Real Time Hybrid Simulation on a Parallel Machine

Gregory Bunting, Payton Lindsay

Computational Solid and Structural Mechanics Lab
School of Civil Engineering, Purdue University

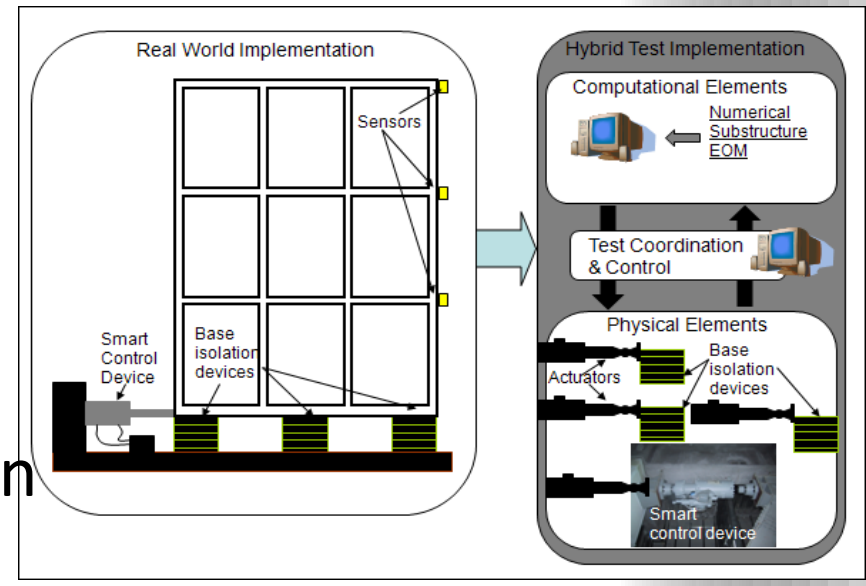
Overview

- Introduction to RTHS
- RTHS Example
- My requirements for Parallel Code
- Structure of RTHS Code
- Parallel Transformations
- Execution time and Speedups
- Conclusions

Real Time Hybrid Simulation

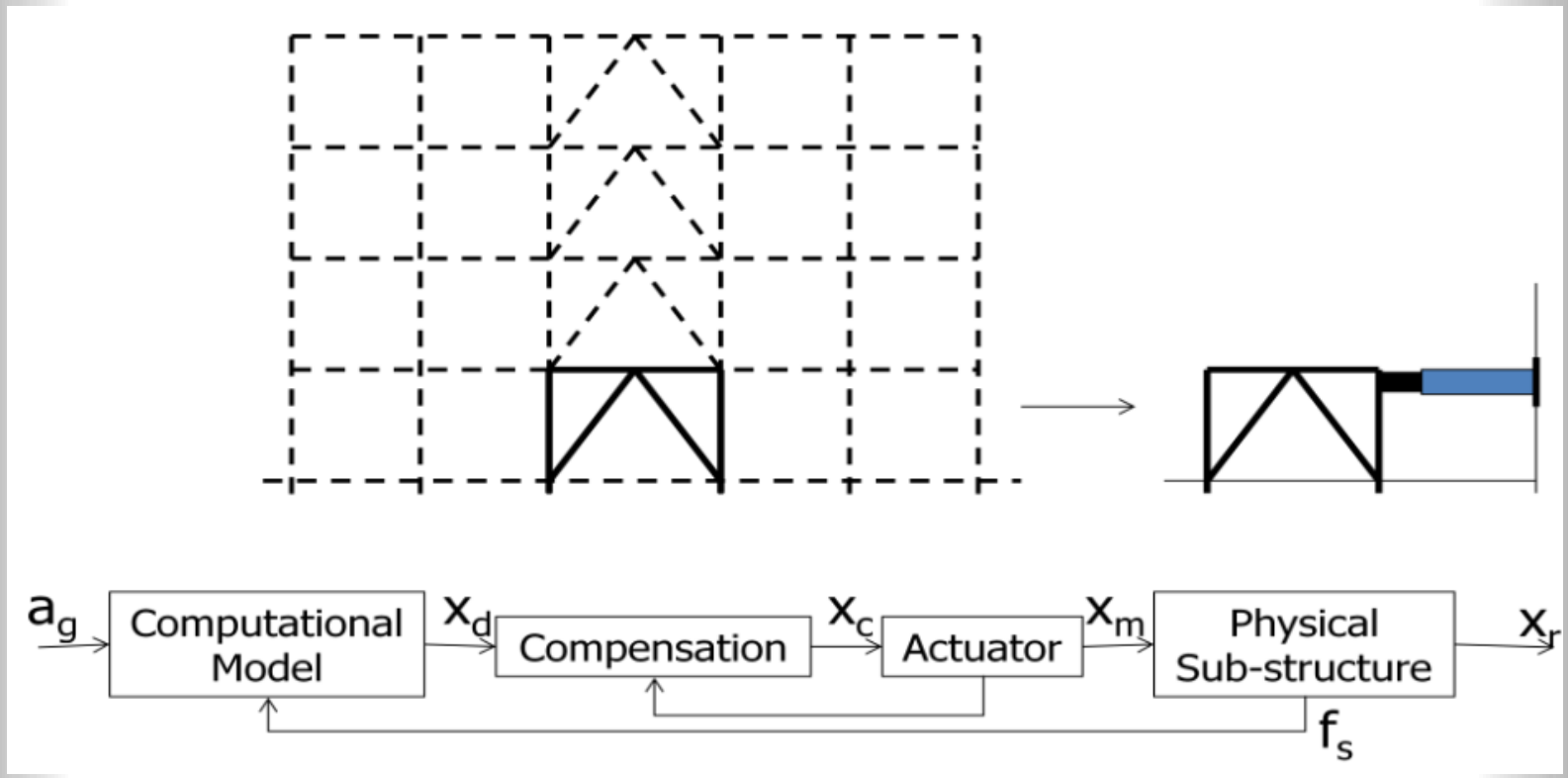
- Full scale tests can be expensive
- Hybrid Simulation:

  Physical + Numerical
- Real Time Hybrid Simulation
  - Accurate dynamics
  - Typically performed at 1024 Hz
  - Constraints on numerical model size



Tidwell, Gao, Huang, Lu, Dyke, Gill, 2009

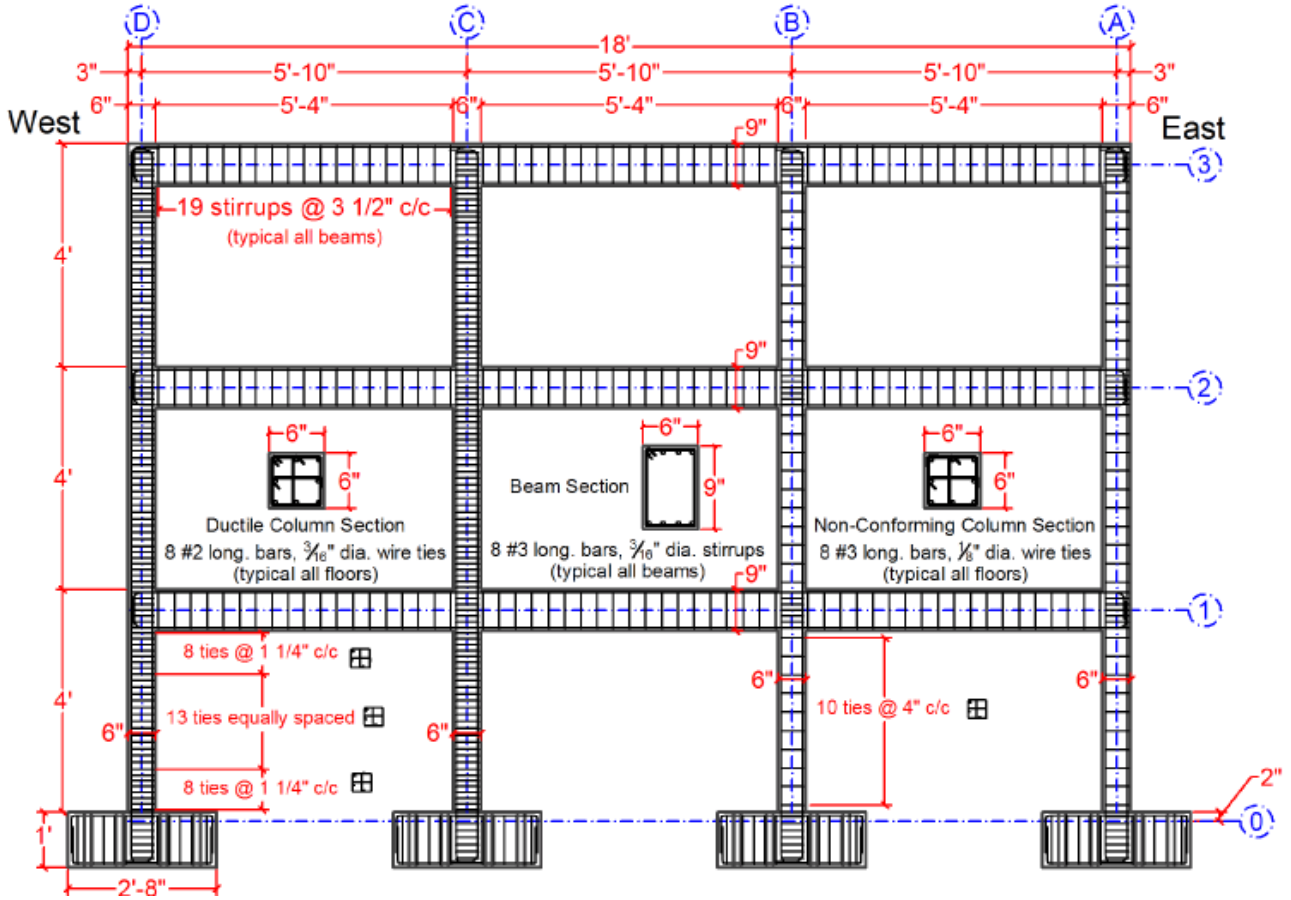
Real Time Hybrid Simulation



RTHS Example

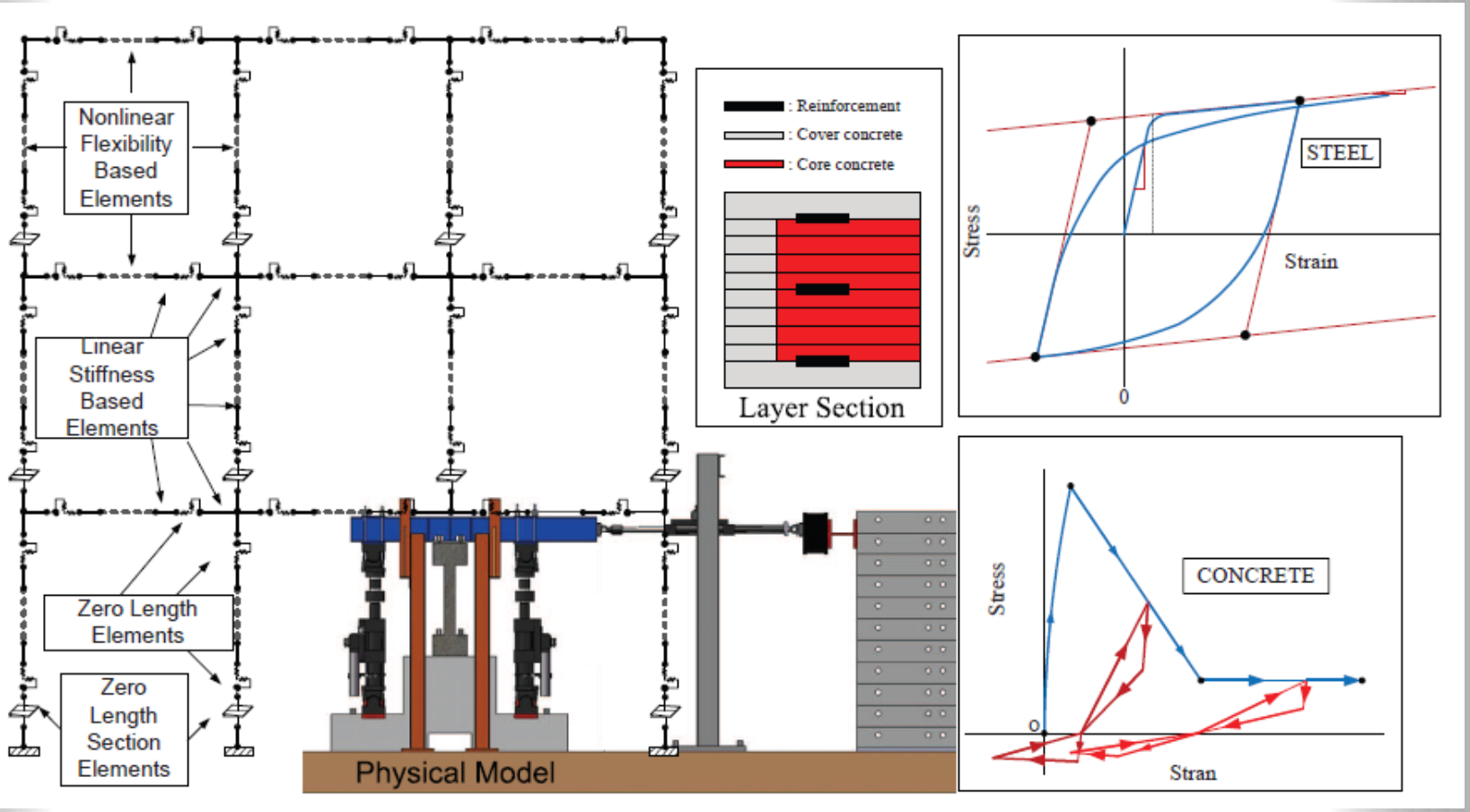
•**Ghannoum and Moehle (2012) UC Berkeley**

RTHS Example



- **Ghannoum and Moehle (2012) UC Berkeley**

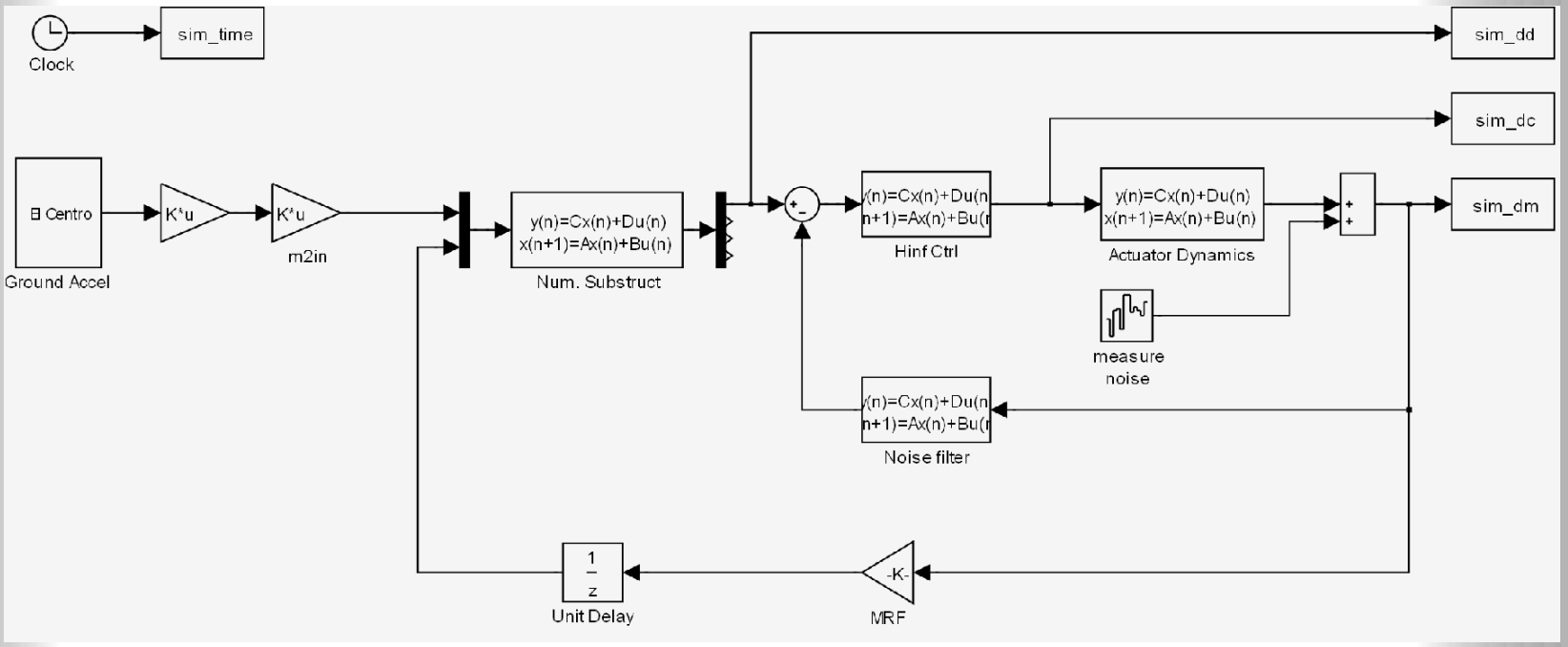
RTHS Example



- **Saoumo et al 2013 UC Boulder**

My Requirements for Parallel Code

- Need to meet 1024 Hz requirement
- Size of numerical model is unknown – the bigger numerical model we can handle, the more interesting tests we can run
- Will eventually run on real time machine
- Will run as part of a physical test
  - Shake Table
  - Actuators
  - Accelerometers


Clock
sim_time
sim_dd
sim_dc
sim_dm
El Centro
Ground Accel
K*u
K*u
m2in
y(n)=Cx(n)+Du(n)
x(n+1)=Ax(n)+Bu(n)
Num. Substruct
+
-
Hinf Ctrl
Actuator Dynamics
measure
noise
Noise filter
1
z
Unit Delay
-K-
MRF

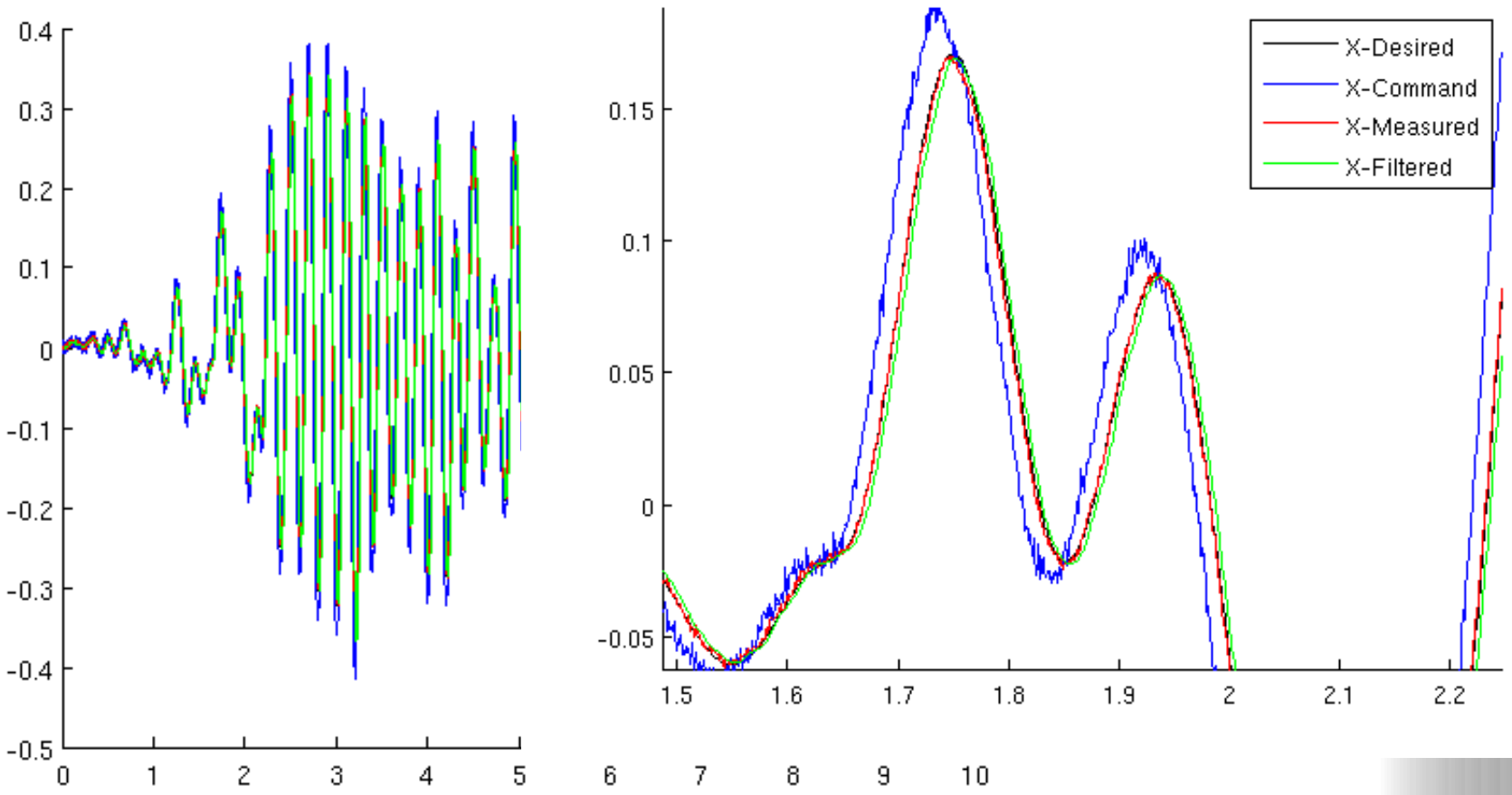
Structure of RTHS Code

- Earthquake input (El Centro, 60s)
  - Gains to adjust units
- Numerical Substructure
  - State Space or FEA Representation
- Compensation / Control
- Actuator Dynamics
- Randomly Generated Noise Values
- Noise Filter
- Physical Substructure (Pure Stiffness)

Structure of Code

- Preprocessing – building of state space matrices – generally ignored because this can be done before Real Time section starts
- Large Loop – Time stepping
  - Not parallelizable (Need previous results)
  - Must be solved in less than .976 milliseconds
  - Bulk of computation will be in NS
- Postprocessing – graphing results, etc. generally ignored because this can be done after Real Time Section

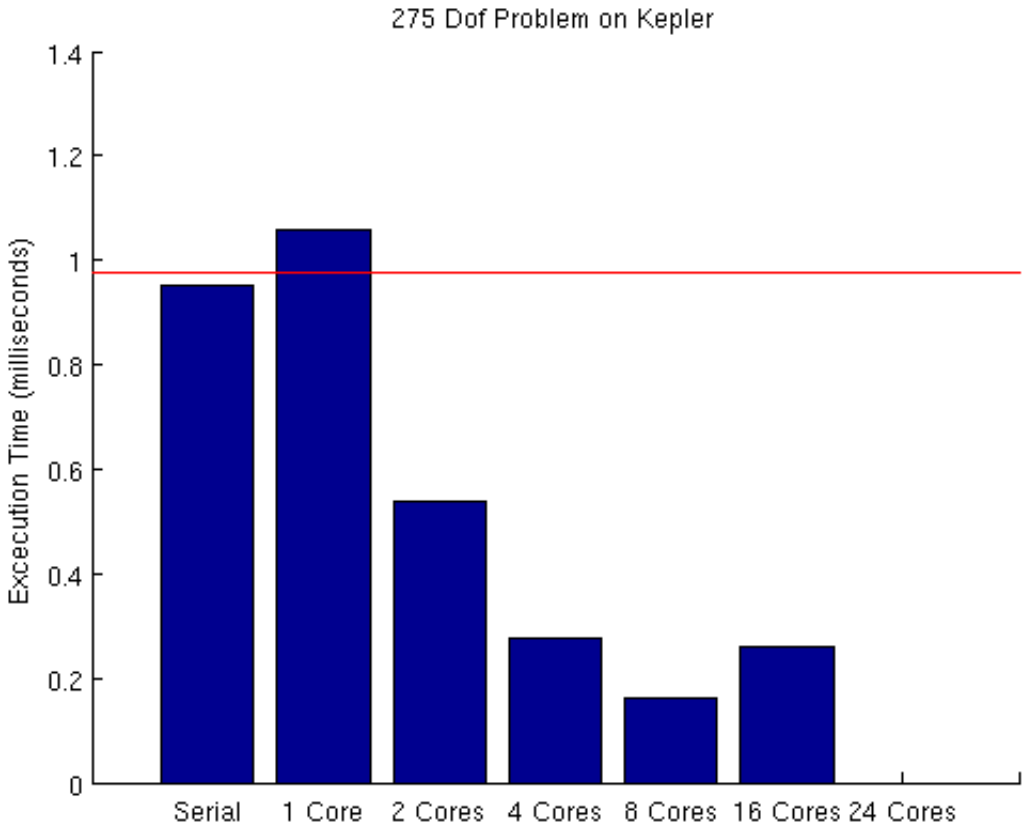
Structure of Code



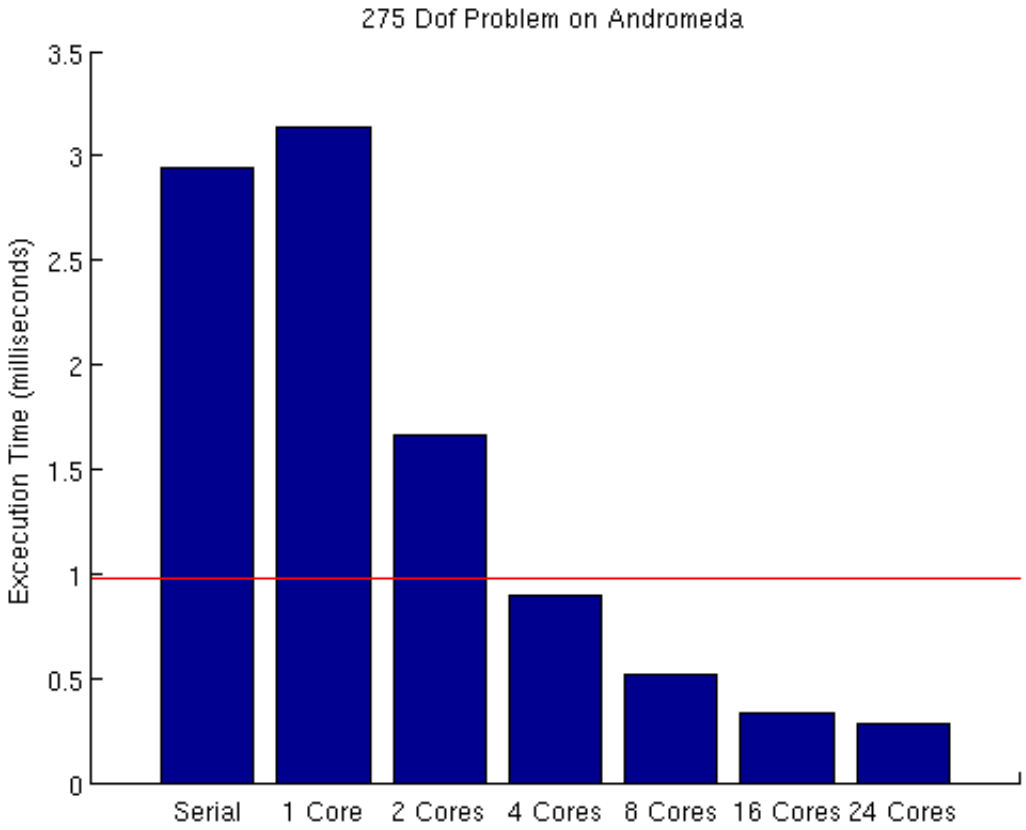
Parallel Transformations

- Parallel for loops and loop collapsing– just on NS solve
- Parallel for loops on other solves had high overhead
- Parallel sections – splitting NS from the rest of the time stepping code and adding a unit delay
  - High overhead for this problem
  - May use if we have more complicated control techniques or other calculations to do

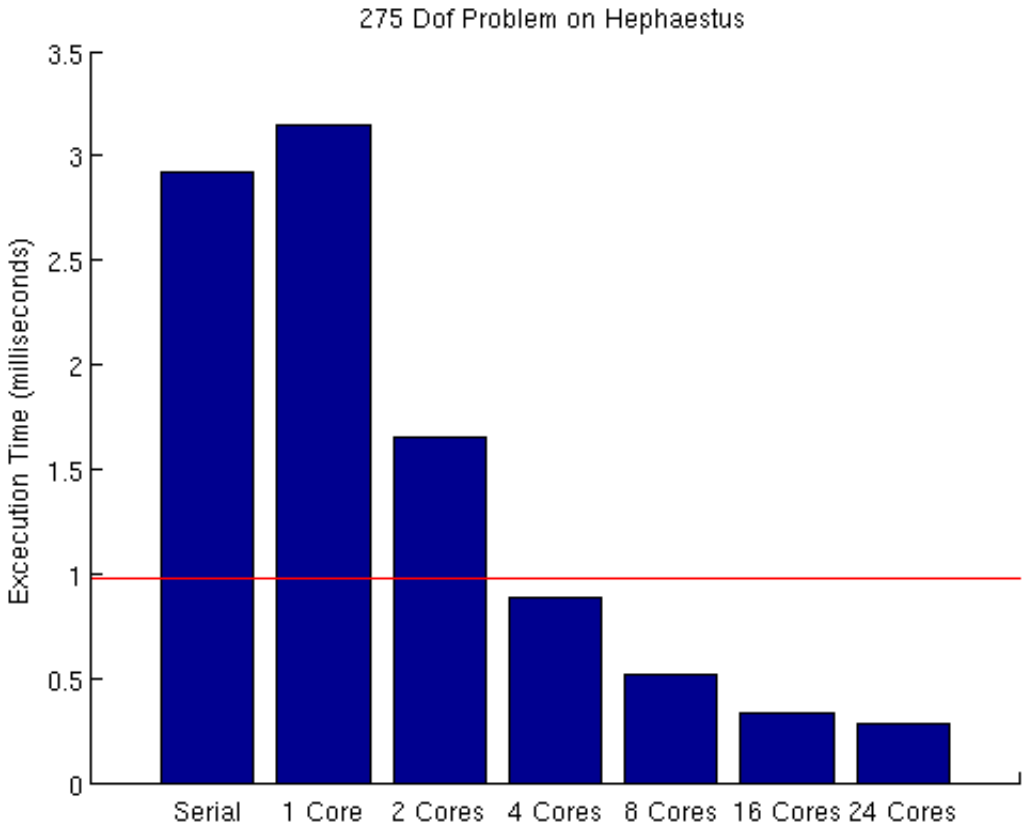
Timing Data


275 Dof Problem on Kepler
Execution Time (milliseconds)
1.4
1.2
1
0.8
0.6
0.4
0.2
0
Serial
1 Core
2 Cores
4 Cores
8 Cores
16 Cores
24 Cores

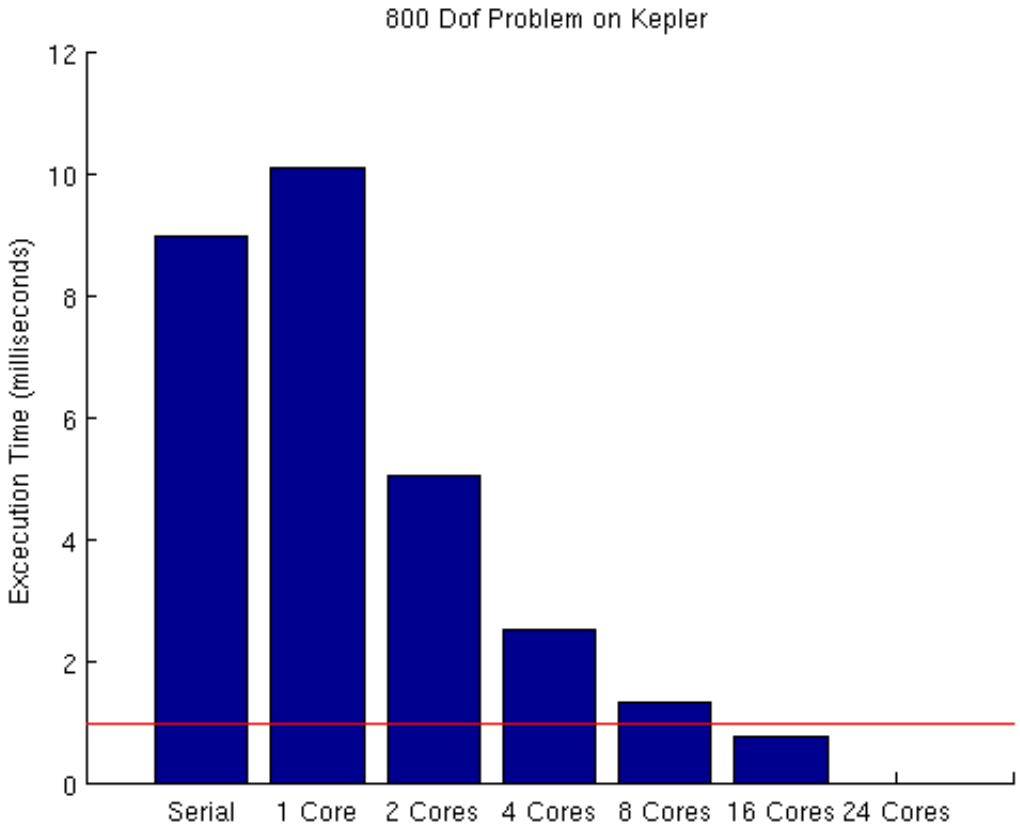
Timing Data


275 Dof Problem on Andromeda
Execution Time (milliseconds)
3.5
3
2.5
2
1.5
1
0.5
0
Serial
1 Core
2 Cores
4 Cores
8 Cores
16 Cores
24 Cores

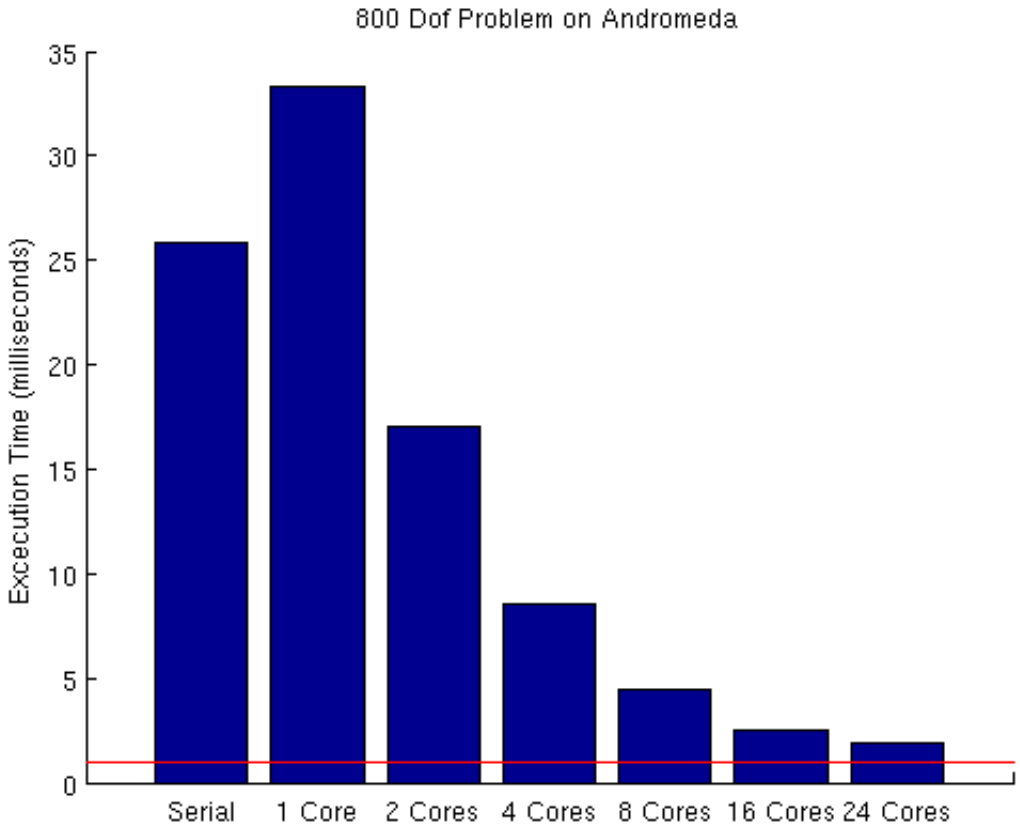
Timing Data


275 Dof Problem on Hephaestus
Execution Time (milliseconds)
3.5
3
2.5
2
1.5
1
0.5
0
Serial
1 Core
2 Cores
4 Cores
8 Cores
16 Cores
24 Cores

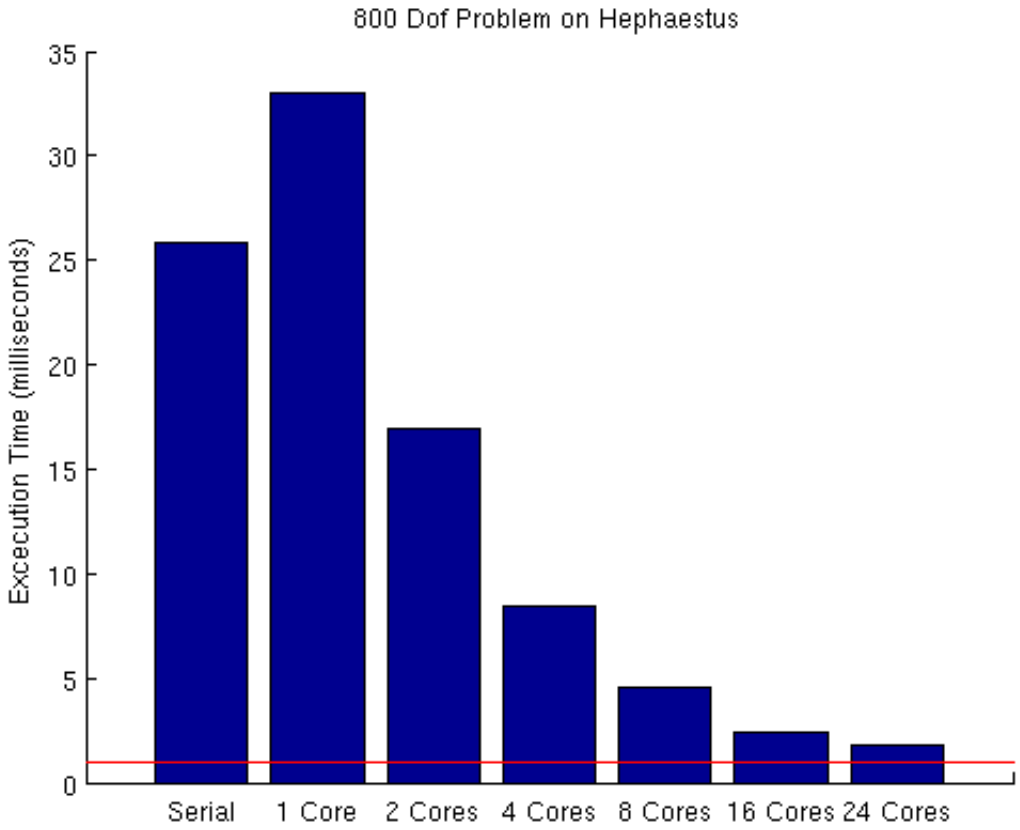
Timing Data


800 Dof Problem on Kepler
Execution Time (milliseconds)
0
2
4
6
8
10
12
Serial
1 Core
2 Cores
4 Cores
8 Cores
16 Cores
24 Cores

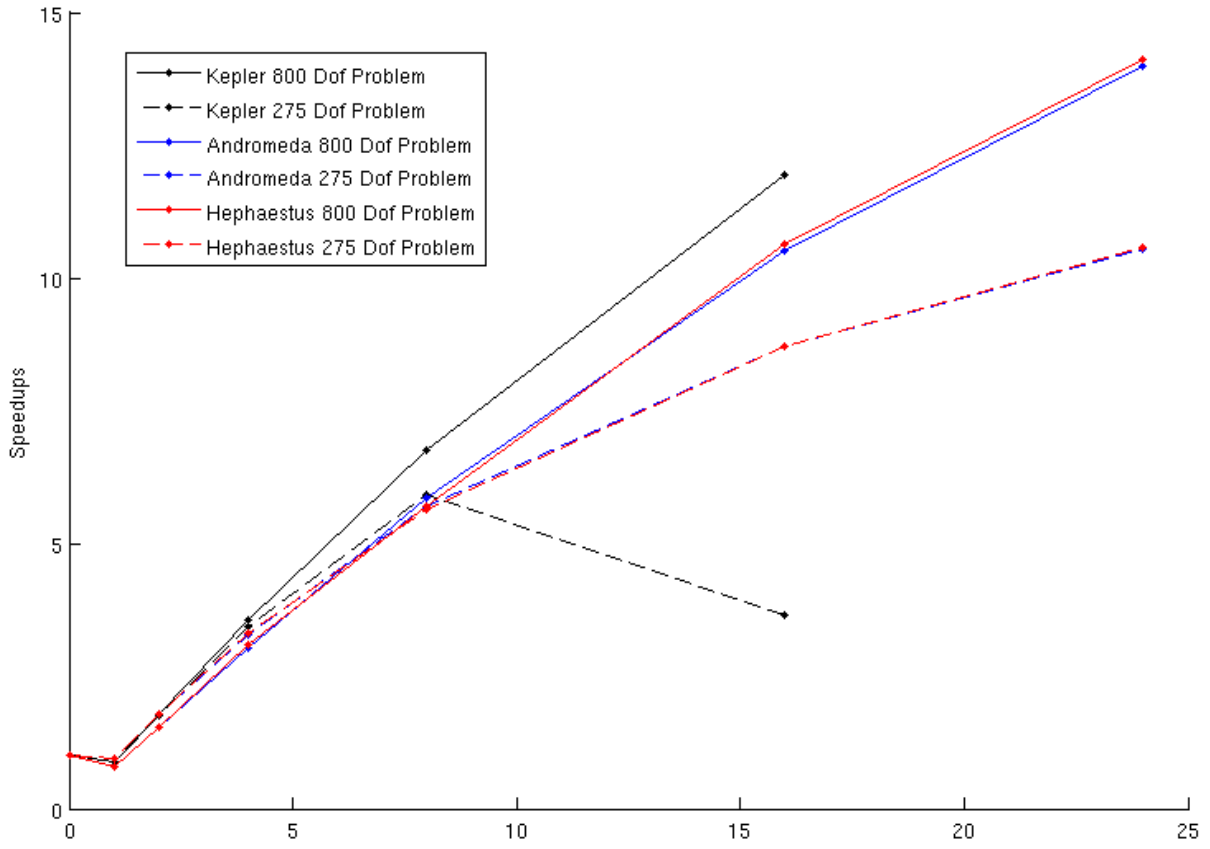
Timing Data


800 Dof Problem on Andromeda
Execution Time (milliseconds)
35
30
25
20
15
10
5
0
Serial
1 Core
2 Cores
4 Cores
8 Cores
16 Cores
24 Cores

Timing Data


800 Dof Problem on Hephaestus
Execution Time (milliseconds)
35
30
25
20
15
10
5
0
Serial
1 Core
2 Cores
4 Cores
8 Cores
16 Cores
24 Cores

Speedups


Kepler 800 Dof Problem
Kepler 275 Dof Problem
Andromeda 800 Dof Problem
Andromeda 275 Dof Problem
Hephaestus 800 Dof Problem
Hephaestus 275 Dof Problem
Speedups
0
5
10
15
0
5
10
15
20
25

Conclusions

- Parallel Code Meets our requirements – increases the size of the NS that we are able to solve
- This code will be used to run a RTHS in the future
- Even though our speedups are not great, it works well for our application

Future Work

- Implement code in RT framework on a RT kernal
- Add ability to interact with sensors and control devices
- Possibly use parallel sections if we have another large computation part
- Run a RTHS with this setup