

E3SM Next Generation Development (NGD): Land and Energy

Ben Bond-Lamberty (on behalf of many)

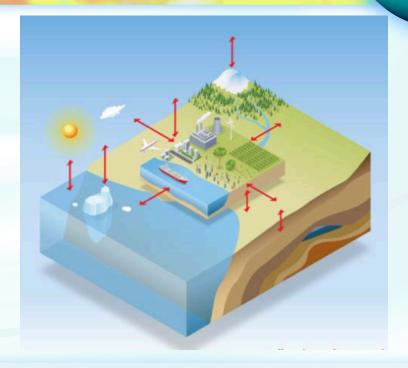
E3SM All-Hands - October 26, 2020





v3/v4 science questions

- Water cycle: How will the moisture sources and precipitation over land change?
- Biogeochemistry: What are the impacts of different energy and land use on land biogeochemistry and terrestrial-aquatic processes?
- Cryosphere: What are the implications of sea level rise and extreme storms for coastal inundation?







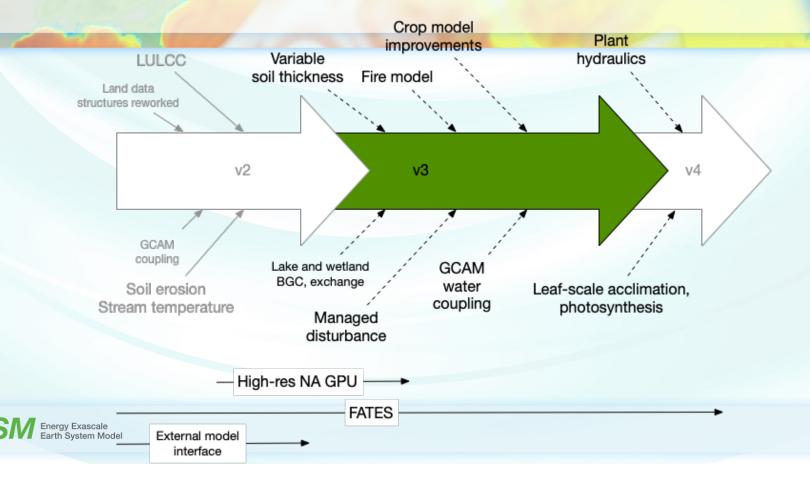
Model capability gaps

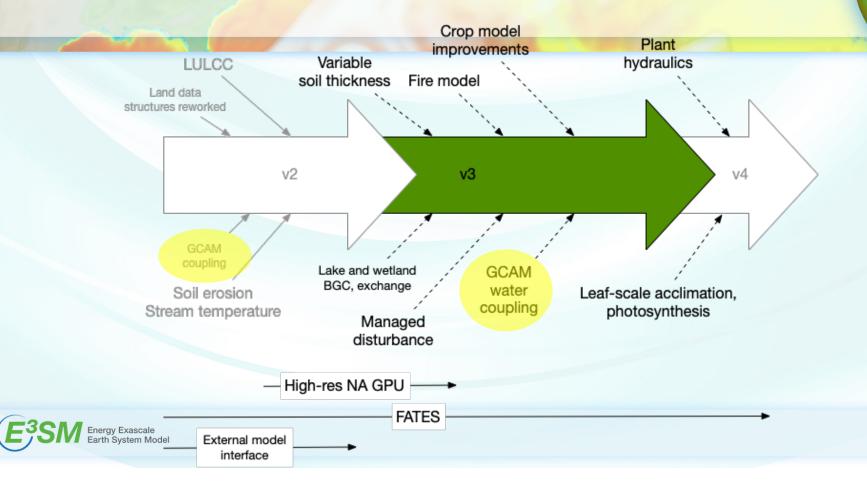


- For water cycle questions:
 - No subsurface lateral flow or influence of hydraulic traits on hydraulic mortality;
 these influence evapotranspiration
- For biogeochemistry questions:
 - Land use change and disturbance effects have known biases
 - Limited wetland/floodplain and no hyporheic zone
 - Limited interaction between vegetation dynamics and mortality
 - Known problems with photosynthesis/stomatal controls (again ET)
- For cryosphere questions:
 - Land-water interfaces not well modeled (above)







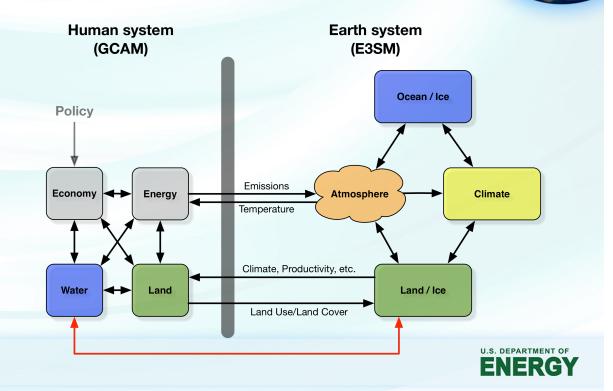


E3SM-GCAM coupling

Land/energy

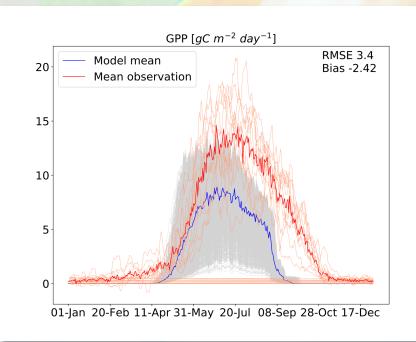
Water cycle Biogeochemistry

- v2 tasks finishing now
- For v3 will want to step back and re-think approach and tools (e.g. GLM)



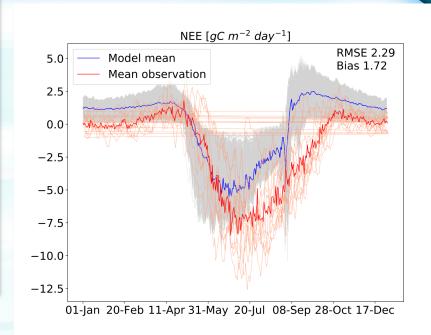


Modeling Bioenergy Crops in ELM

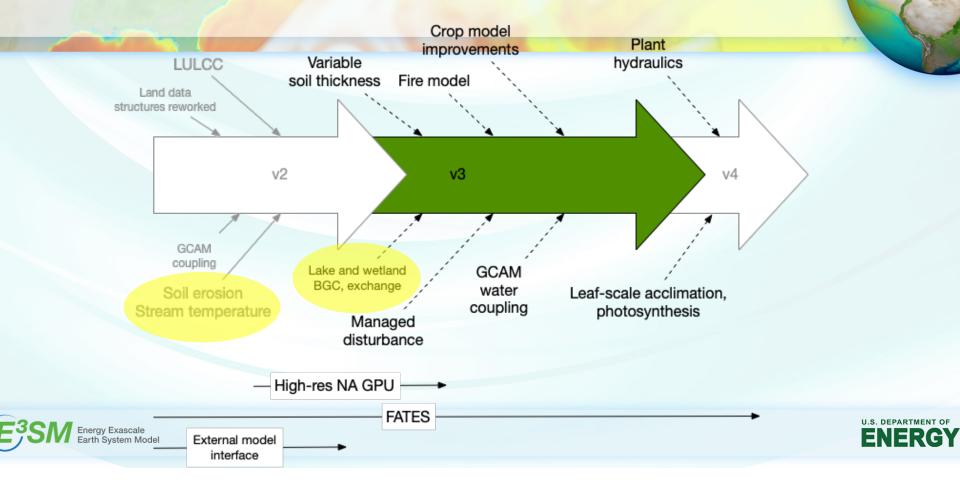


See Eva Sinha's poster on Tuesday (PS1)







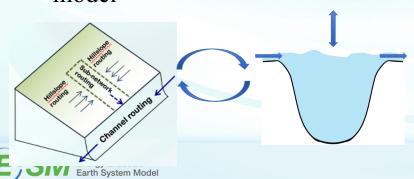


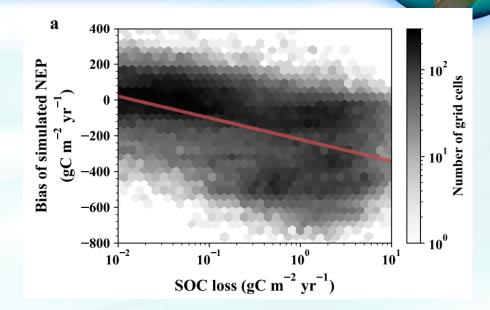
Progress - MOSART

Hydrology and plant hydraulics

Water cycle Cryosphere

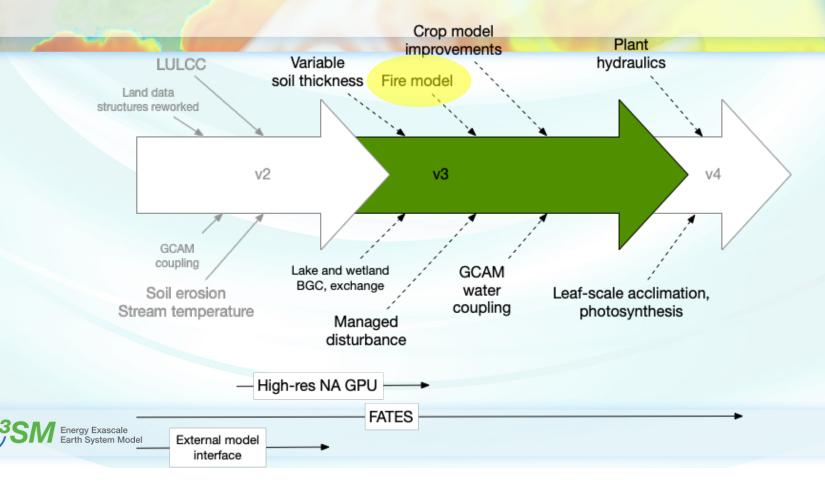
- MOSART-carbon, MOSART-lake, MOSART-wm etc. progressing on multiple fronts
- ❖ Papers on erosion, sediment transport, links with heterotrophic respiration in model





Tan et al. 2020 Global Change Biology





Improving and simplifying the ELM fire model

Disturbances

Water cycle Biogeochemistry

- Improve realism, and simplify structure, of the fire model
- First manuscript: fire emission effects
- Second phase

improving the fire model with GFED observations

ML fire model

Burn area (Mha yr⁻¹) **BONA** 14000 **TENA** CEAM 12000 NHSA SHSA 10000 **EURO** 8000 MIDE NHAF 6000 SHAF **BOAS** 4000 CEAS **SEAS** 2000 **EQAS AUST**

! 000 4000 6000 8000 10000 12000 14000 ELM model

See Qing Zhu's talk on Thursday (D4S2 – BR#2)



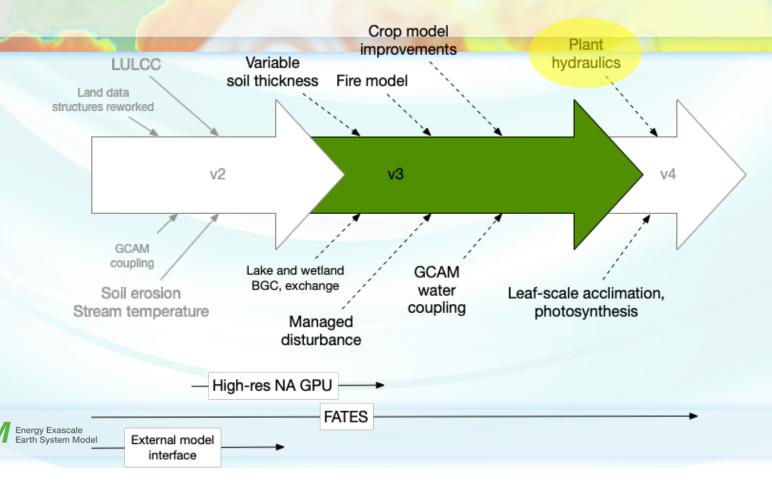


NHAF Northern Hemisphere Africa SHAF Southern Hemisphere Africa BOAS Boreal Asia

CEAS Central Asia SEAS Southeast Asia EQAS Equatorial Asia

AUST Australia and New Zealand



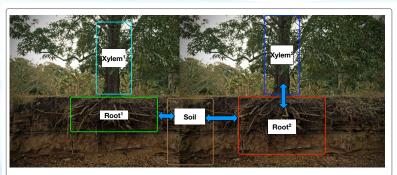


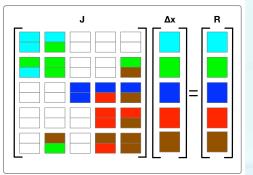
Development of a tree-level hydrodynamic model for ELM

Hydrology and plant hydraulics Water cycle

Water cycle Cryosphere

- Increasing vegetation mortality due to drought and temperature
- ELM-v1.0 excludes transport of water through vegetation structure and excludes competition for water
- Developed a tree-level hydrodynamic model that exploits PETSc's *DMComposite* to flexibly solve tightly coupled multi-physics problems

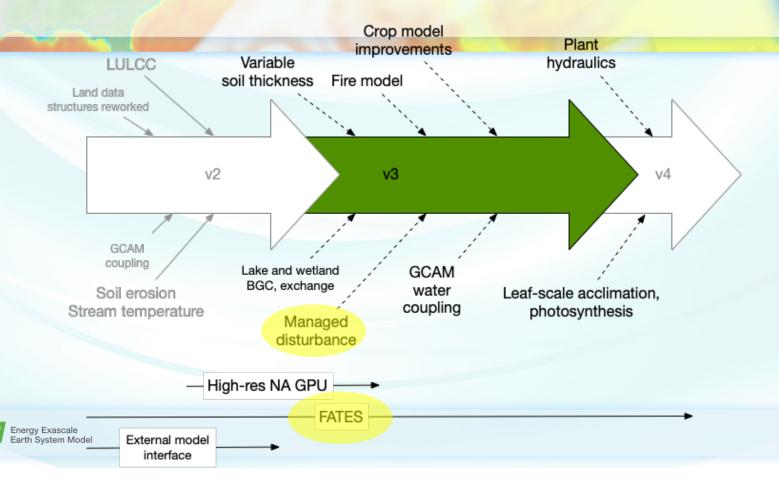




See Gautam
Bisht's talk on
Wednesday
(D3S1 SciDAC #2)





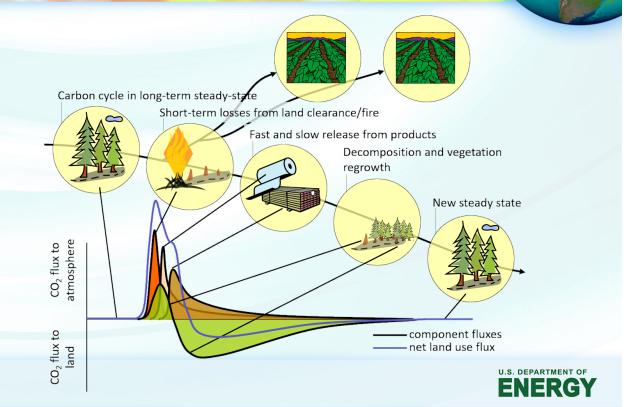


Managed disturbances

Disturbances

Water cycle Biogeochemistry

• ORNL coordinating with ANL on the use of LUH2 classes at the landunit level, including crop classes



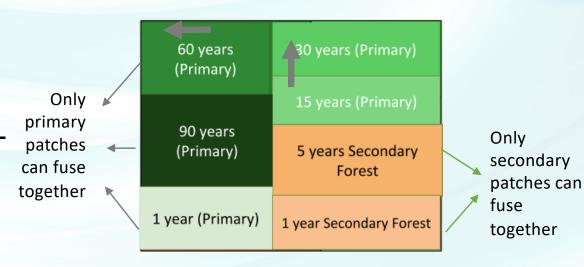


First LULCC capabilities in ELM-FATES

Vegetation dynamics

Biogeochemistry

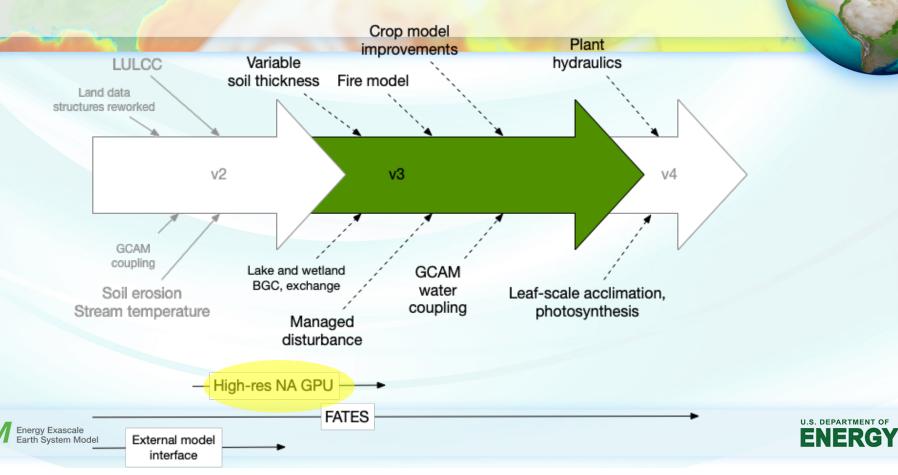
- Working on getting harvest into FATES; one benchmark run completed and a global one in progress
- Testing global run on Cori: CN-Harvest works the same as before (FATES not active, just ran for a couple of years)
 - Currently regrowing forest for testing FATES harvest





See Jennifer Holm's poster on Tuesday (PS1)





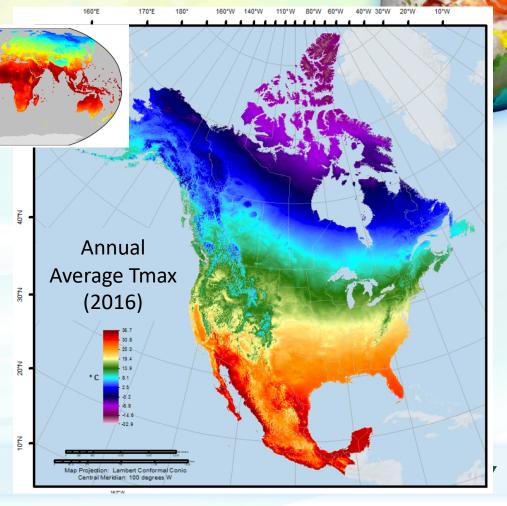
Target: 1 km² grid resolution over N. America



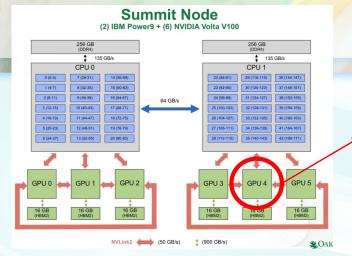
• Refactoring, GPU performance optimization

See Dali Wang's poster on Tuesday (PS1)





Computational strategy: OpenACC on Summit



Each Summit node has 6 NVIDIA Volta V100 GPUs. We plan to have 1 ELM MPI task per GPU, so 6 MPI tasks per node



Each GPU has 80+ Streaming Multiprocessors (SMs) and 16 GB of shared memory (HBM2)



Each SM has 32 double precision cores, which can be "over-subscribed" with threads to an extent that depends in part on availability of register space and heap space.

See Dali Wang's poster on Tuesday (PS1)





Questions?



