How parallelism helps computational physics discovery

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"Before founding Intel in the 1960s, Gordon Moore made a bold prediction about the exponential growth in the number of components on integrated circuits, which has been proven remarkably accurate by subsequent history and immortalized under the title of Moore's Law. Intel has been doggedly upholding Moore's Law by roughly doubling the number of transistors in its processors every couple of years, but now that schedule is starting to slip."

Should this concern us computational physicists?

Computing paradigms





Serial processor

Parallel processor



- Parallelism in Molecular Dynamics (MD)
- Parallelism in Monte Carlo (MC)
- Strong Scaling of MD & GPUDirect RDMA
- Applications

Molecular dynamics

Monte Carlo



Is your publication not listed? Contact us and we will add it.

- [109]: Fabrizio Benedetti, Aleksandre Japaridze, Julien Dorier, Dusan Racko, Robert Kwapich, Yannis Burnier, Giovanni Dietler, and Andrzej Stasiak. Effects of physiological self-crowding of DNA on shape and biological properties of DNA molecules with various levels of supercoiling. Nucleic Acids Research, pages 1–10, 2015. (doi:10.1093/nar/gkv055)
- [108]: Hendrick W. de Haan and Tyler N. Shendruk. Force-Extension for DNA in a Nanoslit: Mapping between the 3D and 2D Limits. ACS Macro Letters, pages 632–635, 2015. (doi:10.1021/acsmacrolett.5b00138)
- [107]: Filippo Federici Canova, Masashi Mizukami, Takako Imamura, Kazue Kurihara, and Alexander Shluger. Structural stability and polarisation in ionic liquids films on silica surfaces. Phys. Chem. Chem. Phys., 2015. (doi:10.1039/C5CP02299A)

[106]: Elijah Flenner and Grzegorz Szamel. Long-range correlations in glasses and glassy fluids. Journal of Physics: Condensed Matter,



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Iteratively solve Newton's equations of motion



GPU Molecular Dynamics in 1 slide



Parallel domain decomposition



- Particles can leave and enter domains (periodic boundary conditions)
- **Ghost** particles required for force computation
 - Communicate positions of ghost particles every time step

```
from hoomd_script import *
context.initialize()
init.read_xml('init.xml');
lj = pair.lj(r_cut=2.5)
lj.pair_coeff.set('A', 'A', epsilon=1.0, sigma=1.0)
integrate.mode_standard(dt=0.005)
integrate.nvt(group=group.all(), T=1.2, tau=0.5)
run(1e5)
```

\$ hoomd run.py --mode=cpu \$ hoomd run.py --mode=gpu \$ mpirun -n 256 hoomd run.py --mode=cpu \$ mpirun -n 64 hoomd run.py --mode=gpu





Damasceno, P. F. et al., ACS Nano 6, 609 (2012)



Damasceno et al., Science (2012)



Engel M. et al., PRE 87, 042134 (2013)

- Hard Particle Monte Carlo plugin for HOOMD-blue
- 2D Shapes
 - Disk
 - Convex (Sphero)polygon
 - Concave polygon
 - Ellipse
- 3D Shapes
 - Sphere
 - Ellipsoid
 - Convex (Sphero)polyhedon
- NVT and NPT ensembles
- Frenkel-Ladd free energy
- fast AABB trees on CPU
- Parallel execution on a single GPU
- Domain decomposition across multiple nodes (CPUs or GPUs)







run(10e3)

Depletion Interaction



S. Asakura and F. Oosawa J. Chem. Phys. 1954.



Implicit penetrable hard-sphere depletants Monte Carlo



$$e^{-\beta \Xi\{\vec{r}_{c,i}\}} = e^{z_p V_f - \beta H_{cc}}$$

 z_p depletant fugacity

parallel depletant insertion

- 1. Propose a trial move for the colloids $M \to M'$
- 2. Generate N_p of depletant positions $\vec{r}_i^{(p)}$ randomly in the free volume of the old configuration M according to $P_{z_pV_f}(N_p) \sim \text{Poisson}(V_f z_p)$. One possibility is to use rejection sampling in a larger volume $V_0 \supset V_f$.
- 3. Reject the trial move if any depletant overlaps with new colloid configuration M', otherwise accept.

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Validation: equation of state of hard spheres



* Dijkstra M, van Roij R, Roth R, Fortini A. Phys. Rev. E 2006 **73** 041404 doi: 10.1103/PhysRevE.73.041404

- MD is the perfect parallel algorithm
- Hard Particle Monte Carlo is serial, but can be parallelized using checkerboard decomposition
- Simulations of large and small particles can be further parallelized

Scaling bottlenecks in spatial domain decomposition



1000's of cores

Weak scaling up to 108,000,000 particles



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Strong Scaling of a LJ Liquid (N=10,976,000)



Polymer Brush Scaling



Dissipative Particle Dynamics on Blue Waters and Titan





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GPU: Tesla K20X, CPU: Xeon E5-2680 (XSEDE Stampede)



slide by Joshua Anderson

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- For MD on GPUs, communication latency is the scaling bottleneck
- Strong scaling extends to 1000's of GPUs
- With Hard Particle Monte Carlo, CPU cores have higher scalability

Self-assembly of diblock copolymers



AB Diblock copolymer melt



MD on 384 GPUs

Glaser, J., Medapuram, P., Beardsley, T. M., Matsen, M. W., & Morse, D. C. *PRL*, **113**, 068302 (2014)

Medapuram P., Glaser J., Morse D. C. Macromolecules 2015, **48**, 819-839.



Discoids in depletants

200,000 explicit depletants - no way! (even with MPI)



500 colloids in implicit depletants - clustering





Colloidal discoids



64 Haswell cores MVAPICH2 2.1

We employ Hard Particle Monte Carlo with implicit simulation of depletion interactions running on two K80 nodes using **eight GPU**s or on **64 Haswell cores**, using GPU-level and MPI parallelism. We perform long running simulations to equilibrate the system over 48h, for 35 different state points.



Hemispheres with implicit depletants



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Strong scaling on OLCF Cray XK7



Summary

- Moore's law is slowing we can't afford to wait a couple of years for a performance doubling anyways
- By extracting **parallelism** from GPUs, threads, vector instructions and MPI we build high performing simulation codes
- Parallel code = previously unsolvable problems become solvable

HOOMD-blue: http://codeblue.umich.edu/hoomd-blue

Strong scaling: J. Glaser, T. D. Nguyen, J. A. Anderson, P. Lui, F. Spiga, J. A. Millan, D. C. Morse, and S. C. Glotzer, "Strong scaling of general-purpose molecular dynamics simulations on GPUs," Comput. Phys. Commun., vol. 192, no. July, pp. 97–107, 2015.

Monte Carlo code not yet publicly available.

- It will eventually be released open-source as part of HOOMD-blue
- Paper on hard disks: Anderson, J. A. et al., JCP 254, 27-38 (2013)
- Paper on 3D, anisotropic shapes, multi-GPU: coming soon

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Questions?