MVAPICH
MPI, PGAS and Hybrid MPI+PGAS Library

The Ohio State University

ENGILITY
Engineered to Make a Difference

Efficient Reliability Support for Hardware Multicast-based Broadcast in GPU-enabled Streaming Applications

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Outline

- Introduction
- Proposed Designs
- Performance Evaluation
- Conclusion and Future Work

Drivers of Modern HPC Cluster Architectures

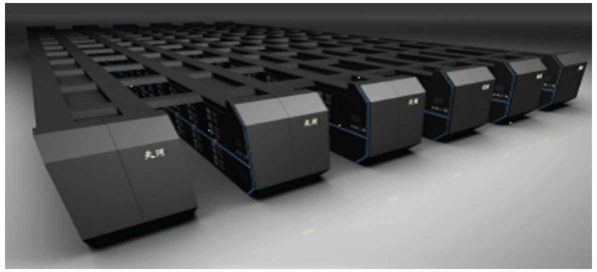
Multi-core Processors

High Performance Interconnects – InfiniBand
<1 μs latency, >100 Gbps Bandwidth

Accelerators / Coprocessors
high compute density, high performance/watt
>1 Tflop/s DP on a chip

- Multi-core processors are ubiquitous
- **InfiniBand (IB) is very popular in HPC clusters**
- **Accelerators/Coprocessors are becoming common in high-end systems**

➠ Pushing the envelope towards Exascale computing



Tianhe – 2

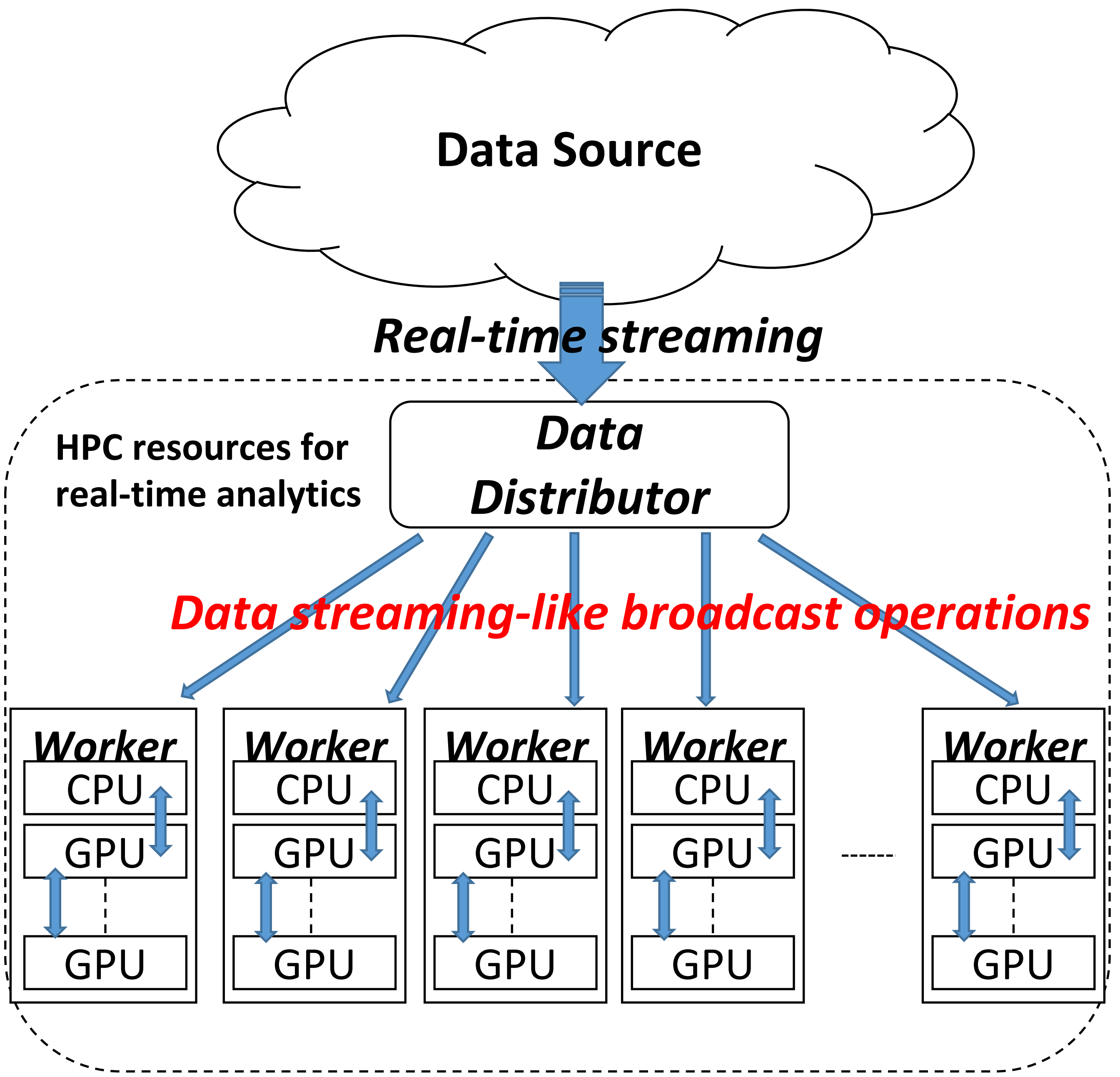
Titan

Stampede

Tianhe – 1A

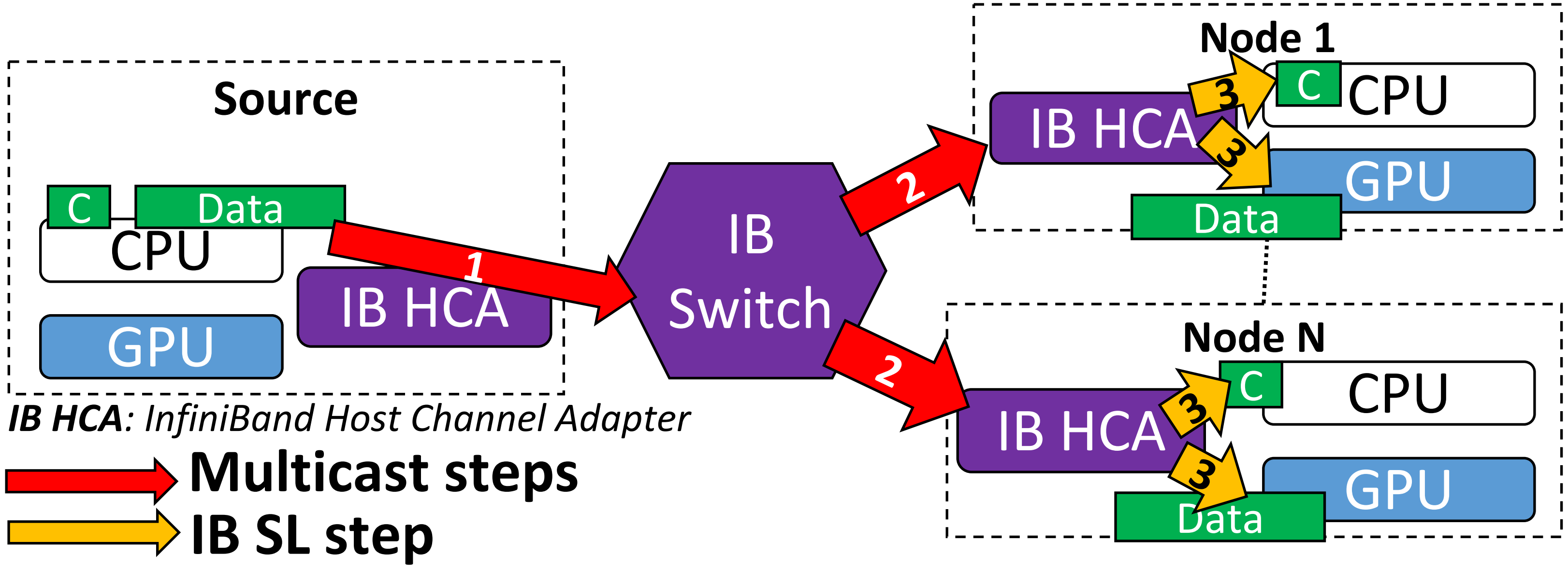
Motivation

- **Streaming applications on HPC systems**
  1. **Communication (MPI)**
     - Pipeline of broadcast-type operations
  2. **Computation (CUDA)**
     - Multiple **GPU** nodes as workers
  – Examples
     - Deep learning frameworks
     - Proton computed tomography (pCT)



Communication for Streaming Applications

- **High-performance Heterogeneous Broadcast***
  - Leverages NVIDIA GPUDirect and IB hardware multicast (MCAST) features
  - Eliminates unnecessary data staging through host memory



*Ching-Hsiang Chu, Khaled Hamidouche, Hari Subramoni, Akshay Venkatesh, Bracy Elton, and D. K. Panda. "Designing High Performance Heterogeneous Broadcast for Streaming Applications on GPU Clusters, " SBAC-PAD'16, Oct 2016.

Limitations of the Existing Scheme

- IB hardware multicast significantly improves the performance, however, it is a Unreliable Datagram (UD)-based scheme
  - ➢ **Reliability needs to be handled explicitly**
- Existing Negative ACKnowledgement (NACK)-based Design
  - Sender must stall to check receipt of NACK packets
    - ➢ **Breaks the pipeline of broadcast operations**
  - Re-send MCAST packets even if it is not necessary for some receivers
    - ➢ **Wastes network resource, degrades throughput/bandwidth**

Problem Statement

- **How to provide reliability support while leveraging UD-based IB hardware multicast to achieve high-performance broadcast for GPU-enabled streaming applications?**
  - Maintains the pipeline of broadcast operations
  - Minimizes the consumption of Peripheral Component Interconnect Express (PCIe) resources

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- Introduction
- Proposed Designs
  - Remote Memory Access (RMA)-based Design
- Performance Evaluation
- Conclusion and Future Work

Overview: RMA-based Reliability Design

- **Goals of the proposed design**
  - Allows the receivers to retrieve lost MCAST packets through the RMA operations without interrupting sender
  - ➢ Maintains pipelining of broadcast operations
  - ➢ Minimizes consumption of PCIe resources
- **Major Benefit of MPI-3 Remote Memory Access (RMA)***
  - Supports one-sided communication ➔ broadcast sender won't be interrupted
- **Major Challenge**
  - How and where receivers can retrieve the correct MCAST packets through RMA operations

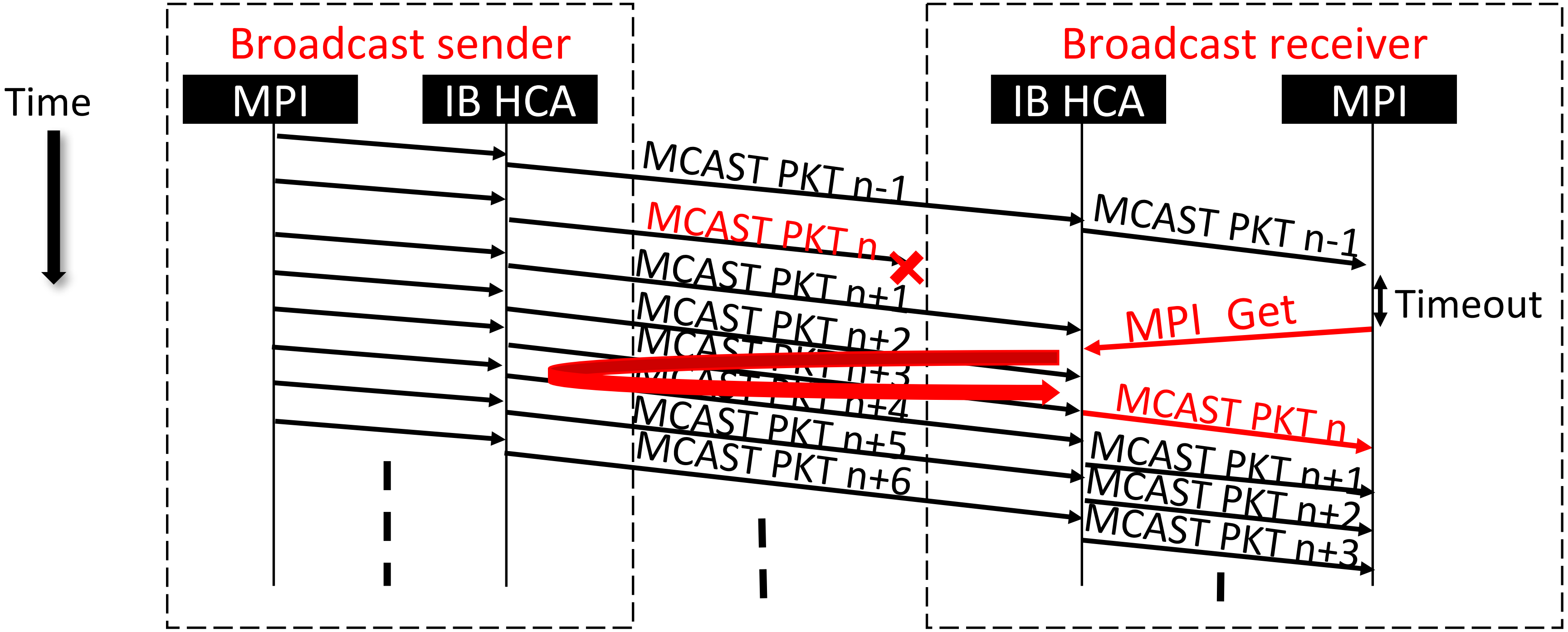
*"MPI Forum", http://mpi-forum.org/

Implementing MPI_Bcast: Sender Side

- Maintains an additional window of a **circular backup buffer** for MCAST packets
- Exposes this window to other processes in the MCAST group, e.g., performs MPI_Win_create
- Utilizes an additional **helper thread** to copy MCAST packets to the backup buffer → we can overlap with broadcast communication

Implementing MPI_Bcast: Receiver Side

- When a receiver experiences **timeout** (lost MCAST packet)
  - Performs the RMA Get operation to the sender's backup buffer to retrieve lost MCAST packets
  - **Sender is not interrupted**



Backup Buffer Requirements

- Large enough to keep the MCAST packets available when it is needed
- As small as possible to limit size of memory footprint

Bandwidth — *Constant* — *Round-Trip Time between sender and receiver*

$$W > \frac{B \times (K \times RTT)}{f}$$

Frame size: Size of a single MCAST packet

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  - Experimental Environments
  - Streaming Benchmark Level Evaluation
- Conclusion and Future Work

Experimental Environments

1. **RI2 cluster** @ The Ohio State University*
   - Mellanox EDR InfiniBand HCAs
   - 2 NVIDIA K80 GPUs per node
   - Used up to 16 GPU nodes
2. **CSCS cluster** @ Swiss National Supercomputing Centre
   http://www.cscs.ch/computers/kesch_escha/index.html
   - Mellanox FDR InfiniBand HCAs
   - Cray CS-Storm system, 8 NVIDIA K80 GPU cards per node
   - Used up to 88 NVIDIA K80 GPU cards over 11 nodes

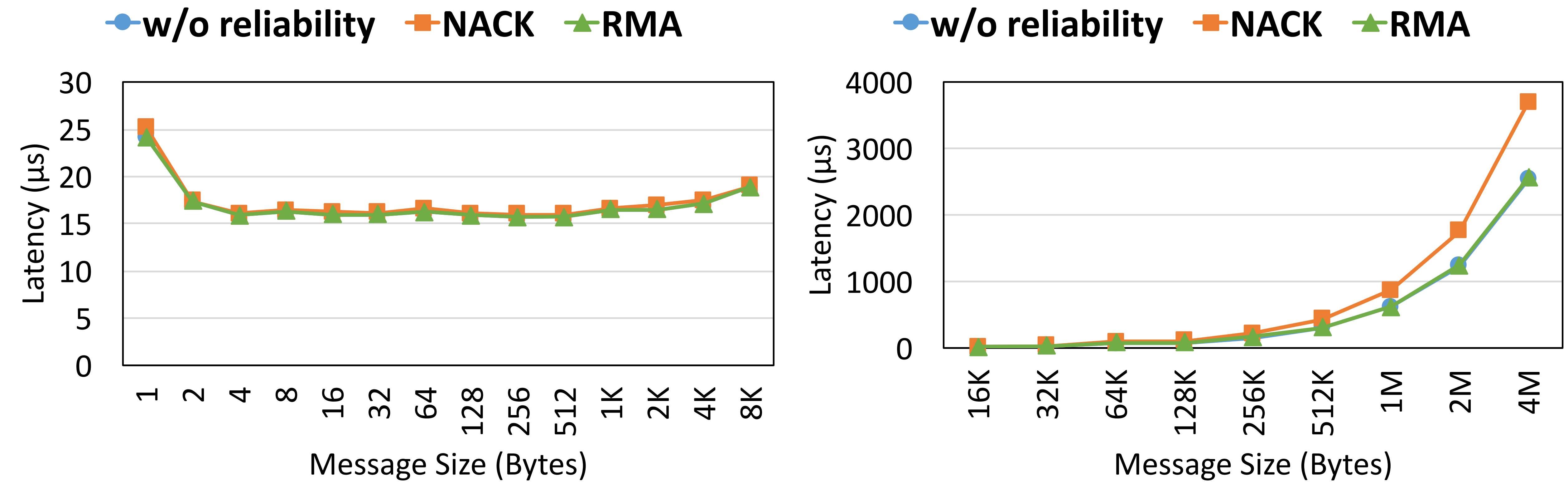
- Modified Ohio State University (OSU) Micro-Benchmark (OMB)*
  - http://mvapich.cse.ohio-state.edu/benchmarks/
  - osu_bcast - MPI_Bcast Latency Test
  - Modified to support heterogeneous broadcast
- **Streaming benchmark**
  - Mimics real streaming applications
  - Continuously broadcasts data from a source to GPU-based compute nodes
  - Includes a computation phase that involves host-to-device and device-to-host copies

**Results from RI2 and OMB are omitted in this presentation due to time constraints*

Overview of the MVAPICH2 Project

- High Performance open-source MPI Library for InfiniBand, Omni-Path, Ethernet/iWARP, and RDMA over Converged Enhanced Ethernet (RoCE)
  - MVAPICH (MPI-1), MVAPICH2 (MPI-2.2 and MPI-3.0), Available since 2002
  - MVAPICH2-X (MPI + PGAS), Available since 2011
  - **Support for GPGPUs (MVAPICH2-GDR), Available since 2014**
  - **Support for MIC (MVAPICH2-MIC), Available since 2014**
  - Support for Virtualization (MVAPICH2-Virt), Available since 2015
  - Support for Energy-Awareness (MVAPICH2-EA), Available since 2015
  - **Used by more than 2,675 organizations in 83 countries**
  - **More than 400,000 (> 0.4 million) downloads from the OSU site directly**
  - Empowering many TOP500 clusters (June 2016 ranking)
    - 12th ranked 462,462-core cluster (Stampede) at TACC
    - 15th ranked 185,344-core cluster (Pleiades) at NASA
    - 31th ranked 74520-core cluster (Tsubame 2.5) at Tokyo Institute of Technology
  - Available with software stacks of many vendors and Linux Distros (RedHat and SuSE)
  - http://mvapich.cse.ohio-state.edu
- Empowering Top500 systems for over a decade
  - System-X from Virginia Tech (3rd in Nov 2003, 2,200 processors, 12.25 Tflop/s) ⇒
  - Stampede at TACC (12th in June 2016, 462,462 cores, 5.168 Pflop/s)

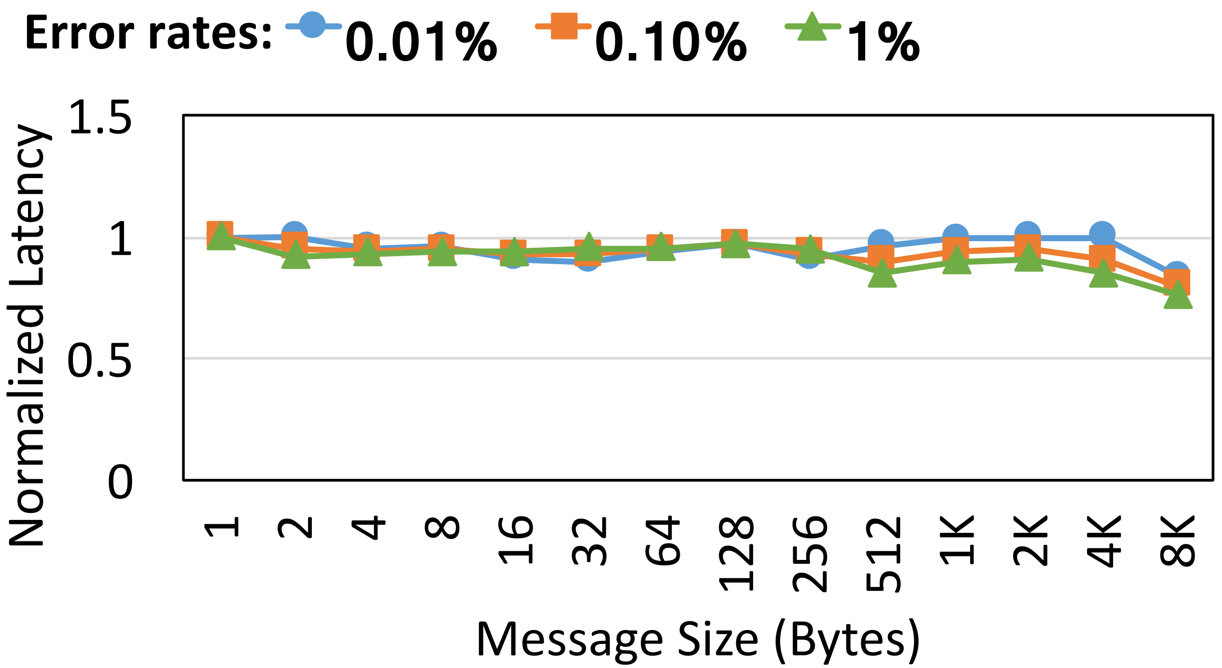
Evaluation: Overhead

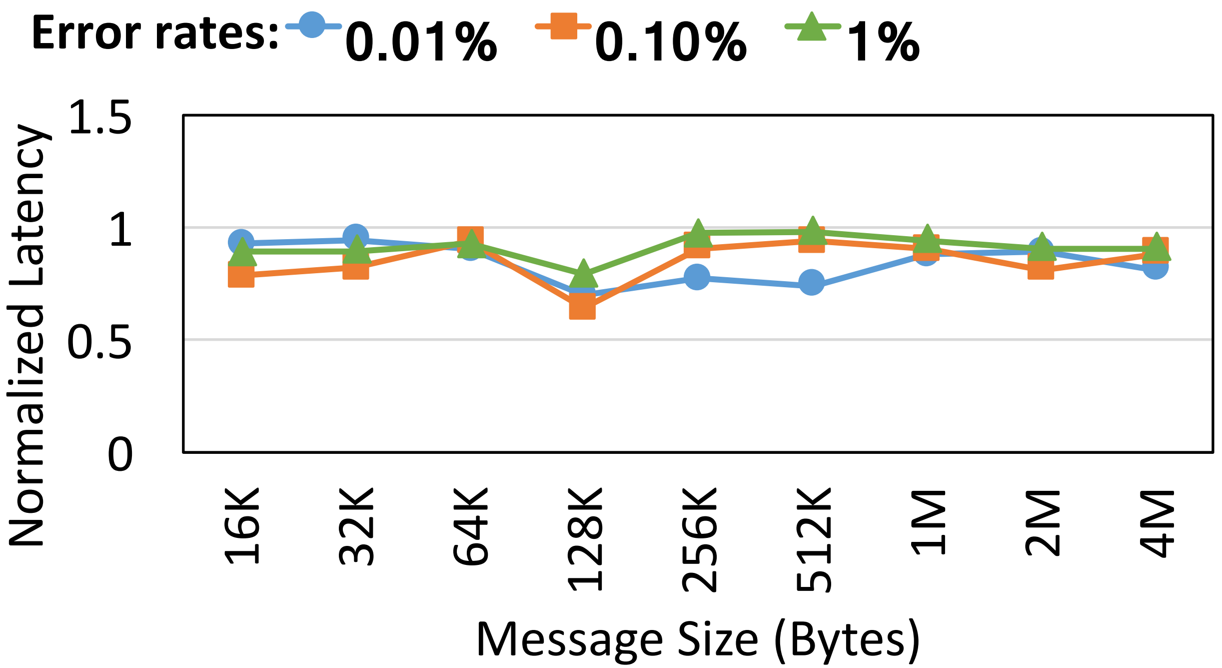


- **Negligible overhead compared to existing NACK-based design**
- **RMA-based design outperforms NACK-based scheme for large messages**
  - **A helper thread in the background performs backups of MCAST packets**

Evaluation: Latency on Streaming Benchmark

Normalized to SL-based MCAST with NACK-based retransmission scheme



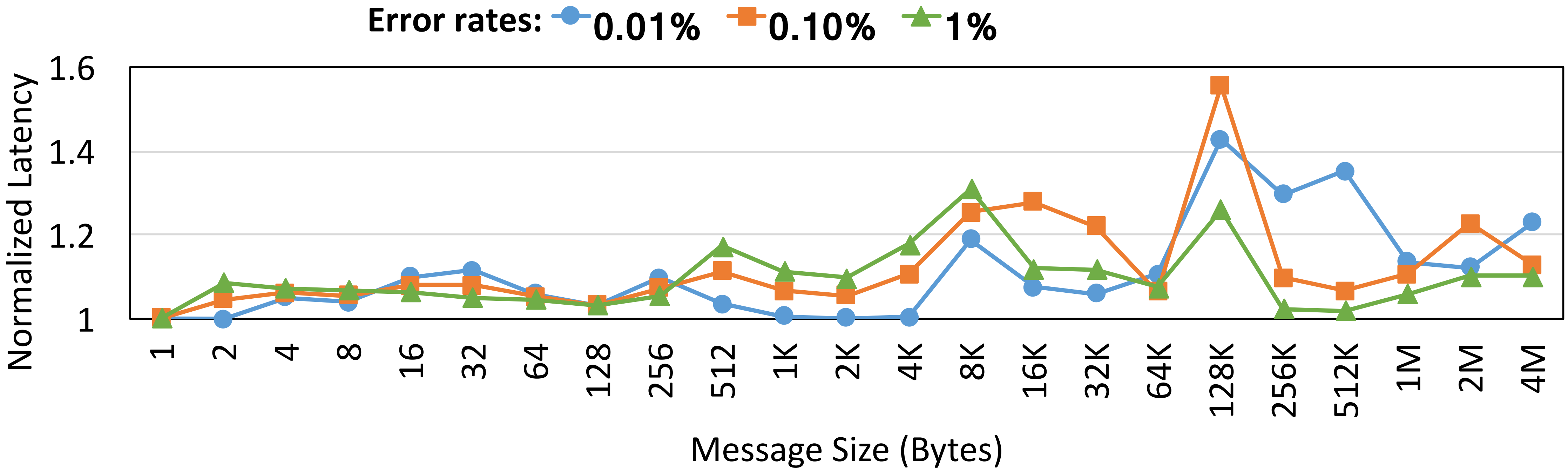


Latency reduction of proposed RMA-based design compared to the existing NACK-based scheme

		Message Size		
		8KB	128KB	2MB
Error Rate	0.01%	16%	31%	11%
	0.1%	21%	36%	19%
	1%	24%	21%	10%

Evaluation: Broadcast Rate (Throughput)

- Equal or better than the leading NACK-based design for different message sizes and error rates
- Always yields **(up to 56%) a higher broadcast rate** than the existing NACK-based design



Normalized to SL-based MCAST with NACK-based retransmission scheme

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Conclusion

- **Propose an RMA-based reliability design on top of IB hardware multicast based broadcast for streaming applications**
  - Maintains pipelining of broadcast operations
  - Minimizes consumption of PCIe resources
  - Provides good performance with streaming benchmarks, which is promising for real streaming applications
- **Future work**
  - Include the proposed design in future releases of the MVAPICH2-GDR library
  - Evaluate effectiveness with real streaming applications

Thank You!

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The MVAPICH2 Project
http://mvapich.cse.ohio-state.edu/

Network-Based Computing Laboratory
http://nowlab.cse.ohio-state.edu/

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