

Computational efficiency of high-order finite volume methods for magnetohydrodynamics

Kyle Gerard Felker

Princeton University

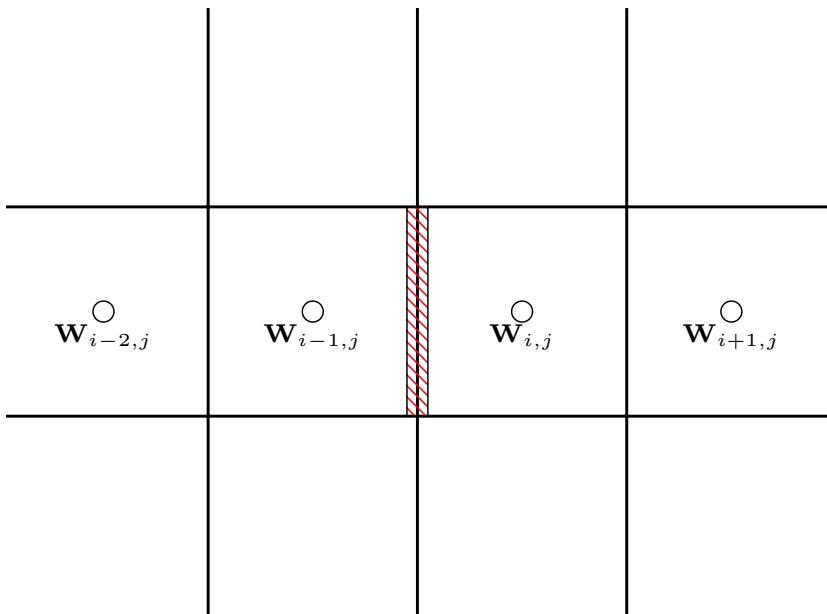
Motivation: computational magnetohydrodynamics (MHD)

- Accretion disk dynamics
 - Need to resolve fine-scale turbulence
 - Magnetic fields are crucial
- Major concerns for numerical methods for astrophysics:
 - Conserve relevant physical quantities to machine precision
 - Highly accurate without introducing artificial oscillations
 - High efficiency
 - Satisfy divergence constraint

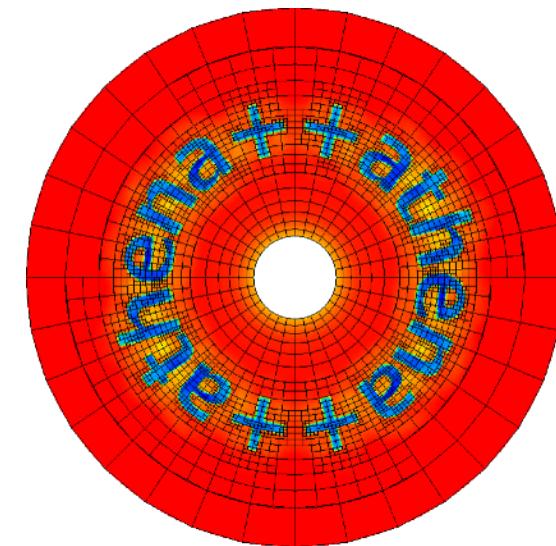


$$\nabla \cdot \mathbf{B} = 0$$

Second-order finite volume (FV) method



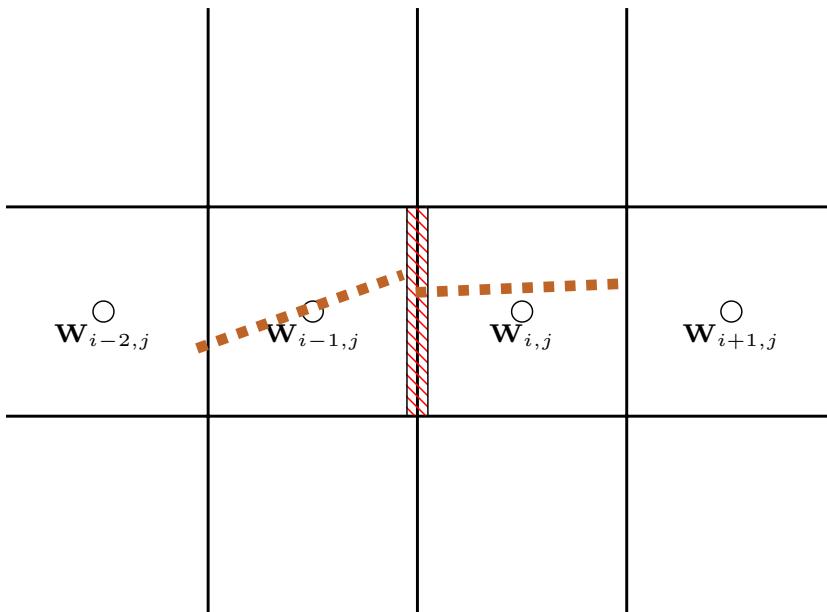
$$\mathcal{O}(\Delta x^2)$$



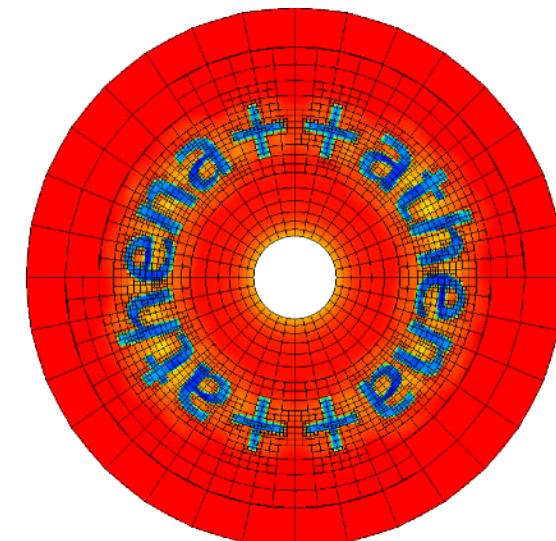
Second-order finite volume (FV) method

1. Reconstruct face-averaged primitive L/R states using Piecewise Linear Method (PLM)

$$\langle \mathbf{W}^{L_1/R_1} \rangle_{i-\frac{1}{2},j} = PLM(\{\langle \mathbf{W} \rangle_{i,j}, \langle \mathbf{W} \rangle_{i\pm 1,j}, \langle \mathbf{W} \rangle_{i-2,j}\})$$



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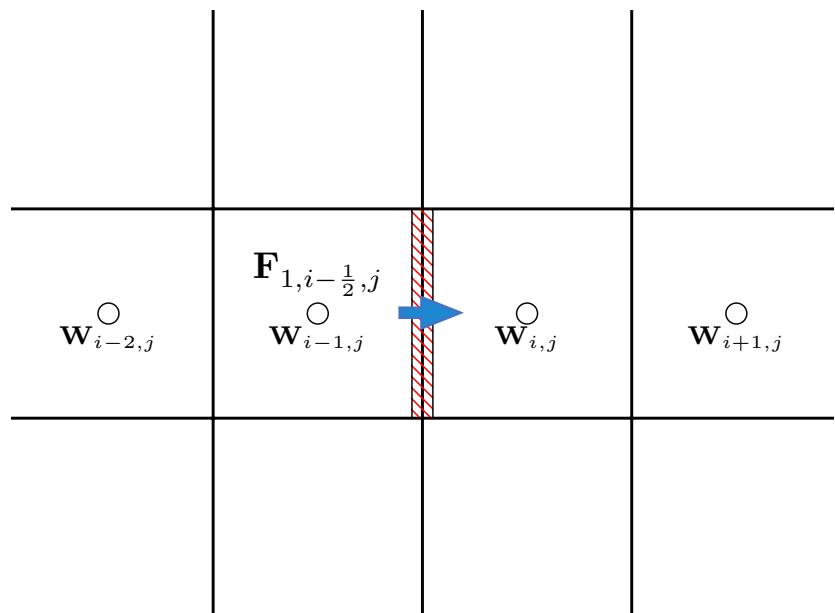


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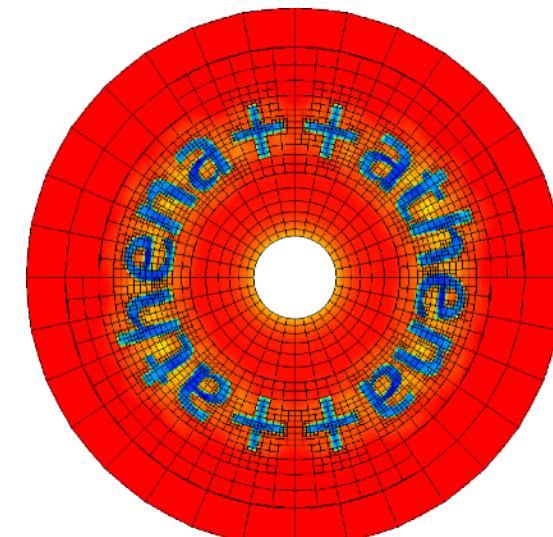
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$$\mathbf{F}_{1,i-\frac{1}{2},j} = \mathcal{F}(\mathbf{W}_{i-\frac{1}{2},j}^{L_1}, \mathbf{W}_{i-\frac{1}{2},j}^{R_1})$$

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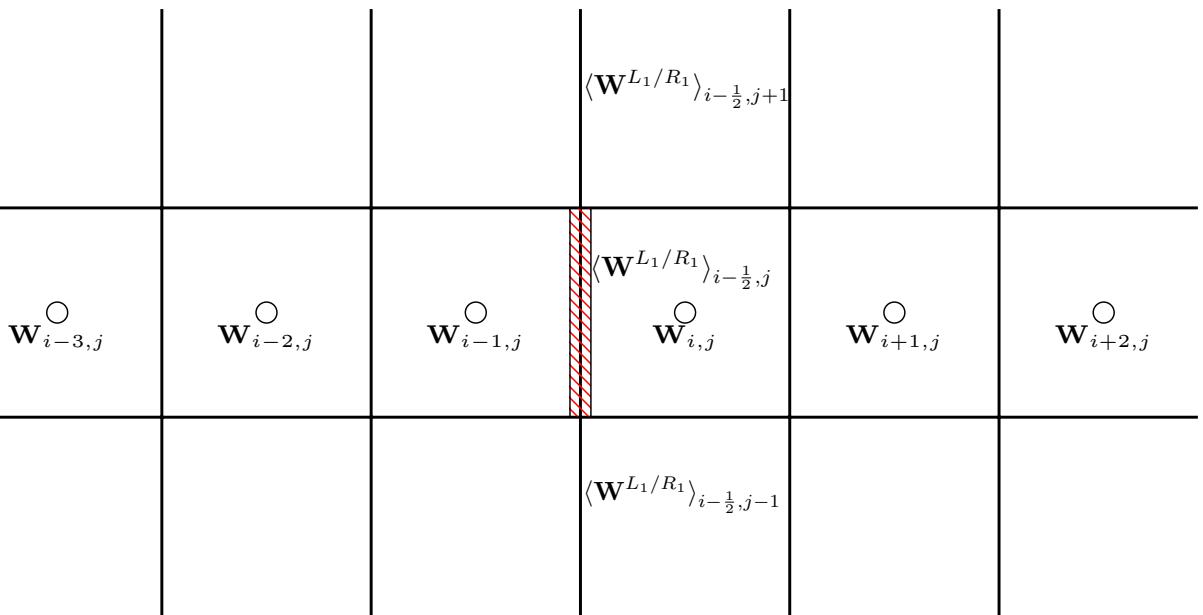


Fourth-order finite volume method for conservation laws

(McCorquodale & Colella 2011), (Colella+ 2009), (Guzik+ 2015)

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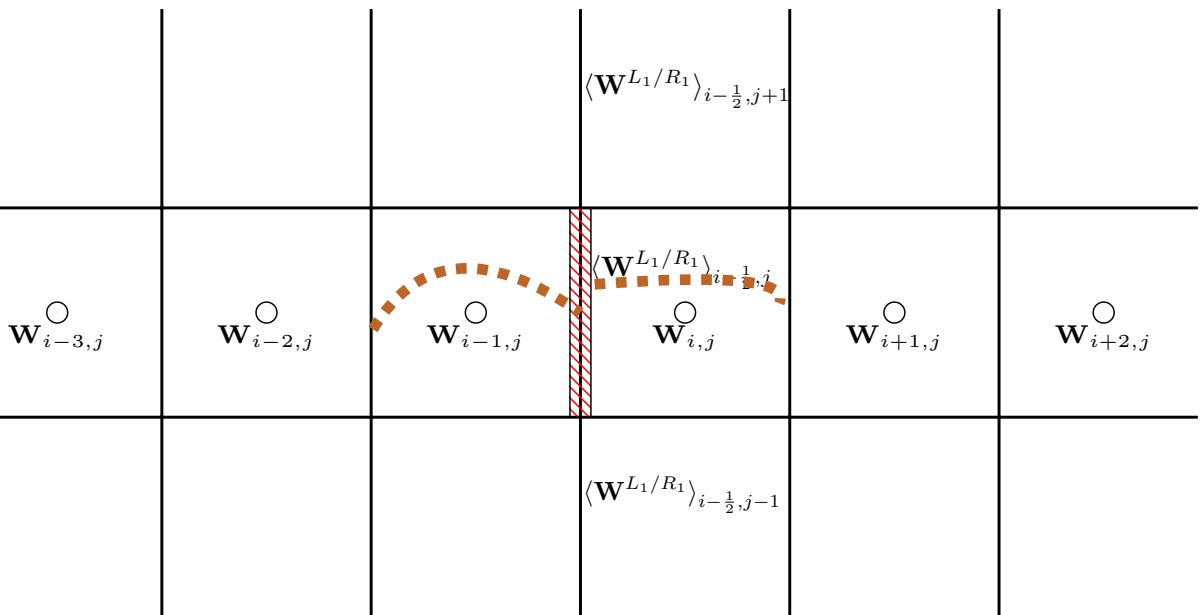
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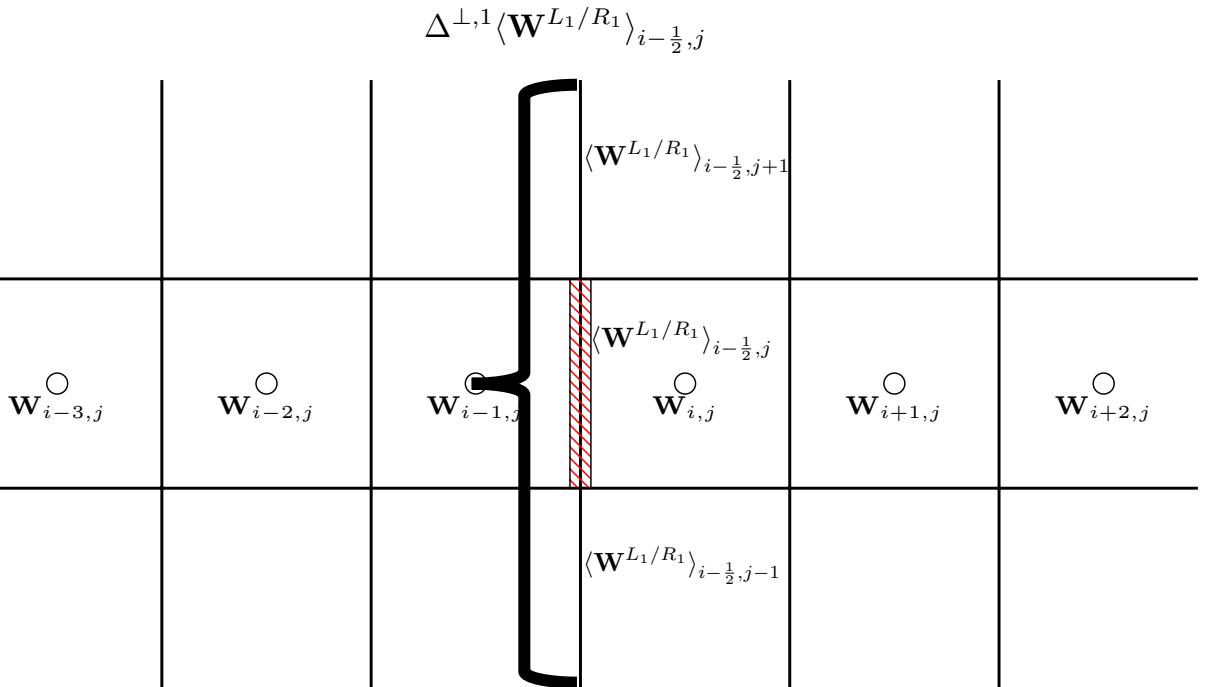
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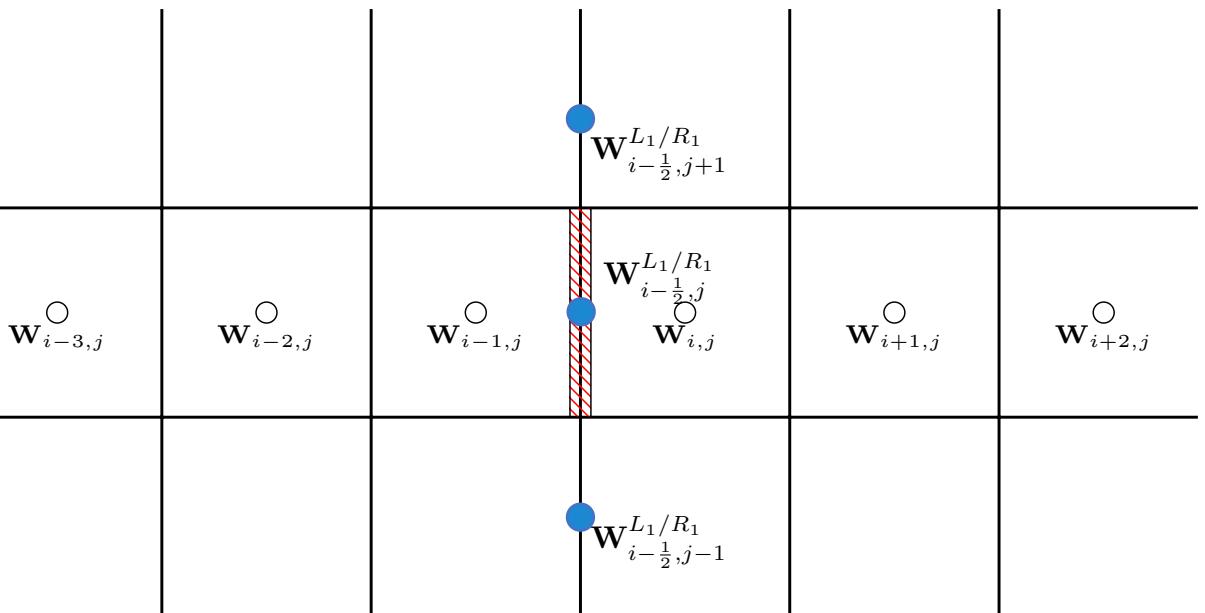
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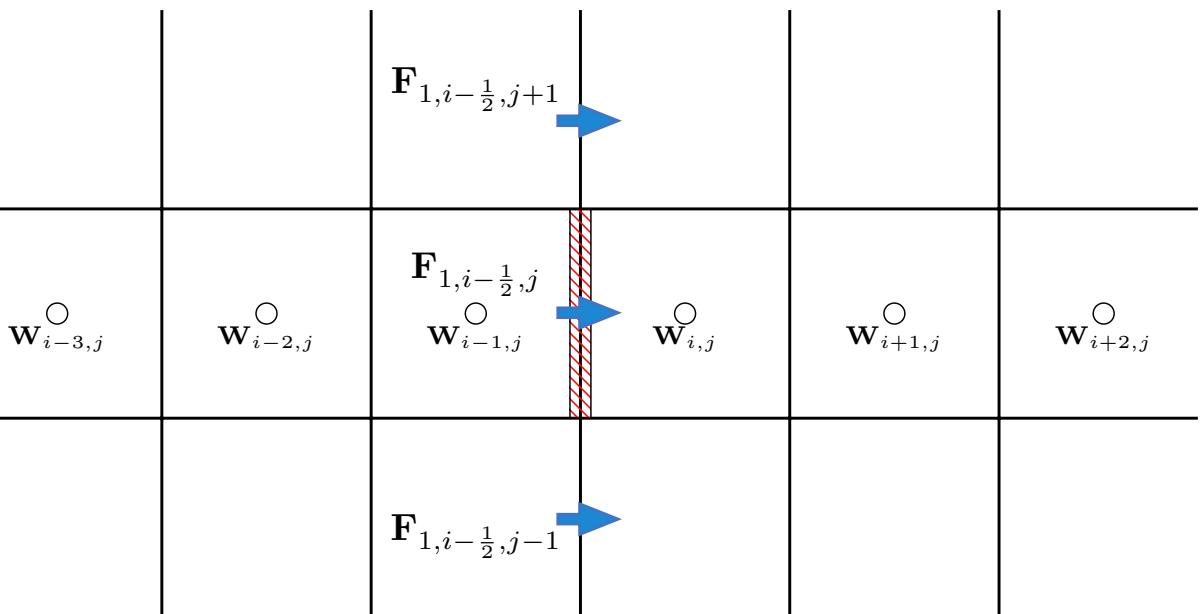
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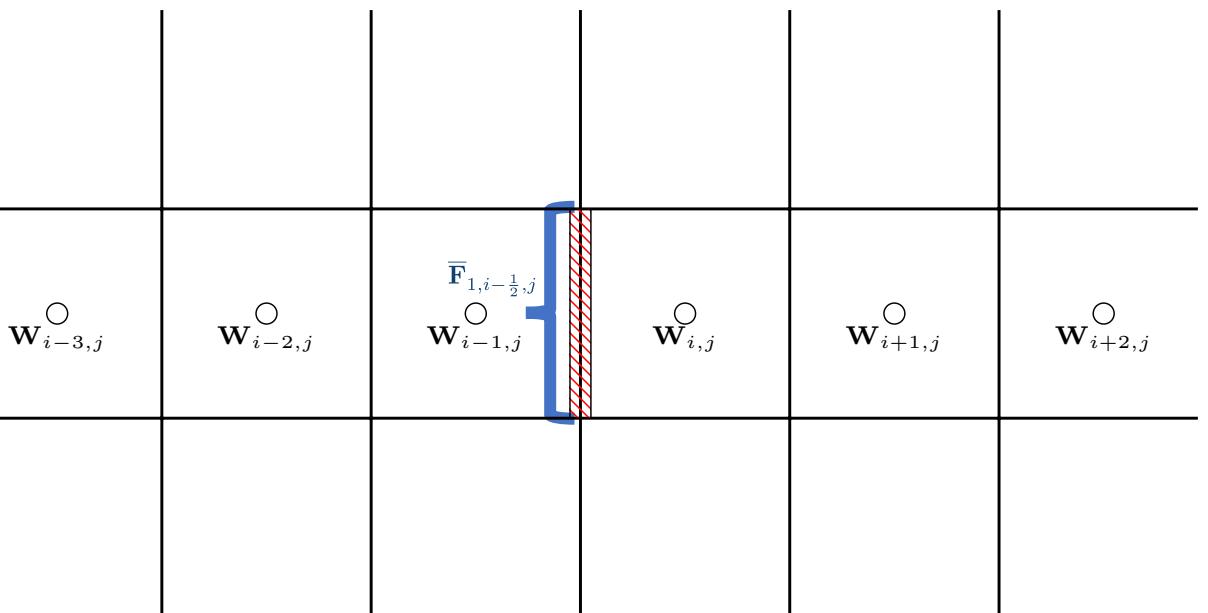
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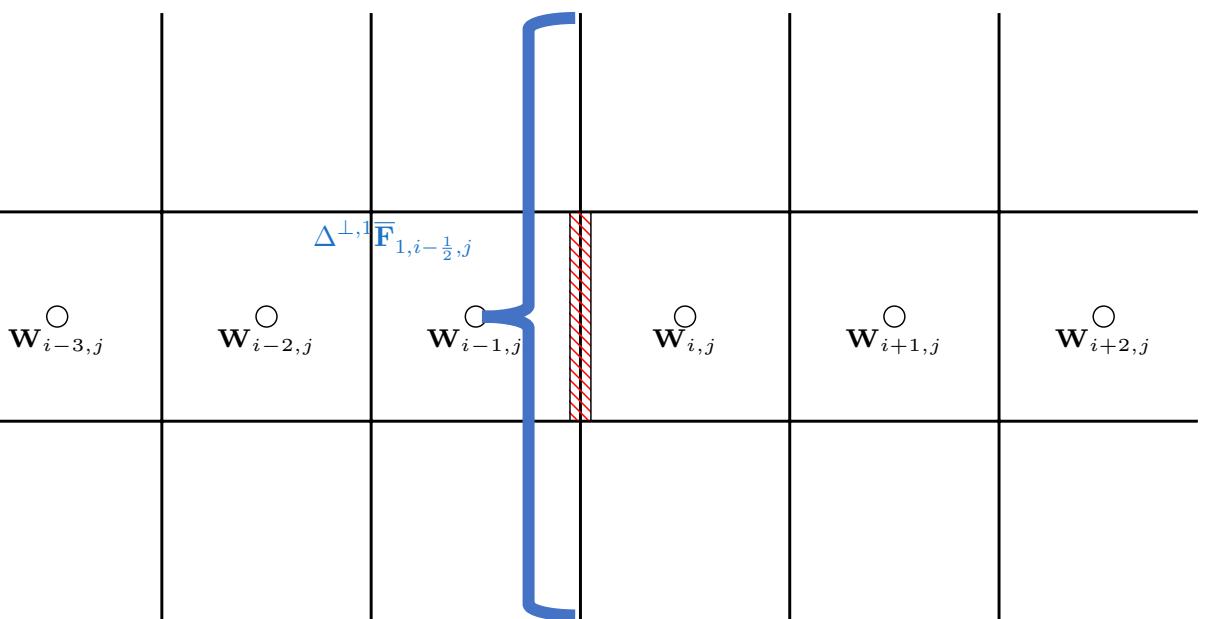
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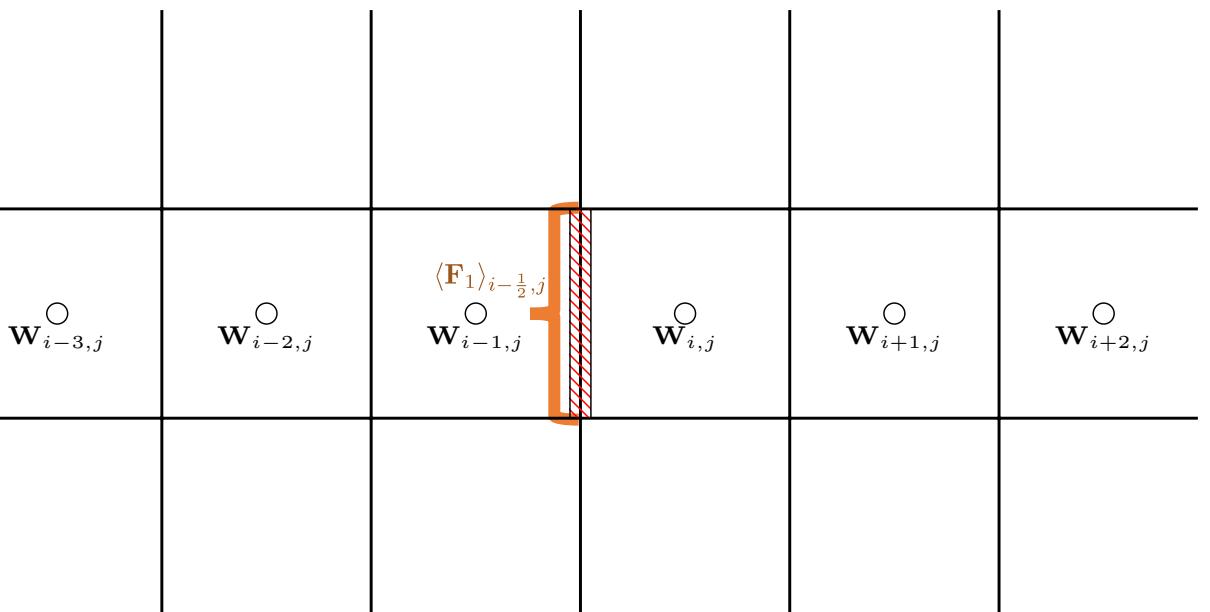
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5. Transform the face-centered fluxes to fourth-order accurate face-averaged fluxes

$$\langle \mathbf{F}_1 \rangle_{i-\frac{1}{2},j} = \mathbf{F}_{1,i-\frac{1}{2},j} - \frac{h^2}{24} \Delta^{\perp,1} \bar{\mathbf{F}}_{1,i-\frac{1}{2},j}$$

Athena++: management and reproducibility

- Complete redesign & rewrite of Athena (C) in C++
 - ~63,000 lines of C++
 - ~7,000 lines of Python utilities
- >2,000 commits since May 2014
- 10-20 developers



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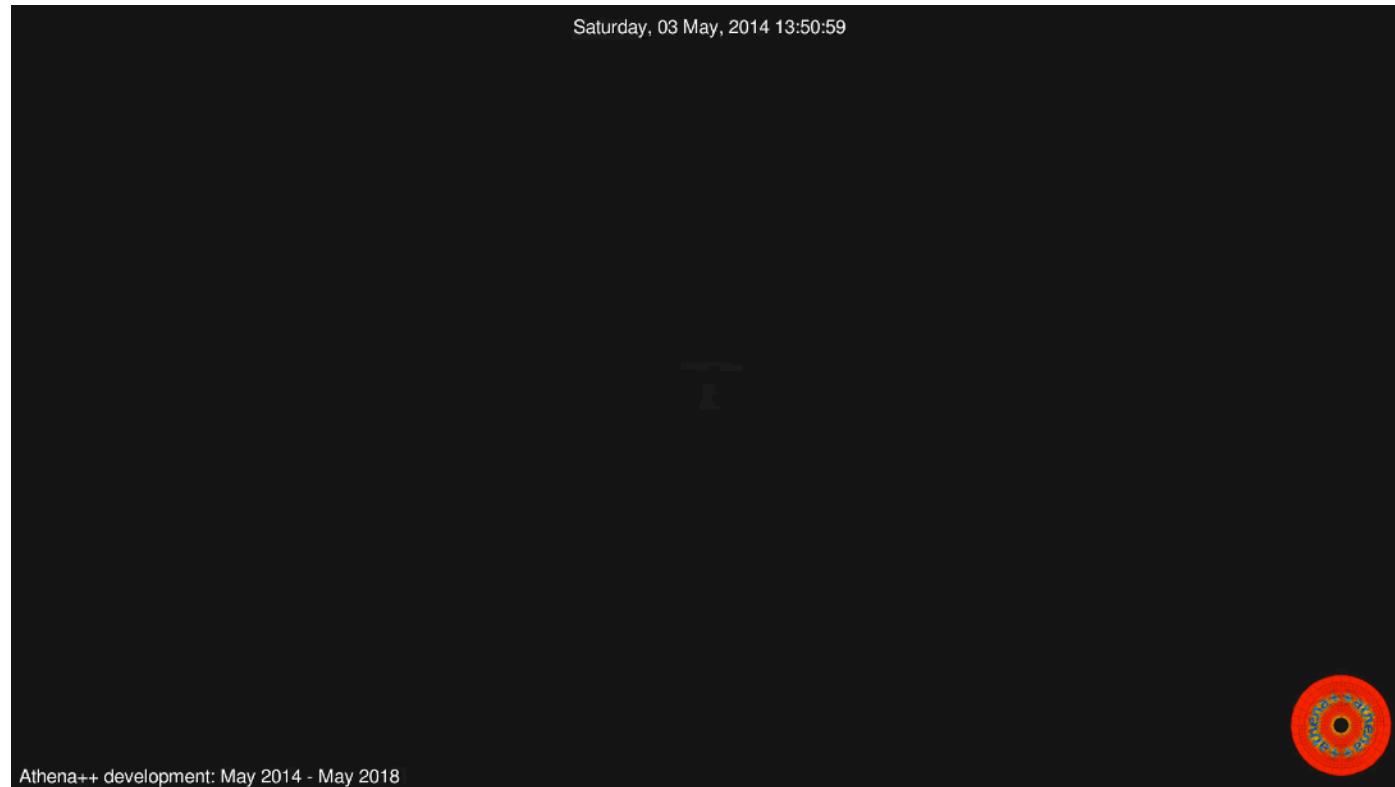
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<https://jenkins.io/>



Travis CI

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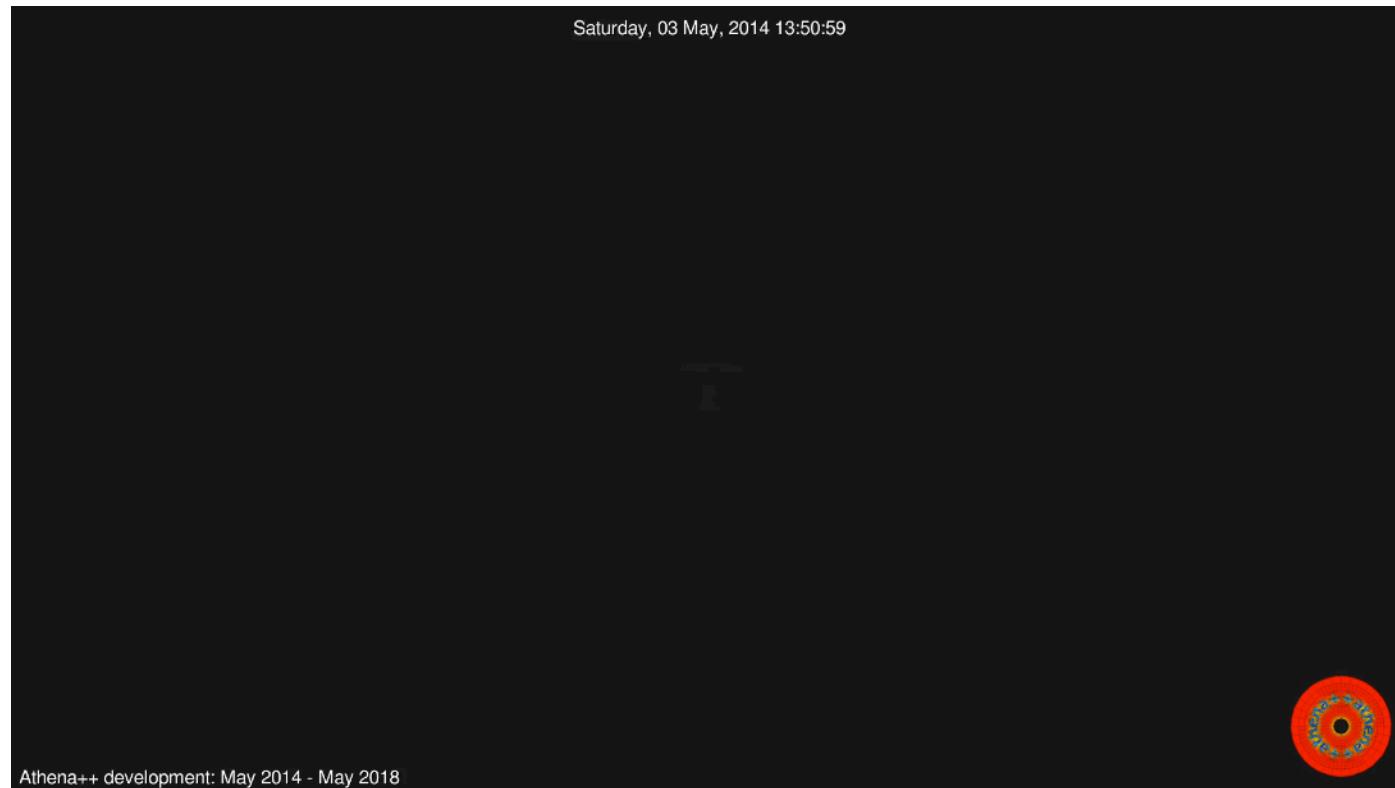
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v1.1.0 version released on 5/25/18

<https://github.com/PrincetonUniversity/athena-public-version>

Athena++

- New core algorithms and physics
 - Adaptive and static mesh refinement
 - General relativity
- Greater source code modularity
- Improved performance
 - Task-based execution model
 - Highly scalable MPI+OpenMP
 - OpenMP 4.5 SIMD explicit vectorization

		MZone-cycles/sec			
		Xeon Phi KNL 7210	Broadwell E5-2680 v4	Skylake-SP Gold 6148	
Hydro Sod	PLM	HLLC	1.518	2.660	4.475
		HLLE	1.625	2.773	4.808
		Roe	1.561	2.873	4.697
	PPM	HLLC	0.758	1.328	2.408
		HLLE	0.771	1.331	2.518
		Roe	0.757	1.360	2.414
MHD Brio-Wu	PLM	HLLD	0.708	1.338	2.421
		HLLE	0.806	1.404	2.322
		Roe	0.652	1.104	1.926
	PPM	HLLD	0.395	0.720	1.291
		HLLE	0.424	0.748	1.265
		Roe	0.375	0.643	1.118

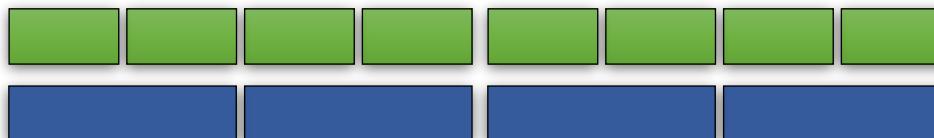
Table 1: single-core performance for baseline 3D Newtonian solver configurations. 64^3 uniform Cartesian mesh, VL2+PLM, Intel compiler 18.0.

SIMD Vectorization

- GPUs or x86?
- Motivations for high-order methods:
 - FLOPs are cheap
 - Increase data reuse
 - Exploit AVX-512



AVX-512

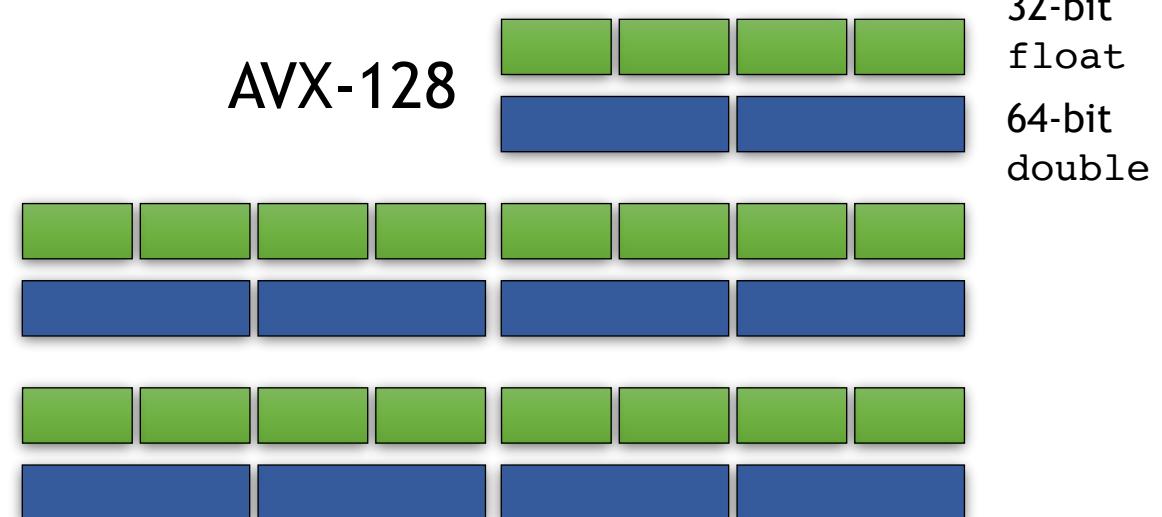


zmm

AVX-256

ymm

AVX-128



xmm

32-bit float
64-bit double

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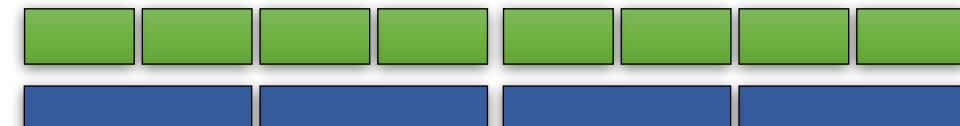


AVX-512



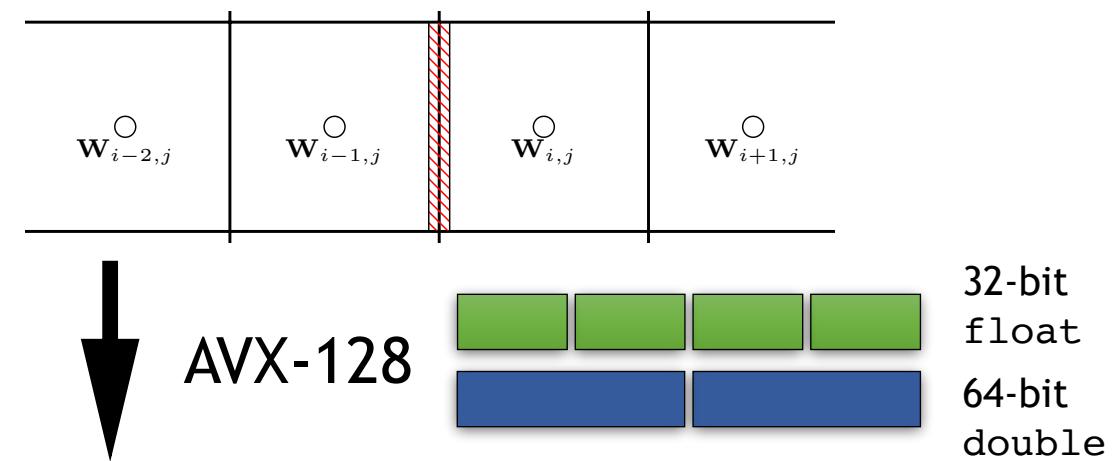
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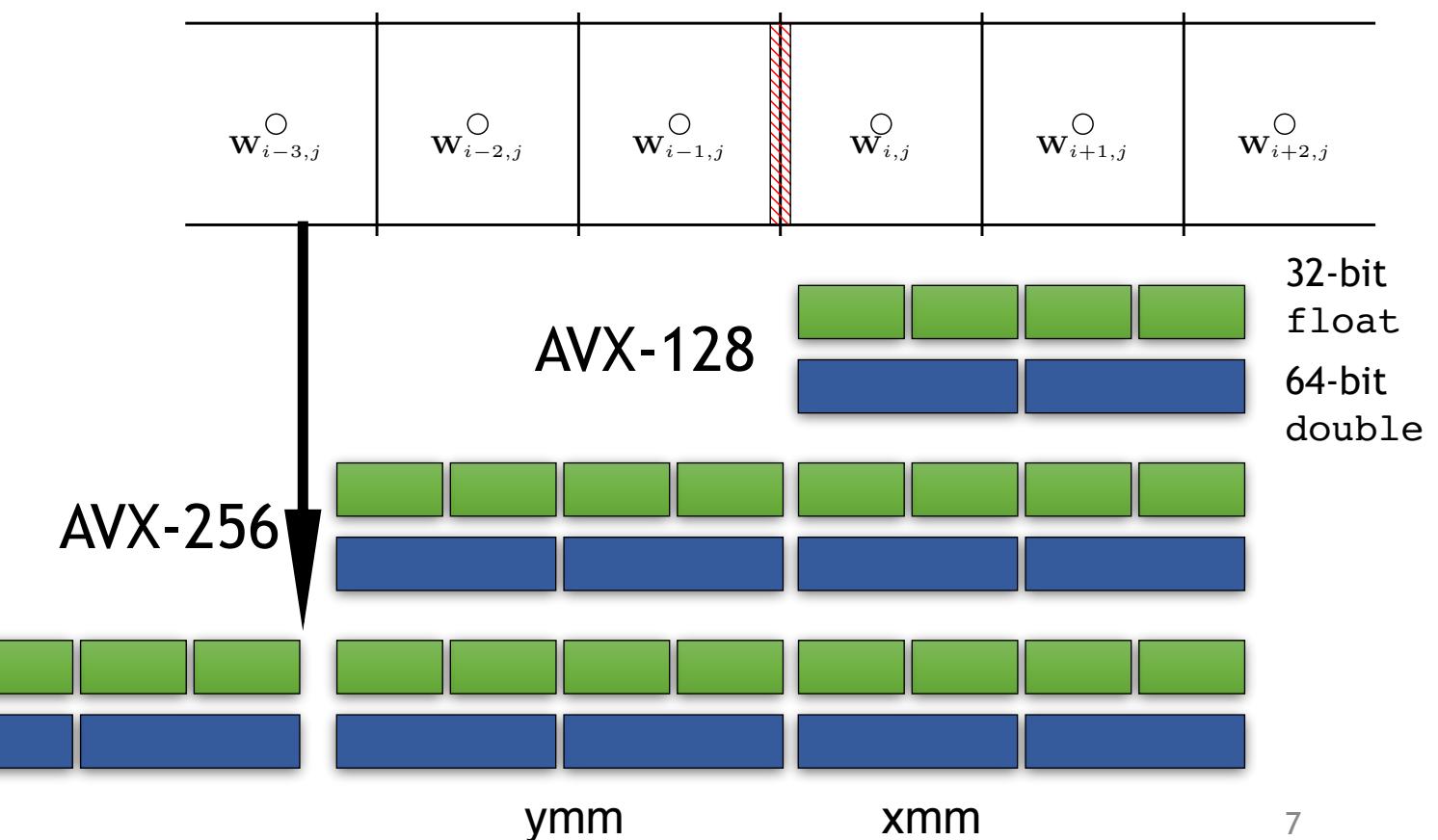
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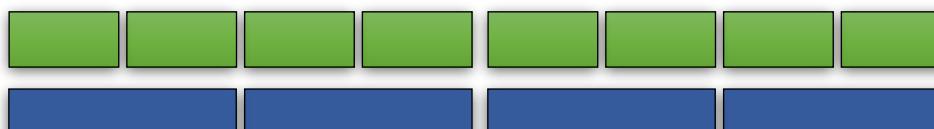


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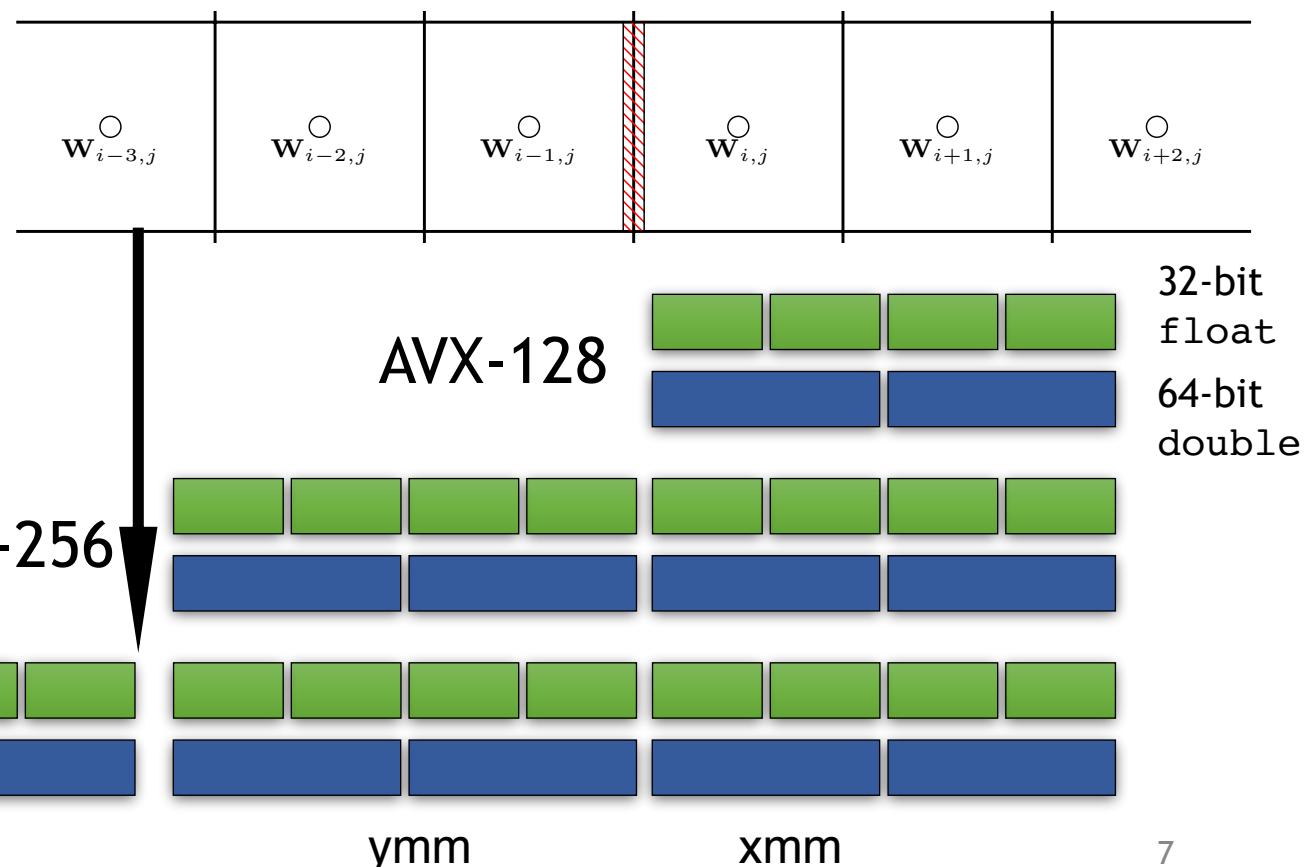


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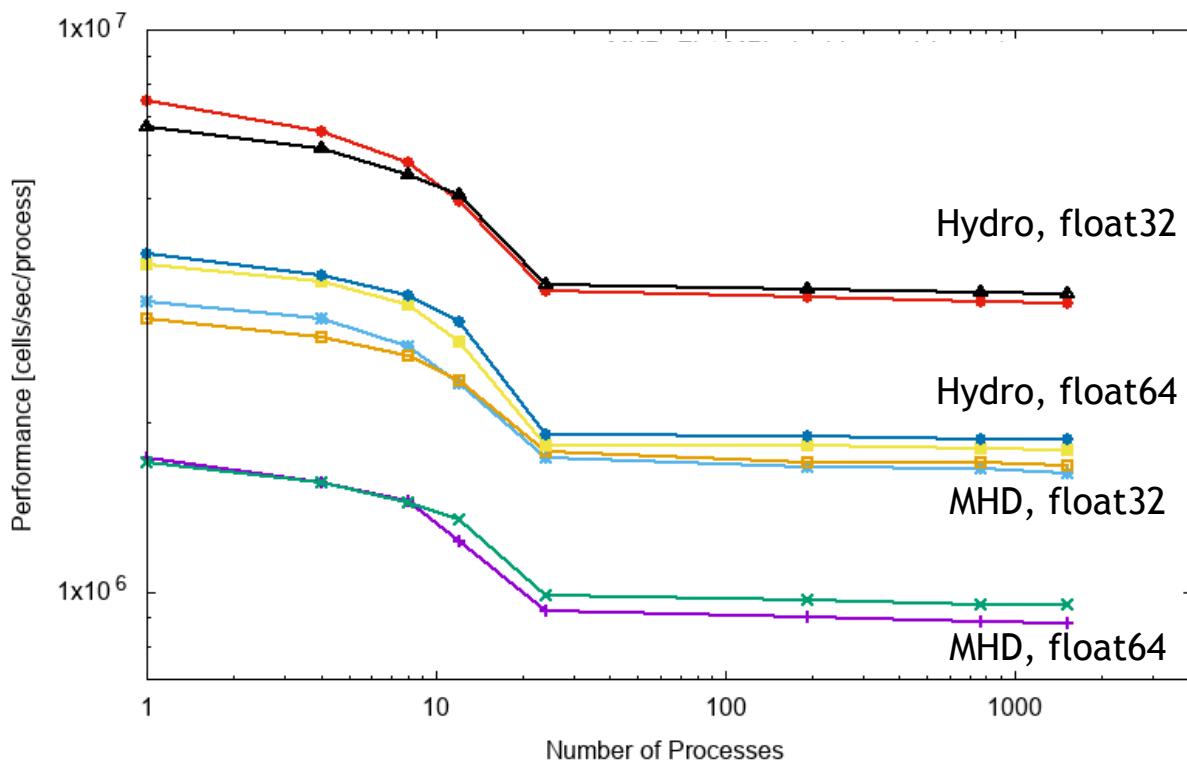
zmm

- Application is memory bandwidth bound
- Intel Turbo Boost causes frequency throttling



Athena++ scalability

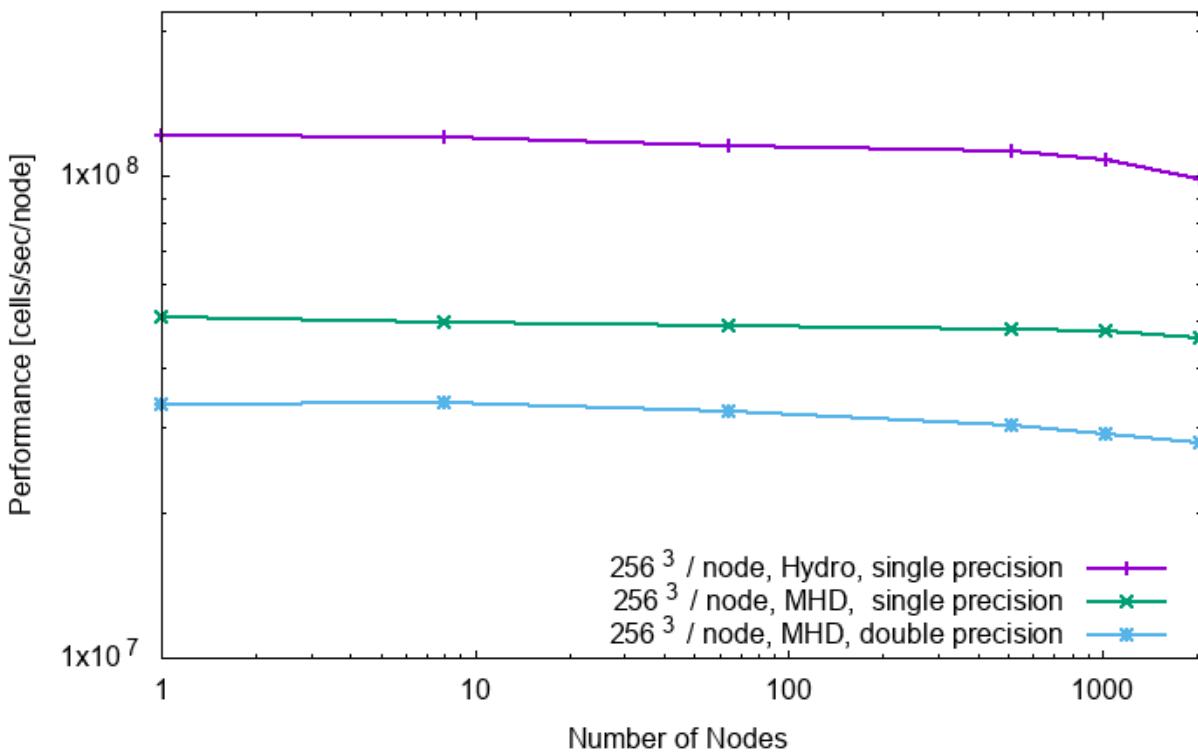
-qopt-zmm-usage=low



Osaka University OCTOPUS cluster (Skylake-SP 6126):
on-node (2x 12-core) and off-node scaling

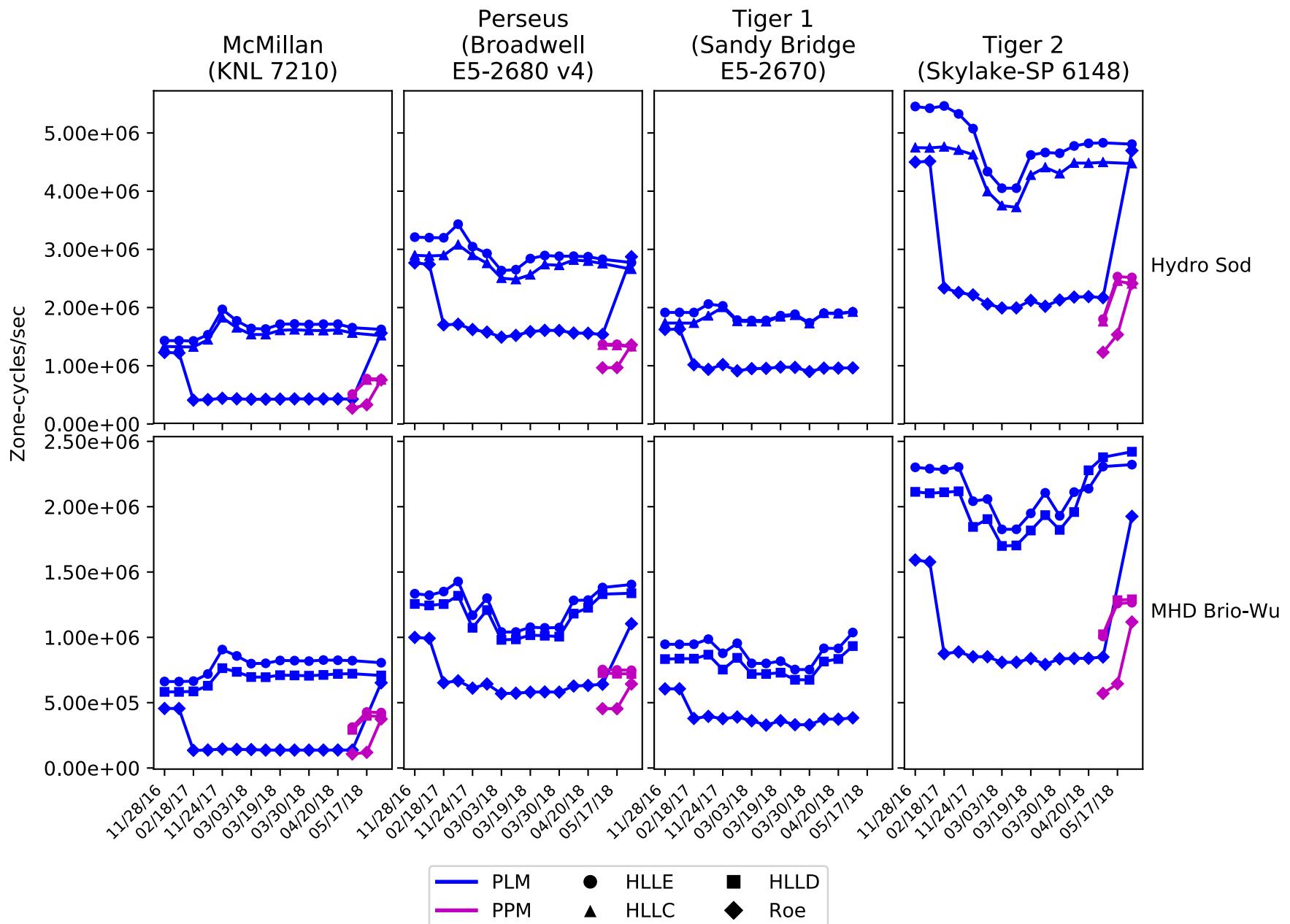
icc: -O3 -std=c++11 -ipo -xhost
-inline-forceinline -qopenmp-simd
-qopt-prefetch=4

-qopt-zmm-usage=high

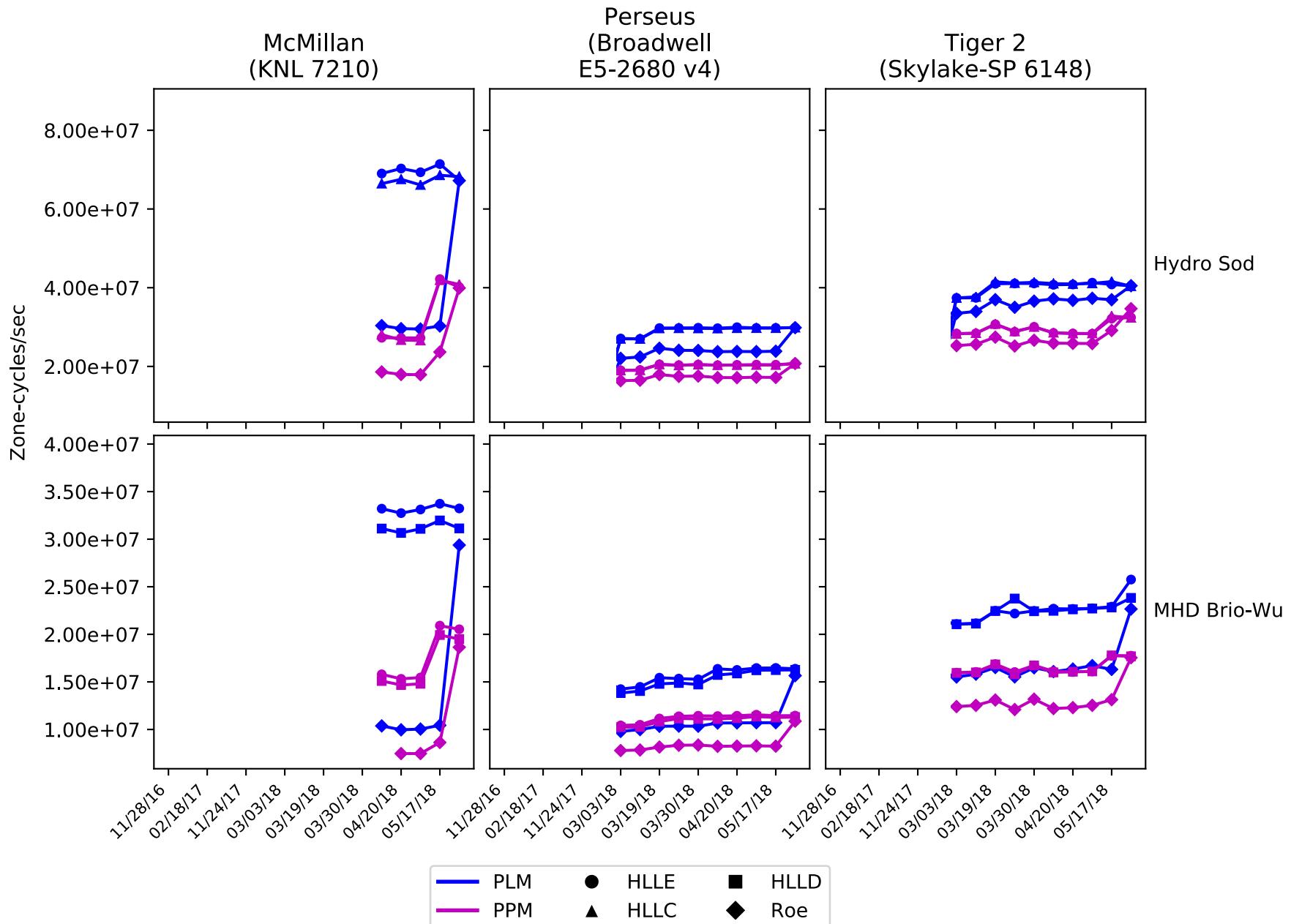


JCAHPC Oakforest supercomputer (KNL 7250):
off-node scaling (using 64 of 68-core Xeon Phi)

Single-core performance

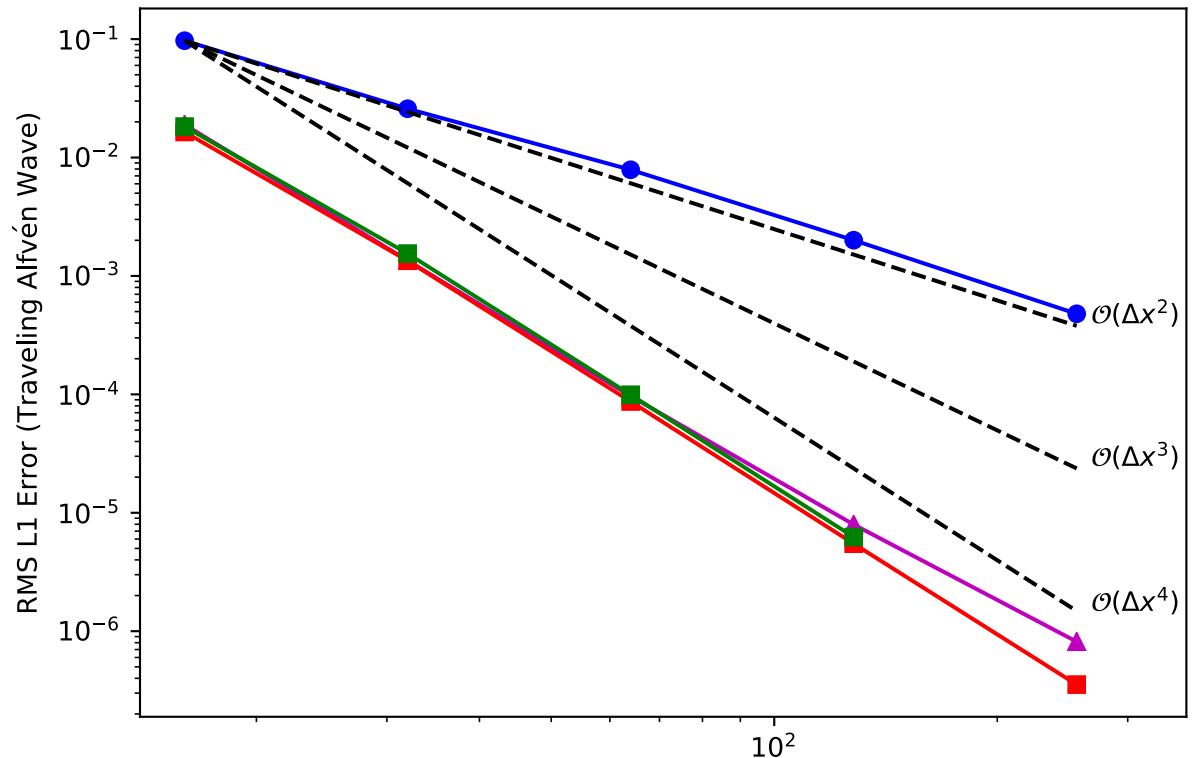
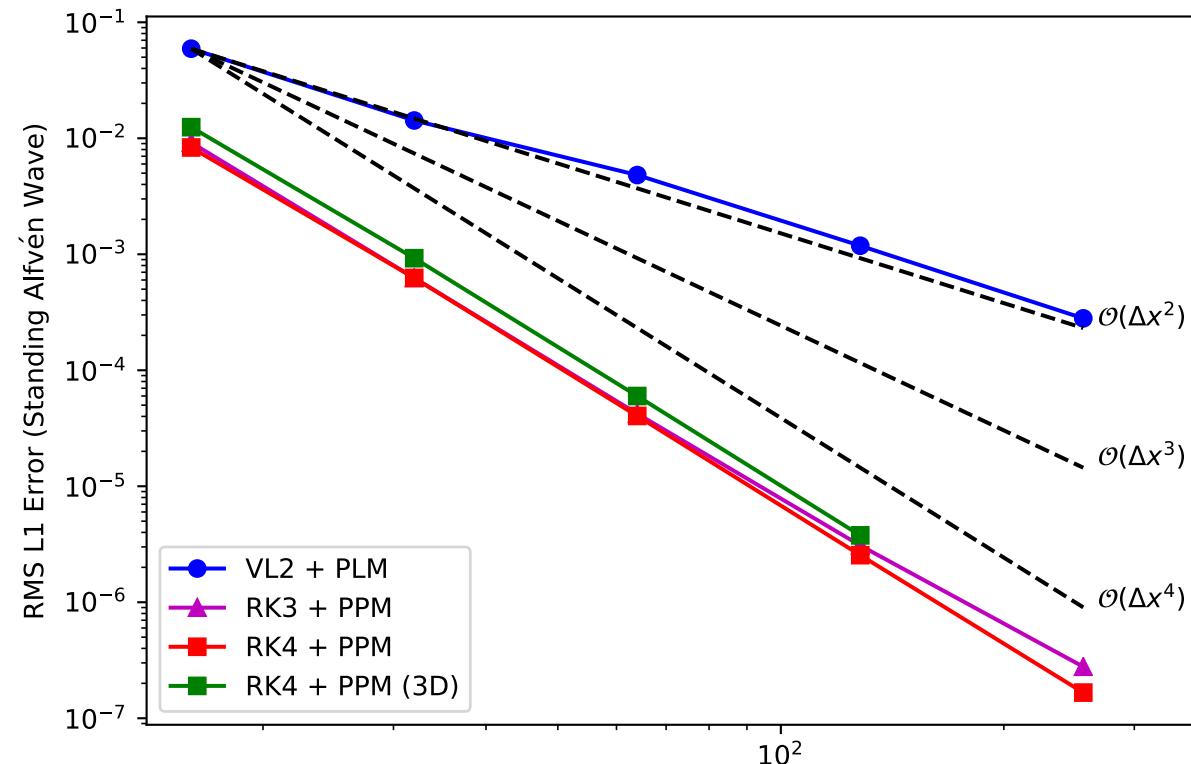


Full node performance

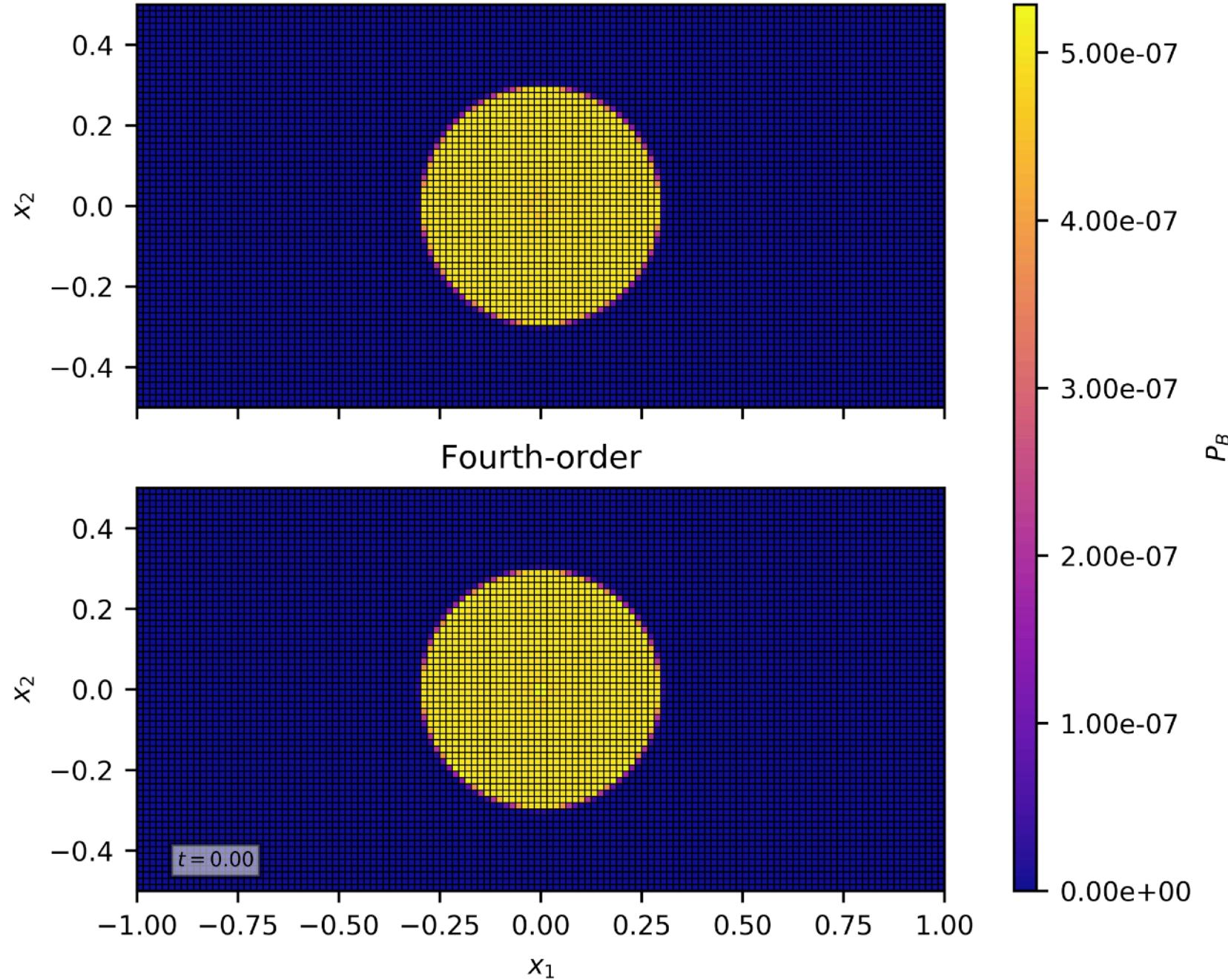


Fourth-order results

Circularly polarized Alfvén wave

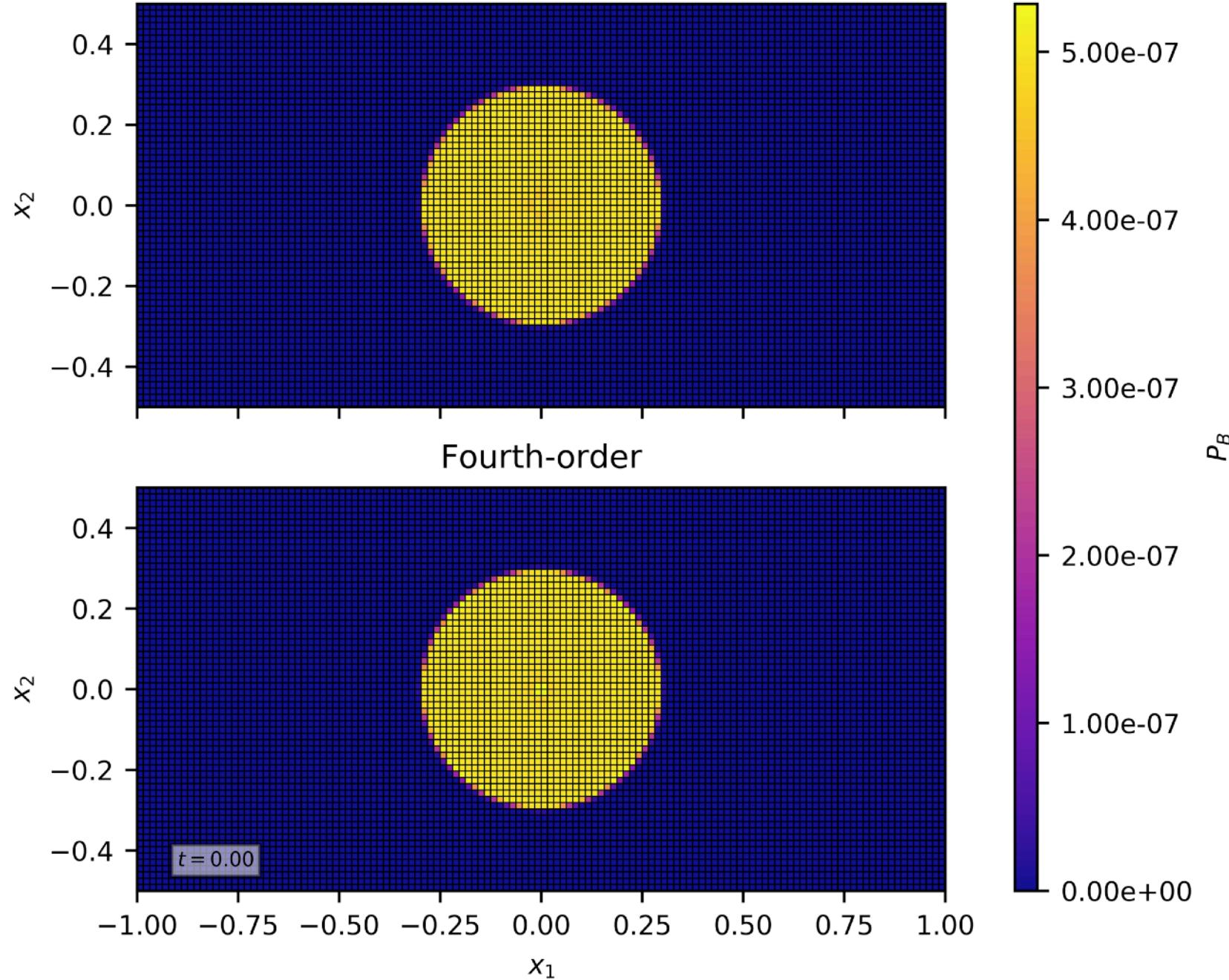


Second-order



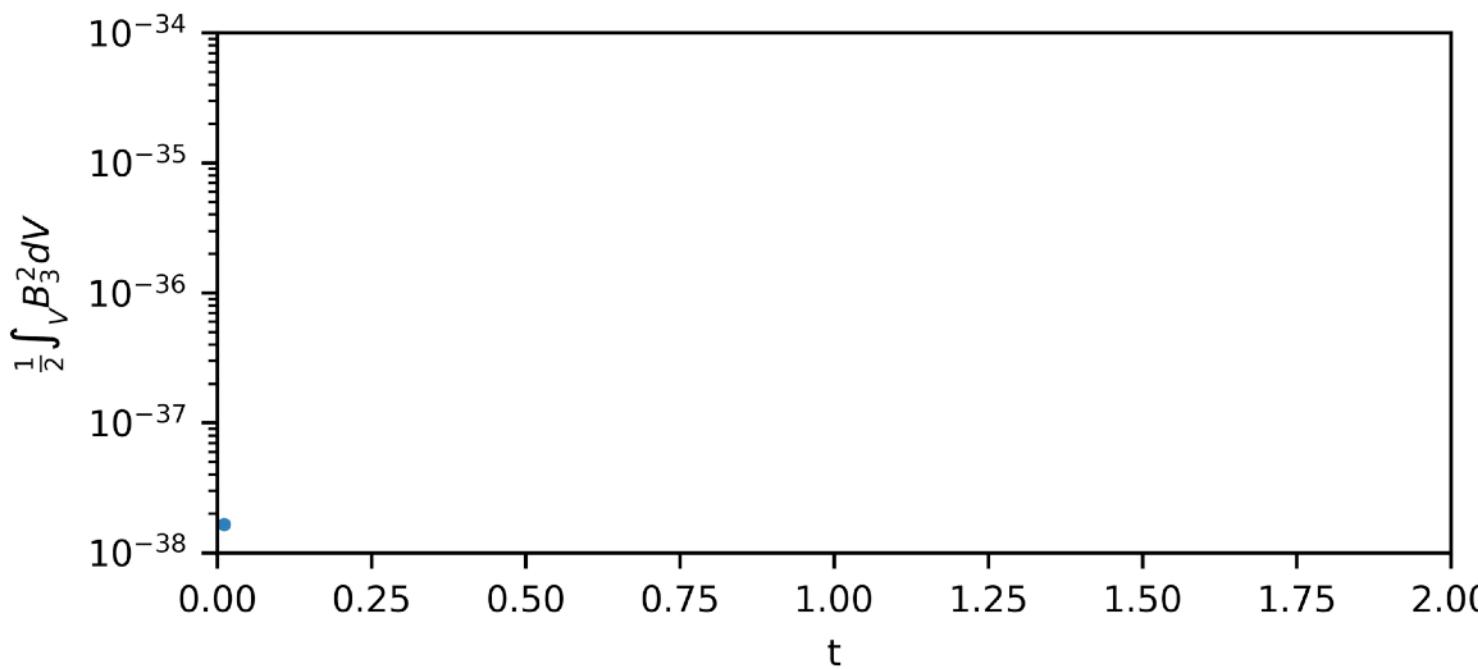
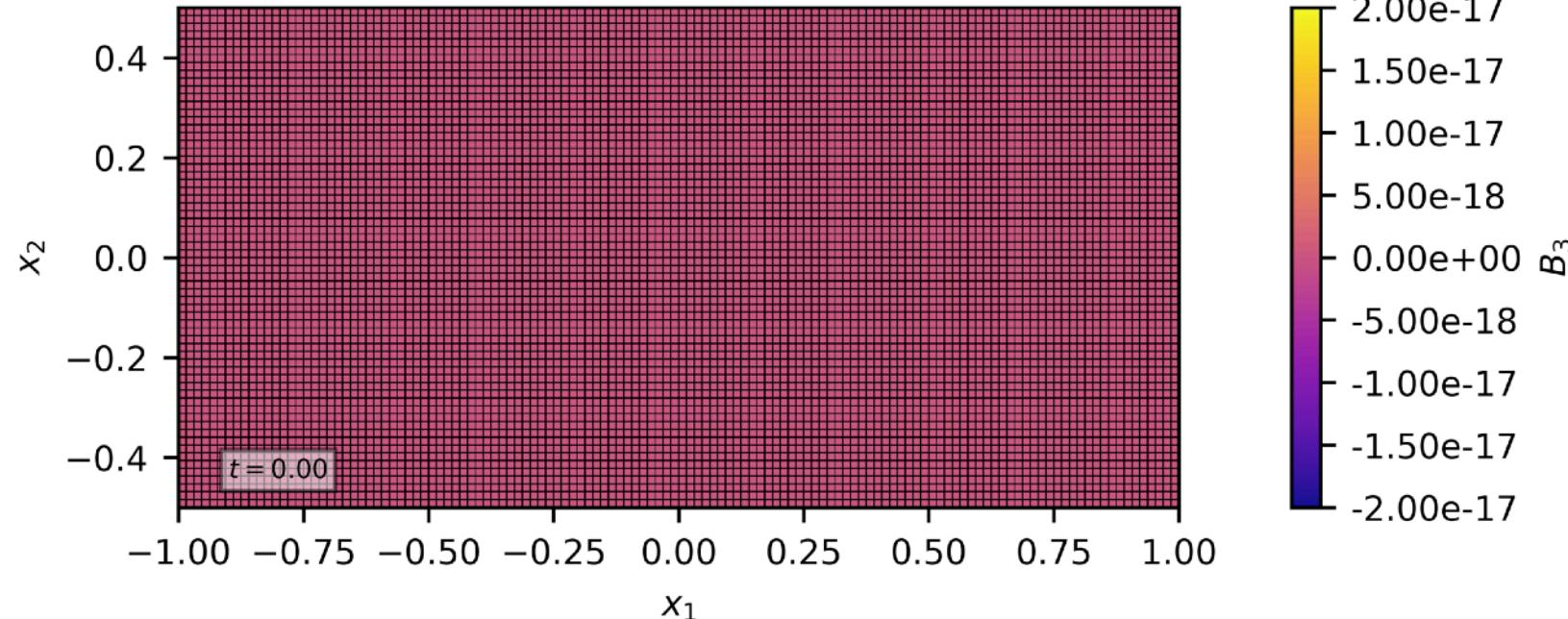
Diagonal
advection
of field
loop

Second-order



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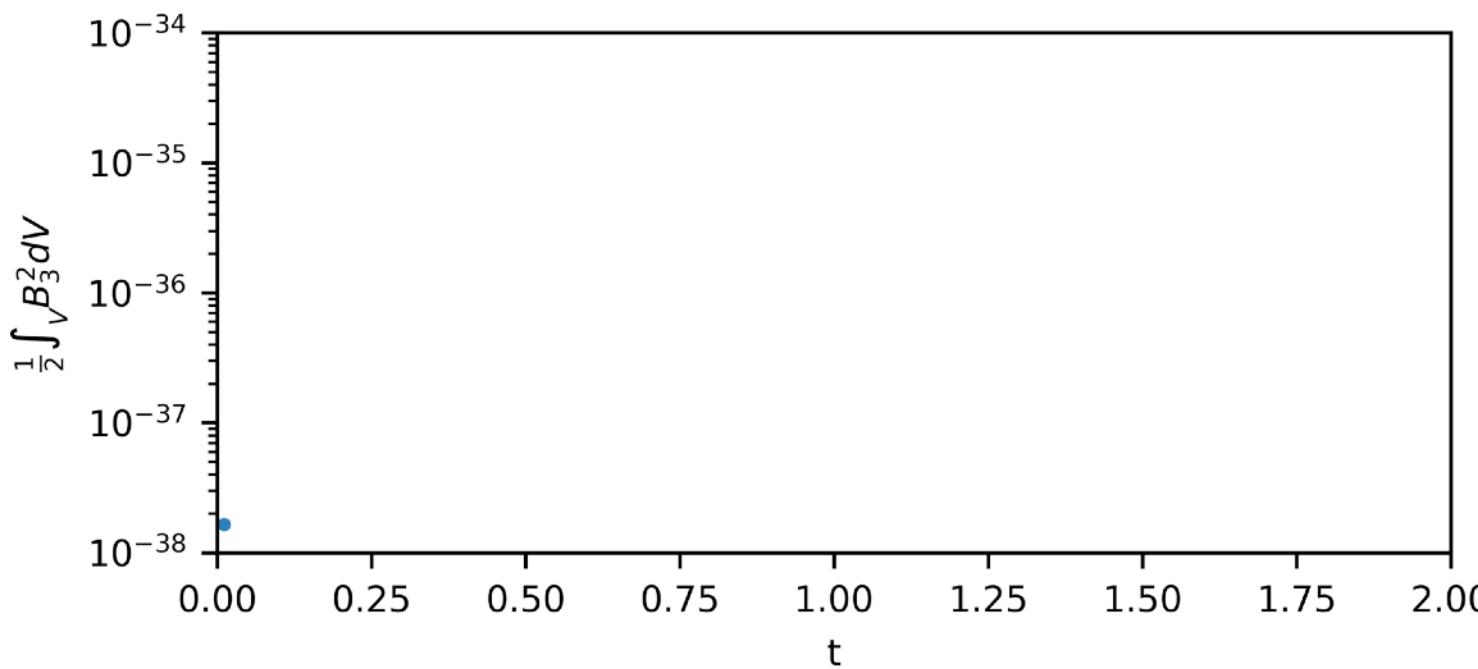
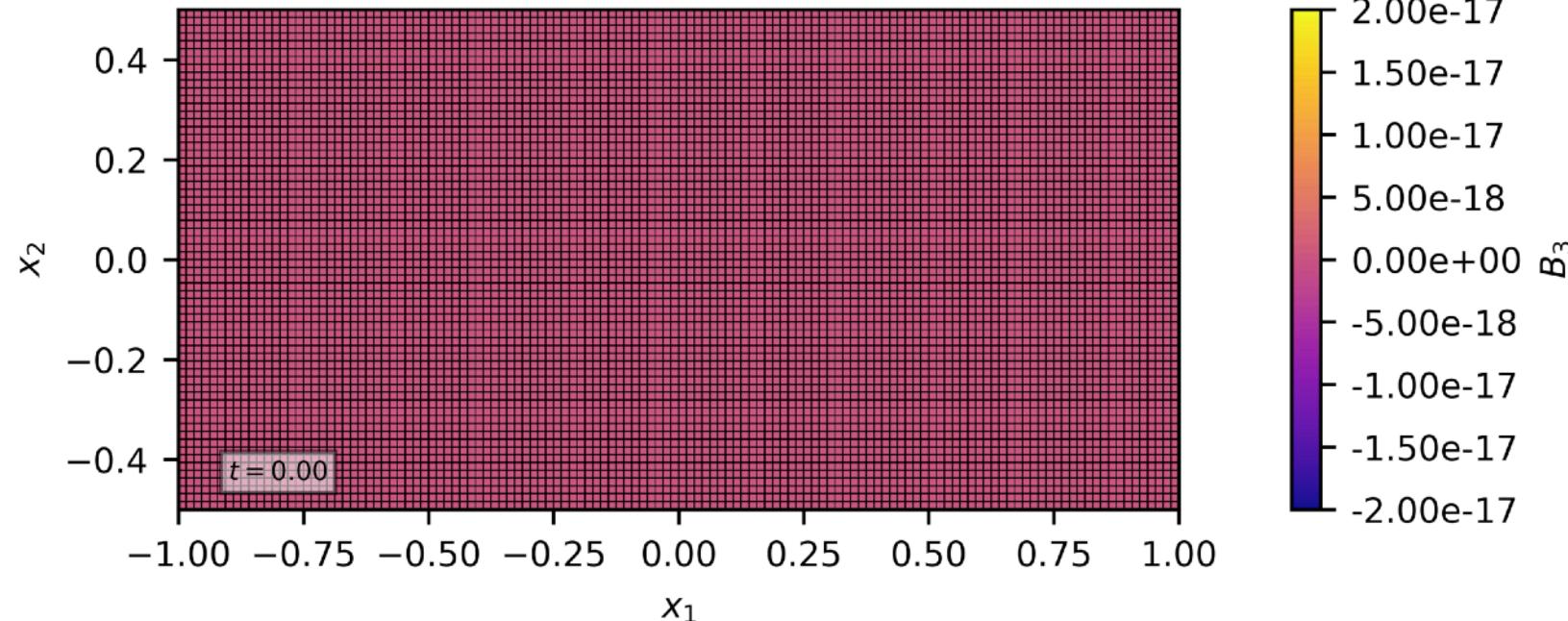
Fourth-order



Numerical
monopole
suppression

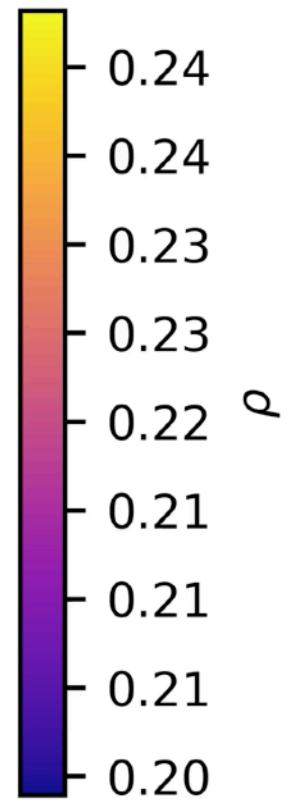
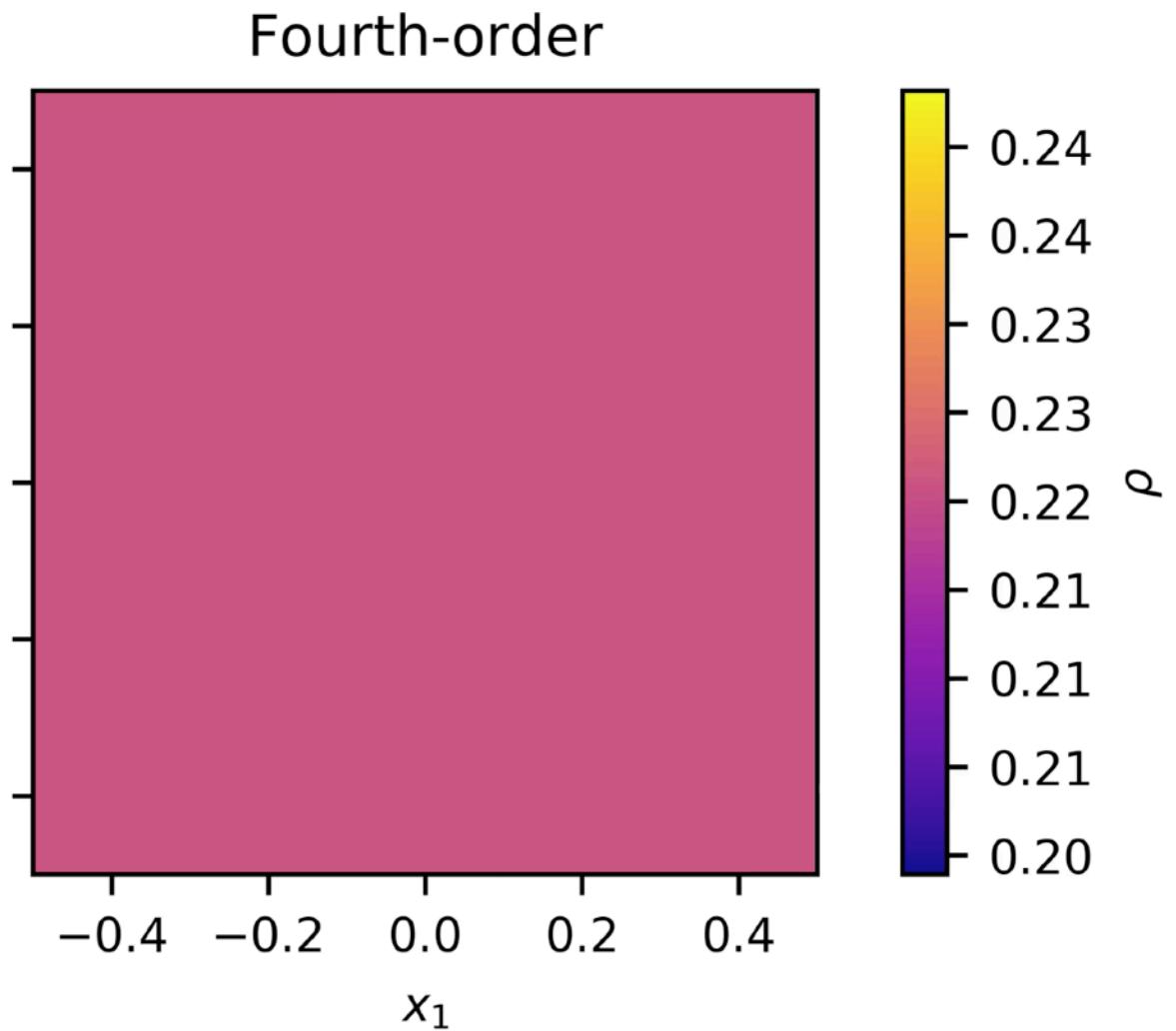
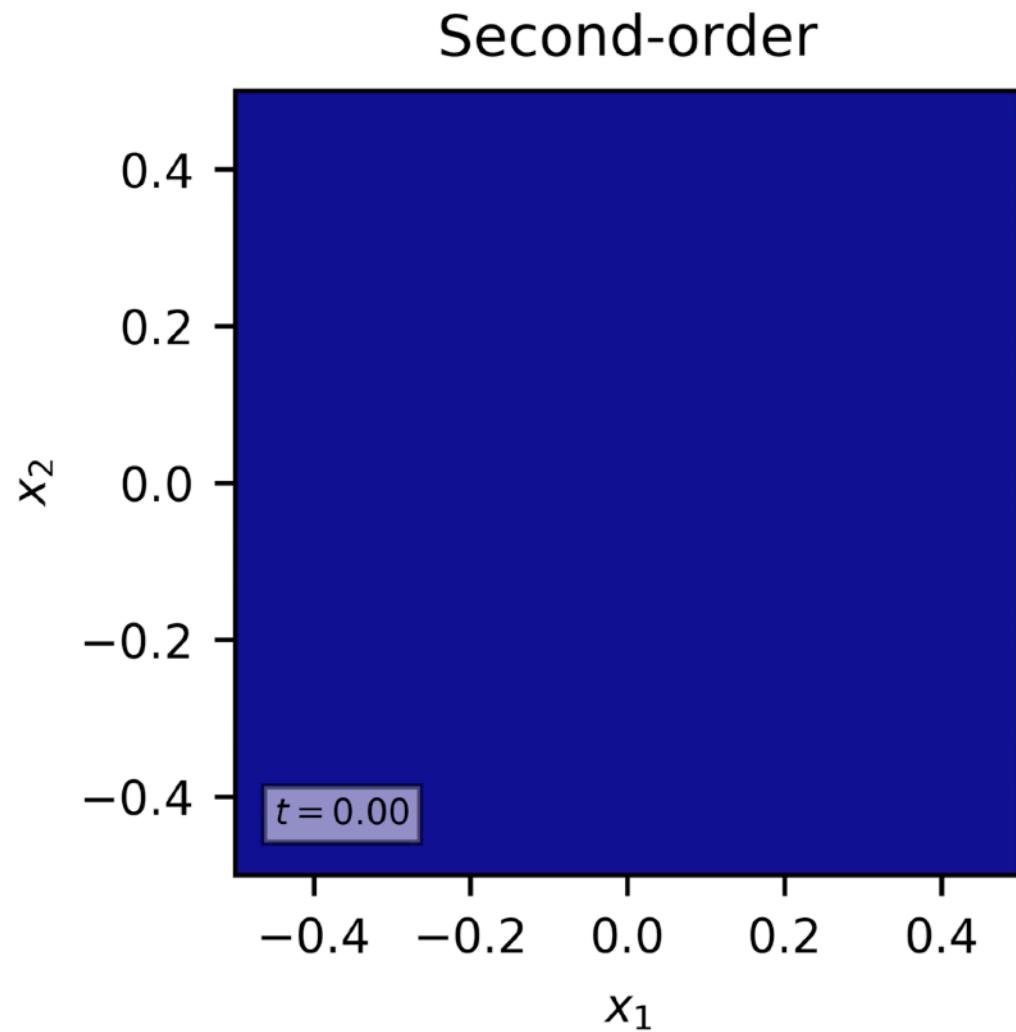
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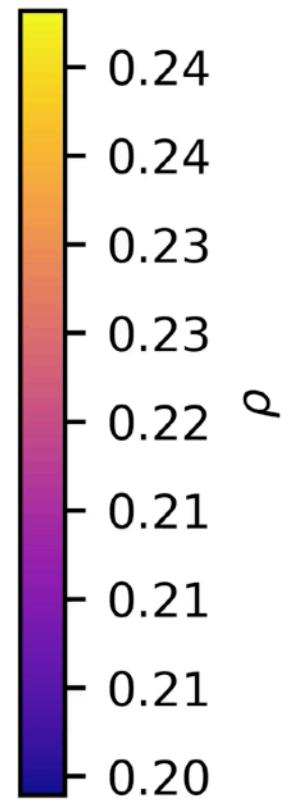
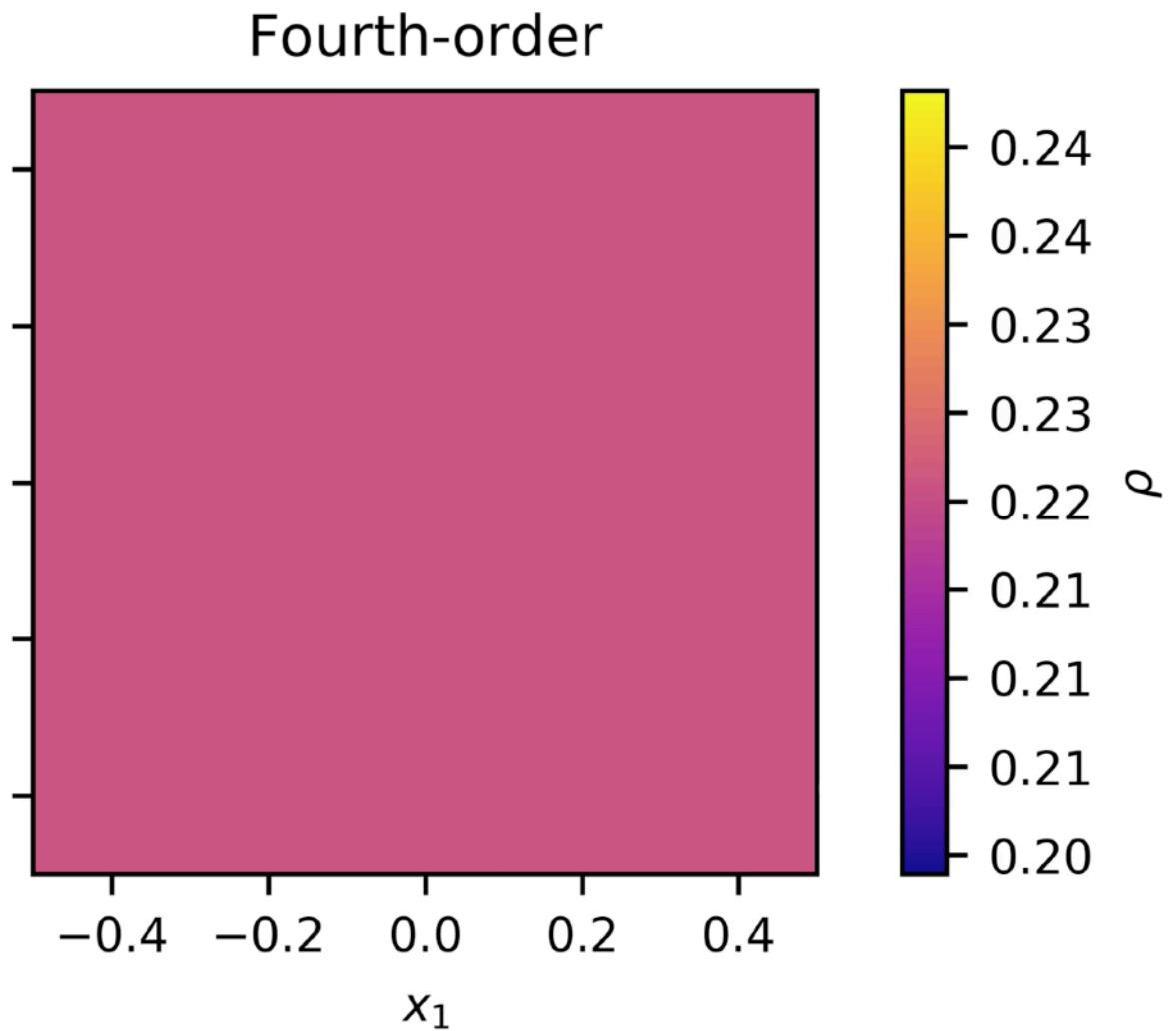
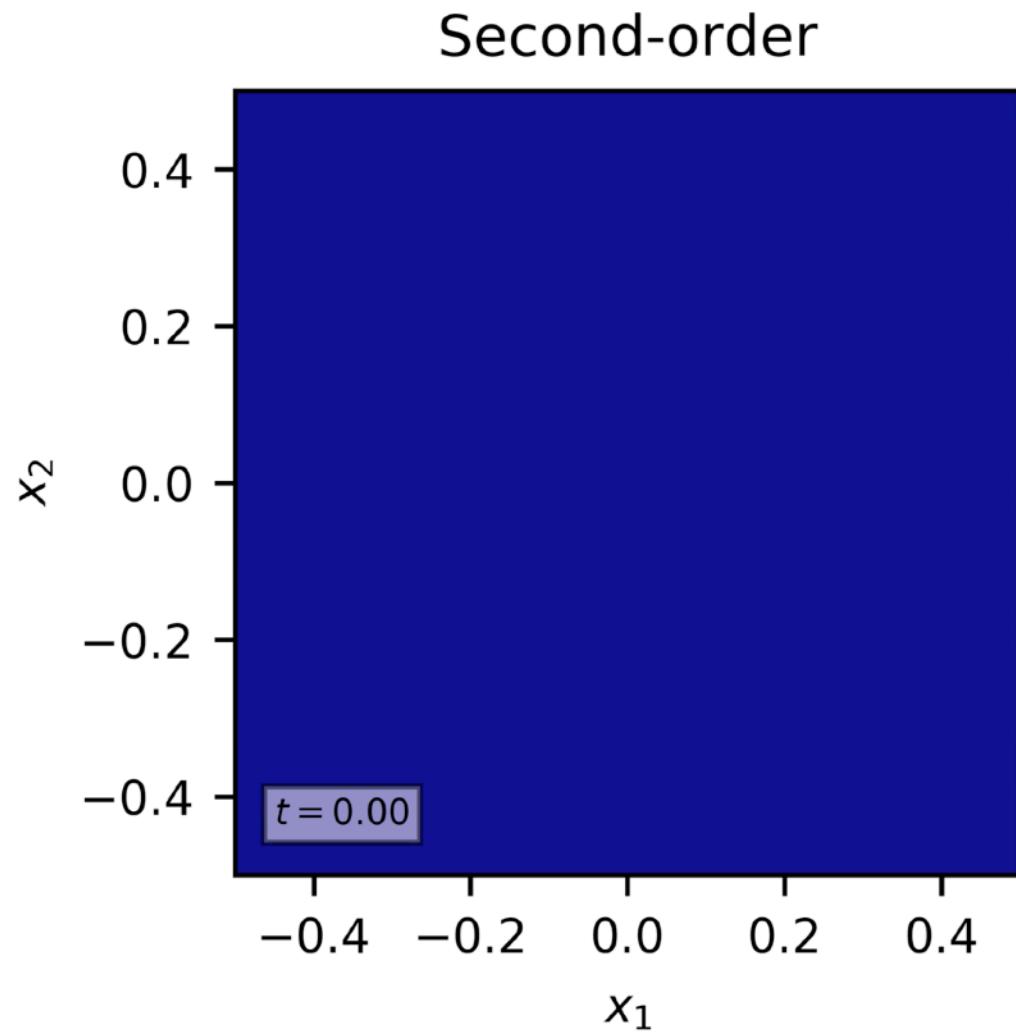
Fourth-order

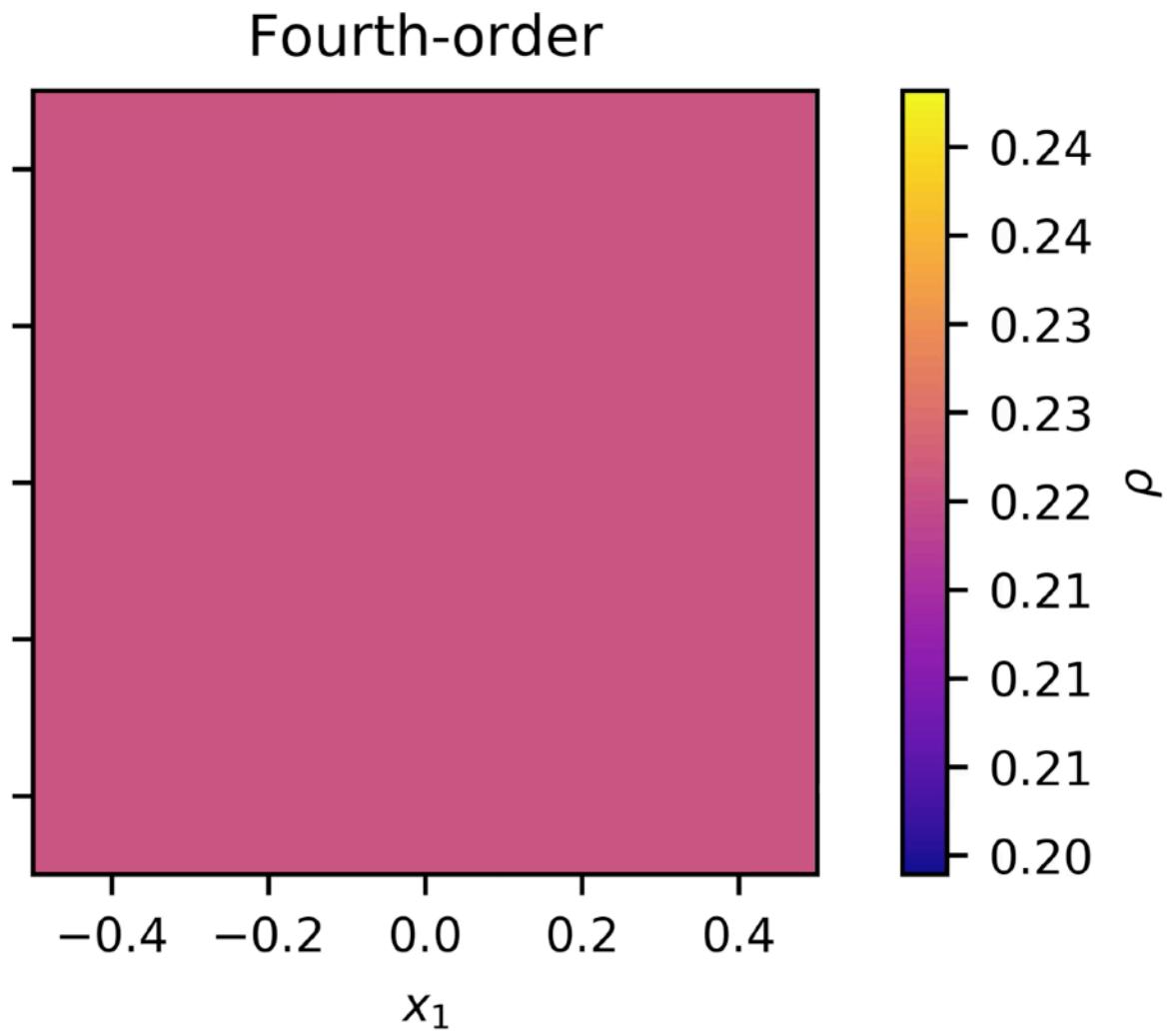
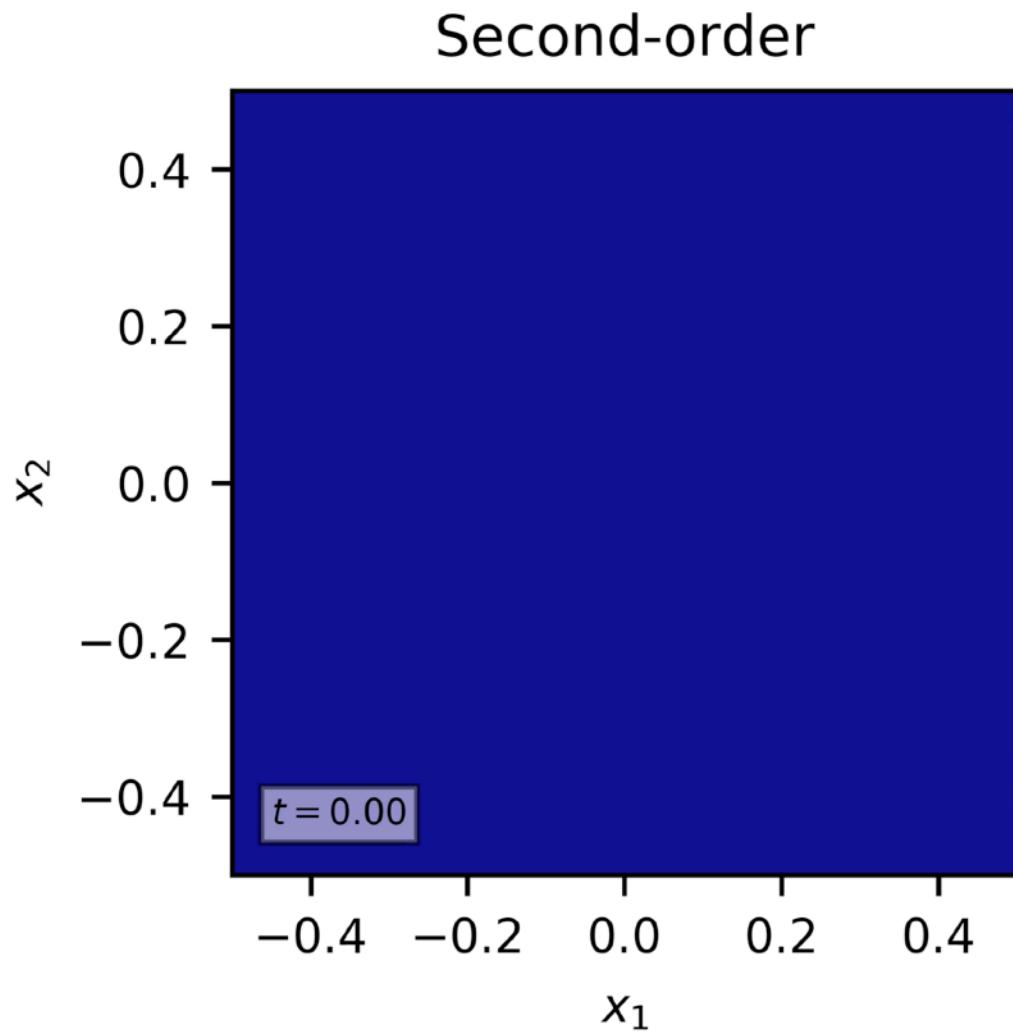


Numerical
monopole
suppression

$$\nabla \cdot \mathbf{B} = 0$$



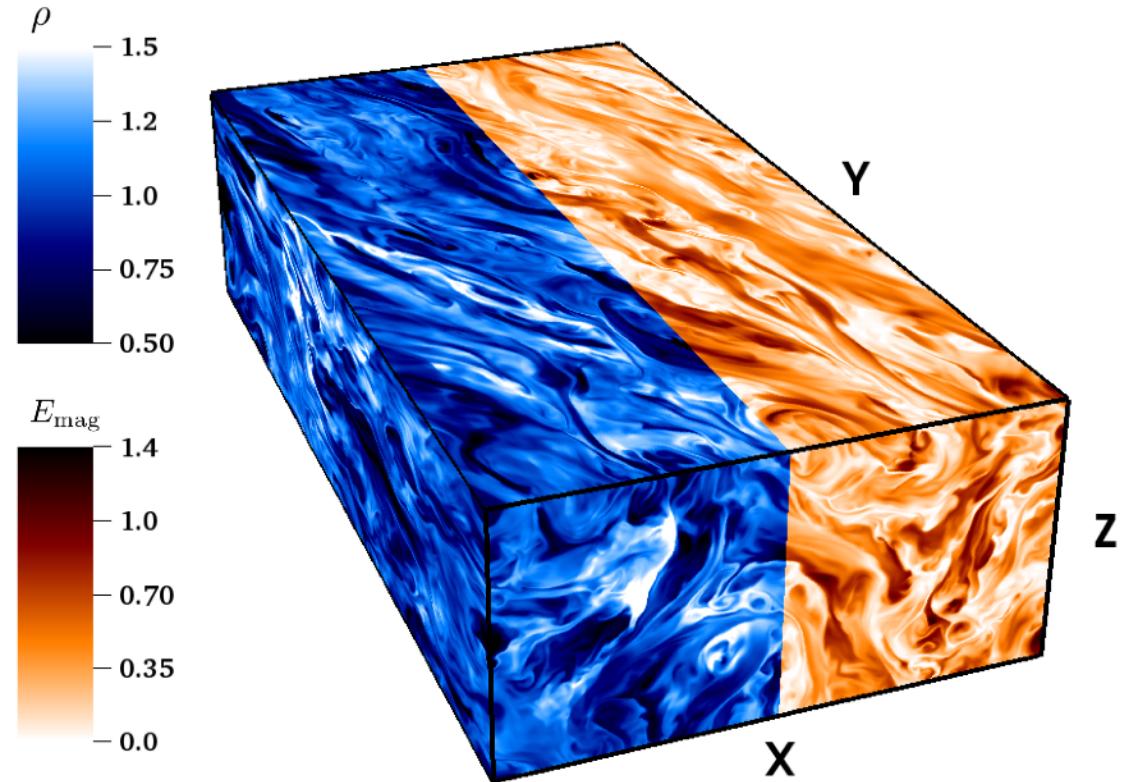




~ 6-8x more expensive
(but higher arithmetic intensity)!

Future work

- Candidate for release in next public version of Athena++, v1.2.0
- Computational cost and efficiency study:
 - Explore the zoo of algorithmic options in Athena++
- Fourth-order shearing box simulations
- Extend to grids with adaptive mesh refinement and general relativity



Thank you!