

# Adaptive Distributed Metamodeling

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**Abstract.** Simulating and optimizing complex physical systems is known to be a task of considerable time and computational complexity. As a result, metamodeling techniques for the efficient exploration of the design space have become standard practice since they reduce the number of simulations needed. However, conventionally such metamodels are constructed sequentially in a one-shot manner, without exploiting inherent parallelism. To tackle this inefficient use of resources we present an adaptive framework where modeler and simulator interact through a distributed environment, thus decreasing model generation and simulation turnaround time. This paper provides evidence that such a distributed approach for adaptive sampling and modeling is worthwhile investigating. Research in this new field can lead to even more innovative automated modeling tools for complex simulation systems.

## 1 Introduction

Computer based simulation has become an integral part of the engineering design process. Rather than building real world prototypes and performing experiments, application scientists can build a computational model and simulate the physical processes at a fraction of the original cost. However, despite the steady growth of computing power, the computational cost to perform these complex, high-fidelity simulations maintains pace. For example, to quote [1]:

“...it is reported that it takes Ford Motor Company about 36-160 hrs to run one crash simulation [2]. For a two-variable optimization problem, assuming on average 50 iterations are needed by optimization and assuming each iteration needs one crash simulation, the total computation time would be 75 days to 11 months, which is unacceptable in practice.”

Luckily, most of these simulations can be reduced to parallel parameter sweep type applications. These consist of several instances of the simulator that are run independently for different input parameters or datasets. Due to the inherent parallelism this can be done in a distributed fashion thus significantly reducing “wall-clock” execution time.

For most realistic problems the high computational cost of simulator codes and the high dimensionality of the design space simply prohibit this direct approach, thus making these codes unusable in engineering design and multidisciplinary design optimization (MDO). Consequently, scientists have turned towards upfront approximation methods to reduce simulation times. The basic approach is to construct a simplified

approximation of the computationally expensive simulator (e.g.: aerodynamic drag generated by a particular airfoil shape [3]), which is then used in place of the original code to facilitate MDO, design space exploration, reliability analysis, etc. [4] Since the approximation model acts as surrogate for the original code, it is often referred to as a *surrogate model* or *metamodel*. Examples of such metamodels include Kriging models, Artificial Neural Networks, Support Vector Machines, radial basis function models, polynomial and rational models.

The remainder of this paper is structured as follows: In section 2 we discuss the motivation for constructing parametrized metamodels while section 3 gives an overview of similar research efforts and related projects. Section 4 describes the design and prototype implementation of our framework and section 5 some preliminary performance results. We conclude with a critical evaluation and pointers to future work.

## 2 Motivation

The reasons for constructing metamodels are twofold: on the one hand metamodels are often used for efficient design space exploration, on the other hand they are used as a cheap surrogate to replace the original simulator. When performing an optimum search, the metamodel guides the search to potentially interesting regions (local minima) [3,5]. Once an adequate solution has been found, the model is discarded. When building a global, scalable model, the metamodel itself forms the object of interest. Here the goal is to construct a parametrized metamodel that can entirely replace the original objective function in a subset of the design space of interest. This is useful since the metamodel is much cheaper to evaluate. Once constructed the metamodel is retained and the objective function discarded. In this paper we are primarily concerned with the latter.

However, constructing an accurate metamodel is no trivial undertaking. In some cases it remains questionable if a usable metamodel can be constructed at all. Even if an accurate metamodel is feasible, the process of building it still requires evaluations of the original objective function. Therefore, if the process of constructing a metamodel requires, say, 80 function evaluations and each evaluation takes 10 hours, the rate at which the design space can be explored is still relatively low. Nevertheless, the authors argue that this is justifiable since it is a one time, up front investment.

To help tackle this bottleneck we propose a framework that integrates the automated building of metamodels and the adaptive selection of new simulation points (sequential design) with the distributed evaluation of the cost function. This framework will build upon previous work in modeling [6,7,8] and distributed systems [9,10].

## 3 Related Work

Research efforts and tools that integrate modeling and design space exploration techniques with grid computing techniques can be divided into two categories: those focussed on design optimization and those geared towards the building of standalone scalable metamodels. The first category is by far the most populous. First we have, usually commercial, integrated systems that model and optimize application specific problems. Examples are modeFRONTIER [11] for ship hulls and FlightLab [12] for aircraft.

On the other hand there are many general optimization frameworks which can be applied to different problem domains. The most notable again being Nimrod/O [13]. Nimrod/O is based on the Nimrod/G broker [14] and tackles its biggest disadvantage. This is that Nimrod/G will try to explore the complete design space on a dense grid. This is usually intractable for realistic problems. Nimrod/O performs a guided search through the design space trying to find that combination of parameters that will minimize (maximize) the model output. To this end Nimrod/O employs a number of search algorithms (e.g.: P-BFGS, Simplex, Simulated Annealing). A similar project is DAKOTA [15] from Sandia Laboratories. It is a C++ toolkit that allows a user to choose different optimization algorithms to guide the search for optimal parameter settings. Other projects include GEODISE [16], The Surrogate Management Framework (SMF), SciRun and its precursor Uintah, NetSolve, NEOS and the work by Y. S. Ong et al [17,18].

While all projects mentioned above are tailored towards optimization, they are not concerned with creating a parameterized that can be used on its own. Research efforts that do build replacement metamodels exist [19,20,5,6], notably the Multistage Bayesian Surrogate Methodology (MBSM) proposed by C.H. Amon et al [21], but fail to include concepts of distributed computing. Thus the repetitive process of evaluating the objective function while constructing the metamodel is done in a sequential fashion, and this can be extremely time consuming. We were unable to find evidence of other real projects that tackle this. Perhaps the project that comes closest to what we wish to achieve is described in [22], though it too is biased towards optimization and lacks adaptivity.

## 4 The Design

In this section we outline the architecture of the framework we have designed. Note that treating each individual component in depth is out of scope for this paper. Instead we will concentrate on how they fit together and interact on a more general level. More detailed analyses will follow in future publications.

A high level design diagram is shown in figure 1. The workflow is as follows: Given an application specific simulator (i.e. the objective function) and an XML configuration file containing a number of model/algorithmic tuning parameters, the modeler will build a metamodel with the user-required accuracy level. In order to do so it interacts with the simulator through the *SampleEvaluator* (SE) which executes the simulator on the grid through an existing grid middleware or broker.

### 4.1 The Modeler

The first component of the framework is the modeler. This component interacts with the simulator in order to construct a meta representation of the original objective function. Our modeler of choice is the Matlab  $M^3$  Toolbox [8] and its schematic flowchart is shown in figure 2. The box on the right represents the simulation backend, the component responsible for evaluating the samples. This is the part that will be distributed. The center box depicts the core loop of the toolbox, it drives the whole modeling process and the selection of new samples. The leftmost box shows the modeler itself. It is responsible for building the polynomial/rational/Neural Network/... metamodels.

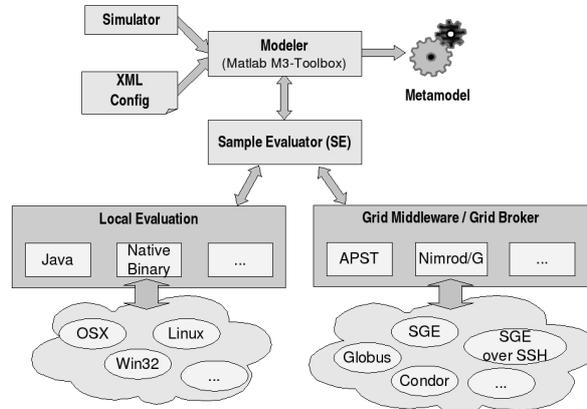


Fig. 1. High level components

The main modeling loop goes as follows: First, an initial sample distribution in the input space is chosen, and simulations are run for all points in this initial sample set. Then, several models of different complexity are built based on the locations of the sample points and the corresponding outputs of the simulator. The models are then compared over a number of measures, and ranked according to their estimated accuracy. The best models are kept, and a new set of sample locations is adaptively chosen (sequential design). The new sample set is passed on to the simulation backend, which will call the simulator for each of the new sample points. After that, the whole loop repeats itself and will continue until the toolbox has reached the desired accuracy.

For a more detailed treatment of how the modeler works (sample selection, termination criteria, etc) please refer to [7].

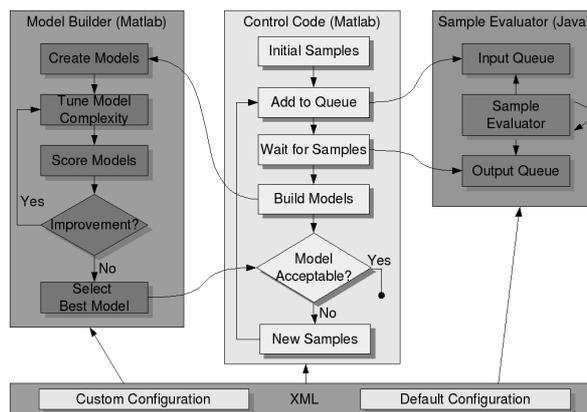


Fig. 2. The Multivariate MetaModeling toolbox ( $M^3$ )

## 4.2 The Grid Middleware

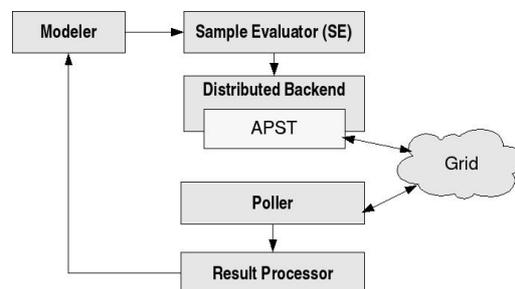
In order to distribute the simulation backend across heterogeneous resources an extra software layer is needed that takes care of the distribution details. In this case we have used APST [23,24] (though other middlewares such as ProActive, SGE, CoBRA, Nimrod/G and Gridbus will be supported in the future). APST can use remote machines accessed through either a Globus GRAM or ssh, remote storage accessed through a Globus GASS server, scp, ftp, sftp, or an SRB server, and queuing systems controlled by Condor, DQS, LoadLeveler, LSF, PBS, or SGE. Since APST grew from AppleS (APPLICATION LEVEL Scheduling) [25] it also tries to schedule jobs optimally based on the characteristics of the resources used. To do this it makes use of established grid information services such as Ganglia, MDS and NWS.

APST consists of an APST client (`apst`) and an APST daemon (`apstd`), both which may be running on separate machines. The client may connect to the server and submit jobs or query the server for job status information. To submit jobs or add resources to the resource pool the client generates an XML file which is then sent to the server.

## 4.3 Sample Evaluator

The Sample Evaluator (SE) can be seen as a kind of Application Aware Scheduler (AAS) that forms the glue between the modeler and the middleware (of course local evaluation is supported as well). It is responsible for translating modeler requests (i.e. evaluations of datapoints) into middleware specific jobs (in this case APST `<task>` tags), polling for results, and returning them to the modeler. The SE is implemented as a set of Java interfaces and base classes that are sub classed for each of the supported middlewares. This is illustrated for the case of APST in figure 3. As can be seen from the figure there is a separate delegate for each step in the sample evaluation process: job submission, job status monitoring and processing the finished results.

As research continues, the intelligence of the SE will be constantly improved. Instead of the simple bridge it is now, we will include application specific and resource specific knowledge into the scheduling decision. Rather than requesting a batch of samples to be evaluated with equal priority the modeler assigns scores to each data sample



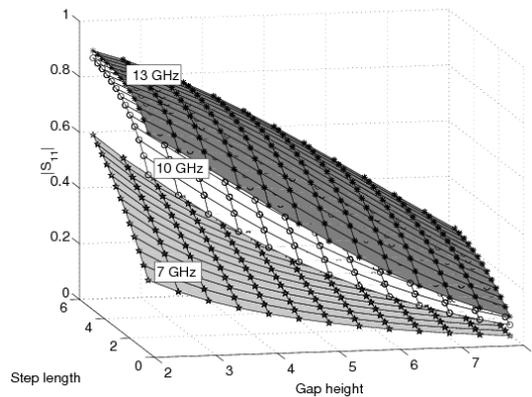
**Fig. 3.** APST Sample Evaluator Backend

(i.e., data samples corresponding to interesting features of the objective function, such as minima and maxima, will receive higher scores). The AAS can then take these priorities into account when making scheduling decisions. Likewise, the AAS should make use of resource information in order to achieve an optimal *task – host* mapping (i.e., complex tasks should be scheduled on the fastest nodes).

## 5 Performance Comparison

### 5.1 Experimental Setup

In this section we illustrate the application of our M3 framework to an example from Electromagnetics (EM). We will model the the problem twice, once sequentially and once in parallel, and compare the performance. The simulator, for which we shall build a parametrized, scalable metamodel, computes the scattering parameters for a step discontinuity in a rectangular waveguide. The 3D inputs consists of input frequency, the gap height and the gap length. The (complex) outputs are the scattering parameters of this 2-port system. Figure 4 shows an approximate plot of the input-output relation at three different discrete frequencies.



**Fig. 4.** A Plot of  $|S_{11}|$ , the Modulus of the First Scattering Parameter

While a real world example, this simulator is still relatively cheap to evaluate. One evaluation takes about 8-13 seconds. Once we are satisfied with the plumbing of the underlying framework we will turn to heavier problems with evaluation times in the order of minutes to hours.

Due to the characteristics of the simulator the exact hardware characteristics of the testbed are of little importance. Nevertheless we list them for completeness. The standalone case was run on a Pentium IV 1.9GHz with 768MB main memory. For the distributed case we used 6 hosts accessible through the local LAN. These included: four Pentium IV 2.4 GHz, one AMD Opteron 1.7 GHz, and one Pentium M 1.6GHz, each with 512MB RAM. While we regret not having been able to use 'real' grid resources

we note that this is not really an issue since (1) we are currently only interested in a proof-of-concept (2) we expect the speedup (distributed vs. sequential) to increase linearly with the amount of hosts, thus adding more hosts will simply increase the speedup factor.

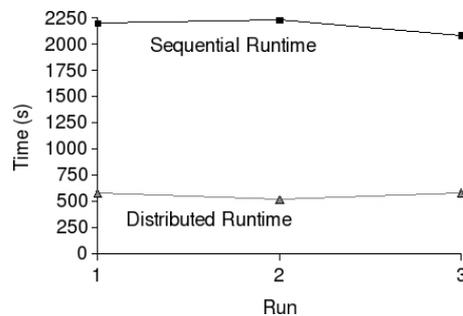
The  $M^3$  toolbox and `apstd` ran on the same host and the APST scheduling algorithm was the default simple work-queue strategy. No grid information service was configured.

For each case the  $M^3$  toolbox was used to build a metamodel for the objective function described above. We recorded the total time needed to build the model, the time needed to evaluate each batch of samples that is requested as the modeling progresses, and the total number of function evaluations. The results were averaged over three runs.

## 5.2 Test Results

Table 1 summarizes the different results for each of the runs. If we first look at the average time to process one sample batch we find it is about 56 seconds in the sequential vs 14 in the distributed case. Thus we have an effective speedup factor of about 4. The size of each batch varies between about 3 to 6 samples.

We notice something similar if we look at the total execution times for each run in figure 5. The total time in the distributed case is about 4 times smaller than in the sequential case for a comparable number of function evaluations.



**Fig. 5.** Comparison Sequential and Distributed

Figure 5 seems unlogical since 6 hosts were used in the distribution. One would expect a speed up factor of 6 (or in general  $N$ , if  $N$  hosts were used). The reason is that the  $M^3$  toolbox is not yet resource aware (*see* section 4.3) which results in an underutilization of the available compute nodes. With this improvement, together with the move to proper distributed setups involving Globus and SGE administered resources, we expect to improve the speedup significantly in the very near future. Nevertheless these figures still stand since their purpose was to illustrate the integration of distributed computing, adaptive metamodeling and sequential design.

**Table 1.** Test Results: Sequential (top) and Distributed (bottom)

Run	# Samples	Avg Time per Sample Batch (s)	Total Runtime (s)
1	217	56.39	2199.21
2	221	55.75	2229.86
3	206	56.29	2082.66
<b>Avg</b>	<b>214.67</b>	<b>56.14</b>	<b>2170.58</b>

*Sequential*

1	212	14.91	583.55
2	206	13.56	517.12
3	227	13.82	582.45
<b>Avg</b>	<b>215</b>	<b>14.1</b>	<b>561.05</b>

*Distributed*

## 6 Evaluation and Future Work

In this paper we have made the case for the use of distributed computing techniques while building scalable metamodels. We have presented a framework based on the  $M^3$  toolbox and APST and contrasted its performance with the traditional approach of analyzing datapoints sequentially. The proof of principle results look very promising and warrant further extension of our framework in the future.

Future work will include:

- Move to real distributed setups involving Globus and SGE administered clusters.
- Creation of a 'real', pluggable framework where the user will be able to easily choose the modeling algorithm and the grid middleware to suit his or her application. In addition, if a required capability is not available the user should be able to plug in his own extension.
- Apply AI techniques such as genetic algorithms and machine learning algorithms to enhance the modeling, decrease the reliance on simple heuristics, and allow for more automated tuning of the modeling process.

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