WRF Software: Code and Parallel Computing

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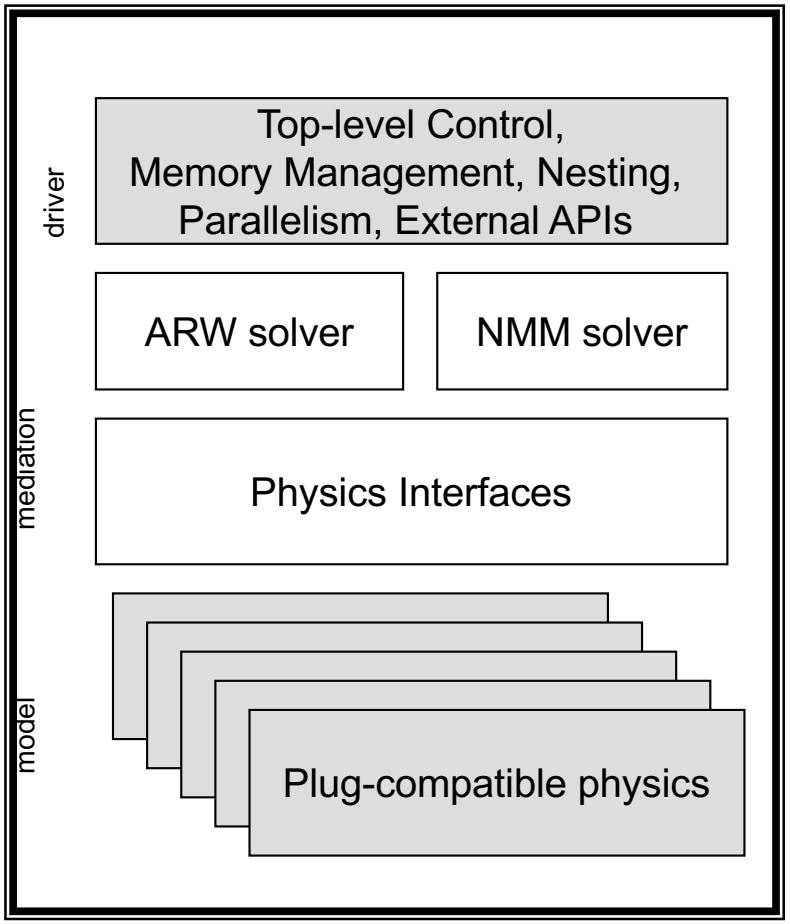
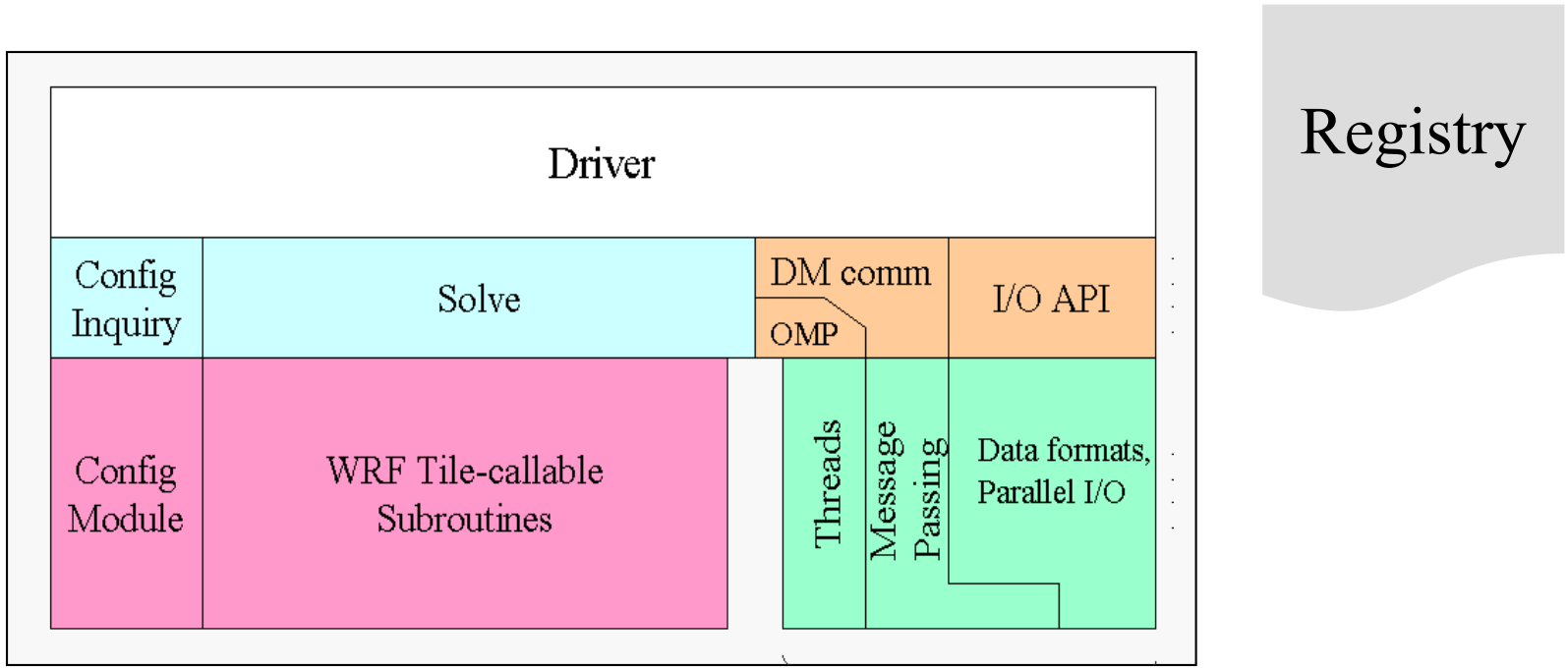
Introduction - WRF Software Framework Overview

- 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://mmm.ucar.edu/wrf/WG2/bench/

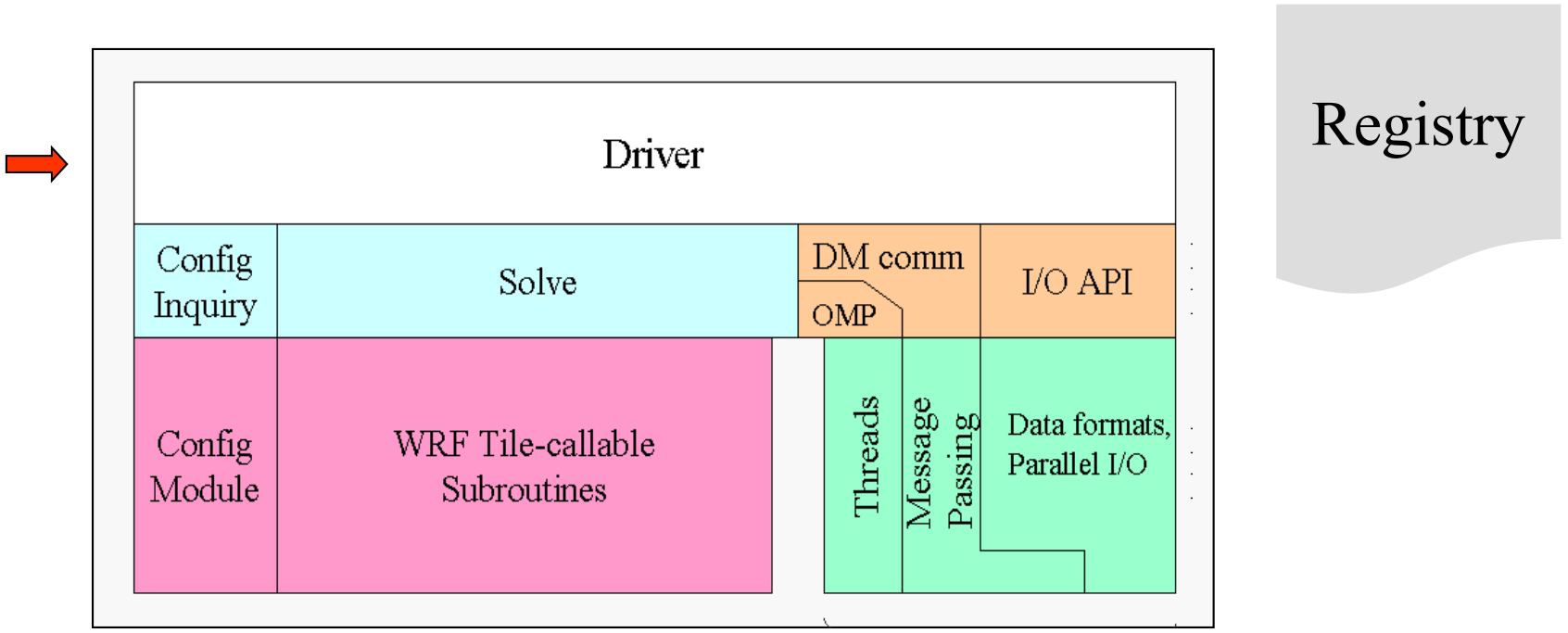


WRF Software Architecture



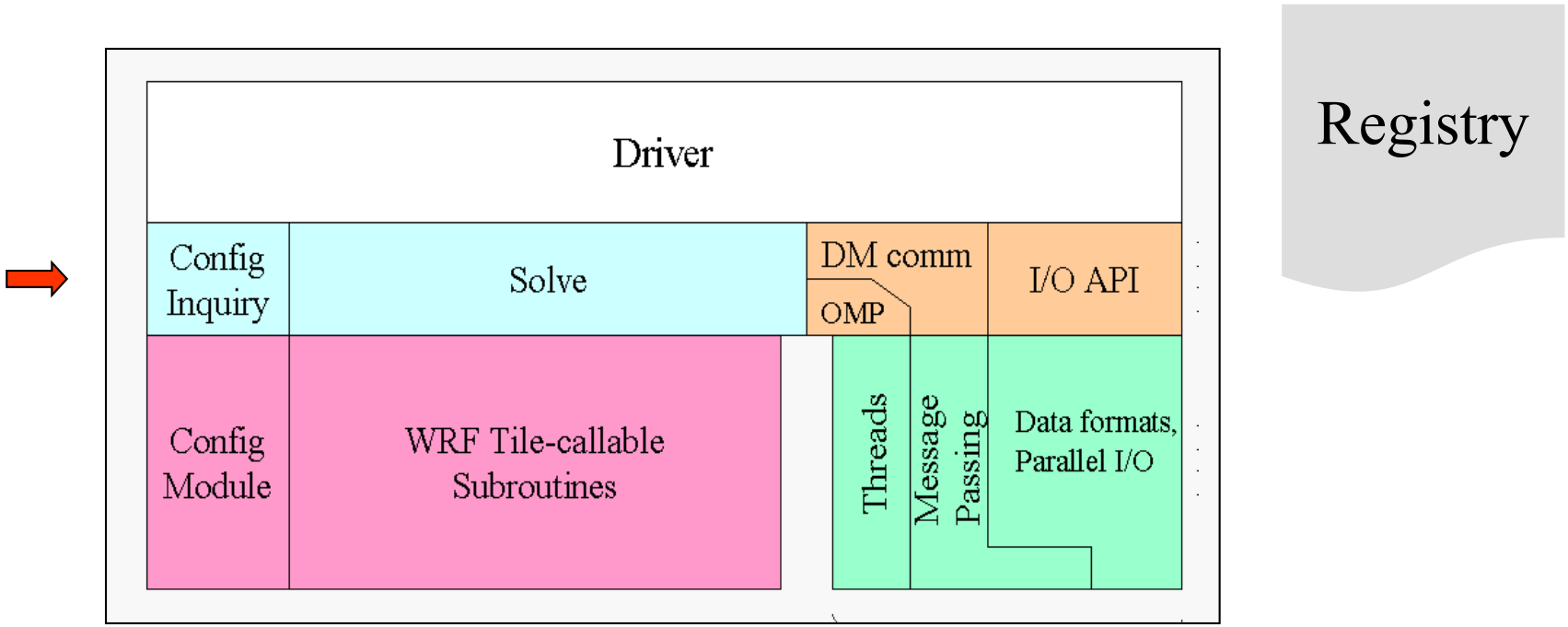
- Hierarchical software architecture
  - Insulate scientists' code from parallelism and other architecture/implementation-specific details
  - Well-defined interfaces between layers, and external packages for communications, I/O, and model coupling facilitates code reuse and exploiting of community infrastructure,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

WRF Software Architecture



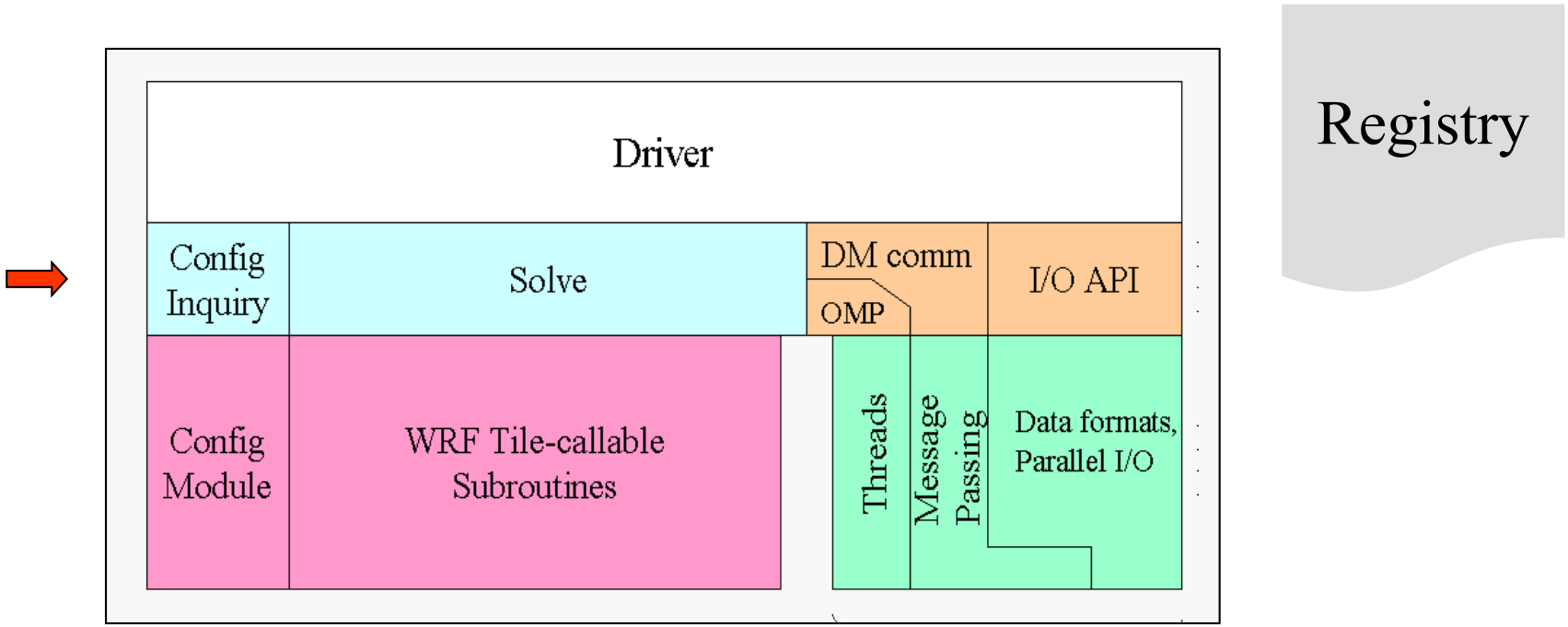
- Driver Layer
  - **Domains**: Allocates, stores, decomposes, represents abstractly as single data objects
  - **Time loop**: top level, algorithms for integration over nest hierarchy

WRF Software Architecture



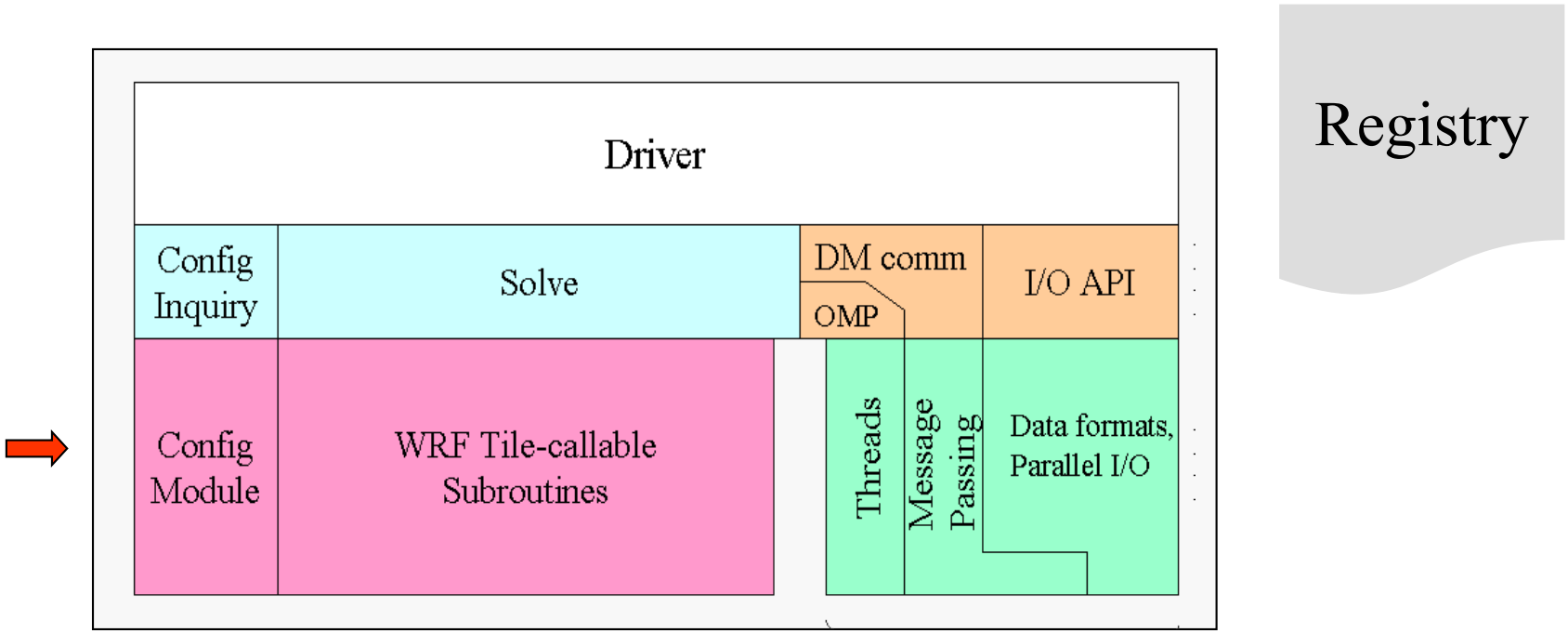
- Mediation Layer
  - Solve routine, takes a domain object and advances it one time step
  - Nest forcing, interpolation, and feedback routines

WRF Software Architecture



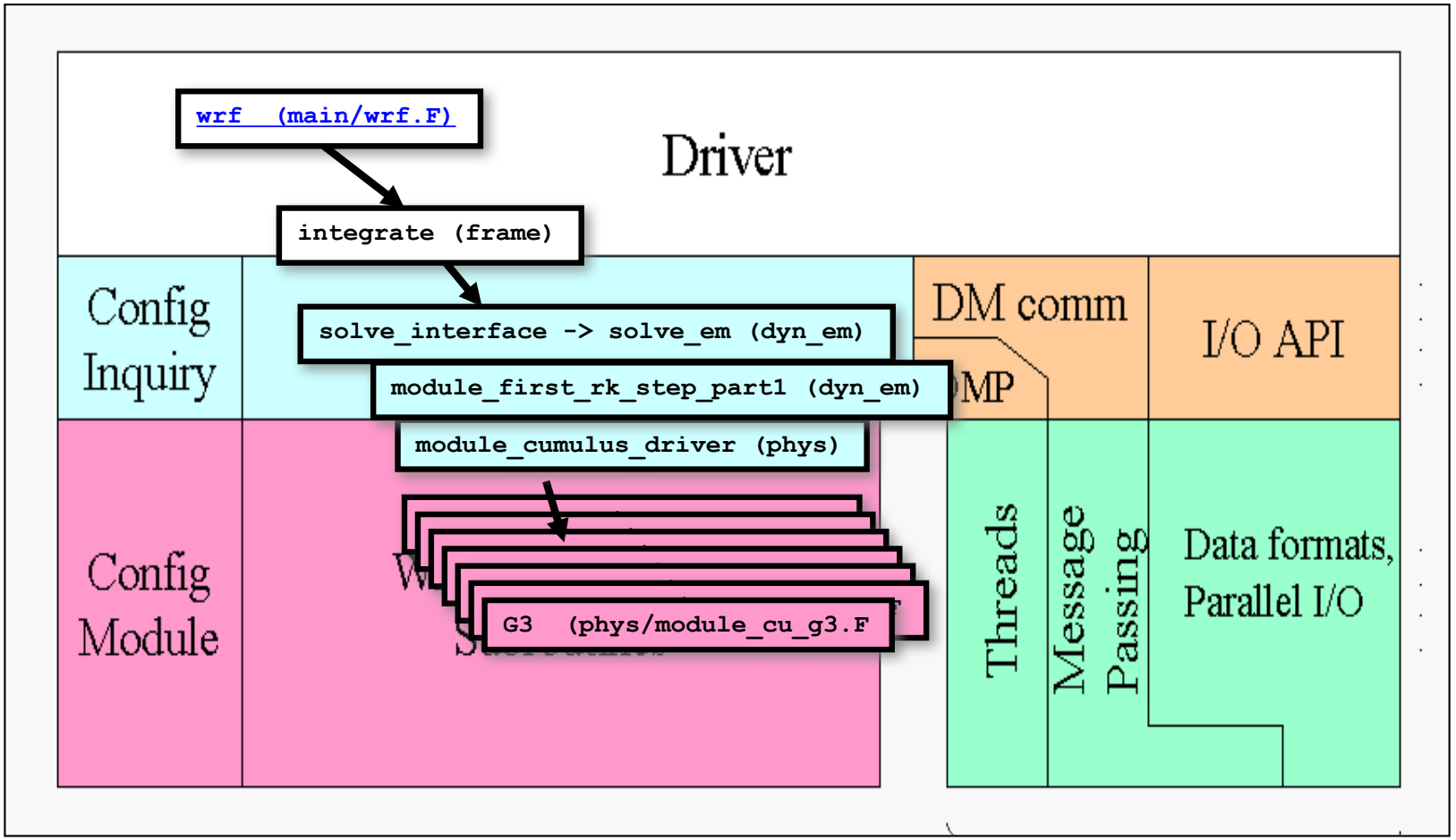
- Mediation Layer
  - The sequence of calls for doing a time-step for one domain is known in Solve routine
  - Dereferences fields in calls to physics drivers and dynamics code
  - Calls to message-passing are contained here as part of Solve routine

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

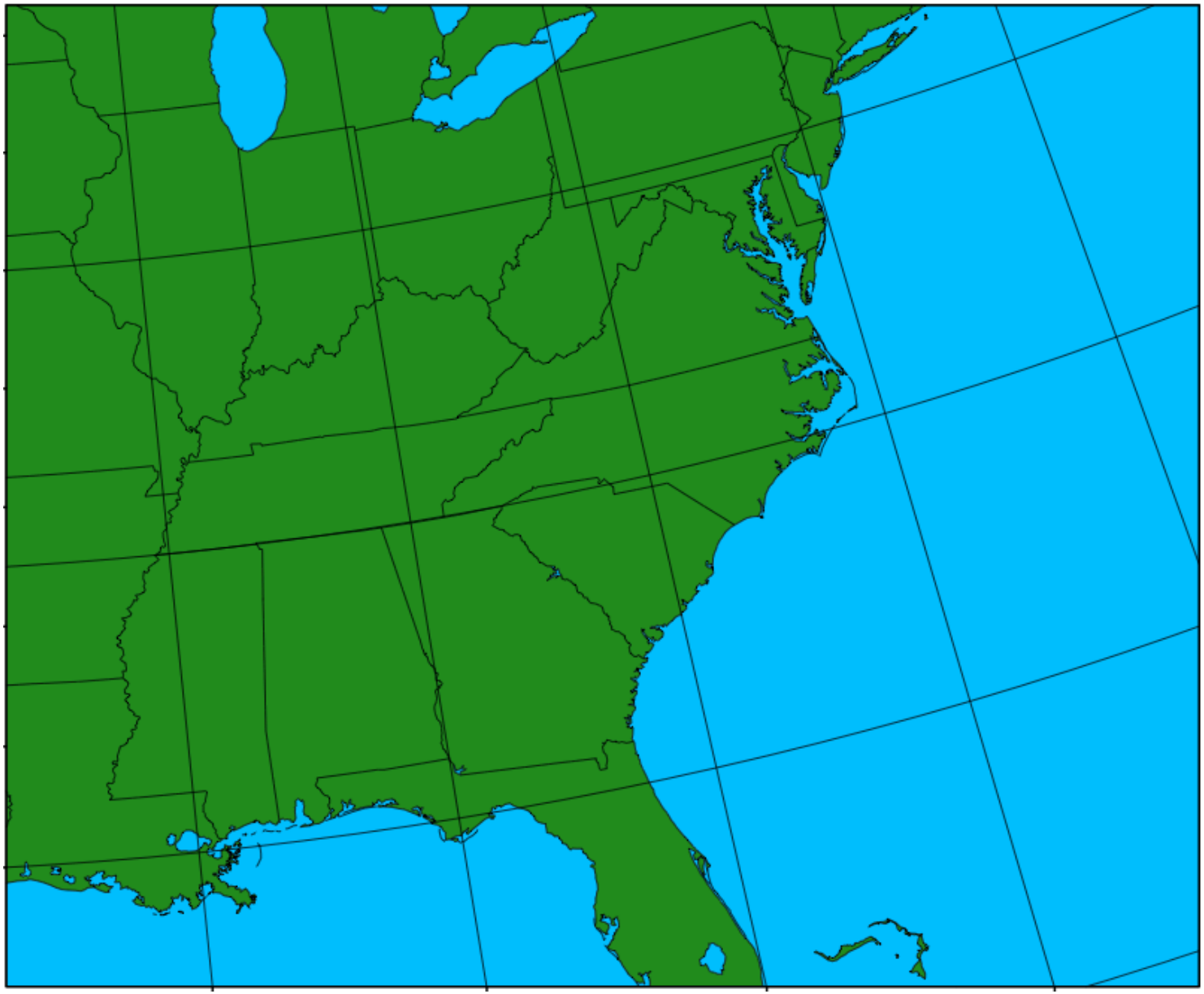
Call Structure Superimposed on Architecture



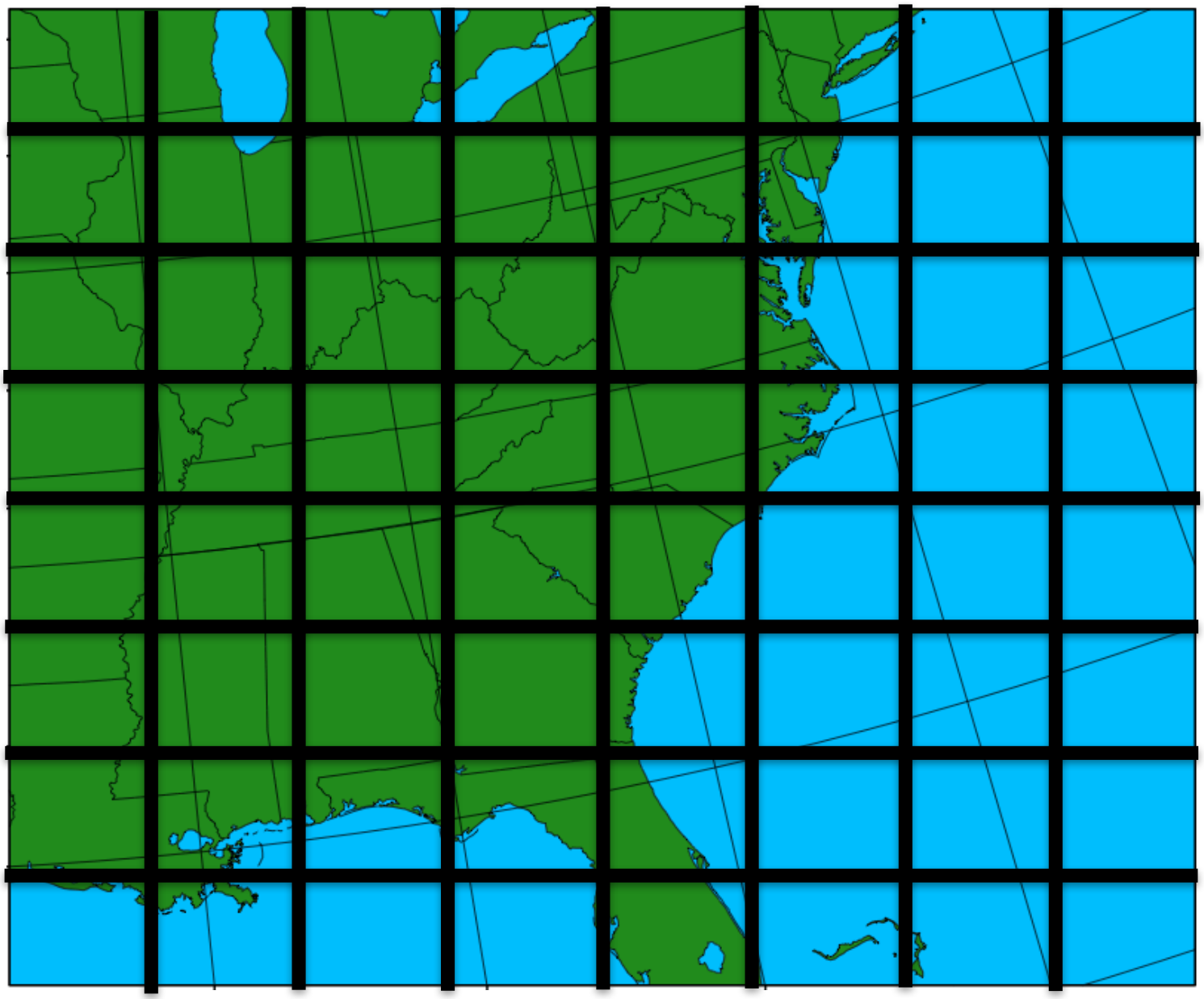
WRF Domain Decomposition

- The WRF model decomposes domains horizontally
- For *n* MPI tasks, the two nearest factors (*n= k * m*)are selected; the larger is used to decompose the y-direction, the smaller is used to decomposed the x-direction

January 2000 Benchmark – 1 task: 74x61



January 2000 Benchmark – 64 tasks: 10x8

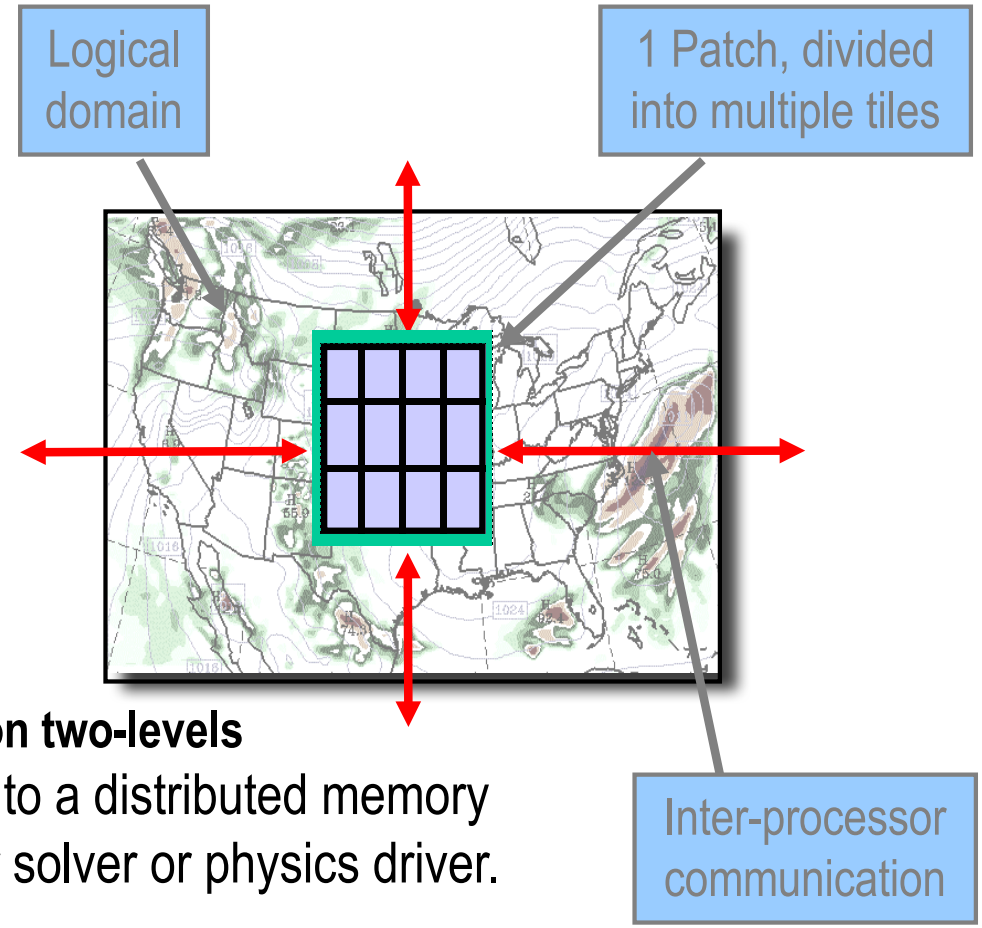


APPLICATION

SYSTEM

HARDWARE

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

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

Where are WRF source code files located?

- All of the differences between the .F and .f90 files are due to the included pieces that are manufactured by the Registry.
- These additional pieces are all located in the WRFV3/inc directory.
- For a serial build, almost 450 files are manufactured.
- Usually, most developers spend their time working with physics schemes.

Where are WRF source code files located?

- The "main" routine that handles the calls to all of the physics and dynamics:
  - WRFV3/dyn_em/solve_em.F
- This "solver" is where the tendencies are initialized to zero, some pre-physics terms are computed, and the time stepping occurs
- The calls to most of the physics schemes are made from a further call down the call tree
  - dyn_em/module_first_rk_step_part1.F

Where are WRF source code files located?

- Inside of solve_em and first_rk_step_part1, all of the data is located in the "grid" structure: grid%ht.
- The dimensions in solve_em and first_rk_step_part1 are "d" (domain), and "m" (memory):

  ids, ide, jds, jde, kds, kde

  ims, ime, jms, jme, kms, kme
- The "t" (tile) dimensions are computed in first_rk_step_part1 and passed to all drivers.
- WRF uses global indexing

Where are WRF source code files located?

- If you are interested in looking at physics, the WRF system has organized the files in the WRFV3/phys directory.
- In WRFV3/phys, each type of physics has a driver:

module_cumulus_driver.F	cu
module_microphysics_driver.F	mp
module_pbl_driver.F	bl
module_radiation_driver.F	ra
module_surface_driver.F	sf

Where are WRF source code files located?

- The subgrid-scale precipitation (*_cu_*.F)

module_cu_bmj.F	module_cu_camzm.F
module_cu_g3.F	module_cu_gd.F
module_cu_kf.F	module_cu_kfeta.F
module_cu_nsas.F	module_cu_osas.F
module_cu_sas.F	module_cu_tiedtke.F

Where are WRF source code files located?

- Advection

  WRFV3/dyn_em/module_advect_em.F

- Lateral boundary conditions

  WRFV3/dyn_em/module_bc_em.F

Where are WRF source code files located?

- Compute various RHS terms, pressure gradient, buoyancy, w damping, horizontal and vertical diffusion, Coriolis, curvature, Rayleigh damping

  WRFV3/dyn_em/module_big_step_utilities_em.F

- All of the sound step utilities to advance u, v, mu, t, w within the small time-step loop

  WRFV3/dyn_em/module_small_step_em.F

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

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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
```
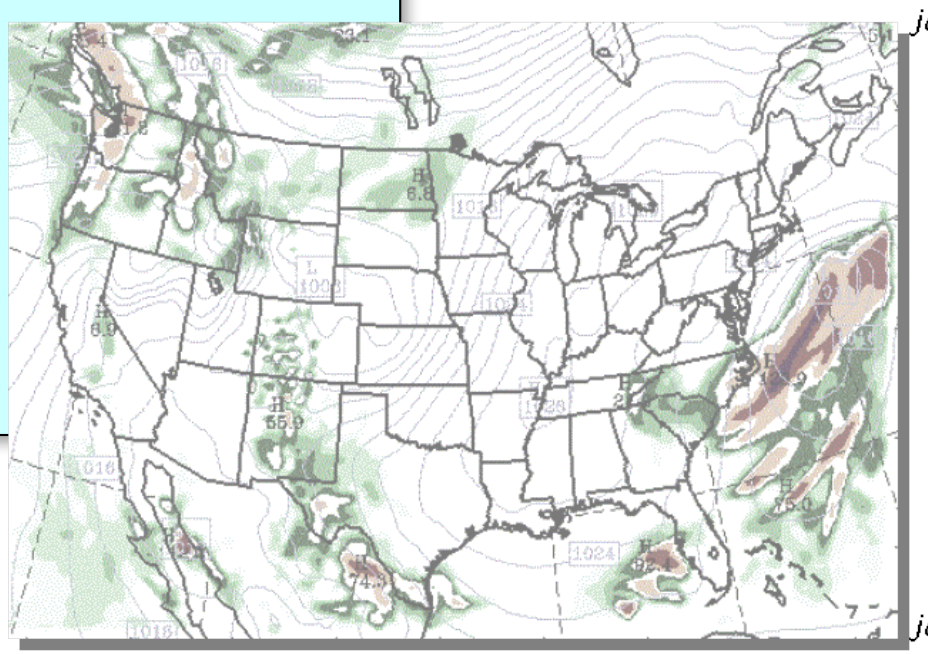

- Domain dimensions
  - Size of logical domain
  - Used for bdy tests, etc.



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

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! Define Arguments (S and I1) data
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! 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
```
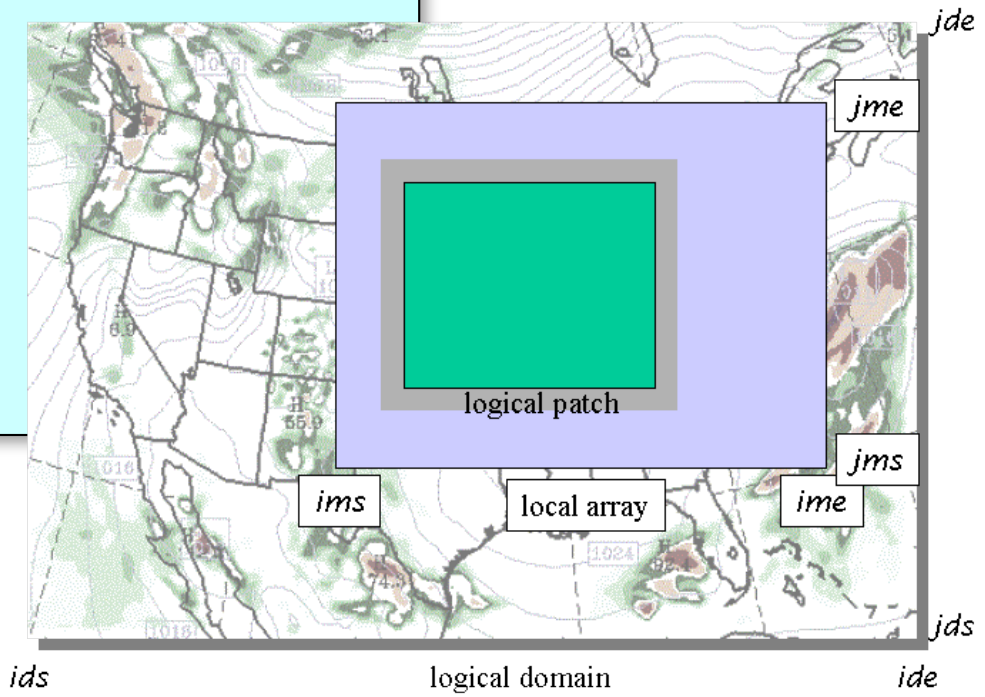

- Domain dimensions
  - Size of logical domain
  - Used for bdy tests, etc.
- Memory dimensions
  - Used to dimension dummy arguments
  - Do not use for local arrays



template for model layer subroutine

```
SUBROUTINE model ( &
  arg1, arg2, arg3, … , argn,    &
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  its, ite, jts, jte, kts, kte  )   ! Tile dims

IMPLICIT NONE

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 . . .
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 . . .
! 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
```
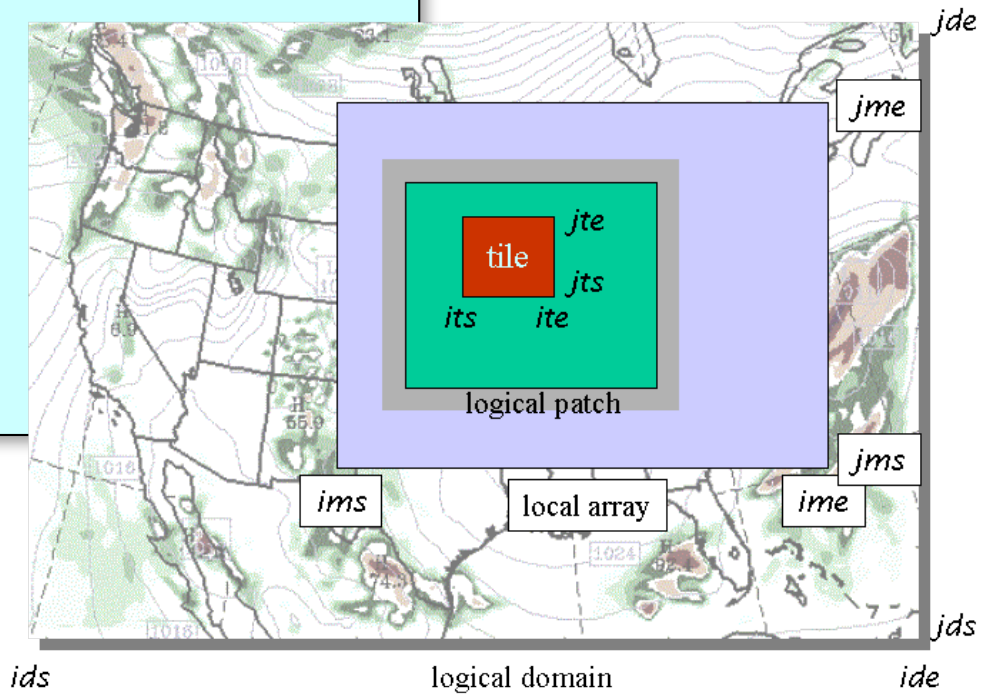

- Domain dimensions
  - Size of logical domain
  - Used for bdy tests, etc.
- Memory dimensions
  - Used to dimension dummy arguments
  - Do not use for local arrays
- Tile dimensions
  - Local loop ranges
  - Local array dimensions

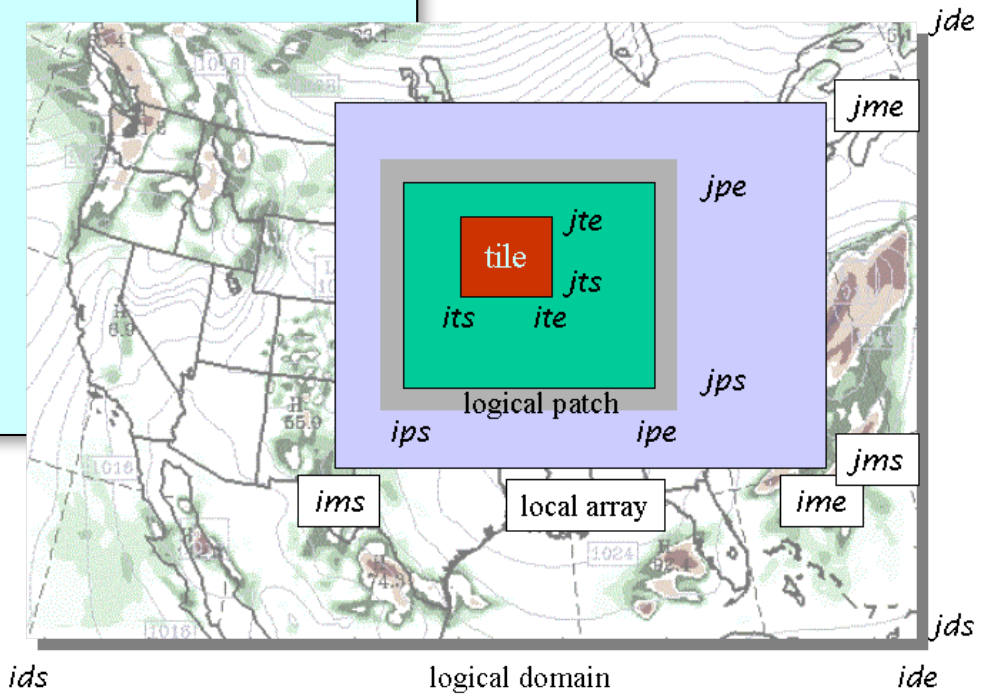


template for model layer subroutine

```
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



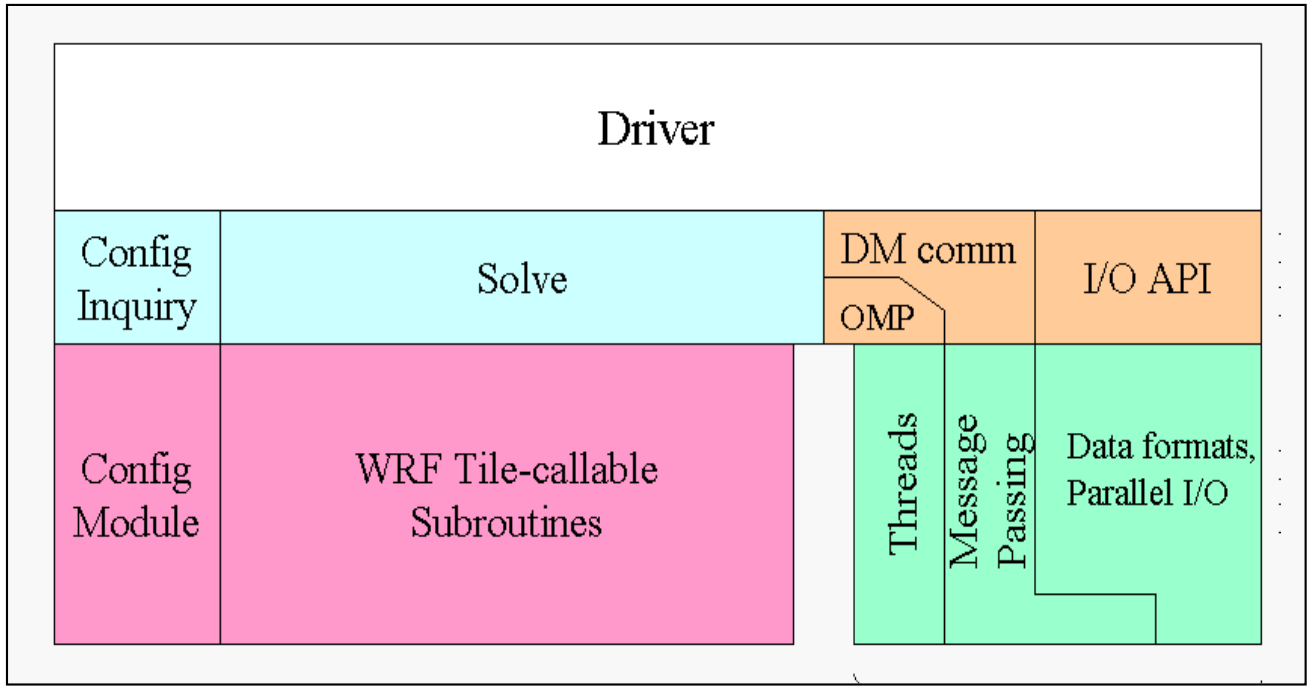
How to Use the WRF Registry

John Michalakes, NRL

Dave Gill, NCAR

WRF Software Architecture Working Group

WRF Software Architecture



Registry

Text based file for real and WRF
Active data dictionary
Used with cpp to auto generate source
Controls/defines
- Variables (I/O, comms, nesting)
- Communications
- namelist options

About 300k lines added to source
Easy – 3x the size since initial release
Compile-time option
- ./clean
- ./configure
- ./compile

Registry.EM_COMMON (else lost changes)

Registry State Entry

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

state   real  tsk    ij    misc     1     -     i01rhud      "TSK"     "SKIN TEMP"
```

- 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)

Registry State Entry

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

state   real   tsk    ij    misc     1     -     i01rhud      "TSK"     "SKIN TEMP"
```

- Elements
  - *Stagger*: String indicating staggered dimensions of variable (X, Y, Z, or hyphen)
  - *IO*: String indicating whether and how the variable is subject to various I/O and Nesting
  - *DName*: Metadata name for the variable
  - *Units*: Metadata units of the variable
  - *Descrip*: Metadata description of the variable

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

Only variables involved with I/O, communications, packages are required to be state

Local variables inside of physics packages are not controlled by the Registry