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### TURBULENT PARAMETERIZATION FOR CCATT-BRAMS BY GPU

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#### ABSTRACT

A strategy to increase the computer code performance is to employ of hybrid computing, combining CPU with GPU or/and FPGA. Two turbulent parameterizations, Smagorinsky and Mellor-Yamada, were codified on GPU for the CCATT-BRAMS code, using the CUDA standard. The results show a good speed-up for the model.

#### **RESUMO**

Uma estratégia para aumentar o desempenho de códigos computacionais é o uso de computação híbrida, que combina CPU com GPU e/ou FPGA. Duas parametrizações de turbulência, Smagorinsky e Mellor-Yamada, foram codificadas em GPU para o código CATT-BRAMS:. O padrão CUDA foi usado na implementação. Os resultados mostram um aumento significativo no speed-up do modelo.

#### **1. INTRODUCTION**

The environmental prediction model CCATT-BRAMS (Freitas et al., 2009; 2013) is a complex computer code, and it is operationally employed by the CPTEC-INPE. This model allows atmospheric simulation with emission, transport, pollutant dispersion, and chemical reactions. The CCATT-BRAMS is already prepared to run on parallel machines. But, depending on the model resolution, this is a very expensive code. This motivates the research to improve its performance. Two parameterizations in the CCATT-BRMAS are codified on GPU: Smagorinsky (1963), and Mellor-Yamada (1982).

#### 1.1 Smagorinsky's parameterization

The turbulent fluxes are parameterized using the theory of gradient-flux. The Reynolds tensors are given as following: (1a)

$$\overline{\boldsymbol{u}'_{i}\,\boldsymbol{u}'_{j}} = -(\boldsymbol{K}_{m})_{ij}(\boldsymbol{D})_{j} \tag{1b}$$

$$(D)_{j} = \partial \mathbf{u}_{j} / \partial \mathbf{x}_{j} + \partial \mathbf{u}_{j} / \partial \mathbf{x}_{j}$$
<sup>(1c)</sup>

$$K_m = \left( c s_2 \Delta z \right)^2 \left[ \left| D_v \right| + H(N) \right] f(R)$$

where  $cs_z$  is a fitting coefficient,  $\Delta z$  is the discretization for vertical grid, and  $|D_v|$  is the magnitude of the deformation tensor for vertical direction. H(N) and  $f(R_i)$  are given by
(2a)

$$H(N) = \sqrt{\max(0, -N^2)}$$
(2b)

$$f(R_i) = \max\{0; 1 - (K_h/K_m)R_i\}$$



with N being the Brunt-Väisälä frequency, and  $(K_h/K_m)$  is the ratio between the heat and momentum eddy diffusivities.

## 1.2 Mellor-Yamada's parameterization

This is a 2.5 closure scheme for turbulence, where the third order tensors are parameterized, the turbulent  $\frac{\partial \overline{\psi_i \phi'_j}}{\partial t} = f\left(\overline{\psi_i \phi'_j \zeta'_k}, \overline{\psi_i \phi'_j}, \psi_m, t\right) \quad \text{with a prognostic equation for kinetic energy } (e):$ 

$$\psi, \phi, \zeta = \mathcal{U}, \mathcal{V}, \mathcal{W}, \mathcal{Q}, \theta \tag{3a}$$

(3b)

(2a)

$$K_p = \mathbf{S}_p / \sqrt{2\mathbf{e}} , \quad I = \frac{\kappa (\mathbf{z} + \mathbf{z}_0)}{1 + \kappa (\mathbf{z} + \mathbf{z}_0) I_{\infty}}, \quad I_{\infty} = 0.1 \frac{\int_0^d \mathbf{z} \sqrt{2\mathbf{e}} d\mathbf{z}}{\int_0^d \sqrt{2\mathbf{e}} d\mathbf{z}}$$

where

components, moisture, and temperature). Key parameters are a length scale l, and TKE (e):

(wind

(4)

where  $S_P$  are constants suggests by Mellor-Yamada (1982).

## 2. CUDA PROGRAMMING ON GPU

CUDA (Compute Unified Device Architecture) (Nvidia: CUDA, 2012) was developed for the parallel processing for the GPUs produced Nvidia Corporation. The CUDA programming could be understood as an extension of languages like C, C++, and Fortran, adding qualifiers to functions and data, producing kernels for execution. The job on a kernel is to be divided among thousands of threads, organized into blocks, and grids, with dimensions *blockDim* and *gridDim*. The kernel uses indexes *blockIdx* and *threadIdx* for defining the job to a thread.

The turbulence routines were codified on Nvidia GPUs: Fermi GTX-580 (512 cores), and Kepler GTX-680 (1536 cores).

## 3. RESULTS AND FINAL COMMENTS

Two horizontal resolutions were evaluated: 40 km (grid points number:  $95 \times 48 \times 38$ ), and 20 km ( $194 \times 100 \times 40$ ). Figure 1 shows the speed-up results to Smagorinsky's approach for both resolutions, and for Fermi and Kepler architectures.

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Figure 1: GPU execution for Smagorinsky's approach under two resolutions: (a) 40 km, (b) 20 km.

Similarly, the speed-up for the Mellor-Yamada scheme is presented in Figure 2, also considering two resolutions, and Fermi and Kepler architectures performance.



Figure 2: GPU execution for Mellor-Yamada's approach under two resolutions: 40 km, and 20 km.

For the lower resolution worked here, similar speed-up results were obtained for both GPU architectures – the gain for the Mellor-Yamada approach has superior speed-up than the Smagorinsky's parameterization. The results show a tendency to improve the speed-up for a finer resolution.

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