

## Overview of Distributed Linear Algebra on Hybrid Nodes over the StarPU Runtime

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# Overview of Distributed Linear Algebra on Hybrid Nodes over the StarPU Runtime

Emmanuel AGULLO, Olivier AUMAGE, Mathieu FAVERGE,  
Nathalie FURMENTO, Florent PRUVOST, Samuel THIBAUT,  
Marc SERGENT

MORSE Associated Team



**MORSE**

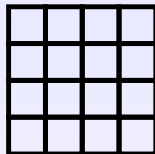


1. Introduction
2. Sequential task-based paradigm on a single node
3. Do we need a new programming paradigm for clusters?
4. Distributed Data Management
5. Comparison against state-of-the-art approaches
6. Conclusion and future work

- Runtime systems usually abstract a single node
  - ▶ Plasma/Quark, Flame/SuperMatrix, Morse/StarPU, Dplasma/Parsec ...
- How should nodes communicate?
  - ▶ Using explicit MPI user calls
  - ▶ Using a specific paradigm: Dplasma
- Can we keep the same paradigm and almost the same code, and leave runtime handle data transfers?
  - ▶ Example: **Cholesky** factorization (DPOTRF)

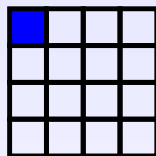
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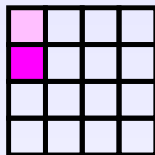
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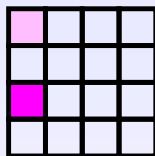
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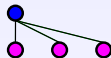
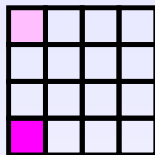
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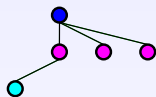
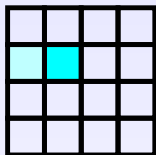
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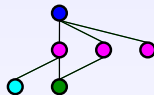
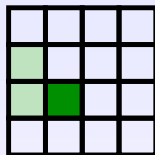
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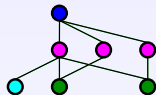
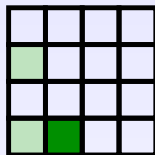
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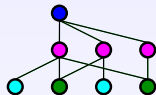
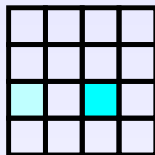
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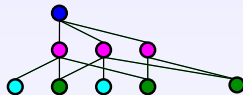
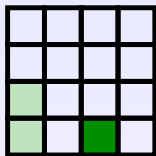
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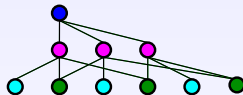
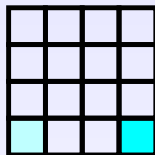
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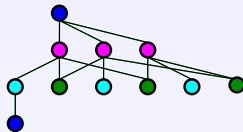
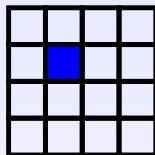
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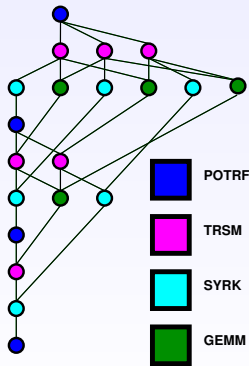
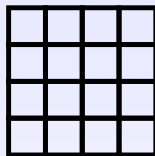
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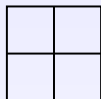
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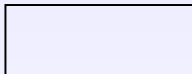
# Runtime parallel execution on a heterogeneous node

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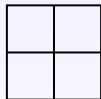
**CPU**



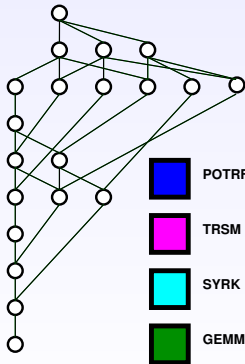
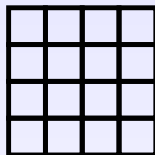
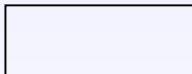
**GPU0**



**CPU**



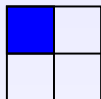
**GPU1**



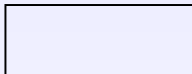
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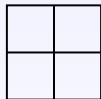
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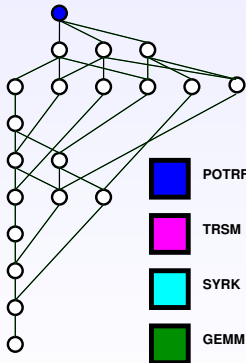
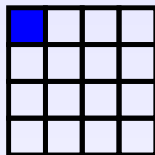
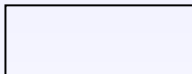
GPU0



CPU



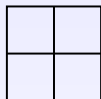
GPU1



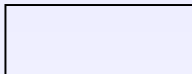
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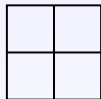
**CPU**



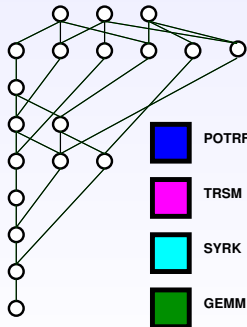
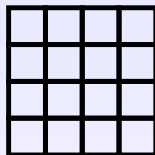
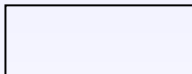
**GPU0**



**CPU**



**GPU1**



# Runtime parallel execution on a heterogeneous node

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CPU



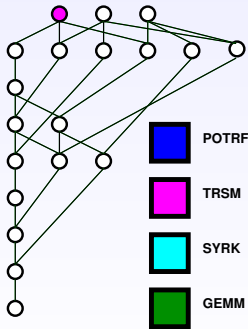
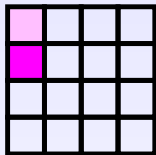
GPU0



CPU



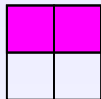
GPU1



# Runtime parallel execution on a heterogeneous node

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```

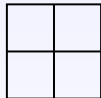
CPU



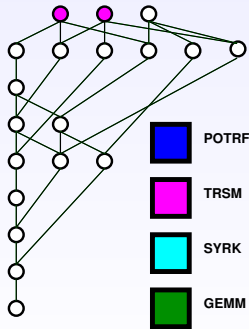
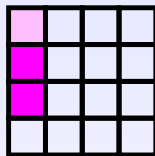
GPU0



CPU



GPU1



# Runtime parallel execution on a heterogeneous node

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task_wait_for_all();
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CPU



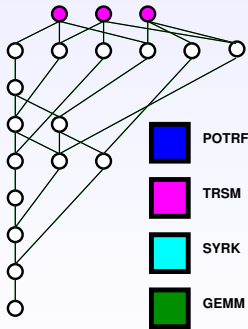
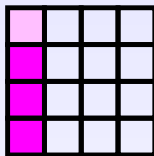
GPU0



CPU



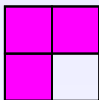
GPU1



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CPU



GPU0



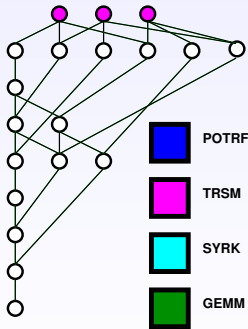
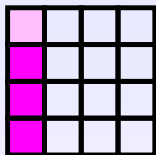
CPU



GPU1



- Handles dependencies

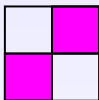




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CPU



GPU0



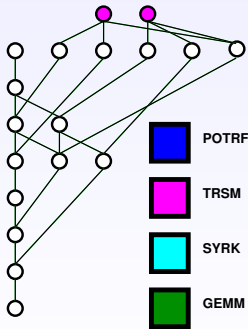
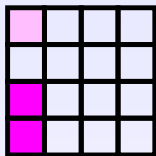
CPU



GPU1



- Handles dependencies



# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

CPU



GPU0



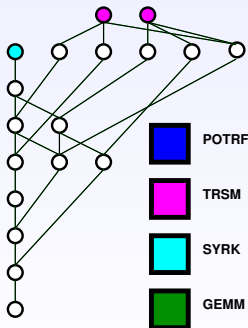
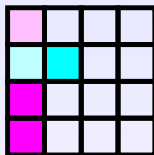
CPU



GPU1



- Handles dependencies



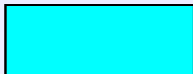
# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

CPU



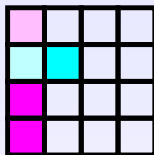
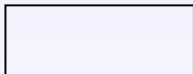
GPU0



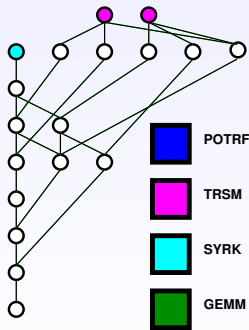
CPU



GPU1

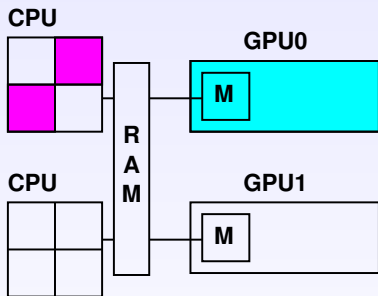


- Handles dependencies
- Handles scheduling (e.g. HEFT)

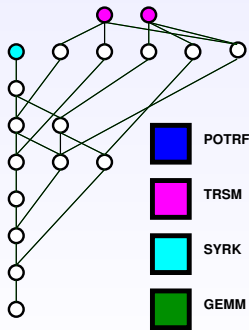
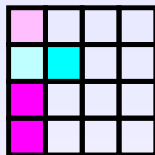


# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

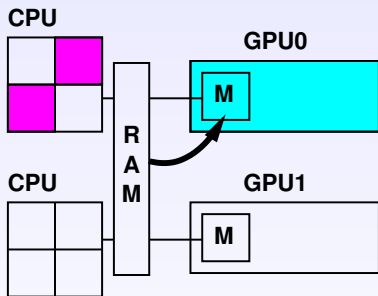


- Handles dependencies
- Handles scheduling (e.g. HEFT)

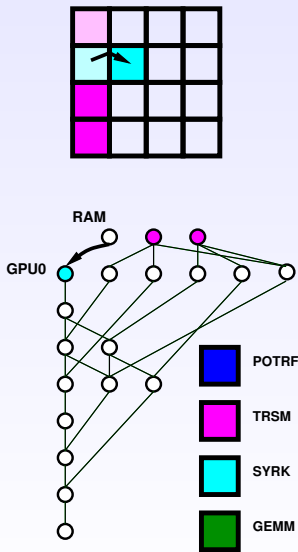


# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```



- Handles dependencies
- Handles scheduling (e.g. HEFT)
- Handles data consistency (MSI protocol)



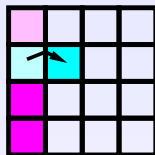
## **Sequential task-based paradigm for single node**

- Sequential source code
- Runtime infers task dependencies from data dependencies
- Runtime drives and optimizes execution

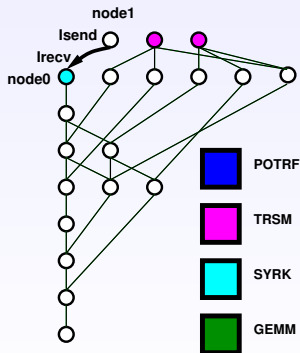
## Sequential task-based paradigm for single node

- Sequential source code
  - Runtime infers task dependencies from data dependencies
  - Runtime drives and optimizes execution
- 
- How about clusters?
    - ▶ Do we really need a new programming paradigm?

# Do we need a new paradigm for clusters?

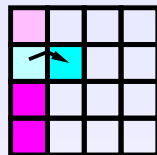


- How to express communications?

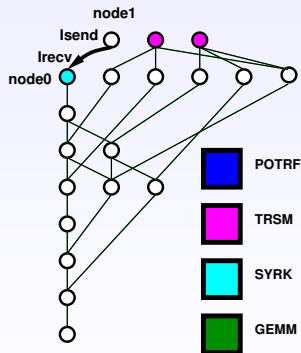




# Do we need a new paradigm for clusters?

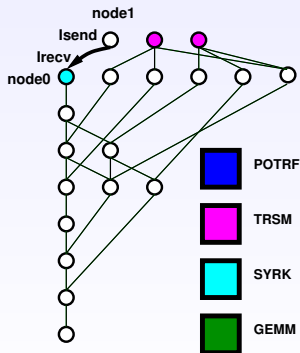
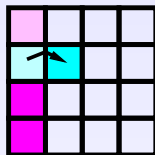


- How to express communications?
- How to establish the mapping?



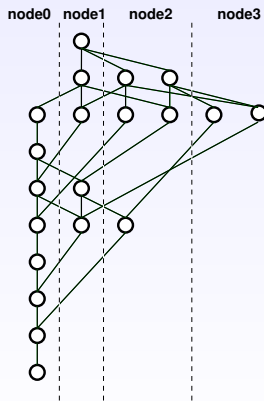
# Do we need a new paradigm for clusters?

- How to express communications?
- How to establish the mapping?
- How communications will be initiated?



# Mapping: Which node executes which tasks?

- The application provides the mapping



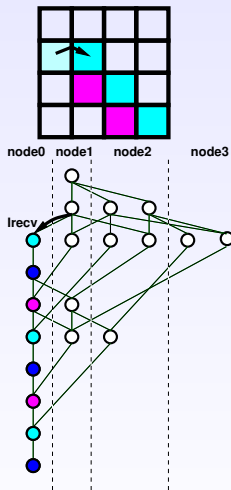
# Data transfers between nodes

All nodes unroll the whole task graph

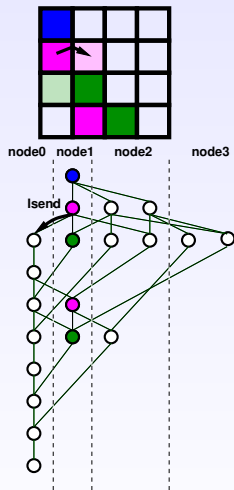
They determine tasks they will execute

They can infer required communications

No synchronization between nodes



Node 0 execution



Node 1 execution

# Same paradigm for clusters (vs single node)

same code

```
for (j = 0; j < N; j++) {
    POTRF (RW,A[j][j]);
    for (i = j+1; i < N; i++)
        TRSM (RW,A[i][j], R,A[j][j]);
    for (i = j+1; i < N; i++) {
        SYRK (RW,A[i][i], R,A[i][j]);
        for (k = j+1; k < i; k++)
            GEMM (RW,A[i][k],
                R,A[i][j], R,A[k][j]);
    }
}
task_wait_for_all();
```

# Same paradigm for clusters (vs single node)

Almost same code

- MPI communicator

```
for (j = 0; j < N; j++) {
    POTRF (RW,A[j][j], WORLD);
    for (i = j+1; i < N; i++)
        TRSM (RW,A[i][j], R,A[j][j], WORLD);
    for (i = j+1; i < N; i++) {
        SYRK (RW,A[i][i], R,A[i][j], WORLD);
        for (k = j+1; k < i; k++)
            GEMM (RW,A[i][k],
                R,A[i][j], R,A[k][j], WORLD);
    }
}
task_wait_for_all();
```

# Same paradigm for clusters (vs single node)

## Almost same code

- MPI communicator
- Mapping function

```
int getnode(int i, int j) { return((i%p)*q + j%q); }

for (j = 0; j < N; j++) {
    POTRF (RW,A[j][j], WORLD, getnode(j,j));
    for (i = j+1; i < N; i++)
        TRSM (RW,A[i][j], R,A[j][j], WORLD, getnode(i,j));
    for (i = j+1; i < N; i++) {
        SYRK (RW,A[i][i], R,A[i][j], WORLD, getnode(i,i));
        for (k = j+1; k < i; k++)
            GEMM (RW,A[i][k],
                R,A[i][j], R,A[k][j], WORLD, getnode(i,k));
    }
}
task_wait_for_all();
```

# Same paradigm for clusters (vs single node)

## Almost same code

- MPI communicator
- Mapping function

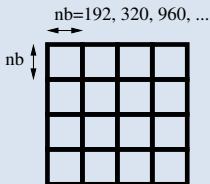
```
int getnode(int i, int j) { return((i%p)*q + j%q); }
set_rank(A, getnode);

for (j = 0; j < N; j++) {
    POTRF (RW,A[j][j], WORLD);
    for (i = j+1; i < N; i++)
        TRSM (RW,A[i][j], R,A[j][j], WORLD);
    for (i = j+1; i < N; i++) {
        SYRK (RW,A[i][i], R,A[i][j], WORLD);
        for (k = j+1; k < i; k++)
            GEMM (RW,A[i][k],
                R,A[i][j], R,A[k][j], WORLD);
    }
}
task_wait_for_all();
```

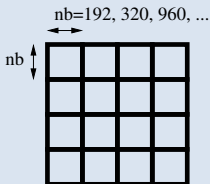


# Experimental Setup on TGCC CEA Curie

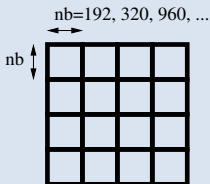
- Double-precision **Cholesky**
  - ▶ Scalapack
  - ▶ Dplasma/Parsec
  - ▶ **Magma-morse/StarPU**
- 64 nodes



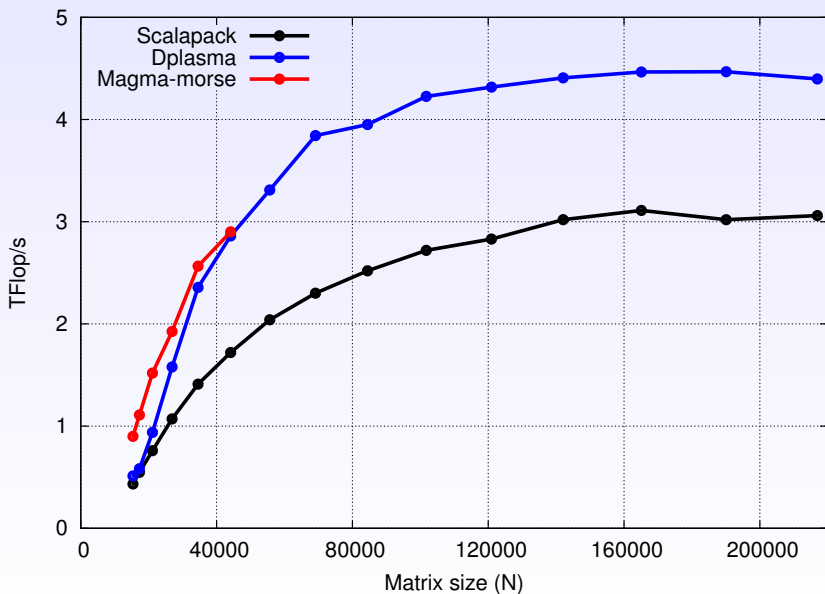
- Double-precision **Cholesky**
  - ▶ Scalapack
  - ▶ Dplasma/Parsec
  - ▶ **Magma-morse/StarPU**
- 64 nodes
  - ▶ 2 Intel Westmere @ 2.66 GHz (8 cores per node)
- Homogeneous tile size: 192x192



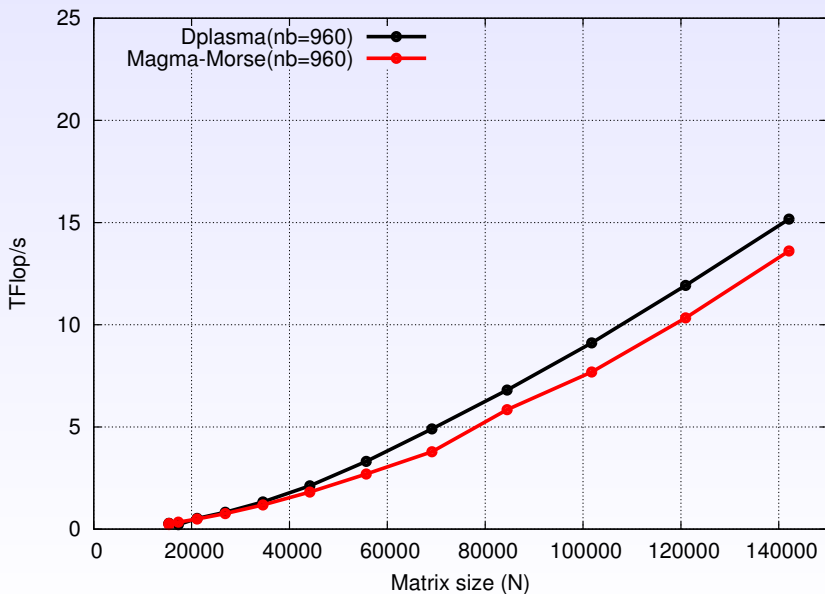
- Double-precision **Cholesky**
  - ▶ Scalapack
  - ▶ Dplasma/Parsec
  - ▶ **Magma-morse/StarPU**
- 64 nodes
  - ▶ 2 Intel Westmere @ 2.66 GHz (8 cores per node)
  - ▶ 2 Nvidia Tesla M2090 (2 GPUs per node)
- Homogeneous tile size: 192x192
- Heterogeneous tile sizes: 320x320 / 960x960



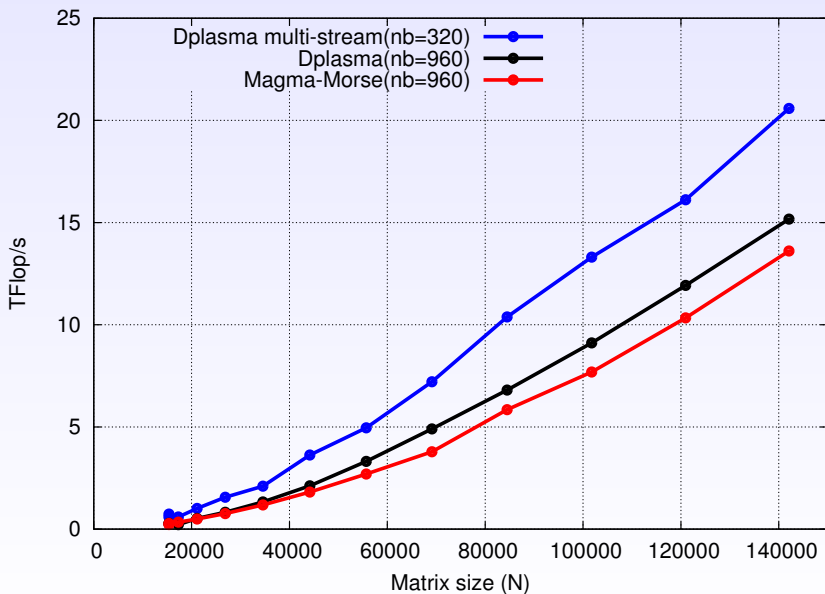
# 64 homogeneous nodes (8 cores per node)



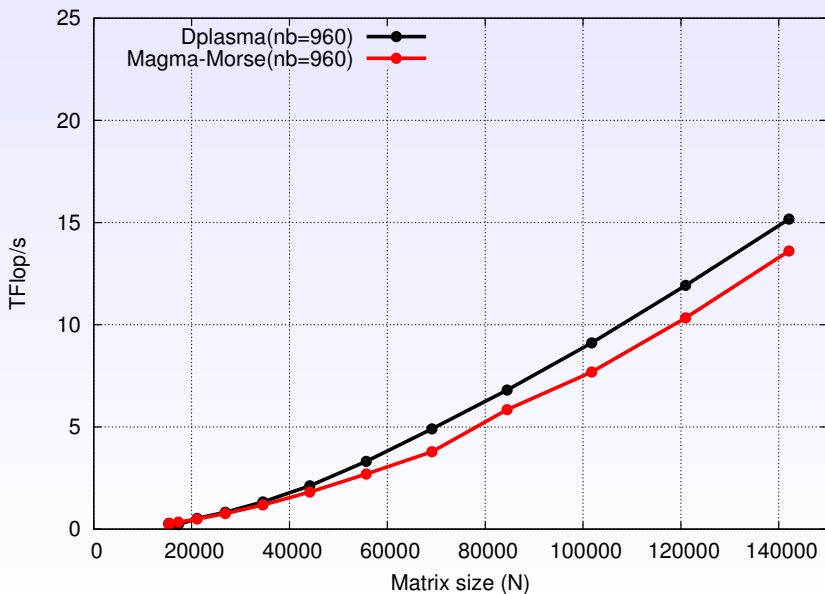
# 64 heterogeneous nodes (8 cores + 2 GPUs per node)



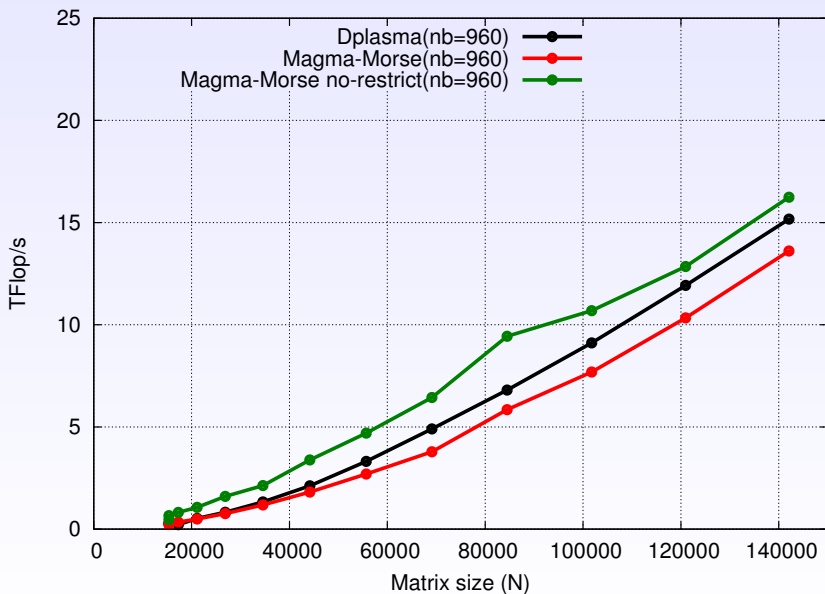
# 64 heterogeneous nodes (8 cores + 2 GPUs per node)



# 64 heterogeneous nodes (8 cores + 2 GPUs per node)



# 64 heterogeneous nodes (8 cores + 2 GPUs per node)





## Contribution

- Harnessing cluster of hybrid nodes
- Sequential task-based paradigm
- **Almost no code changes vs single node**
- **Competitive performance**

## Future work

- Extension to other LAPACK-like routines
- Release it into MAGMA library
- Dynamic inter-node load balancing

**Morse:** <http://icl.cs.utk.edu/morse/>

**StarPU:** <http://runtime.bordeaux.inria.fr/StarPU/>