



INTERSECT-GPU: from TotalEnergies prototype to commercial use

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INTERSECT (IX) in TotalEnergies

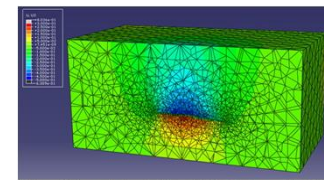
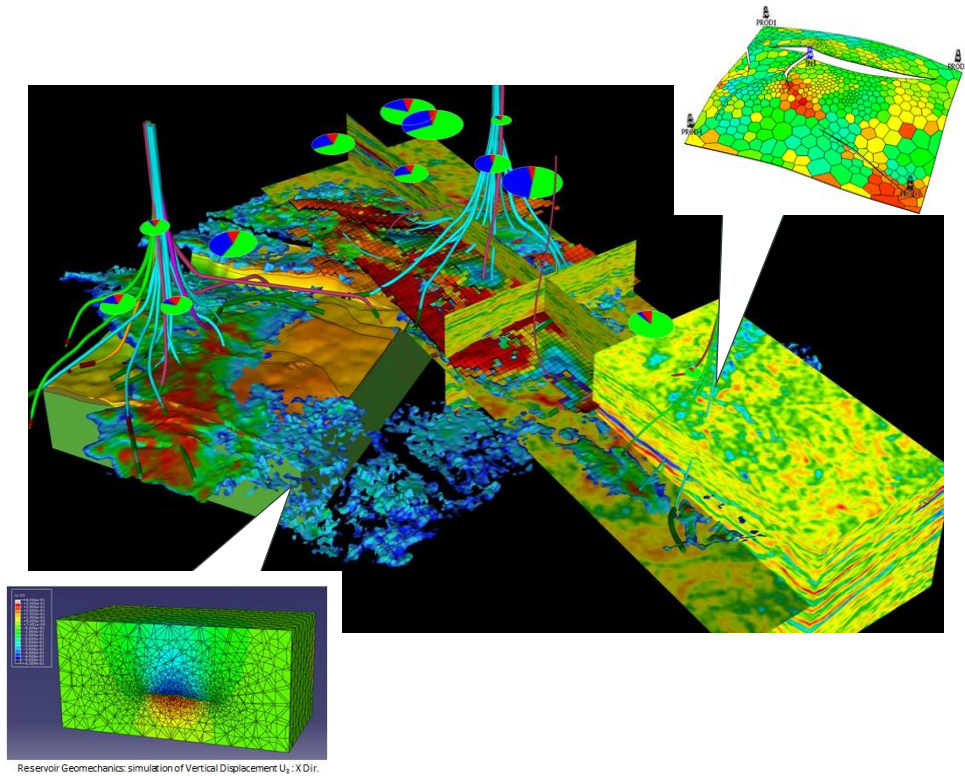


- **INTERSECT**

- TOTAL entered the Intersect consortium (SLB, CVX, TTE) in 2012 with full ownership of the source code and IP
- More than 85% of reservoir simulation studies in TTE are performed using IX
- The vast majority of our reservoir engineers are trained to use IX for studies

- **Benefits to TotalEnergies**

- Unlimited licenses
- Access to the state-of-art technology
- Leveraging natural synergies between the three companies
- Leveraging IX environment for our R&D



Reservoir Geomechanics: simulation of Vertical Displacement U_z ; X Dir.

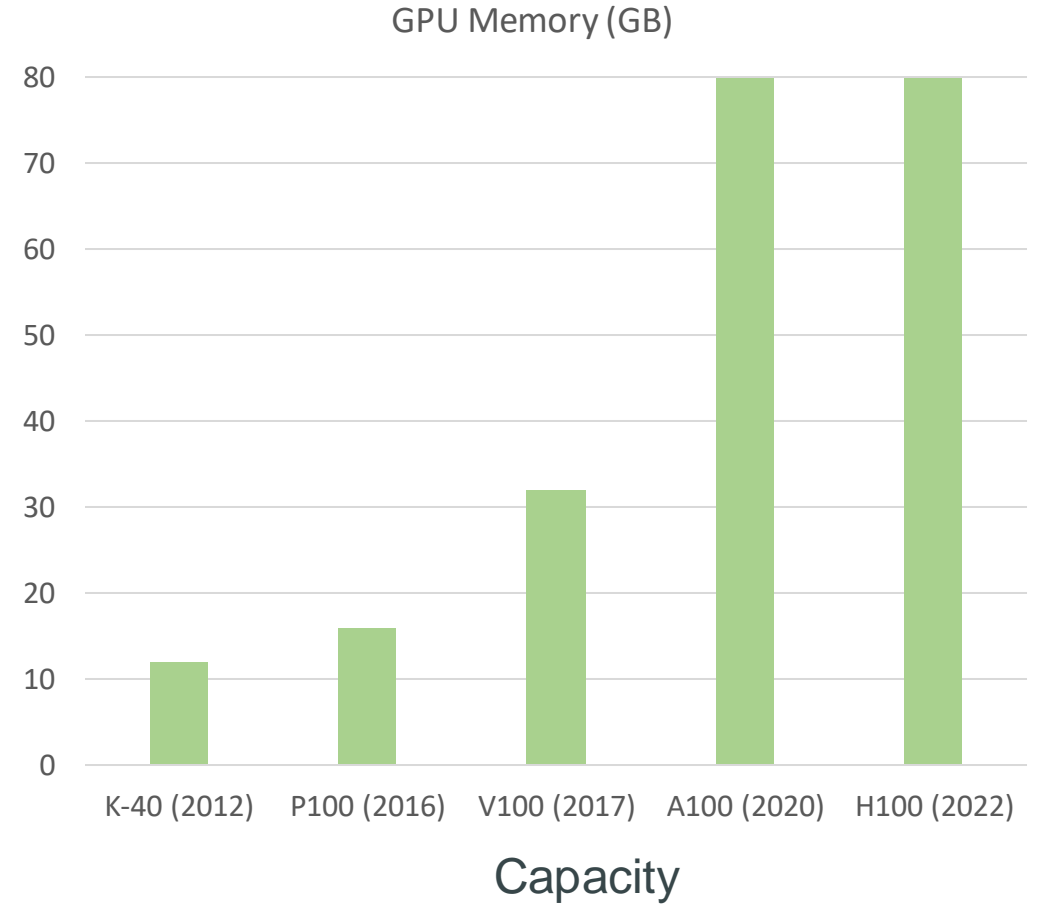
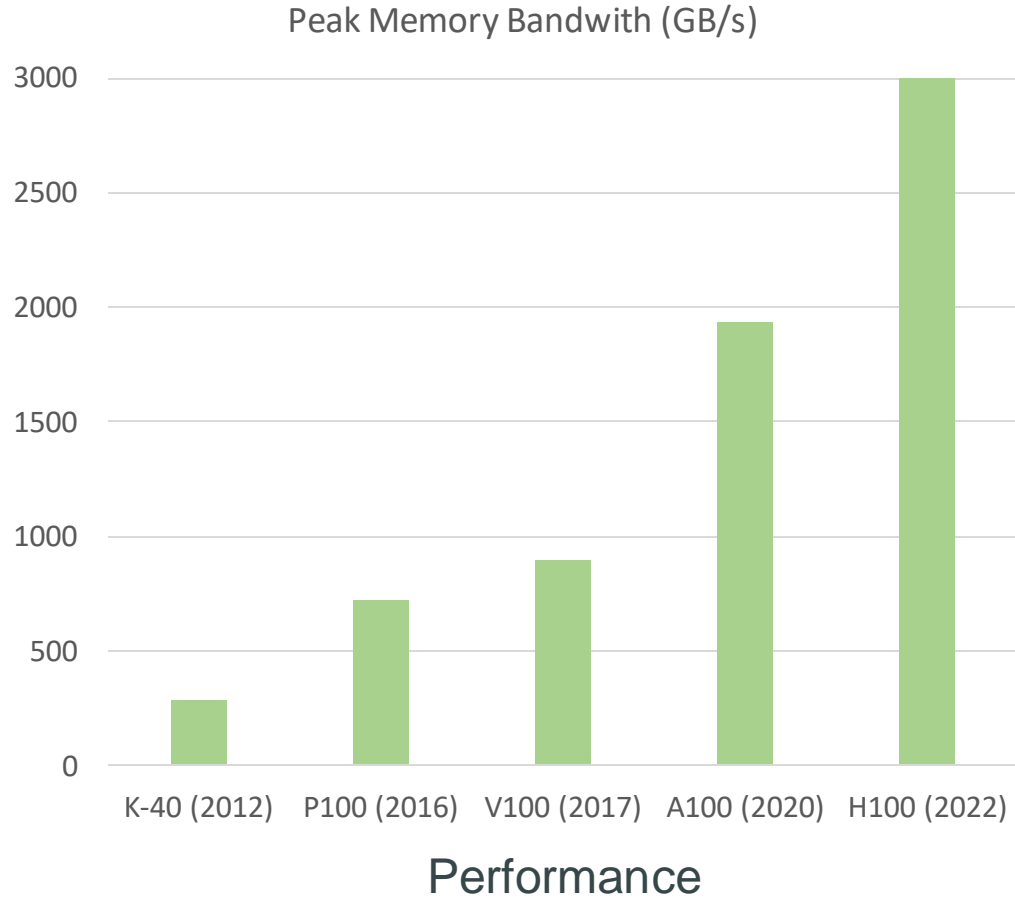
HPC in TotalEnergies



- Several CPU-only clusters
- Pangea III:
 - IBM POWER9 architecture
 - Most powerful supercomputer in the industry (2019)
 - Top500: #33 in 2022
 - Accelerator: NVIDIA V100
 - Mainly used for geophysics workflows
- Several R&D clusters:
 - Mainly in Houston
 - ARM, AMD, Cerebras



NVIDIA GPU Evolution



Why GPU for Reservoir Simulation and Why Now?



Typical reservoir simulation performance has a very strong correlation with memory bandwidth



80 GB of GPU memory is enough for a vast majority of our models

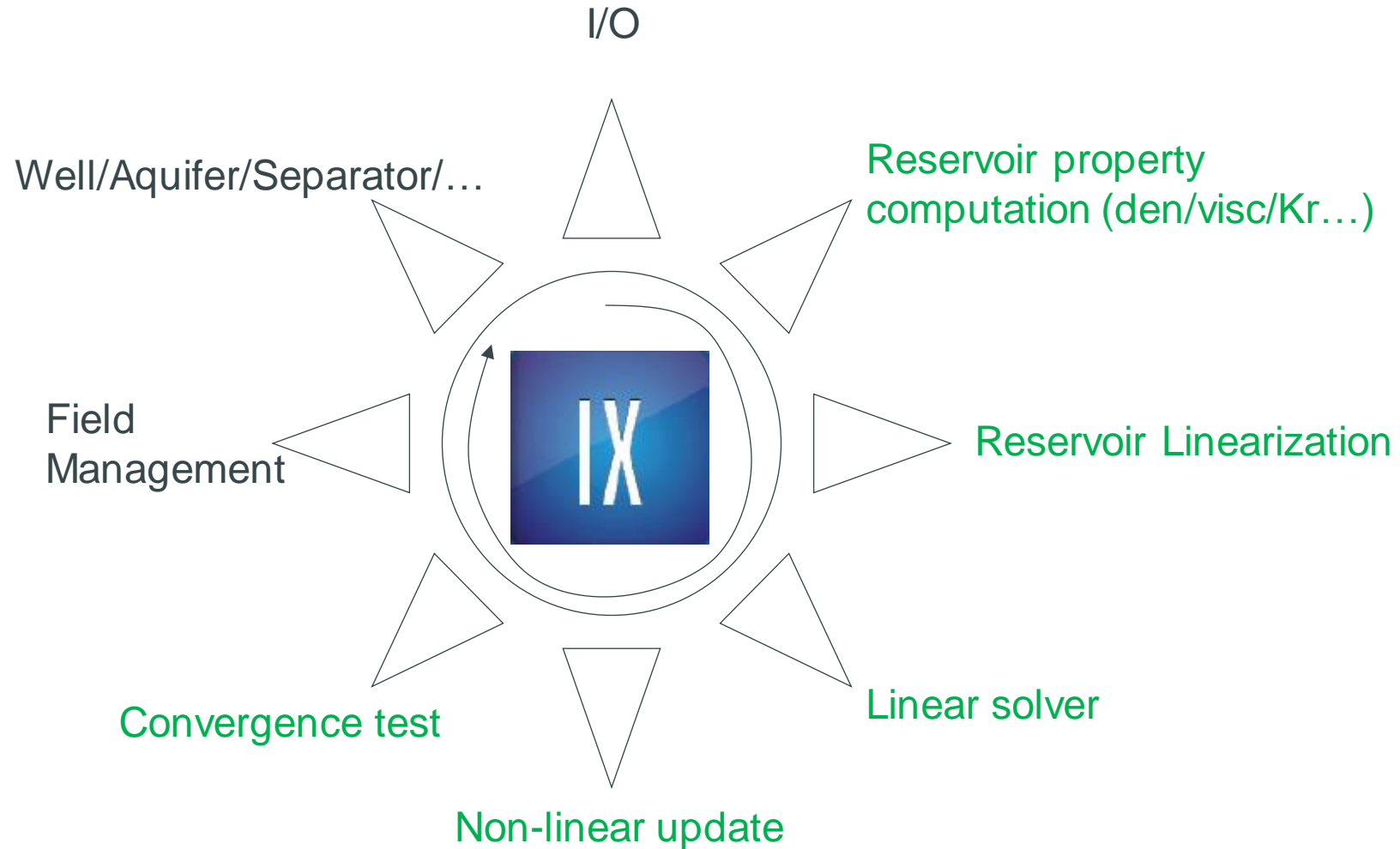


Mature development ecosystem provided by NVIDIA



“Performance per watt” is significantly better for GPU

Development Scope: What Can be Accelerated by GPU:

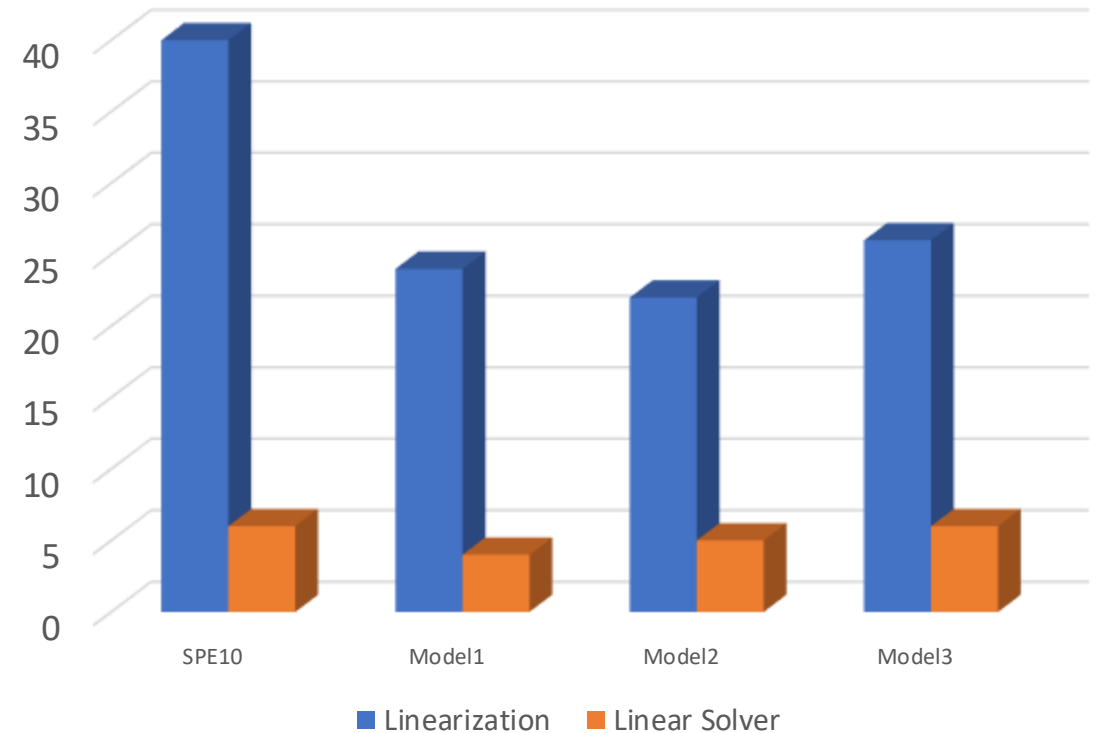


Internal Development: IX-GPU Prototype



- Started at the beginning of 2019
- Team: H.Cao, T. Liao, M. Sekachev
- Final Goal: Performant IX-GPU simulator, outperform market competitors
- **2019 results:**
 - Good: super fast Linearization and Linear solver
- **Today:**
 - Full-GPU capable for Black-Oil and Compositional models
 - Used for some assets

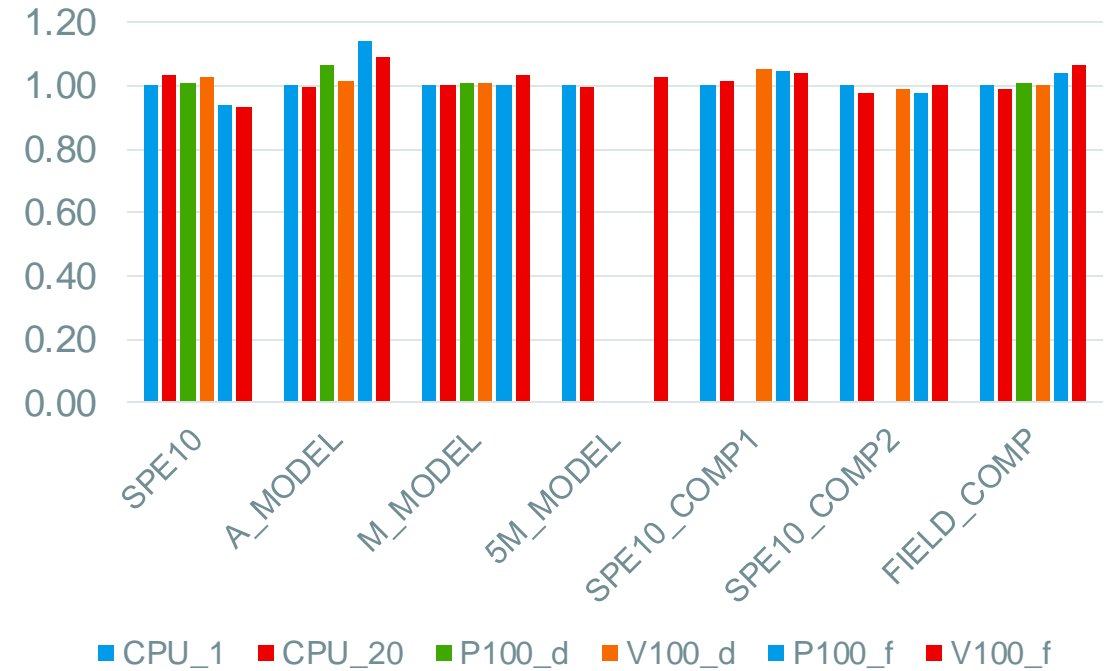
Speed-up: P100 GPU vs 1 node CPU



IX-GPU Prototype: a Simple Calculation Accelerator



- No change to
 - Simulator framework/Design
 - No new classes.
 - Nonlinear and linear logics
 - Same of Total_Newtons
 - Same results



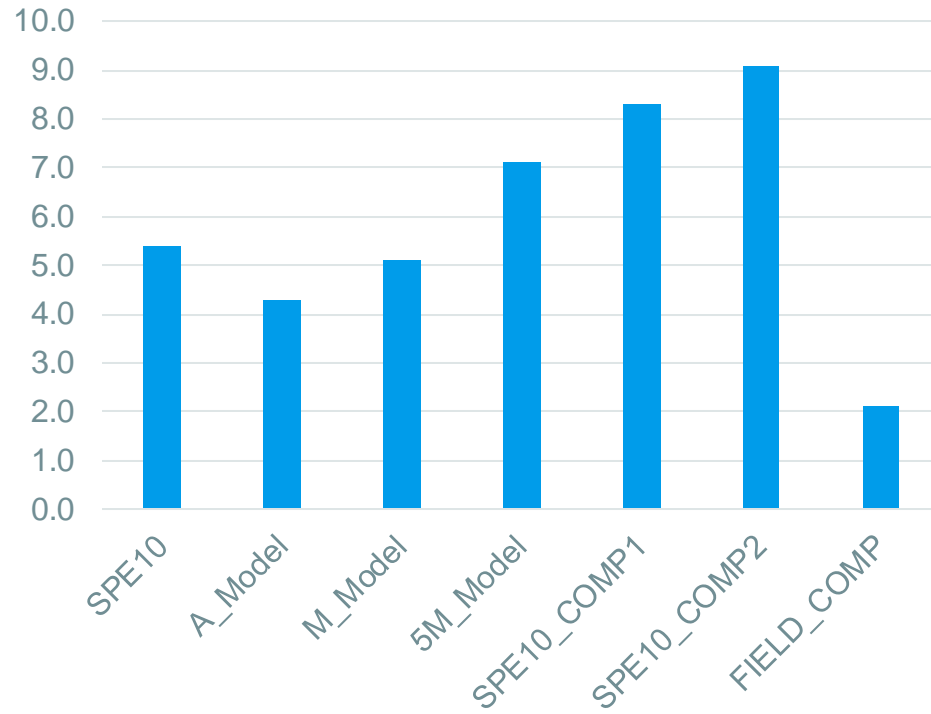
- CUDA-C vs C

- C: `for(int i=0; i < n_reservoir_cells; i++)`
- CUDA-C: `for(int i = blockIdx.x * blockDim.x + threadIdx.x; i < n_reservoir_cells; i += blockDim.x * gridDim.x)`

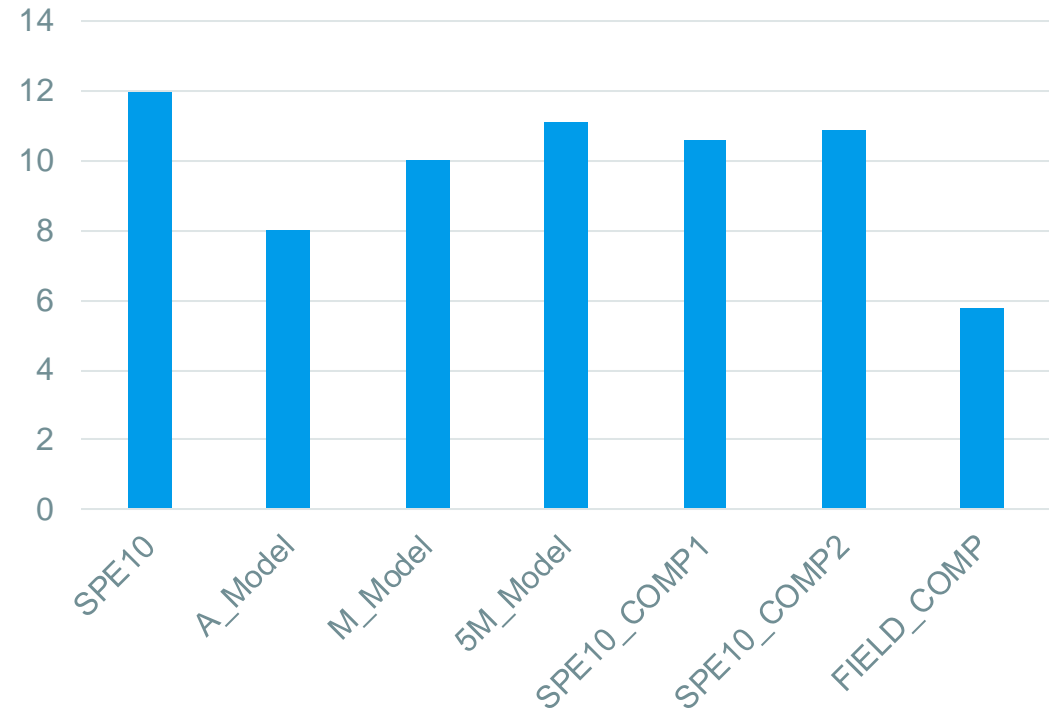
IX-GPU Prototype: Acceleration Ratios



TCPU_ratio (1G1T vs 20 cores)



TGPU: sum of all GPU parts
TGPU_ratio (1G1T vs 20 cores)

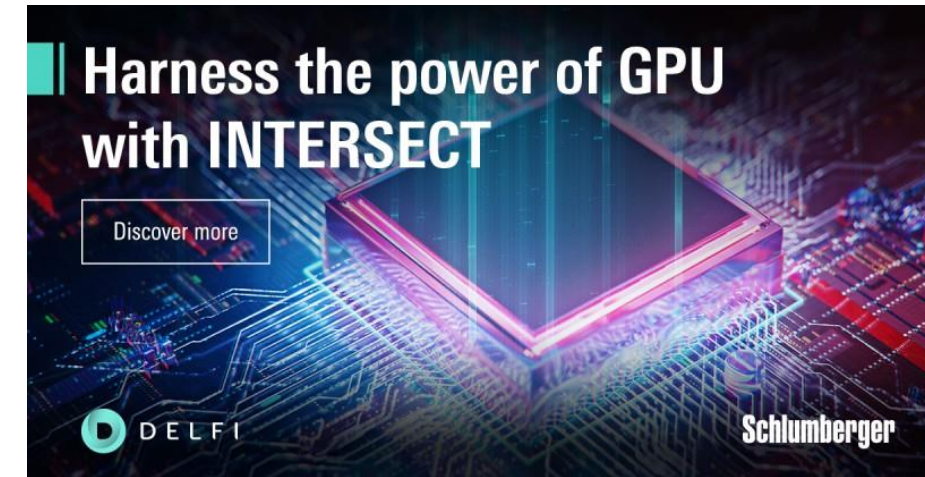


IX-GPU Industrialization: commercial IX-GPU



Based on the performance results from the TTE prototype:

- End of 2019: the three-company workshop on GPU technology
- A cross-company team was formed with ~10 research scientists
- November 2021: First Commercial release of INTERSECT-GPU (Black-Oil only)
- On-going: INTERSECT-GPU compositional model



Internal IX-GPU “R&D” prototype is still used within TTE:

- Allows for quick implementation of R&D ideas
- Does not follow a strict development process
- Used by some assets
- No need to compromise on performance ← the prototype is a performance target for commercial IX

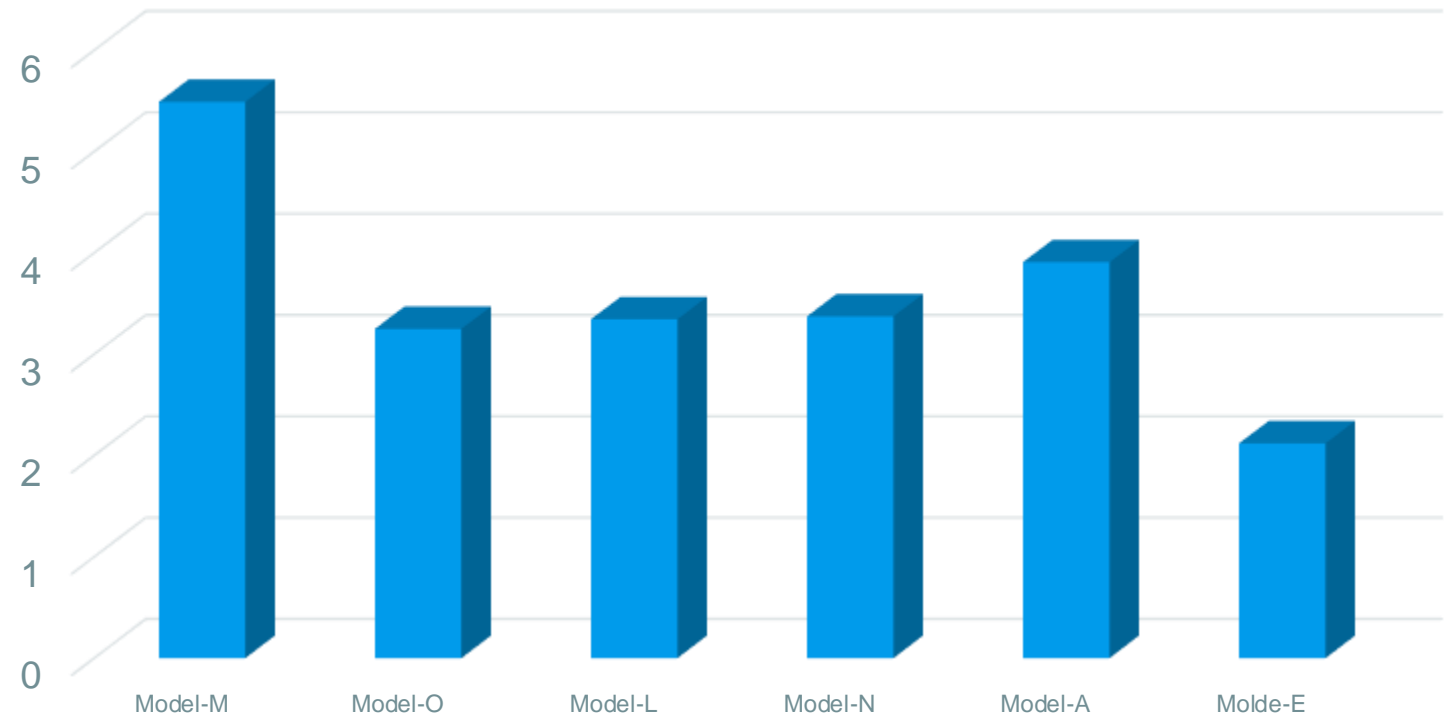
Production Models:



Six Field Cases:

- Model-M: Angola
- Model-O: Angola
- Model-L: Angola
- Model-N: Uganda
- Model-A: Gabon
- Model-E: UK

Speed up:
INTERSECT-GPU (Pangea 3) vs INTERSECT-CPU (Pangea 2)



Why “low” speed-ups for some production cases?

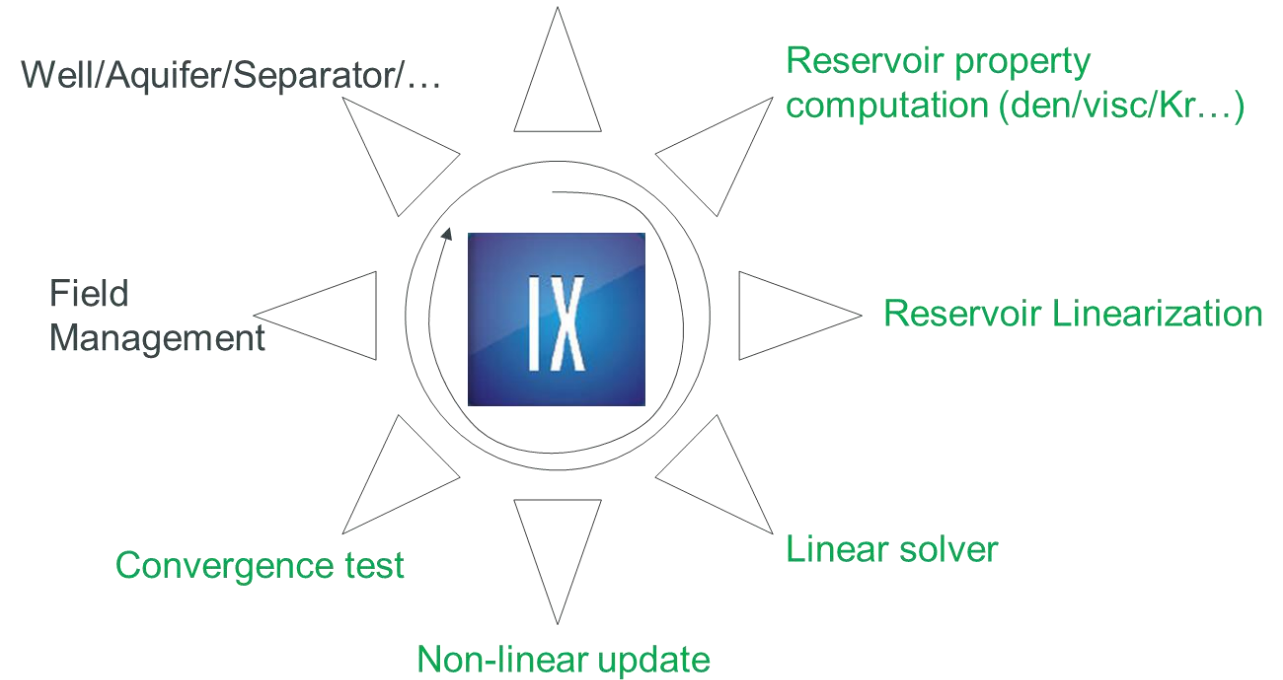


IX-GPU Slowdown reasons:

- Complex FM logic which dominates total simulation time
- A lot of multisegmental wells
- An “exotic” option is not yet on GPU
- Large grid loading time
-

Hardware Agnostic Simulator:

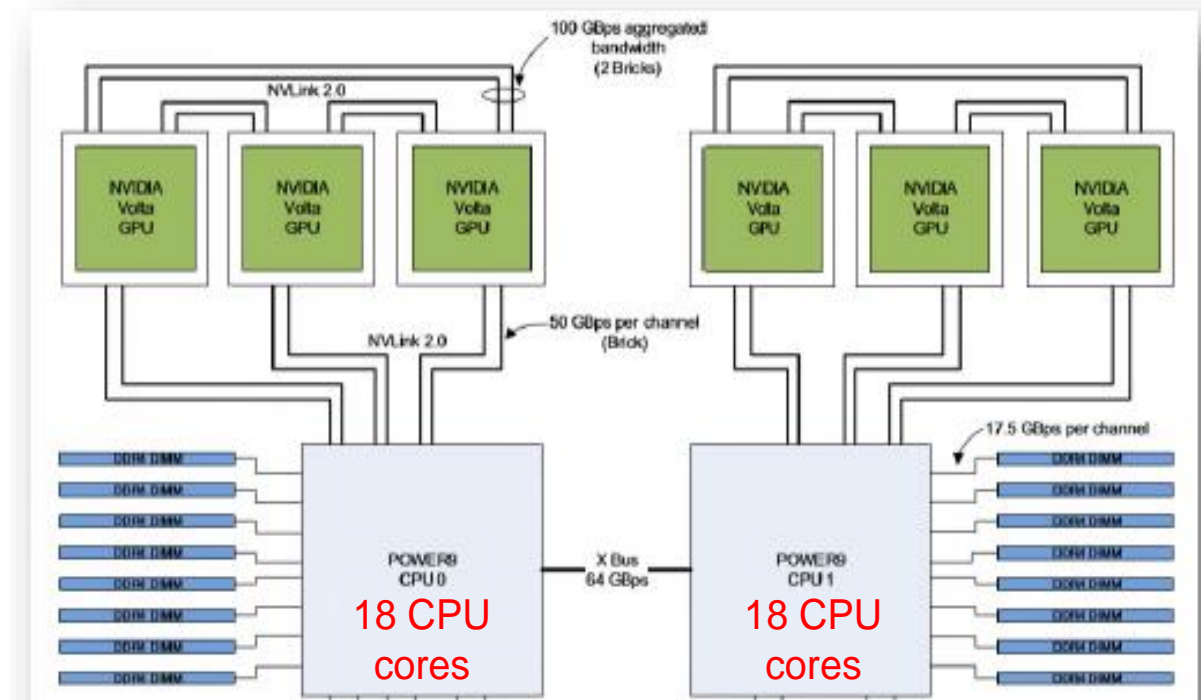
- “Great” performance on both CPU and GPU
- GPU is not necessarily only NVIDIA



Ensemble Studies



- Involve hundreds of simultaneous simulations
 - Requires significant HPC resources
 - Pangea III: 6 V100 per node
 - 6 simulations using only one node
- Predominantly history matching period
 - Insignificant FM contribution
- Good candidates for IX-GPU
- Two Studies
 - Central Africa: Variable-API reservoir
 - Southeast Asia: Black-Oil reservoir

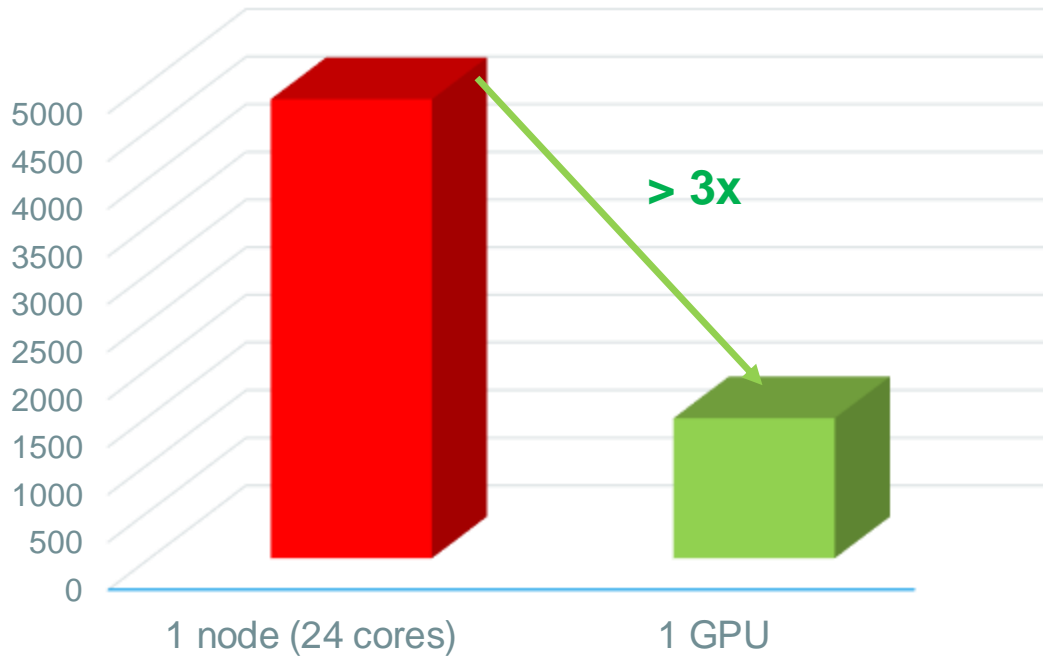


Ensemble Studies



Study #1

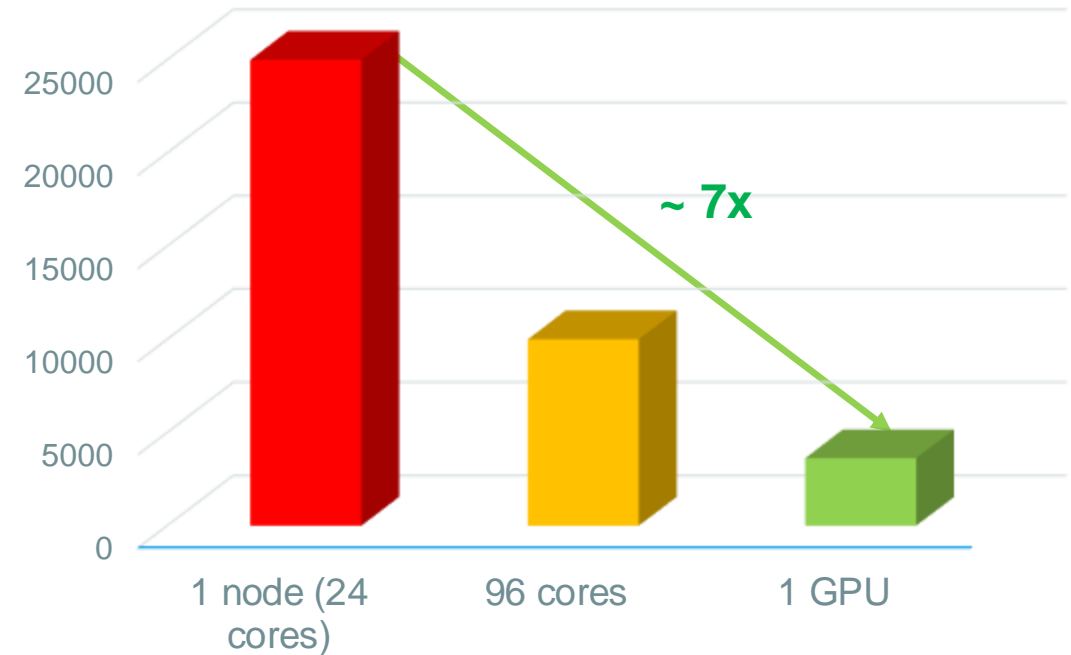
Mean runtime per simulation (s)



Grid loading time is significant → speed up is less favorable

Study #2

Mean runtime per simulation



GPU is faster regardless of the number of cores

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