

# Salus: Fine-Grained GPU Sharing Primitives for Deep Learning Applications

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## INTRODUCTION

## **GPU: Lack of flexibility**

A deep learning (DL) job can have many GPUs, but each GPU belongs to exactly one application.

- Hinders the scheduling ability of GPU cluster managers
- Underutilization
  - Hyper-parameter tuning (AutoML)
  - Model serving (Inference)

# **DESIGN**

## Salus is a consolidated execution service enabling sharing primitives:

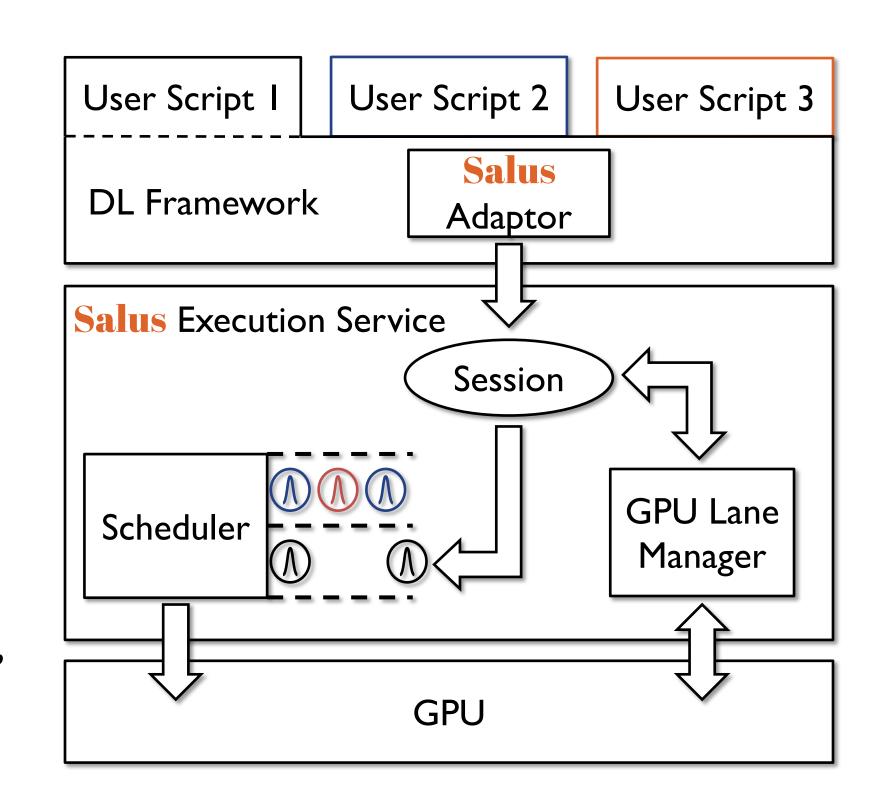
- Fast job switching,
- Memory sharing

## Without modifying any

- User scripts
- Operating systems, or
- Hardware

## With the goal to

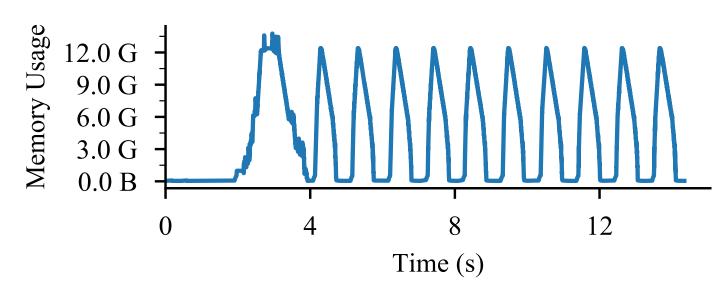
- Support new GPU schedulers,
- Improve GPU utilization



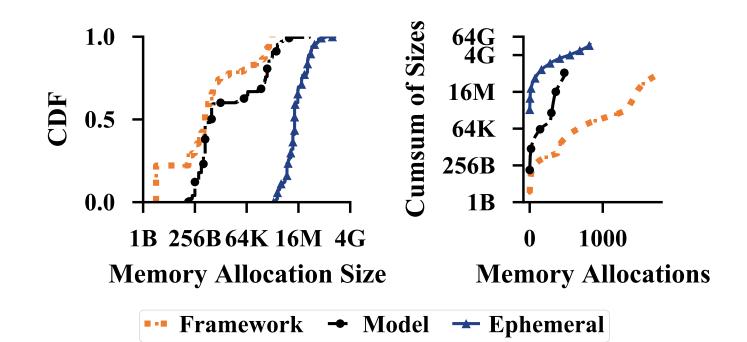
## MEMORY USAGE

## 3 types of memory:

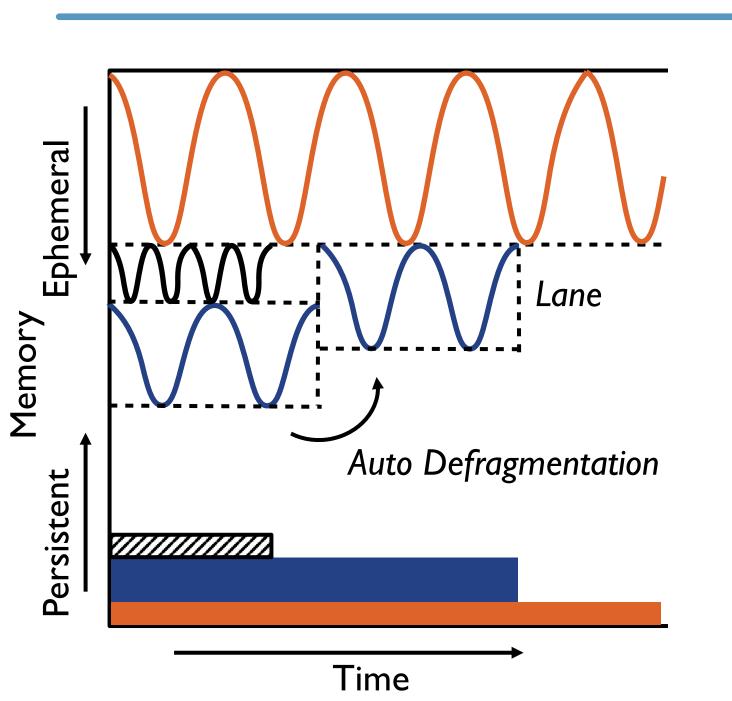
- Model
- Ephemeral
- Framework-internal



Memory usage when training ResNet152.



# **GPU LANE**



- Continuous physical memory
  - + GPU stream
- Time-slicing within lane,
  parallel across lanes
- Dynamic re-partitioning
- Avoid in-lane fragmentation

# SCHEDULING

#### **PACK**

packs tasks together for higher utilization.

#### SRTF

prioritize based on shortest remaining time.

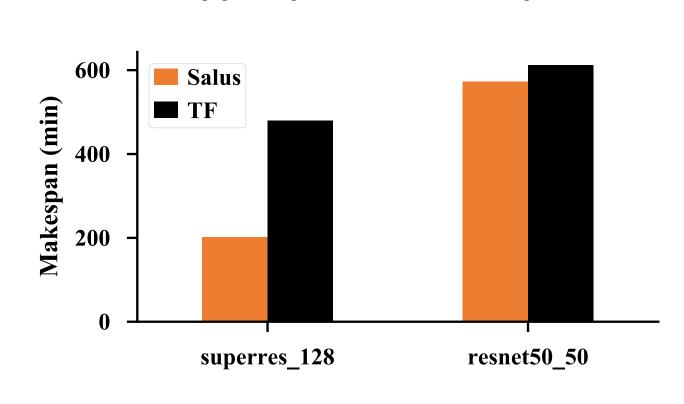
### **FAIR**

equalizes the resource usage of active jobs.

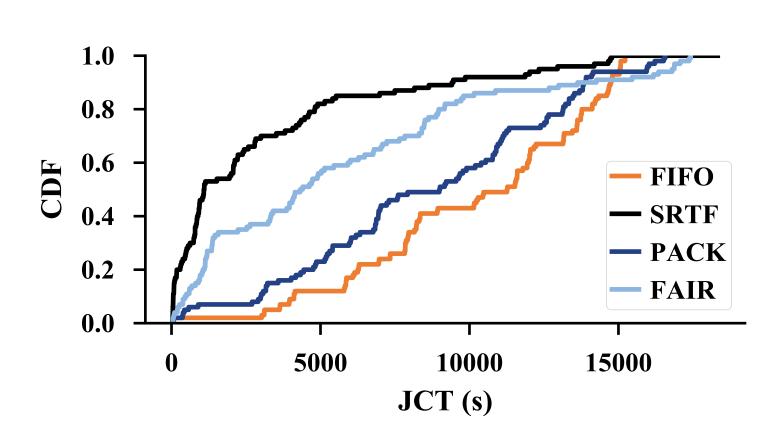
Still a Huge design space to explore

# **EVALUATION**

I 00 jobs from a production trace: SRTF vs FIFO: 3.19x improvement in Avg. JCT



2 sets of hyper-parameter exploration



42 DL inference applications in 1 GPU

