

Harnessing clusters of hybrid nodes with a sequential task-based programming model

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Harnessing clusters of hybrid nodes with a sequential task-based programming model

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

PMAA Workshop, Università della Svizzera italiana,
Lugano, Switzerland, July 3th, 2014



MORSE



1. Introduction
2. Sequential task-based paradigm on a single node
3. 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 let the runtime handle data transfers?
 - ▶ Master-slave model (e.g.: ClusterSs)
 - ▶ Replicated unroll model (e.g. Quarkd)
- Example: Cholesky factorization (DPOTRF)

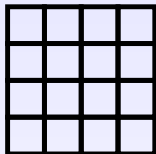
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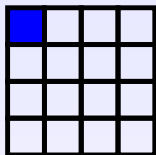
Sequential task-based Cholesky on a single node

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for (j = 0; j < N; j++) {  
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    for (i = j+1; i < N; i++)  
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    }  
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task_wait_for_all();
```



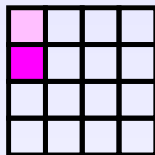
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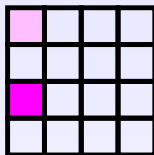
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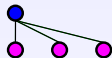
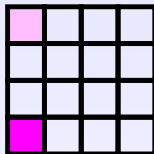
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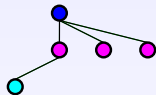
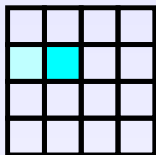
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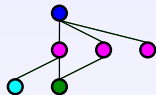
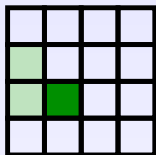
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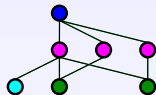
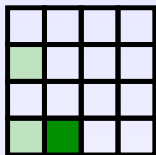
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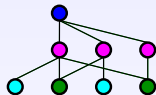
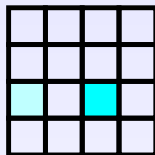
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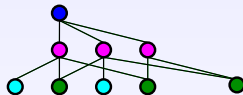
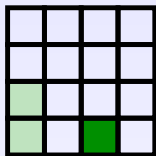
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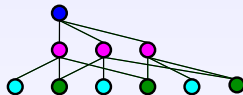
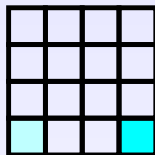
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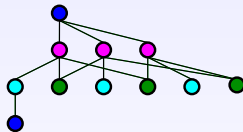
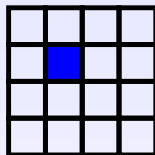
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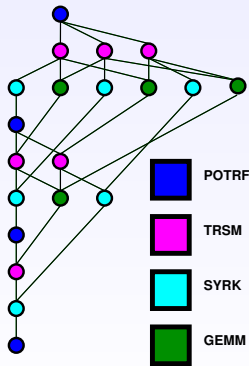
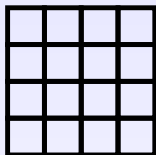
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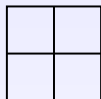
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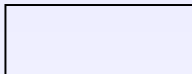
Runtime parallel execution on a heterogeneous node

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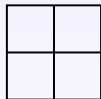
CPU



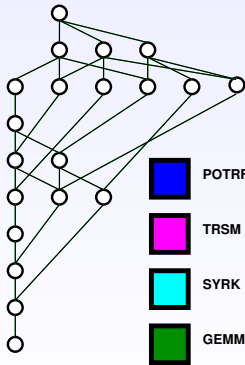
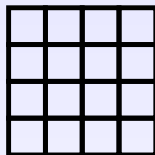
GPU0



CPU



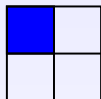
GPU1



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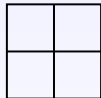
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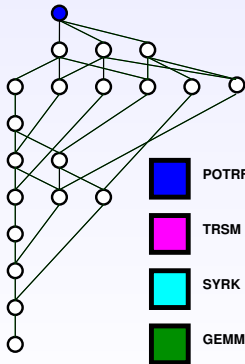
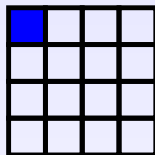
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CPU



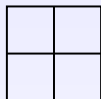
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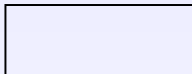
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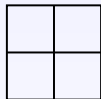
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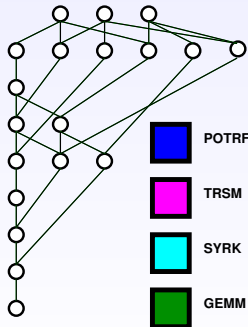
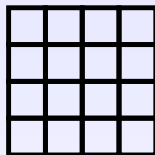
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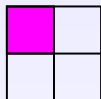
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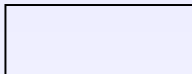
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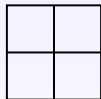
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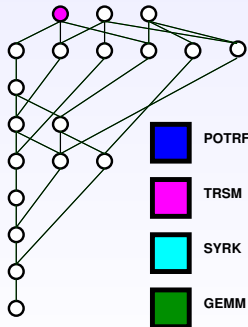
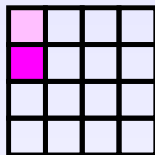
GPU0



CPU



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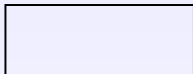
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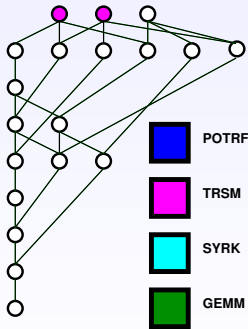
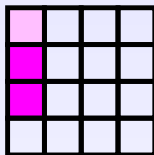
GPU0



CPU



GPU1



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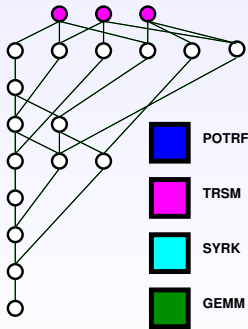
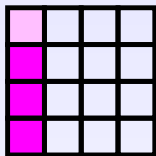
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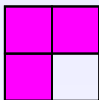
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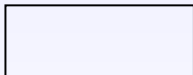
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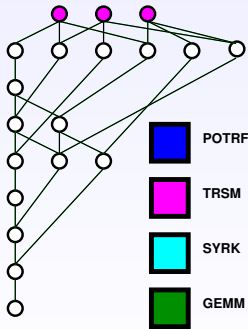
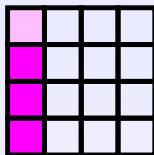
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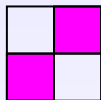
- Handles dependencies



Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

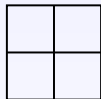
CPU



GPU0



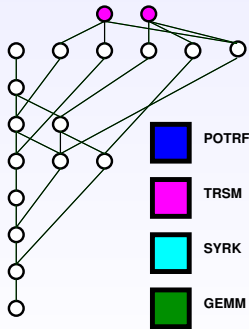
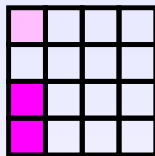
CPU



GPU1



- Handles dependencies



Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

CPU



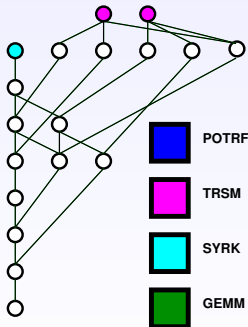
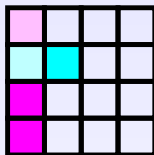
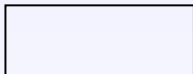
GPU0



CPU



GPU1



- Handles dependencies

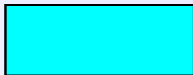
Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

CPU



GPU0



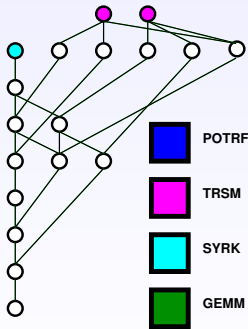
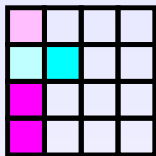
CPU



GPU1

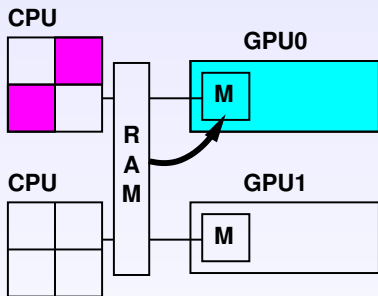


- Handles dependencies
- Handles scheduling (e.g. HEFT)

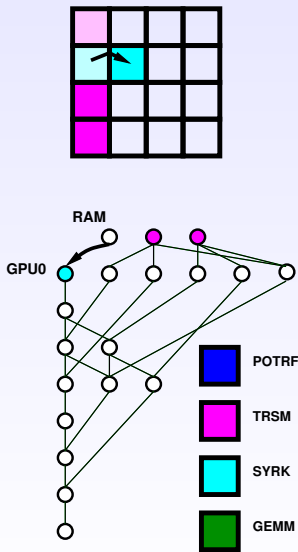


Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

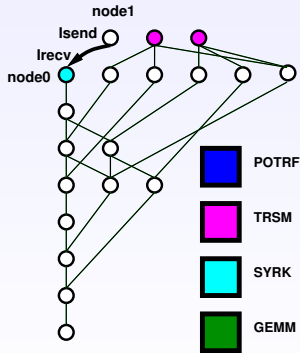
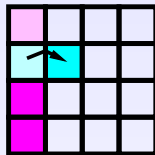


- Handles dependencies
- Handles scheduling (e.g. HEFT)
- Handles data consistency (MSI protocol)

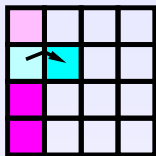


A new programming paradigm for clusters?

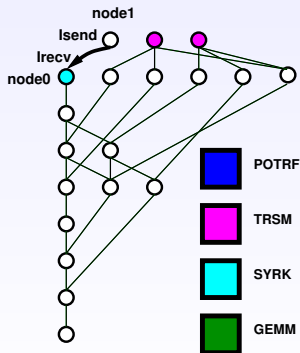
- Inferring communications from the task graph
- How to establish the mapping?



A new programming paradigm for clusters?

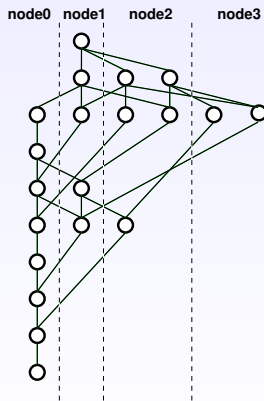


- Inferring communications from the task graph
- How to establish the mapping?
- How to initiate communications?



Mapping: Which node executes which tasks?

- The application provides the mapping



Data transfers between nodes

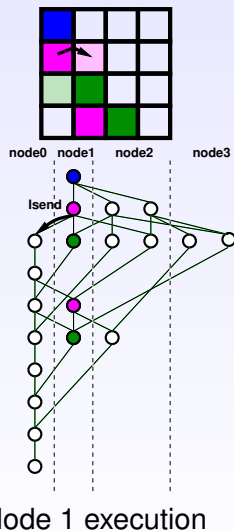
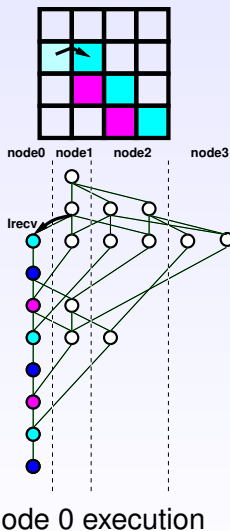
All nodes unroll the whole task graph

They determine tasks they will execute

They can infer required communications

No negotiation between nodes (not master-slave)

Unrolling can be pruned



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

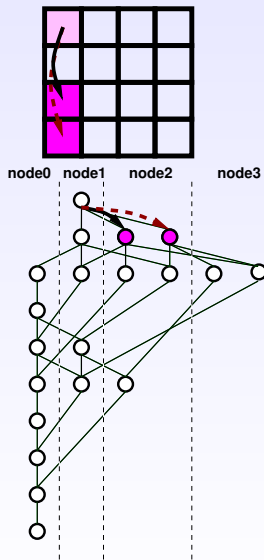
- MPI communicator
- Mapping function

```
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();
```

Data transfers and cache system

- Duplicate data transfers.
- Let us avoid them
- It means caching the received data
- And drop it later
 - ▶ When written to
 - ▶ As advised by application



Cache flush

```
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();
```

Cache flush

```
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);
    flush(A[j][j]);
    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);
        flush(A[i][j]);
    }
}

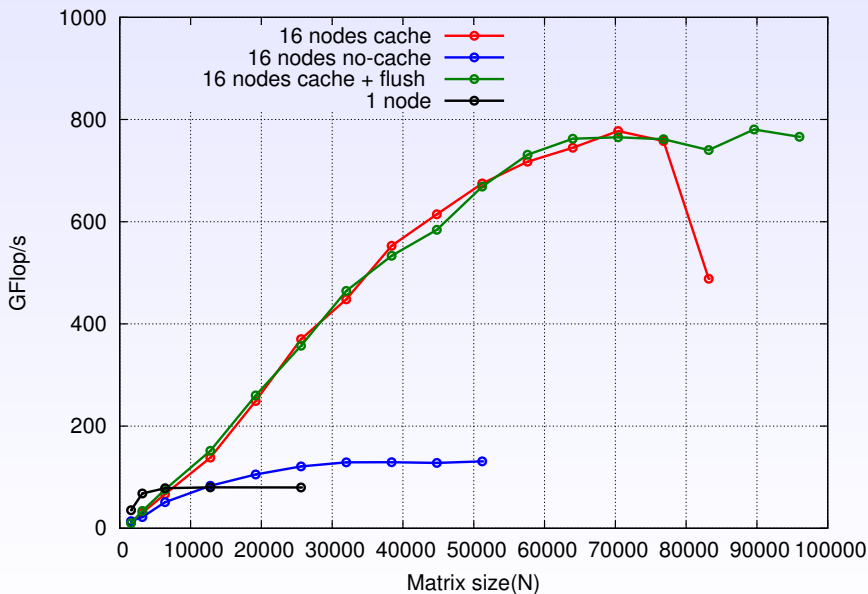
task_wait_for_all();
```

Cache flush

```
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);
    }
}
flush_all();
task_wait_for_all();
```

Cache effect, Cholesky Factorization, tile size 320

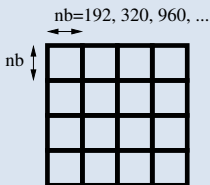


- StarPU-MPI is actually a separate library on top of StarPU
- MPI communications are technically very much like tasks running on CPU
 - ▶ StarPU automatically fetches data from GPU as needed
 - ▶ StarPU automatically pushes data to GPU as needed

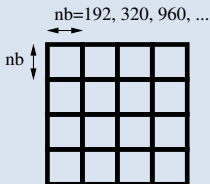
Communication engine on top of MPI

- Post all MPI receptions as soon as possible
 - ▶ Using MPI tags to sort out data
 - ▶ Can lead to thousands of MPI posts
 - Some MPI implementations are not ready for that, can even deadlock
- Multiplex tags ourself
 - ▶ Implement data tags ourself
 - ▶ Only one MPI reception at a time
 - ▶ Still in progress
- Could use some active-message library.

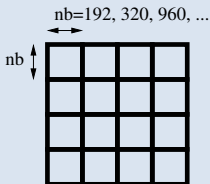
- Double-precision **Cholesky**
 - ▶ Scalapack
 - ▶ Dplasma/PaRSEC
 - ▶ **Magma-morse/StarPU**
- 64 nodes



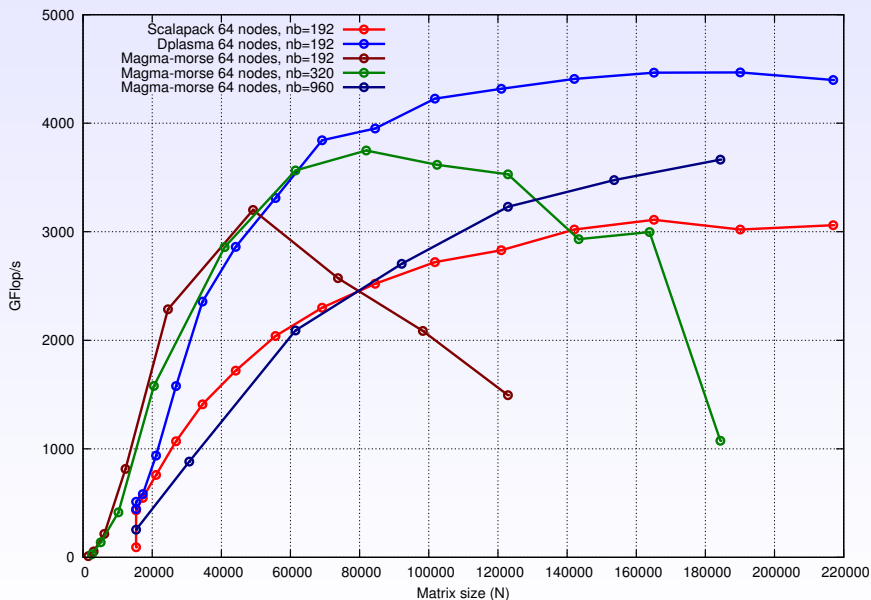
- Double-precision **Cholesky**
 - ▶ Scalapack
 - ▶ Dplasma/PaRSEC
 - ▶ **Magma-morse/StarPU**
- 64 nodes
 - ▶ 2 Intel Westmere @ 2.66 GHz (8 cores per node)
- Homogeneous tile size: 192x192



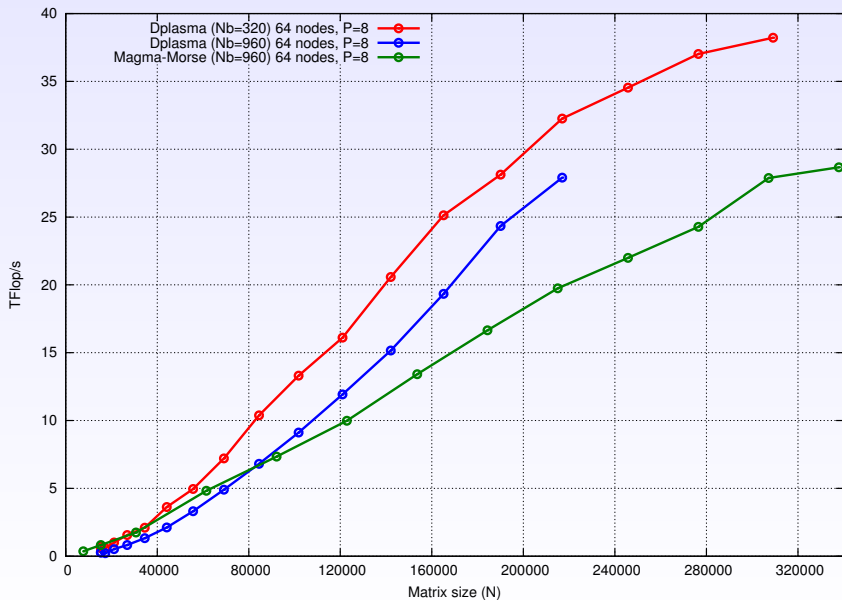
- Double-precision **Cholesky**
 - ▶ Scalapack
 - ▶ Dplasma/PaRSEC
 - ▶ **Magma-morse/StarPU**
- 64 nodes
 - ▶ 2 Intel Westmere @ 2.66 GHz (8 cores per node)
 - ▶ 2 Nvidia Tesla M2090 (2 GPUs per node)
- Homogeneous tile size: 192x192
- Heterogeneous tile sizes: 320x320 / 960x960



64 homogeneous nodes (8 cores per node)



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



Contribution

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

Future work

- Pruning
- Sparse solvers
- Dynamic inter-node load balancing

MORSE: <http://icl.cs.utk.edu/morse/>

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

Pruning the task graph traversal

