



Parallel IO and Fault Tolerance

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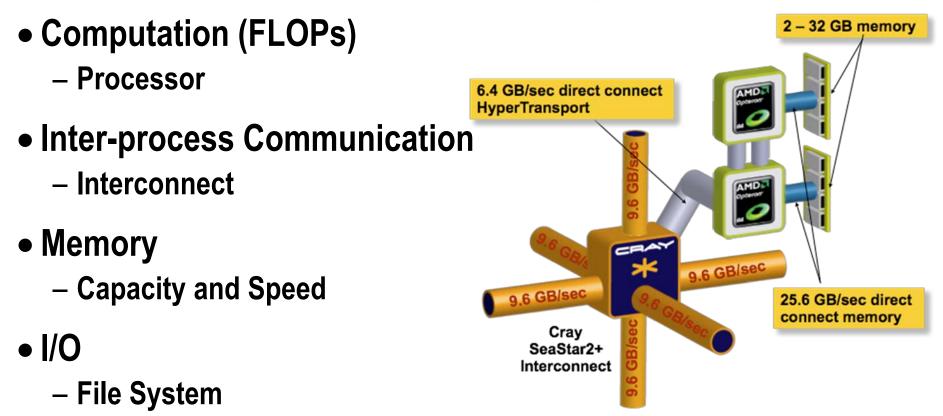
"Summer School 2009: Scaling to Petascale" August 5, 2009



NATIONAL INSTITUTE FOR COMPUTATIONAL SCIENCES

Application Performance

Cray XT5 Compute Node





Factors which affect I/O.

- I/O is simply data migration.
 - Memory 🔶 Disk
 - Cache (L1, L2, L3)
 - RAM
 - Disk
- Size of write/read operations
 - Bandwidth vs. Latency
- Data continuity and locality on disk
 - Bandwidth vs. Latency
- Number of processes performing I/O
- Characteristics of the file system
 - Distributed or Shared







Application I/O Patterns

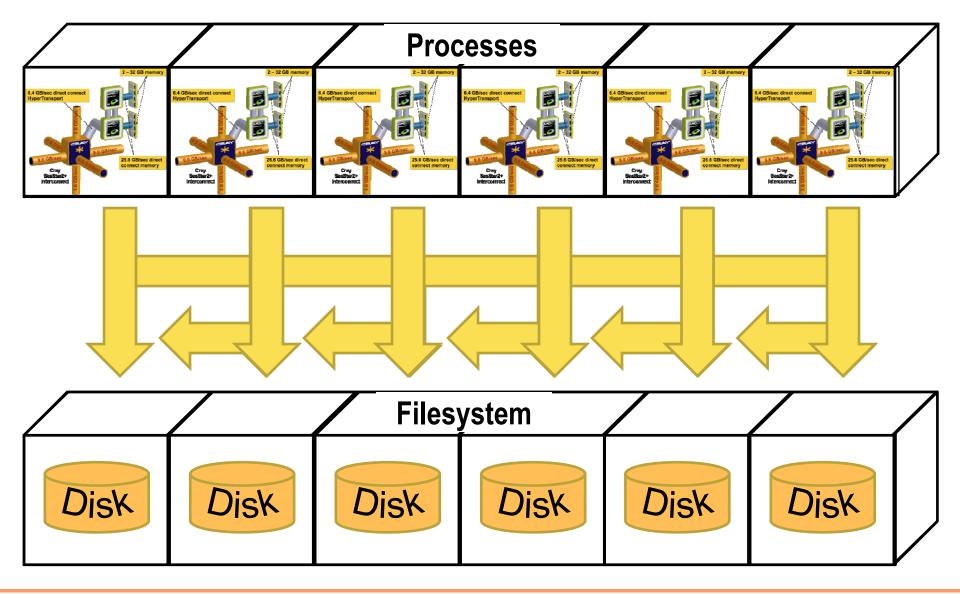
Serial I/O

- Spokesperson
 - One process performs I/O.
- Parallel I/O
- File per Process
 - Each process performs I/O to a single file.
- Single Shared File
 - Each process collectively performs I/O to a single shared file.
- Multiple Shared Files
 - Groups of processes perform I/O to a single shared file.





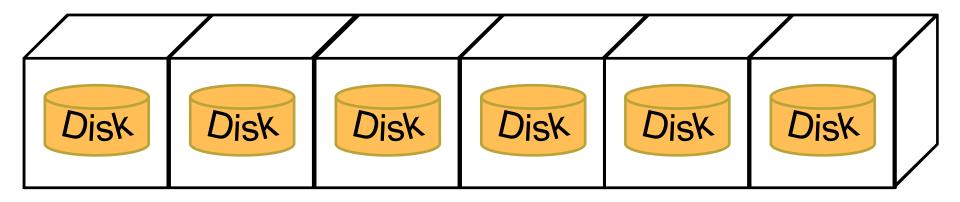
Parallelism





Parallelism

- Process level parallelism
 - MPI
 - IO Libraries (HDF5, MPI-IO, p-netCDF)
- File System parallelism
 - Distributed File System
 - Shared Parallel File System (GPFS, Lustre)







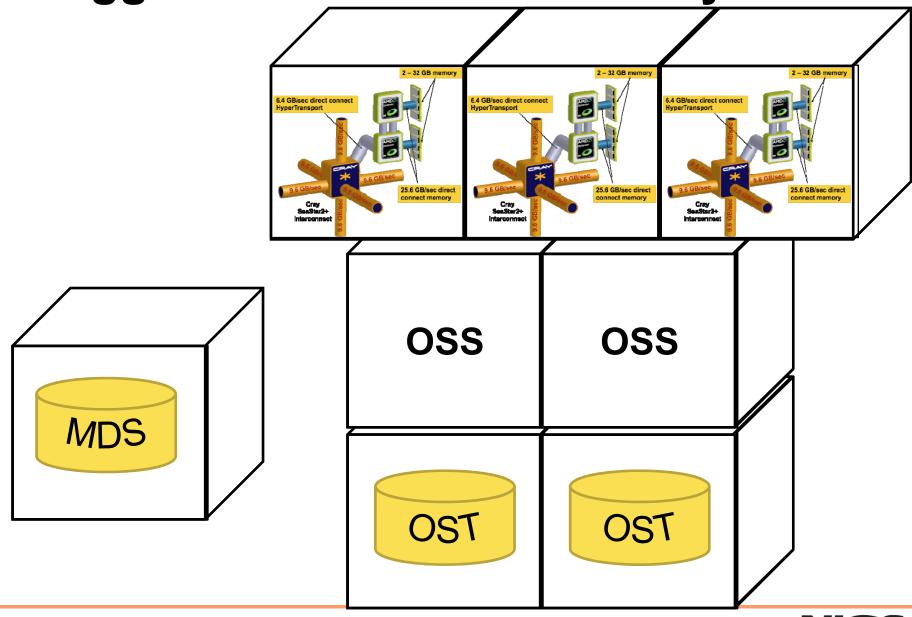
Limits of I/O

- Serial I/O
 - Is limited by the single process which performs I/O.
- Many Process I/O
 - Is limited by the number of disks which are concurrently utilized.
- Distributed File System
 - Files are localized on a single disk.
- Parallel File System
 - Files are localized on a single disk.
 - Files are striped across multiple disks.

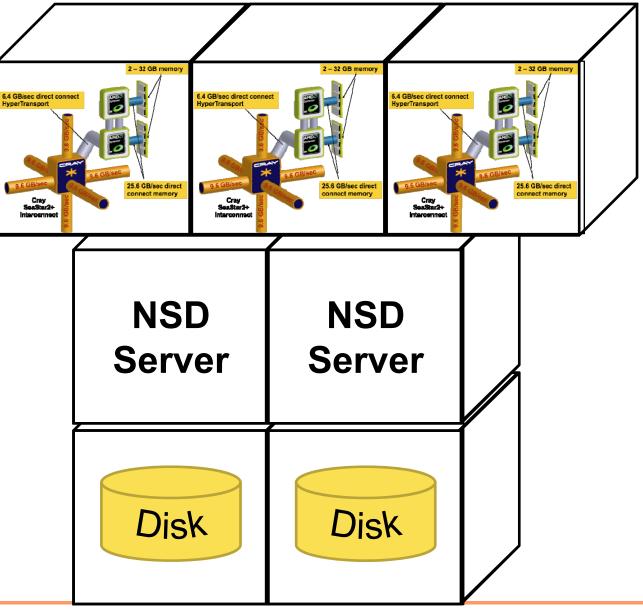




A Bigger Picture: Lustre File System



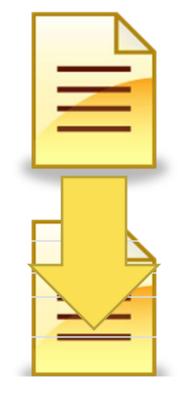
A Bigger Picture: GPFS





Lustre Striping: File Parallelism

- Ifs setstripe
 - Stripe size -s (default: 1M)
 - Stripe count -c 5 (default 4, -1 All)
 - Stripe index -i 0 (default: -1 round robin)
 - < file | directory >



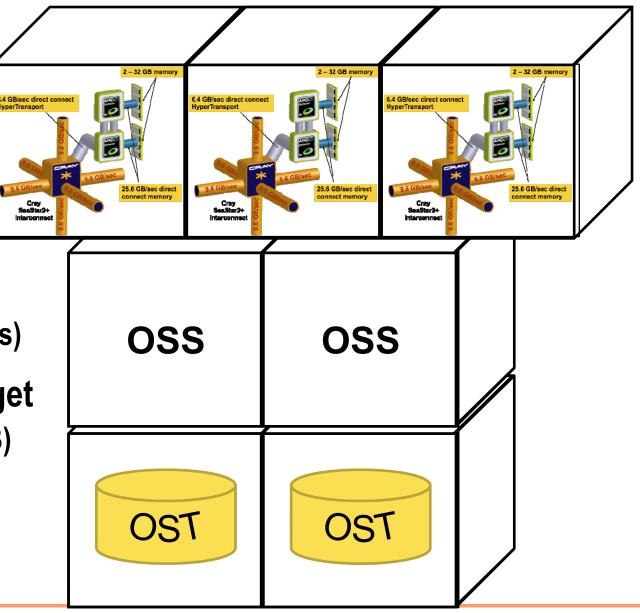




A Bigger Picture

- Computational Nodes
 - Kraken: 8253
- Object Storage Server Nodes

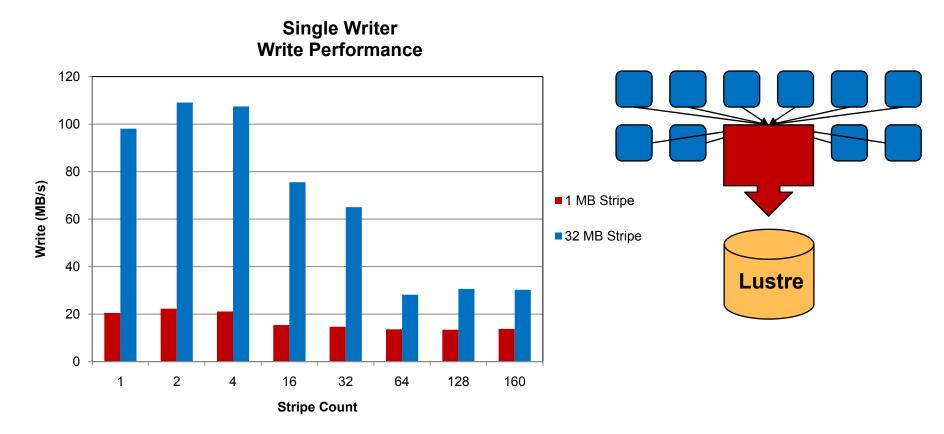
 Kraken: 48 (30 GB/s)
- Object Storage Target
 - Kraken: 336 (2.4 PB)[7.2 TB Disk]





Spokesperson – Serial I/O Importance of data locality

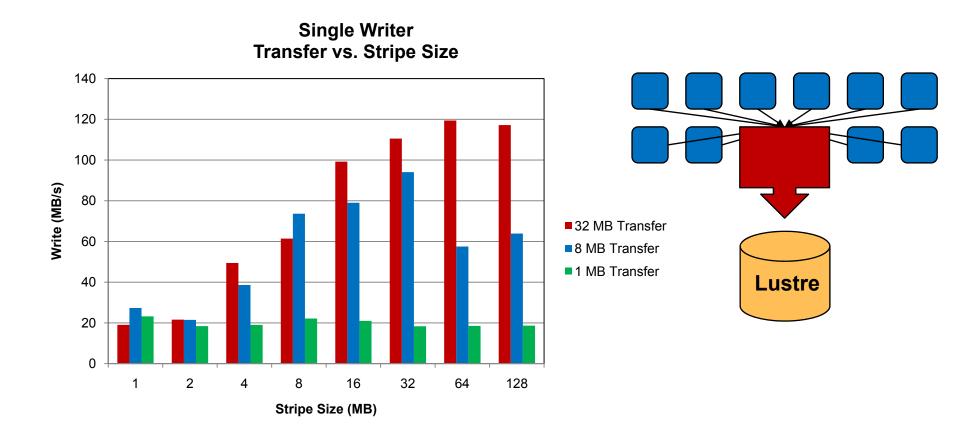
• 32 MB per OST (32 MB – 5 GB) and 32 MB Transfer Size





Spokesperson – Serial I/O Importance of data continuity

• Single OST, 256 MB File Size





Data Locality and Continuity

Data Locality

- Performance is decreased when a single process accesses multiple disks.
- Is limited by the single process which performs I/O.

Data Continuity

- Larger read/write operations improve performance.
- Larger stripe sizes improve performance (places data contiguously on disk).
- Either may become a limiting factor.



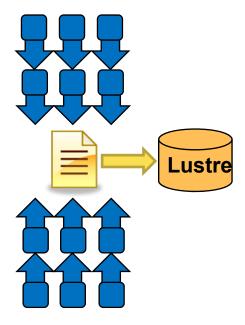
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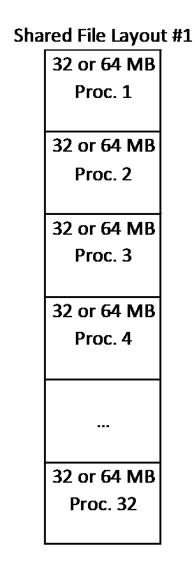


Single Shared File

Important Considerations

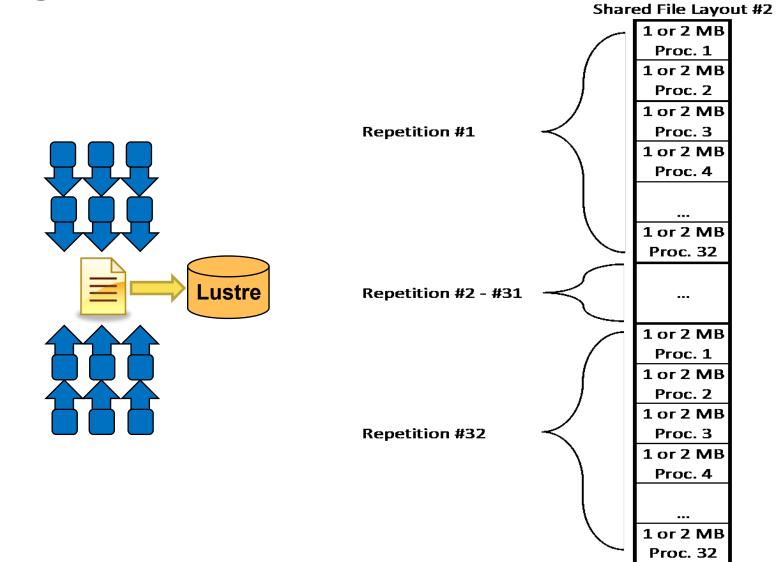
- Data locality
- Data continuity
- Parallel file Structure







Single Shared File





Single Shared File

Single Shared File (32 Processes) 1 GB and 2 GB file Write (MB/s) ■ 1 MB Stripe (Layout #1) Lustre ■ 32 MB Stripe (Layout #1) 1 MB Stripe (Layout #2) **Stripe Count**





Data Locality and Continuity

Data Locality

 Performance is increased when portions of a shared file are localized on a single drive.

Data Continuity

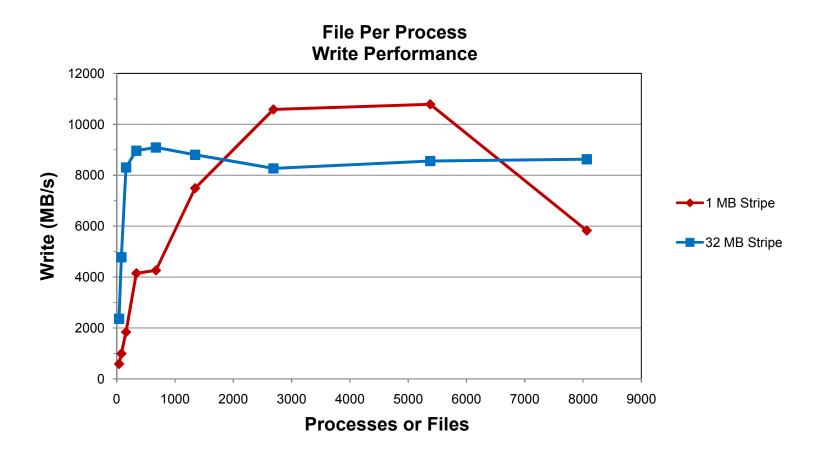
- Larger read/write operations improve performance.
- Larger stripe sizes improve performance (places data contiguously on disk).
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Scalability: File Per Process

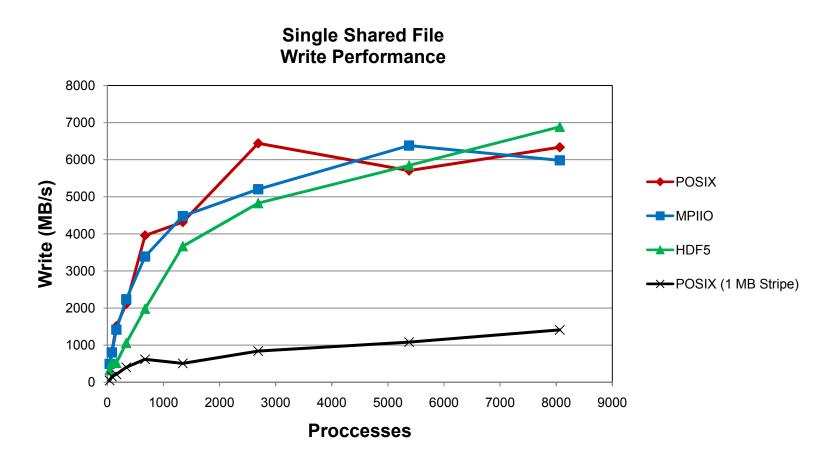
• 128 MB per file and a 32 MB Transfer size





Scalability: Single Shared File

• 32 MB per process, 32 MB Transfer size and Stripe size





Scalability

Serial I/O

Is not scalable. Limited by single process which performs I/O.

• File per Process

- Limited at large process/file counts by:
 - Metadata Operations
 - Contention on a single drive

• Single Shared File

- Limited at large process counts by contention on a single drive.
- File striping limitation of 160 OSTs in Lustre

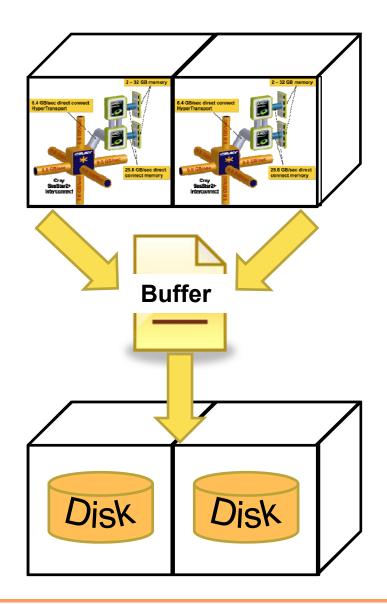




Buffered I/O

Advantages

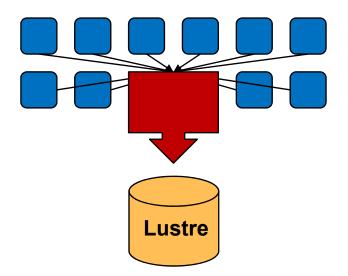
- Aggregates smaller read/write operations into larger operations.
- Examples: OS Kernel Buffer, MPI-IO Collective Buffering
- Disadvantages
 - Requires additional memory for the buffer.
 - Can tend to serialize I/O.
- Caution
 - Frequent buffer flushes can adversely affect performance.





Standard Output and Error

- Standard Ouput and Error streams are effectively serial I/O.
- Generally, the MPI launcher will aggregate these requests. (Example: mpirun, mpiexec, aprun, ibrun, etc..)
- Disable debugging messages when running in production mode.
 - "Hello, I'm task 32000!"
 - "Task 64000, made it through loop."





Binary Files and Endianess

 Writing a big-endian binary file with compiler flag byteswapio

File "XXXXXX"

	Calls	Megabytes	Avg Size
Open	1		
Write	5918150	23071.28062	4088
Close	1		
Total	5918152	23071.28062	4088



• Writing a little-endian binary

File "XXXXXX"

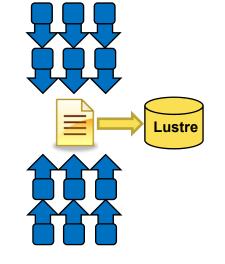
Calls	Megabytes	Avg Size
1		
350	23071.28062	69120000
1		
352	23071.28062	69120000
	1 350 1	1 350 23071.28062 1

• Can use more portable file formats such as HDF5, NetCDF, or MPI-IO.



Case Study: Parallel I/O

- A particular code both reads and writes a 377 GB file. Runs on 6000 cores.
 - Total I/O volume (reads and writes) is 850 GB.
 - Utilizes parallel HDF5
- Default Stripe settings: count 4, size 1M, index -1. – 1800 s run time (~ 30 minutes)
- Stripe settings: count -1, size 1M, index -1. – 625 s run time (~ 10 minutes)
- Results
 - 66% decrease in run time.





Case Study: Buffered I/O

- A post processing application writes a 1GB file.
- This occurs from one writer, but occurs in many small write operations.
 Takes 1080 s (~ 18 minutes) to complete.
- IOBUF was utilized to intercept these writes with 64 MB buffers.
 - Takes 4.5 s to complete. A 99.6% reduction in time

).	

File "ssef cn 2	2008052600f	.000"				
	Calls	Seco	onds	Megabytes	Megabytes/sec	Avg Size
Open	1	0.001	1119			
Read	217	0.247	7026	0.105957	0.428931	512
Write	2083634	1.453	3222	1017.398927	700.098632	512
Close	1	0.220	0755			
Total	2083853	1.922	2122	1017.504884	529.365466	512
Sys Read	6	0.655	5251	384.000000	586.035160	67108864
Sys Write	17	3.848	8807	1081.145508	280.904052	66686072
Buffers used		4 (256 MB))			
Prefetches		6				
Preflushes		15				



Fault Tolerance: Faults

- MTBF Mean Time Between Failure
- MTBI Mean Time Between Interrupt
 - (Includes scheduled maintenance)

	MTBF	МТВІ	Period
Kraken XT5	141.7 hours (5.9 days)	89.6 hours (3.7 days)	Feb 09 - July 09
Kraken XT5	139.5 hours (5.8 days)	91.0 hours (3.8 days)	April 09 - June 09

	Total Jobs	Jobs Failed*	Period
Kraken XT5	70,016	1409 (2.0%)	April 09 - June 09

* Due to System Failure



Fault Tolerance: Tolerance

- First, allow application to generate checkpoint files.
 - Should be minimal in size.
 - Should not be written too often.
- Keeping checkpoint files minimal
 - Only incorporate unique information. Allow application to calculate or derive appropriate information.
- Keeping the checkpoint generation low.
 - The goal isn't to keep all information at all times. (checkpointing after every iteration.)
 - Pick a write frequency which allows for a reasonable loss of computation time.



References

- Lustre File System White Paper October 2008
 - <u>http://www.sun.com/software/products/lustre/docs/lustrefilesy</u> <u>stem_wp.pdf</u>
- GPFS: Concepts, Plannin, and Installation Guide
 - http://www.publib.boulder.ibm.com/epubs/pdf/a7604132.pbf
- Introduction to HDF5
 - <u>http://www.hdfgroup.org/HDF5/doc/H5.intro.html</u>
- The NetCDF Tutorial
 - <u>http://www.unidata.ucar.edu/software/netcdf/docs/netcdf-tutorial.pdf</u>

