

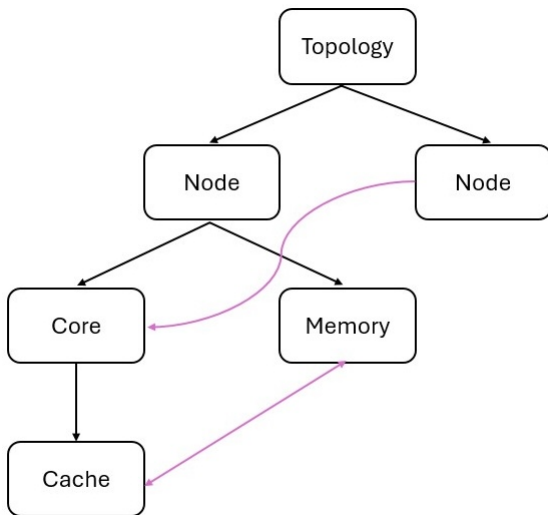
Transferring Hardware-related Information in sys-sage Across Processes and HPC Nodes

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- ▶ Library to store and manage hardware topology information
- ▶ Designed to be highly dynamic and customizable
- ▶ Topologies consist of a component tree and DataPath graph
- ▶ Arbitrary data can be attached to components and DataPaths



- ▶ Share sys-sage topologies between processes and nodes
- ▶ Hardware topologies within a HPC system are often very similar
- ▶ Share current information about the hardware state

- ▶ Exporting process copies topology into shared memory
- ▶ All parts are arranged sequentially in the memory region
- ▶ Any process can import the topology by recreating it in local memory

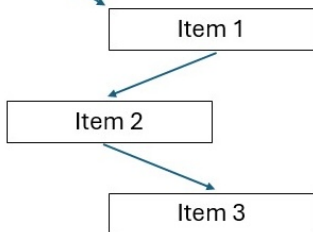
- ▶ Shared memory regions created using memory-mapped files
- ▶ Virtual memory addresses different in each process
- ▶ Offset based pointers used within shared memory block

- ▶ Represent specific parts of the hardware
- ▶ Vectors have to be transformed to offset based implementation `CopyVector`
- ▶ Pointers to children are replaced with offsets

| |
|---|
| Component 1 int id ... CopyVector children1 |
| attribs |
| children1.data() Offset child1 Offset child2 ... |
| Component 2 int id ... CopyVector children2 |
| ... |

- ▶ Store arbitrary data in key-value map
- ▶ Data needs to be contiguous
- ▶ Map items are copied into sequential memory block
- ▶ Size and data supplied using `pack()` function

attrib:
{key, ptr}

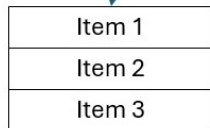


pack()



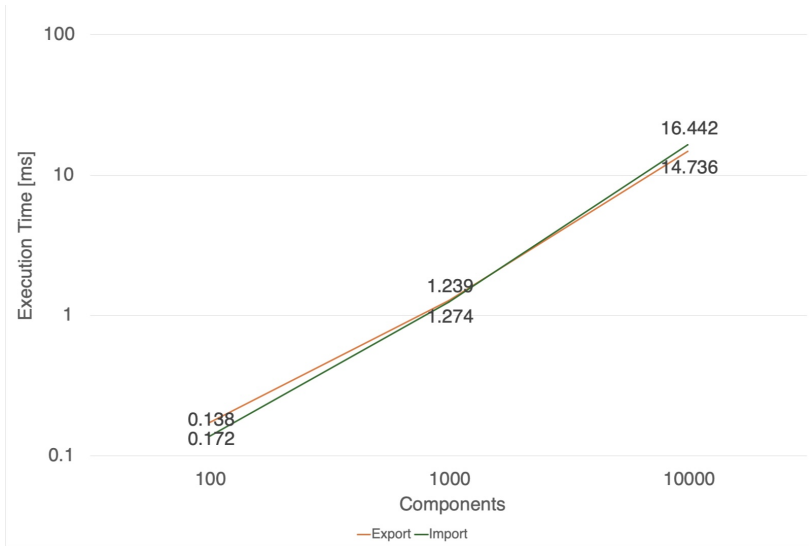
unpack()

CopyAttrib:
{key, size, ptr}



- ▶ Represent relationships between components
- ▶ DataPaths are only exported if both components exported
- ▶ Offsets of source and target component in shared memory stored

| |
|-----------------|
| num_datapaths |
| Offset source 1 |
| Offset target 1 |
| DataPath 1 |
| attribs 1 |
| Offset source 2 |
| ... |



- ▶ Functionality to update existing shared topologies
- ▶ Make topologies usable within shared memory
- ▶ Changes possible from all processes

- ▶ Share sys-sage topologies between processes and nodes
- ▶ Implementation uses memory-mapped files
- ▶ Topologies are deconstructed and reconstructed by importing process