



NVIDIA HPC Technologies Enabling the Earth-2 Digital Twin Initiative

Peter Messmer, David Hall, Karthik Kashinath, Mike Pritchard, [Stan Posey](#)

NVIDIA Earth-2 Announcement - GTC Nov 2021

NVIDIA to Build Earth-2 Supercomputer to See Our Future

November 12, 2021 by JENSEN HUANG <https://blogs.nvidia.com/blog/2021/11/12/earth-2-supercomputer/>



- "NVIDIA plans to build the world's most powerful AI supercomputer dedicated to predicting climate change. Named Earth-2, or E-2, the system would create a digital twin of Earth in Omniverse."
- "We will dedicate ourselves and our significant resources to direct NVIDIA's scale and expertise in computational sciences, to join with the world's climate science community."
- "All the technologies we've invented up to this moment are needed to make Earth-2 possible. I can't imagine a greater or more important use."

-- Jensen Huang, CEO NVIDIA

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Fourier Neural Operator Physics-ML Model Predicts Extreme Weather
Lawrence Berkeley Lab, Caltech, NVIDIA

WHAT WILL JENSEN HUANG'S KEYNOTE REVEAL?
November 9, 2021 | 9:00 a.m. (CET)
[SAVE THE DATE >](#)

Omniverse

○ FNO Prediction
● Ground Truth
○ NOAA Forecast
○ Actual Track

2016, Sep 29
Surface Winds [mph]
25 35 45 55 65 75

<https://www.youtube.com/watch?v=JnGPxZ9glVk>

NVIDIA Earth-2 Early Inspiration and Vision

- **SC20 Keynote Lecture:**

- [From Deep Thoughts to \(Destination\) Earth: Climate Science in the Age of Exascale](#)

- --Prof. Dr. Bjorn Stevens of the Max-Planck-Institute for Meteorology



- **EC's Destination Earth:**

- [Destination Earth and digital twins - a European opportunity for HPC](#)

- --Dr. Peter Bauer, ECMWF, Director of Destination Earth



- **CLiMA Lecture:**

- [AI-Accelerated Climate Modeling](#) (16 Jul 21)

- --Dr. Tapio Schneider, CalTech and NASA JPL



- **AI2 Collaboration:**

- [AI2 Climate Modeling](#)

- --Dr. Chris Bretherton, et al.



NVIDIA Earth-2 is Collaborative and Open Science

● NVIDIA Key Contributors:

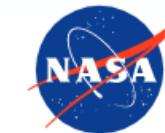
- *Mike Pritchard, Director of Climate Science Research (also UC Irvine)*
- *Anima Anandkumar, Sr. Director of ML Research (also CalTech)*
- *Peter Messmer, Director of Developer Technology*
- *Karthik Kashinath, Principal Engineer and Scientist, AI-HPC*
- *David Hall, Solutions Architect, AI Developments*
- *Several others . . .*

● Earth-2 Domain Science Advisors:

- *Dr. Peter Bauer, ECMWF, Director of Destination Earth*
- *Prof. Dr. Bjorn Stevens, MPI for Meteorology, Managing Director*
- *Dr. Peter Dueben, ECMWF, Chief Scientist and AI Coordinator*
- *Dr. Nils Wedi, ECMWF, Destination Earth Technical Lead*
- *Dr. F. (Paco) Doblas-Reyes, BSC, Director of Earth System Science*

● Climate Community HPC Guidance:

- *Dr. Thomas Schulthess, CSCS, SC Center Director*
- *Dr. Tsengdar Lee, NASA HQ, Program Director*
- *Dr. Thomas Hauser, NCAR, NCAR Lab Director*
- *Several other reviews and discussions ongoing . . .*



Recommended Earth-2 Talks from NVIDIA Scientists

GTC Keynote September 20 | Conference & Trainings September 19 - 22, 2022 [Register Free](#) | [Log in](#)

[Keynote](#) [Why Attend](#) [Session Catalog](#) [Workshops & Training](#) [Sponsors](#) [Demos](#) [More](#)

NVIDIA'S Earth -2: Digital Twins For Weather and Climate [A41326] ☆

Anima Anandkumar, Senior Director of ML Research, NVIDIA

Karthik Kashinath, Principal Engineer and Scientist, AI-HPC and Engineering Lead, Earth-2, NVIDIA

Mike Pritchard, Director for Climate Simulation Research, NVIDIA

[Add to Schedule](#) Tuesday, Sep 20 | 2:00 PM - 2:50 PM PDT

ESiWACE2 Second Virtual Workshop on Emerging Technologies for Weather and Climate Modelling

 Friday Oct 7, 2022, 10:00 AM → 6:45 PM Europe/Berlin

4:30 PM → 6:30 PM **WS: Session 3 – Machine Learning**

Conveners: Italo Epicoco (CMCC), Peter Dueben (ECMWF)

5:10 PM **Building Digital Twins of the Earth for NVIDIA's Earth-2 Initiative**

Speakers: Karthik Kashinath (NVIDIA), Mike Pritchard (NVIDIA)



Motivation (I): Limitations of Climate Predictions and HPC

Current climate models are low resolution and decades away from what's needed

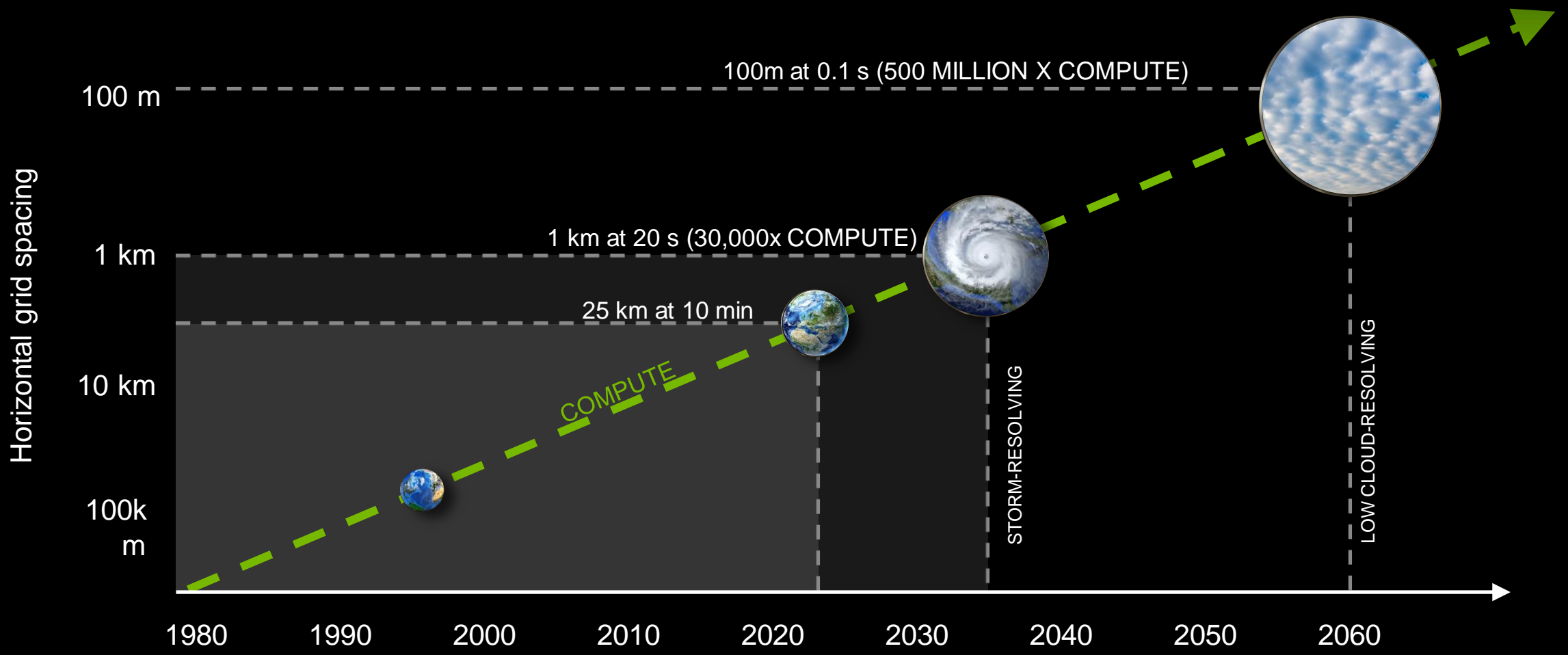
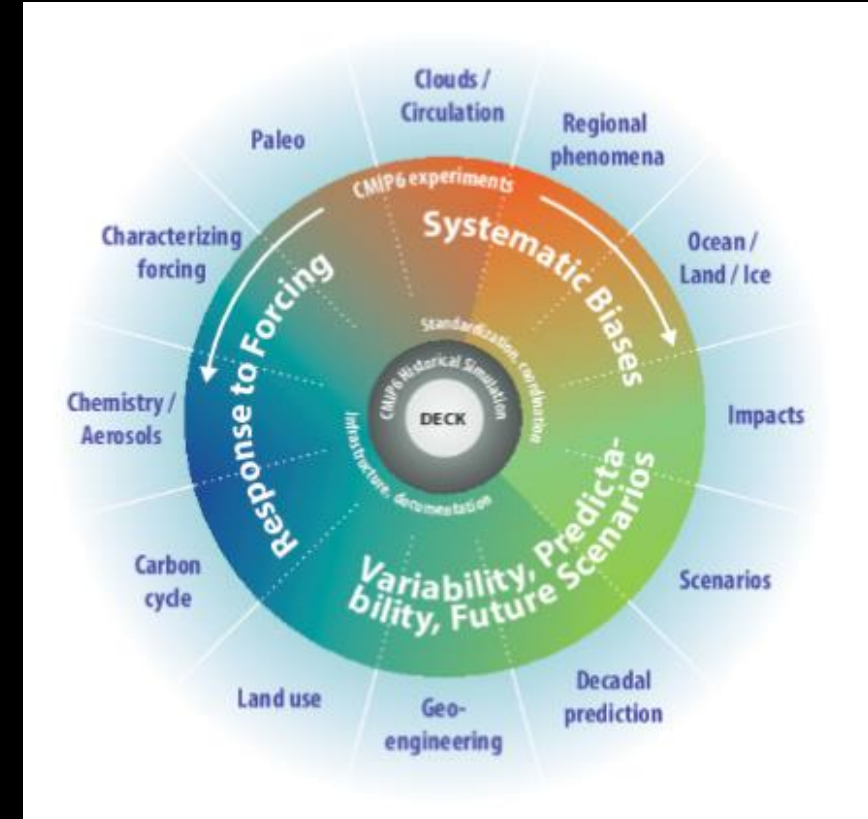
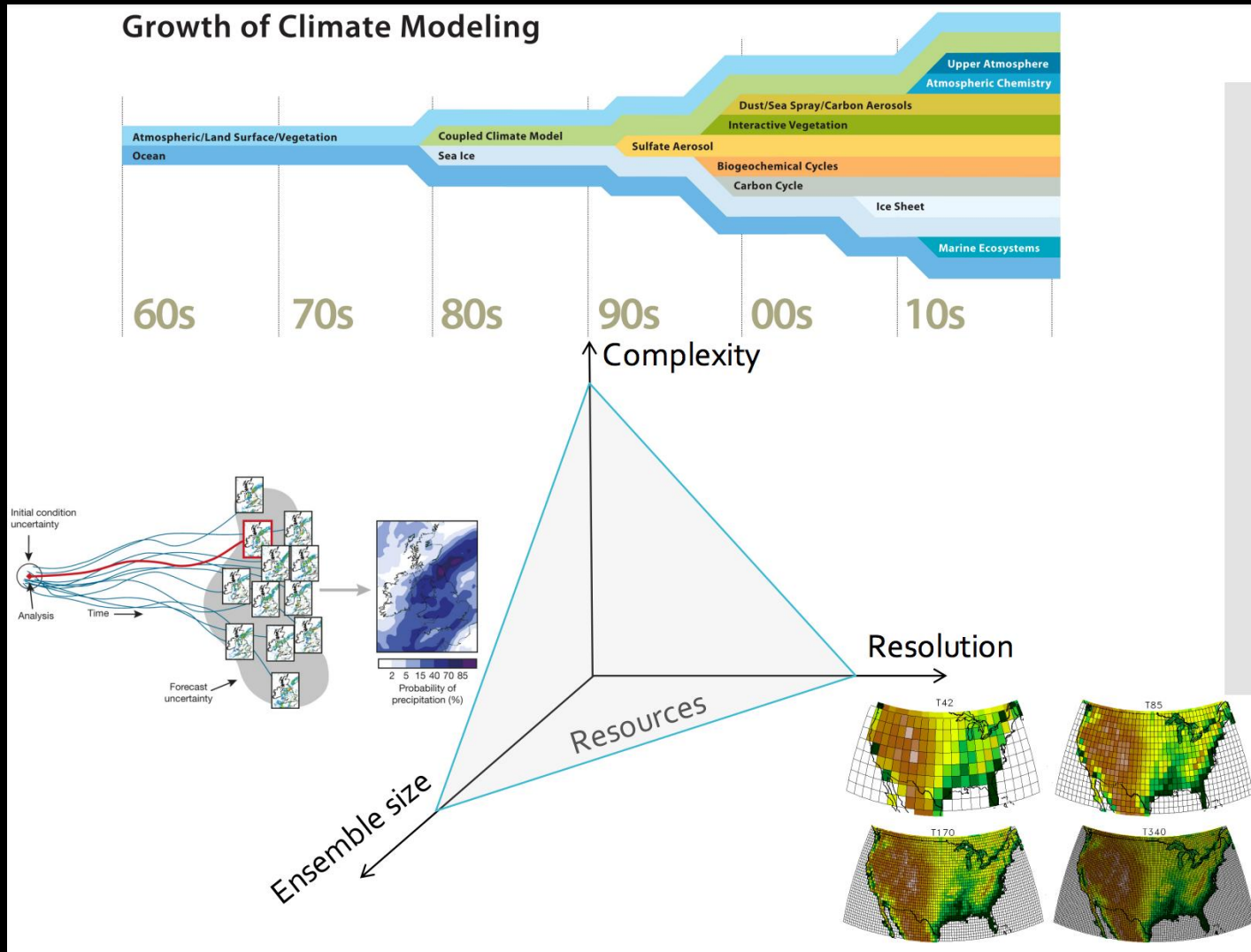


Figure adapted from: Schneider, T., Teixeira, J., Bretherton, C. et al. "Climate goals and computing the future of clouds". *Nature Climate Change* 7, 3–5 (2017)

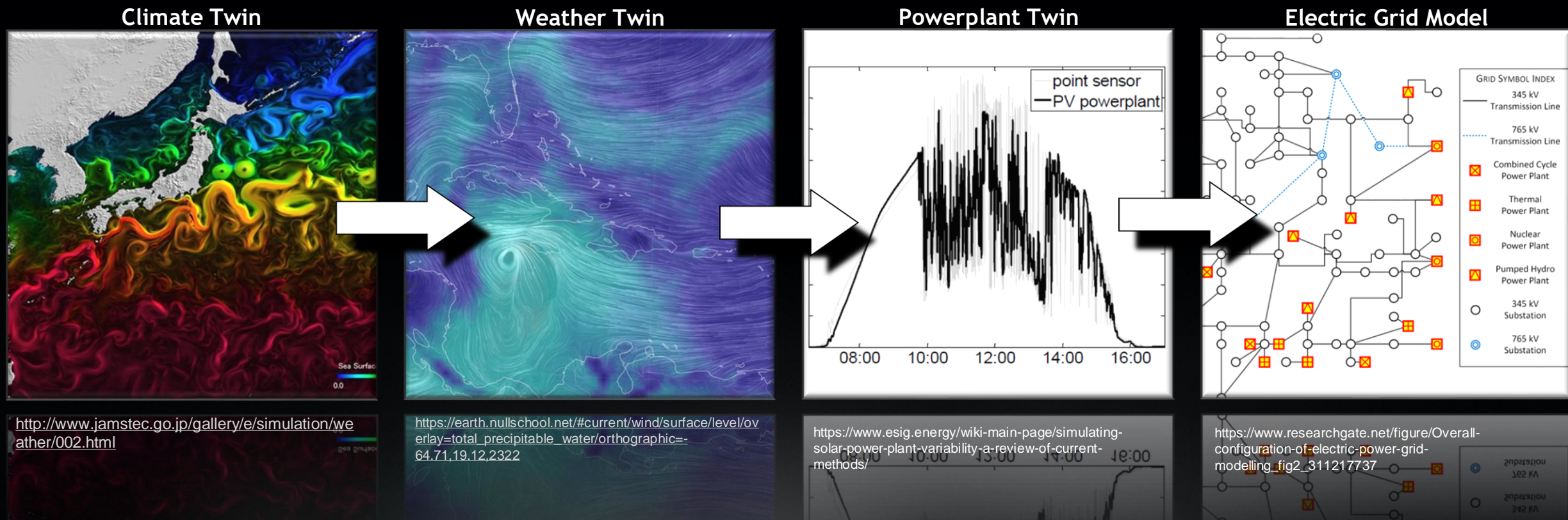
Motivation (II): Ever Increasing Computational Demand

Climate model resolution is only one axis driving computational demand



Motivation (III): Need for Interactivity with Climate Prediction Data

Coupling fast and accurate models can enable end-to-end regional analyses and climate action



"We can compute km-scale predictions, but can't effectively extract information content, let alone interact with it"

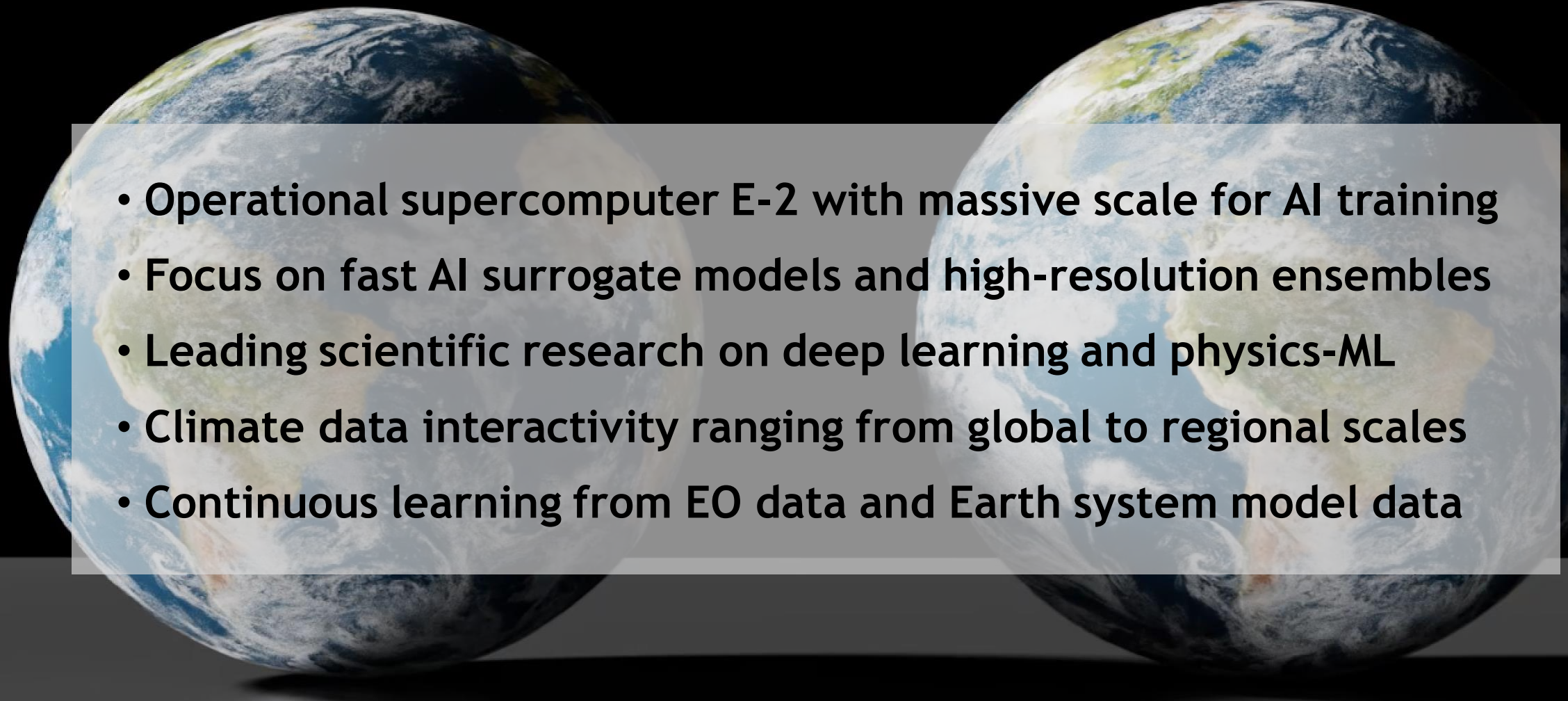
The Climate Community is Responding to these Challenges



- Project DestinE envisions what Earth system modeling could be
- NVIDIA contributing to DestinE:
 - ESM development collaboration on GPUs (IFS, ICON, etc.)
 - HPC systems Leonardo (CINECA) and MareNostrum5 (BSC)

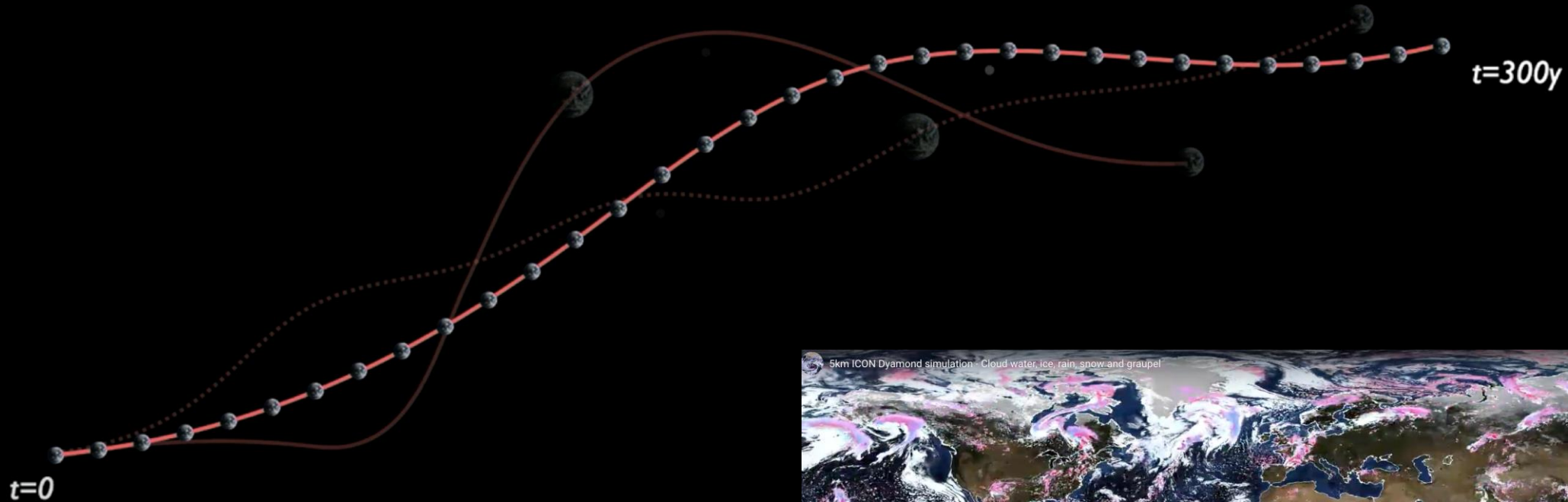
Earth-2 Will Contribute to Digital Twins in Different Ways

Heavy focus on AI research and latest methods, and large-scale AI training

- 
- The background of the slide features two identical, semi-transparent images of the Earth, positioned side-by-side. The Earths are shown from a perspective that highlights the continents and oceans, with a soft glow around them. A semi-transparent white rectangular box is overlaid in the center, containing a list of bullet points.
- Operational supercomputer E-2 with massive scale for AI training
 - Focus on fast AI surrogate models and high-resolution ensembles
 - Leading scientific research on deep learning and physics-ML
 - Climate data interactivity ranging from global to regional scales
 - Continuous learning from EO data and Earth system model data

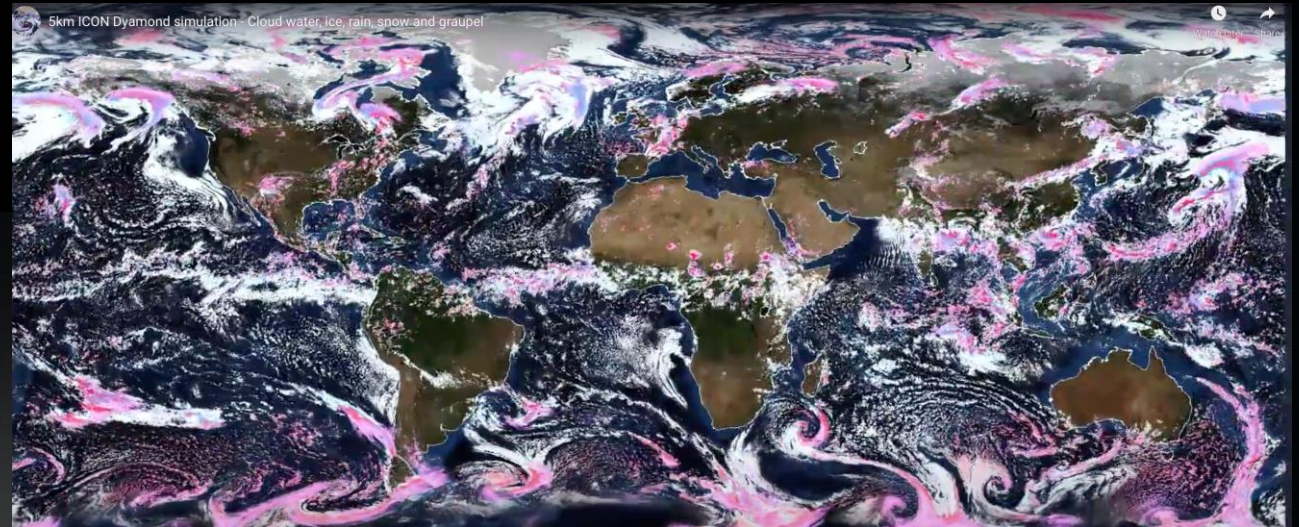
Ultimately Earth-2 Will Tether to High Resolution Predictions

Cloud feedbacks and storm dynamics from km-scale simulators matter to predicting regional climate risk



AI nimbly generates details between "checkpoints" saved only infrequently from physics-based climate simulations

-- Bjorn Stevens, GTC 2021



NVIDIA Collaborations With Atmospheric Models

Global:



Model
E3SM, MMF,
HOMEXX, SCREAM

Organizations
US DOE: ORNL, SNL

Funding Source
E3SM, ECP



Model
MPAS-A

Organizations
NCAR, UWyo, IBM

Funding Source
WACA II



Model
FV3 Dycore

Organizations
NOAA, AI2

Funding Source
SENA, AI2



Model
NUMA/NEPTUNE

Organizations
US Naval Res Lab, NPS

Funding Source
ONR



Model
IFS

Organizations
ECMWF

Funding Source
ESCAPE, US DOE



Model
GungHo/LFRic

Organizations
MetOffice, STFC

Funding Source
PSyclone



Model
ICON

Organizations
DWD, MPI-M, CSCS, MCH

Funding Source
PASC ENIAC



Model
GEOS-5

Organizations
NASA GMAO

Funding Source
NASA



Model
CLIMA/NUMA

Organizations
CLIMA (NASA JPL, MIT, NPS)

Funding Source
Private, US NSF



Regional:



Model
AROME

Organizations
Meteo France

Funding Source
MF/CNRS



Model
COSMO

Organizations
MCH, CSCS, DWD

Funding Source
PASC GridTools



Model
AceCAST-WRF

Organizations
TempoQuest

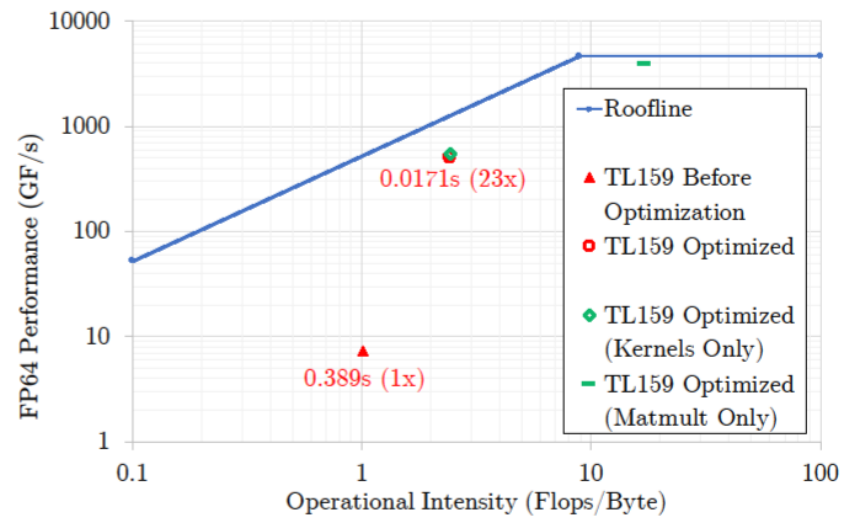
Funding Source
Venture backed



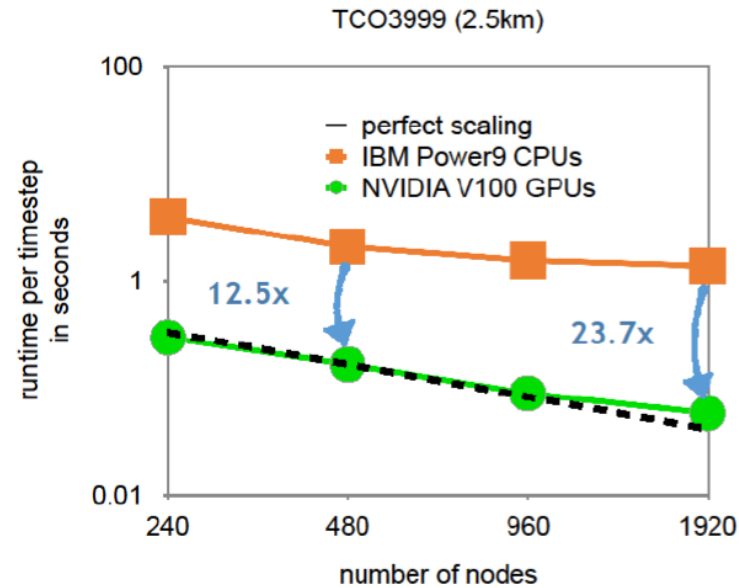
IFS Scaling to 11,500+ GPUs on ORNL Summit



Batched matrix multiplication: speedup in ESCAPE1 dwarf

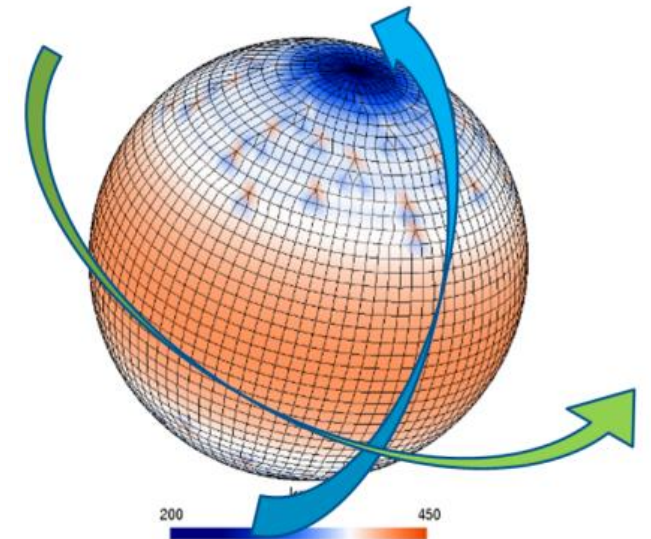


- added zero operations increase operational intensity
- overall huge speedup
- should also have strong positive effect on strong scaling



Spectral Harmonics Dwarf = 23.7x

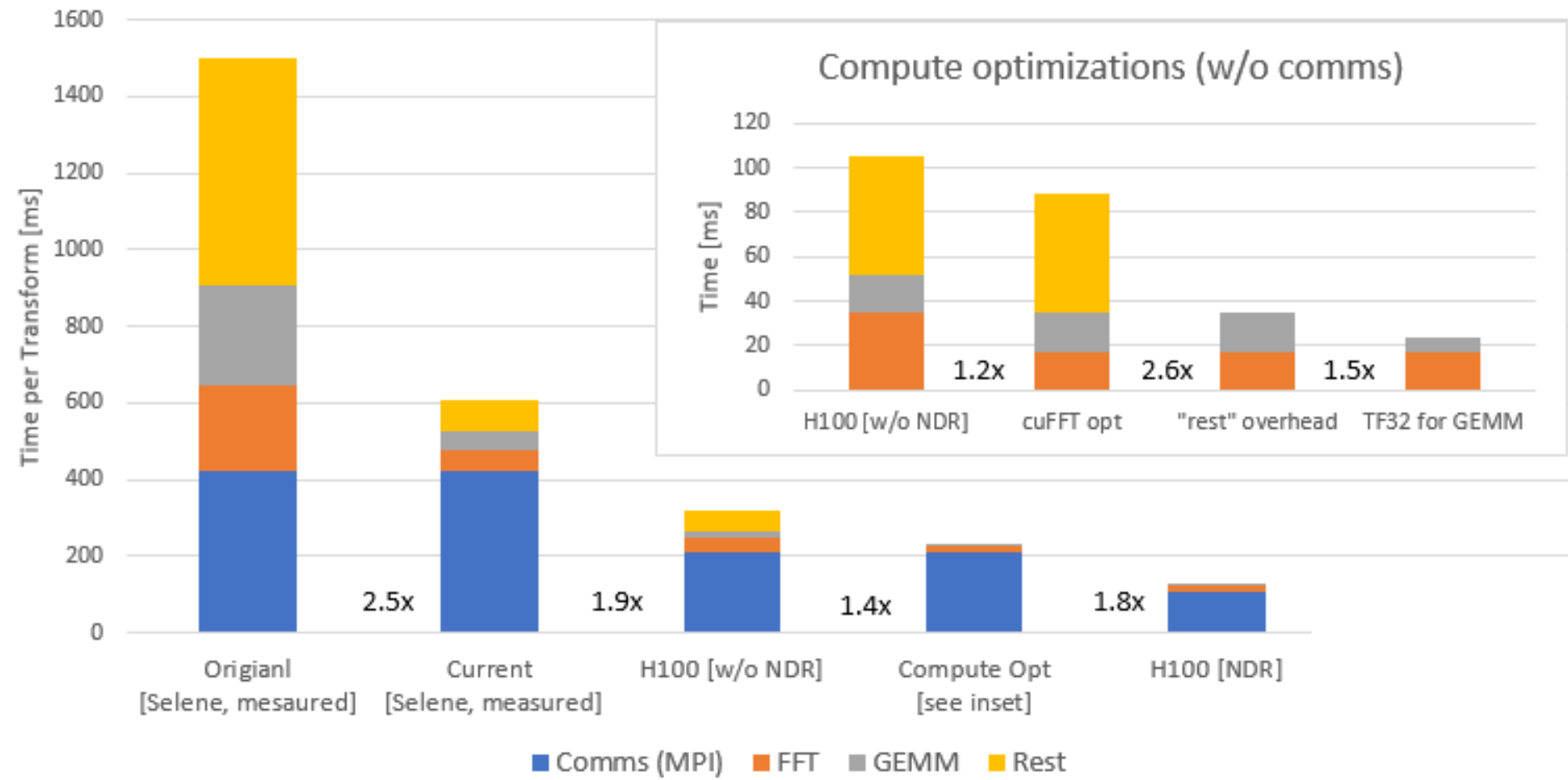
Batched Legendre Transform (GEMM)



IFS Spectral Transform at Global 1km on 512 GPUs



IFS Spectral Transform, 512 GPUs
TCo7999 (1km resolution)



**IFS 1km
512 GPUs**

- Global 1km
- Selene = A100
- H100 results preliminary

HiRes Climate Drives CSCS Next-Gen System Alps

CSCS MIGRATION FROM PIZ DAINT TO ALPS GRACE (ARM) + HOPPER (H100 GPU) SYSTEM

20 Exaflops of AI

Accelerated w/ NVIDIA Grace CPU
and NVIDIA Hopper (H100) GPU

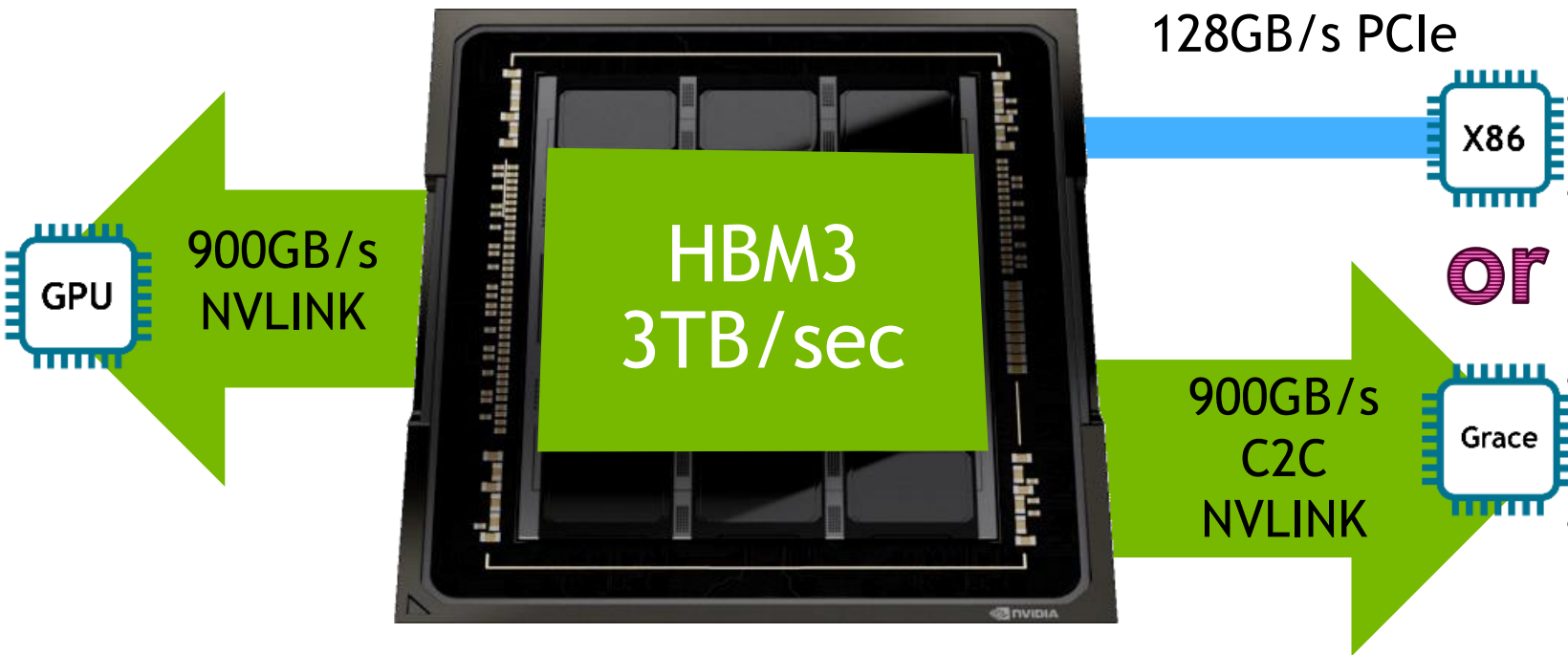
HPC and AI For Scientific Computing

Advanced Weather and Climate:
Applications based on IFS and ICON



NVIDIA Next-Gen GPU H100 and Bandwidth

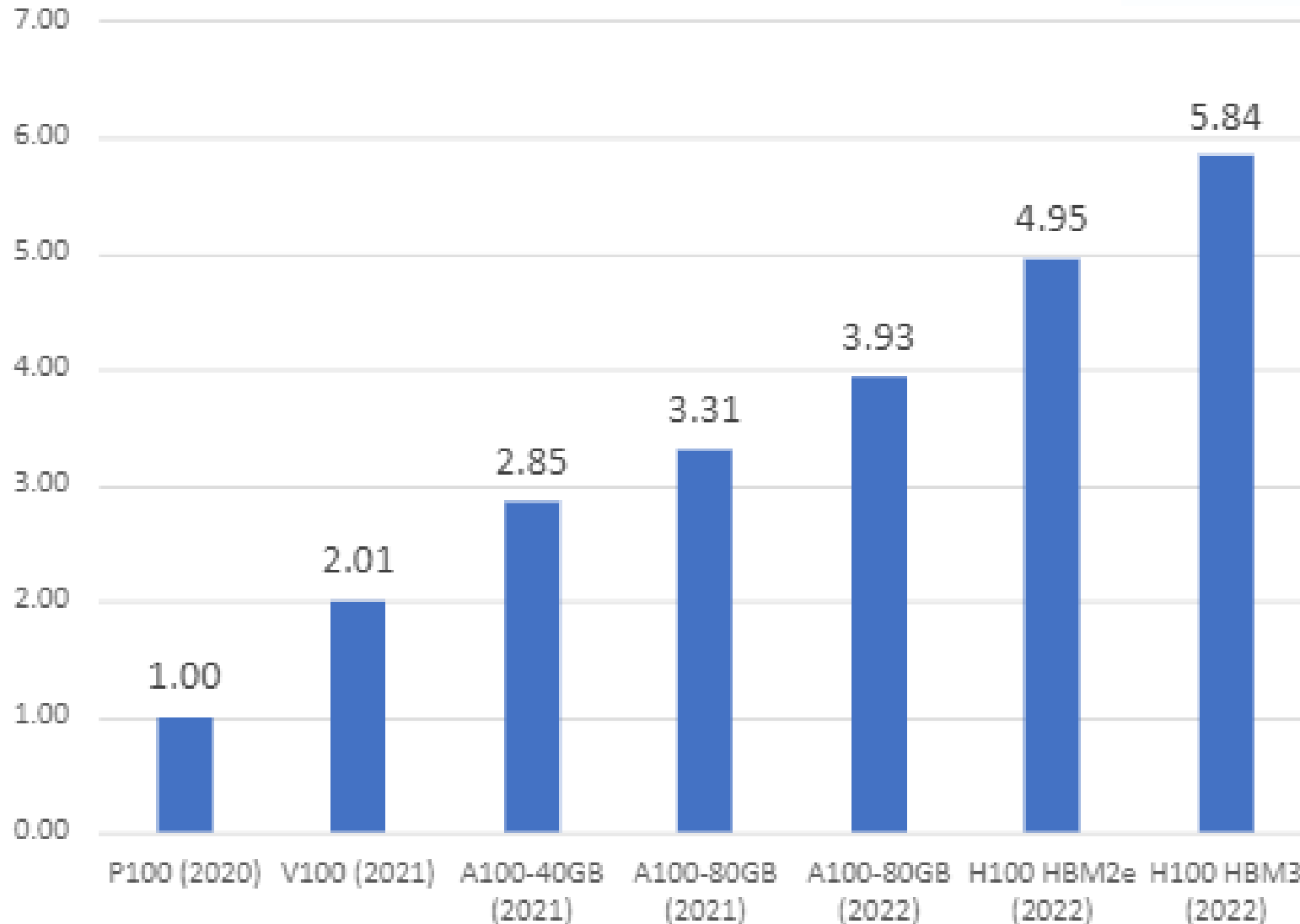
- Connect to other NVIDIA GPUs
- Program with NCCL
- *Mostly used in AI applications*



- Connect to x86 processors
 - PCI Gen 5
 - Not cache coherent
- or
- Connect to Grace Arm Processor
 - Can sustain full NVLINK BW into large host memory
 - *Cache coherent*

Custom TSMC 4N Process
4.9 TB/s Total External B/W

ICON GPU Improvement ~6x Over 2 Year Span



ICON ~6x from P100 to H100

- Spans 4 generations
- Single GPU results
- Coarse 160km, 80v
- H100 preliminary

ICON Strong Scaling on Large GPU Systems



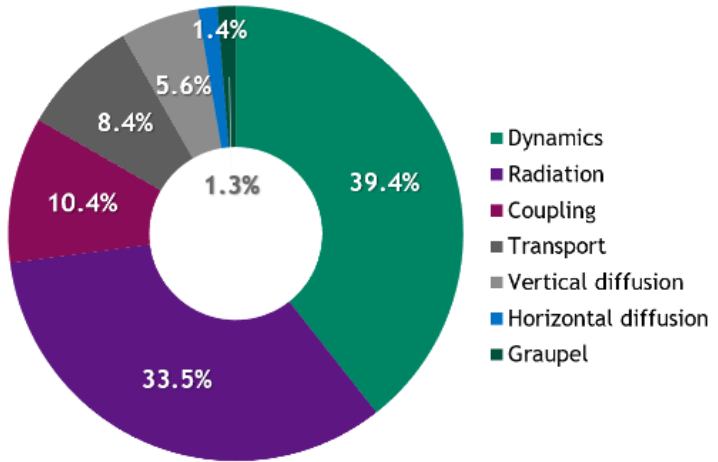
QUBICC - R02B07 - 20km

5 dynamics substeps, horizontal diffusion and transport, graupel microphysics, vertical diffusion and JSBACH land; and RTE-RRTMGP radiation

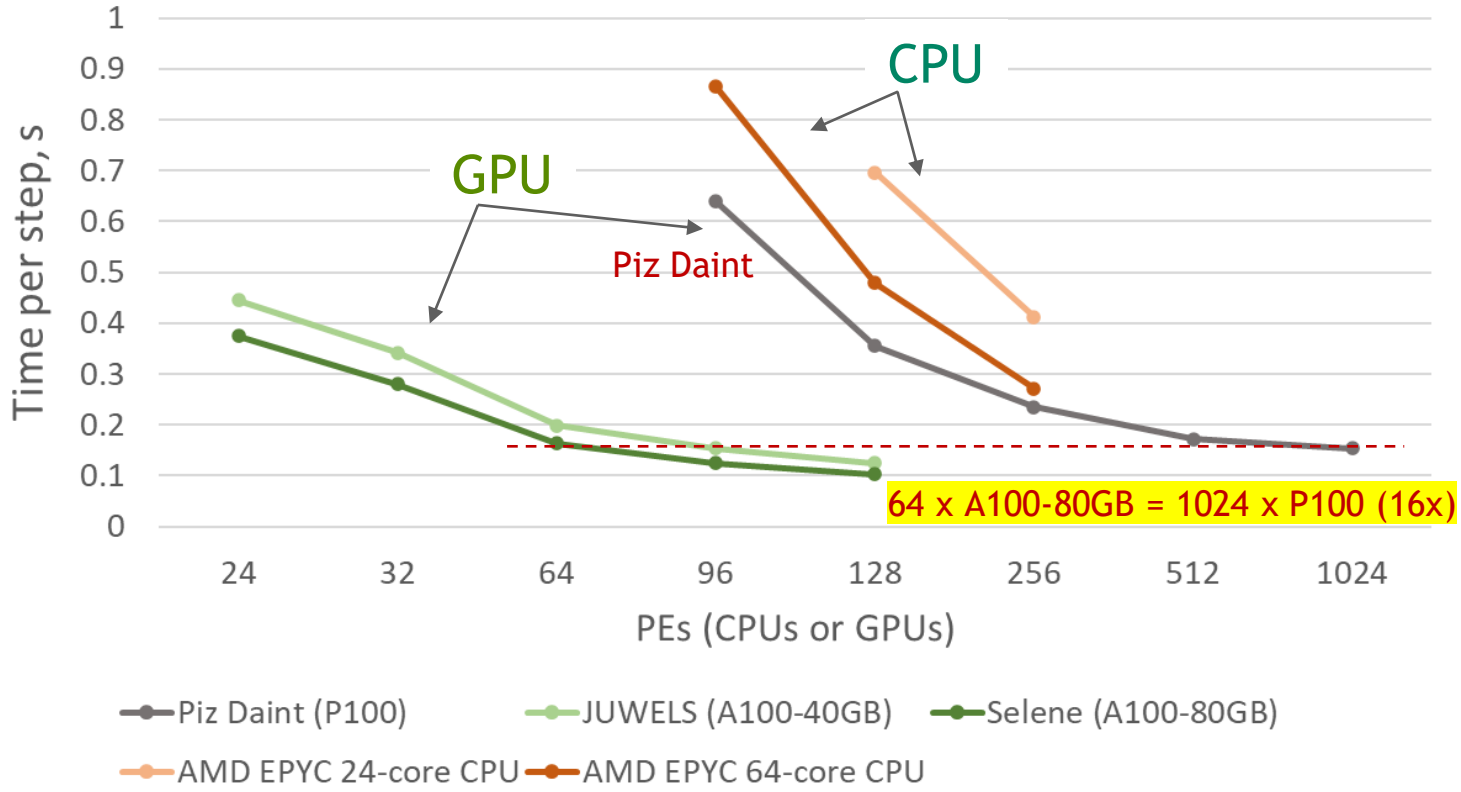
Using internal timer report for values, excludes IO

GPU results are with NVHPC 21.2 except Piz Daint (PGI 20.1 is the latest there)

CPU results use Intel compiler and best values of ranks per node, nproma and radiation chunk



Time distribution per step on 2xEPYC 7742



Source: NVIDIA, March 2021 Dr. Dmitry Alexeev

To Begin Earth-2 Will Train on Existing Climate Predictions

Reanalysis data and IPCCs current library of climate predictions



- Training demonstrated on ERA5 reanalysis for medium range weather scale (later slides)
- Current focus IPCC CMIP-6 library of 100km and HiResMIP 25km data for climate scale
- Plans for progression to higher resolutions and diversification of models:
 - Reanalysis data from NCAR, NASA, etc.
 - NCAR CESM, GPU-MPAS convection-permitting at 3.75km global resolution
 - US DOE E3SM MMF and SCREAM SR model
 - DYAMOND I (IFS, ICON, MPAS, GEOS, etc.) and II (coupled ocean)
 - Ultimately SR-ESMs towards 1km resolution (nextGEMS: ICON and IFS)
 - Etc.
- Earth observation data for calibration



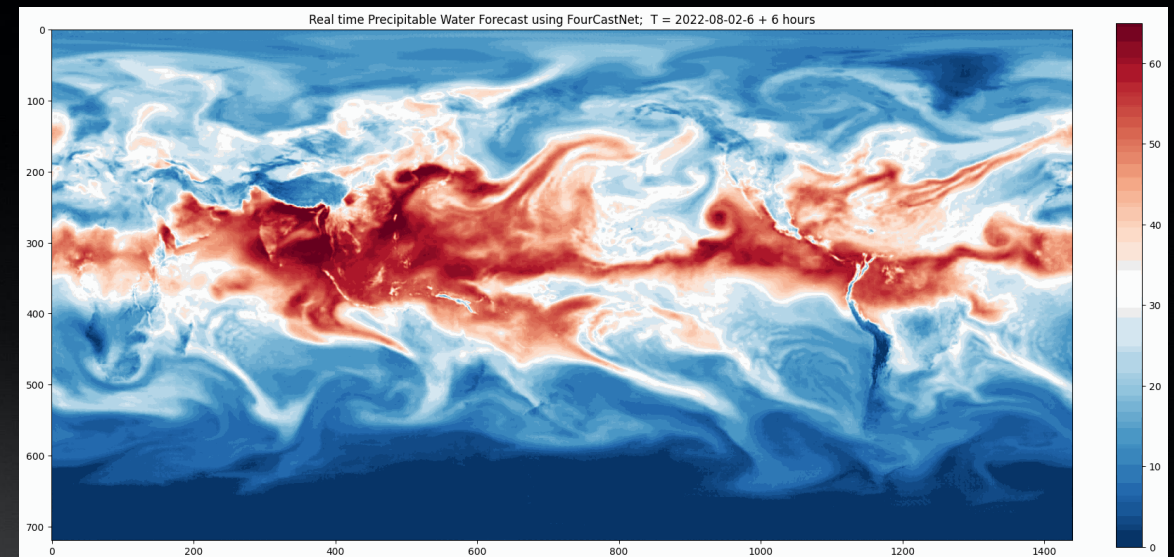
Earth-2 Results at Weather Scale Predictions: **FourCastNet**

Fourier Forecasting Network

- Collaboration between NVIDIA and several US academics and National labs
- Data-driven ML surrogate model for global medium-range weather prediction
- Trained on 10TB of ~35 years ECMWF ERA5 (30km, 137 levels) reanalysis data
- Adaptive FNO architecture trained on 20 input variable per grid point
- Highest resolution data driven model ever trained
- Inference time of .25 sec for 2 week forecast
 - **Speedup vs NWP:** $O(10^4-10^5)$
 - **Power savings vs. NWP:** $O(10^4)$
- Exceptional skill for extreme weather prediction

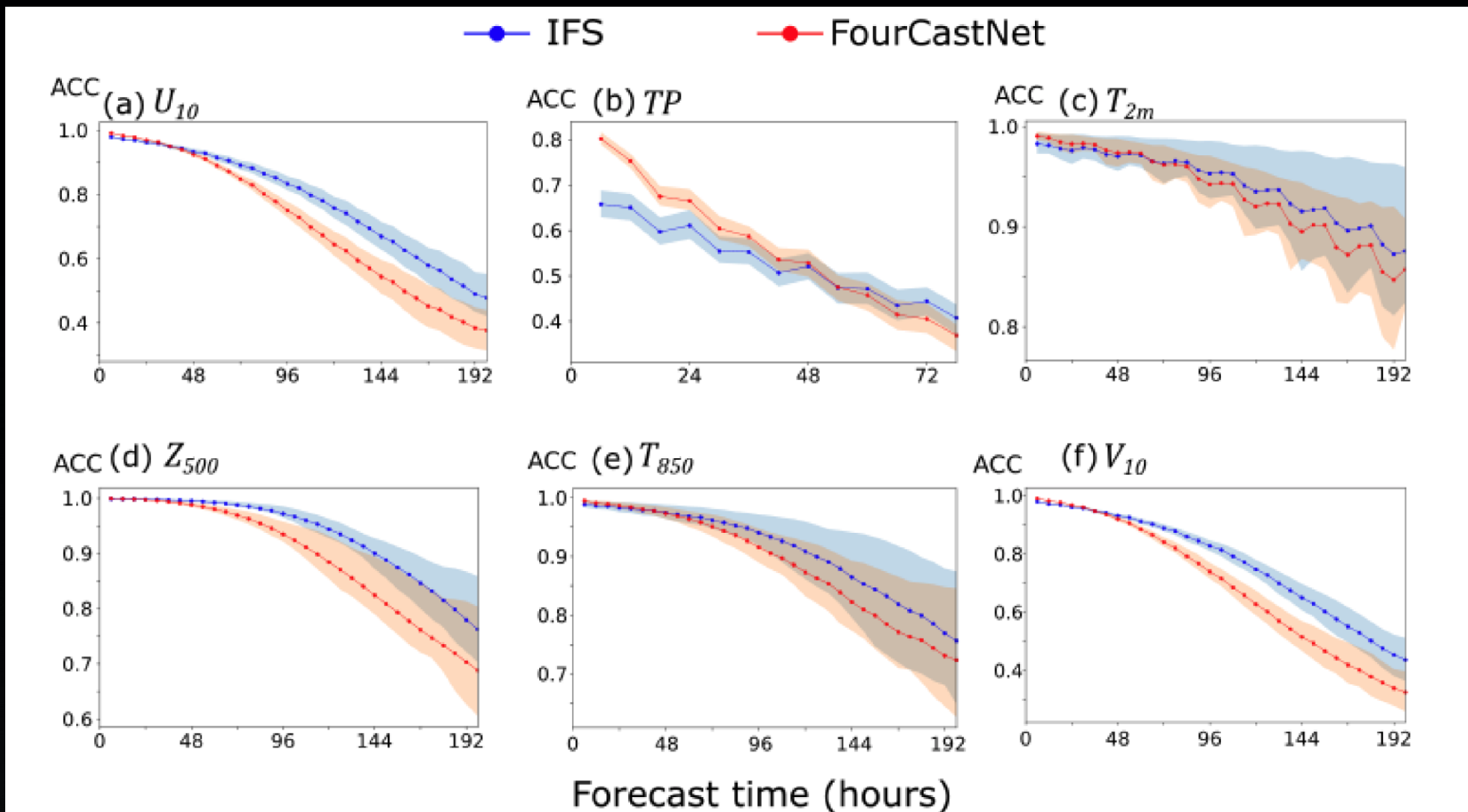
Input Variables (20)

Vertical Level	Variables
Surface	$U_{10}, V_{10}, T_{2m}, sp, mslp$
1000hPa	U, V, Z
850hPa	T, U, V, Z, RH
500hPa	T, U, V, Z, RH
50hPa	Z
Integrated	$TCWV$



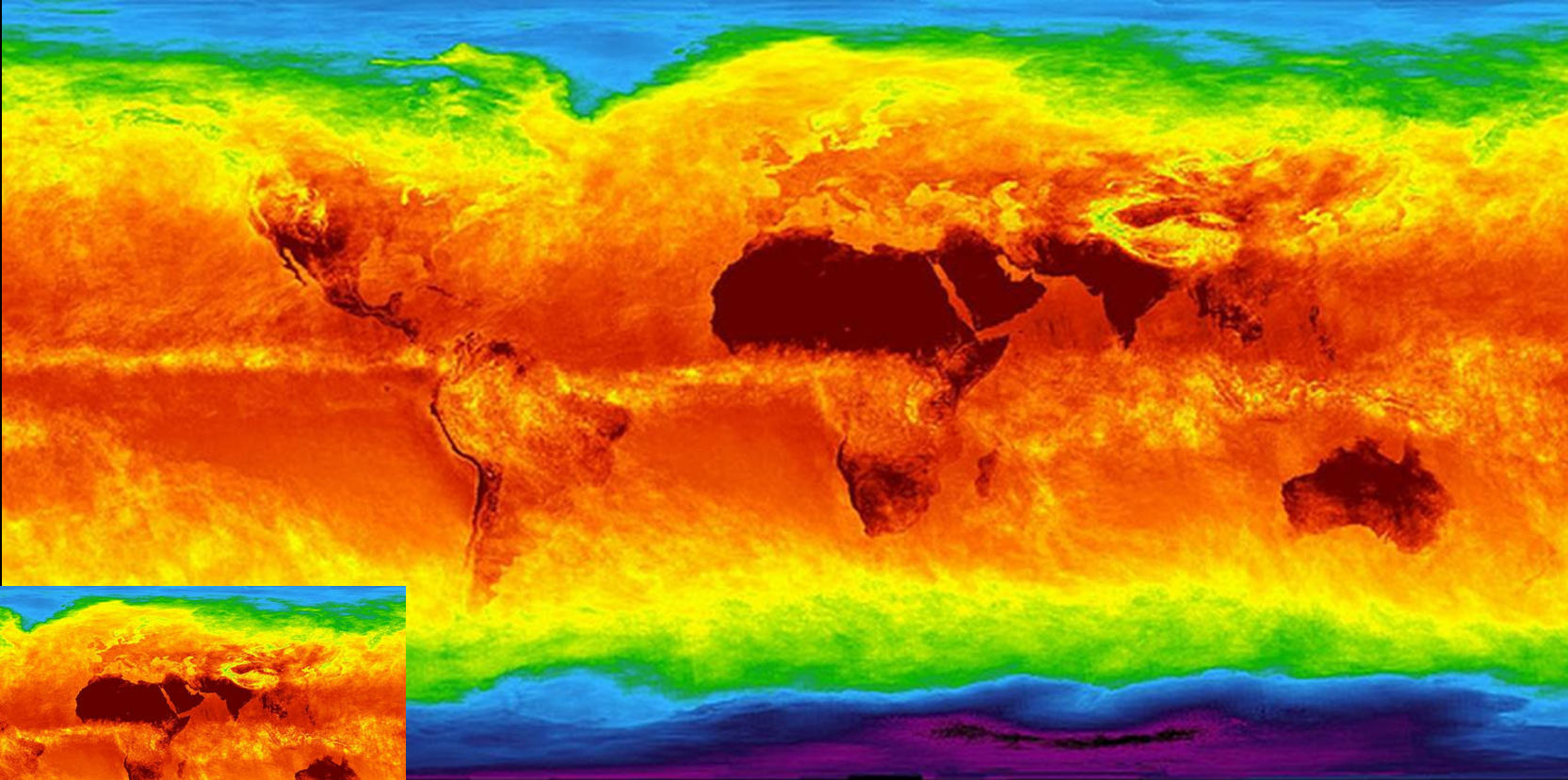
Weather Forecast Skill Demonstrated in a Fraction of a Second

Expensive HPC model demonstrated as an interactive surrogate with similar skill

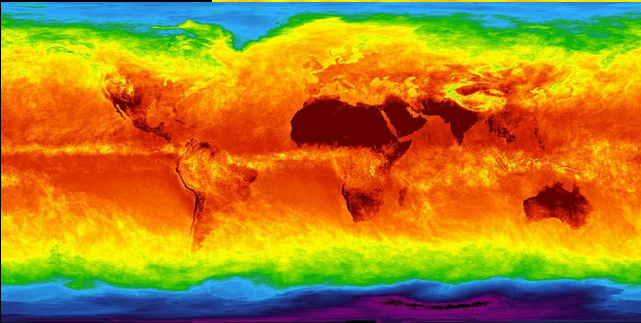


FourCastNet Highest Resolution of Data-Driven Weather Models

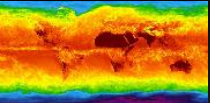
Comparison of resolutions for data-driven weather models since 2018 (Dueben & Bauer)



FourCastNet, Pathak et al. (2022), 0.25°, ~1,000,000 Pixels, ViT+AFNO



GNN, Keisler et al. (2022), 1°, 64,000 Pixels, Graph Neural Networks



DLWP, Weyn et al. (2020). 2°, 16K pixels, Deep CNN on Cubesphere/(2021) ResNet



Weyn et al. (2019), 2.5° N.H only, 72x36, 2.6k pixels, ConvLSTM



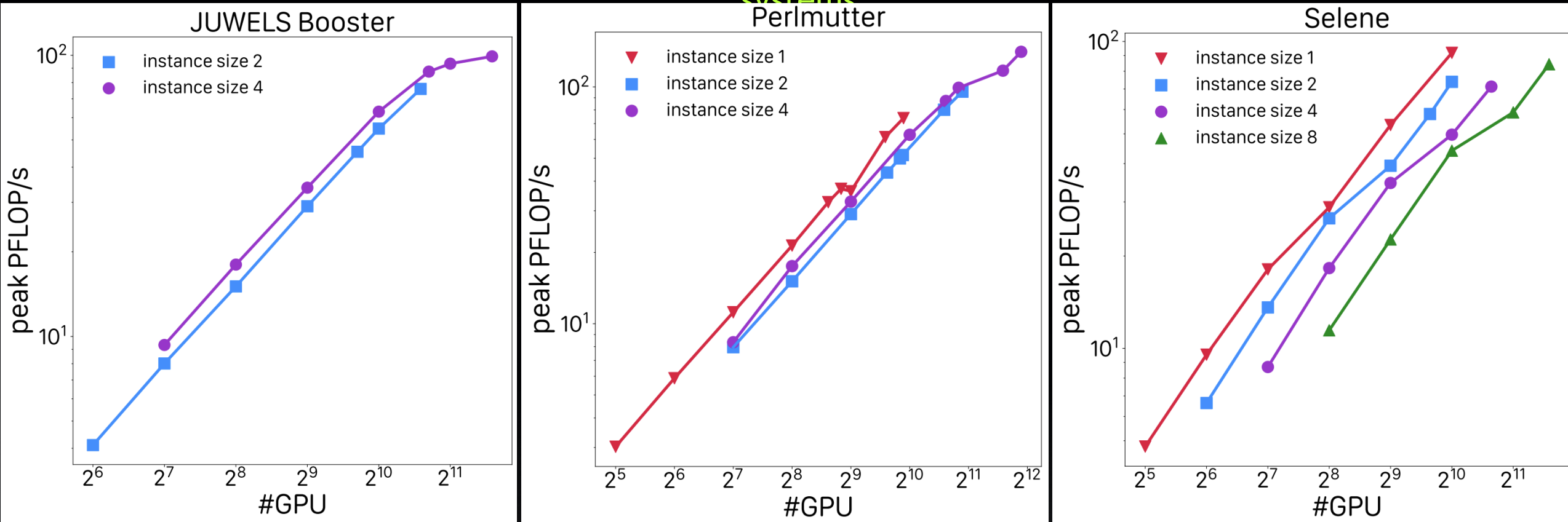
WeatherBench, Rasp et al. (2020). 5.625°, 64x32, 2K pixels, CNN



Deuben & Bauer (2018), 6°, 60x30, 1.8K pixels, MLP

FourCastNet Strong Scaling for Training on Large Scale Systems

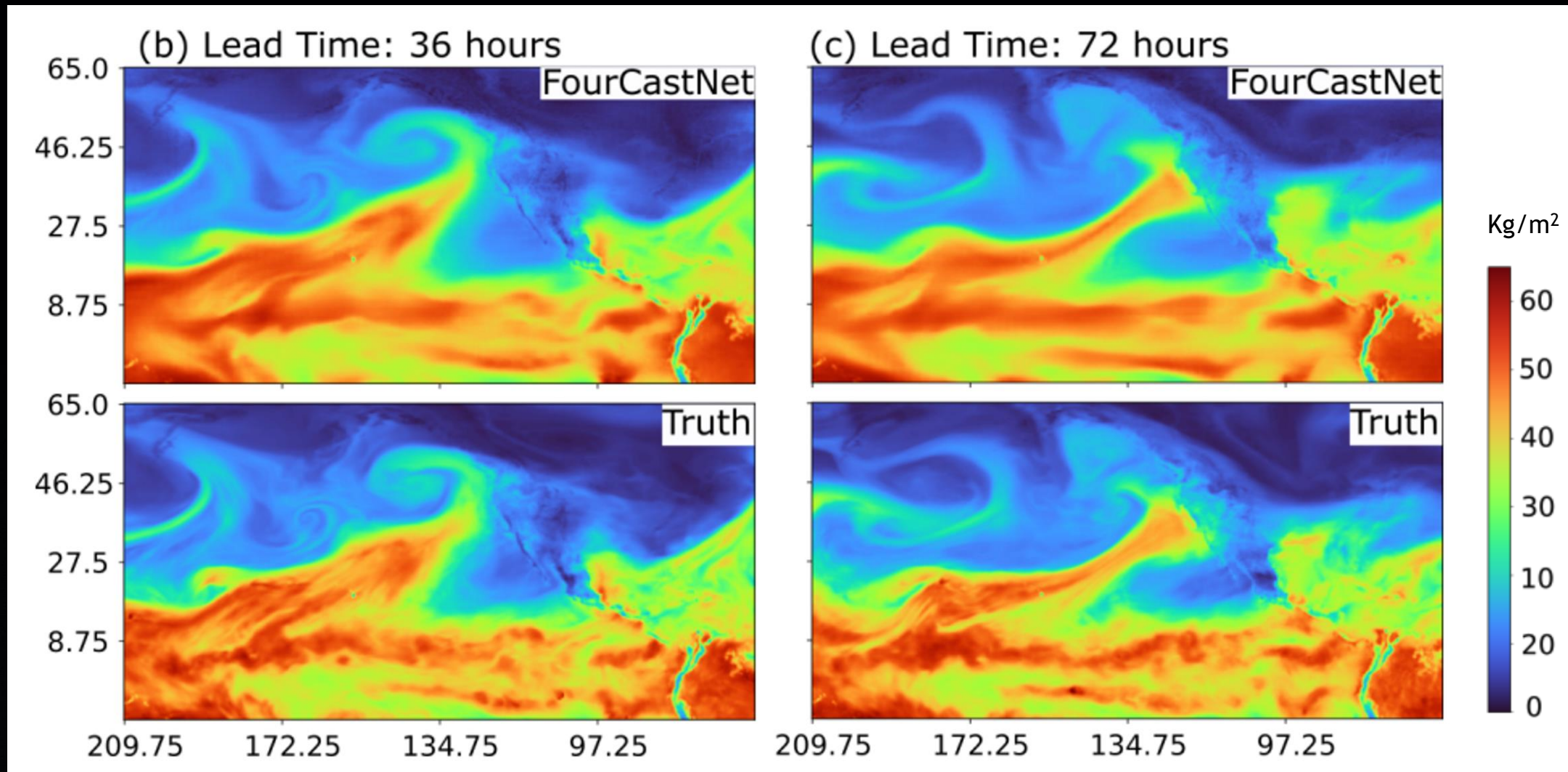
FourCastNet training scaled efficiently up to ~ 4000 GPUs on Top500 supercomputing systems



Peak performance is 141 petaFLOPS in mixed precision (averaged over a full epoch)

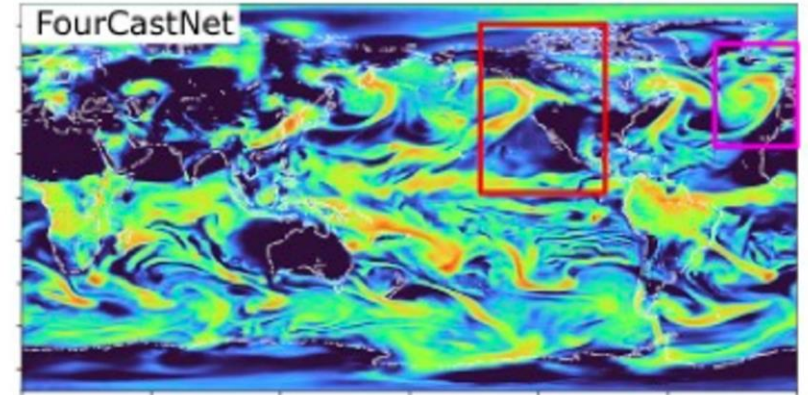
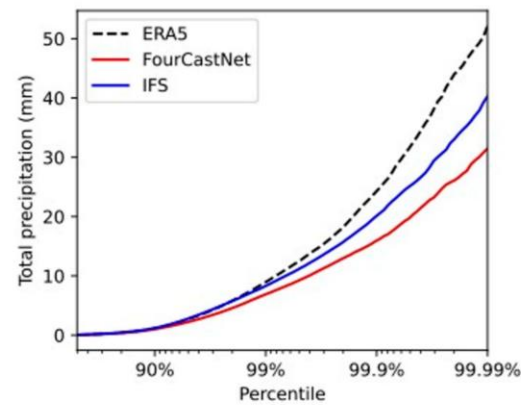
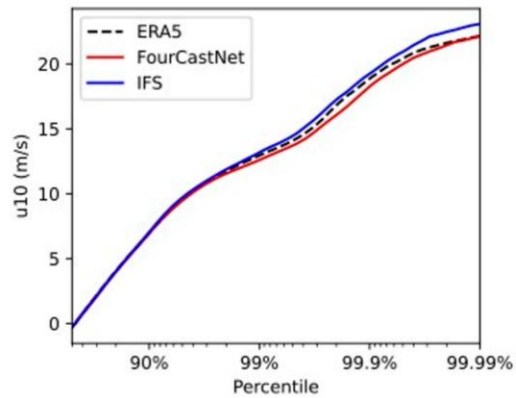
Model training time: ~ 24 hrs reduced to 67 min (~21x) on 3,072 GPUs

FOURCASTNET PREDICTION OF ATMOSPHERIC RIVERS



FOURCASTNET PRECIPITATION AND SURFACE WINDS

WIND AND
PRECIPITATION
EXTREMES AT 24
HOURS



TOTAL PRECIPITATION AT 36 OURS

SURFACE WINDS

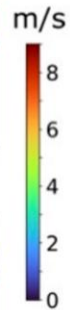
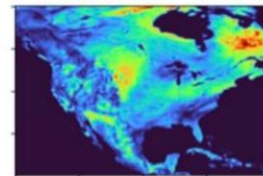
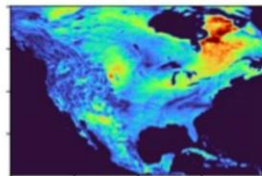
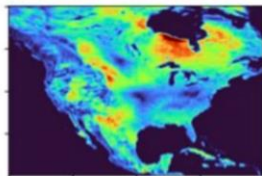
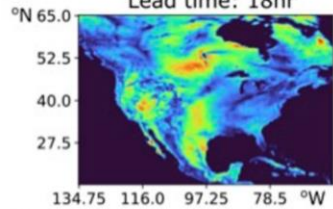
FourCastNet:

Lead time: 18hr

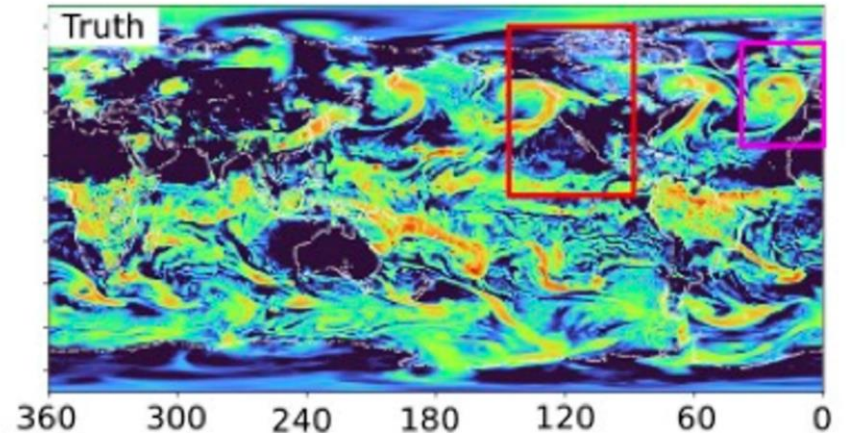
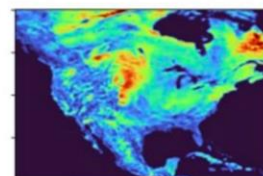
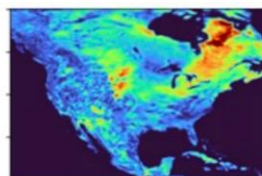
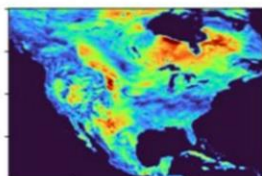
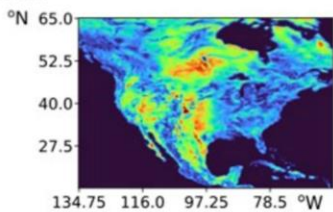
Lead time: 36hr

Lead time: 54hr

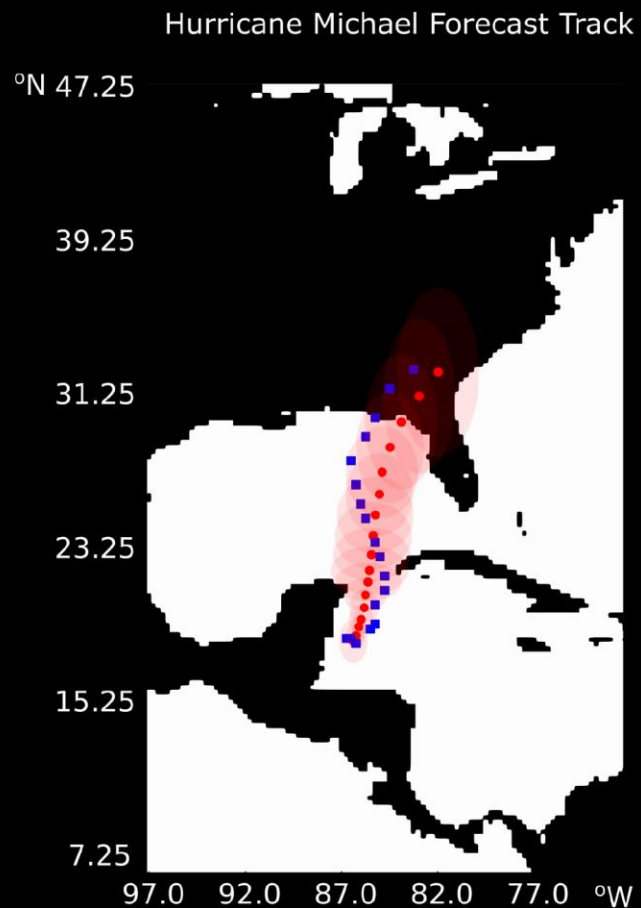
Lead time: 72hr



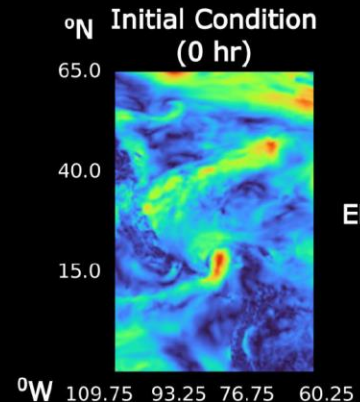
Truth:



FOURCASTNET PREDICTS HURRICANE PATHS AND INTENSITIES



850hPa Wind Speed



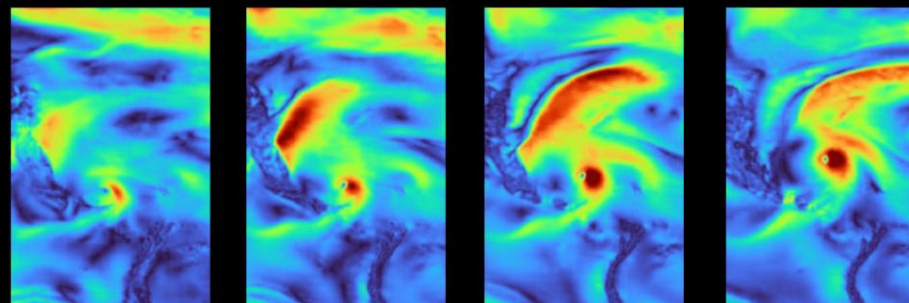
Lead Time: 18hr

Lead Time: 36hr

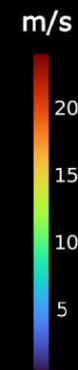
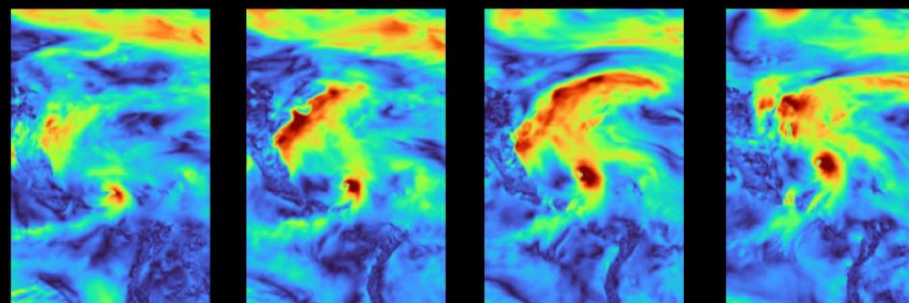
Lead Time: 54hr

Lead Time: 72hr

FourCastNet:



ERA5:



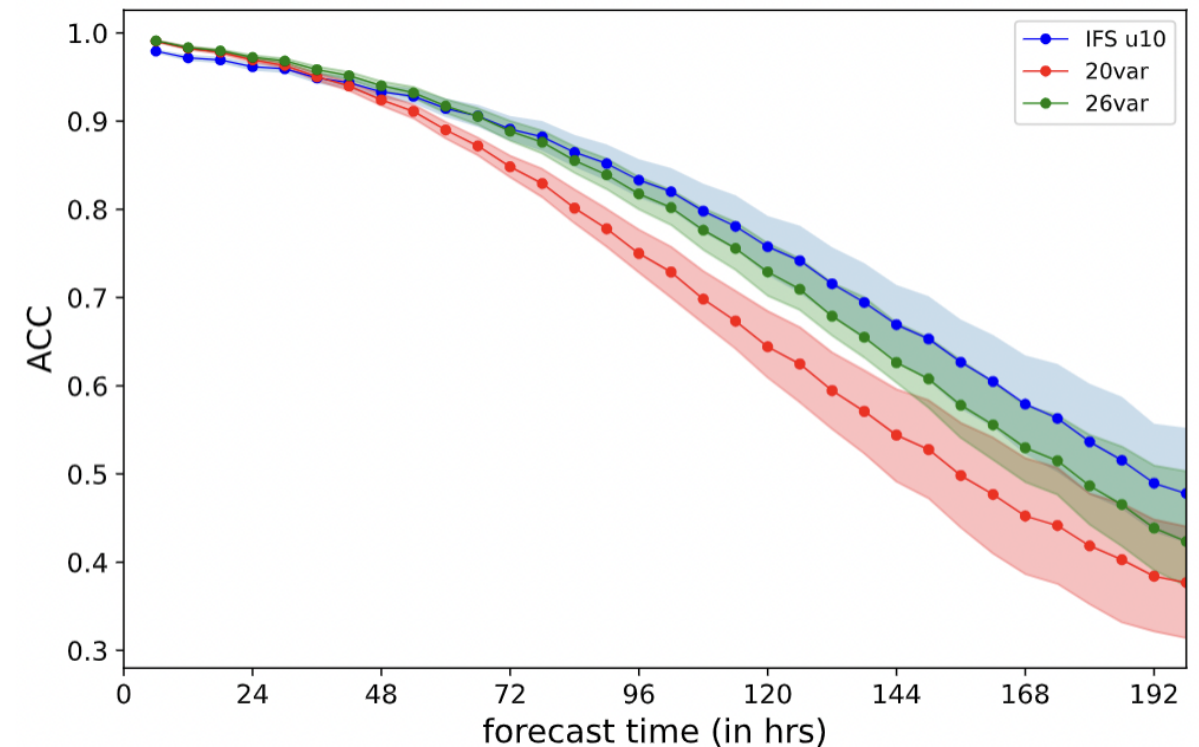
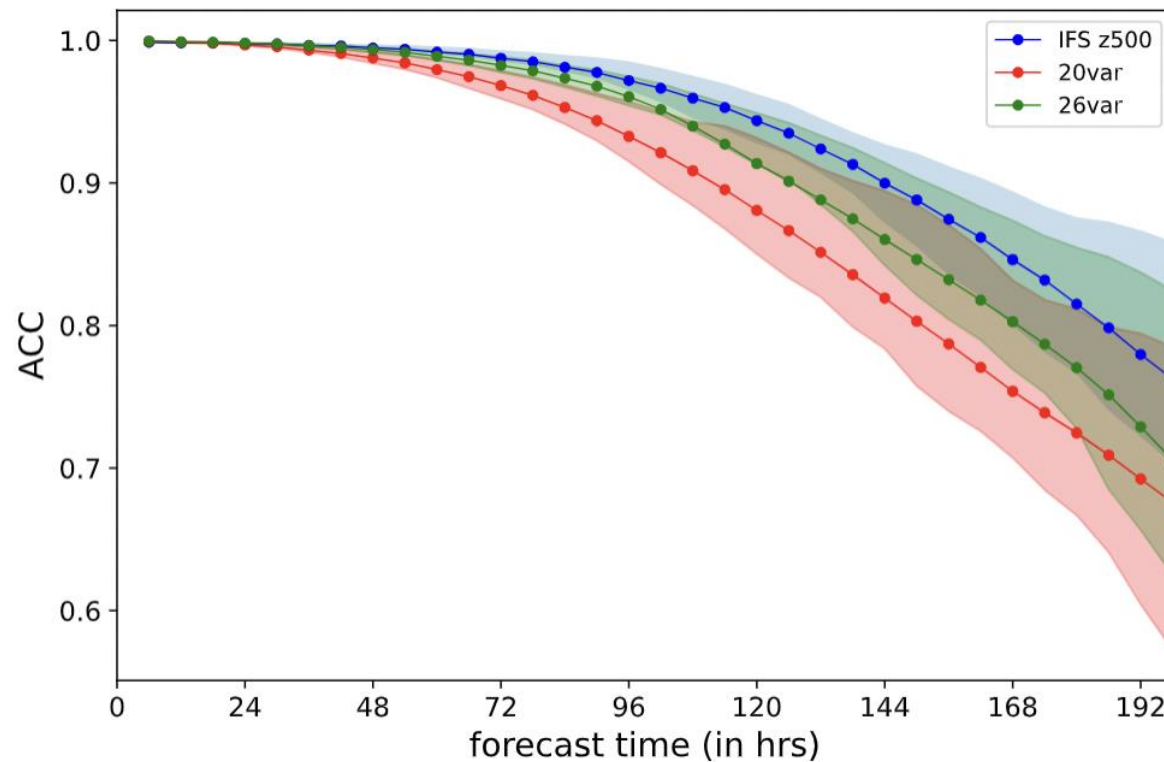
FourCastNet Skill Improves with More Variables

FourCastNet skill Improved significantly from 20 to 26 variables on medium range forecast skill

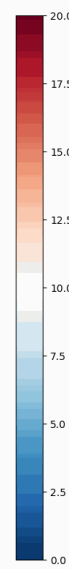
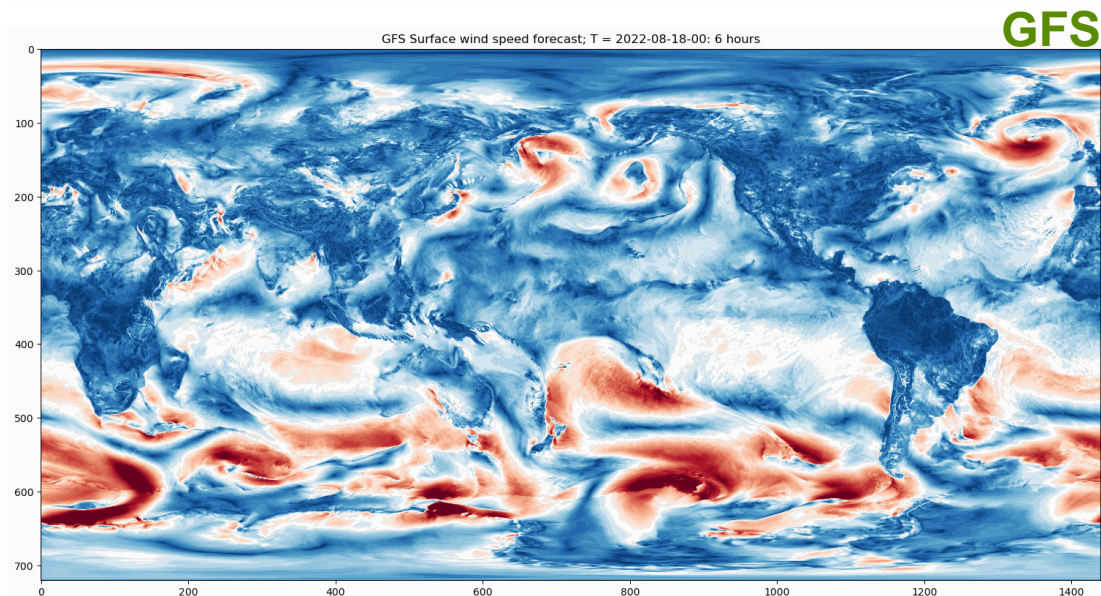
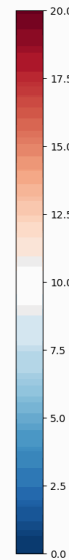
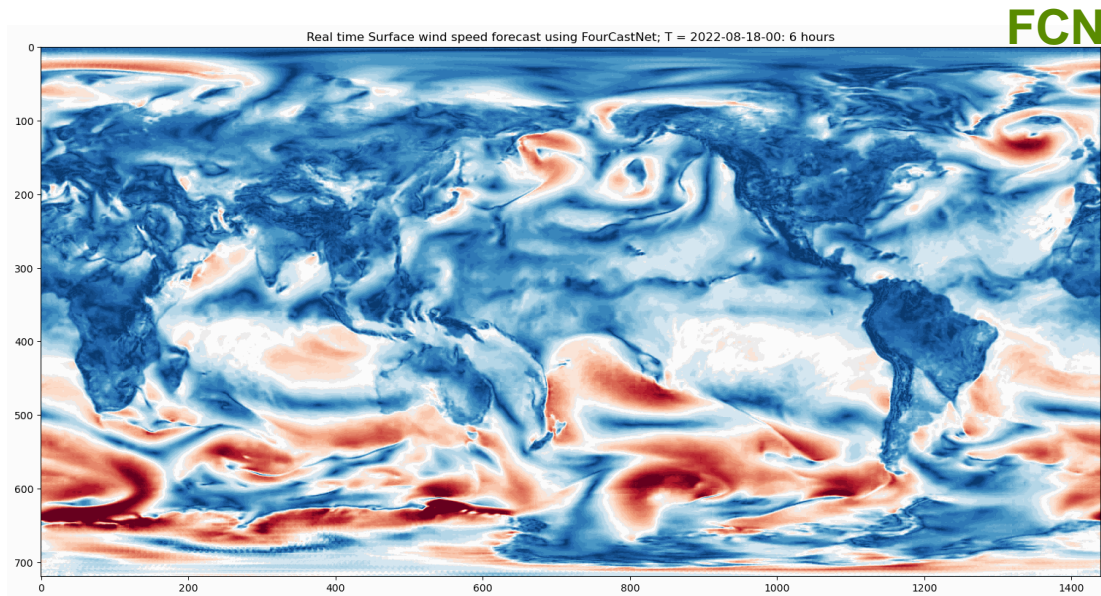
We've not yet reached the skill limit

First 20 Variables

Vertical Level	Variables
Surface	$U_{10}, V_{10}, T_{2m}, sp, mslp$
1000hPa	U, V, Z
850hPa	T, U, V, Z, RH
500hPa	T, U, V, Z, RH
50hPa	Z
Integrated	$TCWV$



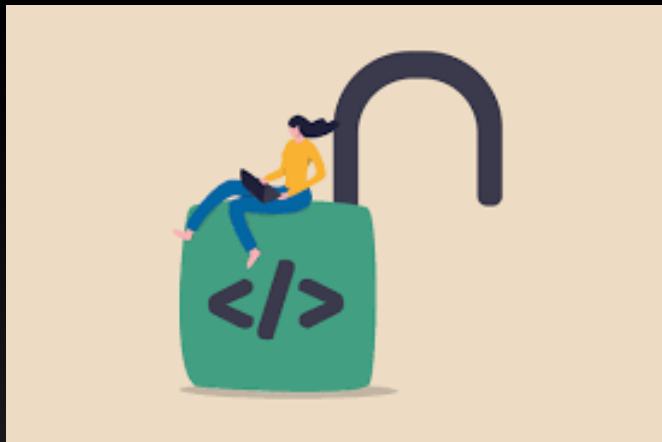
FourCastNet Initialized with GFS Forecast



- **Surface wind speed forecast at 10m week of 18 Aug 22**
- **FourCastNet prediction upper; GFS (ground truth) lower**
- FCN trained on ERA5 and initialized with GFS demonstrating zero-shot skill transfer of a GFS medium-range forecast
- **Ensembles**: FCN can generate 1000s of calibrated ensemble forecasts in minutes to aid in forecast uncertainty quantification, or used as part of a DA pipeline
- **Local Area Model**: Regional version of FCN in development
- **Larger input vector**: Plans to forecast a much larger vector of atmospheric variables – from the current 26 to 250

FourCastNet Available as Open Source


Join NVIDIA efforts in pushing the frontiers of data-driven weather prediction



<https://github.com/NVlabs/FourCastNet>

README.md

FourCastNet



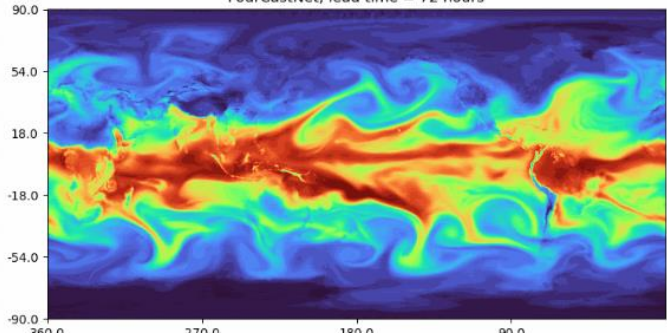
This repository contains the code used for "FourCastNet: A Global Data-driven High-resolution Weather Model using Adaptive Fourier Neural Operators" [[paper](#)]

The code was developed by the authors of the preprint: [Jaideep Pathak](#), [Shashank Subramanian](#), [Peter Harrington](#), [Sanjeev Raja](#), [Ashesh Chattopadhyay](#), [Morteza Mardani](#), [Thorsten Kurth](#), [David Hall](#), [Zongyi Li](#), [Kanyar Azizzadenesheli](#), [Pedram Hassanzadeh](#), [Karthik Kashinath](#), [Animashree Anandkumar](#)

FourCastNet, short for Fourier Forecasting Neural Network, is a global data-driven weather forecasting model that provides accurate short to medium-range global predictions at 0.25° resolution. FourCastNet accurately forecasts high-resolution, fast-timescale variables such as the surface wind speed, precipitation, and atmospheric water vapor. It has important implications for planning wind energy resources, predicting extreme weather events such as tropical cyclones, extra-tropical cyclones, and atmospheric rivers. FourCastNet matches the forecasting accuracy of the ECMWF Integrated Forecasting System (IFS), a state-of-the-art Numerical Weather Prediction (NWP) model, at short lead times for large-scale variables, while outperforming IFS for variables with complex fine-scale structure, including precipitation. FourCastNet generates a week-long forecast in less than 2 seconds, orders of magnitude faster than IFS. The speed of FourCastNet enables the creation of rapid and inexpensive large-ensemble forecasts with thousands of ensemble-members for improving probabilistic forecasting. We discuss how data-driven deep learning models such as FourCastNet are a valuable addition to the meteorology toolkit to aid and augment NWP models.


FourCastNet is based on the vision transformer architecture with Adaptive Fourier Neural Operator (AFNO) attention proposed in [Guibas-Mardani et al.](#) [[paper](#)], [[code](#)].

FourCastNet, lead time = 72 hours



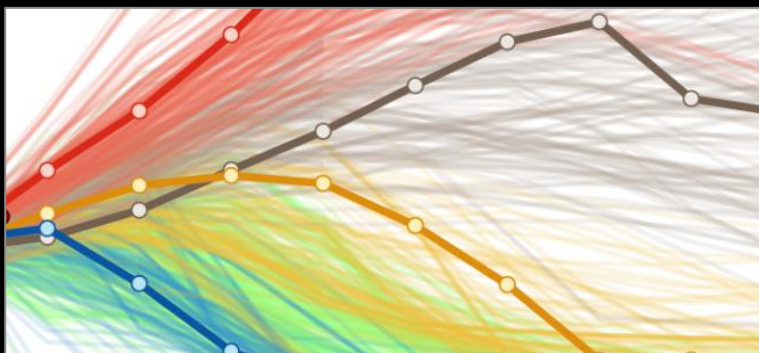
90.0
54.0
18.0
-18.0
-54.0
-90.0

360.0 270.0 180.0 90.0



Future Work Towards Climate Digital Twins

NVIDIA is pursuing various strategies to improve the Earth-2 climate digital twin



CMIP-6 Initialization or Surrogate

Source: Fuss et al., 2014



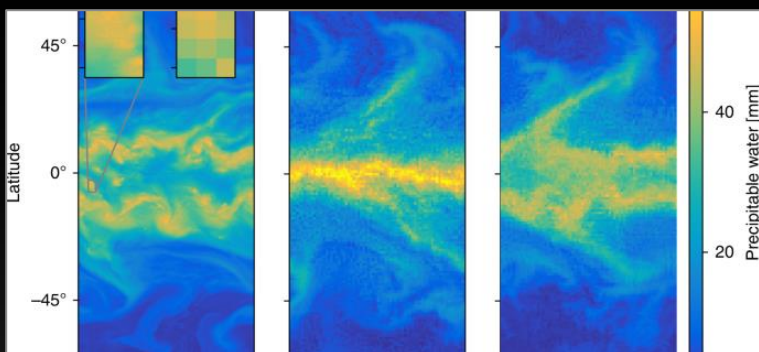
ICON 1km tethering

[source: dyamond proj](#)



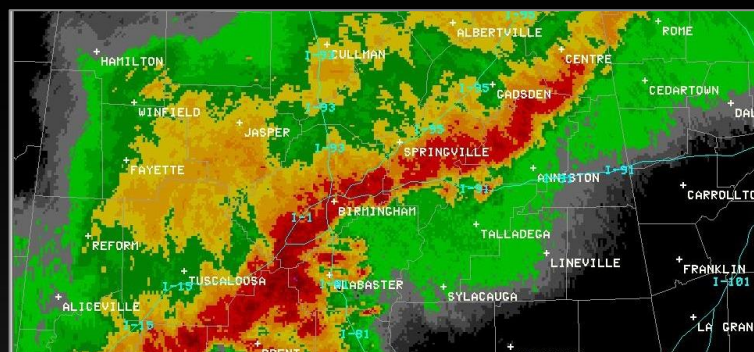
OVX hardware / software co-design

[ovx superpods](#)



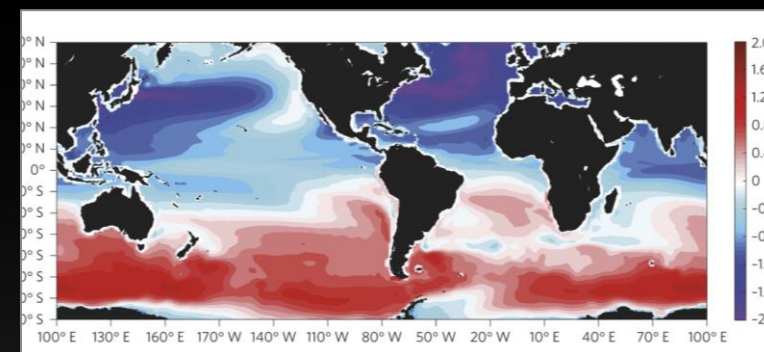
1km → 5 km AI sub-grid emulation

[source: nature.com](#)



Regional Fine-Tuning and Downscaling

[source](#)



Model Auto-Calibration via RL

[source: nature](#)



Thank You! Questions?
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