







Elastic Large Scale Ensemble Data Assimilation with Particle Filters for Continental Weather Simulation

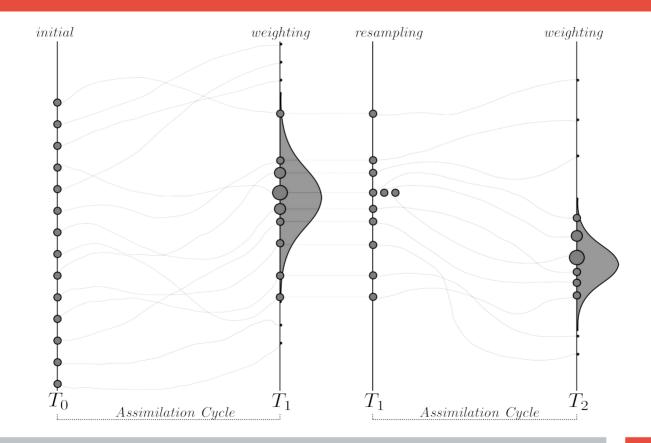
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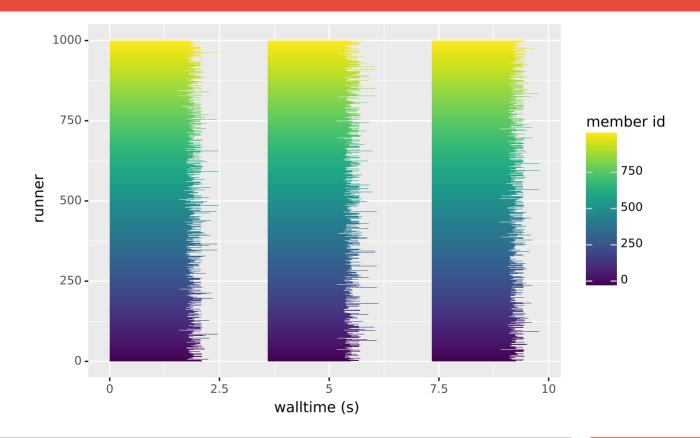
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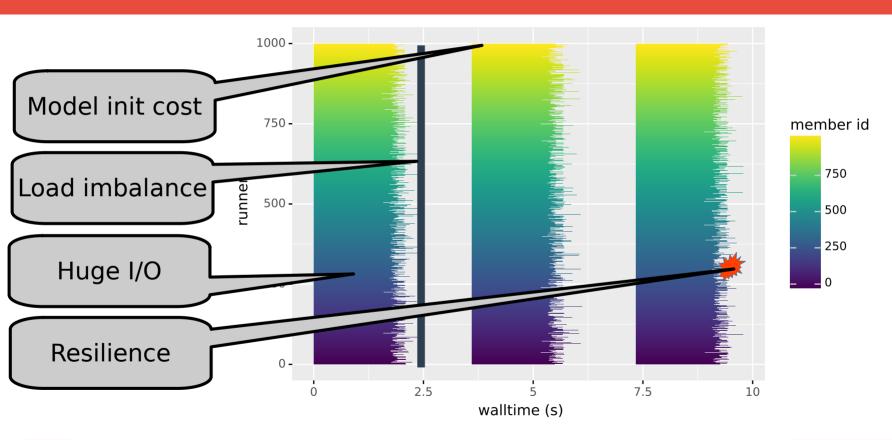
Particle filters



Particle Filters on HPC



Challenges



Our solution: Particle Virtualization

- Instrument existing model code to allow for yielding to different particles
 - Exchange model state with another particle
 - One model instance can calculate multiple particles per time step.
 - → Runner

- 1 Runner = 1 resource allocation = calculates 1 particle at a time
- BUT: can calculate multiple particles for each timestep

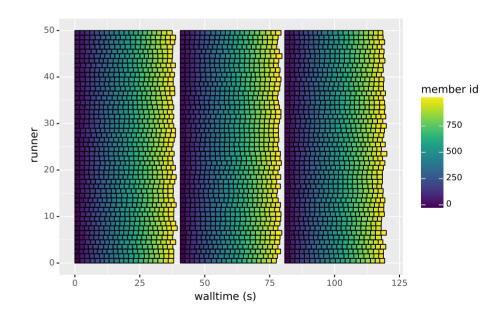
Load balancing, avoiding initialization costs

Particle propagation tasks are scheduled one by one to each

runner

→ Load Balanced

- Runners start up only once
- → Initialization time amortizes



Handling a huge amount of particle state data

- Helper core per runner node handling
 - Local cache (RAM disk / NVRAM)
 - Shared state storage (PFS)

Distributed Cache

Data aware scheduling of particles to runners

In Particle Filters: one particle of previous assimilation cycle is 'parent' for multiple particles

→ completely avoid > 60% of PFS reads

Resilience, Elasticity

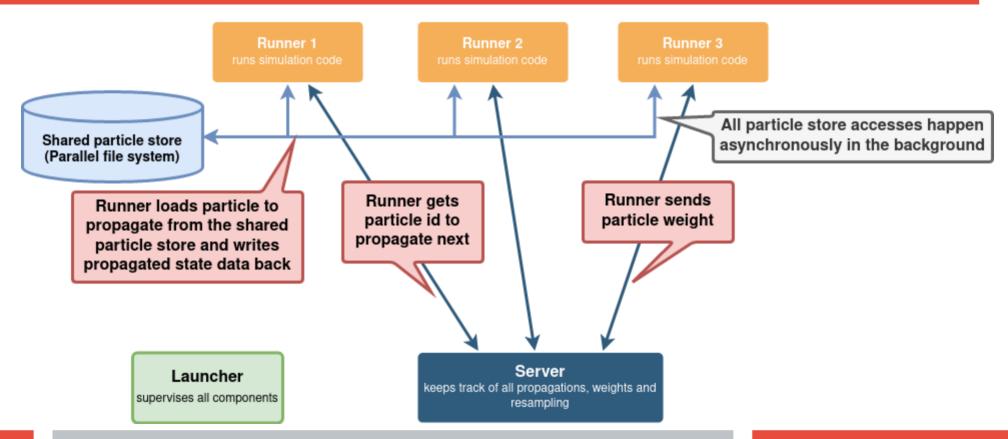
- Runners may fail independently
- FTI
- Same mechanism can be used for elastic execution
 - adding/ removing runners at runtime

Implementation

- Melissa: very large scale In Situ ensemble runs
- Instrumented simulations (Runners) communicate as clients with a central server
- Runners and server are started up by a Launcher component
 - interacts with machine's batch scheduler
- Grown to the multi purpose Melissa software family
 - Sensitivity analysis
 - Data Assimilation
 - Deep surrogate training

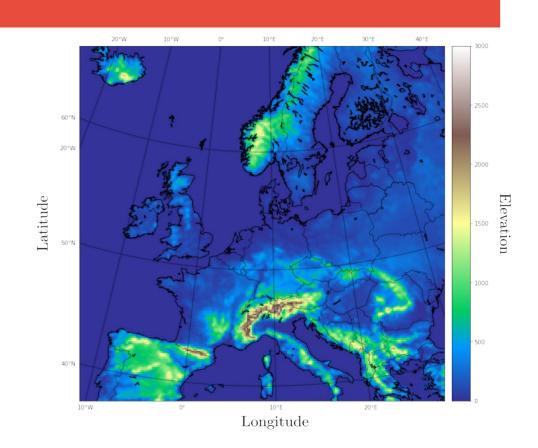


Architecture

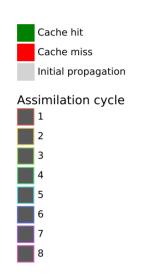


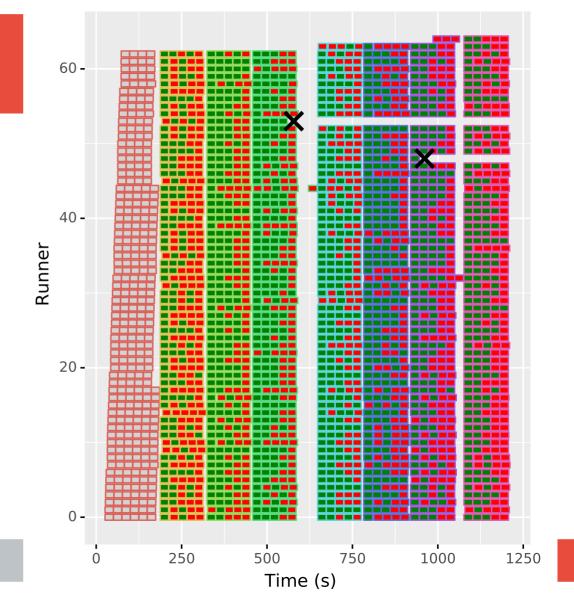
Use case

- WRF, European domain
- 15 km horizontal resolution
- 49 vertical levels → 2.5GiB per particle
- Boundary conditions: ERA5 Dataset (ECMWF)
- Observations: CFRACT from EUMETSAT CMSAF
- Hourly resampling for high stress test
- Jean-Zay Supercomputer (40 cores @ 2.5GHz per node, up to 512 nodes)



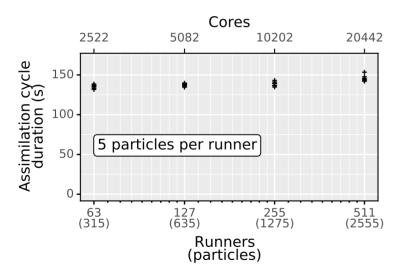
Experimental results

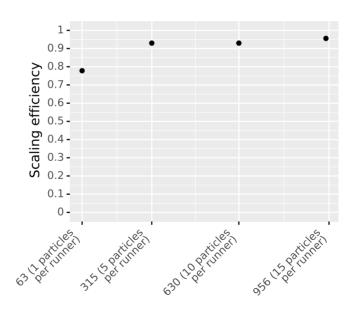




Scaling efficiency

> 90 % when at least 10 particles per runner (amortizing resampling time)





Conclusion, future work

Particle virtualization enables

- Amortize model initialization cost
- Load balance
- Hide large data transfers
- Resilience
- Architecture handles very large particle ensembles (≥ 2555 particles, scaling efficiency > 90% if more than 10 particles per runner)
- Ongoing work: Unsync resampling (speculative particle execution)

More information

- Visit us online: gitlab.inria.fr/melissa/, gitlab.inria.fr/melissa/melissa-da
 - Links to papers, preprints, other presentations
- Contact: sebastian.friedemann@inria.fr

Q? & A!