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# Revolutionary Speedups in SIERRA Structural Dynamics Enhance Mission Impact

SIERRA Structural Dynamics Code Team

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# BLUF: 10x speedups expand analysis capabilities

Speedups were achieved through a combination of:

- **Software**

- Sierra Structural Dynamics (SD) code developers enabled GPUs to parallelize computations
- Traditional machines CTS-1 (Commodity Technology Systems 1) use CPUs only
- GPUs are another level of parallelism
- Defaults in the code allow the same simulation files to run with or without GPUs

- **Hardware**

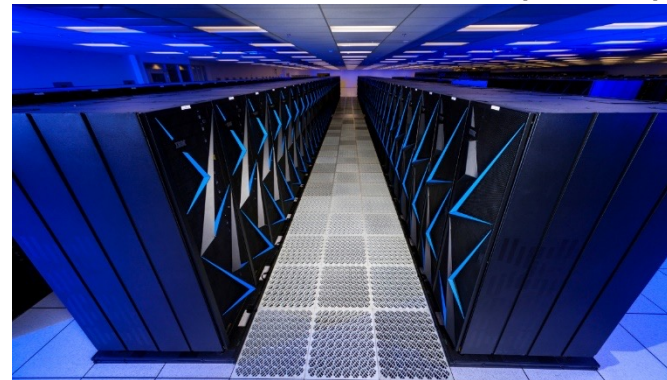
- LLNL's Sierra machine is the world's 5<sup>th</sup> fastest supercomputer
- Built for GPU computations
- The platform is called ATS-2 (Advanced Technology System 2)

CPU: Central Processing Unit  
GPU: Graphical Processing Unit

**10-20x speedups** have been recorded for real analysis problems

- Sub-assembly simulation times have been reduced from hours to minutes
- Complex analyses can be run overnight
- **Extremely large and complex analyses are now possible**
- **A step towards faster design cycles**

LLNL's Sierra machine (ATS-2)





# Structural Dynamics: Use Cases

SNL will demonstrate milestone completion with the SIERRA/SD structural dynamics application

- SD has been in active development for 25 years under the ASC program.
- SD is part of the SIERRA Engineering Mechanics code suite for mechanical, fluid, and thermal modeling for design and qualification.
- SD is extensively used for normal environment nuclear deterrence analysis
  - Response of systems to high-energy vibration environments such as reentry or flight
  - Mechanical shock response
  - Fatigue life predictions
  - Component environment specification
  - Multiphysics structural-thermal-fluid coupling



**COMPSIM**  
STRUCTURAL DYNAMICS

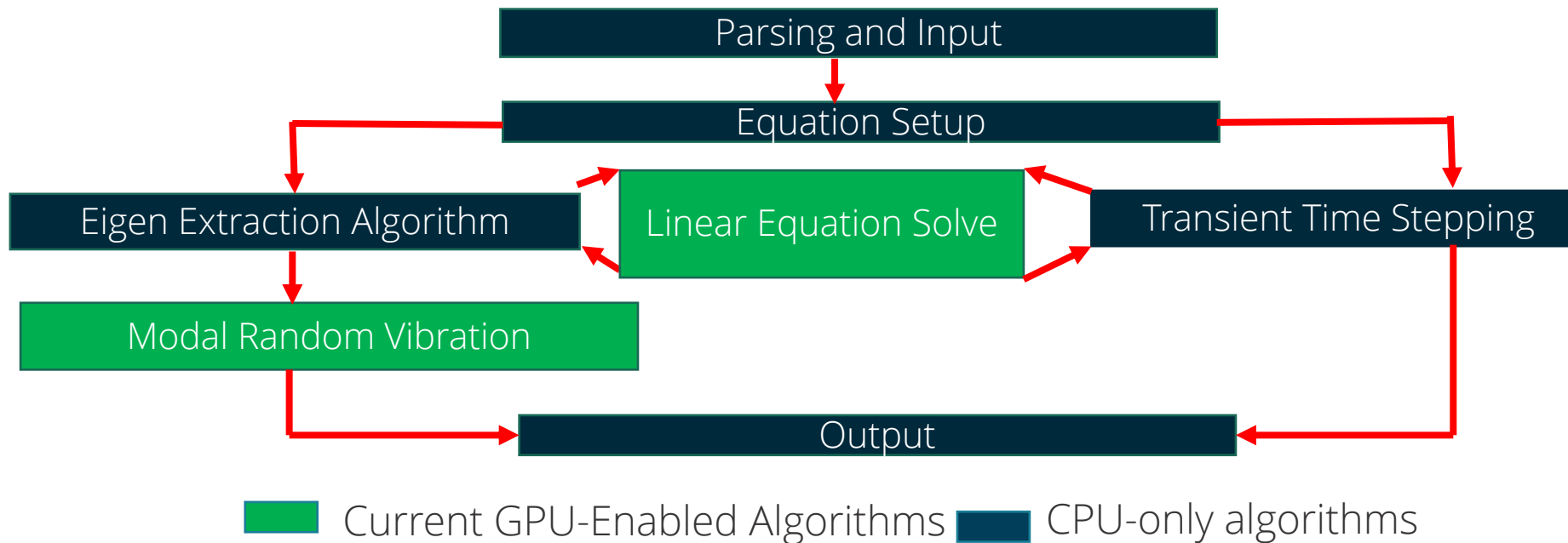
**We are a massively parallel  
structural dynamics FEA code  
used for system-level analysis  
and design**



# Structural Dynamics: Mathematics

SD is primarily a linear code. Most use cases require solving the same linear system many times with different right-hand sides. For example:

- Eigen vector/value extraction (up to tens of thousands of modes)
- Linear transient/shock response
- Statistical response to random vibration loads



## Goal:

- Take models analysts are running right now on CTS-1, make them run efficiently on Sierra with no input modification
- Focus GPU conversion on the algorithms with long runtime and low code volume



## Processes and Tools:



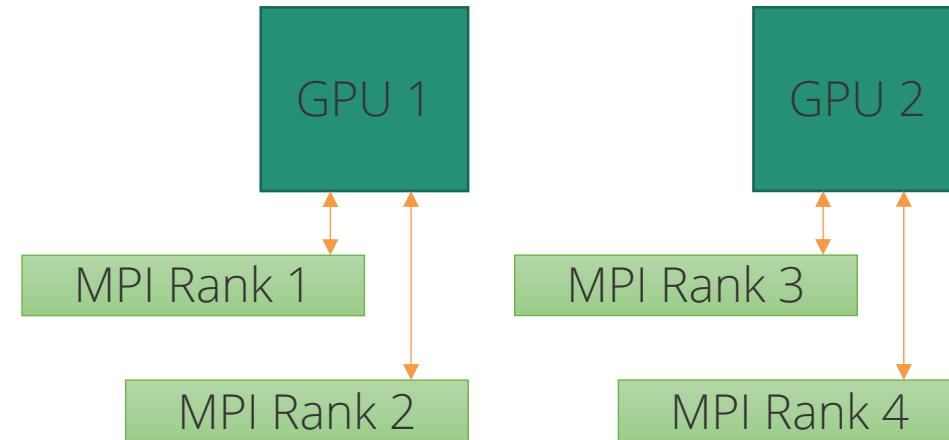
- SD uses:
  - Tpetra: parallel communication and linear algebra tools
  - STK: mesh database
  - Tacho: GPU-focused linear solver
  - Teuchos: parameters and parsing
  - Kokkos: Performance portability
  - Kokkos Kernels: GPU ready implementation of common algorithms such as linear algebra, graph algorithms, sorting, etc. Wraps cuBLAS.
- Trilinos packages implement GPU-ready operations via Kokkos. The GPU-related complexity and maintenance is largely hidden from the SD application
- Most SD performance-critical operations are built on Trilinos objects
- The Tacho solver is especially key for GPU performance



# Processes and Tools: Runtime

## Hybrid Execution:

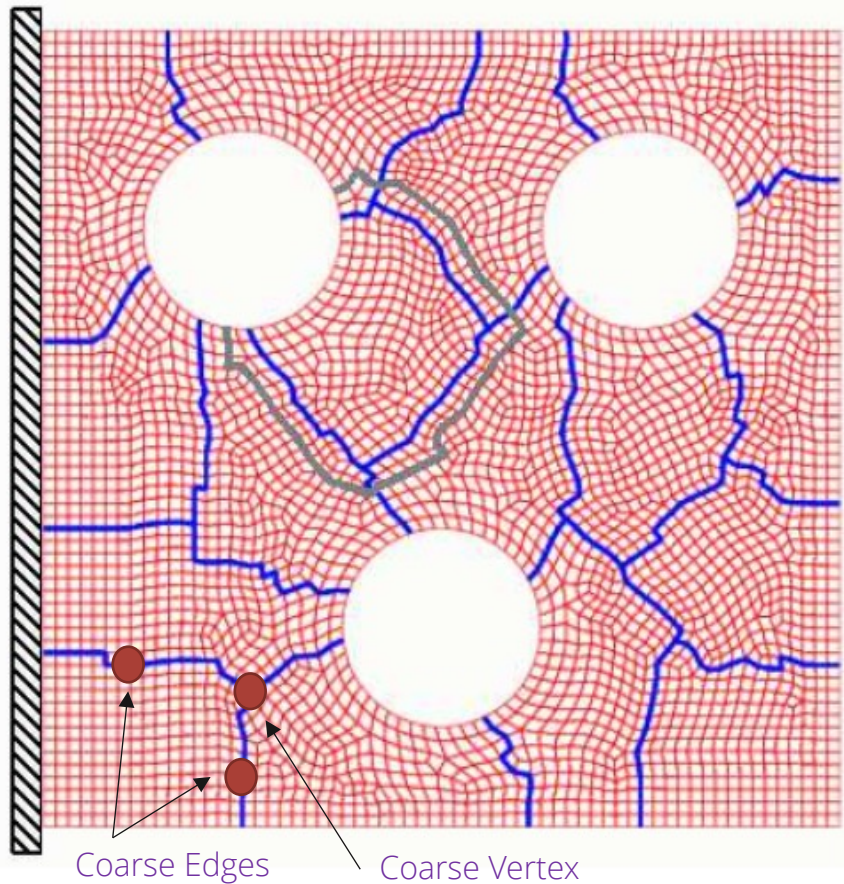
- Flexible MPI Parallelism. Allow between 1 and 10 MPI ranks to share each GPU (5 often works best)
  - Use available CPU resources in algorithms not yet converted to GPU (forming of matrices, load application, postprocessing)
  - Enable optimal subdomain sizing
  - Multi-process-service (MPS) allows concurrent execution and is key to hide latency and use full throughput of GPU (~3X overall speed improvement with MPS on)
- Challenges
  - Each rank independently loads GPU drivers+executables (~900 Mb) and this consumes GPU memory
  - Balancing GPU vs. CPU has been major focus of GPU optimization and usage guidelines







# A Brief Overview of Domain Decomposition Preconditioners



- 1) Mesh is decomposed into  $N$  subdomains.  $N$  always equals the number of MPI ranks being used
- 2) A matrix linear combination of stiffness, mass, damping is set up for each subdomain and factored
- 3) Many subsequent linear solution steps are performed:
  - a) Previously-saved search directions are used to provide a good initial guess of the next solution and provide a high-power preconditioner (orthogonalization)
  - b) Iterative domain decomposition solve:
    - Each subdomain is solved independently
    - Single coarse problem is solved involving unknowns at subdomain interfaces (faces, edges and vertices)
    - Continue Krylov solver iterations until acceptable residual tolerance reached



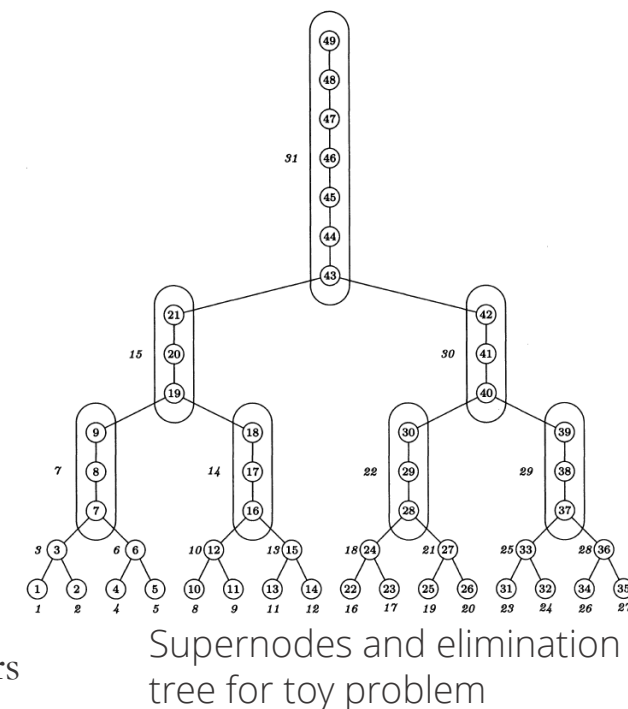
Clark R. Dohrmann and Olof B. Widlund, "An overlapping Schwarz algorithm for almost incompressible elasticity," *SIAM Journal on Numerical Analysis*, 47(4), 2897-2923 (2009).

Clark R. Dohrmann and Olof B. Widlund, "Hybrid domain decomposition algorithms for compressible and almost incompressible elasticity," *International Journal for Numerical Methods in Engineering*, 82, 157-183 (2010).



# GPU use in Solver Kernels

- Sparse-direct linear solvers (Tacho for GPU)
  - Each MPI process requires linear solver for two different subdomain problems
  - Coarse problem (solved once for all domains) requires linear solve
  - Focus on speeding up the “solve” phase
    - Initialization costs amortized over several solves since matrices remain the same
  - Level-scheduling algorithm used for on-node parallelism
    - Matrix columns grouped into supernodes, which are then partitioned into different levels
    - Computational work at each level can be done concurrently
    - Kokkos-kernels provides performance portability with Cuda backend and cuBLAS wrappers
- Orthogonalization computations
  - Involves dense matrix-vector products (transpose and non-transpose with a tall and skinny dense matrix)
  - Computations done very fast on GPU using Kokkos-kernels wrapper to cuBLAS
  - Storing Krylov search spaces for subsequent solves can reduce iterations significantly





Speedups

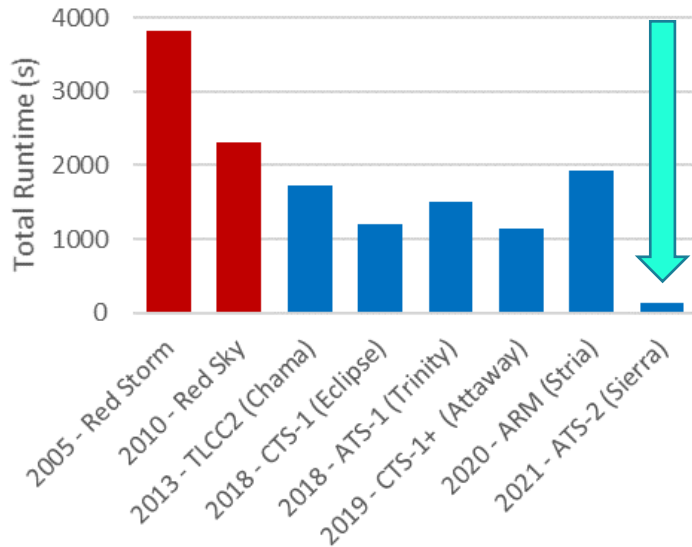




# GPU Based Machines Yield a Revolution in Runtime Reduction

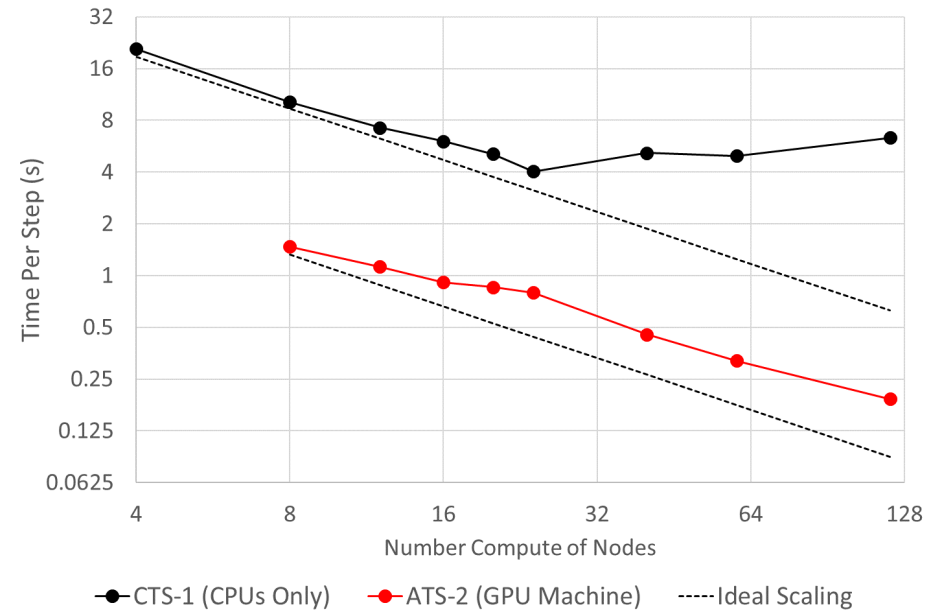
## Acceptance Test Model

### Historical Runtimes



The multiyear GPU development yielded dramatic runtime reduction

## Transient Dynamics Model



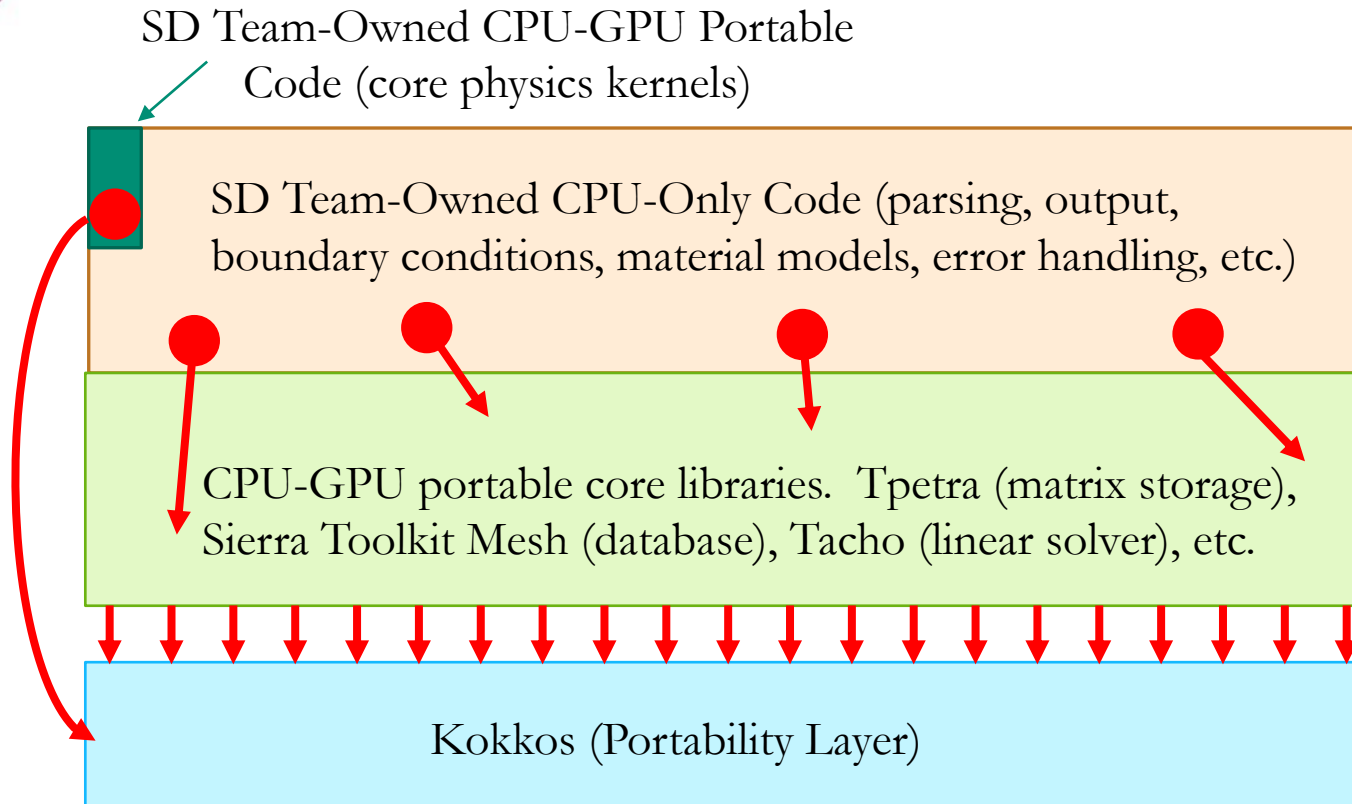
Faster, more scalable, higher throughput!

Acceptance test-driven development led to algorithmic optimizations that also produce speedups

- Make better use of memory
- Benefit analysts on traditional and GPU platforms
- Speedups compare between runs with the algorithmic optimizations

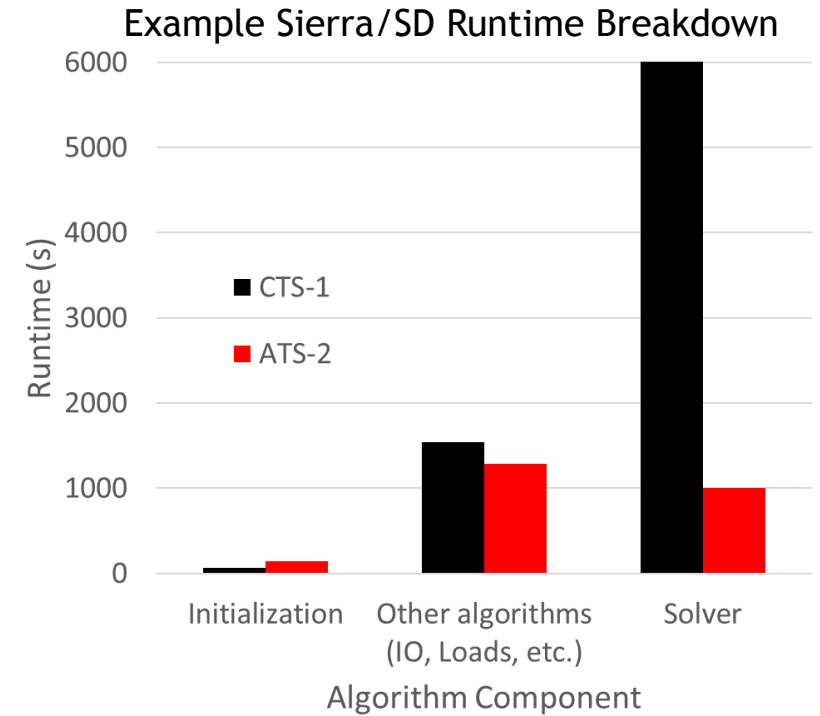


# Sustainable Component Architecture



SD achieved success by

- leveraging many development efforts across Sandia
- focusing on the tall performance poles
- focusing on the big picture



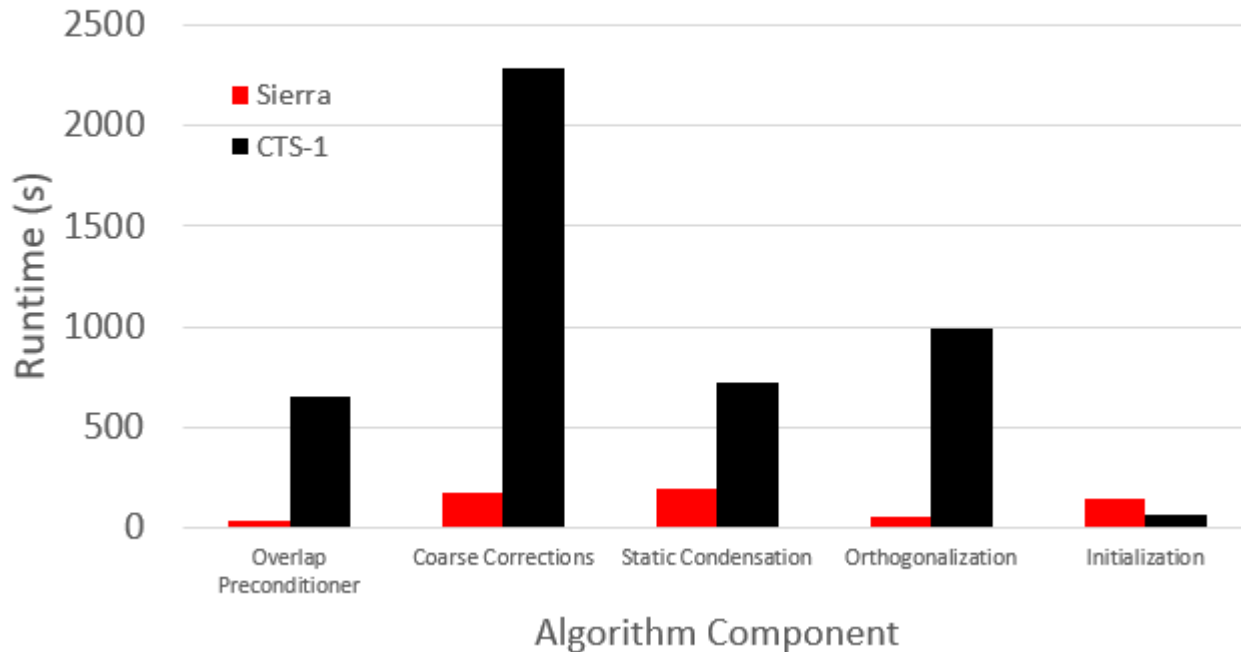
**Moving forward:**

- Expand GPU support to more algorithms
- Migrate to next generation machines (ATS-4)



## Deeper Dive on Solver

Solver Sub-Algorithm Speedup (6.0X Speedup on Sierra)



**Overlap Preconditioner:** Per-subdomain solve on overlapped region

**Coarse Corrections:** Global solve for coarse problem (plus restriction and prolongation)

**Static Condensation:** Per-subdomain solve to eliminate subdomain interior residuals

**Orthogonalization:** Use of previously-saved solutions to predict next solution and form a high-power preconditioner

**Initialization:** One-time cost to generate and factor matrix

- All solver per-timestep operations are on GPU and show good speedup
- Most solver initialization steps are currently done on CPU. An additional step is needed for GPU for level scheduling. One time initialization cost can be a bottleneck for analyses such as statics where only a single solve is done.

Impact







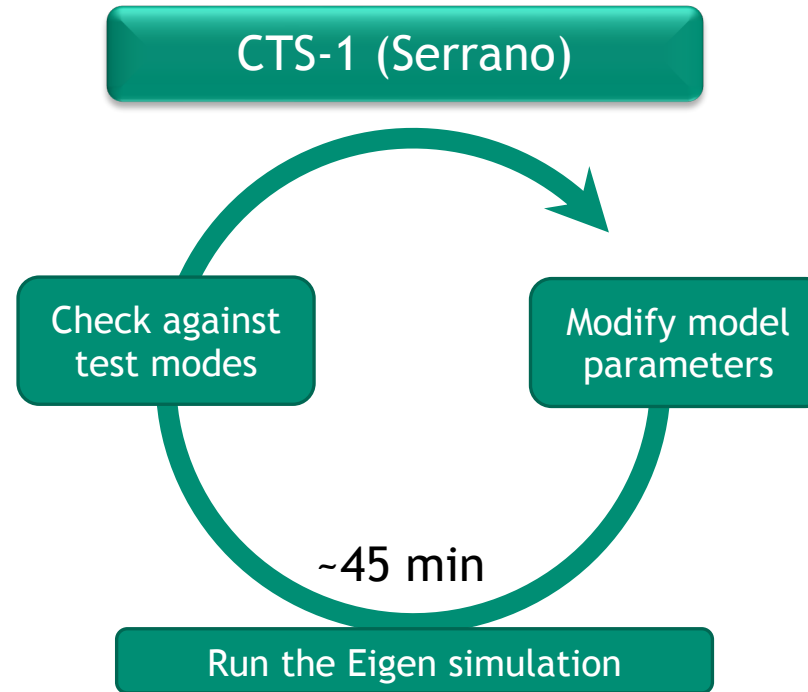
# Improving Existing Analyses: Component Model Updating

Component assembly

- 1.6 million nodes
- 100 modes

Update the model to match measured test modes:

- Compare frequencies and mode shapes between test and simulation
- Make incremental changes until the simulation responds similarly to the measured response



## ATS-2 (Sierra)



- Contact definition
- Joint properties
- Geometry simplifications
- Mass and stiffness

### Impact:

- Closer to real-time feedback about parameter changes
- Faster results provided more freedom to “see what happens”

Speedup: 45 min to 5 min  
Program: ND



# High-Fidelity Experimental Test Support

## Experimental design support

- Impedance-matched multi-axis testing (IMMAT)
  - Better replicate reentry random vibration
  - Complex test setup
- High fidelity system models were used to inform test design
  - **~ 1 week from request to results**, including a simulation setup modification
  - Simulation **speedups from ~20 hours to ~3 hours** runtime

### New Capability

- Previously unobtainable turnaround times to support experimental test design



# High Frequency Margin Assessment Support

Sub-assembly model with soft components

- Compute modes to support environments margin assessment
- High modal density from soft components
- Required ~1500 modes for the frequency range of interest
  - For reference, generally compute 100-200 modes

Expanded frequency range enabled

- Computed **1500 modes in 1.5 hours with no restarts**
  - Traditional runs on the CPU machines would require restarts to get around runtime limits
  - **Not feasible to run to the required frequency range on CPU machines**

## New Capability

- More computational power means complex models can be run to frequency ranges that weren't previously feasible



## Routine “Heroic” Simulations

Heroic: Long, complex, high fidelity simulations that are rarely run

High fidelity full system model

- Sub-component analysis raised questions about the full-system response
- Access to ATS-2 enabled an overnight run of the high fidelity, full system dynamics
  - **Simulation ran in 10 hours on ATS-2**
  - With queue times and restarts, **runs could take weeks**
- Provided better information to customers in a timely manner
  - More informed decision-making

### New Capability

- High-fidelity system dynamic runs produce more conclusive results overnight

# Closing Comments







## Closing Comments

10x speedups with Sierra SD has enabled simulations that weren't previously possible

The impact shown was possible because of the Sierra SD team:

- Prioritized user experience so that no changes were required to run on GPUs
- From an analyst perspective, choose a different machine and get results 10x faster
- Ease of use led many analysts to become early adopters
- Impact will continue to grow



Questions?