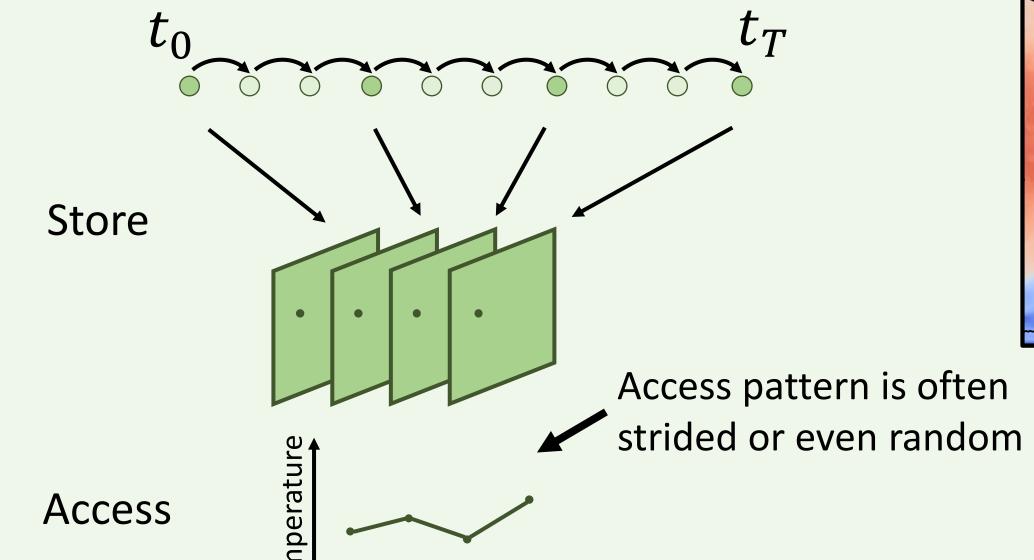
Langwen Huang **Torsten Hoefler (advisor)** **Compressing Multidimensional Weather** and Climate Data into Neural Networks



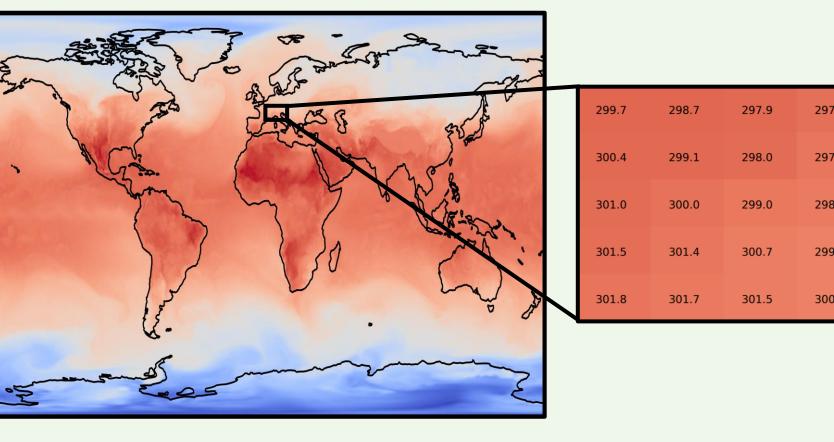
Challenge: Storing and Accessing Numerical Simulation Data

Production & Consumption of Simulation Data

Simulation

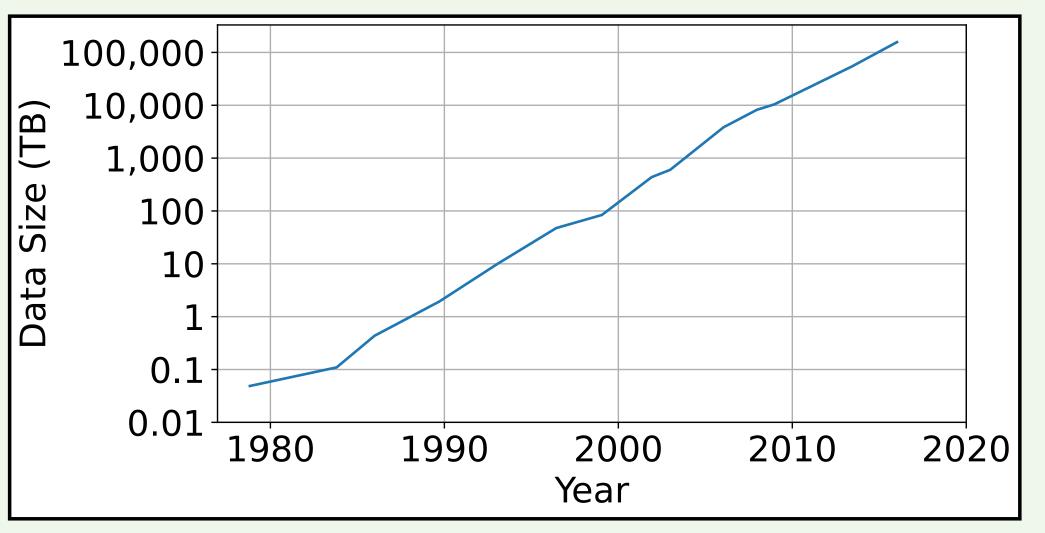


Typical Weather Data

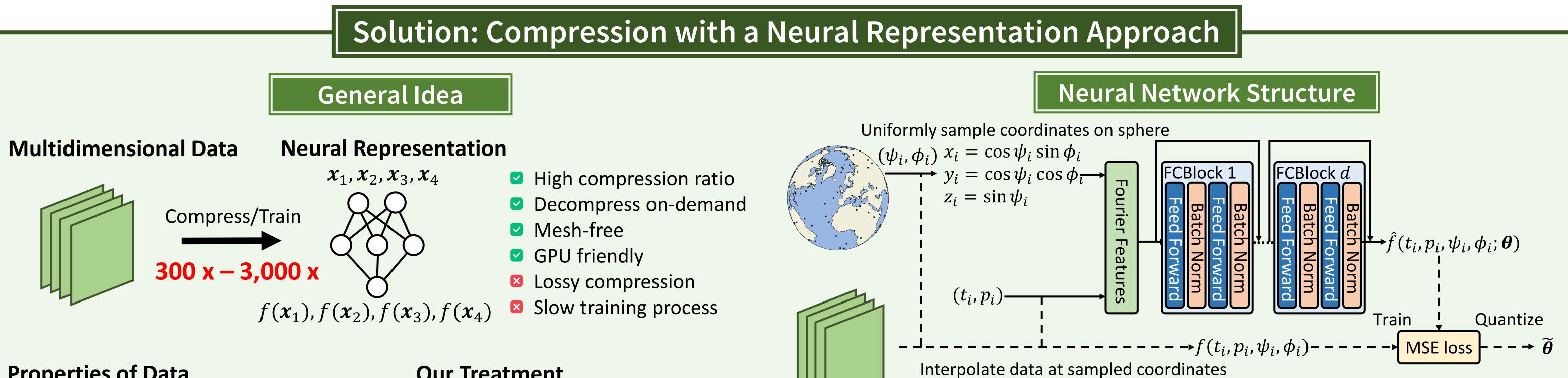


Neighboring values are close to each other \Rightarrow Lots of redundant information \Rightarrow More redundancy in higher resolution data

Explosion of Data in the Weather Center



The data archive in ECMWF is growing **exponentially!** [1]



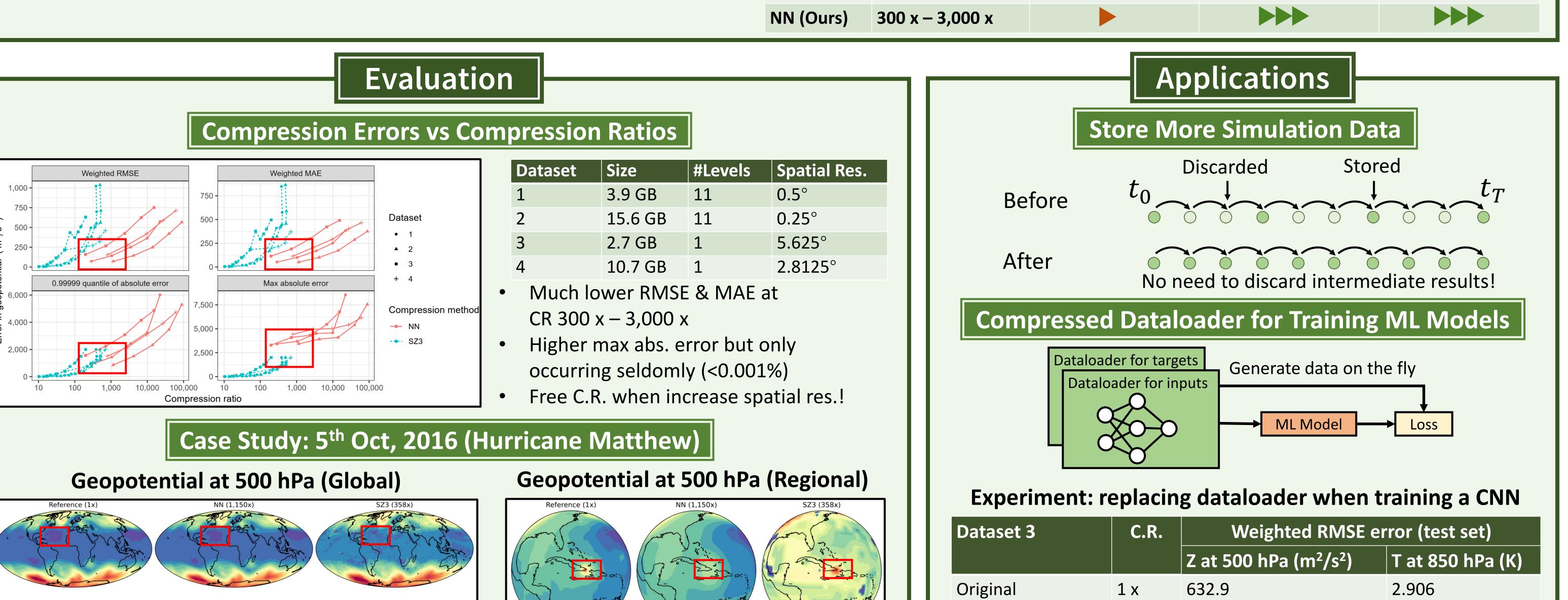
Properties of Data

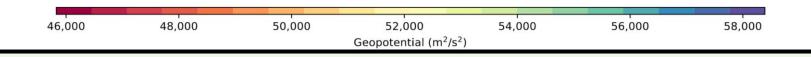
- Continuous & smooth in every dimensions
- Stratified: variations between levels are much larger than inside levels
- Defined on a sphere
- Random access is preferred

Our Treatment

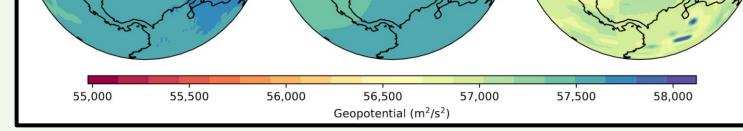
- Smooth activation function (GELU) \bullet
- Level-wise de-normalization
- Uniformly sampling on the sphere
- $(\psi, \phi) \rightarrow (x, y, z)$
- Random access does not lead to overhead by construction

Method	Compression Ratio	Compression Speed	Continuous Decomp.	Random Decomp.
SimFS [2]	Arbitrary			
ZFP [3]	< 10 x			
TTHRESH [4]	< 300 x			
SZ3 [5]	< 400 x			





- Our method well preserves general shape and average value while 1,150 x smaller.
- SZ3 introduces many artifacts that breaks important weather structure, it also badly preserves the average value.



• Our method may hardly capture the extreme values in a small area like a hurricane center

NN Compressed	198 x	637.3 (+0.7%)	2.944 (+1.3%)
SZ3 Compressed	71 x	650.6 (+2.8%)	2.985 (+2.7%)
Dataset 4			
Original	1 x	688.8	2.834
NN Compressed	790 x	697.3 (+1.2%)	2.888 (+1.9%)



[1] "ECMWF's Vision for Big Data, AI and Cloud Computing," 2019.

[2] Girolamo, Salvatore Di, P. Schmid, Thomas Schulthess, and Torsten Hoefler. 'SimFS: A Simulation Data Virtualizing File System Interface'. In IPDPS'19. Rio de Janeiro, Brazil: IEEE, 2019.

[3] Lindstrom, Peter. 'Fixed-Rate Compressed Floating-Point Arrays'. IEEE Transactions on Visualization and Computer Graphics 20, no. 12 (2014): 2674–83.

[4] Ballester-Ripoll, Rafael, Peter Lindstrom, and Renato Pajarola. 'TTHRESH: Tensor Compression for Multidimensional Visual Data'. IEEE Transactions on Visualization and Computer Graphics 26, no. 9 (2019): 2891–2903. [5] Liang, Xin, Kai Zhao, Sheng Di, Sihuan Li, Robert Underwood, Ali M. Gok, Jiannan Tian, et al. 'SZ3: A Modular Framework for Composing Prediction-Based Error-Bounded Lossy Compressors'. IEEE Transactions on Big Data, 2022.









