#### Virtualization-aware Application Framework for High-end Classical-quantum Atomistic Simulations of Nanosystems

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### **High End Computing Is Bringing Atomistic Simulation To Macroscopic**



## **Parallel Benchmark Platforms**



#### **Computing Beyond Teraflop: Grid of Globally Distributed PC Clusters?**



Grid of globally distributed supercomputers

Commodity Xeon-based multi-Teraflop Linux cluster



### **Virtualization-aware Application Framework**



## **Molecular Dynamics:** *N***-Body Problem**

- Newton's equation of motion  $m_i \frac{d^2 \mathbf{r}_i}{dt^2} = -\frac{\partial V(\mathbf{r}^N)}{\partial \mathbf{r}_i} \quad (i = 1, ..., N)$
- *N*-body problem *O*(*N*<sup>2</sup>) Long-range electrostatic interaction

$$V_{\rm es}(\mathbf{x}) = \sum_{i=1}^{N} \frac{q_i}{|\mathbf{x} - \mathbf{x}_i|} \quad \mathbf{x} = \mathbf{x}_j \ (j = 1,...,N)$$



• Application: drug design, robotics, entertainment, etc.



# **Spatial Locality: Fast Multipole Method**

1. Clustering: Encapsulate far-field information using multipoles

 $\mathcal{V}(\mathbf{x}) = \sum_{l=0}^{\infty} \sum_{m=-l}^{l} \left\{ \sum_{i=1}^{N} q_i r_i^l Y_l^{*m}(\theta_i, \phi_i) \right\} \frac{Y_l^m(\theta, \phi)}{r^{l+1}}$ 

- 2. Hierarchical abstraction: Octree data structure
- **3.** *O*(*N*) algorithm: Constant number of interactive cells per octree node





 $(\mathbf{r}_i, \boldsymbol{\theta}_i, \boldsymbol{\phi}_i)$ 

## **Temporal Locality: Multiple Time Stepping**

- Different force-update schedules for different force components
  - → i) Reduced computation

ii) Enhanced data locality & parallel efficiency



- Reversible symplectic integrator Simulation-loop invariant: phase-space volume
  - → Long-time stability



# **Oxide Growth in an Al Nanoparticle**

#### Unique metal/ceramic nanocomposite



Oxide thickness saturates at 40 Å after 0.5 ns —Excellent agreement with experiments

# **Quantum N-Body Problem**

#### **Challenge: Exponential complexity**

h

**Density functional theory (DFT)** (Kohn, Nobel Chemistry Prize, '98)

$$\frac{1}{(\mathbf{r}, \mathbf{r}_{2}, \mathbf{r}_{2})} = \frac{1}{(\mathbf{r}) | \mathbf{r}_{2} - 1}$$

$$\psi(r_1, r_2, \dots, r_{N_{el}}) \longrightarrow \{\psi_n(\mathbf{r}) \mid n = 1, \dots, N_{el}\}$$
$$O(\mathbb{C}^N) \qquad O(\mathbb{N}^3)$$

- > Pseudopotential (Troullier & Martins, '91)
- > Generalized gradient approximation (Perdew, '96)



#### **Constrained minimization problem:**

Minimize:  

$$E[\{\psi_n\}] = \sum_{n=1}^{N_{\text{el}}} \int d^3 r \psi_n^*(\mathbf{r}) \left( -\frac{\hbar^2}{2m_e} \frac{\partial^2}{\partial \mathbf{r}^2} + V_{\text{ion}}(\mathbf{r}) \right) \psi_n(\mathbf{r}) + \frac{e^2}{2} \iint d^3 r d^3 r' \frac{\rho(\mathbf{r})\rho(\mathbf{r}')}{|\mathbf{r} - \mathbf{r}'|} + E_{\text{XC}}[\rho(\mathbf{r})]$$
with orthonormal constraints:  $\int d^3 r \psi_m^*(\mathbf{r}) \psi_n(\mathbf{r}) = \delta_{mn}$   
Charge density:  $\rho(\mathbf{r}) = \sum_{n=1}^{N_{\text{el}}} |\psi_n(\mathbf{r})|^2$ 

# **Real-Space DFT on Hierarchical Grids**

#### Efficient parallelization of DFT: real-space approaches

- High-order finite difference (Chelikowsky, Troullier, Saad, '94)
- Multigrid acceleration (Bernholc et al., '96; Beck, '00)
- Double-grid method (Ono, Hirose, '99)
- Spatial decomposition/divide-&-conquer



#### **Quantum-Nearsightedness Locality Principle**



#### **Data Locality in Parallelization**

#### **Challenge: Load balancing for irregular data structures**

Irregular data-structures/ processor-speed



Map

Parallel computer

#### **Optimization problem:**

- Minimize the load-imbalance cost
- Minimize the communication cost
- Topology-preserving spatial decomposition
   → structured 6-step message passing minimizes latency

$$E = t_{\text{comp}} \left( \max_{p} |\{i \mid \mathbf{r}_{i} \in p\}| \right) + t_{\text{comm}} \left( \max_{p} |\{i \mid \|\mathbf{r}_{i} - \partial p\| < r_{c}\}| \right) + t_{\text{latency}} \left( \max_{p} \left[ N_{\text{message}}(p) \right] \right)$$

# **Computational-Space Decomposition**

**Topology-preserving "computational-space" decomposition in curved space** 

Curvilinear coordinate transformation  $\xi = x + u(x)$ 

Particle-processor mapping: regular 3D mesh topology

 $\begin{cases} p(\xi_i) = p_x(\xi_{ix})P_yP_z + p_y(\xi_{iy})P_z + p_z(\xi_{iz}) \\ p_\alpha(\xi_{i\alpha}) = \lfloor \xi_{i\alpha}P_\alpha/L_\alpha \rfloor & (\alpha = x, y, z) \end{cases}$ 



Regular mesh topology in computational space,  $\xi$ 



Curved partition in physical space, x

# **Wavelet-based Adaptive Load Balancing**

- Simulated annealing to minimize the load-imbalance & communication costs, *E*[ξ(x)]
- Wavelet representation speeds up the optimization



# **Locality in Data Compression**

Massive data transfer via wide area network: 75 GB/step of data for 1.5 billion-atom MD! → Compressed software pipeline

Scalable encoding:
Store relative positions on spacefilling curve: O(NlogN) → O(N)
Result:
Data size, 50 Bytes/atom → 6 Bytes/atom





# **Spacefilling-curve Data Compression**

#### **Algorithm:**

- **1.** Sort particles along the spacefilling curve
- **2.** Store relative positions:  $\hat{O}(N \log N) \rightarrow O(N)$
- Adaptive variable-length encoding to handle outliers
- User-controlled error bound



**Result:** 

• An order-of-magnitude reduction of I/O size: 50 → 6 Bytes/atom



# **Scalable Scientific Algorithm Suite**



# **Grid Enabling: Multiple QM Clustering**



## **Global Collaborative Simulation**

#### Hybrid MD/QM simulation on a Grid of distributed PC clusters in the US & Japan



Japan: Yamaguchi — 65 P4 2.0GHz Hiroshima, Okayama, Niigata — 3×24 P4 1.8GHz US: Louisiana — 17 Athlon XP 1900+

### **Preliminary Benchmark Results**



• Scaled speedup, P = 1 (for MD) + 8n (for QM)

• Efficiency = 94.0% on 25 processors over 3 PC clusters in the US & Japan

#### **Environmental Effect on Fracture**



# **Data Locality in Visualization**

- Octree-based fast view-frustum culling
- Probabilistic occlusion culling
- Parallel/distributed processing



• Interactive visualization of a billion-atom dataset in immersive environment



### **Octree-based View-Frustum Culling**



- Use the octree data structure to efficiently select only visible atoms
- Complexity Insertion into octree: O(N) Data extraction: O(logN)



# **Probabilstic Occlusion Culling**

- Remove atoms that are occluded by other atoms closer to the viewer
- Draw fewer atoms per region as the distance of a region from the viewer increases



Without occlusion



With occlusion 68% fewer atoms & 3 times higher frame rate

### **Distributed Architecture**



## **Parallel & Distributed Atomsviewer**

Real-time walkthrough for a billion atoms on an SGI Onyx2 (2 × MIPS R10K, 4GB RAM) connected to a PC cluster (4 × 800MHz P3)





IEEE Virtual Reality 2002 Best Paper

**209 Million Atom MD of Hypervelocity Impact** 



AlN plate with impact velocity 15 km/s

# **Application of Multiscale Simulations**

• Oxidation on Si Surface MD FE 10.0 fs QM cluster QM O Disp. (A) 0.009 0.006 0.003 0 -0.003 -0.006 QM Si Handshake H -0.009 • Interfacing quantum-dot 🗧 Retina 🕅 devices & biological cells Light Peptide linker (e.g. neural implant to restore vision)

## **Computational Science Education**

Cell

QD

Feedback



# Conclusion

Multiscale simulation approach:

- Can be virtualized on a Grid of distributed PC clusters through data-locality principles
- Will allow global collaboration of scientists to increase the scope & size of simulation study