WRF Software Architecture

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Outline

- Introduction
- Computing Overview
- WRF Software Overview

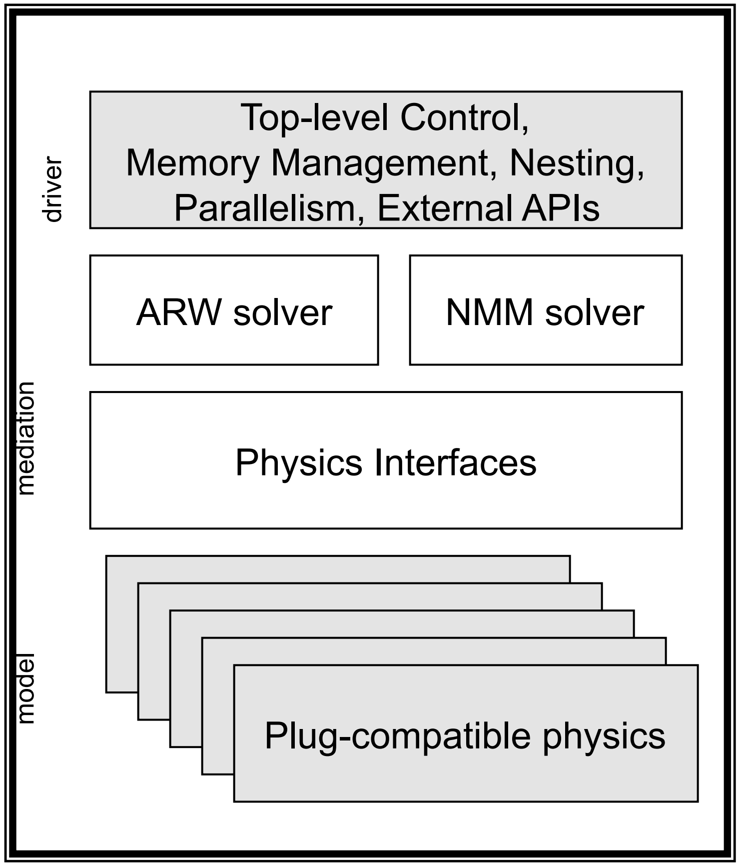
Introduction – WRF Software Characteristics

- 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 v3.3.1 (Sep 2011); next release WRF v3.4 (April 2012)
- Supported by flexible efficient architecture and implementation called the WRF Software Framework

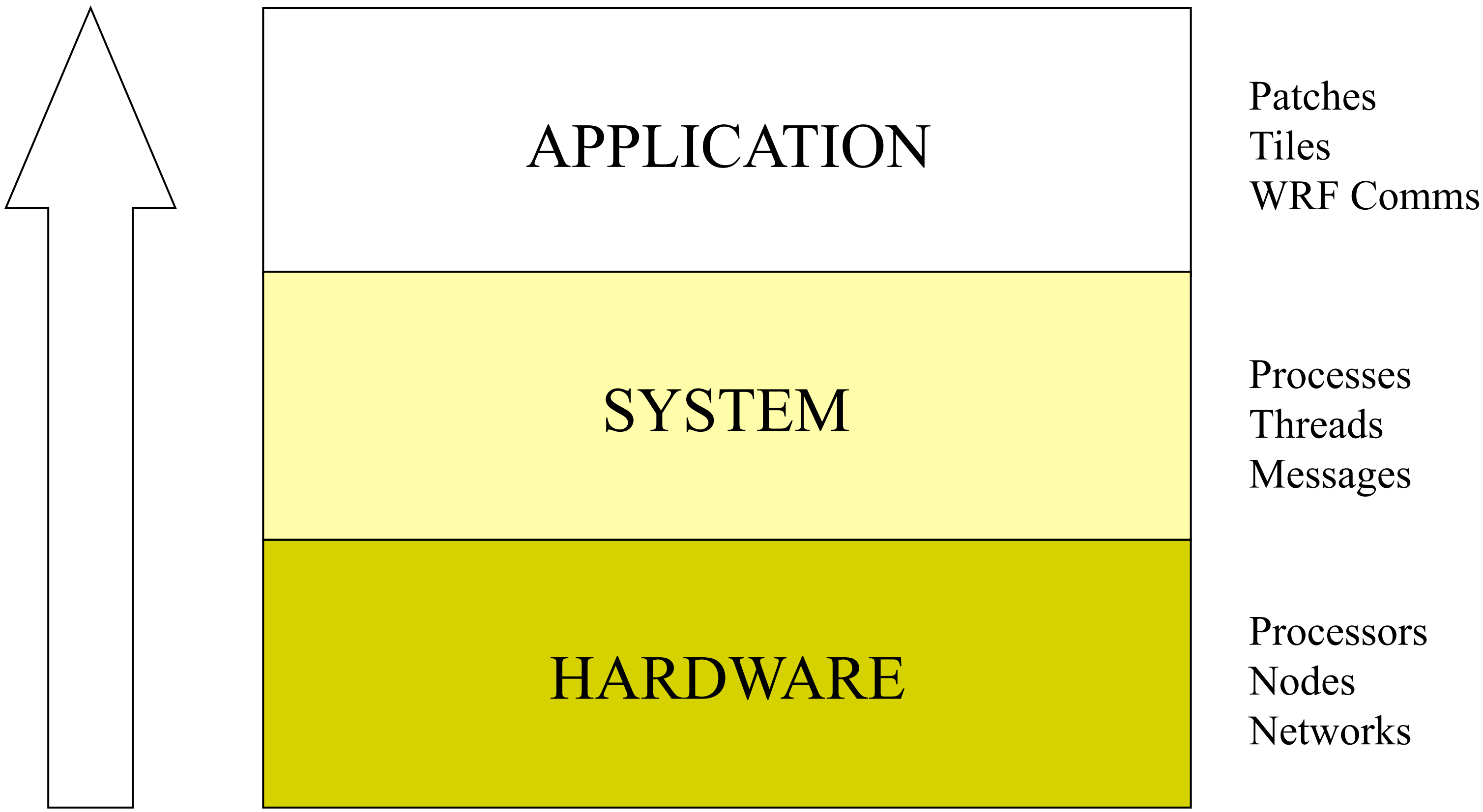
Introduction - WRF Software Framework Overview

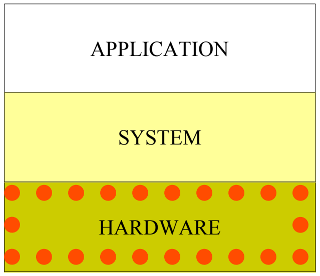
- Implementation of WRF Architecture
  - Hierarchical organization
  - Multiple dynamical cores
  - Plug compatible physics
  - Abstract interfaces (APIs) to external packages
  - Performance-portable
- Designed from beginning to be adaptable to today's computing environment for NWP

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



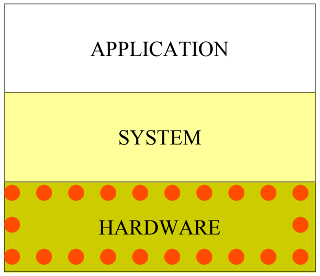
Computing Overview





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

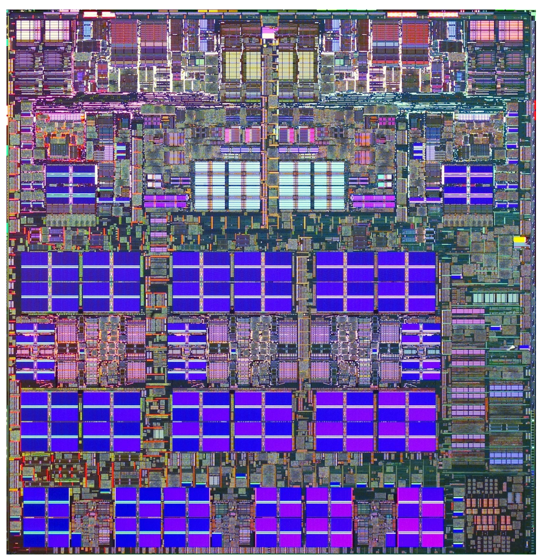
36-bit floating point precision

~144 Kbytes

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

A computer in 2008

IBM P6



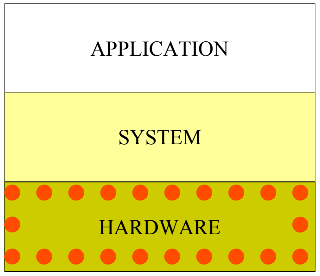
Dual core, 4.7 GHz chip

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

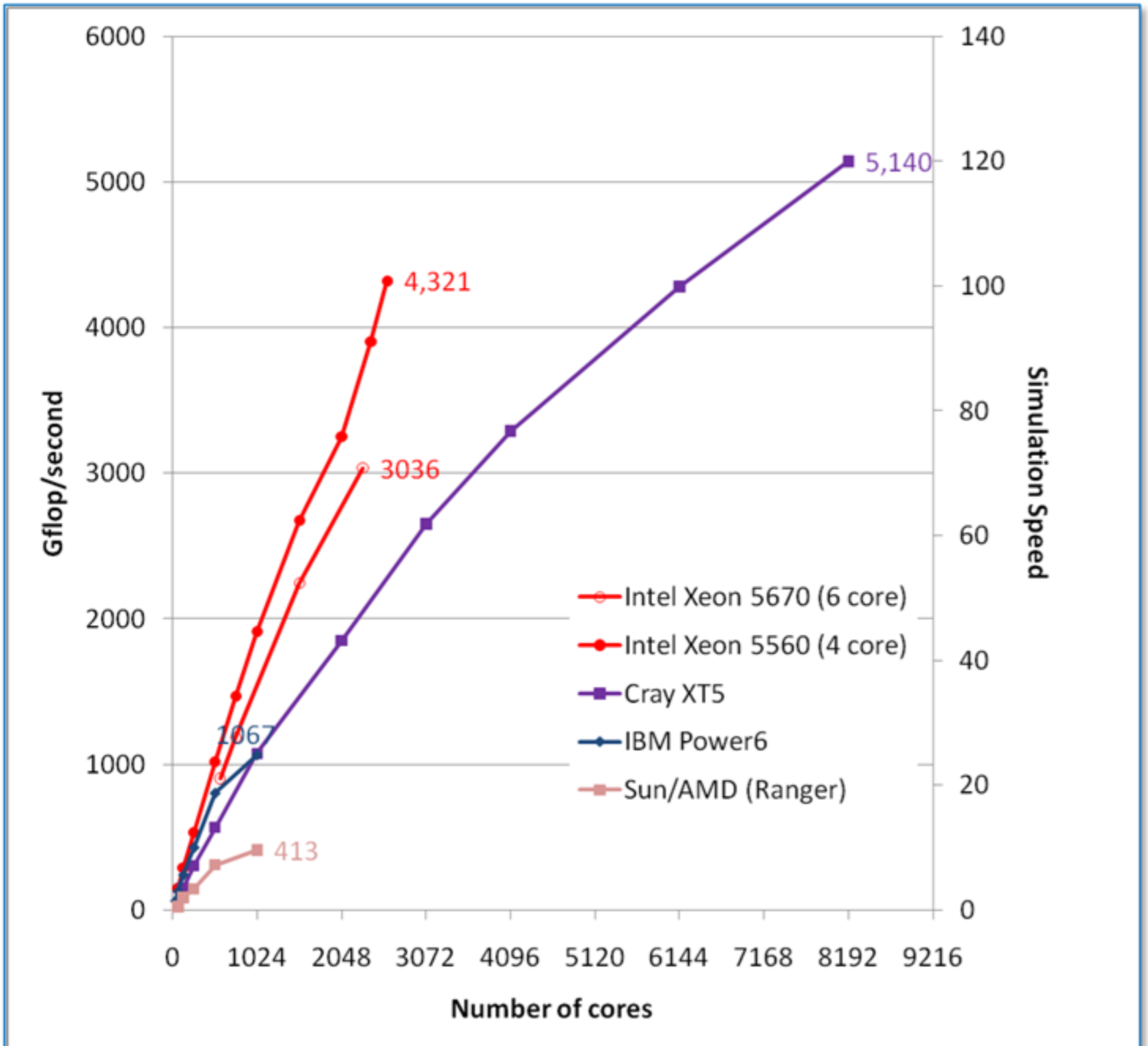


…how we use it has

- 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
- We make up the difference with parallelism
  - 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-h, 12-km WRF CONUS in under 15 minutes



6000
5000
4000
3000
2000
1000
0
140
120
100
80
60
40
20
0
Gflop/second
Simulation Speed
0
1024
2048
3072
4096
5120
6144
7168
8192
9216
Number of cores
4,321
3036
5,140
1067
413
Intel Xeon 5670 (6 core)
Intel Xeon 5560 (4 core)
Cray XT5
IBM Power6
Sun/AMD (Ranger)

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

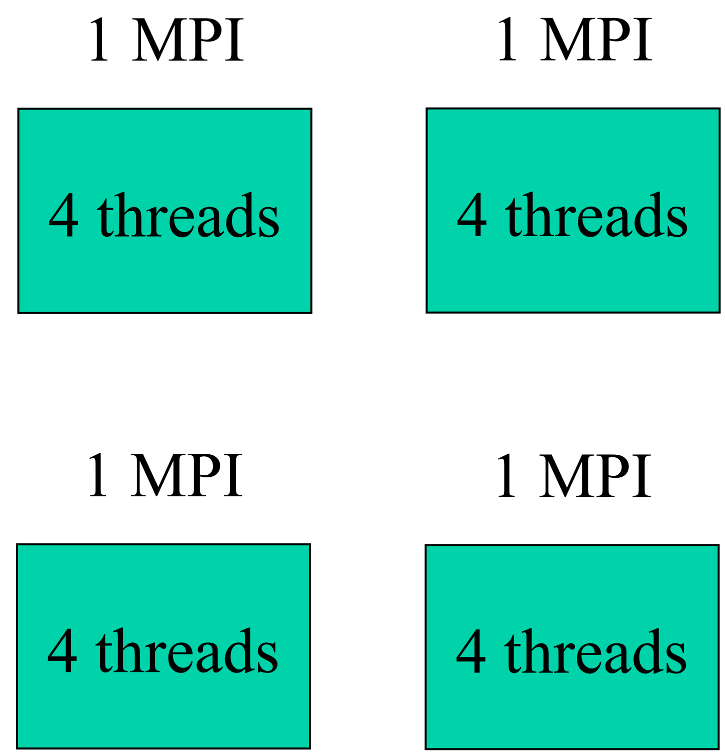
```
setenv OMP_NUM_THREADS 4
mpirun -np 4 wrf.exe
```

  – 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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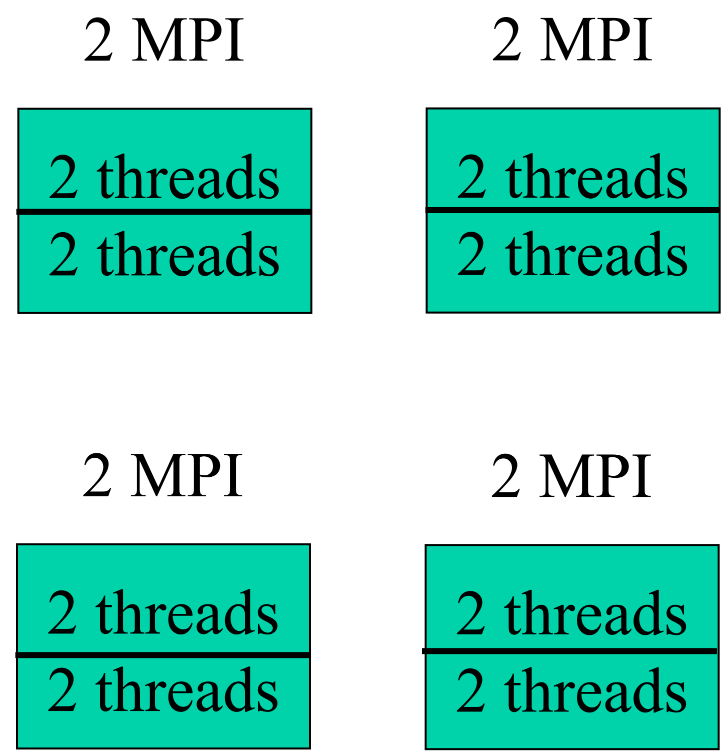

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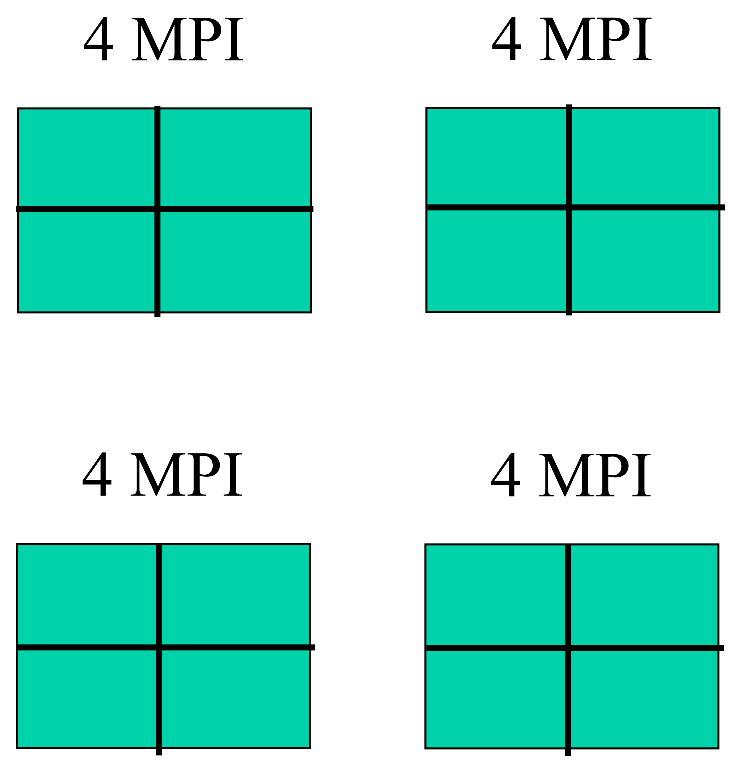
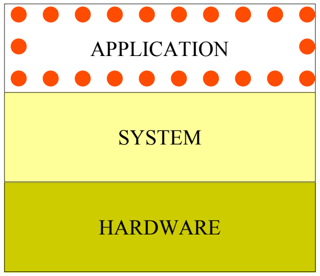
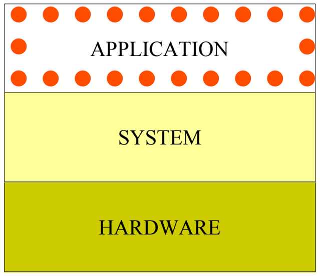




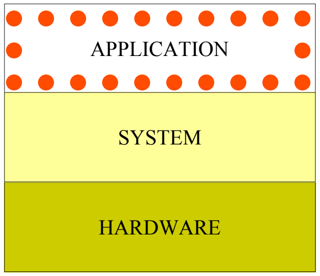
Application: WRF

- WRF can be run serially or as a parallel job
- WRF uses ***domain decomposition*** to divide total amount of work over parallel processes

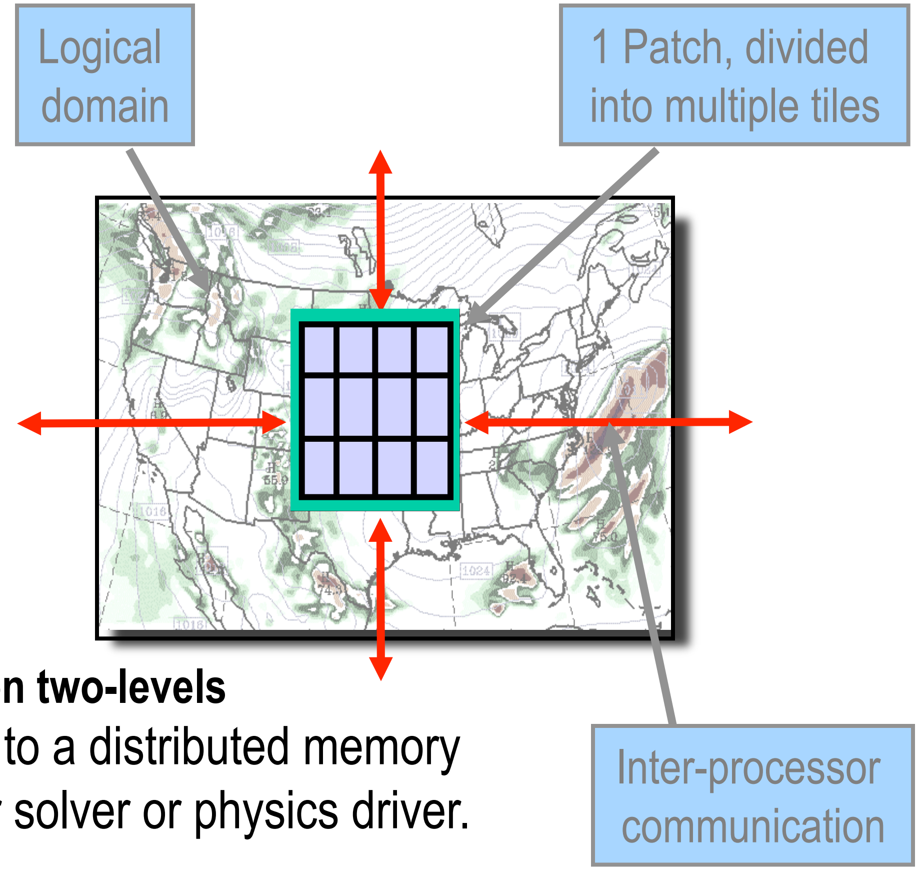


Application: WRF

- The decomposition of the application over processes has two levels:
  - The ***domain*** is first broken up into rectangular pieces that are assigned to MPI (distributed memory) 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 ***shared-memory 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

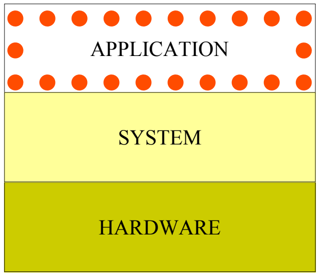
Signs in code

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.

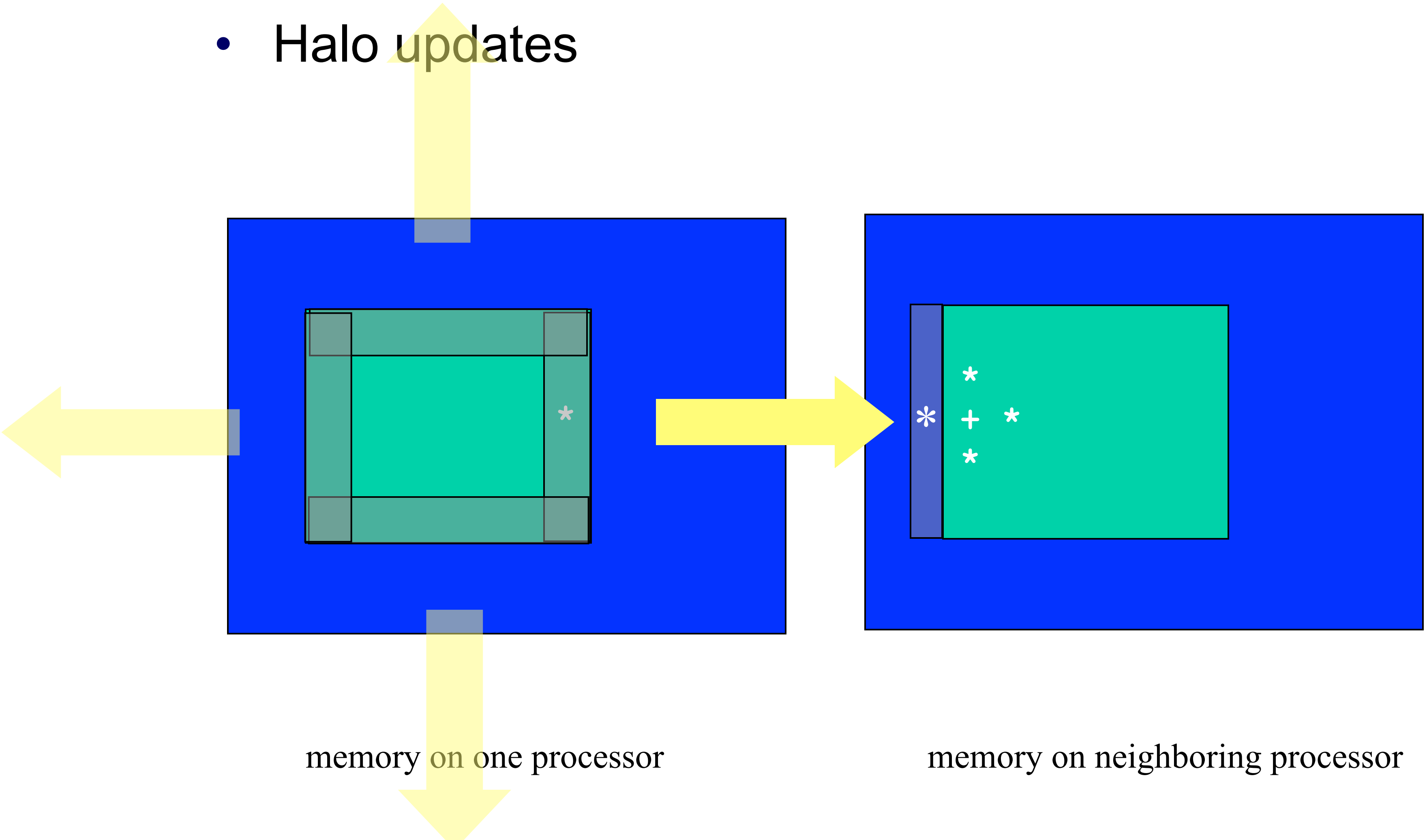
Distributed Memory Communications

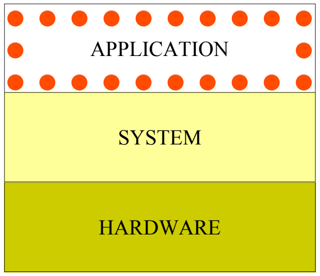
```
                       (module_diffusion.F )

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 MPI Communications

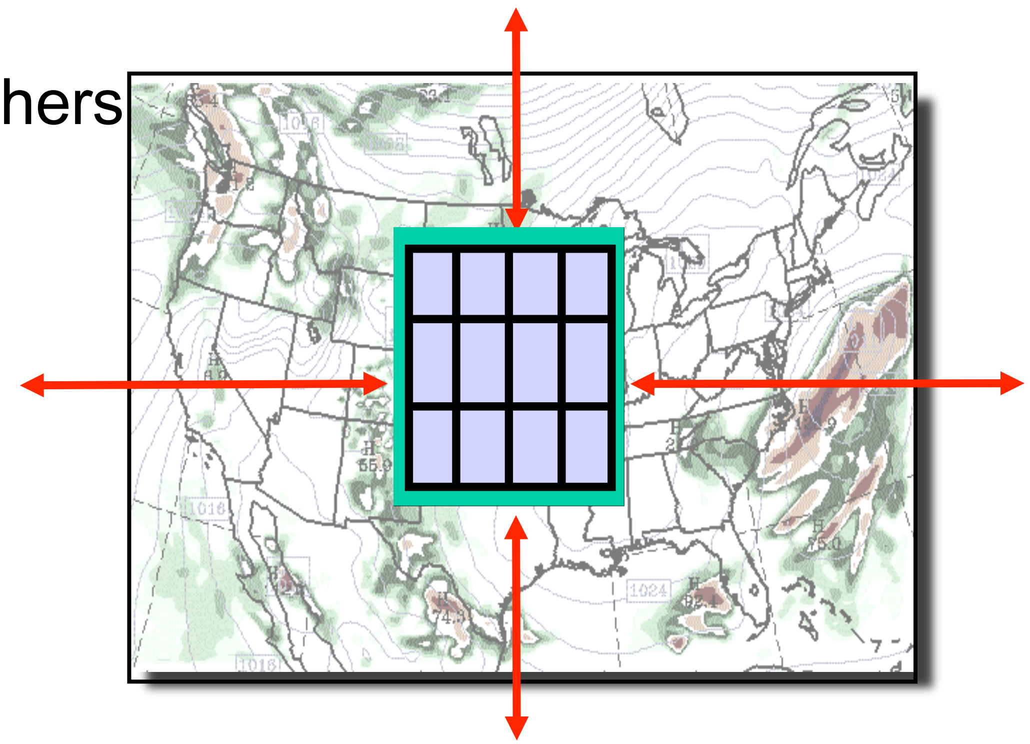
- Halo updates

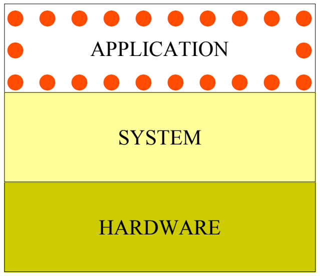




Distributed Memory (MPI) Communications

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





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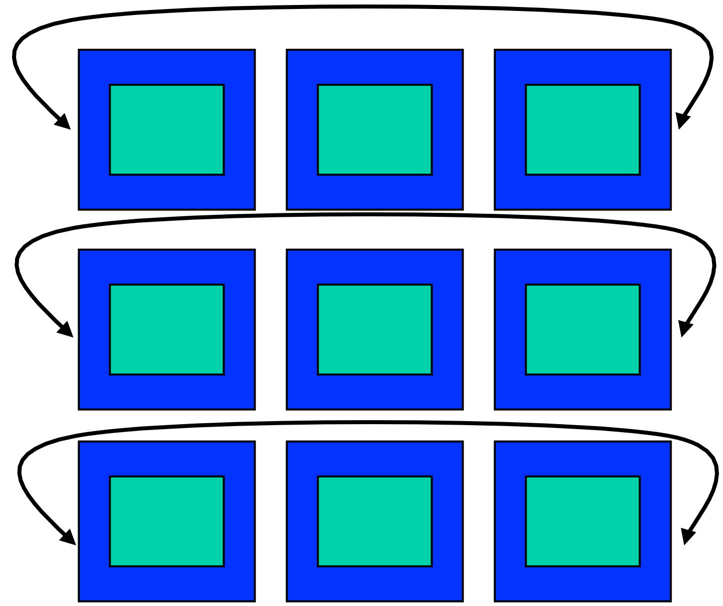

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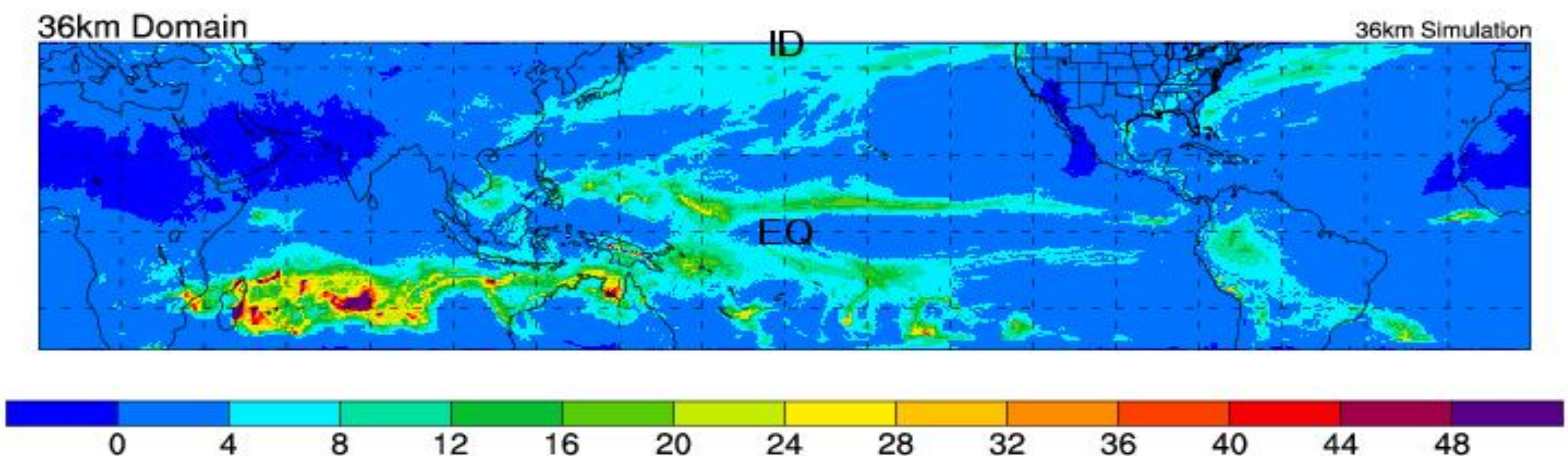
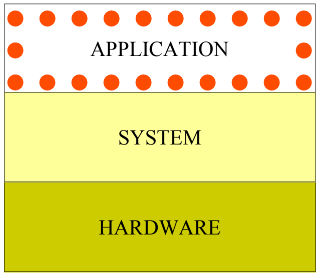
Average Daily Total rainfall (mm) - March 1997





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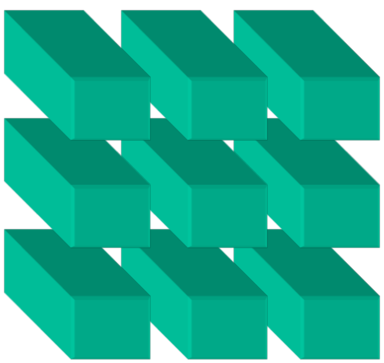
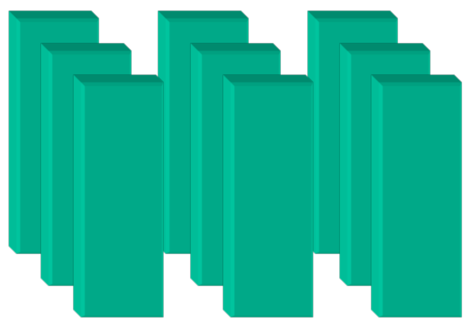
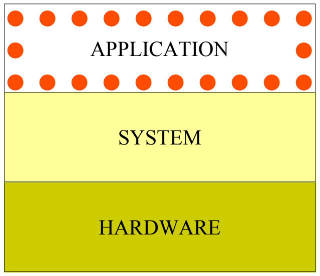


all y on patch



all z on patch

all x on patch



Distributed Memory (MPI) Communications

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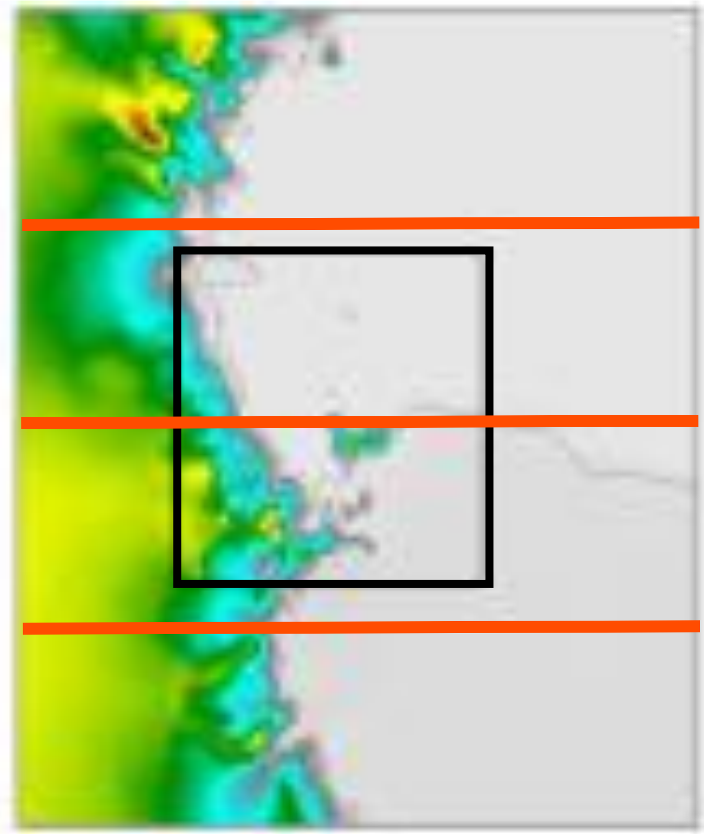
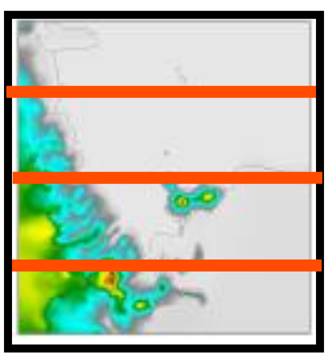
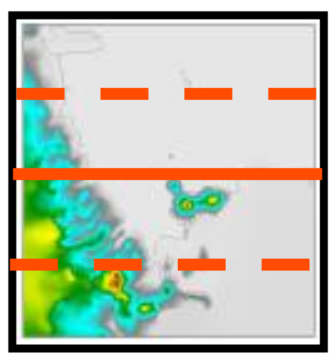


COARSE
Ross Island
6.66 km



NEST:2.22 km



INTERMEDIATE: 6.66 km

Review – Computing Overview

			Distributed Memory Parallel		Shared Memory Parallel
APPLICATION (WRF)	Domain	*contains*	Patches	*contain*	Tiles
SYSTEM (UNIX, MPI, OpenMP)	Job	*contains*	Processes	*contain*	Threads
HARDWARE (Processors, Memories, Wires)	Cluster	*contains*	Nodes	*contain*	Processors

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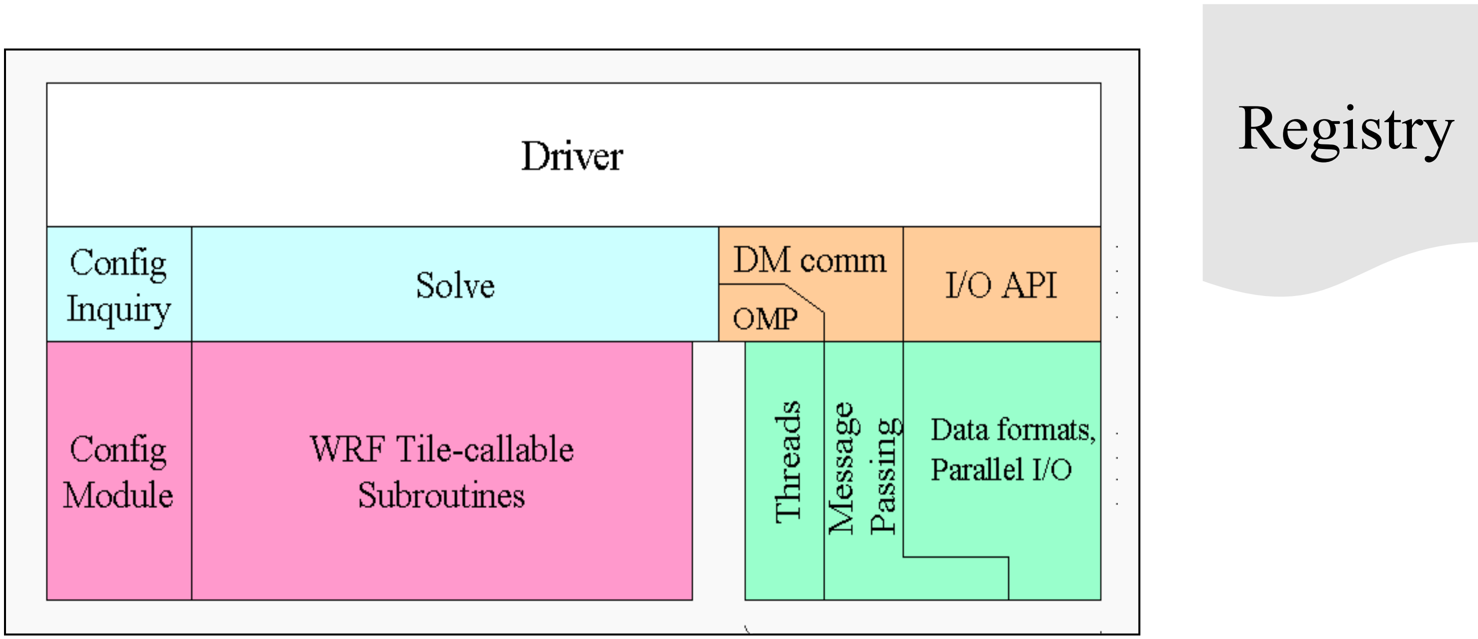
WRF Software Overview

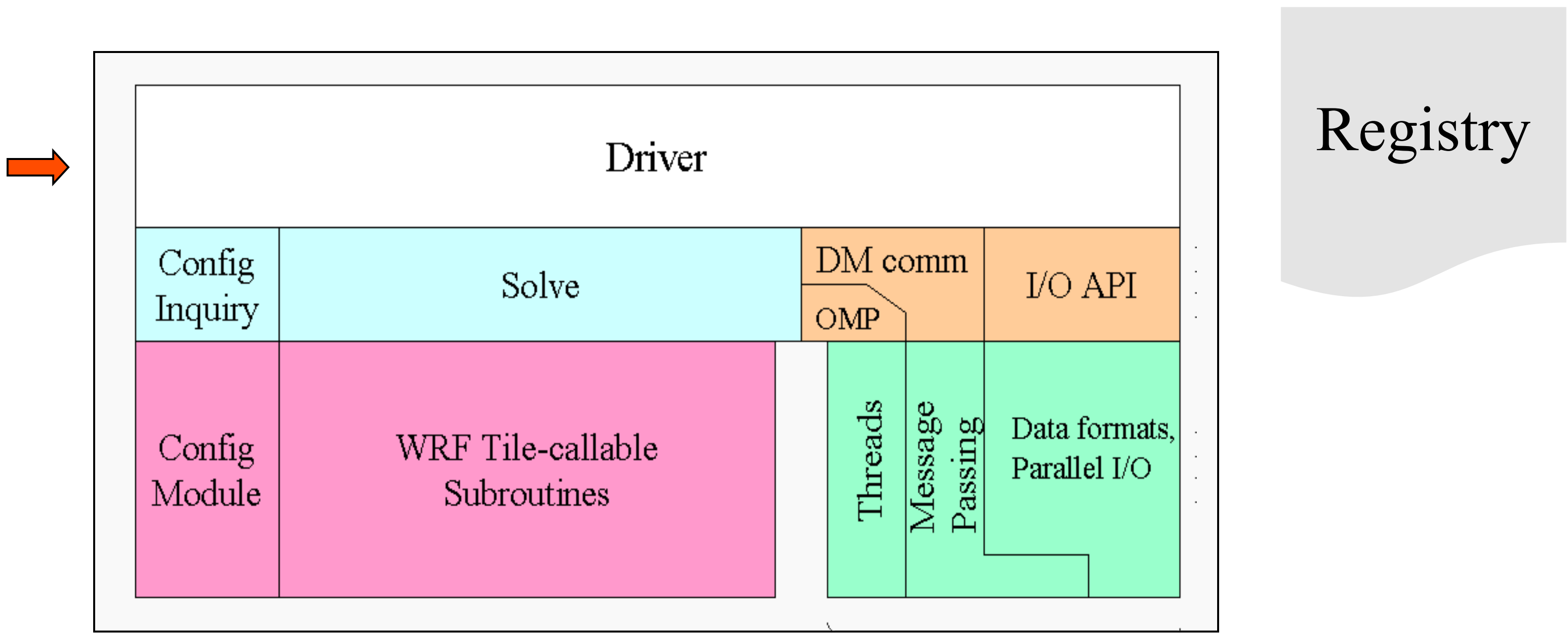
- Architecture
- Directory structure
- Model Layer Interface
- Data Structures
- I/O

WRF Software Architecture



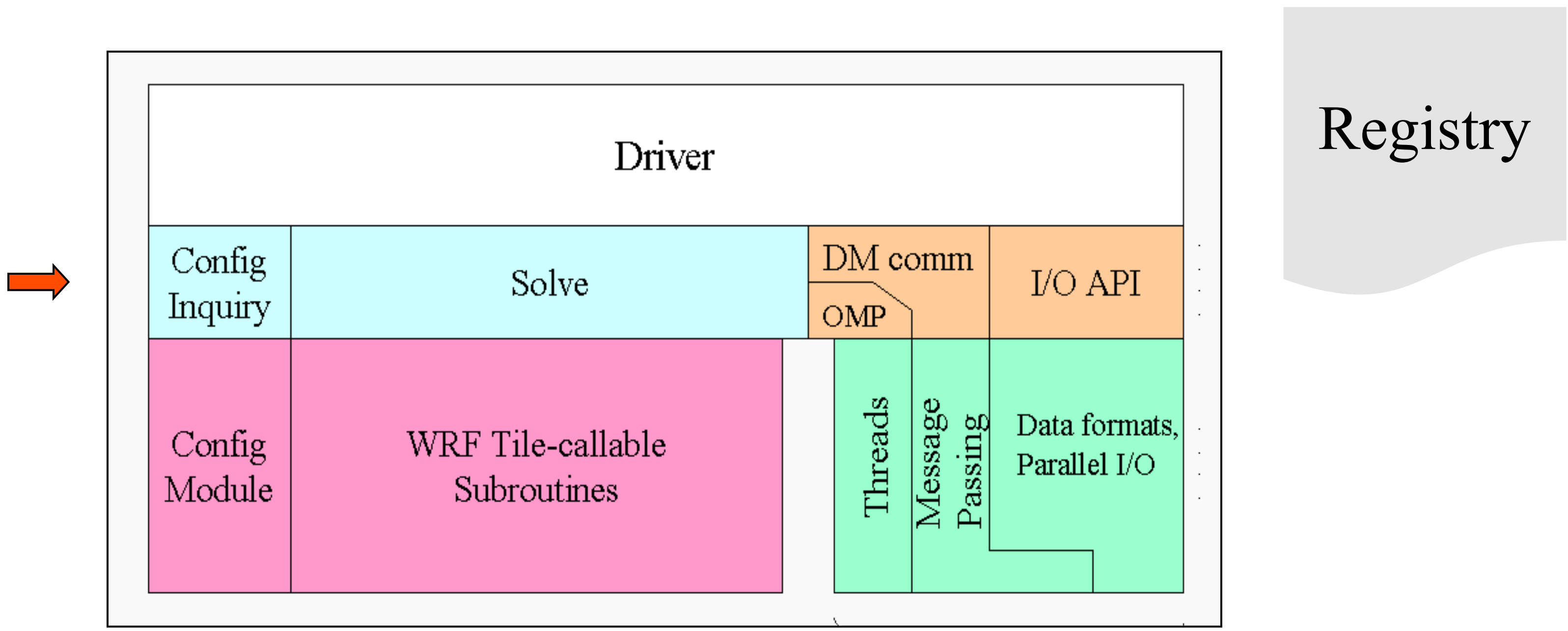
- Hierarchical software architecture
  - Insulate scientists' code from parallelism and other architecture/ implementation-specific details
  - Well-defined interfaces between layers, and external packages for communications, I/O, and model coupling facilitates code reuse and exploiting of community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

WRF Software Architecture



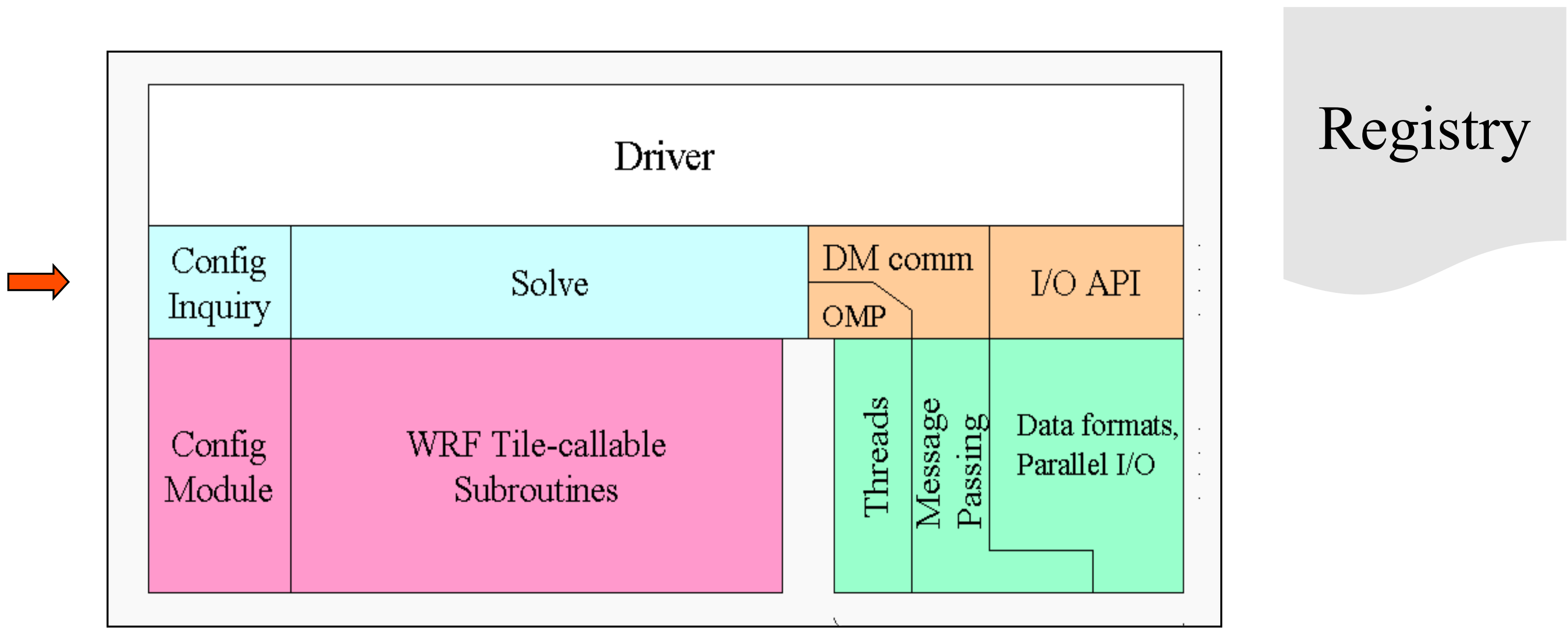
- Driver Layer
  - **Domains**: Allocates, stores, decomposes, represents abstractly as single data objects
  - **Time loop**: top level, algorithms for integration over nest hierarchy

WRF Software Architecture



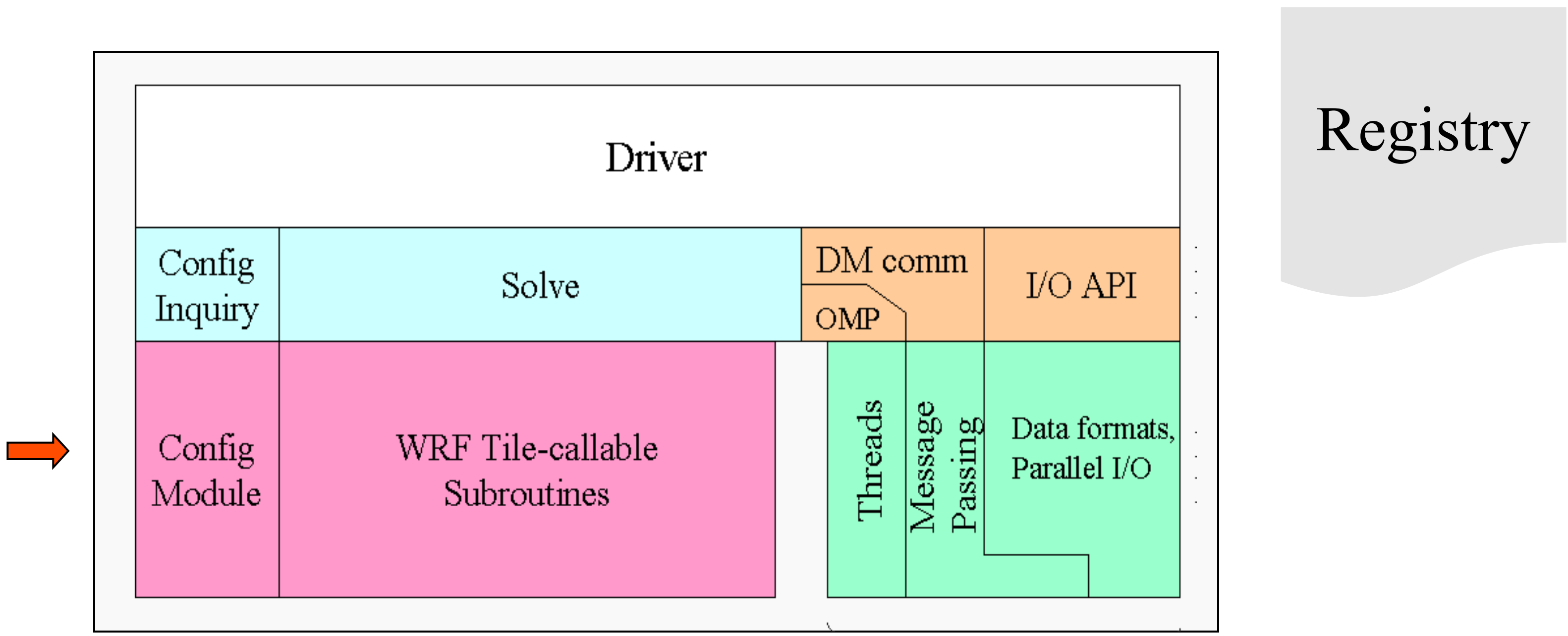
- Mediation Layer
  - Solve routine, takes a domain object and advances it one time step
  - Nest forcing, interpolation, and feedback routines

WRF Software Architecture



- Mediation 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
  - Calls to message-passing are contained here as part of Solve routine

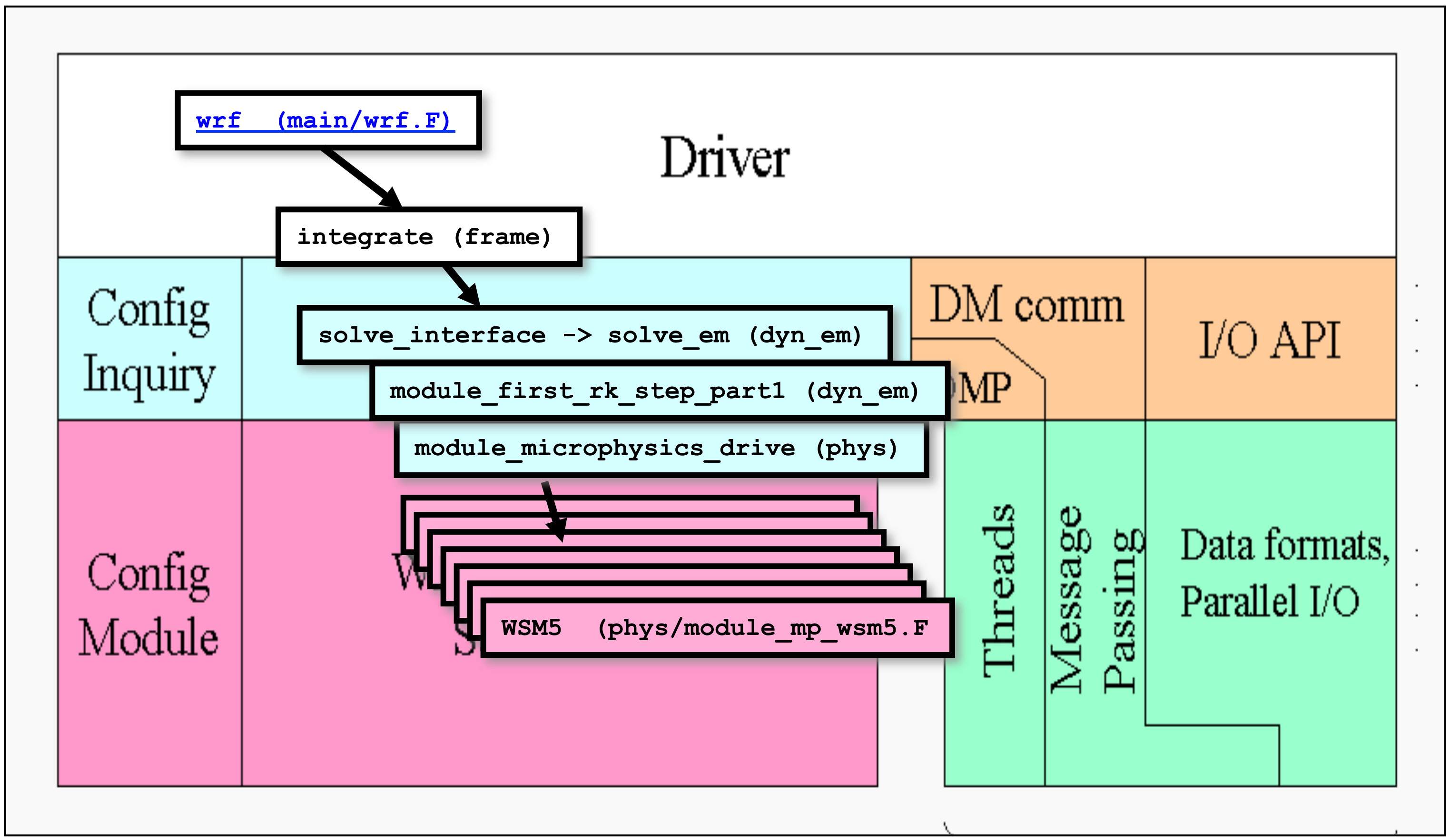
WRF Software Architecture



- Model Layer
  - **Physics and Dynamics**: contains the actual WRF model routines are written to perform some computation over an arbitrarily sized/ shaped, 3d, rectangular subdomain

Call Structure Superimposed on Architecture

module_microphysics_driver (phys)



WRF Software Overview

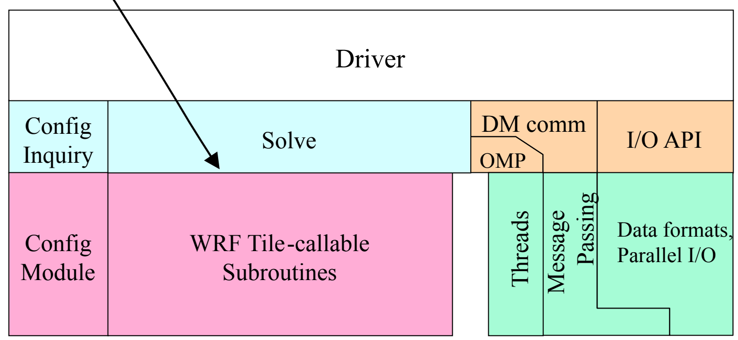
- Architecture
- Directory structure
- Model Layer Interface
- Data Structures
- I/O

WRF Model Layer Interface – The Contract with Users

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

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

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



WRF Model Layer Interface – The Contract with Users

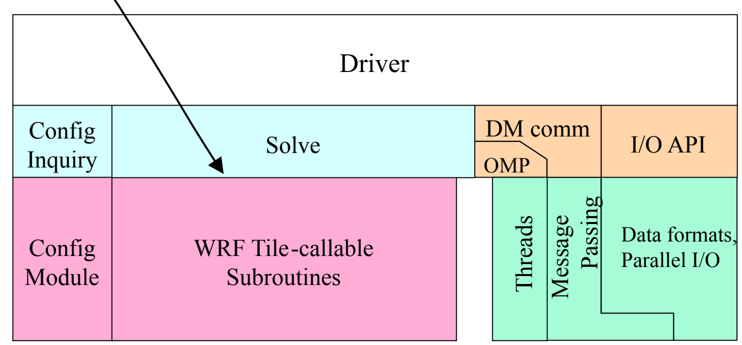
Restrictions on Model Layer subroutines:

No I/O, communication

No stops or aborts
Use wrf_error_fatal

No common/module storage of decomposed data

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 = jts, MIN(jte,jde-1)
   DO k = kts, kte
     DO i = its, MIN(ite,ide-1)
       loc1(i,k,j) = arg1(i,k,j) + …
     END DO
   END DO
 END DO
```

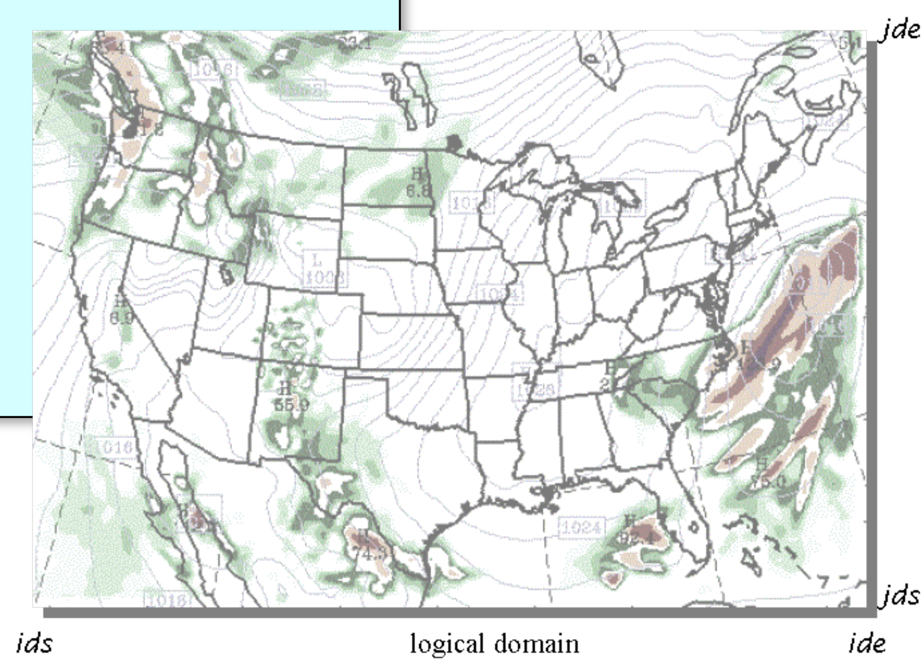
template for model layer subroutine

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

IMPLICIT NONE

! Define Arguments (S 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, . . .
 . . .
! 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
```

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



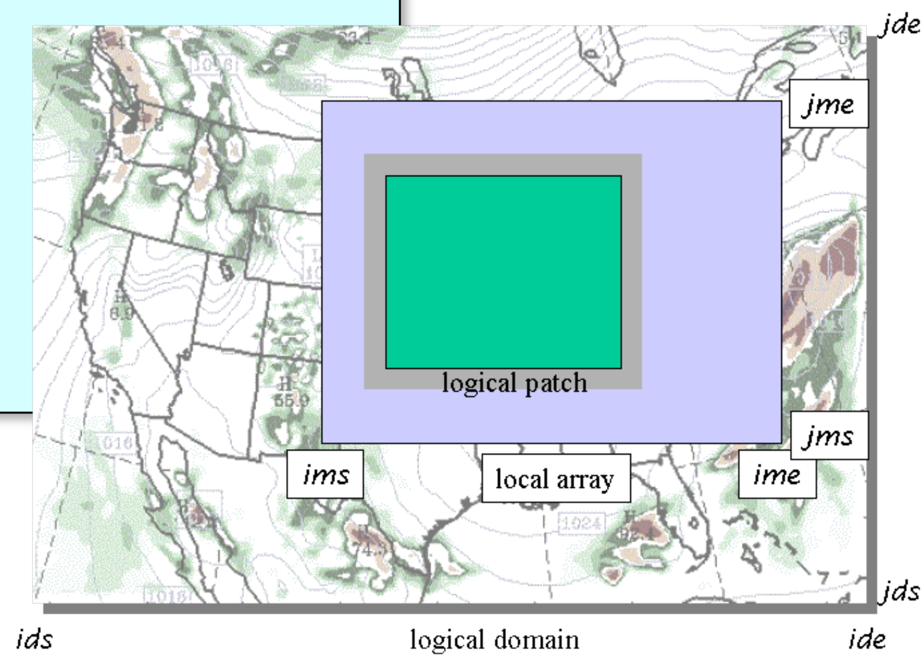
template for model layer subroutine

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

IMPLICIT NONE

! Define Arguments (S 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, . . .
 . . .
! 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
```

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



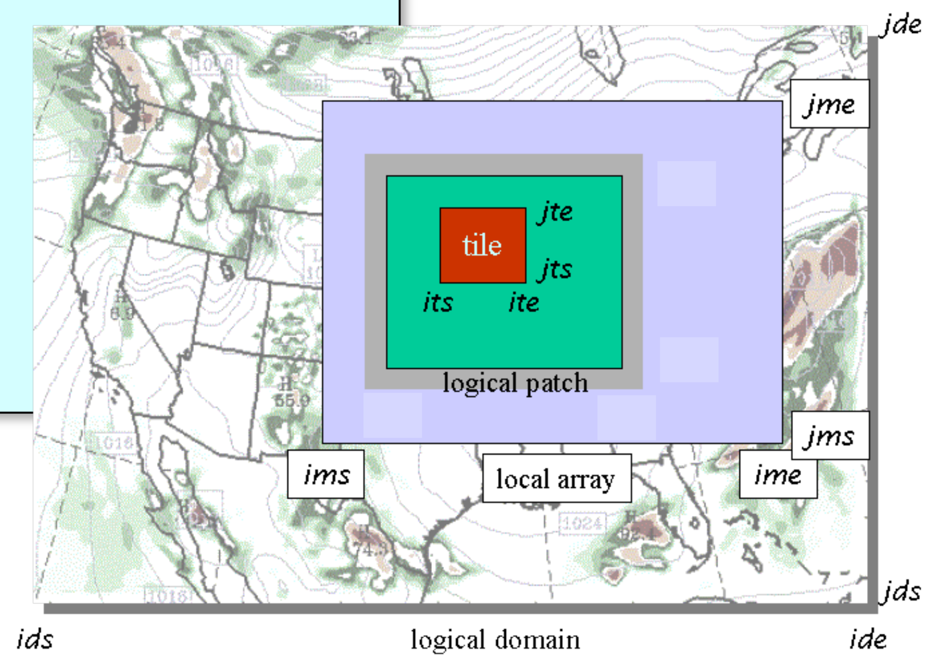
template for model layer subroutine

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

IMPLICIT NONE

! Define Arguments (S 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, . . .
 . . .
! 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
```

- Domain dimensions
  - 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



template for model layer subroutine

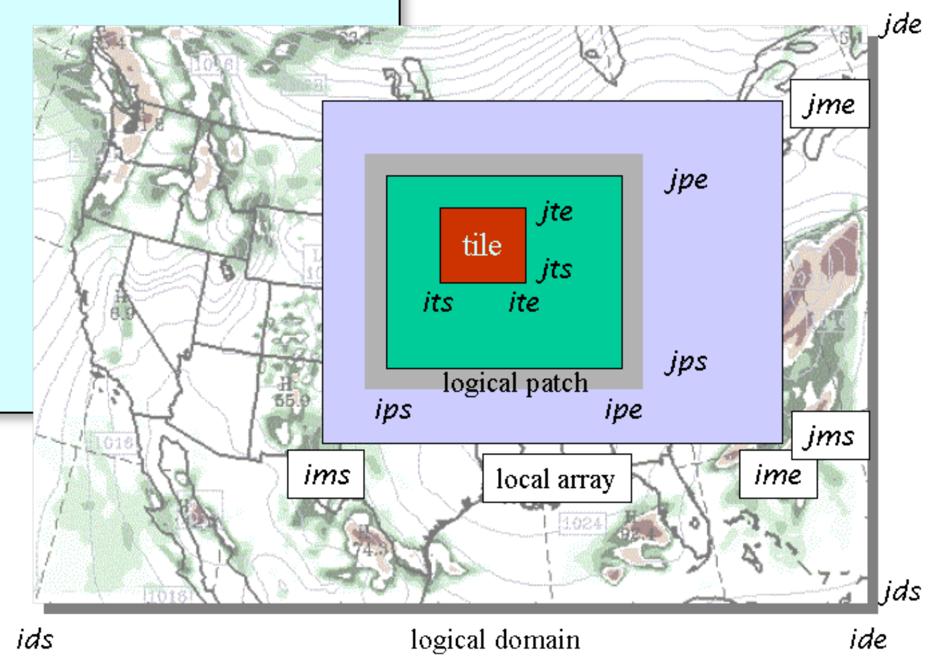
```
SUBROUTINE model ( &
  arg1, arg2, arg3, … , argn,   &
  ids, ide, jds, jde, kds, kde, &  ! Domain dims
  ims, ime, jms, jme, kms, kme, &  ! Memory dims
  its, ite, jts, jte, kts, kte  )  ! Tile dims

IMPLICIT NONE

! Define Arguments (S 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, . . .
 . . .
! Executable code; loops run over tile
! dimensions
DO j = MAX(jt,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
```

- Domain dimensions
  - 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
- Directory structure
- Model Layer Interface
- Data Structures
- I/O

WRF I/O

- Streams: pathways into and out of model
  - History + auxiliary output streams (10 and 11 are reserved for nudging)
  - Input + 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

WRF I/O

- Attributes of streams
  - 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)

Outline - Review

- Introduction
  - WRF started 1998, clean slate, Fortran + C
  - Targeted for research and operations
- WRF Software Overview
  - Hierarchical software layers
  - Patches (MPI) and Tiles (OpenMP)
  - Strict interfaces between layers
  - Contract with developers
  - I/O