Supercomputing on a Shoestring: Experience with the Monash PPME Pentium Cluster

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Introduction:

Clusters of low cost commodity machines are a viable alternative for many high performance computing applications.

- In 1998 Monash CSSE commissioned the PPME Pentium Cluster for the purpose of running large parametric simulations.
- This presentation discusses background issues, and some of the experience acquired in porting and running large simulations on this system.

Supercomputer Limitations:

Very expensive, unaffordable for small or medium sized research projects.
High performance usually results from specialised vector processing hardware.
Performance on jobs which do not vectorise efficiently can be mediocre and uncompetitive against cheaper machines.
What are the alternatives ?

COW, NOW, PoPC:

COW - Cluster of Workstations
NOW - Network of Workstations
PoPC - Pile of PCs
Utilise inexpensive commodity processor and high speed switch hardware.
Aggregate CPU cycles and RAM size can be competitive against supercomputer category machines.

How to Parallelise ?

Parallelising/vectorising compilers.
 Code the application from the outset for distributed processing on COW/NOW/POPC.
 Utilise parametric processing tools.

Parametric Computing:

- Suitable for problems where a single program must be executed repeatedly with different initial conditions.
- Each CPU in the COW/NOW/PoPC runs an instance of the program with a different set of initial conditions.
- Sequential execution on a single very fast CPU replaced by parallel execution on many not so fast CPUs.

Activetools Clustor:

- Developed from the Nimrod parametric processing tool.
- Commercialised in the United States.
- Ported to Intel/Linux, SPARC/Solaris, MIPS/Irix, PowerPC/AIX, HP-PA/HPUX, Alpha/DU, Intel/NT.
- Root node emulates a gaggle of "robot users" who each execute a job on a client node, each job has unique runtime parameters.
 - Transparently parametrises command line or file arguments at job runtime.

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Monash PPME Cluster:

Parallel Parametric Modelling Engine

- Initially set up August 1998 at Clayton CSSE
- 1 x dual 333 MHz P-II root node (Linux), 10 x dual 333 MHz P-II client nodes (Linux/NT).
- Upgraded early 1999 with 4 x dual 500 MHz P-III client nodes.
- Linked to Caulfield cluster with 16 x dual 350 MHz P-III client nodes.
- Currently 60 x Pentium CPUs, 5.8 GB RAM, 180 GB Disk, 2 x 100 Mbit/s switches.



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Simulation Problem:

- Ad Hoc Mobile Networks with thousands of nodes.
- Need to explore acheivable network performance at different microwave frequencies, under different weather conditions.

Must consider local tropospheric refraction and propagation impairments.

Must analyse global network performance.



Problem Issues:

Total number of simulations ~ 1000
Each simulation has up to 5 initial conditions.
Each simulation job ~8-72 hrs on P-II/III
Managing simulation activity is difficult.
Sorting results and postprocessing difficult.
Classical parametric computing problem.

Adaptation to Clustor:

- Disable X11 activity display for client nodes.
- Port code form FreeBSD/Irix versions to Linux.
- Regression test and validate simulation results on Linux.
- Incorporate journalling and restart facilities.
- Write and debug Clustor "Plan Scripts".
- Set up directories for results.
- Map out parameter space for simulations.
- Test runs to debug and validate operation.

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Hardware Issues:

Root and Client node hardware reliability must be very high.
Client node swap space sizing.
Client node memory sizing to preclude swapping.
Hardware must be stable.
Network must be stable.

Operating System Issues:

- Red Hat Linux reliability and stability not sufficient for the root node, although adequate for client nodes.
- NFS and TCP/IP stack integrity was the biggest source of difficulty, proved to be unreliable under heavy I/O load.
- The root node's operating system is the single point of failure for the whole cluster and it must have exceptional reliability and integrity.
- TurboLinux more suitable for root node OS.

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Managing Multiuser Loads:

- Clustor imposes limits on the number of jobs per user per client node.
- Clustor imposes limits on the total number of jobs per client node.
- With many contending users, large jobs tended to displace small jobs, penalising light users -> "Cluster Hogging".
- Monash developed a background scheduler scheme using the Unix nice facility.
- Jobs are periodically reniced by cumulative run time to favour shorter running jobs.

Simulation Strategy:

Split the parameter space into blocks to avoid runs which last longer than 1-2 weeks.

- Use cluster toolset to regenerate runs after crashes.
- Ensure results are properly organised to avoid redundant job execution.
- Maintain a status chart to follow progress.

Simulation Results:

Highly successful project.
99% of parameter space covered by simulations.
PPME cluster allowed much more ambitious simulation effort than originally planned 2 years ago.

Summary:

Monash PPME == Parametric Supercomputer.
Implementation Cost ~ A\$100K.
Commodity Pentium II/III CPU hardware.
Public Domain Operating System.
Commodity 100 Base T switches.