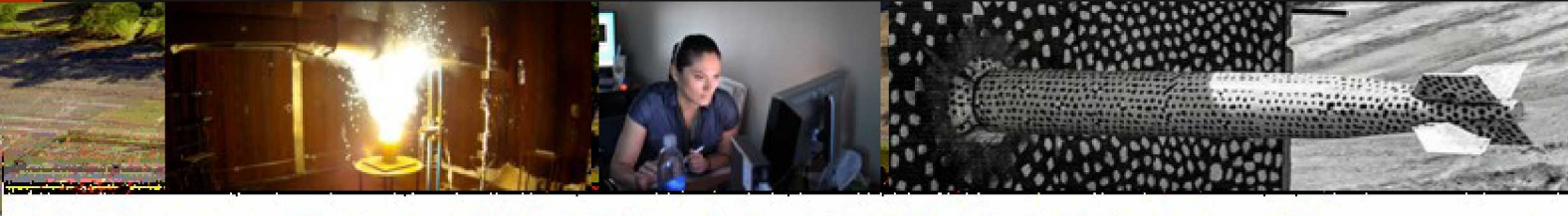


Computing Infrastructure



PRESENTED BY

Andre Encarnacao

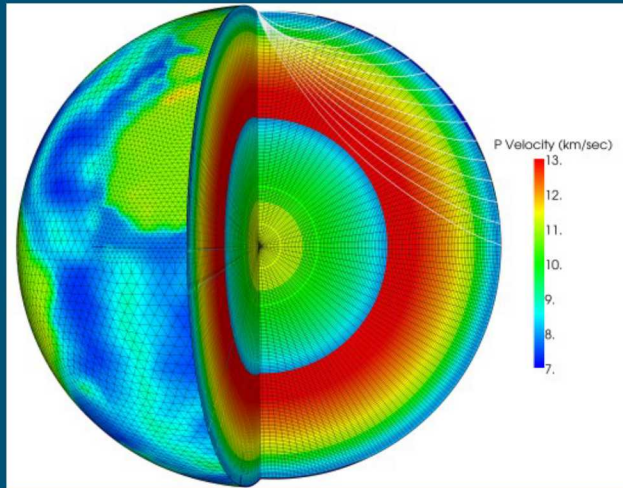
The views expressed here do not necessarily represent the views of the U.S. Department of Energy or the United States Government.

To develop a 3D earth model, the tomographic inversion process must compute travel time predictions > 300 million times (30 iterations * 10 mil observations)

- 1D: Travel times require a simple table lookup (~ 0.01 msec each, $300\text{M} = 50$ minutes)
- 3D: Travel times require full ray tracing (~ 0.1 sec each, $300\text{M} = 347$ days)

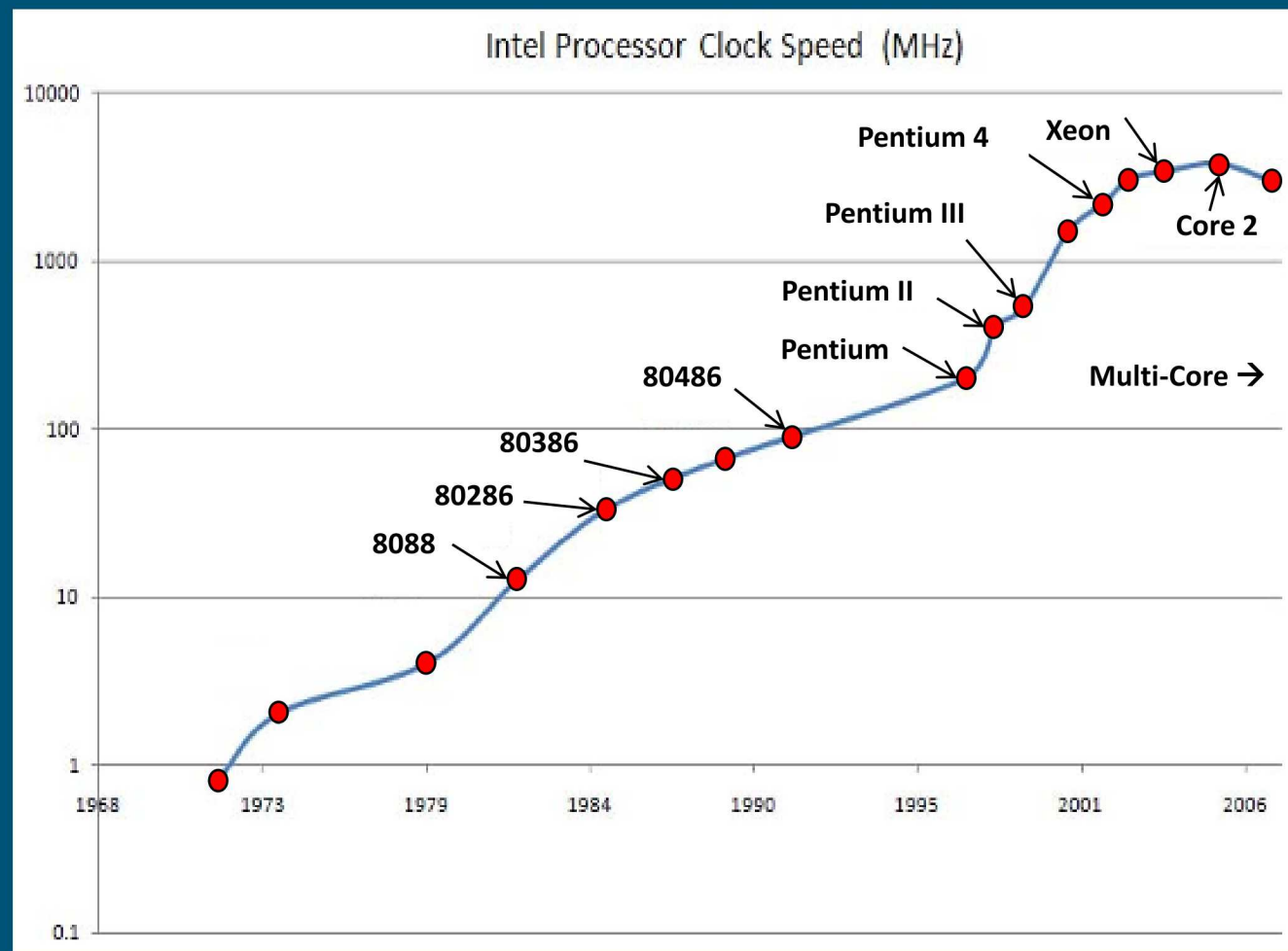
Parallel Computing

- Supercomputer or commodity hardware?
- This is research - many models and versions of code
- Need a readily accessible solution

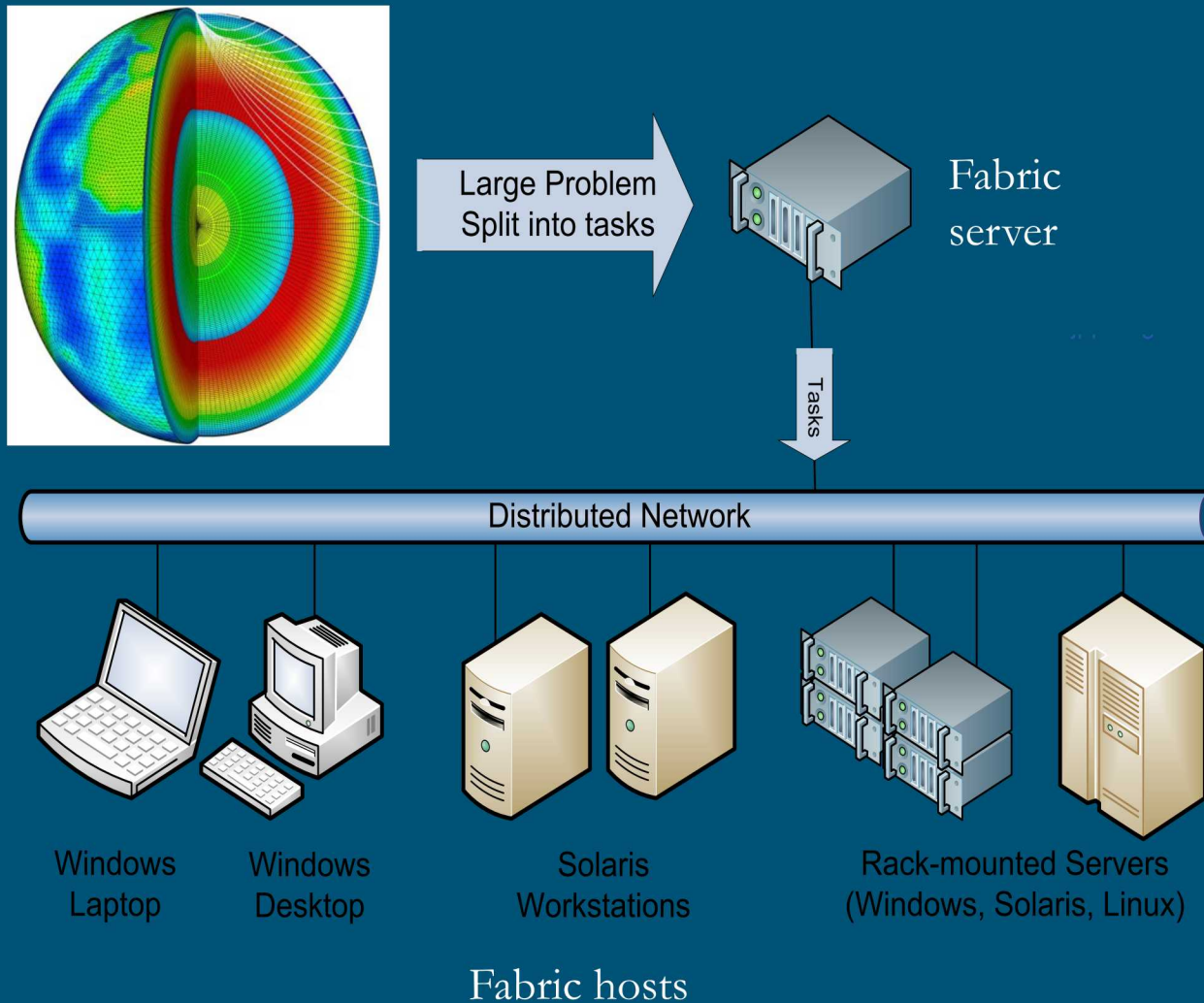


3 Processor Speed Trends

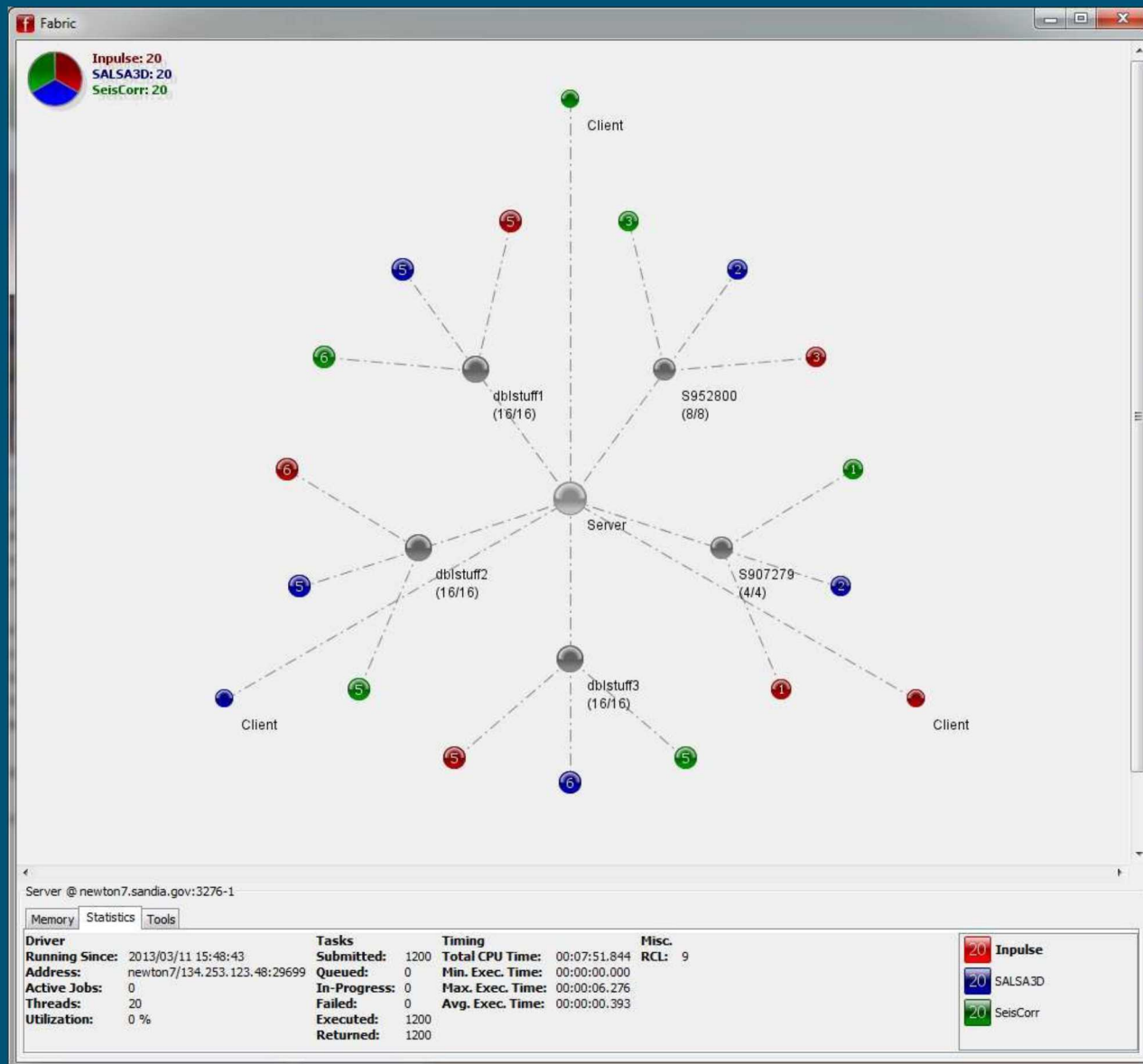
- Moore's Law is changing
- Decrease in processor clock speeds – Sequential code may actually run slower
- Increase in number of cores / threads – Must program in parallel



Platform independent, highly scalable, and shareable



- Our Linux-based cluster is composed of:
- 8 * 40-core/80-threads, 384GB RAM
 - 6 * 24-core/48-threads, 384GB RAM
 - 3 * 48-core/96-threads, 768GB RAM each
 - 1 shared file server
 - 1 shared Oracle DB server
 - In total, 1216 processing threads at a time.



➤ Task Parallelism

- An application is sub-divided into independent tasks
- Tasks are distributed and processed across different nodes

➤ Resource sharing

- Applications can run simultaneously and share compute nodes automatically

- Ray Tracing
 - Tomography & event relocation
 - Tomography runs now take less than 24 hours (versus nearly 1 year if run sequentially)

- Covariance matrix inversion
 - Out-of-core parallel
 - Matrix size = $N^2 \times N^2$, where N = # of data nodes in model
 - 250K x 250K matrix = ~500GB
 - Store half (250GB) since matrix is symmetric
 - Divide into ~7500 x 33MB blocks
 - Covariance matrix inversion takes ~12 hours