

## **Mercury Discussion**

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## Mercury for HDF5

**HDF5 API** 

VOL

Native (H5)

Virtual

Metadata

Server

HDF5 is a data model, library, and file format for storing and managing data. It supports an unlimited variety of datatypes, and is designed for flexible and efficient I/O and for high volume and complex data. HDF5 is portable and is extensible, allowing applications to evolve in their use of HDF5.

Virtual object layer provides the user with the HDF5 data model and API, but allows different underlying storage mechanisms

- HDF5 (MDS & Remote plugins)
- LANL (PLFS plugin)

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- Intel (IOD/DAOS-M plugin)
- Others



Virtual Object Layer

Raw

Mapping

VOL plugins

Remote

Mercury

VFL drivers







- Separation of layers
  - NA less visible to users
  - NA\_Initialize() / HG\_Init\_na()
- Moved to callback model (HG\_Progress / HG\_Trigger)
  - Originally based on request model (wait with timeout)
  - Request emulation API
- Unified client/server API



- Main goal: recover from faults
  - Non-fault cancellation may not always be supported
- Which operations?
  - RPC cancellation (HG\_Forward and HG\_Respond)
  - Bulk cancellation
  - Lookup cancellation?
- Operation canceled = callback pushed to completion queue with canceled state when NA ops canceled
- Cancellation is local only
- Testing phase / CCI / Design and documentation online



- Lookup = non-blocking remote address resolution
- May involve connection or not depending on plugin
  - BMI has deferred connection
  - CCI calls connect
- Pondering idea for providing an infrastructure so that plugins can follow that model and have lookup ≠ connect



- Goal: Improve intranode communication for all plugins
- Re-use existing technology (shm/CMA)
- Transparently enabled (but can also be disabled)
- Progress on multiple NA plugins
  - Expose file descriptor for NA plugins that support it and use poll() on them
  - Otherwise may just have to busy spin
  - Latency issue?



- RMA: Reduce overhead from memory registration and bulk descriptor exchange
  - Bulk streaming
- Batching RPC calls
- One-way RPCs

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 Make NA plugins allocate / expose memory pointers used for short messaging



- Documentation / website / github / wiki
  - <u>http://mercury-hpc.github.io</u>
  - <u>https://github.com/mercury-hpc</u>
- Testing infrastructure: travis + Cdash
  - <u>https://travis-ci.org/mercury-hpc/mercury</u> (cron job + continous build)
  - <u>https://cdash.hdfgroup.org/index.php?project=MERCURY</u> (results from tests)
- Pull requests (easiest way to get stuff tested)
- Release milestones
  - 0.9.0 Callback model and cancellation
  - 1.0.0 Shared memory, etc