Simulations of Complex Systems using WebGL and HTML5: Exploiting Your Computer's GPUs for Real Time and Platform-Independent Interactive Calculations

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Motivation (abstraction)





Motivation (Model Checking)





•Model of cardiac cell and excitability (useful for example ischemia characterization)

•Alternans in time and space (temporal and spatial extension of Model checking)





Motivation



During Model Checking and Abstract interpretation of cardiac models We still need to solve complex and reduced models for comparison

CMACS: We aim to gain fundamental new insights into the emergent behavior of complex biological and embedded systems through the use of revolutionary, highly scalable and fully automated modeling and analysis techniques

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Modeling with GPU





Modeling with GPU

A Graphics Processing Unit (GPU) is a specialized electronic circuit designed to rapidly access and manipulate memory to accelerate the generation of images for fast output to a display.

Over the past decade due to its massively parallel architecture structure it has become a mean to accelerate general purpose scientific and engineering computing.

WebGL is a new web-based cross-platform technology that allows the execution of JavaScript and Shader codes directly to a computer's GPU from a web browser without the need for any plug-ins.

Therefore it is now possible to run high-performance parallel computing simulations over the web on a local PC or laptop independent of the operating system used.

Membrane Potential Models







Membrane Potential Models

About 92 models developed so far for mammalian cardiac cells

- •Noble model. 1962; 4 ODEs (Generic Purkinje myocyte)
- •Beeler-Reuter model. 1977; 8 ODEs (Generic ventricle myocyte)
- •Hund-Rudy model. 2004; 29 ODEs (Canine, ventricle, myocyte)
- •lyer et al. model. 2007; 67 ODEs (Human, ventricle, myocyte)



•Fenton-Karma model. 1998 (2008); 3 (4) ODEs (minimal model that fits to experiments and other models)

> Fenton and Karma (1998), Chaos 8;20-47 Bueno, Cherry and Fenton (2008), JTB 253; 544-560 Flavio H Fenton and Elizabeth M. Cherry (2008), Scholarpedia, 3(8):1868

Electrical Waves in Tissue





Cardiac tissue is a reactiondiffusion system.

$$V_{\rm m} = \phi_{\rm i} - \phi_{\rm e},$$

$$\begin{split} \nabla(\sigma_{\rm i} \nabla \phi_{\rm i}) &= I_{\rm m} = \beta_{\rm sv} \left(C_{\rm m} \frac{\partial}{\partial t} V_{\rm m} + I_{\rm ion} \right), \\ \nabla(\sigma_{\rm e} \nabla \phi_{\rm e}) &= I_{\rm m} = \beta_{\rm sv} \left(C_{\rm m} \frac{\partial}{\partial t} V_{\rm m} + I_{\rm ion} \right), \\ \nabla \sigma_{\rm b} \nabla \phi_{\rm b} &= -I_{\rm stim}. \end{split}$$



Implemented (~40) most of the existing ionic models in single cell and in tissue



Models of cardiac cell

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Models of cardiac cell

Modeling and simulations challenges



Adaptive mesh refinement or semi implicit methods

Modeling and simulations challenges

• Stiff ODEs (dt ~ 0.01ms)

• Number of ODEs per cell ~(4 – 100)



[4 --100] depending on the model

Cherry and Fenton, Pitt. Sup. Ctr. 2010. Proj. Sci. Comp. pg 28-31. January 2011.

Modeling and simulations challenges

• Stiff ODEs (dt ~ 0.01ms)

- Number of ODEs per cell ~(4 – 100)
- Number of cells simulated



Hund-Rudy model (29 ODEs) 1 second of simulation in 2d $1,160,000 \times 100,000 = 1.16 \times 10^{11}$ ODE equations

1 second of simulation in 3d : ~ twenty trillion ODE equations

Cherry and Fenton, Pitt. Sup. Ctr. 2010. Proj. Sci. Comp. pg 28-31. January 2011.



GPU simulations

GPUs (Graphics Processing Units) have evolved far beyond single processors. Modern NVIDIA GPUs are not single processors but rather are parallel supercomputers on a chip that consist of very many, very fast processors. Contemporary NVIDIA GPUs range from 16 to 480 stream processors per card,

Available Technologies

CPU based

GPU based



The GPU devotes more transistors to data processing

This image is from CUDA programming guide

GPU vs CPU



Tesla C1060 Fermi C2070





30 Multiprocessors 240 Cores Processor core clock: 1.296 GHz 933 Gigaflops (Single precision) 78 Gigaflops (Double Precision) Max Bandwidth(102 Gigabytes/sec) 4 GB of DRAM 14 Multiprocessors 448 Cores Processor core clock: 1.15 GHz 1030 Gigaflops (Single precision) 515 Gigaflops (Double precision) Max Bandwidth (144 GBytes/sec) 6 GB of DRAM



CPU (12.8x12.8 cm²) GPU

Same machine



2^18 (12.8x12.8 cm2) \rightarrow 2^22 : ~4.2million nodes

2V Karma model



2^18 (12.8x12.8 cm2) \rightarrow 2^22 : ~4.2million nodes

4V Minimal model



2^18 (12.8x12.8 cm2) \rightarrow 2^22 : ~4.2million nodes

8V BR model





67V lyer et al, model



WebGL + HTML5

• WebGL (*Web Graphics Library*) uses JavaScript, Shader language and OpenGL for interactive simulations within any compatible web browser without the use of plug-ins.

> Browsers supporting WebGL: Google Chrome Fire Fox, Mozilla (permission)

Examples of reaction diffusion models with WebGL in 2D

- Multiple spiral waves (chaos). <u>2V Barkley model</u>
- Spiral wave (2V Karma model) interaction with the code
- 1962 Noble Model (tip trajectory and breakup)



Figure 1. Spiral breakup in a Noble (1962) model of cardiac tissue. Reproduced from Panfilov & Holden (1990) with permission from Elsevier Science. Sequential snapshots of potential distribution: (a) t = 1720 ms; (b) t = 1880 ms; (c) t = 2920 ms; (d) t = 3080 ms. Potentials are coded in equal 10 mV steps, from -85 mV (dark) to +5 mV (white).

Examples of reaction diffusion models with WebGL in 2D

- <u>Minimal model</u> of Human AP
- Beeler Reuter model (1977) <u>Super computer Winfree 1991</u>
- 3D simulations, <u>(scroll waves, breakup in 3d)</u>
- GPU for other CMACS problems?