# Unique Aspects of MPAS Code: Registry, Pools, and Logging

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#### Introduction

When taking a first look inside the MPAS-Atmosphere model, there are several features that can be confusing without proper background:

- The MPAS "Registry"
- 2. Pools
- 3. Logging mechanism

This talk is very software-oriented, but the ideas will be important for upcoming talks about adding passive tracers and new diagnostics in MPAS!



A central component of all MPAS "cores" is the Registry file.

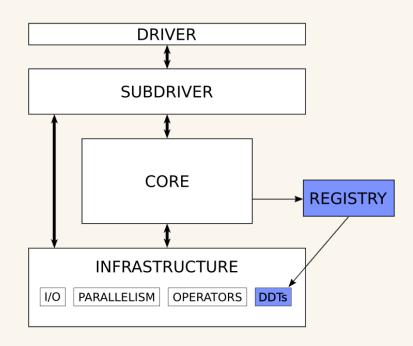
 An idea borrowed from the Weather Research and Forecasting (WRF) model

#### Motivation:

We wanted to avoid manually writing copy-and-paste code every time we added a new variable or namelist option in MPAS

- Allocation/deallocation
- Addition of fields to data structures
- I/O

The Registry mechanism parses the Registry.xml file and writes this code for us!





One could argue that through appropriately designed data structures and functions, we shouldn't have needed to write copy-and-paste code in the first place (and that's true!), but...

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By having all namelist options and fields defined in a single XML file, we can automatically generate ~120 pages of documentation!



There are five primary constructs that can are defined in the Registry.xml file for an MPAS "core"

## 1) Namelist options

```
&damping config_zd = 22000.0
```

This namelist option is defined by this entry in the Registry.xml file



There are five primary constructs that can are defined in the Registry.xml file for an MPAS "core"

#### 2) Dimensions



There are five primary constructs that can be defined in the Registry.xml file for an MPAS "core"

## 3) Variables



There are five primary constructs that can be defined in the Registry.xml file for an MPAS "core"

4) Variable structures (...which we should rename as "pools"...)



There are five primary constructs that can are defined in the Registry.xml file for an MPAS "core"

#### 5) *Default* I/O streams

NB: as described in an earlier talk, additional streams can always be defined at run-time in the "streams" file

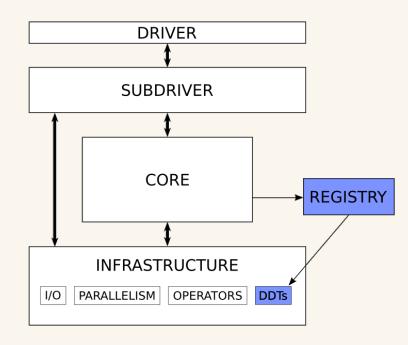


How and when does the Registry impact MPAS?

During compilation, there is a build step that parses the Registry.xml file and generates Fortran code that is included by an MPAS "core"

 Changing the Registry.xml file requires recompilation of MPAS!

```
MPAS-Model/
src/
core_atmosphere/
diagnostics/
dynamics/
inc/
inc/
physics/
Registry.xml
utils/
```



Automatically generated Fortran code goes in the inc/directory

 About 18,600 lines of code for MPAS-Atmosphere v7.0



## **MPAS Pools**

#### Closely related to the Registry in MPAS are "pools"

These are best explained with a little historical perspective...

Noun [edit]

pool (plural pools)

- A small and rather deep collection of (usually) fresh water, as one supplied by a spring, or occurring in the course of a stream; a reservoir for water. [quotations ▼] the pools of Solomon
- 2. A small body of standing or stagnant water; a puddle.
- 3. Ellipsis of swimming pool
- 4. A supply of resources. [quotations ▼]
  There is a limited pool of candidates from which to choose the new manager.
  dating pool
- 5. (by extension, computing) A set of resources that are kept ready to use.
- 6. A small amount of liquid on a surface.

  a pool of blood
- 7. A localized glow of light. [quotations ▼]

Taken from wiktionary.org

Left: Some possible definitions of what a pool is...



When we started to develop MPAS, we wanted a way to write more abstract and more maintainable code.

Consider a function, below, for computing dynamics tendencies:



With some code comments, it's not hard to figure out what this routine does

 But if any new inputs or outputs are needed, those need to be individually declared and added to the argument list

#### We wanted to be able to write code like this:

```
subroutine compute_dyn_tend(stateFields, meshInfo, tendencyFields)

type(state_t), intent(in) :: stateFields

type(mesh_t), intent(in) :: meshInfo

type(tend_t), intent(out) :: tendencyFields
```

#### Where, e.g., state t could be defined as:

```
type state_t
    real, dimension(nVertLevels, nCells) :: theta_m
    real, dimension(nVertLevels, nCells) :: rho_zz
    real, dimension(nVertLevels, nEdges) :: u
    ! ... And so on ...
end type state_t
```



The problem comes when we have two different MPAS cores (e.g., MPAS-Atmosphere and MPAS-Ocean) that need to define the state t type differently

#### MPAS-Atmosphere needs this:

```
type state_t
    real, dimension(nVertLevels, nCells) :: theta_m
    real, dimension(nVertLevels, nCells) :: rho_zz
    real, dimension(nVertLevels, nEdges) :: u
    ! ... And so on ...
end type state_t
```

#### While MPAS-Ocean needs this:

```
type state_t
    real, dimension(nVertLevels, nCells) :: salinity
    real, dimension(nCells) :: SSH
    real, dimension(nVertLevels, nCells) :: layerThickness
    ! ... And so on ...
end type state_t
```



Our solution to this problem in MPAS was to develop a generic, dynamic data type called a "pool", which:

- Can be instantiated multiple times
- Can have different fields added to each instance

#### Now, we can do something like this:

```
type(mpas_pool_type), pointer :: AtmStatePool
type(mpas_field_2d_real_type), pointer :: theta_m_ptr
allocate(AtmStatePool)
call mpas_pool_add_field(AtmStatePool, 'theta_m', theta_m_ptr)
```

Note: the exact type names above don't match the actual MPAS code...



## **MPAS** Pools

#### Whereas before we could access members of types like this:

```
type(state_t) :: State
write(0,*) maxval(State % theta_m)
```

#### We now have to access members of pools like this:

```
type(mpas_pool_type) :: State

real, dimension(:,:), pointer :: theta_m_ptr

call mpas_pool_get_array(State, 'theta_m', theta_m_ptr)

write(0,*) maxval(theta_m_ptr)
```

Pools are a little more cumbersome to use, but they allow us to write rich infrastructure to perform operations on entire groups of fields!



## **MPAS Pools**

Using mpas\_pool\_get\_\* routines, we can access the dimensions, fields, and namelist options that we define in a Registry.xml file:

Variable structures (aka, pools)

```
call mpas pool get subpool(structs, 'state', AtmState)
```

Namelist options:

```
call mpas_pool_get_config(Configs, 'config_dt', dt)
```

Dimensions:

```
call mpas_pool_get_dimension(AtmState, 'nCells', nCells)
```

Fields:

```
call mpas pool get field(AtmState, 'theta m', theta m fld)
```

Array pointer for a field:

```
call mpas_pool_get_array(AtmState, 'theta_m', theta_m)
```



# The MPAS Logging Mechanism

Naturally, we'd like to write out messages as the model runs

• An informal survey revealed that many of us use print statements as our primary means of debugging!

What happens if we do something like the following in parallel code (both MPI and OpenMP)?

```
subroutine RHS(arg1, arg2, arg3)
  integer, intent(in) :: arg1, arg2
  integer, intent(out) :: arg3

write(0,*) arg1, arg2, arg3
```



# The MPAS Logging Mechanism

In MPAS v5.x and earlier, our solution was to cleverly redirect stdout and stderr to log files named log.XXXX.out and log.XXXX.err

However, this is less than ideal when several different MPAS components (e.g., ocean, land ice, sea ice) are running together in the same coupled Earth-system model!

MPAS v6.0 introduced a completely new mechanism for logging messages during model execution



# The MPAS Logging Mechanism

The standard way for logging a message in MPAS uses the mpas log module's mpas log write (...) routine

- Each MPAS core writes log messages to a file named log.<CORE>.0000.out
- mpas\_log\_write(...) handles tagging of messages with threadID for messages logged from threaded code regions

```
subroutine RHS(arg1, arg2, arg3)
   use mpas_log, only : mpas_log_write

integer, intent(in) :: arg1, arg2
   integer, intent(out) :: arg3

call mpas_log_write('Hello from the RHS routine')
```



## The MPAS Logging Mechanism: printing variables

Variables can be included in messages with placeholders \$i, \$r, or \$1 for integers, reals, or logicals

 The variables to substitute for these placeholders are specified with optional arguments intArgs, realArgs, and logicArgs

```
subroutine RHS(arg1, arg2, arg3)
    use mpas_log, only : mpas_log_write

integer, intent(in) :: arg1, arg2
integer, intent(out) :: arg3

call mpas_log_write('Inputs are $i and $i', &
    intArgs=[arg1, arg2])
```



## The MPAS Logging Mechanism: message types

There are four types of messages that can be written:

- 1. Regular messages
- 2. Warnings
- 3. Error messages
- 4. Critical error messages writing one of these will halt the model!

The type of a log message is specified with the optional argument messageType, which can be:

- MPAS LOG OUT the default, which doesn't need to be specified
- MPAS LOG WARN
- MPAS LOG ERR
- MPAS LOG CRIT



## The MPAS Logging Mechanism: message types

#### An example of messageType:

```
subroutine RHS(arg1, arg2, arg3)
   use mpas_log, only : mpas_log_write, MPAS_LOG_ERR
    integer, intent(in) :: arg1, arg2
    integer, intent(out) :: arg3
    if (arg1 < 0 .or. arg2 < 0) then
       call mpas_log_write('Both input args must be >0',&
                        messageType=MPAS LOG ERR)
   end if
```



## The MPAS Logging Mechanism: message types

The counts of each message type are summarized at the end of model execution (whether that's a successful run or a failed run)

```
Total log messages printed:

Output messages = 213

Warning messages = 3

Error messages = 4

Critical error messages = 1
```

Logging of errors and critical errors will trigger the creation of a log.core>.core>.coresorID>.err file with the message, e.g.,

```
-rw-r--r-- 1 duda mmm 10260 Jul 28 12:32 log.atmosphere.0000.out
-rw-r--r-- 1 duda mmm 628 Jul 28 12:32 log.atmosphere.0001.err
-rw-r--r-- 1 duda mmm 628 Jul 28 12:32 log.atmosphere.0003.err
```

Above: MPI tasks 1 and 3 both encountered errors, which can be found in the log.atmosphere.0001.err and log.atmosphere.0003.err files.



## Summary

The MPAS code is fairly plain Fortran 2008, and the key unique features are:

- The Registry, where all fields, dimensions, and run-time options are defined
- Dynamic data structures called "pools"
- A logging mechanism to deal with the complexities of writing messages from parallel executables that may contain more than one MPAS core

Having an understanding of these is essential to successfully making changes or additions to the MPAS code!