

# Evaluating the Performance of Large Scale Data Assimilation on Modern Geophysical Models

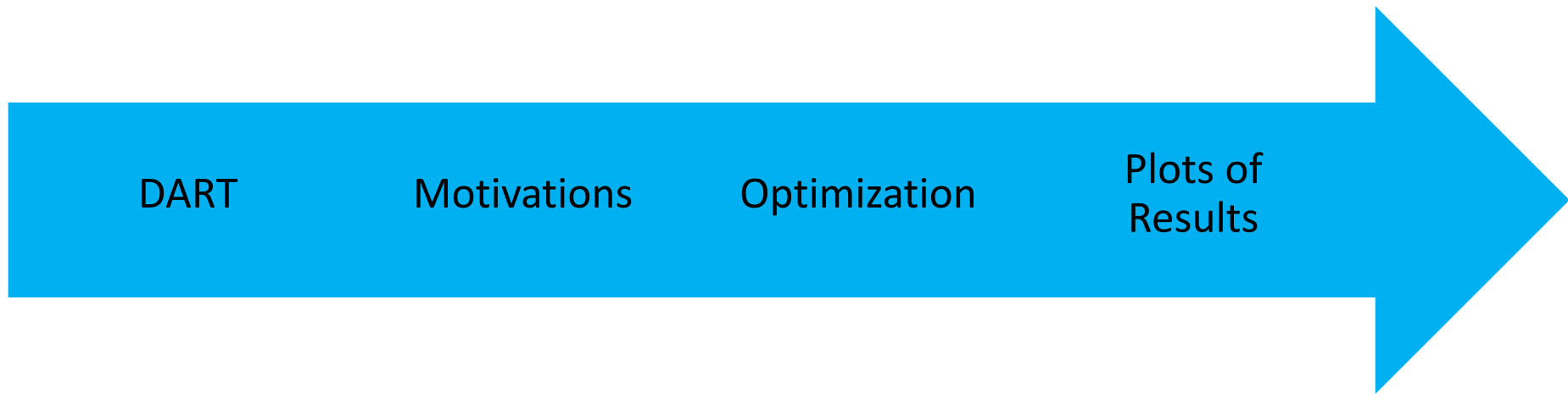


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Mentors:  
Brian Dobbins and John Dennis  
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# Overview



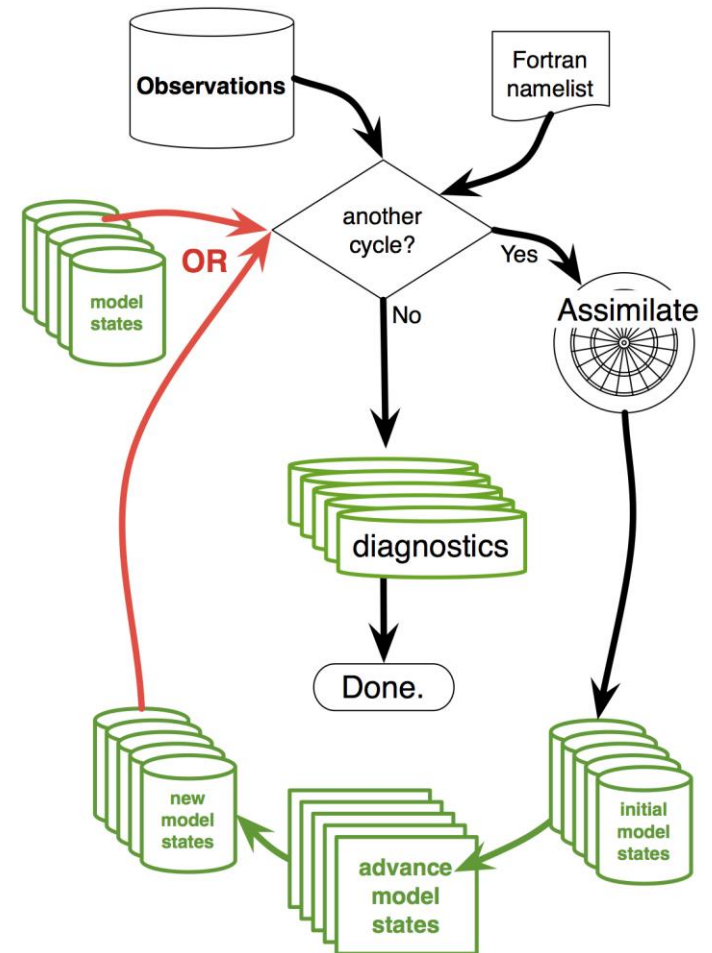
# Introduction

DART?

- Data Assimilation Research Testbed

Data Assimilation?

- When information from new physical observations are used to update a numerical model in order to produce more accurate predictions



<https://www.image.ucar.edu/DARes/DART/>

# Motivation

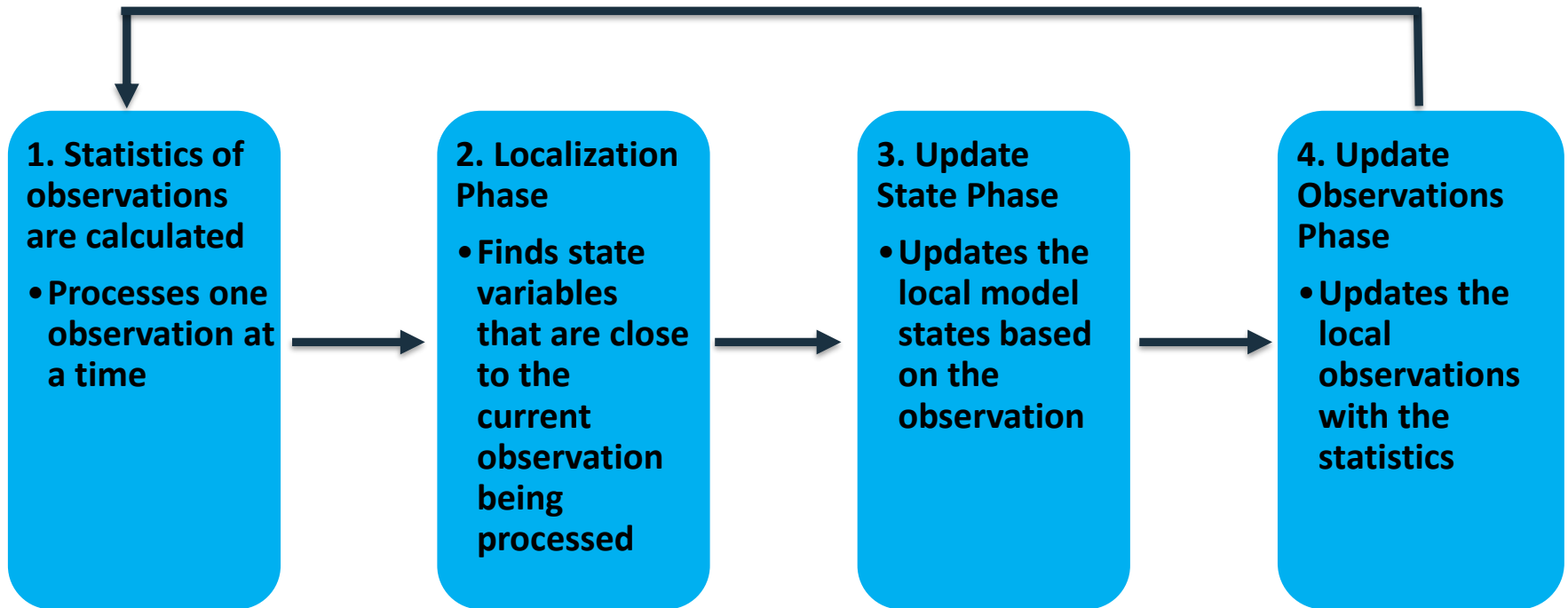
Overall Goal: Improve the performance of data assimilation

- Observation density is increasing
- CESM ensembles: hundreds or thousands of nodes
- Enable DART to scale to larger node counts

Optimization Approach: Reduce communication in DART

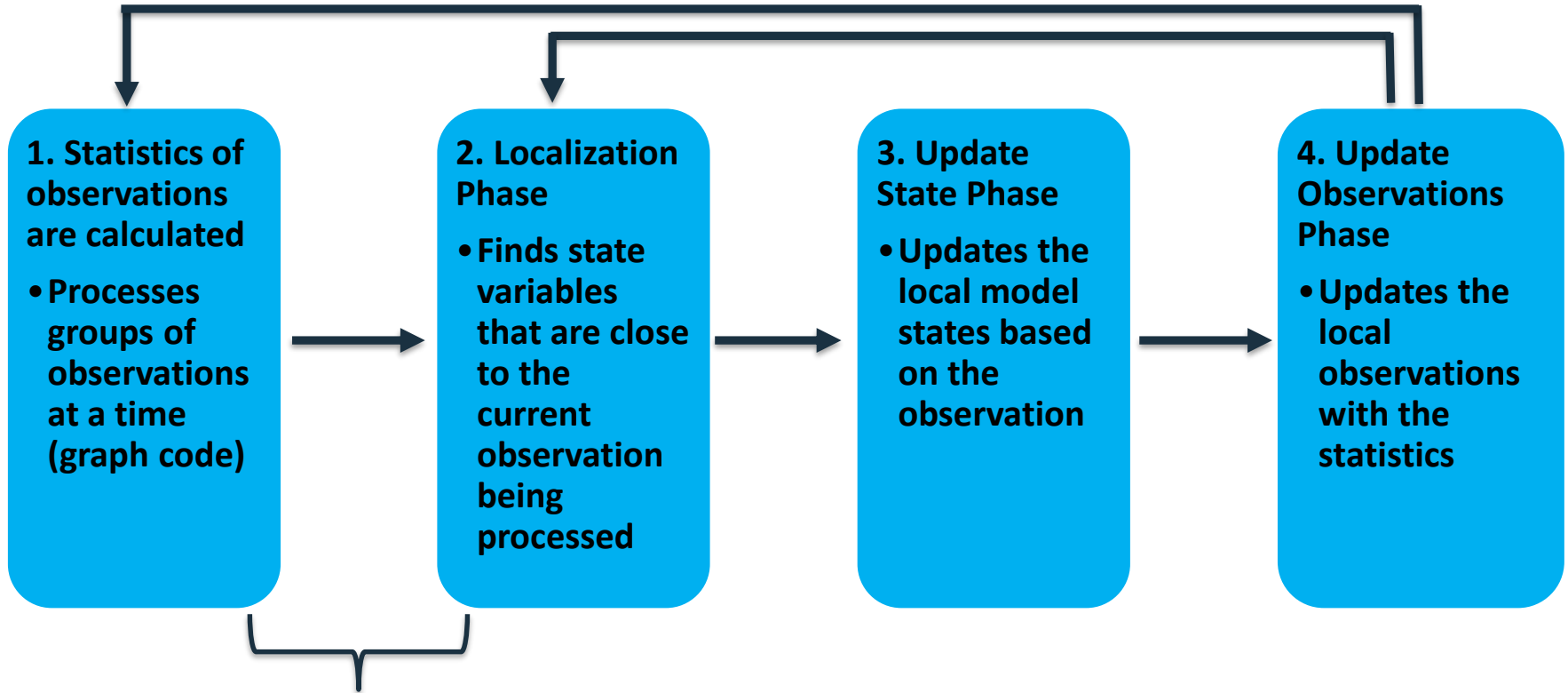
# How DART Currently Works

Number of Iterations = The Number of Observations



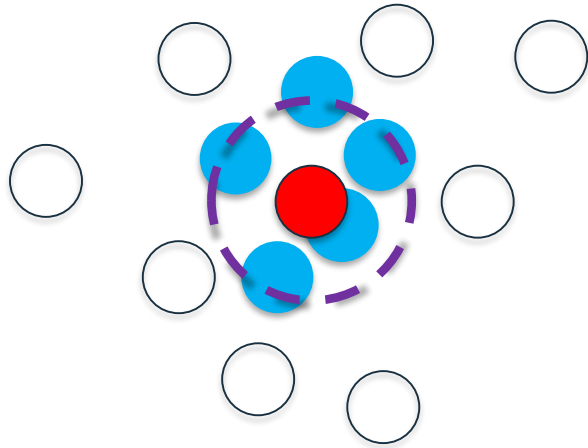
# How the Optimized DART Works

Number of Iterations = The Number of Groups

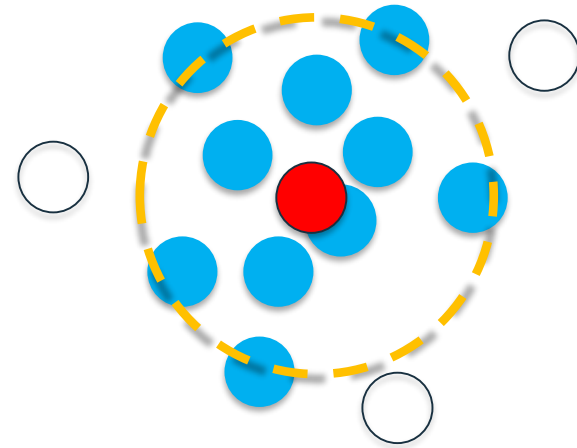
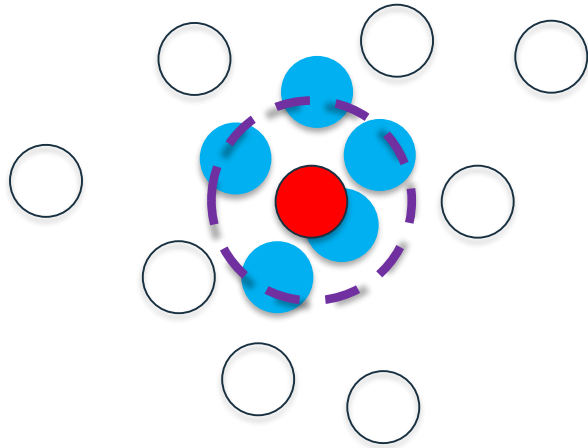


Number of Communication Counts = 1-2% of the Number of Observations

# Cutoff Distance

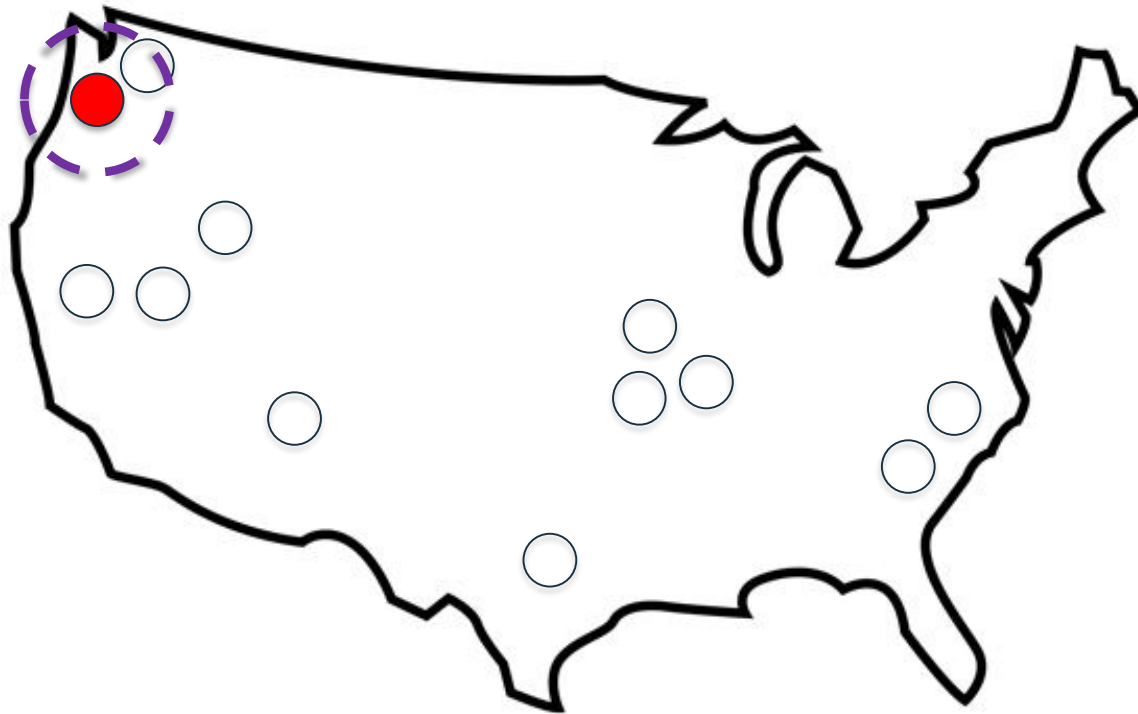


# Cutoff Distance

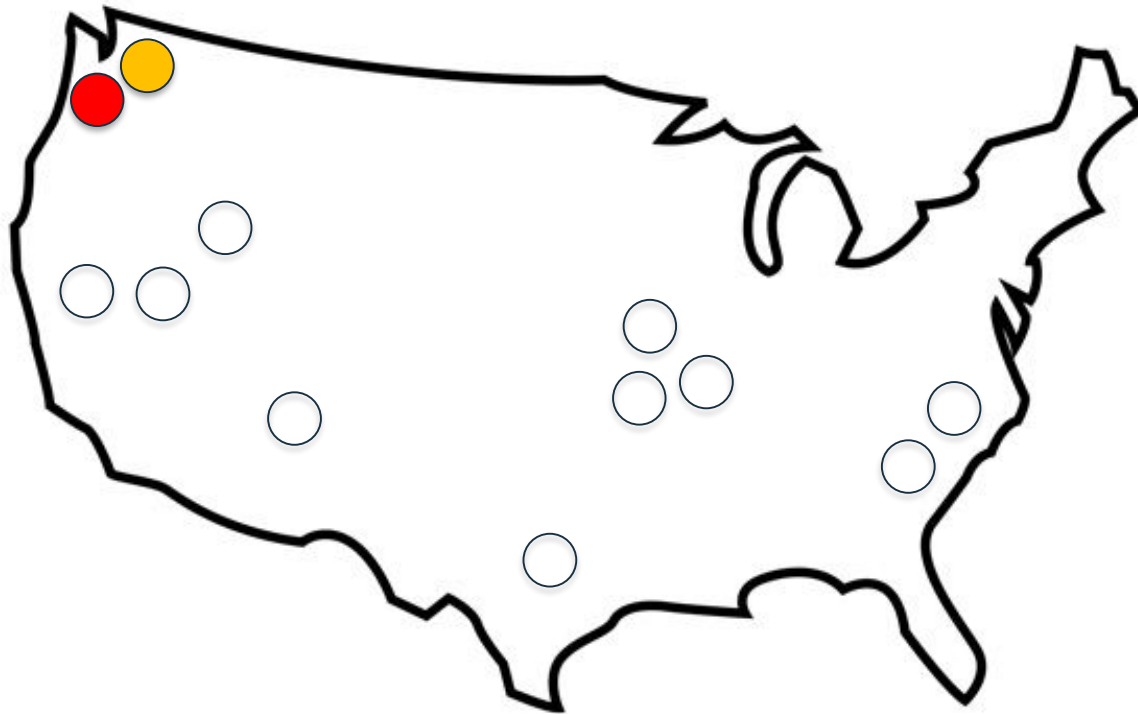




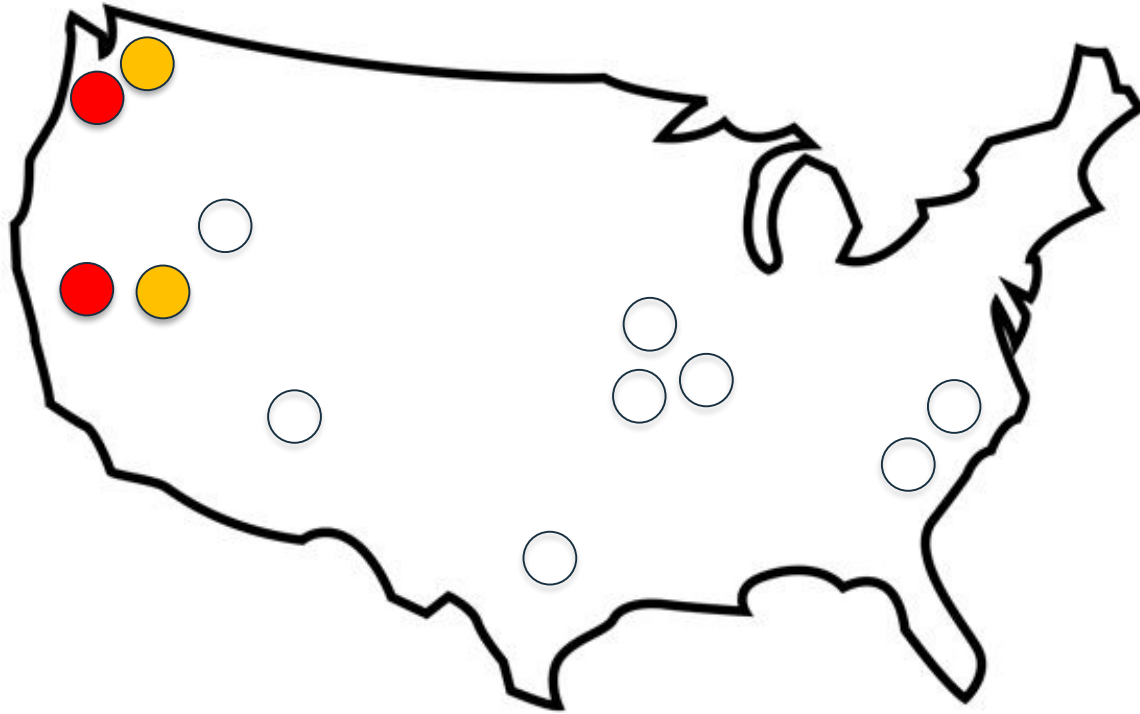
# What is a Graph Coloring Algorithm?



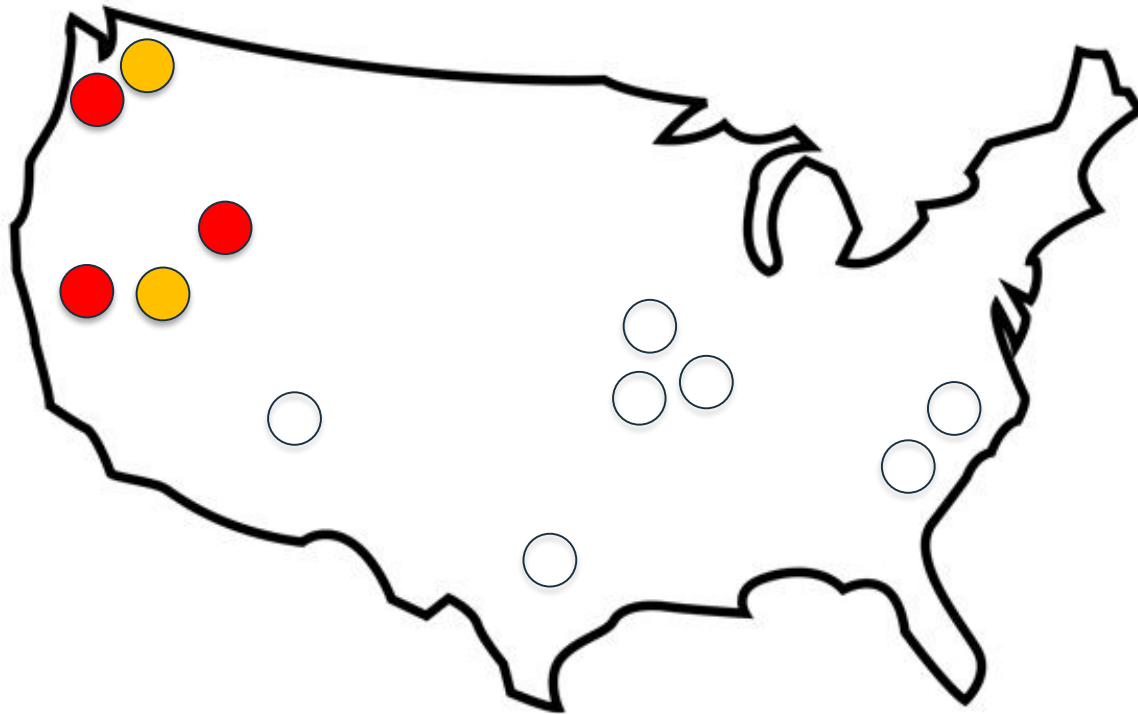
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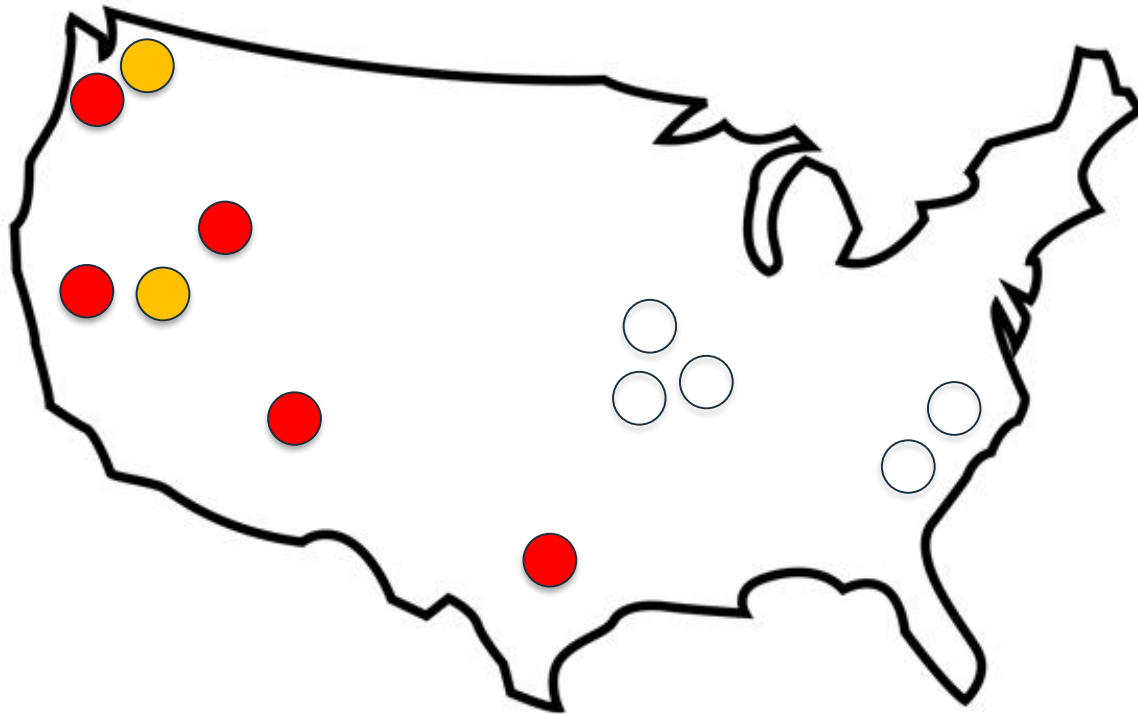
# What is a Graph Coloring Algorithm?



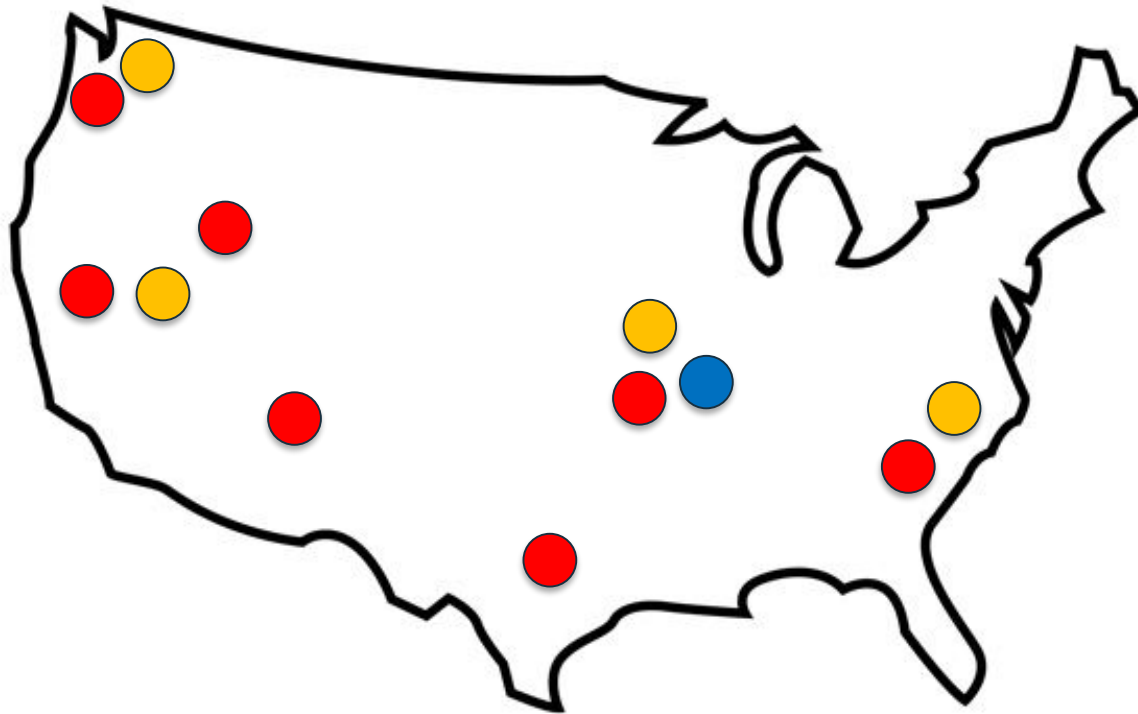
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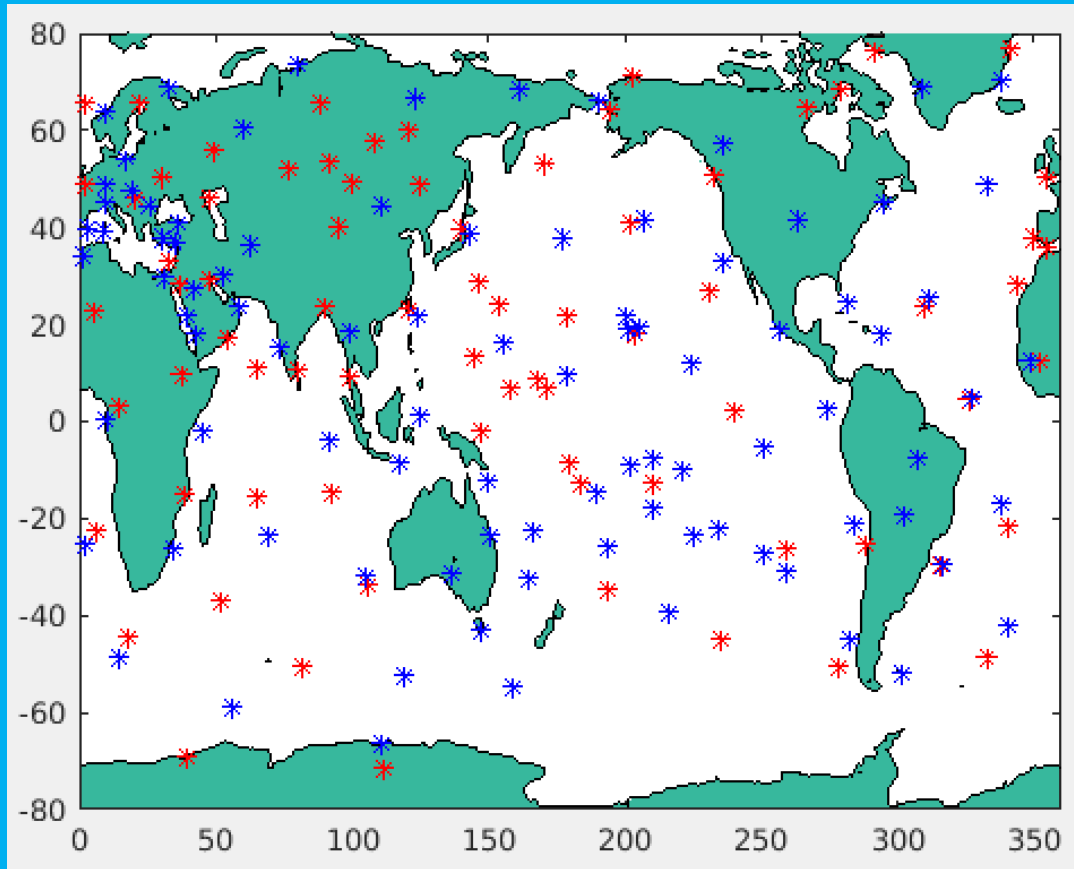
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Color 4 = Red  
Color 5 = Blue

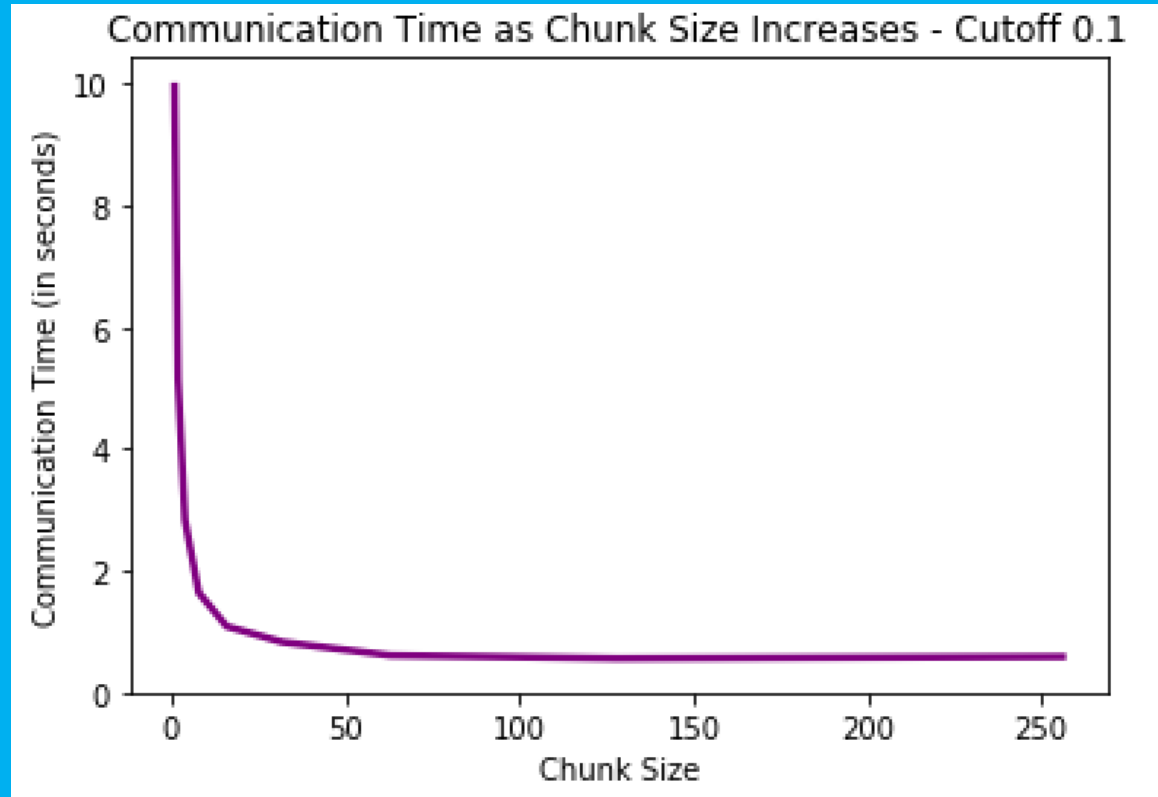
# Running Comparisons

Chunk Size	Ensemble Size	Number of Nodes	Cutoff Distance
<ul style="list-style-type: none"><li>• The highest number of observations that will be in a chunk</li><li>• Used chunk size of 256</li></ul>	<ul style="list-style-type: none"><li>• Number of ensemble members DART will produce</li><li>• Used ensemble size 100</li></ul>	<ul style="list-style-type: none"><li>• Range from 4 - 384</li></ul>	<ul style="list-style-type: none"><li>• Used cutoffs 0.1 and 0.2</li></ul>

- All runs were 1-degree CAM (Community Atmospheric Model) cases

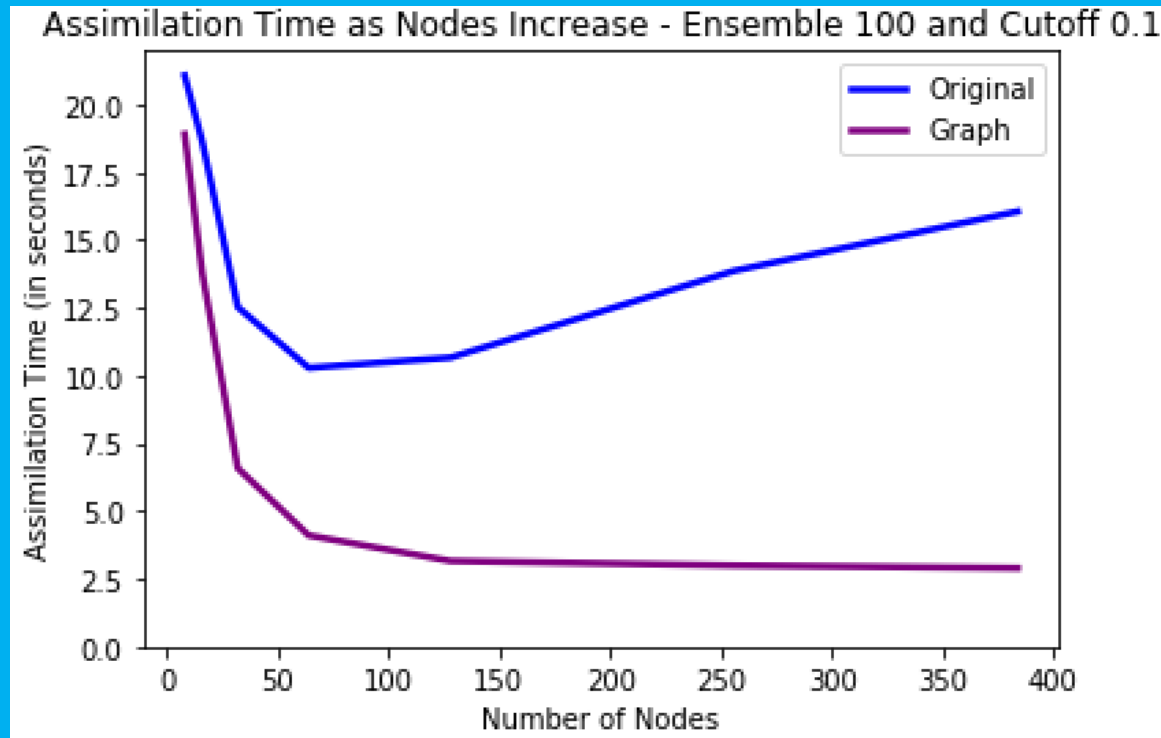


# Choosing Chunk Size



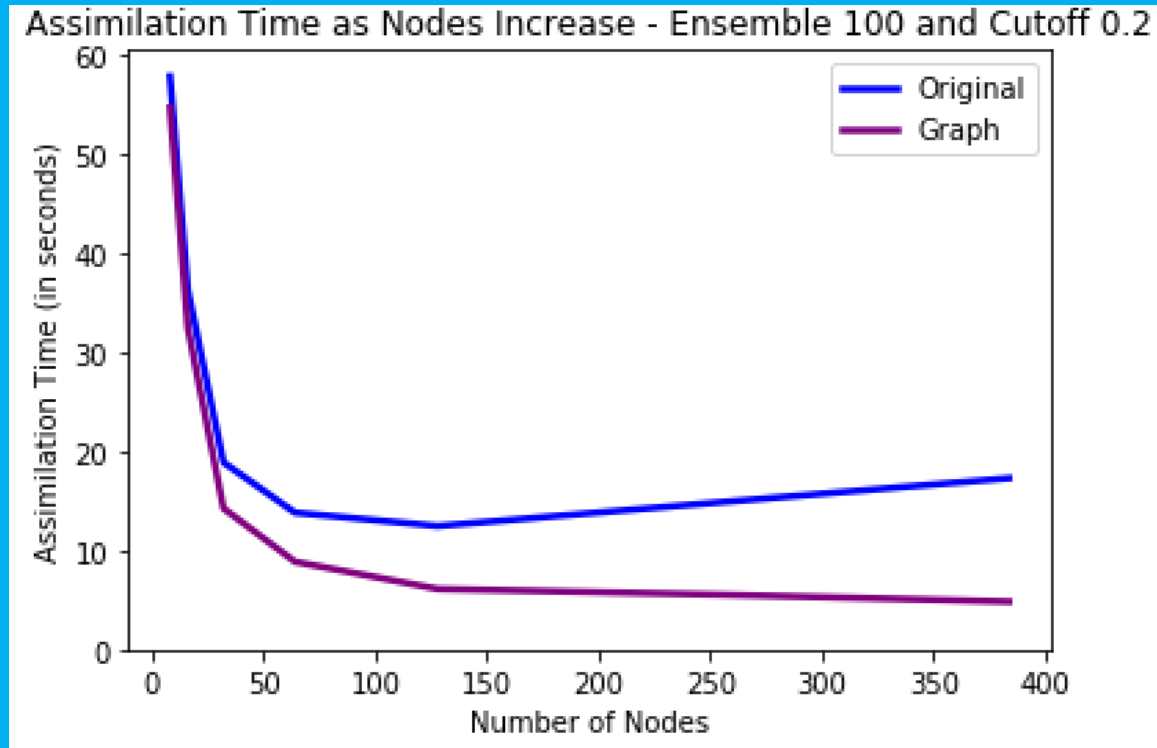
**Chunk sizes of 128 and 256 were both viable options**

# Assimilation Time Plots



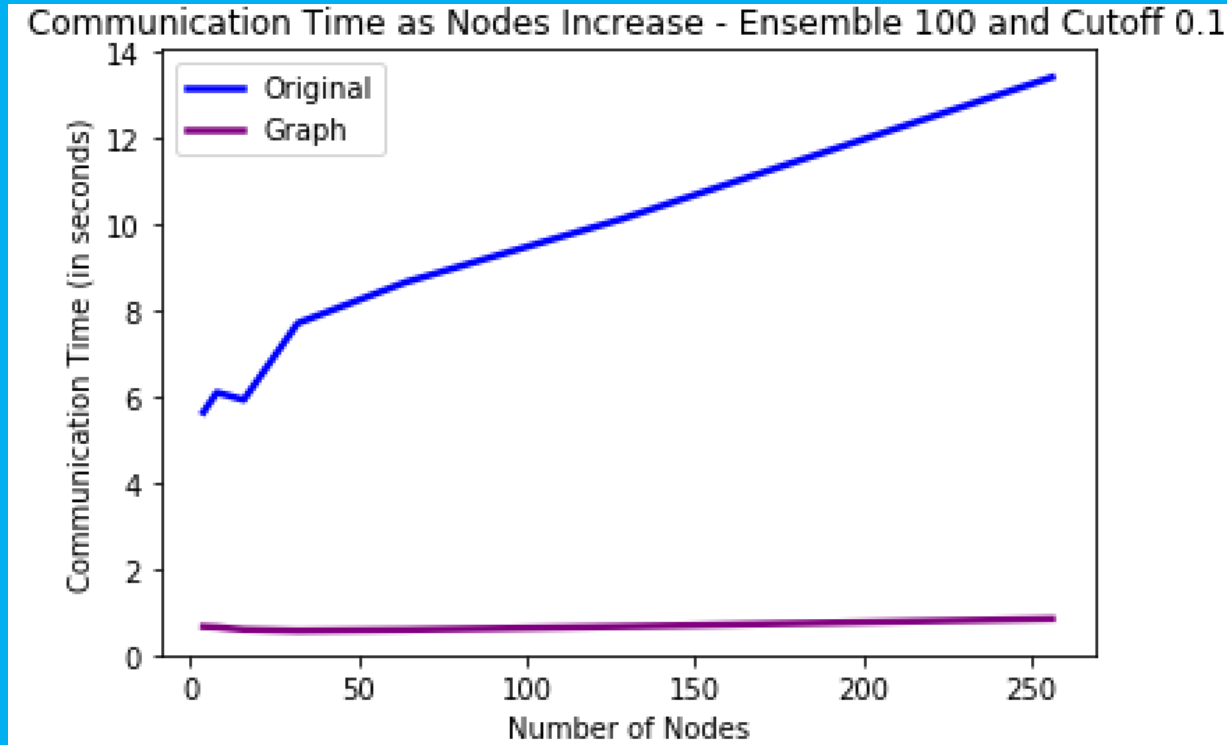
**At 64 nodes, the graph code is 60% faster than the original code**

# Assimilation Time Plots



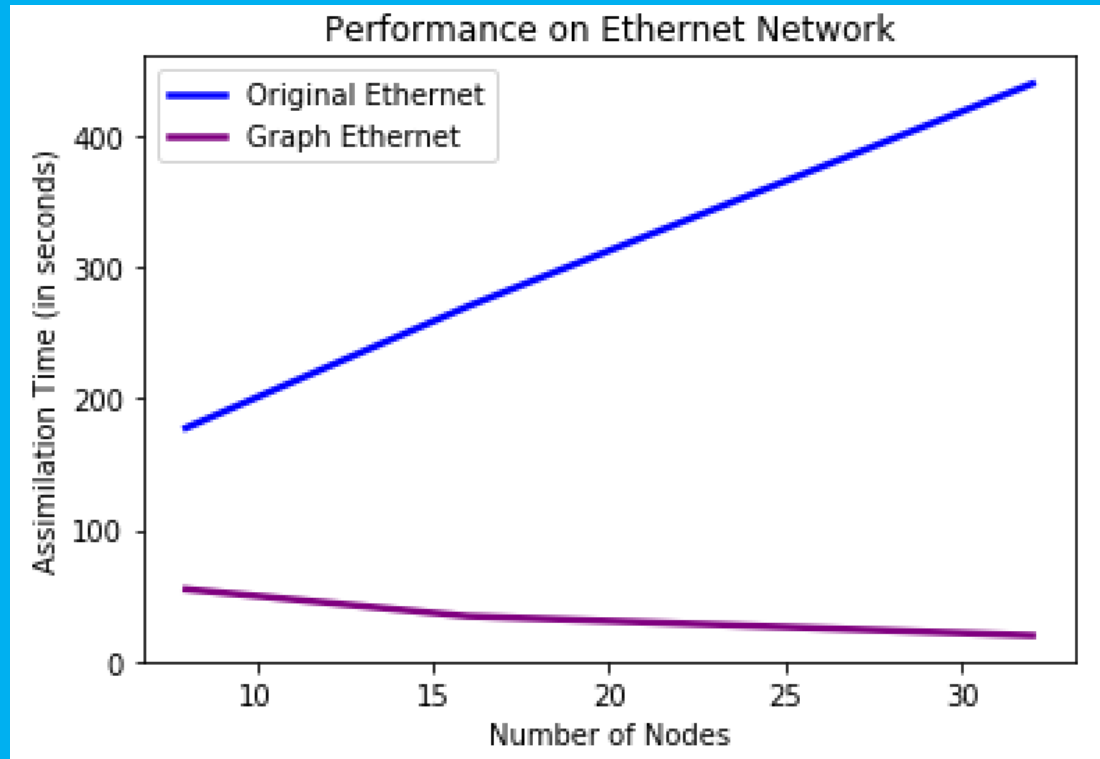
**At 128 nodes, the graph code is 51% faster than the original**

# Communication Time Plot



**The communication time is decreased by an average of 90% across nodes from 4-384**

# Cheyenne Over Gigabit Ethernet



**The graph code may run faster on a slower network, meaning people with slower networks can run DART more efficiently**

# Conclusions



- The graph code communication time is decreased by an average of 90%

The assimilation time is decreased by a minimum of 10% and - as the number of nodes increases - a maximum of 85%

The graph code may be a better option for people who want to run DART on systems with slower network links

# Thank you! Questions?

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## Acknowledgements

### Mentors:

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