





Work on numerical precision in NEMO

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ESCAPE-2 VVUQ Workshop



Outline

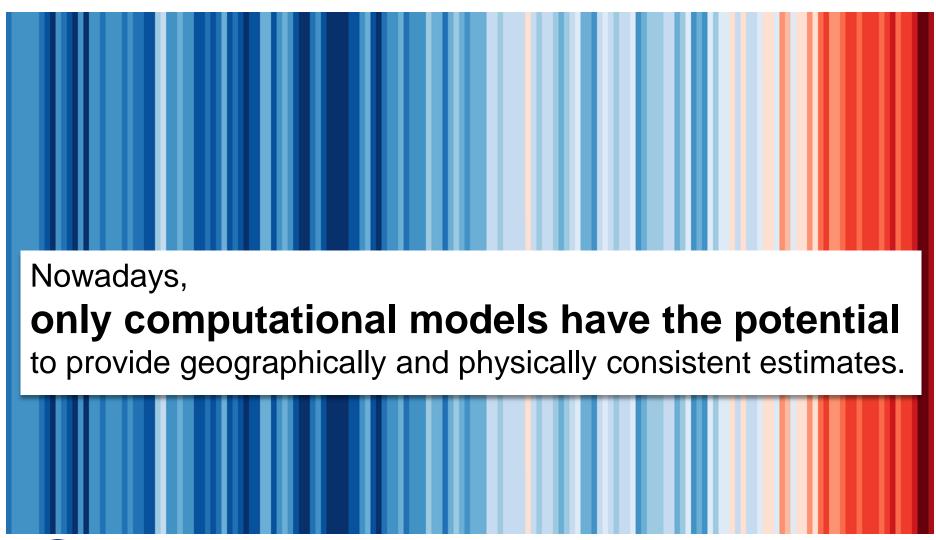
- Introduction
- Precision analysis algorithm
- Verifying a modification
- NEMO precision analysis!
- Conclusions

Introduction



Barcelona Supercomputing Center Centro Nacional de Supercomputación

Motivation





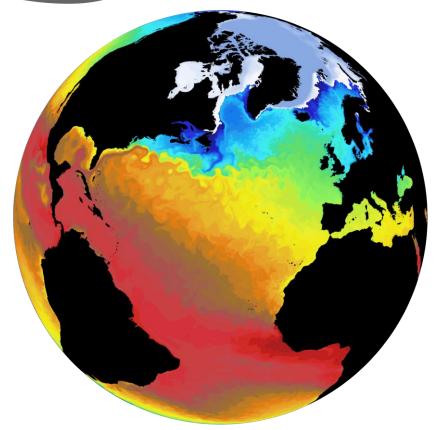


Nucleus for European Modeling of the Ocean (NEMO) is a state-of-the-art global ocean model

It is used in oceanographic research, operational oceanography, seasonal forecast and climate studies

The objective of my thesis:

Improve model's capacity to exploit modern supercomputers.



SeacGurfante Temperature



Motivation

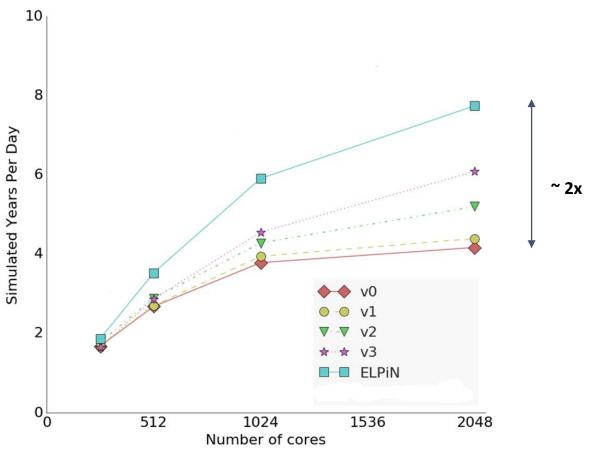
- We want to make models faster and cheaper to:
 - ... reduce costs.
 - …allow new kinds of experiments.
 - ... better use the available resources.
 - ... make better science!



Motivation

Previous work:

Impact on ORCA 1/4 NEMO 3.6 – LIM3 running on Marenostrum 3





Why mixed precision?





Why mixed-precision has appeared as a performance opportunity?

How was the situation?

- Reticence to use less precision.
- 64-bit arithmetic performance was comparable to 32-bit performance.



Risks of low precision





Why mixed-precision has appeared as a performance opportunity?

What changed now?

- Lower precision better performance
- Vendors turning to half-precision arithmetic due to the ML hype.



What does it mean?

There are smart strategies to use less precision to solve problems that originally required higher precision.

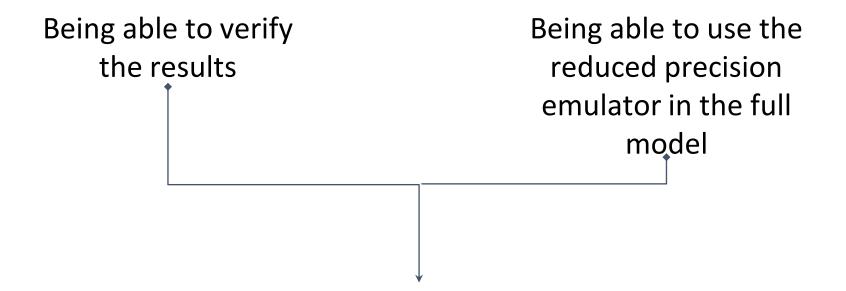
Many times, that's not even necessary because the higher precision is not required in the first place.

In Earth System models, few alternatives can provide benefits of the same magnitude for the same amount of effort.

We can benefit from reduced precision performance if we learn how to "safely" use less precision



How we can do that?



Perform a precision analysis!



Precision Analysis Algorithm



Basic ideas:

- If we are able to launch simulations using reduced precision, we can directly evaluate the impact it has on the outputs.
- If we can find a way to easily change the precision used by each real variable, we can develop an automatic algorithm to find out which variables can use reduced precision and which ones need to keep highprecision.



[0123456789]





[0123456789]





[01234] (9) [56789] (9)





[0123456789]



 $[0\ 1\ 2\ 3\ 4]$ $[5\ 6\ 7\ 8\ 9]$





[0 1 2] ② [3 4] ③



[0123456789]



 $[0\ 1\ 2\ 3\ 4]$ $[5\ 6\ 7\ 8\ 9]$





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[0 1 2] [3 4]

[3]**②** [4] **③**



[0 1 2 3 4 5 6 7 8 9]





[0 1 2 3 4] [5 6 7 8 9]



[0 1 2] [3 4]



Variable 4 must be kept in double-precision.



Validating a simulation







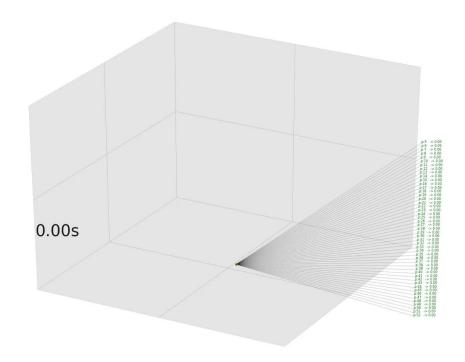


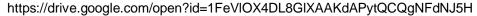


- A simple example:
 - Lorenz system

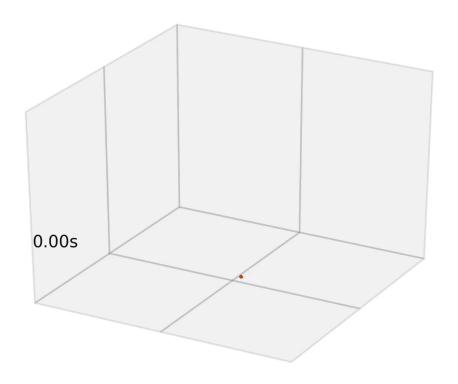
$$egin{aligned} rac{\mathrm{d}x}{\mathrm{d}t} &= \sigma(y-x), \ rac{\mathrm{d}y}{\mathrm{d}t} &= x(
ho-z)-y, \ rac{\mathrm{d}z}{\mathrm{d}t} &= xy-eta z. \end{aligned}$$





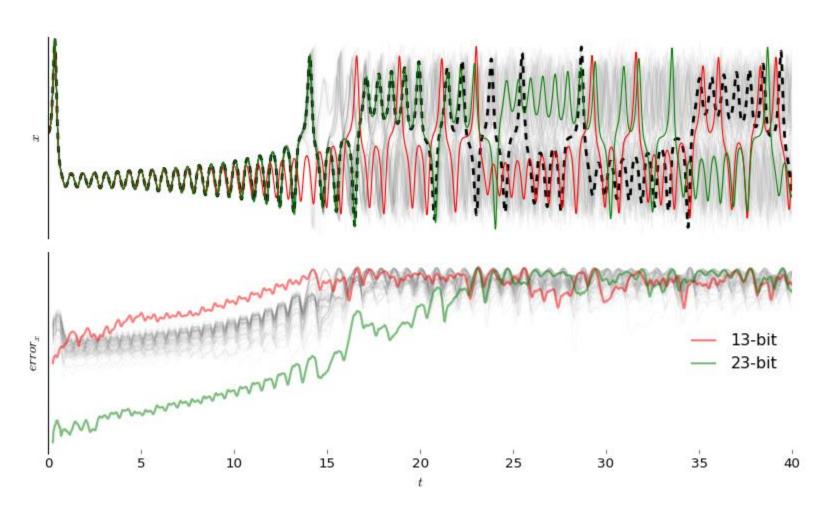






https://drive.google.com/open?id=14H-2dsZI0zkcGcxiaFIBnMAUdo5kuqHO







NEMO Precision Analysis



Reduced Precision Emulator

Overview

The library contains a derived type: rpe_var. This type can be used in place of real-valued variables to perform calculations with floating-point numbers represented with a reduced number of bits in the floating-point significand.

Basic use of the reduced-precision type

The rpe_var type is a simple container for a double precision floating point value. Using an rpe_var instance is as simple as declaring it and using it just as you would a real number:

```
TYPE(rpe_var) :: myvar

myvar = 12
myvar = myvar * 1.287 ! reduced-precision result is stored in `myvar`
```

Controlling the precision

The precision used by reduced precision types can be controlled at two different levels. Each reduced precision variable has an sbits attribute which controls the number of explicit bits in its significand. This can be set independently for different variables, and comes into effect after it is explicitly set.

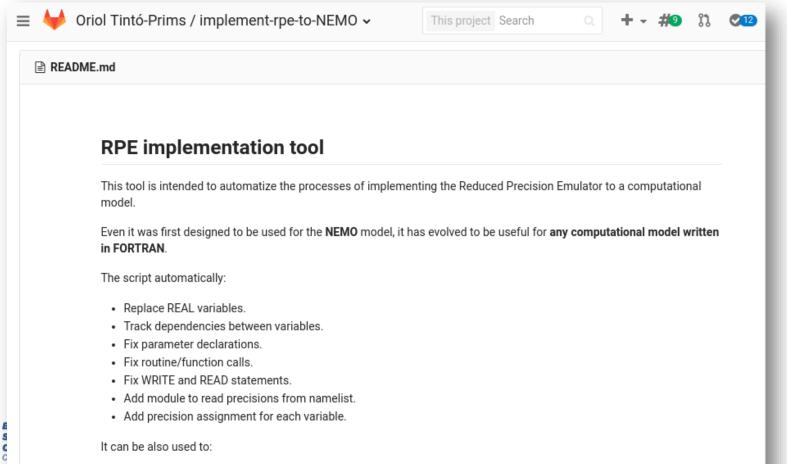
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```

```
TYPE(rpe_var) :: myvar1
TYPE(rpe_var) :: myvar2

! Use 16 explicit bits in the significand of myvar1, but only 12 in the
! significand of myvar2.
myvar1%sbits = 16
myvar2%sbits = 12
```

Implementing the emulator

A Python tool to automate the implementation process was created.



Generate namelists for different cases.



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RPE in NEMO: What we can do with it?

With a **single binary**, we can specify the number of significant bits used for each real variable declaration within the code through a **namelist**.

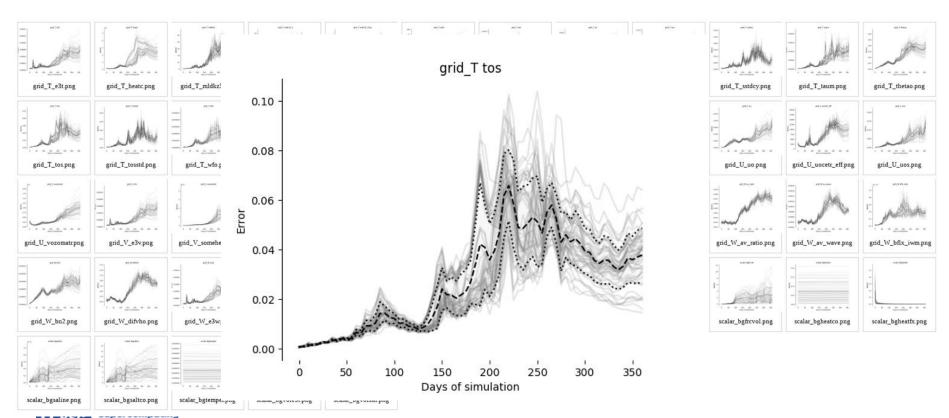
```
namelist variable precisions
emulator variable precisions(1) = 10
                                                                       ad u Routine:
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
emulator variable precisions(2) = 10
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
emulator variable precisions(3) = 10
                                                                    ad zeta Routine:
                                                                                           ad balance tile Module:
emulator variable precisions(5) = 10
                                                                     pc r2d Routine:
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
                                                                     r r2d Routine:
emulator variable precisions(6) = 10
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
emulator variable precisions(7) = 10
                                                                     br r2d Routine:
                                                                                                                         ad balance
                                                                     p r2d Routine:
                                                                                           ad balance tile Module:
emulator variable precisions(8) = 10
                                                                                                                         ad balance
                                                                     bp r2d Routine:
emulator variable precisions(9) = 10
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
emulator variable precisions(30) = 10
                                                                       dTdz Routine:
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
                                                                       dSdz Routine:
emulator variable precisions(31) = 10
                                                                                           ad balance tile Module:
                                                                                                                         ad balance
                                                                                                                         ad balance
emulator variable precisions(33) = 10
                                                                                           ad balance tile Module:
                                                                     ad phi Routine:
                                                                                                                         ad balance
                                                                                           ad balance tile Module:
emulator variable precisions(34) = 10
                                                                  ad gradPx Routine:
                                                                                                                         ad balance
emulator variable precisions(35) = 10
                                                                  ad gradPy Routine:
                                                                                                                         ad balance
                                                                                           ad bc r2d tile Module:
emulator variable precisions(36) = 10
                                                                       ad A Routine:
                                                                                                                           ad bc 2d
                                                                       ad A Routine:
                                                                                           ad bc u2d tile Module:
                                                                                                                           ad bc 2d
                                                                       ad A Routine:
                                                                                           ad bc v2d tile Module:
emulator variable precisions(39) = 10
                                                                                          ad dabc r2d tile Module:
                                                                                         ad dabc u2d tile Module:
emulator variable precisions(40) = 10
                                                                       ad A Routine:
                                                                                          ad dabc v2d tile Module:
emulator variable precisions(41) = 10
                                                                       ad A Routine:
emulator variable precisions(42) = 10
                                                                       ad A Routine:
                                                                                        ad bc r2d bry tile Module:
                                         Variable:
emulator variable precisions(43) = 10
                                                                                        ad bc u2d bry tile Module:
                                                                       ad A Routine:
emulator variable precisions (44) = 10
                                         Variable:
                                                                                                                        ad bc bry2d
                                                                                                                      ad conv bry2d
emulator variable precisions(47) = 10
                                                                      ad FE Routine: ad conv r2d bry tile Module:
emulator variable precisions (48) = 10
                                                                      ad FX Routine: ad conv r2d bry tile Module:
```



Verifying NEMO

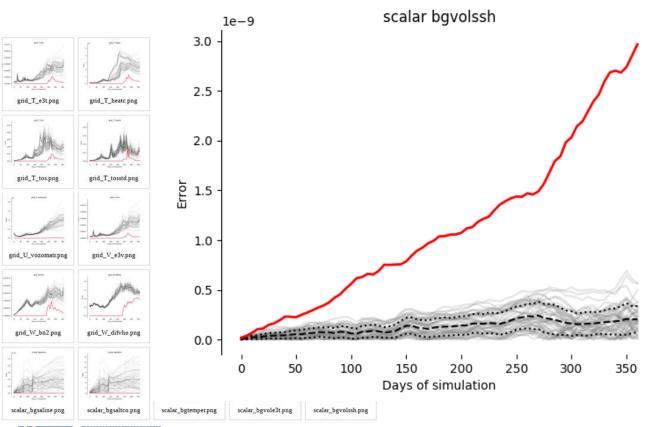
- Initial conditions perturbed with white noise in the 3D temperature field.
- Evaluating 53 output variables.

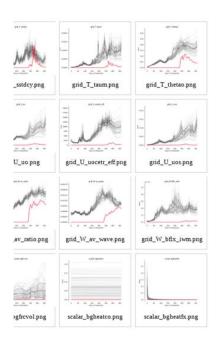
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Verifying NEMO

- Example: Compiling with -xHost

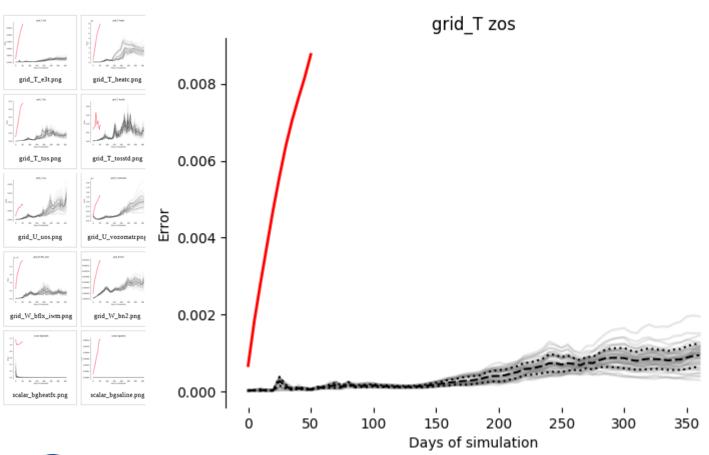


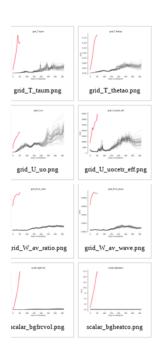




Verifying NEMO

- Example: Everything in single precision:







Analysis algorithm: How is it implemented?

Implementation done in Python:

- class Job(variable_set):
 - Submit job to remote machine.
 - Check job status.
 - Evaluate success.
 - Expand subgroups.
 - Check subgroups. [0 1 2 3 4] [5 6 7 8 9]

[0 1 2 3 4 5 6 7 8 9]





RUNNING



SUSPENDED



SUCCESS



FAIL





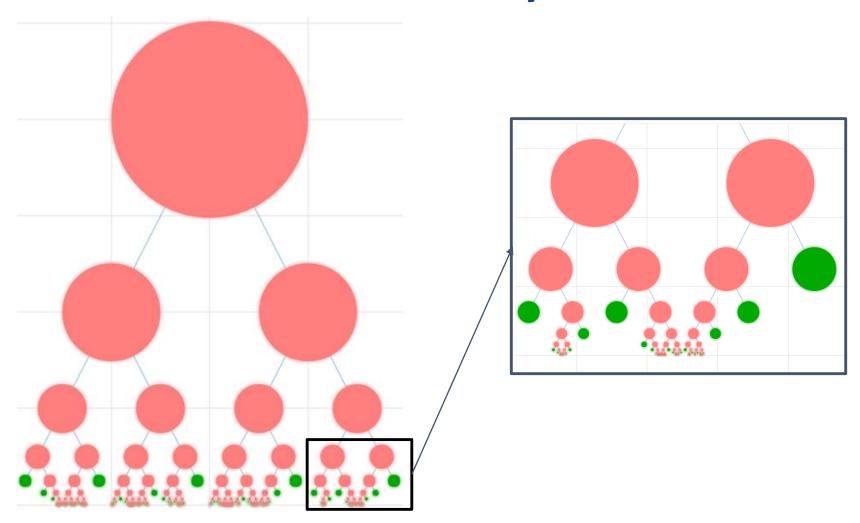
Analysis algorithm: How is it implemented?

Some details:

- We use a simulation template which prepares everything required to execute our test case. The only thing that is modified from one simulation to the other is the precision namelist.
- The size of the outputs for each individual simulation is about 8GB. To reduce the load to the filesystem the RMSE for all the fields is computed after the simulation and the outputs are deleted. We save a file with a python object which is ~0.5MB.
- At the beginning of the analysis we don't have many changes to exploit trivial parallelism but at lower steps there are many simulations that can be executed in parallel.



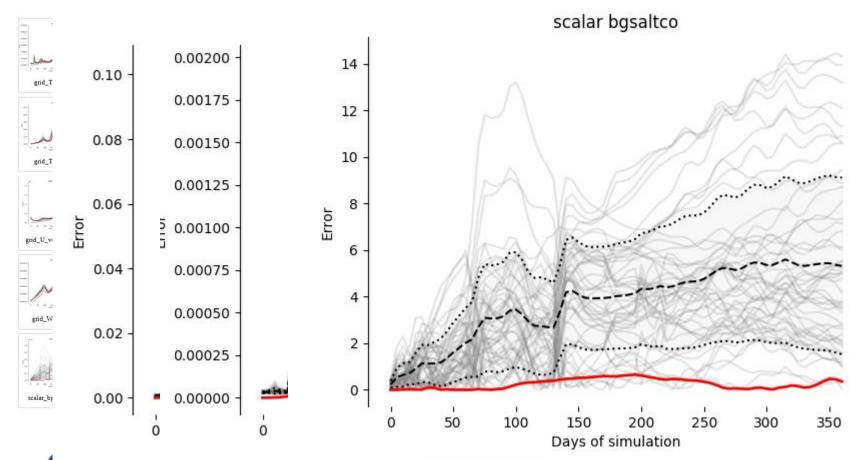
Precision Analysis





Results (1)

- Using this verification test to run the analysis algorithm on a small part of the code:





Results(2)

Using the old verification test on the full model:

Results **Double Precision** 4.2% Single Precision 95.8%



Conclusions and open questions



Conclusions

- We can find which variables require double precision.
- There's a huge room for reducing the precision used in NEMO.



Open Questions

- Transferability between different cases?
- Other ways of verifying the results?
- Reducing even more the precision for future architectures?









Thank you

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