

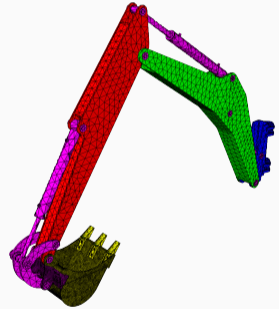
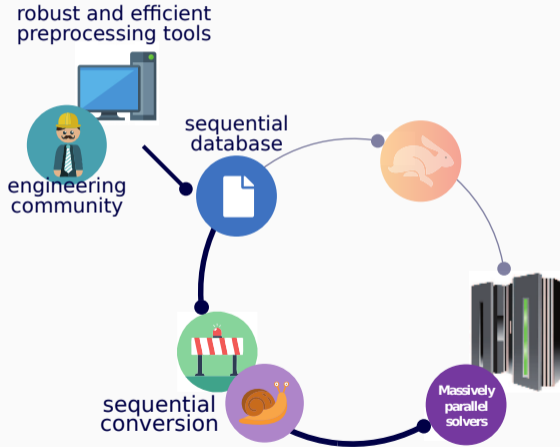
Workflow for Parallel Processing of Sequential Mesh Databases

Ondřej Meca, Lubomír Říha, Tomáš Brzobohatý

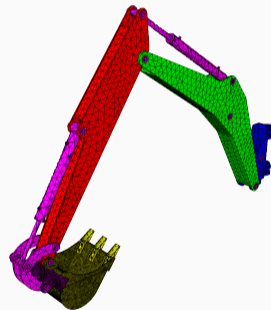
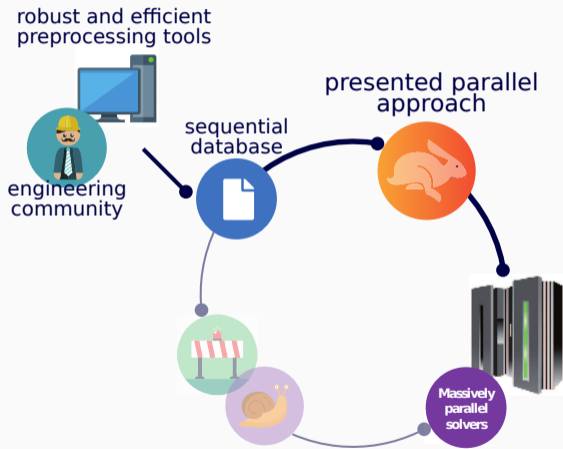
IT4Innovations, National Supercomputing Center

Motivation

Motivation: Simplify usage of HPC for the engineering community

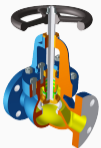


Motivation: Simplify usage of HPC for the engineering community



Processing of Model Databases

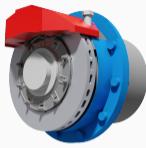
Model Databases – unstructured meshes



Valve, 6.3 GB / 31M / 23M



Manifold, 21 GB / 101M / 73M



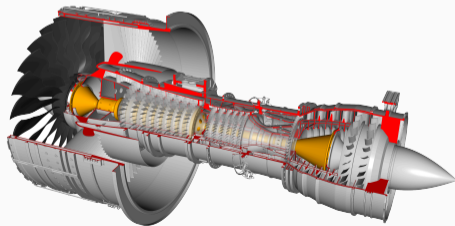
Disc Brake, 19 GB / 122M / 45M



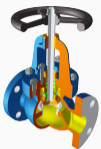
Loader Arm, 28 GB / 169M / 85M

Jet Engine

file size	142 GB
nodes	822 M
elements	484 M



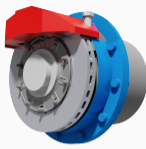
Model Databases – unstructured meshes



Valve, 6.3 GB / 31M / 23M
433 s → 2.22 s



Manifold, 21 GB / 101M / 73M
1359 s → 3.77 s



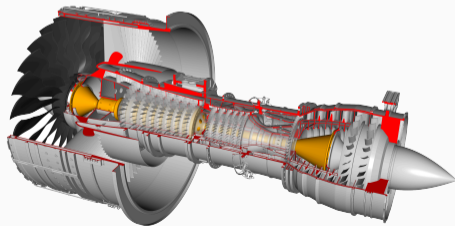
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938 s → 4.21 s



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1270 s → 4.87 s

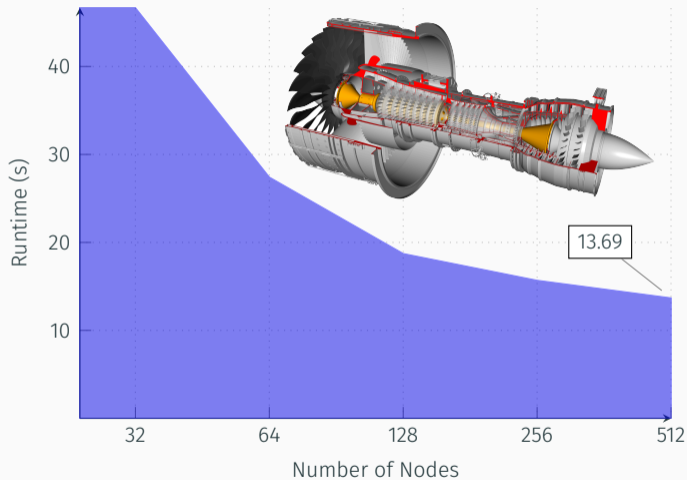
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nodes	822 M
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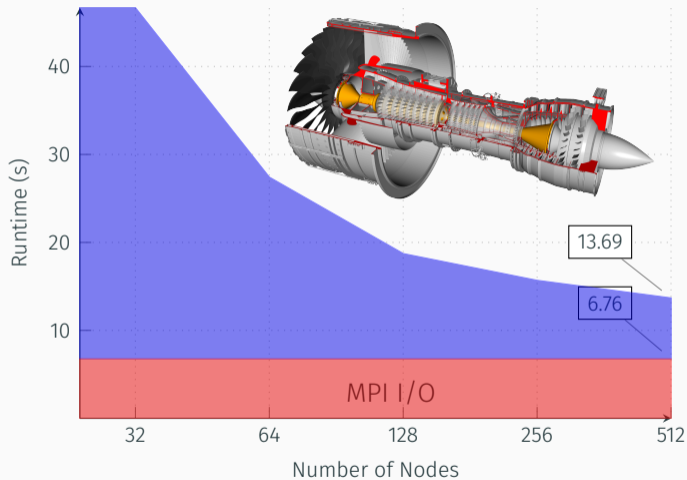


Workflow for Parallel Processing

Processing of the Jet Engine example up to 6144 MPI processes



Processing of the Jet Engine example up to 6144 MPI processes



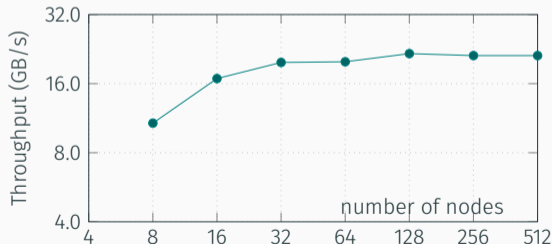
MPI I/O – from 500MB/s to 30GB/s

Divide a file among all object storages

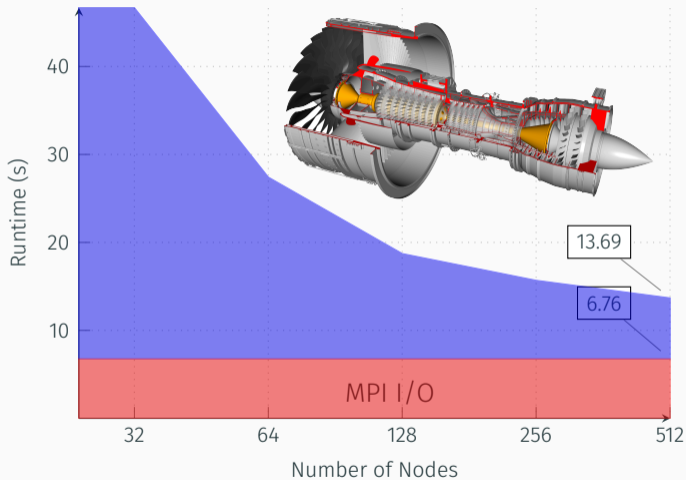
Use large stripes

Reduce the number of reading processes

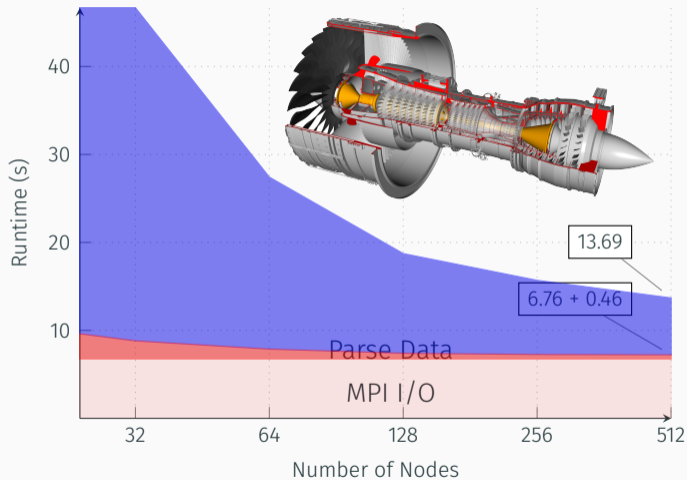
Reading up to 70% of the Salomon maximal throughput (30GB/s)



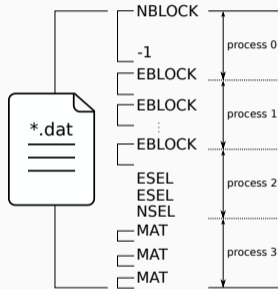
Processing of the Jet Engine example up to 6144 MPI processes



Processing of the Jet Engine example up to 6144 MPI processes



A sequential mesh database (in ASCII format)



Data organized in blocks defined by commands

Processing of Parsed Data – Challenges

Nodes and elements are randomly scattered across MPI processes

- How to efficiently balance data among processes?
- How to get processes where coordinates should be sent?
- How to assign regions to nodes and elements?

```
--- MPI 0 ---  
NODES  
ID      X      Y      Z  
  1  1.00  3.00  0.00  
  0  0.00  3.00  0.00  
  4  1.00  2.00  0.00  
  2  2.00  3.00  0.00  
  3  0.00  2.00  0.00  
 10  1.00  0.00  0.00  
  5  2.00  2.00  0.00
```

```
--- MPI 2 ---  
ELEMENTS  
ID TYPE NODES  
  1   8   4  5  2  1  
  4   8   9 10  7  6  
  5   8  10 11  8  7  
  2   8   6  7  4  3  
  6   2   5  2  
  8   2  11  8  
  7   2   8  5
```

```
--- MPI 1 ---  
NODES  
ID      X      Y      Z  
  9  0.00  0.00  0.00  
  7  1.00  1.00  0.00  
  8  2.00  1.00  0.00  
  6  0.00  1.00  0.00  
 11  2.00  0.00  0.00
```

```
--- MPI 3 ---  
NODE REGION BLACK  
0 1 3 6 9 10  
ELEMENT REGION LEFT  
0 2 4  
ELEMENT REGION RIGHT  
1 3 5  
ELEMENT REGION FACE  
6 7 8
```

```
ELEMENTS  
ID TYPE NODES  
  3   8   7  8  5  4  
  0   8   3  4  1  0
```

Processing of Parsed Data – Parallel sorting

Rearrange nodes and elements to a known distribution by the **parallel histogram sort**

Assign regions to nodes and elements

Build the mesh and compute the final decomposition suitable for a parallel solver?

```
--- MPI 0 ---  
NODES  
0 0.00 3.00 0.00  
1 1.00 3.00 0.00  
2 2.00 3.00 0.00  
ELEMENTS  
0 8 3 4 1 0  
1 8 4 5 2 1  
2 8 6 7 4 3
```

```
--- MPI 2 ---  
NODES  
6 0.00 1.00 0.00  
7 1.00 1.00 0.00  
8 2.00 1.00 0.00  
ELEMENTS  
6 2 5 2  
7 2 8 5  
8 2 11 8
```

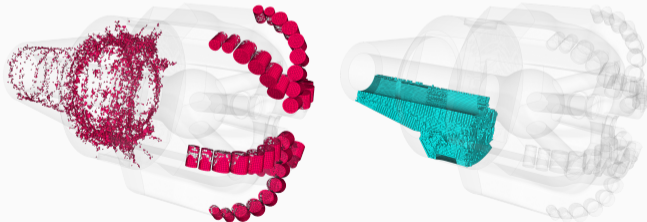
```
--- MPI 1 ---  
NODES  
3 0.00 2.00 0.00  
4 1.00 2.00 0.00  
5 2.00 2.00 0.00  
ELEMENTS  
3 8 7 8 5 4  
4 8 9 10 7 6  
5 8 10 11 8 7
```

```
--- MPI 3 ---  
NODES  
9 0.00 0.00 0.00  
10 1.00 0.00 0.00  
11 2.00 0.00 0.00  
BLACK 0 1 3 6 9 10  
LEFT 0 2 4  
RIGHT 1 3 5  
FACE 6 7 8
```


Processing of Parsed Data – Clusterization

Hilbert space filling curve:

- A geometric decomposition method (in fact, just another parallel sort)
- Assures spatial locality
- **Minimize the number of neighboring processes**

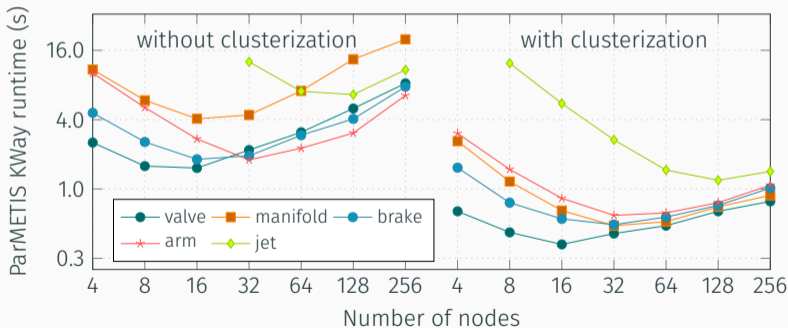


Processing of Parsed Data – the final decomposition

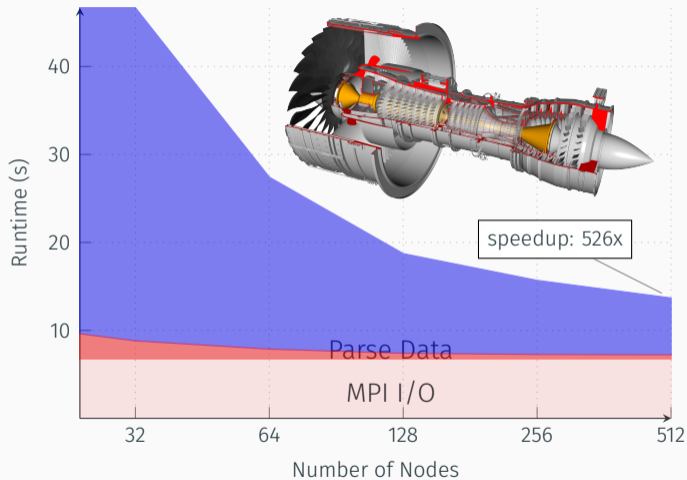
Clusterization significantly improve ParMETIS performance

Best times ratios: valve=4.6, manifold=8.5, brake=3.7, arm=3.1, jet=5.6

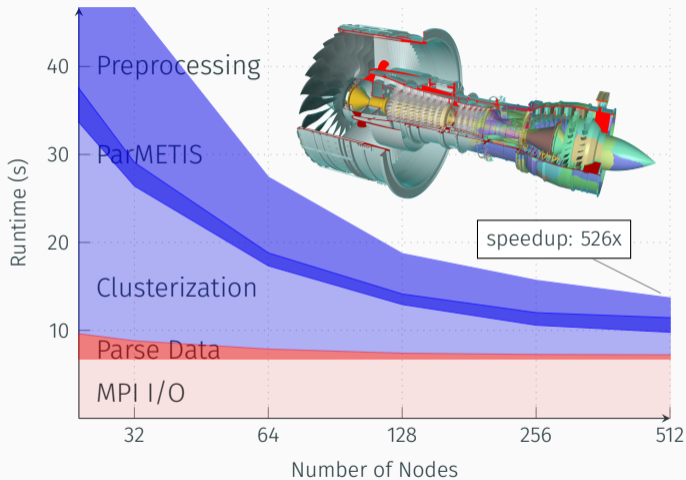
Independent on the mesh geometry



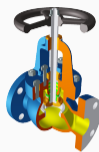
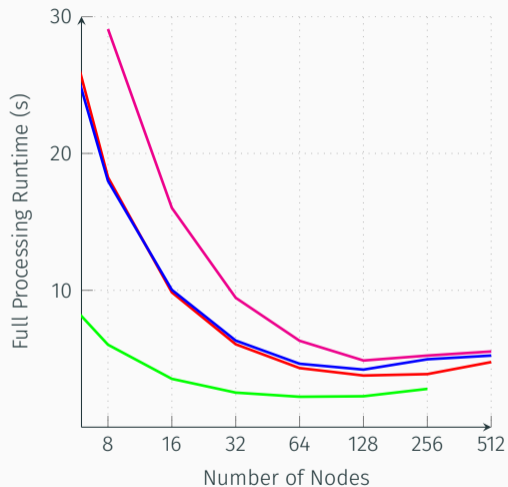
Processing of the Jet Engine example up to 6144 MPI processes



Processing of the Jet Engine example up to 6144 MPI processes



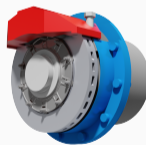
Processing of other examples



Valve (6.3 GB)
433 s → 2.22 s (195x)



Manifold (21 GB)
1359 s → 3.77 s (360x)



Disc Brake (19 GB)
938 s → 4.21 s (223x)



Loader Arm (28 GB)
1270 s → 4.87 s (261x)

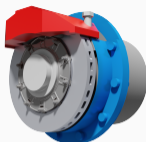
A scalable solver does not mean the scalable workflow!



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Jet Engine

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elements	484 M
seq. processing	~7200 s
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speedup	526

