

CUDA Parallelization of Sciara-fv2 Lava Flow Simulator

Performance Analysis and Optimization

Nhat Quang Dang
Reg. No. 279990

University of Calabria
`dngntq02p19z2511@studenti.unical.it`

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Outline

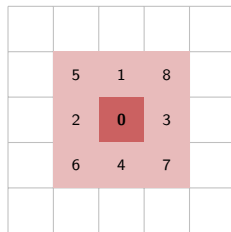
1. Context
2. Roadmap
3. Time Execution
4. Roofline Model
5. GPU Occupancy
6. FLOP Count
7. Conclusions



Context: Sciara-fv2 Lava Flow Simulator

What is Sciara-fv2?

- ▶ Cellular Automata model for **lava flow simulation**
- ▶ Simulates Mt. Etna 2006 eruption
- ▶ Grid: $517 \times 378 = \mathbf{195,426}$ cells
- ▶ Each cell: altitude, lava thickness, temperature



Moore Neighborhood

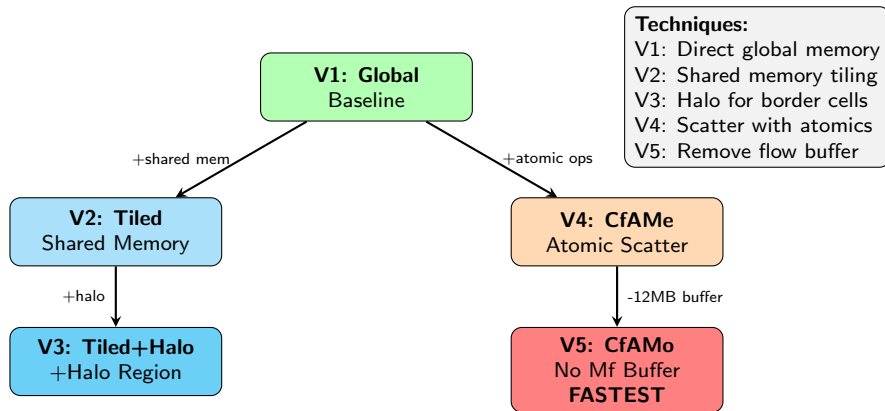
Challenge:

- ▶ Moore neighborhood (9 cells stencil)
- ▶ Memory-intensive computation
- ▶ Need GPU parallelization

GPU Target

NVIDIA GTX 980 (Maxwell)
2048 CUDA cores, 2MB L2 cache

Roadmap: 5 CUDA Optimization Strategies



← **Tiled Branch**

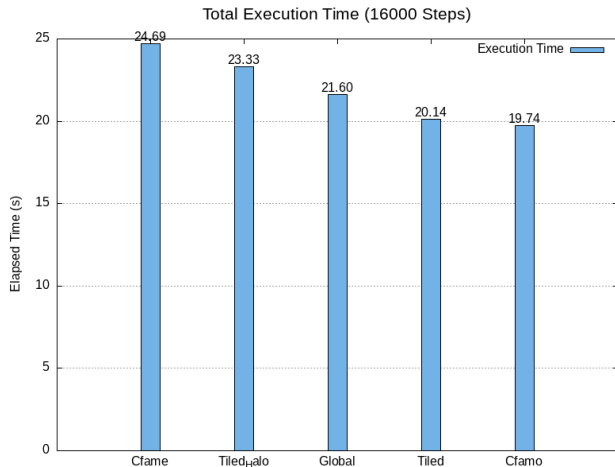
Reduce memory latency

Atomic Branch →

Reduce memory footprint



Execution Time Comparison



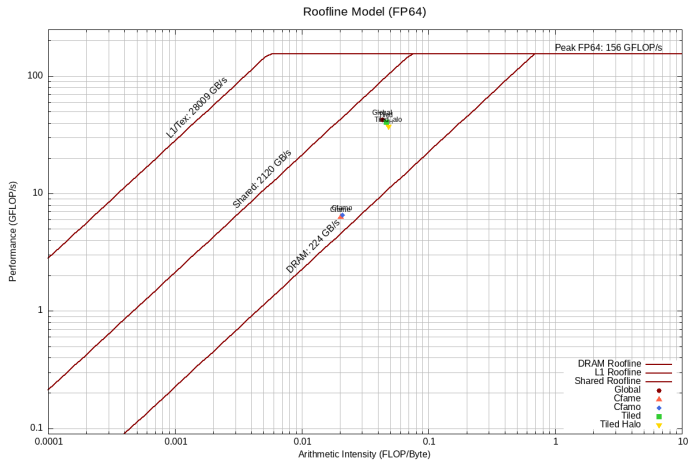
Version	Time (s)	Speedup
CfAMe	24.69	0.88×
Tiled+Halo	23.33	0.93×
Global	21.60	1.00×
Tiled	20.14	1.07×
CfAMo	19.74	1.09×

Key Finding

CfAMo is fastest despite lower occupancy!

Eliminating 12MB flow buffer improves cache efficiency.

Roofline Analysis



Observations

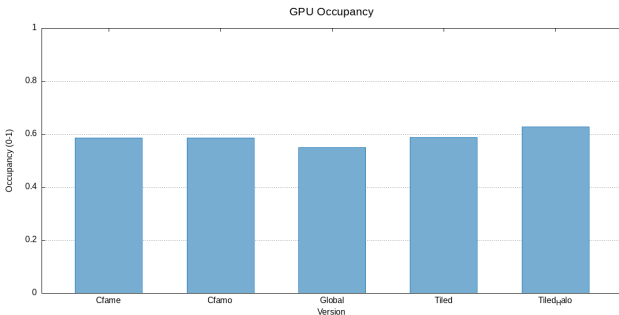
- ▶ All versions: **AI < 0.05**
- ▶ Ridge point: **0.696**
- ▶ All are **memory-bound**

Version	AI
Global	0.043
Tiled	0.046
Tiled+Halo	0.048
CfAME	0.020
CfAMo	0.021

*Low AI = stencil access pattern
(9 neighbors × 3 substates)*



GPU Occupancy Analysis



Version	Occupancy
Global	55.1%
Tiled	58.7%
Tiled+Halo	62.7%
CfAMe	58.6%
CfAMo	58.6%

Important Insight

High occupancy \neq Fast!

Tiled+Halo has highest occupancy (62.7%) but is **slower** than Global.

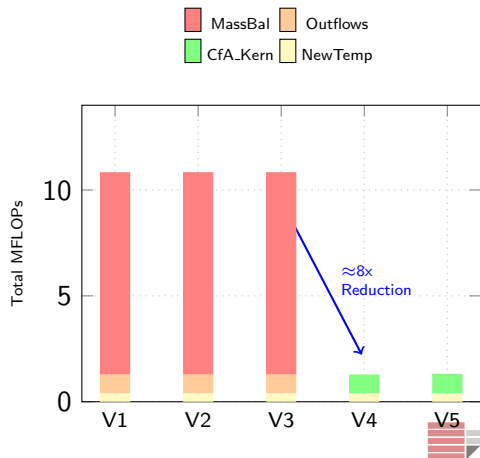
`__syncthreads()` overhead exceeds shared memory benefits.

FLOP Count Analysis: Detailed Breakdown

Kernel FLOPs Heatmap (MFLOPs)

Kernel	V1	V2	V3	V4	V5
MassBal	9.56	9.56	9.56	-	-
Outflows	0.89	0.89	0.89	-	-
CfA_Kern	-	-	-	0.90	0.93
NewTemp	0.39	0.39	0.39	0.39	0.39
Total	10.8	10.8	10.8	1.3	1.3

Insight: The computation-heavy kernels (Red) are replaced by efficient atomic scatter operations (Green).



Conclusions & Key Takeaways

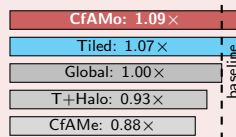
✓ Main Results

1. **CfAMo is fastest** (19.74s, 1.09 \times)
2. All versions are **memory-bound**
3. **High occupancy \neq performance**
4. Memory footprint > compute optimization

💡 Why CfAMo Wins

- ▶ Eliminates 12MB flow buffer
- ▶ Better cache utilization
- ▶ Sparse lava (<5%) \rightarrow low atomic contention

📊 Performance Summary



⚠️ Lesson Learned

For small grids fitting in L2 cache, **reducing memory footprint** beats shared memory tiling.



Thank You!

Questions?



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