Overview of E3SM's exascale strategy and progress to date

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The E3SM project's key computational goal is to develop an Earth System Model that can make effective use of DOE's upcoming Exascale computers. Many hardware details of these machines are now known: the key fact being that nearly all the performance of these machines will rely on GPUs. I will give an overview of our GPU progress to date, including highlights from our work in the atmosphere component, DOE's Exascale roadmap, and how this aligns with our V3 and V3 plans.