

Acceleration of Time Integration

edited version, with extra images removed

Rick Archibald, John Drake, Kate Evans, Doug Kothe, Trey White, Pat Worley

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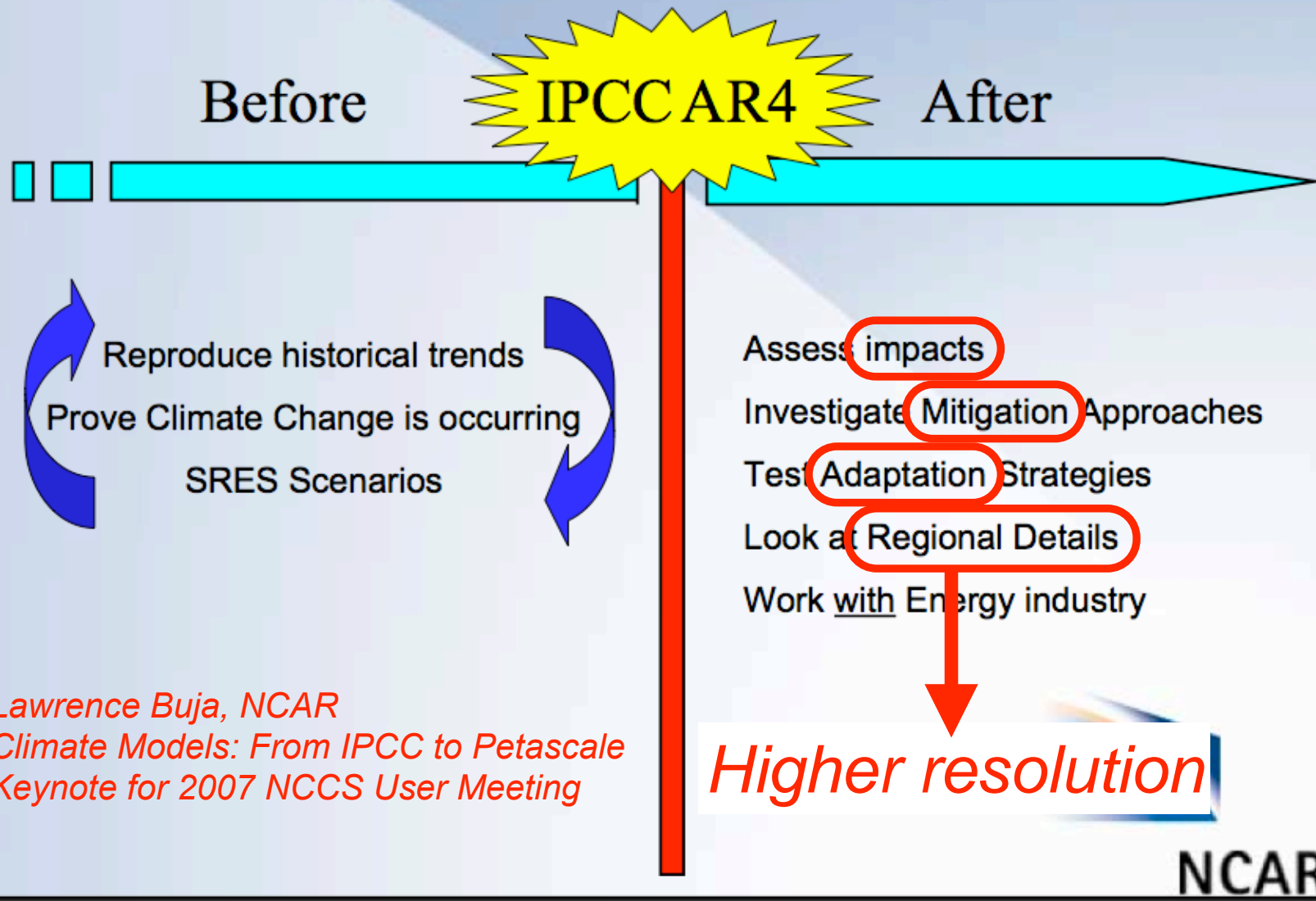


CUG 2008

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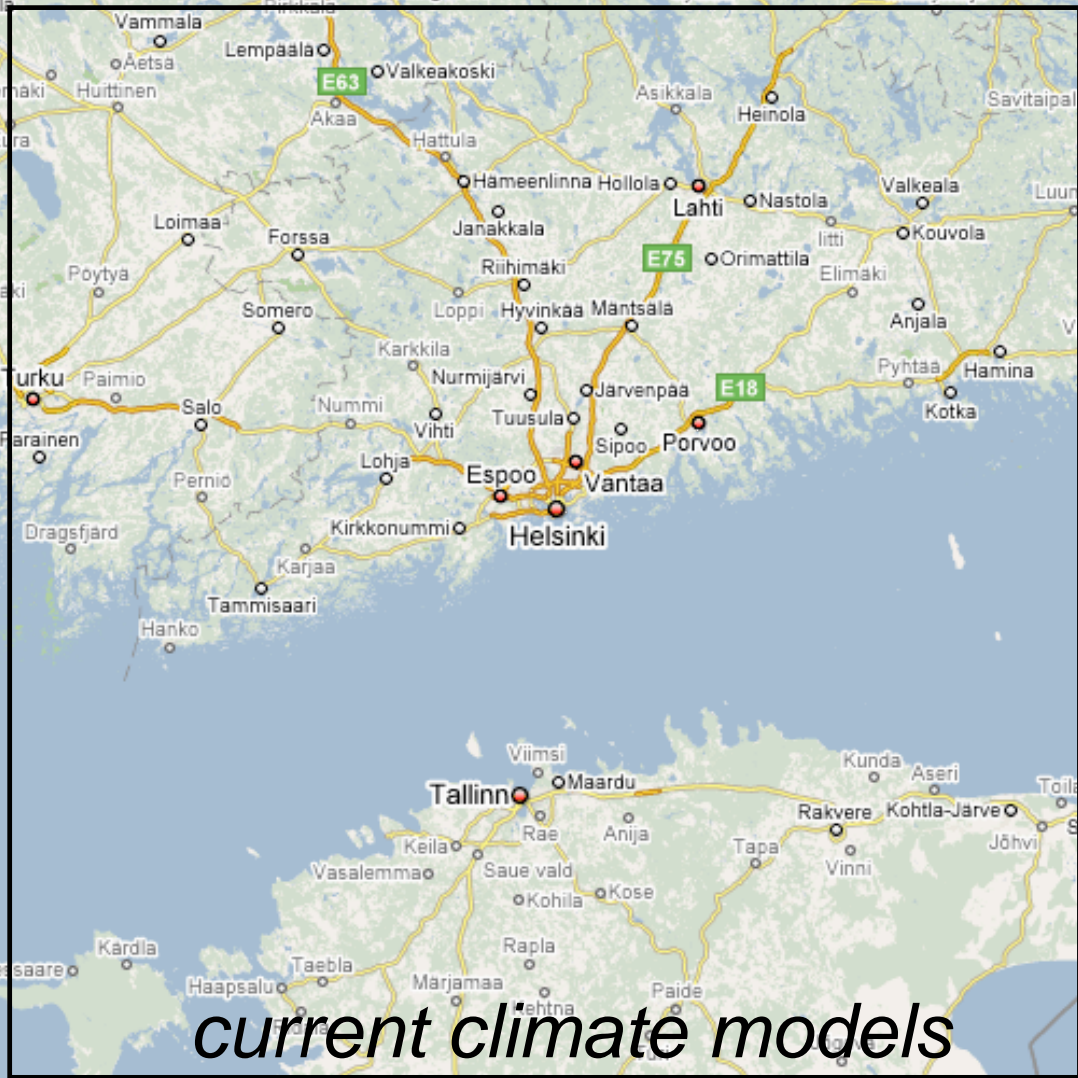
Motivation:

Climate Change Epochs



*Lawrence Buja, NCAR
Climate Models: From IPCC to Petascale
Keynote for 2007 NCCS User Meeting*

300 km

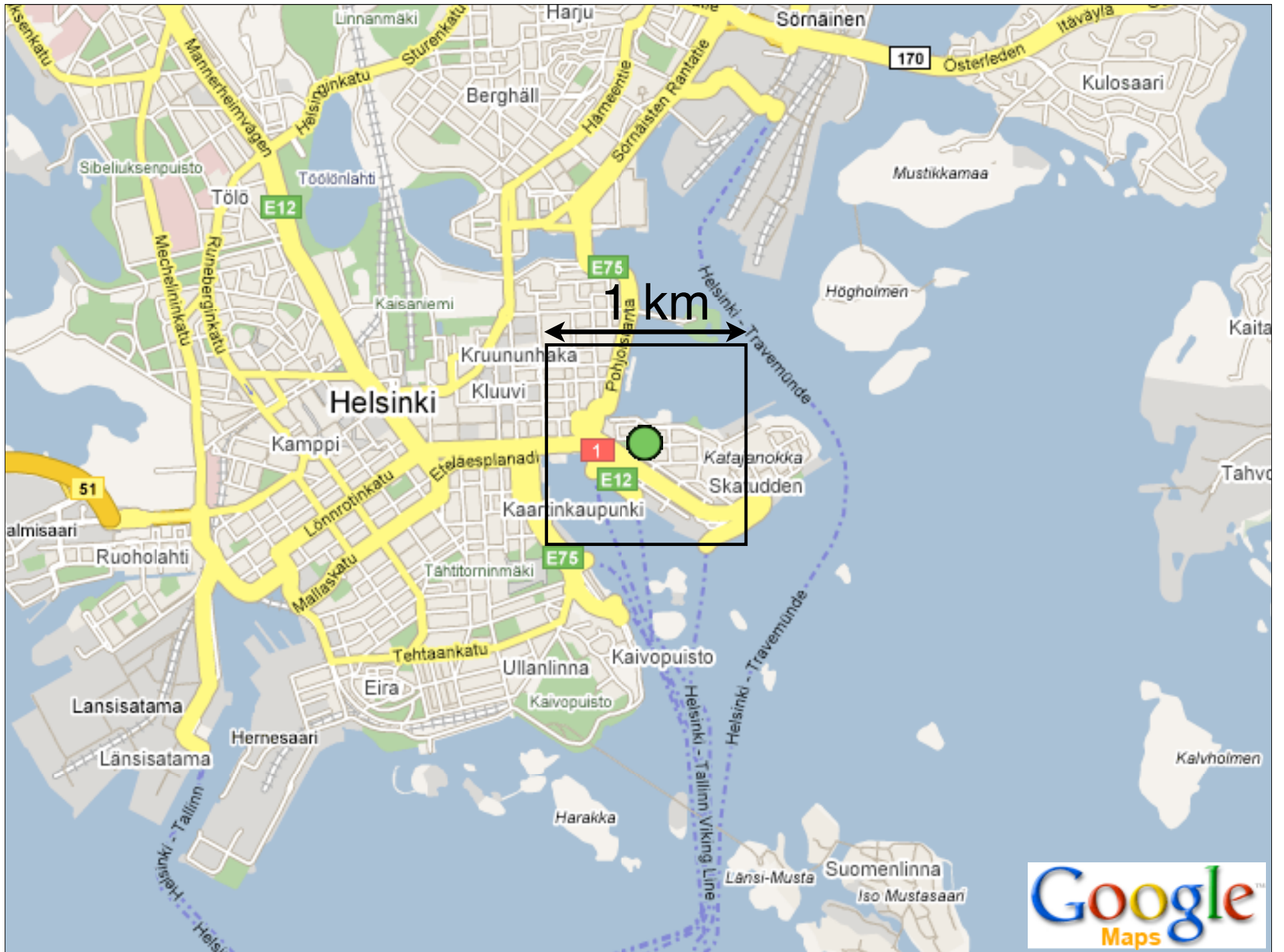


current climate models

“More importantly, because the assumptions that are made in the development of parameterizations of convective clouds and the planetary boundary layer are seldom satisfied, the atmospheric component model must have sufficient resolution to dispense with these parameterizations.

This would require a horizontal resolution of 1 km.”

http://www.geo-prose.com/projects/pdfs/petascale_science.pdf



TIME BARRIER

Current climate models use *explicit* time integration

If resolution goes up

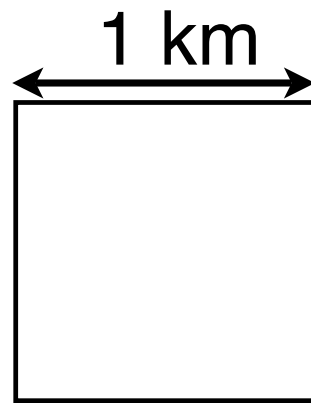
the time step must go down!

300 km



20 minutes

current climate models



4 seconds!

*Extreme-scale systems will provide
unprecedented parallelism!*

But

performance of individual processes has stagnated

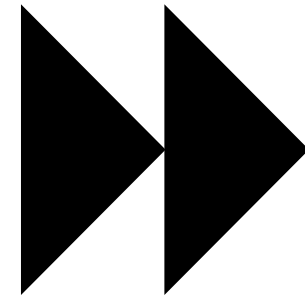
4-second
time step...

multi-century simulation?

Fast Forward

Overcoming the time barrier

- Fully implicit time integration
 - Stable for big time steps
- Parallel in time
 - Time is the biggest dimension
- New discretizations
 - Better time accuracy



How to build a new climate model

1. Start with shallow-water equations on the sphere

$$\frac{\partial h^* \mathbf{v}}{\partial t} + \nabla \cdot (\mathbf{v} h^* \mathbf{v}) = -f \hat{\mathbf{k}} \times h^* \mathbf{v} - g h^* \nabla h$$

$$\frac{\partial h^*}{\partial t} + \nabla \cdot (h^* \mathbf{v}) = 0$$

$$h = h^* + h_s$$

They mimic full equations for atmosphere and ocean

How to build a new climate model

2. Prove yourself on standard tests

*Defined by Williamson, Drake, Hack, Jakob, and Swarztrauber
in 1992 (148 citations)*

How to build a new climate model

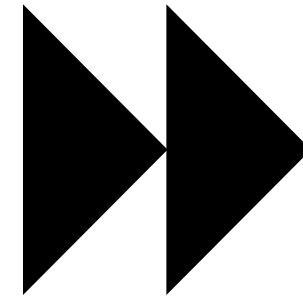
3. Proceed to 3D tests and inclusion in a full model

That s all there is to it!

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Explicit versus implicit

y'


State of simulation
at next time step

Values are unknown

y

State of simulation
at current time

Values are known


$$y' = f(y)$$

Explicit

Compute unknown directly from known

Explicit good and bad

- Good
 - Highly parallel
 - Nearest-neighbor communication
- Bad
 - Numerically unstable (blows up) for $\Delta t > O(\Delta x)$
 - Increase resolution \rightarrow decrease $\Delta x \rightarrow$ decrease Δt

Explicit versus implicit

y'

y

State of simulation at next time step Values are unknown	State of simulation at current time Values are known
--	--

$$y' = ay + f(y')$$

Implicit

Solve a (nonlinear) system of equations

Implicit bad and good

- **Bad**
 - Must solve a (nonlinear) system of equations
- **Good**
 - Numerically stable for arbitrary time steps
- **Ugly**
 - Still need to worry about accuracy (for big time steps)

Implicit + shallow water

(Kate Evans)

- Start with HOMME shallow-water code
- Convert explicit formulation to implicit
- Solve with Trilinos



HOMME

- High-Order-Method Modeling Environment
- Principal developers
 - NCAR: John Dennis, Jim Edwards, Rory Kelly, Ram Nair, Amik St-Cyr
 - Sandia: Mark Taylor
- Cubed-sphere grid
- Spectral-element formulation (and others)
- Shallow-water equations (and others)

image courtesy of Mark Taylor

Jacobian-Free Newton Krylov (JFNK)

Jacobian-Free **Newton** Krylov

- What we want: $F(y)=0$
- What we have: $F(y)\neq 0$
- Find the change in F as y changes
 - Jacobian, J , derivative of a vector
- Approximate correction: $F(y+\Delta y)=0$
 $0=F(y+\Delta y)\approx F(y)+J\Delta y$
 $F(y)=-J\Delta y$
- Solve the *linear* system for Δy and add to y
- Repeat until $F(y)\approx 0$

Jacobian-Free Newton Krylov

- $F(y) = -J\Delta y$
- Solve for Δy using an iterative linear solver
- Krylov subspace methods
 - Take a guess at Δy
 - Calculate how bad it is (residual)
 - Use residual to improve guess
 - Iterate, using past residuals and Russian Navy know-how to improve guess
 - Stop when residual is small (guess is good)

Jacobian-Free Newton Krylov

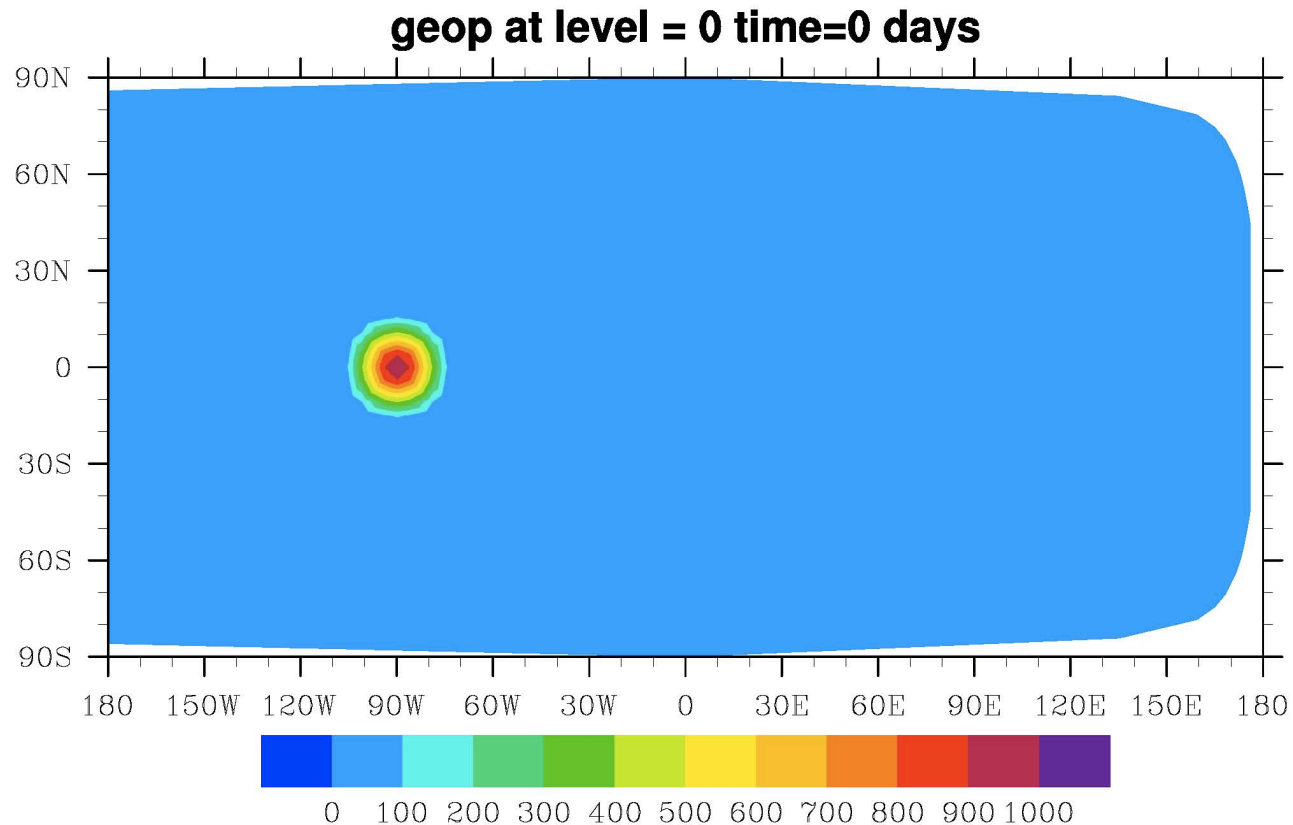
- Don't compute the Jacobian
- Approximate it using finite differences

$$J\Delta y \approx (F(y + \varepsilon \Delta y) - F(y)) / \varepsilon$$

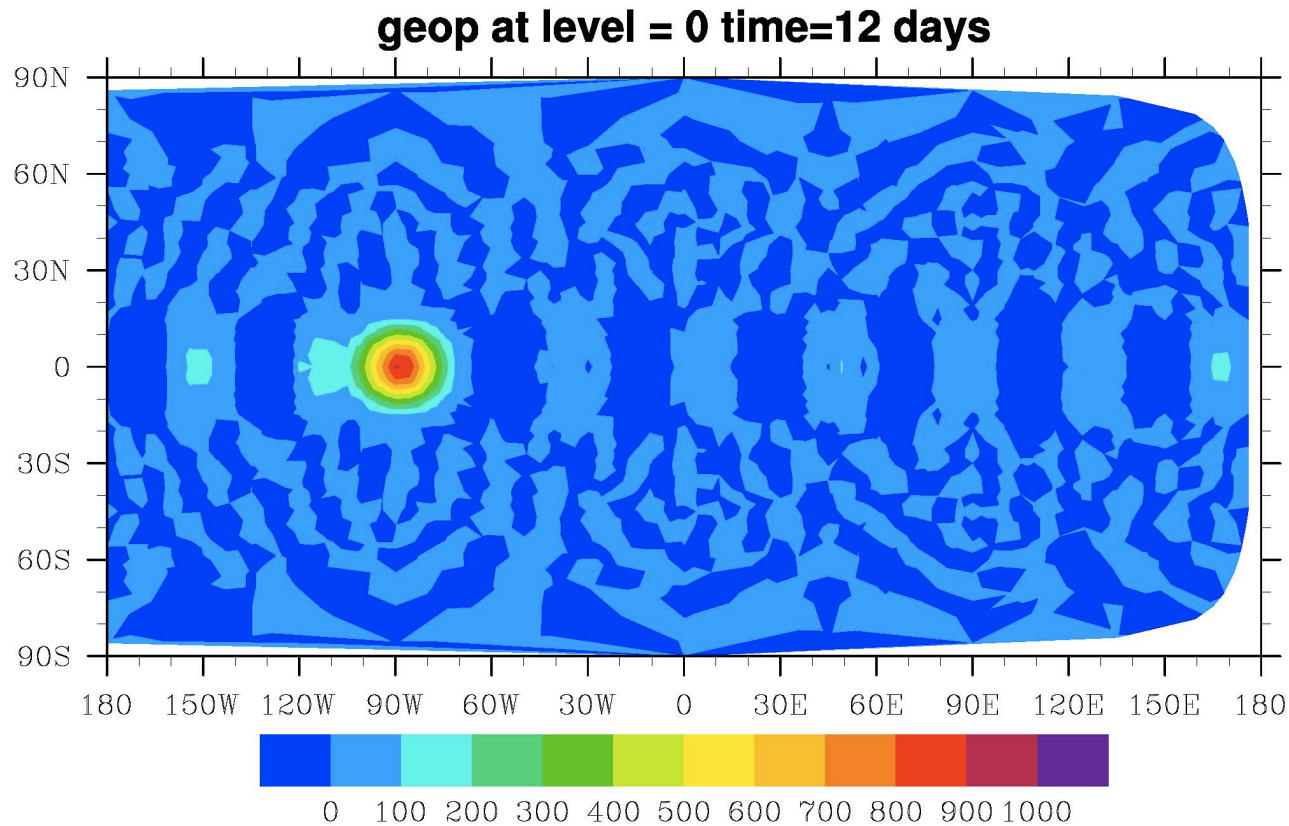
ε is a small number

- Can be much cheaper to calculate, only need F

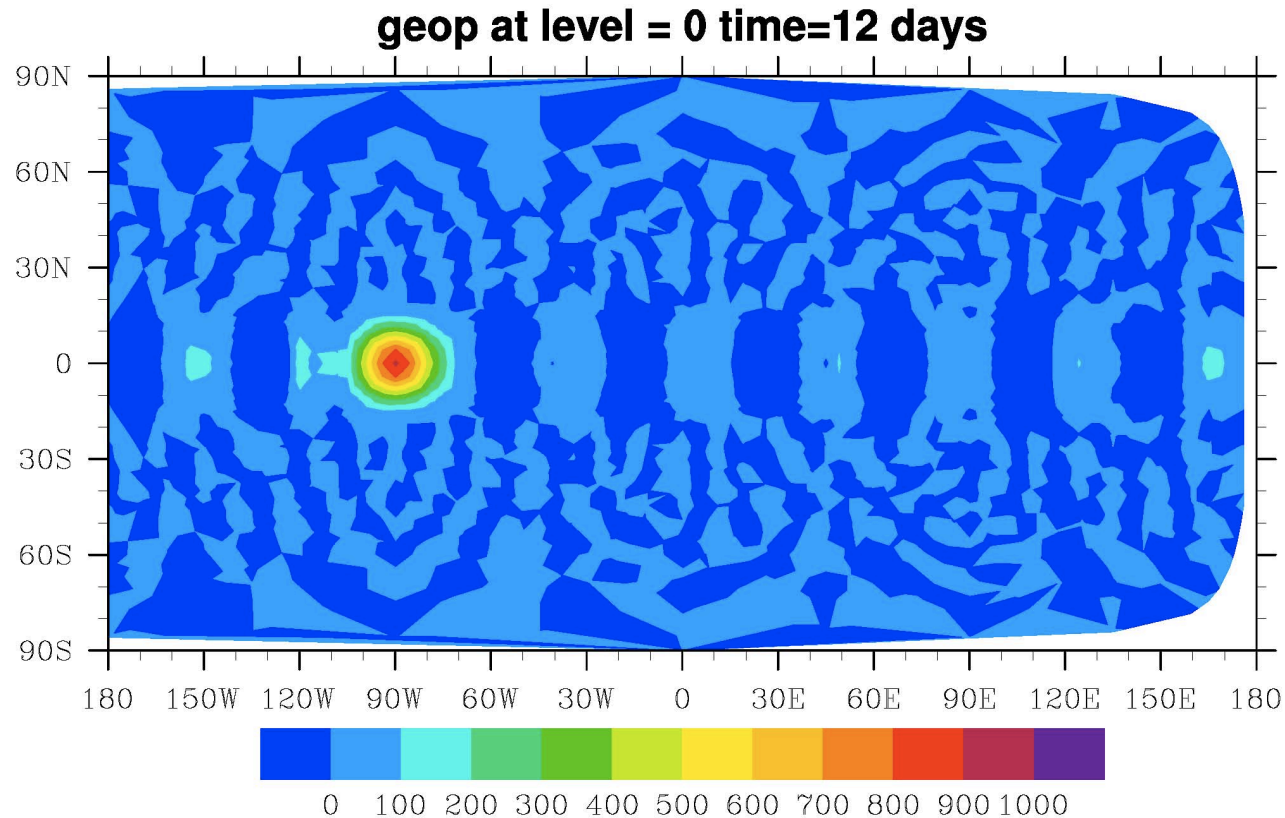
Test case 1: cosine bell initial condition



Test case 1: cosine bell explicit solver with “hyperviscosity”



Test case 1: cosine bell implicit solver, no preservatives



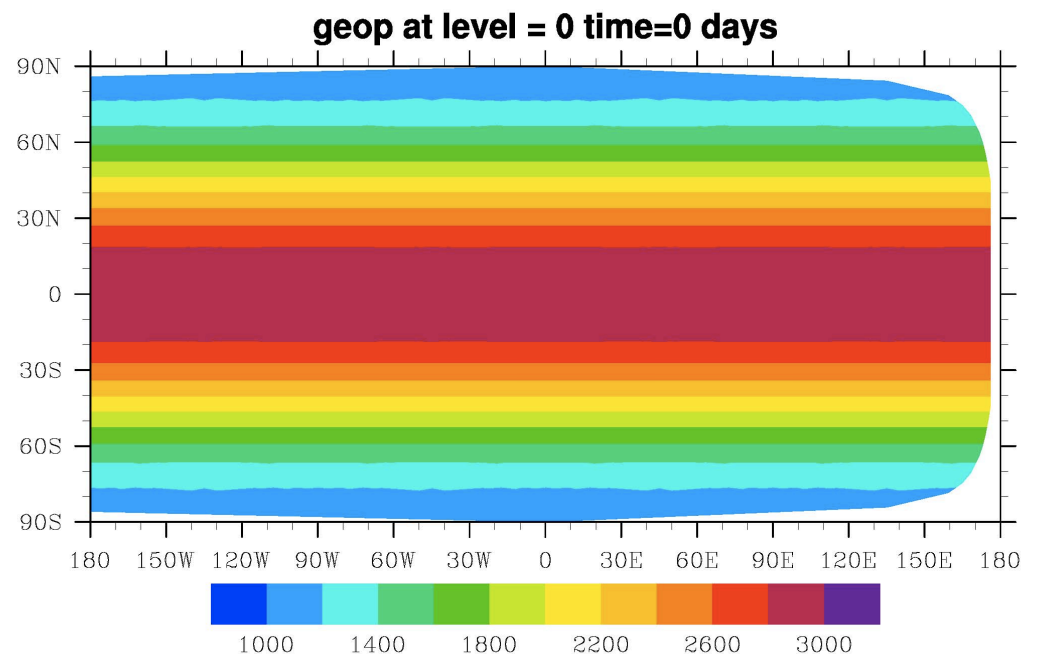
Test case 1: cosine bell implicit versus explicit

- Implicit takes many iterations per time step
- But 2-hour time step instead of 2-minute
- Similar error at the end
- 40% shorter runtime (no preconditioner)

Performance result #1!

Test case 2: steady state

- 12 simulated days
- Explicit
 - 4-minute time step
 - 28s runtime
- Implicit
 - 12-day time step
 - 3.6s runtime

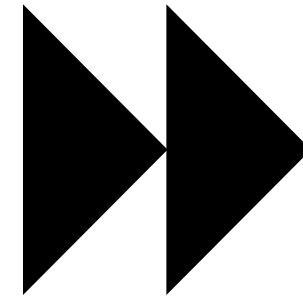


Performance result #2!

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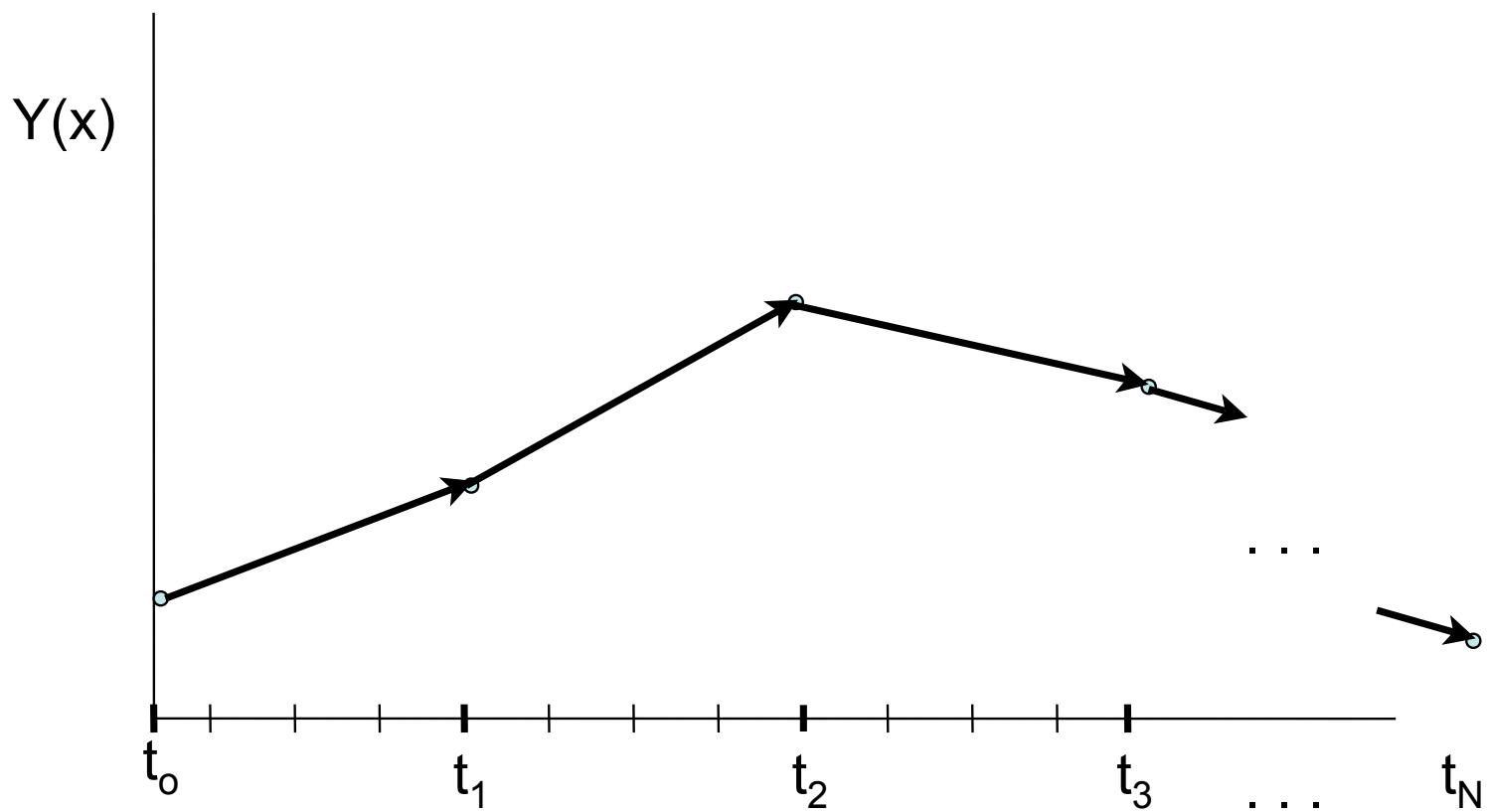


Parareal

(my interest)

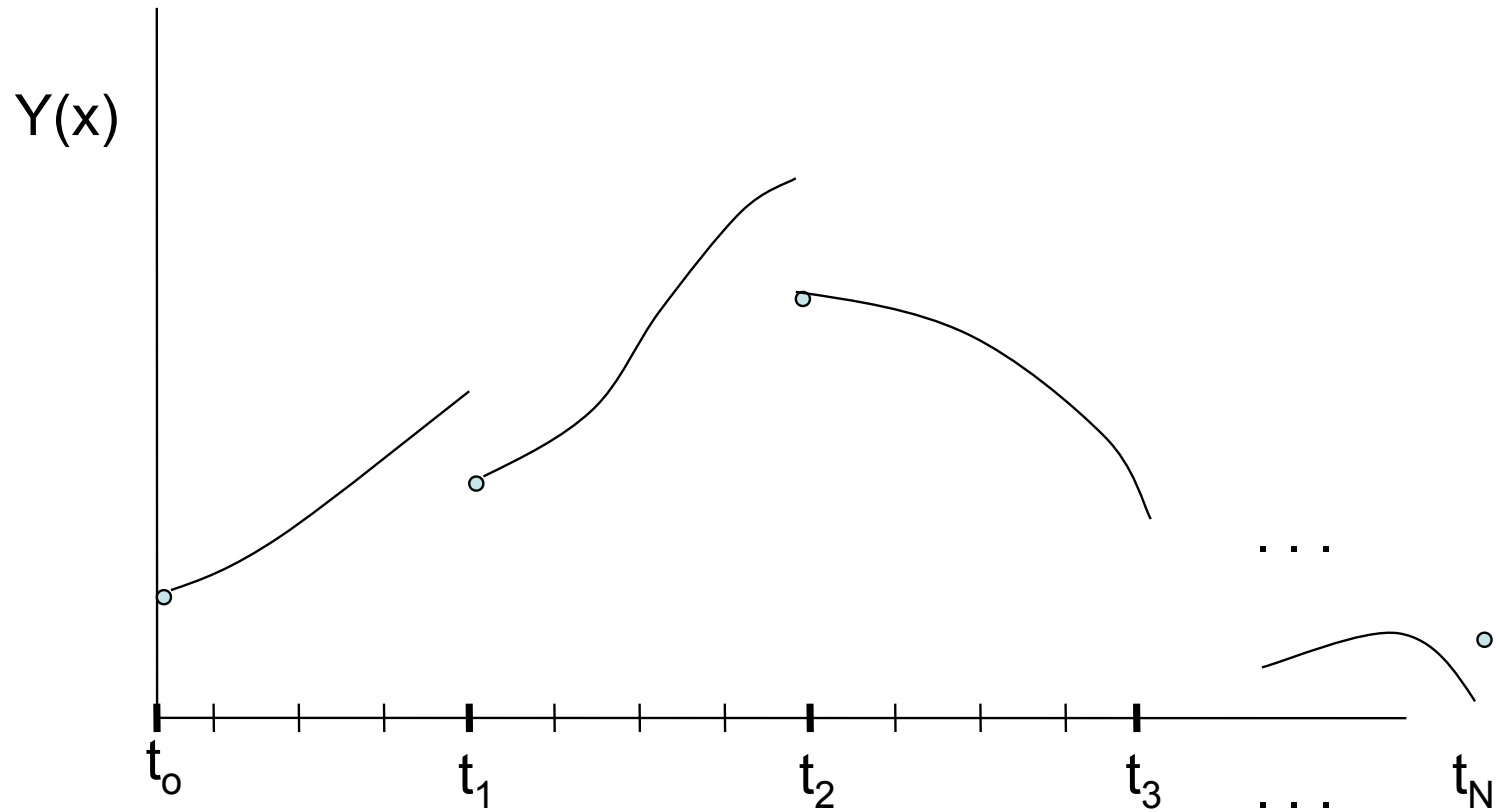
- Algorithm published in 2001 by Jacques-Louis Lions, Yvon Maday, and Gabriel Turinici
- Variants successful for range of applications
 - Navier-Stokes
 - Structural dynamics
 - Reservoir simulation

Parareal



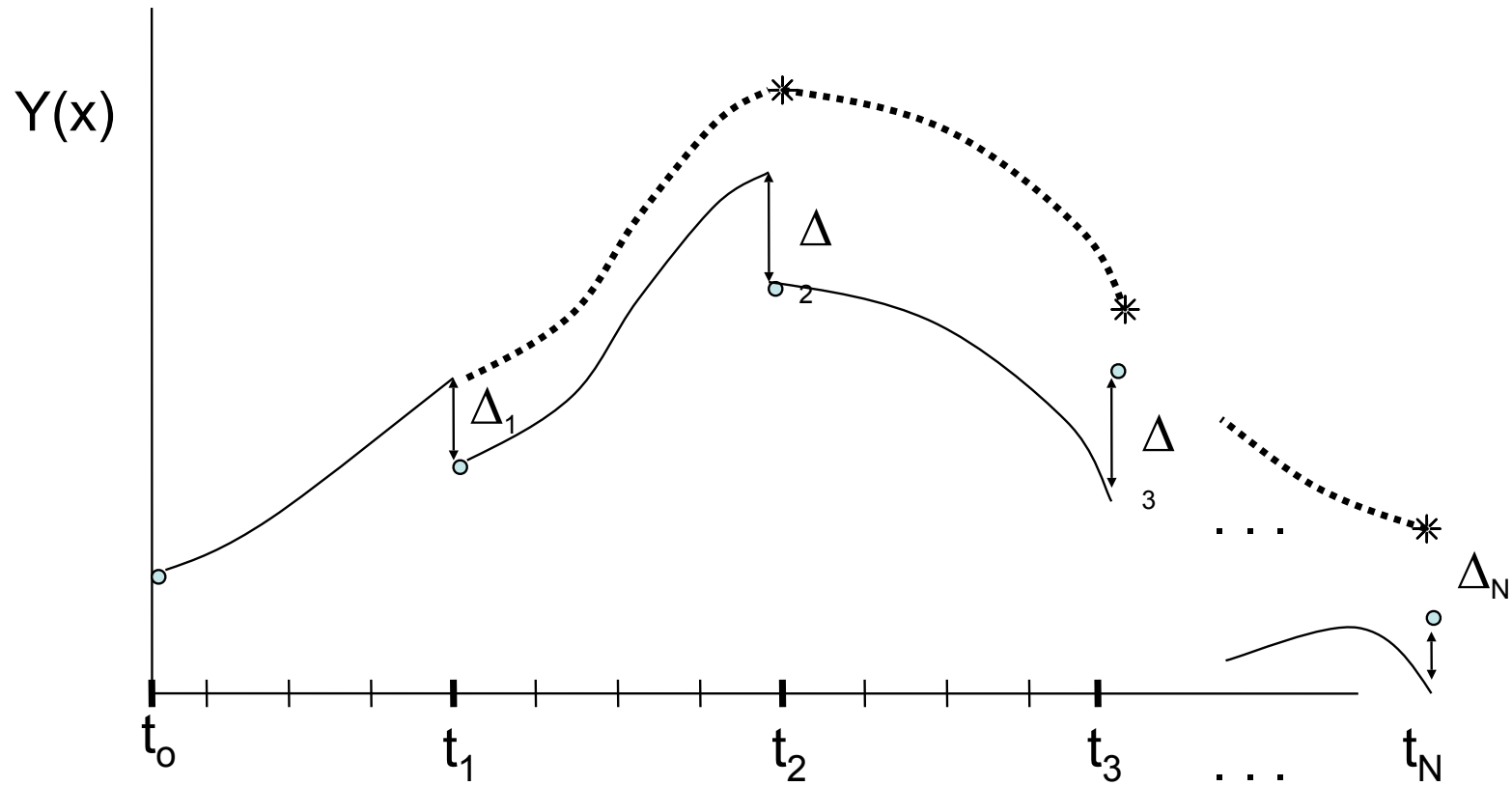
Solve serially at coarse time steps

Parareal



Compute fine time integrations between
coarse steps in parallel

Parareal



Propagate and accumulate fine-time
corrections at coarse scale

Parareal

- Iterate until corrections are negligible
- Published results by others: 2-3 iterations

My parareal experience

- Numerically unstable for pure advection
- Confirms theoretical result by Maday and colleagues
- Should work for Burgers' equation

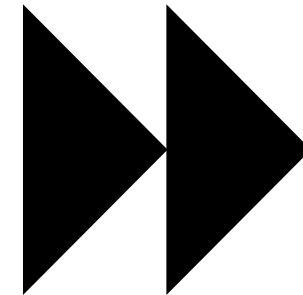
$$\frac{\partial u}{\partial t} + v \frac{\partial u}{\partial x} = 0$$

$$\frac{\partial u}{\partial t} + u \frac{\partial u}{\partial x} - \nu \frac{\partial^2 u}{\partial x^2} = 0$$

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Curvelets

(Rick Archibald)

- Compact in space
(like finite elements)
- Preserve shape
(like Fourier waves)
- Might allow $\Delta t \sim \Delta x^{1/2}$

Curvelets

But they require a periodic domain

Multi-wavelets

(Rick Archibald)

- Adaptive
- Designed for refinement
- Strong error bounds
 - Control refinement and coarsening
- Requires integral formulation
 - Translation: more theoretical work to do
- Work just getting started

Finite differences

(my interest)

High-order single-step time integration

Consider advection:

$$\frac{\partial u}{\partial t} + v \frac{\partial u}{\partial x} = 0$$

Time integration using a Taylor series in small Δt

$$u = u' - \Delta t \frac{\partial u'}{\partial t} + \frac{\Delta t^2}{2} \frac{\partial^2 u'}{\partial t^2} - \frac{\Delta t^3}{6} \frac{\partial^3 u'}{\partial t^3} + O(\Delta t^4)$$

Implicit

High-order single-step time integration

- Replace time derivatives with space derivatives

- Why?

Many grid points in space, few in time (2)

So you can form high-order space derivatives

- How?

Use the governing equation

$$\frac{\partial u'}{\partial t} + v \frac{\partial u'}{\partial x} = 0 \quad \rightarrow \quad \frac{\partial u'}{\partial t} = -v \frac{\partial u'}{\partial x}$$

High-order single-step time integration

$$u = u' + v\Delta t \frac{\partial u'}{\partial x} + \frac{v^2 \Delta t^2}{2} \frac{\partial^2 u'}{\partial x^2} + \frac{v^3 \Delta t^3}{6} \frac{\partial^3 u'}{\partial x^3} + O(\Delta t^4)$$

- Got high-order space derivatives?
- Get high accuracy in time for free*!
- Just 2 points in time: this one and next one
 - Save memory
 - Save I/O storage space and bandwidth
 - Easy startup from initial condition

* Since flops are free.

High-order single-step time integration

- Explicit and implicit work for advection
- Explicit works for Burgers' equation
- Implicit and semi-implicit for Burgers' under development
- Goal is shallow-water equations

Would you believe I cut some topics from the talk?

- High-order methods for compact stencils
- Single-cycle multi-level linear solvers