Control-based runtime management of HPC systems with support for reproducible experiments

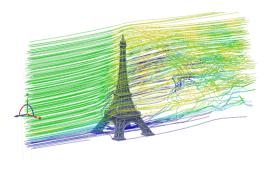
PhD Thesis Defense

Quentin GUILLOTEAU Ctrl-A and DataMove teams 2023-12-11

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High Performance Computing (HPC)





Computations too demanding ~ need **several powerful** machines ~ expensive ~ shared ~ **reservation process**

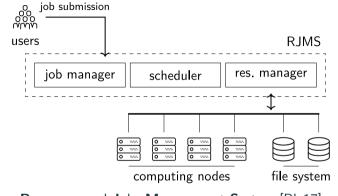
Resources and Job Management System

HPC Jobs

- Some computations
- Static resource allocation
- Static time allocation

HPC Cluster

- Computing nodes
- Interconnected
- High speed network, I/O



Resources and Jobs Management System [Ble17]

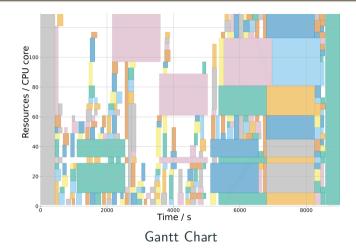
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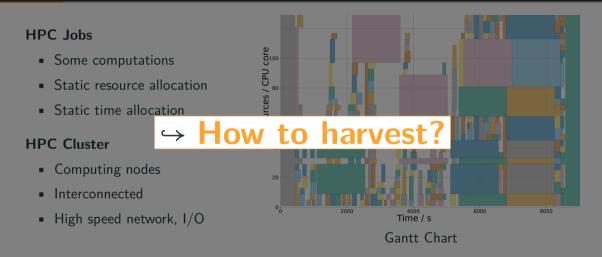
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Idle Resources = Wasted Computing Power and Money 3/29

Resources and Job Management System



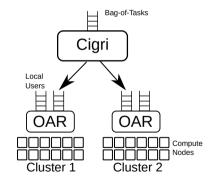
Idle Resources = Wasted Computing Power and Money

Harvesting Idle Resources

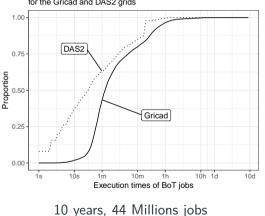
Main idea: Use smaller, killable jobs (e.g., Big Data [Mer+17], FaaS [Prz+22])

CiGri [GRC07]

- Grid middleware used at Gricad
- Bag-of-tasks: many, multi-parametric
- Best-effort Jobs: Lowest priority
- Objectives:
 - Collect grid idle resources
 - Reduce pressure on RJMS
- Submits like a *periodic tap*
 - submits jobs then,
 - waits for *all* jobs to terminate
 - → suboptimal!



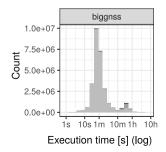
CiGri jobs [GRR22]



Cumulative distribution function of BoT jobs exec times for the Gricad and DAS2 grids

Example: BigGNSS [Dép+18]

- A lot of satellites \implies a lot of data
- Several stations ~> Campaigns
- Subdivision of the processing ~> Jobs
- Unique binary + different inputs



Problem

 \hookrightarrow Unpredictability \implies runtime management

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In this PhD thesis

1. How to **submit** CiGri jobs to harvest idle resources with **controlled** degradation for priority users?

Problem

 $\hookrightarrow \mathsf{Unpredictability} \implies \mathsf{runtime} \ \mathsf{management}$

In this PhD thesis

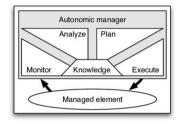
- 1. How to **submit** CiGri jobs to harvest idle resources with **controlled** degradation for priority users?
- 2. How to improve the **cost** and **reproducibility** of experiments on grid/cluster systems?

Harvesting idle resources

Runtime Management: Autonomic Computing (AC)

AC and the MAPE-K Loop [KC03]

- Auto-regulation given high-level objectives
- implementations: rules, AI, etc.



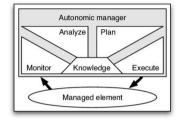
Runtime Management: Autonomic Computing (AC) and Control Theory

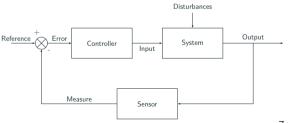
AC and the MAPE-K Loop [KC03]

- Auto-regulation given high-level objectives
- implementations: rules, AI, etc.

Control Theory

- Regulate dynamical systems
- physical systems
- mathematically proven properties
- performance, robustness, explainability



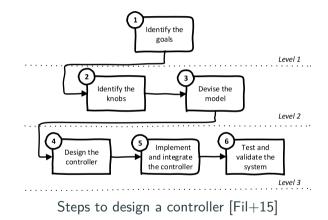


Problem formulation

- Use Control Theory to....
- ...harvest idle resources...
- ...in a non-intrusive way
- max cluster utilization

 \leftrightarrow Focus on I/O degradation

min degradation of performance

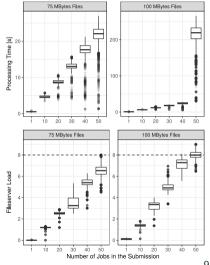


Actuators (u)

Number of jobs submitted by CiGri

Sensors (y)

- File-System (NFS):
 - indirect measure of overhead
 - /proc/loadavg [FZ87]
 - \simeq number of processes running
 - well known by system administrators
 - Exponential Smoothing → Inertia
 → Nice for the control

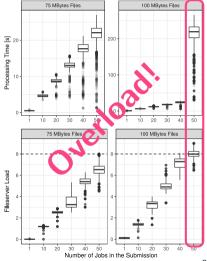


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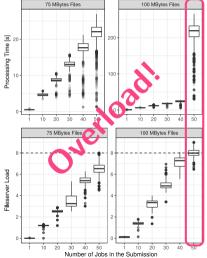


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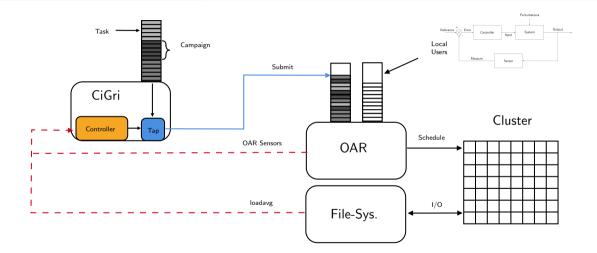
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 - know limits of sensor
- Cluster: OAR API (nb running, waiting jobs)



Feedback loop in CiGri



Reference value: acceptable load on the File-System, chosen by system admins

First, a Model ... (i.e., how does the system behave without Control)

$$\mathbf{y}(k+1) = \sum_{i=0}^{k} a_i \times \mathbf{y}(k-i) + \sum_{j=0}^{k} b_j \times \mathbf{u}(k-j)$$

... then a (P) Controller (i.e., the Closed-Loop behavior)

 $\mathbf{u}(k) = \mathbf{K}_p \times Error(k)$

Sensors & Actuators

- Actuator: #jobs to sub ~> u
- Sensor: FS Load ~y
- Error(k) = Reference Sensor(k)

Methodology

- 1. Open-Loop experiments (fixed u)
- 2. Model parameters (a_i, b_j)
- 3. Choice controller behavior (K_*)

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$$\mathbf{u}(k) = \mathbf{K}_{p} \times Error(k) + \mathbf{K}_{i} \times \sum_{i}^{k} Error(i) + \mathbf{K}_{d} \times (Error(k) - Error(k-1))$$

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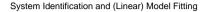
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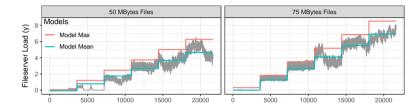
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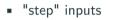
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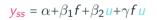
3. Devise the model - Open-Loop Experiments

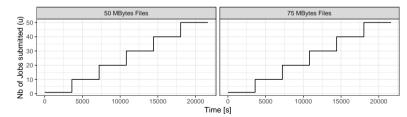






- \neq I/O loads (f)
- observe behavior
- linear model





First order model: $\mathbf{y}(k+1) = \mathbf{a} \times \mathbf{y}(k) + \mathbf{b} \times \mathbf{u}(k) \rightsquigarrow \mathbf{a}, \mathbf{b} = ?$

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Open-Loop Experiments

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Open-Loop \checkmark Model (1st order) Experiments \checkmark $\mathbf{y}(k+1) = a \times \mathbf{y}(k) + b \times \mathbf{u}(k)$

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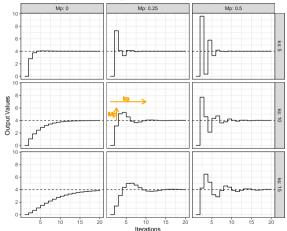
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Where are we?

4. Design the controller

Controller Gains are ... functions of the model and

- k_s: maximum **time** to steady state
- *M_p*: maximum **overshoot** allowed

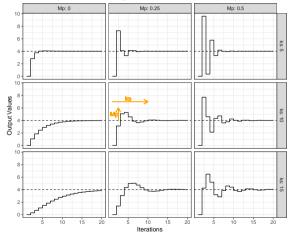


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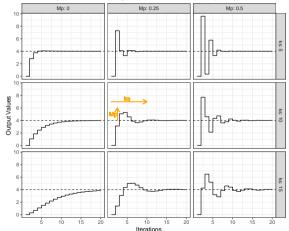
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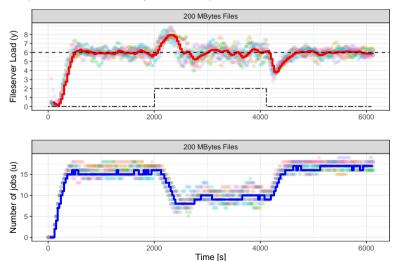
Non-Intrusive Harvesting

- no overshoot
- but "fast" response



Closed loop behaviour of our system for different values of (ks, Mp)

5./6. Implement and validate the controller - Evaluation with synthetic jobs

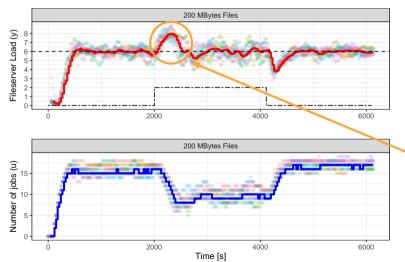


Response of the Controlled System to a Step Perturbation

- constant reference
- synthetic jobs
- step disturbance

Manage to control the load of the File-System

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Response of the Controlled System to a Step Perturbation

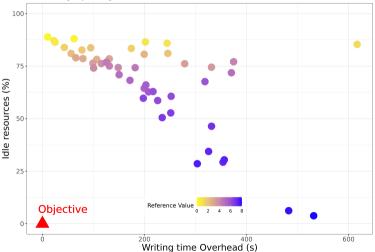
- constant reference
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- step disturbance

Manage to control the load of the File-System

takes time to react ↔ might cause overload

Trade-off: Idleness versus Performance degradation (I/O Overhead)

Cluster Usage by Writing Time of MADBench2



- MADBench2 [Bor+07]
- various reference values
- compute idle resources
- compute I/O overhead

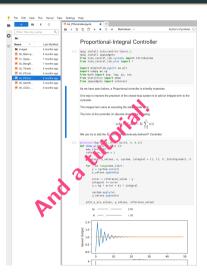
Trade-off between Harvesting & I/O overhead through the reference value

A note on controllers' reusability

- Controllers linked to the identified system
- what if new cluster? new configuration?
- Grid/Cluster administrators
 → not control theory experts!
- compared 3 controllers (w.r.t. portability, guarantees, competence required)
- example: Portability vs. Performance
- → gave recommendations for system administrators

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Control-based harvesting of idle resources: Wrapping up

Objectives

- Control CiGri submissions based on File-System load \checkmark
- Control CiGri submissions to reduce idle/killed wasted time \checkmark
- Can merge controllers! (with some subtelties)
- Guidelines for system administrators \checkmark
- Tutorial to introduce control theory to computer scientists \checkmark

- Tested with *synthetic* jobs ~> real trace
- Need more info about CiGri jobs' I/O patterns
- Submissions to several clusters
- Sensor for Parallel File-System (PFS) ?

Control-based harvesting of idle resources: Wrapping up

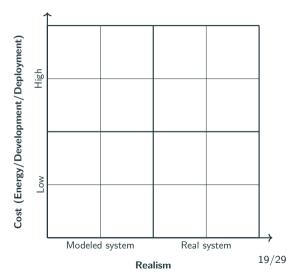
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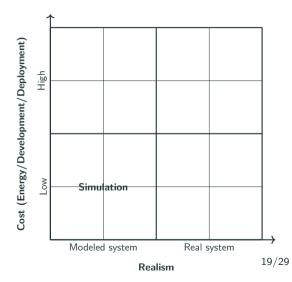
Take Away: Control Theory valuable approach to exploit such trade-offs

- Tested with *synthetic* jobs ~ real trace
- Need more info about CiGri jobs' I/O patterns
- Submissions to several clusters
- Sensor for Parallel File-System (PFS) ?

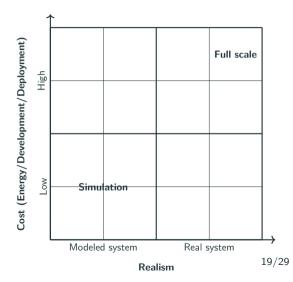
Experiment costs and reproducibility



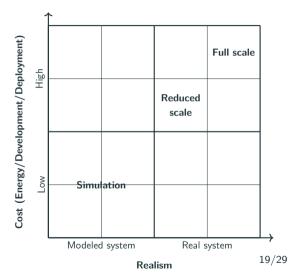
 Simulation: fast ©, modeled ©, poor sensor support ©, poor PFS support ©



- Simulation: fast ©, modeled ©, poor sensor support ©, poor PFS support ©
- Full scale: real environment ©, expensive and difficult ©

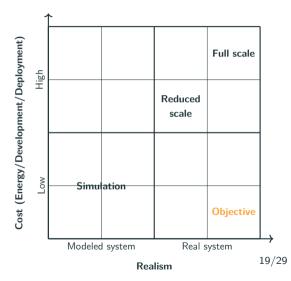


- Simulation: fast ©, modeled ©, poor sensor support ©, poor PFS support ©
- Full scale: real environment ③, expensive and difficult ③
- Reduced scale: real environment ©, cheaper ©, realistic ? ☺

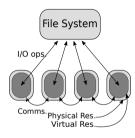


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Objective: Low cost, realist experiments on the real system

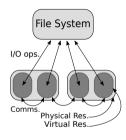


The idea: Deploy more "virtual" resources on one physical machine (a oversubscribing)



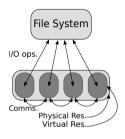
Scale 1:1

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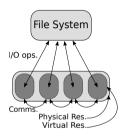
Scale 1:2

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Scale 1:4

The idea: Deploy more "virtual" resources on one physical machine (~ oversubscribing)



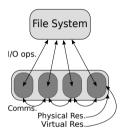
Scale 1:4

- + less resources deployed
- + real system/environment

20/29

 $+ \ {\rm represents} \ {\rm full} \ {\rm scale} \ {\rm system}$

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Scale 1:4

- + less resources deployed
- + represents full scale system
- + real system/environment
- new job model: sleep + dd

20/29

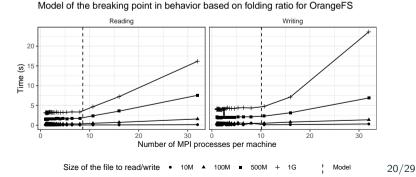
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- File System
 - Scale 1:4

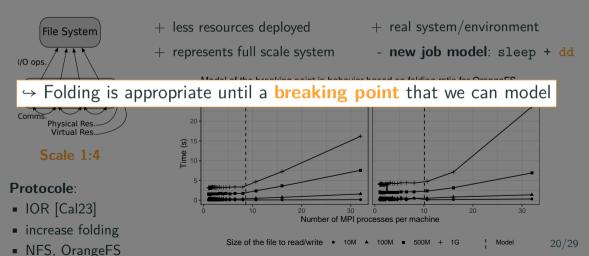
Protocole:

- IOR [Cal23]
- increase folding
- NFS, OrangeFS

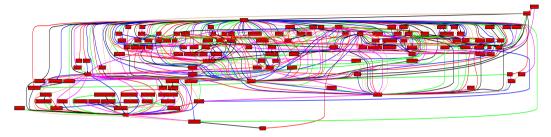
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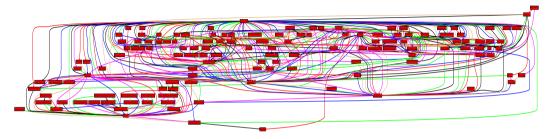


Complex Software Environments



Graph of CiGri's software dependencies

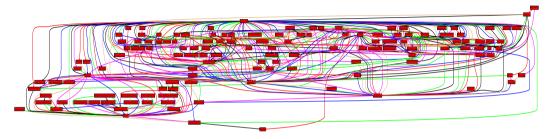
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 \rightarrow and RJMS, PFS, jobs, etc. \rightarrow very complex to manage/modify

Complex Software Environments

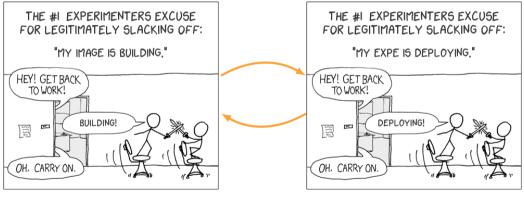


Graph of CiGri's software dependencies

 → and RJMS, PFS, jobs, etc. ~ very complex to manage/modify
 How to develop/deploy easily complex software environments in a reproducible fashion?

Generating Distributed Software Environments

→ Difficult, Time-consuming, Script-based tools, and Iterative process



 $\simeq 10/15$ mins

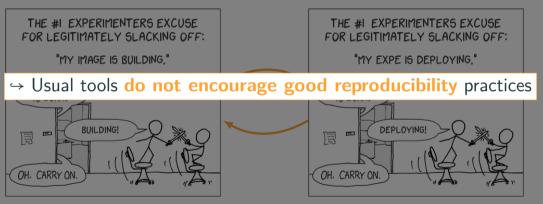
$\simeq 5/10$ mins

↔ Easy to depend on an external state: base image, apt mirror, git repository 22/29

Generating Distributed Software Environments

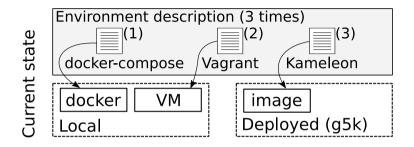
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 \hookrightarrow Difficult, Time-consuming, Script-based tools, and Iterative process



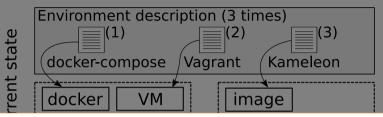
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→ Easy to depend on an external state: base image, apt mirror, git repository 22/29



'So essentially, I want to create a debian12-nfs.qcow2 for VMs equivalent to grid5000's debian12-nfs image. One **painful way** to achieve this would be to install every single thing using the package manager and resolving conflicts by hand.' (Grid'5000 User, 2023)

One tool, One platform

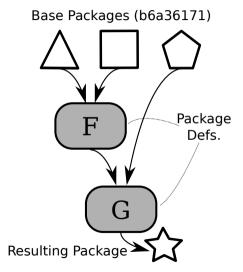


 \hookrightarrow Be able to **develop** distributed environments **locally** and then export

'So essentially, I want to create a debian12-nfs.qcow2 for VMs equivalent to grid5000's debian12-nfs image. One **painful way** to achieve this would be to install every single thing using the package manager and resolving conflicts by hand.' (Grid'5000 User, 2023)

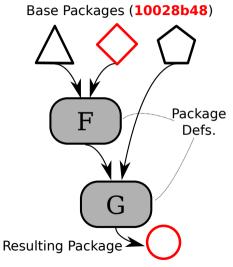
Functional package managers

- Nix 🗱, Guix 🔀 reproducible by design!
- packages = functions
 - inputs = dependencies
 - body = commands to build the package
- base packages defined in Git
- sandbox, no side effect
- /nix/store/hash(inputs)-my-pkg
- immutable, read-only
- precise definition of \$PATH
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NixOS Compose [Gui+22]

```
1 { pkgs, ... }:
2 let k3sToken = "..."; in {
    roles = {
4
      server = { pkgs. ... }: {
        environment.systemPackages = with pkgs; [
          k3s gzip
                             Packages
6
7
        1 .
        networking.firewall.allowedTCPPorts = [
8
          6443
                                      - Ports
9
        1:
10
        services.k3s = {
11
          enable = true:
12

    Services

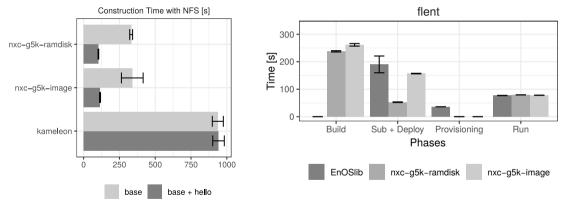
          role = "server":
13
          package = pkgs.k3s:
14
          extraFlags = "--agent-token ${k3sToken}";
15
        };
16
      3 .
17
      agent = { pkgs. ... }: {
18
        environment.systemPackages = with pkgs; [
19
          k3s gzip
20
        1:
21
        services k3s = {
22
          enable = true:
23
          role = "agent":
24
          serverAddr = "https://server:6443":
25
          token = k3sToken:
26
        1:
27
28
      3.
29
    1:
30 }
```

- Python + Nix (~ 4000 l.o.c.)
- developing/deploying distributed systems
- single description (in Nix), multiple targets
- docker-compose, VM, ramdisk, system image
- can quickly setup distributed envs locally!
- build, deploy, connect: unique interface
- contextualization (ssh keys, /etc/hosts, etc.)
- integration with Execo [Imb+13]
- a few, but happy, users $\textcircled{\sc s}$

Comparisons - Setting up a distributed environments on Grid'5000

Kameleon [Rui+15]

EnOSlib [Che+22]



NixOS Compose \rightsquigarrow provisioning done in image

build \rightsquigarrow modify (add hello) \rightsquigarrow build

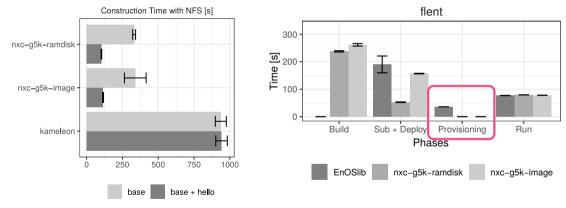
-

26/29

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-

26/29

Comparisons - Setting up a distributed environments on Grid'5000

Kameleon [Rui+15]

EnOSlib [Che+22]



→ Fast builds, faster rebuilds ~ reduces development cycles

→ Fast deploys, reduce provisioning phases



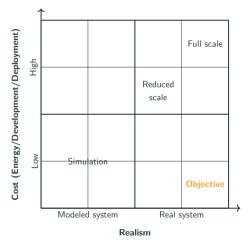
NixOS Compose ~ provisioning done in image

build ~> modify (add hello) ~> build

Objectives

- Reduce cost of experimenting with grid/cluster middlewares
- Improve development cycles for reproducible experiments √

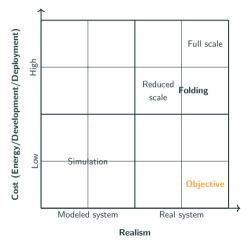
- More popular Parallel File-Systems
- Source of the performance loss unclear
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- Hybrid/folded deployments
- Simulation: PFS and sensors



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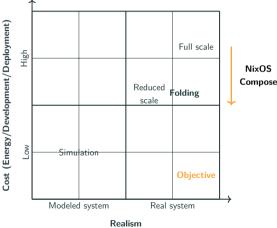
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Experiment costs and reproducibility: Wrapping up

Objectives

- Reduce cost of experimenting with grid/cluster middlewares √
- Improve development cycles for



Take Away: Reduced the time/energy cost to experiment with distributed systems, and improve reproducibility

- More popular Parallel File-Systems
- Source of the performance loss unclear
- Other platforms for NixOS Compose
- Hybrid/folded deployments
- Simulation: PFS and sensors



Concluding thoughts

Initial Problem

How to harvest HPC idle resources while controlling the impact on the priority jobs?

Contributions

- Design/implement an Autonomic loop in CiGri...
 - to control the load of the File-System \rightsquigarrow control overhead, avoid overload
 - to reduce the wasted computing power (idle and killed)
- ... using Control Theory
 - yields guarantees and explainability
 - guidelines for system administrators, tutorial
- Reduce experiment costs
 - reduce number of machines to deploy without loss of realism
 - tool for developing and deploying reproducible distributed environments

CiGri Improve usage of computing clusters

Folding

Reduce number of physical machines required to represent a full scale cluster

NixOS Compose Reduce development time, and reduce "test" deployments

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But can it introduce a rebound effect?

How to choose the reference value?

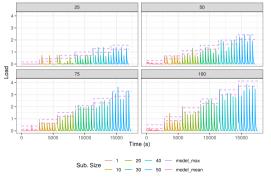
• Normalized loadavg then fix to 75%, 90%, 95%, etc.

How to choose the reference value?

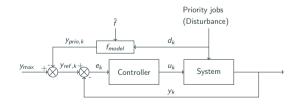
- Normalized loadavg then fix to 75%, 90%, 95%, etc.
- How much **burst** to sustain?

How to choose the reference value?

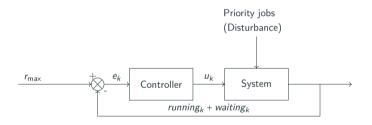
- Normalized loadavg then fix to 75%, 90%, 95%, etc.
- How much **burst** to sustain?
 - dynamic reference value
 - based on number of **priority jobs** and **historical I/O data** (e.g., Darshan [Car+11])

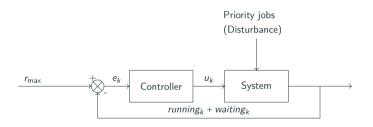


Load of a Write request by file size and sub. size

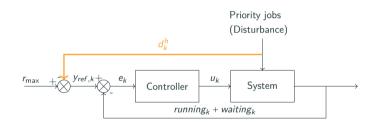


Wasted computing power: Idle resources, but also

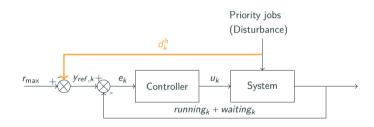




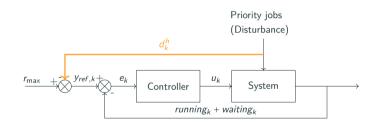
 anticipate variations in available resources



- anticipate variations in available resources
- new sensor (modify OAR)
- provisional Gantt chart



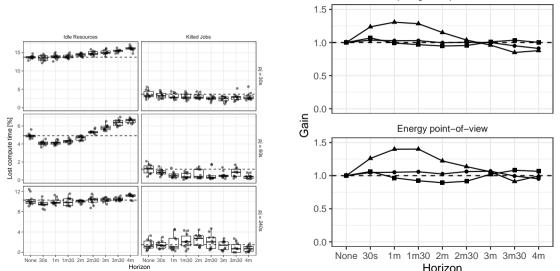
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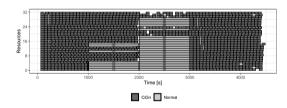
Can reduce both idle and killed time, and energy usage!

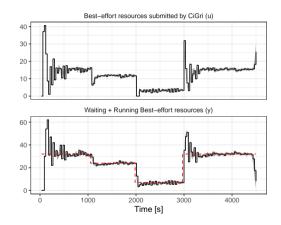
Beyond idle resources - Results



Computing Time point-of-view

Beyond idle resources - Results



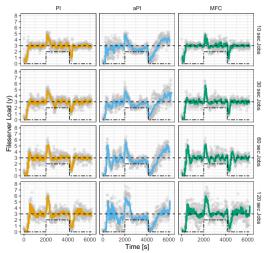


Reusability

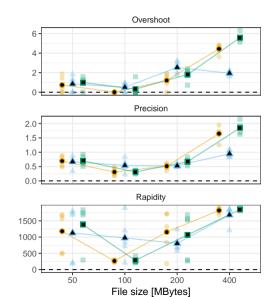
MEC PI aPI 50 MB 6 5 100 ME 6 5 Load (y) Fileserver 200 ME 6 2 Ó 8 6 ò 2000 4000 6000 0 2000 4000 6000 0 2000 4000 6000 Time [s]

Comparison with variations in the I/O impact of jobs



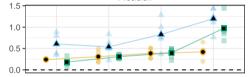


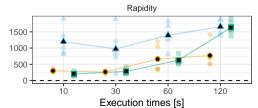
Reusability - Metrics





Precision

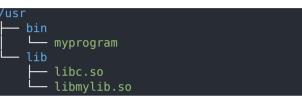




How to store the packages?

Usual approach: Merge them all

- Conflicts
- PATH=/usr/bin



Nix approach: Keep them separated

- $+ \ \mathsf{Pkg} \ \mathsf{variation}$
- + Isolated
- + Well def. PATH
- $+ \ \mathsf{Read-only}$



- ¹ R. Bleuse, "Apprehending heterogeneity at (very) large scale," Theses (Université Grenoble Alpes, Oct. 2017).
- ² J. Borrill et al., "Investigation of leading hpc i/o performance using a scientific-application derived benchmark," in Proceedings of the 2007 acm/ieee conference on supercomputing (2007), pp. 1–12.
- ³ U. of California, *Ior benchmark*, 2023.
- ⁴ P. Carns et al., "Understanding and improving computational science storage access through continuous characterization," ACM Transactions on Storage (TOS) **7**, 1–26 (2011).

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