

GPU implementation of coupled models of bed load transport and multi-layered shallow water model

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03-07-2018

Summary

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- 4 The multi-layer shallow water model over movable bed
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GPU implementation of coupled models of bed load transport and multi-layered shallow water model

Introduction :

- Modelling water flows is based on the formulation of the appropriate equations of continuity and motion of water.
- Free-surface flows represent a three-dimensional turbulent Newtonian flow :
 - Complicated geometrical domains.
 - Moving boundaries.
- High computational cost.



Introduction

- The shallow water models.
 - environmental and hydraulic engineering : tidal flows in an estuary or coastal regions, rivers, reservoir and open channel.
- Multi-layered shallow water models.
 - avoid the expensive three-dimensional Navier-Stokes equations.
 - obtain stratified horizontal flow velocities as the pressure distribution is nearly hydrostatic.
- Higher is the number of layer, better is.
- Increase the computational cost.
- Need of HPC Resources.
- A cost effective way is using Graphics Processor Units.
- CUDA implementation for NVIDIA card's.

The shallow water model

- The equations of shallow water flows are :

$$\frac{\partial h}{\partial t} + \frac{\partial}{\partial x} (hu) + \frac{\partial}{\partial y} (hv) = 0$$

$$\frac{\partial}{\partial t} (hu) + \frac{\partial}{\partial x} \left(hu^2 + \frac{1}{2}gh^2 \right) + \frac{\partial}{\partial y} (huv) = -gh \frac{\partial Z}{\partial x} + f_c hv$$

$$\frac{\partial}{\partial t} (hv) + \frac{\partial}{\partial x} (huv) + \frac{\partial}{\partial y} \left(hv^2 + \frac{1}{2}gh^2 \right) = -gh \frac{\partial Z}{\partial y} - f_c hu$$

where

- (u, v) the velocity field.
- h is the water height.
- Z is the topography of the bed.
- g is the gravity.
- f_c is the Coriolis forces.

Conservative form

- The conservative form of the equations is :

$$\frac{\partial W}{\partial t} + \frac{\partial F(W)}{\partial x} + \frac{\partial G(W)}{\partial y} = Q(W) + R(W).$$

where W is the vector of conserved variable, F and G the vectors of flux functions, Q and R are the vector of source terms.

$$W = \begin{pmatrix} h \\ hu \\ hv \end{pmatrix}, \quad F(W) = \begin{pmatrix} hu \\ hu^2 + \frac{1}{2}gh^2 \\ huv \end{pmatrix}, \quad G(W) = \begin{pmatrix} hv \\ huv \\ hv^2 + \frac{1}{2}gh^2 \end{pmatrix},$$

$$Q(W) = \begin{pmatrix} 0 \\ -gh \frac{\partial Z}{\partial x} \\ -gh \frac{\partial Z}{\partial y} \end{pmatrix}, \quad R(W) = \begin{pmatrix} 0 \\ f_c hv \\ f_c hu \end{pmatrix},$$

Numerical scheme

- A hybrid finite volume-characteristics scheme (FVC) introduced by F. Benkhaldoun and M. Seaid in 2010.
 - Predictor-corrector.
 - Avoid the solution of Riemann problems during the time integration.
 - Use the method of characteristics to construct the numerical fluxes.
 - well balanced, conservative, non-oscillatory.
 - Easily parallelizable.

Numerical scheme

- The spatial domain is discretized into control volumes $C_{i,j} = [x_{i-\frac{1}{2}}, x_{i+\frac{1}{2}}] \times [y_{j-\frac{1}{2}}, y_{j+\frac{1}{2}}]$ with uniform sizes.
- The semi-discrete equation is :

$$\frac{dW_{i,j}}{dt} + \frac{F_{i+\frac{1}{2},j} - F_{i-\frac{1}{2},j}}{\Delta x} + \frac{G_{i,j+\frac{1}{2}} - G_{i,j-\frac{1}{2}}}{\Delta y} = Q_{i,j} + R_{i,j}$$

- $F_{i\pm\frac{1}{2},j} = F(W_{i\pm\frac{1}{2},j})$, $G_{i,j\pm\frac{1}{2}} = G(W_{i,j\pm\frac{1}{2}})$ are the numerical fluxes.
- They are obtained by the FVC method.
- $Q_{i,j} = Q(W_{i,j})$ and $R_{i,j} = R(W_{i,j})$ are the source terms.
- We adopt the following notations :

$$W_{i\pm\frac{1}{2},j}(t) = W(t, x_{i\pm\frac{1}{2}}, y_j)$$

$$W_{i,j\pm\frac{1}{2}}(t) = W(t, x_i, y_{j\pm\frac{1}{2}})$$

$$W_{i,j} = \frac{1}{\Delta x} \frac{1}{\Delta y} \int_{x_{i-\frac{1}{2}}}^{x_{i+\frac{1}{2}}} \int_{y_{j-\frac{1}{2}}}^{y_{j+\frac{1}{2}}} W(t, x, y) dy dx$$

Numerical scheme

- The time discretization is an explicit Euler scheme

$$W_{i,j}^{n+1} = W_{i,j}^n - \Delta t \frac{F_{i+\frac{1}{2},j}^n - F_{i-\frac{1}{2},j}^n}{\Delta x} - \Delta t \frac{G_{i,j+\frac{1}{2}}^n - G_{i,j-\frac{1}{2}}^n}{\Delta y} + \Delta t Q_{i,j}^n + \Delta t R_{i,j}^n$$

- The CFL condition C is specified as :

$$\Delta t = C \frac{\min(\Delta x, \Delta y)}{\max(\lambda, \mu)}$$

where C is the Courant number to be chosen less than unity, λ and μ are the maximum of eigenvalues associated to the model defined as :

$$\lambda = \max(|u + \sqrt{gh}|, |u|, |u - \sqrt{gh}|)$$

$$\mu = \max(|v + \sqrt{gh}|, |v|, |v - \sqrt{gh}|)$$

CUDA implementation

- Considering each thread as a volume control.
- The code architecture :
 - Compute the fluxes :
 - The predictor step.
 - The corrector step.
 - Compute W^{n+1} .
- Draw the water height H with OpenGL.
- minimize communication between CPU and GPU

Numerical result

- $\Omega = [-10, 10] \times [-10, 10]$.
- Neumann boundary conditions.
- Initial condition.

$$h(0, x, y) = \begin{cases} 3 & \text{if } x < 0. \\ 1 & \text{elsewhere.} \end{cases}$$

$$u(0, x, y) = 0$$

$$v(0, x, y) = 0$$

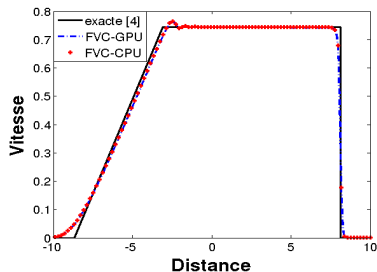
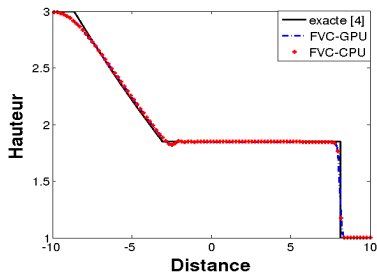
GPU vs CPU

- CPU : Intel(R) Core(TM) i7-4930MX CPU @ 3.00GHz
- GPU : NVIDIA Quadro K5100M

mesh	GPU	CPU	
		8 cores	1 core
50 × 50	0.02	0.07	0.16
100 × 100	0.44	0.59	1.31
200 × 200	1.33	4.13	1.78
400 × 400	6.06	26.71	87.21
600 × 600	18.04	88.12	293.61
800 × 800	37.73	215.15	693.89
1000 × 1000	66.43	383.71	1361.25

Execution times in seconds obtained for $t_{end} = 5s$

Water heights and velocity fields obtained for $t = 10s$



Water heights (left) and velocity fields (right) obtained for dam-break problem $t = 10s$

Numerical result

- $\Omega = [-5, 5] \times [-5, 5]$.
- Neumann boundary conditions.
- Initial condition.

$$h(0, x, y) = 1 + \frac{1}{4} \left(1 - \tanh \left(\frac{\sqrt{ax^2 + by^2} - 1}{c} \right) \right)$$

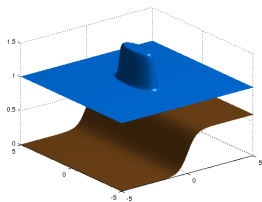
$$u(0, x, y) = 0$$

$$v(0, x, y) = 0$$

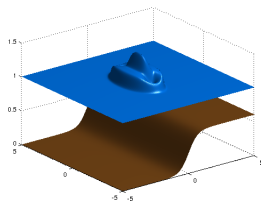
where $a = 52$, $b = 25$ and $c = 0.1$.

- The gravity $g = 1$ and the Coriolis $f_c = 1$.

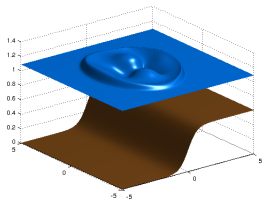
Free surface evolution



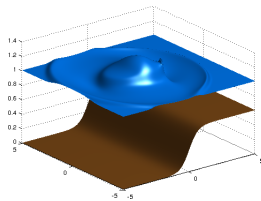
(a) $t = 0$



(b) $t = 0.5$



(c) $t = 2$



(d) $t = 4$

The multi-layer shallow water model

- The equations for multi-layered shallow water flows with mass exchange are :

$$\frac{\partial h}{\partial t} + \sum_{\alpha=1}^n \frac{\partial}{\partial X} (l_{\alpha} h u_{\alpha}) + \sum_{\alpha=1}^n \frac{\partial}{\partial y} (l_{\alpha} h v_{\alpha}) = 0$$

$$\frac{\partial}{\partial t} (l_{\alpha} h u_{\alpha}) + \sum_{\alpha=1}^n \frac{\partial}{\partial X} \left(l_{\alpha} h u_{\alpha}^2 + \frac{1}{2} g l_{\alpha} h^2 \right) + \sum_{\alpha=1}^n \frac{\partial}{\partial y} (l_{\alpha} h u_{\alpha} v_{\alpha}) = -g l_{\alpha} h \frac{\partial Z}{\partial X} + F_{\alpha}$$

$$\frac{\partial}{\partial t} (l_{\alpha} h v_{\alpha}) + \sum_{\alpha=1}^n \frac{\partial}{\partial X} (l_{\alpha} h u_{\alpha} v_{\alpha}) + \sum_{\alpha=1}^n \frac{\partial}{\partial y} \left(l_{\alpha} h v_{\alpha}^2 + \frac{1}{2} g l_{\alpha} h^2 \right) = -g l_{\alpha} h \frac{\partial Z}{\partial y} + G_{\alpha}$$

with

$$F_{\alpha} = F_u + F_b + F_w + F_{\mu}$$

$$G_{\alpha} = G_v + G_b + G_w + G_{\mu}$$

and

$$l_{\alpha} > 0, \quad \sum_{\alpha=1}^M l_{\alpha} = 1$$

Some parameters definition

- The advection terms F_u and G_v are given by :

$$F_u = u_{\alpha+\frac{1}{2}} \xi_{\alpha+\frac{1}{2}}^u - u_{\alpha-\frac{1}{2}} \xi_{\alpha-\frac{1}{2}}^u$$

$$G_v = v_{\alpha+\frac{1}{2}} \xi_{\alpha+\frac{1}{2}}^v - v_{\alpha-\frac{1}{2}} \xi_{\alpha-\frac{1}{2}}^v$$

where the mass exchange term $\xi_{\alpha+\frac{1}{2}}^u$ can be computed as :

$$\xi_{\alpha+\frac{1}{2}}^u = \sum_{\beta=1}^{\alpha} \left(\frac{\partial(l_{\beta} h u_{\beta})}{\partial x} - l_{\beta} \sum_{\gamma=1}^n \frac{\partial(l_{\gamma} h u_{\gamma})}{\partial x} \right)$$

and the interface velocity is computed by a simple upwinding following the sign of the mass exchange term as :

$$u_{\alpha+\frac{1}{2}} = \begin{cases} u_{\alpha}, & \text{if } \xi_{\alpha+\frac{1}{2}}^u \geq 0 \\ u_{\alpha+1}, & \text{if } \xi_{\alpha+\frac{1}{2}}^u < 0 \end{cases}$$

Some parameters definition

- The vertical kinematic eddy viscosity terms F_μ and G_μ take into account the friction between neighbouring layers and they are defined as :

$$F_\mu = 2\nu(1 - \delta_{n\alpha}) \frac{u_{\alpha+1} - u_\alpha}{(l_{\alpha+1} + l_\alpha)h} - 2\nu(1 - \delta_{1\alpha}) \frac{u_\alpha - u_{\alpha-1}}{(l_\alpha + l_{\alpha-1})h}$$

$$G_\mu = 2\nu(1 - \delta_{n\alpha}) \frac{v_{\alpha+1} - v_\alpha}{(l_{\alpha+1} + l_\alpha)h} - 2\nu(1 - \delta_{1\alpha}) \frac{v_\alpha - v_{\alpha-1}}{(l_\alpha + l_{\alpha-1})h}$$

ν is the eddy viscosity and $\delta_{k\alpha}$ represents the Kronecker symbol.

- The external friction terms are given by :

$$F_b = -\delta_{1\alpha} \frac{\zeta_b}{\rho}$$

$$G_b = -\delta_{1\alpha} \frac{\eta_b}{\rho}$$

$$F_w = \delta_{n\alpha} \frac{\zeta_w}{\rho}$$

$$G_w = \delta_{n\alpha} \frac{\eta_w}{\rho}$$

with ρ is the water density, ζ_b and η_b are the bed shear stress, ζ_w and η_w are the shear of the blowing wind.

Numerical scheme

- The time discretization is done with an operator splitting method.
- The first step is :

$$W_{i,j}^* = W_{i,j}^n + \Delta t R_{i,j}^n$$

with $R_{i,j}^n = R_{i,j}(t_n)$.

- The second steps is :

$$W_{i,j}^{n+1} = W_{i,j}^* - \Delta t \frac{F_{i+\frac{1}{2},j}^* - F_{i-\frac{1}{2},j}^*}{\Delta x} - \Delta t \frac{G_{i,j+\frac{1}{2}}^* - G_{i,j-\frac{1}{2}}^*}{\Delta y} + \Delta t Q_{i,j}^*$$

- the fluxes are computed using FVC method.
- The time integration scheme is explicit, The CFL condition C is specified as :

$$\Delta t = C \frac{\min(\Delta x, \Delta y)}{\max(\lambda, \mu)}$$

where C is the Courant number to be chosen less than unity, λ and μ are the maximum of eigenvalues associated to the single-layer model defined as :

$$\lambda = \max_{\alpha=1,\dots,n} (|u_\alpha + \sqrt{gh}|, |u_\alpha|, |u_\alpha - \sqrt{gh}|)$$

$$\mu = \max_{\alpha=1,\dots,n} (|v_\alpha + \sqrt{gh}|, |v_\alpha|, |v_\alpha - \sqrt{gh}|)$$

CUDA implementation

- Considering each thread as a volume control.
- The code architecture :
 - Compute the source terme R .
 - Compute W^* .
 - Compute the fluxes :
 - The predictor step.
 - The corrector step.
 - Compute W^{n+1} .
- Draw the water height H with OpenGL.
- minimize communication between CPU and GPU

Numerical result

- $\Omega = [-10, 10] \times [-10, 10]$.
- Neumann boundary conditions.
- Initial condition.

$$h(0, x, y) = 1 + \frac{1}{4} \left(1 - \tanh \left(\frac{\sqrt{ax^2 + by^2} - 1}{c} \right) \right)$$

$$u_\alpha(0, x, y) = 0 \quad \text{for } \alpha = 1, \dots, n$$

$$v_\alpha(0, x, y) = 0 \quad \text{for } \alpha = 1, \dots, n$$

where $a = 52$, $b = 25$ and $c = 0.1$.

- The gravity $g = 1$ and the eddy viscosity $\nu = 0.01$.

GPU vs CPU

5 layers

	50×50	100×100	200×200	500×500
CPU 1 core	0.92	7.62	65.45	1046.14
CPU 8 cores	0.54	3.65	24.76	355.31
GPU	0.47	1.54	6.98	77.26

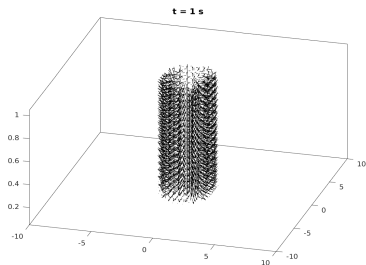
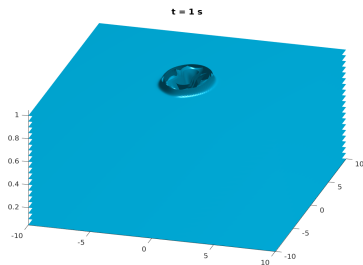
10 layers

	50×50	100×100	200×200	500×500
CPU 1 core	1.81	15.68	134.40	2202.90
CPU 8 cores	0.96	6.70	45.25	738.15
GPU	0.77	2.82	13.29	157.0

20 layers

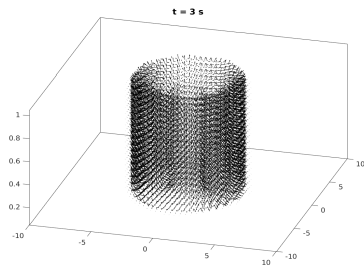
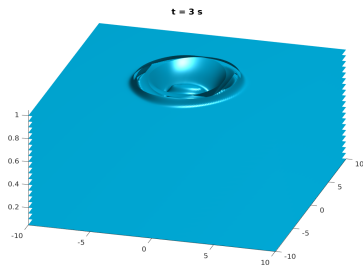
	50×50	100×100	200×200	500×500
CPU 1 core	3.43	31.94	273.74	4349.97
CPU 8 cores	1.87	12.90	96.85	1496.98
GPU	1.42	5.71	28.71	360.50

Water heights and velocity fields obtained for $t = 1s$



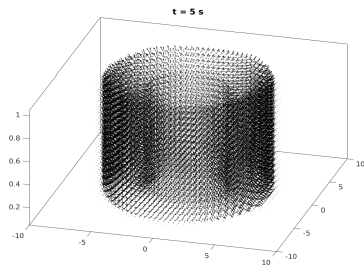
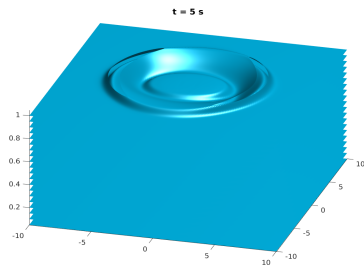
Water heights (left) and velocity fields (right) obtained for dam-break problem with 20 layers for $t = 1s$

Water heights and velocity fields obtained for $t = 3s$



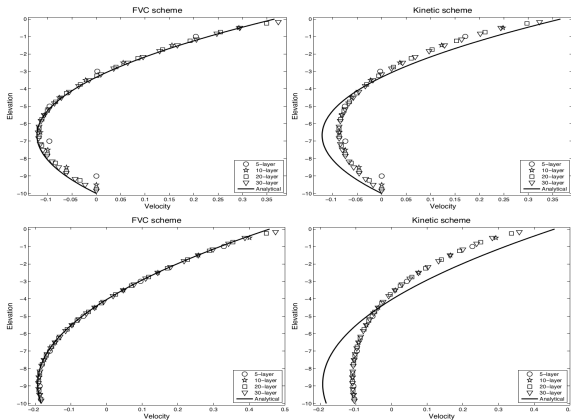
Water heights (left) and velocity fields (right) obtained for dam-break problem with 20 layers for $t = 3s$

Water heights and velocity fields obtained for $t = 5s$



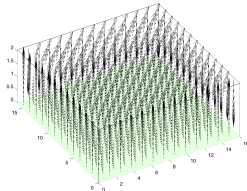
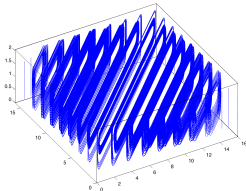
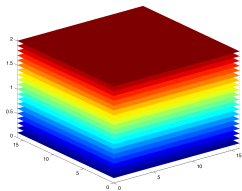
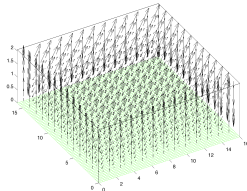
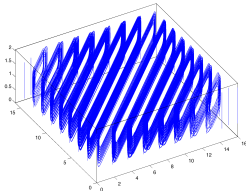
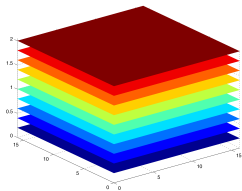
Water heights (left) and velocity fields (right) obtained for dam-break problem with 20 layers for $t = 5s$

Wind-driven circulation flow problem 1D case



Comparisons of numerical predictions with the analytical solution for the wind-driven circulation flow : (top) with bottom friction, (bottom) without bottom friction : (left) FVC scheme, (right) Kinetic scheme.

Wind-driven circulation flow 2D case



Wind circulation on a flat bottom 10 and 20 layers

The multi-layer shallow water model over movable bed

- To update the bed-load in the multilayer system, the Exner equation is used :

$$(1 - p) \frac{\partial Z}{\partial t} + \frac{\partial Q_1(u_1, v_1)}{\partial x} + \frac{\partial Q_2(u_1, v_1)}{\partial y} = 0$$

- p is the sediment porosity assumed to be constant.
- Q_1 and Q_2 are the sediment discharge defined by :

$$Q_1(u_1, v_1) = Au_1(u_1^2 + v_1^2)^{\frac{m-1}{2}}$$

$$Q_2(u_1, v_1) = Av_1(u_1^2 + v_1^2)^{\frac{m-1}{2}}$$

- An upwind scheme is used to evaluate Z .

Numerical result

- $\Omega = [0, 10] \times [0, 10]$.
- Neumann boundary conditions.
- Initial condition.

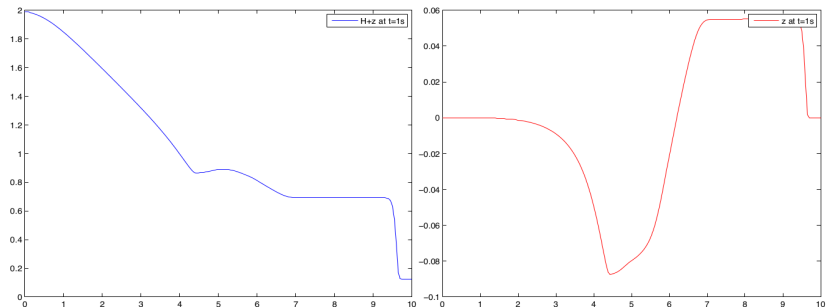
$$h(0, x, y) = \begin{cases} 2 & \text{if } x < 5. \\ 0.125 & \text{elsewhere.} \end{cases}$$

$$u(0, x, y) = 0$$

$$v(0, x, y) = 0$$

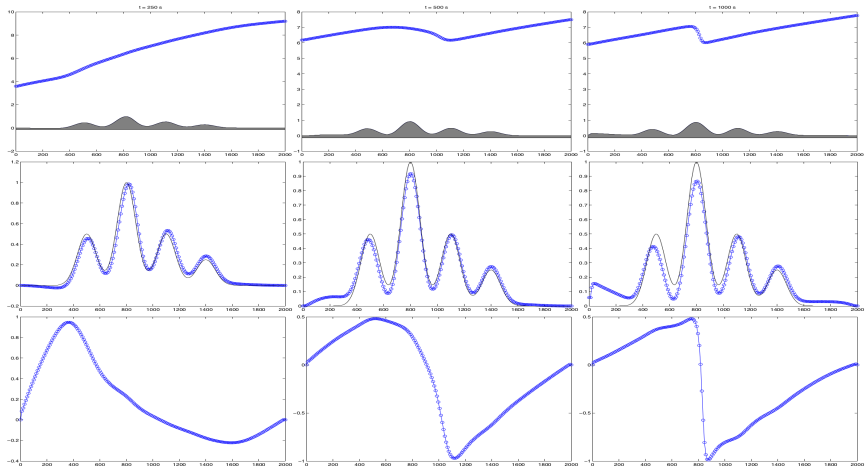
$$Z(0, x, y) = 0$$

Dam break problem over erodible bed

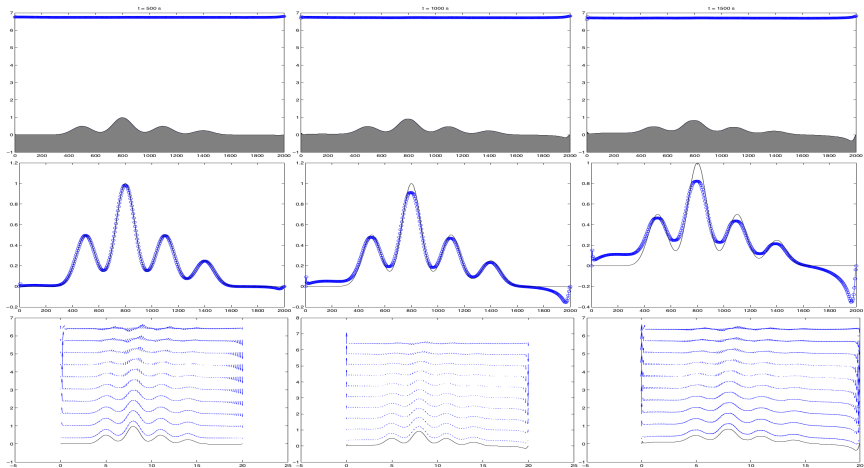


Dam break over a movable bottom - Free surface (left) and Bottom topography (right)

Wind circulation with single layer



Wind circulation with multi layer



Numerical result

- $\Omega = [0, 1000] \times [0, 1000]$.
- Neumann boundary conditions.
- Initial condition.

$$h(0, x, y) = 10 - z(0, x, y)$$

$$u_\alpha(0, x, y) = \frac{Q}{h(0, x, y)}$$

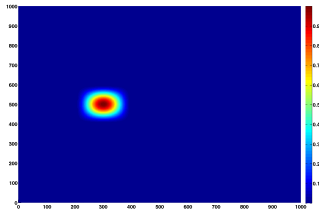
$$v_\alpha(0, x, y) = 0$$

$$Z(0, x, y) = \begin{cases} \sin^2\left(\frac{(x-500)\pi}{200}\right) \sin^2\left(\frac{(y-400)\pi}{200}\right) & \text{if } x \in [500, 700] \times [400, 600]. \\ 0 & \text{elsewhere.} \end{cases}$$

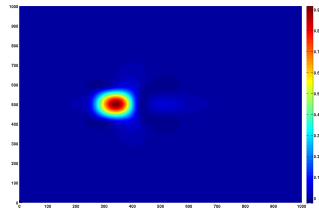
where $Q = 10$, $p = 0.4$ and $A = 1$

- The gravity $g = 9.81$ and the eddy viscosity $\nu = 0.01$.

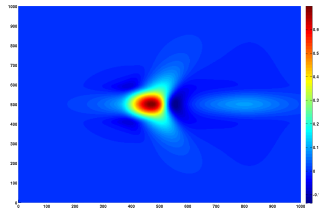
Evolution of the bed (Z)



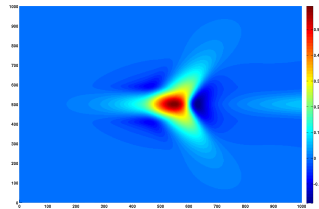
(a) $t = 0$



(b) $t = 200$



(c) $t = 500$









(d) $t = 750$

Conclusions and outlooks

- Conclusions :
 - A GPU implementation of FVC scheme is presented.
 - Solving single and multi-layered shallow water equation in two dimensions.
 - Comparaison with CPU's simulations.
 - Coupling with Exner equation.
- Outlooks :
 - Using Meyer-Peter model instead Grass model.
 - Using unstructured mesh.

Thanks for your attention !

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