Building Custom Data Services with Mochi

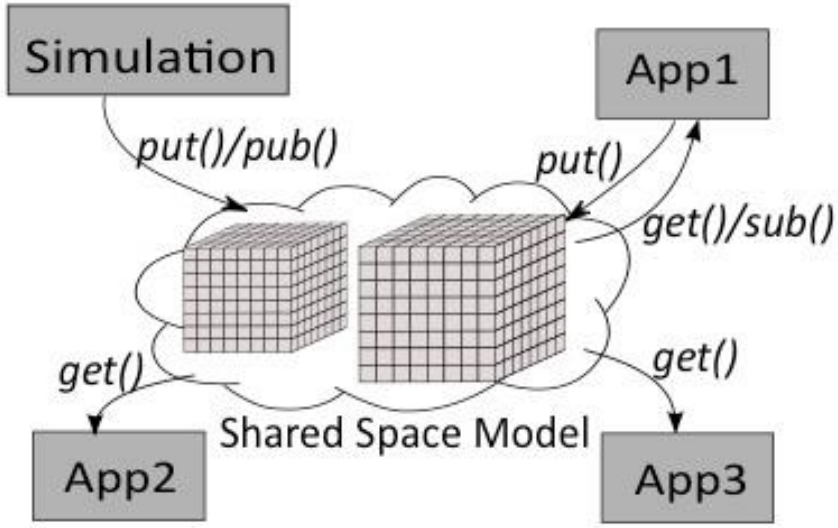
Case Study: DataSpaces (and friends)

Philip Davis

DataSpaces Staging Framework

https://github.com/rdi2dspaces/dspaces

- Simple, powerful abstractions for making data available across all processes in a workflow
  - In-memory data store (either in or out of process)
  - Abstractions for scientific computing
    - N-d array and metadata support optimized for access locality
  - Designed to scale up to thousands of nodes putting and getting
    - Distributed indexing
    - RDMA data transfer
- Useful for in-situ workflows, where multiple process groups are producing and consuming short-lived data products
  - Multi-simulation
  - Simulation / Analysis / Visualization
- Opportunities for “smart” storage
  - Analysis, I/O offload, etc.
  - Data-dependent optimizations (pre-delivery, error detection, etc.)



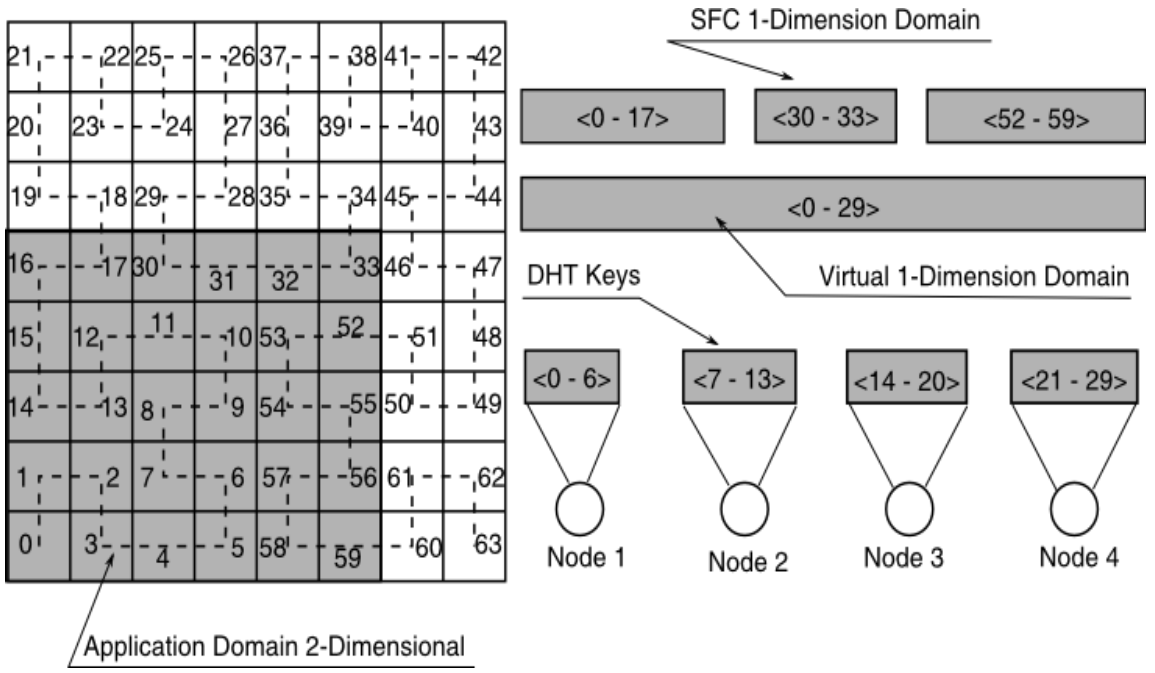
DataSpaces – Architecture

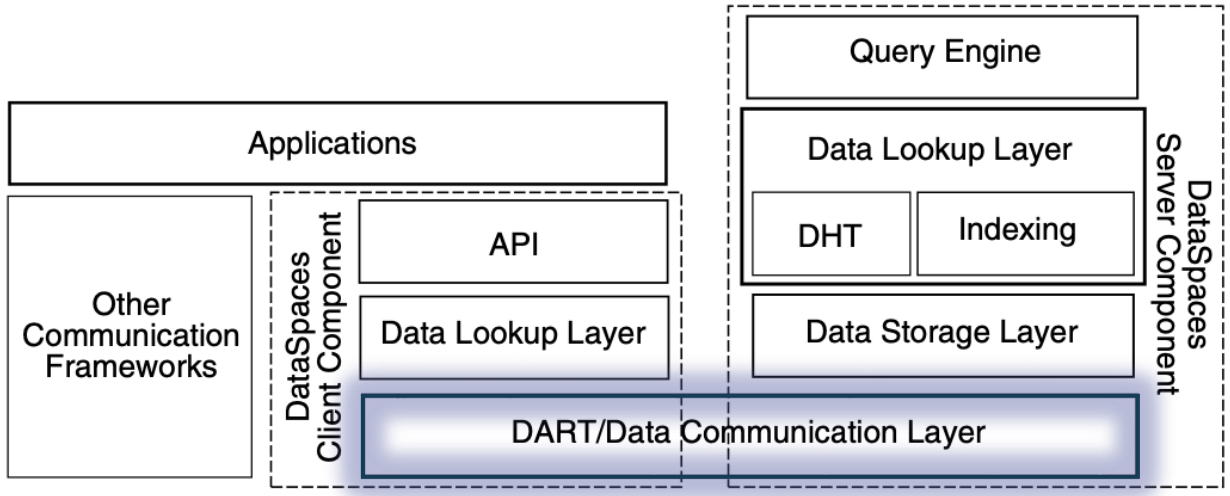
- Client/Server
  - Servers are dedicated threads/processes/jobs.
  - Servers provide indexing and data storage (optionally)

- Index constructed online using SFC mappings or other domain linearization
  - Optimized for locality of indexing (i.e. close data = close index)

- DHT used to maintain indexing metadata
  - indexing domain split across servers by segmenting SFC linearization
  - Locality of SFC reduces multiplication factor of indexing queries

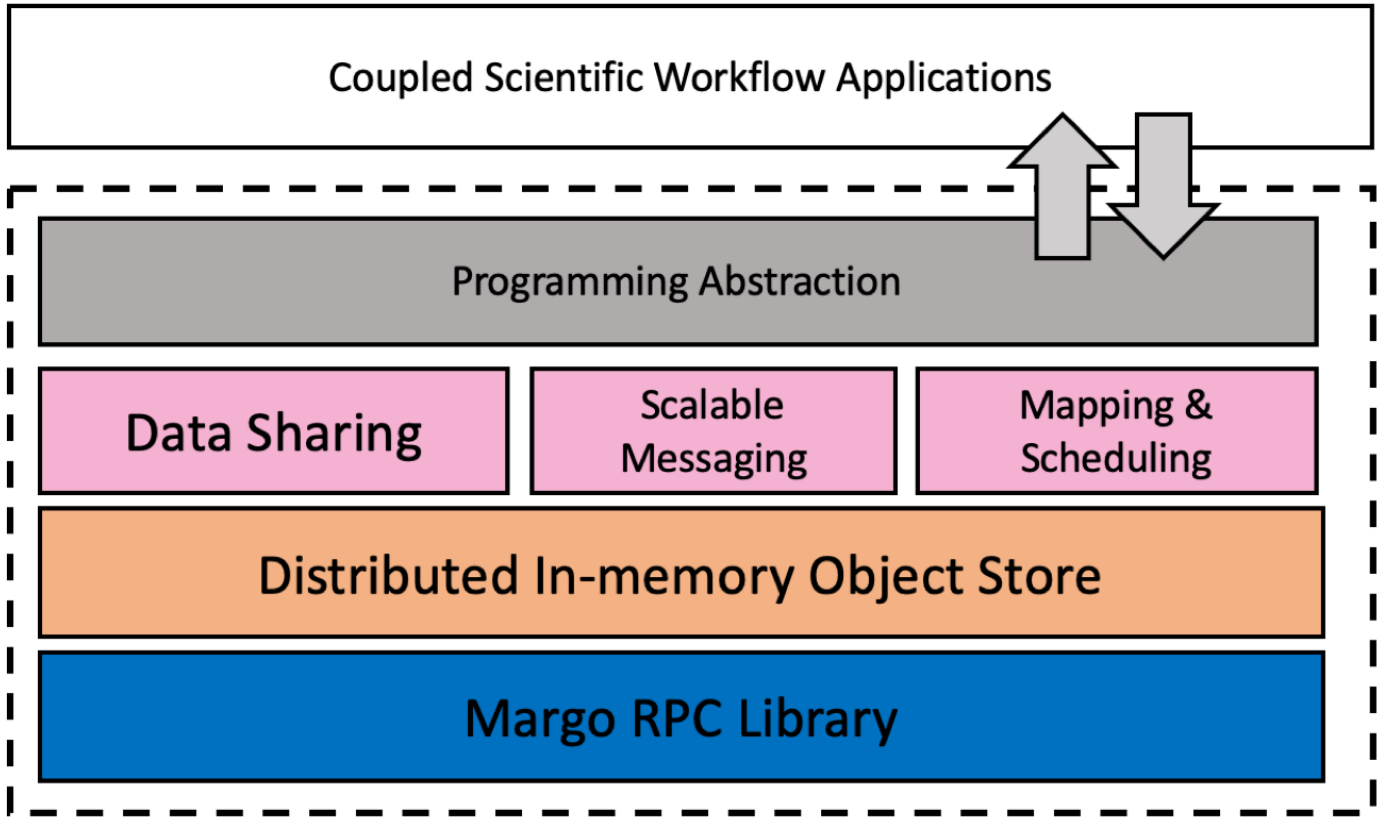
- Communication overlay across DataSpaces clients and servers
  - Independent of, coexists with MPI, etc.
  - Use RDMA transport with RPC-triggered data reorganization





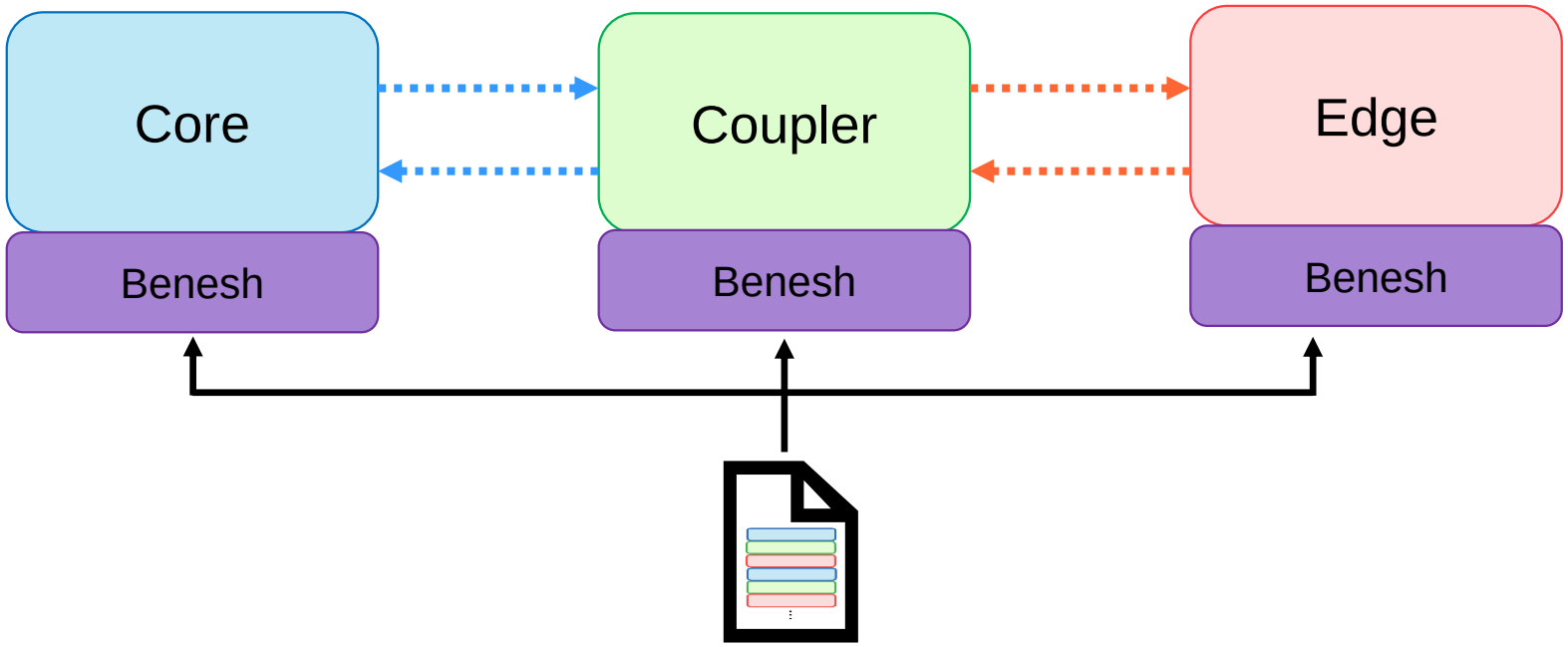
DataSpaces 2.0

- API extensions
  - Publish/Subscribe interface
  - Simplified concurrency control
  - Python bindings
  - Hybrid client/server processes
  - Application-informed data placement
- Architectural enhancements
  - Unified data transport layer
    - Replaces parallel DIMES/DART objects storage models
  - Replace RPC layer with Margo
- Software enhancements
  - Cmake integration
  - Reduced configuration complexity
  - Low overhead running modes



Benesh

- A programming model for developing in-situ workflows
  - Take existing codes and make them work together
  - Abstractions aimed at supporting multiphysics use cases
- Programming-language hooks for a preparing an existing code for use in a Benesh workflow
- Workflow description language for specifying the interactions of workflow components
  - Provide enough information about the workflow to make interactions flexible
- Middleware for instantiating Benesh workflows



EKT – Everyone Knows That

- Benesh components need to send notifications that well-known events have occurred
  - Components are process groups (i.e. each component is an mpirun instance)
  - All ranks of a given component generate the same events (eventually)
  - All ranks of a peer need to know about these events (eventually)
- Everyone Knows That (EKT)
  - Precompute fan-out / fan-in overlay networks between components
  - Broadcast messages with predefined structures using these overlay networks
- Use RPC (mercury) for network bootstrapping and message broadcast