Advanced Fault Tolerance Solutions for High Performance Computing

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Largest Multipurpose Science Laboratory within the U.S. Department of Energy

- Privately managed for US DOE
- $1.08 billion budget
- 4000+ employees total
  - 1500 scientists and engineers
- 3,000 research guests annually
- 30,000 visitors each year
- Total land area 58mi² (150km²)

- Nation’s largest energy laboratory
- Nation’s largest science facility:
  - The $1.4 billion Spallation Neutron Source
- Nation’s largest concentration of open source materials research
- Nation’s largest open scientific computing facility
National Center for Computational Sciences

- 40,000 ft\(^2\) (3700 m\(^2\)) computer center:
  - 36-in (~1m) raised floor, 18 ft (5.5 m) deck-to-deck
  - 12 MW of power with 4,800 t of redundant cooling
  - High-ceiling area for visualization lab:
    - 35 MPixel PowerWall, Access Grid, etc.

- 2 systems in the Top 500 List of Supercomputer Sites:
  - Phoenix: 32? Cray X1E, Vector with 1014 Processors ⇒ 18 TFlop.
At Forefront in Scientific Computing and Simulation

- Leading partnership in developing the National Leadership Computing Facility
  - Leadership-class scientific computing capability
  - 100 TFlop/s in 2006/7 (recently installed)
  - 250 TFlop/s in 2007/8 (commitment made)
  - 1 PFlop/s in 2008/9 (proposed)

- Attacking key computational challenges
  - Climate change
  - Nuclear astrophysics
  - Fusion energy
  - Materials sciences
  - Biology

- Providing access to computational resources through high-speed networking (10Gbps)
Talk Outline

- High performance computing system architectures
- Fault tolerance solutions for head & service nodes:
  - Active/standby with shared storage
  - Active/standby replication
  - Asymmetric active/active replication
  - Symmetric active/active replication
- Fault tolerance solutions for compute nodes:
  - Reactive: Checkpoint/restart and message logging
  - Proactive: Preemptive migration
  - Algorithmic approaches
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HPC System Architectures
Beowulf Cluster Computing Architecture

- Single head node manages entire HPC system
- System-wide services are provided by head node:
  - Job & resource management, networked file system, …
- Local services are provided by compute nodes
  - Message passing (MPI, PVM), …
• Single head node and additional service nodes manage the entire HPC system
• System-wide services are provided by head node and are offloaded to service nodes, e.g., networked file system
• Local services are provided by service nodes and compute nodes, e.g., message passing
Partitioned MPP Computing Architecture

- Single head node manages entire HPC system
- Service nodes manage and support compute nodes belonging to their partitions
Typical Failure Causes in HPC Systems

- Overheating !!!
- Memory and network errors (bit flips)
- Hardware failures due to wear/age of:
  - Hard drives, memory modules, network cards, processors
- Software failures due to bugs in:
  - Operating system, middleware, applications

 différences d'échelle nécessitent des solutions différentes:
- Compute nodes (up to 150,000)
- Front-end, service, and I/O nodes (1 to 150)
## Availability Measured by the Nines

http://info.nccs.gov/resources - HPC system status at Oak Ridge National Laboratory

<table>
<thead>
<tr>
<th>9’s</th>
<th>Availability</th>
<th>Downtime/Year</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>90.0%</td>
<td>36 days, 12 hours</td>
<td>Personal Computers</td>
</tr>
<tr>
<td>2</td>
<td>99.0%</td>
<td>87 hours, 36 min</td>
<td>Entry Level Business</td>
</tr>
<tr>
<td>3</td>
<td>99.9%</td>
<td>8 hours, 45.6 min</td>
<td>ISPs, Mainstream Business</td>
</tr>
<tr>
<td>4</td>
<td>99.99%</td>
<td>52 min, 33.6 sec</td>
<td>Data Centers</td>
</tr>
<tr>
<td>5</td>
<td>99.999%</td>
<td>5 min, 15.4 sec</td>
<td>Banking, Medical</td>
</tr>
<tr>
<td>6</td>
<td>99.9999%</td>
<td>31.5 seconds</td>
<td>Military Defense</td>
</tr>
</tbody>
</table>

- Enterprise-class hardware + Stable Linux kernel = 5+
- Substandard hardware + Good high availability package = 2-3
- Today’s supercomputers = 1-2
- My desktop = 1-2
Fault Tolerance & High Availability Goals

- Provide high-level Reliability, Availability, and Serviceability (RAS) capabilities
- Eliminate many of the numerous single-points of failure and control in HPC systems

- Development of techniques to enable HPC systems to run computational jobs 24x7 without interruption
- Development of proof-of-concept implementations as blueprint for production-type RAS solutions
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Head and Service Nodes
Single Head/Service Node Problem

- Single point of failure
- Compute nodes sit idle while head node is down
- \[ A = \frac{MTTF}{MTTF + MTTR} \]
- MTTF depends on head node hardware/software quality
- MTTR depends on the time it takes to repair/replace node
- \( MTTR = 0 \Rightarrow A = 1.00 \) (100%) continuous availability
Active/Standby with Shared Storage

- Single active head node
- Backup to shared storage
- Simple checkpoint/restart
- Fail-over to standby node
- Possible corruption of backup state when failing during backup
- Introduction of a new single point of failure
- Correctness and availability are NOT ALWAYS guaranteed

→ SLURM, metadata servers of PVFS and Lustre
Active/Standby Redundancy

- Single active head node
- Backup to standby node
- Simple checkpoint/restart
- Fail-over to standby node
- Idle standby head node
- Rollback to backup
- Service interruption for fail-over and restore-over

- Torque on Cray XT
- HA-OSCAR prototype
Asymmetric Active/Active Redundancy

- Many active head nodes
- Work load distribution
- Optional fail-over to standby head node(s) \((n+1)\) or \((n+m)\)
- No coordination between active head nodes
- Service interruption for fail-over and restore-over
- Loss of state w/o standby
- Limited use cases, such as high-throughput computing
  
  Prototype based on HA-OSCAR
Symmetric Active/Active Redundancy

- Many active head nodes
- Work load distribution
- Symmetric replication between head nodes
- Continuous service
- Always up-to-date
- No fail-over, no restore-over
- Virtual synchrony model
- Complex algorithms
- JOSHUA prototype for Torque
- PVFS metadata server
JOSHUA: Symmetric Active/Active Replication for PBS Torque

- Head Node Fails
  - Head Node
  - No Single Point of Failure
  - No Single Point of Control

- To Outside World
- To Compute Nodes

- Schedule Job A
- Schedule Job B
- Schedule Job C
- Launch Job A
- Schedule Job D
- Schedule Job E
- Launch Job B
- Launch Job C

No Single Point of Failure
No Single Point of Control
Symmetric Active/Active Replication

- Output Unification
- Virtually Synchronous Processing
- Input Replication

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June 8, 2007
Workshop on Trends, Technologies and Collaborative Opportunities in High Performance and Grid Computing
PVFS MDS Performance and Overhead

Writing Throughput

Throughput (Requests/sec)

Number of Clients

- PVFS
- A/A 1
- A/A 2
- A/A 4
PVFS MDS Performance and Overhead

Reading Throughput

Throughput (Requests/sec)

Number of Clients

PVFS MDS Performance and Overhead

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Symmetric Active/Active Availability

- \( A_{\text{component}} = \frac{MTTF}{MTTF + MTTR} \)
- \( A_{\text{system}} = 1 - (1 - A_{\text{component}})^n \)
- \( T_{\text{down}} = 8760 \text{ hours} \times (1 - A) \)
- Single node MTTF: 5000 hours
- Single node MTTR: 72 hours

<table>
<thead>
<tr>
<th>Nodes</th>
<th>Availability</th>
<th>Est. Annual Downtime</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>98.58%</td>
<td>5d 4h 21m</td>
</tr>
<tr>
<td>2</td>
<td>99.97%</td>
<td>1h 45m</td>
</tr>
<tr>
<td>3</td>
<td>99.9997%</td>
<td>1m 30s</td>
</tr>
<tr>
<td>4</td>
<td>99.999995%</td>
<td>1s</td>
</tr>
</tbody>
</table>

Single-site redundancy for 7 nines does not mask catastrophic events.
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Compute Nodes
Reactive vs. Proactive Fault Tolerance

- Reactive fault tolerance:
  - State saving during failure-free operation
  - State recovery after failure
  - Assured quality of service, but limited scalability

- Proactive fault tolerance:
  - System health monitoring and online reliability modeling
  - Failure anticipation and prevention through prediction and reconfiguration before failure
  - Highly scalable, but not all failures can be anticipated

- Ideal solution: Matching combination of both
Reactive Fault Tolerance Techniques (1/2)

- Checkpoint/restart:
  - Application state from all processors is saved regularly on stable storage, such as local disk or networked file system
  - On failure, application is restarted using saved state
  - Checkpoint always involves data movement (local/network)
  - Restart always involves a rollback, i.e., lost computation
  - Example: Berkeley Lab Checkpoint/Restart (Linux mod.)
  - May be used in combination with message logging to avoid rollback (see next slide)
Message logging:
- All messages sent between application processes are logged to a central server
- On failure, only the failed application part is restarted and replayed with saved messages
- Doubles the number of messages
- Message replay involves no rollback
- Example: MPICH-VCL (MPI-based Chandy/Lamport alg.)
- Combination with checkpoint/restart:
  - No rollback / shorter replay time, even higher overhead
Proactive Fault Tolerance Techniques

- Preemptive migration:
  - System health status is constantly monitored and evaluated
  - Monitoring data is processed by a filtering mechanism and/or an online reliability analysis
  - Pre-failure indicators are used to predict failures based on current system health status and historic information
  - Application parts (processes or virtual machines) are migrated away from compute nodes that are about to fail
  - Migration may be performed by stopping the application or live, while keeping the application running
Preemptive Migration with Xen

- Stand-by Xen host, no guest (spare node)
- Deteriorating health → migrate guest (w/ MPI app) to spare node
Preemptive Migration with Xen

- Stand-by Xen host, no guest (spare node)
- Deteriorating health → migrate guest (w/ MPI app) to spare node
- Destination host generates unsolicited ARP reply
  - indicates Guest VM IP has moved to new location
  - ARP tells peers to resend packets to new host
Algorithmic Fault Tolerance Approaches

- Naturally fault tolerant algorithms
  - Processes have only limited knowledge mostly about other processes in their neighborhood
  - Application is composed of local algorithms, where a failure has only a minor local impact
  - Examples: Chaotic relaxation, peer-to-peer communication

- Recovery & erasure codes
  - Reconstruction of lost information through algorithmic redundancy within the application
  - Rollback to consistent state through reverse computation
MIT Research: Paintable Computing

- In the future, embedded computers with a radio device will get as small as a paint pigment.
- Supercomputers can be easily assembled by just painting a wall of embedded computers.
- Applications are driven by cellular algorithms.
Cellular Architecture (Smart Dust) Simulator

- Developed at ORNL in Java with native C and Fortran application support using JNI
- Runs as standalone or distributed application
- Lightweight framework simulates up to 1,000,000 lightweight processes on 9 real processors
- Standard and experimental networks:
  - Multi-dimensional mesh/torus
  - Nearest/Random neighbors
- Message driven simulation is not in real-time
- Primitive fault-tolerant MPI support
Each dot is a full processor/OS
864 IBM Power 4
2.3 Tera FLOPS

Cheetah at ORNL

Earth Simulator
Summary and Conclusion

- Presented several traditional and advanced fault tolerance technologies for HPC
- Different scale requires different solutions:
  - Compute nodes
  - Front-end, service, and I/O nodes
- Scalable fault tolerance technologies are paramount to the success of large-scale HPC systems
MOLAR: Adaptive Runtime Support for High-end Computing Operating and Runtime Systems

- Addresses the challenges for operating and runtime systems to run large applications efficiently on future ultra-scale high-end computers.
- Part of the Forum to Address Scalable Technology for Runtime and Operating Systems (FAST-OS).
- MOLAR is a collaborative research effort (www.fastos.org/molar):
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