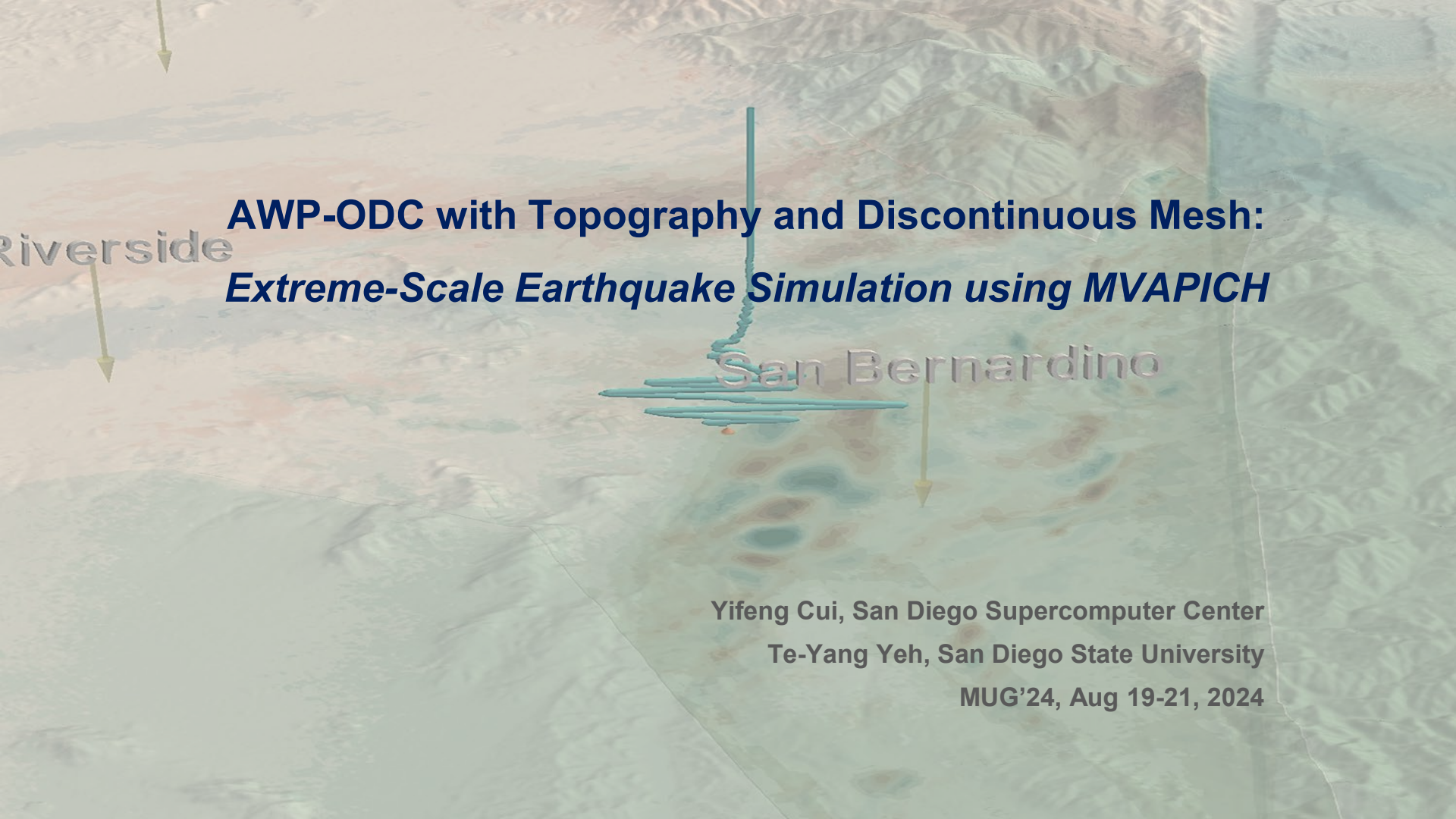


A topographic map of Southern California, showing the San Bernardino Mountains and the Los Angeles basin. The map is color-coded by elevation, with green for lower elevations and brown for higher elevations. Three yellow arrows point to specific locations: one in the upper left, one in the lower left, and one in the center-right. The text 'Riverside' is on the left, and 'San Bernardino' is in the center-right.

Riverside

AWP-ODC with Topography and Discontinuous Mesh: *Extreme-Scale Earthquake Simulation using MVAPICH*

San Bernardino

Yifeng Cui, San Diego Supercomputer Center

Te-Yang Yeh, San Diego State University

MUG'24, Aug 19-21, 2024



Acknowledgments

HPGeoC Team



Akash Palla



Arnav Talreja



Daniel Roten

Collaborators



Philip Maechling



Ossian O'Reilly



Kim Olsen



Lars Koesterke

NOWLAB Team



DK Panda



Hari Subramoni



Qinghua Zhou



Lang Xu

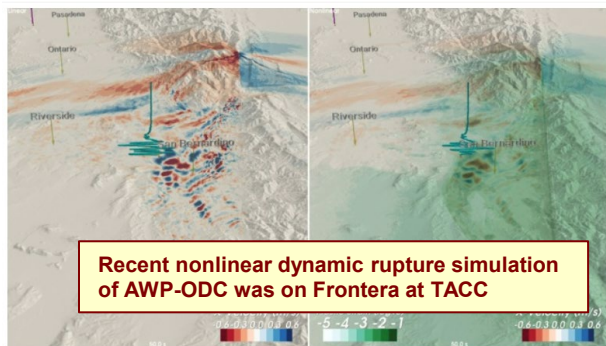
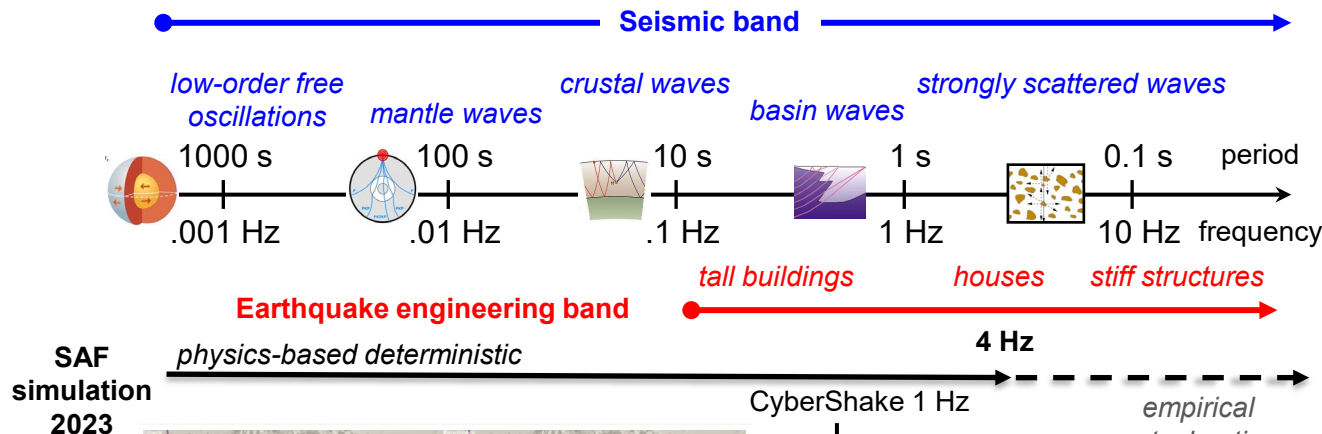
Computing Allocation

OLCF DD, TACC LSCP and CSA, ACCESS Delta, SDSC Expanse, AMD AAC, DOE INCITE & ALCC

Funding

NSF CSSI, LCCF/CSA, NSF/USGS SCEC Core, SDSC

Advanced Earthquake Modeling with Nonlinearity and Topography in AWP-ODC



(Snapshots from linear (left) and nonlinear (right) simulations using AWP-ODC showing wave propagation during a magnitude 7.7 SAF earthquake, Roatan, SC'16)

SAF
Simulation 2026
physics-based deterministic

Must validate new physics

fault roughness

near-fault plasticity

frequency-dependent attenuation

topography

1.3x more expensive vs linear

small-scale near-surface heterogeneity

multi-surface nonlinearity

20x more expensive vs linear

8 Hz

physics-based stochastic

empirical stochastic

AWP-ODC

- Started as personal research code (Olsen 1994)
- 3D velocity-stress wave equations

$$\partial_t \mathbf{v} = \frac{1}{\rho} \nabla \cdot \boldsymbol{\sigma} \quad \partial_t \boldsymbol{\sigma} = \lambda (\nabla \cdot \mathbf{v}) \mathbf{I} + \mu (\nabla \mathbf{v} + \nabla \mathbf{v}^T)$$

- solved by explicit staggered-grid 4th-order FD
- Memory variable formulation of inelastic relaxation

$$\boldsymbol{\sigma}(t) = \mathbf{M}_e \left[\boldsymbol{\epsilon}(t) - \sum_{n=1}^N \boldsymbol{\epsilon}_n(t) \right] \quad \tau_n \frac{d\boldsymbol{\epsilon}_n(t)}{dt} + \boldsymbol{\epsilon}_n(t) = \lambda_n \frac{\partial \mathbf{M}_e}{\partial \tau_n} \boldsymbol{\epsilon}(t)$$

$$\mathbf{Q}^{-1}(\omega) = \frac{\partial \mathbf{M}_e}{\partial \omega} \sum_{n=1}^N \frac{\lambda_n \omega \tau_n}{1 + \omega^2 \tau_n^2}$$

- using coarse-grained representation (Day 1998)
- Dynamic rupture by the staggered-grid split-node (SGSN) method (Dallwitz and Day 2007)

- Displacement nodes split at fault surface: explicitly discontinuous displacement & velocity
- All interactions between sides occur through traction vector at displacement node
- Absorbing boundary conditions by perfectly matched layers (PML) (Marcinkovich and Olsen 2003) and Geng et al. (1985)

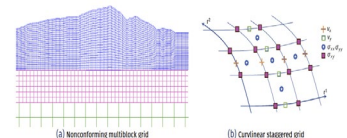
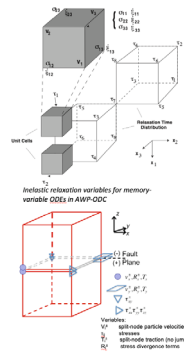
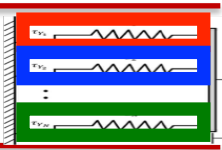
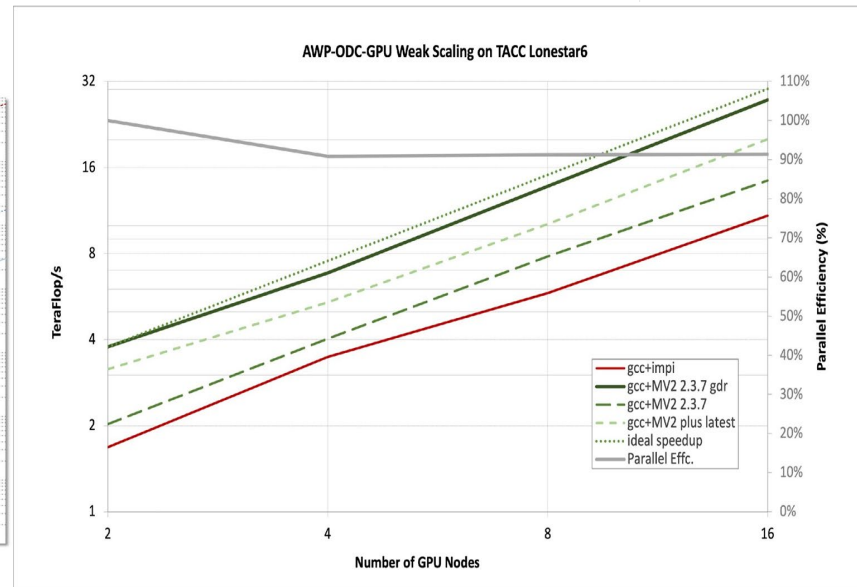
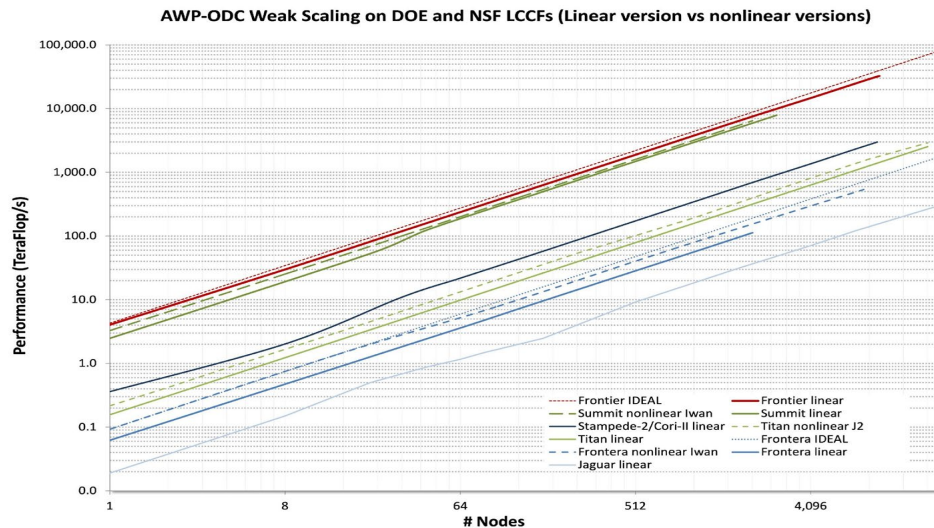


Figure 1: (a) Curvilinear grid, used for discretizing topography, overlaying cartesian grids with decreasing grid resolution with depth. (b) Arrangement of velocity and stresses in a curvilinear staggered grid



AWP-ODC Performance and MV2 Evaluation

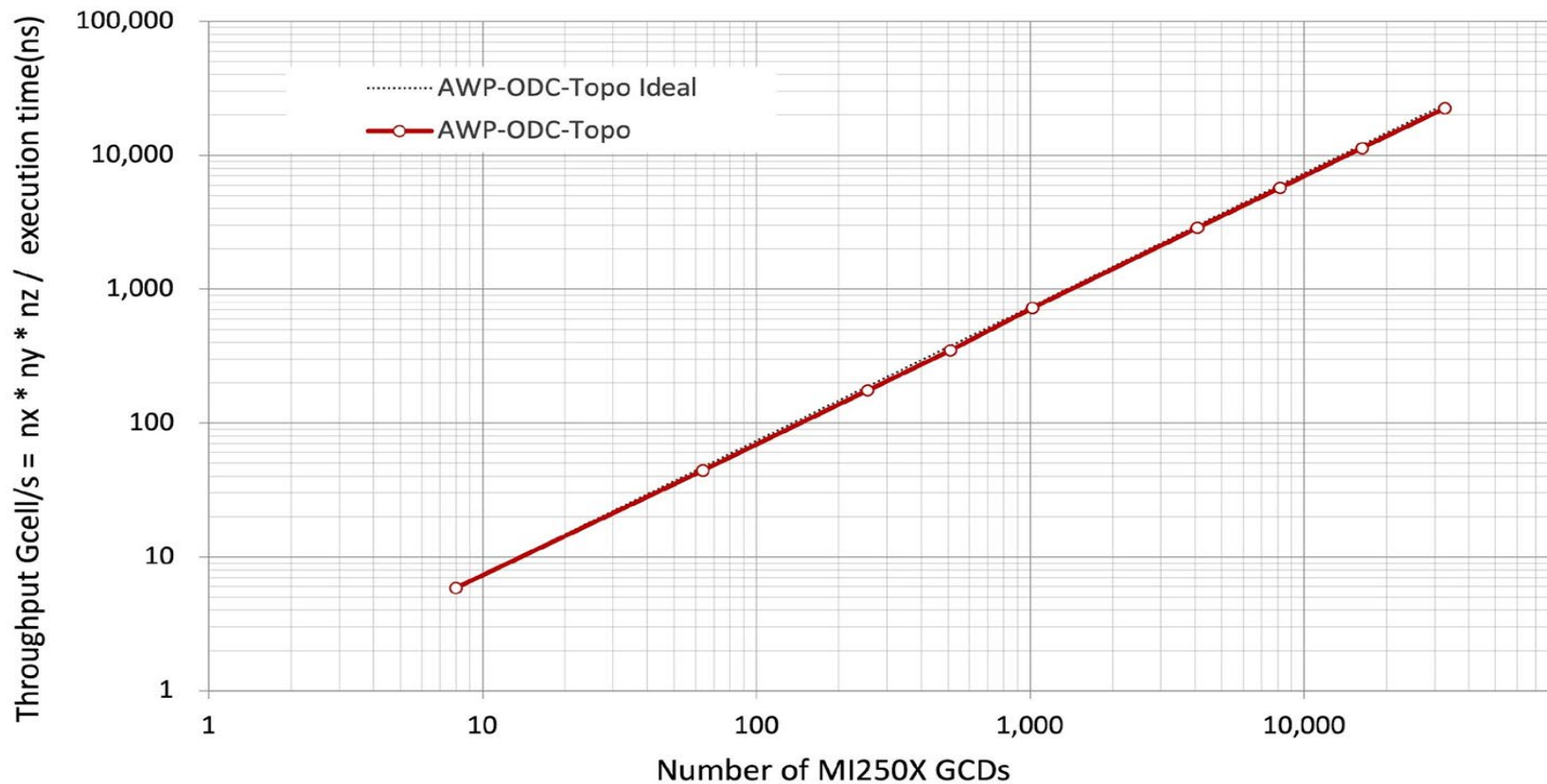


AWP-ODC simulation allocation annually ca. 200-300M core-hours in recent years, supported by DOE INCITE/ALCC and NSF LSCR (TACC) computing programs

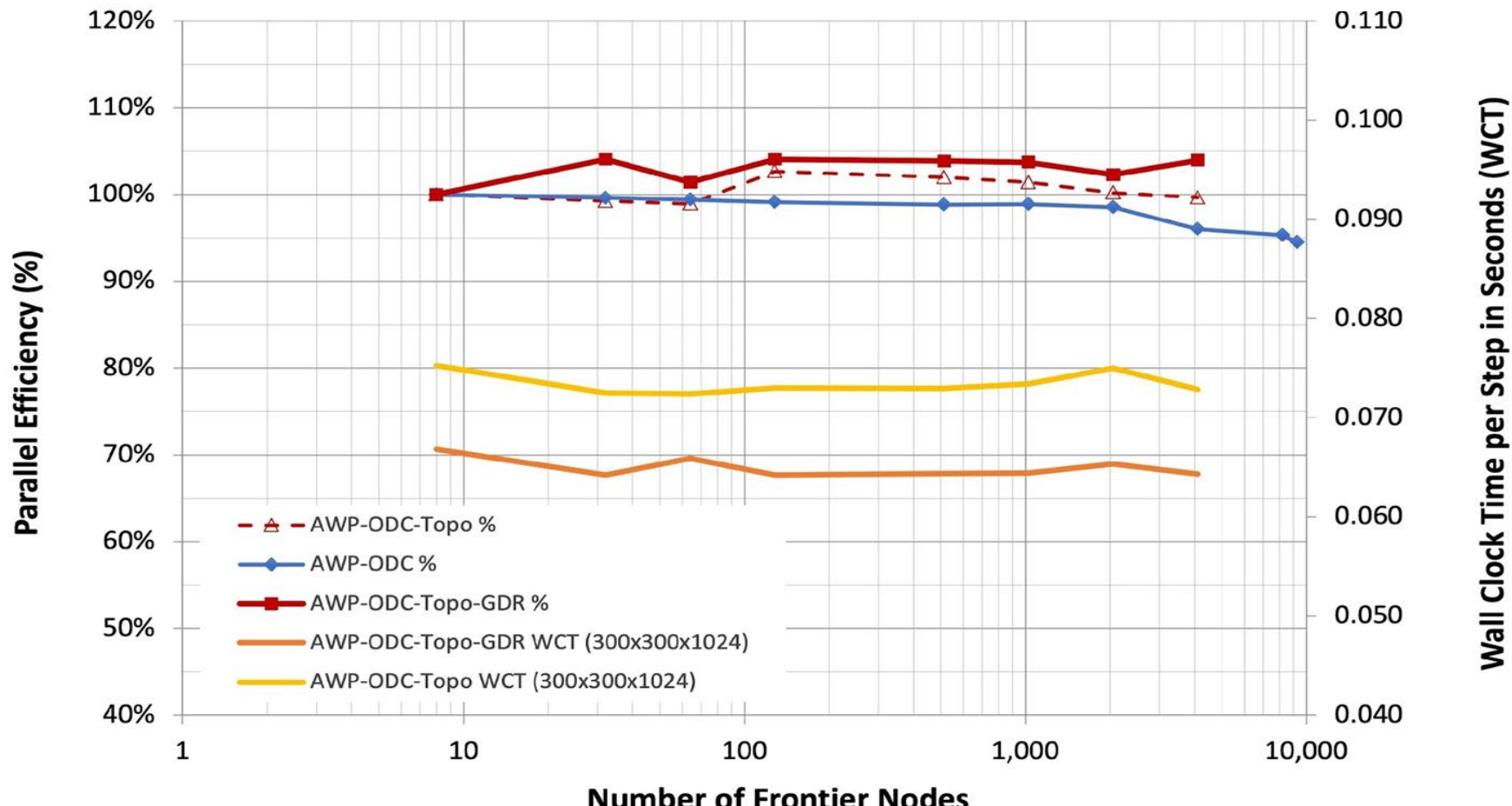
AWP-ODC	K20X	KNL7250	V100 (NVLink)	A100 (NVLink) Openmpi	A100 (PCIe) impi	A100 (PCIe+Opt) MV2-gdr-MPC	H100 (PCIe)	H100 (PCIe+Opt)	MI250X (Slingshot)	GH200
MLUPS**	552	1092	1598	1937	896	2009	3713	5145	1711	8480
Speedup	1x*	1.98x	2.89x	3.51x	1.62x	3.64x	6.72x	9.32x	3.10x	15.36x

* 160x160x2048 per GPU configuration ** Millions of lattice point update completed per second

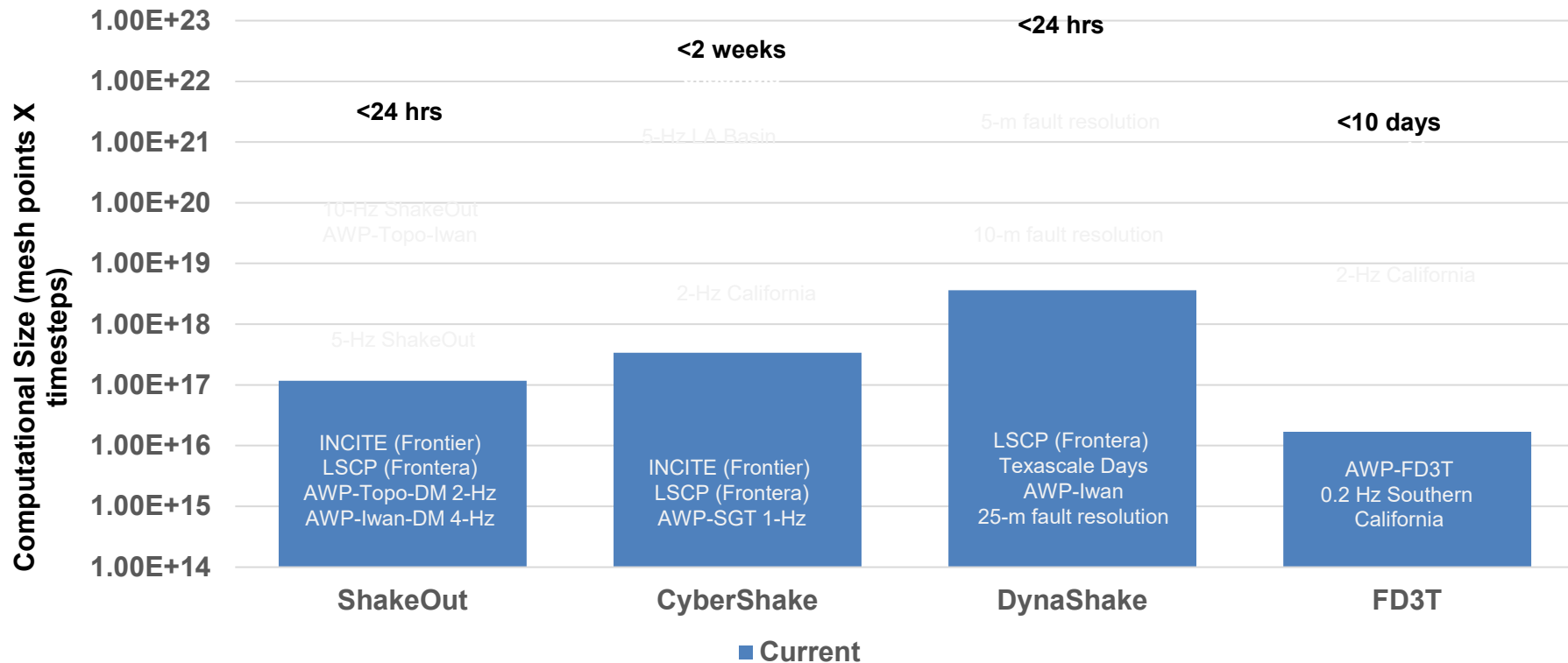
AWP-ODC-Topo Weak Scaling on Frontier



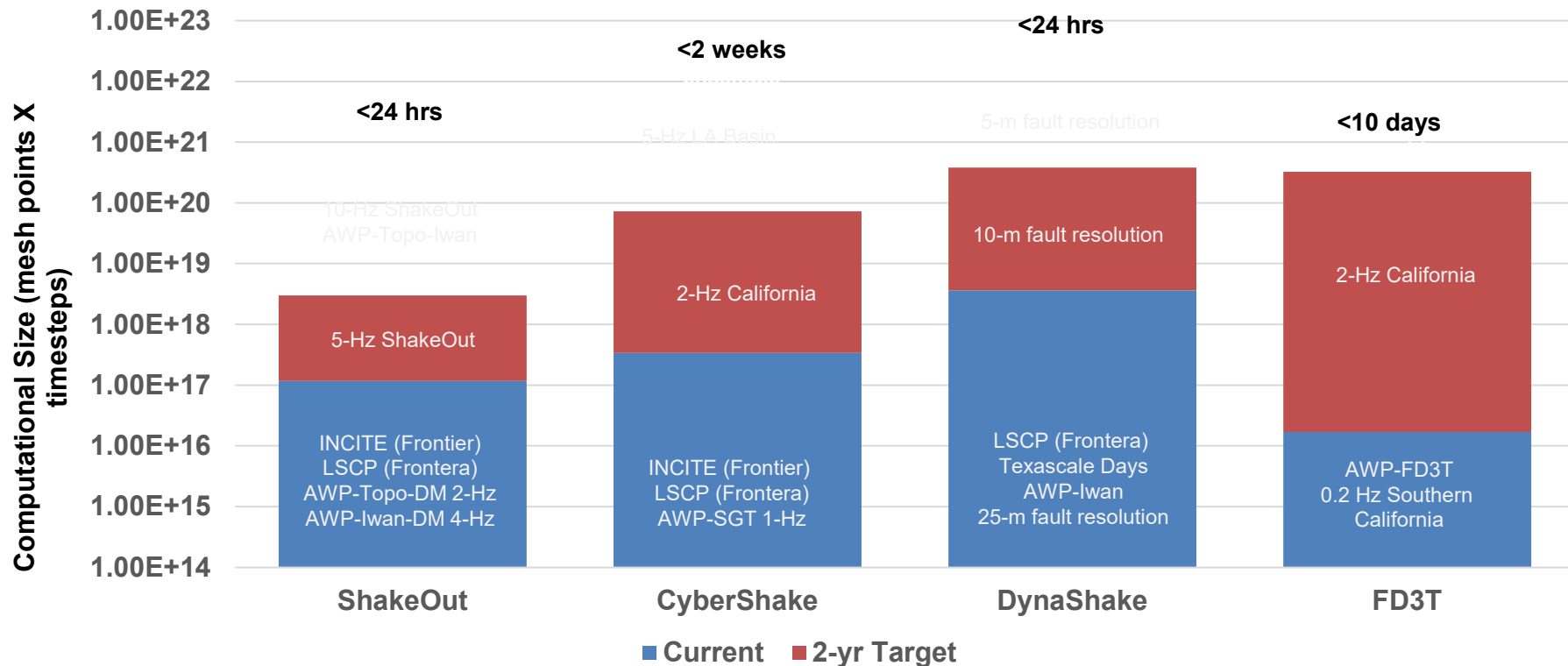
AWP-ODC-Topo w/ and w/o ROCm-Aware on Frontier



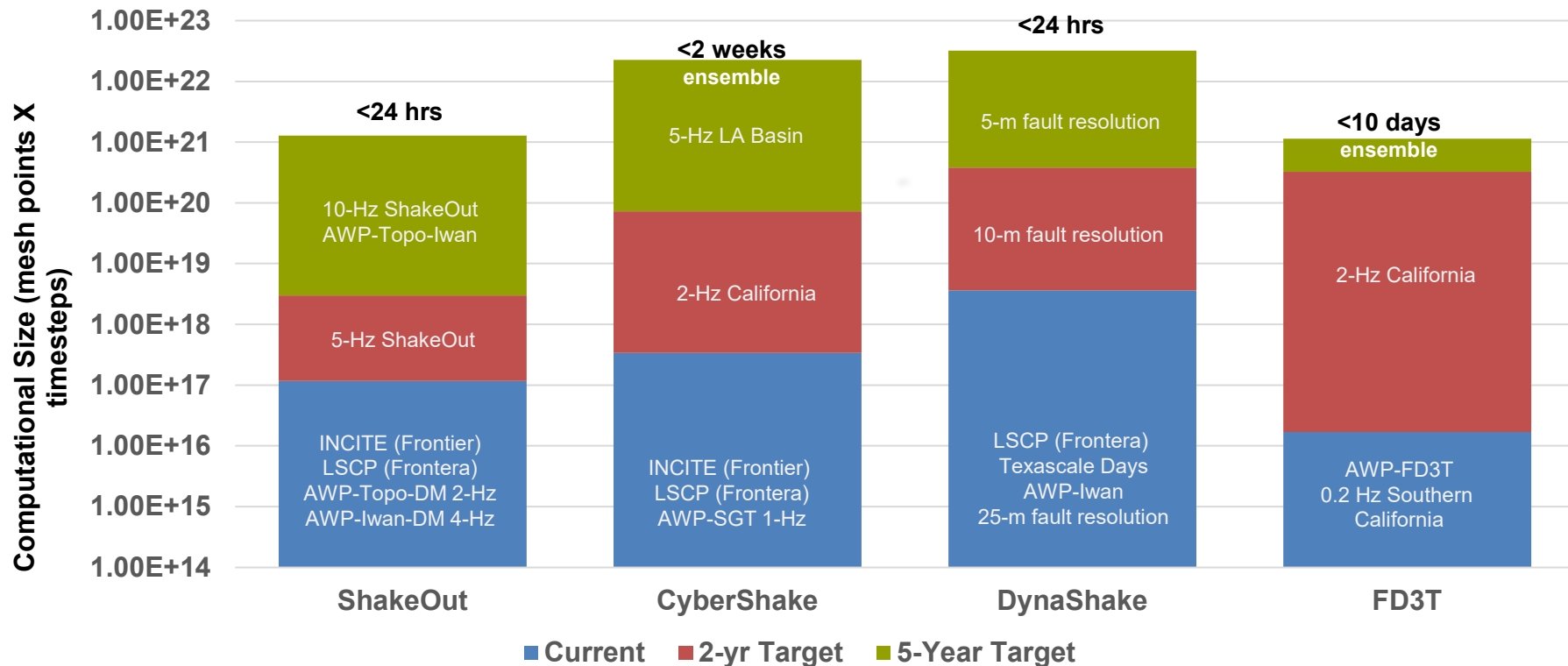
Computational Requirements of AWP-ODC



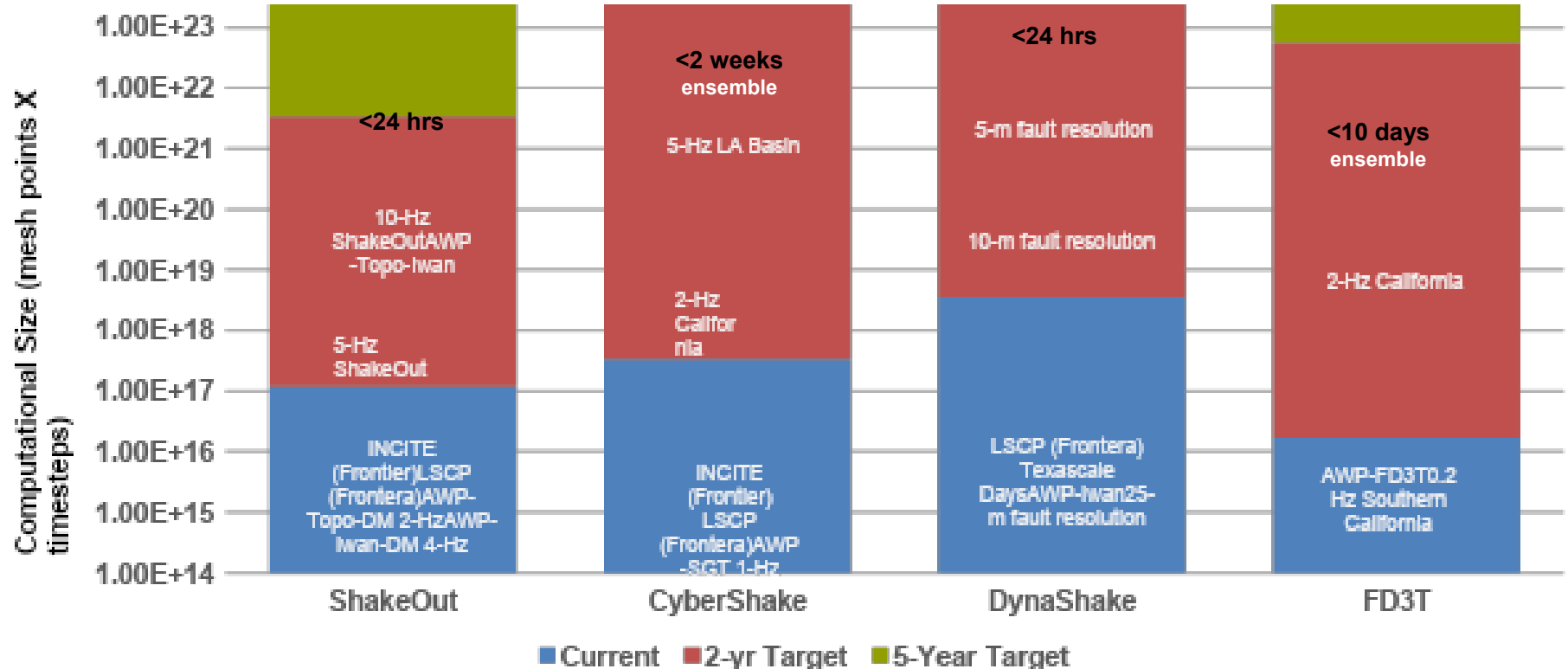
Computational Requirements of AWP-ODC



Computational Requirements of AWP-ODC



Computational Requirements of AWP-ODC

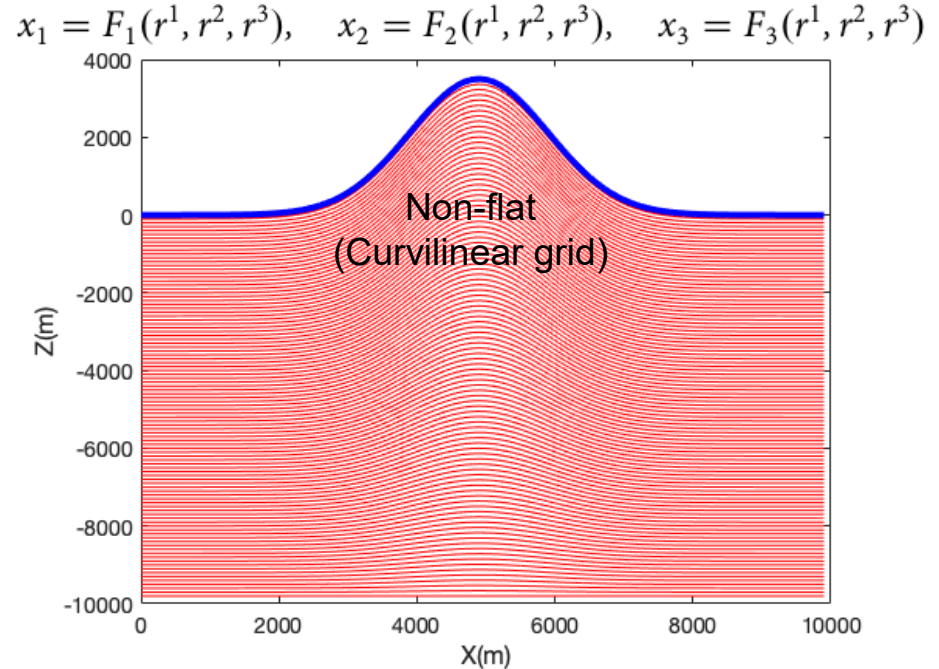
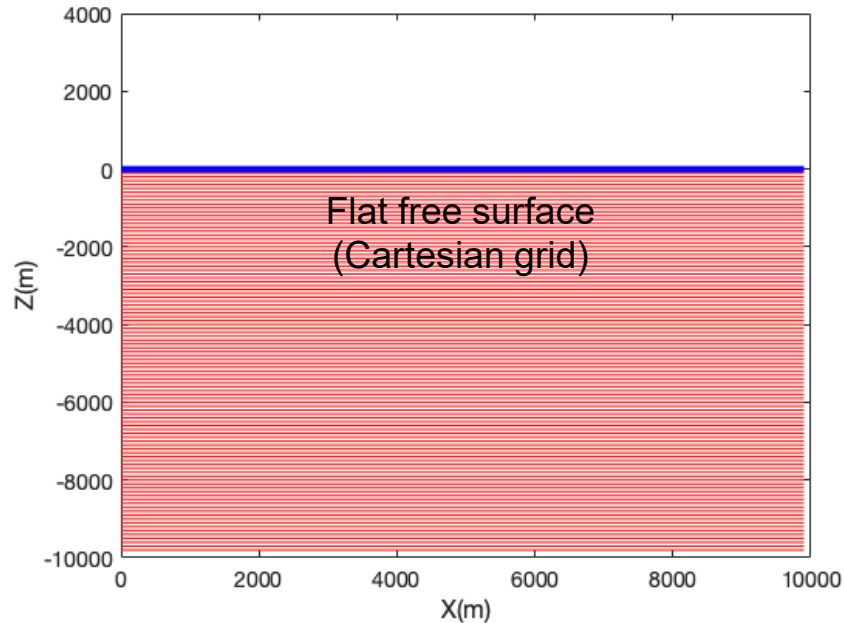


AWP-ODC - Recent Advancements

- 4th-order accurate staggered-grid finite-difference code
- GPU-enabled and highly scalable (Cui et al., 2013), with **curvilinear grid** and **discontinuous mesh** features
- Developed and verified on Summit at Oak Ridge Leadership Computing Facility (OLCF), with Nvidia GPUs
- Verified ported HIP version, full production runs on Frontier at OLCF (AMD GPUs)
- Phenomenal scalability with new features

Implementation of Curvilinear Grid

- Implementing traction free boundary using curvilinear grid (O'Reilly et al., 2021)
- Horizontal locations of grids remain the same
- Vertical grid stretching
- Curvilinear mapping



Governing Equations with Curvilinear Grid

Covariant basis vector (tangential):

$$\mathbf{a}_i = \begin{bmatrix} \frac{\partial x_1}{\partial r^i} \\ \frac{\partial x_2}{\partial r^i} \\ \frac{\partial x_3}{\partial r^i} \end{bmatrix}, \quad a_{ij} = \frac{\partial x_j}{\partial r^i}$$

Contravariant basis vector (orthogonal):

$$\mathbf{a}^j = \begin{bmatrix} \frac{\partial r^j}{\partial x_1} \\ \frac{\partial r^j}{\partial x_2} \\ \frac{\partial r^j}{\partial x_3} \end{bmatrix}, \quad a^{ji} = \frac{\partial r^j}{\partial x_i}$$

Establishing orthogonality:

$$\mathbf{a}_i \cdot \mathbf{a}^j = \delta_{ij}$$

Governing equation in Cartesian coordinate:

$$\rho \frac{\partial v_i}{\partial t} = \sum_{j=1}^3 \frac{\partial \sigma_{ij}}{\partial x_j},$$

$$\frac{\partial \sigma_{ij}}{\partial t} = \lambda \sum_{k=1}^3 \frac{\partial v_k}{\partial x_k} \delta_{ij} + \mu \left(\frac{\partial v_i}{\partial x_j} + \frac{\partial v_j}{\partial x_i} \right)$$



Governing equation in curvilinear coordinate:

$$\rho \frac{\partial v_i}{\partial t} = \frac{1}{J} \sum_{k,j} \frac{\partial}{\partial r^k} (J a^{kj} \sigma_{ij}),$$

$$\frac{\partial \sigma_{ij}}{\partial t} = \lambda \sum_{k,l} \frac{\partial v_k}{\partial r_l} a^{lk} \delta_{ij} + \mu \sum_l \left(\frac{\partial v_i}{\partial r^l} a^{lj} + \frac{\partial v_j}{\partial r^l} a^{li} \right)$$

$$\rho \frac{\partial v_i}{\partial t} = \frac{1}{J} \left(\frac{\partial}{\partial r^1} (J a^{11} \sigma_{i1}) + \frac{\partial}{\partial r^2} (J a^{21} \sigma_{i1}) + \frac{\partial}{\partial r^3} (J a^{31} \sigma_{i1}) \right) \\ + \frac{1}{J} \left(\frac{\partial}{\partial r^1} (J a^{12} \sigma_{i2}) + \frac{\partial}{\partial r^2} (J a^{22} \sigma_{i2}) + \frac{\partial}{\partial r^3} (J a^{32} \sigma_{i2}) \right) \\ + \frac{1}{J} \left(\frac{\partial}{\partial r^1} (J a^{13} \sigma_{i3}) + \frac{\partial}{\partial r^2} (J a^{23} \sigma_{i3}) + \frac{\partial}{\partial r^3} (J a^{33} \sigma_{i3}) \right),$$

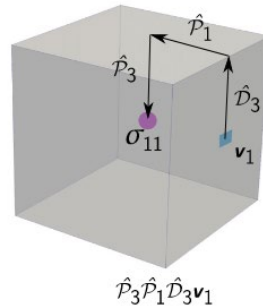
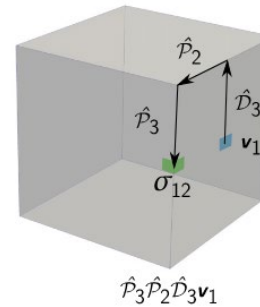
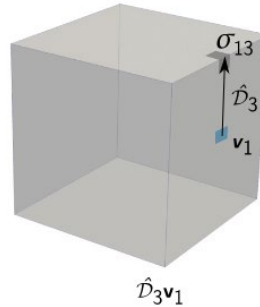
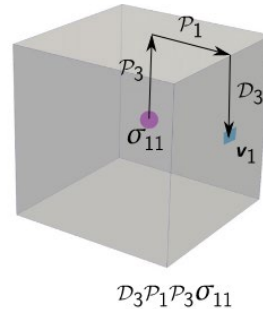
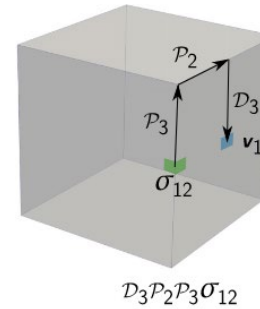
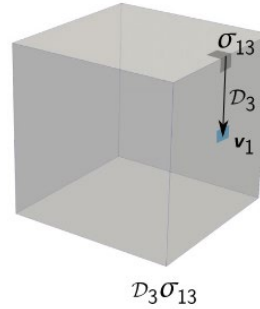
$$\frac{\partial \sigma_{ij}}{\partial t} = \lambda \left(\left(\frac{\partial v_1}{\partial r^1} a^{11} + \frac{\partial v_1}{\partial r^2} a^{21} + \frac{\partial v_1}{\partial r^3} a^{31} \right) \right. \\ + \left(\frac{\partial v_2}{\partial r^1} a^{12} + \frac{\partial v_2}{\partial r^2} a^{22} + \frac{\partial v_2}{\partial r^3} a^{32} \right) \\ + \left. \left(\frac{\partial v_3}{\partial r^1} a^{13} + \frac{\partial v_3}{\partial r^2} a^{23} + \frac{\partial v_3}{\partial r^3} a^{33} \right) \right) \delta_{ij} \\ + \mu \left(\left(\frac{\partial v_i}{\partial r^1} a^{1j} + \frac{\partial v_i}{\partial r^2} a^{2j} + \frac{\partial v_i}{\partial r^3} a^{3j} \right) \right. \\ + \left. \left(\frac{\partial v_j}{\partial r^1} a^{1i} + \frac{\partial v_j}{\partial r^2} a^{2i} + \frac{\partial v_j}{\partial r^3} a^{3i} \right) \right).$$

Recovering the Cartesian form when $a^{kj} = \delta_{kj}$ and $J = 1$

a^{kk} Diagonal terms, easy to implement

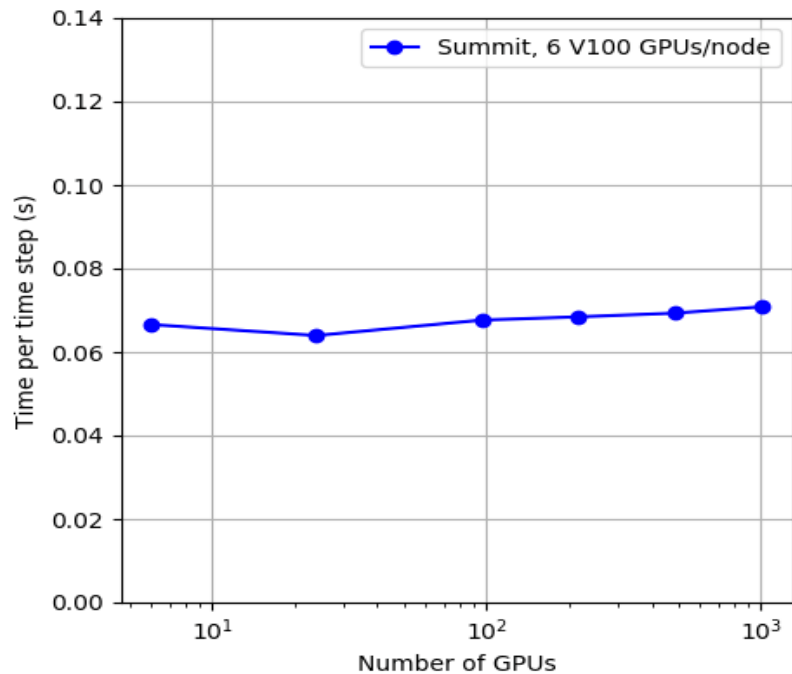
$a^{kj}, k \neq j$ Off-diagonal terms, not so easy, need interpolation

Estimation of velocity and stress components using numerical differencing operator

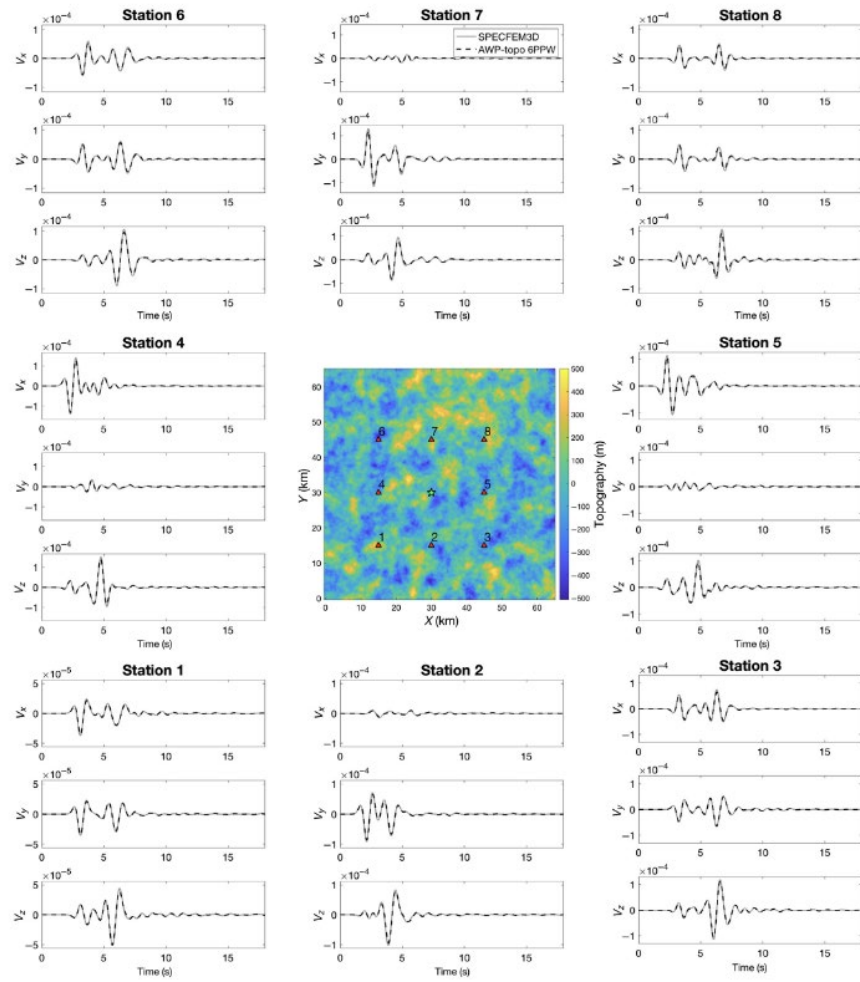


Weak Scaling and Verification

Weak scaling result with Nvidia V100 GPUs

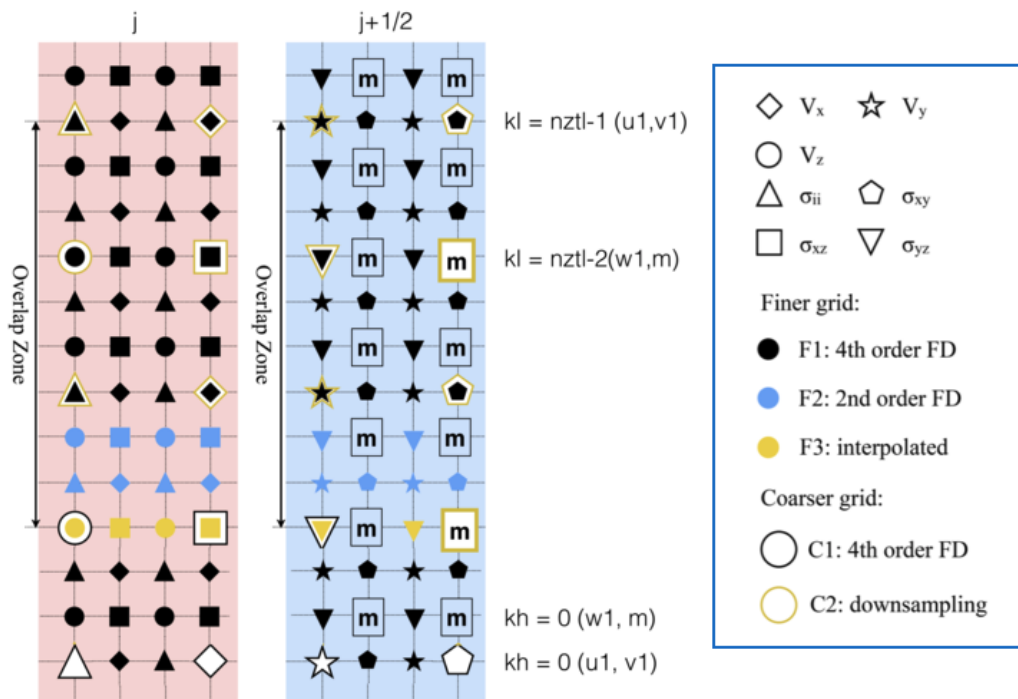


Verification with SPECFEM3D



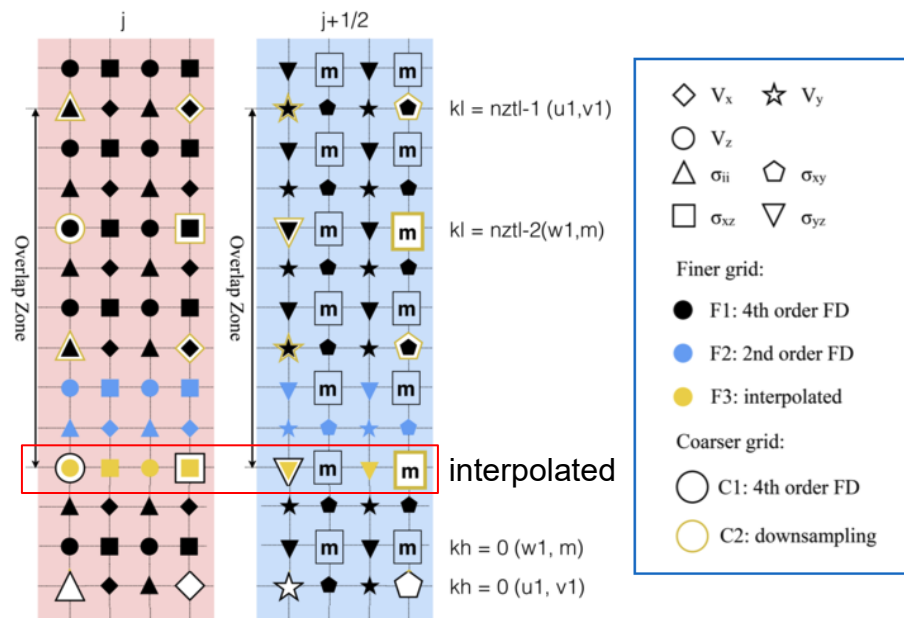
Implementation of Discontinuous Mesh (DM)

- Constant grid spacing is too fine for greater depths
- Factor-of-three ratio coarsening (Nie et al., 2017)
- Wavefield Estimation Using a Discontinuous Mesh Interface (WEDMI)
- Overlap zone for data exchange



Implementation of Discontinuous Mesh (DM)-cont'ed

- Downsampling process needed
- Directly passing values to collocated coarser grids
-> proven unstable
- Filter first and interpolate (Nie et al., 2017)

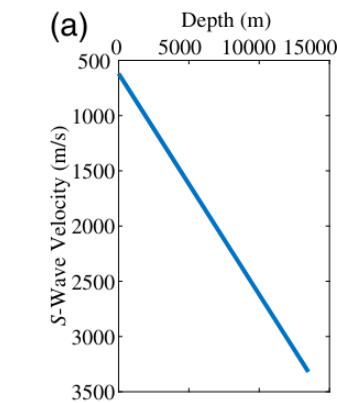
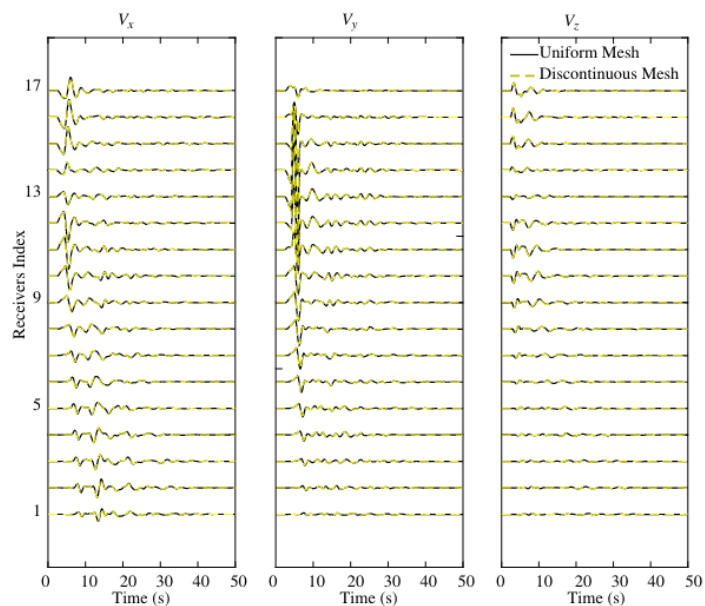


Velocity field update:

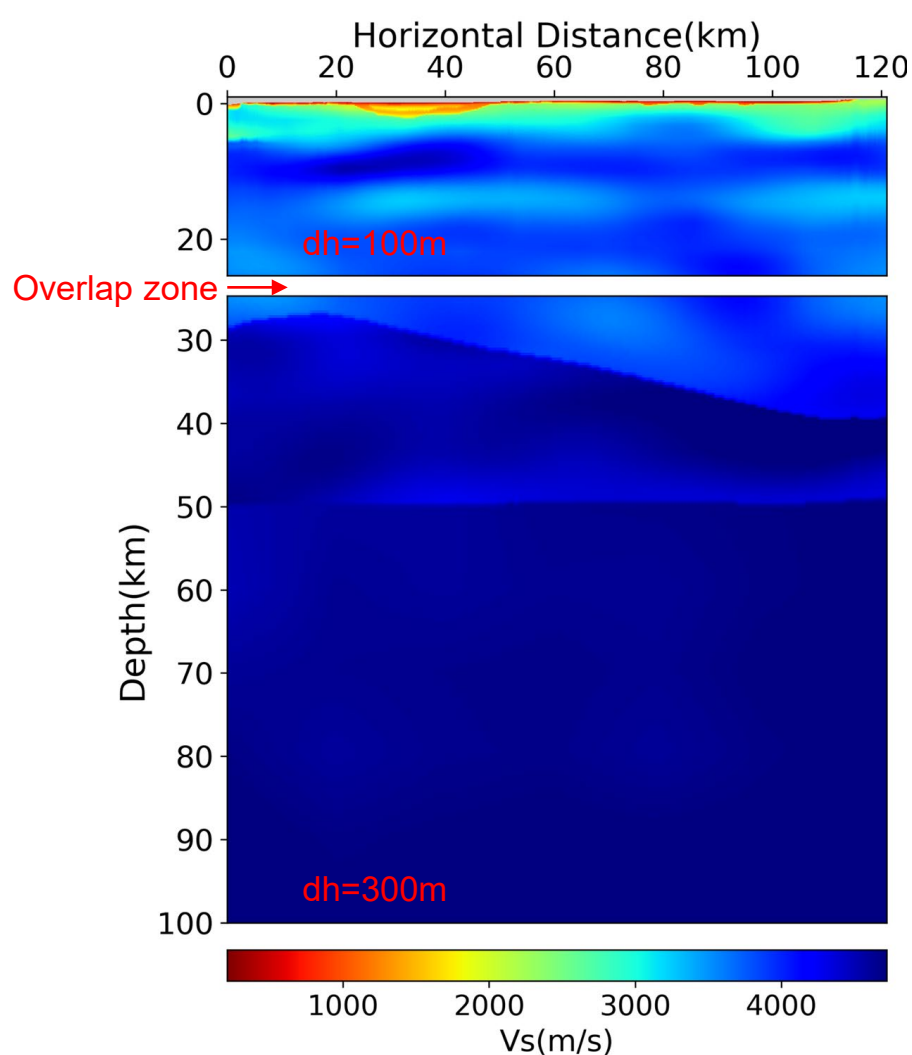
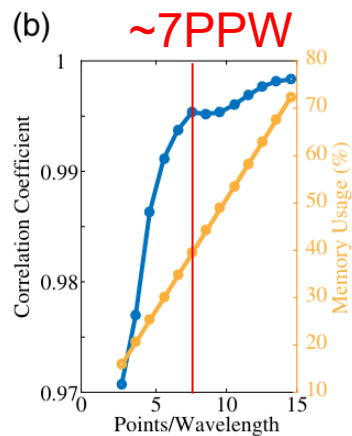
1. fourth-order velocities update in the coarser region (C1)
2. fourth-order velocities update in the finer region (F1)
3. second-order velocities update in the finer region (F2)
4. free surface calculation
5. interpolation of velocities in the finer region (F3)
6. downsampling of velocities in the coarser region (C2)

Stress field update:

1. fourth-order stresses update in the coarser region (C1)
2. fourth-order stresses update in the finer region (F1)
3. second-order stresses update in the finer region (F2)
4. interpolation of stresses in the finer region (F3)
5. downsampling of stresses in the coarser region (C2)
6. apply source



Nie et al. (2017)



The ShakeOut Scenario

- M7.8 scenario along southern San Andreas Fault (SSAF)
- Best possible science for fault geometry and source rupture characteristics in 2008

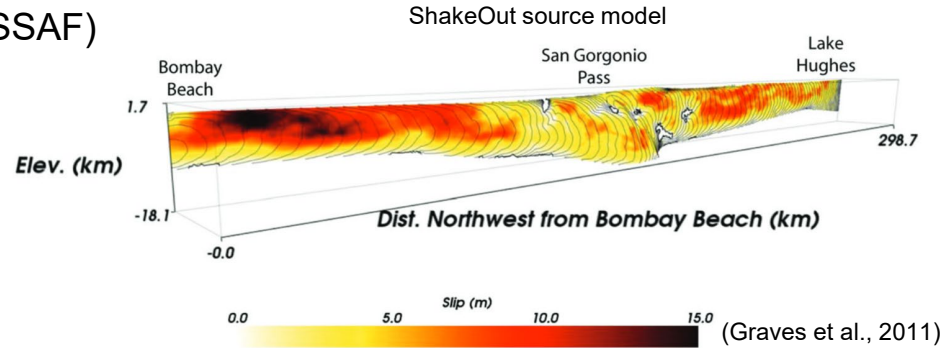


The ShakeOut Scenario

By Lucile M. Jones, Richard Bernknopf, Dale Cox, James Goltz, Kenneth Hudnut, Dennis Mileti, Suzanne Perry, Daniel Ponti, Keith Porter, Michael Reichle, Hope Seligson, Kimberley Shoaf, Jerry Treiman, and Anne Wein

USGS Open File Report 2008-1150
CGS Preliminary Report 25
Version 1.0

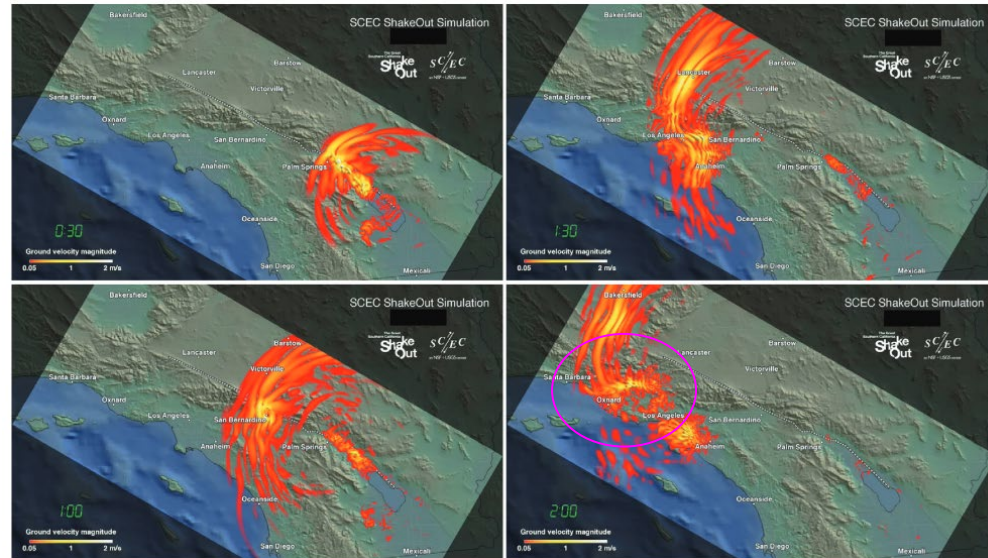
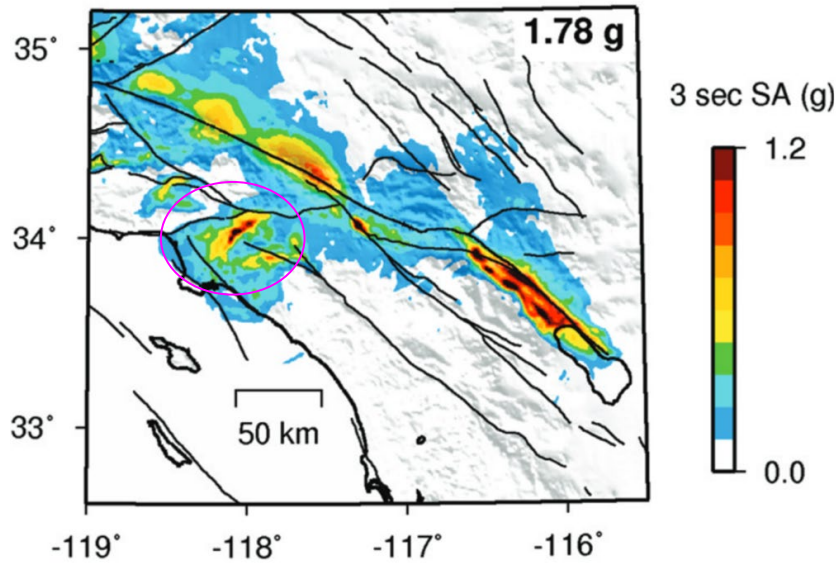
2008



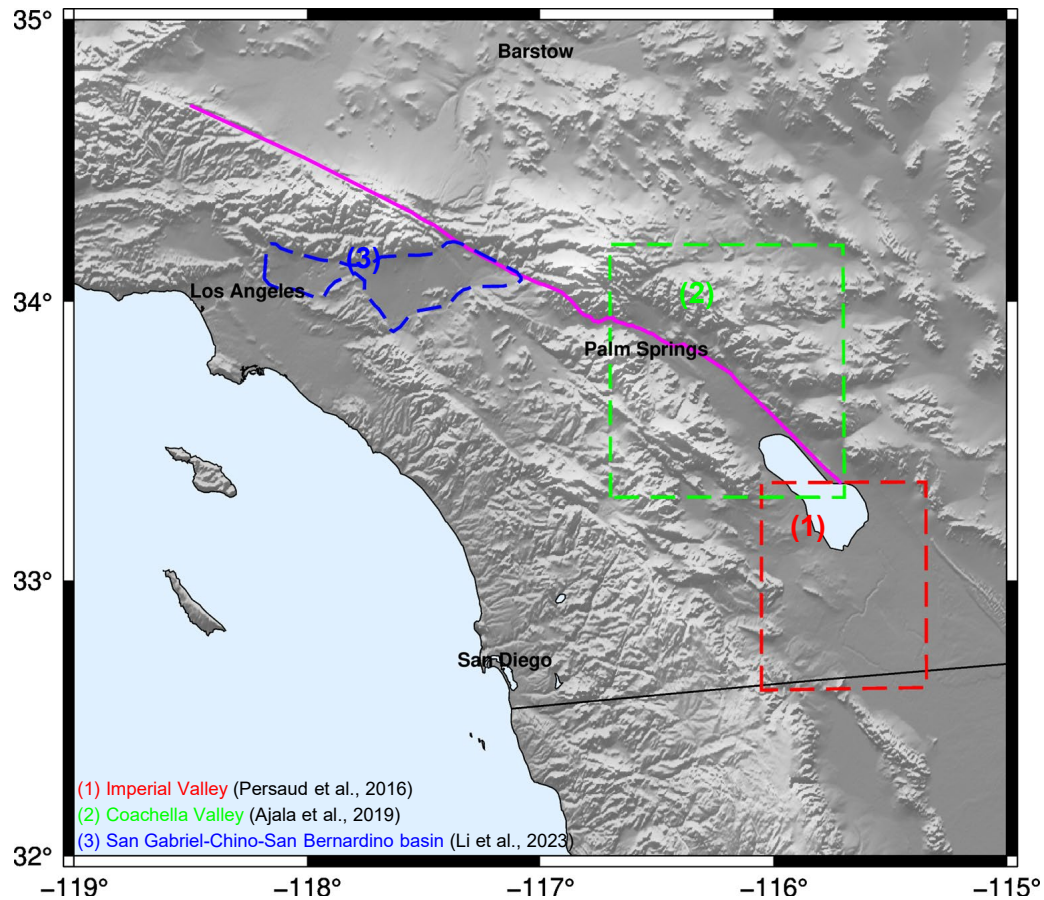
Expected Strong Ground Motions

- Physics-based 3D wave propagation simulation: **AWP-ODC**
- Coherent long-period (3s-period and longer) waveguide channeling into Los Angeles basin
- Is best available science in 2008 still the best?

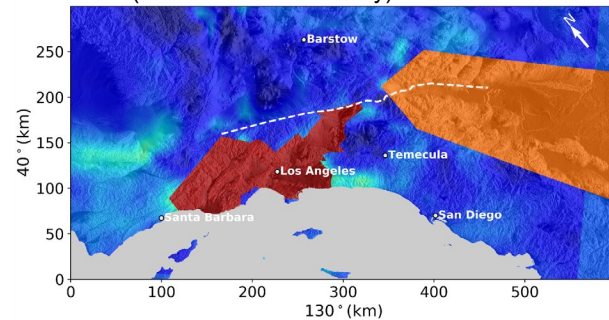
ShakeOut (Graves et al. 2011)



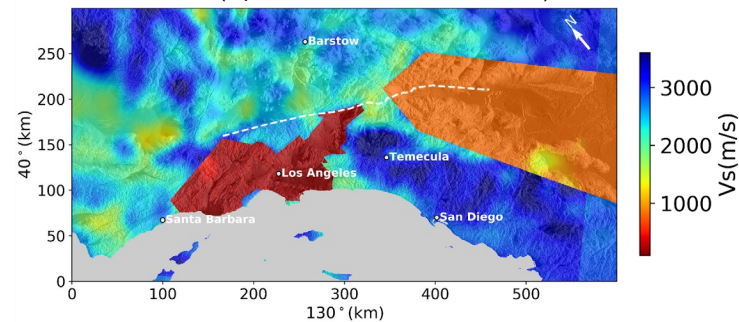
Improved/New Model Features



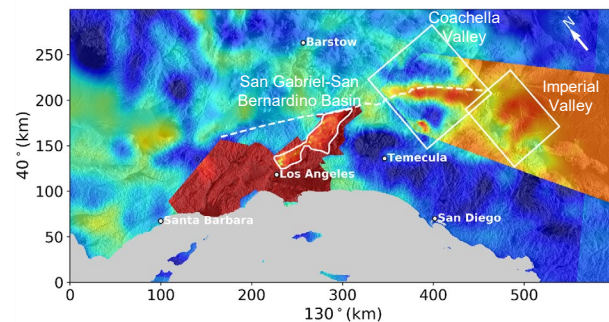
CVM-S4 (Used in the 2008 study)



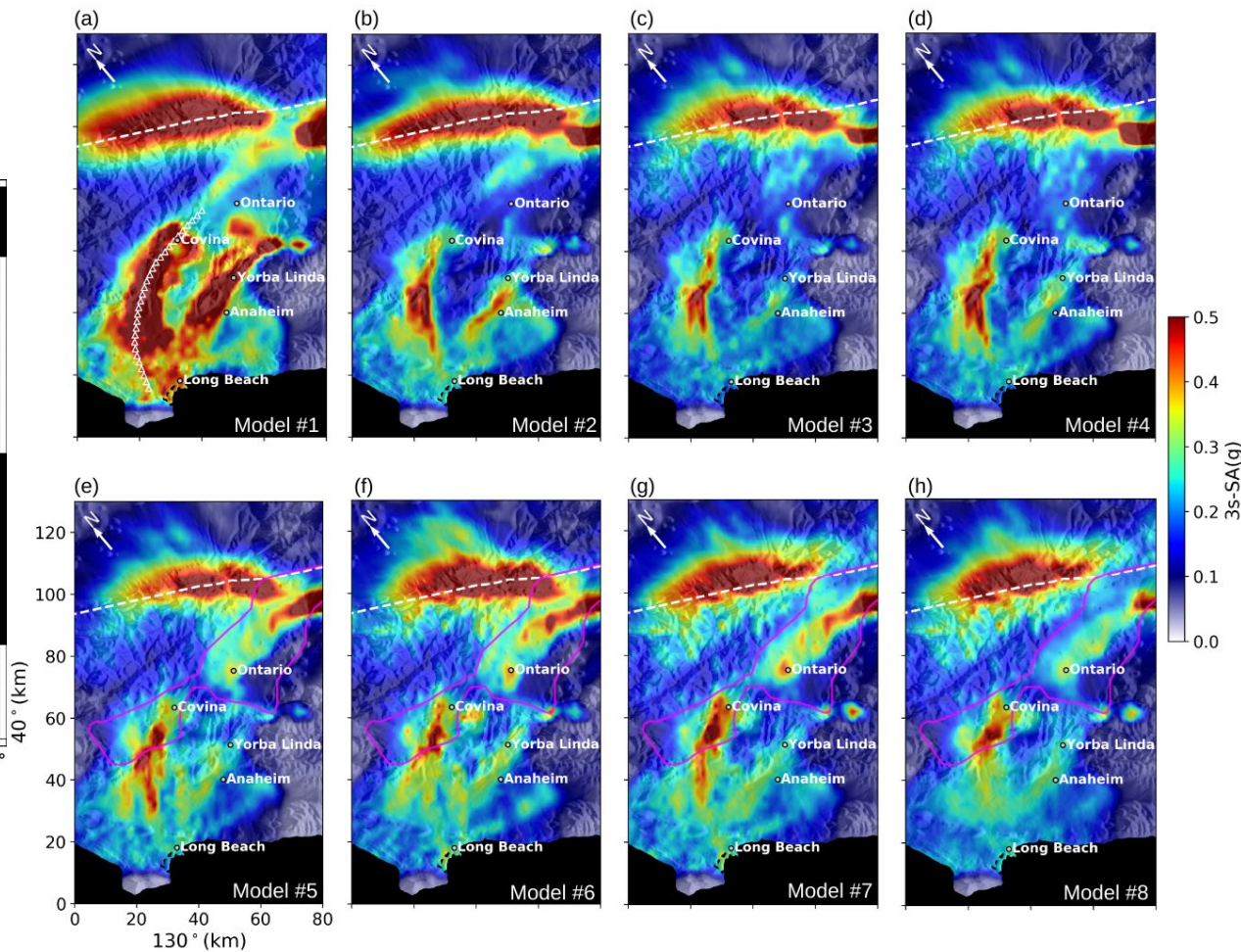
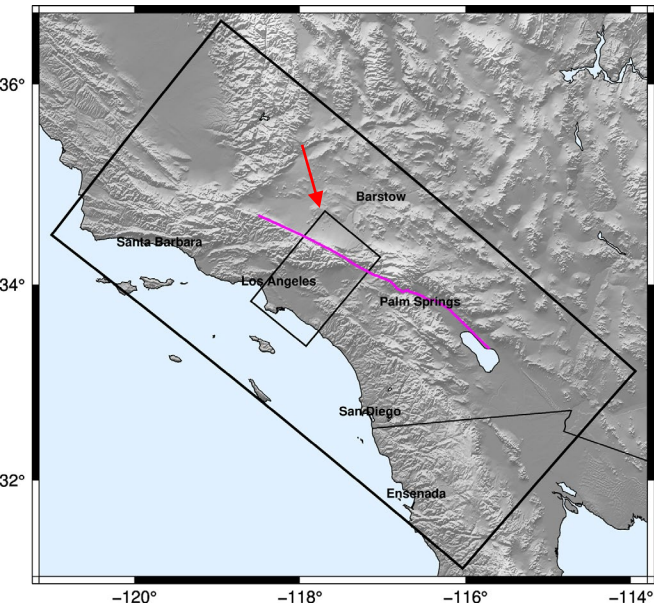
CVM-S4.26.M01 (Updates from Lee et al., 2014)



CVM-S4.26.M01+Local Models

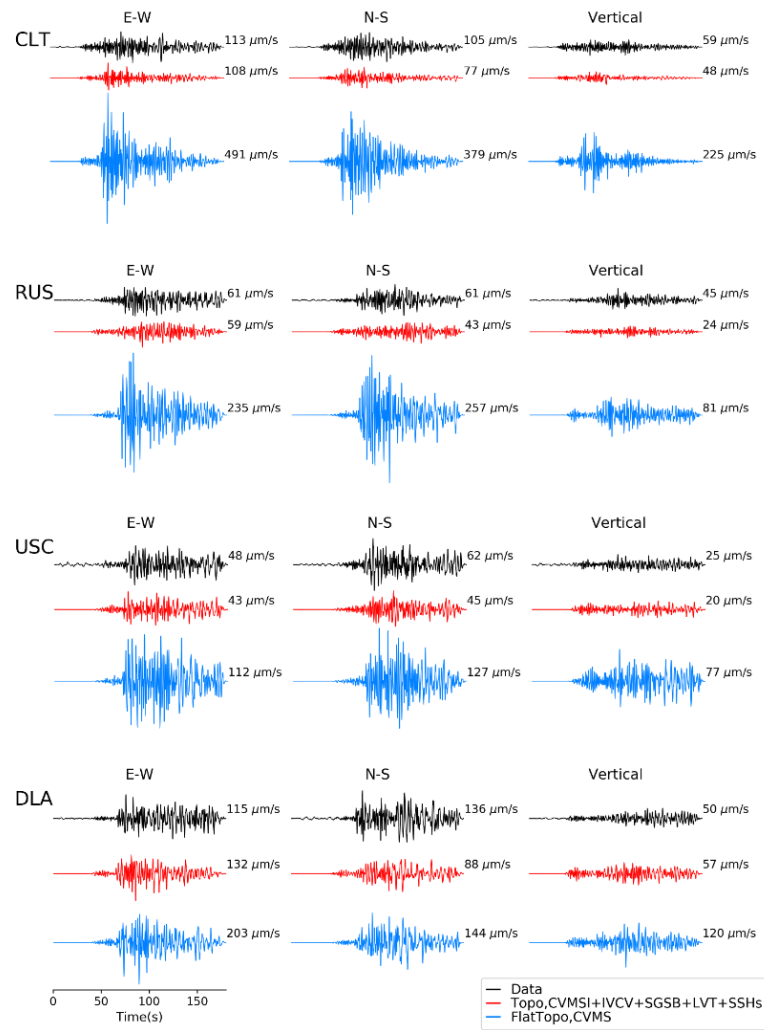
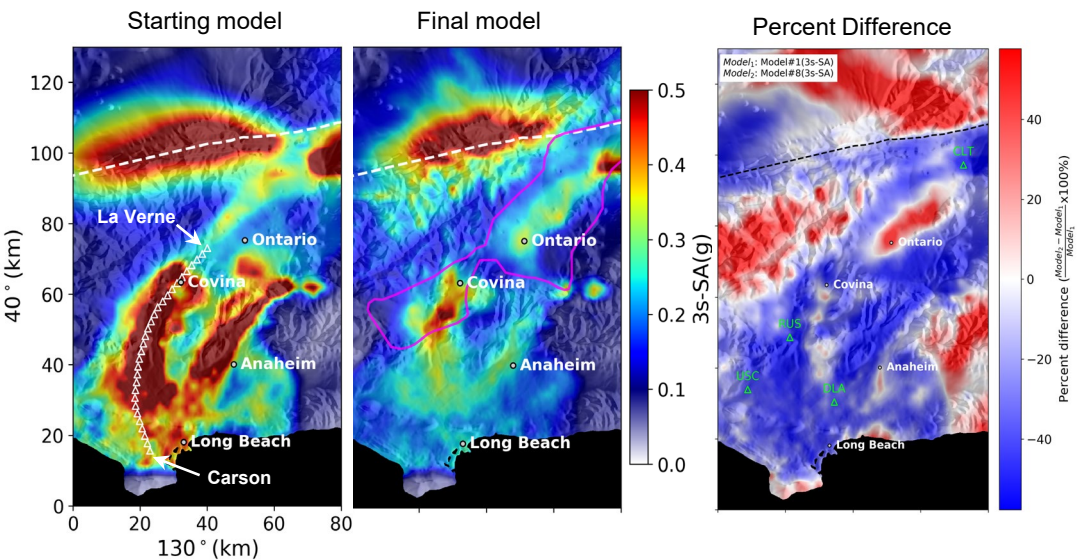


Ground Motions Fade with Model Updates

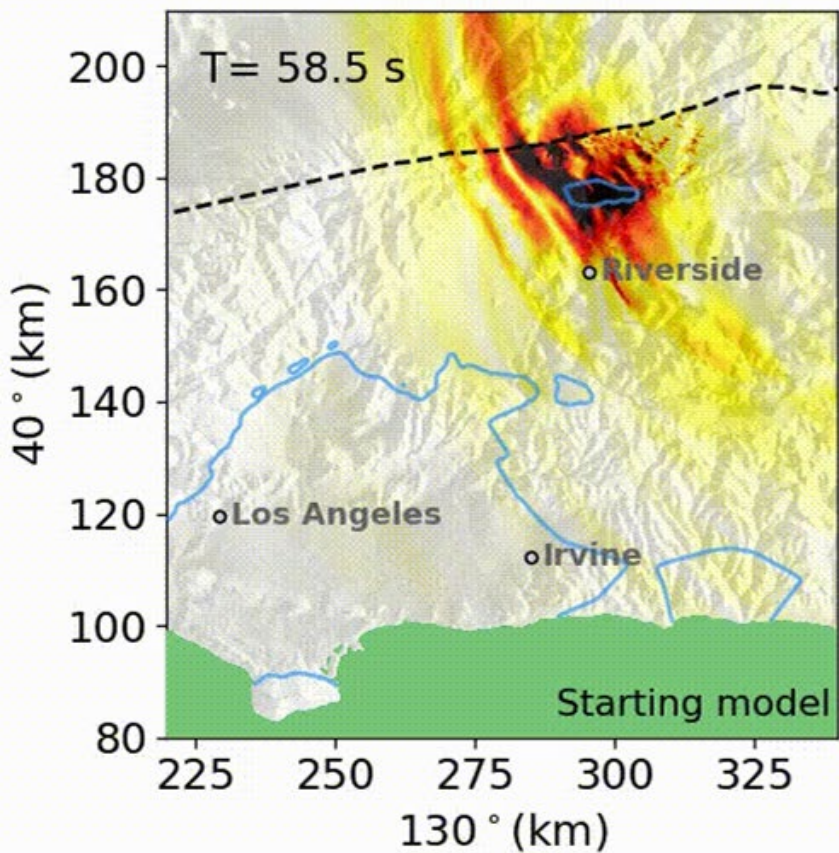


The Final Model...

- The exceptional scalability and performance of the AWP-ODC due to the most recent advancements allows for examination of plenty earth models including the actual surface topography at low computational cost
- Combining all model features, the predicted ground motions along both waveguide branches are reduced by 50-70% relative to the starting model
- The validation of the final model confirms the robustness of the final model up to 1 Hz.



Starting model



Final model

