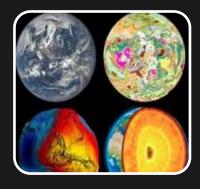
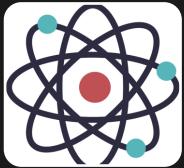


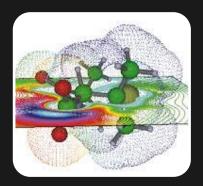
#### **COMPUTATIONAL DOMAINS**











#### Computational Eng.

Solid & Fluid Mechanics,
Electromagnetics,
Thermal, Acoustics,
Optics, Electrical,
Multi-body Dynamics,
Design Materials

#### **Earth Sciences**

Climate Modeling,
Weather
Modeling,
Ocean Modeling,
Seismic
Interpretation

#### **Life Sciences**

Genomics, Proteomics

# Computational Physics

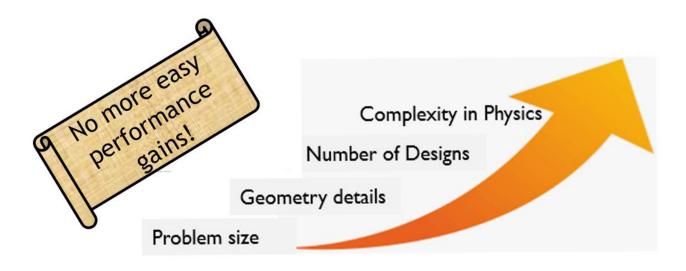
Particle Science, Astrophysics

# Computational Chemistry

Quantum Chemistry, Molecular Dynamics

#### SATURATING PERFORMANCE IN TRADITIONAL HPC

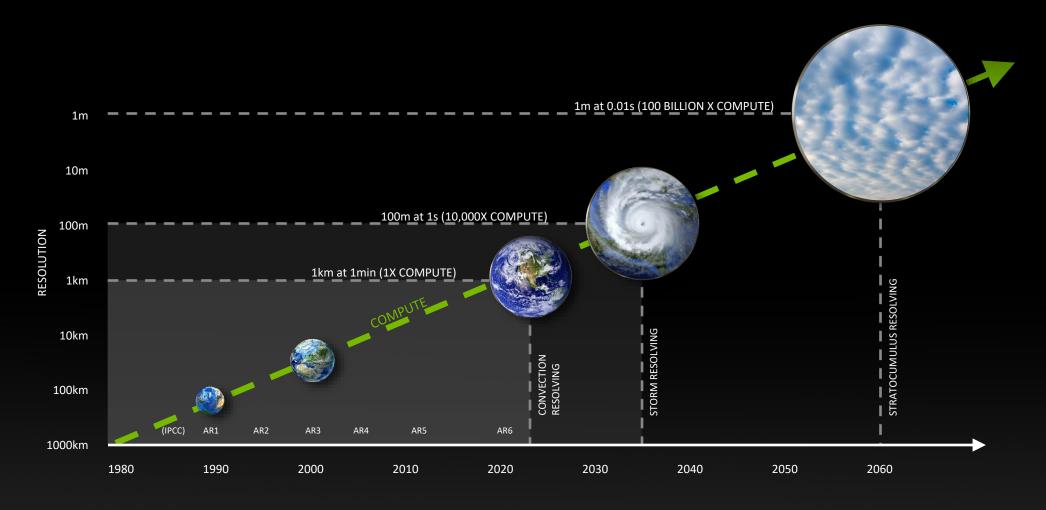
Simulations are getting larger & more complex



#### Traditional simulation methods are:

- Computationally expensive
- Demand ever-increasing resolution
- Plagued by domain discretization techniques
- Not suitable for data-assimilation or inverse problems

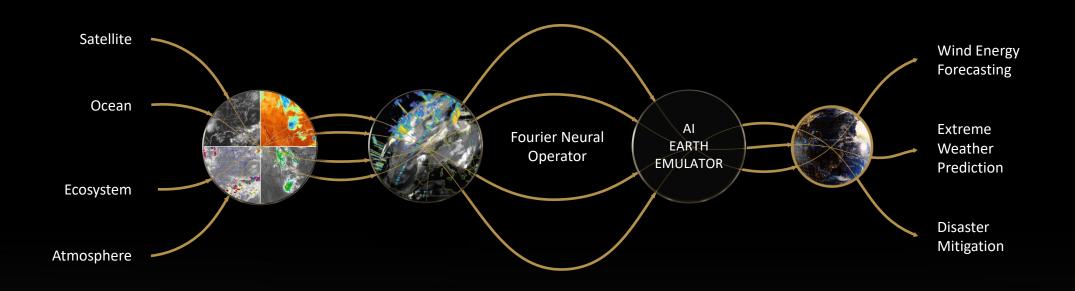
#### MILLION-X CLIMATE SCIENCE





# ACCELERATING EXTREME WEATHER PREDICTION WITH FOURCASTNET

#### EARTH DIGITAL TWIN IN OMNIVERSE

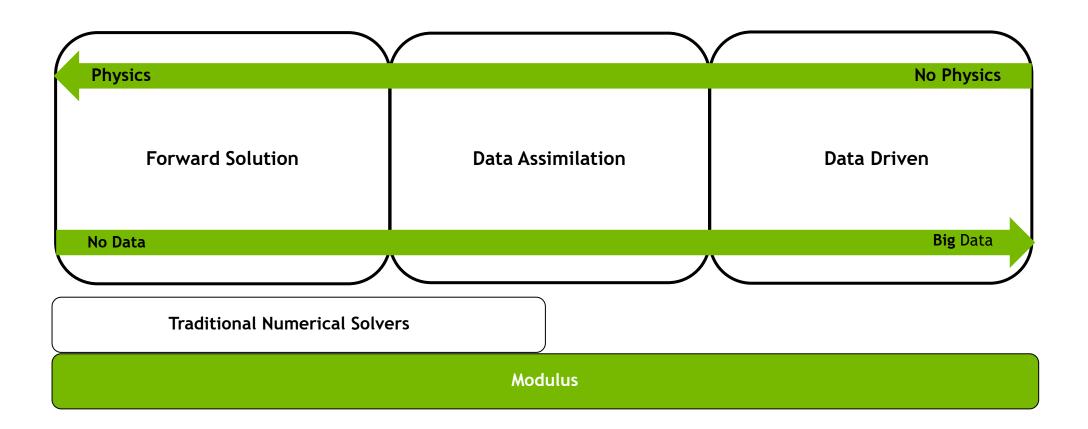




DATA PROCESSING AI-SIMULATION VISUALIZATION

# AI IN COMPUTATIONAL SCIENCES

Primary Driver: Data vs. Physics



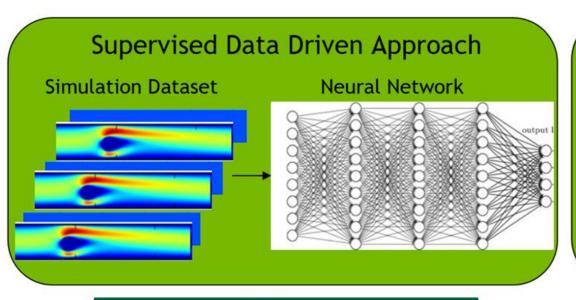
# NVIDIA Modulus

## Solving PDEs with neural networks

https://docs.nvidia.com/deeplearning/modulus/index.html

A **Data Driven Neural Network** requires training data

A Physics Driven Neural Network solver does NOT require training data



Unsupervised Physics Driven Approach

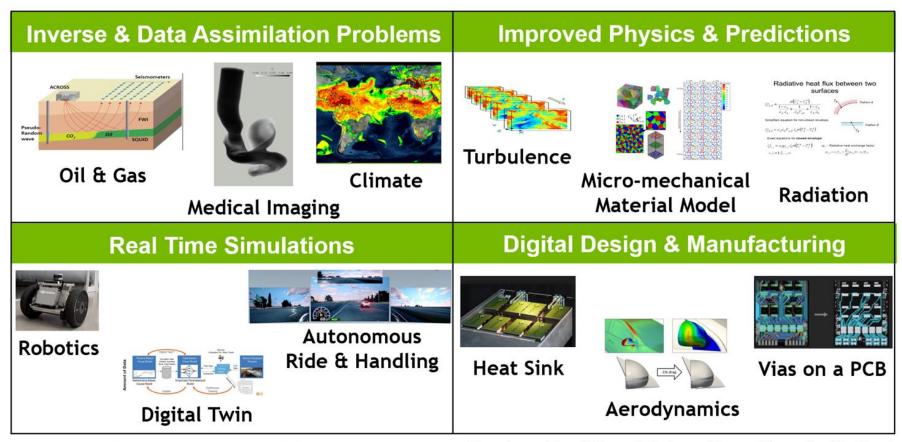
PDE and Boundary
Conditions  $0 = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$   $0 = u \frac{\partial u}{\partial x} + v \frac{\partial u}{\partial y} + \frac{\partial p}{\partial x} - v (\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2})$   $0 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial p}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial p}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial p}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial^2 v}{\partial x^2} + \frac{\partial^2 v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial v}{\partial x^2} + \frac{\partial v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial v}{\partial x^2} + \frac{\partial v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial v}{\partial x^2} + \frac{\partial v}{\partial y^2})$   $1 = u \frac{\partial v}{\partial x} + v \frac{\partial v}{\partial y} + \frac{\partial v}{\partial y} - v (\frac{\partial v}{\partial x^2} + \frac{\partial v}{\partial y})$ 

N layers

m\*N layers (for mth order PDE)

# Single Simulation

#### AI ENABLING NEXT GENERATION SIMULATION

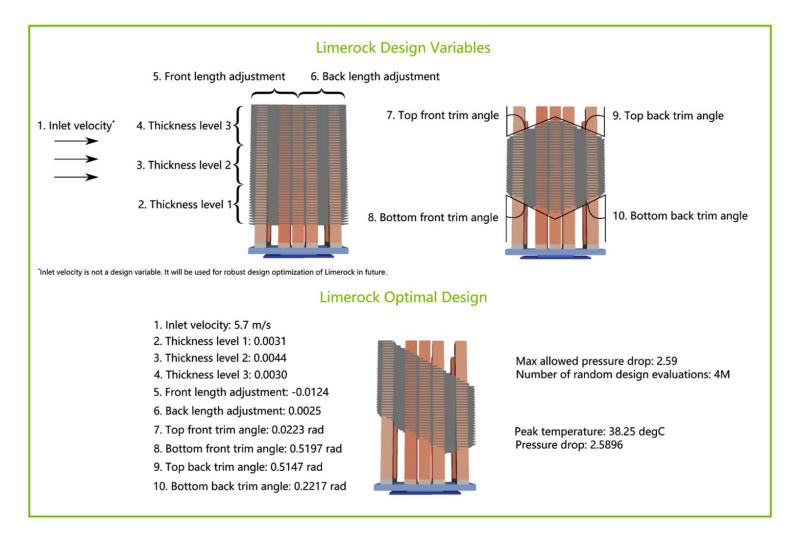


Physics & Data - No Traditional Solver

Physics - Traditional Solver (Speed is a limitation)

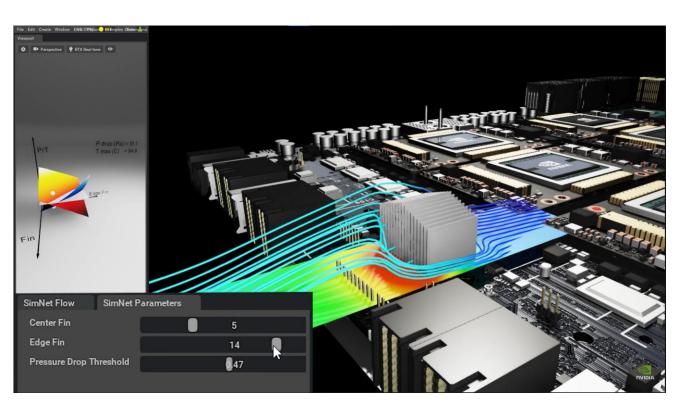
#### PARAMETERIZED A100 NVSWITCH HEAT SINK

## Optimization with 10 Design Parameters



# A100 NVSWITCH HEAT SINK

# Multi-Physics Application: Fluids + Heat Transfer

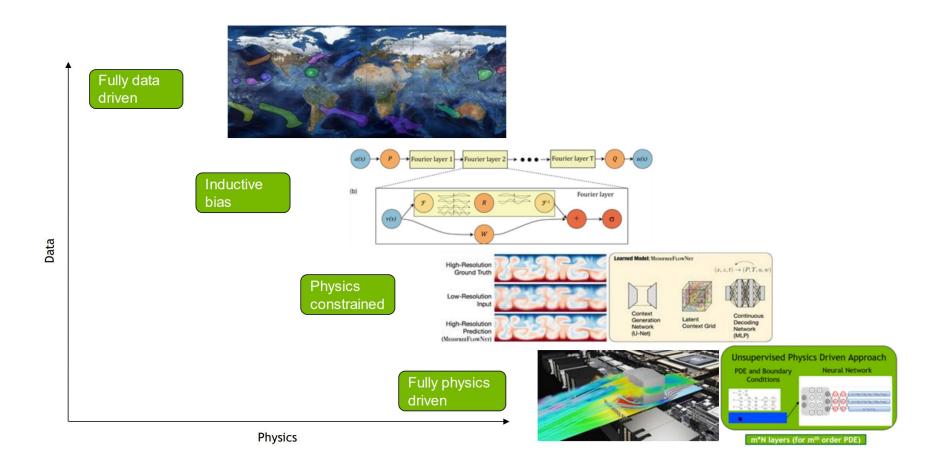


https://www.youtube.com/watch?v=Oq2Mpi5pF1w&ab\_channel=NVIDIADeveloper

| Turbulent Flow (Re=19,000)                                     |             |         |                  |
|--|-------------|---------|------------------|
|  | Temperature |         | Pressure<br>Drop |
| SimNet - Fourier Network                                       | 43.1°C      |         | 4.05             |
| OpenFOAM (method 1)  | 41.6 °C     |         | 3.56             |
| OpenFOAM (method 2)  | 41.6 °C     |         | 4.58             |
| Computational Times<br>(10 parameters, 3 values per parameter) |             |         |                  |
|  | values per  | paramet | er)              |
| Modulus ~=18   |             | 000 V10 | 00 GPU hrs.      |

# **NVIDIA MODULUS TEAM @ GTC 22**

https://www.nvidia.com/en-us/on-demand/session/gtcspring22-s41823/



## NATIONAL ENERGY TECH LAB @ GTC 22

https://www.nvidia.com/en-us/on-demand/session/gtcspring22-s41325/

# PINN for reacting flows

#### Formulation and PINN vs CFD

- · Aim: Create a digital twin of an industrial scale boiler
- · Simplified methane oxidation
- Implemented reacting flow transport equations for kinetics-controlled combustion
- · No requirement for training data
- ★ Single PINN model for a range of input conditions
- ★ Fidelity and accuracy comparable to CFD
- ★ Trained PINN can provide near-instantaneous inference for any input condition

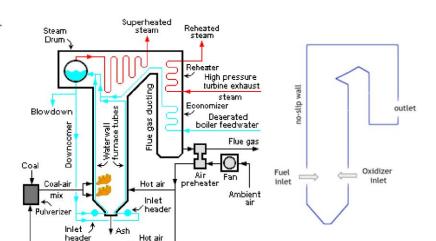


Figure source: https://commons.wikimedia.org/wiki/File:Steam Generator.png





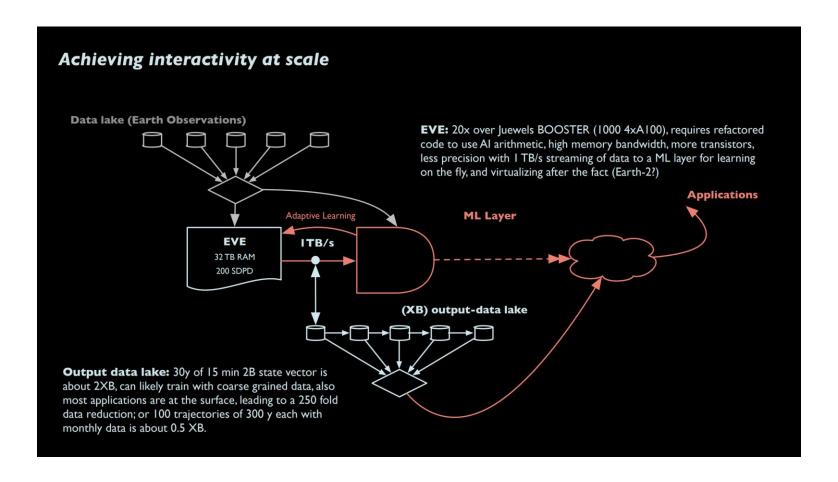






### MAX PLANCK INSTITUTE FOR METEOROLOGY @ GTC 22

https://www.nvidia.com/en-us/on-demand/session/gtcspring22-s41950/ An Earth Virtualization Engine (EVE) - by Prof. Bjorn Stevens





## **SIEMENS ENERGY @ GTC 22**

https://www.nvidia.com/en-us/on-demand/session/gtcspring22-s41671/ https://blogs.nvidia.com/blog/2021/11/15/siemens-energy-nvidia-industrial-digital-twin-power-plant-omniverse/



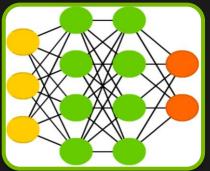


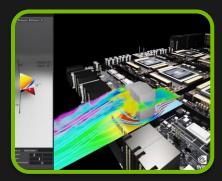


#### **MODULUS**

Al-accelerated Physics Simulation Toolkit https://docs.nvidia.com/deeplearning/modulus/index.html





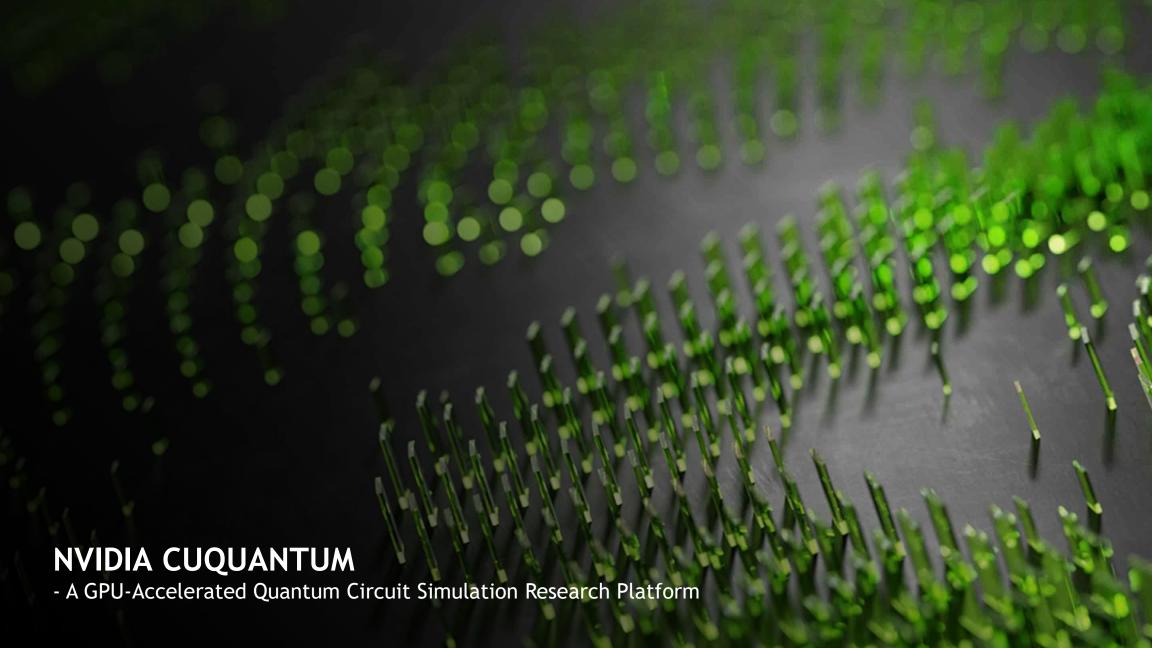




<u>Solve larger</u> <u>problems faster</u> XLA, AMP TF32 Multi-GPU Multi-Node Advanced Model
Multiple Physics
Forward
Inverse
Data Assimilation

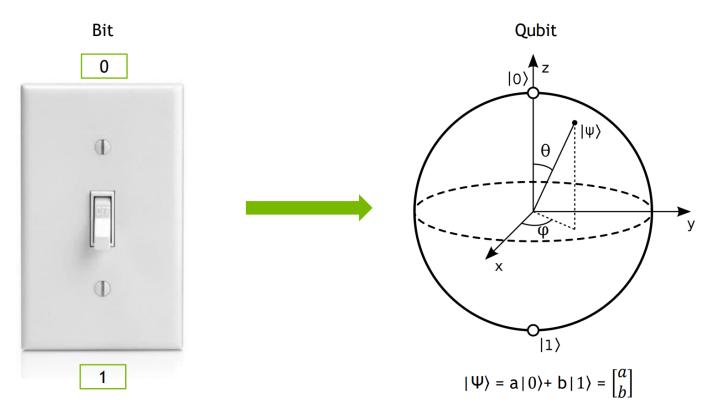
Solve multiple scenarios simultaneously <u>APIs</u> for Physics Geometry Domains

<u>User Guide</u> <u>examples</u>



# **QUANTUM COMPUTING BASICS OPERATIONS**

Superposition and Measurement



Measurement: wavefunction collapse - measure only one state

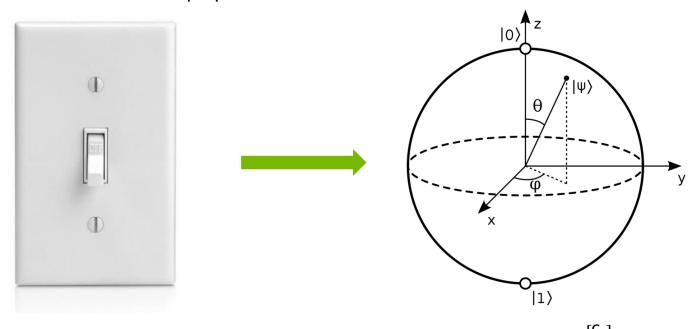
$$P_0 = |a|^2$$
  
 $P_1 = |b|^2$ 

$$P_1 = |b|$$



# **QUANTUM COMPUTING BASICS OPERATIONS**

Superposition and Measurement



$$c_{0} = c_{1} = c_{1} = c_{1}$$

$$c_{0} = c_{0} = c_{1} = c_{1} = c_{1}$$

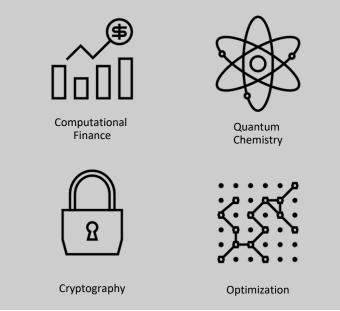
$$c_{0} = c_{0} = c_{1} = c_{1$$

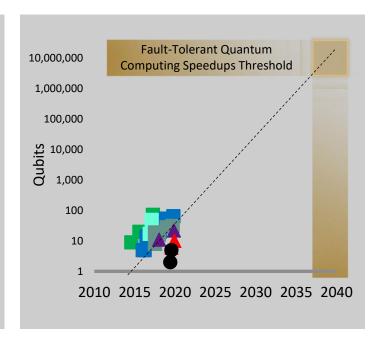
$$\begin{aligned} c_{0} | \, 0 \rangle + c_{1} | \, 1 \rangle &= \begin{bmatrix} c_{0} \\ c_{1} \end{bmatrix} \\ c_{00} | \, 00 \rangle + c_{01} | \, 01 \rangle + c_{10} | \, 10 \rangle + c_{11} | \, 11 \rangle &= \begin{bmatrix} c_{00} \\ c_{01} \\ c_{10} \\ c_{11} \end{bmatrix} \end{aligned}$$

$$\begin{array}{c} c_{000} |\hspace{.06cm}000\rangle + c_{001} |\hspace{.06cm}001\rangle + c_{010} |\hspace{.06cm}010\rangle + c_{011} |\hspace{.06cm}011\rangle \\ c_{100} |\hspace{.06cm}100\rangle + c_{101} |\hspace{.06cm}101\rangle + c_{110} |\hspace{.06cm}110\rangle + c_{111} |\hspace{.06cm}111\rangle \end{array}$$

# A NEW COMPUTING MODEL - QUANTUM







**NEW COMPUTING MODEL** 

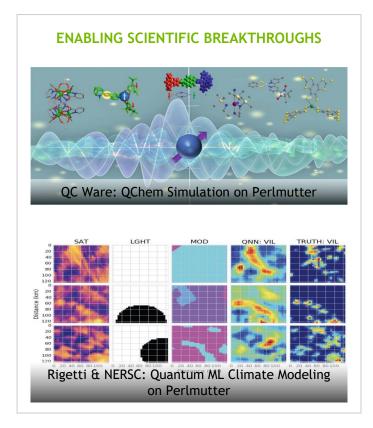
POTENTIAL USE CASES

QUANTUM SYSTEMS SCALING EXPONENTIALLY

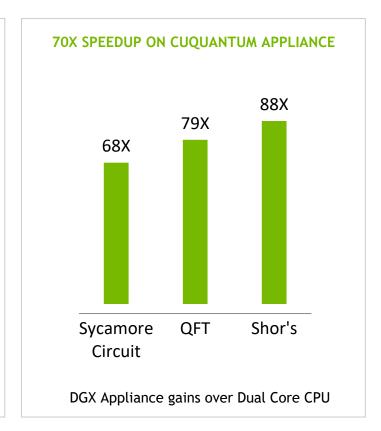


# **CUQUANTUM**

#### Research the Computer of Tomorrow with the Most Powerful Computer Today









# Introducing cuQuantum

- cuQuantum is a platform for quantum computing research
  - Accelerate Quantum Circuit Simulators on GPUs
  - Simulate ideal or noisy qubits
  - Enable algorithms research with scale and performance not possible on quantum hardware, or on simulators today
- General Access available now, integrated
  - Google Cirq
  - IBM Qiskit
  - Xanadu PennyLane
- DGX Quantum Appliance now available on NGC







