Continuous Performance Monitoring of the Grid Library on a Supercomputer

Simon Bürger, Antonin Portelli

September 19th, 2024











Our code base

- Grid: data parallel C++ container classes mapping efficiently to SIMD architectures including GPUs https://github.com/paboyle/Grid
- Hadrons: Grid-based workflow management system for lattice field theory simulations https://github.com/aportelli/Hadrons

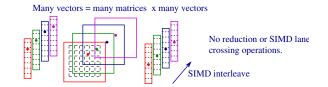


Figure: Grid architechture, from [hep-lat/1512.03487]

Tursa Computing cluster

- part of the national STFC DiRAC HPC facility
- 178 compute nodes, each equipped with
 - two AMD EPYC processors
 - four *NVIDIA Ampere A100* accelerators
- interconnect
 - NVLink on each node, running at 600 GB/s
 - Four HDR-200 infiniband interfaces per node
- jobs are run via Slurm scheduler from dedicated login nodes
- find out more at https://dirac.ac.uk

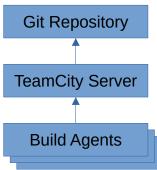




Goals

- Continuous integration ("CI"): Notice breaking changes as soon as possible, avoid infamous "works on my machine"
- Continuous deployment ("CD"): Improve reproducibility and simplify user experience
- **Performance monitoring**: Detect performance degredations caused by any part of the system

Jetbrains TeamCity Architecture







- Scalable to arbitrary number of build servers
- Communication via https

Dedicated CICD hardware



- Four AMD EPYC servers, same environment as login nodes
- Head server: docker containers, externally visible
- Agents: run on bare metal, not externally visible

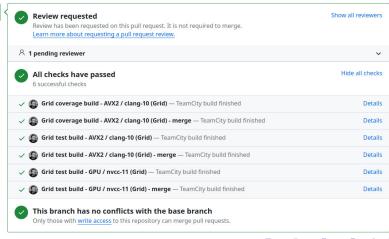
Triggers for the CI system

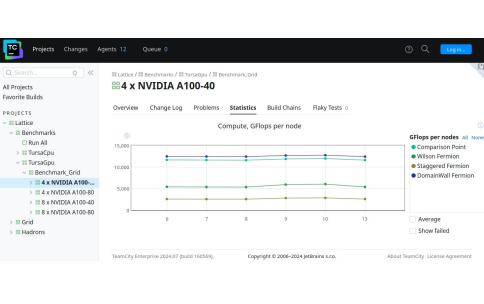
- Each commit, including pending pull requests
 - --- build Grid and Hadrons and run unittests
- Once per day:
 - → deploy new production binaries if there were any changes
 - ---- run benchmarks, using latest production binaries
- Benchmarking run regardless of code changes, thus monitoring the runtime environment as well.

Integration into the HPC cluster Tursa

- Problem: Build servers do not have GPUs
- Solution: GPU-based unittests and benchmarking jobs are submitted via SLURM to the computing cluster
- Finished jobs report back to TeamCity via a REST API
- Build agents are not waiting for SLURM queue

What does it look like? On a GitHub pull request:





Stability

- All build artifacts are backed up to a cloud storage provider
- Configuration of TeamCity itself is tracked in a git repository

Hardening

- Build servers are not publicly visible, communication to main server is "one-way"
- Build agents run as dedicated user with limited permissions on the cluster, e.g., no access to research data

Future outlook

Solution is scalable to multiple HPC clusters

This CI/CD solution was funded by the STFC DiRAC Facility



Questions?







