

# Resource management with Slurm

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**informatik**  
**die zukunft**

# Agenda

- 1 Introduction
- 2 Slurm
- 3 Energy and Power Measurement
- 4 Upcoming
- 5 Summary
- 6 Literature

# Introduction

- Resource manager
  - Monitors resource utilization (CPU, RAM, etc.) and allocates them to the users' jobs
  - Monitors power consumption
  - Switches off unused resources
  - Communicates with job scheduler
- Job scheduler
  - Uses information from resource manager to prioritize jobs
  - Schedules jobs to efficiently use resources
  - Informs resource manager about hardware needs

# Introduction

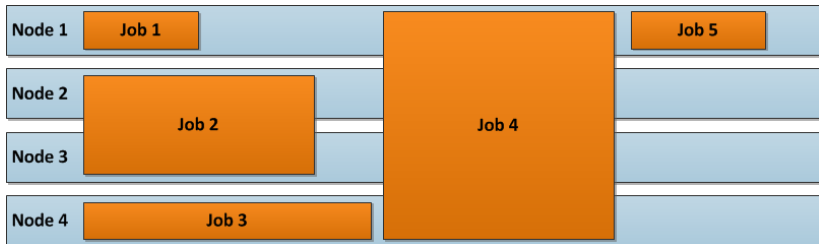


Figure: Naive queue, figure based on: [Ada14]

# Introduction

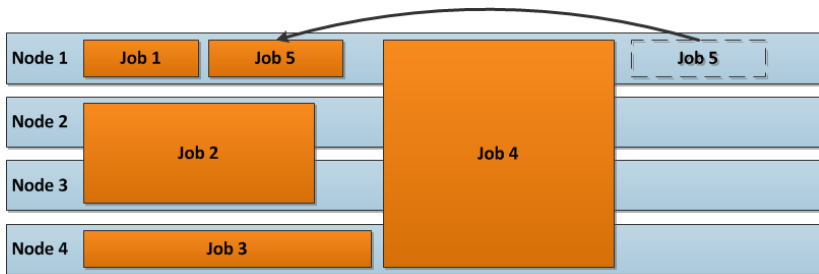


Figure: Backfill example, figure based on: [Ada14]

# Introduction

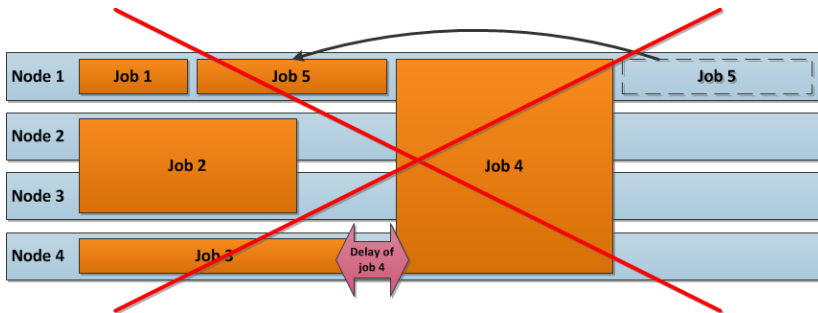


Figure: No backfill possible, figure based on: [Ada14]

# SLURM

## Simple **L**inux **U**tility for **R**esource **M**anagement

- Combined resource manager and job scheduler
- Open source, fault-tolerant, highly scalable
- Supports plugins (dynamically linked objects at runtime)
- Active development by community as well as SchedMD
- wide-spread use in HPC

***"As of the June 2015 Top 500 computer list, Slurm was performing workload management on six of the ten most powerful computers in the world including the number 1 system, Tianhe-2 with 3,120,000 computing cores."***

***-SchedMD website***

# Daemons of slurm

## Slurmctld – controller daemon

- Monitors and allocates resources
- Manages job queues
- Has optional backup with automatic fail-over

## Slurmdbd – database daemon

- Stores accounting and configuration information
- Also has an optional automatic fail-over
- Attached database can be mysql, postgresql or text format

## Slurmd – compute node daemon

- Launches and manages tasks
- Very light-weight
- Quiet (except for optional accounting)

## Slurmstepd

- Manages job steps and I/O
- Spawned for each jobstep and terminated after



# Daemons of slurm

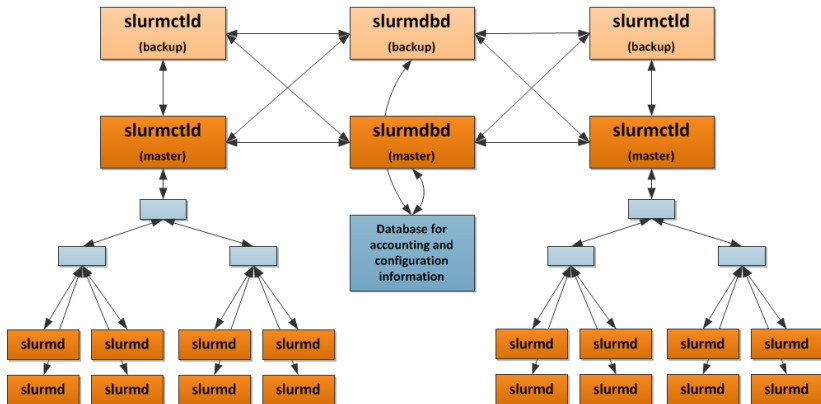


Figure: Multi-cluster environment

Figure based on Introduction to Slurm: [Sch16]

# What is a plugin?

- Also called addins, addons or extensions
- A plugin is an optional software module that can extend or change the functionality of an existing program
- Usually plugins are very specific and only work with a certain program - just like a puzzle piece only fits into its own puzzle
- Software gets more customizable and becomes extensible
- Often represented as a puzzle piece
- Described via interface or API

# Plugins

- Over 80 plugins (as of dec 2012)
- Objects that are dynamically linked during runtime
- Currently 26 well-defined APIs / programmer's guides



# Energy accounting

- Measure the power and energy consumed by nodes or jobs
- Power profiling:  
analyse power demands of cluster and utilization of resources
- Improve energy efficiency
  
- Power:  
 $P = I \cdot V$  (Product of Current and Voltage)  
SI: watt (1 joule over 1 second)
- Energy consumption:  
 $P \cdot t$  (Product of Power and Time)  
SI: watt-hours (3600 joule)

# Motivation

- Money
- DKRZ consumes over 17 GWh per year
- It costs over 1,850,000 €
- That is roughly 11 cents per KWh
- For comparison:  
Average energy consumption per Person - 2,000 KWh  
Factor: 8,500,000
- Environmental awareness

# How to measure energy

- PM = power meter  
different possible locations
- Library / API
- Program (or plugin) to use library or API
- Samples are collected by client and then processed

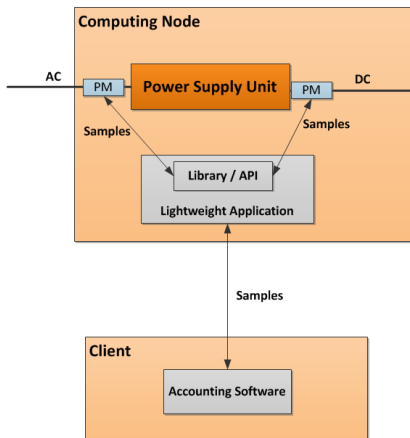


Figure: Concept drawing [Wes]

# Slurm Energy Plugin - RAPL

- Running Average Power Limit
- Samples are estimated from a power consumption model based on hardware counters
- Estimates seem to be very accurate
- Only 2 readings necessary -> low overhead

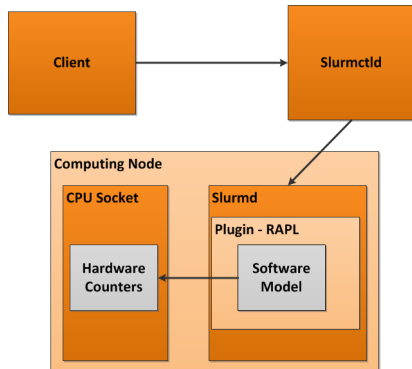


Figure: Concept drawing [Wes]

# Slurm Energy Plugin - IPMI

- Intelligent Platform Management Interface
- Protocol to read from sensors
- Lights Out Management:  
enables remote control and management of machine
- Baseboard Management Controller  
Special microcontroller connected to sensors on hardware
- Physical Interfaces:  
SM Buses, Serial Port, IMPB
- BMC communicates with BMU  
(**B**aseboard Management Controller **M**anagement **U**tility)



# Slurm Energy Plugin - IPMI

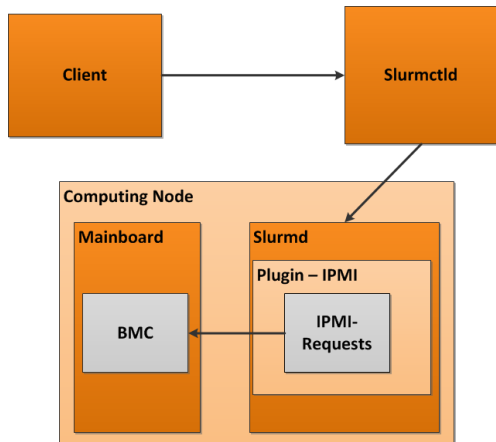


Figure: Concept drawing [Wes]

# Slurm Energy Plugin - Config

- Slurm.conf (main config file)
  - AcctGatherEnergyType  
Specifies which plugin should be used.
  - AcctGatherNodeFreq  
Time interval between pollings in seconds.
- Acct\_gather.conf (same dir as slurm.conf)
  - Contains configuration for acct\_gather related plugins
  - E.g. EnergyIPMIFrequency:  
number of seconds between BMC access samples

## Slurm Energy Plugin - ext\_sensors

- New infrastructure -> HDEEM
- High Definition Energy Efficiency Monitoring
- High resolution: ~1000 samples per second
- Plugin needs to be written to utilize functionality
- Ext\_sensors plugin works independently from acct\_gather plugins
- Standard config files only allows up to 1 call per second

# HDEEM

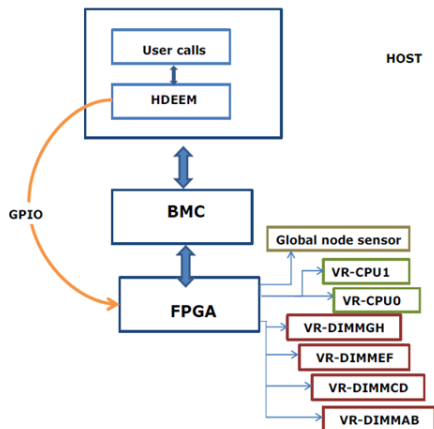


Figure: Concept drawing [unk]

# Challenges

- CPU current and voltage are highly dynamic
- Frequency is much higher than sampling rate
- Power meter returns instant values - need to be converted
- Many conversion steps required - sources of inaccuracy:
  - Voltage and current sensors
  - Analog-digital-converter
  - Lowpass filters
  - data formats
  - average calculations
- Calculation of energy correct avg power values over time period

# Configuration cases

## ■ node energy monitoring

```
AcctGatherEnergyType=acct_gather_energy/ipmi or rapl
AcctGatherNodeFreq=<seconds>
or
ExtSensorsType=ext_sensors/rrd
ExtSensorsFreq=<seconds>
```

## ■ job/step energy accounting

```
JobAcctGatherType=jobacct_gather/linux or cgroup
AcctGatherEnergyType=acct_gather_energy/ipmi or rapl
JobAcctGatherFrequency=task=<seconds>
or
JobAcctGatherType=jobacct_gather/linux or cgroup
ExtSensorsType=ext_sensors/rrd
```

## ■ job/step power profiling

```
AcctGatherEnergyType=acct_gather_energy/ipmi or rapl
AcctGatherProfileType=acct_gather_profile/hdf5
JobAcctGatherFrequency=energy=<seconds>
```

# Slurm Energy Plugin - File Format

- Efficient file format needed to store collected data
- HDF5 (Hierarchical Data Format version 5)
- Represents a wide variety of data structures within a single file
- Supports very complex data
- High-level interfaces for C, C++, Fortran 90 and Java

# HDF5

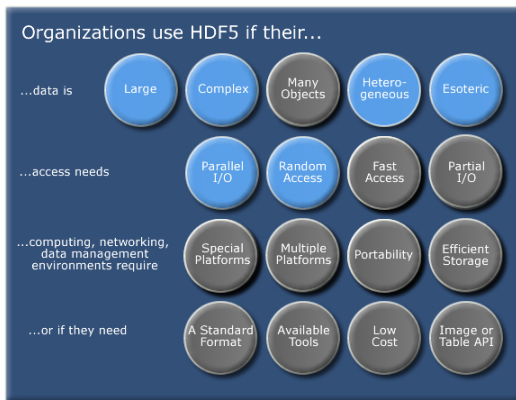


Figure: Features [The16]



# HDF5 - Requirements

- Shared filesystem for compute nodes
- Slurm.conf:  
Uses HDF5 Profile Plugin
- Acct\_gather.conf:  
Root directory of profiling data (must be in shared filesystem)
- Each slurmstepd keeps his own file
- Files are merged after job completion

# HDF5 Slurm integration

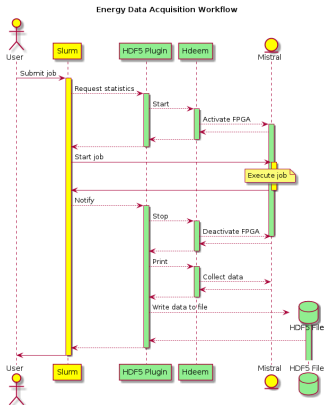


Figure: Workflow [unk]

# What's new?

- Supports asymmetric resource allocation
  - Different amount of resources for each process / rank
- Enables MPMD approach
  - Classical approach: SPMD
  - Example call: `mpirun -np 2 a.out : -np 2 b.out`

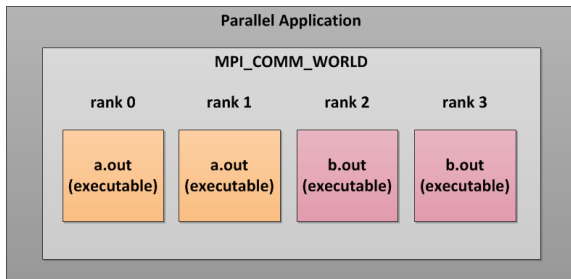


Figure: Concept drawing [Wes]

# Summary

- HPC software stack
  - Slurm is a good choice
  - More possibilities for resource management in near future
- Energy Accounting
  - Range of available plugins is growing
  - Energy consumption and power profiles become increasingly important due to high costs in HPC
  - Accurate power profiling is difficult

# Literature

- [Ada14] Adaptive Computing Enterprises. Maui Scheduler Administrator's Guide, 1999-2014. <http://docs.adaptivecomputing.com/maui/8.2backfill.php>.
- [ea14] Daniel Hackenberg et al. HDEEM: High Definition Energy Efficiency Monitoring. 2014.
- [Mar13] Martin Perry (Bull). Energy Accounting and External Sensors Plugins, 2013. <http://www.schedmd.com/>.
- [Sch16] SchedMD LLC. Slurm Commercial Support and Development, 2011-2016. <http://www.schedmd.com/>.
- [The16] The HDF Group. Hierarchical Data Format, version 5, 1997-2016. <http://www.hdfgroup.org/HDF5/>.
- [unk] unknown. materials provided by R. Heidari.

Thank you!

Questions?

## Also read for information:

[ea14]

[Mar13]

[Yia12]