

# CSCI596: Scientific Computing & Visualization

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University of Southern California*

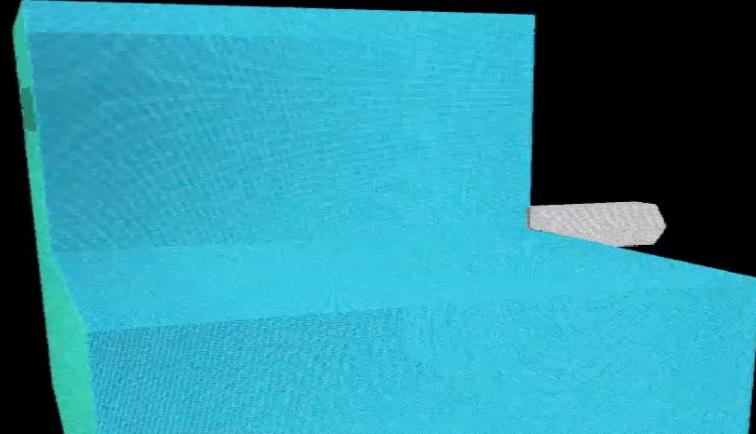
Email: [anakano@usc.edu](mailto:anakano@usc.edu)

- **Computational science:** An area of scientific investigation, where computers play a central role—do science using computer (e.g., computational chemistry).
- **Scientific computing:** An area in computer science (CS) to support computational sciences by innovative use of computer systems—parallel computing, scientific visualization, etc.

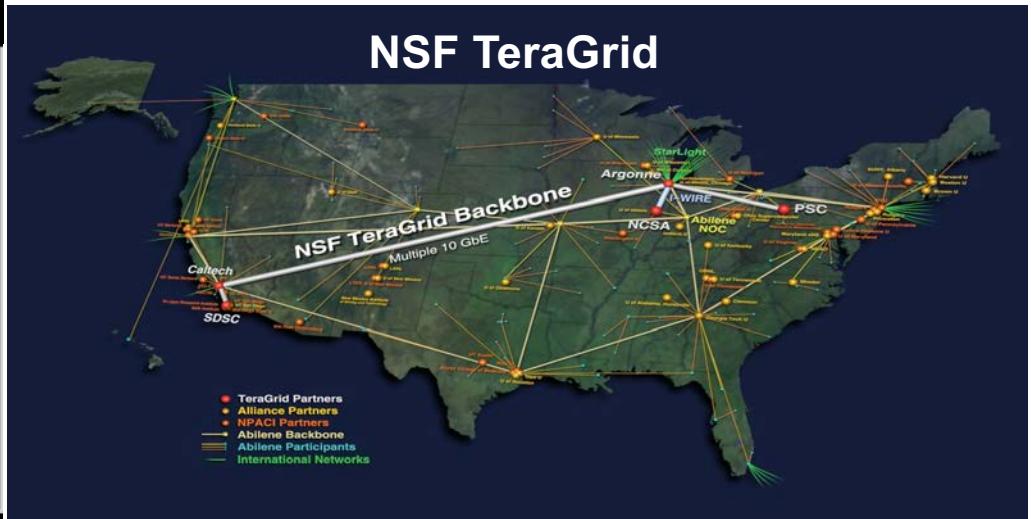


# New Computing Architecture

4.9 trillion-atom molecular dynamics  
40 trillion-d.o.f. quantum mechanics



Global Grid of supercomputers



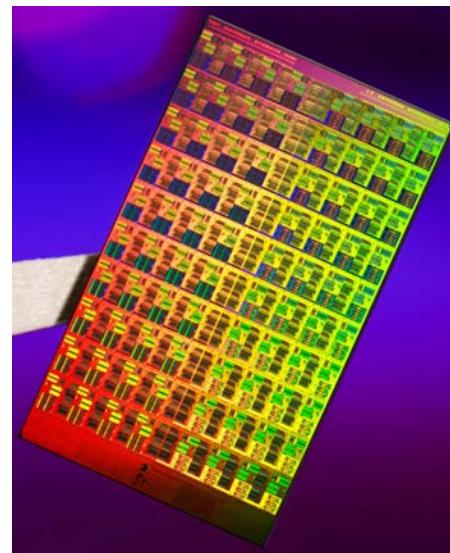
Exaflop/s computers



1.2 exaflop/s Frontier

exaflop/s =  $10^{18}$  floating-point operations per second

Many-core CPU computing

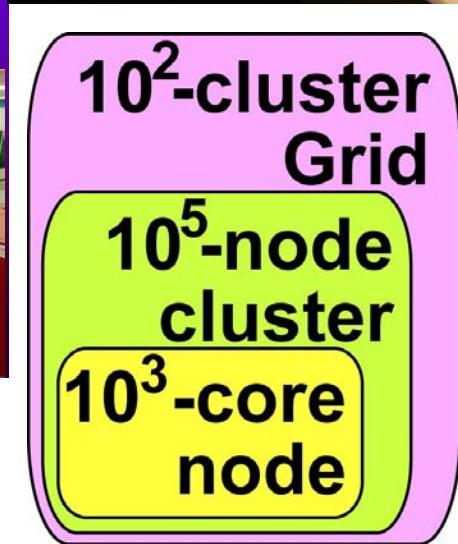
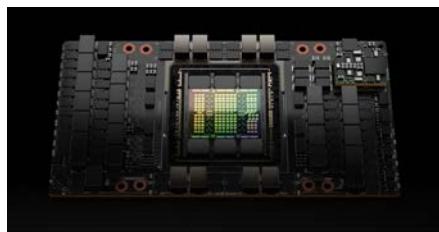
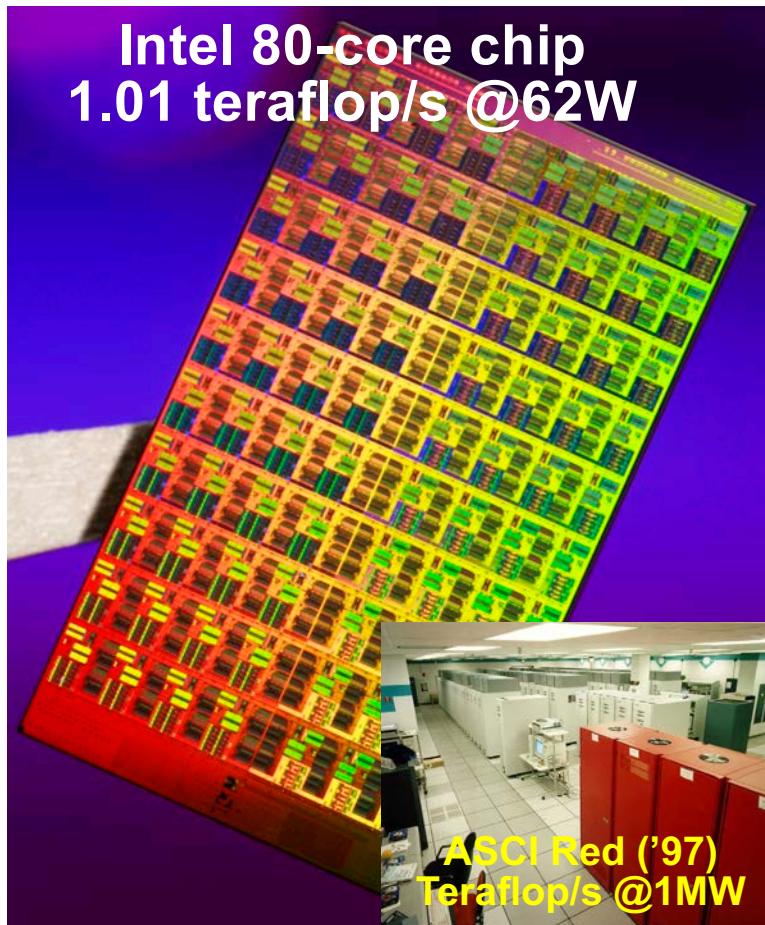


Intel 80-core chip  
1Tflop/s@62W

$10^2$ -cluster  
Grid

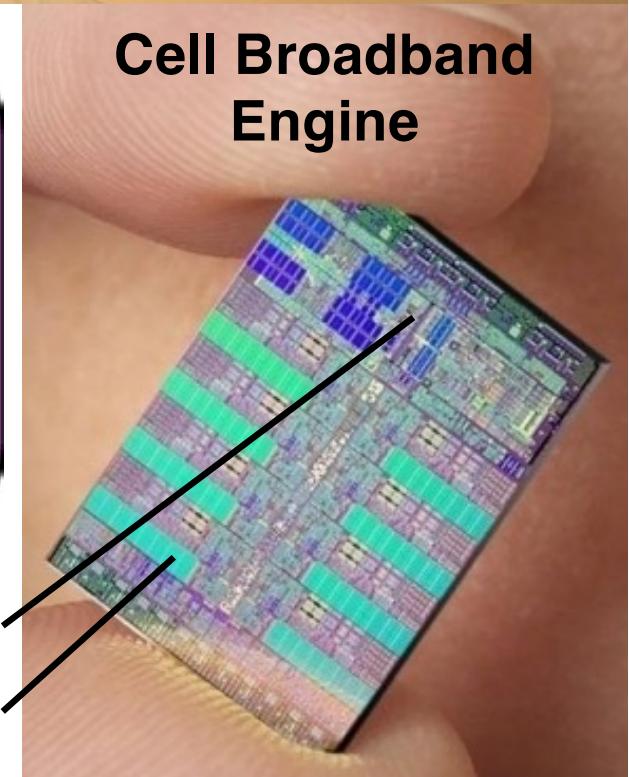
$10^5$ -node  
cluster  
 $10^3$ -core  
node

# Many-core CPU/GPU Computing



64bit PowerPC

8 synergistic processing elements



# Godson-T Many-core Architecture

J. Parallel Distrib. Comput. 73 (2013) 1469–1482



Contents lists available at ScienceDirect

J. Parallel Distrib. Comput.

journal homepage: [www.elsevier.com/locate/jpdc](http://www.elsevier.com/locate/jpdc)



## Scalability study of molecular dynamics simulation on Godson-T many-core architecture

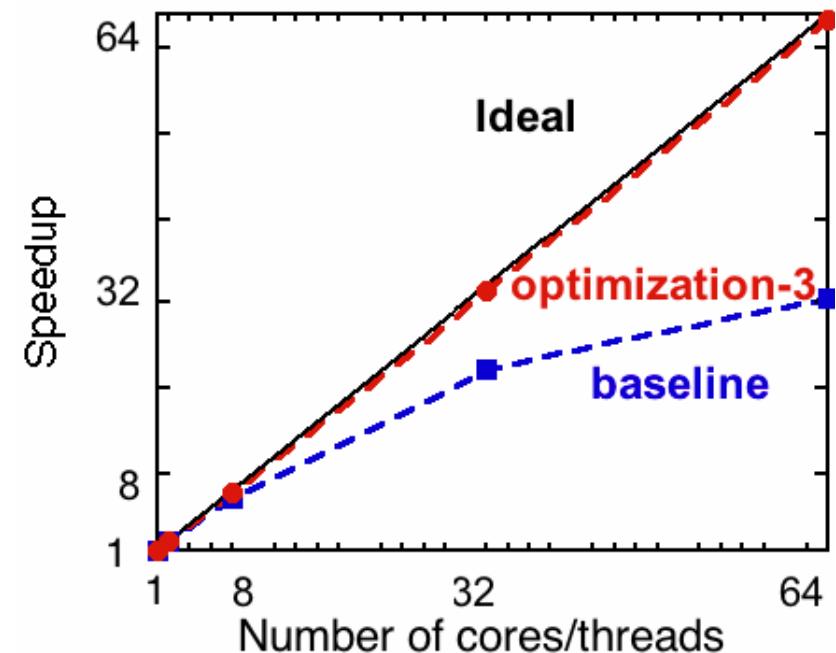
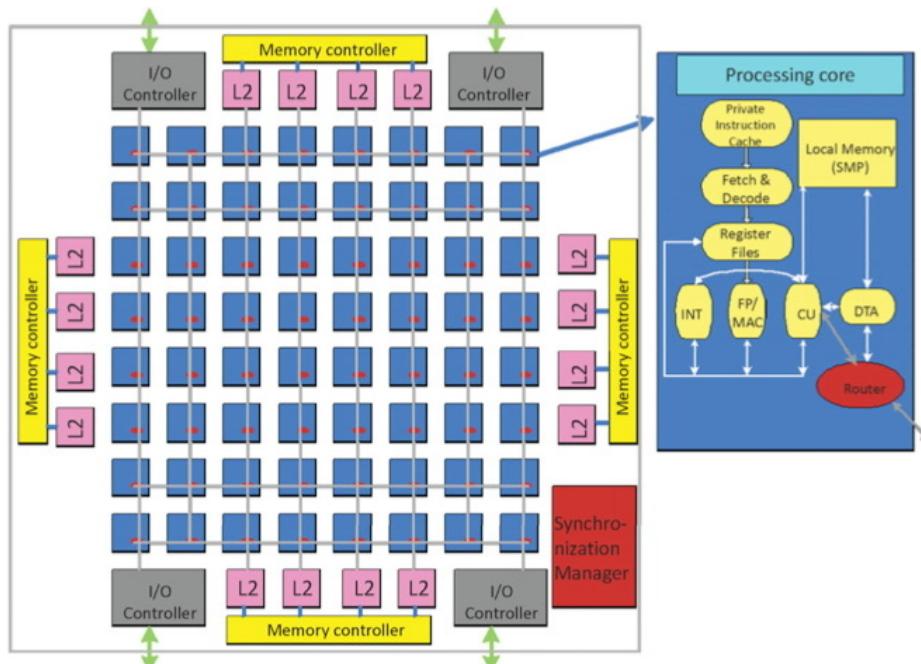
狗剩



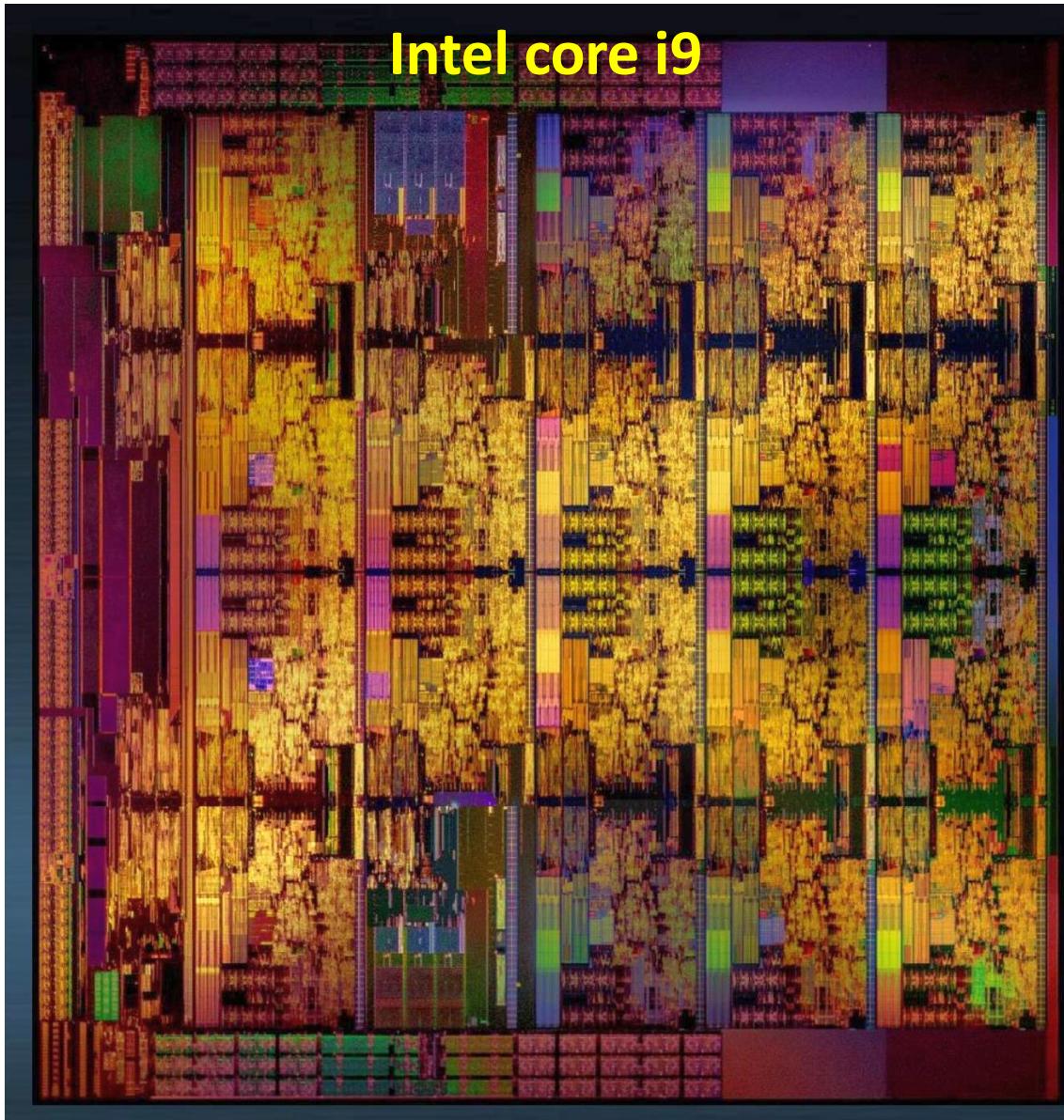
Liu Peng<sup>a,\*</sup>, Guangming Tan<sup>b,\*</sup>, Rajiv K. Kalia<sup>a</sup>, Aiichiro Nakano<sup>a</sup>, Priya Vasishta<sup>a</sup>, Dongrui Fan<sup>b</sup>, Hao Zhang<sup>b</sup>, Fenglong Song<sup>b</sup>

<sup>a</sup> Collaboratory for Advanced Computing and Simulations, University of Southern California, Los Angeles, CA, 90089, USA

<sup>b</sup> Key Laboratory of Computer System and Architecture, Institute of Computing Technology, Chinese Academy of Sciences, Beijing, 100190, China



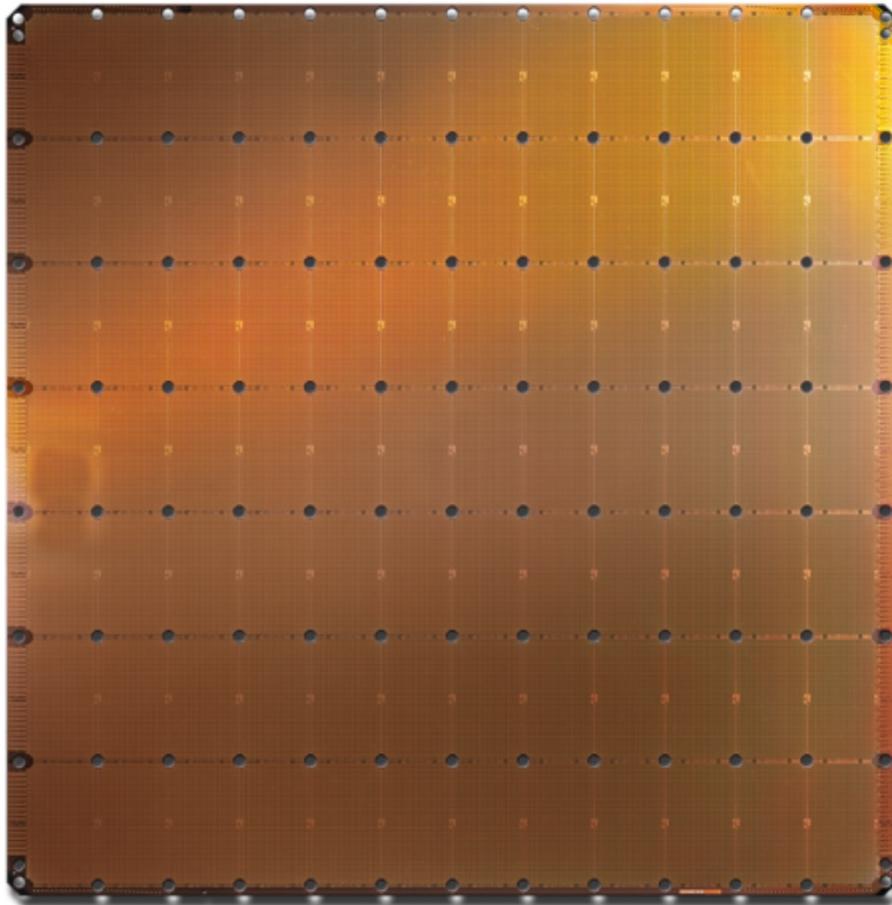
# Multicore Processors



- Multiple simple processors (or cores) sharing common memory

# World's Biggest Chip

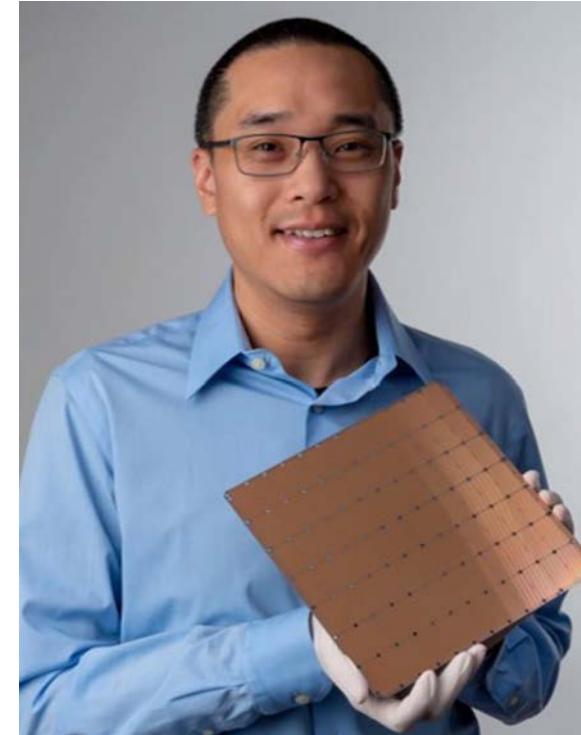
## Cerebras AI engine



**Cerebras WSE**

1.2 Trillion transistors  
46,225 mm<sup>2</sup> silicon

<https://www.cerebras.net/>



**Largest GPU**

21.1 Billion transistors  
815 mm<sup>2</sup> silicon

**See also ALCF AI testbed:** <https://www.alcf.anl.gov/alcf-ai-testbed>

# World's Biggest Company

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BREAKING

Forbes

June 18, 2024

## Nvidia Now World's Most Valuable Company—Topping Microsoft And Apple

### KEY FACTS

- Nvidia shares traded up more than 3% Tuesday afternoon at around \$135.65, while Microsoft traded down a fraction of a percent at \$447.58.
- The stock performances sent Nvidia's market cap up to \$3.33 trillion and Microsoft's to \$3.32 trillion.
- Nvidia's stock is up about 12% since its recent [stock split](#), which brought its price down from \$1,210 per share to about \$120 per share.
- Nvidia began the year with a \$1.2 trillion market value, less than half of Microsoft and Apple's market cap at the time.

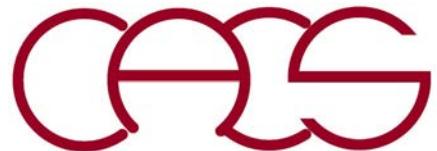


Jensen Huang

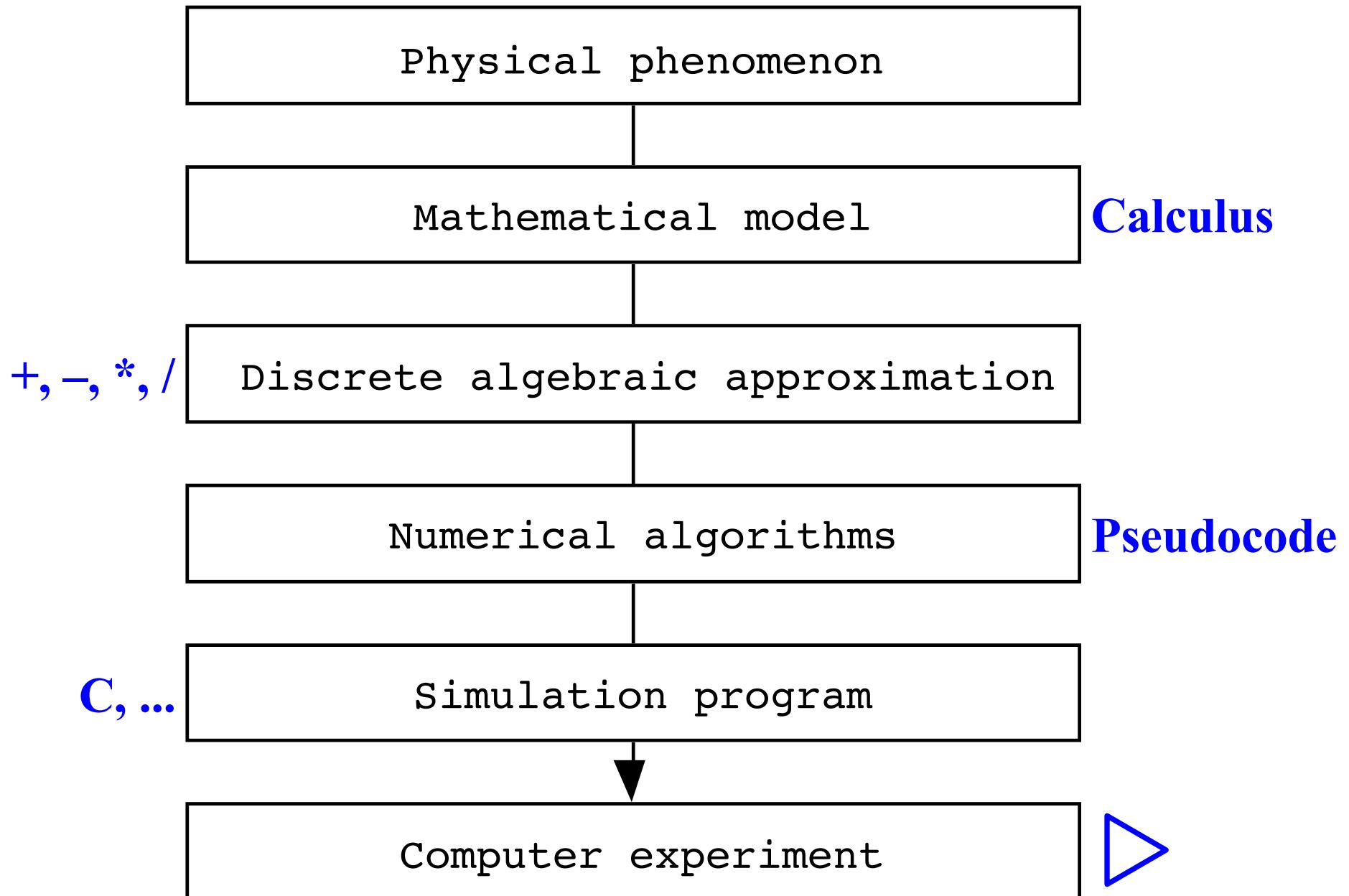
# Computer Simulation

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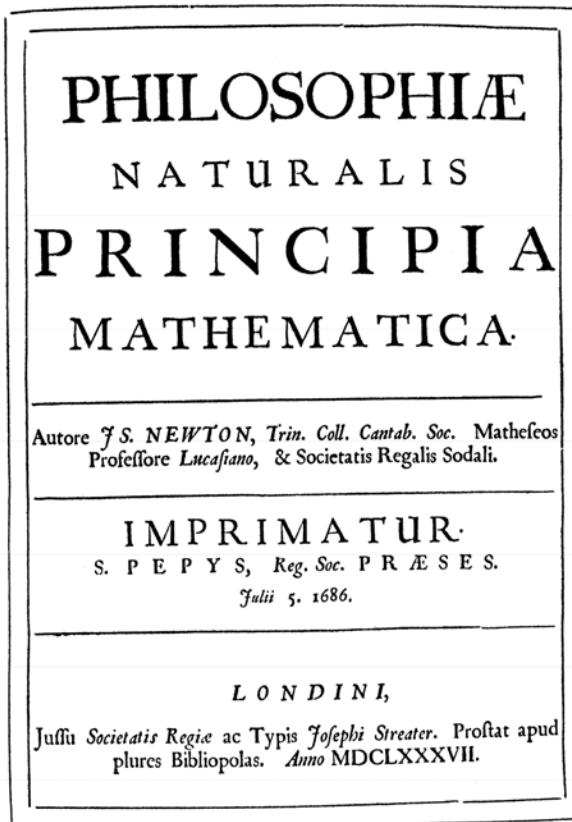
**Run real applications on advanced computing architectures**



# Computer Experiment



# Mathematical Model



TITLE PAGE OF THE FIRST EDITION OF THE PRINCIPIA  
(See Appendix, Note 2, page 627)

## AXIOMS, OR LAWS OF MOTION<sup>1</sup>

### LAW I

*Every body continues in its state of rest, or of uniform motion in a right line, unless it is compelled to change that state by forces impressed upon it.*

PROJECTILES continue in their motions, so far as they are not retarded by the resistance of the air, or impelled downwards by the force of gravity. A top, whose parts by their cohesion are continually drawn aside from rectilinear motions, does not cease its rotation, otherwise than as it is retarded by the air. The greater bodies of the planets and comets, meeting with less resistance in freer spaces, preserve their motions both progressive and circular for a much longer time.

### LAW II<sup>2</sup>

*The change of motion is proportional to the motive force impressed; and is made in the direction of the right line in which that force is impressed.*

If any force generates a motion, a double force will generate double the motion, a triple force triple the motion, whether that force be impressed altogether and at once, or gradually and successively. And this motion (being always directed the same way with the generating force), if the body moved before, is added to or subtracted from the former motion, according as they directly conspire with or are directly contrary to each other; or obliquely joined, when they are oblique, so as to produce a new motion compounded from the determination of both.

### LAW III

*To every action there is always opposed an equal reaction; or, the mutual actions of two bodies upon each other are always equal, and directed to contrary parts.*

Whatever draws or presses another is as much drawn or pressed by that other. If you press a stone with your finger, the finger is also pressed by the

[<sup>1</sup> Appendix, Note 14.] [<sup>2</sup> Appendix, Note 15.]

[13.]

## LAW I

*Every body continues in its state of rest, or of uniform motion in a right line, unless it is compelled to change that state by forces impressed upon it.*

## LAW II<sup>2</sup>

*The change of motion is proportional to the motive force impressed; and is made in the direction of the right line in which that force is impressed.*

14

NEWTON'S MATHEMATICAL PRINCIPLES

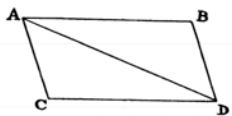
stone. If a horse draws a stone tied to a rope, the horse (if I may so say) will be equally drawn back towards the stone; for the distended rope, by the same endeavor to relax or unbend itself, will draw the horse as much towards the stone as it does the stone towards the horse, and will obstruct the progress of the one as much as it advances that of the other. If a body impinge upon another, and by its force change the motion of the other, that body also (because of the equality of the mutual pressure) will undergo an equal change, in its own motion, towards the contrary part. The changes made by these actions are equal, not in the velocities but in the motions of bodies; that is to say, if the bodies are not hindered by any other impediments. For, because the motions are equally changed, the changes of the velocities made towards contrary parts are inversely proportional to the bodies. This law takes place also in attractions, as will be proved in the next Scholium.

### COROLLARY I

*A body, acted on by two forces simultaneously, will describe the diagonal of a parallelogram in the same time as it would describe the sides by those forces separately.*

If a body in a given time, by the force M impressed apart in the place A, should with an uniform motion be carried from A to B, and by the force N impressed apart in the same place, should be carried from A to C, let the parallelogram ABCD be completed, and, by both forces acting together, it will in the same time be carried in the diagonal from A to D. For since the force N acts in the direction of the line AC, parallel to BD, this force (by the second Law) will not at all alter the velocity generated by the other

force M, by which the body is carried towards the line BD. The body therefore will arrive at the line BD in the same time, whether the force N be impressed or not; and therefore at the end of that time it will be found somewhere in the line BD. By the same argument, at the end of the same time it will be found somewhere in the line CD. Therefore it will be found in the point D, where both lines meet. But it will move in a right line from A to D, by Law 1.



# New Kind of Science

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Some 400 years later, Newton, in his efforts to understand the natural laws of the rate of change in motion, used algebra to underpin another new branch of mathematics: calculus (a branch for which von Leibniz is simultaneously and independently credited). Calculus spurred scientists “to go off looking for other laws of nature that could explain natural phenomenon in terms of rates of change and found them by the bucketful - heat, sound, light, fluid dynamics, electricity and magnetism” [2].

A scientific revolution is just beginning.

However, what this report uncovers, for the first time, is a fundamentally important shift from *computers* supporting scientists to ‘do’ traditional science to computer science becoming embedded into the very fabric of science and how science is done, creating what I am prepared to go so far as to call ‘new kinds’ of science<sup>1</sup>.

*Stephen Emmott*

<https://www.microsoft.com/en-us/research/publication/towards-2020-science-2>

<http://www.nature.com/nature/journal/v440/n7083>

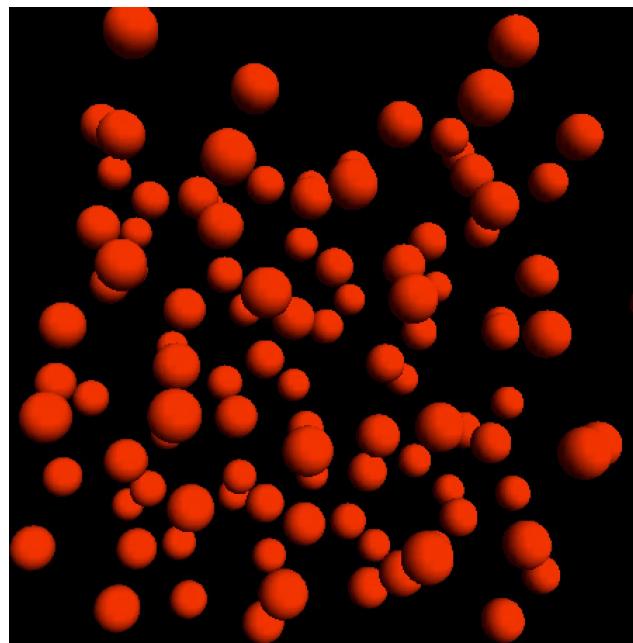
# Molecular Dynamics Simulation

- Newton's equation of motion

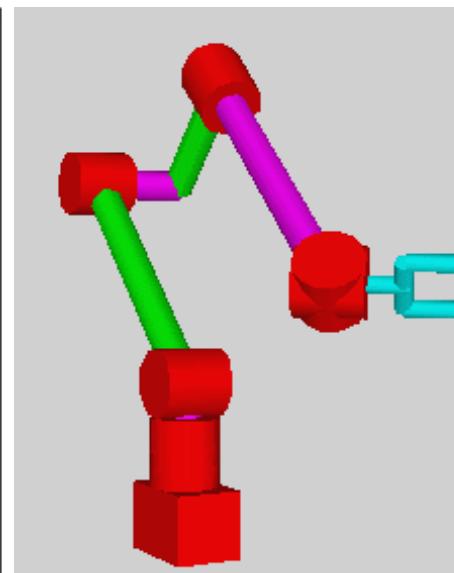
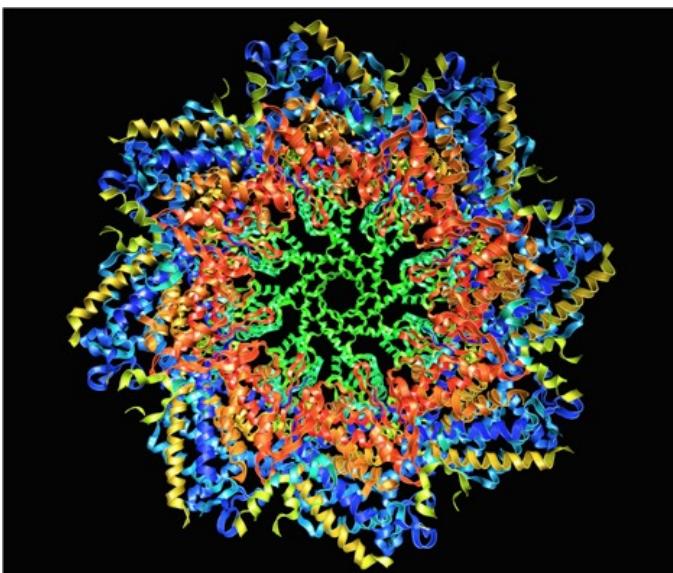
$$m_i \frac{d^2 \mathbf{r}_i}{dt^2} = -\frac{\partial V(\mathbf{r}^N)}{\partial \mathbf{r}_i} \quad (i = 1, \dots, N)$$

- Many-body interatomic potential

$$V = \sum_{i < j} u_{ij}(|\mathbf{r}_{ij}|) + \sum_{i, j < k} v_{jik}(\mathbf{r}_{ij}, \mathbf{r}_{ik})$$



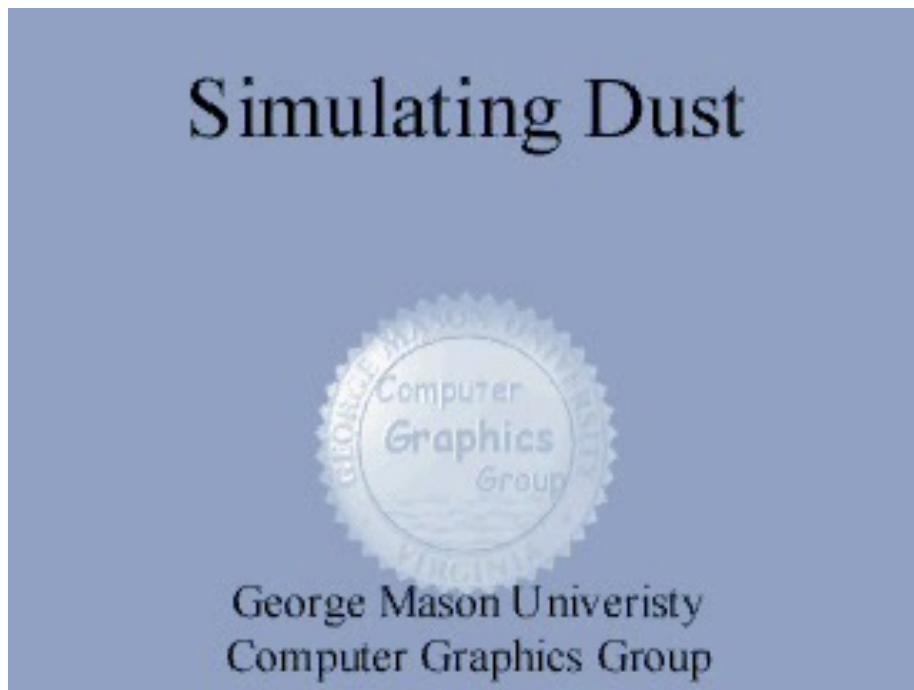
- Application: drug design, robotics, entertainment, etc.



# Molecular Dynamics in Graphics

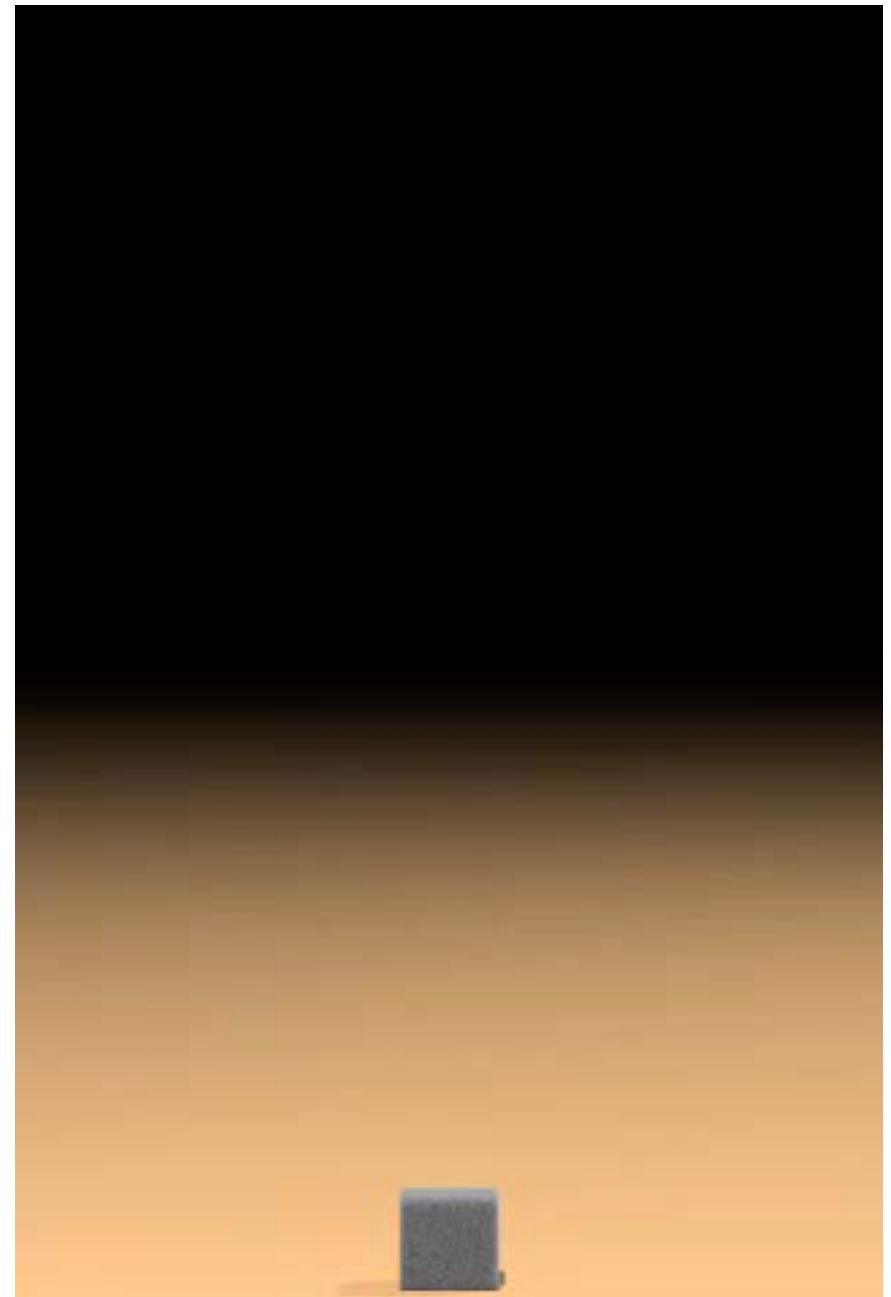
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## Particle modeling of dust & smoke



**Jim Chen (George Mason)**

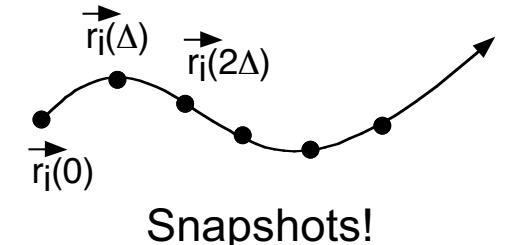
**Ron Fedkiw (Stanford)**



# MD Algorithm

Time discretization: differential → algebraic equation

$$\begin{cases} \vec{r}_i(t + \Delta) = \vec{r}_i(t) + \vec{v}_i(t)\Delta + \frac{1}{2}\vec{a}_i(t)\Delta^2 \\ \vec{v}_i(t + \Delta) = \vec{v}_i(t) + \frac{\vec{a}_i(t) + \vec{a}_i(t + \Delta)}{2}\Delta \end{cases} \quad \vec{a}_i = -\frac{1}{m}\frac{\partial V}{\partial \vec{r}_i}$$



Time stepping: Velocity Verlet algorithm

Given  $(\vec{r}_i(t), \vec{v}_i(t))$

1. Compute  $\vec{a}_i(t)$  as a function of  $\{\vec{r}_i(t)\}$
2.  $\vec{v}_i\left(t + \frac{\Delta}{2}\right) \leftarrow \vec{v}_i(t) + \frac{\Delta}{2}\vec{a}_i(t)$
3.  $\vec{r}_i(t + \Delta) \leftarrow \vec{r}_i(t) + \vec{v}_i\left(t + \frac{\Delta}{2}\right)\Delta$
4. Compute  $\vec{a}_i(t + \Delta)$  as a function of  $\{\vec{r}_i(t + \Delta)\}$
5.  $\vec{v}_i(t + \Delta) \leftarrow \vec{v}_i\left(t + \frac{\Delta}{2}\right) + \frac{\Delta}{2}\vec{a}_i(t + \Delta)$

Physical phenomenon

Mathematical model

Discrete algebraic approximation

Numerical algorithms

Simulation program

Computer experiment

# MD Program

```
for (n=0; n<nAtom; n++)  
  for (k=0; k<3; k++)  
    rv[n][k] = rv[n][k] + DeltaT/2*ra[n][k];
```

$$\vec{v}_i(t + \frac{\Delta}{2}) \leftarrow \vec{v}_i(t) + \frac{\Delta}{2} \vec{a}_i(t)$$

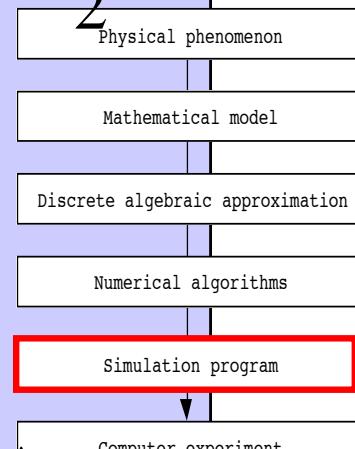
```
for (n=0; n<nAtom; n++)  
  for (k=0; k<3; k++)  
    r[n][k] = r[n][k] + DeltaT*rv[n][k];
```

$$\vec{r}_i(t + \Delta) \leftarrow \vec{r}_i(t) + \vec{v}_i(t + \frac{\Delta}{2})\Delta$$

```
ComputeAccel(); // r[][] → ra[][]
```

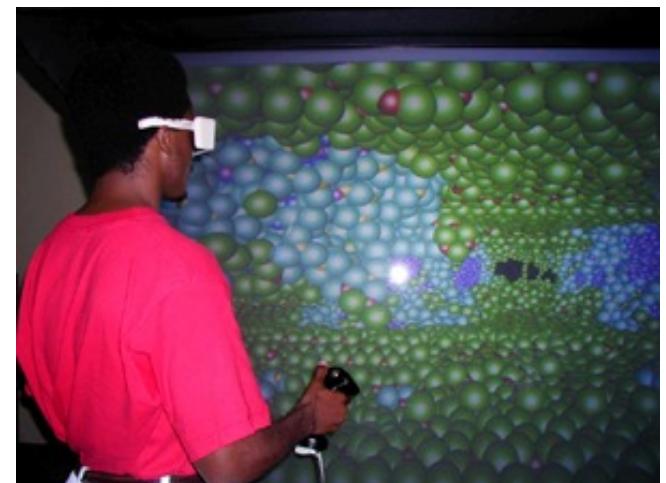
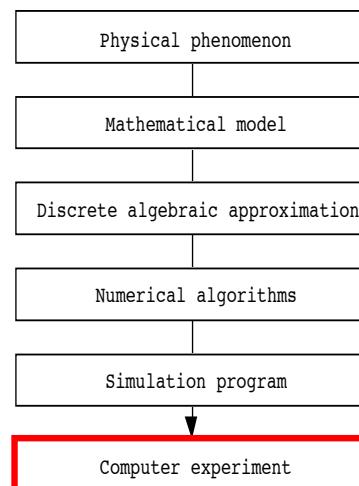
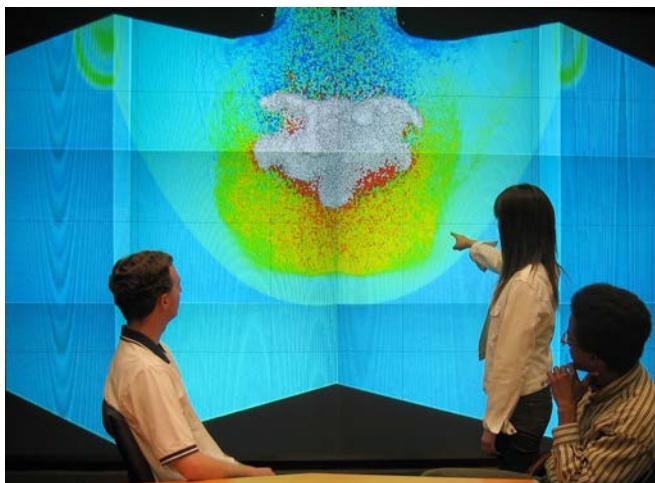
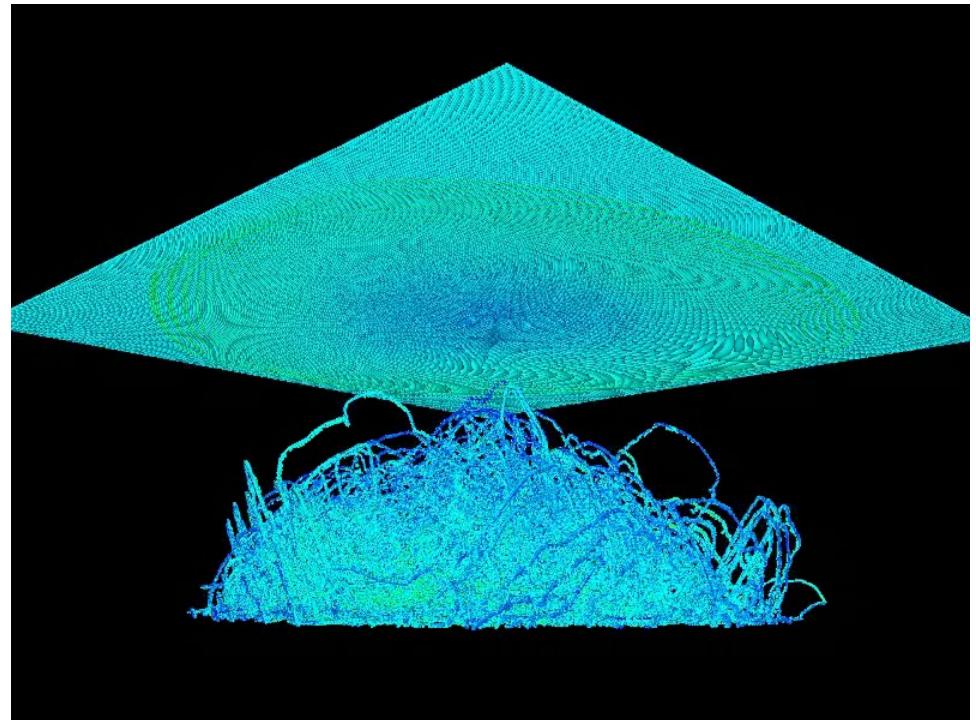
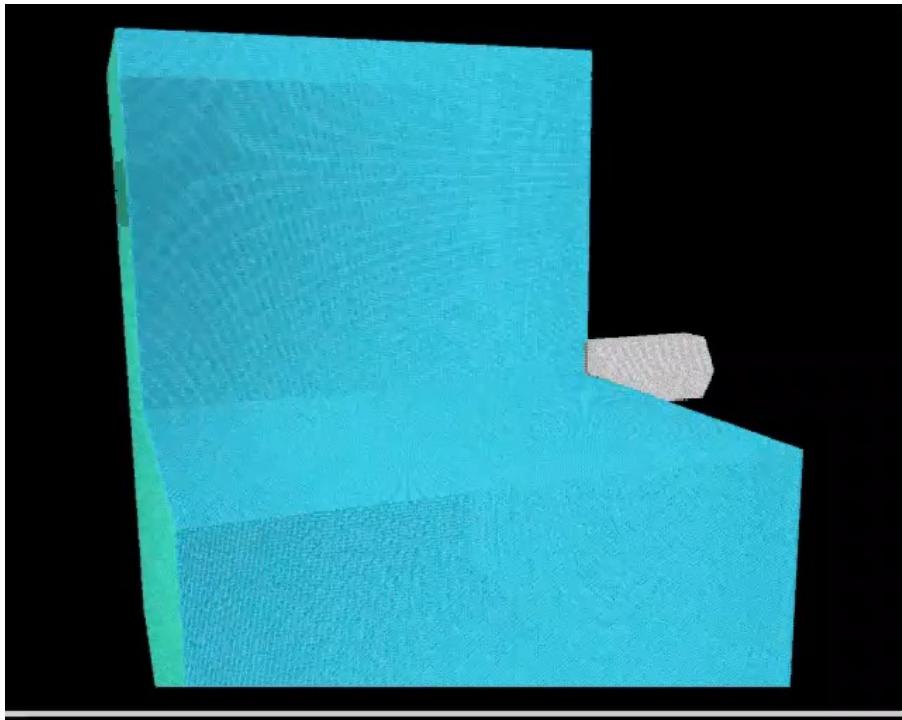
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  for (k=0; k<3; k++)  
    rv[n][k] = rv[n][k] + DeltaT/2*ra[n][k];
```

$$\vec{v}_i(t + \frac{\Delta}{2}) \leftarrow \vec{v}_i(t) + \frac{\Delta}{2} \vec{a}_i(t)$$



# Computer Experiment

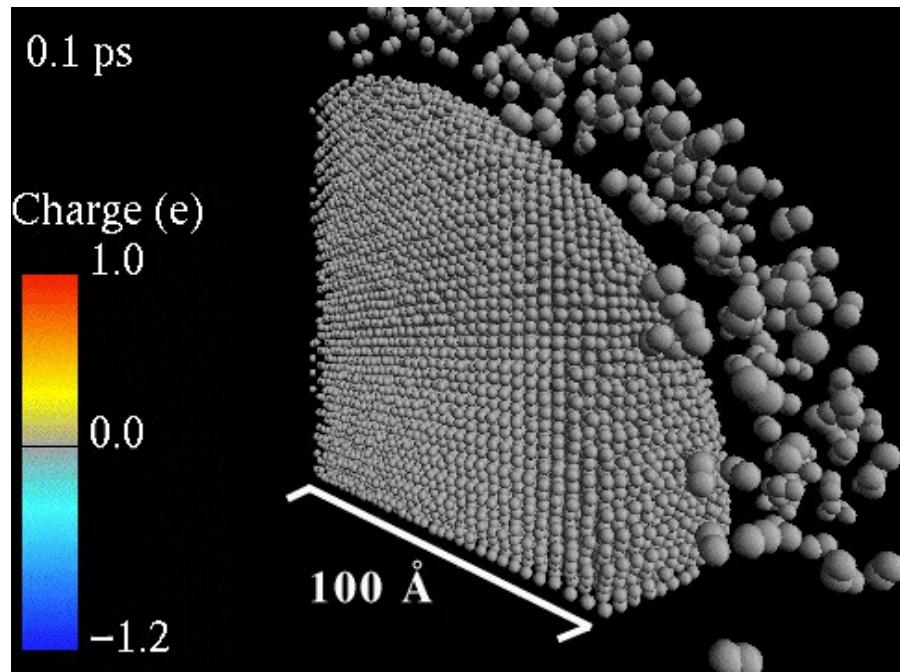
200-500 million atom molecular dynamics simulation of hypervelocity (15 km/s) impact on AlN & Al<sub>2</sub>O<sub>3</sub> plate



# Type of Mathematical Models

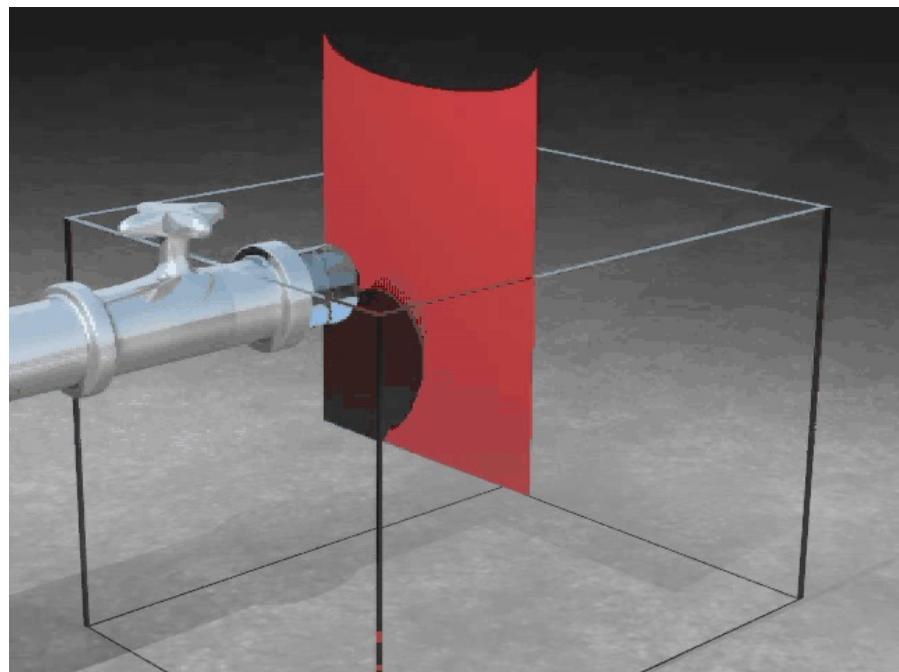
	Particle model (ordinary differential equations)	Continuum model (partial differential equations)
Deterministic	molecular dynamics	computational fluid dynamics, continuum mechanics
Stochastic	Monte Carlo particle simulation	quantum Monte Carlo

## Particle model of oxidation



Tim Campbell  
USC-CACS

## Continuum model of water flow



Ron Fedkiw (Stanford)  
[graphics.stanford.edu/~fedkiw](http://graphics.stanford.edu/~fedkiw)

# Continuum Model: Quantum Mechanics

Challenge: Complexity of quantum  $N$ -body problem

Density functional theory (DFT)

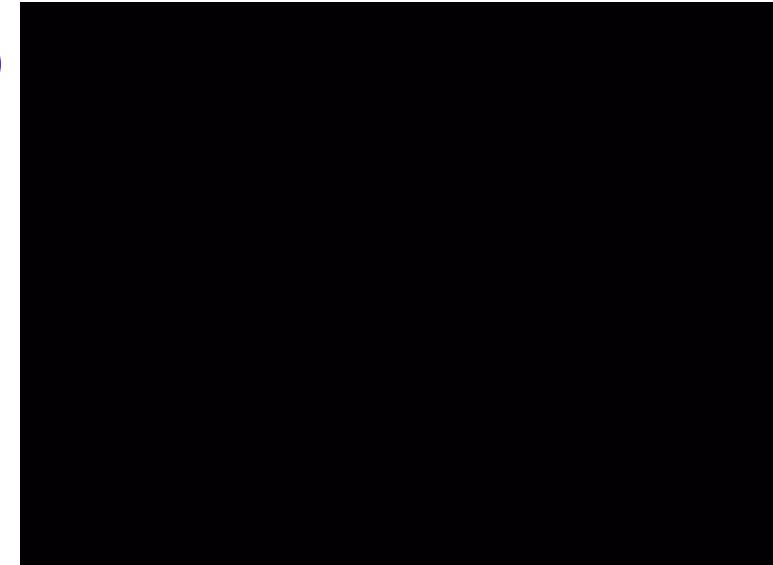
(Walter Kohn, Nobel Chemistry Prize, '98)



$$\psi(\mathbf{r}_1, \dots, \mathbf{r}_{N_{\text{el}}}) \quad O(C^N)$$



$$\{\psi_n(\mathbf{r}) | n = 1, \dots, N_{\text{el}}\} \quad O(N^3)$$



Constrained minimization problem:

Minimize:

$$E[\{\psi_n\}] = \sum_{n=1}^{N_{\text{el}}} \int d\mathbf{r} \psi_n^*(\mathbf{r}) \left( -\frac{\hbar^2}{2m_{\text{el}}} \frac{\partial^2}{\partial \mathbf{r}^2} + V_{\text{ion}}(\mathbf{r}) \right) \psi_n(\mathbf{r}) + \frac{e^2}{2} \iint d\mathbf{r} d\mathbf{r}' \frac{\rho(\mathbf{r})\rho(\mathbf{r}')}{|\mathbf{r}-\mathbf{r}'|} + E_{\text{xc}}[\rho(\mathbf{r})]$$

with orthonormal constraints:  $\int d^3r \psi_m^*(\mathbf{r}) \psi_n(\mathbf{r}) = \delta_{mn}$

$$\text{Charge density: } \rho(\mathbf{r}) = \sum_{n=1}^{N_{\text{el}}} |\psi_n(\mathbf{r})|^2$$



# DFT: It's Algorithm

## Density functional theory (DFT)

Hohenberg & Kohn, *Phys. Rev.* **136**, B864 ('64); W. Kohn [Nobel chemistry prize, '98]

$$\begin{array}{ccc} O(C^N) & \rightarrow & O(N^3) \\ 1 \text{ } N\text{-electron problem} & & N \text{ } 1\text{-electron problems} \end{array}$$



Volume 140, Issue 18, 14 May 2014

SPECIAL TOPIC: ADVANCES IN DENSITY FUNCTIONAL THEORY

A divide-conquer-recombine algorithmic paradigm for large spatiotemporal quantum molecular dynamics simulations

Fuyuki Shimojo<sup>1,2</sup>, Shinnosuke Hattori<sup>1,2</sup>, Rajiv K. Kalia<sup>1</sup>, Manaschai Kunaseth<sup>1,3</sup>, Weiwei Mou<sup>1</sup>, Aiichiro Nakano<sup>1</sup>, Ken-ichi Nomura<sup>1</sup>, Satoshi Ohmura<sup>1,2,4</sup>, Pankaj Rajak<sup>1</sup>, Kohei Shimamura<sup>1,2,5</sup> and Priya Vashishta<sup>1</sup>

+ VIEW AFFILIATIONS

J. Chem. Phys. **140**, 18A529 (2014); <http://dx.doi.org/10.1063/1.4869342> ↗

$$\begin{array}{ccc} O(N^3) & \rightarrow & O(N) \\ \text{Mean-field theory} & & \text{Divide-conquer-recombine} \end{array}$$

# Divide-Conquer-(Re)combine

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- “The first was to never accept anything as true which I could not accept as obviously true. The second was to divide each of the problems in as many parts as I should to solve them. The third, beginning with the simplest and easiest to understand matters, little by little, to the most complex knowledge. And the last resolution was to make my enumerations so complete and my reviews so general that I could be assured that I had not omitted anything.” (René Descartes, *Discourse on Method*, 1637)

divide (conquer) recombine

- 「モデルの分割一再統合の方法の優れた点は、分割した要素的概念を、モデルの理解に役立つように再構成することができ、そこに創造の入り込む余地があるという点にある。」(福井謙一学問の創造、1987 )

room for creativity

Kenichi Fukui [Nobel Chemistry Prize, '81]



# Stochastic Model of Stock Prices

## Fluctuation in stock price

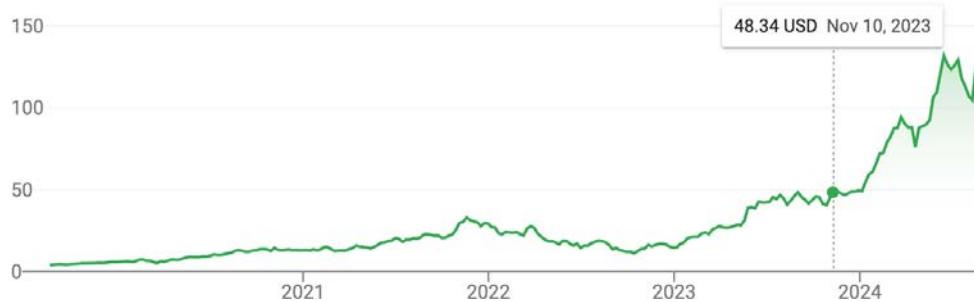
Market Summary > NVIDIA Corp

127.72 USD

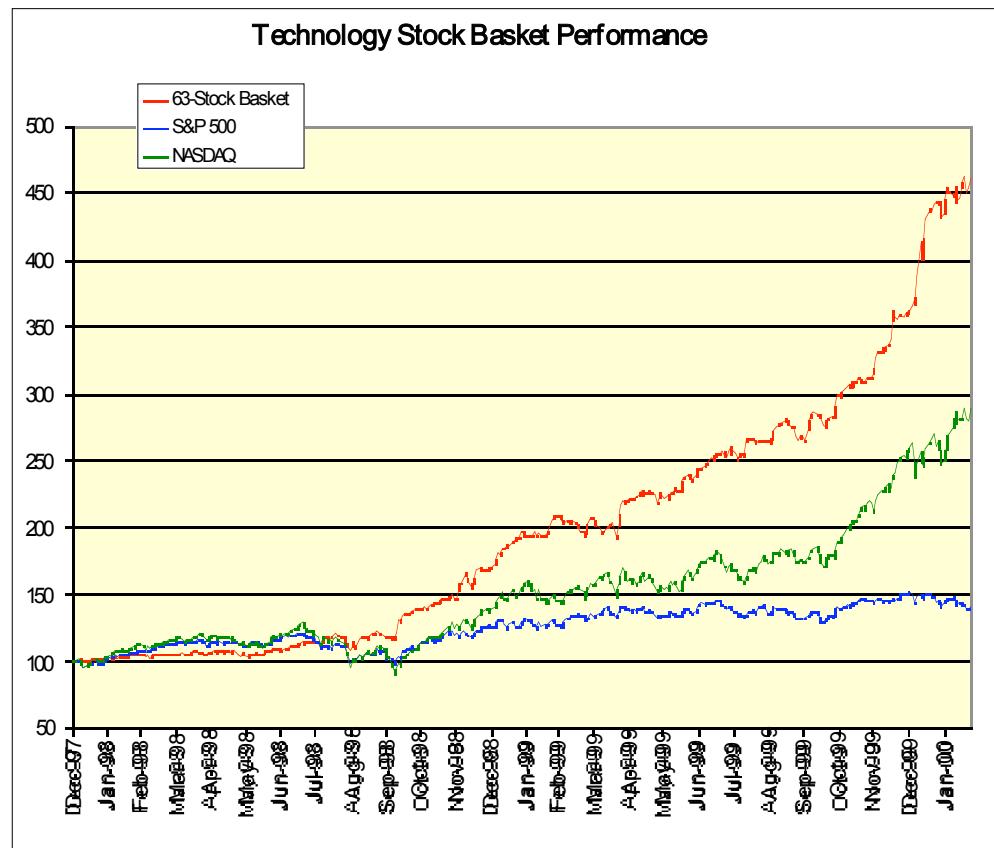
+123.66 (3,045.82%) ↑ past 5 years

Aug 23, 12:41 PM EDT • Disclaimer

1D | 5D | 1M | 6M | YTD | 1Y | **5Y** | Max



## Computational stock portfolio trading



## Basis of Black-Scholes analysis of option prices



$$dS = \mu S dt + \sigma S \varepsilon \sqrt{dt}$$

(1997 Nobel Economy Prize to Myron Scholes)

Andrey Omeltchenko ([Quantlab](#))

# First Gauss Prize

The International Mathematical Union (IMU) and  
the Deutsche Mathematiker-Vereinigung (DMV)  
jointly award the  
Carl Friedrich Gauss Prize for Applications of Mathematics  
to **Professor Dr. Kiyoshi Itô**



for laying the **foundations of the Theory of Stochastic Differential Equations and Stochastic Analysis**. Itô's work has emerged as one of the major mathematical innovations of the 20th century and has found a wide range of applications outside of mathematics. **Itô calculus** has become a key tool in areas such as **engineering** (e.g., filtering, stability, and control in the presence of noise), **physics** (e.g., turbulence and conformal field theory), and **biology** (e.g., population dynamics). It is at present of particular importance in **economics** and finance with **option pricing** as a prime example.

Madrid, August 22, 2006

Sir John Ball  
President of IMU

$$dS = \mu S dt + \sigma S \varepsilon \sqrt{dt}$$

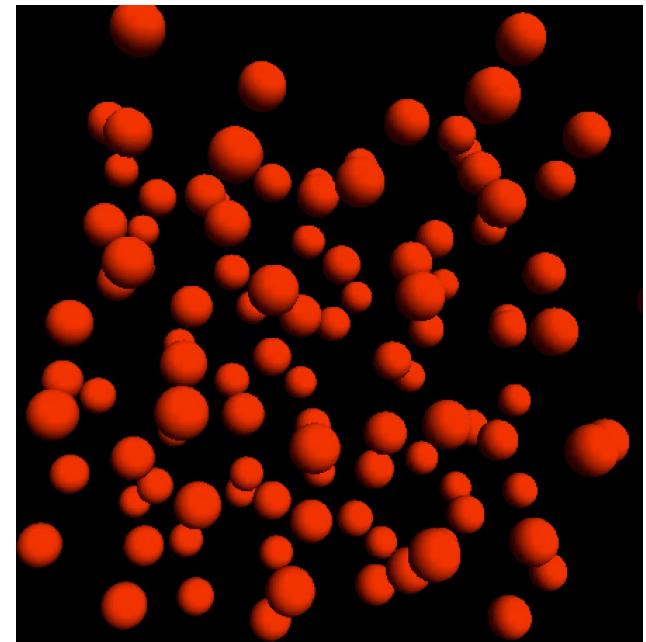
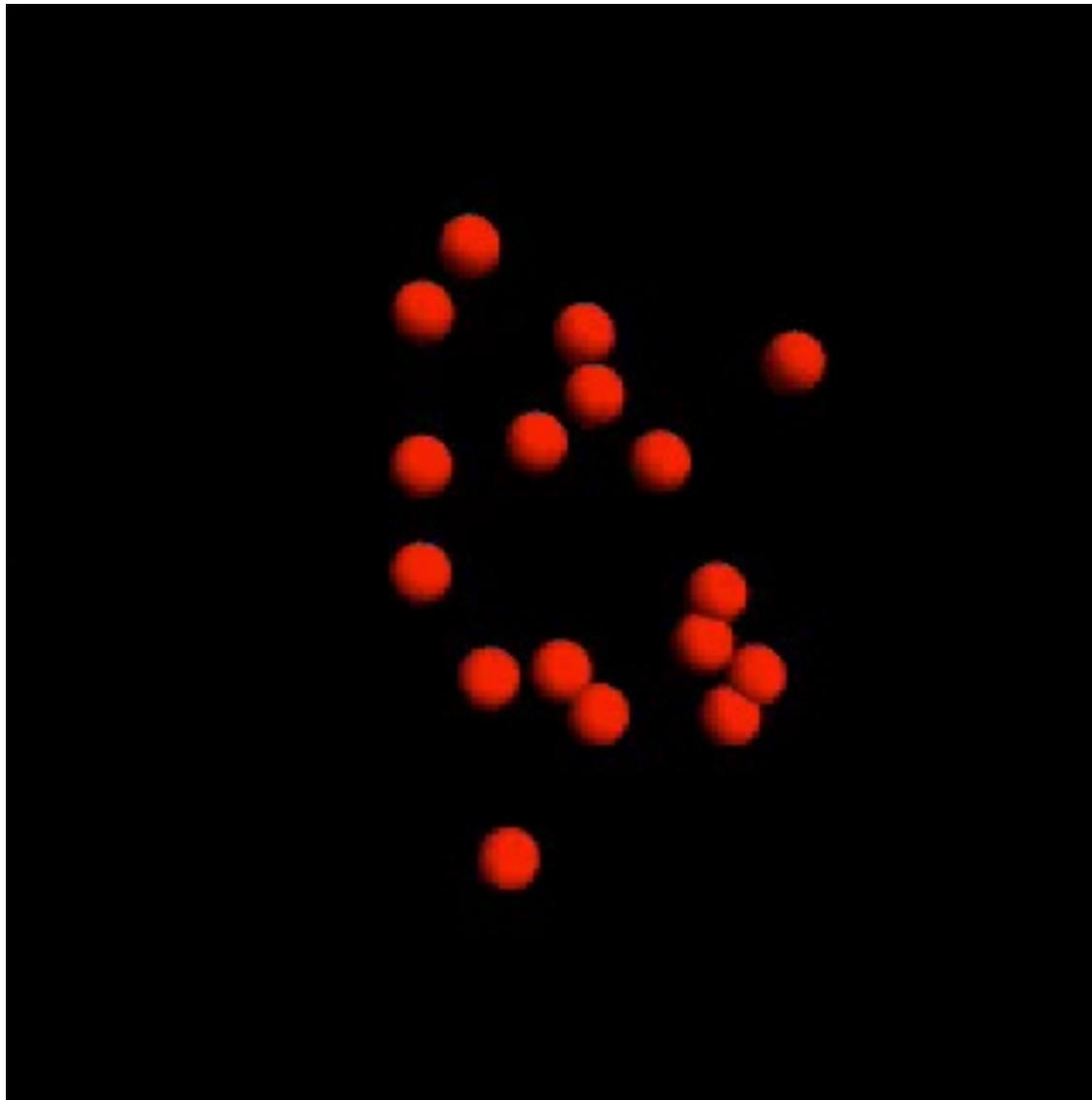
Günter M. Ziegler  
President of DMV



Martin  
Grötschel

# Monte Carlo Simulation

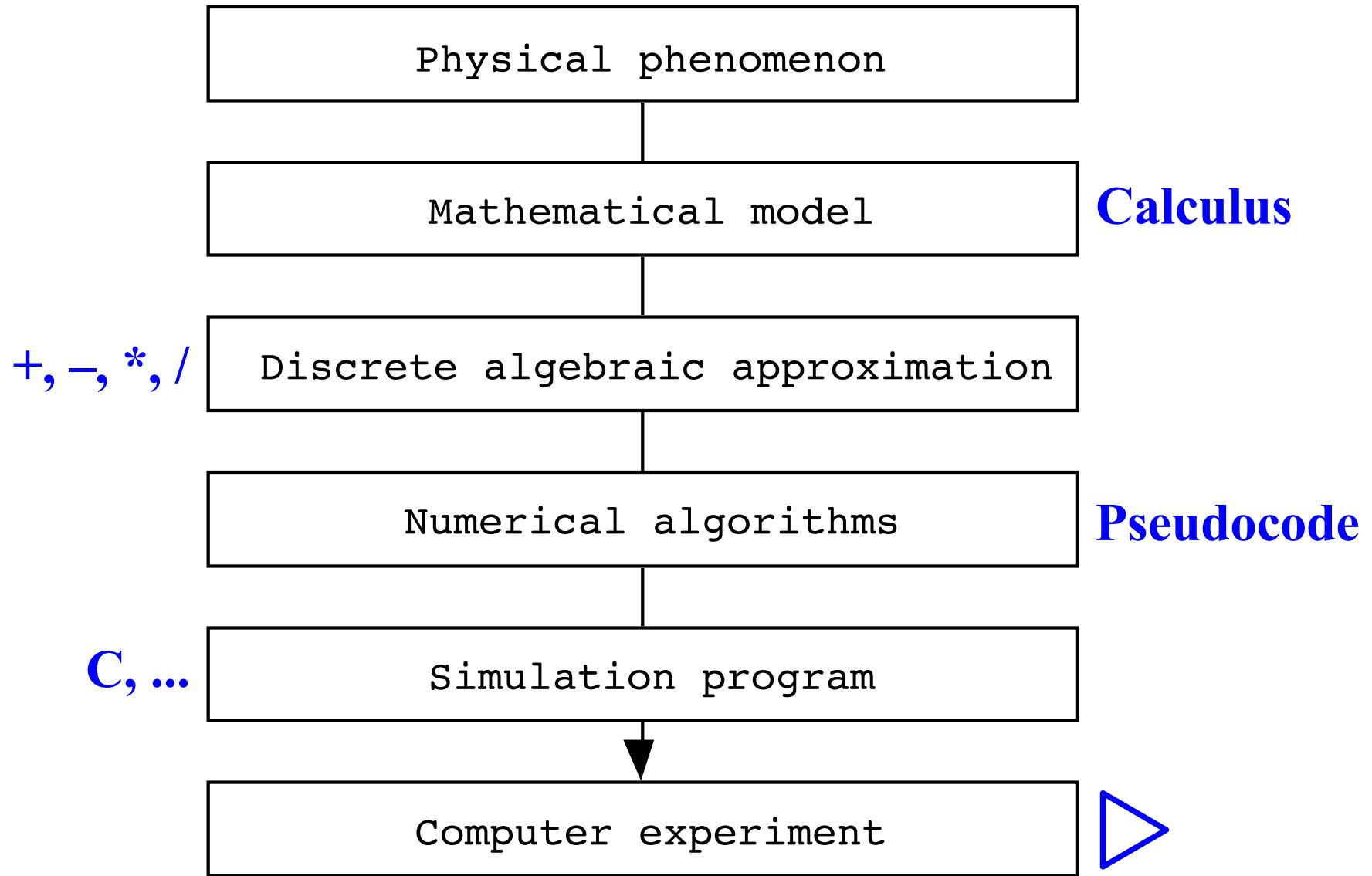
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*cf.* Molecular dynamics

- Random trial → acceptance by a cost criterion
- Combinatorial optimization by simulated annealing

# Recap: Scientific Computing



- Particle simulation as an archetypal example
- Use your own application in the final project

# History of Particle Simulations

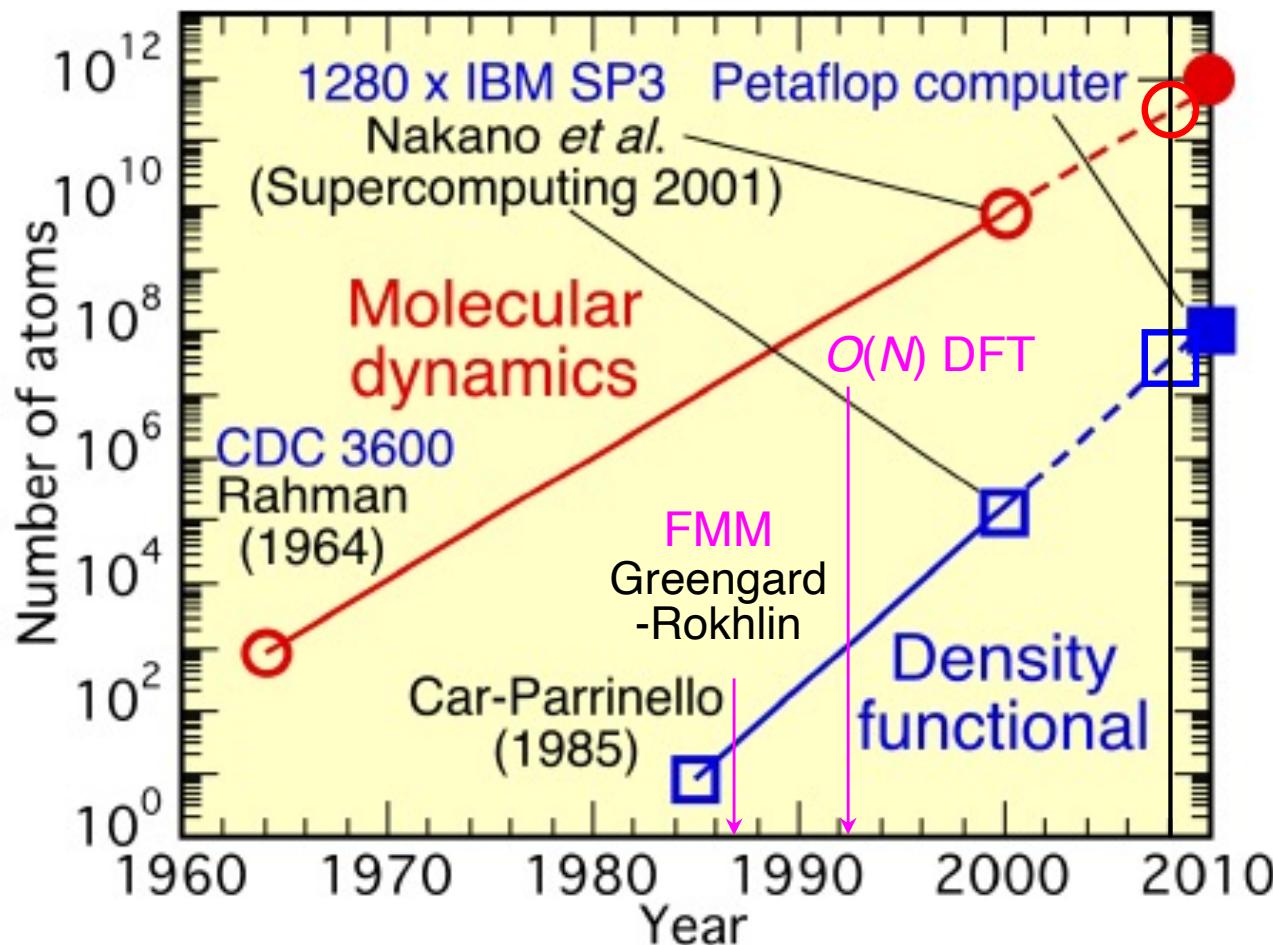
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- '44 John von Neumann memo on a stored-program computer: "*Our present analytical methods seem unsuitable for the solution of the important problems arising in connection with nonlinear partial differential equations. The really efficient high-speed computing devices may provide us with those heuristic hints which are needed in all parts of mathematics for genuine progress*"
- '53 First Monte Carlo simulation of liquid by Metropolis, Rosenbluth, Rosenbluth, Teller, and Teller on MANIAC at Los Alamos Nat'l Lab
- '55 Enrico Fermi, John Pasta, and Stanislaw Ulam studied the dynamics of an one-dimensional array of particles coupled by anharmonic springs on MANIAC
- '56 Dynamics of hard spheres (billiards) studied by Alder and Wainwright at the Lawrence Livermore Nat'l Lab.
- '60 Radiation damage in crystalline Cu studied with short-range repulsion and uniform attraction toward the center by George Vineyard's group at Brookhaven Nat'l Lab
- '64 First MD simulation of liquid (864 argon atoms) using interatomic potentials by Aneesur Rahman at the Argonne Nat'l Lab on a CDC 3600

# Moore's Law in Scientific Computing

Number of particles in MD simulations has doubled:

- Every 19 months in the past 50 years for classical MD
- Every 22 months in the past 30 years for DFT-MD



10<sup>12</sup>-atom MD & 10<sup>8</sup>-electron DFT on a petaflop/s computer with advances in algorithmic & parallel-computing techniques

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**1987 – Leslie Greengard**

**Series Winner (1987)**

**Citation**

For his dissertation "The Rapid Evaluation of Potential Fields in Particle Systems."

$O(N^2) \rightarrow O(N)$



### Top 10 Algorithms in History

- Metropolis Algorithm for Monte Carlo
- Simplex Method for Linear Programming
- Krylov Subspace Iteration Methods
- The Decompositional Approach to Matrix Computations
- The Fortran Optimizing Compiler
- QR Algorithm for Computing Eigenvalues
- Quicksort Algorithm for Sorting
- Fast Fourier Transform
- Integer Relation Detection
- Fast Multipole Method

*IEEE CiSE, Jan/Feb ('00)*

<http://awards.acm.org/doctoral%5Fdissertation>

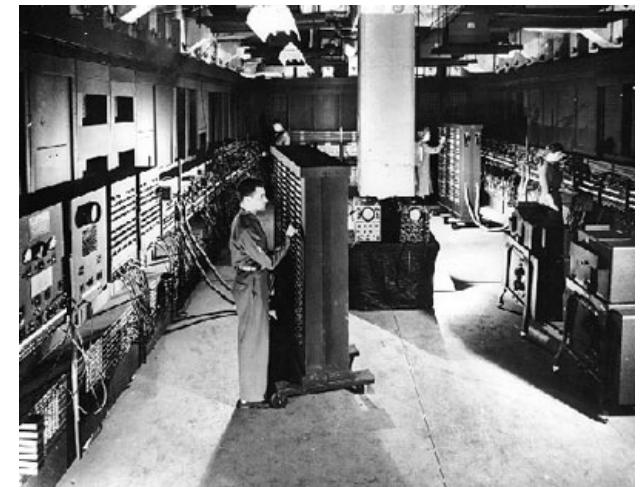
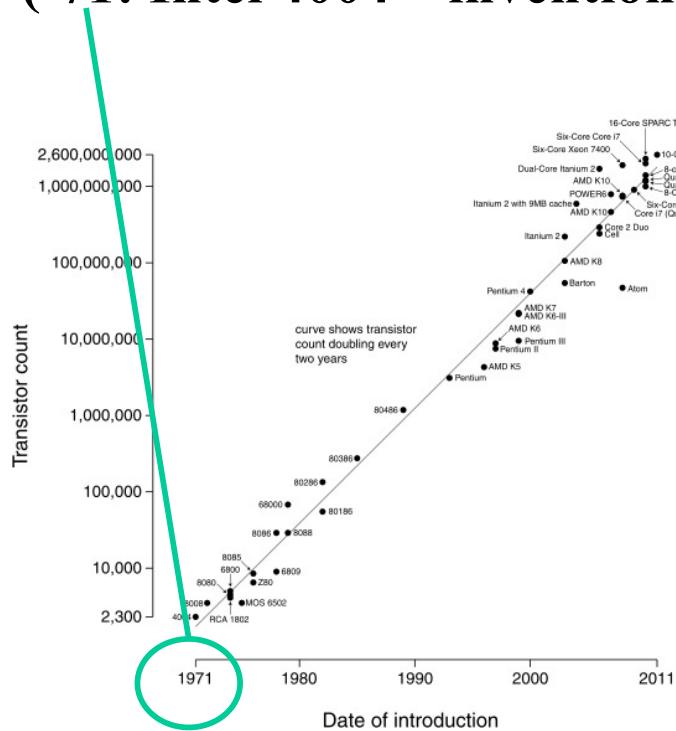
# History of Supercomputers

Early '40s: ENIAC by Presper Eckert & John Mauchly at Univ. of Pennsylvania—first general-purpose electronic computer

'76: Cray 1 by Seymour Cray—beginning of vector supercomputer era

Late 80's: massively parallel computers such as the Thinking Machines CM-2

('71: Intel 4004—invention of microprocessor)



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Computing Machinery

*Advancing Computing as a Science & Profession*

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**1985 – Daniel Hillis**

**Series Winner (1985)**

**Citation**

For his dissertation "The Connection Machine."

## New Cancer Research Center to be Based at USC

By James Grant on October 26, 2009 7:55 AM

USC has been selected to establish a \$16 million cancer research center as part of a new strategy against the disease by the U.S. National Institutes of Health and its National Cancer Institute.

The five-year award will create a National Cancer Institute Physical Science-Oncology Center based at USC and involving a consortium of universities. Partnering in the USC grant will be Arizona State University, the California Institute of Technology, Cold Spring Harbor Laboratory, New York University, Stanford University, the University of Arizona and the University of Texas at Austin.

The Physical Science-Oncology Center initiative differs from past cancer research programs. While cancer biologists often work with scientists in other fields, this marks the first large-scale recruitment of outside scientists in the battle against the disease.



USC Viterbi School of Engineering professor and principal investigator W. Daniel Hillis

E-MAIL PRINT SHARE

# Digress: Birth of FORTRAN Programming



N.S. Scott *et al.*,  
*Comput. Phys. Commun.*  
252, 107269 (2020)

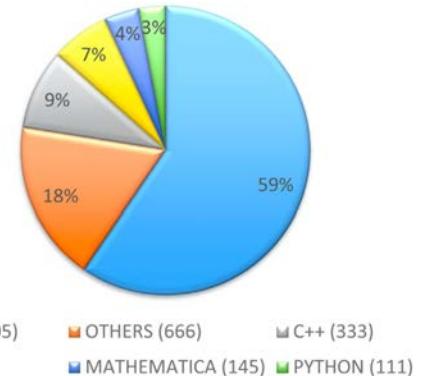
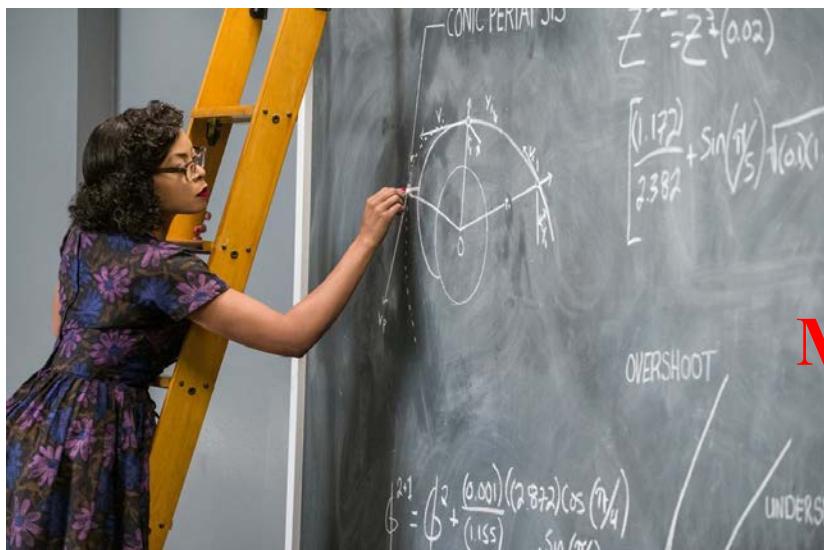


Fig. 13. The range of programming languages used across the Program Library's 3224 published programs (1969–2016).



Math  
vs.  
Computing



cf. <https://aiichironakano.github.io/cs596/Perkel-ScienceCode-NPhys21.pdf>

# Merge of PC & Supercomputers

Rank	System	Cores	Rmax (PFlop/s)	Rpeak (PFlop/s)	Power (kW)
1	Frontier - HPE Cray EX235a, AMD Optimized 3rd Generation EPYC 64C 2GHz, AMD Instinct MI250X, Slingshot-11, HPE DOE/SC/Oak Ridge National Laboratory United States	8,699,904	1,206.00	1,714.81	22,786
2	Aurora - HPE Cray EX - Intel Exascale Compute Blade, Xeon CPU Max 9470 52C 2.4GHz, Intel Data Center GPU Max, Slingshot-11, Intel DOE/SC/Argonne National Laboratory United States	9,264,128	1,012.00	1,980.01	38,698
3	Eagle - Microsoft NDv5, Xeon Platinum 8480C 48C 2GHz, NVIDIA H100, NVIDIA Infiniband NDR, Microsoft Azure Microsoft Azure United States	2,073,600	561.20	846.84	
4	Supercomputer Fugaku - Supercomputer Fugaku, A64FX 48C 2.2GHz, Tofu interconnect D, Fujitsu RIKEN Center for Computational Science Japan	7,630,848	442.01	537.21	29,899
5	LUMI - HPE Cray EX235a, AMD Optimized 3rd Generation EPYC 64C 2GHz, AMD Instinct MI250X, Slingshot-11, HPE EuroHPC/CSC Finland	2,752,704	379.70	531.51	7,107

Theoretical performance  
Measured performance  
(in Pflop/s)

Flop/s =  
floating-point  
operations/second

M (mega) =  $10^6$   
G (giga) =  $10^9$   
T (Tera) =  $10^{12}$   
P (Peta) =  $10^{15}$   
X (Exa) =  $10^{18}$

<http://www.top500.org> (June '24)

- USC-CARC: 30,000 cores
- CACS: 4,096 cores
- CACS-INCITE: 4M node-hours/year on exaflop/s Aurora at Argonne Nat'l Lab



# Your Platform: USC-CARC

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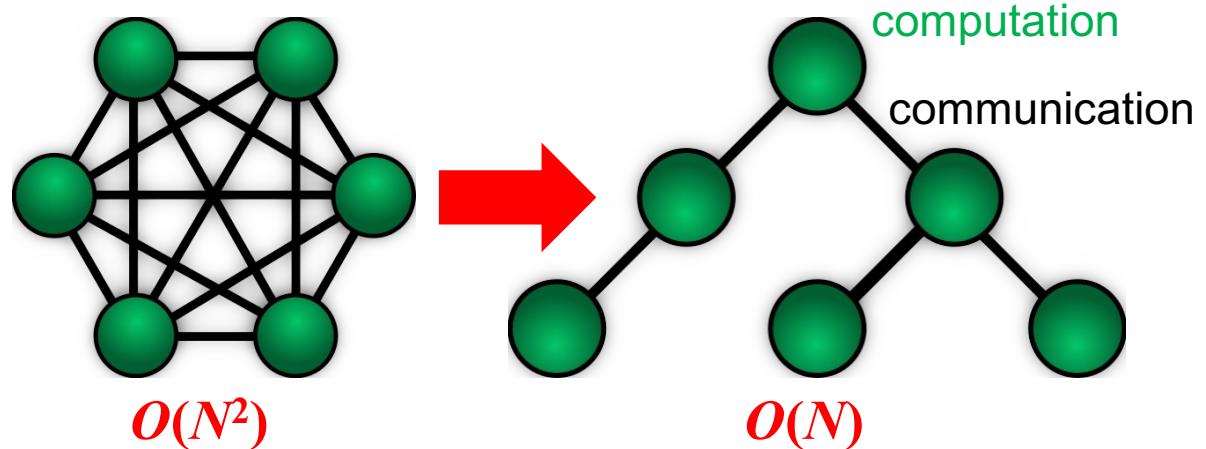
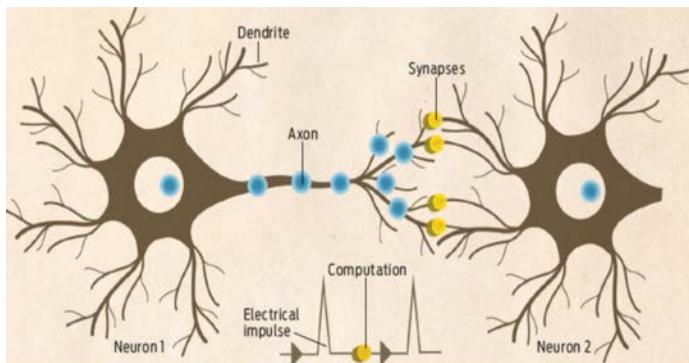
## Center for Advanced Research Computing (CARC)

- The CARC computing resource consists of 2 shared head nodes & a total of 30,000 CPU cores in 1,600 compute nodes. The typical compute node has dual 8 to 16 core processors accelerated by dual GPUs, residing on a 56 gigabit FDR InfiniBand backbone.
- Discovery cluster:  
[discovery.usc.edu](http://discovery.usc.edu)  
[discovery2.usc.edu](http://discovery2.usc.edu)



# Why Supercomputer?

- Q.** If supercomputers use the same processors as laptops & cell phones, could we just use cloud-computing resources to do the same?
- A.** No. Emergent properties arising from many interacting entities (e.g., life) could only be studied as a whole [“More is different,” P. W. Anderson, *Science* 177, 393 ('72) <https://aiichironakano.github.io/cs596/Anderson-MoreIsDifferent-Science72.pdf>]. This would require innovative hardware & software solutions to tightly couple massive computations:
- Hardware:** Ultrafast network interconnect among billions of processing elements, *cf.* human brain has  $10^3$  synapses per neuron.
- Software:** Communication-minimizing divide-conquer-recombine algorithms that accurately describe many-body interaction.

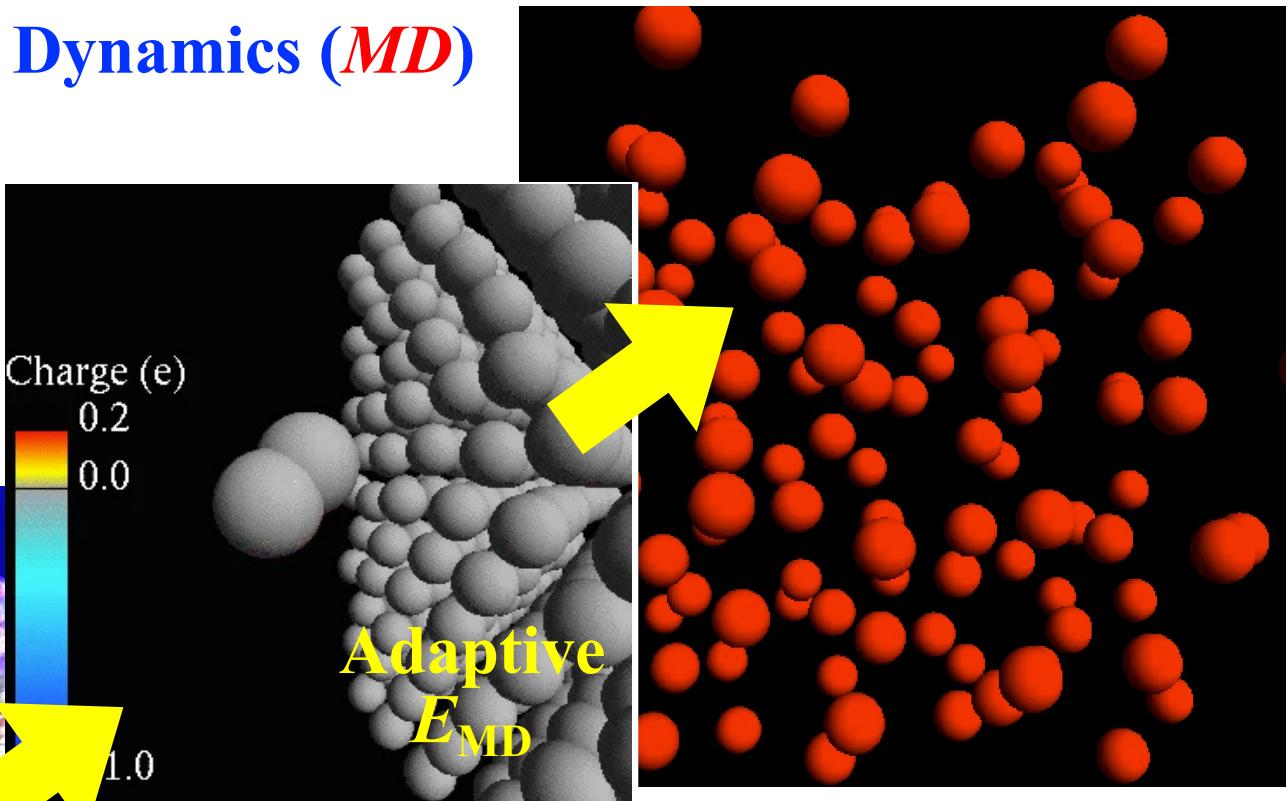
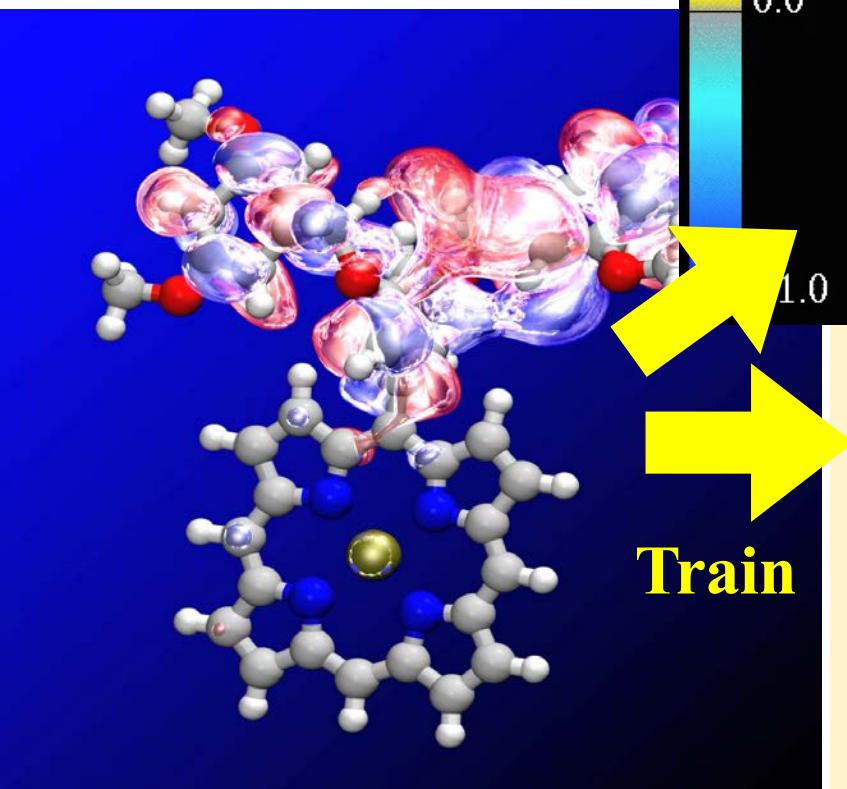


# Molecular Dynamics & Machine Learning

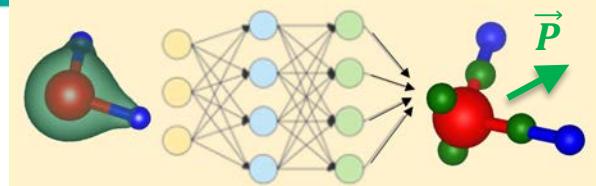
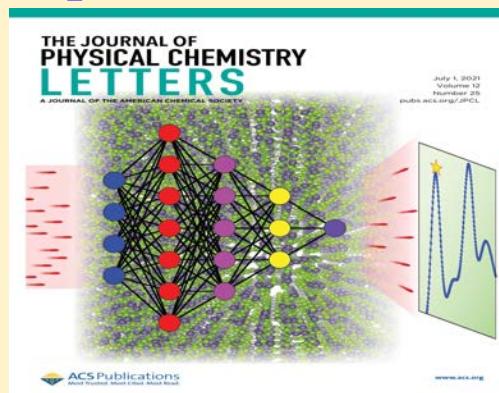
## Molecular Dynamics (*MD*)

### Reactive MD (*RMD*)

### Nonadiabatic quantum MD (*NAQMD*)

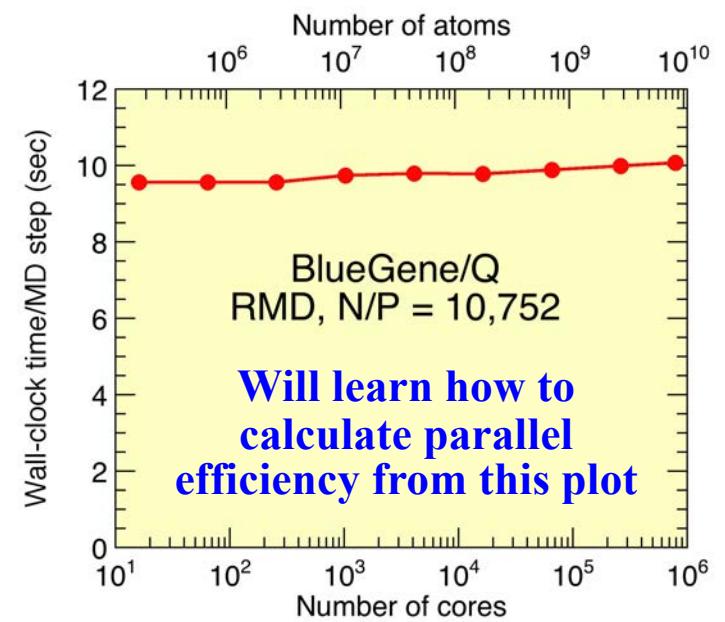
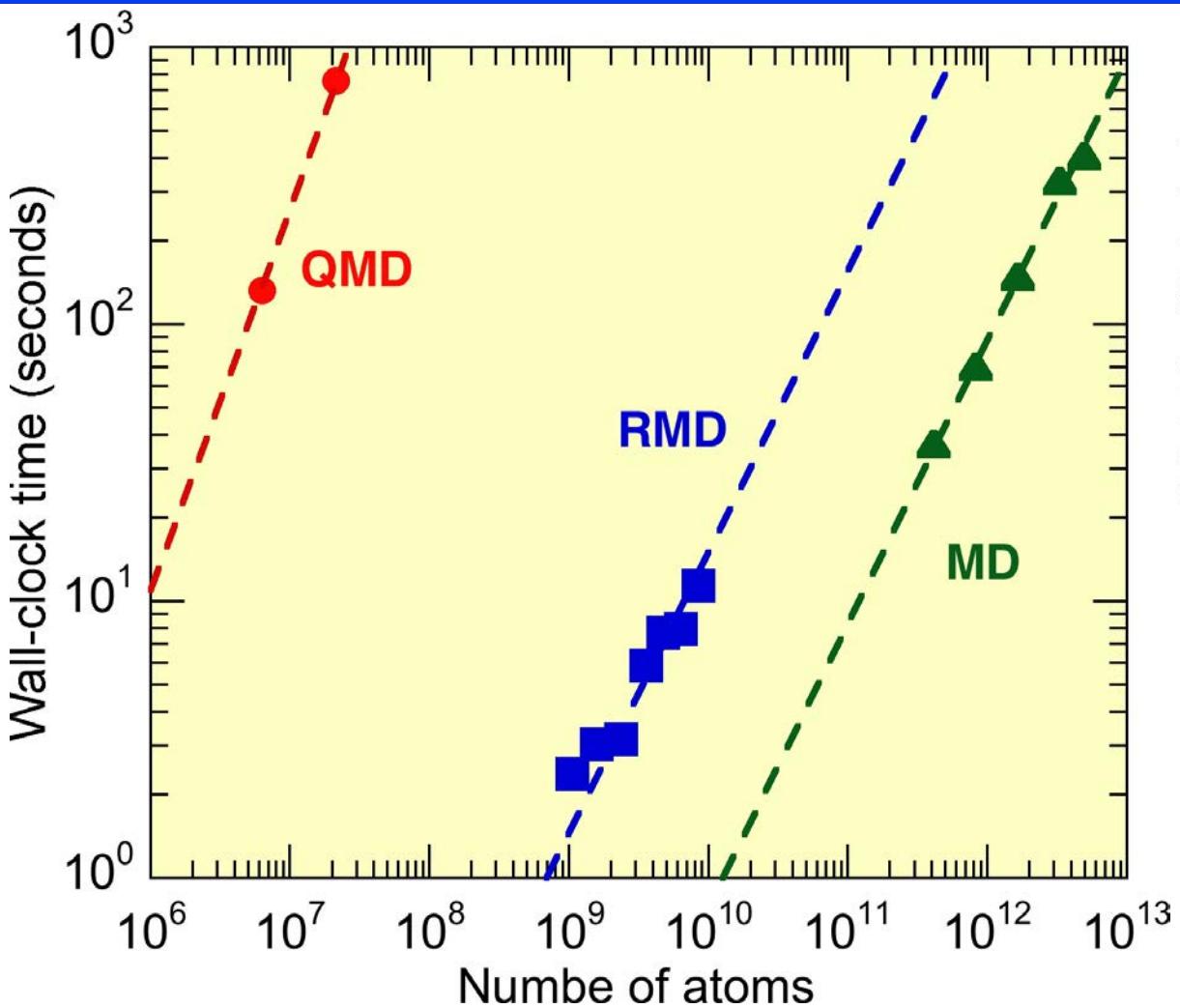


First principles-based neural-network quantum molecular dynamics (*NNQMD*)



Physical Review Letters  
Editor's choice  
(May 25, 2021)

# Scalable Simulation Algorithm Suite



**QMD (quantum molecular dynamics): DC-DFT**

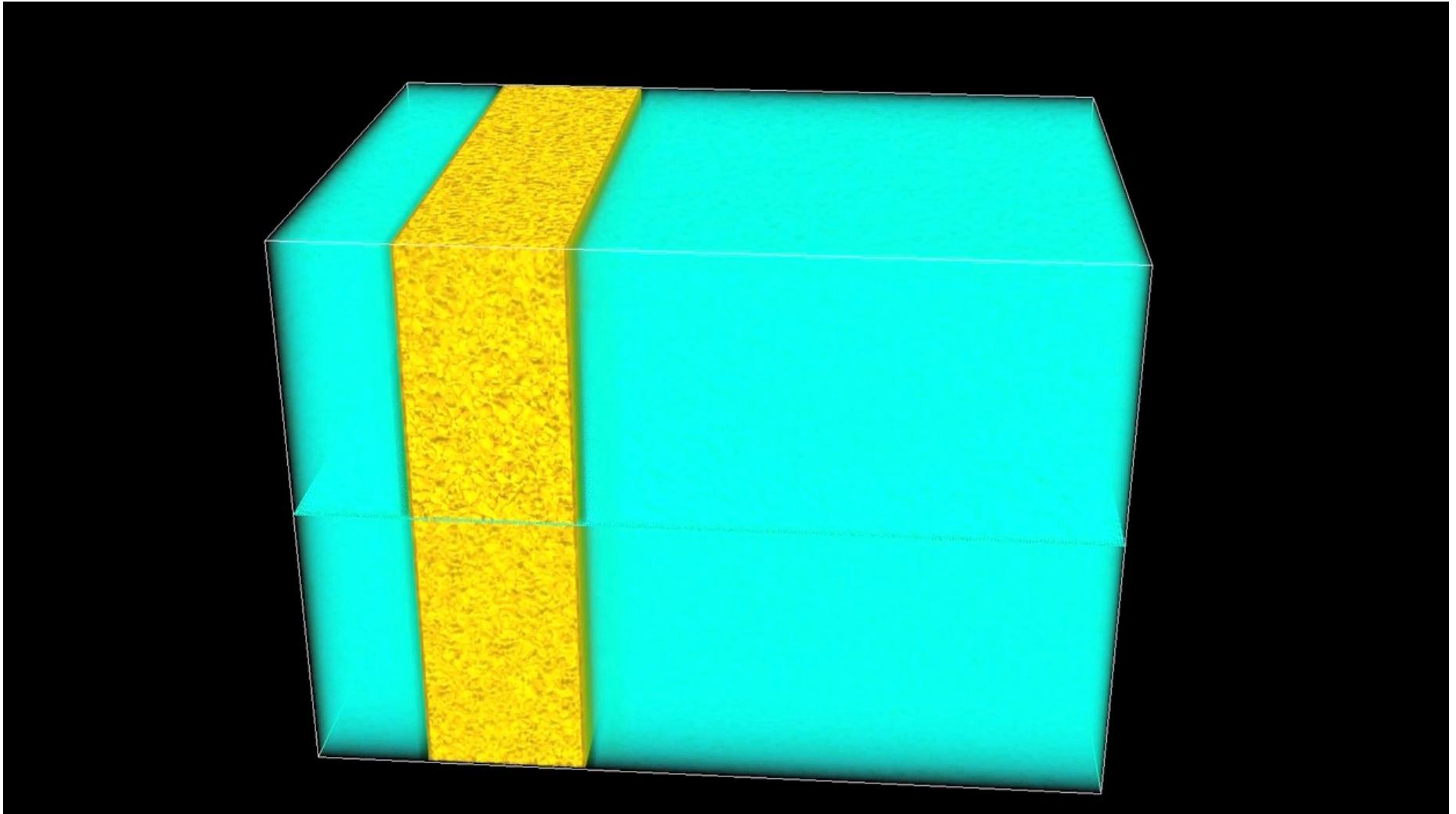
**RMD (reactive molecular dynamics): F-ReaxFF**

**MD (molecular dynamics): MRMD**

- 4.9 trillion-atom space-time multiresolution MD (MRMD) of  $\text{SiO}_2$
  - 8.5 billion-atom fast reactive force-field (F-ReaxFF) RMD of RDX
  - 39.8 trillion grid points (50.3 million-atom) DC-DFT QMD of SiC
- parallel efficiency over 0.98 on 786,432 Blue Gene/Q cores

# Nanobubble Collapse Near Silica Surface

- Billion-atom MD simulation of shock-induced nanobubble collapse in water near silica surface (67 million core-hours on 163,840 Blue Gene/P cores)

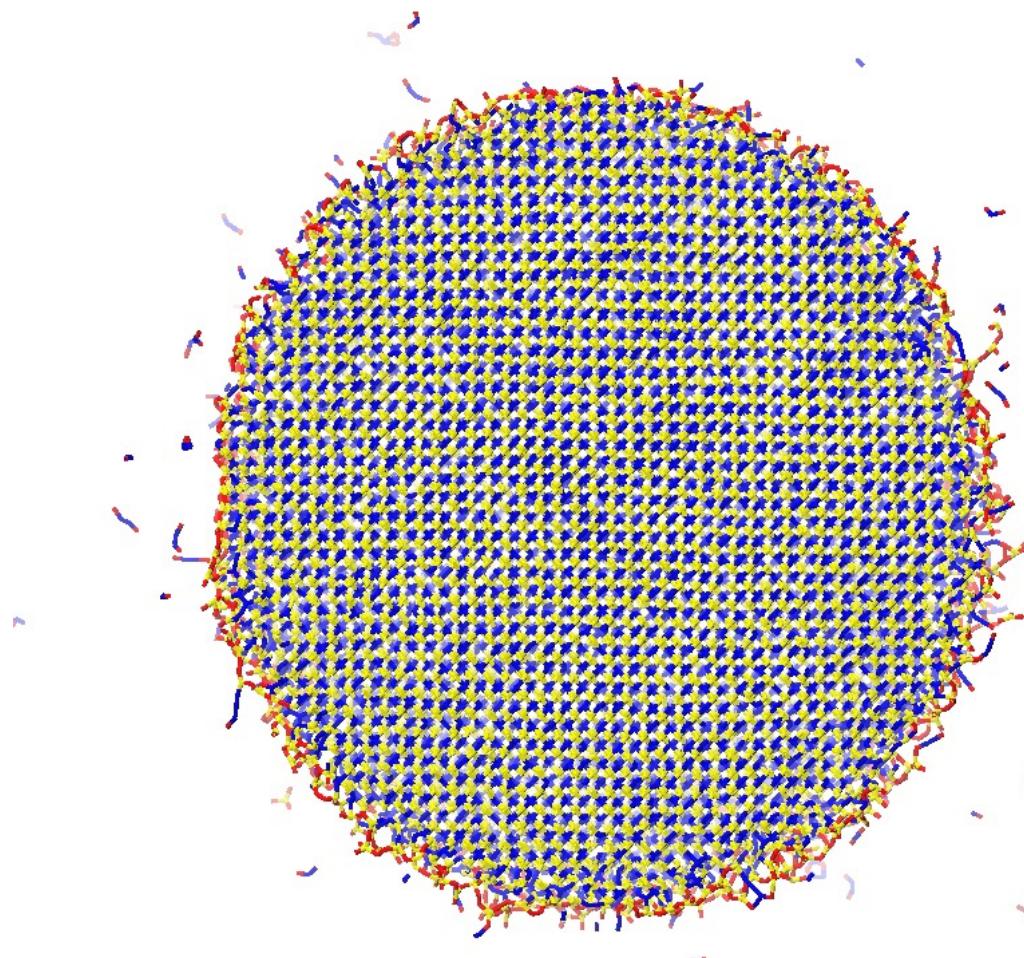


- Water nanojet formation and its collision with silica surface

A. Shekhar *et al.*, *Phys. Rev. Lett.* **111**, 184503 ('13)

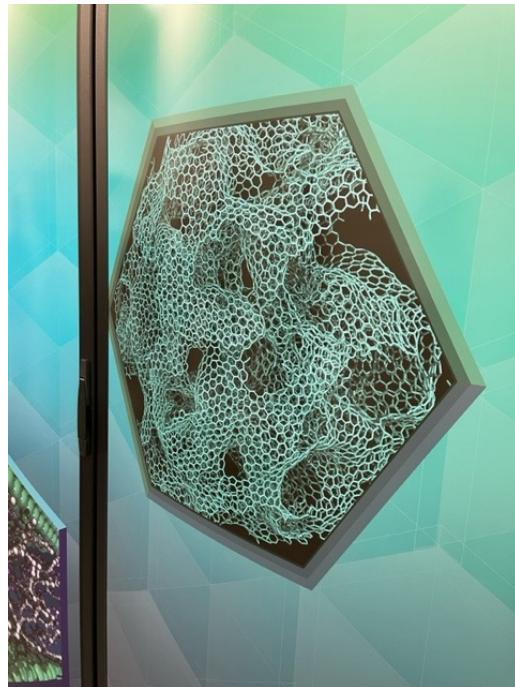
# Novel Nano-carbon Synthesis

112 million-atom reactive molecular dynamics (RMD) simulation of high-temperature oxidation of SiC nanoparticle on 786,432 IBM Blue Gene/Q cores

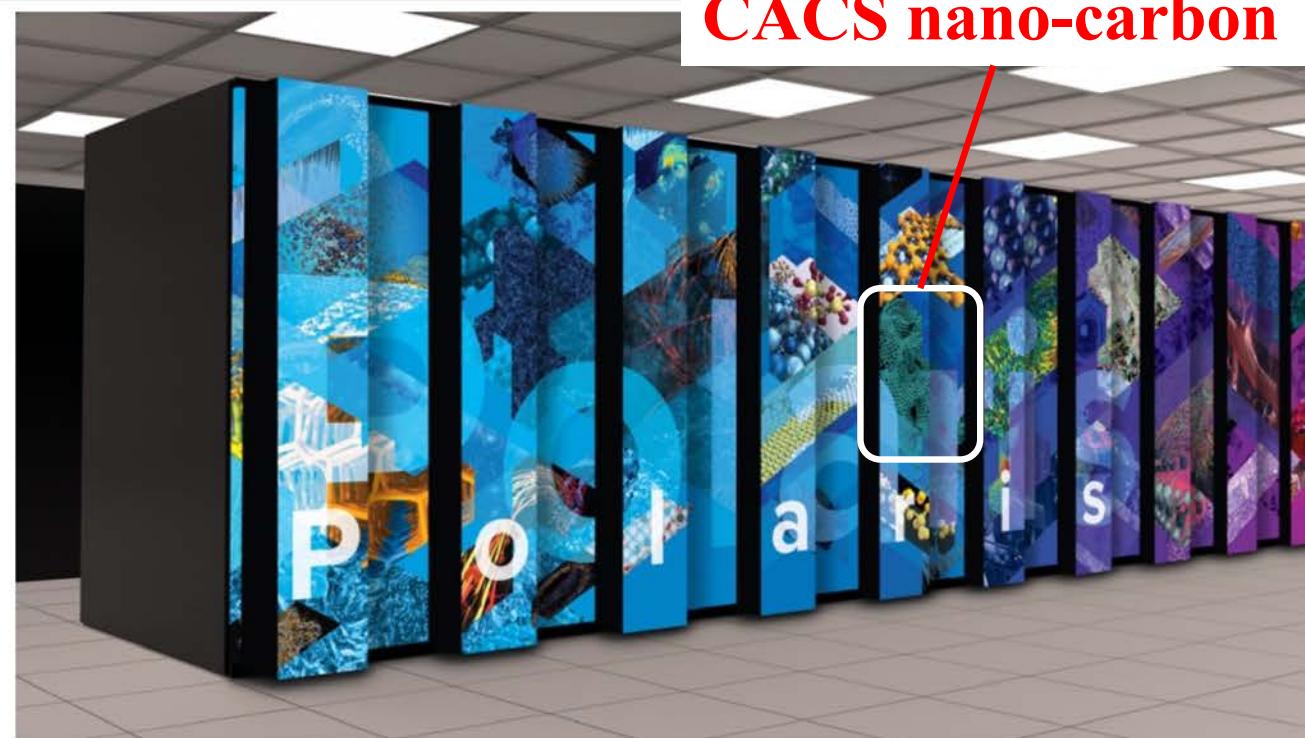


# Argonne National Laboratory and Hewlett Packard Enterprise prepare for exascale era with new testbed supercomputer

AUTHOR ARGONNE NATIONAL LABORATORY AND  
HEWLETT PACKARD ENTERPRISE  
PUBLISHED 08/25/2021



Argonne Theta

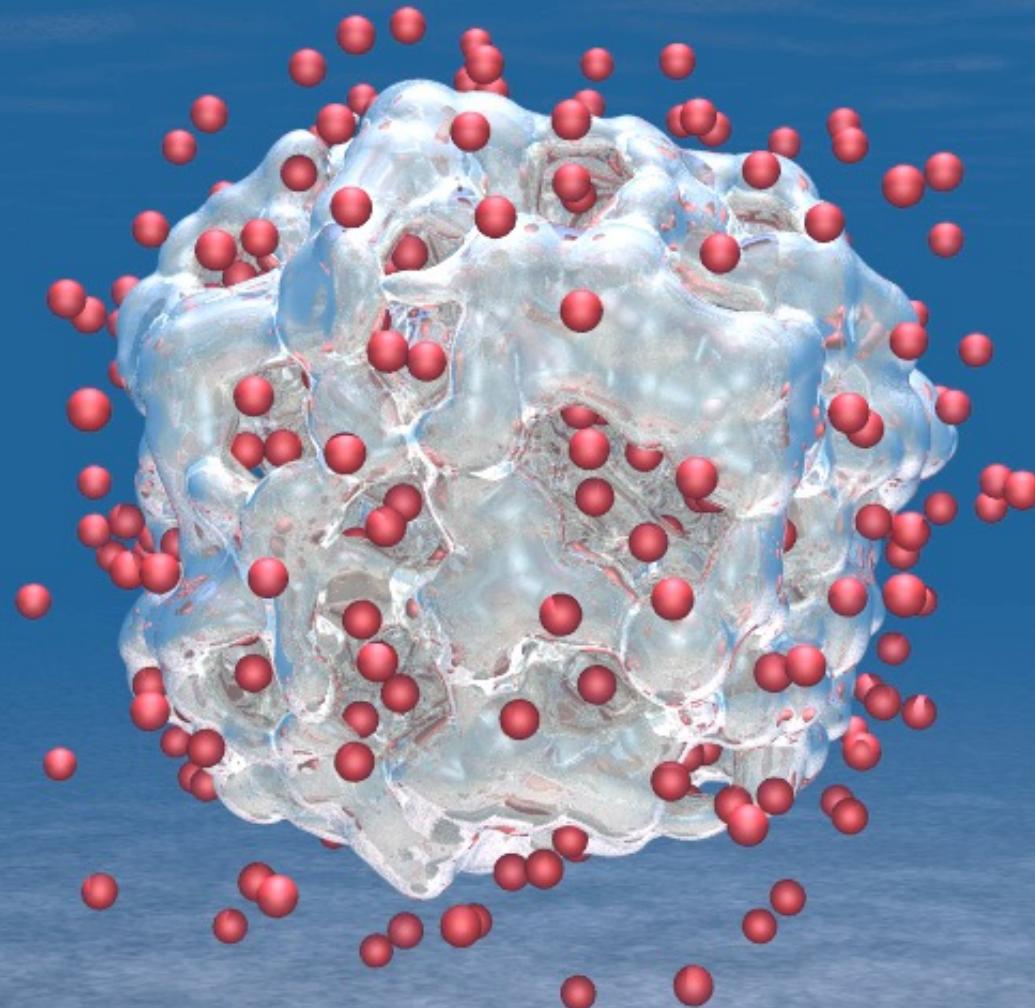


Argonne National Laboratory's new system, Polaris, built by HPE, will optimize AI, engineering and scientific projects for the forthcoming Aurora exascale supercomputer.

Argonne News (Aug. 25, 2021)

# H<sub>2</sub> Production from Water Using LiAl Particles

16,661-atom quantum molecular dynamics (QMD) simulation  
of Li<sub>441</sub>Al<sub>441</sub> in water on 786,432 IBM Blue Gene/Q cores



# Enabling Computer Science Technologies

---

**What can computer science do to enable extreme-scale computational science?**

**A lot! That's what you will learn in CSCI 596:**

- **Parallel computing**
- **Visualization**
- **Grid/cloud computing**



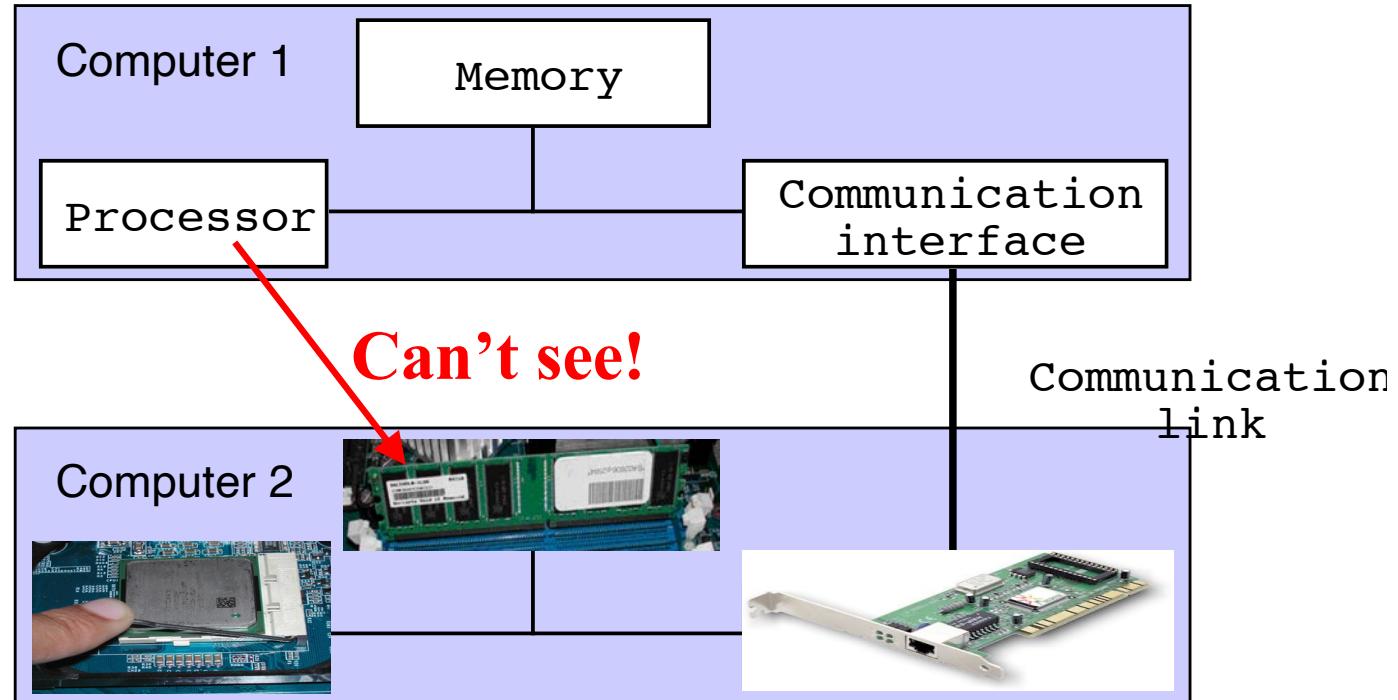
# Parallel Computing

---

## Parallel MD algorithm: Easy!

1.  $\vec{v}_i(t + \frac{\Delta}{2}) \leftarrow \vec{v}_i(t) + \frac{\Delta}{2} \vec{a}_i(t)$
2.  $\vec{r}_i(t + \Delta) \leftarrow \vec{r}_i(t) + \vec{v}_i(t + \frac{\Delta}{2}) \Delta$
3. atom\_migrate()
4. atom\_cache()
5. Compute  $\vec{a}_i(t + \Delta)$  as a function of  $\{\vec{r}_i(t + \Delta)\}$
6.  $\vec{v}_i(t + \Delta) \leftarrow \vec{v}_i(t + \frac{\Delta}{2}) + \frac{\Delta}{2} \vec{a}_i(t + \Delta)$

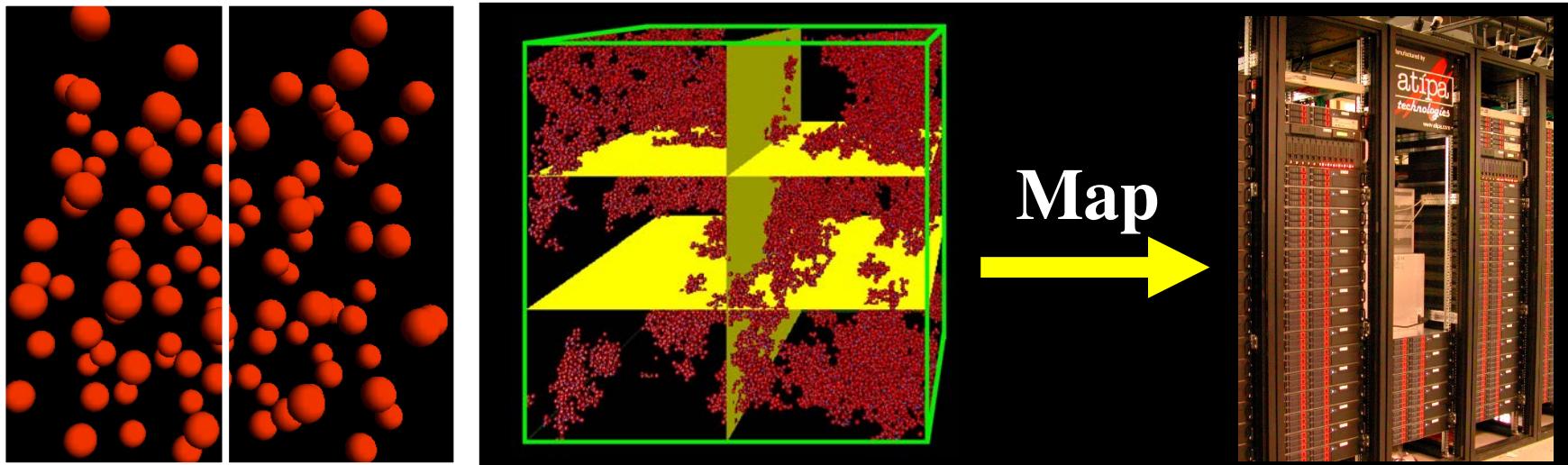
# Parallel Computing Hardware



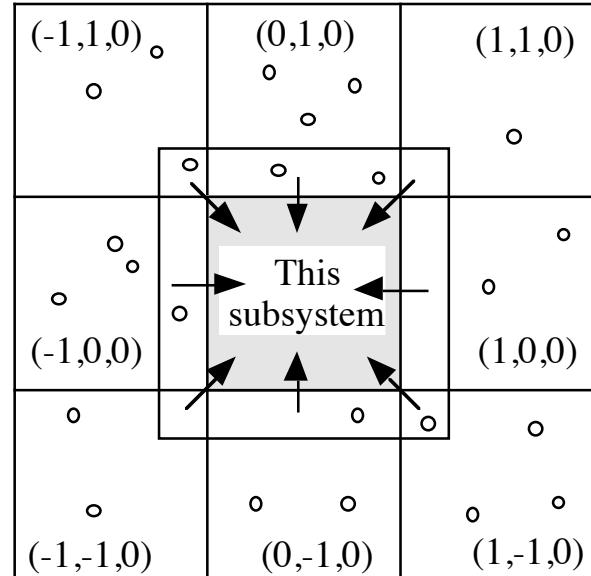
- **Processor:** Executes arithmetic & logic operations
- **Memory:** Stores program & data (**stored program computer**)
- **Communication interface:** Performs signal conversion & synchronization between communication link & a computer
- **Communication link:** A wire capable of carrying a sequence of bits as electrical (or optical) signals

# Parallel Molecular Dynamics

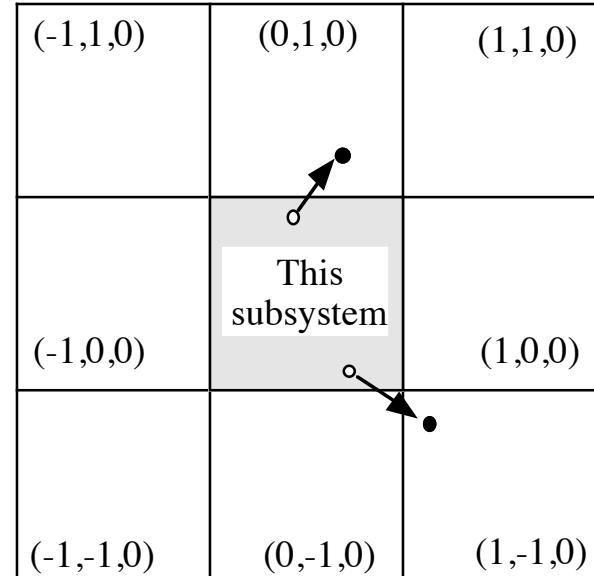
Spatial decomposition (short ranged):  $O(N/P)$  computation



Atom caching:  $O((N/P)^{2/3})$



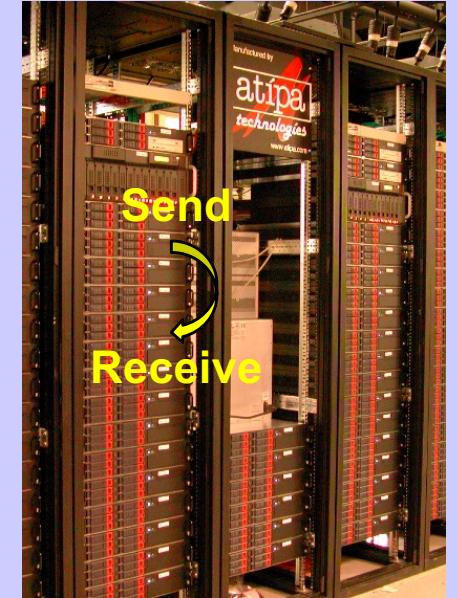
Atom migration



# MPI Programming

```
#include "mpi.h"
#include <stdio.h>
main(int argc, char *argv[ ]) {
    MPI_Status status;
    int myid;
    int n;
    MPI_Init(&argc, &argv);
    MPI_Comm_rank(MPI_COMM_WORLD, &myid);
    if (myid == 0) {
        n = 777;
        MPI_Send(&n, 1, MPI_INT, 1, 10, MPI_COMM_WORLD);
    }
    else {
        MPI_Recv(&n, 1, MPI_INT, 0, 10, MPI_COMM_WORLD, &status);
        printf("n = %d\n", n);
    }
    MPI_Finalize();
}
```

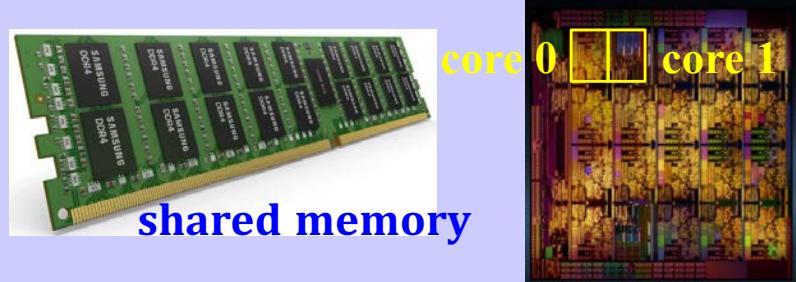
**Only need two (send & receive) functions!**



# OpenMP Programming

parallel section

```
#include <stdio.h>
#include <omp.h>
void main () {
    int nthreads,tid;
    nthreads = omp_get_num_threads();
    printf("Sequential section: # of threads = %d\n",nthreads);
    /* Fork multi-threads with own copies of variable */
    #pragma omp parallel private(tid)
    {
        /* Obtain & print thread id */
        tid = omp_get_thread_num();
        printf("Parallel section: Hello world from thread %d\n",tid);
        /* Only master thread does this */
        if (tid == 0) {
            nthreads = omp_get_num_threads();
            printf("Parallel section: # of threads = %d\n",nthreads);}
        } /* All created threads terminate */
    }
```



- Obtain the number of threads & my thread ID
- By default, all variables are shared unless selectively changing storage attributes using private clauses

# GPU Programming: CUDA

- Compute Unified Device Architecture
- Integrated host (CPU) + device (GPU) application programming interface based on C language developed at NVIDIA
- CUDA homepage

[http://www.nvidia.com/object/cuda\\_home\\_new.html](http://www.nvidia.com/object/cuda_home_new.html)

- Compilation

\$ nvcc pi.cu

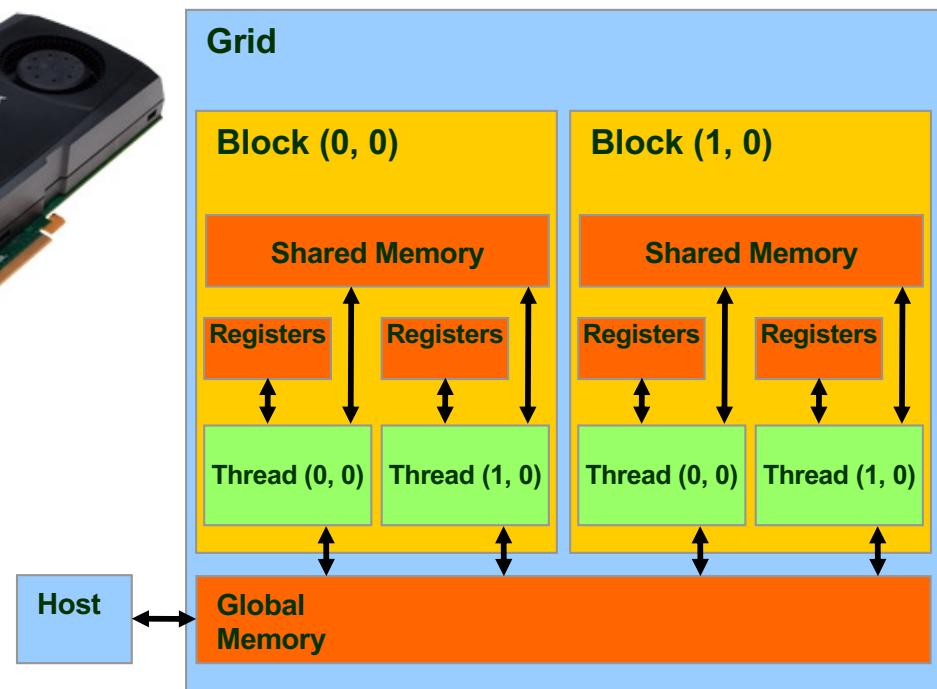
- Execution

\$ a.out

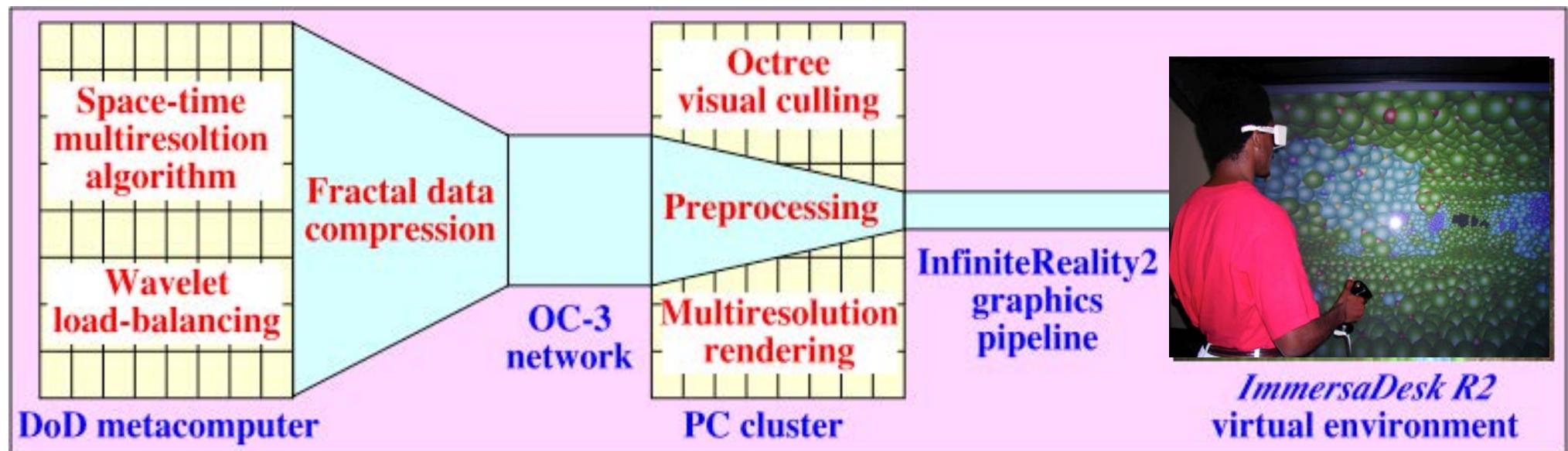
PI = 3.141593



New ways: OpenMP target offload & SYCL (see [link](#))



# Immersive & Interactive Visualization

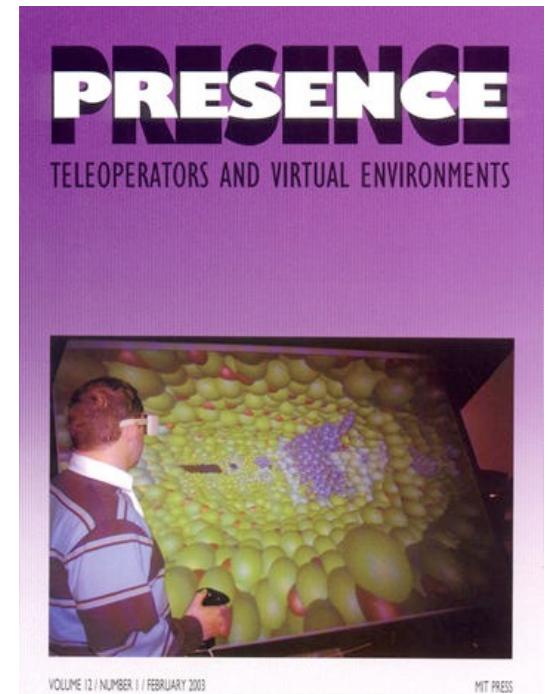


## Basics:

- OpenGL programming/CAVE library

## Billion-atom walkthrough:

- Octree-based view frustum culling
- Probabilistic occlusion culling
- Multiresolution rendering
- Parallel & distributed processing



# OpenGL Programming

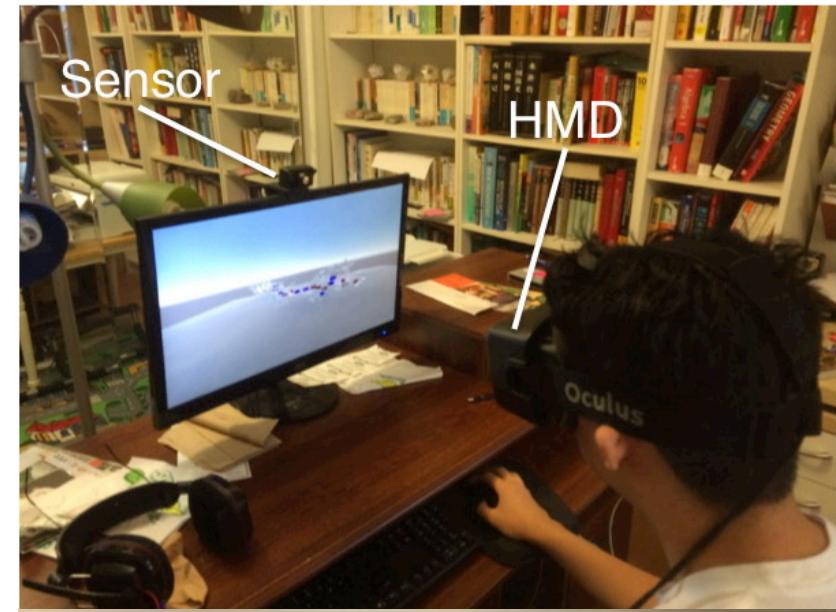
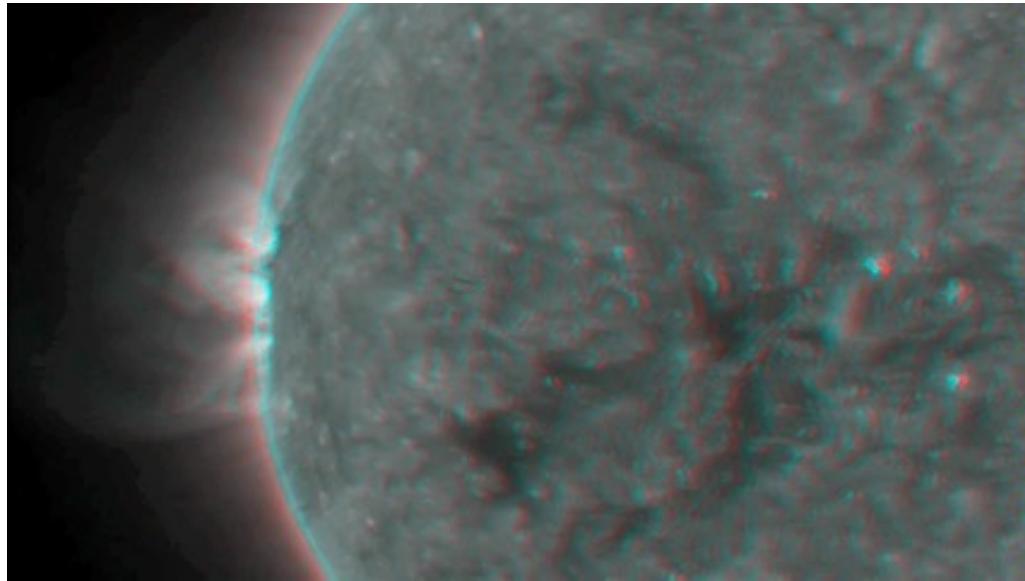
```
...
#include <OpenGL/gl.h>
#include <OpenGL/glu.h>
#include <GLUT/glut.h>
...
/* Set a glut callback function */
glutDisplayFunc(display);

/* generate an OpenGL display list for single sphere */
sphereid = glGenLists(1);
makeFastNiceSphere(sphereid,atom_radius);

/* generate an OpenGL display list for the atoms' geometry */
atomsid = glGenLists(1);
/* make the geometry of the current frame's atoms */
makeCurframeGeom();

/* Start main display loop */
glutMainLoop();
```

# 3D Is Back in Hollywood (and Home)

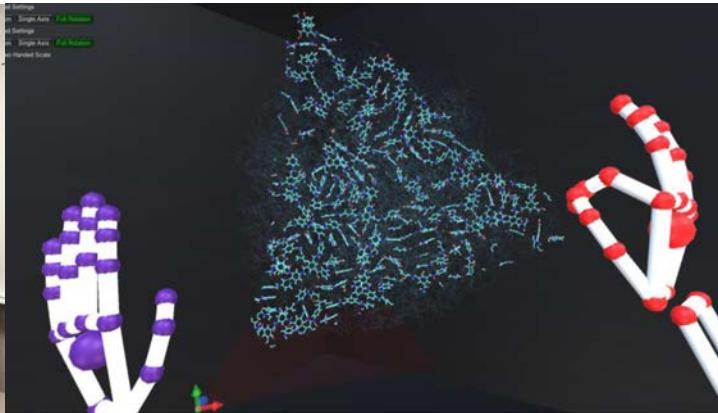


<https://github.com/USCCACS/GEAR3D>

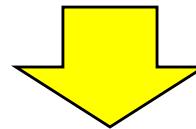


Oculus Rift & HTC Vive head mounted displays

# Scientific Mixed Reality



VR



MR

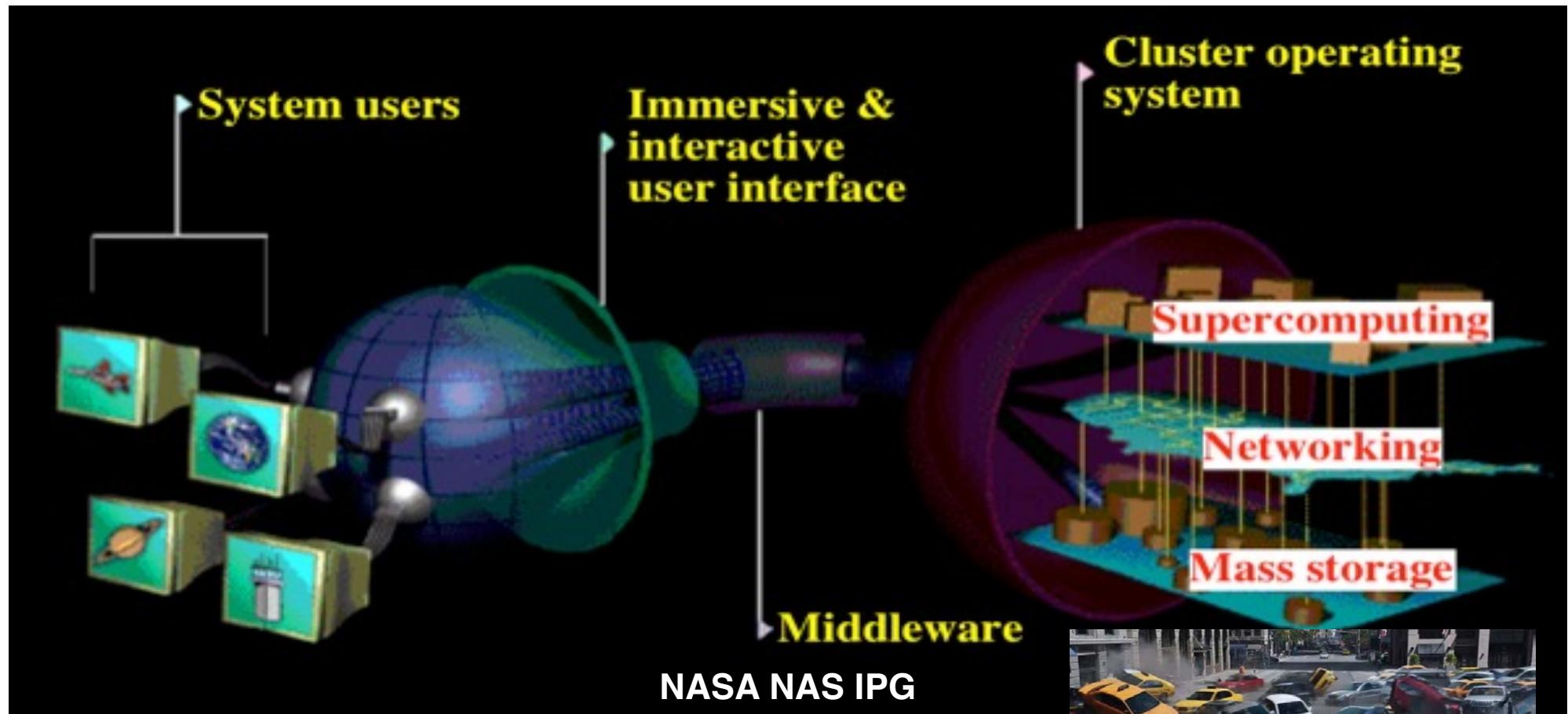


Microsoft Hololens academic seeding program at USC

cf. CSCI 538: Augmented, Virtual and Mixed Reality

# Grid Computing

- **World Wide Web:** Universal interface to digital library on the Internet
- **Information Grid:** Pervasive (from any place in the world at any time) access to everything (computing, mass storage, experimental equipments, distributed sensors, etc., on high-speed networks)



# **Grid Computing**

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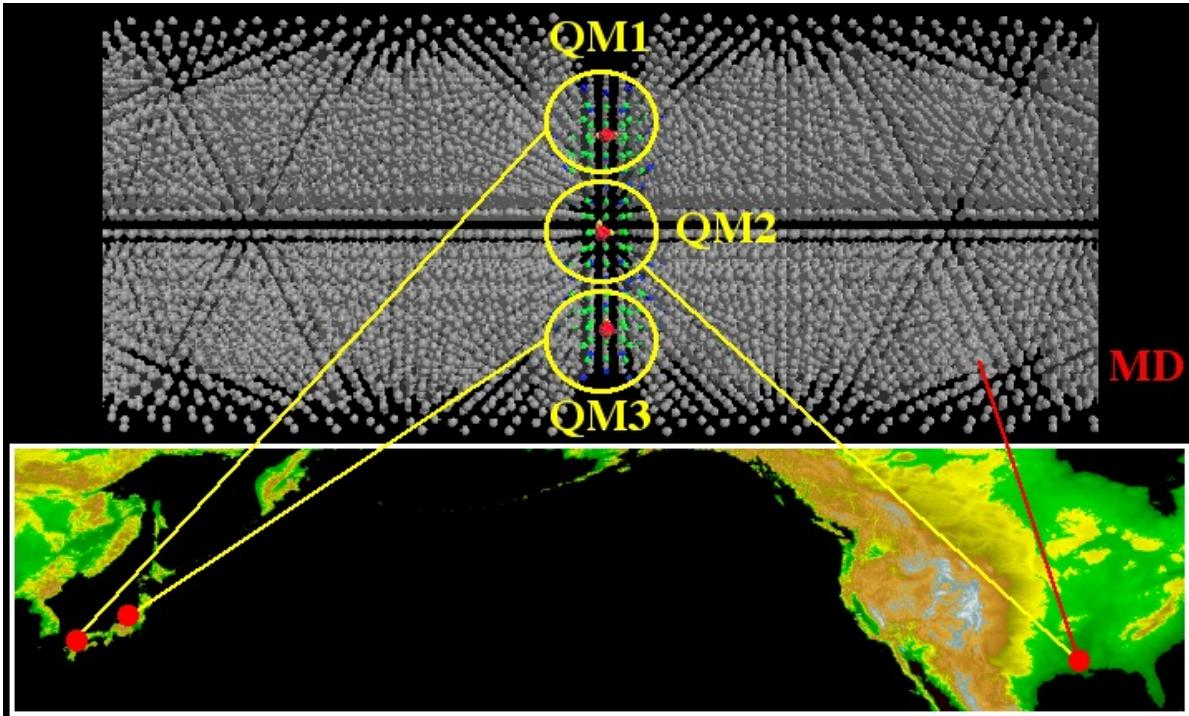
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- **Globus middleware**
  - > **Resource monitoring, discovery, & management**
  - > **Security**
  - > ...
- http://www.globus.org
- **Globus-enabled MPI**  
[https://doi.org/10.1016/S0743-7315\(03\)00002-9](https://doi.org/10.1016/S0743-7315(03)00002-9)

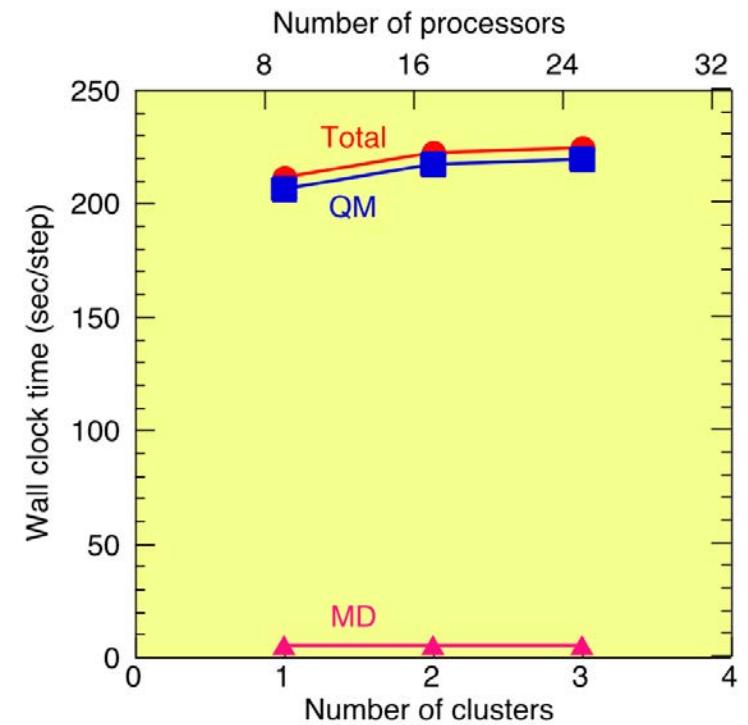
# Global Collaborative Simulation

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

- Task decomposition (MPI Communicator) + spatial decomposition
- MPICH-G2/Globus



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



MD — 91,256 atoms  
QM (DFT) —  $76n$  atoms on  $n$  clusters

- Scaled speedup,  $P = 1$  (for MD) +  $8n$  (for QM)
- Efficiency = 94.0% on 25 processors over 3 PC clusters

Kikuchi et al.  
IEEE/ACM SC02

# Multiscale Modeling

## The Nobel Prize in Chemistry 2013



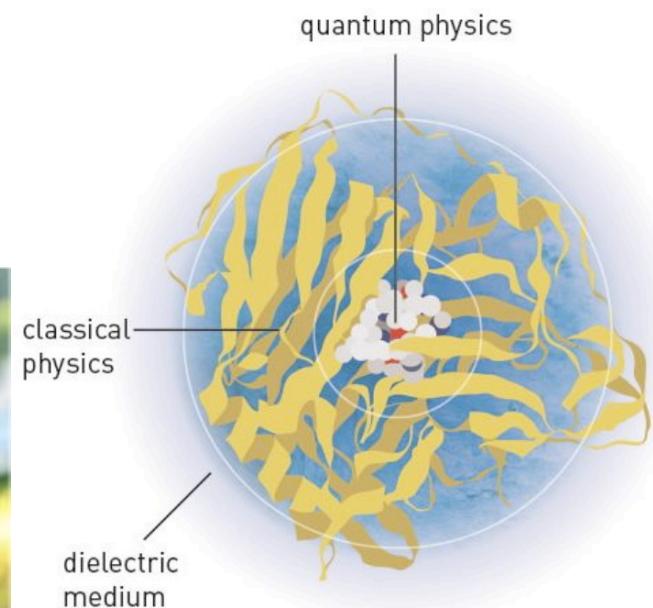
© Nobel Media AB  
Martin Karplus



Photo: Keilana via  
Wikimedia Commons  
Michael Levitt



Photo: Wikimedia  
Commons  
Arieh Warshel



**QM/MM:  
quantum-  
mechanical/molecular-  
mechanical modeling**

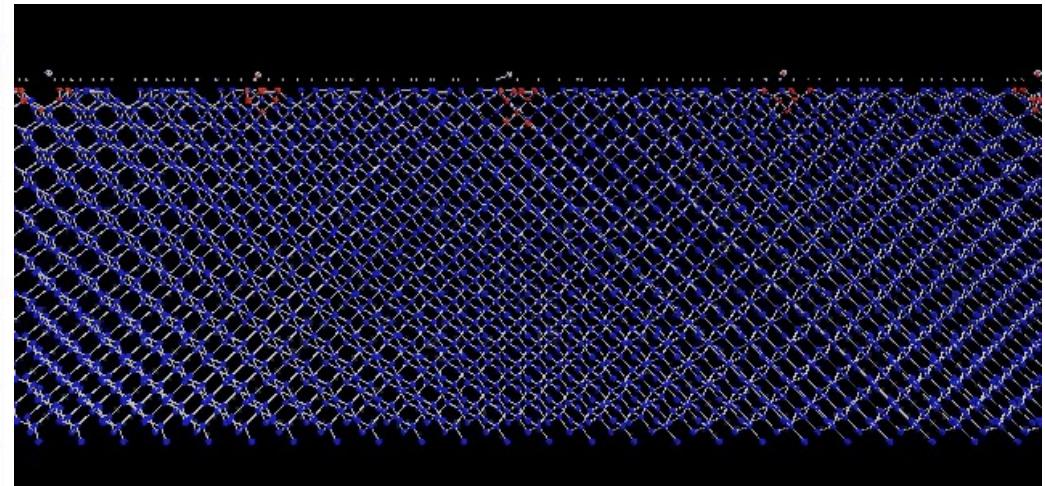
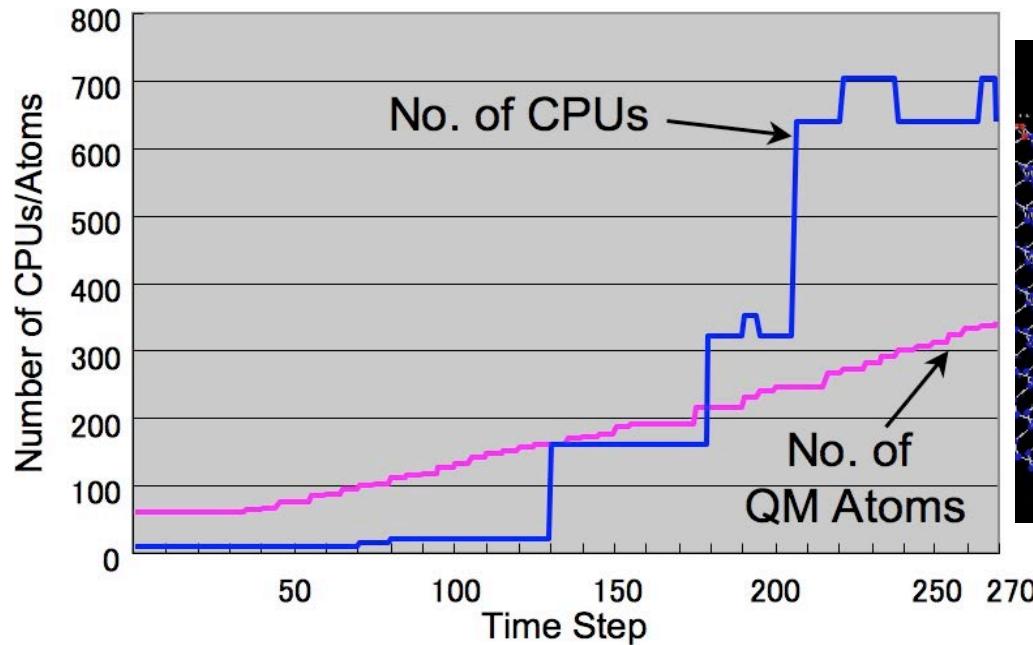
The Nobel Prize in Chemistry 2013 was awarded jointly to Martin Karplus, Michael Levitt and Arieh Warshel *"for the development of multiscale models for complex chemical systems"*.

- A. Warshel & M. Karplus, *J. Am. Chem. Soc.* **94**, 5612 ('72)  
A. Warshel & M. Levitt, *J. Mol. Biol.* **103**, 227 ('76)

# Sustainable Grid Supercomputing

- Sustained ( $>$  months) supercomputing ( $> 10^3$  CPUs) on a Grid of geographically distributed supercomputers
- Hybrid Grid remote procedure call (GridRPC) + message passing (MPI) programming
- Dynamic allocation of computing resources on demand & automated migration due to reservation schedule & faults

Ninf-G GridRPC: [ninf.apgrid.org](http://ninf.apgrid.org); MPICH: [www.mcs.anl.gov/mpi](http://www.mcs.anl.gov/mpi)



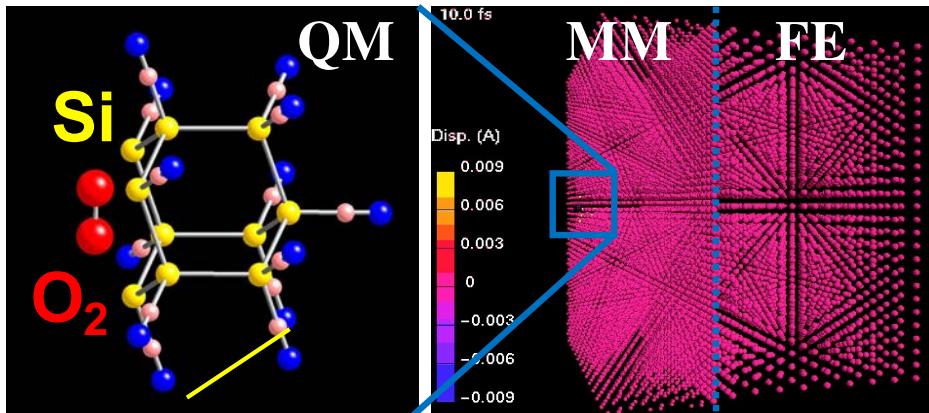
Takemiya et al., IEEE/ACM SC06  
Song et al., IJCS ('09)

Multiscale QM/MD simulation of high-energy beam oxidation of Si

# Multiscale QM/MM → NN/MM

- **Multiscale quantum challenge:** Complex response of ferroelectric topological defects to external stimuli encompasses picosecond-to-nanosecond time & nanometer-to-micrometer length scales
- **QM/MM:** Overcame the challenge taking cue from multiscale quantum-mechanics (QM)/molecular mechanics (MM) approach (2013 Nobel chemistry prize)

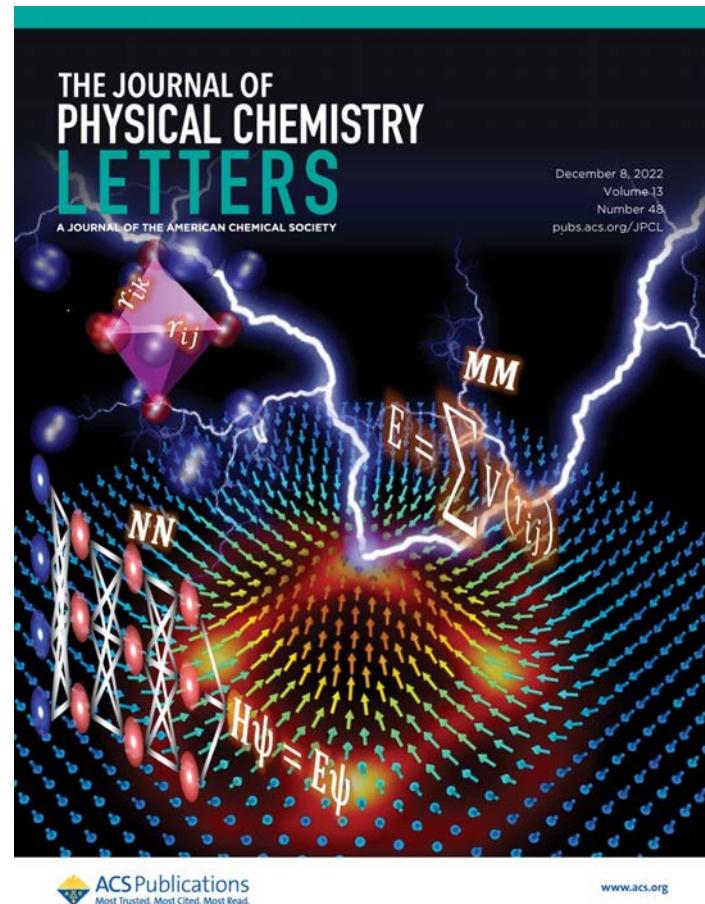
Warshel, *Angew. Chem.* **53**, 10020 ('14)



**QM/MM/FE (finite-element method)**

Ogata et al, *Comput. Phys. Commun.* **138**, 143 ('01)

- **NN/MM:** NNQMD for ferroelectric (PbTiO<sub>3</sub>: PTO) embedded in MM for paraelectric (SrTiO<sub>3</sub>: STO) to apply appropriate strain boundary condition

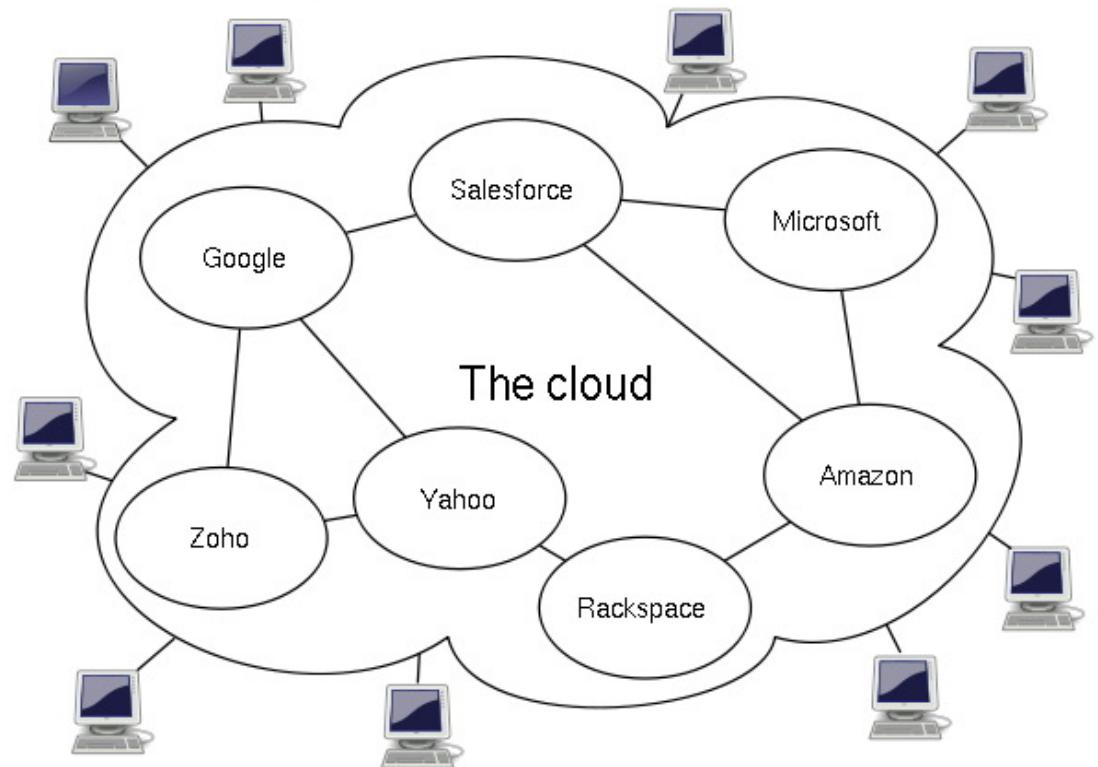


Linker et al., *J. Phys. Chem. Lett.*  
**13**, 11335 ('22)



# Above the Clouds: A Berkeley View of Cloud Computing

*Michael Armbrust  
Armando Fox  
Rean Griffith  
Anthony D. Joseph  
Randy H. Katz  
Andrew Konwinski  
Gunho Lee  
David A. Patterson  
Ariel Rabkin  
Ion Stoica  
Matei Zaharia*



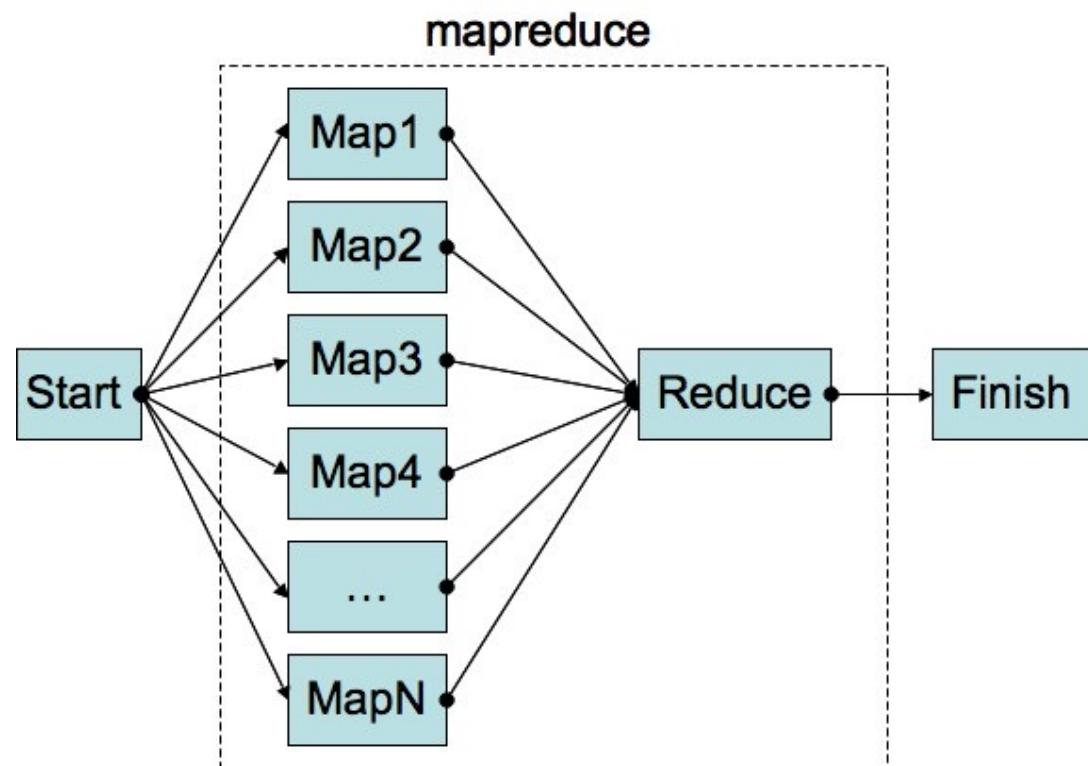
Electrical Engineering and Computer Sciences  
University of California at Berkeley

Technical Report No. UCB/EECS-2009-28  
<http://www.eecs.berkeley.edu/Pubs/TechRpts/2009/EECS-2009-28.html>

**Cloud computing at CARC:** <https://www.carc.usc.edu/services/computing/cloud>

# MapReduce

- Parallel programming model for data-intensive applications on large clusters
  - > User implements **Map()** and **Reduce()**
- Parallel computing framework
  - > Libraries take care of everything else
    - Parallelization
    - Fault tolerance
    - Data distribution
    - Load balancing
- Developed at Google

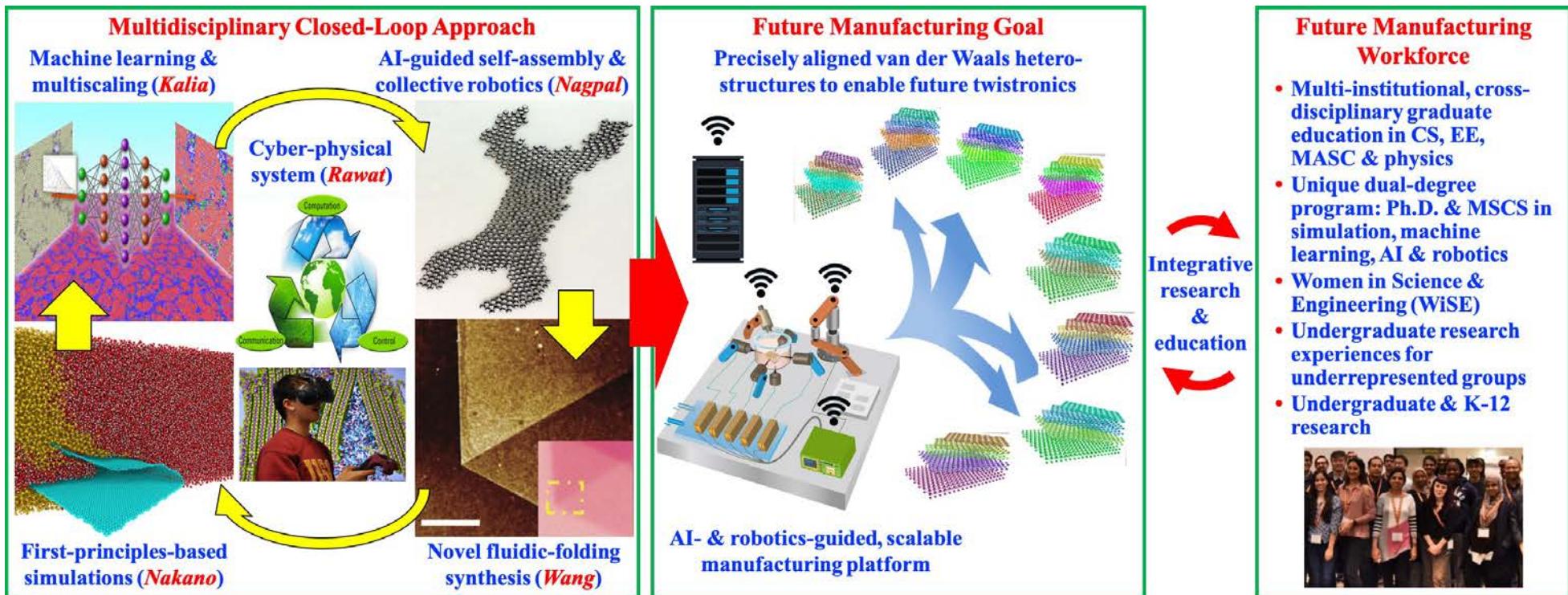


# Cybermanufacturing

NSF 2036359/2240407 FMRG: Artificial Intelligence Driven Cybermanufacturing of Quantum Material Architectures

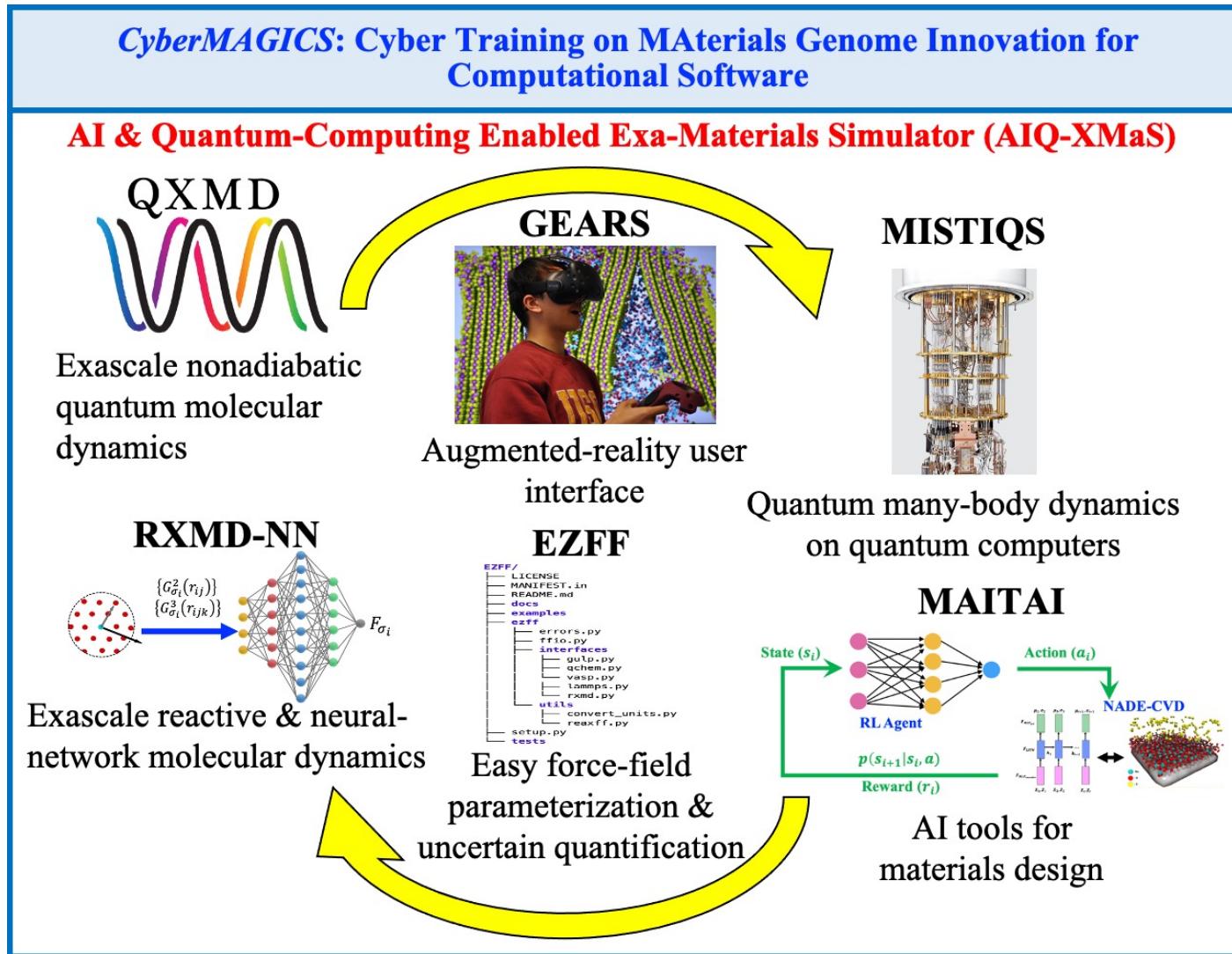
9/1/2020 – 8/31/2025

R. Nagpal (*Princeton*); R. Kalia, A. Nakano, H. Wang (*USC*); D. Rawat (*Howard*)



This project develops a transformative future manufacturing platform for **quantum** material architectures using a **cybermanufacturing** approach, which combines **artificial intelligence**, robotics, multiscale modeling, and predictive simulation for the automated & parallel assembly of multiple two-dimensional materials into complex three-dimensional structures.

# AIQ-XMaS Software



<https://cybermagics.netlify.app/software>

**NSF 2118061: Nakano, Nomura, Vashishta (USC); Dev, Wei (Howard)**

# Computational Research Survival Guide

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*Talk to user*

Regular expression (text processing)

<https://regexone.com>

*CSCI 596: Talk to (C) compiler via libraries & directives*

Parallel processing: MPI, OpenMP, CUDA, ...

Visualization: OpenGL

*Talk to operating system*

Shell programming

A. Scopatz and K. D. Huff, *Effective Computation in Physics* (O'Reilly, '15)  
<http://www.amazon.com/Effective-Computation-Physics-Anthony-Scopatz/dp/1491901535>