COSMA8:

DiRAC-3

ICC Theory Lunch 25th January 2021 Alastair Basden

News

- Downtime
 - Next week, starting 1st Feb
- New cosma-support member
 - Aqeeb Hussain, starting shortly

COSMA 8.0

- Ordered March 2020
 - Archer-2 mitigation system
 - Delivered Sept 2020
 - Production Oct 2020
- 32 nodes
 - 128 cores per node (AMD Rome)
 - 4096 cores
 - 1TB RAM per node
 - Infiniband 100Gbit/s (EDR)

COSMA 8.0

- 2x login nodes 2TB RAM, 64 cores
- mad04 4TB RAM, 128 cores
- GPU servers:
 - gn001 10x NVIDIA V100 GPUs
 - ga001-3 6 AMD MI50 GPUs

DiRAC-3

- £20m awarded Oct 2020
 - £5.4m for the Memory Intensive system (COSMA)
 - Of which £0.6m was for "data curation"
- This will be used to extend COSMA 8:
 - i.e. COSMA 8.1

Procurement process

- ~2-3 month procurement process
 - Thorough benchmarking of options

COSMA 8.1

- Ordered justbeforeChristmas
 - Now beginning to arrive



What do we get?

- 360 compute nodes (including the original 32)
 - 128 cores/node, 1TB RAM (£62/core full node, £7.75/GB, £20/core processor)
 - 46k cores (3.6x COSMA7)
 - 360TB RAM (1.6x COSMA7)
 - HDR200 Infiniband fabric
 - 4.5PB Lustre storage (/cosma8)
 - 1.2PB fast scratch storage (/snap8)
 - 2x fat servers (high memory, 4TB, 128 cores)
 - mad04, mad05
 - 2 login nodes
 - Redundant tape library (in OCW)
 - GPU servers

Where?



Rack layout Layout Power/W Mass/kg Power/W Mass/kg Layout Power/W Mass/kg opect to server 1000

Things of note

- Direct liquid cooling (on-chip water cooling)
 - Processors are 280W each
 - First such installation in Europe
- A high RAM system (as before)
 - Reduced to 8GB per core

/snap8

- Should offer >2x performance of /snap7
- No redundancy
 - This is not a general file store
 - Please leave it for restart files, and remove anything not required
- Cost ~ £540k
 - 68 compute nodes
 - 8700 cores

Software stack

- Carried over from COSMA7
 - Some additions, some recommendations
- AMD processors: x86 compatible
 - Main difference: no AVX512
 - Will not run code optimised on COSMA7

Compiler recommendations

- Intel compilers probably provide best performance
 - use the latest version
- The AMD AOCC compiler
 - Based on Ilvm
- gcc use version 10 or higher

Math libraries

- Intel MKL (Math Kernel Library) known to be hobbled
 - There are workarounds on the COSMA support pages
- Alternatives:
 - openblas
 - AMD libm

Notes

- With 128 cores/node, codes need to be well optimised
 - Please spend some time making sure you are using the nodes efficiently
 - If not, please use COSMA7 instead
 - Think about how to use it
 - · We can no longer afford to run codes blindly
 - e.g.: 10% computation single threaded, 90% multi-threaded
 - On COSMA7 (28 cores), 10 seconds + 3.2 seconds
 - On COSMA8, 10 seconds + 0.7 seconds
- Nodes will eventually be non-exclusive:
 - If you ask for 1 core, you will get 1 core and 1/128TB RAM
 - Sharing the node with others
 - Requests for >=128 cores will give whole numbers of nodes

Access

- Operational late April (we hope)
- Released to DiRAC RAC in October
 - ICC get 20% of time (via dp004)
 - Plus the DiRAC RAC allocation
- Between then, available for testing for ICC
 - After initial run-in and acceptance testing
 - Ideal time for large jobs
 - Please start planning

Dell Centre of Excellence

- ICC will become one of these
 - Highly prestigious
 - Focused around future network and RAM technologies
 - Very open to new ideas for codes
 - Gen-Z (shared memory)
 - Switchless hypercube fabrics (consistent low latency)
 - Data processing units (programmable network cards)

COSMA 8.2

- Additional £2.6m expected in 2021
 - Could deliver an additional ~240 nodes
 - And 4.5PB storage
- Also happy to add other sources of funding
 - e.g. the recent departmental call for PDRA funding

Other facilities

- Bluefield cluster
 - 16 nodes
 - 32 cores, 512GB
 - BlueField data processing units
 - Switchless network fabric
- 3x A100 GPUs
 - In a Liqid infrastructure

Conclusion

- Start planning big...
- Change of date for Theory Lunches
 - 5 weeks until next one, then every 4 weeks
- Topics for future talks...