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Title:		SYSTEM AND JOB SCHEDULING SIMULATION FOR ENHANCING PRODUCTION HPC
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SYSTEM AND JOB SCHEDULING SIMULATION FOR ENHANCING PRODUCTION HPC

Principal Developers: Craig Walker (CCU staff), Vivian Hafener (LANL staff, RIT student, presenter)

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LANL POCs: Steve Senator (HPC-ENV) and Nathan DeBardeleben (HPC-DES)

CCU Faculty Mentor: William M. Jones

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Executed: 11-JAN-2023

September 12-13th, 2023 Slurm User Group Brigham Young University











- Specific experiments with specific LANL workloads
 - Resilience and reliability
 - Node sharing / packing
 - DST scheduling







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 - Resilience and reliability
 - Node sharing / packing
 - DST scheduling
- Tooling / software
 - Quantify user- and system-centric metrics
 - Applied to systems of arbitrary size
 - Workloads of interest behind the fence









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 - Quantify user- and system-centric metrics
 - Applied to systems of arbitrary size
 - Workloads of interest behind the fence
- Interested in feedback on ways to improve / expand our work









How did this all start?

What is BatSim?

How did we modify BatSim?

What are some questions that these tools can help answer?





Simulation-based framework to explore impact to performance of large-scale systems due to degraded reliability in DRAM systems





Simulation-based framework to explore impact to performance of large-scale systems due to degraded reliability in DRAM systems

(primarily looking at soft errors)





What is Batsim ?







realistic, Based on SimGrid, multi-processed, on-going active development

Pierre-François Dutot, Michael Mercier, Millian Poquet, Olivier Richard. "Batsim: a Realistic Language-Independent Resources and Jobs Management Systems Simulator," **20th Workshop on Job Scheduling Strategies for Parallel Processing**, May 2016.









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existing Batsim application





existing Batsim application





existing Batsim application



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LANL Cluster Grizzly





LANL Cluster Grizzly

11 months of real job log data from 2018 180K jobs





LANL Cluster Grizzly

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workload	description
WL1	All jobs are one node wide and 24 hours long. This represents the analog of WL6, where all jobs span the entire cluster.
WL2	Jobs are based on 11 months of data from a capacity cluster at with 1490 nodes. This workload contained very few large jobs, with roughly 48% of the jobs requiring one node, and less than one hour of wall time, with the remaining jobs distributed in duration and width.
WL3	Job widths are uniformly distributed from one to size of cluster, with durations also uniformly distributed from one to 24 hours.
WL4	Job widths are uniformly distributed from 32 to size of cluster, with durations from 6 to 24 hours.
WL5	Job widths are divided into two bins: 512 or the entire cluster, 1490, with durations ranging from one to 24 hours, according to the distributions of durations present in the original WL2 workload.
WL6	Jobs are all 1490 nodes wide with durations of 24 hours. This represents a "worst-case" scenario from a reliability point of view, as any node failure will result in a job failure that spans the entire cluster.

DESCRIPTION OF INPUT WORKLOADS USED IN PERFORMANCE ANALYSIS





LANL Cluster Grizzly

11 months of real job log data from 2018180K jobsvery few "large jobs"

explore a range of scenarios capability to capacity

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WL1 – purely capacity

Description of input workloads used in performance analysis

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WL1 – purely capacity WL6 – purely capability **WL{3-5} -- mixture**

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Baseline system reliable DRAM







Baseline system reliable DRAM

N nodes







Baseline system reliable DRAM

Proposed system <u>less</u> reliable DRAM

N nodes

N nodes























First experimental campaign

- Grizzly WL2 (original) 1490 nodes
- Assuming 13 day overall MTBF
 - comparable to Trinity (20K nodes) 1 day MTBF
- Assume proposed system w/ 32x less reliable DRAM
- Assume entire workload arrives at t = 0
 - evaluate makespan
- Random, treat as Monte Carlo
 - \rightarrow extremely large number of overall simulations conducted





Change in Makespan as a Function of Cluster Size Relative to Baseline System (32x Less Reliable)





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Change in Makespan as a Function of Cluster Size Relative to Baseline System (32x Less Reliable)




Impact to <u>Makespan</u> for different workloads and reliability factors

Degraded System Compared to Baseline System - Change in Makespan





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Impact to <u>size (break-even point)</u> for different workloads and reliability factors





Experimentation

#nodes	1490
SMTTF	~1.6 days
#WLs	6
#jobs / WL	30K (varied)
#trials	400





Results (WL2 – Grizzly)

Jobs are based on 11 months of data from a capacity cluster at with 1490 nodes. This workload contained very few large jobs, with roughly 48% of the jobs requiring one node, and less than one hour of wall time, with the remaining jobs distributed in duration and width.



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Results (<mark>WL6</mark>)

Jobs are all 1490 nodes wide with durations of 24 hours. This represents a "worst-case" scenario from a reliability point of view, as any node failure will result in a job failure that spans the entire cluster.







All jobs are one node wide and 24 hours long. This represents the analog of WL6, where all jobs span the entire cluster.

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What at the salient metrics?







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How much sharepacking is required to accommodate fewer nodes of greater resources?

Production-driven goals





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modifications to BatSim



Incorporate 'node sharing' into BatSim





View node as collection of cores / PEs

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Prior work: job were just "rectangles", i.e. didn't use CPU model Incorporate 'node sharing' into BatSim





View node as collection of cores / PEs

Prior work: job were just "rectangles", i.e. didn't use CPU model

Model to address impact to baseline runtimes with concurrent jobs on same node







(simplifying) Assumptions

Assume all 1-node jobs in the Grizzly workload represent 'serial' jobs that these jobs only really need 1 "core"





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All others are true, parallel (multi-node) jobs fully use a node (or nodes)

Assume that 1-core jobs can 'fill' up to X% of cores (configurable) of a node, without "interaction" – not addressing "interaction" at all at this point





EASY BF (later conservative)





FCFS



EASY BF (later conservative)

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possibly few nodes available at any one time for 1-core jobs

'set aside some nodes for 'single core jobs' partitions

congruent with debug scenarios





The next slides:

The next slides have 4 graphs differing in the amount of cores.

They are all for 300:exp interarrival time

They are all for the bin (0,1] ie 1 resource jobs

Assumed that Grizzly was 1500 nodes, with <u>up to</u> 10 "held back" exclusively for single core (packable) jobs.









held_back

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modifications to BatSim



Incorporate Reservations into BatSim

- Different scenarios
 - schedule reservations "in the future"
 - before jobs have been scheduled jobs 'flow' around these reservations
 - conflict between scheduled jobs and future reservation
 - conflict between running jobs and future (current) reservation
 - schedule reservations
- Policies
 - when a conflict happens:
 - only reschedule impacted jobs
 - reschedule all jobs so that the implicit priorities are respected
 - impacted jobs progress they make deducted from requested wall times?
- Maintain compatibility with existing improvements
 - checkpointing / faults / jobs restarting







Some initial investigation

- Compare and contrast periodic reservations
 - Span the full cluster
 - Staggered reservations








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Reservation durations:

1, 15, 60, 240, and 480 minutes (5 cases)





Reservation durations: Number of subdivisions: 1, 15, 60, 240, and 480 minutes (5 cases) 1, 2, 4, 8 (4 cases)





Reservation durations: Number of subdivisions: Interval: 1, 15, 60, 240, and 480 minutes (5 cases) 1, 2, 4, 8 (4 cases) 1 month (across entire res. cycle), {2, 4, 8} days (4 cases)





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80 total combinations





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Grizzly 2018 logs Grizzly 2022 logs





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Grizzly 2018 logs → 25 Monte Carlo runs per experiment Grizzly 2022 logs



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Very resource intensive – 50-100GB per experiment, 3-8 days to complete.

As compared to <20GB and 5 minutes for earlier experiments.























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Drill down on impact to jobs in the 4-day interval simulations with 8 subdivisions with reservations of length 480 minutes









What's happening 'around' these reservations?





What's happening 'around' these reservations?

Determine impact to different job classes







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Evalys

Evalys - Overview

pypi v4.0.6

Offline or online cluster monitoring

Features

- Load and all **Batsim** outputs files
 - Compute and plot free slots
 - Simple Gantt visualisation
 - Compute utilisation / queue
 - Compute fragmentation
 - Plot energy and machine state
- Load SWF workload files from Parallel Workloads Archive
 - Compute standard scheduling metrics
 - Show job details
 - Extract periods with a given mean utilisation





from gallery





Modifications to Evalys












Window from 5486400.0-7344000.0+-169200S

Los Alamos

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Red-ish = Res.

















Long jobs













12-Full



12-Half





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Reservation from 6091200-6134400+-169200S











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1400 -

1200 -

1000 -

800 +

600

400

200

1e7

Reservation from 25963200-25992000+-169200S

2.580 2.585 2.590 2.595 2.600 2.605 2.610 2.615

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1e7

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1e7

Reservation from 18187200-18216000+-1692005

1400

1200

1000

800

600

400

200









600

400

200







Reservation from 7819200-7848000+-169200S

Reservation from 10411200-10440000+-169200S

Reservation from 13003200-13032000+-169200S

Reservation from 2635200-2664000+-169200S

Reservation from 5227200-5256000+-169200S