



Creating a multi-PB Weather dataset through GPU-Accelerated Parallel Processing

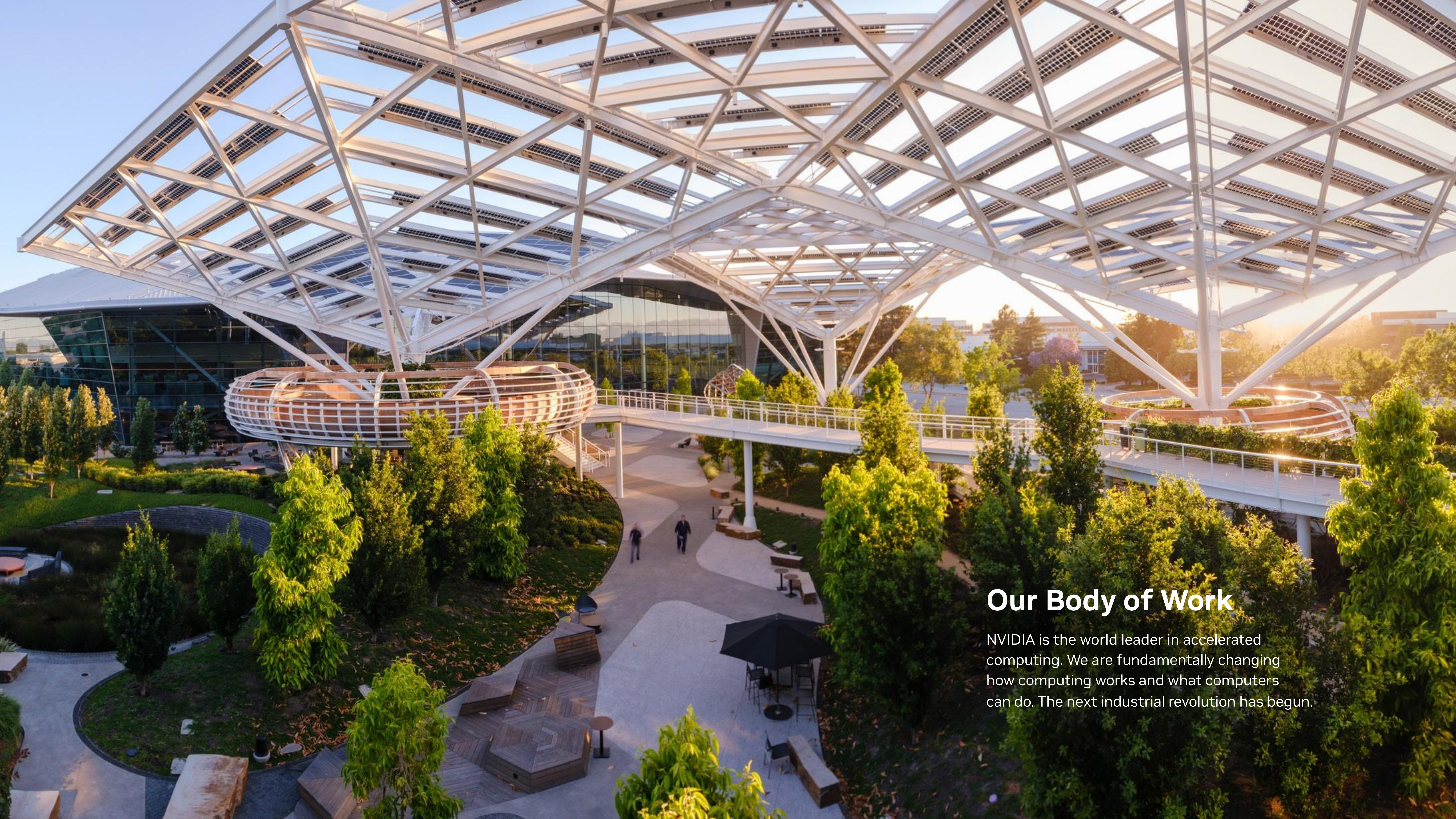
Jeff Adie

Distinguished Engineer, NVAITC

NVIDIA Singapore



Introduction



Our Body of Work

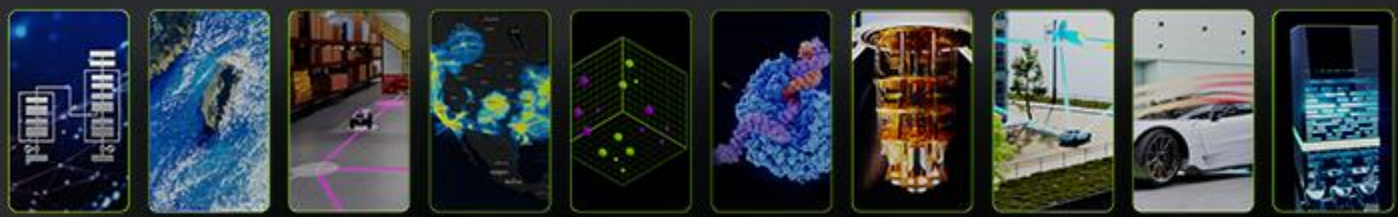
NVIDIA is the world leader in accelerated computing. We are fundamentally changing how computing works and what computers can do. The next industrial revolution has begun.

NVIDIA HPC & AI PLATFORM

NIM
CUDA-Accelerated
Agentic AI Libraries

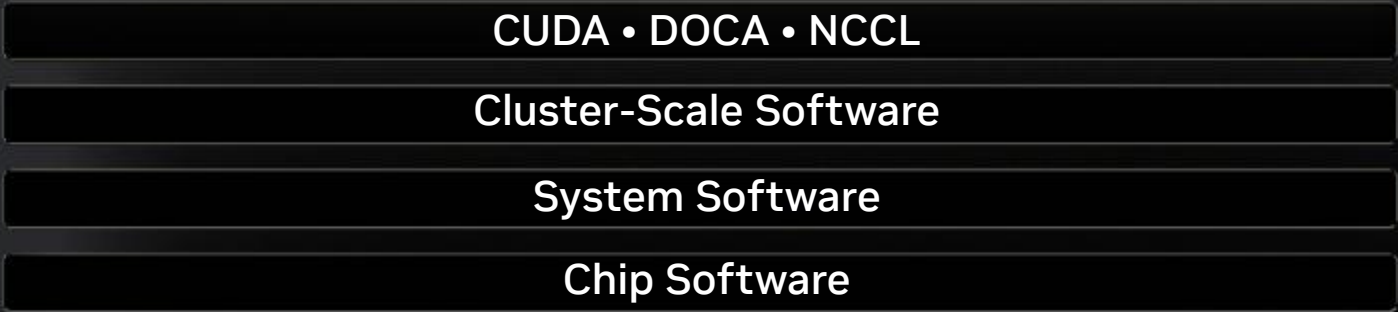
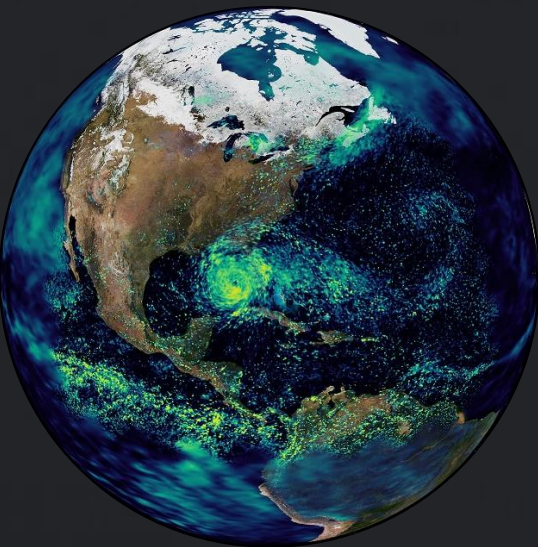


Omniverse
CUDA-Accelerated
Physical AI Libraries

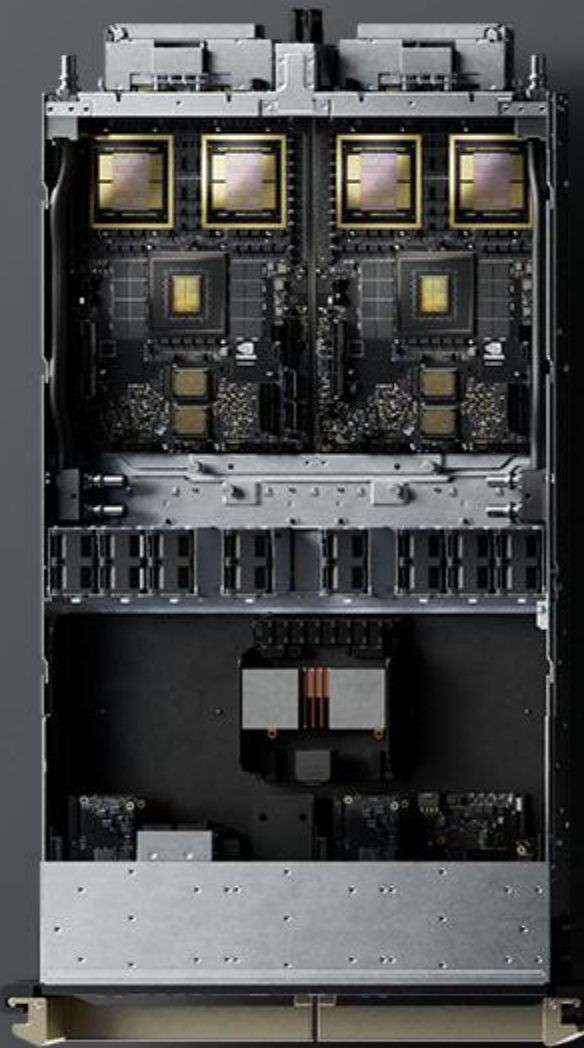


CUDA-X Libraries

Simulation



Accelerated
Software Stack



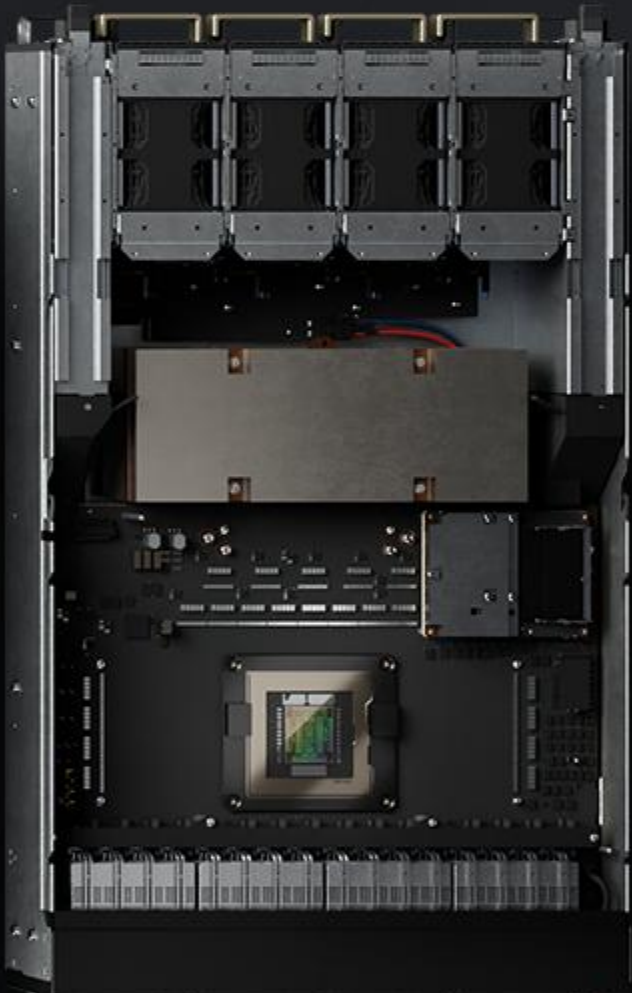
Grace Blackwell
MGX Node



NVLink Switch



Quantum Switch



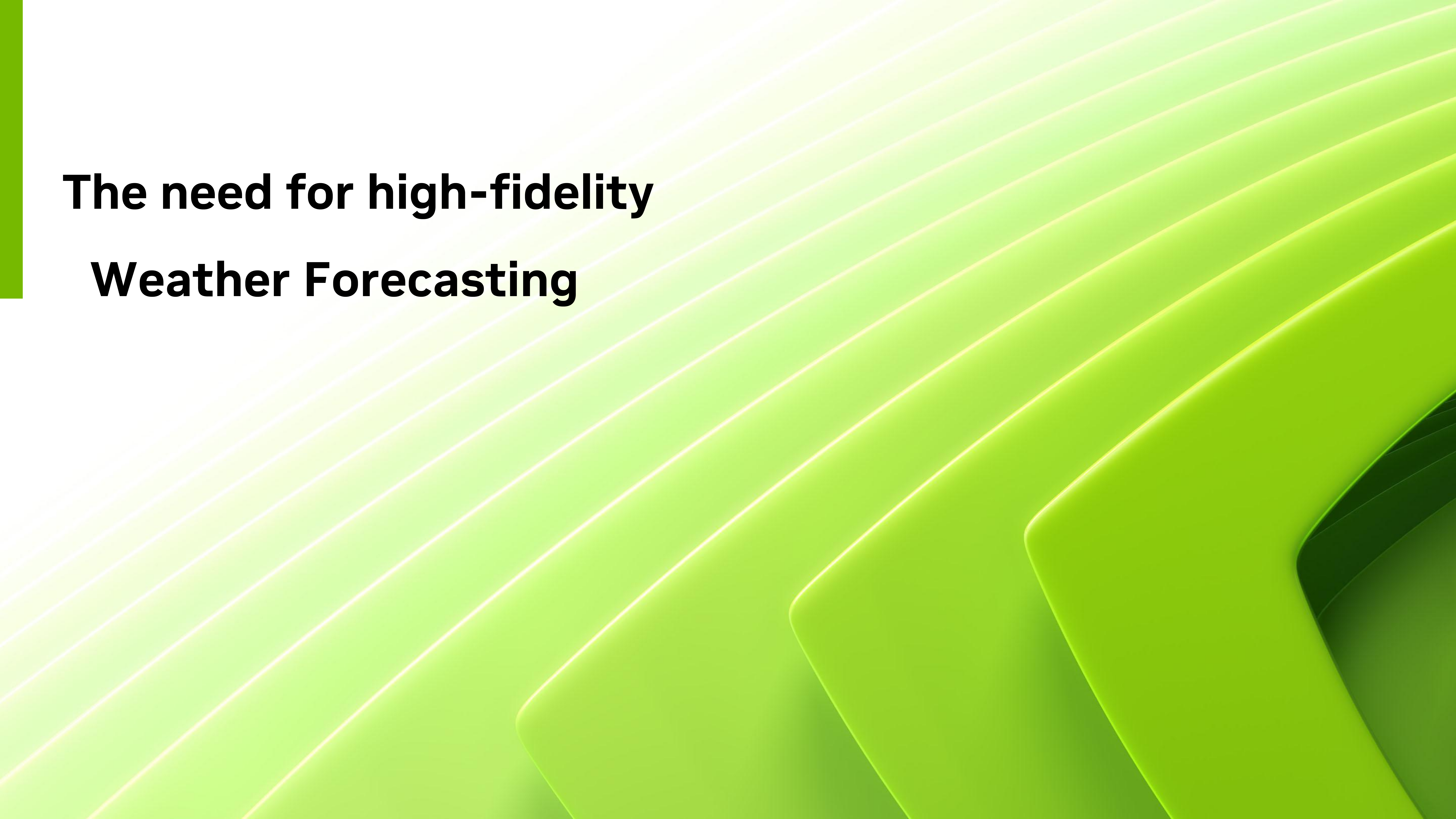
Spectrum-X Switch



Chips Purpose-Built for AI Supercomputing
GPU | CPU | DPU | NIC | NVLink Switch | IB Switch | Enet Switch

CUDA-X Accelerates Industries





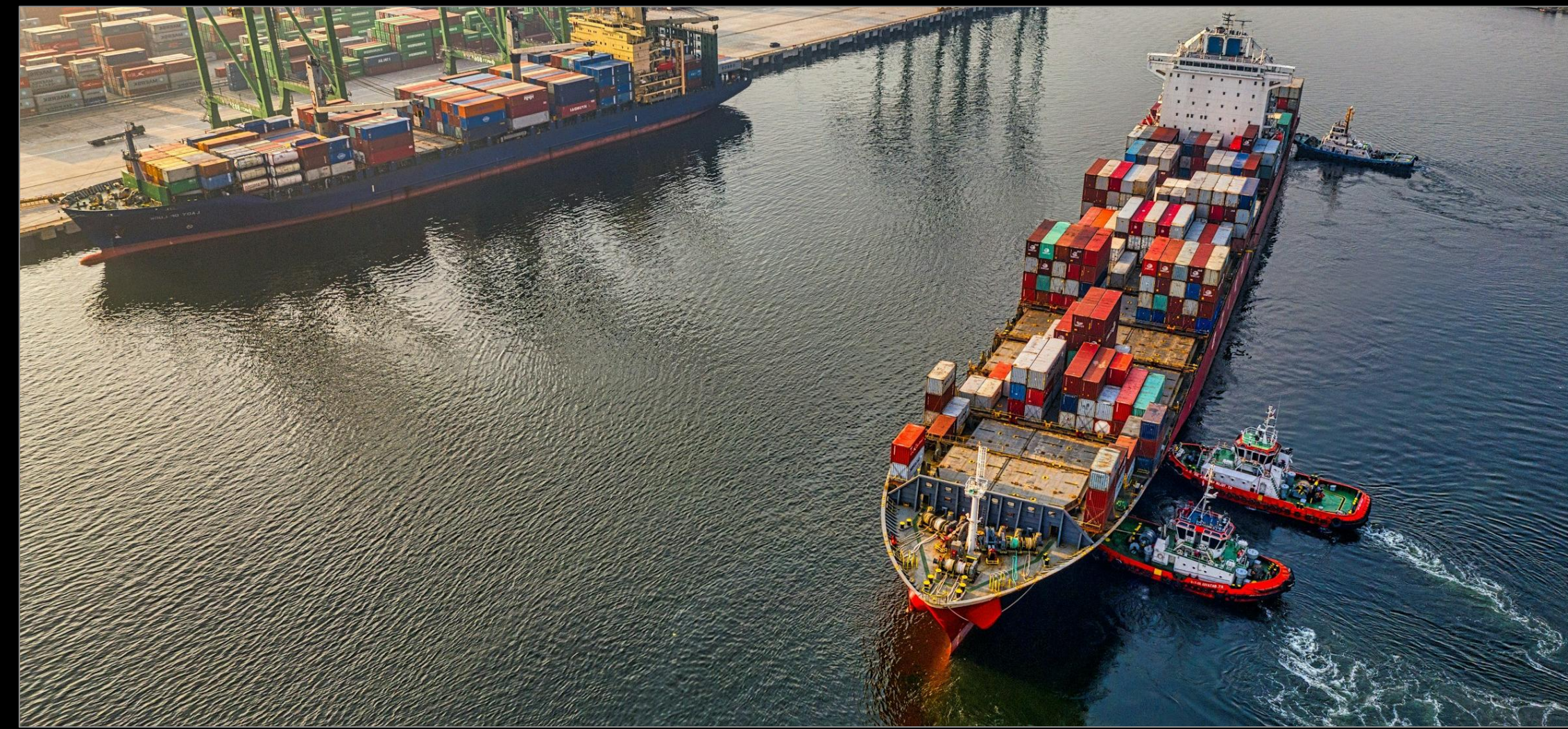
The need for high-fidelity Weather Forecasting

Weather Prediction is Integral to Modern Society

Simulations and forecasts drive planning and decision-making



Agriculture & Forestry



Transport & Logistics



Energy



Risk management



Land development



Recreation

Climate and Weather Simulation is a Massive Computation Challenge

AI models are skilled enough to drive more accessible and efficient forecasting

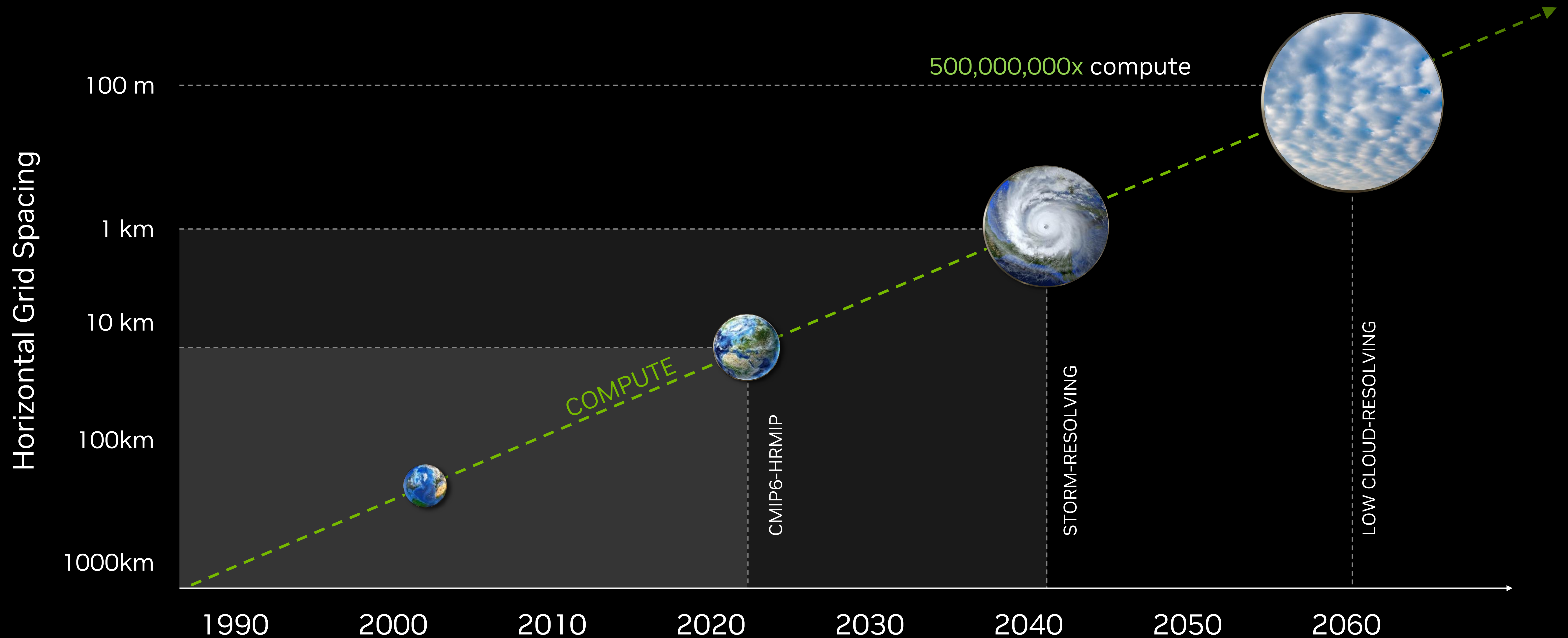
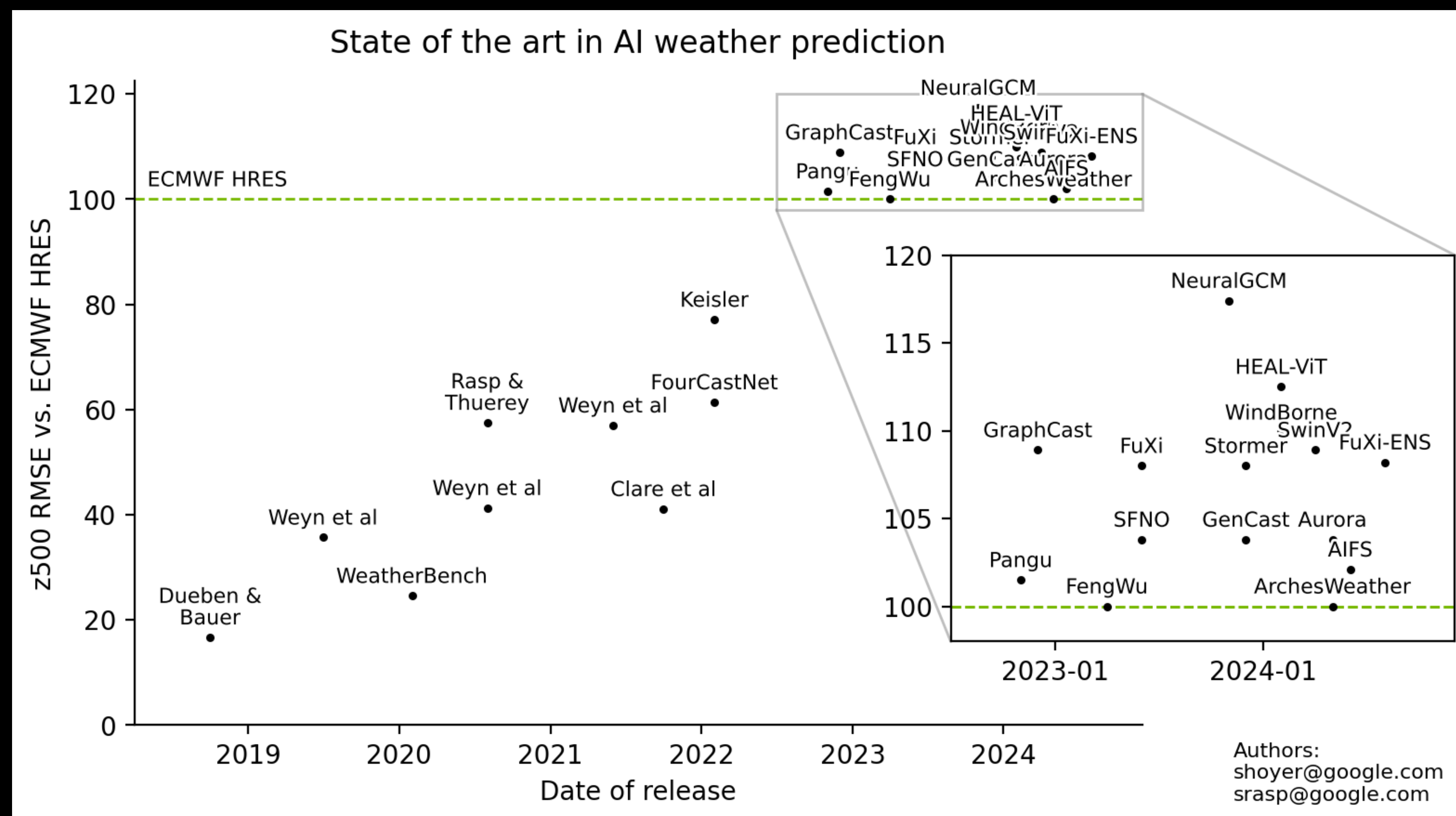


Figure adapted from: Schneider, T., Teixeira, J., Bretherton, C. et al. "Climate goals and computing the future of clouds". *Nature Climate Change* 7, 3–5 (2017)

Advantages of AI Weather Models

Compelling skill, resource requirements, and accessibility



Rasp, Stephan (2024). AI-Weather SotA vs. Time.
<https://doi.org/10.6084/m9.figshare.28083515.v1>



High skill



Less hardware



Faster inference

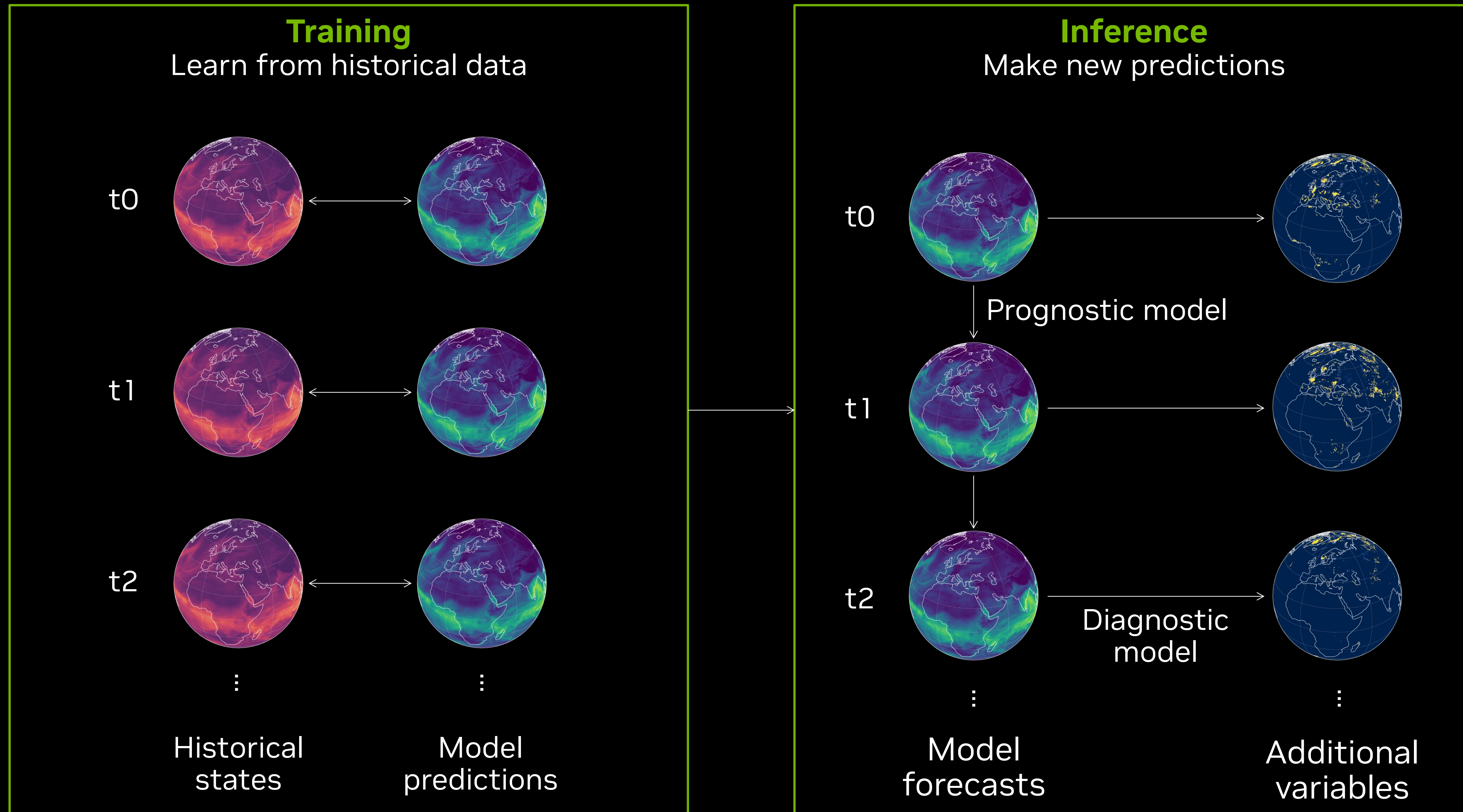


More accessible

Custom weather applications are now possible

Two-Phase Life Cycle of AI Weather Models

Once trained, AI models make rapid predictions





Creating the Weather-1K Dataset

“WEATHER-1K”

Forecasting at 1-kilometer scale.

MITRE × The Weather Company (April 2026): a strategic collaboration advancing AI-driven, high-resolution global weather forecasting — built on Weather 1K, a public 1-kilometer-resolution atmospheric dataset developed in MITRE’s Federal AI Sandbox.



AI Supercomputing

Trained in MITRE’s Federal AI Sandbox on NVIDIA DGX infrastructure — building the next generation of meteorological models.



The Dataset

A public, high-resolution continental U.S. training dataset mapping wind, temperature, pressure, and reflectivity — powered by TempoQuest’s AceCAST modeling.

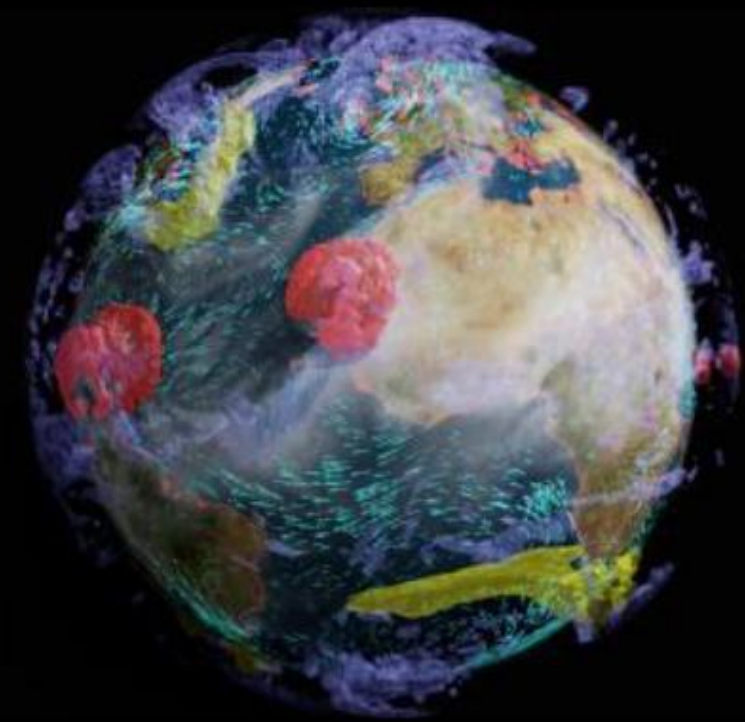


Operational Impact

Sharper predictions for high-impact severe weather — hurricanes, wildfires, flooding — improving enterprise and emergency decisions.

Model. Forecast. Act.

Federal AI Sandbox – NVIDIA DGX SuperPOD



MITRE



Federal AI Sandbox Technical Specs

1 SU NVIDIA H100 DGX SuperPOD AI supercomputer

248 GPUs in 31 DGX nodes each containing:

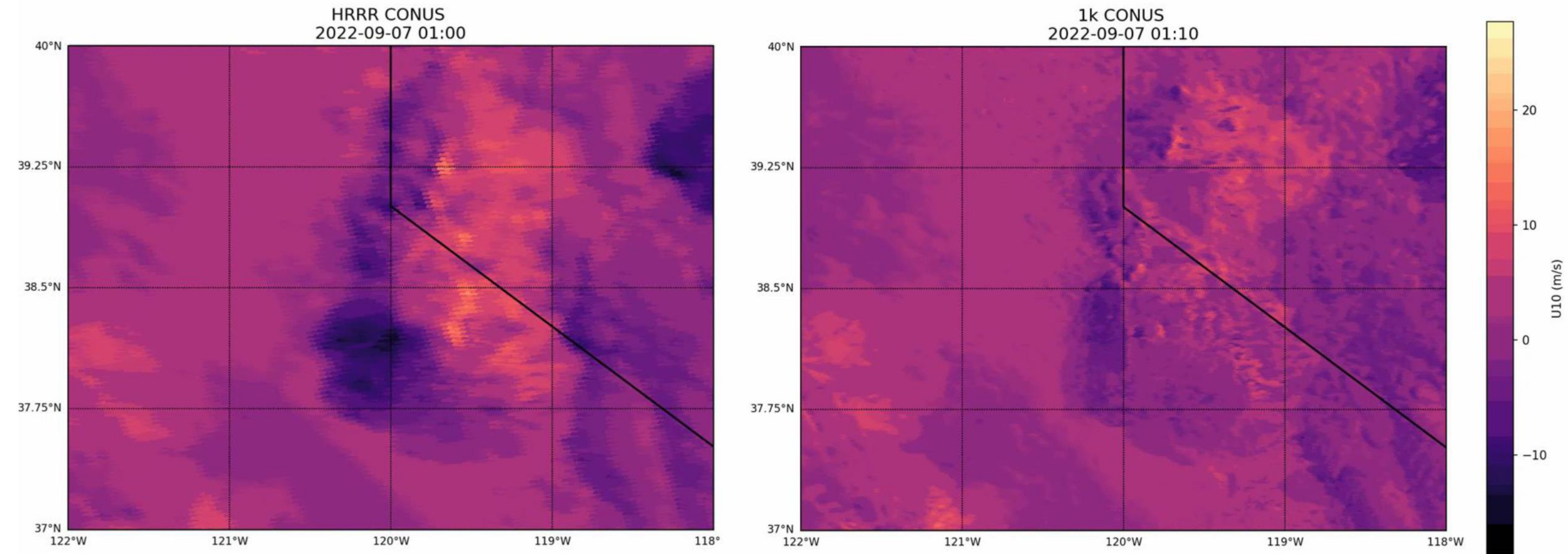
- 8 x H100 GPUs (640 Tensor cores; 80GB)
- 2 x Intel Xeon CPUs (112 cores)
- 900 GB/s InfiniBand optical interconnect
- 350 kW power consumption

9 PB of VAST high-performance storage

Delivers 1 ExaFLOP (10¹⁸ 8-bit floating point operations per second) of AI compute supporting the training of **multi-billion parameter foundational AI models**

Weather 1k Overview

- AceCast and HRRR have same computational engine (WRF)
 - Worked with NVIDIA and TempoQuest on model setup.
 - Settings mimic the HRRR.
- WRF not optimized for GPUs
- Increased spatial and temporal resolution
 - 1-km vs 3-km
 - 10-min vs 1-hour
- Continuously ran 6 simulations across 4 nodes (32 GPUs, 192 total)
 - Produced data for 2022 – 2023
 - 24-hour forecasts at 10-minute time increments
 - Each forecast took approximately 10 hours
- Created a ~5200 x 3300-pixel domain over CONUS (HRRR ~ 1800 x 1100)

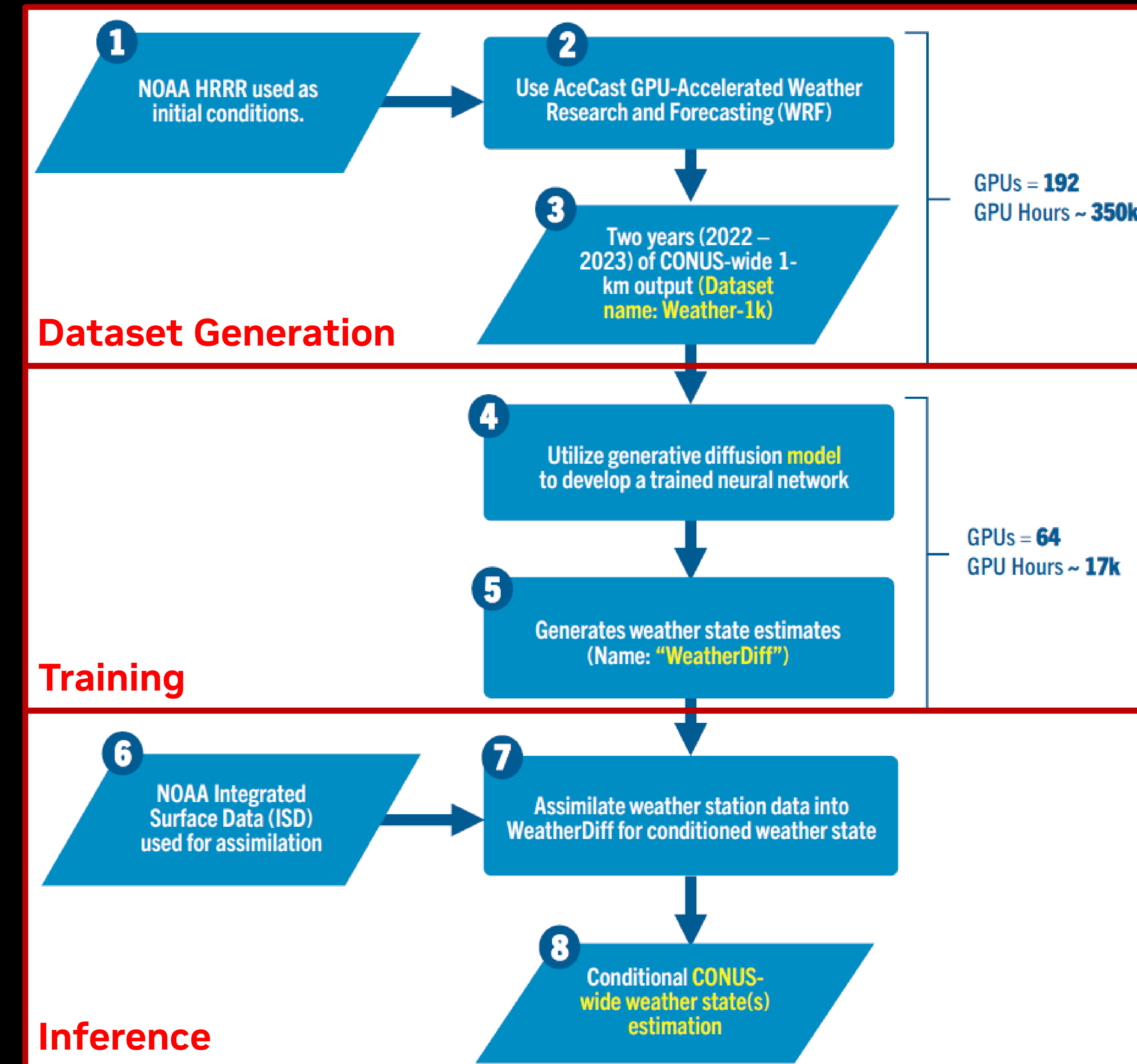


Comparison of HRRR output (left) to Weather-1k output (right). HRRR model output is at 3-km spatial resolution and hourly timesteps. Weather-1k output is at 1-km spatial resolution and 10-minute timesteps.

Compute Challenges

Creating a high-fidelity training dataset with 100k samples

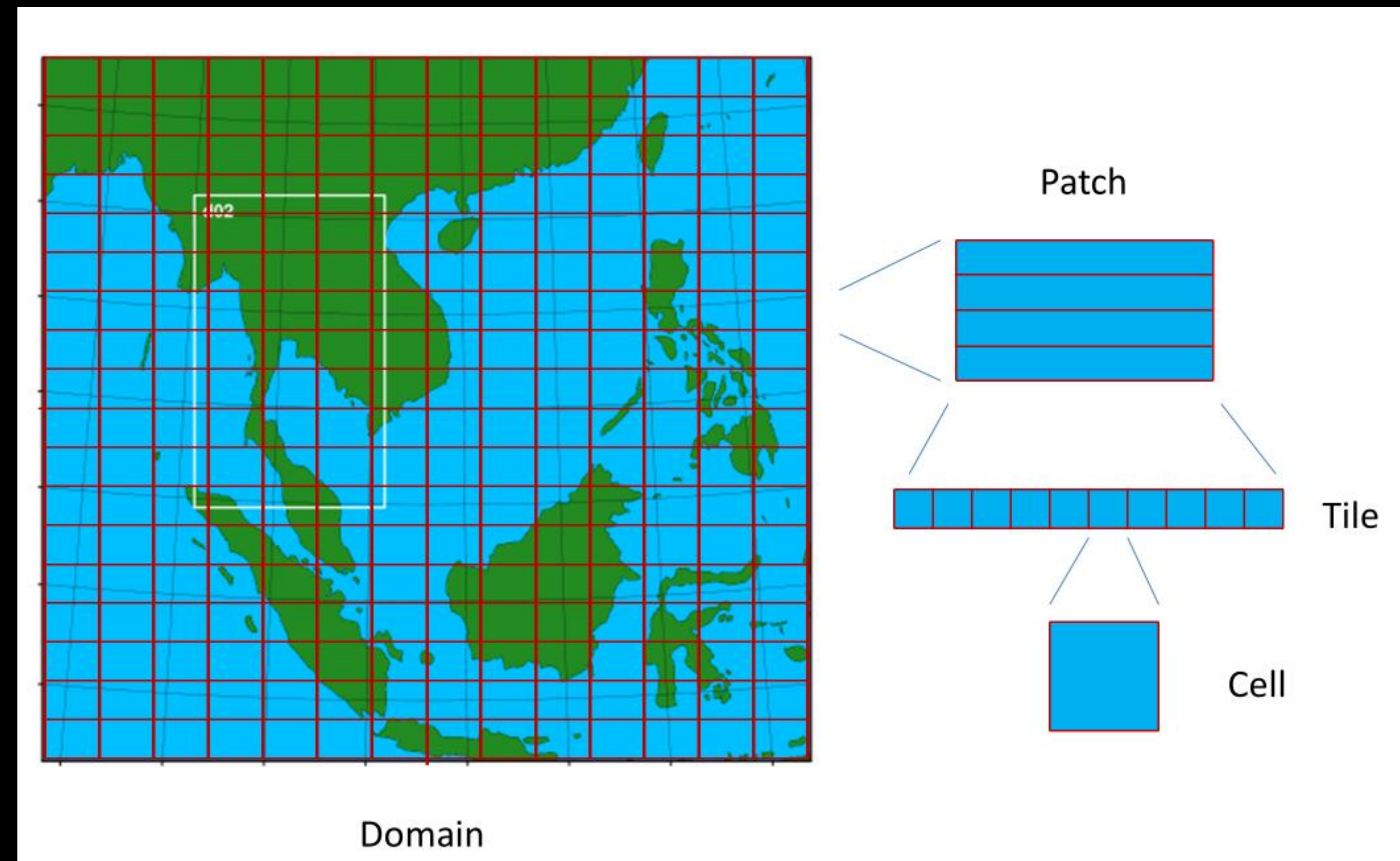
- To create sufficient training samples we needed 2 years of weather prediction at 10 minute intervals:
 - $365 \times 2 \times 24 \times 6 = 105,120$ samples
- Each 24 hour forecast ran independently:
 - Used 32 GPUs per forecast
 - We ran 6 forecasts in parallel across 192 GPs on 24 nodes
 - Approximately 10 hours wallclock for each forecast
 - Total 350,000 GPU hours
- Training for a 3km -> 1km diffusion model:
 - Ran on 64 GPUs (8 nodes)
 - Total of 17,000 GPU hours for training



Compute Challenges

Parallelising the Forecasts

- WRF supports a hybrid scheme for 2D (i,j) domain decomposition
- The third dimension (k) is always handled within a single thread.
- The domain is broken into MPI ranks as patches, which can be further subdivided into OMP threads as tiles.
- We use MPI only, with the domain divided into 32 patches
- Optimal patch dimensions were 1x32 (1D-decomposition) for two reasons:
 - Simplifies the communications patterns as halos have coalesced memory access – much faster to pack/unpack N/S halos vs E/W
 - Improve I/O timings when writing out the patches (writes large, contiguous chunks rather than lots of small chunks).

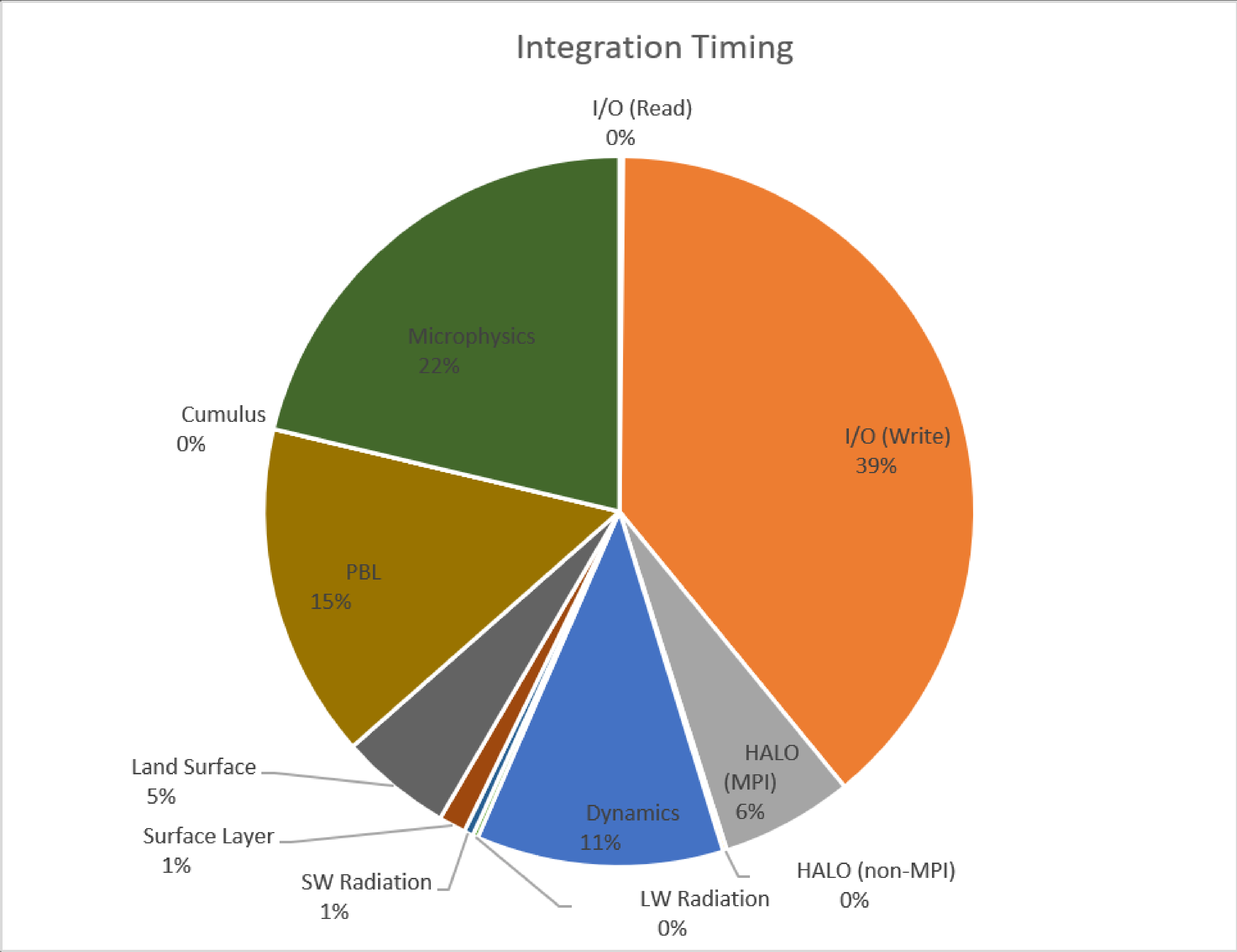


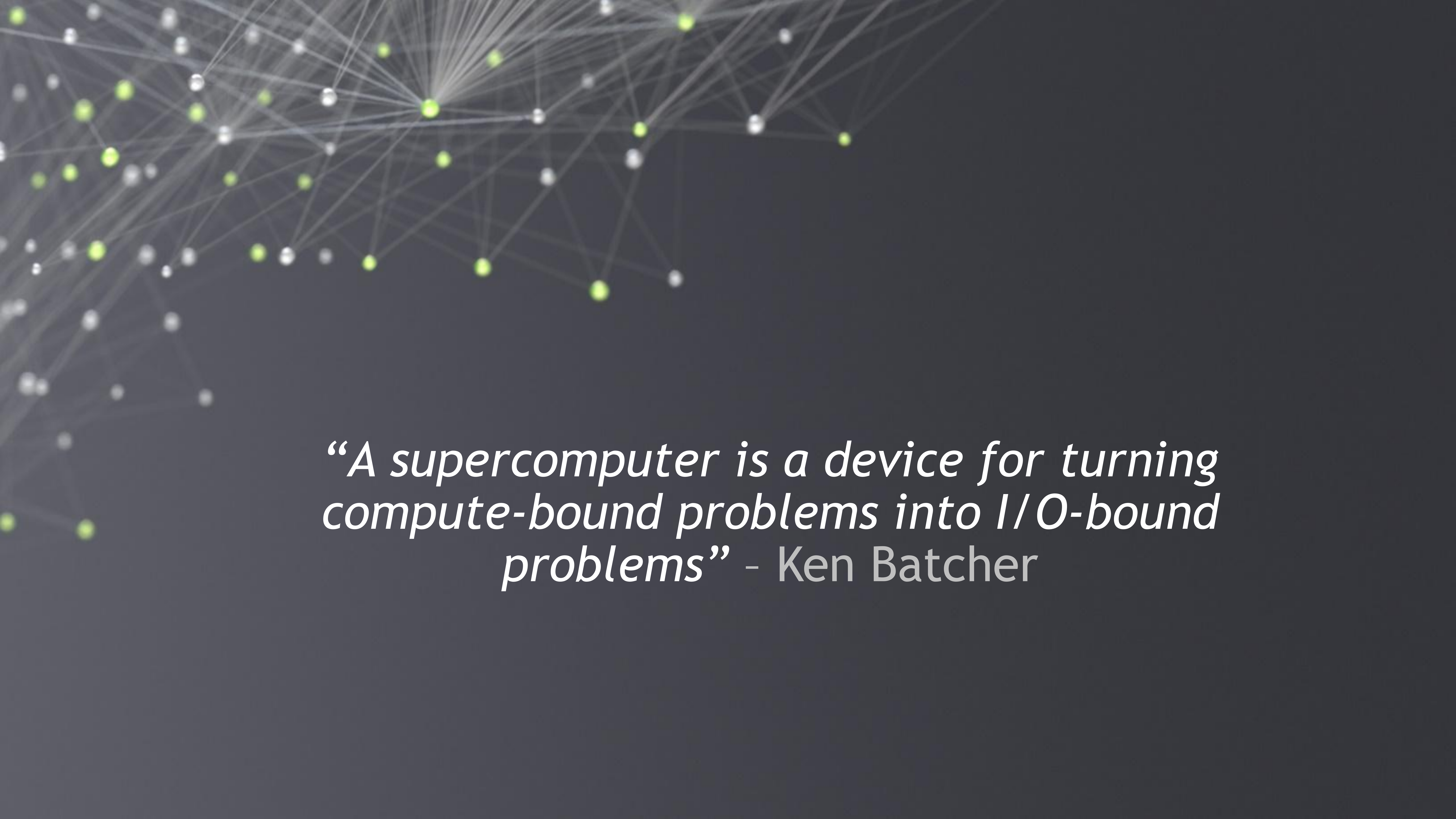
Compute Challenges

Profiling the runs

- Added custom timers using NVTX Markers

Name	Time (s)	Time (%)
WRF Total	58953.342068	100.00
Initialization	67.944473	0.12
Allocate	15.950707	0.03
I/O (Read)	40.807770	0.07
I/O (Write)	0.000000	0.00
HALO/Nesting (MPI)	0.328014	0.00
HALO/Nesting (non-MPI)	0.078611	0.00
Compute/Other	10.779371	0.02
Integration	58885.397560	99.88
I/O (Read)	101.059078	0.17
I/O (Write)	22916.229178	38.87
HALO/Nesting (MPI)	3545.977074	6.01
HALO/Nesting (non-MPI)	108.324041	0.18
Compute/Other	32213.808190	54.64
LW Radiation	142.295548	0.24
SW Radiation	249.819088	0.42
Surface Layer	725.574731	1.23
Land Surface	2994.578241	5.08
PBL	8966.006227	15.21
Cumulus	0.000000	0.00
Microphysics	12520.291206	21.24



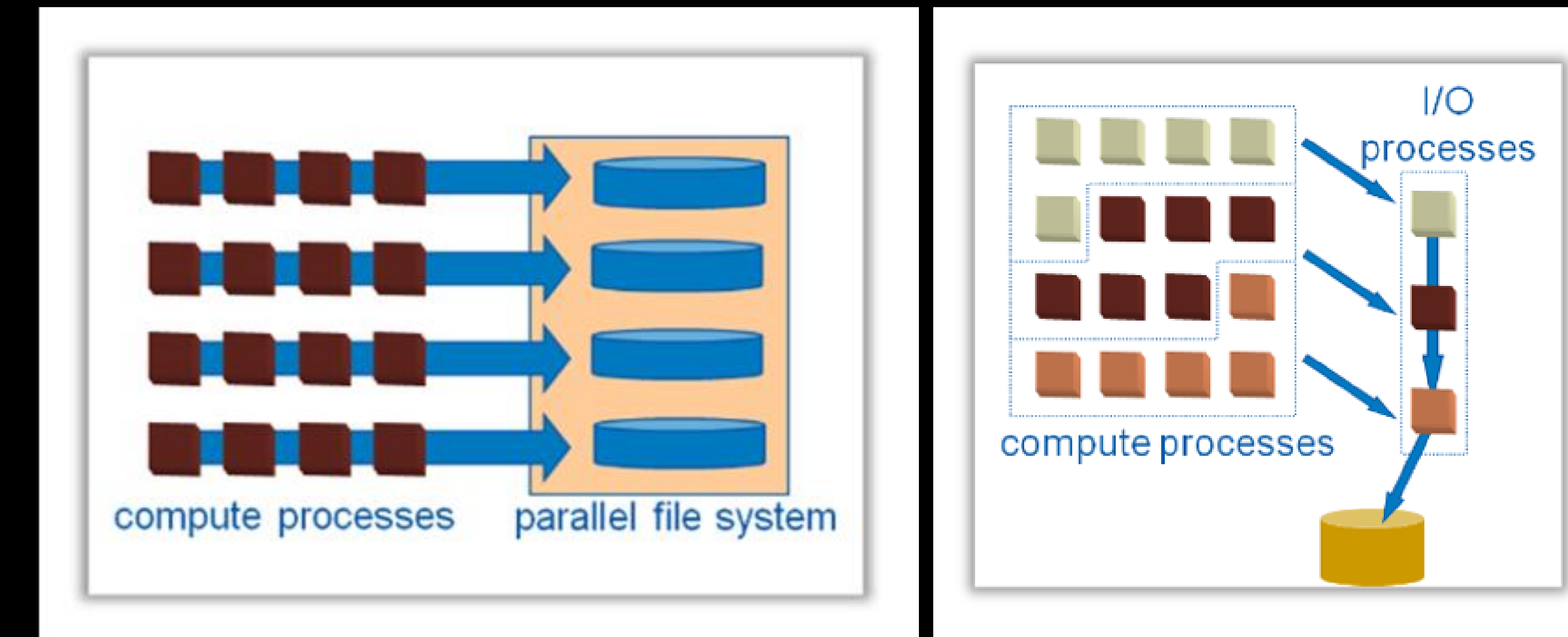
A network diagram with nodes and connections. The nodes are represented by small circles, some of which are highlighted in a bright yellow-green color. The connections are thin, light gray lines that form a complex web across the upper half of the image. The background is a dark, solid color.

*“A supercomputer is a device for turning
compute-bound problems into I/O-bound
problems”* - Ken Batchner

Data Challenges

8PB of data on a 9PB Storage system!

- The training dataset is huge:
 - Produced 730 forecasts (2 years from 2022-2023)
 - Each forecast is 24 hours, saved at 10 minute intervals (144 samples)
 - $5200 \times 3300 \times 51 = 875$ Million gridpoints, 144 timesteps per forecast
 - Approximately 11 TB of raw data per forecast
- Initially used Parallel I/O to write to Lustre filesystem
 - I/O was 40% of the total Forecast generation time
 - Experimented with I/O quilting, but discovered per-rank splitfiles to be 43% faster than parallel-I/O
 - Cost is the (asynchronous) recombination of the patch splitfiles
- Developed an I/O postprocessing pipeline
 - Take NetCDF files from WRF as they are output to disk
 - Interpolate vertical axis from model levels to pressure levels
 - Compress data with lossless compression scheme
 - Output to AI-Friendly zarr format
 - Final output: ~4PB

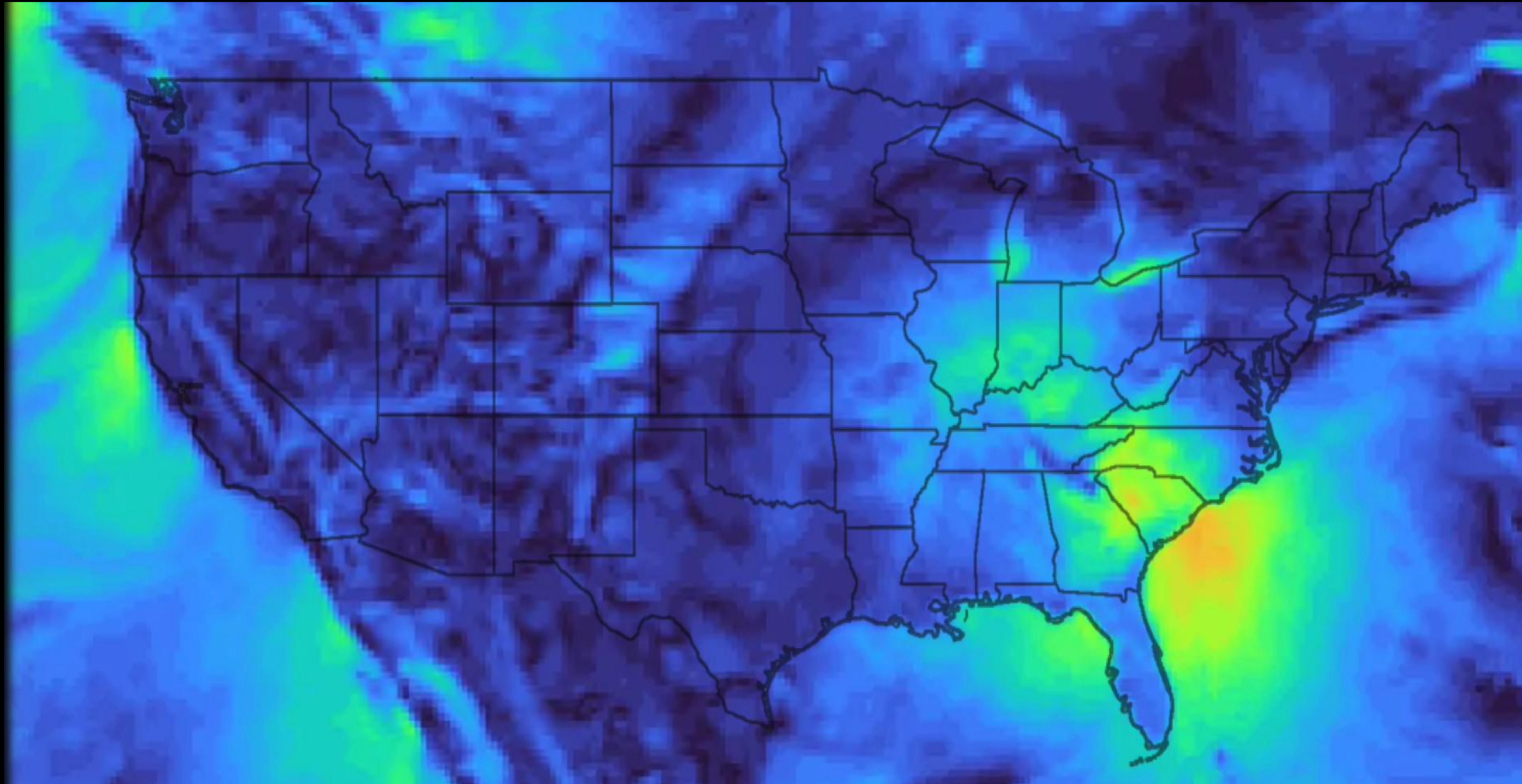




Results

MITRE – USA

Corrdiff – High Resolution 1km HRRR



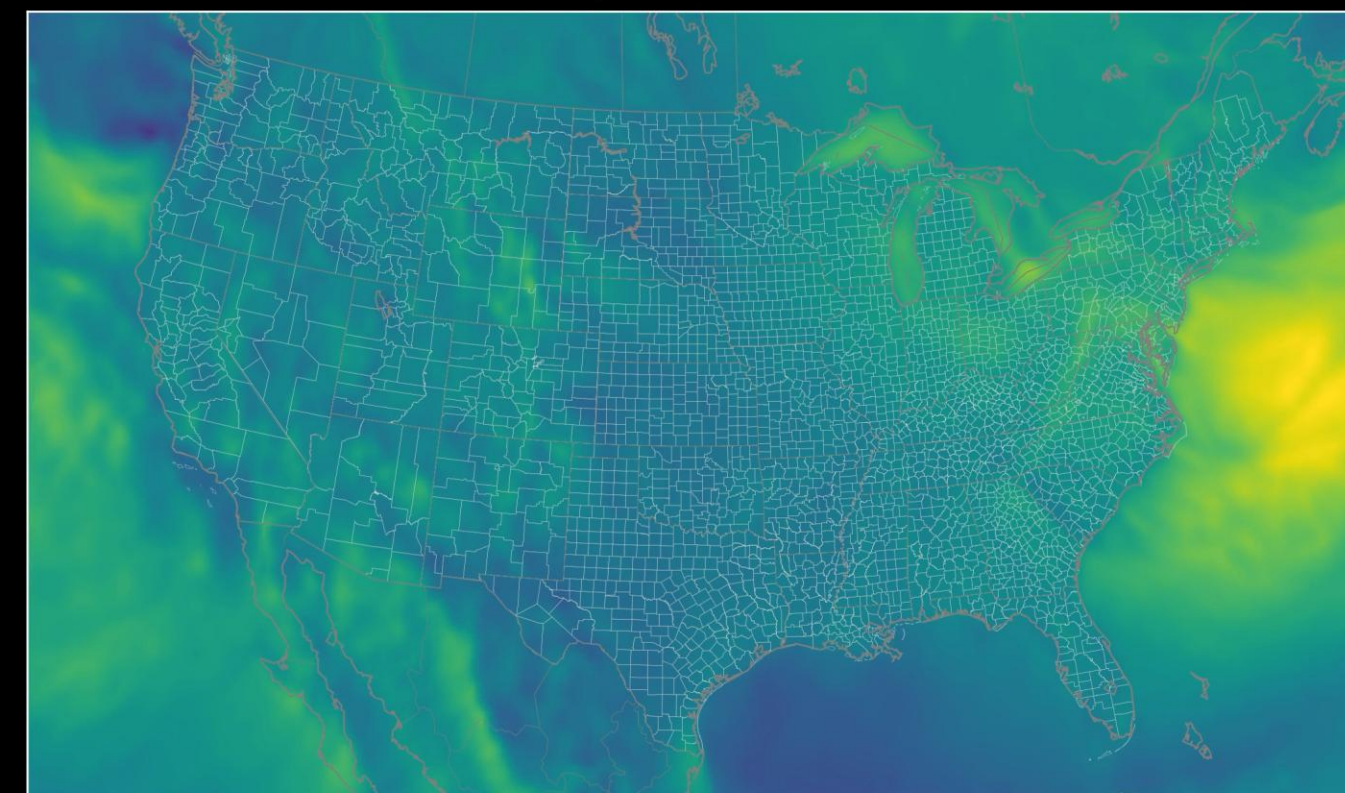
MITRE – USA

Corrdiff – High Resolution 1km HRRR prediction of HRRR precipitation type from GEFS 25-km inputs

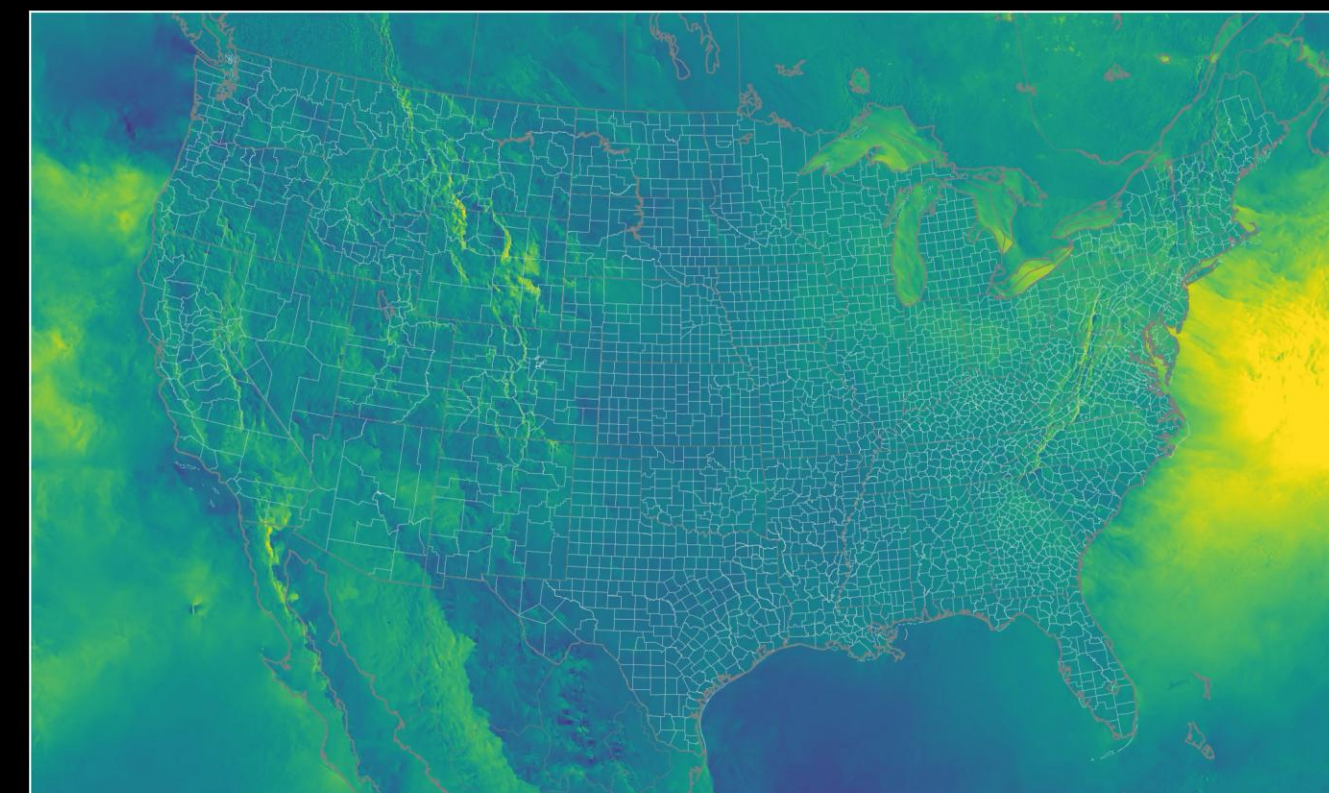
IC = 2024012100 lead = 00 h

10-m zonal wind

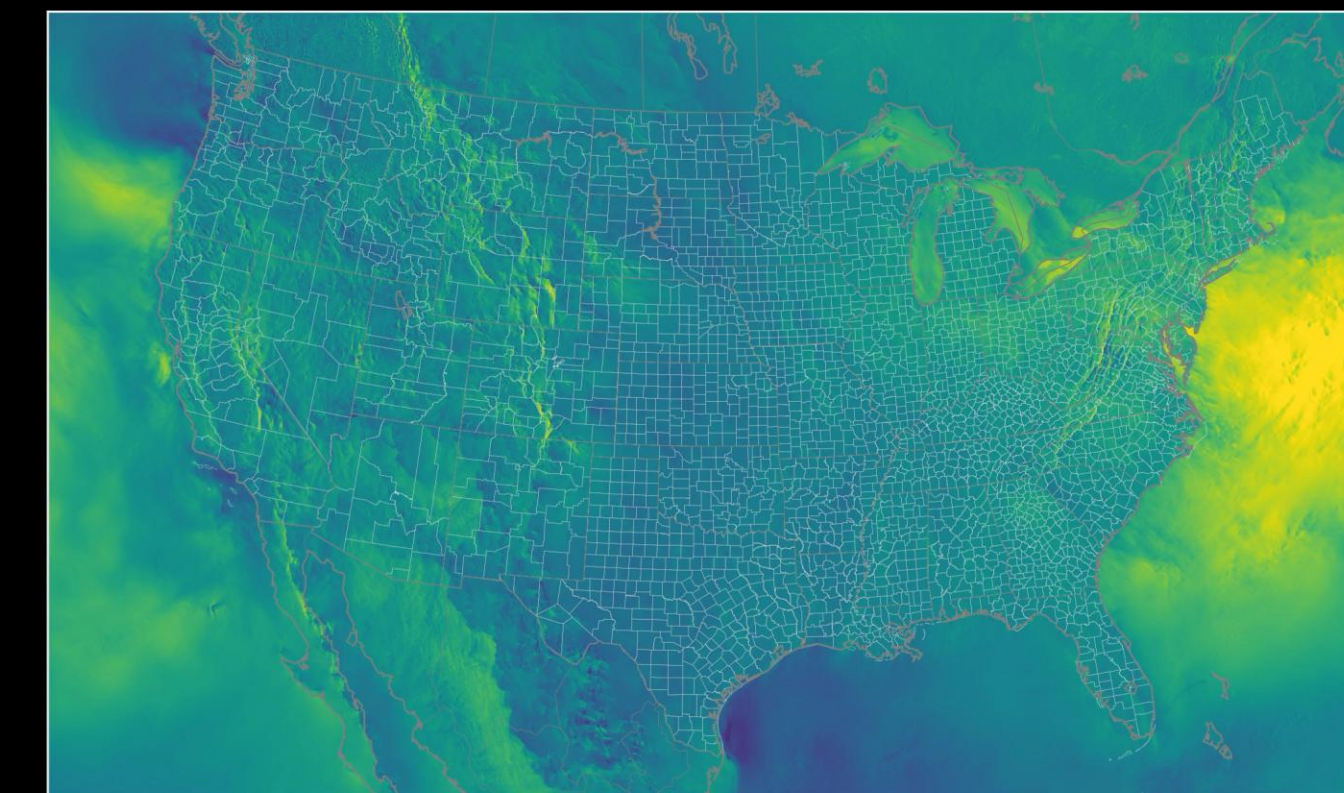
input u10m



pred u10m

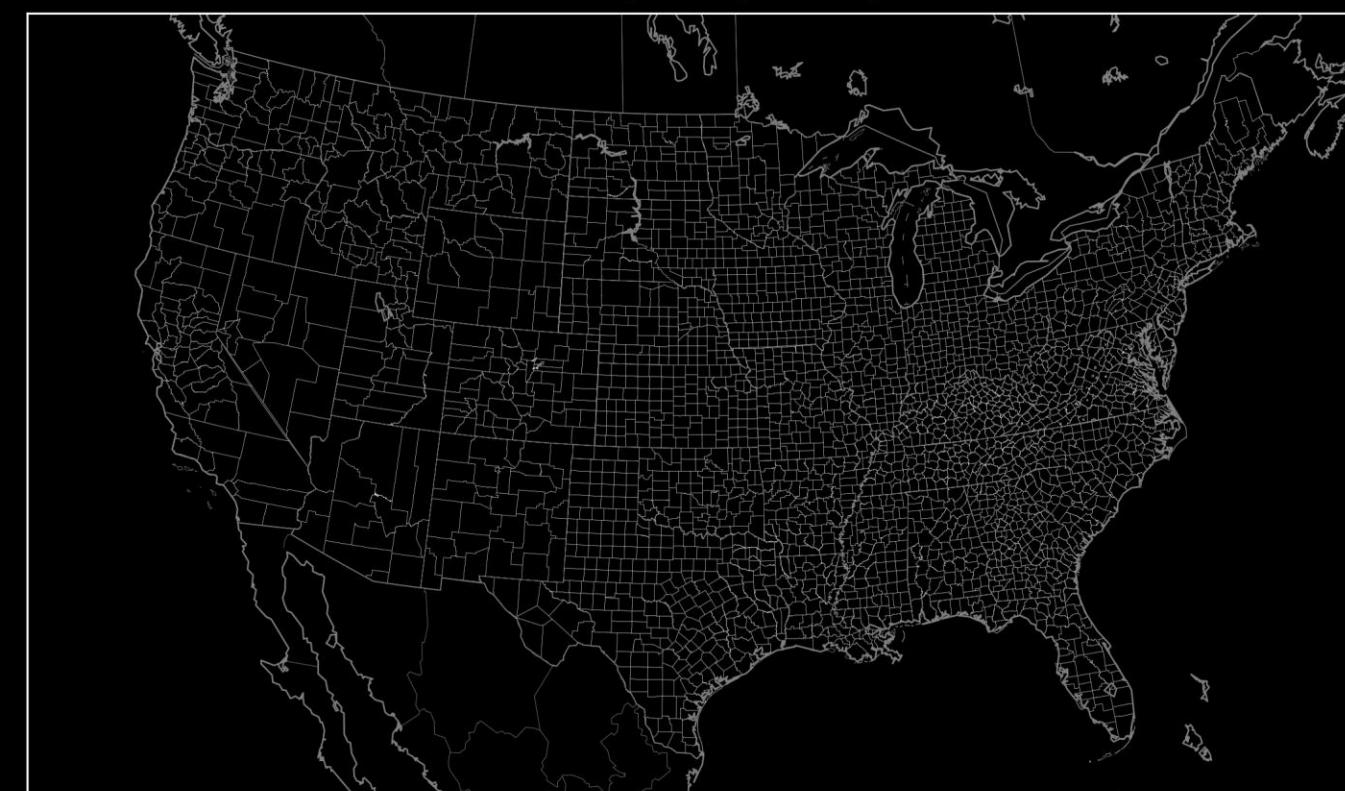


target u10m

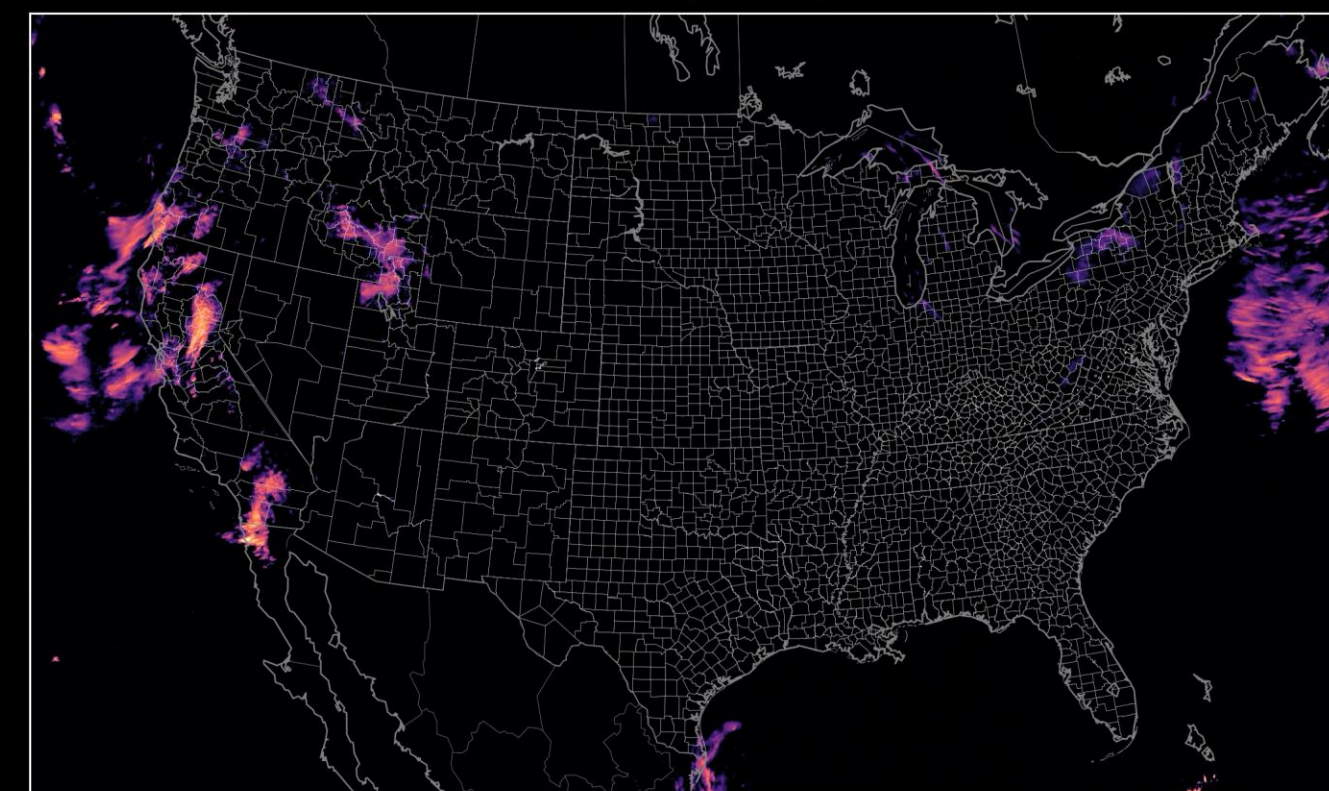


Precipitation

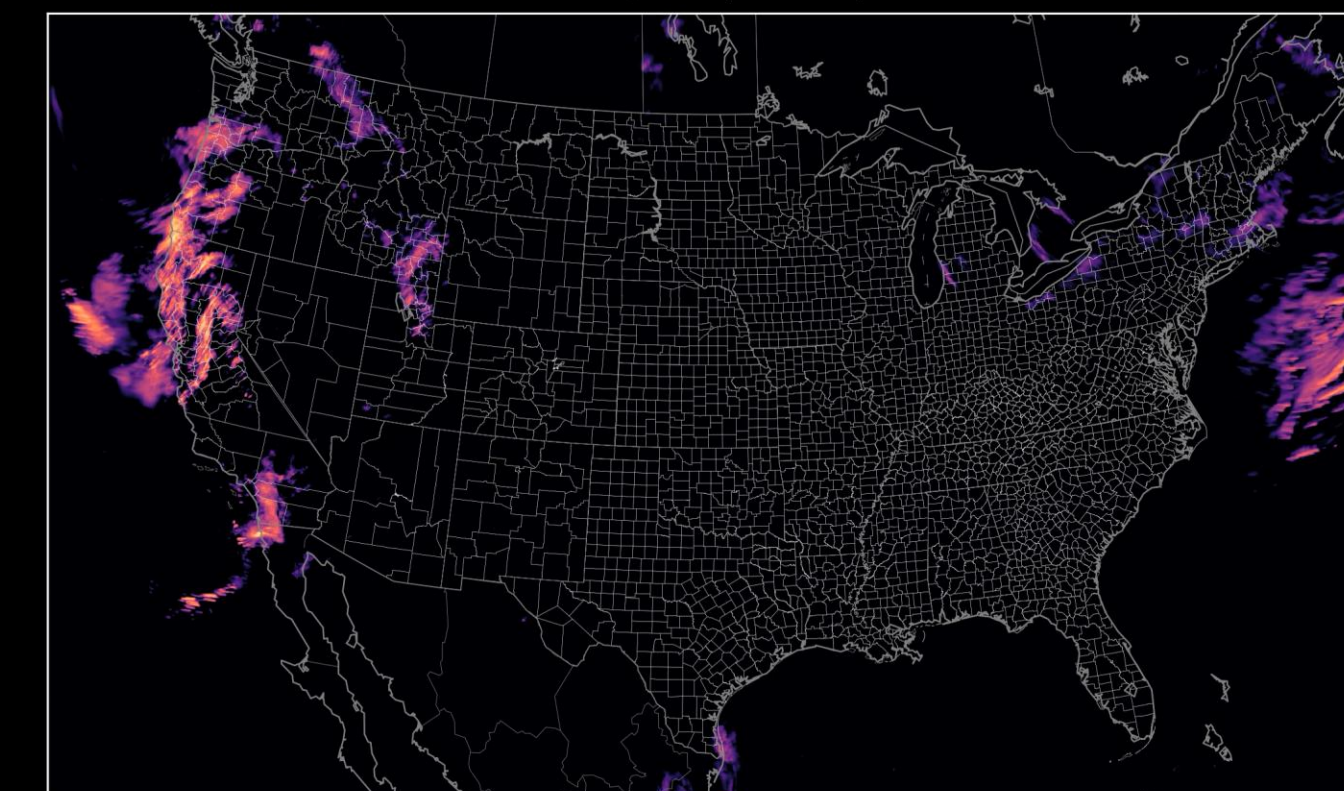
no input precip



pred precip

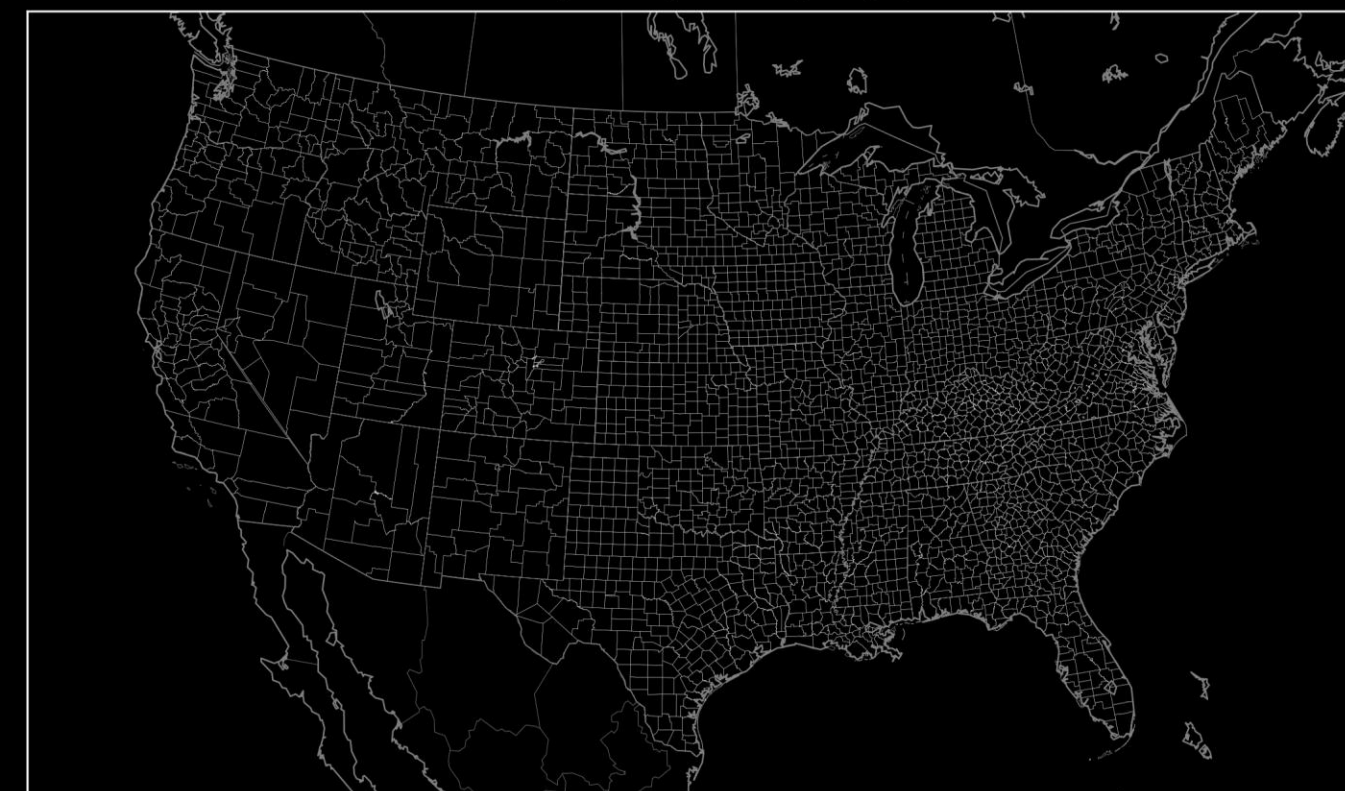


target precip

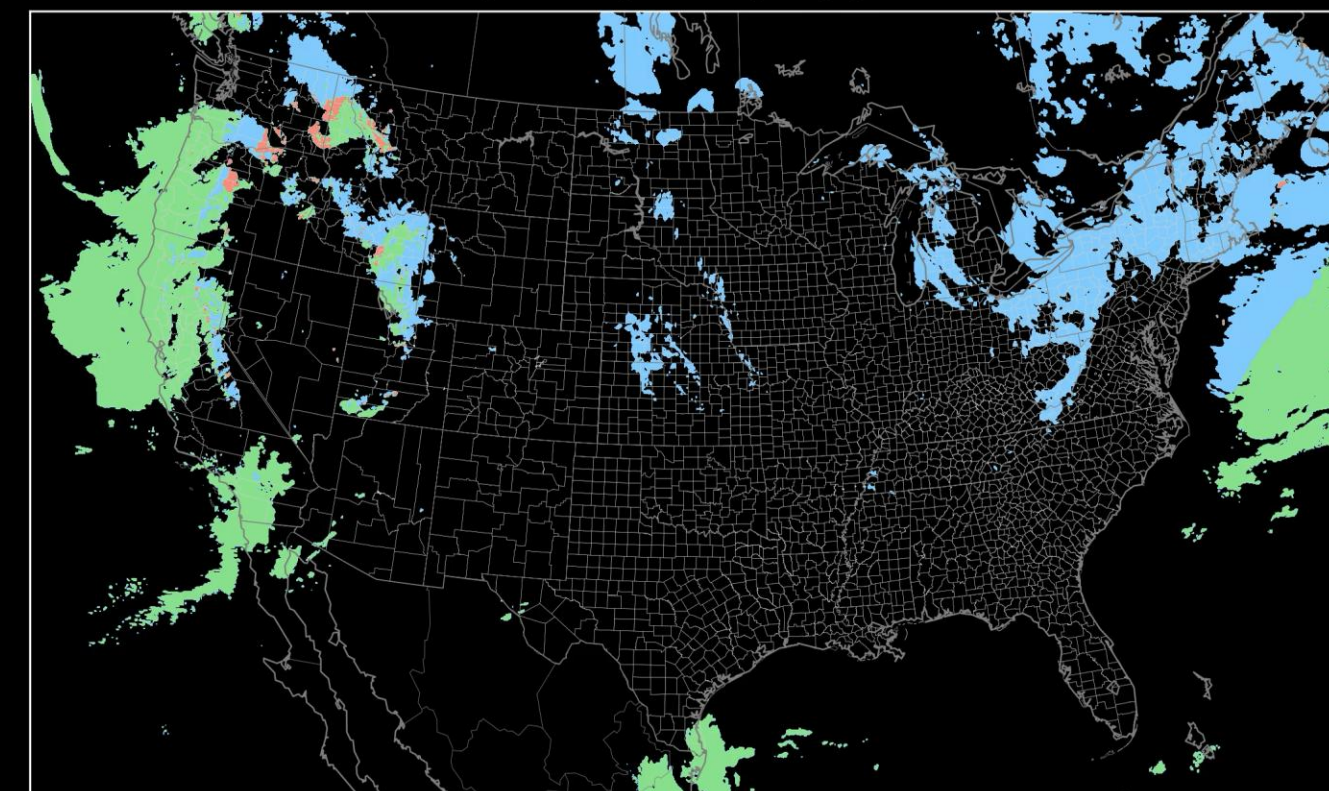


Precipitation Category

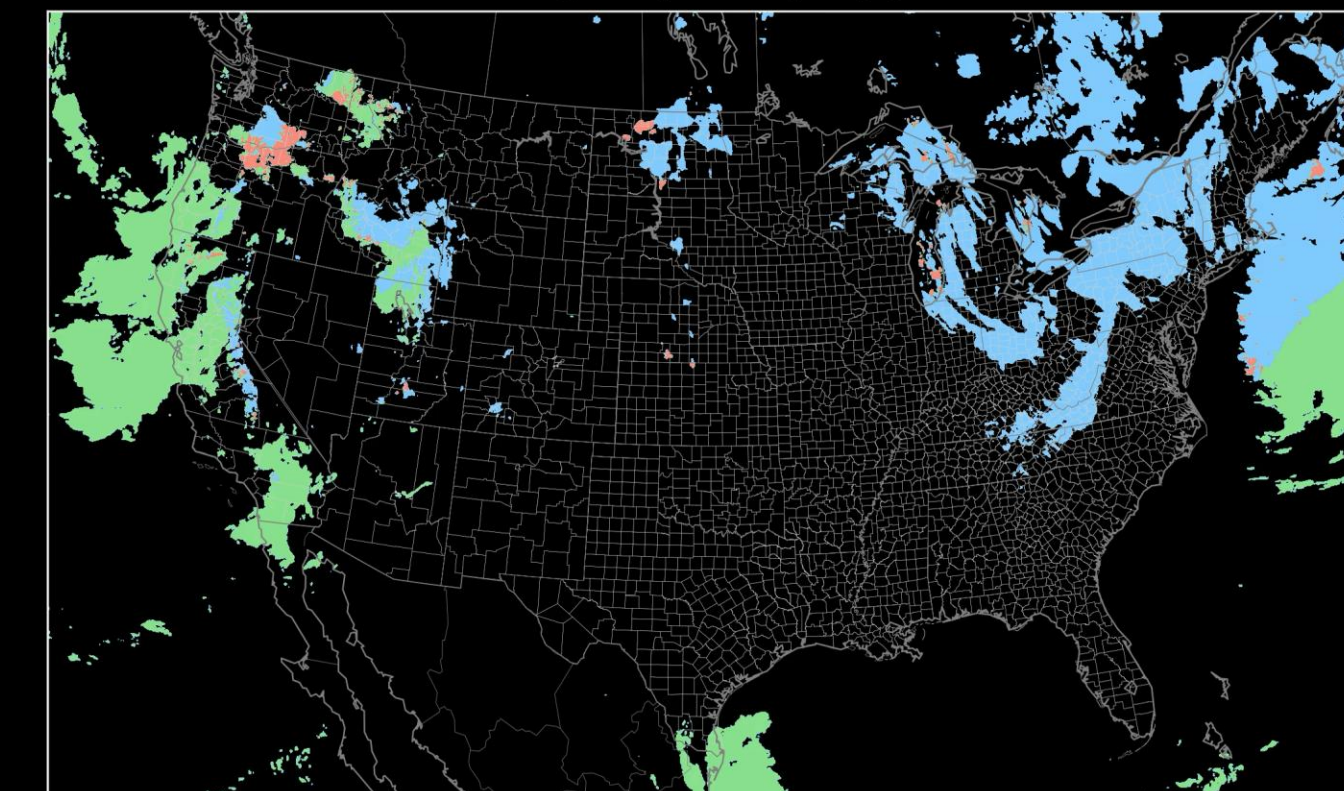
no input precip type



pred precip type



target precip type

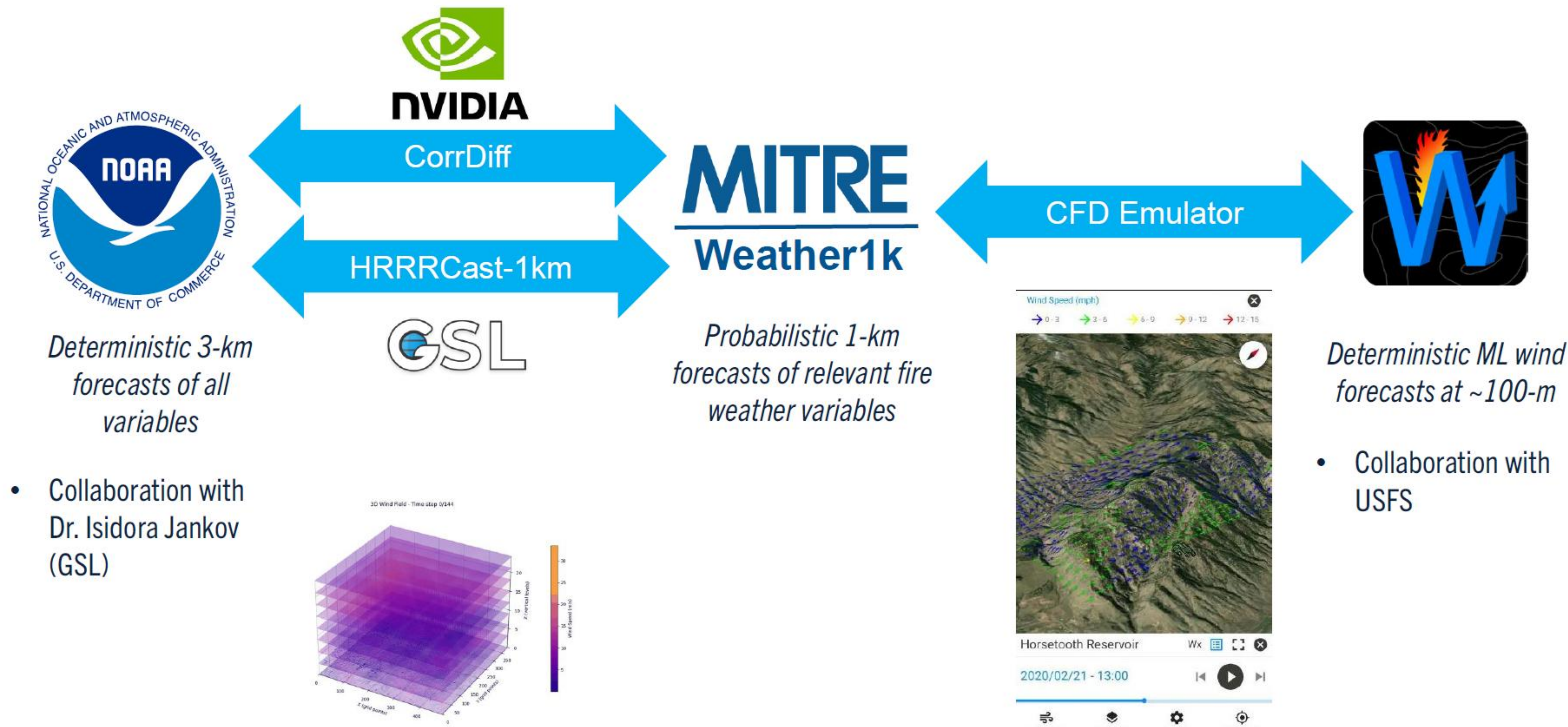


INPUT

CORRDIFF

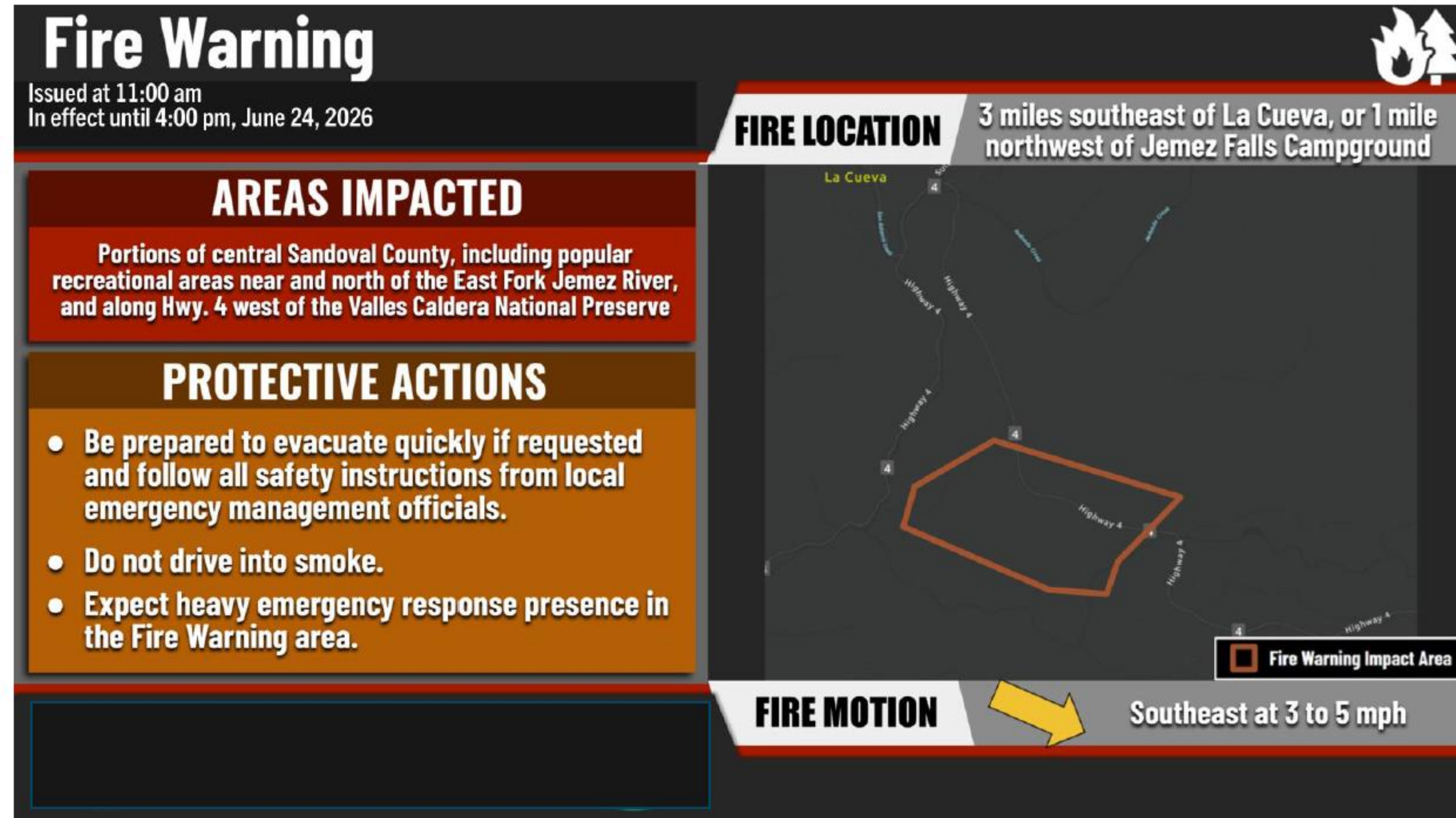
TARGET

Fire Weather: 3-km to ~100-m Resolution AI weather forecast pipeline



National Pilot Program for Unified Fire Warning System

- Leverage foundational science needed to support a unified fire warning system in the United States
- Develop actionable implementation pathway WFOs can adopt and pilot at select locations
- Collaboration with the University of Oklahoma



Example fire warning based on McCauley Springs Fire on June 24, 2026 in New Mexico. The image above is being used as an example illustration and was not issued in this format by any jurisdiction.



jadie@nvidia.com

Thank You!