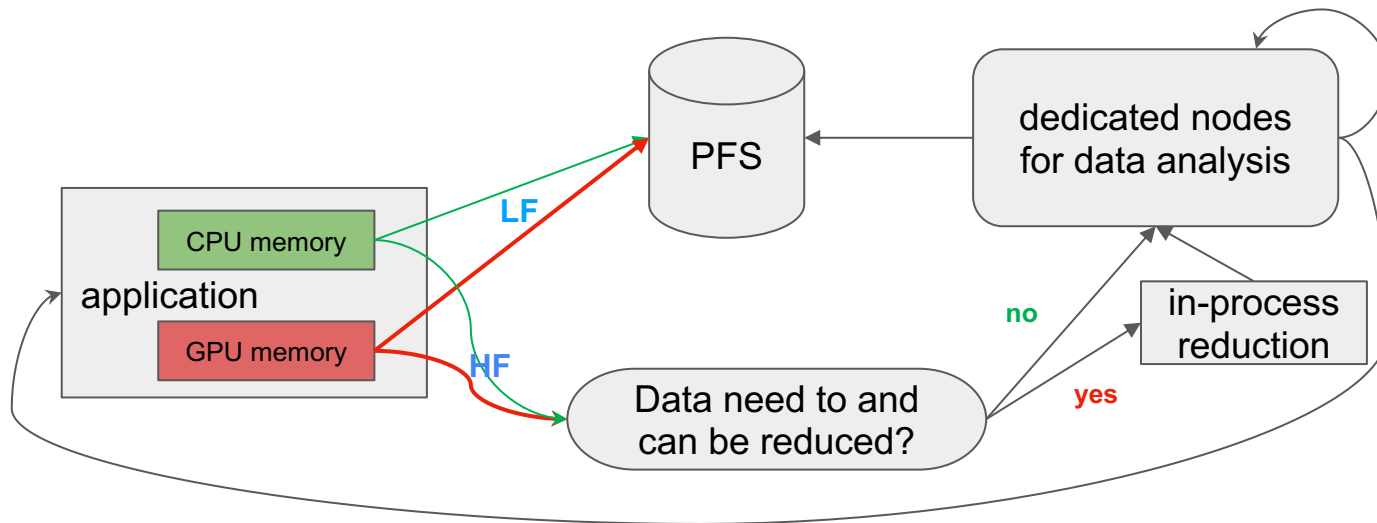


## What can we do with the tools developed in this wp?

- Application running on GPU. IO-tools can fetch directly device data and, according to in-situ analysis workflow, decide whether or not copy data to host.
- Application which generates significant amount of data. We can have relatively high frequency writing, with reduced data. We can have in-proc local reduction, and global reduction on dedicated IO nodes.
- We can launch data analysis for monitoring, and depending on the results, launch other diagnostics and/or adjust the compute resources.
- Detect, with AI for instance, rare events in simulation, write only data within the interest zone, follow the evolution of the events.

- Checkpointing, CPU/GPU, synchro/asynchro, at low frequency.
- in-situ & in-transit data analysis, at high frequency
- perform in-process reduction
- according to the workload of data analysis, adjusting resources between application and analysis
- according to the results of data analysis
  - launch new analysis
  - feedback for restarting
  - write to PFS small amount of data, at very high frequency



## Feedback

- currently: application → in-situ
- future: application ⇌ in-situ

## GPU data

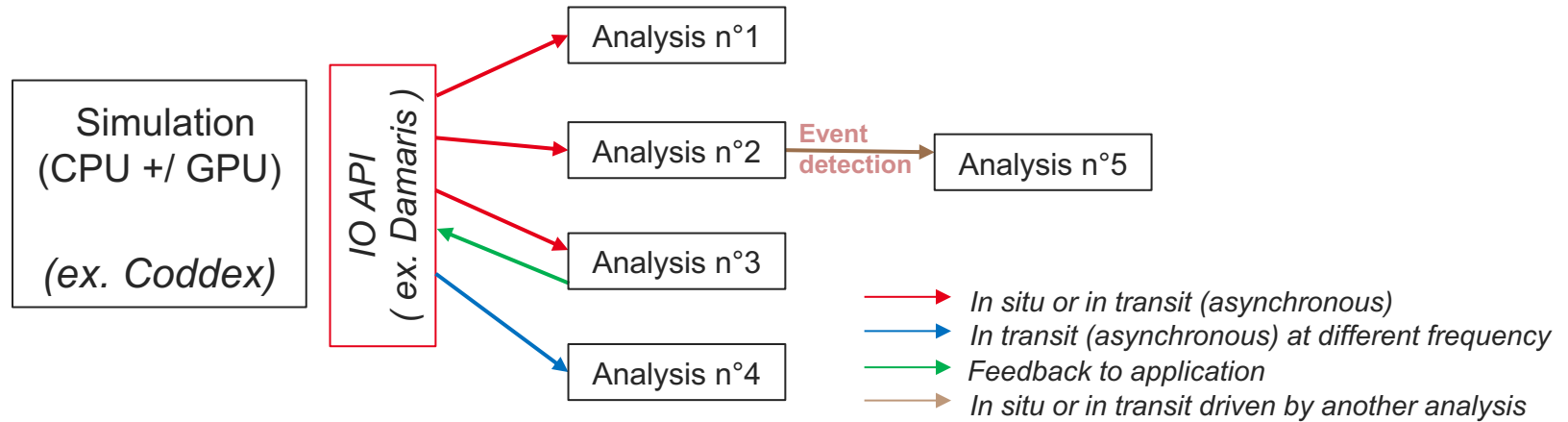
- currently: PDI & Damaris do not support GPU data directly. H2D MemCpy performed at application side.
- future: fetch GPU data directly
- benefits: AI on the same GPU to detect events, and to trigger IO and in-situ.

## Data volume

- currently: Deisa get what is exposed via PDI
- future: perform in-proc data reduction to reduce tension on FS

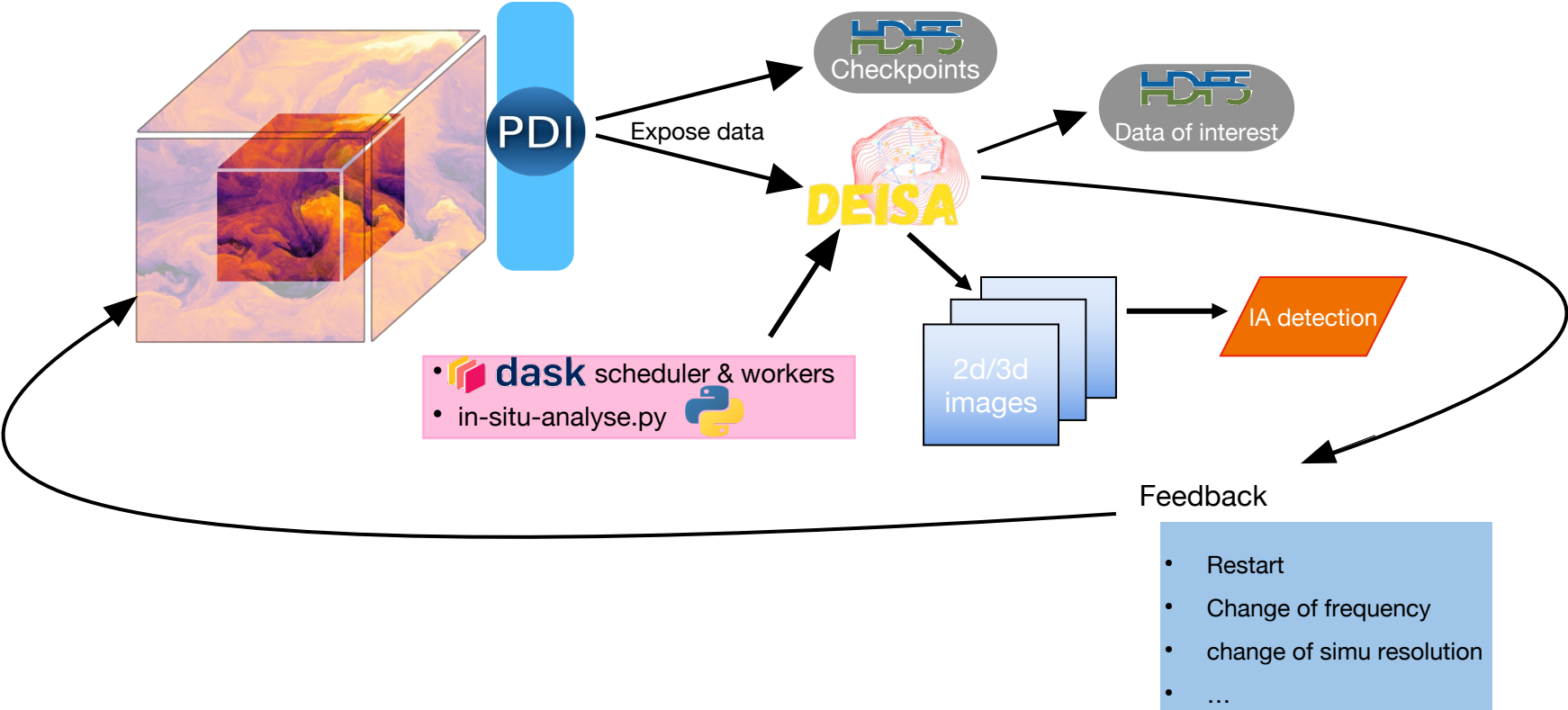
## PDI

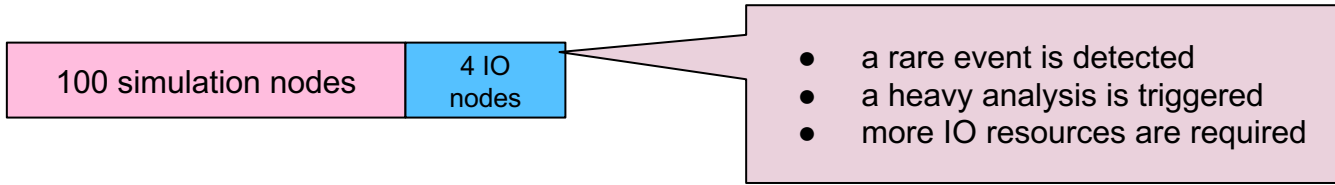
- currently: mode "push".
  - Data received from application;
  - PDI check if the data is needed by any plugin;
  - if yes, invoke the plugin
- future: mode "pull"
  - Identify in advance all results;
  - Identify which data will be necessary for the results;
  - Require data from application
- Add context in PDI terminology
  - We want buffer be exposed for longer period of time
  - a better way to identify buffer (time\_stamp, mpi\_rank, ...)



- An analysis can either inform the code that will trigger a new analysis, or an analysis, based on a physical criterion, can trigger a new analysis by itself.
- An analysis may request an increase in the frequency of an analysis call that is already present in the contract.
- What happens if the 'sent and compacted' data needs to be modified with the arrival of analysis 5? A rollback or, if planned, a local iteration via the PDI API.
- Analysis 5 could also be a request for a rollback of the code with a different time step.

# SPOT: Simulation Pattern Observation Tool



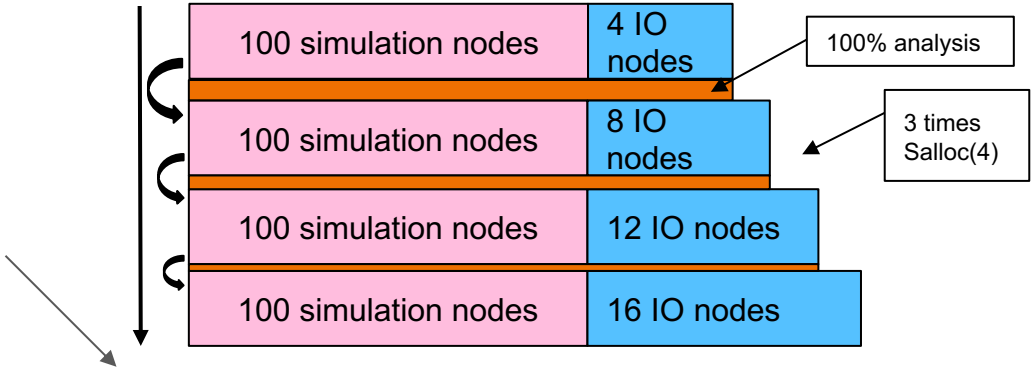
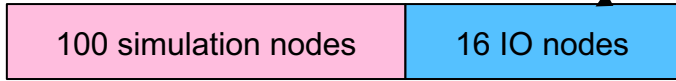


option 1

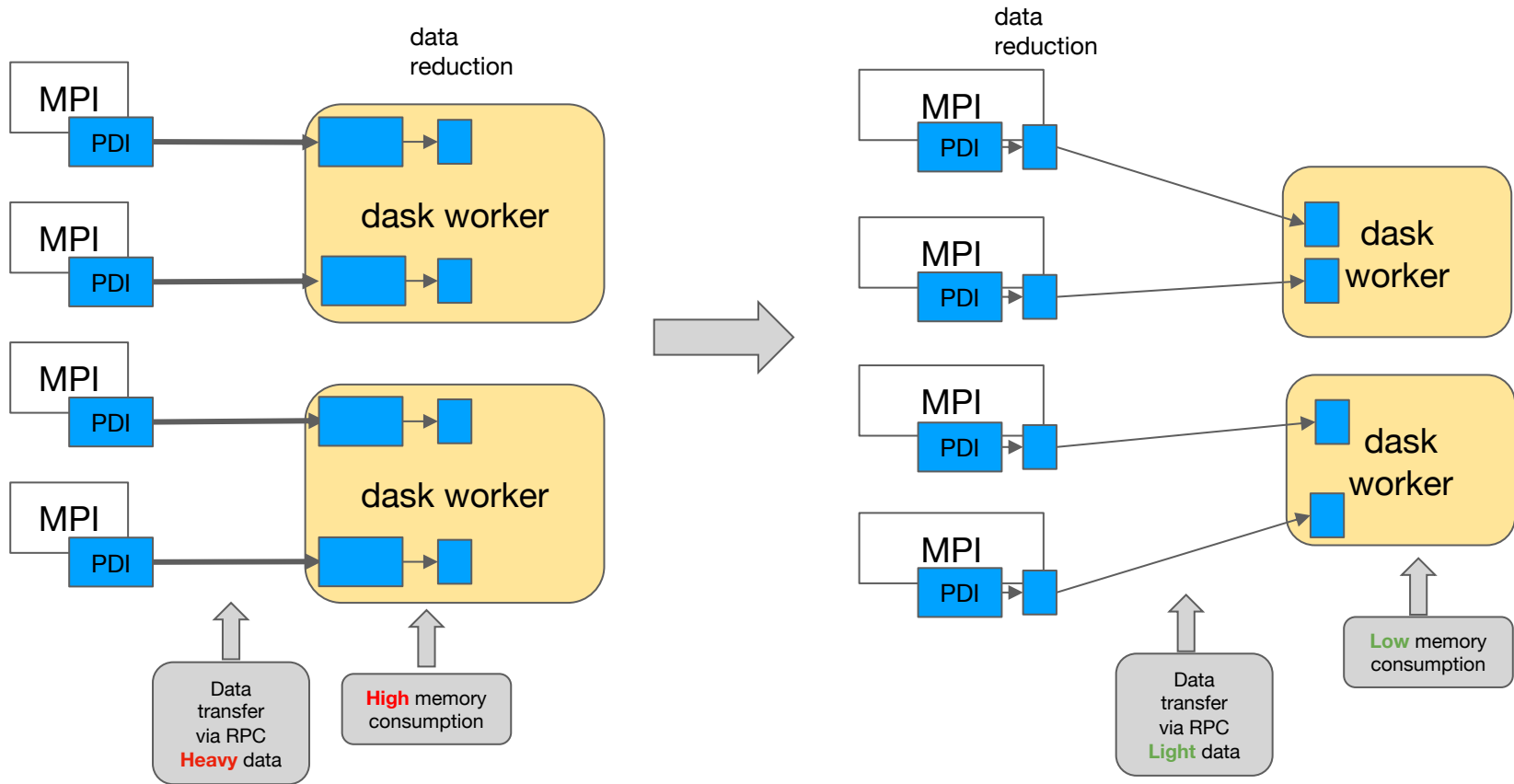


Salloc(12)

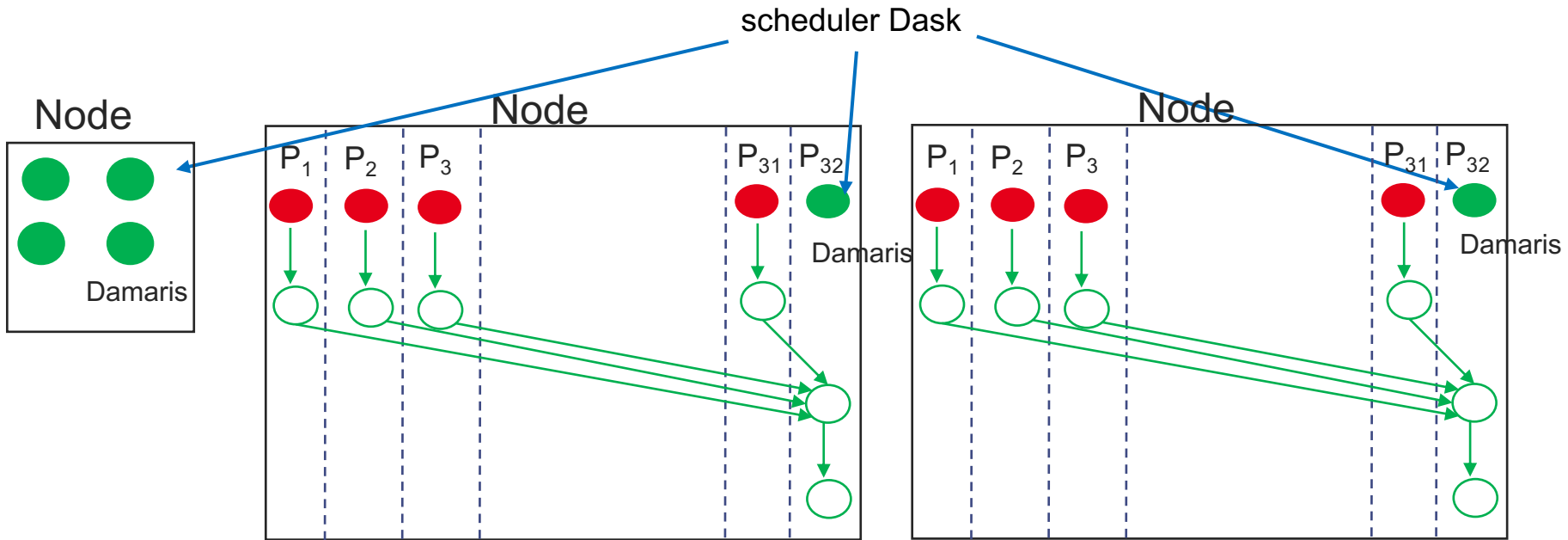
option 2



- The caching of data by leveraging the various available storage forms, including ephemeral storage
- The redistribution of computing resources between simulation and analysis by working on task scheduling and placement, as well as elasticity in connection with the scheduler of the computing system

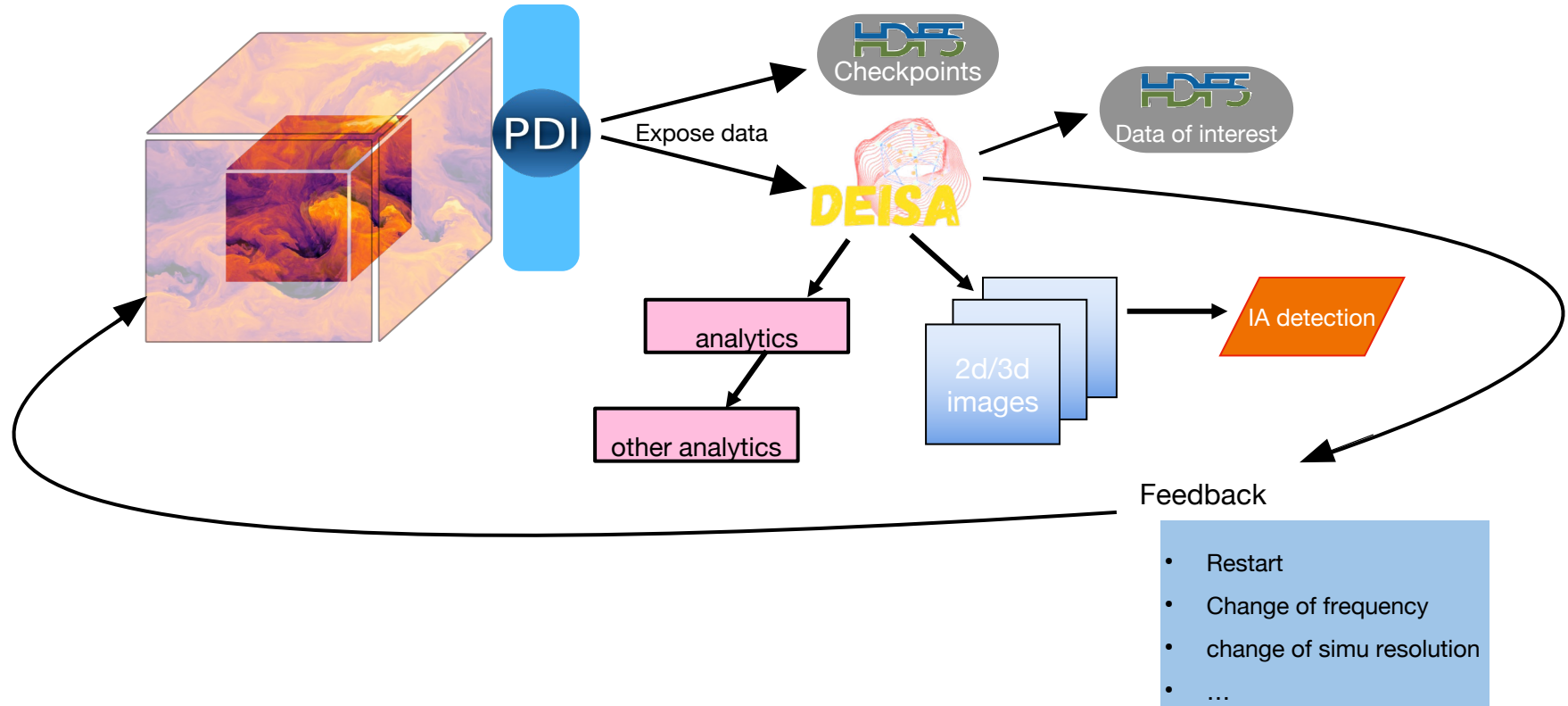






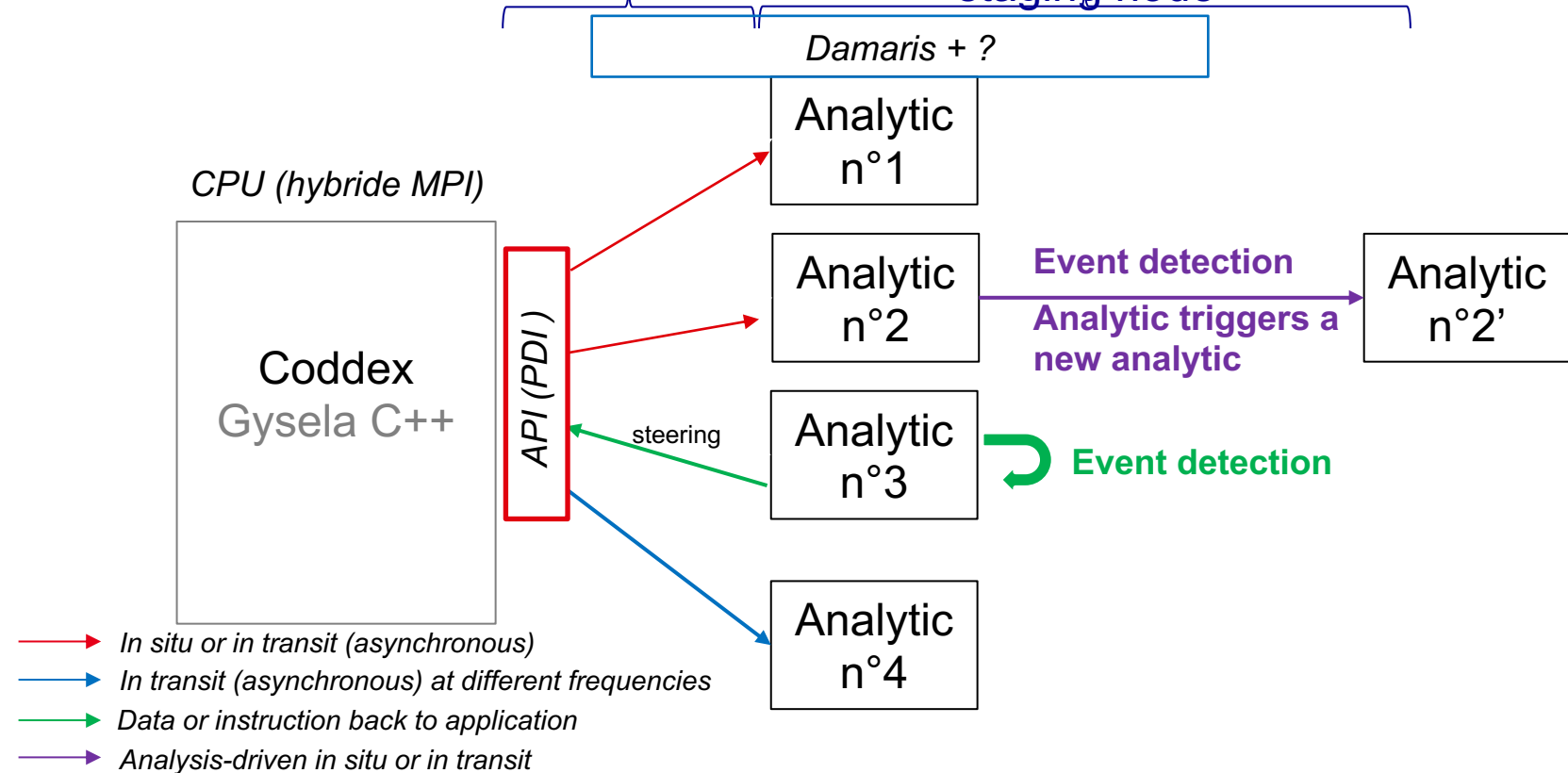
● *Simulation task*    
 ● *Worker (for analysis)*    
 ○ *Analysis task*

# SPOT: Simulation Pattern Observation Tool



Data selection/exchange+ scheduling and placement of analytics tasks

CPU or GPU or staging node



## Action items

- Explore use PDI as common interface with the analytics
- Use Damaris, Paraview, and Deisa as plugins
- Explore PDI to Catalyst and VTK connectors with Kitware
  - Damaris plugin for Catalyst would serve as an intermediate interface in the case of dedicated cores/resources
  - PDI would be a good solution as well, very light plugin with Paraview
  - PDI-Damaris plugin also WIP.
- Resort to Damaris for dedicated core (in the future GPU) analytics support
- Explore application of Damaris to overcome IO bottleneck in GYSELA checkpointing (not easy due to extra copy needed, but there is an opportunity with the GPU simulation) → Connection with WP1
- Fault tolerance : use VeloC ? or use FTI (not maintained anymore)? (not really in this wp, but PC4?)