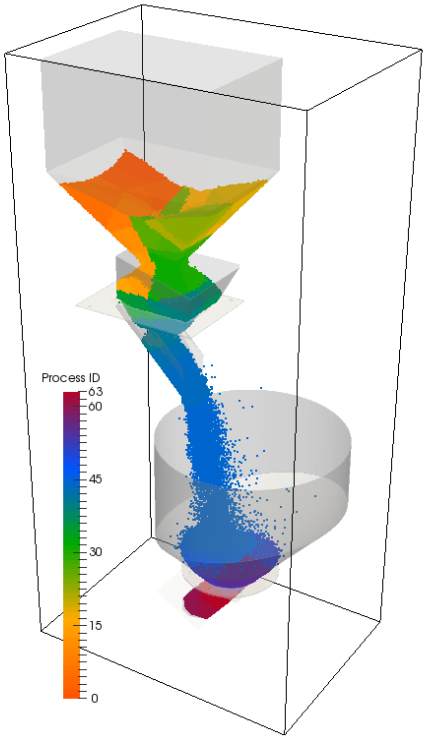
Example of Load-Balancing



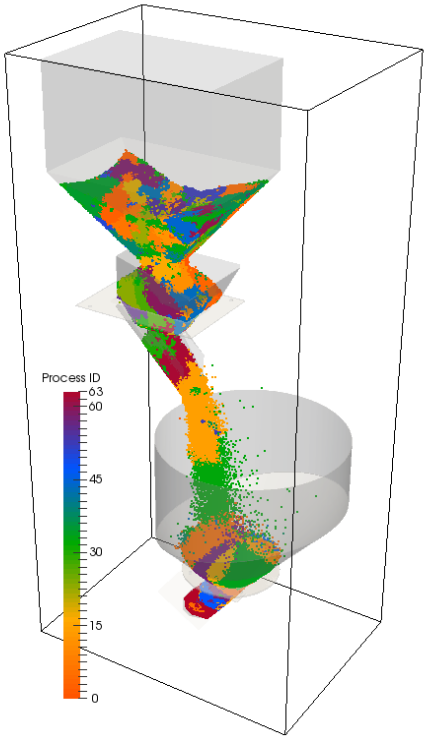
Zoltan RCB
(Recursive Coordinate Bisection)



ORB
(Orthogonal Recursive Bisection)



Zoltan RIB
(Recursive Inertial Bisection)



SCOTCH K-way

Weight estimation for load-balancing

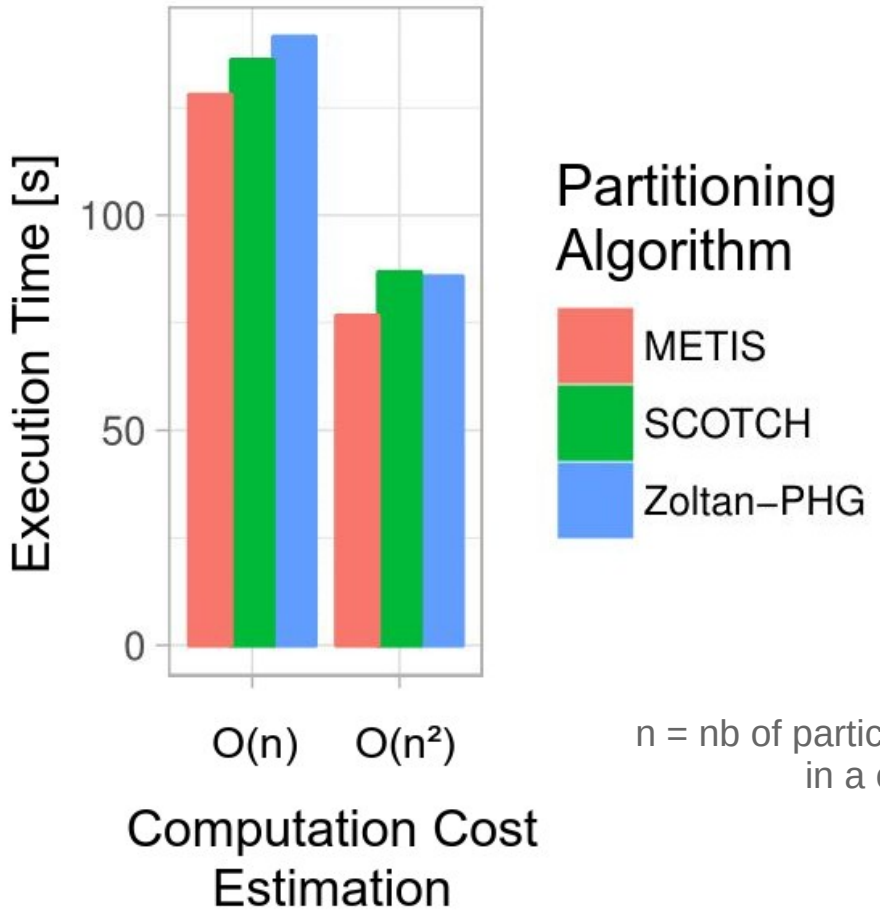
How to estimate the computing cost ?

- Difficult to measure at the level of a single cell
- Multiple phases and different complexities

Computation Phase	*Complexity*
Broad-phase	O((nb particles)^2)
Narrow-phase	O(nb interactions)
Apply Models	O(nb interactions)
Integration	O(nb particles)

- Nb of interactions is difficult to estimate

→ **Work in progress**



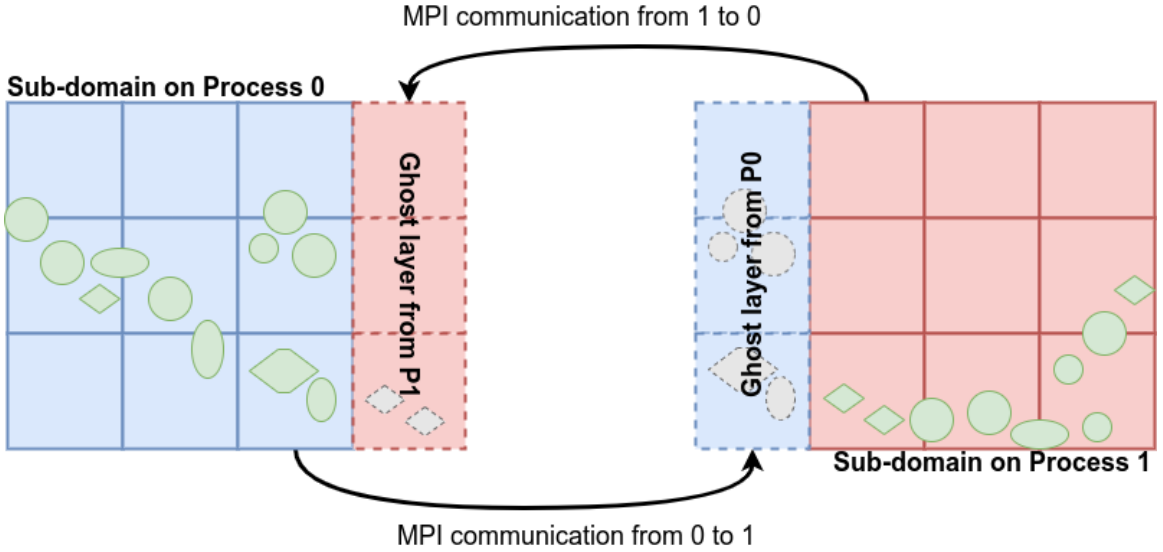
n = nb of particles in a cell

High-Performance Computing for the Simulation of Particles

Fine grain parallelization with OpenMP

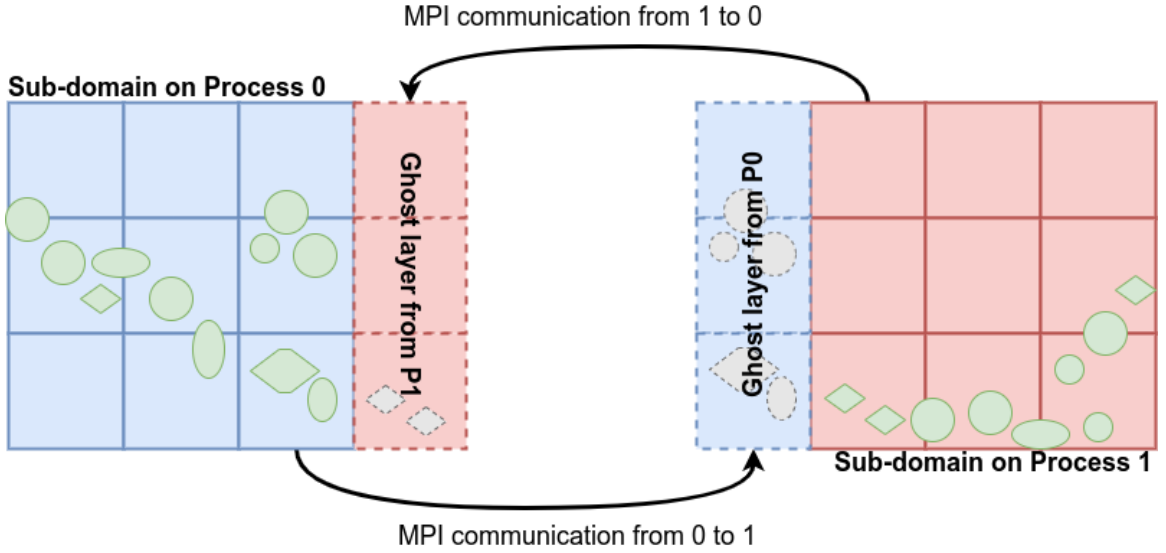
Hybrid Parallelization MPI+OpenMP of XDEM

Decomposed
Particle Domain

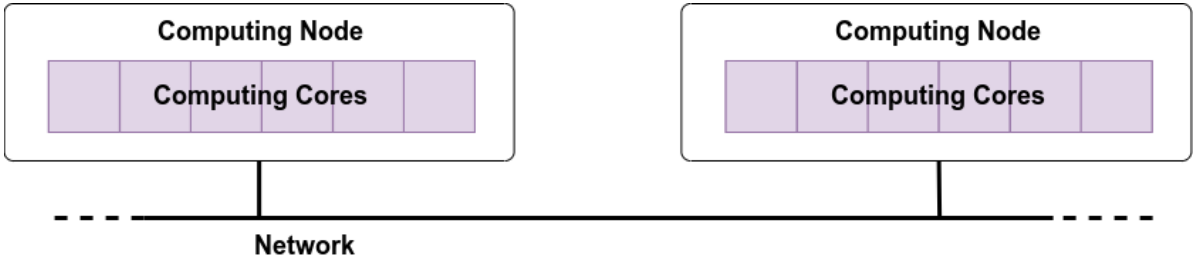


Hybrid Parallelization MPI+OpenMP of XDEM

Decomposed Particle Domain

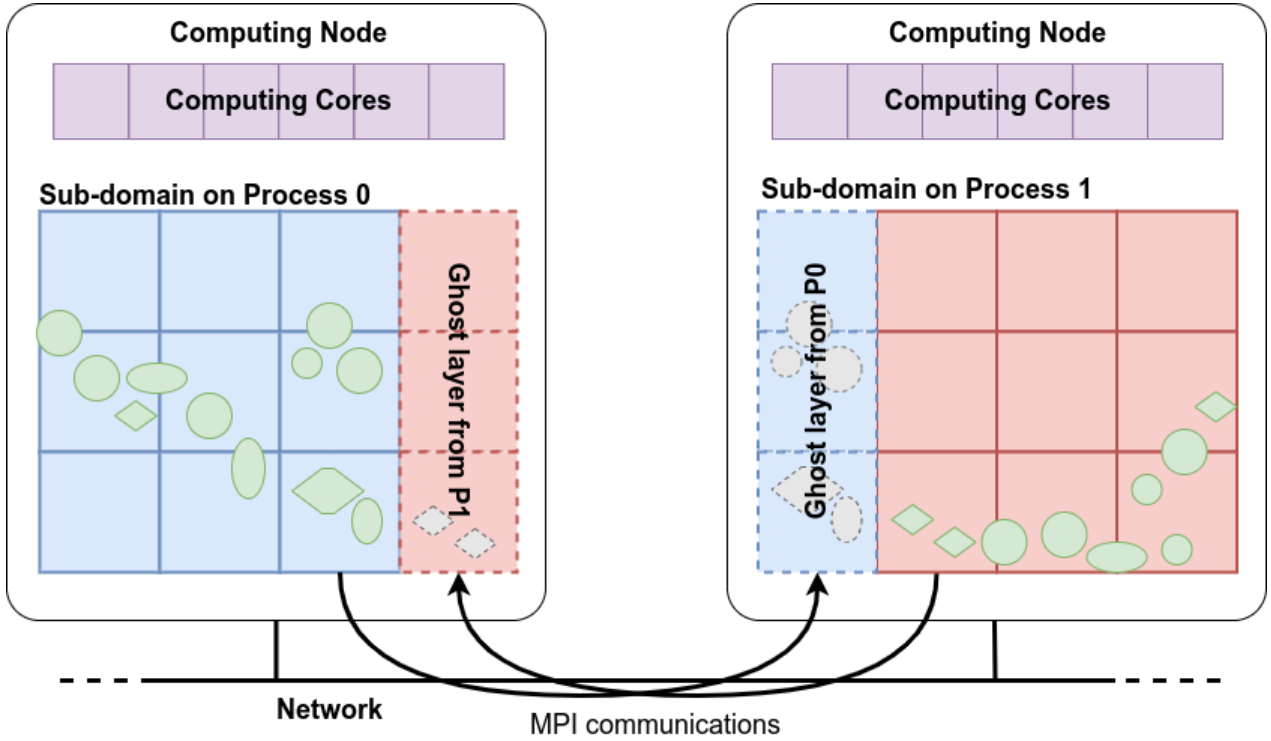


Computing Platform



Hybrid Parallelization MPI+OpenMP of XDEM

Sub-domains distributed on computing nodes with MPI
→ Coarse grain //



Hybrid Parallelization MPI+OpenMP of XDEM

Sub-domains distributed on computing nodes with MPI
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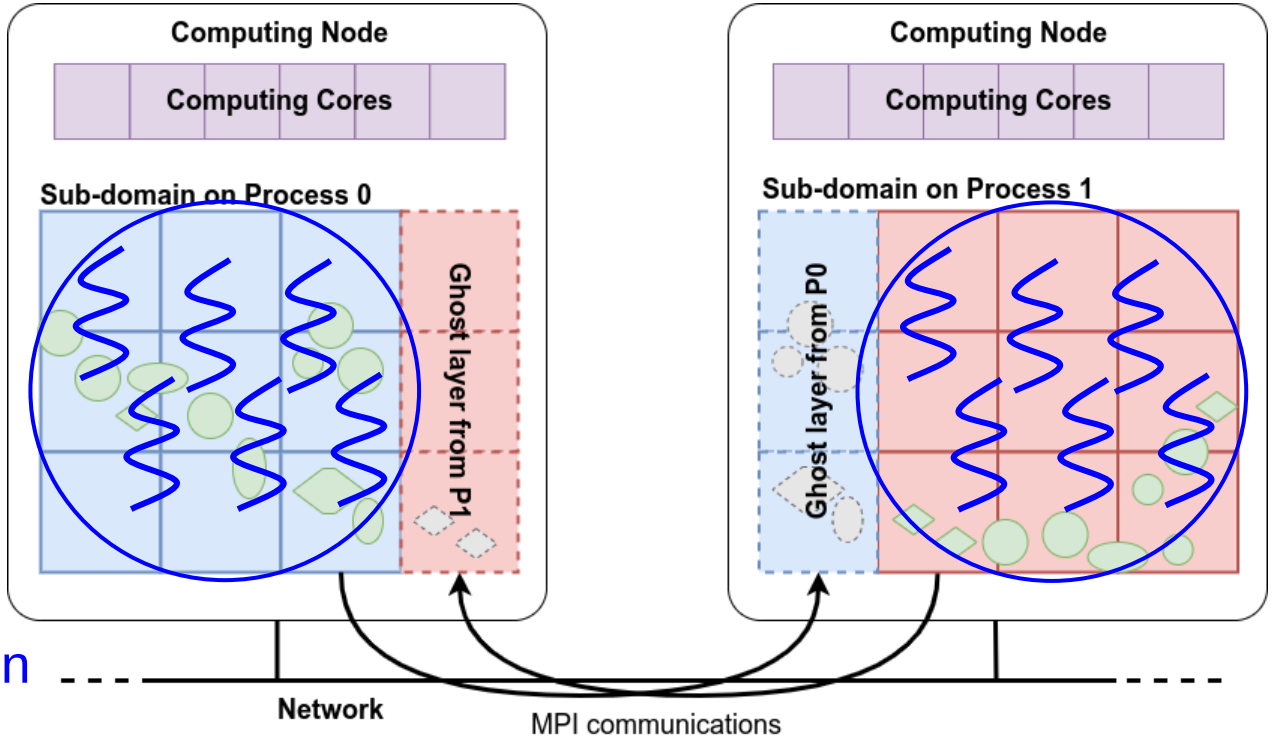


Intra-subdomain parallelization with OpenMP
→ Fine grain //

XDEM parallelization with OpenMP

Parallelization at a fine grain:

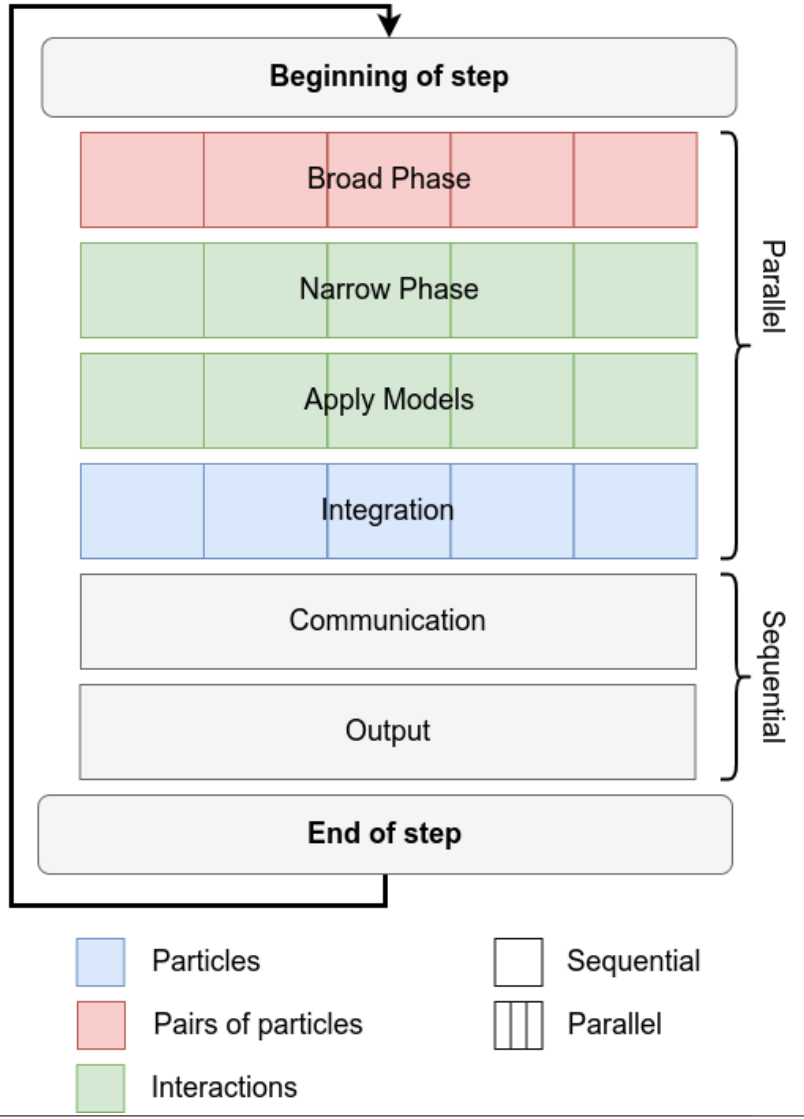
- Particles, Pairs of particles and Interactions

Guided by the type of accesses:

- Iterate on the objects being modified to avoid concurrent accesses (when possible)
- Use containers with random access iterators

	Read Access	Write Access	Iteration on
Broad Phase	Particles	Interactions	Particle pairs
Narrow Phase	Interactions	Interactions	Interactions
Apply Models	Interactions	Particles	Interactions
Integration	Particles	Particles	Particles

Potential concurrent accesses!



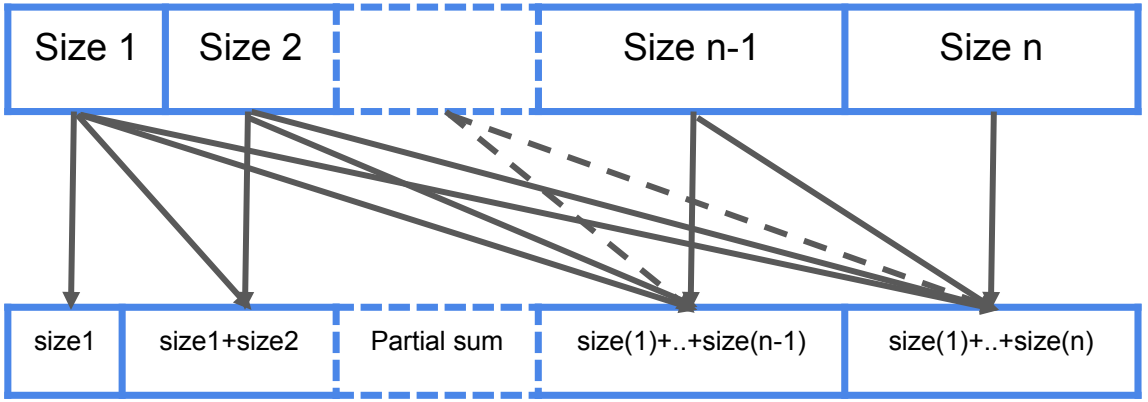
Concurrency write

How to fill Interactions vector concurrently?

→ Unkown number of interactions

Solution

- Each thread fills a private **`deque`**
- Perform a partial sum of sizes
- Copy in shared vector at the position defined by the partial sum
- Synchronization barrier at the end



→ No critical or atomic regions

Memory allocator

XDEM C++ code is highly dynamic

➔ Intensive calls to the memory allocator

Default **glibc** memory allocator

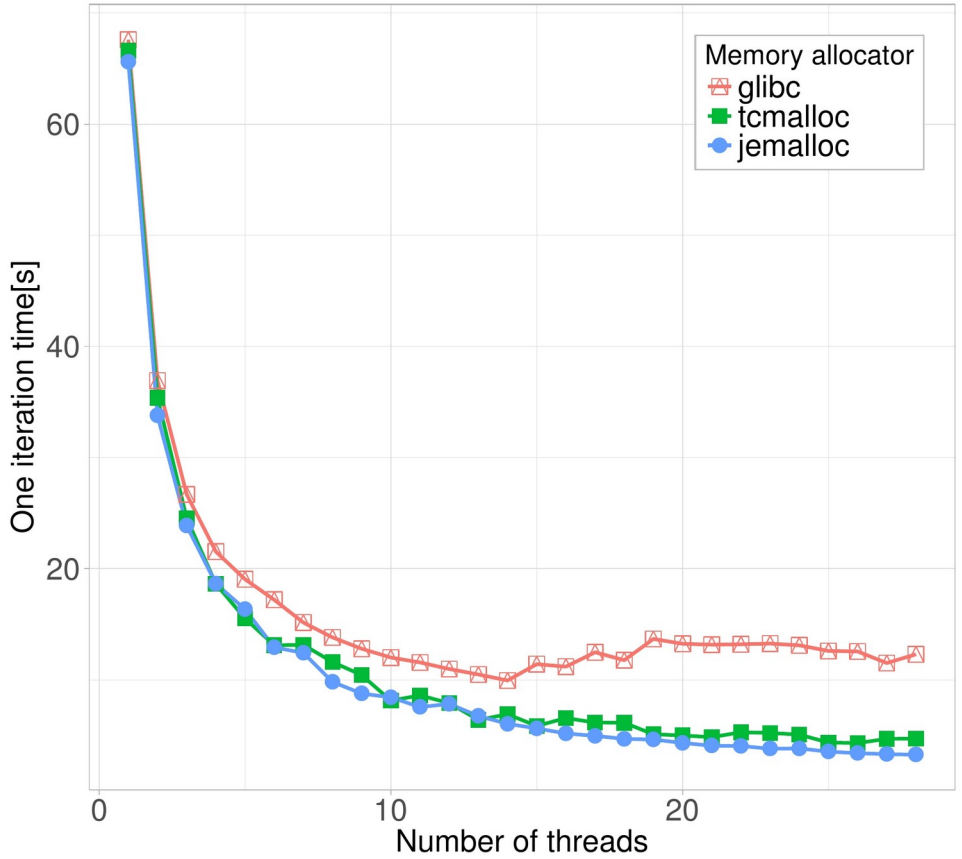
- uses locks internally

➔ Limits the scalability of threaded executions

Optimized memory allocators

- **Jemalloc** based on independent arenas
- **TCMalloc** based thread cache

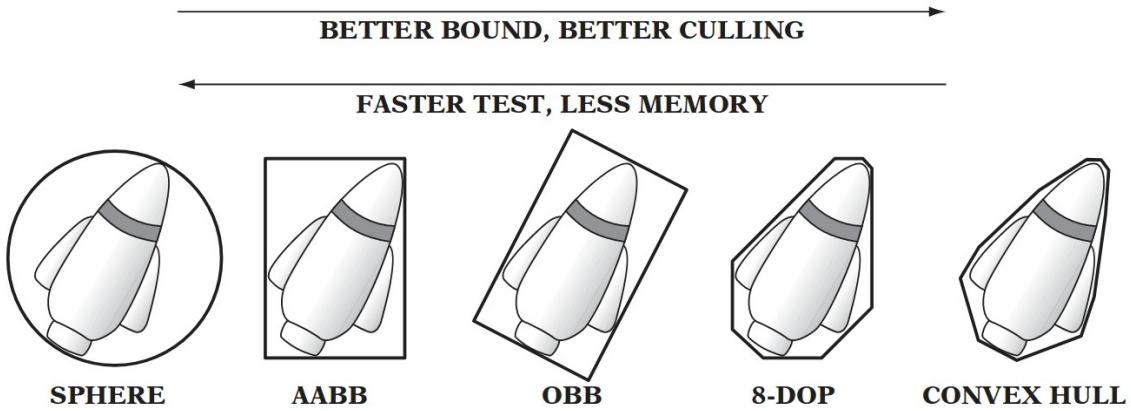
→ **3-4 times faster on 28 cores**



High-Performance Computing for the Simulation of Particles

Faster Broad-Phase with Roofline Analysis

Bounding Volumes in XDEM Broad-phase

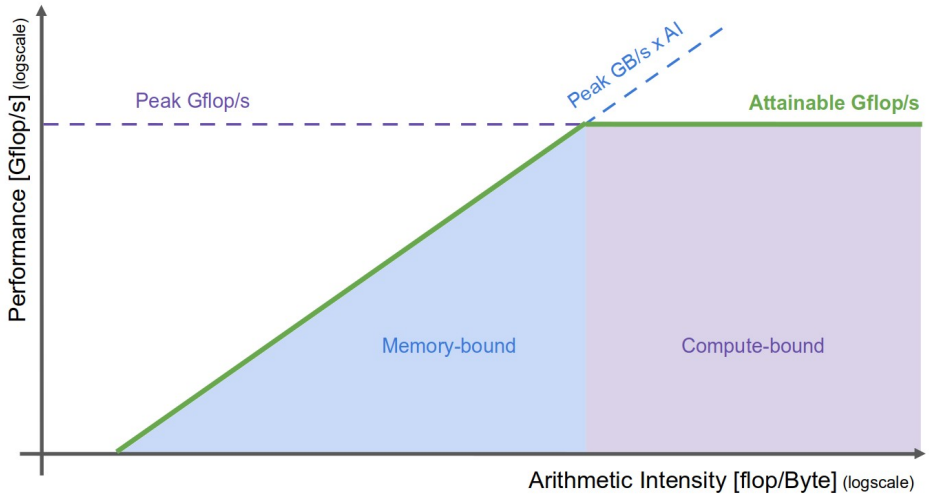


Real-Time Collision Detection, by Christer Ericson, 2005.

Which bounding volume for the broad-phase?

- Bounding Sphere (BS)?
- Axis Aligned Bounding Box (AABB)?

Roofline Analysis for Bounding Volumes



- Broad-phase is memory-bounded

Intersection of 2 bounding volume?

	Memory	Complexity of ∩	AI
Bounding Sphere	2 x 4 reals (position + radius)	11 arithmetic ops 1 comparison	**1.38 flop/real**
Axis Aligned Bounding Box	2 x 6 reals (upper + lower corners)	6 comparisons 5 logical AND	0.5 flop/real

- Bounding Spheres release the pressure on memory bandwidth
- Using `float` type instead `double` also reduces memory accesses

⇒ **Use Bounding Spheres of `floats`**

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https://bitbucket.org/berkeleylab/cs-roofline-toolkit/

LIKWID, RRZE-HPC
https://github.com/RRZE-HPC/likwid

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