# MPI-IO

## Bottleneck I/O

- Know your bottleneck!
- How do we know it is I/O related
  - Use tools like darshan
  - Simple Time I/O routines
- Divide and conquer proves good stratgey in computing
  - Use MPI for large problems
  - Use "embarassing" parallelization
- Same in I/O
  - Use MPI-IO for large jobs reading/writing one file
  - Let every task write its own file (=, embarassing parallelization)
- There are pros and cons to both approaches
- Need to be careful though
  - Distribute files to be written over directories, do not create too small files ....





#### MPI-IO - Motivation

- I will try to cover MPI-IO using a real life example
- Example is openQCD, massive parallel computation
- Lattice QCD code
- Several thousand ranks compute
- Traditionally read/write of configs sequential
  - Our configs range from a few Gbyte to 90 (now 300 Gbyte)
  - Potential to save some idle computing time



#### MPI-IO

- I am not an MPI-IO expert!
- Google search for talks for 2 days search: mpi-io intro filetype:pdf
  - Order 10 talks (order 3 very useful) (pics stolen from first hit)
  - Played around for a week
- I'd say most important aspect is that of FileViews
- Each rank will be assigned a portion of the whole file = FileView
- MPI-IO manages data distribution

## Types of I/O



- Non-Paralell IO
  - Legacy
  - Not scaling well
- Parallel
  - Lots of small files
  - Combine afterwards
- MPI-IO:
  - Prallel
  - Potential overhead



#### File View





#### PARALLEL@ILLINOIS



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### Ways to do I/O in parallel





#### Level 3

- Make derived datatype
- Maps non-contiguous access pattern to contiguous FileView



### **Performance Gains**

- Some defaults are bad:
  - export OMPI\_MCA\_io\_ompio\_num\_aggregators=8
- Filesystem Specific tuning necessary
- Machine: (type2 io openQCD-2.4) —> MPI-IO === Speedup Reading a 300 Gbyte file on 16384 Ranks Hawk : 786 sec -> 41 sec === 19 x SuperMUC-NG: 423 sec -> 12 sec === 35 x

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SuperMUC reads with 25 Gbyte/s

