

# 2024 OFA Virtual Workshop

# A DEEP REINFORCEMENT AGENT FOR RESOURCE SCHEDULING WITH SUNFISH IN A COMPOSABLE DISAGGREGATED INFRASTRUCTURE

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## Sandia National Laboratories





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- 1. Why Composable Disaggregated Infrastructure (CDI)
- 2. Design Considerations for a Composability Manager on a Large-Scale HPC system
- 3. Sunfish



- 4. Deep Reinforcement Learning for Resource Allocation
- 5. Integrations
- 6. Acknowledgements and Questions

# Why Composable Disaggregated Infrastructure (CDI)

### Current Beowulf architectures

- Larger HPC systems create a larger potential impact of stranded resources
- Resource limits are fixed for each compute node
- Need to build out components to address all possible types of application codes that the HPC must support

Hardware failures during run-time can kill running batch applications

## CDI

- Mitigate stranded 'wasted' resources
- Dynamically utilize hardware resources such as CPUs, GPUs, and memory
  - Enables better application workload matching to increase application efficiency
- Dynamically apply resources to potentially abate out-of-memory conditions, abate IO thrashing, route around network connection failures, and reduce batch job failures due to hardware failures

Fun fact: 2% of the US's energy consumption is input into Datacenters: https://www.energy.gov/eere/buildings/datacenters-and-servers

## <sup>5</sup> CDI – Software Derived Architectures



If we need more Storage servers to mitigate load issues, we can compose additional servers and automatically add them into the storage pool.



## CDI – Software Derived Architectures

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If there is node failure, dynamically swap it out

 We can leave a malfunctioning node behind, allocate another node, and utilize the memory, from the pool, that the other node was using, seamlessly.

# Scaling the Control Structure to Very Large Systems

#### **CDI Control**

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- Need to keep track of a huge number of concurrent resources
- Need to keep management and query communications down to a reasonable quantity
- Need to be able to execute timely changes to the HPC system as those changes are requested



























## Proposed Atomic Operation Component





Each batch request for Software Defined Nodes is a single imperative operation Do we have a partial success or failure?

Evaluate Client Requirements

Verify all the proposed changes are going to be successful.











# 17 Sunfish Core Services





# 18 The Sunfish Composability Management Framework







# <sup>20</sup> ML Plugin: Intelligent Resource Scheduler



# <sup>21</sup> ML Plugin: Intelligent Resource Scheduler



# <sup>22</sup> Why Reinforcement Learning?

#### Heuristics

• Can be fair, but often aren't the most efficient

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### **Optimization Algorithms**

• Must be highly tailored to specific machines

#### **Reinforcement Learning**

- 1. Customized rewards function
  - 1. Prioritize fairness
  - 2. Penalize undesirable scheduling
- 2. Machine agnostic
  - 1. Adapts to changing resources
  - 2. Adapts to different traffic volumes
  - 3. Learns a better algorithm over time
- 3. Potential cons
  - 1. Prone to job starvation
  - 2. May need lots of compute/time

## <sup>23</sup> Integrating BeeOND, Sunfish, and the Intelligent Resource Scheduler

Hardware execution is performed using Sunfish connected hardware Agents

Management of the HPC System is performed by the Sunfish core services.

A Workload Manager (example Slurm or Flux) allocates nodes and requests hardware Resources as a client to the Composability Manager.



Resource Control



Redfish

Tree



Fabric

SAN

Agent

**Redfish/Native** Translation

Reference

Database

Authorization

Block

Graph Référènce

Database Entry

Infra management

**Events** 



