

MSC Nastran Sparse Direct Solvers for Tesla GPUs

Cheng Liao

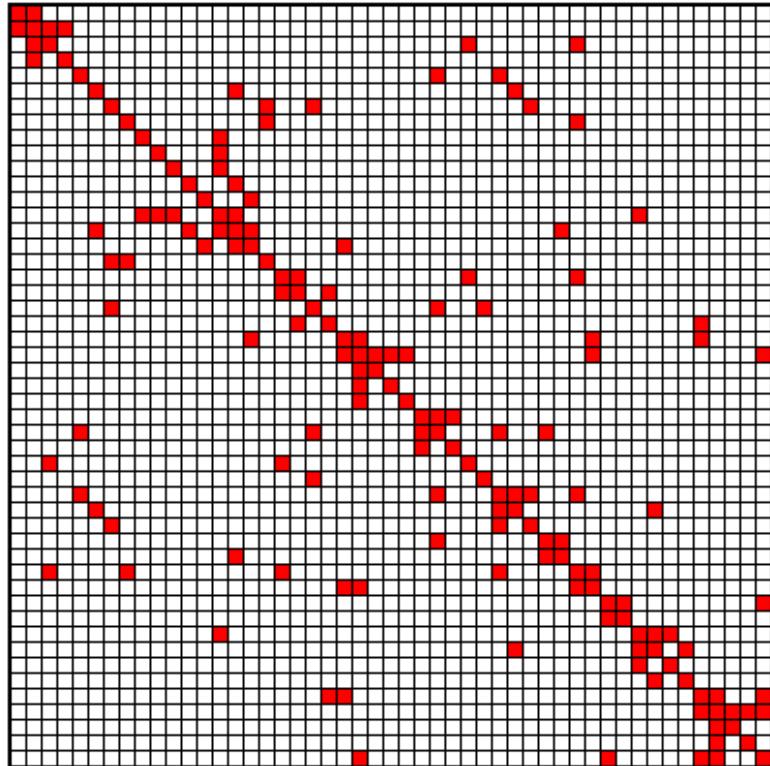
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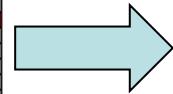
Background Information

- MSC Nastran is one of the oldest and most widely used FEA solver codes for Aerospace, Automotive and manufacturing in general.
- First GPU feature for real symmetric sparse direct solver is released in 2012.1, 2nd half of 2011.
- Additional GPU features for complex and unsymmetric sparse direct solvers will be in a 2012 point release. (subject to change)
- GPU rank update kernels are developed by Nvidia Engineers for MSCLDL and MSCLU in house solvers. (Thank you Nvidia!)
- Unsymmetric, 3M and CAS extensions are done by MSC.
- On-going work.

Sparse Direct Factorization

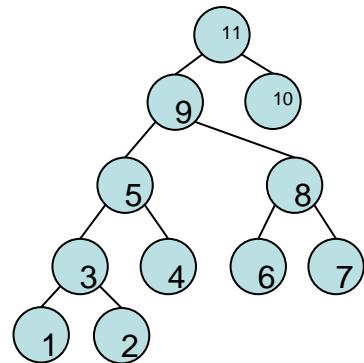


Original Matrix [A]



Factor Matrix $[L][D][L]^t$

Multi-frontal Algorithm



In a proper order, do the following at each node.

From Global Stiffness & contribution blocks

Assembly

Pivoting
Block Gaussian Elimination:

or From Element Stiffness & contribution blocks

$$A = \begin{vmatrix} A_{11} & 0 \\ A_{21} & A_{22} \end{vmatrix} \Rightarrow \begin{vmatrix} L_{11} & 0 \\ A_{21}L_{11}^{-t}D_{11}^{-1} & A_{22} - L_{21}D_{11}L_{21}^{-t} \end{vmatrix}$$

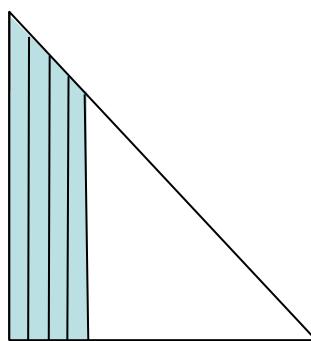
Solve

Factorization

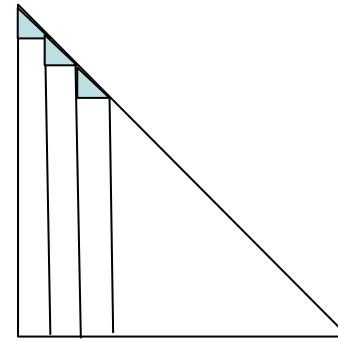
Update (Contribution Block)

Three Prong Approach for FP Intensive Kernels

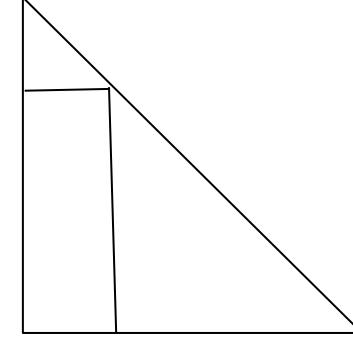
- Sys653=0 (default): segmented rank1 factorization and solve, segmented s/d/c/zgemm update, thresholding 1x1 and 2x2 pivoting, medium segment size, least memory usage.
- Sys653=1: segmented rank-1 factorization, segmented s/d/c/ztrsrm solve, segmented s/d/c/zgemm update, no pivoting, larger segment size, slightly more memory usage.
- Sys653=3: s/d/c/zsytrf and s/d/c/zgetrf factorization, s/d/c/ztrsrm solve, segmented s/d/c/zgemm update, supernodal 1x1 and 2x2 pivoting, largest memory usage.



sys653=0

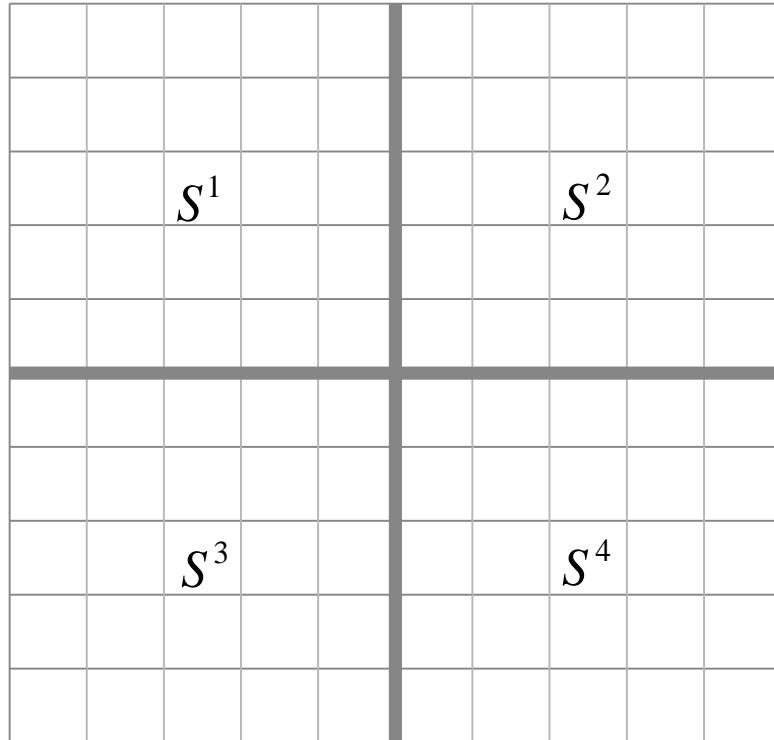


sys653=1



sys653=3

Superelement Matrix Domain Solver



Superelement stiffness:

$$K^j = \begin{vmatrix} K_{ii}^j & K_{ib}^j \\ K_{bi}^j & K_{bb}^j \end{vmatrix}$$

Superelement boundary stiffness:

$$K_b^j = K_{bb}^j - K_{bi}^j K_{ii}^{-j} K_{ib}^j$$

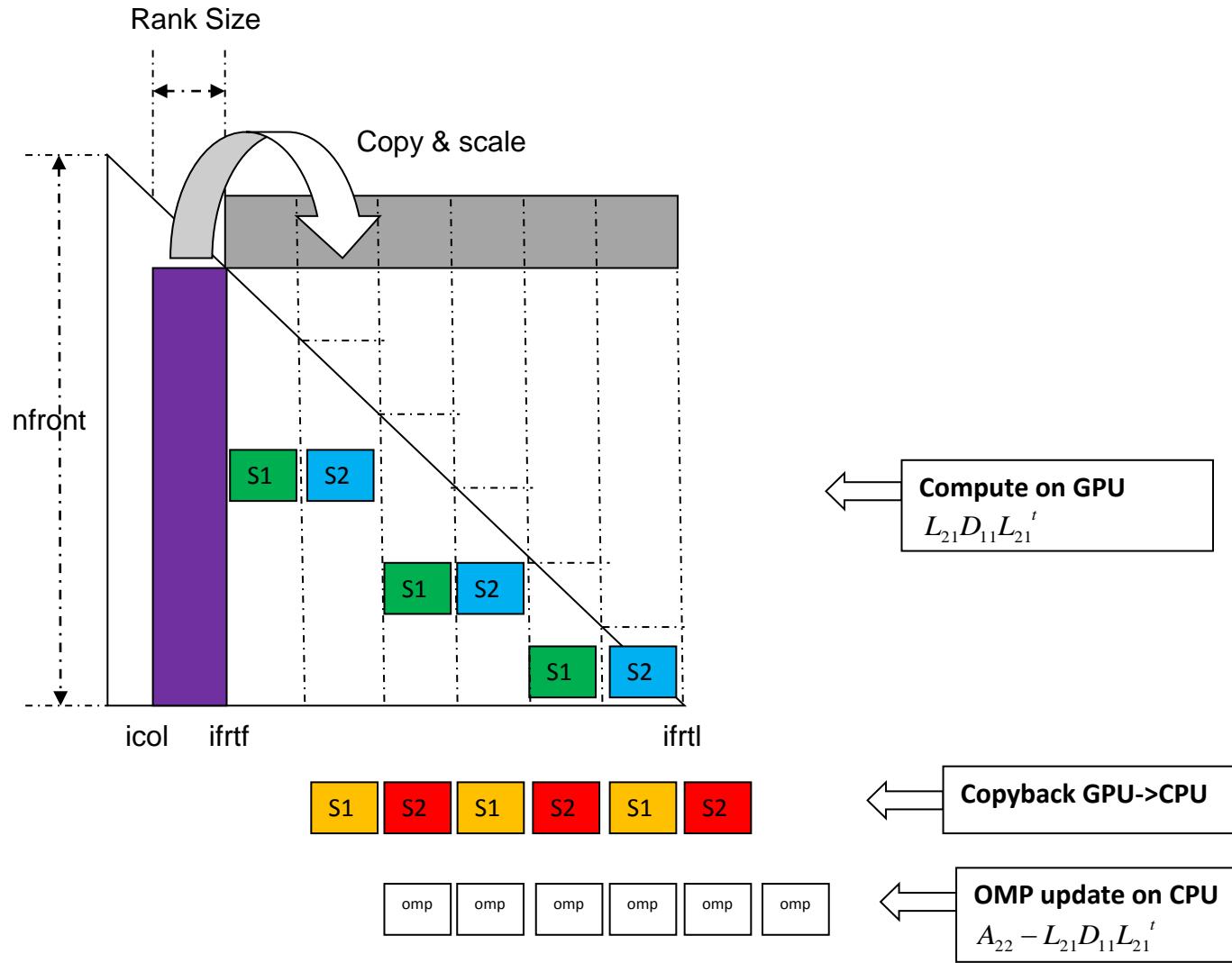
Global stiffness assembly:

$$K_b = \sum_{j=1}^n K_b^j$$

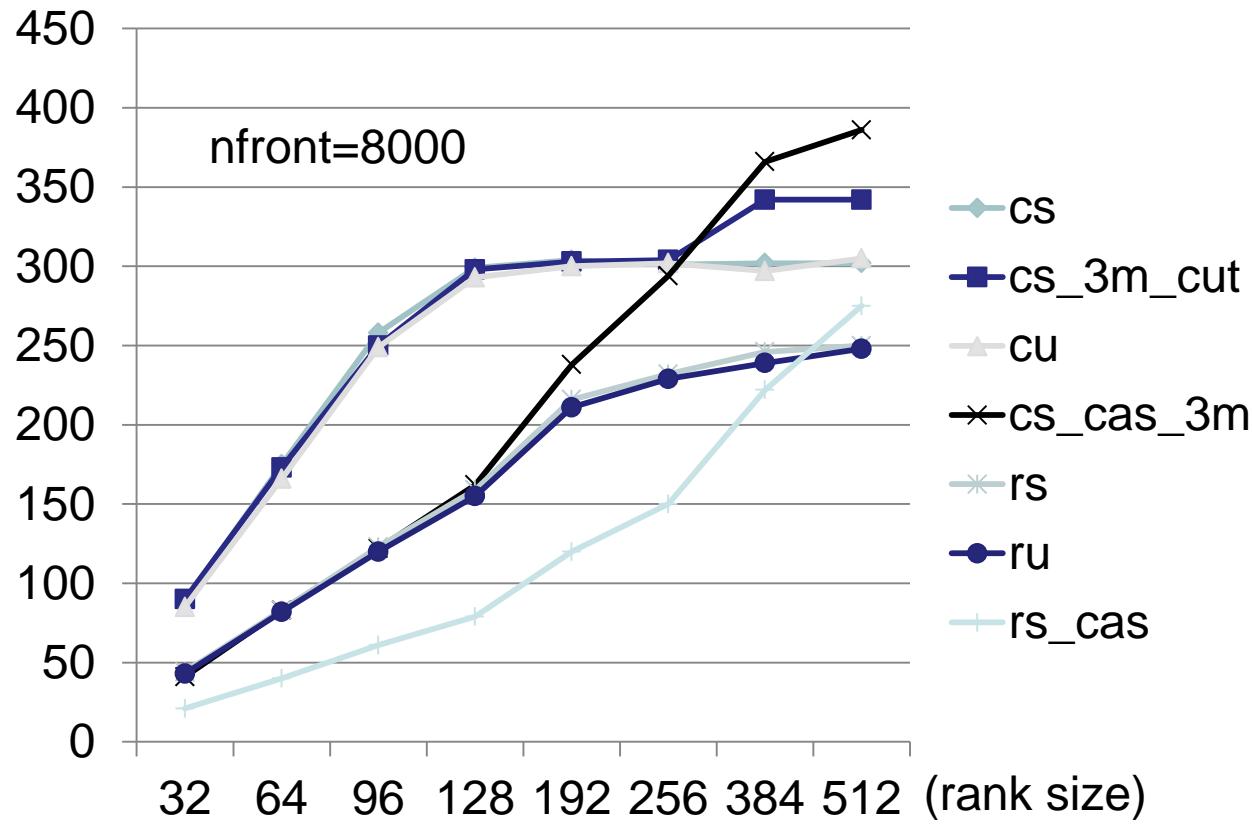
Global equilibrium:

$$K_b X_b = F_b$$

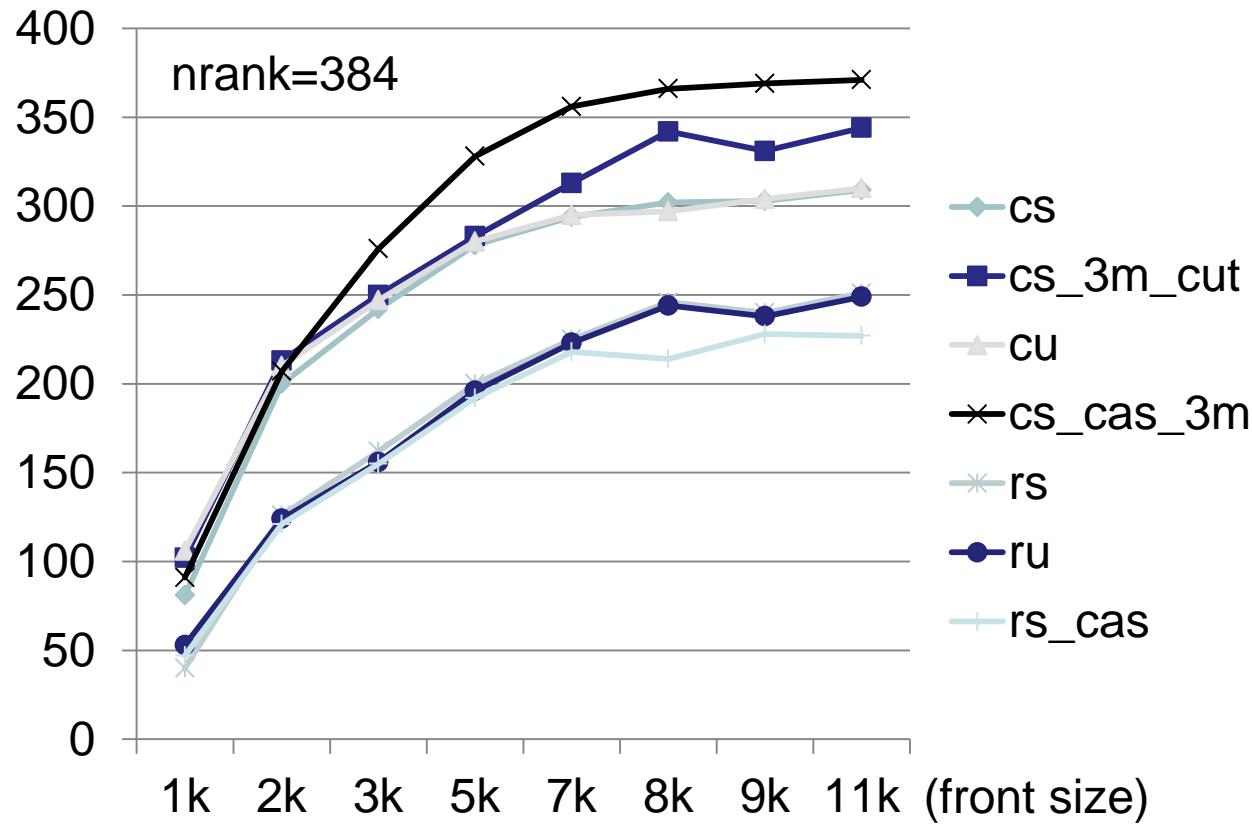
Segmented (rankN) Update with Staged DGEMM



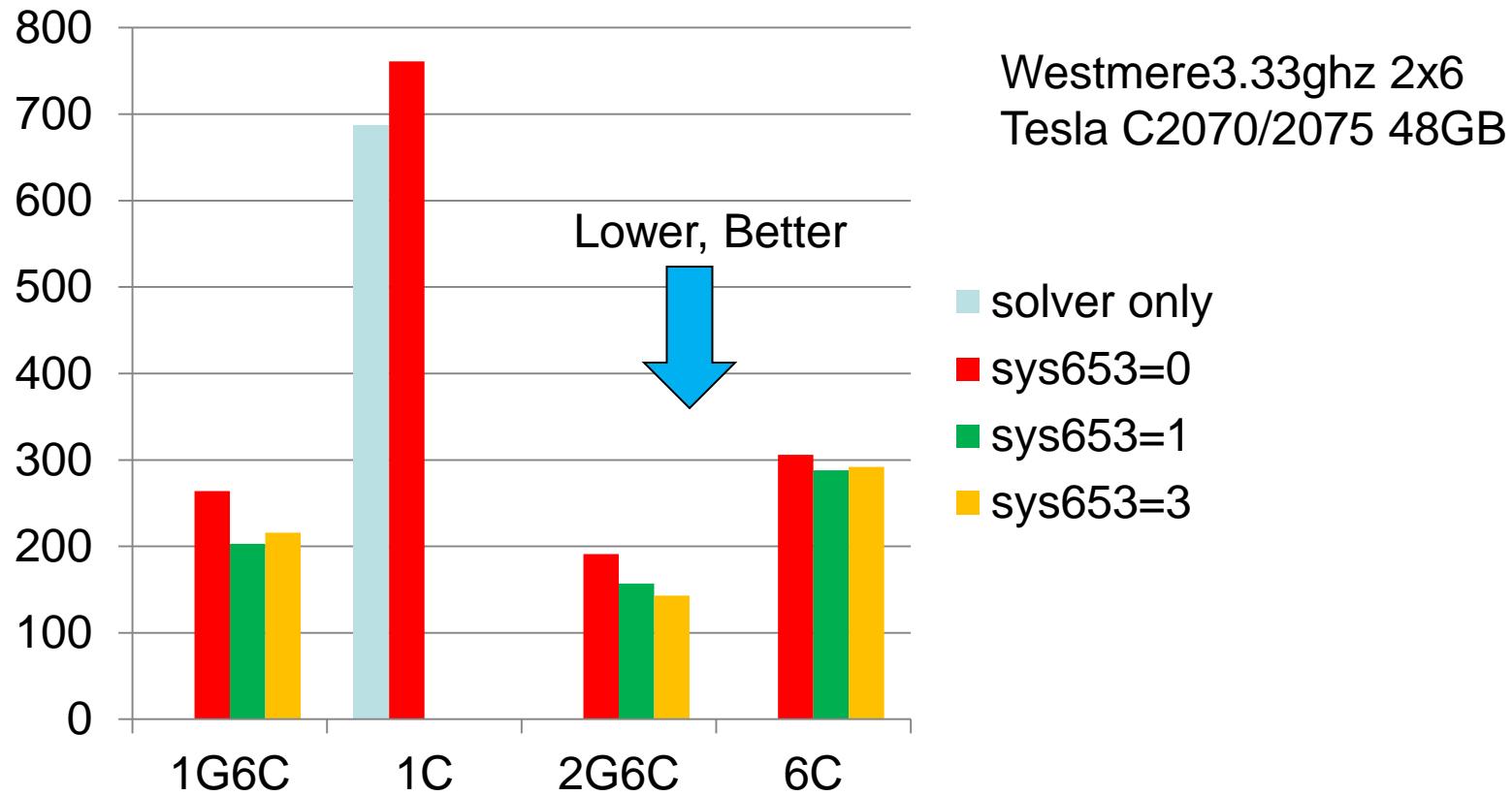
C2070/Westmere-EP Update Gflops vs Rank Size



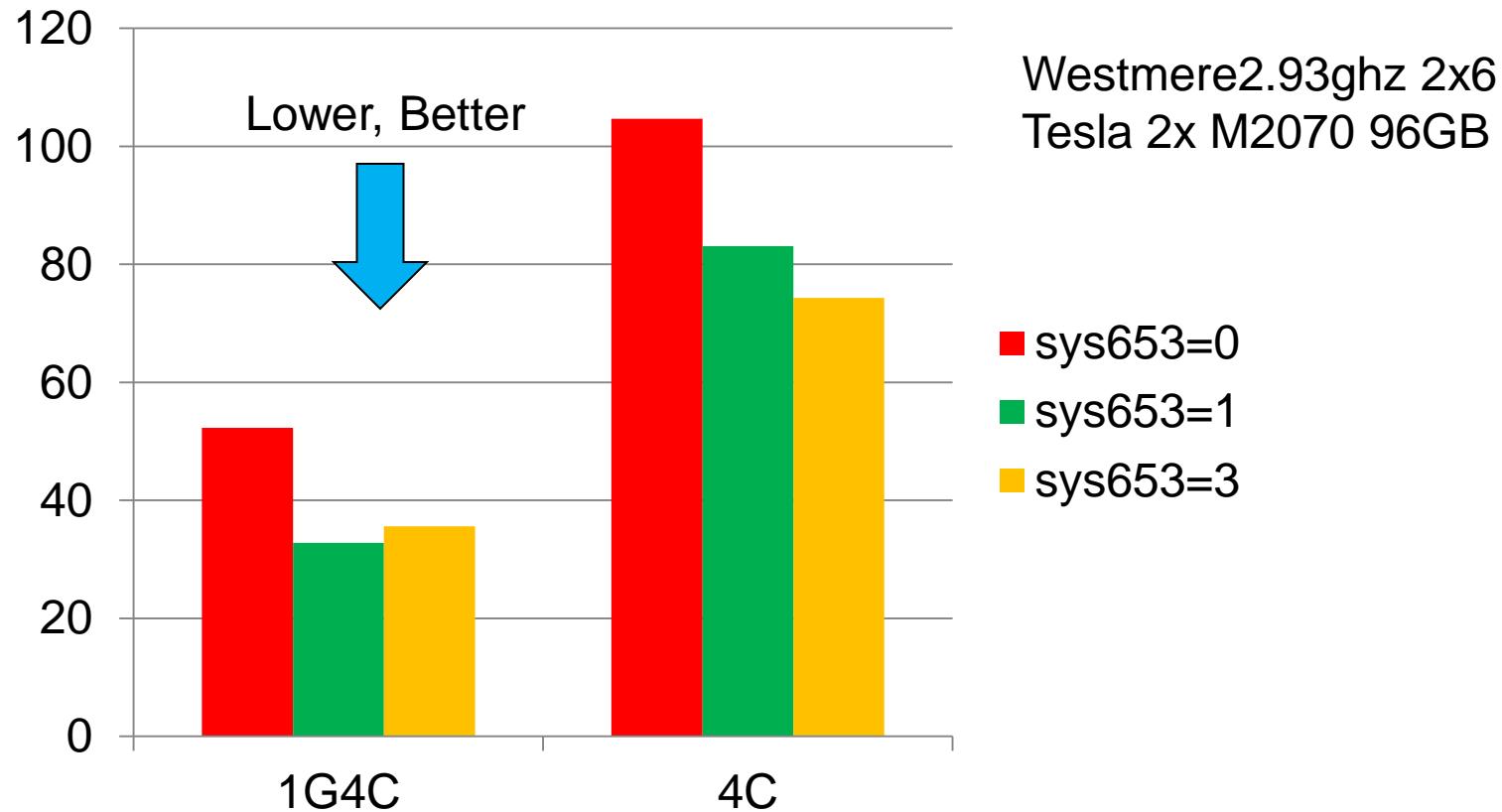
C2070/Westmere-EP Update Gflops vs Front Size



DMP+SMP+GPU (943K dof Crankshaft SOL101)



Large 2.4M dof Linear Static SOL101

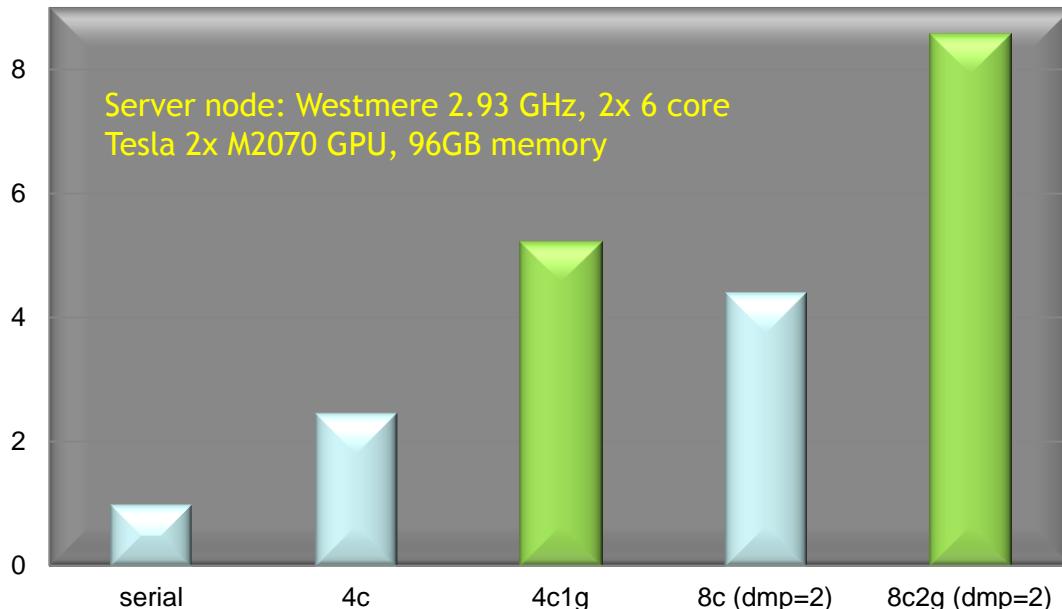


SOL108, NVH

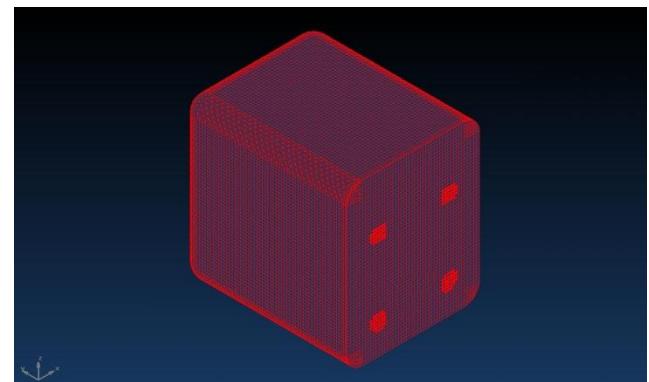
Exterior Acoustics simulation



Exterior Acoustics (3 FREQ1 increments)
Speedup over Serial run



EMEA Customer Model

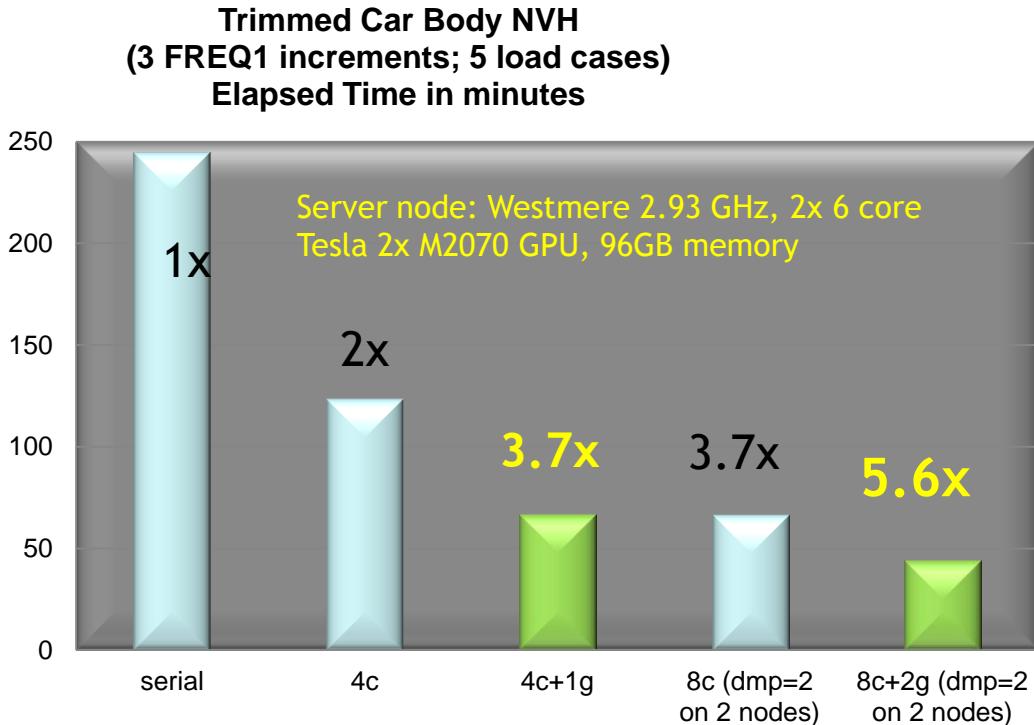


Structural & Acoustic mesh
with Infinite elements
DOF: 0.165M

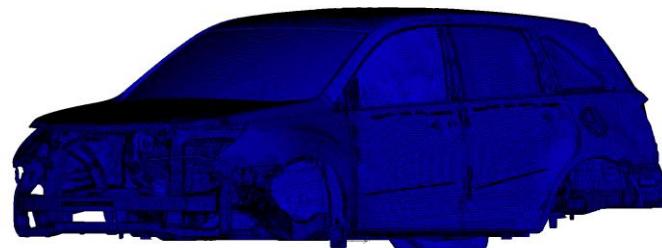
>5X Speedup with 1 GPU over Serial run
~2x Speedup with 2 GPUs over 8 cores

SOL108, NVH

Trimmed Car Body Frequency Response



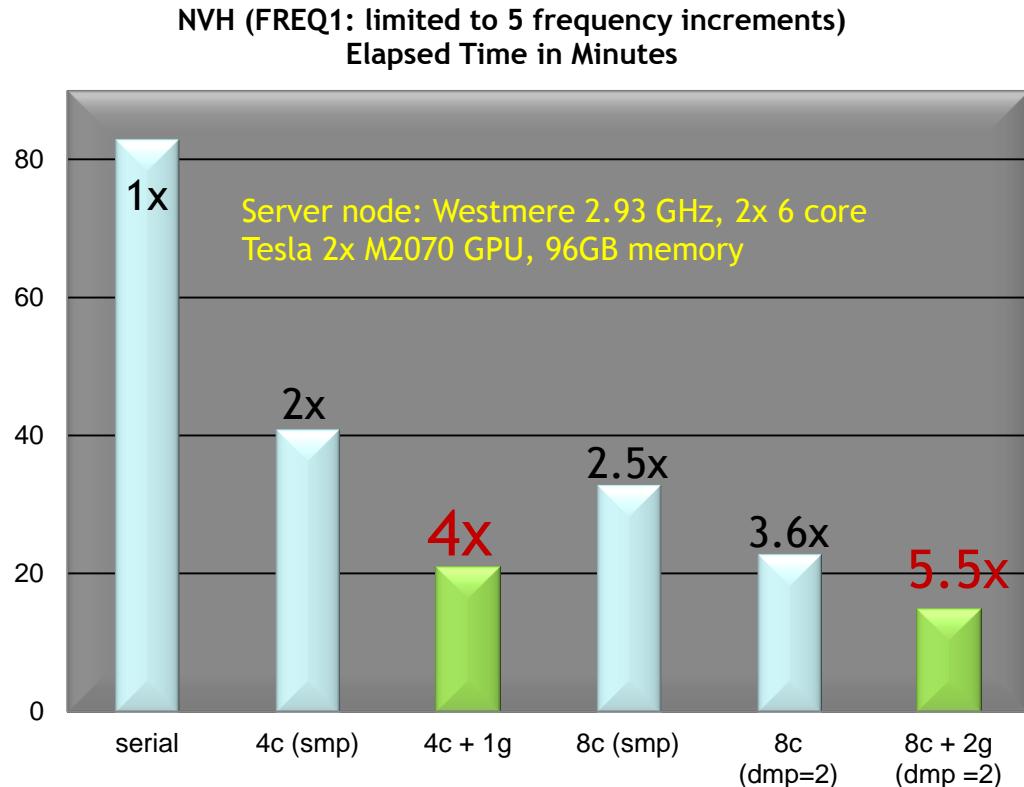
USA Automotive OEM Model



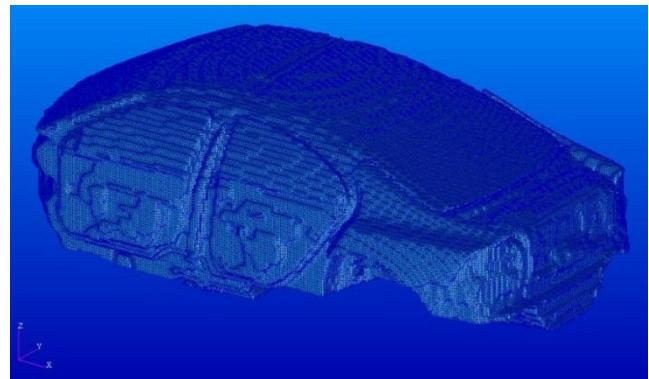
Grids: 1.2M
Shells (CQUAD4): 1.04M
Solids (CTETRA): 0.1M
DOF: 7.47M

~4X Speedup with 1 GPU over Serial run
1.55x Speedup with 2 GPUs over 8 cores

SOL108, NVH Coupled Structural-Acoustics simulation

EMEA Automotive OEM Model



Grids: 0.71M
CTETRAs: 3.8M
DOF: 0.71M

**4X Speedup with 1 GPU over Serial run
~1.55x Speedup with 2 GPUs over 8 cores**

Conclusions

- GPGPU can give very significant performance boost for direct solver intensive large jobs, ie. max front > 10000 for real data and > 5000 for complex data models.
- Multiple GPGPU performance is delivered by SOL108 (embarrassingly parallel) and matrix domain solver in SOL101.
- Nvidia and MSC continue to work together to tune BLAS and LAPACK kernels for MSCLDL and MSCLU.
- Tree-level parallelism, using GPU memory to cache large sub-tree computing, etc. would provide future road maps to even greater performance.
- A number of other Nastran functional areas are candidates for GPU acceleration.

Acknowledgement

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