# Development of Parallel CFD Applications with the Chapel Programming Language

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# What is Chapel?\*

#### Chapel

- A modern parallel programming language
- portable & scalable
- open-source & collaborative

#### Goals

- Support general parallel programming
- Make parallel programming at scale far more productive

\* Some of the Chapel slides are based on Brad Chamberlain, Chapel Comes of Age: A Language for Productivity, Parallelism, and Performance, HPC Knowledge Meeting (HPCKP), 2019 and Kathy Yelick, CHIUW 2018 keynote: Why Languages Matter More Than Ever

# Why Consider a New Language?

#### Syntax

- High level, elegant syntax
- Improve programmer productivity

## Semantics

- Static analysis can help with correctness
- We need a compiler (front-end)

## Performance

- Optimizations are needed to get performance
- We need a compiler (back-end)

## Algorithms

- Language defines what is easy and hard
- Influences algorithmic thinking

# Chapel

Chapel aims to be as...

...programmable as Python

... fast as Fortran

...scalable as MPI, SHMEM, or UPC

...portable as C

...flexible as C++



# Stream Triad







- Global namespace is supported (PGAS)
- Chapel uses the concept of *locale*



# Chapel for CFD

## Productivity

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

#### Fast

• The inherent computational cost demands fast software

## Portable and Scalable

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

# CHAMPS

#### Objective

Build a complete 3D unstructured CFD simulation software from scratch with Chapel for large-scale simulation on distributed memory for multi-physics simulations.

## CHapel Multi-Physics Simulation (CHAMPS)

- 3D Unstructured Reynolds Average Navier-Stokes flow solver (support 2D and 3D grids)
- Second order finite volume
- Convective flux schemes: Roe and AUSM
- SA,  $k \omega$  SST-V and Langtry-Menter transitional turbulence models
- Explicit solver (Runge Kutta) and implicit solvers (SGS, GMRES)
- Jacobian-Free Newton-Krylov
- Interface with external libraries: MKL, CGNS, METIS and PETSC
- Icing module (not shown)

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



Chapel CHAMPS Scalability Numerical Verification Conclusion

# Parallelism over distributed memory

- Single execution
- A task is created for every available locale
- The task on a locale creates a task for every core on that locale



# Communication

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



# Scalability

- The scalability is evaluated on a Cartesian grid
- The cube has farfield boundary conditions only



## Strong Scaling

The cube is discretized with 800 elements in every direction  $\left(i,j,k\right)$  for a total of 512M elements

#### Weak Scaling

The problem size (  $\sim$  1M per *locale*) is scaled with the number of *locales* 

# Scalability

- The scaling result is highly impacted by global reductions (i.e. lift, drag and residual values to monitor flow convergence)
- Linear scalability is maintained at 9216 cores without these reductions



(Left) - Strong Scaling (Right) - Weak Scaling

# Numerical Verification

## Flat Plate Turbulence Model Verification

- SA and KW models are verified against CFL3D and FUN3D
- Similar grid convergence is achieved for C<sub>D</sub>



# Numerical Verification

#### Fifth Drag Prediction Workshop (DPW)

• The angle of attack to yield a lift coefficient of 0.5 is in line with the workshop results



# Numerical Verification

#### Fifth Drag Prediction Workshop (DPW)

The pressure drag convergence of CHAMPS is similar to the workshop results



# Conclusion

## Distributed Memory Parallelism

- The development of distributed memory application is efficient
- Complex algorithms are easily portable to large computer clusters

## Productivity

- Additional modules are easily added by team members (other than original developers)
- Our experience in writing such software points to 2-5X faster implementation times for Chapel than C/C++

## Performance

• CHAMPS is performing similarly to other C/C++ applications

#### Future Work

• Implementation of a fluid-structure interface

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