CharmMPI: From Research Code to Production Workhorse

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Recap: What does CharmMPI do?

• Create MPI ranks as user-level threads that coexist in OS processes

- Within-node communication is low-latency and high-bandwidth
- Idle ranks can yield to other ULTs with work to do
- Allocate each rank's call stack and heap at a deterministic location
 - Can migrate ranks across network or snapshot them to disk
- Measure time spent in each rank & redistribute them to balance load
 - Allows iterations to complete faster, decreasing total run time



How is CharmMPI's functionality achieved?

- CharmMPI is a *Charm++* program and the ULTs are chares
- ULTs provided by *uFcontext*, using *boost.context* ASM underneath
- Deterministic memory positioning provided by *Isomalloc*
 - Call stacks allocated manually as part of startup procedure
 - Runtime heap operations (malloc/free, new/delete) intercepted
- What else is part of a program's state?

The Privatization Problem

```
int rank_global;
void print_ranks(void)
{
    MPI_Comm_rank(MPI_COMM_WORLD, &rank_global);
    MPI_Barrier(MPI_COMM_WORLD);
    printf("rank: %d\n", rank_global);
}
```

- Time-consuming and difficult to fix codebase manually
- Automated solution preferable

TLSglobals (2010)

- Thread-Local Storage Segment Pointer Swapping
 - Add *thread_local* tag to global variable declarations and definitions (but not accesses)
 - Supported with migration on Linux (GCC, Clang 10+), macOS (Apple Clang, GCC)
 - O(1) context switching cost
 - Good balance of ease of use, portability, and performance
 - Still requires manual changes, just not intensive refactoring
 - Clang/libtooling-based C/C++ automated transformer created at Charmworks
 - Supported on x86/x86_64, AArch64 and POWER support in progress (2021)

PIEglobals (2020)

• Position-Independent Executable (PIE) Runtime Relocation

- *ampicc, ampif90,* etc. build the MPI program as a PIE shared object
- PIE binaries store and access globals relative to instruction pointer
- CharmMPI processes the shared object at program start:
 - *dlopen*: dynamically load shared object once per OS process
 - Walk ELF (Executable and Linkable Format) header: list program segments in memory
 - Duplicate code & data segments for each virtualized rank w/ Isomalloc
 - Update PIC (Position-Independent Code) relocations to point to new privatized addresses
 - Calculate privatized location of entry point for each rank and call it
- Result: global variables become **privatized** and **migratable** with **no changes**

PIEglobals: Advancements in 2021

- Shared objects opened once per logical node instead of per rank
 - Critical to avoid crashes in glibc due to interaction of dlopen and pthreads
- Automatically combined with TLSglobals whenever available
 - Prevents issues due to preexisting *thread_locals* and system libraries with TLS
- Added rank tracking infrastructure to AMPI's Charm implementation
 - Necessary for user-defined reductions: function pointers differ by rank
- Validated on ARM and POWER architectures
- Merged to Charm's *main* branch

CharmMPI with PIEglobals: Successes

- miniGhost
- Nekbone
- MFEM
- Laghos
- Continued collaboration with major ISV on an industrial FEA code

CharmMPI with PIEglobals: Frontiers

- OpenFOAM
- mpi4py

CharmMPI Development History

- Adaptive MPI began as research in PPL @ UIUC around 2001
 - Continued work until present, with more focused effort beginning in 2014
- Charmworks awarded DOE SBIR in 2017
 - Phase II grant concluded in 2021
 - Made robust, standard compliant, and improved performance

What steps were originally needed to use AMPI?

- Edit your code's build system to point toolchain to *ampicc* full path, or pass as parameters to configure step
- Handle globals
- Handle entry point
 - C/C++: #include "mpi.h" before main
 - Fortran: Rename program XYZ to subroutine MPI_Main
- Want migration and load balancing? Don't forget to link with -module CommonLBs -memory isomalloc (editing Makefile, or passing parameters)
- Don't forget to run with *+isomalloc_sync ++no-va-randomization* or migration could fail
- Learn how to use charmrun

CharmMPI's Ease of Use Improvements

- Goal: less to explain, less to remember, fewer barriers to entry
- ampicc automatically passes -memory isomalloc -module CommonLBs
- *+isomalloc_sync* on by default and implementation cleaned up
- Disable ASLR by default: keep code pointers on call stack deterministic
- Added directory containing unadorned *mpicc*, for use like Modules
 cd "netIrts-linux-x86_64/bin/ampi" && export PATH="\$(pwd):\$PATH"
- Added AMPI_BUILD_FLAGS environment variable to simplify passing -tlsglobals, -pieglobals, etc. to ampicc
- PIEglobals can use *main* as an entry point (C, C++, and Fortran!)
- Added +n argument to charmrun to specify node count directly
- CharmMPI Onboarding Tutorial published
 - <u>https://github.com/UIUC-PPL/charm/wiki/CharmMPI-Onboarding-Tutorial</u>

CharmMPI's Robustness Improvements

- Portability with Cray, macOS, shared objects, Clang solidified
- Replaced Isomalloc's bespoke mempool with glibc's dlmalloc
- Isomalloc rewritten to divide address space by logical unit (MPI rank), not Charm processing element (PE), avoiding contention
- Isomalloc now wraps more heap APIs (posix_memalign, aligned_alloc)
- Isomalloc uses in-place network transfers when available, avoiding memory usage spikes during migration and potential out-of-memory
- Use a Fortran entry point for Charm when running Fortran code
- AMPI-only build target to specifically tailor Charm++ configuration
- charmc and charmrun now support arguments with spaces
- conv-core, conv-util, conv-partition, conv-ldb, conv-machine, tmgr, and hwloc_embedded all combined into one libconverse.a/.so

Case Study: LAMMPS on CharmMPI

- Upstream replaced unsafe *strtok* function with custom C++ parsing
- Accepted patch to fix a remaining thread-safety issue in regex parsing
- With above, rank virtualization successful
- Migration faced obstacle of stale *stdio.h* file handles after migration
- Solution: Intercept & proxy FILE* APIs, reopen and seek at destination

```
/* mpi.h: */
#include <stdio.h>

FILE* ampi_fopen(const char* filename, const char* mode);
int ampi_fclose(FILE* stream);
size_t ampi_fread(void* ptr, size_t size, size_t nmemb, FILE* stream);
size_t ampi_fwrite(const void* ptr, size_t size, size_t nmemb, FILE* stream);
/* ... */
#define fopen ampi_fopen
#define fclose ampi_fclose
#define fread ampi_fread
#define fwrite ampi_fwrite
/* ... */
```

