EXA2PRO Runtime System : StarPU

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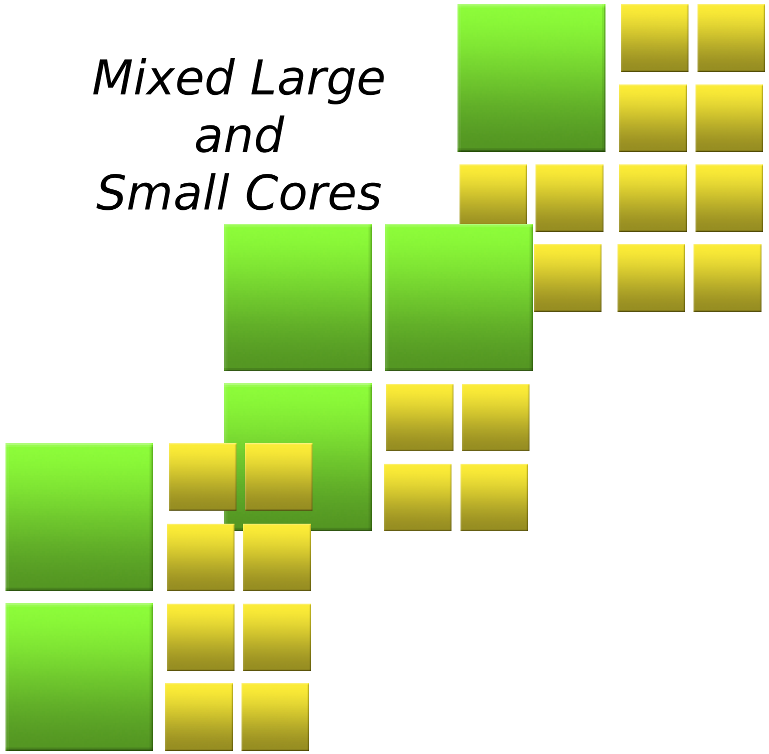
INRIA STORM Team

Introduction

Toward heterogeneous multi-core architectures

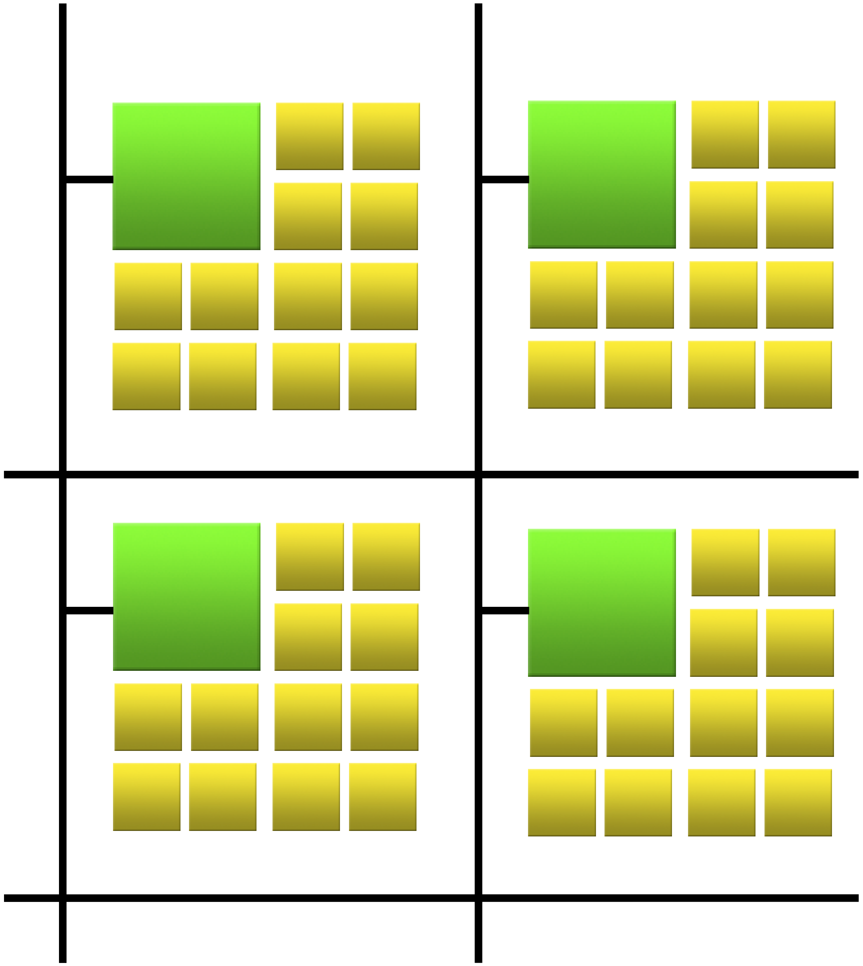
- Multicore is here
  - Hierarchical architectures
  - Manycore
  - Heterogeneous systems
- Architecture specialization
  - Now
    - Accelerators (GPGPUs, FPGAs)
    - Coprocessors (Xeon Phi)
    - All of the above
  - In the near Future
    - Many simple cores
    - A few full-featured cores



Introduction

Toward heterogeneous multi-core clusters

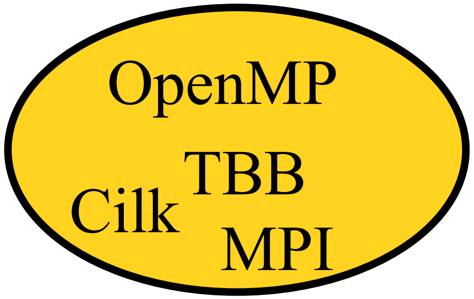
- Multicore is here
  - Hierarchical architectures
  - Manycore
  - Heterogeneous systems
- Clusters thereof
  - High-speed network
  - Network topology
  - Towards exascale

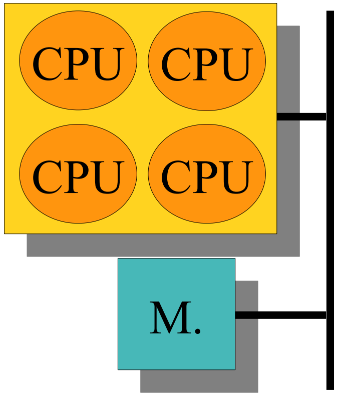


How to program these architectures?

- Multicore programming
  - pthreads, OpenMP, TBB, ...

Multicore





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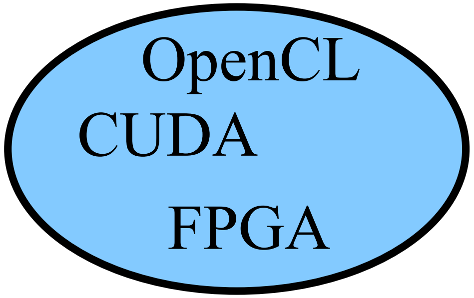
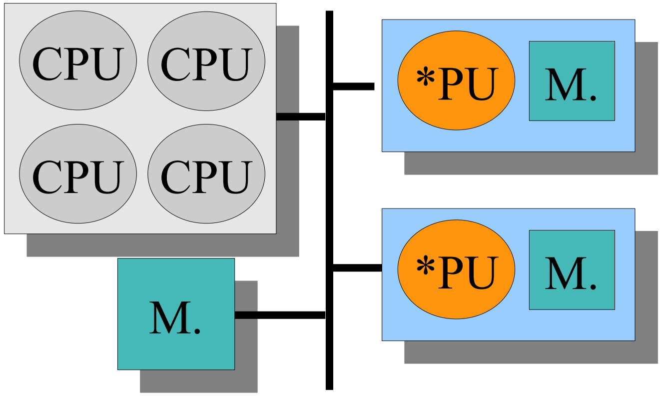
  - pthreads, OpenMP, TBB, ...
- Accelerator programming
  - CUDA, OpenCL, FPGA ?
  - OpenMP 5.0?
  - (Often) Pure offloading model

Accelerators





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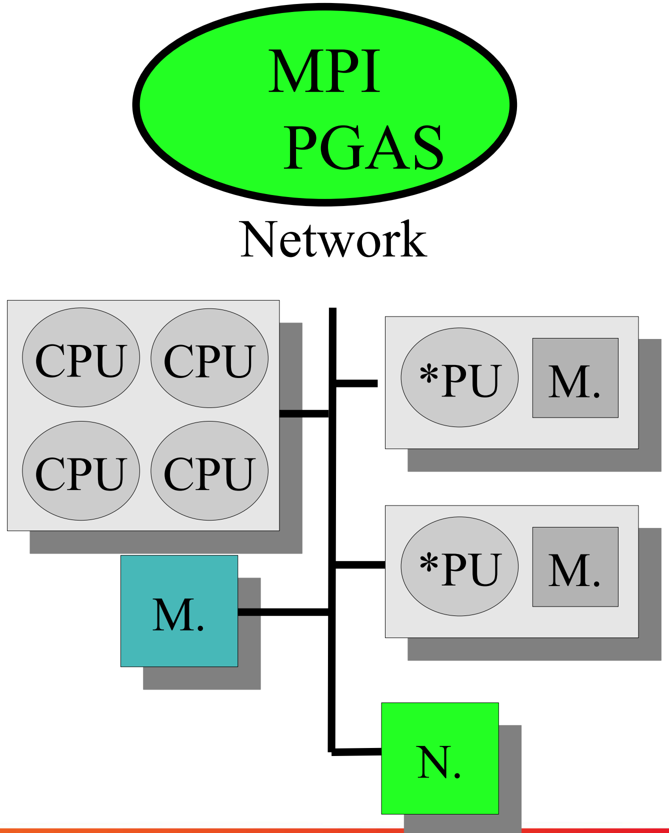
- Network support
  - MPI / PGAS



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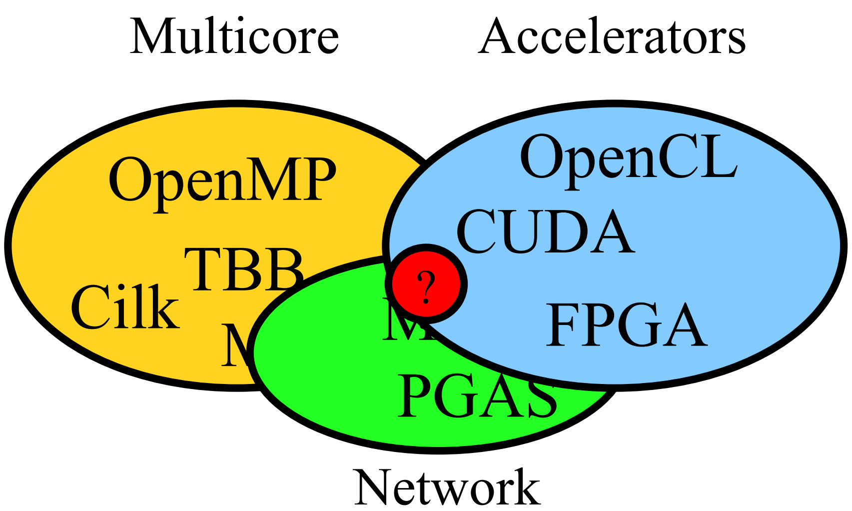
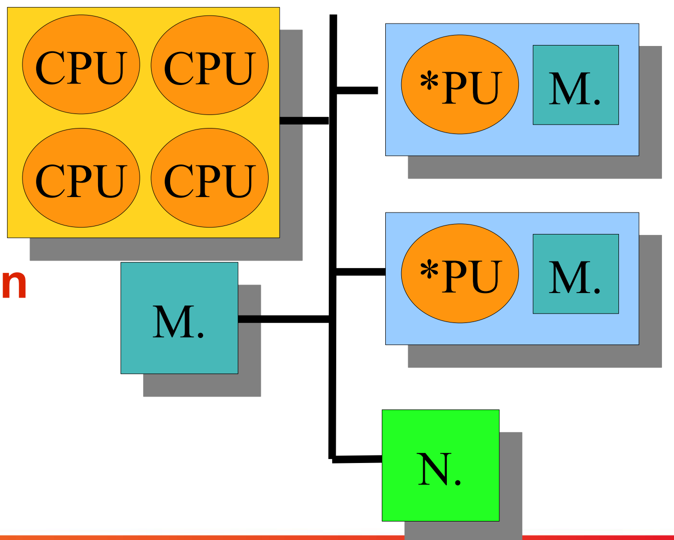
  - (Often) Pure offloading model
- Network support
  - MPI / PGAS
- Hybrid models?
  - **Take advantage of all resources ☺**
  - **Complex interactions and distribution ☹**

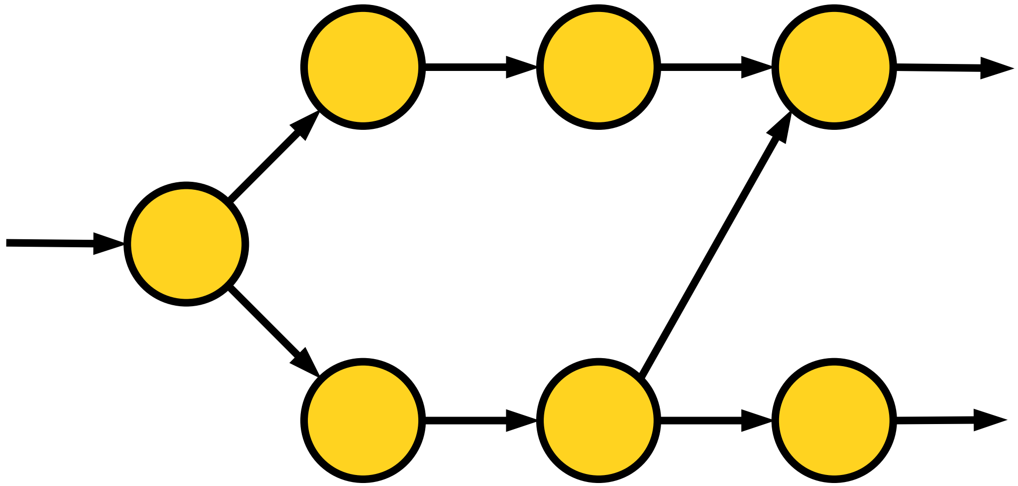




Task graphs

- Well-studied for scheduling parallelism (since 60's!)
- Departs from usual sequential programming

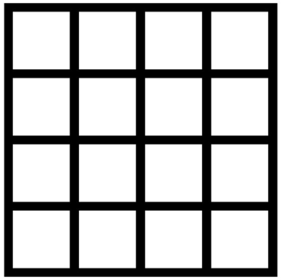
Really ?



Task management

Implicit task dependencies

- Right-Looking Cholesky decomposition (from PLASMA)



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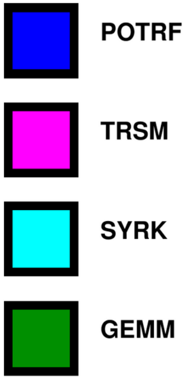

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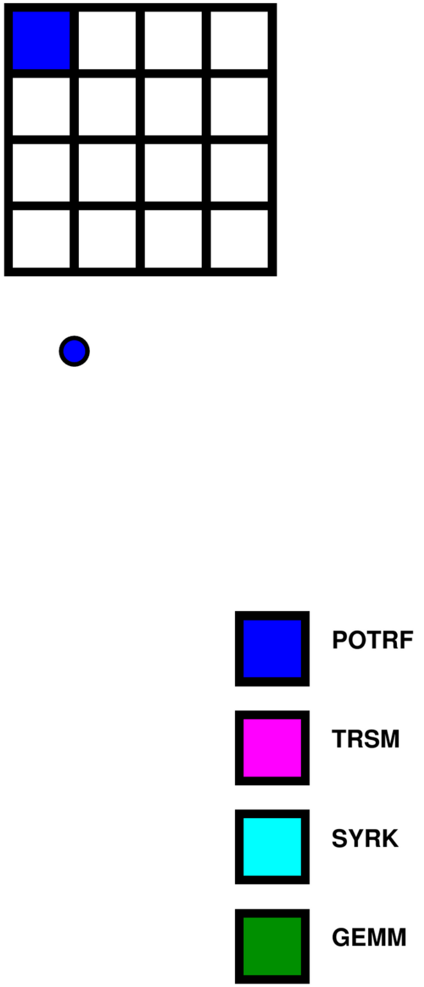

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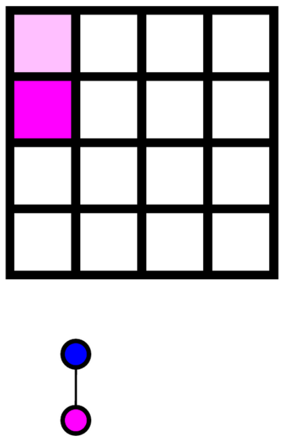

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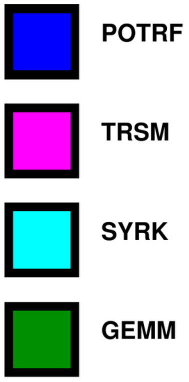

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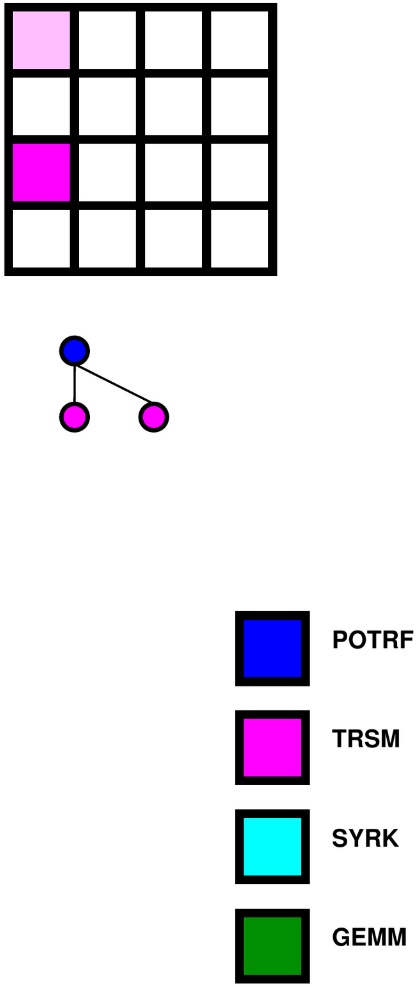

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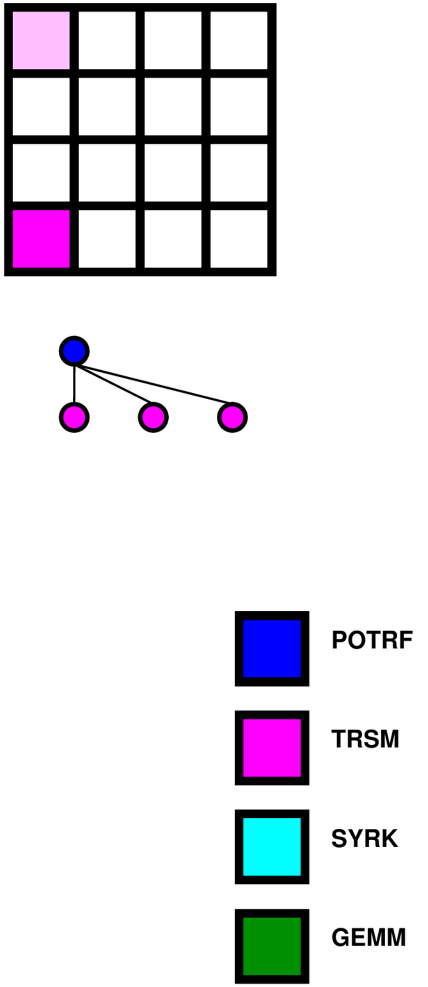


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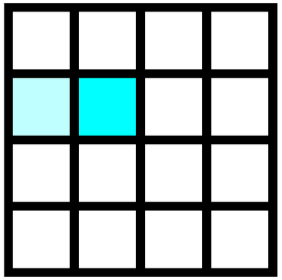

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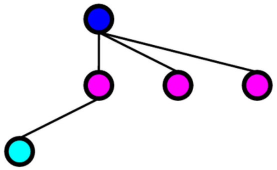

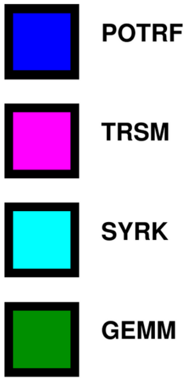

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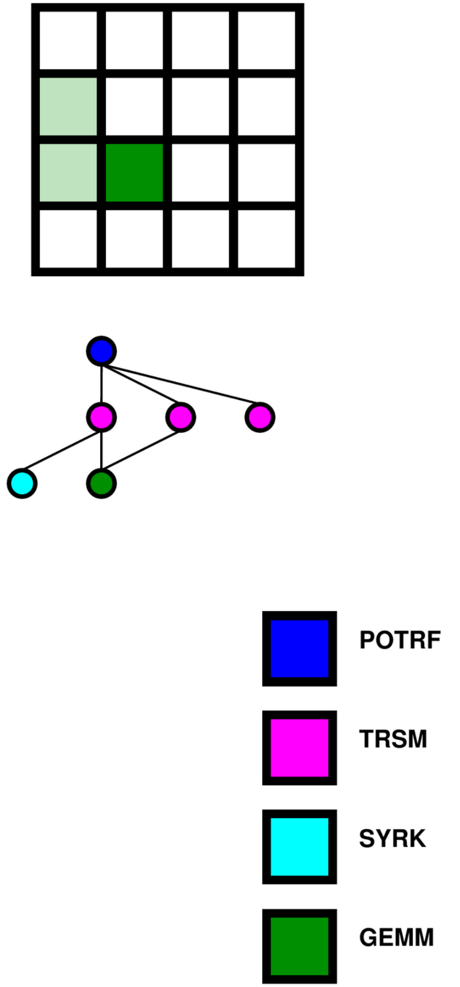

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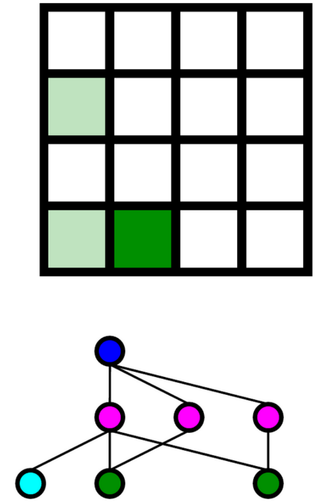

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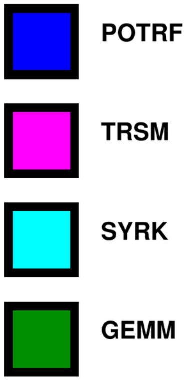

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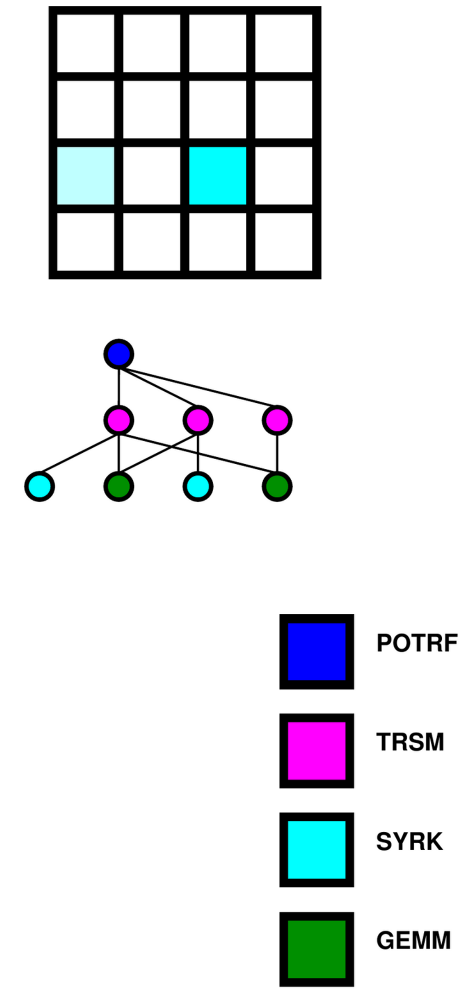

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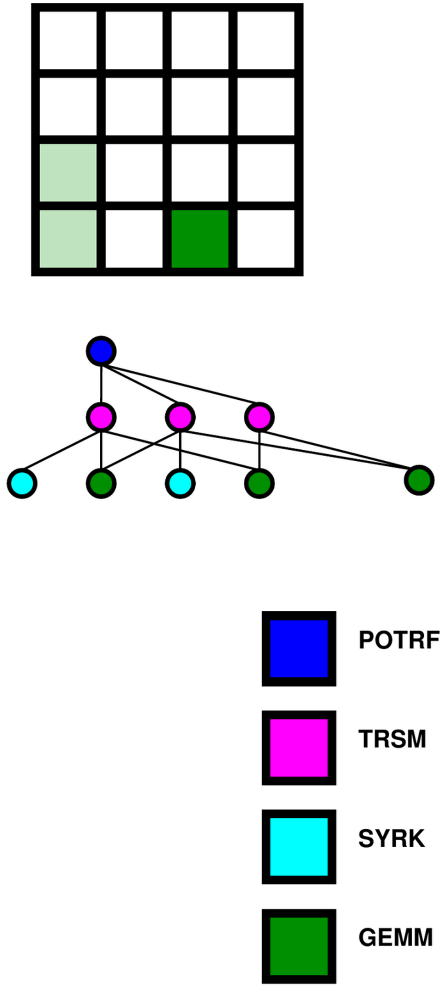

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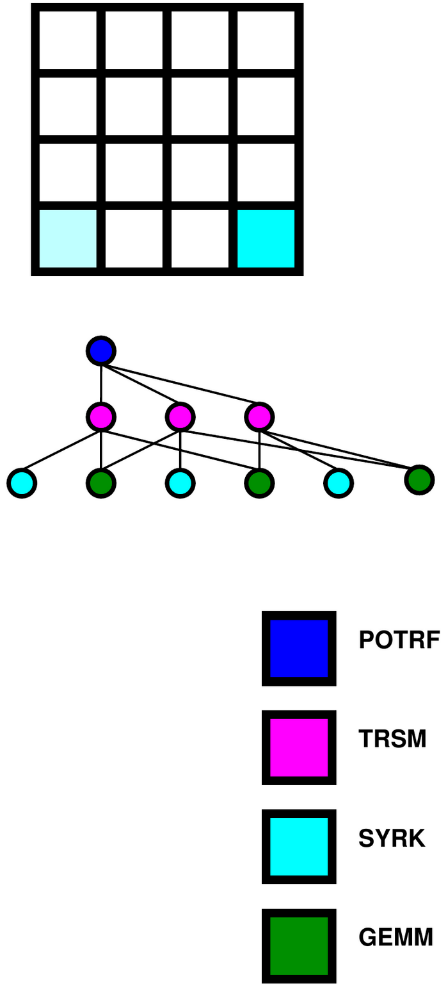

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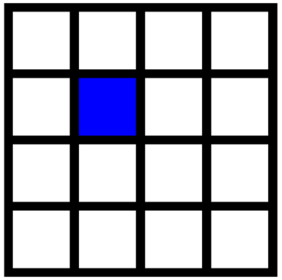

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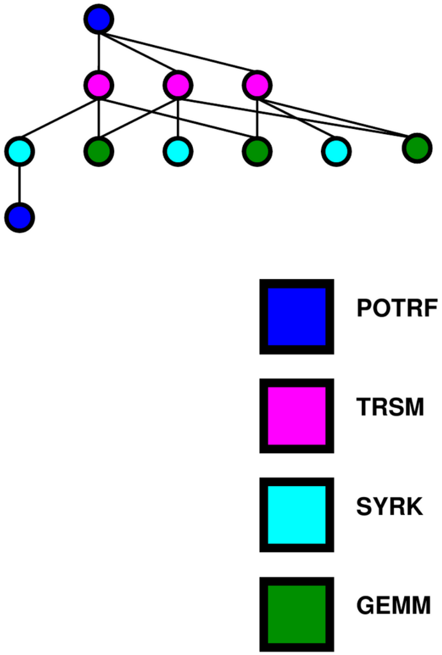

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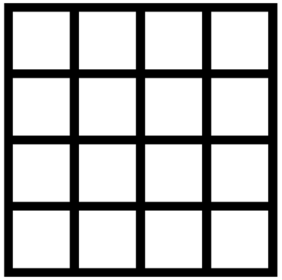

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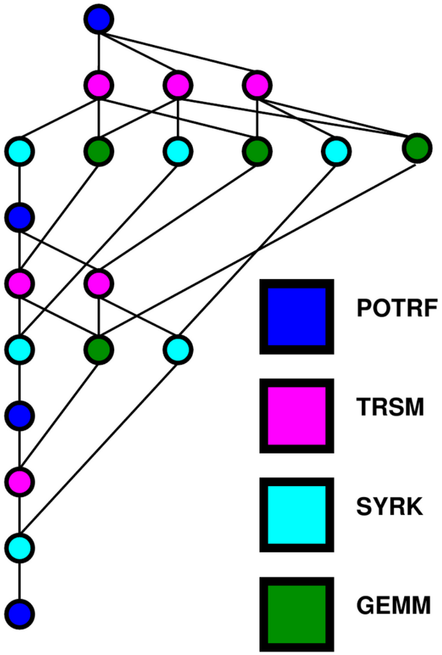


Write your application as a task graph

Even if using a sequential-looking source code

➔ Portable performance

Sequential Task Flow (STF)

- Algorithm remains the same on the long term
- Can debug the sequential version.
- Only kernels need to be rewritten
  - BLAS libraries, multi-target compilers
- Runtime will handle parallel execution

Task-based programming

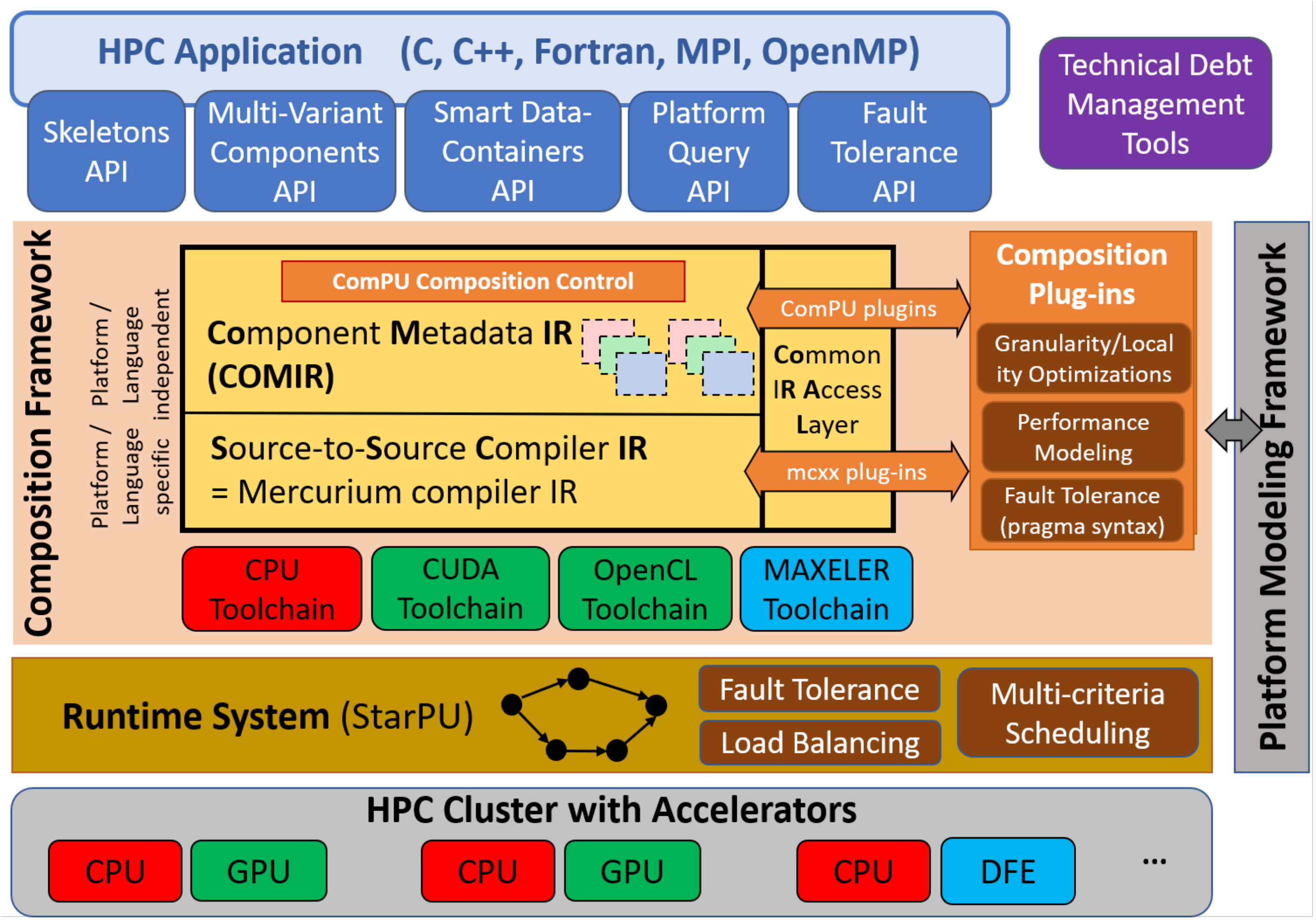
- Needs code restructuring
  - Split computation into tasks
    - BLAS, typically
    - Supposed to have “stable” performance
- Constraining
  - No global variables
    - Mandatory for GPUs
- Actually… functional programming

So a good move, in the end ☺

- Have to accept constraints and losing control

Just like we did when moving from assembly to high-level languages

EXA2PRO stack



Overview of StarPU

Overview of StarPU

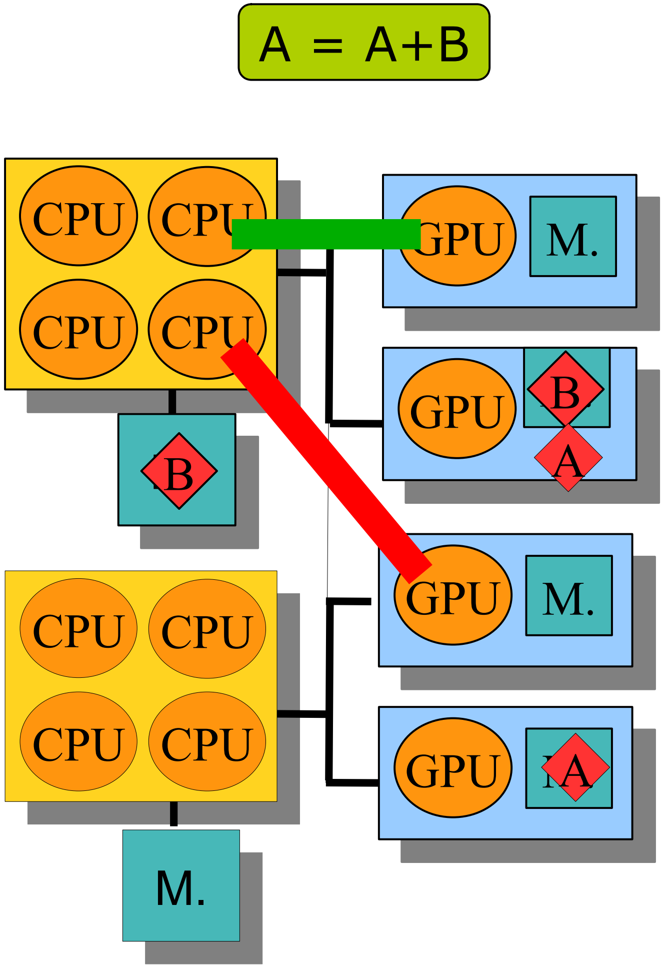
Rationale

Task scheduling

- Dynamic
- On all kinds of PU
  - General purpose
  - Accelerators/specialized

Memory transfer

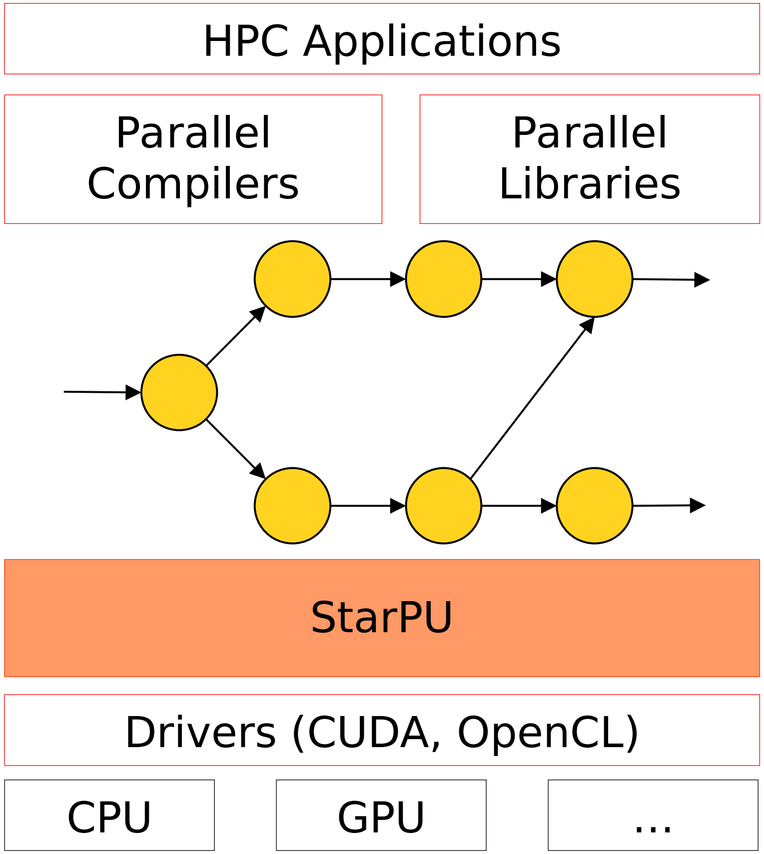
- Eliminate redundant transfers
- Software VSM (Virtual Shared Memory)



The StarPU runtime system

The need for runtime systems

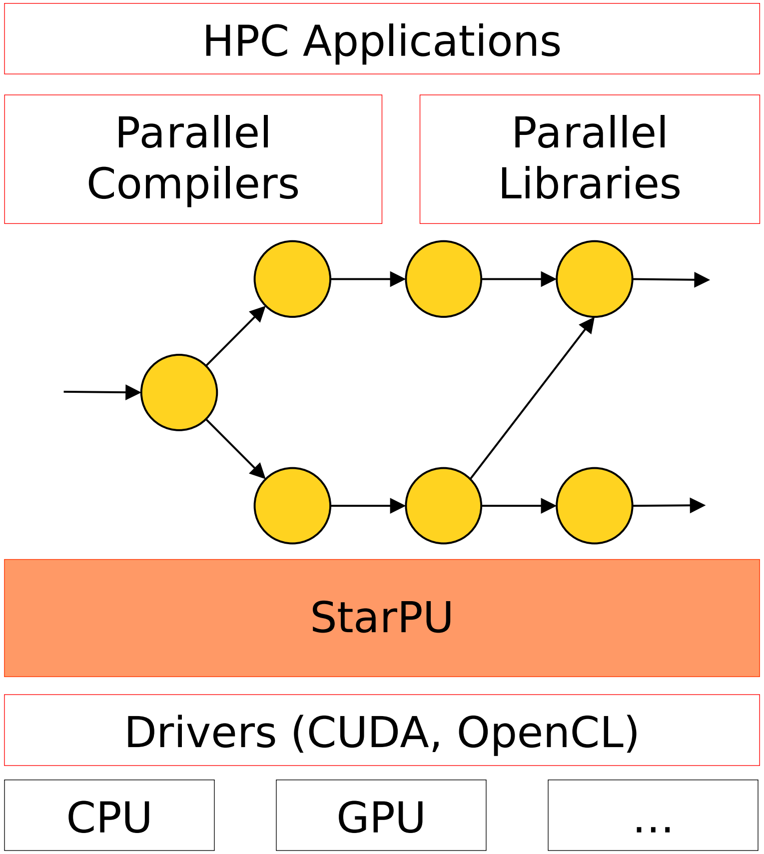
- "do dynamically what can't be done statically anymore"
- Compilers and libraries generate (graphs of) tasks
  - Additional information is welcome!
- StarPU provides
  - Task scheduling
  - Memory management



Data management

- StarPU provides a Virtual Shared Memory (VSM) subsystem (aka DSM)
  - Replication
  - Consistency
  - Single writer
    - Or reduction, ...

- Input & ouput of tasks = reference to VSM data

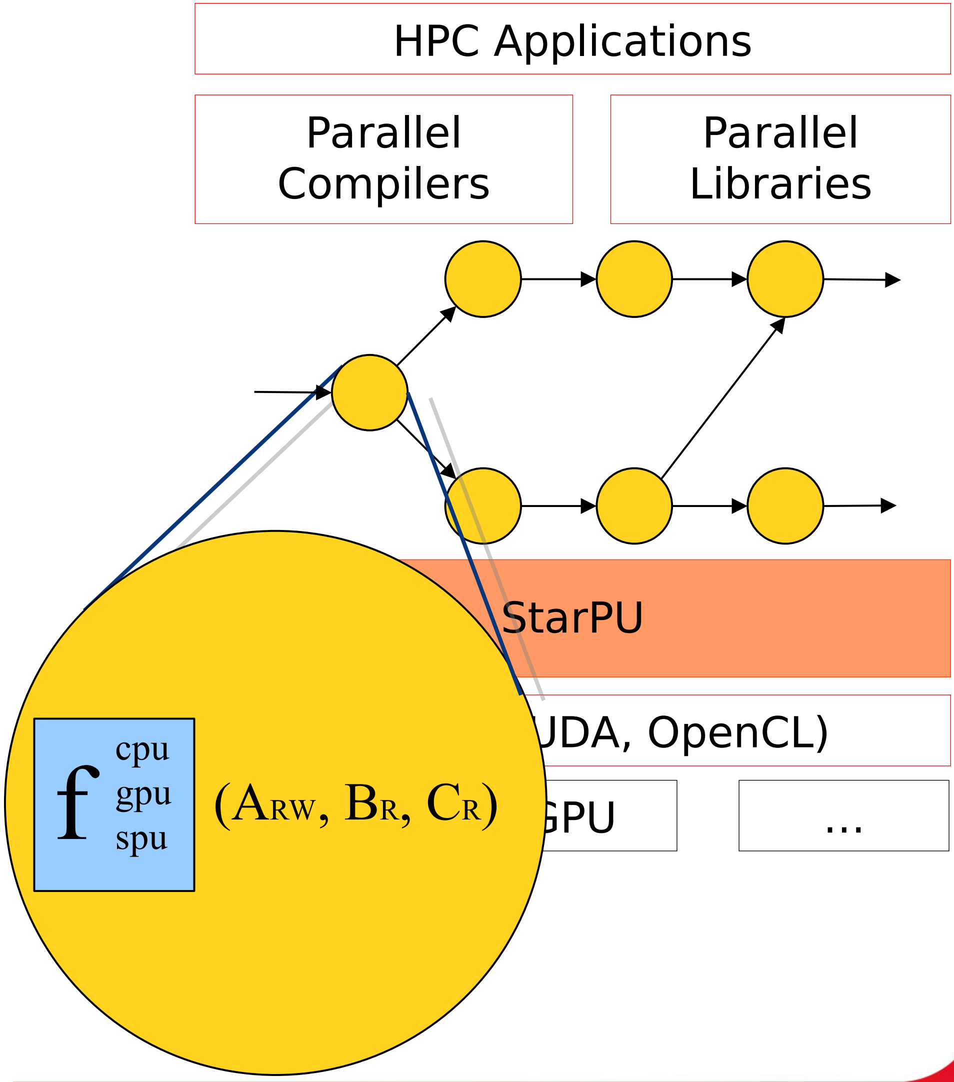


The StarPU runtime system

Task scheduling

- Tasks =
  - Data input & output
    - Reference to VSM data
  - Multiple implementations
    - E.g. CUDA + CPU implementation
  - Non-preemptible
  - Dependencies with other tasks

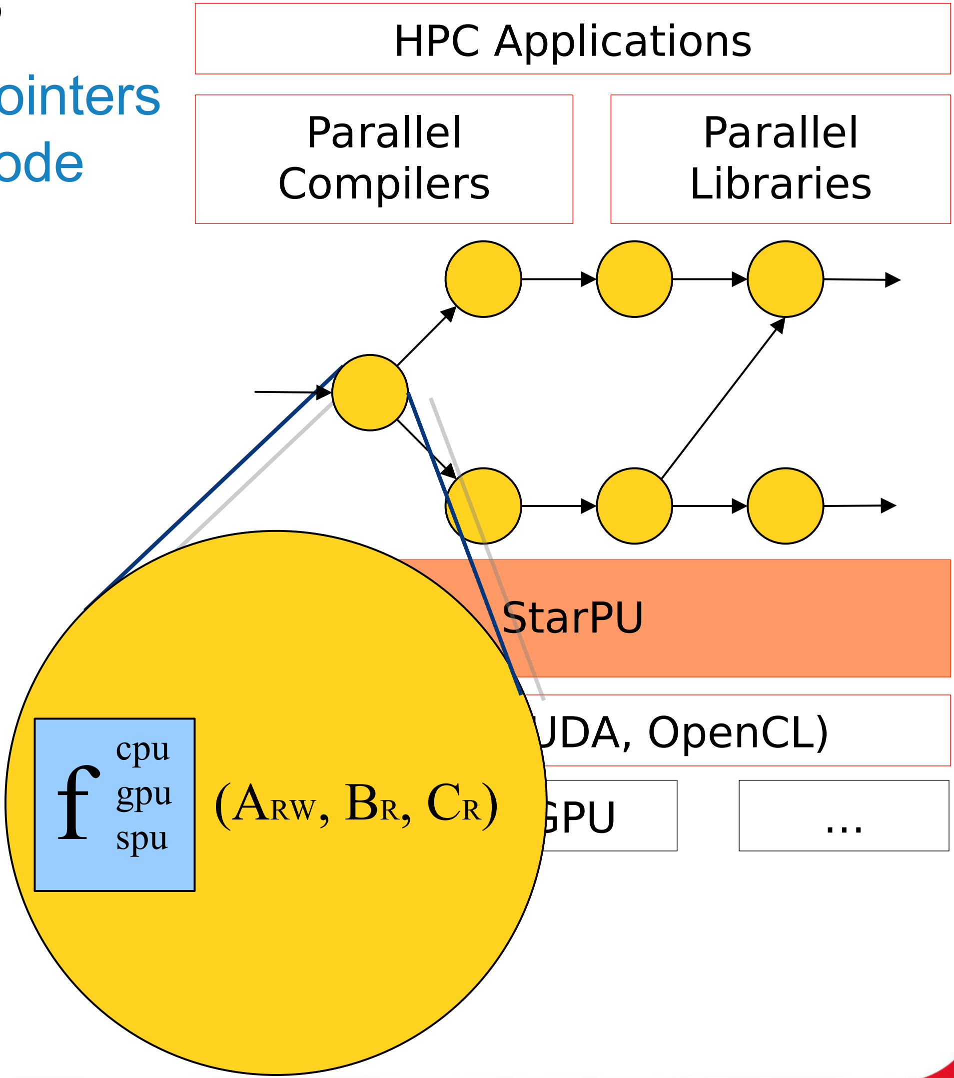
- StarPU provides an Open Scheduling platform
  - Scheduling algorithm = plug-ins



The StarPU runtime system

Task scheduling

- Who generates the code ?
  - StarPU Task ~= function pointers
  - StarPU doesn't generate code
- Libraries era
  - PLASMA + MAGMA
  - FFTW + CUFFT…
  - Variants management
- Rely on compilers



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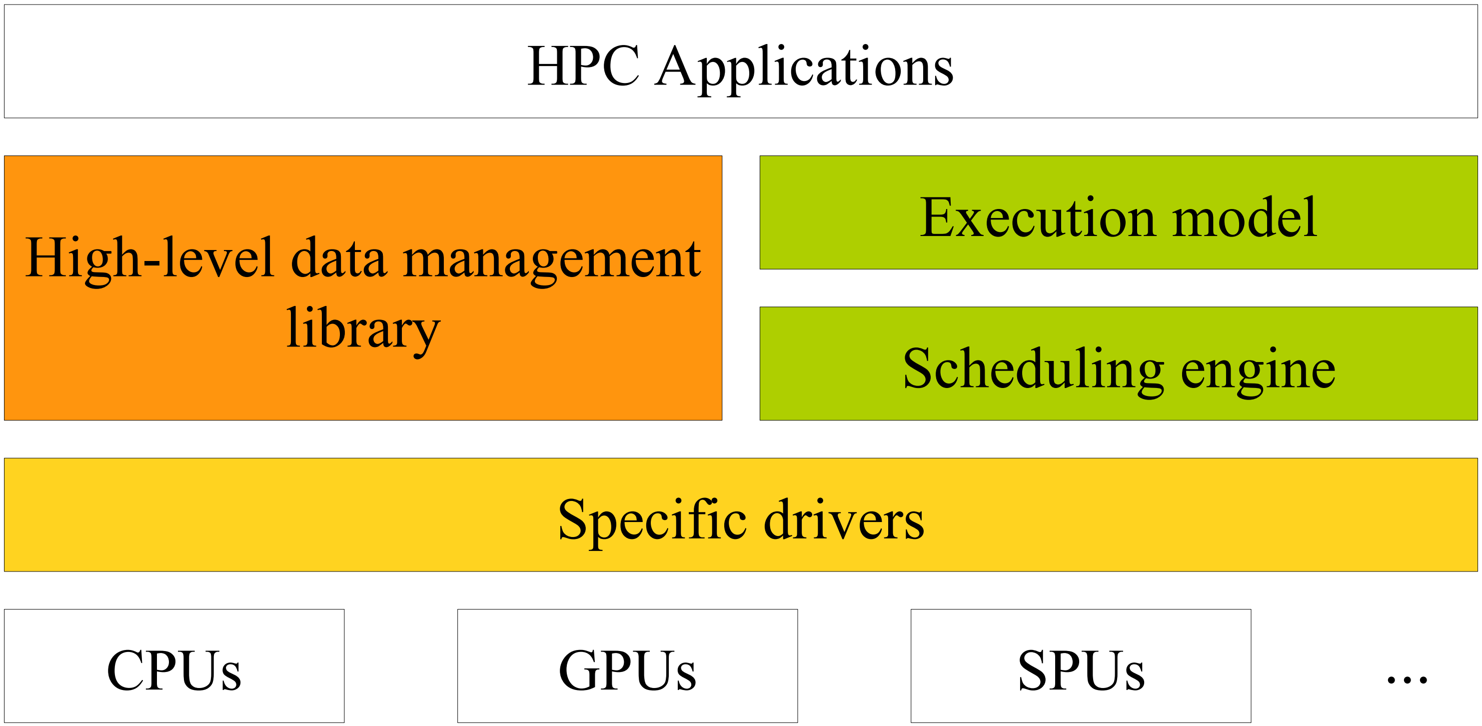
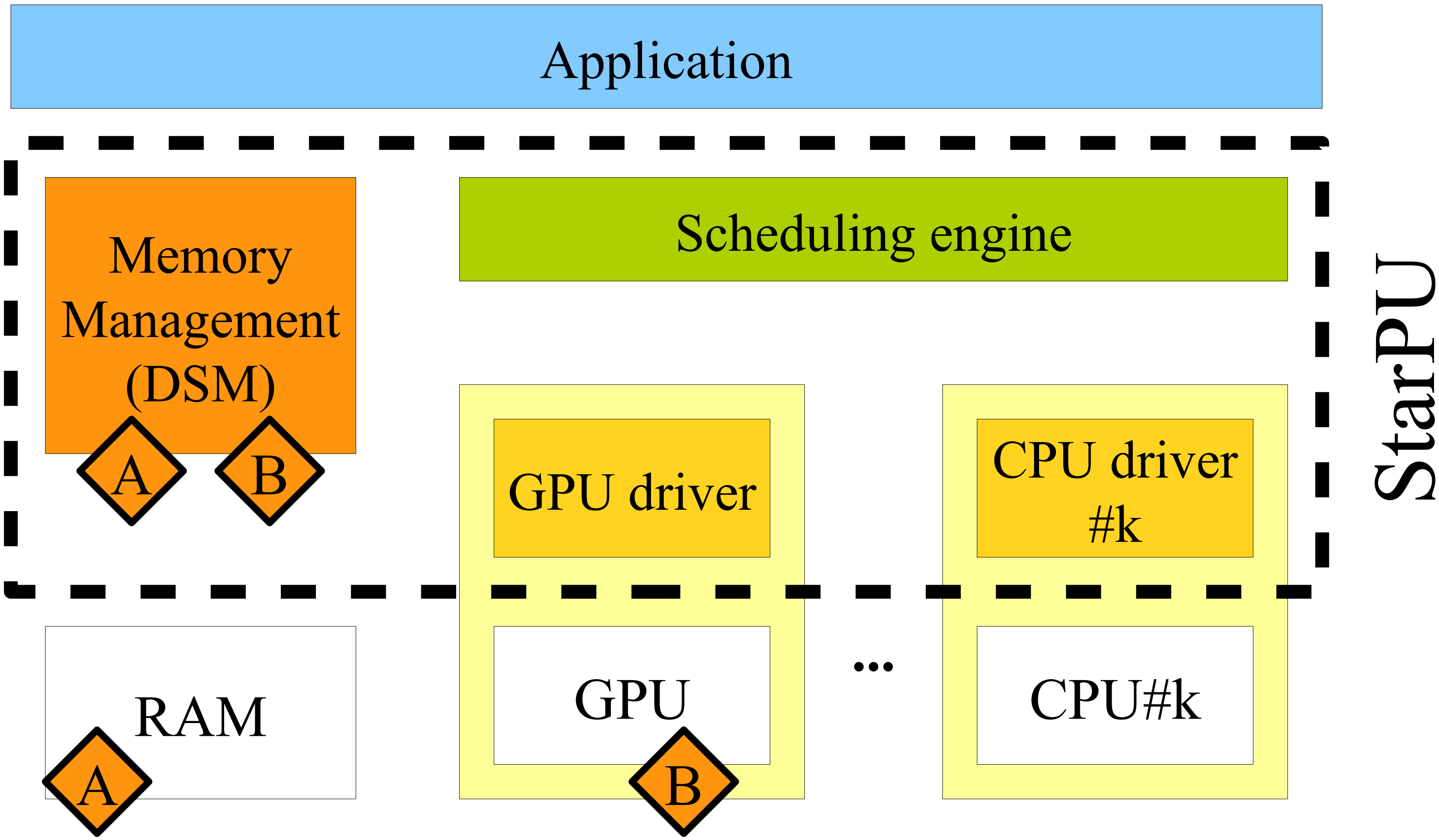


Mastering CPUs, GPUs, SPUs … ***PUs → StarPU**

The StarPU runtime system

Execution model



The StarPU runtime system

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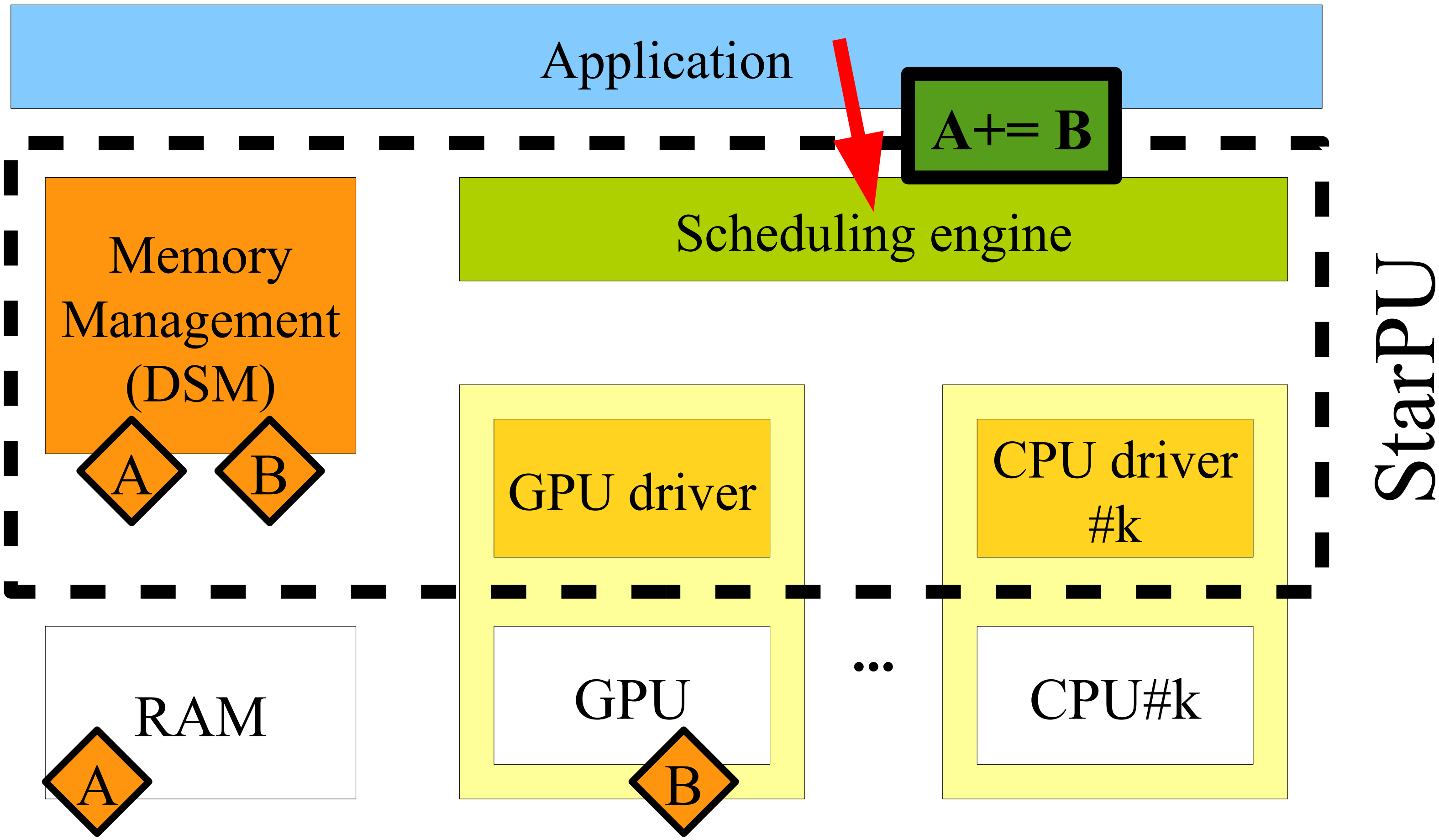
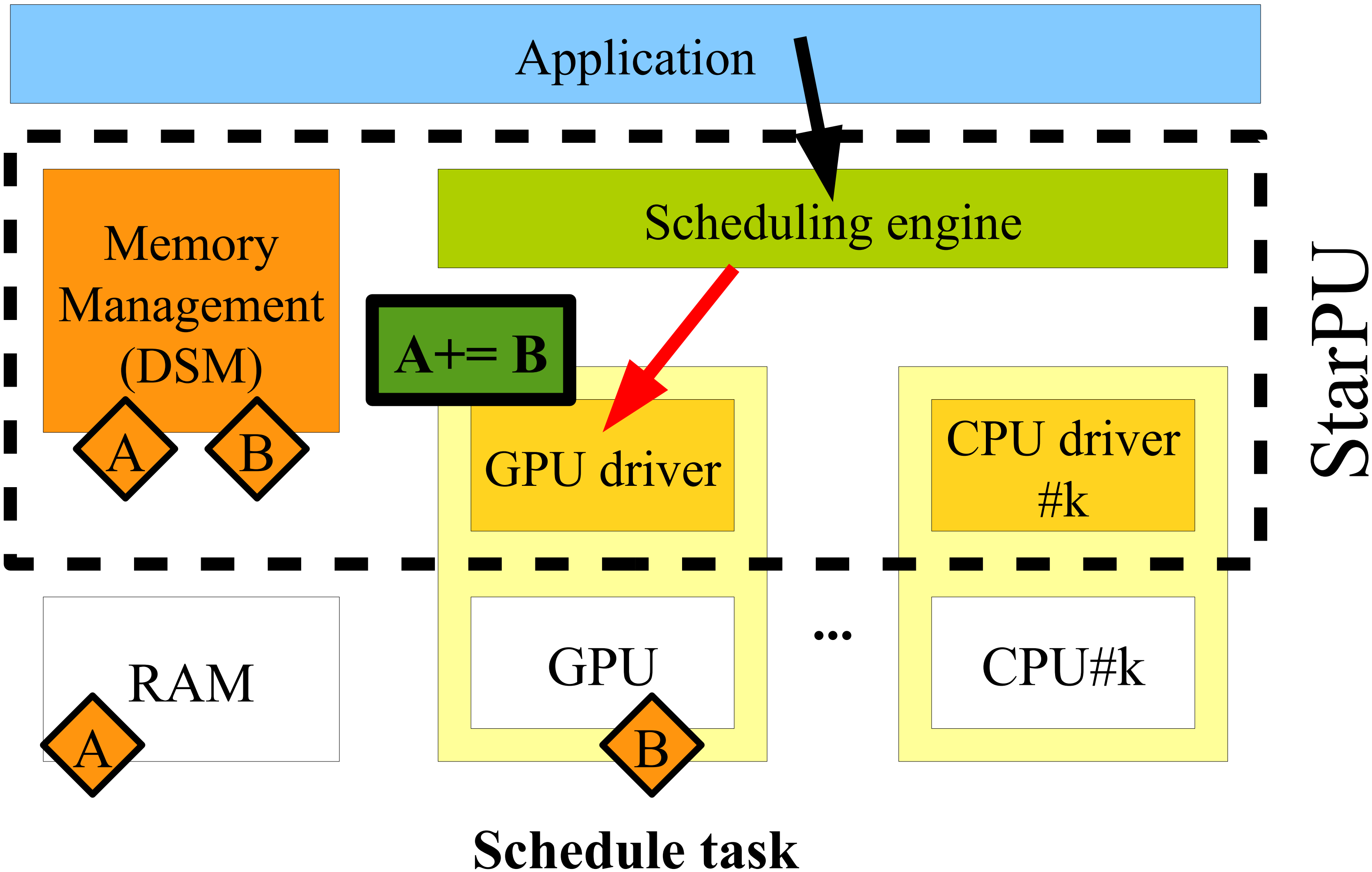


Submit task « A += B »

The StarPU runtime system

Execution model



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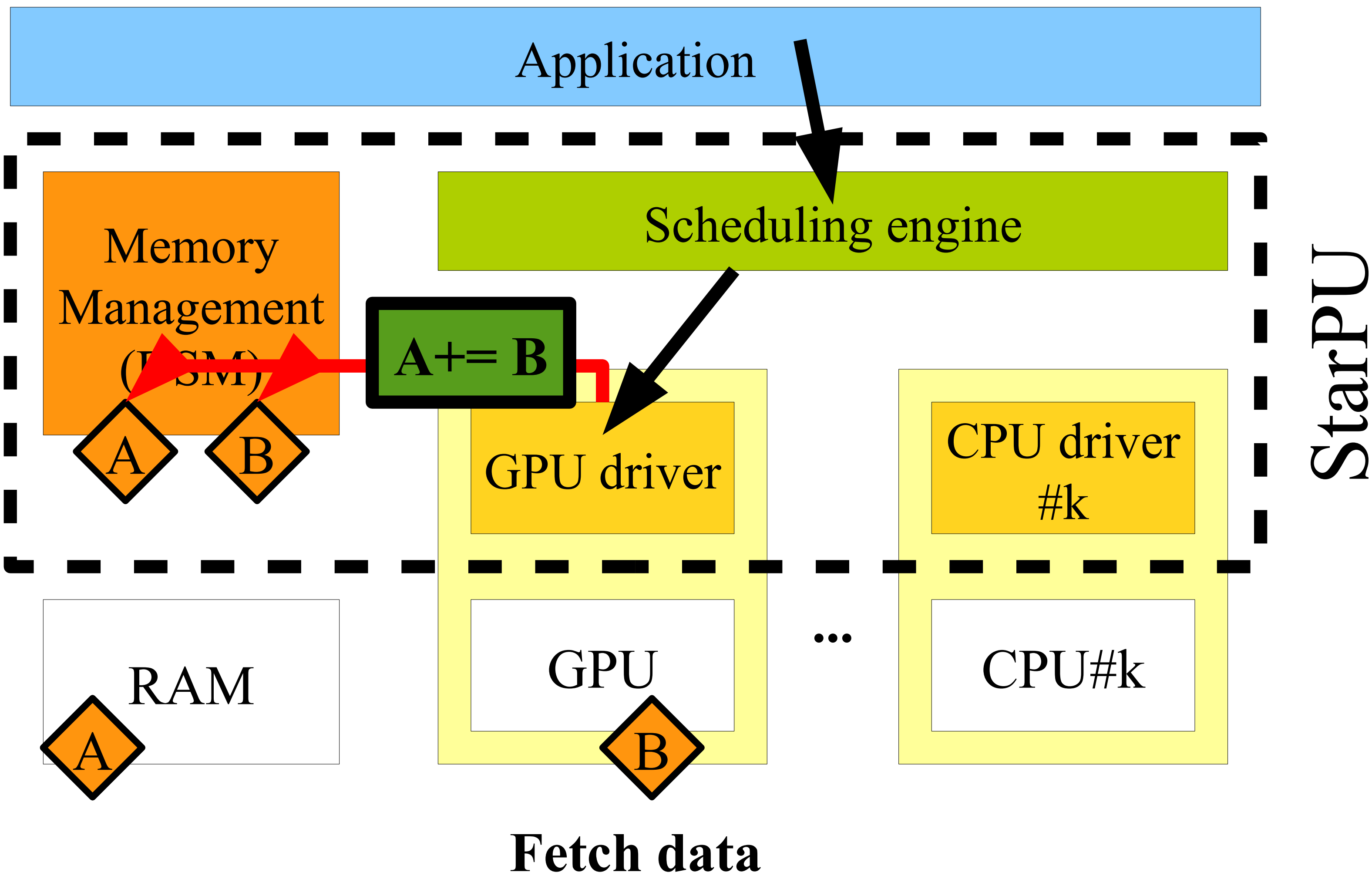
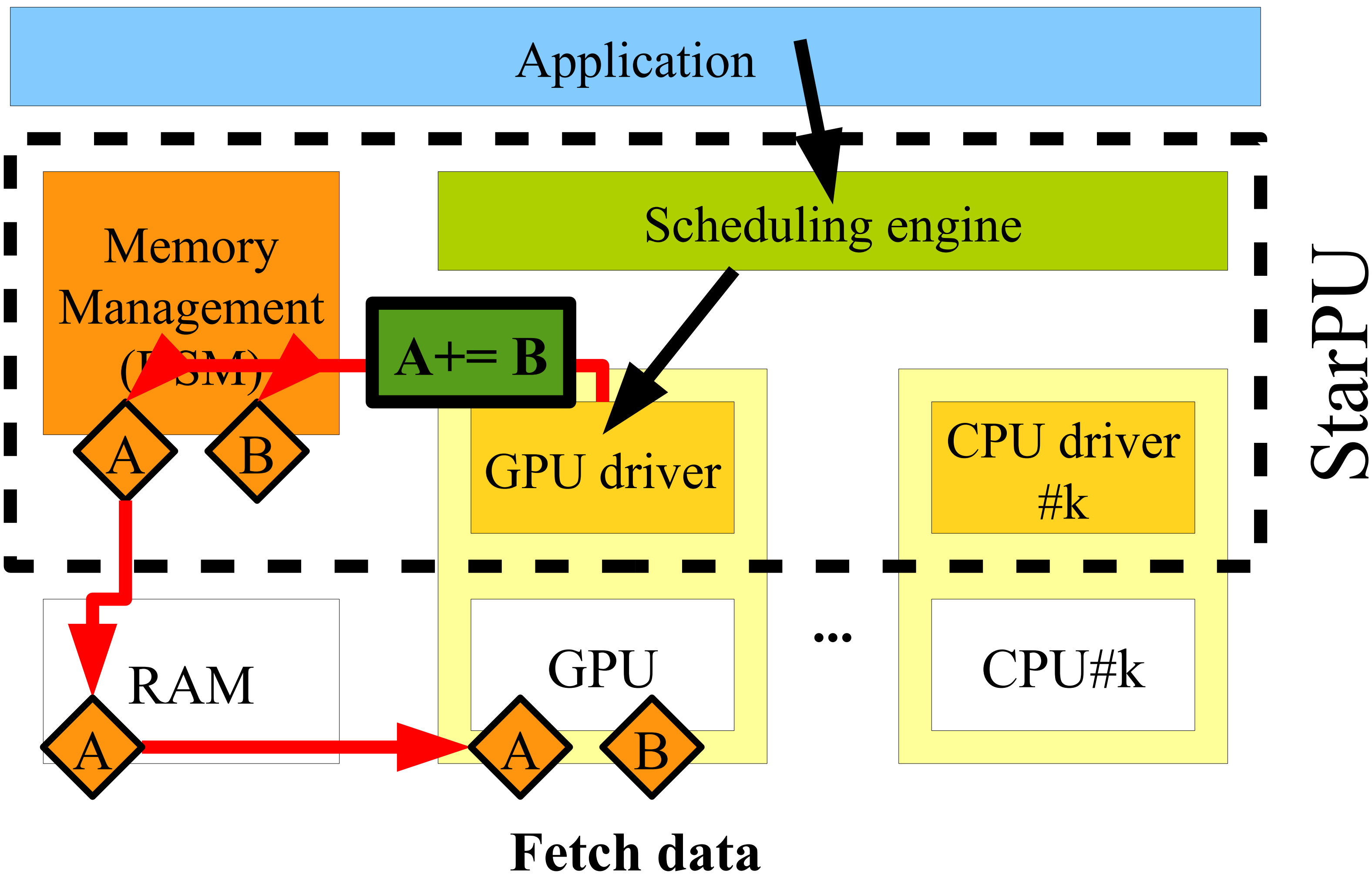


The StarPU runtime system

Execution model



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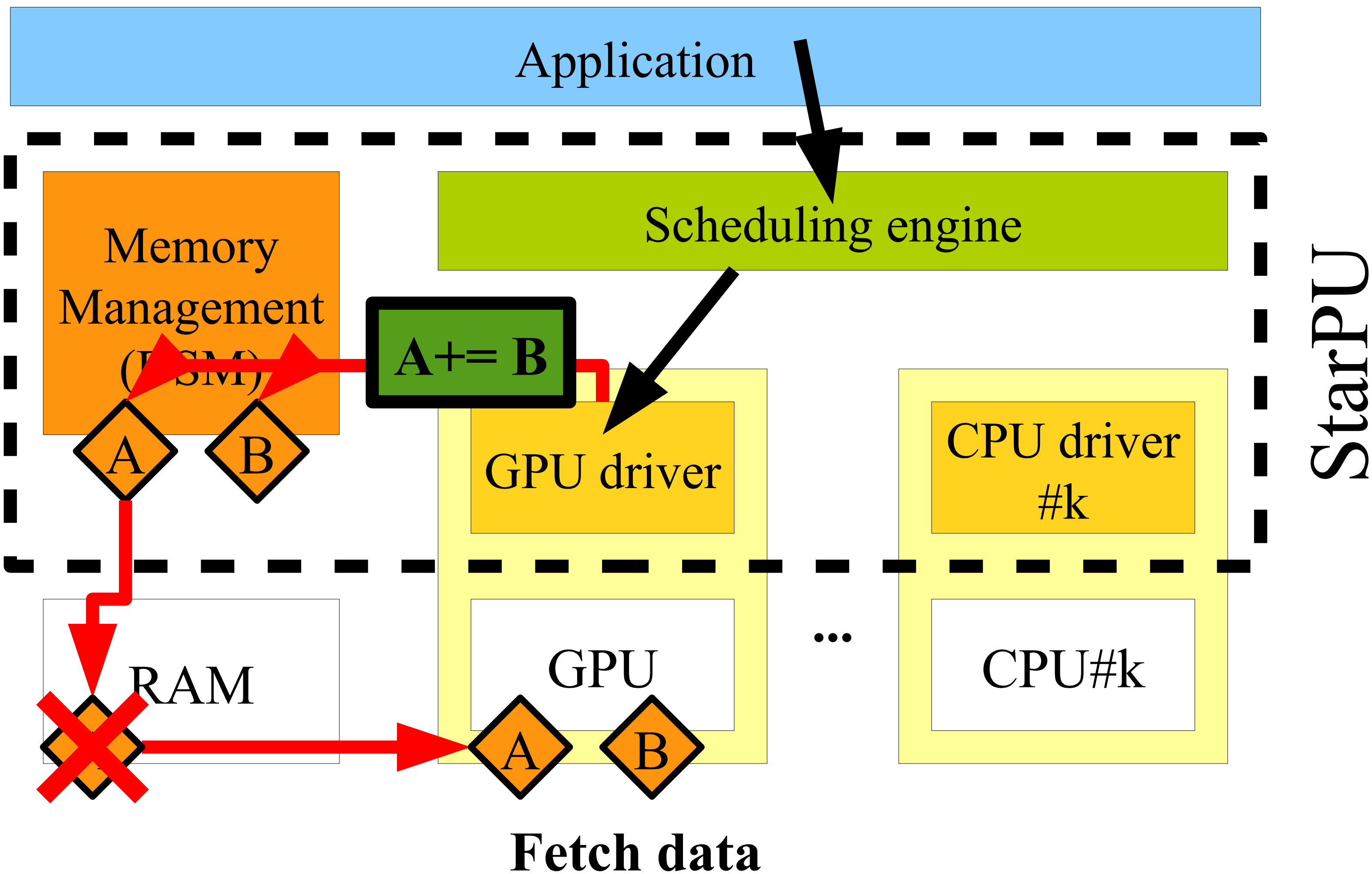

The StarPU runtime system
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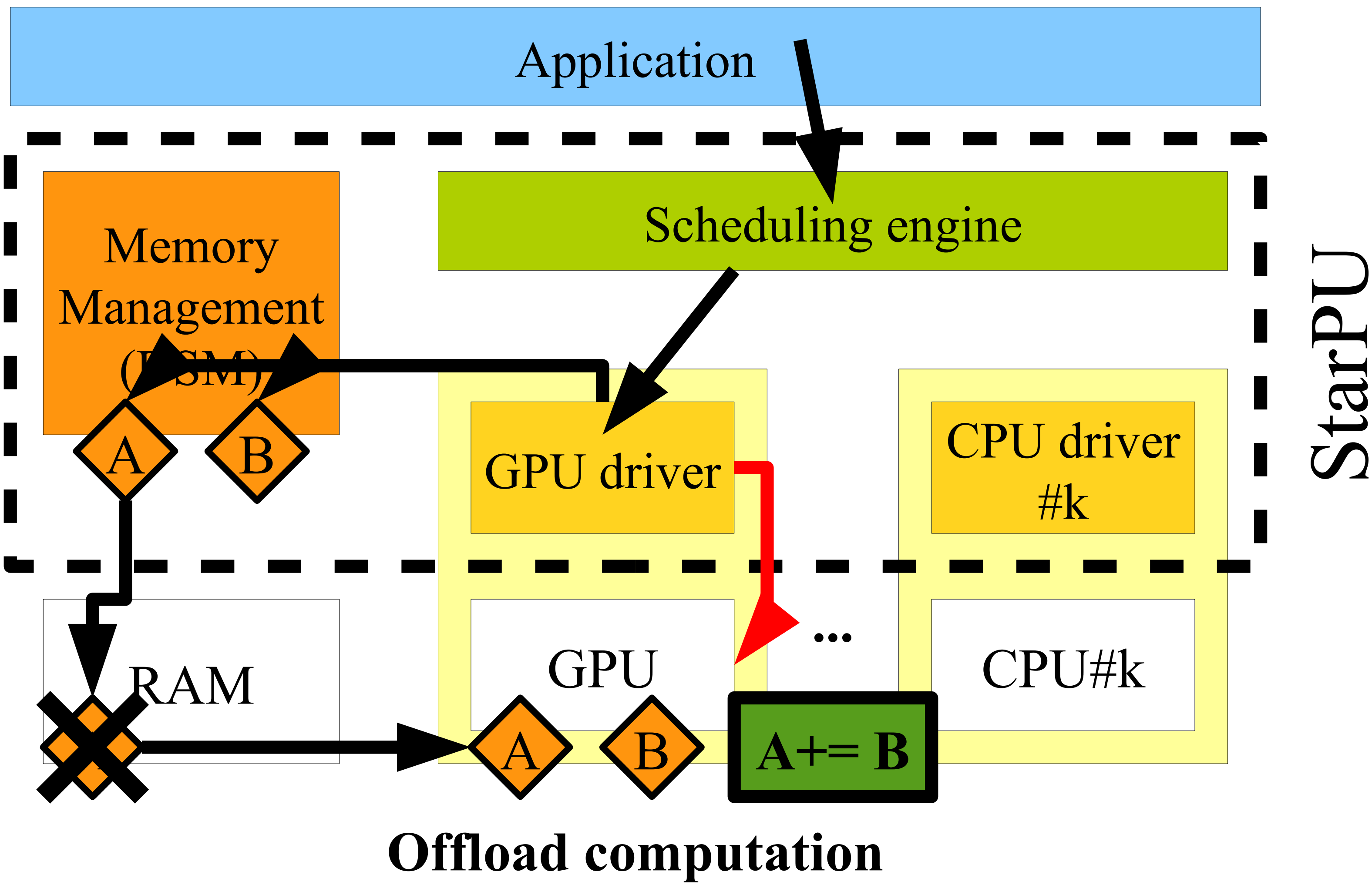

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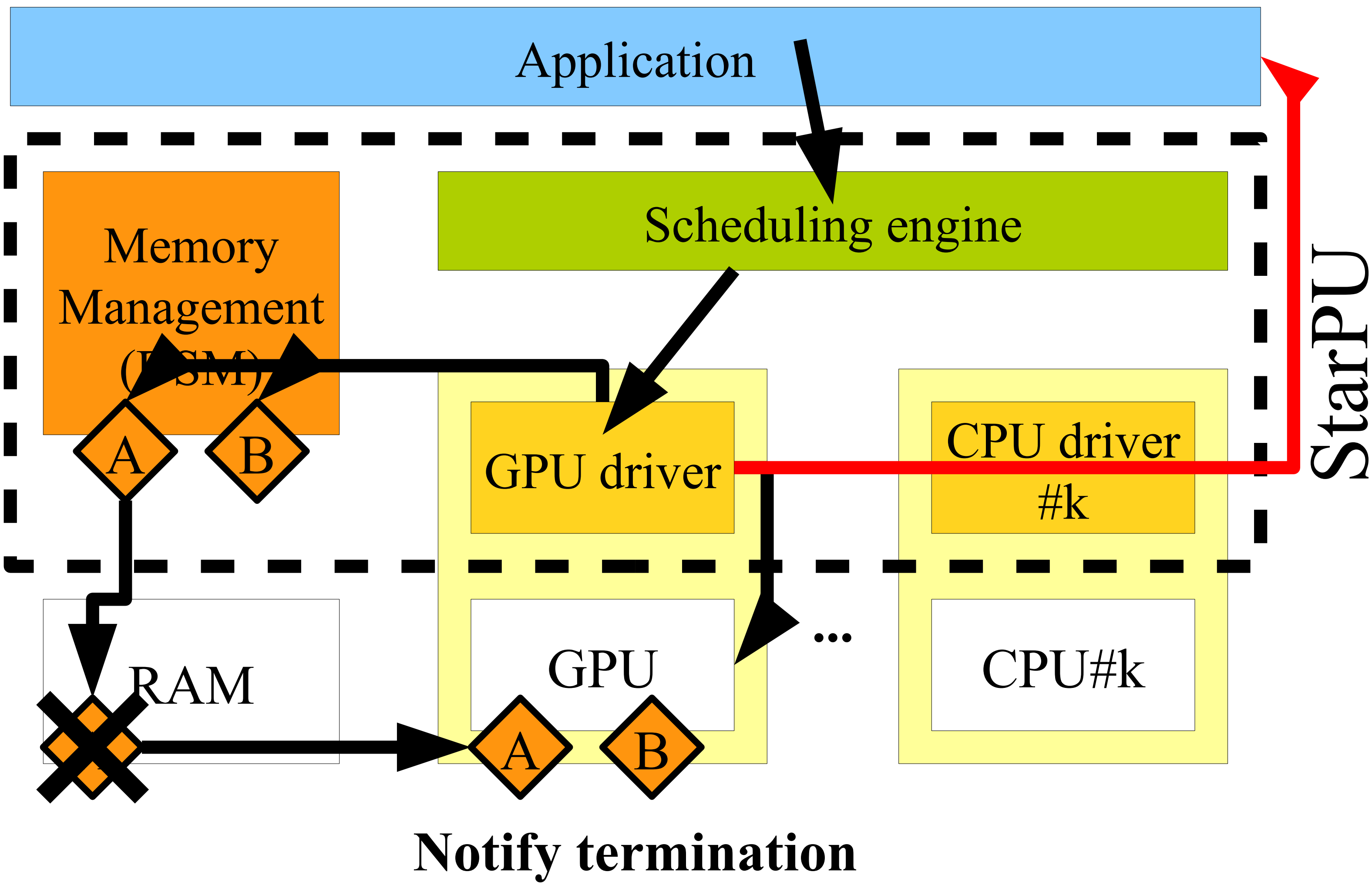


The StarPU runtime system

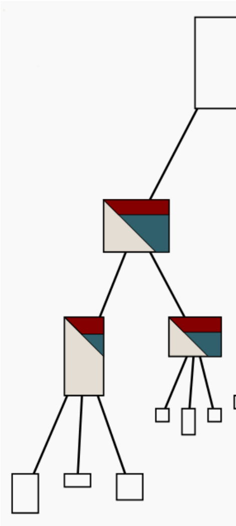
Development context

- History
  - Started about 9 years ago
    - PhD Thesis of Cédric Augonnet
  - StarPU main core ≈ 70k lines of code
  - Written in C
- Open Source
  - Released under LGPL
  - Sources freely available
    - git repository and nightly tarballs
    - See https://starpu.gitlabpages.inria.fr/
  - Open to external contributors
- [HPPC'08]
- [Europar'09] – [CCPE'11],... >1500 citations

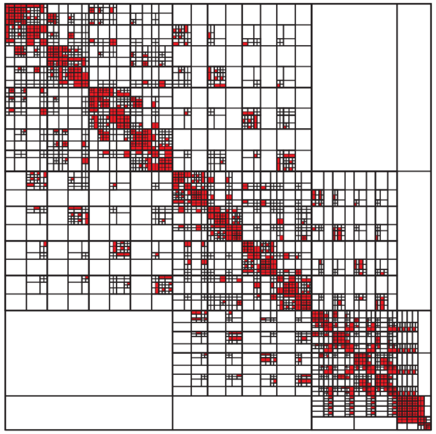
The StarPU runtime system

Success stories

Task-based programming actually makes things easier!



- QR-Mumps (sparse linear algebra)
  - Non-task version: only 1D decomposition
  - Task version: 2D decomposition, flurry of parallelism
    - With seamless memory control



- H-Matrices (compressed linear algebra, AirBus)
  - Out-of-core support
    - Could run cases unachievable before
    - e.g. 1600 GB matrix with 256 GB memory
  - Shipped to AirBus customers
- Implemented CFD, FMM, CG, stencils, …

The StarPU runtime system

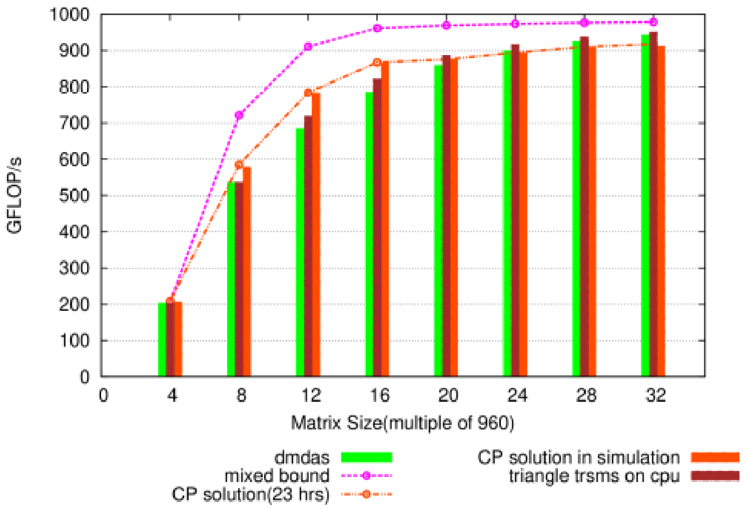
Supported platforms

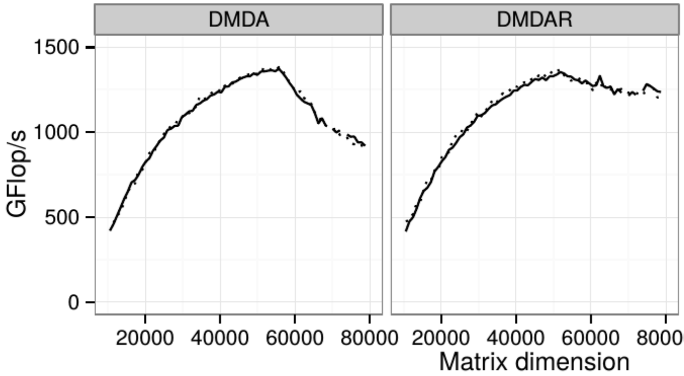
- Supported architectures
  - Multicore CPUs (x86, PPC, ...)
  - NVIDIA GPUs
  - OpenCL devices (eg. AMD cards)
  - Intel Xeon Phi (MIC)
  - FPGA (ongoing)
  - Intel SCC, Kalray MPPA, Cell (decommissioned)
- Supported Operating Systems
  - Linux
  - Mac OS
  - Windows

Task-based support

Then all of this comes "for free" :

- Task/data scheduling
  - Pipelining
  - Load balancing
  - GPU memory limitation management
  - Data prefetching
- Performance bounds
- Distributed execution through MPI
- High-level performance analysis
- Out-of-core : optimized swapping to disk
- Debugging sequential execution
- Reproducible performance simulation





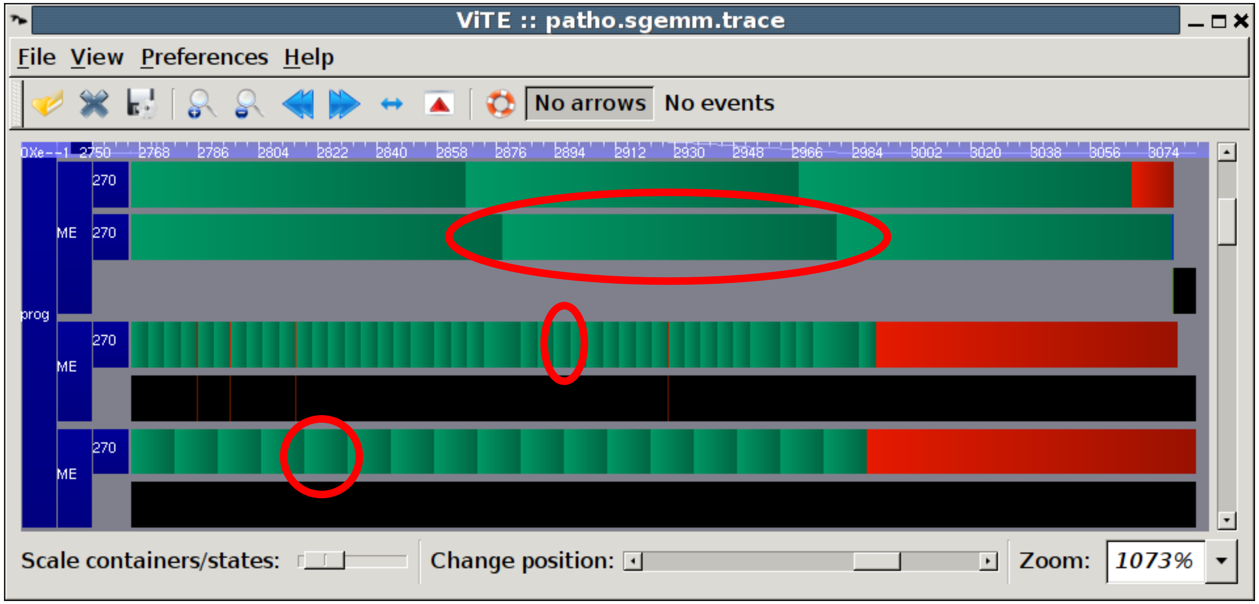
Task Scheduling

Why do we need task scheduling ?

Blocked Matrix multiplication

Things can go (really) wrong even on trivial problems !

- Static mapping ?
  - Not portable, too hard for real-life problems
- Need Dynamic Task Scheduling
  - Performance models



2 Xeon cores

Quadro FX5800

Quadro FX4600

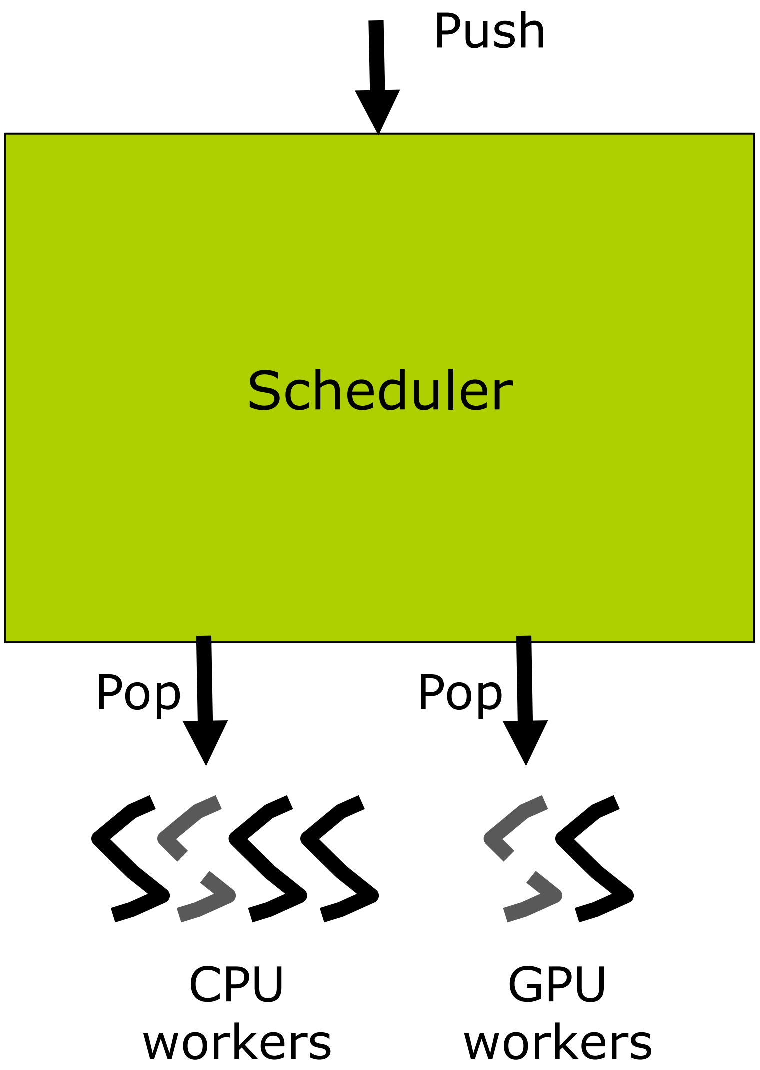
Runtime-based task scheduling

When a task is submitted, it first goes into a pool of "frozen tasks" until all dependencies are met

Then, the task is "pushed" to the scheduler

Idle processing units poll for work ("pop")

Various scheduling policies, can even be user-defined



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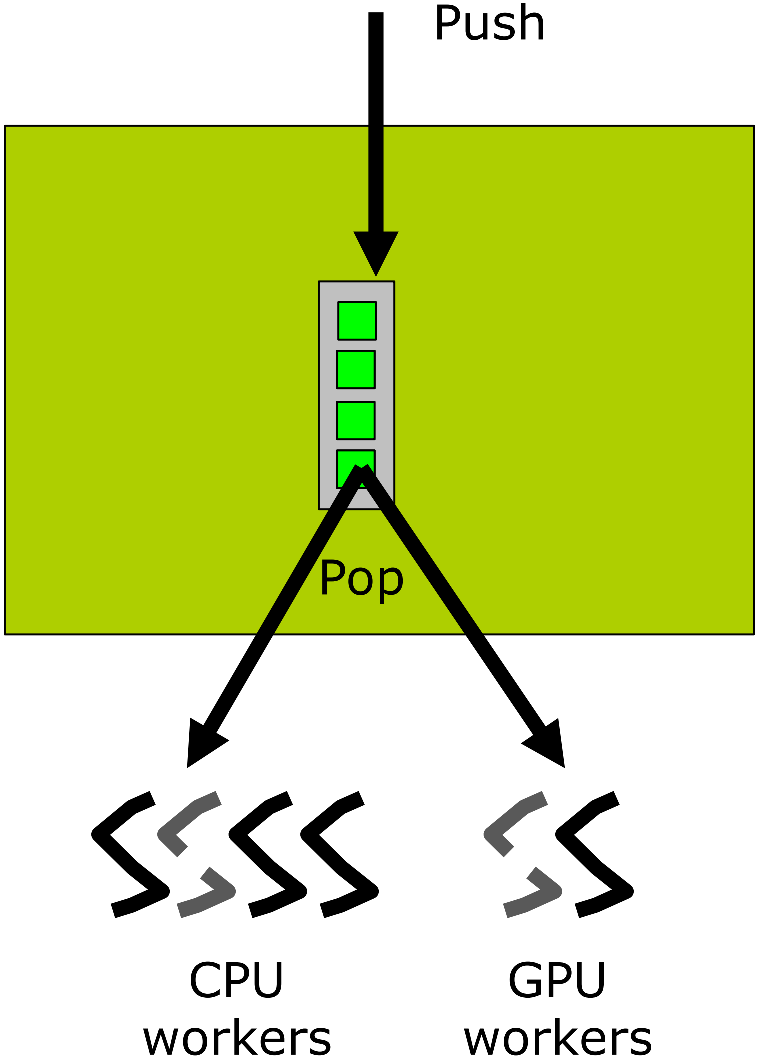

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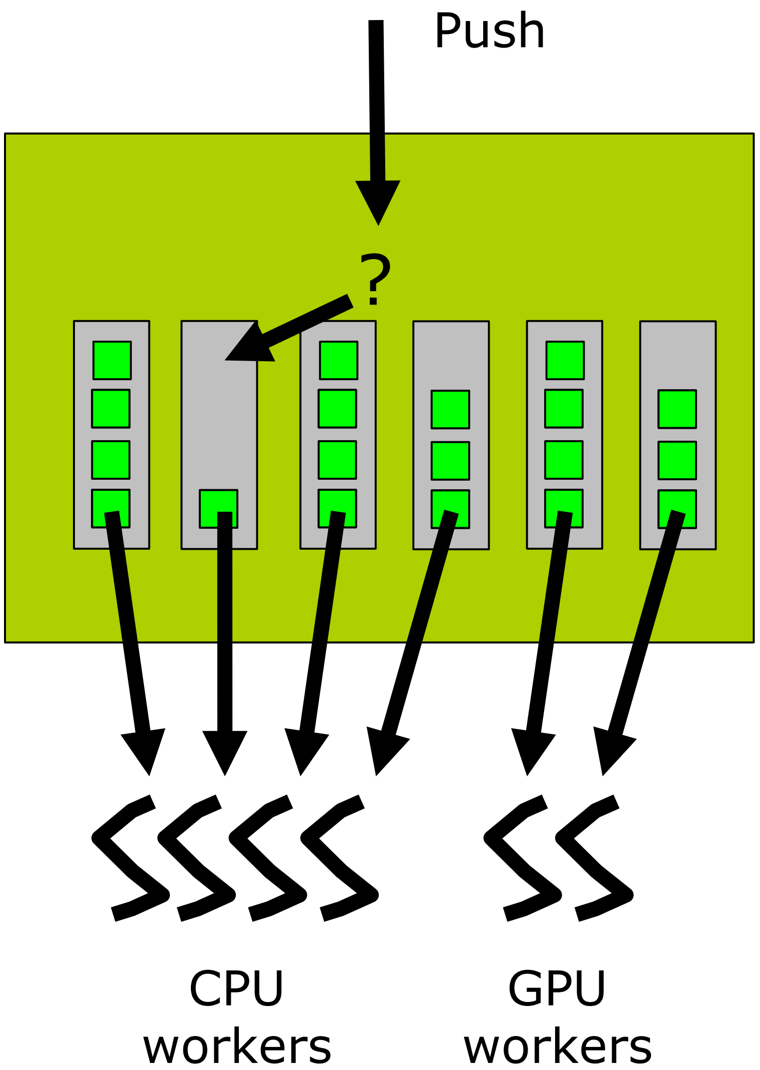

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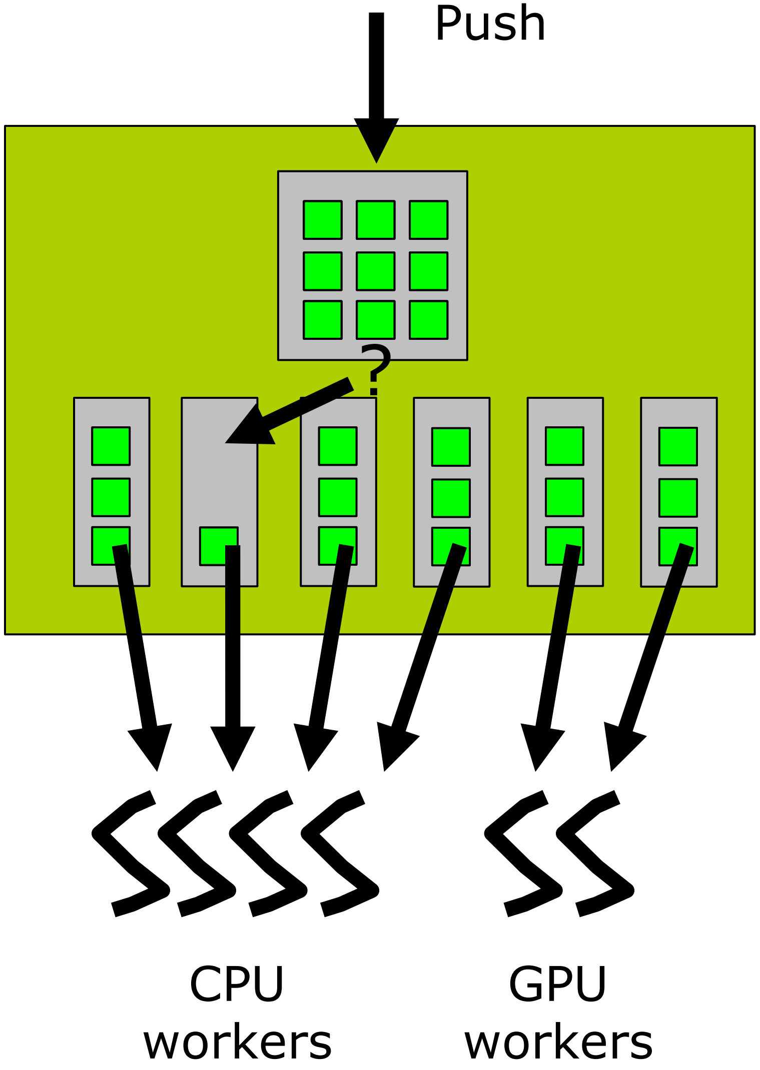
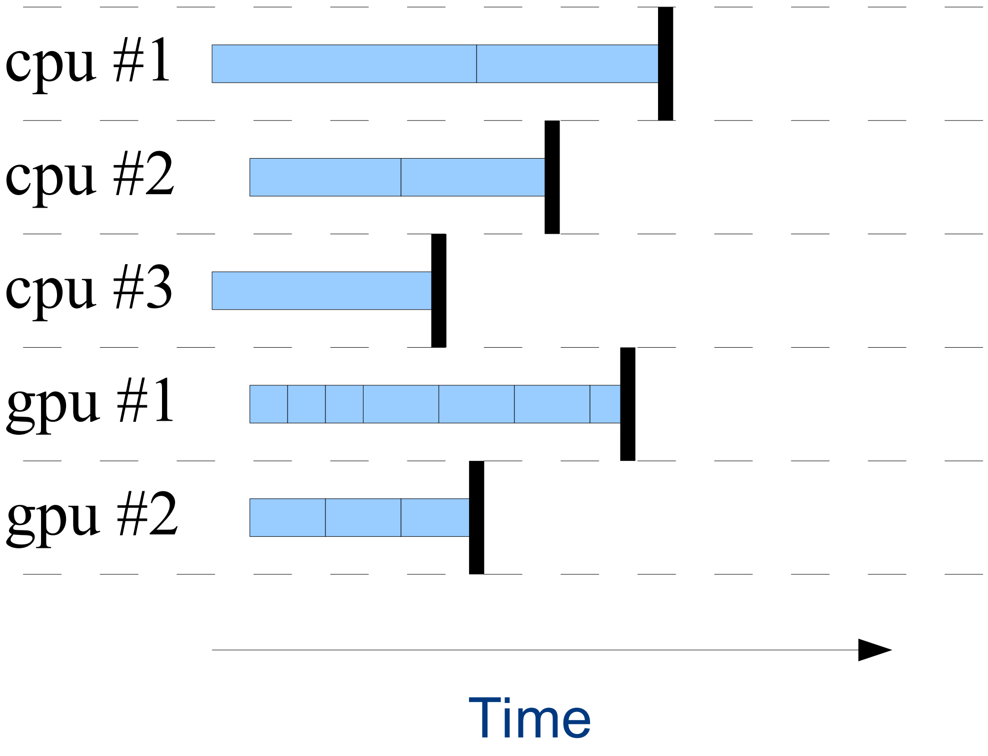


Prediction-based scheduling

Load balancing

- Task completion time estimation
  - History-based
  - User-defined cost function
  - Parametric cost model
  - [HPPC'09]
- Can be used to implement scheduling
  - E.g. Heterogeneous Earliest Finish Time



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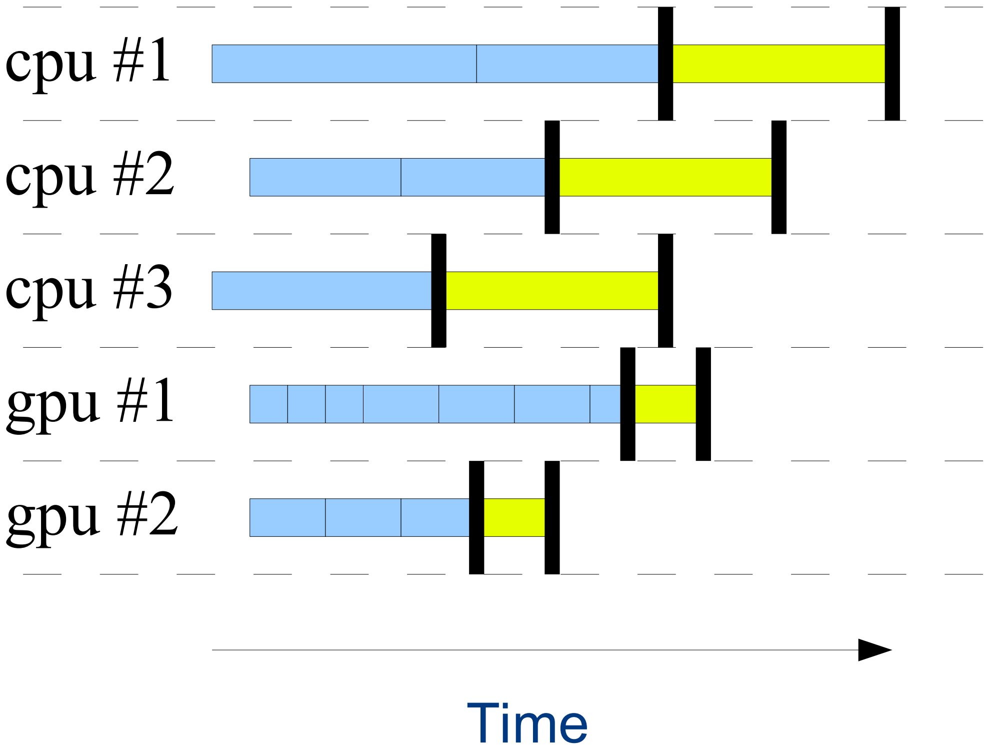

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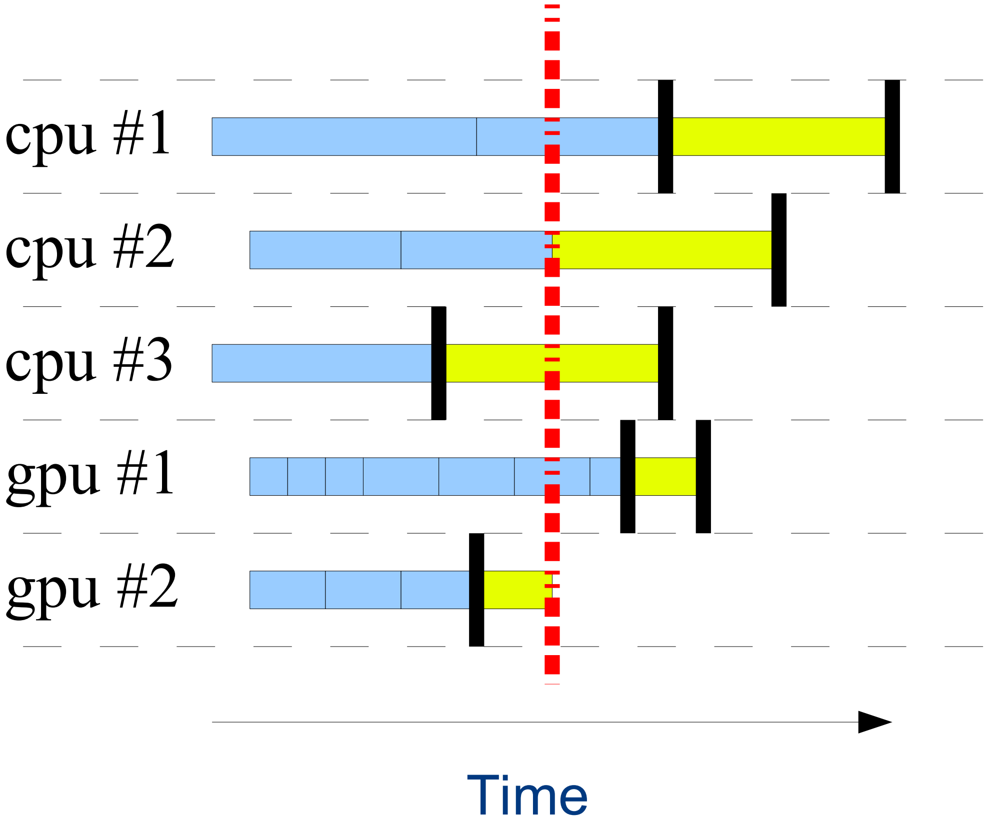

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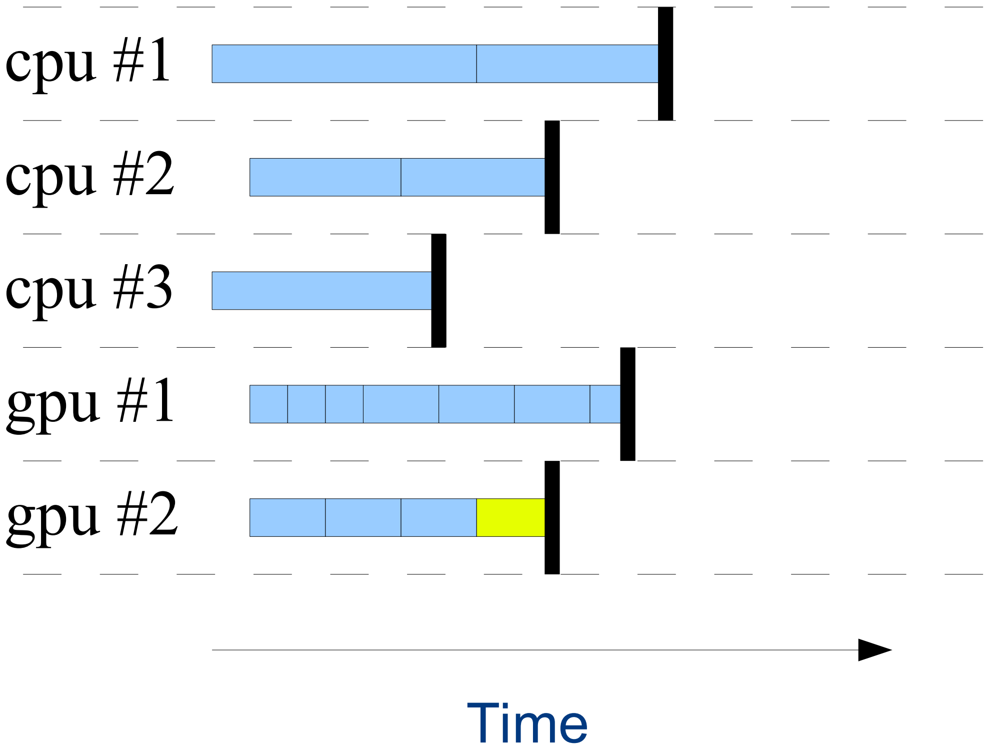
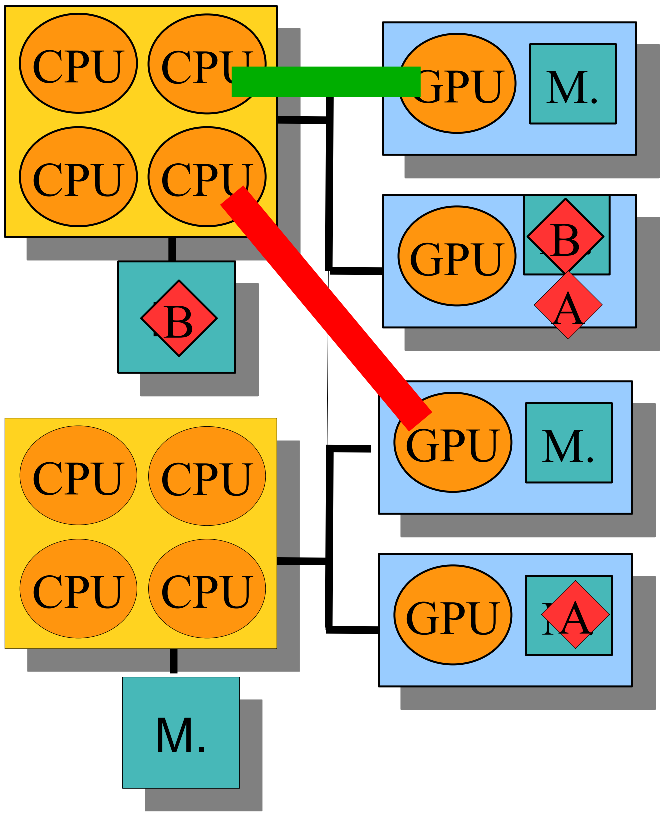


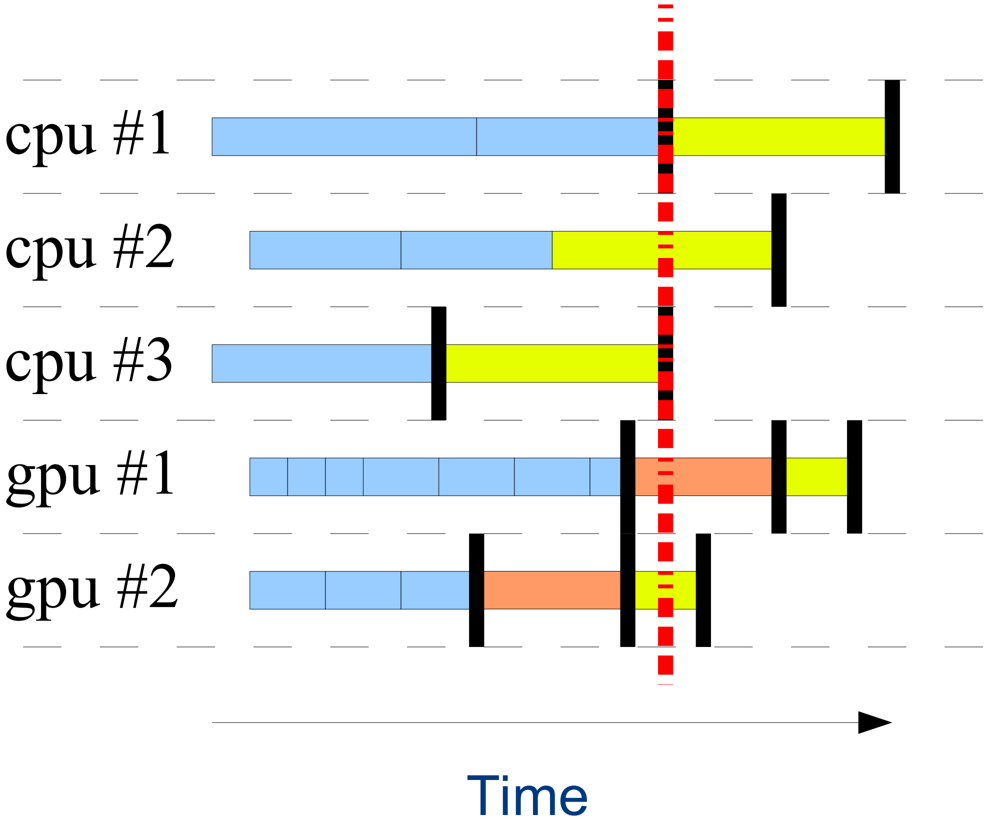
Predicting data transfer overhead
Motivations

- Hybrid platforms
  - Multicore CPUs and GPUs
  - PCI-e bus is a precious ressource
- Data locality vs. Load balancing
  - Cannot avoid all data transfers
  - Minimize them
- StarPU keeps track of
  - data replicates
  - on-going data movements



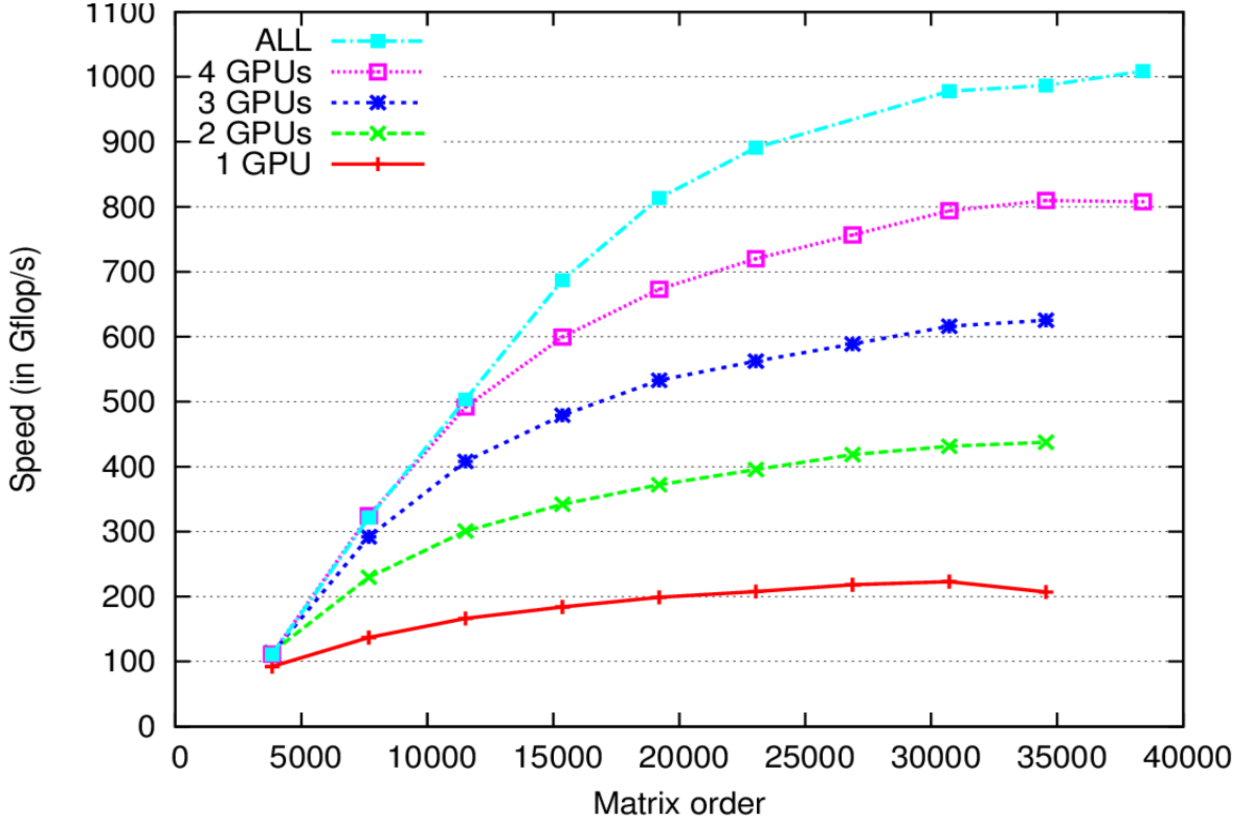
Prediction-based scheduling
Load balancing

- Data transfer time
  - Sampling based on off-line calibration
- Can be used to
  - Better estimate overall exec time
  - Minimize data movements
- Further
  - Power overhead
- **dmda** [ICPADS'10]



Mixing PLASMA and MAGMA with StarPU

- QR decomposition
  - Mordor8 (UTK) : 16 CPUs (AMD) + 4 GPUs (C1060)



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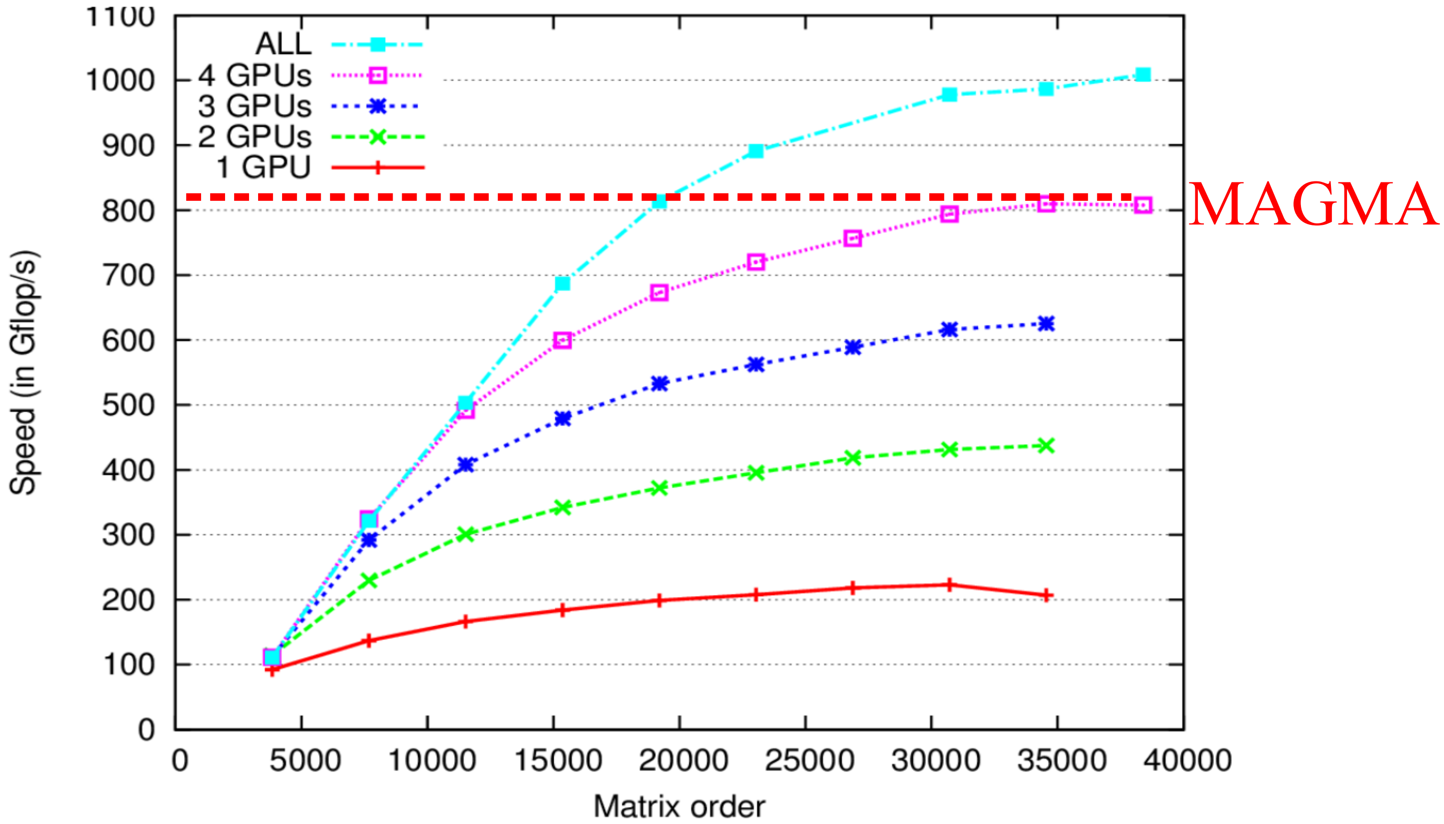

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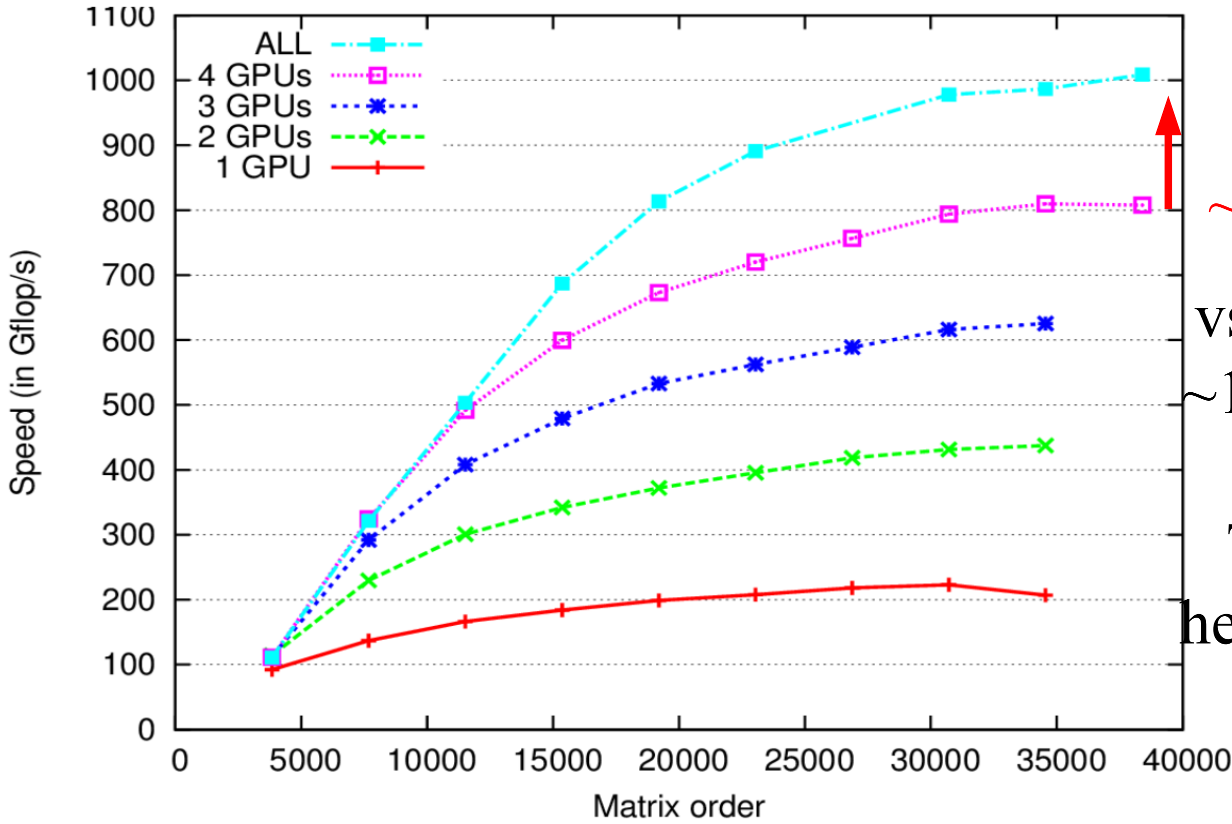

+12 CPUs
~200GFlops

vs measured
~150Gflops !

Thanks to
heterogeneity

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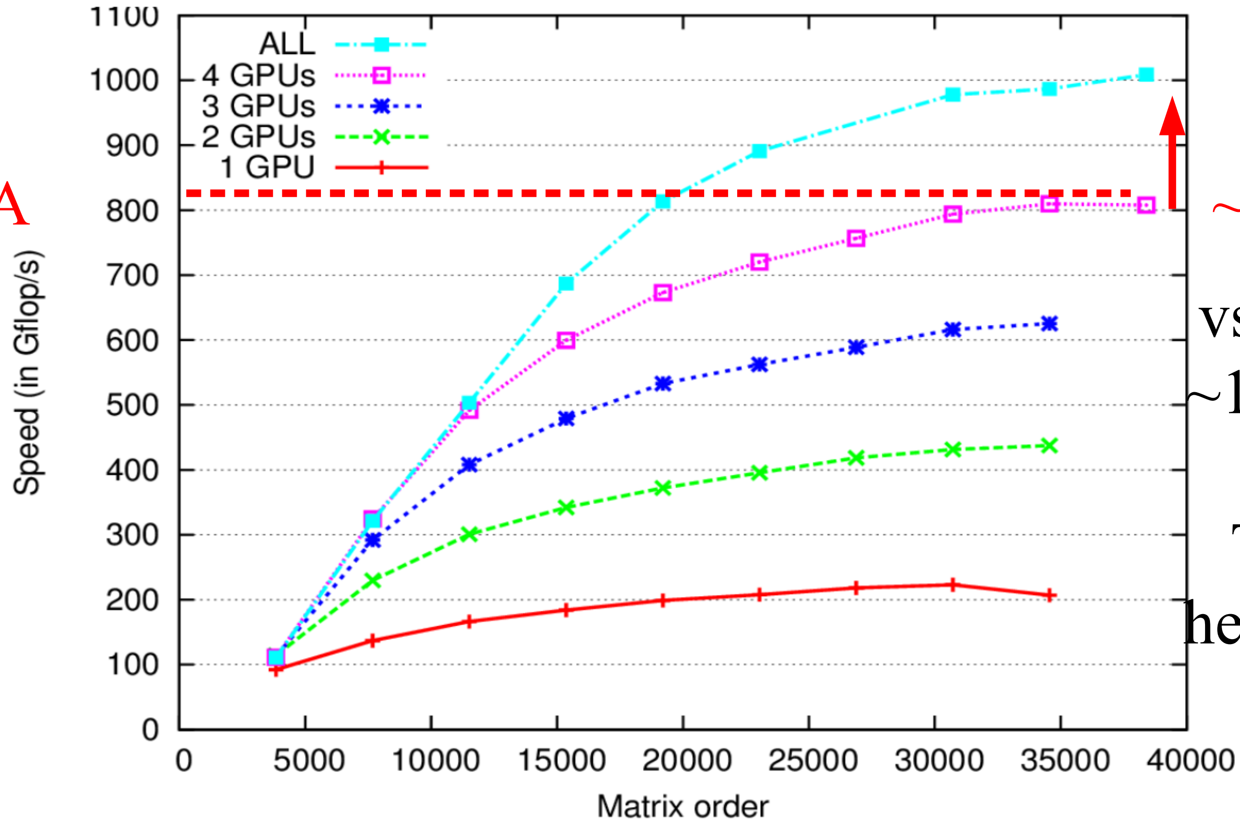
MAGMA



+12 CPUs ~200GFlops

vs measured ~150Gflops !

Thanks to heterogeneity

Mixing PLASMA and MAGMA with StarPU

- « Super-Linear » efficiency in QR?
  - Kernel efficiency
    - sgeqrt
      - CPU: 9 Gflops GPU: 30 Gflops (Speedup : ~3)
    - stsqrt
      - CPU: 12Gflops GPU: 37 Gflops (Speedup: ~3)
    - somqr
      - CPU: 8.5 Gflops GPU: 227 Gflops (Speedup: ~27)
    - Sssmqr
      - CPU: 10Gflops GPU: 285Gflops (Speedup: ~28)
  - Task distribution observed on StarPU
    - sgeqrt: 20% of tasks on GPUs
    - Sssmqr: 92.5% of tasks on GPUs
  - Taking advantage of heterogeneity !
    - Only do what you are good for
    - Don't do what you are not good for

Cluster support

How to scale over MPI?

(StarPU handles intra-MPInode scheduling fine)

- Splitting graph by hand
  - Complex, not flexible
- Master-Slave does not scale
  - ➔ Each node should determine its duty by itself
- Algebraic representation of e.g. Parsec
  - Difficult to write
  - Not flexible enough for any kind of application
- Recursive task graph unrolling
  - Complex

➔ Rather just unroll the whole task graph on each node

Automatic generation of Send/Recv MPI VSM

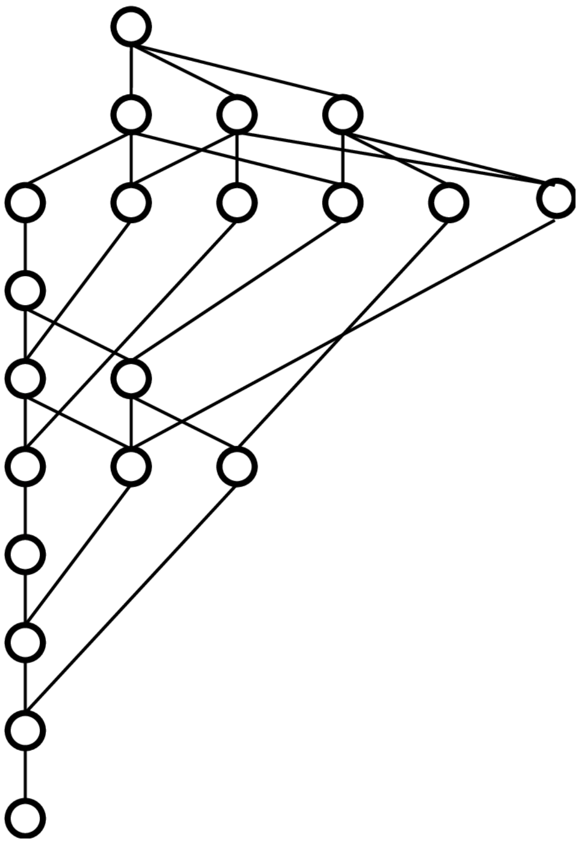
- Application decides data distribution over MPI nodes
- But data coherency extended to the MPI level
  - Automatic starpu_mpi_send/recv calls for each task
- Similar to a DSM, but granularity is whole data and whole task

- All nodes process the whole algorithm
  - Actual task execution according to data being written to

Sequential-looking code !

MPI VSM

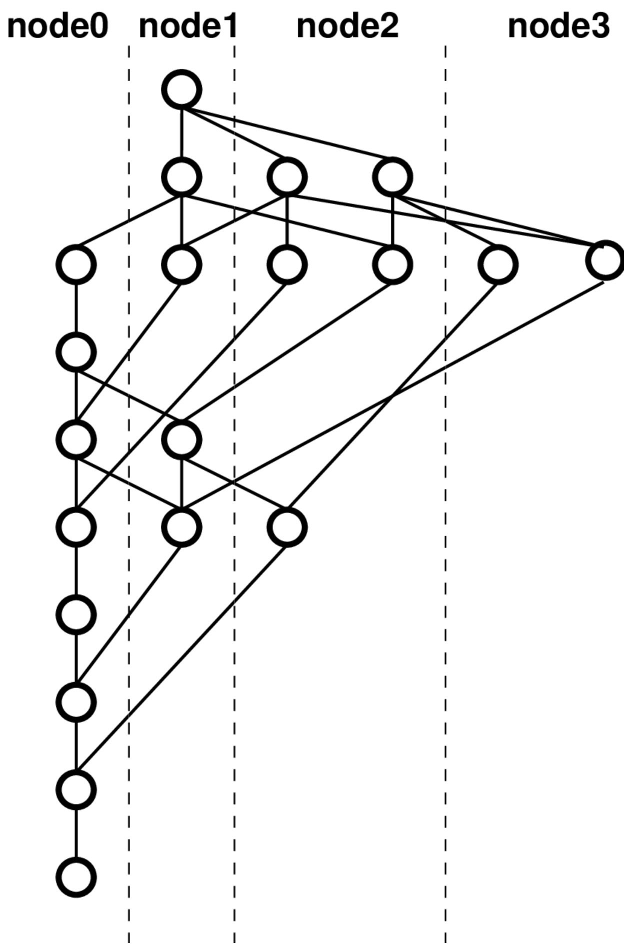
```
For (k = 0 .. tiles – 1) {
        POTRF(A[k,k])
        for (m = k+1 .. tiles – 1)
                TRSM(A[k,k], A[m,k])
        for (m = k+1 .. tiles – 1) {
                SYRK(A[m,k], A[m,m])
                for (n = m+1 .. tiles – 1)
                        GEMM(A[m,k], A[n,k], A[n,m])
        }
}
```



MPI VSM

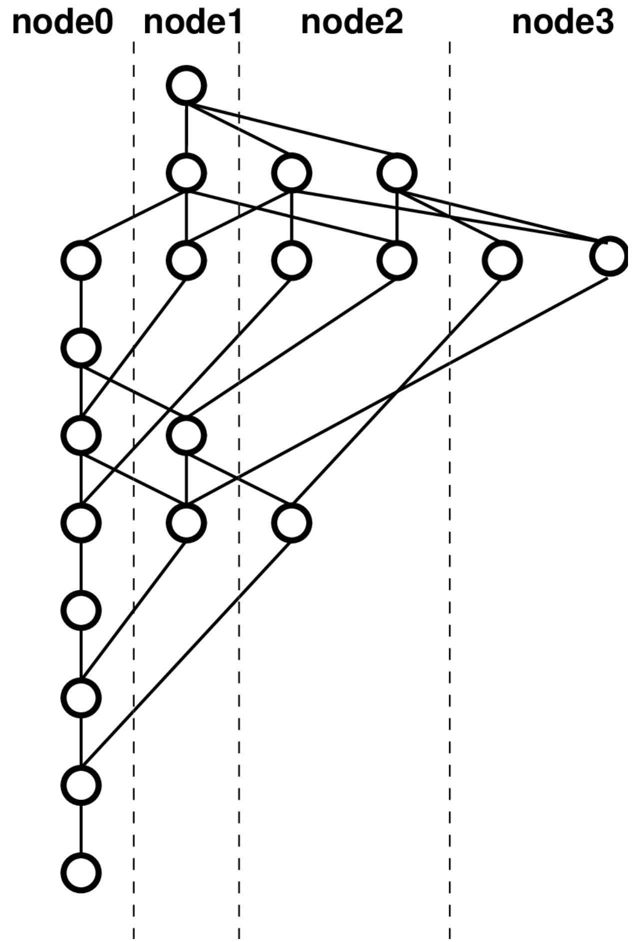
- Data mapping (e.g. 2D block-cyclic)

```
int get_rank(int m, int n) { return ((m%p)*q + n%q); }

For (m = 0 .. tiles – 1)
        For (n = m .. tiles – 1)
                set_rank(A[m,n], get_rank(m,n));

For (k = 0 .. tiles – 1) {
        POTRF(A[k,k])
        for (m = k+1 .. tiles – 1)
                TRSM(A[k,k], A[m,k])
        for (m = k+1 .. tiles – 1) {
                SYRK(A[m,k], A[m,m])
                for (n = m+1 .. tiles – 1)
                        GEMM(A[m,k], A[n,k], A[n,m])
        }
}
```



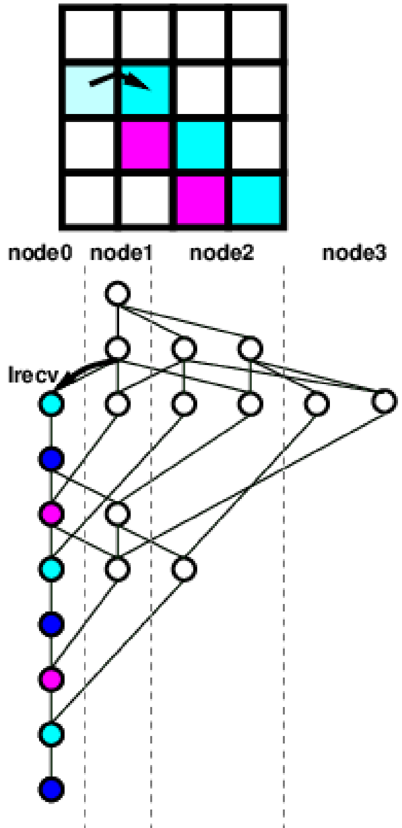
MPI VSM

- Each node unrolls the whole task graph
- Data ↔ node mapping
  - Provided by the application
    - E.g. 2D block-cyclic
  - Can be modified during submission
    starpu_mpi_data_migrate()
- Task ↔ node mapping
  - Tasks move to data they modify
- Separation of concerns: graph vs mapping
- MPI transfers
  - Automatically queued
- Local view of the computation
  - No synchronizations
  - No global scheduling

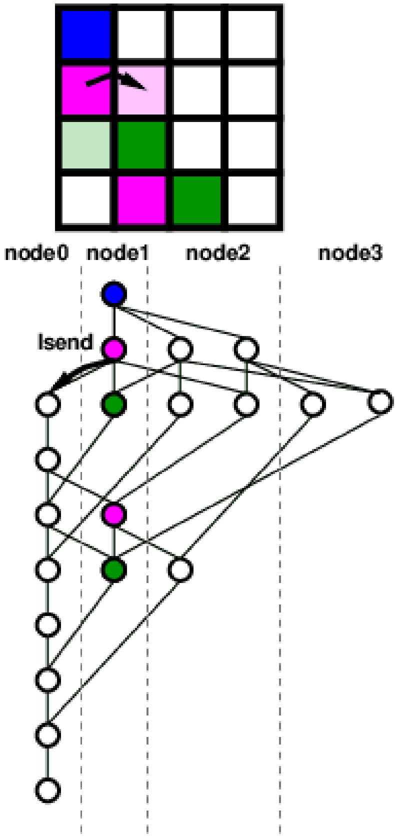


MPI VSM

- Right-Looking Cholesky decomposition (from PLASMA)



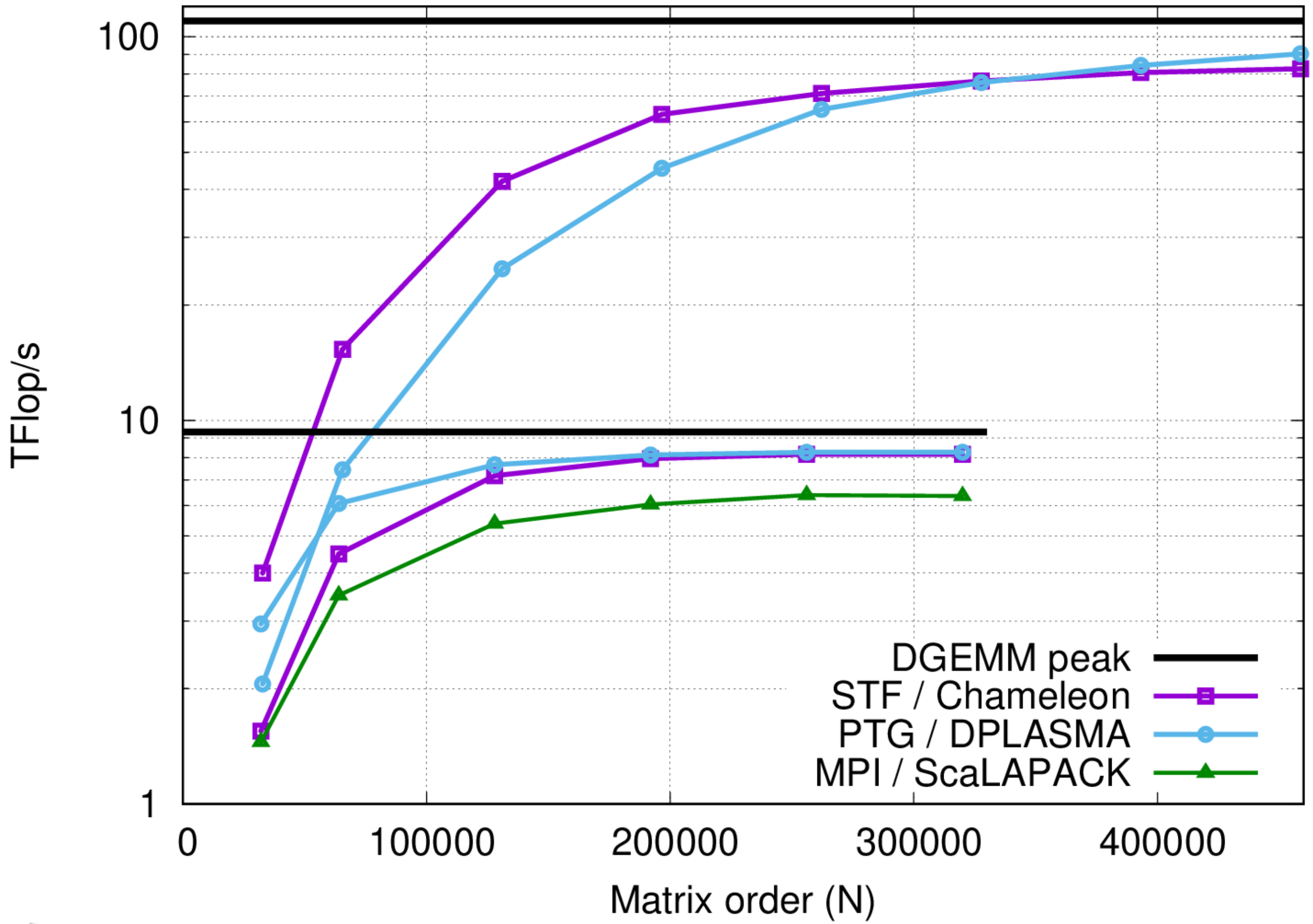
Node 0 execution



Node 1 execution

Cholesky cluster performance

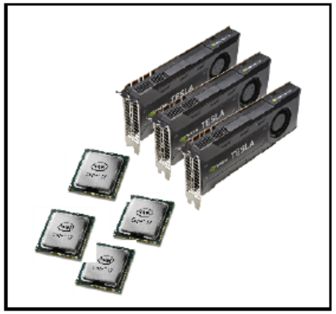
@CEA: 144 nodes with 8 CPU cores (E5620) + 2 GPUs (M2090)



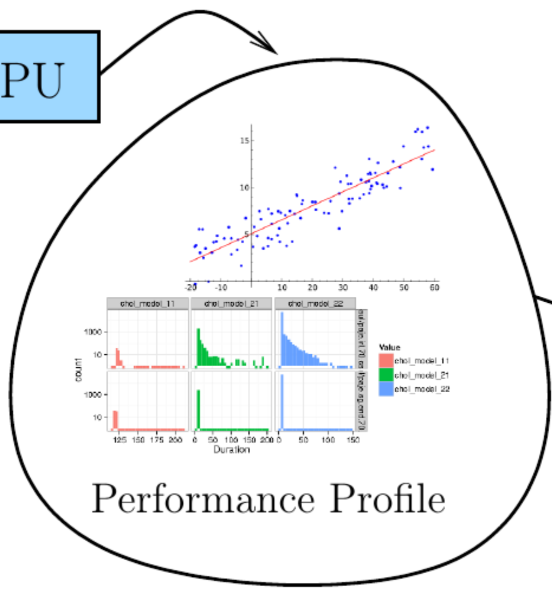
Simulation

Simulation with SimGrid

Calibration



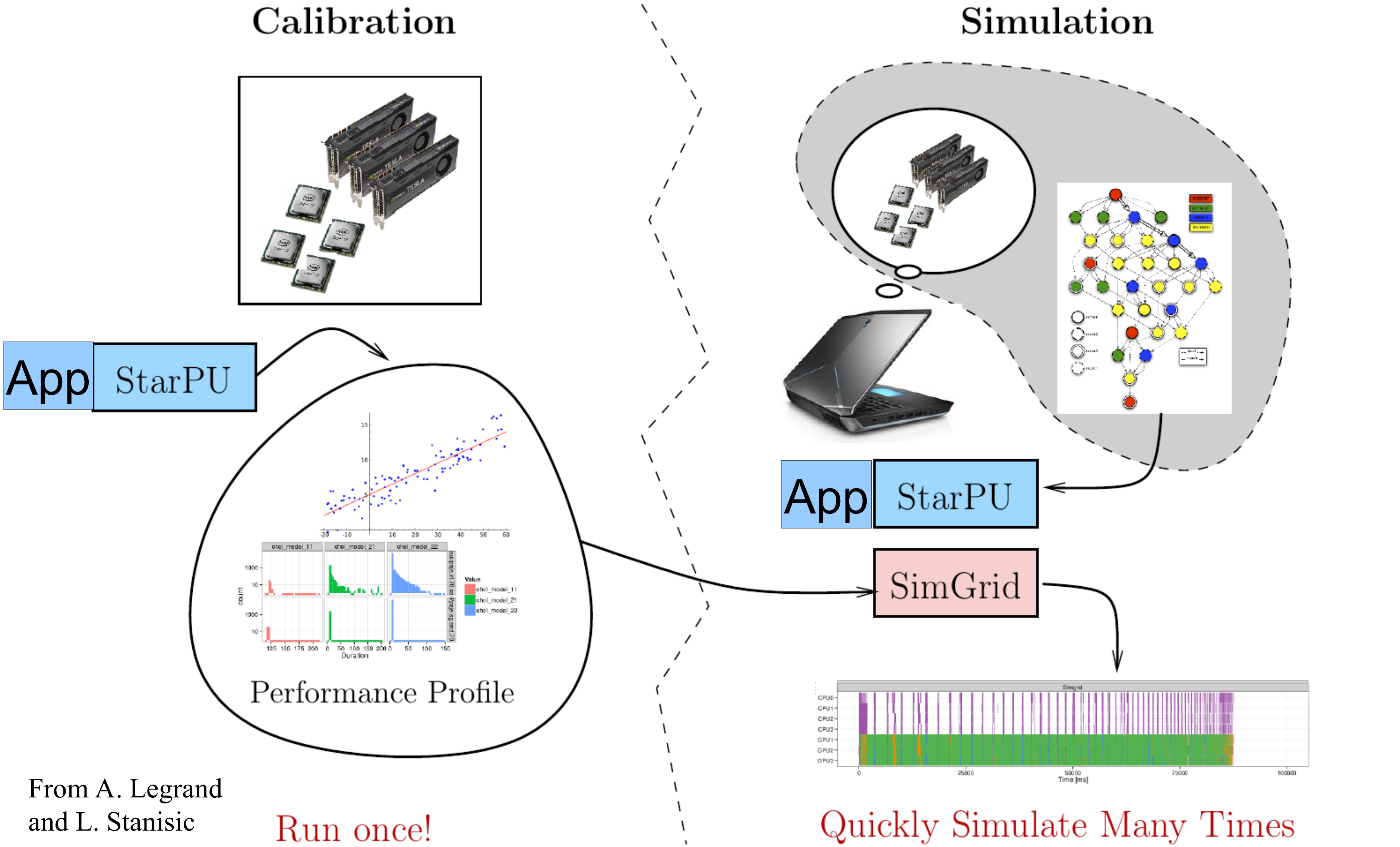
App StarPU



From A. Legrand
and L. Stanisic

Run once!

Simulation with SimGrid



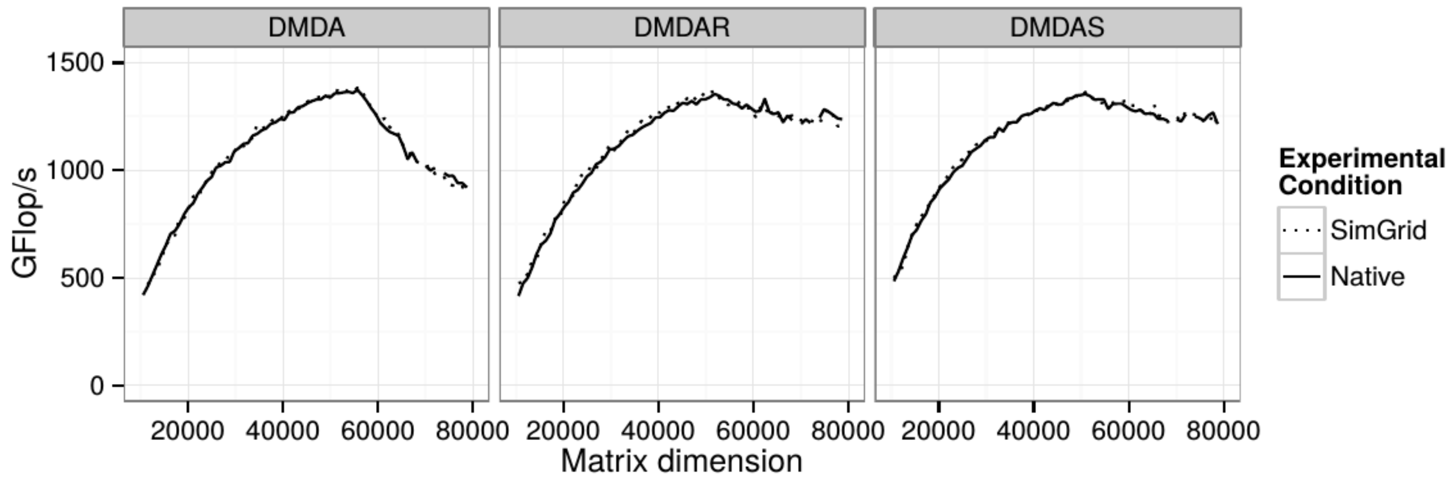
From A. Legrand
and L. Stanisic

Simulation with SimGrid

- Run application natively on target system
  - Records performance models
- Rebuild application against simgrid-compiled StarPU
- Run again
  - Uses performance model estimations instead of actually executing tasks

- Way faster execution time
- Reproducible experiments
- No need to run on target system
- Can change system architecture

Simulation with SimGrid



- Way faster execution time
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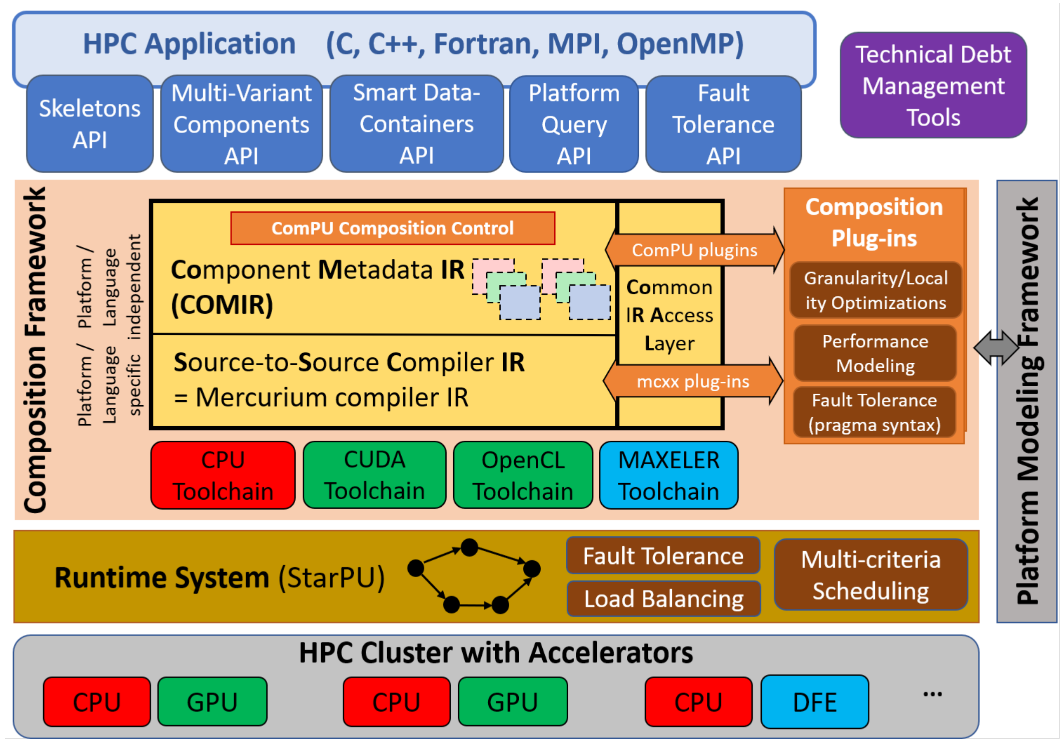
Conclusion

Task graphs

- Nice programming model
  - Keep sequential program!
- Optimized execution
- Playground for research
  - Scheduling
  - Fault Tolerance
  - Statistics



- Used for various real-world computations
  - Cholesky/QR/LU (dense/sparse/compressed), stencil, CG, CFD, FMM…

http://starpu.gitlabpages.inria.fr/tutorials/

StarPU Tutorial on February 24h

- To be run in a docker container
- Please follow the EXA2PRO Getting Started Guide
  - See attachment in the timetable of the event
  - Section 2 « Installation »
  - Takes 1/2h - 1h