Table of Contents

Overview ..................................................................................................................... 5
Software Download ................................................................................................. 5
Document Revision History .................................................................................... 5
Related Documentation .......................................................................................... 5

Release Notes ........................................................................................................... 6
Changes and New Features ..................................................................................... 6
HPC-X General Support .......................................................................................... 6
  HPC-X Requirements .......................................................................................... 6
  HPC-X Content ................................................................................................. 7
  Important Note ................................................................................................. 7
  Supported Platforms and Operating Systems ..................................................... 7
Bug Fixes in this Version ......................................................................................... 8
Known Issues ........................................................................................................... 8

Installing and Loading HPC-X ................................................................................. 12
Installing HPC-X ................................................................................................. 12
Building and Running Applications with HPC-X ............................................... 12
Building HPC-X with the Intel Compiler Suite .................................................... 12
Loading HPC-X Environment from Modules ...................................................... 13
HPC-X Environments ............................................................................................ 13
HPC-X and Singularity .......................................................................................... 14

Running, Configuring and Rebuilding HPC-X ....................................................... 15
Profiling MPI API ................................................................................................. 15
Rebuilding Open MPI ............................................................................................ 15
  Rebuilding Open MPI Using a Helper Script ...................................................... 15
  Rebuilding Open MPI from HPC-X Sources ...................................................... 16
Loading KNEM Module ......................................................................................... 16
Running MPI with HCNO.LL ................................................................................ 16
Direct Launch of Open MPI and OpenSHMEM using SLURM ‘srun’ ..................... 17

HCOL.L .................................................................................................................... 18
Overview .................................................................................................................. 18
Using HCOL.L .......................................................................................................... 19
  Enabling HCOL.L in Open MPI ......................................................................... 20
Tuning HCOLL Setting........................................................................................................... 20
Selecting Ports and Devices ................................................................................................. 20
Enabling Offloaded MPI Non-blocking Collectives............................................................. 20
Enabling Multicast Accelerated Collectives ........................................................................ 21
Enabling NVIDIA SHARP Software Accelerated Collectives............................................ 21
GPU Buffer Support in HCOLL ............................................................................................ 22
Limitations ............................................................................................................................. 23

Unified Communication - X Framework Library ............................................................... 25
Overview .................................................................................................................................. 25
Supported CPU Architectures ............................................................................................... 25
Configuring UCX .................................................................................................................... 25
Using UCX with OpenMPI ....................................................................................................... 26
Configuring UCX with XPMEM. .......................................................................................... 26
Tuning UCX Settings ............................................................................................................... 26
UCX Features .......................................................................................................................... 29
Hardware Tag Matching ........................................................................................................ 29
Single Root IO Virtualization (SR-IOV) ............................................................................... 30
Adaptive Routing .................................................................................................................... 31
CUDA GPU ............................................................................................................................ 32
Multi-Rail ................................................................................................................................. 32
Memory in Chip (MEMIC) ..................................................................................................... 33
PKey Support .......................................................................................................................... 33
Close Protocol ........................................................................................................................ 34
RoCE LAG ............................................................................................................................... 34
Flow Control for RDMA Read Operations ............................................................................ 34
PcLe Relaxed Ordering Support ............................................................................................ 34
UCX Configuration File ......................................................................................................... 34
Instrumentation and Monitoring FUSE-based Tool ............................................................. 35
UCX Utilities ............................................................................................................................ 35
ucx_perftest ............................................................................................................................. 35
Generating UCX Statistics for Open MPI/OpenSHMEM..................................................... 36

Unified Collective Communication (UCC) .......................................................................... 38
TL/UCP Special Service Worker .......................................................................................... 38
Out-Of-Box Native GPU Allreduce ....................................................................................... 38
Overview

NVIDIA® HPC-X® is a comprehensive software package that includes MPI and SHMEM communications libraries. HPC-X also includes various acceleration packages to improve both the performance and scalability of applications running on top of these libraries, including UCX (Unified Communication X), which accelerates the underlying send/receive (or put/get) messages. It also includes HCOLL, which accelerates the underlying collective operations used by the MPI/PGAS languages.

The documentation here relates to HPC-X:

- Release Notes
- User Manual

Software Download

Please visit NVIDIA HPC-X

Document Revision History

A list of the changes made to this document are provided in Document Revision History.

Related Documentation

<table>
<thead>
<tr>
<th>Software</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA SHARP</td>
<td><a href="https://docs.nvidia.com/networking/category/mlnxsharp">https://docs.nvidia.com/networking/category/mlnxsharp</a></td>
</tr>
</tbody>
</table>
Release Notes

Release Notes Update History

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.17.1</td>
<td>December 12, 2023</td>
<td>Initial release of this document.</td>
</tr>
</tbody>
</table>

Changes and New Features

HPC-X current version provides the following changes and new features:

<table>
<thead>
<tr>
<th>Rev 2.17.0</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HPC-X Content</strong></td>
</tr>
<tr>
<td>Updated <a href="#">HPC-X Content</a> section to reflect the communication libraries versions embedded in</td>
</tr>
<tr>
<td>this HPC-X release.</td>
</tr>
<tr>
<td>• NVIDIA SHARP v3.5.1</td>
</tr>
<tr>
<td><strong>Known Issues</strong></td>
</tr>
<tr>
<td>See <a href="#">Known Issues</a>.</td>
</tr>
</tbody>
</table>

HPC-X General Support

HPC-X Requirements

The platform and requirements for HPC-X are detailed in the following table:

<table>
<thead>
<tr>
<th>Platform</th>
<th>Versions</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUDA</td>
<td>12.x</td>
</tr>
<tr>
<td>GDRCopy</td>
<td>2.3</td>
</tr>
<tr>
<td>MLNX_OFED</td>
<td>23.10</td>
</tr>
<tr>
<td>NCCL</td>
<td>2.x</td>
</tr>
<tr>
<td>NVIDIA BlueField-2</td>
<td>24.38.1002</td>
</tr>
<tr>
<td>NVIDIA BlueField-3</td>
<td>32.38.1002</td>
</tr>
<tr>
<td>NVIDIA ConnectX-5/ConnectX-5 Ex</td>
<td>16.35.2000</td>
</tr>
<tr>
<td>NVIDIA ConnectX-6</td>
<td>20.38.1900</td>
</tr>
<tr>
<td>NVIDIA ConnectX-6 Dx</td>
<td>22.38.1900</td>
</tr>
<tr>
<td>NVIDIA ConnectX-6 Lx</td>
<td>26.38.1900</td>
</tr>
<tr>
<td>NVIDIA ConnectX-7</td>
<td>28.38.1900</td>
</tr>
<tr>
<td>XPMEM</td>
<td>2.7</td>
</tr>
</tbody>
</table>
HPC-X Content

The following communications libraries and acceleration packages are part of this NVIDIA HPC-X® package:

<table>
<thead>
<tr>
<th>Library/Acceleration Package</th>
<th>Version Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open MPI</td>
<td>4.1</td>
</tr>
<tr>
<td>NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP)</td>
<td>3.5.0</td>
</tr>
<tr>
<td>HCOLL</td>
<td>4.8</td>
</tr>
<tr>
<td>UCX</td>
<td>1.16.0</td>
</tr>
<tr>
<td>UCC</td>
<td>1.3</td>
</tr>
<tr>
<td>Open SHMEM specification compliance</td>
<td>1.4</td>
</tr>
<tr>
<td>ClusterKit²</td>
<td>1.11</td>
</tr>
<tr>
<td>nccl-rDMA-sharp-plugin³</td>
<td>2.5</td>
</tr>
</tbody>
</table>

1. Full Open SHMEM v1.4 support is available only if compiled with C11 Standard (see Rebuilding Open MPI from HPC-X™ Sources).
2. ClusterKit is a multifaceted node assessment tool for high performance clusters.
3. nccl-rDMA-sharp plugin enables RDMA and Switch-based collectives (SHARP) with NVIDIA’s NCCL library.

Important Note

⚠️ When HPC-X is launched with Open MPI without a resource manager job environment (slurm, pbs, etc.), or when it is launched from a compute node, the default rsh/ssh-based launcher will be used. This launcher does not propagate environment variables to the compute nodes. Thus, it is important to ensure the propagation of LD_LIBRARY_PATH variable from HPC-x is done as follows.

```
%mpirun -x LD_LIBRARY_PATH -np 2 -H host1,host2 $HPCX_MPI_TESTS_DIR/examples/hello_c
```

Supported Platforms and Operating Systems

The following table lists the supported operating systems and CPUs for the latest HPC-X.

⚠️ Starting from HPC-X v2.9, HPC-X will no longer support PPC architecture.

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Platforms</th>
</tr>
</thead>
<tbody>
<tr>
<td>RHEL/CentOS/Rocky 7.x</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>RHEL/CentOS/Rocky 8.x</td>
<td>x86_64, aarch64</td>
</tr>
</tbody>
</table>
### Operating System

<table>
<thead>
<tr>
<th>Operating System</th>
<th>Platforms</th>
</tr>
</thead>
<tbody>
<tr>
<td>RHEL/CentOS/Rocky 9.x</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>CentOS 8.x Stream</td>
<td>x86_64</td>
</tr>
<tr>
<td>CentOS 9.x Stream</td>
<td>x86_64</td>
</tr>
<tr>
<td>SLES 12 SP4</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>SLES 12 SP5</td>
<td>x86_64</td>
</tr>
<tr>
<td>SLES 15 SP2</td>
<td>x86_64</td>
</tr>
<tr>
<td>SLES 15 SP3</td>
<td>x86_64</td>
</tr>
<tr>
<td>SLES 15 SP4</td>
<td>x86_64</td>
</tr>
<tr>
<td>Ubuntu 18.04</td>
<td>x86_64</td>
</tr>
<tr>
<td>Ubuntu 20.04</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>Ubuntu 22.04</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>OpenEuler 20.03</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>Kylin 10 SP1</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>Kylin 10 SP2</td>
<td>x86_64, aarch64</td>
</tr>
<tr>
<td>Debian 10.x</td>
<td>x86_64</td>
</tr>
<tr>
<td>Debian 11.x</td>
<td>x86_64</td>
</tr>
</tbody>
</table>

### Bug Fixes in this Version

N/A

### Known Issues

The following is a list of general limitations and known issues of the various components of this HPC-X release.

<table>
<thead>
<tr>
<th>Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| **3633383**      | **Description**: When allocating device memory (MEMIC) on some FW versions, by passing `memheap_base_device_nic_mem_seg_size` parameter to SHMEM runner, the process may crash with the error message “failed to allocate 4096 bytes on using md ib”. In such cases, avoid using MEMIC.  
**Workaround**: N/A  
**Keywords**: MEMIC, SHMEM, Allocation  
**Discovered in Version**: 2.17.0 |
| **3606732**      | **Description**: In some cases, when using Cuda buffers for intra-node transfers, the program may crash with an assertion `offset <= key->b_len` failed in cuda_ipc. This happens due to a conflict between `cuda_ipc` and `gdrcopy` memory registration on the same buffer. In other cases, the error message “gdrc_map failed” can be printed.  
**Workaround**: N/A  
**Keywords**: gdrcopy, cuda_ipc  
**Discovered in Version**: 2.17.0 |
<table>
<thead>
<tr>
<th>Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| 3586369 | **Description:** When UD transport is being used explicitly, the MPI or SHMEM job may hang during cleanup or MPI_Finalize, while waiting for UCX endpoint flush operation to complete.  
**Workaround:** Disable adaptive progress optimization by setting the environment variable `UCX_ADAPTIVE_PROGRESS=n`, or don't select UD transport explicitly.  
**Keywords:** Hang, UD, Flush  
**Discovered in Version:** 2.17.0 |
| 3653404 | **Description:** When registering a large memory region with `ucp_mem_map()`, and peer failure handling support is enabled on the UCX endpoint, the process may crash with the error "LRU push returned Unsupported operation" while sending a buffer belonging to that region. The issue happens because multi-threaded registration is being used for large regions, and it does not work well with peer failure support.  
**Workaround:** Disable multi-thread registration by setting the environment variable "UCX_REG_MT_THRESH=inf".  
**Keywords:** Multi-Threaded, Indirect, Key Registration  
**Discovered in Version:** 2.17.0 |
| 3606445 | **Description:** The performance of `osu_mbw_mr` for some message sizes can be worse than the previous release. This can happen because of different default protocol thresholds.  
**Workaround:** Revert to previous thresholds selection logic by setting the environment variable to `UCX_PROTO_ENABLE=n`  
**Keywords:** Performance, `osu_mbw_mr`  
**Discovered in Version:** 2.17.0 |
| 2705762 | **Description:** To get the best performance when running on ConnectX-7 NDR400 fabric, the following parameters should be set with mpirun.  
`mpirun -x UCX_MAX_RNDV_LANES=4 -x UCX_RNDV_THRESH=20k`  
**Workaround:** N/A  
**Keywords:** ConnectX-7; UCX; mpirun  
**Discovered in Version:** 2.11 (UCX 1.13) |
| 2921450 | **Description:** UCX job may hang when the DC transport is used.  
**Workaround:**  
- Exclude RoCE LAG devices from the list of available devices (managed by UCX_NET_DEVICES environment variable) and make sure UCX_IB_NUM_PATH is set to 1.  
- Exclude DC from the list of available transports managed by the UCX_TLS environment variable (e.g. set UCX_TLS=sm,self,rc,tcp).  
**Keywords:** UCX  
**Discovered in Version:** 2.9 (UCX 1.11) |
| 3634814 | **Description:** Once the TCP detects a "Connection reset by a peer" failure on a connection, it stops sending data, and the MPI/SHMEM application hangs. Error printouts from the UCP/UCT can be seen in the log.  
**Workaround:** On small scale cases, change the "UCX_TLS=tcp" to "UCX_TLS=sm,tcp" parameter. On larger scales this workaround is not applicable.  
**Keywords:** UCX hang  
**Discovered in Version:** 2.9 (UCX 1.11) |
| 3830278 | **Description:** NCCL plugin works only with NCCL v2.8 or higher.  
**Workaround:** Build plugin version v2.0 from the following source.  
[https://github.com/Mellanox/nccl-rdma-sharp-plugins/tree/v2.0.x](https://github.com/Mellanox/nccl-rdma-sharp-plugins/tree/v2.0.x)  
**Keywords:** NCCL Plugin |
<table>
<thead>
<tr>
<th>Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| **2235234** | **Description:** On some platforms, GPUDirect RDMA does not work reliably when the path between HCA and GPU traverses QPI link.  
  **Workaround:** Disable GPUDirect support in UCX by setting UCX_IB_GPU_DIRECT_RDMA=n.  
  **Keywords:** GPUDirect, RDMA, UCX  
  **Discovered in Version:** 2.7 (UCX 1.9) |
| **4549** | **Description:** UCX may fail to compile with Clang compiler version 9 if --dynamic-list-data flag is used in the compilation.  
  (Github issue: [https://github.com/openucx/ucx/issues/4549](https://github.com/openucx/ucx/issues/4549))  
  **Workaround:** [optional] Compile UCX without using this flag. However, note that ucx_perftest will not be available for usage.  
  **Keywords:** Clang compiler, UCX  
  **Discovered in Version:** 2.6 (UCX 1.8) |
| **4105** | **Description:** Adaptive Routing is not supported when used with OpenSHMEM applications.  
  (Github issue: [https://github.com/openucx/ucx/issues/4105](https://github.com/openucx/ucx/issues/4105))  
  **Workaround:** N/A  
  **Keywords:** Adaptive Routing, AR, OpenSHMEM, OSHMEM  
  **Discovered in Version:** 2.5 (OpenSHMEM 1.4) |
| **1162** | **Description:** UCX currently does not support canceling send requests.  
  (Github issue: [https://github.com/openucx/ucx/issues/1162](https://github.com/openucx/ucx/issues/1162))  
  **Workaround:** N/A |
<table>
<thead>
<tr>
<th>Reference Number</th>
<th>Issue</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>Keywords:</strong> UCX</td>
</tr>
<tr>
<td></td>
<td><strong>Discovered in Version:</strong> 2.0</td>
</tr>
<tr>
<td>-</td>
<td><strong>Description:</strong> UCX job hangs with SocketDirect/MultiHost/SR-IOV.</td>
</tr>
<tr>
<td></td>
<td><strong>Workaround:</strong> Set UCX_IB_ADDR_TYPE=ib_global</td>
</tr>
<tr>
<td></td>
<td><strong>Keywords:</strong> UCX</td>
</tr>
<tr>
<td>-</td>
<td><strong>Description:</strong> As UCX embedded in the HPC-X is compiled with AVX support, UCX cannot be run on hosts without AVX support. In case the AVX is not available, recompile the UCX that is available in the HPC-X with the option: --with-avx=no</td>
</tr>
<tr>
<td></td>
<td><strong>Workaround:</strong> Recompile UCX with AVX disabled:</td>
</tr>
<tr>
<td></td>
<td>$ ./utils/hpcx_rebuild.sh --rebuild-ucx --ucx-extra-config &quot;--with-avx=no&quot;</td>
</tr>
<tr>
<td></td>
<td><strong>Keywords:</strong> UCX</td>
</tr>
</tbody>
</table>
Installing and Loading HPC-X

Installing HPC-X

➢ To install HPC-X:

1. Extract hpcx.tbz into your current working directory.

```bash
tar -xvf hpcx.tbz
```

2. Update shell variable of the location of HPC-X installation.

```bash
$ cd hpcx
$ export HPCX_HOME=$PWD
```

Building and Running Applications with HPC-X

HPC-X includes Open MPI v4.1.x. Each Open MPI version has its own module file which can be used to load the desired version.

The symbolic links `hpcx-init.sh` and `modulefiles/hpcx` point to the default version (Open MPI v4.1.x).

➢ To load Open MPI/OpenSHMEM v4.1.x based package:

```bash
% source $HPCX_HOME/hpcx-init.sh
% hpcx_load
% env | grep HPCX
% mpicc $HPCX_MPI_TESTS_DIR/examples/hello_c.c -o $HPCX_MPI_TESTS_DIR/examples/hello_c
% mpirun -np 2 $HPCX_MPI_TESTS_DIR/examples/hello_c
% oshcc $HPCX_MPI_TESTS_DIR/examples/hello_oshmem_c.c -o $HPCX_MPI_TESTS_DIR/examples/hello_oshmem_c
% oshrun -np 2 $HPCX_MPI_TESTS_DIR/examples/hello_oshmem_c
% hpcx_unload
```

Building HPC-X with the Intel Compiler Suite

As of version 1.7, HPC-X builds are no longer distributed based on the Intel compiler suite. However, after following the HPC-X deployment example below, HPC-X can subsequently be rebuilt from source with your Intel compiler suite as follows:

```bash
$ tar xfp $(HPCX_HOME)/sources/openmpi-gitclone.tar.gz
$ cd $(HPCX_HOME)/sources/openmpi-gitclone
$ ./configure CC=icc CXX=icpc F77=ifort FC=ifort --prefix=$(HPCX_HOME)/ompi-icc
--with-hcoll=$(HPCX_HOME)/hcoll
--with-ucx=$(HPCX_HOME)/ucx
--with-platform=contrib/platform/mellanox/optimized
>&1 | tee config-icc-output.log
$ make -j32 all 2>&1 | tee build_icc.log && make -j24 install 2>&1 | tee install_icc.log
```

In the above example, 4 switches are used to specify the compiler suite:

<table>
<thead>
<tr>
<th>Compiler Suite</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CC:</td>
<td>Specifies the C compiler</td>
</tr>
<tr>
<td>CXX:</td>
<td>Specifies the C++ compiler</td>
</tr>
<tr>
<td>F77:</td>
<td>Specifies the Fortran 77 compiler</td>
</tr>
</tbody>
</table>
FC: Specifies the Fortran 90 compiler

⚠️ We strongly recommend using a single compiler suite whenever possible. Unexpected or undefined behavior can occur when you mix compiler suites in unsupported ways (e.g., mixing Fortran 77 and Fortran 90 compilers between different compiler suite is almost guaranteed not to work.)

In all cases, the Intel compiler suite must be found in your PATH and be able to successfully compile and link non-MPI applications before Open MPI will be able to be built properly.

For rebuilding HPC-X open-source components, please use the helper script as described in “Rebuilding Open MPI Using a Helper Script” section.

Loading HPC-X Environment from Modules

➢ To load Open MPI/OpenSHMEM v4.1.x based package:

```bash
% module use $HPCX_HOME/modulefiles
% module load hpcx
% mpicc $HPCX_MPI_TESTS_DIR/examples/hello_c.c -o $HPCX_MPI_TESTS_DIR/examples/hello_c
% mpirun -np 2 $HPCX_MPI_TESTS_DIR/examples/hello_c
% oshcc $HPCX_MPI_TESTS_DIR/examples/hello_oshmem_c.c -o $HPCX_MPI_TESTS_DIR/examples/hello_oshmem_c
% oshrun -np 2 $HPCX_MPI_TESTS_DIR/examples/hello_oshmem_c
% module unload hpcx
```

HPC-X Environments

Starting from version 2.1, HPC-X toolkit is provided with a set of environments. You are to select the environment that meets your needs best.

- HPC-X with CUDA® support - hpcx

⚠️ Cuda support in SLES 11, RHEL 6 and RHEL OSs lower than 7.4 with PPC arch is no longer available.

This is the default option which is optimized for best performance for the single-thread mode. This option supports both GPU and non-GPU setups.

⚠️ Starting with CUDA 11.0, the minimum recommended GCC compiler is at least GCC 5 due to C++11 requirements in CUDA libraries e.g. cuFFT and CUB.

- HPC-X with multi-threading support - hpcx-mt
  This option enables multi-threading support in all of the HPC-X components. Please use this module in order to run multi-threaded applications.
- HPC-X for profiling - hpcx-prof
  This option enables UCX compiled with profiling information.
- HPC-X for debug - hpcx-debug
  This option enables UCX/HCOLL/SHARP compiled in debug mode.
- HPC-X stack - hpcx-stack
  This environment contains all the libraries that ‘Vanilla HPCX’ has, except for OMPI.
When HPC-X is launched with Open MPI without a resource manager job environment (slurm, pbs, etc.), or when it is launched from a compute node, the default rsh/ssh-based launcher will be used. This launcher does not propagate environment variables to the compute nodes. Thus, it is important to ensure the propagation of LD_LIBRARY_PATH variable from HPC-x is done as follows.

```bash
mpirun -x LD_LIBRARY_PATH -np 2 -H host1,host2 $HPCX_MPI_TESTS_DIR/examples/hello_c
```

Note that only one of the environments can be loaded to be run.

For information on how to load and use the additional environments, please refer to the HPC-X README file (embedded in the HPC-X package).

**HPC-X and Singularity**

HPC-X supports Singularity containerization technology, which help deploying and running distributed applications without launching an entire virtual machine (VM) for each application.

For instructions on the technology and how to create a standalone Singularity container with MLNX_OFED and HPC-X inside, please visit:

- Placing HPC-X in a Singularity Container post
- $HPCX_HOME/utils/singularity/hpcx-singularity.md file inside HPC-X package
Running, Configuring and Rebuilding HPC-X

The sources for SHMEM and OMPI can be found at $HPCX_HOME/sources/.

Please refer to $HPCX_HOME/sources/ and HPC-X README file for more information on building details.

Profiling MPI API

To profile MPI API

$ export IPM_KEYFILE=$HPCX_IPM_DIR/etc/ipm_key_mpi
$ export IPM_LOG=FULL
$ export LD_PRELOAD=$HPCX_IPM_DIR/lib/libipm.so
$ mpirun -x LD_PRELOAD <...>
$ $HPCX_IPM_DIR/bin/ipm_parse -html outfile.xml

For further details on profiling MPI API, please refer to: http://ipm-hpc.org/

The NVIDIA®-supplied version of IPM contains an additional feature (Barrier before Collective), not found in the standard package, that allows end users to easily determine the extent of application imbalance in applications which use collectives. This feature instruments each collective so that it calls MPI_Barrier() before calling the collective operation itself. Time spent in this MPI_Barrier() is not counted as communication time, so by running an application with and without the Barrier before Collective feature, the extent to which application imbalance is a factor in performance can be assessed.

The instrumentation can be applied on a per-collective basis, and is controlled by the following environment variables:

$ export IPM_ADD_BARRIER_TO_REDUCE=1
$ export IPM_ADD_BARRIER_TO_ALLREDUCE=1
$ export IPM_ADD_BARRIER_TO_GATHER=1
$ export IPM_ADD_BARRIER_TO_GATHERV=1
$ export IPM_ADD_BARRIER_TO_ALLGATHER=1
$ export IPM_ADD_BARRIER_TO_ALLGATHERV=1
$ export IPM_ADD_BARRIER_TO_BROADCAST=1
$ export IPM_ADD_BARRIER_TO_SCATTER=1
$ export IPM_ADD_BARRIER_TO_SCATTERV=1
$ export IPM_ADD_BARRIER_TO_GATHERV=1
$ export IPM_ADD_BARRIER_TO_ALLGATHERV=1
$ export IPM_ADD_BARRIER_TO_REDUCE_SCATTER=1

By default, all values are set to ‘0’.

Rebuilding Open MPI

Rebuilding Open MPI Using a Helper Script

The $HPCX_ROOT/utils/hpcx_rebuild.sh script can rebuild OMPI and UCX from HPC-X using the same sources and configuration. It also takes into account HPC-X’s environments: vanilla, MT and CUDA.

For details, run:

$HPCX_ROOT/utils/hpcx_rebuild.sh --help
Rebuilding Open MPI from HPC-X Sources

HPC-X package contains Open MPI sources that can be found in $HPCX_HOME/sources/ folder. Further information can be found in HPC-X README file.

To build Open MPI from sources:

```bash
$ HPCX_HOME=/path/to/extracted/hpcx
$ ./configure --prefix=${HPCX_HOME}/hpcx-ompi
               --with-hcoll=${HPCX_HOME}/hcoll
               --with-ucx=${HPCX_HOME}/ucx
               --with-platform=contrib/platform/mellanox/optimized
               --with-slurm --with-pmix
$ make -j9 all && make -j9 install
```

Open MPI and OpenSHMEM are pre-compiled with UCX and HCOLL, and use them by default.

If HPC-X is intended to be used with SLURM PMIx plugin, Open MPI should be built against external PMIx, Libevent and HWLOC and the same Libevent and PMIx libraries should be used for both SLURM and Open MPI.

Additional configuration options:

```bash
--with-pmix=<path-to-pmix>
--with-libevent=<path-to-libevent>
--with-hwloc=<path-to-hwloc>
```

Loading KNEM Module

UCX intra-node communication uses the KNEM module, which improves the performance significantly. Make sure this module is loaded on your system:

```bash
$ modprobe knem
```

On RHEL systems, to enable the KNEM module on machine boot, add these commands into the /etc/rc.modules script.

Making /dev/knem public accessible posses no security threat, as only the memory buffer that was explicitly made readable and/or writable can be accessed read and/or write through the 64bit cookie. Moreover, recent KNEM releases enforce by default that the attacker and the target process have the same UID which prevent any security issues.

Running MPI with HCOLL

- HCOLL is enabled by default in HPC-X.

- Running with default HCOLL configuration parameters:
Running OSHMEM with HCOLL:

% oshrun -mca scoll mpi_enable 1 -mca scoll basic mpi -mca coll_hcoll_enable 1

Direct Launch of Open MPI and OpenSHMEM using SLURM 'srun'

If Open MPI was built with SLURM support, and SLURM has PMI2 or PMIx support, the Open MPI and OpenSHMEM applications can be launched directly using the 'srun' command:

- Open MPI:
  
  `env <MPI/OSHMEM-application-env> srun --mpi={pmi2|pmix} <srun-args> <mpi-app-args>`

⚠️ All Open MPI/OpenSHMEM parameters that are supported by the mpirun/oshrun command line can be provided through environment variables using the following rule:

"-mca <param_name> <param-val>" => "export OMPI_MCA_<param_name>=<param-val>"

For example an alternative to "-mca coll_hcoll_enable 1" with 'mpirun' is "export OMPI_MCA_coll_hcoll_enable=1" with 'srun'
Overview

To meet the needs of scientific research and engineering simulations, supercomputers are growing at an unrelenting rate. As supercomputers increase in size from mere thousands to hundreds-of-thousands of processor cores, new performance and scalability challenges have emerged. In the past, performance tuning of parallel applications could be accomplished fairly easily by separately optimizing their algorithms, communication, and computational aspects. However, as systems continue to scale to larger machines, these issues become co-mingled and must be addressed comprehensively.

Collective communications execute global communication operations to couple all processes/nodes in the system and therefore must be executed as quickly and as efficiently as possible. Indeed, the scalability of most scientific and engineering applications is bound by the scalability and performance of the collective routines employed. Most current implementations of collective operations will suffer from the effects of systems noise at extreme-scale (system noise increases the latency of collective operations by amplifying the effect of small, randomly occurring OS interrupts during collective progression.) Furthermore, collective operations will consume a significant fraction of CPU cycles, cycles that could be better spent doing the meaningful computation.

The two issues of lost CPU cycles and performance loss to the effects of system noise have been addressed by offloading the communications to the host channel adapters (HCAs) and switches. The technologies of SHARP (Scalable Hierarchical Aggregation and Reduction Protocols) and CORE-Direct® (Collectives Offload Resource Engine) provide the most advanced solution available for handling collective operations, thereby ensuring maximal scalability, minimal CPU overhead, and providing the capability to overlap communication operations with computation allowing applications to maximize asynchronous communication.

Additionally, HCOLL contains support for building runtime configurable hierarchical collectives. HCOLL leverages hardware multicast capabilities to accelerate collective operations. In HCOLL, the performance and scalability of the UCX point-to-point library in the form of the "ucx_p2p" BCOL is fully taken advantage of. This enables users to leverage NVIDIA hardware offloads transparently and with minimal effort.

HCOLL is a standalone library that can be integrated into any MPI or PGAS runtime. Support for HCOLL is currently integrated into Open MPI versions 1.7.4 and higher. HCOLL release currently supports blocking and non-blocking variants of “Allgather”, “Allgatherv”, “Allreduce”, “AlltoAll”, “AlltoAllv”, “Barrier”, and “Bcast”.

The following diagram summarizes the HCOLL architecture:
The following diagram shows the HCOLL components and the role that each plays in the acceleration process:

Using HCOLL

⚠️ HCOLL is part of the HPC-X software toolkit and does not require any special installation.
Enabling HCOLL in Open MPI

HCOLL is enabled by default with HPC-X. Users can explicitly disable it using the following MCA parameter.

\[ \text{mpirun -np 32 -mca coll_hcoll_enable 0 ./a.out} \]

Tuning HCOLL Setting

The default HCOLL settings should be optimal for most systems. To check the available HCOLL parameters and their default values, run the following command after loading HPC-X.

\[ \% \text{$HPCX_HCOLL_DIR/bin/hcoll_info -all} \]

HCOLL parameters are simply environment variables and can be modified in one of the following ways:

- Modify the default HCOLL parameters as part of the \textit{mpirun} command.

\[ \% \text{mpirun ... -x HCOLL_ML_BUFFER_SIZE=65536} \]

- Modify the default HCOLL parameter values from SHELL:

\[ \% \text{export -x HCOLL_ML_BUFFER_SIZE=65536} \]
\[ \% \text{mpirun ...} \]

Selecting Ports and Devices

To select the HCA device and port you would like HCOLL to run over:

\[ \% \text{-x HCOLL_MAIN_IB=<device_name>:<port_num}> \]

Enabling Offloaded MPI Non-blocking Collectives

In order to use hardware offloaded collectives in non-blocking MPI calls (e.g. \texttt{MPI_Ibcast()}), set the following parameter

\[ \% \text{-x HCOLL_ENABLE_NBC=1} \]

The supported non-blocking MPI collectives are:

- \texttt{MPI_Ibarrier}
- \texttt{MPI_Ibcast}
- \texttt{MPI_Iallgather}
- `MPI_Iallreduce (4b, 8b, SUM, MIN, PROD, AND, OR, LAND, LOR)`

## Enabling Multicast Accelerated Collectives

HCOLL uses hardware multicast to accelerate certain collective operations. In order to take full advantage of this unique capability, you must first have IPoIB configured on every adapter card/port pair that collective message traffic flows through.

### Configuring IPoIB

To configure IPoIB, you need to define an IP address on the IB interface.

1. Use `/usr/bin/ibdev2netdev` to show all IB interfaces.

   ```bash
   hpchead ~ > ibdev2netdev
   mlx4_0 port 1 ==> ib0 (Down)
   mlx4_0 port 2 ==> ib1 (Down)
   mlx5_0 port 1 ==> ib2 (Down)
   mlx5_0 port 2 ==> ib3 (Down)
   ```

2. Use `/sbin/ifconfig` to get the address information for a specific interface (e.g. ib0).

   ```bash
   hpchead ~ > ifconfig ib0
   ifconfig uses the ioctl access method to get the full address information, which limits hardware addresses to 8 bytes. Since InfiniBand address has 20 bytes, only the first 8 bytes are displayed correctly.
   ib0      Link encap:InfiniBand HWaddr A0:04:02:20:FE:80:00:00:
   inet addr:192.168.1.1 Bcast:192.168.1.255 Mask:255.255.255.0
   MTU:2044 Metric:1
   RX packets:58 errors:0 dropped:0 overruns:0 frame:0
   TX packets:1332 errors:0 dropped:0 overruns:0 carrier:0
   collisions:0 txqueuelen:1024
   RX bytes:3248 (3.1 KiB) TX bytes:80016 (78.1 KiB)
   ```

Or you can use `/sbin/ip` for the same purpose

   ```bash
   hpchead ~ > ip addr show ib0
   4: ib0: <BROADCAST,MULTICAST> mtu 2044 qdisc mq state DOWN qlen 1024
   link/ether A0:04:02:20:FE:80:00:00:00:00:00:00:00:00:00:00
   inet 192.168.1.1 scope global ib0
   ```

In the example above, the IP is defined (192.168.1.1). If it is not defined, then you can define an IP address now.

## Enabling NVIDIA SHARP Software Accelerated Collectives

As of v1.7, HPC-X supports NVIDIA SHARP Software Accelerated Collectives. These collectives are enabled by default if HCOLL v3.5 and above detects that it is running in a supported environment.

- To enable NVIDIA SHARP acceleration:

  ```bash
  -x HCOLL_ENABLE_SHARP=1
  ```

- To disable NVIDIA SHARP acceleration:
To change the NVIDIA SHARP message threshold:

To change the NVIDIA SHARP message threshold:

The maximum small message allreduce algorithm runs through SHARP. Messages with a size greater than the above will use SHARP streaming aggregation or fall back to non-SHARP-based algorithms (multicast based or non-multicast based).

For instructions on how to deploy NVIDIA SHARP software in InfiniBand fabric, see NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) Deployment Guide.

Once NVIDIA SHARP software is deployed, you need to only specify the HCA device (device_name) and port number (port_num) that is connected to the NVIDIA SHARP software tree in the following way:

```
-x HCOLL_MAIN_IB=<device_name>:<port_num>
```

GPU Buffer Support in HCOLL

HCOLL of version >= 4.4 supports collective operations over GPU buffers. The supported GPU HW includes NVIDIA® GPUs starting from Tesla K80.

- Minimal SW requirement: CUDA® (version >= 9.0).

If CUDA runtime is available during MPI job, HCOLL will automatically enable GPU support. Collective operations that support GPU buffers:

- Allreduce
- Bcast
- Allgather

If some other collective operation API of libhcoll is called with GPU buffer, then the call would return HCOLL_ERROR after the buffer type check.

Recommended Additional SW

- NCCL (version >= 2.4).
  It is recommended to install libnccl for better performance. If it is not available, HCOLL will print a warning regarding potentially lower performance. The warning can be suppressed by setting “-x HCOLL_CUDA_BCOL=ucx_p2p -x HCOLL_CUDA_SBGP=p2p”.
- GPUDirect RDMA nv_peer_mem. If nv_peer_mem module is loaded on all nodes, then Bcast operation over GPU buffers will be optimized with HW Multicast.

The control parameter is HCOLL_GPU_ENABLE = <0,1,-1>

where:
<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>GPU support disabled. The type of the user buffers’ pointers is not checked. In such a case, if the user provides the buffer allocated on GPU, the behavior is undefined.</td>
</tr>
<tr>
<td>1</td>
<td>GPU support enabled. The buffer pointer is checked and HCOLL GPU collectives are enabled. This is the default value if the CUDA runtime is available.</td>
</tr>
<tr>
<td>-1</td>
<td>Partial GPU support. The buffer pointer is checked and HCOLL falls back to the runtime in the case of GPU buffer.</td>
</tr>
</tbody>
</table>

Limitations

Not all combinations of (OP, DTYPE) are supported for MPI_Allreduce with GPU buffers.

Supported operations:
- SUM
- PROD
- MIN
- MAX

Supported types:
- INT8,16,32,64
- UINT8,16,32,64
- FLOAT16,32,64

Limitations

- As of v4.1 release, HCOLL does not fully support mixed MPI datatypes. In this context, mixed datatypes refers to collective operations where the datatype layout of input and output buffers may be different on different ranks. For example:

  For an arbitrary MPI collective operation:
  
  ```
  MPI_Collective_op( input, count1, datatype-in_i, output, count2,datatype-out_i, communicator)
  ```
  
  Where i = 0,...,(number_of_mpi_processes - 1)
  
  Mixed mode means when i is not equal to j, (datatype-in_i, datatype-out_i) is not necessarily equal to (datatype-in_j, datatype-out_j).
  
  Mixed MPI datatypes, in general, can prevent protocol consensus inside HCOLL, resulting in hangs. However, because HCOLL contains a datatype engine with packing and unpacking flows built into the collective algorithms, mixed MPI datatypes will work under the following scenarios:

  - If the packed length of the data (a value all ranks must agree upon regardless of datatype) can fit inside a single HCOLL buffer (the default is (64Kbytes - header_space)), then mixed datatypes will work.
  - If the packed length of count*datatype is bigger than an internal HCOLL buffer, then HCOLL will need to fragment the message. If the datatypes and counts are defined on each rank so that all ranks agree on the number of fragments needed to complete the operation, then mixed datatypes will work. Our datatype engine cannot split across
primitive types and padding, this may result in non-agreement on the number of fragments required to process the operation. When this happens, HCOLL will hang with some ranks expecting incoming fragments and other believing the operation is complete.

- The environment variable HCOLL_ALLREDUCE_ZCOPY_TUNE=<static/dynamic> (default - dynamic) selects the level of automatic runtime tuning of HCOLL's large data allreduce algorithm. “Static” means no tuning is applied at runtime. “Dynamic” - allows HCOLL to dynamically adjust the algorithms radix and zero-copy threshold selection based on runtime sampling of performance.

Note: The “dynamic” mode should not be used in cases where numerical reproducibility is required, as this mode may result in a variation of the floating point reduction result from one run to another due to non-fixed reduction order.
Unified Communication - X Framework Library

Overview

Unified Communication - X Framework (UCX) is an acceleration library, integrated into the Open MPI (as a pml layer) and to OpenSHMEM (as an spml layer) and available as part of HPC-X. It is an open source communication library designed to achieve the highest performance for HPC applications. UCX has a broad range of optimizations for achieving low-software overheads in communication path which allows near native-level performance.

UCX supports receive side tag matching, one-sided communication semantics, efficient memory registration and a variety of enhancements which increase the scalability and performance of HPC applications significantly.

UCX is also highly useful for storage, big-data and cloud domains where client-server based applications are used.

UCX supports:

- InfiniBand transports:
  - Unreliable Datagram (UD)
  - Reliable Connected (RC)
  - Dynamically Connected (DC)

 DC is supported on Connect-IB®/ConnectX®-4 and above HCAs with MLNX_OFED v5.0 and higher.

- Accelerated verbs
  - Shared Memory communication with support for KNEM, CMA and XPMEM
  - RoCE
  - TCP
  - CUDA

For further information on UCX, please refer to https://github.com/openucx/ucx and http://www.openucx.org/

Supported CPU Architectures

Unified Communication - X Framework (UCX) supported CPU architectures are: x86, ARM, PowerPC.

Configuring UCX

As of HPC-X v2.1, UCX is set as the default pml for Open MPI, default spml for OpenSHMEM.
Using UCX with OpenMPI

UCX is the default pml in Open MPI and the default spml in OpenSHMEM.

➢ To use UCX with Open MPI explicitly:

```
$mpirun --mca pml ucx -mca oec ucx ...
```

➢ To use UCX with OpenSHMEM explicitly:

```
$oshrun --mca spml ucx ...
```

Configuring UCX with XPMEM

By default, UCX library embedded within HPC-X is compiled with an open source version of the XPMEM driver. The recommended version of the XPMEM driver is from: https://github.com/openucx/xpmem.

In order to compile UCX with another version of XPMEM, follow the steps below:

1. Make sure your host has XPMEM headers and the userspace library is installed.
2. Untar the UCX sources available inside the $HPCX_HOME/sources directory, and recompile UCX:

```
% ./autogen.sh
% ./contrib/configure-release --with-xpmem=/path/to/xpmem --prefix=/path/to/new/ucx/install
% make -j8 install
```

Note: In case the new UCX version is installed in a different location, use LD_LIBRARY_PATH for Open MPI to use the new location:

```
% mpirun -mca pml ucx -x LD_LIBRARY_PATH=/path/to/new/ucx/install/lib:$LD_LIBRARY_PATH ...
```

⚠️ When UCX is compiled from sources, it can be configured for best performance. To accomplish this, please compile UCX with:
```
./contrib/configure-release --enable-optimizations
```

Tuning UCX Settings

The default UCX settings are already optimized. To check the available UCX parameters and their default values, run the `$HPCX_UCX_DIR/bin/ucx_info -f` utility.

➢ To check the UCX version, run:

```
$HPCX_UCX_DIR/bin/ucx_info -v
```
UCX parameters can be modified using one of the following methods:

- Modifying the default UCX parameters value as part of the mpirun:

  ```
  $mpirun -x UCX_RC_VERBS_RX_MAX_BUFS=128000 <...>
  ```

- Modifying the default UCX parameters value from SHELL (when running as part of a resource manager job):

  ```
  $ export UCX_RC_VERBS_RX_MAX_BUFS=128000
  $ mpirun <...>
  ```

(when running as part of a resource manager job):

- Selecting the transports to use from the command line:

  ```
  $mpirun -mca pml ucx -x UCX_TLS=sm,rc_x ...
  ```

  The above command will select pml ucx and set its transports for usage, shared memory, and accelerated verbs.

- Excluding specific transports from the command line:

  ```
  mpirun -mca pml ucx -x UCX_TLS=^rc ...
  ```

  The above command line will select pml ucx and use all its available transports except for rc. The rc transport will be excluded from usage.

  **Warning:** As of HPC-X v2.5, shared memory has new transport naming. The available shared memory transports are: posix, sysv and xpmem.

  The ‘device’ name for the shared memory transport is ‘memory’ (for usage in UCX_SHM_DEVICES).

- When selecting one of the several devices or interfaces in the server, please use the UCX_NET_DEVICES flag to specify which RDMA device you would like to use.

  ```
  $mpirun -mca pml ucx -x UCX_NET_DEVICES=mlx5_1:1
  ```

  The above command will select pml ucx and set the HCA for usage, mlx5_1, port 1.

- Improving performance at scale by increasing the value of DC initiator QPs (DCI) number used by the interface when using the DC transport:

  ```
  $mpirun -mca pml ucx -x UCX_DC_MLX5_NUM_DCI=16
  ```

  In case the DC transport is not available or disabled on a large scale, UCX will fall back to the UD transport.

  The RC transport is disabled after 256 established connections. The counter of established connections can be overridden using the UCX_RC_MAX_NUM_EPS environmental parameter.

- Running UCX on a RoCE port, by:

  - Configuring the fabric as lossless (see RoCE Deployment Community post), and setting UCX_IB_TRAFFIC_CLASS=106.
• Setting the specific port using the UCX_NET_DEVICES environment variable. For example:

```bash
$mpirun -mca pml ucx -x UCX_NET_DEVICES=mlx5_0:1
```

• By default, RoCE v2 and IPv4 are used, if available. Otherwise, RoCE v1 with MAC address is used. In order to set a specific RoCE version to use, set UCX_IB_GID_INDEX to the index of the required RoCE version and address type, as reported by “show_gids” command. For example:

```bash
$mpirun -x UCX_NET_DEVICES=mlx5_0:1 -x UCX_TRAFFIC_CLASS=106 -x UCX_IB_GID_INDEX=3
```

• Setting the threshold for using the Rendezvous protocol in UCX:

```bash
$mpirun -mca pml ucx -x UCX_RNDV_THRESH=16384
```

By default, UCX will calculate the optimal threshold on its own, but the value can be overwritten using the above environment parameter.

• Setting the threshold for using the zero-copy in UCX:

```bash
$mpirun -mca pml ucx -x UCX_ZCOPY_THRESH=16384
```

By default, UCX will calculate the optimal threshold on its own, but the value can be overwritten using the above environment parameter.

• Setting UCX_IB_ADDR_TYPE=ib_global when running on GID-based multi-host setup (see also Single Root IO Virtualization (SR-IOV) section below).

• Enabling various optimizations intended for homogeneous environment. Enabling this mode implies that the local transport resources/devices of all entities that connect to each other are the same.

```bash
UCX_UNIFIED_MODE=y
```

• Using `-x UCX_IB_SUBNET_PREFIX` to filter for the InfiniBand subnet prefix (empty means no filter). This is relevant for IB link layer only. For example, a filter for the default subnet prefix can be specified as follows: `fe80:0:0:0`.

• Specifying how DC initiator (DCI) is selected by the endpoint with `UCX_DC_MLX5_TX_POLICY=<policy>` (relevant for DC transport only). The policy options are:

<table>
<thead>
<tr>
<th>Policy</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>dcs</td>
<td>The endpoint either uses already assigned DCI, or DCI is allocated in a LIFO order and gets released once it has no outstanding operations</td>
</tr>
<tr>
<td>dcs_quota</td>
<td>Same as “dcs”. In addition, the DCI is scheduled for release in case it has sent more than one quota and there are endpoints waiting for a DCI. The DCI is released once it completes all outstanding operations. This policy ensures that there will be no starvation among endpoints</td>
</tr>
<tr>
<td>rand</td>
<td>Every endpoint is assigned with a randomly selected DCI. Multiple endpoints may share the same DCI</td>
</tr>
</tbody>
</table>
• Using UCX CUDA memory hooks may not work with static building CUDA applications. As a workaround, extend the configuration with the following options:

```
-x UCX_MEMTYPE_CACHE=0 -x HCOLL_GPU_CUDA_MEMTYPE_CACHE_ENABLE=0 -x HCOLL_GPU_ENABLE=1
```

• Disabling GPU memory staging protocols and using only GPUDirectRDMA, if possible:

```
-x UCX_RDDEV_SCHEME=get_copy
```

• Running the application on close NUMA nodes:

```
mpirun -mca rmaps_dist_device <HCA name> -mca rmaps_base_mapping_policy dist:span
```

• The shared memory new transport naming:
The available shared memory transport names are: posix, sysv and xpmem. 'sm' and 'mm' will include all the three mentioned above.
The 'device' name for the shared memory transport is 'memory' (for usage in UCX_SHM_DEVICES)

• To get more information in case of any error (for troubleshooting purposes), please set the following environment parameter:

```
mpirun -mca pml ucx -x UCX_LOG_LEVEL=diag ...
```

• DC full handshake config can be set by the environment variables
  UCX_DC_MLX5_DCI_FULL_HANDSHAKE, UCX_DC_MLX5_DCI_KA_FULL_HANDSHAKE,
  UCX_DC_MLX5_DCT_FULL_HANDSHAKE. Possible values are: on / off / auto, with the default being “off”. In auto mode, FH will be used according to the AR config of the SL in use (if the SL is with AR – FH will be used, otherwise - HH).

### UCX Features

#### Hardware Tag Matching

Starting ConnectX-5, Tag Matching previously done by the software, can now be offloaded in UCX to the HCA. For MPI applications, sending messages with numeric tags accelerates the processing of incoming messages, leading to better CPU utilization and lower latency for expected messages. In Tag Matching, the software holds a list of matching entries called matching list. Each matching entry contains a tag and a pointer to an application buffer. The matching list is used to steer arriving messages to a specific buffer according to the message tag. The action of traversing the matching list and finding the matching entry is called Tag Matching, and it is performed on the HCA instead of the CPU. This is useful for cases where incoming messages are consumed not in the order they arrive, but rather based on numeric identifier coordinated with the sender.

Hardware Tag Matching avails the CPU for other application needs. Currently, Hardware Tag Matching is supported for the accelerated RC and DC transports (RC_X and DC_X), and can be enabled in UCX with the following environment parameters:

• For the RC_X transport:
UCX_RC_MLX5_TM_ENABLE=y

- For the DC_X transport:
  
  UCX_DC_MLX5_TM_ENABLE=y

By default, only messages larger than a certain threshold are offloaded to the transport. This threshold is managed by the “UCX_TM_THRESH” environment variable (its default value is 1024 bytes).

UCX may also use bounce buffers for hardware Tag Matching, offloading internal pre-registered buffers instead of user buffers up to a certain threshold. This threshold is controlled by the UCX_TM_MAX_BB_SIZE environment variable. The value of this variable has to be equal or less than the segment size, and it must be larger than the value of UCX_TM_THRESH to take effect (1024 bytes is the default value, meaning that optimization is disabled by default).

⚠️ With hardware Tag Matching enabled, the Rendezvous threshold is limited by the segment size, which is controlled by UCX_RC_MLX5_TM_MAX_BCOPY or UCX_DC_MLX5_TM_MAX_BCOPY variables (for RC_X and DC_X transports, respectively). Thus, the real Rendezvous threshold is the minimum value between the segment size and the value of UCX_RNDV_THRESH environment variable.

⚠️ Hardware Tag Matching for InfiniBand requires MLNX_OFED v4.1-x.x.x.x and above.

⚠️ Hardware Tag Matching for RoCE is not supported.

For further information, refer to Understanding Tag Matching for Developers post.

**Single Root IO Virtualization (SR-IOV)**

SR-IOV is a technology that allows a physical PCIe device to present itself multiple times through the PCIe bus. This technology enables multiple virtual instances of the device with separate resources. These virtual functions can then be provisioned separately. Each VF can be seen as an additional device connected to the Physical Function. It shares the same resources with the Physical Function, and its number of ports equals those of the Physical Function.

This feature is supported on ConnectX-5 HCAs and above only. To enable SR-IOV in UCX while it is configured in the fabric, use the following environment parameter:

UCX_IR_ADDR_TYPE=ib_global

Notes:

- This environment parameter should also be used when running UCX on a fabric with Socket Direct HCA installed. When working with Socket Direct HCAs, make sure Multi-Rail feature is enabled as well (refer to Multi-Rail).
- SRI-OV is not supported with dc and dc_x transports in UCX.
Adaptive Routing

Adaptive Routing (AR) enables sending messages between two HCAs on different routes, based on the network load. While in static routing, a packet that arrives to the switch is forwarded based on its destination only, in Adaptive Routing, the packet is loaded to all possible ports that the packet can be forwarded to, resulting in the load being balanced between ports, and the fabric adapting to load changes over time. This feature requires support for out-of-order arrival of messages, which UCX has for the RC, rc_x and dc_x transports.

To be able to use Adaptive Routing on the fabric, make sure it is enabled in OpenSM and in the switches.

Enabling Adaptive Routing on a certain SL is done according to the following table.

<table>
<thead>
<tr>
<th>UCX_IB_SL=auto</th>
<th>UCX_IB_AR_ENABLE=yes</th>
<th>UCX_IB_AR_ENABLE=no</th>
<th>UCX_IB_AR_ENABLE=try</th>
<th>UCX_IB_AR_ENABLE=auto</th>
</tr>
</thead>
<tbody>
<tr>
<td>AR enabled on some SLs</td>
<td>Use 1st SL with AR</td>
<td>Use 1st SL without AR</td>
<td>Use 1st SL with AR</td>
<td>Use SL=0</td>
</tr>
<tr>
<td>AR enabled on all SLs</td>
<td>Use SL=0</td>
<td>Failure</td>
<td>Use SL=0</td>
<td>Use SL=0</td>
</tr>
<tr>
<td>AR disabled on all SLs</td>
<td>Failure</td>
<td>Use SL=0</td>
<td>Use SL=0</td>
<td>Use SL=0</td>
</tr>
<tr>
<td>UCX_IB_SL=&lt;sl&gt;</td>
<td>AR enabled on &lt;sl&gt;</td>
<td>Failure</td>
<td>Use SL=&lt;sl&gt;</td>
<td>Use SL=&lt;sl&gt;</td>
</tr>
<tr>
<td>AR disabled on &lt;sl&gt;</td>
<td>Failure</td>
<td>Use SL=&lt;sl&gt;</td>
<td>Use SL=&lt;sl&gt;</td>
<td>Use SL=&lt;sl&gt;</td>
</tr>
</tbody>
</table>

Adaptive routing is not supported for OpenSHMEM applications.

Error Handling

Error Handling enables UCX to handle errors that occur due to algorithms with fault recovery logic. To handle such errors, a new mode was added, guaranteeing an accurate status on every sent message. In addition, the process classifies errors by their origin (i.e. local or remote) and severity, thus allowing the user to decide how to proceed and what would that possibly recovery method be.

To use Error Handling in UCX, the user must register with the UCP API (the ucp_ep_create API function needs to be addressed, for example)
CUDA GPU

Overview

CUDA environment support in HPC-X enables the use of NVIDIA’s GPU memory in UCX and HCOLL communication libraries for point-to-point and collective routines, respectively.

Supported Architectures

- CPU architecture: x86
- NVIDIA GPU architectures:
  - Tesla
  - Kepler
  - Pascal
  - Volta

System Requirements

- CUDA v8.0 or higher - for information on how to install CUDA, refer to NVIDIA documents for CUDA Toolkit. This version of HPC-X is compiled with CUDA v12.x.
- MLNX_OFED GPUDirect RDMA plugin module - for information on how to install:
  - MLNX_OFED - refer to MLNX_OFED webpage
  - GPUDirect RDMA - refer to MLNX_OFED GPUDirect RDMA webpage

  Once the NVIDIA software components are installed, it is important to verify that the GPUDirect RDMA kernel module is properly loaded on each of the computing systems where you plan to run the job that requires the GPUDirect RDMA.

  ➢ To check whether the GPUDirect RDMA module is loaded, run:
    ```bash
    service nv_peer_mem status
    ```

  ➢ To run this verification on other Linux flavors:
    ```bash
    lsmod | grep nv_peer_mem
    ```

- Once GDR COPY is installed, it is important to verify that the gdrcopy kernel module is properly loaded on each of the compute systems where you plan to run the job that requires the GDR COPY. GDR COPY plugin module - GDR COPY is a fast copy library from NVIDIA, used to transfer between HOST and GPU. For information on how to install GDR COPY, refer to its GitHub webpage

  ➢ To check whether the GDR COPY module is loaded, run:
    ```bash
    lsmod | grep gdrdrv
    ```

Multi-Rail

Multi-Rail enables users to use more than one of the active ports on the host, making better use of system resources, and allowing increased throughput. When using Socket Direct cards, the Multi-Rail capability becomes essential.
Each process would be able to use up to the first 4 active ports on the host in parallel (this 4 port limitation is for performance considerations), if the following parameters are set:

- **For setting the number of active ports to use for the Eager protocol, i.e. for small messages, please set the following parameter:**

```bash
% mpirun -mca pml ucx -x UCX_MAX_EAGER_RAILS=4 ...
```

- **For setting the number of active ports to use for the Rendezvous protocol, i.e. for large messages, please set the following parameter:**

```bash
% mpirun -mca pml ucx -x UCX_MAX_RNDV_RAILS=4 ...
```

Possible values for these parameters are 1, 2, 3 and 4. The default values are UCX_MAX_EAGER_LANES = 1, and UCX_MAX_RNDV_LANES = 2.

The Multi-Rail feature will be disabled while the Hardware Tag Matching feature is enabled.

Starting from HPC-X v2.8, multi-rail is also supported out-of-box for the client-server API. To enable or disable it, use the following environment parameter:

UCX_CM_USE_ALL_DEVICES=y/n

---

**Memory in Chip (MEMIC)**

Memory in chip feature allows for using on-device memory for sending messages from the UCX layer. This feature is enabled by default on ConnectX-5 HCAs. It is supported only for the rc_x and dc_x transports in UCX.

The environment parameters that control this feature behavior are:

- UCX_RC_MLX5_DM_SIZE
- UCX_RC_MLX5_DM_COUNT
- UCX_DC_MLX5_DM_SIZE
- UCX_DC_MLX5_DM_COUNT

For more information on these parameters, please refer to the ucx_info utility: % $HPCX_UCX_DIR/bin/ucx_info -f.

---

**PKey Support**

UCX supports the usage of a non-default PKey. In order to specify which PKEY value to use, please set it with the following environment parameter: UCX_IB_PKEY.

Valid values are between 0 - 0x7fff.

In an environment where the default PKey is not found, the PKey in index 0 will be used.
Close Protocol

When using the UCX client-server API for connection establishment, it is also possible to have a graceful teardown, i.e. a disconnection, between each pair of client and the server it’s connected to, at the end of the communication. Either side can be the initiator of the disconnection.

RoCE LAG

UCX now supports RoCE LAG out-of-box.

UCX is now able to detect a RoCE LAG device and automatically create two RDMA connections to utilize the full bandwidth of LAG interface.

For Ethernet packets, the network switch path is usually determined by a hash function on the packet’s IP and UDP header fields. In order to force using distinct paths for various switch topologies, it is possible to set “UCX_ROCE_PATH_FACTOR=n” environment variable to influence UDP. source_port field: the first connection will use “UDP. source_port=0xC000”, while the second connection will use “UDP. source_port=0xC000+n”.

The default value for UCX_ROCE_PATH_FACTOR is 1. This feature is currently supported for RC transport only.

Flow Control for RDMA Read Operations

This feature is intended to prevent network congestion when many processes send messages to the same destination. To reduce network pressure, the user may limit the number of simultaneously transferred data by setting UCX_RC_TX_NUM_GET_BYTES environment variable to a certain value (e.g. 10MB). In addition, to achieve better pipelining of network transfer and data processing, the user may limit the maximal message size which can be transferred using RDMA Read operation by setting UCX_RC_MAX_GET_ZCOPY environment variable to a certain value (e.g. 64KB).

PCIe Relaxed Ordering Support

UCX supports enabling Relaxed Ordering for PCIe Write transactions in order to improve performance on systems where the PCI bandwidth of relaxed-ordered Writes is higher than that of the default strict-ordered Writes.

The environment variable UCX_IB_PCI_RELAXED_ORDERING can force a specific behavior: “on” enables relaxed ordering; “off” disables it; while “auto” (default) sets relaxed ordering mode based on the system type.

UCX Configuration File

The UCX configuration file enables the user to apply configuration variables set by the user in the $HPCX_UCX_DIR/etc/ucx/ucx.conf file. A configuration file can be created with initial default values by running "ucx_info -fC > $HPCX_UCX_DIR/etc/ucx/ucx.conf".

The values are applied in the following order of precedence:
1. If an environment variable is set explicitly, it overrides the file’s configuration.
2. Otherwise, value from $HPCX_UCX_DIR/etc/ucx/ucx.conf is used if it exists.
3. Otherwise, default (compile-time) value is used.
Instrumentation and Monitoring FUSE-based Tool

This new functionality enables the user to analyze UCX-based applications in runtime. The tool is based on Filesystem in Userspace (FUSE) interface. If the feature is enabled, a directory for each process using UCX will be created in `/tmp/ucx`. The directory name is the PID of the target process. The process directory contains three sub-directories: UCP, UCT, UCS.

While building, UCX checks for fuse3 library presence and enables building the tool. Once UCX is built, the `ucx_vfs` binary will be created in the install directory and will be used to launch a daemon process and enable UCX-based applications analysis.

You can use the `UCX_VFS_ENABLE` environment variable to control the feature. It is set to ‘y’ by default. Setting the variable to ‘n’ disables creating the service thread in user’s UCX application.

Requirements

For the feature to function properly, the following is required:

- fuse3 utilities to run the daemon and analyze applications
- fuse3 library to build the tool

Limitations

- `ucx_vfs` daemon must be started before the target processes. Otherwise, if the number of processes exceeds the limit, `fs.inotify.max_user_instances` are increased.
- If the user starts simultaneously more than the maximum allowed number of processes and then starts the daemon, only the first processes that meet the limit will be monitored by the tool.

UCX Utilities

`ucx_perftest`

A client-server based application which is designed to test UCX’s performance and sanity checks.

To run it, two terminals are required to be opened, one on the server side and one on the client side.

The working flow is as follow:
1. The server listens to the request coming from the client.
2. Once a connection is established, UCX sends and receives messages between the two sides according to what the client requested.
3. The results of the communications are displayed.

For further information, run: `SHPCX_HOME/ucx/bin/ucx_perftest -help`.

Examples:
- From the server side, run:
  `SHPCX_HOME/ucx/bin/ucx_perftest`
- From the client side, run:
  `SHPCX_HOME/ucx/bin/ucx_perftest <server_host_name> -t ucp_am_bw`

Among other parameters, you can specify the test you would like to run, the message size and the number of iterations.

### Generating UCX Statistics for Open MPI/OpenSHMEM

In order to generate statistics, the statistics destination and trigger should be set, and they can optionally be filtered and/or formatted.

- The destination is set by `UCX_STATS_DEST` environment variable whose values can be one of the following:

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>empty string</td>
<td>Statistics are not reported</td>
</tr>
<tr>
<td>stdout</td>
<td>Print to standard output</td>
</tr>
<tr>
<td>stderr</td>
<td>Print to standard error</td>
</tr>
<tr>
<td>file:&lt;filename&gt;</td>
<td>Save to a file. Following substitutions are made: %h: host, %p:pid, %c:cpu, %t: time, %e:exe</td>
</tr>
<tr>
<td>udp:&lt;host&gt;:&lt;port&gt;</td>
<td>Send over UDP to the given host:port</td>
</tr>
</tbody>
</table>

Example:
```
$ export UCX_STATS_DEST=file:ucx_%h_%e_%p.stats
$ export UCX_STATS_DEST=stdout
```

- Trigger is set by `UCX_STATS_TRIGGER` environment variables. It can be one of the following:

<table>
<thead>
<tr>
<th>Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>exit</td>
<td>Dump statistics just before exiting the program</td>
</tr>
<tr>
<td>timer:&lt;interval&gt;</td>
<td>Dump statistics periodically, interval is given in seconds</td>
</tr>
<tr>
<td>signal:&lt;signo&gt;</td>
<td>Dump when processes signaled</td>
</tr>
</tbody>
</table>

Example:
```
$ export UCX_STATS_TRIGGER=exit
$ export UCX_STATS_TRIGGER=timer:3.5
```
• It is possible to filter the counters in the report using the UCX_STATS_FILTER environment parameter. It accepts a comma-separated list of glob patterns specifying counters to display. Statistics summary will contain only the matching counters. The order is not meaningful. Each expression in the list may contain any of the following options:

<table>
<thead>
<tr>
<th>Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>*</td>
<td>Matches any number of any characters including none (prints a full report)</td>
</tr>
<tr>
<td>?</td>
<td>Matches any single character</td>
</tr>
<tr>
<td>[abc]</td>
<td>Matches one character given in the bracket</td>
</tr>
<tr>
<td>[a-z]</td>
<td>Matches one character from the range given in the bracket</td>
</tr>
</tbody>
</table>

More information about this parameter can be found at: https://github.com/openucx/ucx/wiki/Statistics

It is possible to control the formatting of the statistics using the UCX_STATS_FORMAT parameter:

<table>
<thead>
<tr>
<th>Environment Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>full</td>
<td>Each counter will be displayed in a separate line</td>
</tr>
<tr>
<td>agg</td>
<td>Each counter will be displayed in a separate line. However, there will also be an aggregation between similar counters</td>
</tr>
<tr>
<td>summary</td>
<td>All counters will be printed in the same line</td>
</tr>
</tbody>
</table>

The statistics feature is only enabled when UCX is compiled with the enable-stats flag. This flag is set to 'No' by default. Therefore, in order to use the statistics feature, please recompile UCX using the contrib/configure-prof file, or use the 'debug' version of UCX, which can be found in $HPCX_UCX_DIR/debug:

$ mpirun -mca pml ucx -x LD_PRELOAD=$HPCX_UCX_DIR/debug/lib/ibucp.so ...

Please note that recompiling UCX using the aforementioned methods may impact the performance.

When there are several devices or interfaces in the server, please use the UCX_NET_DEVICES flag to specify which RDMA device you would like to use.
Unified Collective Communication (UCC)

Unified Collective Communication (UCC) was codesigned with industry partners for PyTorch-based deep learning recommender model training on multi-rail GPU platforms. UCC has been specifically designed and implemented for high-performance PGAS applications and runtimes. It serves as a drop-in replacement for HCOLL and will gradually assume the role of default collective library once UCC fully implements the range of HCOLL’s hierarchical algorithms.

For further information on what UCC is and how to use it, please see https://github.com/openucx/ucc

Please see UCC PyTorch integration layer, Torch_UCC at https://github.com/facebookresearch/torch_ucc

⚠️ UCC is supported in both MPI and OSHMEM. However, it is not enabled by default.
- To enable it in MPI, set -mca coll_ucc_enable to 1.
- To enable it in OSHMEM, set -mca coll_scoll_enable to 1.

TL/UCP Special Service Worker

This feature enables the use of a separate UCX/UCP worker for performing the service collectives, which are invoked internally during setup. For example, service collectives can be set to use TCP only, while regular collectives may use InfiniBand.

The feature can be enabled by setting the UCC environment variable as follows:

```
UCC_TL_UCP_SERVICE_WORKER=1.
```

You may pass the UCX configuration for the service worker using the "UCC_TL_UCP_SERVICE_" prefix. For example:

```
UCC_TL_UCP_SERVICE_NET_DEVICES=mlx5_0:1
```

For further UCC options, run ucc_info -f

Out-Of-Box Native GPU Allreduce

This feature enables UCC library to detect the NVIDIA NVLink topology and select the best GPU-based algorithms for supported collectives (Allgather/v, Reducescatter/v).

To view the NVLink topology, run nvidia-smi topo -m

To activate this feature, make sure to enable the hierarchical component in UCC using the UCC_CLS environment variable as follows:

```
UCC_CLS=basic,hier.
```

To view all available UCC items and options, run ucc_info -f
Data Type Support in CUDA Executor Component (EC)

This feature enables out-of-box support for all datatypes and reduction operations for UCC collectives for GPUs.

Supported datatypes: float32, float64, float32_complex, float64_complex, unsigned and signed int8, int16, int32, int64.

Supported reduction operations: sum, prod, avg, min, max, and, bitwise and, or, bitwise or, xor, bitwise xor.

EC/CUDA One-shot Kernel with Cooperative Launch

This feature improves GPU collective performance by utilizing the CUDA cooperative launch feature. It enables the use of a single CUDA kernel for CUDA operations in UCC GPU collectives.

This feature can be activated by enabling the UCC environment variable UCC_EC_CUDA_USE_COOPERATIVE_LAUNCH as follows:

```
UCC_EC_CUDA_USE_COOPERATIVE_LAUNCH=1
```
PGAS Shared Memory Access Overview

The Shared Memory Access (SHMEM) routines provide low-latency, high-bandwidth communication for use in highly parallel scalable programs. The routines in the SHMEM Application Programming Interface (API) provide a programming model for exchanging data between cooperating parallel processes. The SHMEM API can be used either alone or in combination with MPI routines in the same parallel program.

The SHMEM parallel programming library is an easy-to-use programming model which uses highly efficient one-sided communication APIs to provide an intuitive global-view interface to shared or distributed memory systems. SHMEM's capabilities provide an excellent low-level interface for PGAS applications.

A SHMEM program is of a single program, multiple data (SPMD) style. All the SHMEM processes, referred to as processing elements (PEs), start simultaneously and run the same program. Commonly, the PEs perform computation on their own sub-domains of the larger problem, and periodically communicate with other PEs to exchange information on which the next communication phase depends.

The SHMEM routines minimize the overhead associated with data transfer requests, maximize bandwidth, and minimize data latency (the period of time that starts when a PE initiates a transfer of data and ends when a PE can use the data).

SHMEM routines support remote data transfer through:
- "put" operations - data transfer to a different PE
- "get" operations - data transfer from a different PE, and remote pointers, allowing direct references to data objects owned by another PE

Additional supported operations are collective broadcast and reduction, barrier synchronization, and atomic memory operations. An atomic memory operation is an atomic read-and-update operation, such as a fetch-and-increment, on a remote or local data object.

SHMEM libraries implement active messaging. The sending of data involves only one CPU where the source processor puts the data into the memory of the destination processor. Likewise, a processor can read data from another processor's memory without interrupting the remote CPU. The remote processor is unaware that its memory has been read or written unless the programmer implements a mechanism to accomplish this.

HPC-X Open MPI/OpenSHMEM

HPC-X Open MPI/OpenSHMEM programming library is a one-side communications library that supports a unique set of parallel programming features including point-to-point and collective routines, synchronizations, atomic operations, and a shared memory paradigm used between the processes of a parallel programming application.

HPC-X OpenSHMEM is based on the API defined by the OpenSHMEM.org consortium. The library works with the OpenFabrics RDMA for Linux stack (OFED), and also has the ability to utilize UCX (Unified Communication - X) and HCCL, providing an unprecedented level of scalability for SHMEM programs running over InfiniBand.
Running HPC-X OpenSHMEM

Running HPC-X OpenSHMEM with UCX

Unified Communication - X Framework (UCX) is a new acceleration library, integrated into the Open MPI (as a pml layer) and to OpenSHMEM (as an spml layer) and available as part of HPC-X. It is an open source communication library designed to achieve the highest performance for HPC applications. UCX has a broad range of optimizations for achieving low-software overheads in communication path which allow near native-level performance.

UCX supports receive side tag matching, one-sided communication semantics, efficient memory registration and a variety of enhancements which increase the scalability and performance of HPC applications significantly.

UCX supports the following transports:
- InfiniBand transports:
  - Reliable Datagram (UD)
  - Reliable connected (RC)
  - Dynamically Connected (DC)

⚠️ DC is supported on Connect-IB®/ConnectX®-4 and above HCAs with MLNX_OFED v2.1-1.0.0 and higher.

- Accelerated verbs
  - Shared Memory communication with support for KNEM, CMA and XPMEM
  - RoCE
  - TCP

For further information on UCX, please refer to: https://github.com/openucx/ucx and http://www.openucx.org/

Enabling UCX for HPC-X OpenSHMEM Jobs

UCX is the default spml starting from HPC-X v2.1. For older versions of HPC-X, add the following MCA parameter to the oshrun command line:

```bash
-mca spml ucx
```

All the UCX environment parameters can be used in the same way with oshrun, as well as with mpirun. For the complete list of the UCX environment parameters, please run:

```bash
$HPCX_UCX_DIR/bin/ucx_info -f
```
Developing Application using HPC-X OpenSHMEM together with MPI

The SHMEM programming model can provide a means to improve the performance of latency-sensitive sections of an application. Commonly, this requires replacing MPI send/recv calls with `shmem_put`/`shmem_get` and `shmem_barrier` calls. The SHMEM programming model can deliver significantly lower latencies for short messages than traditional MPI calls. An alternative to `shmem_get`/`shmem_put` calls can also be considered the MPI-2 `MPI_Put`/`MPI_Get` functions.

An example of MPI-SHMEM mixed code:

```c
/* example.c */
#include <stdlib.h>
#include <stdio.h>
#include "shmem.h"
#include "mpi.h"

int main(int argc, char *argv[])
{
    MPI_Init(&argc, &argv);
    start_pes(0);
    {
        int version = 0;
        int subversion = 0;
        int num_proc = 0;
        int my_pe = 0;
        int comm_size = 0;
        int comm_rank = 0;
        MPI_Get_version(&version, &subversion);
        fprintf(stdout, "MPI version: %d.%d
", version, subversion);
        num_proc = _num_pes();
        my_pe = _my_pe();
        fprintf(stdout, "PE#%d of %d
", my_pe, num_proc);
        MPI_Comm_size(MPI_COMM_WORLD, &comm_size);
        MPI_Comm_rank(MPI_COMM_WORLD, &comm_rank);
        fprintf(stdout, "Comm rank#%d of %d
", comm_rank, comm_size);
    }
    return 0;
}
```

HPC-X® OpenSHMEM Tunable Parameters

HPC-X® OpenSHMEM uses Modular Component Architecture (MCA) parameters to provide a way to tune your runtime environment. Each parameter corresponds to a specific function. The following are parameters that you can change their values to change the application’s function:

- `memheap` - controls memory allocation policy and thresholds
- `scoll` - controls HPC-X OpenSHMEM collective API threshold and algorithms
- `spml` - controls HPC-X OpenSHMEM point-to-point transport logic and thresholds
- `atomic` - controls HPC-X OpenSHMEM atomic operations logic and thresholds
- `shmem` - controls general HPC-X OpenSHMEM API behavior

To display HPC-X OpenSHMEM parameters:

1. Print all available parameters. Run:

   ```
   % oshmem_info -a
   ```

2. Print HPC-X OpenSHMEM specific parameters. Run:
OpenSHMEM MCA Parameters for Symmetric Heap Allocation

SHMEM memheap size can be modified by adding the SHMEM_SYMMETRIC_HEAP_SIZE parameter to the oshrun file. The default heap size is 256M.

➢ To run SHMEM with memheap size of 64M. Run:

```bash
% oshrun -x SHMEM_SYMMETRIC_HEAP_SIZE=64M -np 512 -mca mpi_paffinity_alone 1 --map-by node -display-map -hostfile myhostfile example.exe
```

Memheap can be allocated with the following methods:

- `sysv` - system V shared memory API. Allocation with hugepages is currently not supported.
- `verbs` - IB verbs allocator is used
- `mmap` - mmap() is used to allocate memory
- `ucx` - used to allocate and register memory via the UCX library

By default, HPC-X OpenSHMEM will try to find the best possible allocator. The priority is verbs, sysv, mmap and ucx. It is possible to choose a specific memheap allocation method by running `-mca sshmemp <name>`

Parameters Used to Force Connection Creation

Commonly, SHMEM creates connection between PE lazily. That is at the sign of the first traffic.

➢ To force connection creating during startup:
  - Set the following MCA parameter.

```
mca shmem_preconnect_all 1
```

Memory registration (ex: infiniband rkeys) information is exchanged between ranks during startup.

➢ To enable on-demand memory key exchange:
  - Set the following MCA parameter.

```
mca shmalloc_use_modex 0
```
OpenSHMEM MCA Parameters for shmem_quiet, shmem_fence and shmem_barrier_all

Default synchronization algorithms of OSHMEM may be tuned by spml_ucc_strong_sync parameter:
0  - don't do strong synchronization (default)
1  - use non-blocking get
2  - use blocking get
3  - use flush operation

Tuning MTU Size to the Recommended Value

⚠️ The procedures described below apply to user using MLNX_OFED 1.5.3.-3.0.0 only.

When using MLNX_OFED 1.5.3-3.0.0, it is recommended to change the MTU to 4k. Whereas in MLNX_OFED 3.1-x.x.x and above, the MTU is already set by default to 4k.

➤ To check the current MTU support of an InfiniBand port, use the smquery tool:

```
# smquery -d PortInfo 0 1 | grep -i mtu
```

If the MtuCap value is lower than 4K, enable it to 4K.

Assuming the firmware is configured to support 4K MTU, the actual MTU capability is further limited by the mlx4 driver parameter.

➤ To further tune it:
1. Set the set_4k_mtu mlx4 driver parameter to 1 on all the cluster machines. For instance:

```
# echo "options mlx4_core set_4k_mtu=1" >> /etc/modprobe.d/mofed.conf
```

2. Restart openibd.

```
# service openibd restart
```

➤ To check whether the parameter was accepted, run:

```
# cat /sys/module/mlx4_core/parameters/set_4k_mtu
```

To check whether the port was brought up with 4K MTU this time, use the smquery tool again.
HPC Applications on Intel Sandy Bridge Machines

Intel Sandy Bridge machines have NUMA hardware related limitation which affects the performance of HPC jobs utilizing all node sockets. When installing MLNX_OFED 3.1-x.x.x, an automatic workaround is activated upon Sandy Bridge machine detection, and the following message is printed in the job’s standard output device: “mlx4: Sandy Bridge CPU was detected”

- **To disable MLNX_OFED 3.1-x.x.x Sandy Bridge NUMA related workaround:**
  - Set the SHELL environment variable before launching HPC application. Run:

    ```bash
    % export MLX4STALL_CQ_POLL=0
    %oshrun <...>
    OR
    oshrun -x MLX4STALL_CQ_POLL=0 <other params>
    ```
ClusterKit

ClusterKit is a multifaceted node assessment tool for high performance clusters. Currently, ClusterKit is capable of testing latency, bandwidth, effective bandwidth, memory bandwidth, GFLOPS by node, per-rack collective performance, as well as bandwidth and latency between GPUs and local/remote memory. ClusterKit employs well known techniques and tests to arrive at these performance metrics and is intended to give the user a general look at the health and performance of a cluster.

Running ClusterKit

After loading the HPC-X package, and in a job allocation, issue one of the following commands.

➢ To test a specific network device:

```bash
mpirun -x UCX_NET_DEVICES=mlx5_4:1 $HPCX_CLUSTERKIT_DIR/bin/clusterkit
```

⚠️ ClusterKit runs by default in pairwise test cases, which requires at least two nodes to run.

➢ To allow UCX to choose the network device/devices:

```bash
mpirun $HPCX_CLUSTERKIT_DIR/bin/clusterkit
```

Note that multi-rail is enabled by default.

When not using a job scheduler, the `mpirun` command line arguments that specify the hosts should be added.

The application will run with the default set of tests. Run with `--help` to see all command line options. During the program run, interim results for each test are printed, so you can track the progress. This is particularly important for very large clusters, with thousands of nodes.

Towards the end of the program output, you will see the name of the output directory, which is based on the time and date, and should be similar to the following.

```
Output directory: 20190915_061634/
```

The output directory is automatically created, and .json and .txt results are written for each test. The .txt files are human readable, the .json files are for importing into the UFM-hosted viewer. For small scale, the .txt files generally suffice, but for larger clusters, the UFM-hosted viewer is recommended for viewing the .json files.
Running ClusterKit via Script

Clusterkit can also be run using the supplied clusterkit.sh convenience script. This script provides a simple interface to configure some internal UCX parameters.

```
./clusterkit.sh [options] <parameters>
```

Parameters:
- `-v|--verbose` Set verbose mode
- `-f|--hostfile <hostfile>` File with newline separated hostnames to run tests on.
- `-r|--hpcx_dir <path>` Path to HPCX installation root folder (or use env HPCX_DIR)

Options:
- `-p|--ppn <number>` Select number of processes per hostname (default: 1)
- `-d|--hca_list "string"` Comma separated list of HCAs to use (default: autoselect)
- `-z|--traffic <nn>` Run traffic for 'nn' minutes
- `-s|--ssh` Use ssh for process launching (default: autoselect)
- `-h|--help` Show help message
- `-m|--map-by [node|core|socket]` (Used in MPI argument: -- map-by ppr:ppn:map-by)
- `-y|--bycore` Run on ALL cores, not just a single core per node
- `-k|--test_intra_node` Run intra-node tests for bandwidth and latency (default: skip intra-node)
- `-U|--unidirectional` Run unidirectional bandwidth tests (default: bidirectional)
- `-e|--mapper` Shell script that maps local MPI rank to a core and one or more HCAs
- `-g|--gpu` Run GPU lat/bw/neighbor tests
- `-G|--gpudirect` Run GPU tests with GPU-Direct.
- `-w|--rdma_write` Use RDMA-write to pass data to the remote host.
- `-o|--rdma_read` Use RDMA-read to access data from the remote host.
- `-P|--performance` Set CPU scaling governor to 'performance'. Set back to 'powersave' after execution

Tested:
- `-a|--output` Generate zip of heatmaps and tgz of JSON files from output. Overrides -k.
- `--normalize` Normalize latency results (default: false)
- `--clean` Erase output cache directory (default: false)
- `--exe_opt` Options for clusterkit.
- `--mpi_opt` Options for mpirun.

To pass additional MPI options, use the mpi_opt environment variable.
To pass additional options to the clusterkit executable, use the ext_opt environment variable.

Examples:
```
% ./clusterkit.sh --ssh --hostfile hostfile.txt
% ./clusterkit.sh --hca_list "mlx5_0:1,mlx5_2:1" --hostfile hostfile.txt
% exe_opt="--gpudirect" ./clusterkit.sh --hca_list "mlx5_0:1,mlx5_2:1" --hostfile hostfile.txt
% mpi_opt="-x UCX_RNDV_SCHEME=get_zcopy" ./clusterkit.sh --hca_list "mlx5_0:1,mlx5_2:1" --hostfile hostfile.txt
```
NCCL-RDMA-SHARP Plugins

NCCL-RDMA-SHARP plugins enable RDMA and switch-based collectives (SHARP) with NVIDIA’s NCCL library.

Overview

This plugin replaces the default NCCL internal inter-node communication with RDMA-based transports. It implements both Point-to-Point transport(Net) (IB verbs (default) and UCX), and Collective transport(CollNet) (including SHARP Collective transport).

NCCL UCX Plugin

NCCL UCX plugin (if enabled) replaces the default NCCL verbs-based inter-node communication routines with UCX-based communication routines.

Running NCCL UCX Plugin

To use NCCL UCX plugin:
1. For NCCL to detect the network plugin, make sure to add `plugin_install_dir` to the library search path environment variable, as shown below.

```bash
# libnccl_net.so is in <plugin_install_dir>/lib
$ export LD_LIBRARY_PATH=<plugin_install_dir>/lib:$LD_LIBRARY_PATH
$ <run command>
```

2. Enable UCX plugin by defining `NCCL_PLUGIN_P2P=ucx` environment variable.

```bash
$ export NCCL_PLUGIN_P2P=ucx
$ <run command>
```

Performance Tuning

To achieve the ultimate performance, various UCX parameters can be used depending on the server’s hardware configuration.

Example

The below is an example of a hardware configuration where the GPU and the NIC share the same PCIe switch. In such a scenario, GPU Direct RDMA gives the best possible performance.

To use GPU Direct RDMA for all message sizes in UCX:

Define the following environment variables as shown.
Note that for servers with multiple NICs available, you need to define the following additional variable.

```bash
$ export NCCL_UCX_TLS=dc,cuda_copy,cuda_ipc
$ <run command>
```

⚠️ By default, NCCL is built as a static library to enable portability. In such a case, you may experience plugin-related wrong memory type detection and plugin program failures. In order to avoid this, explicitly disable memory type cache feature in UCX by defining the `UCX_MEMTYPE_CACHE` environment variable as follows.

```bash
$ export UCX_MEMTYPE_CACHE=n
$ <run command>
```

NCCL Tests Benchmark Example

NCCL tests can be used for NCCL-UCX performance benchmarking (visit [https://github.com/nvidia/nccl-tests](https://github.com/nvidia/nccl-tests) to run the benchmark).

Example:

```bash
mpirun \n  -np 2 \n  -bind-to socket \n  -x NCCL_IB_HCA=mlx5_0: \n  -x NCCL_DEBUG=info \n  -x UCX_MEMTYPE_CACHE=n \n  -x NCCL_UCX_TLS=dc,cuda_copy,cuda_ipc \n  -x NCCL_COLLNET_ENABLE=0 \n  -x NCCL_PLUGIN_P2P=ucx \n  -x NCCL_RECV=4.0a +cuda10. \n  <run command>
```
NCCL SHARP Plugin

The following environment variables enable the SHARP aggregation with NCCL when using the plugin.

```
NCCL_COLLNET_ENABLE=1
NCCL_ALGO=CollNet
```

⚠️ NVIDIA switches allow a limited number of streaming aggregation flows (maximum: 2). On systems with multiple GPUs and multiple HCAs, NCCL creates an aggregation streaming flow (NCCL Ring/Channel) per HCA rail. It is required to build the cluster topology in such a way that leaf level switches are connected to the same HCA rail from each server.

NCCL Test Benchmark Example

The sanity performance of the setup can be verified with NCCL tests. Please refer to NCCL tests here: [https://github.com/NVIDIA/nccl-tests](https://github.com/NVIDIA/nccl-tests).

```bash
mpirun -np 1024 -map-by ppr:node -x NCCL_COLLNET_ENABLE=1 -x NCCL_ALGO=CollNet ./nccl-tests/build/all_reduce_perf -b 4 -e 2G -f 2 -q 1 -w 50 -n 50
```

- Avg bus bandwidth:
- Out of bounds values: 0 OK

---

<table>
<thead>
<tr>
<th>host1</th>
<th>host2</th>
<th>host3</th>
<th>host4</th>
</tr>
</thead>
<tbody>
<tr>
<td>1768</td>
<td>1078</td>
<td>1889</td>
<td>1536</td>
</tr>
<tr>
<td>1768</td>
<td>1078</td>
<td>1889</td>
<td>1536</td>
</tr>
<tr>
<td>1768</td>
<td>1078</td>
<td>1889</td>
<td>1536</td>
</tr>
<tr>
<td>1768</td>
<td>1078</td>
<td>1889</td>
<td>1536</td>
</tr>
</tbody>
</table>

---

50
Common Abbreviations

Syntax Conventions

<table>
<thead>
<tr>
<th>Prompt</th>
<th>Shell</th>
</tr>
</thead>
<tbody>
<tr>
<td>machine-name%</td>
<td>C shell on UNIX, Linux, or AIX</td>
</tr>
<tr>
<td>machine-name#</td>
<td>C shell superuser on UNIX, Linux, or AIX</td>
</tr>
<tr>
<td>$</td>
<td>Bourne shell and Korn shell on UNIX, Linux, or AIX</td>
</tr>
<tr>
<td>#</td>
<td>Bourne shell and Korn shell superuser on UNIX, Linux, or AIX</td>
</tr>
<tr>
<td>C:&gt;</td>
<td>Windows command line</td>
</tr>
</tbody>
</table>
## User Manual Revision History

<table>
<thead>
<tr>
<th>Revision</th>
<th>Date</th>
<th>Section</th>
<th>Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rev 2.17.1</td>
<td>December 12, 2023</td>
<td>No changes were made to this version.</td>
<td>N/A</td>
</tr>
<tr>
<td>Rev 2.17</td>
<td>November 5, 2023</td>
<td>No changes were made to this version.</td>
<td>N/A</td>
</tr>
<tr>
<td>Rev 2.16</td>
<td>August 10, 2023</td>
<td><strong>TL/UCP Special Service Worker</strong></td>
<td>Updated</td>
</tr>
<tr>
<td>Rev 2.15</td>
<td>May 04, 2023</td>
<td>No changes were made to this version.</td>
<td>N/A</td>
</tr>
<tr>
<td>Rev 2.12</td>
<td>July 31, 2022</td>
<td>No changes were made to this version.</td>
<td>N/A</td>
</tr>
<tr>
<td>Rev 2.11</td>
<td>May 4, 2022</td>
<td><strong>Unified Collective Communication (UCC)</strong></td>
<td>New section</td>
</tr>
<tr>
<td></td>
<td></td>
<td>IB Router</td>
<td>Removed section</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Important Note</strong></td>
<td>Updated</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Configuring UCX with XPMEM</strong></td>
<td>Updated</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Tuning UCX Settings</strong></td>
<td>Updated</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Adaptive Routing</strong></td>
<td>Updated</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Multi-Rail</strong></td>
<td>Updated</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>PCIe Relaxed Ordering Support</strong></td>
<td>Updated</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>ucx_perftest</strong></td>
<td>Updated client-side example</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Running ClusterKit via Script</strong></td>
<td>Updated example</td>
</tr>
<tr>
<td>Rev 2.10</td>
<td>December 5, 2021</td>
<td><strong>OpenSHMEM MCA Parameters for</strong></td>
<td>New section</td>
</tr>
<tr>
<td></td>
<td></td>
<td>shmem_quiet, shmem_fence and shmem_barrier_all</td>
<td></td>
</tr>
</tbody>
</table>
Release Notes History

Release Notes Change Log History

HPC-X Toolkit Change Log History

<table>
<thead>
<tr>
<th>Category</th>
<th>Change</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rev 2.17.0</strong></td>
<td></td>
</tr>
<tr>
<td>HPC-X Content</td>
<td>Updated <strong>HPC-X Content</strong> section to reflect the communication libraries versions embedded in this HPC-X release.</td>
</tr>
<tr>
<td></td>
<td>• NVIDIA SHARP v3.5.0</td>
</tr>
<tr>
<td></td>
<td>• NCCL v2.x</td>
</tr>
<tr>
<td></td>
<td>• UCX v1.16</td>
</tr>
<tr>
<td></td>
<td>• ClusterKit v1.11</td>
</tr>
<tr>
<td></td>
<td>• nccl-rdma-sharp-plugin v2.5</td>
</tr>
<tr>
<td></td>
<td>Added the following Supported Platforms and OSs:</td>
</tr>
<tr>
<td></td>
<td>• Debian 10.x</td>
</tr>
<tr>
<td></td>
<td>• Debian 11.x</td>
</tr>
<tr>
<td>Supported Cards</td>
<td>Added support for GH100.</td>
</tr>
<tr>
<td>Known Issues</td>
<td>See <a href="#">Known Issues</a>.</td>
</tr>
</tbody>
</table>

| **Rev 2.16.2**   |                                                                                                                                                                                                        |
| HPC-X Content    | Updated **HPC-X Content** section to reflect the communication libraries versions embedded in this HPC-X release.                                                                                       |
|                  | • NVIDIA SHARP v3.4.1                                                                                                                        |
|                  | • UCC v1.3                                                                                                                                   |
|                  | • ClusterKit v1.10                                                                                                                             |
|                  | • nccl-rdma-sharp-plugin v2.4                                                                                                               |
|                  | • NCCL v2.18                                                                                                                                   |
|                  | • XPMEM v2.7                                                                                                                                   |
| Supported Cards  | All cards up to BlueField-3 and ConnectX-7.                                                                                                  |
| Bug Fixes        | See [Bug Fixes in this Version](#).                                                                                                          |

| **Rev 2.16**     |                                                                                                                                                                                                        |
| HPC-X Content    | Updated **HPC-X Content** section to reflect the communication libraries versions embedded in this HPC-X release.                                                                                       |
|                  | • NVIDIA SHARP v3.4                                                                                                                        |
|                  | • UCC v1.3                                                                                                                                   |
|                  | • ClusterKit v1.10                                                                                                                             |
|                  | • nccl-rdma-sharp-plugin v2.4                                                                                                               |
|                  | • NCCL v2.18                                                                                                                                   |
|                  | • XPMEM v2.7                                                                                                                                   |
| Supported Cards  | Added support for BlueField-3 cards.                                                                                                         |
| Bug Fixes        | See [Bug Fixes](#).                                                                                                                          |

<p>| <strong>Rev 2.15</strong>     |                                                                                                                                                                                                        |</p>
<table>
<thead>
<tr>
<th>HPC-X Content</th>
<th>Updated HPC-X Content section to reflect the communication libraries versions embedded in this HPC-X release.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• NVIDIA SHARP v3.3</td>
</tr>
<tr>
<td></td>
<td>• UCX v1.15</td>
</tr>
<tr>
<td></td>
<td>• ClusterKit v1.9</td>
</tr>
<tr>
<td></td>
<td>• nccl-rdma-sharp-plugin v2.3</td>
</tr>
<tr>
<td></td>
<td>• GDRCopy v2.3</td>
</tr>
<tr>
<td></td>
<td>• NCCL v2.17.1-1</td>
</tr>
<tr>
<td></td>
<td>• CUDA v12.1</td>
</tr>
</tbody>
</table>

| Bug Fixes     | See Bug Fixes.                                                                                         |

**Rev 2.14**

<table>
<thead>
<tr>
<th>TL/UCP Special Service Worker</th>
<th>Added support for having a separate UCX UCP worker use UCC service collectives. For further information, please see TL/UCP Special Service Worker section.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data Type Support in CUDA Executor Component (EC)</td>
<td>Added out-of-box support for all datatypes and reduction operations for UCC collectives for GPUs. For further information, please see Data Type Support in CUDA Executor Component section.</td>
</tr>
<tr>
<td>EC/CUDA One-shot Kernel with Cooperative Launch</td>
<td>Added support for using a single CUDA kernel for CUDA operations in UCC GPU collectives. For further information, please see EC/CUDA One-shot Kernel with Cooperative Launch section.</td>
</tr>
<tr>
<td>Out-Of-Box Native GPU Allreduce</td>
<td>Added support for the UCC library to detect the NVIDIA NVLink topology and select the best GPU-based algorithms for supported collectives (Allgather/v, Reducescatter/v). For further information, please see Out-Of-Box Native GPU Allreduce section.</td>
</tr>
</tbody>
</table>

**Rev 2.13.1 LTS**

| Operating System | Added support for Ubuntu v20.04 and v20.10. |

**Rev 2.13**

<table>
<thead>
<tr>
<th>HPC-X Content</th>
<th>Updated HPC-X Content section to reflect the communication libraries versions embedded in this HPC-X release.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• NVIDIA SHARP v3.1</td>
</tr>
<tr>
<td></td>
<td>• HCOLL v4.8</td>
</tr>
<tr>
<td></td>
<td>• UCC v1.2</td>
</tr>
<tr>
<td></td>
<td>• ClusterKit v1.8</td>
</tr>
<tr>
<td></td>
<td>• nccl-rdma-sharp-plugin v2.2</td>
</tr>
<tr>
<td>NCCL-RDMA-SHARP-PLUGIN</td>
<td>Added support for NCCL plugin API v5.</td>
</tr>
<tr>
<td>SHARP</td>
<td>Added support for SHARP on NDR.</td>
</tr>
</tbody>
</table>

| Bug Fixes | See Bug Fixes section.                                                                                   |

**Rev 2.12**

| UCX | Added a method to set RoCE ECE value from UCX configuration. For example: UCX_IB_ECE=auto will use maximal ECE value, and UCX_IB_ECE= will use a specific numeric ECE value. |
| HPC-X Content | Updated the version of the UCX communication library to v1.14. |

**Rev 2.11**

<p>| Adapter Cards | Added support NVIDIA ConnectX-7 adapter card with with 400 Gb/s speed.                                  |
| SHARPD | sharpd daemon process has been removed. sharpd-related activity is now performed from the user application process |</p>
<table>
<thead>
<tr>
<th><strong>HPC-X Content</strong></th>
<th><strong>Rev 2.10</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Updated the versions of the following communication libraries.</td>
<td></td>
</tr>
<tr>
<td>• UCX version 1.13</td>
<td></td>
</tr>
<tr>
<td>• ClusterKit 1.6</td>
<td></td>
</tr>
<tr>
<td>Added support for UCC, a collective communication operations API and library in HPC-X. UCC is now part of the HPC-X package. For further information on UCC, please see <a href="#">Unified Collective Communication (UCC)</a> section.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.10</strong></th>
<th><strong>UCX</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Added support for atomics on GPU memory target</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.9</strong></th>
<th><strong>OpenSHMEM</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Added support for reducing memory overhead on scale</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.9</strong></th>
<th><strong>UCX Configuration File</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>The UCX configuration file enables the user to apply configuration variables set by the user in the /etc/ucx/ucx.conf file. For further information see <a href="#">UCX Configuration File</a>.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.9</strong></th>
<th><strong>Instrumentation and Monitoring FUSE-based Tool</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>This new functionality enables the user to analyze UCX-based applications in runtime. The tool is based on Filesystem in Userspace (FUSE) interface. If the feature is enabled, a directory for each process using UCX will be created in /tmp/ucx. For further information see <a href="#">Instrumentation and Monitoring FUSE-based Tool</a>.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>OS Architecture</strong></th>
<th><strong>Rev 2.8</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>HPC-X v1.9 onwards will no longer support PPC architecture in its releases.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.8</strong></th>
<th><strong>Bug Fixes</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Bug Fixes in this Version</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.8</strong></th>
<th><strong>HPC-X Content</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Updated the following communication libraries and acceleration packages versions:</td>
<td></td>
</tr>
<tr>
<td>• Open MPI version 4.1.x</td>
<td></td>
</tr>
<tr>
<td>• NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 2.4.x</td>
<td></td>
</tr>
<tr>
<td>• HCOLL version 4.7</td>
<td></td>
</tr>
<tr>
<td>• UCX version 1.10</td>
<td></td>
</tr>
<tr>
<td>• ClusterKit version 1.3</td>
<td></td>
</tr>
<tr>
<td>• nccl-rdma-sharp-plugin version 2.1</td>
<td></td>
</tr>
<tr>
<td>UCX</td>
<td>Added support for Multi-interface for cloud (client-server) applications.</td>
</tr>
<tr>
<td></td>
<td>Added support for using Adaptive-Routing (out-of-order) on an SL that supports it.</td>
</tr>
<tr>
<td></td>
<td>Added support for UCP Active-Messages API with Rendezvous.</td>
</tr>
<tr>
<td></td>
<td>Added support for Keepalive functionality on the UCT layer.</td>
</tr>
<tr>
<td></td>
<td>Performed several error handling enhancements.</td>
</tr>
<tr>
<td></td>
<td>Added support for GPU-NIC locality discovery.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.7</strong></th>
<th><strong>NCCL-RDMA-SHARP-PLUGIN</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Added support for NCCL Plugin API v4.</td>
<td></td>
</tr>
<tr>
<td>Added support for PCIe Relaxed Ordering.</td>
<td></td>
</tr>
<tr>
<td>Added support for Adaptive Routing.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.7</strong></th>
<th><strong>UCX</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Added a new request API. For further information on this request API, please refer to UCX API documentation.</td>
<td></td>
</tr>
<tr>
<td>Added support for PCIe Relaxed Ordering.</td>
<td></td>
</tr>
<tr>
<td>Added out-of-box support for RoCE LAG.</td>
<td></td>
</tr>
<tr>
<td>Added Flow Control support for RDMA Read operations.</td>
<td></td>
</tr>
<tr>
<td><strong>AMD Rome optimizations</strong>: Optimized IB connection establishment procedures to reduce system noise.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>Rev 2.6</strong></th>
<th><strong>NCCL-RDMA-SHARP-PLUGIN</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Added support for NCCL Plugin API v4.</td>
<td></td>
</tr>
<tr>
<td>Added support for PCIe Relaxed Ordering.</td>
<td></td>
</tr>
<tr>
<td>Added support for Adaptive Routing.</td>
<td></td>
</tr>
</tbody>
</table>
| HPC-X Content | Updated the following communications libraries and acceleration packages versions:  
|              | - NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 2.1.0  
|              | - HCOLL version 4.5  
|              | - UCX version 1.9 |

| UCX | Added support in UCX for communication between containers configured to share the memory namespaces.  
|     | Added strided Receive queue support for hardware tag matching.  
|     | Made the following performance improvements on AMD EPYC servers:  
|     | - 8-16 KB message: Improved latency by up to 6.4%, bandwidth by up to 20%, and bidirectional bandwidth by up to 96%  
|     | - IMB/multiPingPong and osu_mbw_mr for messages up to 32B on full ppn on MLNX_OFED 5.0.  
|     | **Note:** To enjoy this performance optimization, make sure to enable hardware tag-matching by setting `UCX_RC_TM_ENABLE=y`  
|     | Added support for multithreaded memory region in Open SHMEM (OSHMEM) applications to improve performance in job startup and teardown latencies. The multithreaded MR enables a more efficient use of the CPU resource during registration of memory regions larger than 4GB. |

| CUDA | Removed Cuda support in SLES 11 and RHEL 6 OSs. |

---

**Rev 2.5**

| HPC-X Content | Updated the following communications libraries and acceleration packages versions:  
|              | - NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 2.0  
|              | - HCOLL version 4.4  
|              | - UCX version 1.7  
|              | Removed CUDA init script (hpcx-init-cuda.sh), and environmental module (modules/hpcx-cuda) from HPC-X.  
|              | Up until HPC-X v2.4, these files used to point to the default files hpcx-init.sh and modules/hpcx. Now, these CUDA files no longer exist, and users can only use the default init script and environmental module for enabling CUDA support.  

| CUDA | Unified Vanilla and CUDA environments. CUDA v10.0 is supported out of the box with standard init script or environmental module.  
|      | **Note:** HPC-X is compiled against CUDA version 10.0, which does not support GCC versions newer than v8. Therefore, HPC-X built on systems with GCC versions above v8 will not have CUDA support.  

| UCX | Made performance optimizations.  
|     | Added full support for rdma-core.  
|     | Added support for CUDA v10.1. |

---

**Rev 2.4**

| HPC-X Content | Updated the following communications libraries and acceleration packages versions:  
|              | - NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 1.8  
|              | - HCOLL version 4.3  
|              | - UCX version 1.6  
|              | Removed `rc.local_mellanox` script. HPC-X became more stable and this script is no longer required. |

| CUDA | Unified Vanilla and CUDA environments. CUDA v9 is supported out of the box with standard init script or environmental module.  
|      | **Note:** HPC-X is compiled against CUDA version 9, which does not support GCC versions newer than v7. Therefore, HPC-X built on systems with GCC versions above v7 will not have CUDA support.  

| UCX | Enabled HDR, SocketDirect and MultiRail features out-of-box. |
UCX Random DCI is now at GA level.

Implemented a number of job startup optimizations.

Added support from PCIe atomic operations feature.

<table>
<thead>
<tr>
<th>HCOLL</th>
<th>Added support for performing floating point 16 bit operations for machine learning scenarios.</th>
</tr>
</thead>
<tbody>
<tr>
<td>OpenMPI</td>
<td>Added multi threading support to OpenMPI OSC UCX.</td>
</tr>
<tr>
<td>General</td>
<td>HPC-X is now available through the EasyBuild framework: <a href="https://easybuild.readthedocs.io/en/latest/">https://easybuild.readthedocs.io/en/latest/</a></td>
</tr>
</tbody>
</table>

**Rev 2.3**

<table>
<thead>
<tr>
<th>HPC-X Content</th>
<th>Updated the following communications libraries and acceleration packages versions:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Open MPI version 4.0.x</td>
</tr>
<tr>
<td></td>
<td>• NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 1.7.2</td>
</tr>
<tr>
<td></td>
<td>• HCOLL version 4.2</td>
</tr>
<tr>
<td></td>
<td>• UCX version 1.5</td>
</tr>
<tr>
<td></td>
<td>• OpenSHMEM version 1.4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>UCX</th>
<th>UCX is now compiled without JAVA bindings.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Added support for running UCX over rdma-core, for DC transport and direct verbs.</td>
</tr>
<tr>
<td></td>
<td>Emulation layer: Added the ability to run UCX over software emulation of remote memory access and atomic operations. This provides full support of SHMEM and MPI-RMA over shared memory, TCP, and older RDMA hardware, such as ConnectX-3 HCA.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>HCOLL</th>
<th>HCOLL and NVIDIA SHARP are now compiled with CUDA support.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Added support for CUDA buffers over SRA allreduce algorithm.</td>
</tr>
</tbody>
</table>

| MXM            | Removed support for MXM library.                                                 |

<table>
<thead>
<tr>
<th>OpenMPI</th>
<th>Added the following configuration options to OMPI:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• --with-libevent=internal</td>
</tr>
<tr>
<td></td>
<td>• --enable-mpi1-compatibility</td>
</tr>
<tr>
<td></td>
<td>Updated the configuration file platform/mellanox/optimized config in OMPI upstream by removing BTL OpenIB and UCT support and removing links to MXM/FCA usage.</td>
</tr>
<tr>
<td></td>
<td>Removed PMI2 support.</td>
</tr>
</tbody>
</table>

**Rev 2.2**

<table>
<thead>
<tr>
<th>HPC-X Content</th>
<th>Updated the following communications libraries and acceleration packages versions:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 1.7</td>
</tr>
<tr>
<td></td>
<td>• HCOLL version 4.1</td>
</tr>
<tr>
<td></td>
<td>• UCX version 1.4</td>
</tr>
<tr>
<td></td>
<td>Added support for Singularity containerization. For further information, please refer to HPC-X User Manual.</td>
</tr>
<tr>
<td></td>
<td>“osc ucx” is no longer the default one-sided-component in OpenMPI.</td>
</tr>
<tr>
<td></td>
<td>Removed KNEM library from HPC-X package. UCX will use the KNEM available in MLNX_OFED.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MXM Support</th>
<th>Open MPI and HCOLL are not compiled with MXM anymore. Both are compiled with UCX only and use it by default.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>UCX</th>
<th>Added support for the following UCX features:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• New API for establishing client-server connection.</td>
</tr>
<tr>
<td></td>
<td>• Out-of-box support for Memory In Chip (MEMIC) on ConnectX-5 HCAs.</td>
</tr>
</tbody>
</table>

| HPC-X Setup    | Added support for HPC-X to work on Huawei ARM architecture.                                                |

| HCOLL          | Improved performance by utilizing zero-copy messaging for MPI Bcast.                                       |
### Rev 2.1

<table>
<thead>
<tr>
<th>HPC-X Content</th>
<th>Updated the following communications libraries and acceleration packages versions:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Open MPI version 3.1.x</td>
</tr>
<tr>
<td></td>
<td>• NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 1.5</td>
</tr>
<tr>
<td></td>
<td>• HCOLL version 4.0</td>
</tr>
<tr>
<td></td>
<td>• MXM version 3.7</td>
</tr>
<tr>
<td></td>
<td>• UCX version 1.3</td>
</tr>
<tr>
<td></td>
<td>• OpenSHMEM v1.3 specification compliant</td>
</tr>
</tbody>
</table>

| UCX            | • UCX is now the default pml layer for Open MPI, default spml layer for OpenSHMEM, and default OSC component for MPI RMA. |
|               | • Added the following UCX features:                                               |
|               | • Added support for GPU memory in UCX communication libraries                     |
|               | • Added support for Multi-Rail protocol                                           |

| MXM            | The UD_RNDV_ZCOPY parameter is set to ‘no’ by default. This means that the zcopy mechanism for the UD transport is disabled when using the Rendezvous protocol. |

| HCOLL          | • UCX is now the default p2p transport in HCOLL                                   |
|               | • Improved multi-threaded performance                                             |
|               | • Improved shared memory performance                                             |
|               | • Added support for NVIDIA Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) v1.5 |
|               | • Added support for NVIDIA SHARP software multi-channel/multi-rail capable algorithms |
|               | • Improved Allreduce large message algorithm                                      |
|               | • Improved AlltoAll algorithm                                                     |

<table>
<thead>
<tr>
<th>Profiling IB verbs API (ibprof)</th>
<th>Removed ibprof tool from HPC-X toolkit.</th>
</tr>
</thead>
<tbody>
<tr>
<td>UPC</td>
<td>Removed UPC from HPC-X toolkit.</td>
</tr>
</tbody>
</table>

### Rev 2.0

<table>
<thead>
<tr>
<th>HPC-X Content</th>
<th>Updated the following communications libraries and acceleration packages versions:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• OpenMPI version 3.0.0</td>
</tr>
<tr>
<td></td>
<td>• Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 1.4</td>
</tr>
<tr>
<td></td>
<td>• HCOLL version 3.9</td>
</tr>
<tr>
<td></td>
<td>• UCX version 1.3</td>
</tr>
</tbody>
</table>

| UCX            | • UCX is now at GA level.                                                        |
|               | • Added the following UCX features:                                               |
|               | • [ConnectX-5 only] Added support for hardware Tag Matching with DC transport.    |
|               | • [ConnectX-5 only] Added support for Out-of-order RDMA RC and DC to support adaptive routing with true RDMA. |
|               | • Added UCX datatypes - community approved datatype support.                      |
|               | • Added UCX support to Inbox RHEL.                                                |
|               | • Added GPU Direct RDMA support.                                                   |
|               | • Hardware Tag Matching (See section Hardware Tag Matching in the User Manual)    |
|               | • SR-IOV Support (See section SR-IOV Support in the User Manual)                  |
|               | • Adaptive Routing (AR) (See section Adaptive Routing in the User Manual)         |
|               | • Error Handling (See section Error Handling in the User Manual)                  |
| HCOLL                                                                 | • Added support for Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) v1.4  
|                                                                      | • Added support for NCCL on-host GPU based collectives.  
|                                                                      | • Added support for Hierarchical GPU based allreduce using NCCL for scale-in and MXM/UCX for scale-out.  
|                                                                      | • Improved shared memory performance for allreduce, barrier, and broadcast. Targeting high thread count systems, e.g. Power9.  
|                                                                      | • Improved large message allreduce (multi-radix, zero-copy fragmentation, CPU vectorization.)  
|                                                                      | • Added new and improved AlltoAllv algorithm - hybrid logarithmic pair-wise exchange.  
|                                                                      | • Added support for on-demand HCOLL memory. Improves HCOLL’s memory footprint on high thread count system e.g. Power9.  
|                                                                      | • Added a high performance multithreaded implementation to support MPI_THREAD_MULTIPLE applications. Designed specifically for high thread count systems, e.g. Power9.  
|                                                                      | • HCOLL startup improvements.  
| Open MPI / OpenSHMEM                                               | • Added support for Open MPI 3.0.0.  
|                                                                      | • Added support for xpmem kernel module.  
|                                                                      | • Added a high performance implementation of shmem_ptr() with UCX SPML.  
|                                                                      | • Added a UCX allocator. The UCX allocator optimizes intra-node communication by allowing direct access to memories of processes on the same node. The UCX allocator can only be used with the UCX SPML.  
|                                                                      | • Added a UCX one-sided component to support MPI RMA operations.  
| Rev 1.9.7                                                          | Bug Fixes, see Section 4, “Bug Fixes History”, on page 11  
| Rev 1.9                                                           | Updated the following communications libraries and acceleration packages versions:  
|                                                                   | • OpenMPI version 2.1.2a1  
|                                                                   | • Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) version 1.3.1  
|                                                                   | • HCOLL version 3.8.1652  
|                                                                   | • MXM version 3.6.3103  
|                                                                   | • UCX version 1.2.2947  
| HPC-X Content                                                      | Point-to-point communication API, with tag matching, remote memory access, and atomic operations. This can be used to implement MPI, PGAS, and Big Data libraries and applications- IB transport  
|                                                                   | A cleaner API with lower software overhead which provides better performance especially for small messages.  
|                                                                   | Support for multitude of InfiniBand transports and NVIDIA offloads to optimize data transfer performance:  
|                                                                   | • RDMA  
|                                                                   | • DC  
|                                                                   | • Out-of-order  
|                                                                   | • HW tag matching offload  
|                                                                   | • Registration cache  
|                                                                   | • ODP  
|                                                                   | Shared memory communications for optimal intra-node data transfer:  
|                                                                   | • SysV  
|                                                                   | • posix  
|                                                                   | • knem  
|                                                                   | • CMA  
|                                                                   | • xpmem  
<p>| UCX                                                                |</p>
<table>
<thead>
<tr>
<th><strong>MXM</strong></th>
<th>Enabled Adaptive Routing for all the transport layers (UD/RC/DC). Memory registration optimization.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Scalable Hierarchical Aggregation and Reduction Protocol (SHARP)</strong></td>
<td>Improved the Out-of-the-box performance of Scalable Hierarchical Aggregation and Reduction Protocol (SHARP).</td>
</tr>
<tr>
<td><strong>Shared memory</strong></td>
<td>Improved the intranode performance of allreduce and barrier.</td>
</tr>
<tr>
<td><strong>Configuration</strong></td>
<td>Changed many default parameter setting in order to achieve best out-of-the-box experience for several applications including - CP2K, miniDFT, VASP, DL-POLY, Amber, Fluent, GAMES-UK, and LS-DYNA.</td>
</tr>
<tr>
<td><strong>FCA</strong></td>
<td>As of HPC-X v1.9, FCA v2.5 is no longer included in the HPC-X package. Improved AlltoAllv algorithm. Improved large data allreduce. Improved UCX BCOL.</td>
</tr>
<tr>
<td><strong>OS architecture</strong></td>
<td>Added support for ARM architecture.</td>
</tr>
</tbody>
</table>

**Rev 1.8.2**

| **MXM** | Updated MXM version to 3.6.2098 which includes memory registration optimization. |

**Rev 1.8**

<table>
<thead>
<tr>
<th><strong>Cross Channel (CC)</strong></th>
<th>Added Cross Channel (CC) AlltoAllv</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Scalable Hierarchical Aggregation and Reduction Protocol (SHARP)</strong></td>
<td>Added Scalable Hierarchical Aggregation and Reduction Protocol (SHARP) non-blocking collectives</td>
</tr>
<tr>
<td><strong>Shared memory POWER</strong></td>
<td>Added shared memory POWER optimizations for allreduce</td>
</tr>
<tr>
<td><strong>Mixed data types</strong></td>
<td>Added support for mixed data types</td>
</tr>
<tr>
<td><strong>Non-contiguous Bcast</strong></td>
<td>Added support for non-contiguous Bcast with UMR or SGE in CC</td>
</tr>
<tr>
<td><strong>UMR</strong></td>
<td>Added UMR support in CC bcol</td>
</tr>
<tr>
<td><strong>Unified Communication - X Framework (UCX)</strong></td>
<td>A new acceleration library, integrated into the Open MPI (as a pml layer) and available as part of HPC-X. It is an open source communication library designed to achieve the highest performance for HPC applications.</td>
</tr>
<tr>
<td><strong>HPC-X Content</strong></td>
<td>Updated the following communications libraries and acceleration packages versions: • HCCL updated to v3.7. Open MPI updated to v2.10</td>
</tr>
<tr>
<td><strong>FCA</strong></td>
<td>FCA 2.x is no longer the default FCA used in HPC-X. As of HPC-X v1.8, FCA 3.x (HCCL) is the default FCA used and it replaces FCA v2.x.</td>
</tr>
<tr>
<td><strong>Bug Fixes</strong></td>
<td>See Section 4, “Bug Fixes History”, on page 11</td>
</tr>
</tbody>
</table>

**Rev 1.7**

| **MXM** | Updated MXM version to 3.6 |
| **FCA Collective** | Added Cross-Channel based Allgather, Bcast, 8-byte Allreduce. |
| **FCA** | Added MPI datatype support. Added optimizations for PPC platforms. Added support for multiple NVIDIA SHARP technology leaders on a single host. Added support for collecting NVIDIA SHARP technology usage statistics. Exposed cross-channel non-blocking collectives to the MPI level. |
### Rev 1.6

**MXM v3.5**  
See Section 5.3, “MXM Change Log History”, on page 23

**IB-Router**  
Allows hosts that are located on different IB subnets to communicate with each other. This support is currently available when using the 'openib btl' in Open MPI.  
**Note:** When using 'openib btl', RoCE and IB router are mutually exclusive. The Open MPI inside HPC-X 1.6 is not compiled with ib-router support, therefore it supports RoCE out-of-the-box.

**FCA v3.5**  
See Section 5.2, “FCA Change Log History”, on page 21

### Rev 1.5

**HPC-X Content**  
Updated the following communications libraries and acceleration packages versions:  
- Open MPI updated to v1.10  
- UPC update to 2.22.0  
- MXM updated to v3.4.369  
- FCA updated to v3.4.799

**MXM v3.4.369**  
See Section 5.3, “MXM Change Log History”, on page 23

**FCA v3.4.799**  
See Section 5.2, “FCA Change Log History”, on page 21

### Rev 1.4

**FCA v3.3**  
See Section 5.2, “FCA Change Log History”, on page 21

**MXM v3.4**  
See Section 5.3, “MXM Change Log History”, on page 23

### Rev 1.3

**MLNX_OFED**  
Added support for OFED Inbox drivers

**CPU Architecture**  
Added support for PPC architecture

**LID Mask Control (LMC)**  
Added support for multiple LIDs usage when the LMC in the fabric is higher than zero. MXM will use multiple LIDs to distribute traffic across multiple links and achieve better resource utilization.

**Performance**  
Performance improvements for all transport layers.

**Adaptive Routing**  
Enhanced support for Adaptive Routing for the UD transport layer.  
For further information, please refer to the HPC-X User Manual section “Adaptive Routing for UD Transport”.

**UD zero copy**  
UD zero copy support on receiver side to achieve better bandwidth utilization and reduce CPU usage.

### FCA Change Log History

<table>
<thead>
<tr>
<th>Category</th>
<th>Change</th>
</tr>
</thead>
<tbody>
<tr>
<td>FCA Collective</td>
<td>Added MPI Allgatherv and MPI reduce</td>
</tr>
</tbody>
</table>

61
<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
</tr>
</thead>
</table>
| FCA | Added support for NVIDIA SHARP library (including SHARP allreduce, reduce and barrier)  
Enhanced scalability for CORE-Direct based collectives  
Added support for complex data types |
| **Rev 3.4** | |
| General | UCX support  
Communicator caching scheme with eviction: improves jobstart and communicator creation time |
| Collectives | Collectives: Added Alltoallv and Alltoall small message algorithms. |
| **Rev 3.3** | |
| General | Ported to PowerPC  
Thread safety added |
| Collectives | Improved large message allreduce algorithm (Enabled by default)  
Beta version of network topology awareness (Enabled by default) |
| **Rev 3.0** | |
| Collectives | Offload collectives communication from MPI process onto NVIDIA interconnect hardware.  
Efficient collectives communication flow optimized to job and topology |
| MPI collectives | Significantly reduce MPI collectives runtime |
| MPI-3 | Native support for MPI-3 |
| Blocking and Non-blocking collectives | Support for blocking and nonblocking collectives |
| HCOLL | Supports hierarchical communication algorithms (HCOLL) |
| Collective algorithm | Supports multiple optimizations within a single collective algorithm |
| Performance | Increase CPU availability and efficiency for increased application performance |
| MPI libraries | Seamless integration with MPI libraries and job schedulers |
| **Rev 2.5** | |
| Multicast Group | Added MCG (Multicast Group) cleanup tool |
| Performance | Performance improvements |
| **Rev 2.2** | |
| Performance | Performance improvements |
| Dynamic offloading rules | Enabled dynamic offloading rules configuration based on the data type and reduce operations |
| Mixed MTU | Added support for mixed MTU |
| **Rev 2.1.1** | |
| AMD/Interlagos CPUs | Added support for AMD/Interlagos CPUs |
| **Rev 2.1** | |
| Core-Direct® | Added support for Core-Direct® technology (enables offloading collective operations to the HCA.) |
| Non-contiguous data layouts | Added support for non-contiguous data layouts |
| PGI compilers | Added support for PGI compilers |
## HPC-X™ Open MPI/OpenSHMEM Change Log History

<table>
<thead>
<tr>
<th>Category</th>
<th>Change</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Rev 2.2</strong></td>
<td></td>
</tr>
<tr>
<td>Performance</td>
<td>Added Sandy Bridge performance optimizations.</td>
</tr>
<tr>
<td>memheap</td>
<td>Allocated memheap using contiguous memory provided by the HCA.</td>
</tr>
<tr>
<td>ptmalloc allocator</td>
<td>Replaced the buddy memheap by the ptmalloc allocator.</td>
</tr>
<tr>
<td>multiple pSync arrays</td>
<td>Added the option of using multiple pSync arrays instead of barrier synchronization between collective routines (fcollect, reduction routines)</td>
</tr>
<tr>
<td>spml yoda</td>
<td>Optimized small size puts</td>
</tr>
<tr>
<td>Performance</td>
<td>Performance optimization</td>
</tr>
<tr>
<td>Memory footprint optimizations</td>
<td>Added memory footprint optimizations</td>
</tr>
<tr>
<td><strong>Rev 1.8.2</strong></td>
<td></td>
</tr>
<tr>
<td>Acceleration Packages</td>
<td>Added support for new MXM, FCA, HCOLL versions</td>
</tr>
<tr>
<td>Job start optimization</td>
<td>Added job start optimization</td>
</tr>
<tr>
<td>Performance</td>
<td>Performance improvements</td>
</tr>
</tbody>
</table>

## Bug Fixes History

<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| 3436244                   | **Description:** On rare occasions, a 'group join' request may reach a timeout.  
  **Keywords:** NDR Switch, SHARP  
  **Discovered In Version:** 2.16  
  **Fixed In Version:** 2.16.2 |
| 3479712                   | **Description:** In virtualized environments, the performance of large messages can drop due to repeated failures to create indirect-atomic key (KSM).  
  **Keywords:** Virtualized Environments; Failure; Indirect-atomic Key; KSM;  
  **Discovered In Version:** 2.15  
  **Fixed In Version:** 2.16 |
| 3268964                   | **Description:** Improved performance in MPI_Bcast on AMD Genoa.  
  **Note:** To make use of these improvements, make sure UCC is explicitly enabled using:  
  ```bash  
  --mca coll_ucc_enable 1 --mca coll_ucc_priority 99 --mca coll_ucc,basic,libnbc --mca coll_ucc_cls basic,hier  
  ```  
  **Keywords:** MPI_Bcast; AMD Genoa; UCC  
  **Discovered In Version:** 2.14  
  **Fixed In Version:** 2.15 |
<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Description</th>
<th>Keywords</th>
<th>Discovered in Version</th>
<th>Fixed In Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>3255925</td>
<td>Fixed the issue where mpi_init was creating an internal CUDA context on GPU0, which could have an impact on CUDA applications behavior.</td>
<td>CUDA; MPI</td>
<td>2.13</td>
<td>2.14</td>
</tr>
<tr>
<td>3223214</td>
<td>Fixed the issue where shmem_ulong_wait_until() unsigned comparison was not working as expected.</td>
<td>SHMEM</td>
<td>2.13</td>
<td>2.14</td>
</tr>
<tr>
<td>3261844</td>
<td>Fixed the issue of when TCP transport was used on RDMA-capable setup, this led to lower performance and occasional hangs during mpi_finalize.</td>
<td>TCP; RDMA; MPI; performance</td>
<td>2.13</td>
<td>2.13.1 LTS</td>
</tr>
<tr>
<td>3139906</td>
<td>Port counters were not updated for UCX traffic when creating QP with DevX.</td>
<td>UCX; QP; DevX</td>
<td>2.13</td>
<td>2.13.1 LTS</td>
</tr>
<tr>
<td>3084053</td>
<td>Fixed the issue where performance of some applications was lower compared with HPC-X v2.10 and earlier.</td>
<td>Performance</td>
<td>2.13</td>
<td>2.13</td>
</tr>
<tr>
<td>3163697</td>
<td>Fixed the issue of when the client application used more than 1024 file descriptors (range limit defined by FD_SETSIZE), libsharp was prevented from using any more file descriptors. Using poll() instead of select() enables using the full range of allowed file descriptors by Linux.</td>
<td>File descriptor; libsharp; HCOLL; HPC-X</td>
<td>2.12</td>
<td>2.13</td>
</tr>
<tr>
<td>3208615</td>
<td>Fixed Data Integrity failure in Broadcast when using sparse subarray data type in OMPI with hcoll library by using the TRUE extent of the datatype, which includes any additional padding the datatype may require.</td>
<td>OMPI; HCOLL; data integrity</td>
<td>1.12</td>
<td>2.13</td>
</tr>
<tr>
<td>4549</td>
<td>Fixed the issue where UCX may have failed to compile with Clang compiler version 9 if --dynamic-list-data flag was used in the compilation. (Github issue: <a href="https://github.com/openucx/ucx/issues/4549">https://github.com/openucx/ucx/issues/4549</a>)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Internal Reference Number</td>
<td>Keywords:</td>
<td>Issue</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------</td>
<td>-------</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Clang compiler, UCX</td>
<td><strong>Description:</strong> DevX does not work on architectures without &quot;Write combining&quot; support, such as some flavors of ARM, prompting the following error message. UCX ERROR mlx5dv_devx_alloc_uar() failed: Operation not supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>DevX, UCX, ARM</td>
<td><strong>Keywords:</strong> DevX, UCX, ARM</td>
<td><strong>Discover in Version:</strong> 2.6 (UCX 1.8)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Fixed in Version:</strong> 2.11 (UCX 1.13)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2190337</td>
<td>Keywords:</td>
<td><strong>Description:</strong> Fixed the issue where errors from the UCX TCP transport about refused connection may have appeared.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>UCX_TLS, UCX, TCP</td>
<td><strong>Keywords:</strong> UCX_TLS, UCX, TCP</td>
<td><strong>Discover in Version:</strong> 2.7 (UCX 1.9)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Fixed in Version:</strong> 2.8 (UCX 1.10)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2131893</td>
<td>Keywords:</td>
<td><strong>Description:</strong> Fixed the issue where OpenSHMEM or MPI applications may have failed with the following error: &quot;Fatal: endpoint reconfiguration not supported yet&quot; This could happen when running in heterogeneous environment, such as when different nodes in the job had different types of HCAs or PCI atomics configuration.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>OpenSHMEM, UCX, MPI</td>
<td><strong>Keywords:</strong> OpenSHMEM, UCX, MPI</td>
<td><strong>Discover in Version:</strong> 2.7 (UCX 1.9)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Fixed in Version:</strong> 2.8 (UCX 1.10)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2084450</td>
<td>Keywords:</td>
<td><strong>Description:</strong> Fixed the issue where the osu_ialltoallw and osu_iallgather benchmarks may have not performed well over RoCE with the ud_x transport starting messages of 8192 bytes.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>osu_ialltoallw, osu_iallgather, ud_x transport, RoCE, UCX</td>
<td><strong>Keywords:</strong> osu_ialltoallw, osu_iallgather, ud_x transport, RoCE, UCX</td>
<td><strong>Discover in Version:</strong> 2.6 (UCX 1.8)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Fixed in Version:</strong> 2.8 (UCX 1.10)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| 1886580                   | Keywords: | **Description:** Fixed the issue where the below error messages might have been received when running OMPI with ‘direct modex’, i.e. when the following command line parameters were used: 
- mca pmix_base_async_modex 1
- mca mpi_add_procs_cutoff 0
- mca pmix_base_collect_data 0

*Error messages:*  
  - PMIX ERROR: NOT-FOUND in file server/pmix_server_get.c at line 751  
  - PMIX ERROR: NOT-FOUND in file client/pmix_client_get.c at line 334 |
<p>|                           | OMPI, pmix, direct modex, full modex | <strong>Keywords:</strong> OMPI, pmix, direct modex, full modex | |</p>
<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| 4710                      | **Description:** Fixed the issue of when using UCX with XPMEM module on Kernels 4.10 and above, there might have been a “Bus error” due to an issue in the XPMEM driver.  
  (Github issue: [https://github.com/openucx/ucx/issues/4710](https://github.com/openucx/ucx/issues/4710))  
  **Keywords:** UCX, XPMEM  
  **Discovered in Version:** 2.6 (UCX 1.8)  
  **Fixed in Version:** 2.7 (UCX 1.9) |
| 2096036                   | **Description:** Fixed the issue where the verifier test may have failed with the following error when using the ud_x transport:  
  `ib_mlx5_log.c:139 Local QP operation on mlx5_0:1/IB (synd 0x2 vend 0x68 hw_synd 0/66)`  
  `ib_mlx5_log.c:139 UD QP 0x37161 wqe[368]: SEND --- [rqn 0x36a01 rlid 93] [inq len 16]`  
  **Keywords:** ud_x transport, UCX  
  **Discovered in Version:** 2.6 (UCX 1.8)  
  **Fixed in Version:** 2.7 (UCX 1.9) |
| 2095618                   | **Description:** Fixed the issue where the host may have run out of memory when enabling Hardware Tag-Matching.  
  **Keywords:** Hardware Tag-Matching, UCX  
  **Discovered in Version:** 2.6 (UCX 1.8)  
  **Fixed in Version:** 2.7 (UCX 1.9) |
| 3758                      | **Description:** Fixed the issue of when running UCX with TCP transport on more than 16 hosts with full PPN (processes per node), the following error message might have appeared.  
  `sock.c:228 UCX ERROR recv(fd=1377) failed: 104`  
  (Github issue: [https://github.com/openucx/ucx/issues/3758](https://github.com/openucx/ucx/issues/3758))  
  **Keywords:** TCP, UCX, backlog  
  **Discovered in Version:** 2.5 (UCX 1.7)  
  **Fixed in Version:** 2.6 (UCX 1.8) |
| 1582208                   | **Description:** Fixed the issue where sending data over multiple SHMEM contexts may lead to memory corruption or segmentation fault.  
  **Keywords:** Open SHMEM, segmentation fault  
  **Discovered in Version:** 2.3 (Open MPI v4.0.x, OpenSHMEM v1.4)  
  **Fixed in Version:** 2.5 (Open MPI v4.0.x, OpenSHMEM v1.4) |
| 2934                      | **Description:** Fixed the issue where OpenMPI and OpenSHMEM applications may hang with DC transport.  
  (Github issue: [https://github.com/openucx/ucx/issues/2934](https://github.com/openucx/ucx/issues/2934))  
  **Keywords:** UCX, Open MPI, DC  
  **Discovered in Version:** 2.3 (Open MPI v4.0.x, OpenSHMEM v1.4)  
  **Fixed in Version:** 2.5 (Open MPI v4.0.x, OpenSHMEM v1.4) |
| 1307243                   | **Description:** Fixed the issue where one-sided tests may fail with a segmentation fault.  
  **Keywords:** OSC UCX, Open MPI, one-sided  
  **Discovered in Version:** 2.1 (Open MPI 3.1.x) |
<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Issue</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed in Version: 2.5 (Open MPI 4.0.x)</td>
<td></td>
</tr>
<tr>
<td><strong>-</strong></td>
<td><strong>Description:</strong> Fixed the issue where OpenSHMEM atomic operations AND/OR/XOR for datatypes int32/int64/uint32/uint64 were not implemented, which might have caused build failures.</td>
</tr>
<tr>
<td><strong>Keywords:</strong> OpenSHMEM atomic, Open MPI</td>
<td></td>
</tr>
<tr>
<td><strong>Discovered in Version:</strong> 2.3 (Open MPI v4.0.x, OpenSHMEM v1.4)</td>
<td></td>
</tr>
<tr>
<td><strong>Fixed in Version:</strong> 2.4 (Open MPI v4.0.x, OpenSHMEM v1.4)</td>
<td></td>
</tr>
</tbody>
</table>
| 2226 | **Description:** Fixed the issue where the following assertion may have failed in certain cases:  
Assertion `ep->rx.ooo_pkts.head_sn == neth->psn’ failed  
(Github Issue: [https://github.com/openucx/ucx/issues/2226](https://github.com/openucx/ucx/issues/2226)) |
| **Keywords:** UCX, assertion |
| **Discovered in Version:** 2.1 (UCX 1.3) |
| **Fixed in Version:** 2.4 (UCX 1.6) |
| **-** | **Description:** Fixed the issue where zero-length OpenSHMEM collectives might have failed due to incomplete implementation. |
| **Keywords:** OpenSHMEM atomic, Open MPI |
| **Discovered in Version:** 2.3 (Open MPI v4.0.x, OpenSHMEM v1.4) |
| **Fixed in Version:** 2.4 (Open MPI v4.0.x, OpenSHMEM v1.4) |
| **-** | **Description:** Fixed the issue where OSC UCX module was not selected by default on ConnectX-4/ConnectX-5 HCAs. |
| **Keywords:** OSC UCX, one-sided, Open MPI |
| **Discovered in Version:** 2.3 (Open MPI v4.0.x, OpenSHMEM v1.4) |
| **Fixed in Version:** 2.4 (Open MPI v4.0.x, OpenSHMEM v1.4) |
| **-** | **Description:** Fixed the issue where UCX on ARM hosts may result in hangs due to a known issue in Open MPI when running on ARM. |
| **Keywords:** UCX |
| **Discovered in Version:** 1.3 (Open MPI 1.8.2) |
| **Fixed in Version:** 2.3 (Open MPI 4.0.x) |
| **-** | **Description:** MCA options `rmaps_dist_device` and `rmaps_base_mapping_policy` are now functional. |
| **Keywords:** Process binding policy, NUMA/HCA locality |
| **Discovered in Version:** 2.0 (Open MPI 3.0.0) |
| **Fixed in Version:** 2.3 (Open MPI 4.0.x) |
| 2111 | **Description:** Fixed the issue of when UCX was used in the multi-threaded mode, it might have taken the `osu_latency_mt` test a long time to be completed.  
(Github issue: [https://github.com/openucx/ucx/issues/2111](https://github.com/openucx/ucx/issues/2111)) |
<p>| <strong>Keywords:</strong> UCX, multi-threaded |
| <strong>Discovered in Version:</strong> 2.1 (UCX 1.3) |
| <strong>Fixed in Version:</strong> 2.3 (UCX 1.5) |</p>
<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| 2267 | **Description:** Fixed the issue where the following error message might have appeared when running at the scale of 256 ranks with the RC transport, when UD is used for wireup only: “Fatal: send completion with error: Endpoint timeout”.  
  (Github issue: [https://github.com/openucx/ucx/issues/2267](https://github.com/openucx/ucx/issues/2267))  
  **Keywords:** UCX  
  **Discovered in Version:** 2.1 (UCX 1.3)  
  **Fixed in Version:** 2.3 (UCX 1.5) |
| 2702 | **Description:** Fixed the issue of when using the Hardware Tag Matching feature, the following error messages may have been printed:  
  - “rcache.c:481 UCX WARN failed to register region 0xdec25a0 [0x2b7139ae0020..0x2b7139ae2020]: Input/output error”  
  - “ucp_mm.c:105 UCX ERROR failed to register address 0x2b7139ae0020 length 8192 on md[1]=ib/mlx5_0: Input/output error”  
  - “ucp_request.c:259 UCX ERROR failed to register user buffer datatype 0x20 address 0x2b7139ae0020 len 8192: Input/output error”  
  (Github issue: [https://github.com/openucx/ucx/issues/2702](https://github.com/openucx/ucx/issues/2702))  
  **Keywords:** Hardware Tag Matching  
  **Discovered in Version:** 2.2 (UCX 1.4)  
  **Fixed in Version:** 2.3 (UCX 1.5) |
| 2454 | **Description:** Fixed the issue where some one-sided benchmarks may have hung when using “osc ucx”. For example: osu-micro-benchmarks-5.3.2/osu_get_acc_latency (Latency Test for accumulate with Active/Passive Synchronization).  
  (Github issue: [https://github.com/openucx/ucx/issues/2454](https://github.com/openucx/ucx/issues/2454))  
  **Keywords:** UCX, one_sided  
  **Discovered in Version:** 2.2 (UCX 1.4)  
  **Fixed in Version:** 2.3 (UCX 1.5) |
| 2670 | **Description:** Fixed the issue of when enabling the Hardware Tag Matching feature on a large scale, the following error message may have been printed due to the increased threshold for BCOPY messages: “mpool.c:177 UCX ERROR Failed to allocate memory pool chunk: Out of memory.”  
  (Github issue: [https://github.com/openucx/ucx/issues/2670](https://github.com/openucx/ucx/issues/2670))  
  **Keywords:** Hardware Tag Matching  
  **Discovered in Version:** 2.2 (UCX 1.4)  
  **Fixed in Version:** 2.3 (UCX 1.5) |
| 1295679 | **Description:** Fixed the issue where OpenSHMEM group cache had a default limit of 100 entries, which might have resulted in OpenSHMEM application exiting with the following message: “group cache overflow on rank xxx: cache_size = 100” .  
  **Keywords:** OpenSHMEM, Open MPI  
  **Discovered in Version:** 2.1 (Open MPI 3.1.x)  
  **Fixed in Version:** 2.2 (Open MPI 3.1.x) |
<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| -                         | **Description**: Fixed the issue where UCX did not work out-of-the-box with CUDA support.  
**Keywords**: UCX, CUDA  
**Discovered in Version**: 2.2 (UCX 1.4)  
**Fixed in Version**: 2.1 (UCX 1.3) |
| 1926                     |  
**Description**: Fixed the issue of when using multiple transports, invalid data was sent out-of-sync with Hardware Tag Matching traffic.  
(Github issue: [https://github.com/openucx/ucx/issues/1926](https://github.com/openucx/ucx/issues/1926))  
**Keywords**: Hardware Tag Matching  
**Discovered in Version**: 2.1 (UCX 1.3)  
**Fixed in Version**: 2.2 (UCX 1.4) |
| 1949                     |  
**Description**: Fixed the issue where Hardware Tag Matching might not have functioned properly with UCX over DC transport.  
(Github issue: [https://github.com/openucx/ucx/issues/1949](https://github.com/openucx/ucx/issues/1949))  
**Keywords**: UCX, Hardware Tag Matching, DC transport  
**Discovered in Version**: 2.0  
**Fixed in Version**: 2.1 |
| -                         |  
**Description**: Fixed job data transfer from SD to libsharp.  
**Keywords**: NVIDIA SHARP library  
**Discovered In Release**: 1.9  
**Fixed In Release**: 1.9.7 |
| 884482                   |  
**Description**: Fixed internal HCOLL datatype mapping.  
**Keywords**: HCOLL, FCA  
**Discovered In Release**: 1.7.405  
**Fixed In Release**: 1.7.406 |
| 884508                   |  
**Description**: Fixed internal HCOLL datatype lower bound calculation.  
**Keywords**: HCOLL, FCA  
**Discovered In Release**: 1.7.405  
**Fixed In Release**: 1.7.406 |
| 884490                   |  
**Description**: Fixed allgather unpacking issues.  
**Keywords**: HCOLL, FCA  
**Discovered In Release**: 1.7.405  
**Fixed In Release**: 1.7.406 |
| 885009                   |  
**Description**: Fixed wrong answer in alltoallv.  
**Keywords**: HCOLL, FCA  
**Discovered In Release**: 1.7.405  
**Fixed In Release**: 1.7.406 |
| 882193                   |  
**Description**: Fixed mcast group leak in HCOLL.  
**Keywords**: HCOLL, FCA  
**Discovered In Release**: 1.7.405  
**Fixed In Release**: 1.7.406 |
<table>
<thead>
<tr>
<th>Internal Reference Number</th>
<th>Issue</th>
</tr>
</thead>
</table>
| -                         | **Description**: Added INPLACE support for alltoall, alltoallv, and allgatherv.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.7.405  
**Fixed in Release**: 1.7.406 |
| -                         | **Description**: Fixed an issue related to multi-threaded MPI_Bcast.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.7.405  
**Fixed in Release**: 1.7.406 |
| Salesforce: 316541        | **Description**: Fixed a memory barrier issue in MPI_Barrier on Power PPC systems.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.7.405  
**Fixed in Release**: 1.7.406 |
| Salesforce: 316547        | **Description**: Fixed multi-threaded MPI_COMM_DUP and MPI_COMM_SPLIT hanging issues.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.7.405  
**Fixed in Release**: 1.7.406 |
| 894346                    | **Description**: Fixed Quantum Espresso hanging issues.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.7.405  
**Fixed in Release**: 1.7.406 |
| 898283                    | **Description**: Fixed an issue which caused CP2K applications to hang when HCOLL was enabled.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.7.405  
**Fixed in Release**: 1.7.406 |
| 906155                    | **Description**: Fixed an issue which caused VASP applications to hang in MPI_Allreduce.  
**Keywords**: HCOLL, FCA  
**Discovered in Release**: 1.6  
**Fixed in Release**: 1.7.406 |
Notice

This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. Neither NVIDIA Corporation nor any of its direct or indirect subsidiaries and affiliates (collectively: “NVIDIA”) make any representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice. Customer should obtain the latest relevant information before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer (“Terms of Sale”). NVIDIA hereby expressly objects to applying any customer general terms and conditions with regards to the purchase of the NVIDIA product referenced in this document. No contractual obligations are formed either directly or indirectly by this document.

NVIDIA products are not designed, authorized, or warranted to be suitable for use in medical, military, aircraft, space, or life support equipment, nor in applications where failure or malfunction of the NVIDIA product can reasonably be expected to result in personal injury, death, or property or environmental damage. NVIDIA accepts no liability for inclusion and/or use of NVIDIA products in such equipment or applications and therefore such inclusion and/or use is at customer's own risk.

NVIDIA makes no representation or warranty that products based on this document will be suitable for any specified use. Testing of all parameters of each product is not necessarily performed by NVIDIA. It is customer’s sole responsibility to evaluate and determine the applicability of any information contained in this document, ensure the product is suitable and fit for the application planned by customer, and perform the necessary testing for the application in order to avoid a default of the application or the product. Weaknesses in customer’s product designs may affect the quality and reliability of the NVIDIA product and may result in additional or different conditions and/or requirements beyond those contained in this document. NVIDIA accepts no liability related to any default, damage, costs, or problem which may be based on or attributable to: (i) the use of the NVIDIA product in any manner that is contrary to this document or (ii) customer product designs.

No license, either expressed or implied, is granted under any NVIDIA patent right, copyright, or other NVIDIA intellectual property right under this document. Information published by NVIDIA regarding third-party products or services does not constitute a license from NVIDIA to use such products or services or a warranty or endorsement thereof. Use of such information may require a license from a third party under the patents or other intellectual property rights of the third party, or a license from NVIDIA under the patents or other intellectual property rights of NVIDIA.

Reproduction of information in this document is permissible only if approved in advance by NVIDIA in writing, reproduced without alteration and in full compliance with all applicable export laws and regulations, and accompanied by all associated conditions, limitations, and notices.

THIS DOCUMENT AND ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, “MATERIALS”) ARE BEING PROVIDED “AS IS.” NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NONINFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE. TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL NVIDIA BE LIABLE FOR ANY DAMAGES, INCLUDING WITHOUT LIMITATION ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF ANY USE OF THIS DOCUMENT, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Notwithstanding any damages that customer might incur for any reason whatsoever, NVIDIA's aggregate and cumulative liability towards customer for the products described herein shall be limited in accordance with the Terms of Sale for the product.

Trademarks

NVIDIA, the NVIDIA logo, and Mellanox are trademarks and/or registered trademarks of NVIDIA Corporation and/or Mellanox Technologies Ltd. in the U.S. and in other countries. Other company and product names may be trademarks of the respective companies with which they are associated.