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Using ATLAS@Home to exploit extra CPU from busy grid sites

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Abstract Grid computing typically provides most of the data processing resources for large High Energy Physics experiments. However typical grid sites are not fully utilized by regular workloads. In order to increase the CPU utilization of these grid sites, the ATLAS@Home volunteer computing framework can be used as a backfilling mechanism. Results show an extra 15% to 42% of CPU cycles can be exploited by backfilling grid sites running regular workloads while the overall CPU utilization can remain over 90%. Backfilling has no impact on the failure rate of the grid jobs, and the impact on the CPU efficiency of grid jobs varies from 1% to 11% depending on the configuration of the site. In addition the throughput of backfill jobs in terms of CPU time per simulated event is the same as for resources dedicated to ATLAS@Home. This approach is sufficiently generic that it can easily be extended to other clusters.

Keywords BOINC · ATLAS@Home · CPU Utilization · grid site · backfilling

1 Introduction

Large High Energy Physics (HEP) experiments require a huge amount of computing resources for their data processing [1][2]. The ATLAS experiment is the largest of the LHC experiments in terms of computing resources and its computing infrastructure [3][4] is built on grid computing. ATLAS jobs are a mixture of single-core and multi-core [5] workflows which typically use between 4 and 12 cores on a single node (depending on site configuration). The real time computing resources available to ATLAS in 2018 from grid sites are around 2.5 million HEPSPEC06[1] [6]. ATLAS also uses an increasing level of opportunistic computing resources such as clouds, High Performance Computing[7] and volunteer computing.

Even though grid sites provide 75% of the total computing resources to ATLAS, opportunistic computing resources play an important role. One such resource is the volunteer computing project ATLAS@Home[8][9] which uses the BOINC[10][11] middleware to harness worldwide heterogeneous volunteer computers. The ATLAS@Home project is integrated into the ATLAS workload management system PanDA[12][13], and processes ATLAS simulation tasks[14][15]. Simulation is a CPU-intensive task which on average consumes over half of the wall time of the ATLAS CPUs.

Most grid sites are clusters managed by batch systems such as HTCondor[16], SLURM[17] and PBS[18], and the scale of the sites ranges from a few hundred to tens of thousands of cores. However, when the CPU time utilization of several ATLAS grid sites was measured, results showed that none of these clusters were being fully used. In other words, both the wall time utilization and CPU time utilization rates were not as high as expected. This means a significant percentage

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[1] HEPSPEC06 is the HEP-wide benchmark for measuring CPU performance and the official CPU performance metric used by the Worldwide LHC Computing Grid. The average performance of one CPU core is around 10 HEPSPEC06 for the ATLAS grid sites.

of cluster resources were being wasted, hence the need to seek solutions to improve the CPU time utilization.

The rest of this paper is organized as follows: Section 2 analyzes the CPU time utilization of the ATLAS grid sites, Section 3 introduces a new method of backfilling the grid sites, Section 4 presents results of backfilling two ATLAS grid sites, Section 5 measures the impact of backfilling and Section 6 concludes.

2 Utilization of grid sites

2.1 Analysis from the ATLAS job archive

In order to understand the utilization rate of grid sites, a few example sites from ATLAS are studied. The selected sites are of different scale and locations and they are dedicated to ATLAS, so the CPU time and wall time of ATLAS jobs is representative of the overall usage of the clusters. CPU efficiency (ϵ_{CPU}) is used to measure the efficiency of the jobs, and wall time utilization (u_{wall}) and CPU time utilization (u_{cpu}) measure how fully these clusters are being utilized. Assuming that in a given period M days, the total wall time (in seconds) of all jobs is T_{wall}, the total CPU time (in seconds) of all jobs is T_{CPU}, and the total number of available cores of the site is N_{core}, then:

$$u_{\mathrm{wall}} = \frac{T_{\mathrm{wall}}}{3600 \times 24 \times M \times N_{\mathrm{core}}} \quad (1)$$

$$u_{\mathrm{cpu}} = \frac{T_{\mathrm{cpu}}}{3600 \times 24 \times M \times N_{\mathrm{core}}} \quad (2)$$

$$\epsilon_{\mathrm{CPU}} = \frac{T_{\mathrm{cpu}}}{T_{\mathrm{wall}}} \quad (3)$$

Table 1 The average utilization of typical ATLAS grid sites over a period of 100 days

Site	Amount of Cores	Avg. u_{wall}	Avg. u_{wall}	Avg. ϵ_{CPU}
BEIJING	634	68%	55%	81%
TOKYO	6144	85%	72%	85%
SiGNET	5288	88%	68%	77%
MWT2	16250	83%	70%	84%
AGLT2	10224	72%	61%	84%

As shown in Table 1, 5 ATLAS sites were chosen from Asia, North America and Europe. They have different scales in terms of the number of cores, and they use different local batch systems. From the selected sites, the average u_{wall} is around 85%, and the corresponding u_{cpu} is around 70%. Ideally, u_{wall} should be close to 100%, but there are several reasons why grid sites cannot achieve this, as follows.

(1) Sites often have downtime for scheduled maintenance or unexpected problems.

(2) The inefficiency of both the grid scheduling system and local batch systems. In the ATLAS case, the central PanDA scheduling system is rather conservative, and sites are assigned fewer jobs during the periods before and after downtimes.

(3) Over 50% of the ATLAS worker nodes run multi-core jobs which have lower CPU efficiency compared to the single-core jobs. This is due to the fact that certain stages of the multi-core job can only use a single core and hence leave the other allocated cores idle.

(4) Sites with fixed partitioning of worker nodes between single-core and multi-core ATLAS jobs can have idle worker nodes when the mix of workloads assigned to the site does not well match the partition well.

(5) For sites configured to mix single and multi-core jobs on the same worker nodes, the multi-core jobs may need to wait for a number of single-core jobs to finish in order to obtain the number of cores they require.

In the best case, even if the site has 100% u_{wall}, u_{cpu} would still be less than 100% because the CPU efficiency of the jobs is always less than 100%, so the CPU time utilization is always lower than wall time utilization. Different types of job demonstrate different CPU efficiency.

2.2 Observation from site's local monitoring

Using local monitoring tools to look at the CPU time utilization of single worker nodes in different periods, it was observed that in the long run, the CPU time utilization of the worker nodes was not as high as expected.

As shown in Fig. 1, on a worker node for the ATLAS BEIJING site, the CPU time utilization of grid jobs (in green) can reach 91% over a 24 hour period, because this worker node is running highly CPU efficient simulation jobs. But on the same worker node, looking over a period of two weeks, the CPU time utilization is only 69%. This is because the site had two scheduled downtimes in those two weeks, and also because of the inefficiency of the job scheduling and the jobs.

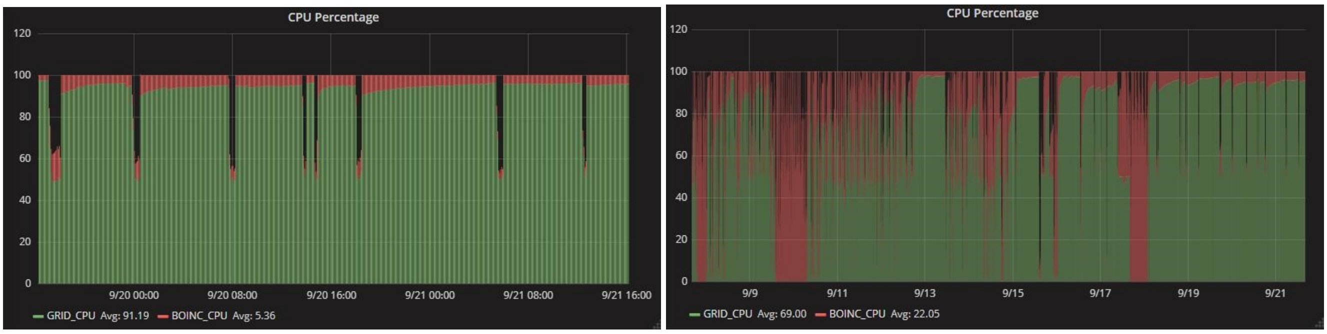

Fig. 1 CPU utilization on one node over one day (left) and two weeks (right). Green: grid jobs, red: BOINC jobs

3 Using ATLAS@Home to backfill the sites

3.1 The basic idea

From section 2, it can be seen that with the traditional batch system assignment of one job slot per core, the CPU cycles can never be 100% utilized due to the job CPU efficiency. The key is to have more than one job slot on each core, but jobs must have different priorities, otherwise more wall time and CPU time would be wasted on the scheduling of CPU cycles between different jobs at the operating system level. In addition, sites use different batch systems so it is not easy to implement a universal configuration for all batch systems, and some batch systems may not support the feature of defining more than one job slot per core and assigning different priorities to different jobs.

Using ATLAS@Home meets the above requirements in terms of being independent from the sites' local batch system and having the ability to use different job priorities.Using the ATLAS@Home platform to run ATLAS@Home jobs in the background of the regular grid job workload effectively exploits CPU cycles which can not be fully utilized by the grid jobs.

3.2 The advantages of ATLAS@Home jobs

When ATLAS@Home started it was aimed towards the general public, most of whom were running hosts with the Microsoft Windows operating system. Therefore it was developed to use virtualization to provide the required Linux-based computing environment (operating system, and dependent software installation). Later, as more and more Linux hosts joined the project, containerization and native running were developed to replace virtualization on Linux hosts. This improved the average CPU efficiency of the ATLAS@Home jobs by up to 10% and is also more lightweight to deploy as it does not require the pre-installation of virtualization software.

Like many volunteer computing projects, the ATLAS@Home project uses the BOINC middleware to manage job distribution to volunteer hosts. A BOINC project defines jobs in a central server, and volunteers install the BOINC client software and configure it to pull jobs from the servers of the projects to which they would like to contribute. A grid site wishing to run ATLAS@Home installs the BOINC client on its worker nodes and configures it to take jobs from the ATLAS BOINC server. In this paper "BOINC jobs" are defined as the jobs which BOINC controls on a worker node (as opposed to grid jobs controlled by a batch system), whereas ATLAS@Home is the general framework for volunteer computing in ATLAS.

One key feature of BOINC is that the processes are set to the lowest priority in the operating system, so they only use CPU cycles when they are not being used by any other higher priority processes. In particular, for Linux systems it uses the non-preempt scheduling[19] mechanism for CPU cycles, which means the higher priority processes will always occupy the CPU unless they voluntarily release it. This feature guarantees that starting low priority processes, such as all the processes spawned by the BOINC jobs, will not increase the wall time of the higher priority processes due to switching CPU cycles between processes. Hence BOINC should not impact the CPU efficiency of the higher priority grid jobs. Of course, the CPU efficiency might be lower due to the memory contention of both jobs (overflowing of memory into swap space can prolong the wall time of the jobs).

Another advantage of using BOINC to add the extra job slots is that these jobs are from two different batch systems: the higher priority jobs from the local batch system of the cluster, and the lower priority jobs from BOINC. They are invisible to each other, and the local batch system does not know the BOINC jobs exist, so it will still send as many jobs as it is configured to. In other words, this does not affect the wall time utilization of the higher priority grid jobs.

BOINC provides a convenient way to schedule payloads to the worker node because it is already fully integrated into ATLAS distributed computing systems. Alternative methods of over-committing resources would require either requesting sites to re-configure batch systems to allow over-commit, or developing a way to schedule jobs behind the batch system - essentially duplicating BOINC's functionality.

The multi-core simulation jobs of ATLAS@Home use very little memory (less than 300 MB per core for 12-core jobs), and the majority of ATLAS grid jobs (except for special jobs requiring higher memory) use less than 1.5GB memory per core. This means that grid jobs and BOINC jobs usually have enough memory to co-exist on the same worker node, and the BOINC jobs can also be kept in memory while they are suspended (if for example no CPU cycles are available). Therefore the BOINC jobs do not get preempted even if the grid jobs are using 100% of the CPU, hence no CPU cycles are wasted.

There is on-going work to integrate ATLAS@Home with the ATLAS Event Service [20], a framework which reduces the granularity of processing from the job-level to the event-level. Events are uploaded to grid storage as they are produced which make it ideal for opportunistic resources where jobs may be terminated at any point. For ATLAS@Home it will be useful in cases where memory requirements are tighter and BOINC jobs cannot be held in memory, so that when a BOINC job is preempted only the current event being processed is lost.

4 The harvest from the grid sites

The ATLAS@Home backfill method was tested on two ATLAS grid sites. The first is a small site in China (BEIJING) which has 464 cores and PBS as its batch system, and the second is a large site in Canada (TRIUMF) which has 4816 cores and HTCondor as its batch system. Both sites are dedicated to ATLAS, so the ATLAS job measurements can serve as an overall measure of the sites' efficiency. The BOINC software was deployed on both clusters, and the worker nodes received jobs from ATLAS@Home to run in the background while the grid jobs were also running. In order to compare the difference, the CPU time utilization and wall time utilization defined in section 2.1 are used.

4.1 Results from the BEIJING site

Backfilling was started on the BEIJING site in September 2017. Results from both ATLAS job monitoring and local monitoring during this period suggest that the CPU time exploited by BOINC is dependent on the wall time and CPU time utilization of the grid jobs. In addition to the u_{cpu}, u_{wall} and ϵ_{CPU} metrics defined in section 2.1, an additional metric f_s was used to measure the effect of BOINC jobs on the success rate of grid jobs. f_s is defined as the ratio between successful jobs and total jobs.

Table 2 Utilization of BEIJING site in a busy week

	f_s	ϵ_{CPU}	u_{cpu}	u_{wall}
BOINC	1.00	0.17	0.15	0.88
Grid	0.99	0.53	0.80	0.93
All	0.99	0.53	0.95	1.81

Table 3 Utilization of BEIJING site in an idle week

	f_s	ϵ_{CPU}	u_{cpu}	u_{wall}
BOINC	1.00	0.47	0.42	0.88
Grid	0.96	0.61	0.48	0.62
All	0.98	0.61	0.90	1.50

Table 4 Utilization of TRIUMF site before backfilling

	f_s	ϵ_{CPU}	u_{cpu}	u_{wall}
BOINC	n/a	n/a	n/a	n/a
Grid	0.90	0.80	0.69	0.88
All	0.90	0.80	0.69	0.88

Tables 2 and 3 show the utilization of BOINC, Grid and All jobs over two different periods of 7 days. In a busy week, the average u_{wall} of the grid jobs reaches 93%, and the corresponding u_{cpu} is 80%. Under these circumstances, BOINC backfilling jobs can exploit an extra 15% CPU time from the cluster, which makes the average overall u_{cpu} of the cluster reach 95%. With backfilling jobs, the average overall u_{wall} is 181%, which means there are on average 1.81 ATLAS processes running or waiting on each core.

In an idle week, the u_{wall} of the grid jobs is only 62%, and the corresponding u_{cpu} of grid jobs is 48%. In this case, the BOINC backfilling jobs exploit an extra 42% CPU time, which makes the overall u_{cpu} of the cluster reach 90%.

It can be seen that BOINC backfilling can exploit the CPU cycles which cannot be used by grid jobs, and the u_{cpu} of BOINC jobs depends on the u_{cpu} of the grid jobs. In addition the overall u_{cpu} also depends on the u_{cpu} of the grid jobs, usually higher u_{cpu} of grid jobs yields higher overall u_{cpu}; For 6 months in BEIJING, the average overall u_{cpu} of the site remains above 85%.

Table 5 Utilization of TRIUMF site after enabling backfilling

	f_s	ϵ_{CPU}	u_{cpu}	u_{wall}
BOINC	0.97	0.29	0.27	0.91
Grid	0.95	0.50	0.65	0.97
All	0.95	0.50	0.92	1.88

4.2 Results from the TRIUMF site

For the TRIUMF site, the overall u_{cpu} of the site before and after adding the BOINC backfilling jobs is compared.

Table 4 shows a 7-day period before adding the backfilling jobs, during which the average overall u_{cpu} is 69%. Table 5 shows a 7-day period when backfilling was enabled, when the average overall u_{cpu} is 92% of which 27% is exploited by the backfilling jobs. It is also notable that the average u_{wall} of grid jobs after is 9% higher, in other words the backfilling jobs do not affect the throughput of the grid jobs; After adding the backfilling jobs the overall u_{wall} of the cluster is 188%, corresponding to an average 1.88 ATLAS processes running or waiting on each core.

5 Measuring the effects of backfilling

In order to understand the impact of the backfilling jobs on the grid jobs and vice-versa, several metrics are used to compare them: the ϵ_{CPU} and f_s defined respectively in section 2.1 and 4 for grid jobs, and the CPU time per event for the BOINC jobs.

5.1 Failure of grid jobs

Tables 2-5 show that the f_s of jobs for both sites remains very high after adding the backfilling jobs. In fact, the f_s is even 5% higher for TRIUMF after adding the backfilling jobs, indicating that the backfilling jobs do not have any negative effect on the grid job success rate.

5.2 CPU efficiency of grid jobs

To study the effect of backfilling on CPU efficiency of grid jobs, a reliable and stable set of jobs needed to be found. Rather than using all the ATLAS jobs over a certain period of time, only simulation jobs whose wall time was longer than 0.3 CPU days were selected. There were several reasons for this: simulation jobs on average use over 50% of a sites CPU time, there is usually a constant flow of them over time, and these jobs have much higher and more stable ϵ_{CPU} compared to the other types of ATLAS jobs. In addition, restricting to jobs longer than 0.3 CPU days leads to average ϵ_{CPU} above 95% and increases the sensitivity of the measurement of the effect of backfilling.

Table 6 shows the average ϵ_{CPU} for 6 sets of simulation tasks (3 before running backfill, 3 after) running on the BEIJING site. The jobs all used 12 cores. The ϵ_{CPU} of grid simulation jobs drops by between 1.12% and 1.92% after adding the backfilling jobs. This is expected, as a little bit of extra wall time can be added to the grid jobs if there is memory contention between the grid and BOINC jobs.

When comparing the ϵ_{CPU} in TRIUMF, the difference is larger. As shown in Table 7, the ϵ_{CPU} of grid simulation jobs drops by between 10.02% and 13.32% after adding the backfilling jobs. The drop can mainly be ascribed to two reasons. Firstly the memory usage of grid jobs in TRIUMF is higher since it runs 6-core multi-core jobs compared to 12-core in BEIJING. TRIUMF also runs a larger variety of ATLAS jobs, some of which have higher memory requirements. Secondly, TRIUMF uses cgroups [21] to control the resource allocation between grid and BOINC jobs. With cgroups, BOINC jobs could "steal" the CPU cycles from the grid jobs, in other words, with cgroups BOINC is allocated more CPU cycles than it should have been.

Table 6 CPU efficiency comparison for grid jobs in BEIJING site (12 cores per job)

	Sample jobs	Avg. MEM (MB)per core	Avg. ϵ_{CPU} (%) per core	Avg. wall time (day)
Before	113	405.04	97.07	0.44
Before	387	402.77	97.23	0.58
Before	430	403.44	97.37	0.52
After	127	394.95	95.95	0.64
After	292	374.24	95.88	0.68
After	120	389.12	95.45	0.41

Table 7 CPU efficiency comparison for grid jobs in TRIUMF site (6 cores per job)

	Sample jobs	Avg. MEM (MB)per core	Avg. ϵ_{CPU} (%) per core	Avg. wall time (day)
Before	79	248.38	97.67	0.60
Before	259	550.98	97.61	0.62
Before	2534	541.40	97.59	0.41
After	542	542.21	87.65	0.61
After	168	541.78	84.35	0.69
After	2858	539.72	86.36	0.59

However, this is tunable from both the BOINC and site's resource allocation, depending on whether the goal of the site is to maximize the overall CPU time utilization of the cluster or to minimize the $\epsilon_{\rm CPU}$ drop of the grid jobs. In general, since both grid and backfilling jobs are ATLAS jobs, for ATLAS dedicated sites, it is obvious that the goal should be to maximize the overall CPU time utilization.

5.3 Impact of backfilling on ATLAS@Home

The effects on running BOINC jobs in backfill mode can be measured by comparing similar jobs running on dedicated (BOINC-only) nodes and backfill nodes which have the same hardware configuration. The following results came from one set of 48 cores dedicated for BOINC jobs and another set of 400 cores which ran both grid jobs and backfilling jobs. The metric used for comparison is the consumed CPU time per simulation event processed (a BOINC job consists of processing 200 events).

Since jobs from the same simulation task take a similar time to simulate each event, 8012 sample jobs from 8 different simulation tasks were selected to compare the dedicated and backfill nodes. As shown in Table 8, for each task the CPU time per event for the BOINC jobs differs by only 1-4% between the dedicated and backfill cores. This indicates that the CPU time exploited by the BOINC backfilling jobs (when they are actually using CPU) is similar to the CPU time from dedicated nodes. The $\epsilon_{\rm CPU}$ is a clear indicator of whether the job is run on dedicated or backfilling cores - $\epsilon_{\rm CPU}$ for backfilling jobs is much lower because they have to wait for CPU cycles to be released by higher priority processes.

6 Conclusion

There are many factors causing low overall CPU efficiency of grid sites, and this study shows that for ATLAS grid sites it is very difficult to achieve CPU time utilization above 70% of the CPU time available from the site. The ATLAS@Home framework provided a convenient solution to experiment with backfilling grid sites thanks to a few unique and convenient features of the ATLAS@Home jobs. Running BOINC backfilling jobs on two ATLAS grid sites (one small site and one medium size site) has demonstrated that using backfilling can exploit a considerable amount of extra CPU time which could not otherwise be used by grid jobs. With backfilling jobs, the overall CPU time utilization reaches over 90% for both sites. This improves the overall CPU time utilization of the cluster by 15-42% depending on the workload of the grid jobs. The impact of the backfilling jobs was also measured. From the grid jobs point of view, there is no impact on the failure rate. The impact on the CPU efficiency of grid jobs is 1-11% depending on the configuration of the site, the memory usage of grid jobs and the resource allocation configuration. From the BOINC jobs point of view, the CPU time exploited in the backfilling model generates the same amount of events as the CPU time from resources dedicated to BOINC.

Based on both the improvement of the overall CPU time utilization of the site and the impact on the CPU efficiency on the grid jobs, for the sites dedicated to ATLAS it is recommended to prioritize the improvement of the overall CPU time utilization over the sacrificing of CPU efficiency of grid jobs. For non-dedicated sites, the BOINC resource allocation can be tuned to balance the overall CPU time utilization improvement and the sacrificing of the CPU efficiency of higher priority jobs. This method has so far been deployed on ATLAS grid sites, but the approach and results could also be extended to general purpose clusters.

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Table 8 CPU time per event comparison for BOINC jobs

Task	Dedicated Sample jobs	Dedicated cpu(sec) per event	Dedicated $\epsilon_{\mathrm{CPU}}(\%)$	Backfilling Sample jobs	Backfilling cpu(sec) per event	Backfilling $\epsilon_{\mathrm{CPU}}(\%)$	offset(%) CPU time per event
1	673	172.02	91.49	3235	165.59	34.66	4
2	15	225.21	93.37	241	219.68	31.69	2
3	59	255.41	93.96	320	246.82	48.76	3
4	255	200.99	91.90	1220	198.55	34.30	1
5	74	211.48	92.98	334	204.66	38.26	3
6	60	289.73	93.85	320	291.78	43.38	1
7	78	481.49	95.06	284	471.89	48.53	2
8	248	218.78	93.01	596	220.32	51.00	1

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