

# Seismic data modelling using parallel distributed MATLAB

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## SUMMARY

Numerical modelling of seismic wave propagation is central to seismic imaging and inversion. Modelling of 3D heterogeneous anisotropic media can, however, simultaneously be both costly and of low fidelity. To address some aspects of the fidelity / cost problem, we present our implementation of seismic modelling within the Rayleigh-Sommerfeld algorithmic framework and implemented in a parallel computing environment. We demonstrate through example, that knowledge of relationships among hardware architecture, support software systems, and resource usage of our algorithm, is of crucial importance to the achievement of worthwhile performance using parallel computing. From an initial, simplistic expression of our parallel algorithm in the MATLAB system, exhibiting 'negative improvement', we incrementally adapt the parallel control framework without losing the clarity or correctness of the original model expression, to bypass successive bottlenecks and achieve substantial performance gains,

## INTRODUCTION

To model high fidelity structural and textural information for large 3D spaces, we are currently in development of a large scale seismic modelling capability.

Our effort is based on the Rayleigh-Sommerfeld integral (Ersoy, 2007,p.59) formulation of wave propagation. This is a familiar integral in that conventional imaging by phase shift (Gazdag, 1978) is a special case of this more general theory, and it is unique in that wave propagation is controlled numerically by a set of phaseshift operators, reflection operators, and transmission operators (Cooper and Margrave, 2008). Within this scheme, basically, seismic modelling and imaging the reverse of each other, and they differ mainly where (and when) data are evaluated during computation (Cooper and Margrave, 2008).

In our implementation, a planewave source is distributed over temporal frequency among nodes of our computer cluster. This distribution of monochromatic components of the source wavefield ensures that no internode communication is required until model data are collected and summed - execution is, therefore, "embarrassingly parallel" (Foster, 1995, Section 1.4.4 for example). That is, sets of similar calculations are done with few or no dependencies among parallel computational threads.

The hardware system we use is a cluster computer of 19 nodes, each with eight processors, where each node has common shared memory and local disk storage. The software support system mirrors this, in that we have 96 distributed MATLAB 'workers' enabled on twelve of the nodes, with eight workers to a node. We favour MATLAB due to its concise notation, comprehensive matrix manipulation abilities, and the fact

that arrays of complex numbers are a fundamental data type.

Our initial naïve MATLAB implementation using the built-in `parfor` construct for the "outer loop" uncovered unsatisfactory parallel performance. By paying attention, however, to both the hardware architecture and the software support system, we have been able to substantially increase parallel performance without disturbing the simplicity of the code (much).

## HARDWARE ARCHITECTURE

'*Gilgamesh*'<sup>†</sup>, our Linux-based (Centos 5) cluster, consists of a master node and 18 slave nodes. The master node acts as gateway and network file server to the slave nodes, and all communicate locally by Gigabit Ethernet. The master and slaves have identical system architectures comprising two quad-core Intel Xeon 'Harpertown' CPU chips with two-level cache and 16 GB of shared random access memory per node. Each node has 300 GB of temporary local storage space. The master node has 14 Terabytes of disk storage to hold permanent user files and is accessible on all nodes via the network file system. We estimate the theoretical performance of our system in raw CPU cycles to be approximately 1 TFLOPS ( $10^{12}$  Floating point Operations Per Second).

*Gilgamesh* exhibits a Non-Uniform Memory Access (NUMA) architecture at several levels, as do most so-called 'cluster computers' composed of network-linked commodity computer systems. This means that the speed of access to particular elements of memory, by any given CPU in the system, depends on their physical and logical proximity across various levels of interconnection that the system architecture imposes.

This architecture has both advantages and disadvantages for parallel processing. Use of *off the shelf* components ensures scalability, and low cost is a definite advantage. A major disadvantage is that, at the application program level, we must pay attention to granularity issues, patterns of memory access, plus network contention among processing threads.

## SOFTWARE INFRASTRUCTURE

MATLAB is a commercially-available matrix-oriented programming system with a succinct, clear notation in which it is easy to express mathematical and scientific formulae and methods.

Within MATLAB, we use the Parallel Computing Toolkit (PCT) to define extensions to MATLAB for parallel processing. The PCT provides (among others) language primitives '`parfor`' (for distributing iterations of a parallel loop among the available 'workers' or independent threads of execution) and 'distributed arrays' (for allocating slices of a large array among workers, to be worked on separately and combined later).

<sup>†</sup> named after the ancient Sumerian hero-king of Uruk, the *Beowulf* of 4000 B.C!

The PCT interacts with another facility, called the ‘MATLAB Distributed Computing Service’ (MDCS) to provide infrastructure to manage workers across multiple computers. Many MATLAB operators and toolkit functions are enhanced to automatically detect and make use of PCT, MDCS and multiple parallel workers, if they are present and enabled in a MATLAB installation.

### APPLICATION

The present work is a numerical implementation of scalar wave propagation in anisotropic media in three dimensions according to the Rayleigh-Sommerfeld approach (Cooper and Margrave, 2008). Fundamentally, a source planewave  $\varphi(z=0)$  is extrapolated to a new grid level at  $z = \Delta z$  according to

$$\varphi(\mathbf{p}, \Delta z)_\omega = A(\mathbf{p}, \Delta z)_\omega \varphi(\mathbf{p}, 0)_\omega e^{i\omega q(\mathbf{p})\Delta z}, \quad (1)$$

where  $\mathbf{p} = p_1 \hat{i} + p_2 \hat{j}$  and  $\omega$  are plane wave coordinates. Amplitude  $A(\Delta z)$  is a reflectivity or transmissivity scalar, and slowness  $q(\Delta z)$  may be anisotropic. To visualize propagating wavefield  $\psi$  in three spatial dimensions, for example as a ‘snapshot’ at time  $t$ , source planewaves  $\varphi(0)_{\omega_0}$  through  $\varphi(0)_{\omega_{Nyq}}$ , where  $\omega_{Nyq}$  is Nyquist frequency, are extrapolated to all  $N$  depth levels  $z = \Delta z, \dots, N\Delta z$ , and then summed according to

$$\psi(\mathbf{x}, z)_t = \varepsilon \sum_{\omega} T_{\mathbf{p} \rightarrow \mathbf{x}} \{ \varphi(\mathbf{p}, z)_\omega \} e^{i\omega t}, \quad (2)$$

where  $\varepsilon$  is a scalar for normalization, and  $T_{\mathbf{p} \rightarrow \mathbf{x}}$  Fourier transforms  $\varphi(\mathbf{p})$  to space coordinates  $\mathbf{x} = x_1 \hat{i} + x_2 \hat{j}$ . Figures 1a and b are ‘snapshots’ of a point source extrapolated from  $z=0$  into the subsurface for a fixed time. The medium is homogeneous but anisotropic, so the P- and SV-wavefronts are not spherical (Figures 1a and b respectively).

Numerically, each worker in the computer cluster gets a copy of slowness model  $q(\omega, z)$ . Then, monochromatic source  $\varphi_\omega$  is initialized (a 2D numerical array), and monochromatic wavefield  $\psi(\mathbf{x}, z)_\omega$  (a 3D array) is computed through recursive application of equation 1 followed by the  $T_{\mathbf{p} \rightarrow \mathbf{x}}$  part of equation 2 and application of scalars  $\varepsilon$  and  $e^{i\omega t}$ . The summation step in equation 2 is computed carried separately.

To evaluate the performance of our algorithm on our architecture and software infrastructure, a small model space (500 inline / x-line and 250 depths<sup>‡</sup> is chosen. The number of frequencies  $\omega$  of interest is  $\sim 330$ . Ultimately, we will wish to perform higher-resolution studies to the reasonable limits of the machine.

### GENERALIZED EXPRESSION OF THE PROBLEM

Implementation of the modelling algorithm detailed above consists of two main steps: extrapolation followed by summation. Here, extrapolation consists of initialization of the monochromatic source plus recursive extrapolation of the source to all  $z$  plus scaling, and we represent these combined operations with

<sup>‡</sup>A total of 62 500 000 double-precision complex elements in each array  $\sim 1$  GB each.

pseudo-code function  $A(X, Y, Z, \mathbf{f})$ . Dimensions  $X, Y, Z$  represent the spatial dimensions of the 3D visualization matrix, and there are  $F$  frequencies  $\mathbf{f}$  of interest. Rendered in pseudo-code, for  $\mathbf{f}$ , extrapolation and summation are computed according to

```
% Program1
init();
R = zeros(X,Y,Z);
for f = 1:F
    L = A(X,Y,Z,f);
    R = R + L;
end
final();
```

where  $R = R + L$  above is the summation step; Time to execute this function is approximately

$$T_1 \approx T_i + T_{ca} F + T_s F + T_f \quad (3)$$

where  $T_i$  is the constant time to initialize the R array and other internal program parameters,  $T_{ca}$  is the time to function A for one frequency value and return a matrix of dimensions  $[X, Y, Z]$ , and  $T_s$  is the time to sum one single-frequency result matrix ‘L’ into the global result matrix ‘R’. Final time  $T_f$  is the constant time to write out the ‘R’ result array and other internal program tear-down overhead.

The naïve parallel solution can be expressed as follows:

```
% Program2
init();
R = zeros(X,Y,Z);
parfor f = 1:F
    L = A(X,Y,Z,f);
    R = R + L;
end
final();
```

where the only difference is the substitution of ‘parfor’ for ‘for’ in the main loop. One might hope for the execution time to be something like

$$T_2 \approx T_i + T_{ca} \frac{F}{W} + T_{co} F + T_s F + T_f, \quad (4)$$

where  $W$  is the number of worker processes operating in parallel, and the calculation of all  $F$  frequencies is divided equally among workers.  $T_{co}$  is the time to communicate the value of a single-frequency result matrix ‘L’ back to the main MATLAB session for summing into the global ‘R’ array. We can’t expect the  $T_{co}$  term to parallelize to the same degree as  $T_{ca}$  so the worst-case assumption is that network access will serialize the communications (and summations);

MATLAB’s implementation of `parfor`, however, is such that as each ‘L’ array is produced, it is transmitted in its entirety to the master session for summation. Contention for the network resource results, plus memory overhead in the master session for buffering the ‘L’ arrays that wait simultaneously to be summed into the global ‘R’ array. With Program2, then, we find that the multiple ‘L’ matrices, each as large as the ‘R’ array, become so numerous that they exceed virtual memory of the designated ‘master’ host doing the summation, and execution must terminate.

So that virtual memory of the ‘master’ host is not exceeded, Program3 (below), subdivides the  $F$  frequencies among the  $W$  workers so that each worker performs  $F/W$  frequency calculations, and then sums the ‘L’ arrays to reduce the number of ‘L’ arrays transmitted and buffered to the master session. Then, one of the workers present at a given node is designated as a ‘node representative’ that collects and sums the per-worker local sum arrays  $S$  into a single per-worker ‘node sum’ – ‘M’ for reporting to the master session and summing into the global result ‘R’.

```
% Program3
init();
R = zeros(X,Y,Z);
parfor w = 1:W
    S = zeros(X,Y,Z);
    for f = 0+w:W:F
        L = A(X,Y,Z,f);
        S = S + L;
    end
    write_file(w,S);
end
parfor w = 1:W
    if (iam_node_rep(w))
        M = zeros(X,Y,Z);
        for k = 1:W
            if (file_exists_locally(k))
                S = read_file(k);
                M = M + S;
            end
        end
        R = R + M;
    end
end
final();
```

Although, for sound theoretical reasons, the MATLAB `parfor` construct prohibits communication between threads of execution on separate workers, we have bypassed that restriction in a safe way by having workers write their result arrays to the local disk, to be re-read and summed by the designated `node_rep` worker. The `node_rep` worker subsequently communicates with the master session to sum its single per-node ‘M’ array into the global result ‘R’. Since communication overhead is a determining factor for overall performance, this ends up being faster, despite the overhead of writing and reading the local ‘S’ files.

Whereas `program2` tried to send all  $F$  intermediate ‘L’ result arrays, to the master session for summing, `program3` only needs to send  $N$  ‘M’ arrays (one for each node), a huge efficiency gain, at a cost of only (up to) eight ‘S’ arrays written to and read back from the local disks on each of the nodes.

The time to execute Program3 is

$$T_3 \approx T_1 + [T_{ca} + T_s] \frac{F}{W} + [T_w + T_r] \frac{W}{N} + [T_{co} + T_s] N + T_f \quad (5)$$

where  $N$  is the number of cluster nodes participating in the computation.

There is some new overhead in having the workers determine whether they are the designated `node_rep` for their node (we use the success or failure of an indivisible file ‘touch’ operation), as well as some overhead coordinating the second `parfor` loop, but these are small, constant overheads which we ignore here.

Also, notice that in the second ‘`parfor`’, all workers but the `node_rep` have nothing to do; this ends up saving communication time, but one could argue that for the time the `node_rep` is reading, and summing globally, the non-`node_rep` workers are under-utilized and CPU cycles wasted.

Program3 has given us quite reasonable performance speedups. The extra control we now have with Program3, over the number of workers per node that participate in the computation, will be quite useful when we increase the dimensions of the problem. At some point, the memory required to contain 8 replicated 3D matrices of the size we wish to use will cause virtual memory contention among the workers. At that time it may be more optimal to specify only 7 or 6 workers per node, and put up with the communication overhead of an extra node or two when summing the final result, rather than risk virtual memory contention causing the computation to thrash on each node.

## PERFORMANCE ANALYSIS

Program3 was run on an unloaded cluster with function ‘A’ and parameters  $X, Y, Z, F$  held constant, while run-specific variables  $W$  (number of workers participating in computation), and  $N$  (number of nodes participating) are varied to evaluate runtime under different degrees of parallelism. The overall elapsed time to compute and write out ‘R’ was observed, and an eye was kept on virtual memory usage on both worker nodes and the node hosting the main MATLAB session to ensure virtual memory was not being over-filled and performance degraded by thrashing.

Time elapsed,  $T_3$ , is plotted for the observed runs in Figure 2. We find that a ‘sweet spot’ exists at about 48 workers on 6 nodes with 8 workers per node – not too many nodes reserved, something close to minimum elapsed computation time. Slightly shorter elapsed time could be obtained by using more workers, but most of the parallel gains are reached at (48,6). With 48 workers and 6 nodes, half the cluster is left to do a second computation or to let other users make use of the resources. Adding more workers past a certain point, only slows the overall calculation down, because while the computation phase may be quicker, the communication phase where the `node_reps` report their local sums ‘M’ to the main session, would be increased in duration.

## CONCLUSIONS

From a prototype sequential (non-parallel) implementation expressed in MATLAB, we have gone through several iterations of a parallel implementation, at each step making improvements to unblock one or more ‘bottlenecks’ in performance,

taking account of the architecture of the host computer system, the problem structure and algorithm behaviour, as well as the characteristics of the software support infrastructure.

Along the way we stumbled on several ‘tricks’ that gave us some control over the implicit scheduling of MATLAB workers executing `parfor` loops within a `matlabpool`, that may not have been intended by the providers of MATLAB.

In the end we achieved a reasonable performance increase, making feasible our investigation of the full-scale problem. We have developed a scheme for analyzing the performance of the program, which will be helpful when considering future improvements and possible re-implementation in a production version.

Certain aspects of run-time behaviour are as expected intuitively: applying more processors decreases the time to calculate the per-frequency matrix. The remaining limits to performance speed-up are due to hardware architecture (serial access to the communication channel to report the per-node  $M$  arrays and software support architecture (implementation-specific buffering of entire arrays *vs.* piecewise result reduction operations, prohibition on peer-to-peer communication between workers).

We find that, since the ‘S’ arrays are already in memory, communication with the designated node-rep worker should be able to take place much faster if workers were able to communicate in peer-to-peer fashion.

Further, a deliberate restriction within the MATLAB implementation of ‘`parfor`’ is that the participating workers can have no direct communication with each other. Our abstraction of a designated node-representative reading and summing all the files, is our way of getting around this limitation.

We also find that writing and reading 8 large per-worker ‘S’ arrays locally, plus communicating a single per-node ‘M’ array to the master session over the local network, takes less time than sending all 8 ‘S’ arrays over the network directly. At the same time it means there is only one ‘M’ array buffered at the master session, rather than 8 ‘S’ arrays pending summation into the global result ‘R’.

## ACKNOWLEDGEMENTS

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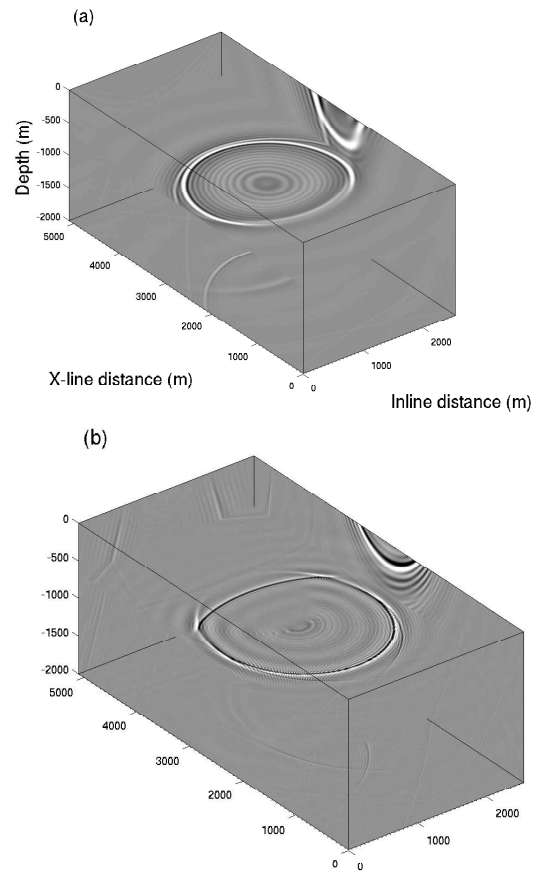


Figure 1: Snapshots of extrapolated wavefields in a dipping anisotropic medium. a) P-wave. b) SV-wave.

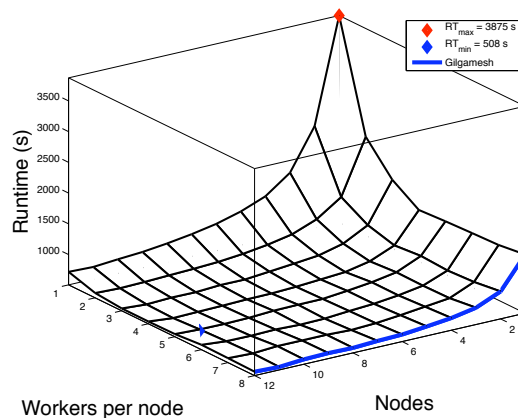


Figure 2: Plot of runtime versus number of workers and workers per node. Maximum and minimum runtimes are indicated ( $RT_{max} = 3685s$  and  $RT_{min} = 508s$ ) respectively,  $RT$  for the 8 worker per node configuration of Gilgamesh.

### **EDITED REFERENCES**

Note: This reference list is a copy-edited version of the reference list submitted by the author. Reference lists for the 2009 SEG Technical Program Expanded Abstracts have been copy edited so that references provided with the online metadata for each paper will achieve a high degree of linking to cited sources that appear on the Web.

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