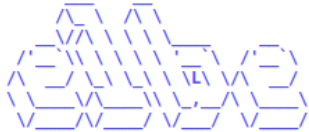


CUDA-accelerated Computational Fluid Dynamics

Christian F. Janßen and the  team

Hamburg University of Technology

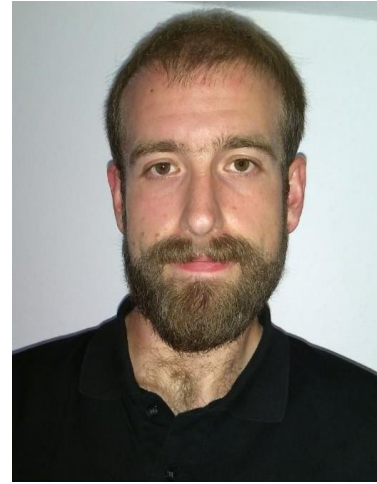
Speakers today



Christian F. Janßen



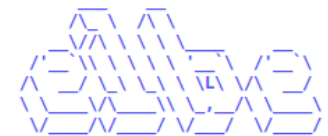
Dennis Mierke



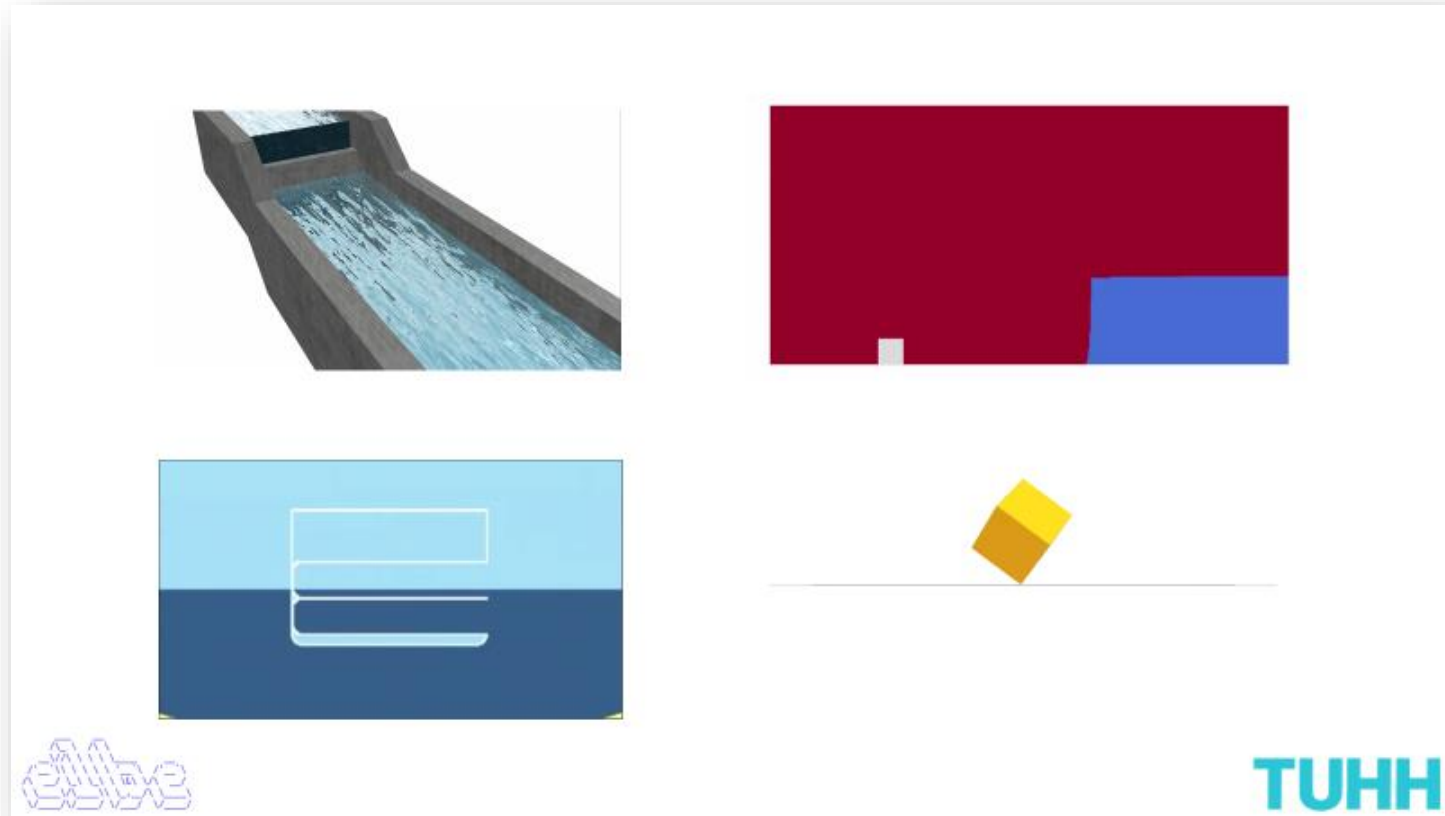
Martin Gehrke



Henrik Asmuth



Animation



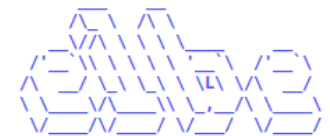
GPU Hardware



NVIDIA GTX TITAN X, 3072 cores, 12 GB memory



NVIDIA Tesla K80, 4992 cores, 24 GB memory

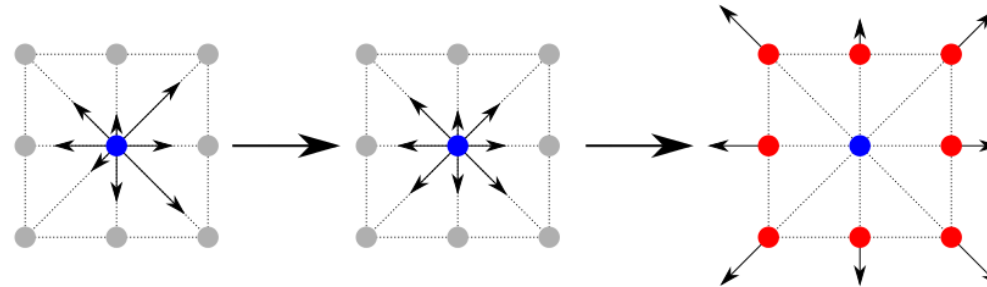


The *efficient lattice boltzmann environment* elbe

- Key ingredients:
 - 1D, 2D and 3D Lattice Boltzmann models, LES turbulence modeling
 - VOF interface capturing, bidirectional fluid-structure interaction, overset grids
 - GPU-accelerated pre- and post-processing
- Up to 120 million lattice nodes and 1,000 million node updates per second per GPU board
- Supported by NVIDIA since 2011: Academic Partnership Program, CUDA Research Center

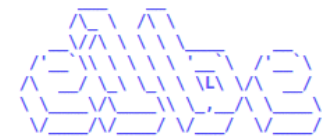
Collision

$$\bar{f}_i(t, \mathbf{x}) = f_i(t, \mathbf{x}) + \Omega_i$$



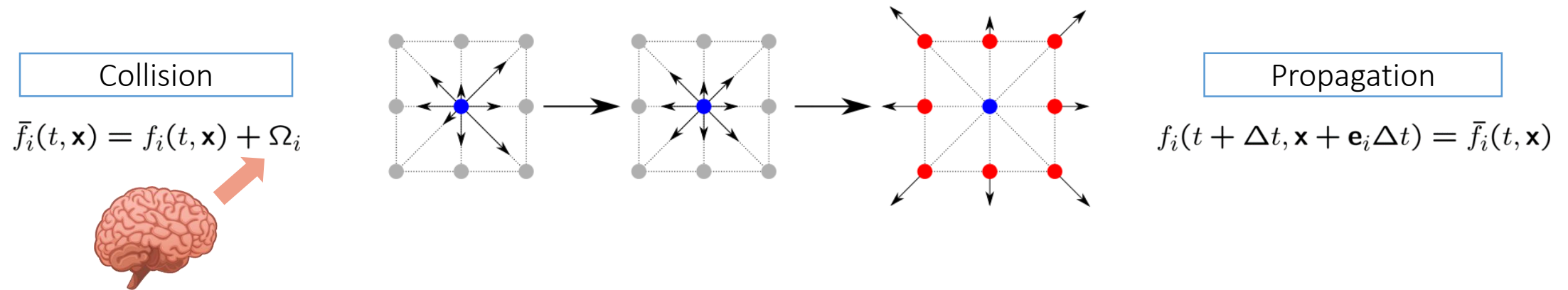
Propagation

$$f_i(t + \Delta t, \mathbf{x} + \mathbf{e}_i \Delta t) = \bar{f}_i(t, \mathbf{x})$$



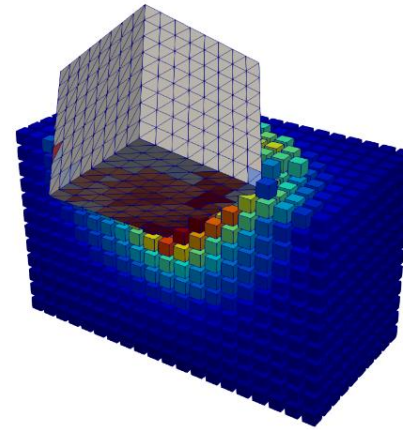
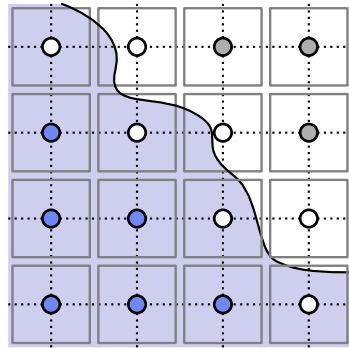
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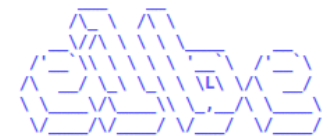
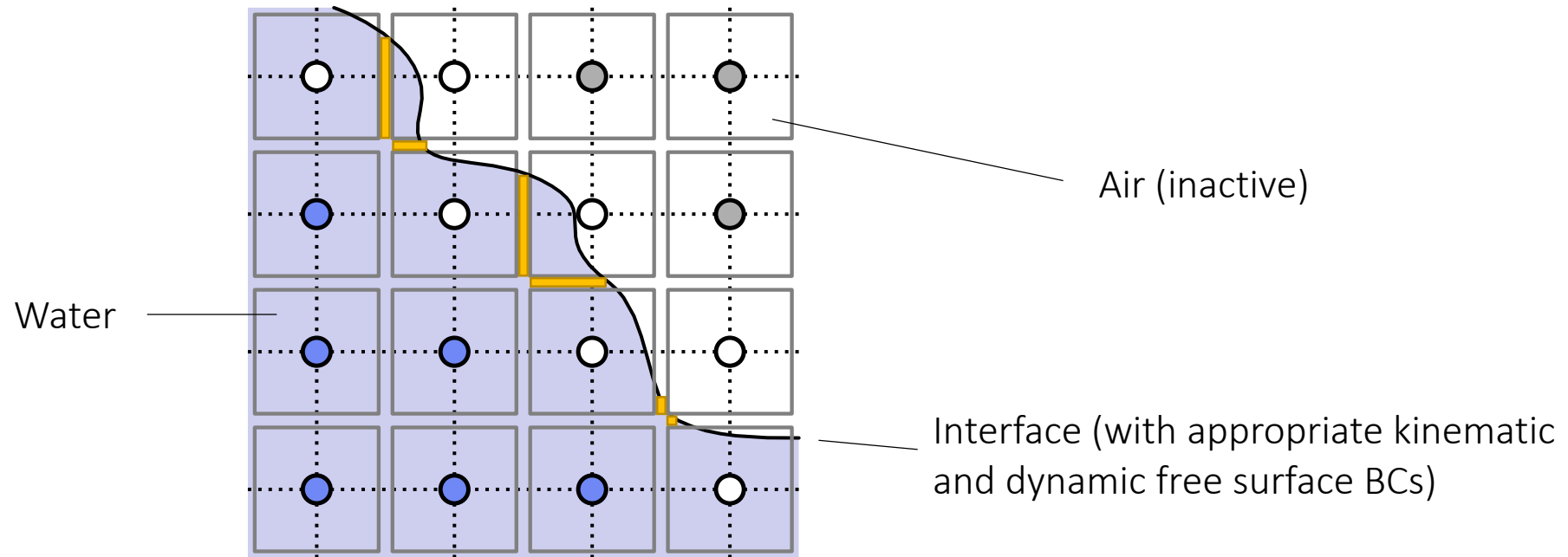


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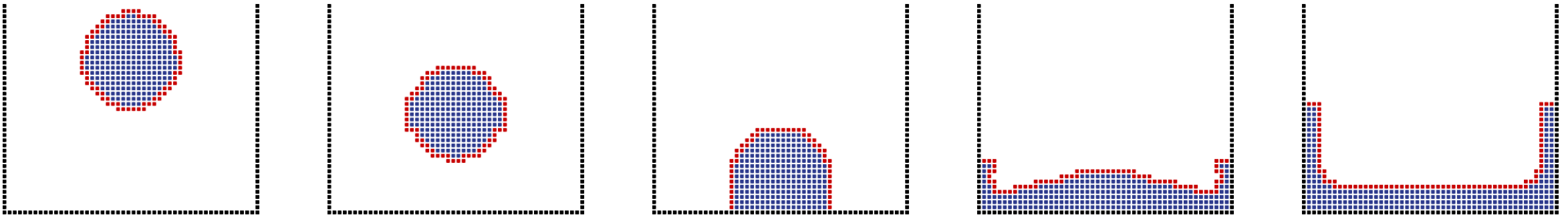


Challenge I: Free surface model

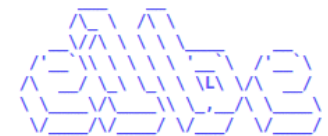


Using CUDA unbound - CUB

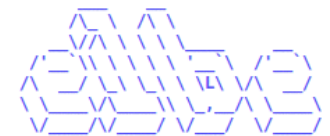
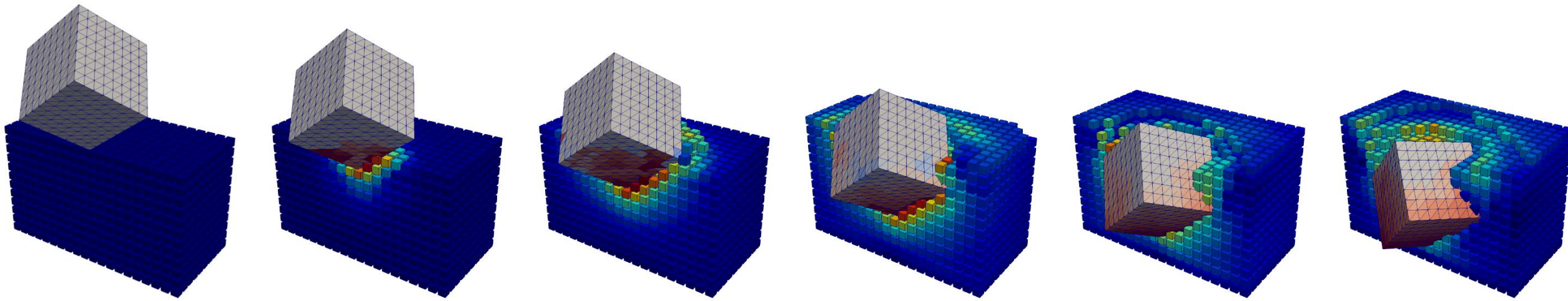
- `cub::DeviceSelect::{If,Flagged}()`
 - Concentrate GPU-power: dynamically identify the interface nodes that need further processing, e.g., the fill level update and the free surface pressure boundary condition



- `cub::{Counting,Transform}InputIterator()`
 - Manipulates alignment and offset of the InputIterator, e.g., for indirect addressing purposes
 - Can be used in combination with most other CUB functions

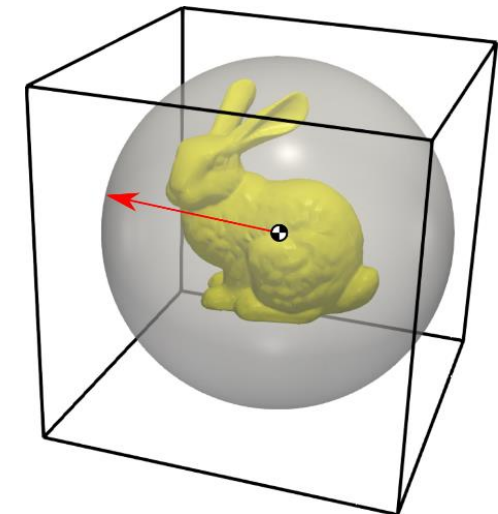
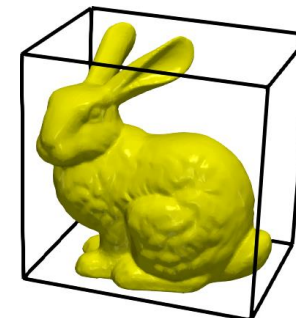
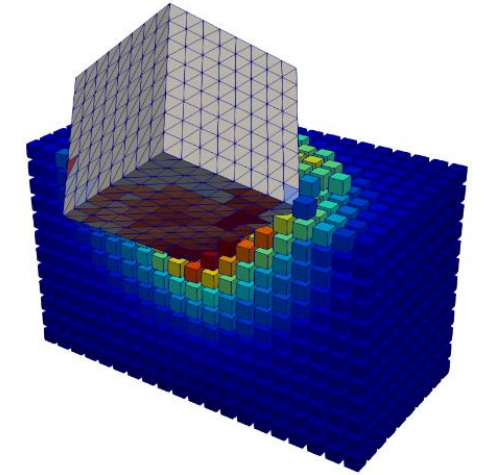
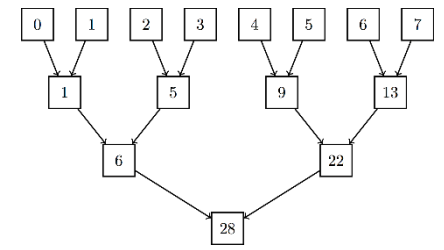


Challenge II: Fluid-Structure Interaction



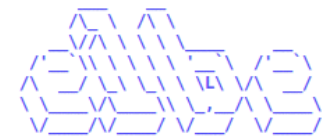
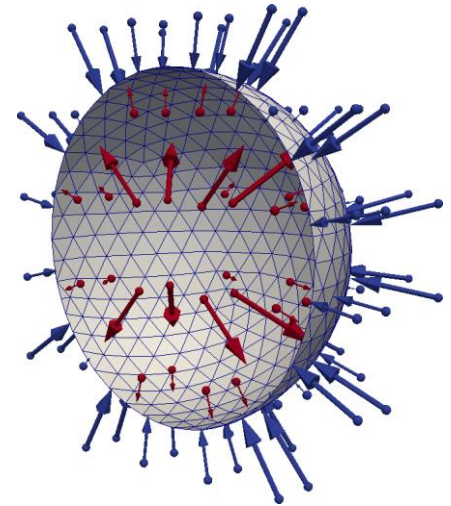
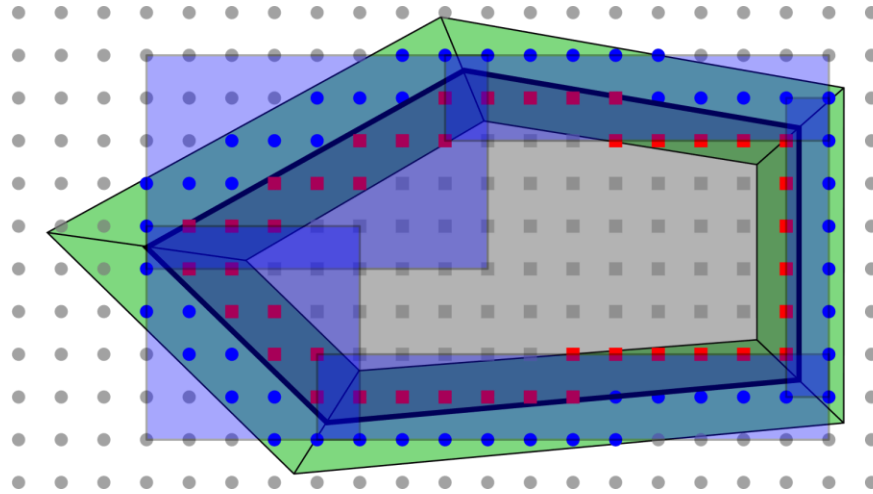
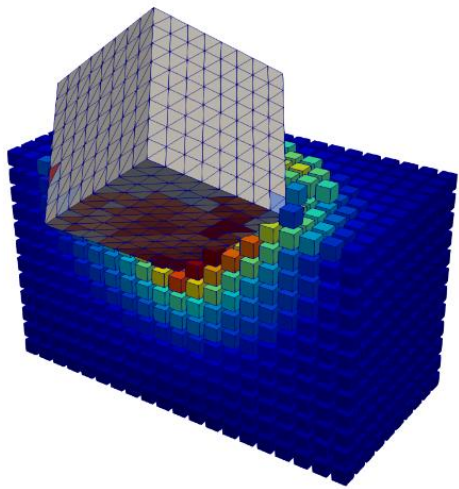
cub::DeviceReduce::Reduce()

- Sum()-Functor:
 - Fluid load summation over every triangle of each obstacle geometry
 - Fluid mass summation over every fluid node
 - Summation of statistics at every time step
 - spatially averaged values (e.g., flow velocity)
 - pressure loss at in/outlet
- MaxSquare()-Functor:
 - Measure bounding sphere radius of triangulated geometries
- Min/Max()-Functor:
 - Generate AABB of triangulated geometries

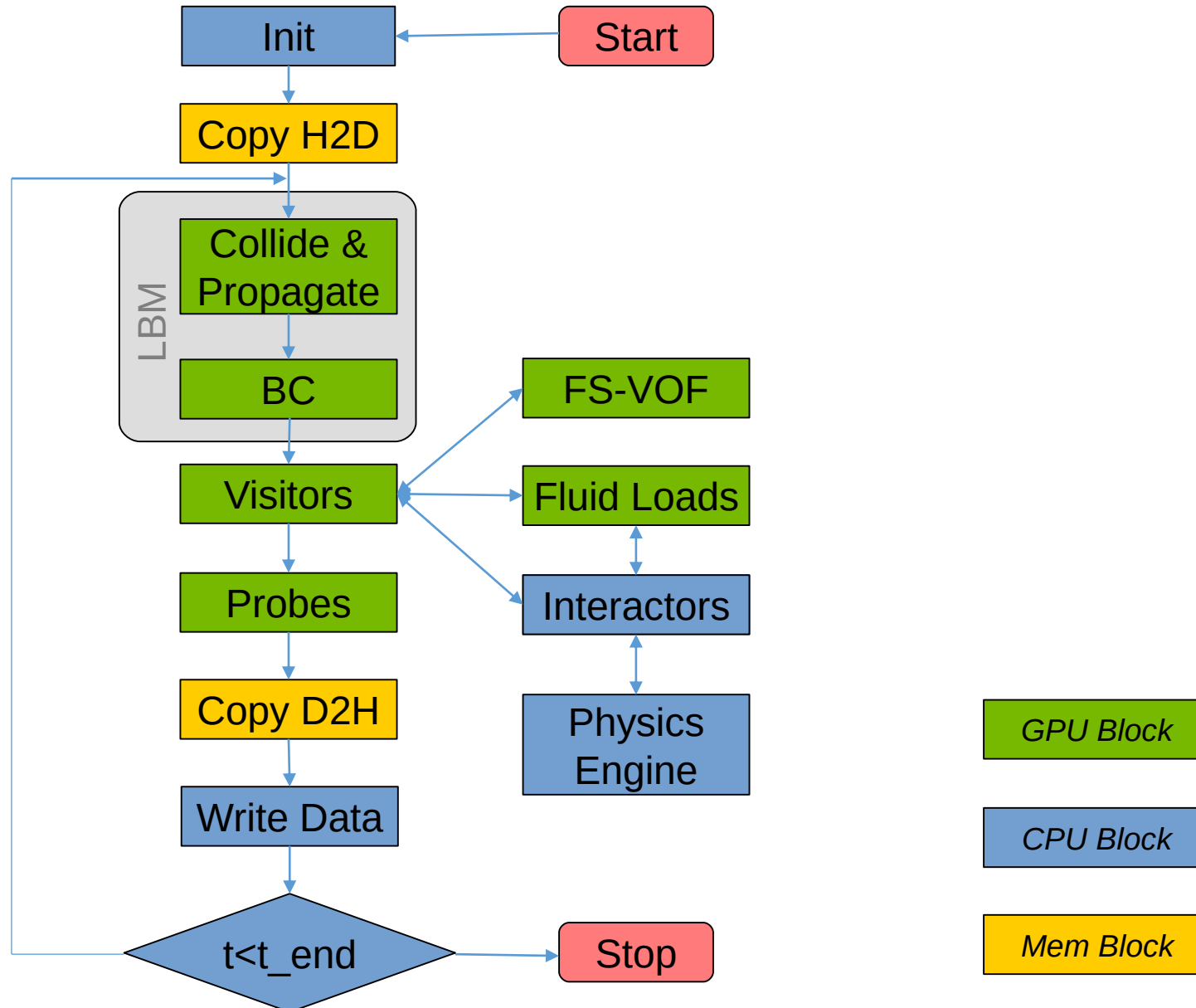


GPU-accelerated grid generation

- Coupling to a collision-resolving physics engine, that calculates the object positions
- Development of an efficient, thread-parallel grid update algorithm
- Efficient calculation and storage of geometry information for higher-order boundary conditions

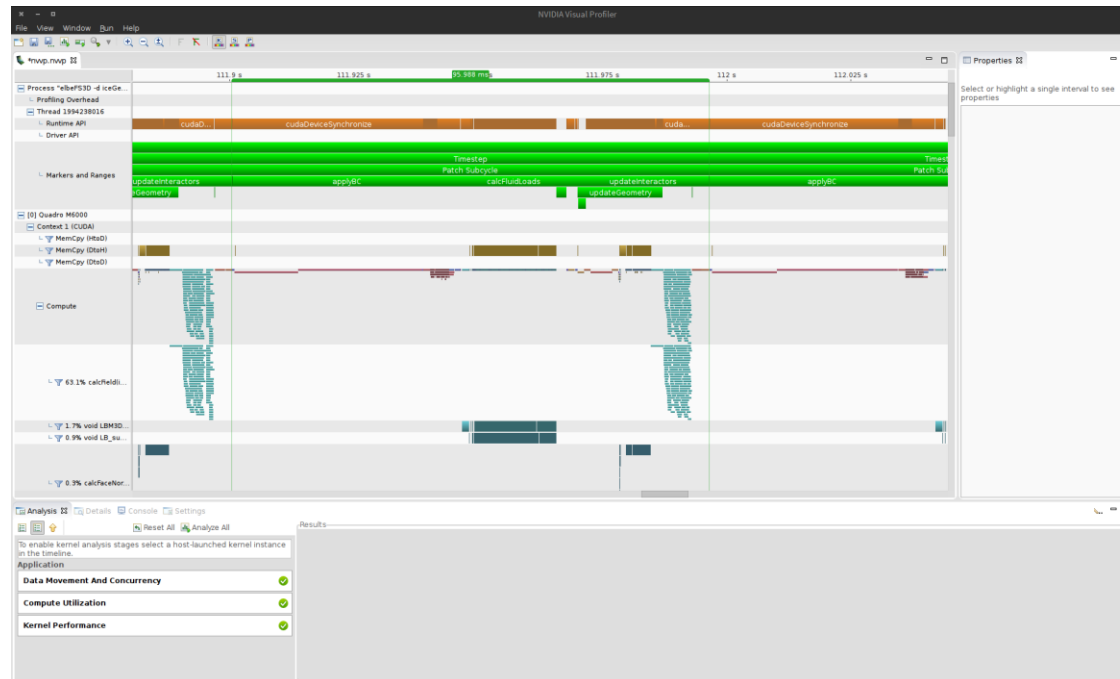


Basic simulation procedure



Profiling tools

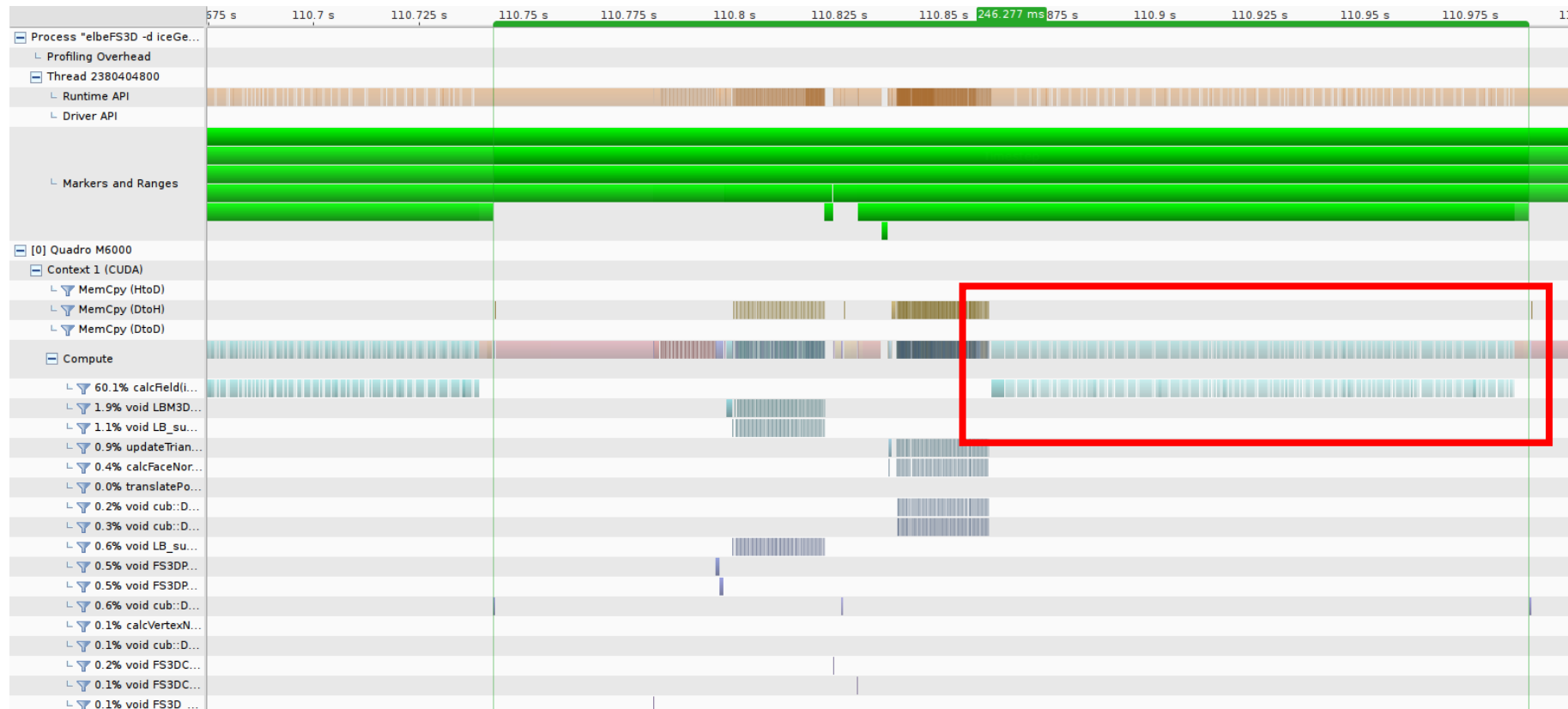
- nvprov: command-line profiling on clusters
- nvvp: visual profiling on workstations
 - Use markers for easier orientation (nvtxRange{PushA,Pop}{}))
- Detect bottlenecks, performance leaks and unused/vacant GPU resources



Example: Streams

- Concurrent streams to fully utilize the GPU with “small” kernels
 - E.g., one stream for each solid body (boundary condition, geometry update, ...)
 - Parallel mapping, transformations, field manipulations, ...

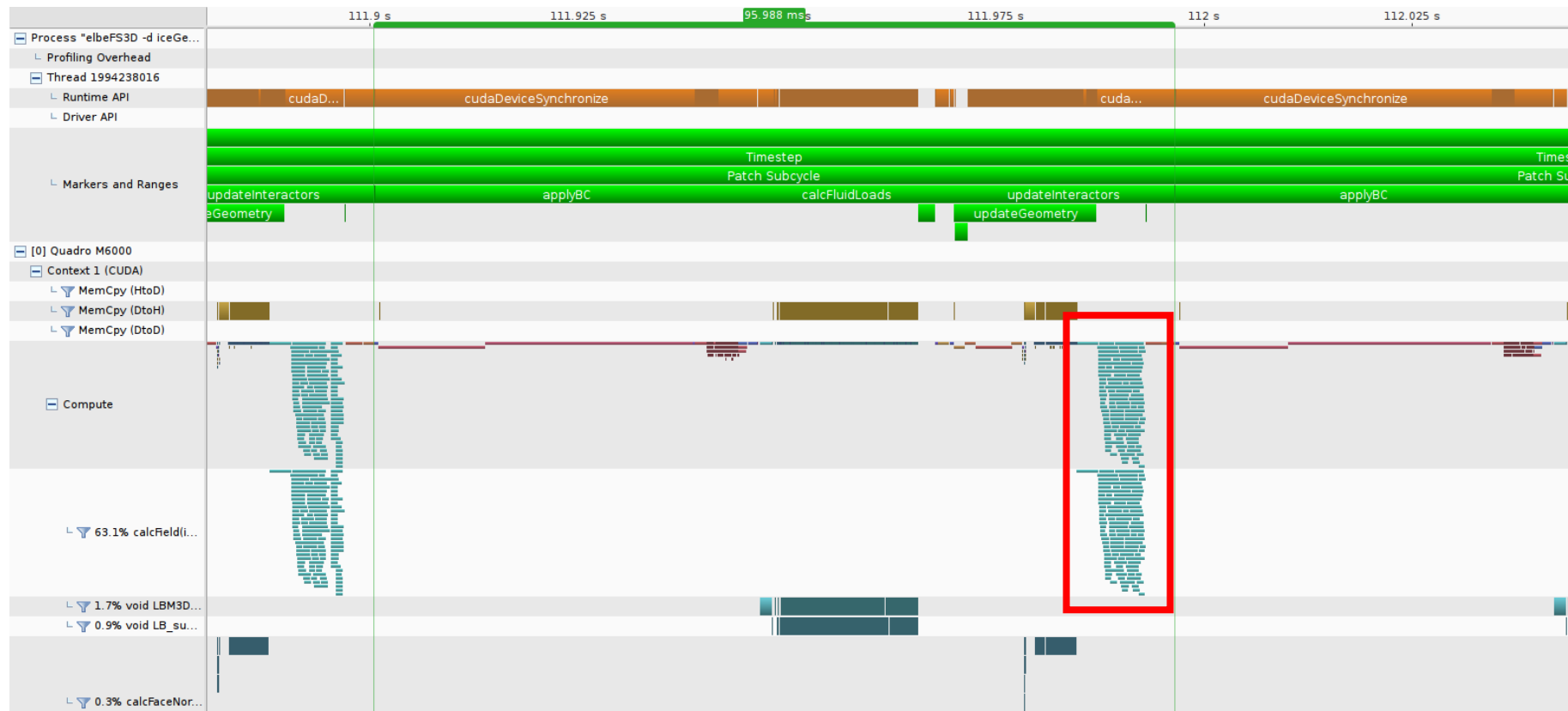
Original
version



Example: Streams

- Concurrent streams to fully utilize the GPU with “small” kernels
 - E.g., one stream for each solid body (boundary condition, geometry update, ...)
 - Parallel mapping, transformations, field manipulations, ...

Optimized
version



Application: A numerical ice tank



- Project goal: Minimize propeller-ice interactions to improve the propulsion-efficiency of ice-going vessels
- Below, a full scale simulation with 60 ice floes is shown. The simulation contains 50M grid nodes, 300K surface triangles and took less than 6h on one GTX Titan X GPU

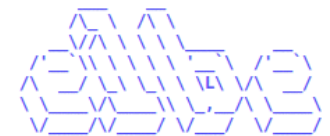
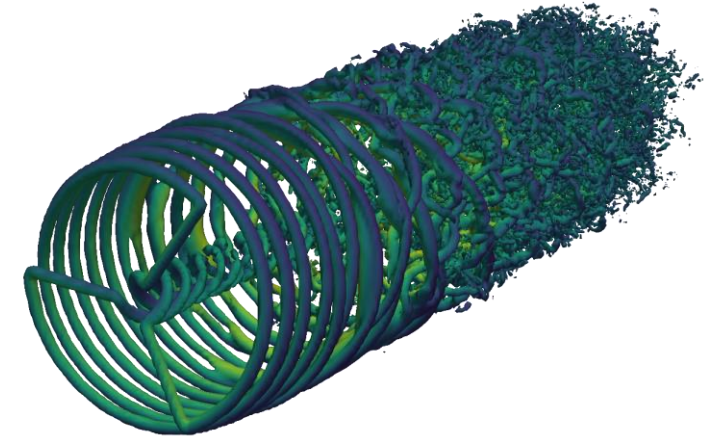
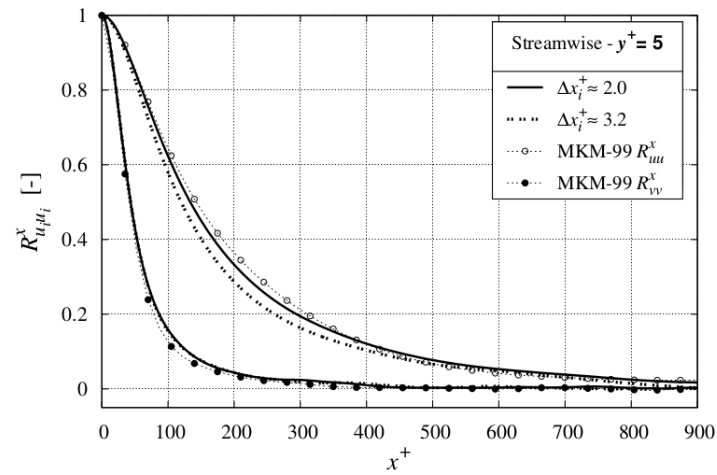


On the development of an efficient numerical ice tank for the simulation of fluid-ship-rigid-ice interactions on graphics processing units. C.F. Janßen, D. Mierke and T. Rung, *Computers & Fluids* **155**:22-32, September 2017

Animation

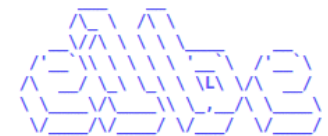


elbe in higher education and research



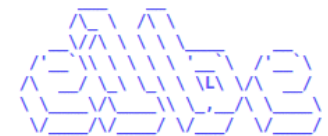
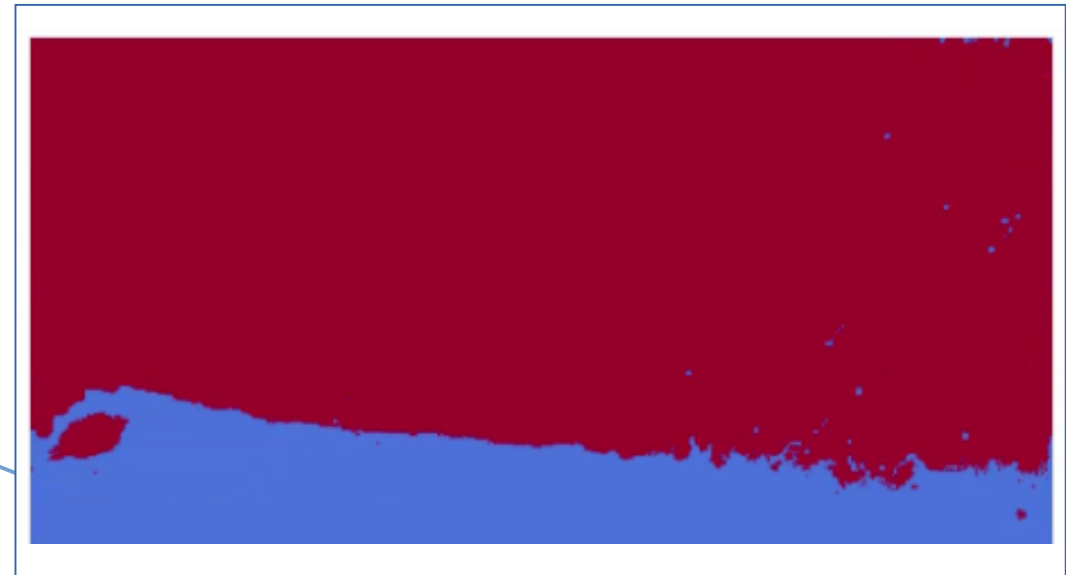
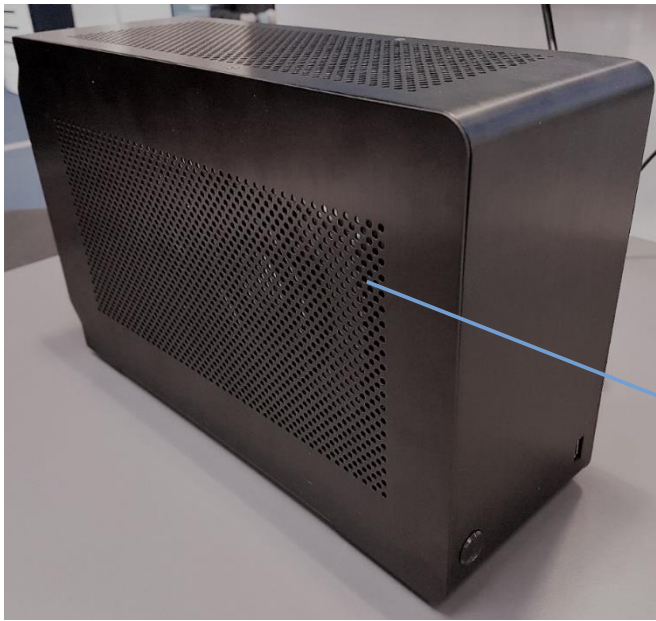
The *efficient lattice boltzmann environment* elbe

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 - 1D, 2D and 3D Lattice Boltzmann models, LES turbulence modeling
 - VOF interface capturing, bidirectional fluid-structure interaction, overset grids
 - GPU-accelerated pre- and post-processing



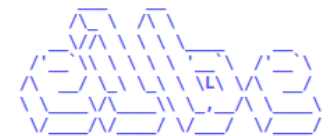
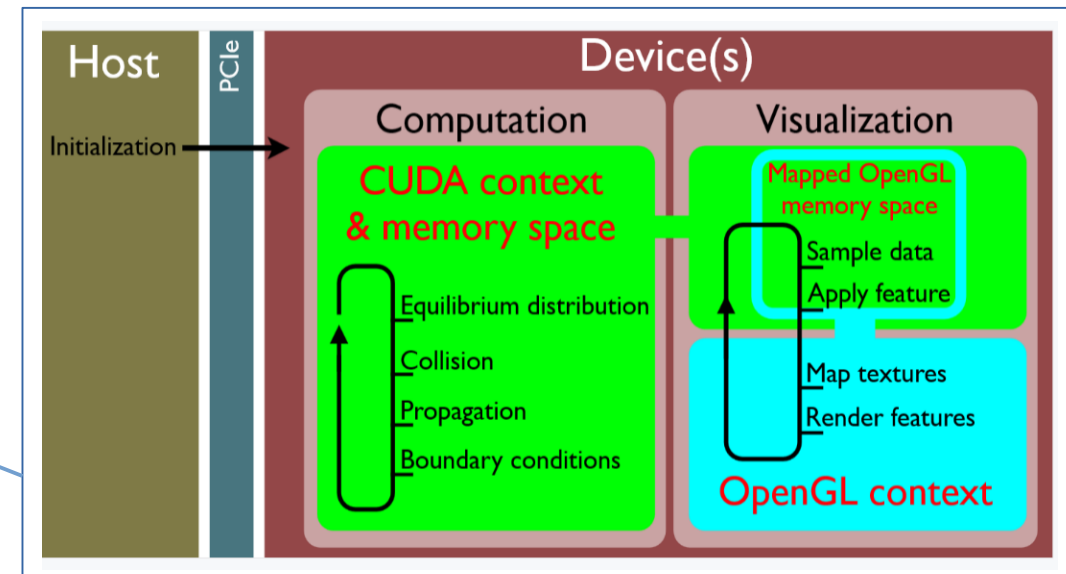
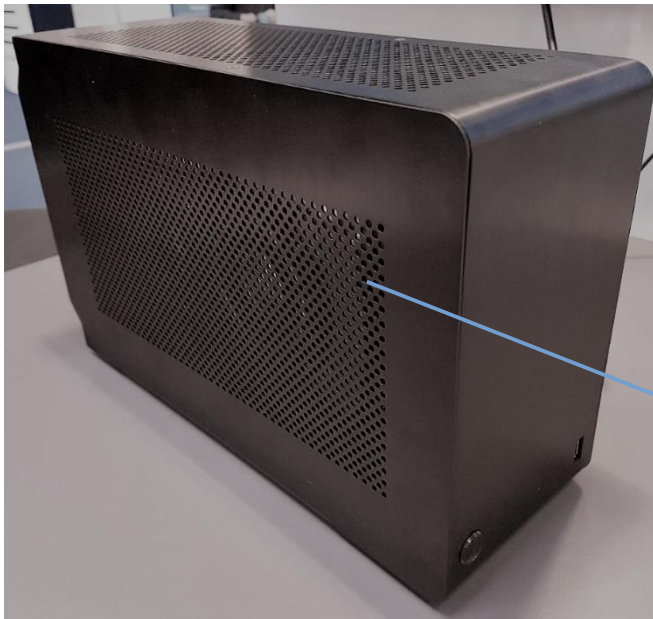
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Animation

3D Impact Problems

Education

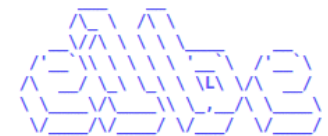
Activity	Topic of the Task		
	Scientific Results	Scientific Methods	Scientific Processes
Consumption <i>Examples:</i>	Students consume research results. <i>Attend lectures or presentations at science nights on recent CFD results.</i> <i>Watch animated results of numerical simulations on YouTube.</i>	Students consume research methods. <i>Listen to a presentation on numerical methods.</i> <i>Attend a lecture on fluid mechanics with a live demo.</i>	Students receive explanations of scientific processes. <i>Listen to a presentation on the history of ELBE.</i> <i>Participate in an excursion to a model basin to compare experimental results with numerical results.</i>
Application <i>Examples:</i>	Students discuss or transfer research results. <i>Read literature to write a wiki article on turbulent mixing.</i> <i>Learn from an ELBE simulation of wing profiles in a wind tunnel to improve personal sailing skills.</i>	Students discuss or practice existing methods. <i>Determine if the grid resolution that meets the computational constraints is sufficient to answer a question.</i> <i>Replicate a predefined ELBE test scenario in order to practice running the code.</i>	Students discuss or develop research processes. <i>Decide for/against higher grid resolution (vs. duration of calculation) for a numerical simulation.</i> <i>Figure out a research design to answer questions on nonlinear flow physics using ELBE.</i>
Research <i>Examples:</i>	Students systematically study the literature on a scientific topic <i>Find a suitable parametrization for an array of wind turbines for a simulation in ELBE.</i> <i>Find the state of the art knowledge on parametrizations of turbulent mixing to consider modifications to the ELBE code.</i>	Students apply existing methods to a research question. <i>Figure out a way to determine the influence of the shape of a blade on the efficiency of mixing of a gas into a liquid using ELBE simulations.</i> <i>Suggest a parametrization from literature to parametrize the shape of pools and tanks subject to violent sloshing.</i>	Students apply the full scientific research cycle. <i>Address own research questions using ELBE.</i> <i>Extend ELBE with novel algorithms to be able to address the new problem.</i>



Education – Consumption level

„Students consume research results“

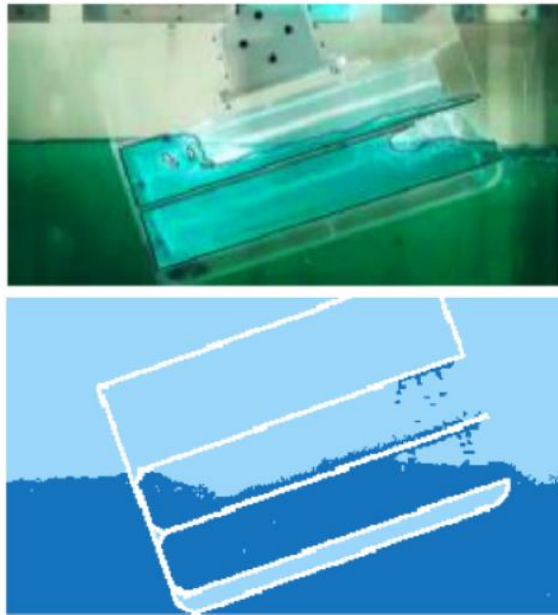
„Students discuss or transfer research results“



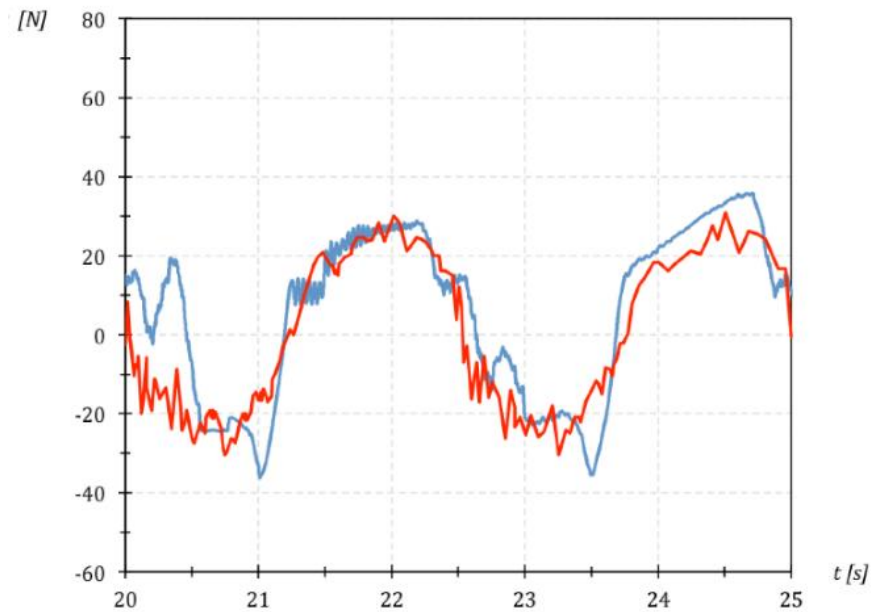
Education – Application level

„Students discuss or practice existing methods“

„Students discuss or develop research processes“



(a)



(b)

Problem-based learning task in the lecture *Application of CFD in Naval Architecture*, 2014.

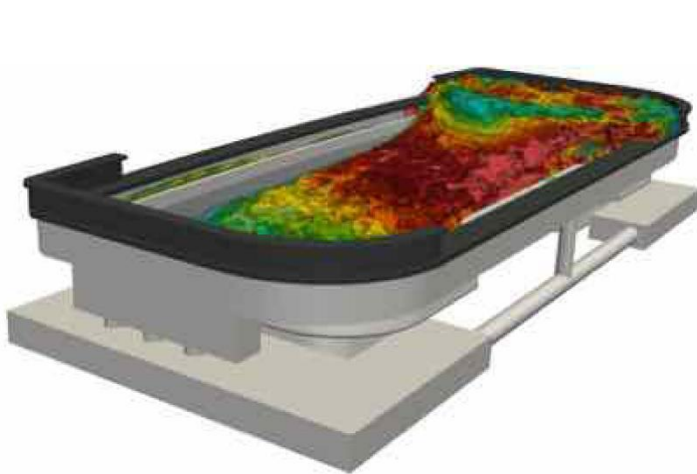
Using an interactive Lattice Boltzmann solver in fluid mechanics instruction

M.S. Glessmer and C.F. Janßen, *Computation* 2017 5(3), July 2017; DOI: 10.3390/computation5030035

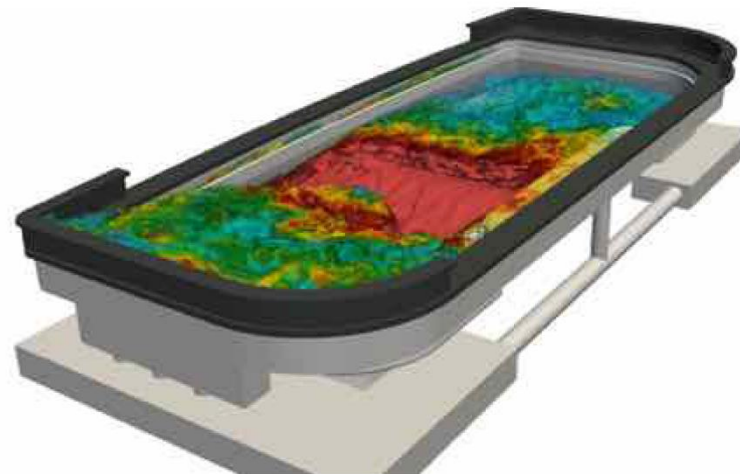
Education – Research level

„Students apply existing methods to a research question“

„Students apply the full scientific research cycle“

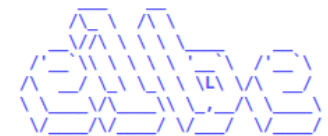


(a)



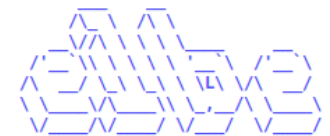
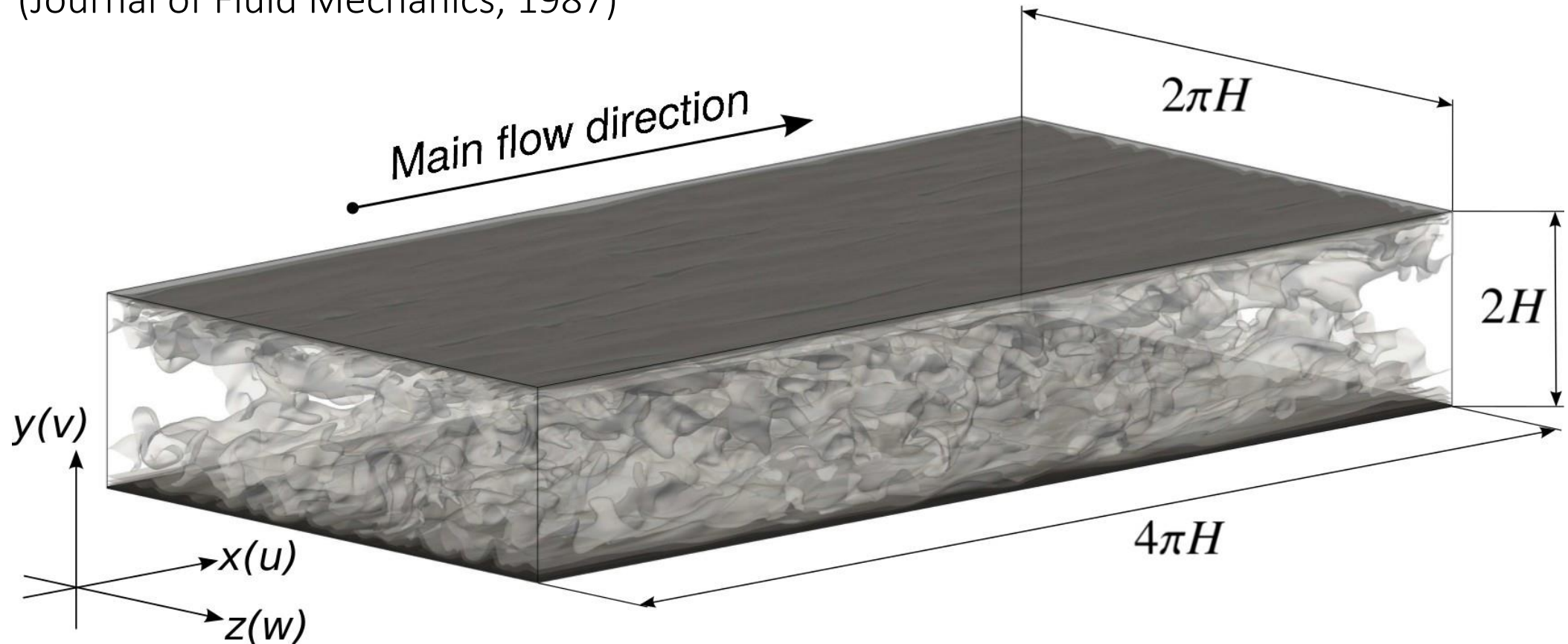
(b)

A. Budde, *Pool sloshing aboard mega yachts*, Master thesis, October 2016.



Turbulent channel flow (DNS)

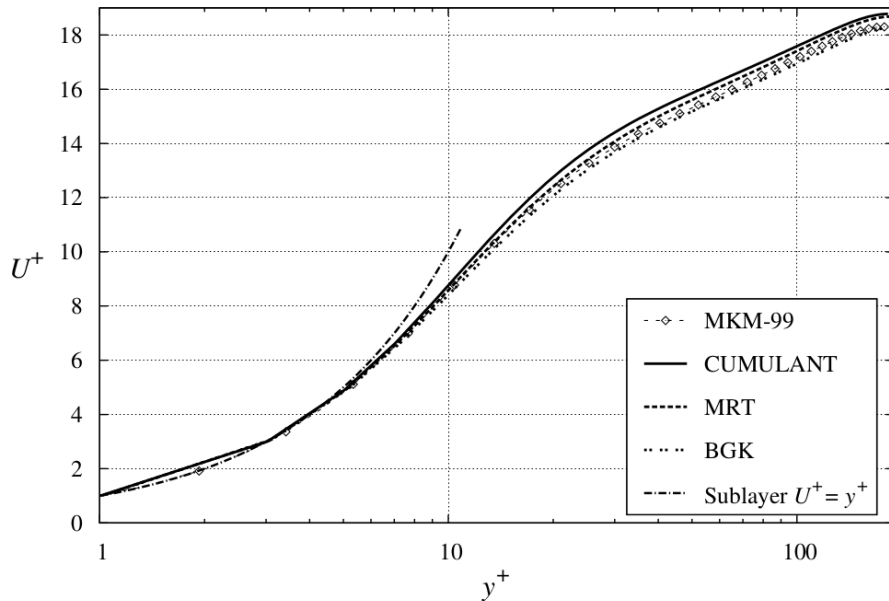
- Comparison of elbe results for $Re_\tau = 180$ to reference data from Kim, Moin and Moser (Journal of Fluid Mechanics, 1987)



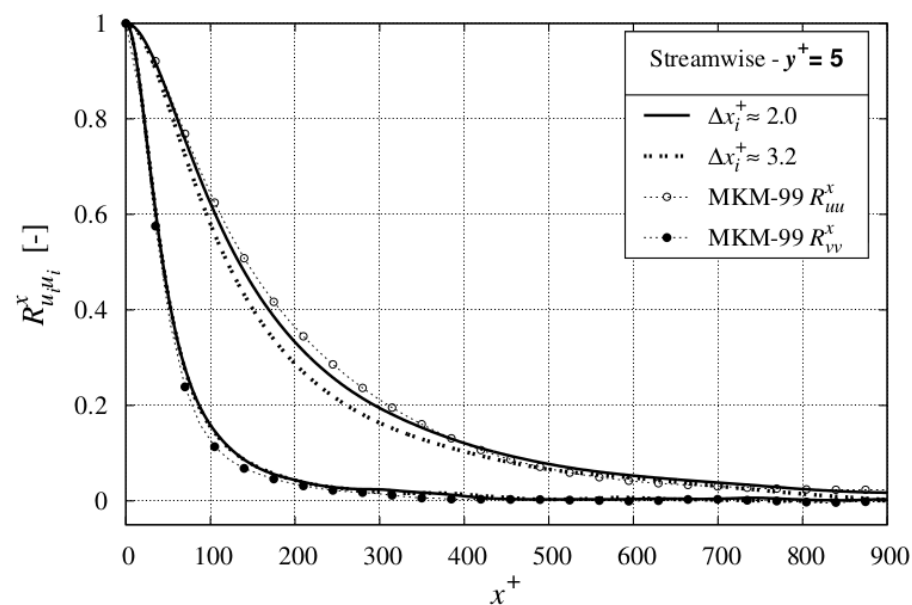
Turbulent channel flow (DNS)

- DNS discretization with 120M grid nodes, 4M discrete time steps
- Ran on 4 x K40 GPUs with up to 1,400 MNUPS, yielding a time-to-solution of <90h per run

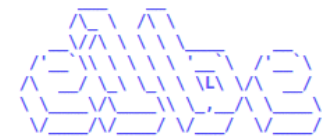
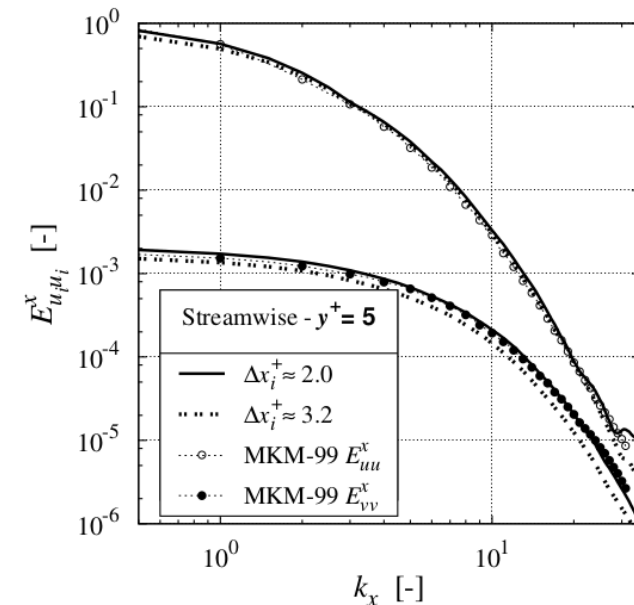
Velocity



Two-point correlations

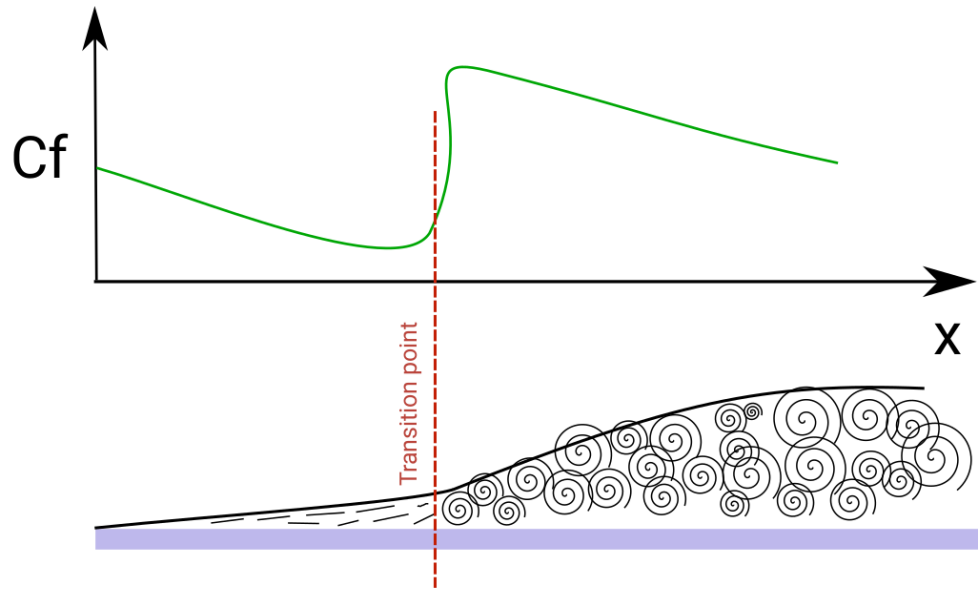


Energy spectra

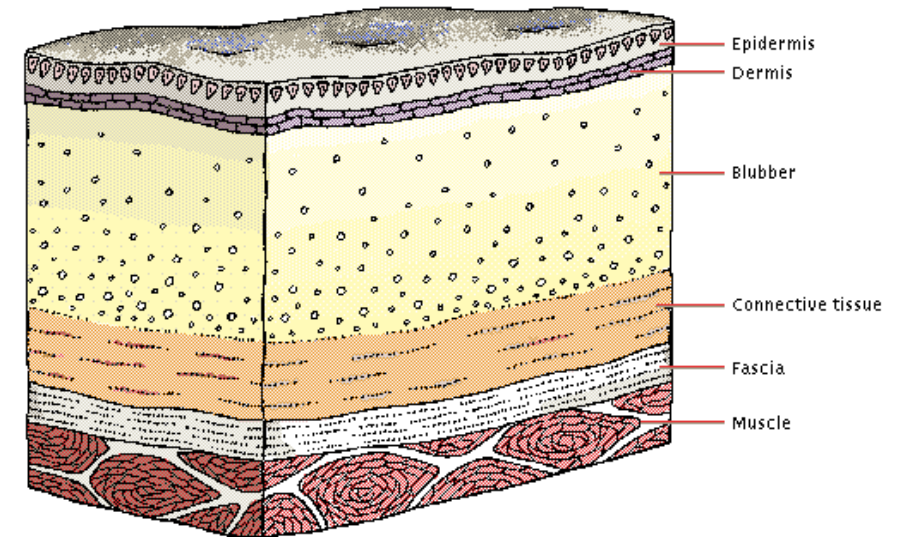


Flat-plate boundary layers

- Simulation of natural transition from laminar to fully turbulent flow
- Bio-inspired drag reduction: dolphin skin (viscoelastic blubber layer)
- Idea: delay transition by the use of compliant coatings (on, e.g., ship hulls)



Friction Drag Coefficient

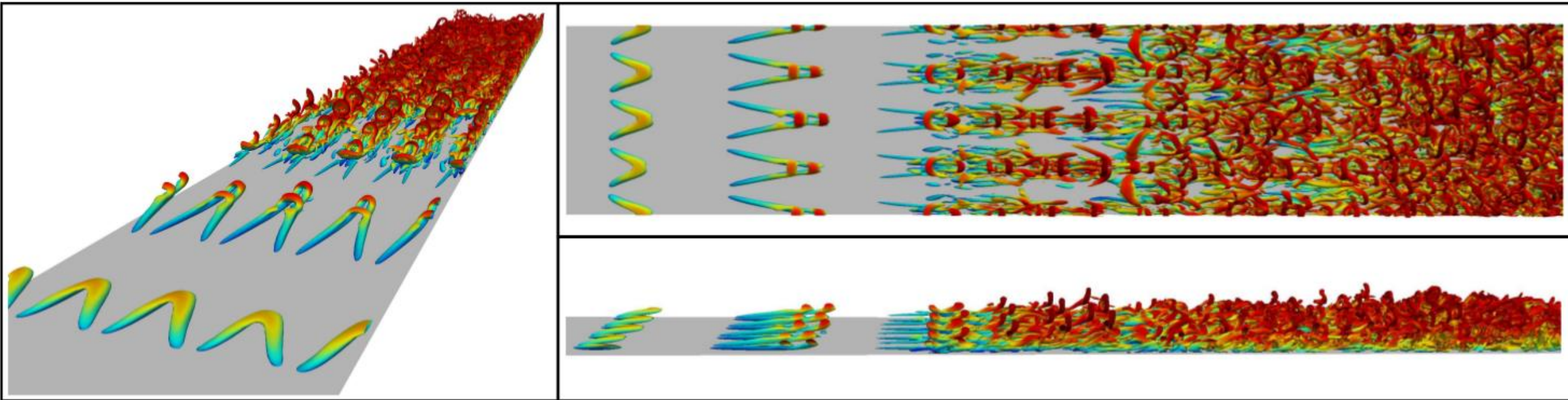


Dolphin skin layers

Flat-plate boundary layers



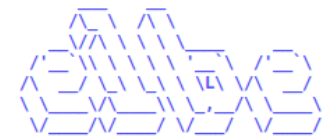
- Studying different vortex formation shapes (K-Type transition pattern depicted below)
- 500M grid nodes, 250K discrete time steps, computational time <8h on 4 x K80 boards



Application: Wake modelling in wind farms



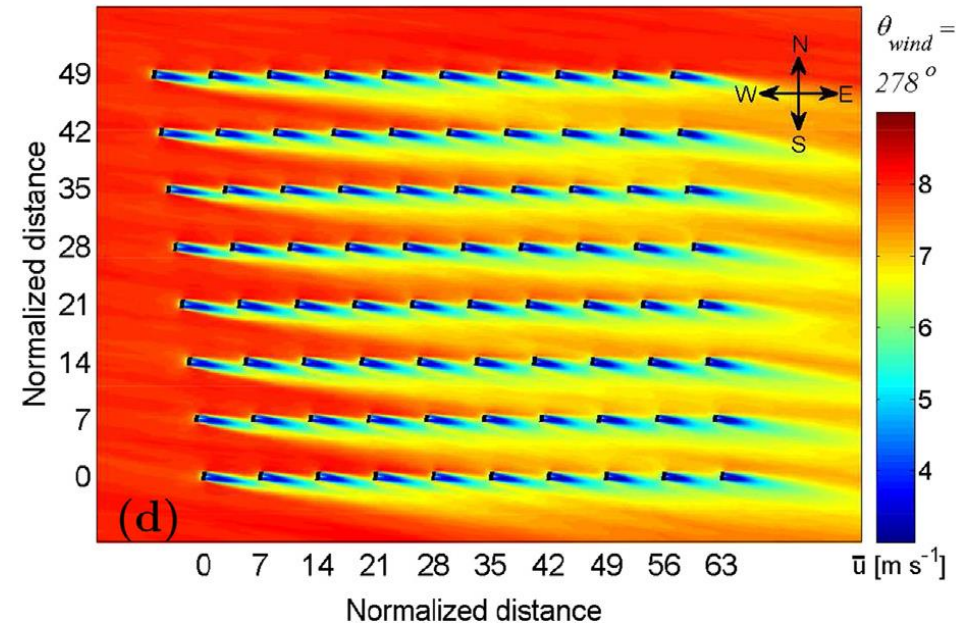
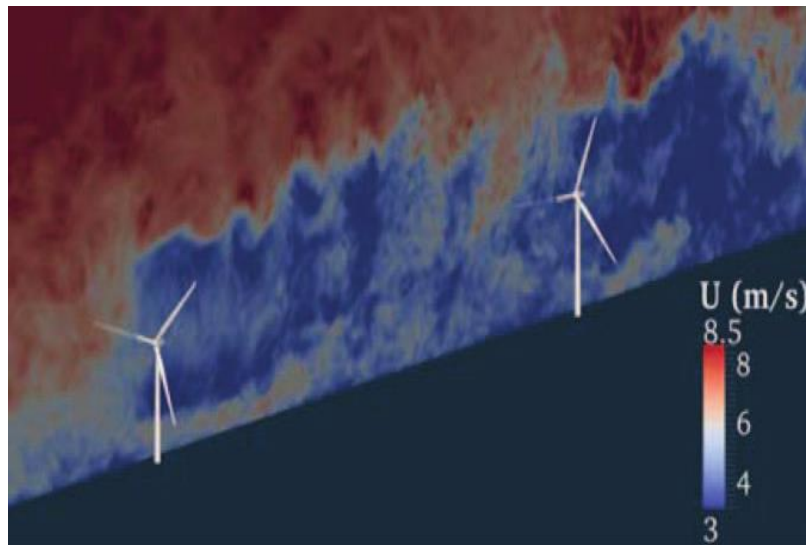
Photo by: Bel Air Aviation Denmark - Helicopter Services



Source: Hasager et al., *Energies* **10**(3), 317, 2017

Why Large-eddy simulations?

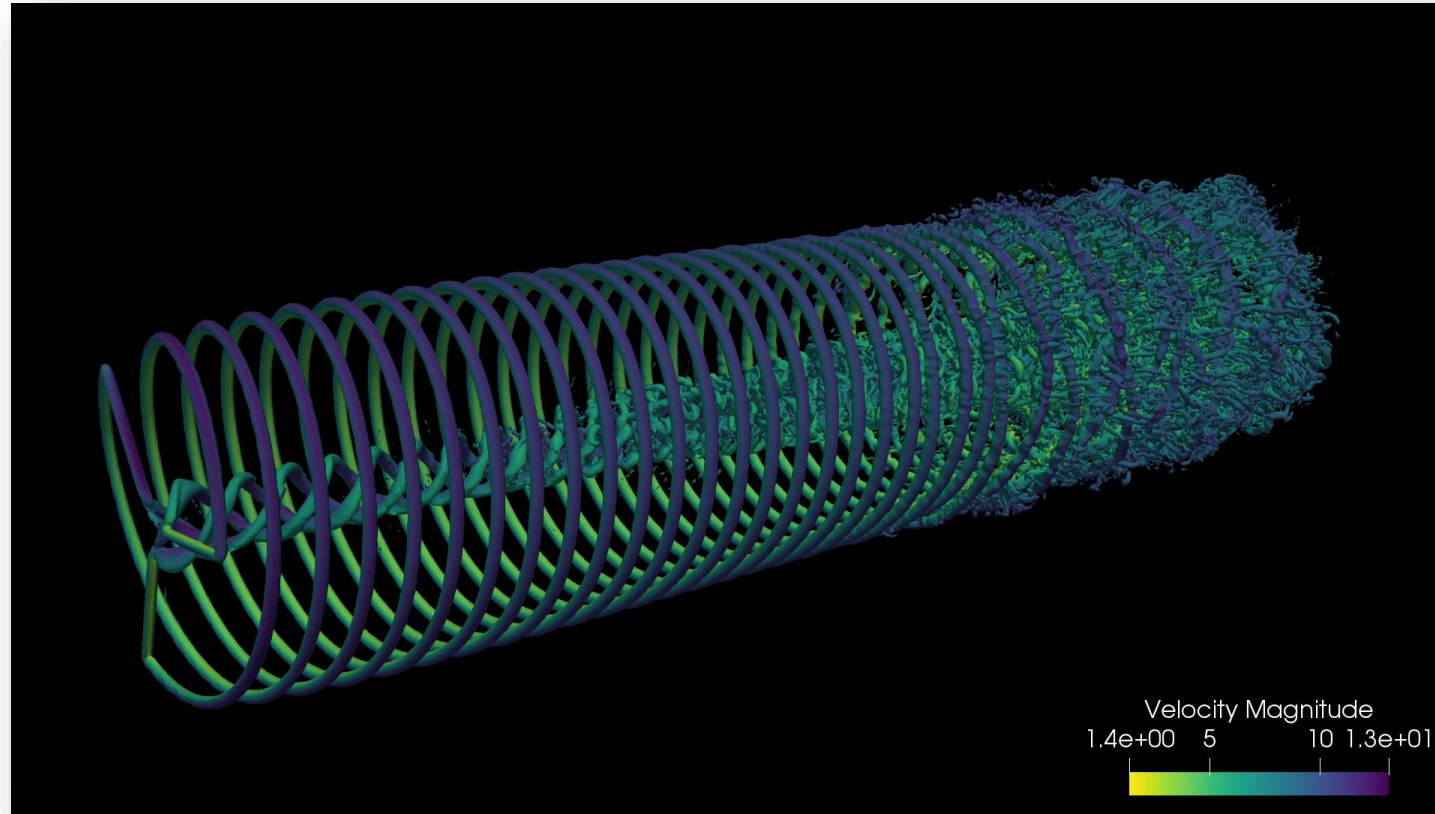
- Transient simulations resolving the large turbulent structures
- Potentially more accurate than steady-state RANS
- Has become the state of the art in academia for wind farm modelling
- Applications: Fundamental investigations, performance and turbine fatigue load analysis, coordinated farm-control



Source (left): Churchfield et al., *Journal of Turbulence* **13**(14):1-32, 2012

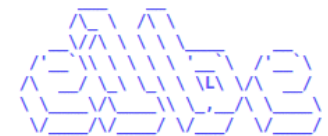
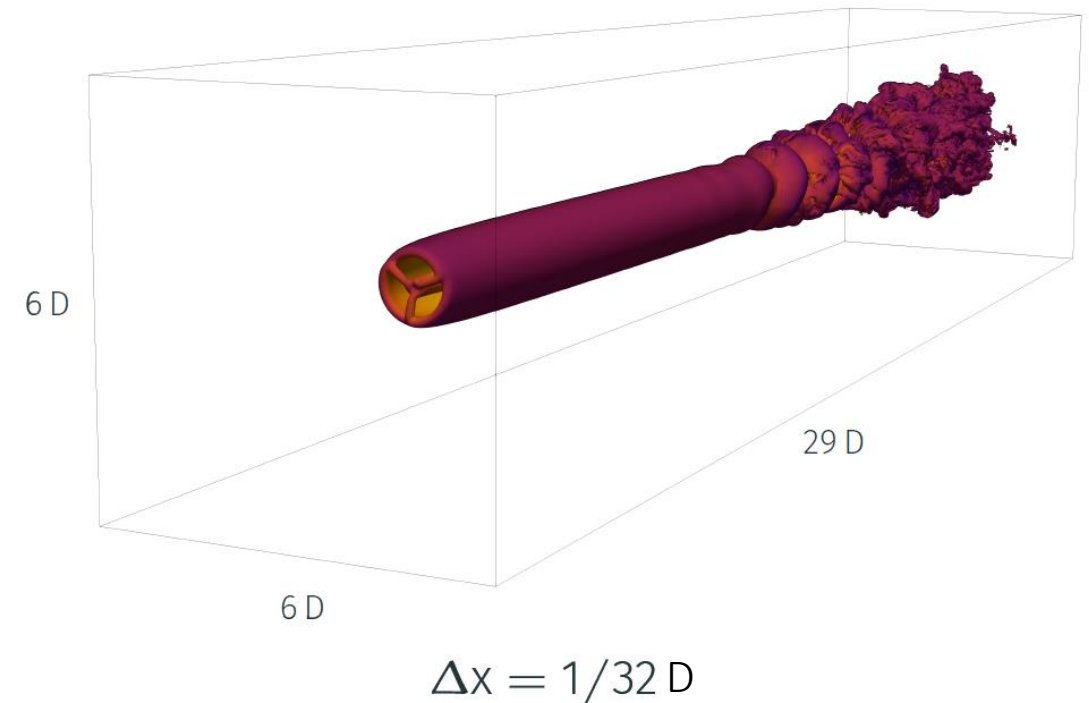
Source (right): Wu and Porté-Agel, *Renewable Energy* **75**:945-955, 2015

Animation

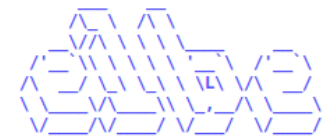
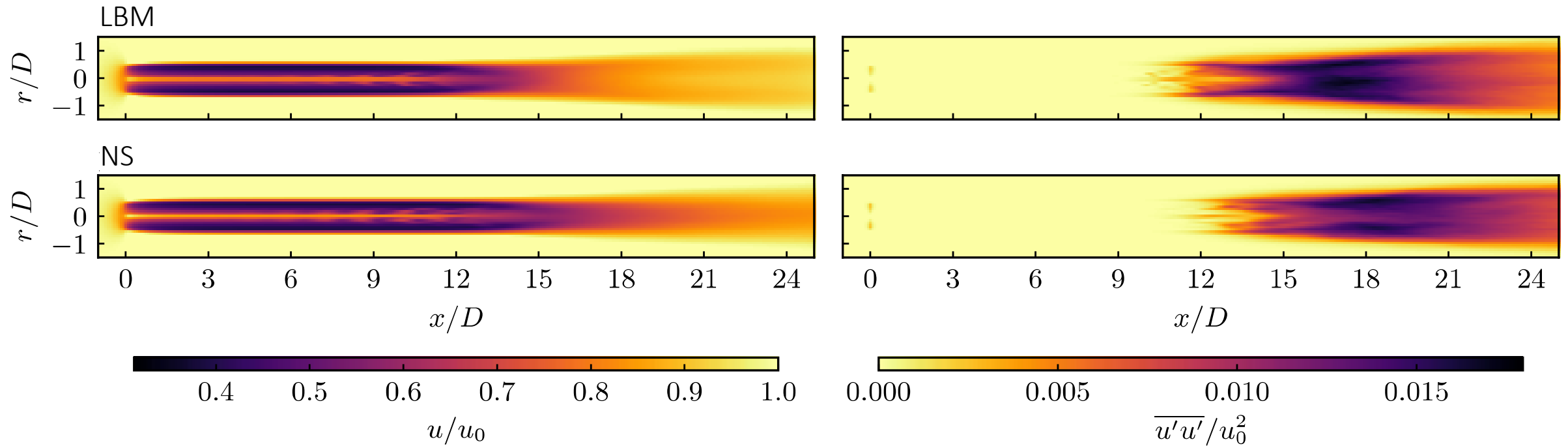


Feasibility study

- Actuator Line simulation of a 5MW turbine in uniform laminar inflow
- Parametrized cumulant (PC) LBM
- Smagorinsky turbulence model
- Code-to-code comparison to a finite volume Navier-Stokes approach

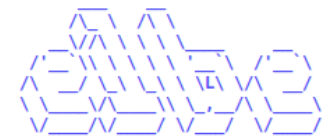


Wake characteristics



Performance overview

	NS	LBM
Processing Unit	1080 CPU cores (Intel Xeon Gold 6130)	1 GPU (Nvidia RTX 2080 Ti)
Grid nodes	35 · 10 ⁶	
Wall time [h]	2h 44m	0h 09m
Process time [CPU-core-h, GPU-h]	3019.79	0.14
Performance in MNUPS	25	1050
Real time / Comp. time	0.05	0.9

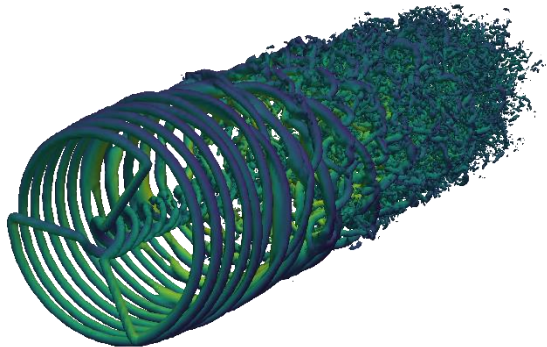
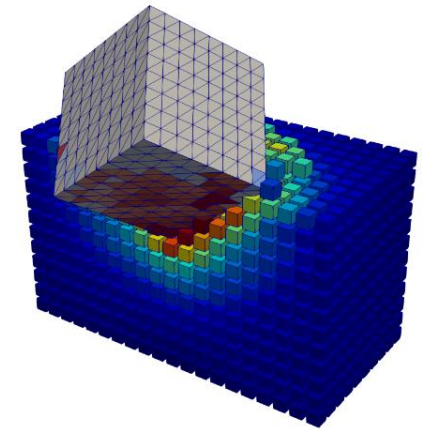


Summary

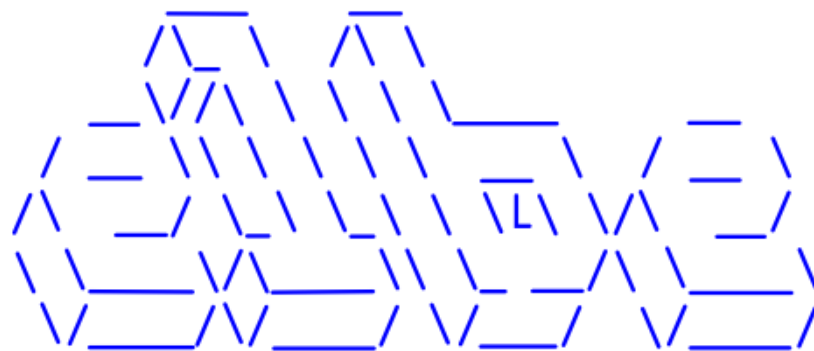


Together with recent accelerator hardware, innovative Lattice Boltzmann methods can bridge the gap between off-the-shelf desktop hardware and large-scale supercomputers.

Tailor-made numerical methods and optimized pre- and post-processing solutions enable supercomputing on the desktop and simulation-based design.



Efficient new multi-GPU solutions will further strengthen the trend towards real-time solutions of complex flows.



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