# UFS Coastal Regression Tests (RT)

Updated Oct 2024

### tests/ directory



## rt\_coastal.conf file



### RT.CONF FORMATTING ### # COMPILE Line ( Items separated by a | ) # Item 1: COMPILE - This tells rt.conf the following information is to be used in setting up a compile job # Item 2: Compile number - must be sequential in rt.conf - use as a reference for compile failures # Item 3: Compiler to use in build (intel or anu) # Item 4: CMAKE Options - Provide all CMAKE options for the build # Item 5: Machines to run on (- is used to ignore specified machines, + is used to only run on specified machines) ## -> EX: + hera orion gaea = compile will only run on hera orion and gaea machines ## -> EX: - wcoss2 acorn = compile will NOT be run on wcoss2 or acorn # Item 6: [set as fv3]. Used to control the compile job only if FV3 was present, previously used to run a test w/o compiling code # RUN Line ( Items separated by a ## NOTE: The build resulting from the COMPILE line above the RUN line will be used to run the test # Item 1: RUN - This tells rt.conf the following information is to be used in setting up a model run # Item 2: Test name. (Which test in the tests/tests directory should be sourced) # Item 3: Machines to run on (- is used to ignore specified machines, + is used to only run on specified machines). ## reference example above # Item 4: Controls whether the run creates its own baseline or it uses the baseline from a different (control) test. # Item 5: Test name to compare baselines with if not itself.

### rt\_coastal.conf file

```
The full list of regression tests (RTs) and their status can be found in the <u>ufs-coastal repository wiki page</u>.
                               Trying to keep the page up-to-date as much as possible.
### SCHISM tests: 11-15
COMPILE | 11 | intel | -DAPP=CSTLS -DUSE ATMOS=ON -DNO PARMETIS=OFF -DOLDIO=ON | | fv3 |
RUN | coastal florence hsofs.atm2sch | | baseline |
RUN | coastal sandy shinnecock atm2sch | | baseline |
COMPILE | 12 | intel | -DAPP=CSTLSW -DUSE ATMOS=ON -DUSE WW3=ON -DNO PARMETIS=OFF -DOLDIO=ON -
DPDLIB=ON | | fv3 |
RUN | coastal florence hsofs.atm2sch2ww3 | | baseline |
RUN | coastal sandy shinnecock atm2sch2ww3 | | baseline |
COMPILE | 13 | intel | -DAPP=CSTLS -DUSE PAHM=ON -DNO PARMETIS=OFF -DOLDIO=ON | | fv3 |
RUN | coastal florence hsofs sch pam | | baseline |
RUN | coastal sandy shinnecock.sch pam | | baseline |
COMPILE | 14 | intel | -DAPP=CSTLPS -DUSE ATMOS=ON -DNO PARMETIS=OFF -DOLDIO=ON | | fv3 |
RUN | coastal florence hsofs.pam2sch | | baseline |
RUN | coastal sandy shinnecock pam2sch | | baseline |
COMPILE | 15 | intel | -DAPP=CSTLPSW -DUSE ATMOS=ON -DUSE WW3=ON -DNO PARMETIS=OFF -DOLDIO=ON | |
fv3 |
RUN
     coastal florence hsofs.pam2sch2ww3 | | baseline |
RUN | coastal sandy shinnecock pam2sch2ww3 | | baseline |
```

# Compile & Run using rt.sh

- rt.sh (found in ufs-coastal/tests folder)
- Enter directory tests: cd ufs-coastal/tests
- Make sure that the script is actually executable (use: chmod +x rt.sh if it is not)
- Run the script as:



# Steps to run an existing RT case

#### **Step 1:** Setup Work Environment

- Log into one of the pre-configured supported platform (Tier 1) such as Orion, Hercules etc.
- Note that the input files to run UFS Coastal specific RTs are not the part of the input files used by UFS Weather Model. <u>See here for their locations on the currently</u> <u>supported platforms</u>.

#### **Step 2:** Download the UFS Coastal Code

>> git clone --recursive https://github.com/oceanmodeling/ufs-weather-model.git

#### **Step 3:** Point to the correct input directory (RT) in the *rt.sh* script

>> cd ufs-weather-model/tests/

>> edit rt.sh

Example for MSU's Hercules:

- Open *rt.sh* and find Hercules section
- Edit DISKNM variable as following

#### elif [[ \$MACHINE\_ID = hercules ]]; then module load contrib rocoto ROCOTORUN=\$(which rocotorun) ROCOTOSTAT=\$(which rocotostat) ROCOTOCOMPLETE=\$(which rocotocomplete) module use /work/noaa/epic/role-epic/spack-stack/hercules/modulefiles module load ecflow/5.8.4 ECFLOW\_START=/work/noaa/epic/role-epic/spack-stack/hercules/ecflow-5.8.4/bin/ecflow\_start.sh ECF\_PORT=\$(( \$(id -u) + 1500 )) QUEUE=windfall COMPILE QUEUE=windfall PARTITION=hercules dprefix=/work2/noaa/stmp/\${USER} DISKNM=/work2/noaa/nems/tufuk/RT STMP=\$dprefix/stmp PTMP=\$dprefix/stmp SCHEDULER=slurm

cp fv3\_conf/fv3\_slurm.IN\_<u>hercules</u> fv3\_conf/fv3\_slurm.IN cp fv3\_conf/compile\_slurm.IN\_<u>hercules</u> fv3\_conf/compile\_slurm.IN

# Demo Cases: SCHISM + DATM (atmospheric forcing only)

#### Step 4: Run the Regression Test "DATM+SCHISM"

>> cd ufs-weather-model/tests/

>> ./rt.sh -l rt\_coastal.conf -a <account> -k -n "coastal\_ike\_shinnecock\_atm2sch intel"

Replace <account> with your HPC allocation name.

it compiles the executable
it complies the exceduble
1 directory
prk2/noaa/stmp/tufuk/stmp/tufuk/FV3_RT/rt_2546607_'-DAPP=CSTLS_DUSE_AT
2

+ (( NODES \* TPN < TASKS ))
+ NODES=1
+ PPN=6
+ (( TASKS - ( PPN \* NODES ) > 0 ))
+ cat
+ [[ hercules = jet ]]
+ [[ false == true ]]
+ [[ false == true ]]
+ [[ false == true ]]
+ ./run\_test.sh /work2/noaa/nems/tufuk/COASTAL/ufs-coastal/tests /work2/noaa/stmp/tufuk/stmp/tufuk/FV3\_RT/rt\_2546607 coastal\_ike\_shinnecock\_a
tm2sch 001 11\_intel

# Demo Cases: DATM+SCHISM (atmospheric forcing only)

### Step 4: Run the Regression Test "DATM+SCHISM"

+ continue + read -r line + '[' ''']' + [[ false == true ]] + [[ false == true ]]	
<pre>+ set +e + cat /work2/noaa/nems/tufuk/COASTAL/ufs-coastal/tests/logs/log_hercules/compile_11_intel_time.log + cat /work2/noaa/nems/tufuk/COASTAL/ufs-coastal/tests/logs/log_hercules/rt_001_coastal_ike_shinnecock_atm2sch_intel.lo + FILES='fail_test_* fail_compile_*' + for f in \$FILES + [[ -f fail_test_* ]] + for f in \$FILES + [[ -f fail_test_* ]]</pre>	g log file for baseline check
<pre>+ [[ -T Tall_compile_* ]] + [[ -e fail_test ]] + echo + echo REGRESSION TEST WAS SUCCESSFUL + echo + echo REGRESSION TEST WAS SUCCESSFUL + rm -f 'fv3_*.x' fv3_11_intel.exe modules.fv3_11_intel.lua 'modulefiles/modules.fv3_*' keep_tests.tmp + [[ true == false ]]</pre>	NOTE: Baselines are both platform and compiler dependent (Intel vs. GNU)
<pre>+ [[ false == true ]] + [[ false == true ]] + [[ coastal_ike_shinnecock_atm2sch != '' ]] + rm -f rt_single.conf + date ++ printf '%02dh:%02dm:%02ds\n' 2 53 46 + elapsed_time=02h:53m:46s + echo 'Elapsed time: 02h:53m:46s. Have a nice day!' + echo 'Elapsed time: 02h:53m:46s. Have a nice day!' Elapsed time: 02h:53m:46s. Have a nice day!</pre>	UFS Coastal specific baselines are <u>currently only</u> <u>available on Orion</u> ,

General steps to compile and configure a new application

# Compile using compile.sh

- Enter tests directory : cd ufs-coastal/tests
- Make sure that the script is actually executable (use: **chmod +x compile.sh** if it is not)
- Run the script as:



The above command will build SCHISM with the supplied options in the "build\_fv3\_coastalS" directory. The final UFS executable "fv3\_coastalS.exe" will be located in the tests directory.

The next step will be to copy the UFS executable to the "work" directory where all model and UFS configuration files are located.

## General steps for configuring an application

- Load the required modules to compile/run UFS-Coastal:
  - module use ufs-weather-model/modulefiles and then module load ufs\_frontera.intel
- Compile the UFS executable using one of the predefined application cases compile.sh <platform> "-DAPP=CSTLS -DUSE\_ATMOS=ON -DNO\_PARAMETIS=OFF -DOLDIO=ON" coastalS intel YES NO
- Copy the executable to a new "work" directory where you'll put all model and UFS config files
- **Configure** each model component as usual for the application (as a standalone run)
- Generate ESMFmesh files for: (a) atmospheric forcing (required by CDEPS) and (b) WW3 (if it is in your application, required by WW3)
  - For atmospheric forcing we use: (a) a ncl script to generate the corresponding SCRIP file and (b) the ESMF\_Scrip2Unstruct program to generate the ESMFmesh file
  - For WW3 we run: (a) the ww3\_grid program to generate the SCRIP file from \*.msh and (b) the ESMF\_Scrip2Unstruct program to generate the ESMFmesh file
- Collect all model configuration and input files into the work folder where the UFS executable is located
- Submit the job using your SLURM, PBS or any other scheduler / job submission script
- Make sure that the modules and libraries used to compile the UFS executable are properly loaded from within the job submission script