# A Comparison of Application Performance Using Open MPI and Cray MPI

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#### **Outline**



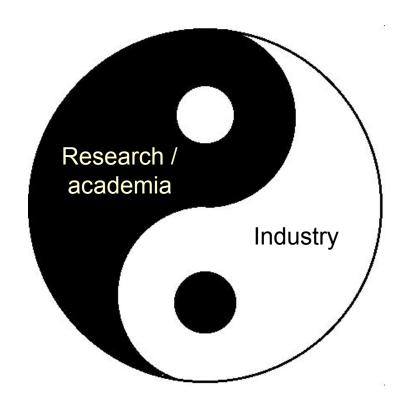
- Open MPI overview
- Technical Design
  - Point-to-Point design
  - Collective Design
- Benchmark results
  - Bandwidth and Latency
  - Applications
- Future work



# Why does Open MPI exist?



- Maximize <u>all</u> MPI expertise
  - Research / academia
  - Industry
  - ...elsewhere
- Capitalize on [literally] years of MPI research and implementation experience
- The sum is greater than the parts





# **Current membership**



- 14 members, 6 contributors
  - 4 US DOE labs
  - 8 universities
  - 7 vendors
  - 1 individual









































#### **Current projects**



- "Open MPI Project" is an umbrella organization for multiple projects
  - OMPI: Open MPI
  - ORTE:Open Run-Time Environment
  - PLPA: Portable Linux Processor Affinity
  - MTT: MPI (Middleware) Testing Tool

#### **Success stories**



- OFED + Open MPI
  - Thunderbird Sandia cluster
    - #6 in Top 500
  - Road Runner Los Alamos cluster
    - 16k Opteron cores + 16k cell broadband engines
  - Coyote Los Alamos cluster
    - 2580 Opteron cores
- Sun ClusterTools v7



# Roadmap



- 1.2 series is current stable
  - v1.2.1 latest release
- 1.3 series tentatively targeted at end of year
  - Checkpoint / restart (and other FT)
  - Integration with debuggers
  - Windows support (\*)
  - MPI collectives performance improvements
  - LSF integration





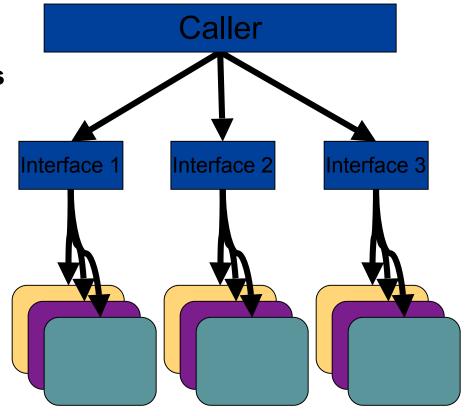
# **Technical Background**



## **Key Design Feature: Components**



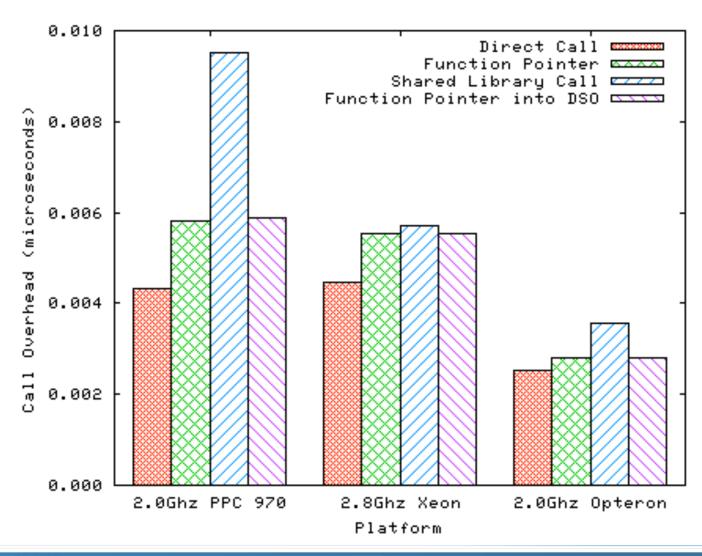
- Formalized interfaces
  - Specifies "black box" implementation
  - Different implementations available at run-time
  - Can compose different systems on the fly





## **Performance Impact**

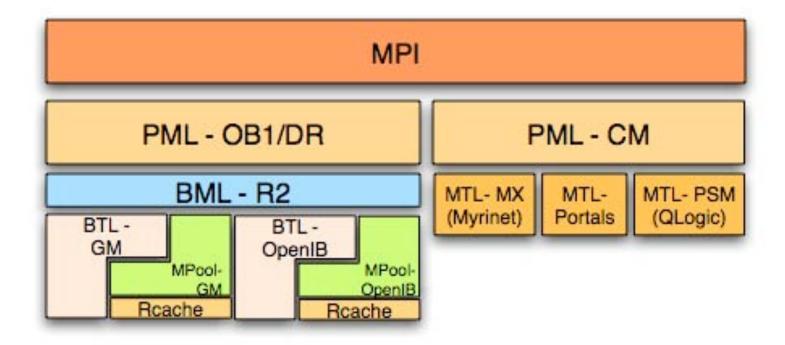






#### **Point-To-Point Architecture**







#### **Portals Port: OB1 vs. CM**



#### OB<sub>1</sub>

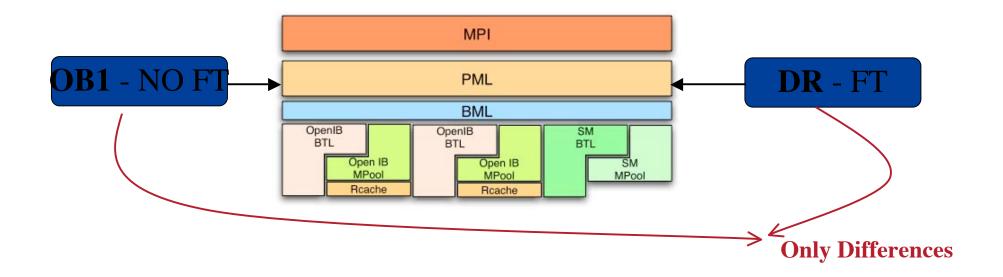
- Matching in main-memory
- Short message: eager, buffer on receive
- Long message: Rendezvous
  - Rendezvous Packet: 0 byte payload
  - Get message after match

#### CM

- Matching maybe on NIC
- Short message: eager, buffer on receive
- Long message: eager
  - Send all data
    - If Match: deliver directly to user buffer
    - No Match: discard payload, and get() user data after match

#### **Network Fault-Tolerance**

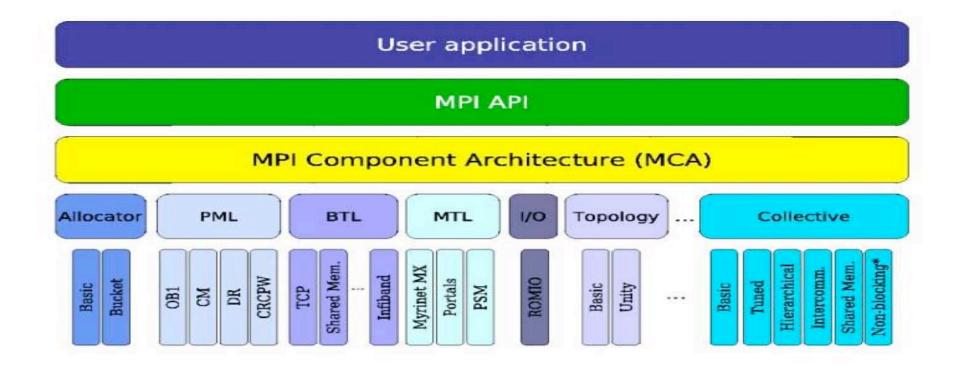






# **Collective Communications Component Structure**









#### **Benchmark Results**



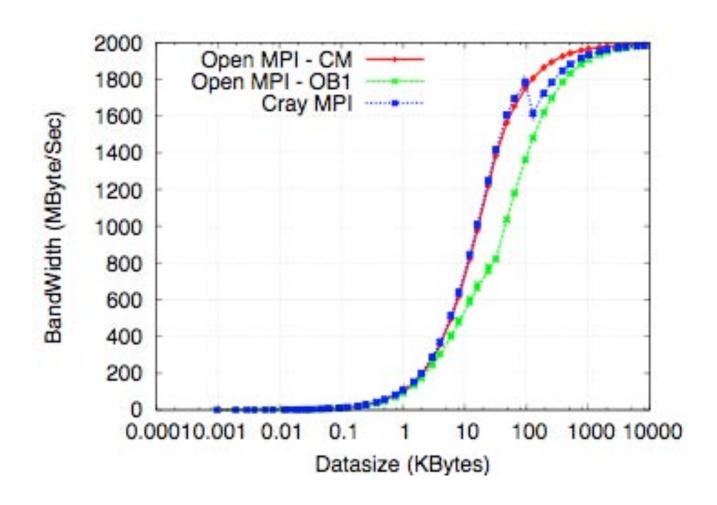


# **Latency and Bandwidth Data**



# **NetPipe Bandwidth Data (MB/sec)**







# **Zero Byte Ping-Pong Latency**



Open MPI - CM	4.91 usec
Open MPI - OB1	6.16 usec
Cray MPI	4.78 usec

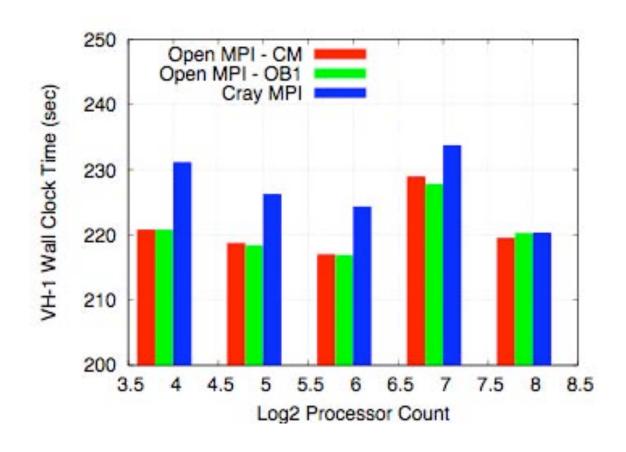




# **Application Benchmarks**

#### **VH1 - Total Runtime**

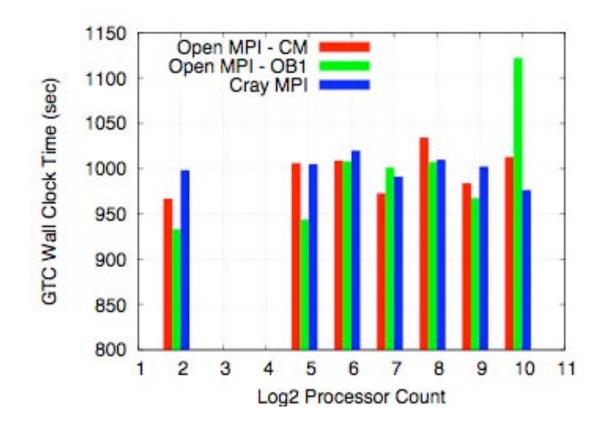






#### **GTC - Total Runtime**

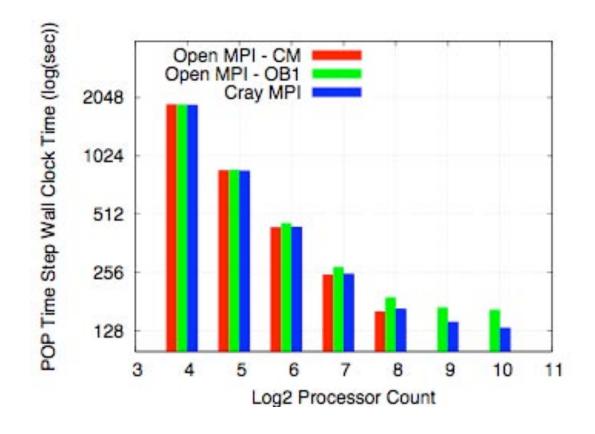






# **POP - Step Runtime**

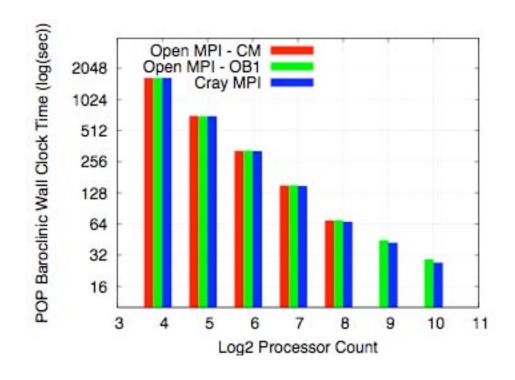






#### **POP - Baroclinic Phase Totaltime**

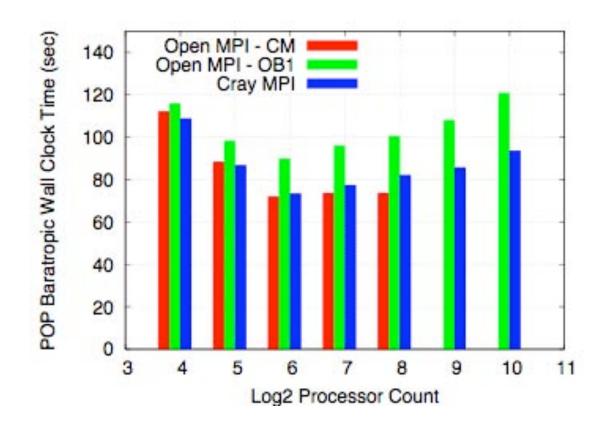






## **POP - Barotropic Phase Totaltime**

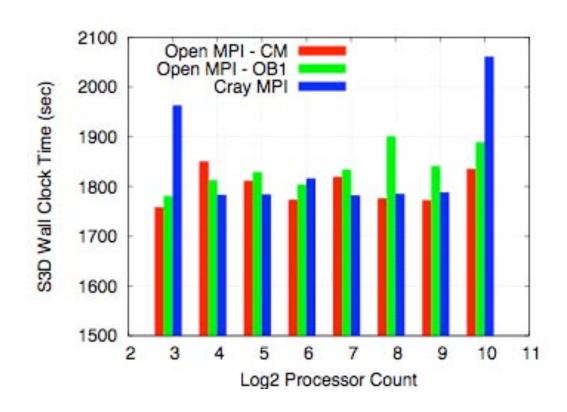






#### **S3D - Total Time**

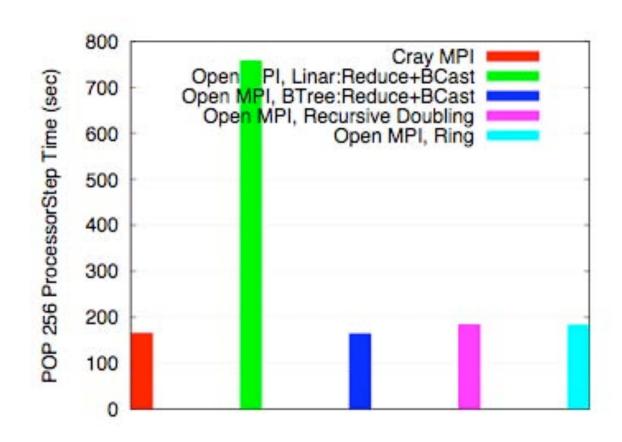






# POP - Total Time at 256 Procs vs. **Collective Algorithm**







#### **Future Directions**



- ALPS port
- OB1 optimization
- Topology aware collectives