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A useful definition of exascale computing for weather and climate modelling

Thomas C. Schulthess

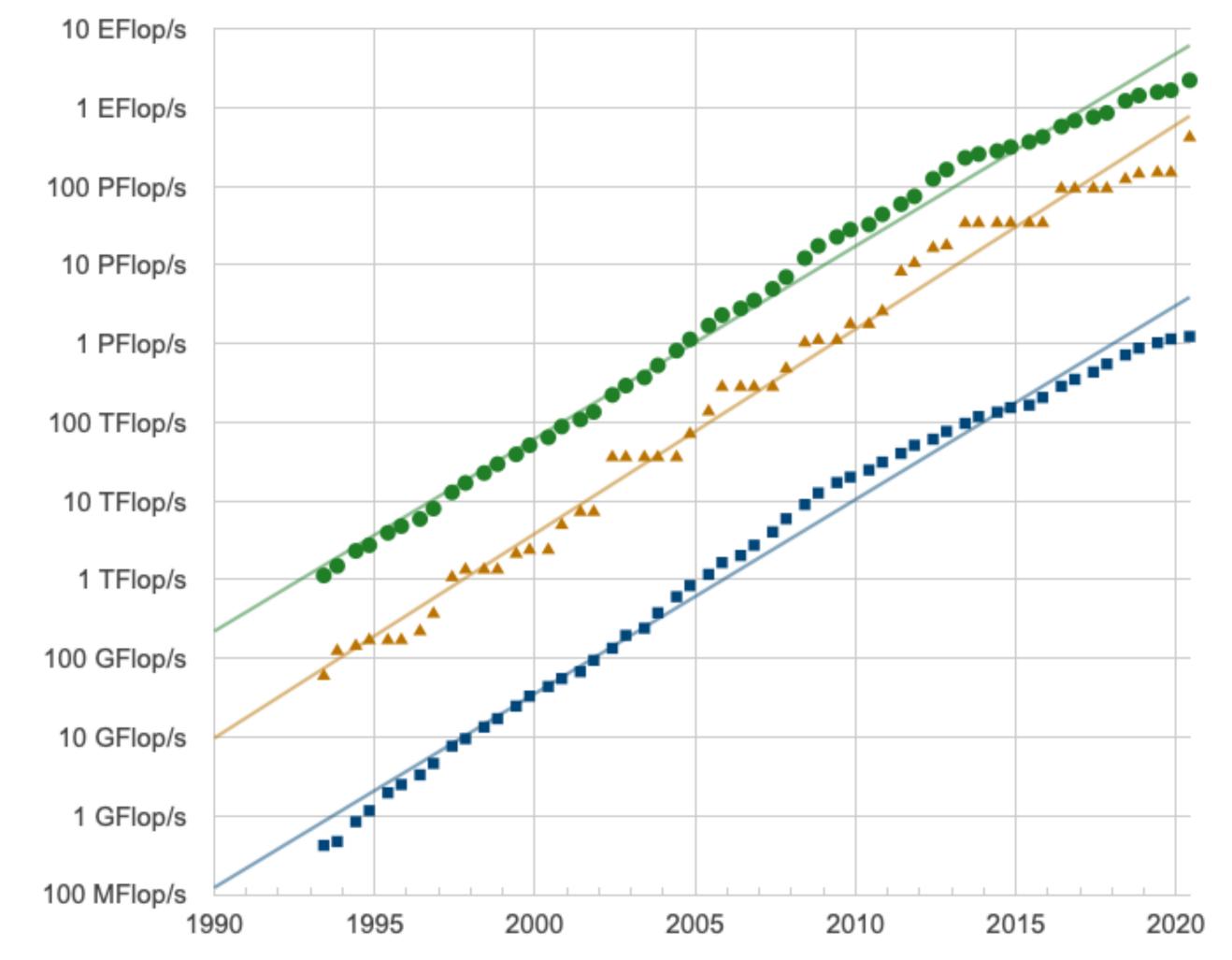


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Projected Performance Development









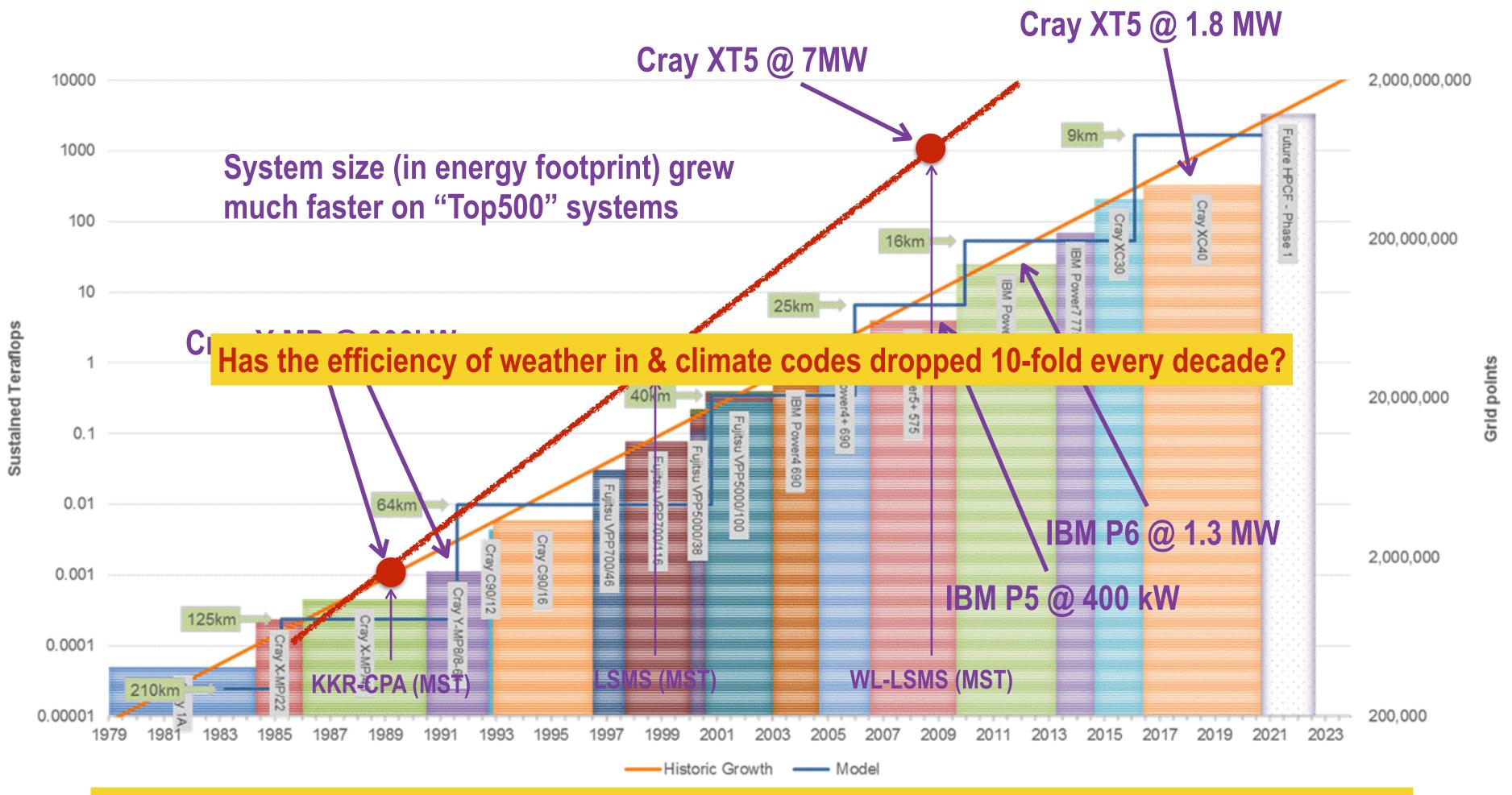
Lists

Source: <u>www.top500.org</u>

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"Only" 100-fold performance improvement in climate codes



Floating point efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2.5 decades)

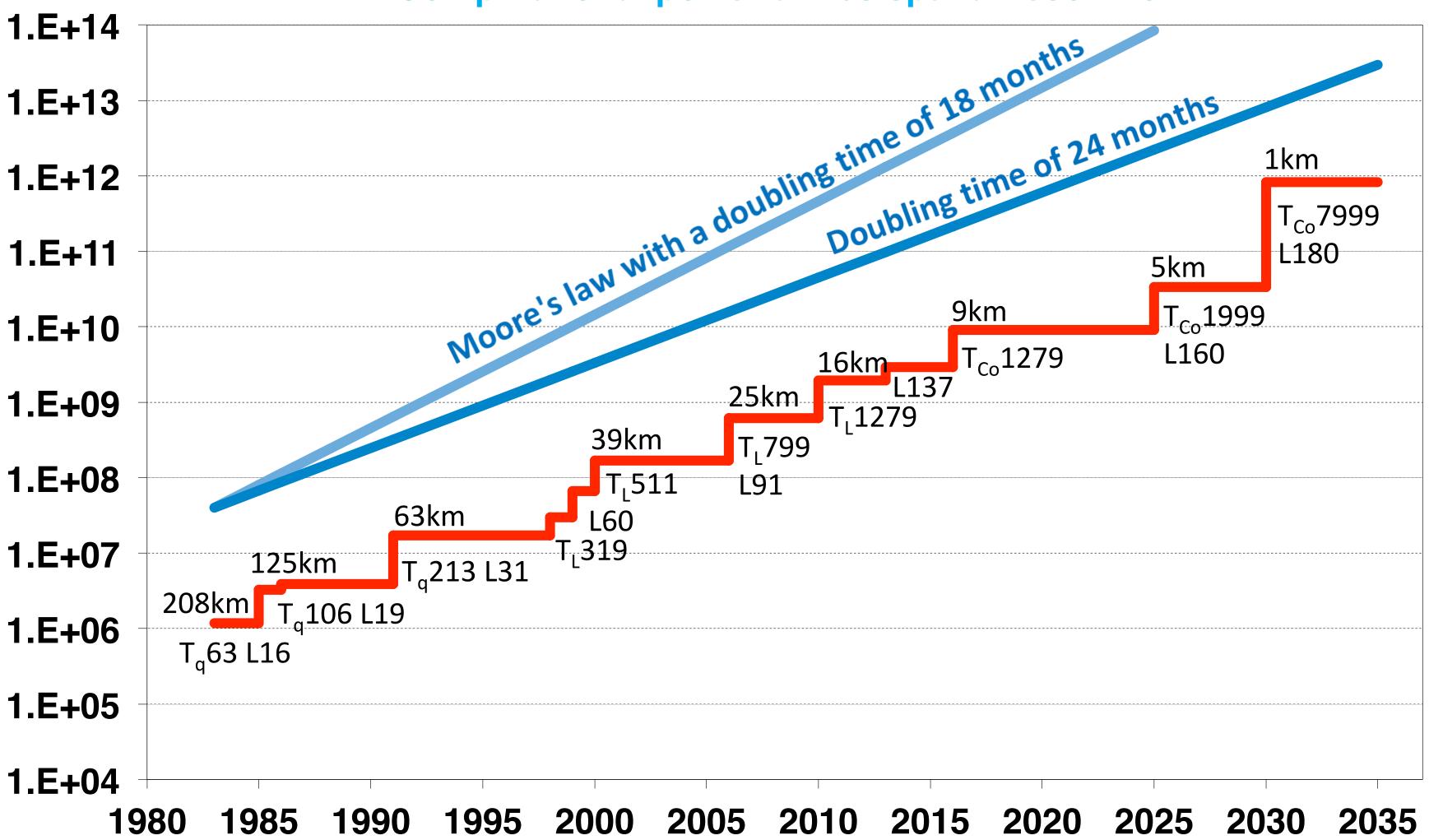


Source: Peter Bauer, ECMWF

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Computational power drives spatial resolution

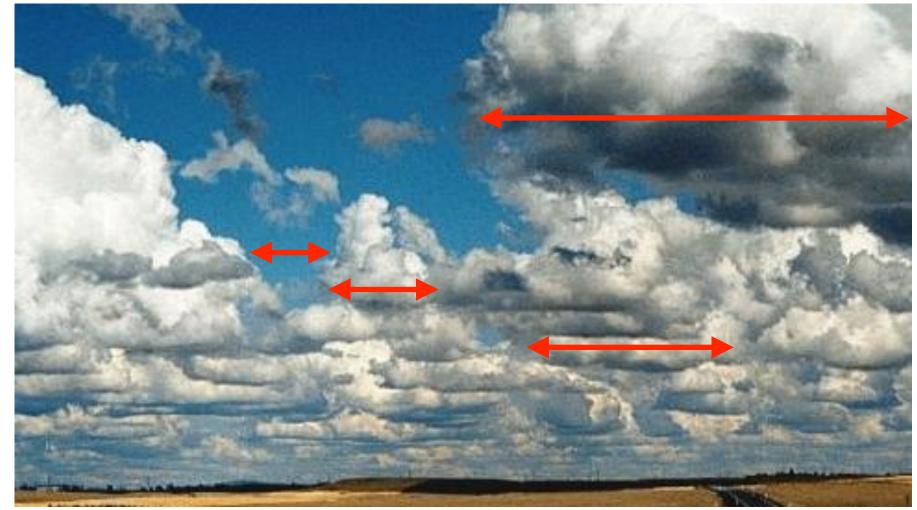
Source: Christoph Schär, ETH Zurich, & Nils Wedi, ECMWF Schulthess et al., 2019





Resolving convective clouds (convergence?)

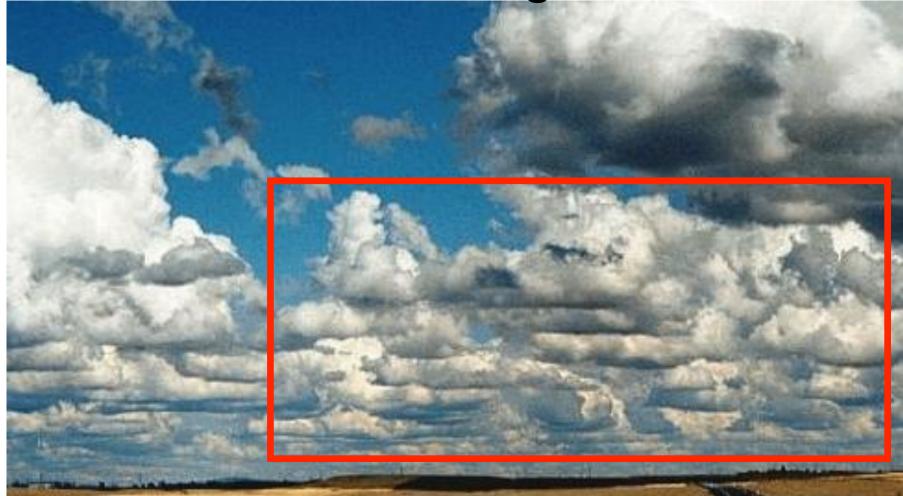
Structural convergence



Statistics of cloud ensemble: E.g., spacing and size of convective clouds



Bulk convergence



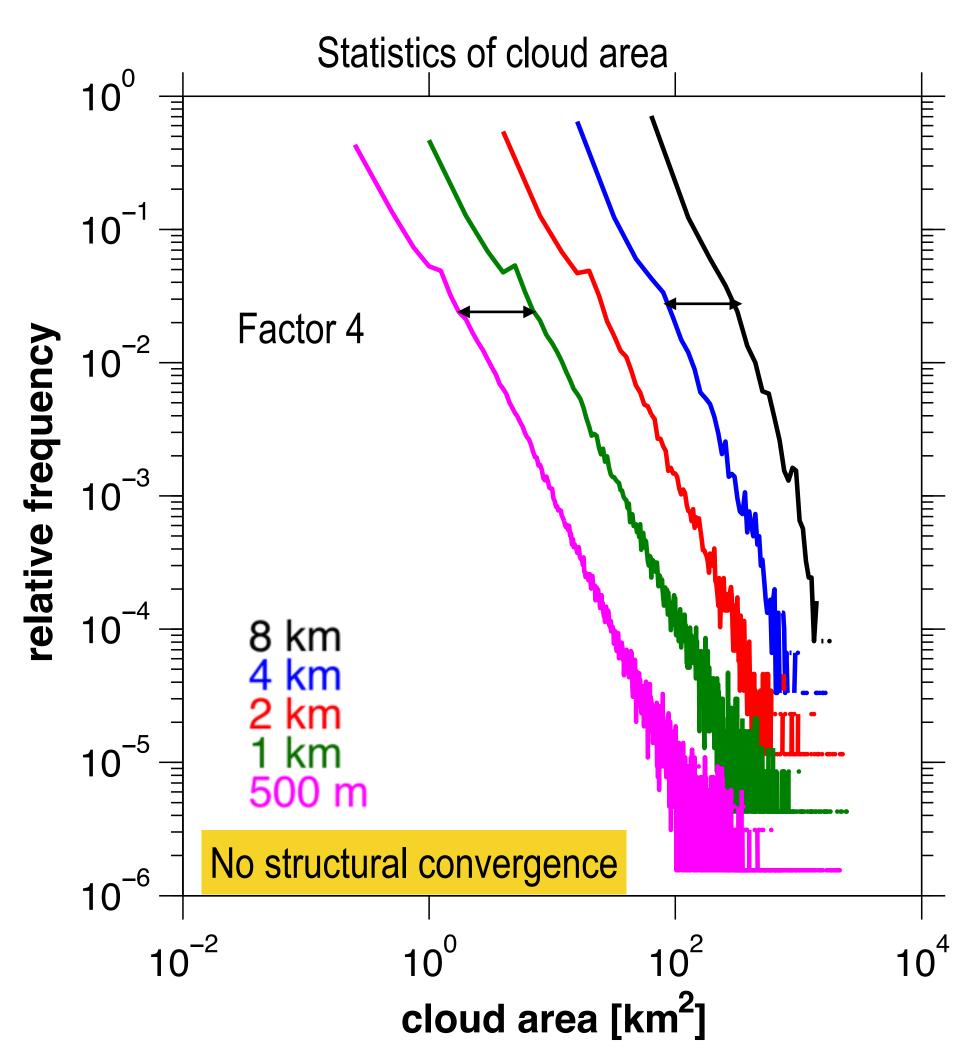
Area-averaged bulk effects upon ambient flow: E.g., heating and moistening of cloud layer

Source: Christoph Schär, ETH Zurich

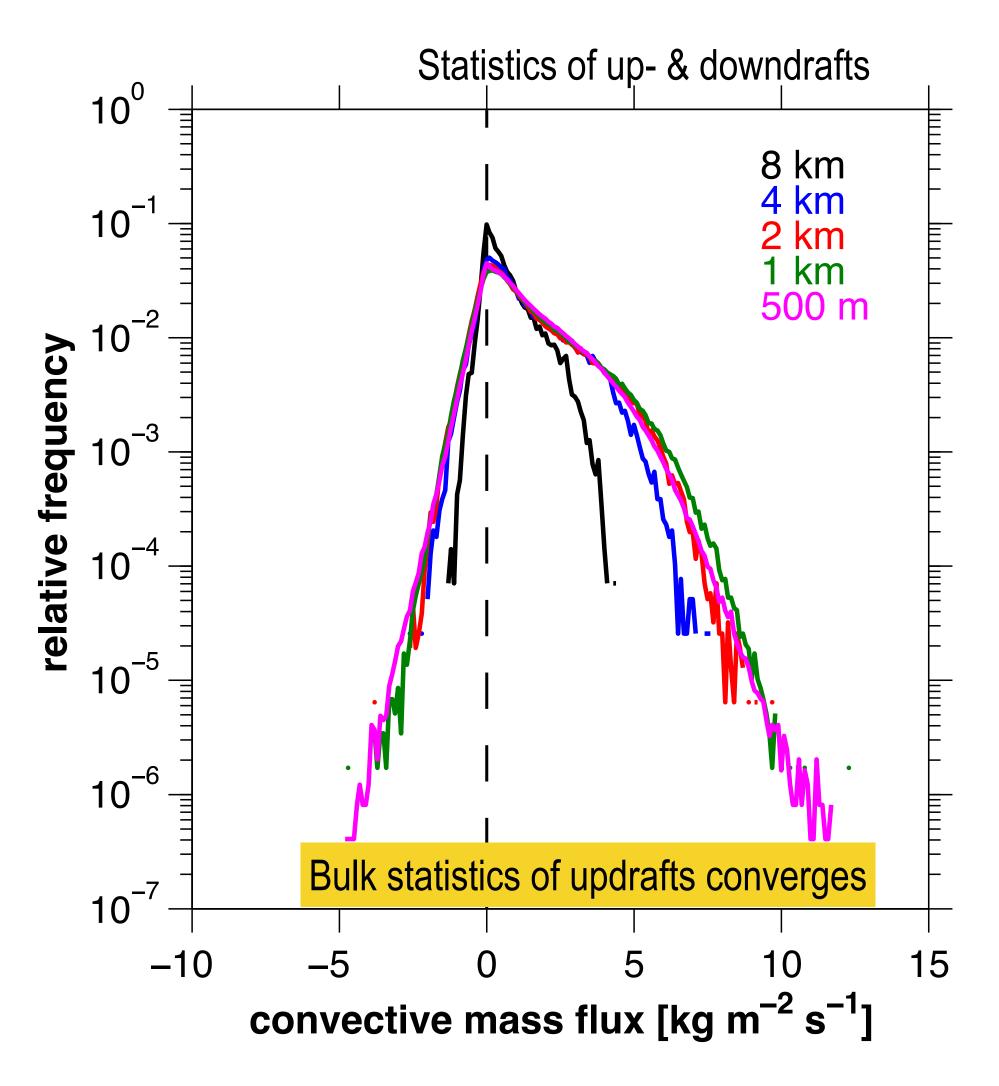




Structural and bulk convergence







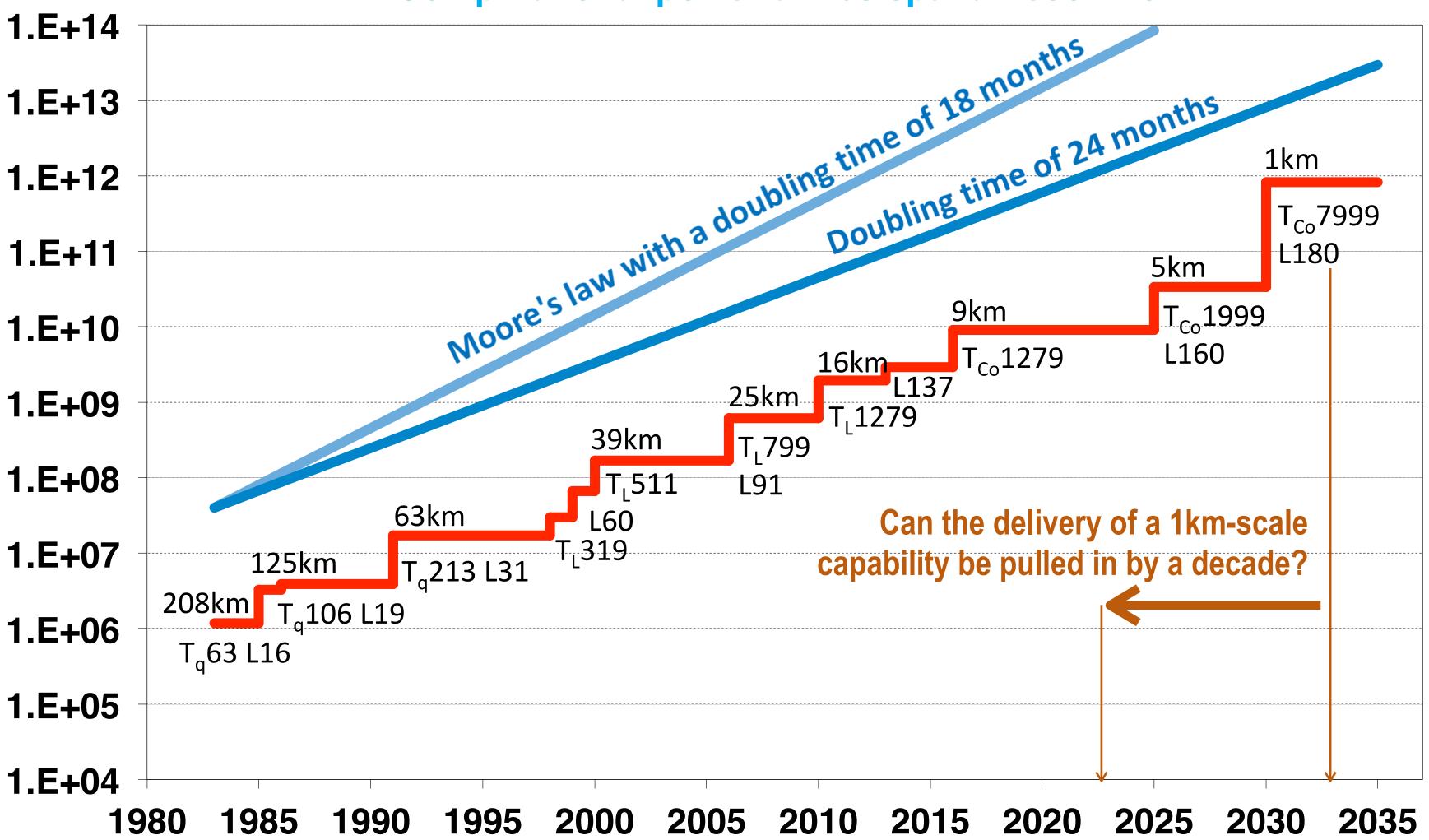
Source: Christoph Schär, ETH Zurich













Computational power drives spatial resolution

Source: Christoph Schär, ETH Zurich, & Nils Wedi, ECMWF Schulthess et al., 2019



Our "exascale" goal for 2022

Horizontal resolution	1 km
Vertical resolution	180 I
Time resolution	Less
Coupled	Land
Atmosphere	Non-
Precision	Singl
Compute rate	1 SY



- n (globally quasi-uniform)
- levels (surface to ~100 km)
- s than 1 minute
- d-surface/ocean/ocean-waves/sea-ice
- -hydrostatic
- le (32bit) or mixed precision
- PD (simulated year wall-clock day)





Running COSMO 5.0 & IFS ("the European Model") at global scale on Piz Daint

Scaling to full system size: ~5300 GPU accelerate nodes available



Running a near-global (±80° covering 97% of Earths surface) COSMO 5.0 simulation & IFS > Either on the hosts processors: Intel Xeon E5 2690v3 (Haswell 12c). > Or on the GPU accelerator: PCIe version of NVIDIA GP100 (Pascal) GPU





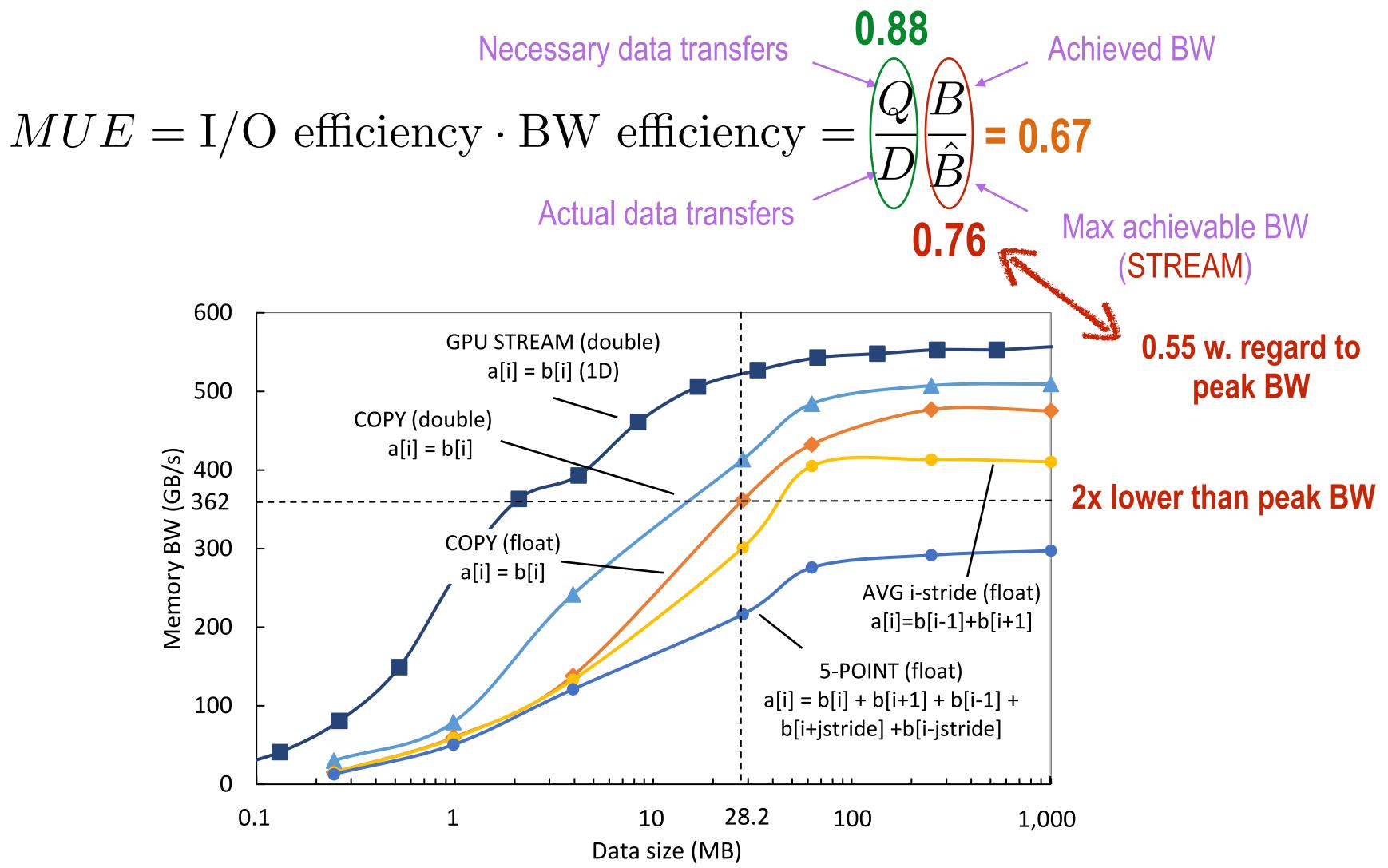
The baseline for COSMO-global and IFS

	Near-global COSMO ¹⁵		Global IFS ¹⁶	
	Value	Shortfall	Value	Shortfall
Horizontal resolution	0.93 km (non-uniform)	0.81 imes	1.25 km	1.56 imes
Vertical reso- lution	60 levels (surface to 25 km)	3 imes	62 levels (sur- face to 40 km)	3 imes
Time resolu- tion	6 s (split-explicit with sub-stepping)*	_	120 s (semi- implicit)	4 imes
Coupled	No 100x (single trajectory) times 50x (ensemble)			1.2 imes
Atmosphere	Non-hydrostatic	_	Non-hydro- static	_
Precision	Single	_	Single	_
Compute rate	$_{0.043 \text{ SY}}$ Goal is to stay within ~ 5MW $_{3\times}$		0.088 SYPD	$11 \times$
Other (e.g., physics,)	microphysics	1.5 imes	Full physics	_
Total short- fall		101×		$247 \times$





Memory use efficiency





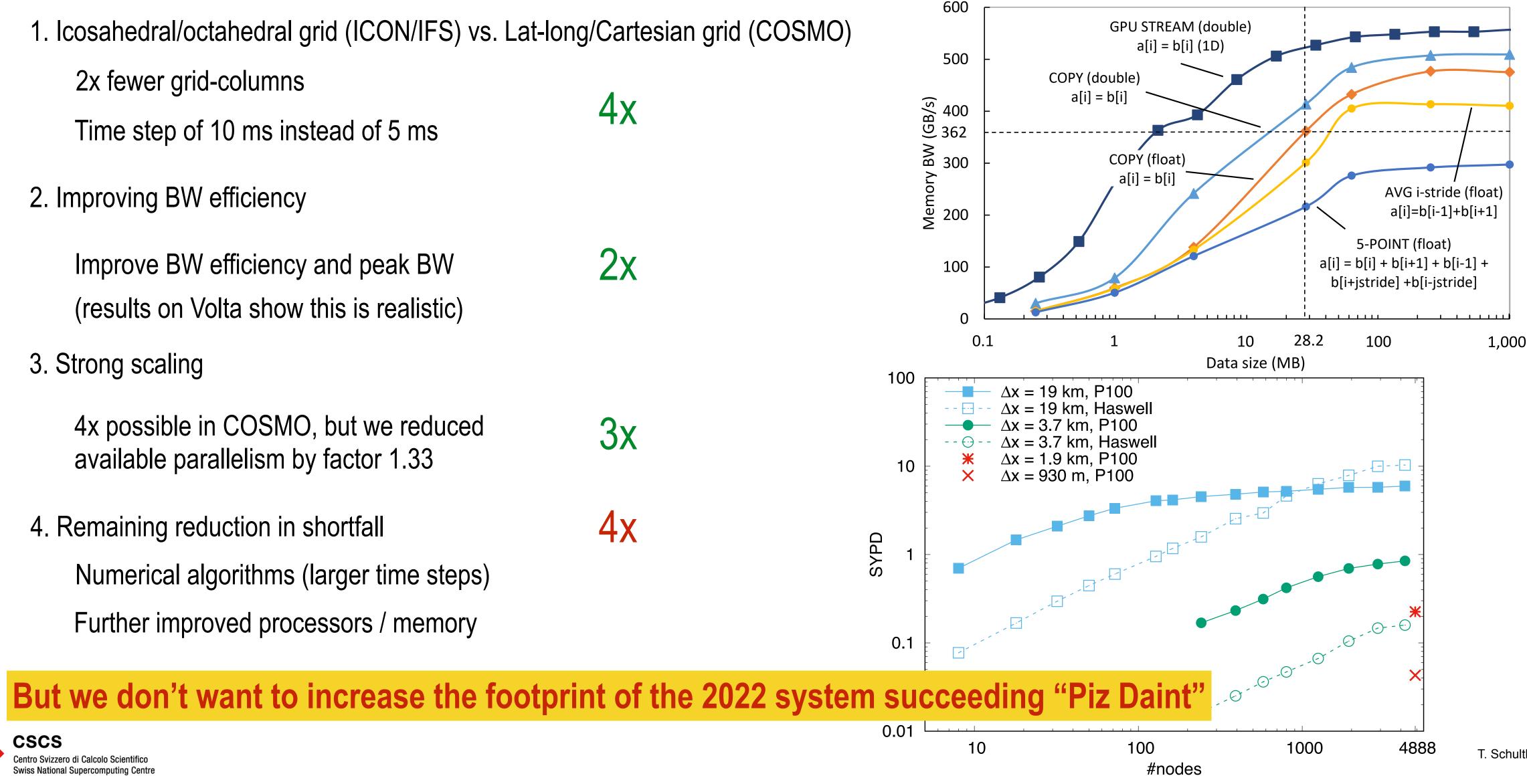
Fuhrer et al., Geosci. Model Dev. Discuss., <u>https://doi.org/10.5194/gmd-2017-230</u>, published 2018



Can the 100x shortfall of a grid-based implementation like COSMO-global be overcome?

1. Icosahedral/octahedral grid (ICON/IFS) vs. Lat-lor	ng/Cartesian g
2x fewer grid-columns	
Time step of 10 ms instead of 5 ms	4x
2. Improving BW efficiency	
Improve BW efficiency and peak BW (results on Volta show this is realistic)	2 x
3. Strong scaling	
4x possible in COSMO, but we reduced available parallelism by factor 1.33	3 x
4. Remaining reduction in shortfall	4 x
Numerical algorithms (larger time steps)	
Further improved processors / memory	







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Much of the data present here was from this article

Race to Exascale Computing

Theme Article

Baseline for Exascale Based on Weather and **Climate Simulations**

Thomas C. Schulthess ETH Zurich, Swiss National Supercomputing Centre

Peter Bauer European Centre for Medium-Range Weather Forecasts

Nils Wedi European Centre for Medium-Range Weather Forecasts

> Abstract—We present a roadmap towards exascale computing based on true application performance goals. It is based on two state-of-the art European numerical weather prediction models (IFS from ECMWF and COSMO from MeteoSwiss) and their current performance when run at very high spatial resolution on present-day supercomputers. We conclude that these models execute about 100-250 times too slow for operational throughput rates at a horizontal resolution of 1 km, even when executed on a full petascale system with nearly 5000 state-of-the-art hybrid GPU-CPU nodes. Our analysis of the performance in terms of a metric that assesses the efficiency of memory use shows a path to improve the performance of hardware and software in order to meet operational requirements early next decade.

Digital Object Identifier 10.1109/MCSE.2018.2888788 Date of publication 24 December 2018; date of current version 6 March 2019.



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Reflecting on the Goal and Computing: A Roadmap

MeteoSwiss **Torsten Hoefler** ETH Zurich

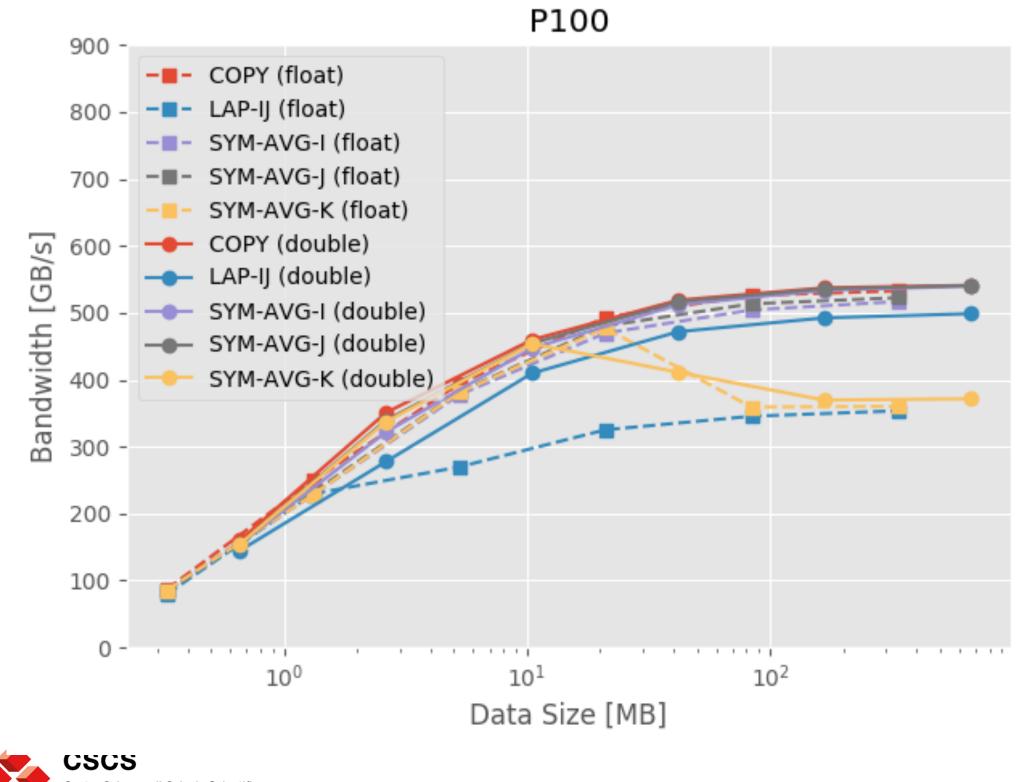
Oliver Fuhrer

Christoph Schär ETH Zurich

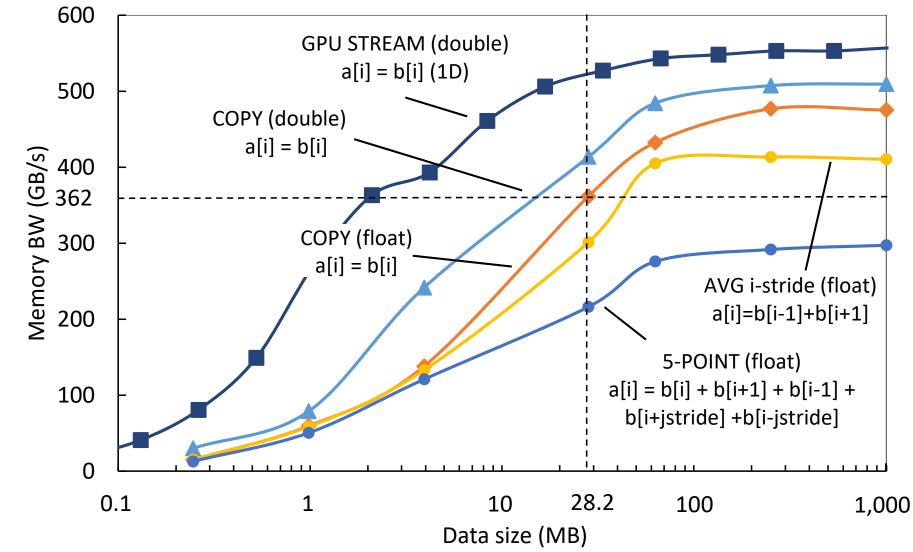
Scientific computation with precise numbers has always been hard work, ever since Johannes Kepler analyzed Tycho Brahe's data to

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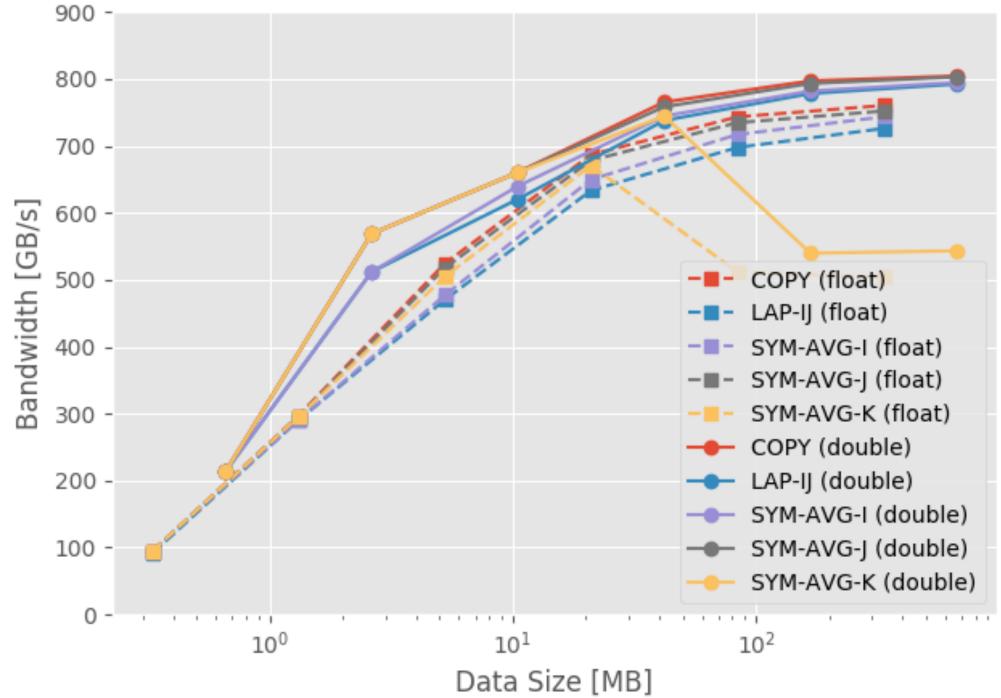
The good news: memory performance is improving!



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V100



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MeteoSwiss systems: Escha/Kesch (2015) vs. Arolla/Tsa (2019)

Two identical systems with 96 K80s (@480 GB/s) each

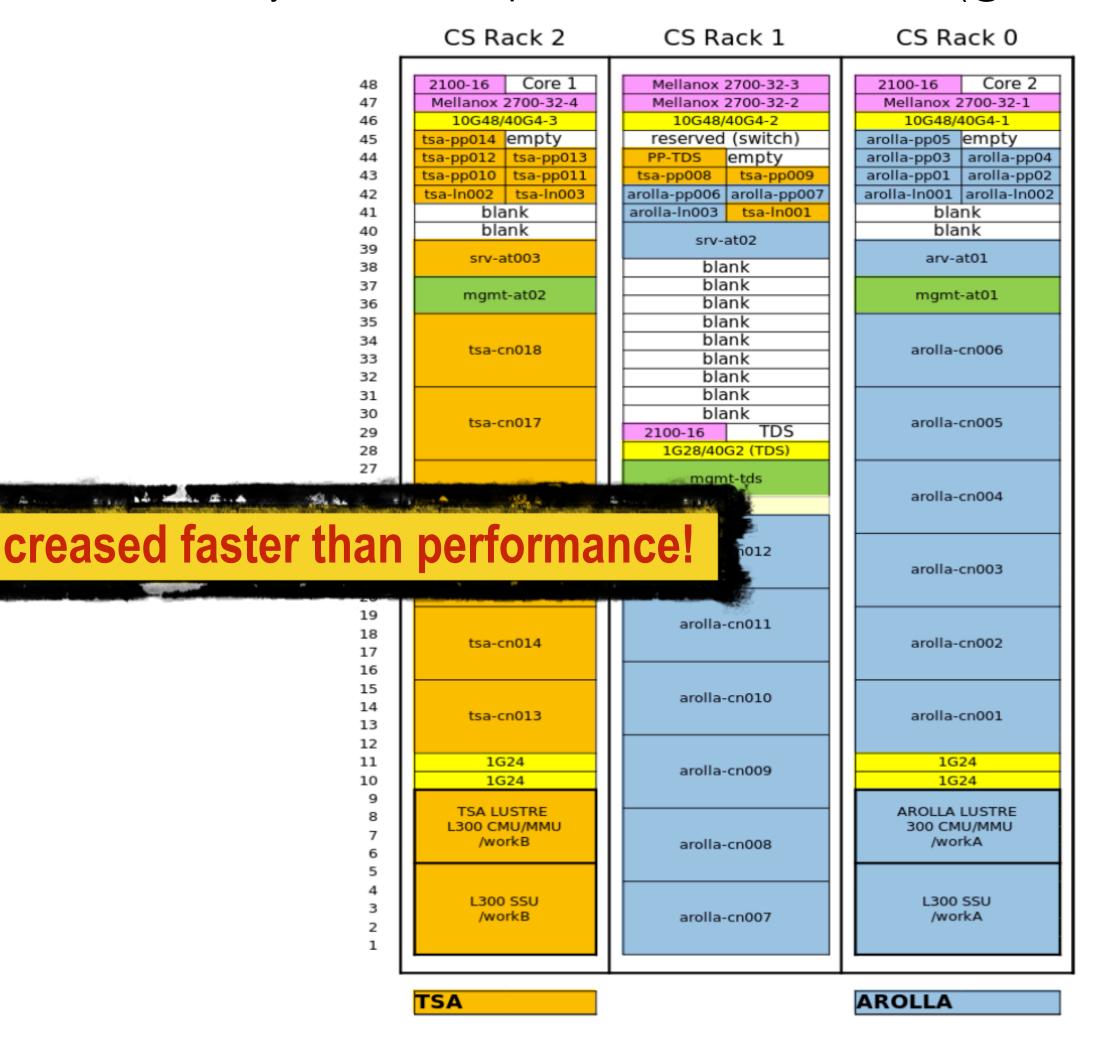
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Escha

Kesch



One system with two partitions of 96 and 48 V100 (@900 GB/s) each



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Overcoming the 100x performance gap

- Our current estimates (modified/updated from Schulthess et al. 2019)
 - ~12x from improvements in software
 - •>2x from improvements in memory performance
 - "only" factor 3-4 necessary from methods, algorithms, etc.
- The real challenge will be data!
 - PRACE Tier 0 project based on 1 year allocation and 2.8 km horizontal resolution: 11.5 PB of data

Use the Tier 0 project of MPI-M as opportunity to address challenge with data services – CSCS is willing to take on the challenge with partners



• Will Tier 0 projects that run at 1km horizontal resolution require 27x more online storage, or ~300 PB of data p.a.?



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Collaborators



Tim Palmer (U. of Oxford)



Bjorn Stevens (MPI-M)



Nils Wedi (ECMWF)







Peter Bauer (ECMWF)



Oliver Fuhrer (MeteoSwiss)



Torsten Hoefler (ETH Zurich)



Christoph Schar (ETH Zurich)



Thank you!

