

MetaHipMer2

A metagenome assembly application written in UPC++

Steven Hofmeyr April 2021

MetaHipMer2



- Part of Exascale Computing Project Exabiome project developed at Lawrence Berkeley National Laboratory (LBL)
- Original MetaHipMer (v1) was released in 2017 (written in UPC/MPI)
- Released version 2 of MHM on Sept 30th 2020
 - Entirely rewritten in UPC++ (developed by Pagoda ECP project at LBL)
- Runs 2x to 10x faster than MHM v1 and uses 2x less memory

Metagenome Assembly



microbial genomes (1000s)

- varying abundance (frequency)
- sequence depth (how many times sequenced, e.g. 50x)

reads

- typical length for short reads 150-250
- error prone, e.g 0.24% per base
- number of reads for a genome dependant on sequence depth and abundance

contigs

- contiguous sequences
- the longer the better
- the fewer errors the better

Science Analysis with MetaHipMer



What happens to microbes after a wildfire?



What are the seasonal fluctuations in a wetland mangrove?



What are the microbial dynamics of soil carbon cycling?



How do microbes affect disease and growth of switchgrass for biofuels



Combine genomics with isotope tracing methods for improved functional understanding



JGI-NERSC-KBase FICUS (Facilities Integrating Collaborations for User Science) call called out MetaHipMer

Big Data, Big Compute → Better Science

Study: assemble an 813 GB Arctic ocean dataset of 12 samples plus synthetic data from 25 reference genomes injected at varying abundances



Approaches:

- Coassembly: entire data set
- Multiassembly: lane at a time
- Dedup: remove duplicates from multiassembly

Coassembly gives longer, less redundant assemblies, and is only possible with HPC (currently only MHM)

Hofmeyr et al. (2020). Terabase-scale metagenome coassembly with MetaHipMer. Nature Scientific Reports, 10(1)



Coassembly Finds Rare Genomes



- Low depth not recovered with multiassembly/dedup (< 5% genome fraction)
- Low depth mostly recovered by coassembly (> 90% genome fraction)
- Rare genomes are often of more interest than abundant genomes (which tend to be well known)

UPC++ and GASNet-EX



MHM2 is written in UPC++

- UPC++ is a C++ library for distributed memory systems that supports one-sided communication, remote procedure calls (RPCs), asynchronous communication and collectives
- UPC++ runs on GASNet-EX, a low-level communication layer that provides a network-independent interface that runs on several different hardware platforms
- Neither UPC++ nor GASNet-EX use MPI, although they are interoperable with MPI
- MHM2 does not use MPI (nor OpenMP)
- Depending on the system, the job launcher may use MPI

Performance of GASNet-EX



- Plot shows one-sided vs two-sided message performance
- MPI ISend/Irecv 2-sided (+) gives lowest bandwidth
- MPI RMA (o, o) outperforms 2-sided
- GASNet-Ex (x, x) consistently outperforms MPI (both 2-sided and RMA)





MetaHipMer Computational Motifs



- Distributed hash tables everywhere
 - random memory access with little locality
 - communication is irregular point-to-point
 - scaling is achieved through good load balance
 - accesses generally happen separately from updates
- Computation mainly string manipulation
 - negligible floating point
- Memory intensive
 - coassembly of large datasets requires supercomputers
- Challenging for GPU optimization
 - we're working on this for this contest, there is no GPU support

MetaHipMer Assembly Pipeline





Walk contig graph (iterate)

Actual pipeline is more complex, simplified for purpose of presentation

MetaHipMer Stage Timings





- Assembly of 822GB dataset
- Decent scaling of all stages on both NERSC Cori KNL and OLCF Summit
- Exact breakdown of timing depends on dataset as well as machine/software (e.g. higher depth increases k-mer analysis time compared to contig generation)

MetaHipMer Communication Patterns



- Assembly of 822GB dataset on 512 Summit nodes
- Two typical patterns of communication:
 - random point-to-point with small active messages (e.g. graph traversal in contig generation)
 - random point-to-point with larger, aggregated messages (e.g. k-mer analysis)
- Actual number and size of messages depends on both dataset (size and composition) and number of processes and nodes



MetaHipMer Scaling on Large Datasets

Vode Hours

- Assemblies of increasing fraction of 7.7TB dataset
- Comparing Cori KNL, Haswell and Summit
- Summit is about 2-3x better than Cori KNL
- Limited Cori Haswell results (similar to Summit)
- Up to 10x faster than version 1 on KNL
- The 7.7TB assembly on Summit is by far the biggest metagenome ever assembled science to follow
- Eventual Exabiome project goal is 50TB, which will take *at least* 4650 node hours on Summit, i.e. full Summit for an hour





Fastq Data Size (GB)

MetaHipMer Tuning



- Look at ISC SCC webpage for guidance
 - o https://hpcadvisorycouncil.atlassian.net/wiki/spaces/HPCWORKS/pages/1827307543/MetaHipMer+2.0
- Basic usage (unzip the input file):

mhm2.py -r competition1.fastq --checkpoint=no

• Parameters that can be changed:

```
--max-kmer-store
```

```
--max-rpcs-in-flight
```

```
--pin
```

```
--shared-heap
```

--procs

(check https://bitbucket.org/berkeleylab/mhm2/src/master/docs/mhm_guide.md for parameter descriptions)

- Change any UPC++ or GASNet options
 - o https://gasnet.lbl.gov/dist-ex/
 - \circ e.g. <code>GASNET_USE_ODP</code> or <code>GASNET_USE_XRC</code>

MetaHipMer Results



 Output of MHM2 is non-deterministic, but overall statistics should not vary significantly from one run to the next:

```
Assembly statistics (contig lengths >= 500)
Number of contigs:
                          18360
Total assembled length: 27651381
Average contig depth:
                      7.21741
Number of Ns/100kbp:
                     0.0759456(21)
Max. contig length:
                          71617
Contig lengths:
     > 1kbp:
                          20642175 (74.65%)
     > 5kbp:
                          6289130 (22.74%)
    > 10kbp:
                          3476308 (12.57%)
    > 25kbp:
                          997631 (3.61%)
    > 50kbp:
                          240837 (0.87%)
```



