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## **EDONIO: Extended Distributed Object Network I/O Library**

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**EDONIO: EXTENDED DISTRIBUTED OBJECT NETWORK I/O  
LIBRARY**

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# EDONIO: EXTENDED DISTRIBUTED OBJECT NETWORK I/O LIBRARY

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## Abstract

This report describes **EDONIO** (Extended Distributed Object Network I/O), an enhanced version of **DONIO** (Distributed Object Network I/O Library) optimized for the Intel Paragon Systems using the new **M\_ASYNC** access mode. **DONIO** provided fast file I/O capabilities in the Intel iPSC/860 and Paragon distributed memory parallel environments by caching a copy of the *entire* file in memory distributed across all processors. **EDONIO** is more memory efficient by caching only a subset of the disk file at a time. **DONIO** was restricted by the high memory requirements and use of 32-bit integer indexing to handle files no larger than 2Gigabytes. **EDONIO** overcomes this barrier by using the extended integer library routines provided by Intel's **NX** operating system.

For certain applications, **EDONIO** may show a ten-fold improvement in performance over the native **NX** I/O routines.



## 1. Introduction

Multi-megabyte disk input/output operations are commonly a major bottleneck in large application codes on distributed-memory parallel supercomputers. Our first attempt to remove this bottleneck produced DONIO [2], a library of routines to provide fast parallel file I/O capabilities on Intel iPSC/860 and Intel Paragon supercomputers. DONIO caches the *entire* disk file across the aggregate memory of the multiprocessor in shared memory emulated by DOLIB (Distributed Object Library). This approach imposed a high memory overhead, and the use of 32-bit integer indexing restricted access to files of at most 2Gigabytes. The new EDONIO library reduces memory overhead and provides fast I/O on files of arbitrary size. EDONIO is implemented independently of the Distributed Object Library DOLIB [1] but uses similar IPX remote procedure calls to implement a large disk cache in the aggregate memory of the multiprocessor.

In contrast to DONIO where the *entire* file is cache in memory and actual disk I/O was done only in three routines (`do_open`, `do_flush` and `do_close`), EDONIO caches only a portion of the disk file. At runtime, as the limited disk cache is filled, data are immediately written back to the disk in contiguous large blocks of optimal size (default is 64Kbytes to match the RAID striping parameter) for high I/O throughput. Similarly, data not found in the disk cache is dynamically read in large blocks.

The amount of memory dedicated to EDONIO is controlled by the user. A larger disk cache usually results in better performance; especially if sufficient memory is available to cache the entire file into memory. In this case EDONIO reverts back to the behavior of DONIO.

## 2. Extended Distributed Object Network I/O Library

EDONIO, like DONIO, is designed to speed up the I/O for distributed-memory parallel applications where all processors open a *common* multi-megabyte shared file for simultaneous access. To access a shared file, each processor positions its own private copy of the file pointer with `lseek()`'s to specific places in the file and then performs input/output operations. (Simultaneous output to overlapping regions in a shared file is nondeterministic; therefore, we assume that output operations do not overlap among processors). Such file access patterns are common in finite element codes that are

based on subdomain decomposition. For example, the data for material properties or boundary conditions are commonly stored in shared files. This arrangement provides flexibility in solving the same problem with varying numbers or configurations of processors without rearranging the data files.

A disadvantage of large shared files is that the overhead induced by many processors attempting to access the disk file concurrently can be quite large. Machines like the Intel iPSC/860 and Paragon attempt to support simultaneous access through a special file system (CFS for the iPSC/860, PFS for the Paragon). Even with this support, the cost for concurrent access to the same file can significantly degrade the performance of a parallel program. It is common for file I/O to be one of the most costly operations in a parallel application. On the Intel Paragon machines, the default M\_UNIX mode corresponds to standard UNIX file sharing semantics that enforce atomic updates by serializing all requests. The new M\_ASYNC file I/O mode allows multiple simultaneous read/write requests with no restrictions and dramatically reduces the cost of I/O operations over the previous M\_UNIX mode. EDONIO is designed to fully exploit the parallel M\_ASYNC I/O mode by allowing all processors to perform non-overlapping I/O requests. Moreover, EDONIO uses the aggregate memory of the multiprocessor to implement a very large high-speed disk cache.

EDONIO is compatible with DONIO and offers a UNIX-like interface consisting of the 'C' callable primitives `do_open()`, `do_read()`, `do_write()`, `do_lseek()`, `do_lsize()`, `do_flush()` and `do_close()`, which are similar to the `open()`, `cread()`, `cwrite()`, `lseek()`, `lsize()`, `flush()` and `close()` routines provided by the Intel NX operating system. A Fortran callable interface, (e.g., `DOREAD()` for `do_read()`), is also provided. Section 3 describes the use of these EDONIO primitives in more detail. Changing the names of the I/O subroutines called in an application program from the NX version to the EDONIO version (leaving the parameters untouched) and then linking in the EDONIO library is generally all that is required to use the package. *An important note:* EDONIO operates only on UNIX binary files, which may be incompatible with Fortran unformatted fixed-size record files.

Many large-scale applications involving the simulation of time-evolving events are designed to output a "snapshot" or "checkpoint" of the current state of the simulation at regular intervals. A lengthy simulation may output tens (or even hundreds) of

Gigabytes of data for later analysis. The original DONIO was incapable of handling files larger than 2Gigabytes. EDONIO overcomes this restriction, thereby providing rapid I/O capabilities on files of practically unlimited size (up to 16Terabytes).

### **3. User Interface**

The following pages provide details on the syntax and behavior of each of the EDONIO primitives. These pages can be considered the manual for EDONIO.

## `do_check()`

`do_check()` *checks the message queues for EDONIO or IPX requests from other processors, servicing any that are found.*

### Synopsis

```
int docheck( )
```

```
subroutine docheck( )
```

### Discussion

`do_check()` checks the calling processor's message queues for IPX requests from other processors. If none are found, `do_check()` returns immediately. Any queued requests are serviced before `do_check()` terminates. `do_check()` is provided to allow the user to avoid deadlock or slow servicing (starvation) of I/O requests if a non-interrupt (polling) version of IPX is used. All EDONIO calls automatically perform a `do_check()` operation. However, `do_check()` should be called periodically by processors that are not involved in file I/O operations for long periods of time.

## do\_close()

*do\_close() closes the file associated with the file descriptor and deallocates global shared resources. do\_close() must be called to ensure that all buffered writes are saved to disk. In C, do\_close() returns 0 on success and -1 on failure. An implicit global synchronization is performed.*

### Synopsis

```
int do_close( int fd )  
  
subroutine doclose( fd )  
integer fd
```

### Input parameters

fd - fd is the file descriptor obtained from do\_open().

### Discussion

do\_close() deallocates the global shared resources used for caching the file data associated with the file descriptor fd. For write-only and read-write files, do\_close() first calls do\_flush() to write out any cached data to the disk file before resources are deallocated. (If none of the cached pages are dirty, or if the file is read-only, no disk I/O is performed).

*Important note: Unlike the UNIX routines, no implicit do\_close() calls are performed when the program terminates. Hence, if the user fails to call do\_close() for a given file, any changes made to cached blocks that have not yet been flushed will be lost upon program termination!* All processors must participate in the do\_close() call. An implicit global synchronization is performed.

## do\_csize()

*do\_csize() sets the sizes of the EDONIO read-only data cache and disk cache. An implicit global synchronization is performed.*

### Synopsis

```
int do_csize( int data_size, int disk_size )
```

```
subroutine docsize( datasize, disksize )
```

```
integer datasize, disksize
```

### Input parameters

**data\_size** - **data\_size** is the maximum amount of memory in KBytes to be allocated to the read-only data cache. A value of 0 is valid, and can be used to disable the read-only cache if no user files are opened with permission flag **O\_RDONLY**.

**disk\_size** - **disk\_size** is the maximum amount of memory in KBytes to be allocated to the disk cache. A value of 0 results in an error.

### Discussion

**do\_csize()** determines the *maximum* memory usage allowed by EDONIO's read-only data cache and disk cache. Actual allocation of memory for the caches is done only as needed. *Tip:* The user might call **vm\_statistics()** at runtime or use **vm\_stat** on the service nodes to determine the amount of free memory (or free pages) available. To avoid excessive paging, parameters for **do\_csize()** should not exceed the amount of free memory.

All processors must participate in the **do\_csize()**. An implicit global synchronization is performed.

## do\_flush()

`do_flush()` forces EDONIO to write any "dirty" or "modified" blocks associated with the specified file to the disk. After `do_flush()`, the disk file and cached blocks are guaranteed to be consistent. In C, `do_flush()` returns 0 on success and -1 on failure. An implicit global synchronization is performed.

### Synopsis

```
int do_flush( int fd )  
  
subroutine doflush( fd )  
integer fd
```

### Input parameters

`fd` - `fd` is the file descriptor obtained from `do_open()`.

### Discussion

`do_flush()` forces an immediate write of any dirty blocks corresponding to the specified file to disk. If no changes have been made to the cached file since the last call to `do_flush()`, no disk I/O will take place. `do_flush()` is provided to support checkpointing, since in the event of a machine malfunction, all data written to the cached file will be lost. EDONIO automatically keeps track of the largest byte addressed with `do_write()`, so the disk file will have the correct size. However, unwritten bytes (*i.e.*, *gaps*) in the file will contain garbage.

`do_flush()` may also enhance performance of write operations. If a cache miss causes EDONIO to flush a dirty cache block, only that block is written to disk. Better I/O performance may be obtained by writing many blocks concurrently with `do_flush()`.

All processors must participate in the `do_flush()` call. An implicit global synchronization is performed.

## `do_lsize()`, `do_esize()`

`do_lsize()` estimates the size of the write-only or read-write output file associated with file descriptor `fd`. In C, `do_lsize()` returns `nbytes` on success. An implicit global synchronization is performed.

### Synopsis

```
int do_lsize( int fd, int nbytes )
```

```
esize_t do_esize( int fd, esize_t nbytes )
```

```
subroutine dolsize( fd, nbytes )
```

```
integer fd, nbytes
```

```
subroutine doesize( fd, lnbytes )
```

```
integer fd, lnbytes(2)
```

### Input parameters

`fd`        - `fd` is the file descriptor obtained from `do_open()`.  
`nbytes`   - `nbytes` is the estimated file size in bytes.

### Discussion

`do_lsize()` tries to increase I/O throughput by attempting to preallocate the requested disk blocks before starting write operations. Unlike `DONIO` it is no longer mandatory to call `do_lsize()`. Overestimation of the file size may cause overallocation and suboptimal performance, but the actual file generated on disk will be of correct (minimal) size. Calling `do_lsize()` for files opened for read-only access results in an error.

All processors must participate in the `do_lsize()`. An implicit global synchronization is performed.



## do\_lseek(), do\_eseek()

*do\_lseek() (do\_eseek()) sets the (local) seek pointer of the open file associated with the file descriptor and returns the new seek position.*

### Synopsis

```
#include <unistd.h>
#include <nx.h>
int do_lseek( int fd, int offset, int whence )
esize_t do_eseek( int fd, esize_t offset, int whence )

include 'fnx.h'
integer function dolseek( fd, offset, whence )
integer fd, offset, whence

subroutine doseek( fd, loffset, whence, lpos )
integer fd, whence
integer loffset(2), lpos(2)
```

### Input parameters

- fd**        -    fd is the file descriptor obtained from do\_open().
- offset**   -    offset is the offset in bytes. Note that EDONIO supports extended files larger than 2Gigabytes. For these extended files, the offset and returned value must be an extended integer (**esize\_t**) in C, or an integer array of length 2 in FORTRAN.
- whence**   -    whence determines the computation with offset. whence is one of SEEK\_SET=0, SEEK\_CUR=1 or SEEK\_END=2.

## Discussion

`do_lseek()` (`do_eseek()`) sets the seek pointer associated with the open file specified by the descriptor `fd` according to the value supplied for `whence`. `whence` must be one of `SEEK_SET=0`, `SEEK_CUR=1`, `SEEK_END=2` defined in `<unistd.h>` (see `lseek(2)`).

If `whence` is `SEEK_SET`, the seek pointer is set to `offset` bytes. If `whence` is `SEEK_CUR`, the seek pointer is set to its current location plus `offset`. If `whence` is `SEEK_END`, the seek pointer is set to the size of the file plus `offset`. *IMPORTANT NOTE: Calling `do_lseek()` using `whence=SEEK_END` is guaranteed correct only in two cases: the file must have been opened with `O_RDONLY`, or a call to `do_flush()` must immediately precede the `do_lseek()` call.* The reason is that the current file size has no meaning until all buffered writes have been flushed.

`dolseek( fd, 0, SEEK_END)` (after `do_flush()`, as described above) returns the size (in bytes) of the opened file associated with `fd`.

## do\_nio()

*do\_nio()* initializes the EDONIO system. *do\_nio()* must be called prior to opening any files with *do\_open()*. In C, *do\_nio()* returns 0 on success, -1 on failure.

### Synopsis

```
int do_nio( int myid, int nproc )
```

```
subroutine donio( myid, nproc )
```

```
integer myid, nproc
```

### Input parameters

- myid**    -    myid is the id number of the calling processor.
- nproc**   -    nproc is the total number of processors executing.

### Discussion

All nodes must call *do\_nio()* to initialize the EDONIO network I/O library. *do\_nio()* sets up internal data structures and initializes the IPX subsystem. Calling *do\_nio()* is required before any other calls to EDONIO routines. Failure to do so will result in an error.

## do\_open()

*do\_open()* returns a non-negative descriptor on success. On failure, it returns -1. An implicit global synchronization is performed.

### Synopsis

```
#include <sys/fcntl.h>

int do_open( char *path, int flags, int mode )

include 'fnx.h'

integer function doopen( path, flags, mode )

character*(*) path

integer flags, mode
```

### Input parameters

- path**    -    path is a null-terminated string that contains the pathname of the file.
- flags**    -    flags contains the access flags.
- mode**    -    mode is the file permission (see `chmod(2)`) used in creating the output file. mode is ignored if the file already exists.

### Discussion

The routine emulates the UNIX `open` (see `open(2)` in the UNIX manual), which opens the named file specified by `path` for read-only, write-only or read-write access, as specified by the `flags` argument, and returns a descriptor for that file. For write-only or read-write access, if the file does not exist, it is created with permission mode `mode` (see `chmod(2)`). Note that `do_open()` differs from UNIX `open` if the write-only file already exists. In that case, the file is first truncated (see `truncate(2)`) to an empty file and then rewritten.

All processors must participate in the `do_open()` call. An implicit global synchronization is performed.

A Fortran example of the use of `do_open()` is given below:

```
c ---
c --- mode is set to octal 666,
c --- full read-write permission on file
c ---
      mode = 8*8*6 + 8*6 + 6
c ---
c --- UNIX flags
c --- O_RDONLY = 0, O_WRONLY = 1, O_RDWR = 2
c ---
      rflags = 0
      wflags = 1
      rwflags = 2
c ---
c --- be sure path is null terminated
c ---
      path = '/pfs/infile' // char(0)
c ---
c --- open the file for read-write access
c ---
      fd = doopen( path, rwflags, mode )
```

## do\_preload()

*do\_preload() fills any empty slots in the cache with blocks from the disk file, starting with the first block referenced by the minimum value of all the local seek pointers.*

*An implicit global synchronization is performed.*

### Synopsis

```
void do_preload( int fd )  
  
subroutine dopreload( fd )  
integer fd
```

### Input parameters

fd - fd is the EDONIO file descriptor for the file opened with  
do\_open().

### Discussion

do\_preload() fills any empty slots in the disk cache with data from the disk. Preloading the cache is desirable when file access patterns may cause disk I/O to be inefficient. For example, if a number of processors attempt to read common data from the same processor, then there may be significant idle time while they all wait for the data to be brought in from disk. Preloading the cache ensures that the initial disk I/O is fully parallel and subsequent read accesses can proceed at full speed from the disk cache. Preloading starts from the point of the minimum seek location among all processors. The user can perform a do\_lseek() (do\_eseek()) immediately prior to the do\_preload() call to ensure that the data in the cache are relevant to subsequent operations. By default, preloading starts from the beginning of file.

Note that preloading will not displace data already in the disk cache. In particular, if the cache is already full, then do\_preload() has no effect. However, the user can force the creation of empty slots either by calling do\_csize() to increase the memory allocated for the cache, or alternatively, the user can force a partial

purge of the cache by using two consecutive `do_csize()` calls to contract and then reset the disk cache size.

All processors must participate in the `do_preload()` call. An implicit global synchronization is performed.

## do\_read()

`do_read()` performs a read operation into the specified buffer. In C, `do_read()` returns the number of bytes read.

### Synopsis

```
int do_read( int fd, void *buf, int nbytes )
```

```
subroutine doread( fd, buf, nbytes )
```

```
integer fd, buf(*), nbytes
```

### Input parameters

- `fd`        - `fd` is the file descriptor obtained from `do_open()`.
- `buf`       - `buf` is the buffer.
- `nbytes`   - `nbytes` is the number of bytes to be read.

### Description

`do_read()` attempts to read `nbytes` bytes of data from the file referenced by the descriptor `fd` into the buffer `buf` (see `read(2)`).

The calling process waits (blocks) until the request is completed. *Important:* Note that reading past the end of file causes an *error* instead of partially filling the buffer. Calling `do_read()` to read from a write-only file causes an *error*. The seek pointer is updated to point to the next byte in the file.

Note that the execution times for the `do_read()` may vary substantially, depending on the access pattern and effectiveness of the disk cache.



## **do\_write()**

*do\_write() performs a write operation from the specified buffer. In C, do\_write() returns the number of bytes written.*

### **Synopsis**

```
int do_write( int fd, void *buf, int nbytes )
```

```
subroutine dowrite( fd, buf, nbytes )
```

```
integer fd, buf(*), nbytes
```

### **Input parameters**

- fd**        - fd is the file descriptor obtained from do\_open().
- buf**       - buf is the buffer.
- nbytes**   - nbytes is the number of bytes to be written.

### **Description**

do\_write() attempts to write nbytes bytes of data to the file referenced by the descriptor fd from the buffer buf (see write(2)).

The calling process waits (blocks) until the request is completed. Using do\_write() to write to a read-only file causes an *error*. The seek pointer is updated to point to the next byte in the file.

Note that the execution times for do\_write() may vary significantly, depending on the access pattern and effectiveness of the disk cache.

#### 4. Implementation Details

EDONIO provides a large high-speed disk cache in the aggregate memory of the Intel multiprocessor. The most important difference between EDONIO and DONIO is that the *entire* disk file is no longer kept in memory as in DONIO. Instead, EDONIO acts more as a true disk cache, reading and writing blocks of the file as needed. Hence EDONIO no longer requires the user to call `do_lsize()` before `do_write()`. `do_lsize()` (`do_esize()`) is now merely a hint to the operating system concerning the eventual file size. EDONIO automatically keeps track of the highest address actually used. If the user overestimates the file size in `do_lsize()` (`do_esize()`), then the correct (exact) size file will still be written to disk.

The conceptual view of a disk file in EDONIO is a sequence of blocks, each containing a fixed number (default 8 pages) of fixed size (default 8KBytes) pages.<sup>1</sup> Responsibility for actual disk I/O on the blocks is assigned to the processors in a wrap-mapped fashion. Thus, in an  $N$ -processor configuration, processor  $p$  is responsible for satisfying any I/O requests involving blocks  $p, p + N, p + 2N, \dots$  etc.

EDONIO supplies two separate caches: the *disk cache* and the *read-only data cache*. A processor's *disk cache* contains blocks of the disk file that have been most recently accessed. Note that blocks are only cached in the *disk cache* by the processor responsible for the given block, thus eliminating concerns for cache coherency. EDONIO also provides a *read-only data cache* for read-only files to reduce message traffic on repeated re-reads of the same data. Read-only files cannot be updated and is completely free from cache-coherency restrictions, therefore, the read-only data cache may hold any data that has been accessed, regardless of assignment (though the actual disk read is still performed by the assigned processor).

EDONIO uses the least recently used (LRU) strategy for cache management. That is, if the cache is full when a cache miss occurs, the least recently accessed block in the disk cache is deleted to make room for the incoming cache block. For the read-only data cache, merely freeing the memory is sufficient. However, for the disk cache, the chosen block is first checked to see if it is "dirty" (i.e., has been altered). If so, it is written out to disk before it is deleted from the cache. This differs markedly from

---

<sup>1</sup>The xps35 Intel Paragon uses hardware pagesize of 8Kbytes, and RAID disk stripe size is configured to be 64Kbytes.

DONIO, where the cache was set large enough to contain the entire file, thus eliminating the need for disk I/O until the file was closed.

In EDONIO, all processors must participate concurrently in `do_open()`, `do_lsize()` (`do_esize()`), `do_flush()` and `do_close()`. The processors are synchronized when opening a shared file with `do_open()` so that EDONIO can set up common data structures. They are synchronized in `do_flush()` and in `do_close()` to ensure that there are no outstanding read or write requests.

EDONIO must deviate from the UNIX file system with respect to file permissions. The UNIX file systems allow a user to open an existing file with flag `O_WRONLY` (assuming the file mode allows write access) in a directory in which the user does not have read access. EDONIO cannot allow this, since it is impossible for EDONIO to act as a disk cache on a file without read permission. For simplicity, we assume that the user has read permission on any files that will be accessed with `do_open()`. Moreover, although EDONIO supports a write-only file mode (as a safety check to prevent read operations on the file), the *actual* file permissions must allow both reading and writing.

The original DONIO did not support an APPEND mode for file I/O. Instead, the user was advised to open separate files for each logically separate set of data, largely because of the inherent limitation on file size in DONIO. With EDONIO, the UNIX `O_APPEND` is still not directly supported but file size is no longer a concern, as we now fully support files of practically unlimited size (up to 16Terabytes). The user can append to a file by first seeking to end of file (see description on `do_lseek()` and `do_flush()`) before writing.

With EDONIO, the execution times for `do_read()` and `do_write()` may vary significantly depending on the ratio of cache hits/misses. The user can reduce these times in several ways. The size of the cache can be increased (see `do_csize()`) to improve the probability of cache hits, or preloading of the cache (see `do_preload()`) can also improve I/O performance.

Consider the sequence of events initiated by a `do_read()` request. First, the disk blocks involved are identified. If the disk block is assigned to the same calling processor, the local disk cache is searched. A cache miss causes EDONIO to load these blocks into the local disk cache, displacing other blocks if necessary. For any blocks assigned to

other processors, the IPX<sup>2</sup> system [3] is used to request the data from the processors that "own" those blocks. The read request is satisfied after the remote data are received. If the file was opened as a read-only file, the incoming data are also placed in the local read-only cache, to reduce message passing traffic should the same data be referenced in subsequent read operations. Note the read-only data cache holds only remote (non-local) data.

A `do_write()` operation is similar. Again, the disk blocks to be written are identified. Blocks assigned to the same processor are loaded into the cache if they are not already there. EDONIO uses the IPX "on" routine (a type of "remote procedure call") to cause other processors to *update* blocks assigned to them. On the iPSC/860, IPX uses the NX `hrecv()` interrupt mechanism to preempt a processor to service IPX requests. However, on the Intel Paragon, `hrecv()` is not a true interrupt handler but spawns a separate thread that executes concurrently with the main computation. The extensive use of `masktrap()` for exclusive access to critical sections incurs a very high overhead on the Paragon. We have chosen to use a more efficient non-interrupt (polling) version of IPX for use on the Paragon. Because IPX requests are serviced only when the message queue is polled, and processors must supply data or update blocks at the request of other processors, the user must be careful to prevent deadlock or starvation. EDONIO provides the `do_check()` routine to examine the message queue for IPX requests. For example, code that uses a subset of the processors to handle all the disk I/O will fail unless the remaining processors periodically call `do_check()`, since IPX requests to these processors will not be serviced. See the manual page for `do_check()` for further discussion.

We have included a subprogram for preloading the disk-cache to enhance performance of the disk I/O. Preloading of the disk-cache is particularly desirable immediately after opening an existing file, where disk I/O during preloading proceeds in parallel. Preloading is not guaranteed to improve I/O performance since it depends on the access pattern and size of disk cache. See the manual page for `do_preload()` for further details.

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<sup>2</sup>IPX is available by anonymous FTP from `msg.das.bnl.gov` under the directory `/pub/ipx`.

## 5. Experimental Results

In this section we present a rough comparison of disk performance by EDONIO versus native NX routines. The Fortran source code is included in the Appendix. The code is a contrived example that simulates the disk I/O common in finite element codes by performing multiple direct access `lseek()`'s, `cread()`'s and `cwrite()`'s. This example generates the element-to-vertex list for a three dimensional  $nex \times ney \times nez$  grid. The elements are assumed to be ordered with  $z$ -index varying fastest, then  $x$  then  $y$ . Elements along the vertical direction are grouped in buffer `mibuf` before writing to obtain better disk performance. Note that the element-to-vertex list file is independent of the number of processors. The same file is later read again.

Since operating system patches and compiler upgrades are regularly applied to the 512-processor `xps35` Intel Paragon system at the Oak Ridge National Laboratory, and EDONIO is currently undergoing performance tuning, the performance numbers listed should be taken only as approximate and reflect only the current state of affairs (Feb 1995, OS version R1.2.5). Moreover, background disk activity by other concurrently running applications may also affect the timings. Three problems were used for testing: a small  $100 \times 100 \times 100$  (1,000,000 elements) problem, a medium  $200 \times 200 \times 200$  (8,000,000 elements), and a large  $300 \times 300 \times 300$  (27,000,000 elements) problem.

Table 5.1 show the effect of varying the amount of memory allocated to the disk cache in EDONIO on 22 nodes on a  $200 \times 200 \times 200$  grid (file size is  $256 \times 10^6$  bytes). We see from Table 5.1 that optimal performance is obtained when the aggregate disk cache can hold the *entire* file. Table 5.2 shows preloading the disk cache can reduce I/O time in read for 16 nodes on  $121 \times 121 \times 91$  grid (file size is 42,634,592 bytes). Runtimes are obtained from `dclock()`.

Tables 5.3–5.5 list the runtimes (in seconds) for the three problems. All runs have EDONIO configured to use 512Kbytes for read-only data cache, 4096Kbytes for disk cache and with cache preloading. Note that with the default 4096Kbytes allocated for the disk cache, 8, 62 and 206 processors are needed to hold the small, medium and large problems (respectively) in memory. The label `wopen` (`wclose`) denotes the time for opening (closing) a file for write-only access; similarly, `ropen` and `rclose` apply to read-only access. Note that `read` and `write` times in EDONIO decrease with the addition of more processors. As more processors are used, fewer messages *per* processor

Table 5.1: Effect on disk cache size on EDONIO, all times in seconds.

Cache (KBytes)	wopen	write	wclose	ropen	preload	read	rclose
1024	3.0	20.6	0.7	1.6	0.7	55.6	0.2
2048	1.7	21.2	1.5	1.2	1.3	52.7	0.3
4096	1.6	17.3	3.2	2.2	2.6	46.2	0.3
8192	1.5	13.4	6.2	1.2	5.5	29.4	0.3
12288	1.6	9.6	6.6	2.2	10.3	20.3	1.5

Table 5.2: Effect of do\_preload() on EDONIO, all times in seconds.

	wopen	write	wclose	ropen	preload	read	rclose
With preload	2.2	3.1	2.4	1.3	1.3	4.7	0.2
No preload	1.2	3.1	1.8	0.8	0.0	25.3	0.2
NX	1.4	38.5	0.2	0.7	0.0	25.4	0.2

are generated. Moreover, more total aggregate memory (4Mbytes per processor) is available for the disk cache. wclose and preload involve physical disk activity to write out or read in data into the aggregate disk cache; hence as the disk cache size increases with more processors, more data are transferred and more time for disk I/O may be required.

We see that with a large enough disk cache, EDONIO may offer nearly a ten-fold improvement over native NX routines. However, if the disk cache is too small to be effective, performance of EDONIO may be similar to native NX. EDONIO fully exploits the new M\_ASYNC mode in achieving over 20Megabytes per second overall disk throughput to the /pfs. By comparison, DONIO with the default M\_UNIX mode obtained only about 5Megabytes per second disk throughput.

## 6. Summary

We have described EDONIO, a fast file I/O emulation library for the Intel iPSC and Paragon distributed memory multiprocessors. EDONIO provides an easy to use interface, and with minimal change to the source of an iPSC/860 or Paragon parallel program may improve file I/O by a ten-fold speedup. Similar to the shared-memory library DOLIB, EDONIO uses the IPX message system to provide a very large high-speed disk

Table 5.3: Runtimes (in seconds) of EDONIO (NX) routines on  $100 \times 100 \times 100$  grid, file size is  $32 \times 10^6$  bytes.

processor	wopen	write	wclose	ropen	preload	read	rclose
1	1.9 (1.0)	29.1 (293.7)	0.7 (0.1)	0.7 (0.4)	2.5	44.9 (213.7)	0.1 (0.1)
2	1.5 (1.0)	20.9 (187.8)	0.6 (0.1)	0.6 (0.5)	2.8	39.5 (83.8)	0.1 (0.1)
4	2.0 (0.9)	13.2 (84.2)	0.7 (0.1)	0.6 (0.6)	2.8	22.6 (48.9)	0.1 (0.1)
8	1.4 (0.9)	6.4 (50.5)	1.2 (0.1)	0.7 (0.6)	1.9	8.2 (34.2)	0.2 (0.1)
16	1.2 (1.5)	3.5 (26.8)	1.1 (0.2)	1.0 (0.7)	1.8	4.3 (17.0)	0.3 (0.2)
32	2.0 (1.6)	2.0 (20.5)	1.8 (0.4)	1.3 (1.4)	1.0	2.3 (10.0)	0.4 (0.4)
64	3.1 (2.8)	1.3 (22.6)	2.4 (0.7)	2.5 (3.0)	0.9	1.3 (9.5)	0.8 (0.9)

Table 5.4: Runtimes (in seconds) of EDONIO (NX) routines on  $200 \times 200 \times 200$  grid, file size is  $256 \times 10^6$  bytes.

processor	wopen	write	wclose	ropen	preload	read	rclose
16	3.1(1.3)	31.3(141.2)	1.9(0.2)	1.4(0.8)	2.2	84.5(89.5)	0.3(0.2)
32	3.1(2.1)	15.5(122.4)	3.2(0.4)	1.5(1.3)	3.6	30.1(49.3)	0.4(0.4)
64	3.0(3.5)	5.3(118.6)	7.6(0.7)	2.5(2.1)	7.9	7.2(48.0)	0.8(0.7)
128	4.7(4.7)	3.0(89.2)	10.7(1.5)	4.3(3.7)	7.7	4.0(47.5)	1.6(1.4)

Table 5.5: Runtimes (in seconds) of EDONIO (NX) routines on  $300 \times 300 \times 300$  grid, file size is  $864 \times 10^6$  bytes.

processor	wopen	write	wclose	ropen	preload	read	rclose
32	2.1(1.5)	45.9(262.0)	5.2(0.4)	2.6(2.3)	3.4	119.5(111.4)	0.4(0.3)
64	2.9(2.8)	24.1(218.1)	7.3(0.7)	2.8(2.2)	6.5	56.7(108.8)	0.8(0.7)
128	4.9(4.5)	14.1(360.3)	23.1(1.5)	4.6(4.8)	15.8	21.4(105.2)	1.5(1.5)

cache in the aggregate memory of the multiprocessor. Disk I/O operations are in large blocks to fully exploit the new `M_ASYNC` I/O mode. `EDONIO` is more memory efficient than `DONIO` and can access files of practically unlimited size.

## 7. Obtaining the Software

To obtain the source code for `EDONIO` the reader should send email to the authors: `e6d@cornl.gov` or `rominech@cornl.gov`.

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## 8. Appendix

In this appendix, we list the Fortran source code used in comparing the performance of EDONIO and NX disk operations. Note that either EDONIO or NX routines can be selected by a flag at compile time.

```
      program example
c---
c---   a simple example to illustrate the use of DONIO
c---

      include 'fnx.h'
#ifdef USE_NX
c---
c--- note: fd is defined as a constant unit number
c---
      integer fd
      parameter(fd=16)

#define M_MODE M_ASYNC

#define IOINIT(myid,nproc)
#define LSEEK lseek
#define ROPEN(fd, filename) call gopen(fd,filename,M_MODE)
#define WOPEN(fd, filename) call gopen(fd,filename,M_MODE)
#define LSIZE(fd, newsize) ierr = lsize( fd, newsize, SIZE_SET )
#define CREAD(fd, ibuffer,nbytes) call cread(fd,ibuffer,nbytes)
#define CWRITE(fd, ibuffer, nbytes) call cwrite(fd, ibuffer, nbytes )
#define CCLOSE(fd) close( fd )

#define GSYNC() call gsync()

#else

      integer rflags,wflags,mode
      parameter(rflags=0,wflags=(512+1),mode=(8*8*6+8*6+6))
      integer doopen, doread, dowrite, dolseek
      external doopen, doread, dowrite, dolseek
      external doclose,dolsize

c---
c--- note: fd is declared as a variable
c---
      integer fd

#define IOINIT(myid,nproc) call donio(myid,nproc)
#define LSEEK dolseek
#define ROPEN( fd, filename) fd = doopen( filename, rflags,mode)
```

```
#define WOPEN( fd, filename) fd = doopen( filename, wflags,mode)
#define LSIZE( fd, newsize ) call dolsize( fd, newsize )
#define CREAD(fd, ibuffer,nbytes) ierr = doread(fd, ibuffer, nbytes )
#define CWRITE(fd, ibuffer, nbytes) ierr = dowrite( fd, ibuffer, nbytes )
#define CCLOSE( fd ) call doclose(fd)

#define GSYNC() call dogsync()
#endif

integer indev,outdev,sizeint,nvertex,maxnez
parameter(indev=5,outdev=6,sizeint=4,nvertex=8,maxnez=1024)

integer data_size,disk_size
integer ipreload

double precision tstart,tend
character*80 filename
integer i, ix,iy,iz, nnx,nny,nnz, nex,ney,nez
integer jx,jy,jz
integer mbuf(nvertex,maxnez)
integer mbuf2(nvertex,maxnez)
integer nbytes, myid,nproc,ihost
real*8 totalbytes
integer mi,miold,ierr,offset, iwork
logical ismine

c---
c--- 8 vertices of an hexahedral brick element
c---

integer dx(nvertex),dy(nvertex),dz(nvertex)
data dx /0,1,1,0, 0,1,1,0/
data dy /0,0,1,1, 0,0,1,1/
data dz /0,0,0,0, 1,1,1,1/

integer ijk2mi,ijk2ni
ijk2mi(ix,iy,iz,nex,ney,nez) = iz+(ix-1)*nez+(iy-1)*nez*nex
ijk2ni(ix,iy,iz,nnx,nny,nnz) = iz+(ix-1)*nnz+(iy-1)*nnz*nnx

c---
c--- code begins
c---

myid = mynode()
nproc = numnodes()

#if RX || I860
call open0(nproc, myid, ihost )
#endif
IOINIT( myid, nproc )
```

```
nex = 0
ney = 0
nez = 0

data_size = 0
disk_size = 0

ipreload = 0

if (myid .eq. 0) then
  write(outdev,*) 'enter nex,ney,nez '
  read(indev,*) nex,ney,nez
  write(outdev,*) 'nproc, nex,ney,nez ', nproc,nex,ney,nez

  write(outdev,*) 'enter data_size, disk_size (in Kbytes)'
  read(indev,*) data_size,disk_size
  write(outdev,*) 'data_size,disk_size',data_size,disk_size

  write(outdev,*) 'enter use of preload '
  read(indev,*) ipreload
  write(outdev,*) 'ipreload ',ipreload
endif

call gisum( data_size, 1, iwork )
call gisum( disk_size, 1, iwork)

call docsize( data_size, disk_size )

call gisum( ipreload, 1, iwork )

call gisum(nex,1,iwork)
call gisum(ney,1,iwork)
call gisum(nez,1,iwork)

nnx = nex + 1
nny = ney + 1
nnz = nez + 1

totalbytes = dble(nex*ney*nez)*dble(nvertex*sizeint)

GSYNC()
tstart = dclock()
#ifdef USE_NX
#if RX || I860
  filename = '/cfs/nxex.bin'
```

```
#else
    filename = '/pfs/nxex.bin'
#endif

#else /* USE_NX */
c---
c---    IMPORTANT NOTE: string MUST be null terminated
c---
#if RX || I860
    filename = '/cfs/ex.bin' // char(0)
#else
    filename = '/pfs/ex.bin' // char(0)
#endif

#endif /* USE_NX */

    WOPEN( fd, filename )

    GSYNC()
    tend = dclock()
    if (myid .eq. 0) then
        write(outdev,*) ' open takes ', tend-tstart,' sec'
        write(outdev,*) ' total file size is ',
&                                int(totalbytes/1024.0/1024.0),' Megbytes'
    endif
c
    nbytes = nvertex*sizeint
    GSYNC()
    tstart = dclock()

    miold = -1
    do iy=1,ney
    do ix=1,nex

        ismine = (mod( ix+(iy-1)*nex, nproc) .eq. myid )

        if (ismine) then
            do iz=1,nez
                do i=1,nvertex
                    jx = ix+dx(i)
                    jy = iy+dy(i)
                    jz = iz+dz(i)
                    mbuf(i,iz)=ijk2ni(jx,jy,jz,nnx,nny,nnz)
                enddo
            enddo

            mi = ijk2mi( ix,iy,1,    nex,ney,nez)
            if (miold.eq.-1) then
                offset = (mi-1)*nvertex*sizeint
                ierr = LSEEK( fd, offset, SEEK_SET )
            endif
        endif
    enddo
enddo
```

```
        else
            offset = (mi-miold)*nvertex*sizeint - nbytes
            ierr = LSEEK( fd, offset, SEEK_CUR )
        endif
        miold = mi
        nbytes = nez*nvertex*sizeint
        CWRITE( fd, mbuf(1,1), nbytes )
    endif
enddo
enddo

GSYNC()
tend = dclock()
if (myid .eq. 0) then
    write(outdev,*) ' write takes ', tend - tstart, ' sec'
endif

GSYNC()
tstart = dclock()
CCLOSE( fd )
GSYNC()
tend = dclock()
if (myid .eq. 0) then
    write(outdev,*) ' close for write takes ', tend-tstart, ' sec'
endif

c ----
c ---- read the element list back
c ----

GSYNC()
tstart = dclock()
ROPEN( fd, filename )
GSYNC()
tend = dclock()
if (myid .eq. 0) then
    write(outdev,*) ' open for read takes ', tend-tstart, ' sec'
endif

if (ipreload.ne.0) then
    GSYNC()
    tstart = dclock()
    call dopreload( fd )
    GSYNC()
    tend = dclock()
    if (myid.eq.0) then
        write(outdev,*) 'preload takes ',tend-tstart,' sec'
    endif
endif
endif
```

```
nbytes = nvertex*sizeint
GSYNC()
tstart = dclock()

miold = -1
do iy=1,ney
do ix=1,nex
  ismine = (mod( ix+(iy-1)*nex, nproc) .eq. myid )

  if (ismine) then
    do iz=1,nez
      do i=1,nvertex
        jx = ix+dx(i)
        jy = iy+dy(i)
        jz = iz+dz(i)
        mbuf2(i,iz)=ijk2ni(jx,jy,jz,nnx,nnz,nnz)
      enddo
    enddo
  endif

  if (ismine) then
    mi = ijk2mi( ix,iy, 1,    nex,ney,nez)
    if (miold.eq.-1) then
      offset = (mi-1)*nvertex*sizeint
      ierr = LSEEK( fd, offset, SEEK_SET )
    else
      offset = (mi-miold)*nvertex*sizeint - nbytes
      ierr = LSEEK( fd, offset, SEEK_CUR )
    endif
    miold = mi
    nbytes = nez*nvertex*sizeint
    CREAD( fd, mbuf(1,1), nbytes )
  endif

c ---
c --- double check results
c ---

  if (ismine) then
    do iz=1,nez
      do i=1,nvertex
        if (mbuf2(i,iz).ne.mbuf(i,iz)) then
          write(*,9900) i,iz,mbuf2(i,iz),mbuf(i,iz)
          format('i,iz,mbuf2(i,iz),mbuf(i,iz)',4(1x,i7))
          stop '** ERROR ** '
        endif
      enddo
    enddo
  endif
endif

9900
```

```
enddo  
enddo
```

```
GSYNC()  
tend = dclock()  
if (myid .eq. 0) then  
    write(outdev,*) ' all reads take ',tend-tstart,' sec'  
endif
```

```
GSYNC()  
tstart = dclock()  
CCLOSE( fd )  
GSYNC()  
tend = dclock()  
if (myid .eq. 0) then  
    write(outdev,*) ' close for read takes ', tend-tstart,' sec'  
endif
```

```
stop  
end
```

## 9. References

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