A reservation system in the Nectar Research Cloud for GPU and large memory instances

20 October 2022 14.05 - 14.25 PRESENTED BY
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Australian Research Data Commons





NEW SERVICE - why?

- Growing demand for high-end compute infrastructure in the research sector
 - Seen in ARDC Platforms
 - Seen across institutions with demand for GPUs for ML, image processing, simulation
 - Requirement for large memory machines to handle big data sets and large scale analysis and simulation
- Not limited to one type of research discipline

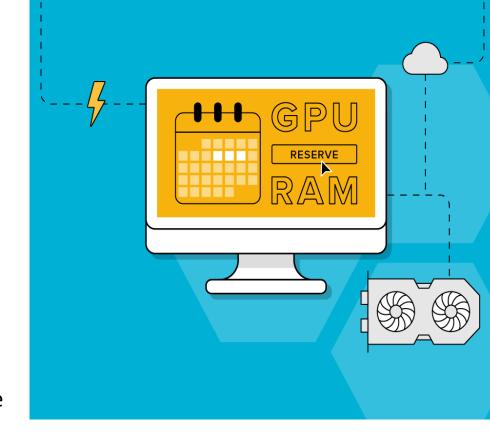






NEW SERVICE - why?

- GPU and large memory servers in the Nectar Research Cloud were
 - dedicated to Platforms projects or
 - o for local Node use
- Want to provide a national laaS for projects meeting national merit criteria
- Nectar infrastructure is provided at no cost to researchers - but GPU and large memory servers are very expensive
- Need to ensure high utilisation of these expensive and limited resources
- Solution virtualisation and a reservation system







Steps required to move to new service

- 1. Move from limit-based allocation quotas to usage based quotas
- 2. Design and develop a reservation system
- 3. Define and develop standard flavors for GPU and large memory virtual machines
- 4. Provide new GPU and large memory hardware at Nodes to underpin the service
- 5. Design and test with a Pilot Phase
- 6. Launch service



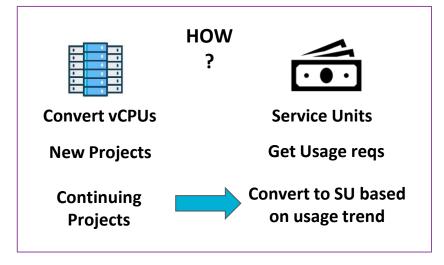
1. Move to Usage Based Allocations - Service Units

OVERVIEW

- ➤ Move from maximum capacity limit to credit/budget of service units (SUs) for the period of the project allocation
- ➤ This will then account for actual usage of resources where each resource has a specific cost
- > Service developed for generic cloud allocations (all users)

WHY?

- Maximum capacity allocation limits flexibility
- Adapt to bursty data analysis workflows
- Service designed for diversity of compute workflows
- More efficient use of available capacity



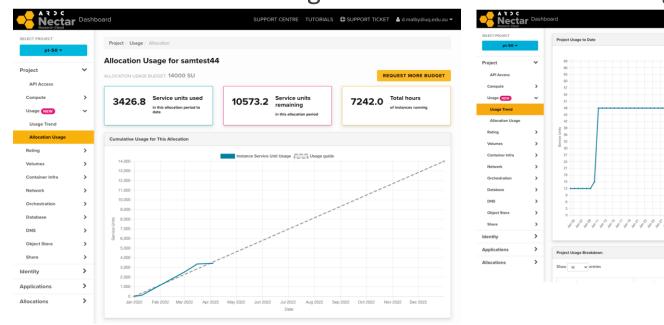




Change to Dashboard User Interface (UI)

Allocation Usage

Usage Trend







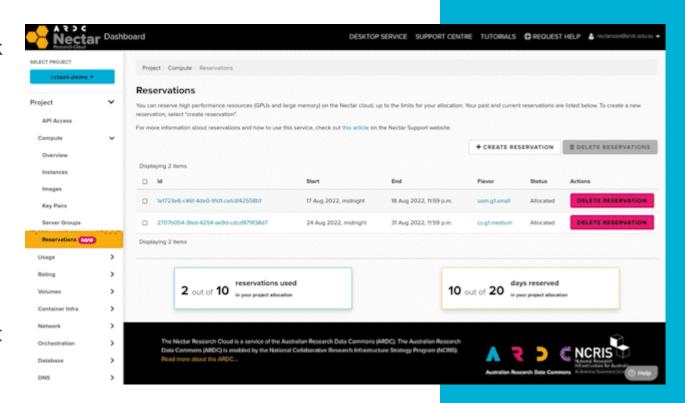


2. Design & Implement a Reservation System

Built on the OpenStack Blazar reservation service.

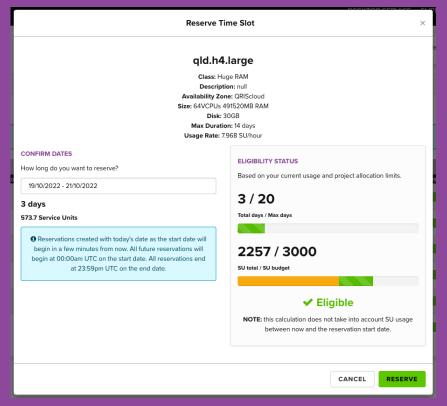
Users can reserve access to specialised high-end computing power in the Dashboard.

* Allocations must first be approved for reservations.

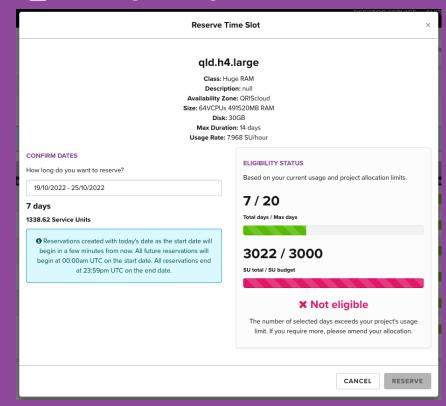


SERVICE UNITS - in the Reservation System

Enough SU budget is available.



X Not enough SU budget is available.



3. Defining Flavors

The following standard flavor classes are offered on the Nectar Research Cloud:

• Tiny (t3)

> m3.xsmall 1 Flavor Class ALL HUGE RAM Availability Zone Balanced (m3) > r3.xsmall > m3.small 2 NOTE: All times are displayed in UTC time RAM Optimised (r3) > t3.medium 4 October/2022 CPU Optimised (c3) 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 01 02 03 04 05 06 07 ▶ △ p3.small 2 mon.g2.small > Preemptible (p3) > c3.small qld.h4.large ∨ **GPU Visualisation (g1) - A40** ald.h4.small > GPU Compute (g2) - A100-80 sliced up 1/2 to 1/10 tas.g2.xlarge 🗸 Huge RAM (h4) - up to 128 vcpus and 960GB RAM tas.h4.large 🗸 Huge RAM (h3) tas.h4.xlarge 🗸 Detailed list and recommended uses of Flavors available here:

Name

> t3.xsmall

> t3.small

> c3.xsmall

➤ A p3.xsmall 1

2

Root

Disk

10 GB

30 GB

10 GB

30 GB

Select Flavor Availabilty

1 GB

2 GB

2 GB

2 GB

Ephemeral

Disk

0 GB

0 GB

0 GB

0 GB

Public

Yes

Yes

Yes

No

SU/hour

0.014

0.007

0.029

0.043

4

4

4

4





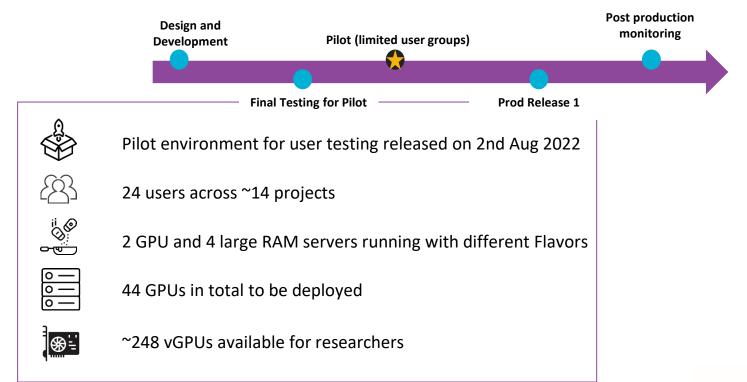
4. Provision the hardware and licenses

- RFP to Nectar nodes asking for proposals for hardware based on their researcher requirements
- ARDC provided capex, Nodes provide opex as co-investment
- 16 GPU servers and 7 large memory servers from ARDC investment
- Additional servers from Node investment for use by Node members
- GPUs are a mix of
 - A100-80 GPUs (mainly for compute)
 - A40 GPUs (mainly for image processing and visualisation)
- All have large NVMe drives for fast local disk storage
- A pool of Nvidia licenses for virtualisation VCS for A100 and VWS for A40





5. Pilot and Testing Snapshot







NATIONAL GPU SERVICE: Benefits Realised

Resource Allocation



- Fair allocation of resources that are limited & expensive
- Ensures that the limited resources are reserved and released when required
- Reserved access for training courses

Virtualisation



- Virtualisation enables improvedGPU utilisation and more users
- First virtualised GPUs service on a national scale

Unique flavors



- A variety of flavors designed for research
- Provides access to large GPU flavours not yet available on any cloud platform in Australia
- GPU servers can be reconfigured to adapt to usage trends for different sized flavors





By end of 2023



Participating Nodes











6. Launch and expand

- Production environment released as 'BETA' on 13th September 2022
- Uplift in capacity as more infrastructure comes on line
- Available to all national merit research projects
- Capacity will be added as infrastructure comes on line
- Review and revise the mix of flavors, limits, etc

Learn more!
Webinar October 25th
2-3pm AEST







ACKNOWLEDGEMENTS

- Shubhra Dargar project management
- Sam Morrison reservation system
- Darcelle Maltby web dashboard interface
- Sengor Kusturica, Rocky Yan, Andy Botting, Dylan McCulloch GPU virtualisation, licensing, standard flavors
- Jo Morris and Sonia Ramza user guides, user support, promotion
- ARDC comms team communications and promotion
- And technical assistance from many Node operations staff







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