

## Seismic Surveying: The Need for Optimised Code and Agile Development

### Optimisation

- Huge Data Rates (> 1 Gb/s)
- Computing Power (> 2 Tflop)
- Network of Computers (>2000 cores)
- But it is difficult to write optimised code quickly for new algorithms

### Agility

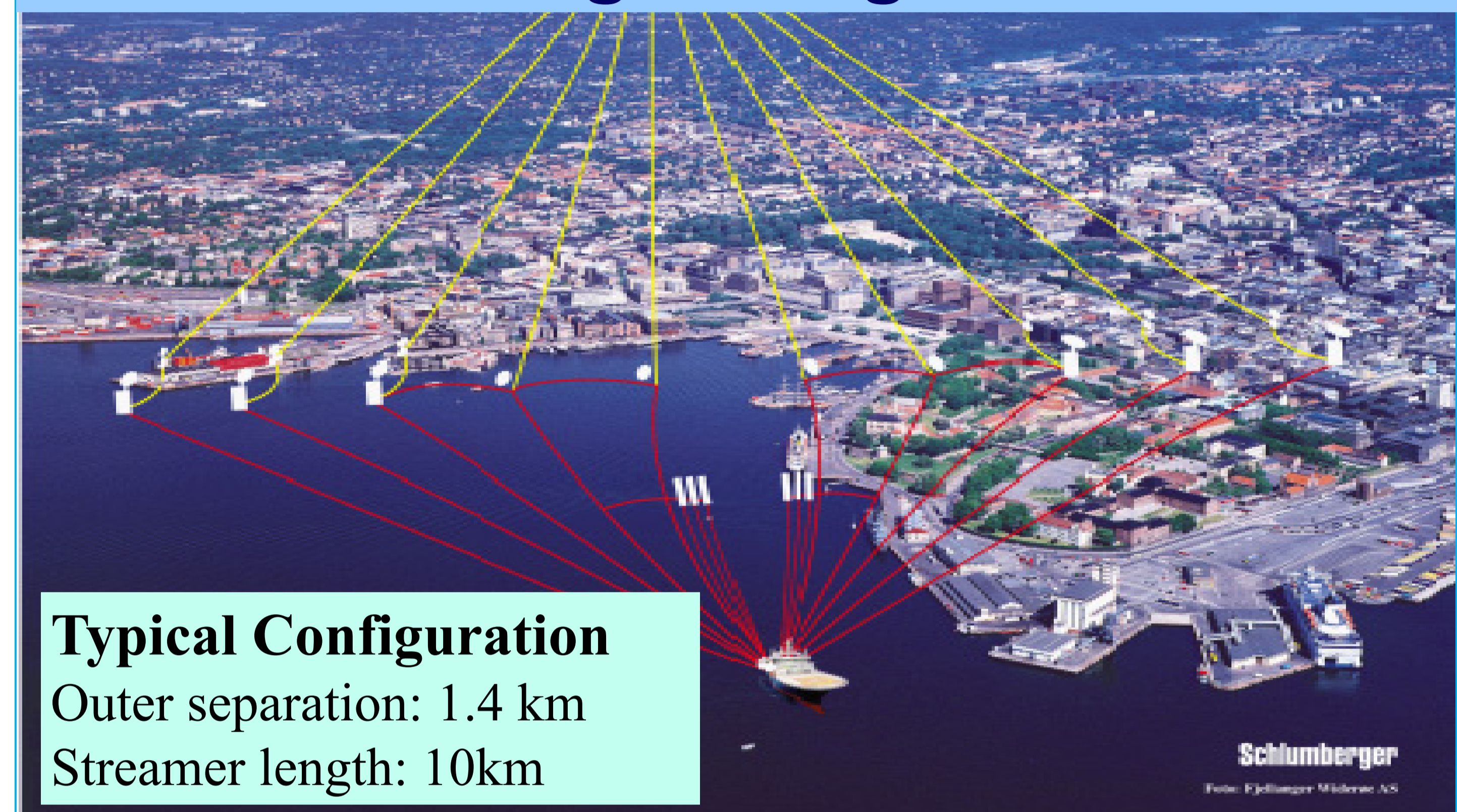
- MATLAB is familiar to seismologists
- It is easy to write new algorithms
- However, runtime is too slow for industrial execution!

## The Idea: Legible Code Translation

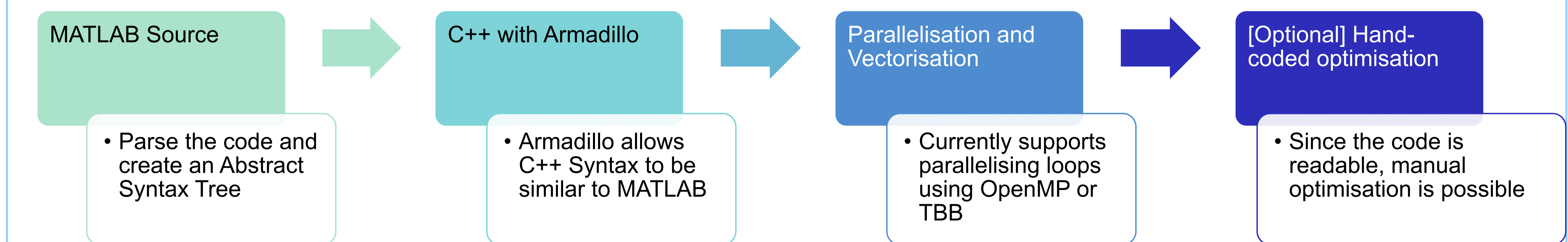
|               |   |   |
|---------------|---|---|
| MATLAB        | <pre>B = M'*M; beta = B(1,1)*mu/100; ab = (B + beta*eye(1f))\M'*y; temp = M*ab; temp = [temp;zeros(1f,1)];</pre>  | <pre>figure(1); imagesc([1:1:3*nx],[0:1:nt-1]*dtsec,clip([D,D1,D-D1],50,50)); colormap(seismic(1));</pre>   |
| ↓ m2cpp ↓     |   |   |
| C++/Armadillo | <pre>B = arma::trans(M)*M ; beta = B(0, 0)*mu/100.0; ab = arma::solve((B+beta*arma::eye&lt;cx_mat&gt;(If,If) ), arma::trans(M), solve_opts::fast)*y; temp = M*ab; temp = arma::join_cols(temp, arma::zeros&lt;cx_mat&gt;(If, 1));</pre> | <pre>_plot.figure(1); _plot.imagesc( m2cpp::span&lt;rowvec&gt;(1, 1, 3*nx), m2cpp::span&lt;rowvec&gt;(0, 1, nt-1)*dtsec, clip({arma::join_rows(arma::join_rows(D, D1), D-D1)}, 50, 50) ); _plot.colormap(seismic(1));</pre> |

Try it! m2cpp is on github:  
<https://github.com/emc2norway/m2cpp>

## Seismic Towing Configuration



## Workflow



## MATLAB to C++ Speed up (Single Core)

We tested the execution times and speed-up factor of the generated C++ from m2cpp vs the MATLAB on 5 examples (single core).

| Code Example | Problem Size          | MATLAB Time (s) | C++ Time (s) | Speed-up |
|--------------|-----------------------|-----------------|--------------|----------|
| fx_decon     | 3.2 x 10 <sup>6</sup> | 2.7             | 1.9          | 1.4      |
| moveout      | 1.0 x 10 <sup>7</sup> | 3.0             | 0.9          | 3.3      |
| parabolic    | 6.3 x 10 <sup>6</sup> | 268             | 141          | 1.9      |
| radon decon  | 6.3 x 10 <sup>6</sup> | 34              | 27           | 1.3      |
| va           | 2.5 x 10 <sup>6</sup> | 172             | 70           | 2.5      |

## Targeting Parallelism: TBB for Loops

|   |   |
|---|---|
| <pre>##TBB for j = 1:num_points     y1(j) = sin(x(j)); end</pre>  | <pre>##TBB tells m2cpp to parallelise the for loop with TBB</pre> |
| ↓ m2cpp ↓   |   |
| <pre>tbb::parallel_for(     tbb::blocked_range&lt;size_t&gt;(1, num_points+1), [&amp;x, &amp;y1](const     tbb::blocked_range&lt;size_t&gt;&amp; _range)     {         for (uword j = _range.begin(); j != _range.end(); j++)         {             y1(j-1) = sin(x(j-1));         }     } );</pre> |   |

## Conclusion: m2cpp is a traceable translator that creates faster code

- Code in C++ appears similar to MATLAB code
- We obtain speed-up factors from 1.4 to over 3 on a single core
- Hand-coded optimisations are easier to implement because generated C++ code is readable
- Multi-core parallelisation available via OpenMP or TBB

### Contributing Partners: