



The Landscape of Academic Research Computing

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Some Slides Contributed by the University of Wisconsin HTCondor Team and Scot Kronenfeld







Follow Along at:



https://osg-htc.org/dosar/ASP2022/ASP2022 Materials/

DOSAR: Distributed Organization for Scientific & Academic Research



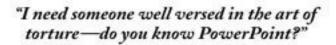




Overview of day



- Lectures alternating with exercises
 - Emphasis on lots of hands-on exercises
 - Hopefully overcome PowerPoint fatigue
- Note: Power Shedding expected to start at noon → We go for an early lunch and return by 1:45pm.









Some thoughts on the exercise



- It's okay to move ahead on exercises if you have time
- It's okay to take longer on them if you need to
- If you move along quickly, try the "On Your Own" sections and "Challenges"







Most important!



- Please ask questions!
 - ...during the lectures
 - ...during the exercises
 - ...during the breaks
 - ...during the meals
 - ...via email after we depart

If we don't know the answers, we'll find the right people to answer your questions.







Goals for this lecture



- Define Local, Clustered, High Throughput Computing (HTC), High Performance Computing (HPC), and Cloud Computing (XaaS)
- Shared, Allocated, and Purchased resources
- What is HTCondor? And why are we using it in this school?







The setup: You have a problem



- Your science computing is complex!
 - Monte carlo, image analysis, genetic algorithm, simulation...
- It will take a year to get the results on your laptop, but the conference is in a week.
- What do you do?







Option 1: Wait a year











Option 2: Local Clustered Computing



- Easy access to additional nodes
- Local support for porting to environment (maybe)
- Often a single type of resource
- Often running at capacity





Option 3: Use a "supercomputer" aka High Performance Computing (HPC)

- "Clearly, I need the best, fastest computer to help me out"
- Maybe you do…
 - Do you have a highly parallel program?
 - i.e. individual modules must communicate
 - Do you require the fastest network/ disk/ memory?
- Are you willing to:
 - Port your code to a special environment?
 - Request and wait for an allocation?





Option 4: Use lots of commodity computers



- Instead of the fastest computer, lots of individual computers
- May not be fastest network/disk/memory, but you have a lot of them
- Job can be broken down into separate, independent pieces
 - If I give you more computers, you run more jobs
 - You care more about <u>total quantity</u> of results than instantaneous speed of computation
- This is high-throughput computing (HTC)







Option 5: Buy (or Borrow) some Open Science Grid Computing from a Cloud Provider



- Unlimited resources (if you can afford them)
- Full administrative access to OS of the resources you 'buy'
- Specialized VM images reducing effort in porting
- XaaS Business Model







These are All Valid Options



- Remember the problem you have one month to publish results for your conference
 - Option 1: You WILL miss your deadline
 - Option 2: You might miss your deadline But if your lucky you'll make it (or if you know the admin)
 - Option 3: If you have parallelized code and can get an allocation you have a good chance
 - Option 4: If you can serialize your work-flow you have a good chance
 - Option 5: You can meet your deadline for a price.
 Though some efforts are underway to enable academic clouds







Computing Infrastructure



- Local Laptop/Desktop Short jobs with small data
- Local Cluster Larger jobs and larger data but subject to availability
- HPC Prime performance with parallelized code
- HTC Sustained computing over a long period for serialized
- Cloud Need deeper permission on an OS and have deeper pockets





Why focus on high-throughput computing? (HTC)



- An approach to distributed computing that focuses on long-term throughput, not instantaneous computing power
 - We don't care about operations per second
 - We care about operations per year
- Implications:
 - Focus on reliability
 - Use all available resources
 - Any Linux based machine can participate





Think about a race



- Assume you can run a 2-minute km
- Does that mean you can run a 80 minute marathon?
- The challenges in sustained computation are different than achieving peak in computation speed









An example problem: BLAST



A scientist has:

- Question: Does a protein sequence occur in other organisms?
- Data: lots of protein sequences from various organisms
- Parameters: how to search the database.

More throughput means

- More protein sequences queried
- Larger/more protein data bases examined
- More parameter variation







Why is HTC hard?



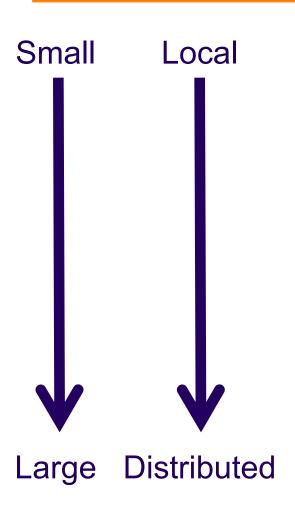
- The HTC system has to keep track of:
 - Individual tasks (a.k.a. jobs) & their inputs
 - Computers that are available
- The system has to recover from failures
 - There will be failures! Distributed computers means more chances for failures.
- You have to share computers
 - Sharing can be within an organization, or between orgs
 - So you have to worry about security
 - And you have to worry about policies on how you share
- If you use a lot of computers, you have to handle variety:
 - Different kinds of computers (arch, OS, speed, etc..)
 - Different kinds of storage (access methodology, size, speed, etc...)
 - Different networks interacting (network problems are hard to debug!)





Let's take one step at a time





- Can you run one job on one computer?
- Can you run one job on another computer?
- Can you run 10 jobs on a set of computers?
- Can you run a multiple job workflow?
- How do we put this all together?

This is the path we'll take







Discussion



- For 5 minutes, talk to a neighbor: If you want to run a multi-job workflow in a distributed environment:
 - 1) What do you (the user) need to provide so a single job can be run?
 - 2) What does the system need to provide so your single job can be run?
 - Think of this as a set of processes: what needs to happen when the job is given? A "process" could be a computer process, or just an abstract task.







What does the user provide?



- A "headless job"
 - Not interactive/no GUI: how could you interact with 1000 simultaneous jobs?
- A set of input files
- A set of output files
- A set of parameters (command-line arguments)
- Requirements:
 - Ex: My job requires at least 2GB of RAM
 - Ex: My job requires Linux
- Control/Policy:
 - Ex: Send me email when the job is done
 - Ex: Job 2 is more important than Job 1
 - Ex: Kill my job if it runs for more than 6 hours







What does the system provide?



Methods to:

- Submit/Cancel job
- Check on state of job
- Check on state of available computers

Processes to:

- Reliably track set of submitted jobs
- Reliably track set of available computers
- Decide which job runs on which computer
- Manage a single computer



Start up a single job



Quick UNIX Refresher Before We Start



- **\$** #This symbolizes the prompt.
- nano, vi, emacs, cat >, etc.
- which, rpm, ps, mkdir, cd, gcc, ls
- A variety of condor_* commands

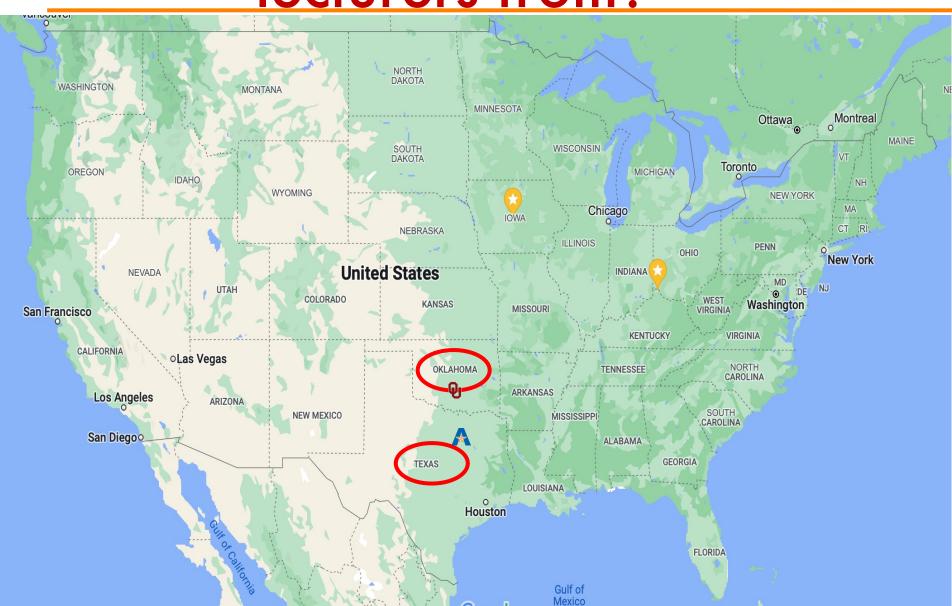






Where are your lecturers from?







Questions?



Questions? Comments?

- Feel free to ask us questions now or later:
- Jaehoon Yu jaehoonyu1@gmail.com
- Horst Severini <u>hs@nhn.ou.edu</u>
- Pat Skubic <u>pskubic@ou.edu</u>

Exercises start here:

https://osg-htc.org/dosar/ASP2022/ASP2022_Materials/

Presentations are also available from this URL.



