

GPU - Next Generation Modeling for Catchment Floodplain Management

ASFPM Conference, Grand Rapids (June 2016)

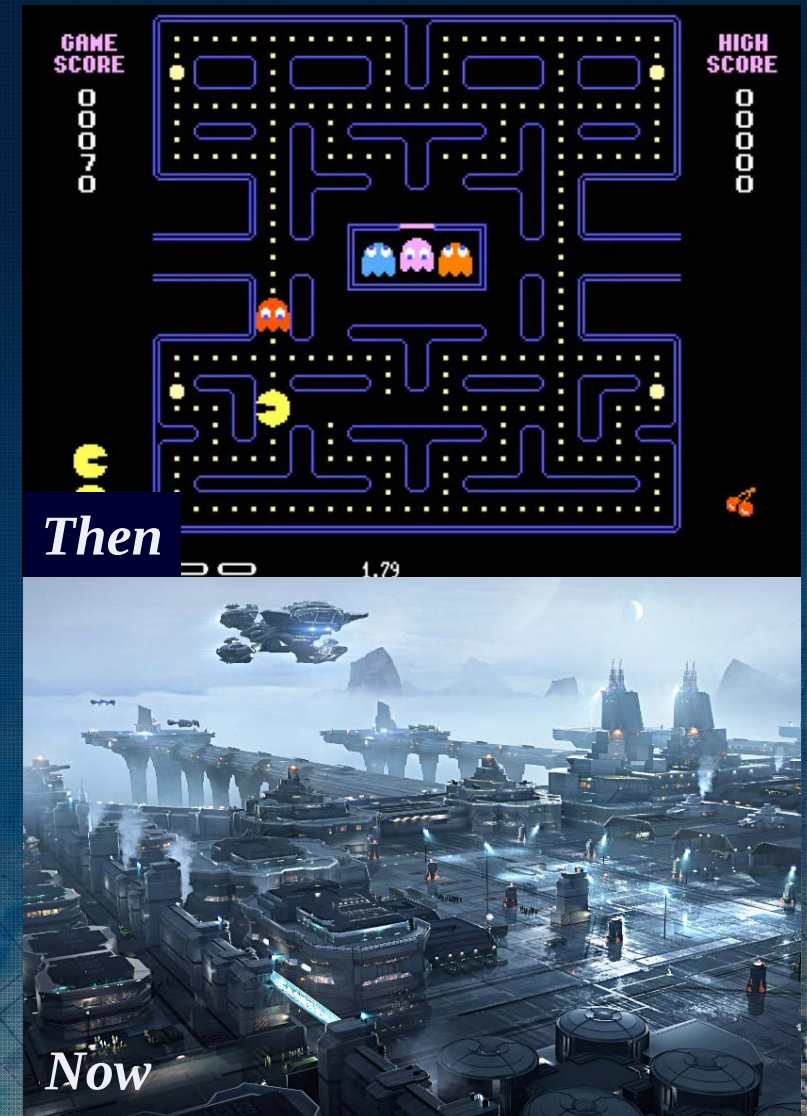
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Presentation Overview

1. What is GPU flood modeling?
2. What is possible using it?
3. Direct rainfall modeling approach validation
4. Hardware benchmark results and advice

What is GPU?

- Graphics Processing Unit (GPU) used for scientific calculations
- Parallel computing is used to achieve computation gains
- Accelerated hardware development!
 - 2013 = 1500 Cuda Cores 6GB
 - 2016 = 6000 Cuda Cores 12GB
- Note: 1 GPU is less powerful than 1 CPU
- GPU models can run well over 100x faster than CPU



What is TUFLOW GPU? How fast is it?

- TUFLOW Classic is the fastest CPU 2D SWE flood software available
- UK EA Benchmarking - Test Case 7 (real world scenario)
 - TUFLOW Classic (1 CPU) = **3.3 min**
 - MIKE Flood (8 CPU) = 3.8 min 1CPU equivalent $\approx$ **30 min**
 - HECRAS (8 CPU) = 34.0 min 1CPU equivalent $\approx$ **270 min**
- TUFLOW GPU is over 100 times faster than TUFLOW Classic!!
- Well suited to models with high computing demands (millions of cells) or requiring quick simulation
 - Large broad scale regional assessments
 - High resolution fine scale assessments
 - Real time flood forecasting

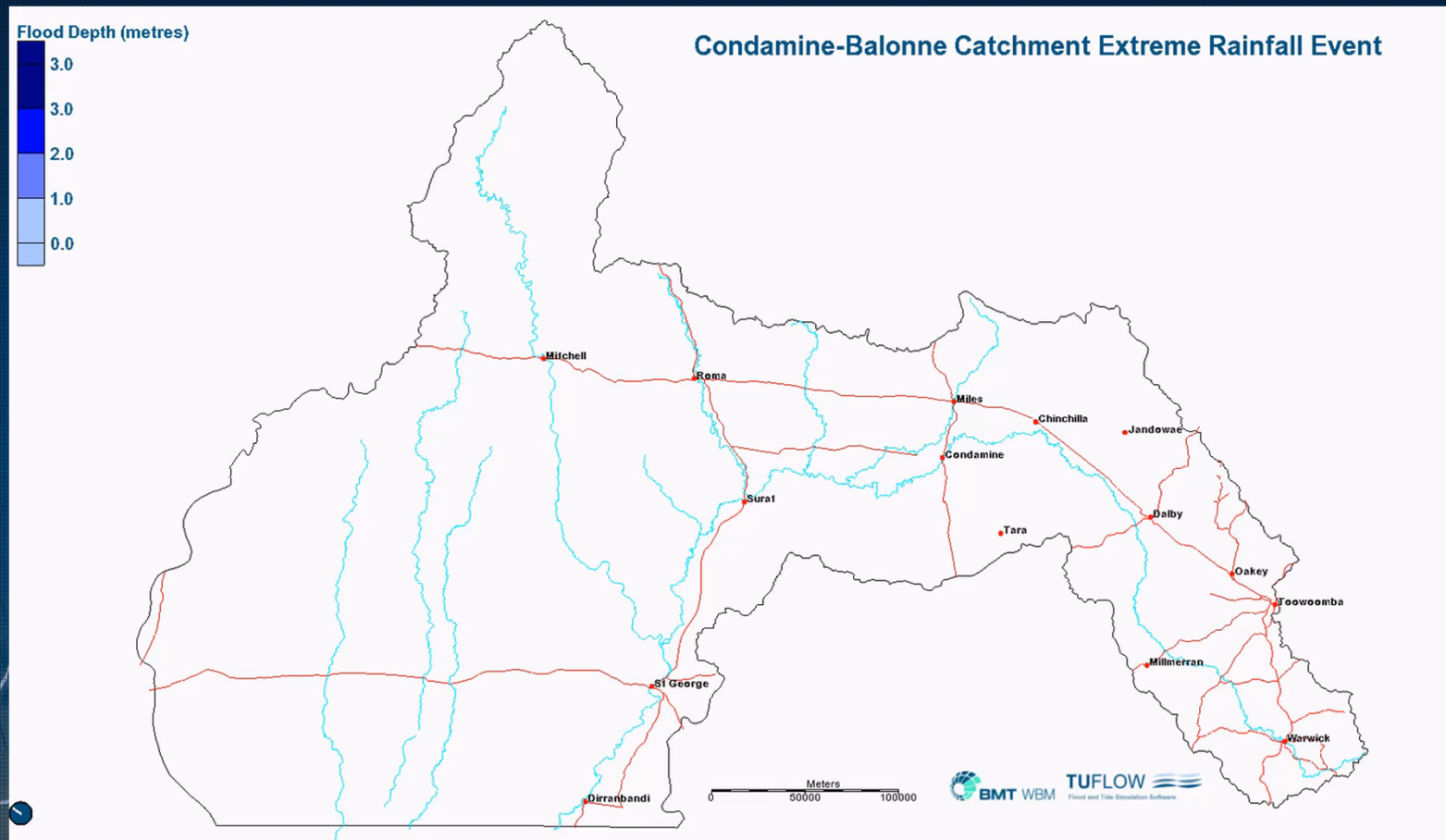
What is possible??

Condamine-Balonne Catchment

- Large Scale – 1/2 the size of Texas!
- 90ft resolution grid
- Over 400,000,000 2D cells
- Direct rainfall application
 - Alternative to Hydrologic Modelling
- Infiltration: Green-Ampt



Condamine-Balonne Catchment

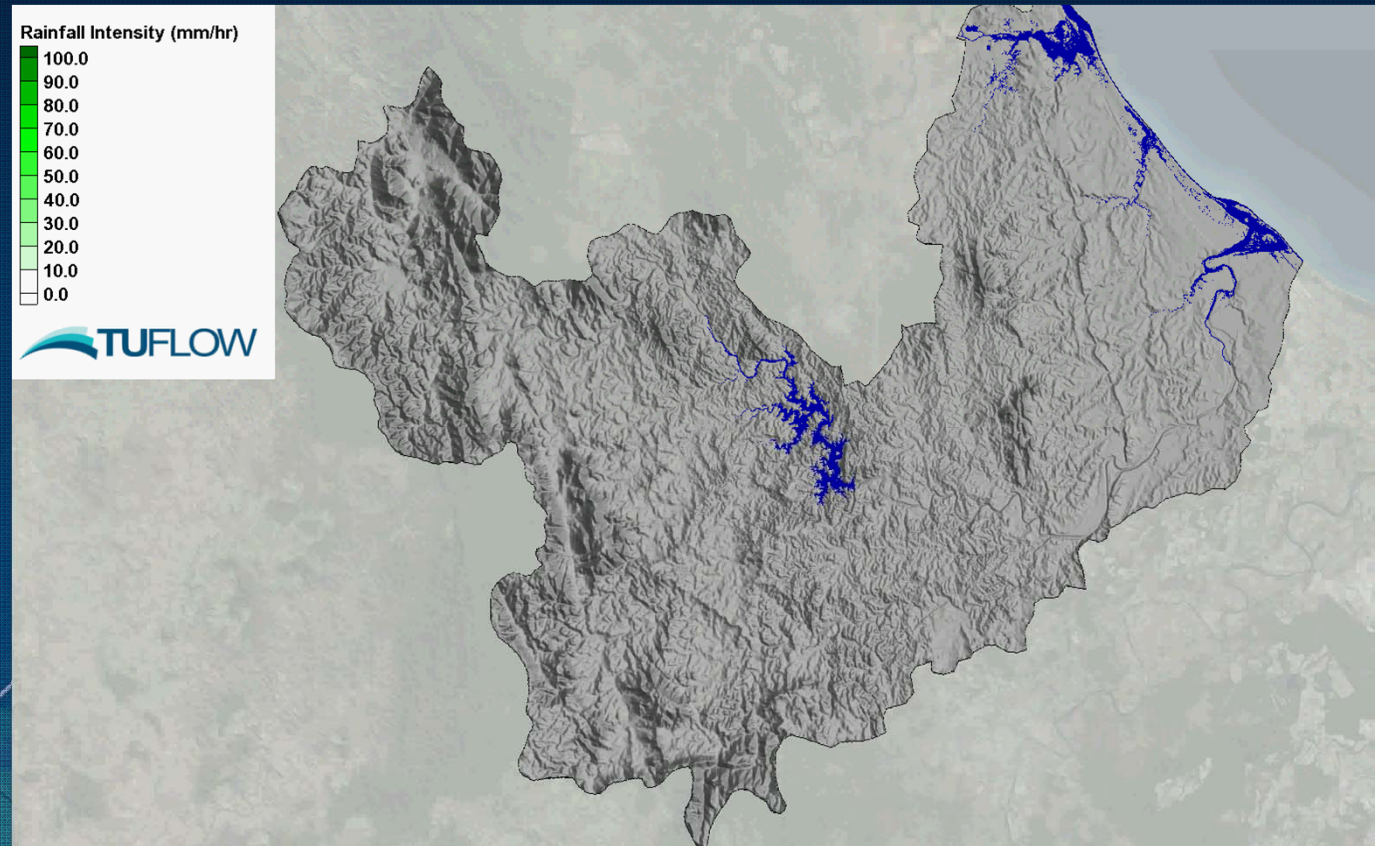


Direct Rainfall Modeling Uncertainty?

- Hydraulic direct rainfall modeling applies rainfall hyetograph depth information to each 2D cell every calculation timestep
 - There is no need to use hydrology modeling to derive inflow hydrographs
- This assessment approach has significant potential
- However... There is limited industry model parameterization guidance!
 - This is still considered a new style of assessment approach
 - What hydraulic model roughness parameters are applicable at shallow depths?
 - Are the shallow water equations applicable on steep slopes?

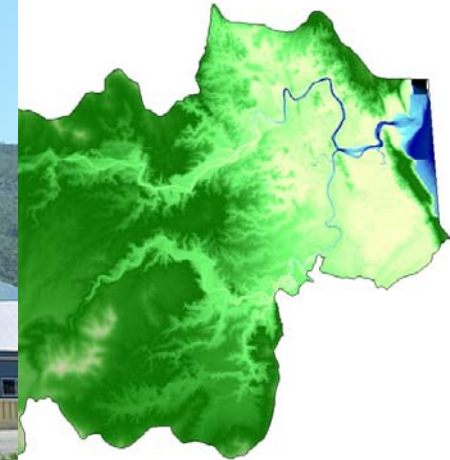
Direct Rainfall Model Validation?

- Spatial and temporal varied rainfall grid
- Rainfall is applied to every cell
- Infiltration loss from all wet cells (not rainfall continuing loss)
- Depth varying roughness approach



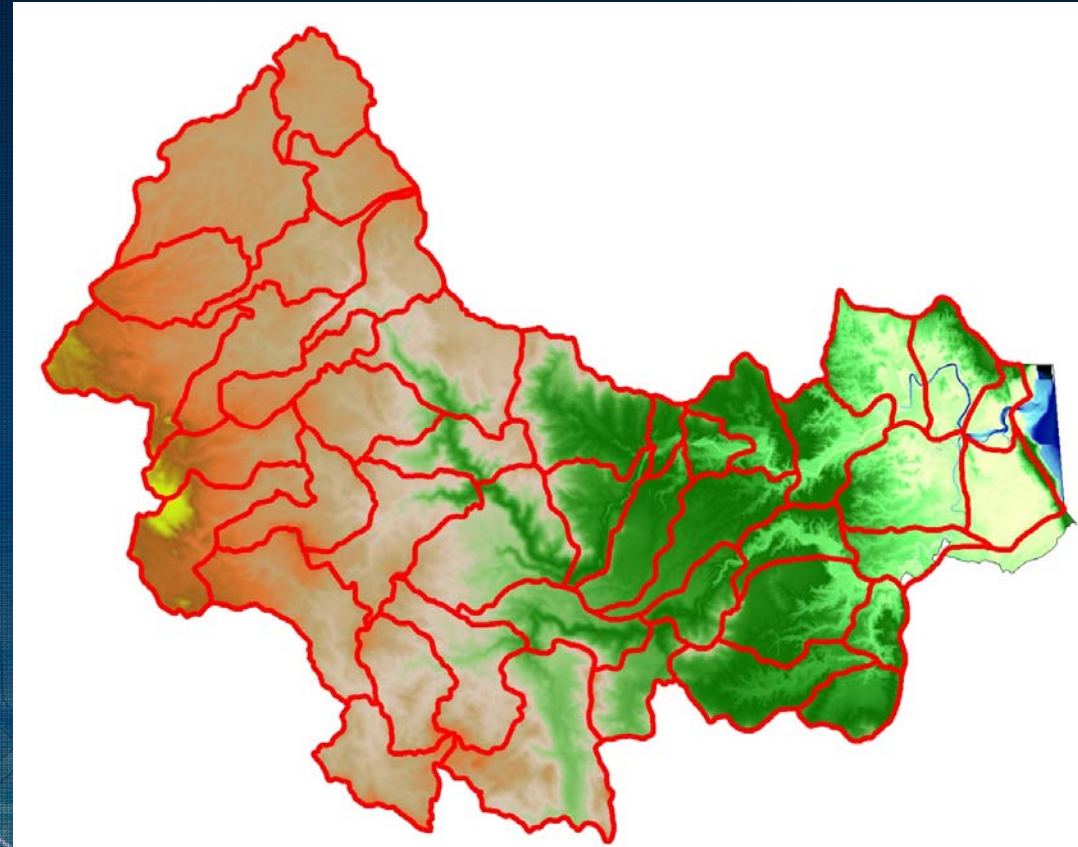
Direct Rainfall Approach Validation?

- South Johnstone River Catchment
 - Australia's wettest region!



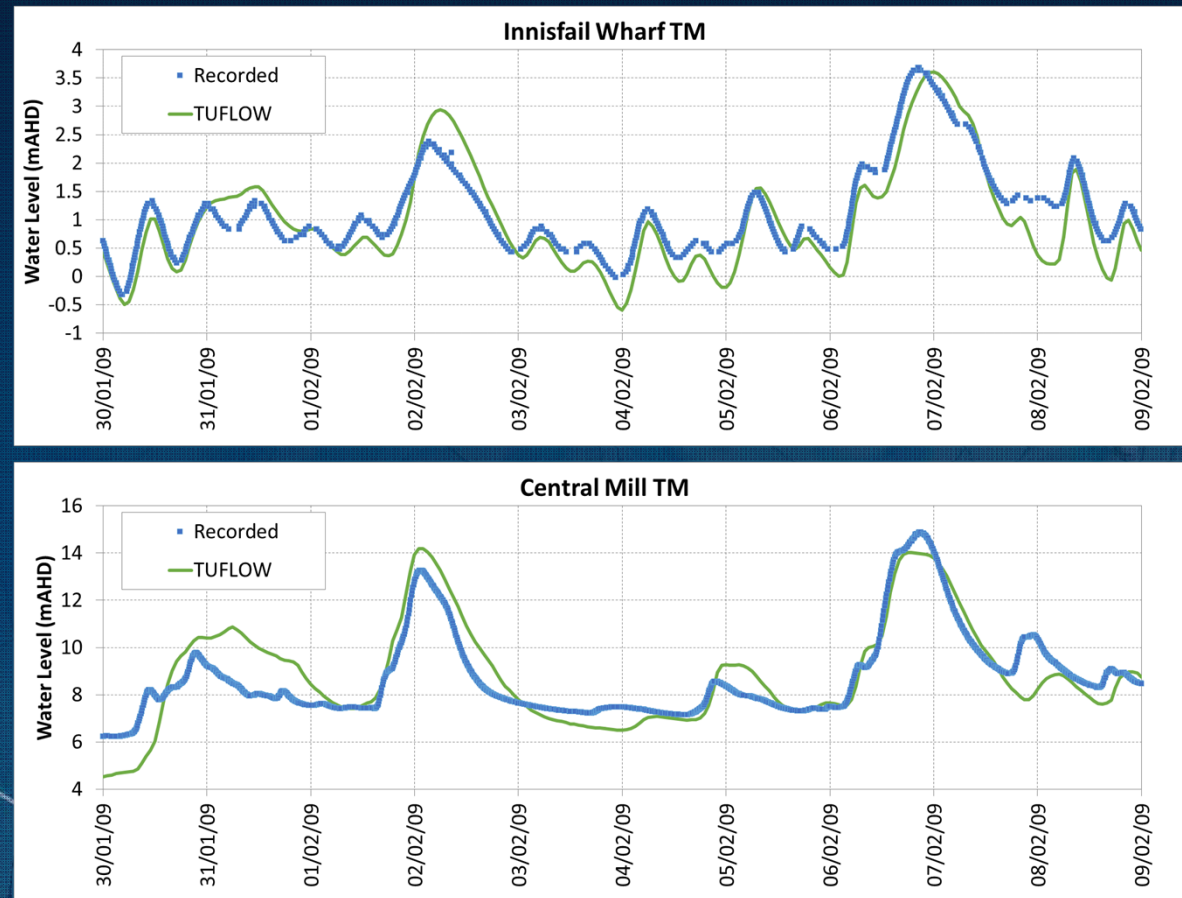
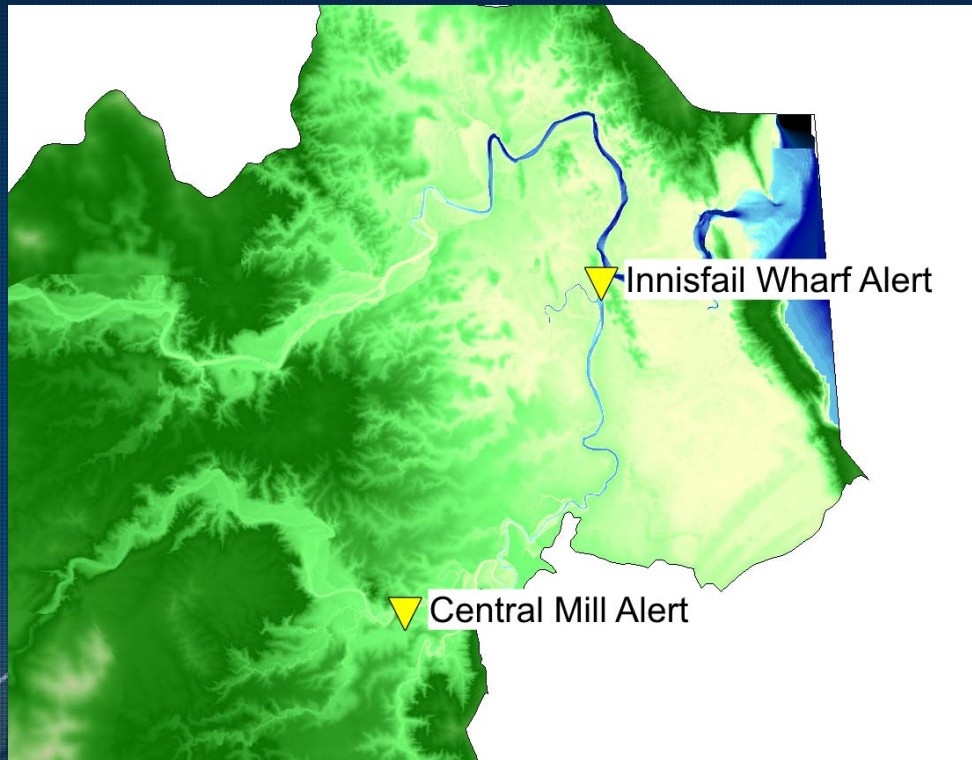
Direct Rainfall Approach Validation?

- South Johnstone River Catchment
 - Australia's wettest region!
- Data availability
 1. Input Data:
 1. SRTM elevation data in upper catchment. LiDAR elevation and bathymetry data in lower catchment
 2. Good rainfall pluviograph coverage
 2. Validation Data: Gauge water level recorders
 3. Model Comparison: BoM hydrology model



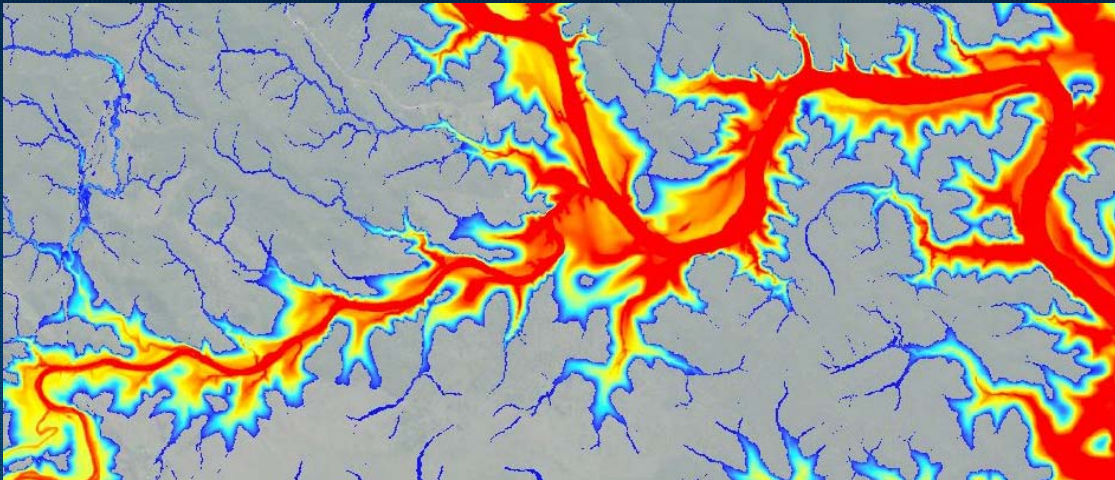
TUFLOW GPU Results (2009)

- Good water level calibration

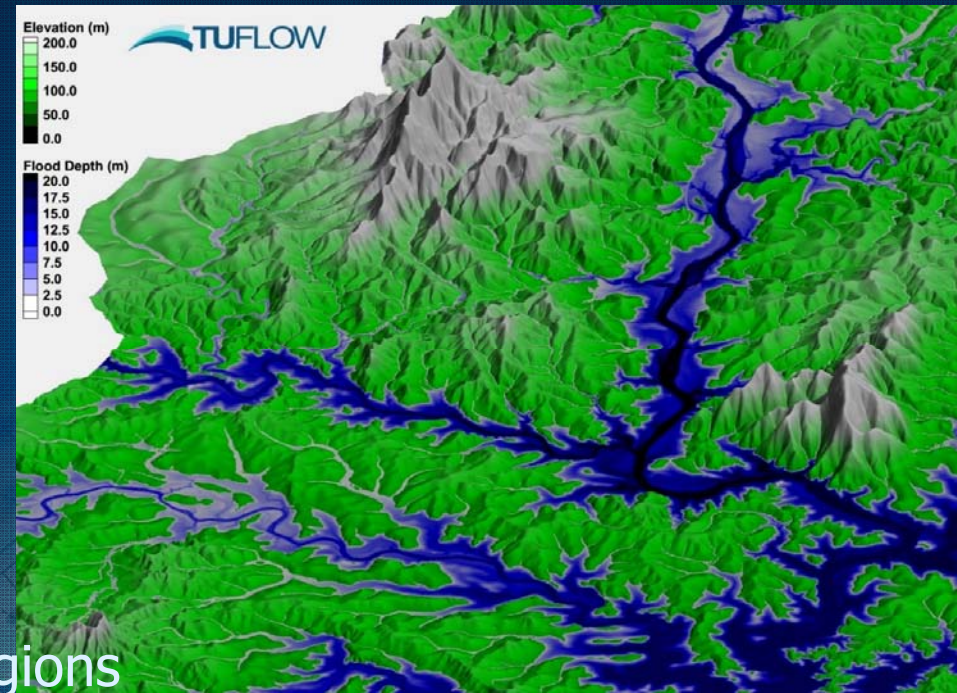


TUFLOW GPU Results (2009)

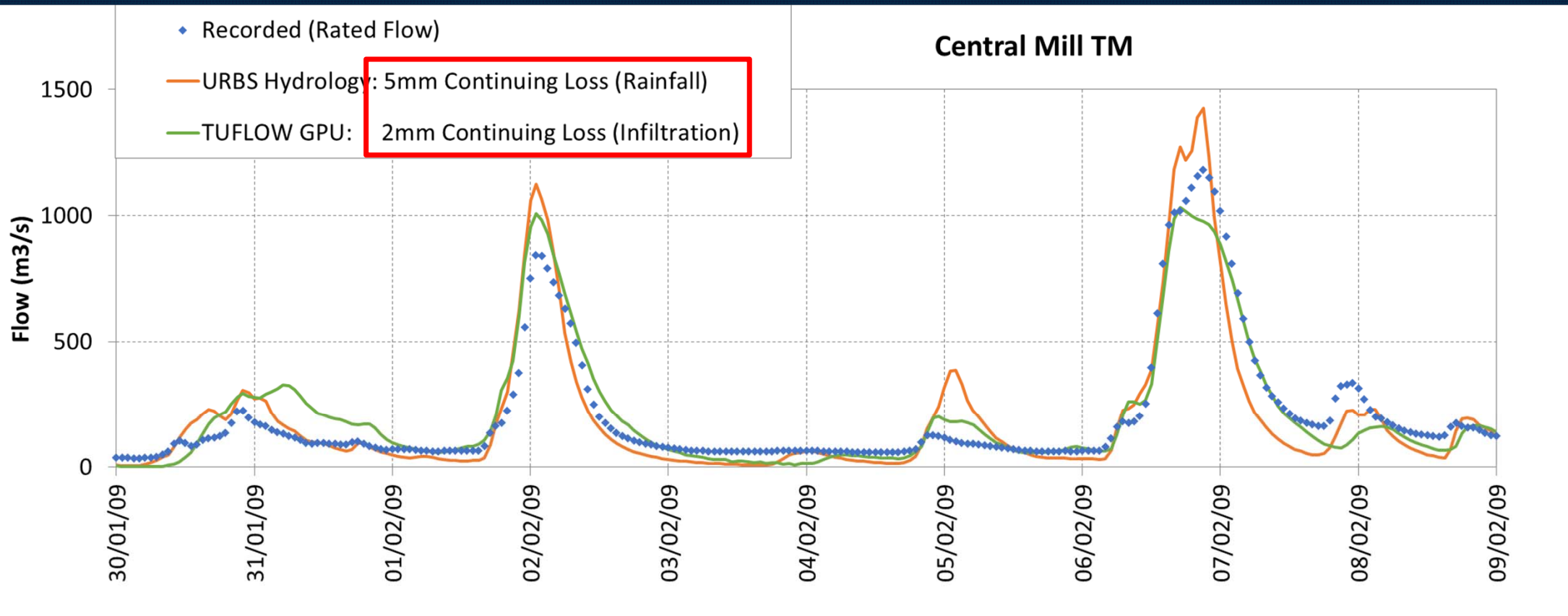
- Excellent flood model result data coverage (the entire catchment)

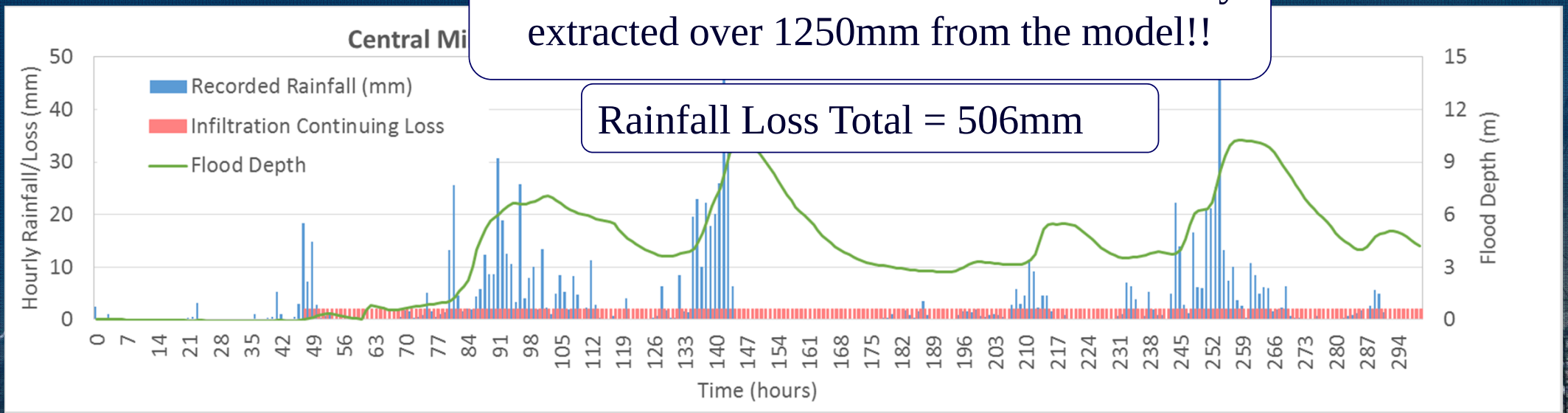
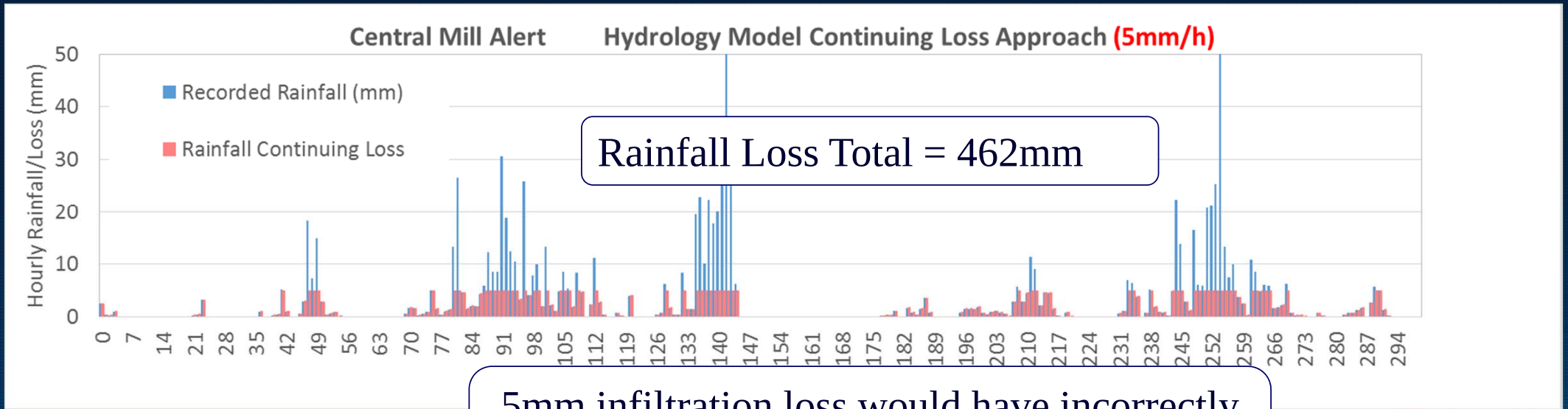


- Accurate results in LiDAR coverage areas
- Significantly reduced accuracy in SRTM regions



TUFLOW GPU vs URBS Hydrology





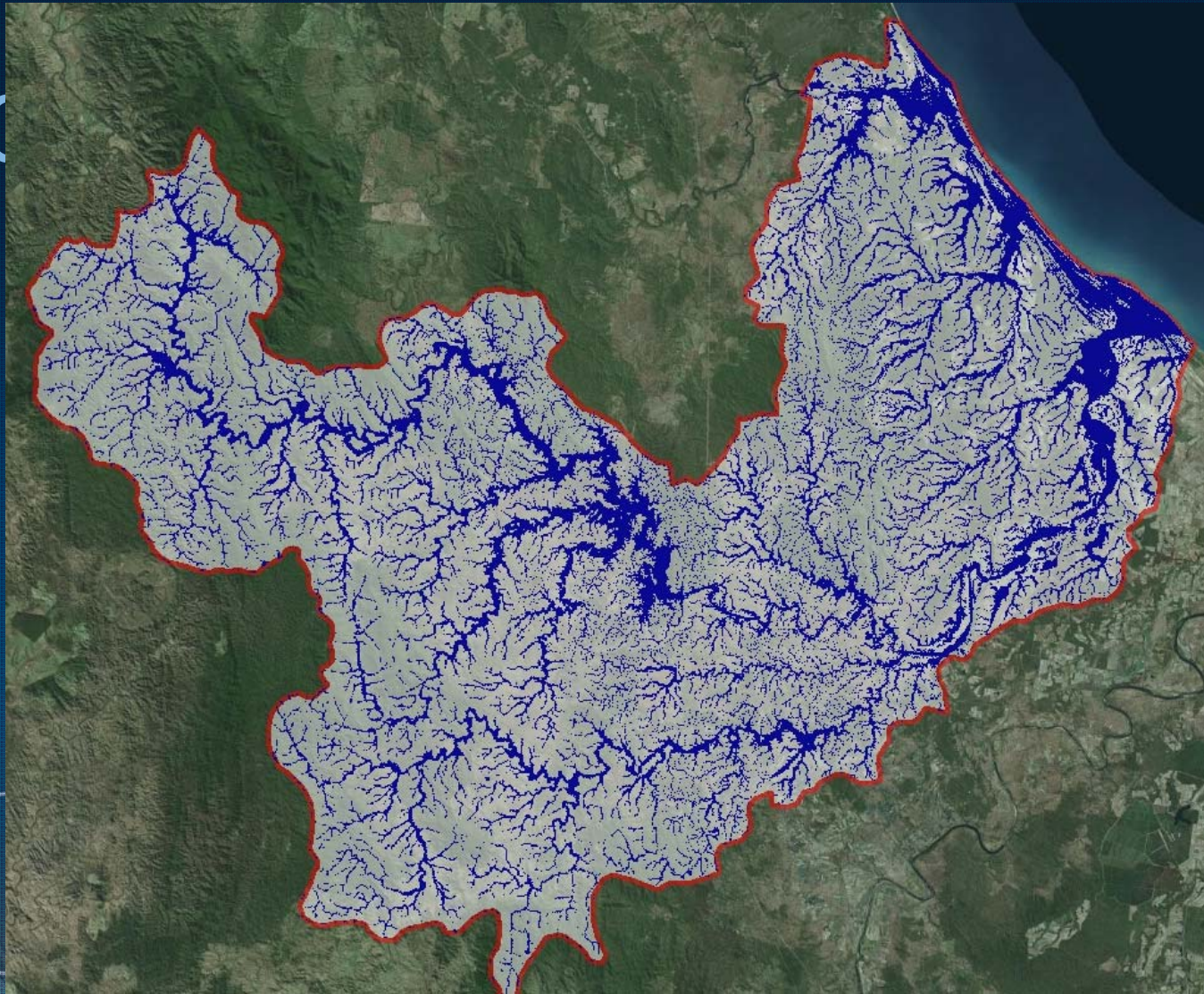
Model Calibration – Findings

- Model calibration to past events is an essential task for all modeling projects
- The TUFLOW GPU direct rainfall model calibrates well and compares nicely with URBS hydrology model
- Model build time favors hydrology modeling (1 week vs 2.5 weeks)
- Result detail and coverage favors direct rainfall modeling
 - TUFLOW GPU provides catchment wide flood information (level, depth, velocity, flow)
 - Hydrology models only provide point location flow estimates
- Direct rainfall modeling warning!
 - Upstream depression storage in topography datasets can cause an artificial initial loss artifact
 - Infiltration continuing loss parameterization isn't directly transferable from rainfall continuing loss

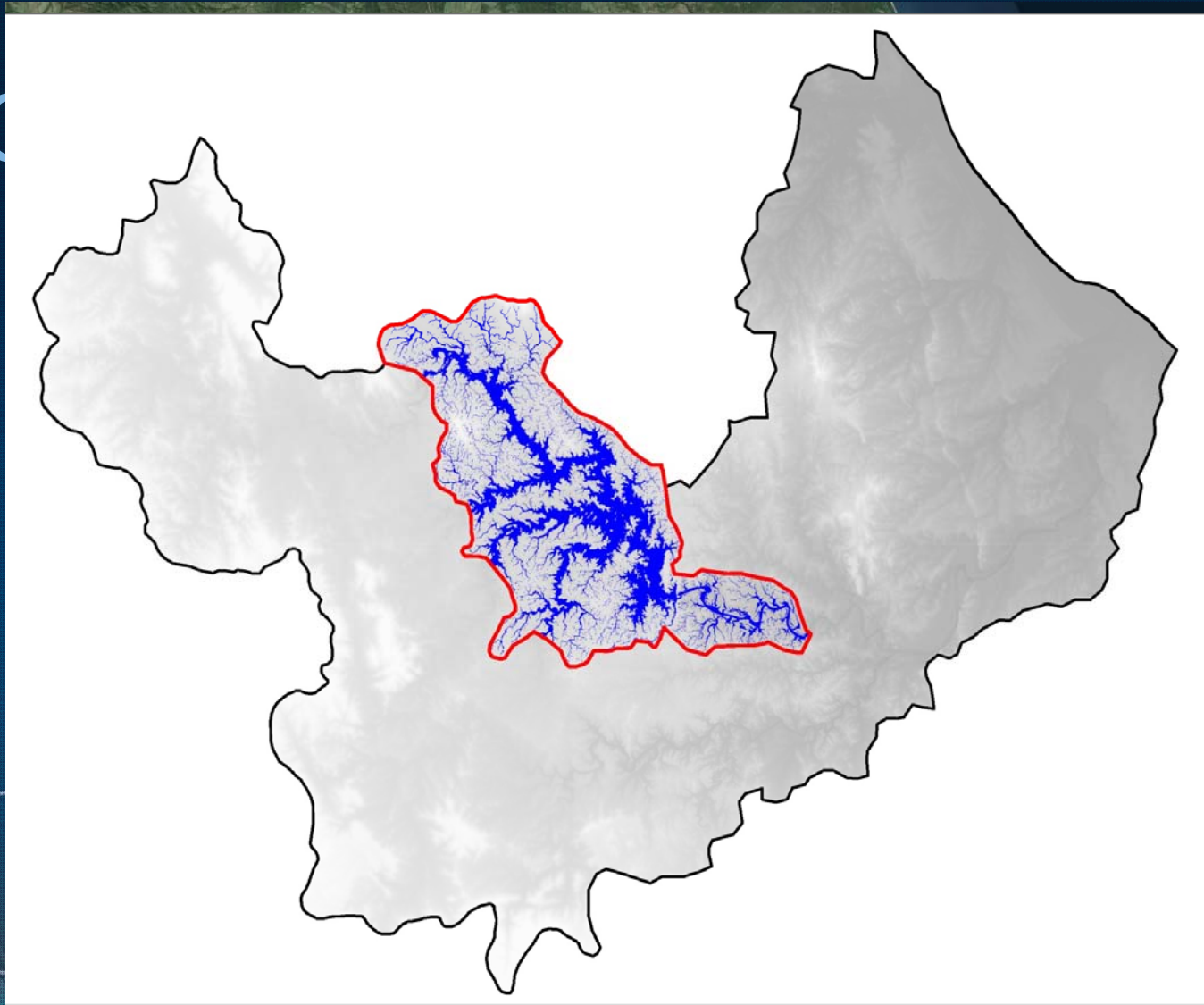
Data Management Challenges?

- >10,000,000 cell model result visualisation can be challenging!
- TUFLOW 2016 includes new data compression features
 - up to 80% result file size reduction
- Direct write to GIS format: Netcdf, ASC or FLT
- Use “Region Output” options for key areas of interest

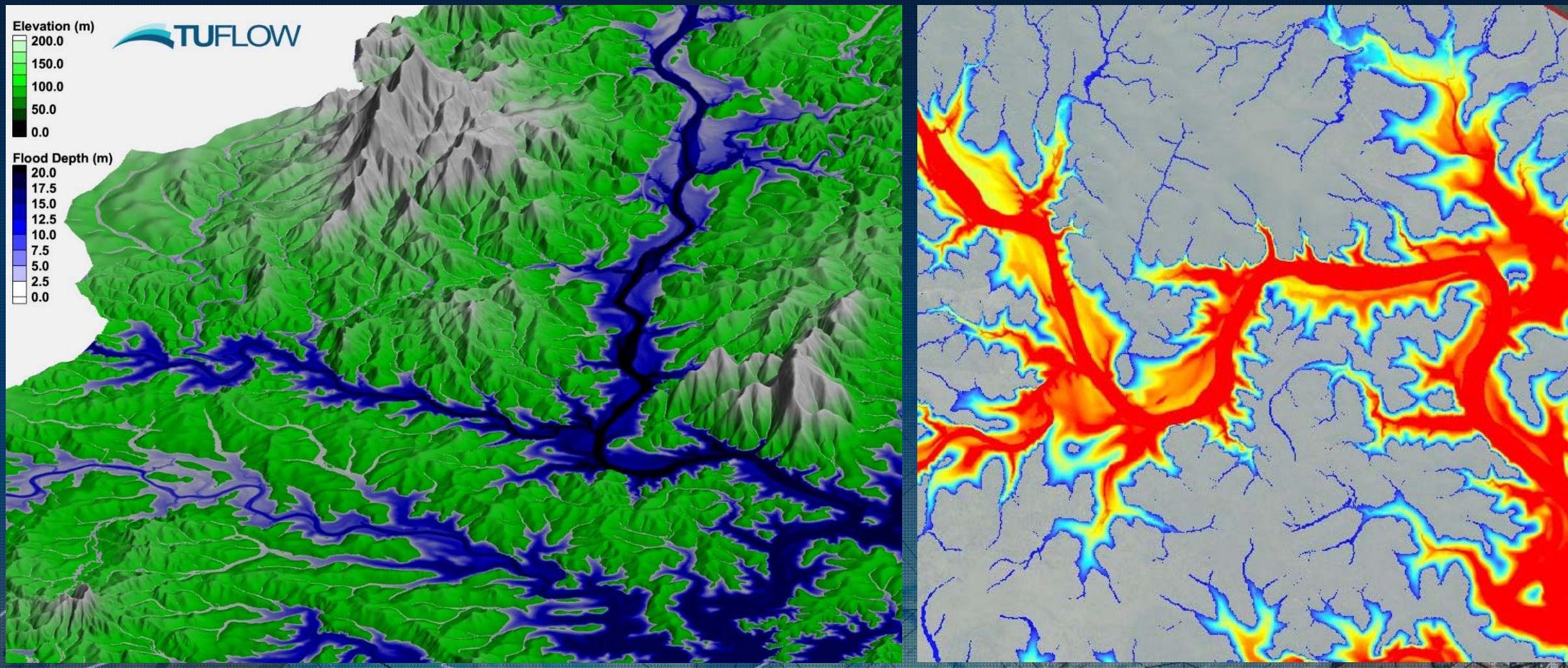
Region C



Region C



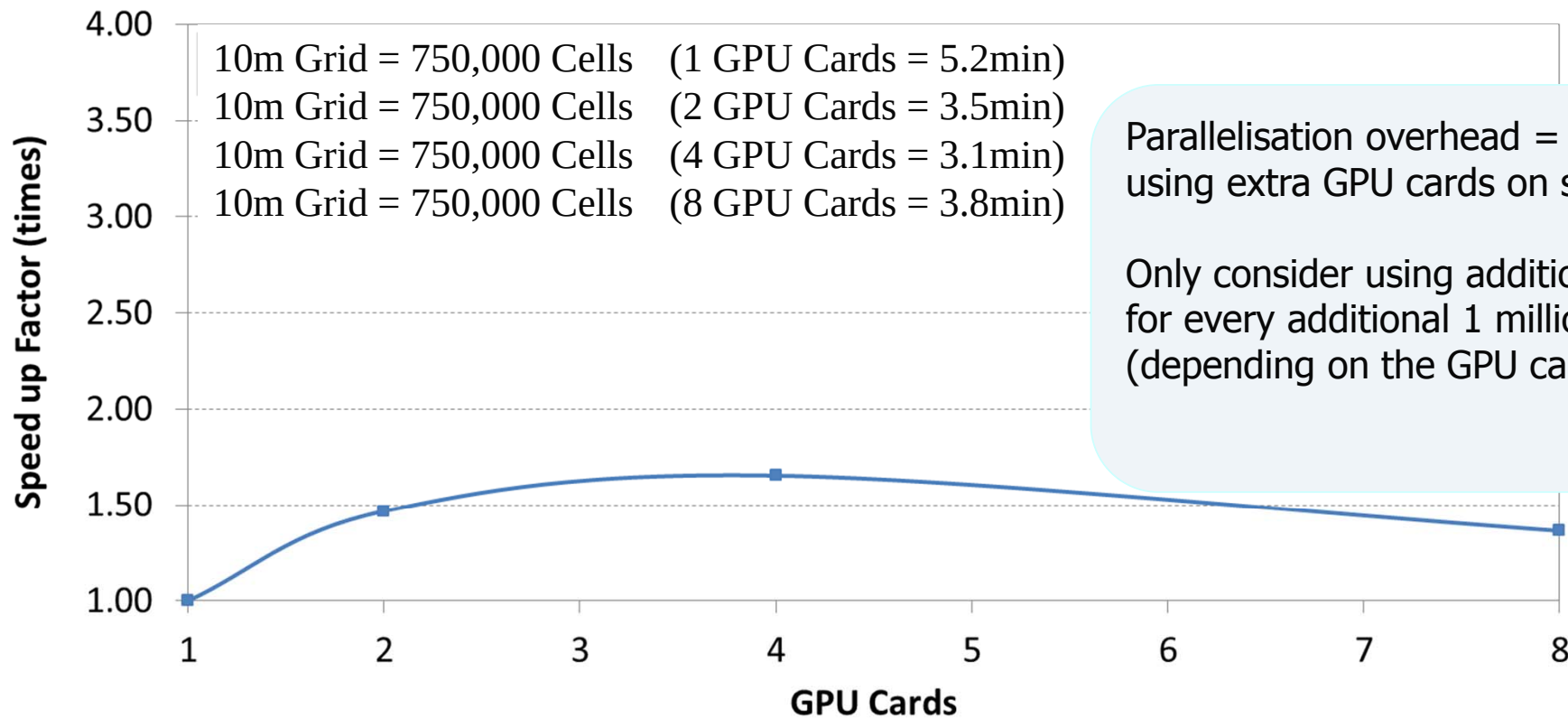
Region Output Example



GPU Hardware Optimization

- Gold Coast City Council: 8 GPU Card computer: 4992 CUDA cores/Card
 - 40,000 available CUDA cores!
- Hardware / Software optimization
 - Influence of multiple GPU cards on simulation efficiency?
 - 1, 2, 4 or 8 GPU cards in parallel
 - Model resolution influence on simulation time?
 - 10m = 750,000 cells
 - 2m = 1,900,000 cells
 - 1m = 75,000,000 cells

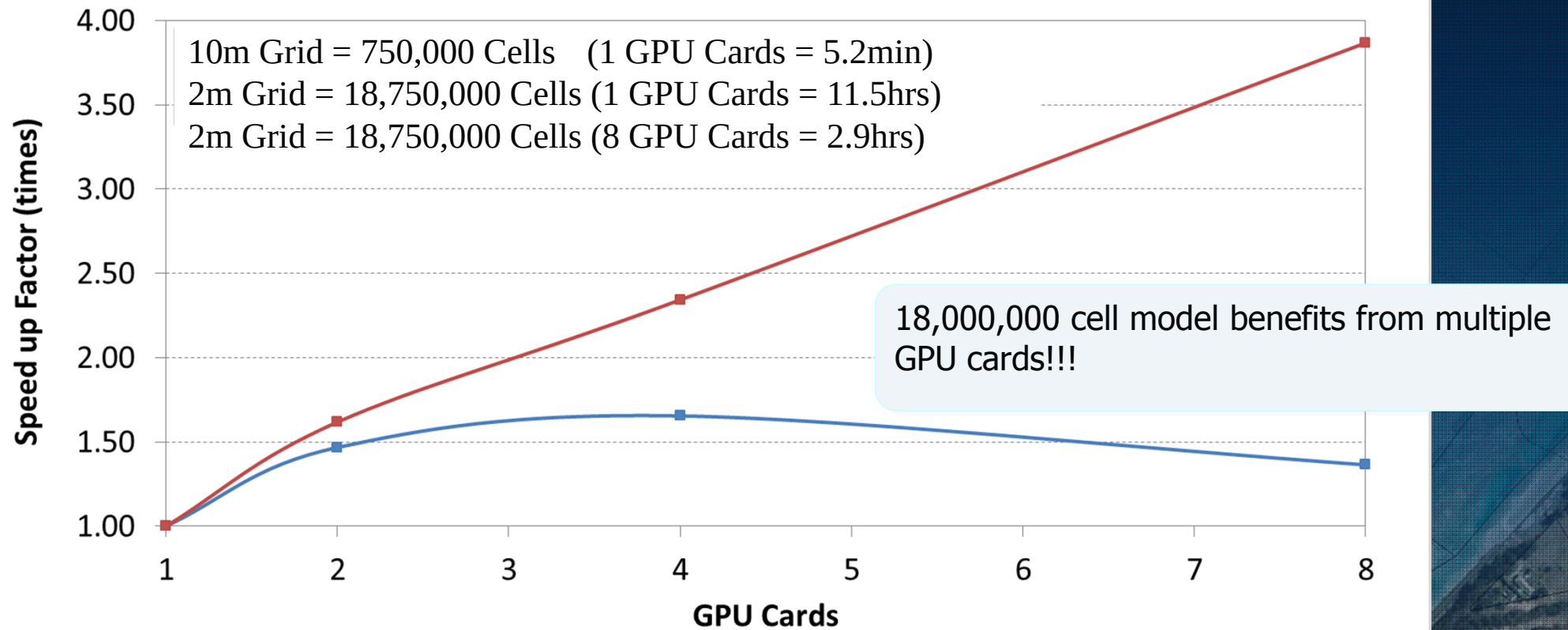
GPU Hardware Optimization



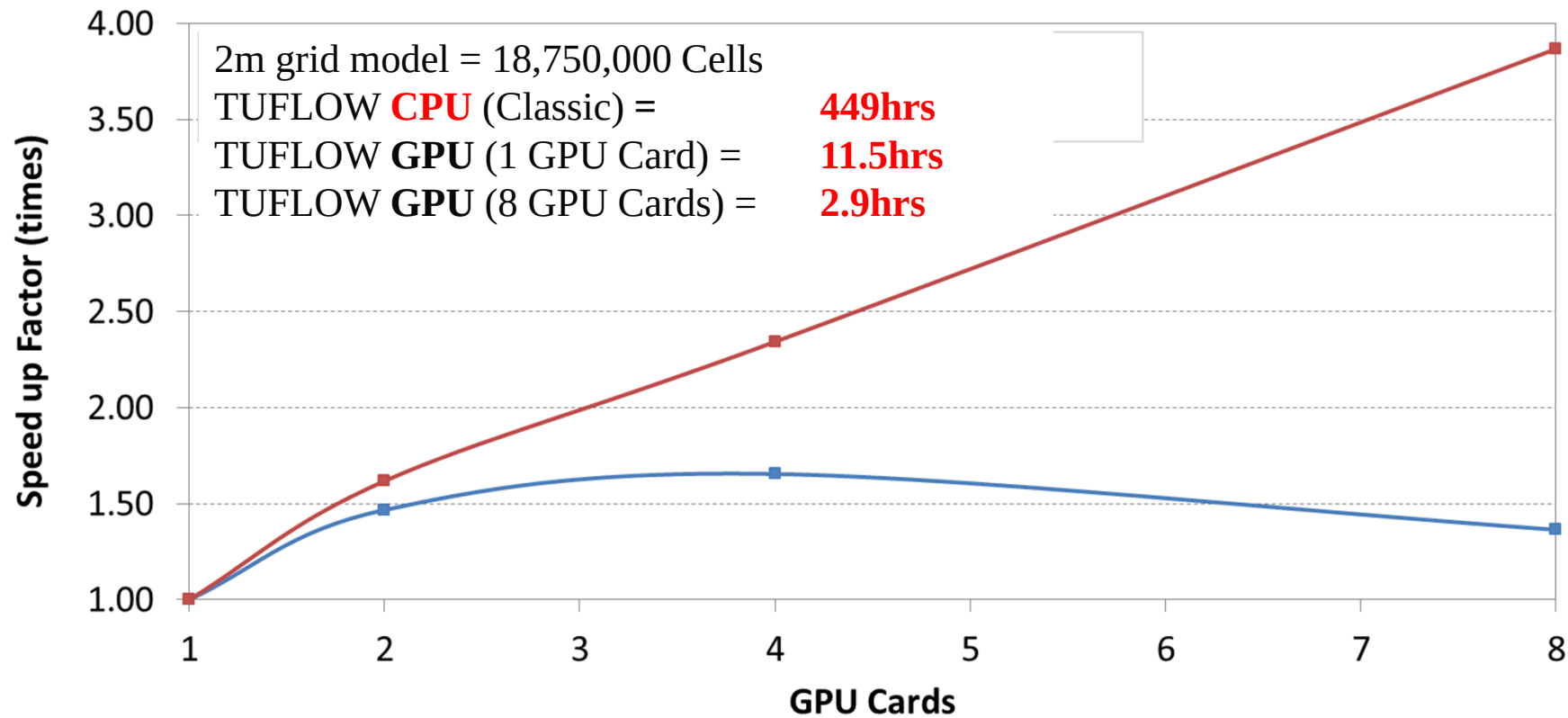
Parallelisation overhead = limited benefit using extra GPU cards on small models

Only consider using additional GPU cards for every additional 1 million cells (depending on the GPU card specs).

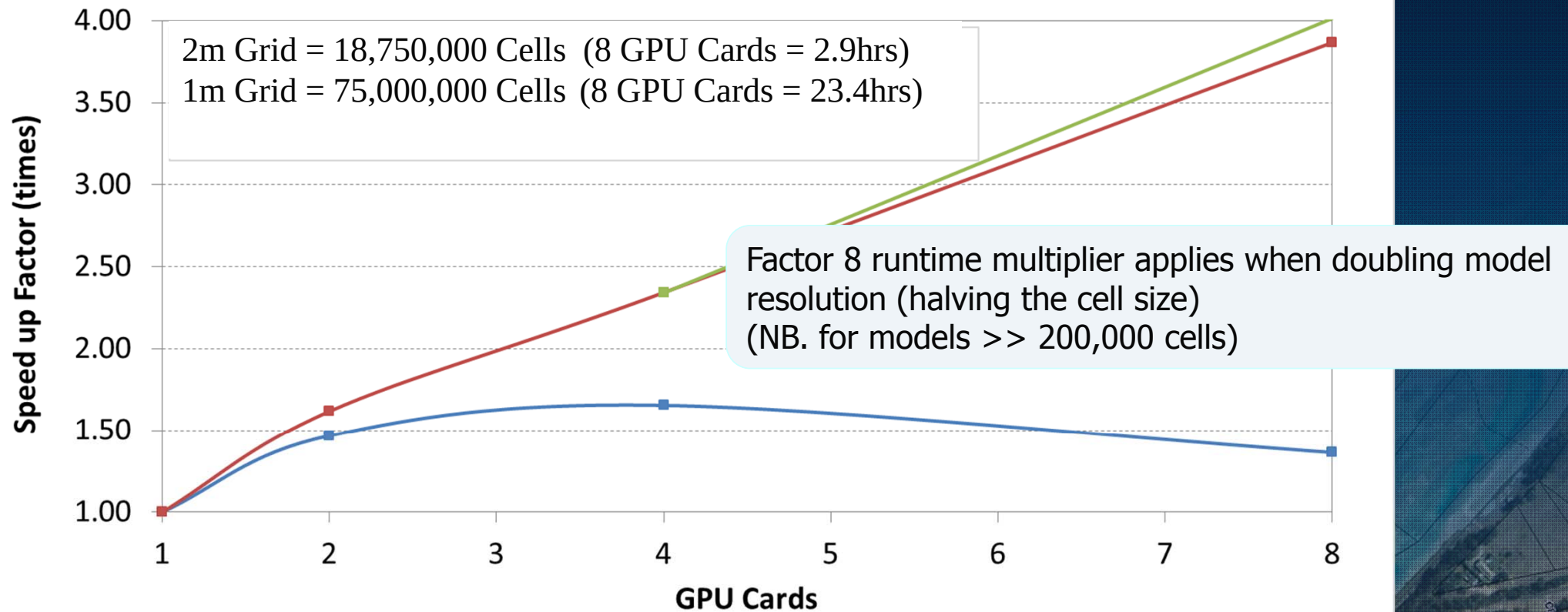
GPU Hardware Optimization



GPU Hardware Optimization



GPU Optimization – Gold Coast City Council



GPU Optimization – Findings

- GPU is best suited to larger models (>200,000 cells)
- GPU is fast! Multiple GPU cards >100 times faster than CPU
- Multiple GPU cards... Consider parallel processing overheads
 - More cards doesn't necessarily mean faster run times!
 - Consider the size of your model before blindly allocating hardware.
 - 1 million cells per GPU card appears to be a reasonable recommendation

Questions?

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