

# Future of High Throughput Computing (HTC)

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# What is High Throughput (HTC)

- Ioosely-coupled tasks
- minimal parallel communication requirements
- Focus is on maximum throughput not maximum speed
- Turnaround may be measured in weeks or months
- A workflow may require many thousands of jobs
- Often data processing of long lived data (not work files)
- Data set volumes may be measured in petabytes
- Data may even be stored on tape



# **Typical HTC use Cases**

- Different particle physics events
- different random numbers in a simulations based on Monte Carlo methods
- different model parameters in ensemble simulations or explorations of parameter spaces
- different patient data in large scale biomedical trials
- different parts of a genome or protein sequence in bioinformatics applications





# **Historical Context**

Lets have a look at the past

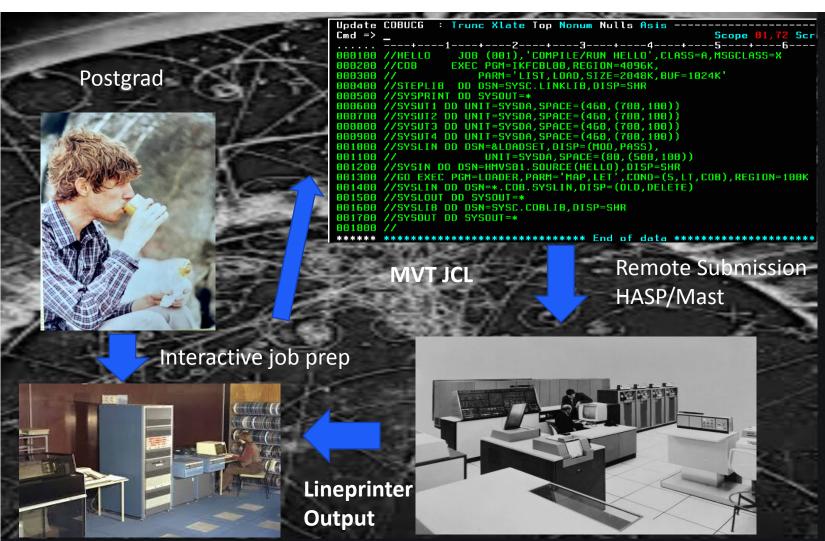
### **First Encounters with HTC**

Undergraduate Days



1978 – Punched cards





1981 - GEC 4085

IBM 360/195

#### **Definitional Criteria for a Distributed Processing System**

Philip Enslow, "What is a Distributed Data Processing System?" Computer, January 1978

#### **Proposed Definition**

- Multiplicity of resources
- Component interconnection
- Unity of control
- System transparency
- Component autonomy



#### **Perceived Benefits**

- High Availability and Reliability
- High System Performance
- Ease of Modular and Incremental Growth
- Automatic Load and Resource Sharing
- Good Response to Temporary Overloads
- Easy Expansion in Capacity and/or Function

## Intel – 1991

# The i860<sup>™</sup> XP Second Generation of the i860<sup>™</sup> Supercomputing Microprocessor Family

Target Markets:

- Massively Parallel Supercomputer and Muli-Processing Systems
- Super Workstation & servers
- High End Workstation Graphics/Accelerator Sub-systems

#### **High Throughput Computing Performance**

- "Number Crunching" Floating-Point Capability
- RealTime 3D Graphics Visualization

Particle Physics experimenting with x86 in 1990 to provide "High Computational Throughput"



#### **Resource Scheduling - Condor**

#### **Mechanisms for High Throughput Computing (1997)**

"Floating point operations per second (FLOPS) has been the yardstick used by most High Performance Computing (HPC) efforts to rank their systems. Little attention has been devoted by the computing community to environments that can deliver large amounts of processing capacity over very long periods of time. We refer to such environments as **High Throughput Computing (HTC)** environments"

M. Livny, J. Basney, R. Raman, and T. Tannenbaum, Department of Computer Sciences, University of Wisconsin. May 9 1997

CONDOR Team "working for more than a decade to provide High Throughput Computing tools"



# Beowulf Clusters (1994-1998)

The *first Beowulf* cluster was *built* by Donald Becker and *Thomas Sterling* at NASA's Center for Excellence in Space Data and Information Sciences in 1994. ... was to *build* Commodity Off-The-Shelf (COTS) based systems.

#### **Beowulf: A Parallel Workstation For Scientific Computation (1995)**

Proceedings of the 24th International Conference on Parallel Processing. Stirling et al.

The Beowulf evolved for parallel applications but in turn the HTC community set about converting their RISC based clusters to **Commodity** off the Shelf Linux Clusters



# High Throughput Computing - 1999

Early effort to exploit Linux at RAL for HTC workloads. May 1999

The Central Simulation Facility (CSF). Dual Pentium 450 Cluster for particle physics

**Present day** 





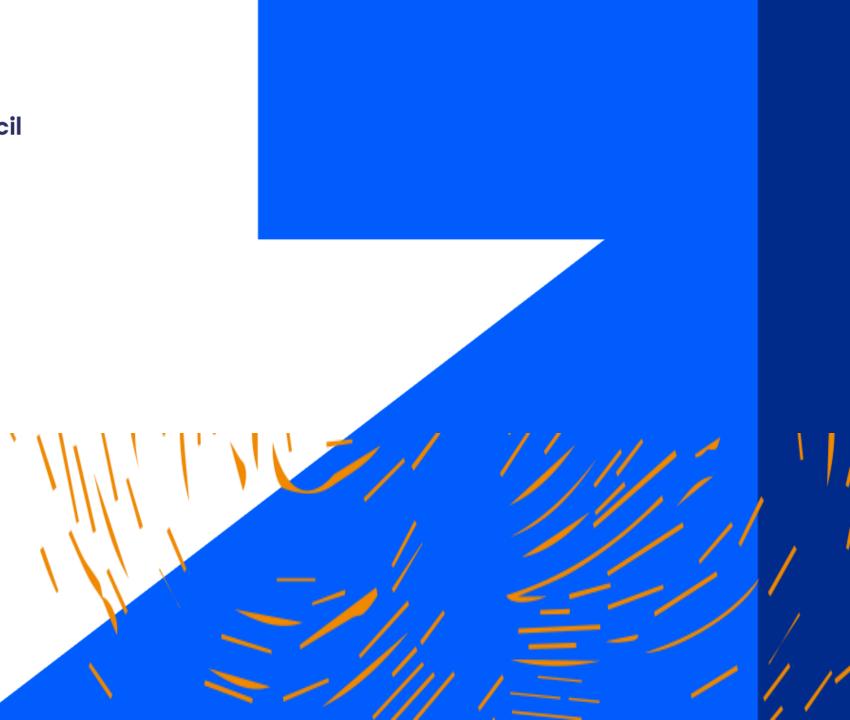
Science and Technology Facilities Council





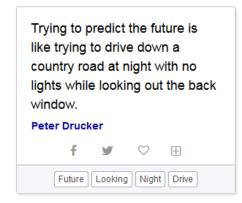
# HTC 2025

And Forward



# **Predicting the Future Not Easy**

2025 Not so far off. CPU Procurements made in FY20 will deliver in Q1 2021 and if assume 6 year life will phase out in Q1 2027. "Analyst firms have about a 10% accuracy rate predicting market trends 24 months into the future (0.4 probability) " Found on the internet – absolutely no justification





2007

Easier – to talk about the past than the future. What pieces have we already got in play – probably will still be there in 2026!



Is That A Pita In Your Pocket?

I've got a cell phone, a pocket organizer, a beeper, a calculator, a digital camera, a pocket tape recorder, a music player, and somewhere around here. I used to have a color television. Sometime in the next few years, all of those devices are going to meld into one, It will be a box less than an inch thick and smaller than a deck of cards. (The size will

be determined by what's convenient to hold, not by the technology inside.) The box will have a high-res color screen, a microphone, a plug for a headset or earphones, a camera lens, wireless connectivity, cell phone and beeper functions, a television and radio receiver, a digital recorder, and it will have enough processing power and memory to function as a desktop system. It will be able to dock with a keyboard and full-size monitor. Oh yes, and it will handle e-mail, as well. Most important of all it will have both spee

handle e-mail, as well. Most important of all, it will have both speech recognition and speech synthesis. It will listen and respond in English or whatever language you need, and yes, it will be a translator, too. It will be an agent, going out and doing cyber-errands for you. For instance: I need a Japanese restaurant in Tulsa, near the Ramada Inn. Book a reservation and arrange transportation. If there's no Japanese restaurant, try for Italian. Or, voice-mail Bob as follows: "Bob, we accept your offer, but we'll need a draft of the deal memo by the 15th. Let me know if that's a problem."

I call this device a Personal Information Telecommunications Agent, or Pita for short. The acronym also can stand for Pain In The Ass, which it is equally likely to be, because having all that connectivity is going to destroy what's left of everyone's privacy.

**David Gerrold** is a Hugo and Nebula award-winning author who writes about computing. Visit his Web site at www.gerrold.com.

Some interface gurus: Science-fiction writer David Gerrold (top); Jim Spohrer, Ph.D., senior manager of computer science, IBM Almaden Research Center (left)

@rt Reseller: www.smartreseller.com December 20, 1999 61



## **Existing Themes – What do we have**

- Moore's law is slowing but demand continues to rise
- True commodity hardware is far behind us we fell into the gap
- Sweating the hardware capabilities no magic solution
- Handling/exploiting many core
- Some communities are only now discovering batch this is OK!
- The convergence of virtual research environments (VRE) and prompt response



# Existing Themes – (II)

- Once you grow beyond capacity of a single site more communities need access to large HTC eInfrastructures
- Federation service such as AAAI become vital
- Workflow and data management systems are increasingly necessary
- Many workflows are International
- Data placement models will evolve
- The commercial cloud remains an economic challenge to





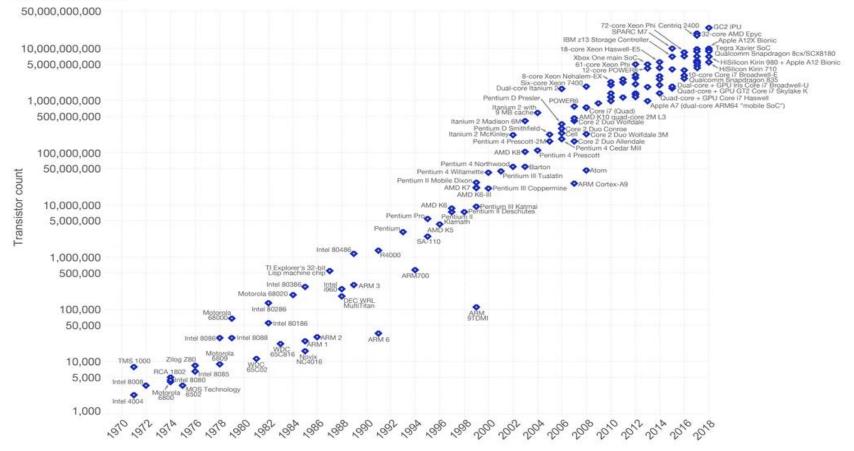
### Lets Start with Hardware

#### Moore's Law

#### Moore's Law – The number of transistors on integrated circuit chips (1971-2018)

Our World in Data

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are linked to Moore's law.

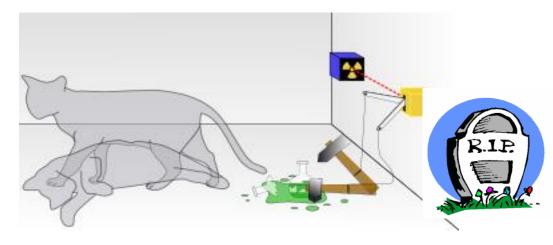




Data source: Wikipedia (https://en.wikipedia.org/wiki/Transistor\_count) The data visualization is available at OurWorldinData.org. There you find more visualizations and research on this topic.

### Health of Moore's law

"Debate Over Health Of Moore's Law Continues ... At Semicon West 2019, CEOs from across the industry continue to debate whether Moore's Law is alive or dead."



"The way to think about it is Moore's Law is the behaviour of an exponential that has techonomic feedback on the exponential that drove a revolution of what mankind can do. " "it's completely alive is because right now we're facing another decade or two of amazing opportunities that themselves economically will drive the push for technology without a stop.

Maybe it's **not exactly the same curve** that Moore actually drew, it doesn't matter. The impact is what matters of the exponential." Aart de Geus Semicon 2019

*it doesn't* **[anymore]** *deliver simultaneous improvements in power, performance, area and cost.* Gary Dickerson, CEO of Applied Materials

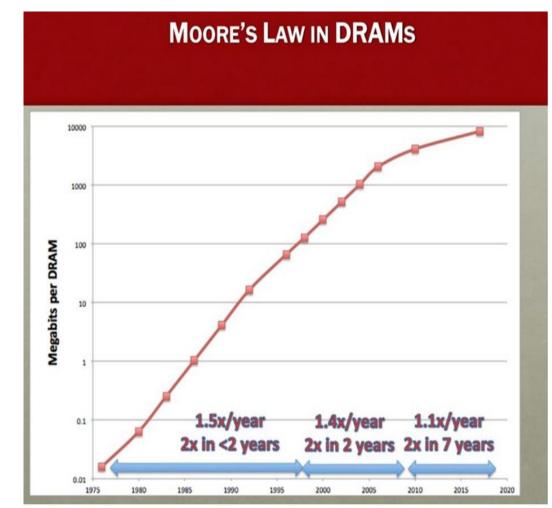


# Memory (Semicon West 2019)

For almost a decade, Moore's Law has slowed down significantly .... . "A lot of innovations have been driven in memory and technology, for example, going from 2D NAND to 3D NAND .... But there is no question that Moore's Law is significantly challenged in memory and storage. Looking at 10 years ago versus today in NAND as well as in DRAM, the year/year bit growth that you could get from one technology transition to the next technology transition, that bit growth, that cost decline capability has more than halved now, and certainly there are challenges."

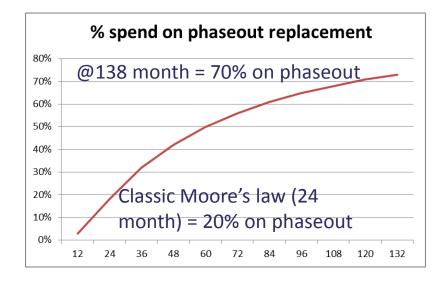
Sanjay Mehrotra, CEO of Micron Technology

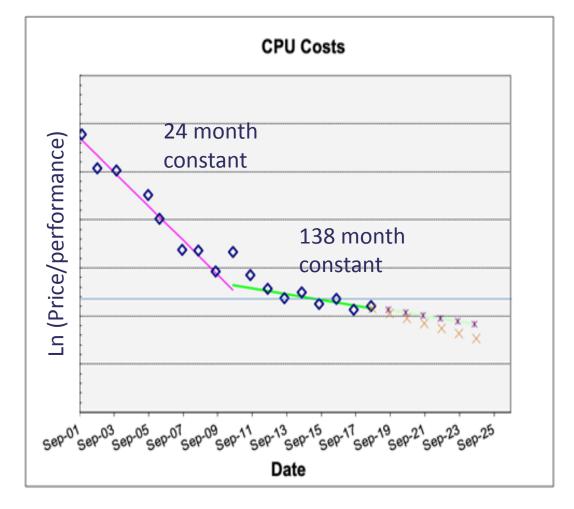




# **Price per unit Performance**

- For HTC its "bang per buck" that matters
- HTC sites rarely buy the newest and fastest looking for best value (biggest volume)
- Flat cash weak Moore's Law– steady state majority of investment goes into phase-out replacement





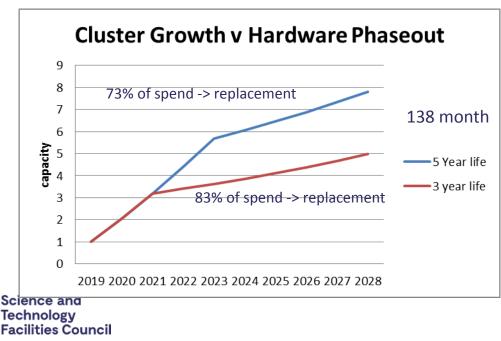
#### RAL Tier-1 Procurements 2001-2018

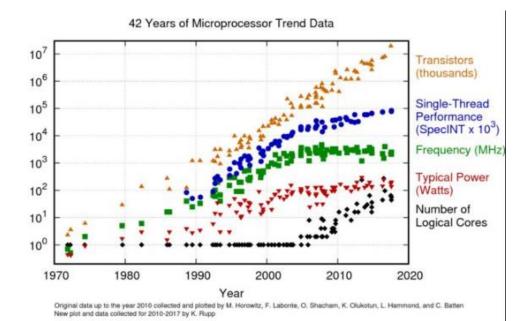


Doubling time (months)

# **Electricity Consumption**

- Power consumption of CPU limiting performance
- Prices forecast to be relatively flat after recent rises
- Will be increased pressure to reduce CO2 footprint
- Can apply energy efficiency constraint for procurement may raise hardware costs
- Or by earlier replacement but at the cost of cluster growth rate

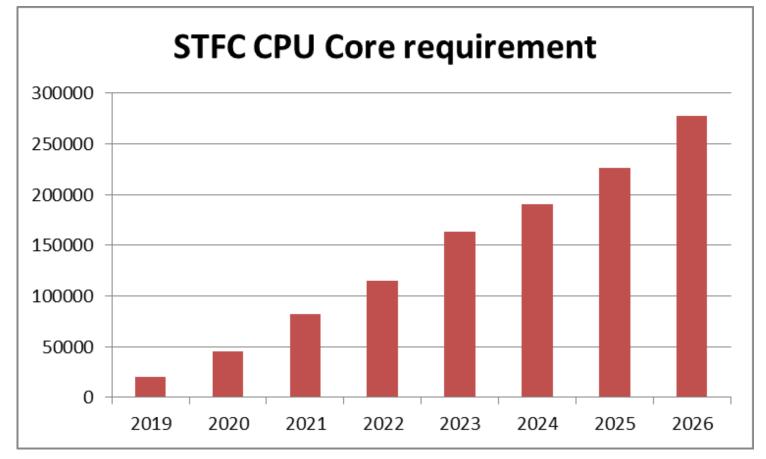








### **STFC Compute Requirements**





# ARM – not going to help ... much

 Limited benchmarking in science community – but see:

"Evaluating the Arm Ecosystem for High Performance Computing – Jackson et al. EPCC - 2019" based on ThunderX2 – ARMV8

"we have also demonstrated that applications can achieve similar, or better, performance on such a system when compared with a range of existing HPC system architectures.....a viable alternative"

- For x86 servers CPU represents 30-50% of total server cost, but ARM server class CPUs at comparable price. Isn't going to save us.
- Benefits may rather accrue from increasing competition in the market rather than miracle CPU.
- May Help Power Consumption



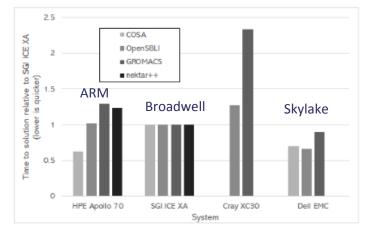
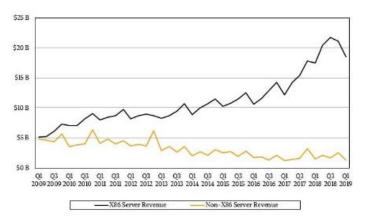


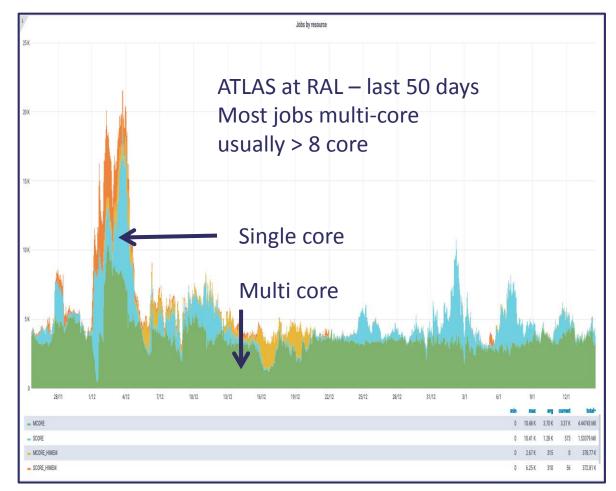
Figure 1: Comparison of application time to solution using 16 nodes normalised to the SGI ICE XA system. Values lower than one are faster than the SGI ICE XA system.



X86 server v non x86 server market share

# **HTC but Exploiting Many Core**

- As system core count increases so too does complexity of cluster workload manager packing jobs with different memory requirements.
- User pilot jobs can instead schedule separate threads to optimise memory footprint.
- If done badly can lead to cluster inefficiency
- Done well simplifies cluster scheduling





#### **Sweating Hardware: Code and Algorithms**

Most Gains to be Made Here – Do it Smarter

- Architecture specific compilation
- Adapt to many hardware types heterogeneous hardware validation nightmare
- Code re-engineering to exploit vector and other hardware units
- Algorithmic improvement
- Paradigm shift eg ML rather than brute force





#### Technology Facilities Council

### elnfrastructure

# **Modern (Mature) Descriptions**

"High-throughput computing (HTC) is a powerful paradigm that allows vast amounts of independent work to be performed simultaneously across many loosely coupled computers. HTC aims at integrating multiple computing systems to enable large numbers of computing tasks to be schedule and completed as quickly as possible."

International Journal of Trend in Research and Development, Volume 5(4), ISSN: 2394-9333 2018

- Single Cluster
- Homogeneous Multi-Cluster or federated cloud
- Federated eInfrastructure eg Grid
- Opportunistic use eg Commercial cloud or spare cycles eg on HTC



## **Traditional Batch Compute Lives!**

- While some community requirements have grown beyond single clusters, some are only now growing into them.
- In the dash to join up our elnfrastructure we continue to need classical batch services.
- Login and submit some jobs.
- Usually department level "interactive" services
- But environment typically "one size fits all"



#### **Virtual Research Environments for Science: The IDAaaS system**

#### What it is: ISIS Data Aanalysis as a Service

19990

- VMs Tailored to community ۲
- **Dynamic Creation**
- Expands with demand
- **OpenStack Platform**
- Can exploited multi-site

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**Burst capacity** .

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Results Log Please cite: http://dx.doi.org/10.1016/j.nima.2014.07.029 and this r Downloading 8 files from the instrument repository A new Facilities.xml file has been downloaded, this will take effect r Load started Load started

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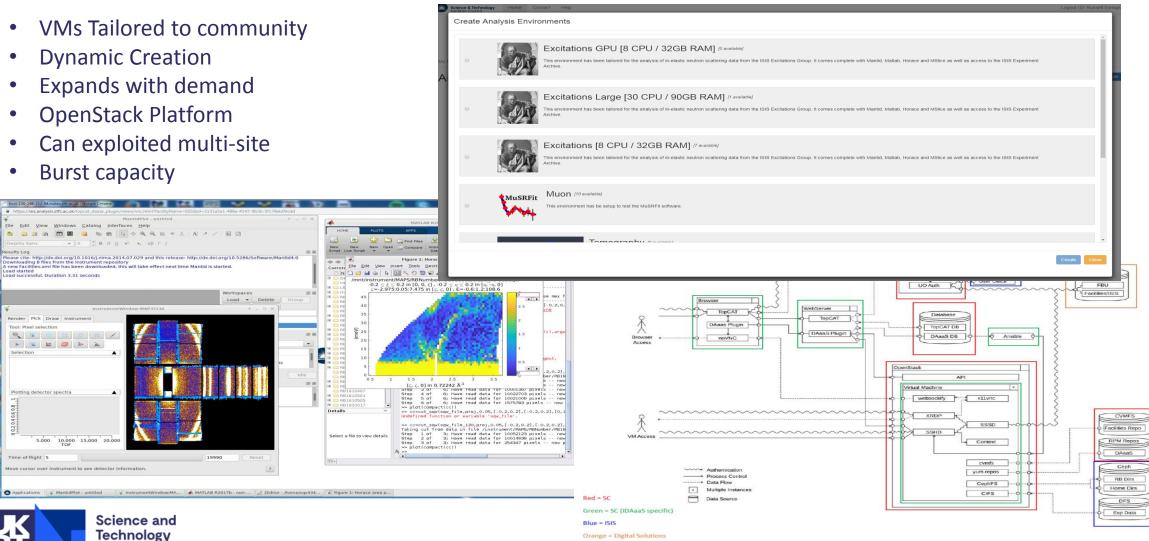
Plotting detector spectra

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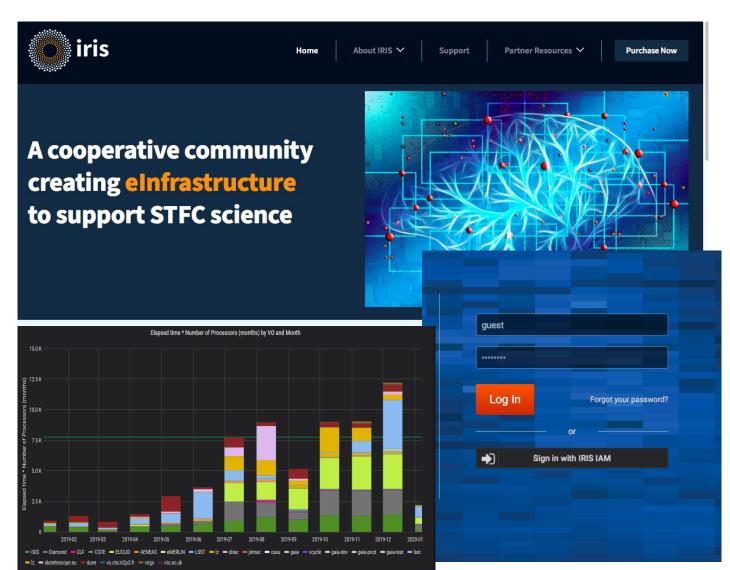


over instrument to see detector informatio

#### **Federating STFC Distributed Computing**

- STFC has diverse compute infrastructure deployed around UK
  - Single platform
  - Multi-site
  - Many user communities
- IRIS Capital only project deploying hardware.
  Coordinting STFC Compute Community, Resource Sharing





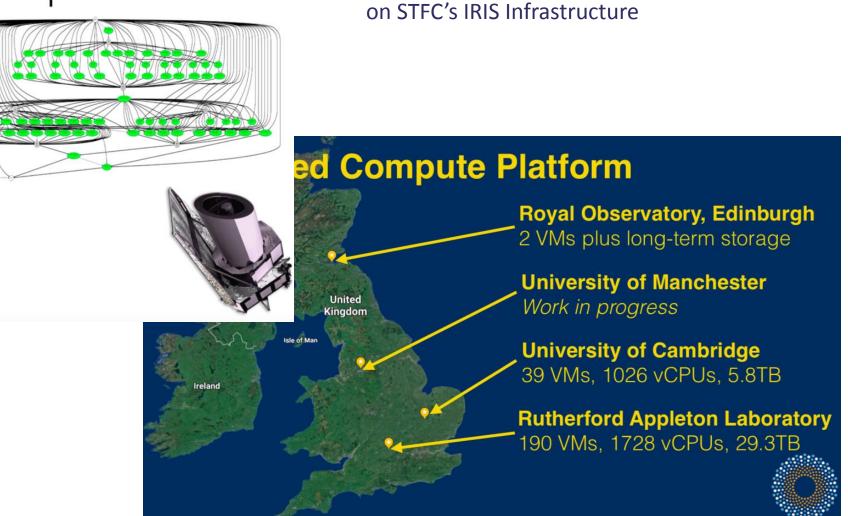
### Federated – multi-site Slurm on OpenStack

#### Euclid's Compute Requirements

- First IRIS runs summer 2018
- Data-flow application model
- Uses cluster filesystem
- Simulation run can take 150,000 core hours
- IRIS resource reservation at multiple sites
- Limited options for cluster filesystem

StackHPC





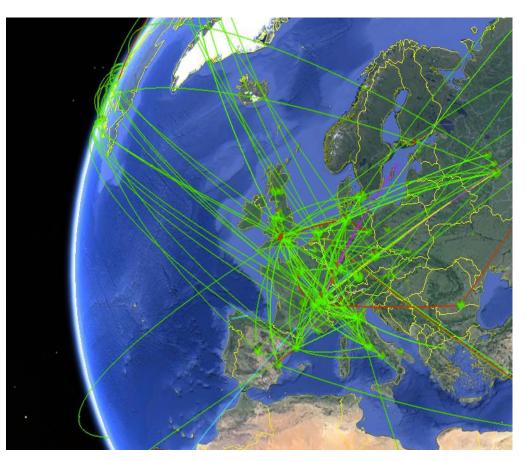
**Euclid Federating Multiple SLURM instances** 

## What about the Grid?

- Coordinated resource sharing and problem solving in dynamic, multi-institutional virtual organizations. The Anatomy of the Grid - Foster, Kesselman and Tuecke 2001
- Sounds exactly like what we need!
- Works well for a few large LHC communities.
- Will still be going strong in 2025 and will probably have a few more large user communities using it.
- Challenging for small communities who do not need largest possible scale



#### LHC Computing Grid – 900,000 cores



# **Commercial Cloud**

- Already routinely exploited by some STFC communities
- Best fit for:
  - short term (eg burst)
  - rapid deployment of diverse services
  - low data volume
- Not yet compelling price / convenience
- Still requires expertise in deploying service framework
- Challenges of vendor lock in of data
- Main obstacles are not technical but financial / legal detailed in UKRI Roadmap Document for cloud



## Predictions $\rightarrow$ 2025+

- CPU performance gains will continue but (on average slowing)
- More communities will exploit federated elnfrastructure
- VREs will be increasingly exploited
- Data will become increasingly federated
- Workflow management systems will be increasingly necessary
- Heterogeneous hardware capabilities will be increasingly exploited
- Federated eInfrastructure will be increasingly vital
- New user communities will be exploiting the grid paradigm
- Convergence of interactive and pleasingly parallel



### **Final Observations**

- Many science communities are currently constrained by the IT infrastructure available
- For the very very largest there will be new technical challenges to deliver sufficient compute and storage.
- For some brute forcing the compute isn't going to deliver the needed performance gain – they need to get smarter
- For most communities however the solutions are technically understood – they just need funded effort to implement known solutions





### Questions

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