

Breaking the memory barrier (for finite difference modeling)

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The ROSE meeting 2012

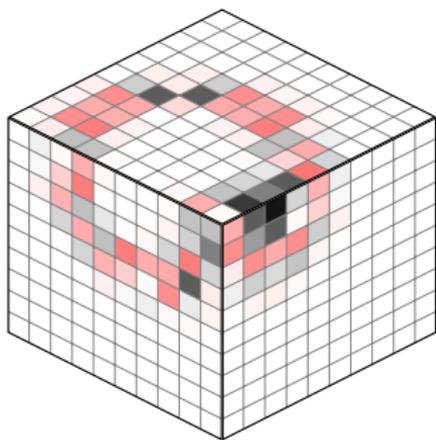
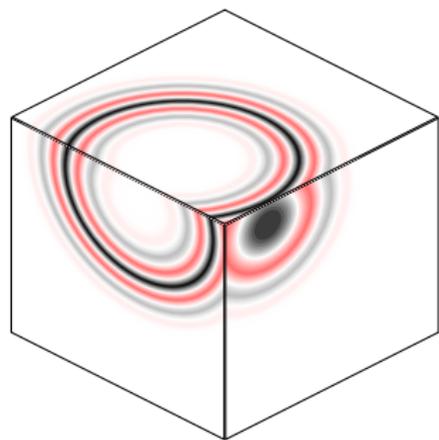
April 24th 2012

Overview

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2. The Memory Barrier
3. Breaking the Memory Barrier
4. Results
5. Conclusions

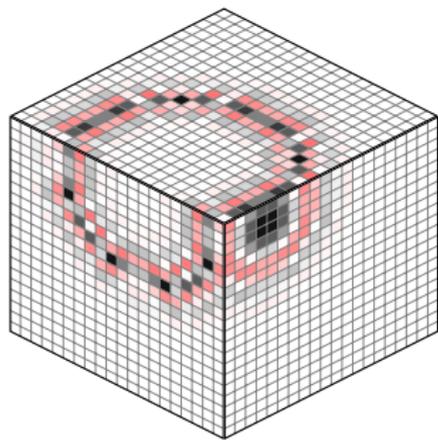
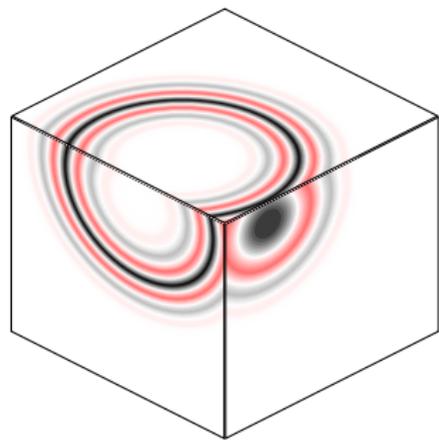
Finite Difference Modeling

- ▶ Model physical phenomena, e.g. wave propagation.
- ▶ Bigger models and more calculations allow higher accuracy.
- ▶ Overwhelming memory requirements for 3D.
- ▶ Circumvent the memory limitations.



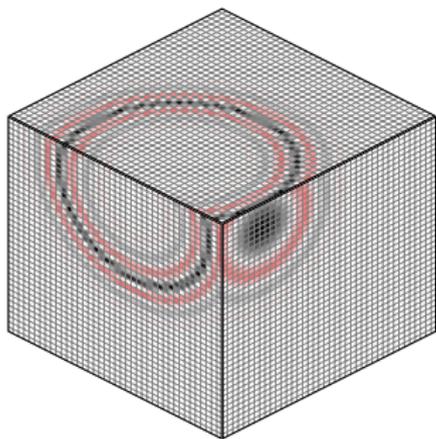
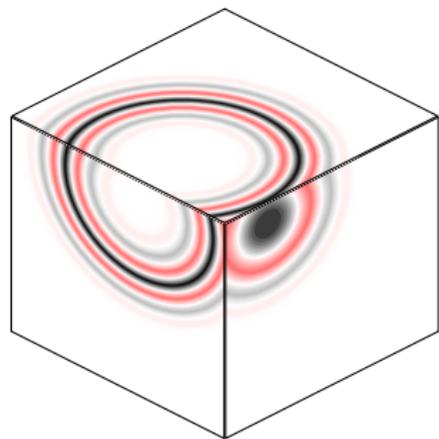
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Finite Difference Modeling

Model a given differential equation, e.g.:

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

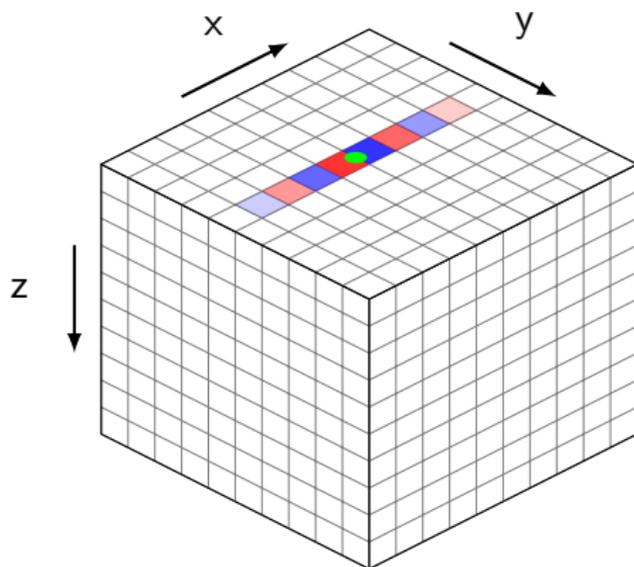
$$\frac{\partial \tau_{ij}}{\partial t} = \delta_{ij} \lambda \frac{\partial v_k}{\partial k} + \mu \left(\frac{\partial v_i}{\partial j} + \frac{\partial v_j}{\partial i} \right) \quad (2)$$

- ▶ 3-dimensional array for each variable.
- ▶ Approximate derivatives by weighted sums.
- ▶ Update each value across a small Δt .

A FDM 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	$u_{i+4,j,k}$



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

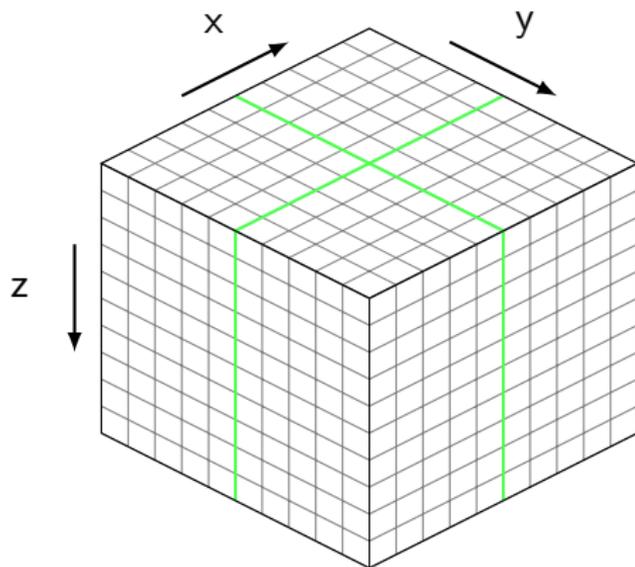
Seismic FDM

Model the full frequency spectrum of a seismic shot, in a fully anisotropic medium, in an area corresponding to a single shot:

- ▶ Wavelengths of 10m.
- ▶ $4\text{m} \times 4\text{m} \times 4\text{m}$ cells.
- ▶ $1000 \times 1000 \times 500$ grid cells.
- ▶ 24GB of data. (61GB anisotropic.)

The Memory Barrier – Fitting data into RAM

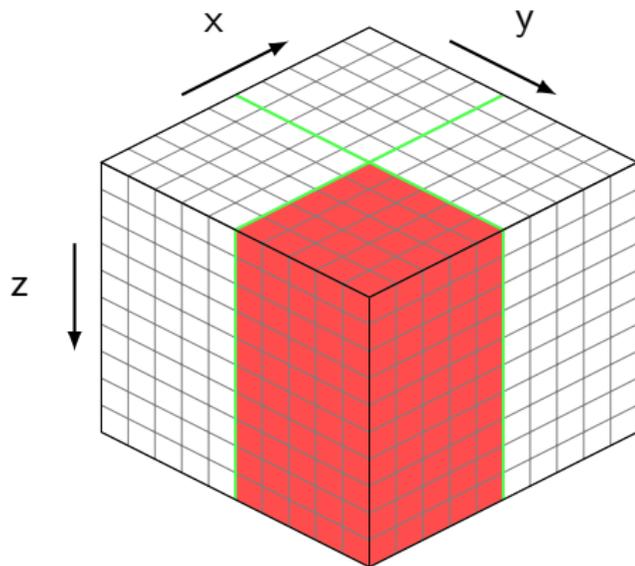
Split the model in smaller parts:



Only the blue cells are correctly updated.

The Memory Barrier – Fitting data into RAM

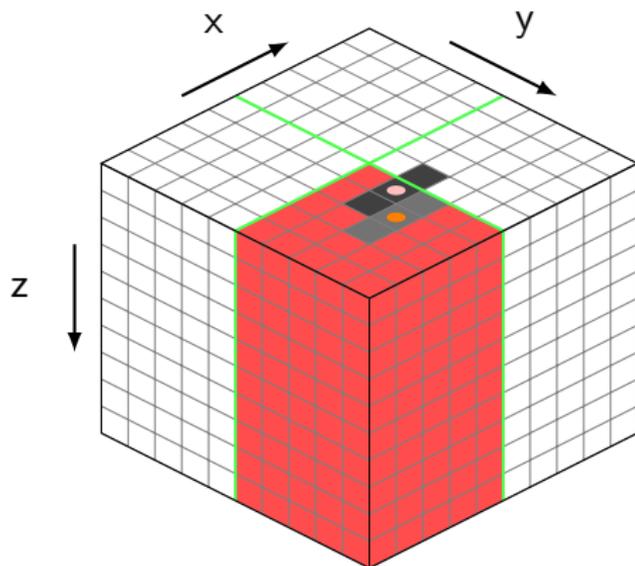
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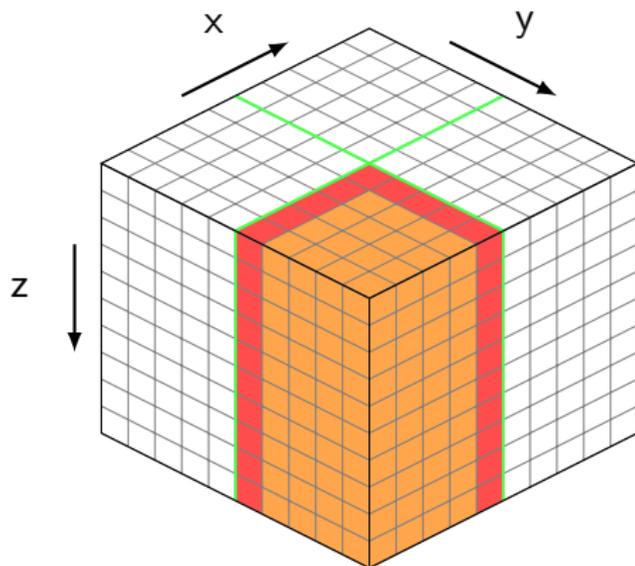
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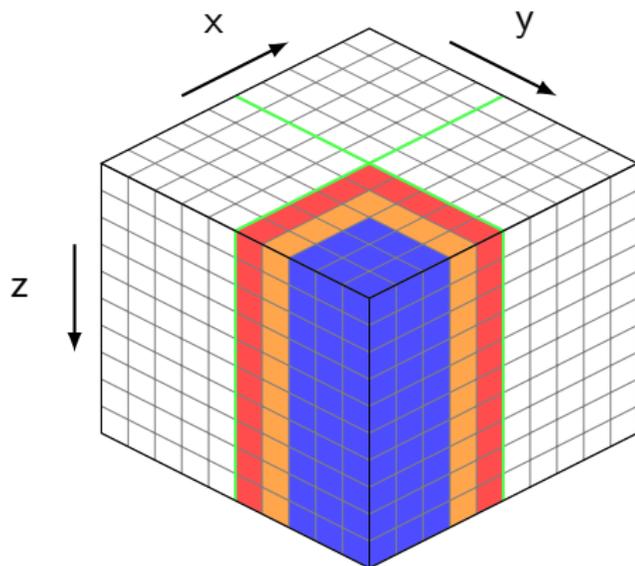
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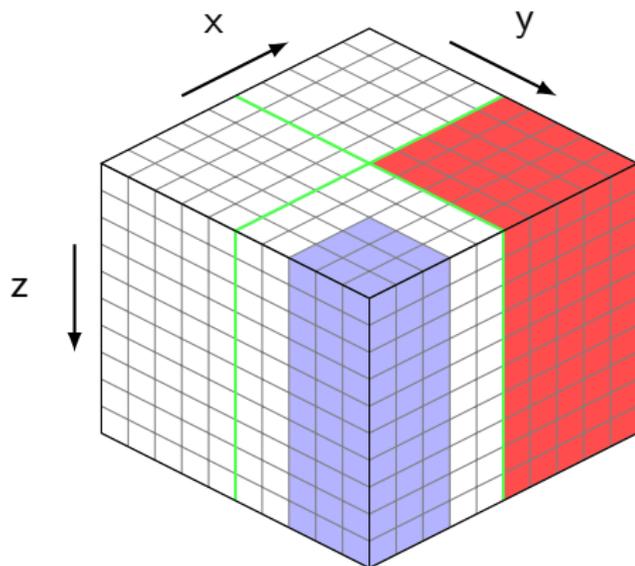
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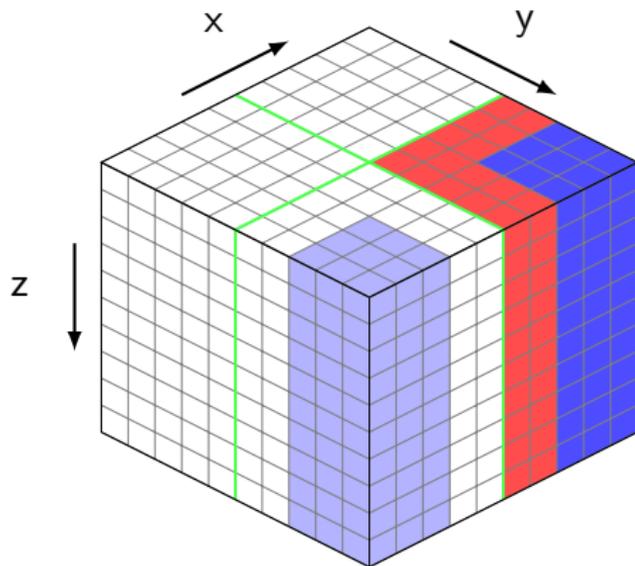
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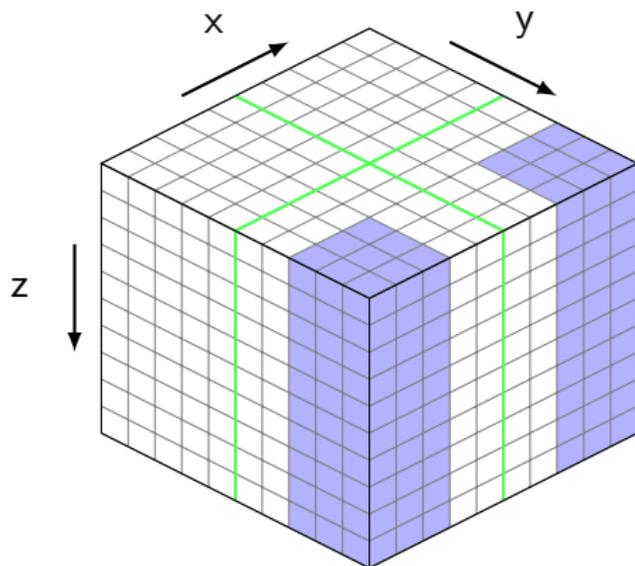
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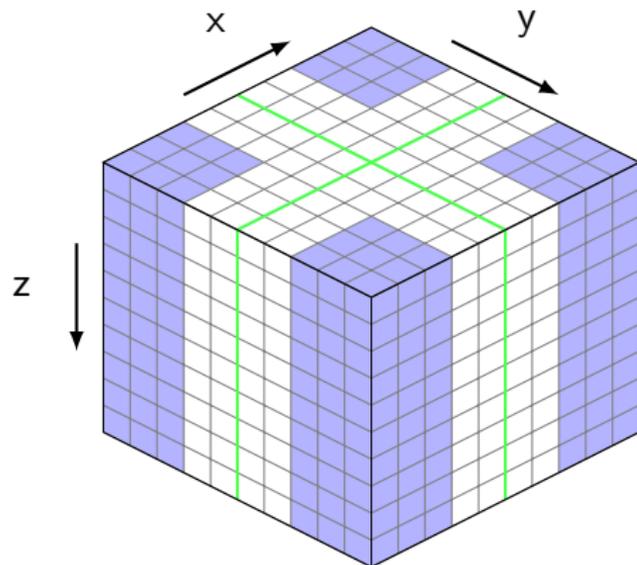
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Only the blue cells are correctly updated.

The Memory Barrier – Fitting data into RAM

Split the model in smaller parts:



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The Memory Barrier – Data Transfer Slowdown

Moving the data to/from RAM becomes a bottleneck:

Work	Speed	Time
$24 \times 2\text{GB}$	50MB/s	1000s
$1.5 \cdot 10^{11}\text{flop}$	10^9flop/s	150s

- ▶ An 8-fold time increase is not acceptable.
- ▶ We want IO time \leq CPU time.

Breaking the Memory Barrier

- 1 Correctly calculate all cell updates.
- 2 Increase the CPU vs IO ratio.

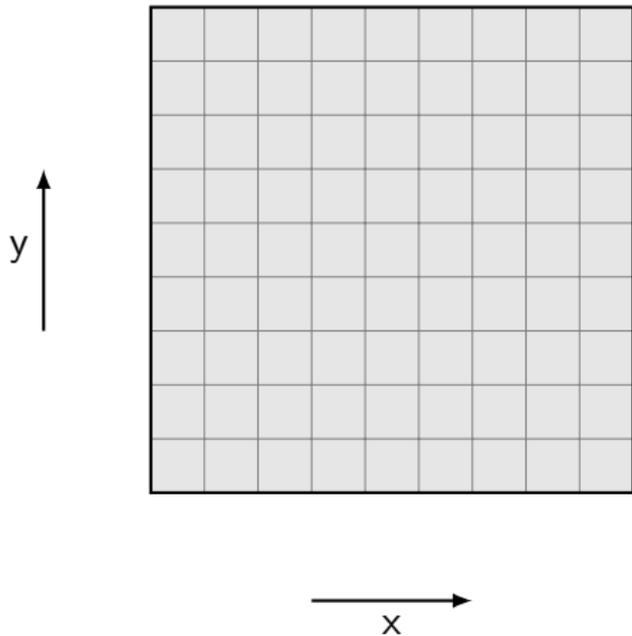
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Use overlapping model blocks.
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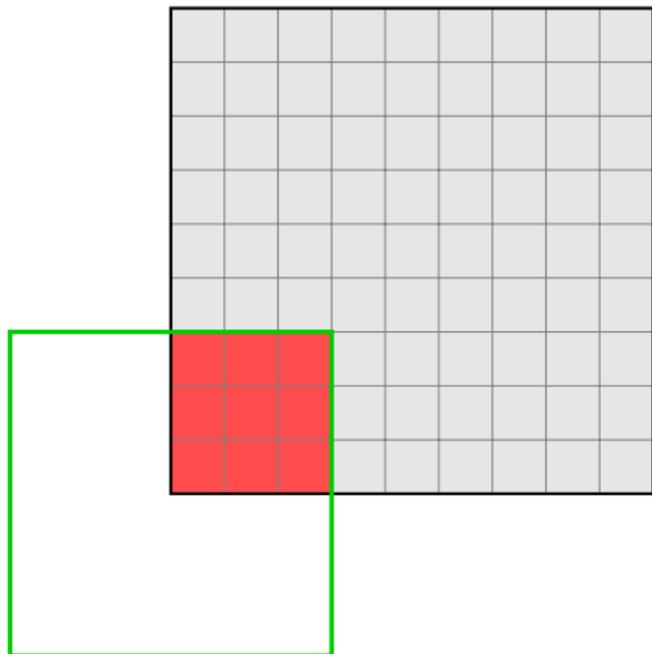
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- 1 Correctly calculate all cell updates.
Use overlapping model blocks.
- 2 Increase the CPU vs IO ratio.
Calculate several time steps per sweep.

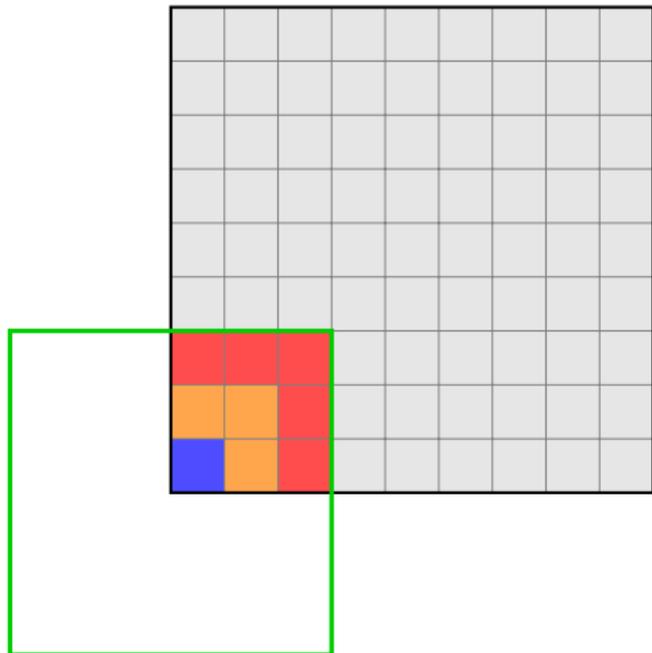
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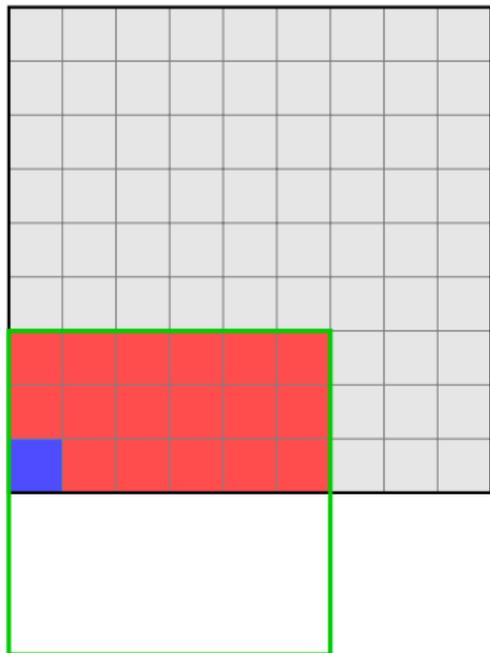
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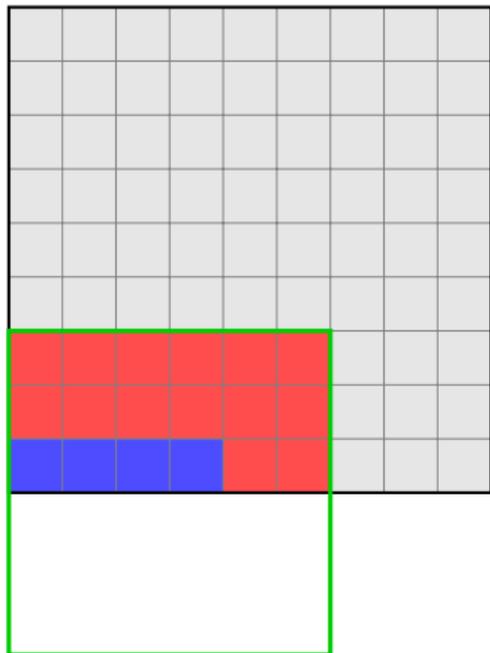
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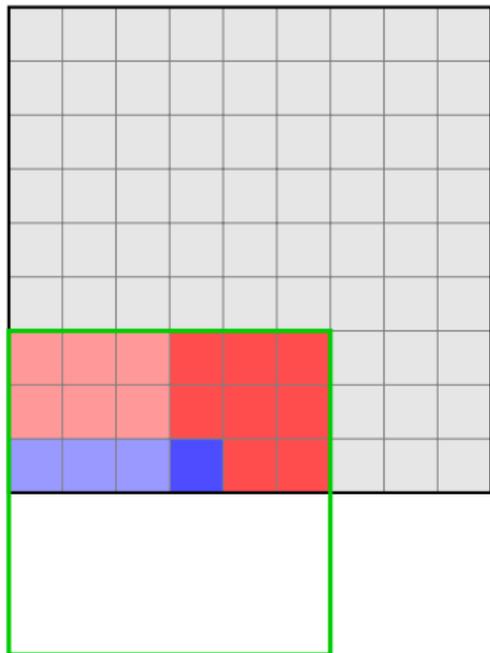
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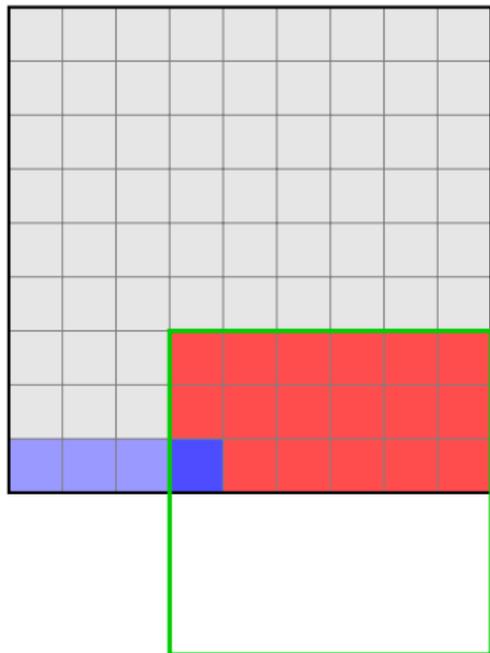
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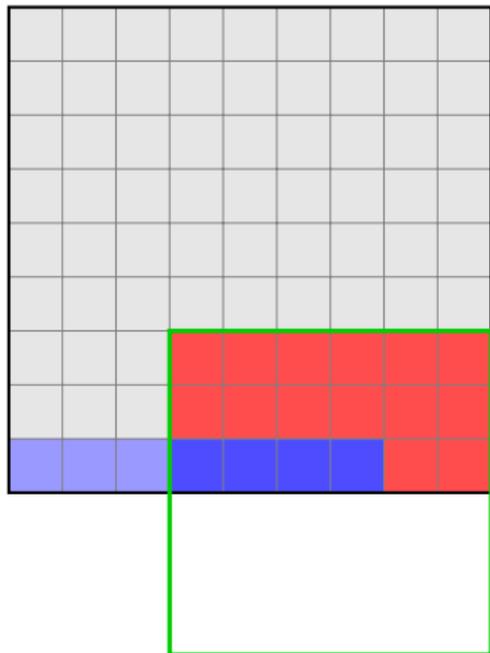
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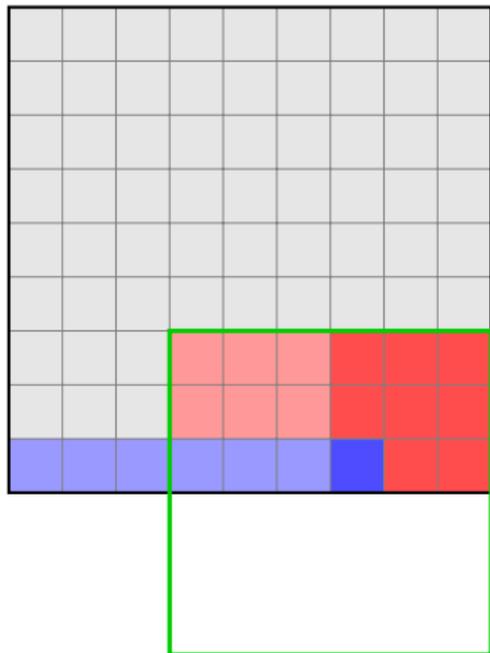
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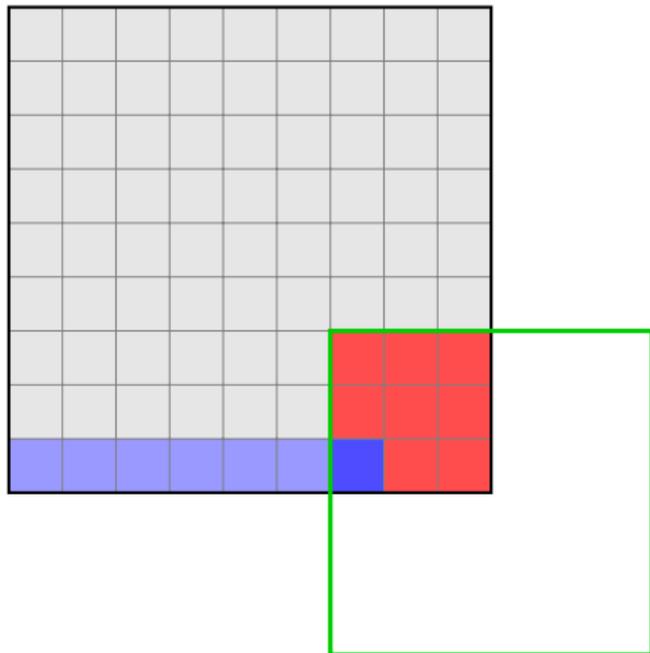
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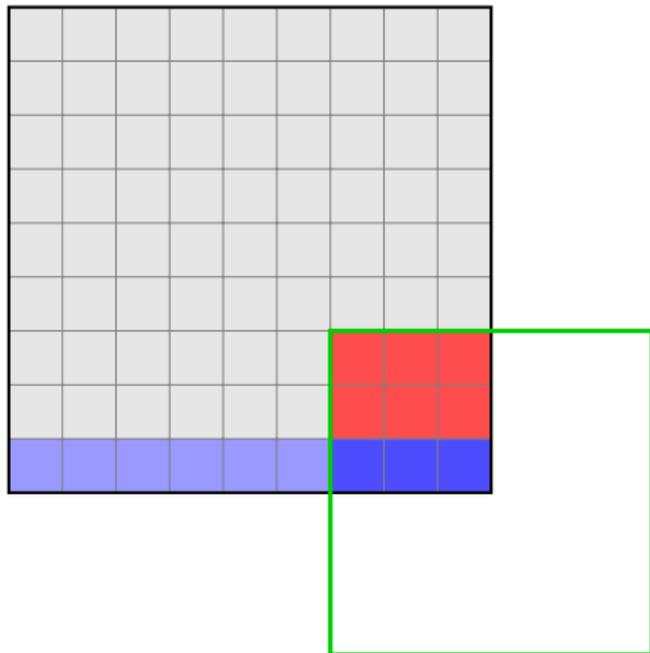
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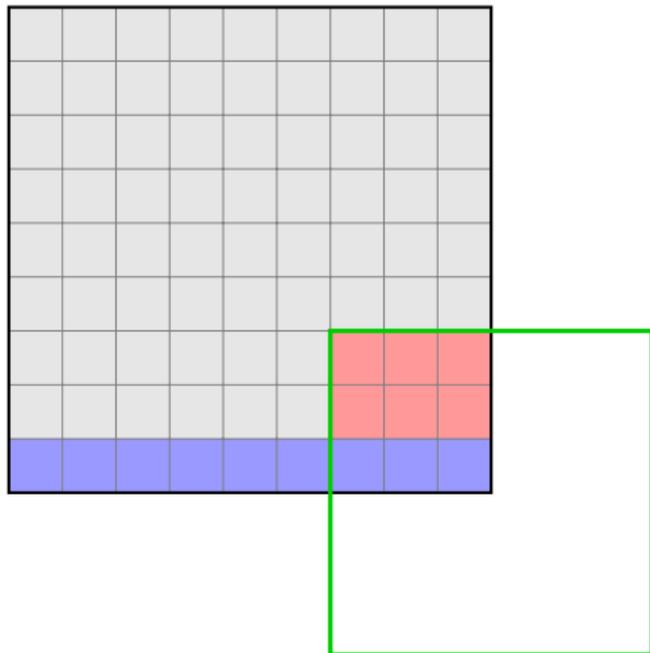
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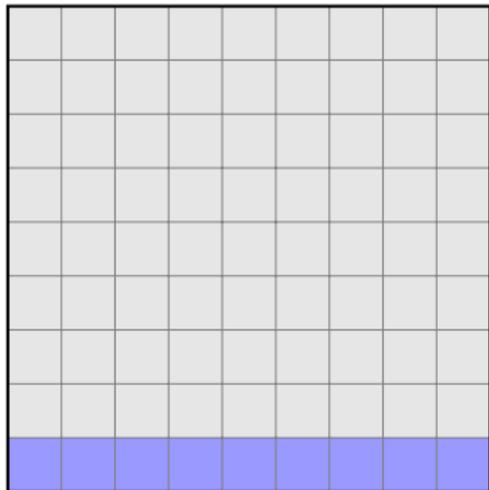
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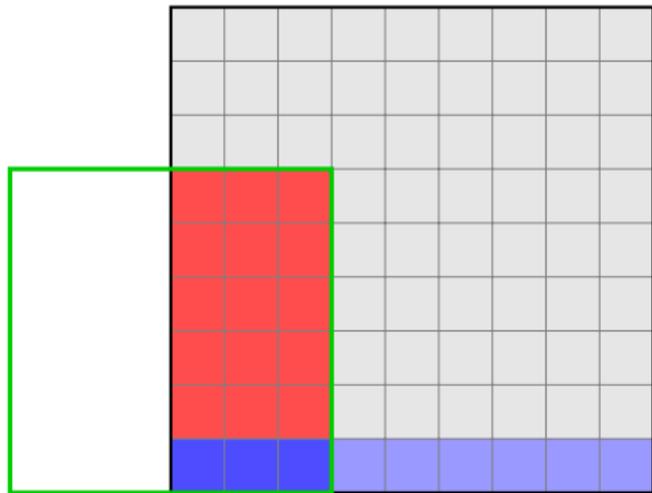
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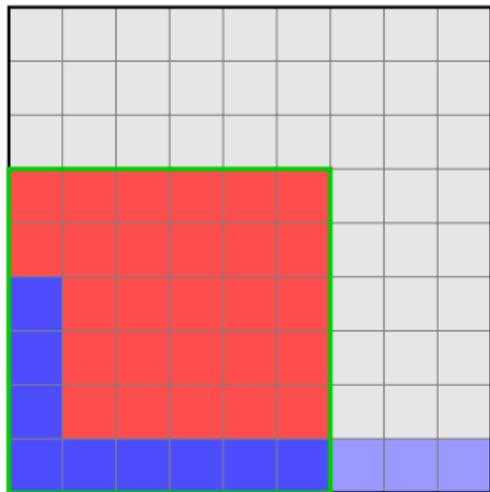
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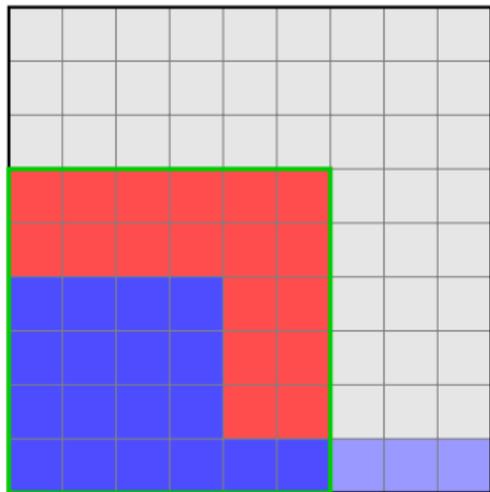
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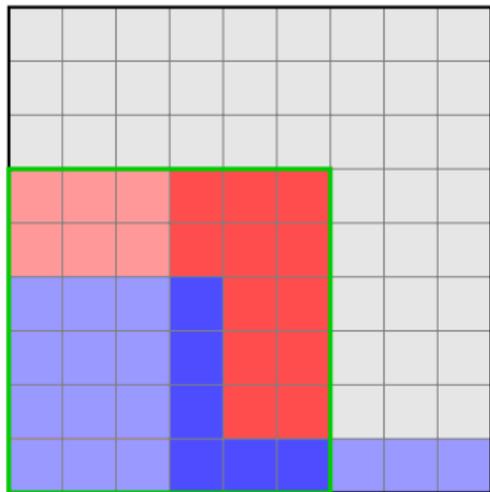
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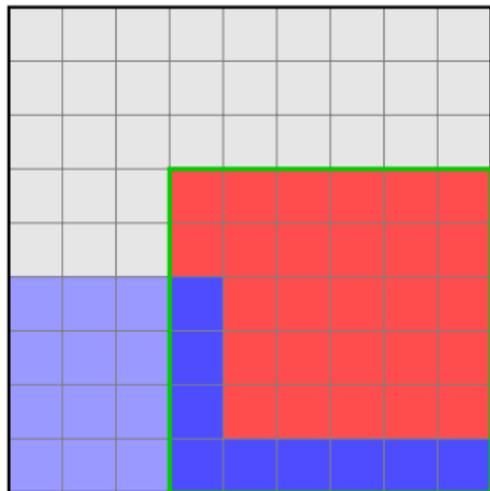
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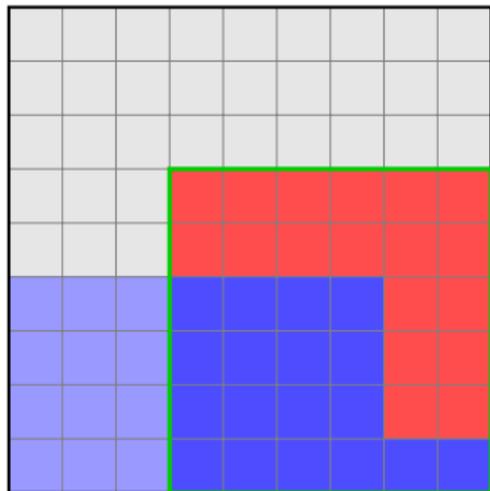
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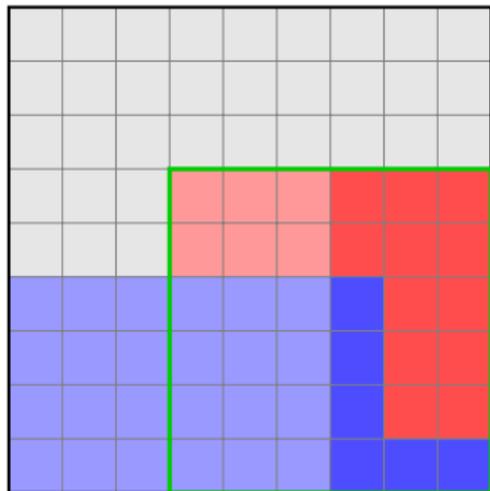
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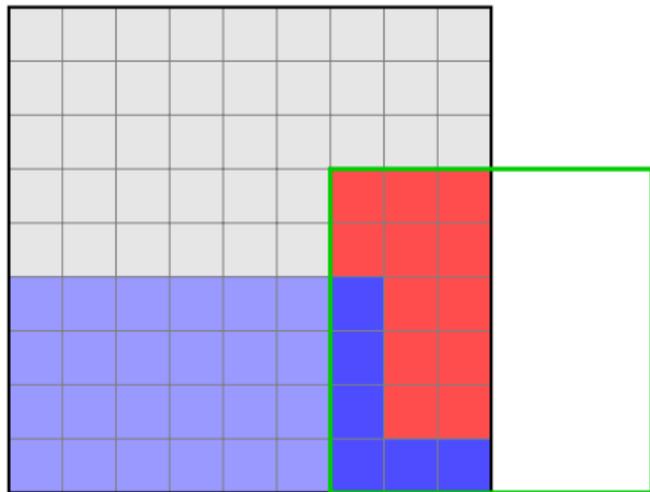
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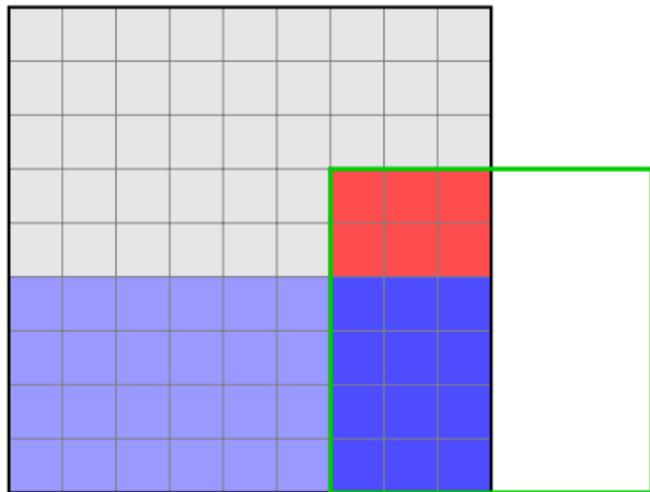
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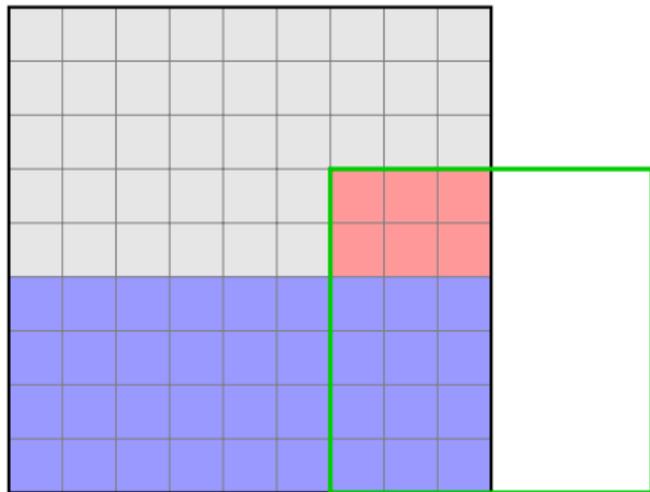
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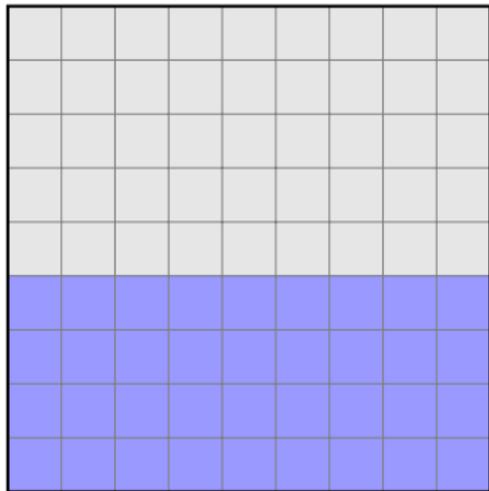
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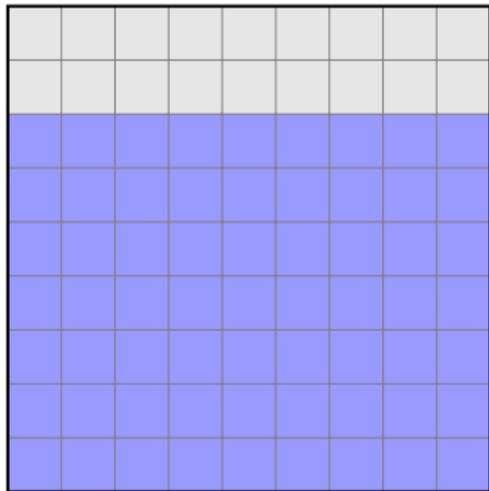
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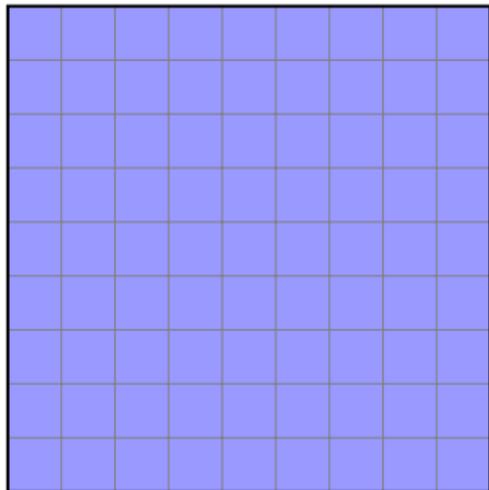
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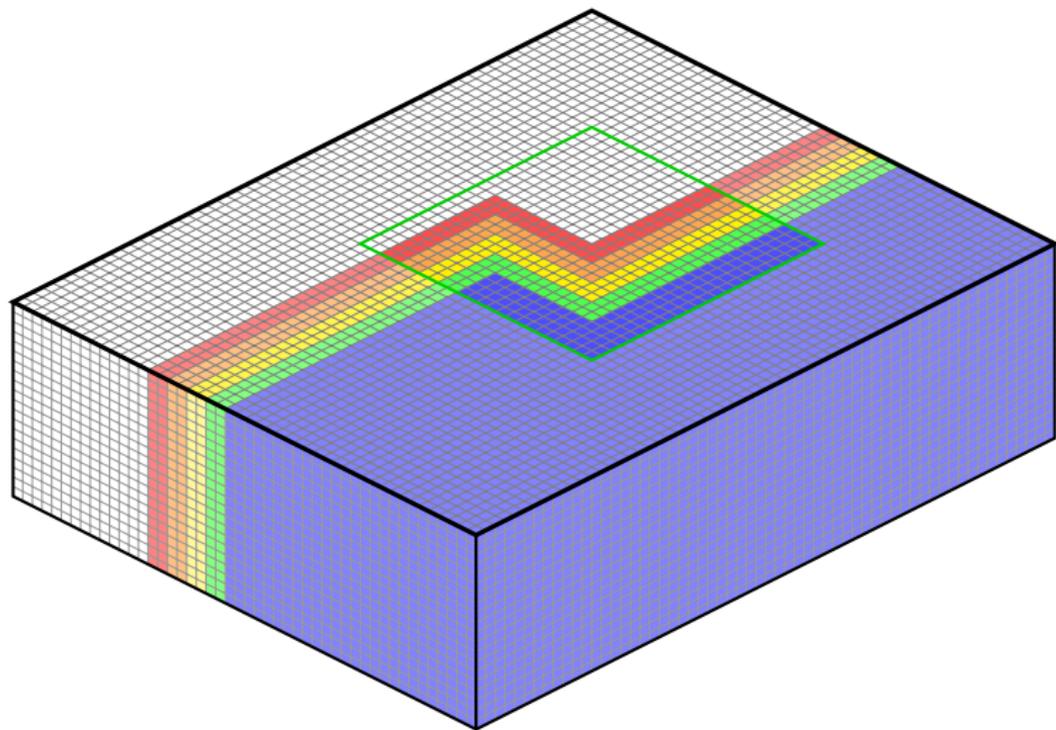
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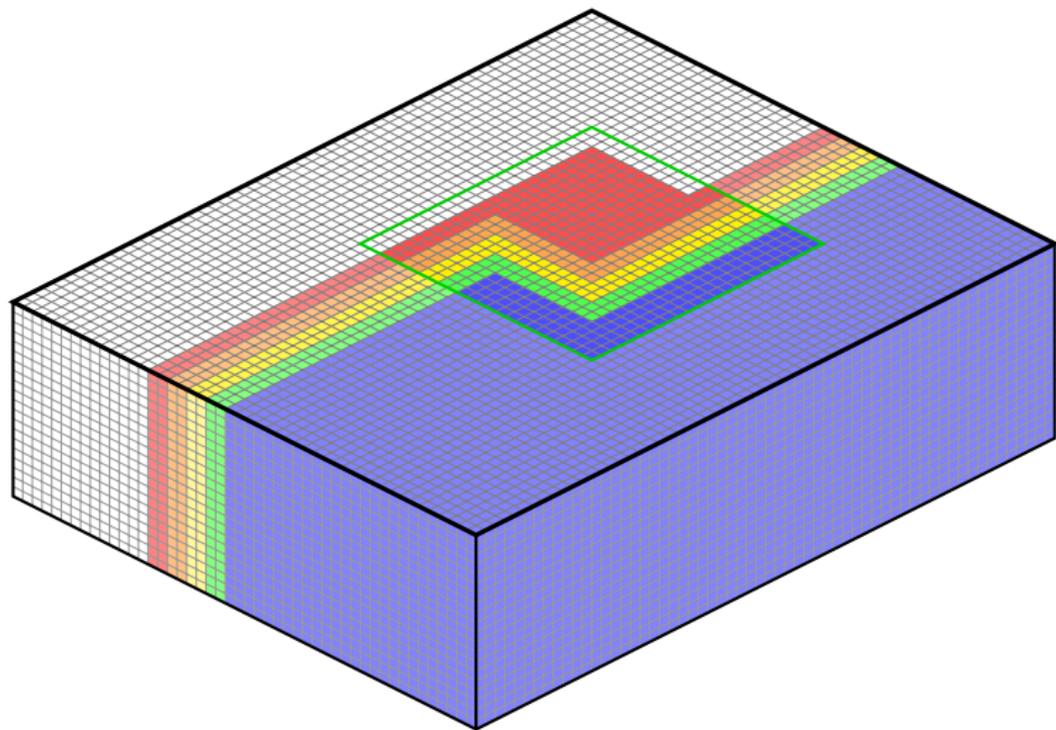


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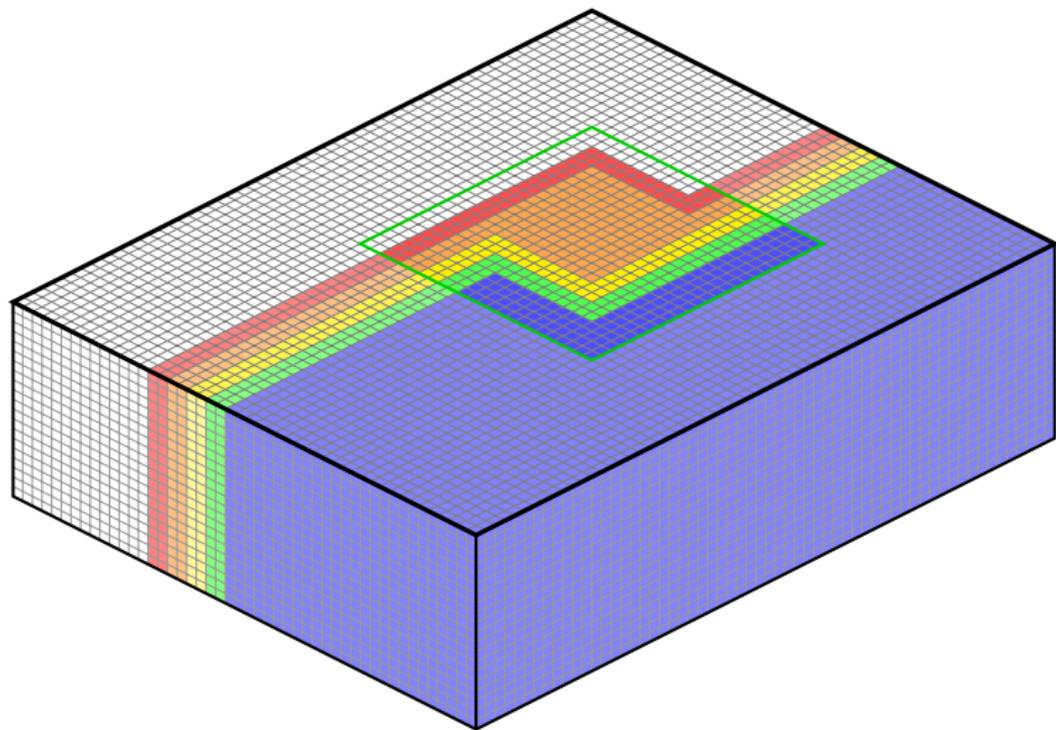
Number of time steps per sweep: $\frac{C-2L}{4L}$

Breaking the Memory Barrier



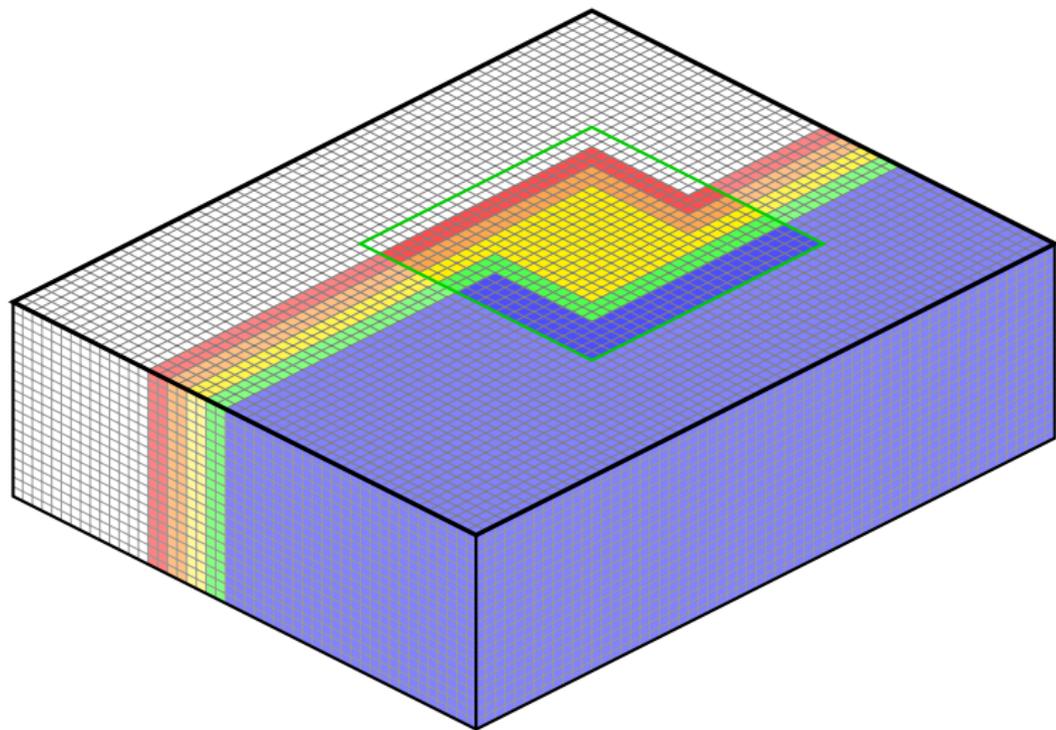
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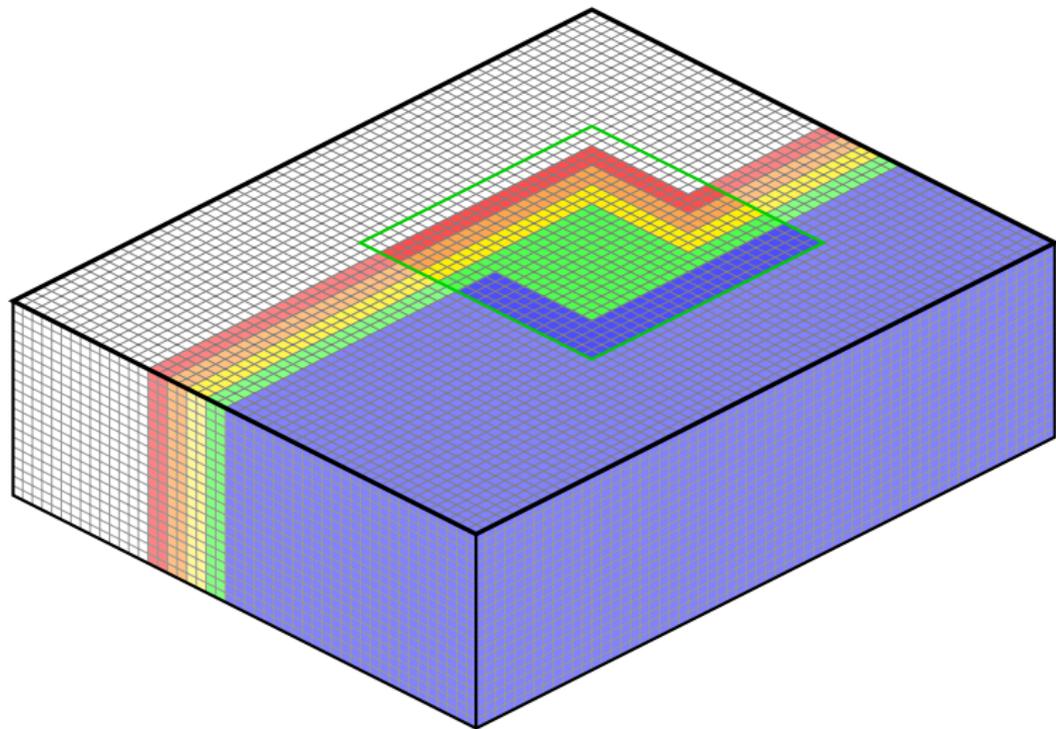
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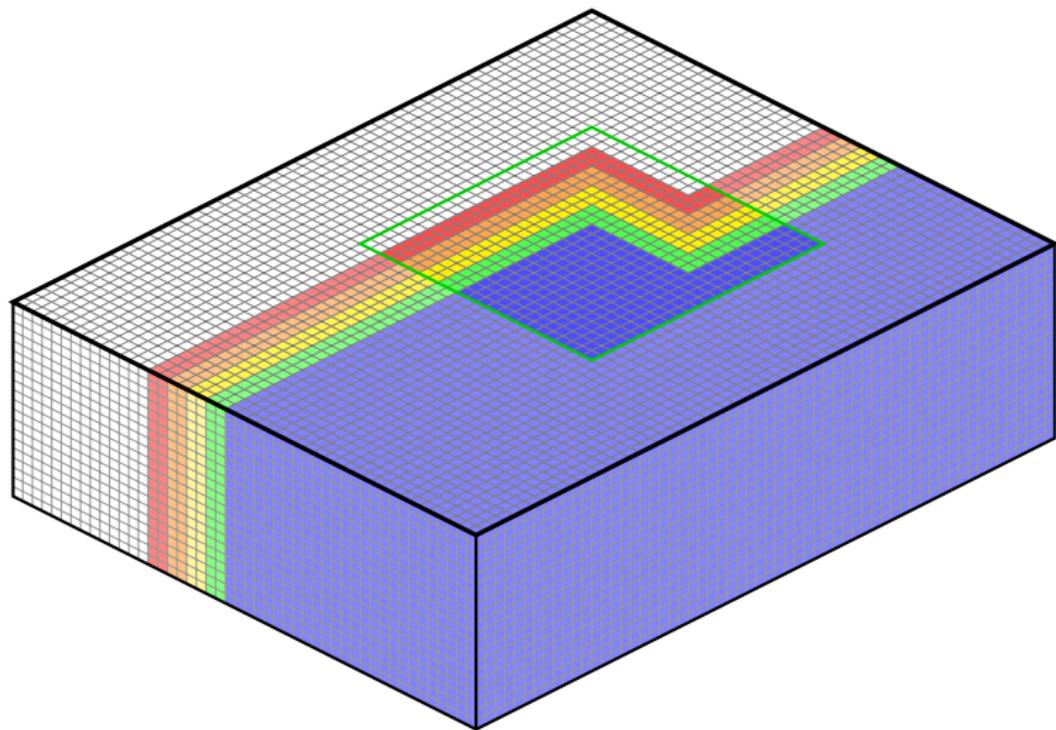
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Breaking the Memory Barrier



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Breaking the Memory Barrier

- ▶ $C = 200$ and $L = 4$ gives 12 time steps per sweep, or 6 time steps per read/write.
- ▶ Almost the same as the IO / CPU ratio.
- ▶ Only $200 \times 200 \times 500 \times 12 \times 4 \approx 1\text{GB}$.

Results

Tests on a laptop computer, using the 24GB model:

- ▶ 1.25GB memory.
- ▶ Cycles of 7s CPU – 8s IO.
- ▶ 150s per time step.
- ▶ 20 000 time steps: 5 weeks on the laptop.

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 - ▶ Time usage proportional to f^4 and v_{min}^{-4} .
 - ▶ Corresponds to 3h on a single GPU!

Conclusions

- ▶ Large scale FDM possible without large memory requirements.
- ▶ Computational speed is still an issue.
- ▶ Need to maintain the CPU vs IO ratio. Factors:
 - ▶ Faster CPU.
 - ▶ Faster IO.
 - ▶ More memory.
- ▶ Robust alternative to parallelisation when several modelings are needed.
- ▶ The only cost is code complexity!

Considerations

- ▶ Smaller steps halve the memory requirements.
- ▶ Eliminate the IO wait with asynchronous IO.
- ▶ Share static data within nodes.
- ▶ Use GPUs with data streamed from RAM.

Acknowledgements

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