

# Parallel I/O with HDF5 and Performance Tuning Techniques

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## Outline



- Overview of parallel HDF5
- General best practices which effect parallel performance
- Best methods for HDF5 parallel I/O
- Using Parallel I/O instrumentation for tuning

## Resources

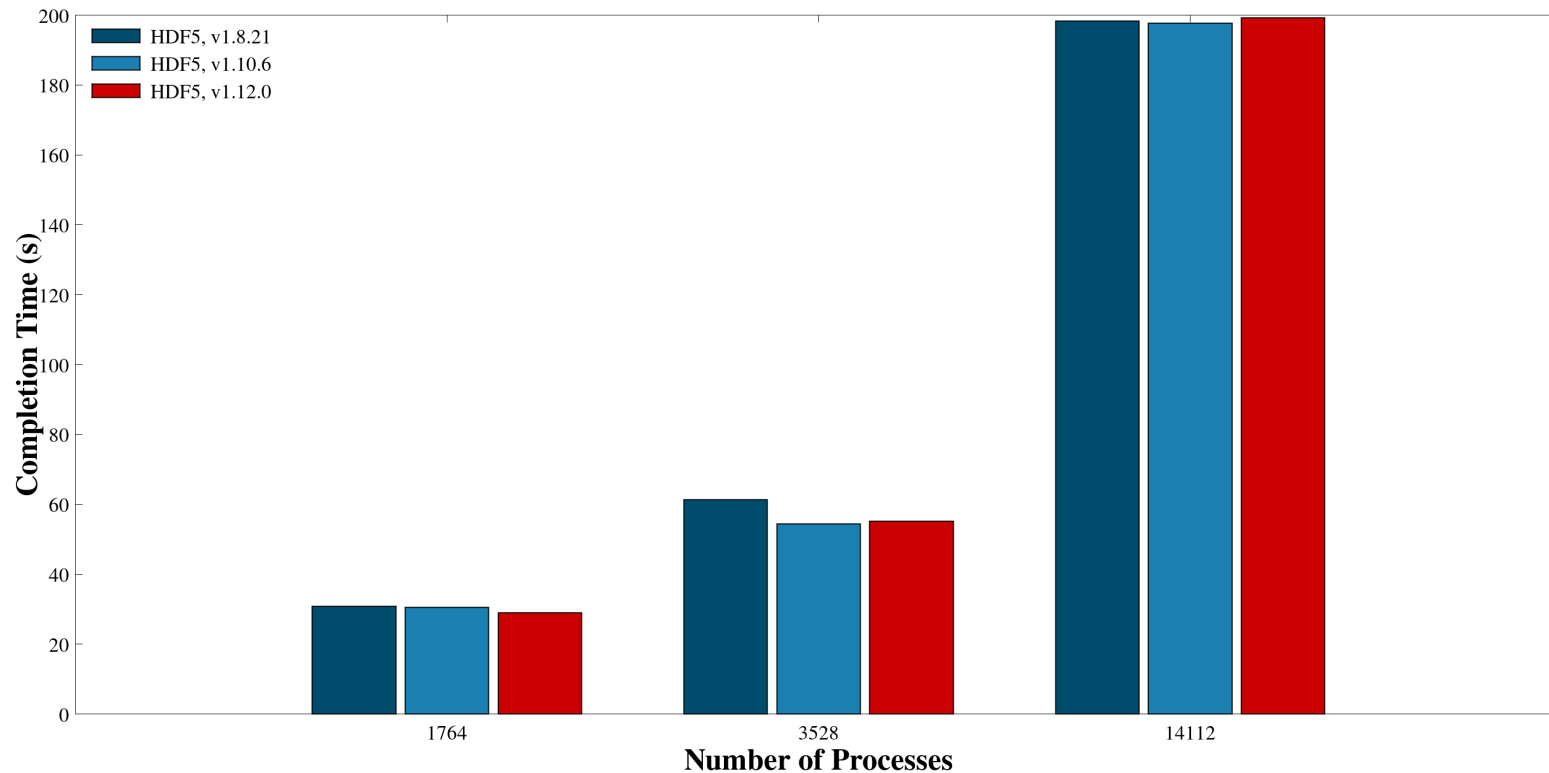
- HDF5 home page: <http://hdfgroup.org/HDF5/>
- HDF5 Jira: <https://jira.hdfgroup.org>
- Documentation: <https://portal.hdfgroup.org/display/HDF5/HDF5>
  
- HDF5 repo: <https://bitbucket.hdfgroup.org/projects/HDF5/repos/hdf5/>
  - We are moving to Github! Stay tuned for announcement
  
- Latest releases: <https://portal.hdfgroup.org/display/support/Downloads>
  - HDF5 1.8.21
  - HDF5 1.10.6
  - HDF5 1.12.0



## HDF5 Version for parallel HDF5



- CGNS scaling for different versions of HDF5 (Summit, ORNL).



# Parallel HDF5 Overview

# Parallel HDF5 Overview



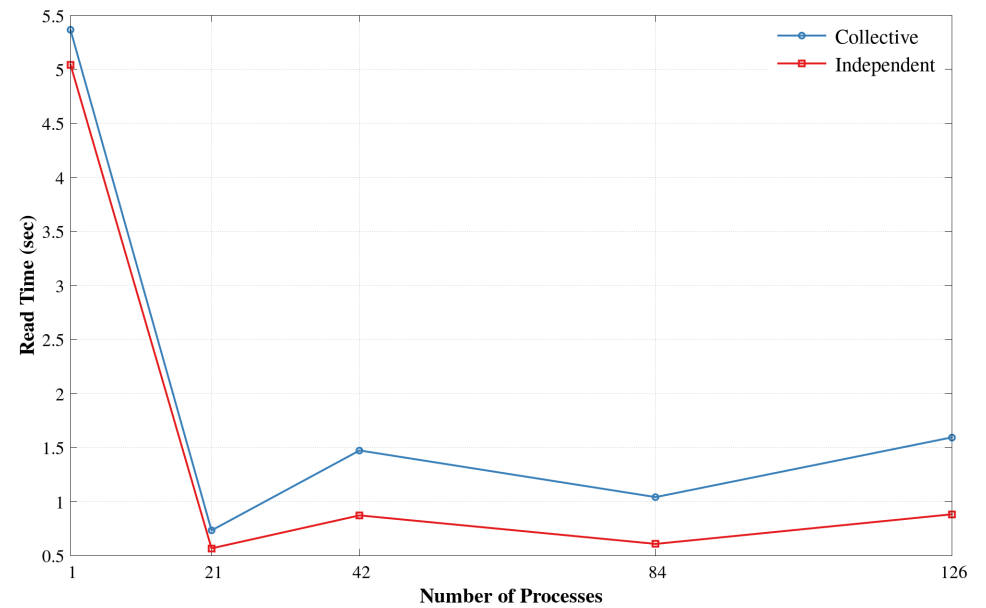
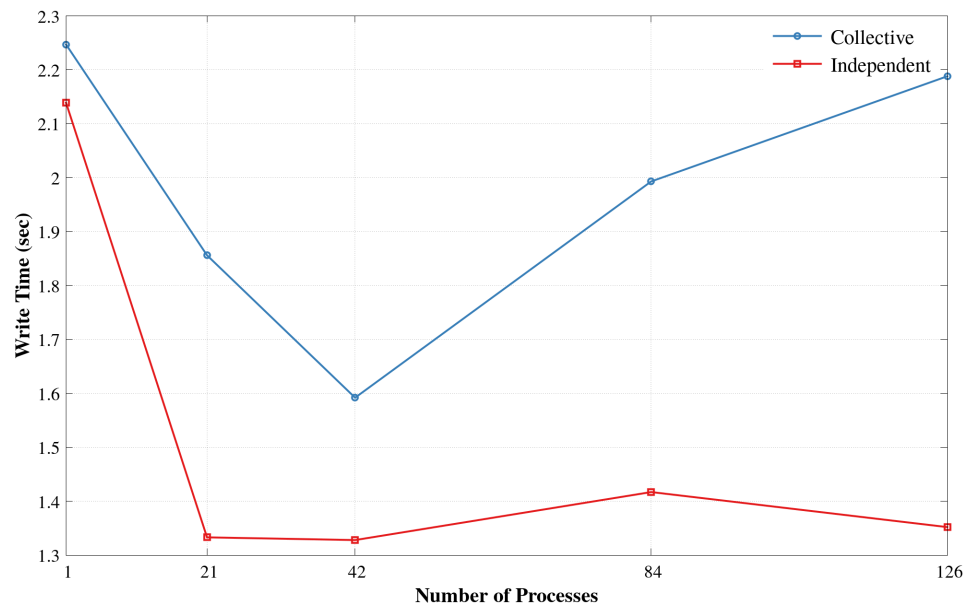
- In this section we will remind you about basics of parallel HDF5
- If you are new to parallel HDF5, see:
  - Online tutorials <https://portal.hdfgroup.org/display/HDF5/Introduction+to+Parallel+HDF5>
  - In-person tutorials
    - Super Computing Conference (MPI IO)
    - ECP annual meetings
    - National Laboratories (Argonne Training Program on Extreme-Scale Computing (ATPESC) )

## Why Parallel HDF5?



- Take advantage of high-performance parallel I/O while reducing complexity
  - Use a well-defined high-level I/O layer instead of POSIX or MPI-IO
  - Use only a single or a few shared files
    - “Friends don’t let friends use file-per-process!” 😞
- Maintained code base, performance and data portability
  - Rely on HDF5 to optimize for underlying storage system

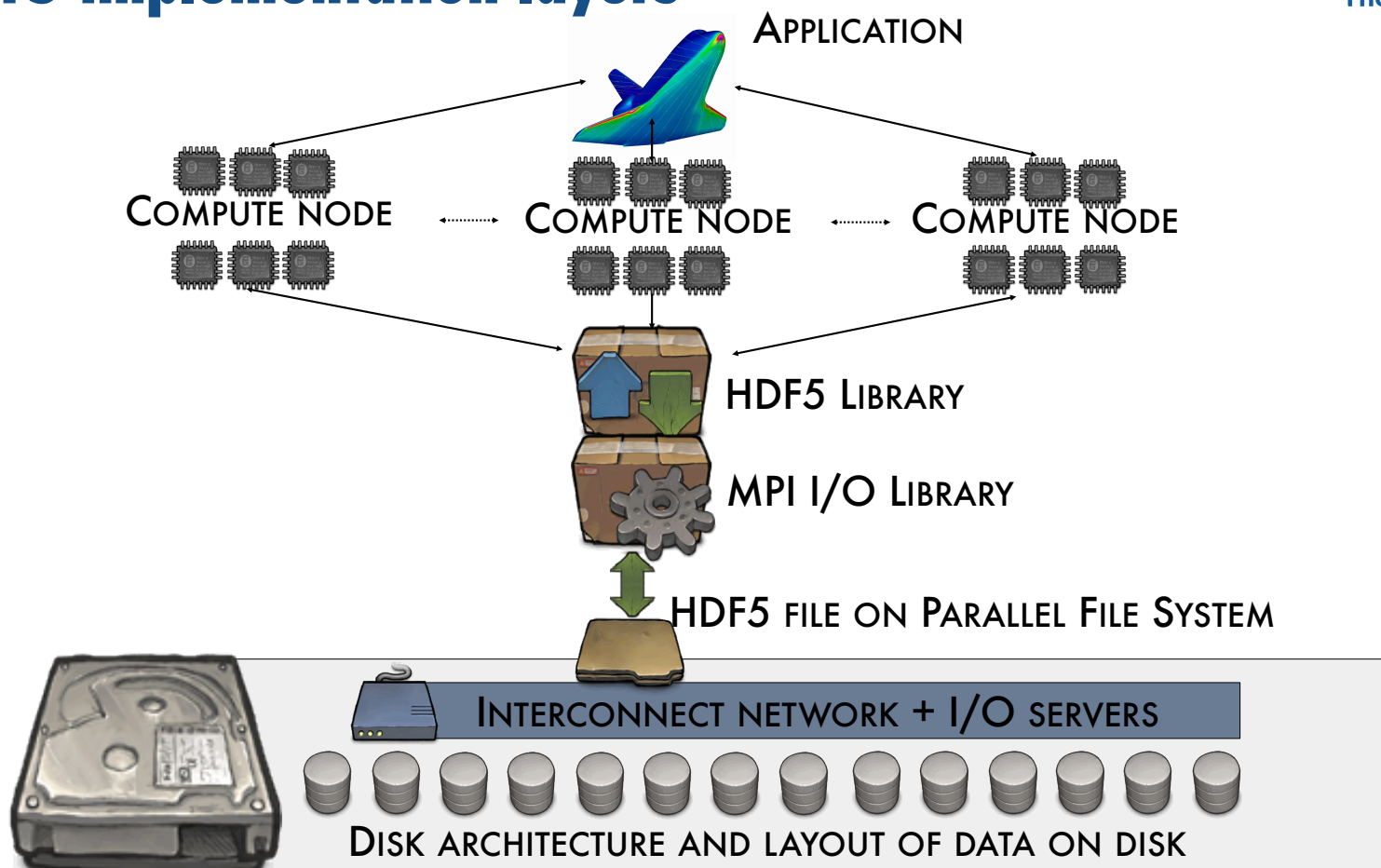
# Benefit of Parallel I/O – Strong Scaling Example



CGNS – SUMMIT, ORNL



# PHDF5 implementation layers



## Parallel HDF5 (PHDF5) vs. Serial HDF5



- PHDF5 allows multiple MPI processes in an MPI application to perform I/O to a single HDF5 file
- Uses a standard parallel I/O interface (MPI-IO)
- Portable to different platforms
- PHDF5 files ARE HDF5 files conforming to the [HDF5 file format specification](#)
- The PHDF5 API consists of:
  - The standard HDF5 API
  - A few extra knobs and calls
  - A parallel “etiquette”

## Parallel HDF5 Etiquette

- PHDF5 opens a shared file with an MPI communicator
  - Returns a file ID (as usual)
  - All future access to the file via that file ID
- Different files can be opened via different communicators
- ⚙️ **All** processes must participate in collective PHDF5 APIs
- ⚙️ **All** HDF5 APIs that modify the HDF5 namespace and structural metadata are collective!
  - File ops., group structure, dataset dimensions, object life-cycle, etc.  
<https://support.hdfgroup.org/HDF5/doc/RM/CollectiveCalls.html>
  - Raw data operations can either be collective or independent
    - For collective, all processes must participate, but they don't need to read/write data.

## Example of a PHDF5 C Program

Starting with a simple serial HDF5 program:

```
file_id = H5Fcreate(FNAME, ..., H5P_DEFAULT);  
space_id = H5Screate_simple(...);  
dset_id = H5Dcreate(file_id, DNAME, H5T_NATIVE_INT, space_id, ...);  
  
status = H5Dwrite(dset_id, H5T_NATIVE_INT, ..., H5P_DEFAULT);
```

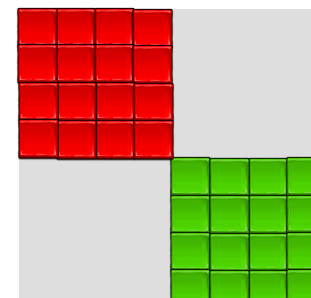
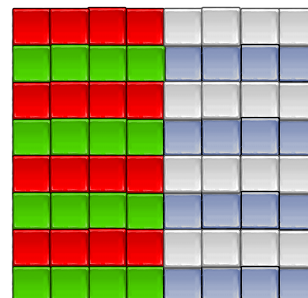
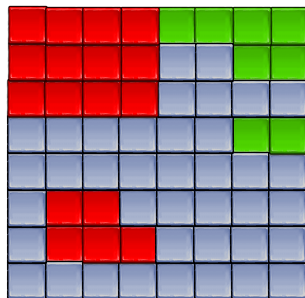
## Example of a PHDF5 C Program

A parallel HDF5 program has a few extra calls:

```
MPI_Init(&argc, &argv);  
...  
fapl_id = H5Pcreate(H5P_FILE_ACCESS);  
H5Pset_fapl_mpio(fapl_id, comm, info);  
file_id = H5Fcreate(FNAME, ..., fapl_id);  
space_id = H5Screate_simple(...);  
dset_id = H5Dcreate(file_id, DNAME, H5T_NATIVE_INT, space_id, ...);  
xf_id = H5Pcreate(H5P_DATASET_XFER);  
H5Pset_dxpl_mpio(xf_id, H5FD_MPIO_COLLECTIVE);  
status = H5Dwrite(dset_id, H5T_NATIVE_INT, ..., xf_id);  
...  
MPI_Finalize();
```

# General HDF5 Programming Parallel Model for raw data I/O

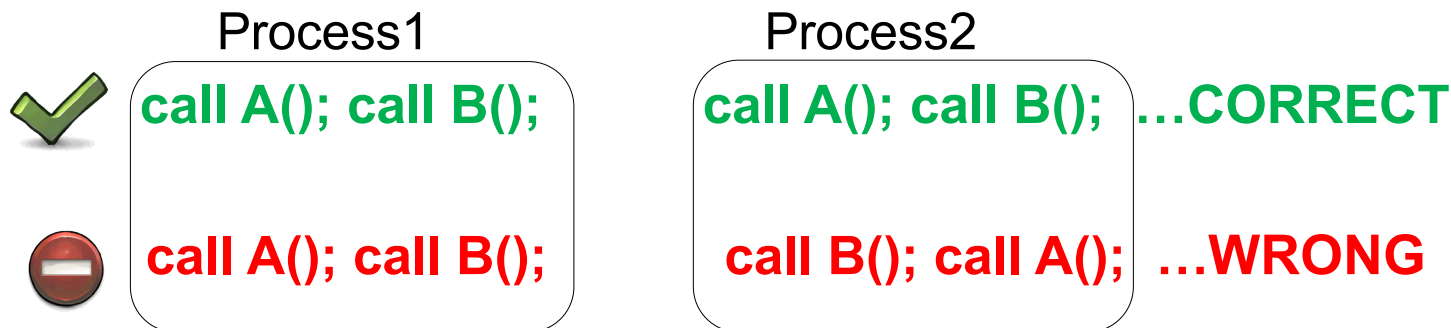
- Each process defines selections in memory and in file (aka HDF5 hyperslabs) using `H5Sselect_hyperslab`
- The hyperslab parameters define the portion of the dataset to write to
  - Contiguous hyperslab
  - Regularly spaced data (column or row)
  - Pattern
  - Blocks



- Each process executes a write/read call using selections, which can be either collective or independent

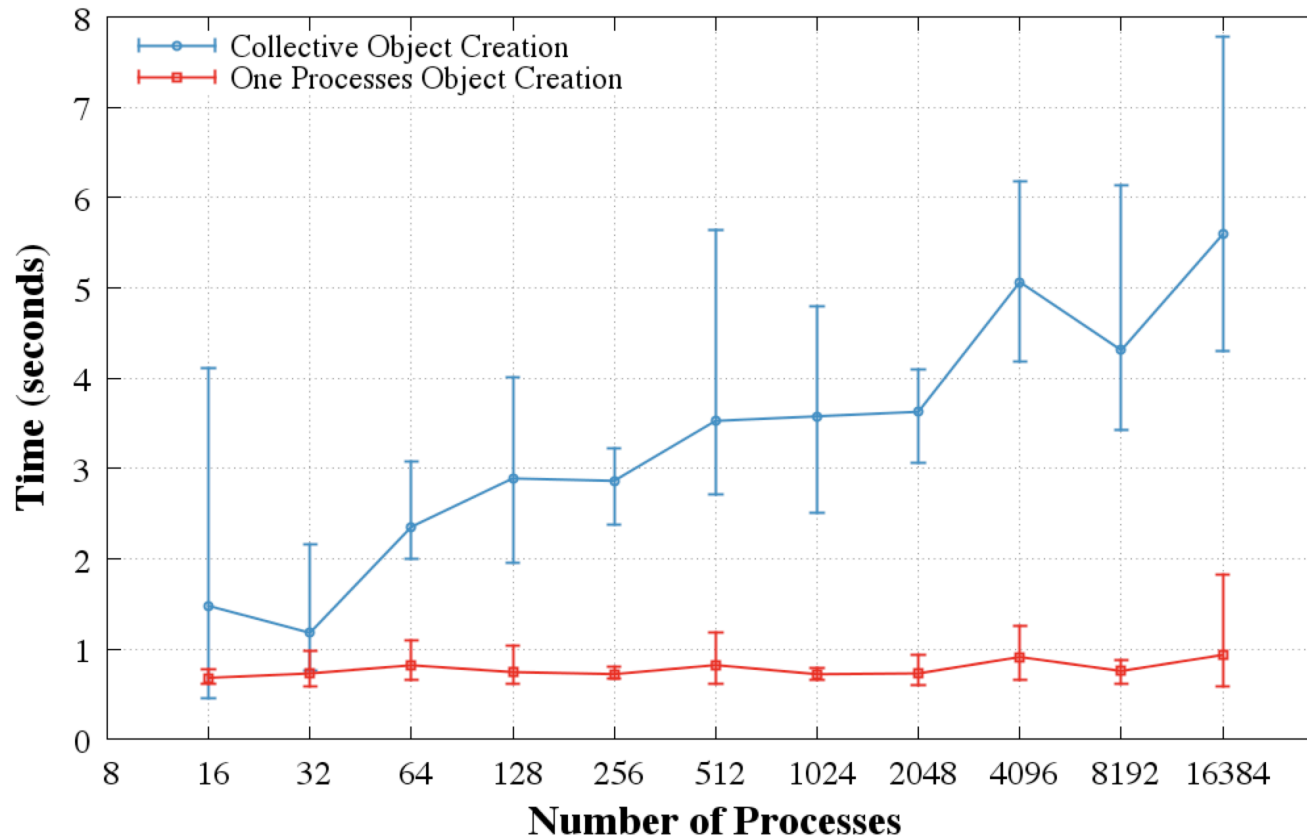
## Collective vs. Independent Operations

- MPI Collective Operations:
  - All processes of the communicator must participate, in the right order.  
E.g.,



- Collective operations are not necessarily synchronous, nor must they require communication
  - It could be that only internal state for the communicator changes
- Collective I/O attempts to combine multiple smaller independent I/O ops into fewer larger ops; neither mode is preferable *a priori*

# Object Creation (Collective vs. Single Process)



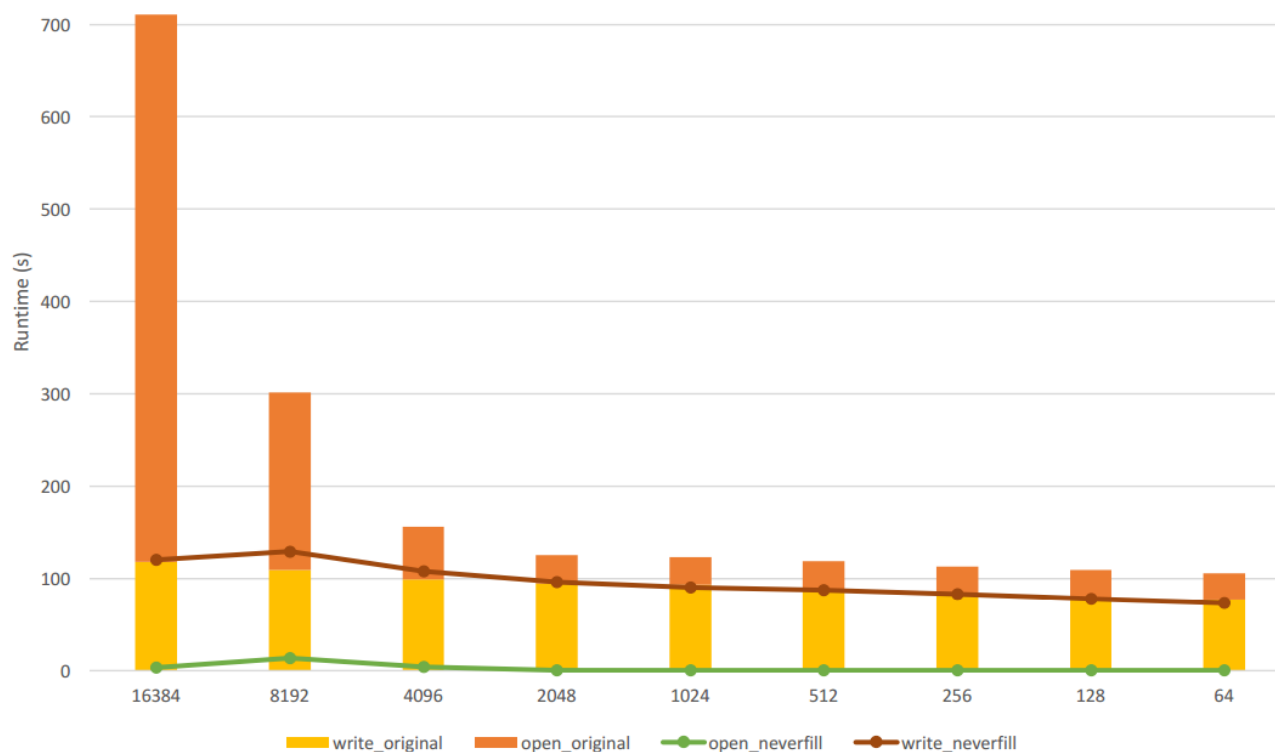


## **CAUTION:** Object Creation (Collective vs. Single Process)

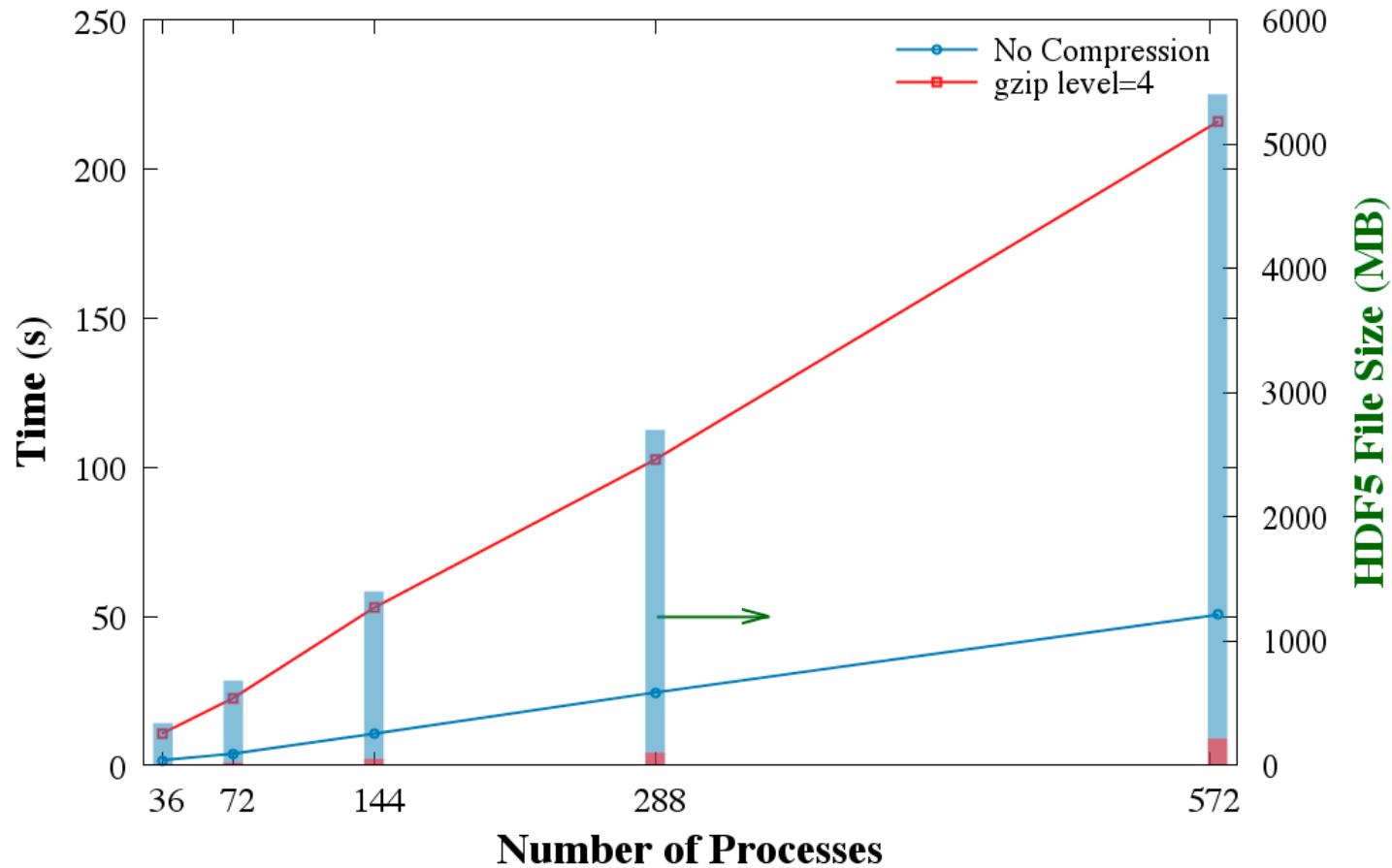
- In sequential mode, HDF5 allocates chunks incrementally, i.e., when data is written to a chunk for the first time.
  - Chunk is also initialized with the default or user-provided fill value.
- In the parallel case, chunks are always allocated when the dataset is created (not incrementally).
  - The more ranks there are, the more chunks need to be allocated and initialized/written, which manifests itself as a slowdown

# ⚠️ CAUTION: Object Creation (SEISM-IO, Blue Waters—NCSA)

✔️ Set HDF5 to never fill chunks (H5Pset\_fill\_time with H5D\_FILL\_TIME\_NEVER)



# Parallel Compression (HDF5 1.10.2 and later)



# **General HDF5 Best Practices Effecting Parallel Performance**

## Memory considerations

- **Open Objects**

- Open objects use up memory. The amount of memory used may be substantial when many objects are left open. Application should:
  - Delay opening of files and datasets as close to their actual use as is feasible.
  - Close files and datasets as soon as their use is completed.
  - If opening a dataspace in a loop, be sure to close the dataspace with each iteration, as this can cause a large temporary "memory leak".
- There are APIs to determine if objects are left open.  
[H5Fget\\_obj\\_count](#) will get the number of open objects in the file, and [H5Fget\\_obj\\_ids](#) will return a list of the open object identifiers.

## HDF5 Dataset I/O

- Issue large I/O requests
  - At least as large as file system block size
- Avoid **datatype conversion** ⓘ
  - Use the same data type in the file as in memory
- Avoid **dataspace conversion** ⓘ
  - One dimensional buffer in memory to two-dimensional array in the file

ⓘ Can break collective operations; check what mode was used [H5Pget\\_mpio\\_actual\\_io\\_mode](#), and why [H5Pget\\_mpio\\_no\\_collective\\_cause](#)

## HDF5 Dataset – Storage Type



- Use **contiguous storage** if no data will be added and compression is not used
  - Data will not be cached by HDF5
- Use **compact** storage when working with small data (<64K)
  - Data becomes part of HDF5 internal metadata and is cached (metadata cache)
- Avoid data duplication to reduce file sizes
  - Use links to point to datasets stored in the same or external HDF5 file
  - Use VDS to point to data stored in other HDF5 datasets

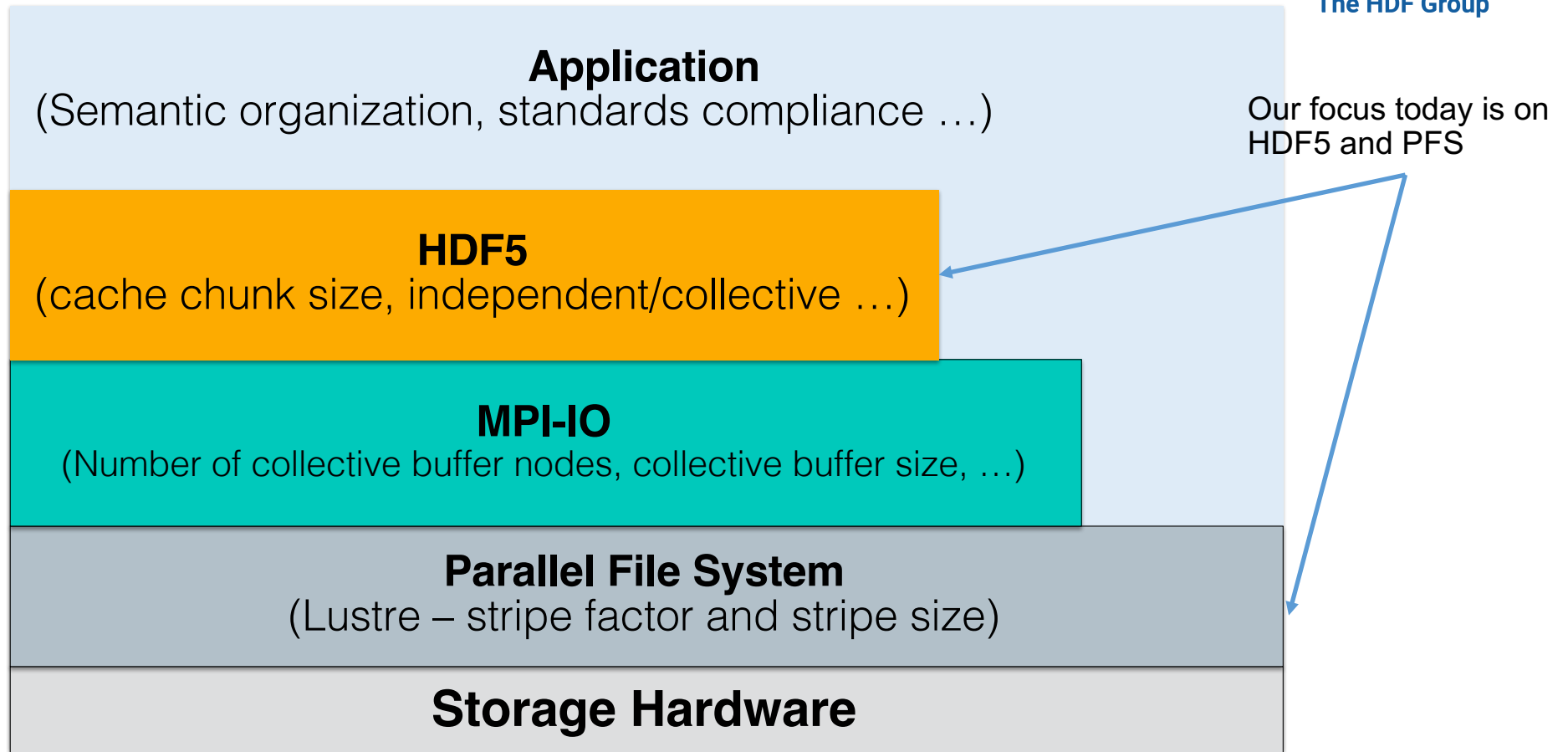
## HDF5 Dataset – Chunked Storage

- Chunking is required when using extensibility and/or compression and other filters
  - **I/O** is always performed **on a whole chunk**
  - Understand how **chunking cache** works
- <https://portal.hdfgroup.org/display/HDF5/Chunking+in+HDF5> and consider
- Do you access the same chunk often?
  - What is the best chunk size (especially when using compression)?

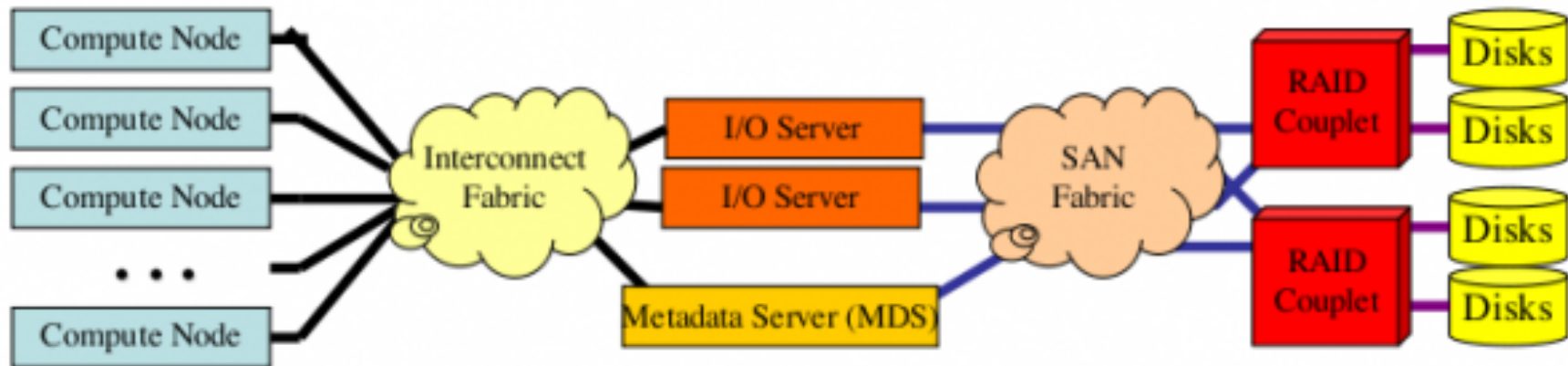


# HDF5 Parallel Performance

# Performance Tuning is a Multi-layer Problem



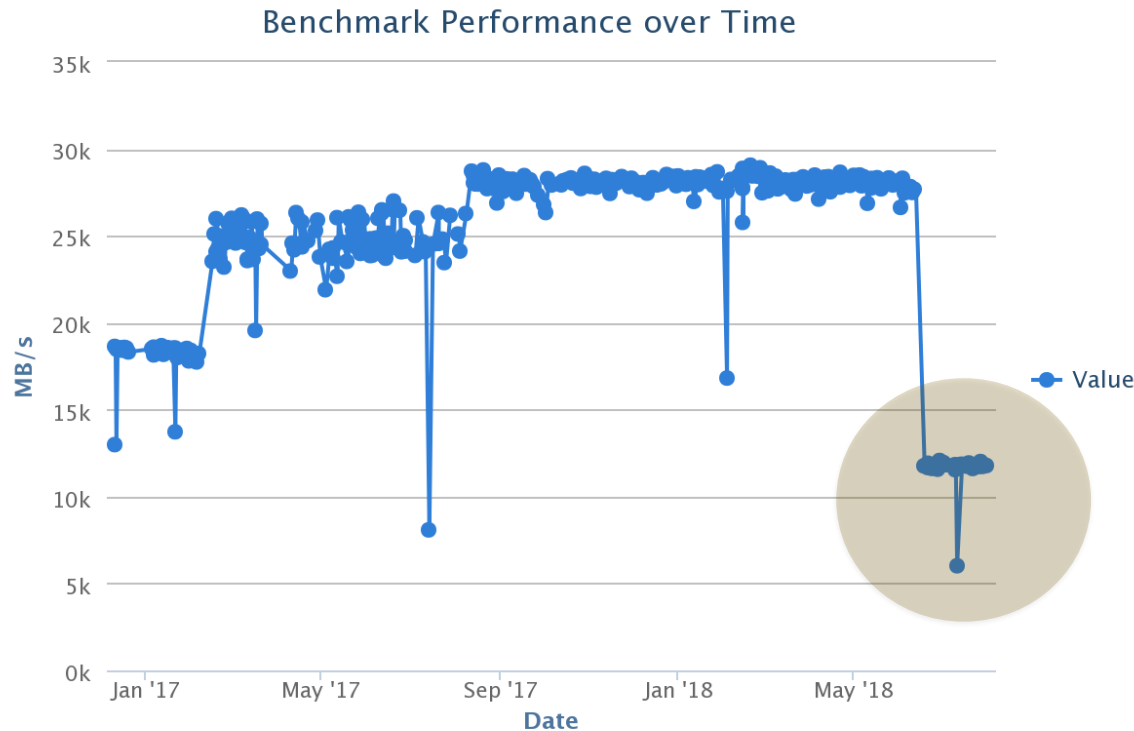
## Parallel File Systems – Lustre, GPFS, etc.



- Scalable, POSIX-compliant file systems designed for large, distributed-memory systems
- Uses a client-server model with separate servers for file metadata and file content

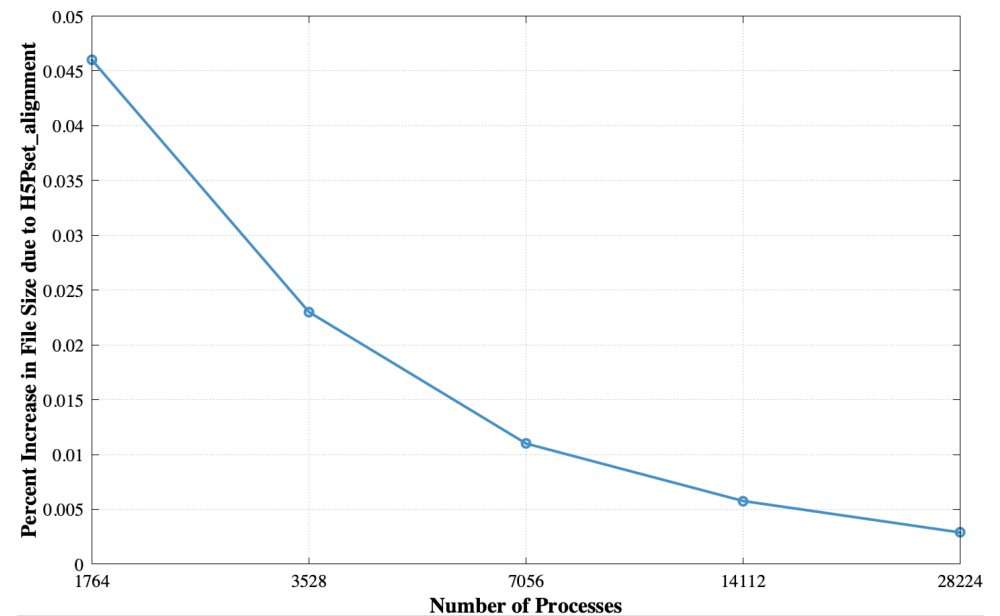
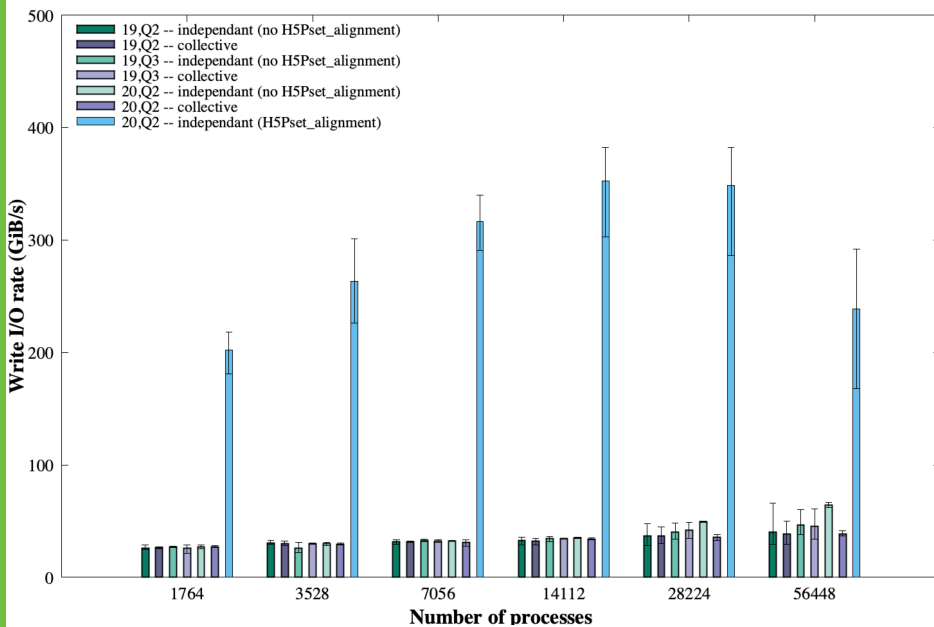
# Effects of Software/Hardware Changes

- Poor/Improved performance can be a result of FS changes
- Single shared file using MPI-IO performance degradation [Byna, NERSC].



# Effects of influencing object's in the file layout

- H5Pset\_alignment – controls alignment of file objects on addresses.



VPIC, Summit, ORNL

## How to pass hints to MPI from HDF5



- To set hints for MPI using HDF5, see: [H5Pset\\_fapl\\_mpio](#)
- Use the 'info' parameter to pass these kinds of low-level MPI-IO tuning tweaks.
- C Example – Controls the number of aggregators on GPFS:

```
MPI_Info info;
MPI_Info_create(&info); /* MPI hints: the key and value are strings */
MPI_Info_set(info, "bg_nodes_pset", "1");
H5Pset_fapl_mpio(plist_id, MPI_COMM_WORLD, info);
/* Pass plist_id to H5Fopen or H5Fcreate */
file_id = H5Fcreate(H5FILE_NAME, H5F_ACC_TRUNC, H5P_DEFAULT, plist_id);
```

**Use Case CGNS**

**Performance tuning**



- CGNS = Computational Fluid Dynamics (CFD) General Notation System
- An effort to standardize CFD input and output data including:
  - Grid (both structured and unstructured), flow solution
  - Connectivity, boundary conditions, auxiliary information.
- Two parts:
  - A standard format for recording the data
  - Software that reads, writes, and modifies data in that format.
- An American Institute of Aeronautics and Astronautics Recommended Practice



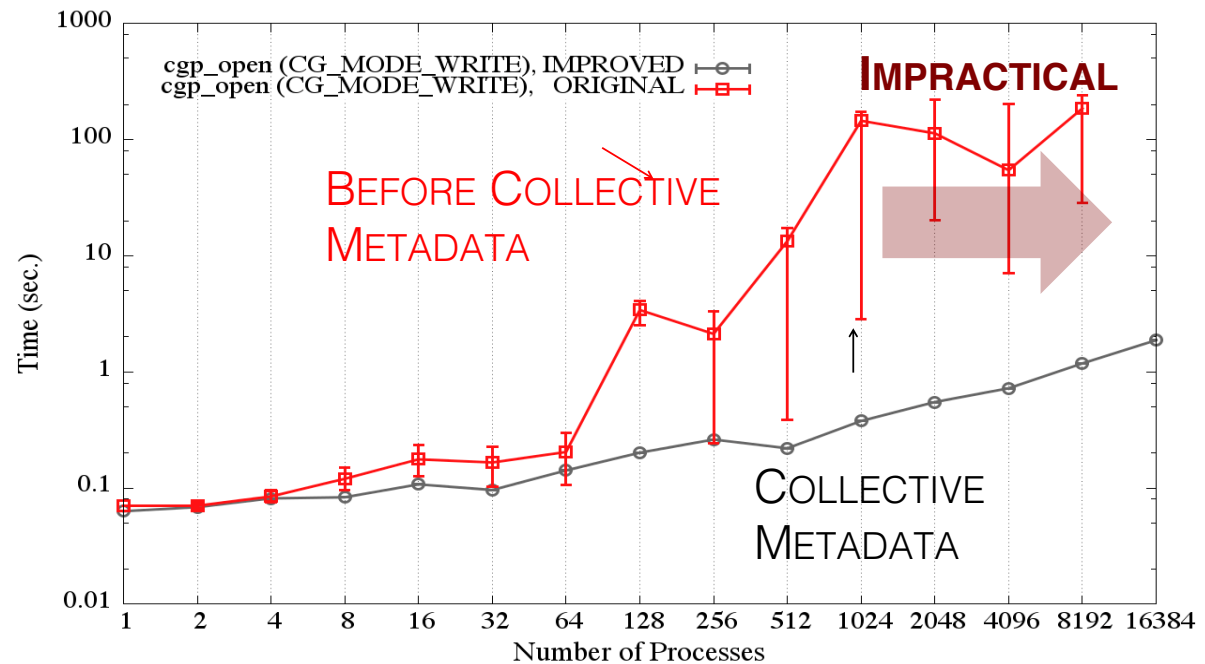


# Performance issue: Slow opening of an HDF5 File ...



- Opening an existing file
  - CGNS reads the entire HDF5 file structure, loading a lot of (HDF5) metadata
  - Reads occur independently on ALL ranks competing for the same metadata


↪ "Read Storm"




## Metadata Read Storm Problem (I)

- All metadata “write” operations are required to be collective:

```
if(0 == rank)
    H5Dcreate("dataset1");
else if(1 == rank)
    H5Dcreate("dataset2");
```




```
/* All ranks have to call */
H5Dcreate("dataset1");
H5Dcreate("dataset2");
```




- Metadata read operations are not required to be collective:

```
if(0 == rank)
    H5Dopen("dataset1");
else if(1 == rank)
    H5Dopen("dataset2");
```



```
/* All ranks have to call */
H5Dopen("dataset1");
H5Dopen("dataset2");
```



## HDF5 Metadata Read Storm Problem (II)

- HDF5 metadata read operations are treated by the library as independent read operations.
- Consider a very large MPI job size where all processes want to open a dataset that already exists in the file.
- All processes
  - Call `H5Dopen(“/G1/G2/D1”)`;
  - Read the same metadata to get to the dataset and the metadata of the dataset itself
    - IF metadata not in cache, THEN read it from disk.
  - Might issue read requests to the file system for the same small metadata.



Read Storm

## Avoiding a Read Storm

- ✓ Hint that metadata access is done collectively
  - `H5Pset_coll_metadata_write`, `H5Pset_all_coll_metadata_ops`
  - A property on an access property list
  - If set on the file access property list, then all metadata read operations will be required to be collective
  - Can be set on individual object property list
  - If set, MPI rank 0 will issue the read for a metadata entry to the file system and broadcast to all other ranks



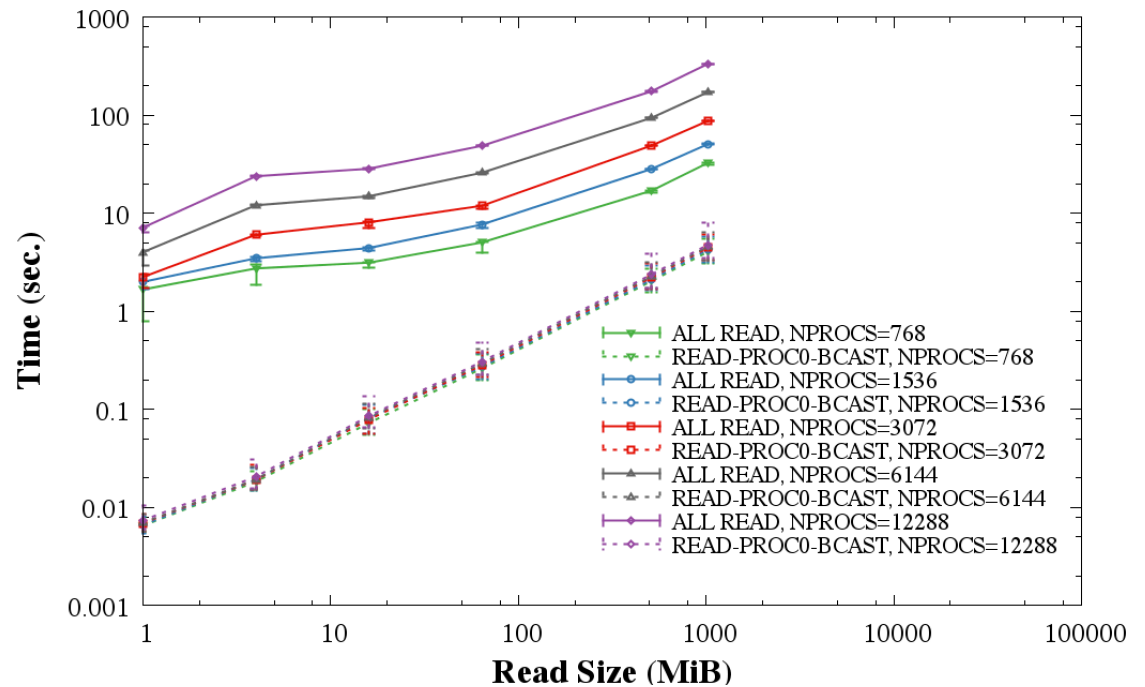
# Improve the performance of reading/writing H5S\_all selected datasets

## (1) New in HDF5 1.10.5

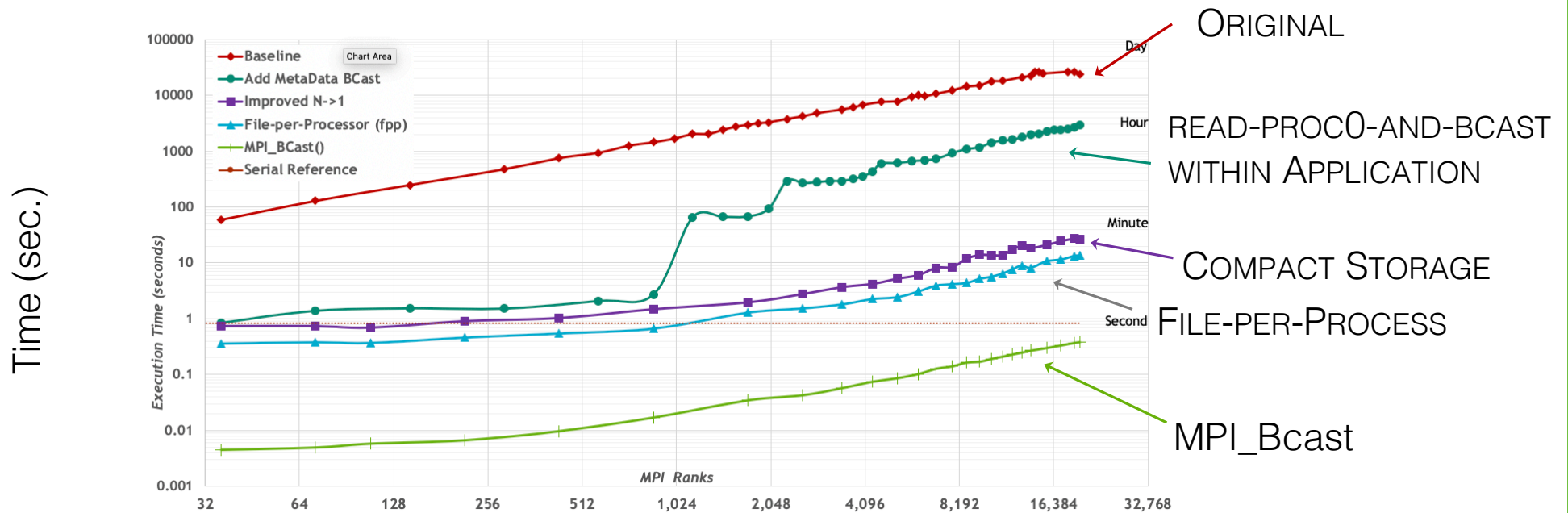
- If:
  - All the processes are reading/writing the same data
  - And the dataset is less than 2GB
- Then
  - The lowest process id in the communicator will read and broadcast the data or will write the data.

## (2) Use of compact storage, or

- For compact storage, this same algorithm gets used.



# SCALING OPTIMIZATIONS



Greg Sjaardema, Sandia National Labs



# **Diagnostics and Instrumentation Tools**

## I/O monitoring and profiling tools

- Two kinds of tools:
  - I/O benchmarks for measuring a system's I/O capabilities
  - I/O profilers for characterizing applications' I/O behavior
  - Profilers have to compromise between
    - A lot of detail → large trace files and overhead
    - Aggregation → loss of detail, but low overhead
- Examples of I/O benchmarks:
  - h5perf (in the HDF5 source code distro and binaries)
  - IOR <https://github.com/hpc/ior>
- Examples of profilers
  - Darshan <https://www.mcs.anl.gov/research/projects/darshan/>
  - Recorder <https://github.com/uiuc-hpc/Recorder>
  - TAU built with HDF5  
<https://github.com/UO-OACISS/tau2/wiki/Configuring-TAU-to-measure-IO-libraries>



## “Poor Man’s Debugging”

- Build a version of PHDF5 with

```
>_ ./configure --enable-build-mode=debug --enable-parallel ...
```

```
>_ setenv H5FD_mpio_Debug "rw"
```

- This allows the tracing of MPIIO I/O calls in the HDF5 library such as `MPI_File_read_xx` and `MPI_File_write_xx`
- You’ll get something like this...

# “Poor Man’s Debugging”(cont’d)

## Example - Chunked by Column

```

% setenv H5FD_mpio_Debug 'rw'
% mpirun -np 4 ./a.out 1000 # Indep., Chunked by column.
in H5FD_mpio_write mpi_off=0 size_i=96
in H5FD_mpio_write mpi_off=0 size_i=96
in H5FD_mpio_write mpi_off=0 size_i=96
in H5FD_mpio_write mpi_off=0 size_i=96
in H5FD_mpio_write mpi_off=3688 size_i=8000
in H5FD_mpio_write mpi_off=11688 size_i=8000
in H5FD_mpio_write mpi_off=27688 size_i=8000
in H5FD_mpio_write mpi_off=19688 size_i=8000
in H5FD_mpio_write mpi_off=96 size_i=40
in H5FD_mpio_write mpi_off=136 size_i=544
in H5FD_mpio_write mpi_off=680 size_i=120
in H5FD_mpio_write mpi_off=800 size_i=272

```

HDF5 metadata

Dataset elements

HDF5 metadata

## “Poor Man’s Debugging” (cont’d) Debugging Collective Operations

```
 setenv H5_COLL_API_SANITY_CHECK 1
```

- HDF5 library will perform an MPI\_Barrier() call inside each metadata operation that modifies the HDF5 namespace.
- Helps to find which rank is hanging in the MPI barrier

**Use Case**

**Tuning PSDNS with Darshan**

## Darshan (ECP DataLib team)



- Design goals:
  - Transparent integration with user environment
  - Negligible impact on application performance
- Provides aggregate figures for:
  - Operation counts (POSIX, MPI-IO, HDF5,<sup>i</sup> PnetCDF)
  - Datatypes and hint usage
  - Access patterns: alignments, sequentially, access size
  - Cumulative I/O time, intervals of I/O activity
- An excellent starting point

 New feature in Darshan 3.2.0+

## Darshan Use-Case (Blue Waters, NCSA)



- PSDNS code solves the incompressible Navier-Stokes equations in a periodic domain using pseudo-spectral methods.
- Uses custom sub-filing by collapsing the 3D in-memory layout into a 2D arrangement of HDF5 files
- Uses virtual dataset which combines the datasets distributed over several HDF5 files into a single logical dataset



Slow read times.



Ran experiments on 32,768 processes with **Darshan 3.1.3** to create an I/O profile.

## Darshan Use-Case (Blue Waters, NCSA)

...  
total\_POSIX\_SIZE\_READ\_0\_100: 196608  
total\_POSIX\_SIZE\_READ\_100\_1K: 393216  
total\_POSIX\_SIZE\_READ\_1K\_10K: 617472  
total\_POSIX\_SIZE\_READ\_10K\_100K: 32768  
total\_POSIX\_SIZE\_READ\_100K\_1M: 2097152  
total\_POSIX\_SIZE\_READ\_1M\_4M: 0  
total\_POSIX\_SIZE\_READ\_4M\_10M: 0  
total\_POSIX\_SIZE\_READ\_10M\_100M: 0  
total\_POSIX\_SIZE\_READ\_100M\_1G: 0  
total\_POSIX\_SIZE\_READ\_1G\_PLUS: 0

...  
 Large numbers of reads of only small amounts of data.

 Multiple MPI ranks independently read data from a small restart file which contains a virtual dataset.

## Darshan Use-Case (Blue Waters, NCSA)



“Broadcast” the restart file:

1. Rank 0: read the restart file as a byte stream into a memory buffer.
2. Rank 0: broadcasts the buffer.
3. All MPI ranks open the buffer as an HDF5 *file image*, and proceed as if they were performing reads against an HDF5 file stored in a file system.

Eliminates the “read storm”,

....

```
total_POSIX_SIZE_READ_0_100: 6
total_POSIX_SIZE_READ_100_1K: 0
total_POSIX_SIZE_READ_1K_10K: 0
total_POSIX_SIZE_READ_10K_100K: 2
total_POSIX_SIZE_READ_100K_1M: 0
total_POSIX_SIZE_READ_1M_4M: 0
total_POSIX_SIZE_READ_4M_10M: 0
total_POSIX_SIZE_READ_10M_100M: 0
total_POSIX_SIZE_READ_100M_1G: 32768
total_POSIX_SIZE_READ_1G_PLUS: 0
```



## Use Case

**Tuning HACCC (Hardware/Hybrid Accelerated Cosmology Code)  
with Recorder**

# Recorder



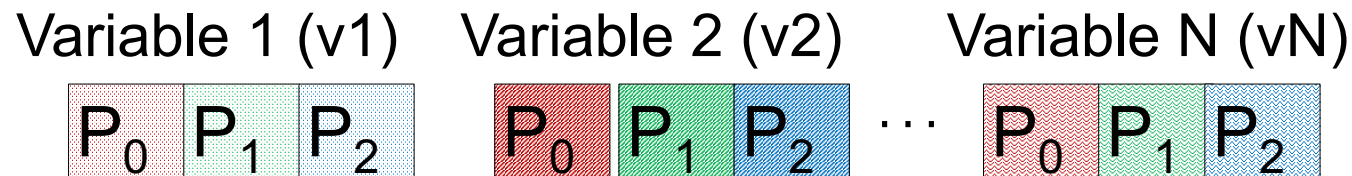
- Multi-level I/O tracing library that captures function calls from HDF5, MPI and POSIX.
- It keeps every function and its parameters. Useful to exam access patterns.
- Built-in visualizations for access patterns, function counters, I/O sizes, etc.
- Also reports I/O conflicts such as write-after-write, write-after-read, etc. Useful for consistency semantics check (File systems with weaker consistency semantics).

Wang, Chen, Jinghan Sun, Marc Snir, Kathryn Mohror, and Elsa Gonsiorowski. "Recorder 2.0: Efficient Parallel I/O Tracing and Analysis." In IEEE International Workshop on High-Performance Storage (HPS), 2020.

<https://github.com/uiuc-hpc/Recorder>

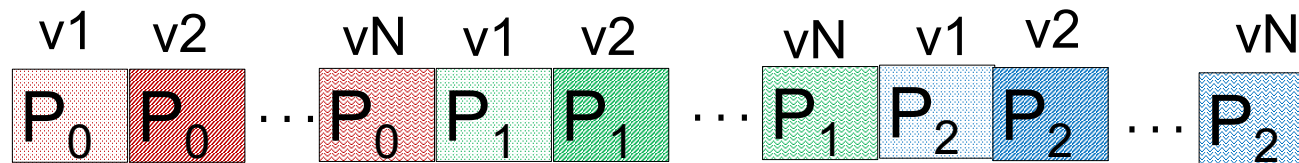
## Write Pattern Effects – Data location in the file

Pattern 1 – HDF5 pattern



Variables are **contiguously** stored in the file

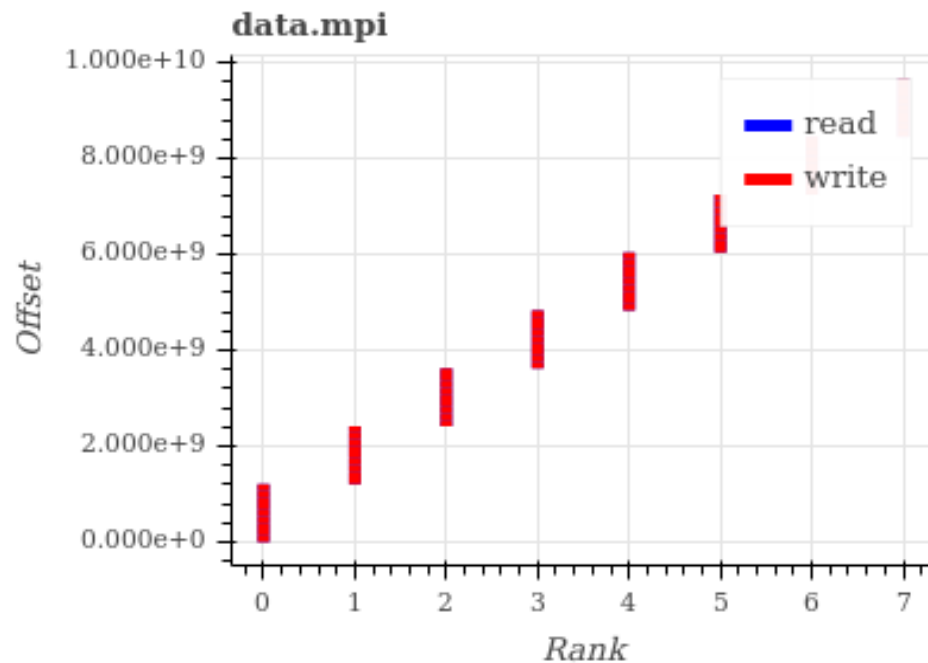
Pattern 2 – MPI-IO pattern (or HDF5 compound datatype)



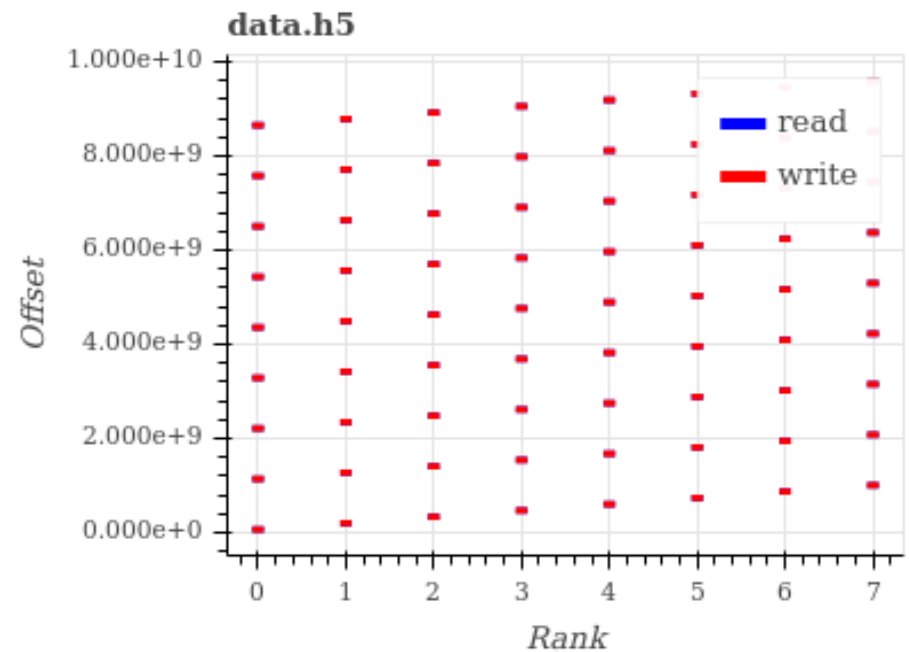
Variables are **interleaved** in the file

# HACC-IO: MPI vs HDF5, why HDF5 is slow?

Example of access patterns with 8 ranks writing 9GB.

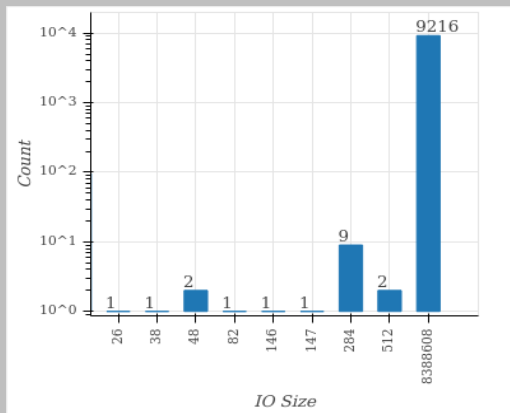
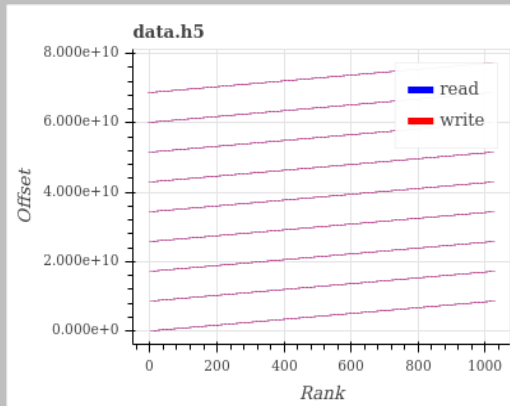


MPI-IO Access Pattern

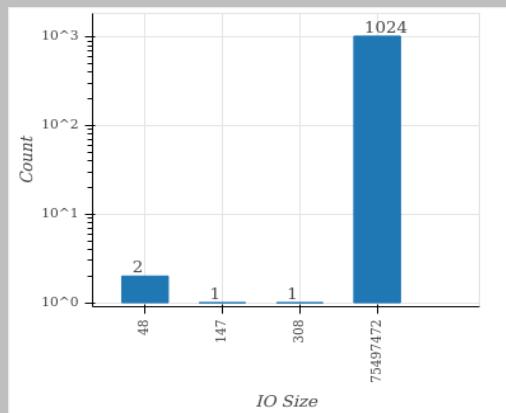
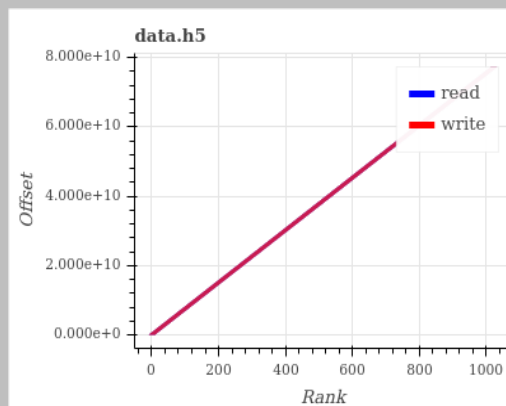


HDF5 with individual dataset

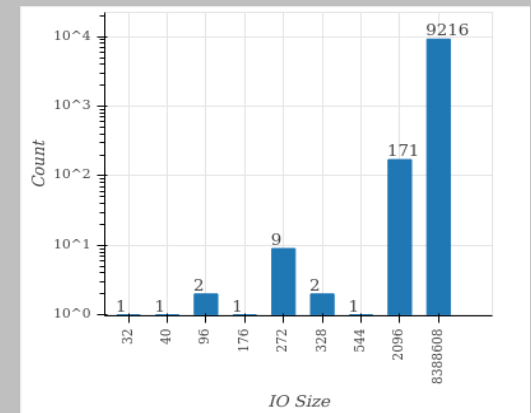
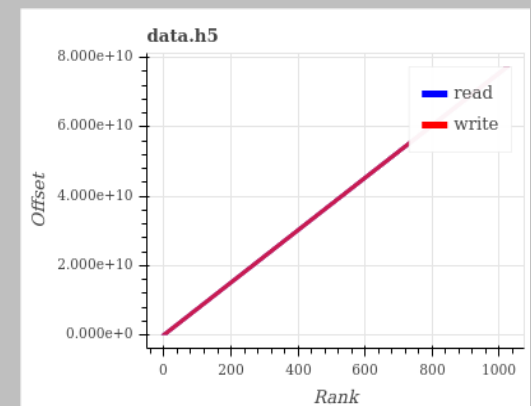
# HACC-IO: HDF5 access patterns



HDF5 with individual dataset



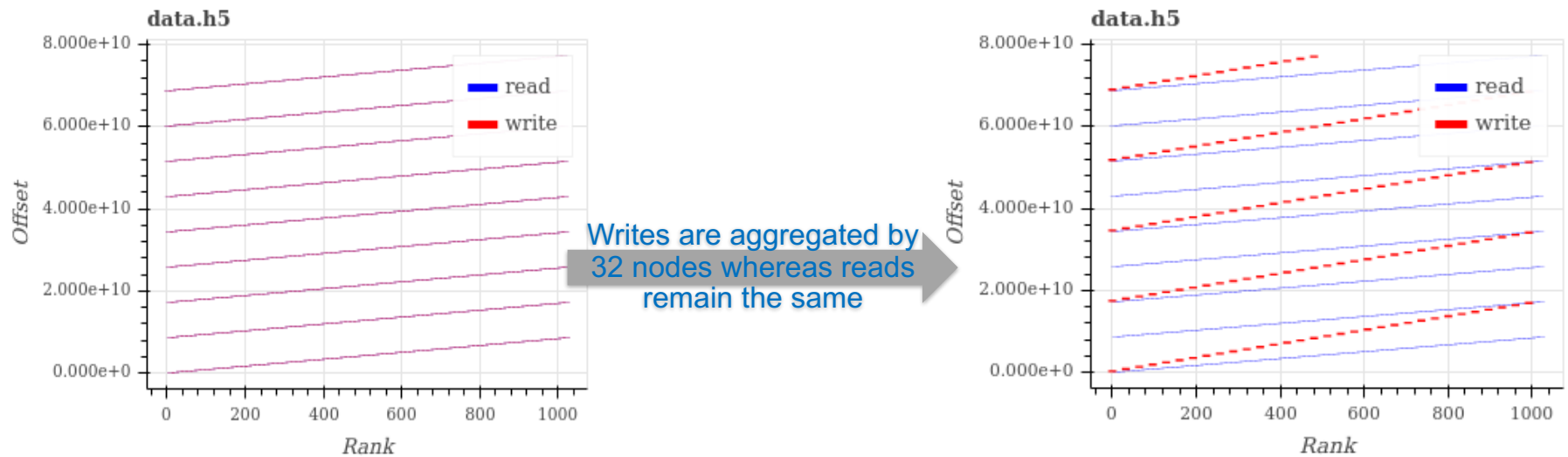
HDF5 with compound datatype



HDF5 with allocate multi

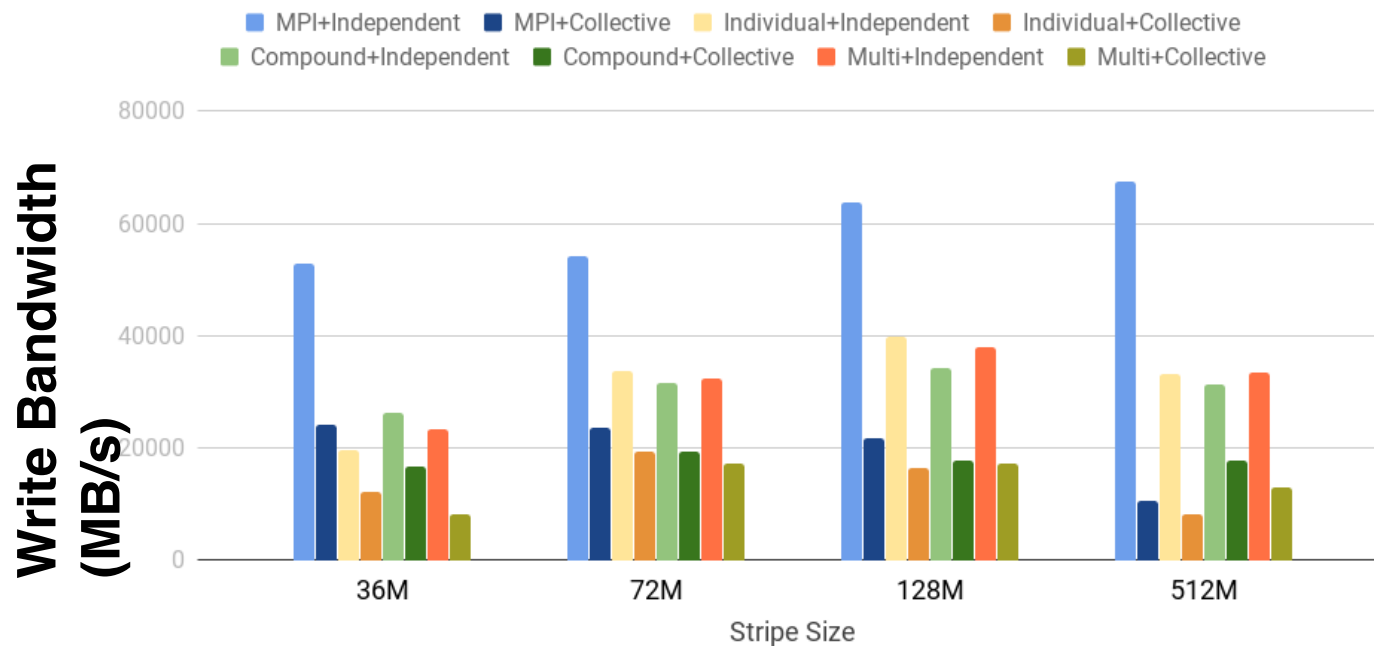
# HACC-IO: access patterns of HDF5 with collective I/O

- Will Collective I/O make the access pattern (on the left) of individual dataset better?
  - Problem size: 8GB per variable, 72GB in total
  - Lustre config: Stripe count 32, Stripe Size 512M
  - Each rank writes 9 variables
  - The size of each write is  $8\text{GB}/1024\text{ Processes} = 8\text{MB}$
- ROMIO:
  - romio\_cb\_read/write = automatic
  - **"When set to automatic, ROMIO will use heuristics to determine when to enable the optimization."**



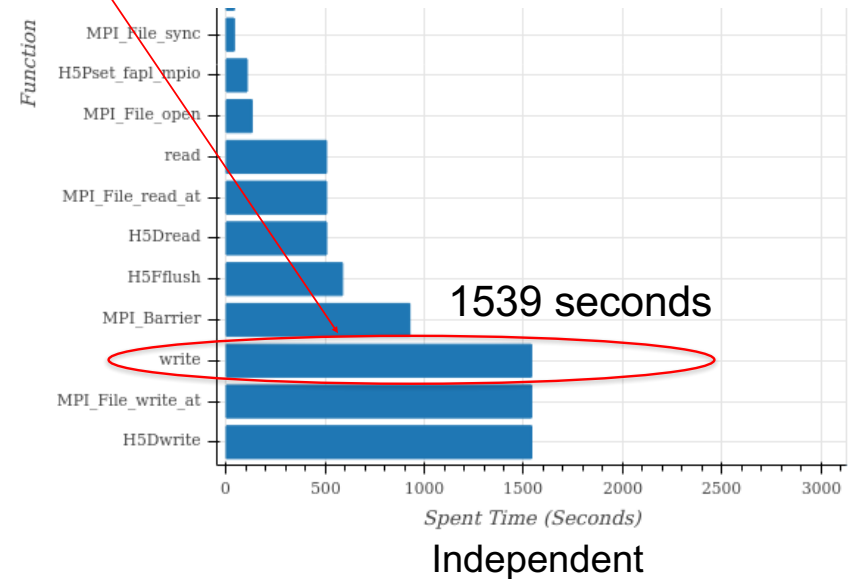
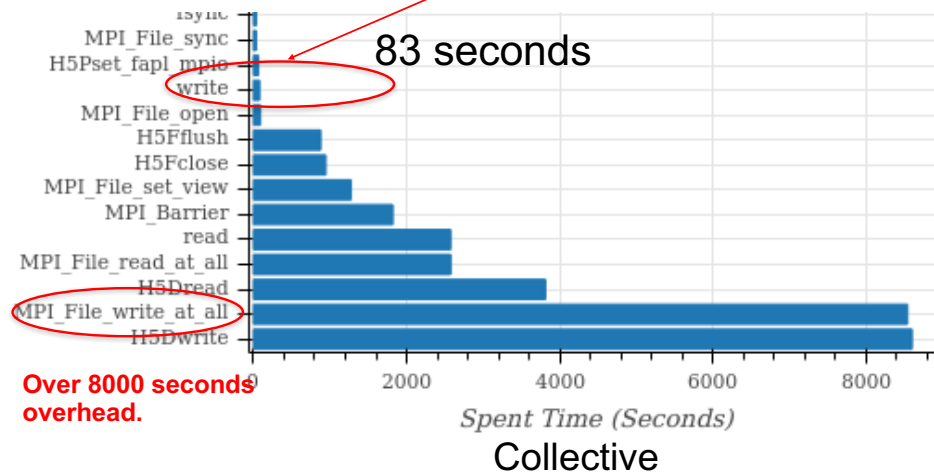
# Interleaved is not always better, and neither is collective IO

- Write bandwidth with different stripe size.
- Individual dataset is better when using large stripe sizes.



# Interleaved is not always better, and neither is collective IO

- When the request size is big, the collective communication overhead increases and the benefits from collective I/O becomes limited.
- Request size is 8MB in our case.
- Collective writes are indeed much faster: 83 seconds vs 1539 seconds in independent mode.
- However, the cost for communication is too high

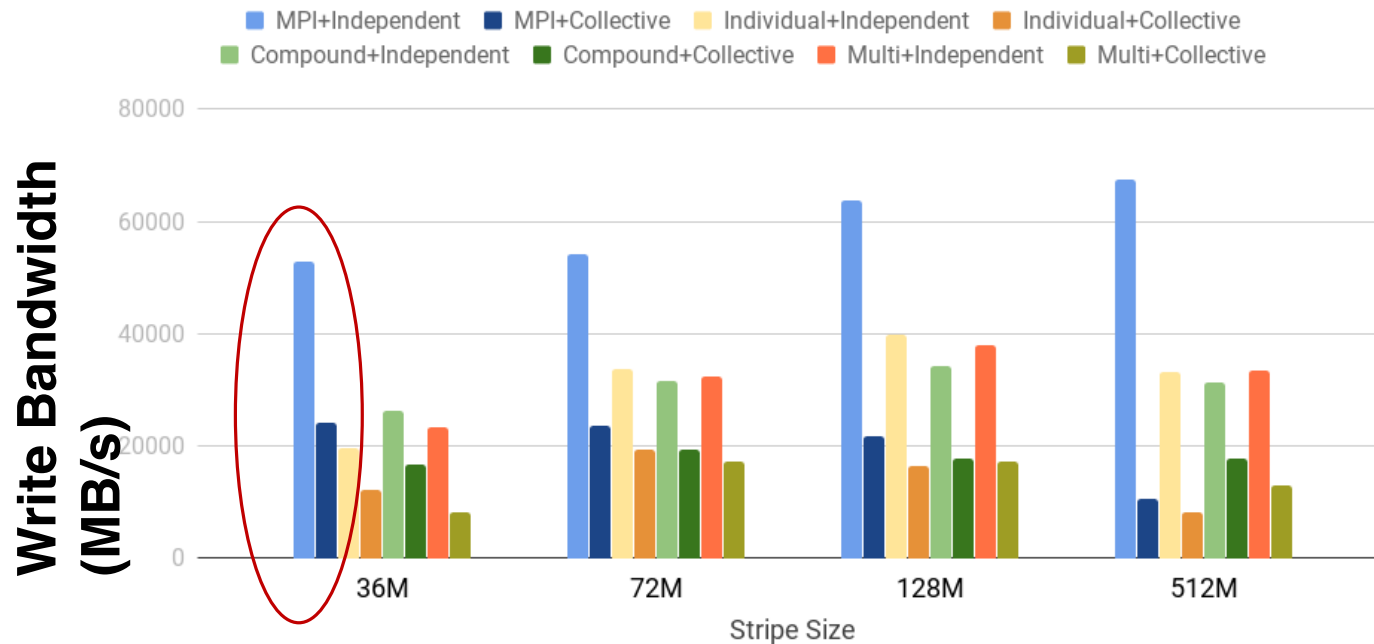


Accumulated time spent on each function



# Interleaved is not always better, and neither is collective IO

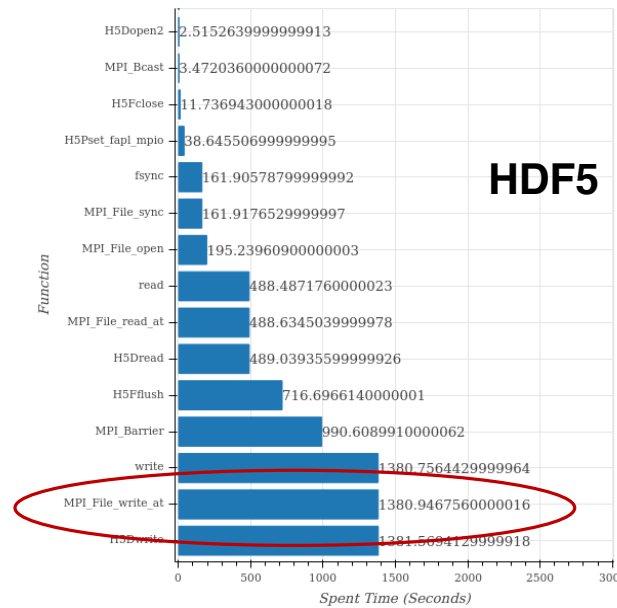
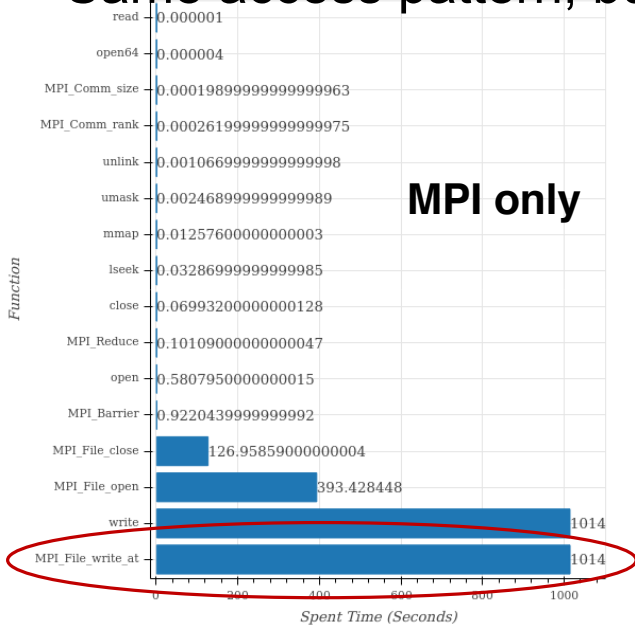
- Write bandwidth with different stripe size.
- Individual dataset is better when using large stripe sizes.



# HACC-IO: MPI vs HDF5



- Same access pattern, but why MPI is faster?



*MPI\_File\_write\_at* is slower in HDF5?

```

7093442 7093810 0 H5Dopen2 ['dset_id', 'id', '0']
7093820 7093856 0 H5Sselect_hyperslab ['file_space_id', '0', '0x7fffffff280', '(nil)', '0x7fffffff288', '(nil)']
7093859 7093860 0 H5Sselect_hyperslab ['mem_space_id', '0', '0x7fffffff290', '(nil)', '0x7fffffff298', '(nil)']
7093864 7147935 0 H5Dwrite ['dset_id', 'H5T_NATIVE_DOUBLE', 'mem_space_id', 'file space_id', '0', '0x2aaacae4b010']
7094119 7147912 0 MPI File write at ['0x8a6c58', '2048', '0x2aaacae4b010', '8388608', 'MPI_BYTE', '0x7fffffff93c0']
7094136 7094142 0 lseek ['8', '2048', '0']
7094144 7147900 0 write ['8', '0x2aaacae4b010', '8388608']
7147940 7148015 0 H5Dclose ['dset_id']
    
```

- HDF5 writes 2048 bytes metadata at the beginning of the file.
- This causes the alignment issue for the data writes.

## Need help ?



- HDF Knowledge base <https://portal.hdfgroup.org/display/knowledge/Parallel+HDF5>
- HDF-FORUM <https://forum.hdfgroup.org/>
- HDF Helpdesk [help@hdfgroup.org](mailto:help@hdfgroup.org)

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**THANK YOU!**

Questions & Comments?