

# DeepSphere-Weather : Deep Learning on spherical unstructured grids for weather / climate applications

**Gionata Ghiggi**

**Michäel Defferrard**

Wentao Feng

Yann Yasser Haddad

Natalie Bolon

Iciar Llorens Jover



*(Image credit: ECMWF)*

# Objective of our work

- A scalable deep learning framework to perform convolution on the spherical unstructured grids commonly used by NWP and climate models
- Working on native spherical unstructured grid is:
  - computationally more efficient than previous approaches
  - provide similar / better results than modelling on planar projections of the data

## Data-driven weather forecasting

- [WeatherBench Challenge](#) (Rasp et al., 2020) **WeatherBench**
  - ❑ Provide a standardized dataset to benchmark DL models

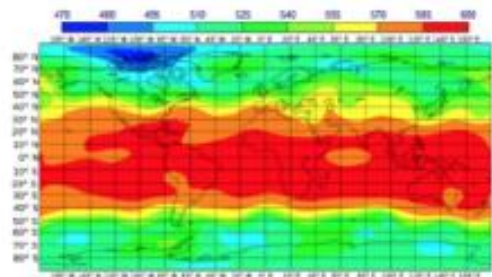




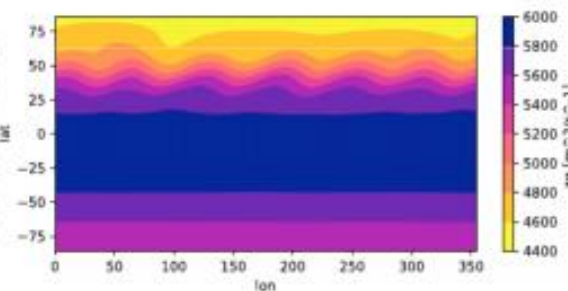
# Previous solutions – “2D / image projection”

Planar  
projections

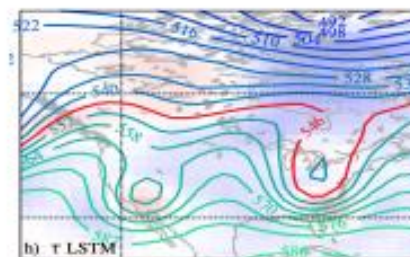
Düben and Bauer, 2018



Scher, 2018



Weyn et al., 2019



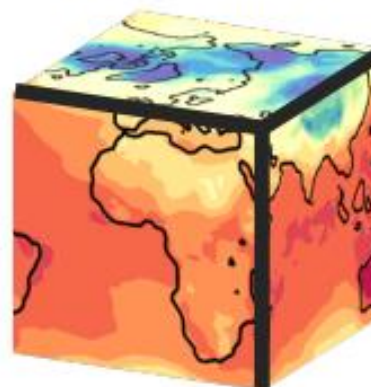
Spherical  
approximations

Rasp et al., 2020



Adapted from Rasp, S., Düben, P. D., Scher S., Weyn, J. A., Mouatadid, S., and Thuerey, N. (2020). WeatherBench: A benchmark dataset for data-driven weather forecasting. arXiv.

Weyn et al., 2020



Adapted from Weyn, J. A., Durrant, D. R., and Caruana, R. (2020). Improving data-driven global weather prediction using deep convolutional neural networks on a cubed sphere. JAMES.

# A possibility – Classical spherical convolutions

## Method

1. Compute spectral projections of the data  
→ Spherical Harmonic transform (SHT)
2. Convolution correspond to multiplication in the spectral domain
3. Inverse SHT transforms

## SHT disadvantages

- Computational cost:  $O(n^2)$
- For isolatitude sampling (i.e. equiangular, gaussian grids) cost can be reduced to  $O(n^{3/2})$
- It's a global operation. Need to access all nodes and induce high communication on HPC.

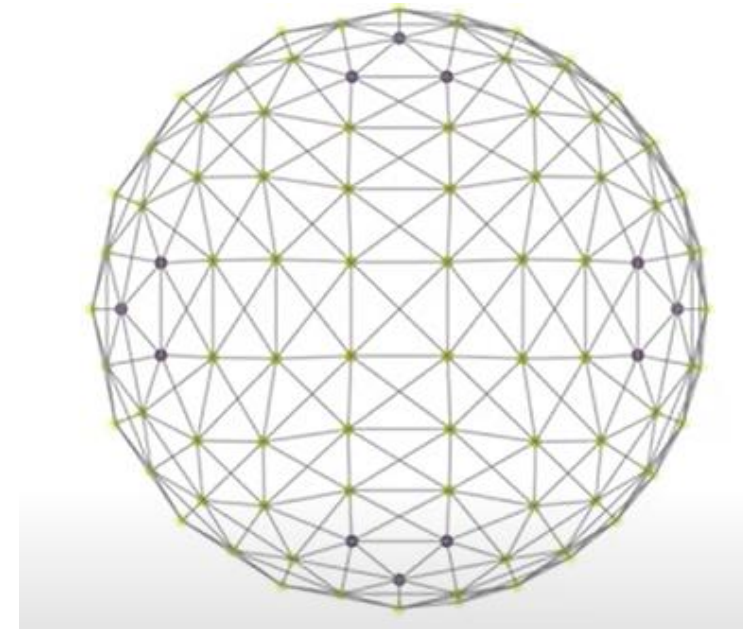
# DeepSphere – Graph-based spherical convolutions

## Method

- Spherical unstructured grids are represented as a graph of connected pixels
- The eigenvector of the graph Laplacian approximates the spherical harmonics basis
- Spectral graph convolutions are local operations:

$$W(L, w)x = \sum_l w_l L^l x$$

A weighted average of neighboring pixels

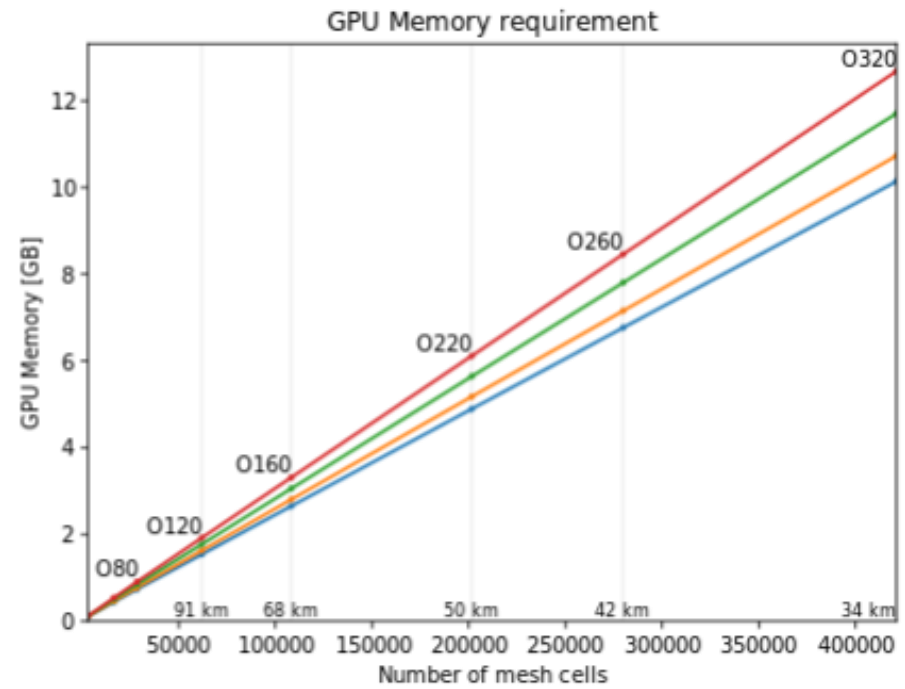
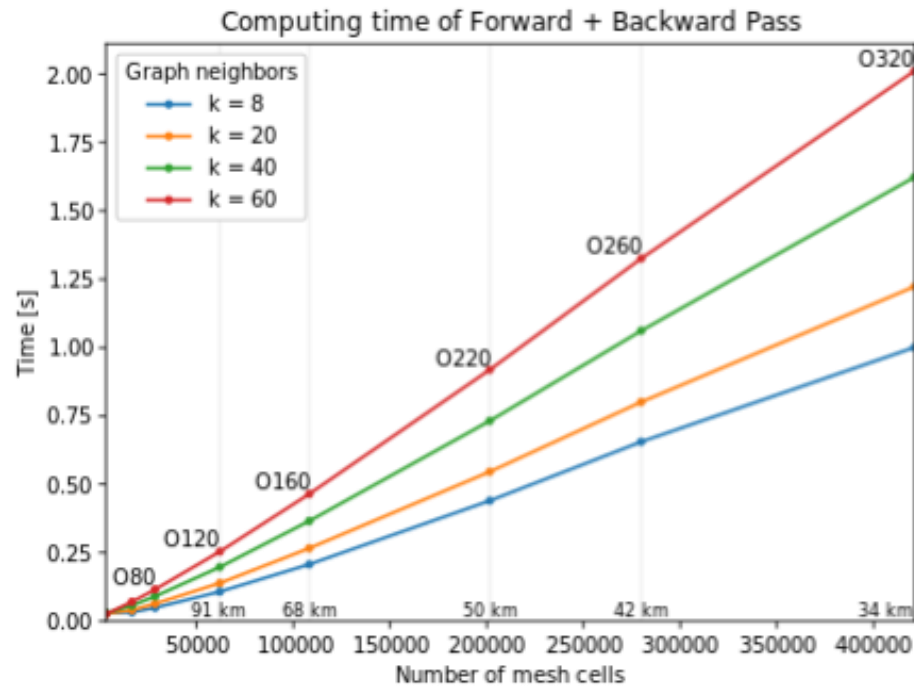


## Advantages

- No need to compute the Spherical Harmonic transform (SHT)
- The convolution operation scales linearly with number of grid nodes:  $O(n)$
- Convolutions on a sub-region of a sphere cost the number of nodes involved

# Scalability

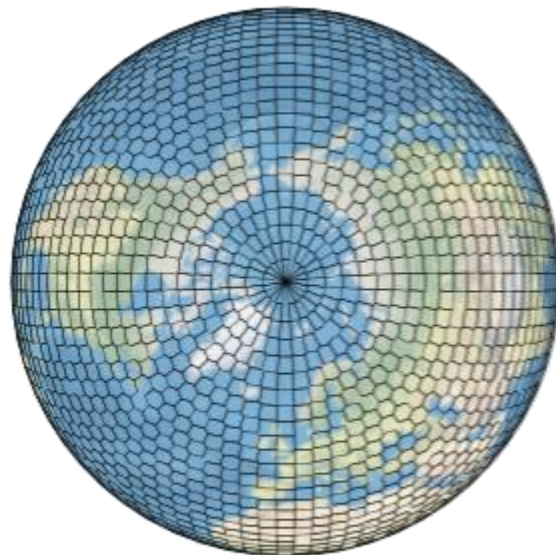
Model scalability on ECMWF Octahedral Reduced Gaussian Grids



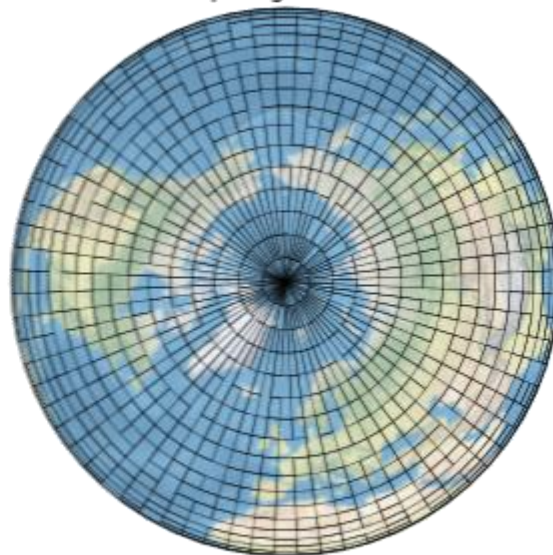


# Spherical grids

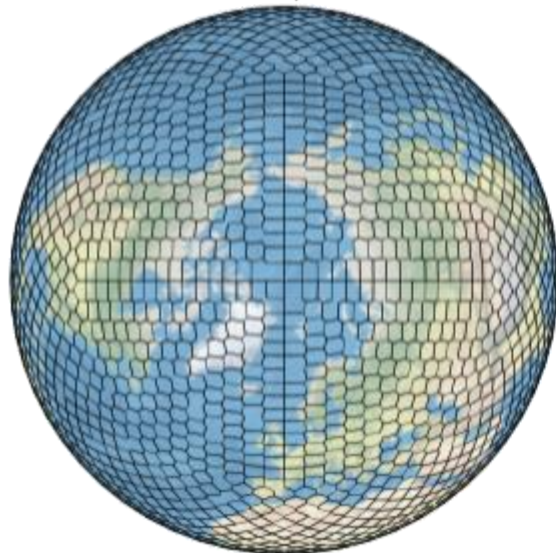
Reduced Gaussian Grid



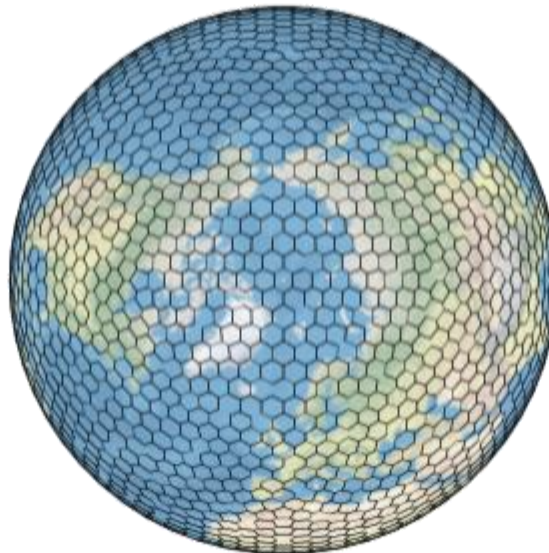
Equiangular Grid



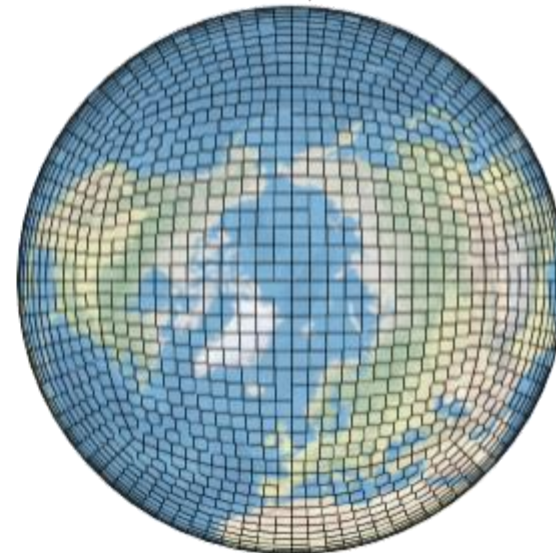
Healpix



Icosahedral

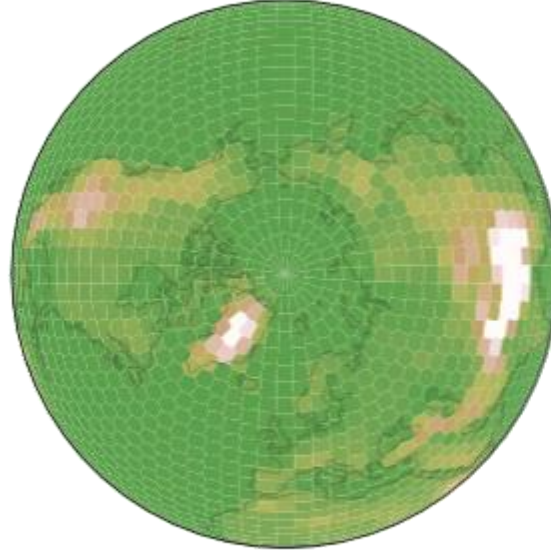


Cubed Sphere

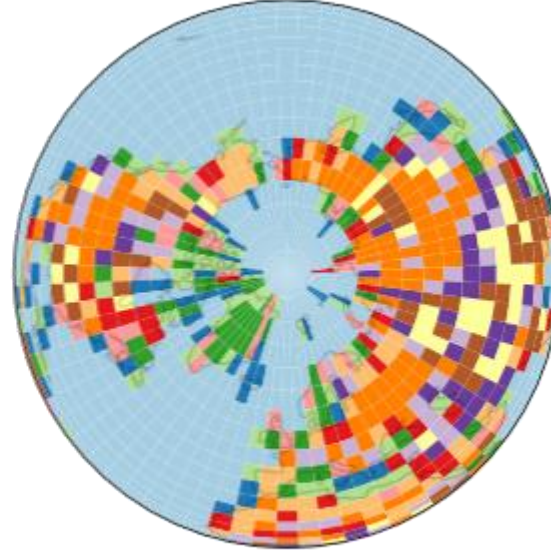


# Model variables

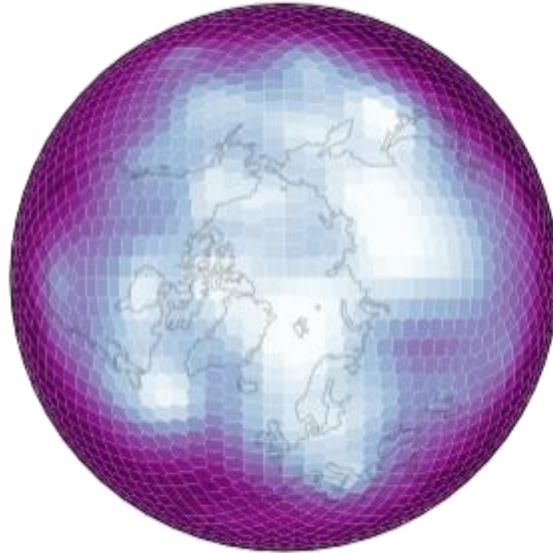
Topography



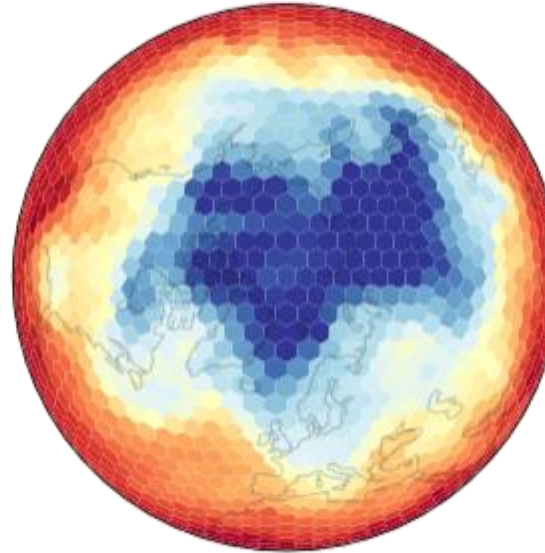
Soil type



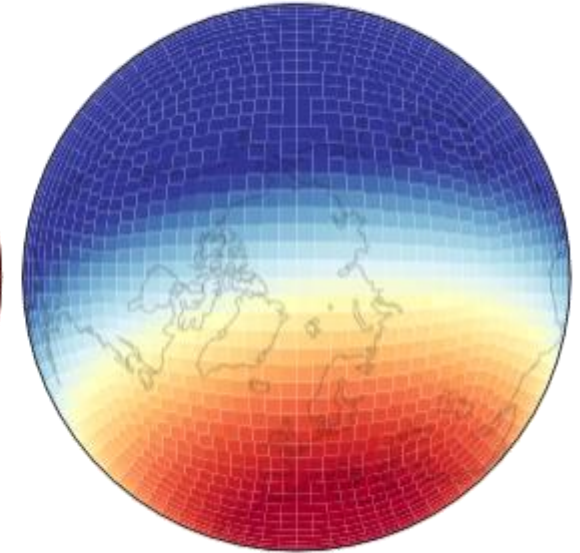
Z500



T500

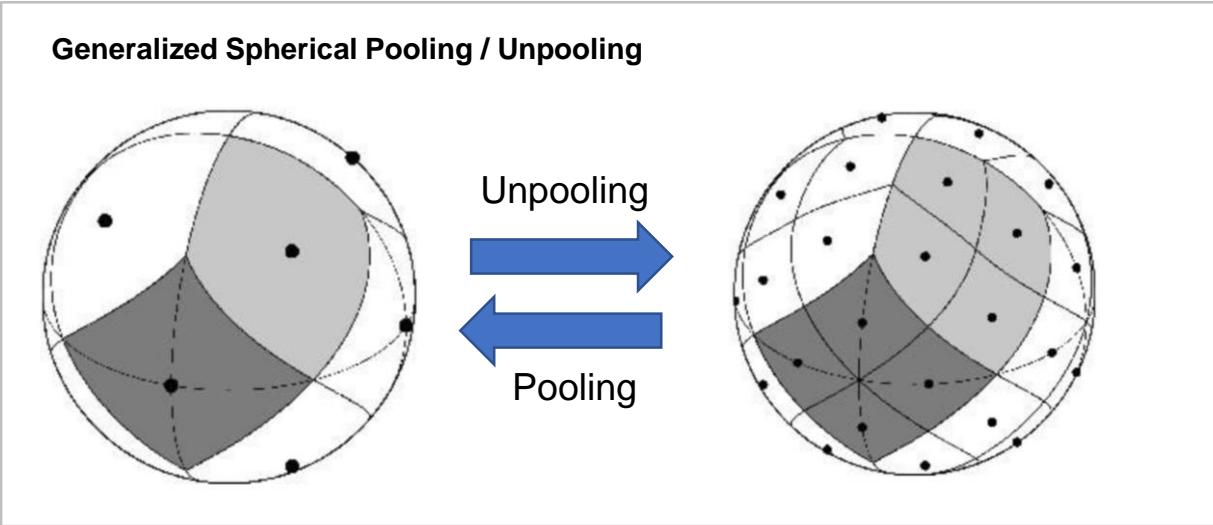
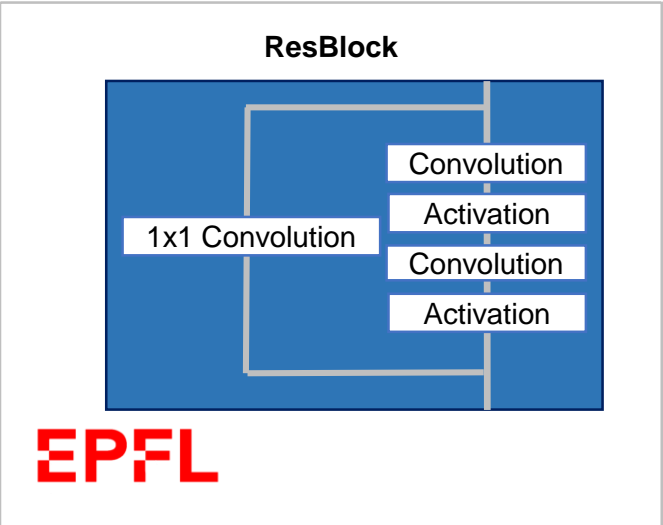
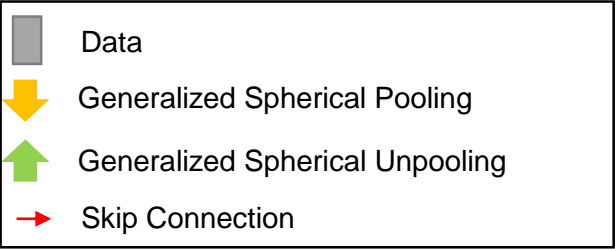
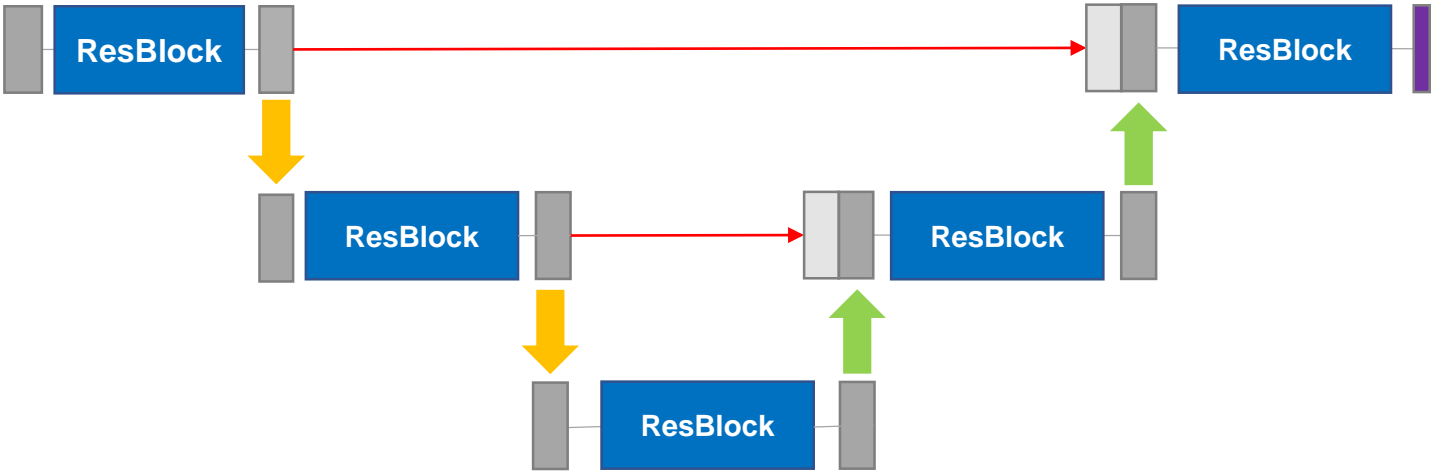


TOA Radiation

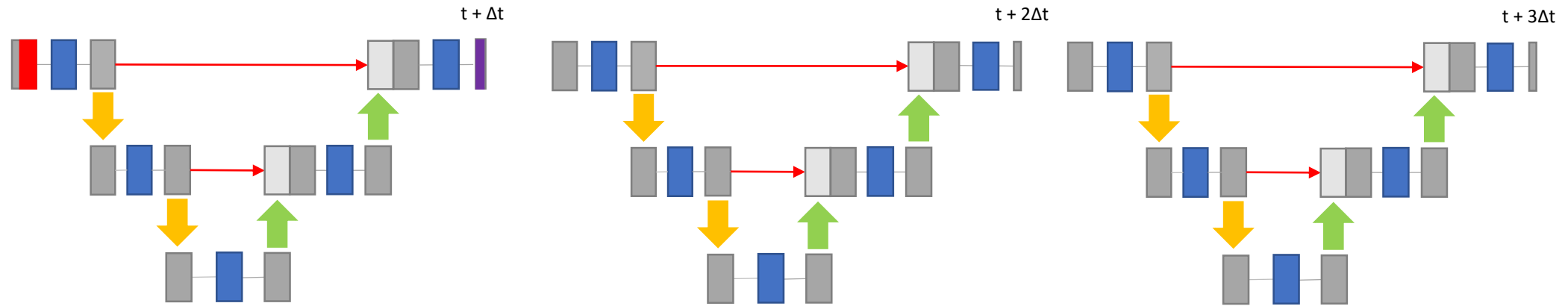




# Residual UNet Model



# Autoregressive training



## AR settings

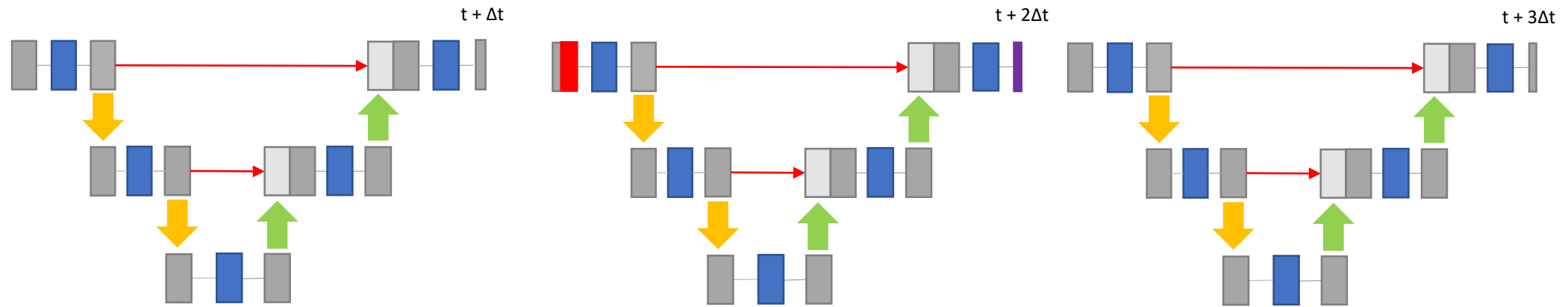
Forecast cycle: 6h

Input k: [-18h, -12h, -6h]

Output k: [0h]

AR iterations: 6

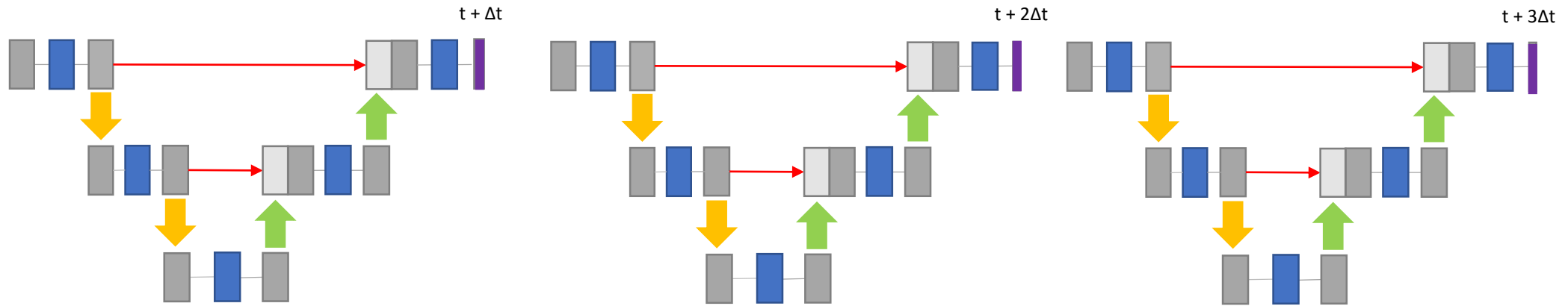
# Autoregressive training





AR settings  
Forecast cycle: 6h  
Input k: [-18h,-12h,-6h]  
Output k: [0h]  
AR iterations: 6



# Autoregressive training



$$\text{Loss function} = L(\text{Predictions}, \text{Observations})$$

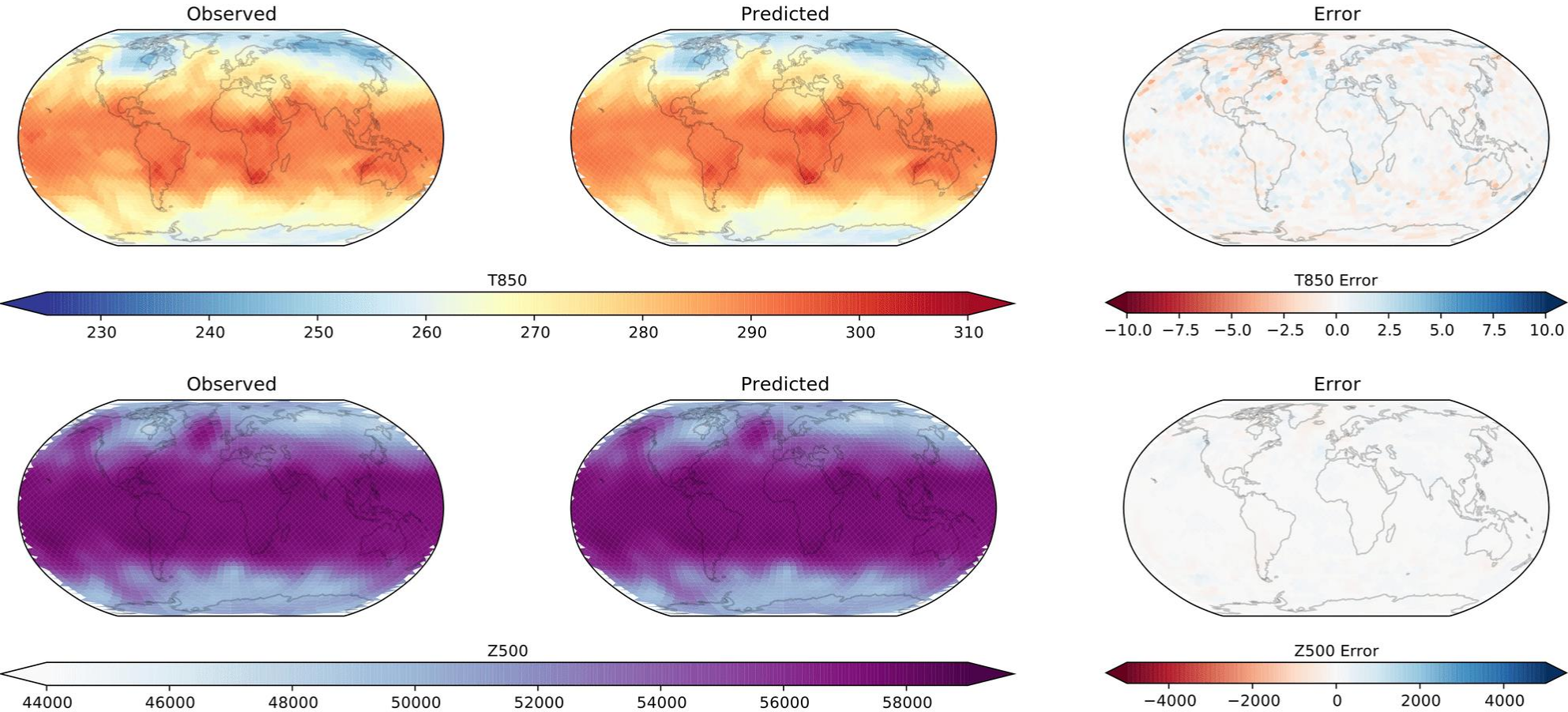
 Predictions  
 Observations

## AR settings

Forecast cycle: 6h  
Input k: [-18h, -12h, -6h]  
Output k: [0h]  
AR iterations: 6

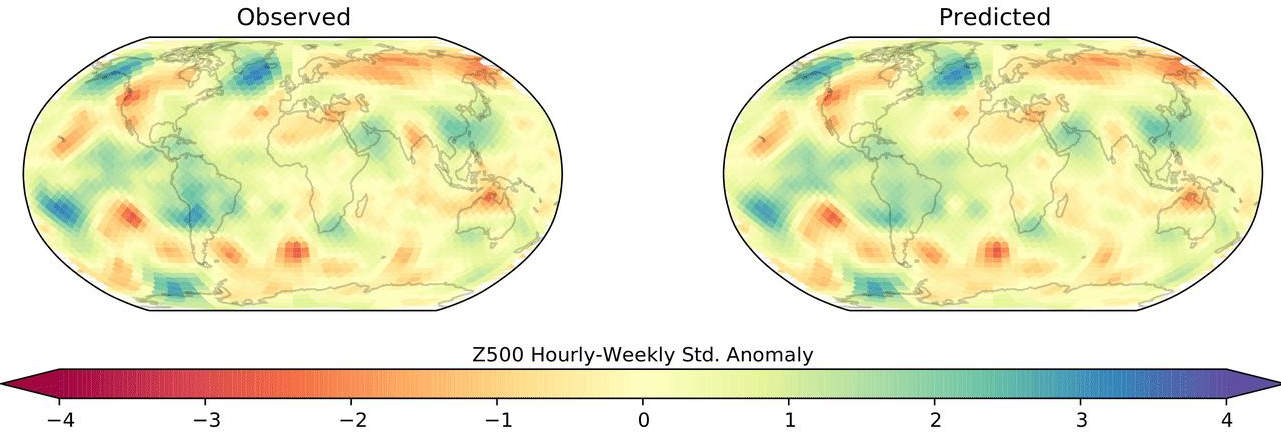
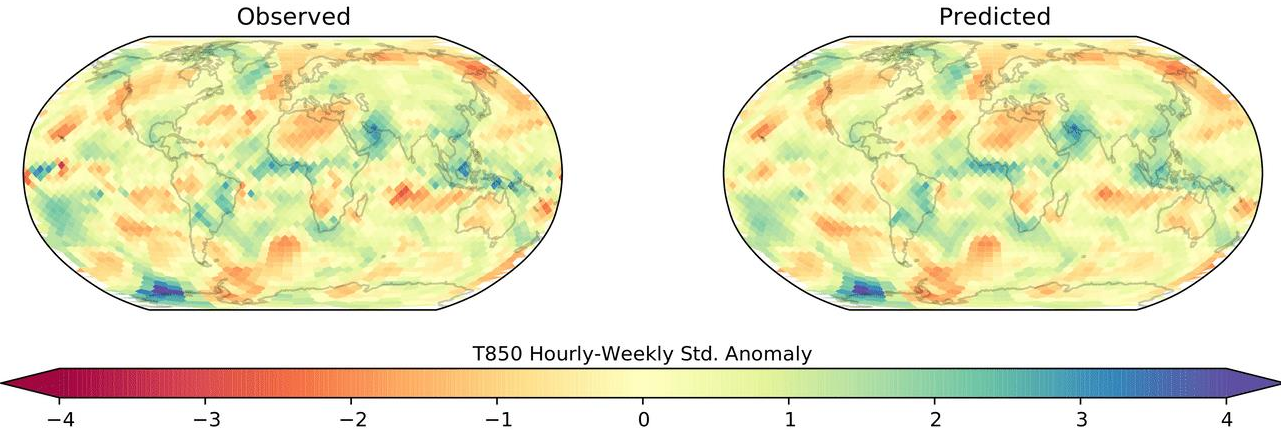
# How predictions look like ...

Forecast reference time: 2017-01-01T18:00:00, Leadtime: 0 hours



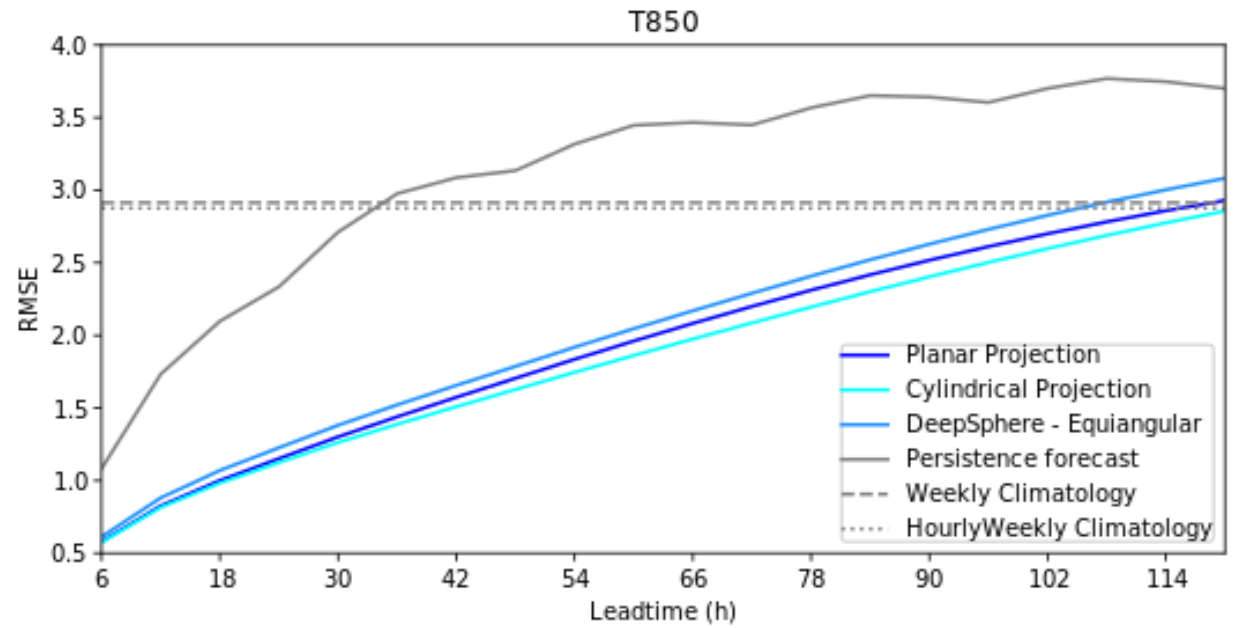
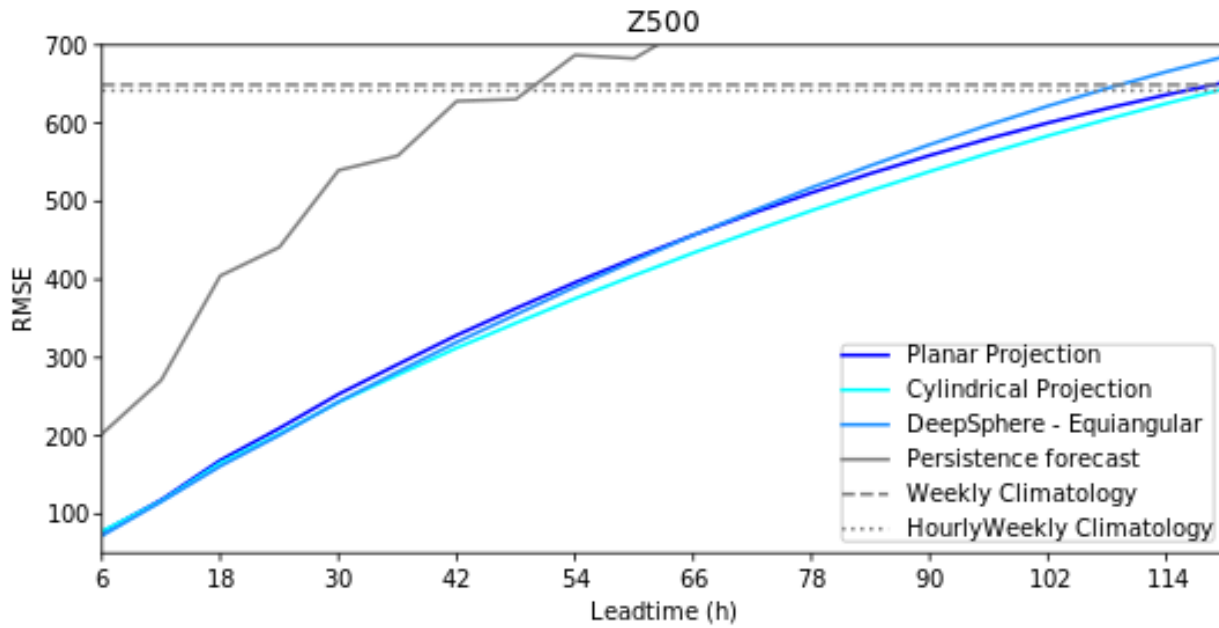
# How predictions look like ...

Forecast reference time: 2017-01-01T18:00:00, Leadtime: 0 hours

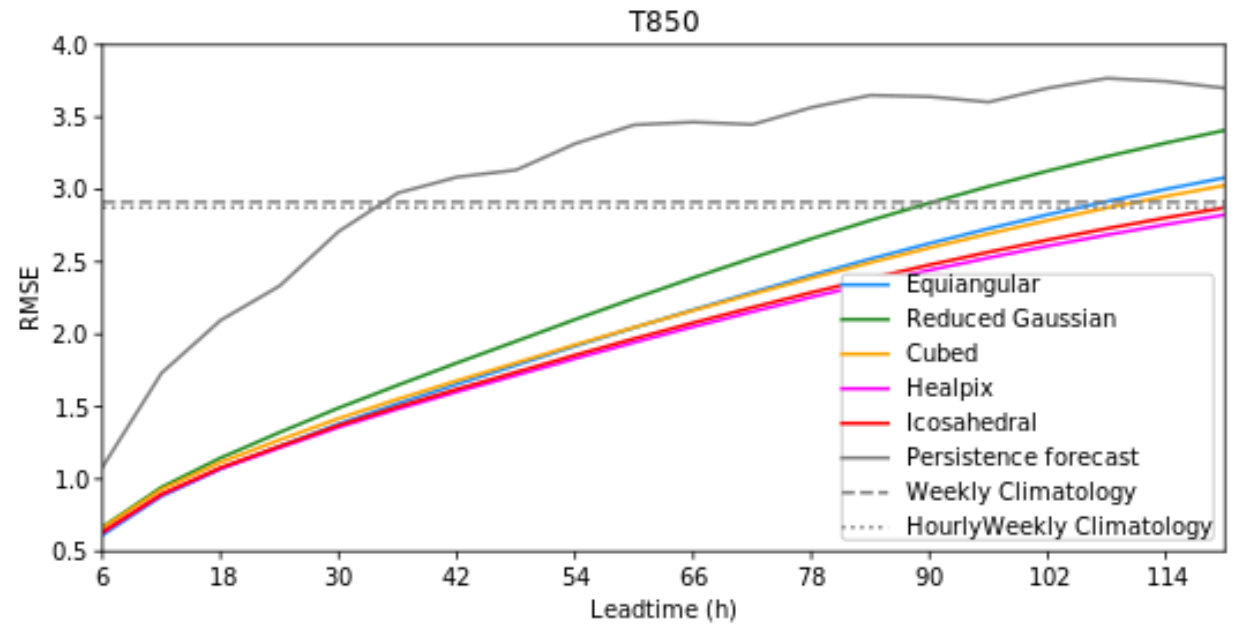
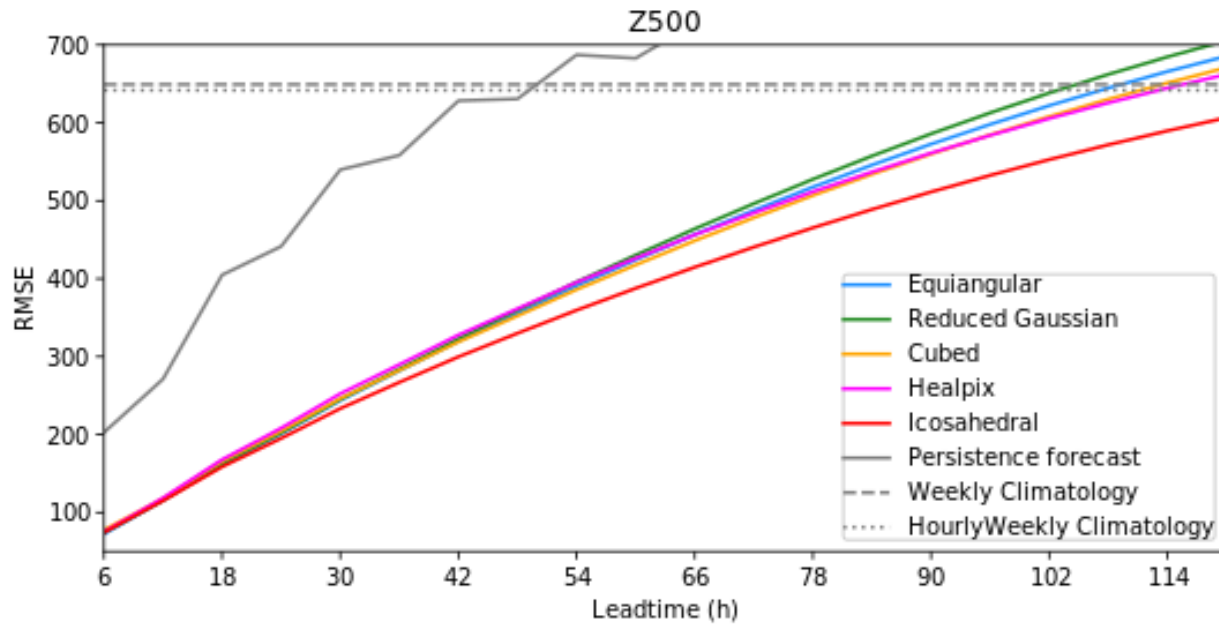




# Planar vs. Cylinder vs. Sphere



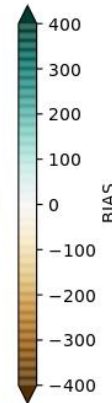
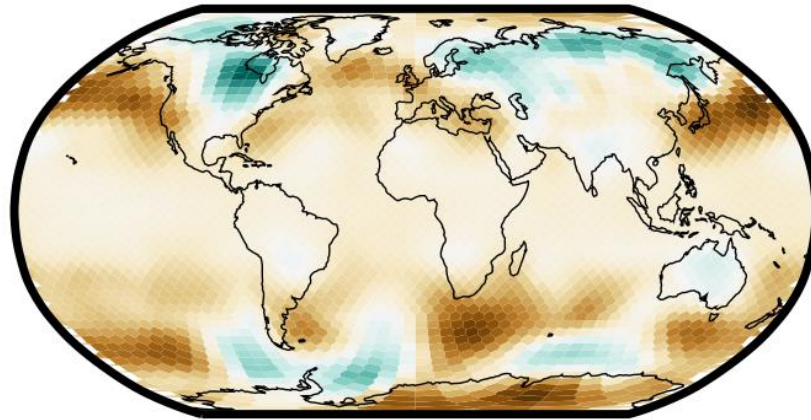
# Spherical samplings



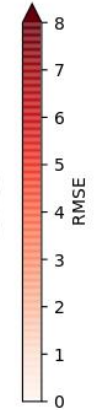
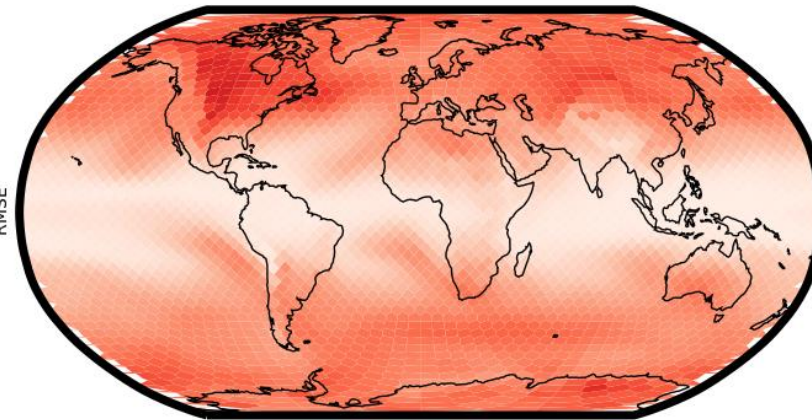
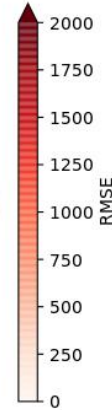
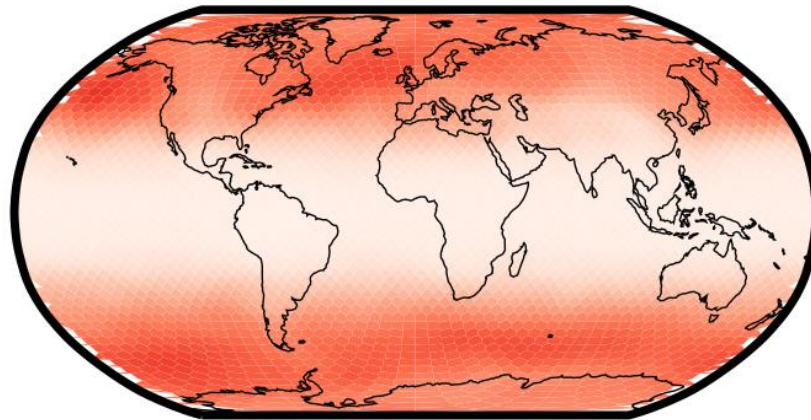
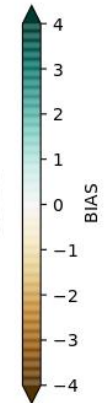
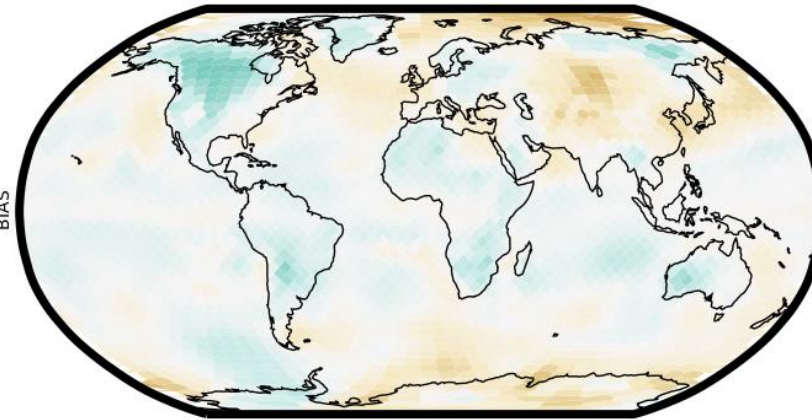
# Spatial skill summary

Forecast skill at lead time: 72 hours

Z500



T850

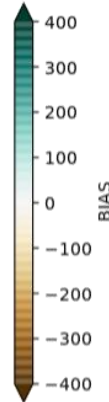
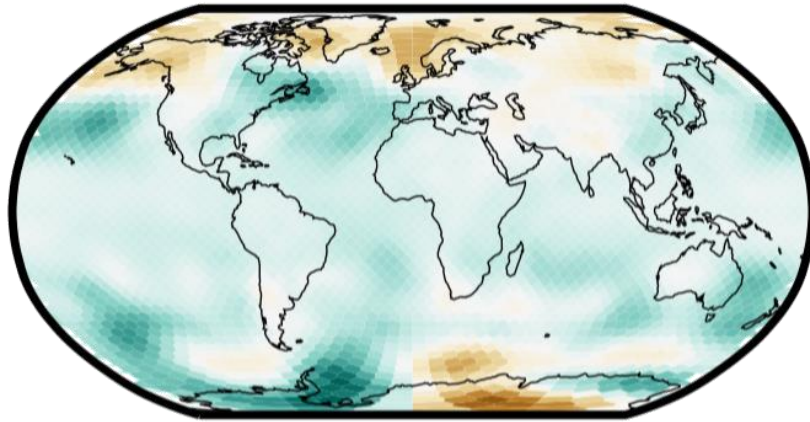




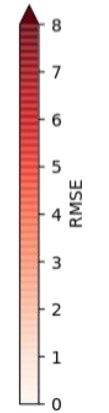
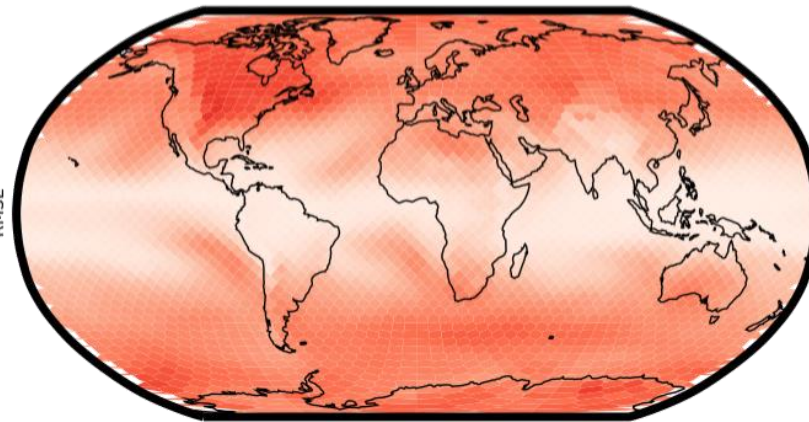
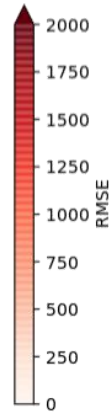
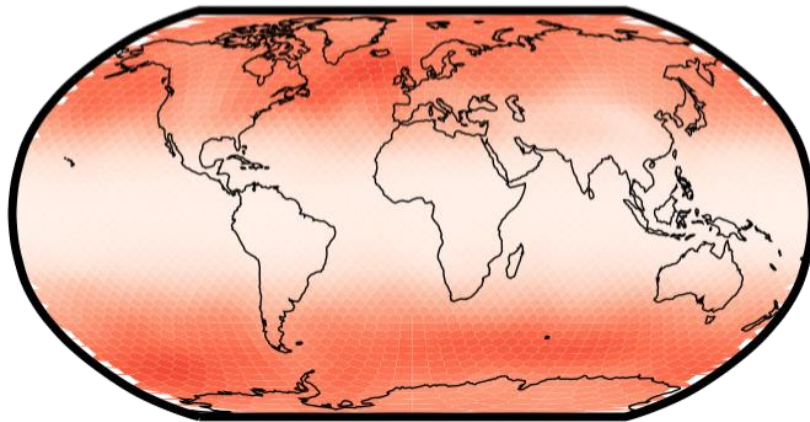
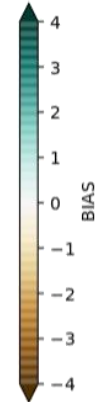
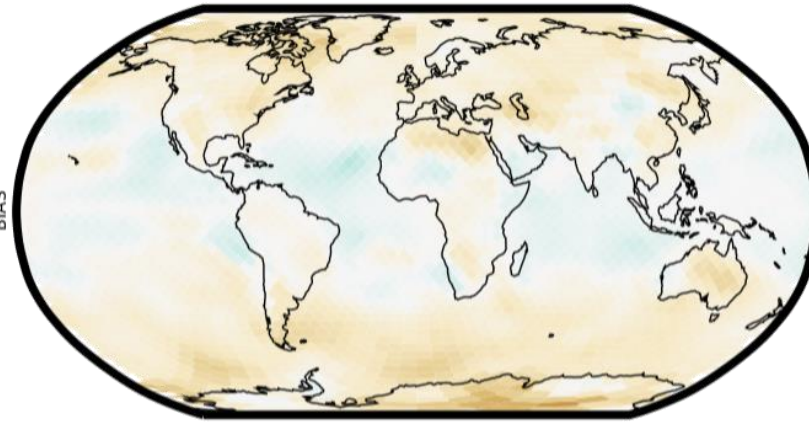
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Forecast skill at lead time: 72 hours

Z500



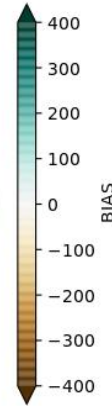
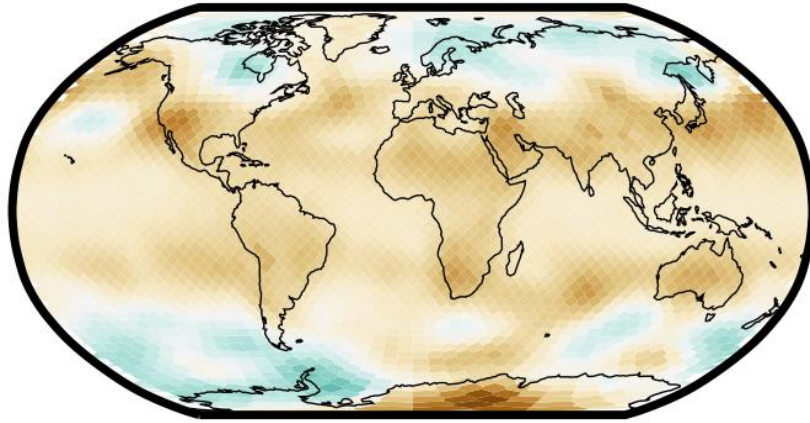
T850



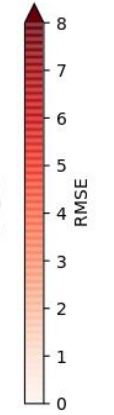
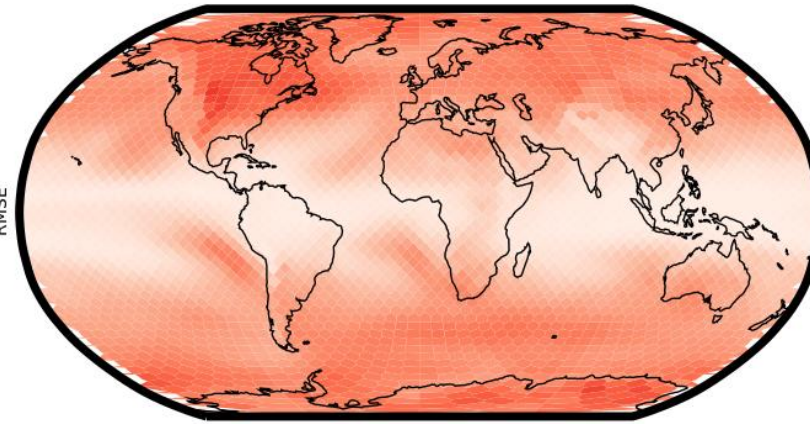
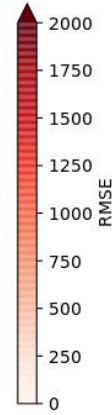
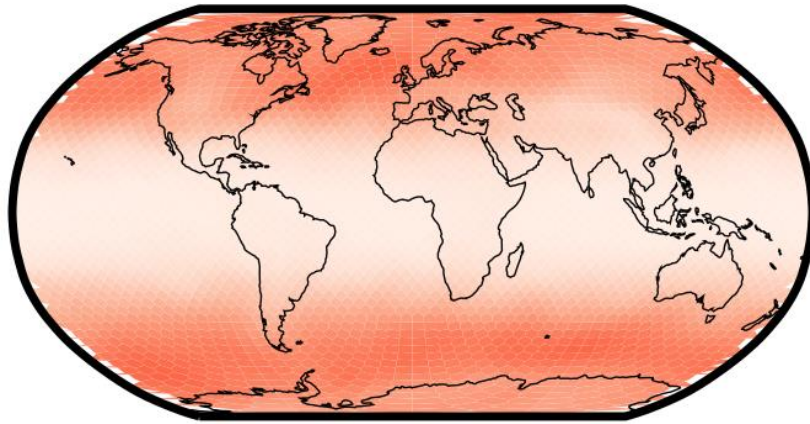
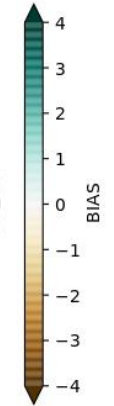
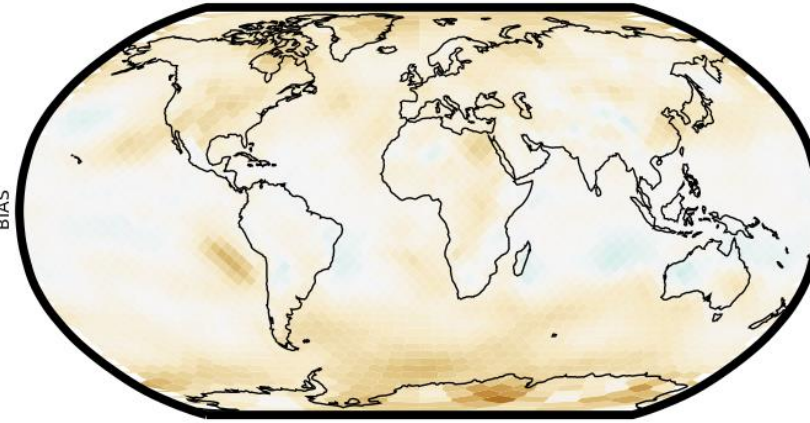
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Forecast skill at lead time: 72 hours

Z500



T850

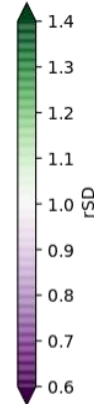
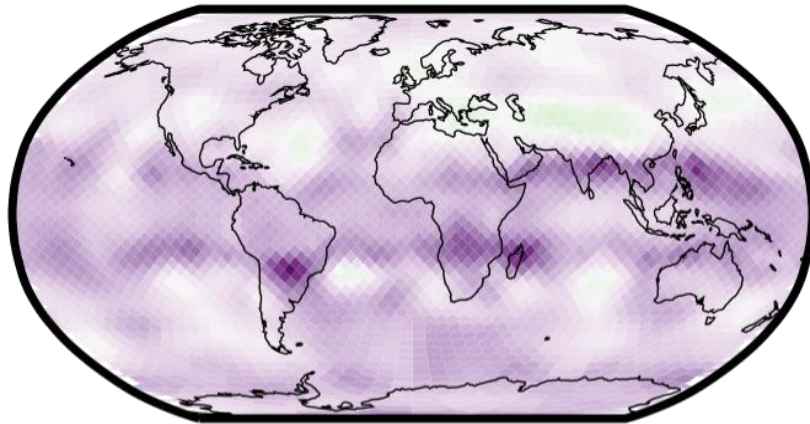




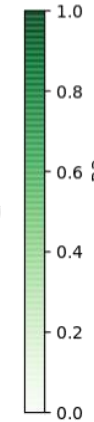
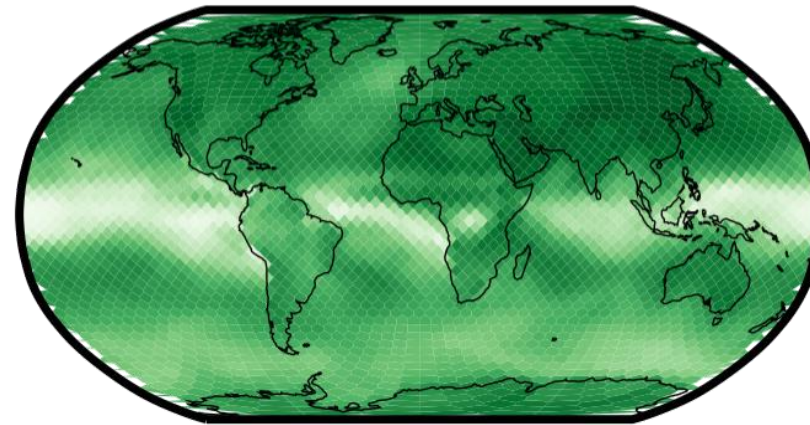
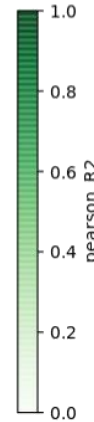
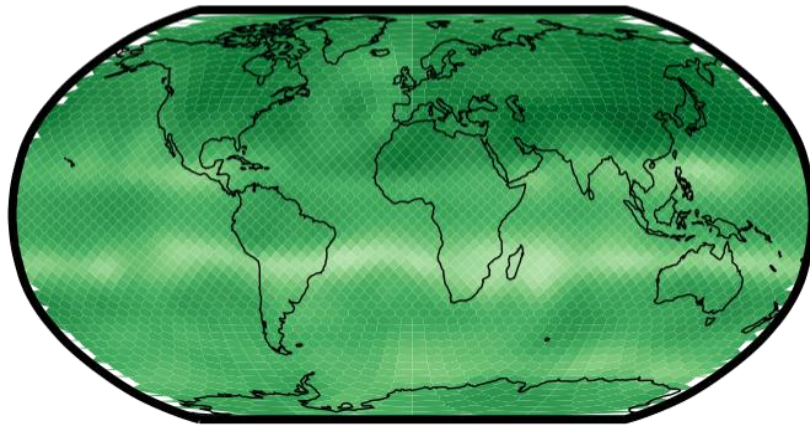
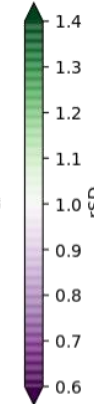
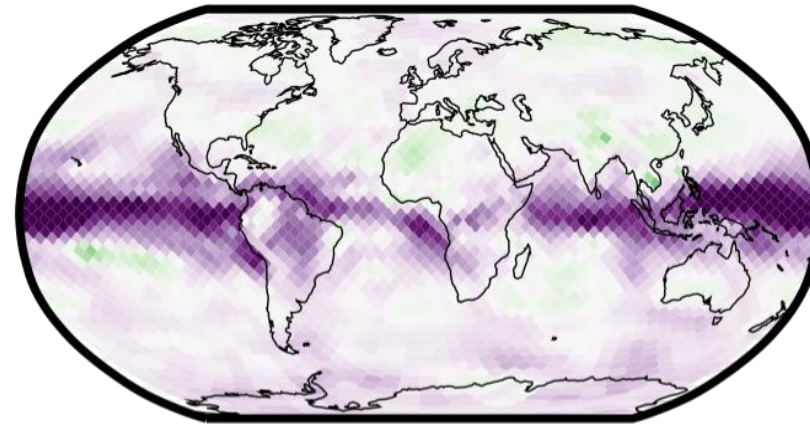
# Spatial skill summary

Forecast skill at lead time: 72 hours

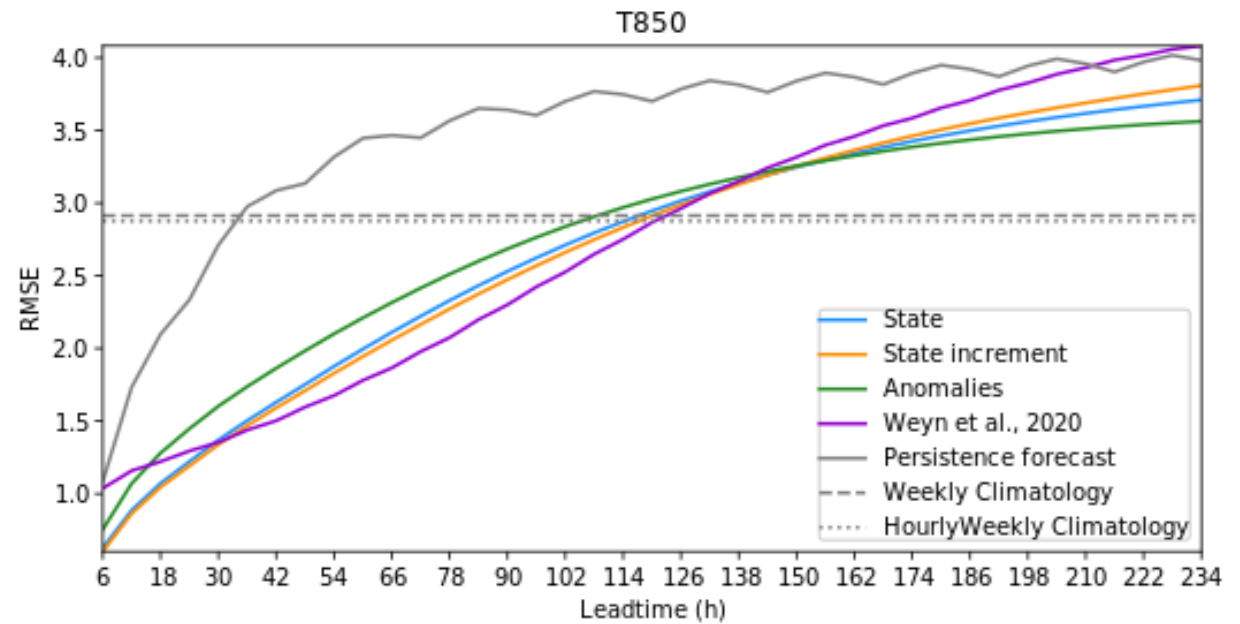
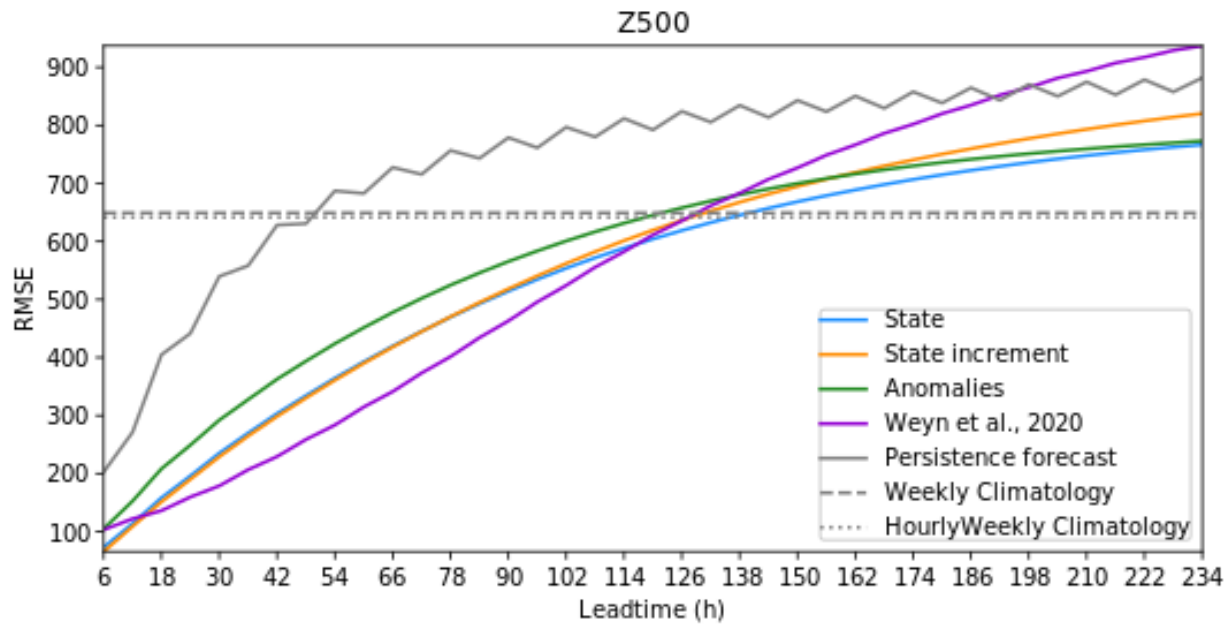
Z500



T850



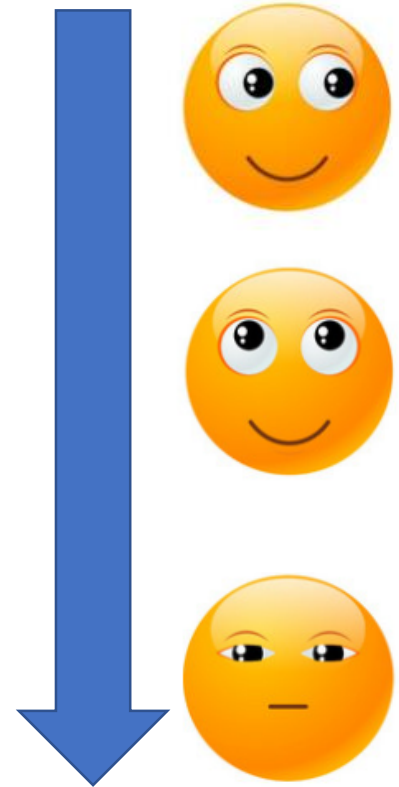
# Modelling strategies





# Foreseen applications

- Bias-correction, downscaling, post-processing of NWP model output
- Classification tasks (i.e. feature detection, segmentation, ... )
- Emulation of climate model outputs
- Stochastic space-time realizations
- Model (i.e. PDE) error correction
- Model component emulation
- ....



# References

## Papers

- Ghiggi, Feng, Bolon Brun, Lloréns Jover, ..., Defferrard.  
DeepSphere-Weather: scalable deep learning on spherical unstructured grids for weather/climate applications, Geoscientific Model Development (GMD). **In preparation**
- Defferrard, Milani, Gusset, Perraudin.  
DeepSphere: a graph-based spherical CNN, ICLR, 2020.  
[ [arXiv](#), [ICLR](#), [OpenReview](#), [latex](#), [slides](#), [video](#), [code](#) ]
- Defferrard, Perraudin, Kacprzak, Sgier.  
DeepSphere: towards an equivariant graph-based spherical CNN, RLGM workshop at ICLR, 2019.  
[ [arXiv](#), [RLGM@ICLR](#), [reviews](#), [latex](#), [poster](#), [code](#) ]

## Code

- <https://github.com/deepsphere>
- <https://github.com/deepsphere/deepsphere-weather>

# Mesh support sensitivity

