

Exascale Vision for Mesh Adaptivity

*Joaquim Peiró, David Moxey, Spencer Sherwin, James Slaughter
Imperial College London and University of Exeter*

With contributions from Michael Park (NASA), John Chawner (Cadence), and Bob Haimes (MIT)



Current State of the Art

Increase/decrease resolution:

- ***h***
 - Mesh modification operators: Node Addition, Edge/Face/Cell Splitting, Collapsing & Edge-Face Swaps
 - Contained in Fluidity, LibMesh, Deal.II
 - Used for anisotropic geometric or physics related adaptation
- ***r***
 - Clustering of current nodes
 - Local feature capturing – crack propagation, shocks, boundary /shear layers
- ***p***
 - Increase/decrease order of polynomial expansion basis functions
 - Increase accuracy of smooth solutions
- ***Re-meshing***
 - Regenerate selected regions of the domain



Workshop Learnings – Exascale Bottlenecks

- *Meshing workflow will be linked to hardware choices at Exascale*
- *Disk I/O and storage limitations*
- *Adaptation algorithms and dynamic load balancing.*
- *CAD retention and query operations*
- *Error estimation: local/global (interpolation/adjoint)*



Meshing Workflow Linked to Exascale Hardware

- **Algorithm choices driven by hardware selection of exascale computers**
 - Partly by scalability concerns across heterogeneous architectures – eg Task-based execution for GPU/FPGAs
- **Base Mesh Generation**
 - Too large for workstation hardware – may necessitate parallel meshing even for base mesh
- **Mesh Quality**
 - What is a good mesh? – Are sizing functions ‘quality aware’?. Anisotropy?
 - Mesh enhancement raises communications concerns yet needed to ensure mesh quality
- **Robustness, Automation, and Fault Tolerance**
 - Simulation scale will prohibit manual interaction with processes



ELEMENT

Disk I/O and Storage

- ***Space requirements and limitations for adapted meshes***
 - Disk I/O needs to be limited and size of these meshes will be restrictive
 - Could only retain meta-data and reconstruct for post-processing and visualization though this presents robustness challenges
 - Exacerbated with highly dynamic/moving meshes



Exascale Scalability of Meshing Algorithms

- ***Initial Graph Partitioning***

- If partitioning using the full heterogeneous architecture issues with:
 - Memory write synchronization over thousands of GPU cores
 - SIMD GPU architectures and anisotropy of initial graph cause bottlenecks
 - Smaller VRAM vs System Memory causing access and transfer/communications considerations
 - Use of both SIMD and MIMD architectures

- ***Adaptation Algorithms***

- Redesign of existing algorithms to reduce parallel communication
 - Focus on locality

- ***Dynamic Load Balancing***

- Likely to consume a large portion of time at exascale
 - User-specified load-balancing frequency?



CAD Retention and Query Operations

- ***Retention of Geometry definition***
 - Surface values and gradients necessary for certain error estimation techniques.
- ***Need for Geometry Representations designed for Parallel Distribution***
 - With notable exceptions, most current representations are not.



Short-term Research Agenda

- ***Identification of current algorithms for both meshing and partitioning/dynamic load balancing for use on heterogeneous exascale architectures***
 - Identification of promising existing algorithms and techniques suited for chosen exascale hardware
 - Eg, multi-level partitioning methods hard to scale and spectral methods (eigenvalue based) being computationally expensive.
- ***Improvement of CAD APIs for Exascale***



Medium-term Research Agenda

- ***Improvement of Identified Algorithms***

- Improvement of previously identified space-time (4D) adaptation algorithms for exascale workflows – i.e. task-based execution for GPU/FPGA hardware.

- ***Lightweight Geometry Definitions and APIs***

- Reduction in size of CAD APIs for exascale use.
 - CAD systems could be very large – yet only a few functions are used in geometrical queries
- Lightweight Geometry definition to ensure easy storage and distribution.



Long-term Research Agenda

- ***Methods of Integrating Combined hrp 4D Adaptation***

- CPU time vs efficiency considerations when considering application of each individual technique.
- Combination of multiple strategies likely needed for complex problems at the exascale.
- Techniques to synergize* the application of adaptation strategies are needed.

* *The whole is more than the sum of its parts.*

