

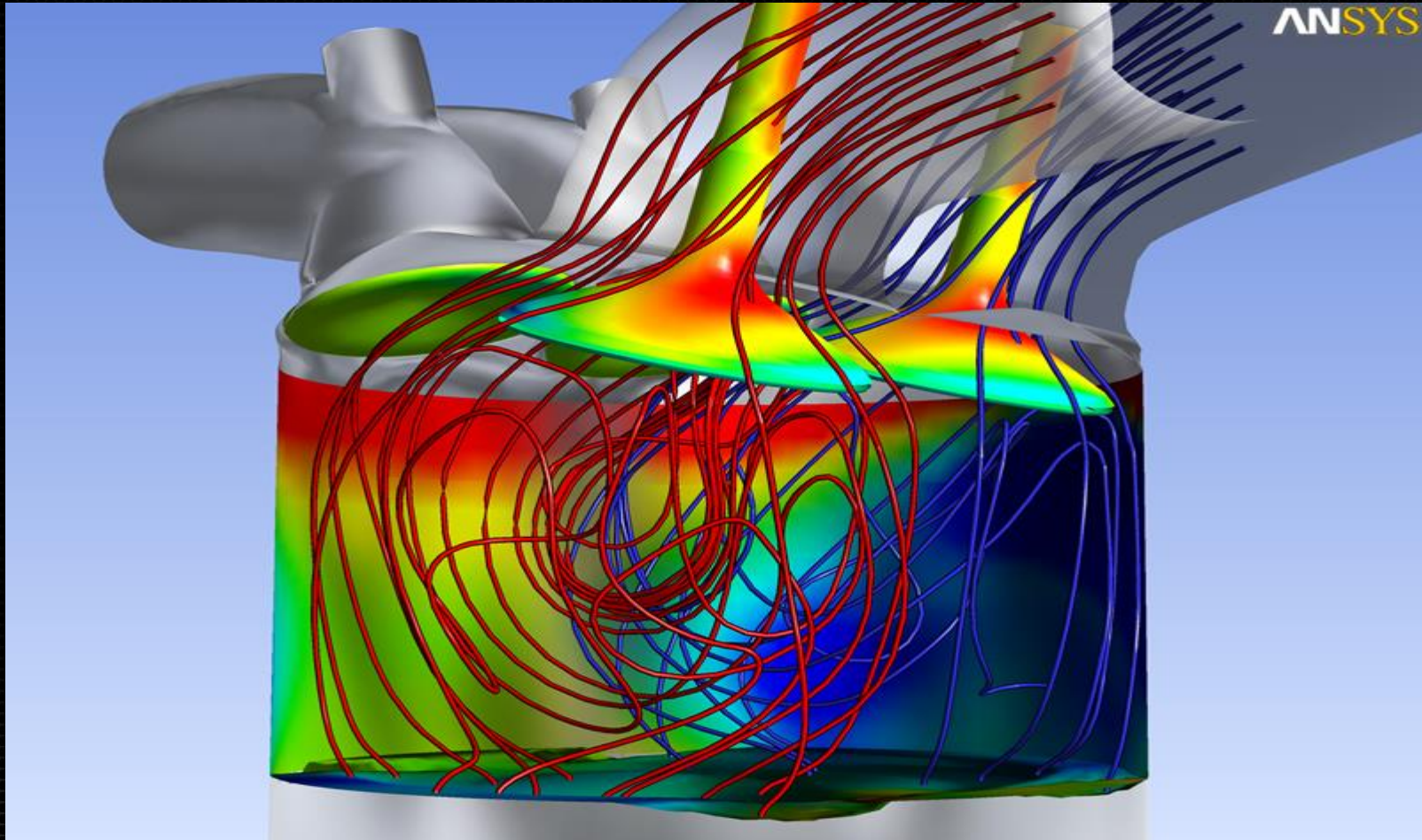


NVIDIA MPI-enabled Iterative Solvers for Large Scale Problems

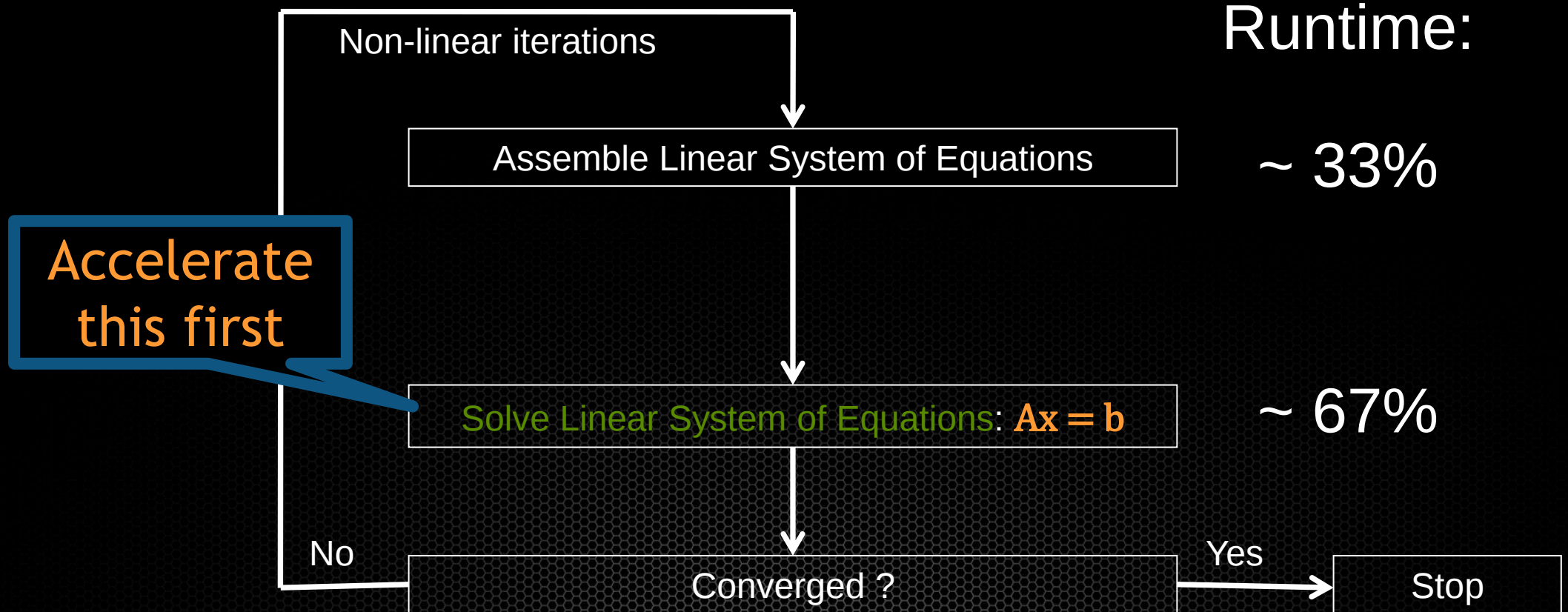
Joe Eaton

Manager, AmgX CUDA Library
NVIDIA

ANSYS Fluent



Fluent control flow



Break it Down

Iterative Solvers

- ❖ Low memory requirements
- ❖ Best choice if only a few digits of accuracy are needed
- ❖ Optimal complexity: $O(N)$

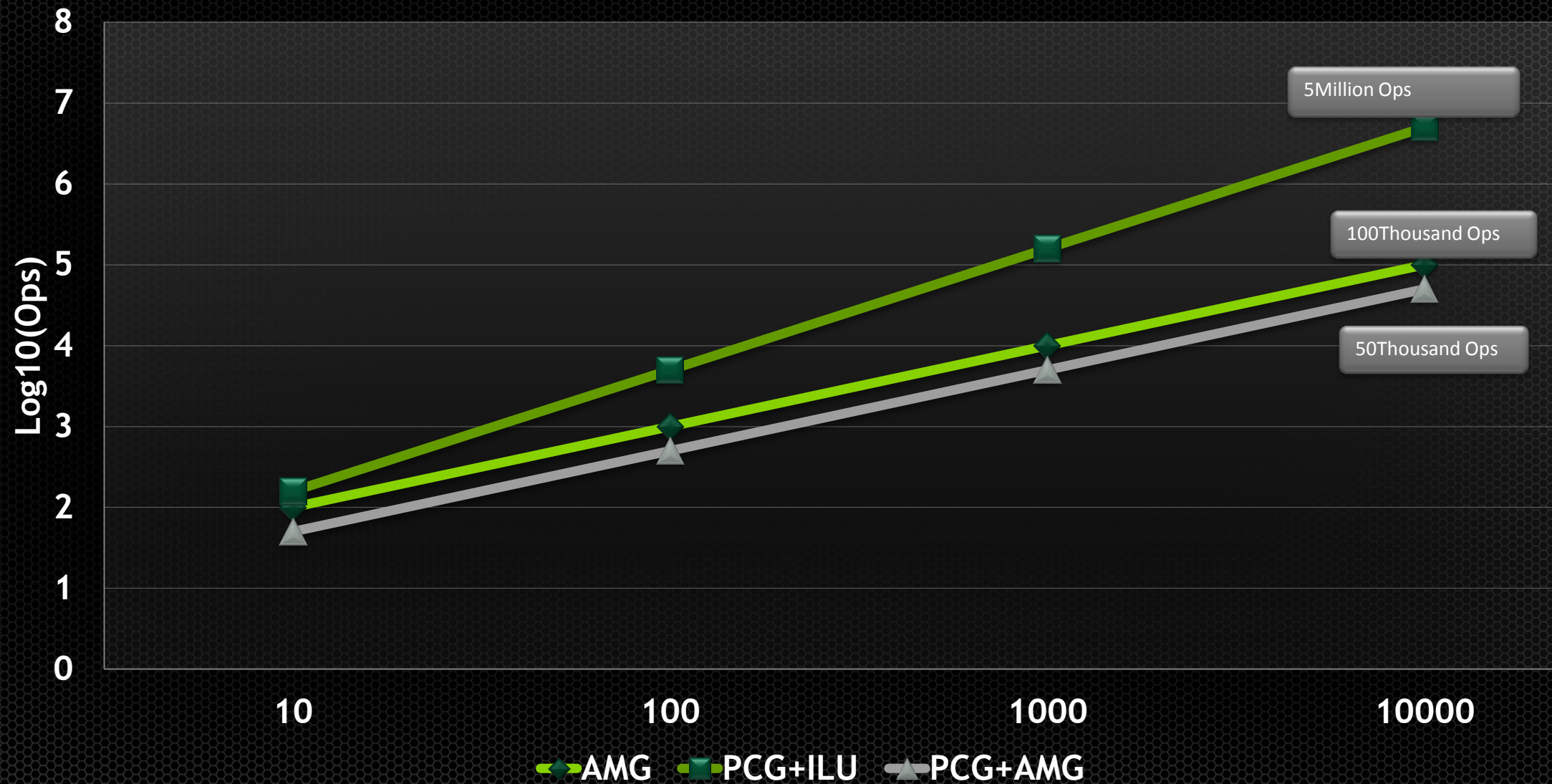
❖ Multigrid methods

- ❖ Optimal for discretized elliptic and mixed elliptic-hyperbolic type PDEs
- ❖ For a black-box method, choose Algebraic Multigrid (AMG)

❖ Krylov methods

- ❖ PCG, GMRES, BiCGSTAB, IDR-> these work together with AMG, complementary
- ❖ Easy to create parallel implementations

Scalability- LogLog of Ops vs N



Multigrid on GPUs

Notice I didn't claim Multigrid was easy to implement in parallel 😊

- For GPUs, we need fine-grain parallelism, in addition to DD
- MPI for coarse grain parallelism, CUDA + OpenMP on each node.
- NVIDIA set out to create a world-class AMG implementation on GPUs

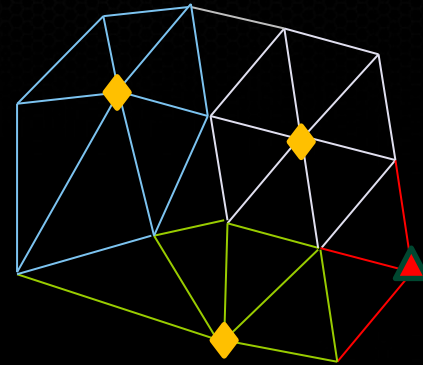
3 years of effort, 7 Ph.D. contributors, 9 Patents later
AmgX is HERE!

Parallel AMG (Classical and Aggregation)

- Smoothers (Block-Jacobi, GS, DILU, Polynomial)
- MG cycles (V,W,F,CG)

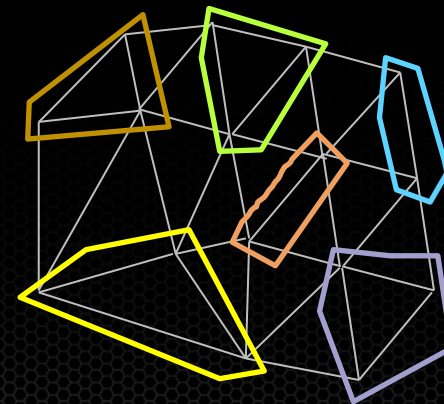
Classical Ruge-Steuben AMG

- ✓ Robust convergence
- High setup cost, two phases
- Only scalar matrices



Unsmoothed Aggregation AMG

- ✓ Easier to parallelize
- ✓ Lower grid and Operator complexity
- ✓ Block structured matrices



Extras

- Preconditioned & Accelerated Eigensolvers
 - Power method, inverse power method, shifted inverse
 - LOBPCG
 - Jacobi-Davidson
 - Subspace Iteration
- $Ax = \lambda x$
- Find some extremal eigenvalues fast
- Find eigenvalues near a given value

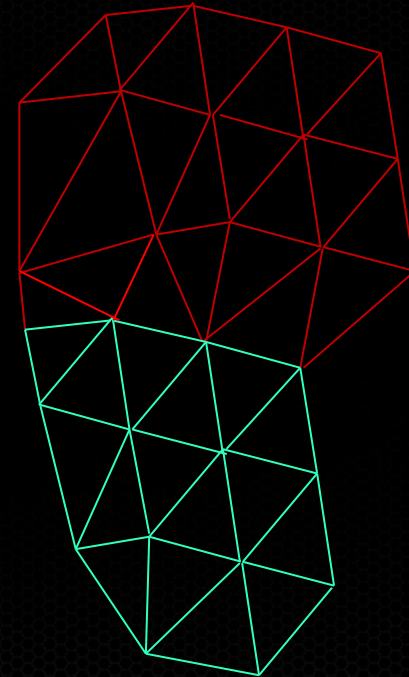
Krylov Methods

- All Rely on massively parallel SpMV
 - CG, PCG, PCGF
 - GMRES, FGMRES, DQGMRES
 - BiCGStab, BiPCGStab
 - IDR(s)
- IDR(s) is the new kid on the block, allows a smooth variation between BiCGStab behavior and GMRES-like behavior

Graph Utilities

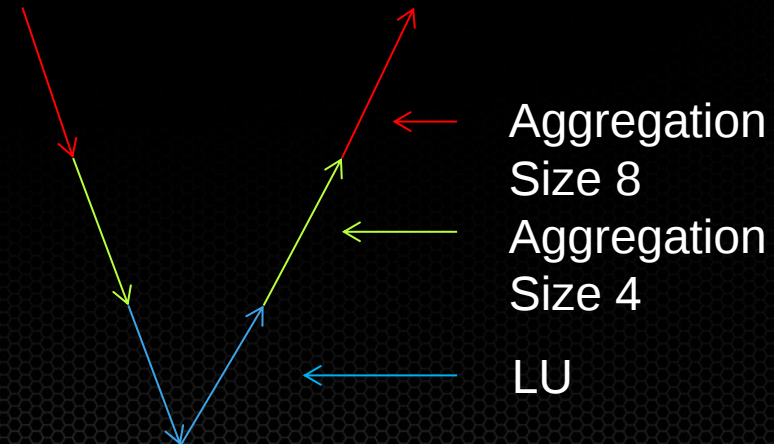
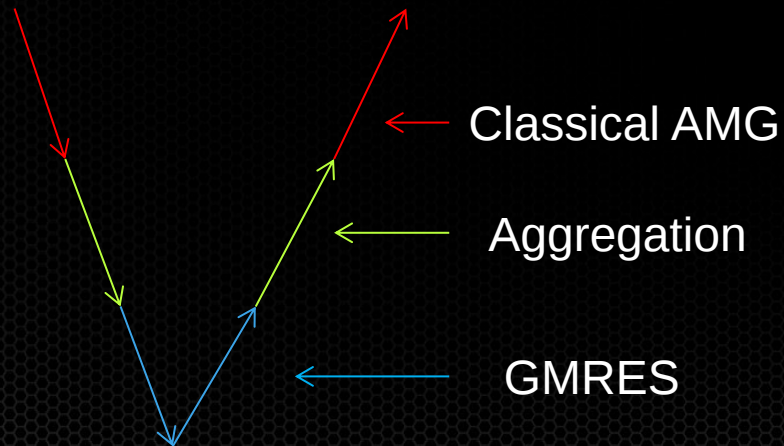
- Partitioning with METIS
- Graph coloring for parallel smoothers
- Produce fast and high-quality results

New non-zero-counting load balancing



Flexible Solver Construction

- All methods composable, nestable to create complex solvers easily (PCG+AMG+GMRES, GMRES+AMG, AMG+AMG)
- Offers unique NVIDIA methods for massive parallelism



Standards Compliance

- Supports standard matrix formats
 - Matrix-Market, CSR, BSR, COO
- Easy-to-integrate C API
- Tested with multiple MPI implementations
 - PCMPI, MVAPICH, OpenMPI
- Works with CUDA 5.0 and CUDA 5.5

Easy to Use

- No CUDA experience necessary to use the library
- Small API (<30 calls), no bloat
- Upload a matrix from the host, or hand it over in device memory
- Uses CUDA Unified Virtual Addresses for zero-copy uploads
- Supports NVIDIA GPUs Fermi and newer
- Single, Double, Mixed precision
- Handles consolidation of matrix on fine or coarse level
- Single GPU, Multi-GPU, clusters with MPI

Minimal Example- 11 calls

```
AMGX_initialize();  
AMGX_initialize_plugins();  
AMGX_create_config(&cfg, cfgfile);  
AMGX_resources_create_simple(&res, cfg);  
AMGX_solver_create(&solver, res, mode, cfg);  
AMGX_matrix_create(&A, res, mode);  
AMGX_vector_create(&x, res, mode);  
AMGX_vector_create(&b, res, mode);  
AMGX_read_system(&A, &x, &b, matrixfile);  
AMGX_solver_setup(solver, A);  
AMGX_solver_solve(solver, b, x);
```

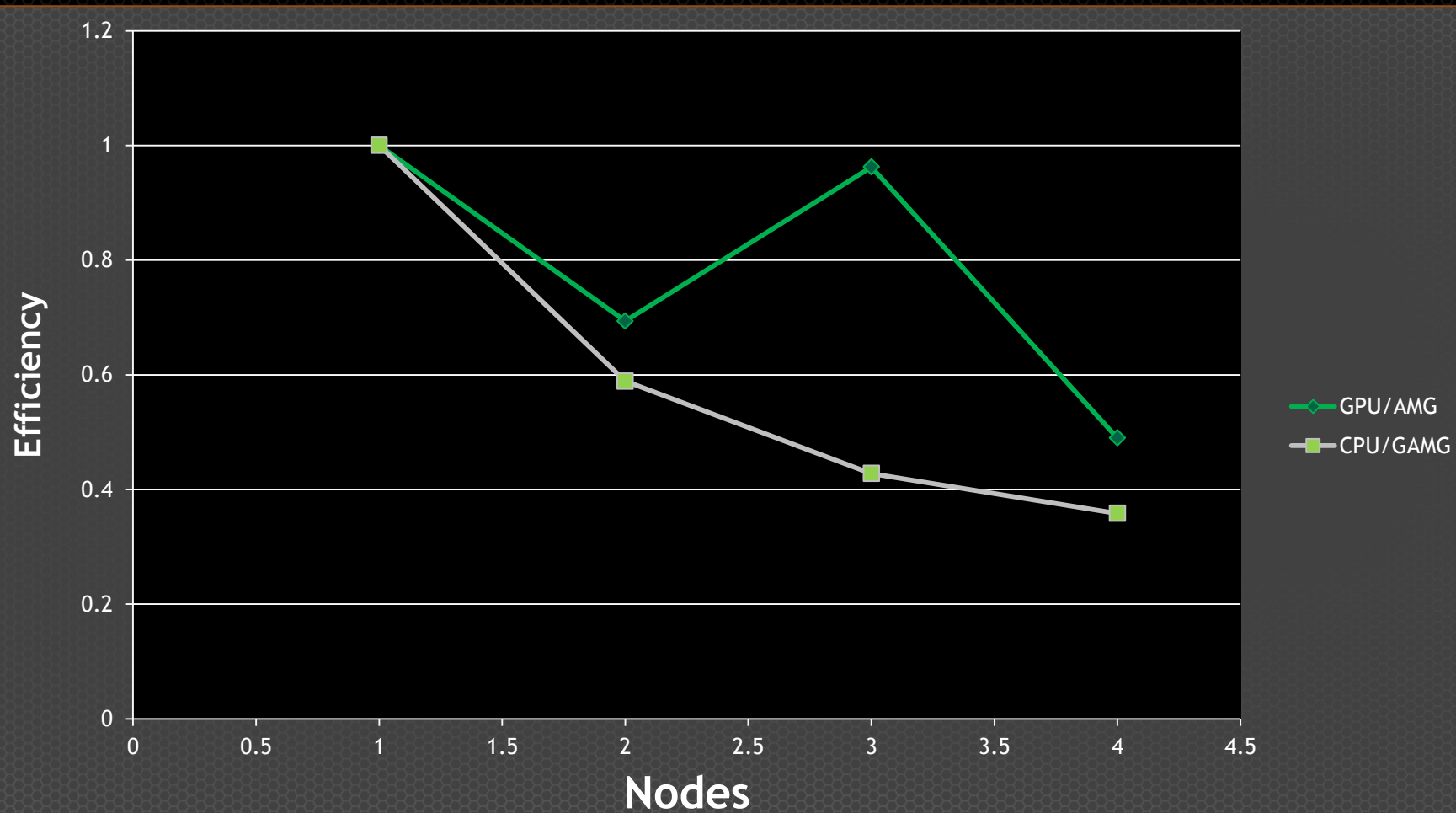
Capacity & Performance

- We have verified 3 million rows per GB of GPU memory
 - > 12 million rows on Tesla K20x (6GB)
 - > 24 million rows on Tesla K40 (12GB)
 - Single GPU performance typically 5million rows /sec for 1 digit
 - > 10 million rows solved to 6 digits (1e-6 relative tolerance)
 $10/5 * 6 = 12$ seconds
 - > 8 million row system, to 10 digits
 $8/5 * 10 = 16$ seconds
- Your mileage may vary: miniFE app delivers 7.44 M row/sec for 1 digit

MPI Performance

- Dominated by coarse grid communication overhead
 - ✓ Consolidate coarse grids to a single GPU
 - Try out asynchronous coarse corrections
- When we engage multiple nodes, we see big hit
- Weak scaling good to 4 GPUs (95% efficient)
- Above 16 GPUs, we have 50% scaling for

OpenFOAM Weak Scaling

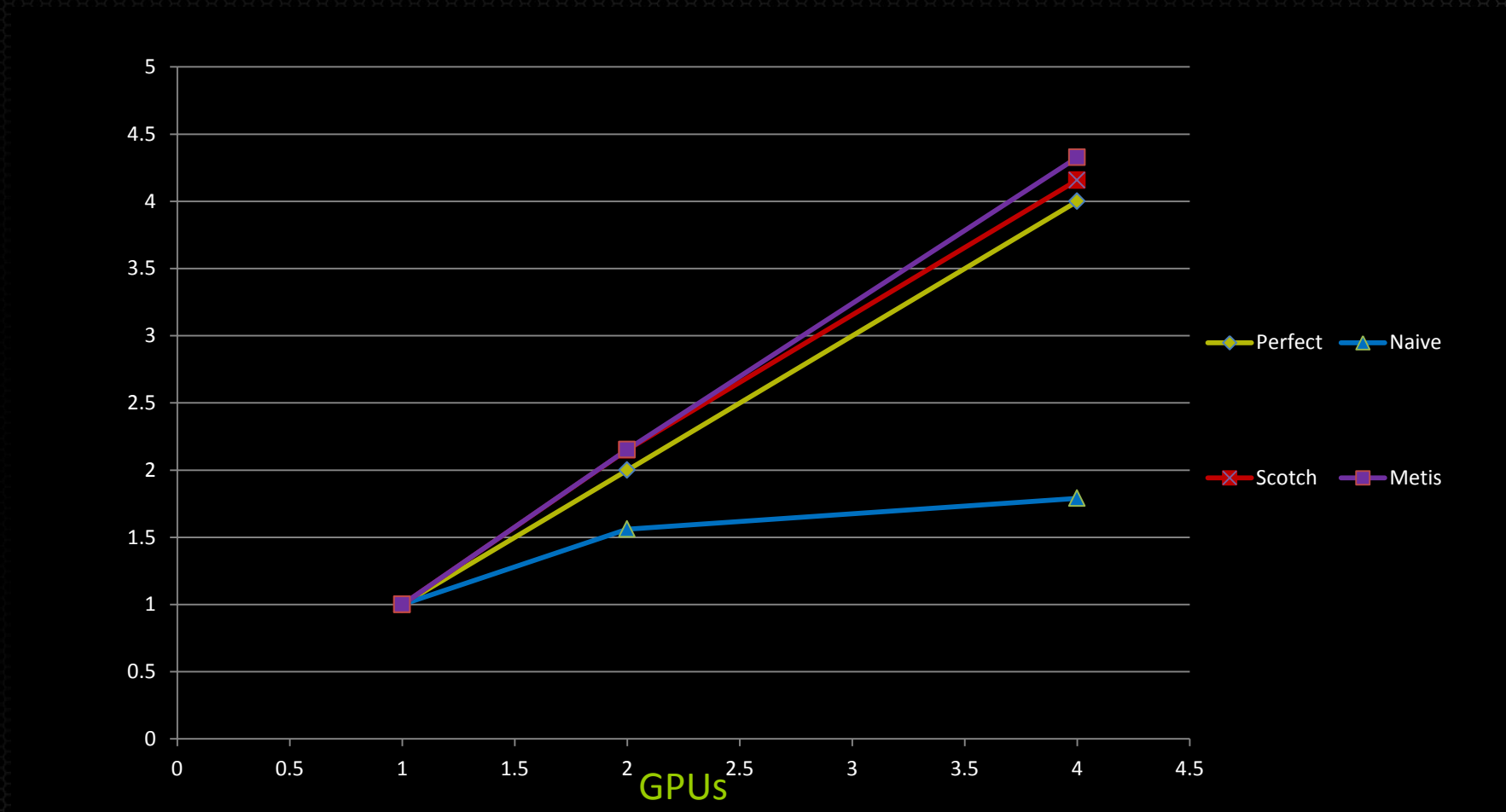


Strong Scaling Fluent

Efficiency



Strong Scaling 3M rows, Single Node



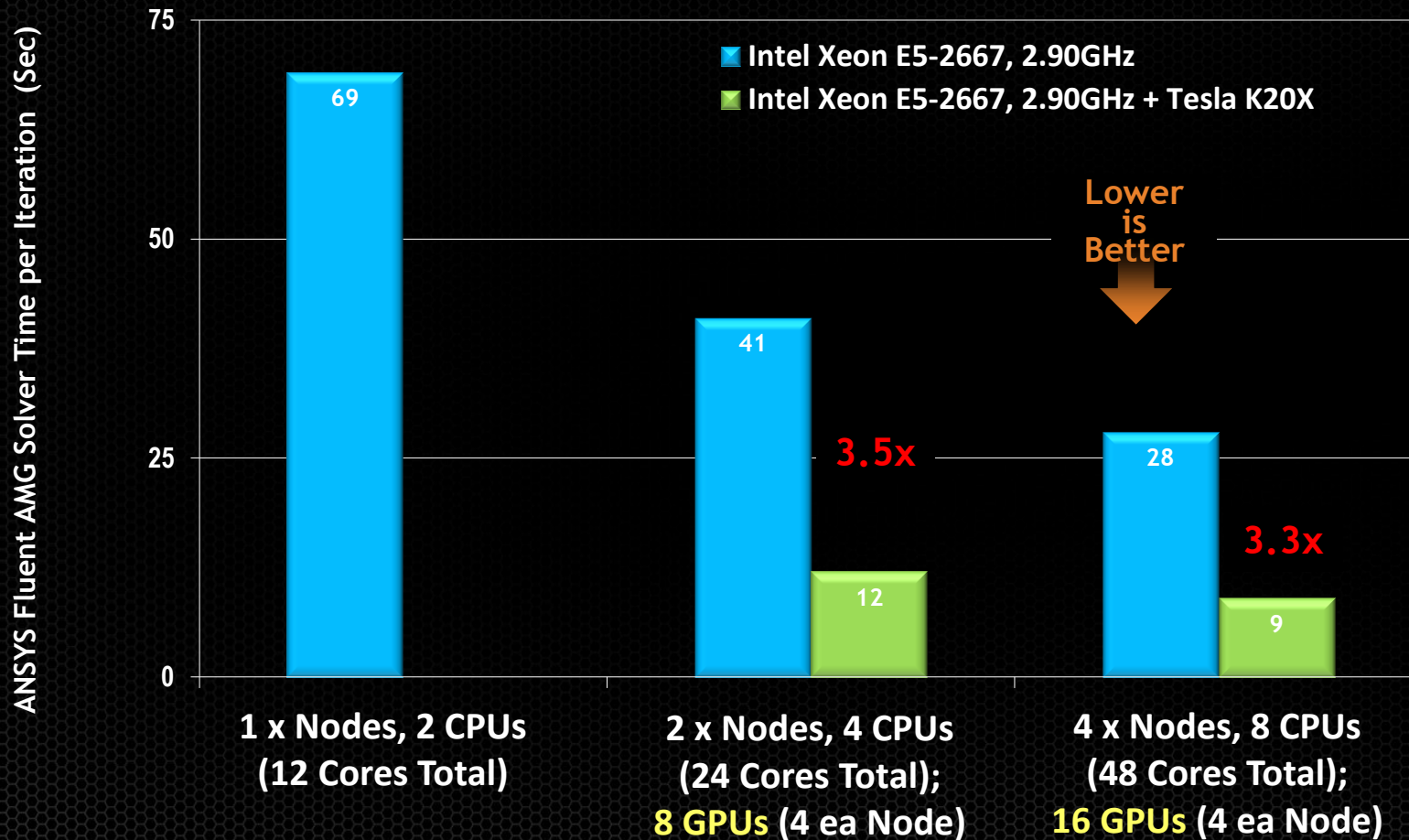
Beta Users

- We have started a private Beta test program, 14 institutions and ISVs
- Public release in Nov, 2013 at SC'13
- Use cases so far:
 - Oil&Gas (exploration and production)
 - CFD (external aerodynamics, incompressible and compressible flow)
 - Flooding and storm surge simulation
 - Tsunami simulation
 - Coupled heat transfer and flow in pipes
 - Network/graph metrics (page rank, maximal flow, partitioning)
 - Computer Vision

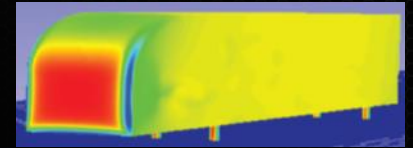
ANSYS Fluent for 14M Cell Aerodynamic Case

ANSYS Fluent 15.0 Preview Performance - Results by NVIDIA, Jun 2013

ANSYS



Truck Body Model

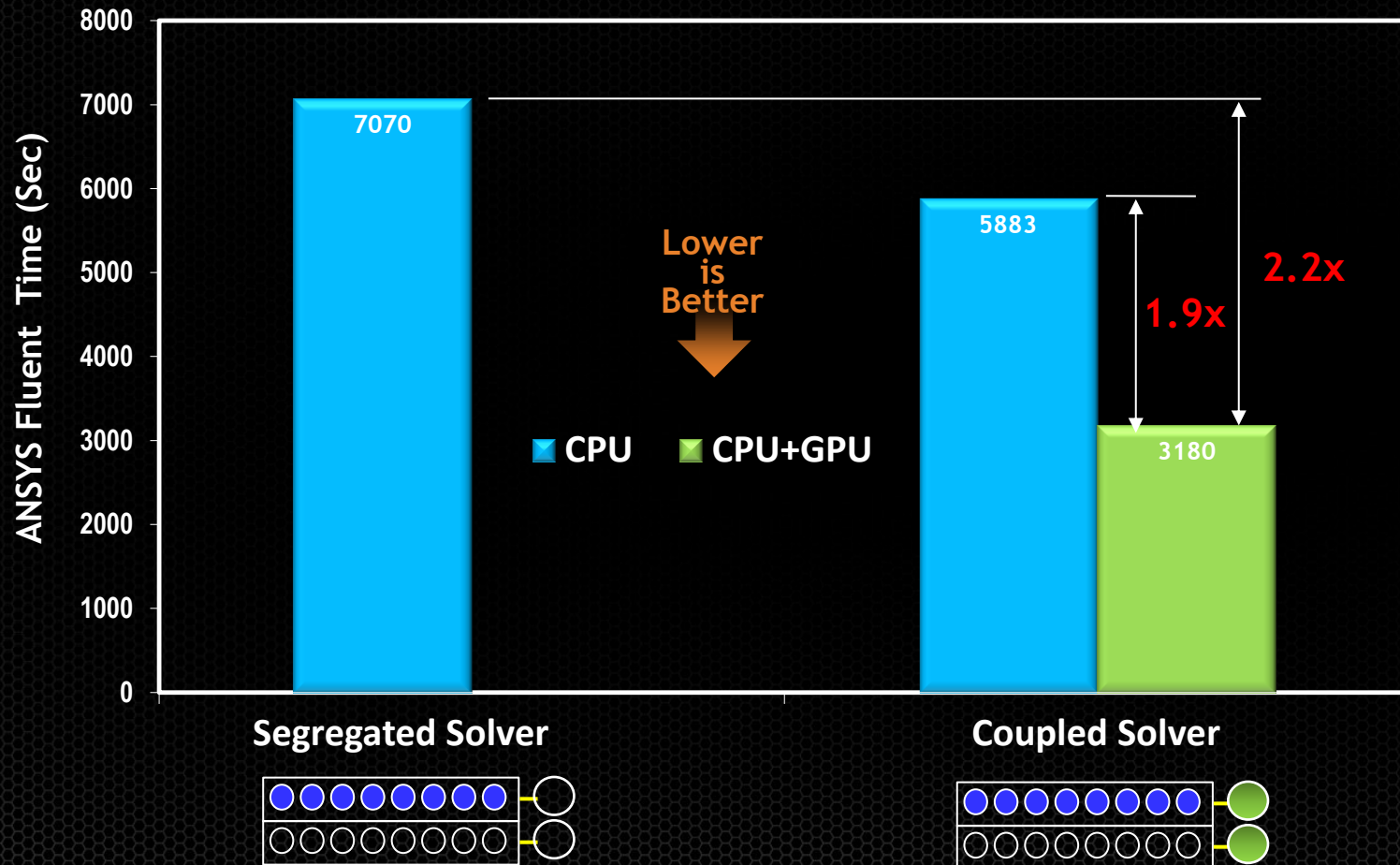


- 14 M Mixed cells
- DES Turbulence
- Coupled PBNS, SP
- Times for 1 Iteration
- AMG F-cycle on CPU
- GPU: Preconditioned FGMRES with AMG

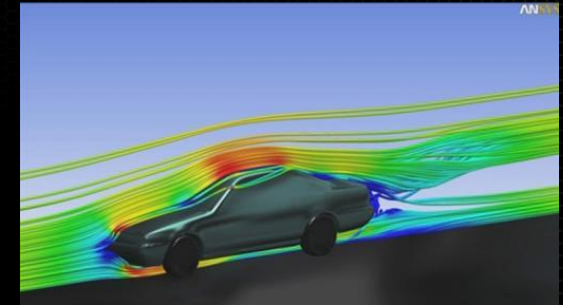
NOTE: All jobs solver time only

GPU Acceleration on Coupled Solvers

Preview of ANSYS Fluent 15.0 Performance



Sedan Model



- Sedan geometry
- 3.6 M mixed cells
- Steady, turbulent
- External aerodynamics
- Coupled PBNS, DP
- AMG F-cycle on CPU
- AMG V-cycle on GPU

NOTE: Times
for total solution

Tremendous Collaboration and Team

❑ Thanks to an awesome team (in alphabetical order):

Marat Arsaev, Patrice Castonguay, Jonathan Cohen, Julien Demouth, Bhushan Desam, Joe Eaton, Justin Luitjens, Nikolay Markovskiy, Maxim Naumov, Stan Posey, Nikolai Sakharlykh, Robert Strzodka, Han Van Holder, Zhenhai Zhu

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➤ Our collaborators and AMG advisors:

ANSYS: Sunil Sathe, Prasad Alavilli, Rongguang Jia

PSU: James Brannick, Ludmil Zikatanov, Jinchao Xu, Xiaozhe Hu
Developers at companies to be named later...