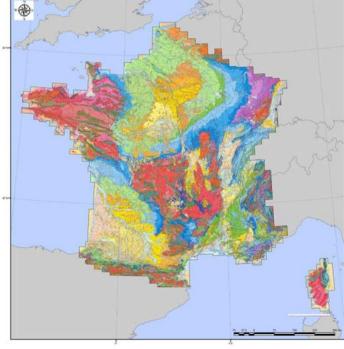


French Geological survey





The « Referentiel Géologique de la France »

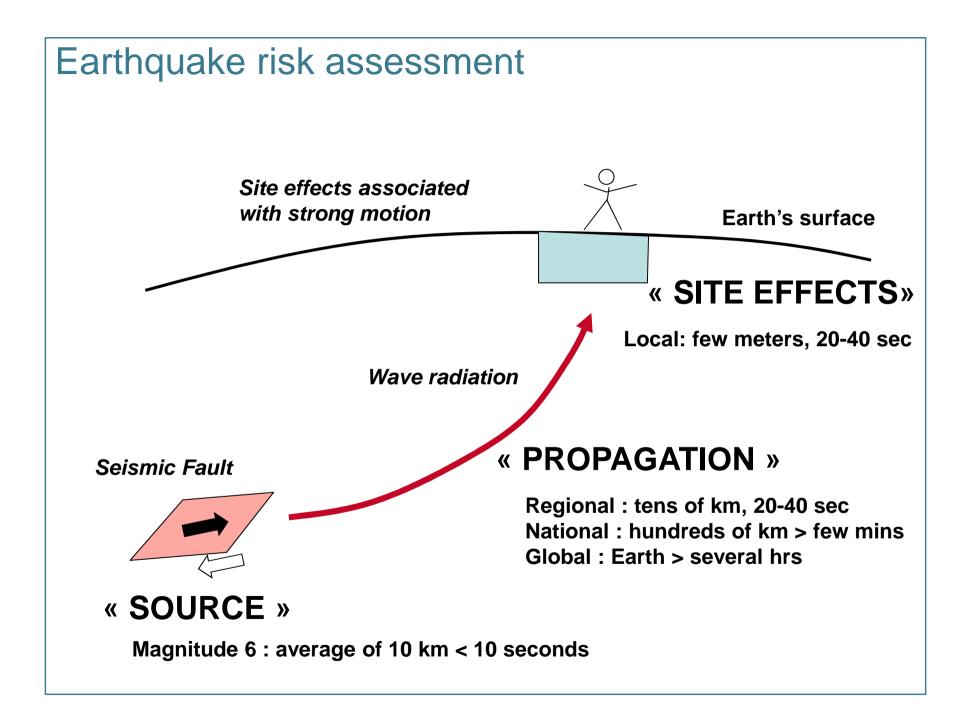
- Meet expectation of public authorities, engineering companies and scientific communiy
- Anticipate and answer to new societal needs (energy, natural hazards, ressources, ..)

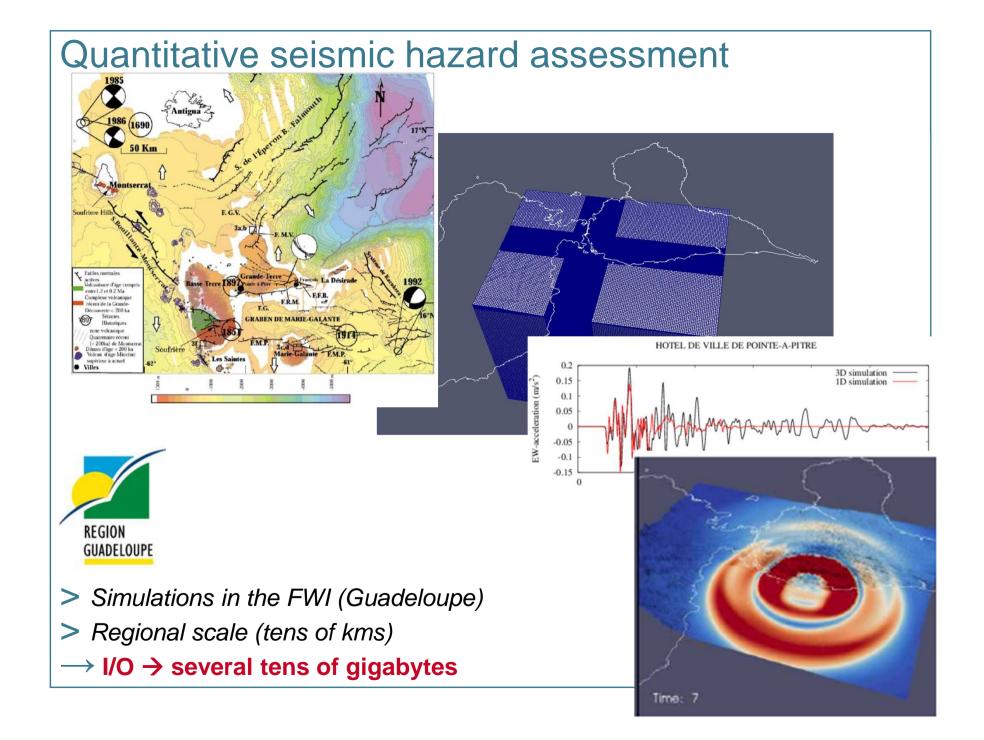
Natural hazards











Challenges

> 3D Full Wave Inversion

- Seismic imaging
- Risk associated with underground cavities

> Reliable 3D geological model

- RGF framework
- Hetereogeneity and availability of data

> Near real-time modeling

Shakemaps after seismic events

> Uncertainty

Provide some robust criteria for risk assessment

Challenges

- > Lack of quantitative seismological data based observations
- > Strong impact on risk analysis

> Virtual seismic world

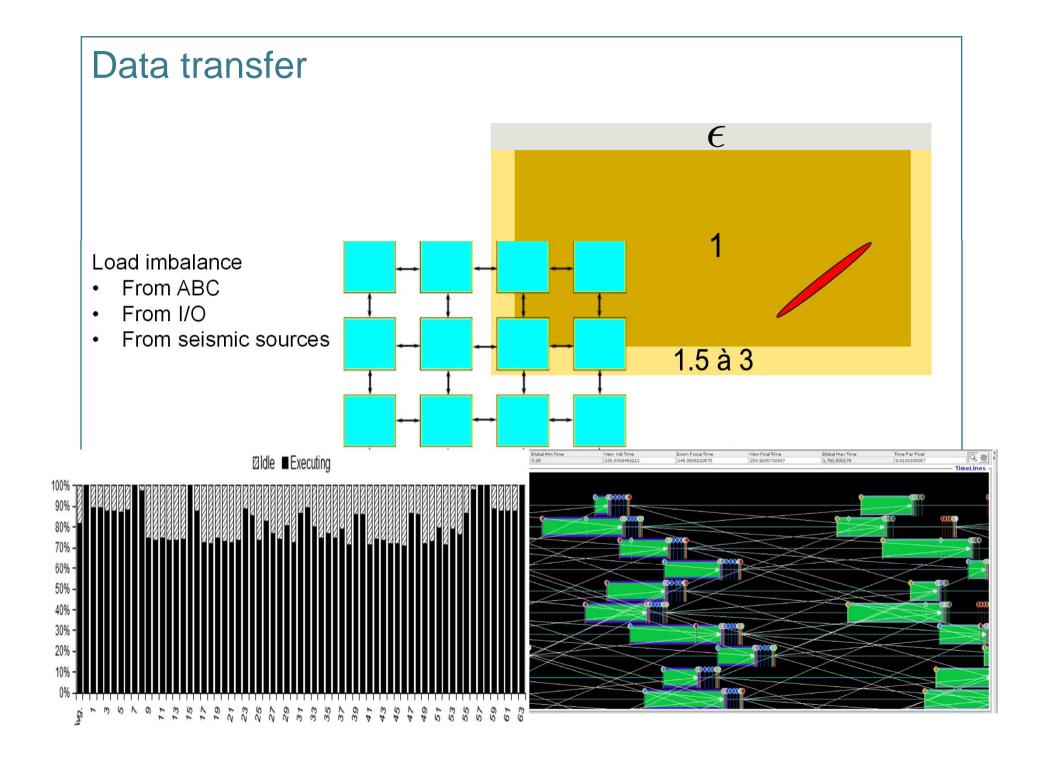
- Generate a physically realistic earthquake catalogue
- Simulate eathquake ground motion
- Analysis of virtual data

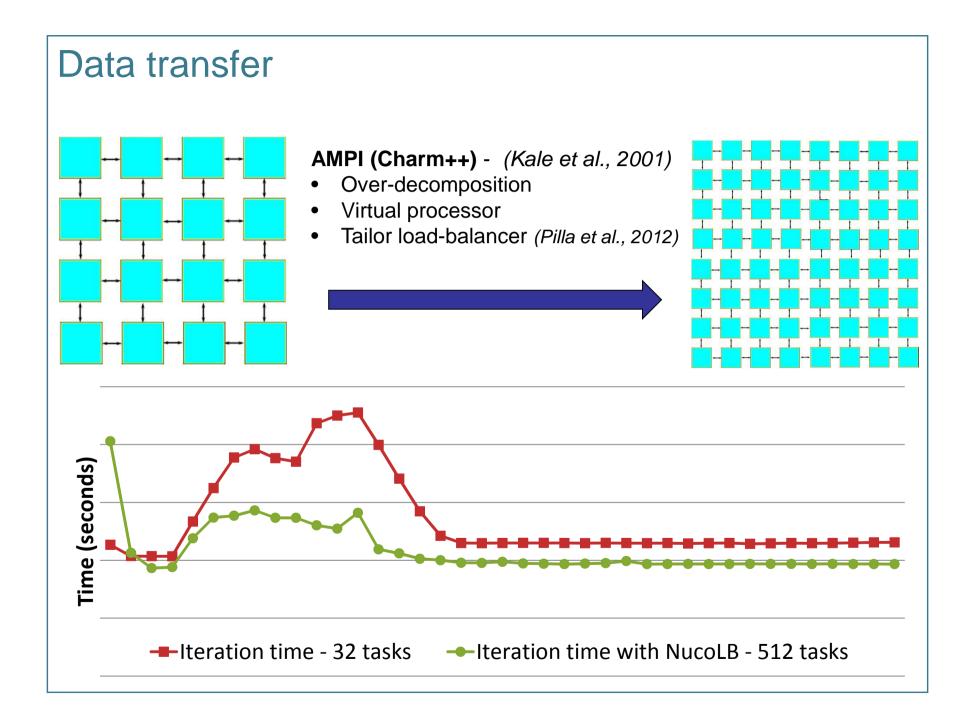
> Some key fingers

Regional scale 100 x 100 x 30 Km / 100 000 earthquakes

→Computing resources > 6 millions of CPU.hours

- → Storage resources > several tens of Terabytes
 - Availability /Efficiency of architectures / tools ?



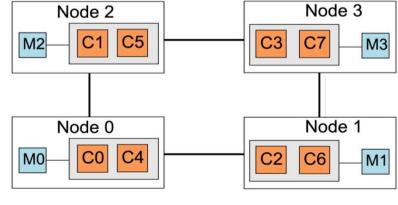


Data transfer

	0	1	2	3	4	5	6	7
0	0	8.97	8.20	18.67	1.14	8.74	7.43	18.73
1	8.01	0	18.87	8.24	9.26	0.04	18.39	7.92
2	7.62	18.96	0.62	8.43	9.07	18.91	0	7.88
3	19.12	9.10	9.56	0	20.88	9.06	8.62	0.38
4	0	9.14	8.21	18.85	1.37	9.04	7.55	18.53
5	9.09	0	20.12	9.45	10.47	1.60	19.61	8.89
6	7.65	19.33	0.17	8.64	8.43	19.35	0	8.46
7	19.67	9.78	9.34	0.75	20.70	9.50	9.13	0

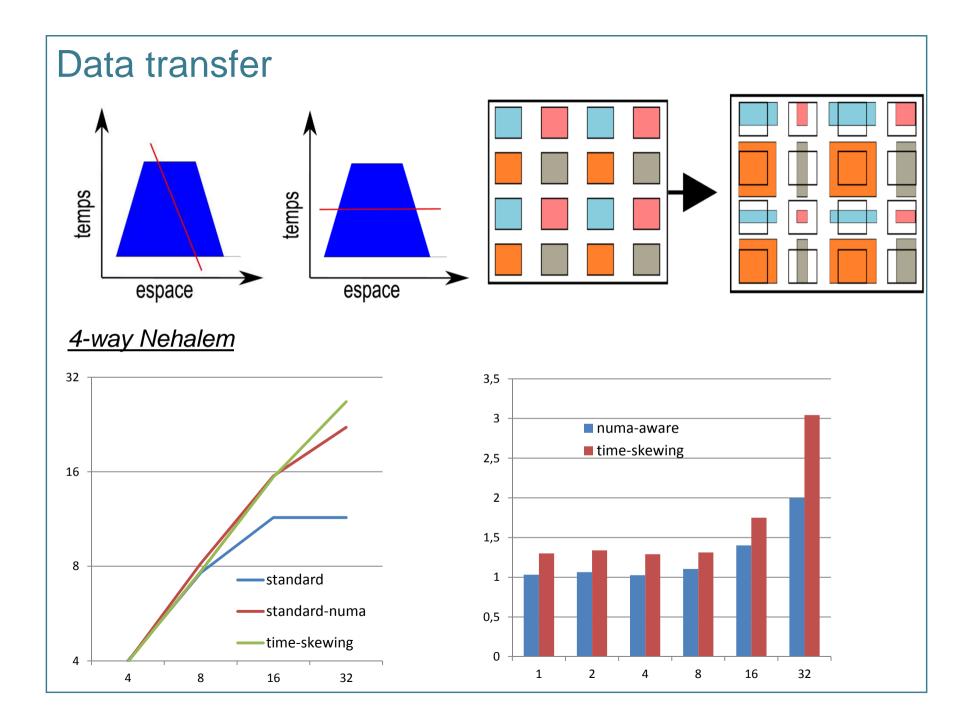
Architecture with four NUMA nodes

- > Sequential
- − Penalty \approx 10% \rightarrow one link
- − Penalty \approx 20% \rightarrow two links

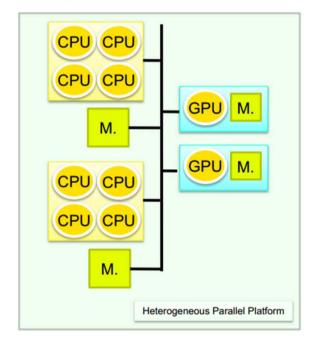


> Sequential

- from 54% to 22% depending on data size



Ongoing work – heterogeneous architecture



- Exploit existing CPU and GPU versions of the code
- Rely on top of **StarPU** runtime system (Augonnet 2011)
- Express task parallelism.

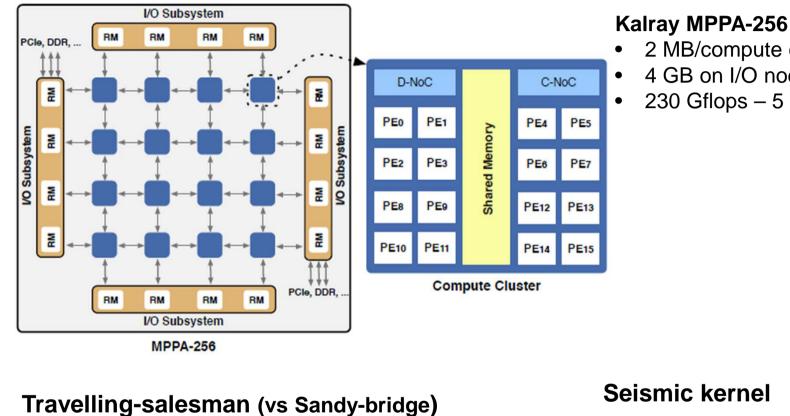
What could be the benefits ?

- as MPI + cuda exhibits good scaling (Michea et al. 2011)
- as the performance is almost 40x between a GPU and x86 core for this kernel

Rational behind this experiment

- Node-to-node performance between GPU and CPU version is an average of ~4x (see also Komatitsch et al., 2012 for performance for Specfem3D)
- Use the relevant architecture for a given task (I/O ABC etc..)
- Run larger model by exploiting the memory available at the node level.
- Energy consumption and portability

Ongoing work – Manycore embedded architecture



- Time to solution (1,6x)
- Energy to solution (~10x)
- (Castro et al. 2013)

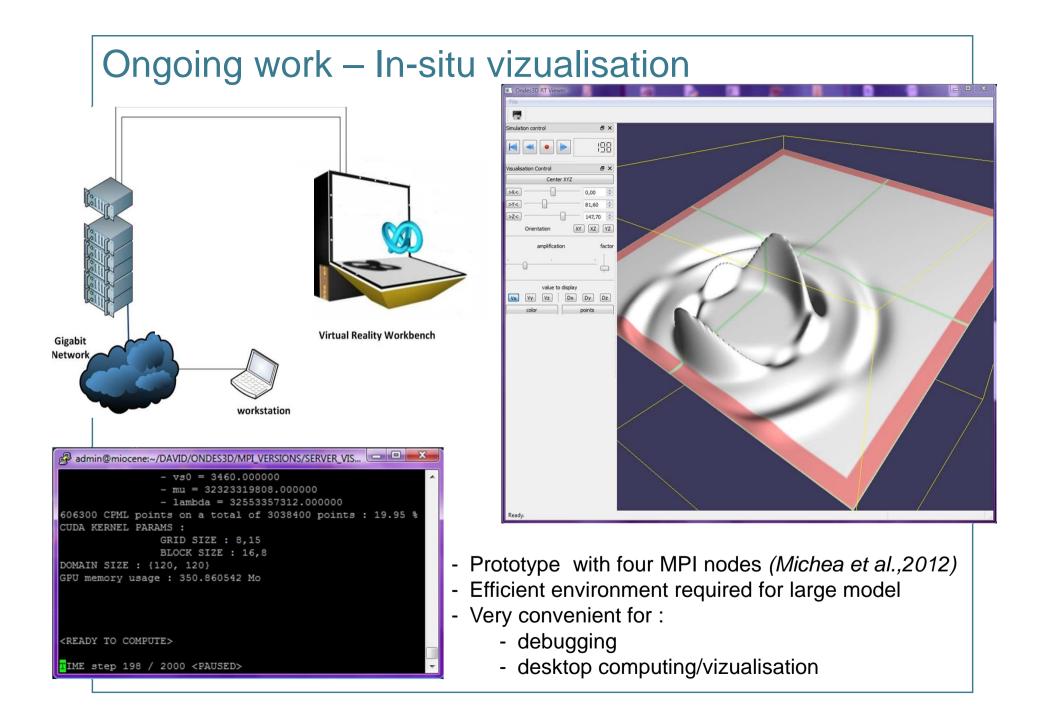
Seismic kernel

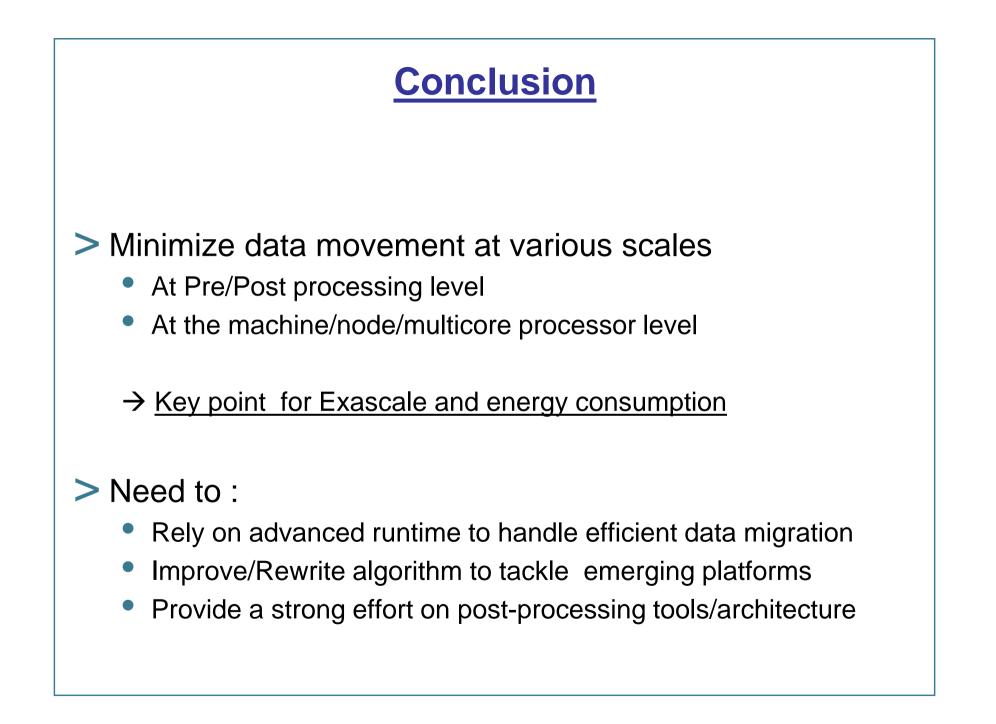
2 MB/compute cluster

4 GB on I/O node

230 Gflops - 5 W

- Ongoing work
- Nearly perfect scalability on one compute cluster with OpenMP
- Optimized sliding-window algorithm to be implemented







Thanks for your attention

