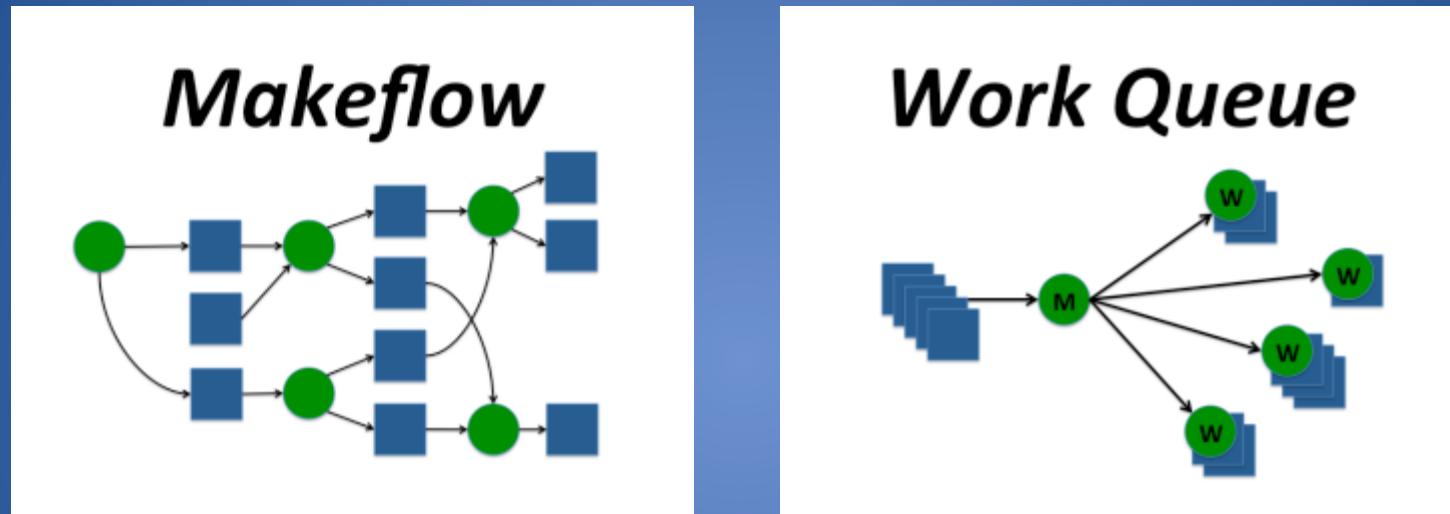


Introduction to Makeflow and Work Queue



Prof. Douglas Thain, University of Notre Dame



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@ProfThain

Lots of information here:

<http://ccl.cse.nd.edu>

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About the CCL

We design [software](#) that enables our [collaborators](#) to easily harness [large scale distributed systems](#) such as clusters, clouds, and grids. We perform fundamental [computer science research](#) in that enables new discoveries through computing in fields such as physics, chemistry, bioinformatics, biometrics, and data mining.

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- [Forum](#)
- [Getting Help](#)
- [Highlights](#)
- [Annual Meeting](#)
- [Workshops](#)
- [For Developers](#)

Operations

- [Condor Display](#)
- [Condor Pool](#)
- [Hadoop Cluster](#)
- [Biocompute](#)
- [BXGrid](#)
- [Condor Log Analyzer](#)
- [Internal](#)

Community Highlight

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The Work Queue framework gives ForceBalance the ability to distribute computationally intensive components of a force field optimization calculation in a highly flexible way. For example, each optimization cycle launched by ForceBalance may require running 50 molecular dynamics simulations, each of which may take 10-20 hours on a high end NVIDIA GPU. While GPU computing resources are available, it is rare to find 50 available GPU nodes on any single supercomputer or HPC cluster. With Work Queue, it is possible to distribute the simulations across several HPC clusters, including the Certainty HPC cluster at Stanford, the Keeneland GPU cluster managed by Georgia Tech and Oak Ridge National Laboratories, and the Stampede supercomputer managed by the University of Texas. This makes it possible to run many simulations in parallel and complete the high level optimization in weeks instead of years.

- Lee-Ping Wang, Stanford University

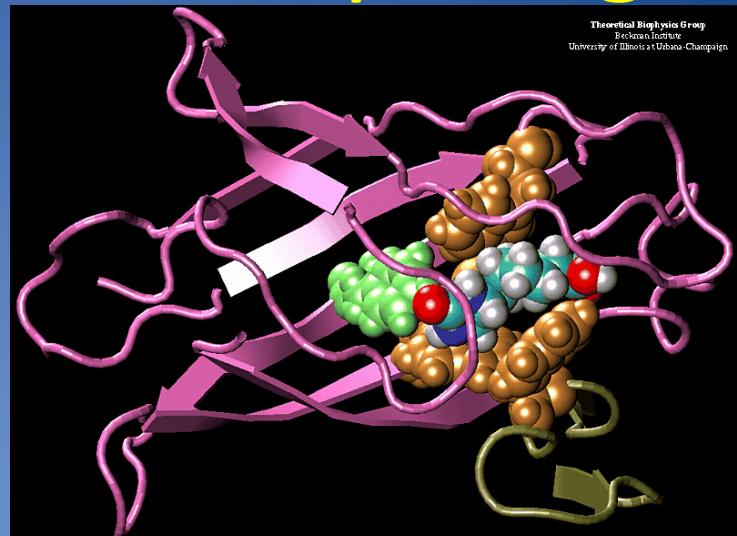
```
graph TD; A[Initial parameters] --> B[Force Field]; B --> C[Simulations: Binding Energies, Forces, Energy, ΔH, etc.]; B --> D[Evaluate differences with reference data Δ]; C --> E[Reference Data: ab initio calculations and experiment]; E --> F[Add Bayesian regularization]; F --> G[Objective function]; G --> H[Optimization method]; H --> I{Converged?}; I -- no --> B; I -- yes --> J[Optimized parameters]
```

The Cooperative Computing Lab

- We *collaborate with people* who have large scale computing problems in science, engineering, and other fields.
- We *operate computer systems* on the O(10,000) cores: clusters, clouds, grids.
- We *conduct computer science* research in the context of real people and problems.
- We *develop open source software* for large scale distributed computing.

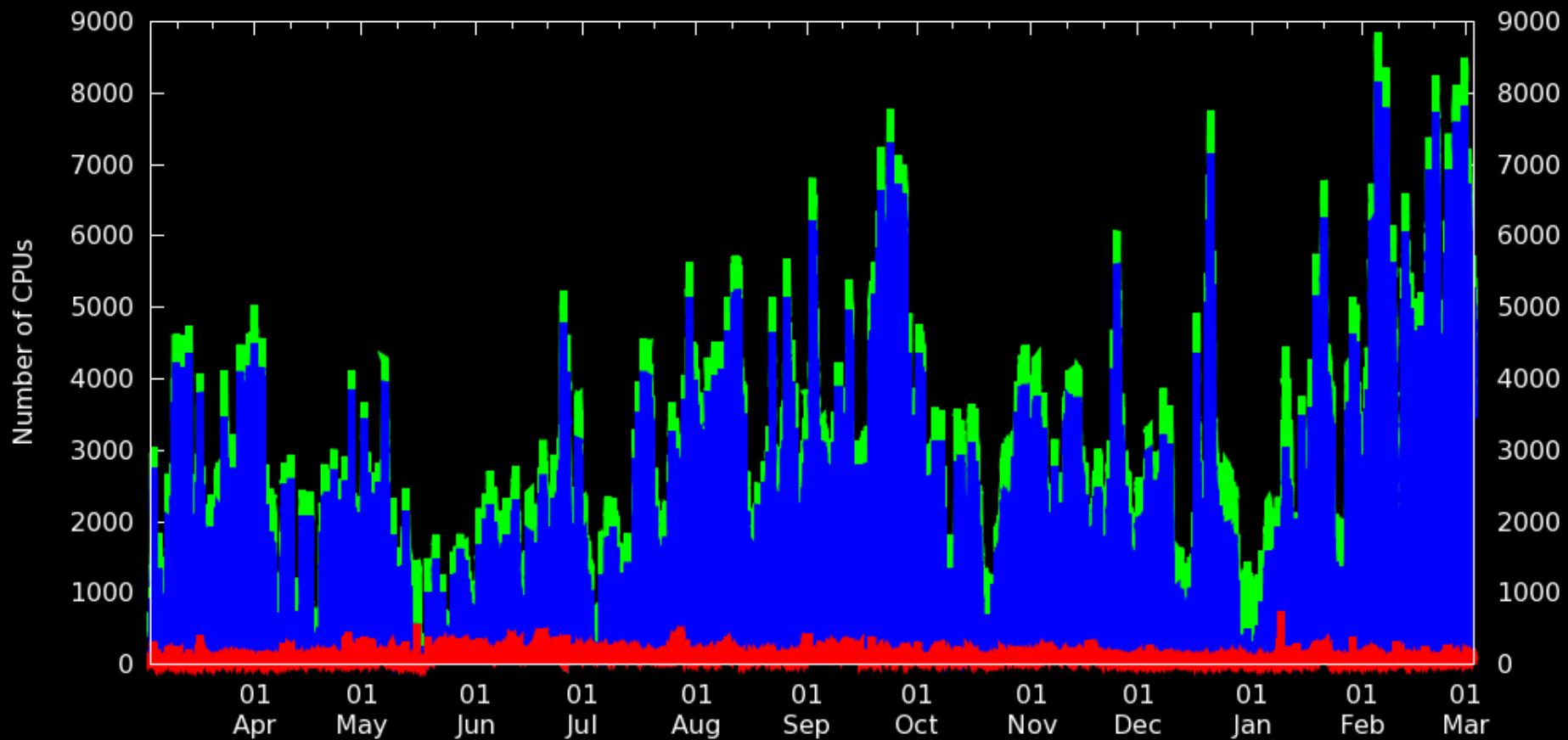
<http://www.nd.edu/~ccl>

Science Depends on Computing!

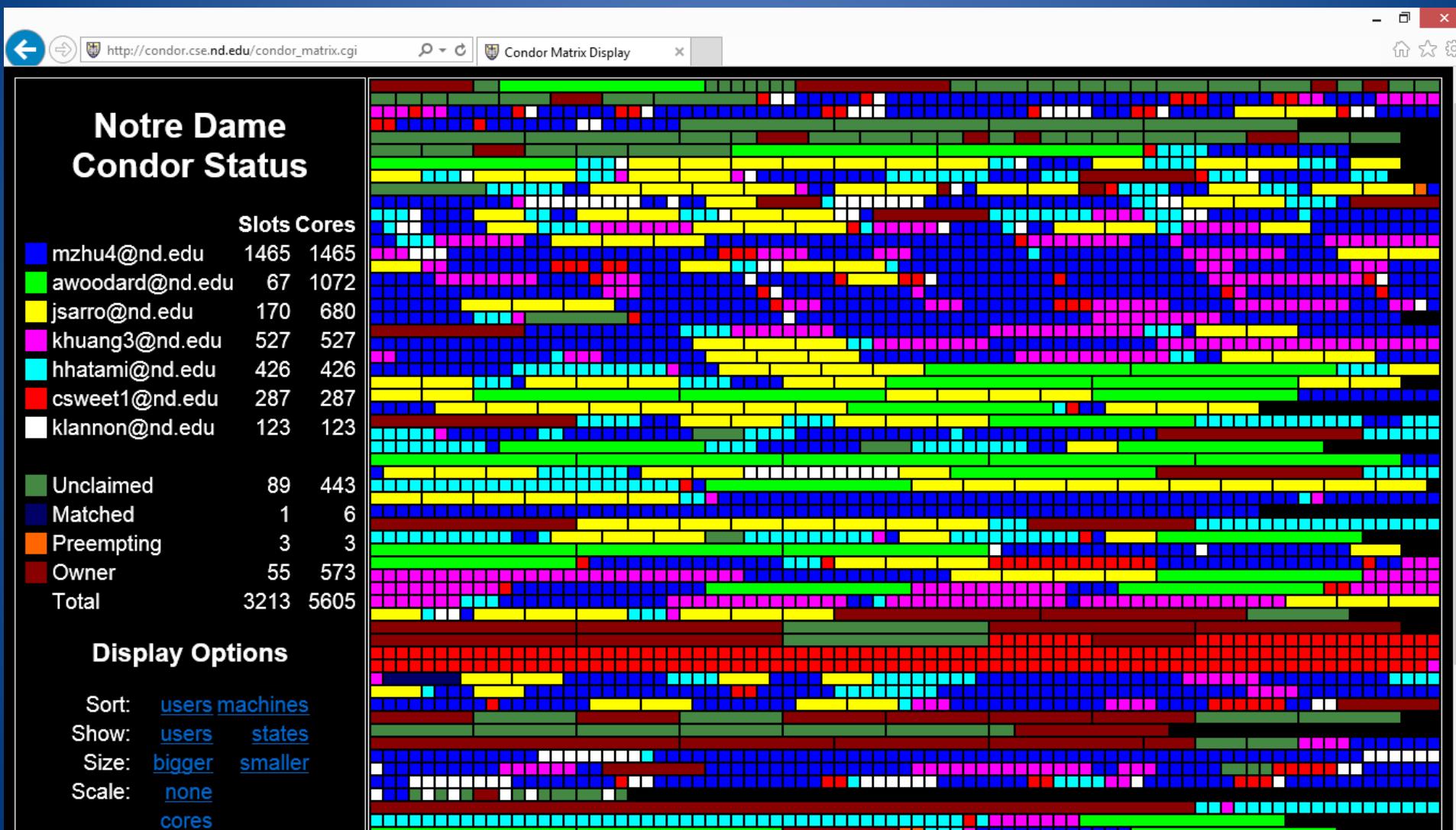


A screenshot of a web browser displaying the BXGRID Biometrics Research Grid interface. The page title is "BXGRID - Biometrics Research Grid - Browse Results". The main content area shows a grid of user interface elements for validating biometric datasets. The grid has columns for "Unvalidated" (containing 3D face scan images), "Metadata Action" (with buttons for Validate, Problem, and Unvalidate), and four columns for "Valid 1", "Valid 2", "Valid 3", and "Valid 4", each containing a grid of small portrait photos. Navigation links like "Prev 10", "Next 10", "First Page", and "Last Page" are visible at the bottom of the grid. The left sidebar contains links for "Dataset", "Constraint", "Limit", "Detail", "Images", "Mode", and "Validate Against Dataset", along with dropdown menus for "3D Face Scans" and "any".

Condor Cycles at Notre Dame



Users of Condor Cycles



Superclusters at Amazon

The screenshot shows a web browser window with the URL <http://arstechnica.com/business/news/2011/09/30000-core-cluster-built-on-amazon-ec2-cloud.ars>. The main content of the page is a bold headline: "\$1,279-per-hour, 30,000-core cluster built on Amazon EC2 cloud". Below the headline is a byline: "By Jon Brodkin | Published a day ago".

Below the browser window, there is a screenshot of a CycleServer interface. The interface has a blue header with the CycleServer logo, Chef, and Ganglia links. A sub-header says "Show: All converges over the last hour".

The main area is a table with the following columns: Host Name, Instance, Cluster, Status, Total Converges, Last Completed Converge, and Longest Converge. The table lists ten hosts, all of which have a status of "412" and a green bar indicating they have completed converges. The "Last Completed Converge" column shows various dates and times, and the "Longest Converge" column shows various durations.

Host Name	Instance	Cluster	Status	Total Converges	Last Completed Converge	Longest Converge
ip-10-36-126-161.ec2.internal	i-b33abcd2	412	412	2	2011-07-30 15:27:42	3:50.787
ip-10-36-125-99.ec2.internal	i-591d9b38	412	412	4	2011-07-30 15:36:43	3:31.503
ip-10-36-125-91.ec2.internal	i-e522a484	412	412	4	2011-07-30 15:34:07	2:58.296
ip-10-36-125-137.ec2.internal	i-ff088e9e	412	412	3	2011-07-30 15:24:56	4:54.988
ip-10-35-9-95.ec2.internal	i-5d36b03c	412	412	2	2011-07-30 15:31:47	4:28.892
ip-10-35-3-63.ec2.internal	i-d70d8bb6	412	412	4	2011-07-30 15:28:33	4:10.597
ip-10-35-2-10.ec2.internal	i-e13cba80	412	412	2	2011-07-30 15:21:27	3:36.483
ip-10-35-14-209.ec2.internal	i-a51492c4	412	412	3	2011-07-30 15:20:09	3:47.043
ip-10-35-10-207.ec2.internal	i-3739bf56	412	412	2	2011-07-30 15:27:13	4:23.522

On the right side of the CycleServer interface, there is a chart titled "# Completed Converges/hour" with a vertical axis from 0 to 100. It shows several horizontal bars representing the rate of completion for different hosts, with most values being 100 or higher.

I can get as many machines
on the cloud/grid as I want!

How do I organize my application
to run on those machines?

The Cooperative Computing Tools

Our Philosophy:

- Harness all the resources that are available: desktops, clusters, clouds, and grids.
- Make it easy to scale up from one desktop to national scale infrastructure.
- Provide familiar interfaces that make it easy to connect existing apps together.
- Allow portability across operating systems, storage systems, middleware...
- Make simple things easy, and complex things possible.
- ***No special privileges required.***

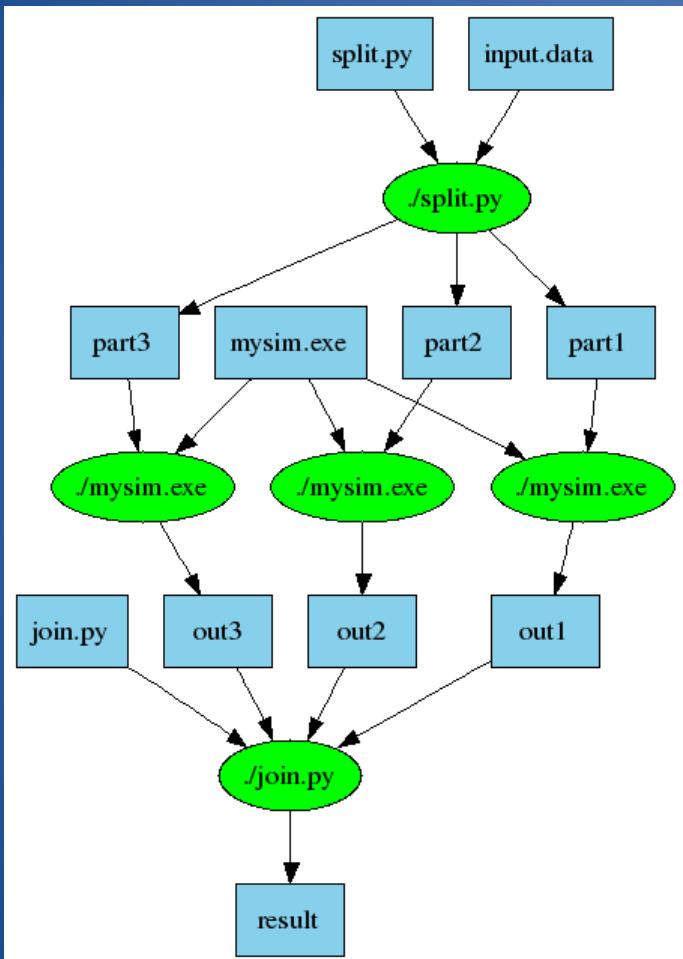
A Quick Tour of the CCTools

- Open source, GNU General Public License.
- Compiles in 1-2 minutes, installs in \$HOME.
- Runs on Linux, Solaris, MacOS, Cygwin, FreeBSD, ...
- Interoperates with many distributed computing systems.
 - Condor, SGE, Torque, Globus, iRODS, Hadoop...
- Components:
 - Makeflow – A portable workflow manager.
 - Work Queue – A lightweight distributed execution system.
 - All-Pairs / Wavefront / SAND – Specialized execution engines.
 - Parrot – A personal user-level virtual file system.
 - Chirp – A user-level distributed filesystem.

<http://ccl.cse.nd.edu/software>

Makeflow: A Portable Workflow System

An Old Idea: Makefiles



part1 part2 part3: input.data split.py
./split.py input.data

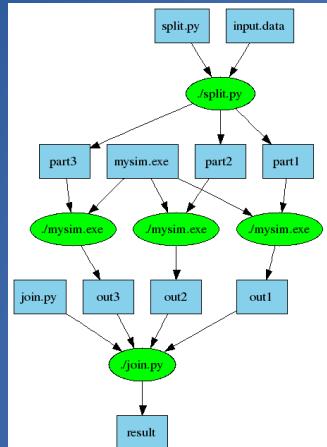
out1: part1 mysim.exe
./mysim.exe part1 >out1

out2: part2 mysim.exe
./mysim.exe part2 >out2

out3: part3 mysim.exe
./mysim.exe part3 >out3

result: out1 out2 out3 join.py
./join.py out1 out2 out3 > result

Makeflow = Make + Workflow



- Provides portability across batch systems.
- Enable parallelism (but not too much!)
- Trickle out work to batch system.
- Fault tolerance at multiple scales.
- Data and resource management.

Makeflow

Local

Condor

Torque

Work
Queue

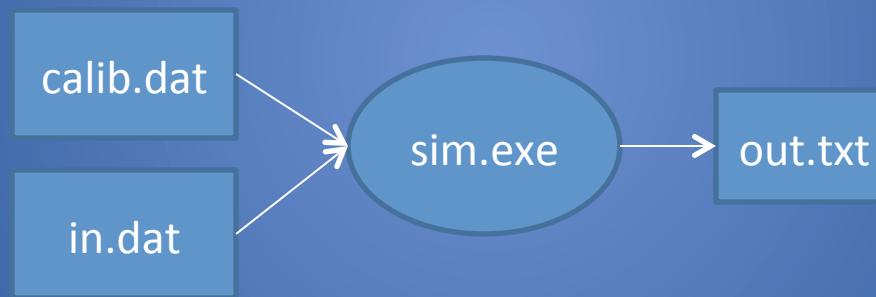
<http://ccl.cse.nd.edu/software/makeflow>

Makeflow Syntax

[output files] : [input files]

[command to run]

One Rule



out.txt : calib.dat in.dat sim.exe

./sim.exe –p 50 in.data > out.txt

You must state
all the files
needed by the command.

sims.mf

out.10 : in.dat calib.dat sim.exe

./sim.exe -p 10 in.data > out.10

out.20 : in.dat calib.dat sim.exe

./sim.exe -p 20 in.data > out.20

out.30 : in.dat calib.dat sim.exe

./sim.exe -p 30 in.data > out.30

How to run a Makeflow

- Run a workflow locally, using multiple cores:
 - makeflow -T local sims.mf
- Run the workflow on Torque:
 - makeflow -T torque sims.mf
- Run the workflow on Condor:
 - makeflow -T condor sims.mf
- Run the workflow on SLURM:
 - makeflow -T slurm sims.mf

You should see this:

```
% makeflow -T local sims.mf
parsing sims.mf...
checking sims.mf for consistency...
sims.mf has 3 rules.
starting workflow....
submitting job: ./sim.exe -p 30 in.data > out.30
submitted job 2035
submitting job: ./sim.exe -p 20 in.data > out.20
submitted job 2036
submitting job: ./sim.exe -p 10 in.data > out.10
submitted job 2037
job 2035 completed
job 2036 completed
job 2037 completed
nothing left to do.
```

If you do the same thing twice:

```
% makeflow -T local sims.mf
parsing sims.mf...
checking sims.mf for consistency...
sims.mf has 3 rules.
recovering from log file sims.mf.makeflowlog...
starting workflow....
nothing left to do.
```

Makeflow keeps a log of operations, so it knows which jobs have been sent to the batch system, and which files have already been created.

Automatically clean outputs:

```
% makeflow --clean sims.mf
parsing sims.mf...
checking sims.mf for consistency...
sims.mf has 3 rules.
recovering from log file sims.mf.makeflowlog...
cleaning filesystem...
```

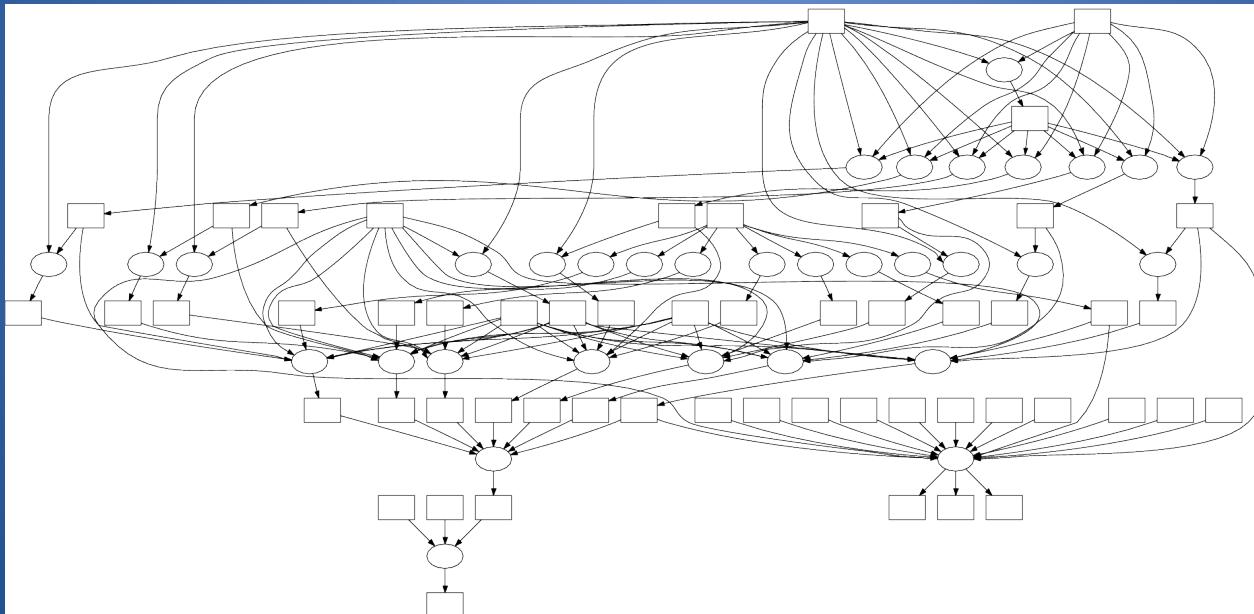
Note that you do **not** have to write a “clean” rule.
Makeflow just figures it out for you.

Some more handy options:

- Limit the number of jobs running at once:
 --max-local #
 --max-remote #
- Retry jobs that have a tendency to fail:
 --retry-count=5
- Send email when the workflow is done:
 --email user@domain.com
- Monitor the resources consumed by each job:
 --monitor <output-dir>

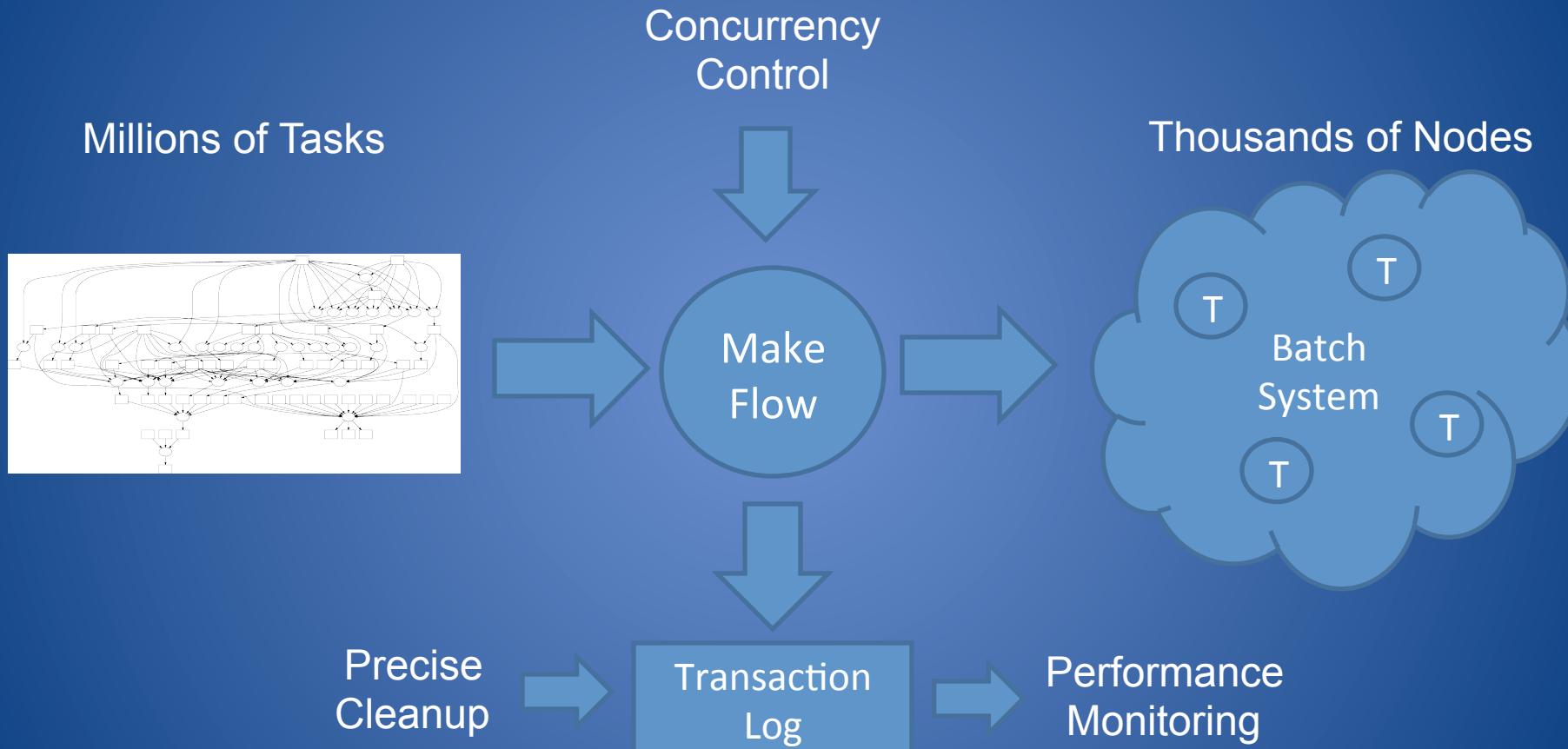
Visualization with DOT

- `makeflow_viz -D example.mf > example.dot`
- `dot -T gif < example.dot > example.gif`



DOT and related tools:
<http://www.graphviz.org>

Makeflow Shapes a Workflow

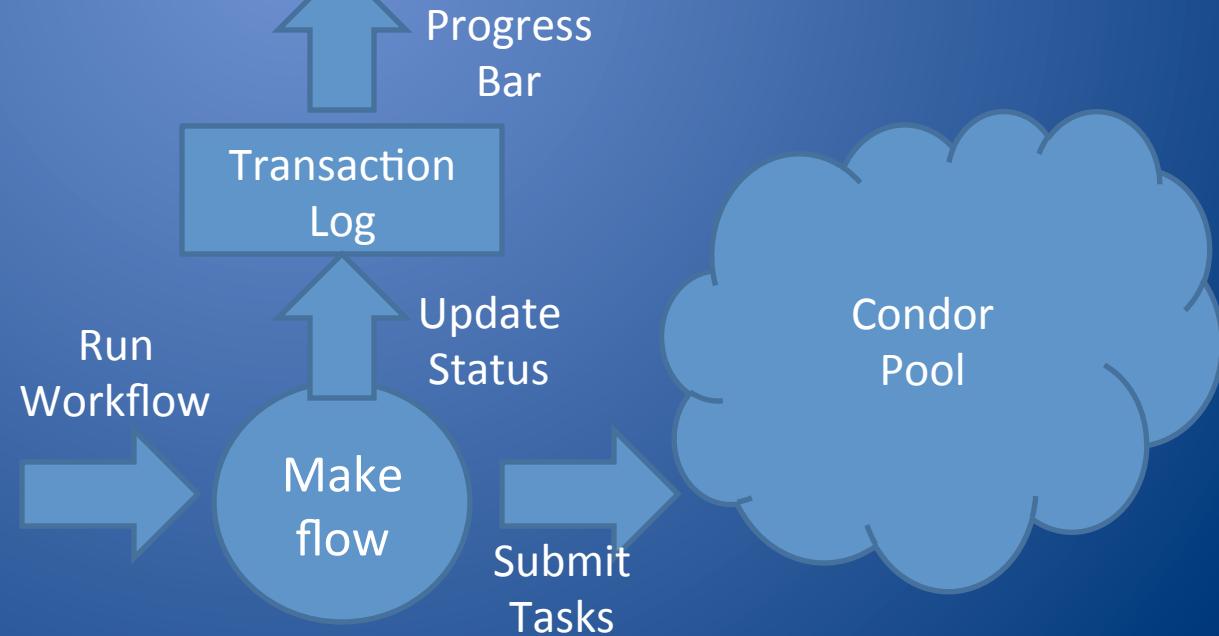
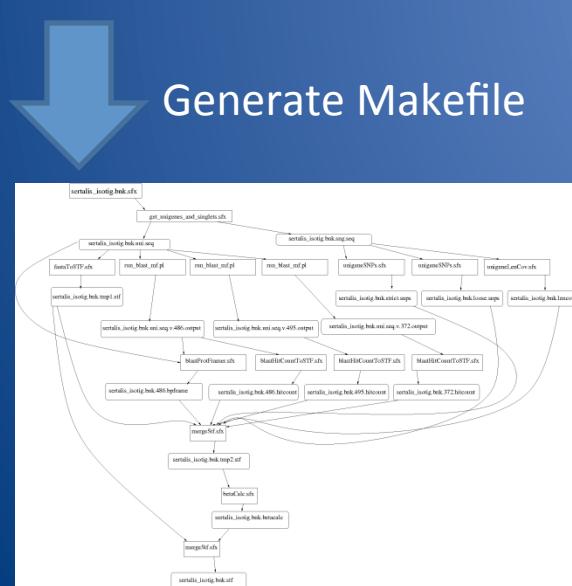


Example: Biocompute Portal

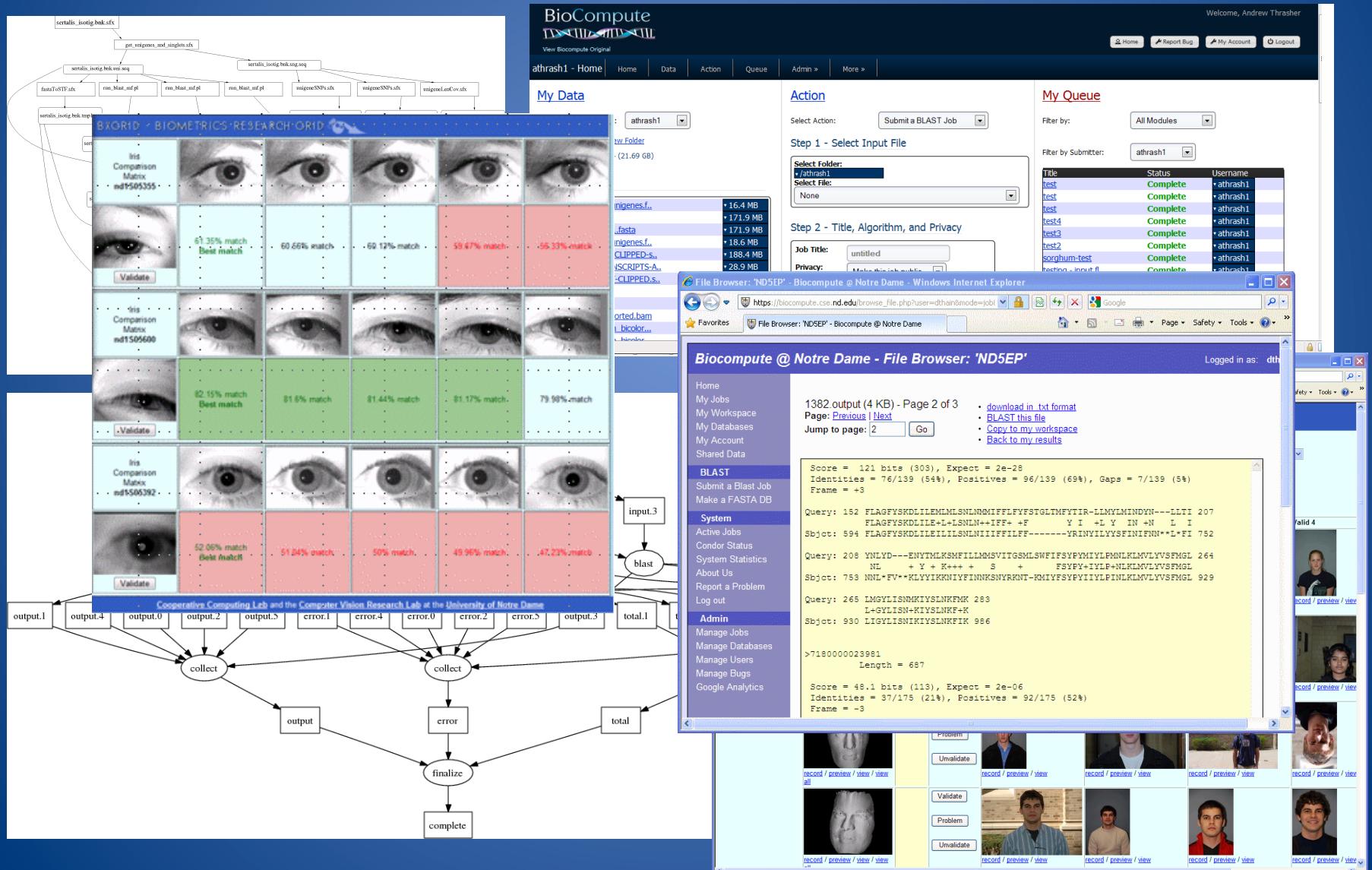
The screenshot shows the BioCompute Portal interface. On the left, the "My Data" section displays a list of private files under "athrash1 - Home". In the center, the "Action" section is used to submit a BLAST job, with fields for selecting input files, setting job title, privacy, and algorithm. To the right, the "My Queue" section lists completed jobs for user "athrash1", including titles like "test", "test2", and "sorghum-test".



BLAST
SSAHA
SHRIMP
EST
MAKER
...

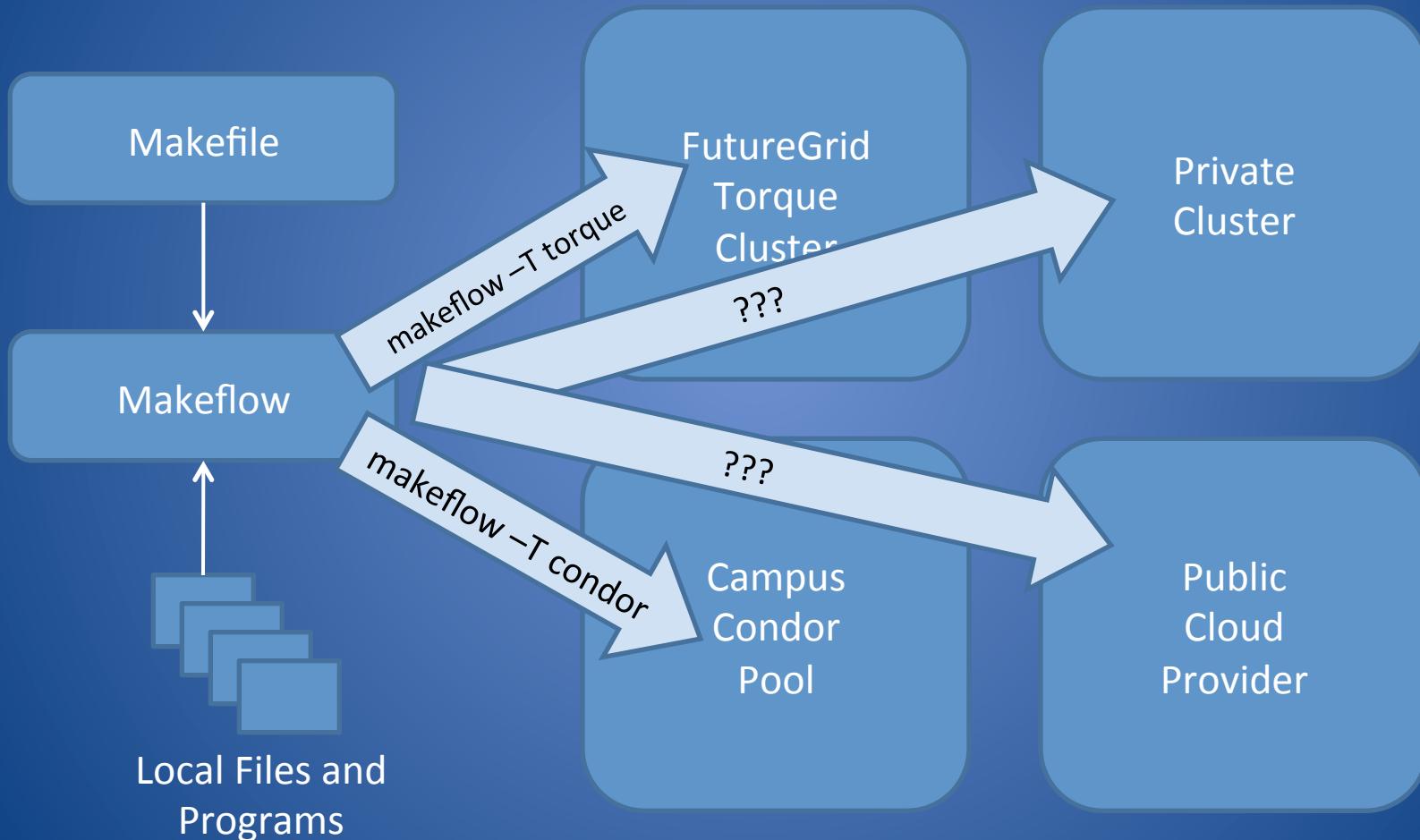


Makeflow Applications

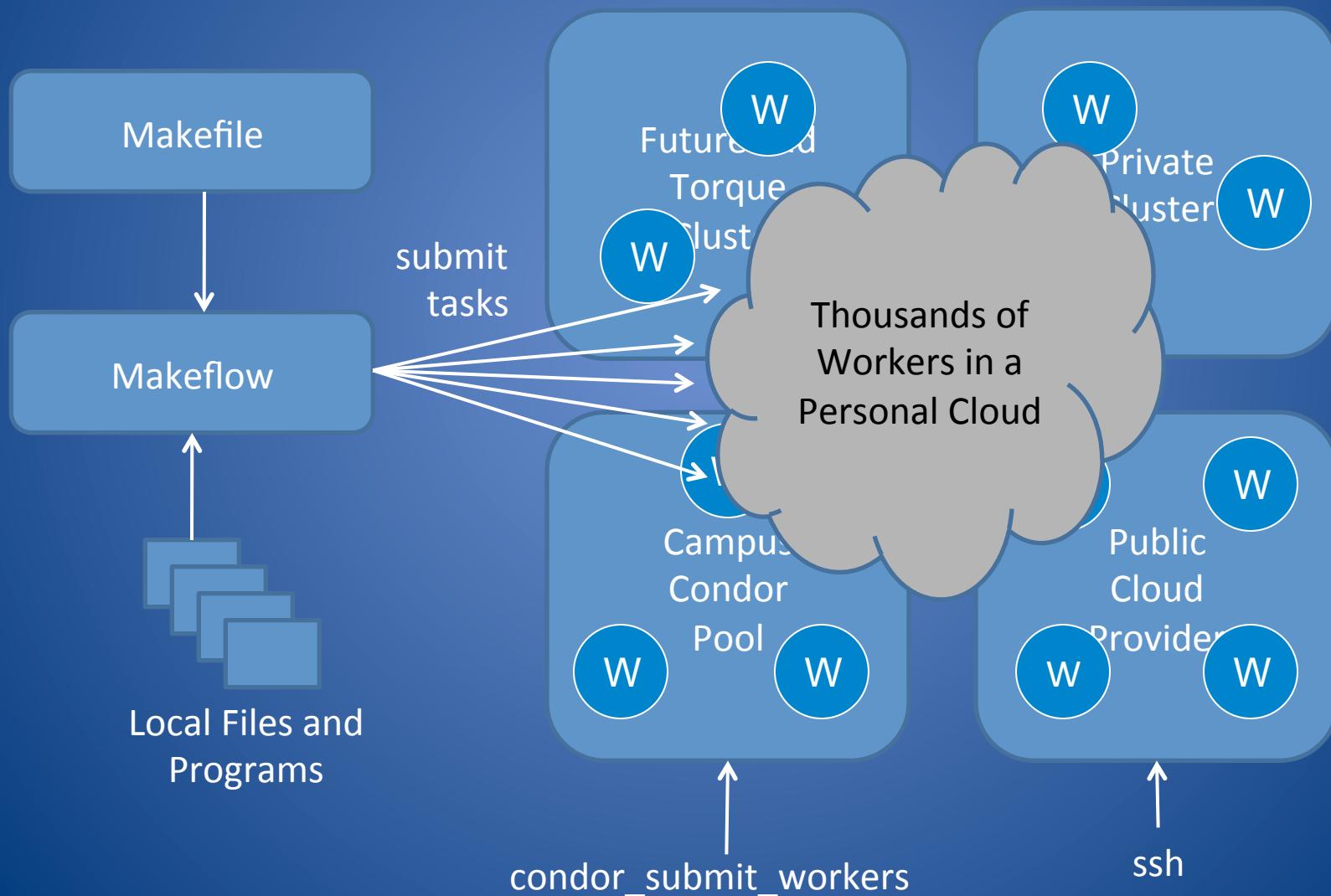


Makeflow + Work Queue

Makeflow can send jobs to one batch system at a time.



Makeflow + Work Queue can harness multiple clusters at once.



Advantages of Work Queue

- Harness multiple resources simultaneously.
- Hold on to cluster nodes to execute multiple tasks rapidly. (ms/task instead of min/task)
- Scale resources up and down as needed.
- Better management of data, with local caching for data intensive tasks.
- Matching of tasks to nodes with data.

Makeflow and Work Queue

First, start the Makeflow:

```
% makeflow -T wq sims.mf
```

Could not create work queue on port 9123.

Whoops, try again:

```
% makeflow -T wq --port 0 sims.mf
```

Listening for workers on port 8374...

Start one worker and tell it where to find makeflow:

```
% work_queue_worker master.hostname.org 8374
```

Start 25 Workers in Batch System

Submit workers to Condor:

condor_submit_workers master.hostname.org 8374 25

Submit workers to SGE:

sge_submit_workers master.hostname.org 8374 25

Submit workers to Torque:

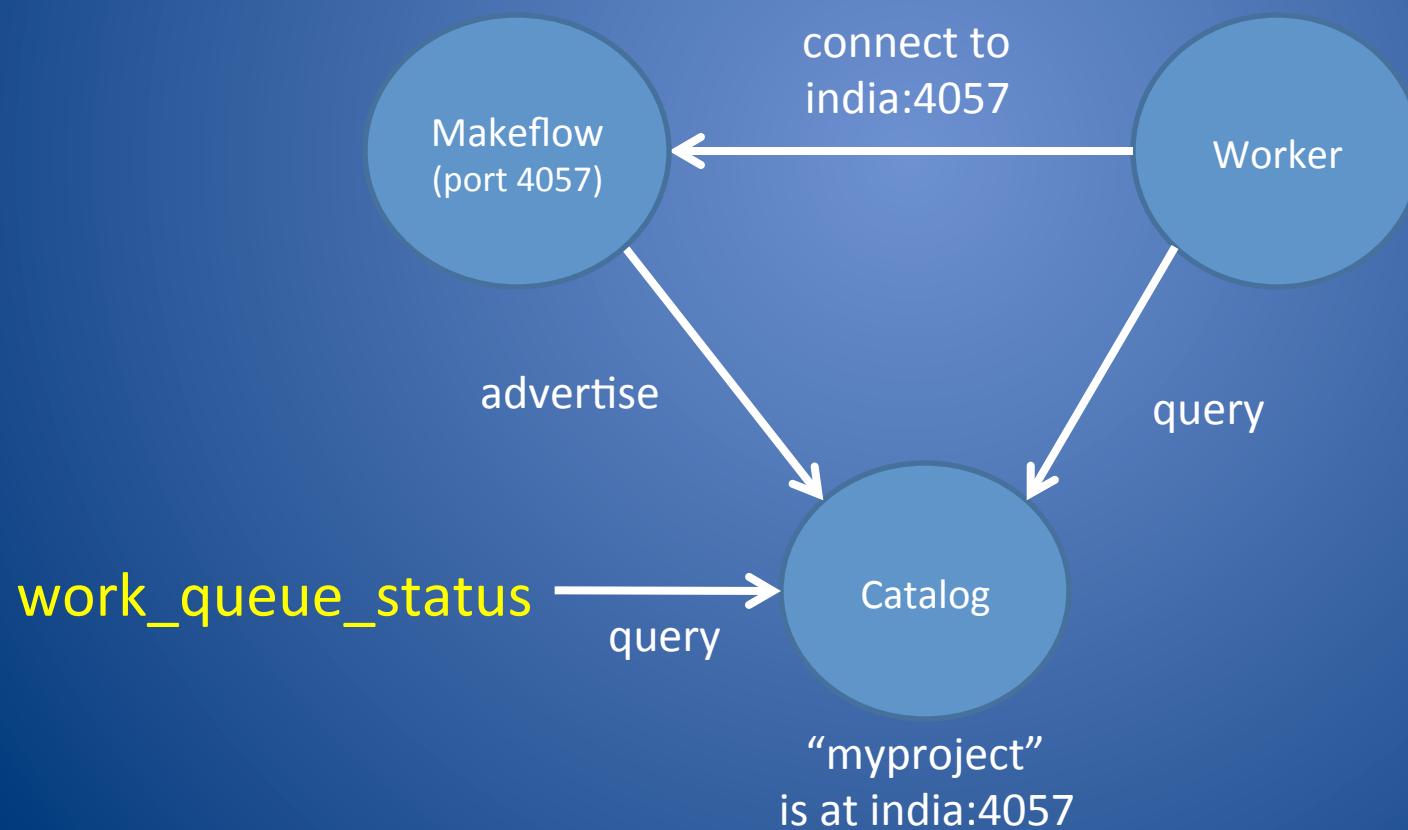
torque_submit_workers master.hostname.org 8374 25

Keeping track of port numbers
gets old fast...

Project Names

makeflow ...
-N myproject

work_queue_worker
-N myproject



Project Names

Start Makeflow with a project name:

```
% makeflow -T wq -N myproject sims.mf
```

Listening for workers on port XYZ...

Start one worker:

```
% work_queue_worker -N myproject
```

Start many workers:

```
% torque_submit_workers -N myproject 5
```

work_queue_status

```
wizard.cse.nd.edu - PuTTY
% ./work_queue_status
PROJECT           NAME          PORT  WAITING  BUSY  COMPLETE WORKERS
awe-fip35         fahnd04.crc.nd.edu  1024    719    1882   1206967   1882
hfeng-gromacs-10ps lclsstor01.crc.nd.edu  1024   4980      0   1280240   111
hfeng2-ala5       lclsstor01.crc.nd.edu  1025   2404    140   1234514   140
forcebalance      leeping.Stanford.EDU    5817   1082     26      822    26
forcebalance      leeping.Stanford.EDU    9230      0      3     147     3
fg-tutorial       login1.futuregrid.tacc  1024      3      0      0     0
%
```

Resilience and Fault Tolerance

- MF +WQ is fault tolerant in many different ways:
 - If Makeflow crashes (or is killed) at any point, it will recover by reading the transaction log and continue where it left off.
 - Makeflow keeps statistics on both network and task performance, so that excessively bad workers are avoided.
 - If a worker crashes, the master will detect the failure and restart the task elsewhere.
 - Workers can be added and removed at any time during the execution of the workflow.
 - Multiple masters with the same project name can be added and removed while the workers remain.
 - If the worker sits idle for too long (default 15m) it will exit, so as not to hold resources idle.

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