

# CDI-pio, CDI with parallel I/O

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## 1 Introduction

The scalability of Earth System Models (ESMs) is the leading target of the [ScaLES](#) project, in particular with regard to future computer development. Our work focuses on overcoming the I/O bottleneck. The [Climate Data Interface \(CDI\)](#) is a sophisticated data handling library of the Max-Planck-Institute for Meteorology with broad acceptance in the community. Its I/O is carried out synchronously relative to the model calculation. We have decided to parallelize the file writing with the **CDI**, because of the great benefit for many ESMs.

We analyzed some HPC systems concerning the impact of their architecture, filesystem and MPI implementation on their I/O performance and scalability. The investigation delivered a large spectrum of results. As a consequence, we introduce different modes of low level file writing. The tasks of the I/O processes, which are now decoupled from the model calculation, are split. We distinguish into collecting the data, encode, compress and buffer it on one side and writing the data to file on the other. The extension of the **CDI** with parallel writing (**CDI-pio**) provides five different I/O modes making use of this role allocation. The modulation of I/O mode, numbers and location of processes with the best performance on a special machine can be determined in test runs.

On some systems it is impossible to write from different physical nodes to one file. Taking the architectural structures into consideration we made a key pillar for the design of **CDI-pio** from the distribution of I/O processes and files on physical nodes. If the I/O processes are located on different physical nodes, the MPI communicator for the group of I/O processes is split and each subgroup gets a loadbalanced subset of the files to write. On some machines this approach increases the throughput remarkably.

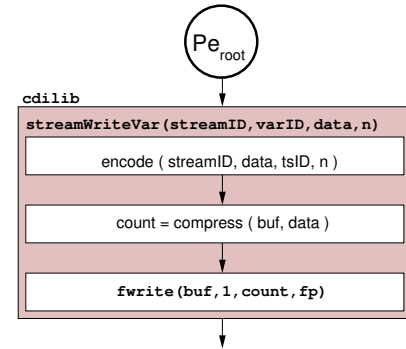


Figure 1.1: **CDI streamWriteVar**

The application programming interface of the **CDI** is kept untouched, we introduce only a few indispensable functions and encapsulate the other developments inside the library. The models have to eliminate the special position of the root process with respect to file writing. All model processes “write” their chunk of the decomposed data and save the time former needed for gathering and low level writing.

## 2 I/O stages in the program flow

With the concept of I/O stages in the model program flow **CDI-pio** meets two of the main requirements for asynchronous I/O with the **CDI**: The consistency of the resources on MPI processes in different groups and the minimization of the communication. The program flow is divided in three stages:

<b>STAGE_DEFINITION</b>	The <b>CDI</b> resources have to be defined.
<b>STAGE_TIMELOOP</b>	Data can be moved from the model to the collecting I/O server.
<b>STAGE_CLEANUP</b>	The <b>CDI</b> resources can be cleaned up.

A listing of an example program built up of control (4.1) and model run (4.5) in chapter **CDI-pio modules** clarifies the program flow.

### 2.1 Define CDI resources: STAGE\_DEFINITION

**STAGE\_DEFINITION** is the default stage and starts with a call to **pioInit**. During this stage, the **CDI** resources have to be defined. Trying to write data with **CDI streamWriteVar** will lead to an error and abort the program. The stage is left by a call to **pioEndDef**. After leaving, any call to a **CDI** subprogramm **XXXdefYYY** will lead to an error and abort the program.

### 2.2 Writing in parallel: STAGE\_TIMELOOP

**STAGE\_TIMELOOP** starts with a call to **pioEndDef**. Invocations to **CDI streamClose**, **streamOpenWrite**, **streamDefVlist** and **streamWriteVar** effect the local **CDI** resources but not the local file system. The calls are encoded and copied to a MPI window buffer. You can find a flowchart of one timestep in figure 5.3. **streamClose**, **streamOpenWrite** and **streamDefVlist** have to be called

- only for an already defined stream/vlist combination,
- in the suggested order,
- at most once for each stream during one timestep and
- before any call to **streamWriteVar** in that timestep.

All four **CDI** stream calls require that the model root process participates. Disregards to this rules will lead to an error and abort the program. The implication also holds for attempts to define, change or delete **CDI** resources during **STAGE\_TIMELOOP**. Therefore it is necessary to switch stages before cleaning up the resources. A call to **pioEndTimestepping** closes **STAGE\_TIMELOOP**.

## 2.3 Cleanup CDI resources: STAGE\_CLEANUP

STAGE\_CLEANUP is launched by invoking [pioEndTimestepping](#). In this stage, the **CDI** resources can be cleaned up. Trying to write data with **CDI** `streamWriteVar` will now lead to an error and abort the program.

## 2.4 The namespace object

For some models the concept of stages is too narrow. In order to meet this requirement we introduce namespaces. A namespace

- has an identifier,
- is mapped to a **CDI** resource array,
- indicates, if the model processes write locally or remote,
- has an I/O stage and
- is the active namespace or not.

A call to [pioInit](#) initializes the namespace objects with two of the arguments given by the model processes, the number of namespaces to be used and an array indicating if they obtain local or remote I/O. Invoking [pioNamespaceSetActive](#) switches the namespace so that subsequent **CDI** calls operate on the resource array mapped to the chosen namespace. The namespaces are destroyed by [pioFinalize](#). If the model uses the **CDI** serially, exactly one namespace supporting local writing is a matter of course. To save overhead, it is preferable to work with one namespace.

# 3 Modes of low level writing

The I/O performance and scalability of a supercomputer depends on the combination of the hardware architecture, the filesystem and the MPI implementation. We made testruns on several machines invoking `MPI_File_iwrite_shared`, the obvious way of parallel file writing. Especially on the IBM Blizzard, as a matter of course in our primary focus, the benchmark programs achieved surprisingly poor results. Accordingly the **CDI** has to provide possibilities to write files in parallel using `POSIX IO`. The tasks formerly carried out by the root process are split into the subtask gather, encode and compress on one side and write the files on the other. The variable partition of these subtasks in the group of I/O server led us to five modes of low level writing. **CDI-pio** is backwards compatible due to the differentiated behavior of the **CDI** calls `streamClose`, `streamOpenWrite`, `streamDefVlist` and `streamWriteVar` on model side, depending on local writing and I/O stage. The original stream functions were written for low level file writing, naturally also the collecting I/O processes invoke them. This makes the I/O modes to another key to the program flow of the **CDI** stream calls.

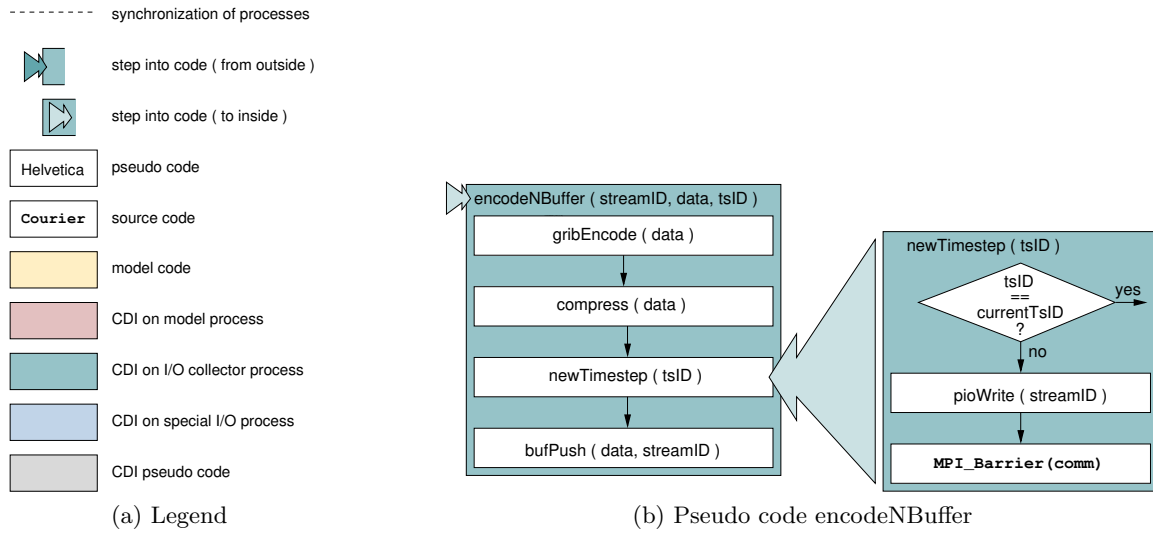


Figure 3.1: Legend and pseudo code encodeNBuffer

On the I/O processes the execution of the subprogram `streamWriteVar` is controlled by the I/O modes. To clarify the functioning we use pseudo code and flowcharts as you can see in figure 3.1. The command `encodeNBuffer` abstracts the encoding, compressing and buffering of the data for a variable. The data in a GRIB file may not be mixed by time, so we need a command `newTimestep` to manage the flushing of the output buffers on the I/O server side. To achieve this, a `MPI_Barrier` is used.

I/O modes provided by **CDI-pio**:

<b>PIO_NONE</b>	one process collects, encodes, compresses, buffers and writes using <code>C fwrite</code> .
<b>PIO_MPI</b>	all processes collect, gather, encode, compress, buffer and write using <code>MPI.File_iwrite_shared</code> .
<b>PIO_ASYNC</b>	one process writes the files using low level <code>POSIX_AIO</code> , the others collect, gather, encode, compress and buffer.
<b>PIO_FPGUARD</b>	one process guards the fileoffsets, all others collect, gather, encode, compress and write using <code>C fwrite</code> .
<b>PIO_WRITER</b>	one process writes the files using <code>C fwrite</code> , the others collect, gather, encode, compress and buffer.

### 3.1 PIO\_NONE: 1 process collects and writes with POSIX IO

The I/O mode `PIO_NONE` can only be run with one I/O process per physical node. This process collects, encodes, compresses, buffers and writes the data to the files attributed to his node. For low level file writing the `C` standard `fwrite` is used. The advantages in comparison with the former serial writing are that the writing is done asynchronous with respect to the calculation and that the data is buffered. In addition it can be executed in parallel spread over physical nodes.

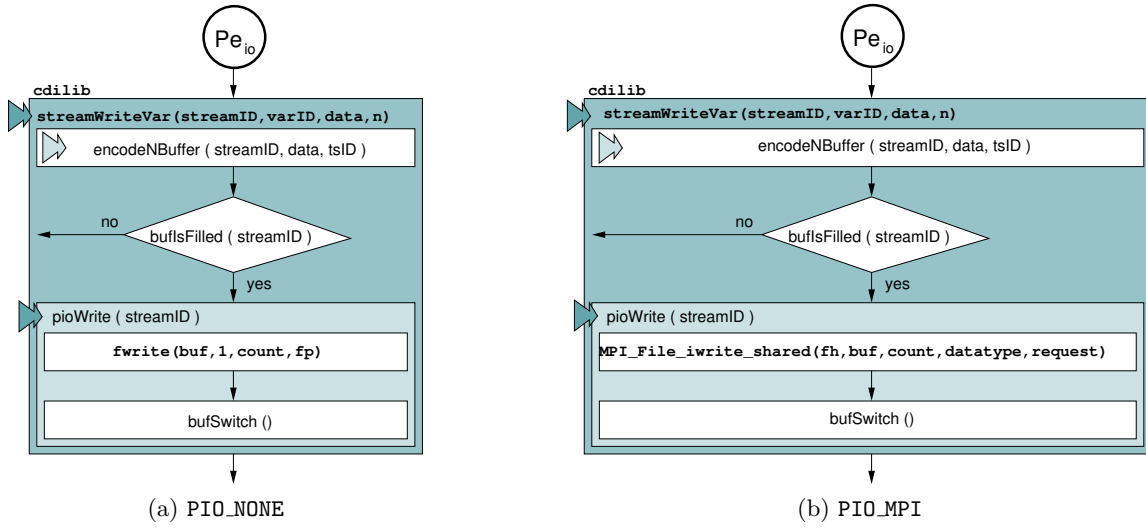


Figure 3.2: PIO\_NONE and PIO\_MPI

### 3.2 PIO\_MPI: $n$ processes collect and write with MPI I/O

Data access using MPI is the straight forward way to parallel file manipulation. With `MPI_File_iwrite_shared` the processes have a shared file pointer available. The function is non-blocking and split collective. Like `PIO_NONE` the I/O mode `PIO_MPI` has no division of task within the I/O group, all processes collect, encode, compress, buffer and write to file. Writing in this I/O mode strongly depends on the MPI implementation, the buffers used internally are of major importance for the performance of writing.

### 3.3 PIO\_WRITER: $n - 1$ processes collect and 1 writes with POSIX I/O

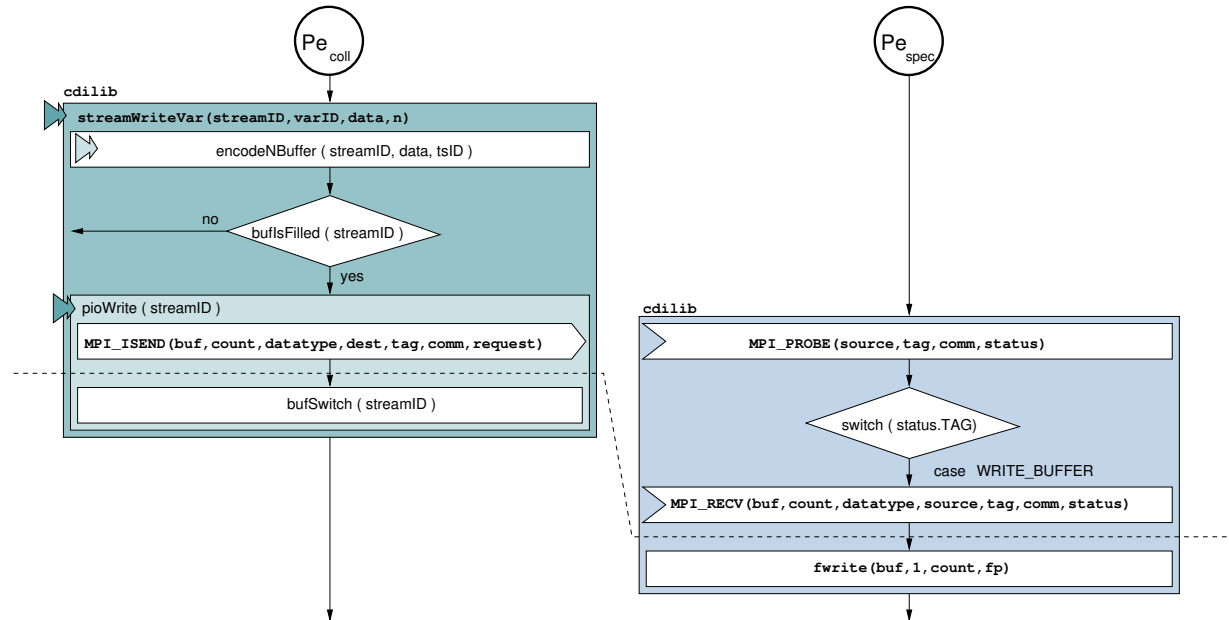


Figure 3.3: PIO\_WRITER

If the I/O mode `PIO_WRITER` is chosen, the subtasks of writing are split between the I/O processes. Just one process per physical node does the low level writing while the others collect, encode, compress and buffer the data. The writer is the process with the highest rank within the I/O

group on one physical node. Originating from `pioInit` he invokes a backend server function, which it does not leave until he received messages from all collecting I/O processes to finalize. A collector gets data from the calculating model processes via MPI RMA communication, and, after encoding and compressing it, pushes it to a double buffer. If the buffer is filled, all the contained data is send via `MPI_Isend` to the writer, the collector switches to the other buffer and continues its job. Before sending the data it has to wait for a potentially outstanding `MPI_Request`. This might happen if the writer or the buffers used by MPI are overcommitted and indicates that the ratio of collectors and writers has to be checked. The writer is polling using `MPI_Probe` to look for incoming messages from the collectors. One message per collecting process is tagged with the finalize command. All other messages contain a stream identifier, a buffer with data to be written and a file manipulation instruction. There are three kinds of this commands: 1. open a file and write the data to it, 2. write the data to an open file and 3. write the data to an open file and close it afterwards. For the file writing C standard `fwrite` is used.

### 3.4 PIO\_ASYNC: $n - 1$ processes collect and 1 writes with POSIX AIO

The I/O mode `PIO_ASYNC` is similar to `PIO_WRITER`, it only differs in the method used for low level file writing. The asynchronous nonblocking I/O can be overlapped with processing, write orders are passed to the operating system.

### 3.5 PIO\_FPGUARD: $n - 1$ processes collect and write with POSIX IO

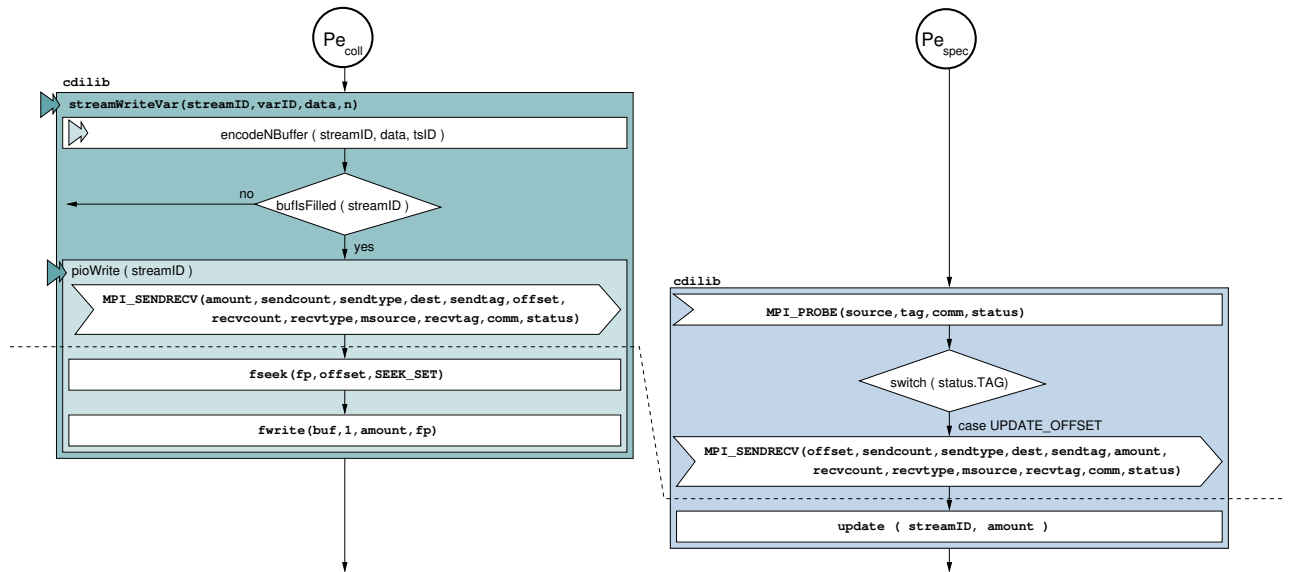


Figure 3.4: `PIO_FPGUARD`

Writing a huge amount of data with a fixed file offset is a very fast way of file writing. In this I/O mode one I/O process per physical node is spent to administrate the file offsets while the others do all the subtasks former defined for the parallel I/O. The functionality of this collaboration is similar to `PIO_WRITER`. Originating from `pioInit` the process with the highest rank calls a backend server function in which it is busy waiting for messages. The collecting I/O processes get data from the calculating model processes via MPI RMA communication. The data is encoded, compressed and buffered. If the buffer is filled, the collector sends the count of the contained data to the “file pointer guard” and gets a file offset back. With the received offset the collector writes the data to file using C standard `fwrite` and goes on with its job. One message per collecting

process is tagged with the finalize command. All other messages needed for the communication between the “file pointer guard” and the collectors contain a stream identifier, a numeric value holding the amount of buffered data respectively the file offset and a command. There are three kinds of commands: 1. offset wanted for a file that will be newly opened, 2. offset wanted for an open file and 3. offset wanted for a file that will be closed after writing.

## 4 CDI-pio modules

### 4.1 Initialize parallel I/O: pioInit

The function `pioInit` initializes the parallel I/O with **CDI**, it launches the [STAGE DEFINITION](#). `pioInit` defines a control object for the MPI communicators ( see figure [5.1](#)) and triggers their initialization. After starting the I/O server, `pioInit` receives a message from each I/O process, containing information about its location on a physical node and its function as a collector of data or a backend server. The first information is stored in the control object, the latter is used to construct the communicators for the data transfer. Furthermore, `pioInit` defines and initializes an control object for the [namespaces](#). The call `pioInit` is collective for all MPI processes using the **CDI**. If the model employs the **CDI** serially, a call to `pioInit` has no effect.

#### Usage

```
INTEGER FUNCTION pioInit ( INTEGER commGlob, INTEGER nProcsIO,
                           INTEGER IOMode, INTEGER nNamespaces,
                           INTEGER hasLocalFile ( nNamespaces ));
```

IN commGlob	MPI communicator (handle).
IN nProcsIO	The number of MPI processes that shall be used for I/O.
IN IOMode	The mode for the I/O. Valid I/O modes are <a href="#">PIO_NONE</a> , <a href="#">PIO_MPI</a> , <a href="#">PIO_WRITER</a> , <a href="#">PIO_ASYNC</a> and <a href="#">PIO_FPGUARD</a> .
IN nNamespaces	The number of used <a href="#">namespaces</a> on the model side.
IN hasLocalFile	A logical array with size <code>nNamespaces</code> indicating whether the model processes write locally or let the I/O server write.

#### Result

Upon successfull completion `pioInit` returns a FORTRAN handle to a MPI communicator including only the calculating model processes.

#### Errors

If an error occurs, `pioInit` cleans up, finalizes MPI and exits the whole program.

The arguments of `pioInit` subject to some constraints.



`commGlob` has to be a valid handle to a MPI communicator whose group includes all processes that will work on the **CDI** resources.

`nProcsIO` == 1 per physical node, if `IOMode` == `PIO_NONE`,  
 <= `sizeGlob` / 2 otherwise, with `sizeGlob` = number of processes in `commGlob`,  
 >= 2 per physical node, if `IOMode` ∈ { `PIO_WRITER`, `PIO_ASYNC`, `PIO_FPGUARD` }.

## Example

Here is an example using `pioInit` to start parallel I/O in `PIO_NONE` mode.

```

INCLUDE 'cdi.inc'
INCLUDE 'mpif.h'
...
INTEGER commModel, error
...
CALL MPIINIT ( error )
...
! Initialize asynchronous I/O with CDI
! Definition stage for CDI resources
commModel = pioInit ( MPLCOMM_WORLD, 1, PIO_NONE, 1, (/ 0 /))
...
CALL MODELRUN ( commModel )
...
! End cleanup stage for CDI resources
! Finalize asynchronous I/O with CDI
CALL pioFinalize ()
...
CALL MPIFINALIZE ( error )

```

## 4.2 Finalize parallel I/O: pioFinalize

The function `pioFinalize` finalizes the parallel I/O. It cleans up the `namespaces` and sends a message to the collector processes to close down the I/O server. The buffers and windows which were needed for MPI RMA are deallocated. At last `pioFinalize` frees the MPI communicators ( see figure 5.1 ) and destroys the control object. The call `pioFinalize` is collective for all model processes having invoked `pioInit`. If the model employs the **CDI** serially, a call to `pioFinalize` has no effect.

### Usage

```
SUBROUTINE pioFinalize ();
```

## 4.3 Notify the end of the definition stage: pioEndDef

The end of the definition stage for the **CDI** resources in a `namespace` is marked with a call to `pioEndDef`. `pioEndDef` changes the state of the active `namespace` to `STAGE_TIMELOOP`. During this stage, a new definition of a **CDI** object as well as deletion or changing of members of known objects in the active `namespace` will lead to an error and shut the program down. There is one exception: To write files for a defined variable list individually for disjunct time intervals the three calls

- SUBROUTINE `streamClose ( streamID_1 )`,

- INTEGER FUNCTION `streamOpenWrite ( filename, filetype )` and
- SUBROUTINE `streamDefVlist ( streamID_2, vlistID_1 )`

can be used once at the beginning of a timestep, one time for each stream. When used with remote writing in this stage, these subprogram effect the local **CDI** resources but not the local file system. The calls are encoded and buffered in the MPI window buffer to be fetched by the collector processes. You can find a flowchart of a timestep on model and collecting I/O processes in figure 5.3.

`pioEndDef` balances the load of the variable data among the data collecting I/O server and stores a mapping in the variables **CDI** resource. Among the model processes `pioEndDef` decomposes the variable in rank order, laid-out in linear memory as needed for the file output. An index array with offset and chunk is also written to the variables resource. With this result and the information about the decomposition for the model calculation it defines I/O transposition templates that will be used while writing the data. `pioEndDef` copies the **CDI** object array to a buffer and sends it to the collecting I/O server for them to possess the same resource handles.

`pioEndDef` calculates the memory requirement for the MPI windows and buffers needed for RMA out of the dimensions stored in the **CDI** resources. As a last step it allocates the buffers and creates the MPI windows. If the model uses the **CDI** serially, a call to `pioEndDef` has no effect.

### Usage

```
SUBROUTINE pioEndDef ();
```

## 4.4 Notify the end of the timestepping stage: `pioEndTimestepping`

With the function `pioEndTimestepping` the end of the time integration is notified.

`pioEndTimestepping` sets the state of the active [namespace](#) to [STAGE\\_CLEANUP](#). In this stage it is possible to clean up the **CDI** resources. There is no transfer of data or subprogram calls anymore, an attempt will lead to an error and shuts the whole program down. If the model uses the **CDI** serially, a call to `pioEndTimestepping` has no effect.

### Usage

```
SUBROUTINE pioEndTimestepping ();
```

## 4.5 Move data to the collecting I/O server: `pioWriteTimestep`

The subroutine `pioWriteTimestep` exposes the MPI windows to the data collecting I/O server. They start to move the data from the MPI window buffers of the calculating model processes to their own memory while the model processes can go on doing their job. The buffers contain the encoded subprogram calls and the variable data written by calls to `streamClose`, `streamOpenWrite`, `streamDefVlist` and `streamWriteVar`. If the model uses the **CDI** serially, a call to `pioWriteTimestep` has no effect.

### Usage

```
SUBROUTINE pioWriteTimestep ( INTEGER tsID, INTEGER vdate, INTEGER vtime );
```

```
IN tsID    Timestep identifier
IN vdate    Verification date (YYYYMMDD)
IN vtime    Verification time (hhmmss)
```

## Example

```
INCLUDE 'cdi.inc'
INCLUDE 'mpif.h'
...
SUBROUTINE MODELRUN ( commModel )

  INTEGER streamID, vlistID, varID, tfID, ntf, tsID, nts, vdate, vtime

  ! Definition stage for CDI resources
  streamID = streamOpenWrite ( filename, filetype )
  ...
  CALL streamDefVlist(streamID, vlistID)

  ! End definition stage for CDI resources,
  CALL pioEndDef ();

  ! Timestepping stage
  DO tfID = 0, ntf-1
    IF ( tfID ) THEN
      CALL streamClose ( streamID )
      streamID = streamOpenWrite ( filename, filetype )
      CALL streamDefVlist ( streamID, vlistID )
    ENDIF

    DO tsID = 0, nts-1
      ...
      CALL streamWriteVar(streamID, varID, varData, nmiss)

      ! Expose encoded and buffered subroutine calls and data
      ! to remote memory access by collecting I/O server.
      CALL pioWriteTimestep ( tsID, vdate, vtime )
    END DO
  END DO

  ! End timestepping stage
  CALL pioEndTimestepping ()

  ! Cleanup stage
  CALL streamClose(streamID)
  ...
  CALL vlistDestroy(vlistID)

END SUBROUTINE MODELRUN
```

## 4.6 Switch between namespaces: pioNamespaceSetActive

The subroutine `pioNamespaceSetActive` sets the active [namespace](#) to the argument `INTEGER IN nspID`. The [namespace](#) objects are defined with the call to `pioInit`. A [namespace](#) object has the entries

INTEGER nspID	Namespace identifier,
INTEGER hasLocalFile	indicating whether the <code>namespace</code> supports local writing, $\in \{\text{TRUE}, \text{FALSE}\}$ , $== \text{TRUE}$ by default,
INTEGER stageCode	is set by calls to the subprograms <code>pioEndDef</code> and <code>pioEndTimestepping</code> , $\in \{\text{STAGE\_DEFINITION}, \text{STAGE\_TIMELOOP}, \text{STAGE\_CLEANUP}\}$ , $== \text{STAGE\_DEFINITION}$ by default.

If the model uses the **CDI** serially, a call to `pioNamespaceSetActive` has no effect.

## Usage

```
SUBROUTINE pioNamespaceSetActive ( INTEGER nspID )
```

IN nspID    Namespace identifier

## 4.7 Offset of the local I/O subvariable: pioInqVarDecoOff

Obsolete.

## Usage

```
INTEGER FUNCTION pioInqVarDecoOff ( INTEGER vlistID, INTEGER varID )
```

IN vlistID    Variable list identifier

IN varID      Variable identifier

## 4.8 Chunk of the local I/O subvariable: pioInqVarDecoChunk

Obsolete.

## Usage

```
INTEGER FUNCTION pioInqVarDecoChunk ( INTEGER vlistID, INTEGER varID )
```

IN vlistID    Variable list identifier

IN varID      Variable identifier

## 5 Internal concepts

### 5.1 MPI communicators

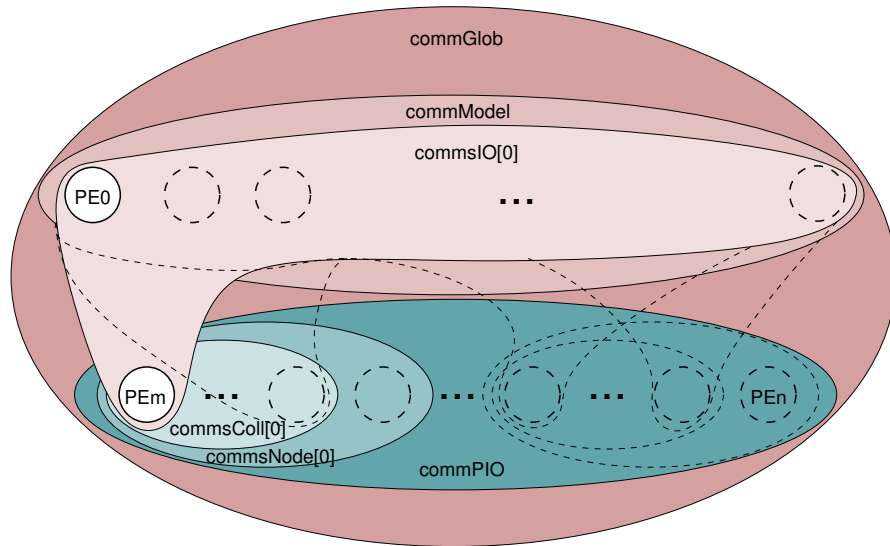


Figure 5.1: Participation of MPI processes in communication “universes”.

### 5.2 Timestepping

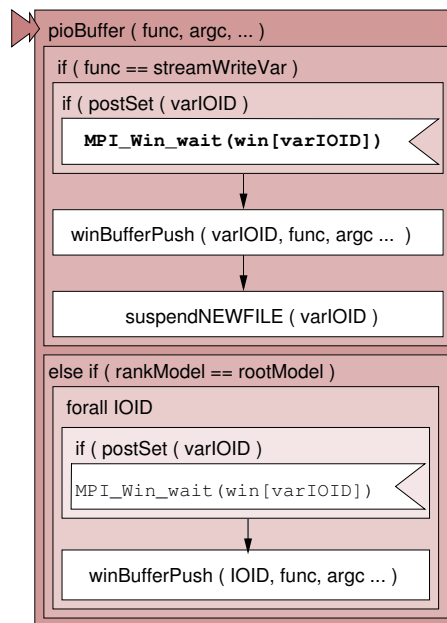


Figure 5.2: Pseudo code `pioBuffer` used in figure timestep `tsID`

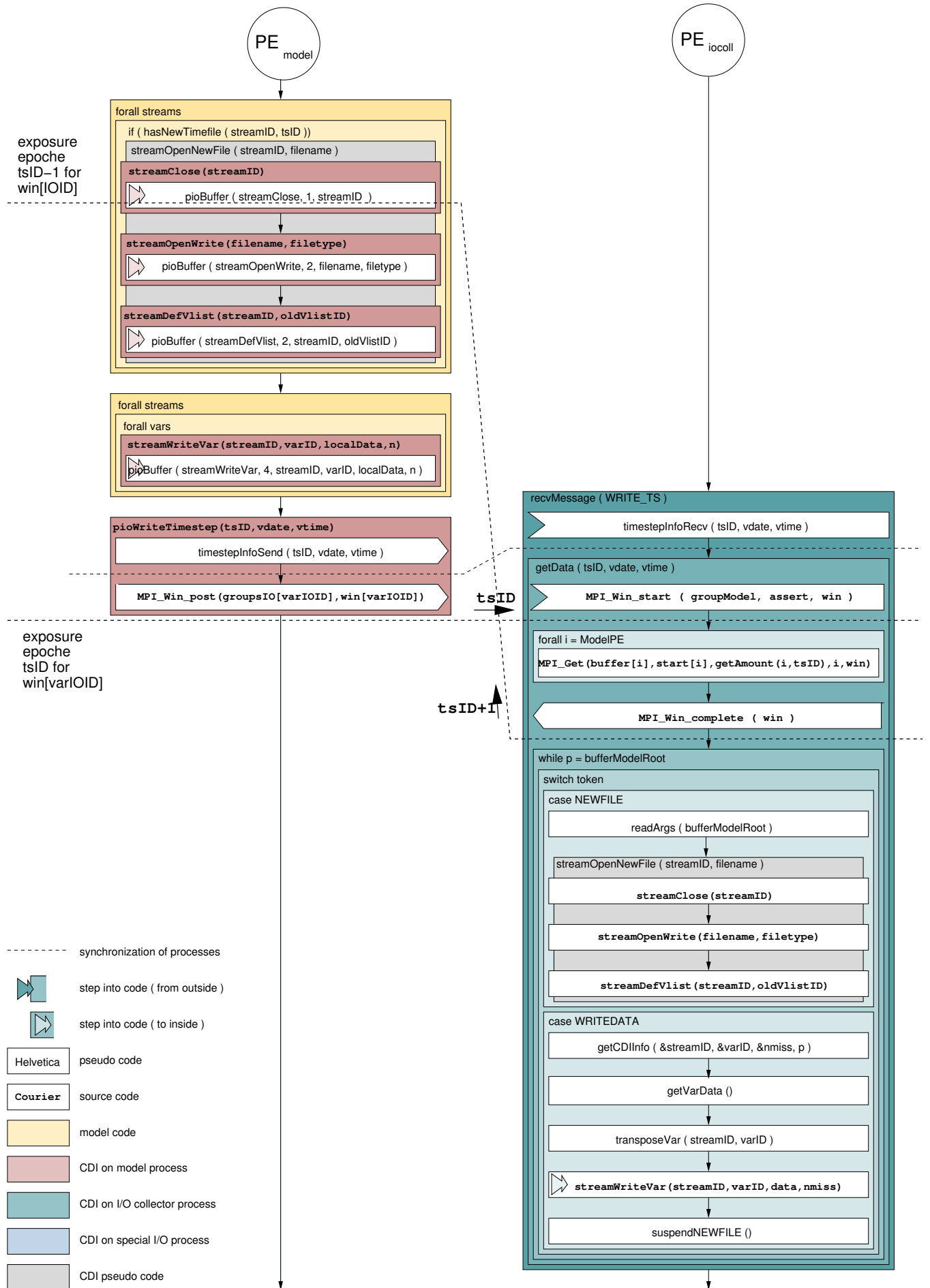


Figure 5.3: Timestep  $tsID$  on model and I/O collector processes.

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