

Virtual Computing Environments

for Problem Solving on Grids

International Conference Parallel CFD 2004

Gran Canaria (SP)

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OUTLINE

- INRIA
- MULTIDISCIPLINARY APPLICATIONS
- GRID COMPUTING
- VIRTUAL COMPUTING ENVIRONMENTS
- FUTURE TRENDS & CONCLUSION



PERSONNEL

2.700 in six Research Centers

- 900 permanent staff
 - 400 researchers
 - 500 engineers & technicians
- 500 researchers from other organizations
- 700 trainees, PhD and post-doc
- 200 external collaborators
- 400 visiting researchers
- 95 research projects
- 60 spin-offs and start-ups
- 800 active contracts



Budget 125 Meuros (tax not incl.)
1/4 self-funding



OPALE

- INRIA project (January 2002)
- Follow-up SINUS project
- Located Sophia-Antipolis & Grenoble
- Areas



NUMERIC OPTIMISATION (genetic, hybrid, ...)

MODEL REDUCTION (hierarchic, multi-grids, ...)

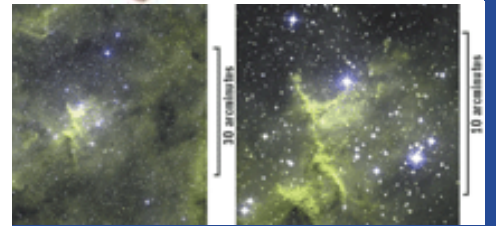
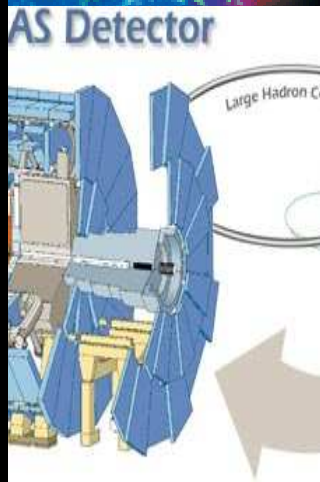
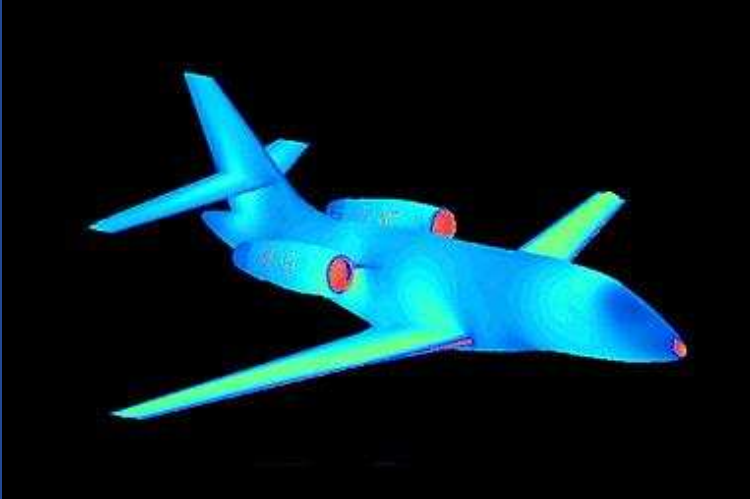
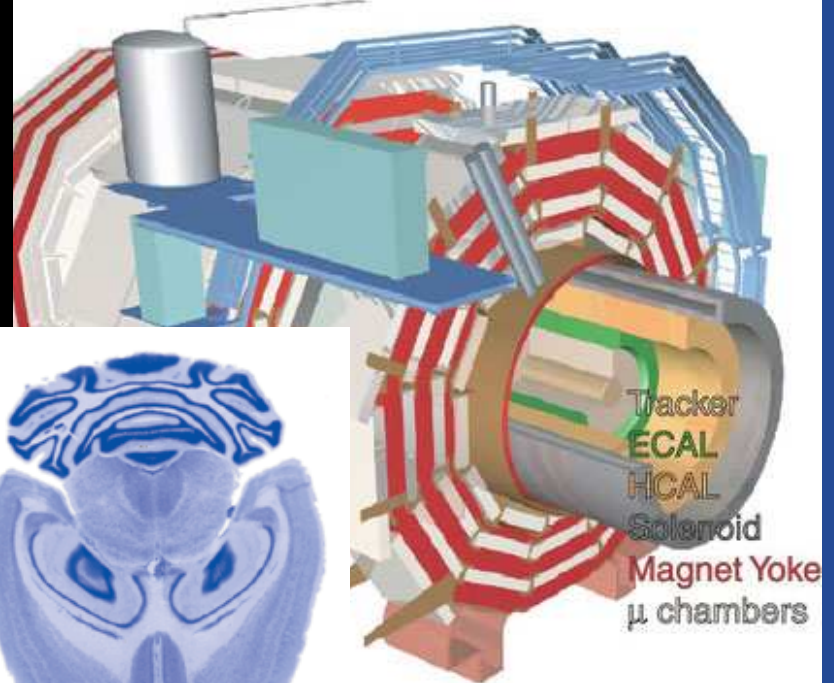
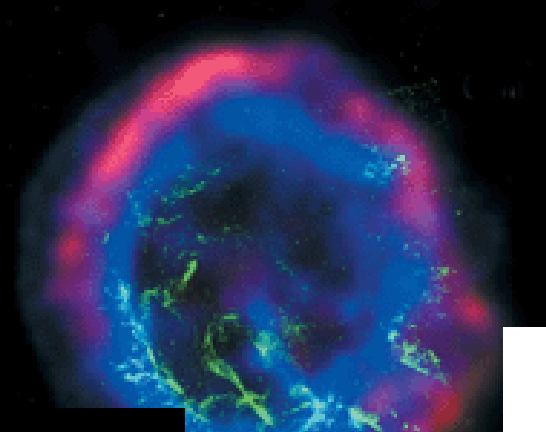
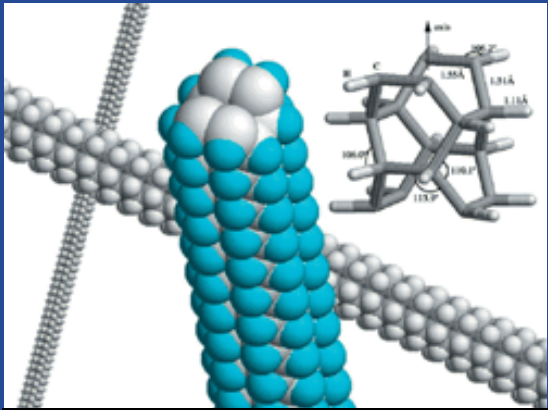
INTEGRATION PLATFORMS

Coupling, distribution, parallelism, grids, clusters, ...

APPLICATIONS : aerospace, electromagnetics, ...



MULTIDISCIPLINARY APPLICATIONS



INTEGRATING MULTIDISCIPLINARY APPLICATIONS

- INTEGRATION OF PARTNERS' EXPERTISE TO DEPLOY SEAMLESS COLLABORATIVE ENVIRONMENTS
- NETWORKED PC-CLUSTERS, COMPUTERS & DATABASES TO SUPPORT MULTIDISCIPLINARY CHALLENGES
- TRANSPARENT SUPPORT FOR CONCURRENT ENGINEERING: CSCW, VR, IMMERSIVE & MULTIMODAL INTERFACES ...



KEY CHALLENGES

THE KEY WORDS ...

- KNOWLEDGE
- VIRTUAL
- COLLABORATIVE
- SEAMLESS
- MULTIDISCIPLINARY



LONG TERM EVOLUTION

- KNOWLEDGE EMPOWERING ENVIRONMENTS : KEEs
- VIRTUAL COMPUTING INFRASTRUCTURES
- SEAMLESS COLLABORATIVE ENVIRONMENTS
- ADVENT MULTIDISCIPLINARY APPLICATIONS
- ENGINEERS AND APPLICATION DEVELOPERS WANT TO BE PLAYSTATION USERS !



RESEARCH PRIORITIES

KEY TECHNOLOGIES

- COLLABORATIVE MULTIDISCIPLINARY ENVIRONMENTS
- ENABLING TECHNOLOGIES FOR VIRTUAL
COMPUTING INFRASTRUCTURES
- APPLICATION DEVELOPMENT INFRASTRUCTURES

TRANSPARENTLY GRID-ENABLED ...

SEAMLESSLY SIMILAR TO WEB BROWSERS ...



APPLICATIONS REQUIREMENTS

- SHOULD OR COULD A GRID EMULATE A MAINFRAME ?
- HOW CAN COMPUTE MODELS BE ADAPTED TO MAKE BEST USE OF GRIDS ?
- WHERE DO GRIDS NOT MAKE SENSE ?
- WHAT IS THE REAL COST OF OWNING A GRID ?
- CAN UNUSED POWER OF DESKTOP BE HARNESSSED ?
- HOW TO USE GRIDS FOR HIGH I/O APPLICATIONS ?
- HOW TO DESIGN GRIDS FOR HIGH AVAILABILITY ?



APPLICATIONS REQUIREMENTS

- **HIGH PERFORMANCE COMPUTING**

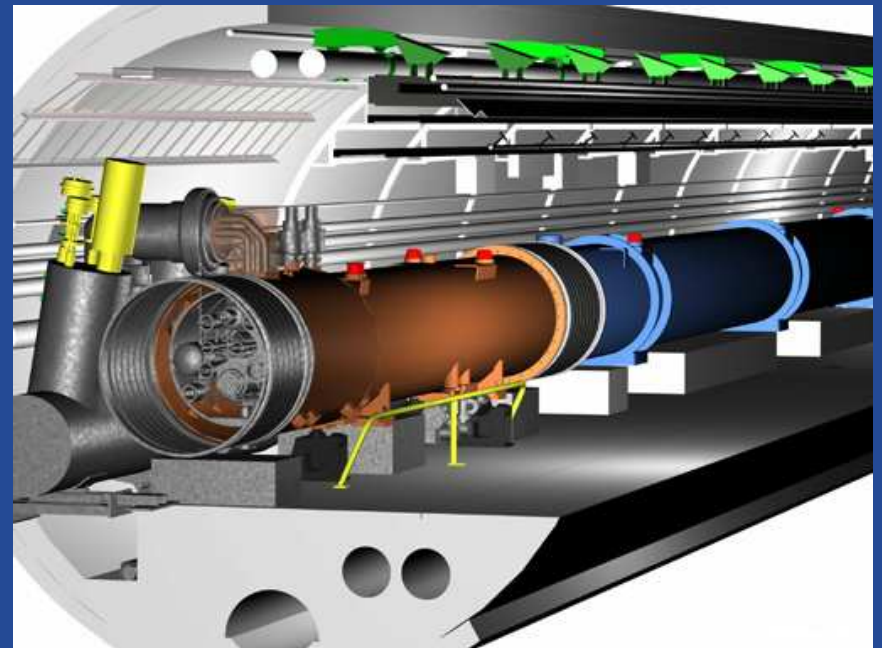
BIOSCIENCES, ENGINEERING, ENVIRONMENTAL APPS, ...

- **HIGH THROUGHPUT COMPUTING**

HIGH ENERGY PHYSICS
SATELLITE IMAGING

- **MULTI-LAYERED ARCHITECTURE**

CERN LHC FACILITY



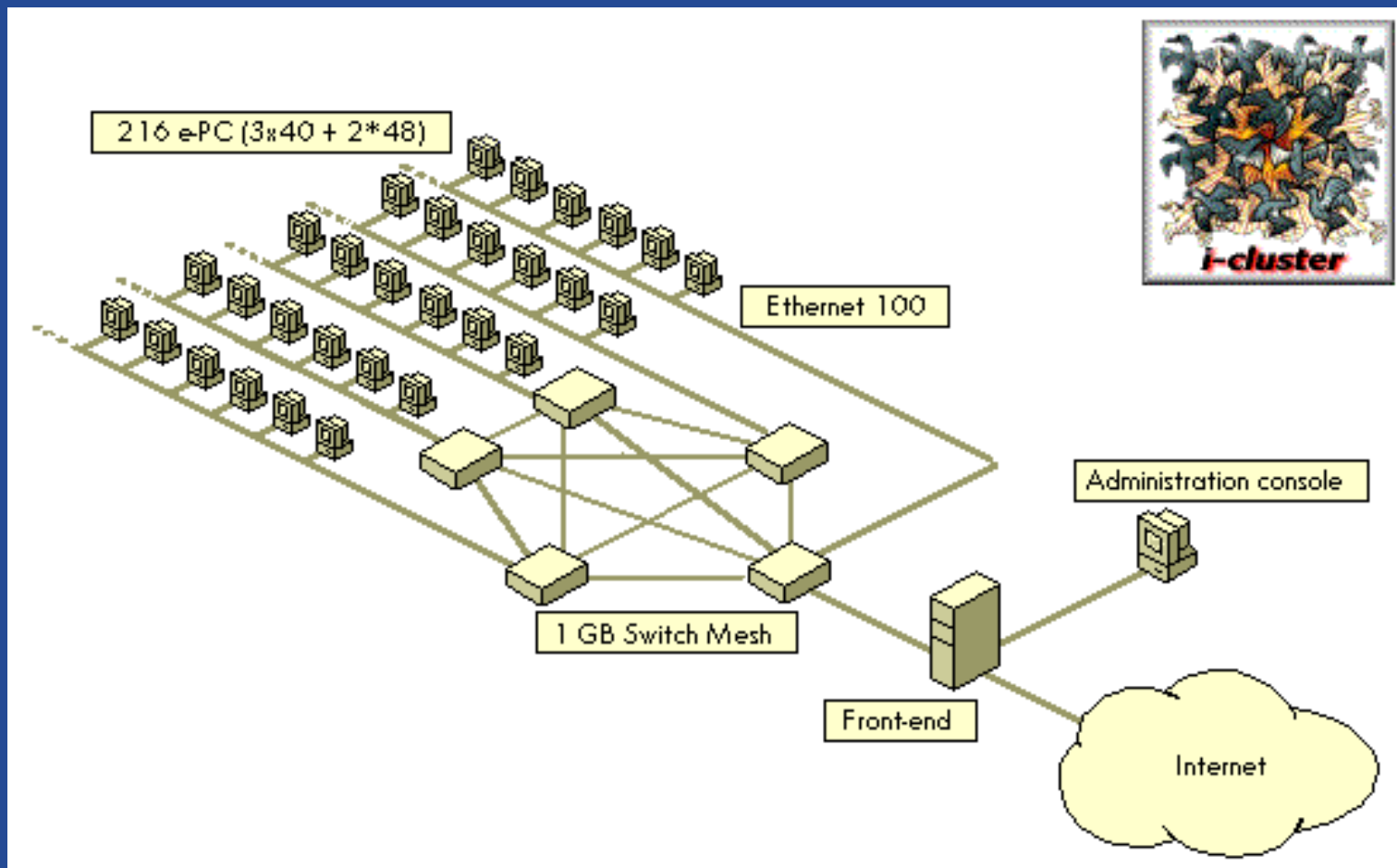
PLATFORM REQUIREMENTS

- NEED FOR VIRTUAL REALITY ENVIRONMENT ?
- NEED FOR CSCW PROCEDURES & SUPPORT ?
- NEED FOR GRID COMPUTING ?
- NEED FOR DISTRIBUTED DATABASE TECHNOLOGY ?



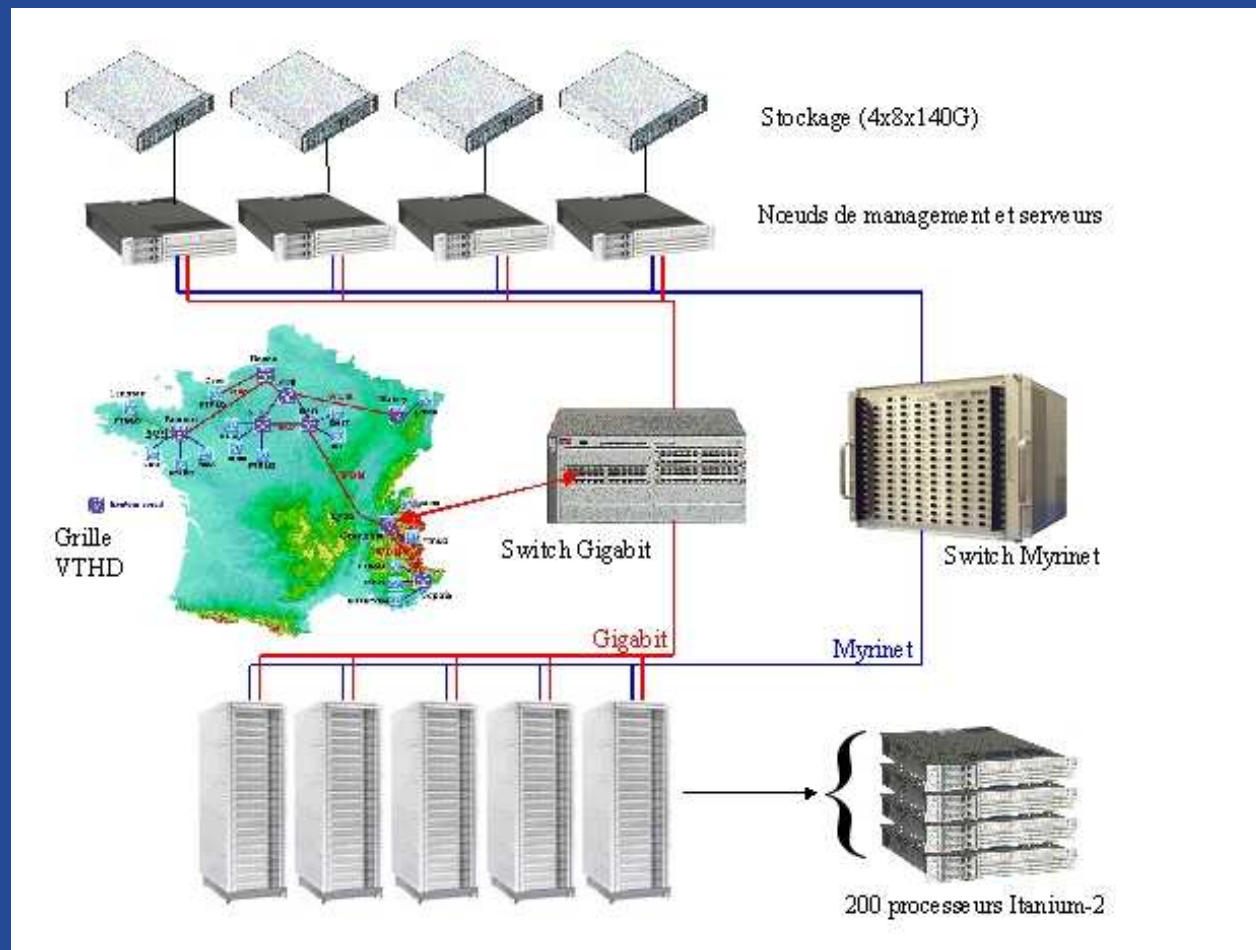
BEOWULF CLUSTERS

PC-cluster at INRIA Rhône-Alpes (216 Pentium III procs.)



CLUSTER COMPUTING

New at INRIA Rhône-Alpes : 104 Itanium-2 biprocs, 900MHz, 3Gb, 72 Gb





HEAVEN Goals

Creation of a processing structure able to host applications created by « **virtual** » descriptors.

Comparable to virtual creation of objects currently in use in aerospace industry

Real implementation \Leftrightarrow Virtual objects

Drawback: Less efficient in term of processing resources than direct developpement

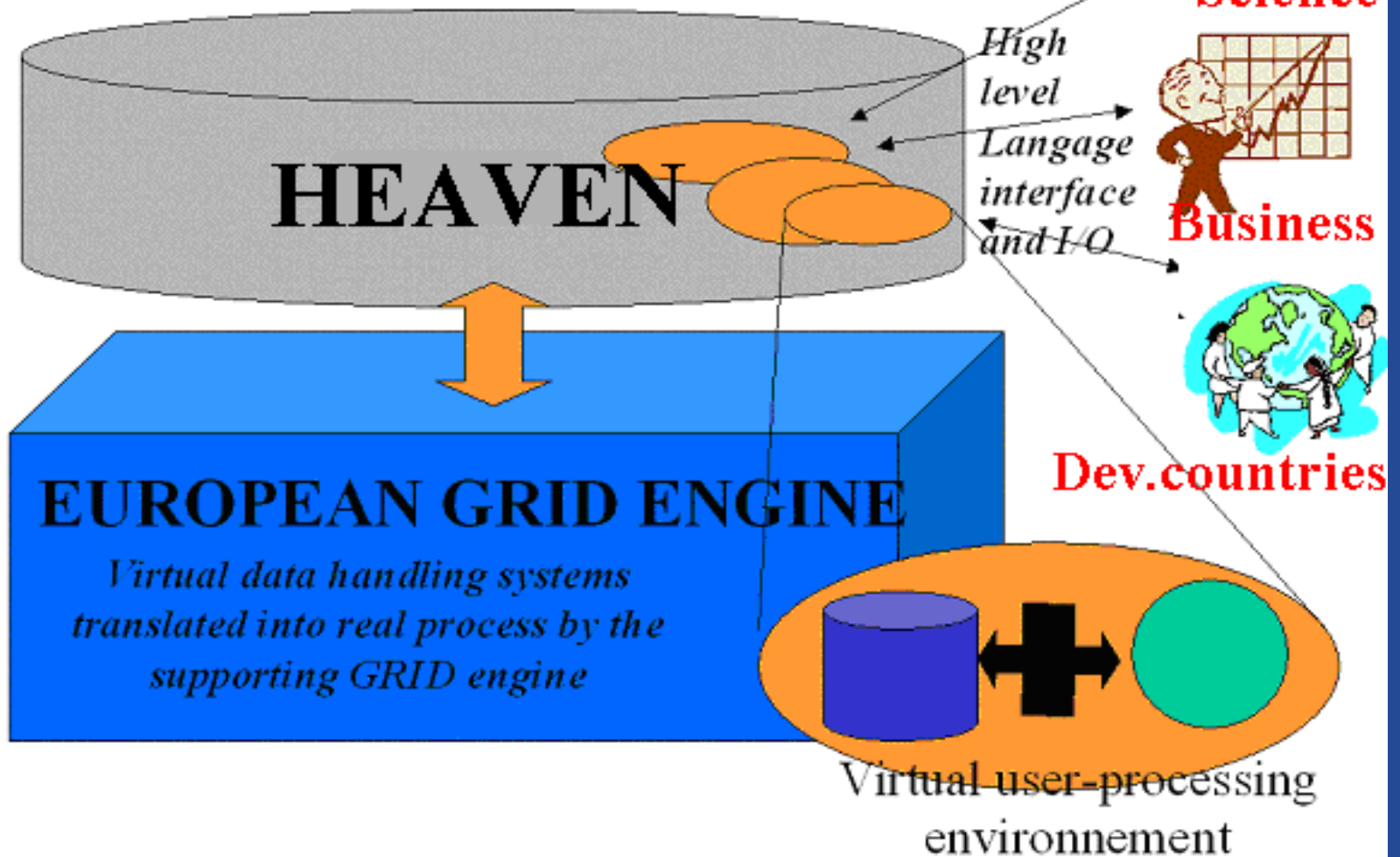
Advantages: complete flexibility, much lower cost

Why now ?: Only possible thanks to GRID properties





- European general purpose hosting services
- Virtual applications translated into GRID primitives
- European GRID (on going European dvt)

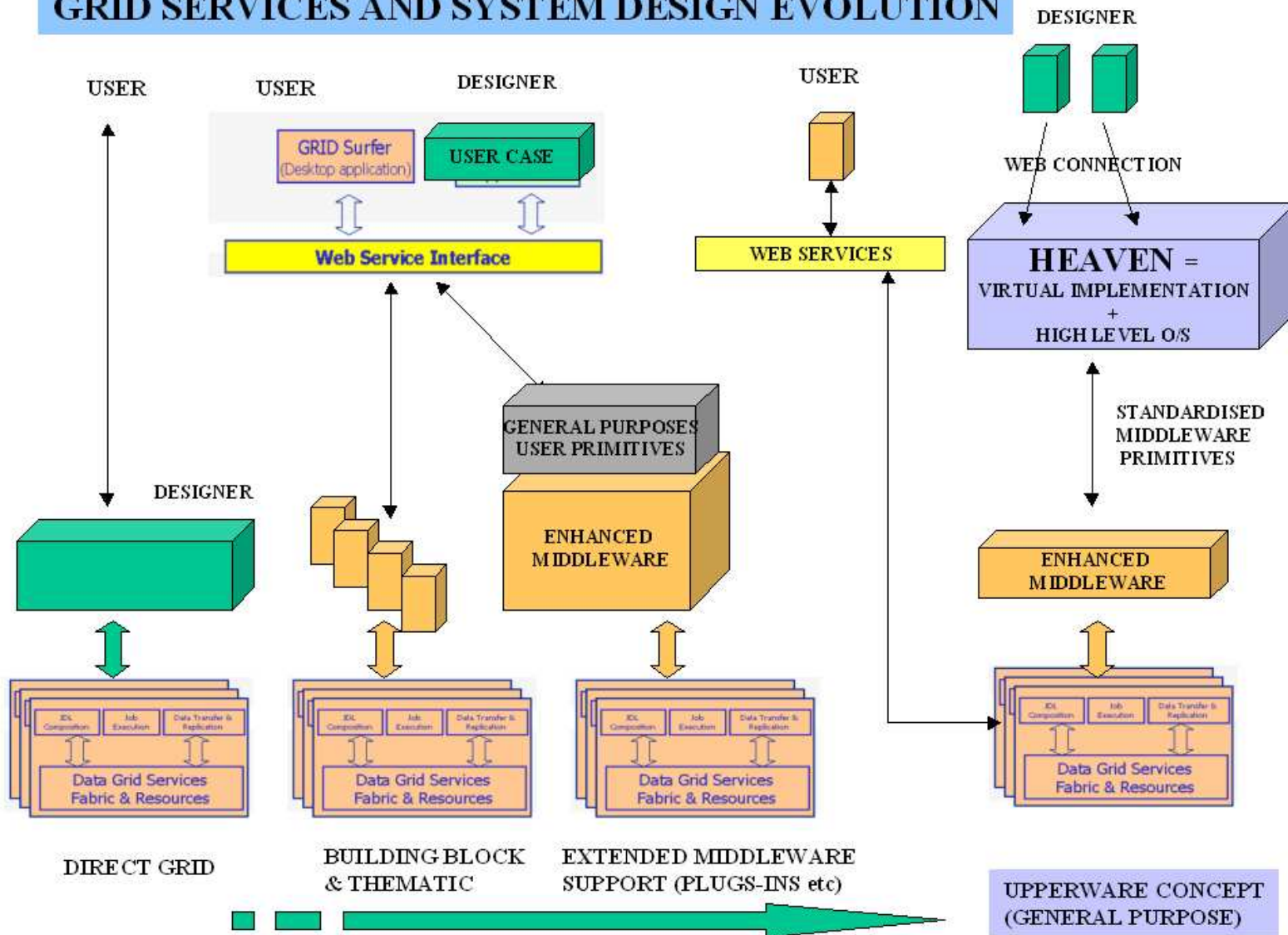


HEAVEN: a virtual space for creation of applications

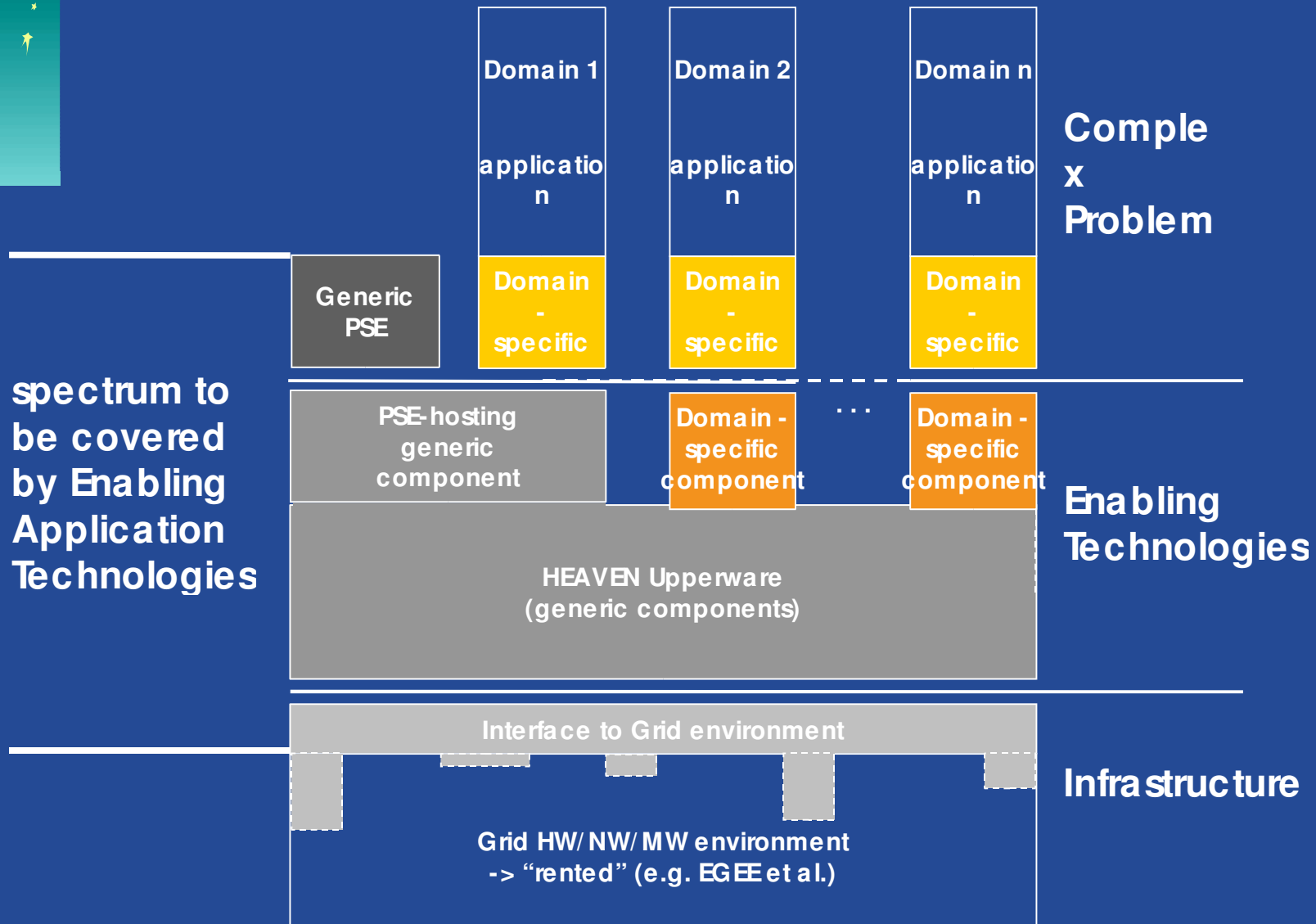


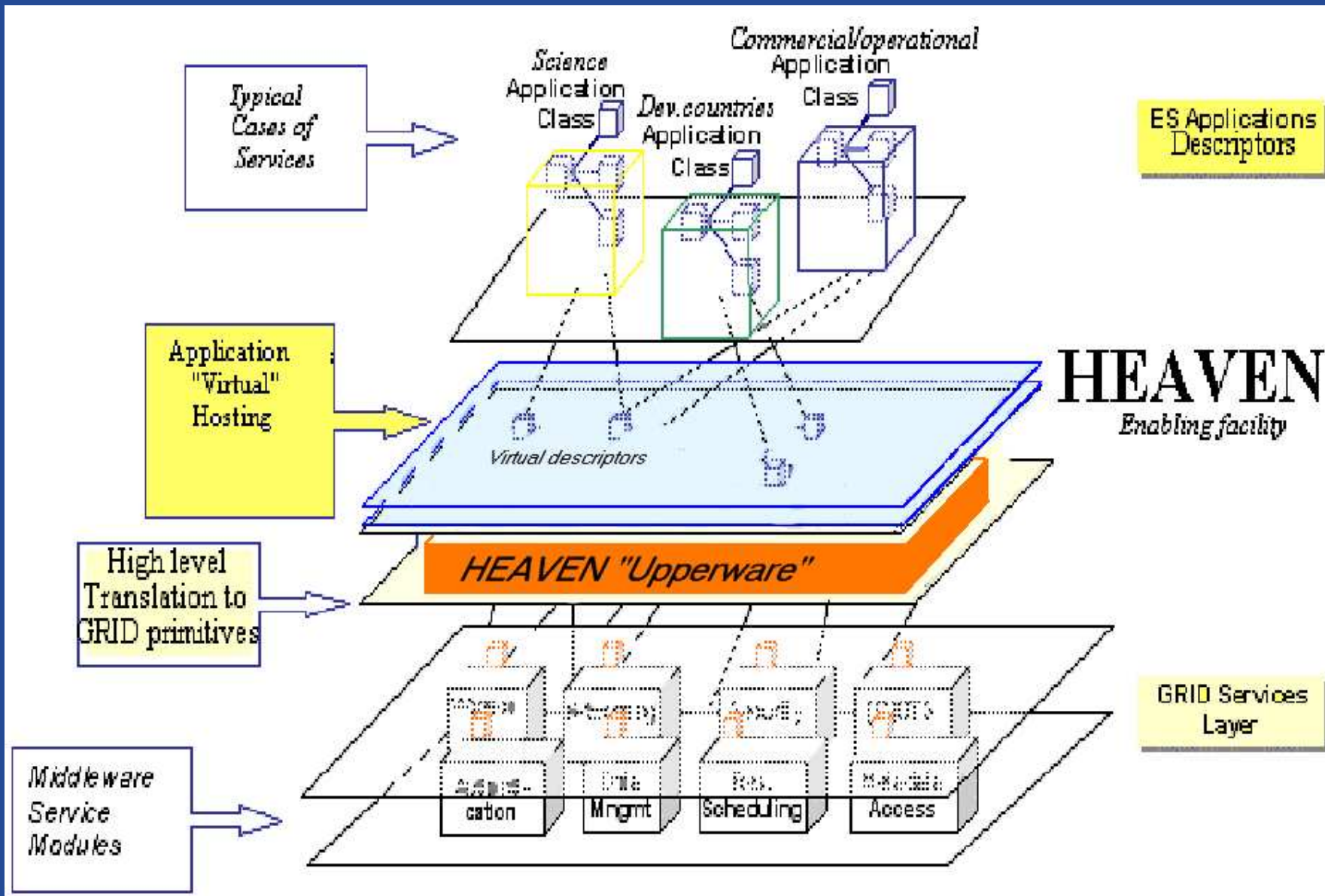


GRID SERVICES AND SYSTEM DESIGN EVOLUTION



HEAVEN

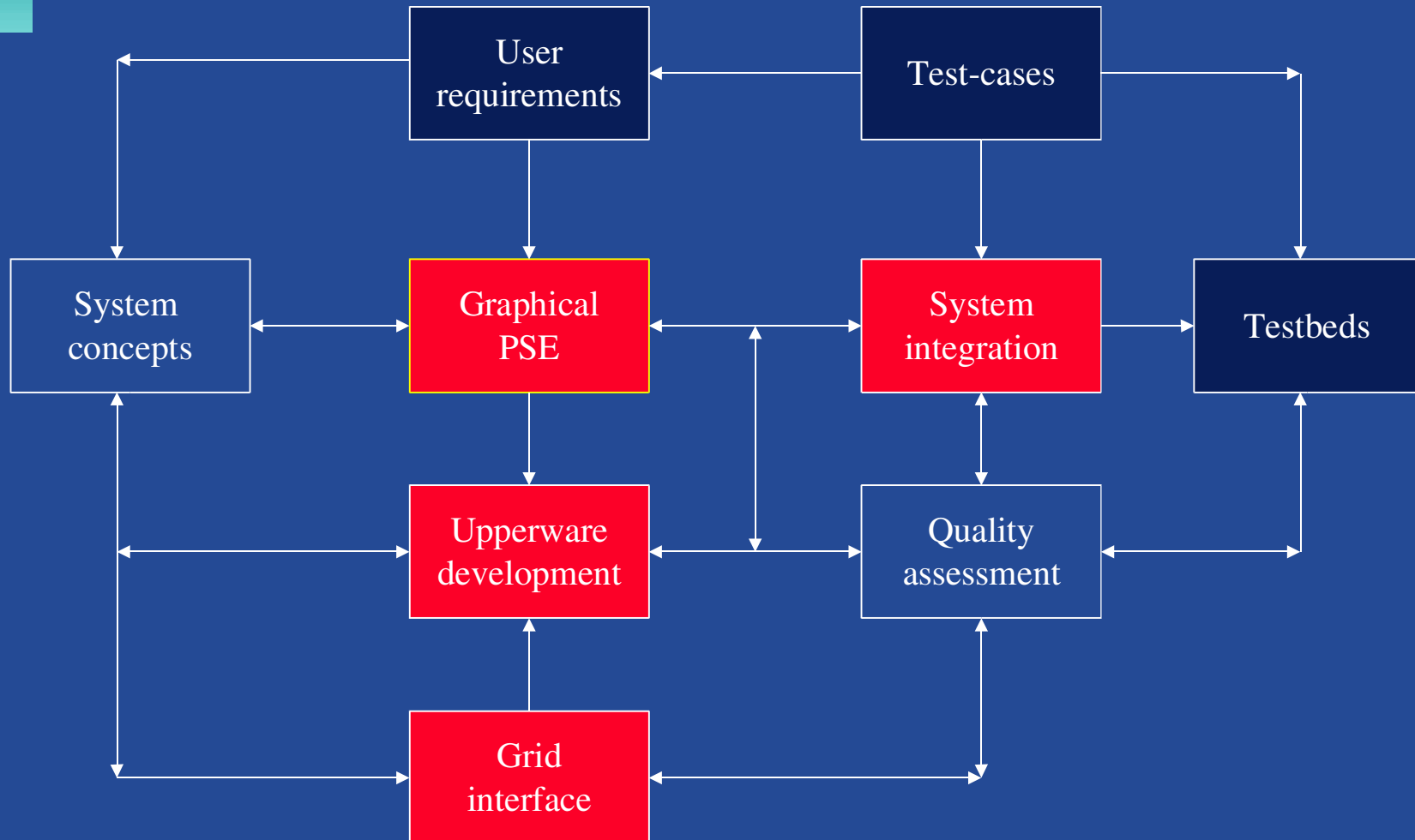






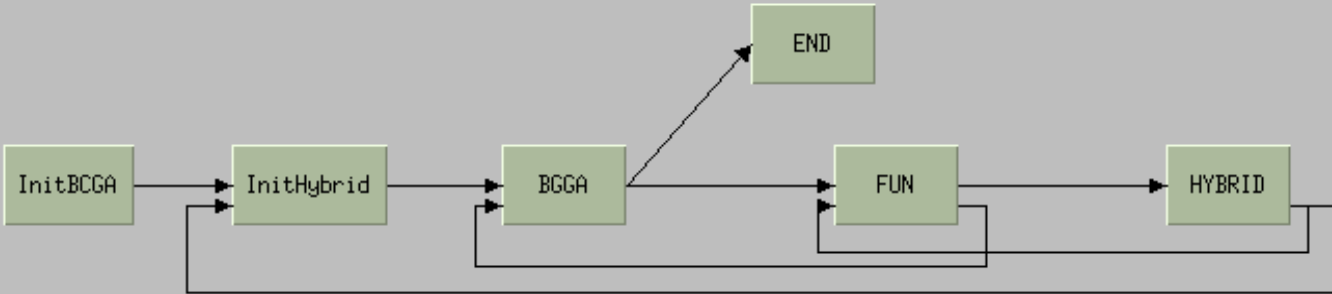
HEAVEN IMPLEMENTATION

Functional breakdown
PLAN





The front stage....



	→
T1	$\frac{T1}{T2}$
1	$\frac{T1}{T2}$
0	

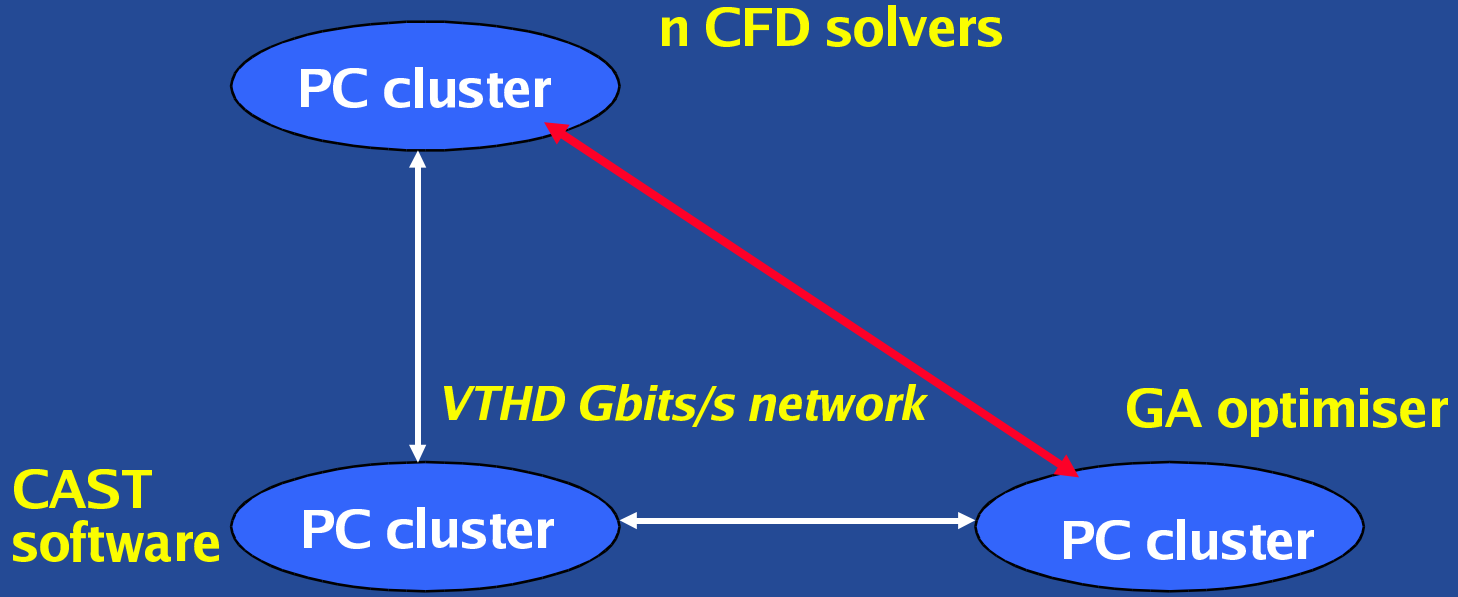


Messages :

CAST DISTRIBUTED INTEGRATION PLATFORM

GRID computing...

RENNES

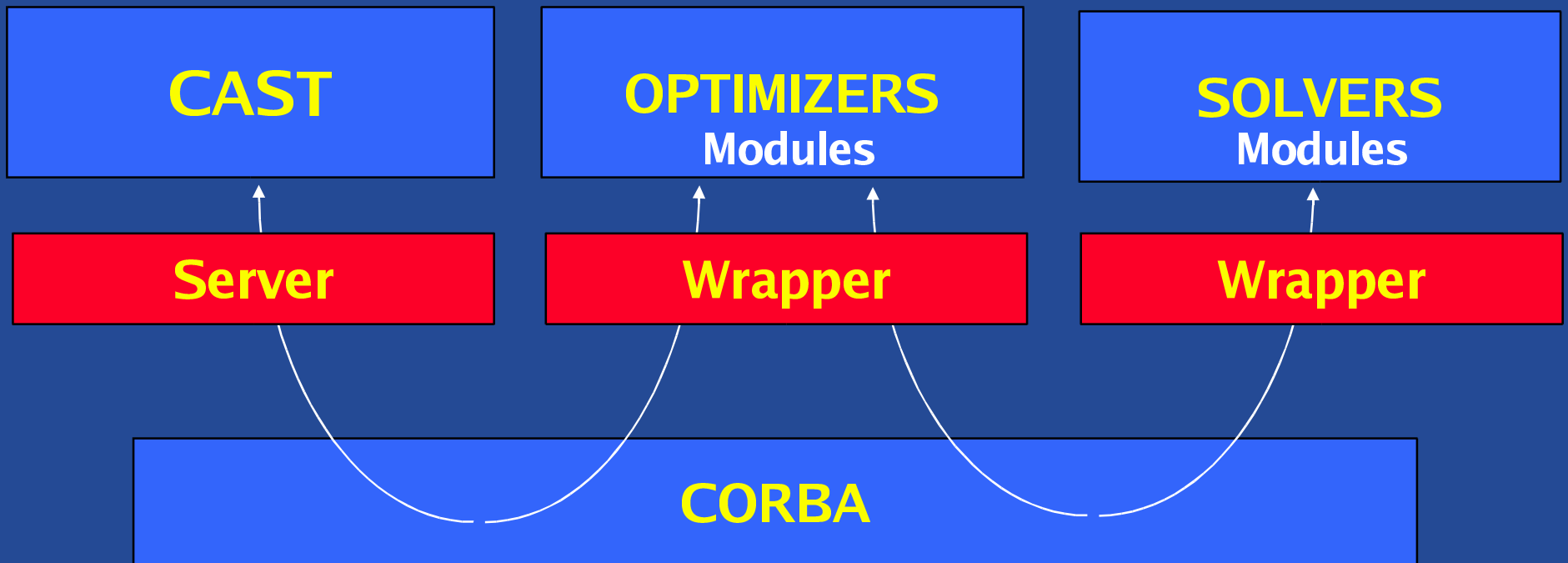


GRENOBLE

NICE



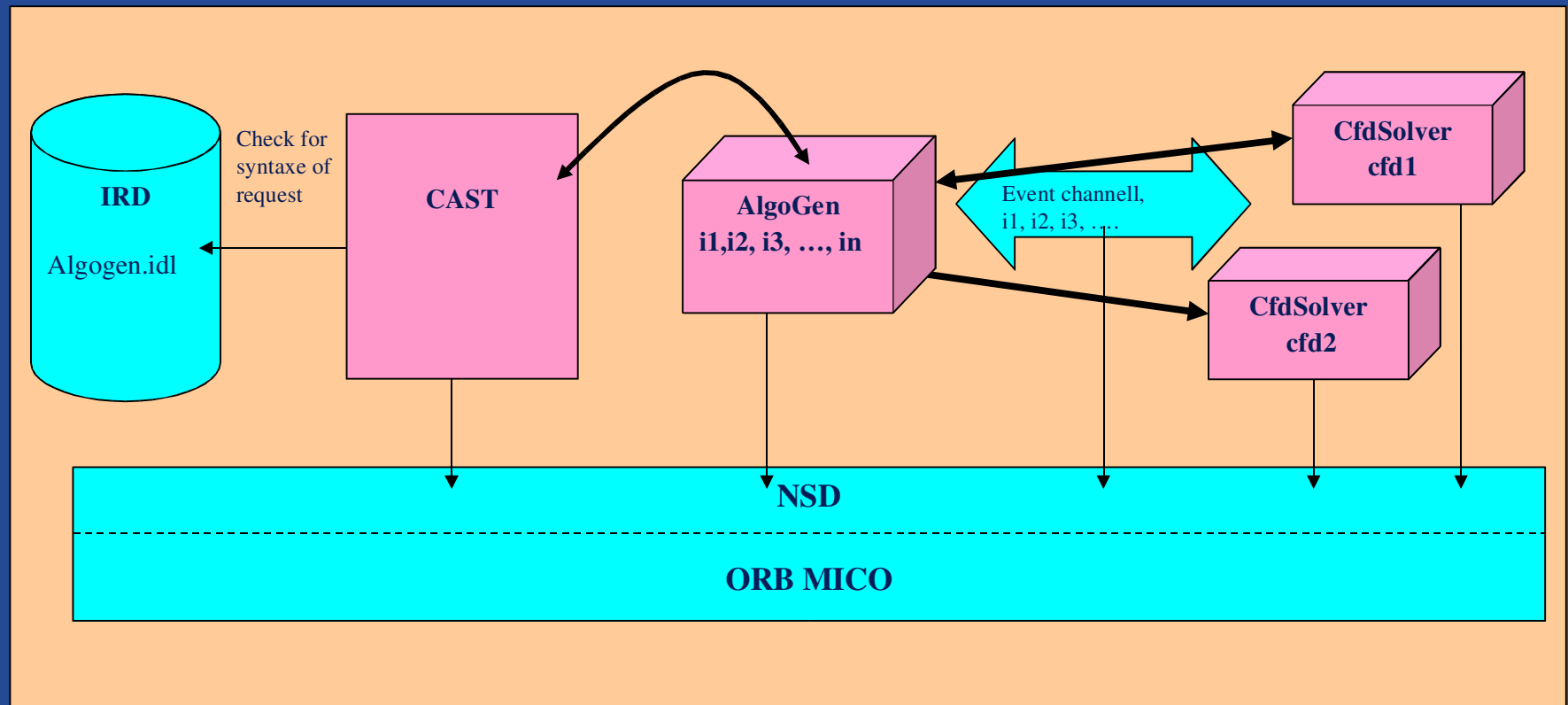
CAST PROTOTYPE



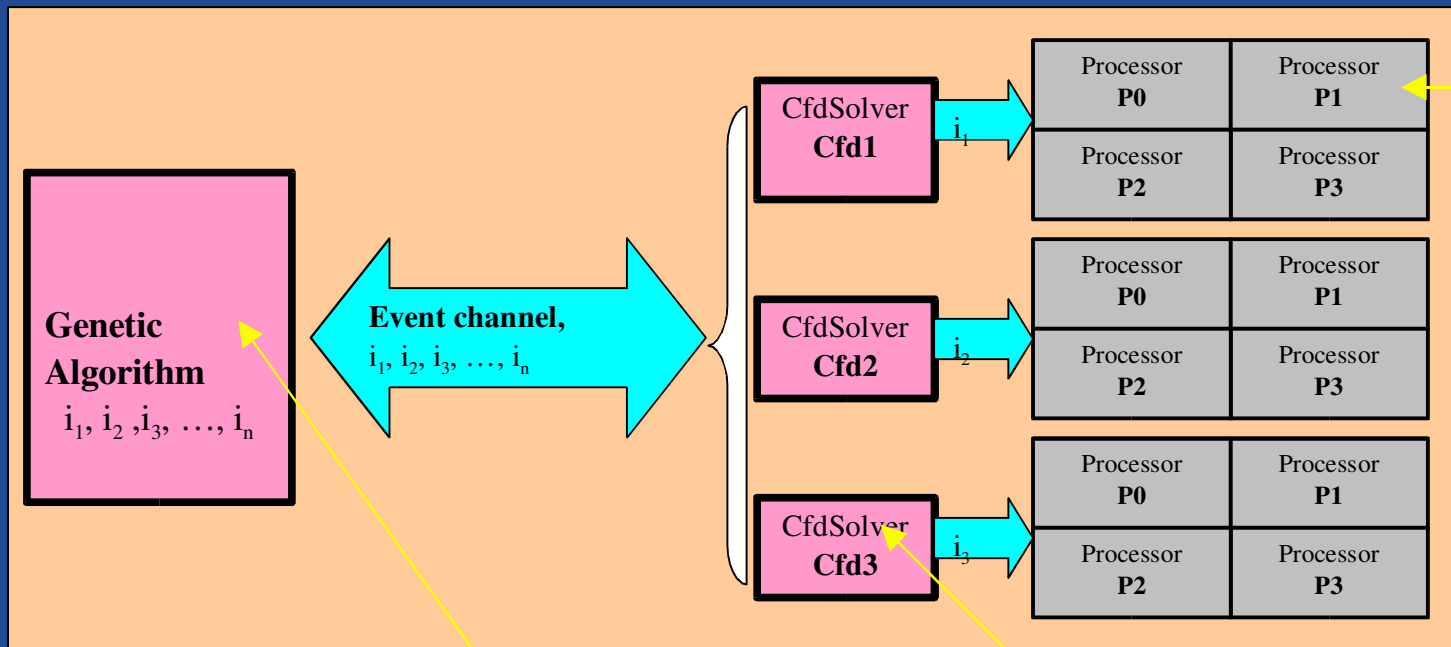
« CAST » INTEGRATION PLATFORM

Behind the stage, again...

GRID 3 PC-CLUSTERS



EMBEDDED PARALLELISM



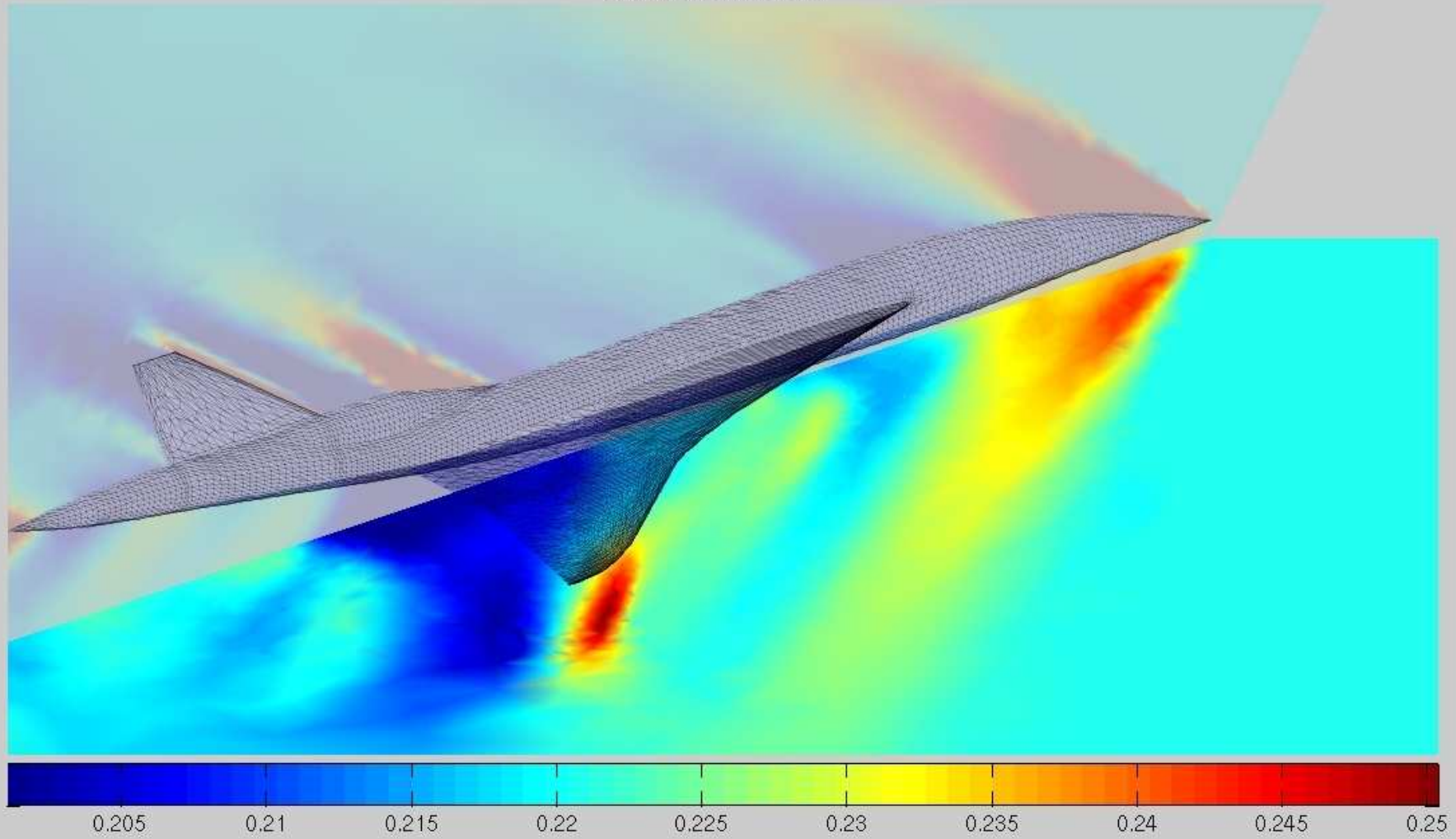
Parallelized with MPI on 4 processors

CORBA server implemented in C++

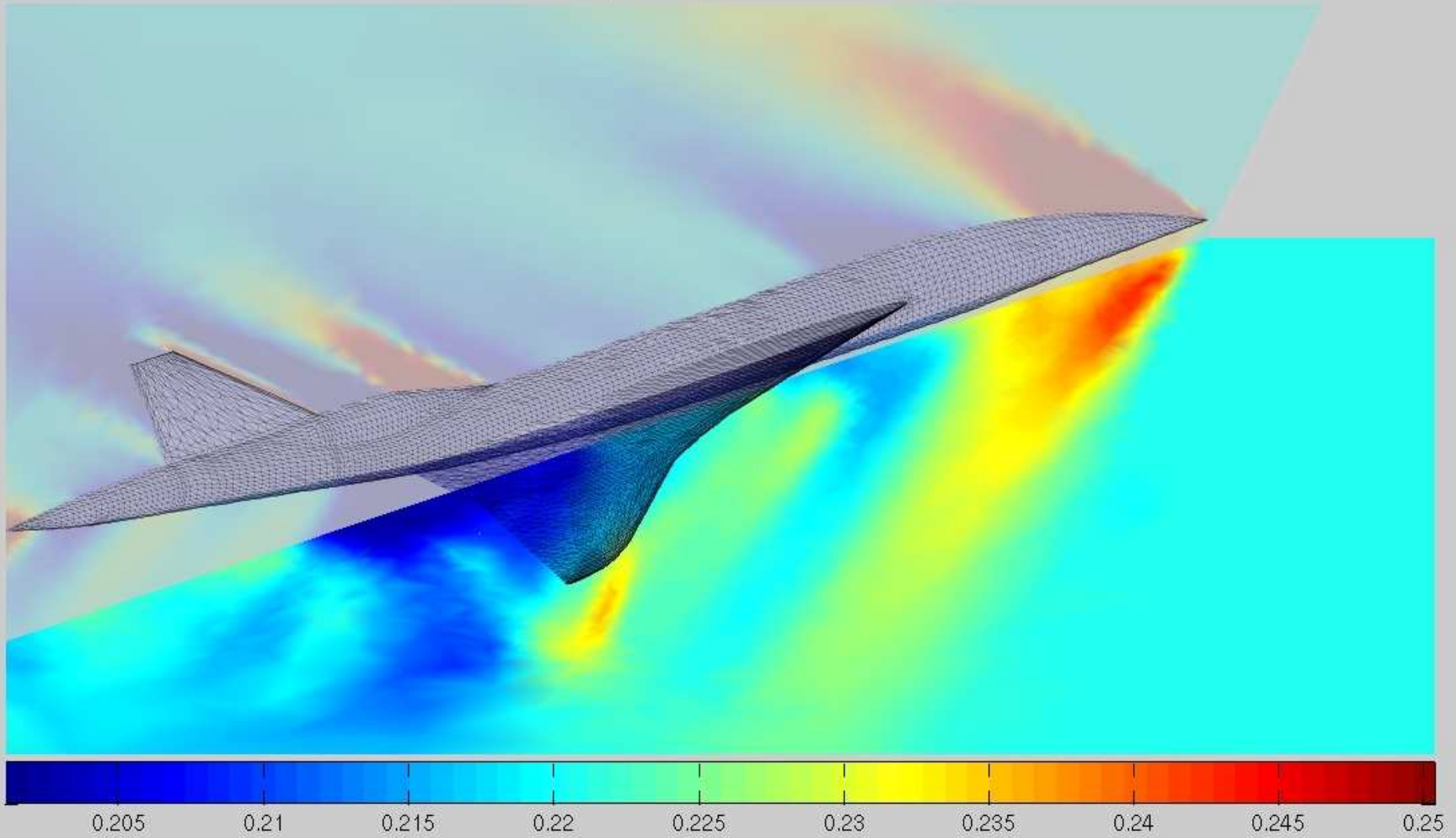
CORBA client implemented in C++



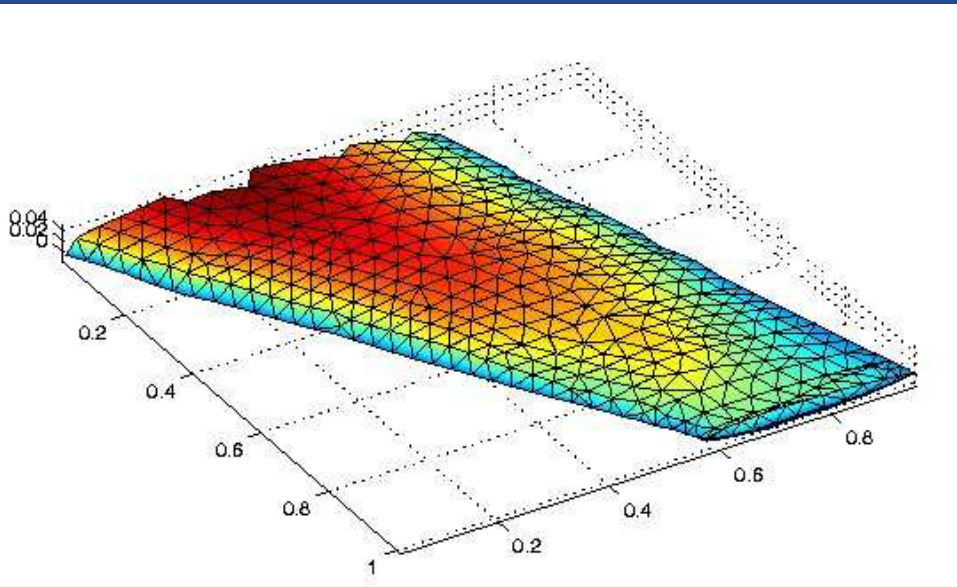
original: pressure below



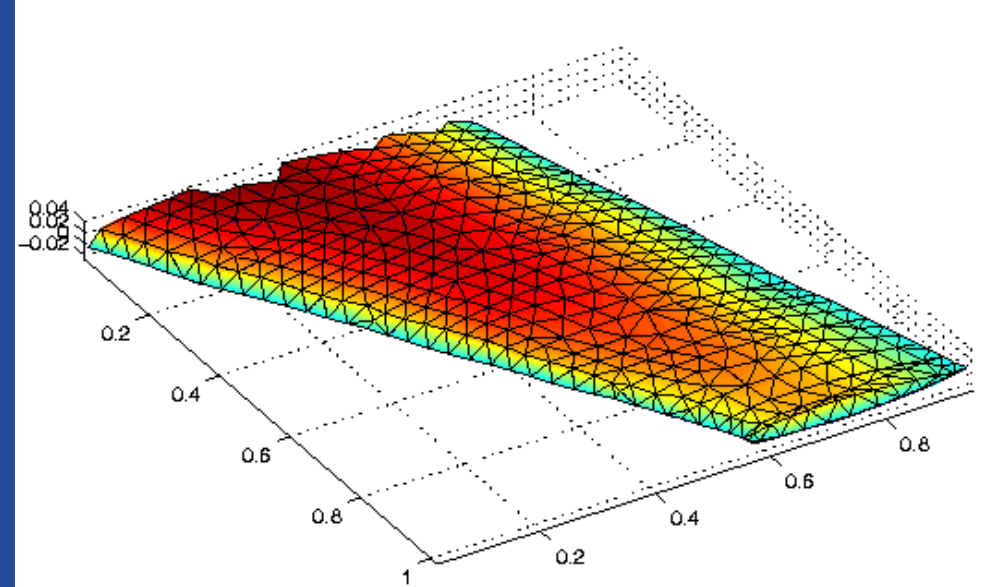
optimized: pressure below



APPLICATION



Optimized



Initial profile

AIRFOIL OPTIMIZATION

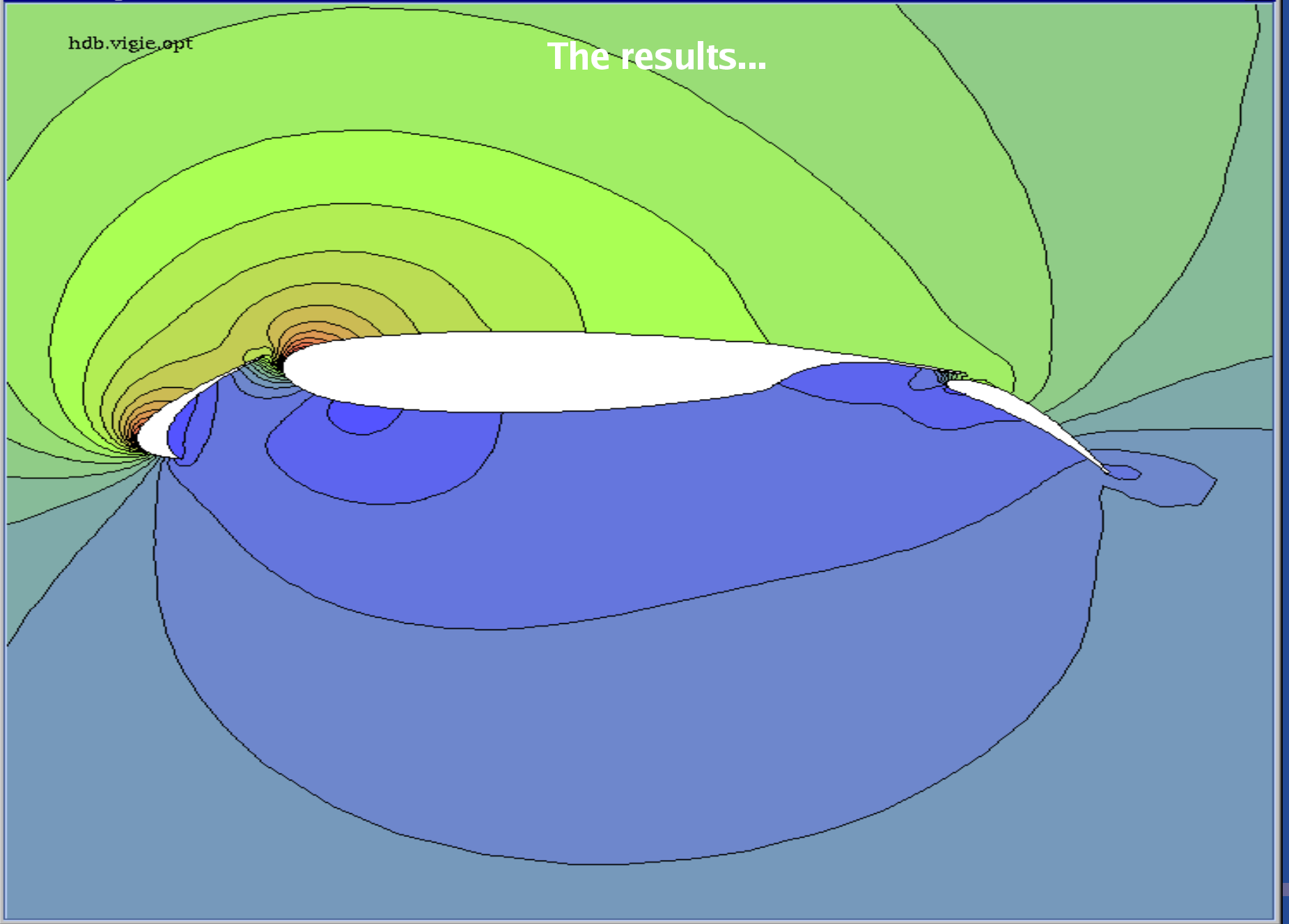
ONERA M6 SUPERSONIC WING

AOA = 3°, MACH 1.8



hdb.vigie.opt

The results...



REFERENCES

- <http://www.inrialpes.fr/opale>
- <http://www.globus.org>
- <http://www.unicore.org>
- <http://www.clustercomputing.org>

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