

Unit 9 High Performance Distributed Systems

Unit Outcomes. Here you will learn

- how the most powerful computing facilities on Earth are structured, what they are used for
- how clusters and grids are managed, what goes on inside them (but not in depth)
- how one can make use of the ultra-fast message buses inside various supercomputers in a portable way

Case studies

Chess playing

- need to keep several *billion* positions at once
 - need to distribute its storage
- generate and analyse over 200 million *new* positions per sec
 - needs lots of parallel processing
 - needs very fast communication between distributed nodes
 - normal (10Gb/s) ethernet not fast enough, using 40–120Gb/s



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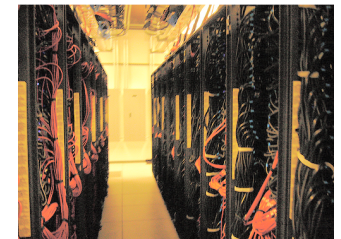
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Animation rendering

- eg Pixar's Cars took 2300 CPU **years** to render
- each frame takes 1–10 hours
 - using 1000s of computers, splitting the task by:
 - stages in the pipeline (eg tessellation, shading)
 - areas in the scene
- sharing distributed virtual disk
 - data exchange, coordination (eg result assembly)



The World-wide telescope

- motivation:
 - many astronomical teams with many telescopes
 - connect their internal clusters and supercomputers
 - combine data from the teams seamlessly
- challenges:
 - how to store all the combined data?
 - how to process and query the data fast enough?
- solution:
 - organisations share their modest resources (not only astronomical organisations!)

Other high-throughput applications

- why do we need more and more powerful computers?
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Architectures overview

- supercomputers:
 - many powerful processors on a super-fast bus
- clusters:
 - many homogeneous cheap computers on a local network
- grids:
 - very many well-coordinated heterogeneous computers

Supercomputers

- characteristics:
 - 10s–100s of expensive reliable CPUs on separate boards
 - connected by superfast network
 - jobs allocated to CPUs and do not move
 - jobs communicate with one another frequently
- middleware optimised for message passing (eg MPI)
 - synchronous and asynchronous sending/receiving
 - efficient streaming of large binary data
 - efficient multicast, data splitting and results gathering
- mainly for:
 - solving complex problems with interrelated data fast

Beowulf clusters

- characteristics:
 - 10s–1000s of cheap off-the-shelf computers
 - administered centrally
 - jobs moving between nodes to optimise load
 - scalable: can dynamically add/remove nodes
- middleware not too complex
 - job management, job scheduling, job migration
 - distributed data management (eg distributed file system)
- mainly for:
 - high-availability of services (eg Web search engines)
 - load-distribution for medium-sized tasks (eg animation)

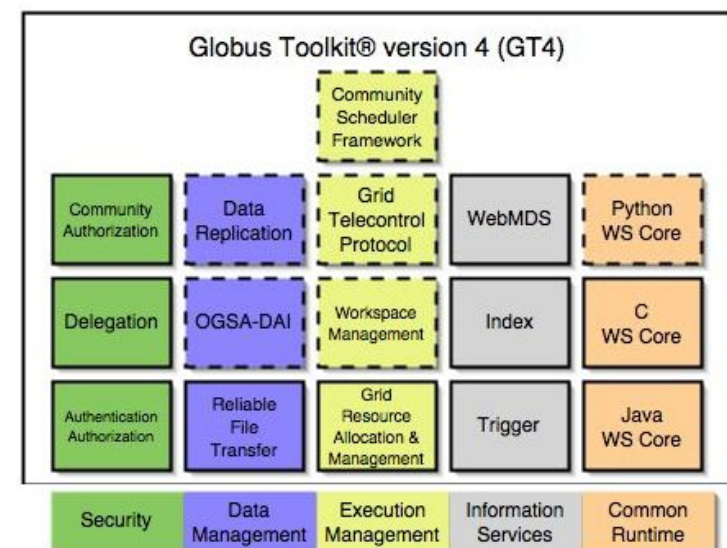
Grids

- characteristics:
 - aim: flexible sharing of computing resources
 - not administered centrally — many *administrative domains*
 - trust among participants is limited
 - based on *open standards* (like SOA)
 - non-trivial *quality of service* achieved
- needs very sophisticated middleware, combining aspects of
 - SOA, P2P, mobile code, mobile agents
- mainly for:
 - processing gigantic scientific data (eg CERN Large Hadron Collider — several GB/s)
 - implementing SOA

Comparison of clusters and grids

	clusters	grids
<i>size</i>	thousands	millions
<i>net speed</i>	1–10Gb/s	much slower
<i>admin</i>	global — central	local — distributed
<i>trust</i>	unlimited – inside one organisation	limited — needs contracts & security
<i>openness</i>	varies	open
<i>middleware</i>	simple, many solutions	very complex, only few solutions

Globus grid infrastructure overview



Grid Resource Allocation and Management (GRAM)

- allows programs to be started and managed remotely

Learning Outcomes

Learning Outcomes. You should now be able to

- describe the characteristics of clusters and grids
- name several applications that would make good use of clusters/grids and explain why it is the case
- name three important components of Globus and briefly explain their purpose
- describe the purpose of MPI and explain its advantages and disadvantages against RMI and against Web services