



# 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 THIBAULT

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)

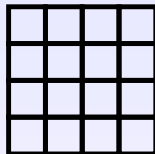
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# Sequential task-based Cholesky on a single node

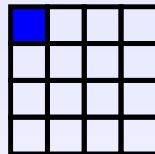
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task_wait_for_all();
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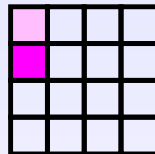
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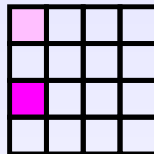
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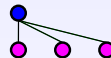
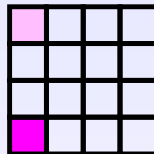
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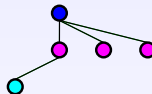
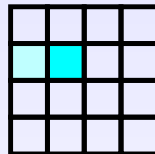
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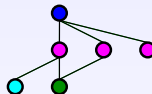
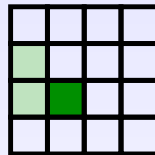
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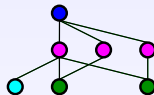
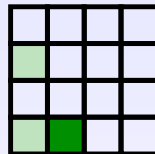
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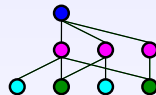
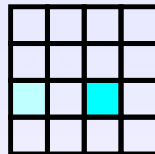
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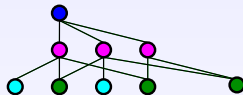
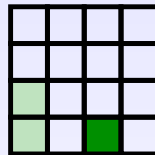
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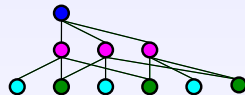
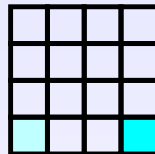
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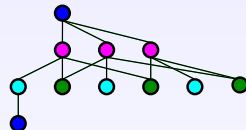
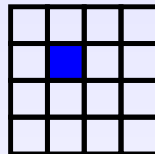
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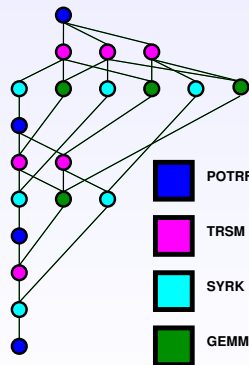
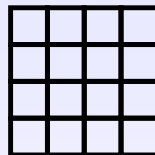
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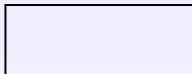
# Runtime parallel execution on a heterogeneous node

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**CPU**



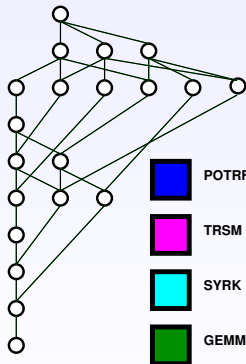
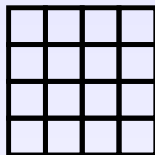
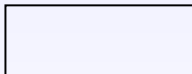
**GPU0**



**CPU**



**GPU1**

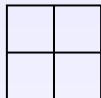




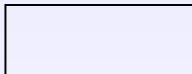
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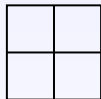
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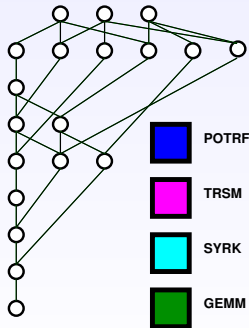
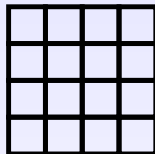
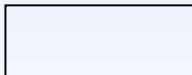
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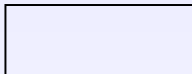
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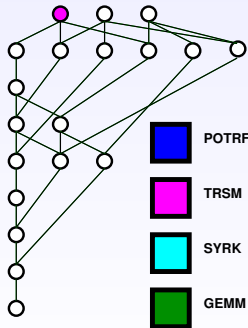
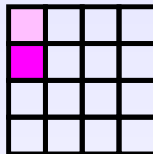
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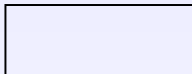
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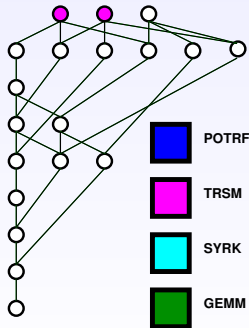
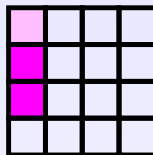
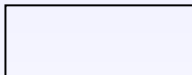
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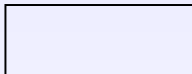
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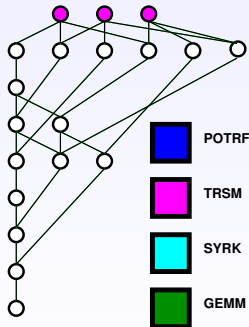
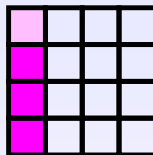
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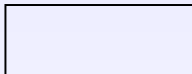
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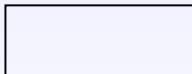
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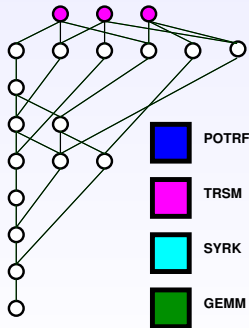
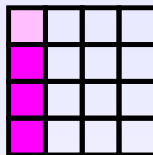
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- Handles dependencies



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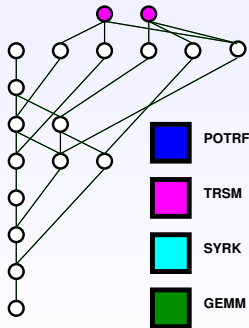
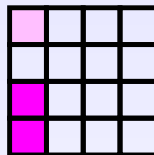
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**GPU1**



- Handles dependencies



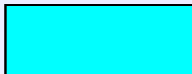
# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

CPU



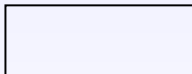
GPU0



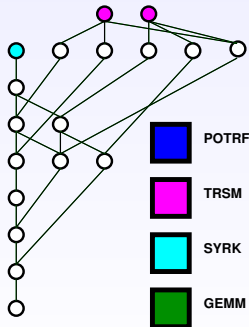
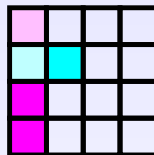
CPU



GPU1



- Handles dependencies



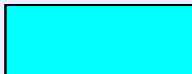
# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

**CPU**



**GPU0**



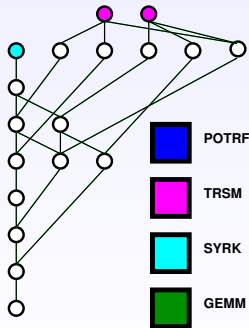
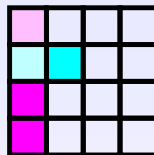
**CPU**



**GPU1**

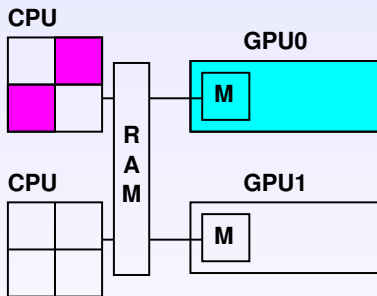


- Handles dependencies
- Handles scheduling (e.g. HEFT)

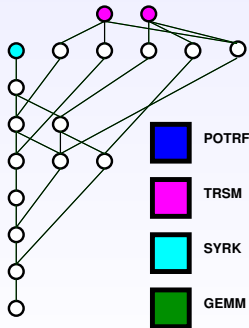
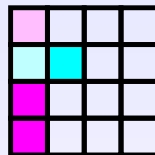


# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

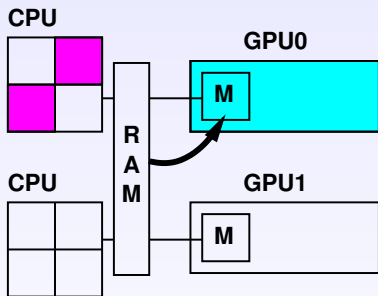


- Handles dependencies
- Handles scheduling (e.g. HEFT)

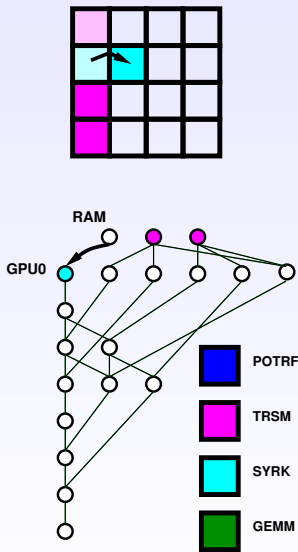


# Runtime parallel execution on a heterogeneous node

```
task_wait_for_all();
```

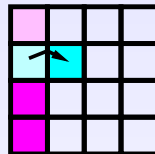


- Handles dependencies
- Handles scheduling (e.g. HEFT)
- Handles data consistency (MSI protocol)

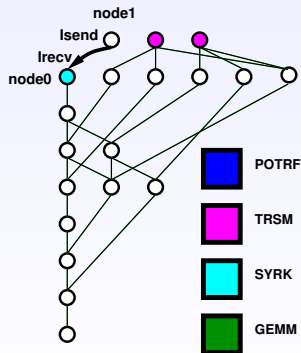




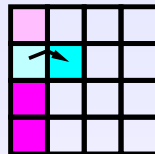
# A new programming paradigm for clusters?



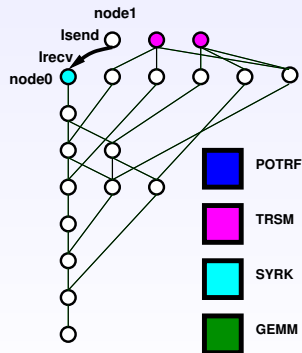
- Inferring communications from the task graph



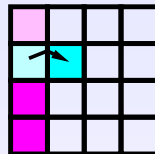
# A new programming paradigm for clusters?



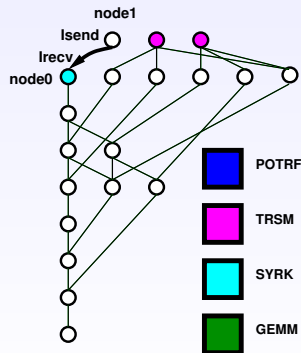
- Inferring communications from the task graph
- How to establish the mapping?



# A new programming paradigm for clusters?

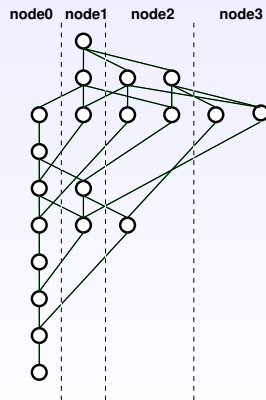


- Inferring communications from the task graph
- How to establish the mapping?
- How to initiate communications?



# Mapping: Which node executes which tasks?

- The application provides the mapping



# Data transfers between nodes

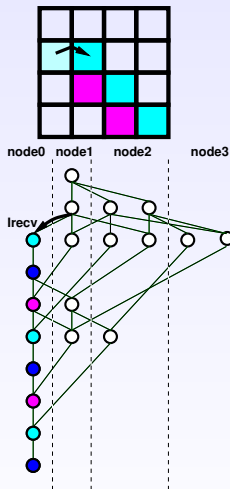
All nodes unroll the whole task graph

They determine tasks they will execute

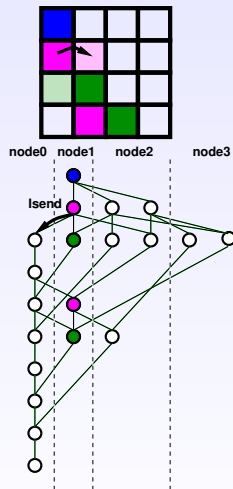
They can infer required communications

No negotiation between nodes  
(not master-slave)

Unrolling can be pruned



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

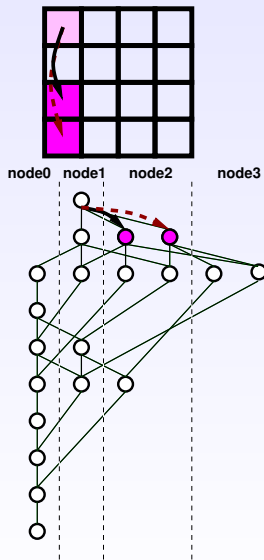
```
int getnode(int i, int j) { return((i%p)*q + j%q); }  
set_rank(A, getnode);
```

```
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();
```

# 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();
```

```
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]);
    }
}

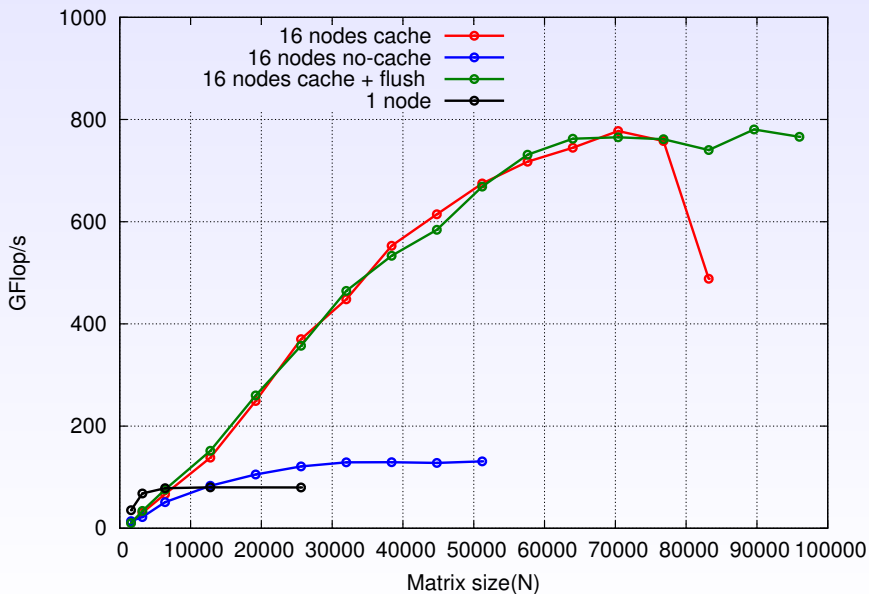
task_wait_for_all();
```

# 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

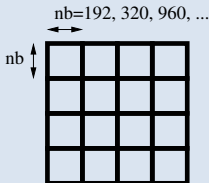
# Communication engine on top of MPI

- 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.

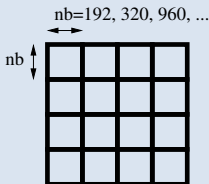


# Experimental Setup on TGCC CEA Curie

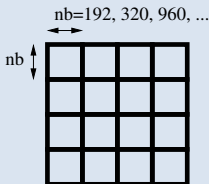
- Double-precision **Cholesky**
  - ▶ Scalapack
  - ▶ Dplasma/PaRSEC
  - ▶ **Magma-morse/StarPU**
- 64 nodes



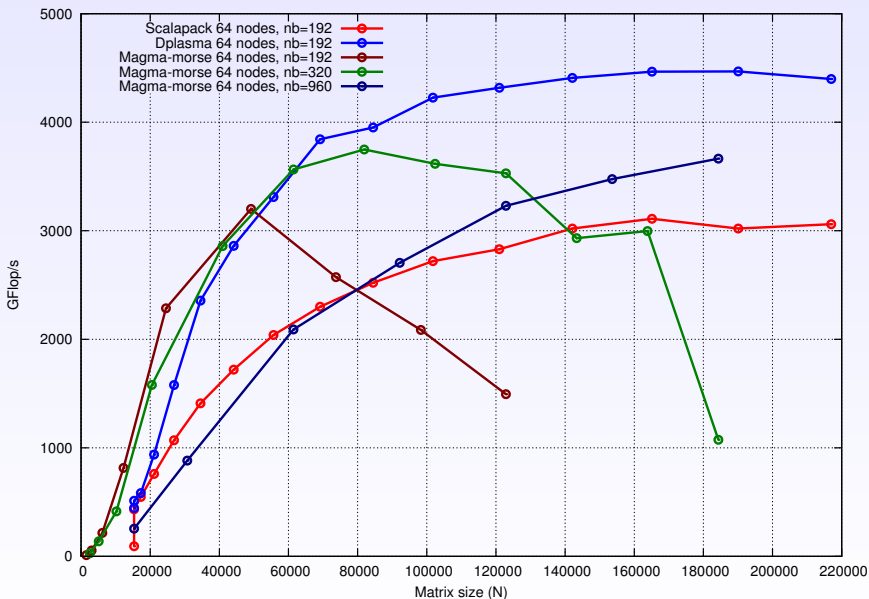
- Double-precision **Cholesky**
  - ▶ Scalapack
  - ▶ Dplasma/PaRSEC
  - ▶ **Magma-morse/StarPU**
- 64 nodes
  - ▶ 2 Intel Westmere @ 2.66 GHz (8 cores per node)
- Homogeneous tile size: 192x192



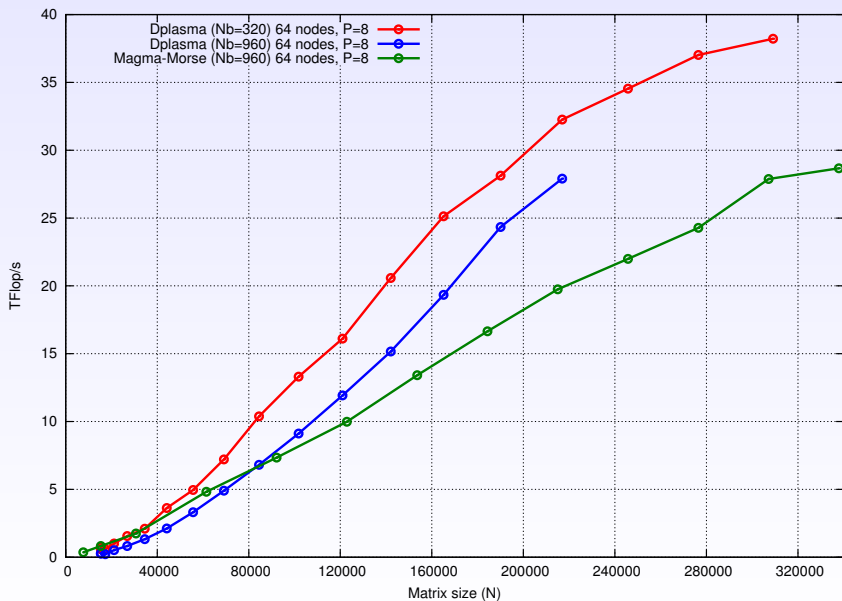
- Double-precision **Cholesky**
  - ▶ Scalapack
  - ▶ Dplasma/PaRSEC
  - ▶ **Magma-morse/StarPU**
- 64 nodes
  - ▶ 2 Intel Westmere @ 2.66 GHz (8 cores per node)
  - ▶ 2 Nvidia Tesla M2090 (2 GPUs per node)
- Homogeneous tile size: 192x192
- Heterogeneous tile sizes: 320x320 / 960x960



# 64 homogeneous nodes (8 cores per node)



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



## 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

