

Geoteric 2023.2 & AI Faults

Installation Overview

Geoteric

Geoteric Classic installation requires one installer:

1. Geoteric 2023.2

Please see the Geoteric Classic Installation Guide for details

Geoteric AI Faults – 2D Networks

If the Geoteric AI Faults functionality for running AI Faults - 2D Networks is not required, this second installer is not needed.

Geoteric including AI Faults – 2D Networks requires the server and functionality contained in this additional installer:

2. Geoteric 2023.2 AI Installer

These two installers, Geoteric Classic and Geoteric AI Installer must be installed together on the same workstation.

Failure to uninstall a previously installed Geoteric AI Faults server (formerly Geoteric Collaborative AI) will result in errors when running AI Faults - 2D Networks.

For Geoteric 2023.2, please ensure that you have Visual Studio (VS) 2013 redistributable x64 and x86 redistributable runtime installed on your machine. The VS2013 redistributable x64 and x86 installers can be found on the Geoteric FTP site.

Geoteric AI Faults – 3D Networks

If the Geoteric AI Faults functionality for running AI Faults - 3D Networks is not required, this third installer is not needed.

Geoteric including AI Faults – 3D Networks requires the server, proxy and functionality contained in this additional installer:

3. Geoteric 2023.2 AI Installer

Both the Geoteric AI Faults and the Geoteric AI Server Proxy will be required on a remote server.

Only Geoteric AI Faults can be set up for a local machine running Geoteric.

Windows 10, Windows 11

Recommended & Minimum Requirements for GPU Hardware

The minimum specification requires a **single** GPU with a minimum of 8GB of free GPU Memory, CUDA compute capability 3.5 or greater, up to and including CUDA 11, recommended running a NVIDIA 471.41 drivers (and a minimum of NVIDIA 461.33 drivers).

N.B. Geoteric AI Faults will utilise all available GPU memory when the service is running. Please stop the service before closing Geoteric to free the memory.

Windows 10

Please see table below for supported versions of **Windows 10**.

Version	Microsoft supported until	Geoteric supported
22H2	14 th May 2024	Yes
21H2	13 th June 2023	Yes

Microsoft no longer supports Windows 10 Version 21H1, we recommend an upgrade from this version. For more information, please visit the Microsoft information page here:

<https://docs.microsoft.com/en-us/windows/release-health/release-information>

Windows 11

Please see table below for supported versions of **Windows 11**.

Version	Microsoft supported until	Geoteric supported
22H2	8 th October 2024	Yes
21H2	10 th October 2023	Yes

Tested with NVidia 470.82 driver & OS Build 22000,493

For more information, please visit the Microsoft information page here:

<https://docs.microsoft.com/en-us/windows/release-health/windows11-release-information>

Graphics and Hardware

Geoteric makes intensive use of the graphics and system hardware on which it is run. Choosing the right combination of system components to best avoid bottlenecks is essential. Combining that with the right GPU configuration, Geoteric users can get the best from the software in terms of performance, interactivity and visualisation quality.

The following configuration options are highly recommended to get the best from Geoteric.

- Microsoft Windows Desktop Workstation
- Primary GPU: Quadro P6000 or higher
- Secondary GPU: for display purposes only



Specifically for High-Definition Frequency Decomposition (HDFD) processing, please ensure that there is a fast disk for fast input/output. I/O bounded hardware will cause slower performance.

Geoteric 2023.2 including Geoteric AI Server – 2D Networks

The table below show the supported NVIDIA graphics cards for running Geoteric 2023.2 and Geoteric 2023.2 AI Server – 2D Networks on desktop.

NEWER<-		SUPPORTED NVIDIA GRAPHICS CARDS				->OLDER	
RTX 8000	CV100	GP100	P6000	P5200	M6000 (24GB)	K6000	K5200
RTX 6000			P5000	P2200	M6000		
RTX 5000			P4000		M5000		
RTX 4000			P2000		M4000		
RTX 3000					M2000		

Geoteric 2023.2 AI Server – 3D Networks

The table below show the supported NVIDIA graphics cards for running Geoteric 2023.2 AI Server – **3D Networks**. AI Faults - 3D Networks require 16GB (or greater) cards to run and fine-tune.

SUPPORTED NVIDIA GRAPHICS CARDS				
Ampere Cards (A series) include: A100, A10, A6000, A16, A40, A30, RTX A6000	GV100	P6000	P5200	M6000 (24GB)
RTX 8000		P5000		
RTX 6000		P40		
RTX 5000				

Drivers

Certified graphics driver version for Desktop: 471.41

Certified graphics driver version for Grid: 472.39

The NVIDIA webpage from the link below lists supported cards on the Supported Products tab. Please be aware that not all cards on that list have a CUDA compute version of 3.5.

If you are unsure of the CUDA compute version of your GPU, please check the link below:

<https://developer.nvidia.com/cuda-gpus>

TCC mode

Geoteric supports Tesla Compute Cluster (TCC) mode. More information can be found here: https://docs.nvidia.com/gameworks/content/developertools/desktop/nsight/tesla_compute_cluster.htm

Docking Stations

Ensure that the correct recommended high-power cables/plugs are used to power docking stations.

Frequently, smaller traveling plugs or cables which are not recommended or did not come with the docking station are used. These cables do not enable full power to be delivered to the docking station. This results in reduced power being delivered to the desktop machine which results in that machine automatically setting lower specifications on the CPU and GPU.

This subsequently results in slower running times for many processes.

Windows Virtualisation Support

Graphics cards and CUDA processing

Geoteric is known to work in a virtual desktop infrastructure (VDI) environment when configured correctly. Geoteric requires GPU Passthrough to be able to run CUDA processes. If you have GPU Passthrough enabled, Geoteric will be able to detect a CUDA capable GPU, and you can check this in Tools > Options > Accelerated Computing.

In GPU Passthrough mode, an entire physical GPU is directly assigned to one Virtual Machine (VM), bypassing the NVIDIA Virtual GPU Manager. The GPU is then accessed exclusively by the NVIDIA driver running in the VM to which it is assigned. The GPU is not shared among other VMs.

We do not support the use of Mirror Drivers as they take precedence over NVIDIA drivers and have shown to be unstable when processing. You can check that NVIDIA drivers are being used by checking the Device Manager or the Geoteric Support Info tool which can be found in Help > Support Info - NVIDIA drivers and their details will be listed when the system is configured correctly.

While we are unable to provide specific hardware and configuration support for VDI systems, Geoteric has been tested and used successfully on correctly configured solutions provided by Cegal, VMWare, Citrix, Azure, and AWS. A known example of good VDI environment is detailed below.

VDI Tested Environment

Nvidia Tesla P40 24G GPU configured as Shared Direct in VMWare vCenter – Firmware 86.02.23.00.1 with the latest VIB for VMware 7.0.3

VMWare ESXi vSphere 7.0.3 HyperVisor

Virtual Servers

1 vCenter Server Version 7.0.3

1 Windows 10 Desktop 16 vCPU's and 128GB RAM

Nvidia GPU Grid Driver 471.68 (30.0.14.7168)

Tested with 24Q, 12Q & 8Q vGPU profiles

Display Scaling and Driver Control

Ensure that the scaling of the display is 'fixed' on the Citrix desktop by setting to 'actual size' on the Citrix side of the display preferences. Otherwise, the rescaling or downscaling of the display to fit in a window may cause instabilities.

To reduce the sensitivity of Windows to TDR events which could falsely indicate a video driver error, add a registry key:

HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\GraphicsDrivers

and create a key of type "DWORD (32-bit)" and name "TdrDelay" with a value of 10 as Decimal value and reboot the VM.

Licensing and environment

Check that the MAC address isn't going to change, especially if using a node-locked license. If the MAC address isn't static, then it is possible to run a floating license type setup locally.

Avoid using clear down scripts when users log off as Geoteric settings are stored against user profiles.

Additional notes

Geoteric will always perform best when running on a local workstation with a dedicated GPU. Bandwidth, latency, and network quality can impact the performance of VDI solutions.

Project storage

The amount of disk space a Geoteric project requires increases in direct relation to the size of the source data volume loaded.

For example: If the source data is 10GB, then Geoteric will need 10GB + 1.8GB for its display file. This means a total of 11.8GB in space (internal or external) is required to load and visualise the source volume.

If any processing is to be carried out on the volume, the same amount of space is needed again for the resulting volume and display file. Once the project contains 10 volumes, 118GB will be required.

RAID

RAID 0 or non-RAIDED disks are the best performing configuration for Geoteric.

Certain other RAID configurations can have a very negative impact on performance. Please contact Geoteric support for further information if you think this is the case.

Geoteric temporary folder

The location of the Geoteric temporary folder has an impact on performance and is an important consideration. Ideally, this folder should be set to reside on a fast, local hard drive such as an SSD with plenty of space available (see below).

- The 'temp' directory is specified on setup (though it can be changed from within the Geoteric options at any time) and is the target for all temporary files.
- Temp disk space: Geoteric requires a certain amount of temporary disk space to use during volume processing. Once processing is complete, all temp files are deleted.
- We recommend that a large amount of disk space is reserved for temporary files, though this value depends on the size of your data. We recommend around 3-4 times the size of your data in free space. E.g. if your data is 10Gb, the drive housing your Geoteric temp folder should have at least 30Gb of free space to ensure Geoteric can process your data.
- We recommend if possible, placing the 'temp' location on a different physical drive to the Geoteric project data to minimise drive data bottlenecks.

Optional System Tweaks

Drives

- For optimal performance, we recommend turning off the Windows write-cache buffer as this is known to improve disk performance.
- When using an SSD, a proportion of the maximum disk space should be allocated to be used by the disks' controllers. As per manufacturer's recommendations, a partition of at least 10% of the disk should be left as unallocated space when initially formatting the drive for use. Failure to do this will result in reduced performance when writing to the disk.
- All non-SSD hard drives slow down considerably as they become full. If the drive where your Geoteric projects are stored, or where Geoteric is installed is close to being full, then consider deleting any unnecessary files and free up some space on the drive, then perform defragmentation on the drive to optimise the data (see below).
- Disk fragmentation – Windows only. We would always recommend that the computer running Geoteric is regularly defragmented to increase performance.
- A reduction in performance may be observed for some older SSD drives.

Network

If your Geoteric projects are stored on a network drive, you can check if network issues are causing a drop in performance by performing a ping trace to the machine where the projects are stored to look at the response times and for any data packet loss. Recommended latency is <1ms with zero packet loss. Geoteric can quickly saturate a 10Gbit SAN or LAN link; lower performance networking is not recommended for storage.

Antivirus and other software

- We recommend that you add the Geoteric program folder (and the entire contents) to your antivirus exceptions whitelist.
- You should also ensure that your antivirus is not scanning the Geoteric temp folder and the project folders whilst they are in use.
- Ensure that any backup or indexing software is not actively running on your machine whilst you are using Geoteric as this would noticeably impact performance.

GPU and drivers

- In a multi-GPU system, we recommend dedicating one card to screen rendering and the other to processing. The settings for this are in Geoteric and can be found in the Options dialogue in the Tools menu.
- Ensure that your NVIDIA driver is up-to-date, ideally at the versions listed above. Recent drivers should work in most cases however please contact Geoteric support for specifically recommended drivers.
- We recommend a dual GPU configuration where a dedicated GPU would handle displays. Recommended for multiple 4k monitor setup, a single GPU configuration is supported.

System specification

Note that this is for desktop Geoteric and Geoteric AI Faults and not for Geoteric AI Horizons server specifications (for which please refer to the AI Server Recommended Specifications document).

CPU	Minimum: Single 8 core CPU
	Recommended: Dual or Quad Intel Xeon Gold – 24 core CPU
	Notes: Parts of Geoteric are multithreaded, and performance increases will be seen if a multiprocessor/core system is chosen
Memory	Minimum: 64 GB
	Recommended: 128 GB
Internal hard disks	<p>Bus type: SATAIII, SAS, M.2</p> <p>Capacity: We recommend systems have a minimum 1.5TB of internal hard disk space. An example configuration would be:</p> <ol style="list-style-type: none"> 1. Primary drive: 500GB (SSD) for OS and software 2. Additional high capacity (1TB+ SSD or M.2) drives for Geoteric projects and temporary files <p>However, the more internal hard disk space, the better</p>
External storage	<p>We recommend using SSD over USB3 enabled hardware or drives with fast SCSI connection</p> <p>iSCSI SAN drives are supported - please consult your IT department with regards to available bandwidth for this connectivity</p> <p>Note: use of USB 1.1 and USB 2.0 devices are not recommended</p>

For further information, please contact support on support@geoteric.com