

Flash-X and HDF5

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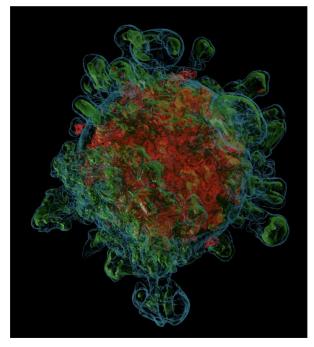
Flash-X

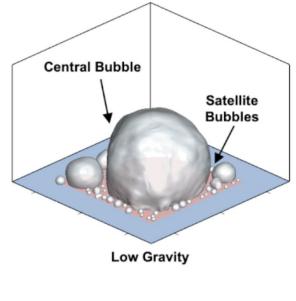
- Large global user base
- Composable multiphysics software
- Supports platform heterogeneity
- Derived from FLASH 20+ years
- Apache-2.0 license
- https://flash-x.org/

Flash-X is an R&D 100 award winner for 2022

Simulations using Flash-X

Core-collapse Supernova and Gravity Effects on Pool Boiling.



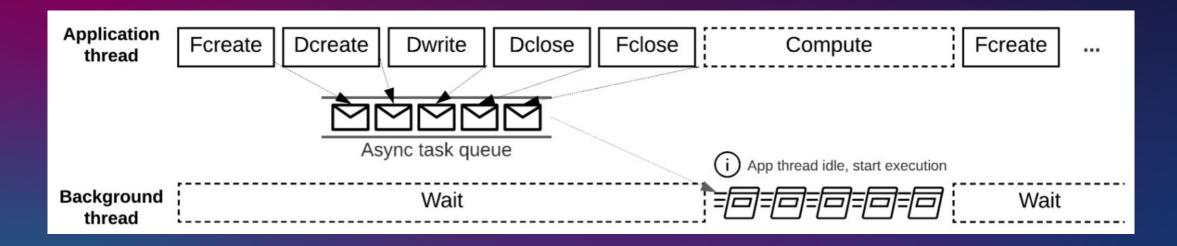


https://www.rdworldonline.com/rd-100-2022-winner/flashx-a-multiphysics-simulation-software/

SC22 | Dallas, TX | hpc accelerates.

Flash-X and HDF5

- For over 20 years FLASH code has relied primarily on HDF5 for I/O
- New async API introduced by HDF5 1.13
- Asynchronous I/O VOL connector (github.com/hpc-io/vol-async) enables:
 - Transparent background thread execution of HDF5 I/O operations
 - Overlaps I/O with computation to reduce the total application execution time



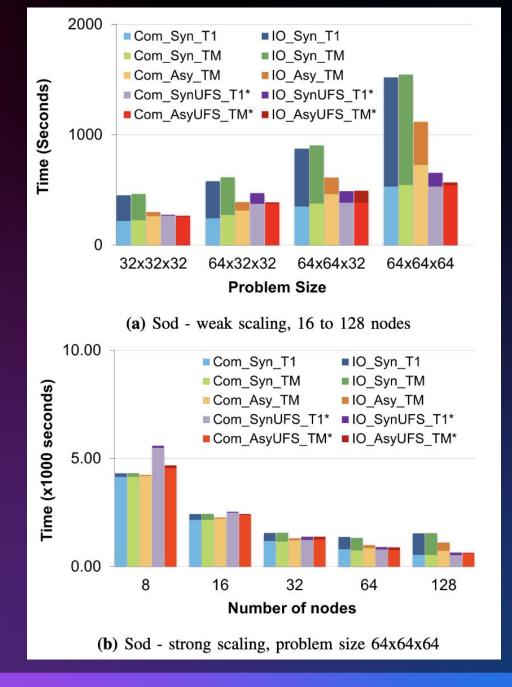
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Async IO implementation in Flash-X

- Requires HDF5 1.13+, vol-async, and Argobots to be installed
- Flash-X async I/O can be turned on by add +hdf5async to the setup command

Async IO Results with Sod

- Sod is a compressible flow explosion problem widely used for verification of shock-capturing simulation codes.
- We used a 3D Sod problem with tracer particles.
- Each runs for 109 steps, writes a checkpoint file every 33 steps, a plot file every 10 steps, and compared the total execution time with 5 different configurations that uses Synchronous and Asynchronous I/O, with and without MPI_THREAD_MULTIPLE, and using GPFS and UnifyFS.
- For cases with async, the majority of the write operations are overlapping with Flash-X's computation. Exceptions include the initial data writes and the last step as there is no computation to overlap with.



Ongoing and Future work

- Enable lossy compression with:
 - SZ + HDF5 Filter
 - SZ3 + HDF5 Filter
 - ZFP +HDF5 Filter
 - Implemented via easy setup options and parameters
 - Initial results on summit show saving of 90% in IO space occupied with minimal loss of accuracy
 - Analyzing performance
- Apply asynciO on more large production problems
- Simultaneous compression and asynclO and understand limitations



APPENDIX

A. HDF5 Async VOL connector Setup

```
export HDF5_PLUGIN_PATH="<path >/vol-async/src"
export HDF5_VOL_CONNECTOR="async under_vol=0; under_info={}"
export ABT_THREAD_STACKSIZE=100000
export HDF5_ASYNC_EXE_FCLOSE=1
```

B. UnifyFS Setup

```
module use /sw/summit/unifyfs/modulefiles
module load unifyfs/1.0-beta/mpi-mount-gcc9
export UNIFYFS_LOGIO_SPILL_DIR=/mnt/ssd/$USER/data
export UNIFYFS_LOG_DIR=$JOBSCRATCH/logs
export share_dir=/gpfs/alpine/$PROJ/scratch/$USER/jobs/
unifyfs start --share-dir=$share_dir
```

C. MPI-IO Hints

We set the MPI-IO hints (using the "ROMIO_HINTS" environment variable) to substantially reduce the total time to write the HDF5 file. ROMIO_HINTS directs the use of optimized MPI directives for writing the file in much bigger chunks. Using these, one can reduce the total I/O time by a factor of 100. Below is an example setup for using 128 Summit nodes.

```
romio_cb_write = enable
romio_cb_read = enable
cb_buffer_size = 16777216
cb_nodes = 128
cb_config_list = *:1
```

D. Flash-X Setup

We used the following Flash-X setup commands for the three sets of experiments in our paper:

```
# Sod
./setup Sod -auto -3d +hdf5async +cube16 Bittree=True +amrex +hdf5AsyncIO

# Deforming Bubble
./setup incompFlow/DeformingBubble -auto -3d -nxb=16 -nyb=16 -nzb=16 +amrex --objdir=df1 +parallelIO +hdf5asyncio -
makefile=gcc

#Streaming Sine Wave
./setup StreamingSineWave -auto -3d +cartesian -nxb=16 -nyb=16 -nzb=16 nE=16 nSpecies=2 nNodes=2 nMoments=4 momentClosure=
MINERBO -parfile=test_paramesh_3d.par +amrex +thornadoACC thornadoOrder=ORDER_1
```

