WRF Software

John Michalakes, NCAR

Dave Gill, NCAR

WRF Software Architecture Working Group

Outline

- Introduction
- Computing Overview
- WRF Software Overview

- - - - - - - - - - - -

- Examples

Introduction – Intended Audience

- Intended audience for this tutorial session: scientific users and others who wish to:
  - Understand overall design concepts and motivations
  - Work with the code
  - Extend/modify the code to enable their work/research
  - Address problems as they arise
  - Adapt the code to take advantage of local computing resources

Introduction – WRF Resources

- WRF project home page
  - http://www.wrf-model.org
- WRF users page (linked from above)
  - http://www.mmm.ucar.edu/wrf/users
- On line documentation (also from above)
  - http://www.mmm.ucar.edu/wrf/WG2/software_v2
- WRF user services and help desk
  - wrfhelp@ucar.edu

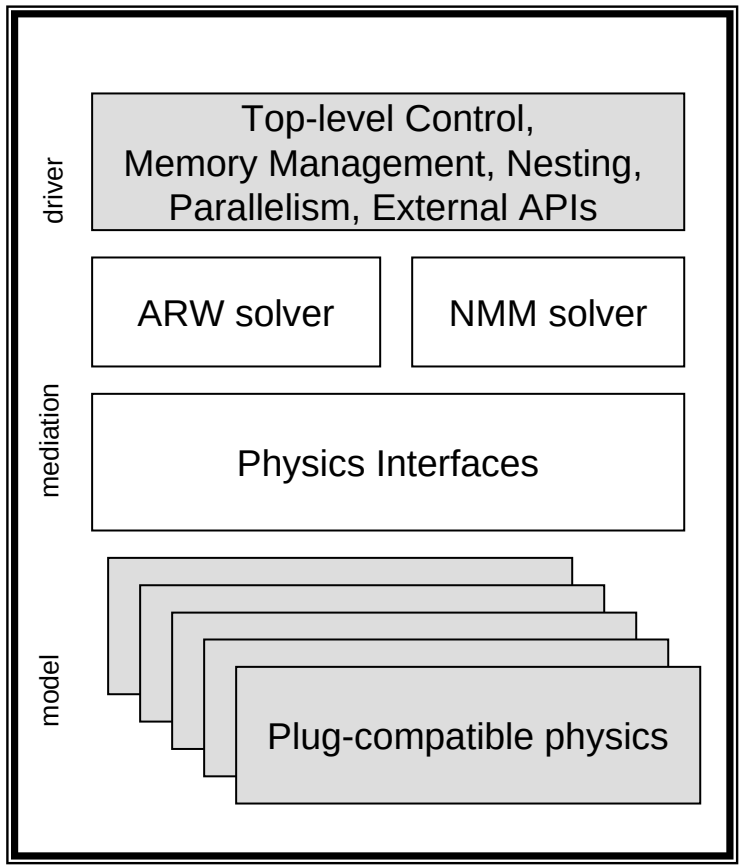
Introduction – WRF Software Characteristics

- Developed from scratch beginning around 1998, primarily Fortran and C
- Requirements emphasize flexibility over a range of platforms, applications, users, performance
- WRF develops rapidly. First released Dec 2000; current release WRF v2.2 (December 2006)
- Supported by flexible efficient architecture and implementation called the WRF Software Framework

Introduction - WRF Software Framework Overview

- Implementation of WRF Architecture
  - Hierarchical organization
  - Multiple dynamical cores
  - Plug compatible physics
  - Abstract interfaces (APIs) to external packages
  - Performance-portable
- Designed from beginning to be adaptable to today's computing environment for NWP

http://box.mmm.ucar.edu/wrf/WG2/bench/



Introduction - WRF Supported Platforms

Vendor	Hardware	OS	Compiler
Apple	G4/G5	MacOS	IBM, g95
Cray Inc.	X1, X1e	UNICOS	Cray
	Opteron	Linux	PGI
HP/Compaq	Alpha	Tru64	Compaq
	Itanium-2	Linux	Intel
		HPUX	HP
IBM	Power-3/4/5	AIX	IBM
SGI	Itanium-2	Linux	Intel
	MIPS	IRIX	SGI
Sun	UltraSPARC	Solaris	Sun
various	Xeon and Athlon	Linux	PGI, Intel, g95, Pathscale
	Itanium-2 and Opteron		

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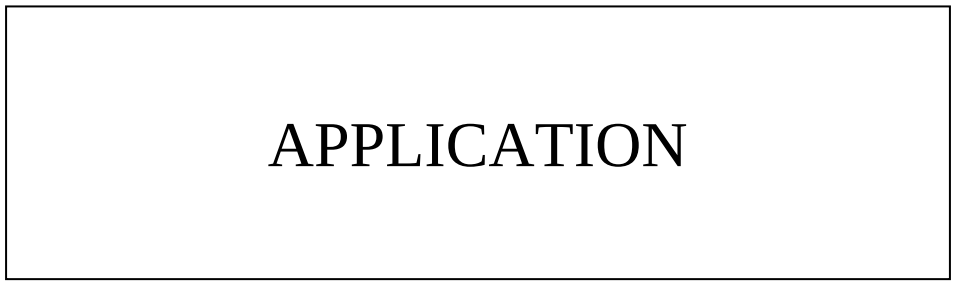
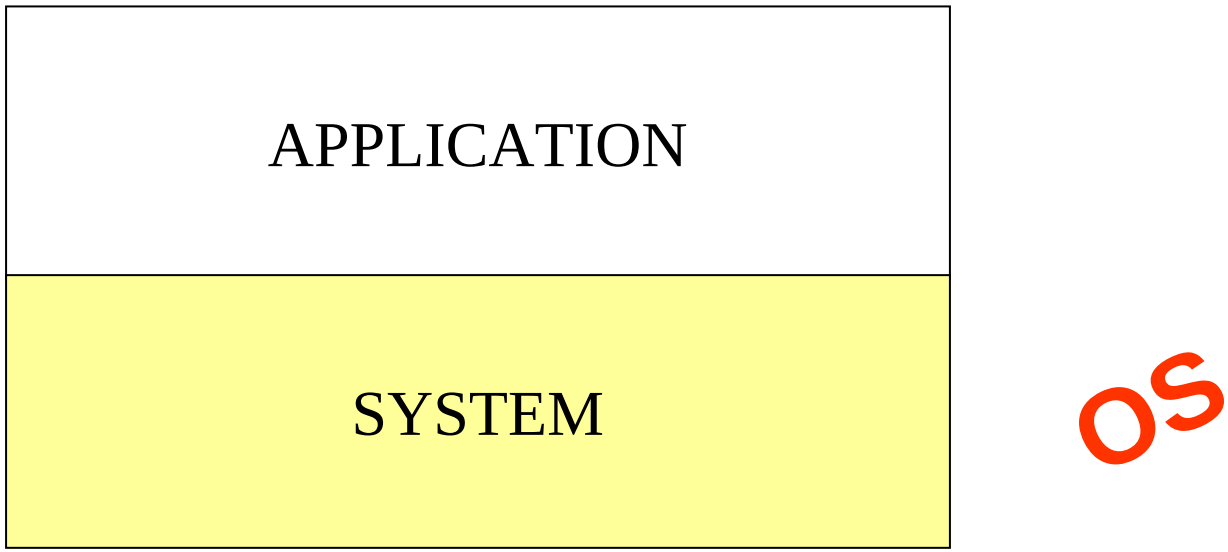
- Examples

Computing Overview

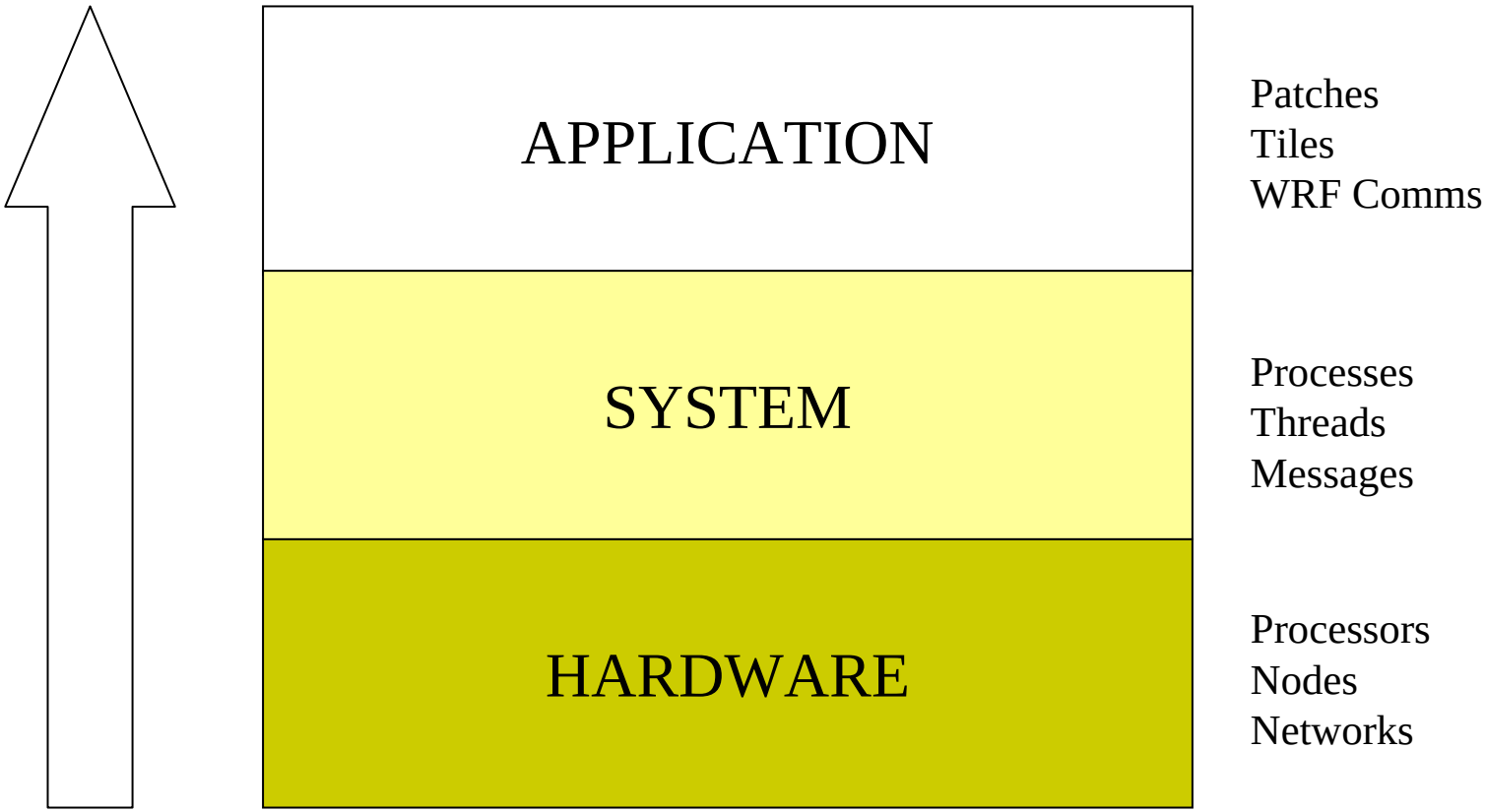


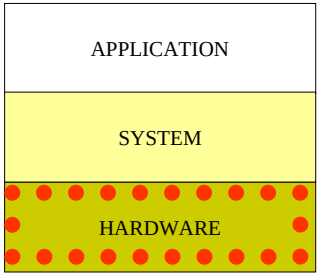
WRF

Computing Overview



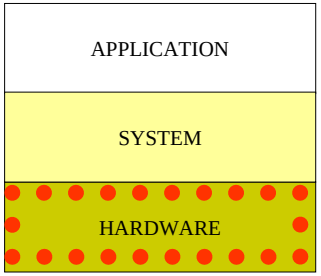
Computing Overview





Hardware: The Computer

- The ‘N’ in NWP
- Components
  - Processor
    - A program counter
    - Arithmetic unit(s)
    - Some scratch space (registers)
    - Circuitry to store/retrieve from memory device
    - Cache
  - Memory
  - Secondary storage
  - Peripherals
- The implementation has been continually refined, but the basic idea hasn’t changed much



Hardware has not changed much…

A computer in 1960

IBM 7090

6-way superscalar

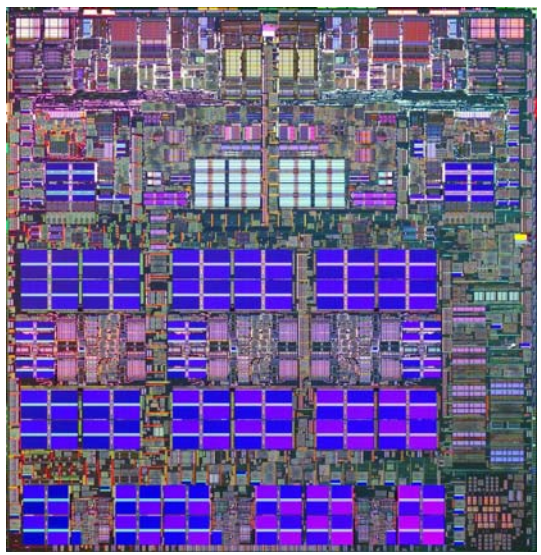
36-bit floating point precision

~144 Kbytes

~50,000 flop/s
48hr 12km WRF CONUS in 600 years

A computer in 2007

IBM P5+



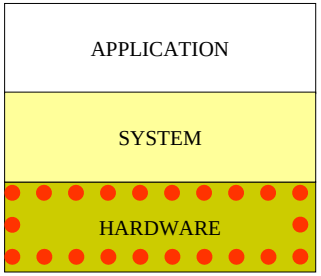
Dual core, 2.2 GHz chip

64-bit floating point precision

1.9 MB L2, 36 MB L3

Upto 16 GB per processor

~5,000,000,000 flop/s
48 12km WRF CONUS in 52 Hours

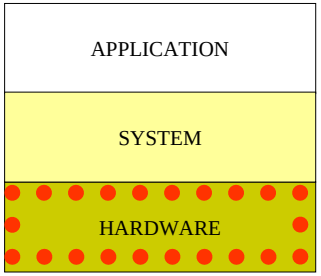


…how we use it has

- Fundamentally, processors haven't changed much since 1960
- Quantitatively, they haven't improved nearly enough
  - 100,000x increase in peak speed
  - 100,000x increase in memory size
  - These are too slow and too small for even a moderately large NWP run today
- We make up the difference with <u>parallelism</u>
  - Ganging multiple processors together to achieve $10^{11\text{-}12}$ flop/second
  - Aggregate available memories of $10^{11\text{-}12}$ bytes

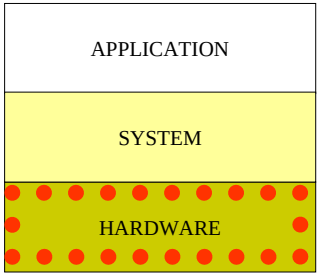
~1,000,000,000,000 flop/s ~250 procs

48 12km WRF CONUS in under 15 minutes



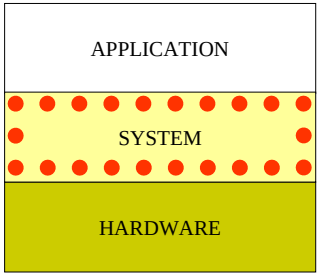
Parallel Computing Terms -- Hardware

- **Processor**:
  - A device that reads and executes instructions in sequence to produce perform operations on data that it gets from a memory device producing results that are stored back onto the memory device
- **Node**: One memory device connected to one or more processors.
  - Multiple processors in a node are said to share-memory and this is “shared memory parallelism”
  - They can work together because they can see each other’s memory
  - The latency and bandwidth to memory affect performance



Parallel Computing Terms -- Hardware

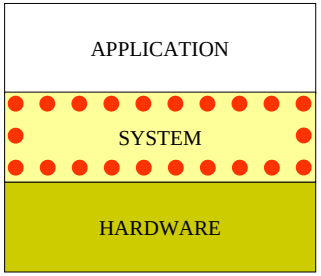
- **Cluster**: Multiple nodes connected by a network
  - The processors attached to the memory in one node can not see the memory for processors on another node
  - For processors on different nodes to work together they must send messages between the nodes. This is "distributed memory parallelism"
- **Network:**
  - Devices and wires for sending messages between nodes
  - Bandwidth – a measure of the number of bytes that can be moved in a second
  - Latency – the amount of time it takes before the first byte of a message arrives at its destination



Parallel Computing Terms – System Software

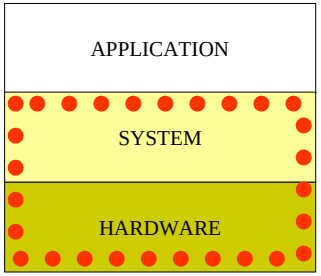
"The only thing one does directly with hardware is pay for it."
John's Zeroth Law of Computing

- **Process:**
  - A set of instructions to be executed on a processor
  - Enough state information to allow process execution to stop on a processor and be picked up again later, possibly by another processor
- Processes may be lightweight or heavyweight
  - **Lightweight processes**, e.g. shared-memory threads, store very little state; just enough to stop and then start the process
  - **Heavyweight processes**, e.g. UNIX processes, store a lot more (basically the memory image of the job)



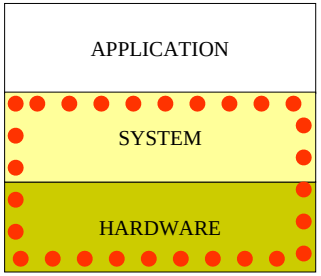
Parallel Computing Terms – System Software

- Every job has at least one heavy-weight *process*.
  - A job with more than one heavy-weight process is a distributed-memory parallel job
  - Even on the same node, heavyweight processes do not share memory
- Within a heavyweight process you may have some number of lightweight processes, called *threads.*
  - Threads are shared-memory parallel; only threads in the same memory space can work together.
  - A thread never exists by itself; it is always inside a heavy-weight process.
- Heavy-weight processes are the vehicles for distributed memory parallelism
- Threads (light-weight processes) are the vehicles for shared



Jobs, Processes, and Hardware

- Message Passing Interface – MPI, referred to as the communication layer
- MPI is used to start up and pass messages between multiple heavyweight processes
  - The **mpirun** command controls the number of processes and how they are mapped onto nodes of the parallel machine
  - Calls to MPI routines send and receive messages and control other interactions between processes
  - http://www.mcs.anl.gov/mpi



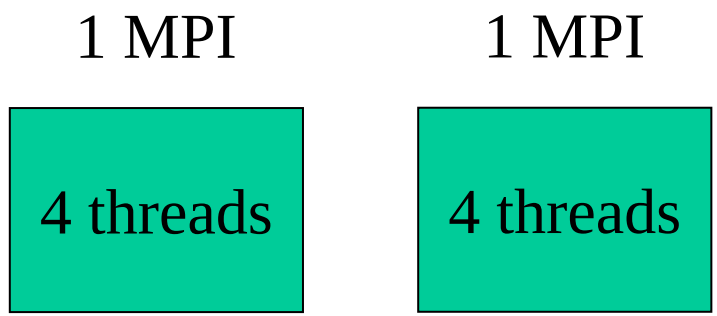
Jobs, Processes, and Hardware

- OpenMP is used to start up and control threads within each process
  - Directives specify which parts of the program are multi-threaded
  - **OpenMP** environment variables determine the number of threads in each process
  - http://www.openmp.org
- OpenMP is usually activated via a compiler option
- MPI is usually activated via the compiler name
- The number of **processes** (number of MPI processes times the number of threads in each process) usually corresponds to the number of **processors**

Examples

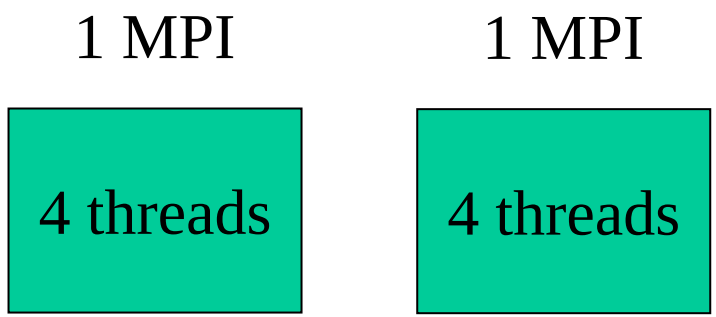
- If the machine consists of 4 nodes, each with 4 processors, how many different ways can you run a job to use all 16 processors?
  - 4 MPI processes, each with 4 threads

```
setenv OMP_NUM_THREADS 4
mpirun –np 4 wrf.exe
```



  - 8 MPI processes, each with 2 threads

```
setenv OMP_NUM_THREADS 2
mpirun –np 8 wrf.exe
```



  - 16 MPI processes, each with 1 thread

```
setenv OMP_NUM_THREADS 1
mpirun –np 16 wrf.exe
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- If the machine consists of 4 nodes, each with 4 processors, how many different ways can you run a job to use all 16 processors?
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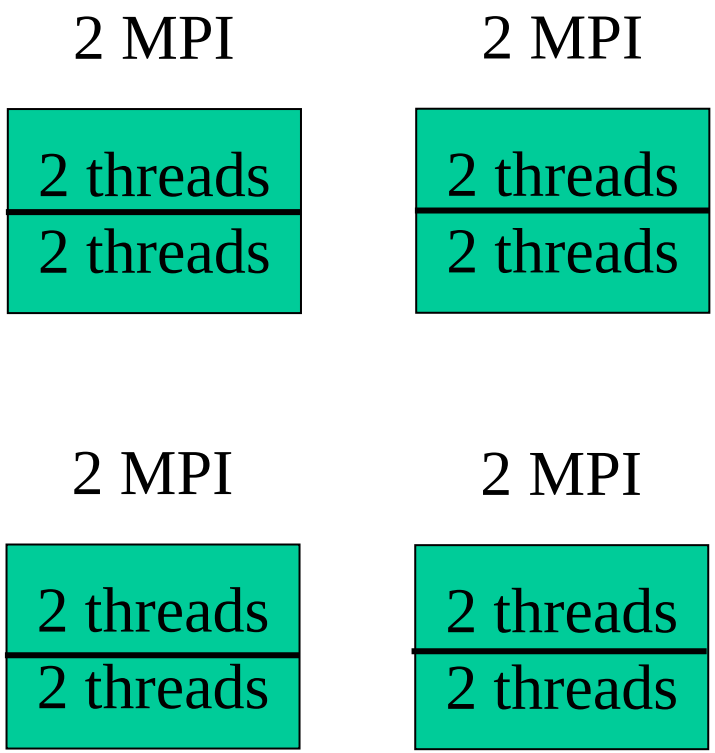

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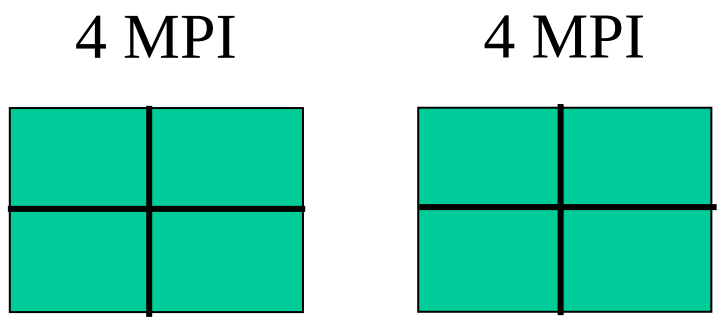

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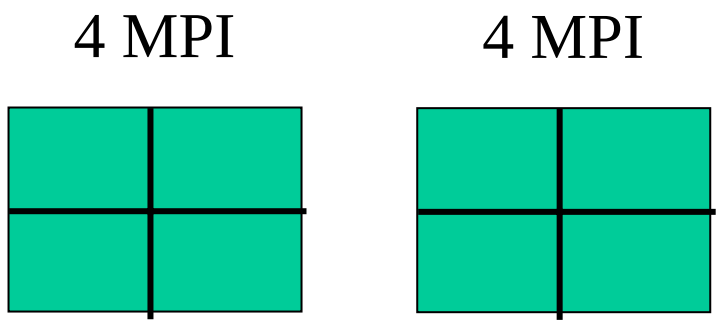


  - 16 MPI processes, each with 1 thread

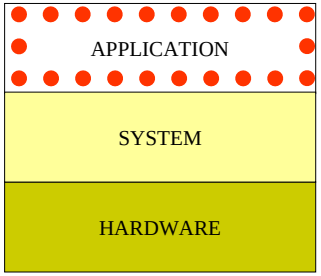
```
setenv OMP_NUM_THREADS 1
mpirun –np 16 wrf.exe
```

Examples (cont.)

- Note, since there are 4 nodes, we can never have fewer than 4 MPI processes because nodes do not share memory

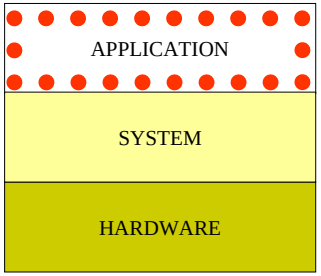
- What happens on this same machine for the following?

```
setenv OMP_NUM_THREADS 8
mpirun –np 32
```

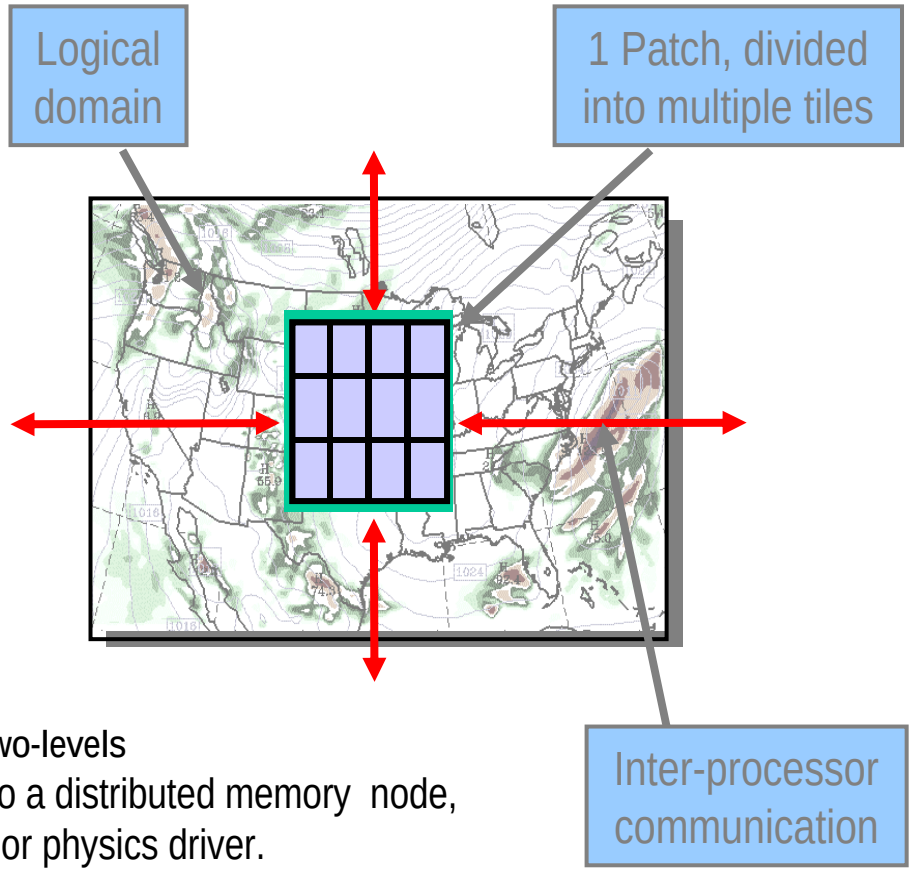


Application: WRF

- WRF can be run serially or as a parallel job
- WRF uses ***domain decomposition*** to divide total amount of work over parallel processes
- Since the process model has two levels (heavy-weight and light-weight = MPI and OpenMP), the decomposition of the application over processes has two levels:
  - The ***domain*** is first broken up into rectangular pieces that are assigned to heavy-weight processes. These pieces are called ***patches***
  - The ***patches*** may be further subdivided into smaller rectangular pieces that are called ***tiles***, and these are assigned to ***threads*** within the process.



Parallelism in WRF: Multi-level Decomposition



- Single version of code for efficient execution on:
  - Distributed-memory
  - Shared-memory (SMP)
  - Clusters of SMPs
  - Vector and microprocessors

Model domains are decomposed for parallelism on two-levels

Patch: section of model domain allocated to a distributed memory node, this is the scope of a mediation layer solver or physics driver.

Tile: section of a patch allocated to a shared-memory processor within a node; this is also the scope of a model layer subroutine.

Distributed memory parallelism is over patches; shared memory parallelism is over tiles within patches

Distributed Memory Communications

When Needed?

Communication is required between patches when a horizontal index is incremented or decremented on the right-hand-side of an assignment.

Why?

On a patch boundary, the index may refer to a value that is on a different patch.

Following is an example code fragment that requires communication between patches

Note the tell-tale +1 and –1 expressions in indices for **rr**, **H1,** and **H2** arrays on right-hand side of assignment.

These are ***horizontal data dependencies*** because the indexed operands may lie in the patch of a neighboring processor. That neighbor's updates to that element of the array won't be seen on this processor.

Dr Phil

We have to communicate.

Distributed Memory Communications

(module_diffusion.F)

```
SUBROUTINE horizontal_diffusion_s (tendency, rr, var, . . .
. . .
   DO j = jts,jte
   DO k = kts,ktf
   DO i = its,ite
      mrdx=msft(i,j)*rdx
      mrdy=msft(i,j)*rdy
      tendency(i,k,j)=tendency(i,k,j)-                              &
           (mrdx*0.5*((rr(i+1,k,j)+rr(i,k,j))*H1(i+1,k,j)-          &
                      (rr(i-1,k,j)+rr(i,k,j))*H1(i  ,k,j))+         &
            mrdy*0.5*((rr(i,k,j+1)+rr(i,k,j))*H2(i,k,j+1)-          &
                      (rr(i,k,j-1)+rr(i,k,j))*H2(i,k,j  ))-         &
            msft(i,j)*(H1avg(i,k+1,j)-H1avg(i,k,j)+                 &
                       H2avg(i,k+1,j)-H2avg(i,k,j)                  &
                             )/dzetaw(k)                            &
           )
   ENDDO
   ENDDO
   ENDDO
 . . .
```

Distributed Memory Communications

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```
SUBROUTINE horizontal_diffusion_s (tendency, rr, var, . . .
. . .
   DO j = jts,jte
   DO k = kts,ktf
   DO i = its,ite
      mrdx=msft(i,j)*rdx
      mrdy=msft(i,j)*rdy
      tendency(i,k,j)=tendency(i,k,j)-                                &
           (mrdx*0.5*((rr(i+1,k,j)+rr(i,k,j))*H1(i+1,k,j)-            &
                      (rr(i-1,k,j)+rr(i,k,j))*H1(i  ,k,j))+           &
            mrdy*0.5*((rr(i,k,j+1)+rr(i,k,j))*H2(i,k,j+1)-            &
                      (rr(i,k,j-1)+rr(i,k,j))*H2(i,k,j  ))-           &
            msft(i,j)*(H1avg(i,k+1,j)-H1avg(i,k,j)+                   &
                       H2avg(i,k+1,j)-H2avg(i,k,j)                    &
                                )/dzetaw(k)                           &
           )
   ENDDO
   ENDDO
   ENDDO
 . . .
```

Distributed Memory Communications

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```
SUBROUTINE horizontal_diffusion_s (tendency, rr, var, . . .
. . .
   DO j = jts,jte
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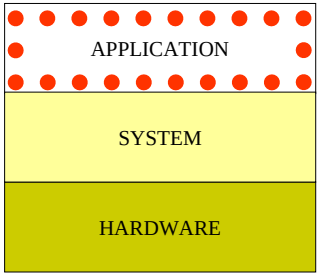
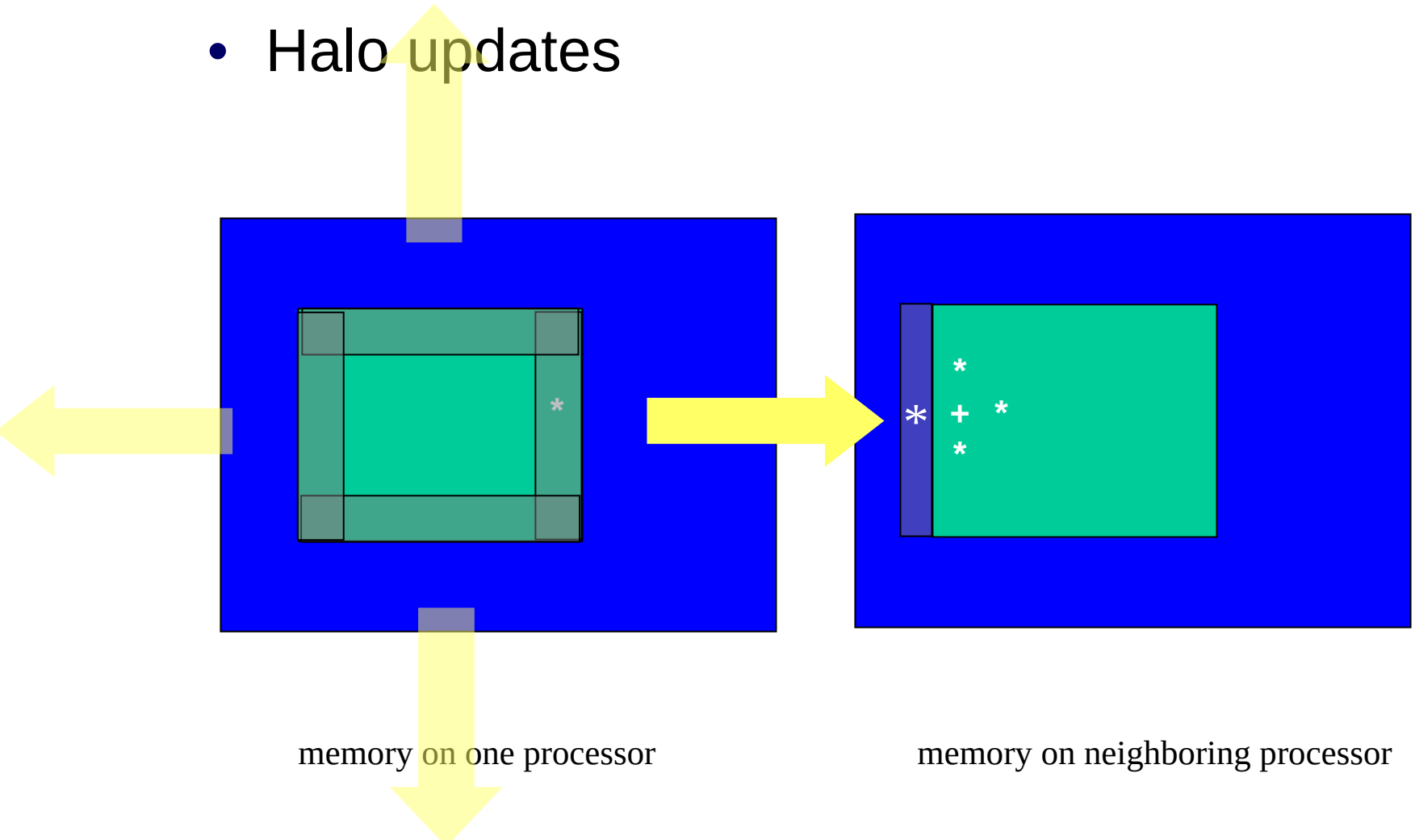
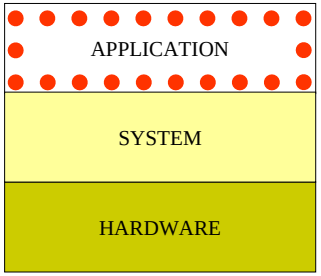
      mrdx=msft(i,j)*rdx
      mrdy=msft(i,j)*rdy
      tendency(i,k,j)=tendency(i,k,j)-                              &
           (mrdx*0.5*((rr(i+1,k,j)+rr(i,k,j))*H1(i+1,k,j)-          &
                      (rr(i-1,k,j)+rr(i,k,j))*H1(i  ,k,j))+         &
            mrdy*0.5*((rr(i,k,j+1)+rr(i,k,j))*H2(i,k,j+1)-          &
                      (rr(i,k,j-1)+rr(i,k,j))*H2(i,k,j  ))-         &
            msft(i,j)*(H1avg(i,k+1,j)-H1avg(i,k,j)+                 &
                       H2avg(i,k+1,j)-H2avg(i,k,j)                  &
                             )/dzetaw(k)                            &
           )
   ENDDO
   ENDDO
   ENDDO
 . . .
```



Distributed Memory MPI Communications

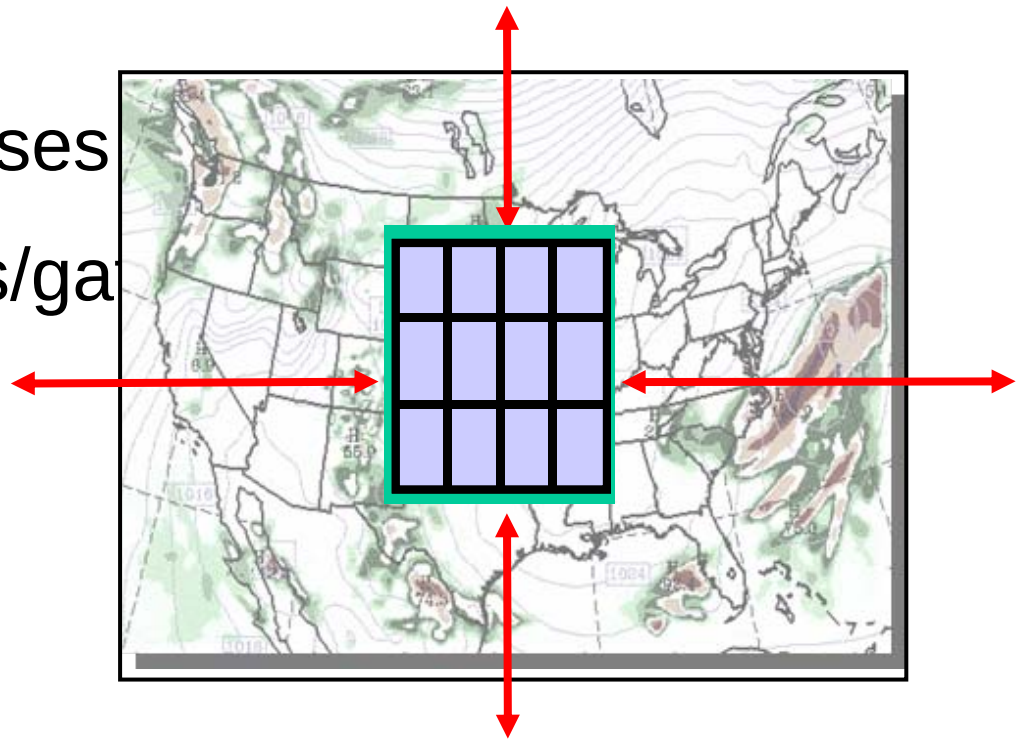
- Halo updates

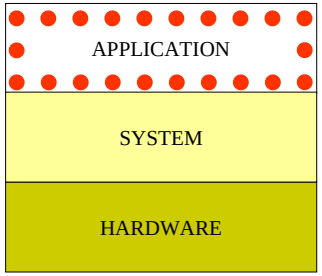




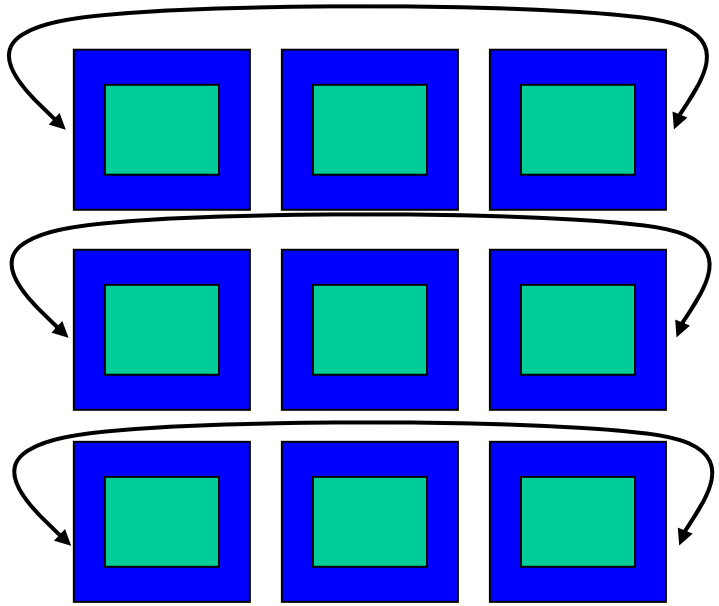
Distributed Memory (MPI) Communications

- Halo updates
- Periodic boundary updates
- Parallel transposes
- Nesting scatters/ga

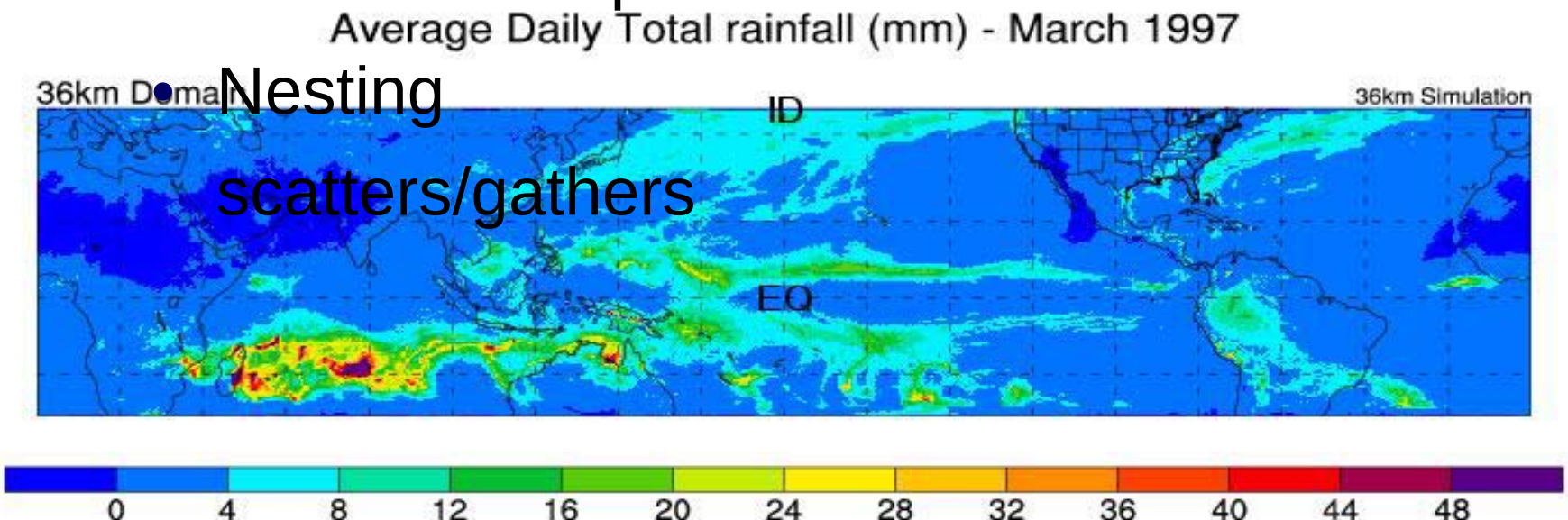


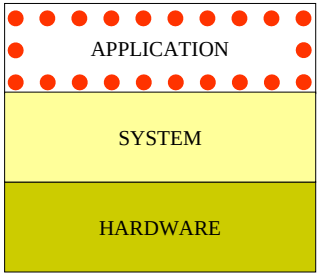


Distributed Memory (MPI) Communications



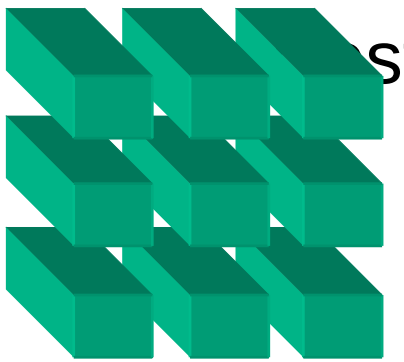
- Halo updates
- Periodic boundary updates
- Parallel transposes
- Nesting scatters/gathers





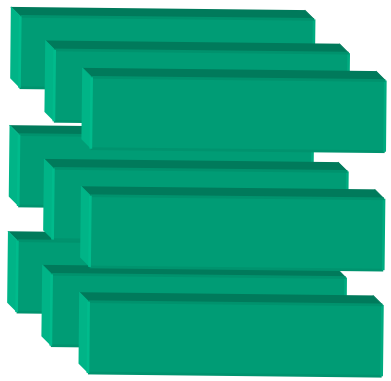
Distributed Memory (MPI) Communications

- Halo updates
- Periodic boundary updates
- Parallel transposes
- Existing scatter/gather

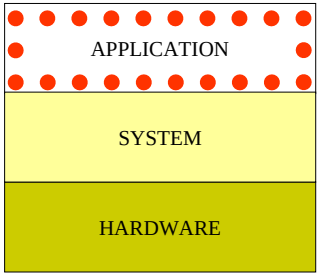


all y on patch

all z on patch



all x on patch



Distributed Memory (MPI) Communications

- Halo updates
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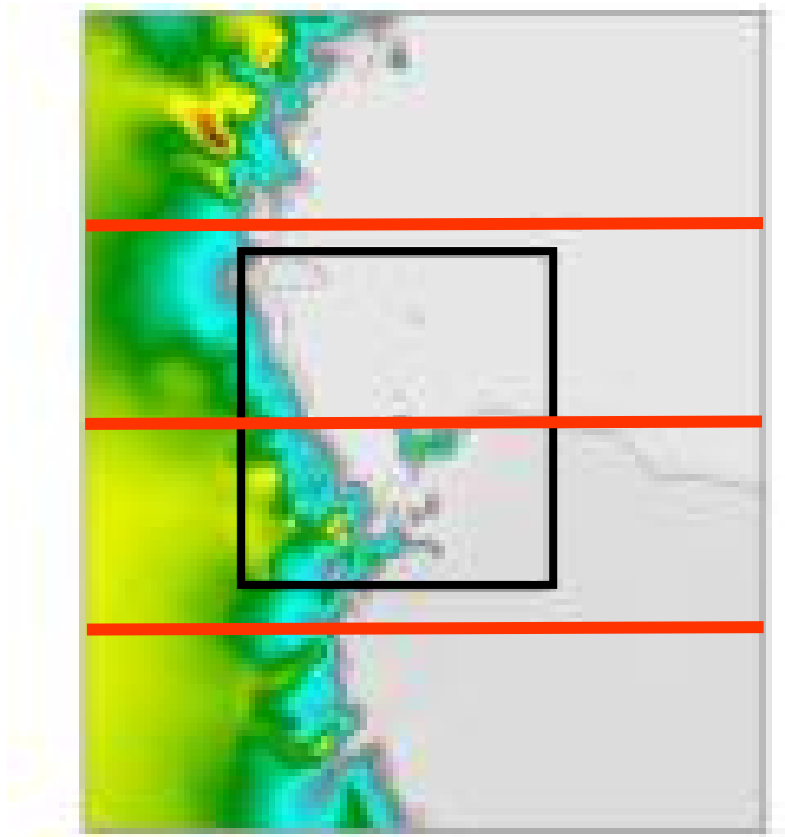
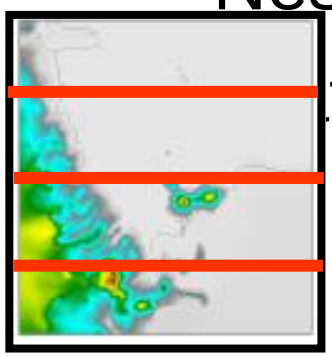
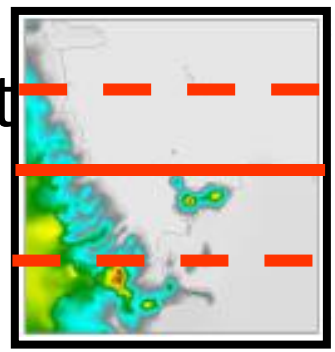


COARSE
Ross Island
6.66 km

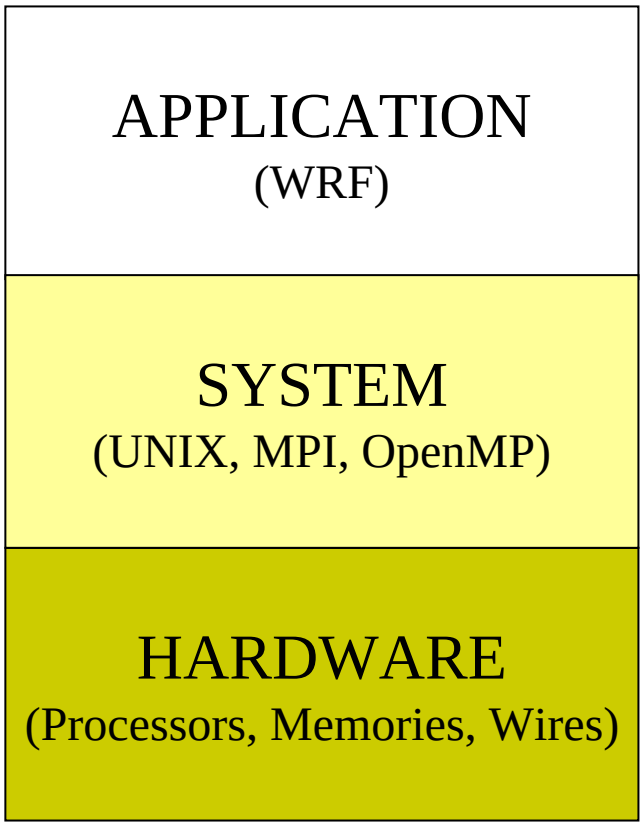


NEST:2.22 km



INTERMEDIATE: 6.66 km

Review – Computing Overview



		Distributed Memory Parallel		Shared Memory Parallel
Domain	***contains***	**Patches**	***contain***	**Tiles**
Job	***contains***	**Processes**	***contain***	**Threads**
Cluster	***contains***	**Nodes**	***contain***	**Processors**

Outline

- Introduction
- Computing Overview
- WRF Software Overview

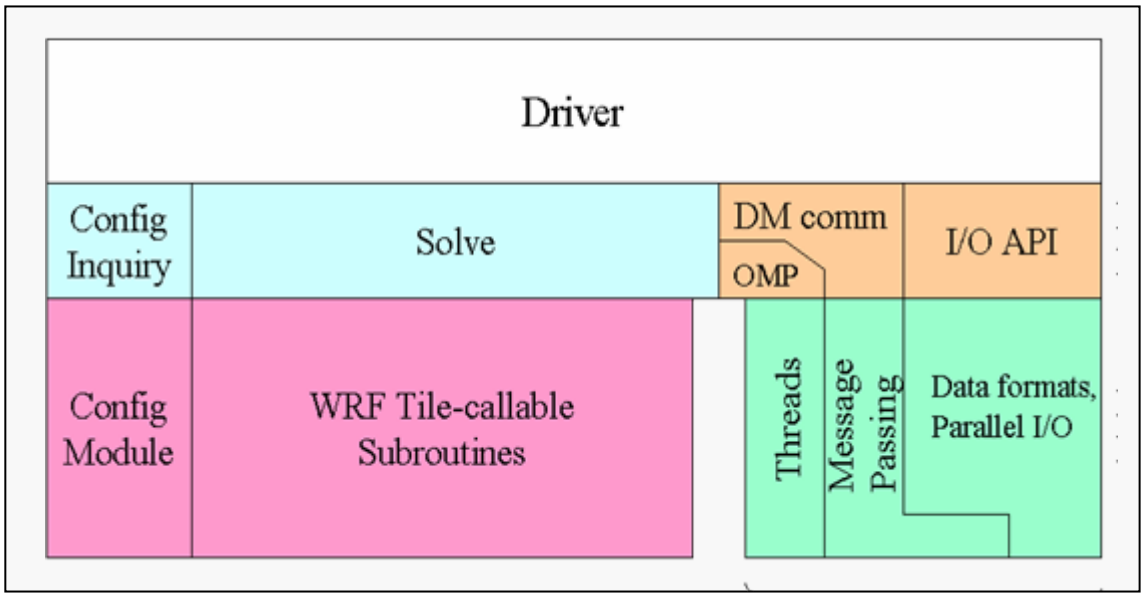
- - - - - - - - - - - -

- Examples

WRF Software Overview

- Architecture
- Directory structure
- Model Layer Interface
- Data Structures
- I/O
- Registry

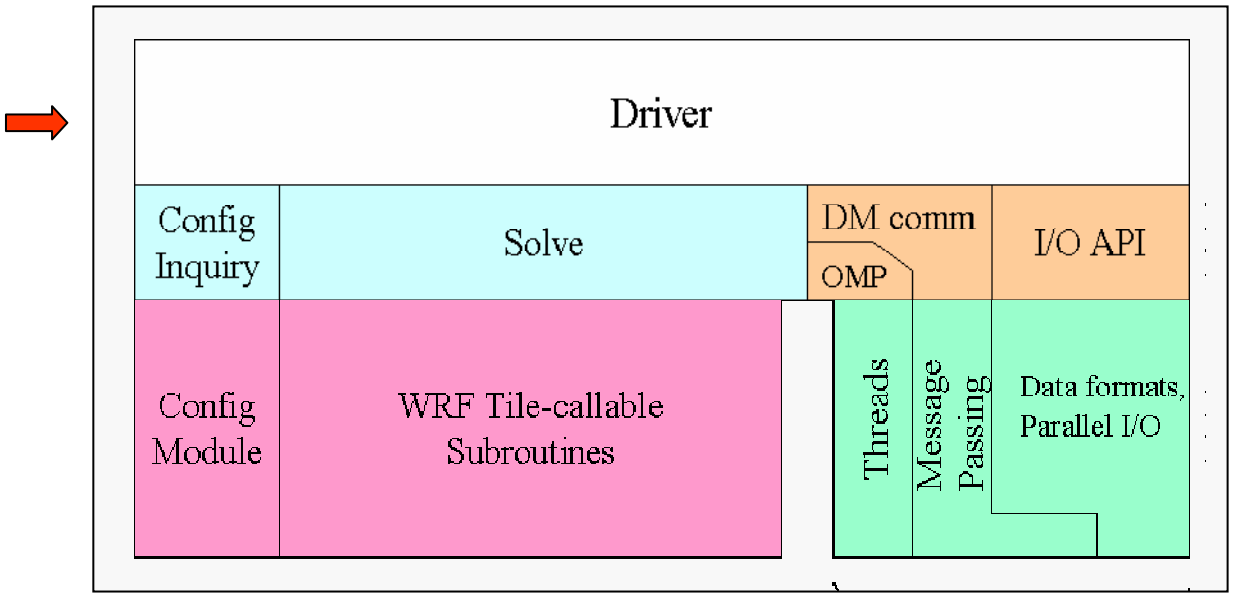
WRF Software Architecture



Registry

- Hierarchical software architecture
  - Insulate scientists' code from parallelism and other architecture/implementation-specific details
  - Well-defined interfaces between layers, and external packages for communications, I/O, and model coupling facilitates code reuse and exploiting of community infrastructure, e.g. ESMF.

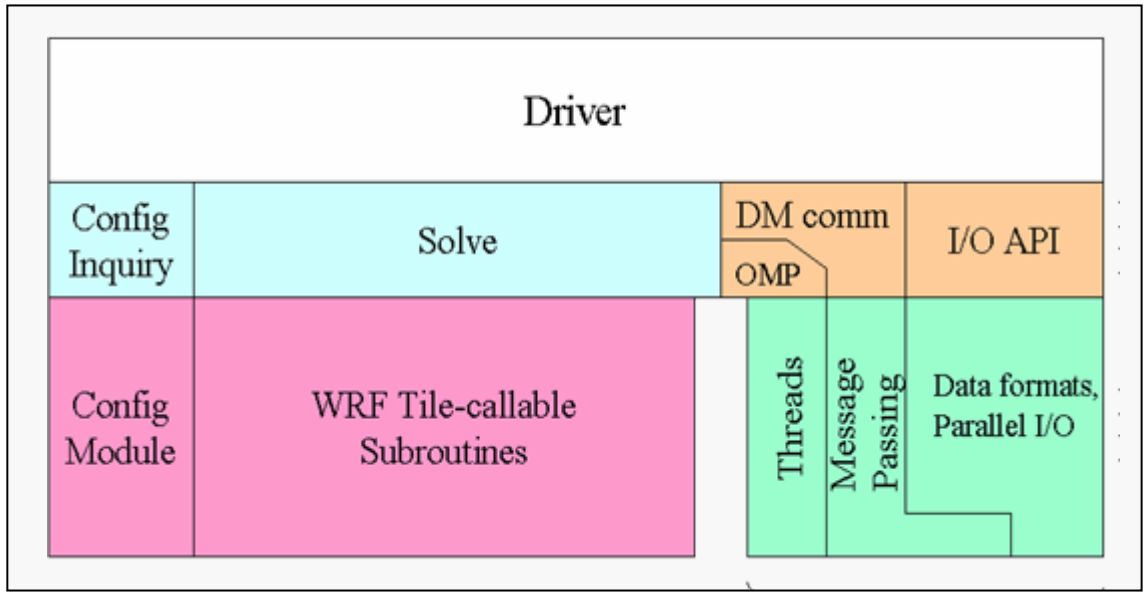
WRF Software Architecture



Registry

- Driver Layer
  - **Domains**: Allocates, stores, decomposes, represents abstractly as single data objects
  - **Time loop**: top level, algorithms for integration over nest hierarchy
  - **Mediation Layer calls**: nest forcing and feedback
  - **Non package-specific access**: communications and I/O
  - **Utilities**: for example module_wrf_error, which is used for diagnostic prints and error stops, accessibility to run-time options

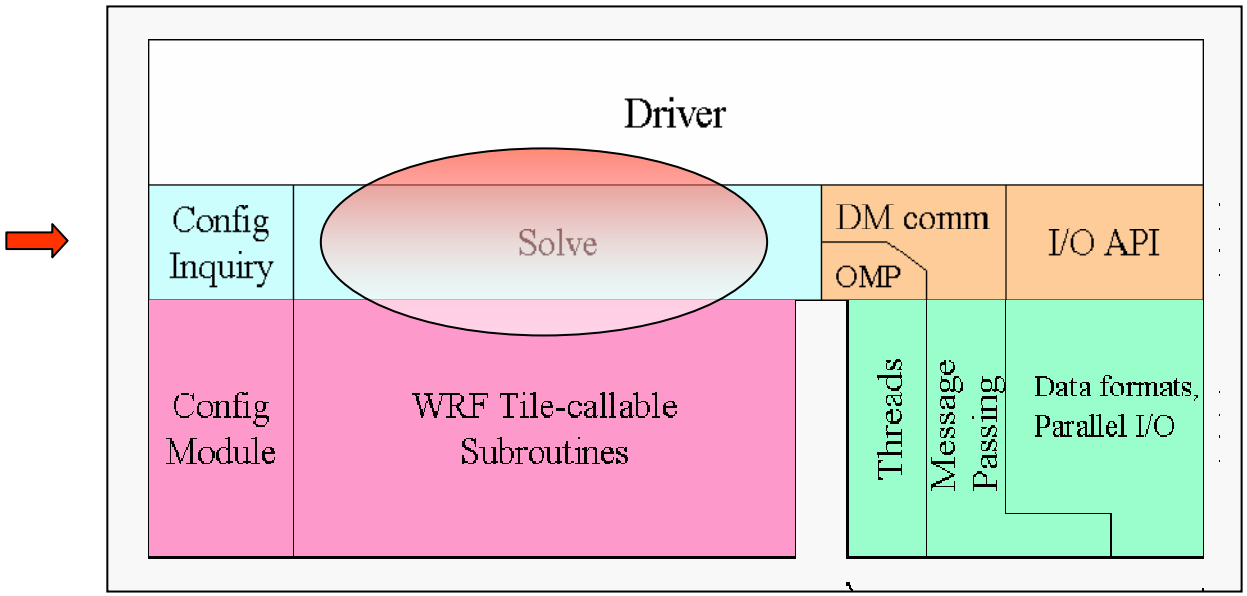
WRF Software Architecture



Registry

- Mediation Layer
  - Provides to the Driver Layer
    - Solve routine, which takes a domain object and advances it one time step
    - I/O routines that Driver calls when it is time to do some input or output operation on a domain
    - Nest forcing, interpolation, and feedback routines
  - Provides to Model Layer
    - The sequence of calls for doing a time-step for one domain is known in Solve routine
    - Dereferences fields in calls to physics drivers and dynamics code

WRF Software Architecture



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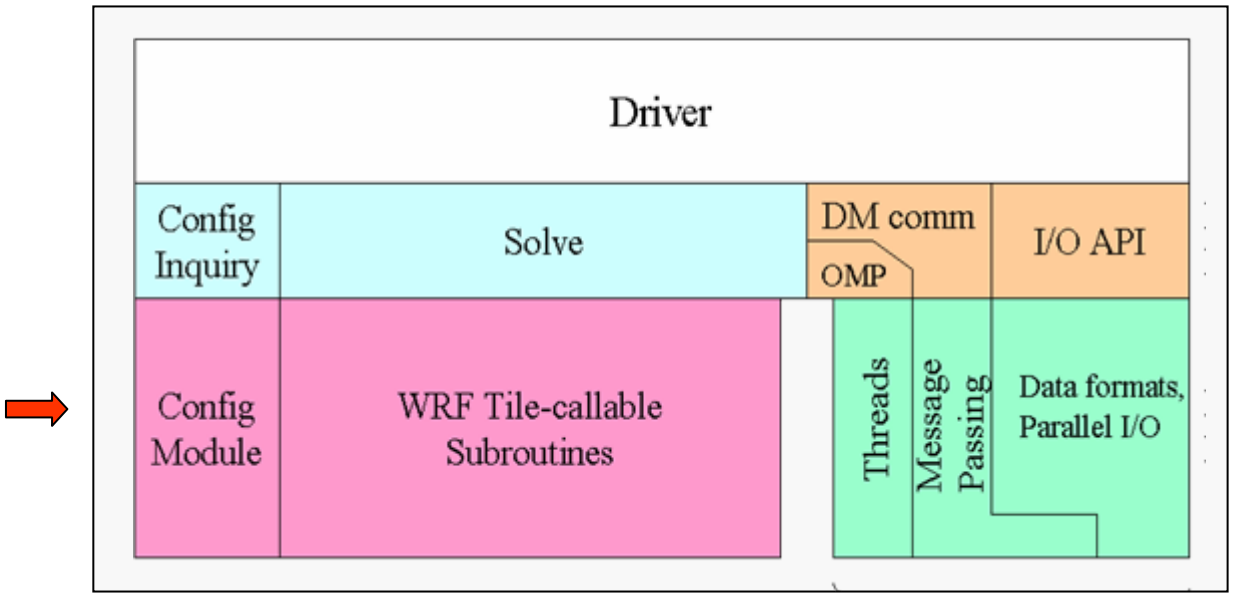
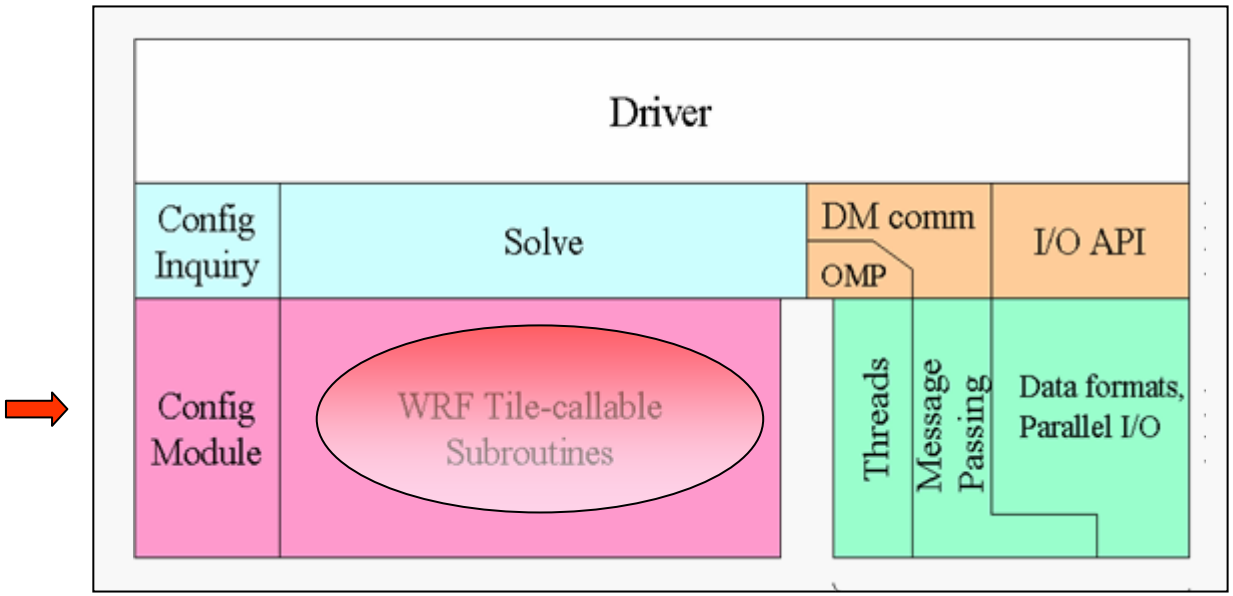
WRF Software Architecture



Registry

- Model Layer
  - **Information about the model itself**: machine architecture and implementation aspects abstracted out and moved into layers above
  - **Physics and Dynamics**: contains the actual WRF model routines are written to perform some computation over an arbitrarily sized/shaped subdomain
  - **F77-esque**: all state data objects are simple types, passed in through argument list from physics drivers
  - **No I/O, comms, control**: Model Layer routines don't know anything about communication or I/O, executed on **one thread** – they never contain a **PRINT**, **WRITE**, or **STOP** statement

WRF Software Architecture



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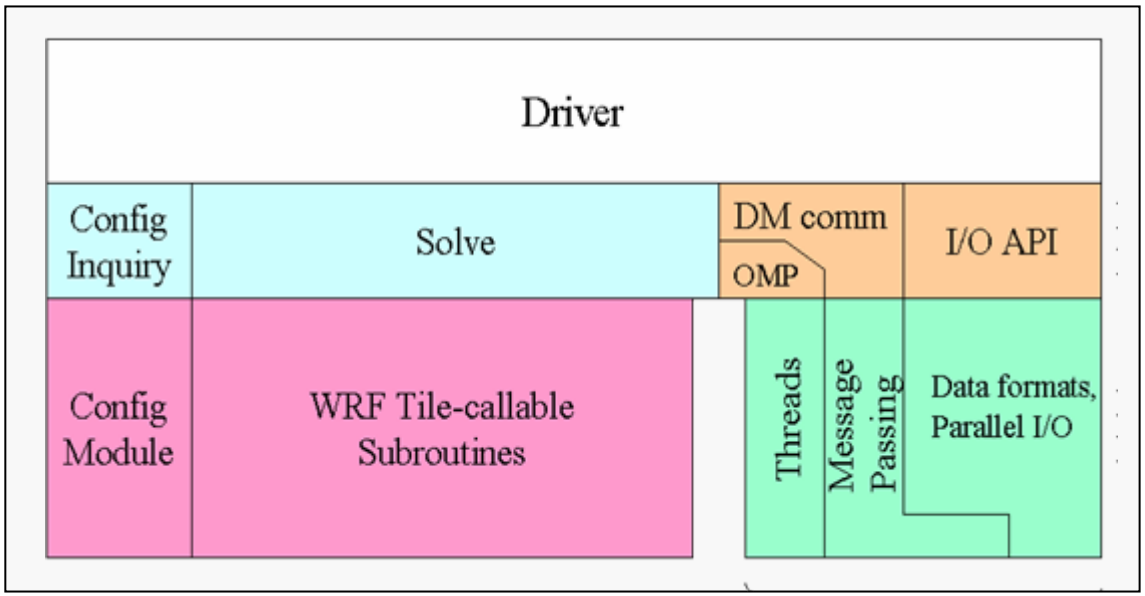
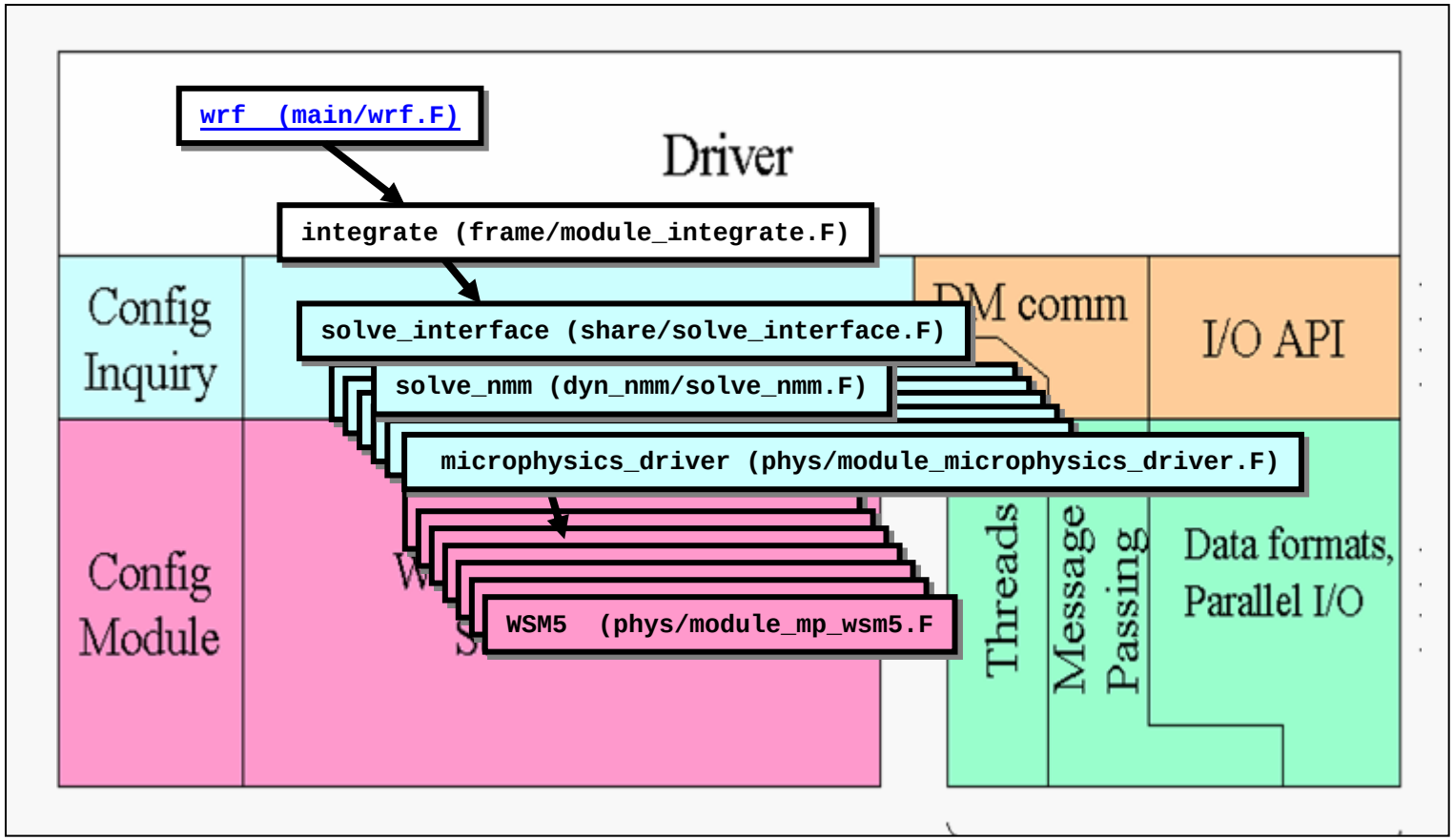


Registry

- Registry: an “Active” data dictionary
  - Tabular listing of model state and attributes
  - Large sections of interface code generated automatically
  - Scientists manipulate model state simply by modifying Registry, without further knowledge of code mechanics
  - Special “cases” exist: chemistry, NMM nesting, SST coupling

Call Structure Superimposed on Architecture



WRF Software Overview

- Architecture
- Directory structure
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WRF Model Top-Level Directory Structure

[WRF Design and Implementation](#) Doc, p 5

DRIVER
MEDIATION
MODEL

```
Makefile
README
README_test_cases
clean
compile
configure
Registry/
arch/
dyn_em/
dyn_nnm/
external/
frame/
inc/
main/
phys/
share/
tools/
run/
test/
```

build scripts

CASE input files

machine build rules

source code directories

execution directories

WRF Software Overview

- Architecture
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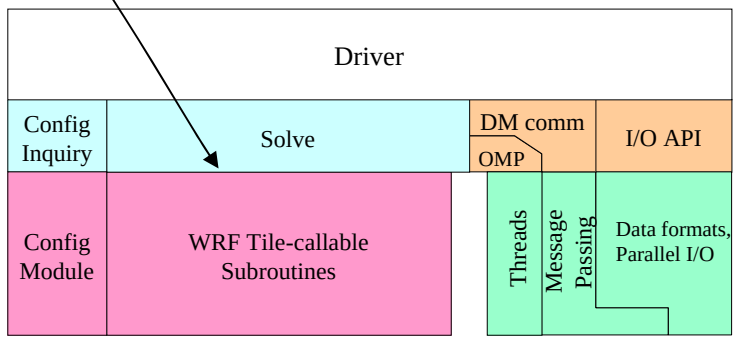
WRF Model Layer Interface

Mediation Layer / Model Layer Interface



All state arrays passed through argument list as simple (not derived) data types

Domain, memory, and run dimensions passed unambiguously in three physical dimensions

Model layer routines are called from mediation layer (physics drivers) in loops over tiles, which are multi-threaded

Restrictions on Model Layer subroutines:

No common/module storage of decomposed data (exception allowed for set-once/read-only tables)

Spatial scope of a Model Layer call is one “tile”

WRF Model Layer Interface

```
SUBROUTINE driver_for_some_physics_suite (
    . . .
!$OMP DO PARALLEL
   DO ij = 1, numtiles
      its = i_start(ij) ; ite = i_end(ij)
      jts = j_start(ij) ; jte = j_end(ij)
      CALL model_subroutine( arg1, arg2, . . .
           ids , ide , jds , jde , kds , kde ,
           ims , ime , jms , jme , kms , kme ,
           its , ite , jts , jte , kts , kte )
   END DO
    . . .

 END SUBROUTINE
```

WRF Model Layer Interface

template for model layer subroutine

```
SUBROUTINE model_subroutine ( &
  arg1, arg2, arg3, … , argn,   &
  ids, ide, jds, jde, kds, kde, &  ! Domain dims
  ims, ime, jms, jme, kms, kme, &  ! Memory dims
  its, ite, jts, jte, kts, kte  )  ! Tile dims

IMPLICIT NONE

! Define Arguments (State and I1) data
REAL, DIMENSION (ims:ime,kms:kme,jms:jme) :: arg1, . . .
REAL, DIMENSION (ims:ime,jms:jme)         :: arg7, . . .
 . . .
! Define Local Data (I2)
REAL, DIMENSION (its:ite,kts:kte,jts:jte) :: loc1, . . .
 . . .
```

WRF Model Layer Interface

template for model layer subroutine

```
. . .
 ! Executable code; loops run over tile
 ! dimensions
 DO j = MAX(jts,jds), MIN(jte,jde-1)
   DO k = kts, kte
     DO i = MAX(its,ids), MIN(ite,ide-1)
       loc1(i,k,j) = arg1(i,k,j) + …
     END DO
   END DO
 END DO
```

template for model layer subroutine

```
SUBROUTINE model ( &
  arg1, arg2, arg3, … , argn,   &
  ids, ide, jds, jde, kds, kde, &  ! Domain dims
  ims, ime, jms, jme, kms, kme, &  ! Memory dims
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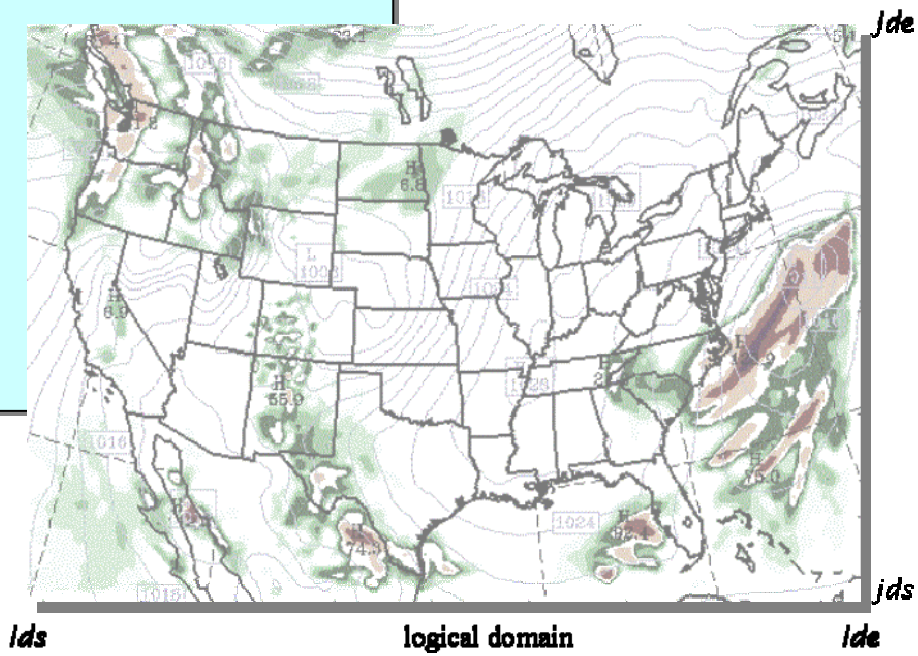
    END DO
  END DO
END DO
```

- Domain dimensions
  - Size of logical domain
  - Used for bdy tests, etc.



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```
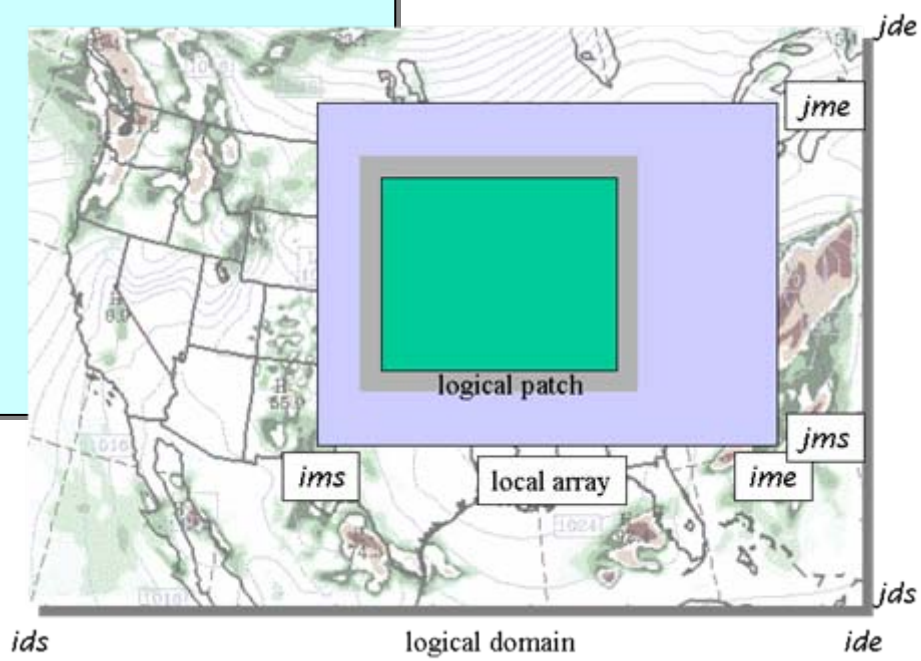

- Domain dimensions
  - Size of logical domain
  - Used for bdy tests, etc.
- Memory dimensions
  - Used to dimension dummy arguments
  - Do not use for local arrays



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- Domain dimensions
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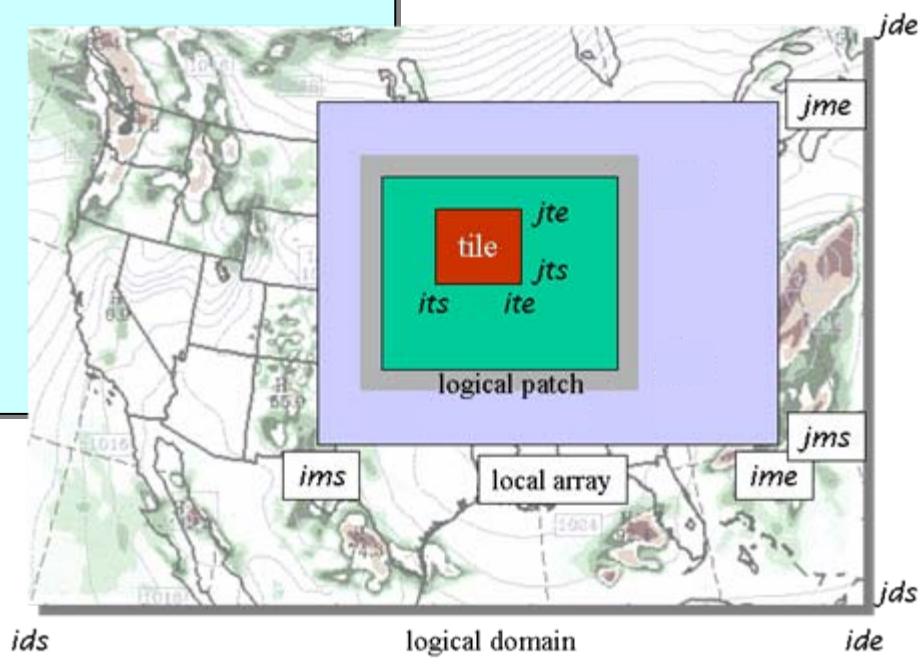
- Memory dimensions
  - Used to dimension dummy arguments
  - Do not use for local arrays
- Tile dimensions
  - Local loop ranges
  - Local array dimensions



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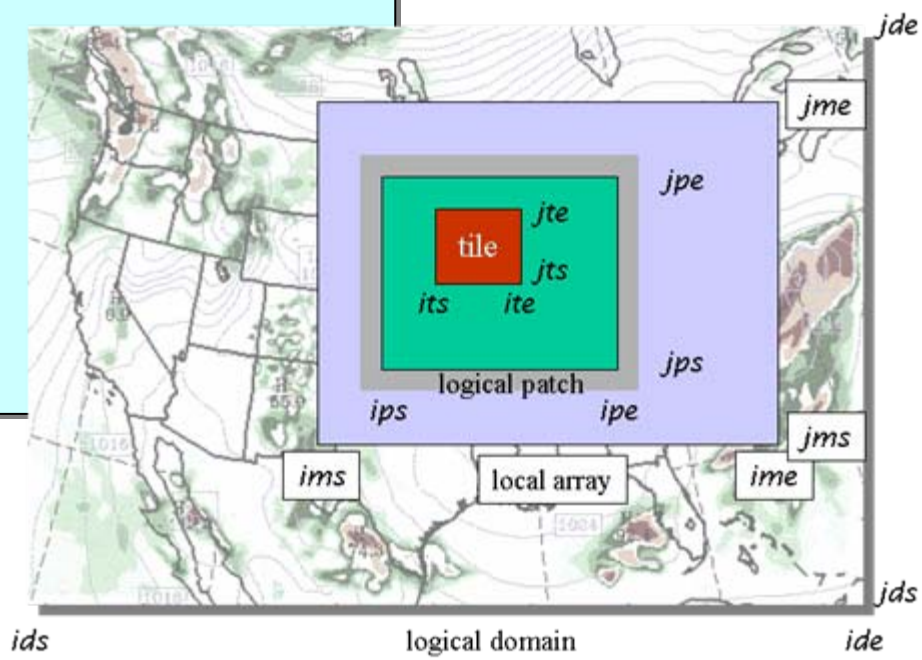
  - Size of logical domain
  - Used for bdy tests, etc.
- Memory dimensions
  - Used to dimension dummy arguments
  - Do not use for local arrays
- Tile dimensions
  - Local loop ranges
  - Local array dimensions

- Patch dimensions
  - Start and end indices of local distributed memory subdomain
  - Available from mediation layer (solve) and driver layer; not usually needed or used at model layer



WRF Software Overview

- Architecture
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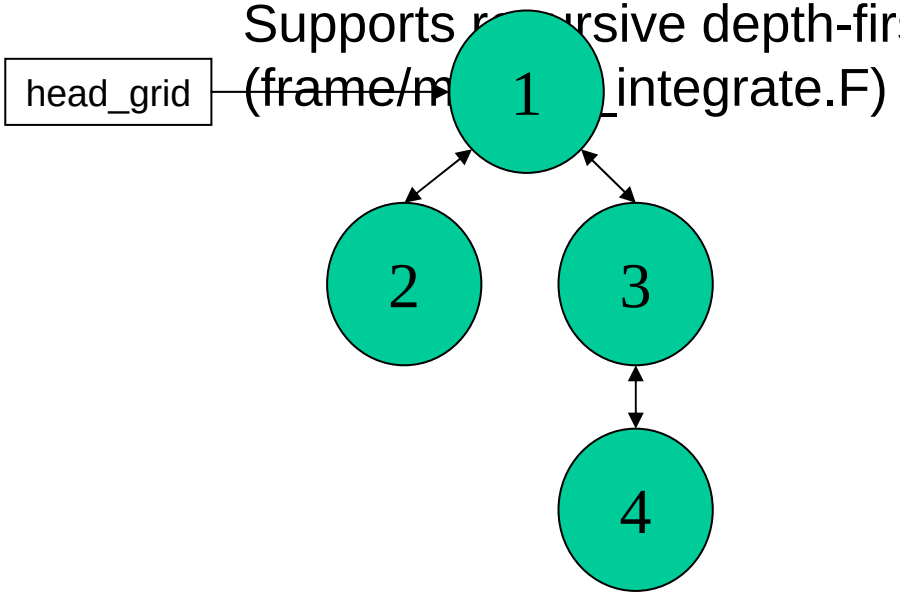
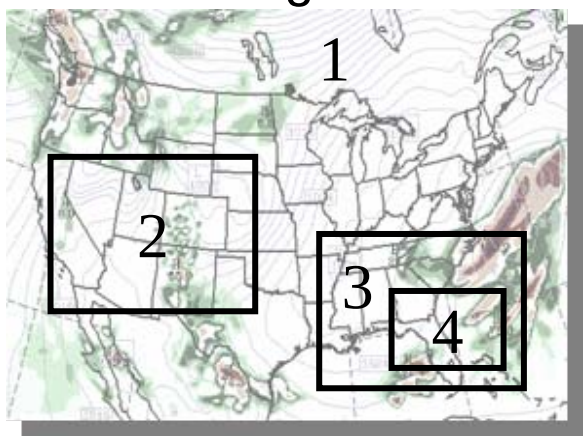
Driver Layer Data Structures: Domain Objects

- Driver layer
  - All data for a domain is a single object, a domain **derived data type** (DDT)
  - The domain DDTs are dynamically allocated/deallocated
  - Linked together in a tree to represent nest hierarchy; root pointer is **head_grid**, defined in frame/module_domain.F
  - Supports recursive depth-first traversal algorithm (frame/module_integrate.F)





Model Layer Data Structures: F77

- Model layer
  - All data objects are scalars and arrays of simple types only
  - Virtually all passed in through subroutine argument lists
  - Non-decomposed arrays and “local to a module” storage are permitted with an initialization at the model start

Mediation Layer Data Structures: Objects + F77

- Mediation layer
  - One task of mediation layer is to dereference fields from DDTs
  - Therefore, sees domain data in both forms, as DDT and as individual fields which are components of the DDTs

- The name of a data type and how it is referenced differs depending on the level of the architecture

Data Structures

- WRF Data Taxonomy
  - State data
  - Intermediate data type 1 (I1)
  - Intermediate data type 2 (I2)
  - Heap storage (COMMON or Module data)

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Data Structures

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Defined in the subroutine

Data Structures

- WRF Data Taxonomy
  - State data
  - Intermediate data type 1 (I1)
  - Intermediate data type 2 (I2)
  - Heap storage (COMMON or Module data)

Defined in the module top, typically look-up tables and routine constants, NO HORIZ DECOMPOSED DATA!

Mediation/Model Layer Data Structures: State Data

- Duration: Persist between start and stop of a domain
- Represented as fields in domain data structure
  - Memory for state arrays are dynamically allocated, only big enough to hold the local subdomain's (ie. patch's) set of array elements
  - Always **memory** dimensioned
  - Declared in Registry using **state** keyword
- Only state arrays can be subject to I/O and Interprocessor communication

Mediation/Model Layer Data Structures: I1 Data

- Persist for the duration of a single time step in solve
- Represented as fields in domain data structure
  - Memory for I1 arrays are dynamically allocated, only big enough to hold the local subdomain's (ie. patch's) set of array elements
  - Always **memory** dimensioned
  - Declared in Registry using **I1** keyword
  - Typically tendency fields computed, used, and discarded in a single time step

Model Layer Data Structures: I2 Data

- Persist for the duration of a call of the physics routine
- NOT contained within the DDT structure
  - Memory for I2 arrays are dynamically allocated on subroutine entry, and automatically deallocated on exit
  - Always **tile** dimensioned
  - Not declared in the Registry, not communicated, no IO, not passed back to the solver

Grid Representation in Arrays

- Increasing indices in WRF arrays run
  - West to East (X, or I-dimension)
  - South to North (Y, or J-dimension)
  - Bottom to Top (Z, or K-dimension)
- Storage order in WRF is IKJ but this is a WRF Model convention, not a restriction of the WRF Software Framework (provides cache coherency, but long vectors possible)
- Output data has grid ordering independent of the ordering inside the WRF model

Grid Representation in Arrays

- The extent of the logical or *domain* dimensions is always the "staggered" grid dimension. That is, from the point of view of a non-staggered dimension, there is always an extra cell on the end of the domain dimension
- In the case of the NMM dynamics (E-grid) neither the IDEth nor JDEth index is ever used – logically all computations run from JDS..JDE-1 and IDS..IDE-1 or IDS..IDE-2 (depending on the even/odd value of J index)

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WRF I/O

- Streams: pathways into and out of model
  - History + 11 auxiliary output streams (10 and 11 are reserved for nudging)
  - Input + 11 auxiliary input streams (10 and 11 are reserved for nudging)
  - Restart, boundary, and a special Var stream

WRF I/O

- Attributes of streams
  - Variable set
    - The set of WRF state variables that comprise one read or write on a stream
    - Defined for a stream at compile time in Registry
  - Format
    - The format of the data outside the program (e.g. NetCDF), split
    - Specified for a stream at run time in the namelist
  - Additional namelist-controlled attributes of streams
    - Dataset name
    - Time interval between I/O operations on stream
    - Starting, ending times for I/O (**specified as intervals from start of run**)

WRF Software Overview

- Architecture
- Directory structure
- Model Layer Interface
- Data Structures
- I/O
- Registry

WRF Registry

- "Active data-dictionary" for managing WRF data structures
  - Database describing attributes of model state, intermediate, and configuration data
    - Dimensionality, number of time levels, staggering
    - Association with physics
    - I/O classification (history, initial, restart, boundary)
    - Communication points and patterns
    - Configuration lists (e.g. namelists)
    - Nesting up- and down-scale interpolation
  - Program for auto-generating sections of WRF from database:
    - >1100 Registry entries $\Rightarrow$ 90-thousand lines of automatically generated WRF code
    - Allocation statements for state data and I1 data
    - Interprocessor communications: Halo and periodic boundary updates, transposes
    - Code for defining and managing run-time configuration information
    - Code for forcing, feedback, shifting, and interpolation of nest data

WRF Registry

- Why?
  - Automates time consuming, repetitive, error-prone programming
  - Insulates programmers and code from package dependencies
  - Allow rapid development
  - Documents the data
- A Registry file is available for each of the dynamical cores, plus special purpose packages
- Reference: **Description of WRF Registry,** http://www.mmm.ucar.edu/wrf/WG2/software_v2

Registry Data Base

- Currently implemented as a text file: **Registry/Registry.EM** and **Registry/Registry.NMM**
- Types of entry:
  - ***Dimspec*** – Describes dimensions that are used to define arrays in the model
  - ***State*** – Describes state variables and arrays in the domain structure
  - ***I1*** – Describes local variables and arrays in solve
  - ***Typedef*** – Describes derived types that are subtypes of the domain structure
  - ***Rconfig*** – Describes a configuration (e.g. namelist) variable or array
  - ***Package*** – Describes attributes of a package (e.g. physics)

Registry State Entry: ordinary State

- Elements
  - ***Entry*****:** The keyword “state”
  - ***Type*****:** The type of the state variable or array (real, double, integer, logical, character, or derived)
  - ***Sym*****:** The symbolic name of the variable or array
  - ***Dims*****:** A string denoting the dimensionality of the array or a hyphen (-)
  - ***Use*****:** A string denoting association with a solver or 4D scalar array, or a hyphen
  - ***NumTLev*****:** An integer indicating the number of time levels (for arrays) or hypen (for variables)
  - ***Stagger*****:** String indicating staggered dimensions of variable (X, Y, Z, or hyphen)
  - ***IO*****:** String indicating whether and how the variable is subject to I/O and Nesting

```
#       Type Sym  Dims   Use      Tlev Stag IO        Dname       Descrip

state   real  u   ikjb   dyn_em    2   X    irhusdf    "U"     "X WIND COMPONENT“
```

Registry State Entry: ordinary State

```
#       Type Sym  Dims         Use      Tlev Stag IO    Dname       Descrip

state   real  u   ikjb    dyn_em    2    X    irhusdf   "U"    "X WIND COMPONENT“
```

- This single entry results in 130 lines automatically added to 43 different locations of the WRF code:
  - Declaration and dynamic allocation of arrays in TYPE(domain)
    - Two 3D state arrays corresponding to the 2 time levels of U

      u_1 (ims:ime , kms:kme , jms:jme)

      u_2 (ims:ime , kms:kme , jms:jme)
    - Two LBC arrays for boundary and boundary tendencies

      u_b (max(ide,jde), kms:kme, spec_bdy_width, 4)

      u_bt (max(ide,jde), kms:kme, spec_bdy_width, 4)
  - Nesting code to interpolate, force, feedback, and smooth **u**
  - Addition of **u** to the input, restart, history, and LBC I/O streams

State Entry: Defining a variable-set for an I/O stream

- Fields are added to a variable-set on an I/O stream in the Registry

```
#       Type Sym  Dims    Use      Tlev Stag IO          Dname       Descrip

state   real  u   ikjb    dyn_em    2    X    irhusdf    "U"   "X WIND COMPONENT“
```

IO is a string that specifies if the variable is to be subject to initial, restart, history, or boundary I/O. The string may consist of 'h' (subject to history I/O), 'i' (initial dataset), 'r' (restart dataset), or 'b' (lateral boundary dataset). The 'h', 'r', and 'i' specifiers may appear in any order or combination.

The ‘h’ and ‘i’ specifiers may be followed by an optional integer string consisting of ‘0’, ‘1’, … , ‘9’ Zero denotes that the variable is part of the principal input or history I/O stream. The characters ‘1’ through ‘9’ denote one of the auxiliary input or history I/O streams.

usdf refers to nesting options: u = UP, d = DOWN, s = SMOOTH, f = FORCE

State Entry: Defining Variable-set for an I/O stream

`irh` -- The state variable will be included in the input, restart, and history I/O streams

`irh13` -- The state variable has been added to the first and third auxiliary history output streams; it has been removed from the principal history output stream, because zero is not among the integers in the integer string that follows the character 'h'

`rh01` -- The state variable has been added to the first auxiliary history output stream; it is also retained in the principal history output

`i205hr` -- Now the state variable is included in the principal input stream as well as auxiliary inputs 2 and 5. Note that the order of the integers is unimportant. The variable is also in the principal history output stream

`ir12h` -- No effect; there is only 1 restart data stream

`i01 --` Data goes into real and into WRF

`i1 --` Data goes into real only

Rconfig entry

- This defines namelist entries
- Elements
  - ***Entry*****:** the keyword “rconfig”
  - ***Type*****:** the type of the namelist variable (integer, real, logical, string)
  - ***Sym*****:** the name of the namelist variable or array
  - ***How set*****:** indicates how the variable is set: e.g. namelist or derived, and if namelist, which block of the namelist it is set in
  - ***Nentries*****:** specifies the dimensionality of the namelist variable or array. If 1 (one) it is a variable and applies to all domains; otherwise specify max_domains (which is an integer parameter defined in module_driver_constants.F).

```
#         Type       Sym              How set          Nentries  Default
rconfig   integer spec_bdy_width  namelist,bdy_control    1          1
```

- Example

Rconfig entry

```
#          Type       Sym               How set          Nentries  Default
rconfig    integer spec_bdy_width  namelist,bdy_control    1          1
```

- Result of this Registry Entry:
  - Define an namelist variable "**spec_bdy_width**" in the **bdy_control** section of namelist.input
  - Type integer (others: real, logical, character)
  - If this is first entry in that section, define "bdy_control" as a new section in the namelist.input file
  - Specifies that bdy_control applies to all domains in the run
    - if Nentries is "max_domains" then the entry in the namelist.input file is a comma-separate list, each element of which applies to a separate domain

```
 --- File: namelist.input ---

&bdy_control
 spec_bdy_width       = 5,
 spec_zone            = 1,
 relax_zone           = 4,
    . . .
 /
```

Rconfig entry

```
#          Type       Sym               How set           Nentries  Default
rconfig    integer spec_bdy_width  namelist,bdy_control     1          1
```

- Specify a default value of “1” if nothing is specified in the namelist.input file
- In the case of a multi-process run, generate code to read in the bdy_control section of the namelist.input file on one process and broadcast the value to all other processes

```
 --- File: namelist.input ---

&bdy_control
 spec_bdy_width       = 5,
 spec_zone            = 1,
 relax_zone           = 4,
    . . .
 /
```

Package Entry

- Elements
  - ***Entry*:** the keyword “package”,
  - ***Package name*:** the name of the package: e.g. “kesslerscheme”
  - ***Associated rconfig choice*:** the name of a rconfig variable and the value of that variable that choses this package
  - ***Package state vars*:** unused at present; specify hyphen (-)
  - ***Associated* 4D *scalars*:** the names of 4D scalar arrays and the fields within those arrays this package uses

```
# specification of microphysics options
package   passiveqv     mp_physics==0    -       moist:qv
package   kesslerscheme mp_physics==1    -       moist:qv,qc,qr
package   linscheme     mp_physics==2    -       moist:qv,qc,qr,qi,qs,qg
package   ncepcloud3    mp_physics==3    -       moist:qv,qc,qr
package   ncepcloud5    mp_physics==4    -       moist:qv,qc,qr,qi,qs

# namelist entry that controls microphysics option
rconfig   integer     mp_physics   namelist,namelist_04     max_domains    0
```

Outline

- Introduction
- Computing Overview
- WRF Software Overview

- - - - - - - - - - - -

- Examples
  - Add a variable to the namelist
  - Add an array
  - Compute a diagnostic
  - Add a physics package

Example: Add a variable to the namelist

- Adding a variable to the namelist requires the inclusion of a new line in the Registry file:

```
rconfig integer my_option  namelist,time_control  1 0 - "my_option"
"test namelist option"  ""
```

- Accessing the variable is through an automatically generated function:

```
INTEGER :: my_option

CALL nl_get_my_option( 1, my_option )
```

Examples

- Add a variable to the namelist
- Add an array to solver, and IO stream
- Compute a diagnostic
- Add a physics package

Example: Add an Array

- Adding a state array to the solver, requires adding a single line in the Registry.

```
state real h_diabatic ikj misc 1 -   r          \
    "h_diabatic" "PREVIOUS TIMESTEP CONDENSATIONAL HEATING"

state real msft    ij  misc 1 -  i012rhdu=(copy_fcnm) \
    "MAPFAC_M"   "Map scale factor on mass grid"

state real ht     ij misc 1 -  i012rhdus       \
    "HGT"     "Terrain Height"

state real ht_input  ij  misc 1 -   -          \
    "HGT_INPUT"  "Terrain Height from FG Input File"

state real TSK_SAVE  ij misc 1 -  -           \
    "TSK_SAVE"  "SURFACE SKIN TEMPERATURE" "K"
```

Examples

- Add a variable to the namelist
- Add an array
- Compute a diagnostic
- Add a physics package

Example: Compute a Diagnostic

- Problem: Output global average and global maximum and lat/lon location of maximum for 10 meter wind speed in WRF
- Steps:
  - Modify solve to compute wind-speed and then compute the local sum and maxima at the end of each time step
  - Use reduction operations built-in to WRF software to compute the global qualitities
  - Output these on one process (process zero, the “monitor” process)

Example: Compute a Diagnostic

- Compute local sum and local max and the local indices of the local

```
   --- File: dyn_em/solve_em.F  (near the end) ---

! Compute local maximum and sum of 10m wind-speed
   sum_ws = 0.
   max_ws = 0.
   DO j = jps, jpe
     DO i = ips, ipe
       wind_vel = sqrt( u10(i,j)*u10(i,j) + v10(i,j)*v10(i,j) )
       IF ( wind_vel .GT. max_ws ) THEN
          max_ws = wind_vel
          idex = i
          jdex = j
       ENDIF
       sum_ws = sum_ws + wind_vel
     ENDDO
   ENDDO
```

Example: Compute a Diagnostic

- Compute global sum, global max, and indices of the global max

```
! Compute global sum
   sum_ws = wrf_dm_sum_real ( sum_ws )

! Compute global maximum and associated i,j point
   CALL wrf_dm_maxval_real ( max_ws, idex, jdex )
```

Example: Compute a Diagnostic

- On the process that contains the maximum value, obtain the latitude and longitude of that point; on other processes set to an artificially low value.

```
   IF ( ips .LE. idex .AND. idex .LE. ipe .AND.  &
        jps .LE. jdex .AND. jdex .LE. jpe ) THEN
      glat = xlat(idex,jdex)
      glon = xlong(idex,jdex)
   ELSE
      glat = -99999.
      glon = -99999.
   ENDIF

! Compute global maximum to find glat and glon
   glat = wrf_dm_max_real ( glat )
   glon = wrf_dm_max_real ( glon )
```

Example: Compute a Diagnostic

- Output the value on process zero, the “monitor”

```
! Print out the result on the monitor process
   IF ( wrf_dm_on_monitor() ) THEN
      WRITE(outstring,*)'Avg. ',sum_ws/((ide-ids*1)*(jde-jds+1))
      CALL wrf_message ( TRIM(outstring) )
      WRITE(outstring,*)'Max. ',max_ws,' Lat. ',glat,&
                                       ' Lon. ',glon
      CALL wrf_message ( TRIM(outstring) )
   ENDIF
```

Example: Compute a Diagnostic

- Output from process zero of a 4 process run

```
     --- Output file: rsl.out.0000 ---
     . . .
  Avg.    5.159380
  Max.    15.09370     Lat.    37.25022     Lon.   -67.44571
Timing for main: time 2000-01-24_12:03:00 on domain   1:    8.96500 elapsed seconds.
  Avg.    5.166167
  Max.    14.97418     Lat.    37.25022     Lon.   -67.44571
Timing for main: time 2000-01-24_12:06:00 on domain   1:    4.89460 elapsed seconds.
  Avg.    5.205693
  Max.    14.92687     Lat.    37.25022     Lon.   -67.44571
Timing for main: time 2000-01-24_12:09:00 on domain   1:    4.83500 elapsed seconds.
     . . .
```

Examples

- Add a variable to the namelist
- Add an array
- Compute a diagnostic
- Add a physics package

Examples: working with WRF software

Add a new physics package with time varying input source to the model

Example: Input periodic SSTs

- Problem: adapt WRF to input a time-varying lower boundary condition, e.g. SSTs, from an input file for a new surface scheme
- Given: Input file in WRF I/O format containing 12-hourly SST's
- Modify WRF model to read these into a new state array and make available to WRF surface physics

Example: Input periodic SSTs

- Steps
  - Add a new state variable and definition of a new surface layer package that will use the variable to the Registry
  - Add to variable stream for an unused Auxiliary Input stream
  - Adapt physics interface to pass new state variable to physics
  - Setup namelist to input the file at desired interval

Example: Input periodic SSTs

- Add a new state variable to Registry/Registry.EM and put it in the variable set for input on AuxInput #3

```
#     type  symbol dims use  tl stag  io     dname     description       units
state real  nsst   ij   misc  1  -    i3rh  "NEW_SST" "Time Varying SST" "K“
```

  - Also added to History and Restart
- Result:
  - 2-D variable named **nsst** defined and available in solve_em
  - Dimensions: ims:ime, jms:jme
  - Input and output on the AuxInput #3 stream will include the variable under the name NEW_SST

Example: Input periodic SSTs

- Add a new state variable to Registry/Registry.NMM and put it in the variable set for input on AuxInput #3

```
#     type  symbol dims use  tl stag  io     dname     description       units
state real  nsst   ij   misc  1  -    i3rh  "NEW_SST" "Time Varying SST" "K“
```

  - Also added to History and Restart
- Result:
  - 2-D variable named **nsst** defined and available in solve_nmm
  - Dimensions: ims:ime, jms:jme
  - Input and output on the AuxInput #3 stream will include the variable under the name NEW_SST

Example: Input periodic SSTs

- Pass new state variable to surface physics

```
        --- File: dyn_em/solve_em.F ---

  CALL surface_driver(                                                  &
            . . .
! Optional
 &        ,QV_CURR=moist(ims,kms,jms,P_QV), F_QV=F_QV                   &
 &        ,QC_CURR=moist(ims,kms,jms,P_QC), F_QC=F_QC                   &
 &        ,QR_CURR=moist(ims,kms,jms,P_QR), F_QR=F_QR                   &
 &        ,QI_CURR=moist(ims,kms,jms,P_QI), F_QI=F_QI                   &
 &        ,QS_CURR=moist(ims,kms,jms,P_QS), F_QS=F_QS                   &
 &        ,QG_CURR=moist(ims,kms,jms,P_QG), F_QG=F_QG                   &
 &        ,NSST=grid%nsst                                               & ! new
 &        ,CAPG=grid%capg, EMISS=grid%emiss, HOL=hol,MOL=grid%mol       &
 &        ,RAINBL=grid%rainbl,SR=grid%em_sr                             &
 &        ,RAINNCV=grid%rainncv,REGIME=regime,T2=grid%t2,THC=grid%thc   &
            . . .
```

Example: Input periodic SSTs

- Add new variable **nsst** to Physics Driver in Mediation Layer

```
     --- File: phys/module_surface_driver.F ---

SUBROUTINE surface_driver(                                              &
       . . .
          !  Other optionals (more or less em specific)
  &          ,nsst                                                      &
  &          ,capg,emiss,hol,mol                                        &
  &          ,rainncv,rainbl,regime,t2,thc                              &
  &          ,qsg,qvg,qcg,soilt1,tsnav                                  &
  &          ,smfr3d,keepfr3dflag                                       &
          !  Other optionals (more or less nmm specific)
  &          ,potevp,snopcx,soiltb,sr                                   &
                                                                         ))
      . . .
REAL, DIMENSION( ims:ime, jms:jme ), OPTIONAL, INTENT(INOUT)::   nsst
```

- By making this an “Optional” argument, we preserve the driver’s compatibility with other cores and with versions of WRF where this variable hasn’t been added.

Example: Input periodic SSTs

- Add call to Model-Layer subroutine for new physics package to Surface Driver

```
        --- File: phys/module_surface_driver ---

!$OMP PARALLEL DO   &
!$OMP PRIVATE ( ij, i, j, k )
   DO ij = 1 , num_tiles
     sfclay_select: SELECT CASE(sf_sfclay_physics)

       CASE (SFCLAYSCHEME)
          . . .
       CASE (NEWSFCSCHEME)  ! <- This is defined by the Registry "package" entry

         IF (PRESENT(nsst))  THEN
            CALL NEWSFCCHEME(                                        &
                nsst,                                                &
                ids,ide, jds,jde, kds,kde,                           &
                ims,ime, jms,jme, kms,kme,                           &
                i_start(ij),i_end(ij), j_start(ij),j_end(ij), kts,kte    )
         ELSE
           CALL wrf_error_fatal('Missing argument for NEWSCHEME in surface driver')
         ENDIF
          . . .
     END SELECT sfclay_select
   ENDDO
!$OMP END PARALLEL DO
```

- Note the PRESENT test to make sure new optional variable **nsst** is available

Example: Input periodic SSTs

- Add definition for new physics package NEWSCHEME as setting 4 for namelist variable sf_sfclay_physics

```
rconfig   integer  sf_sfclay_physics   namelist,physics   max_domains    0

package   sfclayscheme   sf_sfclay_physics==1        -              -
package   myjsfcscheme   sf_sfclay_physics==2        -              -
package   gfssfcscheme   sf_sfclay_physics==3        -              -
package   newsfcscheme   sf_sfclay_physics==4        -              -
```

- This creates a defined constant NEWSFCSCHEME and represents selection of the new scheme when the namelist variable sf_sfclay_physics is set to ‘4’ in the namelist.input file
- **`clean -a`** and recompile so code and Registry changes take effect

Example: Input periodic SSTs

- Setup namelist to input SSTs from the file at desired interval

```
     --- File: namelist.input ---

&time_control
   . . .
 auxinput3_inname      = "sst_input"
 auxinput3_interval_h  = 12
 . . .
/


   . . .
&physics
 sf_sfclay_physics  = 4, 4, 4
   . . .
/
```

- Run code with sst_input file in run-directory

Example: Input periodic SSTs

- A few notes…
  - The read times and the time-stamps in the input file must match exactly
  - We haven't done anything about what happens if the file runs out of time periods (the last time period read will be used over and over again, though you'll see some error messages in the output if you set debug_level to be 1 or greater in namelist.input)
  - We haven't said anything about what generates sst_input