

# Development of Parallel CFD Applications on Distributed Memory with Chapel

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# Introduction

- Matthieu Parenteau: PhD Candidate, Member of Eric Laurendeau's research team
- Simon Bourgault-Cote: Research associate, Member of Eric Laurendeau's research team
- Frederic Plante: PhD Candidate, Member of Eric Laurendeau's research team
- Eric Laurendeau: Professor, Department of Mechanical Engineering

## Main Research Activities

- Computational Fluid Dynamics (CFD)
- Multi-fidelity aerodynamics
- Multi-physics simulation (Aero-icing and Aero-elastic)



# CFD

## Complex Algorithms

- The Navier-Stokes equations are highly nonlinear PDEs
- Iterative solution of large sparse matrices

## High Computational Cost

- The computational cost increases rapidly with fidelity (up to 600M elements for finest grids)
- The number of iterations increases with the fidelity

## Programming Language

- C, C++ and Fortran are generally the main programming languages used in CFD to achieve adequate performances
- MPI/OpenMP are used to enable parallelism over distributed and shared memory respectively

# What we want in a programming language for CFD

## Productivity

- The research field of CFD evolves rapidly and is competitive
- Quick implementation of complex algorithms over distributed memory

## Fast

- The inherent computational cost demands fast CFD software

## Portable and Scalable

- 2D cases on a desktop
- Large scale 3D cases over 500+ cores
- 1 code portable to any hardware



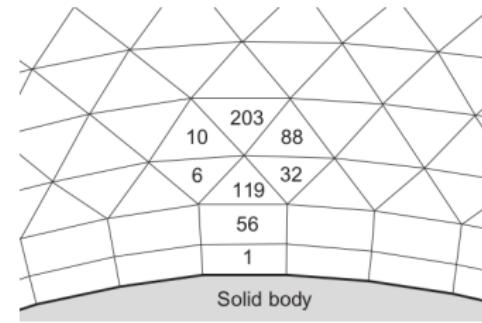
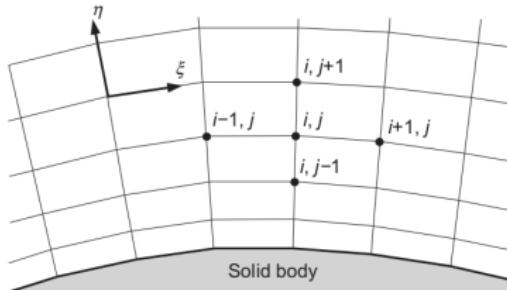
# CFD Applications with Chapel

## 2D Euler Structured Code

As a first investigation, our in-house shared memory 2D Euler code written in C was converted into Chapel to compare directly the language performances.

## 3D RANS Unstructured Code

A new 3D unstructured Reynolds Average Navier-Stokes (RANS) flow solver was built from scratch with Chapel and with the aim to perform large scale simulations (3D) on distributed memory.



## 2D Structured Code

### C code : NSCODE

- Shared memory only
- Parallelism performed with OpenMP on the partitioned mesh

### Chapel code

- Simple translation of the C code
- Compiled for single Locale only
- Parallelism applied like the C code with "forall"

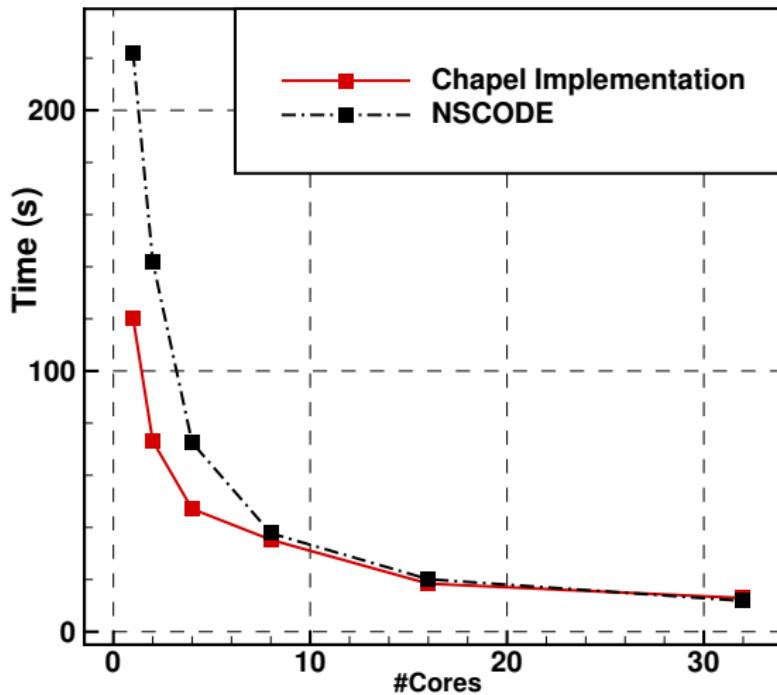
### Objective

For a simple flow solver, is Chapel as fast as C?



# NSCODE vs Chapel Implementation

Real time in second to complete 100 iterations on a grid of 1M elements  
→ Chapel code is faster or equal to NSCODE



# 3D Unstructured Code

## Objective

Build a complete 3D unstructured RANS flow solver from scratch with Chapel for large scale simulation on distributed memory and compare overall performances with a traditional flow solver written in C++ (SU2).

## CHapel Multi-Physics Simulation (CHAMPS)

- 3D Unstructured RANS flow solver.
- Second order finite volume.
- Convective flux schemes: Roe and AUSM
- Spalart Allmaras turbulence model.
- Explicit solver (Runge Kutta) and implicit solvers (SGS, GMRES, BCGSTAB).
- Interface with external libraries: MKL, CGNS, METIS and PETSC.

# Parallelism over distributed memory

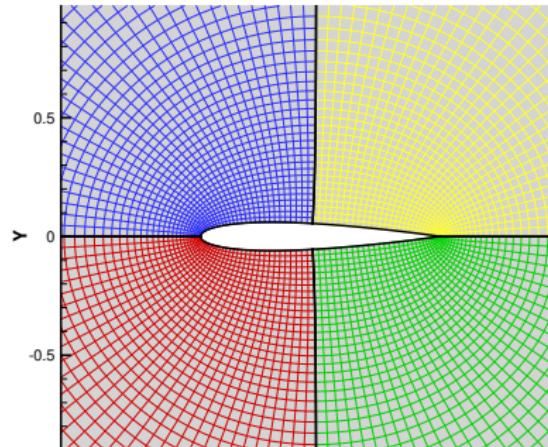
- Inspired by an SPMD approach with MPI
- 1 task per zone
- Efficient approach for finite volume schemes

```
1  coforall loc in Locales do
2    on loc
3    {
4      const localZonesIndices=globalHandle.zones_.
5        localSubdomain();
6      var localZones=globalHandle.zones_.localSlice(
7        localZonesIndices);
8
9      coforall (zone, localTaskID) in zip(localZones, 0..#
10        localZones.size)
11      {
12        for i in 0..#maxIter
13        {
14          zone.flowSolver_.iterate(zone);
```



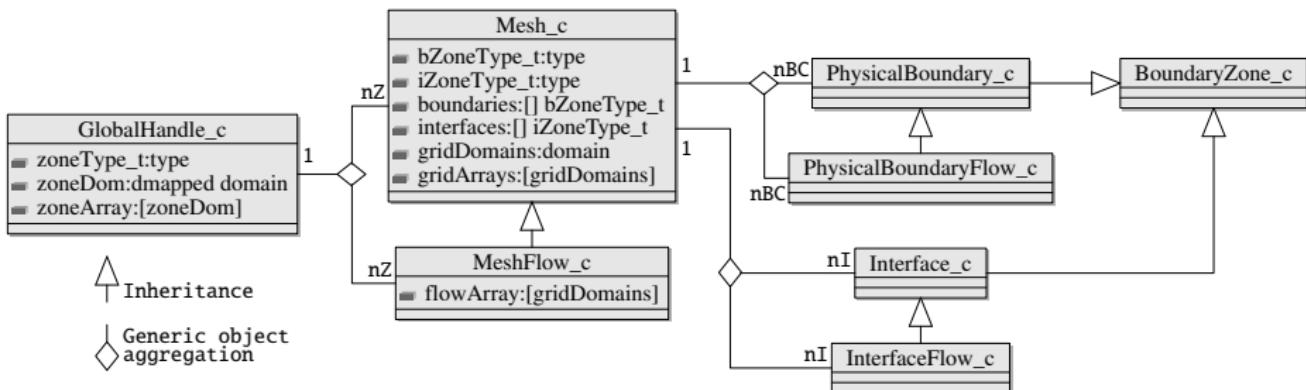
# Communication

```
1 proc performInterfaceExchanges(zone, exchangeType)
2 {
3     // Fill buffers
4     local do zone.prepareExchange(exchangeType);
5     allLocalesBarrier.barrier();
6
7     // Read buffers
8     zone.exchangeInterfaces(exchangeType);
9     allLocalesBarrier.barrier();
10 }
```



# CHAMPS

- A Multi-physics problem requires different computational grids
- Type aliases are used to define these various computational domains



# Avoiding Performance Pitfalls

## Implicit Parallelism

- Implicit parallelism embedded in some operations (whole array assignment)
- In CHAMPS, all the available cores on a Locale are used (1 task per zone)
- If placed inside the iterative process, implicit parallelism incurs serious overhead

## Multi-Locale Overhead

- Noticeable overhead between Single-Locale and Multi-Locale mode
- The *local* statement is necessary to reduce this overhead



# Overall Performances

## Computational Time per Iteration

Depends on the hardware, the programming language and the implementation.

## Scalability

Depends on the hardware, the programming language and the implementation.

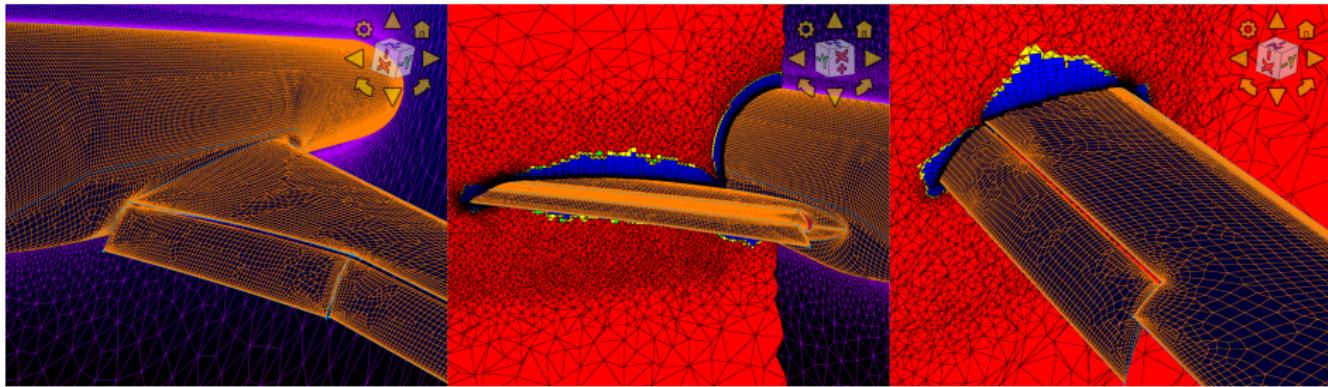
## Convergence Rate

Depends mainly on the implemented algorithms, flow conditions and mesh quality.



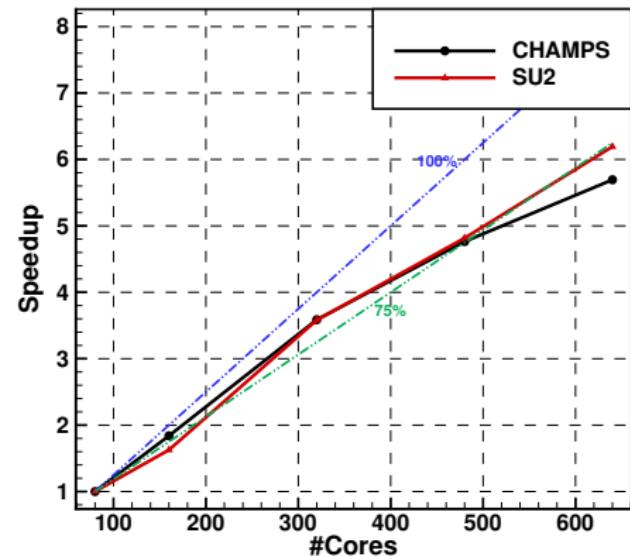
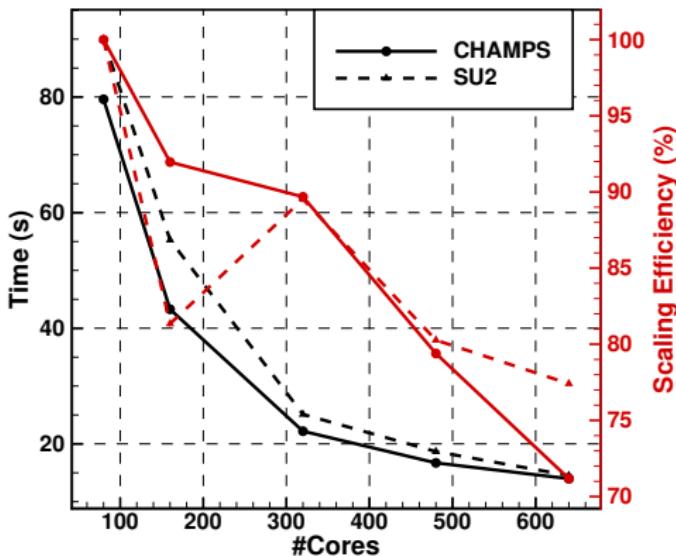
# CRM - High-Lift Configuration

- Common Research Model (CRM) in high-lift configuration
- Mixed element grid: 22M cells and 10M nodes (coarse grid)
- Challenging conditions for a CFD software
- Chapel 1.19 configured with the infiniband conduit for gasnet
- Comparison against SU2 (C++/MPI)



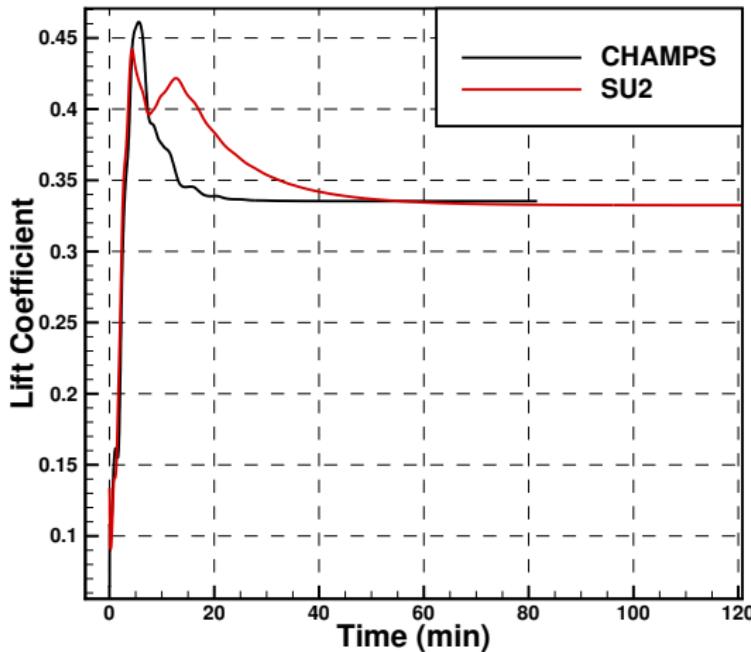
# Computational Time and Scalability

- CHAMPS is achieving similar performances than SU2.



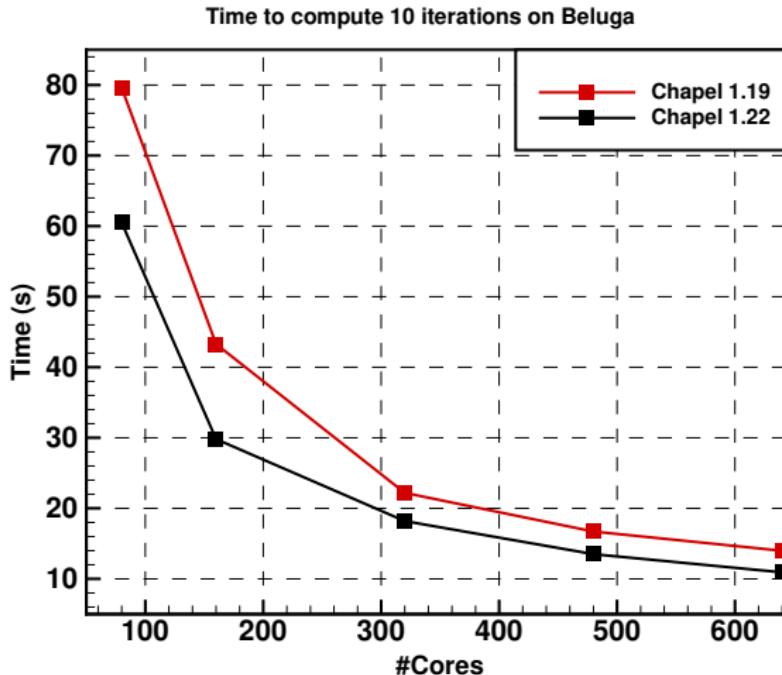
## Convergence Rate

- Comparison of the lift force convergence for the clean configuration
- Flow conditions: Mach = 0.85, Angle of Attack = 1.0 and Reynolds number = 5E6



# Chapel 1.22

- Optimization made for infiniband network
- Around 20% faster runs with Chapel 1.22



# Conclusion

## Distributed Memory Parallelism

- The development of distributed memory application is very efficient with Chapel
- Complex algorithms are easily portable to large computer clusters
- However, it must be done with care to avoid performance pitfalls

## Productivity

- Language well accepted by the rest of the team (considering a C/C++/Python background)
- Additional modules are easily added by team members (other than original developers)

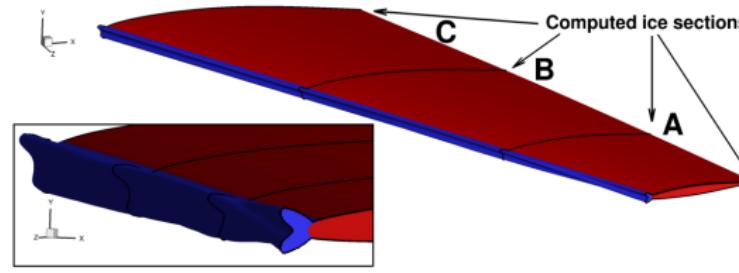
## Performance

- The Chapel codes are performing similarly to other C/C++ applications.

# Future Developments

## New physical models

- Droplet model for ice accretion
- Structural model for aeroelastic simulations



## Acknowledgements

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- The authors would like to acknowledge the great support from the Chapel team at Cray.

