

# GPUUnit

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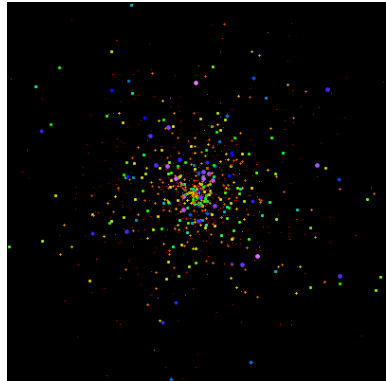
Alfred Whitehead

The Leiden Observatory

May 17, 2011

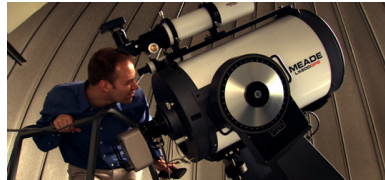
# Motivation

- ▶ Makes physics simulations accessible.
- ▶ Targeted at astrophysicists and students.
- ▶ Simulations are large and complex.
  - ▶ 1K - 1M particles
  - ▶ Simulation must be run for many steps.
- ▶ Complex software (AMUSE) exists to perform these computations efficiently.
  - ▶ Hardware-specific algorithms
  - ▶ More/less accurate algorithms



# Target Audiences

- ▶ Physics Students
- ▶ Observational Astrophysicists
- ▶ Theoretical Astrophysicists



$$\begin{aligned}
 \tilde{x} &= \frac{C}{M} \tilde{x} + \omega \tilde{y} \left[ 1 - \frac{f(\Phi)}{2} (\Delta k_1 + \Delta k_2 \cos 2\Phi) \right] \tilde{x} \\
 &\quad - \frac{\omega \tilde{f} f(\Phi) \Delta k_2 \sin 2\Phi}{2} \left( \tilde{y}_m - \frac{p}{K} \right) \\
 &= e(\Omega + \Phi)^2 \cos(\Phi + \delta) + e\Phi \sin(\Phi + \delta), \\
 \tilde{y}_m &+ \frac{C}{M} \tilde{y}_m - \frac{\omega \tilde{f} f(\Phi) \Delta k_2 \sin 2\Phi}{2} \tilde{x} \\
 &\quad - \omega \tilde{y} \left[ 1 - \frac{f(\Phi)}{2} (\Delta k_1 - \Delta k_2 \cos 2\Phi) \right] \tilde{y}_m \\
 &= e(\Omega + \Phi)^2 \sin(\Phi + \delta) - e\Phi \cos(\Phi + \delta) \\
 &\quad - \frac{f f(\Phi) (\Delta k_1 - \Delta k_2 \cos 2\Phi)}{2M}, \\
 \dot{\theta} &+ \frac{K_t + K_c}{I_0} \dot{\theta} - \frac{K_t}{I_0} \dot{\phi} = -\frac{C_t + C_c}{I_0} \dot{\theta} + \frac{C_t}{I_0} \dot{\phi}, \\
 \dot{\phi} &+ \frac{C_t}{I_1} \dot{\phi} - \frac{C_t}{I_1} \dot{\theta} + \frac{K_t}{I_1} \dot{\phi} - \frac{K_t}{I_1} \dot{\theta} \\
 &= \frac{p}{2I} \frac{ef(\Phi)}{2I} (\Delta k_1 \cos(\Phi + \delta) - \Delta k_2 \cos(\Phi - \delta)) \\
 &\quad + \frac{p^2}{2KI} \frac{1}{2} \frac{ef(\Phi)}{2} (\Delta k_1 - \Delta k_2 \cos 2\Phi) \\
 &\quad - f f(\Phi) \Delta k_2 \sin 2\Phi \} = \tilde{r}_c,
 \end{aligned}$$

# Overview

## Introduction

Target Audiences

## Purpose

Purpose of GPUTest

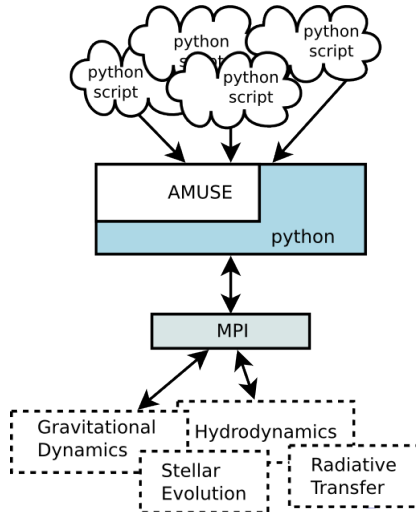
## Features and Design

## Software Engineering

## Impact

## Demo

# Astrophysical Multipurpose Software Environment (AMUSE)



# State of AMUSE

- ▶ Currently used by researchers to run large-scale simulations.
- ▶ Scripts, diagnostics, logging are all written by hand.
- ▶ AMUSE API/programming knowledge is required to create experiments.
- ▶ Still better than separated and opaque FORTRAN codes.

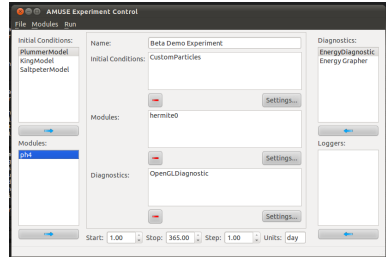
```

first_try = .true.
model_number = get_model_number(AMUSE_id, ierr)
if (evolve_failed('get_model_number', ierr, evolve, -3)) return
step_loop: do ! may need to repeat this loop for retry or backup
  result = star_evolve_step(AMUSE_id, first_try)
  if (result == keep_going) result = check_model(s, AMUSE_id, 0)
  if (result == keep_going) result = star_pick_next_timestep(AMUSE_id)
  if (result == keep_going) exit step_loop
  model_number = get_model_number(AMUSE_id, ierr)
  if (evolve_failed('get_model_number', ierr, evolve, -3)) return
  result_reason = get_result_reason(AMUSE_id, ierr)
  if (result == retry) then
    ! trying to spark interest... Why should I care and not fail as
    if (evolve_failed('get_result_reason', ierr, evolve, -4)) return
    if (report_retries) & summary of what the project is
    write(*, '(10,3x,a,/)') model_number, &
      'retry reason', trim(result_reason_str(result_reason))
  else if (result == backup) then
    if (evolve_failed('get_result_reason', ierr, evolve, -4)) return
    if (report_backups) & motivation for our project
    write(*, '(10,3x,a,/)') model_number, &
      'backup reason', trim(result_reason_str(result_reason))
  end if
  if (result == retry) result = star_prepare_for_retry(AMUSE_id)
  if (result == backup) result = star_do1_backup(AMUSE_id)
  if (result == terminate) then
    evolve = -11 ! Unspecified stop condition reached, or:
    if ($% number of backups in a row > $% max backups in a row ) then
      ! max backups reached
    end if
    if ($% max model number > 0 .and. $% model number >= & code is X lines
      $% max model number) evolve = -13 ! max iterations reached
  end if
end if

```

# Purpose of GPUit

- ▶ Ease the use of AMUSE
- ▶ Create/Design/Modify experiments
- ▶ Select, configure, swap out modules and initial conditions
- ▶ Store and restore progress of running experiments.



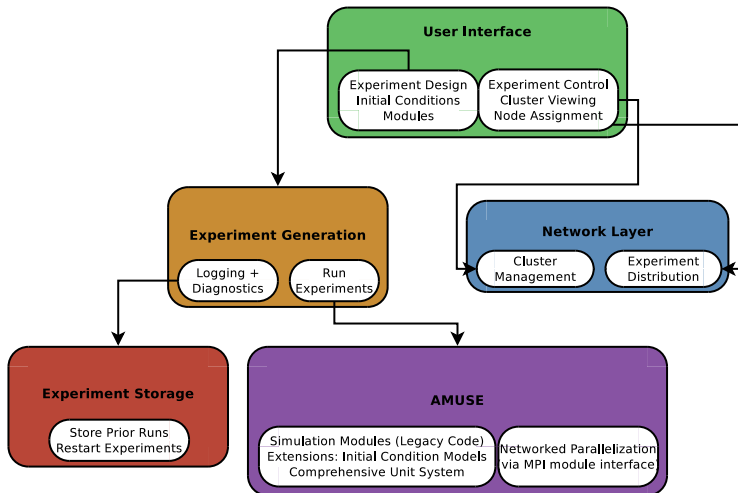
# Features

- ▶ Configurable experiments that can be saved and shared.
- ▶ Diagnostic tools that compute and display useful measurements.
- ▶ Storage of experiment state in case of crashes.
- ▶ Custom diagnostics and code generation.
- ▶ Provides a display of cluster usage to aid in scheduling.





# Architecture



# Design

- ▶ AMUSE is the only integrated simulation environment available.
- ▶ AMUSE is written in Python, streamlines interaction.
- ▶ C++ was considered as it supports Qt as well.
  - ▶ Communication w/AMUSE would be cumbersome.
  - ▶ AMUSE would be in a separate process.
- ▶ Designed APIs for diagnostics, logging and experiment persistence.
  - ▶ Users can create new diagnostics easily.
  - ▶ Experiments can be stored in a file structure, a remote DB etc...

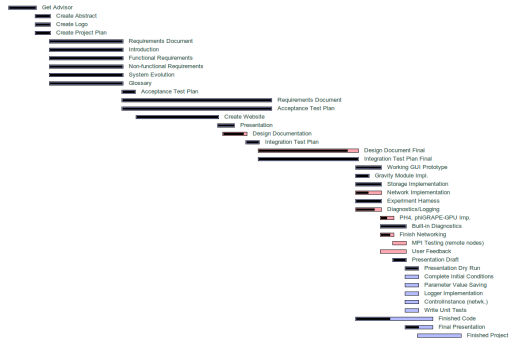


# Tests

- ▶ Table of tests that pass.

# Project Plan

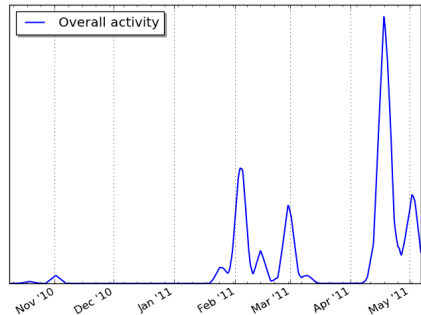
- ▶ Mostly waterfall design process.
- ▶ Initial phases were spent learning the domain (Physics/AMUSE).
- ▶ Roles
  - ▶ Tim: Physics reference, test subject
  - ▶ Andrew/Jason: Experiment and Module design.
  - ▶ Dan: Diagnostics
  - ▶ Raj: Logging
  - ▶ Gabe: Network, GUI.



# Team Management

- ▶ Used Mercurial as our version control system.
  - ▶ Distributed, allows off-line commits.
- ▶ Team met weekly.
  - ▶ Once to plan work, once to code.
- ▶ Bi-weekly advisor meetings.

GPUUnit Commit History



# Project Impact

- ▶ Gives students and physicists easy access to state-of-the-art tools.
- ▶ Simple experiment creation → faster turnaround on experiments.
- ▶ Faster experiments → more time to study them.
- ▶ Current state:
  - ▶ Software is usable to create simple experiments.
  - ▶ Comes with useful diagnostics, from real experimental setups.
  - ▶ Ready to get feedback from more advanced users.
  - ▶ Capability/APIs already exist to provide more advanced features.

# Demo

- ▶ Demonstration of a simulation.

# Questions

- ▶ Questions?