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Controlling the Memory Subscription of Distributed Applications with a Task-Based Runtime System

Marc SERGENT, David GOUDIN,
Samuel THIBAULT, Olivier AUMAGE

SIAM-PP CONFERENCE,
PARIS, APRIL 12TH, 2016

The logo for Inria, featuring the word "Inria" in a stylized, cursive font with a color gradient from red to orange.The logo for MORSE, consisting of the word "MORSE" in a bold, black, sans-serif font.

1. Topic

- Distributed task-based applications and memory issues

2. Memory control with the sequential-task flow model

- Distributed sequential-task flow model
- Working principle of memory control

3. What if the size of data grows during the execution ?

- An example : block low-rank matrices
- Experimental results

4. Conclusion and future work

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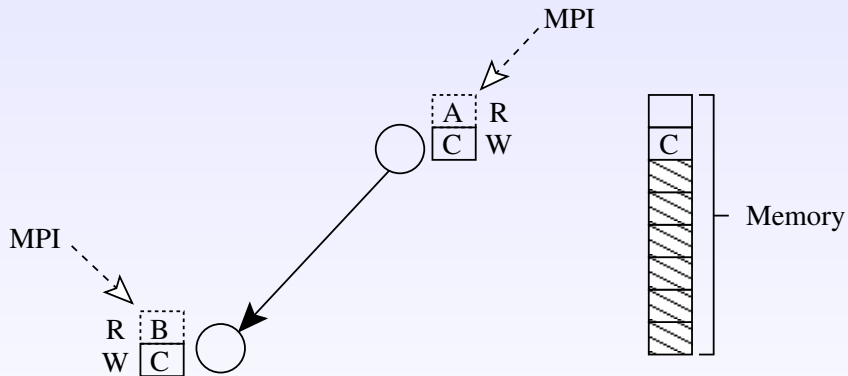
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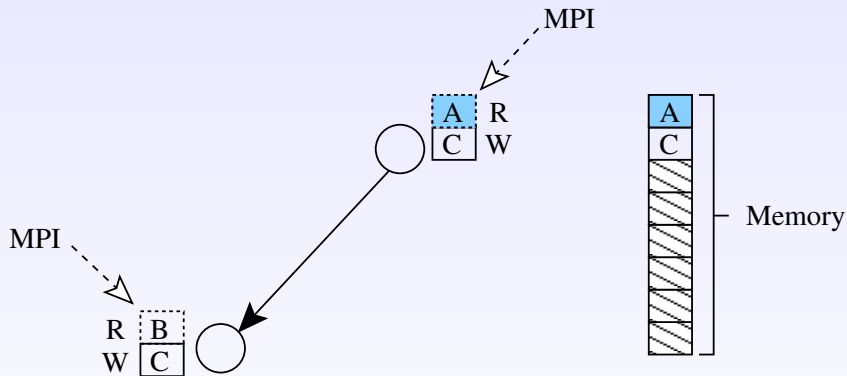
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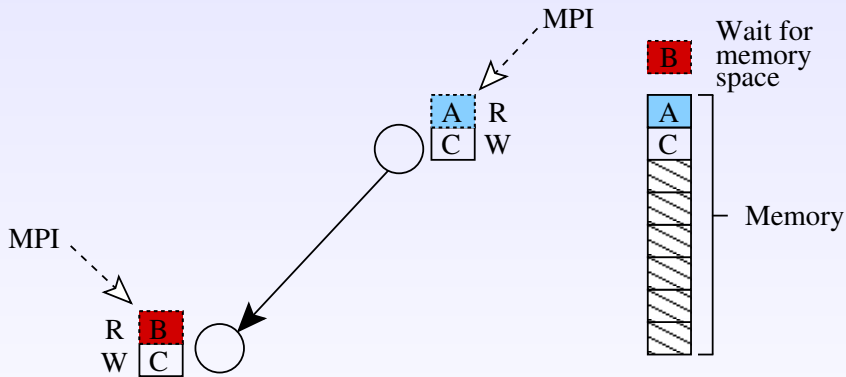
Memory and distributed task-based applications



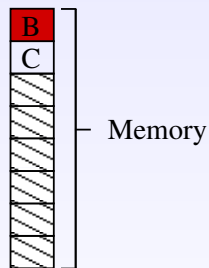
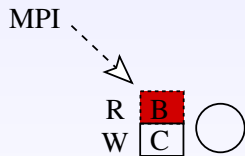
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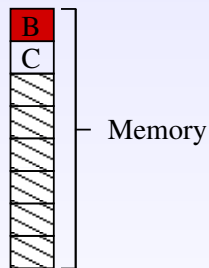
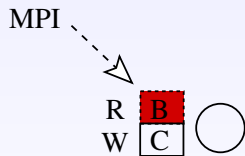
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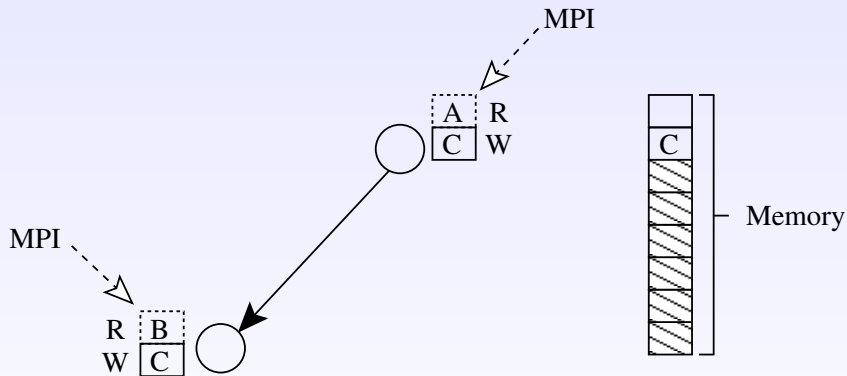


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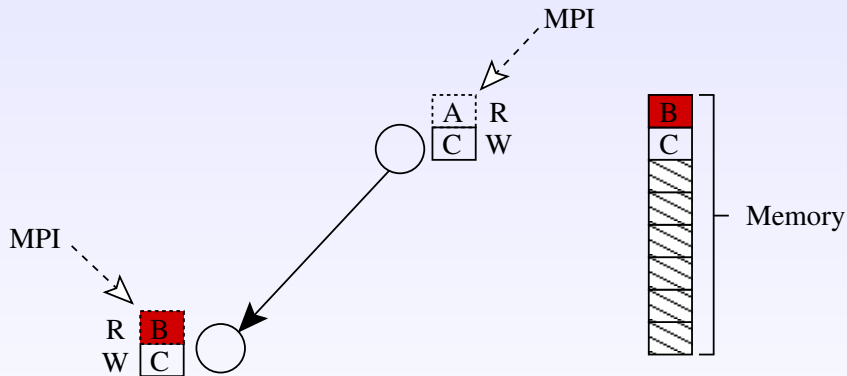
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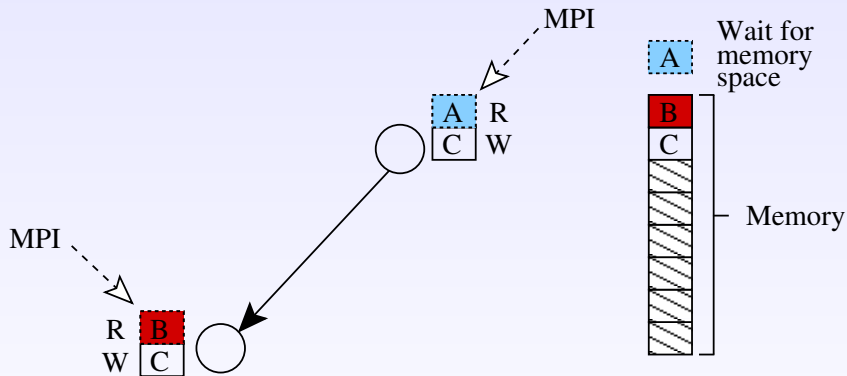
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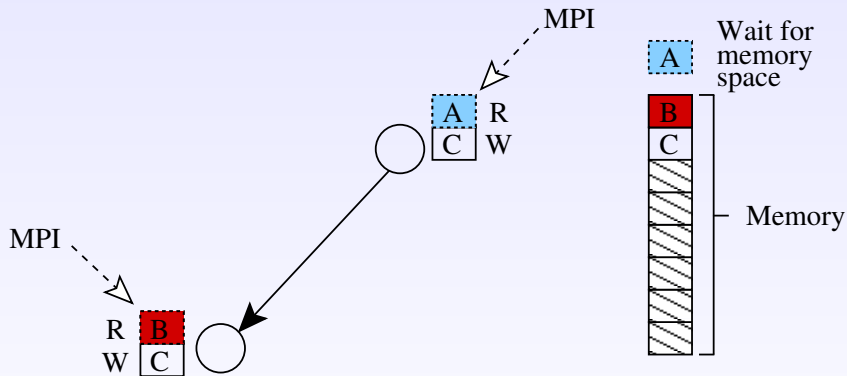
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Memory and distributed task-based applications



- Data A received before data B : works fine

Memory and distributed task-based applications



- Data A received before data B : works fine
- Data B received before data A : deadlock

Issue

- Bad memory allocation order for remote data can lead to deadlocks
 - ▶ Need to constraint the order of memory allocations

Problematic

- To what extent should we sequentialize memory allocations for receiving remote data ?
 - ▶ Without hindering the communication/computation overlapping
 - ▶ Without introducing other deadlocks

Proposed solution

- Decouple the task submission and task execution steps
 - Introduce a sequential ordering of tasks **at submission time**, not at execution time
- ⇒ Sequential Task Flow (STF) model
- Implemented by the StarPU runtime system (Inria STORM team)

Working principle

- Memory allocations performed at submission time
- When not enough memory available, blocks task submission
- When enough memory have been freed, unblocks task submission

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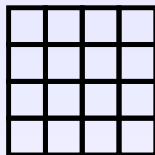
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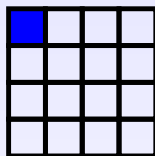
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task_wait_for_all();
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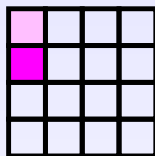
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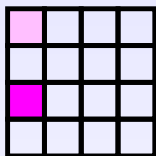
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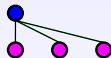
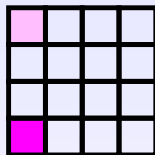
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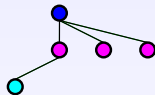
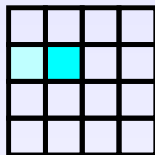
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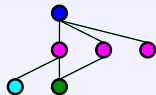
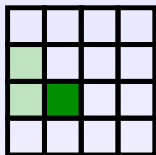
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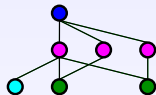
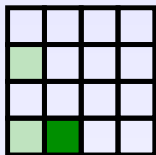
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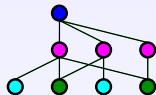
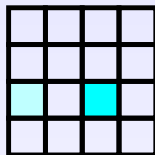
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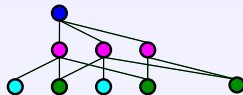
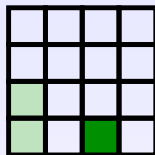
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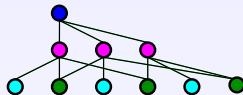
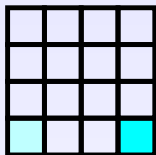
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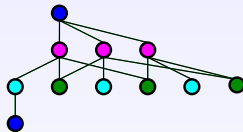
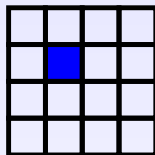
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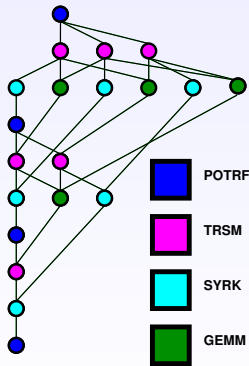
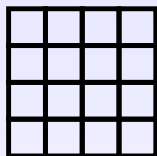
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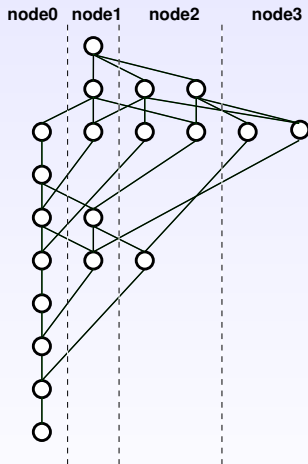
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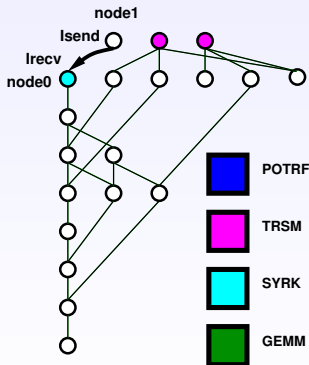
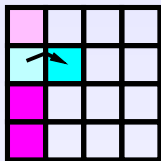
Distributed case : which node executes which tasks?

- Two mappings needed for distributed computing
 - ▶ Where is the data ?
 - Data mapping
 - ▶ Where are the computations ?
 - Task mapping
- The application must provide the initial data mapping
- Two approaches for task mapping :
 - ▶ Automatically inferred
 - From the data mapping
 - By default, where data is written to
 - ▶ Specified by the application

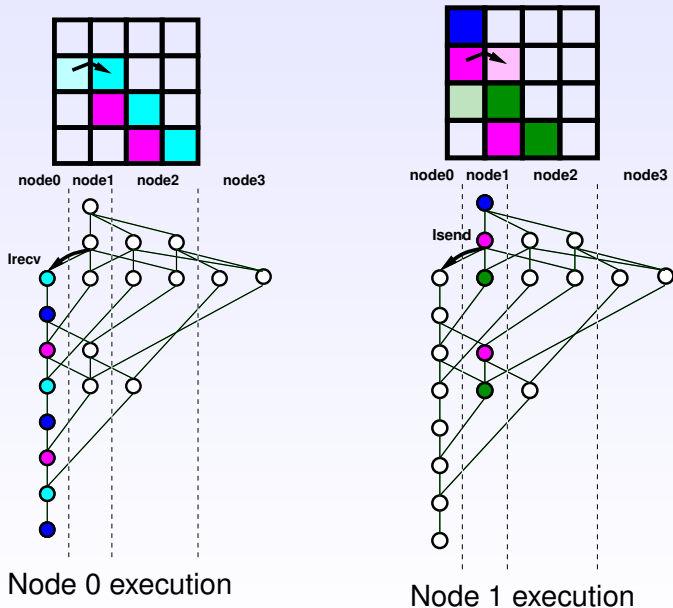


Distributed programming paradigm

- Data communications inferred from the task graph
 - ▶ Edges = data communications
 - ▶ If tasks are executed on different processes, infer an MPI communication
- Automatically inferred by the runtime system at submission time
 - ▶ Replicated unrolling of the task graph
 - Same task submission order on all processes
 - Communications inferred in the same order on all processes



Data transfers between nodes



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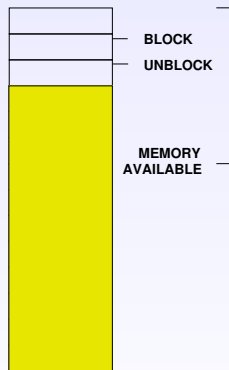
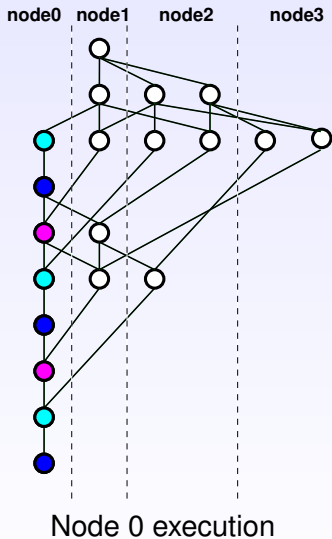
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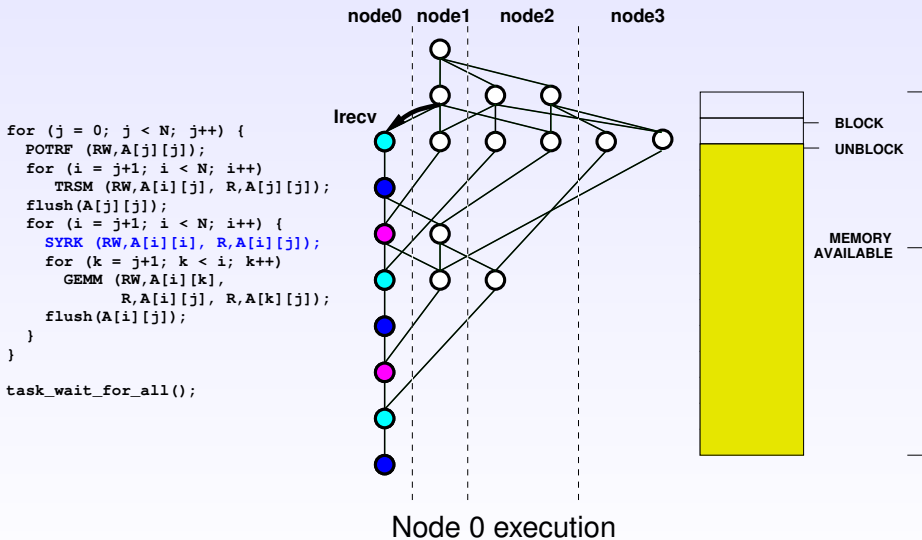
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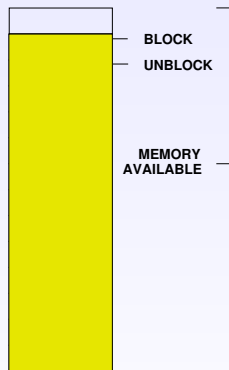
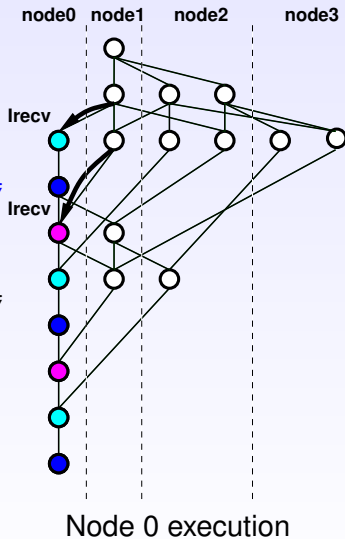
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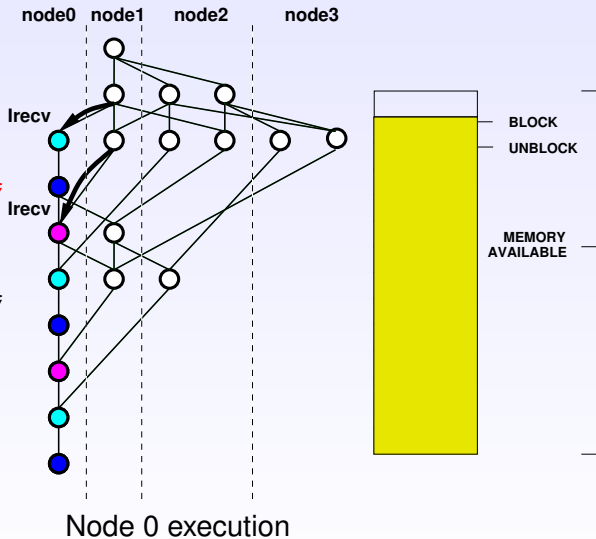
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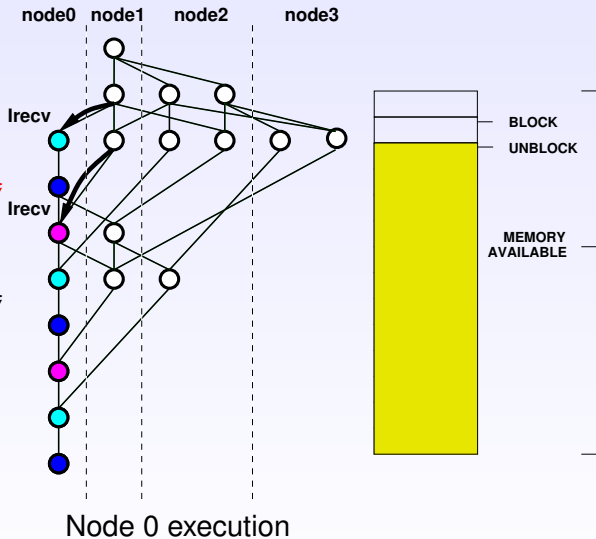
Memory control and sequential-task flow

```
for (j = 0; j < N; j++) {  
  POTRF (RW,A[j][j]);  
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    flush(A[i][j]);  
  }  
}  
task_wait_for_all();
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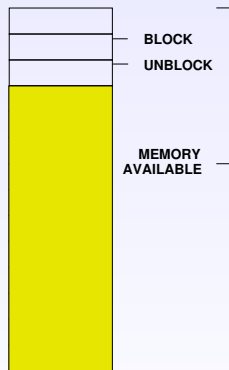
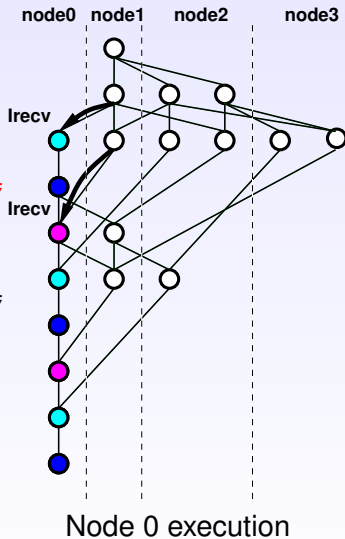
Memory control and sequential-task flow

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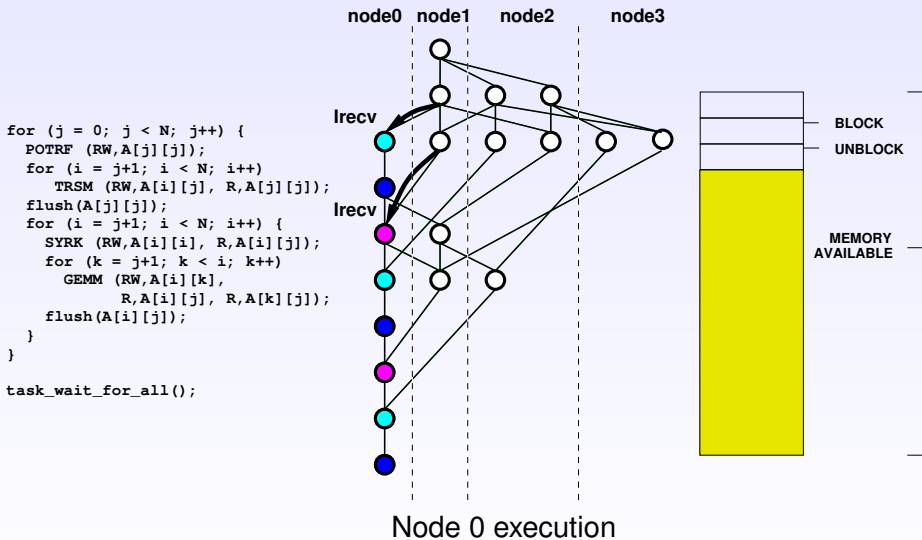


Memory control and sequential-task flow

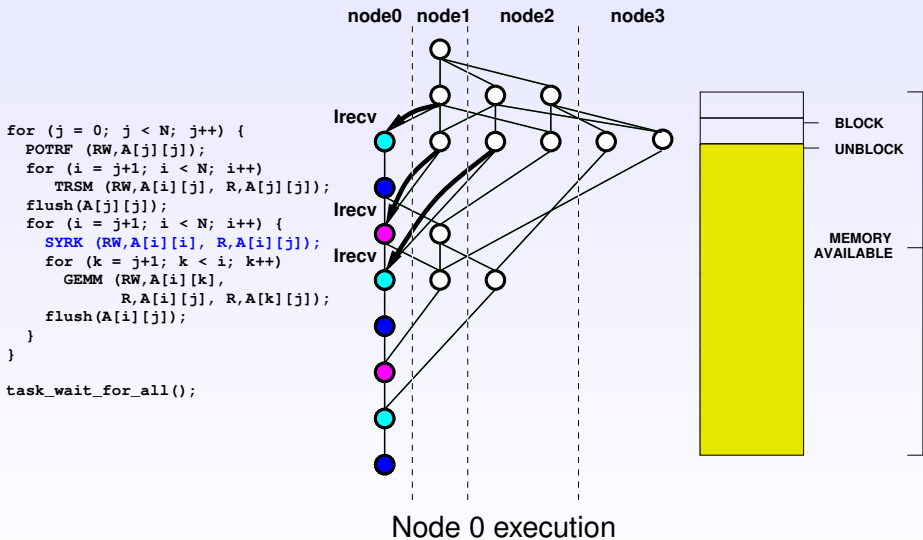
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Memory control and sequential-task flow

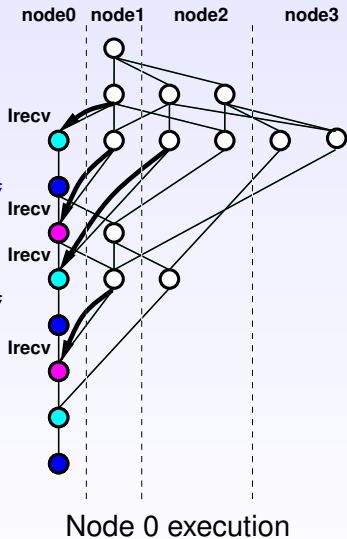


Memory control and sequential-task flow



Memory control and sequential-task flow

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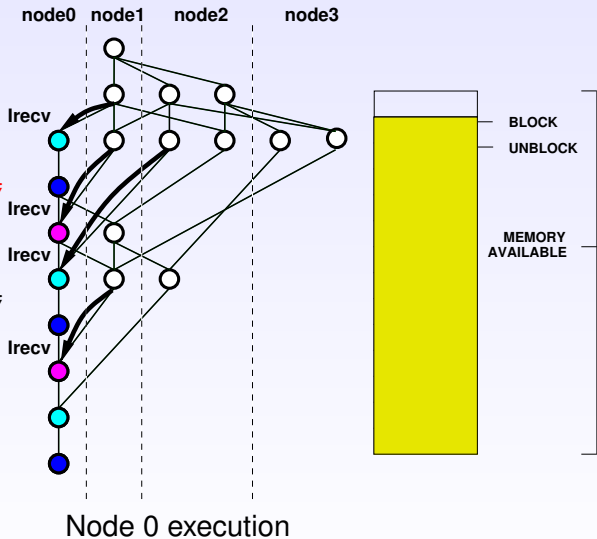


Memory control and sequential-task flow

```

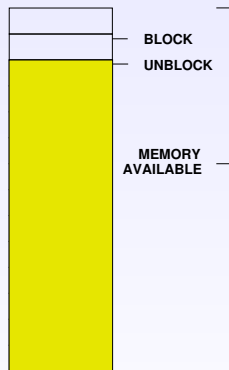
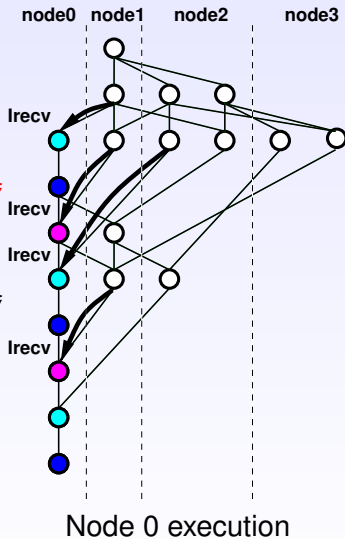
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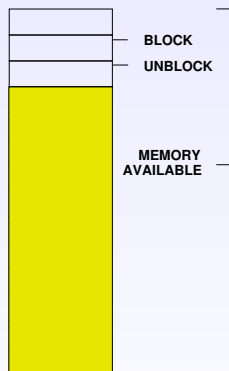
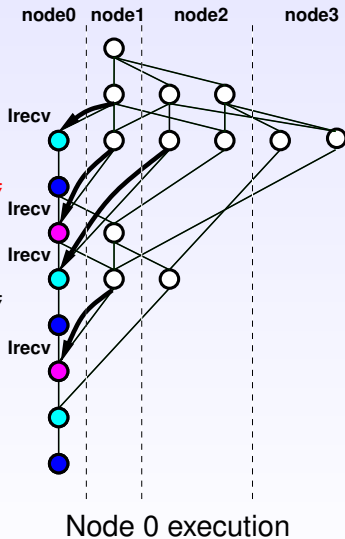
Memory control and sequential-task flow

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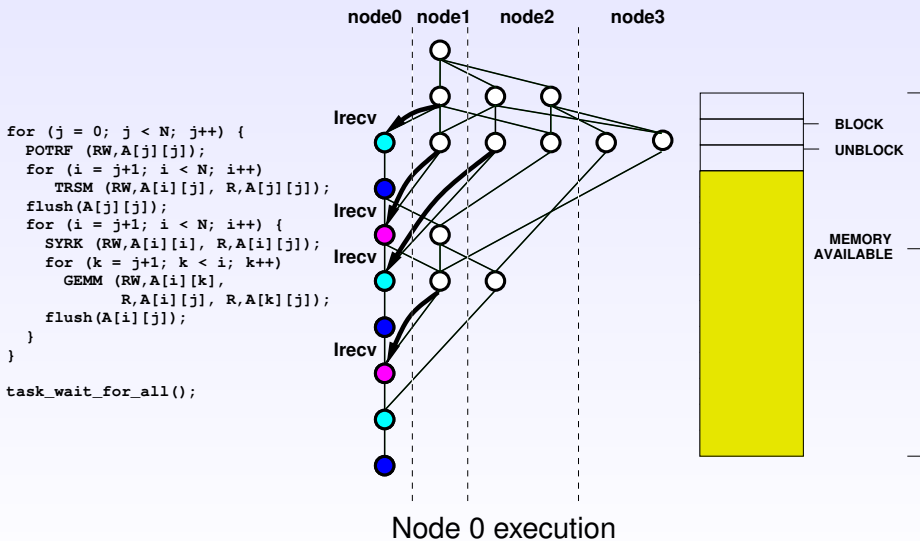


Memory control and sequential-task flow

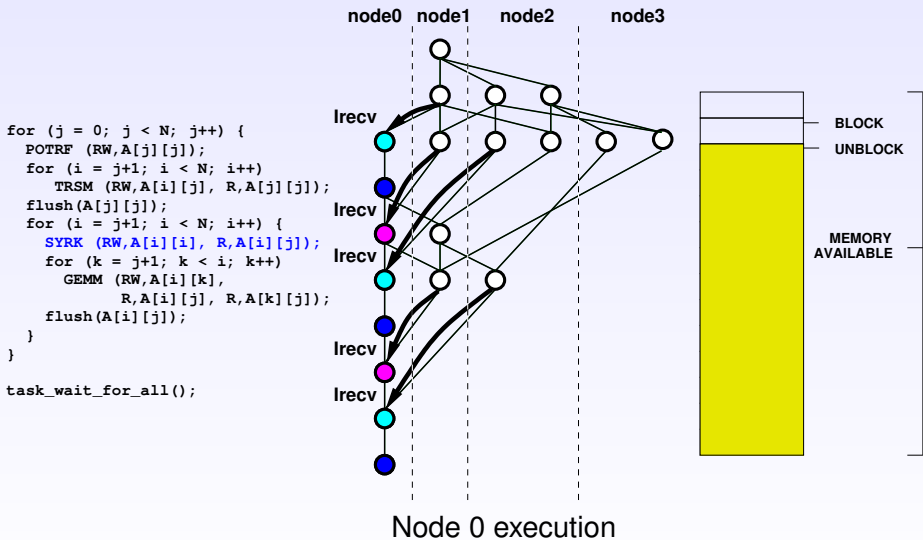
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Memory control and sequential-task flow



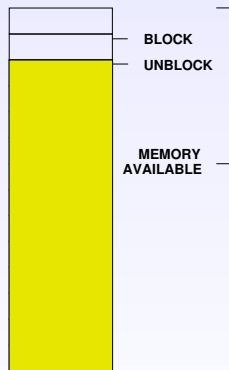
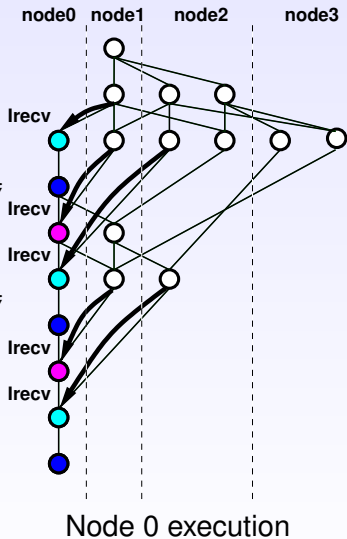
Memory control and sequential-task flow



Memory control and sequential-task flow

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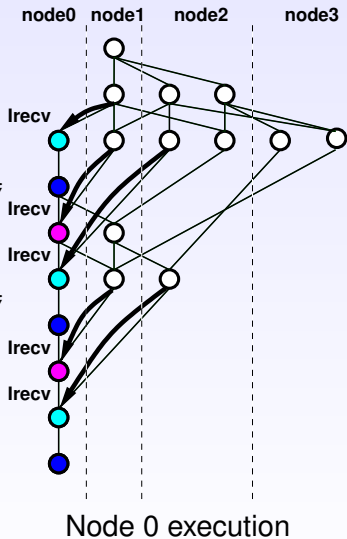
```
task_wait_for_all();
```



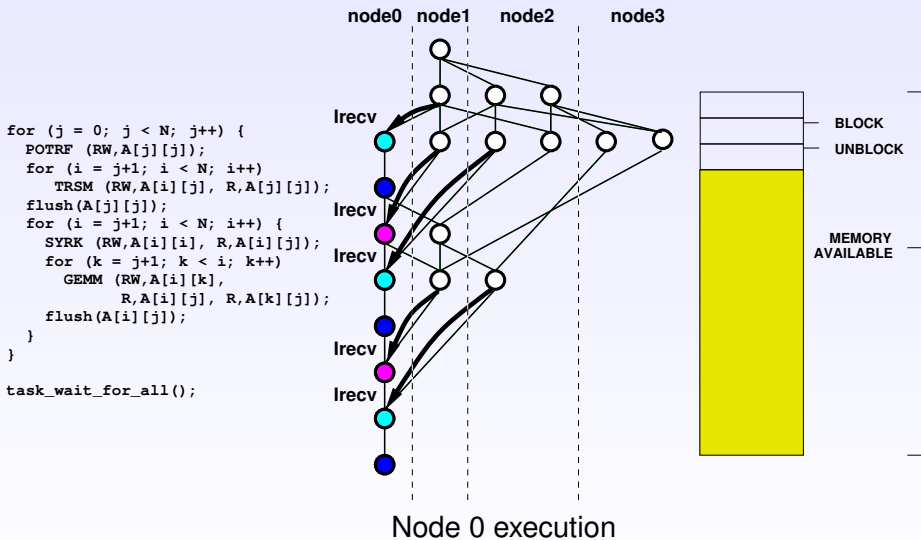
Memory control and sequential-task flow

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```

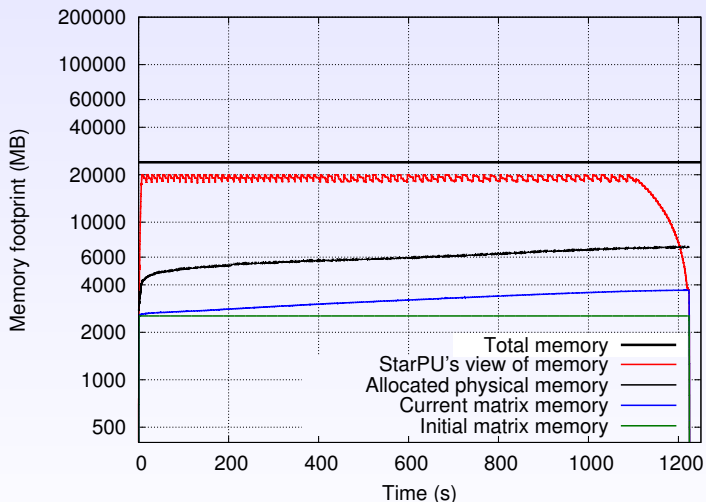
```
task_wait_for_all();
```



Memory control and sequential-task flow



Example of memory behaviour on a 24GB machine



**Memory thresholds for blocking/unblocking task submission :
20GB/18GB**

1. Topic

- Distributed task-based applications and memory issues

2. Memory control with the sequential-task flow model

- Distributed sequential-task flow model
- Working principle of memory control

3. What if the size of data grows during the execution ?

- An example : block low-rank matrices
- Experimental results

4. Conclusion and future work

What if the size of data grows during the execution ?

Goal : overestimate the real memory subscription

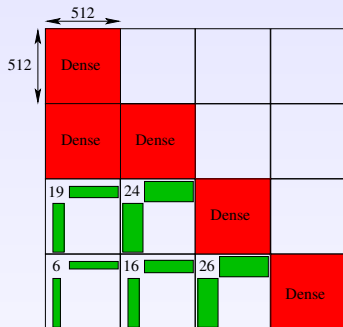
- Need an upper-bound of data growth **for each submitted task**
- If cannot be known
 - ▶ Need a maximum value of data growth for each piece of data
- Example : linear algebra solver for Block Low-Rank (BLR) matrices

Compressed tiles

$$\begin{array}{c} m \\ \square \\ n \end{array} A_{ij} \cong \begin{array}{c} k \\ \square \\ n \end{array} U_{ij} * \begin{array}{c} m \\ \square \\ k \end{array} V_{ij}$$

- $A_{ij} \simeq U_{ij}V_{ij}^t$
- k is the *rank* of the compressed tile
- Average compression rate on target matrices : **over 97%**

Typical BEM matrix with compressed tiles



- The *rank* of each compressed tile of the matrix grows during the execution
 - ▶ Filling phenomenon of the matrix
 - ▶ Unpredictable prior to the execution
- A compressed tile **never** grows until it becomes dense again
 - ▶ Upper-bound of data growth : size of the dense tile

Upper-bound of data growth : size of the dense tile

- Cannot overestimate the size of all tiles with dense tiles
 - ▶ Average overestimation equals the compression rate (**over 97%**)

Pragmatic solution

- Do not overestimate the size of local tiles
 - ▶ Memory margin needed to compensate for local growth of data
- Overestimate the memory space required for remote data
 - ▶ And correct it when the data is received
- Works in practice
 - ▶ Memory overestimation of remote data overlaps with the local filling of the matrix

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Application settings

- Complex double-precision distributed compressed **Cholesky factorization**
- Tile size: **512x512**
- Matrix order: **450.000** unknowns
- **Chameleon** solver (Inria HiePACS team) on top of **StarPU** runtime

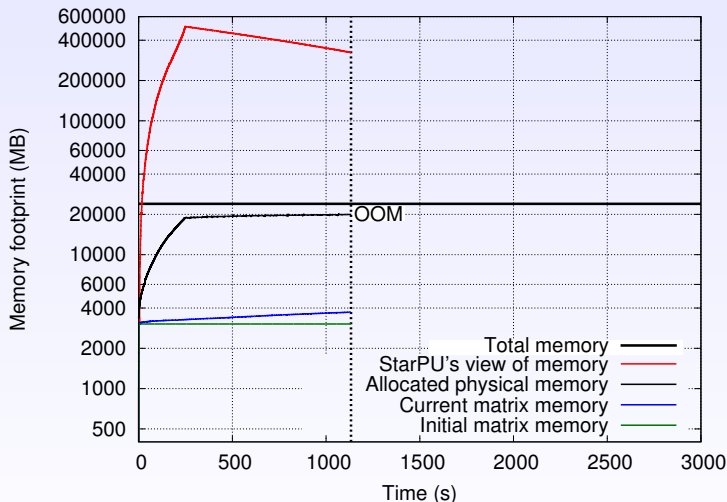
Experimental cluster

- From **16 to 81 nodes** of TERA100 Hybrid cluster
- 2 Intel Xeon X5620 @ 2.40 GHz (**8 cores** per node)
- **24 GB RAM** per node

Memory control settings

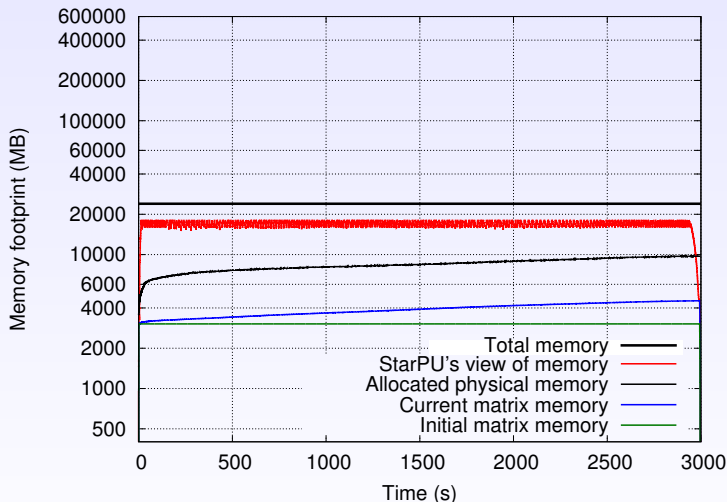
- Blocks when reaches up to **18GB** of memory occupancy
- Unblocks when goes down below **16GB** of memory occupancy

Without memory control (25 nodes, 450k unknowns)



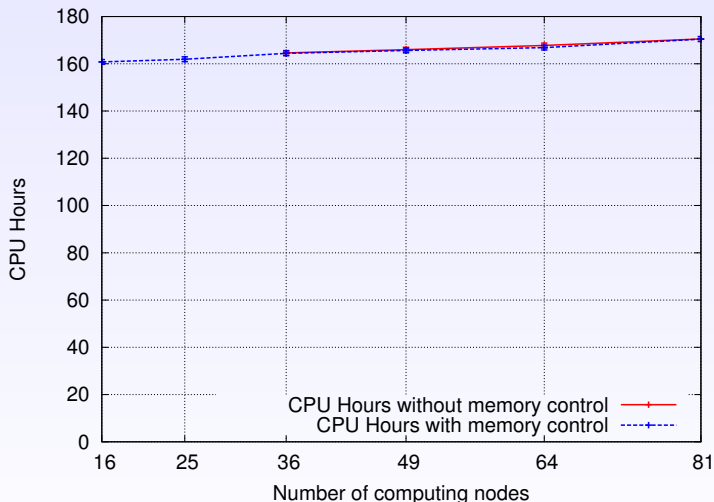
Memory oversubscription for remote data + filling of the matrix = out-of-memory

With memory control (25 nodes, 450k unknowns)



The memory overestimation of remote data overlaps with the local filling of the matrix

Performance results (strong scaling, 450k unknowns)



The memory control does not impact the performance of the application, and allows to use fewer computing nodes

1. Topic

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- Distributed sequential-task flow model
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3. What if the size of data grows during the execution ?

- An example : block low-rank matrices
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4. Conclusion and future work

Memory control with the distributed STF model

- Memory allocations performed at submission time
- When not enough memory available, blocks task submission
- When enough memory have been freed, unblocks task submission

What if the size of data grows during the execution ?

- Need an upper-bound of data growth for each task
- If cannot be known
 - ▶ Need at least a maximum value of data growth
 - ▶ Works in practice
 - Distributed BLR solver successfully implemented with StarPU

Task submission order can provoke out-of-memory scenarios

- Example : submit all tasks that allocates memory first, then tasks that frees memory
- Application-level solution : change the task submission order
 - ▶ Group the submission of tasks which allocates and deallocates a specific data
- Runtime-level solution : memory-driven activation level for tasks
 - ▶ Task ready when there is enough memory available to allocate its data
 - ▶ Non-blocking task submission

Task execution order can provoke out-of-memory scenarios

- Memory-aware task scheduling heuristics

Thank you !

Questions ?



MORSE



The MORSE research project 2011-2013 - 2014-2016

- People
 - ▶ ICL
 - ▶ INRIA Bordeaux Sud Ouest (HiePACS, RealOpt, STORM)
 - ▶ KAUST
 - ▶ UCD
- Solvers
 - ▶ Sparse direct (PaStiX, qr_mumps)
 - ▶ H-matrix (EADS)
 - ▶ FMM (ScalFMM)
 - ▶ Dense (Chameleon)
- Task-based runtime systems
 - ▶ Insert task paradigm: StarPU, Quark
 - ▶ JDF: PaRSEC