Industry-scale finite difference wave modelling on a single GPU using the out-of-core technique

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The ROSE Meeting, 2015





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- Has only limited storage.

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- ► Significant memory and computational requirements for 3D.
- ► Use Graphical Processing Units (GPUs) for computation.
- Circumvent the limitations posed by the size of the GPU.





Model a given differential equation, e.g.:

$$\frac{\partial v_i}{\partial t} = \frac{1}{\rho} \left( \frac{\partial \tau_{ij}}{\partial j} \right) \tag{1}$$

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- 2. Approximate derivatives by weighted sums.
- 3. Update each variable across a small  $\Delta t$ , many times.

### For example ...

 $\frac{\partial}{\partial x}u_{i+\frac{1}{2},j,k}\approx$ 

0.0038  $u_{i-3,j,k}$ -0.0211 $u_{i-2,j,k}$ +0.1049 $u_{i-1,j,k}$ -1.2327 $u_{i,j,k}$ +1.2327 $u_{i+1,j,k}$ -0.1049 $u_{i+2,j,k}$ +0.0211 $u_{i+3,j,k}$ -0.0038 $u_{i+4,j,k}$ 



$$\tau_{xy}^{n+\frac{1}{2}} = \tau_{xy}^{n-\frac{1}{2}} + \mu \Delta t \left( \frac{\partial}{\partial x} v_y^n + \frac{\partial}{\partial y} v_x^n \right)$$

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Model a seismic shot:

- Wavelengths down to 10m.
- ► 4m×4m×4m cells.
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- ► A consumer GPU typically fits 4GB-8GB of data.















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# The Memory Barrier – Data Transfer Slowdown

	Theoretical		Measured	
Work	Speed	Time	Speed	Time
48Gb	16Gb/s	3s	5.3Gb/s	9.2s
$5\cdot 10^{11}$ flop	$4\cdot 10^{12}$ flop/s	0.1s	$(4 \cdot 10^{11} \text{flop/s})$	(1.3s)
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- L = 8 and Q = 7 gives < 3GB for the reference model.
























































































































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- ... or 1 week in parallel on an 8-core CPU.

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- ► Arrange GPUs in a pipeline for a lower-level parallelism.

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- ► Makes large-scale wave modelling feasible on a single GPU.
- Gives flexibility and good utilisation of the GPU hardware.
- ► Is easily adopted in a multi-GPU setting.

I wish to acknowledge Statoil and the sponsors of the ROSE consortium for funding my PhD and the Department of Petroleum Engineering & Applied Geophysics for being a great place to work.

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