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Towards Simulation of an Unified Address Space for 128-bit Massively Parallel Computers

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CONTEXT

Distributed Architectures

A cluster is a multicore computer that has its own memory hierarchy (multi-level caches and DRAM) and accelerators (such as GPUs). They are connected to each other through a high-performance communication network.

Cluster

C22 list

Programming Models

Within a cluster, memory coherence is ensured by hardware protocols, such that CPUs and accelerators communicate through a **shared memory.**

Beyond a cluster, coherence cannot be efficiently guaranteed. Processes in

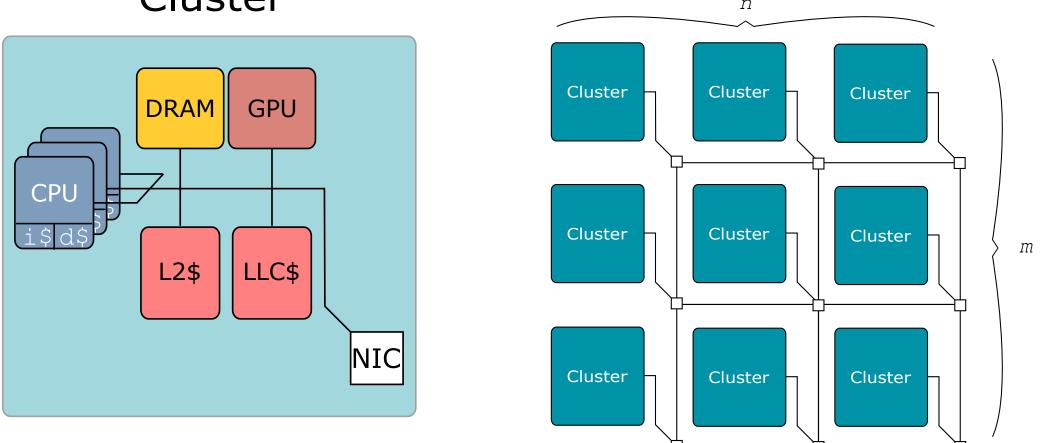


Fig 1. An example of a typical clustered architecture, as can be found in high performance computing (HPC).

SIMULATION OF A DISTRIBUTED SYSTEM

QEMU

QEMU is an open-source machine emulator. Multiple architectures can be executed in a single host. It provides a virtual model of an entire machine (CPU, memory and devices). We chose it for three main reasons:



different clusters do not have access to each other's address space. Data can only be shared by **message passing** through the communication network.

A **global address space** offers a simplified programming model for distributed systems. It provides a high-level abstraction of the memory, hiding the complexity associated to its management.

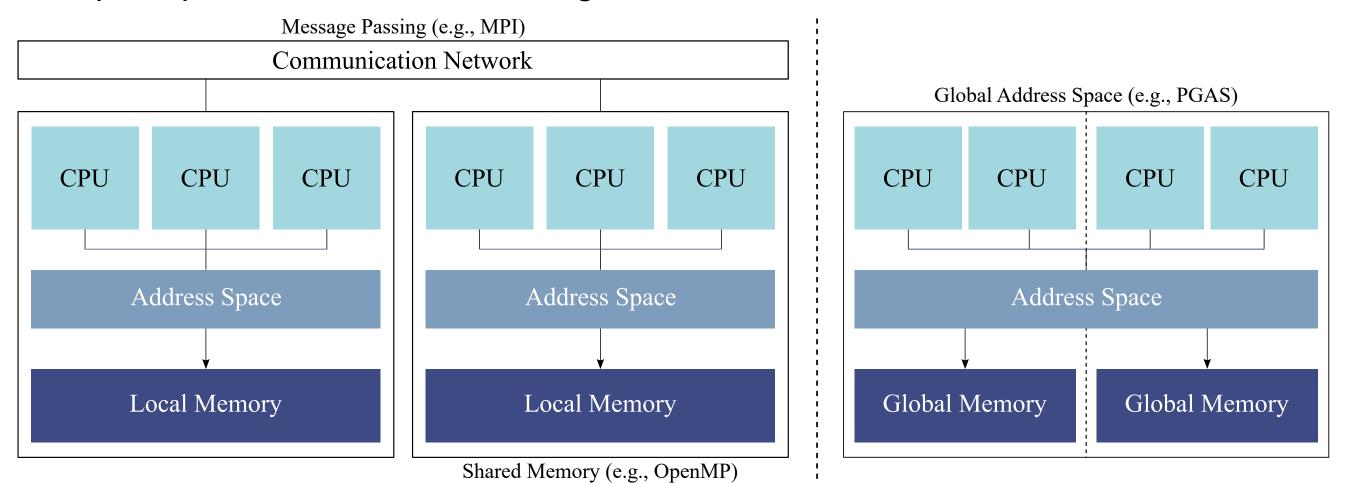


Fig 2. Shared Memory is used for parallelism inside a cluster, and Message Passing for parallelism between clusters.

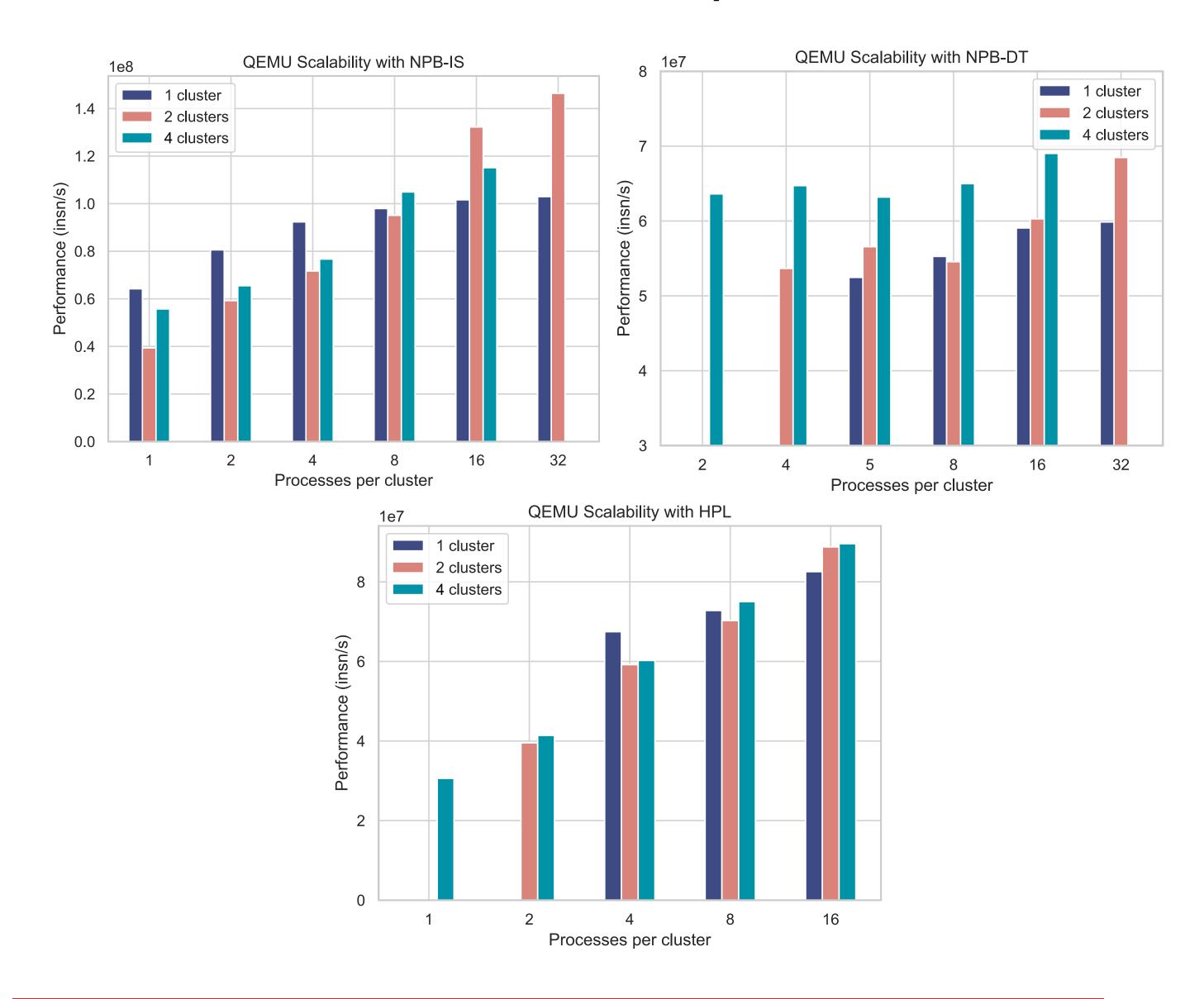
MPI requires developers to expllicitly define the communication and synchronization points. Also, pointers cannot be shared, which complexifies the transfer of structured data from one process to another. PGAS, on the other hand, eliminates the need for explicit communication, but introduces challenges related to data consistency and synchronization.

NON-INTRUSIVE WORKLOAD ANALYSIS

translation (DBT) to i reach very high s simulation speed. Also, i QEMU's scalability on SMP machines is good s [1].

interfaces to extend the simulator and add proper in HPC might, in the next decade, exceed 2⁶⁴ bytes. It allows us to rethink the subscribe to events during translation and execution of instructions [2].

Scalability



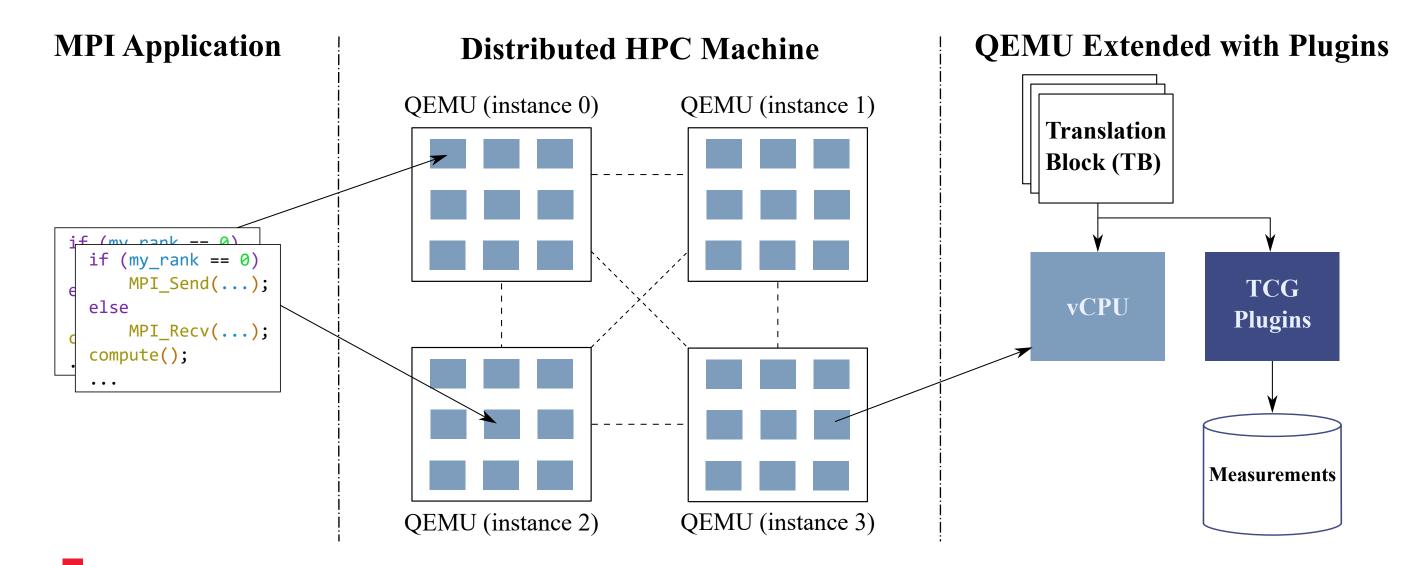


Fig 3. How to use QEMU to profile MPI calls.

To retrieve the metrics of interest, we need to monitor the code during execution. We need to know beforehand the virtual addresses of the MPI functions in the binary code. Through a QEMU plugin, we can monitor the translation blocks executed and profile the calls.

Results

We can gather metrics such as: number of instructions during a MPI call, number of system calls and number of memory accesses.

			Syscalls					
Function	n _p	1 cluster	2 clusters	4 clusters			Syscalls	
	1	0	1	624		1		

References

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	1		4	000	FUNCTION	Пр	I Cluster	z ciuslers	4 Clusters
MPI_Allreduce	2 4 8 16 32	93 78 80 85 144	41 3656 5056 4203 294	888 2379 2178 126 -	MPI_Send	5 8 16 32	9 10 11 19	9 10 12 22	10 10 15 -
MPI_Alltoall∨	1 2 4 8 16 32	37 59 51 55 65 109	4763 7627 8529 8762 9756 10666	5488 5809 6792 7242 4361	MPI_Recv	5 8 16 32	4 5 11 9	4 5 7 9	4 5 8 -

Table I. Number of syscalls during MPI calls of NPB-IS. Table II. Number of syscalls during MPI calls of NPB-DT.

	No plugin	insr	n plugin	MPI plugin		
n _p	MIPS	MIPS	Slowdown	MIPS	Slowdown	
1	74.3	64.2	13.6%	40.0	46.1%	
2	101.6	80.6	20.7%	48.7	52.0%	
4	126.2	92.3	26.9%	53.7	57.4%	
8	155.3	97.9	36.9%	60.0	61.3%	
16	170.0	101.6	40.2%	64.5	62.1%	
32	203.2	102.9	49.3%	72.3	64.4%	

Table III. Impact of the plugins during execution of NPB-IS.

