MIR

ECMWF's New Interpolation Package

P. Maciel, <u>T. Quintino</u>, B. Raoult, S. Siemen ECMWF tiago.quintino@ecmwf.int





Upgrading the Interpolation Package

Interpolation is **pervasive**:

- Product genetation
- Access to data archive (MARS)
- Visualisation of products
- Web services



Used by many operational systems at ECMWF



MIR

Key Features

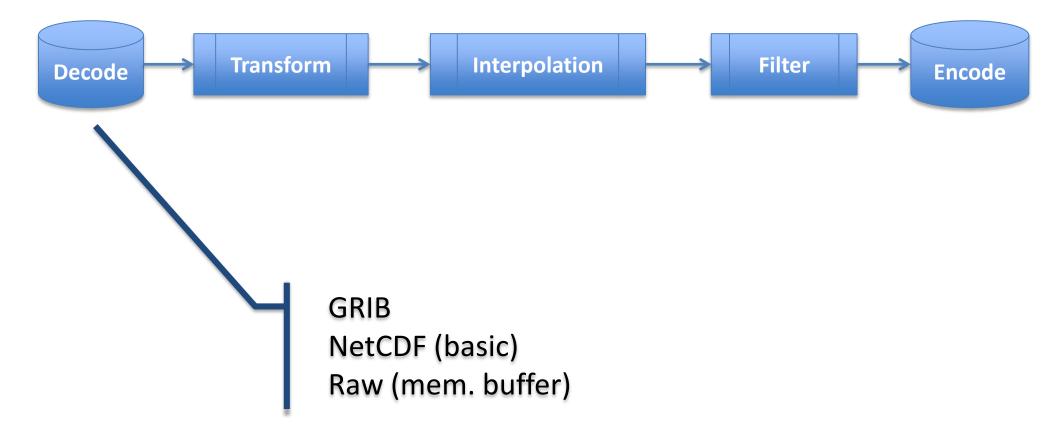
- Flexible and maintainable design
 - Configuration driven
 - Plugin based (users can extend)
 - Share **data-structures** with future IFS dynamical core
- Any-to-Any Grid algorithm
 - There is **always** a default algorithm
- Kernel based on linear Interpolation Operators
 - Enabling caching of operators
 - Linear Algebra backend support for GPU's & Accelerator cards (Intel Phi)



Flexible Design

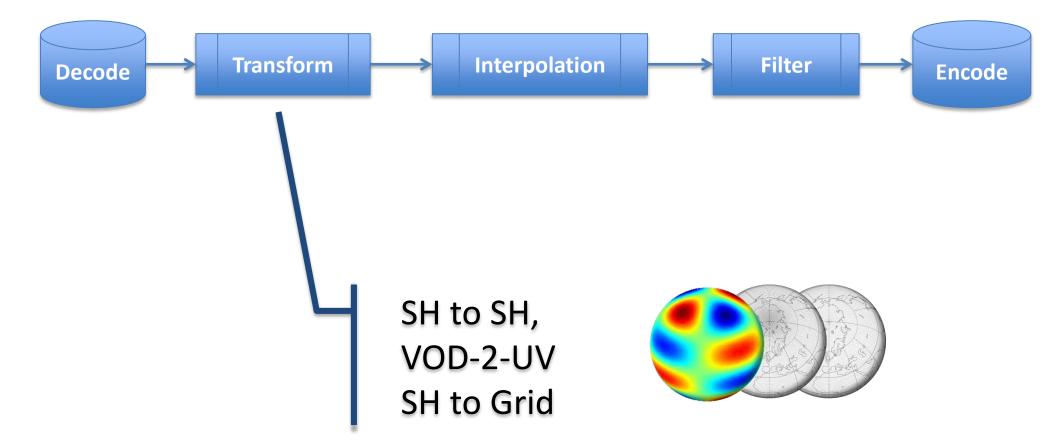


Architecture



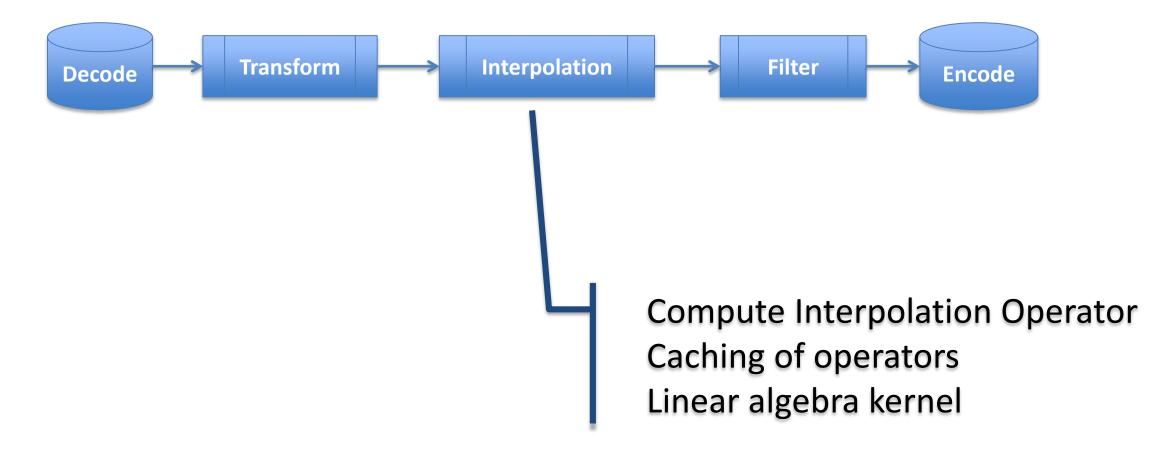






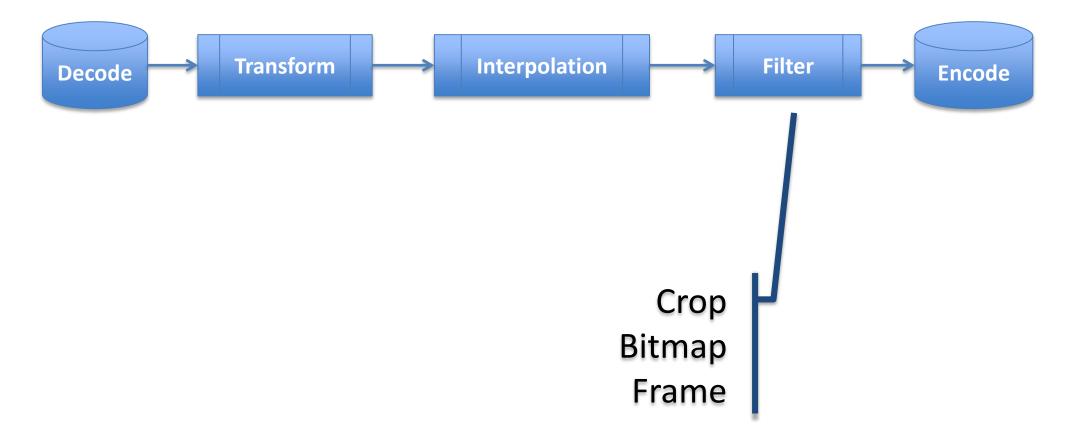






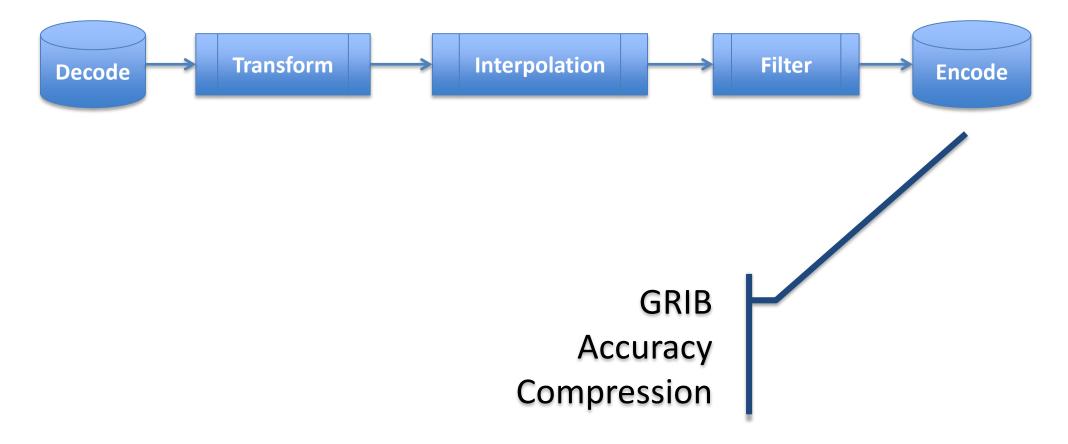








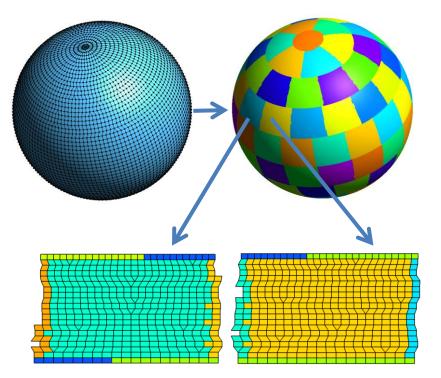


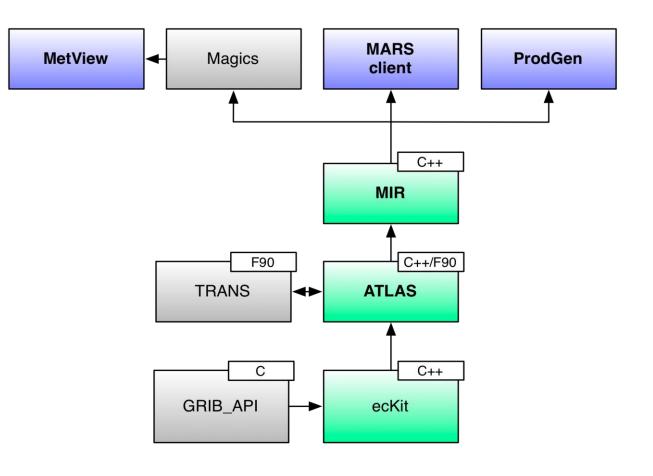




Atlas Library

- Framework for parallel, dynamic data structures
- Supporting multiple types of grids
- Fully written in **C++** (Fortran 2003 interfaces)
- Basis to develop scalable dynamical core





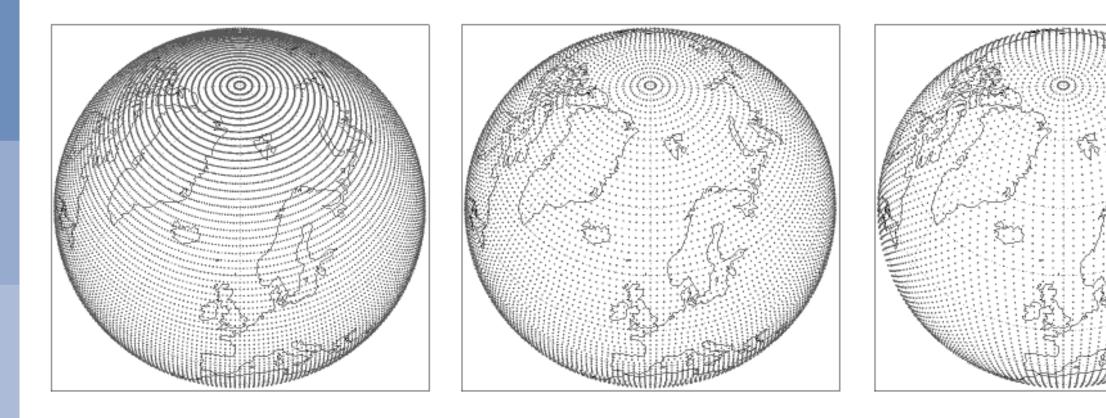


Most importantly: co-developed with the Research Dep.

Any-to-Any Grid



A Myriad of Grids



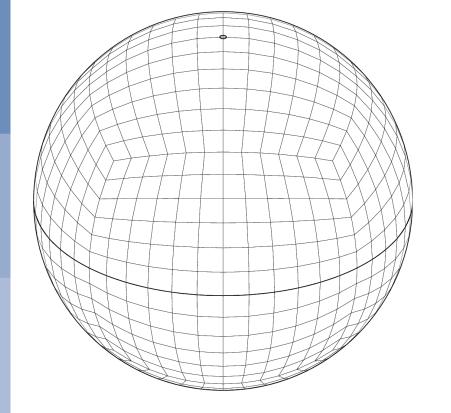
Lat-Lon

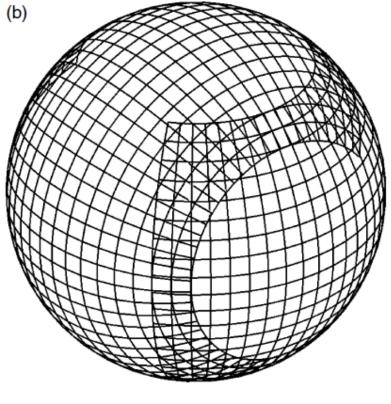
Reduced Gaussian

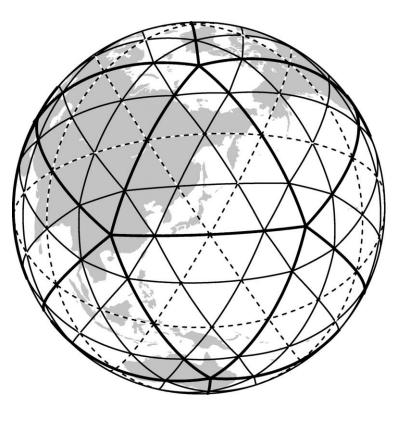
Reduced Gaussian Octahedral



A Myriad of Grids







Cubed Sphere



Icosahedral

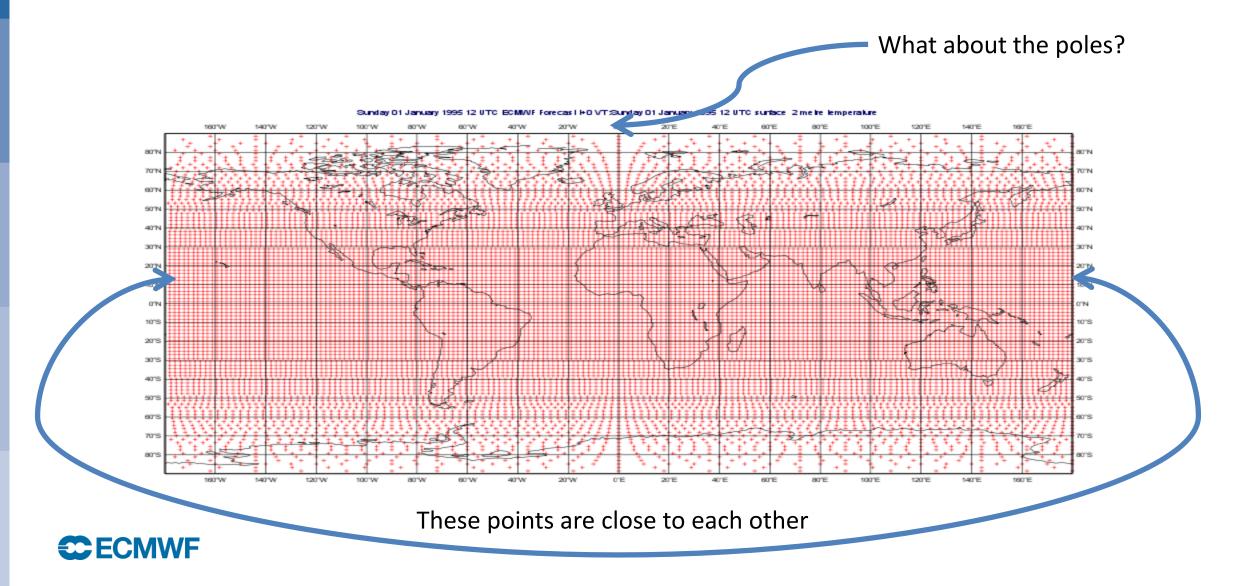


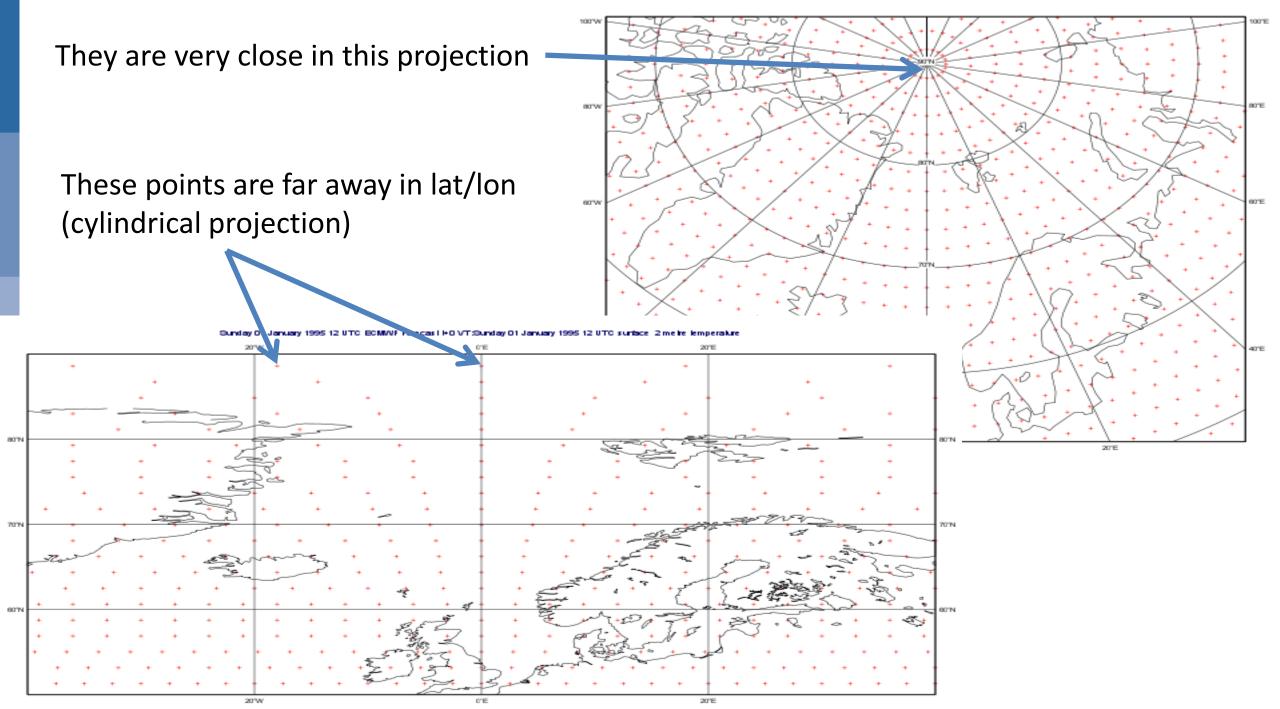
How to support ***all*** this in **one** algorithm?





Issues with latitude/longitude coordinate system





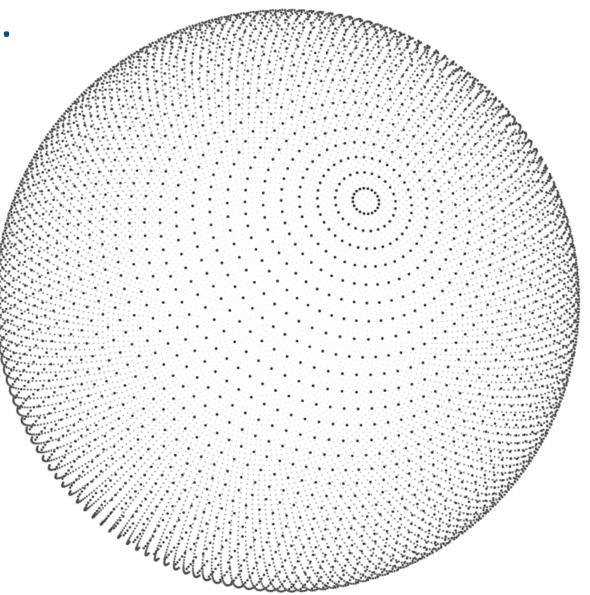
But the earth is (almost) a 3D sphere...

The poles are not special

The anti-meridian is not special

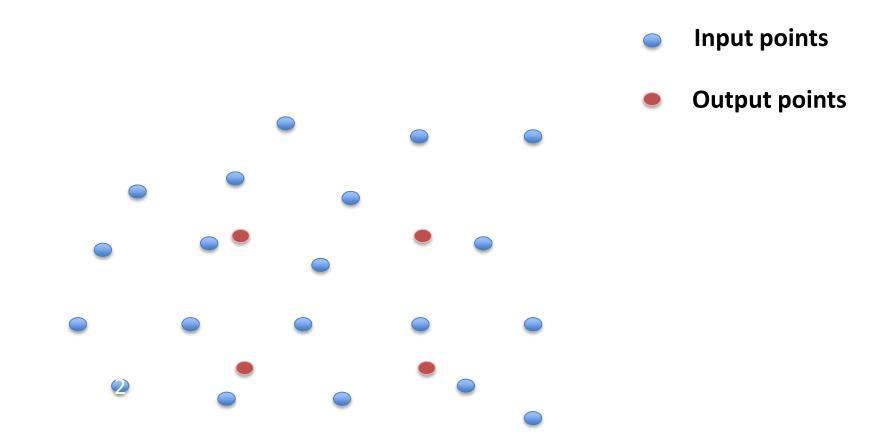
Use (X,Y,Z) instead of latitude/longitude

Distances are computed in 3D space





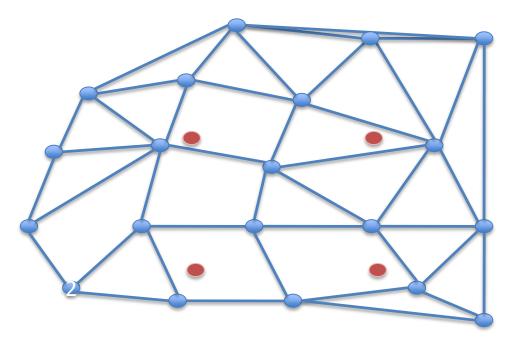
How does it work?





Tessellation

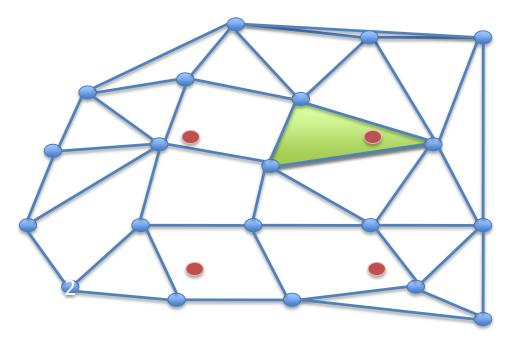
Build a Finite-Element discretisation space



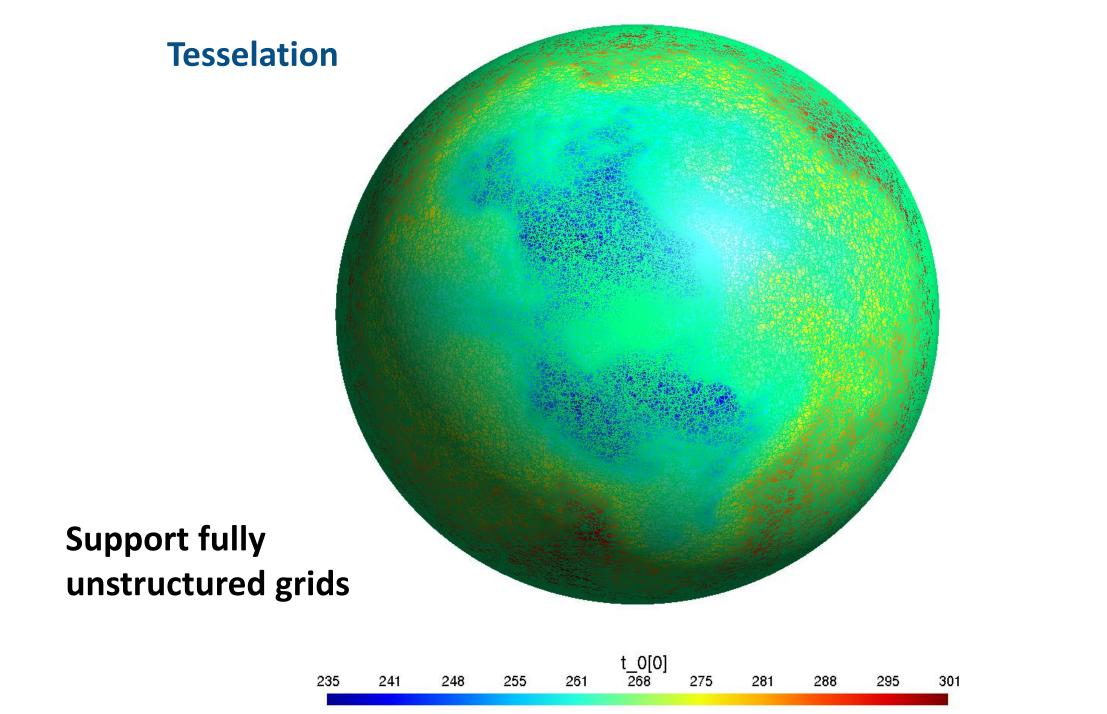




Use very efficient **Ray-Tracing** algorithms...







Y Z 3D Projection + Interpolation

Algorithm choice:

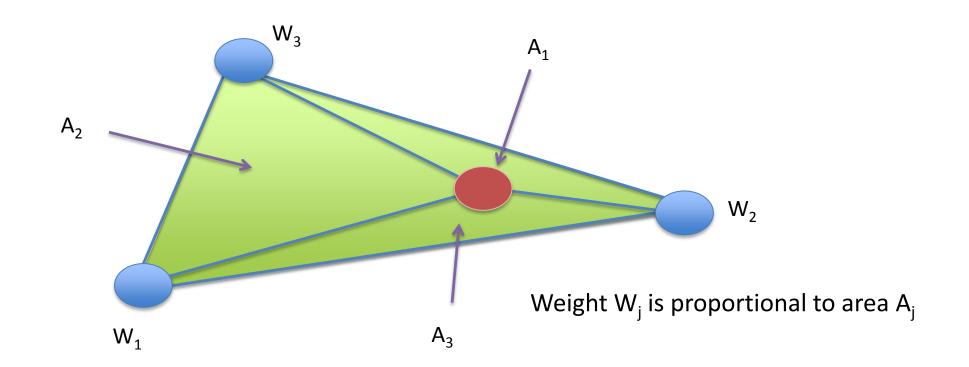
- Optimised if available
- Unstrucutred fallback

t_0[0]

Interpolation Operators

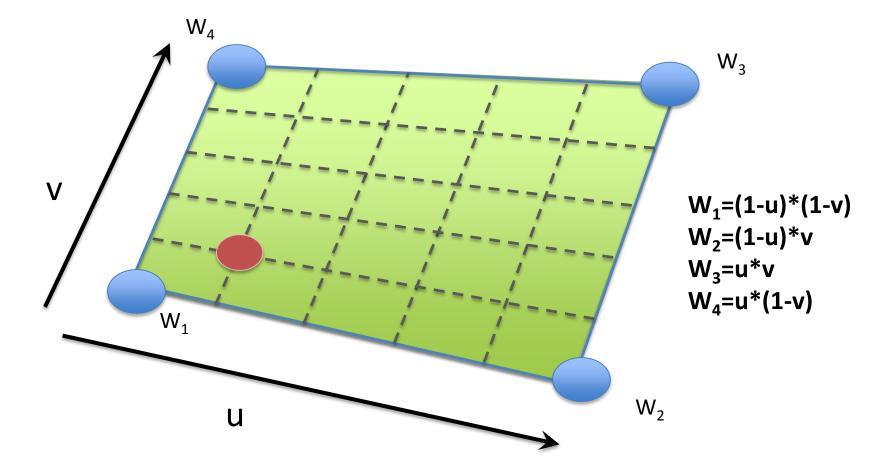


Interpolation weights





Interpolation Weights





Interpolation Operator

$\mathbf{F}_{i} = \mathbf{\Sigma} \mathbf{W}_{ij} \mathbf{G}_{j}$

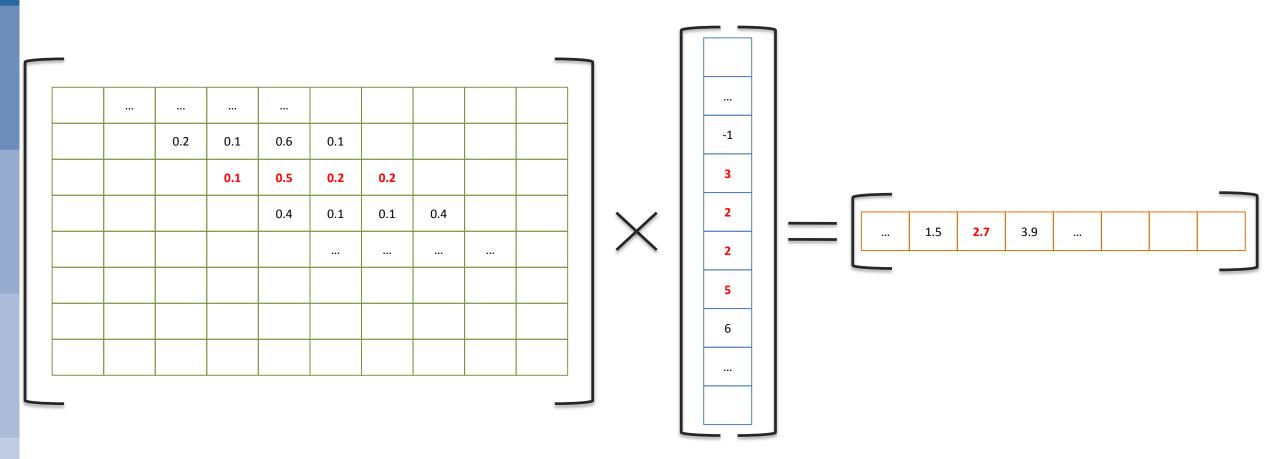
w_{ii} only depends on:

- Input grid, output grid, interpolation method, LSM

Can be cached!

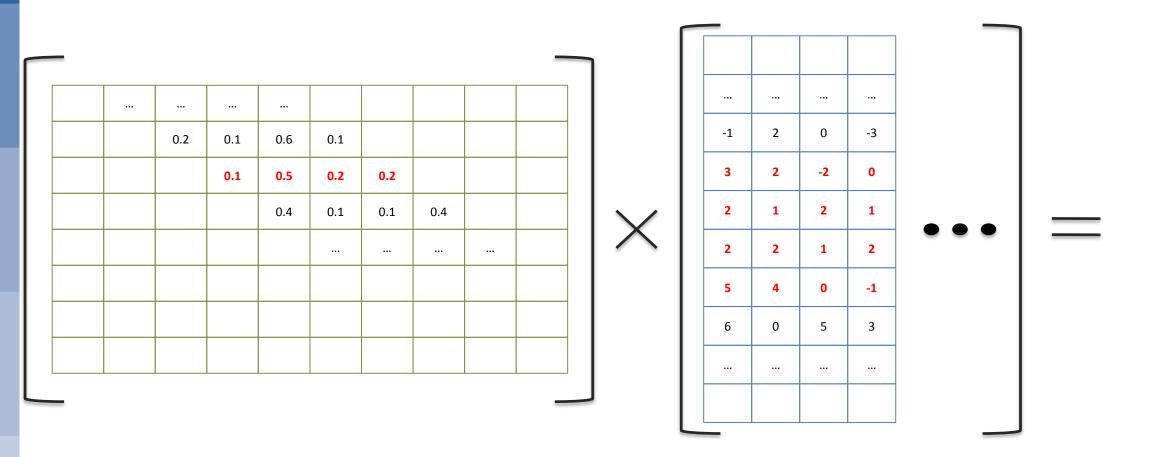


Matrix multiplication: Linear Operator





Matrix multiplication: Batch Interpolation



CPU Cache and GPU friendly => SPEED

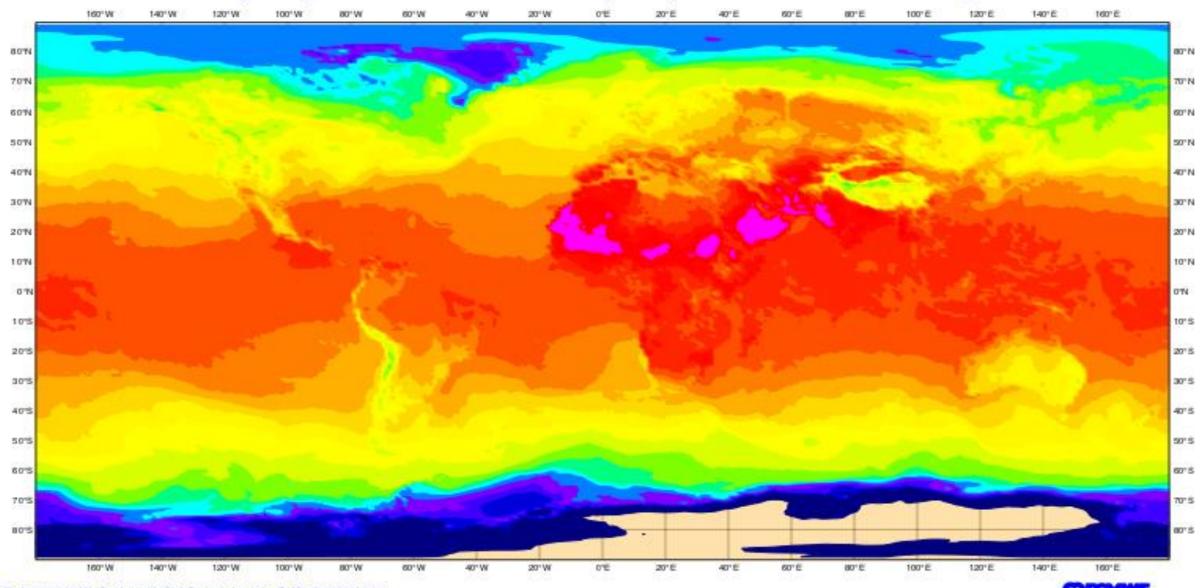


Features

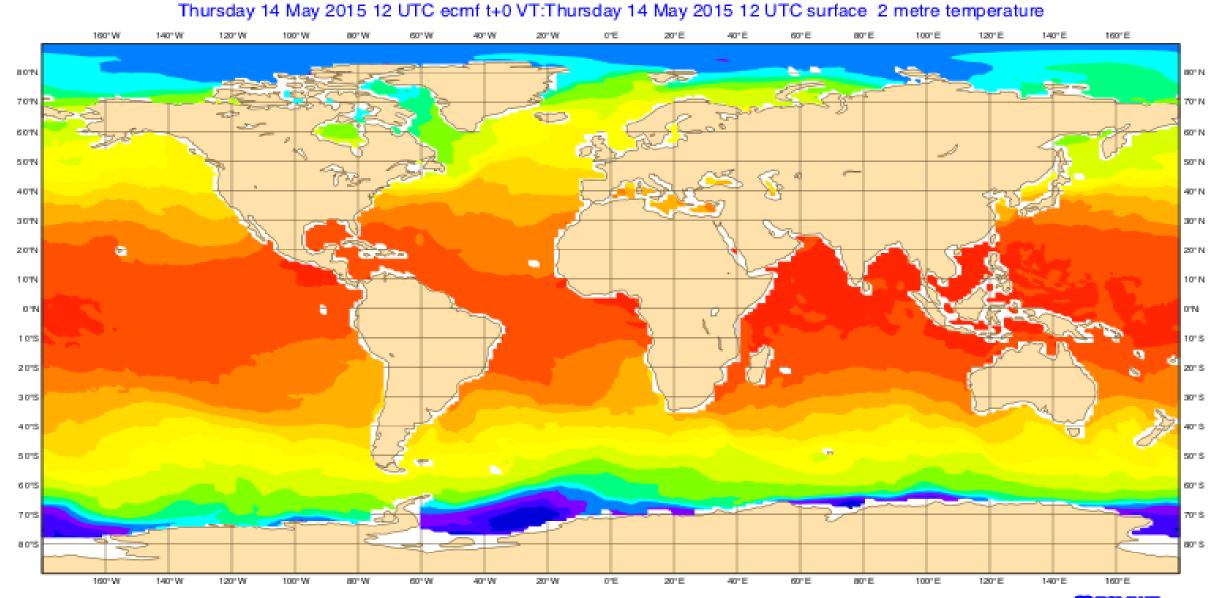


2t: N640 ► LL 0.25/0.25 + rotation + crop + frame

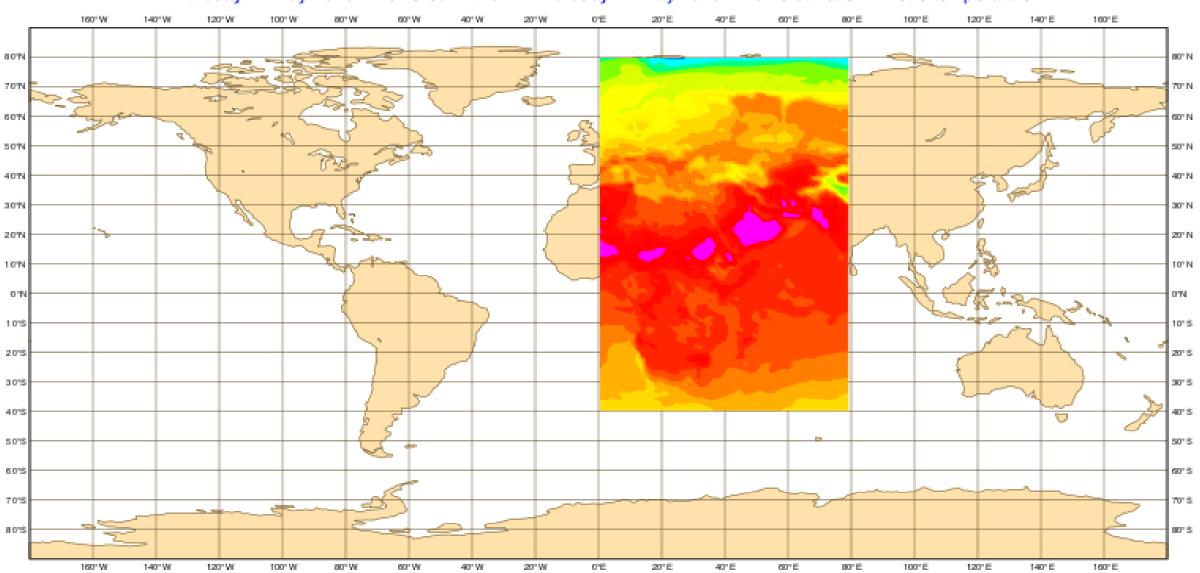
Thursday 14 May 2015 12 UTC ecmf t+0 VT: Thursday 14 May 2015 12 UTC surface 2 metre temperature



2t N640 -> 1x1 + bitmap (MIR)

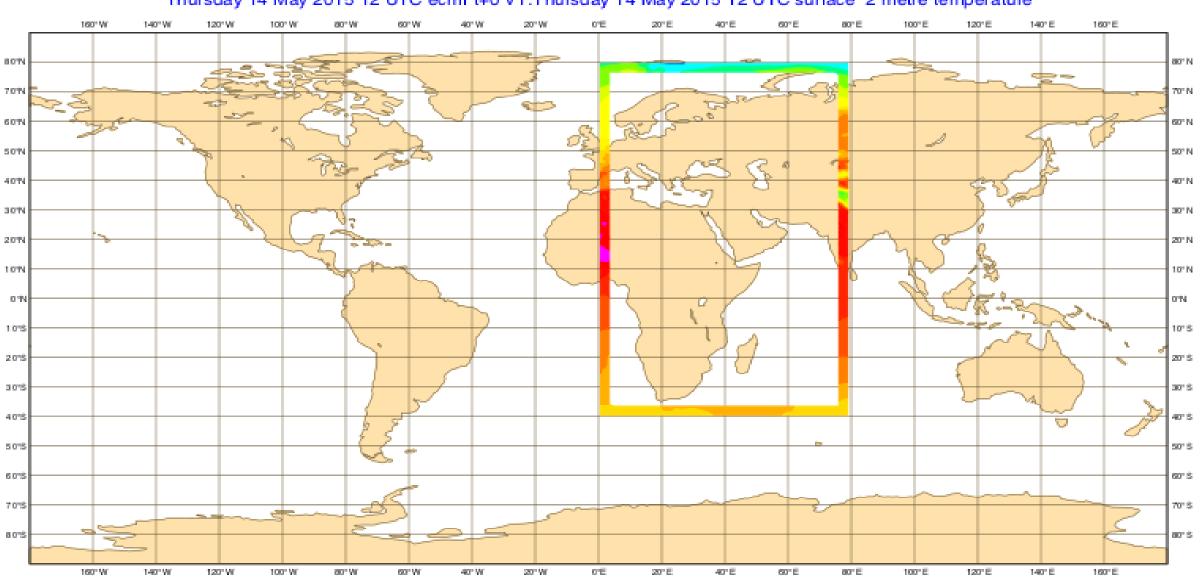


2t N640 -> 1x1 + crop (MIR)



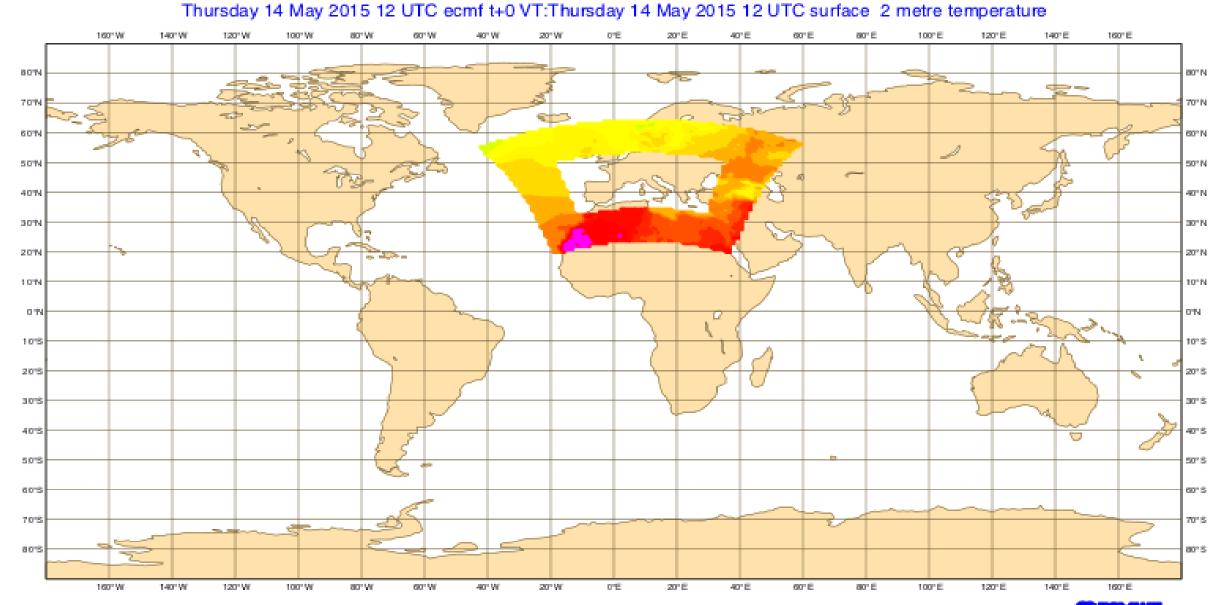
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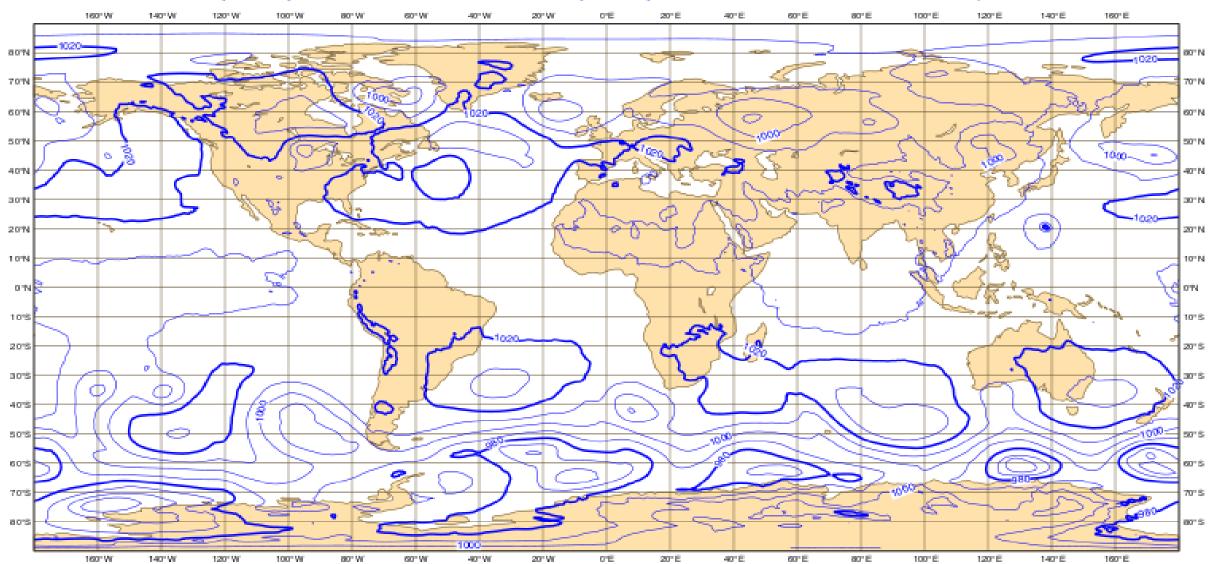


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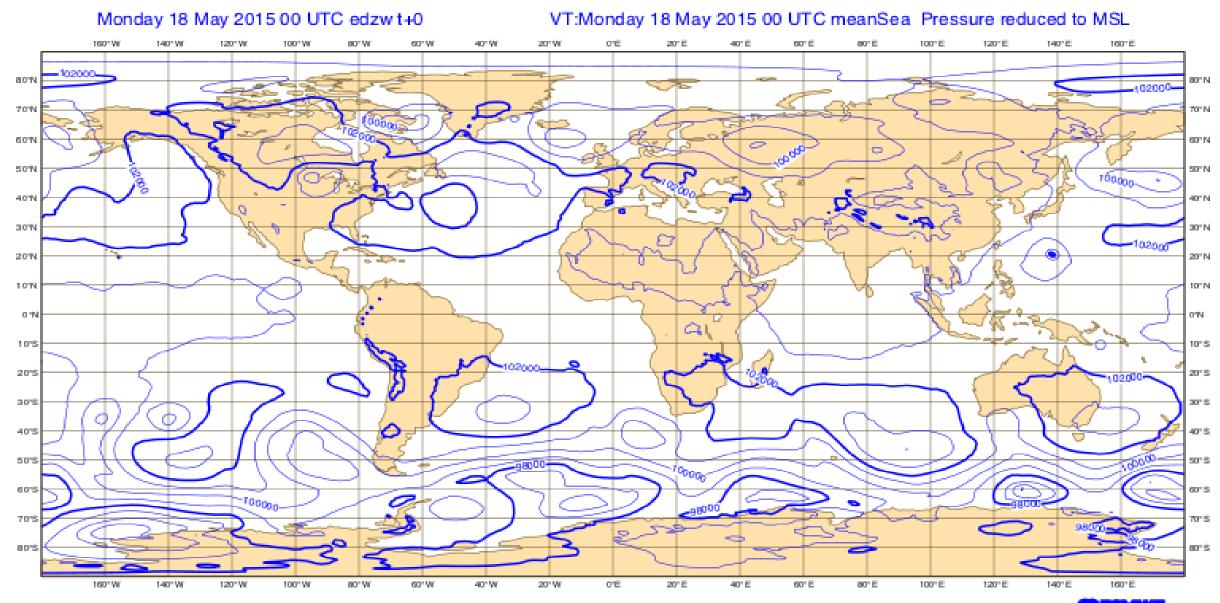
ECMWF IFS MSL 18 May 2015 (N640)



Monday 18 May 2015 00 UTC ecmf t+0 VT:Monday 18 May 2015 00 UTC surface. Mean sea level pressure

Icosahedral (ICON) to Octahedral (IFS)

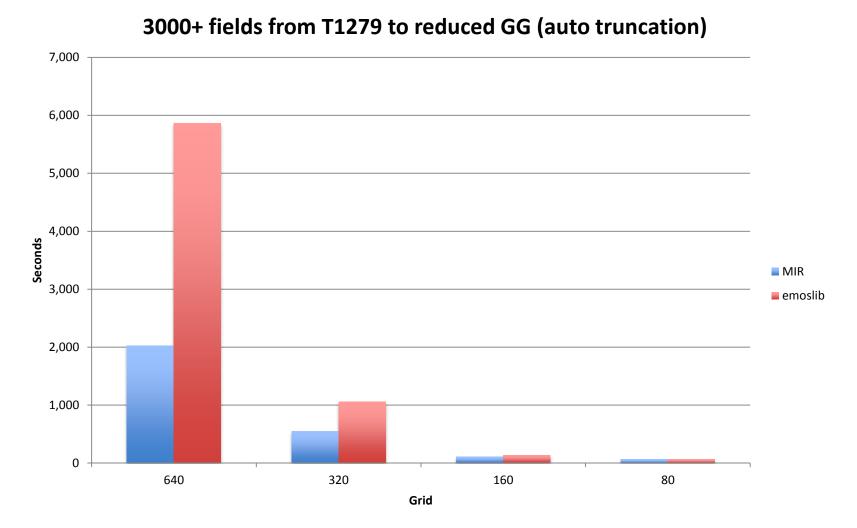
ICON grid treated as unstructured 2,949,120 points



Performance



Performance Comparison SH-to-Grid (preliminary)

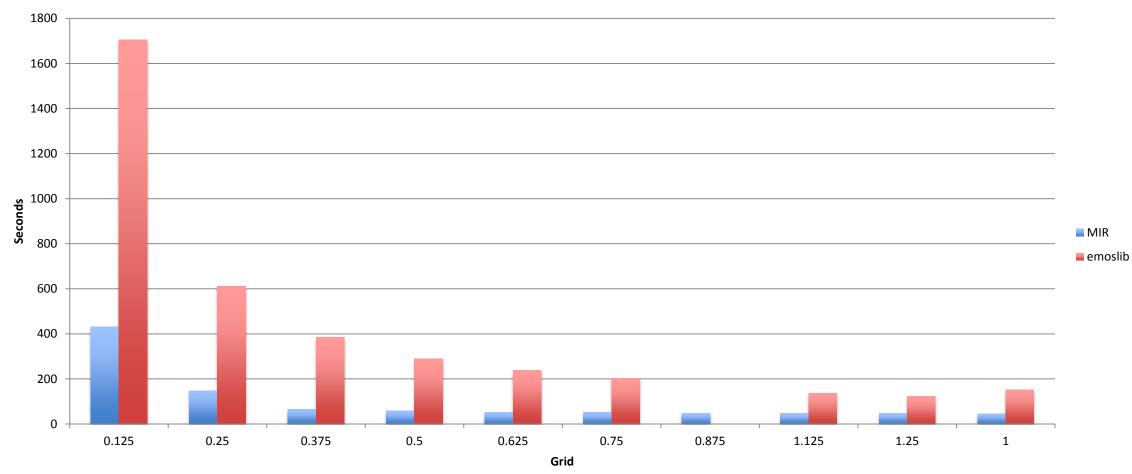


2x-3x single core performance



Performance Comparison Grid-to-Grid (preliminary)

3000+ fields from Reduced N640 to LL grid



4x single core performance



Benchmarks

• Interpolation is driven by the size of the output grid

Grid	N Points	Memory [GiB]	Wall Time [ms]	Speed [Mp/s]
N160	204 k	1.7	28.4	7.2
N256	524 k	1.8	33.0	15.9
N512	2097 k	1.8	51.2	40.9
LL 0.1/0.1	6483 k	2.6	99.9	64.9
N1024	8388 k	2.7	115.4	72.7
LL 0.05/0.05	25 927 k	6.1	252.2	102.8

Scalability



Status

- Feature complete
- Going through validation
- Preparing Alpha release
- Seeking expert users feedback

Credits

- Pedro Maciel
- Tiago Quintino
- Baudouin Raoult
- Willem Deconinck
- Nils Wedi
- Mats Hamrud

All interpolations are wrong. Some are less wrong than others ...

