



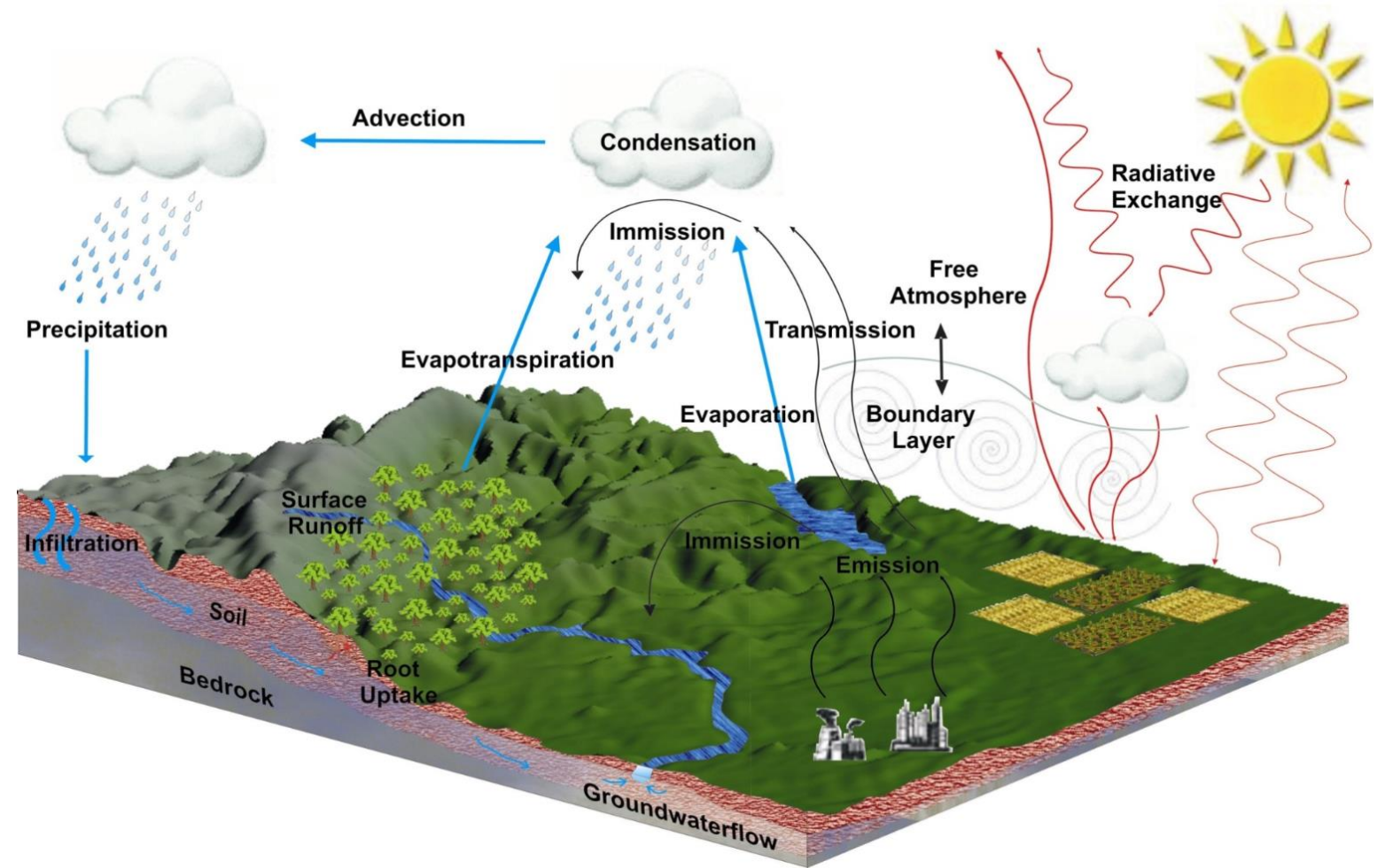
Joint SEA Projects Demo

Hans-Christian Hoppe, Philippe Couvée, Grégoire Pichon

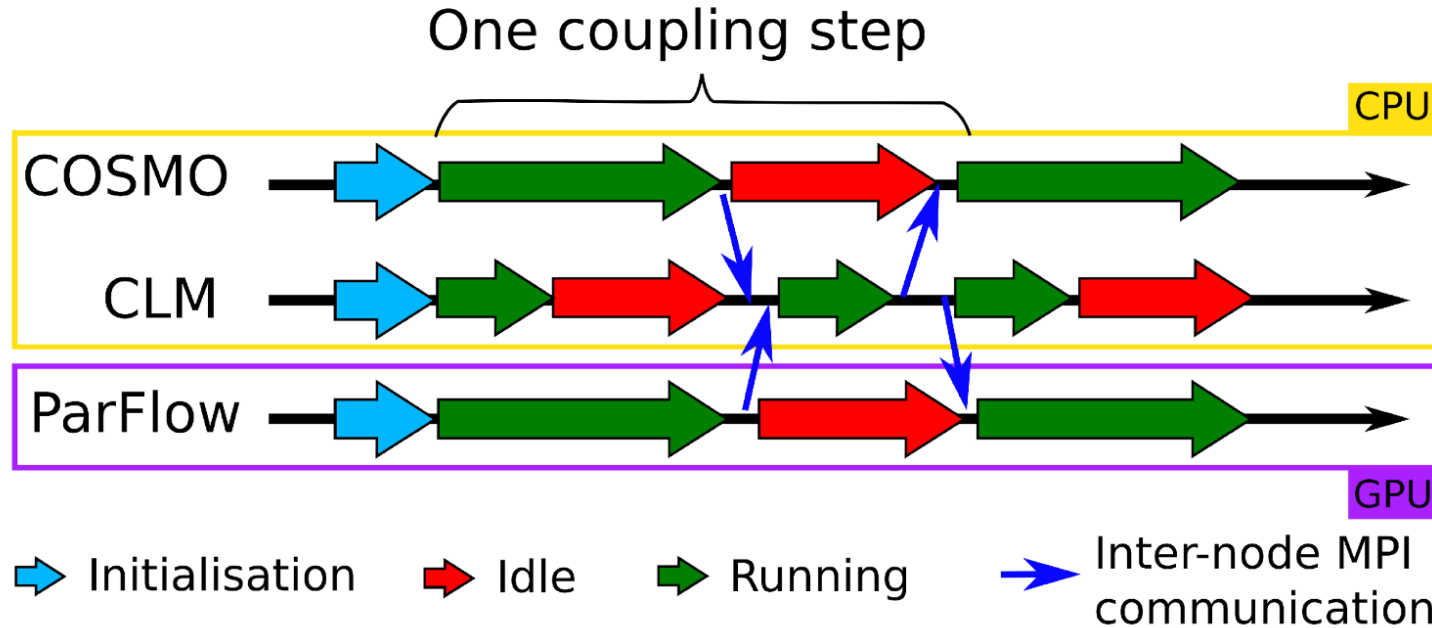
January 16, 2024

Terrestrial Systems Modelling Platform (TSMP) Problem

- Complex interactions and feedbacks between various sub-systems of the coupled geo-ecosystem, many drivers
- Linkages through energy, mass and momentum transfers
- Multiple spatio-temporal scales
- Anthropogenic physical system changes modify land surface and ecosystem processes and services with many socio-economic impacts



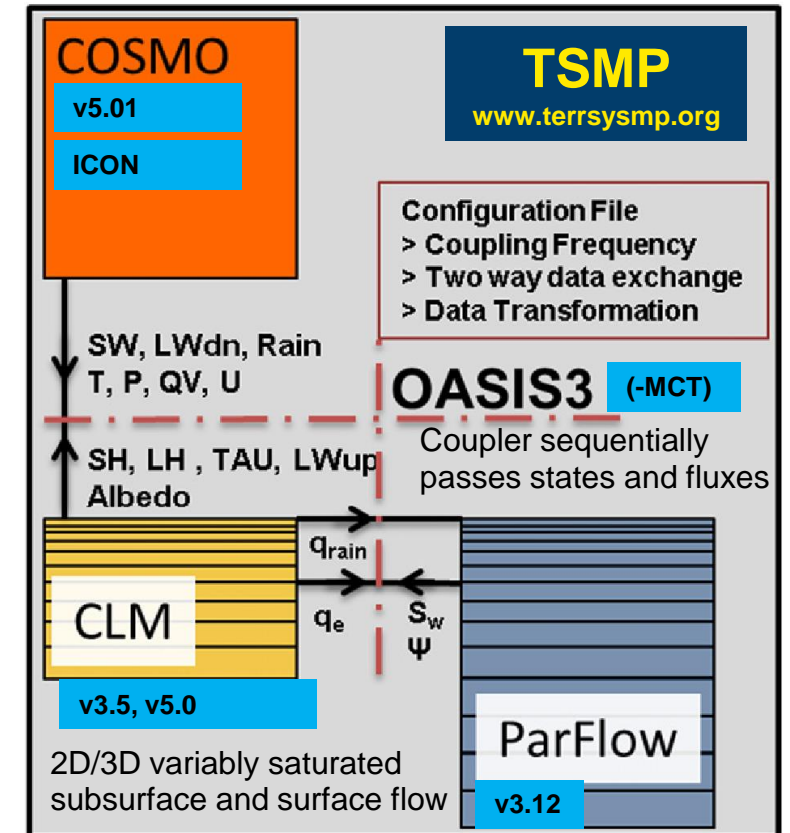
Terrestrial Systems Modelling Platform (TSMP) Application



Large(r) problems with high(er) resolution will require heterogeneous and modular solutions, which come with new

- load balances
- scaling behaviours
- bottlenecks
- other unexpected things...

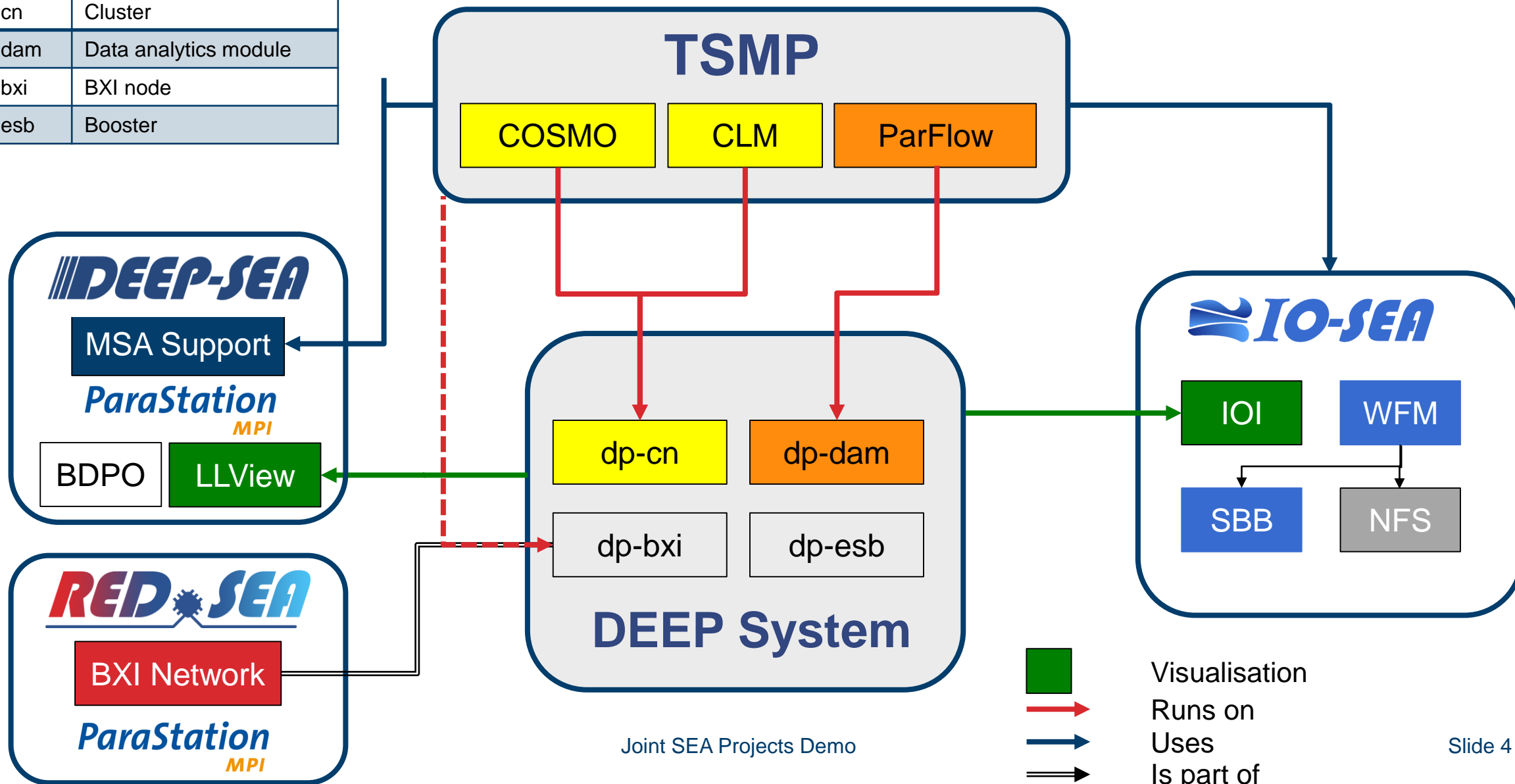
Multiple Program, Multiple Data & Multiple Hardware (MPMD&MH)



Shrestha et al. (2014, Mon Weather Rev); Gasper et al. (2014, GMD); Kurtz et al. (2016, GMD); Burstedde et al. (2018, Comput Geosc)

TSMP in the SEA Projects: Running on the MSA

dp-cn	Cluster
dp-dam	Data analytics module
dp-bxi	BXI node
dp-esb	Booster



Joint SEA Projects Demo

Multi-Module Execution Explained

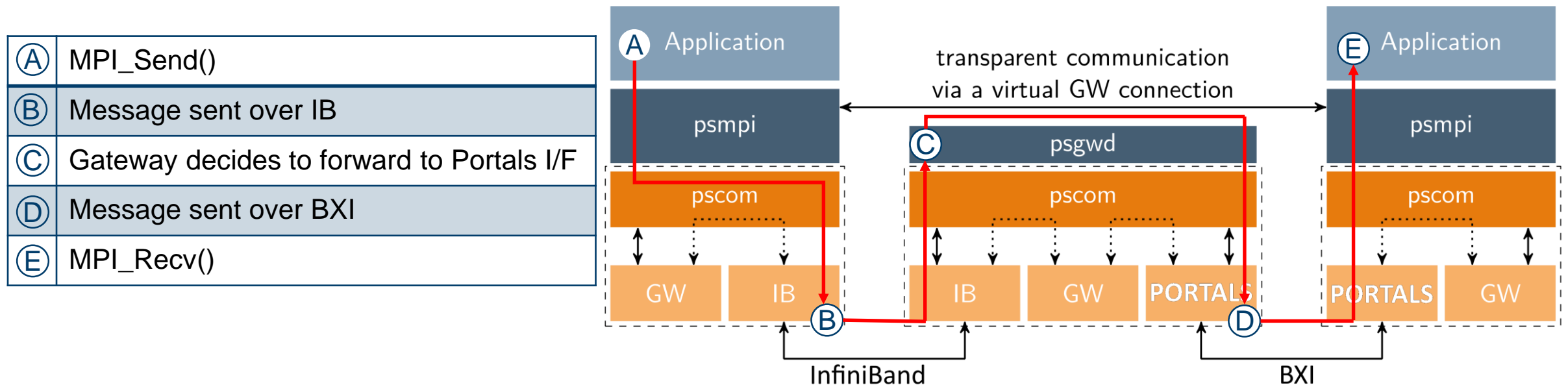
Gateway processes/nodes bridge between different networks

- Diagram shows integration with the pscm multi-network communication layer of ParaStation MPI
- Similar approaches being integrated with MPC and OpenMPI

Totally transparent to the application

Applications are launched via mpirun/mpiexec or srun, with flags specifying mapping of processes to modules

- Gateways are started and managed automatically



Acknowledgements

The SEA projects have received funding from the European High-Performance Computing Joint Undertaking (JU) under grant agreements n° 955606, 95811, and, 955776 and support from France, the Czech Republic, Germany, Spain, Ireland, Sweden, Switzerland, Italy and Greece



EuroHPC
Joint Undertaking



SPONSORED BY THE

Federal Ministry
of Education
and Research



Joint SEA Projects Demo



Swedish
Research
Council

