



Efficient Non-contiguous Data Transfer using MVAPICH2-GDR for GPU-enabled HPC Applications

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- Introduction
- Advanced Designs in MVAPICH2-GDR
- Concluding Remarks

Trends in Modern HPC Architecture: Heterogeneous



Multi/ Many-core

Processors



High Performance Interconnects

InfiniBand, Omni-Path, EFA

<1usec latency, 200Gbps+ Bandwidth



SSD, NVMe-SSD, NVRAM Node local storage

- **High Performance Storage and Compute devices**
- Variety of programming models (MPI, PGAS, MPI+X)

Multi-core/many-core technologies

High Performance Interconnects

#1 Summit (27,648 GPUs) **Network Based Computing Laboratory**



#2 Sierra (17,280 GPUs) #10 Lassen (2,664 GPUs)

Accelerators / Coprocessors high compute density, high performance/watt

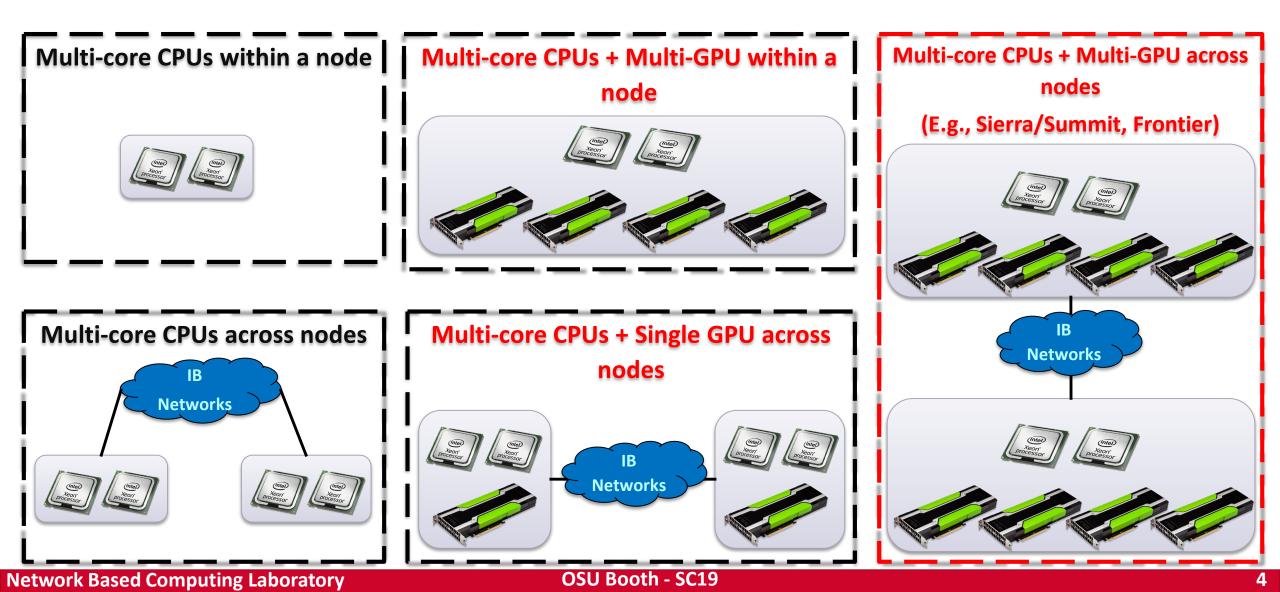






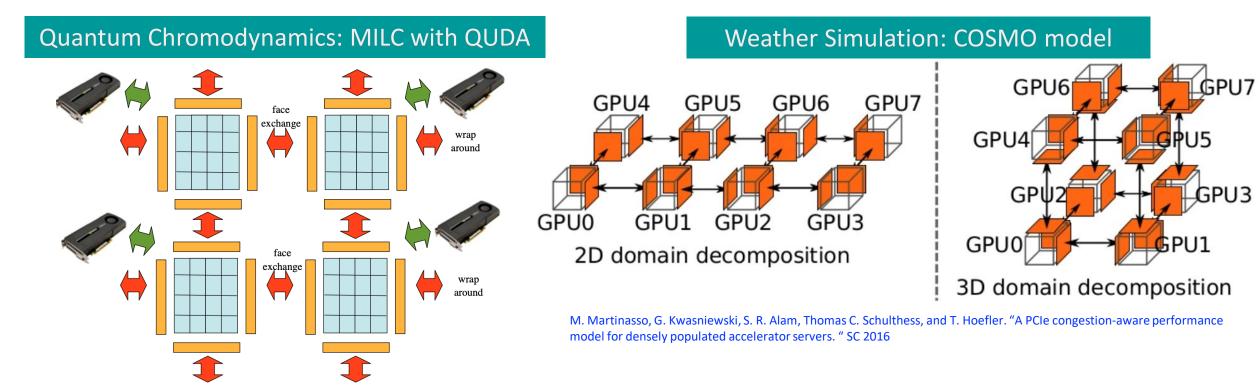
#22 DGX SuperPOD (1,536 GPUs)

Architectures: Past, Current, and Future



Motivated Example – Non-contiguous Data Transfer

- Wide usages of MPI derived datatype for Non-contiguous Data Transfer
 - Requires Low-latency and high overlap processing



Mike Clark. "GPU Computing with QUDA, "Developer Technology Group, https://www.olcf.ornl.gov/wp-content/uploads/2013/02/Clark_M_LQCD.pdf

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- Introduction
- Advanced Designs in MVAPICH2-GDR
 - Asynchronous designs for Maximizing Overlap
 - Zero-copy (Pack-free) on Dense-GPU systems
- Concluding Remarks

Existing GPU-enabled MPI Datatype Processing

Common Scenario

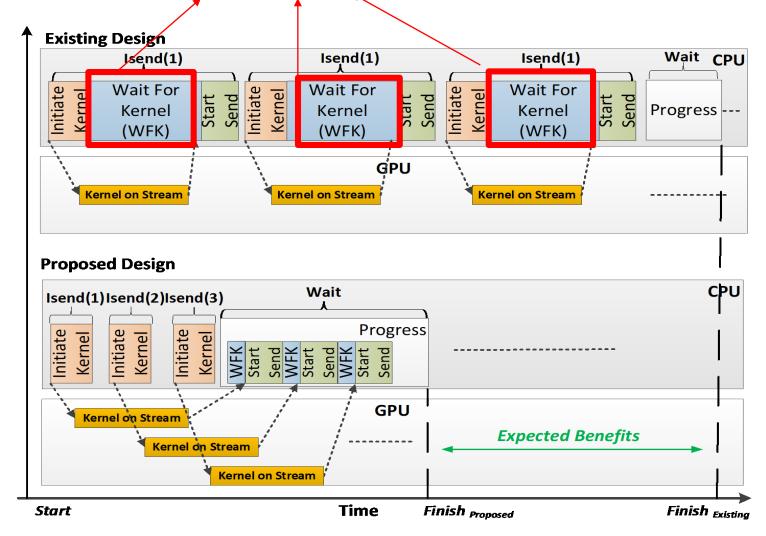
MPI_Isend (A,.. Datatype,...) MPI_Isend (B,.. Datatype,...) MPI_Isend (C,.. Datatype,...) MPI_Isend (D,.. Datatype,...)

MPI_Waitall (...);

...

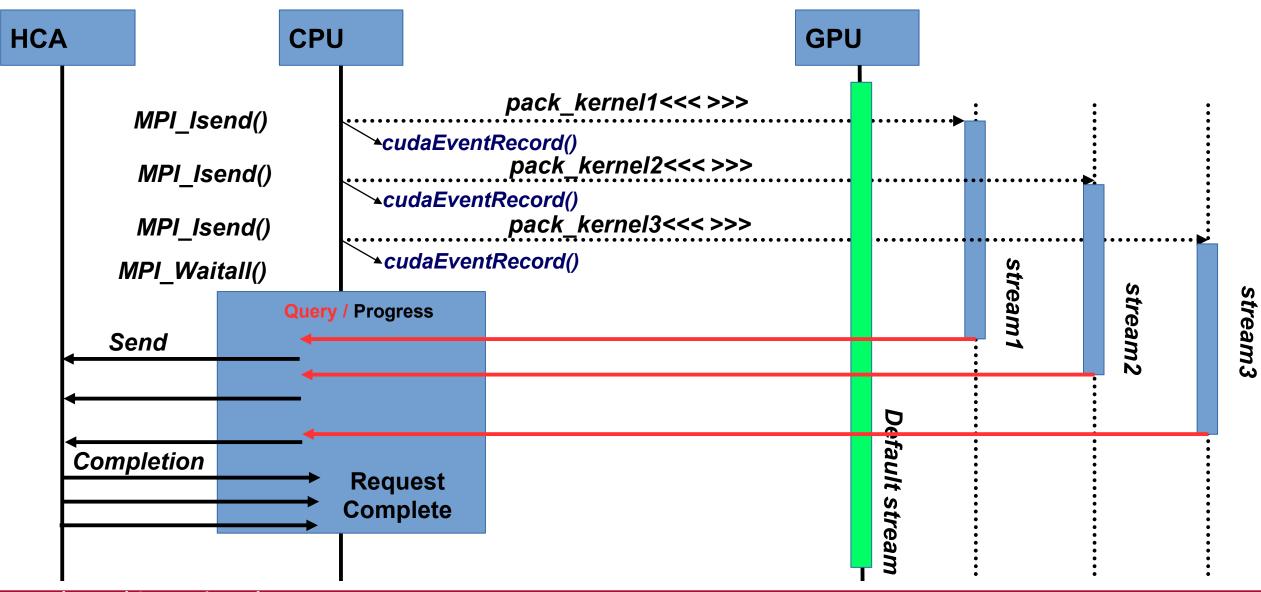
*A, B...contain non-contiguous MPI Datatype

Waste of computing resources on CPU and GPU

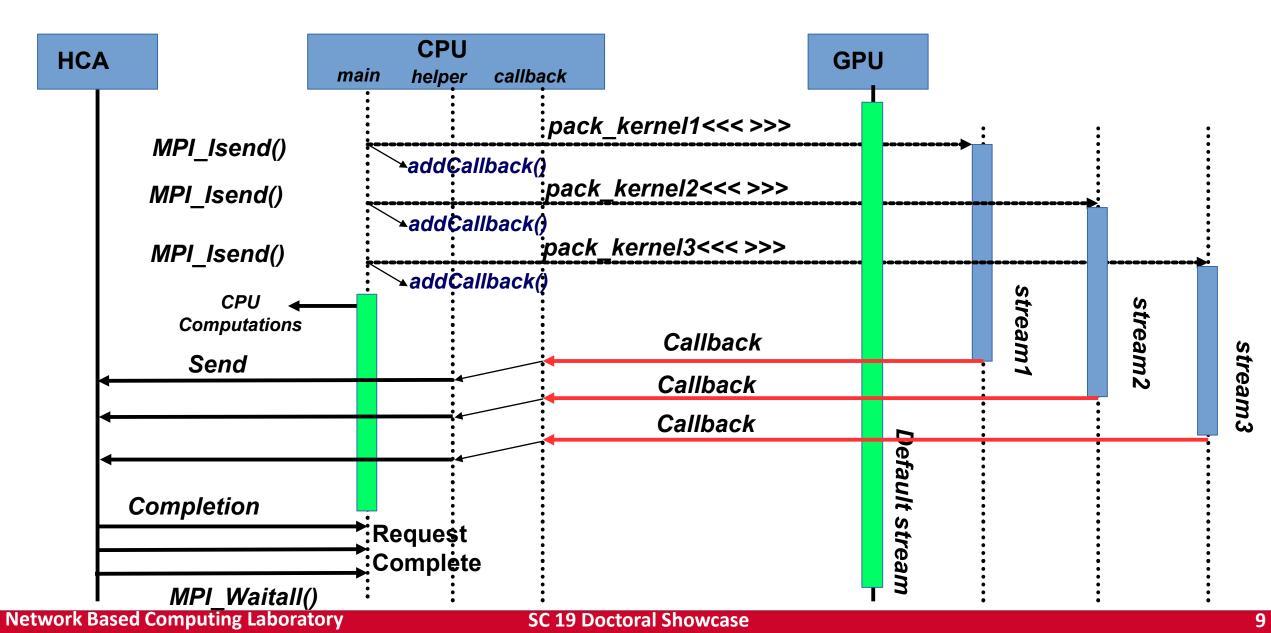


Ching-Hsiang Chu et al., "Exploiting Maximal Overlap for Non-Contiguous Data Movement Processing on Modern GPU-enabled Systems, "IEEE IPDPS 2016.

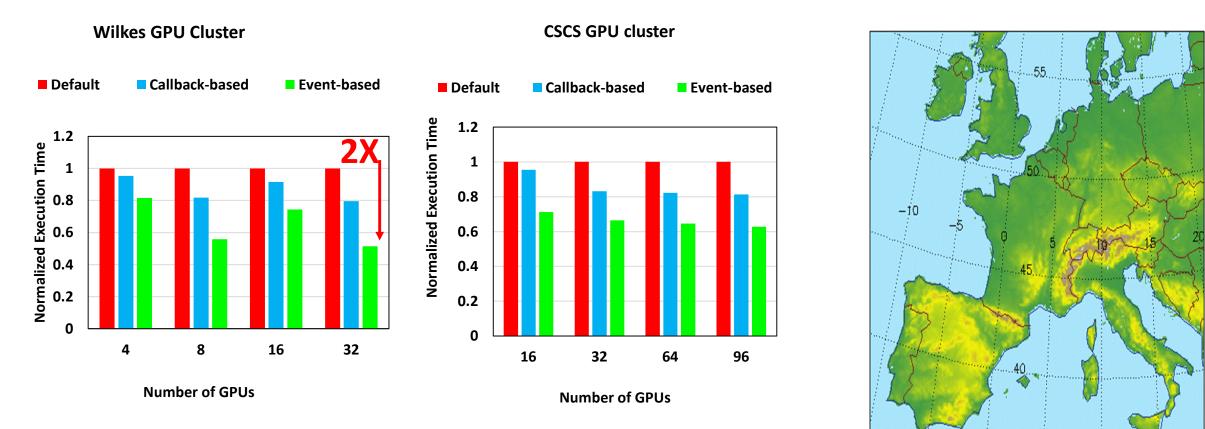
Proposed Event-based Design – Low Latency



Proposed Callback-based Design – High Overlap



Application-Level Evaluation (Cosmo) and Weather Forecasting in Switzerland



- 2X improvement on 32 GPUs nodes
- 30% improvement on 96 GPU nodes (8 GPUs/node)

<u>Cosmo model: http://www2.cosmo-model.org/content</u> /tasks/operational/meteoSwiss/

On-going collaboration with CSCS and MeteoSwiss (Switzerland) in co-designing MV2-GDR and Cosmo Application

C. Chu, K. Hamidouche, A. Venkatesh, D. Banerjee, H. Subramoni, and D. K. Panda, Exploiting Maximal Overlap for Non-Contiguous Data Movement Processing on Modern GPU-enabled Systems, IPDPS'16

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3000

2500

2000

1500 ŝ

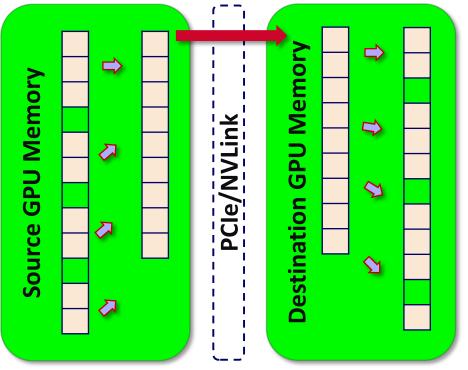
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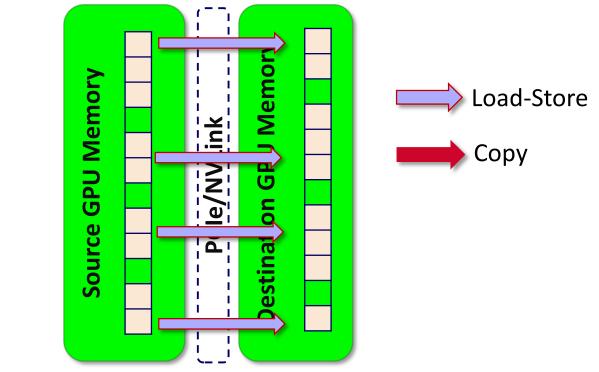
Proposed Zero-copy (packing-free) Datatype Transfer

- Exploiting load-store capability of modern interconnects
 - Eliminate extra data copies and expensive packing/unpacking processing



Existing Schem

Proposed Packing-free Schem

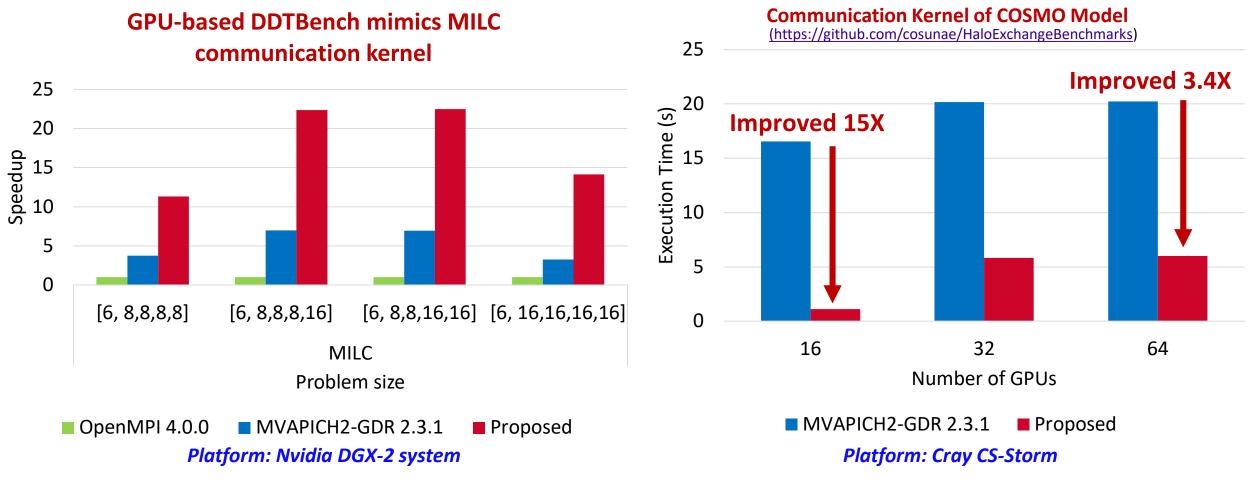


Ching-Hsiang Chu et al., "High-Performance Adaptive MPI Derived Datatype Communication for Modern Multi-GPU Systems", to appear in HiPC 2019.

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Performance Evaluation

• Zero-copy (packing-free) for GPUs with peer-to-peer direct access over PCIe/NVLink



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- Introduction
- Advanced Broadcast Designs in MVAPICH2-GDR
- Concluding Remarks

Concluding Remarks

Efficient MPI derived datatype processing for GPU-resident data

Asynchronous GPU kernels to achieve high overlap between communication and computation

Zero-copy schemes for Dense-GPU with high-speed interconnects like PCIe and NVLink

> These features are included since MVAPICH2-GDR 2.3.2

- http://mvapich.cse.ohio-state.edu/
- http://mvapich.cse.ohio-state.edu/userguide/gdr/



Thank You!

- Join us for more tech talks from MVAPICH2 team
 - <u>http://mvapich.cse.ohio-state.edu/talks/</u>



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