End-to-end optimization potentials in HPC applications for NWP and Climate Research

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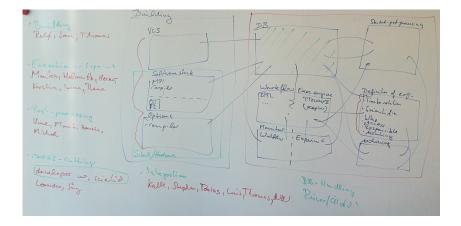


#### ... or a guided tour through the jungle ...





# Joint DKRZ/MPIM initial brainstorming



#### Courtesy of Joachim Biercamp, DKRZ



#### Rationals

Why do end-to-end management?

Scientific responsible experimentation support



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Why do end-to-end management?

- Scientific responsible experimentation support
- Reduce workload of all members of the numerical experimentation community . . .





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- Publication of the results

#### The context

#### What is our context?

- complex, non-standardized workflows and toolchains
- various processing steps by various actors
- in climate research as well very often changing workflows

Important to note - we are not doing mainstream computing!





#### Target: provenance of the whole data life cycle

Focus on adding:

- primary data generation
- primary data processing

Already available to a large extent:

- data publishing
- secondary data processing
- data distribution
- further not controlable data processing

#### **Scientists**

- define experiment easily
- should organize their individual experiments workflow easily
- should be enabled to program their individual tasks
- should not care on collecting provenance data



# Scientific programmers

- define experiment easily
- should organize experiment workflows easily
- should be enabled to program individual tasks
- should not care on collecting provenance data
- should be enabled to query provenance data for bug tracking, performance improvements, ...

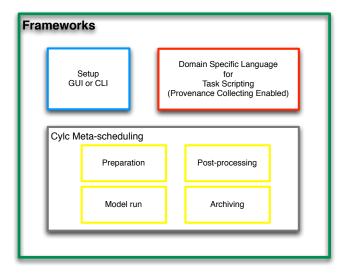


## **Computing center staff**

- should not care on collecting provenance data
- should be enabled to query provenance data for failure analysis, performance improvements, ...



#### Components of the basic systems





# Tools

#### Packages in use:

- python as scripting language
- postgres provenance data collection
- subversion/git (migration to git for parts or all later, if model developers get convinced)
- cmake (migration from autotools and self-maintained makefile generator)
- Web interface for site and compiler dependencies; dependencies versioned in line with model code
- namelist migration to xml as model source code, user interfaces: a kind of namelist and a GUI.





## Single task component

#### Scripting

- user friendly modeling language
- restartability
- exception and error handling in scientist understandable form
- full support of modern programming concepts
- use the python hype to change from shell to python



Standardized, convenient, and fast tools

out-of-source build





- out-of-source build
- dependency resolution



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- make install



# Use of optimized codes: mpiesm and icon

#### In use

- vectorization (we never gave up on this!), hand gather, scatter, merge instead of standard conditionals, and exposing transcendentials
- nproma blocking for different architectures
- OpenMP orphaning whole physics including radiation run in an single OpenMP directive
- MPI implementation constantly revisited including building up static load-balancing strategies
- real asynchronous parallel I/O
- invest in optimization of libraries

# Maybe give up on bit-reproducability for production, but not for development!



#### Data compression

On top compression for grib2: AEC (CCSDS algorithm).

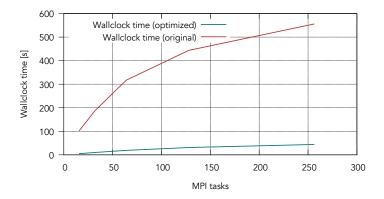
#### a standardization exercise

- got NASA US patent released
- reimplement from scratch to go around commercial copyright
- define grib2 template for WMO
- validate with independent software stacks (Q4 2014)
- Average reduction in data size over 4-byte float: factor 5, and for grib2 2.5.
- Encoding and decoding are really, really fast.
- Get this ported to netcdf4 (hdf5), started but process is slow.

Joint work of Mathis Rosenhauer, DKRZ, Shahram Najm, ECMWF, Uwe Schulzweida, and Luis Kornblueh



# ICON ocean scaling improvements

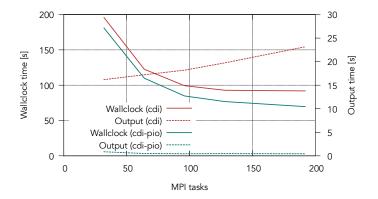


Ocean scaling improvements: no land points, gmres restart, hybrid MPI/OpenMP, code rewrite.

Courtesy of Leonidas Linardakis



#### **ECHAM6** scaling improvements



Change from serial (cdi) to parallel output (cdi-pio, using RDMA, I/O time on compute nodes is essentially zero). Courtesy of Irina Fast, Thomas Jahns, DKRZ, and Deike Kleberg



# Use of optimized post-processing tools

Extend and improve our toolchain (cdi and cdo)

#### Available

- basic optimized code
- compute intensive operators are OpenMP parallelized
- processing of data can be handled by an threaded pipelining method

#### Future

- data streaming instead of file storage transfer
- DAG based processing for highest possible parallel efficiency
- database information system for online data





# Experiment organization

#### cylc - the Meta-Scheduler

- design your own distributed suites of inter-dependent cycling tasks efficient, modular, and reusable
- validate and visualize workflows on the fly
- control your running suites
- diagnose failures (easily!?)
- simplify failure recovery
- benefit from expert experience with a specialized tool for meteorological forecasting systems

Courtesy of Hilary Oliver, NIWA and contributors



# A task modeling framework (provenance data collection)

#### Cylc controled tasks and provenance collection

- high level programming language python
- embedded abstraction layer for file operations
- abstract task description
- embedded provenance data collection (database stored)
- tightly connected to cylc
- connect provenance enabled workflow to ESGF data distribution

Remark: introduces complexity reduction methods to all users Courtesy of Deike Kleberg, MPIM and Pavan Siligam, DKRZ





#### **Ensemble overview**





#### **Ensemble detail**





# A cylc optimization step

- connect cylc from inside application (in C)
- use curl for submitting http/POST request to a WebServer
- POST triggers CGI as interface to cylc
- Later: server part integrated into cylc

Do not poll! It is expensive!

# What is coming next?

Primary target:

Get an optimized worflow system working AT OUR SITE!

- Keep being conservative in model source code adaptation: concentrate on what we have
- But:

Outsource exploration of GPU handling (CSCS) and take over necessary changes

- Constantly observe development directions
- Explore CS concepts in the easier context of post-processing
- ► Do:

Tutorials and training, training and tutorials, tutorials and training,  $\ldots$ 

