

# Memory Reliability and Performance Degradation

Hunting rabbits with an elephant gun?

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# Outline

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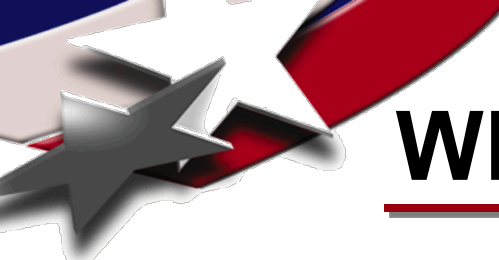
Why?

Quantifying silent memory errors in the wild is really hard

- Bulk RAM is a necessary target
- How HPC makes it even harder
- Current approaches and limitations

Possible new approach?

Discussion



# Why RAM silent error rates?

- Fault tolerant numerical algorithms do not account for errors in pointers.
  - Quantify the hardware risk as built
  - Mitigate if necessary and possible
  - Identify and remove marginal RAM (ECC recovery delays computations) to improve performance
- Silent fault rate may be as much as 10% of corrected fault rate
- 5-10% of CPU logic is not protectable



# Why HPC is harder

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## Odds of a corrupt but plausible pointer:

- 24% chance a 3-bit error in a pointer is confined to significant bits  $(40/64)^3$ 
  - Therefore untrapped.
  - Compare this to embedded computing with tiny address spaces.
  - Certain VMM approaches may increase this chance.
- Many applications fill RAM with similar object instances (bad pointer to a good object)
- 5-15% of application RAM is pointers
- Unknown odds of a 3-bit error happening

# Why not other subsystems?



- Lack of access to measure or change
  - Buy built-in reliability if we can.
- If we can trust everything in the CPU-to-RAM path, we can use software to work around less reliable components.

# Detection methods

For shame, Doc! Hunting rabbits with an elephant gun!

- B. Bunny

## A. Burn-in testing

- Does not account for lifetime effects

## B. User-level mem-check application

- No time available

## C. Persistent mem-check daemon

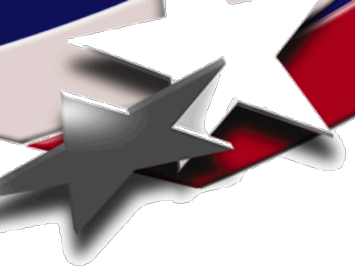
- Interference with job memory placement
- Difficulty scheduling checks on caches

## D. Kernel thread

- Unlikely uptake by a latency sensitive kernel community.
- Insufficient kernel data to co-schedule idle CPUs and buses?



**Do and I'll give you such  
a pinch!**



# An Unusual Co-scheduling

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Have the kernel scrub idle RAM

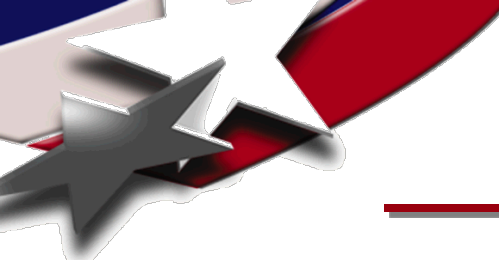
- Fill RAM, then idle almost until allocated.
- Predict CPU load, cache and RAM bandwidths to avoid interference.
- Create application hooks allowing users to hint about short idle periods or RAM usage planned to avoid interference.
- See what can be learned from kernel's page zero-on-allocation code.



# Co-scheduling difficulties

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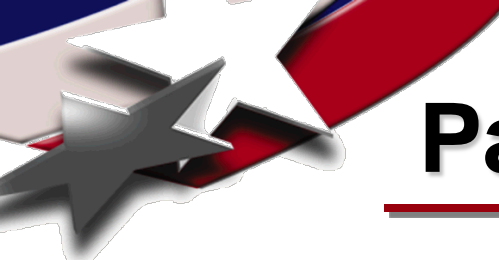
- Must be controlled by user opt-in
- Choose data values carefully for memory testing
- NUMA locality issues
- Down-clocking awareness



# Discussion

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- Other continual benchmarks of interest if we have an idle-component scavenging framework?
- Other examples of large-memory, low-cpu, long-term task co-scheduling?
  - GPU characterization?
  - Burst buffer drain?
- Other approaches to quantifying silent errors?



# Partial audience responses

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- Cray: interested in independent measurement of silent errors: included in contracts, but no metrics.
- Use queue drain times/idle times.
- Most GPU idle states are generally expected to preserve memory: opportunity?
- Modified kernel for experiments (not production: overheads) could checksum RO pages like zfs does disk