



# BioDYNAMo

BIOLOGY DYNAMICS MODELLER

**IT Technical Forum 01.12.2017**

Lukas Breitwieser and Ahmad Hesam



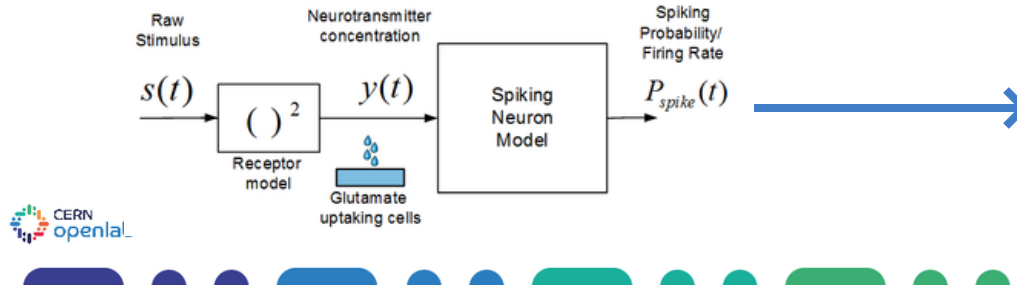
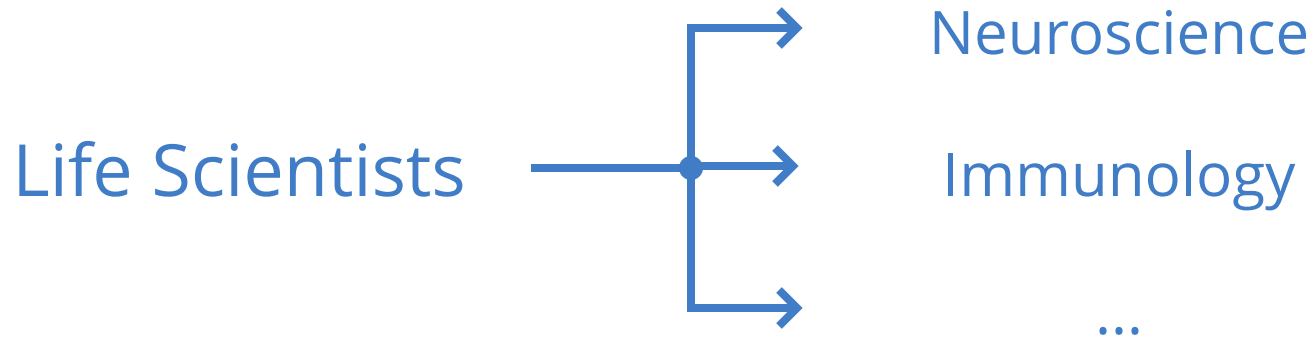
**Kazan Federal  
UNIVERSITY**



# Outline

- Background
- Platform
- Future Challenges
- Summary

# Background



# The Problem

More models

- Higher complexity
- Larger scale

**How to simulate fast?**

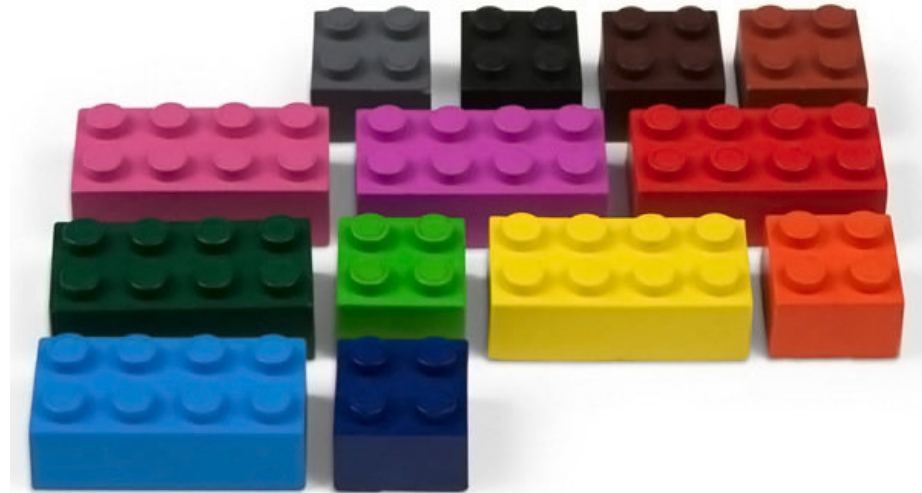
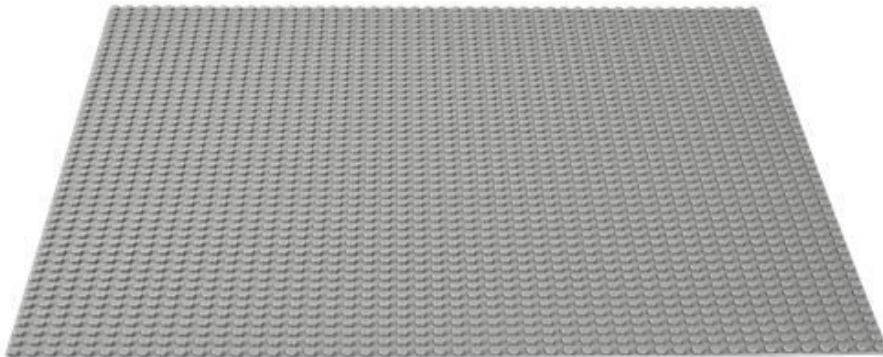
Life scientists often make simulations  
**specifically for their own models**

# Messy!



# BioDynaMo

## Biology Dynamic Modeler



## Modularity



<https://shop.lego.com/en-US/Gray-Baseplate-10701>

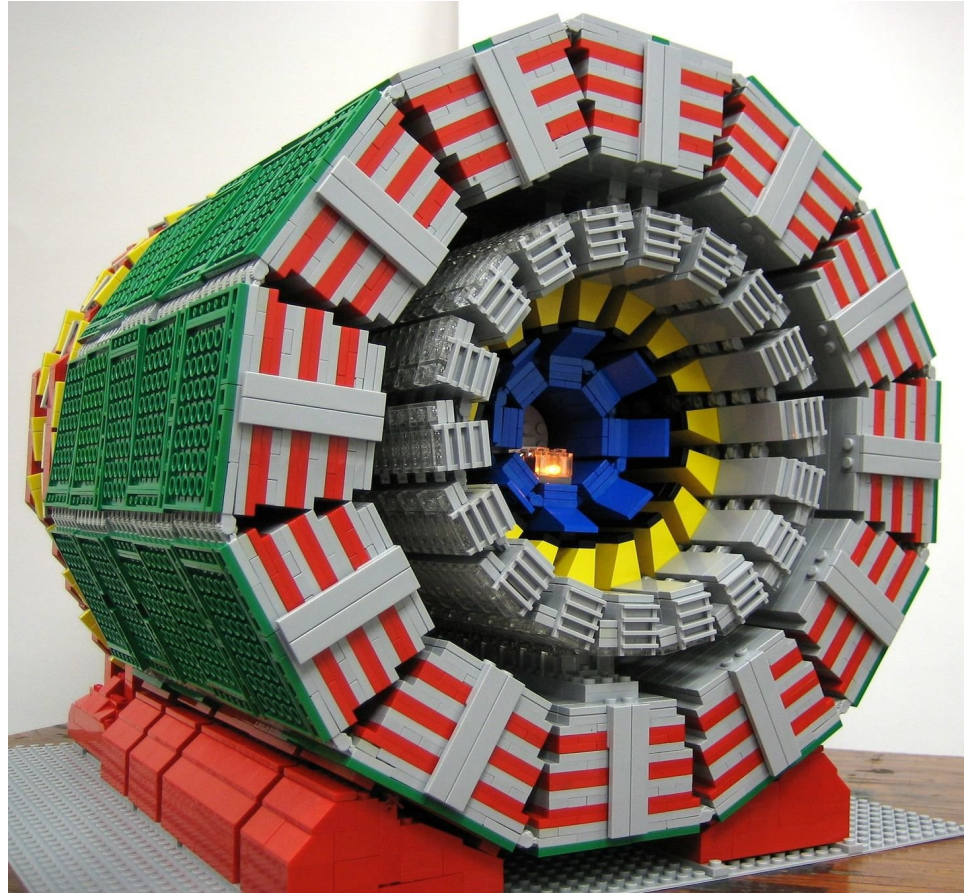
<https://www.geekalerts.com/stack-a-doodle-stackable-lego-block-crayons/>



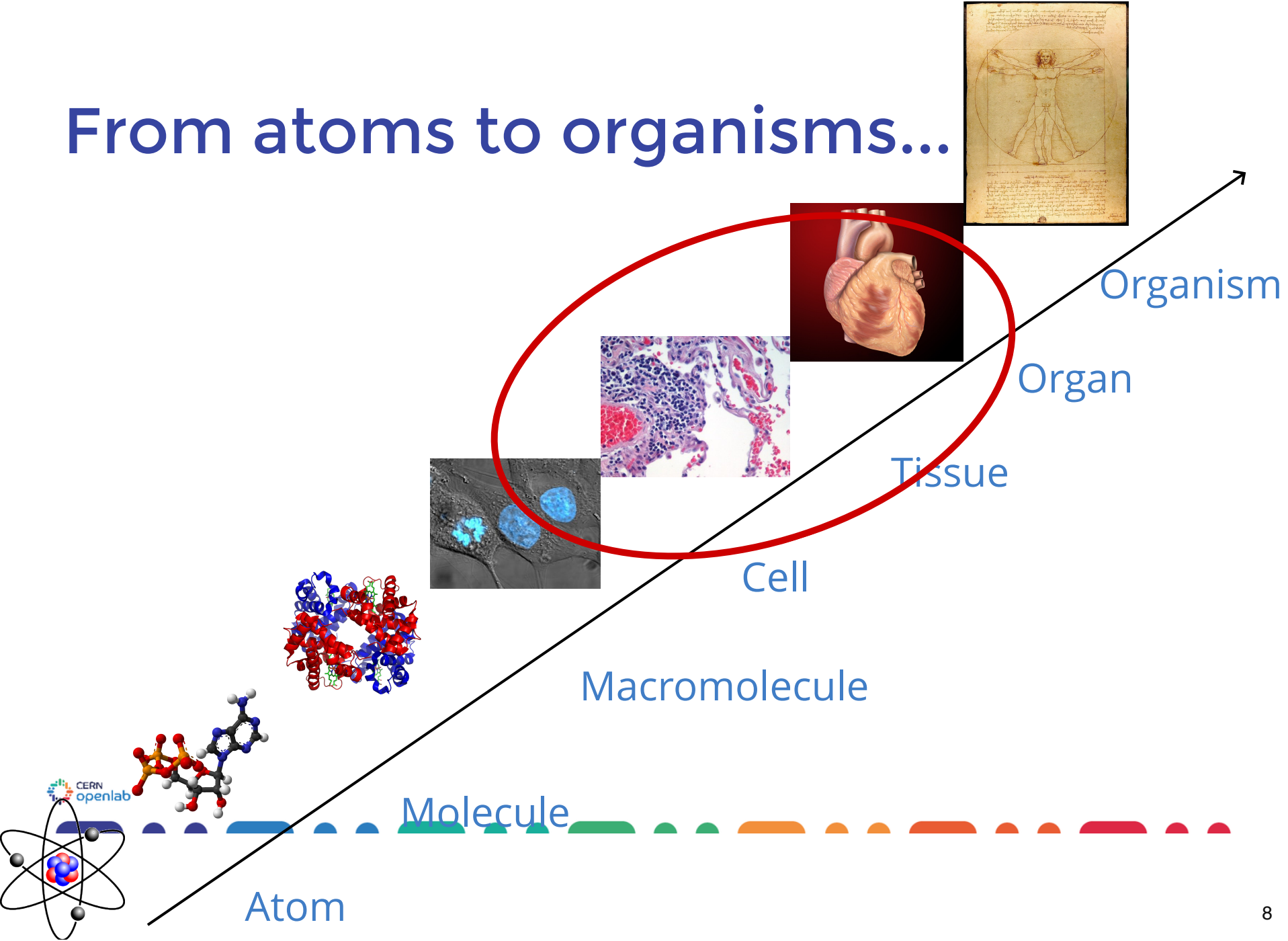
Create, extend



Share...



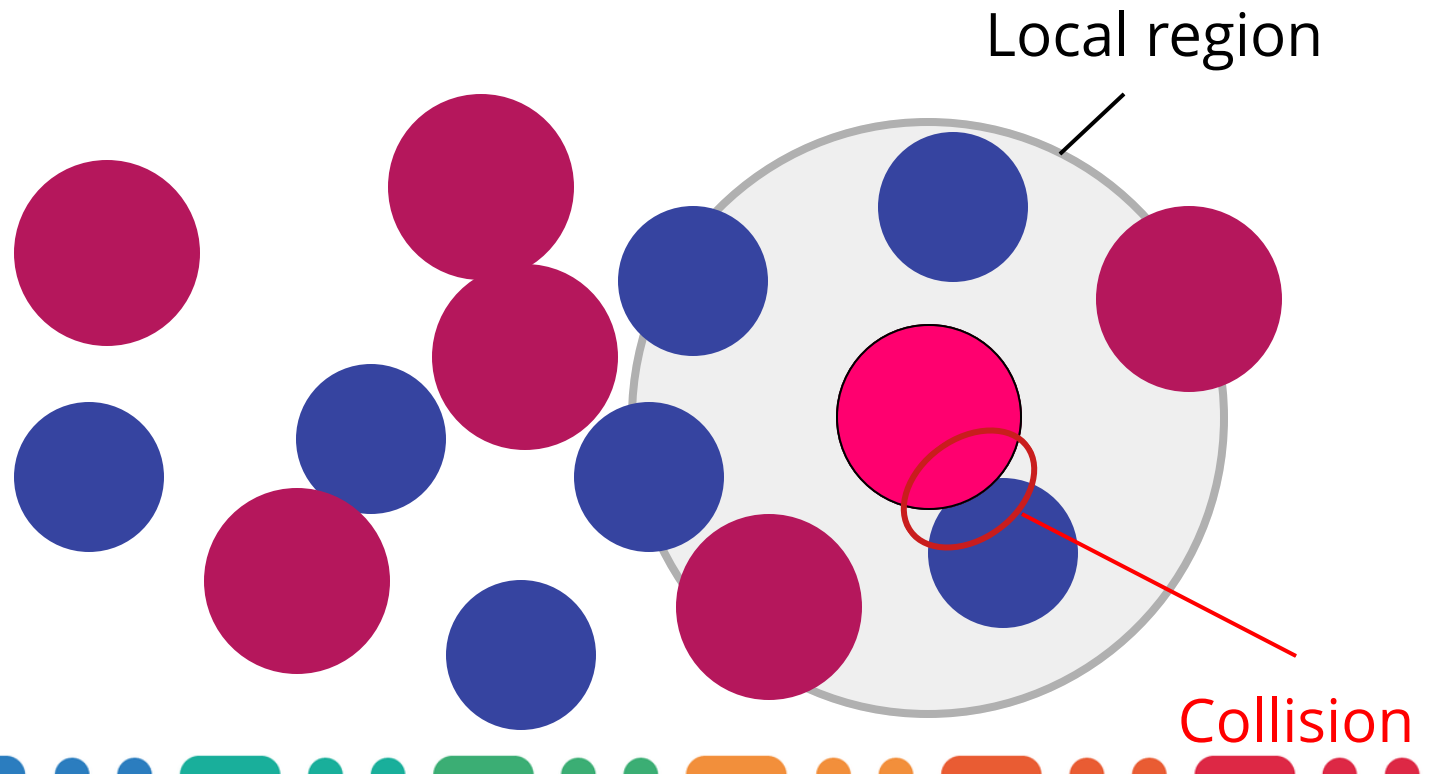
# From atoms to organisms...





# Agent-based simulations

Simulation object = *Agent*



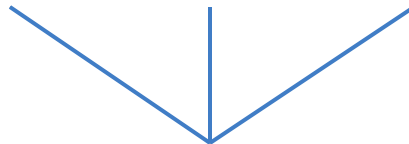
# Why at CERN?

CERN: world's largest scientific experiment

└→ IT: core competency



WLCG Geant ROOT ...



**BioDynaMo**



Immunology

...

Neuroscience

# Current BioDynaMo use cases

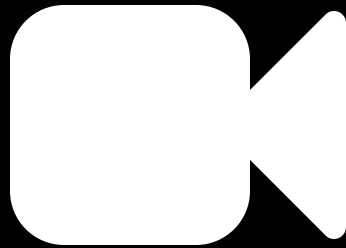


PhD Student: Jean de Montigny

Tumor growth

Retinal mosaic formation

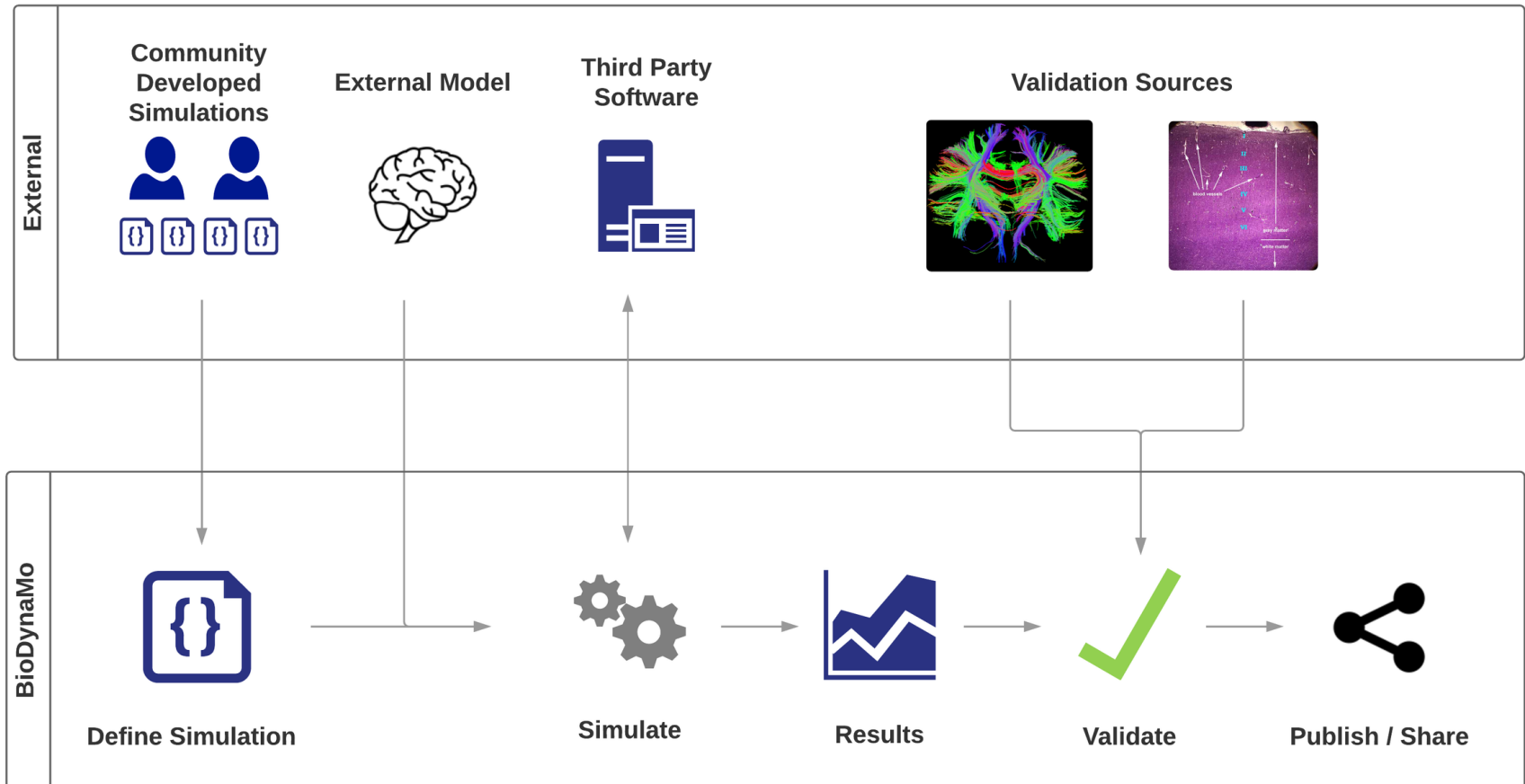




# Platform

## WORKFLOW DIAGRAM

Lukas Breitwieser | December 8, 2016



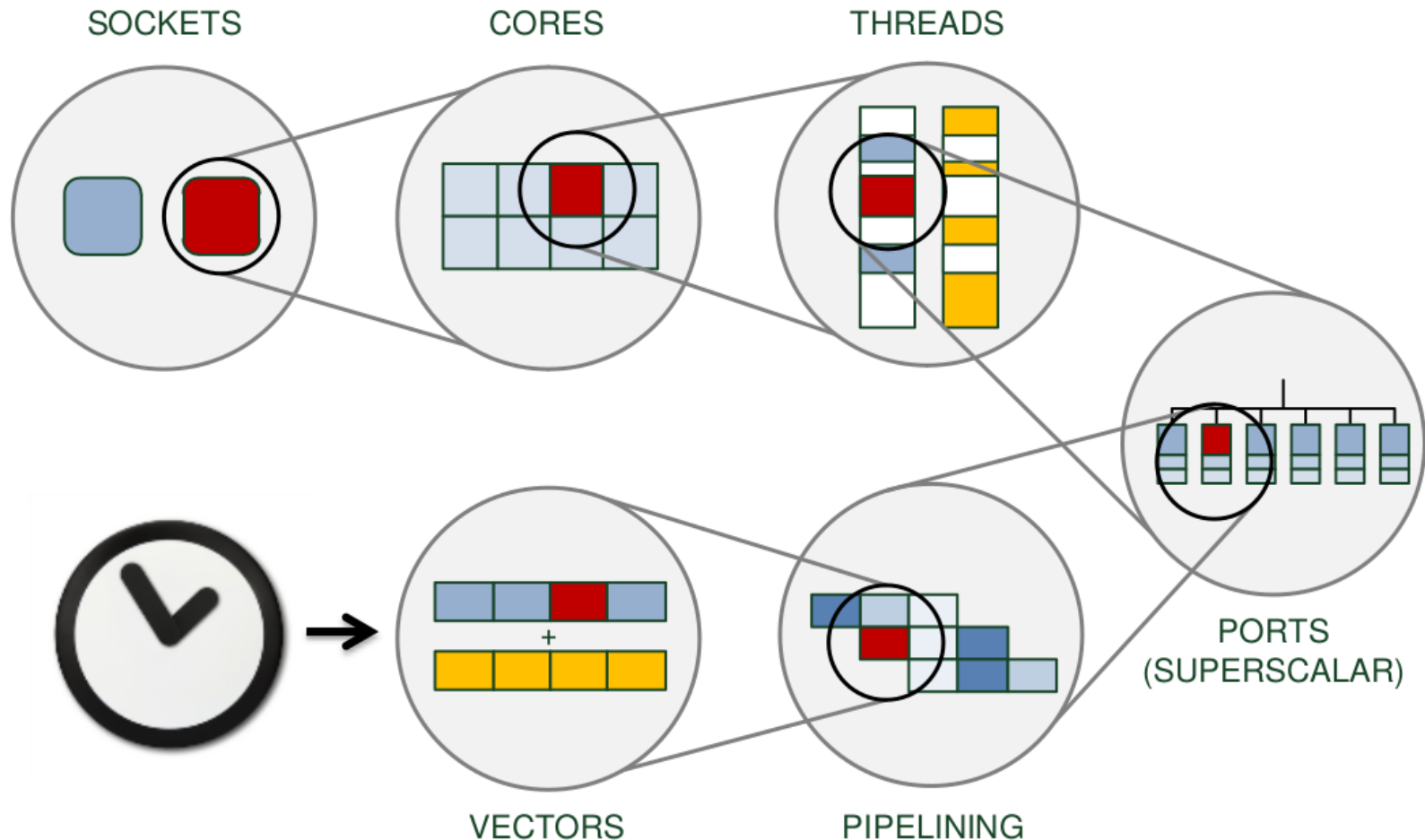


# Large-scale

- Efficient use of modern hardware
- Cloud / distributed Runtime



# Multiple Level of Parallelism



# Memory Layout

```
struct Cell {  
    double a;  
    double b;  
    double c;  
};
```



```
Cell cells[3];
```

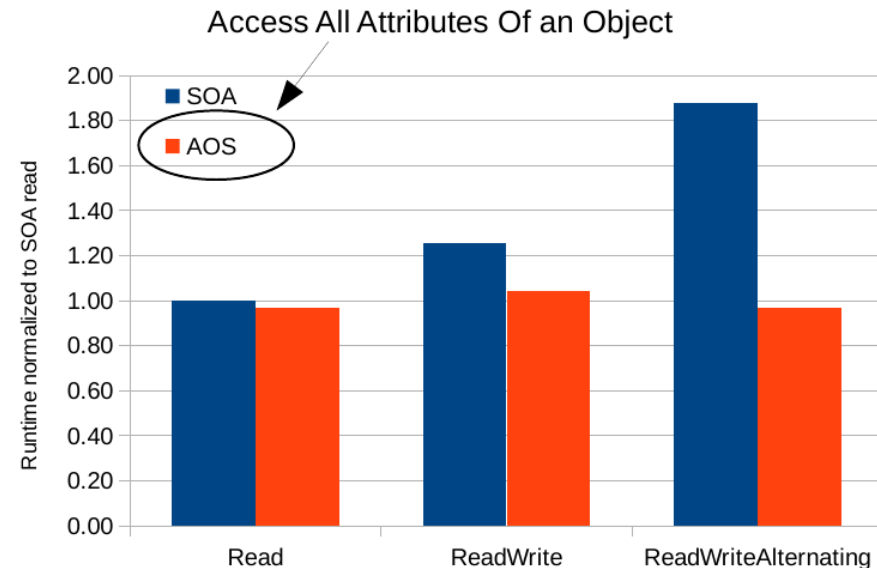
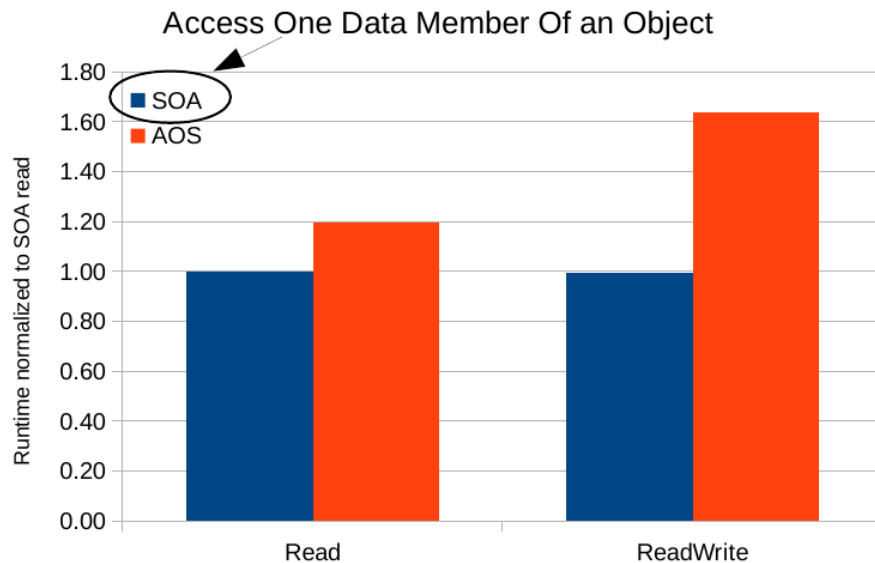


```
struct SoaCell {  
    double a[3];  
    double b[3];  
    double c[3];  
};
```



# Best memory layout depends on access pattern

- SOA vs. AOS - synthetic benchmark



# Preliminary Performance Results

- Comparison with Cortex3D  
Speed-up between **7x** and **130x** on one CPU core depending on operation

Number of Cells	Runtime for one iteration	Main memory consumption
2M	150 ms	700 MB
134 M	~9s	36 GB

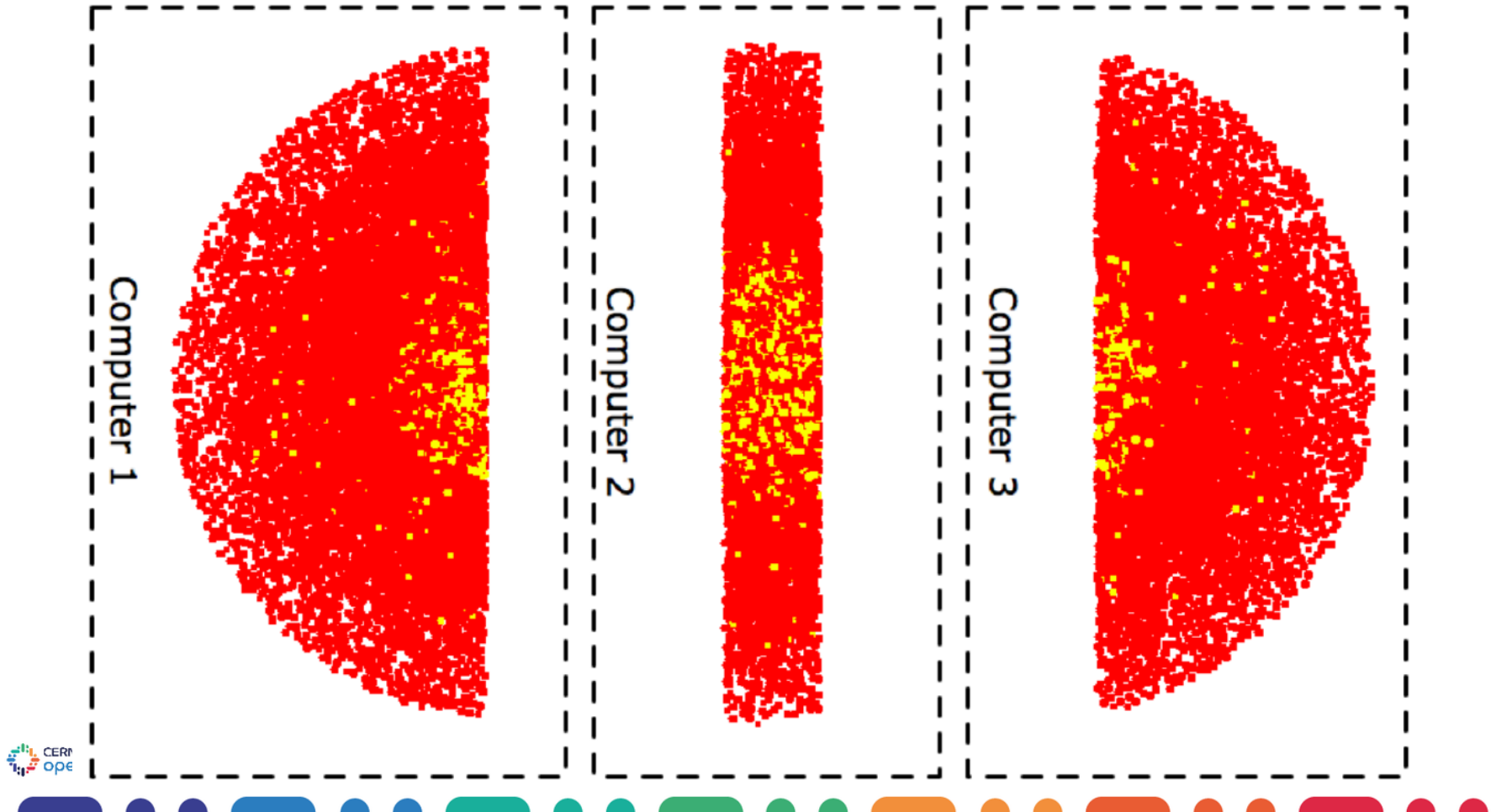


# Cloud / Distributed Runtime

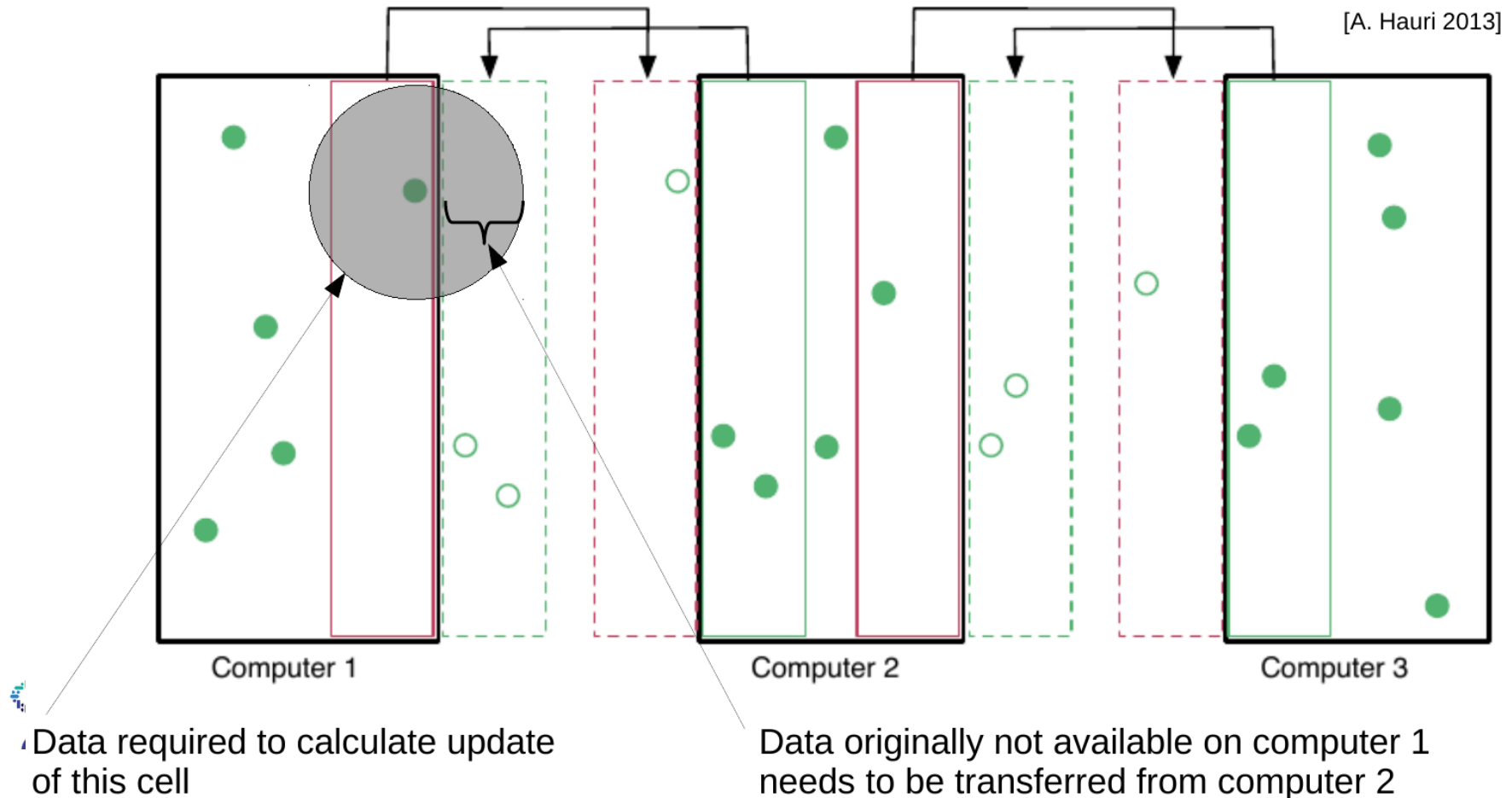
- + Democratizing HPC access
- + Elasticity
- + Scales by credit card
- + Reduced IT administration  
(support, technology upgrades)

- Failure rate
- low bandwidth
- high latency

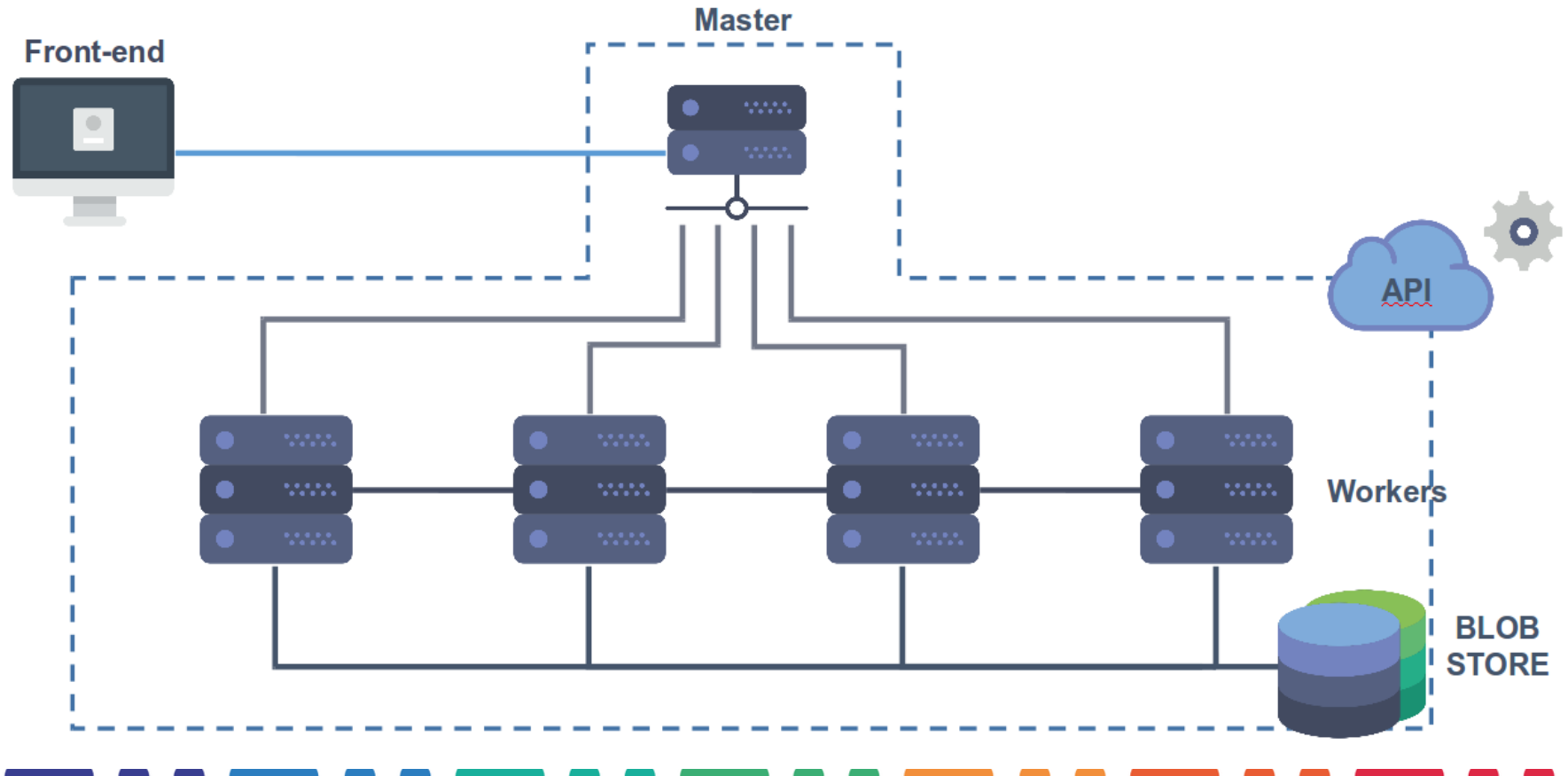
# Space Partitioning



# Data in the border region must be exchanged after each iteration



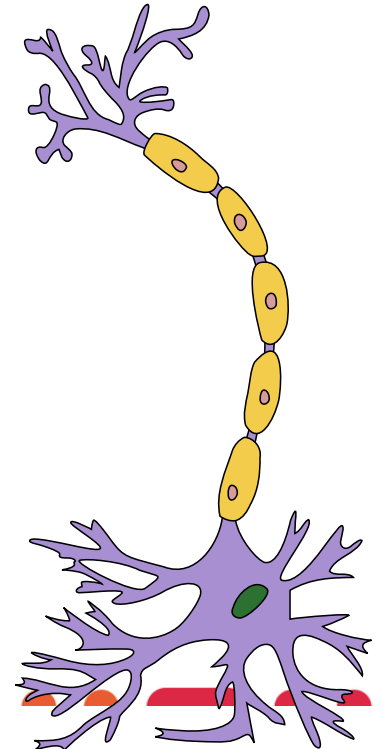
# Distributed Runtime



# Flexibility / Modular Architecture

- Custom **simulation objects**
- Custom **cell behaviour**
- Custom **events**
  - Cell division
  - Neurite branching
- Custom **process**

■ Diffusion





# User-friendliness



- Easy installation
- Helper application
- Hidden parallelism
- Predefined functionality / modules

# Installation, Compilation and Execution in 4 steps

## Linux

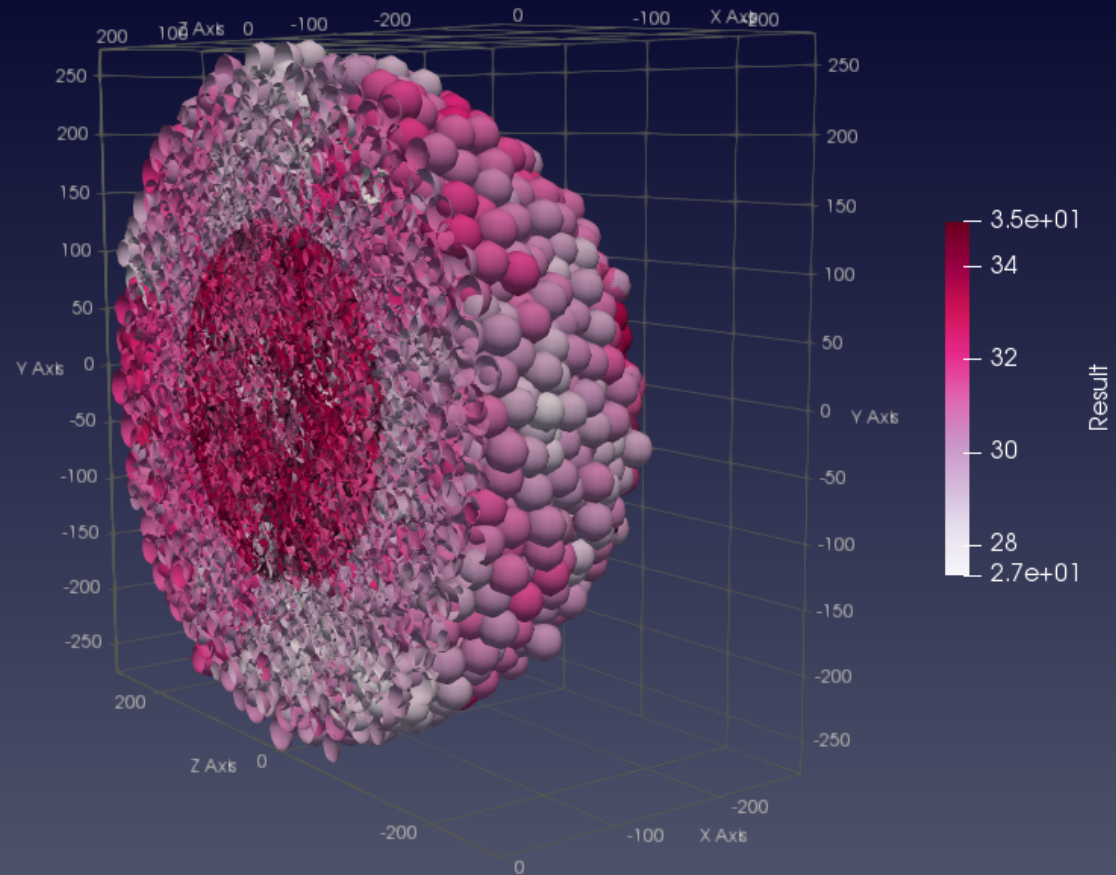
```
sudo snap install --classic --edge biodynamo  
biodynamo new test-simulation  
cd test-simulation  
biodynamo run
```

# Hello World Example

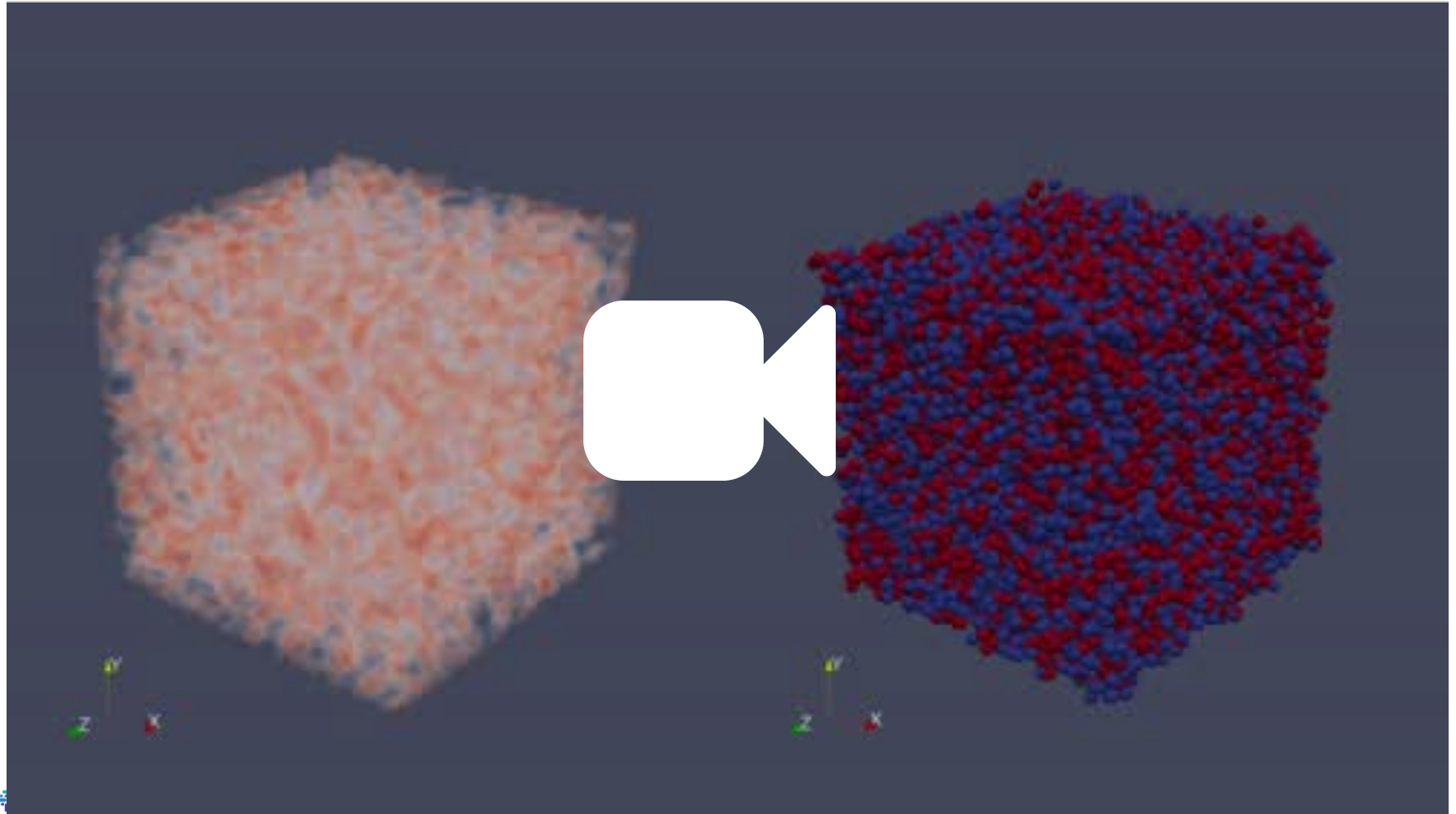
```
...  
// Define initial model - in this example: single cell at origin  
auto cell = Rm()->New<Cell>({0, 0, 0});  
cell.SetDiameter(30);  
cell.AddBiologyModule(GrowDivide());  
  
// Run simulation for one timestep  
Scheduler<> scheduler;  
scheduler.Simulate(1);  
...
```



# Visualization



# Visualization





# Overview Current Features

- **Modular simulation engine**
  - User defined cell behavior, cell types...
  - Mechanical interactions
  - Extracellular diffusion
- ROOT I/O for simulation **backups** , ...
- **Fully parallelized** with OpenMP
- **Visualization** using ParaView
- Prototype of **messaging layer** using



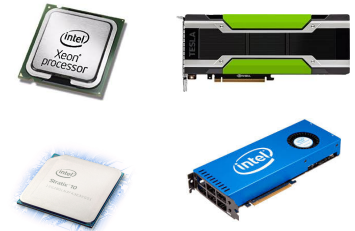
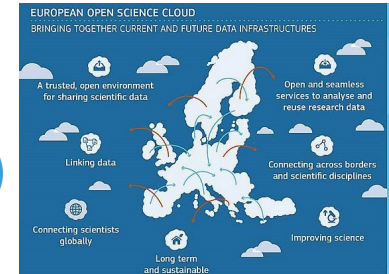
ZeroMQ



Still early stage

# Future Challenges / Vision

- Cloud computing
- Heterogeneous computing
- Interfacing with well-established knowledge bases



# Future Challenge: Cloud Computing

- **Expectation**

Network IO will be bottleneck for simulations

- **Hypothesis**

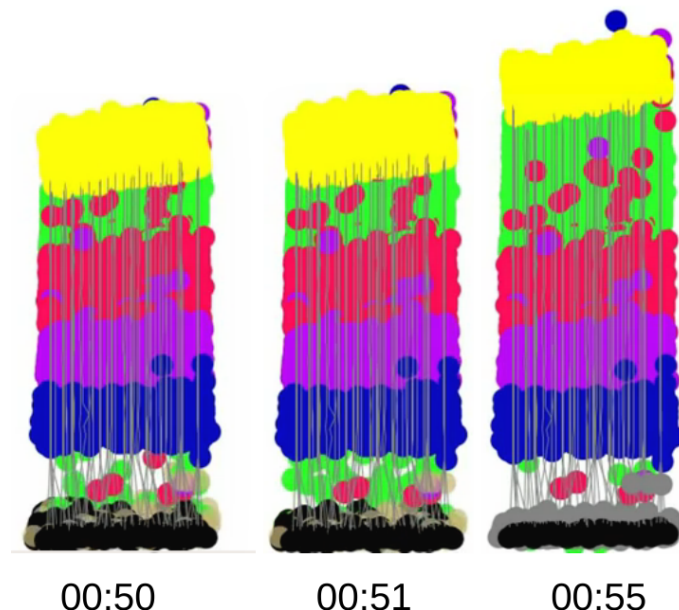
Minimize data transfer based on the idea that:

- not all attributes will change during one iteration



■ changes are incremental

- might be predicted



# Future Challenge: Heterogeneous Computing

Computing hardware:

- CPU
- GPU
- FPGA
- DSP



**Physics on GPU: promising preliminary results!**

# Summary

- High-performance simulation platform
- Modular architecture: more efficient workflow
- Platform in begin phase, but already usable
- Distributed runtime in near future
- Heterogeneous computing is upcoming



# QUESTIONS?

[lukas.breitwieser@cern.ch](mailto:lukas.breitwieser@cern.ch)

[ahmad.hesam@cern.ch](mailto:ahmad.hesam@cern.ch)

