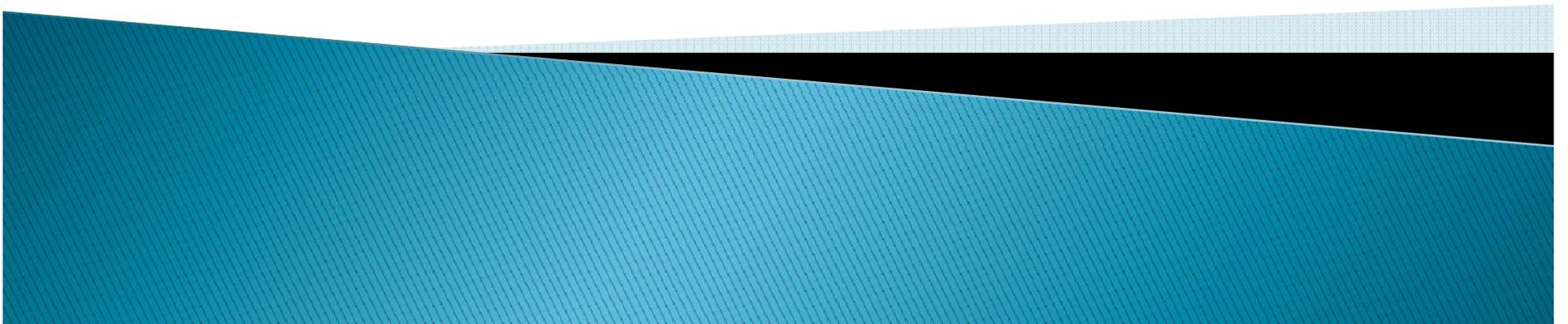


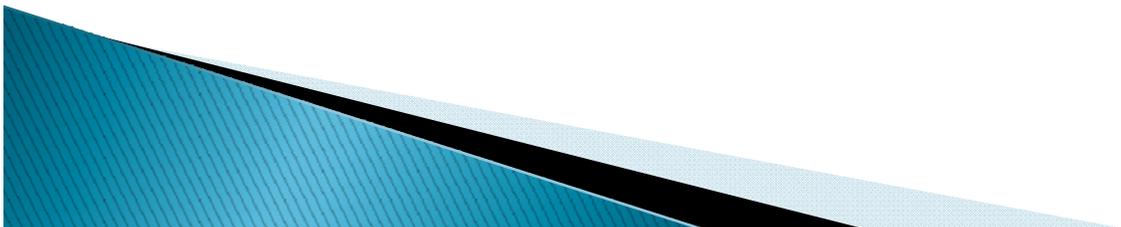
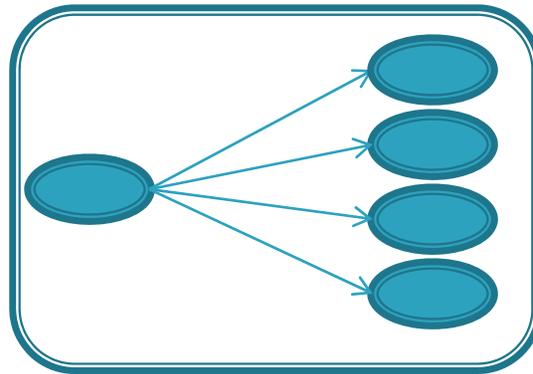
Process-Oriented Collective Operations

John Markus Bjørndalen
Adam T. Sampson



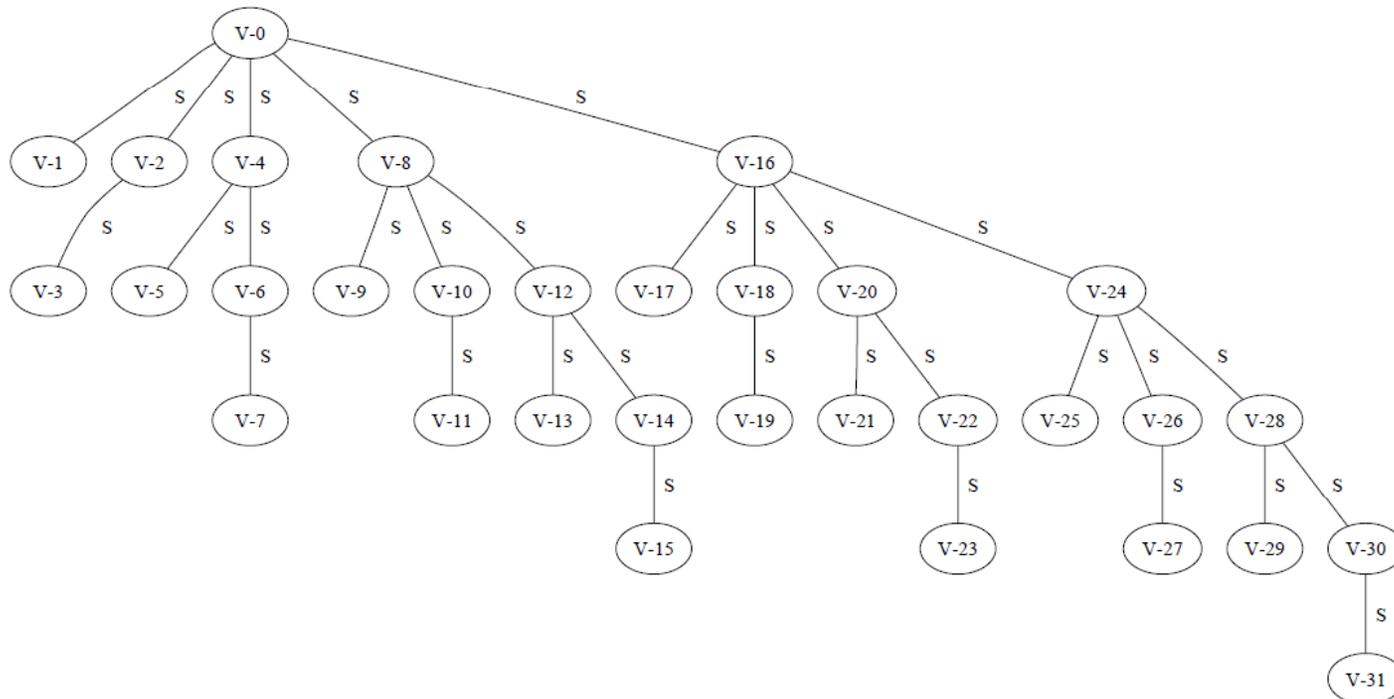
Collective Operations

- ▶ Operations involving a specified group of processes
- ▶ Example: broadcast



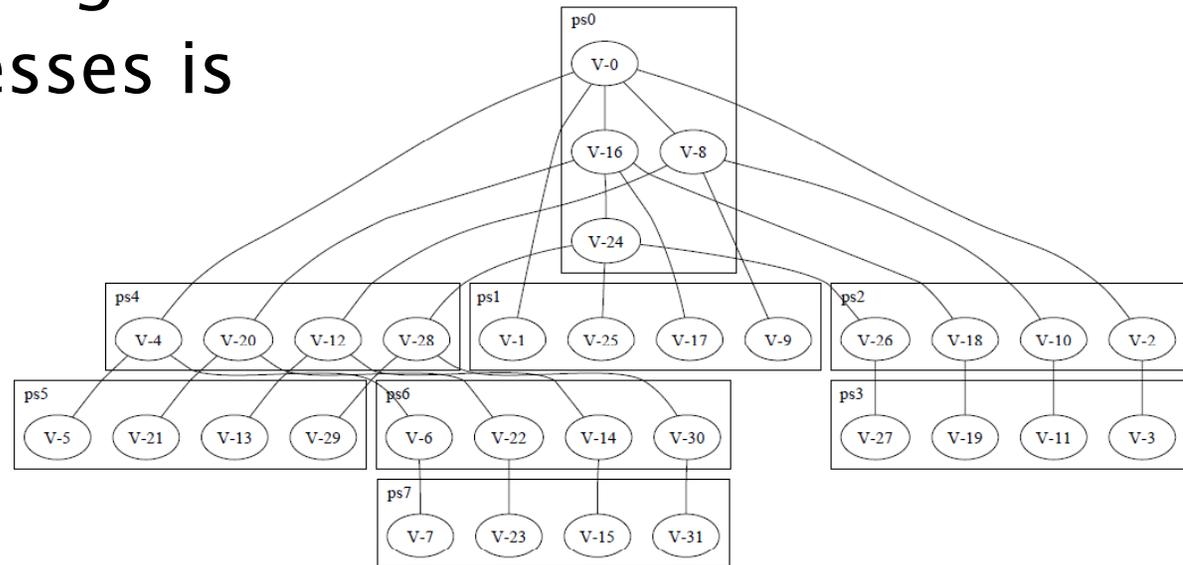
LAM-MPI reduction tree

- ▶ To improve scaling and reduce latency, LAM uses a binomial tree:



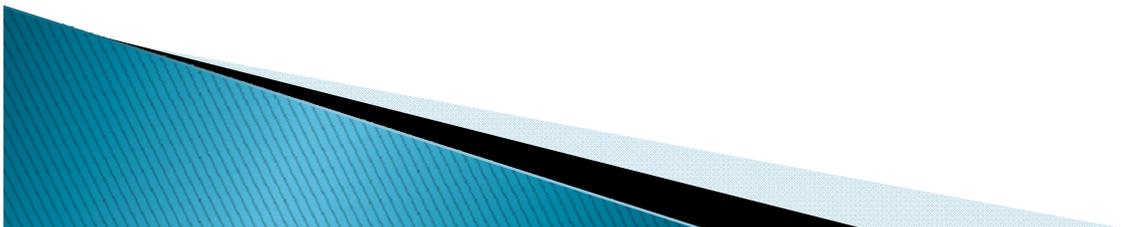
Reduction tree mapped to cluster nodes

- ▶ 8 SMP computers with 4 processors each
- ▶ Default mapping
- ▶ Moving processes is only a partial solution



Solution

- ▶ Configuration system:
 - Map trees/algorithms to given cluster and application (PATHS and CoMPI)
 - Minimizing network messages not always the best performing configuration!
 - Can get non-intuitive results due to overlooking factors in theoretical models



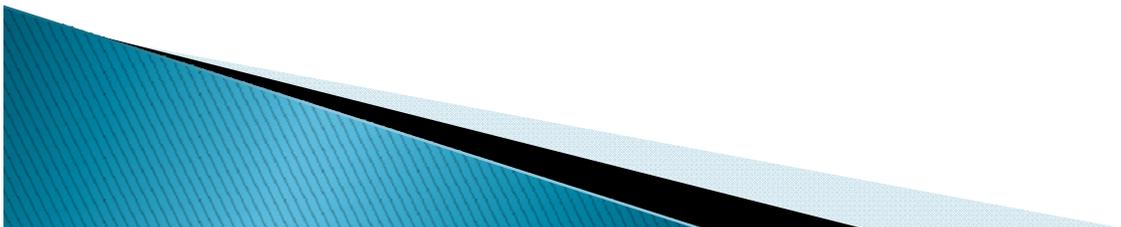
Process-oriented Collective Operations

- ▶ Applications for CoSMoS project
- ▶ Learn from MPI (OpenMPI)
 - First approximation for cluster-wide process oriented applications
 - MPI algorithms a good first approximation



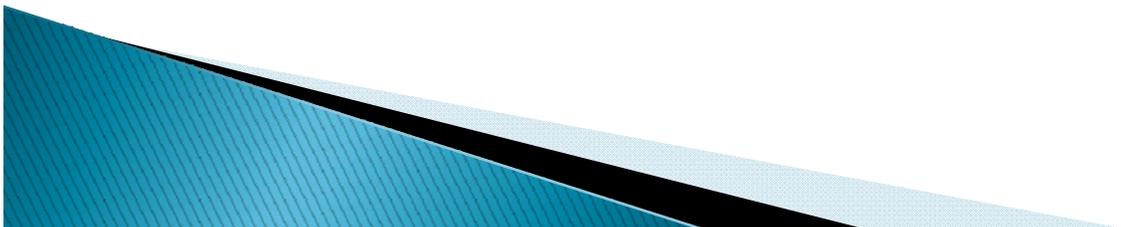
Process-oriented Collective Operations

- ▶ CSP-based configuration system
 - CSP-based language for algorithms and mapping
 - Improve configurations compared to OpenMPI (tune application, cluster and configuration)
 - Improve specification of parallel properties (run-time knows more)
 - May be useful for configuration of MPI implementations



First experiences

- ▶ Sequential operations send/receives
 - trivial
- ▶ Nonblocking code encountered so far
 - easily expressed using PAR
- ▶ PyCSP code more concise than OpenMPI
- ▶ Opportunity for improved parallelism:
 - Not easy to do (wait+do || wait+do) in OpenMPI



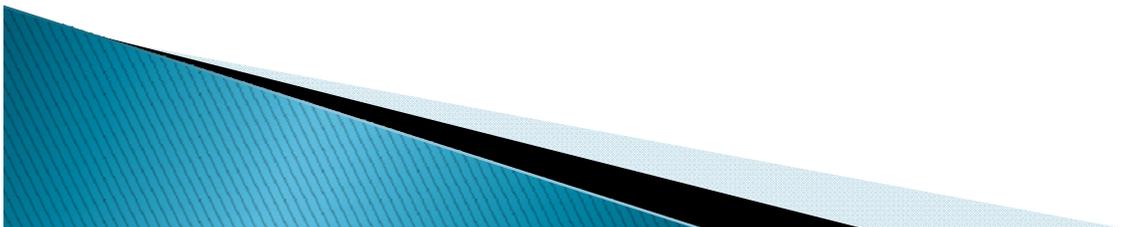
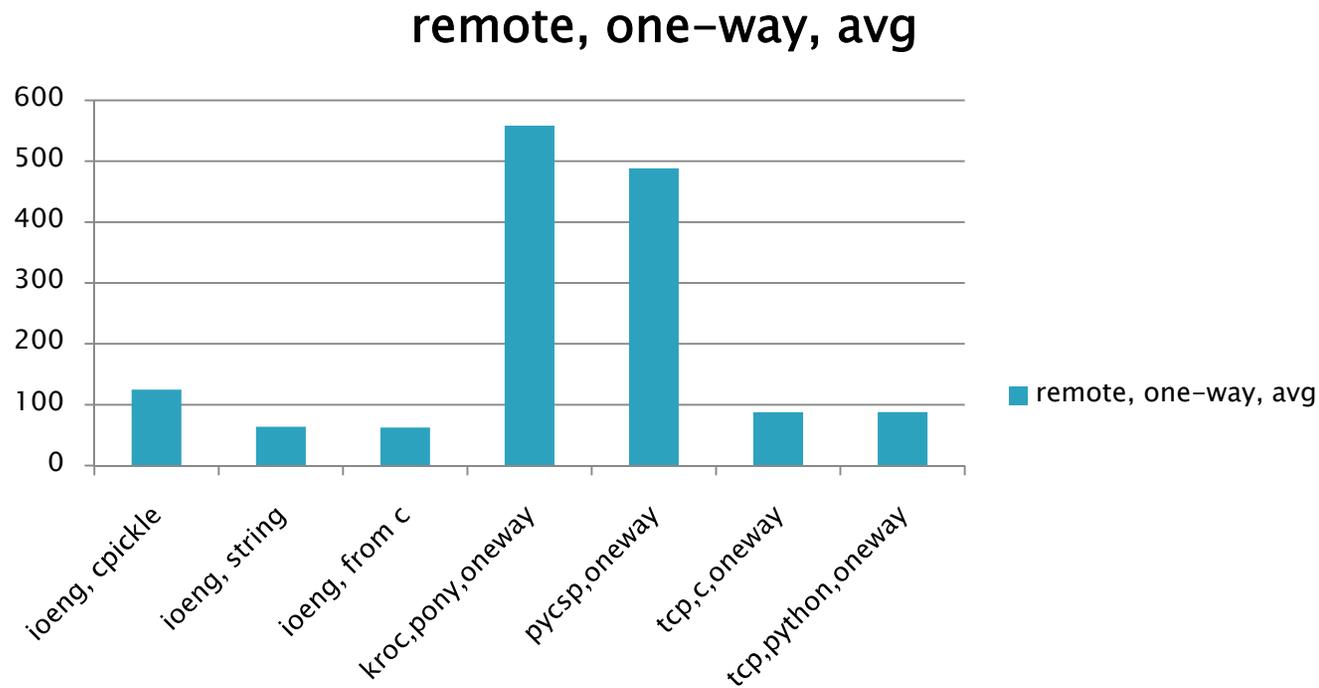
Implementation

- ▶ Prototyped collective operations in PyCSP
- ▶ Network communication library for PyCSP and `occam- π` (trap)
 - Nodes and Ports
 - Send/receive – similar to buffered channels
 - Buffered, asynchronous communication
 - Supports thousands (millions?) of channels between nodes
 - Only one kernel thread for message transfer
 - Serialization only if needed
 - Raw byte strings at the transport level



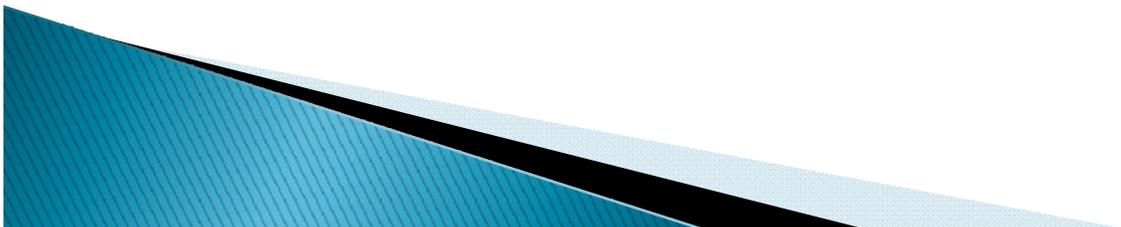
Network latency, node-to-node

- ▶ Informal benchmark

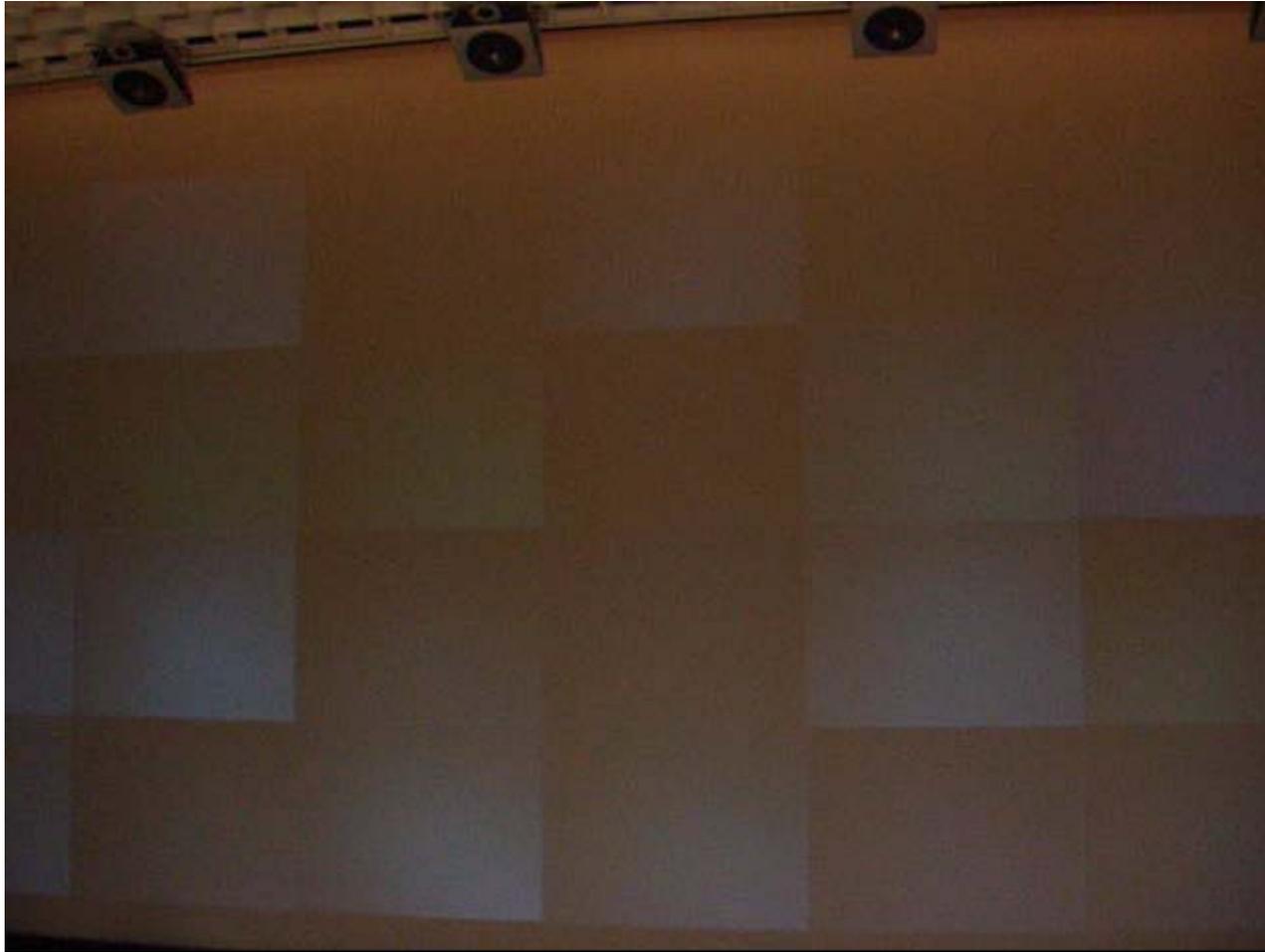


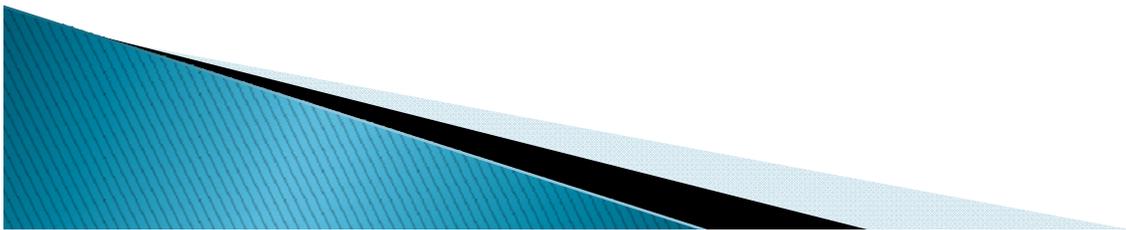
Summary

- ▶ Early work
- ▶ Expressed MPI group operations as CSP programs with higher level of parallelism than OpenMPI code
 - Techniques in the paper
- ▶ Light-weight message transfer layers for `occam-π` and `PyCSP`
 - Implementations have been used (Occoids on the display wall in Tromsø)



Occoids on the wall (using trap)





Network latency, localhost

