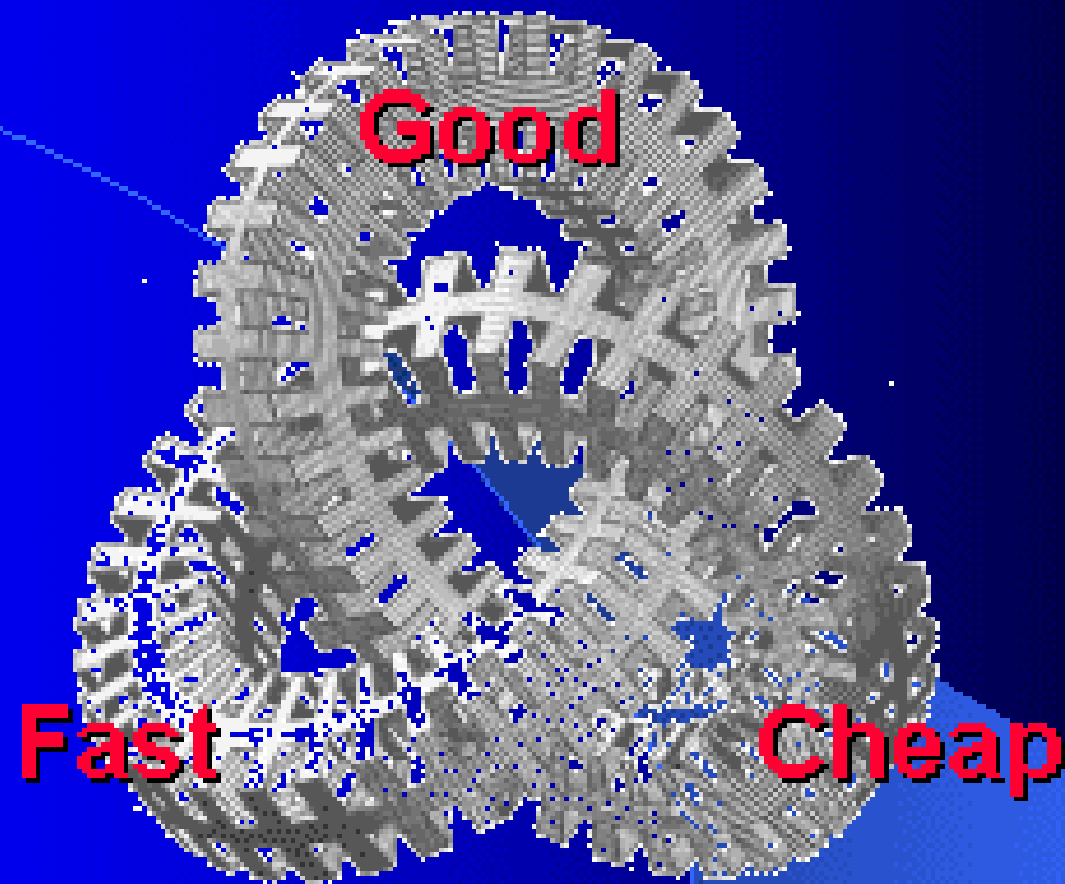


# Beowulf Clusters

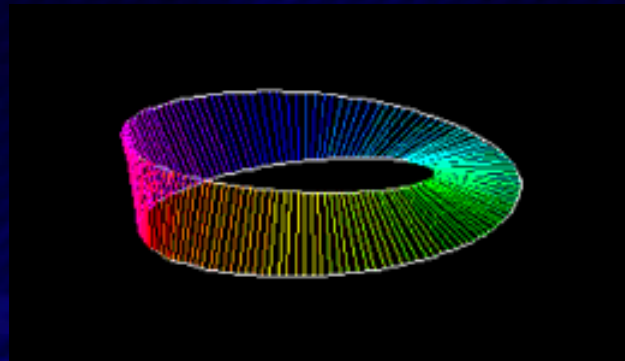


Pick Three

# What is a Beowulf?

A cluster of M2COTS PCs connected by a low cost LAN running an Open Source OS and executing parallel applications

*—Tom Sterling, 1999*



# What Is a Beowulf?

Collection of new or used computer hardware that is connected in parallel



First developed at GSFC in 1995

# Beowulf is...

Offers near  
supercomputer  
speed on some  
complex  
algorithms



Second Generation developed at GSFC in 1997

# The Law Makers



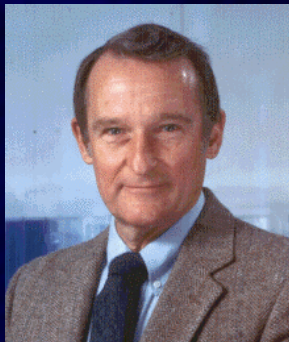
**Grace Hopper**



**Gene Amdahl**



**Gordon Moore**



**Seymour Cray**



**Marc Snir**



**Dr. Zaius**

# Definition: Good

- High-speed Processor
- Lots of RAM
- Fast network
- Amdahl's "Law" - one instruction per second requires one byte of memory and one bit per second of I/O
- *Ex. ASCI White (QCD / CFD)*

# Definition: Cheap

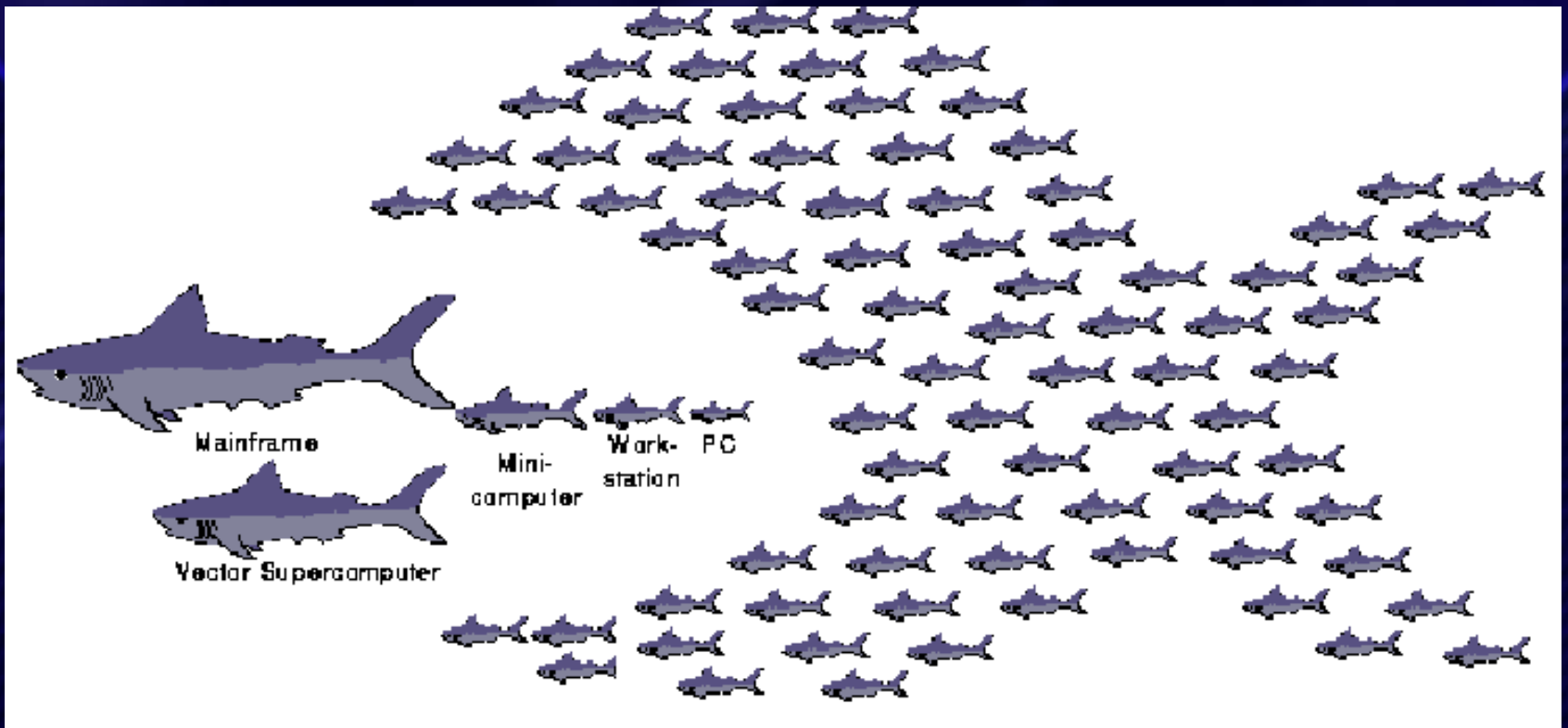
- Stay one generation behind
- Last year's network
- What's on the table?
- Buy in quantity
- Getting something for nothing
- *Ex. Stone Soupercomputer*

# Definition: Fast (acquisition)

- Build or buy?
- Many vendors in this space
- But not the “big guys”
- Arithmetic labor equation from node design/buildout
- Off-the-shelf clusters
- *Ex. [ibm.com/servers/eserver/clusters](http://ibm.com/servers/eserver/clusters)*



# Why do Clusters Blow Doors?



# SPOF vs. distribution



- 1500 Mhz
- 99.999% uptime
- 3 x 500 Mhz
- 99.9% uptime

Chance of a single failure =  $MTBF / n$

Chance of catastrophic (SPOF) failure =  $MTBF / n$   
in the monolithic case

# Amdahl's Law...

If  $N$  is the number of processors,  $s$  is the amount of time spent (by a serial processor) on serial parts of a program and  $p$  is the amount of time spent (by a serial processor) on parts of the program that can be done in parallel, then Amdahl's law says that speedup is given by

$$\text{Speedup} = (s + p) / (s + p / N) = 1 / (s + p / N),$$

where we have set total time  $s + p = 1$  for algebraic simplicity. For  $N = 1024$ , this is an unforgiving steep function of  $s$  near  $s = 0$

# ...is overgeneralized

- Amdahl's law is comprehensive, it is concise, it is mathematically elegant, and also demonstrably wrong. Modern clusters routinely violate Amdahl's Law .
- A more realistic law is more like
$$S(N) \sim S_{\text{AMDAHL}}(N) / [1 + f_{\text{COMM}} \times R_{\text{P/C}}]^*$$
Where  $f_{\text{COMM}}$  is the fraction of work devoted to communications and  $R_{\text{P/C}}$  is the ratio of processor speed to communications speed.

**Number of processors**

	<b>2</b>	<b>4</b>	<b>8</b>	<b>32</b>	<b>64</b>	<b>256</b>	<b>512</b>	<b>1024</b>
<b>0.7</b>	1.54	2.11	2.58	3.11	3.22	3.30	3.32	3.33
<b>0.8</b>	1.67	2.50	3.33	4.44	4.71	4.92	4.96	4.98
<b>0.85</b>	1.74	2.76	3.90	5.66	6.12	6.52	6.59	6.63
<b>0.9</b>	1.82	3.08	4.71	7.80	8.77	9.66	9.83	9.91
<b>0.95</b>	1.90	3.48	5.93	12.55	15.42	18.62	19.28	19.64
<b>0.97</b>	1.94	3.67	6.61	16.58	22.15	29.60	31.35	32.31
<b>0.99</b>	1.98	3.88	7.48	24.43	39.26	72.11	83.80	91.18
<b>0.999</b>	2.00	3.99	7.94	31.04	60.21	203.98	338.85	506.18

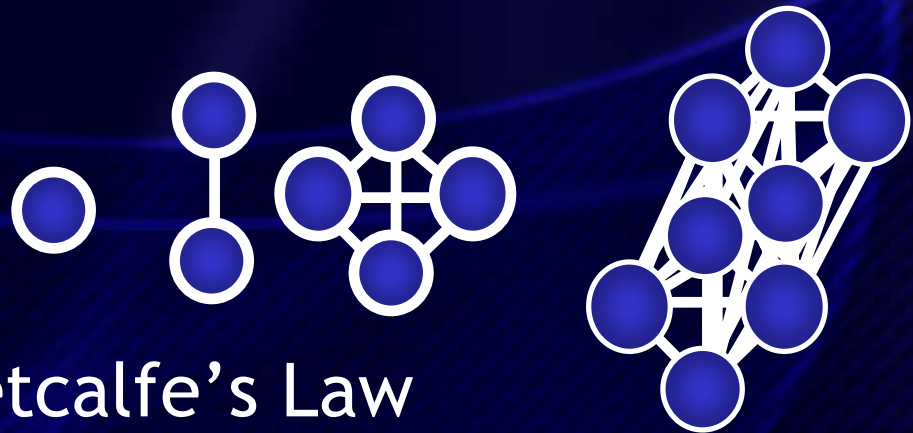
**Degree of parallelism**

# Expected Performance

- Relates to Amdahl's law
  - Adding more compute nodes may not be realized
  - Must write better parallelized code
  - If 8 processors are employed and code is only 90% parallelized net result is 4.71
    - 3.29 processors will not be fully utilized

# General Cluster Advantages

- Beowulf clusters are virtually immune from the split brain effect, vaporlock, vicious cycles and the dreaded Christmas tree light syndrome.
- High-availability
- Fail-over
- Mission-critical
- Capitalizes on Metcalfe's Law



*“The usefulness, or utility, of a network equals the square of the number of users”.*

# Who and Where

## A few archetypal examples:

- Warren / Salmon / Savarese  
([cnls.lanl.gov/avalon/](http://cnls.lanl.gov/avalon/))
- Don Becker ([loki-www.lanl.gov/](http://loki-www.lanl.gov/))
- Tom Sterling  
([www.cacr.caltech.edu/beowulf/](http://www.cacr.caltech.edu/beowulf/))
- Hank Dietz  
([www.aggregate.org/KLAT2](http://www.aggregate.org/KLAT2))
- Eadline, Lindahl, Lindheim



# Why

- Traditional SC Apps (top500.org)
- Render Farms (POVPVM)
- Compute intensive operations
- Gordon Bell Prize
- Revitalize old PCs
- DBMS (Oracle Parallel Server)
- RC5, (Seti, Folding, Genome)@home

# What a Gflops cost (when) 63K in '96 (Loki), 28K in '97

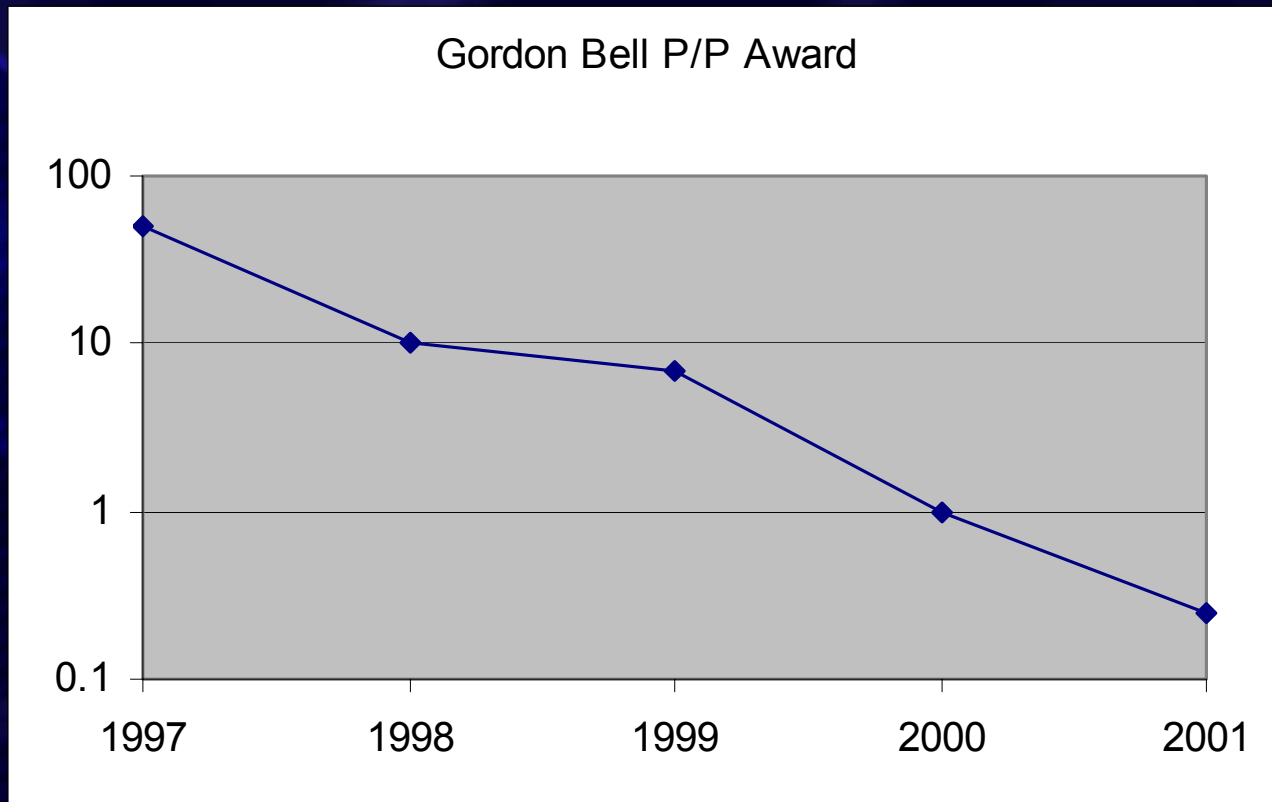
6 Pentium II's with 64MB RAM, 2GB disks	\$12,000
6 SMC EtherPro 10/100 Network Cards	600
1 Bay 350T Fast Ethernet Switch	2,500
6 Category 5 UTP Cables	60
Linux CD and MPICH	40
<hr/>	
<b>Total, 1998</b>	<b>\$15,200</b>
<hr/>	
<b>Total, 1999</b>	<b>\$10,000</b>
<hr/>	
<b>Total, 2000</b>	<b>\$4,000</b>
<hr/>	
<b>Total, 2001</b>	<b>\$1,300</b>

# What

## Supercomputing Conference Award Winners

Team and Year	\$ / MFlop
97 Becker (Loki)	50
98 Christ QCD	10
00 Bunyip	1
01 Hwang /Kim /Lee	.25

97 Becker (Loki) \$50  
98 Christ QCD \$10  
00 Bunyip / KLAT2 \$ 1  
01 Hwang /Kim /Lee 25¢



Team and Year

\$ / MFlop

02 None (see [www.sc-2002.org](http://www.sc-2002.org))

-

03 Phoenix ([sc-conference.org/sc2003/](http://sc-conference.org/sc2003/))

1, Top 100

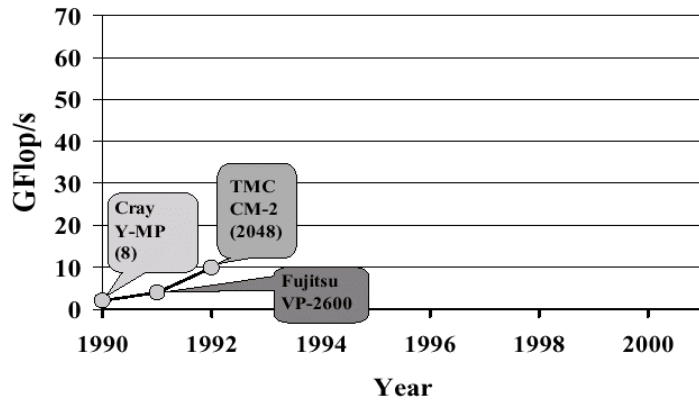


# Moore's Law:

- New fab techniques
- 3-D Processor
- Infiniband
- Blue Gene (/L)
- Greater than 60% over last 5 years

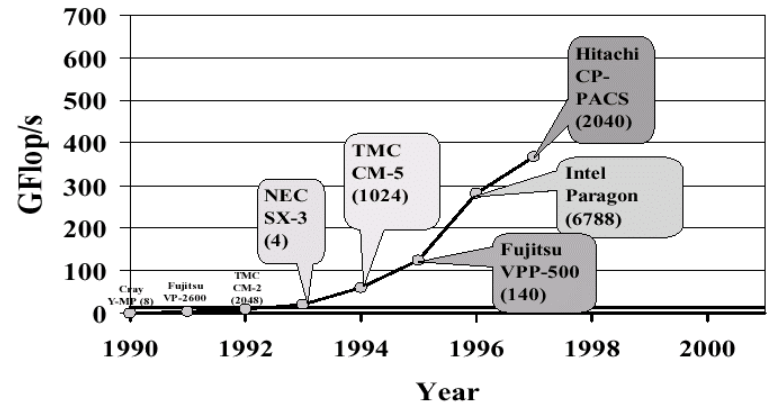
*I'm not  
quite dead  
yet!*

## Fastest Computer Over Time



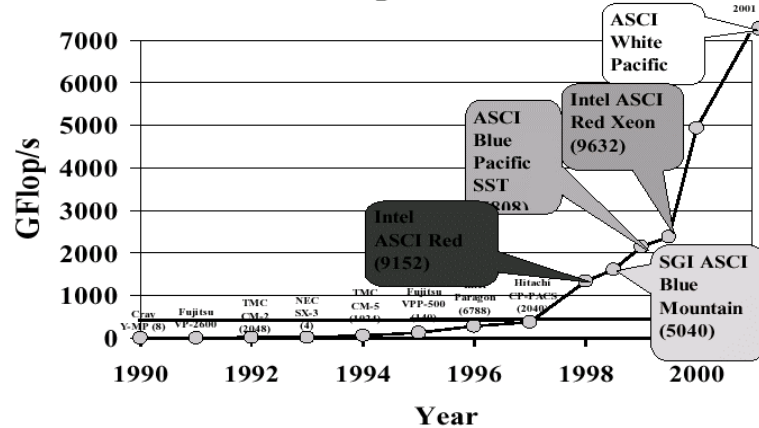
In 1980 a computation that took 1 full year to complete can now be done in ~ 10 hours!

## Fastest Computer Over Time



In 1980 a computation that took 1 full year to complete can now be done in ~ 16 minutes!

## Fastest Computer Over Time



In 1980 a computation that took 1 full year to complete can today be done in ~ 27 seconds!

# What about today?



Densely integrated HPC solutions



Single-board Computers



Blade solutions



# Ripped from today's headlines

- “Off-the-shelf supercomputer”
  - [MachineDesign.com](http://MachineDesign.com)
- Superspecialized SBCs
  - [Clearspeed.com](http://Clearspeed.com)
- Exotic Topologies
  - MIT Roofnet

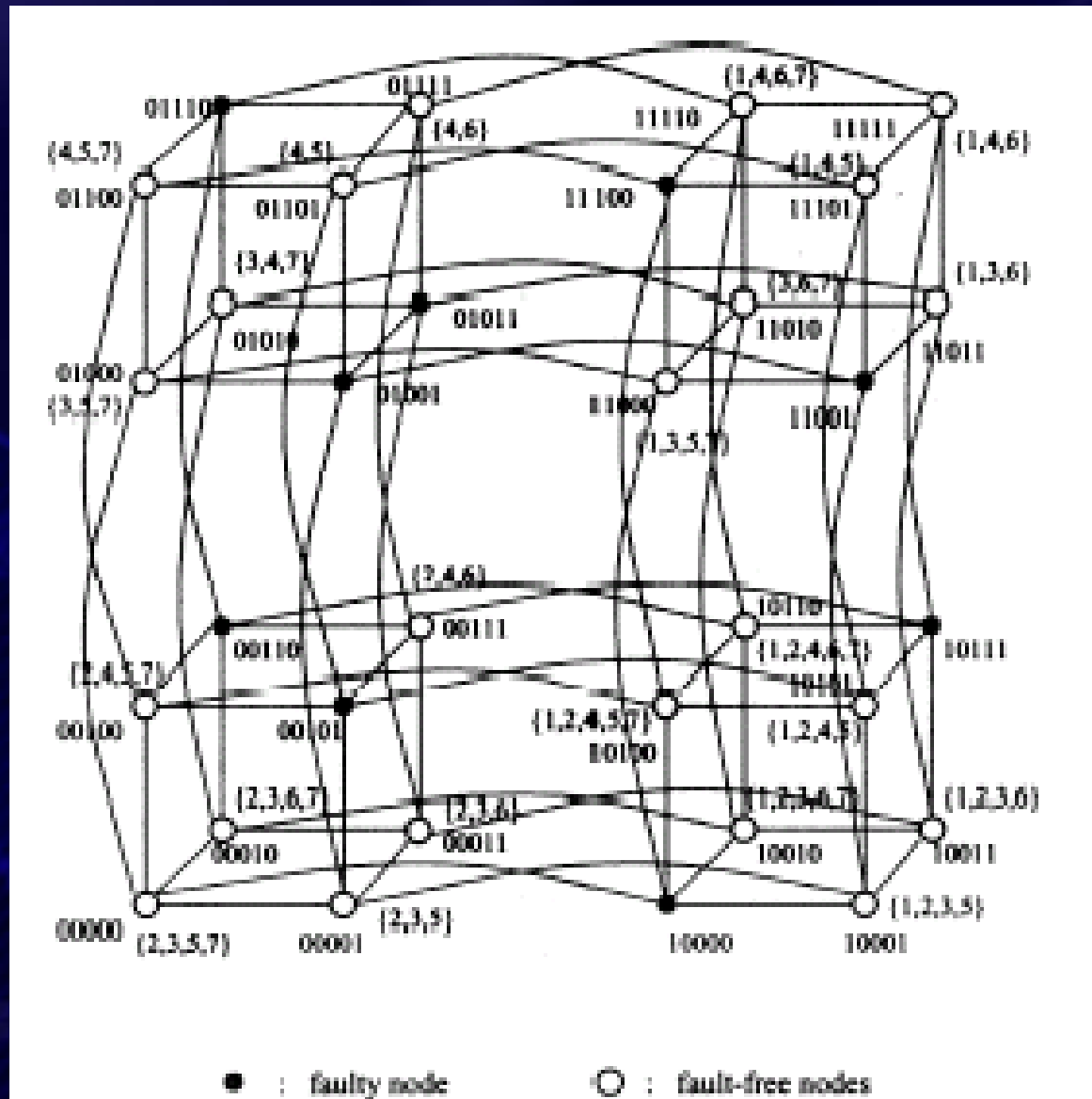


Virginia Tech is building a supercomputer said to be one of the cheapest and most-powerful home-built machines in the world. It consists of 1,100 Apple G5 desktop computers tied together into a configuration that is reliable and much cheaper than huge mainframe supercomputing systems. Virginia Tech engineering professor Srinidhi Varadarajan is incorporating into the 1,100-node cluster a software package called Deja vu that he developed for stabilizing such systems. The University hopes the new supercomputer will bring it numerous big science research projects that it did not have resources to handle previously.

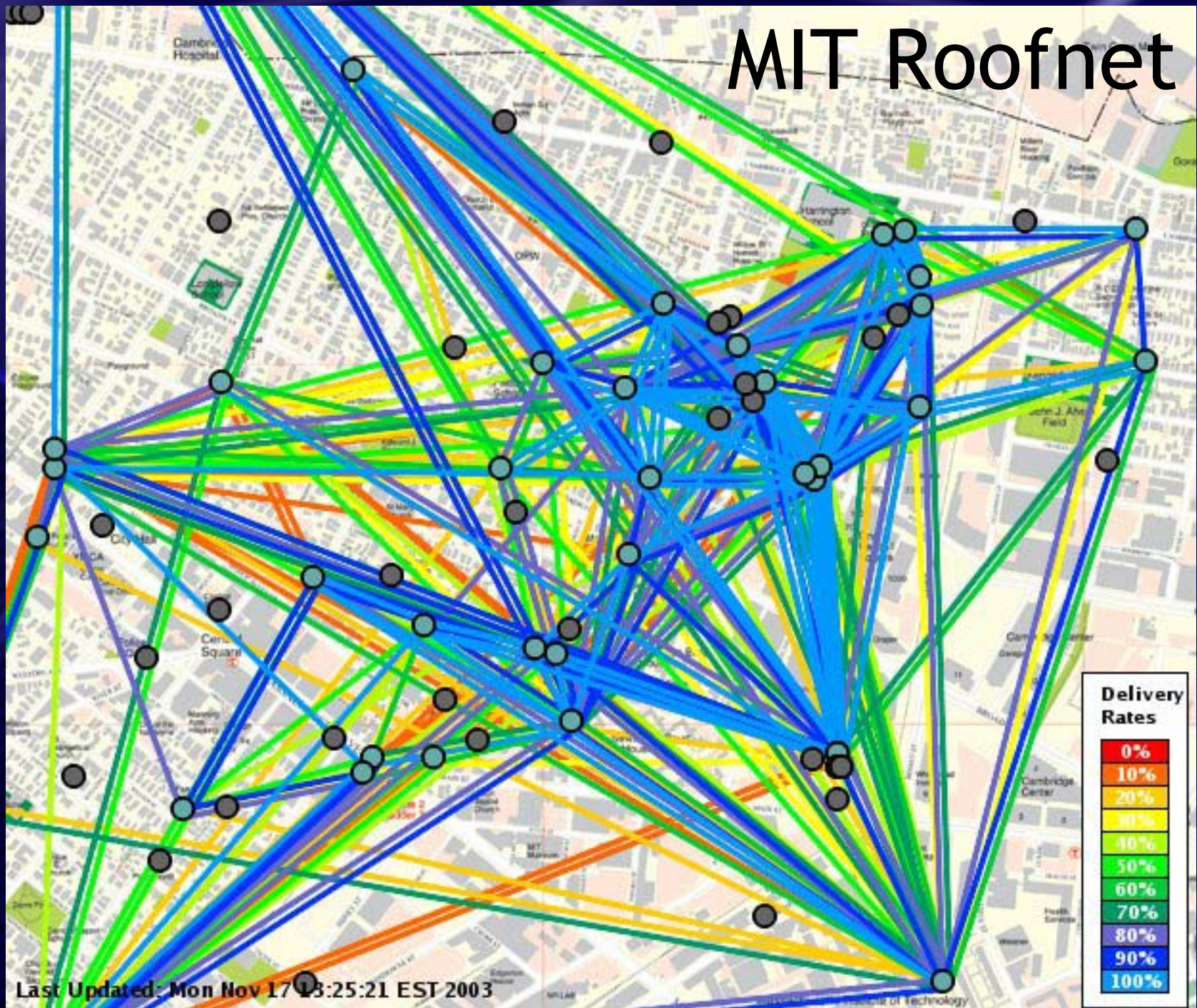
# ClearSpeed

A small chip-design firm will unveil a new processor Tuesday it says will transform ordinary desktop PCs and laptops into supercomputers. The new chip is a parallel processor capable of performing 25 billion floating-point operations per second, or 25 gigaflops. According to the company, the chip has the potential to bring supercomputer performance to the desktop. An ordinary desktop PC outfitted with six PCI cards, each containing four of the chips, would perform at about 600 gigaflops (or more than half a teraflop). At this level of performance, the PC would qualify as one of the 500 most powerful supercomputers in the world. "That's a supercomputer on the desktop," said Simon McIntosh-Smith, ClearSpeed's director of architecture. The souped-up PC would cost about \$25,000, ClearSpeed said. By comparison, most of the supercomputers on the Top 500 list are clusters of hundreds of processors and cost millions of dollars.

# Hypercubes, wormholes



# MIT Roofnet



Last Updated: Mon Nov 17 13:25:21 EST 2003

# TOP 5

## SUPERCOMPUTER SITES (November 2003)

1



### **EARTH SIMULATOR**

Earth Simulator Center

Yokohama

NEC

Rmax: 35.86 TFlops

2



### **ASCI Q**

LANL

Los Alamos

HP Alphaserver SC

Rmax: 13.88 TFlops

3



### **Virginia Tech's X**

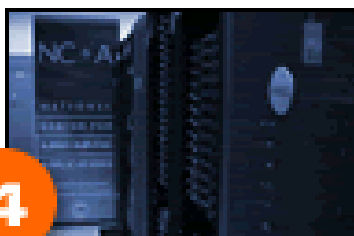
Virginia Tech

Blacksburg, USA

Dual Apple G5/Mellanox

Rmax: 10.28 TFlops

4



### **Tungsten**

NCSA

Urbana-Champaign, USA

Dell PowerEdge 1750/Myrinet

Rmax: 9.819 TFlops

5



### **MPP2**

PNNL

Richland, USA

HP rx2600 Itanium2/Quadrics

Rmax: 8.633 TFlops

# What's on the table?

## Academia

- Cheap student labor
- Cheap real estate
- Cheap electricity

## The Real World

- ISP colocation expensive
- They meter everything
- \$1000 / month for a 20 amp circuit

# Still Important

- MPI, PVM
- Proprietary NICs (7  $\mu$ s min)
- Interprocess commo; MOSIX, Enfuzion
- Interprocessor commo; SMP, RapidIO
- NICs; 100Mbps, 1 Gbps, 10Gbps (M-VIA, Gamma?)



# Yesterday's news

- **Earth Simulator can perform 35.8 trillion operations a sec. and cost \$700 million to build.**
- **Japan's GDP was \$3.73 trillion last year**
- <http://www.research.ibm.com/bluegene/>
- **Distros ; Callident, Scyld, Gentoo, Fedora?**
- [www.Windowsclusters.org](http://www.Windowsclusters.org)
- **Linux-ha.org, [www.hp.connectthe.com/glinuxclus1/](http://www.hp.connectthe.com/glinuxclus1/)**
- [www.mersenne.org/prime.htm](http://www.mersenne.org/prime.htm)
- **<http://3.141592653589793238462643383279502884197169399375105820974944592.jp/>**

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