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Is there a need for local horizontal discretizations?

Daan Degrauwe, Steven Caluwaerts, Piet Termonia

RMI Belgium

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- Introduction
- What's wrong with a spectral model?
- What can local methods bring us, and at what price?
- Conclusions and prospects

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(and have fun while doing so)

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- ...but what does *best* mean?
Compromises are necessary (e.g. accuracy vs. cpu time)

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- ... but what does *best* mean?
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- Currently, our model uses a spectral horizontal discretization.
Are we confronting the limitations of spectral methods? What trade-off is made by local methods?

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Are we confronting the limitations of spectral methods? What trade-off is made by local methods?
- Spoiler alert: no definitive answers will be given in this presentation!

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- From the *accuracy* point of view, spectral methods are unsurpassable: their order of accuracy is infinite!
- (Limited tests indicate that) even over steep slopes, the accuracy of spectral methods remains unchallenged.
- Moreover, the calculation of derivatives and solving the Helmholtz equation are trivial. This allows for (semi-)implicit timestepping and large timesteps. So our spectral dynamics are also quite *efficient*.

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- Moreover, the calculation of derivatives and solving the Helmholtz equation are trivial. This allows for (semi-)implicit timestepping and large timesteps. So our spectral dynamics are also quite *efficient*.
- ... but they require spectral transforms (FFT or Legendre transform for the global). These are nonlocal, i.e. they require domain-wide communication. This makes their use problematic on massively parallel machines.
- (another disadvantage of a spectral model is the requirement of a homogeneous reference state for the semi-implicit timestepping)
- But at what point do the costs no longer justify the accuracy?
 - to answer this question, we must closely investigate the alternatives.

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- When considering alternatives for the spectral horizontal discretization, we try to keep as much as possible of the model intact:

- ◆ only way to make a clean comparison
- ◆ limited development cost (no need to modify physics, ...)

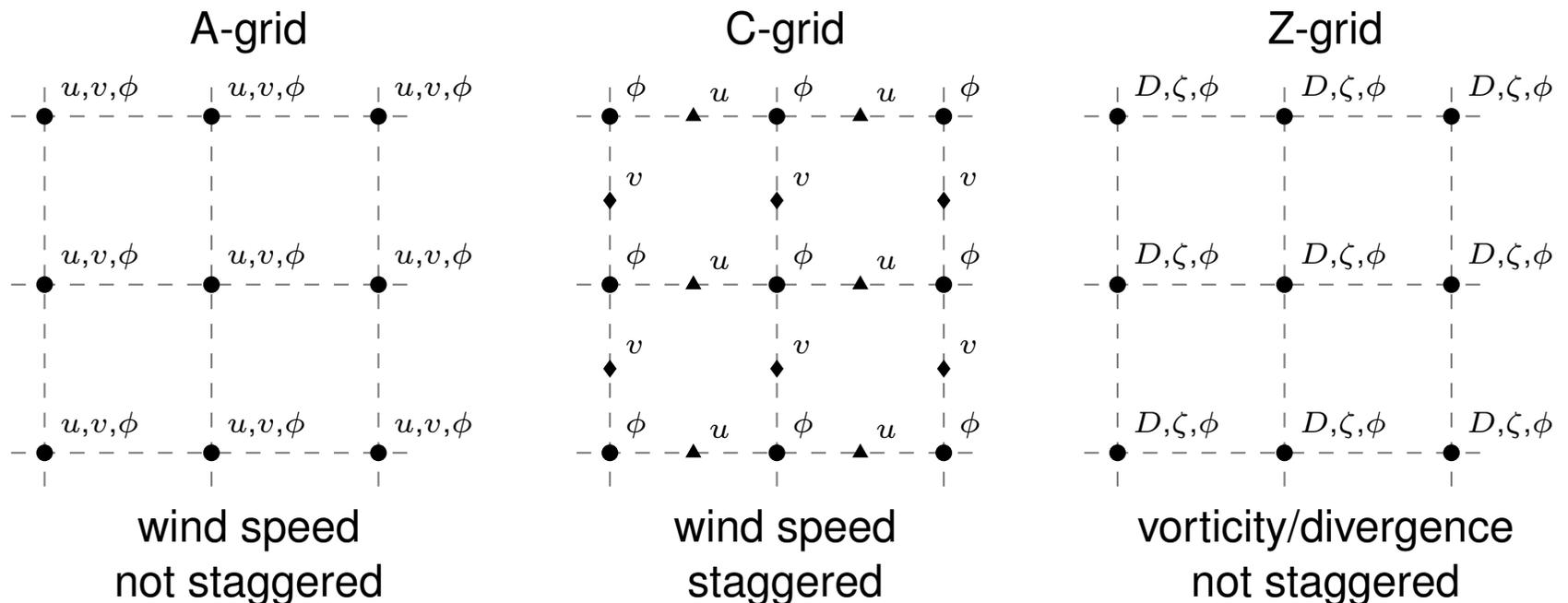
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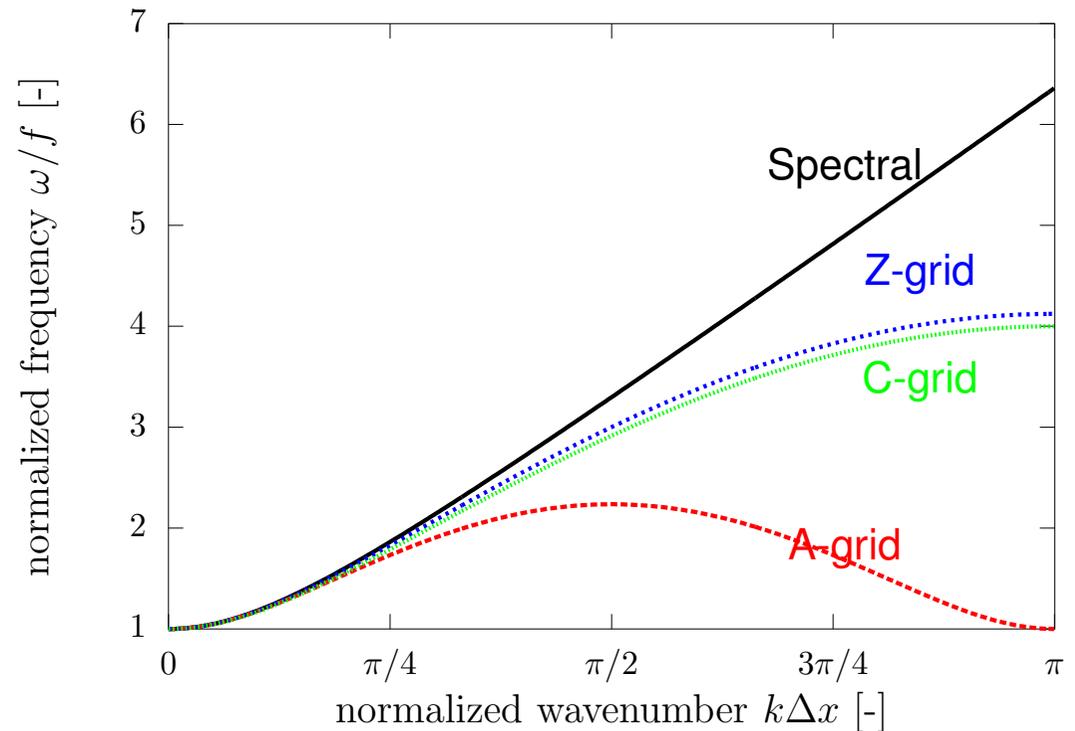
So for the time being, we stick to a semi-implicit time discretization and a semi-Lagrangian advection scheme.

- Finite-difference discretizations are considered on the following grids:



- These discretizations are tested with a 1D shallow water toy model.

- It is well known (Mesinger & Arakawa, 1976) that the dispersion relation of gravity waves on an A-grid is problematic (negative group velocity at the shortest scales).
- The C-grid doesn't have this problem, but the staggering makes semi-Lagrangian advection 3 times more expensive.
- Pierre Bénard has shown (cfr. Piet's presentation of last year) that in certain cases, the short waves behave better on an A-grid than on a C-grid.
- Z-grid seems to offer the best of both worlds (at the expense of solving a Poisson equation to retrieve wind from vorticity/divergence), if time-symmetry is respected.



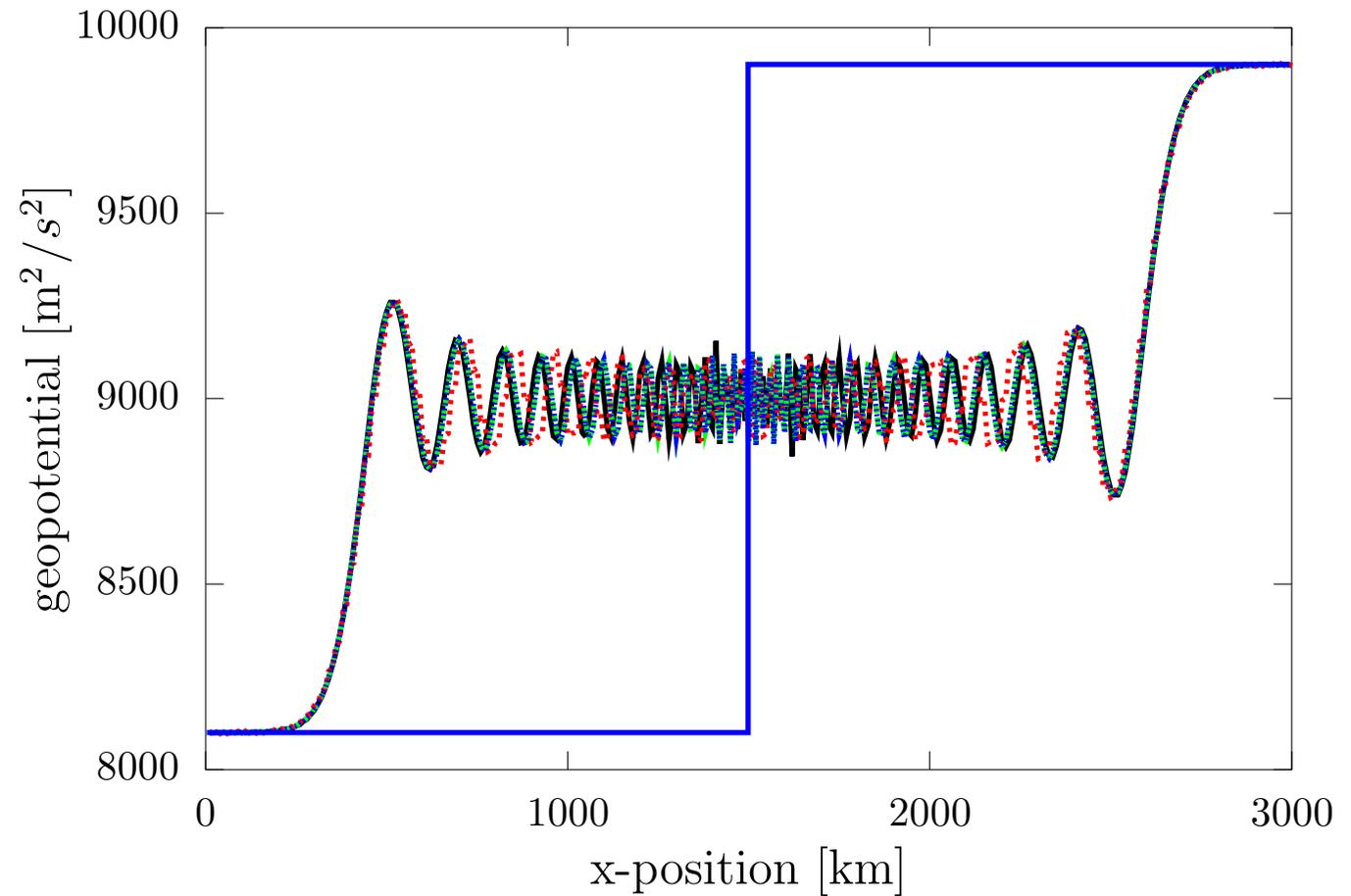
- Checking the geopotential behavior for a geostrophic adjustment problem seems to confirm this

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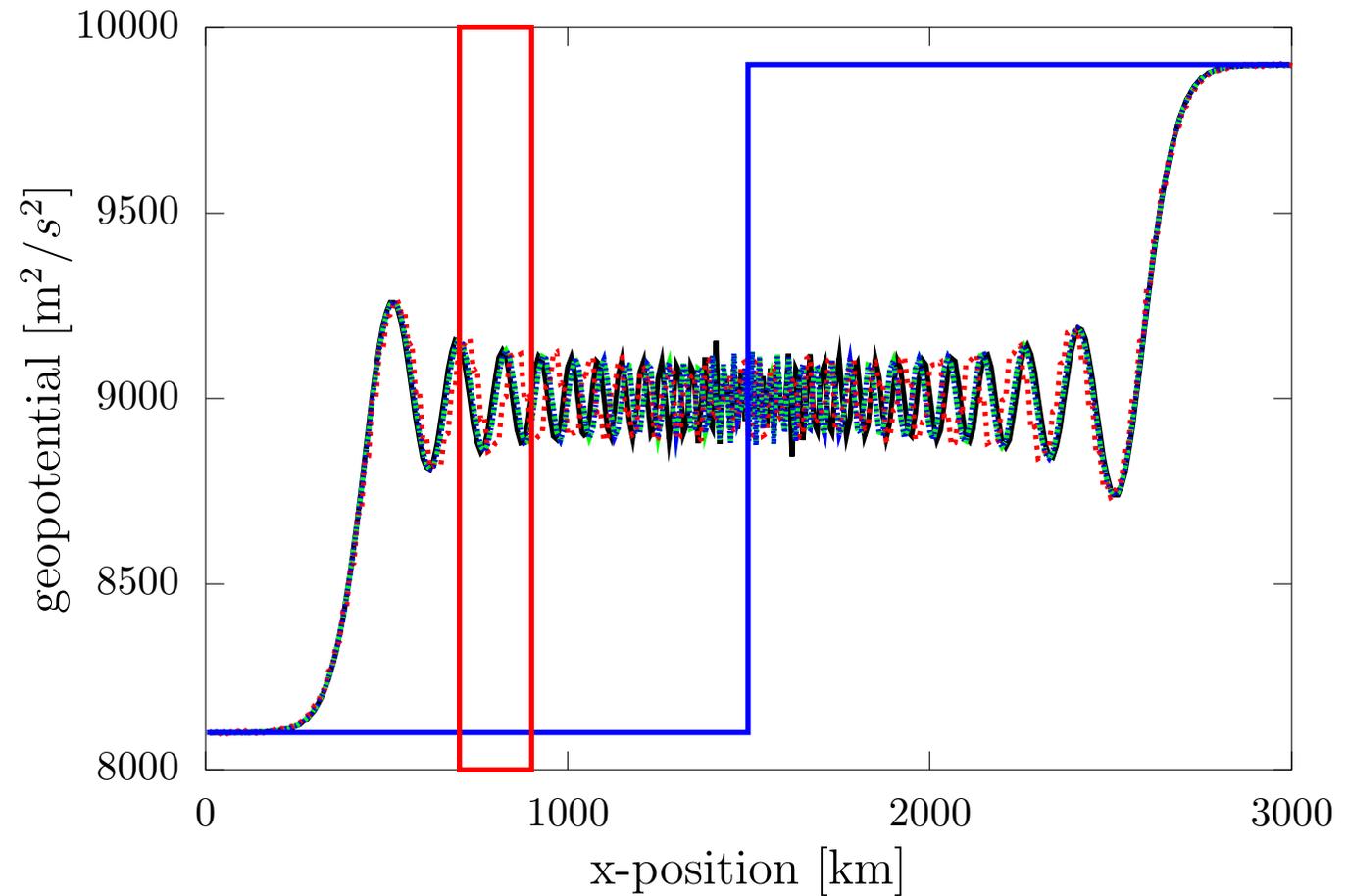
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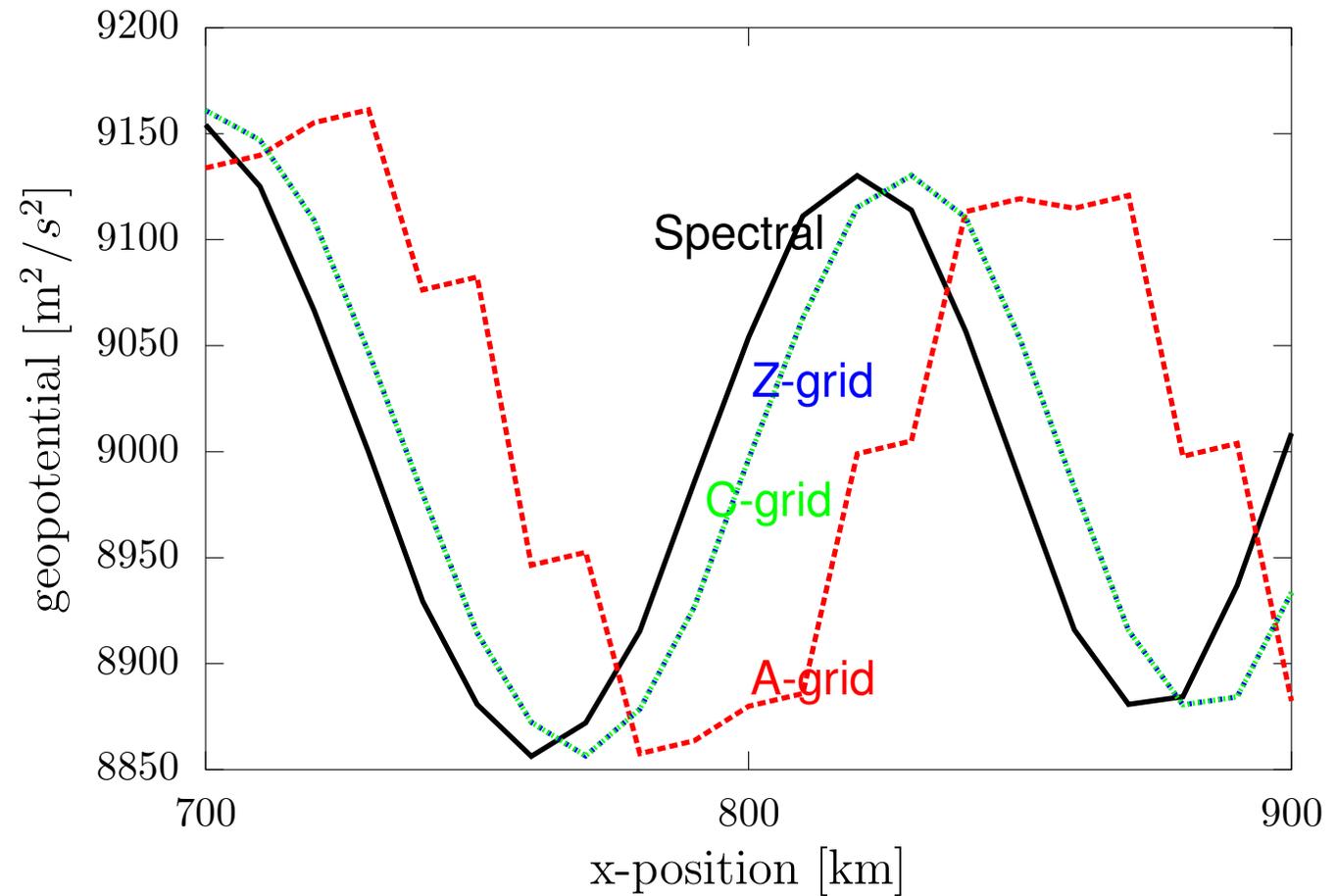
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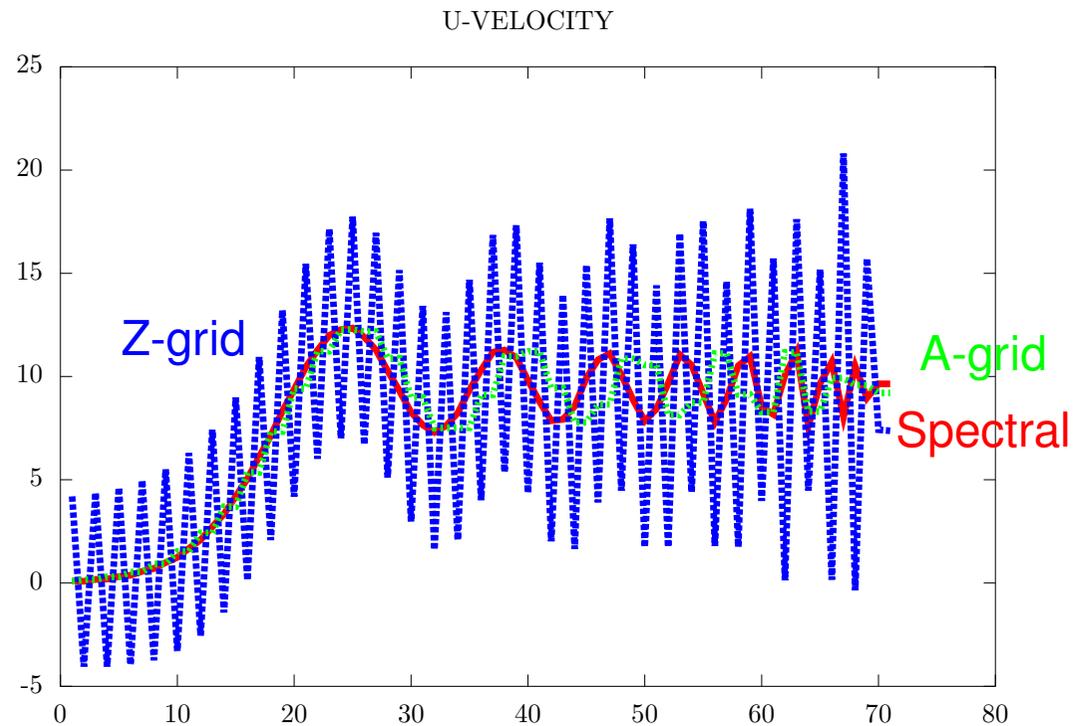
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- ...but when watching the result of the u -component in the same test, something strange is observed.



- Already after a single timestep, the u -field turns out to be very noisy!

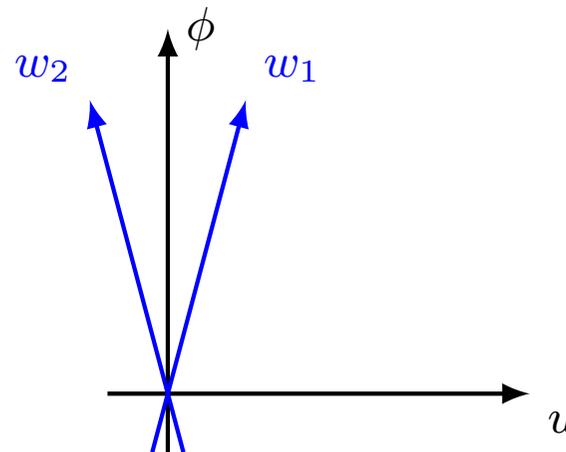
What's happening here? We'll do the analysis for a simpler SWE system without Coriolis terms.

- The (linearized) SWE are a hyperbolic system. The solution is dominated by two waves.

These waves (w_1, w_2) are a combination of the prognostic variables (u, ϕ), and can be seen as 'more fundamental' solutions since they propagate independently from one another.

- The exact transformation between wave amplitudes and prognostic variables is not wavenumber dependent:

$$\begin{pmatrix} u \\ \phi \end{pmatrix} = \begin{pmatrix} 1 & -1 \\ c & c \end{pmatrix} \begin{pmatrix} w_1 \\ w_2 \end{pmatrix} \quad \text{with } c \sim 100 \text{ m/s}$$



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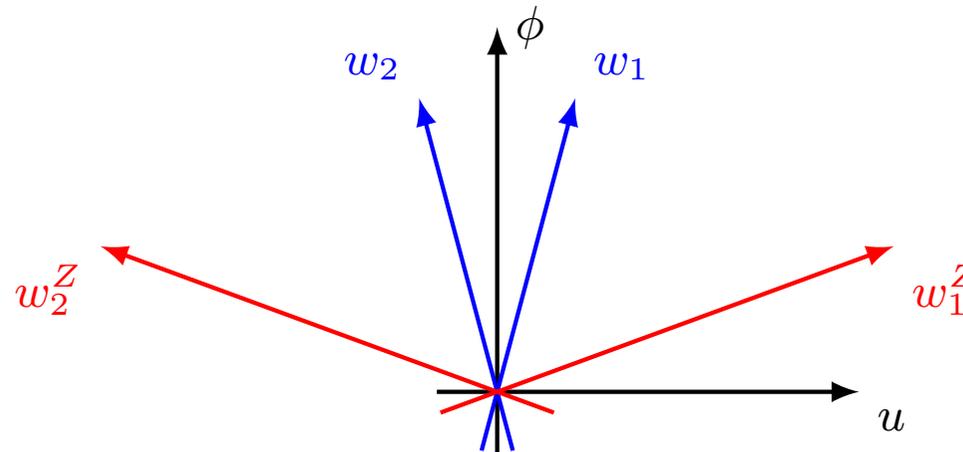
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- But for the Z-grid discretization, the transformation becomes wavenumber-dependent:

$$\begin{pmatrix} u \\ \phi \end{pmatrix} = \begin{pmatrix} \sqrt{2 - 2 \cos k\Delta x} & -\sqrt{2 - 2 \cos k\Delta x} \\ c \sin k\Delta x & c \sin k\Delta x \end{pmatrix} \begin{pmatrix} w_1 \\ w_2 \end{pmatrix}$$

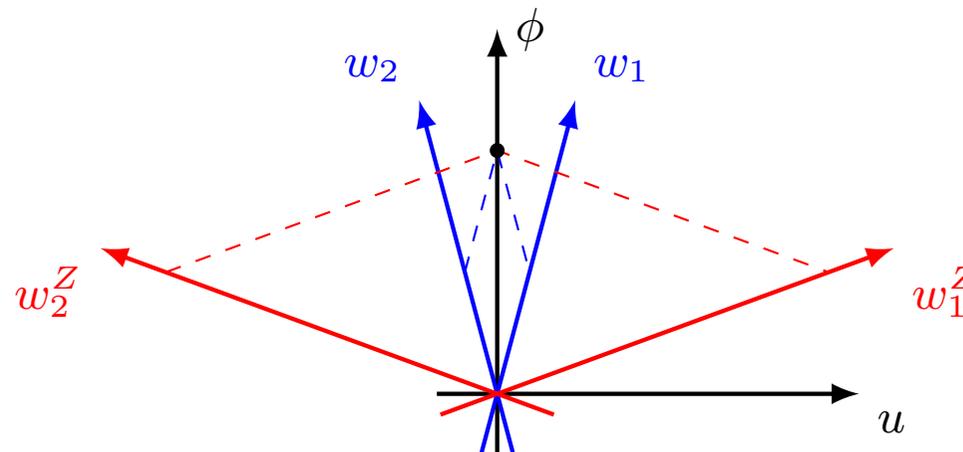
- For the shortest waves ($k\Delta x \rightarrow \pi$), the ϕ -component becomes relatively small:



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- As a consequence, an initial state without u -component is decomposed into two waves with non-negligible (but initially opposite) u -component.

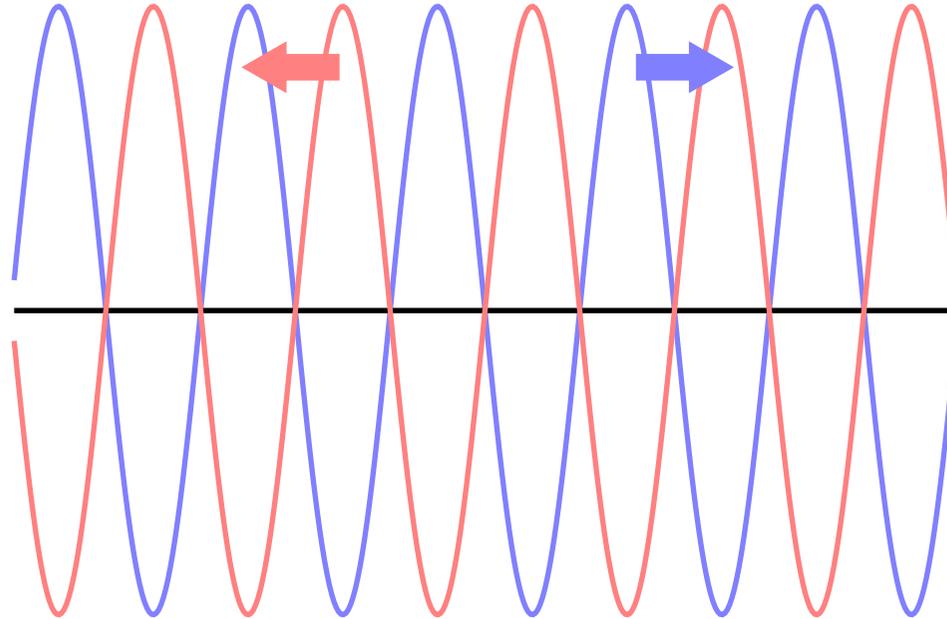
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- Decomposition of the adjustment test problem initial state:



- The two gravity waves propagate in opposite directions, and after a single timestep, this results in a noisy u -field.

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- What we've seen so far:
 - ◆ Every discretization has its strengths and weaknesses.
 - ◆ The quality of a discretization is case-dependent (advection vs. adjustment).
 - ◆ The discretization effects may be very subtle. Even careful inspection of the dispersion relation (eigenvalues) is no guarantee to have proper behavior.

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- To make these conclusions even more relative: how representative is the shallow water toy model for a 3D atmospheric model?
 - ◆ diabatic effects triggering shortest waves
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- And that's not the end yet. The most suitable discretization also depends on the (future!) hardware:
 - ◆ efficiency
 - ◆ scalability (in fact the main motivation for reviewing the spectral dynamical core)
 - ◆ energy consumption

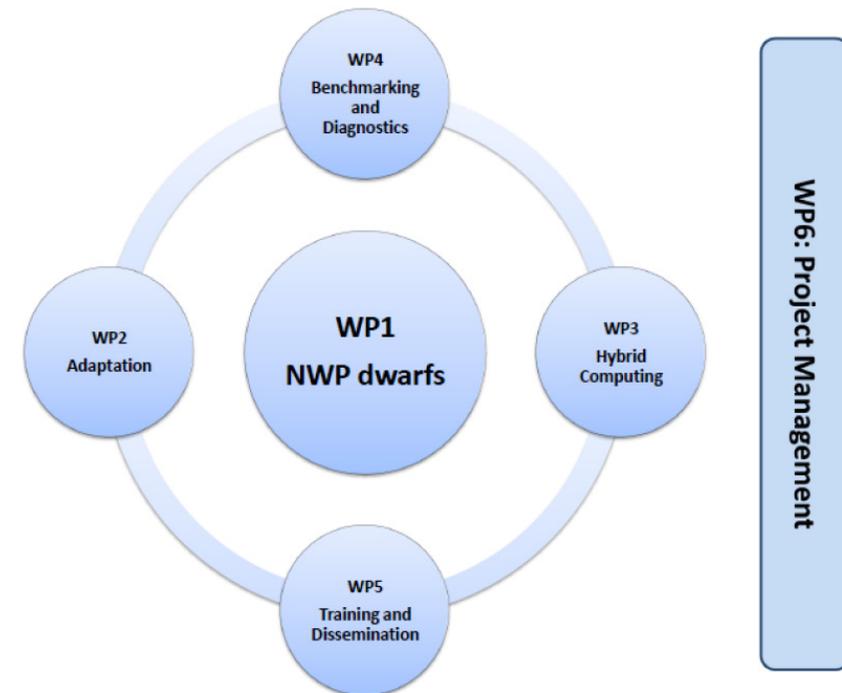
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 - ◆ efficiency
 - ◆ scalability (in fact the main motivation for reviewing the spectral dynamical core)
 - ◆ energy consumption
- So the 'best' solution is very much situation dependent.

The only way out of this situation is to aim for a *modular* code, where different options can be used next to each other.

- The ESCAPE project was recently approved for H2020 EU funding.
- ECMWF is the coordinating partner; other partners include HIRLAM and ALADIN members, HPC hardware manufacturers, universities and supercomputing centers.

- The core of ESCAPE is the identification of fundamental algorithm building blocks ('NWP dwarfs'), e.g.

- ◆ spectral transforms
- ◆ sparse solvers
- ◆ unstructured mesh generation
- ◆ advective transport mechanisms
- ◆ time-stepping strategies
- ◆ ...



- Adaptation of NWP dwarfs to hardware accelerators
- Benchmarking strategies to gauge code efficiency and energy consumption on heterogeneous hardware
- Breakdown of the model in these dwarfs means modularity

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Thank you !