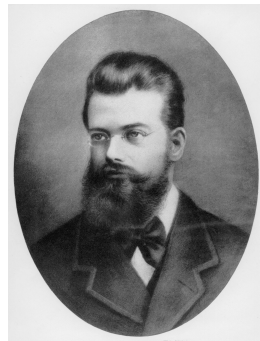


GPU Lattice Boltzmann Method for Heat Transport

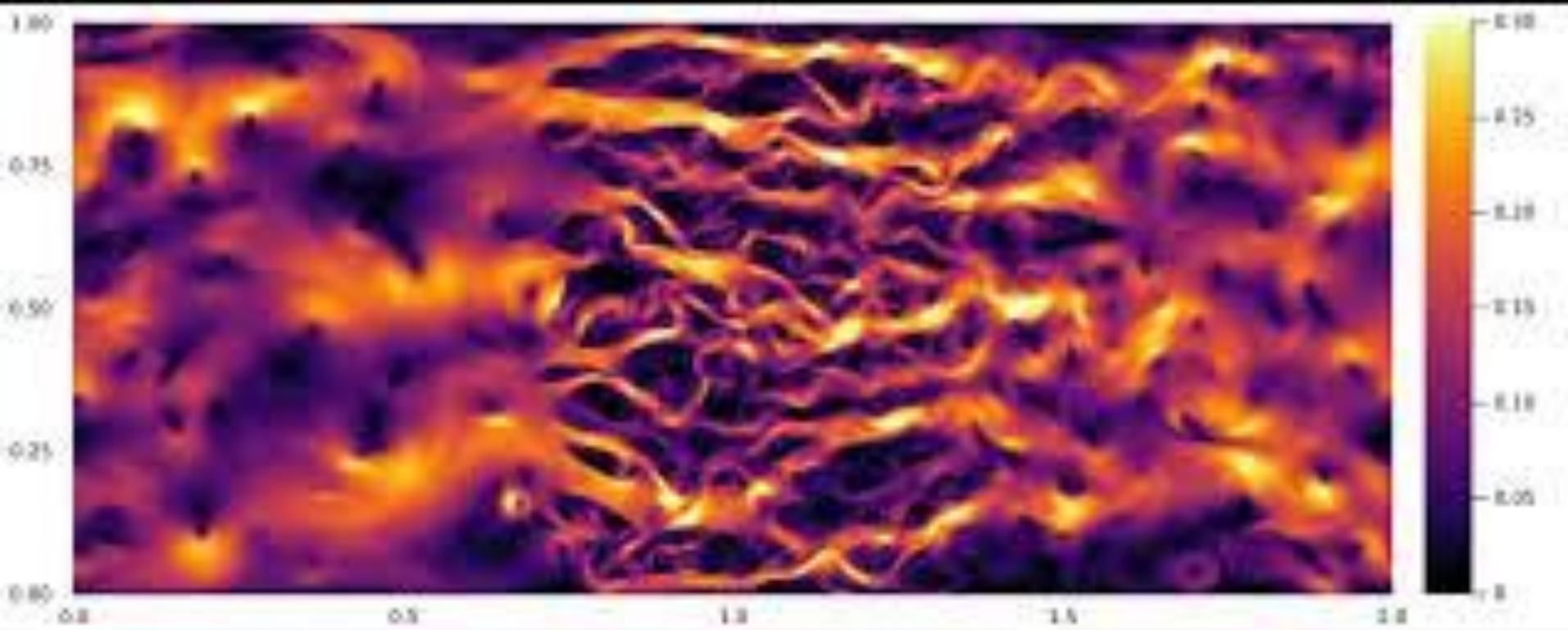
The Organizers

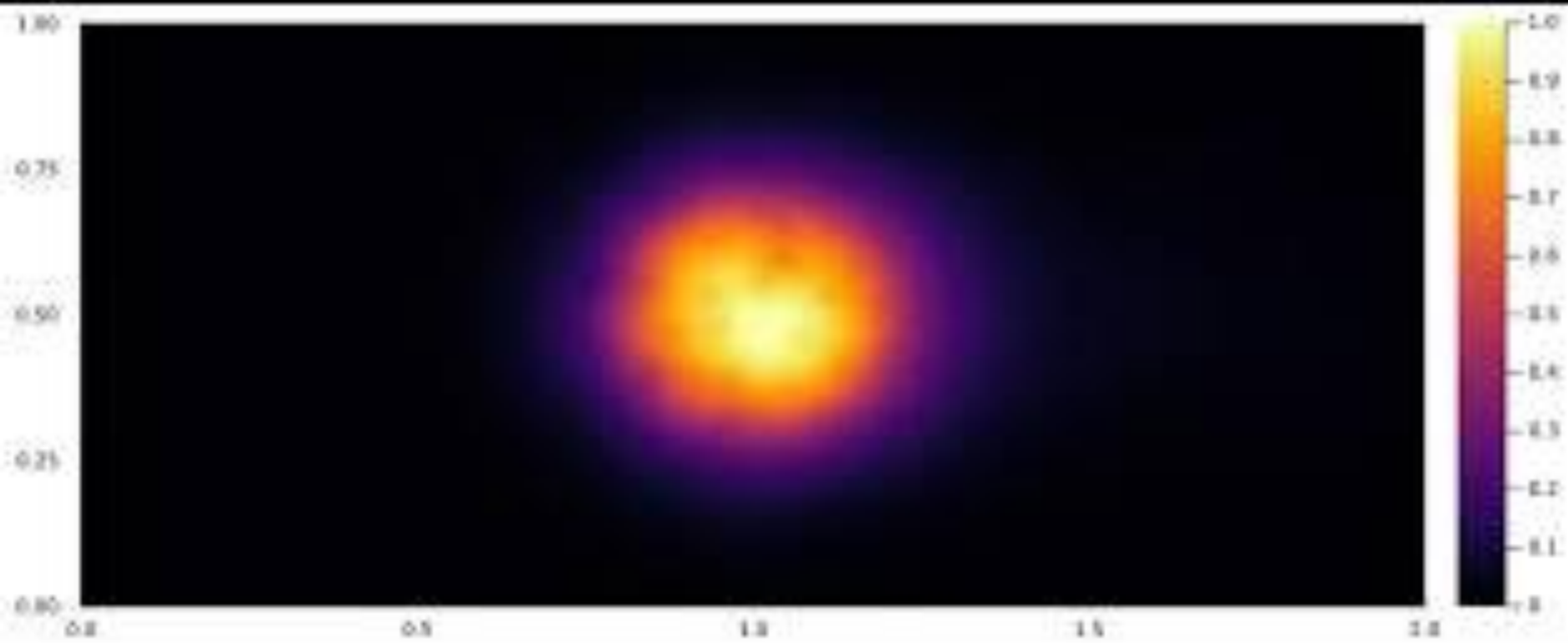
Key Ideas

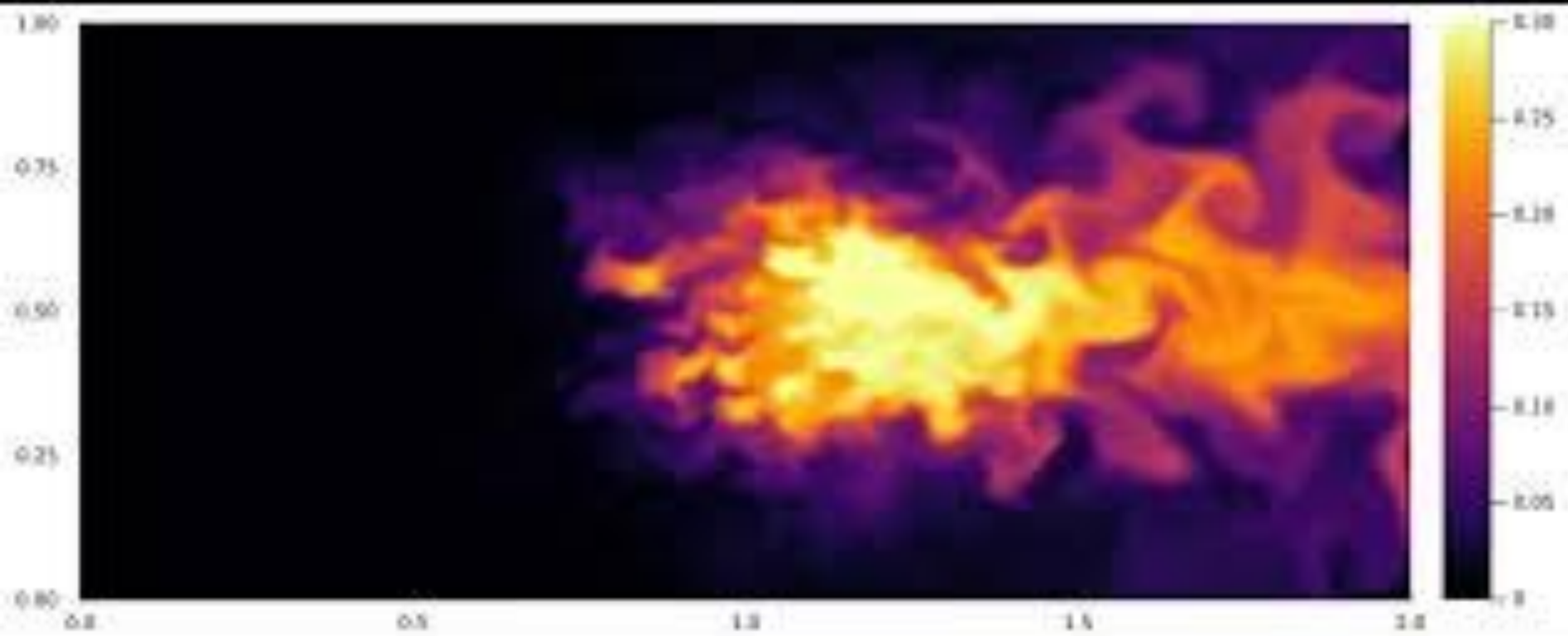
- Lattice-Boltzmann method
- 2D Instationary Flow with two-layer Heat transport model
- Fully explicit -> great parallelization on GPUs
- Use simplex noise contours as fins
- Use Julia to get 80% of the performance in 20% of the time



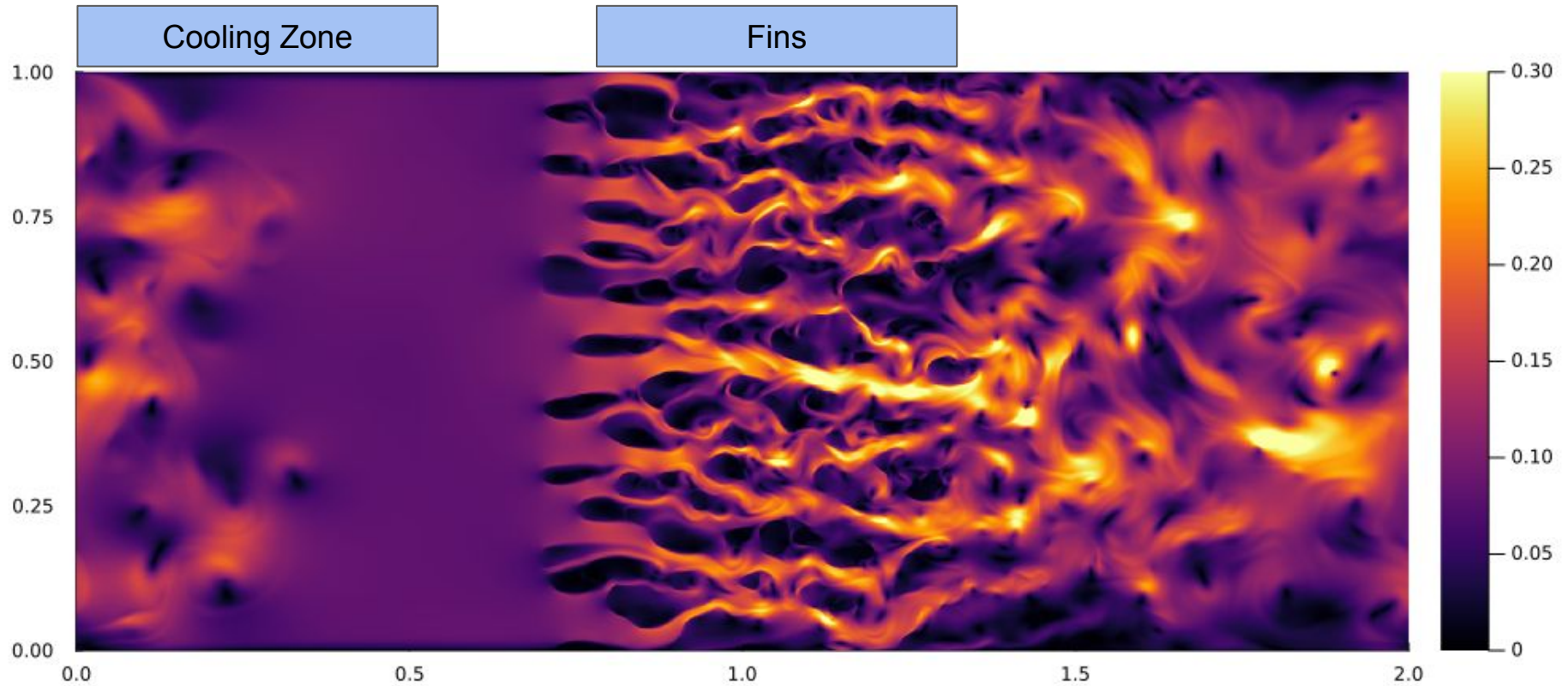
Results



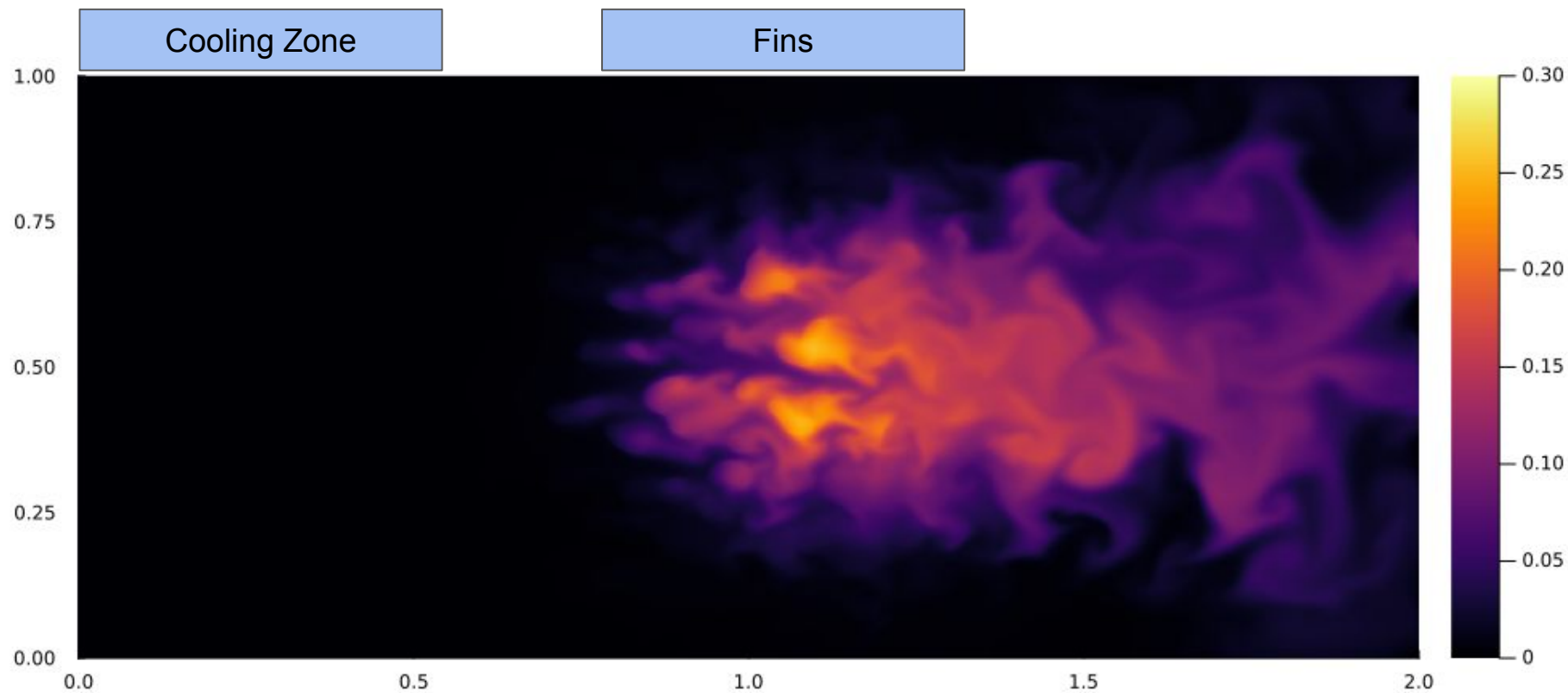




Setup



Setup



Lattice Boltzmann Algorithm

- Based on Tanabe et al. “Topology optimization using the lattice Boltzmann method for unsteady natural convection problems” and

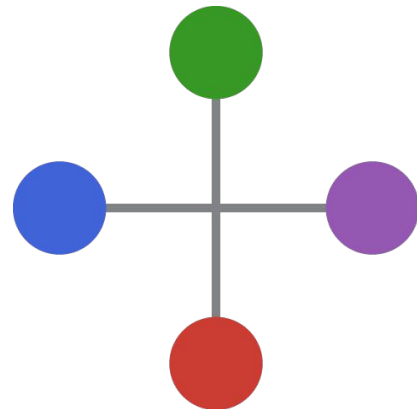
$$\frac{\partial \mathbf{u}}{\partial t} + (\mathbf{u} \cdot \nabla) \mathbf{u} = -\nabla p + \nu \nabla^2 \mathbf{u} - \alpha_\gamma \mathbf{u} + \cancel{eg\beta(T - T_{\text{ref}})}.$$

Tech Stack

- Julia
 - Good support for autodiff
- Parallel Stencil
 - Theoretically good for xPU debugging
 - There is a course about it @ETH
 - Solving Partial Differential Equations in Parallel on GPUs



<https://arxiv.org/abs/2211.15634>



ParallelStencil.jl



Julia Language

GPU Speedup

1000x2000 Cells

- Nvidia RTX 4090: ~3 ms/iter

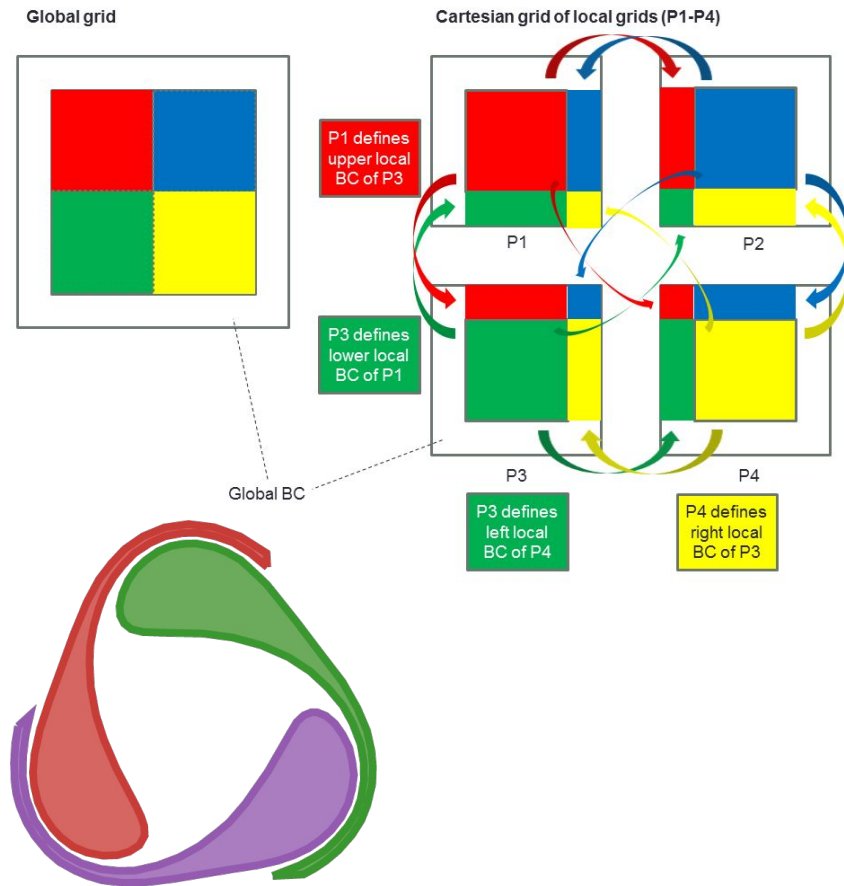
```
0.003892 seconds
0.003861 seconds
0.003820 seconds
0.003819 seconds
0.003852 seconds
0.003822 seconds
0.003898 seconds
```

- 16-core CPU: ~150 ms/iter

```
0.158382 seconds
0.182829 seconds
0.131559 seconds
0.170540 seconds
0.182400 seconds
0.139783 seconds
0.177649 seconds
0.173386 seconds
```

Future Plans

- Parallel Stencil Interfaces well with Implicit Global Grid which allows multi xPU support
 - Hide communication
 - Allows to push towards very high resolution
- Generating the Adjoint with SciMLSensitivity.jl



Git Hub Repo

