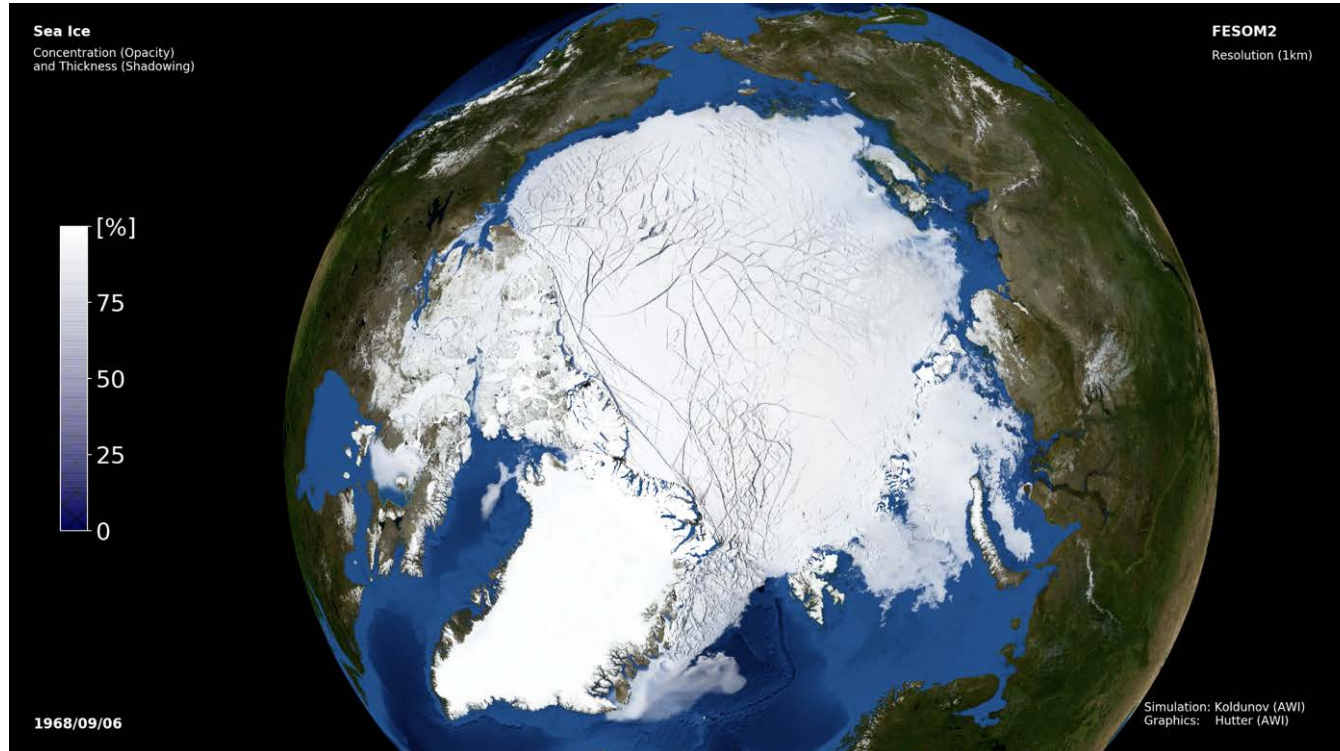
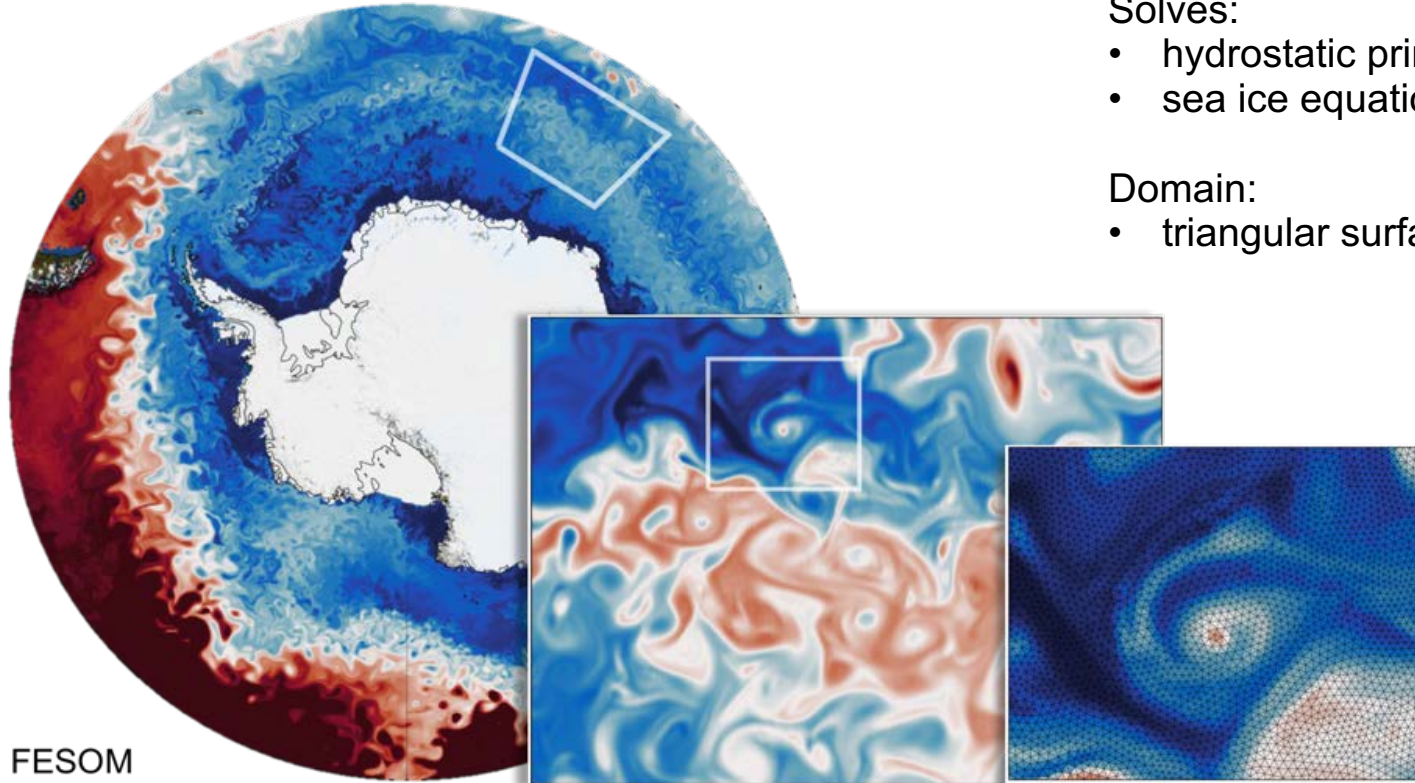


Very high resolution modelling with unstructured mesh global ocean model (FESOM2)



Nikolay Koldunov, Sergey Danilov, Dmitry Sein, Dmitry Sidorenko, Patrick Scholz, Qiang Wang, Vadym Aizinger, Natalja Rakowsky, Claudia Wekerle, William Cabos, Thomas Jung

Finite volumE Sea Ice Ocean Model FESOM2



FESOM

Solves:

- hydrostatic primitive equations
- sea ice equations

Domain:

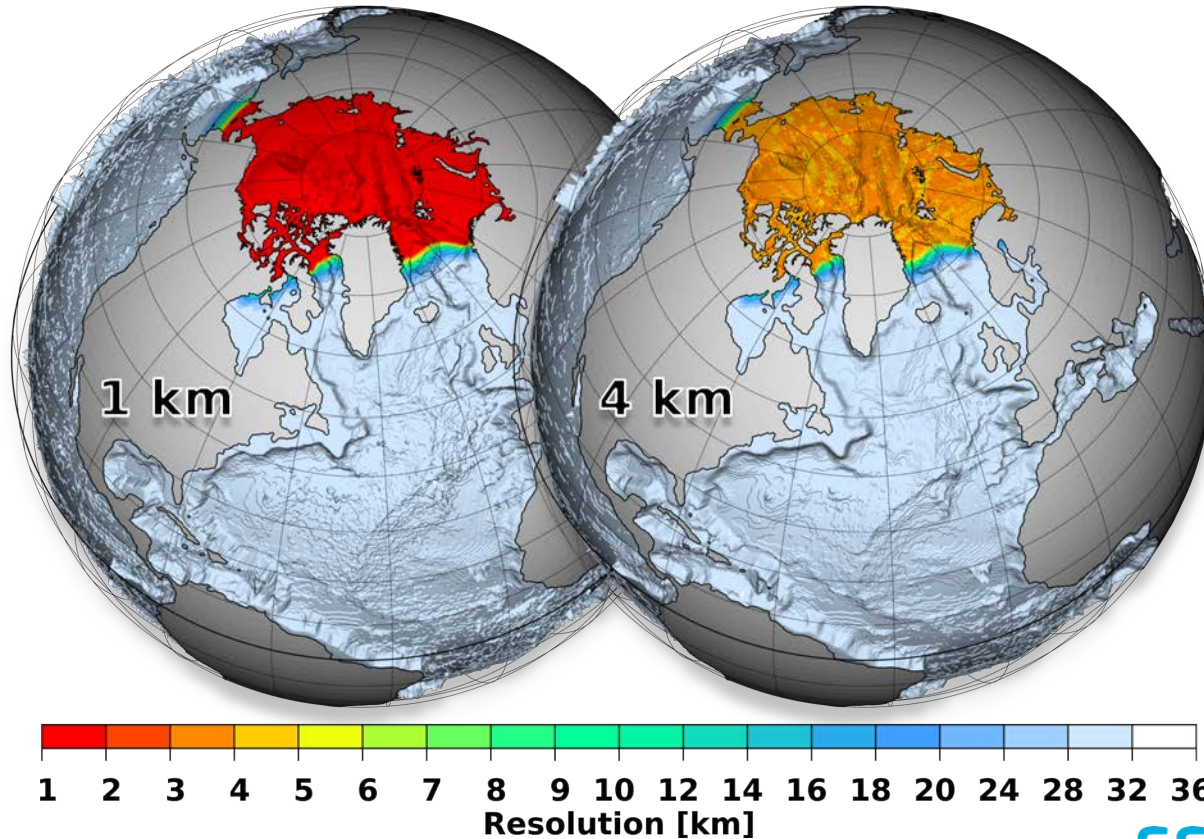
- triangular surface meshes

How to benefit from unstructured meshes?



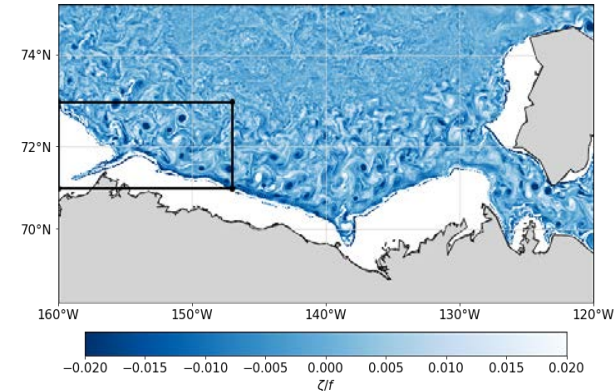
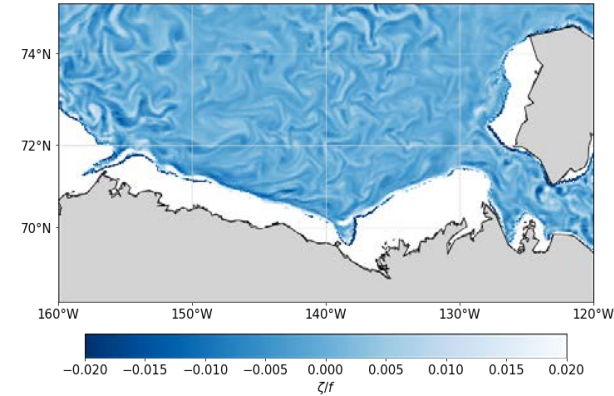
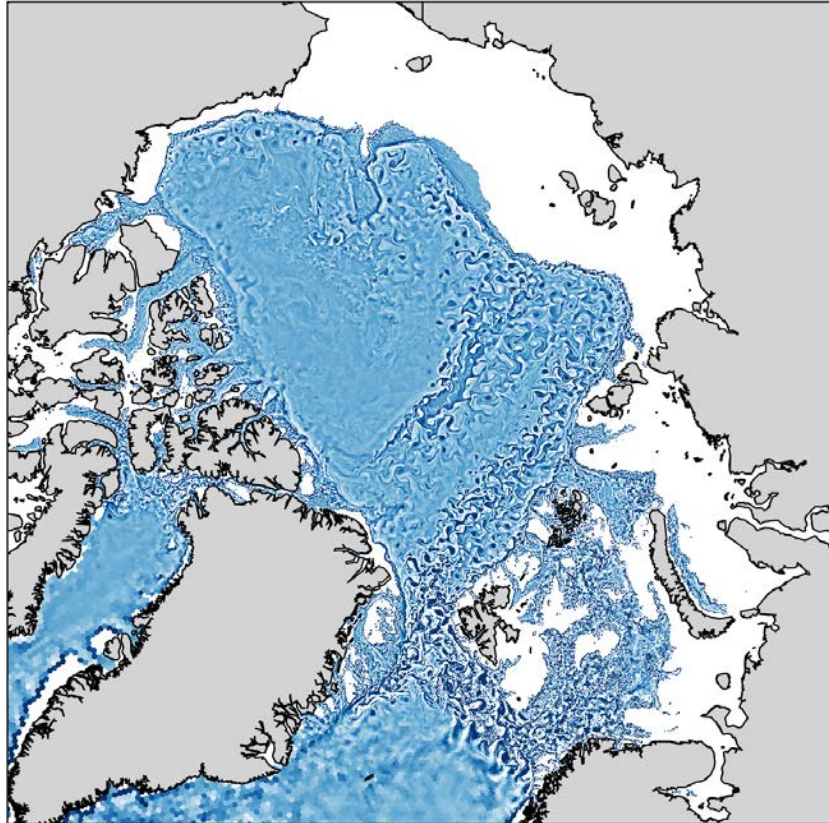
- Refine mesh in chosen regions and/or narrow straits: the same as traditional nesting. Regional ocean modelling in a global framework.
- Vary mesh resolution smoothly in the global ocean according to specified functions (for example, of Rossby radius or eddy variability)
- The combination of the two

Eddy resolving Arctic Ocean (1km) in global model



Eddy resolving Arctic Ocean (1km) in global model

Potential vorticity at 250 m



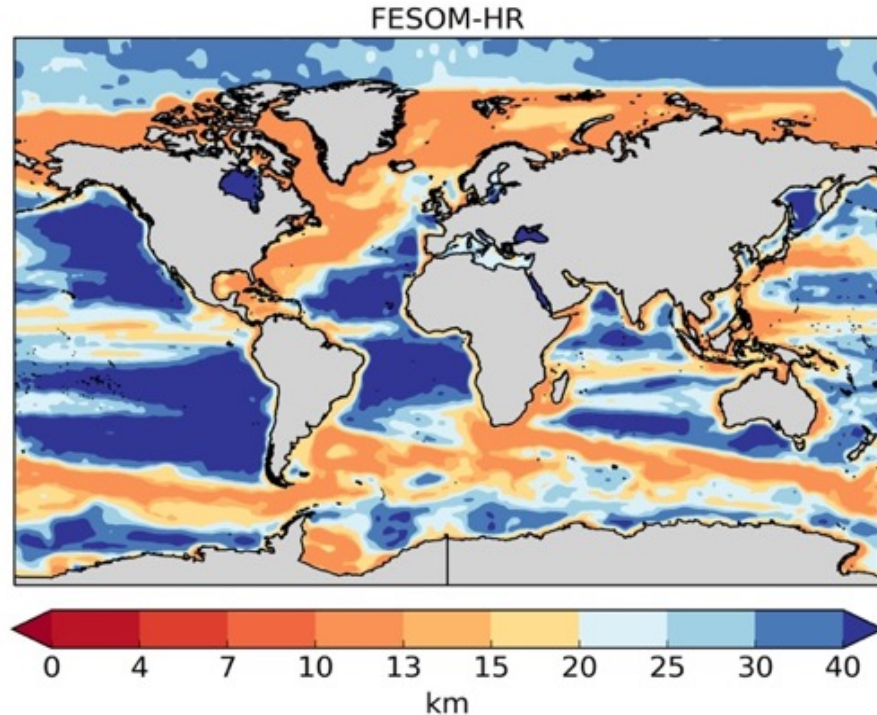
Eddy resolving for the price of eddy permitting

Refinement according to
SSH var.

Resolution: $1/4^\circ$ - $1/10^\circ$

Wet points: 1.3M

**Number of points is
similar to structured $1/4^\circ$
resolution grid.**



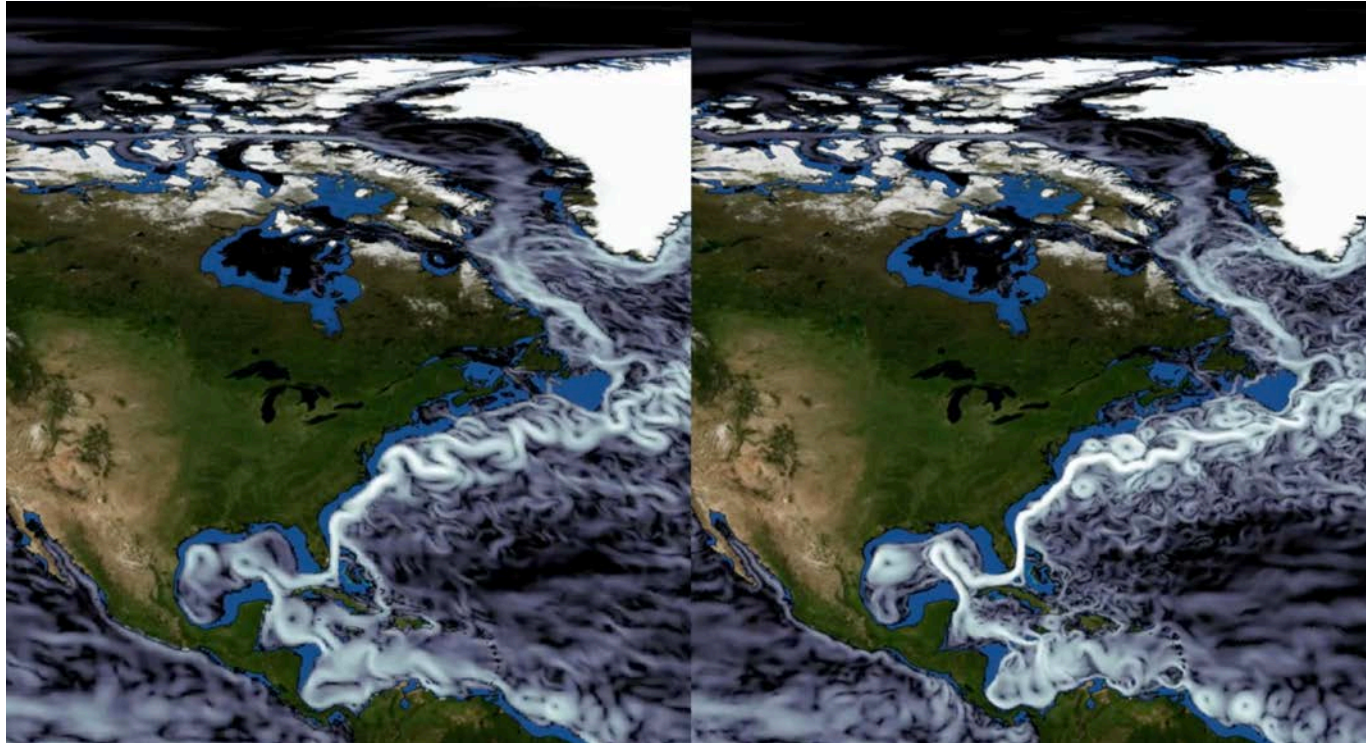
Sein et al., 2017

VIDEO: <https://www.youtube.com/watch?v=HINcizEIM4Q>

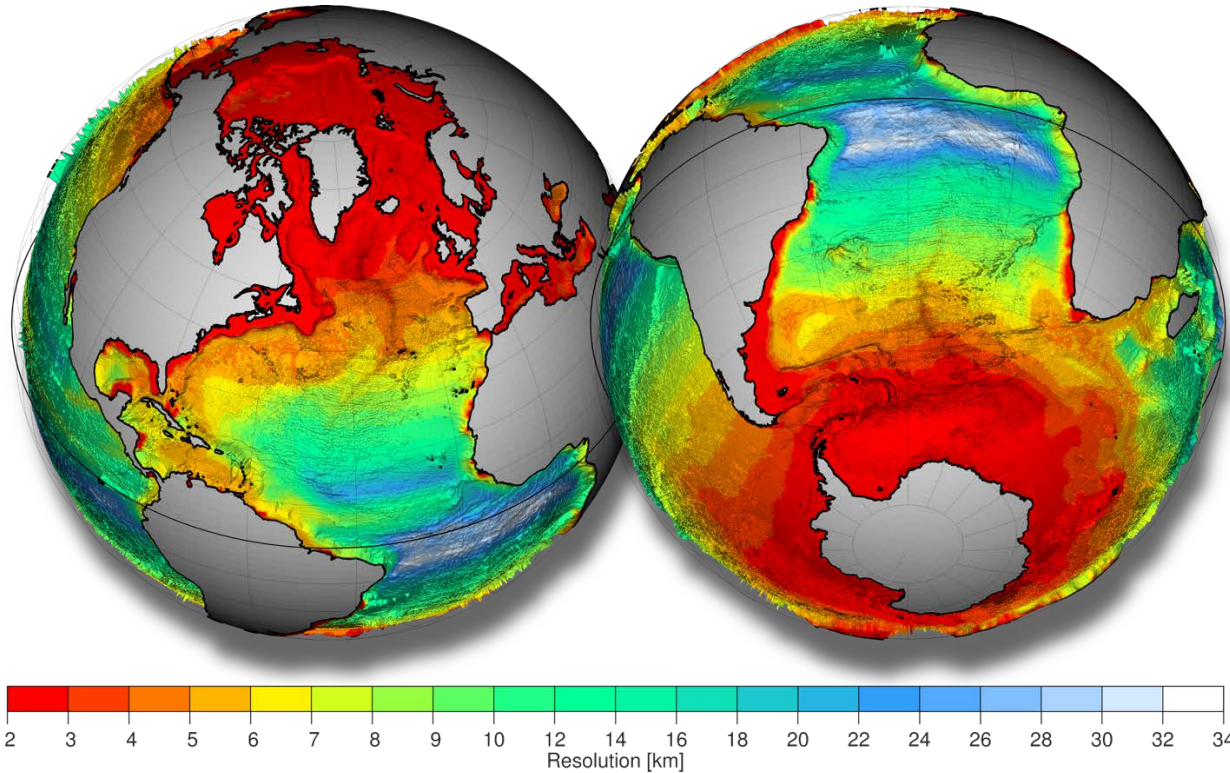
Eddy resolving for the price of eddy permitting

Equivalent of ORCA25 ($1/4^\circ$)

HR mesh (10-60 km)



ROSSBY4.2 mesh



23M points
($1/24^\circ$ equivalent)
80 vertical levels
1.85-25 km
resolution

VIDEO: <https://www.youtube.com/watch?v=a3XnJ9wG9Zc&t=5s>

FESOM2 family



AWI-ESM

FESOM2/REcoM/PISM/ECHAM6/JSBACH/VILMA

AWI-CM2

FESOM2/ECHAM6

FESOM2/OpenIFS

FESOM2/IFS

Numerical weather prediction

FESOM2
Finite volumE
Sea ice-Ocean Model

FESIM

Sea ice model

FESOM-C

Coastal model

Meshes used for scalability study

COREII

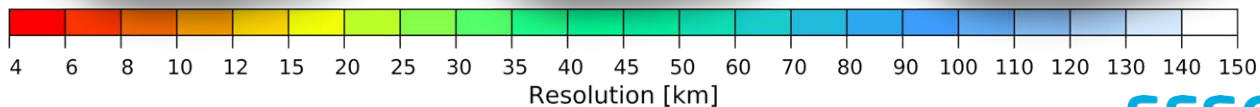
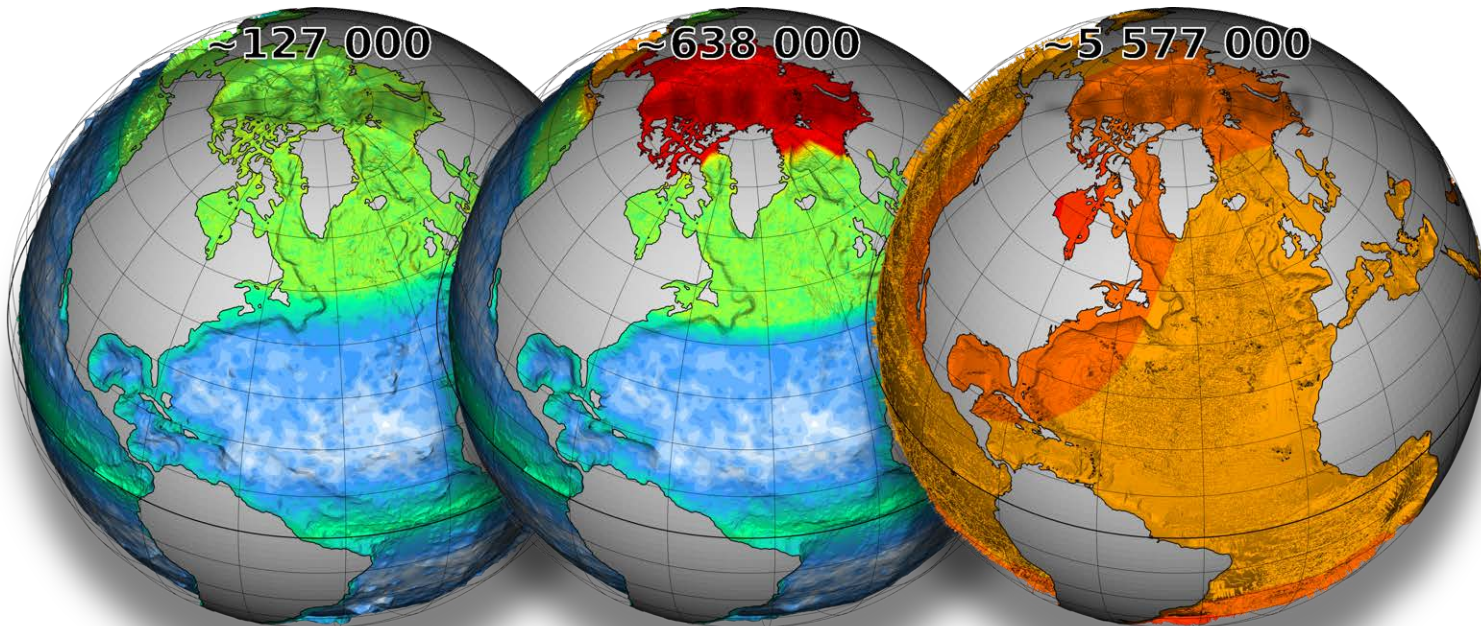
~127 000

fArc

~638 000

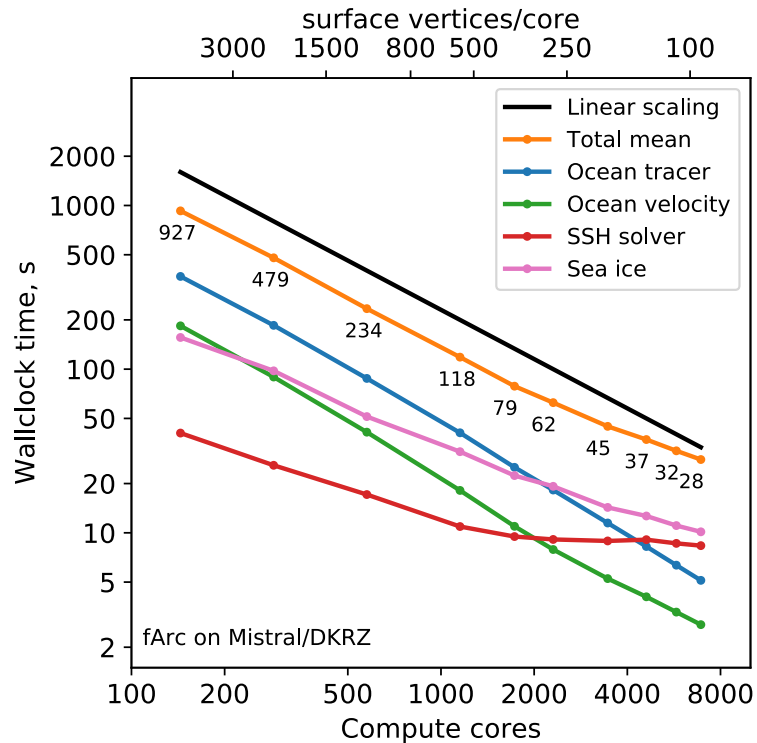
STORM

~5 577 000

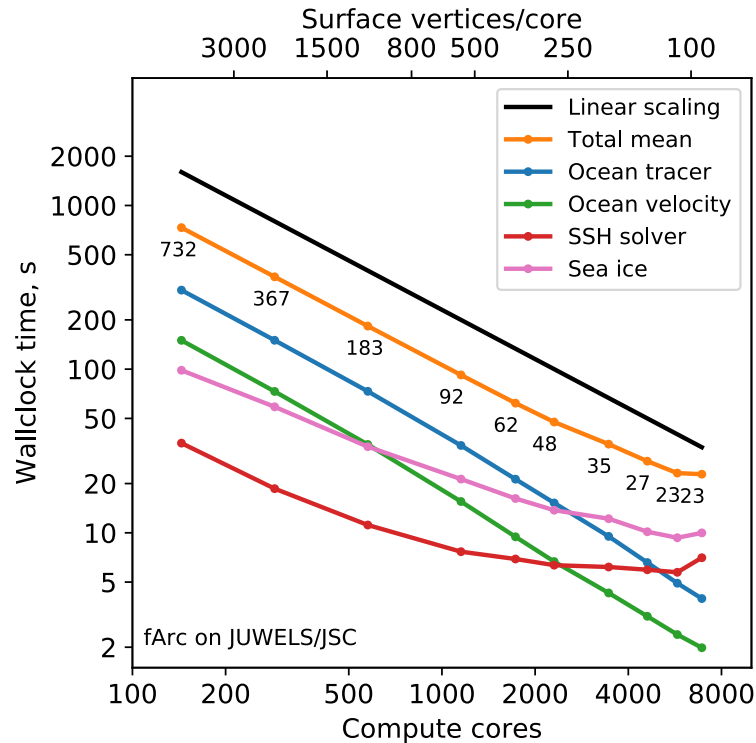


0.6Mio surface vertices (4.5 km Arctic) scaling

DKRZ Hamburg – Mistral

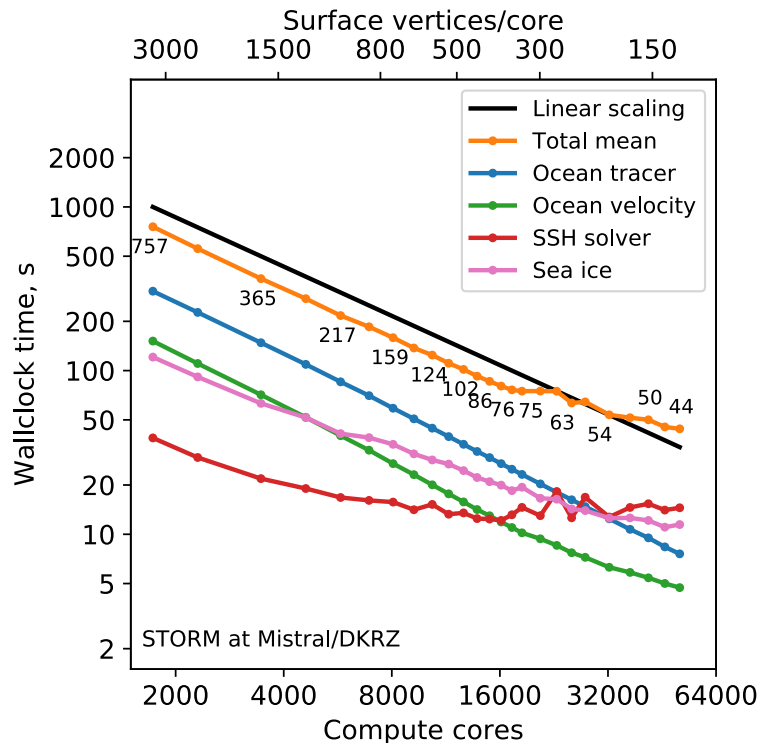


JSC Jülich – JUWELS

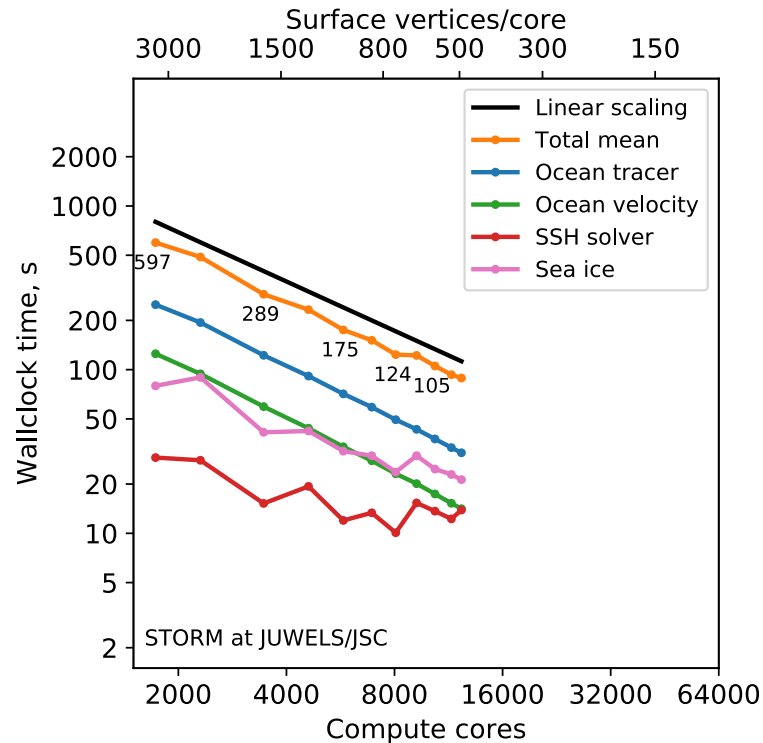


5.5Mio surface vertices (1/10°) scaling

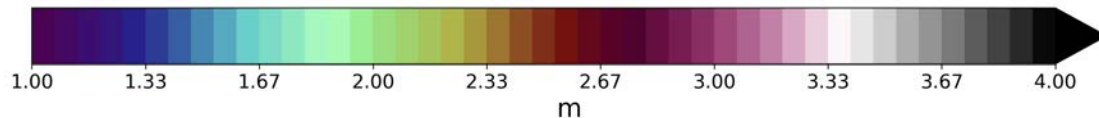
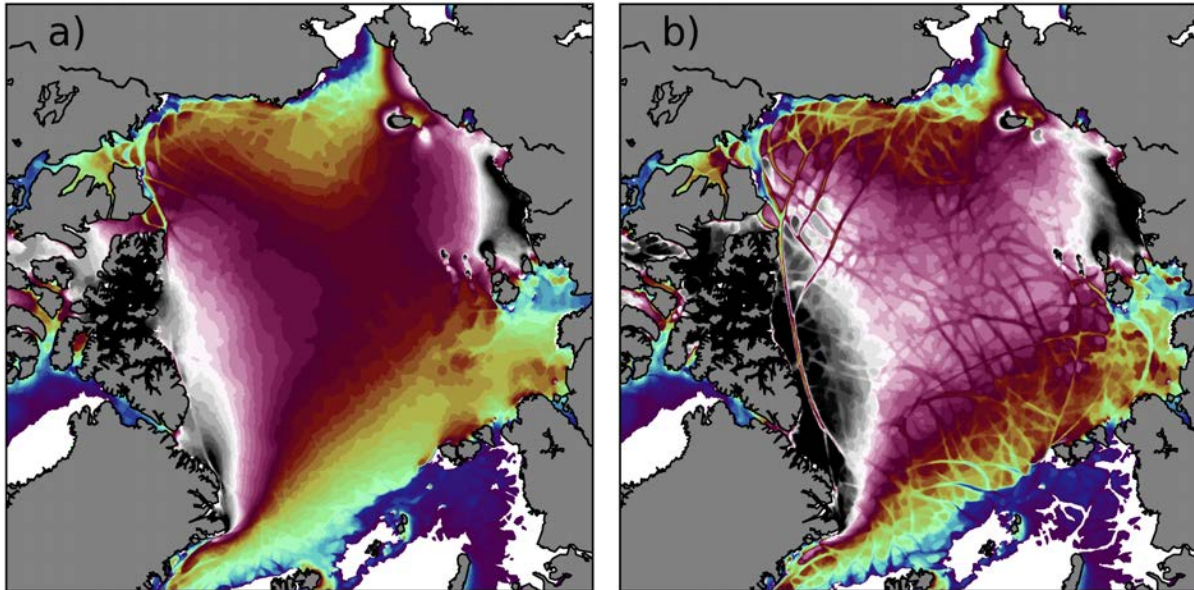
DKRZ Hamburg – Mistral



JSC Jülich – JUWELS



From this  Same computational cost  To this



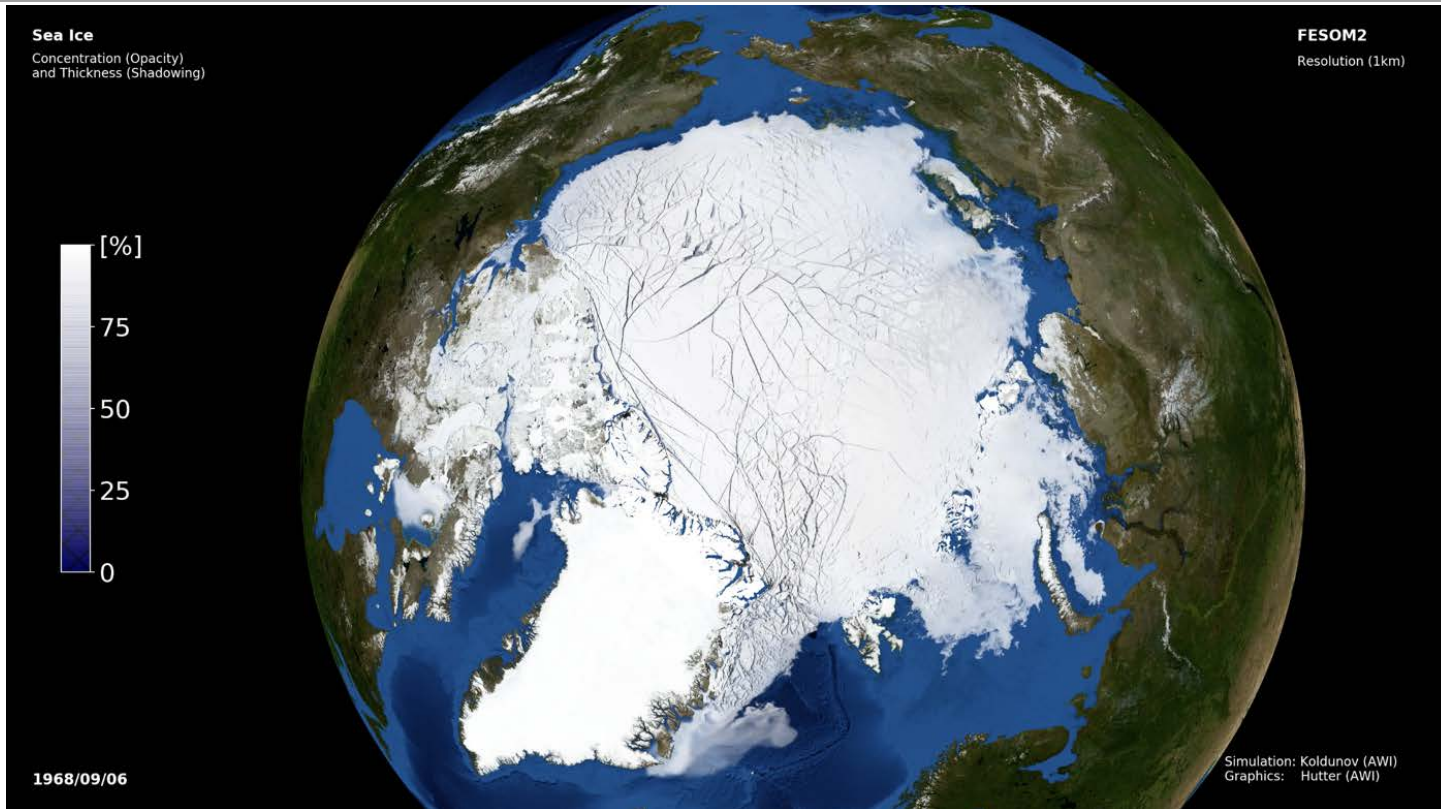
Koldunov et al., JAMES 2019

Implement modified sea ice dynamics that converges faster (x6).

Planned:

- Couple every other time step
- Run on dedicated CPUs in parallel
- Run on GPUs in parallel.

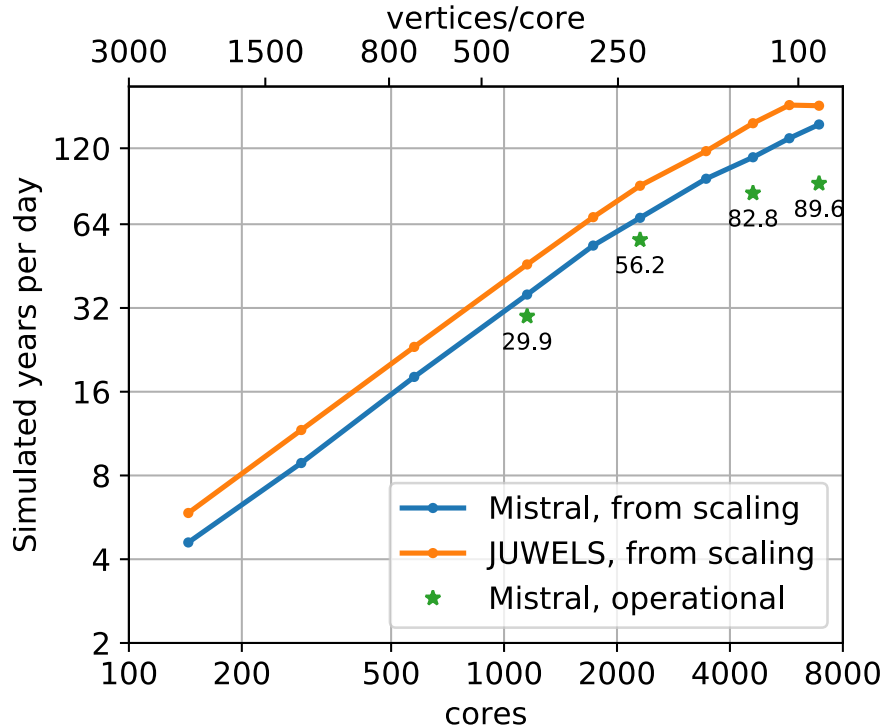
Sea ice in 1km Arctic Ocean simulations



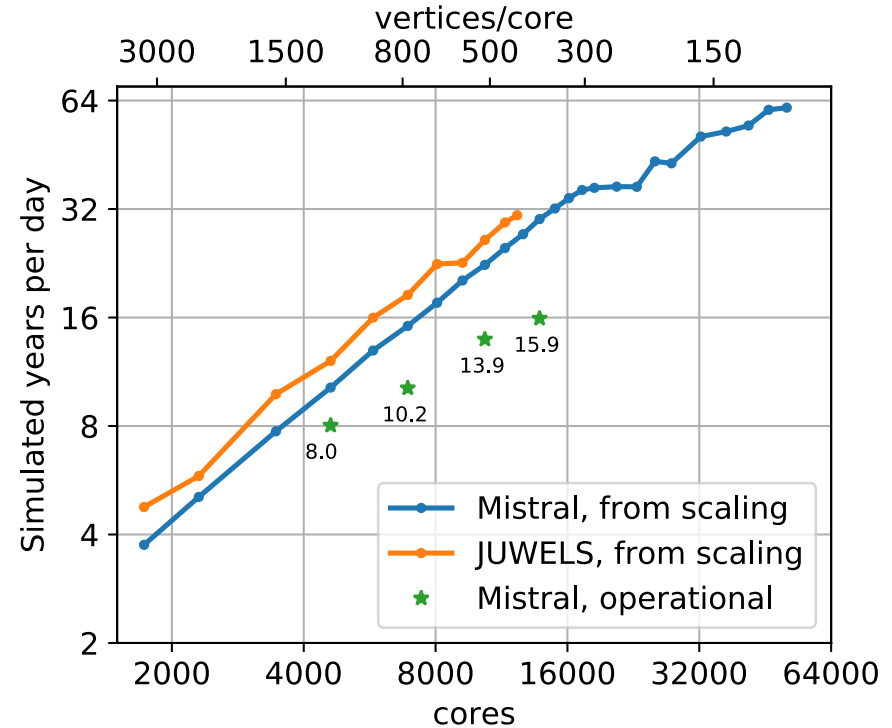
VIDEO: <https://www.youtube.com/watch?v=HKdaheQR9kM>

FESOM2 throughput

0.6Mio (4.5 km Arctic)



5.5Mio (1/10°)



Comparing performance to other models (POP, NEMO, MOM)



$$\text{Simulated year per day (SYPD)} = c_{\text{SYPD}} \frac{\text{time step} * \text{Number of cores}}{\text{Degrees of freedom}}$$

Model/mesh	Resolution	Vertices (ocean)	Cores	Time step, s	Levels	SYPD	$c_{\text{SYPD}3\text{-D}}$	$c_{\text{SYPD}2\text{-D}}$	Citation
POP	1/10°	5.8 million	16 875	173	60	10.5	1252	20	Huang et al. (2016)
ACCESS-OM2-01	1/10°	5.8 million	6138	450	75	1.2	188	3	Kiss et al. (2019)
FESOM2/STORM	1/10°	5.6 million	13 828	600	47	15.9	505	11	
NEMO/ORCA25	1/4°	0.9 million	2048	3600	75	5–10	92	1	Prims et al. (2018)
MOM5.1/CM2.5	1/4°	0.9 million	960	1800	50	11	286	6	Ward and Zhang (2015)
MOM6	1/4°	0.9 million	1920	1200	75	8.9	260	3	Ward (2016)
ACCESS-OM2-025	1/4°	0.8 million	1816	1800	50	9	110	5	Kiss et al. (2019)
FESOM2/fArc	1/3°	0.6 million	2304	900	47	56.2	764	16	
ACCESS-OM2	1°	0.065 million	240	5400	50	63	158	3	Kiss et al. (2019)
FESOM2/CORE2	1°	0.13 million	288	2700	47	120	921	20	

Koldunov et al., 2019

Some recent numbers on 10800 cores

	Points/Rossby radius	High/low	Throughput	Nodes
D3	1-0.5	5-25 km	20 SYPD	3.1M
Next	0.5-0.25	2-25 km	3.5 SYPD	12.9M
ROSSBY4.2	0.25	1.85-25 km	1.5 SYPD	23.2M

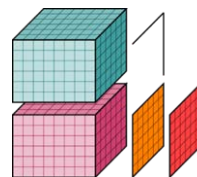
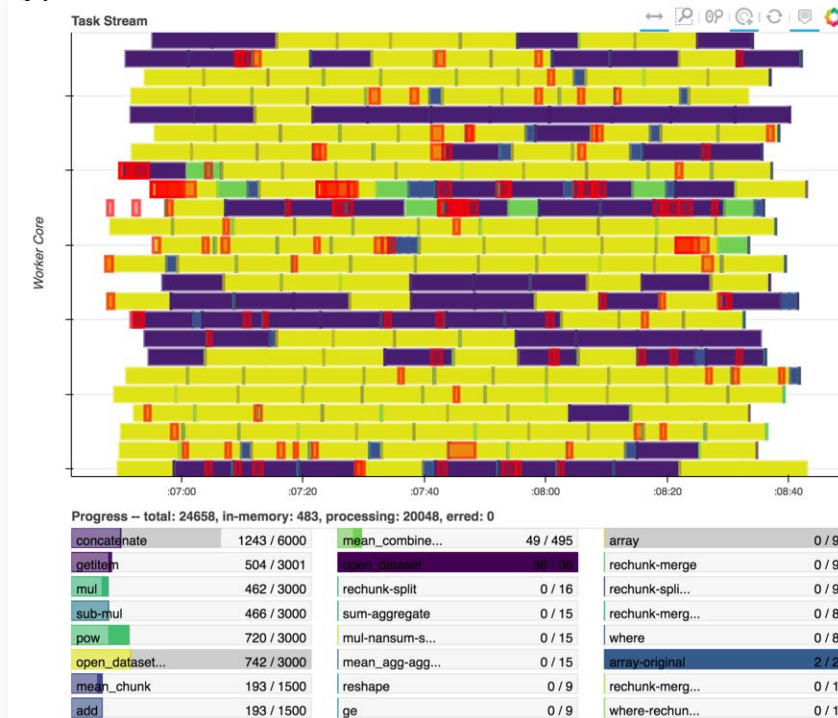


100 years of simulations already done

- Data storage
 - Do more inside the model code itself
 - New file formats (e.g. zarr) for faster parallel access
- Post-processing and visualization
 - Only parallel after some number of points is possible.
 - Should be interactive (exploratory), otherwise it is hard to do science.

Python saves the day

Interactive data processing on local cluster pre/post processing node (24 cores, 1T of memory)



xarray







DASK

Take home messages

- Unstructured mesh ocean models allow to put resolution where it is needed – this saves computing time.
- For the same number of points Global unstructured mesh models can be as fast as classical regular grid ocean models.
- Main scalability bottle necks are SSH solver and sea ice model, they have to be optimized first.

GMDD paper:

Scalability and some optimization of the Finite-volume Sea ice-Ocean Model, Version 2.0 (FESOM2)

Nikolay V. Koldunov ^{1,2}, Vadym Aizinger^{2,3}, Natalja Rakowsky ², Patrick Scholz ²,
Dmitry Sidorenko², Sergey Danilov^{2,4}, and Thomas Jung ²