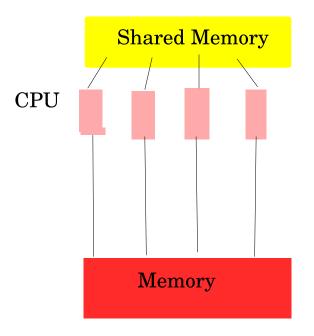
## **GPU**

the "poor man's" computer for Lattice Boltzmann Simulations

Plan
Description of GPU
Programming GPU
Some booby traps...
Examples of simulations
Remarks about "accuracy" of LBS models.

## **GPU**

The generation of images (mostly games...) from limited information requires a lot of simple computations. Instead of a complicated CPU + Large cache, the same silicon "real estate" is used for a large number of simplified CPU-units and no cache.



Typical Properties
Memory 1 Gbyte (up to 4 Gbytes)
organized in banks: it takes roughly 400 cycles to "recover" after
a read!!
CPU 128 (256 or somewhat more)
usually work with 32 bits words (more recent cards have 64 bits
arithmetic, apparently one such processor for every 8 CPU)
Shared Memory 16384 bytes!!

Programming NVIDIA has developped an extension of gcc (nvcc) one adds at the beginning \_host\_\_ → operates on host \_global\_ → operates on GPU Prepare a c-program for the host, test it! Transfer all necessary data in the GPU Replace for GPU do-loops by thread indices that are generated by the GPU ex. for(j = 0; j < Nx; j + +) for CPU i=threadIdx.x; thread\_Index in the GPU After computing in GPU, transfer back to CPU the desired results. Main difficulty

Master the system of threads.

They are organized in a hierarchical way:

Block of threads that are organized in a grid of such blocks. One has control over the size of blocks and of the size of grid, but the order in which threads are executed is not reproducible, so don't try to be too smart to link various steps in a computation.

The access to the main memory must avoid operation like f[(j+1)%N]=f[j]

Use the shared\_memory as much as possible, however it is very small (back to the old days....).

Typical performance D3Q19 in full "d'Humières" MRT algorithm, on 9800 GT approximately 6 nsec/LUPS limited to 196³ on Tesla C870 approx 4 nsec/LUPS 256³ on Tesla C1060 approx 2 nsec/LUPS a little more

# Some Results for simple 2-D Models D2Q13

Velocities

$$\begin{vmatrix} \partial_t & \partial_r & 0 \\ \frac{\alpha+44}{26} \partial_r & \partial_t & 0 \\ 0 & 0 & \partial_t \end{vmatrix}$$
 (1)

$$\begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & -S\frac{1021+156c_1-22\alpha}{572}\partial_r^2 & 0 \\ 0 & 0 & -S\frac{51+4c_1}{44}\partial_r^2 \end{bmatrix}$$
 (2)

For wavevector : 
$$k\{I, m\}$$
  
 $-\frac{3}{4}\alpha(36S^2 - 7)mI^5$   
 $+\frac{1}{66}(6S^2 - 1)(16c_1 + 61)I^4$   
 $+\frac{3}{4}\alpha(36S^2 - 7)m(1 - m^2)I^3$   
 $-\frac{1}{66}(6S^2 - 1)(16c_1 + 61)I^2$   
 $+\frac{1}{23232}(557 + 7680c_1S^2 + 12264S^2 - 48c_1^2 + 384c_1^2S^2 - 872c_1)$ 

## D2Q16

#### Velocities

$$\begin{vmatrix} \partial_t & \partial_r & 0 \\ \frac{5(\alpha+3)}{4} \partial_r & \partial_t & 0 \\ 0 & 0 & \partial_t \end{vmatrix}$$
 (3)

$$\begin{vmatrix} 0 & 0 & 0 \\ 0 & -S\frac{5(2+c_1-\alpha)}{4}\partial_r^2 & 0 \\ 0 & 0 & -S\frac{5(5+c_1)}{12}\partial_r^2 \end{vmatrix}$$
 (4)

For wavevector : 
$$k\{I, m\}$$
  
 $-\frac{1}{54}(-1+6S^2)(91+133c_1+96c_3)I^4$   
 $+\frac{1}{54}(-1+6S^2)(91+133c_1+96c_3)I^2$   
 $+\frac{1}{1728}(1189-2304S^2c_3-2592c_1S^2$   
 $+600S^2c_1^2+682c_1+384c_3-75c_1^2-3384S^2)$ 

## D2Q25

#### **Velocities**

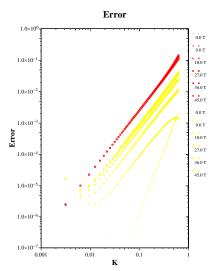
0, 1, 0,-1, 0, 1,-1,-1, 1, 2, 1,-1,-2,-2,-1, 1, 2, 3, 1,-1,-3,-3,-1, 1, 3 0, 0, 1, 0,-1, 1, 1,-1,-1, 1, 2, 2, 1,-1,-2,-2,-1, 1, 3, 3, 1,-1,-3,-3,-1 Euler

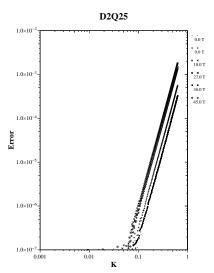
$$\begin{vmatrix} \partial_t & \partial_r & 0 \\ \frac{\alpha+132}{50} \partial_r & \partial_t & 0 \\ 0 & 0 & \partial_t \end{vmatrix}$$
 (5)

$$\begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & -S\frac{3471 + 75c_1 - 22\alpha}{1100} \partial_r^2 & 0 \\ 0 & 0 & -S\frac{85 + c_1}{44} \partial_r^2 \end{bmatrix}$$
 (6)



For wavevector :  $k\{I, m\}$   $\frac{1}{34914}(6S^2 - 1)(2755c_1 + 44c_2 + 85169)I^4$   $-\frac{1}{34914}(6S^2 - 1)(2755c_1 + 44c_2 + 85169)I^2$  $+\frac{1}{23232}(4373 + 1968c_1S^2 + 24c_1^2S^2 - 3c_1^2 + 17112S^2 - 158c_1)$ 





## D2Q17

#### **Velocities**

$$\begin{bmatrix} \partial_t & \partial_r & 0 \\ \frac{\alpha+60}{34} \partial_r & \partial_t & 0 \\ 0 & 0 & \partial_t \end{bmatrix}$$
 (7)

$$\begin{bmatrix} 0 & 0 & 0 & 0 \\ 0 & -S\frac{169+17c_1-2\alpha}{68}\partial_r^2 & 0 \\ 0 & 0 & -S\frac{17+c_1}{12}\partial_r^2 \end{bmatrix}$$
(8)

For wavevector : 
$$k\{I, m\}$$
  
 $-\frac{S}{18}(6S^2 - 1)(7c_1 + 12c_2 + 57)I^4$   
 $+\frac{S}{18}(6S^2 - 1)(7c_1 + 12c_2 + 57)I^2$   
 $+\frac{S}{2880}(2035 - 5c_1^2 + 174c_1 + 384c_2$   
 $+S^2(-9320 + 40c_1^2 - 704c_1^2 - 2304c_2))$ 

### D2Q17 with 4 conservations

#### **Velocities**

 $\begin{vmatrix} \partial_t & \partial_r \\ \frac{30}{17} \partial_r & \partial_t \\ 0 & 109 + 170 \ 0 \end{vmatrix}$ 

$$\begin{bmatrix} \partial_{t} & \partial_{r} & 0 & 0 \\ \frac{30}{17}\partial_{r} & \partial_{t} & \frac{1}{34}\partial_{r} & 0 \\ 0 & \frac{109+17c_{1}}{3}\partial_{r} & \partial_{t} & 0 \\ 0 & 0 & 0 & \partial_{t} \end{bmatrix}$$
(9)

$$\begin{vmatrix}
0 & 0 & 0 & 0 & 0 \\
0 & -S\frac{17+c_1}{12}\partial_r^2 & 0 & 0 \\
T\frac{1090c_1+\beta_\rho}{109} & 0 & -T\frac{1054-109c_1-102\beta_e}{654}\partial_r^2 & 0 \\
0 & 0 & 0 & -S\frac{17+c_1}{12}\partial_r^2
\end{vmatrix}$$
(10)

Viscosity 
$$\nu = \frac{17+c_1}{12} \left(\frac{1}{s_{jx}} - \frac{1}{2}\right)$$
 Diffusivity 
$$\kappa = 3\frac{620+60\beta_e - \beta_\rho}{109(17+c_1)} \left(\frac{1}{s_{xx}} - \frac{1}{2}\right)$$
 Sound 
$$\frac{\sqrt{102+6c_1}}{6}$$
 
$$\gamma = \frac{1}{2} (\nu + \kappa) + \frac{1054-109c_1+102\beta_e}{1308} \left(\frac{1}{s_{xx}} - \frac{1}{2}\right)$$



