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High Availability for Ultra-Scale Scientific High-End Computing

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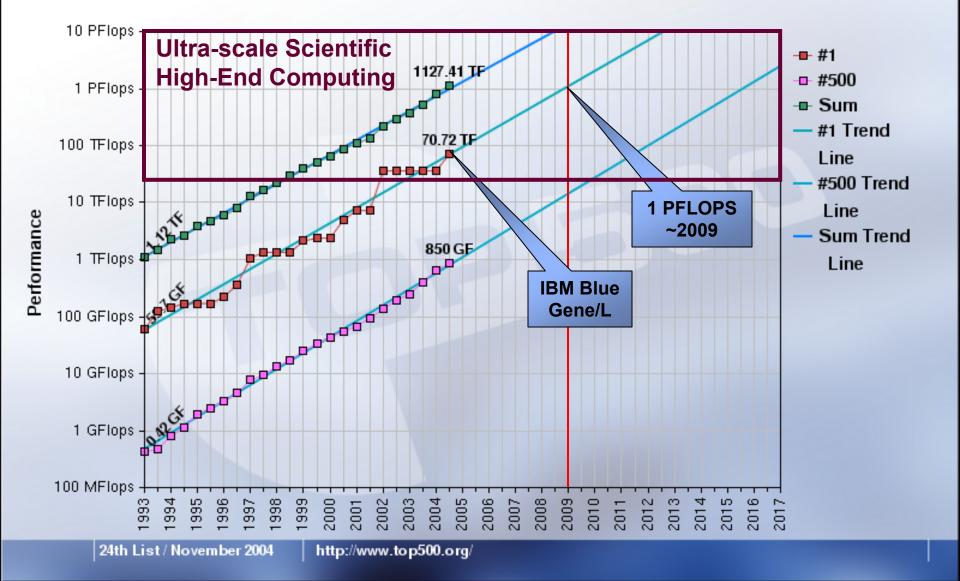
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Ultra-scale Scientific High-End Computing

- Next generation supercomputing.
 - Large-scale cluster, parallel, distributed and vector systems.
 - 131,072 processors for computation in IBM Blue Gene/L.
- Computationally and data intensive applications.
 - Many research areas: (multi-)physics, chemistry, biology...
 - Climate, supernovae (stellar explosions), nuclear fusion, material science and nanotechnology simulations.
- Ultra-scale = upper end of processor count (+5,000).
 - □ 25+ TeraFLOPS (20,000,000,000,000 FLOPS and more).
 - Cray X1 and XT3, IBM Blue Gene/L, etc.



Projected Performance Development



Availability of Current Systems

- Today's supercomputers typically need to reboot to recover from a single failure.
- Entire systems go down (regularly and unscheduled) for any maintenance or repair.
- Compute nodes sit idle while their head node or one of their service nodes is down.
- Availability will get worse in the future as the MTBI decreases with growing system size.
- Why do we accept such significant system outages due to failures, maintenance or repair?

Availability Measured by the Nines

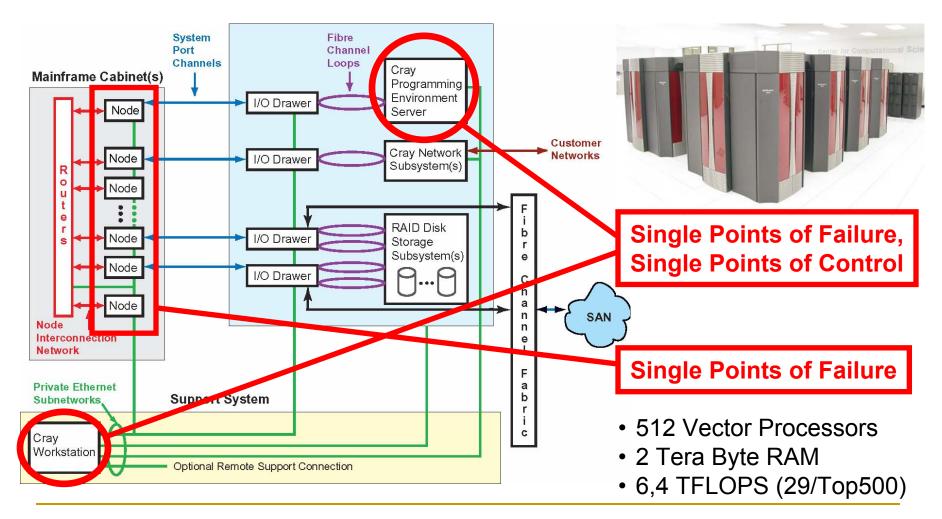
9's	Availability	Downtime/Year	Examples
1	90.0%	36 days, 12 hours	Personal Computers
2	99.0%	87 hours, 36 min	Entry Level Business
3	99.9%	8 hours, 45.6 min	ISPs, Mainstream Business
4	99.99%	52 min, 33.6 sec	Data Centers
5	99.999%	5 min, 15.4 sec	Banking, Medical
6	99.9999%	31.5 seconds	Military Defense

- Enterprise-class hardware + Stable Linux kernel = 5+
- Substandard hardware + Good high availability package = 2-3
- Today's supercomputers
- My desktop

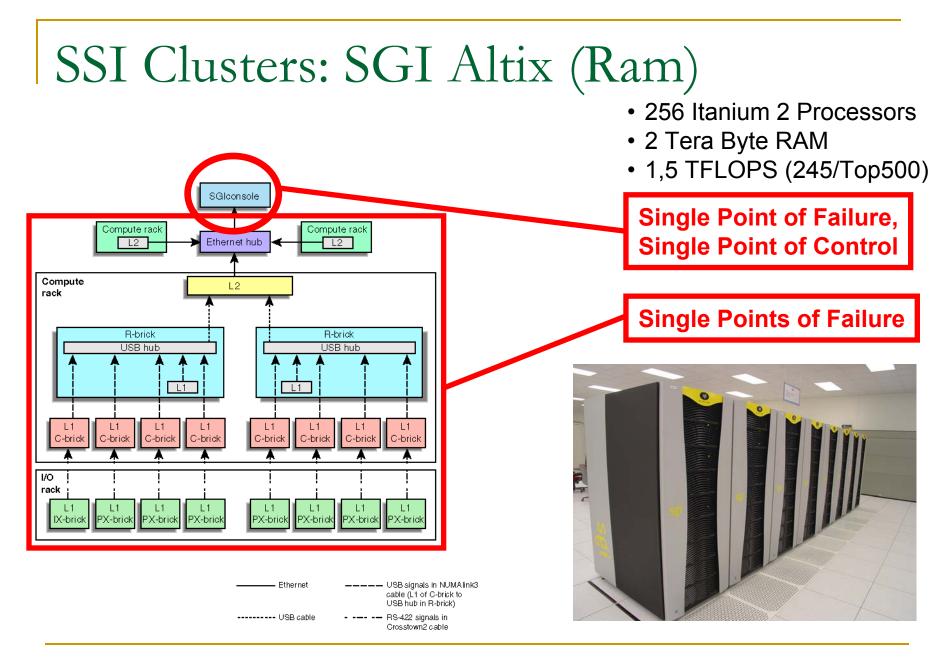
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= 1-2

Vector Machines: Cray X1 (Phoenix)

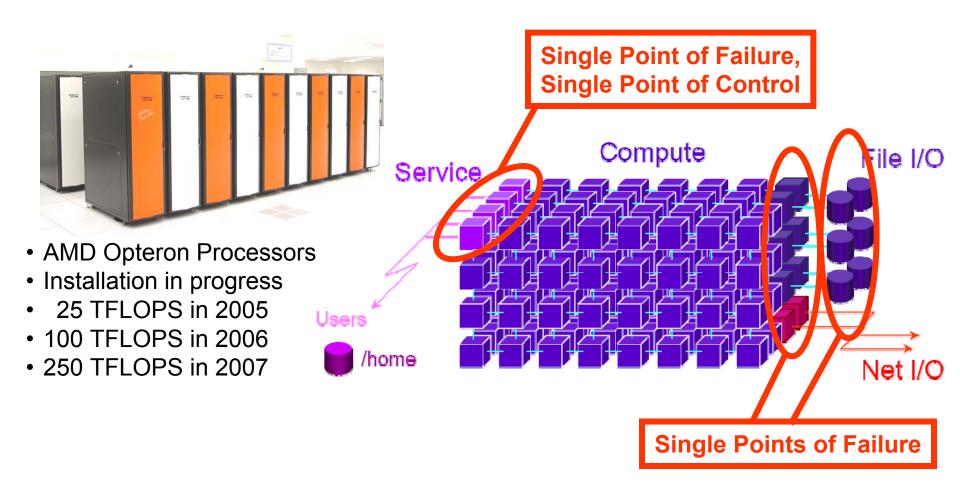


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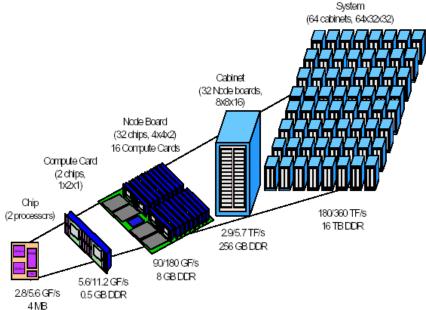
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Clusters/MPPs: Cray XT3 (Jaguar)



IBM Blue Gene/L

- 64K diskless nodes with 2 processors per node.
- 512MB RAM per node.
- Additional service nodes.
- 360 Tera FLOPS.
- Over 150k processors.
- Various networks.
- Operational in 2005.
- Partition (512 nodes) outages on single failure.
- MTBF = hours, minutes?





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High Availability Methods

Active/Hot-Standby:

- Single active head node.
- Backup to shared storage.
- Simple checkpoint/restart.
- Rollback to backup.
- Idle standby head node(s).
- Service interruption for the time of the fail-over.
- Service interruption for the time of restore-over.
- Possible loss of state.

Active/Active (symmetric):

- Many active head nodes.
- Work load distribution.
- Symmetric replication between participating nodes.
- Continuous service.
- Always up-to-date.
- No restore-over necessary.
- Virtual synchrony model.
- Complex algorithms.

High Availability Technology

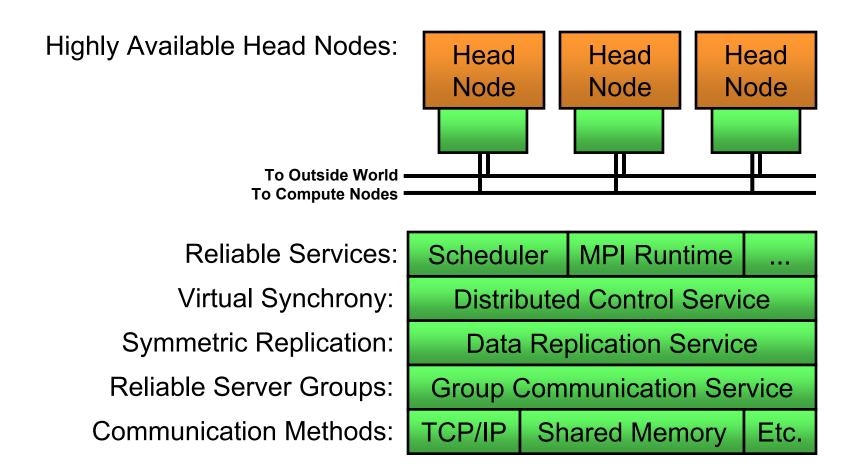
Active/Hot-Standby:

- HA-OSCAR with active/hotstandby head node.
- Similar projects: HA Linux
- Cluster system software.
- No support for multiple active/active head nodes.
- No application support.

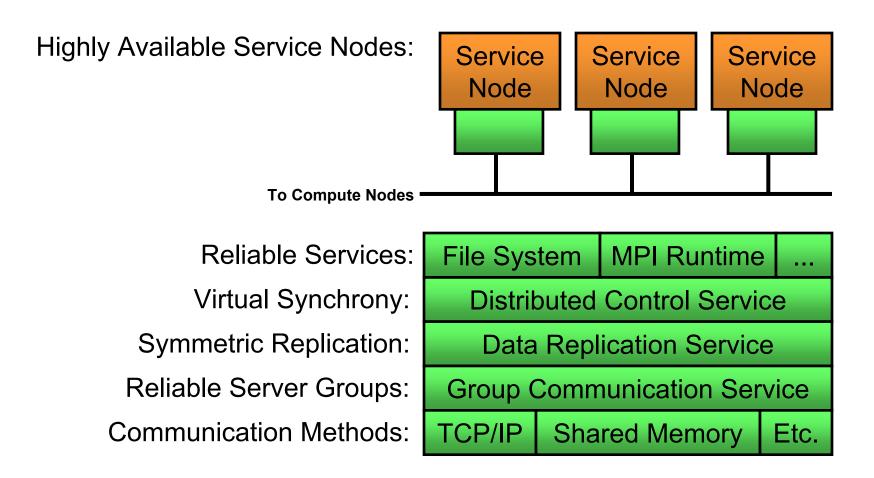
Active/Active (symmetric):

- HARNESS with symmetric distributed virtual machine.
- Similar projects: Cactus ...
- Heterogeneous adaptable distributed middleware.
- No system level support.
- Solutions not flexible enough.
- System-level data replication and distributed control service needed for active/active head node solution.
- Reconfigurable framework similar to HARNESS needed to adapt to system properties and application needs.

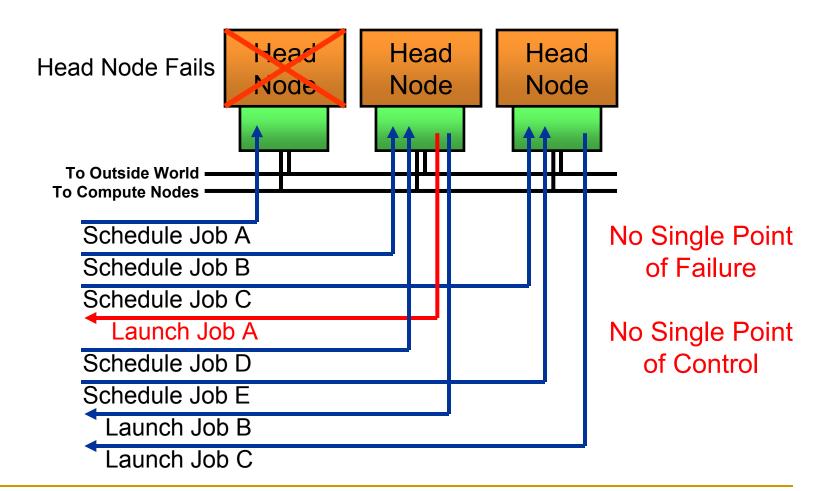
Modular HA Framework on Active/ Active Head Nodes



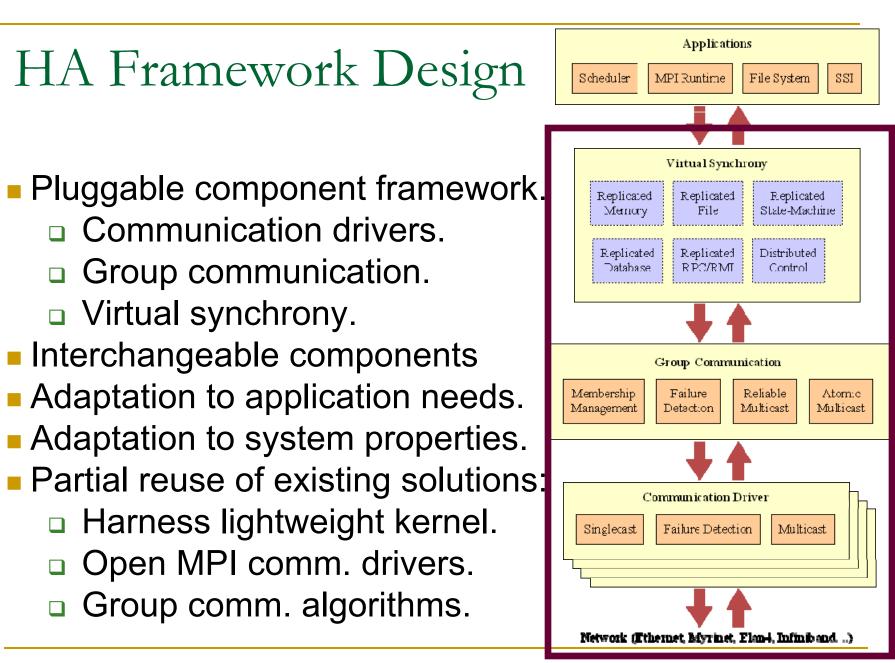
Modular HA Framework on Active/ Active Service Nodes



Modular HA Framework on Active/ Active Head Nodes: Scheduler Example



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Many HA Framework Use Cases

- Active/Active and Active/Hot-standby process state replication for multiple head or service nodes.
 - Reliable system services, such as scheduler, MPI-runtime and system configuration/management/monitoring.
- Memory page replication for SSI clusters.
- Meta data replication for parallel/distributed FS.
- Super-scalable peer-to-peer diskless checkpointing.
- Super-scalable localized FT-MPI recovery.
- III No protection from Byzantine failures III

What is the relation to Horus?

- Horus is a group communication framework in C.
- It is based on stackable micro-protocol layers.
- It uses a fixed unified interface for all protocols.
- It is only free for research purpose.
- NDA for code and binary access, which can result in licensing issues later (e.g. reuse of code).
- The micro-protocol layer programming model will be supported in the HA framework among others.
- Ensemble is a free follow-on developed in OCaml.

What is the relation to Coyote?

- Coyote is a group communication framework in C.
- It is based on a reconfigurable event-driven microprotocol state machine.
- It allows protocol adaptation (transition) at runtime.
- The micro-protocol state machine programming model will also be supported in the HA framework.
- Cactus is an ongoing follow-on project targeting real-time properties and configurable QoS.

What is the relation to ...?

- Other group communication solutions exist.
- *Transis, Totem, Spread*, ... (still counting, 80+ alg.).
- Most implement one specific algorithm.
- They were developed in the late 90s, while group communication models were still a research issue.
- None of these solutions provide full configurability.
- Their protocols and algorithms can be easily moved into the HA framework.
- The HA framework is based on a generalization of the developed solutions.

Conclusions

- High availability is a pressing issue in ultra-scale scientific high-end computing.
- Active/Hot-standby solutions exist, but rely on an idle backup server for failover.
- We proposed a flexible, component-based active/ active high availability framework.
- Partial reuse of existing solutions, such as lightweight runtime environments (RTEs).
- Group communication framework that avoids the usual "reinvention of the wheel".



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