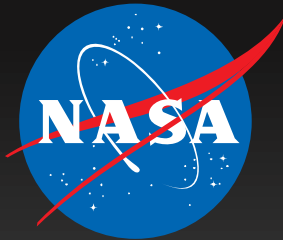


Some FV3 updates in GEOS:

32-bit Accuracy Vertical Remapping Offline Advection



William Putman

NASA – Global Modeling and Assimilation Office

Shian-Jiann Lin & Lucas Harris

NOAA – Geophysical Fluid Dynamics Laboratory



Vijay Tallapragada

NOAA – Environmental Modeling Center



Finite-Volume Cubed-Sphere Dynamical Core

Finite-Volume transport on a Lat-Lon grid for chemistry transport

Multidimensional Flux-Form Semi-Lagrangian Transport Schemes

Lin and Rood, 1996

Shallow water model development

An Explicit Flux-Form Semi-Lagrangian Shallow Water Model on the Sphere

Lin and Rood, 1997

Full 3-dimensional hydrostatic dynamical core

A finite-volume integration method for computing pressure gradient force in general vertical coordinates

Lin, 1997

Vertically Lagrangian discretization

A "Vertically Lagrangian" Finite-Volume Dynamical Core for Global Models

Lin, 2004

Cubed-Sphere implementation

Finite-volume transport on various cubed-sphere grids

Putman and Lin, 2007

A non-hydrostatic finite-volume algorithm

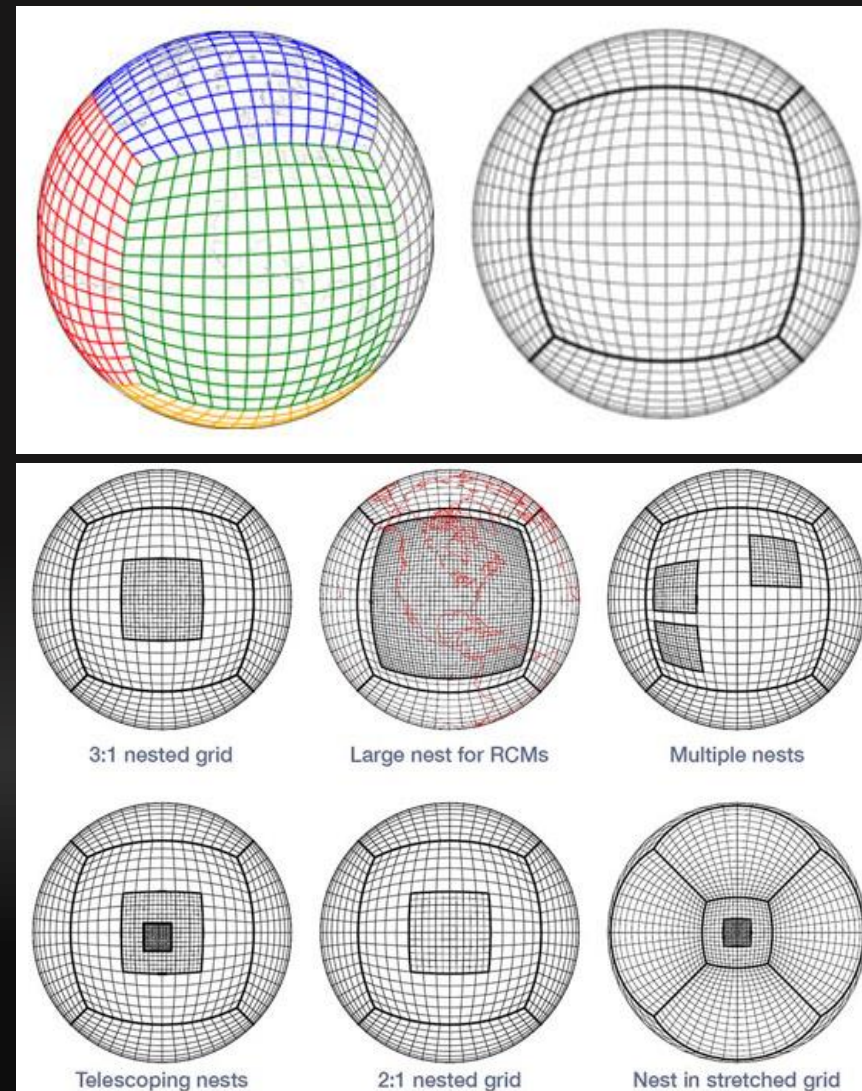
A control volume model of the compressible Euler equations with a vertical Lagrangian Coordinate

Chen, Lin, and coauthors, 2013

Global to regional nesting

A two-way nested global-regional dynamical core on the cubed-sphere grid

Harris and Lin, 2014



FV3: Interagency Collaboration

Shared FV3 component lives in separate Git repos

FV3 exists as a normal subdirectory in GCM

- Most users unaware
- Requires some minor refactoring

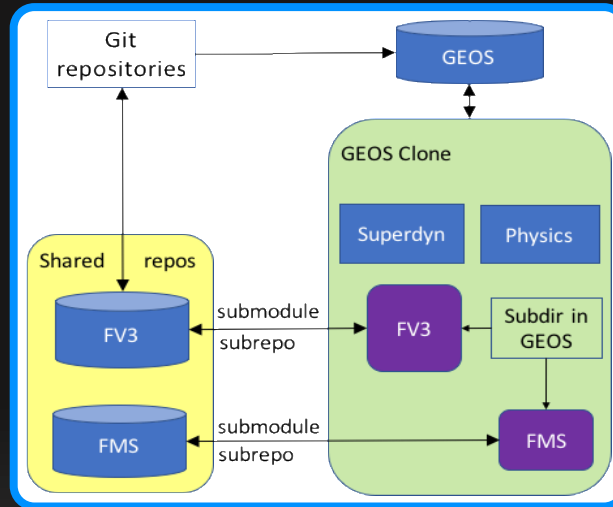
Two variant Git approaches

- Git **submodule**
 - Lightweight – just links are stored
 - Most users should treat subdir as static
- Git **subrepo**
 - Files stored in both repos
 - Unaware users can modify subdir contents

Hosting shared components

- Ideally via a public site (e.g., GitHub)
- But can use read-only clones at each end

Released versions to NOAA VLab


GMAO
GEOS

- Data Assimilation
- Weather Prediction
- S2S Prediction
- Reanalysis
- Global Mesoscale


GFDL
AM3 CM3 HiRAM

- Climate (IPCC)
- S2S Prediction
- Weather
- High-Resolution


EMC
GFS GEFS SFS

- Operational DA
- Operational NWP
- S2S Prediction
- Reanalysis
- Future CAM and CAM Ensembles
- Hurricanes, Space Weather, WoF ...


GISS
modelE

- Climate (IPCC)
- Exo-planets


Harvard
GEOS-Chem

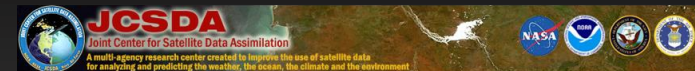
- Chemical Transport
- Composition


ESRL
NGGPS

- Real-time FV3-GFS
- Advanced Physics


NCAR
CESM

- Climate (IPCC)
- Data Assimilation


JEDI

- Data Assimilation

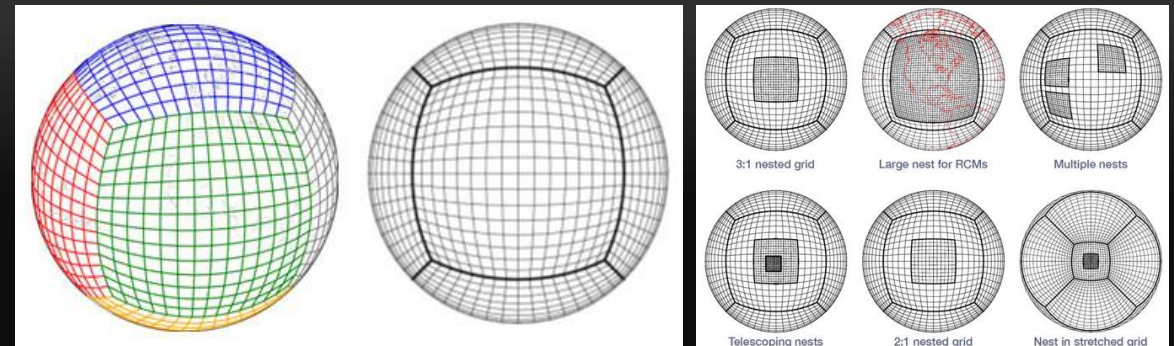
VIRTUAL LAB
 FV3GFS

FV3GFS / Home

FV3GFS Version 0 Release

Announcing the Version 0 Release of the FV3GFS!
 NOAA users and external partners with NWS Virtual Lab access can view the release information, as well as other developmental details, in the FV3GFS Community.

How to access the FV3GFS Version ...
NON-NOAA USERS
 Users outside of NOAA will need to obtain a VLab External Partner Account. To get an external partner account please fill out the [FV3GFS External Partner Request Form](#).
NOAA USERS AND EXTERNAL PARTNERS
FV3GFS VLab community:



GEOS Architecture Design

"Since no single organization can maintain state-of-the-art development efforts in all aspects of an Earth System Model, our strategy has been to code GEOS in a modular fashion to be able to import externally-developed components."

1. GEOS is a hierarchy of ESMF components

- An infrastructure for building GEOS applications:*

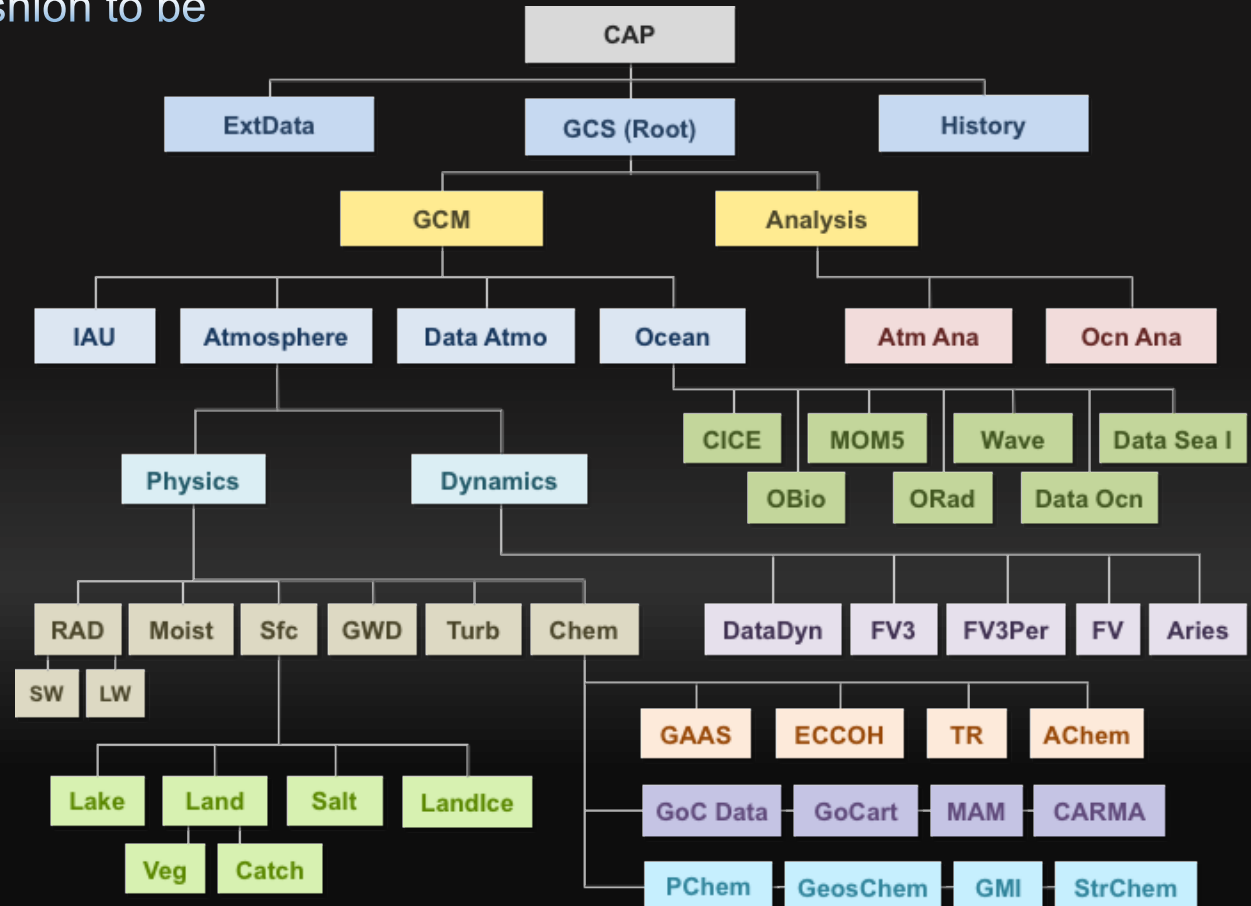
- Standardized component interfaces
- Low level data containers for data sharing
- Grid classes for the physical domain
- Parallel communication
- Others: Regridding, Logging, Calendar

2. The MAPL layer interface to ESMF

- Provides an abstraction of software issues including:*

- Generic Initialize/Finalize/Run
- Simplified hierarchy (creation of child components)
- IO Layers (Asynchronous file server output)
- Regridding transforms (grids and tiles)
- Profiling (Performance and Memory)
- Input (ExtData) / Output (History)

GEOS Comprehensive Architecture



GEOS Architecture Design

"Since no single organization can maintain state-of-the-art development efforts in all aspects of an Earth System Model, our strategy has been to code GEOS in a modular fashion to be able to import externally-developed components."

1. GEOS is a hierarchy of ESMF components

- An infrastructure for building GEOS applications:*

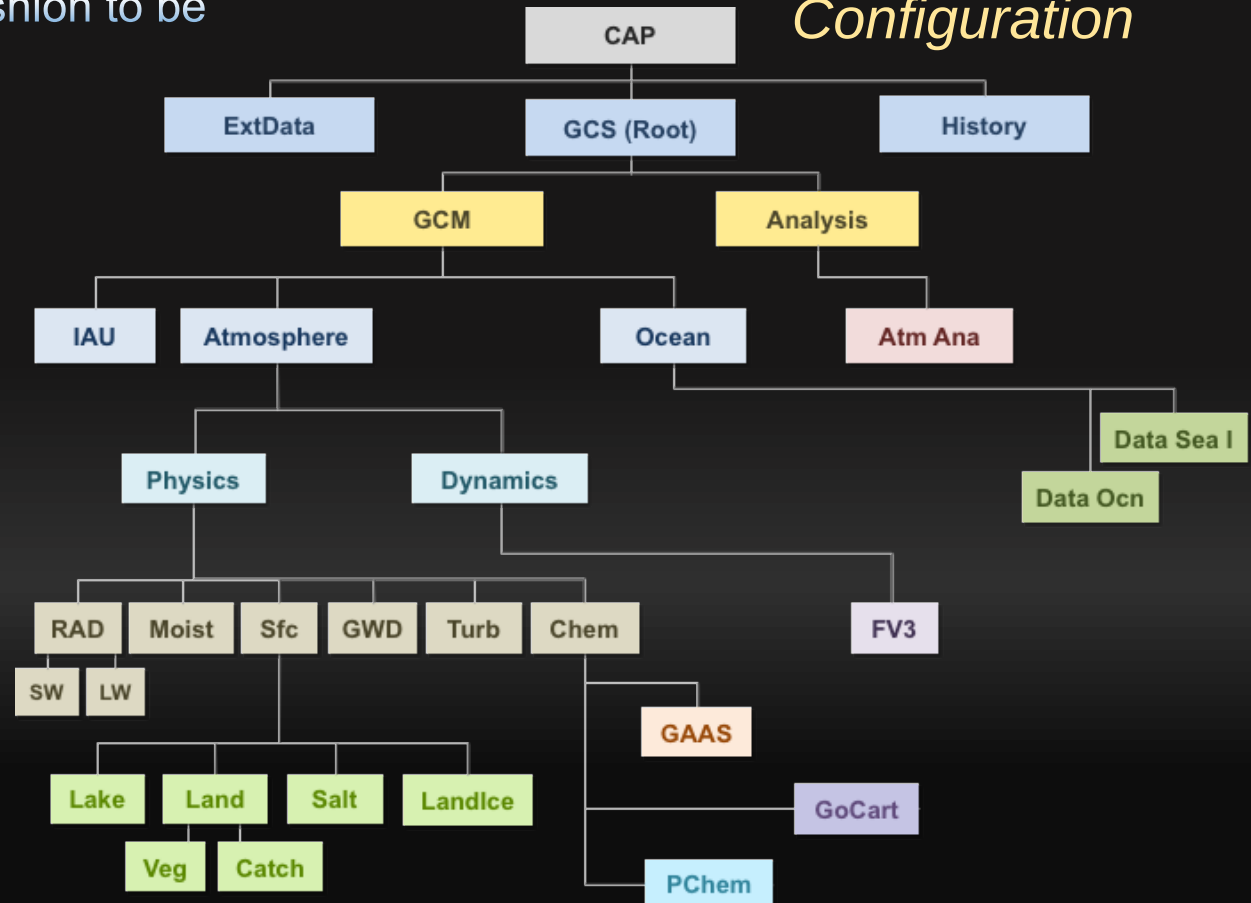
- Standardized component interfaces
- Low level data containers for data sharing
- Grid classes for the physical domain
- Parallel communication
- Others: Regridding, Logging, Calendar

2. The MAPL layer interface to ESMF

- Provides an abstraction of software issues including:*

- Generic Initialize/Finalize/Run
- Simplified hierarchy (creation of child components)
- IO Layers (Asynchronous file server output)
- Regridding transforms (grids and tiles)
- Profiling (Performance and Memory)
- Input (ExtData) / Output (History)

GEOSdas Numerical Weather Prediction Configuration



GEOS Architecture Design

"Since no single organization can maintain state-of-the-art development efforts in all aspects of an Earth System Model, our strategy has been to code GEOS in a modular fashion to be able to import externally-developed components."

1. GEOS is a hierarchy of ESMF components

- *An infrastructure for building GEOS applications:*

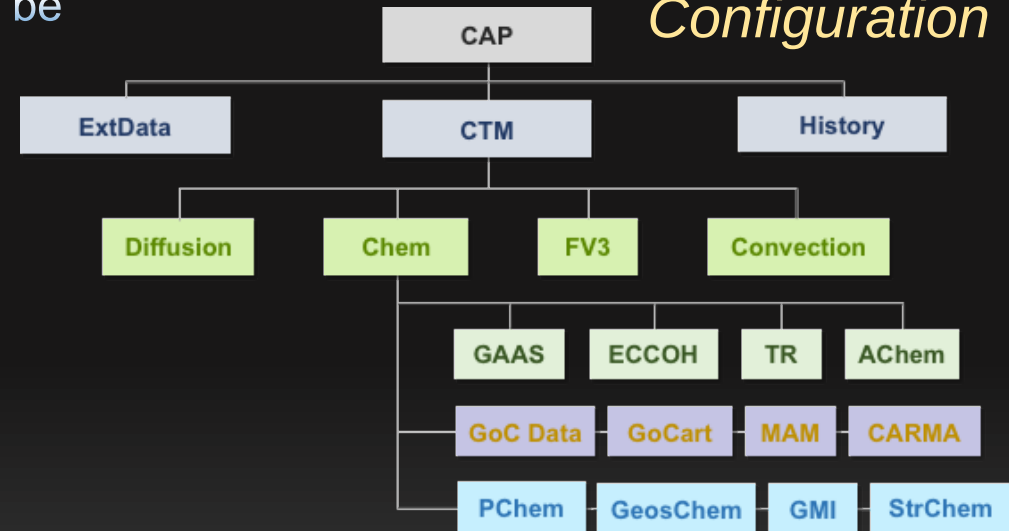
- Standardized component interfaces
- Low level data containers for data sharing
- Grid classes for the physical domain
- Parallel communication
- Others: Regridding, Logging, Calendar

2. The MAPL layer interface to ESMF

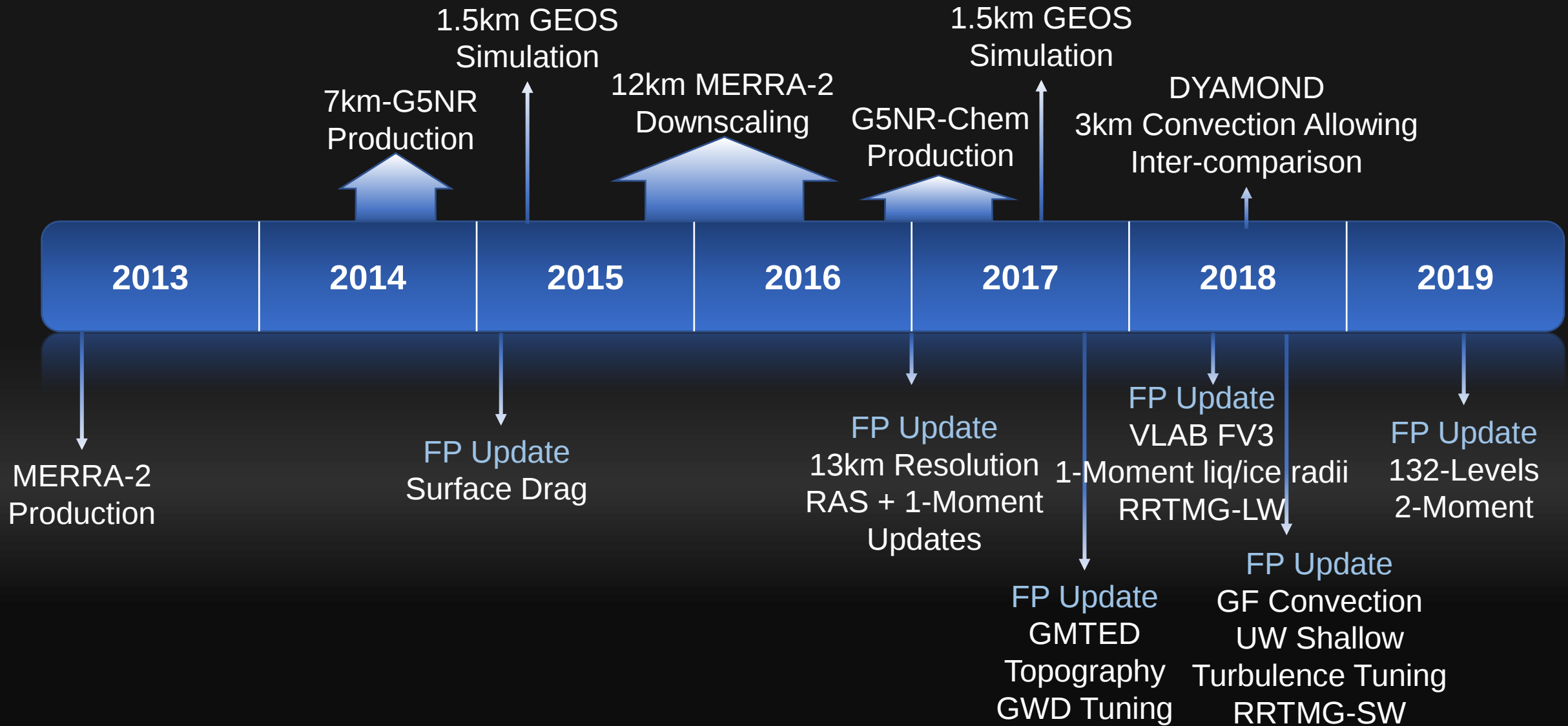
- *Provides an abstraction of software issues including:*

- Generic Initialize/Finalize/Run
- Simplified hierarchy (creation of child components)
- IO Layers (Asynchronous file server output)
- Regridding transforms (grids and tiles)
- Profiling (Performance and Memory)
- Input (ExtData) / Output (History)

GEOSctm Chemistry Transport Configuration



GEOS: Timeline of Development



FV3 VLAB updates for GEOS

- **32-bit precision changes**
 - Order of operations in continuity equation
 - Surface pressure accumulation
- **Updated vertical remapping options**
 - Maintain total-energy remapping (with GMAO cubic option)
 - Simplify the options
 - REMAP_T in Log(P)
 - REMAP_PT in P
 - REMAP_TE in Log(P)
- **n_sponge in addition to n_zfilter**
 - n_zfilter input option is used in fv_subgrid_z
 - n_sponge input option adds layers to the sponge layer damping
- **Offline advection for CTM**
 - Updated interface in fv_tracer2d
 - Accumulated mass fluxes in 64-bit precision
 - New routine to drive offline advection from mass flux and courant numbers

FV3 namelist configurations

	NASA (GEOS)		NCEP (GFS)	
Horizontal Resolution	c720 (13 km)	c180 (50 km)	c769 (13 km)	c384 (25 km)
Vertical Resolution	72 (0.01 mb)	72 (0.01 mb)	64 (0.28 mb)	64 (0.28 mb)
DT (s)	225	450	225	300
hydrostatic	T	T	F	F
k_split (vertical remapping steps)	2	1	2	1
n_split (acoustic time steps)	6	6	6	12
CORES (computer)	5400	864	1536	576
n_sponge (sponge layer & dz-filter)	25	25	10	10
fv_sg_adj (remove 2-dz instability)	450	900	450	450
kord_mt/wz/tr (vertical remap)	9/9/9	9/9/9	9/9/9	9/9/9
hord_mt/vt/t/p/tr (horiz advection)	5/6/6/-6/8	10/10/10/10/8	6/6/6/-6/8	6/6/6/-6/8
do_vort_damp (vorticity damping)	T	F	T	T

32-bit (R4) FV3 Dry Mass Conservation

Original code for pressure update in d_sw:

```
delp(i,j) = delp(i,j) +
              &
              (fx(i,j)-fx(i+1,j)+fy(i,j)-fy(i,j+1))*rarea(i,j)
```

Updated code for pressure update in d_sw:

```
delp(i,j) = delp(i,j) +
              &
              ((fx(i,j)-fx(i+1,j))+(fy(i,j)-fy(i,j+1)))*rarea(i,j)
```

Save original surface pressure in fv_dynamics before k_split loop:

```
psx(i,j) = pe(i,npz+1,j)
```

Zero out 64-bit storage for mass update (dpx) in sw_core:

```
dpx(i,j) = 0.0
```

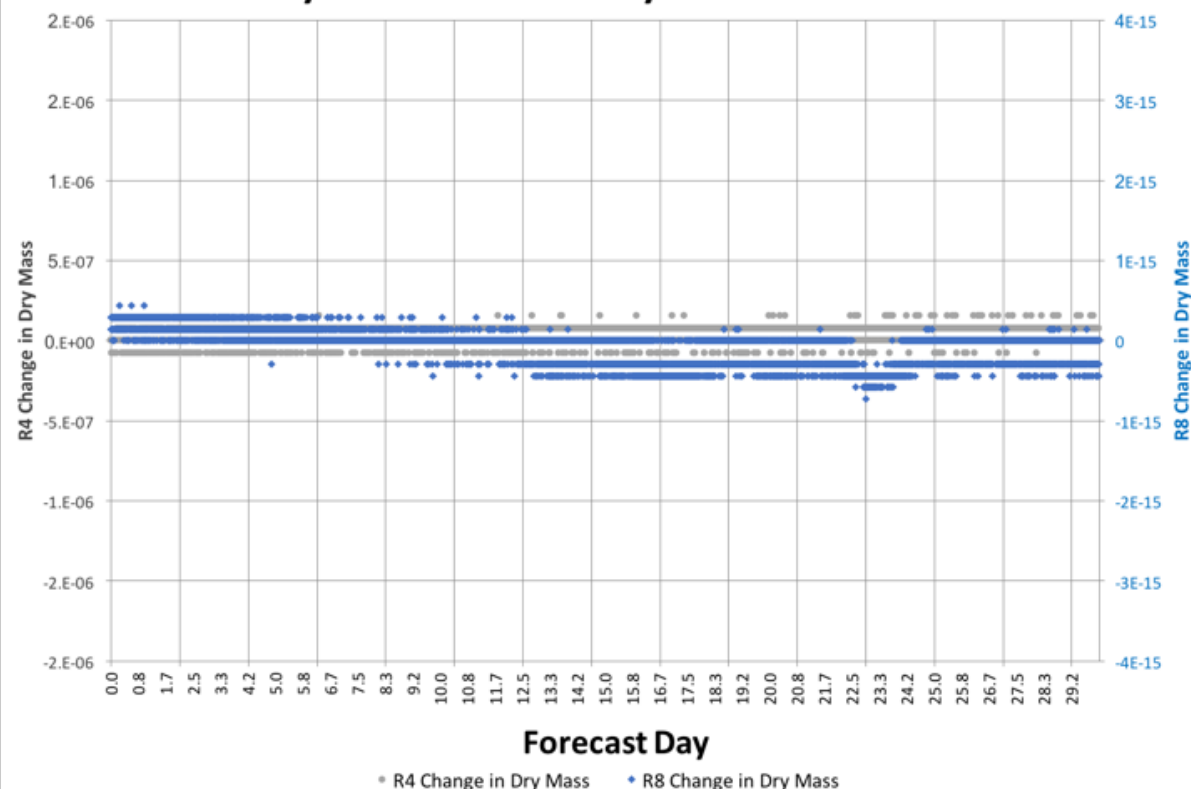
Accumulate mass update in 64-bit (dpx) inside d_sw:

```
dpx(i,j) = dpx(i,j) + ( (fx(i,j)-fx(i+1,j)) + (fy(i,j)-fy(i,j+1)) ) * rarea(i,j)
```

Remove roundoff error by replacing PS with R8 accumulated mass update before going into remap:

```
if (last_step) then
  psx(i,j) = psx(i,j) + dpx(i,j)
  pe(i,npz+1,j) = psx(i,j)
endif
```

Dry Mass c180 FV3 Dry Baroclinic Wave



Advanced Vectorization Optimizations in FV3 (GEOS)

Compiler Optimization	Floating Point Optimization	Precision	FV3 (s)
Intel 18	-O3 -fpe0 -fp-model source -ftz -align all -fno-alias	64-Bit	1574
Intel 18	-O3 -xCORE-AVX2 -fpe3 -fp-model consistent -ftz -align all -fno-alias -fma	64-Bit	1214
Intel 18	-O3 -xCORE-AVX2 -fpe3 -fp-model consistent -ftz -align all -fno-alias -fma	32-Bit	859
Intel 18	-O3 -xCORE-AVX2 -fpe3 -fp-model fast=2 -no-prec-div -ftz -align all -fno-alias -fma	64-Bit	1184
Intel 18	-O3 -xCORE-AVX2 -fpe3 -fp-model fast=2 -no-prec-div -ftz -align all -fno-alias -fma	32-Bit	800

c720 72 Level 1-Day GEOS Benchmark on 1536 Cores

FV3 GMAO Cubic TE Remapping

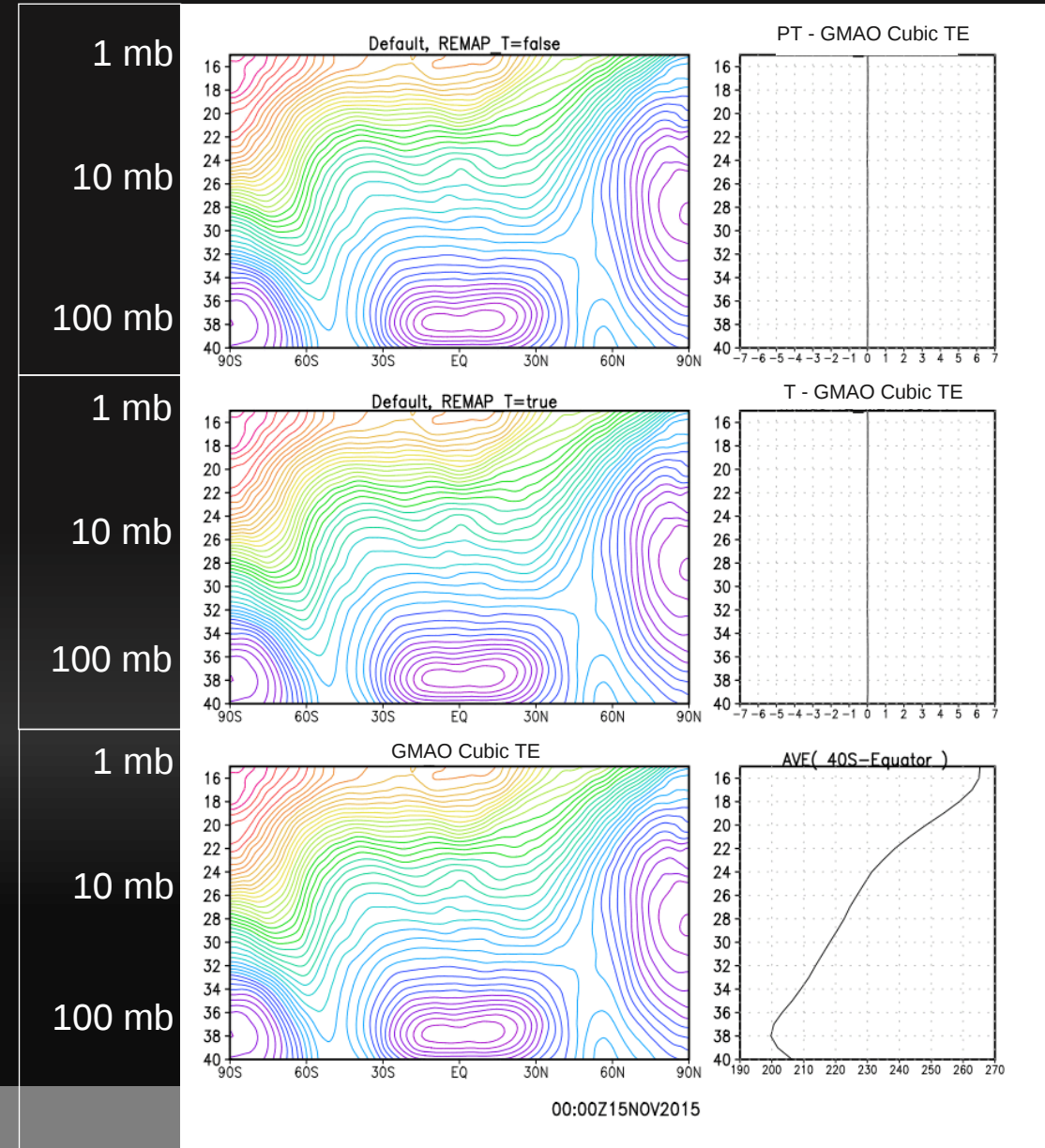
These results are based on FV3 remapping code prior to VLAB releases.

In the latest FV3 the `fv_subgrid_z` implementation sufficiently resolves these issues.

FV3 Cubic PT Remap
DZ noise

FV3 Cubic T Remap
DZ noise

GMAO Cubic TE Remap
No DZ noise





FV3 in GEOS Code Walkthrough

https://github.com/GoddardESM/FVdycoreCubed_GridComp