



BigDFT

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Wavelets

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Performances

$\mathcal{O}(\mathcal{N})$

Minimal basis

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Fragment

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Linear Scaling DFT based on Daubechies Wavelets for Massively Parallel Architecture

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1 The machinery of BigDFT (cubic scaling version)

- Mathematics of the wavelets
- Main Operations
- MPI/OpenMP and GPU performances

2 $O(\mathcal{N})$ (linear scaling) BigDFT approach

- Minimal basis set approach
- Performance and Accuracy
- Fragment approach
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A basis for nanosciences: the BigDFT project



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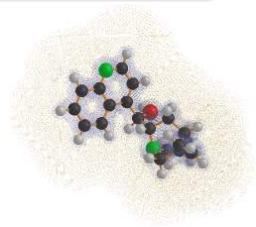
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STREP European project: BigDFT(2005-2008)

Four partners, 15 contributors:

CEA-INAC Grenoble (T.Deutsch), U. Basel (S.Goedecker),
U. Louvain-la-Neuve (X.Gonze), U. Kiel (R.Schneider)

Aim: To develop an ab-initio DFT code based
on **Daubechies Wavelets**, to be *integrated in*
ABINIT, distributed **under GNU-GPL license**



After six years, BigDFT project still alive and well

- BigDFT formalism from HPC perspective
- Wavelets for $O(N)$ DFT
- Resonant states of open quantum systems

Why do we use wavelets in BigDFT?



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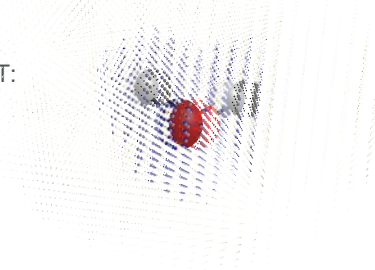
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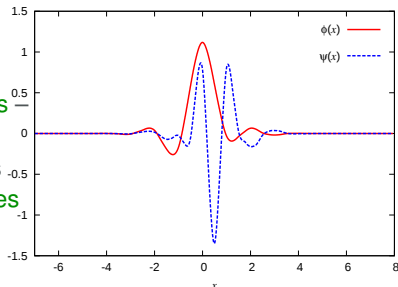
Adaptivity

One grid, two **resolution levels** in BigDFT:

- 1 scaling function (“**coarse** region”)
- 1 scaling function and 7 wavelets (“**fine** region”)



Ideal for **big inhomogeneous** systems
Efficient Poisson solver, capable of
handling **different boundary conditions**
free, wire, surface, periodic
Explicit treatment of **charged** systems
Established code with **many capabilities**



A brief description of wavelet theory



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Two kind of basis functions

A Multi-Resolution real space basis

The functions can be classified following the resolution level they span.

Scaling Functions

The functions of low resolution level are a linear combination of high-resolution functions


$$\phi(x) = \sum_{j=-m}^m h_j \phi(2x - j)$$

Centered on a **resolution-dependent** grid: $\phi_j = \phi_0(x - j)$.

A brief description of wavelet theory



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Wavelets

They contain the DoF needed to complete the information which is lacking due to the coarseness of the resolution.

$$\phi(2x) = \sum_{j=-m}^m \tilde{h}_j \phi(x-j) + \sum_{j=-m}^m \tilde{g}_j \psi(x-j)$$

Increase the resolution without modifying grid space

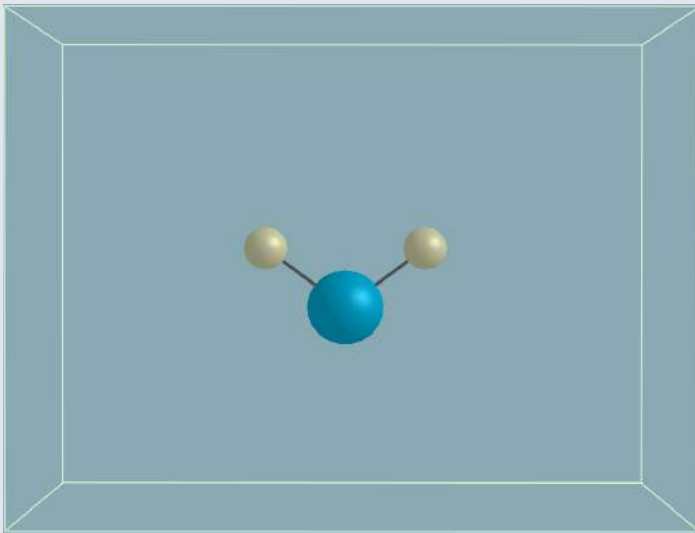
SF + W = same DoF of SF of higher resolution

$$\psi(x) = \sum_{j=-m}^m g_j \phi(2x-j)$$

All functions have compact support, centered on grid points.

Adaptivity of the mesh

Atomic positions (H_2O)



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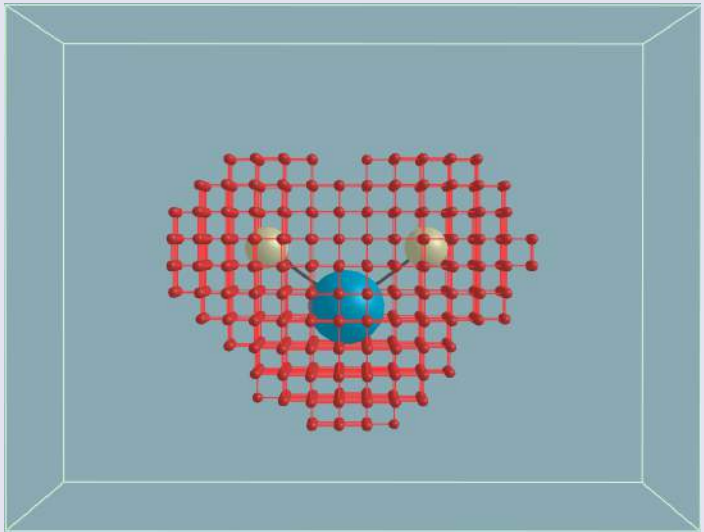
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Adaptivity of the mesh

Fine grid (high resolution)



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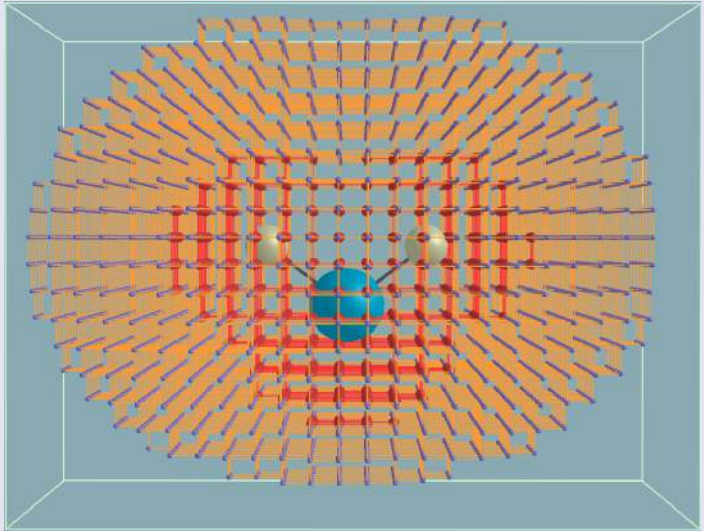
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Adaptivity of the mesh

Coarse grid (low resolution)



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Orthogonality, scaling relation

$$\int dx \phi_k(x) \phi_j(x) = \delta_{kj} \quad \phi(x) = \frac{1}{\sqrt{2}} \sum_{j=-m}^m h_j \phi(2x - j)$$

The hamiltonian-related quantities can be calculated *up to machine precision* in the given basis.

The accuracy is only limited by the basis set ($\mathcal{O}(h_{\text{grid}}^{14})$)

Exact evaluation of kinetic energy

Obtained by convolution with filters:

$$f(x) = \sum_{\ell} c_{\ell} \phi_{\ell}(x), \quad \nabla^2 f(x) = \sum_{\ell} \tilde{c}_{\ell} \phi_{\ell}(x),$$
$$\tilde{c}_{\ell} = \sum_j c_j a_{\ell-j}, \quad a_{\ell} \equiv \int \phi_0(x) \partial_x^2 \phi_{\ell}(x),$$



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- Isolated, surfaces and 3D-periodic boundary conditions (k-points, **symmetries**)
- All XC functionals of the ABINIT package (libXC library)
- Hybrid functionals, Fock exchange operator
- Direct Minimisation and **Mixing routines (metals)**
- Local geometry optimizations (with constraints)
- External electric fields (surfaces BC)
- **Born-Oppenheimer MD**
- Vibrations
- Unoccupied states
- Empirical van der Waals interactions
- Saddle point searches (NEB, Granot & Bear)
- All these functionalities are **GPU-compatible**

Optimal for isolated systems



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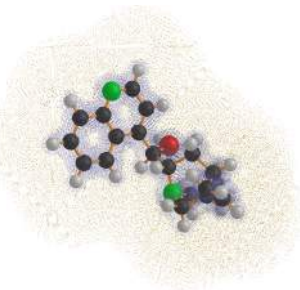
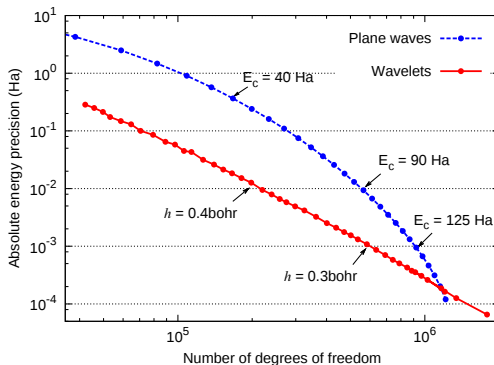
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Test case: cinchonidine molecule (44 atoms)



Allows a systematic approach for molecules

Considerably faster than Plane Waves codes.

10 (5) times faster than ABINIT (CPMD)

Charged systems can be treated *explicitly* with the same time

Systematic basis set



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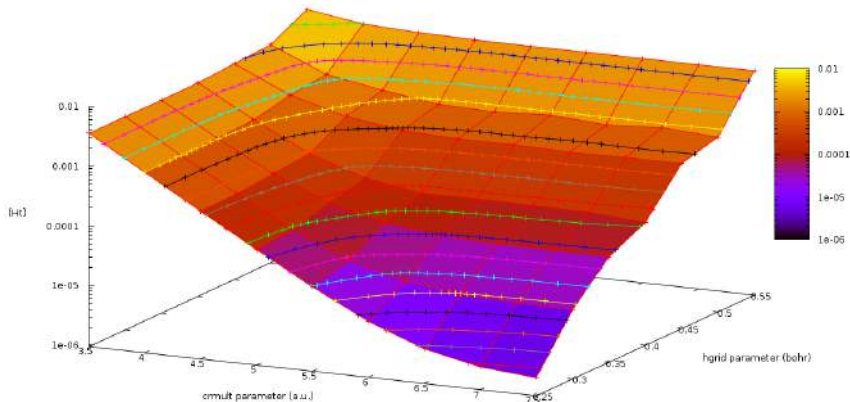
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Two parameters for tuning the basis

- The grid spacing `hgrid`
- The extension of the low resolution points `crmult`

Convergence of a methane molecule





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Two kinds of parallelisation

- By orbitals (Hamiltonian application, preconditioning)
- By components (overlap matrices, orthogonalisation)

A few (but big) packets of data

More demanding in bandwidth than in latency

- No need of fast network
- Optimal speedup (eff. $\sim 85\%$), also for big systems

Cubic scaling code

For systems bigger than 500 atomes (1500 orbitals) :
orthonormalisation operation is predominant (N^3)

Orbital distribution scheme



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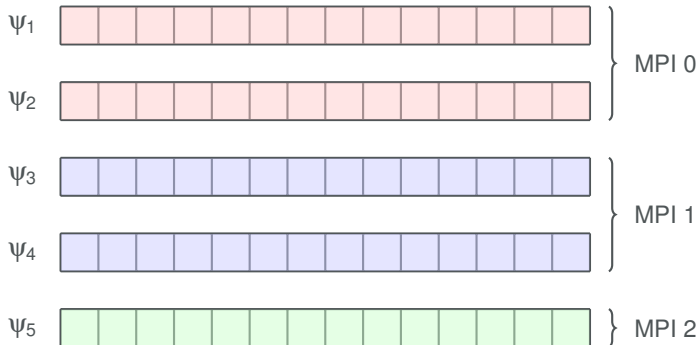
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Used for the application of the hamiltonian

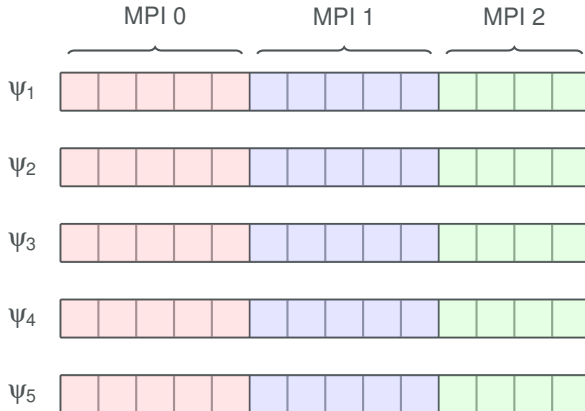
The hamiltonian (convolutions) is applied separately onto each wavefunction



Coefficient distribution scheme

Used for scalar product & orthonormalisation

BLAS routines (level 3) are called, then result is reduced



Communications are performed via **MPI_ALLTOALLV**



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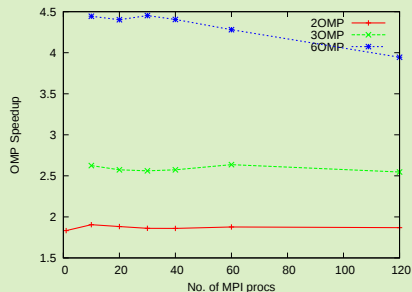
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Innermost parallelisation level

(Almost) Any BigDFT operation is parallelised via OpenMP

- ✓ Useful for memory demanding calculations
- ✓ Allows further increase of speedups
- ✓ Saves MPI processes and intra-node Message Passing

- ✗ Less efficient than MPI
- ✗ Compiler and system dependent
- ✗ OpenMP sections should be regularly maintained



Localisation & Orthogonality → Data locality

Principal code operations can be intensively optimised



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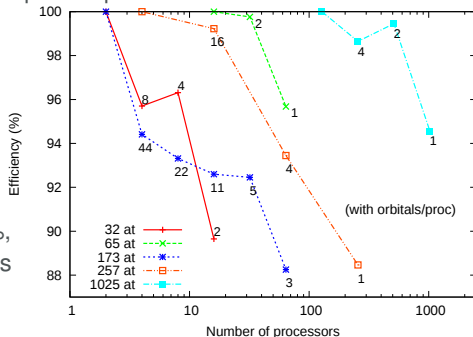
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Optimal for application on supercomputers

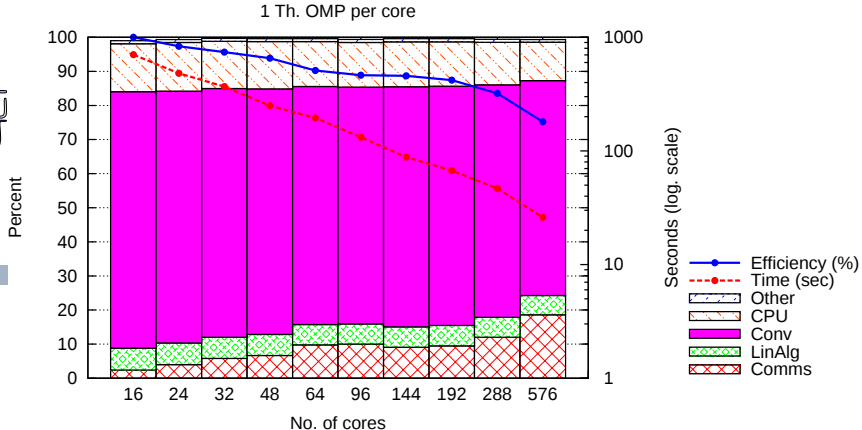
Little communication, big packets of data

- No need of fast network
- Optimal speedup

Efficiency of the order of 90%, up to thousands of processors



Task repartition for a small system (ZnO, 128 atoms)



Data repartition optimal for material accelerators (GPU)

Graphic Processing Units can be used to speed up the computation

Using GPUs in a Big systematic DFT code



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Nature of the operations

- Operators approach via **convolutions**
- Linear Algebra due to orthogonality of the basis
- Communications and calculations do not interfere

👉 **A number of operations which can be accelerated**

Evaluating GPU convenience

Three levels of evaluation

- 1 Bare speedups: GPU kernels vs. CPU routines
Does the operations are suitable for GPU?
- 2 Full code speedup on one process
Amdahl's law: are there hot-spot operations?
- 3 Speedup in a (massively?) parallel environment
The MPI layer adds an extra level of complexity

Hybrid and Heterogeneous runs with OpenCL



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NVidia S2070



Connected each to
a Nehalem
Workstation

BigDFT may run on
both

ATI HD 6970



Sample BigDFT run: Graphene, 4 C atoms, 52 kpts

No. of Flop: $8.053 \cdot 10^{12}$

MPI	1	1	4	1	4	8
GPU	NO	NV	NV	ATI	ATI	NV + ATI
Time (s)	6020	300	160	347	197	109
Speedup	1	20.07	37.62	17.35	30.55	55.23
GFlop/s	1.34	26.84	50.33	23.2	40.87	73.87

Next Step: handling of Load (un)balancing

Configuration space of the cage-like boron clusters

Stabilize the buckyball configuration of B_{80} systems
PRB 83 081403(R), 2011



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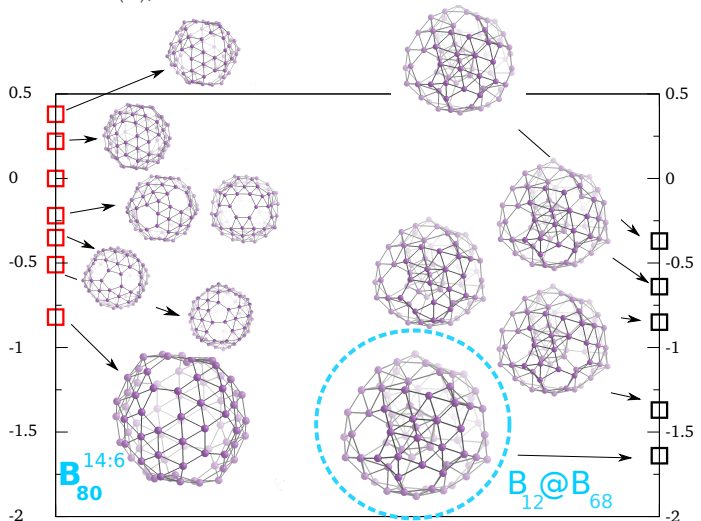
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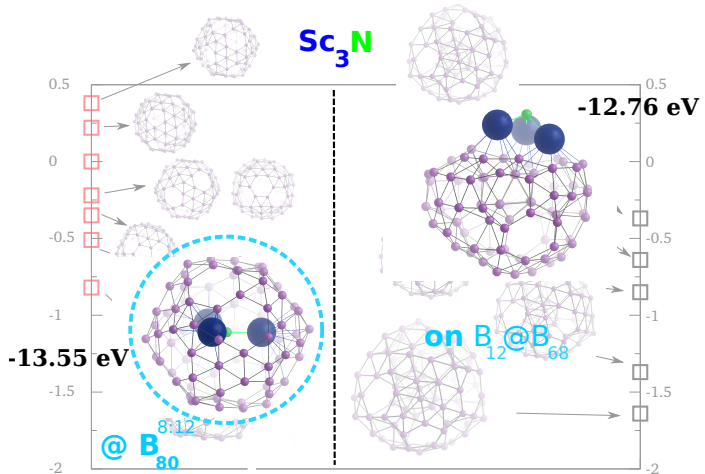
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Scaling of BigDFT (I)



BigDFT

We can reach systems containing up to **a few hundred electrons** thanks to wavelet properties and efficient **parallelization**:

- MPI
- OpenMP
- GPU ported

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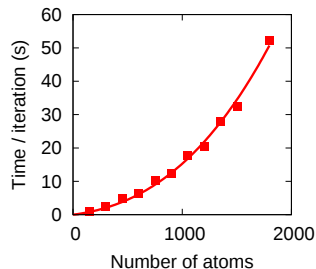
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But the various operations **scale** differently:

- $O(\mathcal{N} \log \mathcal{N})$: Poisson solver
- $O(\mathcal{N}^2)$: convolutions
- $O(\mathcal{N}^3)$: linear algebra

and have different **prefactors**:

- $C_{O(\mathcal{N}^3)} \ll C_{O(\mathcal{N}^2)} \ll C_{O(\mathcal{N} \log \mathcal{N})}$

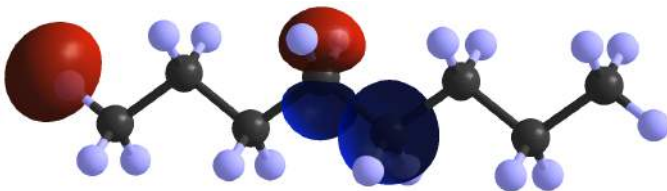


→ for bigger systems the $O(\mathcal{N}^3)$ will dominate and so we need a **new approach**

Scaling of BigDFT (II)

To improve the scaling and thus the scope of BigDFT, we must take advantage of the **nearsightedness** principle:

- the behaviour of large systems is **short-ranged**, or near-sighted
- the density matrix **decays exponentially** in insulating systems
- can take advantage of this locality to create linear-scaling $O(\mathcal{N})$ DFT formalisms by having **localized orbitals** e.g. as in ONETEP, Conquest, SIESTA...
- we want to adapt this formalism for **BigDFT**



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Minimal basis and density kernel



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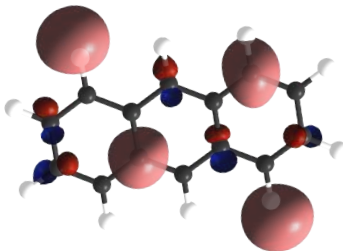
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Write the KS orbitals as linear combinations of **minimal basis set** $\phi_\alpha(\mathbf{r})$:

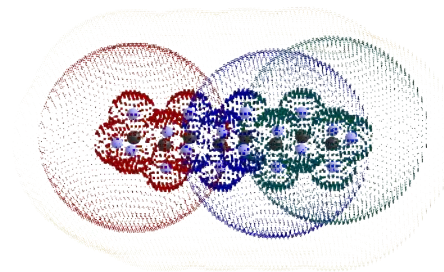
$$\Psi_i(\mathbf{r}) = \sum_{\alpha} c_i^{\alpha} \phi_{\alpha}(\mathbf{r})$$

- localized
- atom-centred
- expanded in wavelets



Define the **density matrix** $\rho(\mathbf{r}, \mathbf{r}')$ and **kernel** $K^{\alpha\beta}$:

$$\begin{aligned} \rho(\mathbf{r}, \mathbf{r}') &= \sum_i |\Psi_i(\mathbf{r})\rangle \langle \Psi_i(\mathbf{r}')| \\ &= \sum_{\alpha, \beta} |\phi_{\alpha}(\mathbf{r})\rangle K^{\alpha\beta} \langle \phi_{\beta}(\mathbf{r}')| \end{aligned}$$



The algorithm



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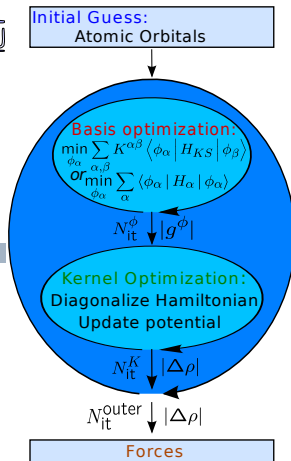
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Minimal basis set

- Initialized to **atomic orbitals**, optimized using a quartic **confining potential** subject to an **orthogonality constraint**
- Minimize the 'trace', band structure energy or a combination at fixed potential
- SD or DIIS with k.e. **preconditioning**

Density kernel

Three methods for **self-consistent** optimization:

- Diagonalization
- Direct minimization
- Fermi operator expansion (linear-scaling)

Scaling



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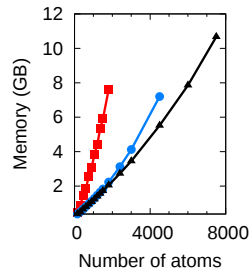
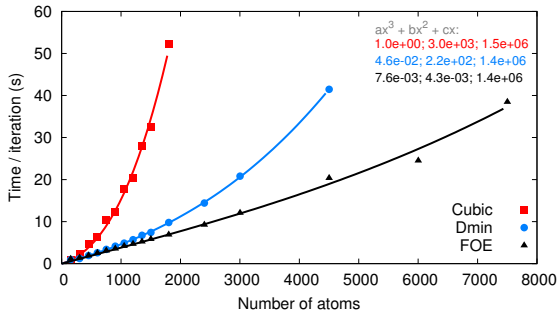
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Improved time and memory scaling

- 301 MPI, 8 OpenMP for above results
- $\sim O(\mathcal{N})$ for FOE
- need sparse matrix algebra for direct minimisation $\rightarrow O(\mathcal{N})$



Parallelization – MPI



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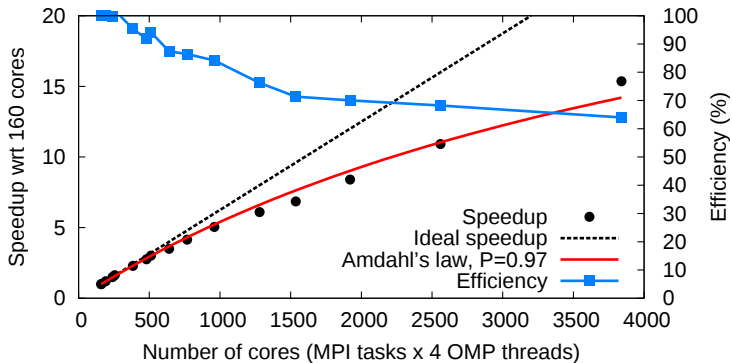
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Efficient parallelization for 1000s of CPUs

- ~ 97% of code parallelized with MPI
- ~ 93% of code parallelized with OpenMP



960 atoms

Accuracy: Total energies and forces

Several systems 44 – 450 atoms

- compared with standard BigDFT
- total energies accuracy: ~ 1 meV/atom
- forces accuracy: $\sim$ a few meV/bohr



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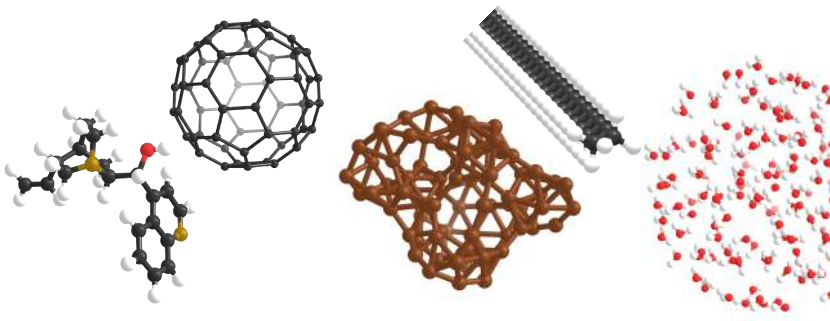
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Geometry optimization



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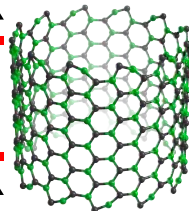
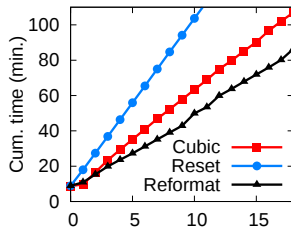
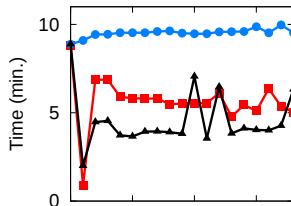
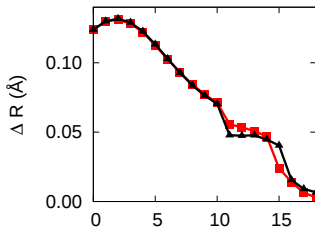
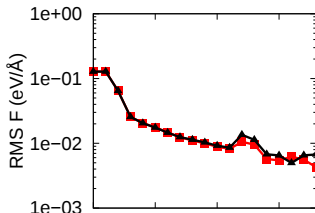
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288 atoms

Further savings through support function reuse

- Pulay forces not needed
- lower prefactor than single point

Energy differences



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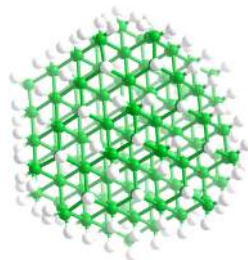
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Silicon cluster with a vacancy defect

- 291 atoms
- need 9 support functions per Si
- accuracy in defect energy of 12 meV



	pristine eV	vacancy eV	Δ eV	$\Delta - \Delta_{\text{cubic}}$ meV
cubic	-20674.2	-20563.1	111.167	—
4/1 (<i>sp</i> -like)	-20667.6	-20556.5	111.038	129
9/1 (<i>spd</i> -like)	-20672.9	-20561.7	111.155	12

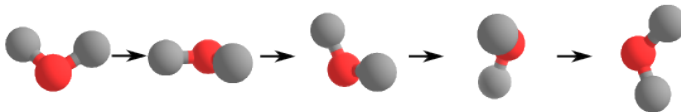
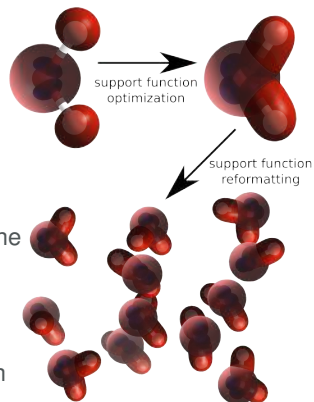
Fragment approach

- By dividing a system into **fragments**, we can avoid optimizing the support functions entirely for large systems

- Substantially reduces the cost (**need an efficient reformatting**)

- Many useful applications, including the explicit treatment of **solvents**

- A necessary first step towards a **tight-binding** like approach, with each atom as a fragment



Reformatting the minimal basis set in the same grid



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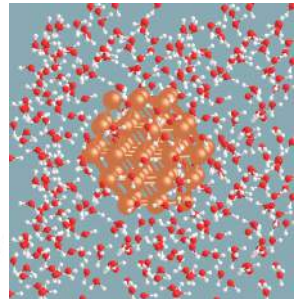
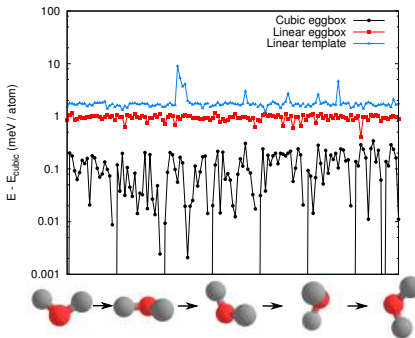
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Support function reuse

As we have seen, the **reuse of support functions** lends itself to some interesting applications, e.g. geometry optimizations, charged systems

For this, we need an **accurate** and **efficient** reformatting scheme



Transfer integrals and site energies



BigDFT

BigDFT

Wavelets

Operations

Performances

$\mathcal{O}(N)$

Minimal basis

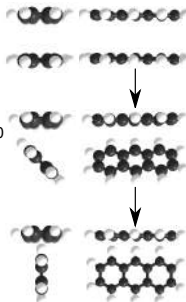
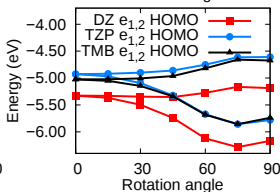
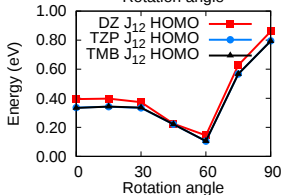
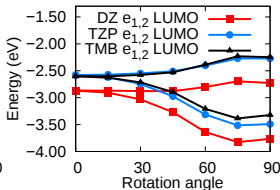
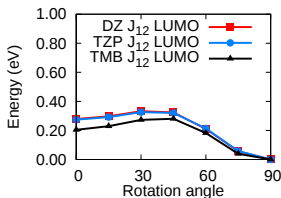
Performance

Fragment

Applications

Perspectives

Conclusions



BigDFT compared to ADF fragment approach

- support functions from molecules reused in dimers
- Application to OLED (Organic Light-Emitting Diode)

Transfer integrals for OLEDs (I)

We want to consider environment effects in realistic 'host-guest' morphologies: **6192 atoms, 100 molecules**



BigDFT

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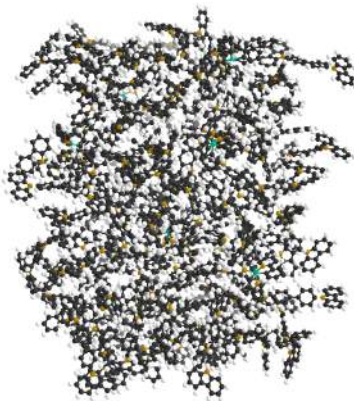
Performance

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Host molecule



Guest molecule

Transfer integrals for OLEDs (II)

Transfer integrals (left) and site energies (right) calculated with (bottom) and without (top) constrained DFT



BigDFT

BigDFT

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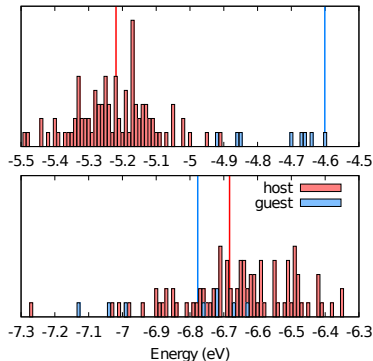
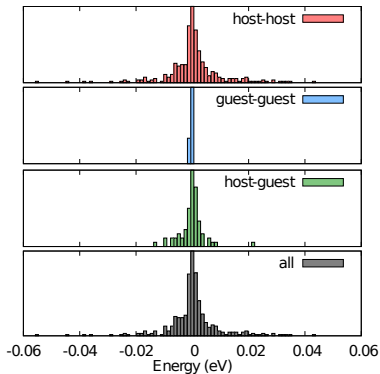
Performance

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Generate good statistics.

Then use of Markus model to calculate the efficiency of OLEDs.

Perspectives of linear scaling



BigDFT

BigDFT

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Combination of wavelets and localized basis functions

- Highly **accurate** (energies and forces) and **efficient**
- **Linear scaling** – Thousands of atoms
- Ideal for **massively parallel** calculations
- **Flexible** e.g. reuse of support functions to accelerate geometry optimizations and for charged systems

Fragment approach

- Accurate **reformatting** scheme – can accelerate calculations on large systems e.g. explicit treatment of solvents
- Wide range of **applications**: constrained DFT, transfer integrals
- Crucial for **future developments** e.g. tight-binding, embedded systems (QM/QM)



BigDFT

BigDFT

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1 The machinery of BigDFT (cubic scaling version)

- Mathematics of the wavelets
- Main Operations
- MPI/OpenMP and GPU performances

2 $O(\mathcal{N})$ (linear scaling) BigDFT approach

- Minimal basis set approach
- Performance and Accuracy
- Fragment approach
- Applications
- Perspectives

3 Conclusions



BigDFT

BigDFT

Wavelets

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Wavelets: Powerful formalism

- Linear scaling – Thousands of atoms
- Accurate reformatting scheme – can accelerate calculations on large systems e.g. explicit treatment of solvents
- Wide range of applications: constrained DFT, transfer integrals
- Towards multi-scale approach (embedded systems)

Beyond DFT

- Resonant states are the way to describe fully a system
- Give a compact description (few states) of the systems
- Linear-response, TD-DFT, ...
- Many-body perturbation theory (GW, ...)

Acknowledgments



BigDFT

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