

ReStore: In-Memory REplicated STORagE for Rapid Recovery

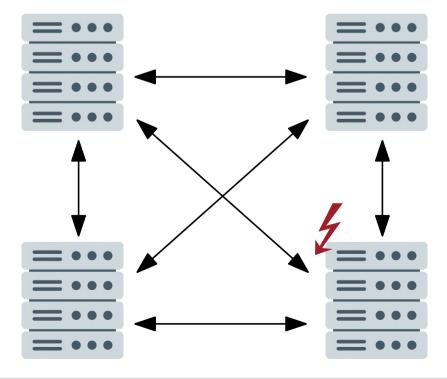
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Motivation



fail-stop faults

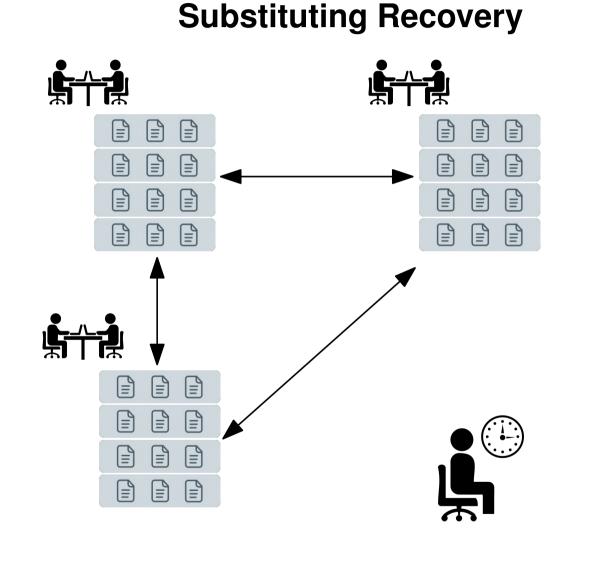
- More CPUs \rightarrow more faults \rightarrow more recoveries
- Lower operational voltage of CPUs \rightarrow less energy used, more faults
- Node failure \rightarrow reload *dynamic* program state and *static* (e.g., input) data
- The parallel file system is a bottleneck



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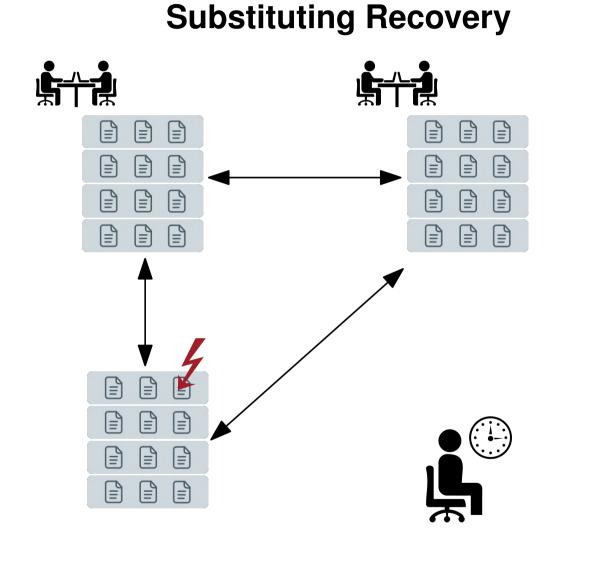
Shrinking Recovery



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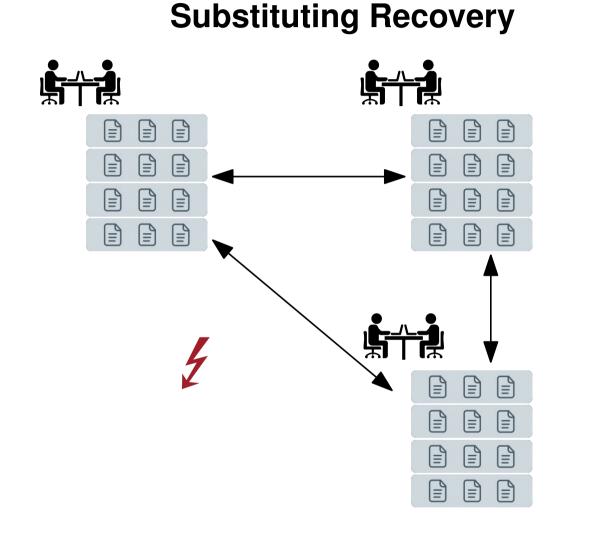
Shrinking Recovery



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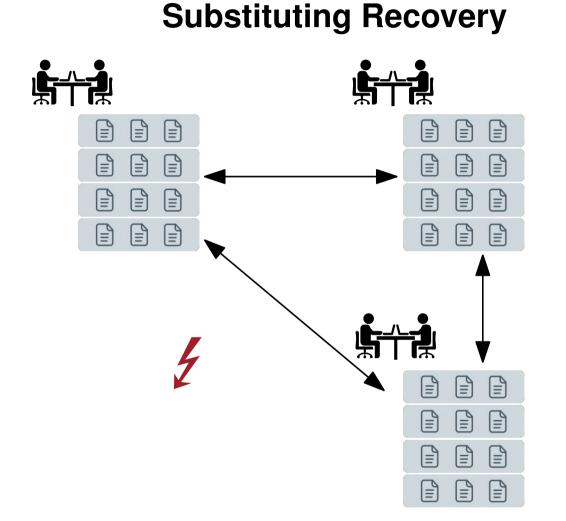
Shrinking Recovery



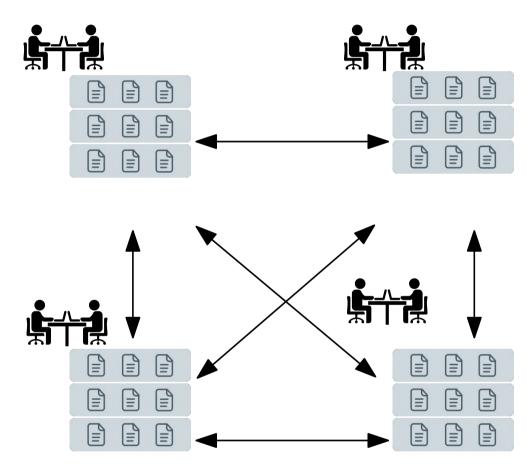
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Shrinking Recovery

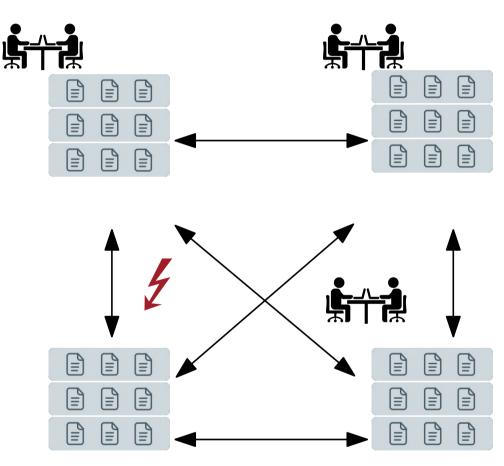


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Substituting Recovery

Shrinking Recovery

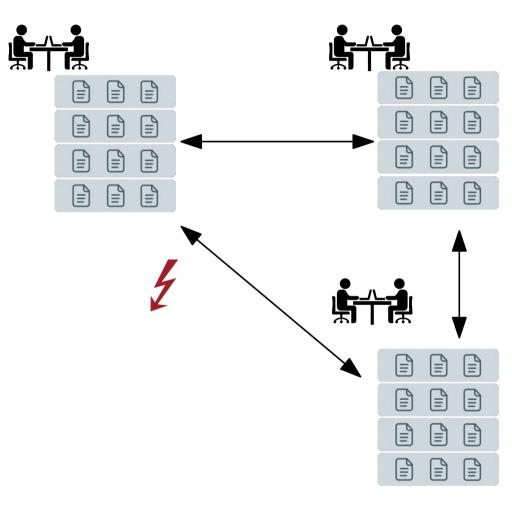


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Substituting Recovery



Shrinking Recovery



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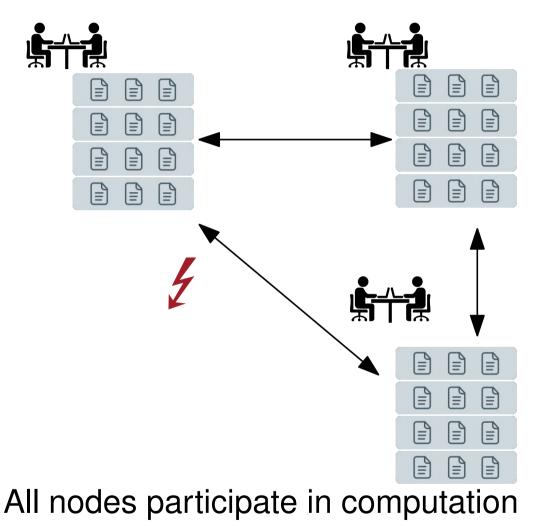
Substituting Recovery = Up to 5% of nodes idling

- Limited number of failures supported
- Recovery time does not scale

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Shrinking Recovery

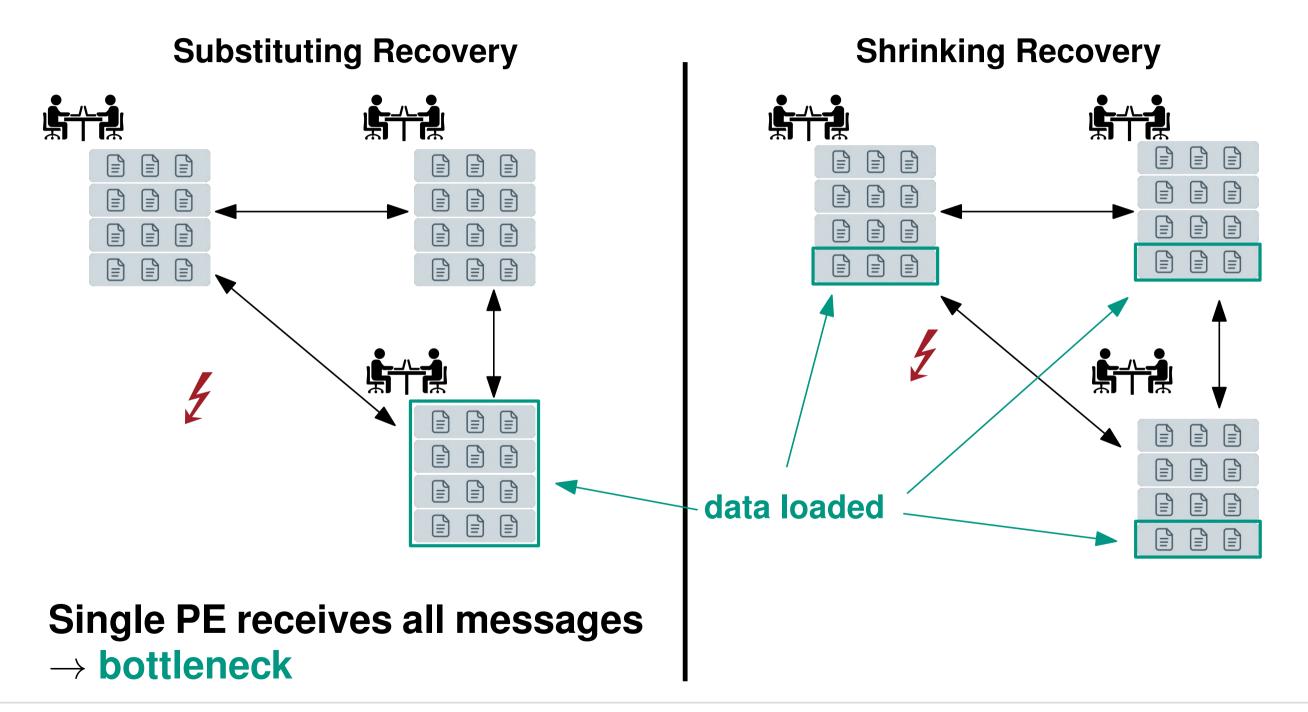


- Unlimited number of failures supported
- Recovery time scales with 1/p

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Design Goals





- **in-memory** access to the parallel file system is a bottleneck
- **no spare nodes required** spare nodes are wasted resources
- **no checkpointing nodes required** checkpoint nodes are wasted resources
- **scalable recovery** $\in O(1/p)$ time per failure
- **arbitrary replication level** more flexibility and robustness
- **rapid recovery** that's what we needed for our application

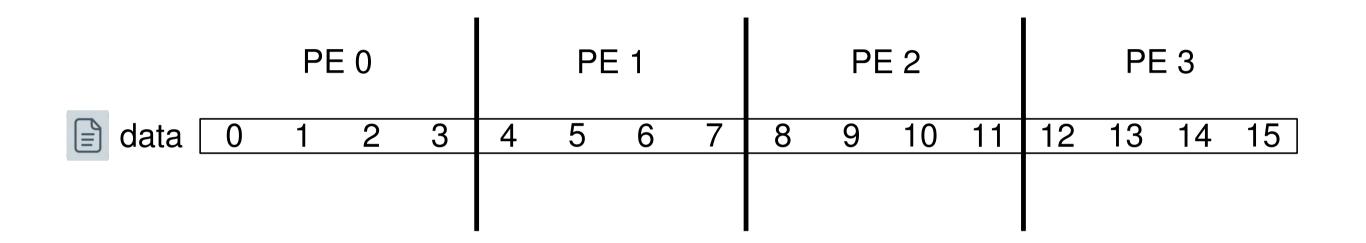
Related Work



| | ftRMA | Fenix | SCR | Lu | GPI_CP | ReStore |
|--------------------------------------|-----------------------|------------------|-------------------------|------------------|--------------------------|--------------|
| Features | | | | | | |
| in-memory checkpointing | \checkmark | \checkmark | × | \checkmark | \checkmark | √ |
| substituting recovery | \checkmark | \checkmark | \checkmark | \checkmark | \checkmark | √ |
| shrinking recovery | × | × | × | × | × | \checkmark |
| all nodes participate in computation | × ² | (✓) ¹ | (√) ¹ | <mark>×</mark> 2 | (√) ¹ | √ |
| scaleable recovery | × | × | × | × | × | √ |
| programming model | MPI RDMA | MPI | MPI | MPI | PGAS/GPI | MPI |

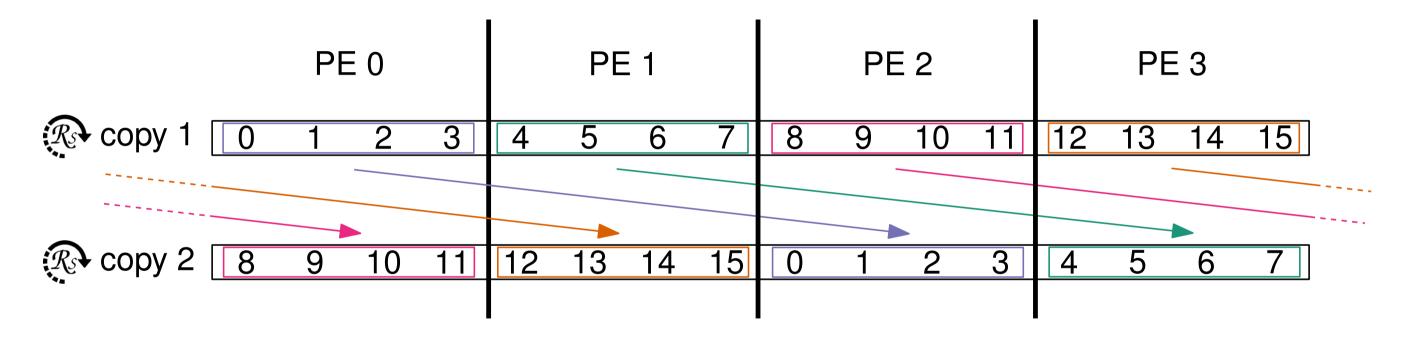
¹ Need for nodes idling until they replace a failing node
² Additionally, some nodes used solely to store checkpoints





- Data distributed across PEs
- Data divided into blocks
- Blocks addressable via IDs

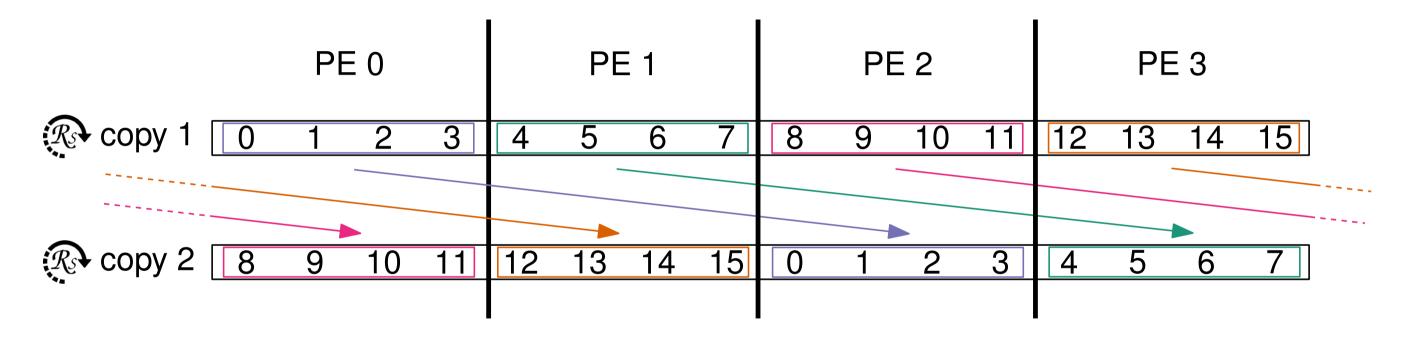




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On recovery: r = 2 **sending nodes** \rightarrow **bottleneck**

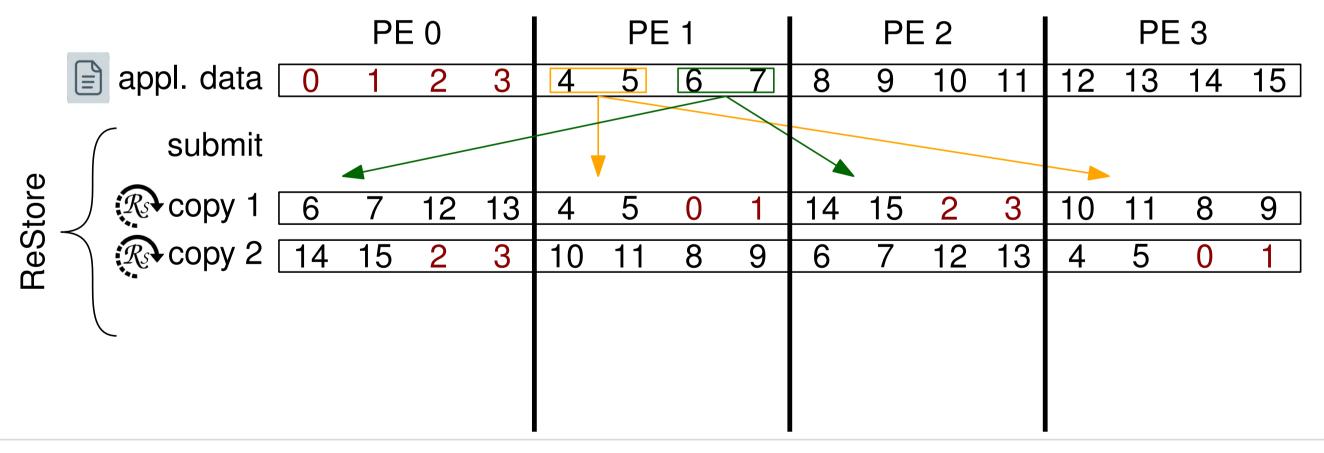
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Data Distribution for Faster Recovery



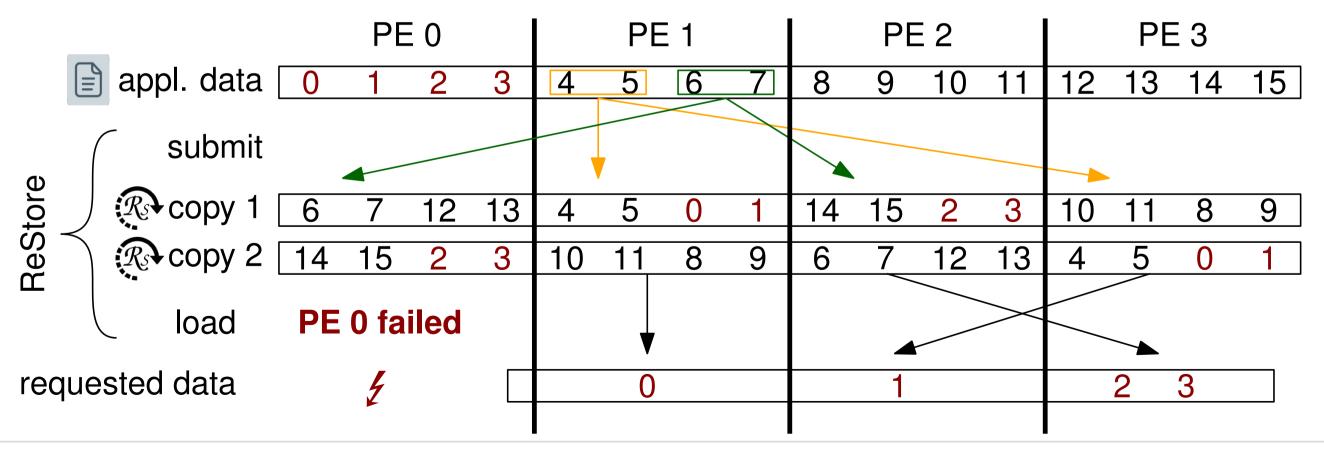
- Idea: Break up access pattern using a random permutation for the block IDs
- More PEs serving data after failure
- Too many PEs serving data \rightarrow messages too small
- Empirical optimum: Permute 256 KiB together



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Implementation and Experimental Setup

Karlsruhe Institute of Technology

Implementation

- C++; header-only; modern CMake
- https://github.com/ReStoreCpp/ReStore

Experimental Setup

- SuperMUC-NG
- 10 repetitions per experiment
- MPI Implementation: OpenMPI during experiments, ULFM during unit tests

RAxML-NG

- Existing bioinformatics tool
- Real-world application, cited $50\,000$ + times
- Checkpointing dynamic data part of previous work
- Slow loading of input data from parallel file system ightarrow ReStore

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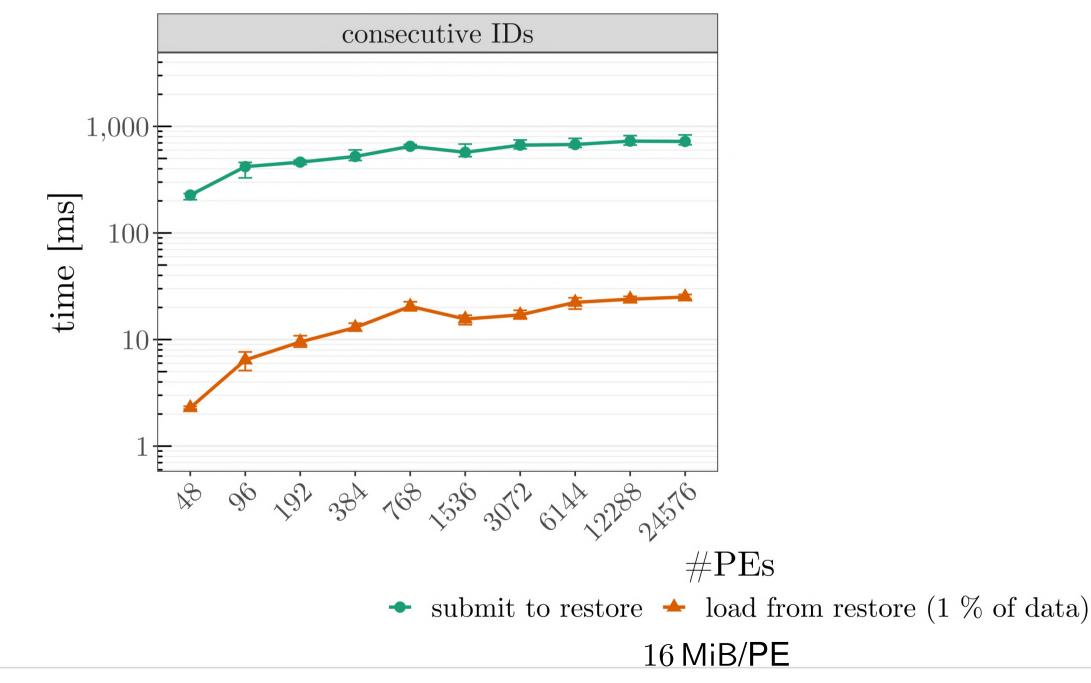






Evaluating ID Randomization



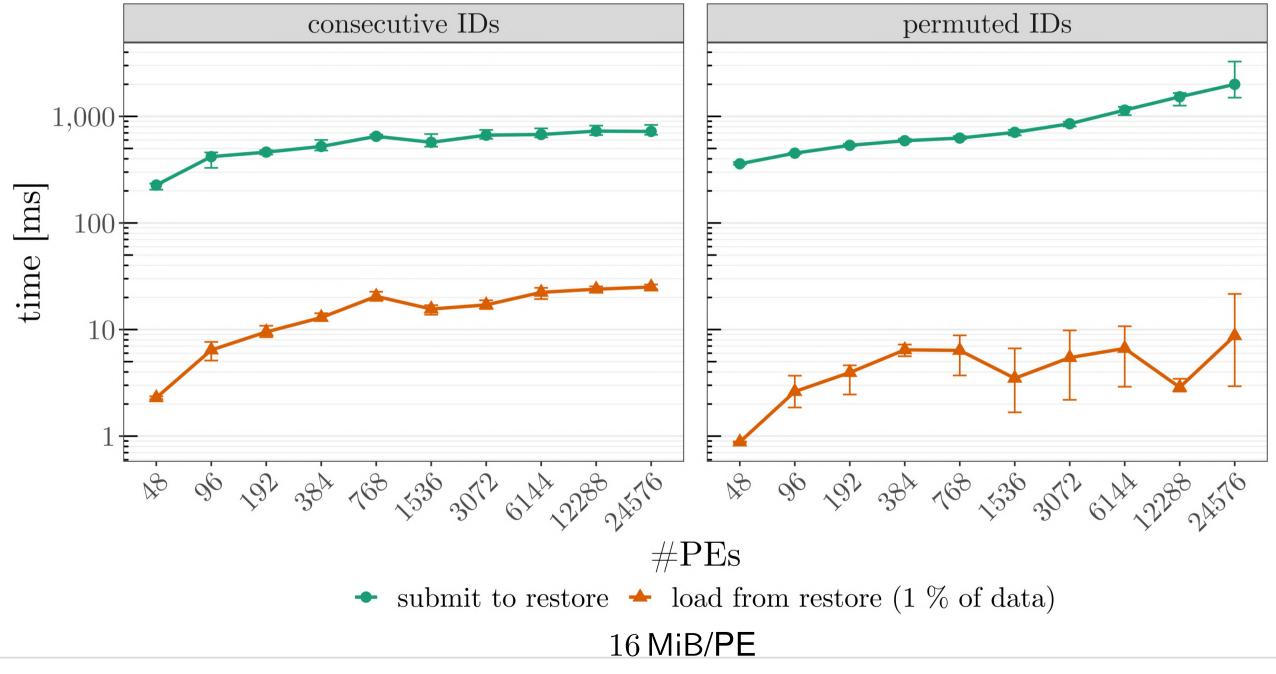


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Evaluating ID Randomization



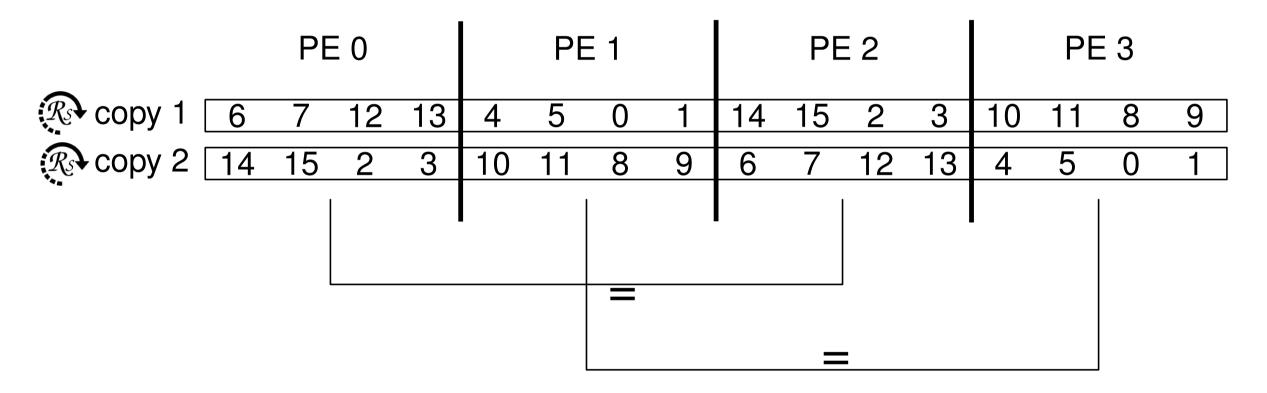


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Number of replicas *r* divides number of PEs $p \rightarrow groups$ of PEs storing the same data

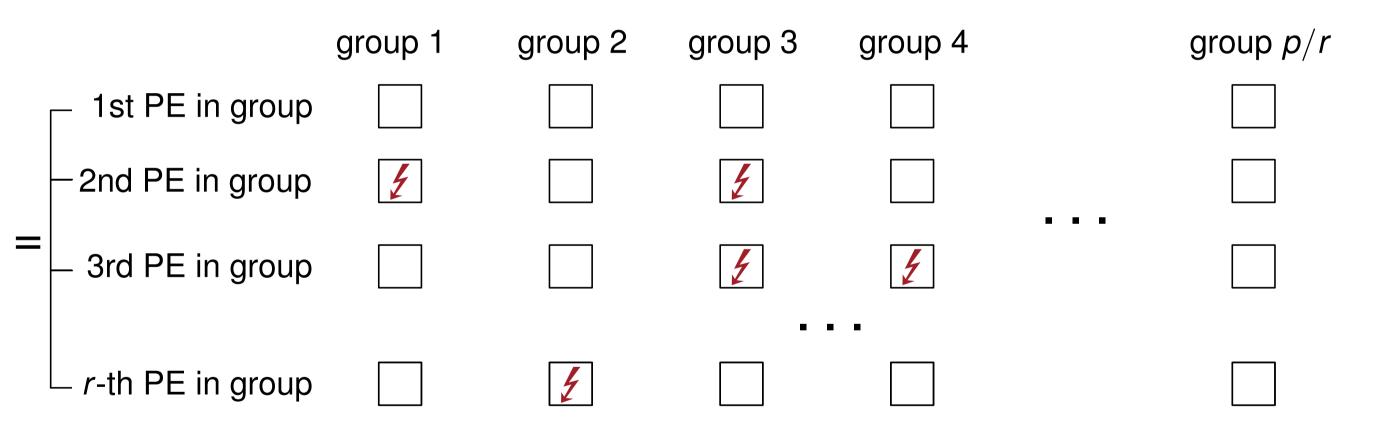


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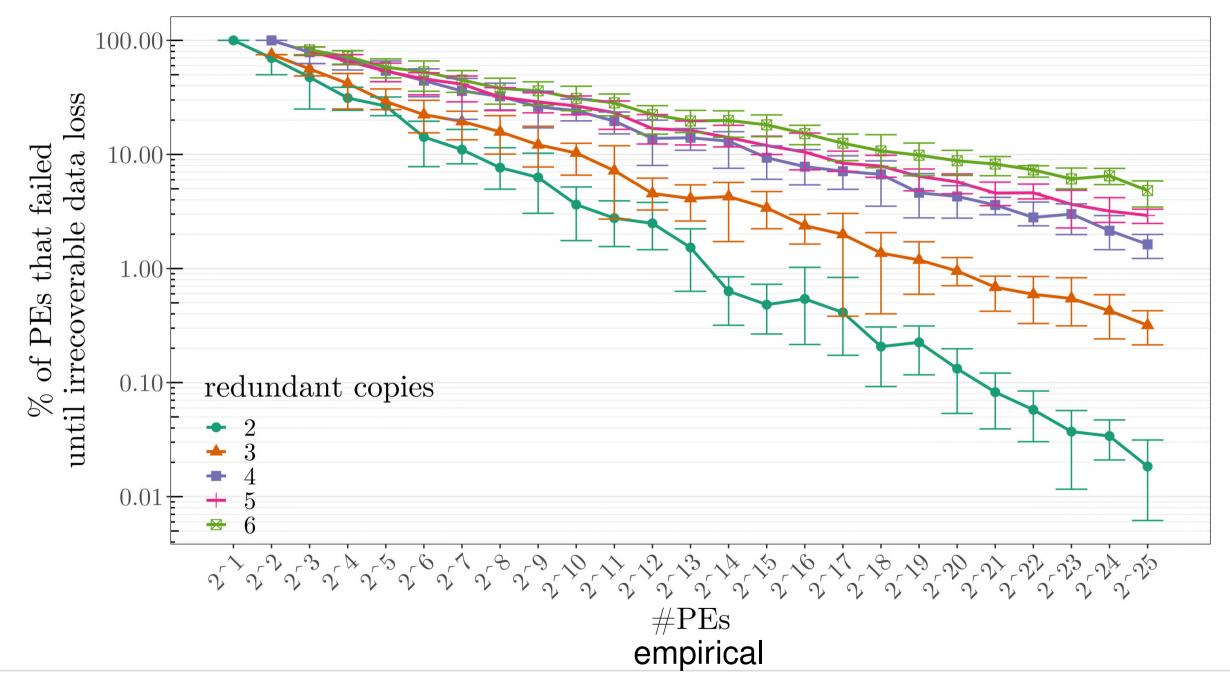


Given *f* failures, what is the probability, that all PEs of any group failed?



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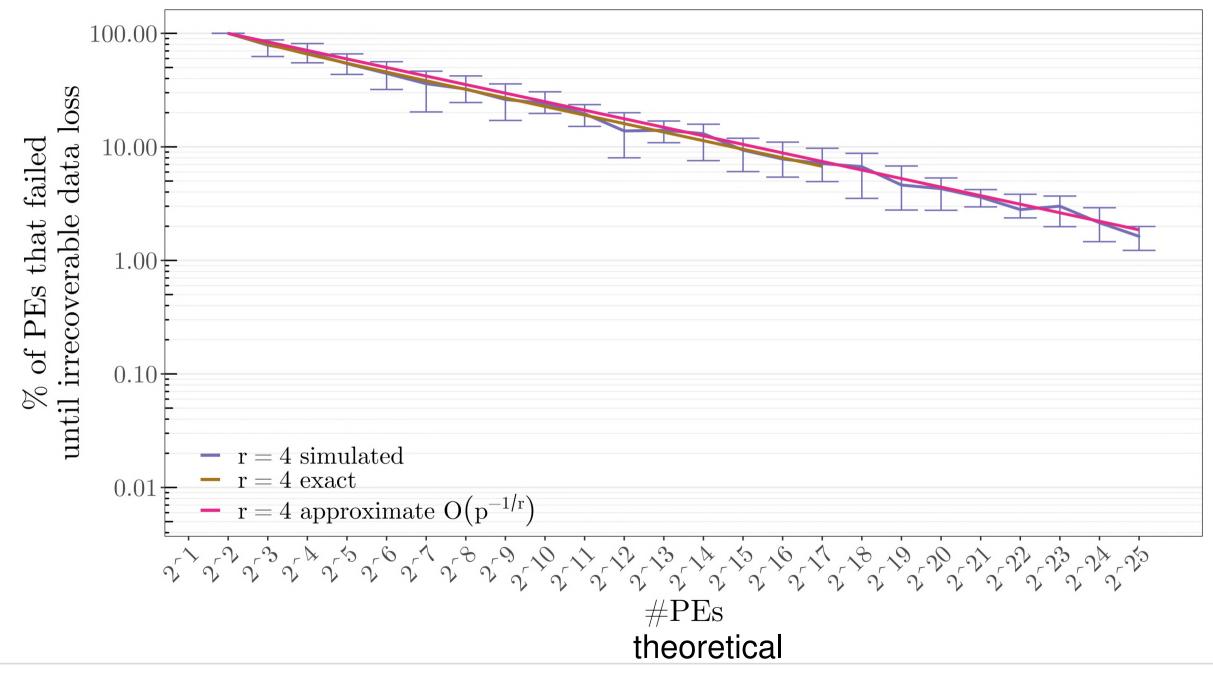




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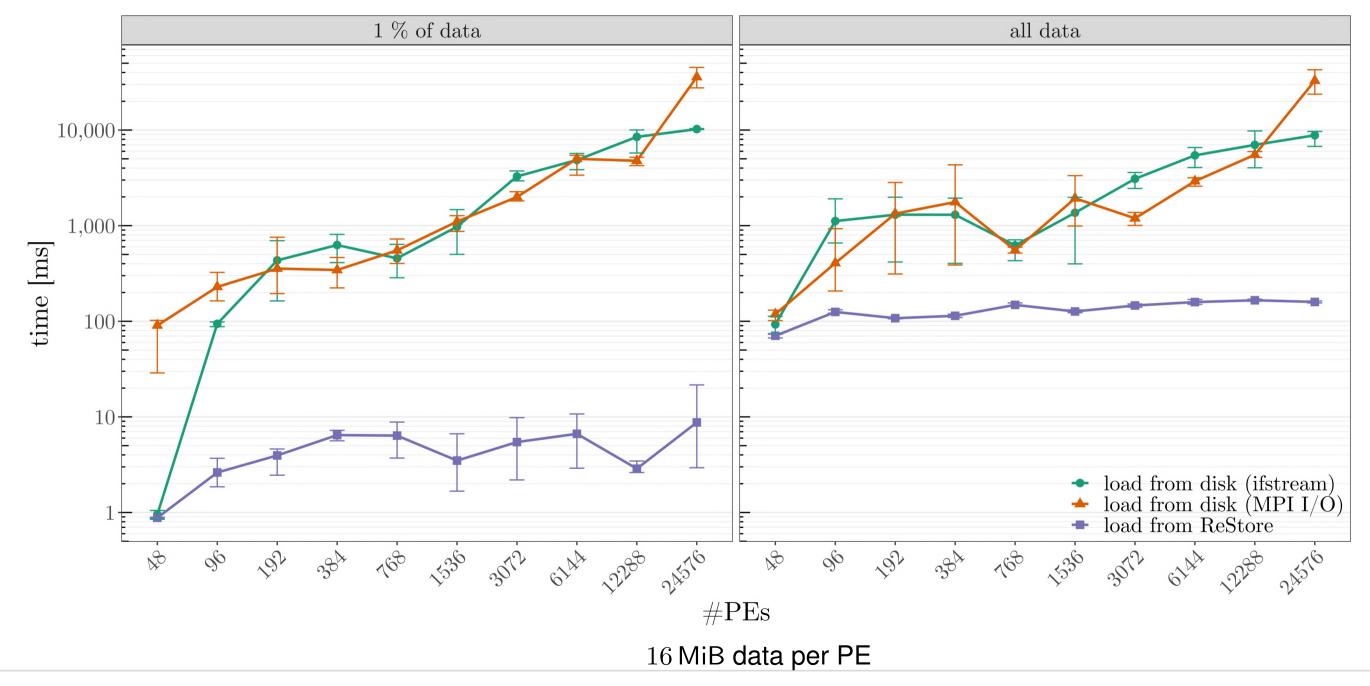


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In-Memory vs. Parallel File System





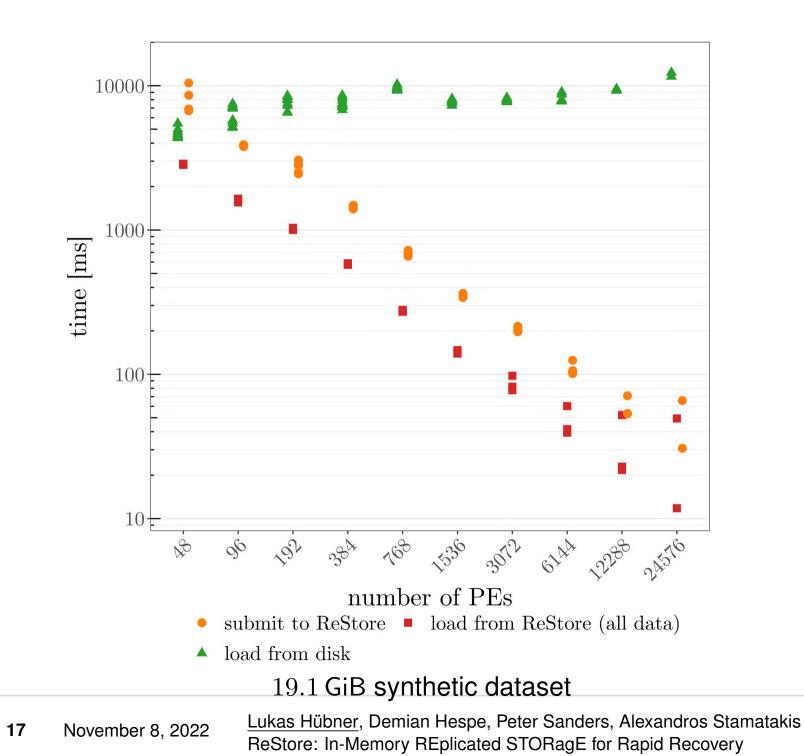
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Overhead of ReStore in RAxML-NG

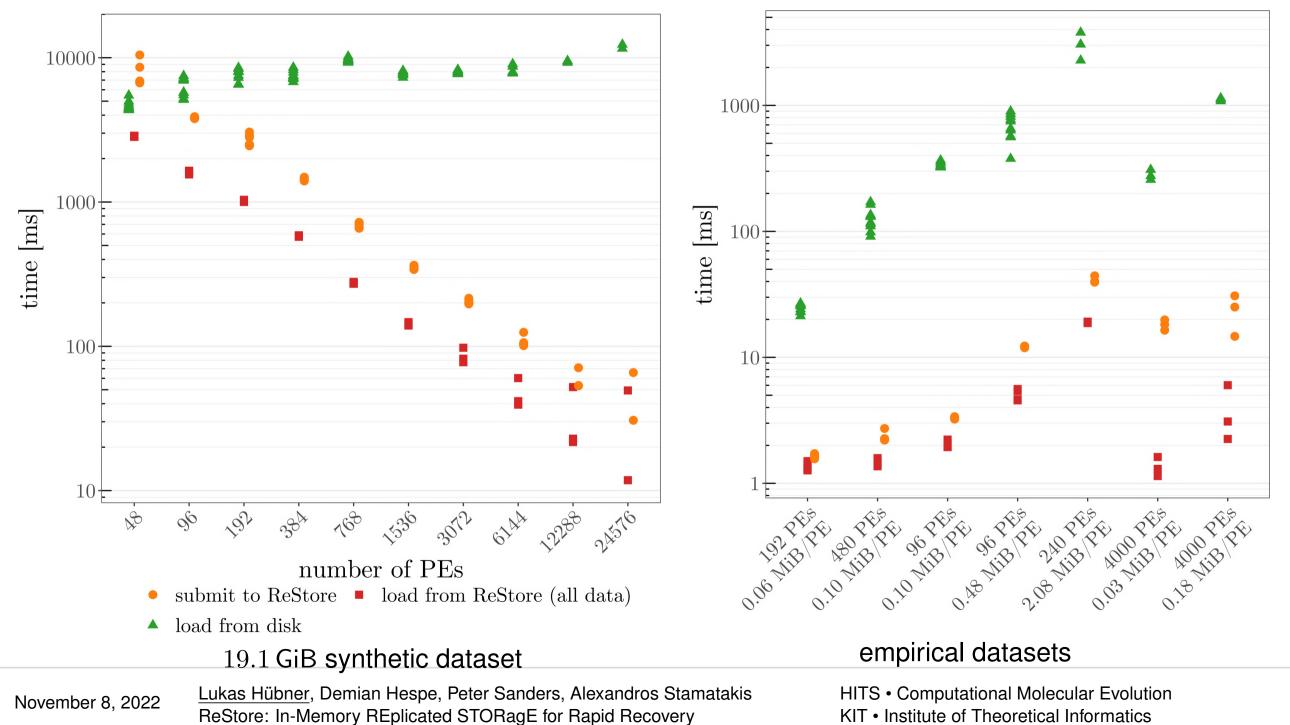




Overhead of ReStore in RAxML-NG

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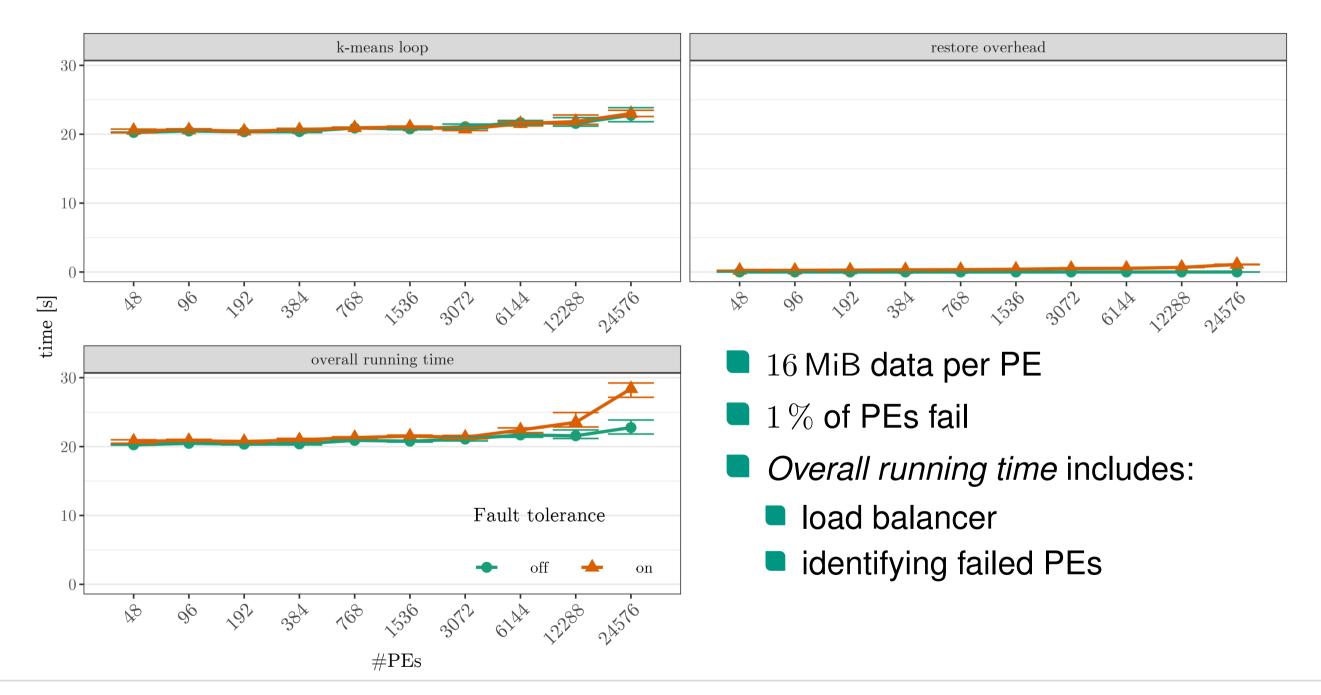




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Overhead of ReStore in k-means





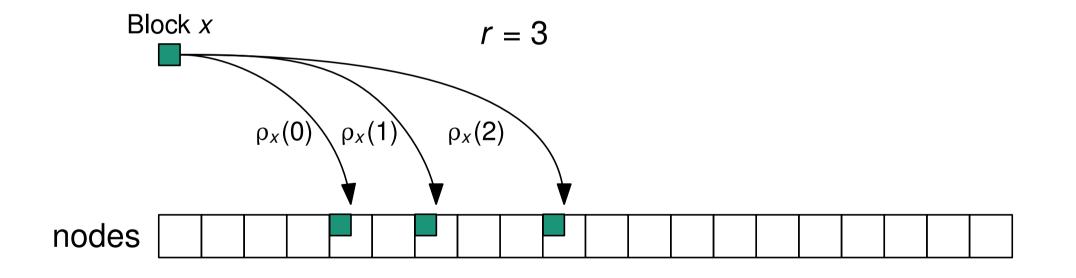
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Recovering Replicas After a Node Failure



- **Goal:** Restore lost replicas after a failure; copying only the lost data
- **Idea:** For each block x, draw pseudorandom permutation ρ_x on [0, p-1]
- Place copies on $\rho_X(0), \rho_X(1), \ldots$
- Nodes on which this block is stored? O(r + f) time, O(1) space

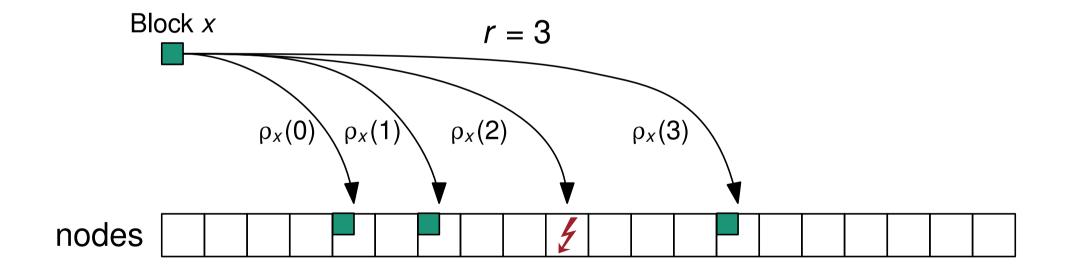


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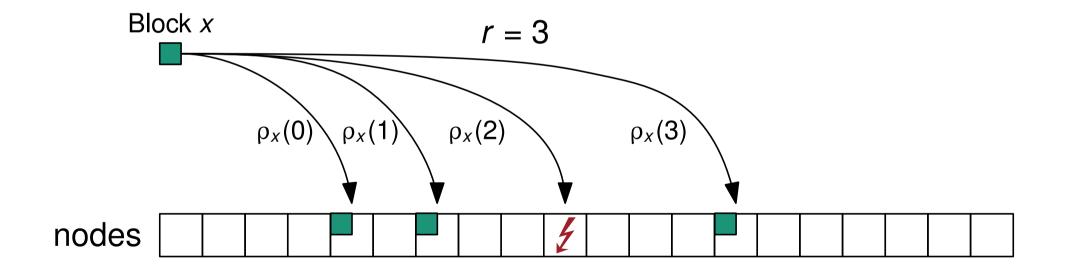


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No need to redistribute any block that did not lose a replica!

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Conclusion



- Permutation-based data distribution enables recovery of lost data in milliseconds on tens of thousands of PEs
- First in-memory library to support shrinking recovery
- RAxML-NG's recovery performance improved by up to two orders of magnitude
- Extension to easily restore lost replicas after a failure
- Provably small probability of data loss



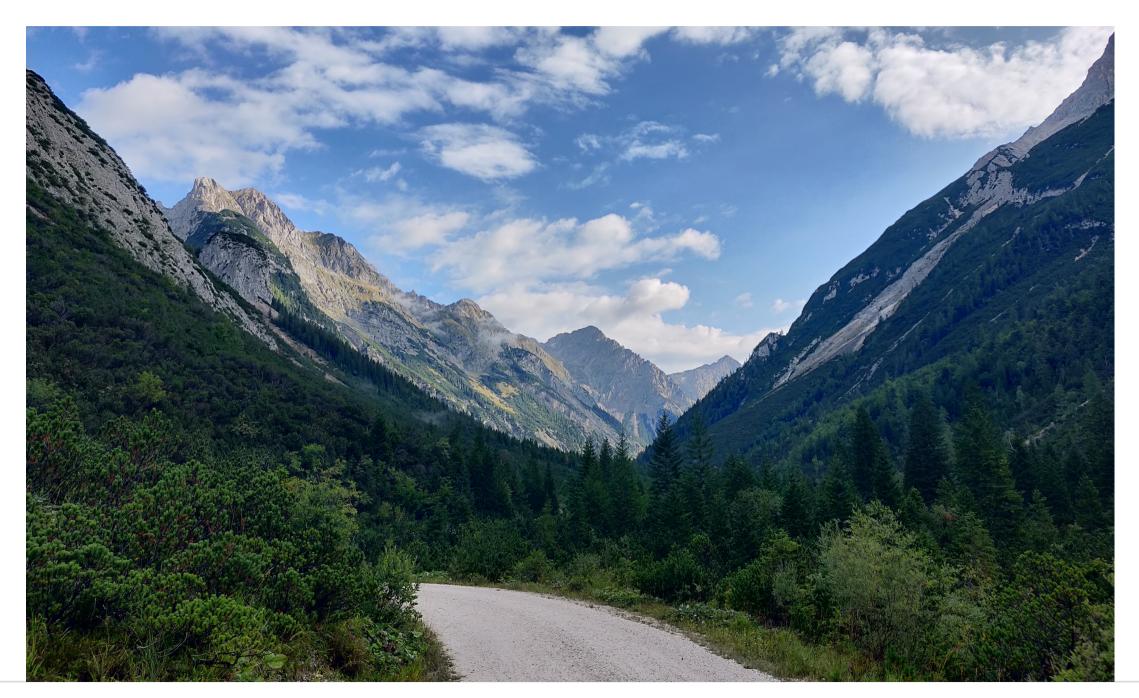
https://github.com/ReStoreCpp/ReStore

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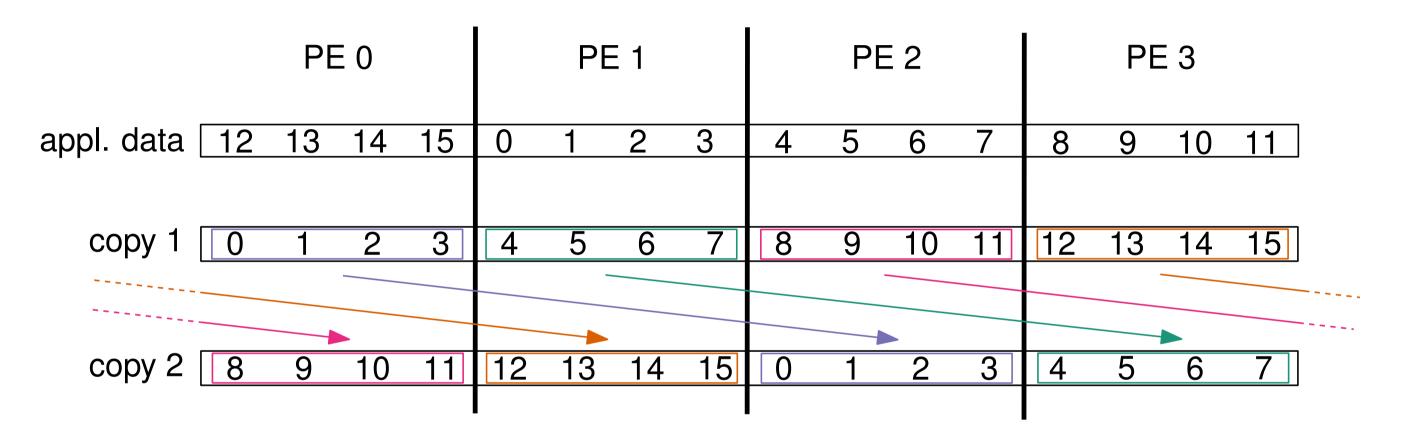
Thanks for listening :-)



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Avoid storing the blocks needed after a failure of node *i* on node *i*

No need to change the distribution of the application data; assigning different IDs when submitting to ReStore is sufficient

Implementation and Experimental Setup



Experimental Setup

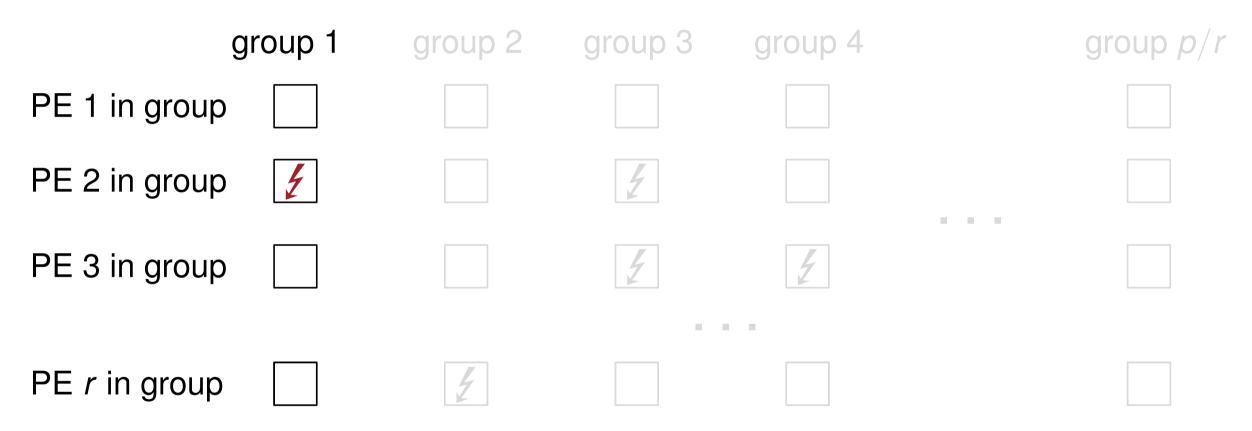
- We benchmark on the SuperMUC-NG
- Two Intel Skylake Xeon 8174 processors with 24 cores each per node
- 96 GiB of RAM per node
- Omnipath interconnect with $100 \, \text{Gbit s}^{-1}$
- OpenMPI as MPI implementation
- 10 repetitions per experiment



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Given *f* failures, what is the probability, that all copies of group 1 failed?



- Number of possibilities to draw f nodes from p nodes: $\binom{p}{f}$
- Number of possibilities to draw all *r* copies of group 1 plus f r other nodes: $\binom{p-r}{f-r}$
 - P(All nodes of group 1 failed) = $\binom{p-r}{f-r} / \binom{p}{f}$

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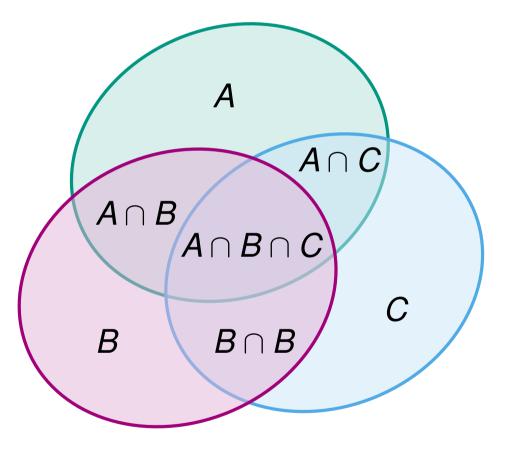
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Probability of Irrecoverable Data Loss

Inclusion-exclusion principle

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$$|A \cup B \cup C| = |A| + |B| + |C|$$
$$-|A \cap B| - |A \cap C| - |B \cap C|$$
$$+|A \cap B \cap C|$$







- Given f, there are $\binom{p-r}{f-r}$ configurations of failed nodes which lead to data loss
- Summing up over all groups would count certain states twice, trice,
- E.g., states in which *all* nodes of group 1 and group 2 failed would be counted twice

$$P_{\mathsf{IDL}}^{\leq}(f) = \sum_{j=1}^{g} (-1)^{j+1} {g \choose j} \frac{{p-jr \choose f-jr}}{{p \choose f}}$$

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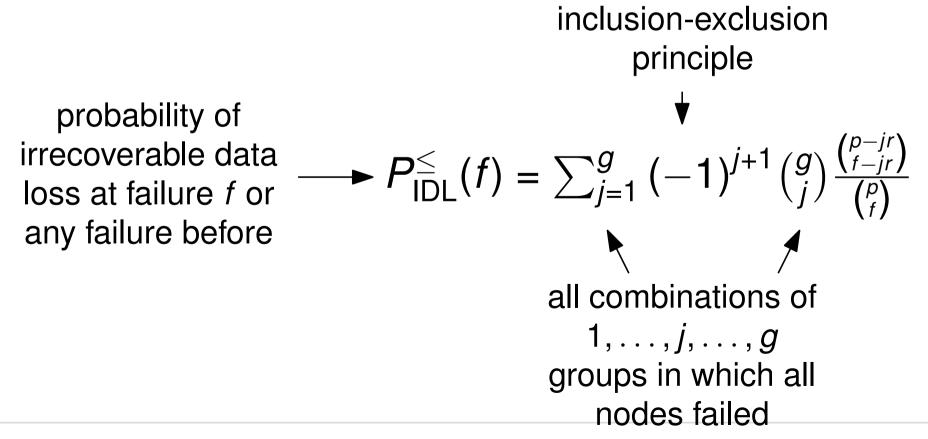
probability of irrecoverable data loss at failure *f* or any failure before

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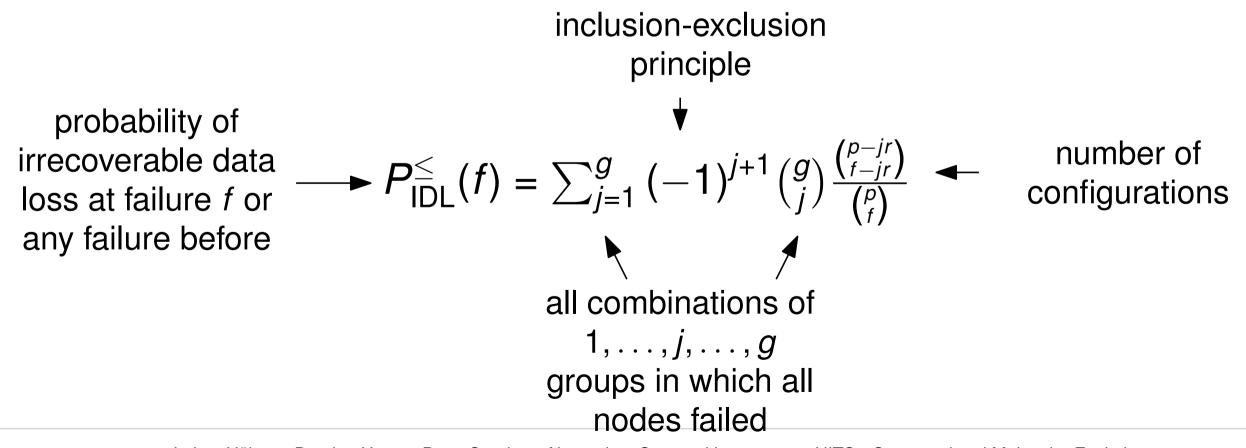


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