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A Performance-Portable Nonhydrostatic Atmospheric Dycore for the Energy Exascale Earth System Model Running at Cloud-Resolving Resolutions

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1 E3SM, HOMME, and Kokkos

2 SCREAM and HOMMEXX

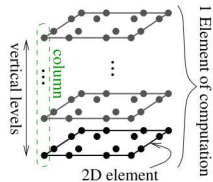
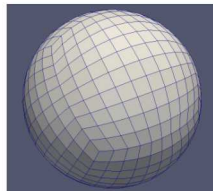
3 Results

4 Conclusions

What is E3SM?

- DOE effort for a high resolution earth model.
- Branched from **C**ommunity **E**arth **S**ystem **M**odel (CESM) in 2014.
- Modular library, with several components: atmosphere dynamics/physics, land, land-ice, ocean, sea-ice, biogeochemistry, ...
- All component can run with variable-resolution, unstructured grids.
- Mostly written in Fortran 90.
- Broad variety of time and space scales.
- 2018: E3SM version 1 is released in April.
- 2021: E3SM version 2 code freeze (estimate: June).

- Component of E3SM (and CESM) for dynamics and transport in the atmosphere.
- Accounts for 20-25% of total run time of typical fully-coupled simulation.
- Highly optimized for MPI and OpenMP parallelism.
- Horizontal (2D) and vertical (1D) differential operators are decoupled.
- Spectral Element Method (SEM) in the horizontal direction.
- Eulerian or Lagrangian schemes for vertical operators.



What is Kokkos?

- Developed at Sandia National Labs, written in C++ (with C++11 required).
- Provides templated constructs for on-node parallel execution: execution space (host vs device), execution policy (range vs team), parallel operation (for, scan, reduce).
- Provides template abstraction for a multidimensional array: data type, memory space (host, device, UVM), layout (left, right, ...), memory access/handling (atomic, unmanaged, ...).
- Supports several back-ends: Serial, OpenMP, Cuda, HIP,
- Available at <http://github.com/kokkos/kokkos>.

Cloud-Resolving Models (CRMs):

- Have horizontal resolution of $\lesssim 3\text{km}$.
- Can do away with parametrizations of some physical process (deep convection), but needs more complex models for state equations.

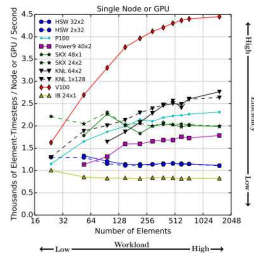
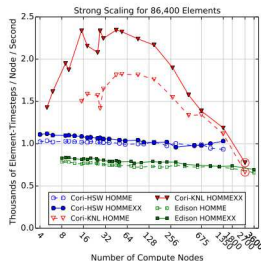
SCREAM:

- Atm model for E3SM at ultra-high resolution.
- Targets 3km horizontal resolution, and 128 vertical levels (7.2 billion grid points).

HOMMEXX: hydrostatic dycore (preqx)

Task completed in 2018¹.

- Incremental F90 → C++ conversion.
- Heavily tested.
- Bit-for-bit with F90 implementation.
- Minimization of architecture-specific code.
- Primary design goals:
 - expose parallelism,
 - maximize vectorization,
 - minimize memory movement.



L. Bertagna et al., HOMMEXX 1.0: a performance-portable atmospheric dynamical core for the Energy Exascale Earth System Model, Geo. Model Dev., 2019

HOMMEXX: non-hydrostatic dycore (θ -I)

Same design goals as hydrostatic dycore:

- Expose parallelism and vectorization, minimize memory movement.
- Bit-for-bit with F90 implementation.
- Minimization of architecture-specific code.

With respect to hydrostatic dycore:

- Model differences: adds two state variables, uses potential temperature, can run in both hydrostatic and non-hydrostatic mode.
- Main additional challenges: nonlinear solver, larger memory footprint.

Results: tested architectures

Single node architectures specs:

- (KNL) **Intel Xeon Phi**: 68 cores/node, 4 threads/core, HBM+DDR4
- (P9) **IBM Power9**: 2 sockets/node, 10 cores/socket, 4 threads/core, DDR4
- (V100) **NVIDIA Volta**: 2 sockets/node, 3 GPUs/socket, 2560 DP cores/GPU

Full cluster specs:

- (KNL) **Cori**: 9688 compute nodes (max used: 9216), located at NERSC.
- (P9) **Summit**: 4608 compute nodes (max used: 4600), located at ORNL.
- (V100) **Summit**: 27648 GPUs (max used: 27600), located at ORNL.

Results: strong scaling

- Solve for state and 10 tracers (NGPPS benchmark).
- Run at 3km and 1km horizontal resolution.
- Achieves 0.97 SYPD on GPU on full Summit system.
- Excellent scaling at 3km, perfect scaling at 1km.
- CPU performance comparable (or slightly better) to original F90.
- Approximately 10x speedup when using GPUs vs P9 on Summit.
- 1km resolution features approximately 1 trillion DOFs.

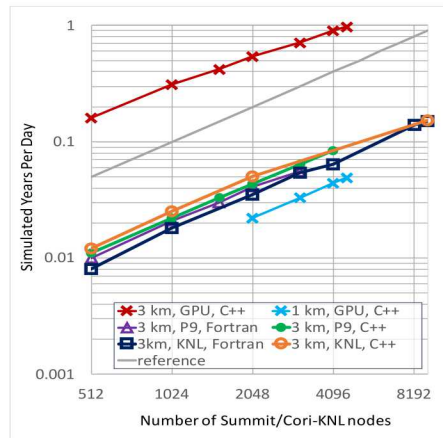


Figure: Achieved SYPD for different implementations and resolutions.

Results: nonlinear solver

- Homme Timestepping: Horizontally Explicit, Vertically Implicit (HEVI).
- Vertical Implicit: Diagonally Implicit Runge Kutta (DIRK).
- Solves one nonlinear eqn per GLL point (coupling vertical levels).
- Newton step requires tridiag solve.
- Strictly diagonally dominant matrix.
- No pivoting allows packing equations.
- Uses Thomas on CPU, Cyclic Reduction on GPU.
- Independent residual check for each column.
- Only two kernels per solve (initial guess + Newton).

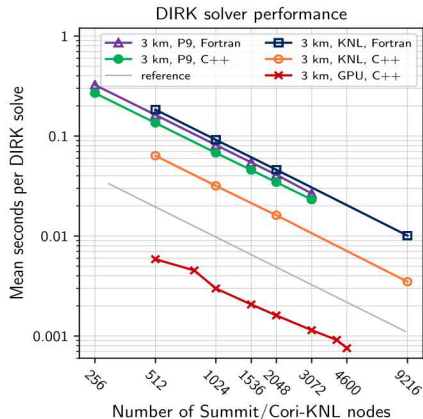


Figure: Performance of the DIRK solver on Cori KNL, Summit Power9, and Summit V100 GPU, for the 3 km benchmark.

Results: workspace manager

- Allows temporary buffers management within single kernel.
- Simplifies code development in temporary-heavy kernels.
- Only active on GPU builds, at high workload/node.
- Limited overhead when WSM is active, negligible if inactive.
- Necessary to fit 1km problem in memory for less than 4096 nodes on Summit.

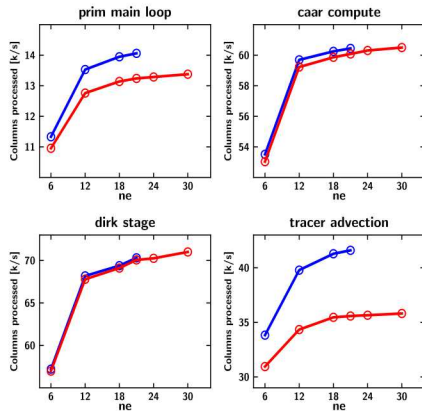


Figure: Processing rate of key functions as well as main time loop timer for the workspace manager (WSM) enabled (red) and disabled (blue).

- Completed C++/Kokkos rewrite of HOMME non-hydrostatic dycore.
- New implementation faster than original on CPU.
- New implementation achieves 0.97 SYPD at 3km resolution on GPU on full Summit system.
- Non-hydrostatic dycore required efficient nonlinear solver and tempoary buffers management.