HPC storage benchmarking

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Motivation

- HPC apps must be smart about their I/O
 - Massively parallel access
 - Collective I/O, strided accesses
 - May adapt to strengths of the storage system
- Consequently, storage system evaluation
 - Can be difficult for complex applications
 - Can be expensive (time and money)
- HPC storage benchmarking is one solution

Generating *representative* I/O is the challenge

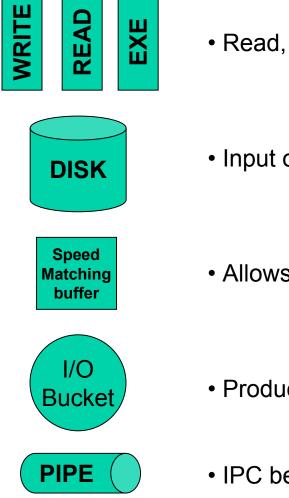
Representative I/O??

- Traces
 - Asynchronous (deterministic) playback
 - Increasing playback speed is not realistic
- Micro-benchmarks
 - Good for testing specific scenarios (e.g., iozone)
- Macro-benchmarks
 - Useful, but too domain specific (e.g., TPC-C)
- Is any <u>one</u> benchmark "representative?"
 - Computational chemistry, biology, earth sciences, oil/gas, pharmaceuticals, ... (probably not)

Our approach: "rapid prototyping"

- 1. Profile the primary I/O phases of an app
 - Parallelism, write ratio, randomness, etc.
- 2. Automatically generate I/O processes
 - A distributed workload generator (e.g., b_eff_io)
- 3. Generate I/O against system
 - Good for measuring first-order effects
- RP is common among distributed systems:
 - Graphical tools for visualizing/analyzing workflow
 - Languages for rapid prototyping (e.g, EMSL)
 - Compilers to generate synthetic processes

Example icons for rapid prototyping



• Read, execute or write process

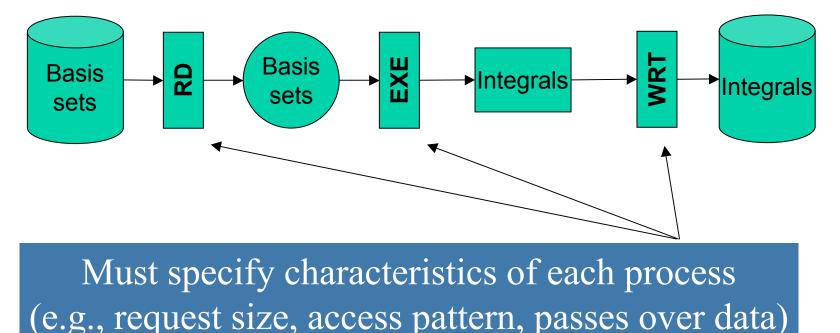
Input or output

• Allows for parallelism between two processes

- Producer/consumer buffer (no parallelism)
- IPC between two nodes

Example (computational chemistry)

- For all nodes do
 - Read in basis sets (atomic orbitals)
 - Compute atomic integrals
 - Write atomic integrals to disk



Next steps

- Select a modeling environment
 - Graphical tools, language, compiler
 - E.g., FileBench from Wednesday's BOF
- Extend modeling environment for HPC
 - Multiple processes, parallel I/O, barriers and synchronization, strided access, ...
- Provide "reference" profiles for common apps
 - Computational chemistry, oil/gas, etc.

