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Memory-Aware Scheduling of Tasks Sharing Data on Multiple GPUs

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March 23, 2023
Why focus on memory-aware scheduling?

**GPU memory of infinite size**

- GPUs are quick but have a limited memory
- They share the same PCI bus with limited bandwidth
Example with 2D grid dependencies

GOALS:
- **Balancing** tasks among GPUs → Reduce total execution time
- **Ordering** tasks inside each GPU → Reduce data transfers
- Having a **generic** scheduler → Efficient with any application or memory limitation
Dynamic scheduler of StarPU: DMDAR

Strategy

Schedule tasks so their completion time is minimal based on computation + communication times

+ **Ready** reordering heuristic on $\text{GPU}_k$

From the list $L$ of tasks allocated on $\text{GPU}_k$, it will search the task $T \in L$ requiring the fewest data transfers
Data-Aware Reactive Task Scheduling: DARTS

The scheduling is done by $\text{GPU}_k$ when it needs new tasks.

- Find $D_{opt} \in \text{dataNotInMem}_k$ such that the number of tasks depending on $D_{opt}$ and on other data already in memory is maximum (if there is a tie: choose with transfer time, priority of the associated tasks and most total unprocessed task)

- $\text{plannedTasks}_k \leftarrow$ set of unprocessed tasks depending only on $D_{opt}$ and on other data already in memory

Our eviction policy: LUF (Least Used in the Future)

- Try to evict a data not useful for any task already in the GPU’s buffer.

- Try to evict a data used by a minimal number of tasks in the set of task planned by the scheduler.
2D matrix multiplication with 2 Tesla V100 GPUs

A and B fits in cumulated memory
B fits in cumulated memory
GFlop/s max

Working set (MB)

GFlop/s

DARTS+LUF
DMDAR
DARTS
EAGER
Amount of data transfers on the 2D matrix multiplication with 2 Tesla V100 GPUs

![Graph showing data transfers vs. working set for different methods]

- DARTS+LUF
- DMDAR
- DARTS
- EAGER

Memory-Aware Scheduling
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Cholesky decomposition with 2 GPUs
Cholesky decomposition with 8 GPUs
LU with 8 GPUs

![Graph showing performance of different algorithms (DARTS+LUF, DMDAR, EAGER) with varying working set sizes. The x-axis represents working set sizes in MB, and the y-axis represents GFlop/s. The graph illustrates the maximum GFlop/s for each algorithm as the working set size increases. The working set is divided into two parts, with the left side showing all data fitting and the right side showing the different algorithms' performance at various working set sizes.]

- DARTS+LUF
- DMDAR
- EAGER
Conclusion

Limiting data movements is crucial

→ New strategy: DARTS, focused on data movement

Tested on 2D matrix multiplication, Cholesky decomposition, LU, GEMM and sparse matrix multiplication → DARTS can achieve good performance when the memory is not constrained and always get very good performance when it is a scarce resource

Areas for improvement

- Improve computational complexity. It’s holding us back to get good performances on Gemms and large matrices of the outer product
- Manage multiple MPI nodes
- Export it to other out-of-core applications. DARTS is not specific to GPUs!
If you have an open postdoc position contact me :) 

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Source: Analysis of Dynamic Scheduling Strategies for Matrix Multiplication on Heterogeneous Platforms - Marchal - Beaumont
Sparse 2D matrix multiplication without memory limitation (32GB by GPU) with 4 Tesla V100 GPUs

- No memory constraint
- DARTS produces a processing order that best distributes transfers over time