Real-time Process Monitoring on the Cray XC30

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NERSC developed a real-time monitoring system to discover what is running across a cluster system.

Real-time means that monitoring data is pushed out to central store as soon as it is available.

Want to evaluate if this approach for real-time monitoring will also function in the Cray environment.
• procmon was developed to characterize the workload of a genomics computing resource
  – Joint Genome Institute
  – Workload is completely different from “normal” NERSC usage
  – Complex hierarchies of processes and resource utilization
  – JGI has a large number of “interactive-only” machines
Goals / Motivation

• **Wanted to answer specific questions**
  – Which executables consume the most CPU time?
  – Which executables consume block the most wall time?
  – Which filesystems and how much IO are used by which users and jobs?
    • Can we identify performance bottlenecks from certain specific jobs running simultaneously?
  – Are there efficient threaded bioinformatics codes in use today?
  – How does batch job work differ from interactive use? Are interactive systems being effectively used and managed?
Requirements & Philosophy

• **Monitoring activities should minimally impact running job**
  – Use very little CPU time
  – Do not use any filesystems on the compute node
  – Do not hog bandwidth or use blocking network I/O
  – Do not stat any real files, only read the information the kernel can deliver through /proc
  – Sampling data is sufficient, do not try to capture everything

• **Must be scalable at every level**
  – Sensors must not overwhelm network provider
  – Network message exchanger should accept new messages (or deny them) with no delay
  – Queues of messages awaiting delivery should not build as a matter of course
  – Data recorders should not miss messages or run slower than the messages are generated

• **Process data must retain association with batch job information**

• **Interactive use of systems should be captured**

• **Data should be kept in as raw form as possible to maximize utility for later analysis**

• **Data should be stored in a form compatible with time-series analysis**
  – i.e., not necessarily a database

• **Data should be accessible by users as well as system administrators**

• **Data should be accessible for post-analysis as well as “live” analysis**
procmon Architecture

Three major components:
- procmon sensor
- RabbitMQ communication system
- Clients to read, analyze, display or save data

procmon System Design

Initial Data Collection

RabbitMQ Message Exchanger

Reading procmon data off the wire

Service/MOM Node

ProcMonitor

procmonManager.py

procmon_<system>.<datetime>.h5

bad_procmon_<system>.<datetime>.h5

Terminal

Archive

Network Disk

PostAnalysis
Batch compute versions of procmon only gather information on processes in the monitored job (can use process trees, thread group ids, session ids, actual group ids [SGE], cgroup tasks list)

“secured” versions of procmon monitor all processes on the system (need root privileges); hardened to only retain the minimum required capabilities

Appropriate for interactive nodes or MOM nodes
The data are broken up into different message types
Base-level functionality has data structures:
- procdata - for the string-like items
- procstat – for the volatile numeric counters
- procfd – for the file descriptors (optional)
Plugin functionality can add more: (in progress)
- E.g., mpirank info
### procmon sensor: Data Collected

#### procstat

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
<th>Type</th>
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<td>identifier</td>
<td>char[IDENTIFIER_SIZE]</td>
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</tr>
<tr>
<td>subidentifier</td>
<td>char[IDENTIFIER_SIZE]</td>
<td></td>
</tr>
<tr>
<td>recTime</td>
<td>unsigned long</td>
<td></td>
</tr>
<tr>
<td>recTimeUSec</td>
<td>unsigned long</td>
<td></td>
</tr>
<tr>
<td>startTime</td>
<td>unsigned long</td>
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<tr>
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</tr>
<tr>
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<td>int</td>
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<tr>
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<td>int</td>
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<tr>
<td>effUid</td>
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<tr>
<td>effGid</td>
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<tr>
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<td>policy</td>
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<tr>
<td>io_syscr</td>
<td>unsigned long (count)</td>
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</tr>
<tr>
<td>io Syscw</td>
<td>unsigned long (count)</td>
<td></td>
</tr>
<tr>
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<td></td>
</tr>
<tr>
<td>io_writeBytes</td>
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</tr>
<tr>
<td>io_cancelledWriteBytes</td>
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<td>m_resident</td>
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<tr>
<td>m_share</td>
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<tr>
<td>m_text</td>
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<td></td>
</tr>
<tr>
<td>m_data</td>
<td>unsigned long (bytes)</td>
<td></td>
</tr>
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</table>

**IDENTIFIER_SIZE = 24**  
**EXEBUFFER_SIZE = 256**  
**BUFFER_SIZE = 1024**
RabbitMQ (AMQP) Network Layer

procmon sensor connects to RabbitMQ server at startup, reuses connection for lifetime of sensor (can reconnect if necessary)

Uses AMQP Topic Exchanges. procmon messages have a routing key like:

<hostname>.<jobid>.<array_taskid>.<type>

Topic exchange allows clients to selectively listen for messages.
RabbitMQ (AMQP) Network Layer

Procmon sensors ensure that the Exchange is created. The exchange accepts and routes messages.

Listening clients create queues bound to the Exchange specifying routing tags for in which they are interested. This division of labor ensures that messages are not stored or kept if there are no listeners.
Data Reduction and Storage

- A “ProcMuxer” process connects to RMQ reading ‘*.*.*.*’
  - Multiple muxers can connect sharing the same queue; stripes messages
- Muxer writes all data to hdf5 file
- Files are written for one hour, then new file

“PostReducer” is run on the muxer files, performs:
- General Q/A – throws out bad data
- Merges data from multiple muxers
- Compresses by keeping only latest unique records
HDF5 File Structure

```
"/" metadata

- source: CSV list of striped files
- writer: software that wrote the file (e.g., PostReducer)
- writer_version: version of writer software
- writer_host: hostname
- recording_start: start time (uint seconds since epoch)
- recording_stop: end time (uint seconds since epoch)
- n_writes: # of individual write operations

struct procdata
- metadata: nRecords (uint)
- Length: unlimited
- Chunked, default: 4

struct procstat
- metadata: nRecords (uint)
- Length: unlimited
- Chunked, default: 128

struct procfd
- metadata: nRecords (uint)
- Length: unlimited
- Chunked, default: 64
- Deflated (zipped level 9)

struct procobs
- metadata: nRecords (uint)
- Length: unlimited
- Chunked, default: 256
- Deflated (zipped level 9)
```

REPEAT procdata, procstat, etc for each host

- **procmon data archived in per-hour hdf5 files**
- **All data grouped by host**
  - output of gethostname() on the node
- **Plugins/other AMQP producers can generate their own datasets for future expansion**
  - All time/host-related data in single place
Analysis Tools

• **qqproc** -- provides row-level filtering and query capabilities, e.g.,

  ```
  qqproc -S 2015-01-05 -q 'user=="gbp" && vmpeak > 10G'
  ```

• **Python interface using h5py**

• **catjob** – dump process summarizations for a given jobid

• **jobtop** – multinode “top” showing streaming data process data from all messages matching your job

• **Automated process summarization and workload analysis pipeline**
Workload Analysis

- Included over 1.4 billion processes
Monitoring Scalability

- Can run multiple RabbitMQ servers to partition monitoring
- Sensors select RMQ server randomly
- Implements a form of cheap High Availability
- Typically, a single RMQ is sufficient for up to several thousand message producers
Options on the Cray

• Built-in support for Cray cpusets for process tracking (instead of process hierarchy discovery)
• Persistent procmon can be run on login and MOM nodes to record interactive usage
• MOM or service nodes are the natural location for RabbitMQ servers
• Starting on compute nodes:
  – Opt-in with binary wrapper:
    module load procmon
    aprun run_procmon ./my_application <arguments>
  – Monitor CCM:
    • Start procmon in do_postmount() of /opt/cray/ccm/default/sbin/ccm_init_local
  – Monitor Everything:
    • Run persistently everywhere
    • Start/terminate with RUR plugin
Performance tests on Edison

psnap 16nodes_0.3msPerLoop_barrier0.05s without procmon
Performance tests on Edison

psnap 16nodes_0.1msPerLoop_barrier0.05s with procmon

2nd distribution of timings are caused by delay of procmon being scheduled on cpu

procmon with all features enabled has an overhead of about 13ms per iteration
Performance Results on Edison

- Ran **non-production** HPCG run targeting 5 minutes with and without procmon monitoring the progress
- Ran on 130,800 cores – 5450 compute nodes
- Without procmon: **82893.2 Gflop/s**
- With procmon: **82131.5 Gflop/s**

Less than 1% observed difference on final score
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Wait – what were those first 1100s?

- This hpcg was TBB-optimized version. Had noticed that 2\textsuperscript{nd} run performs “better” than first.
- In this job, ran hpcg twice, first time with small matrix targeting 5s of walltime; second time with large matrix targeting 335s walltime
- Hypothesis: shared libraries for TBB, etc loaded asymmetrically across system
Future Directions

• Completing transition to “pluggable” framework
  – Developer creates new data structure representing new monitored data along with C++ template specializations for the monitoring, I/O, reduction, and query facilities.
  – Plugin monitoring can be executed on a per-host basis (e.g., /proc/meminfo) or per-process (e.g., /proc/<pid>/<something>)

• Completing query-able cache of live data
  – Allows any query to be run against recent observations without waiting for HDF5 file turnover or having to write particular filter to listen for RabbitMQ data
Conclusions

• procmon can **scale** to provide monitoring and minimal profiling services for running applications
• Built-in data management and data analysis software enables rapid deployment to usable monitoring data
  – Data can be directed where it is most useful to you!
• Can be deployed entirely in user-space – though there are some advantages to a system administrator assisted deployment
  – procmon.secured run as root can read privileged information from /proc

procmon is available and open source (BSD license): https://bitbucket.org/berkeleylab/nersc-procmon
Thank you.