



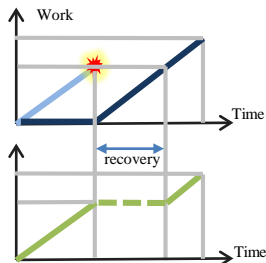
Lazy Shadowing: power-aware resilience for extreme scale systems



Fault Tolerance

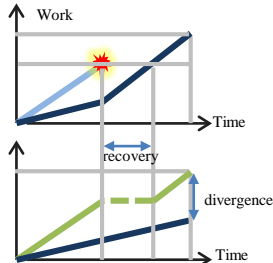
Checkpointing & roll-back

Time redundancy



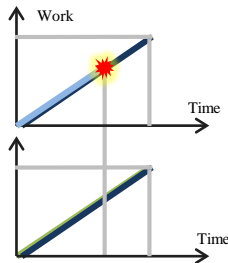
Lazy Shadowing

Time/hardware tradeoff



Replication

Hardware redundancy



— Main process 1 — Main process 2 — Spare/shadow/replica

Novel Ideas

- A form of replication with slow replicas (low overhead)
- A form of checkpointing with roll forward (efficient recovery)
- Partial replicas through program slicing (faster error detection)
- Optimize a combined function of resilience, power and time
- Shadows/replicas can be slowed down by a factor of K by
 - Reducing voltage/frequency by a factor of K (DVFS)
 - Collocating K shadows on the same node
- Shadow leaping reduces the recovery time
- Rejuvenation (shadow as a rescuer rather than a hot spare)

Impact

- A new concept to add resilience at extreme scale with affordable overhead in performance and power.
- MPI implementation allows transparent recovery from faults
 - 1) Brings fault-tolerance to main stream high performance computing.
 - 2) Provides resilience at extreme scale with a low overhead relative to replication and checkpointing.
- Combination with program slicing for faster fault detection and better resilience at lower energy overhead

PI: Rami Melhem (University of Pittsburgh)
CoPI: Taieb Znati (University of Pittsburgh)
CoPI: Krishna Kant (Temple University)

Milestones/Dates/Status

- Analytical modeling Dec. 2015
- [Preliminary evaluation of shadowing and slicing](#) June 2016
- Apply shadowing to map/reduce Dec. 2016
- Implement lazy shadowing in MPI Dec. 2016
- [Implement/analyze fault-induced leaping](#) June 2017
- [Evaluate shadowing Vs. checkpointing](#) June 2017
- Integration of slicing and shadowing Dec. 2017
- Implement/analyze rejuvenation Dec. 2017
- [Implement/analyze forced leaping](#) June 2018
- [Finding the optimal forced leaping interval](#) June 2018



U.S. DEPARTMENT OF
ENERGY

Office of
Science

March 13, 2017