

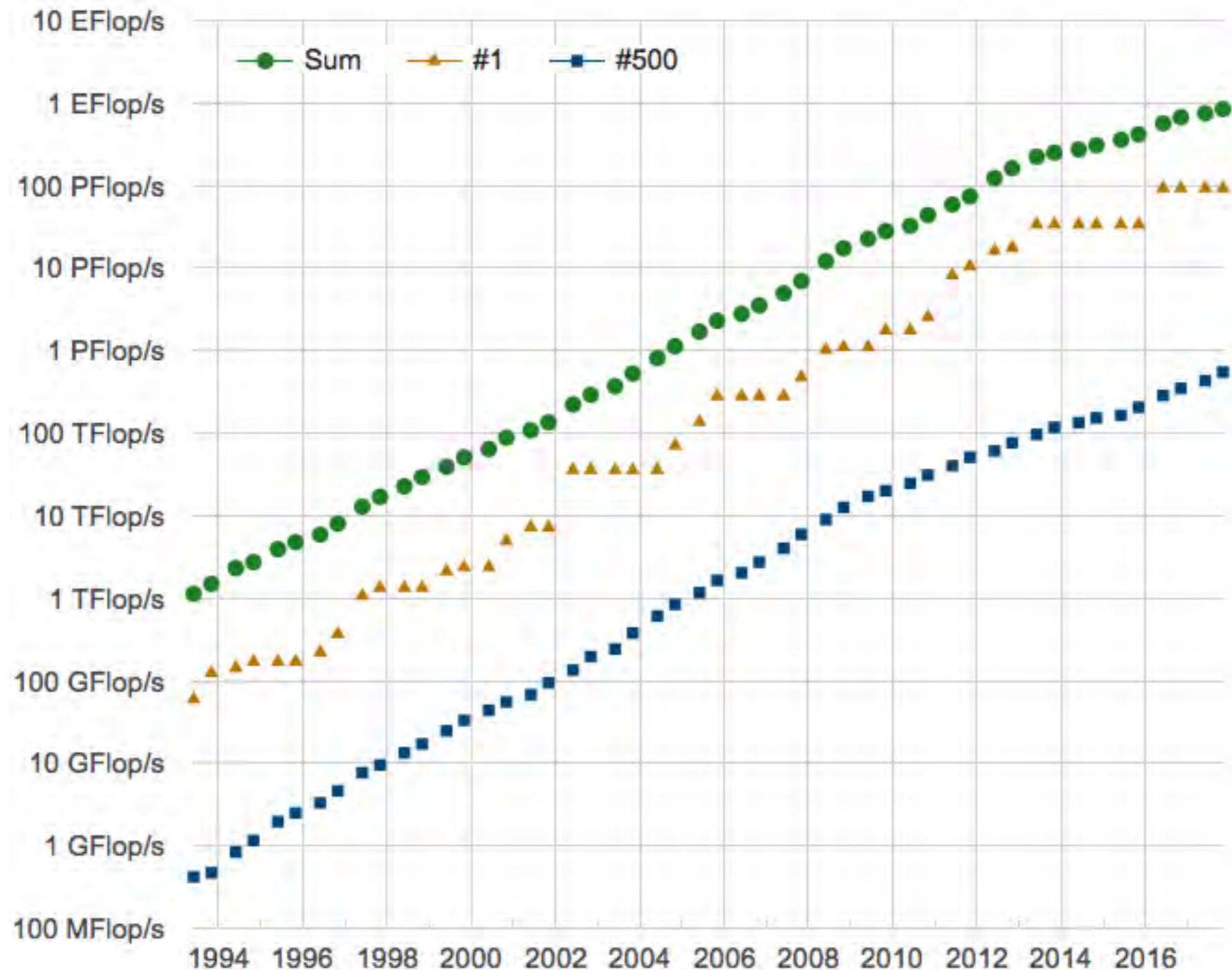


# Reflecting on the Goal and Baseline of Exascale Computing

Thomas C. Schulthess

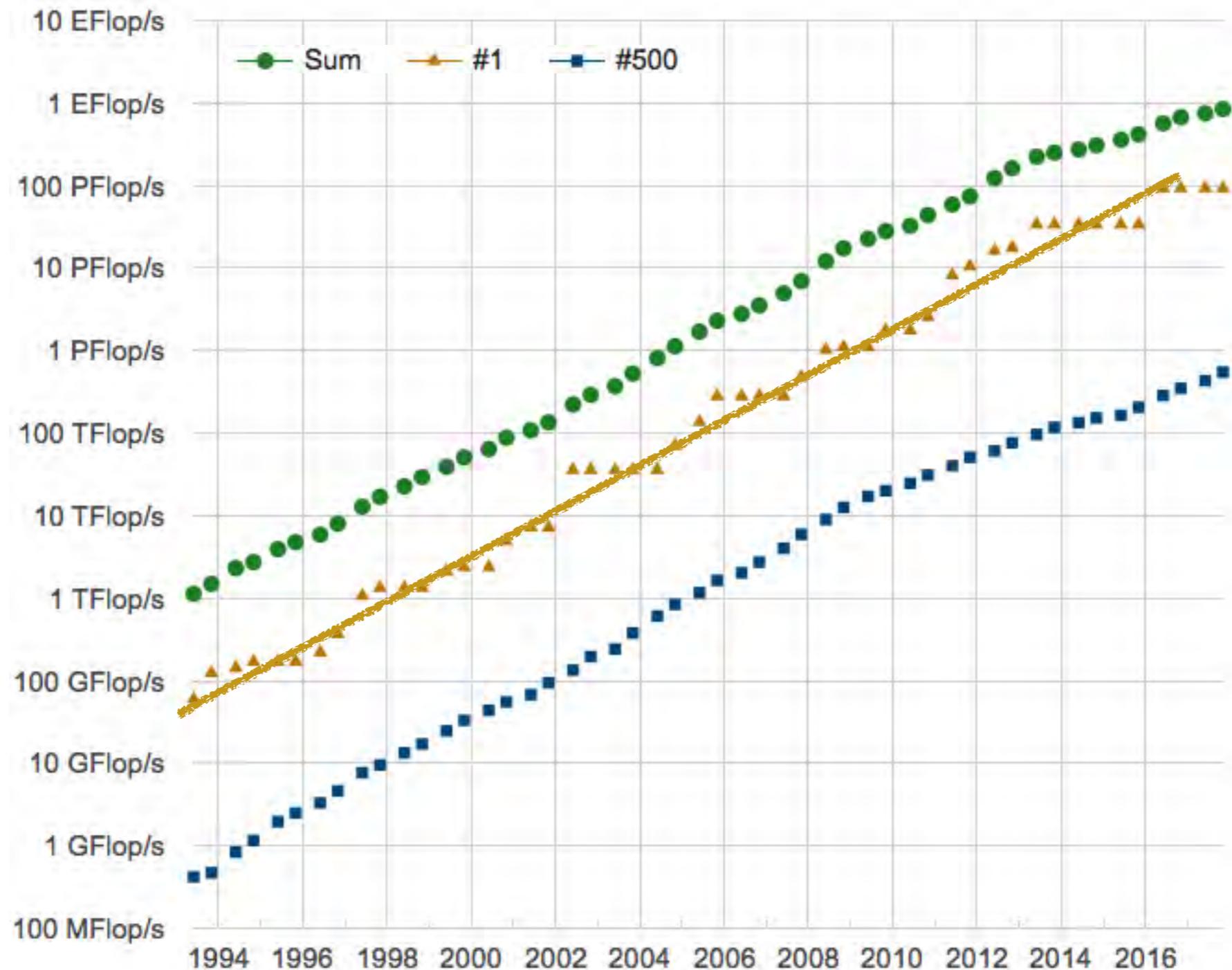
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



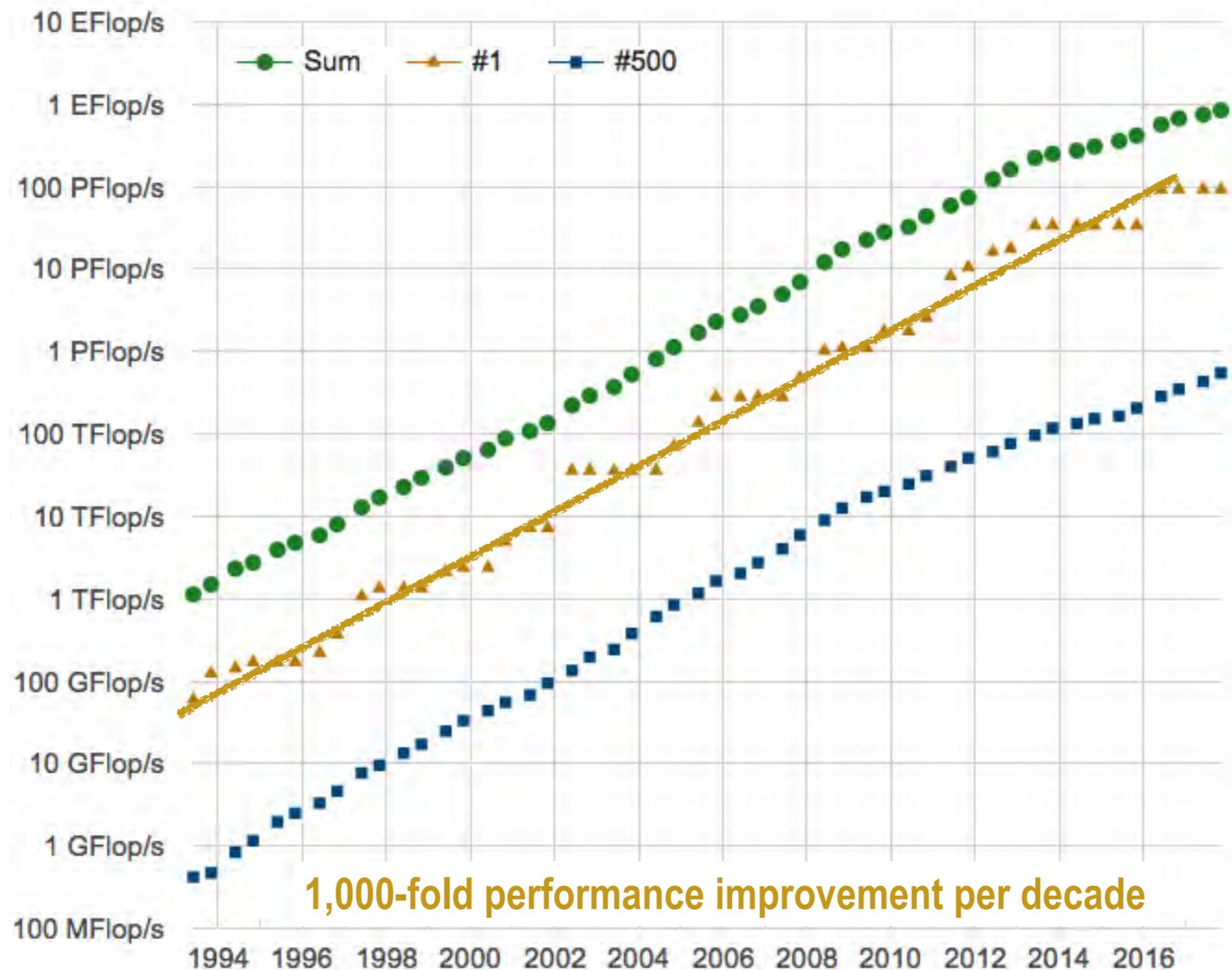
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



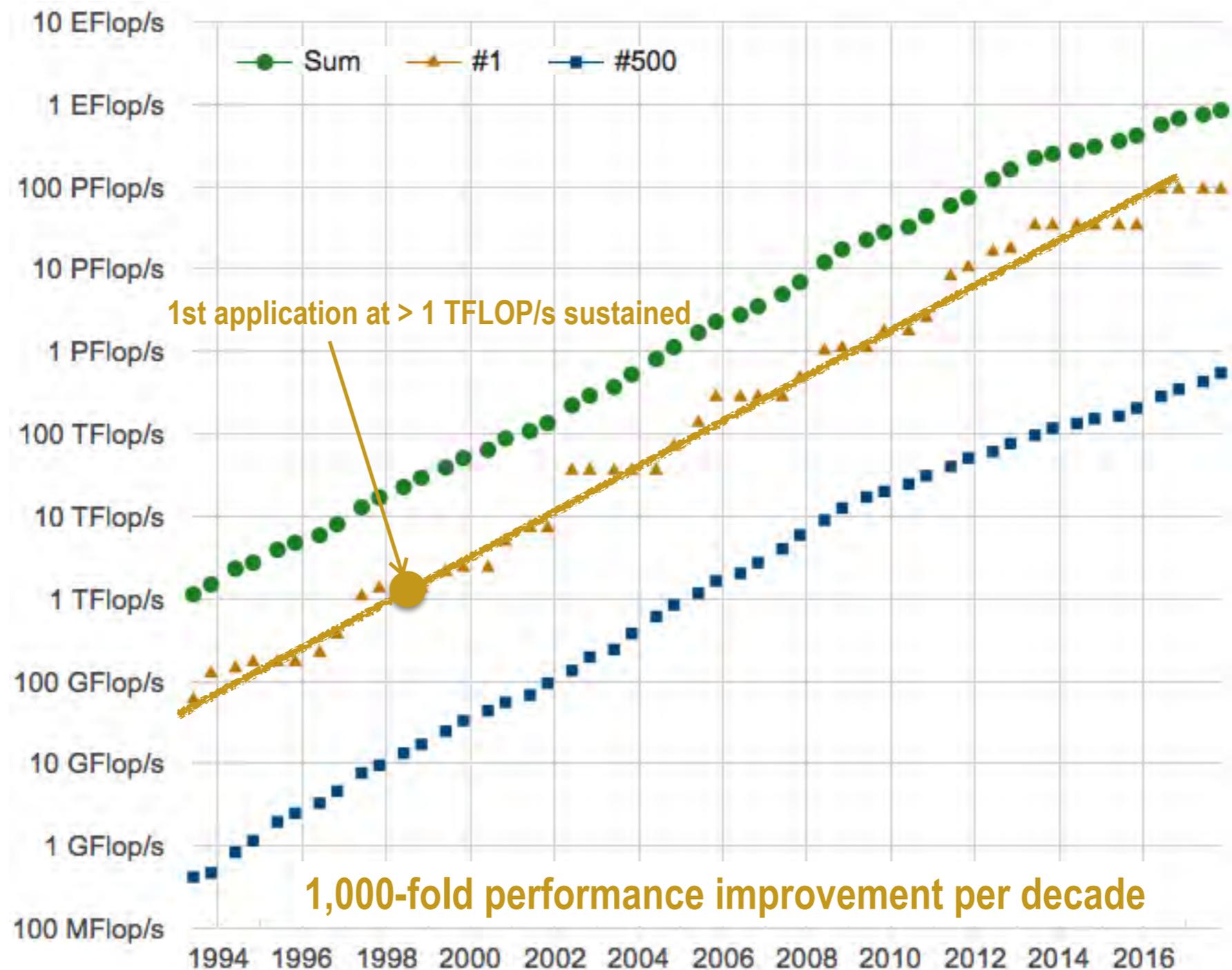
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



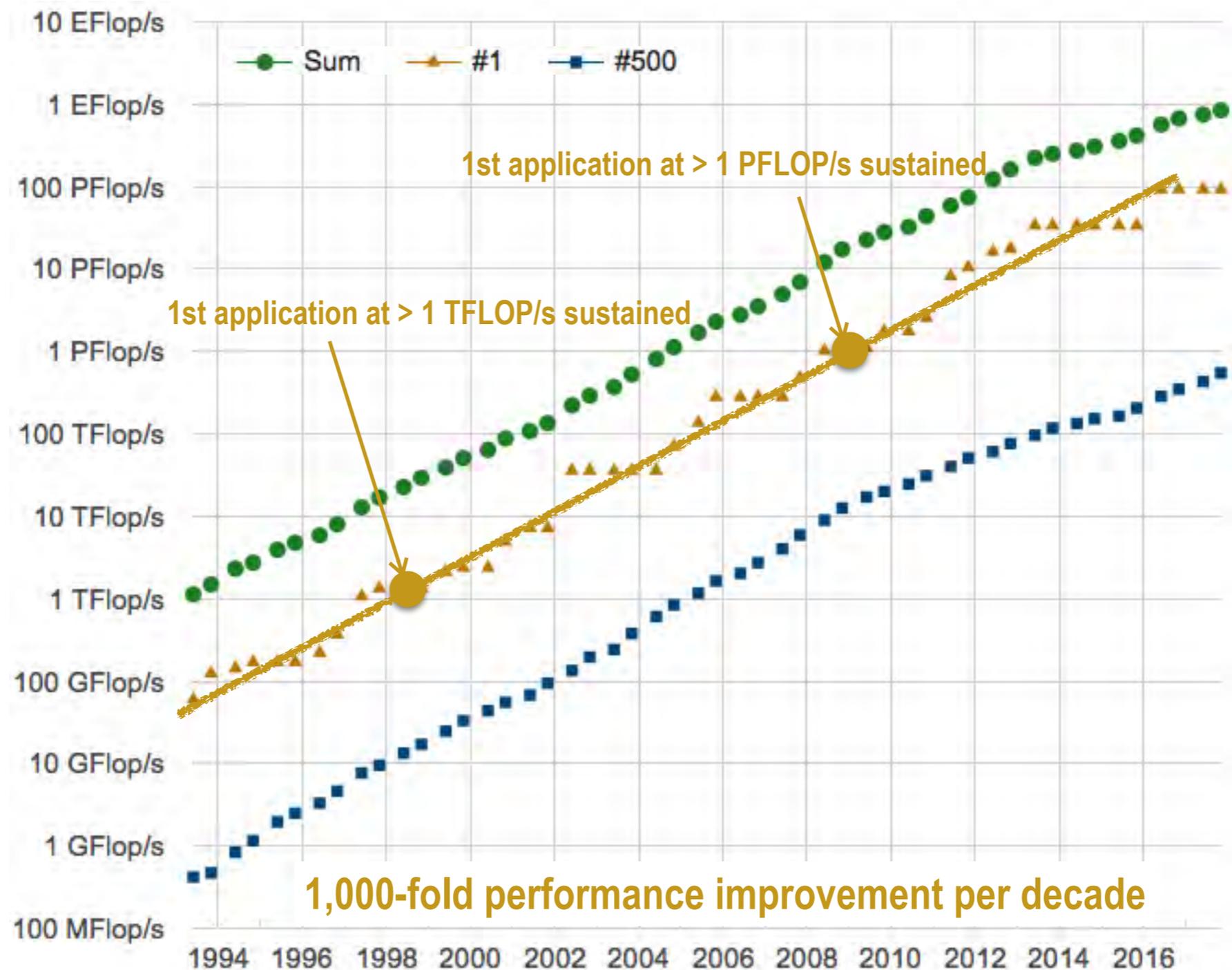
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



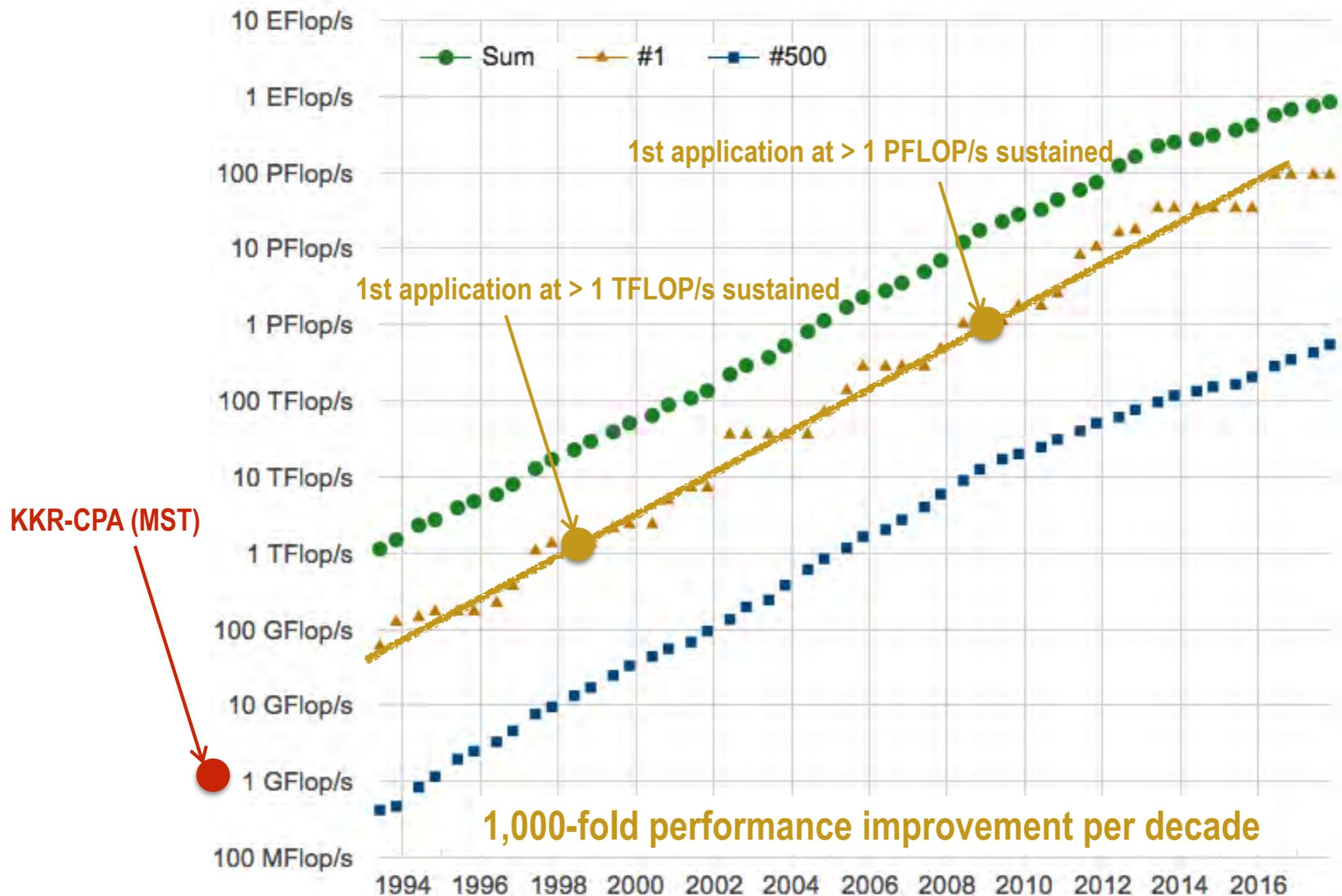
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



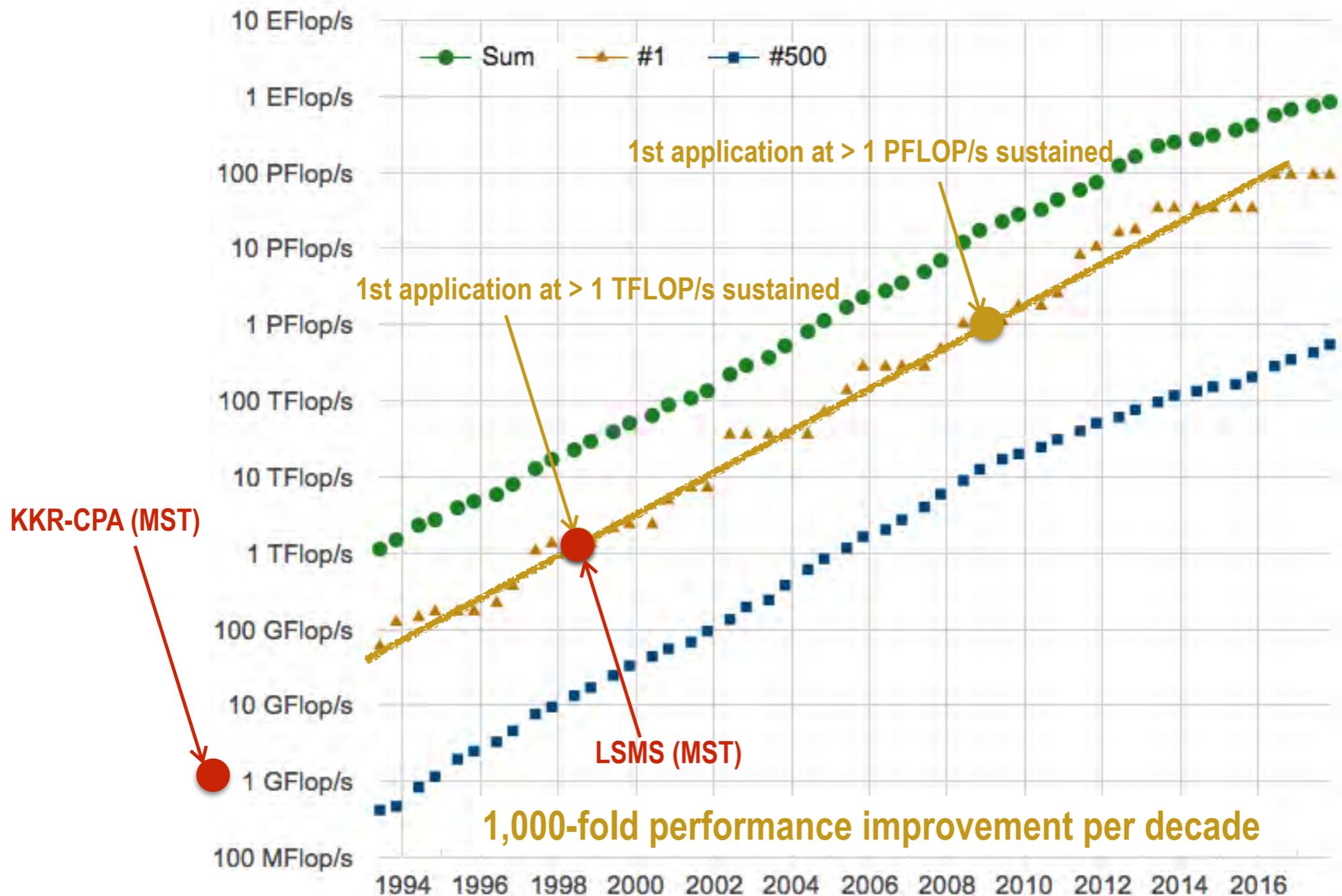
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



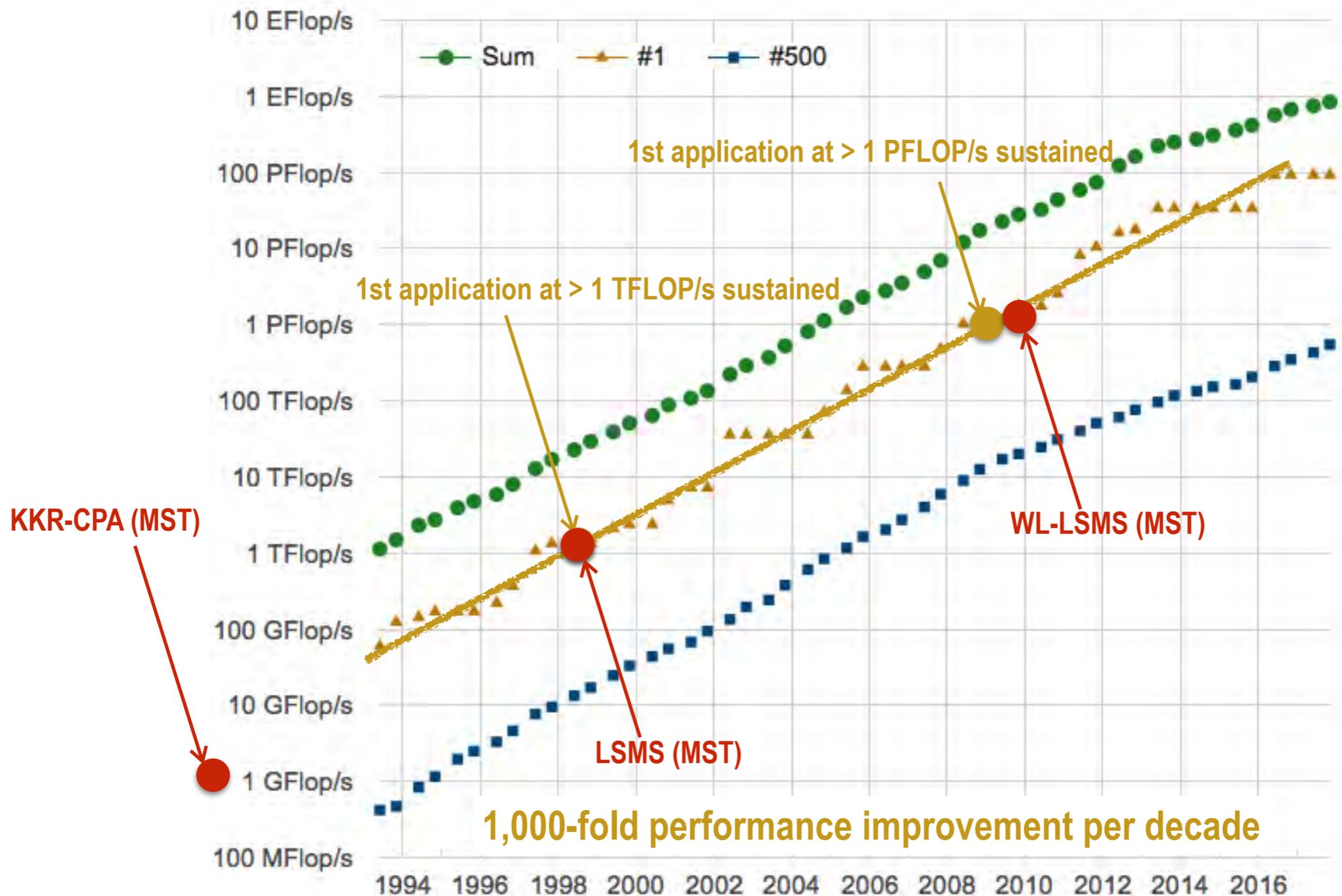
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



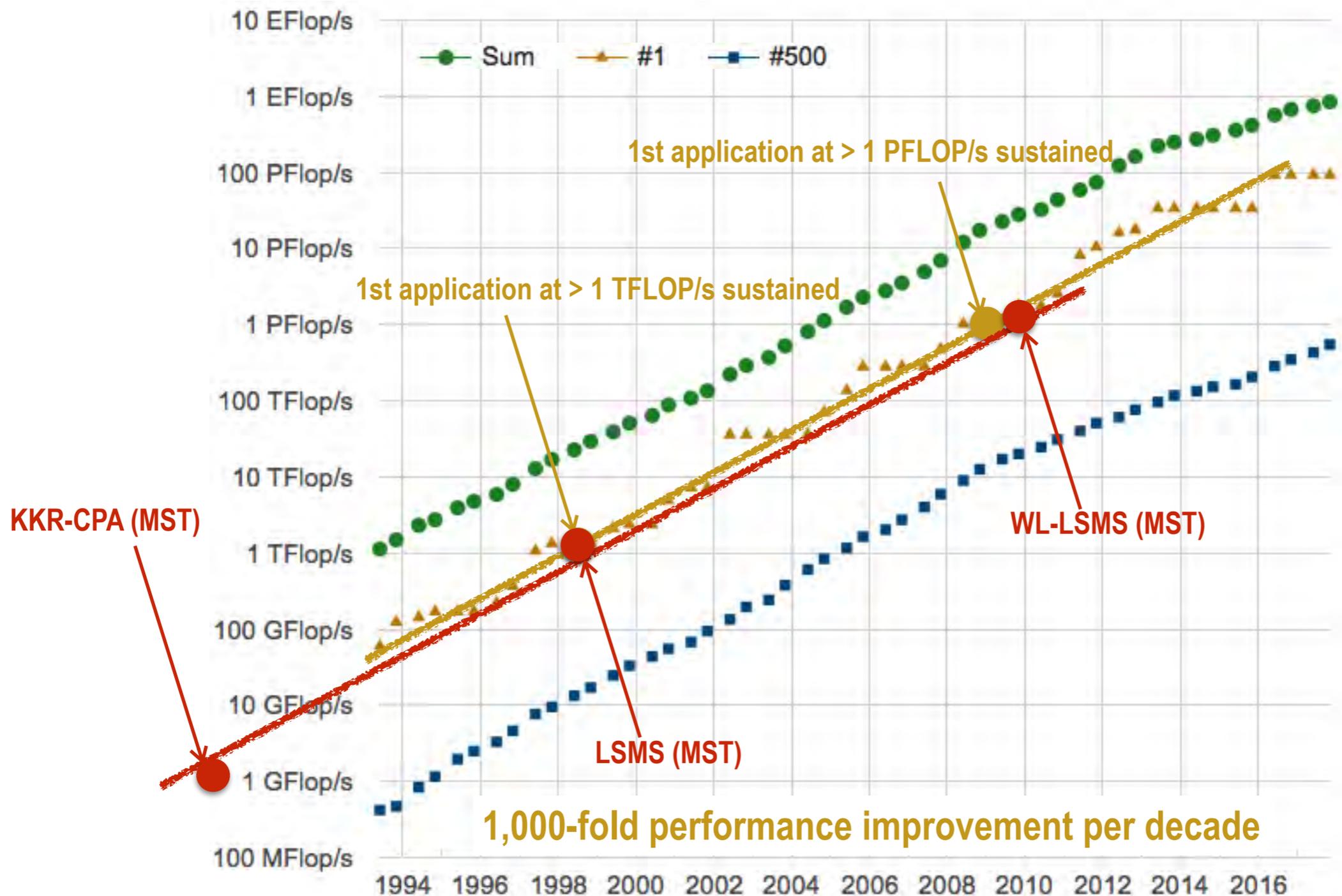
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



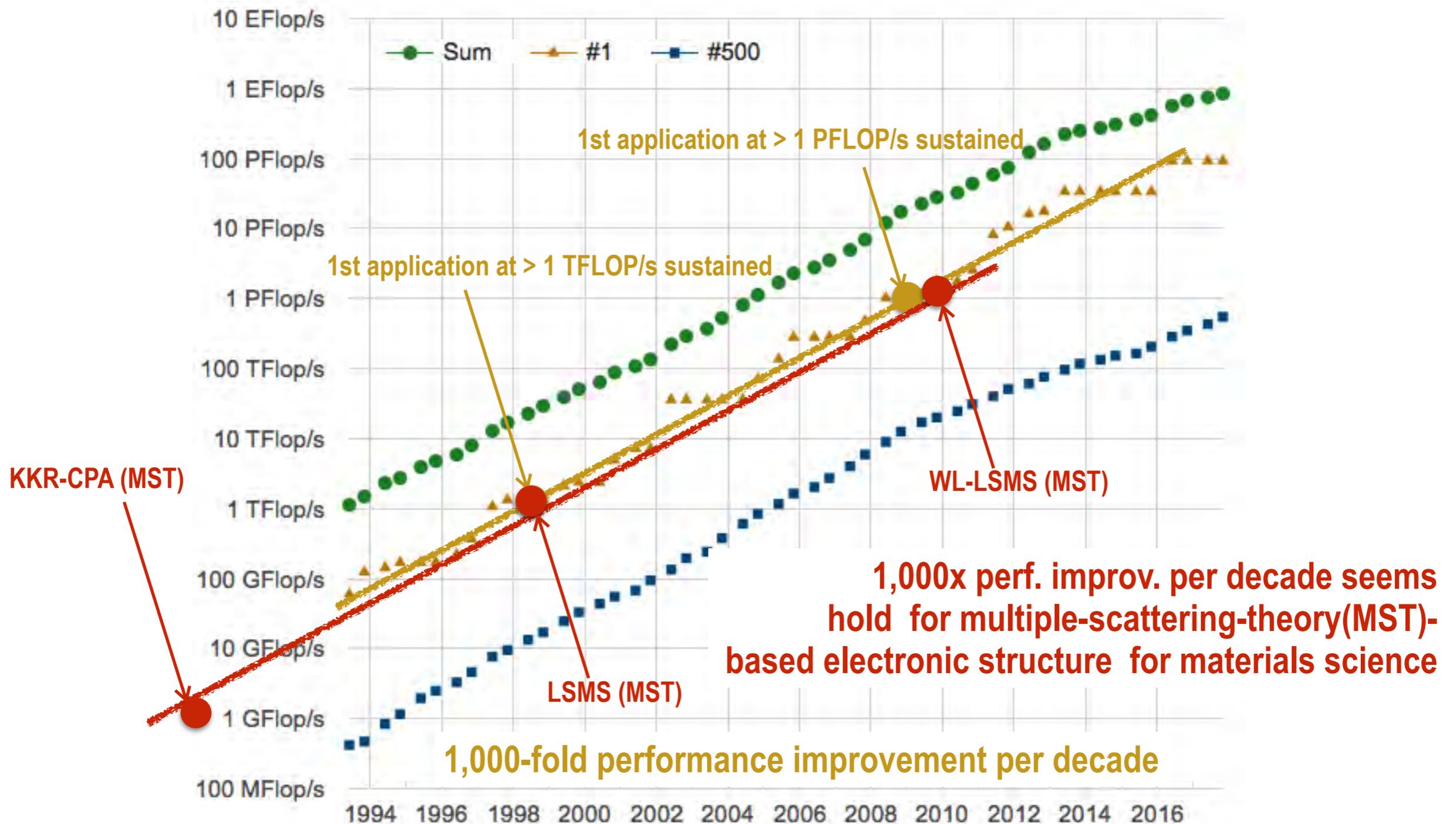
# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$

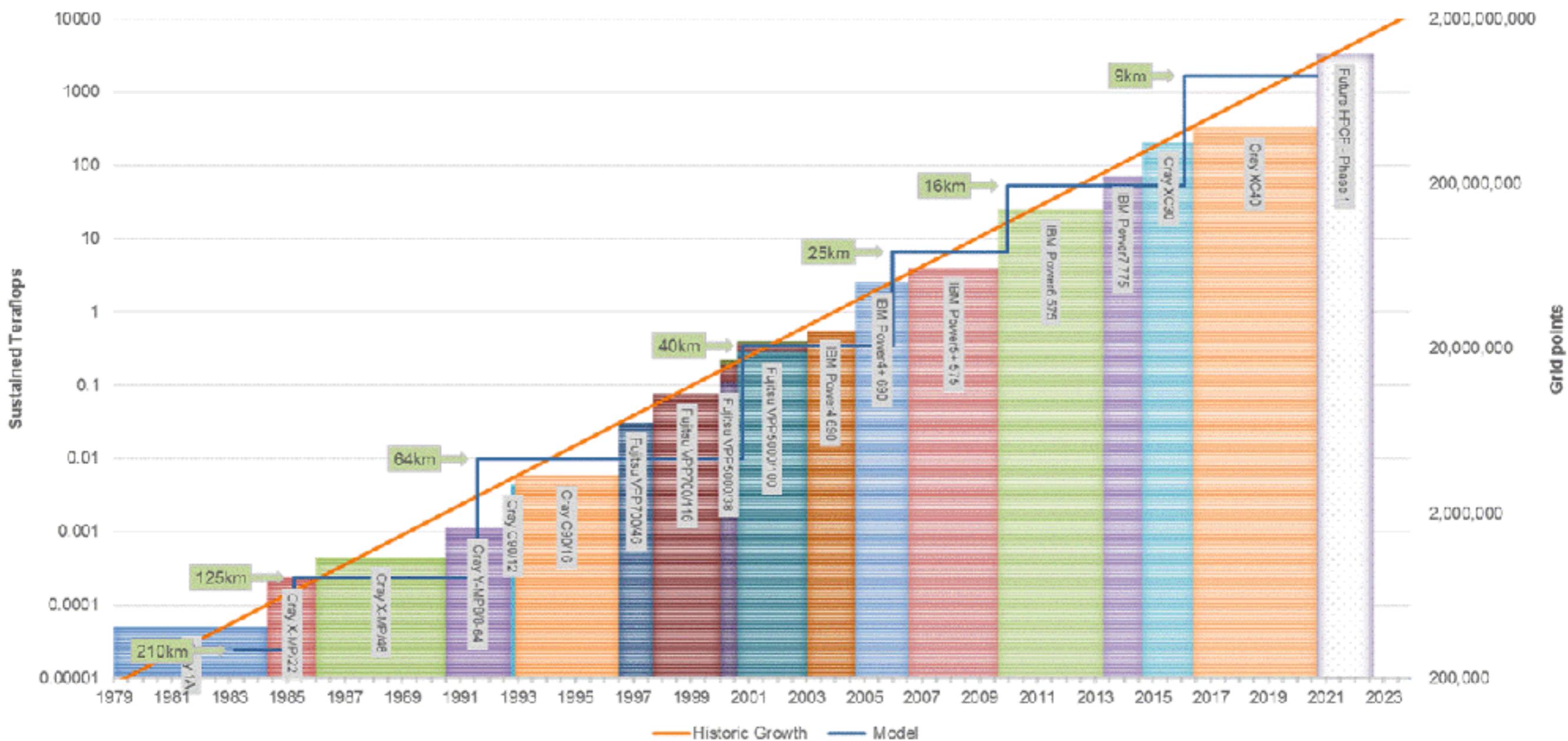


# Tracking supercomputer performance over time?

Linpack benchmark solves:  $Ax = b$



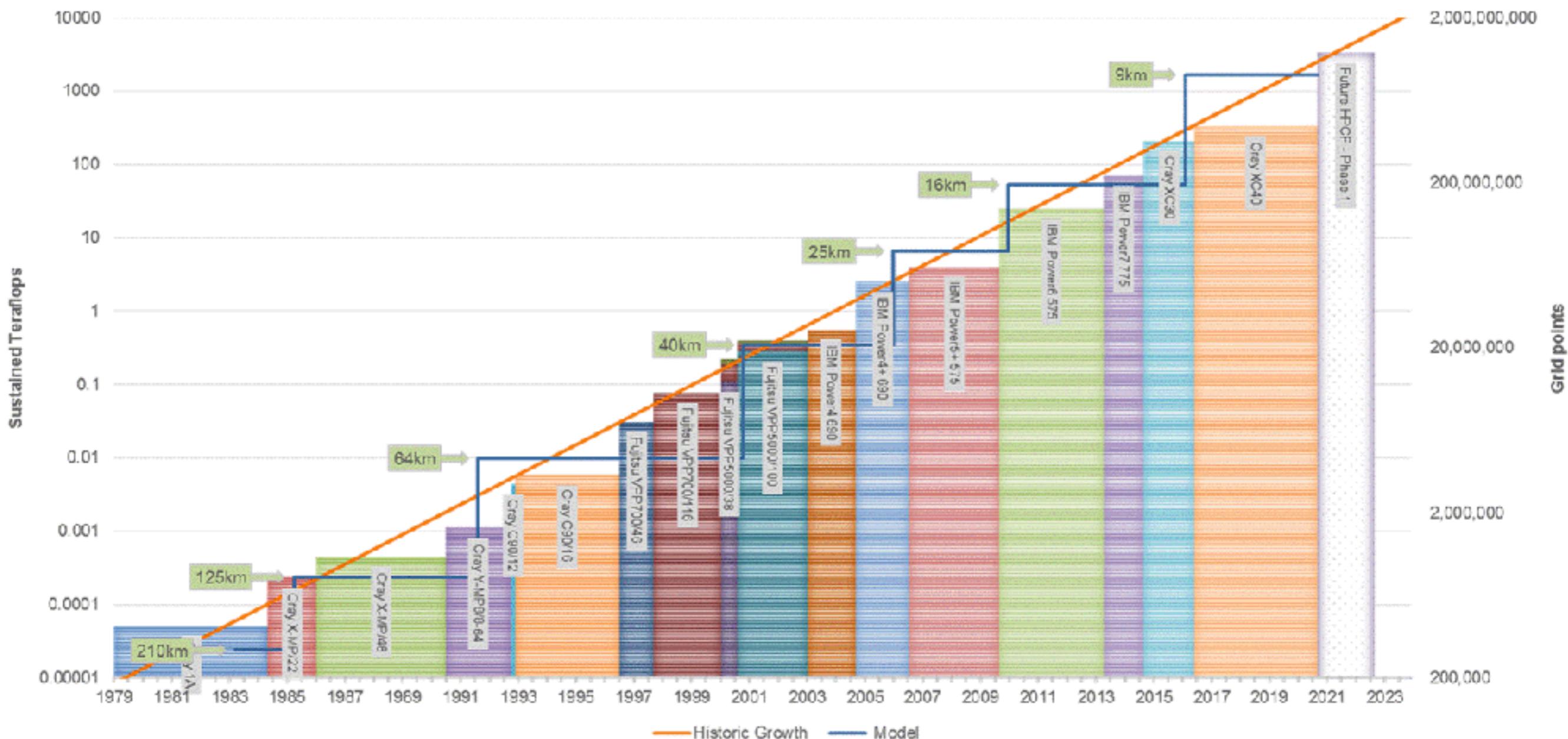
# “Only” 100-fold performance improvement in climate codes



Source: Peter Bauer, ECMWF

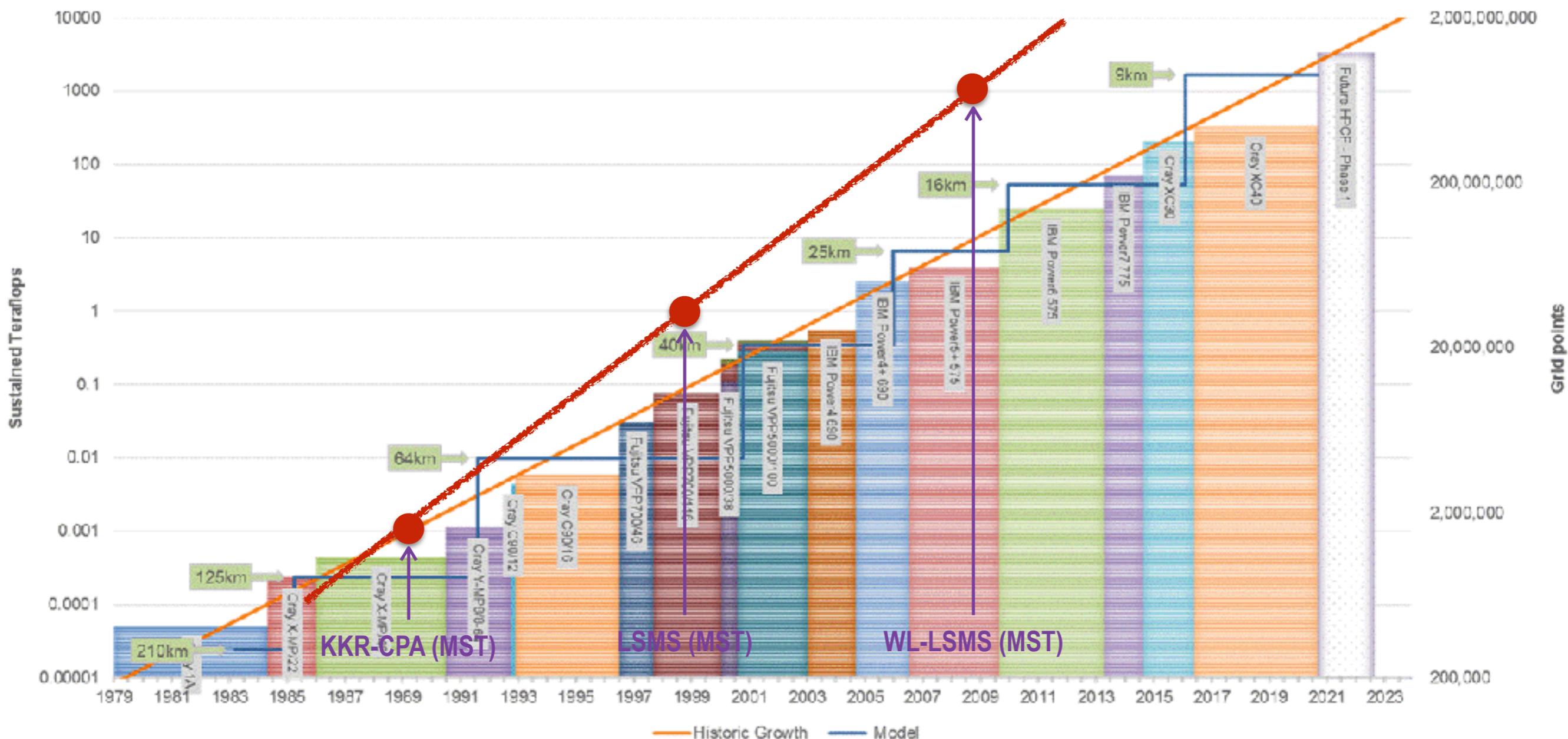
**Has the efficiency of weather & climate codes dropped 10-fold every decade?**

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



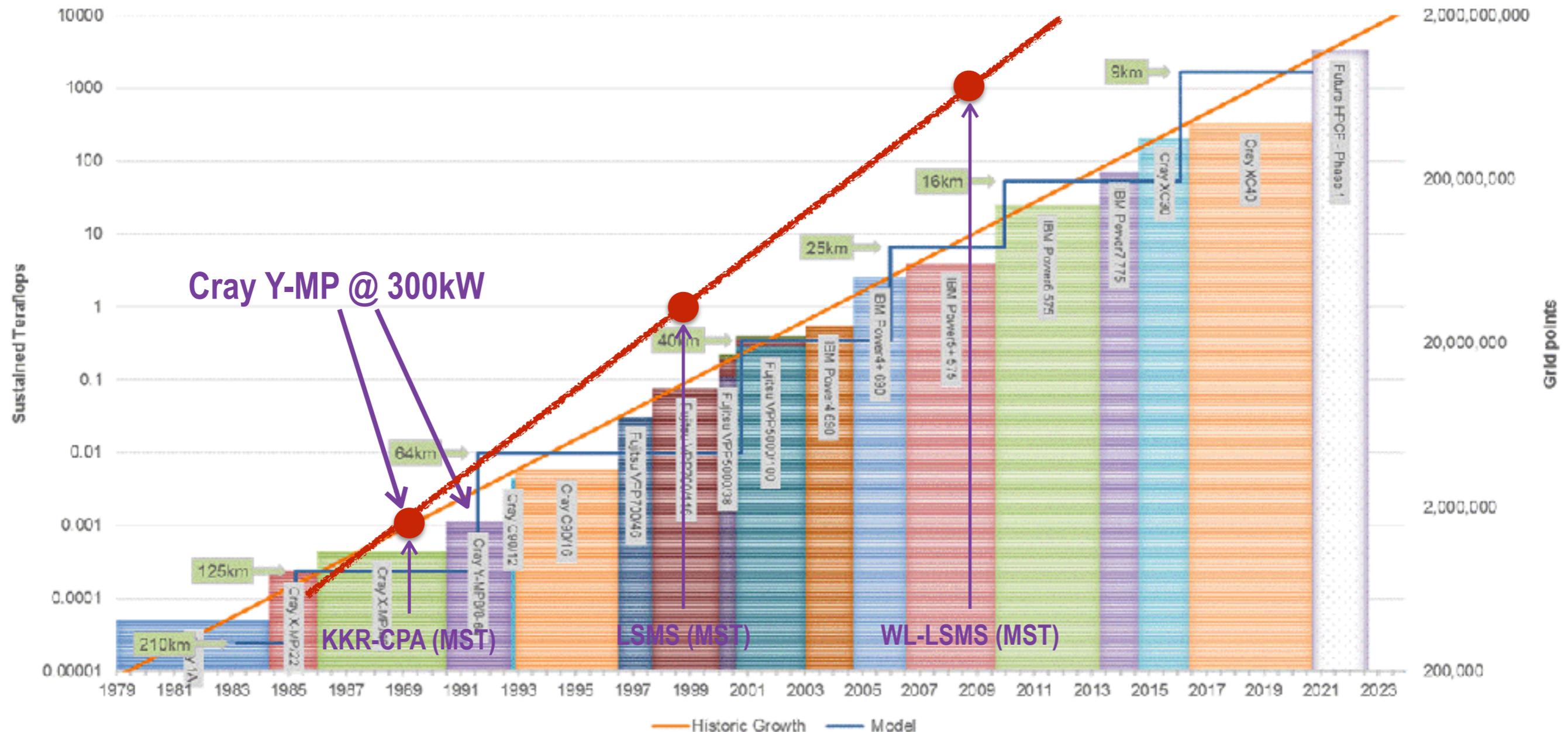
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



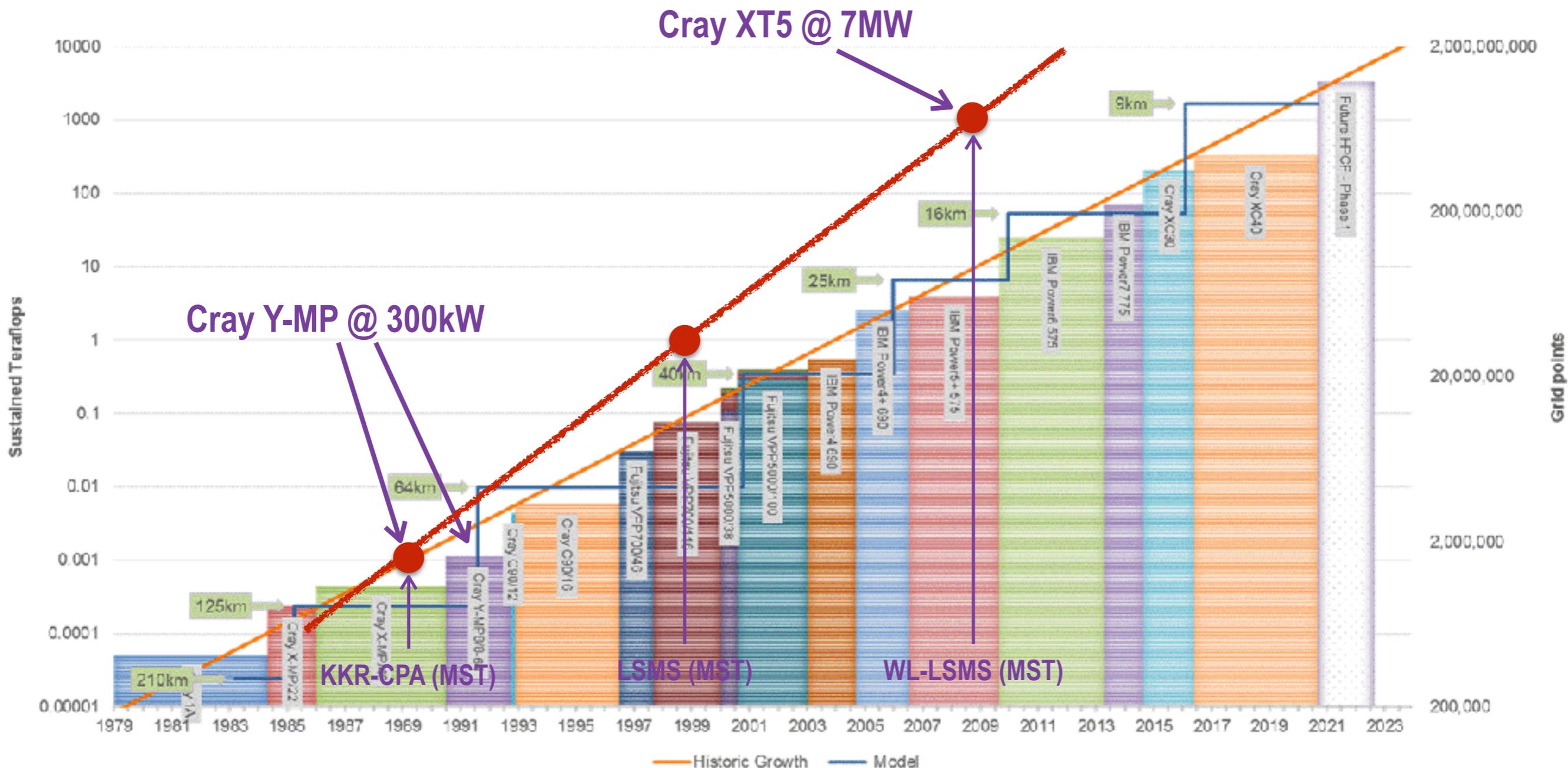
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



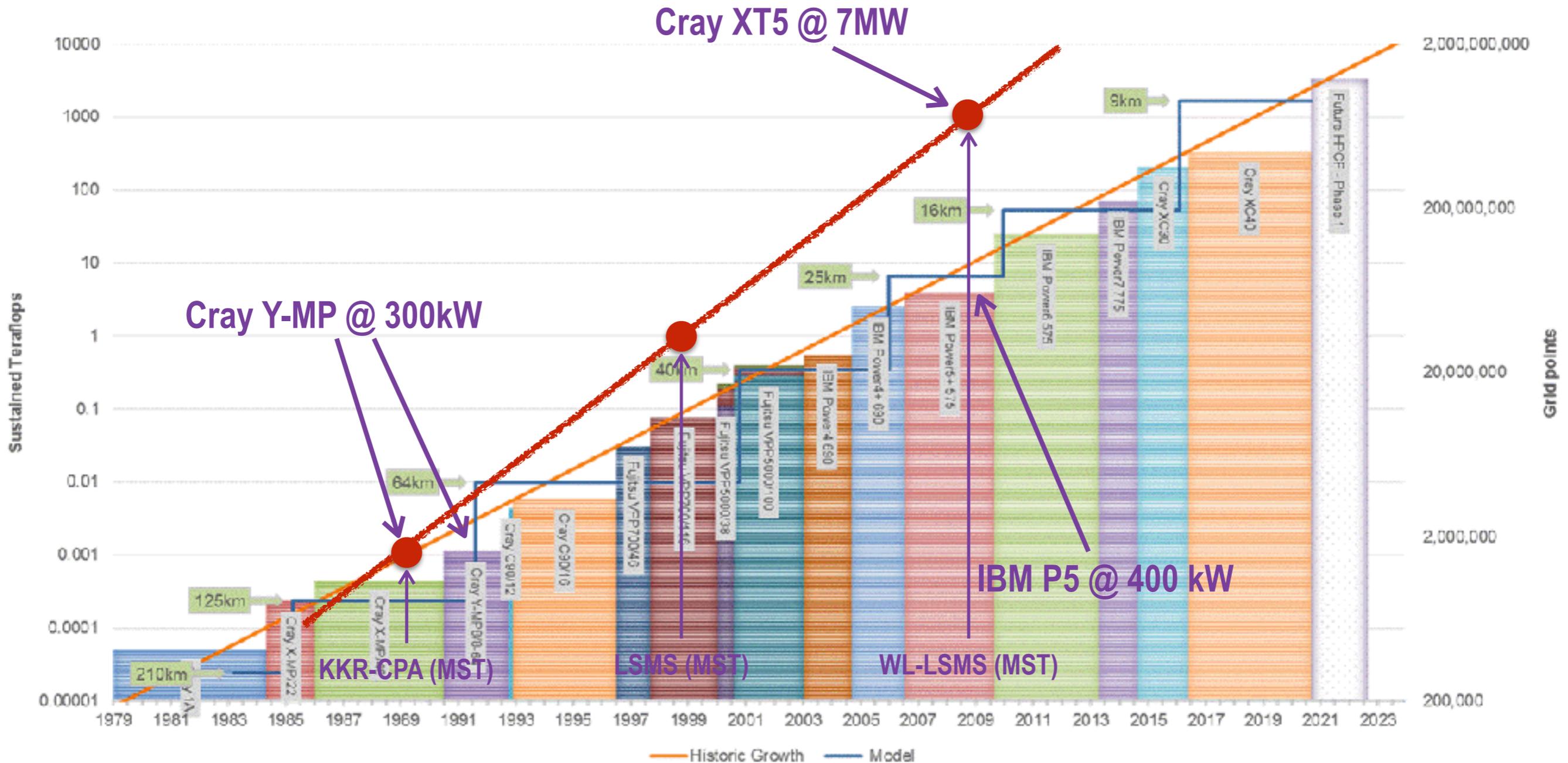
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



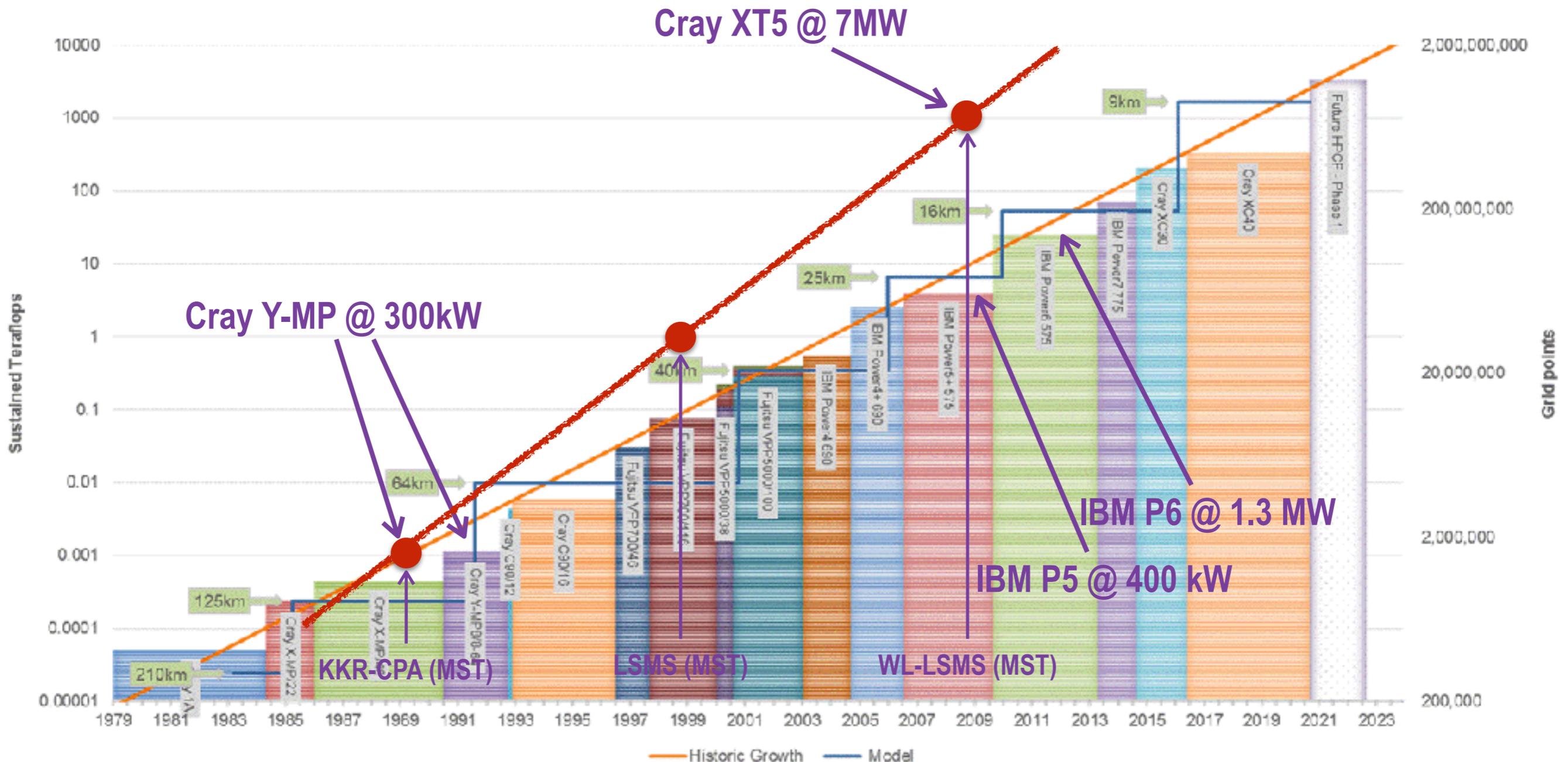
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



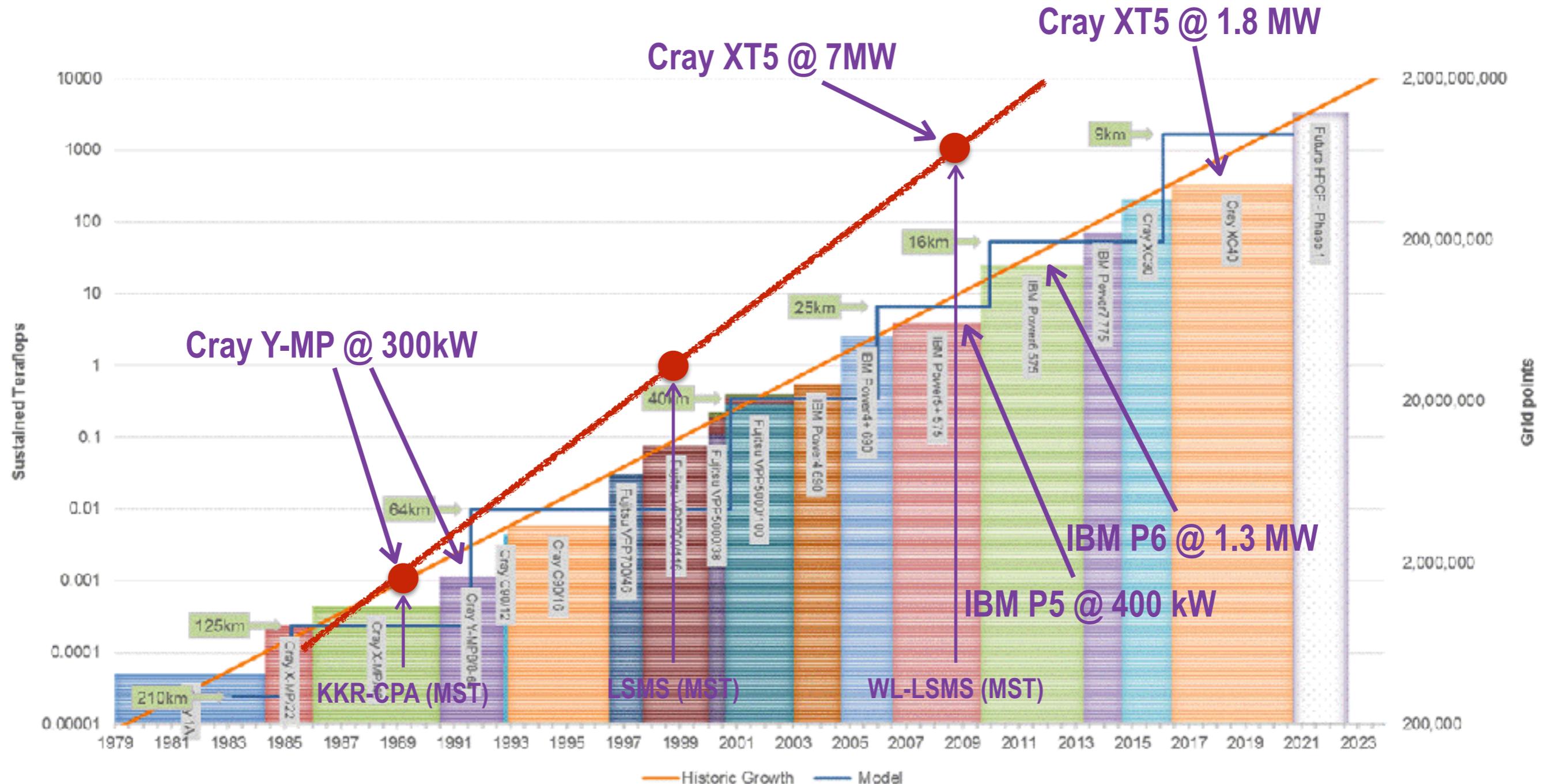
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



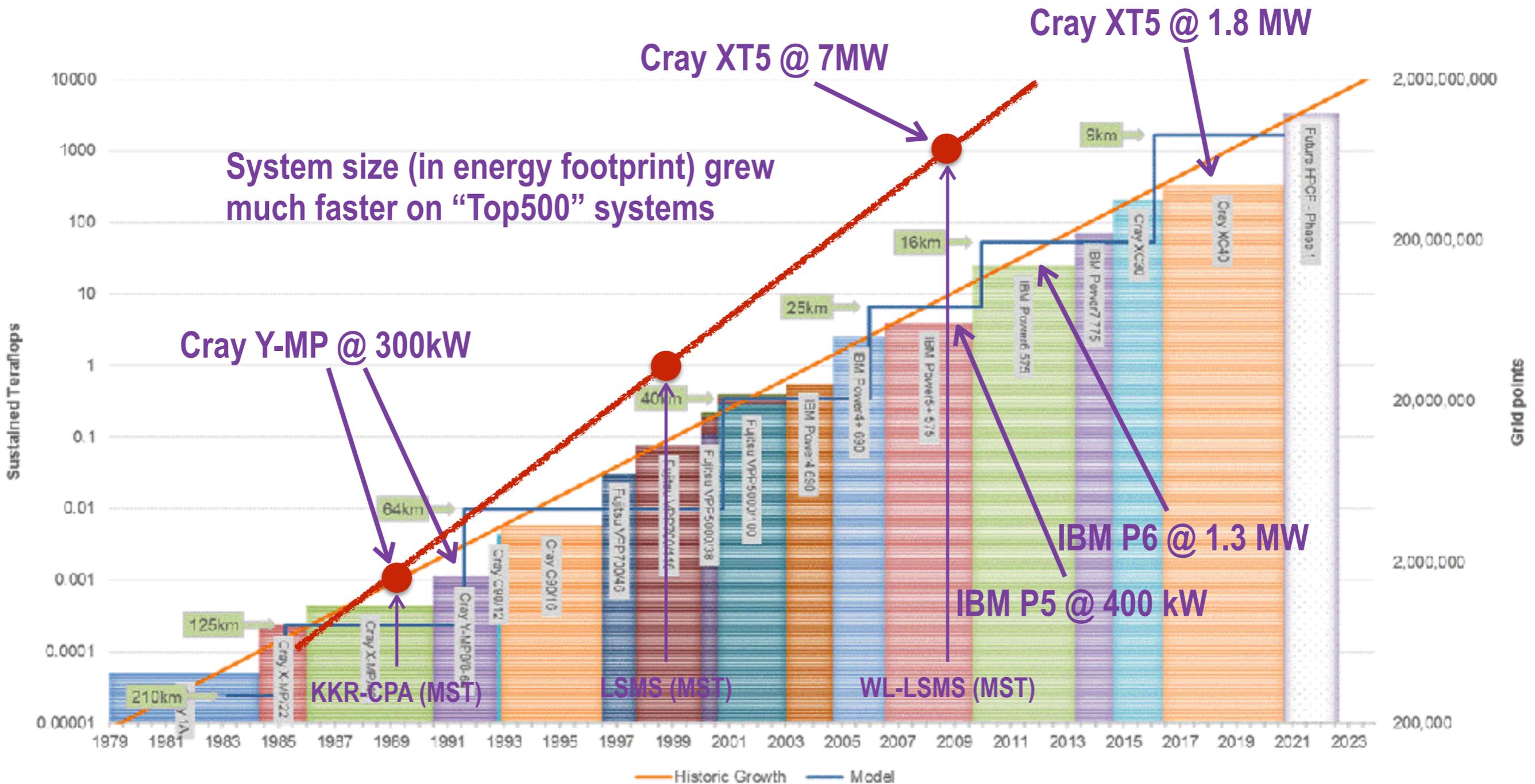
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



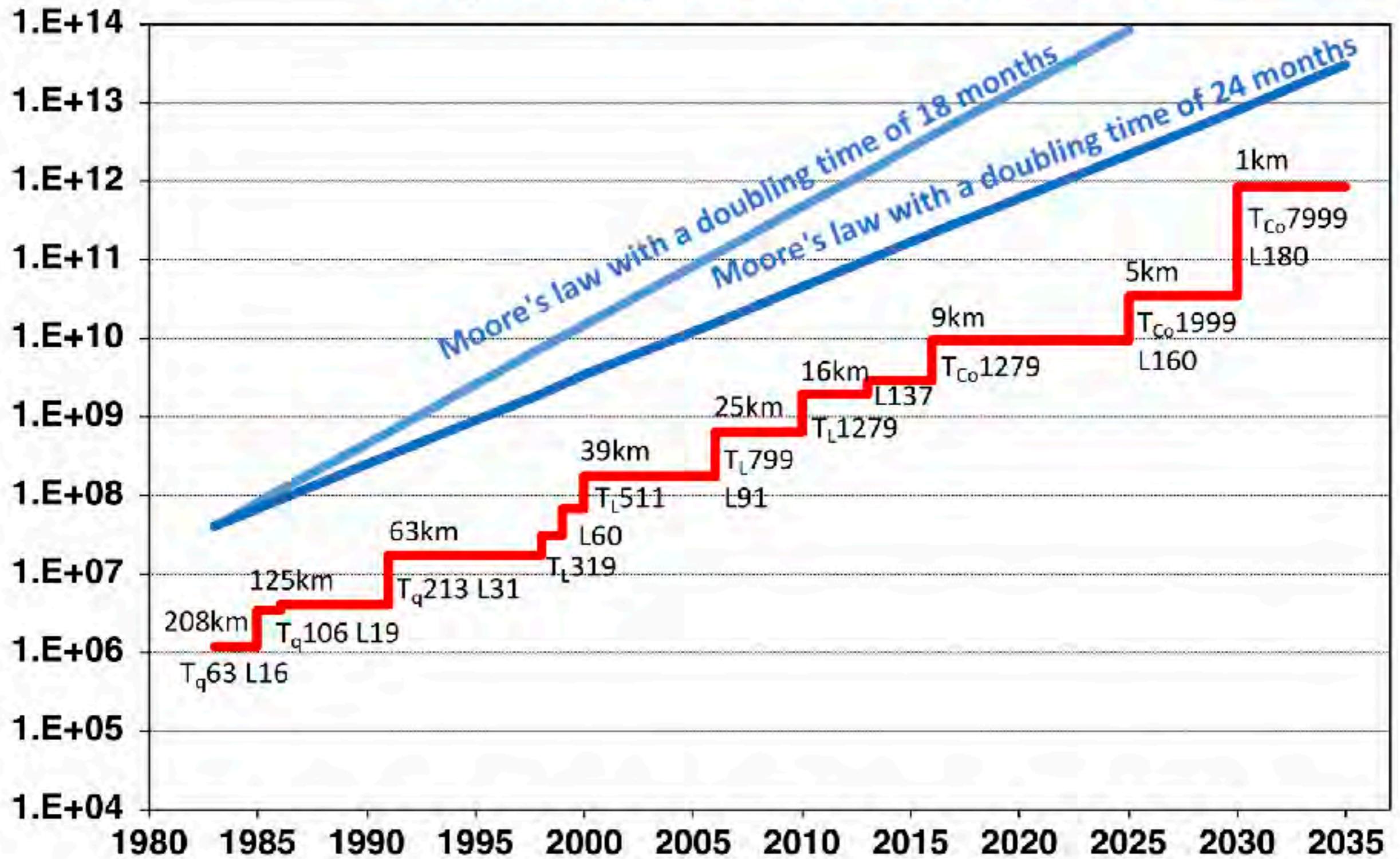
Source: Peter Bauer, ECMWF

# Floating points efficiency dropped from 50% on Cray Y-MP to 5% on today's Cray XC (10x in 2 decades)



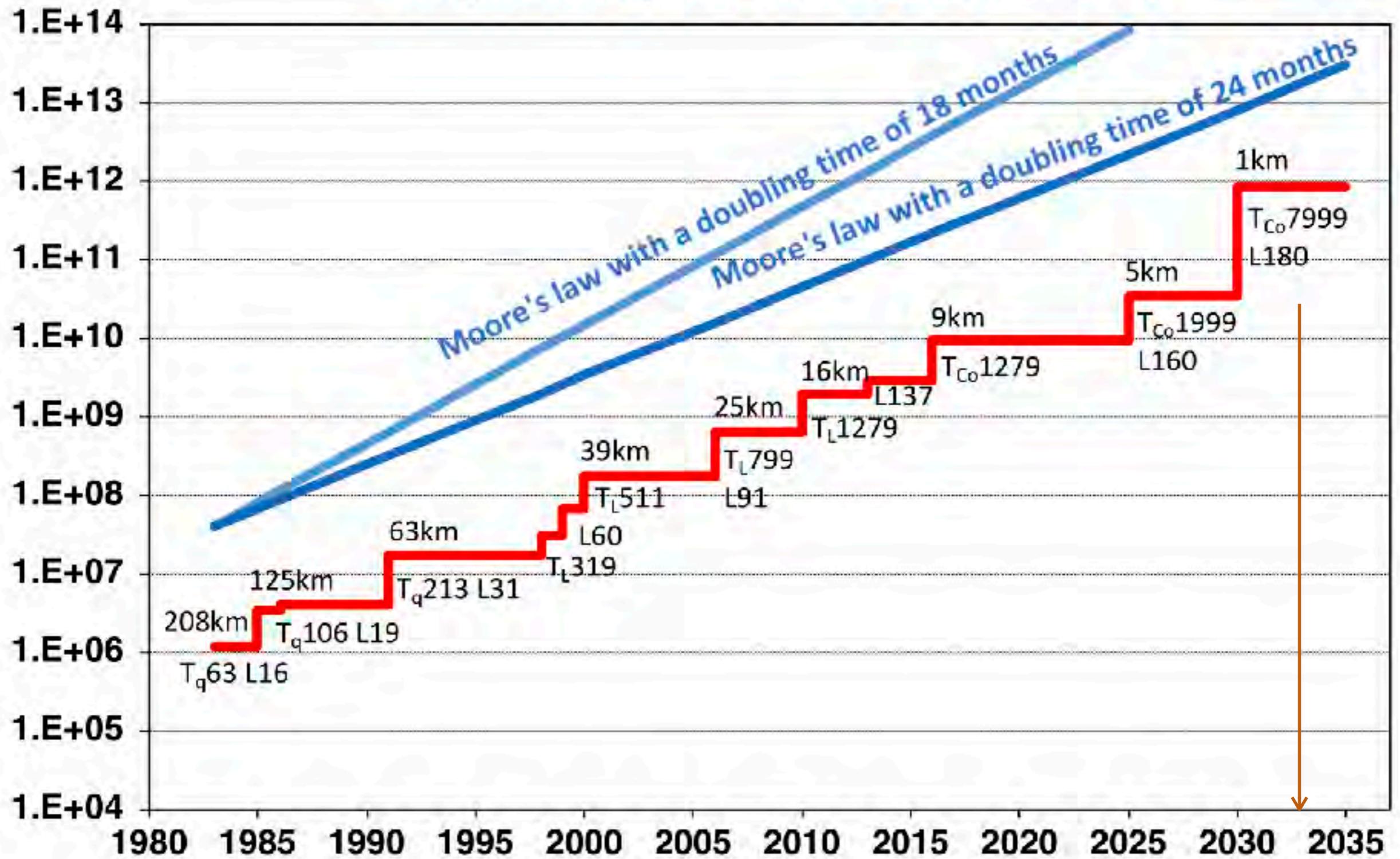
Source: Peter Bauer, ECMWF

## Computational power drives spatial resolution



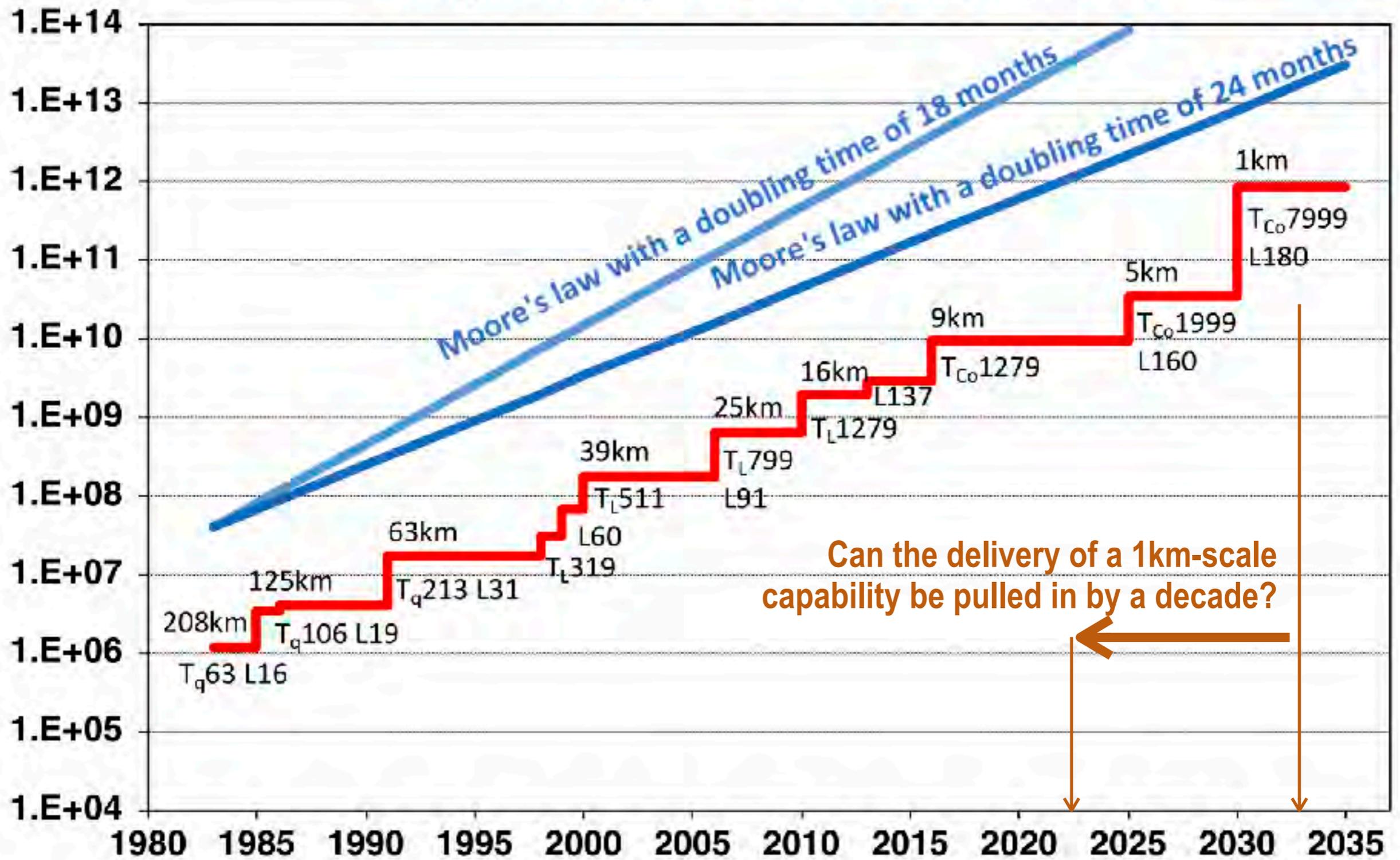
Source: Christoph Schär, ETH Zurich, & Nils Wedi, ECMWF

## Computational power drives spatial resolution



Source: Christoph Schär, ETH Zurich, & Nils Wedi, ECMWF

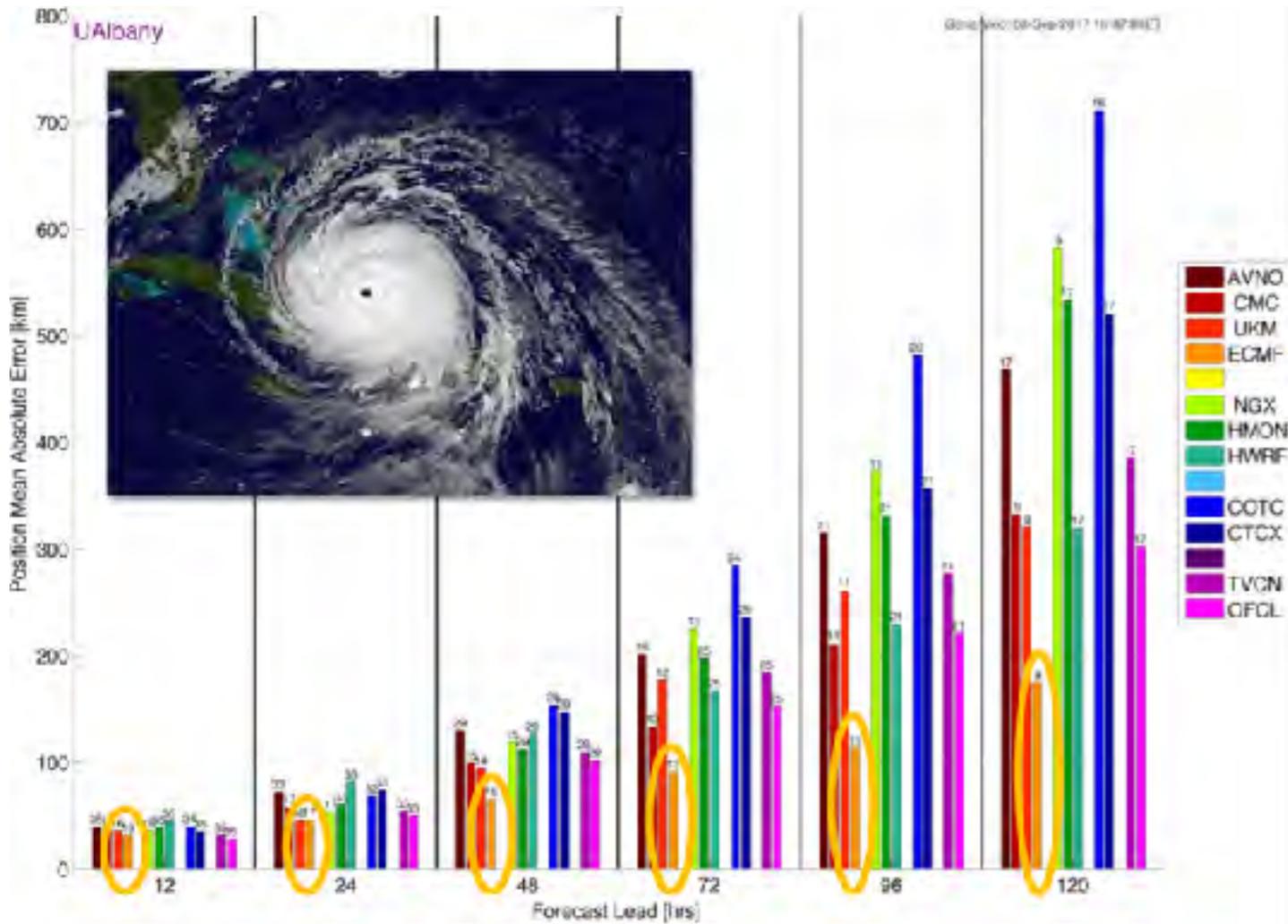
## Computational power drives spatial resolution



Can the delivery of a 1km-scale capability be pulled in by a decade?

Source: Christoph Schär, ETH Zurich, & Nils Wedi, ECMWF

# Leadership in weather and climate



**The European weather forecast model already kicking America's butt just improved**

Better resolution will allow the world's best model to improve local forecasts.

ERIC BERGER (US) - 12/3/2016, 08:15

NATIONAL GEOGRAPHIC

PHOTO OF THE DAY TV LATEST STORIES

GLOBAL BUSINESS FORUM PARIS Let's Accelerate Together the Positive Revolution

Why Are Europeans Better at Predicting Weather?

ars TECHNICA

By Peter

At times during Harvey, the European model outperformed humans

NCAA's new hurricane model, the HMON, performed terribly.

ERIC BERGER - 9/8/2017, 2:31 PM

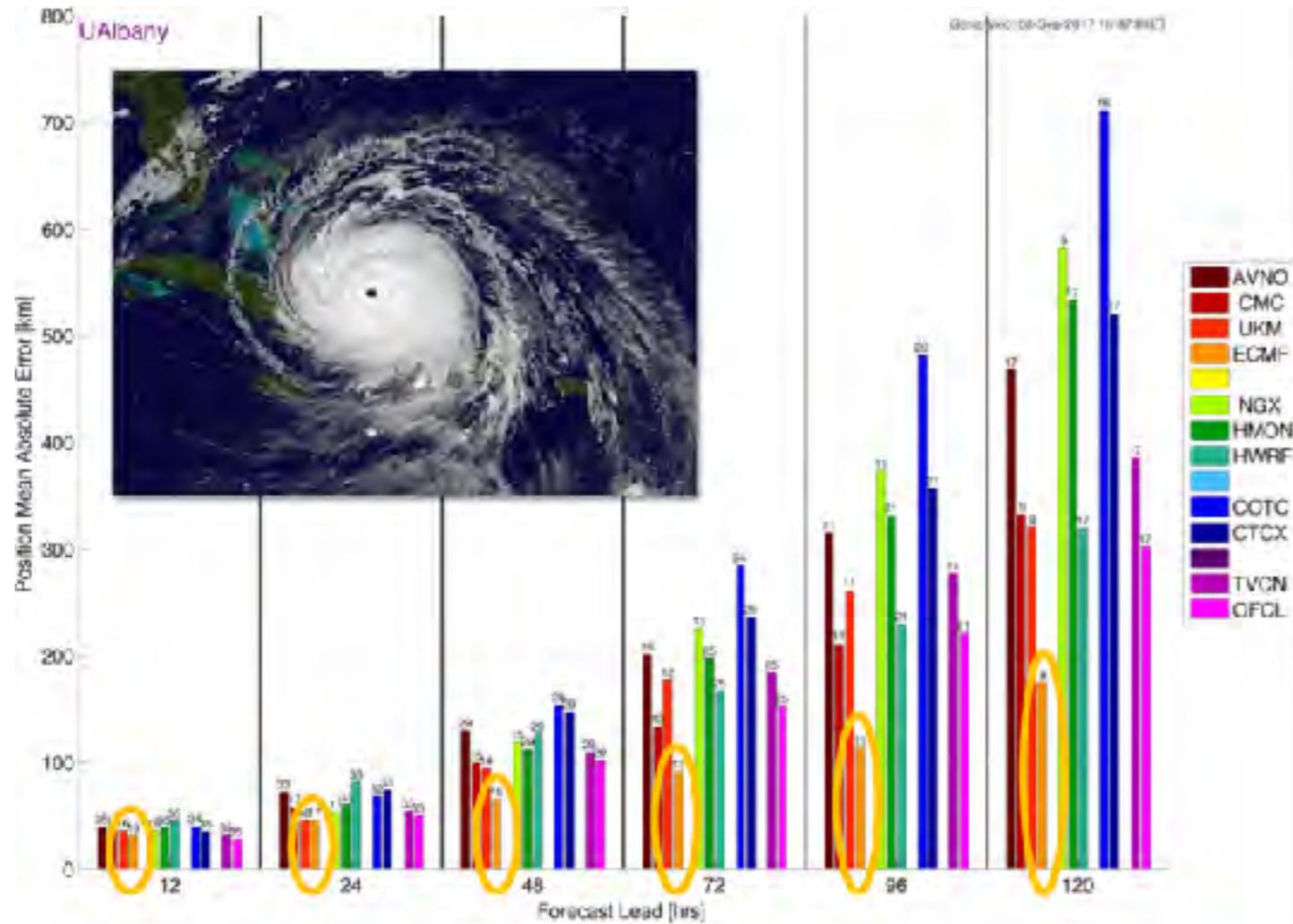
Are Europeans Better Than Americans at Forecasting Storms?

European and U.S. models frequently make different predictions about whether and where a storm will hit, affecting how officials design evacuation routes.



Peter Bauer, ECMWF

# Leadership in weather and climate



**The European weather forecast model already kicking America's butt just improved**  
 Better resolution will allow the world's best model to improve local forecasts.  
 ERIC BERGER (US) · 12/3/2016, 08:15

**Why Are Europeans Better at Predicting Weather?**  
 Wednesday  
 By Peter  
 arstechnica.com

**At times during Harvey, the European model outperformed humans**  
 NOAA's new hurricane model, the HMON, performed terribly.  
 ERIC BERGER · 9/8/2017, 2:31 PM

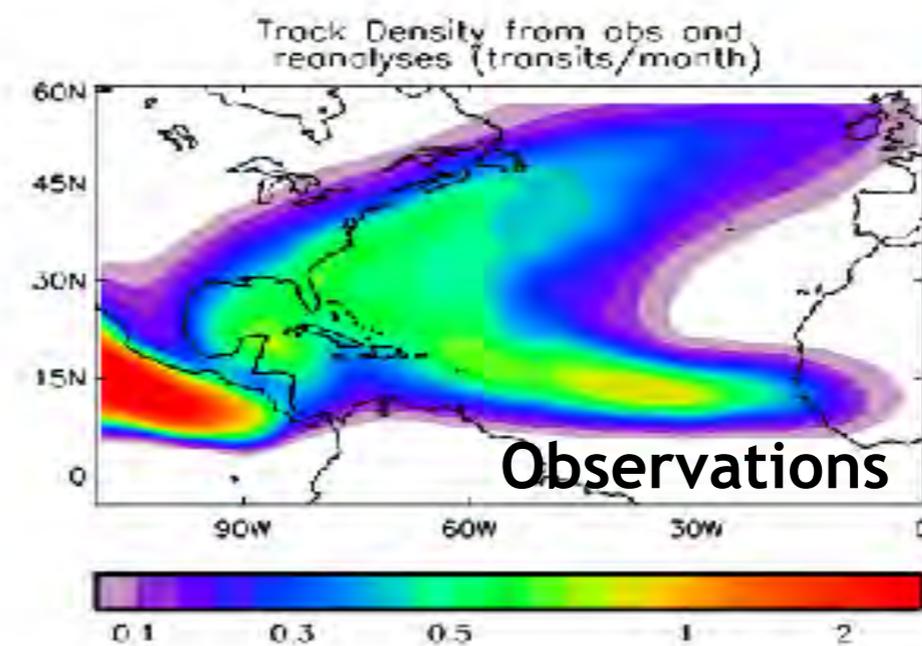
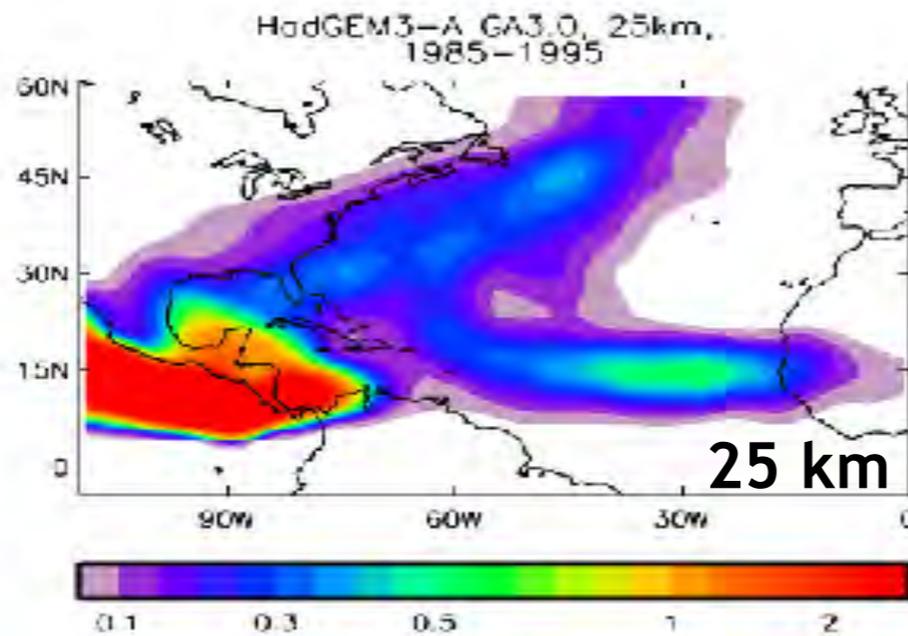
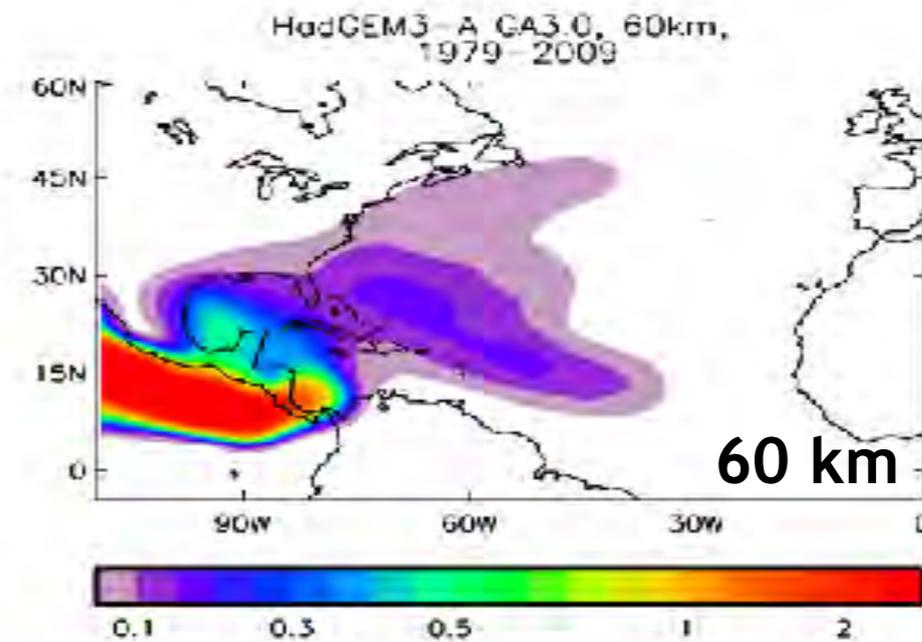
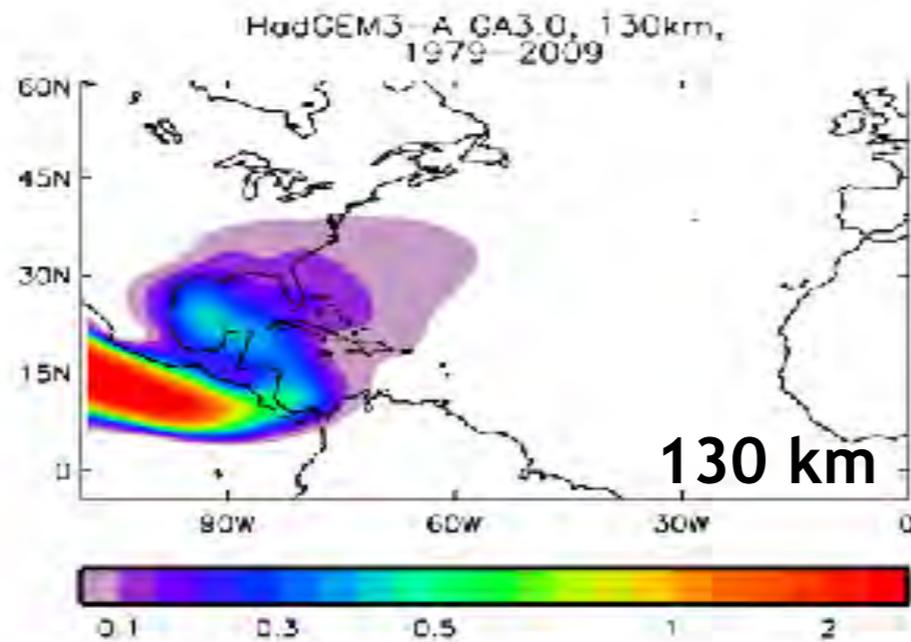
European model may be the best - but far away from sufficient accuracy and reliability!

Peter Bauer, ECMWF

**Are Europeans Better Than Americans at Forecasting Storms?**  
 European and U.S. models frequently make different predictions about whether and where a storm will strike, according to a new study. [Read more](#)



# The impact of resolution: simulated tropical cyclones



HADGEM3 PRACE UPSCALE, P.L. Vidale (NCAS) and M. Roberts (MO/HC)

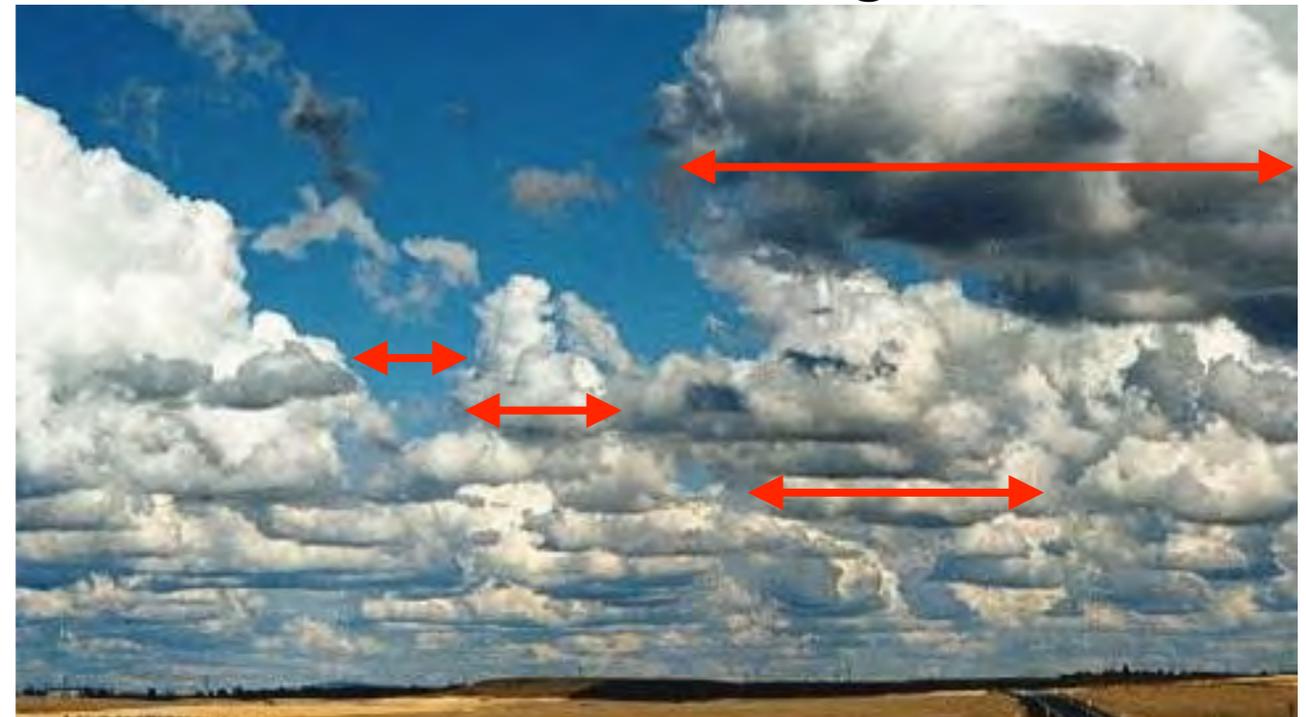
# Resolving convective clouds (convergence?)

## Bulk convergence



Area-averaged bulk effects upon ambient flow:  
E.g., heating and moistening of cloud layer

## Structural convergence

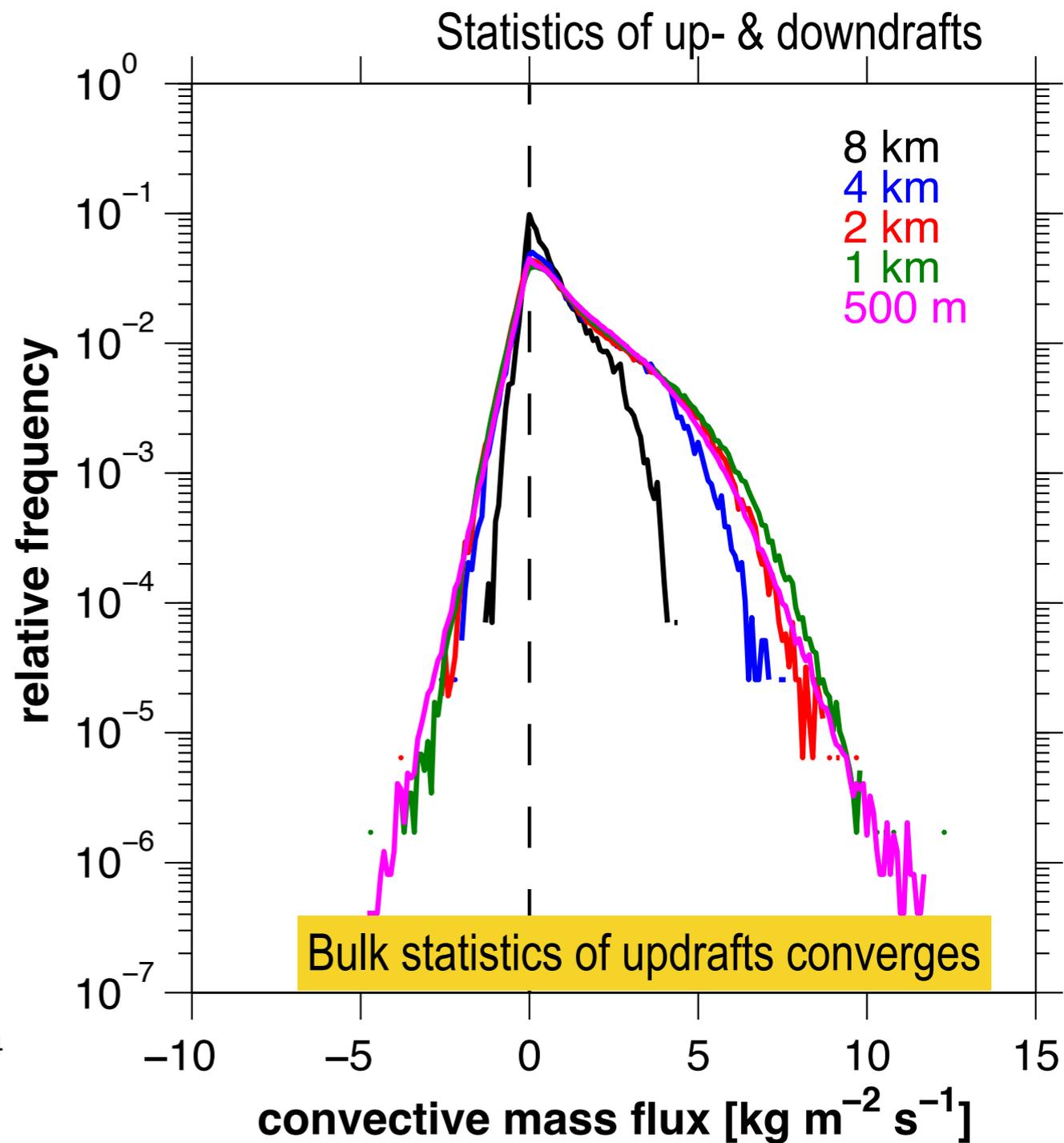
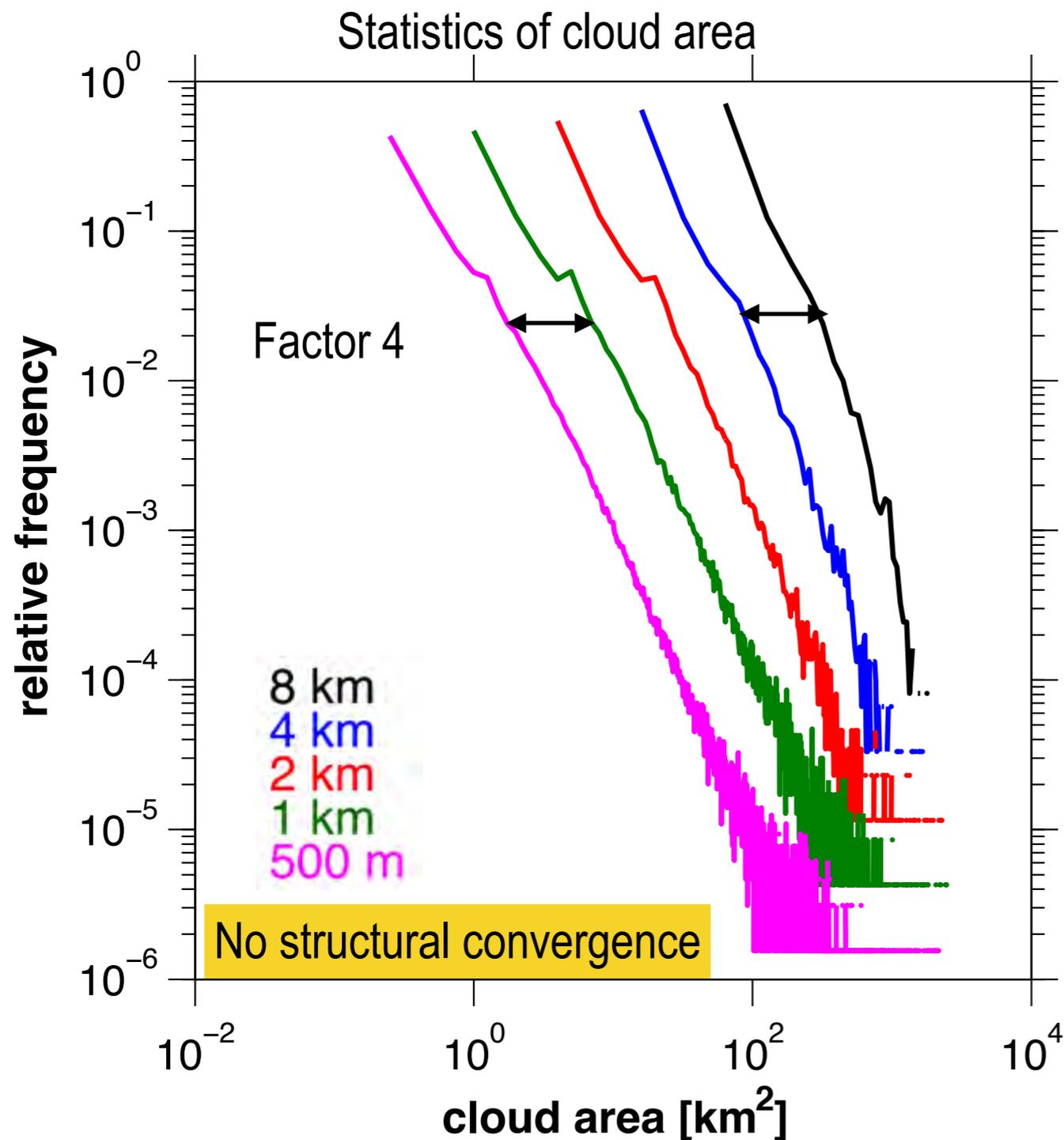


Statistics of cloud ensemble:  
E.g., spacing and size of convective clouds

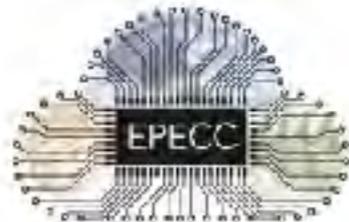
Source: Christoph Schär, ETH Zurich

# Structural and bulk convergence

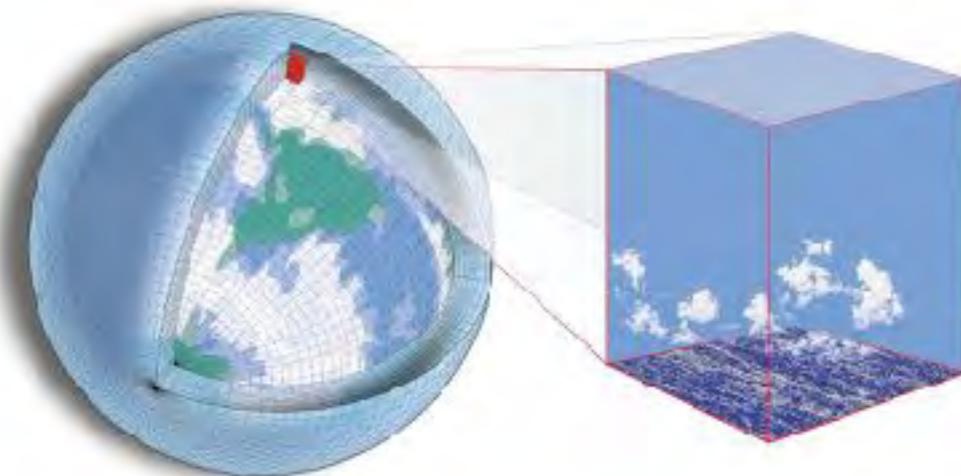
(Panosetti et al. 2018)



Source: Christoph Schär, ETH Zurich



# What resolution is needed?



## Scales in the Earth System



- **There are threshold scales in the atmosphere and ocean:** going from 100 km to 10 km is incremental, 10 km to 1 km is a leap. At 1km
  - it is no longer necessary to parametrise precipitating convection, ocean eddies, or orographic wave drag and its effect on extratropical storms;
  - ocean bathymetry, overflows and mixing, as well as regional orographic circulation in the atmosphere become resolved;
  - the connection between the remaining parametrisation are now on a physical footing.
- **We spend the last five decades in a paradigm of incremental advances.** Here we incrementally improved the resolution of models from 200 to 20km
- **Exascale allows us to make the leap to 1 km.** This fundamentally changes the structure of our models. We move from crude parametric presentations to an explicit, physics based, description of essential processes.
- **The last such step change was fifty years ago.** This was when, in the late 1960s, climate scientists first introduced global climate models, which were distinguished by their ability to explicitly represent extra-tropical storms, ocean gyres and boundary current.

Bjorn Stevens, MPI-M

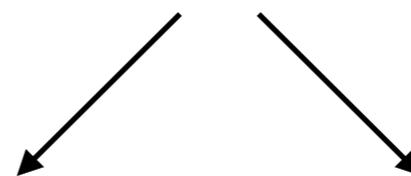
# Simulation throughput: Simulate Years Per Day (SPYD)

	NWP	Climate in production	Climate spinup
Simulation	10 d	100 y	5'000 y
Desired wall clock time	0.1 d	0.1 y	0.5 y
ratio	100	1'000	10'000
SPYD	0.27	2.7	27

# Simulation throughput: Simulate Years Per Day (SPYD)

	NWP	Climate in production	Climate spinup
Simulation	10 d	100 y	5'000 y
Desired wall clock time	0.1 d	0.1 y	0.5 y
ratio	100	1'000	10'000

SPYD                      0.27                      2.7                      27



Minimal throughput **1 SPYD**, preferred **5 SPYD**

# Summary of intermediate goal (reach by 2021?)

Horizontal resolution	1 km (globally quasi-uniform)
Vertical resolution	180 levels (surface to ~100 km)
Time resolution	Less than 1 minute
Coupled	Land-surface/ocean/ocean-waves/sea-ice
Atmosphere	Non-hydrostatic
Precision	Single (32bit) or mixed precision
Compute rate	1 SYPD (simulated year wall-clock day)

# Running COSMO 5.0 at global scale on Piz Daint

Scaling to full system size: ~5300 GPU accelerate nodes available



Running a near-global ( $\pm 80^\circ$  covering 97% of Earth's surface) COSMO 5.0 simulation & IFS

- > Either on the hosts processors: Intel Xeon E5 2690v3 (Haswell 12c).
- > Or on the GPU accelerator: PCIe version of NVIDIA GP100 (Pascal) GPU

September 15, 2015

## Today's Outlook: GPU-accelerated Weather Forecasting

John Russell

### MeteoSwiss New Weather Supercomputer

World's First GPU-Accelerated Weather Forecasting System



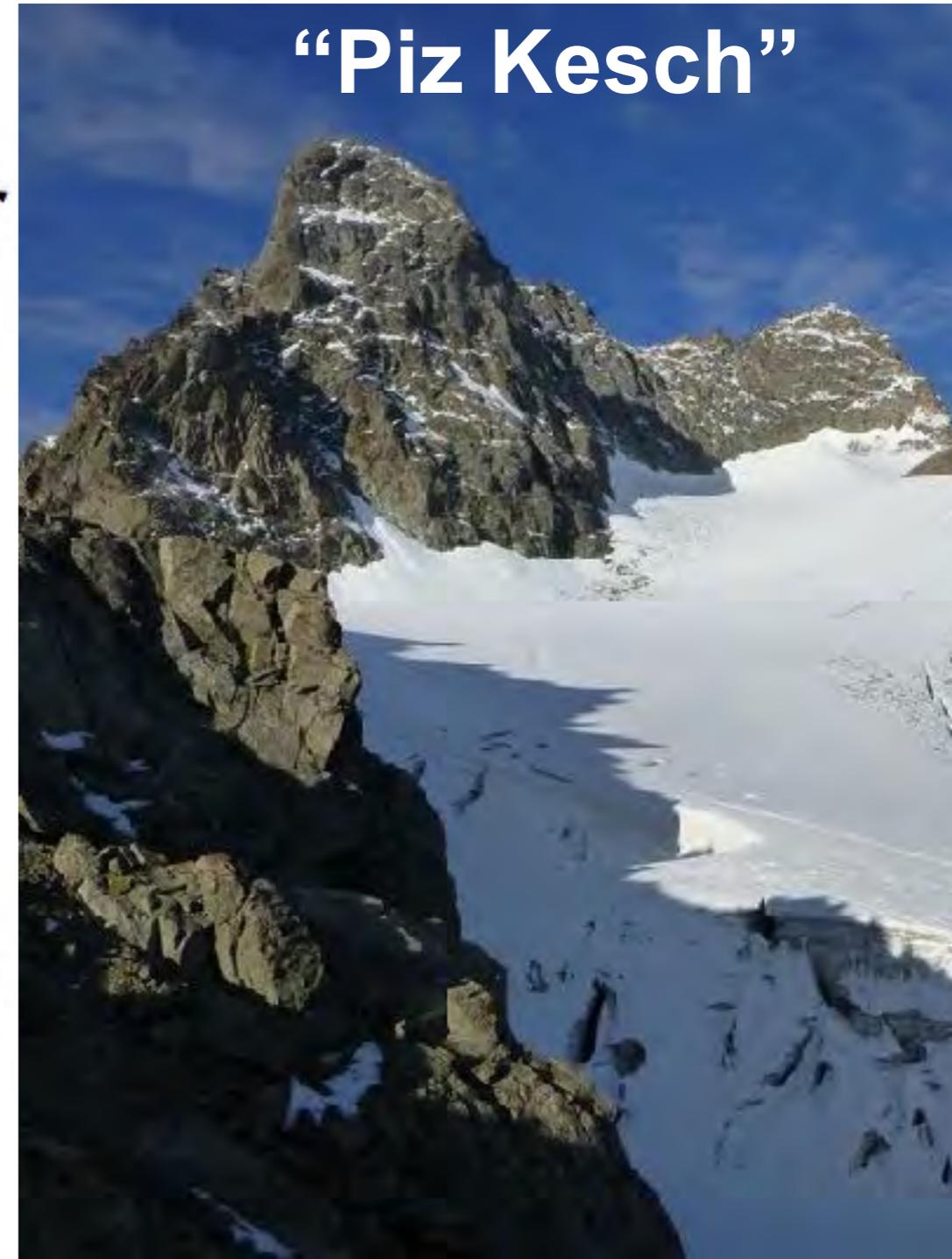
2x Racks

48 CPUs

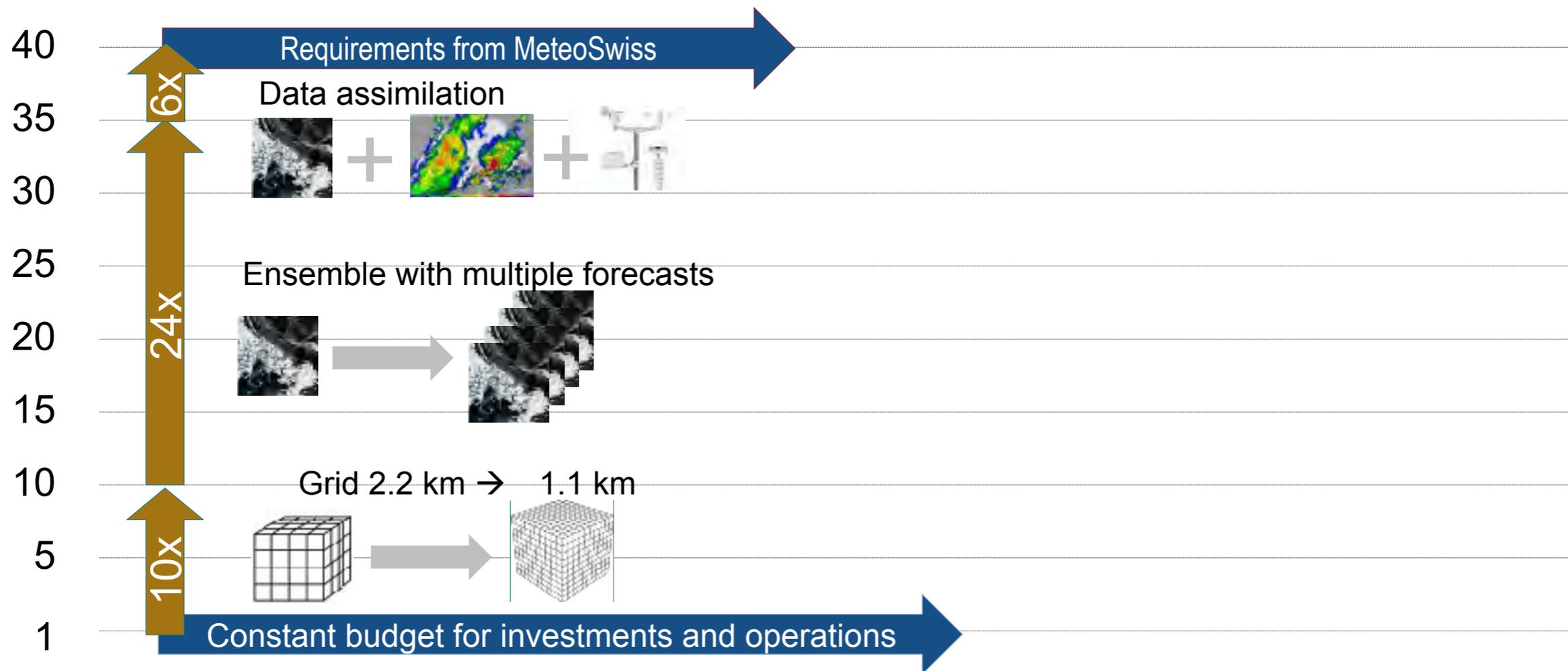
192 Tesla K80 GPUs

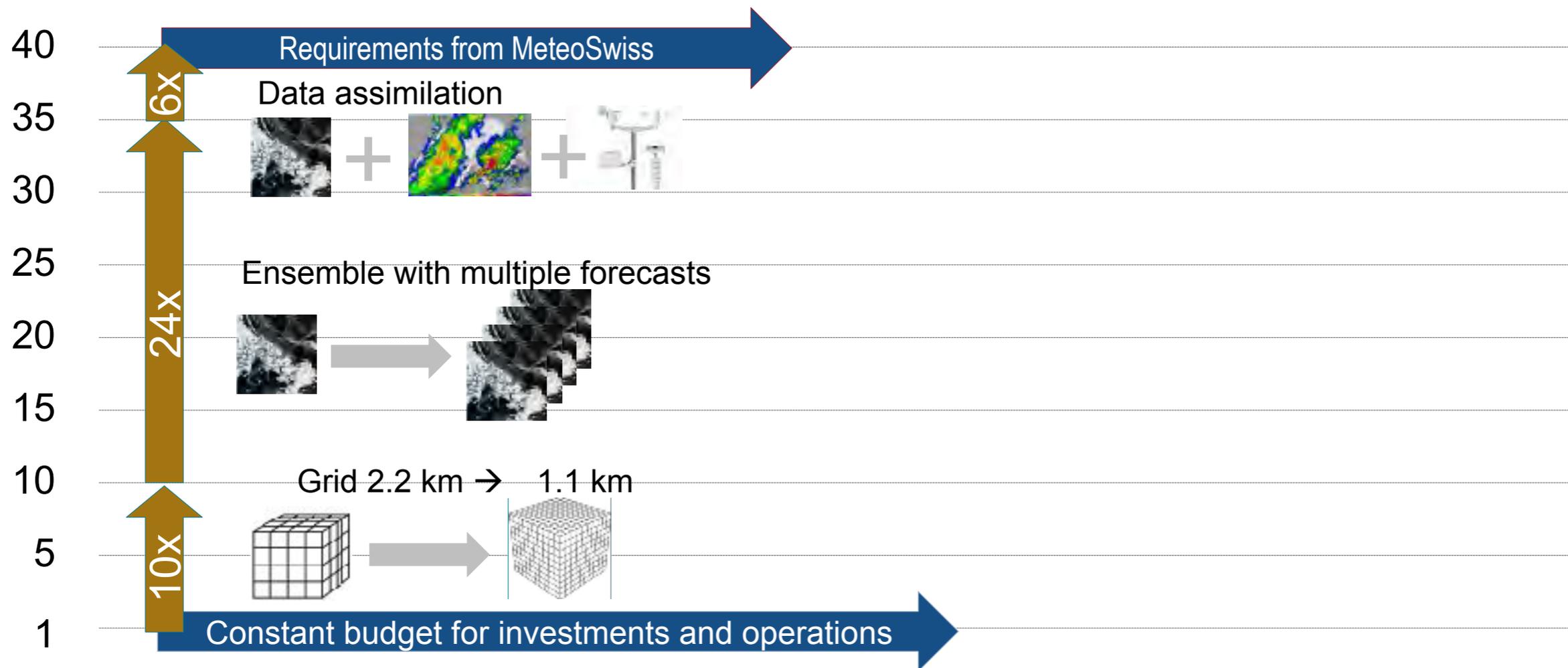
> 90% of FLOPS from GPUs

Operational in 2016



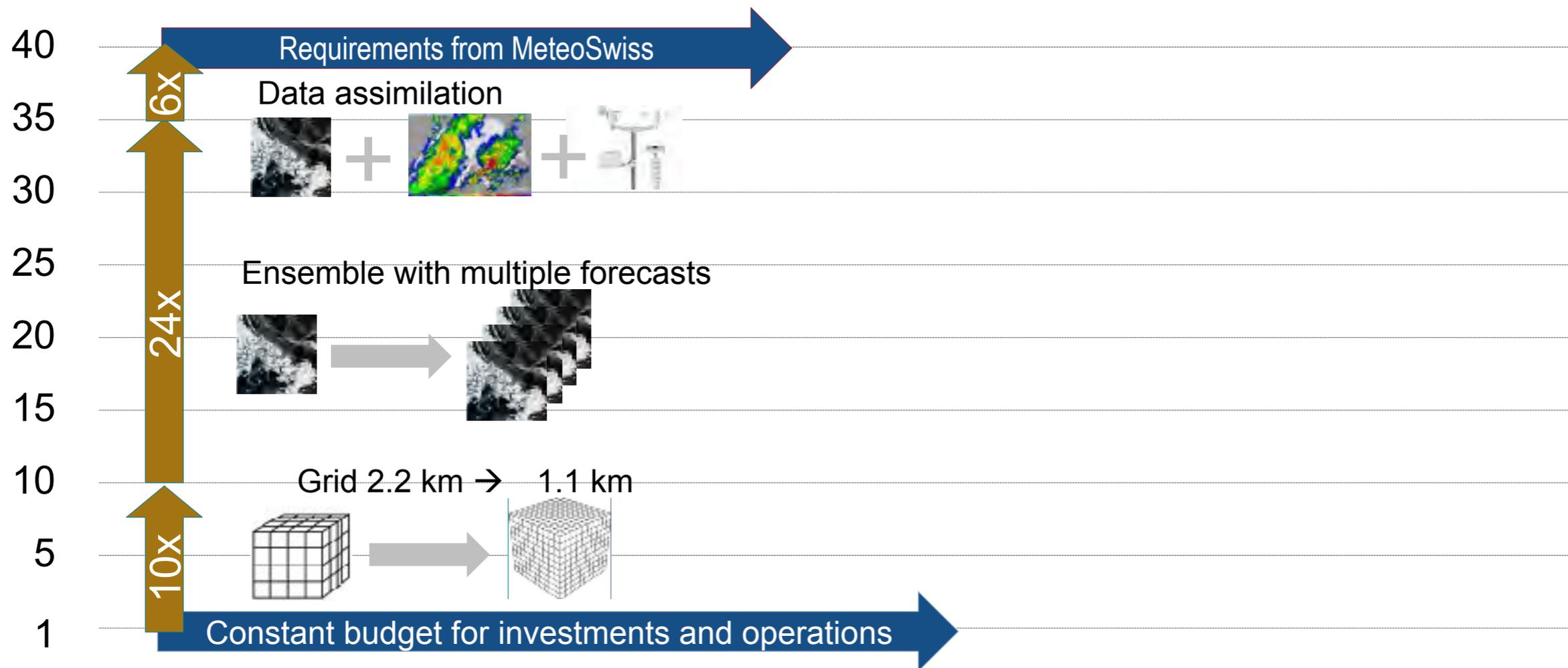
“Piz Kesch”





We need a 40x improvement between 2012 and 2015 at constant cost

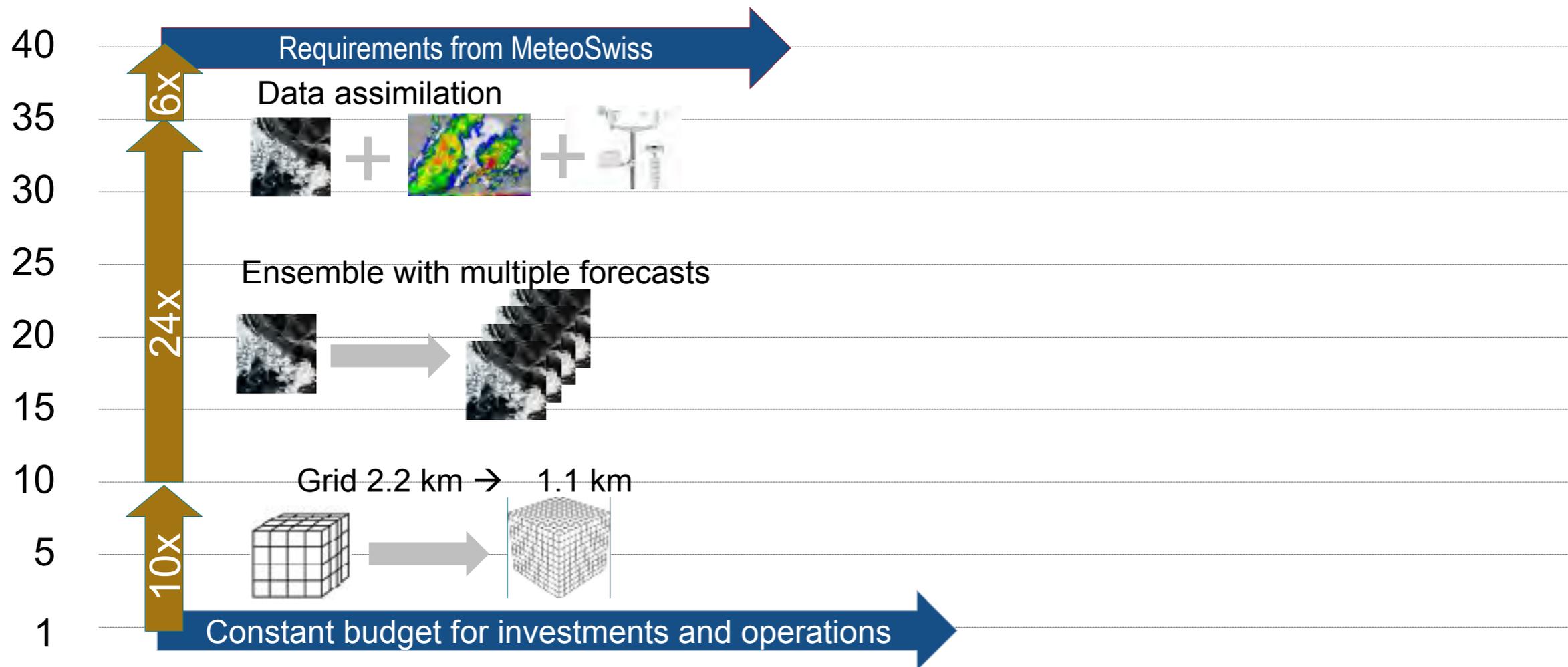
# Where the factor 40 improvement came from



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

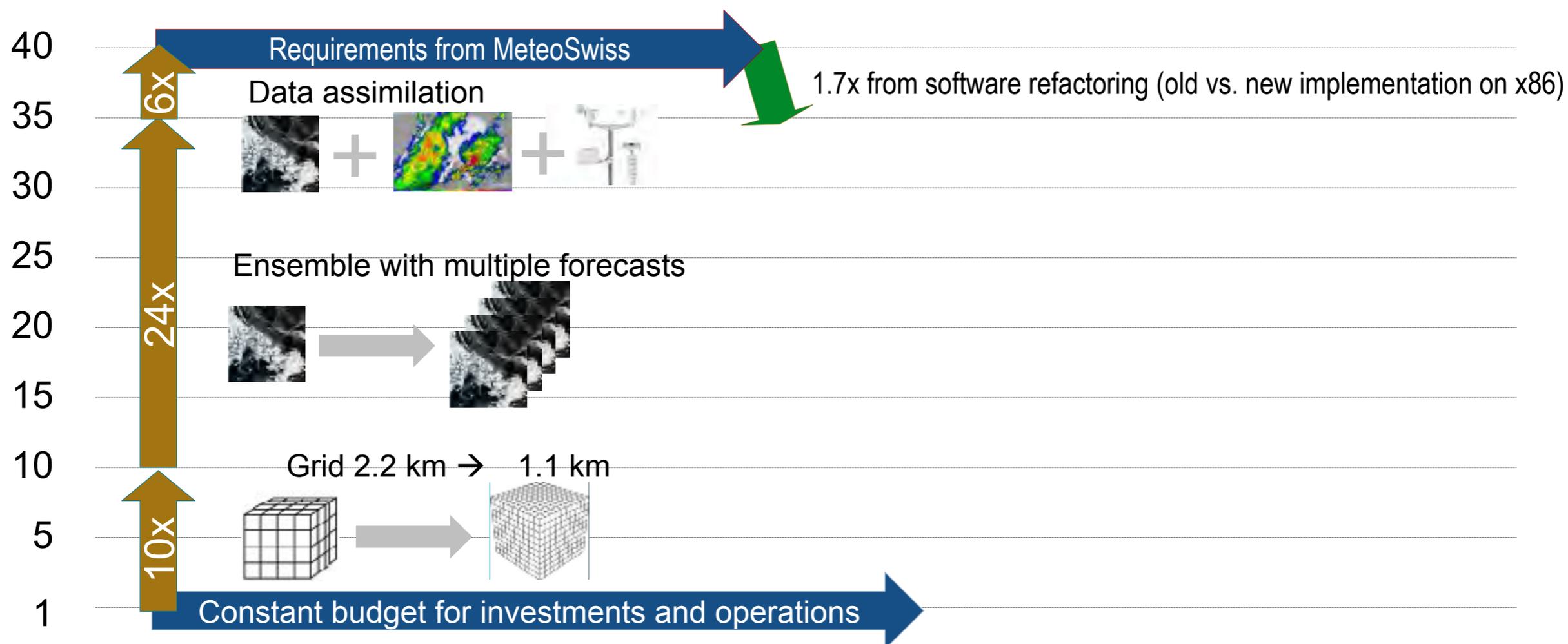
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

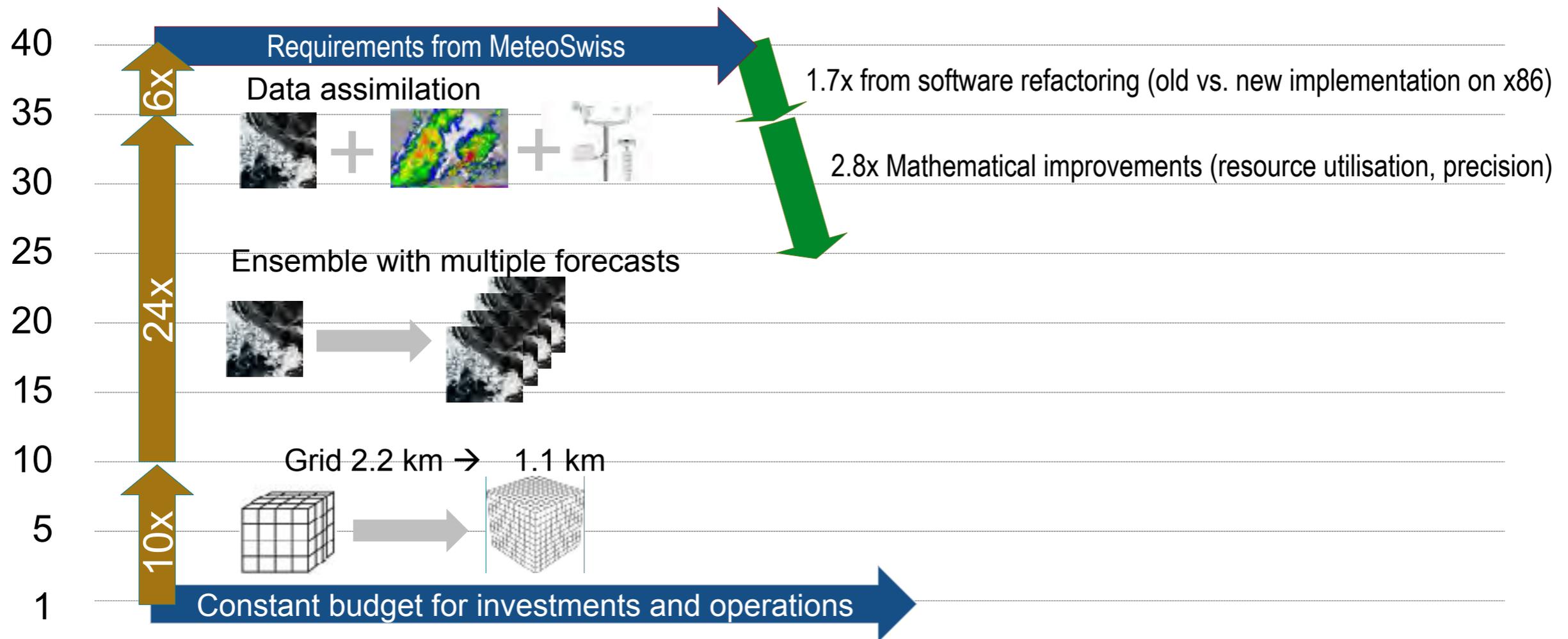
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

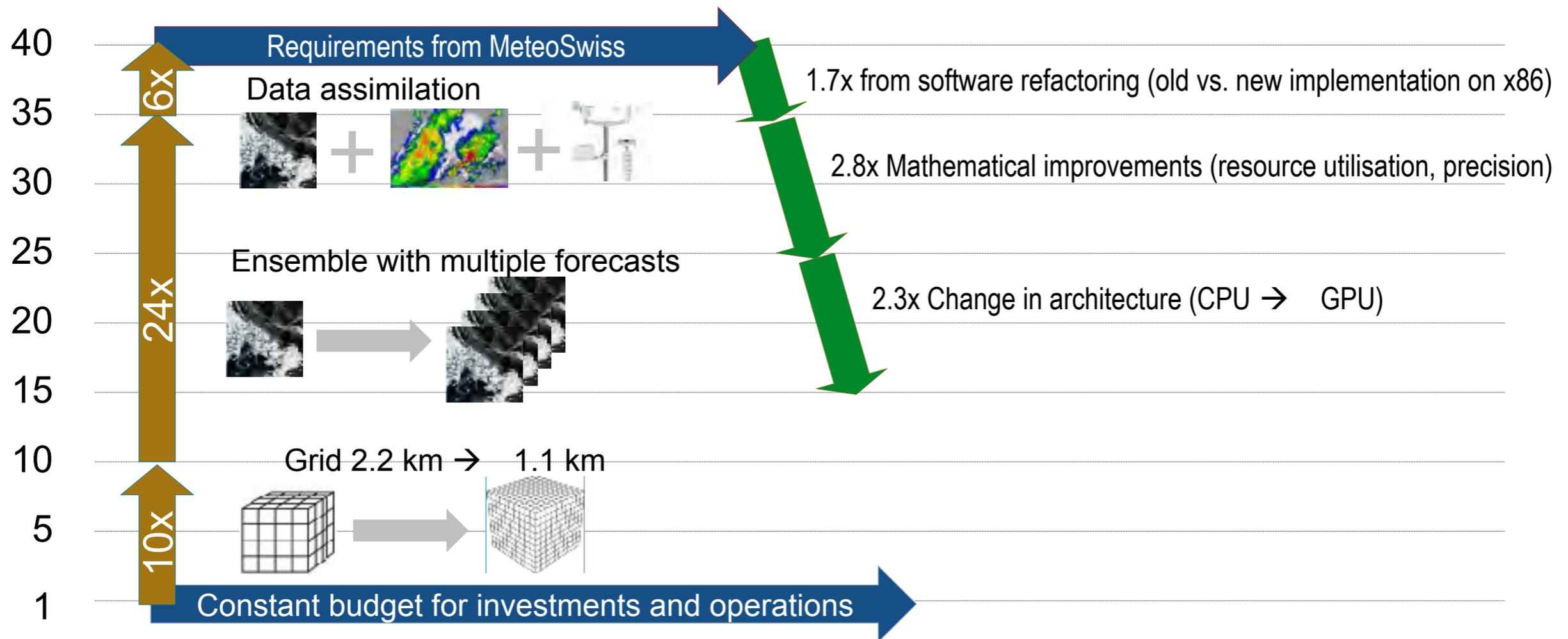
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

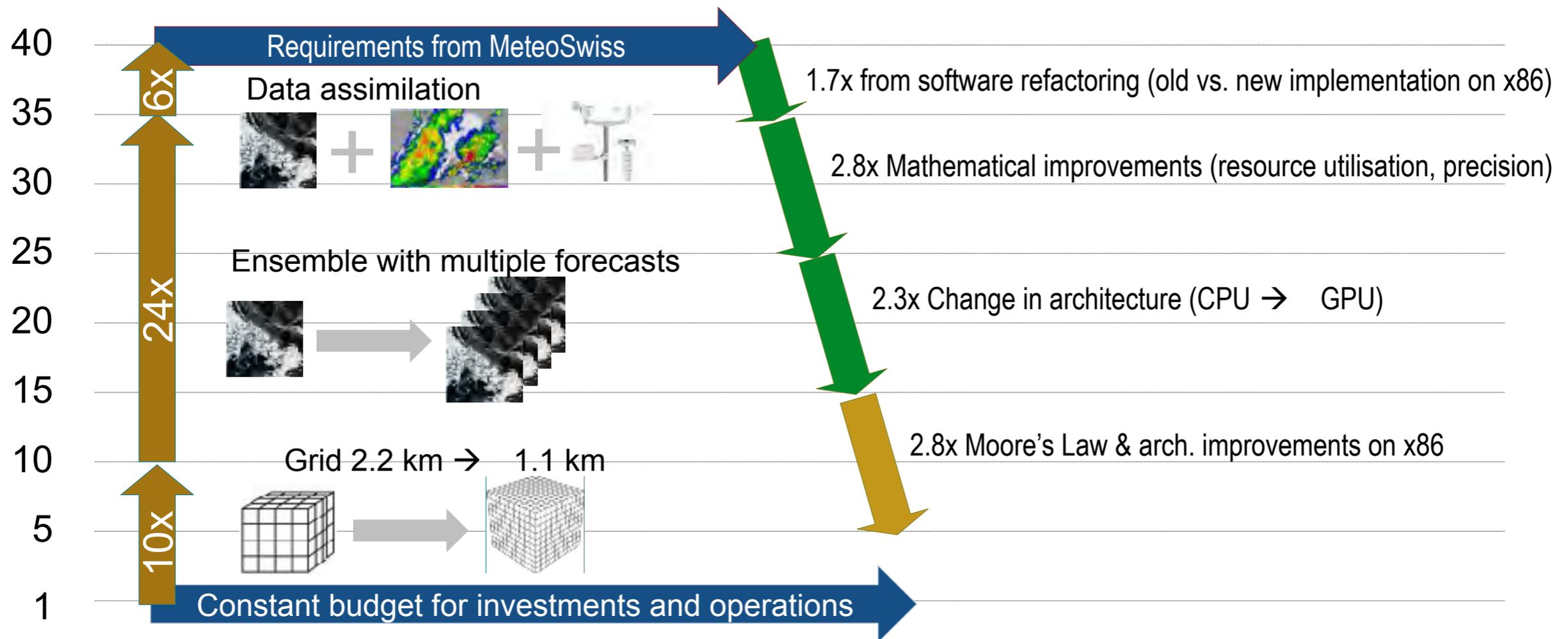
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

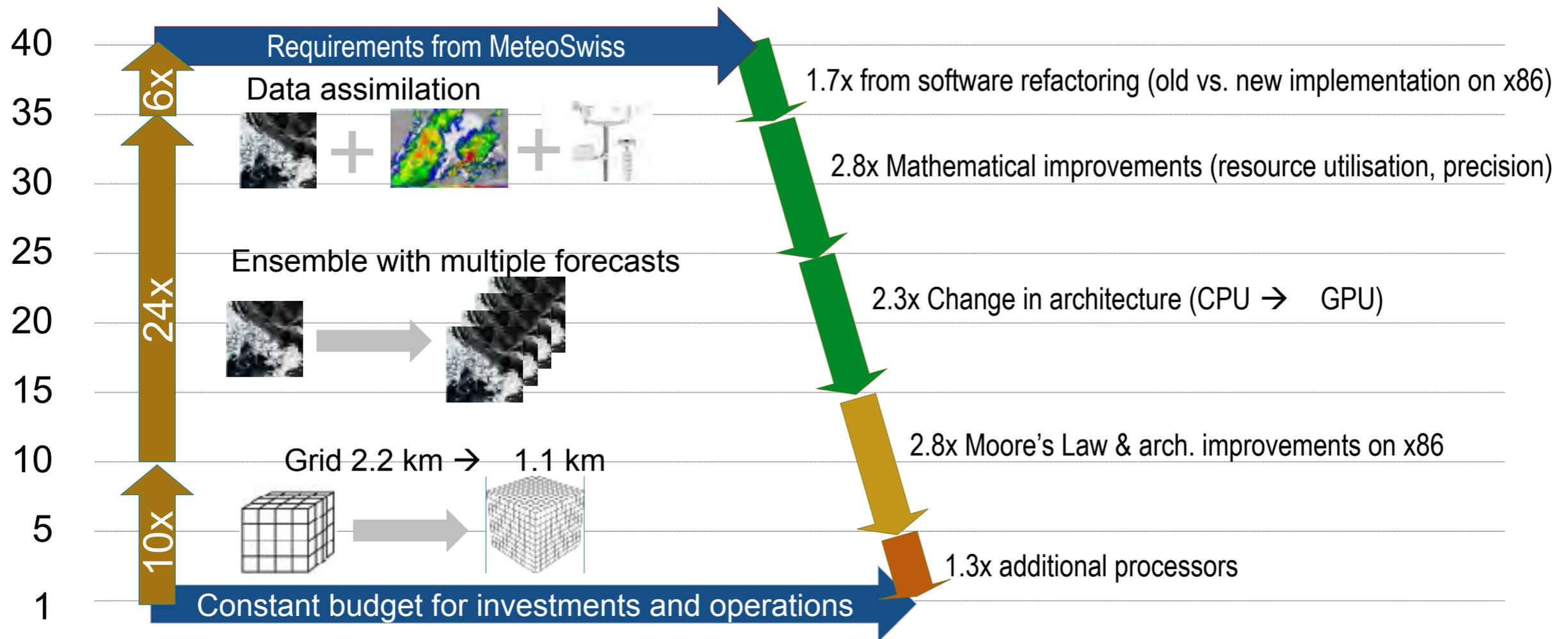
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

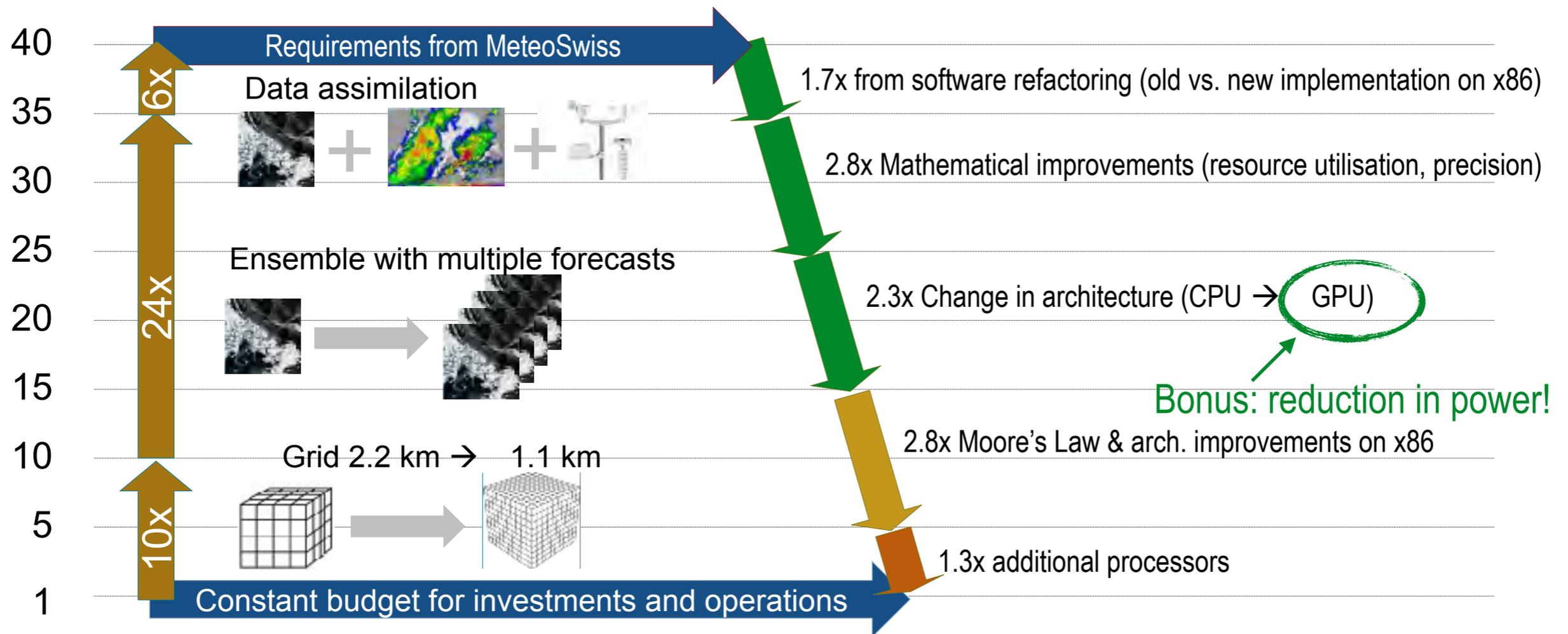
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

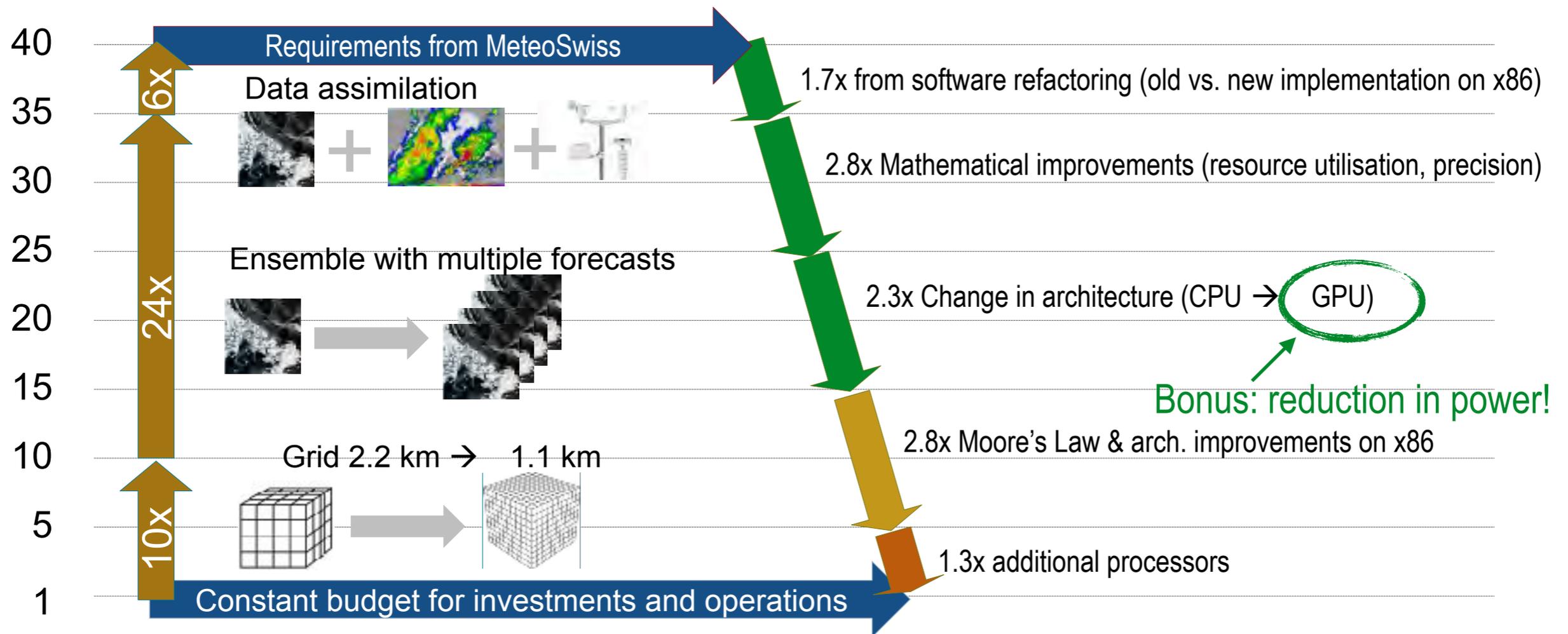
Investment in software allowed mathematical improvements and change in architecture



We need a 40x improvement between 2012 and 2015 at constant cost

# Where the factor 40 improvement came from

Investment in software allowed mathematical improvements and change in architecture

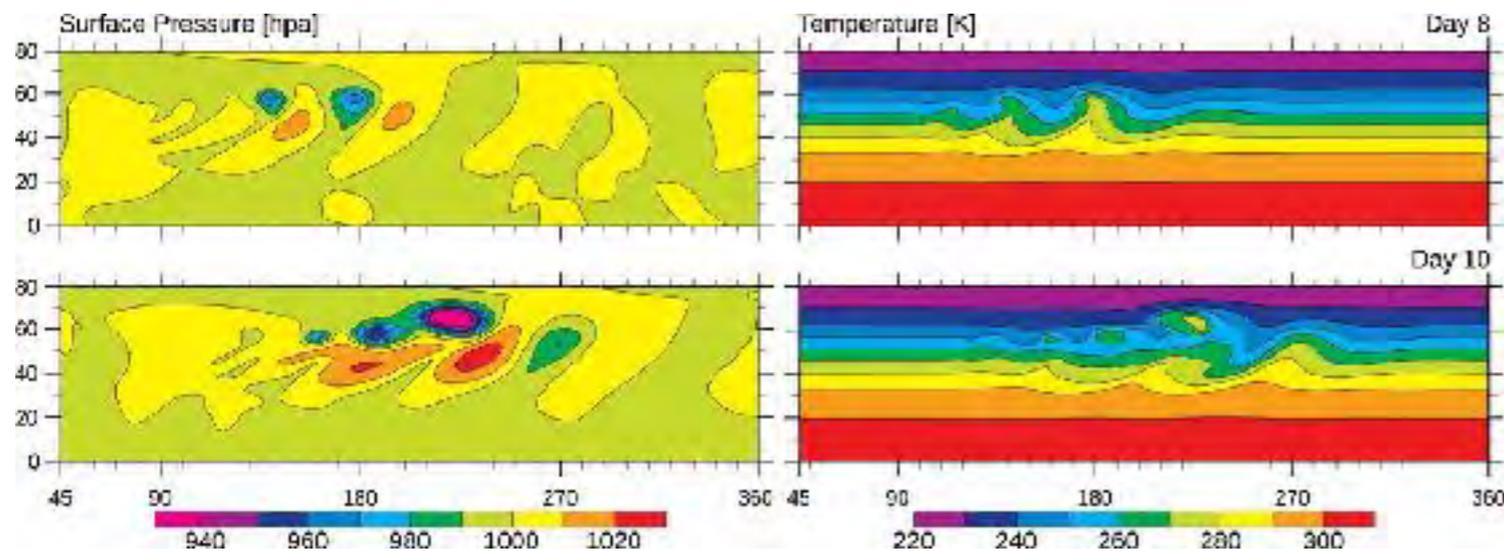
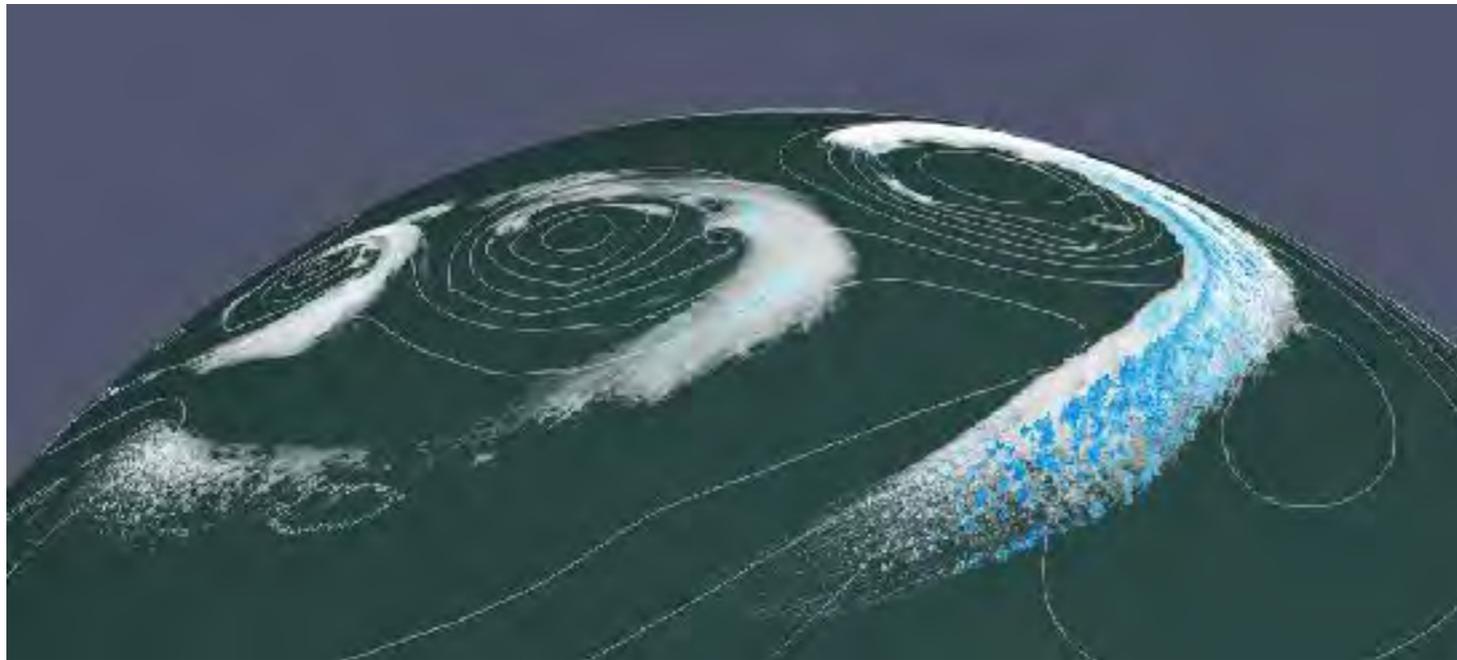


We need a 40x improvement between 2012 and 2015 at constant cost

**There is no silver bullet!**

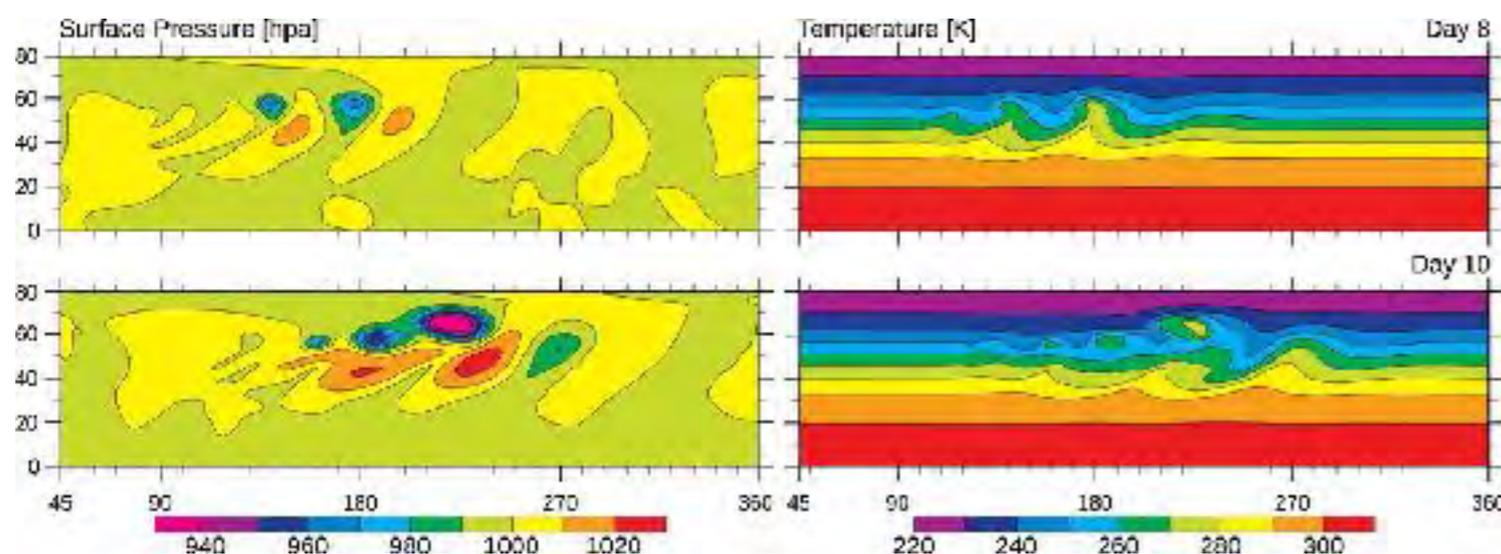
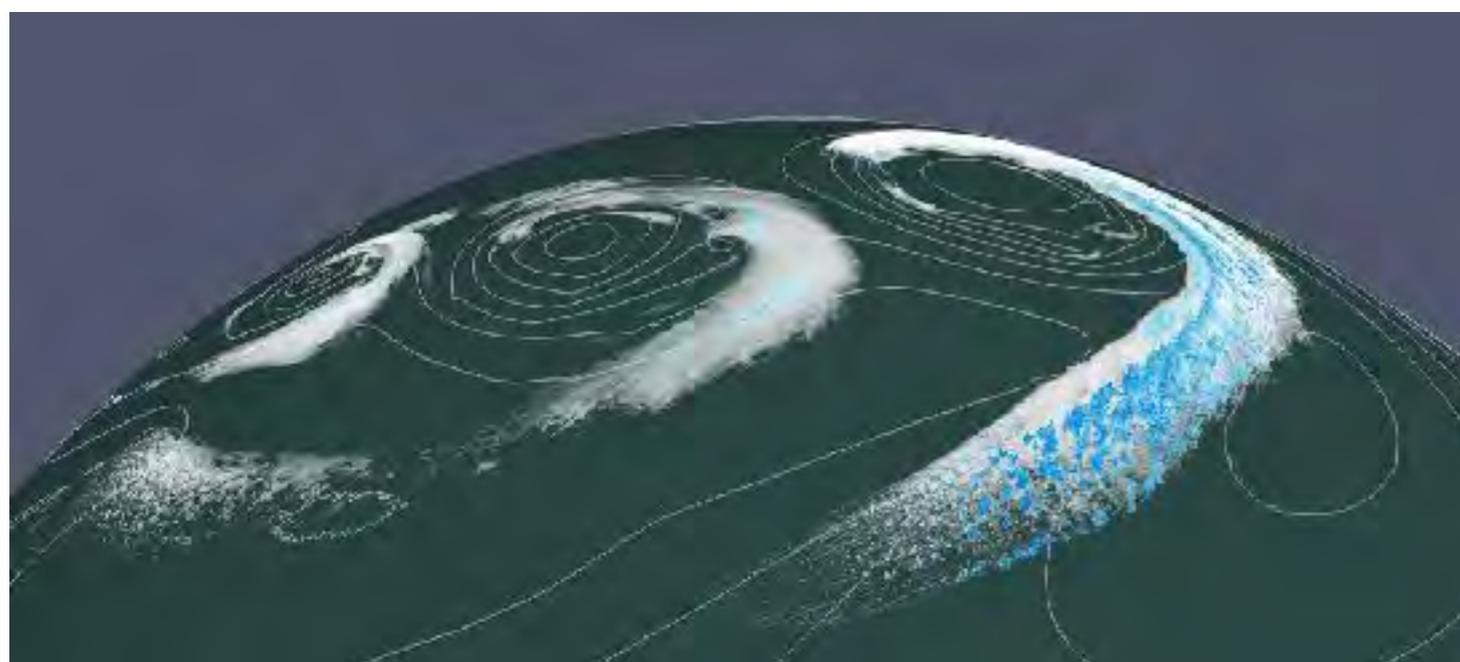
# Near-global climate simulation at 1km resolution: establishing a performance baseline on 4888 GPUs with COSMO 5.0

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

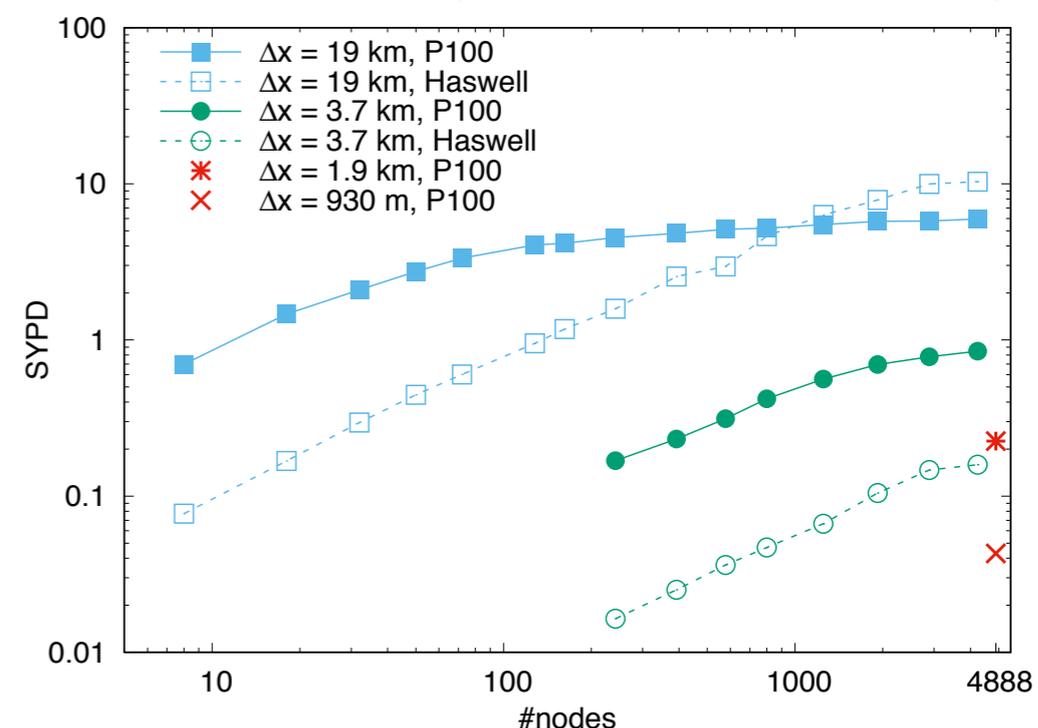


# Near-global climate simulation at 1km resolution: establishing a performance baseline on 4888 GPUs with COSMO 5.0

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018



Metric: simulated years per wall-clock day

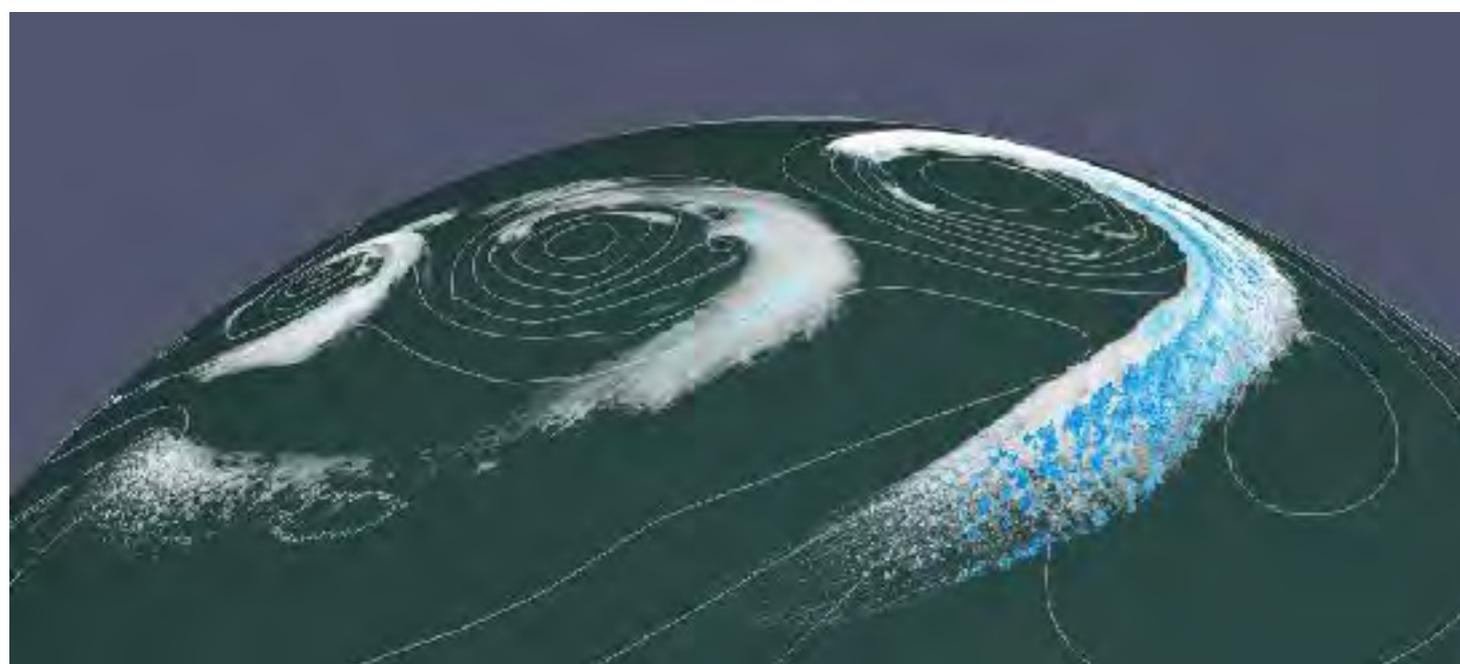


$\langle \Delta x \rangle$	#nodes	$\Delta t$ [s]	SYPD	MWh/SY	gridpoints
930 m	4,888	6	0.043	596	$3.46 \times 10^{10}$
1.9 km	4,888	12	0.23	97.8	$8.64 \times 10^9$
47 km	18	300	9.6	0.099	$1.39 \times 10^7$

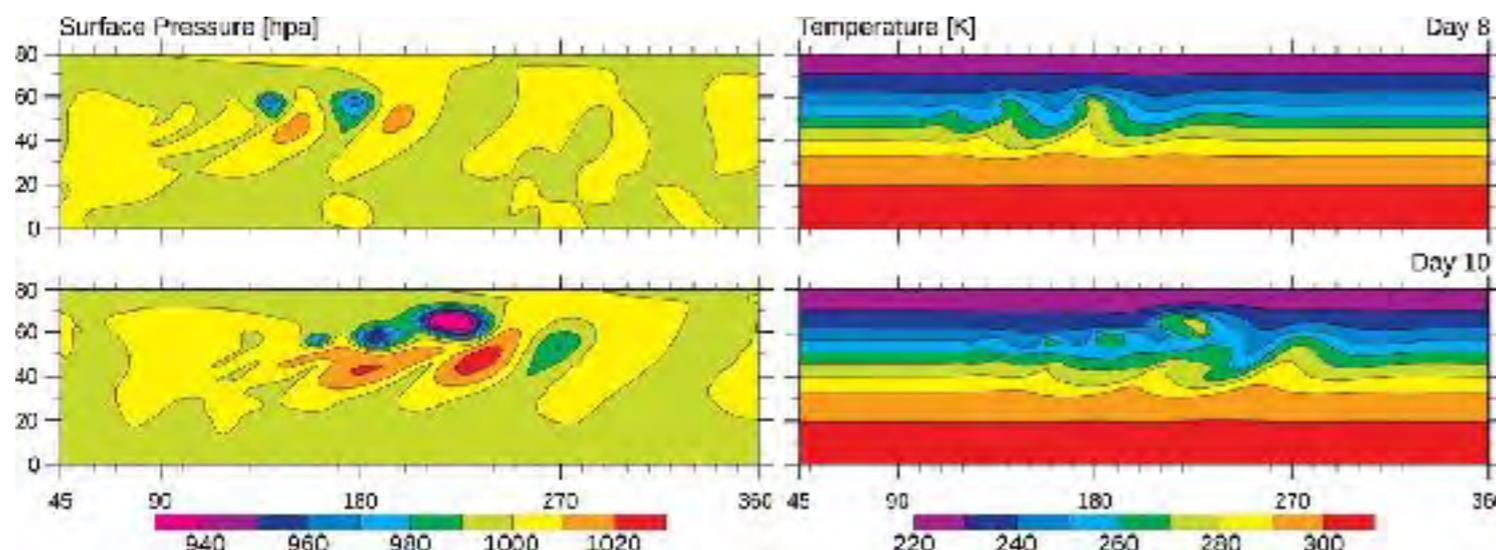
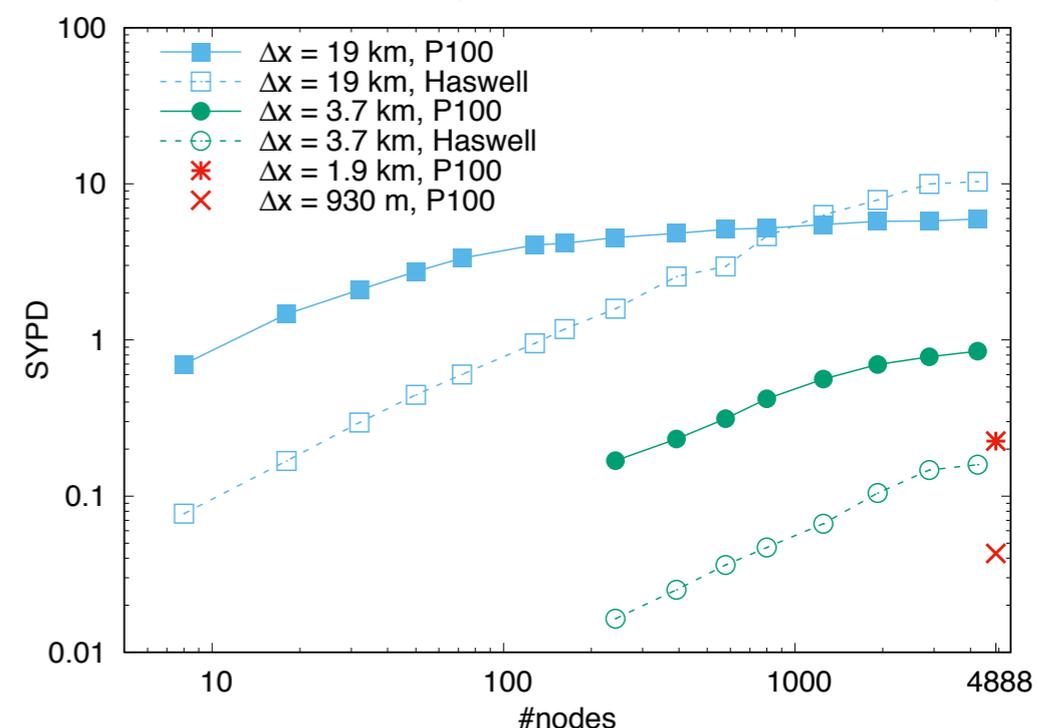
(c) Time compression (SYPD) and energy cost (MWh/SY) for three moist simulations. At 930 m grid spacing obtained with a full 10d simulation, at 1.9 km from 1,000 steps, and at 47 km from 100 steps

# Near-global climate simulation at 1km resolution: establishing a performance baseline on 4888 GPUs with COSMO 5.0

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018



Metric: simulated years per wall-clock day



$\langle \Delta x \rangle$	#nodes	$\Delta t$ [s]	SYPD	MWh/SY	gridpoints
930 m	4,888	6	0.043	596	$3.46 \times 10^{10}$
1.9 km	4,888	12	0.23	97.8	$8.64 \times 10^9$
47 km	18	300	9.6	0.099	$1.39 \times 10^7$

(c) Time compression (SYPD) and energy cost (MWh/SY) for three moist simulations. At 930 m grid spacing obtained with a full 10d simulation, at 1.9 km from 1,000 steps, and at 47 km from 100 steps

**2.5x faster than Yang et al.'s 2016 Gordon Bell winner run on TaihuLight!**

# The baseline for COSMO-global and IFS

	Near-global COSMO [Fuh2018]		Global IFS [Wed2009]	
	Value	Shortfall	Value	Shortfall
Horizontal resolution	0.93 km (non-uniform)	0.9x	1.25 km	1.25x
Vertical resolution	60 levels (surface to 25 km)	3x	62 levels (surface to 40 km)	3x
Time resolution	6 s (split-explicit with sub-stepping)	-	120 s (semi-implicit)	4x
Coupled	No	1.2x	No	1.2x
Atmosphere	Non-hydrostatic	-	Non-hydrostatic	-
Precision	Double	0.6x	Single	-
Compute rate	0.043 SYPD	23x	0.088 SYPD	11x
Other (I/O, full physics, ...)	Limited I/O Only microphysics	1.5x	Full physics, no I/O	-
<b>Total shortfall</b>		<b>65x</b>		<b>198x</b>

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

Necessary data transfers

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers  $\rightarrow$   $Q$

Actual data transfers  $\rightarrow$   $D$

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers  $\rightarrow$   $Q$

Actual data transfers  $\rightarrow$   $D$

$0.88$

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers  $\rightarrow$   $Q$

Actual data transfers  $\rightarrow$   $D$

Max achievable BW  $\rightarrow$   $\hat{B}$

0.88

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers  $\rightarrow$   $Q$  (0.88)  
 Actual data transfers  $\rightarrow$   $D$   
 Achieved BW  $\rightarrow$   $B$   
 Max achievable BW  $\rightarrow$   $\hat{B}$

# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers (0.88) →  $Q$   
 Actual data transfers →  $D$   
 Achieved BW →  $B$   
 Max achievable BW (0.76) →  $\hat{B}$

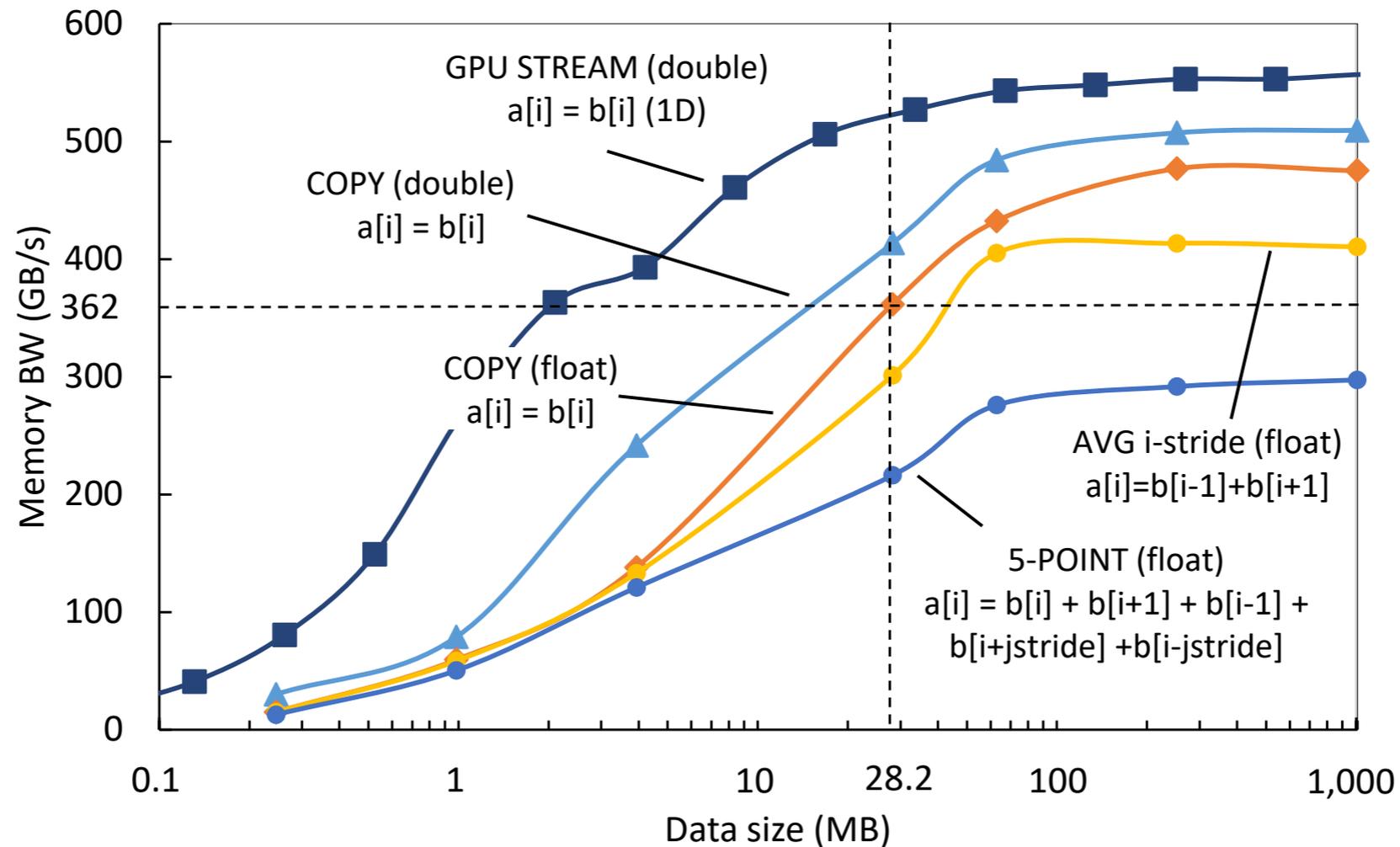
# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers  $\rightarrow$   $Q$  Achieved BW  $\rightarrow$   $B$   
Actual data transfers  $\rightarrow$   $D$  Max achievable BW  $\rightarrow$   $\hat{B}$

0.88 0.76

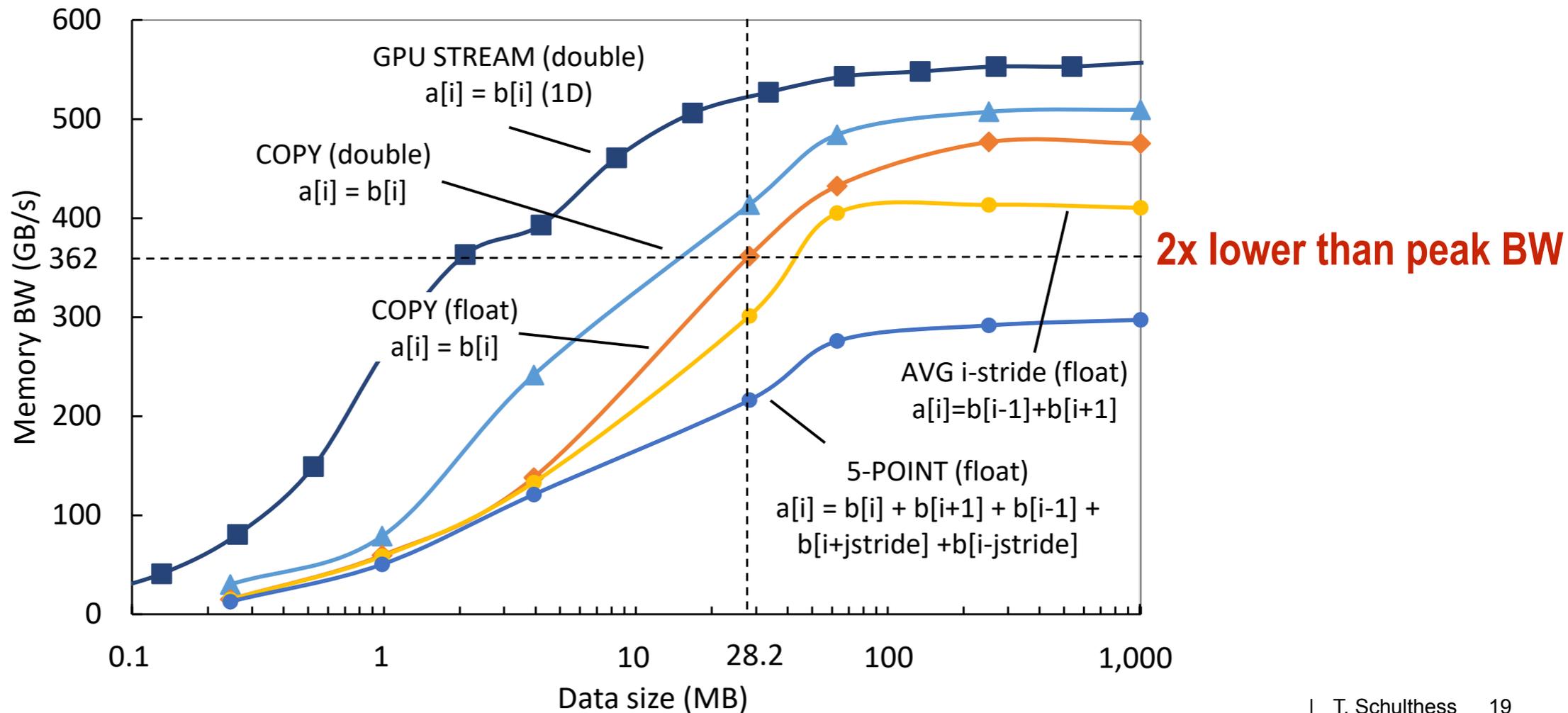


# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}}$$

Necessary data transfers  $\rightarrow$   $Q$  0.88 Achieved BW  $\rightarrow$   $B$   
Actual data transfers  $\rightarrow$   $D$  0.76 Max achievable BW  $\rightarrow$   $\hat{B}$

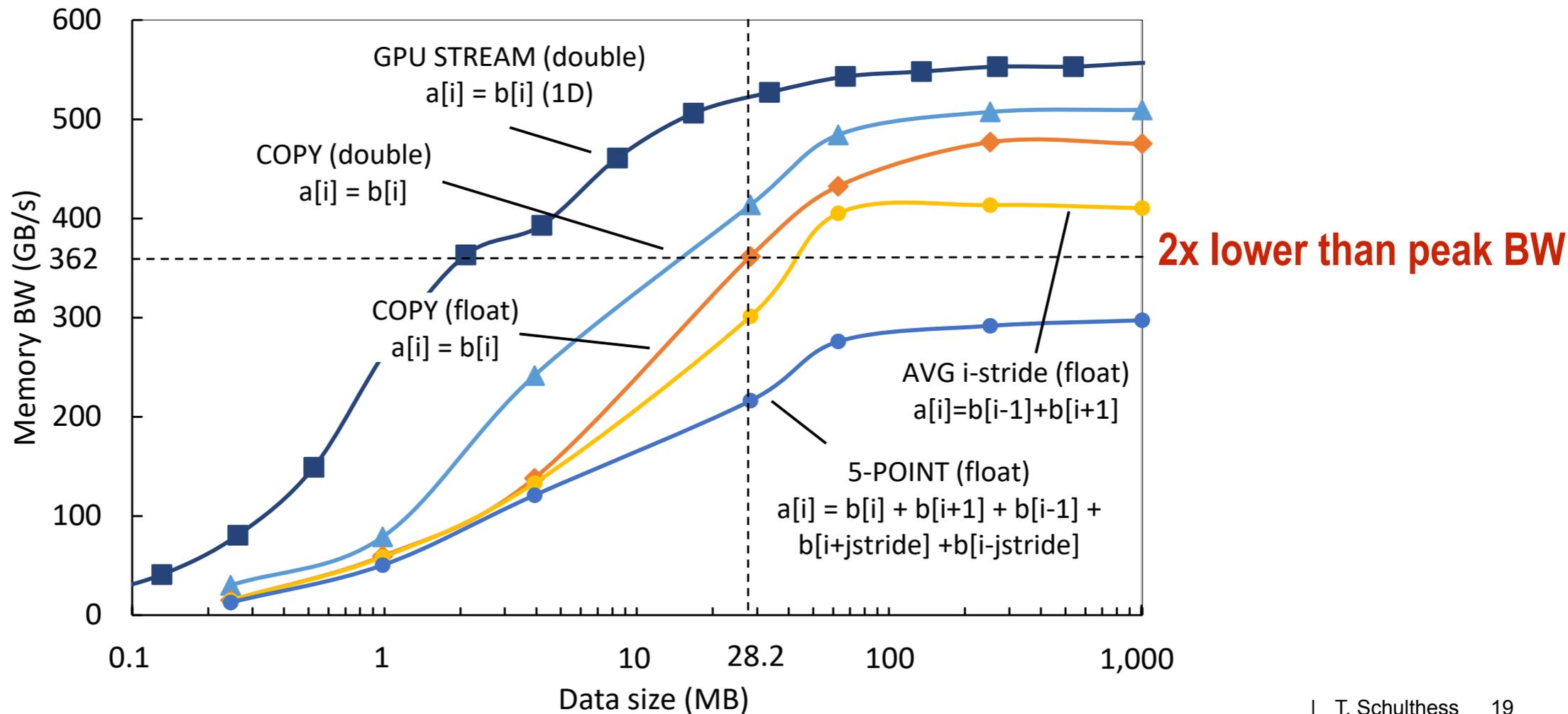


# Memory use efficiency

Fuhrer et al., Geosci. Model Dev. Discuss., <https://doi.org/10.5194/gmd-2017-230>, published 2018

$$MUE = \text{I/O efficiency} \cdot \text{BW efficiency} = \frac{Q}{D} \frac{B}{\hat{B}} = 0.67$$

Necessary data transfers  $Q$  Achieved BW  $B$   
Actual data transfers  $D$  Max achievable BW  $\hat{B}$



# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

Time step of 10 ms instead of 5 ms

4x

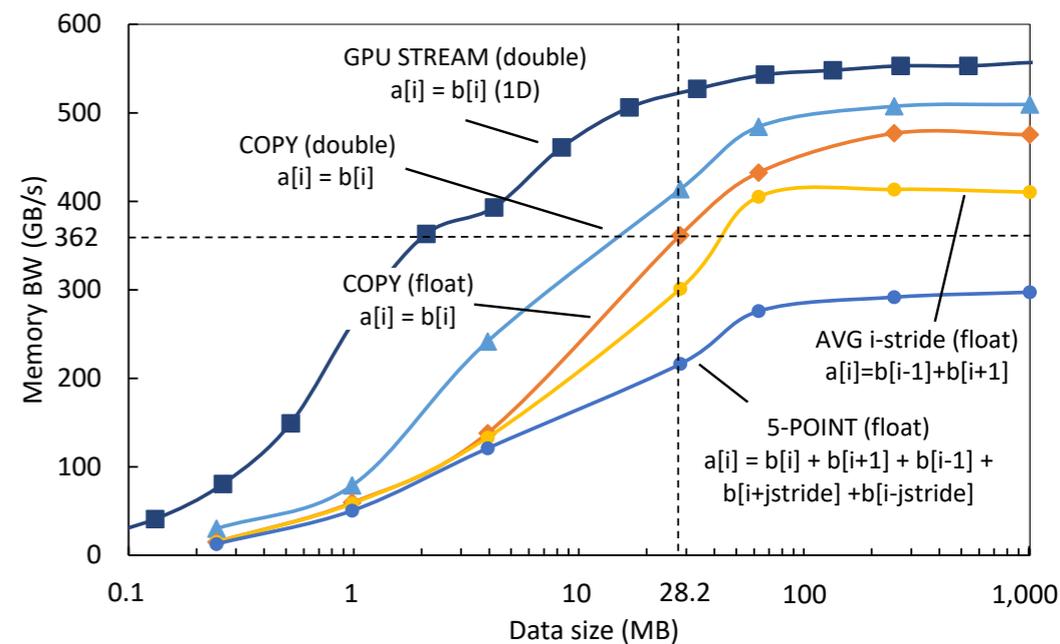
# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

Time step of 10 ms instead of 5 ms

4x



# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

## 1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

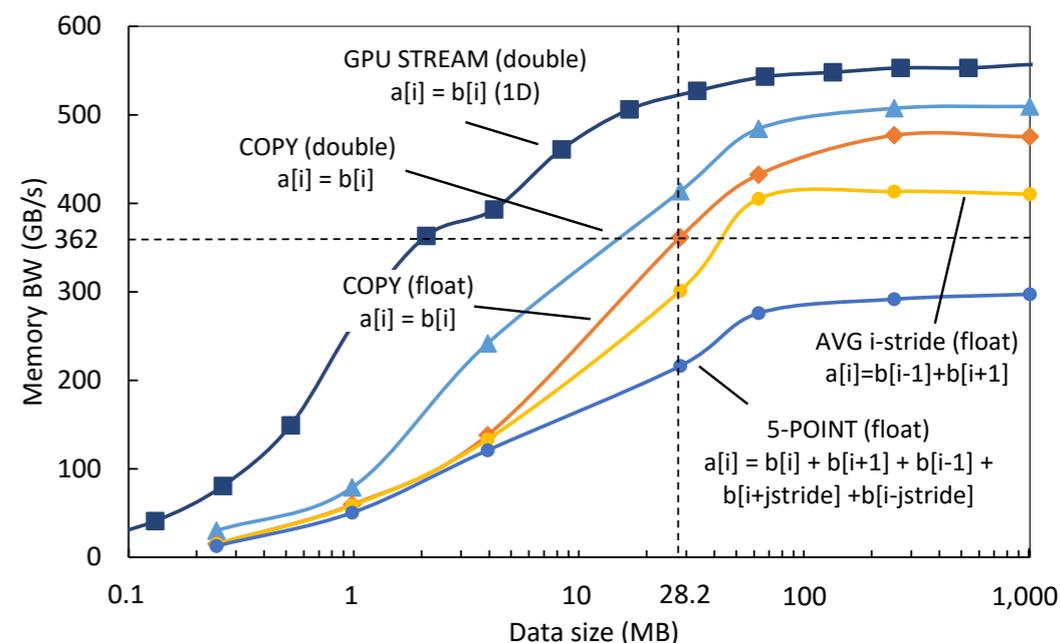
Time step of 10 ms instead of 5 ms

4x

## 2. Improving BW efficiency

Improve BW efficiency and peak BW  
(results on Volta show this is realistic)

2x



# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

## 1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

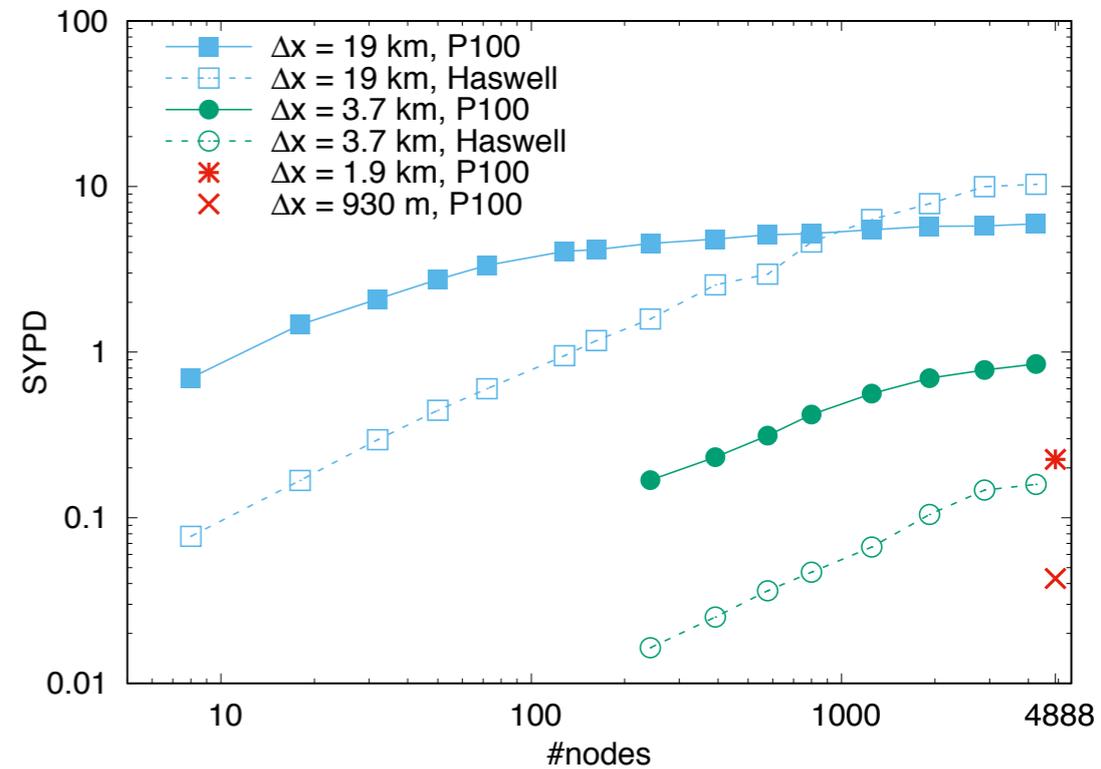
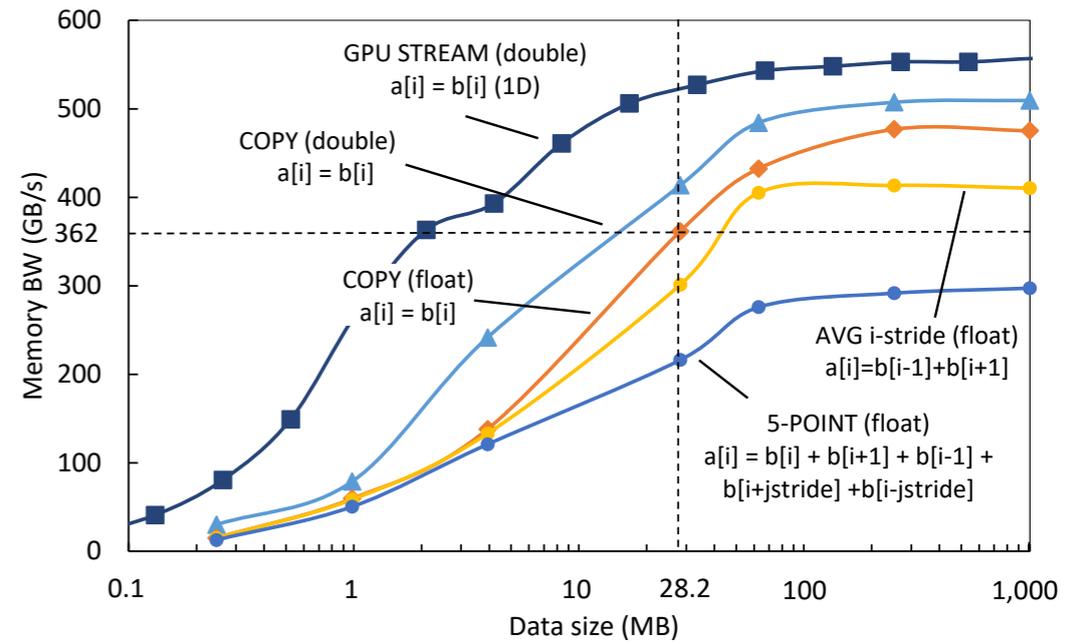
Time step of 10 ms instead of 5 ms

4x

## 2. Improving BW efficiency

Improve BW efficiency and peak BW  
(results on Volta show this is realistic)

2x



# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

## 1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

Time step of 10 ms instead of 5 ms

4x

## 2. Improving BW efficiency

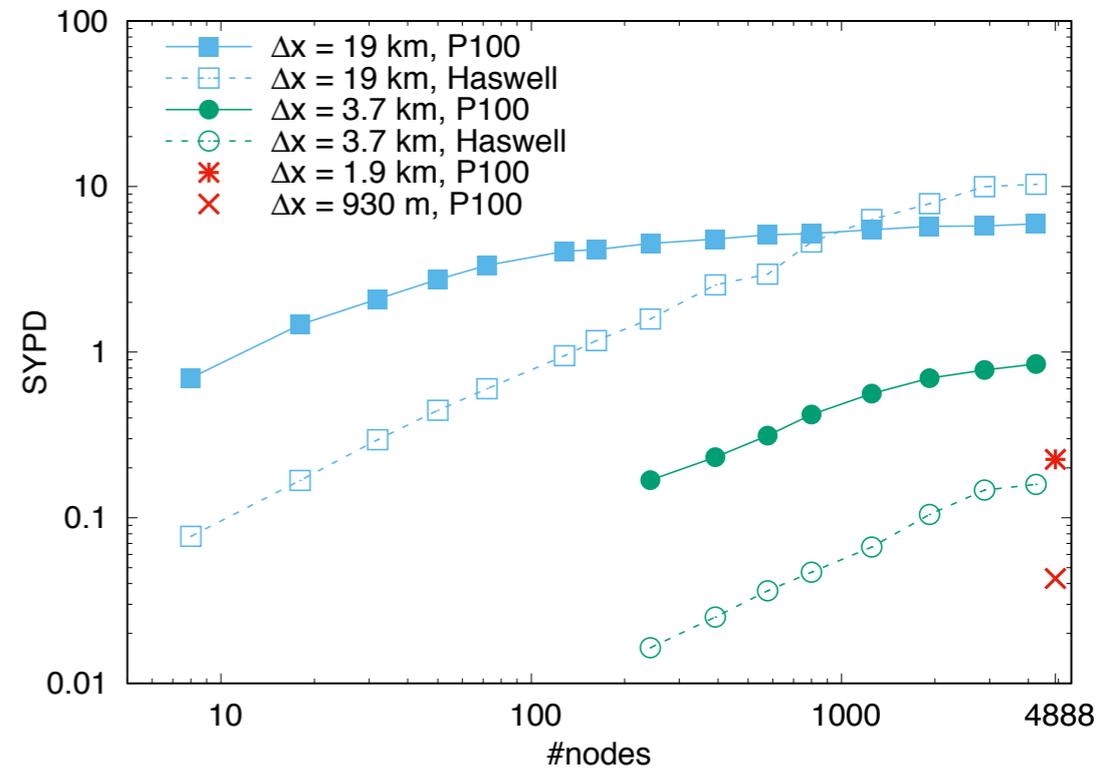
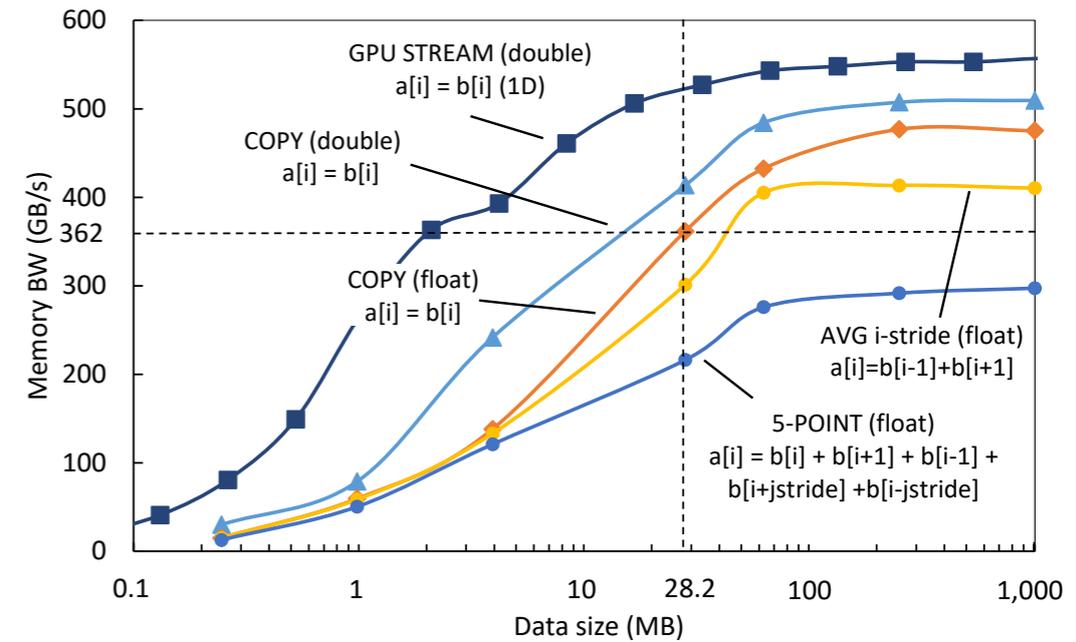
Improve BW efficiency and peak BW  
(results on Volta show this is realistic)

2x

## 3. Weak scaling

4x possible in COSMO, but we reduced available parallelism by factor 2

2x



# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

## 1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

Time step of 10 ms instead of 5 ms

4x

## 2. Improving BW efficiency

Improve BW efficiency and peak BW  
(results on Volta show this is realistic)

2x

## 3. Weak scaling

4x possible in COSMO, but we reduced available parallelism by factor 2

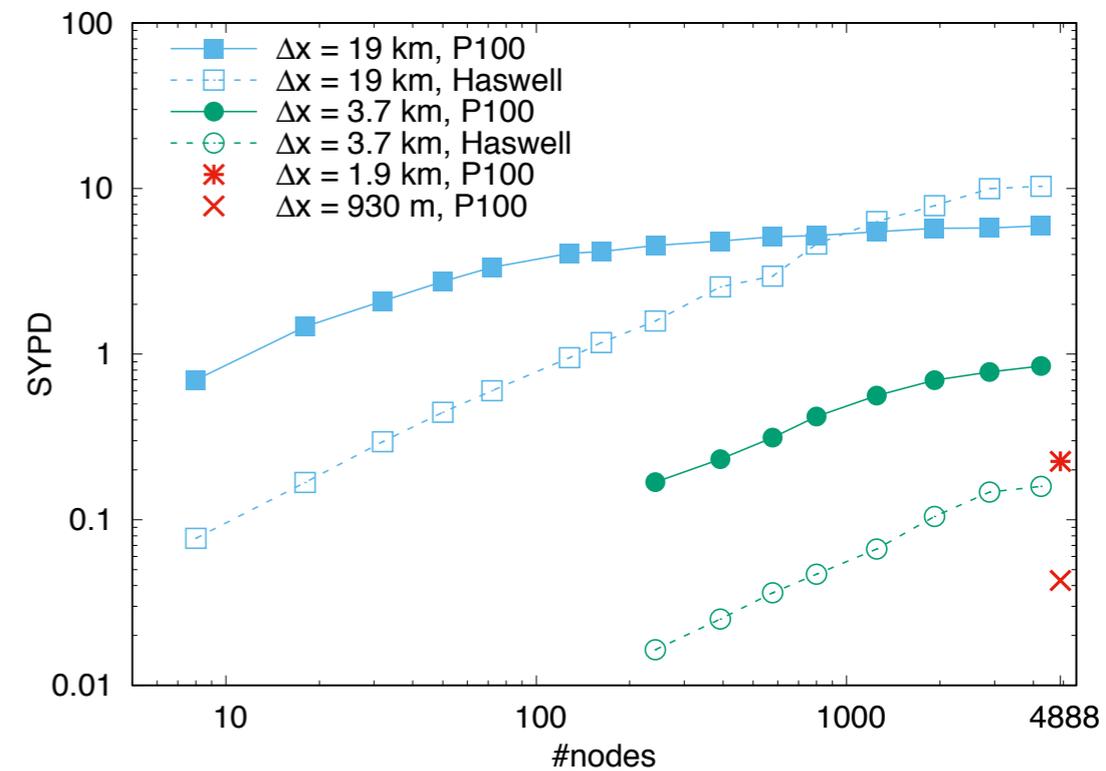
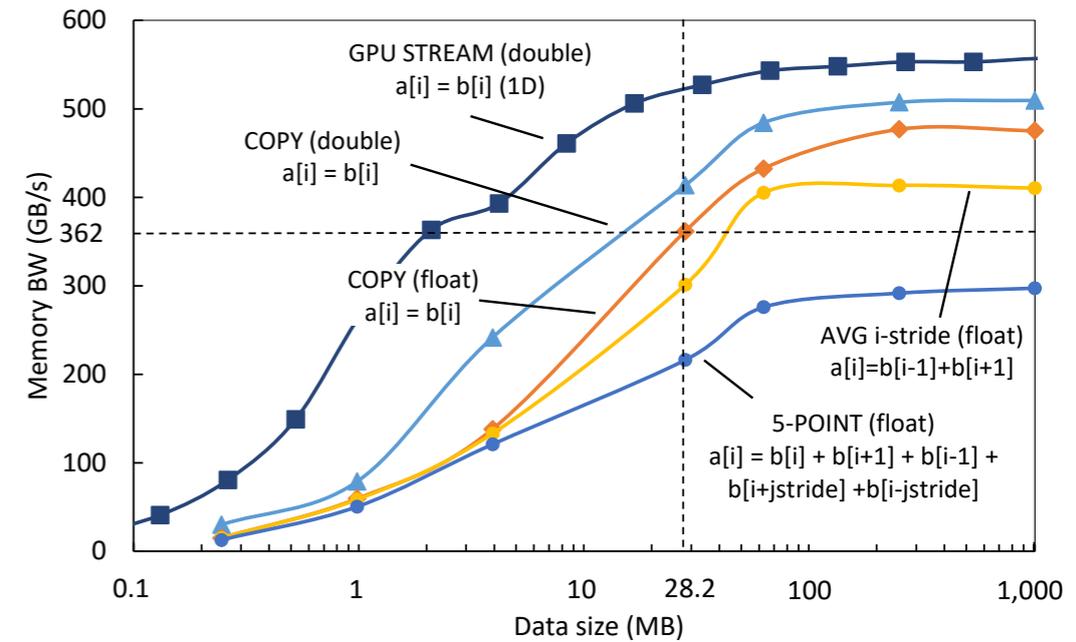
2x

## 4. Remaining reduction in shortfall

Numerical algorithms (larger time steps)

Further improved processors / memory

4x



# How realistic is it to overcome 65-fold shortfall of a grid-based implementation like COSMO-global?

## 1. Icosahedral grid (ICON) vs. Lat-long/Cartesian grid (COSMO)

2x fewer grid-columns

Time step of 10 ms instead of 5 ms

4x

## 2. Improving BW efficiency

Improve BW efficiency and peak BW  
(results on Volta show this is realistic)

2x

## 3. Weak scaling

4x possible in COSMO, but we reduced  
available parallelism by factor 2

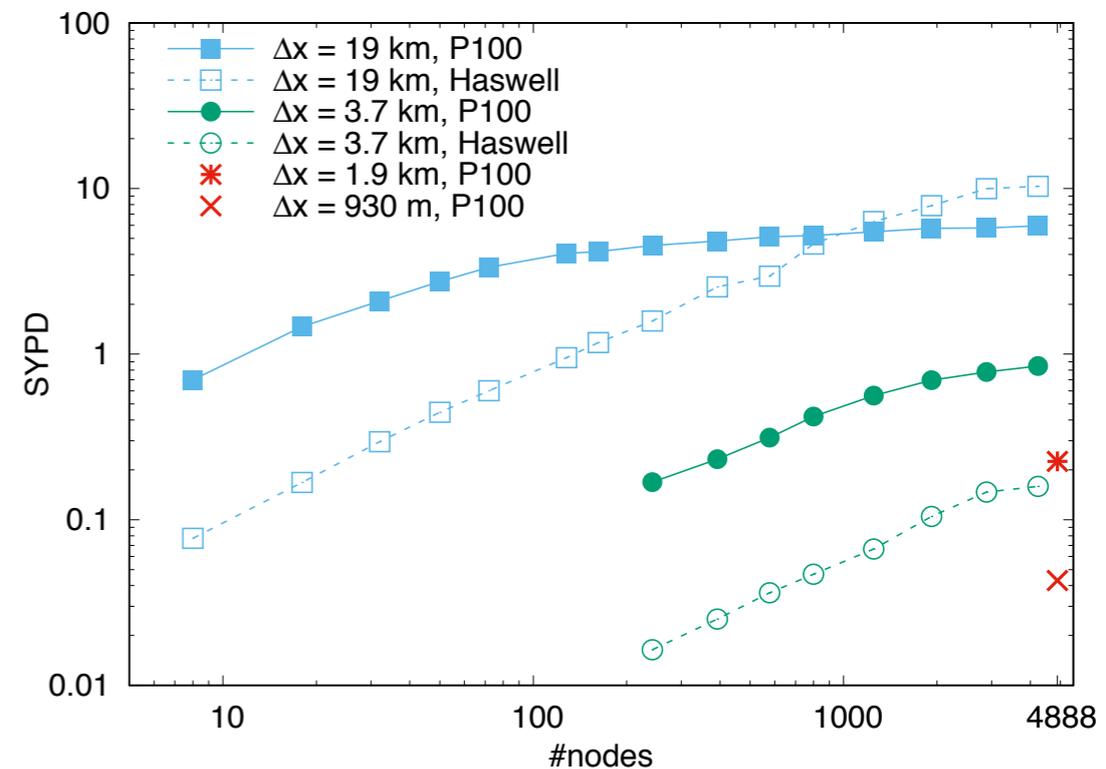
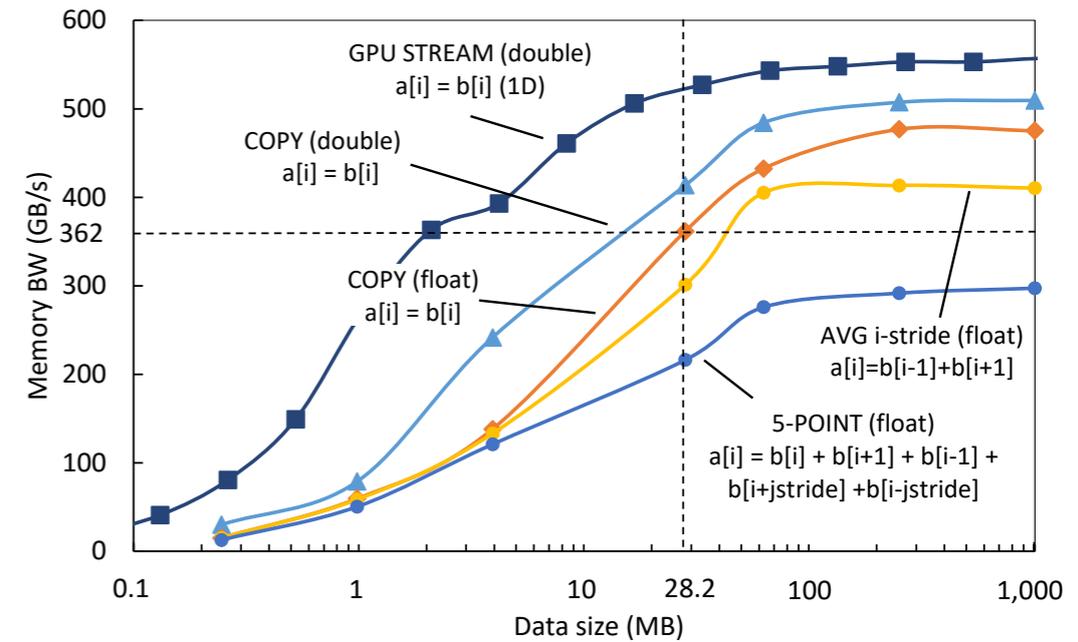
2x

## 4. Remaining reduction in shortfall

Numerical algorithms (larger time steps)

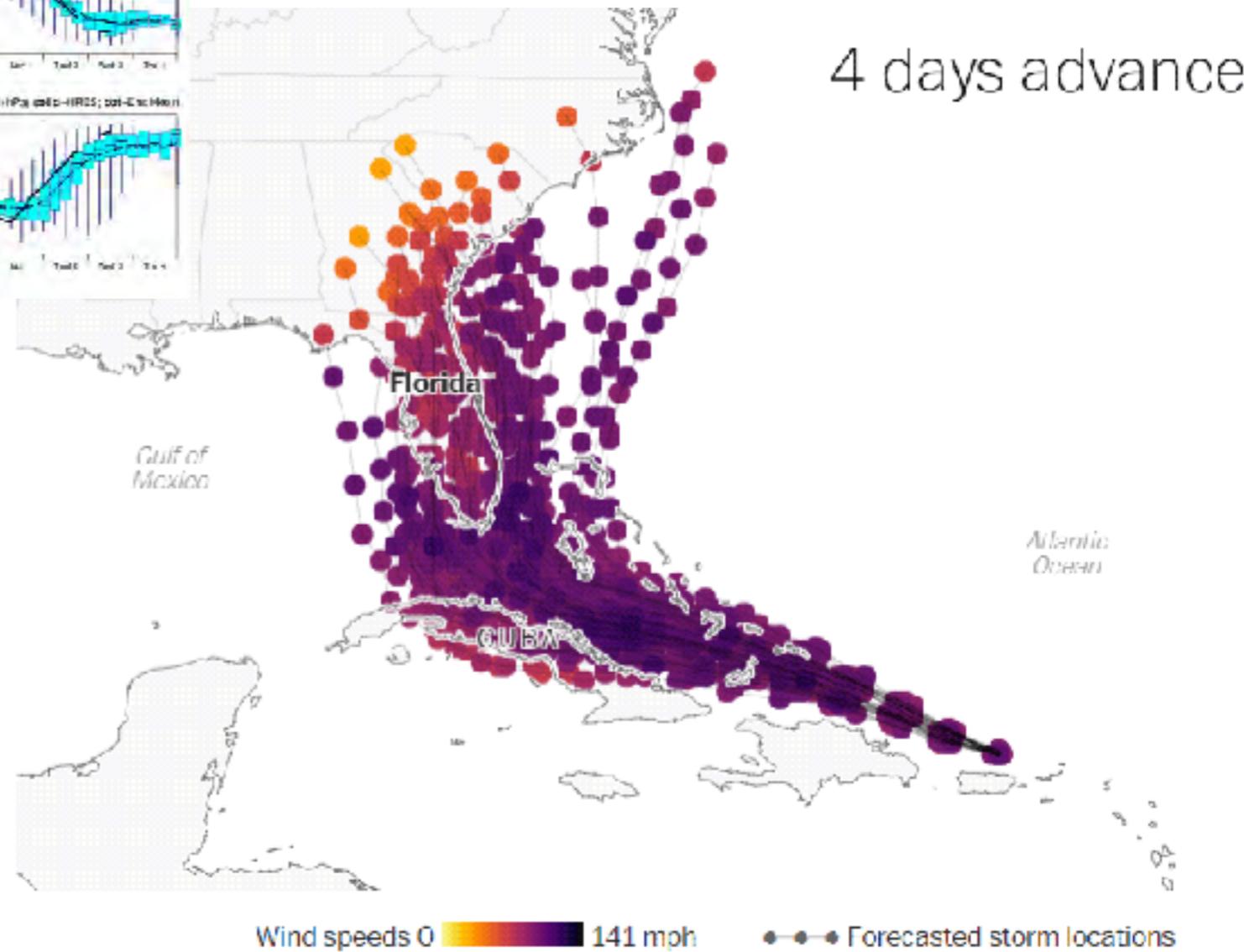
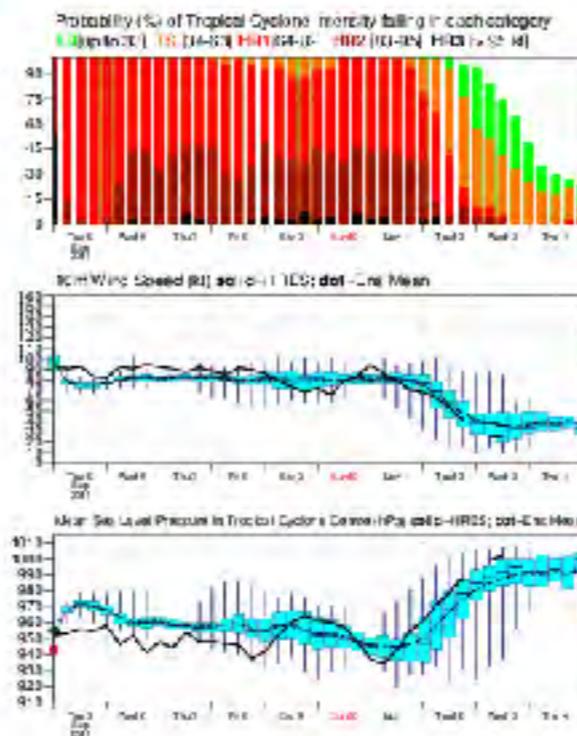
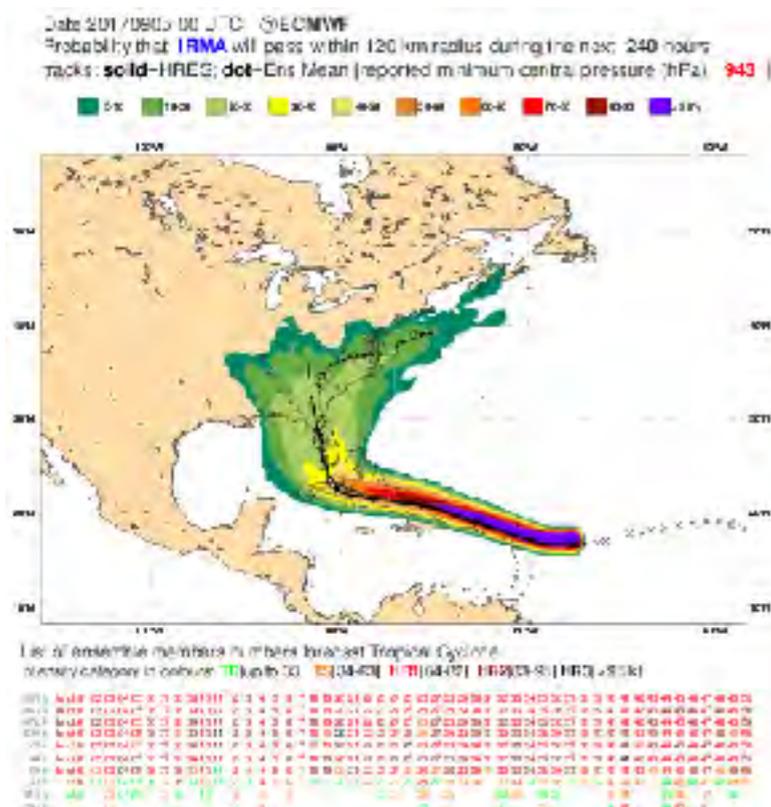
Further improved processors / memory

4x



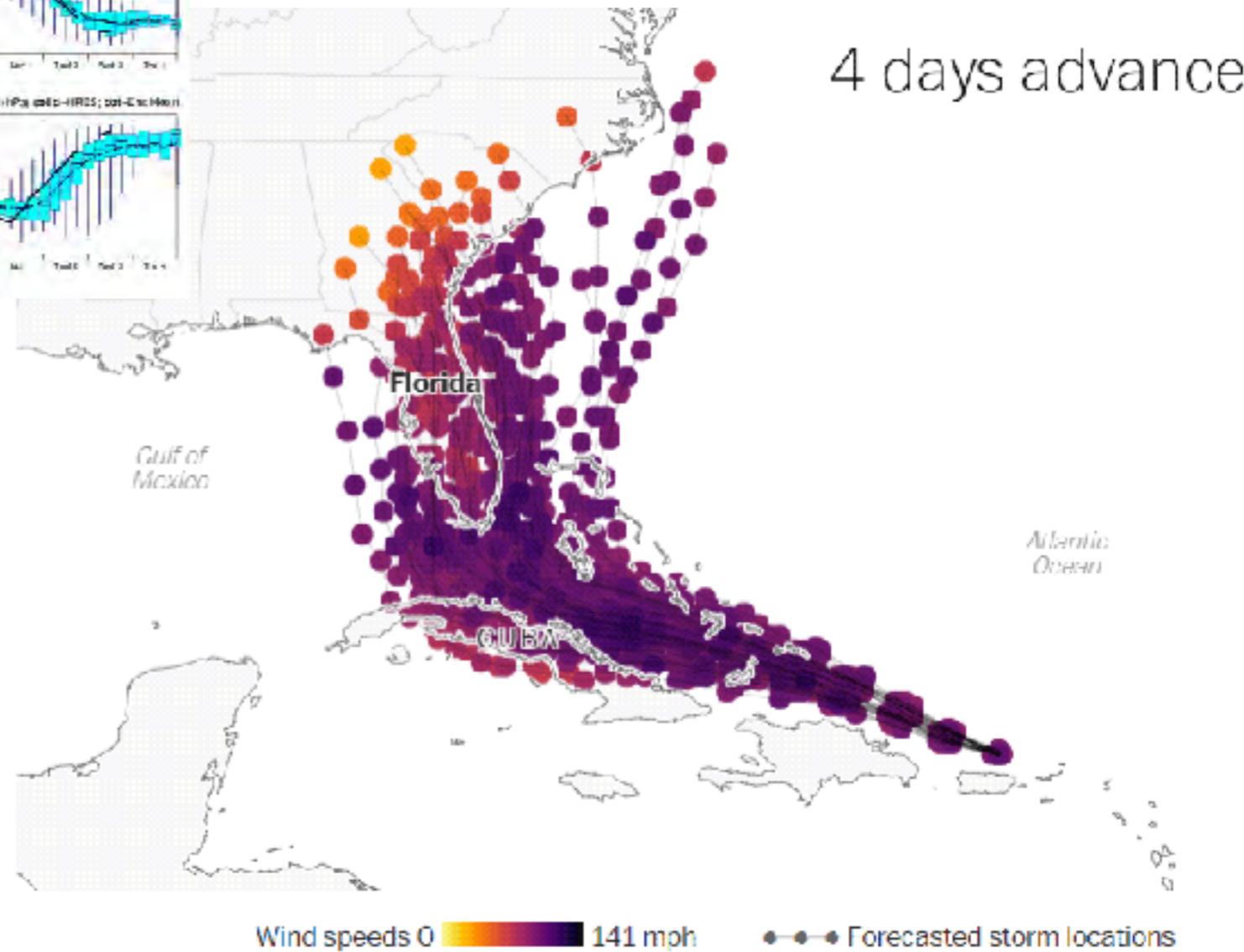
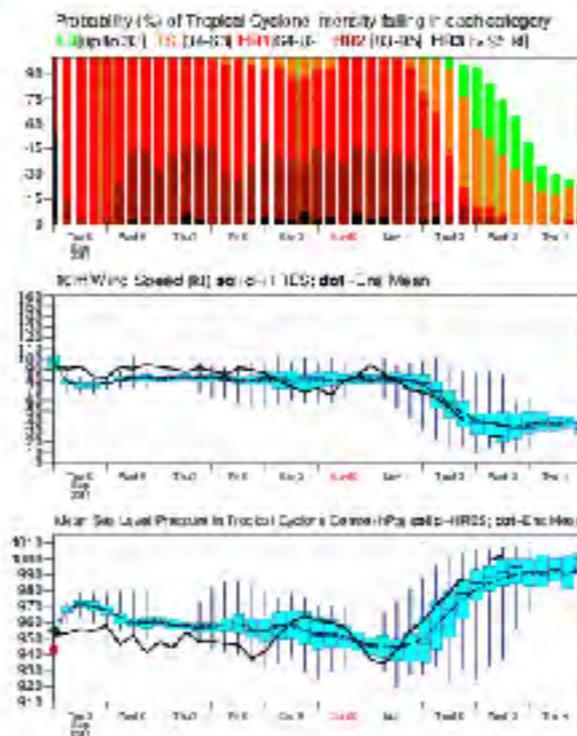
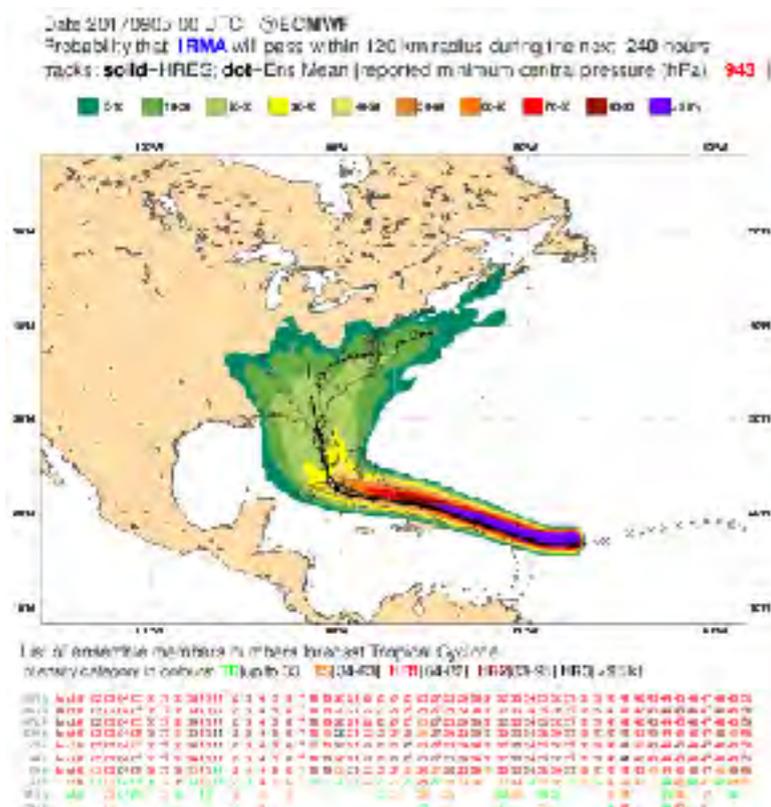
**But we don't want to increase the footprint of the 2021 system beyond "Piz Daint"**

# The importance of ensembles



Peter Bauer, ECMWF

# The importance of ensembles



Peter Bauer, ECMWF

# Remaining goals beyond 2021 (by 2024?)

**1. Improve the throughput to 5 SYPD**

**2. Reduce the footprint of a single simulation by up to factor 10**

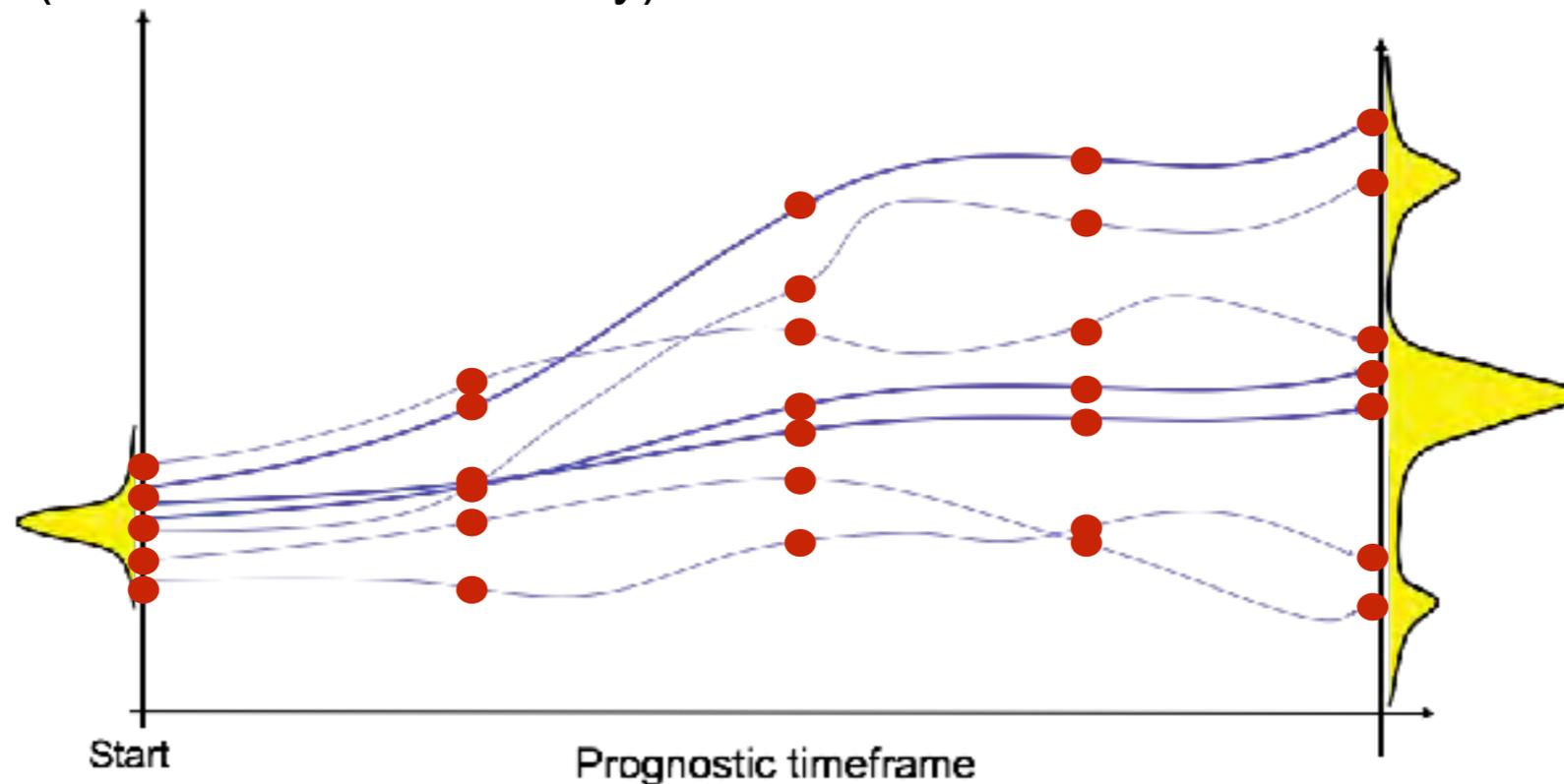
# Data challenge: what is all models run at 1 km scale?

With current workflow used by the climate community, IPCC at 1 km scale avg. would produce 50 exabytes of data!

The only way out would be to analyse the model while the simulation is running

New workflow:

1. first set of runs generate model trajectories and checkpoints
2. Reconstruct model trajectories from checkpoints and analyse (as often as necessary)



# Summary and Conclusions

# Summary and Conclusions

- While flop/s may be good to compare performance in history of computing, it is not a good metric to design the systems of the future

# Summary and Conclusions

- While flop/s may be good to compare performance in history of computing, it is not a good metric to design the systems of the future
- Given today's challenges use Memory Use Efficiency (MUE) instead

$$\text{MUE} = \text{"I/O Efficiency"} \times \text{"Bandwidth Efficiency"}$$

# Summary and Conclusions

- While flop/s may be good to compare performance in history of computing, it is not a good metric to design the systems of the future
- Given today's challenges use Memory Use Efficiency (MUE) instead  
$$\text{MUE} = \text{"I/O Efficiency"} \times \text{"Bandwidth Efficiency"}$$
- Convection resolving weather and climate simulations @ 1 km horizontal resolution
  - Represents a big leap for quality of weather and climate simulations
  - Aim is to pull in the milestone by a decade, in the early 2020s rather than 2030s
  - Desired throughput of 1 SYPD by 2021 and 5 SYPD by mid 2020s
  - Need a 50-200x performance improvement to reach 2021 goal of 1SYPD

# Summary and Conclusions

- While flop/s may be good to compare performance in history of computing, it is not a good metric to design the systems of the future
- Given today's challenges use Memory Use Efficiency (MUE) instead
$$\text{MUE} = \text{"I/O Efficiency"} \times \text{"Bandwidth Efficiency"}$$
- Convection resolving weather and climate simulations @ 1 km horizontal resolution
  - Represents a big leap for quality of weather and climate simulations
  - Aim is to pull in the milestone by a decade, in the early 2020s rather than 2030s
  - Desired throughput of 1 SYPD by 2021 and 5 SYPD by mid 2020s
  - Need a 50-200x performance improvement to reach 2021 goal of 1SYPD
- System improvement needed
  - Improve "Bandwidth Efficiency" for regular but non-stride-1 memory access
  - Improve application software
  - Further improvement of scalability
  - Improve algorithms (time integration has potential)

# Collaborators



Tim Palmer (U. of Oxford)



Bjorn Stevens (MPI-M)



Peter Bauer (ECMWF)



Oliver Fuhrer (MeteoSwiss)



Nils Wedi (ECMWF)



Torsten Hoefler (ETH Zurich)



Christoph Schar (ETH Zurich)