



ChEESE

[www.cheese-coe.eu](http://www.cheese-coe.eu)

Center of Excellence for Exascale in Solid Earth

# Successful interaction of ChEESE and POP: CoEs cross-collaboration

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**Barcelona Supercomputing Center**



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## Our Story Today

- CoEs
- What is ChEESE?
- Flagship Codes
- Fall3D: from level 3 and beyond

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# What is a CoE?

Center of Excellence





*A premier organization providing an exceptional product or service in an assigned sphere of expertise and within a specific field of technology, [...], consistent with the unique requirements and capabilities of the CoE organization.”* --- The Software Engineering Institute of the Carnegie Mellon University

## Centers of Excellence on HPC





## POP + ChEESE



CompBioMed

bioexcel

EoCoE



esiwace2  
CENTRE OF EXCELLENCE IN SIMULATION OF WEATHER  
AND CLIMATE ON LARCH



ChEESE

Center of Excellence for Exascale in Solid Earth

MAX DRIVING  
THE EXASCALE  
TRANSITION

EXCELLERAT



HiDALGO



1

# What is ChEESE?

Center of Excellence in Solid Earth

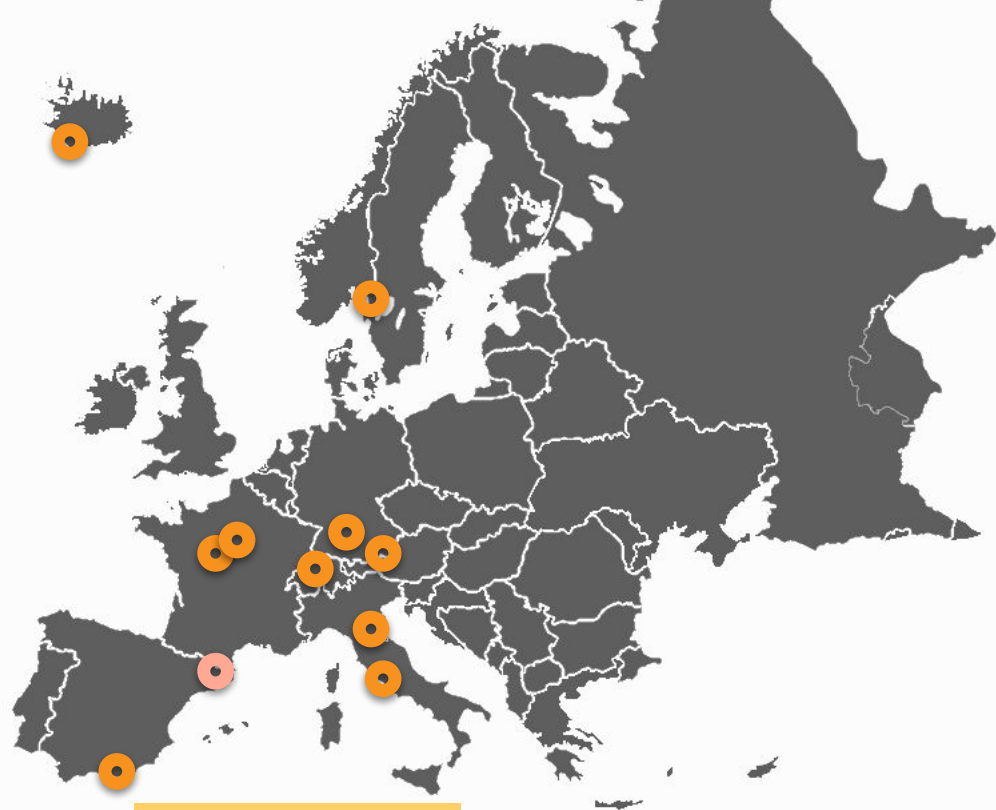




*ChEERE is a new initiative to  
integrate HPC and data across the  
Solid Earths' related disciplines in  
Europe under the same umbrella."*







Consortium



€ 7 683 241,25

EU Contribution

12 partners

7 countries

5

peer-reviewed  
publications

Up to date... and more to come

42 deliverables

15 Public

18

international  
events

Workshops, Meetings,  
Conferences, Hackatons

12 Pilot  
demonstrators

10 Flagship codes

36 months

31 October 2021





# ChEESE Structure

## **WP1 - Management**

Administrative and financial management, Operational decision making, Internal communication.

## **WP2 - HPC Software Engineering**

Building blocks of the project, solve performance bottlenecks, prototype testing.

## **WP3 - Modelling workflows and tools**

Address challenges: data management, complex workflows, post-processing and visualization.

## **WP4-Exascale Pilot Demonstrators**

Geophysical simulations, reduce gap between HPC algorithms and end-users, end-to-end solution.

## **WP5 - Service Validation and Enabling**

Make Pilot demonstrators available as services to a broader user community; implementation and validation

## **WP6 - Dissemination, Training and Training**

Communication and dissemination, identify exploitable results, training activities.





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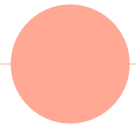
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# Flagship Codes





## Flagship Codes

### Level 1

Codes already at the Petascale, with current scalability proven up to about  $10^4$  -  $10^5$  cores or above.

### Level 2

Codes currently at a pre-Petascale, with scalability proven up to about  $10^3$  -  $10^4$  cores.

### Level 3

Codes with scalability bottlenecks at around or below  $10^3$  cores.



# Codes Vs. Pilots

	PD1 (S)	PD2 (T)	PD3 (V)	PD4 (T-S)	PD5 (S)	PD6 (V)	PD7 (T)	PD8 (T)	PD9 (S)	PD10 (V)	PD11 (S)	PD12 (V)
	Urgent Comp.		Other		Hazard Assessment			EWS	Other	BD	Other	UC
ExaHyPE												
Salvus												
SeisSol												
SPECFEM3D												
PARODY_PDAF												
XSHELLS												
ASHEE												
FALL3D												
T-HySEA												
L-HySEA												

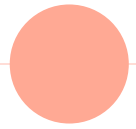


# Codes Vs. POP

	Who?	Where?	What?
<b>ExaHyPE</b>	TUM (Developers)	SuperMUC	Almost perfect weak and strong scaling
<b>Salvus</b>	JSC (POP)	Piz Daint	I/O inefficiencies with scale.
<b>SeisSol</b>	JSC (POP)	MareNostrum IV	Load imbalances but good comp. and comm. effic.
<b>SPECFEM3D</b>	JSC (POP)	Irene	Good performance in all aspects
<b>PARODY_PDAF</b>	NAG (POP)	Joliot-Curie SKL	Hybrid performance
<b>XSHELLS</b>	NAG (POP)	KNL	Hybrid parallel efficiency pending to determine
<b>ASHEE</b>	INGV (Developers)	MareNostrum IV	Low weak scaling efficiency
<b>FALL3D</b>	BSC (POP)	MareNostrum IV	Fine granularity exposes low computation/comm ratio
<b>T-HySEA</b>	BSC (POP)	CTE Power	Scalability problems from MPI waiting time and overhead
<b>L-HySEA</b>	Reuse of T-HySEA		

# Our target today... Fall3D

	Who?	Where?	What?
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# Fall3D

From level 3 and beyond



A photograph of a powerful volcanic eruption. A thick, dark column of ash and smoke rises from a volcano in the distance, expanding into a large, billowing cloud that fills much of the sky. The foreground shows a flat, dry landscape with sparse vegetation, a road, and utility poles. Another smaller volcano is visible in the background to the left.

*“FALL3D is a Eulerian model for the  
atmospheric transport and ground  
deposition of volcanic tephra (ash)”*



## V8 Implemented in ChEESE

### V7.3.4

- Atmospheric dispersal and deposition of tephra particles
- Lax-Wendorff (LW) central-difference scheme
- Parallelization on particle bins (expensive in comms)
- Master responsible for I/O

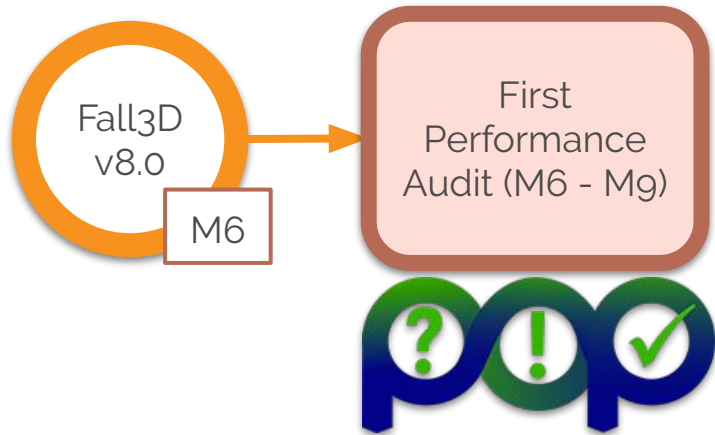
### V8.0

- Extended model for additional types of particles, aerosols and radionuclides
- High-resolution central-upwind scheme; optionally a 4th-order Runge-Kutta explicit scheme
- Parallelisation strategy based on a full 3D domain decomposition
- Parallel model I/O using netCDF-Par and parallel model pre-process.

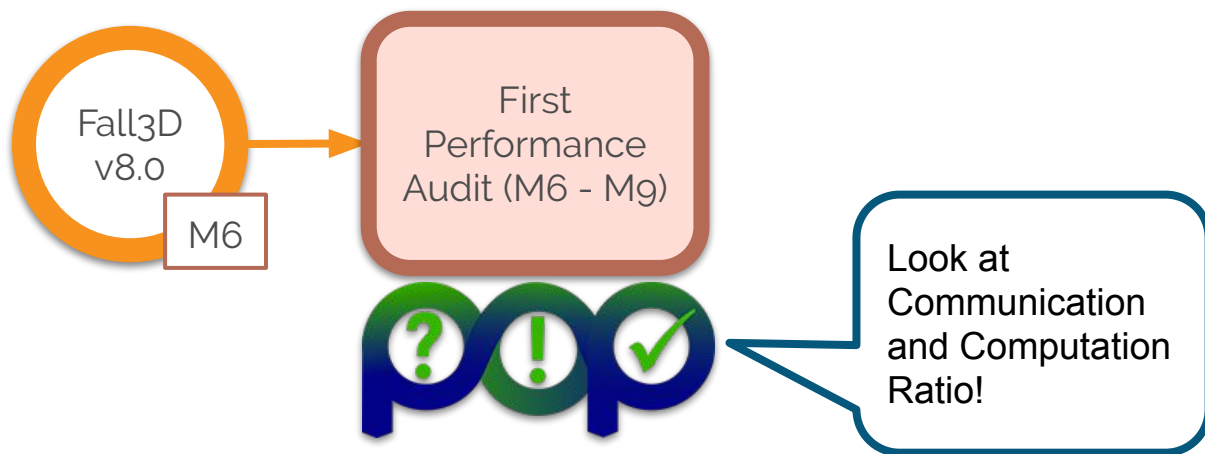




## Interaction with POP

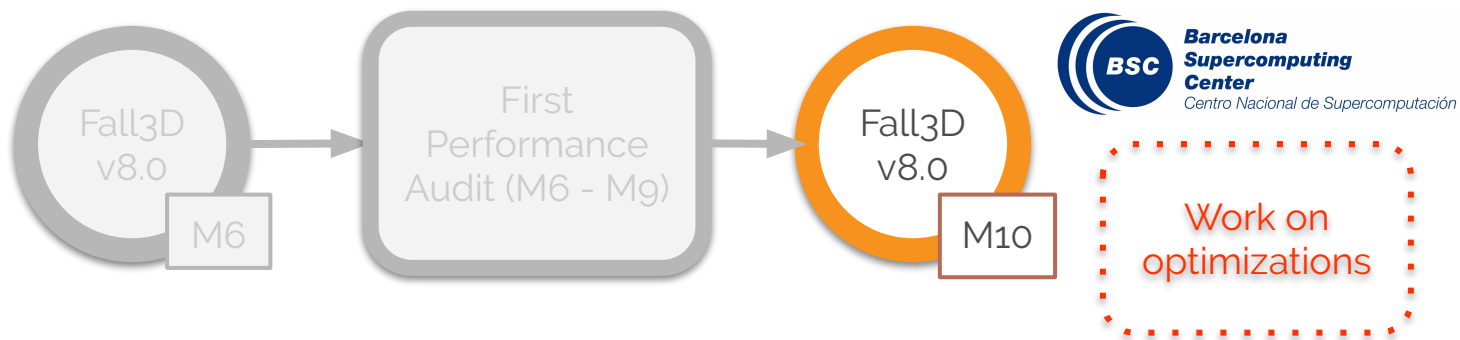


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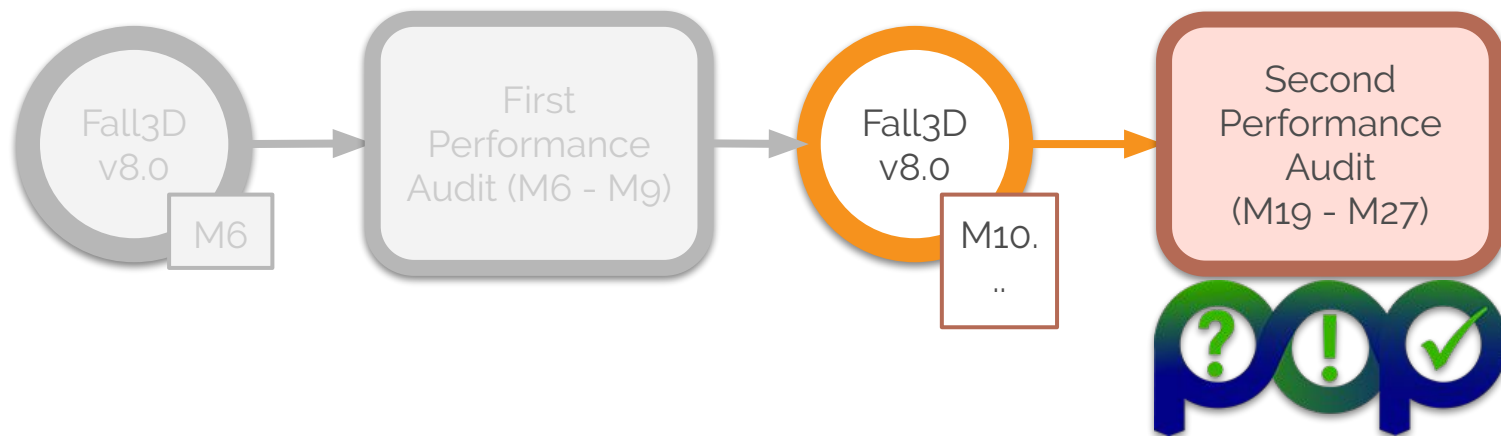


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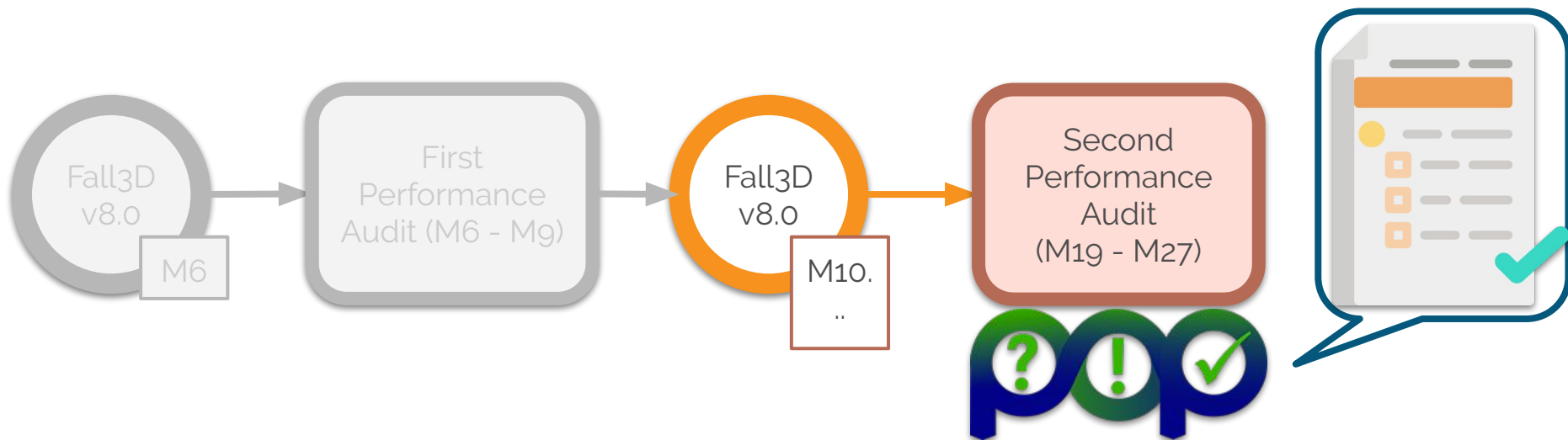




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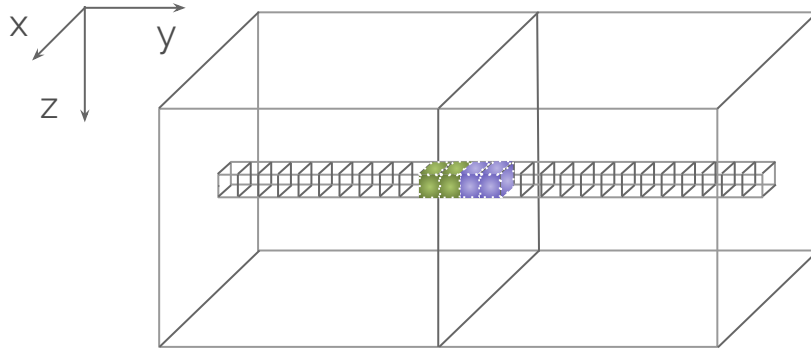
## Interaction with POP



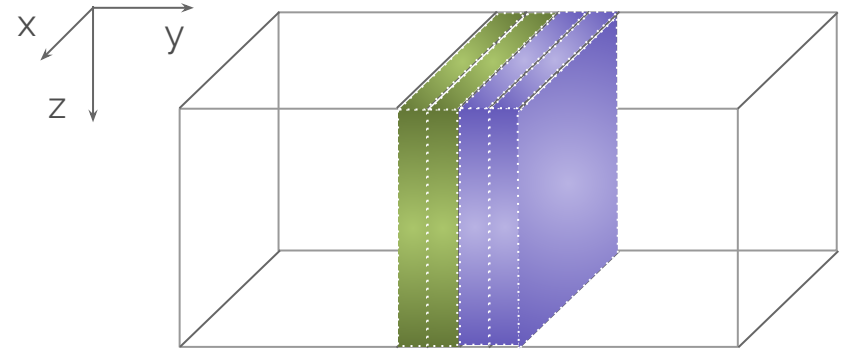
# Optimization

Improve computational and communication ratio

## Which are the communication problems?



```
for x:  
  for z:  
    solve1D(y) → {  
      step1  
      comm1  
      step2  
      comm2  
      step3  
      comm3  
      step4
```



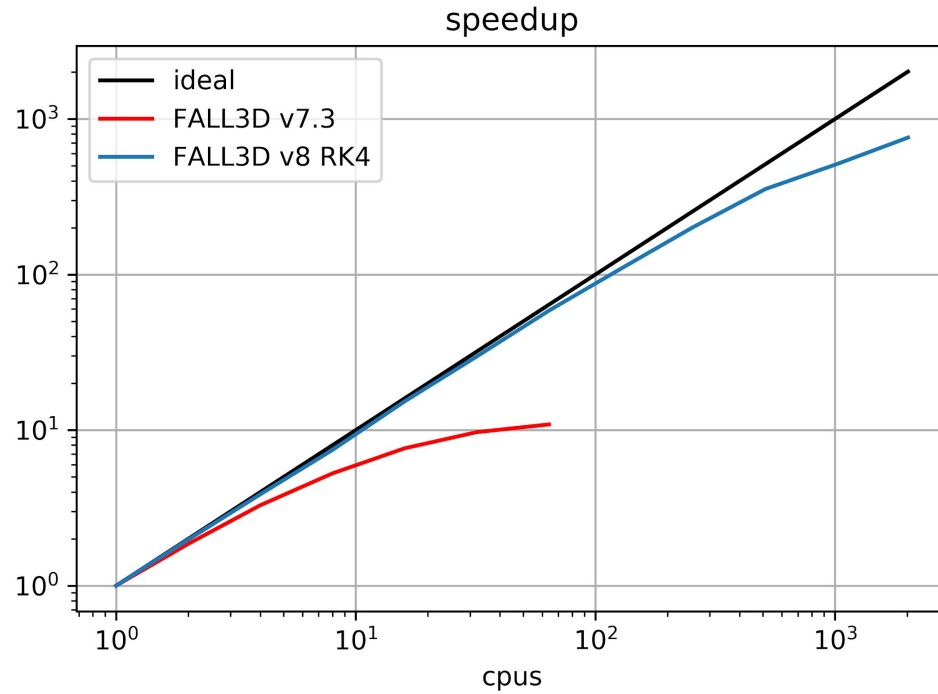
```
for n in (1, 4):  
  for x:  
    for z:  
      solve1D_step_n(y)  
  
  comm_n
```



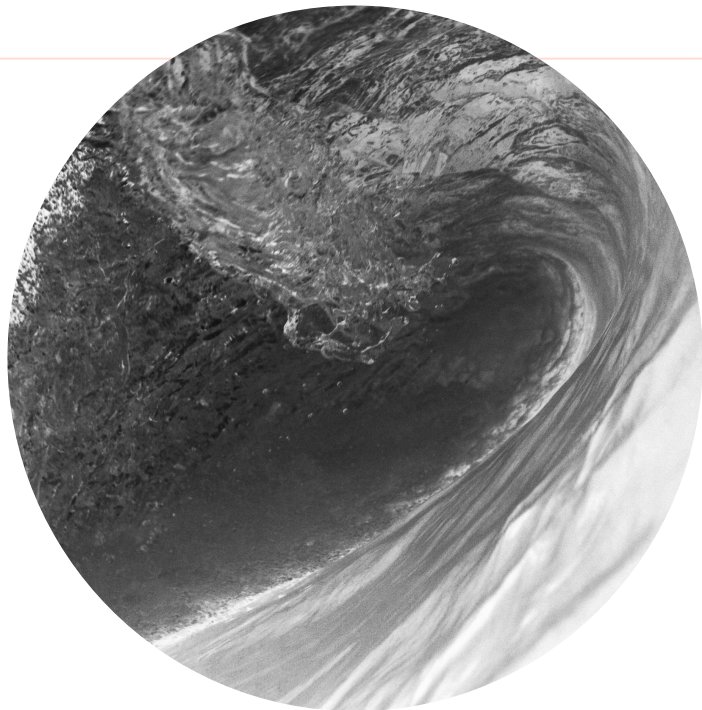
## Optimization issues

- ◉ Higher computing/communication ratio
- ◉ Data rearrangement, aligned with computing dimension
- ◉ Reduced decision statements in iterative code region
- ◉ Removed memory allocations from iterative code region
- ◉ Chance of using 1st-degree Euler solver





*V7.3 serie vs V8(RK4) serie*



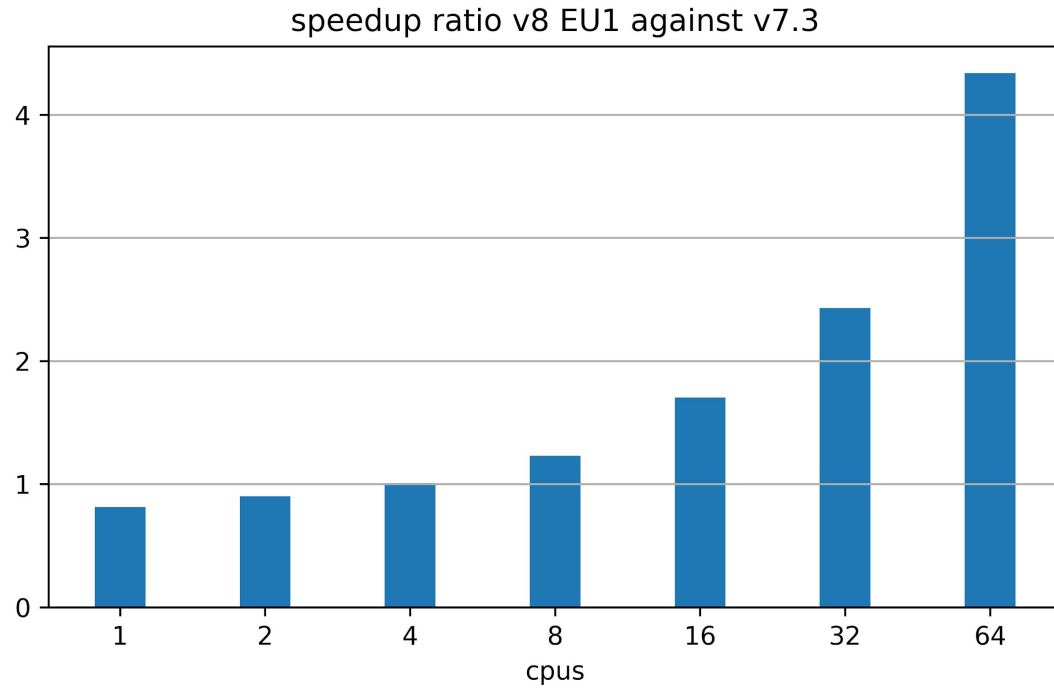
## Euler

Uses same amount of  
resources yet sacrifices  
precision

Simplified computation from  
order 4 to order 1

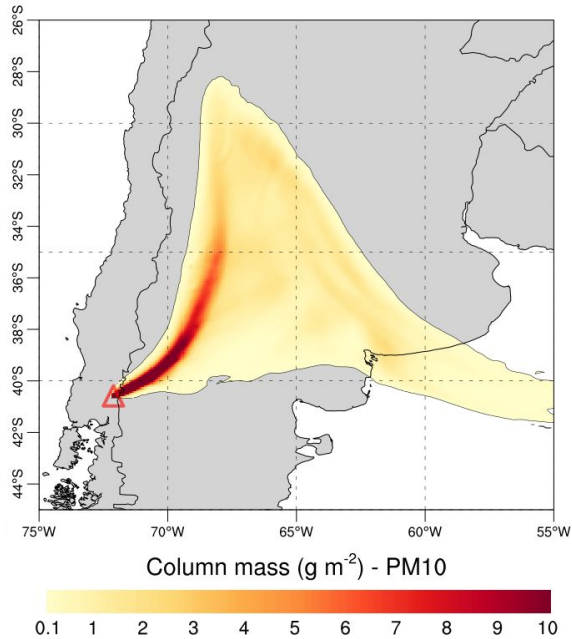




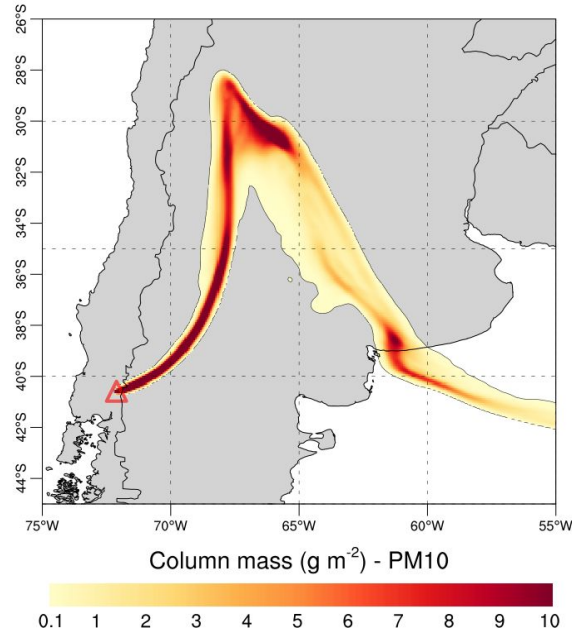


*V7.3 serie vs V8(EU1) serie*

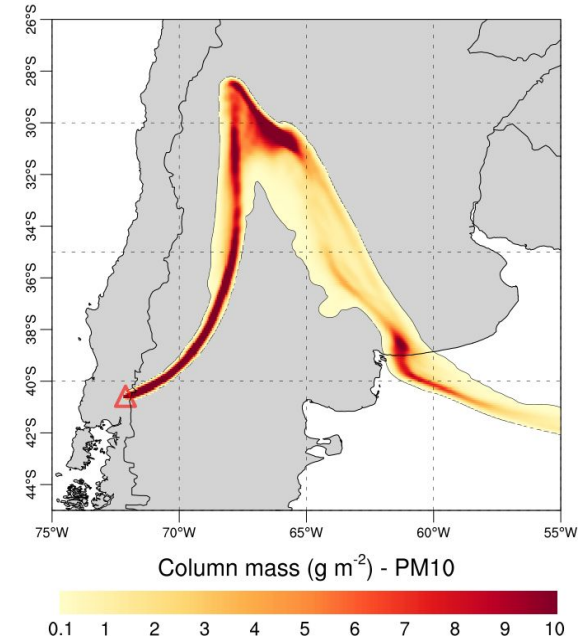
FALL3D v-7.3



FALL3D v-8.0 - Runge-Kutta 4th order



FALL3D v-8.0 - Euler 1st order



*Dispersion results from FALL3D depending on the version*



## Next steps in Fall3D

- ◉ In last year of ChEESE, there will be another performance audit for Fall3D
- ◉ Continue improving scalability and efficiency of current new version of Fall3D

To publish the current performance of the code (already under review).



## Next steps in ChEESE

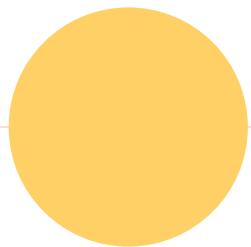
- ◉ D2.1b Code Audit (M27) same methodology for the ten flagship codes
- ◉ Performance improvements in scalability in most of them
- ◉ Promote the successful interaction with POP as transversal CoE.
  - Already used in other H2020 projects (e.g. ENERXICO)



“

*Performance optimization of HPC codes following POP's methodology have proven to be **efficient** in time and use of resources and **significantly useful** for scientific software developers.”*

*“The interaction has been **successful** not only within CoEs but also easily **exported** to international project with strong participation of Latin America.”*



# Thanks!

*Any questions ?*

You can find us at

- [mhanzich@bsc.es](mailto:mhanzich@bsc.es)
- [crosas@bsc.es](mailto:crosas@bsc.es)



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