

# PVFS2 MPI Based Requests

## Design Notes

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### 1 PVFS Requests

PVFS user programs can construct a data structure that represents a specific set of non-contiguous data that is to be read from or written to a PVFS file. The PVFS library includes a set of routines for creating these structures in a controlled manner. These routines produce an opaque type the `PVFS_Request` which is actually a pointer to an internal structure, the `PINT_Request`.

```
typedef struct PINT_Request *PVFS_Request; /* user type for requests */

int PVFS_Request_contiguous(int count, PVFS_Request oldreq,
                           PVFS_Request *newreq);

int PVFS_Request_vector(int count, int blocklength, int stride,
                       PVFS_Request oldreq, PVFS_Request *newreq);

int PVFS_Request_hvector(int count, int blocklength, int64_t stride,
                        PVFS_Request oldreq, PVFS_Request *newreq);

int PVFS_Request_indexed(int count, int *blocklengths,
                        int *displacements, PVFS_Request oldreq, PVFS_Request *newreq);

int PVFS_Request_hindexed(int count, int *blocklengths, int64_t *displacements,
                        PVFS_Request oldreq, PVFS_Request *newreq);

int PVFS_Request_struct(int count, int *blocklengths, int64_t *displacements,
                      PVFS_Request *oldreqs, PVFS_Request *newreq);
```

```

int PVFS_Address(void* location, int64_t *address);

int PVFS_Request_extent(PVFS_Request request, int64_t *extent);

int PVFS_Request_size(PVFS_Request request, int *size);

int PVFS_Request_lb(PVFS_Request request, int64_t* displacement);

int PVFS_Request_ub(PVFS_Request request, int64_t* displacement);

```

These routines are based directly on the MPI datatype constructor routines of similar name and have the same semantics.

## 2 Request Data Structures

The `PINT_Request` is designed to represent any data layout that can be specified using MPI's `MPI_Datatype` constructors. The `PINT_Request_state` is a structure that indicates how much of a request has actually been processed. Using these structures it is possible to process part of a PVFS request, stop, and then resume processing at a later time when resources become available. This document outlines these structures and the algorithms for using them.

### The `PINT_Request`

```

typedef struct PINT_Request {
    PVFS_offset_t offset; /* offset from start of last set of elements */
    int32_t num_ereqs; /* number of ereqs in a block */
    PVFS_size_t stride; /* stride between blocks in bytes */
    int32_t num_blocks; /* number of blocks */
    PVFS_offset_t ub; /* upper bound of the type in bytes */
    PVFS_offset_t lb; /* lower bound of the type in bytes */
    PVFS_size_t aggregate_size; /* amount of aggregate data in bytes */
    int32_t depth; /* number of levels of nesting */
    int32_t num_contig_chunks; /* number of contiguous data chunks */
    struct PINT_Request *ereq; /* element type */
    struct PINT_Request *sreq; /* sequence type */
} PINT_Request;

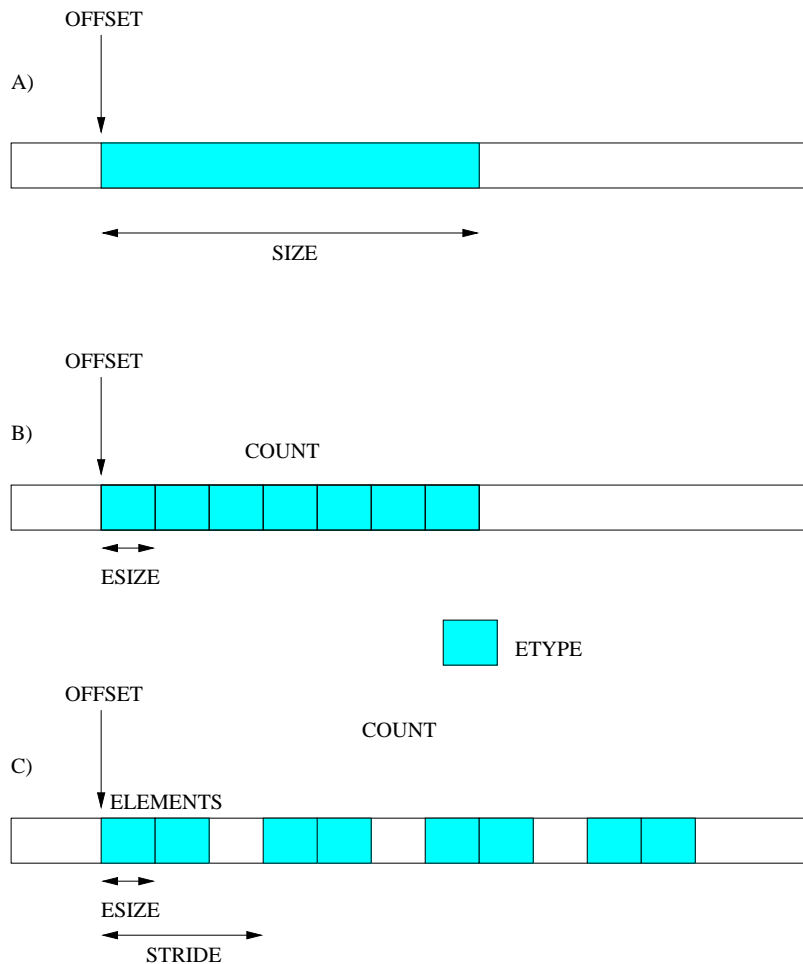
```

A single `PINT_Request` structure represents `num_blocks` blocks of `num_ereqs` elements separated by `stride` bytes, beginning `offset` bytes from the logical start of the file, and followed by an arbitrary data layout

described by the sequence type. The elements are of an arbitrary data layout described by the element type. The `ub`, `lb`, `aggregate_size`, `depth`, and `num_contig_chunks` fields are statistics of the entire data area beginning with the current `PINT_Request` struct and including the element and sequence types. `Depth` records the maximum depth of the element type chain. Calls to `MPI_Type_contiguous`, `MPI_Type_vector`, and `MPI_Type_hvector` can be constructed with a single `PINT_Request` struct and the `PINT_Request` struct passed in as the element type. Calls to `MPI_Type_indexed`, `MPI_Type_hindexed`, and `MPI_Type_struct` generally utilize the sequence type chain.

## Example Requests

The following are a few examples of how request patterns would be represented using the `PVFS_Request` structure.



## Single Contiguous Region Requests

A single contiguous region is represented by a single structure. The region can be specified as SIZE bytes at location OFFSET as in figure A:

```
PTYPE:
    offset = OFFSET
    num_ereqs = SIZE
    stride = 1
    num_blocks = 1
    ub = SIZE
    lb = 0
    aggregate_size = SIZE
    depth = 1
    num_contig_chunks = 1
    etype = PVFS_Request_byte
    stype = NULL
```

Or can be specified as an array of COUNT integers as in figure B:

```
PTYPE:
    offset = OFFSET
    num_ereqs = COUNT
    stride = 1
    num_blocks = 1
    ub = COUNT * 4
    lb = 0
    aggregate_size = COUNT * 4
    depth = 1
    num_contig_chunks = 1
    etype = PVFS_Request_int
    stype = NULL
```

```
PVFS_Request_int:
    offset = 0
    num_ereqs = 4
    stride = 1
    num_blocks = 1
    ub = 4
    lb = 0
    aggregate_size = 4
```

```

depth = 0
num_contig_chunks = 1
etype = NULL
stype = NULL

```

Note that default PVFS\_Request exist for standard data types including: PVFS\_Request\_byte, PVFS\_Request\_char, PVFS\_Request\_short, PVFS\_Request\_int, PVFS\_Request\_long, PVFS\_Request\_float, PVFS\_Request\_double. Each of these standard types is defined with an etype of NULL which indicates that the region is contiguous regardless of the other parameters.

## Strided Region Requests

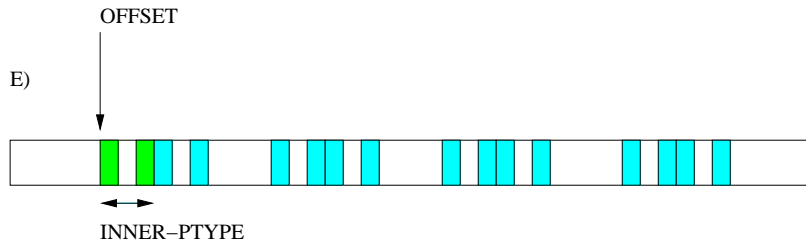
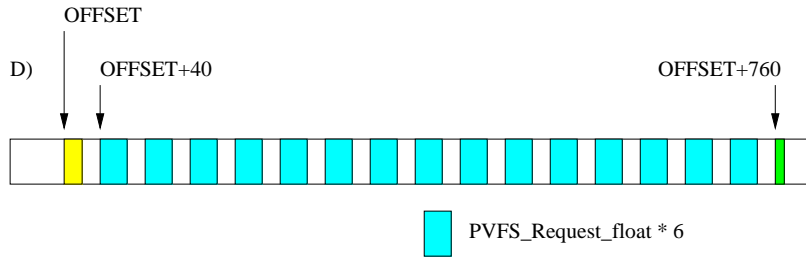
A data area made up of regular strided groups of contiguous elements can also be represented with a single PINT\_Request structure. A region consisting of GROUPS groups of ELEMENTS items of type ETYPE with a size of ESIZE each with a stride between the first element of each group of STRIDE bytes would be as in figure C:

```

PTYPE:
  offset = OFFSET
  num_ereqs = ELEMENTS
  stride = STRIDE
  num_blocks = GROUPS
  ub = ((GROUPS - 1) * STRIDE) + (ELEMENTS * ESIZE)
  lb = 0
  aggregate_size = GROUPS * ELEMENTS * ESIZE
  depth = 1
  num_contig_chunks = GROUPS
  etype = ETYPE
  stype = NULL

```

Once again this assumes that ETYPE is a contiguous type.



## Sequential Requests

A data area may consist of a region that conforms to one type, followed by a region that conforms to another. Example might include a strided region where one wants to begin and/or end in the middle of a group, rather than have a integral number of whole groups, or may be two unrelated segments of data. For this, a sequence of PINT\_Request structures is specified using the stype field to determine the sequence. The offset is specified relative to the beginning of the data area.

In this example we have a strided region shown in D. We want to start 8 bytes into the first group (yellow), then have 15 whole groups (blue), and finally end 4 bytes into the last group (green). Each group is 6 elements, and each element is a float (4 bytes). The stride between groups is 48 bytes (12 floats).

```

FIRST-PTYPE:
  offset = OFFSET
  num_ereqs = 4
  stride = 1
  num_blocks = 1
  ub = 764
  lb = 0
  aggregate_size = 380
  depth = 1
  num_contig_chunks = 17
  etype = PVFS_Request_float
  stype = NEXT-PTYPE

```

NEXT-PTYPE:

```
offset = OFFSET + 40
num_ereqs = 6
stride = 48
num_blocks = 15
ub = 764
lb = 40
aggregate_size = 364
depth = 1
num_contig_chunks = 16
etype = PVFS_Request_float
stype = LAST-PTYPE
```

LAST-PTYPE:

```
offset = OFFSET + 760
num_ereqs = 1
stride = 1
num_blocks = 1
ub = 764
lb = 760
aggregate_size = 4
depth = 1
num_contig_chunks = 1
etype = PVFS_Request_float
stype = NULL
```

Note that `ub`, `lb`, `aggregate_size`, `depth`, and `num_contig_chunks` always refers to the region represented down stream of the current `PINT_Request` record, and not the whole region, however `ub` and `lb` are still expressed in terms of the entire data area.

## Nested Types

Any request can be built on top of another request. When the base request is contiguous the result is as above, but when the base request is not contiguous things are more complicated. Examples include nested strided regions and vectors of records that are only partially accessed.

The following is a nested strided region. There are 4 groups of two "elements," with a stride of 8 elements. Each element consists of 2 groups of 6 integers (one element shown in green), with a stride of 48 bytes.

OUTER-PTYPE:

```
offset = OFFSET
```

```

num_ereqs = 2
stride = 768
num_blocks = 4
ub = 3264
lb = 0
aggregate_size = 384
depth = 2
num_contig_chunks = 16
etype = INNER-PTYPE
stype = NULL

INNER-PTYPE:
offset = 0
num_ereqs = 6
stride = 48
num_blocks = 2
ub = 96
lb = 0
aggregate_size = 48
depth = 1
num_contig_chunks = 2
etype = PVFS_Request_int
stype = NULL

```

Note that the offset, ub, and lb are in terms of the inner elements and not of the entire buffer, thus the offset is the offset from the beginning of that element to the first bit of data in that element.

### 3 The PINT\_Request\_state

When processing a request described with a PVFS\_Request the following structures are used to keep track of how much of the request has been processed.

```

typedef struct PINT_reqstack {
    int32_t el;          /* number of element being processed */
    int32_t maxel;       /* total number of these elements to process */
    PINT_Request *rq;     /* pointer to request structure */
    PINT_Request *rqbase; /* pointer to first request in sequence chain */
    int32_t blk;         /* number of block being processed */
    PVFS_offset chunk_offset; /* offset of beginning of current contiguous
} PINT_reqstack;

```

```

typedef struct PINT_Request_state {
    struct PINT_reqstack *cur; /* request element chain stack */
    int32_t lvl; /* level in element chain */
    PVFS_size bytes; /* bytes in current contiguous chunk processed */
    PVFS_offset buf_offset; /* byte offset in user buffer */
} PINT_Request_state;

```

The `PINT_Request_state` utilizes a stack to keep up with each level in the element type chain. For each level, a stack element records which block and which element within the block is being processed as well as which `PVFS_Request` record in the sequence chain is being processed. The `maxel` and `dtbase` fields are used to reset each level each time it is entered. The `PINT_Request_state` records the level being processed and a function used to process each contiguous block of data. The `bytes` field is used to record the results of a partial processing of bytes so the processing can be paused and resumed later.

## 4 PINT\_Process\_request interface

Requests and distributions are processed using the interface described here. The caller allocates an array of `SEGMAX` offsets and an array of `SEGMAX` segment sizes. These are passed to the `PINT_Process_request` function along with an initialized `PINT_Request_state`, a `PVFS_Request`, a `PVFS_Request_file_data` struct which includes distribution, distribution parameters, metadata, and an `EXTEND_FLAG` that indicates if the routine should stop at the current end of file (if the value is zero) or should extend the local file to the size needed to complete the request (if the value is non-zero) in the even that the file ends before the end of the request. A read will typically have a zero value and a write will typically have a one value. Other arguments to `PINT_Process_request` include the maximum number of segments to process `SEGMAX`, a maximum number of bytes to transfer `BYTEMAX`, and a starting offset `START_OFFSET`, and `EOF_FLAG` argument returns whether the end of the request is at or beyond the end of file.

```

typedef struct PINT_Request_file_data {
    PVFS_size fsize; /* actual size of local storage object */
    int32_t server_nr; /* ordinal number of THIS server for this file */
    int32_t server_ct; /* number of servers for this file */
    PVFS_Distribution *dist;
    PVFS_Dist_parm *dparm;
    PVFS_boolean extend_flag;
} PINT_Request_file_data;

```

`PINT_Process_request` fills in up to `SEGMAX` array entries, updates `SEGMAX` to indicate the number of segments processed, updates `BYTEMAX` to indicate the number of bytes processed, and updates

START\_OFFSET and the PINT\_Request\_state to indicate the last point in the request processed. The function attempts to process BYTEMAX bytes, but cannot process more than SEGMAX contiguous regions. The code is expected to be optimized for the case where START\_OFFSET is equal to the value returned the last time the function was called with the same PINT\_Request\_state.

```
int PINT_Process_request(PINT_Request_state *req,
    PINT_Request_file_data *rfddata, int32_t *segmax,
    PVFS_offset *offset_array, PVFS_size *size_array,
    PVFS_offset *start_offset, PVFS_size *bytemax,
    PVFS_boolean *eof_flag, int mode);
```

The MODE tells the request processor whether to process the request in terms of the local file offsets on a server or local buffer offsets on a client. Clients should set this to PVFS\_CLIENT to indicate that the data will be read into a contiguous buffer. Servers should set to PVFS\_SERVER to indicate that the offsets computed by the distribution module should be used as the local file offsets. A third mode PVFS\_CKSIZE indicates that the routine should count how many bytes up to BYTEMAX are left in the request, but does not alter the request state or update the SIZE\_ARRAY or OFFSET\_ARRAY.

Before calling PINT\_Process\_request for a given request for the first time, the caller needs to allocate a PINT\_Request\_state structure. This is done by calling PINT\_New\_request passing in a pointer to the request. Theoretically multiple request states can exist for the same request, though there is really no need to do such a thing.

```
struct PINT_Request_state *PINT_New_request_state (PINT_Request *request);
```

The new request state is positioned at the beginning of the request. The caller must also allocate a 64-bit start\_offset, as well as the offset and size arrays, eof\_flag, segmax, and bytemax. Each time PINT\_Process\_request is called, the segmax, bytemax, and eof\_flag should be reset to the proper values, as the function returns results in these variables as well as taking inputs from them. The offset and size arrays are overwritten each time PINT\_Process\_state is called. The start\_offset variable is normally NOT reset between calls as the caller normally wishes to continue translating the request from the point left off previously. After completing the processing of the request, the caller is also responsible for freeing the request state structure with a call to PINT\_Free\_request.

```
void PINT_Free_request_state (PINT_Request_state *req);
```

The following is a sample of code calling the request processing routines. It processes an entire request using no more than SEGMAX contiguous segments at a time and no more than BYTEMAX bytes at a time.

```

#include <pvfs-types.h>
#include <pint_distribution.h>

#define SEGMAX 32
#define BYTEMAX 250

do_a_request(PINT_Request *req,
             PVFS_Distribution *dist,
             PVFS_Dist_parm *dparm,
             PVFS_Meta meta)
{
    int i;

    // PVFS_Process_request arguments
    PINT_Request_state *reqs;
    PINT_Request_file_data rfdata;
    PVFS_offset offset_array[SEGMAX];
    PVFS_size size_array[SEGMAX];
    PVFS_offset offset;
    PVFS_size bytemax;
    int32_t segmax;
    PVFS_boolean extend_flag;
    PVFS_boolean eof_flag;

    reqs = PINT_New_request_state(req);
    rfdata.server_nr = 0;
    rfdata.server_ct = 1;
    rfdata.fsize = 10000000;
    rfdata.dist = dist
    rfdata.dparm = dparm
    rfdata.extend_flag = 0;
    eof_flag = 0;
    offset = 0;
    do {
        segmax = SEGMAX;
        bytemax = BYTEMAX;
        PINT_Process_request(reqs, &rfdata, &segmax, offset_array,
                             size_array, &offset, &bytemax, &eof_flag, PINT_SERVER);
        printf("processed %lld bytes in %d segments\n", bytemax, segmax);
        for (i = 0; i < segmax; i++)
        {
            printf("segment %d: offset=%lld size=%lld\n", i,
                   offset_array[i], size_array[i]);
        }
    }

```

```
    }  
  } while (offset != -1);  
}
```