# Exascale Many-Task Computing with a Billion Processors

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- Overview
- Past Work
- Future Work
  - Motivation
  - Proposal
- Work-in-Progress

## Many-Task Computing HPC ← MTC → HTC

#### HPC: High-Performance Computing

- Synonymous with supercomputing
- Tightly-coupled applications
- Implemented using Message Passing Interface (MPI), needs low latency networks

Input

Measured in FLOPS

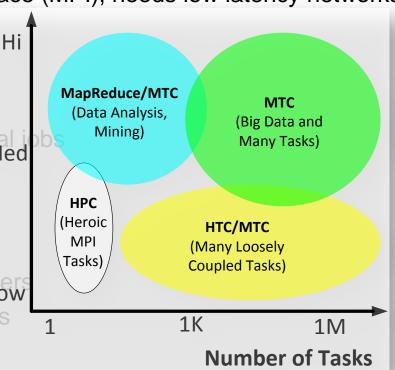
#### HTC: High-Throughput Computing Data Size

- Typically applied in clusters and grids
- Loosely-coupled applications with sequential Med
- Measured in operations per month or years

#### MTC: Many-Task Computing

- Bridge the gap between HPC and HTC
- Applied in clusters, grids, and supercomputers
- Loosely coupled apps with HPC orientations
- Many activities coupled by file system ops
- Many resources over short time periods

[MTAGS08] "Many-Task Computing for Grids and Supercomputers"





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## **Many-Task Computing Reality or Vaporware?**

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Max CPUs: 166.305

CPU Hours: 2.03M

Num Tasks: 173M

Aver Task Exec: 64±486

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008 1012 008 1208

- Real systems
  - Swift
  - Falkon
- Scalability

  - Gigascale: multiple of endes
     Terascale: clus ers with 10%
     Open Science Group Open Science Grid 60 40

1000000

100000

- Petascale: Blue Genc/R at 160K-cores, Sun Constelation, Cray XT5

Bermin

- Data intensive applications
  - Data diffusion
  - Collective data management

417612009

Allocated CPUs

Delivered Tasks

9/1/2008

11/01/2/2008 11122008

8/11/2008

12/13/2008

11/3/2009 21/312009 3/16/2009 200

160

20

0

180 Ioi Millio

## Many-Task Computing Applications

- Astronomy
- Astrophysics
- Economic Modeling
- Pharmaceutical Domain
- Chemistry
- Bioinformatics
- Neuroscience Domain
- Cognitive Neuroscience
- Data Analytics

- Data Mining
- Biometrics
- Molecular docking
- Uncertainty in economic models
- Structural equation
  modeling
- Posttranslational protein modification
- Climate modeling

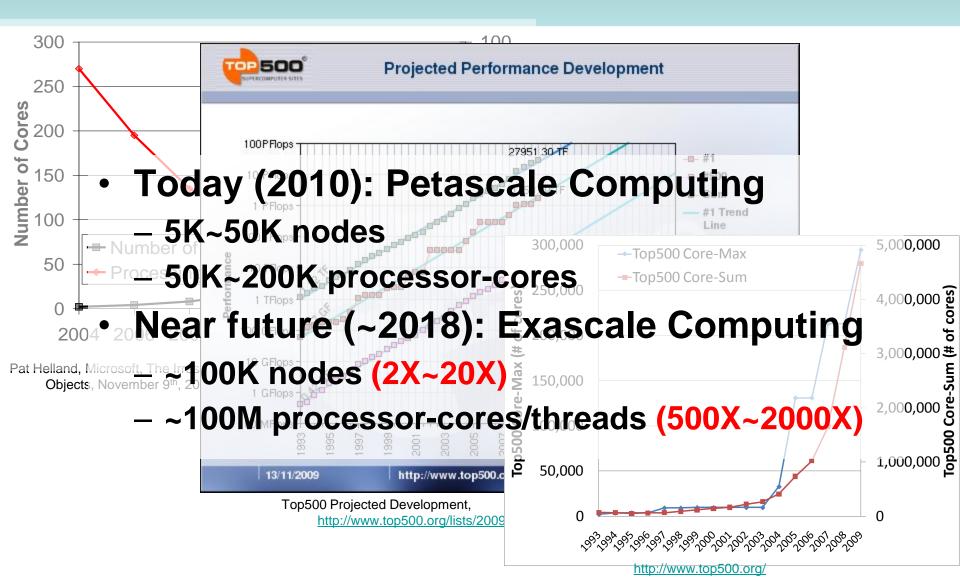
## Many-Task Computing Building a community

- Publications
  - 30+ articles over 5 years, 800+ citations, 30+ collaborators
  - 2 dissertations (Zhao 2007, Raicu 2009)
- Building a community
  - 2008-2009: 102 abstracts, 78 papers, 3 venues
  - ACM MTAGS 2008, at SC08 (6 papers)
  - IEEE MTAGS 2009, at SC09 (14 papers)
  - IEEE TPDS, SI on MTC, 2010 (~13 papers)
- Other related activities
  - ACM ScienceCloud2010 at HPDC2010
  - Courses: Big Data, Data-Intensive Distributed Computing,



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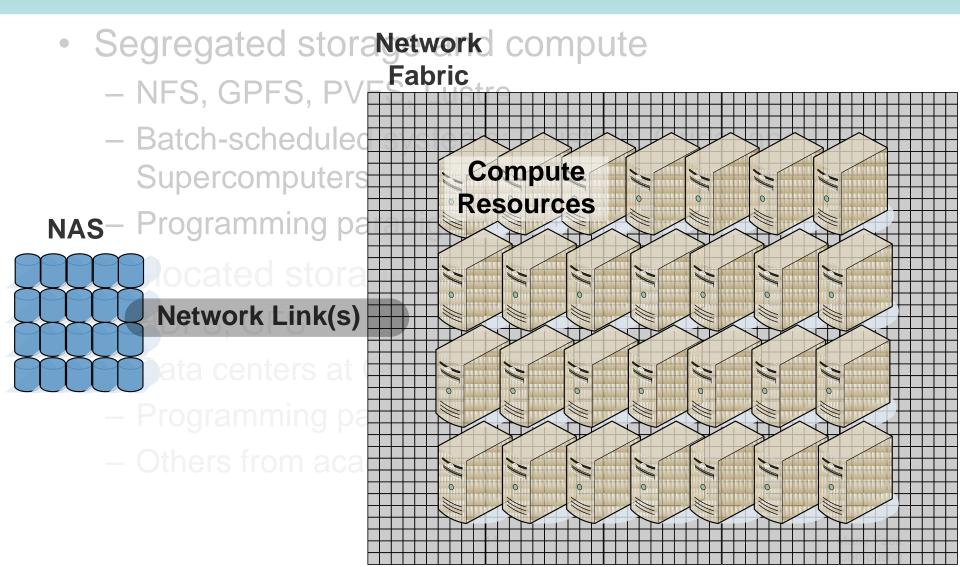
### **Projected Growth Trends**



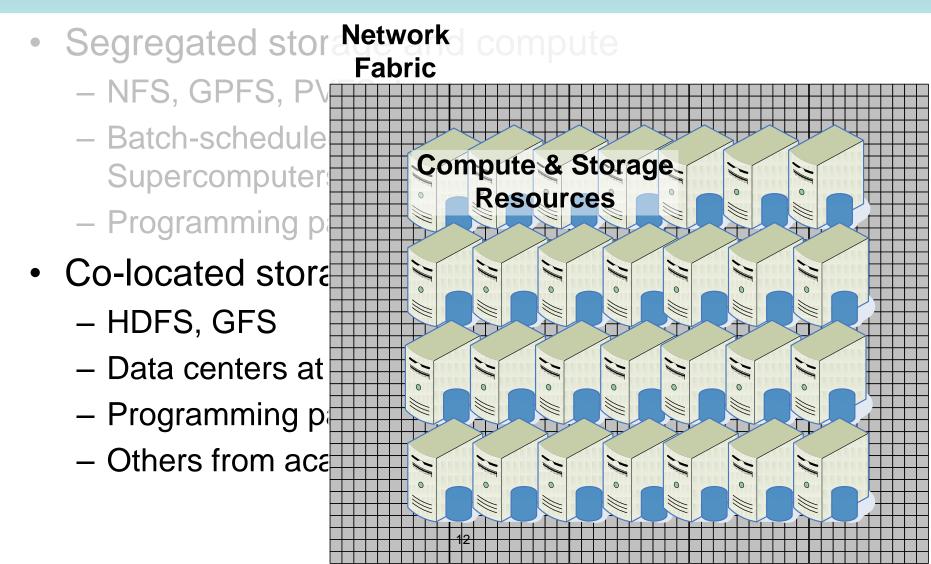
#### **Storage Performance Trends**

- Single Node Disk Performance
  - 2002 (2-cores): 70GB SCSI, 100MB/s (~50MB/core)
  - 2010 (8-cores)
    - 2TB SATA, 140MB/s (~18MB/core)
    - 256GB SSD, 260MB/s (~33MB/core)
    - 1TB SSD (RAID), 870MB/s (~109MB/core)
    - 10TB SATA (RAID), 1424MB/s (~178MB/core)
- Network Attached Storage
  - 2002 (2K-cores): BG/L, GPFS, 1GB/s (~0.5MB/core, 100X reduction)
  - 2010 (160K-cores): BG/P, GPFS, 65GB/s (~0.4MB/core, 438X reduction)
  - 2011 (1.2M-threads): Bluewaters needs ~480GB/s to sustain ~0.4MB/thread
  - 2018 (100M-threads): Exascale needs ~40TB/s to sustain ~0.4MB/thread

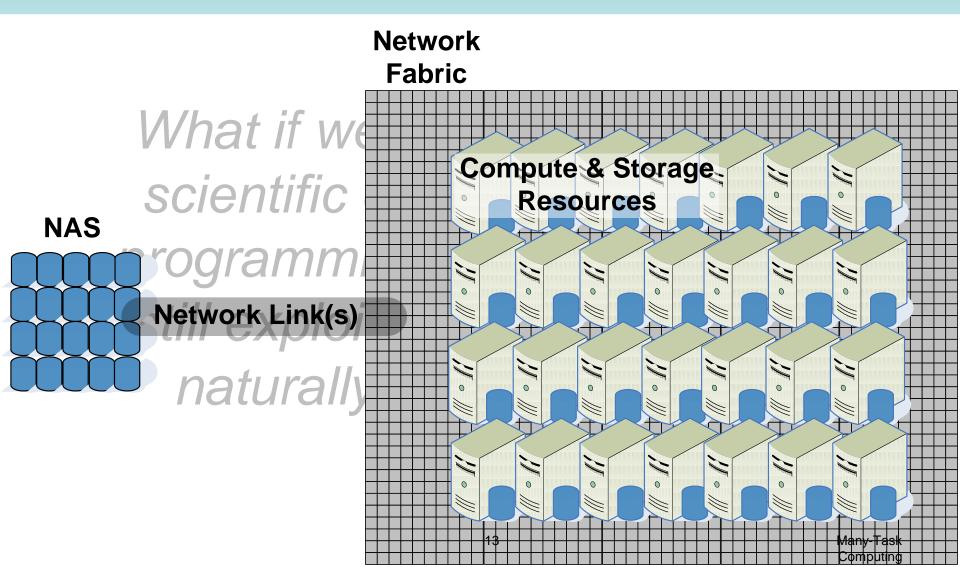
#### State of the Art Storage Systems: Parallel File Systems



### State of the Art Storage Systems: Distributed File Systems



#### Combine State of the Art Storage Systems



### Why is all this important?

- MTTF is likely to decrease with system size
  - Loosely coupled asynchronous programming models (MTC as opposed to HPC) are more realistic to scale to exascales with high parallelism and concurrency
- Support for data intensive applications/operations
  - Fueled by more complex questions, larger datasets, and the many-core computing era
  - HPC: OS booting, application loading, check-pointing
  - *HTC*: Inter-process communication
  - MTC: Metadata intensive workloads, inter-process communication



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#### Exascale Supercomputing Architecture

- Compute
  - 100K nodes, with ~1K threads/cores per node
  - ~10GF per thread/core
- Networking
  - N-dimensional torus
  - Meshes
- Storage
  - SANs with spinning disks will replace today's tape
  - SANs with SSDs might exist, replacing today's spinning disk SANs
  - SSDs will exist at every node

### Some Challenges to Overcome at Exascale Computing

- Programming paradigms
  - HPC is dominated by MPI today
  - Will MPI scale another 4 orders of magnitude?
  - MTC has better scaling properties (due to its asynchronous nature)
- Network topology must be used in job management, data management, compilers, etc
- Storage systems will need to become more distributed to scale

#### **Proposed Work Directions**

#### Decentralization is critical

- Computational resource management (e.g. LRMs)
- Storage systems (e.g. parallel file systems)
- Data locality must be maximized, while preserving I/O interfaces
  - POSIX I/O on shared/parallel file systems ignore locality
  - Data-aware scheduling coupled with distributed file systems that expose locality is the key to scalability over the next decade

#### **Proposed Work**

- Develop theoretical and practical aspects of building efficient and scalable support for MTC
- Build a new distributed data-aware execution fabric that will support HPC, MTC, and HTC
  - Scale to at least millions of processors with 1-core granularity
  - Scale to petabytes of storage with billions of files
  - Verify through simulations scalability to a exascale levels (billions of processors, exabytes of storage)

#### Proposed Work (cont)

- Building on research results of Swift and Falkon
- Library-based APIs to support a variety of languages
- Clients submit computational jobs into the execution fabric to any compute node
- The fabric will:
  - Guarantee jobs will execute at least once
  - Optimize data movement
  - Be elastic
  - Support job dependencies
  - Load-balance via work stealing

#### Proposed Work (cont)

- Building on research results of data-diffusion
- Data will be automatically replicated
- Data access semantic
  - POSIX-like compliance for generality
  - Relaxed semantics to increase scalability
    - Eventual consistency on data modifications
    - Write-once read-many data access patterns
- Distributed metadata management
  - Employ structured distributed hash tables
  - Should scale logarithmically with system size
  - Can leverage network-aware topology overlays

#### Outline

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#### Work-in-Progress

- Distributed execution fabric
  - In the design phase
    - Linux, library-based APIs, C/C++, ysSSL, work stealing for loadbalancing, support for simple workflow specification
- Distributed file system
  - Functional prototype
    - Implementation in C/C++
    - Supports open, read, write, close, and stat (FUSE support soon)
    - Distributed meta-data management via a structured DHT (Chord)
- Prototype ETA: ~July 2010

#### More Information

- More information: <u>http://www.eecs.northwestern.edu/~iraicu/</u>
- Related Projects:
  - Falkon: http://dev.globus.org/wiki/Incubator/Falkon
  - Swift: http://www.ci.uchicago.edu/swift/index.php
- People contributing ideas, slides, source code, applications, results, etc
  - Ian Foster, Alex Szalay, Rick Stevens, Mike Wilde, Jim Gray, Catalin Dumitrescu, Yong Zhao, Zhao Zhang, Gabriela Turcu, Ben Clifford, Mihael Hategan, Allan Espinosa, Kamil Iskra, Pete Beckman, Philip Little, Christopher Moretti, Amitabh Chaudhary, Douglas Thain, Quan Pham, Atilla Balkir, Jing Tie, Veronika Nefedova, Sarah Kenny, Gregor von Laszewski, Tiberiu Stef-Praun, Julian Bunn, Andrew Binkowski, Glen Hocky, Donald Hanson, Matthew Cohoon, Fangfang Xia, Mike Kubal, Alok Choudhary...
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