



# SUMMARY AND ADVANCED TOPICS SC22 TUTORIAL    *SESSION 11*

14 November 2022 | Andreas Herten | Jülich Supercomputing Centre, Forschungszentrum Jülich

# Overview

## Summary

1L: JUWELS Booster

2L: MPI-Distributed GPU Computing

4L: Performance/Debugging Tools

5L: Optimization Techniques

7L: NCCL, NVSHMEM

9L: Device-Initiated NVSHMEM

*More: Other Languages/Models*

OpenACC, OpenMP

Python

*More: In-Network Computing*

Concept

Libraries

Other Vendors

Summary, Conclusion

# Summary

## *1L: JUWELS Booster*

# JUWELS Booster Overview

## Node Configuration

Arch Atos Bull Sequana XH2000

CPU 2 × AMD EPYC 7402:

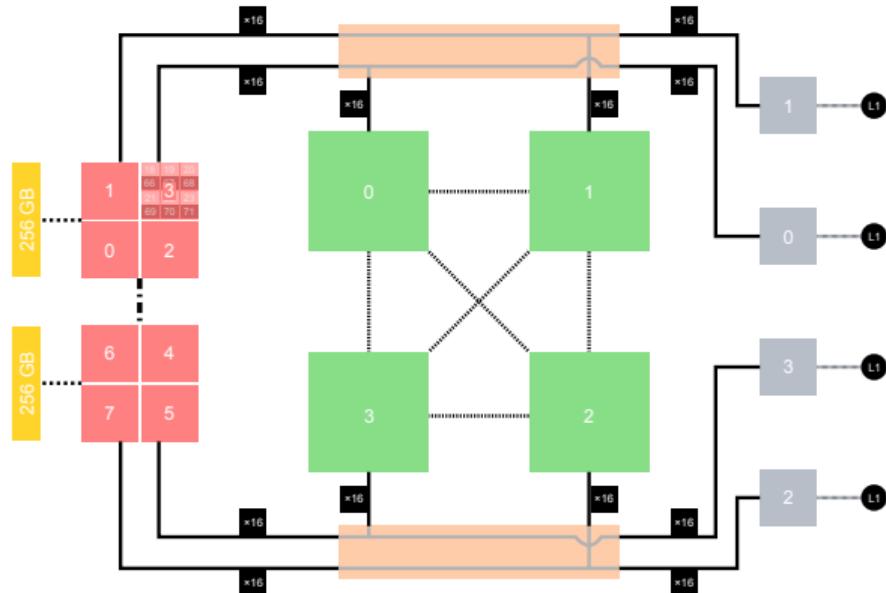
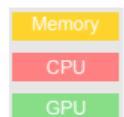
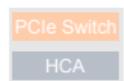
2Socket × 24Core × 2SMT,  
2 × 256 GB DDR4-3200 RAM;  
NPS-4

GPU 4 × NVIDIA A100 40 GB, NVLink3

HCA 4 × Mellanox HDR200  
(200 Gbit/s) InfiniBand  
ConnectX 6

etc 2 × PCIe Gen 4 switch

→ Many affinities



# JUWELS Booster Overview

## Node Configuration

Arch Atos Bull Sequana XH2000

CPU 2 × AMD EPYC 7402:

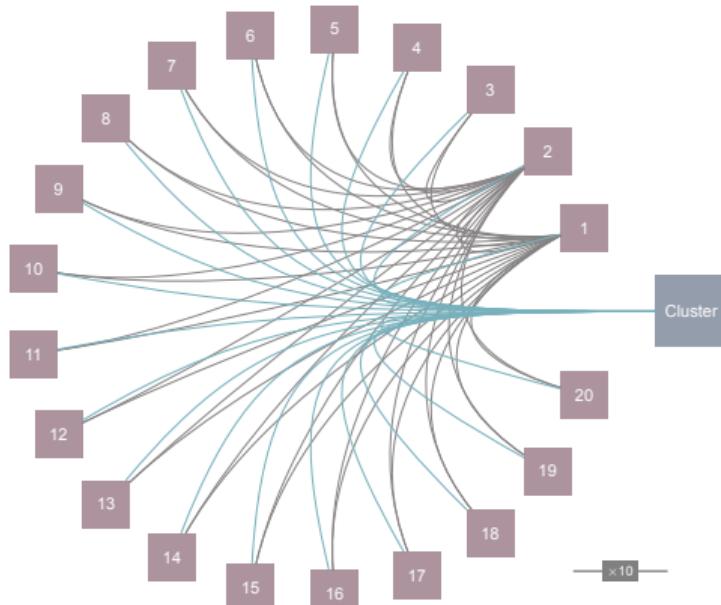
2<sub>Socket</sub> × 24<sub>Core</sub> × 2<sub>SMT</sub>,  
2 × 256 GB DDR4-3200 RAM;  
NPS-4

GPU 4 × NVIDIA A100 40 GB, NVLink3

HCA 4 × Mellanox HDR200  
(200 Gbit/s) InfiniBand  
ConnectX 6

etc 2 × PCIe Gen 4 switch

→ Many affinities



# Summary

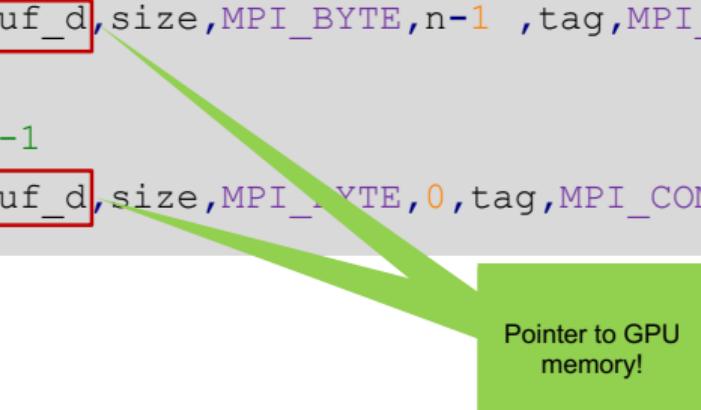
2L: MPI-Distributed GPU Computing

## CUDA-aware MPI

CUDA-aware MPI allows you to use Pointers to GPU-Memory as source and destination

```
//MPI rank 0
MPI_Send(s_buf_d, size, MPI_BYTE, n-1, tag, MPI_COMM_WORLD);

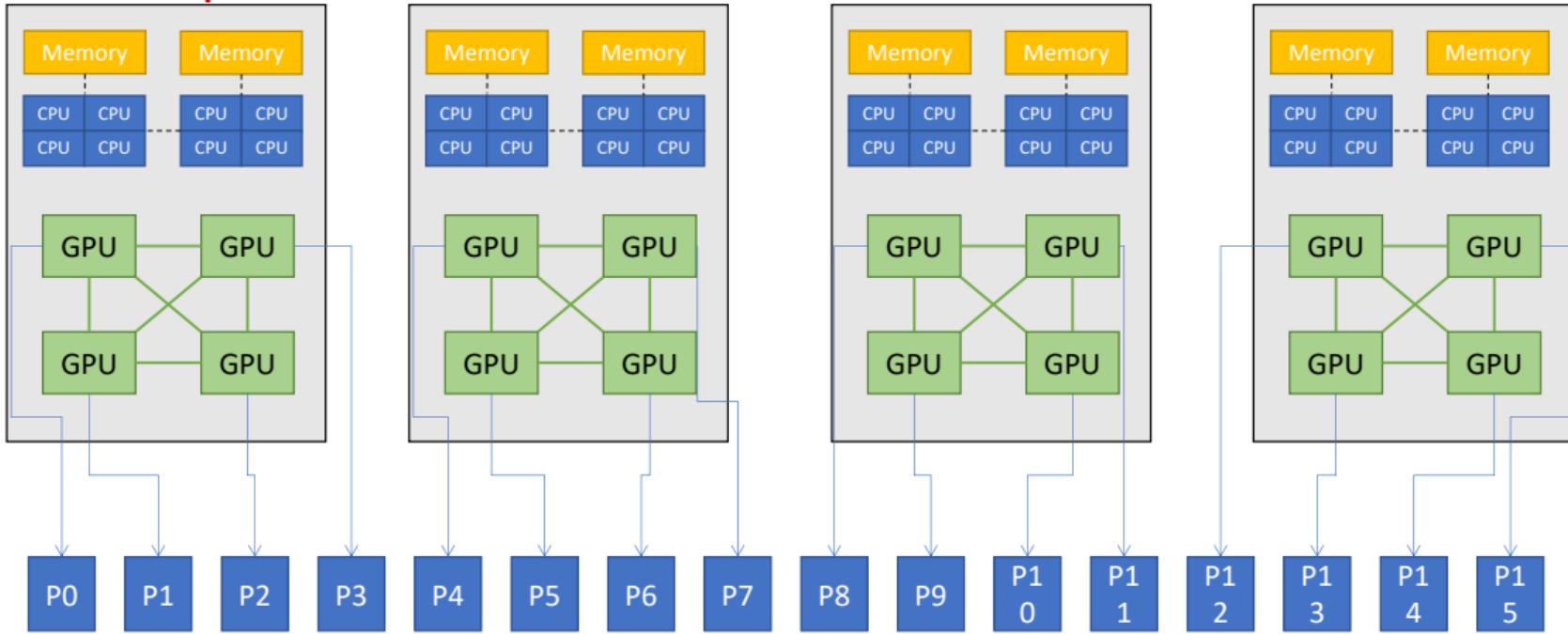
//MPI rank n-1
MPI_Recv(r_buf_d, size, MPI_BYTE, 0, tag, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
```



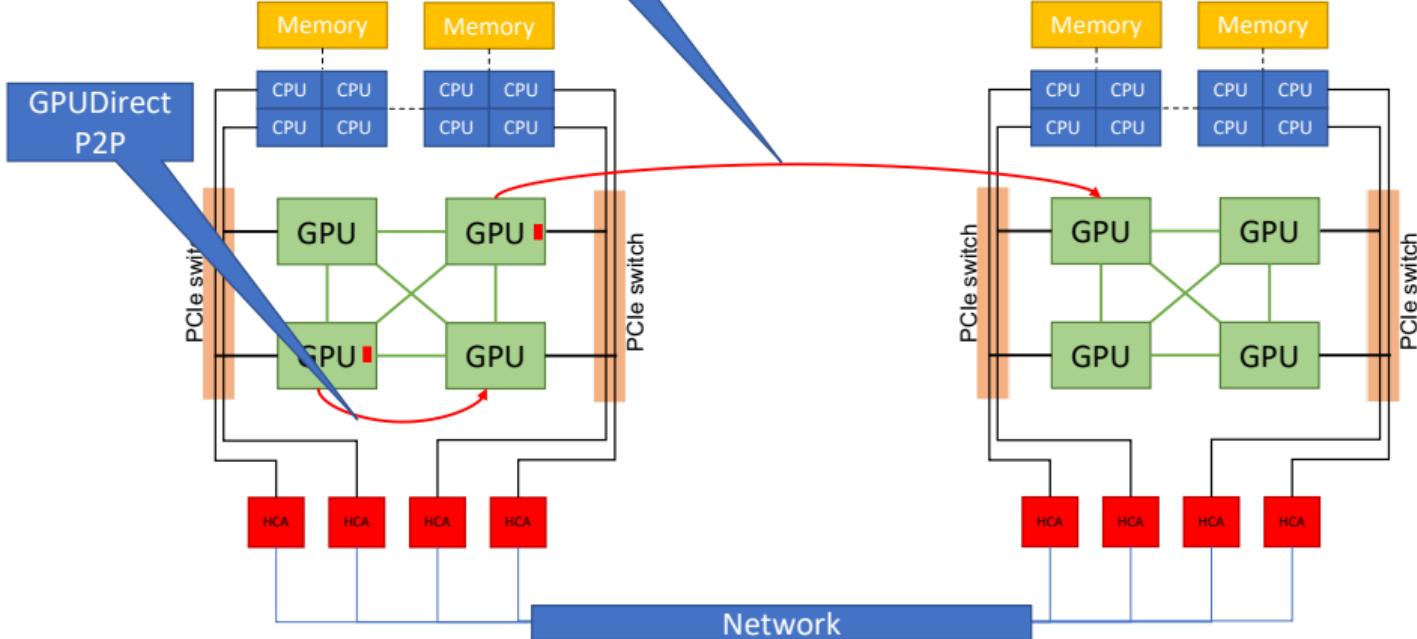
Pointer to GPU  
memory!

## Process Mapping on Multi GPU Systems

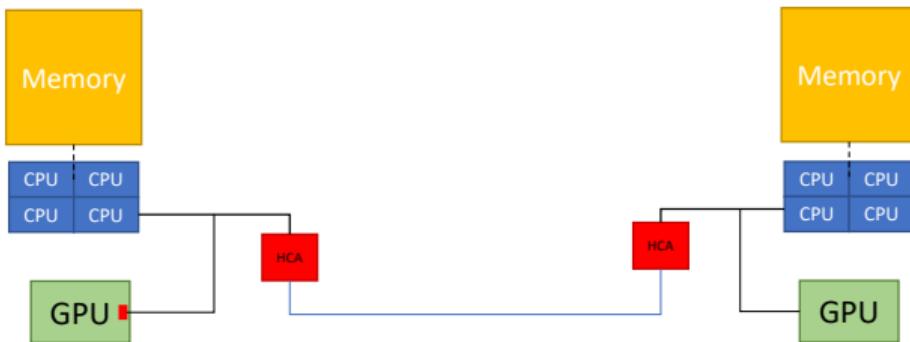
### One GPU per Process



## Basics: GPUDirect



## CUDA-aware MPI with GPUDirect RDMA



```
MPI_Send(s_buf_d, size, MPI_BYTE, 1, tag, MPI_COMM_WORLD);  
MPI_Recv(r_buf_d, size, MPI_BYTE, 0, tag, MPI_COMM_WORLD, &stat);
```

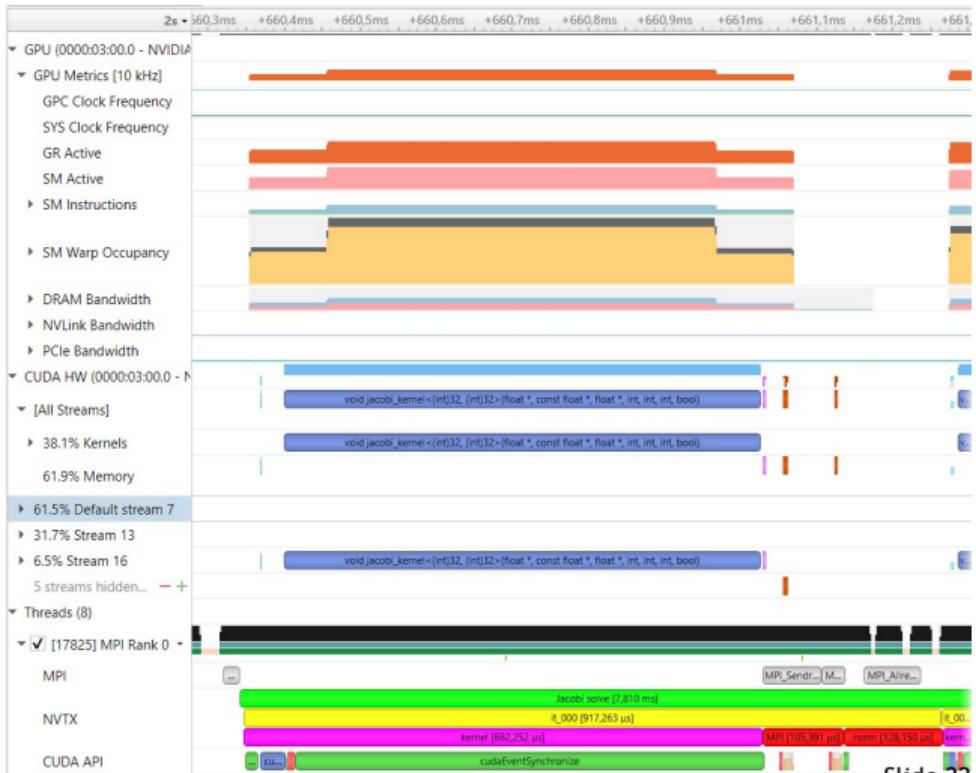
# Summary

## 4L: Performance/Debugging Tools

# FOCUSING THE ANALYSIS

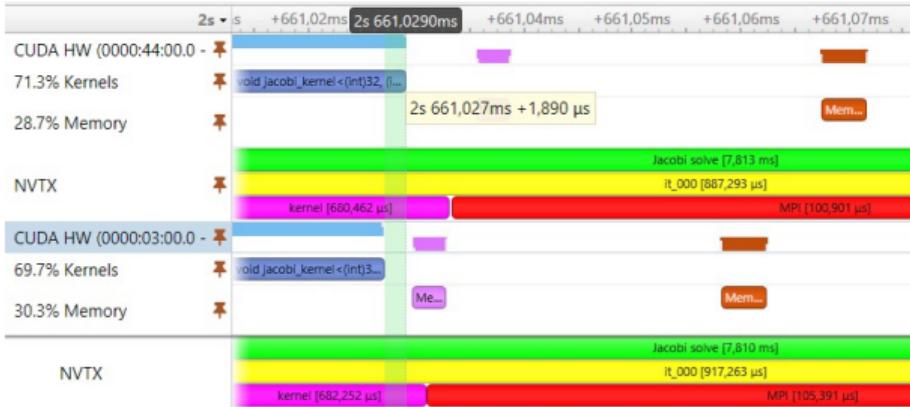
## Introducing GPU metrics sampling

- Discover the „unit cell“ of performance
  - in our case: single iteration
- Other blank spots during setup can be ignored (amortized, many more iterations)
- Maybe: Too small for proper comms profiling
- Kernel itself adequately using GPU
  - Remaining blank spots?
- Norm calculation
  - Can be turned off
- But still: Overlap potential? Can we run kernel during MPI?
  - later lectures



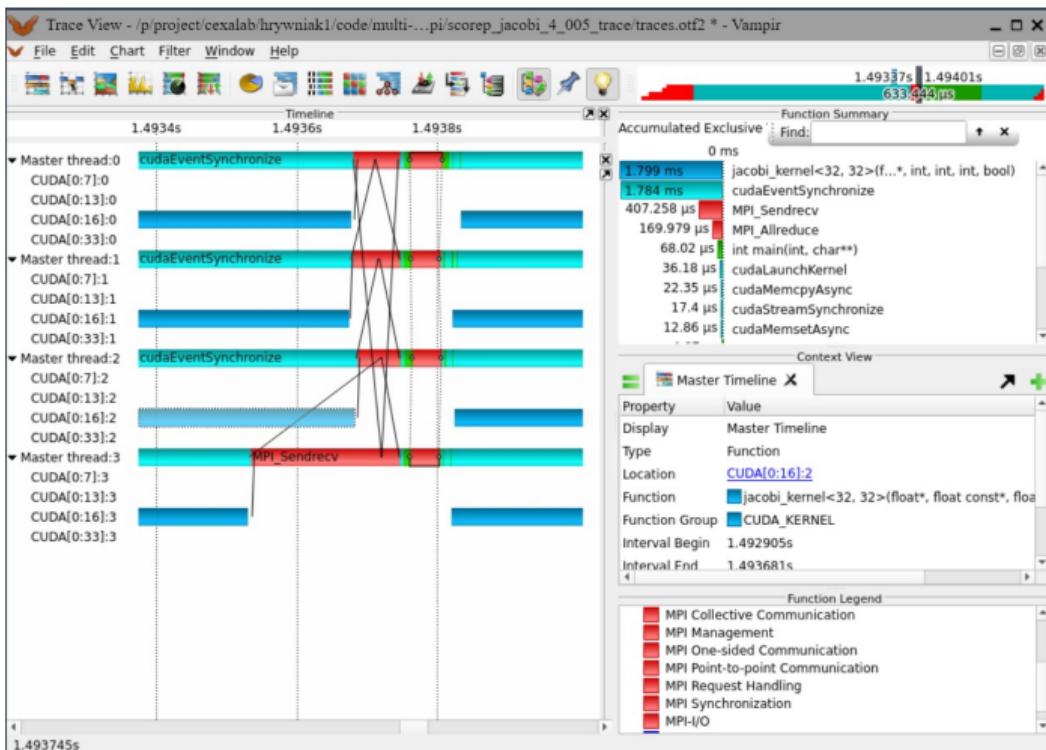
# MULTI-PROCESS GPU ANALYSIS

- Load multiple reports into timeline
  - analyze differences in execution, GPU utilization
- Pin rows for comparison
- Example: End time of kernel execution



# VAMPIR TRACE

- Analyze multi-process patterns
- What you can see in screenshot
  - Main timeline
  - Function summary
- Example analysis: Pinpoint MPI message relationships
  - e.g. late sender issues
- <https://vampir.eu/>

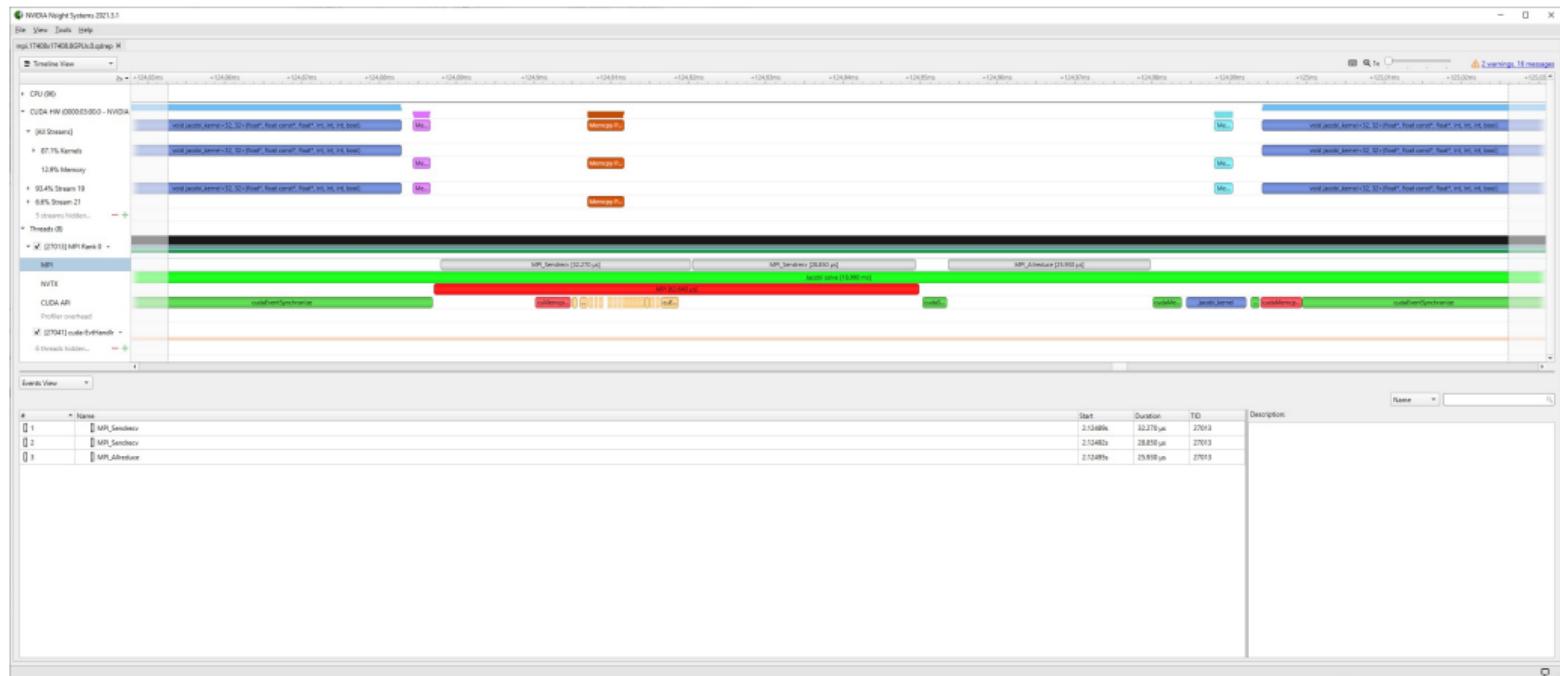


# Summary

## *5L: Optimization Techniques*

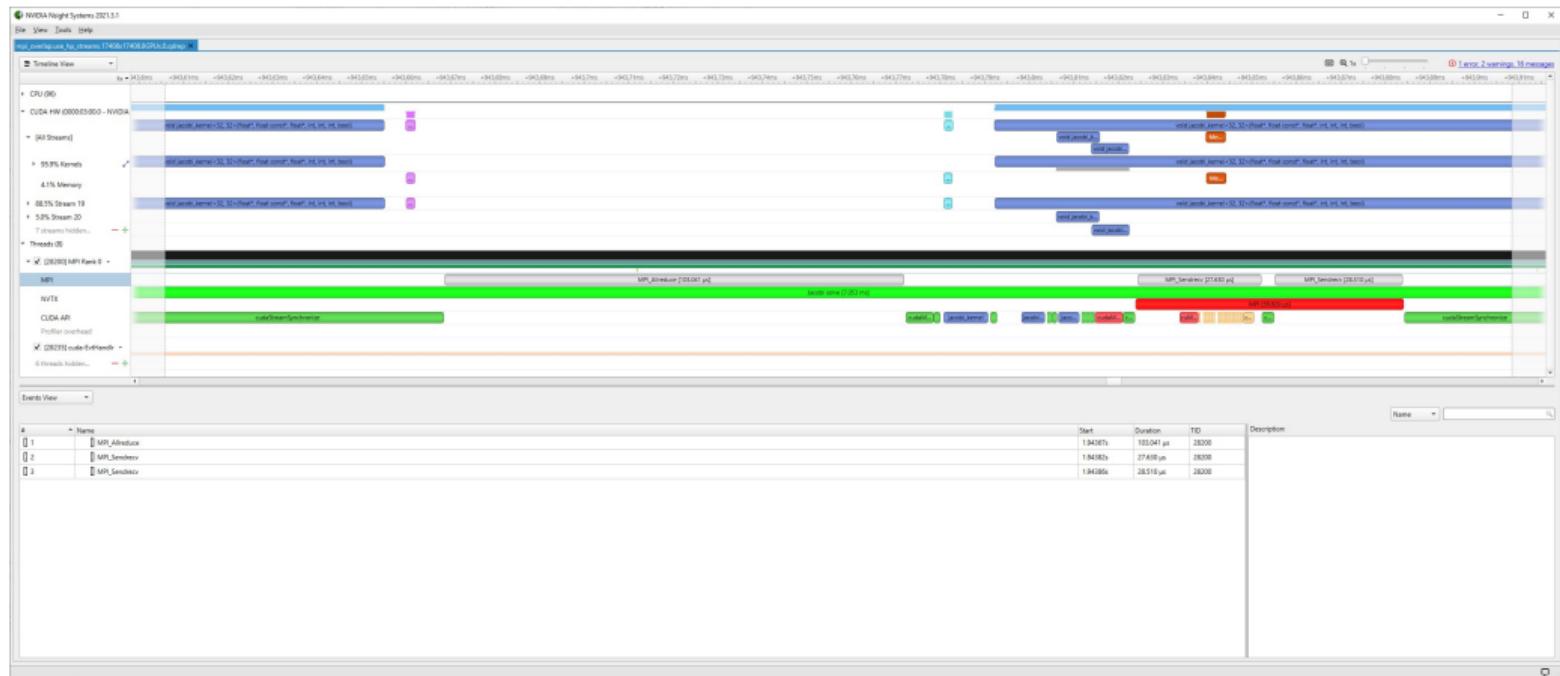
# MULTI GPU JACOBI NSIGHT SYSTEMS TIMELINE

MPI 8 NVIDIA A100 40GB on JUWELS Booster



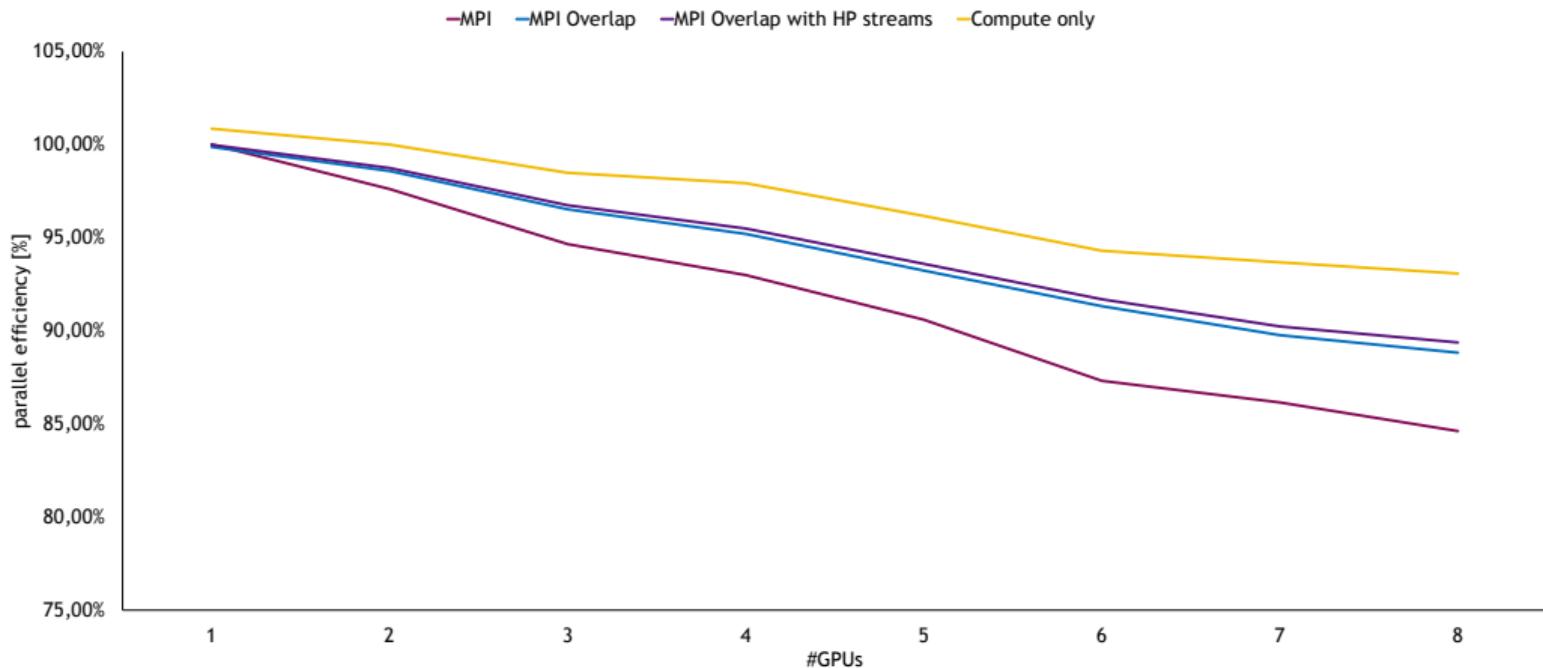
# MULTI GPU JACOBI NSIGHT SYSTEMS TIMELINE

MPI Overlap 8 NVIDIA A100 40GB on JUWELS Booster



# COMMUNICATION + COMPUTATION OVERLAP

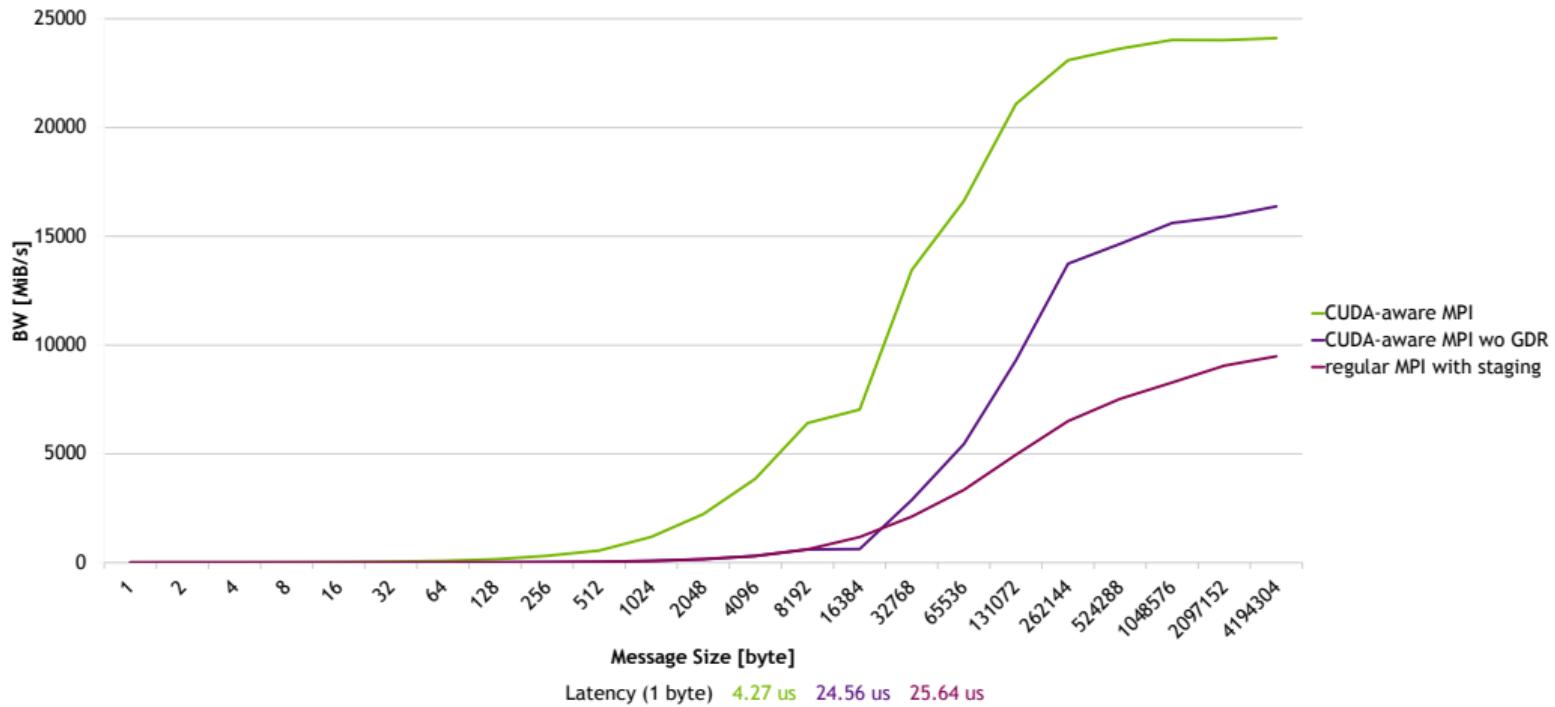
ParaStationMPI 5.4.10-1 - JUWELS Booster - NVIDIA A100 40 GB - Jacobi on 17408x17408



Source: <https://github.com/NVIDIA/multi-gpu-programming-models>  
JUWELS Booster: <https://apps.fz-juelich.de/jsc/hps/juwels/booster-overview.html>

# PERFORMANCE RESULTS GPUDIRECT RDMA

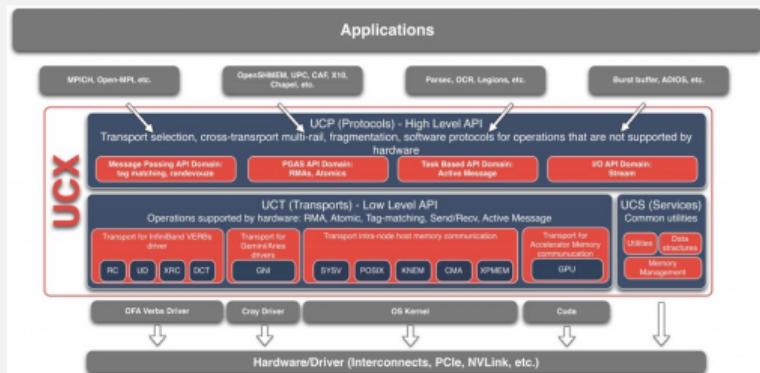
OpenMPI 4.1.0RC1 + UCX 1.9.0 on JUWELS Booster



## UCX TIPS AND TRICKS

Check setting and knobs with `ucx_info`

```
$ ucx_info -caf | grep -B9 UCX_RNDV_SCHEME
#
# Communication scheme in RNDV protocol.
# get_zcopy - use get_zcopy scheme in RNDV protocol.
# put_zcopy - use put_zcopy scheme in RNDV protocol.
# auto      - runtime automatically chooses optimal
# scheme to use.
#
# syntax:    [get_zcopy|put_zcopy|auto]
#
UCX_RNDV_SCHEME=auto
```



# Summary

## *7L: NCCL, NVSHMEM*

## Communication Calls

- Send/Recv

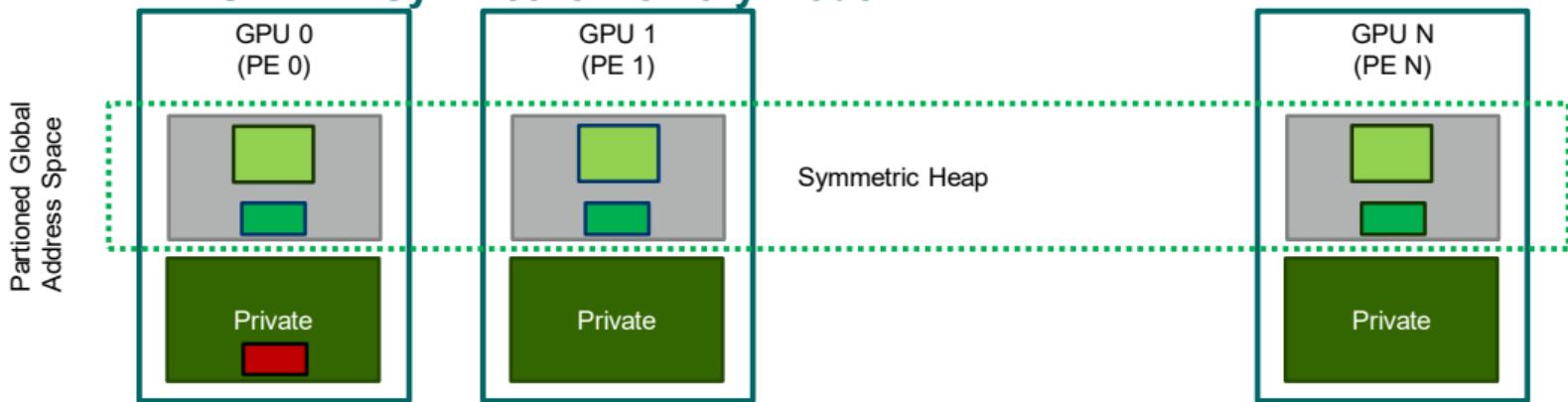
Supported for  
NCCL 2.8+

- Collective Operations

```
ncclSend(void* sbuf, size_t count, ncclDataType_t type, int peer, ncclComm_t comm, cudaStream_t stream);  
ncclRecv(void* rbuf, size_t count, ncclDataType_t type, int peer, ncclComm_t comm, cudaStream_t stream);
```

```
ncclAllReduce(void* sbuf, void* rbuf, size_t count, ncclDataType_t type, ncclRedOp_t op, ncclComm_t comm, cudaStream_t stream);  
ncclBroadcast(void* sbuf, void* rbuf, size_t count, ncclDataType_t type, int root, ncclComm_t comm, cudaStream_t stream);  
ncclReduce(void* sbuf, void* rbuf, size_t count, ncclDataType_t type, ncclRedOp_t op, int root, ncclComm_t comm, cudaStream_t stream);  
ncclReduceScatter(void* sbuf, void* rbuf, size_t count, ncclDataType_t type, ncclRedOp_t op, ncclComm_t comm, cudaStream_t stream);  
ncclAllGather(void* sbuf, void* rbuf, size_t count, ncclDataType_t type, ncclComm_t comm, cudaStream_t stream);
```

## NVSHMEM Symmetric Memory Model

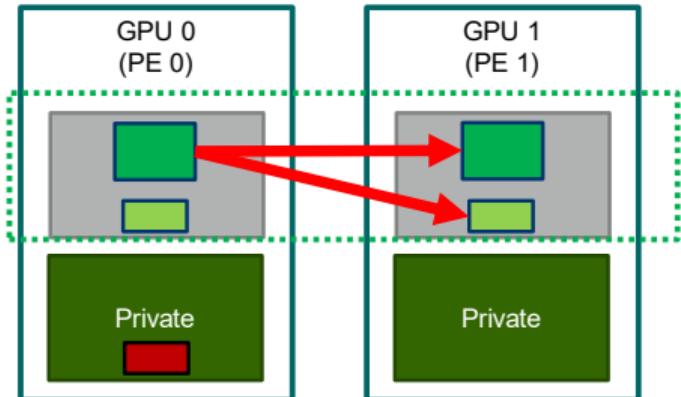


Symmetric objects are allocated collectively with the same size on every PESymmetric memory: `nvshmem_malloc( shared_size);`

Private memory: `cudaMalloc(...)`

Must be the  
same on all  
PEs

## NVSHMEM Host API Put



copies *nelems* data elements of type *T* from symmetric objects *src* to *dest* on PE *pe*

```
void nvshmem_<T>_put(T*dest, const T*source, size_t nelems, int pe);  
void nvshmemx_<T>_put_on_stream(T*dest, const T*src, size_t nelems, int pe,  
cudaStream_t stream);
```

The x marks  
extensions to the  
OpenSHMEM API

# Summary

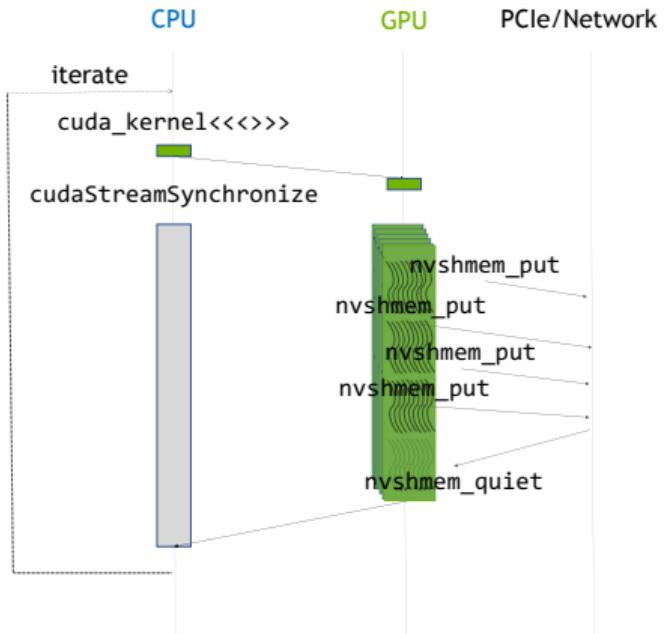
**9L: Device-Initiated NVSHMEM**

## GPU-INITIATED COMMUNICATION

- Compute on GPU
- Communication from GPU

### Benefits

- Eliminates offloads latencies
- Compute and communication overlap by threading
- Easier to express algorithms with inline communication



# NVSHMEM API

nonblocking block cooperative put

```
__device__ void nvshmemx_TYPENAME_put_nbi_block(TYPE *dest, const TYPE *source, size_t nelems, int pe)
```

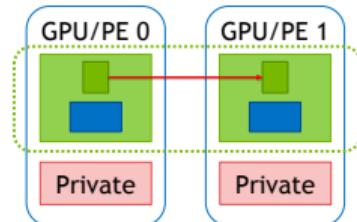
- dest [OUT]: Symmetric address of the destination data object.
- source [IN]: Symmetric address of the object containing the data to be copied.
- nelems [IN]: Number of elements in the dest and source arrays.
- pe [IN]: The number of the remote PE.

Cooperative call: Needs to be called by all threads in a block. thread and warp are also available.

x in nvshmemx marks API as extension of the OpenSHMEM APIs.

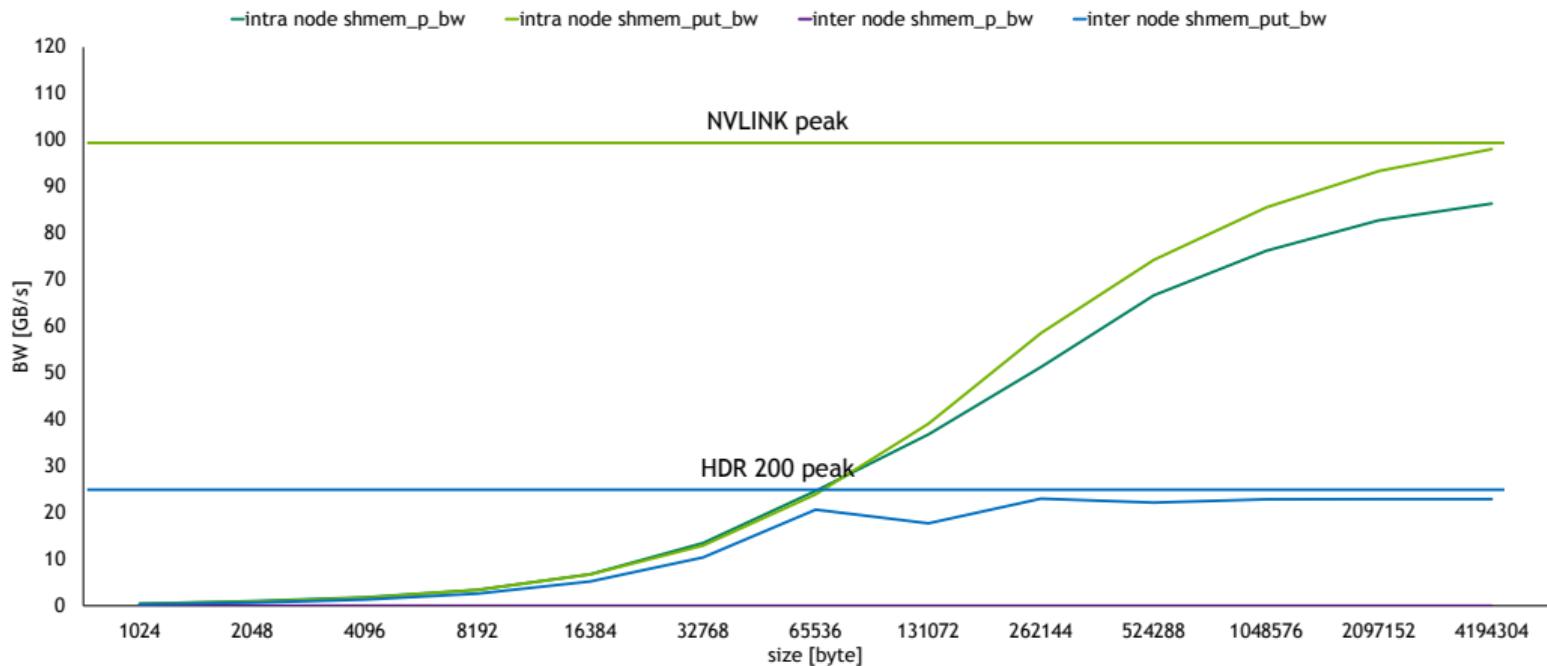
See: [https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/rma.html?highlight=nvshmemx\\_typename\\_put\\_nbi\\_block#nvshmem-put-nbi](https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/rma.html?highlight=nvshmemx_typename_put_nbi_block#nvshmem-put-nbi)

TYPENAME can be: float, double, char, schar, short, int, long, longlong, uchar, ushort, uint, ulong, ulonglong, ..., ptrdiff  
(see: <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/rma.html#stdrmatypes>)

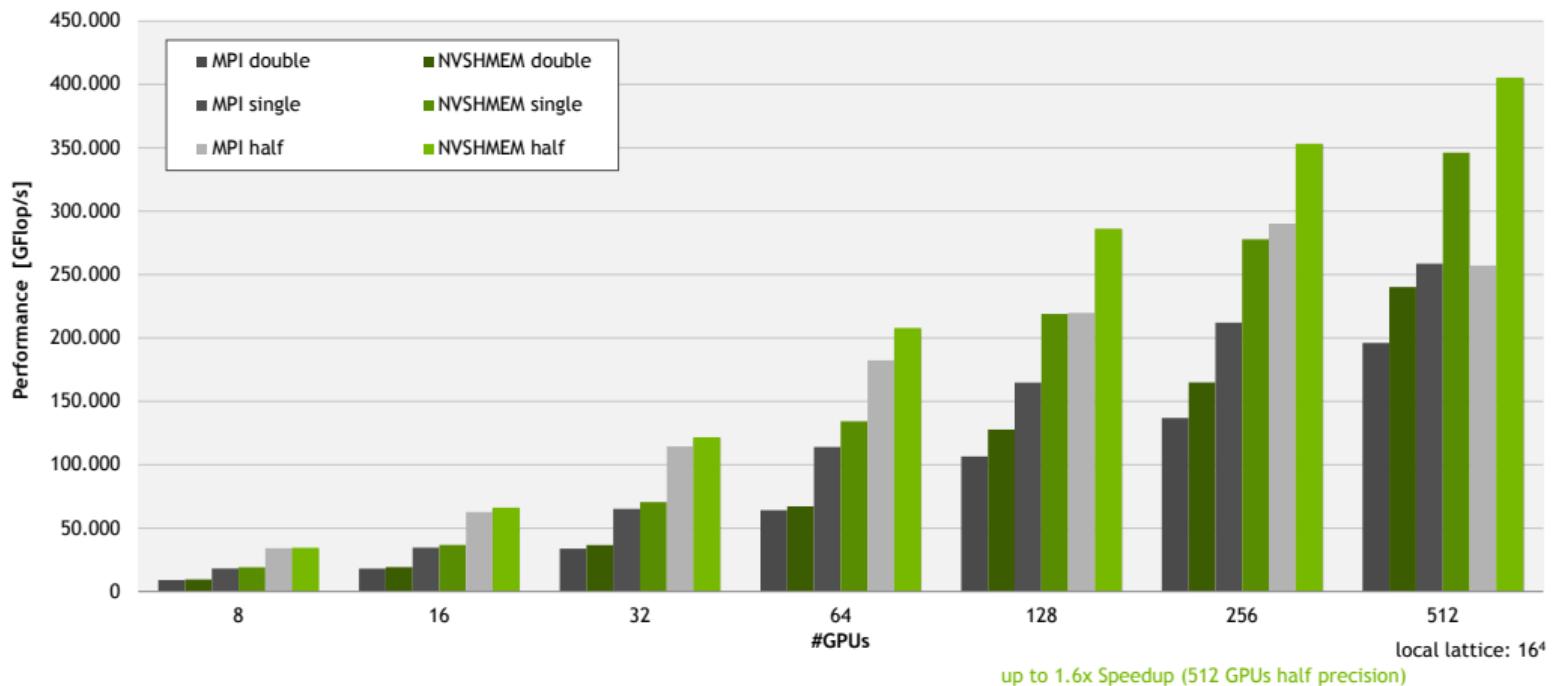


# NVSHMEM PERFTESTS

shmem\_p\_bw and shmem\_put\_bw on JUWELS Booster - NVIDIA A100 40 GB



# QUDA STRONG SCALING ON SELENE



*More: Other Languages/Models*

# OpenACC, OpenMP

- Directive-based GPU programming models work analogously to CUDA
- GPU-awareness via MPI configuration, no need to copyout or map( from)
- Using explicit device pointer necessary: host\_data use\_device / use\_device\_addr

```
#pragma acc host_data use_device( A )
MPI_Sendrecv( A+iy_start*nx+ix_start, (ix_end-ix_start), MPI_REAL_TYPE, top    , 0,
              A+iy_end*nx+ix_start,   (ix_end-ix_start), MPI_REAL_TYPE, bottom, 0,
              MPI_COMM_WORLD, MPI_STATUS_IGNORE );
}
```

- Advanced communication libraries can be used like any other library

# Python

- CUDA-awareness in MPI in Python available via  
`mpi4py`

# Python

- CUDA-awareness in MPI in Python available via  
`mpi4py`
- More Pythonic (and versatile): `cuNumeric`

# Python

- CUDA-awareness in MPI in Python available via  
`mpi4py`
- More Pythonic (and versatile): `cuNumeric`

```
import numpy as np
```

```
A = np.random.rand(N, N)
x = np.zeros(A.shape[1])
d = np.diag(A)
```

# Python

- CUDA-awareness in MPI in Python available via  
`mpi4py`
- More Pythonic (and versatile): `cuNumeric`

```
import cunumeric as np
```

```
A = np.random.rand(N, N)
x = np.zeros(A.shape[1])
d = np.diag(A)
```

# Python

- CUDA-awareness in MPI in Python available via  
mpi4py
- More Pythonic (and versatile): cuNumeric

```
import cunumeric as np
```

```
A = np.random.rand(N, N)
x = np.zeros(A.shape[1])
d = np.diag(A)
```

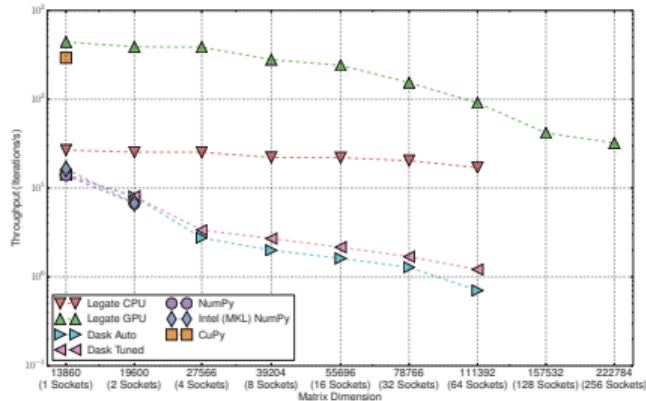
- cuNumeric [3]: transparently accelerates / distributes Numpy (and others)
  - Acceleration: Numpy kernel implementations for single-core CPU, multi-core CPU (OpenMP), and GPU (via libraries)
  - Distribution: OpenMP or MPI (via GASNet)
  - Type / size of task pool determined at start time via launcher script

# Python

- CUDA-awareness in MPI in Python available via `mpi4py`
- More Pythonic (and versatile): `cuNumeric`  
`import cunumeric as np`

```
A = np.random.rand(N, N)
x = np.zeros(A.shape[1])
d = np.diag(A)
```

- `cuNumeric` [3]: transparently accelerates / distributes Numpy (and others)
  - Acceleration: Numpy kernel implementations for single-core CPU, multi-core CPU (OpenMP), and GPU (via libraries)
  - Distribution: OpenMP or MPI (via GASNet)
  - Type / size of task pool determined at start time via launcher script



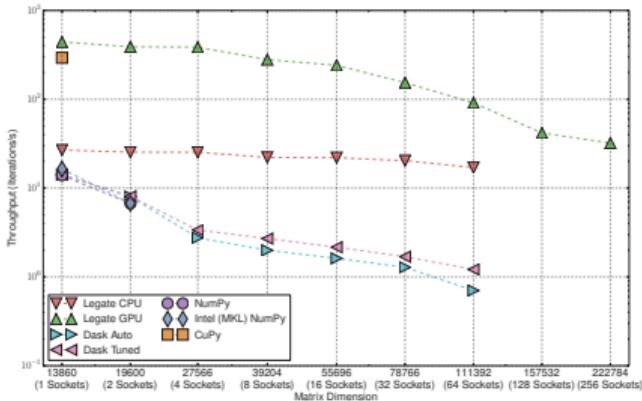
# Python

- CUDA-awareness in MPI in Python available via `mpi4py`
- More Pythonic (and versatile): `cuNumeric`  
`import cunumeric as np`

```
A = np.random.rand(N, N)
x = np.zeros(A.shape[1])
d = np.diag(A)
```

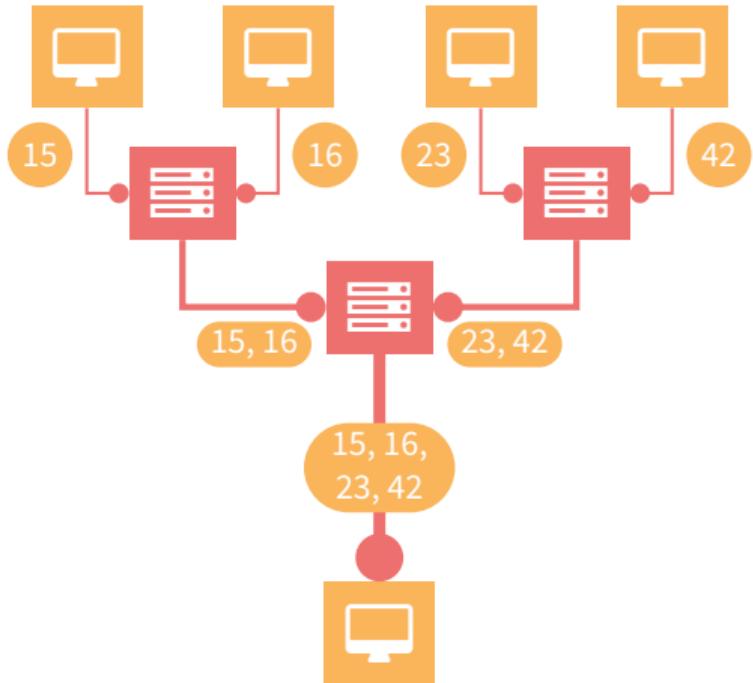
- `cuNumeric` [3]: transparently accelerates / distributes Numpy (and others)
  - Acceleration: Numpy kernel implementations for single-core CPU, multi-core CPU (OpenMP), and GPU (via libraries)
  - Distribution: OpenMP or MPI (via GASNet)
  - Type / size of task pool determined at start time via launcher script

→ <https://github.com/nv-legate/cunumeric/>



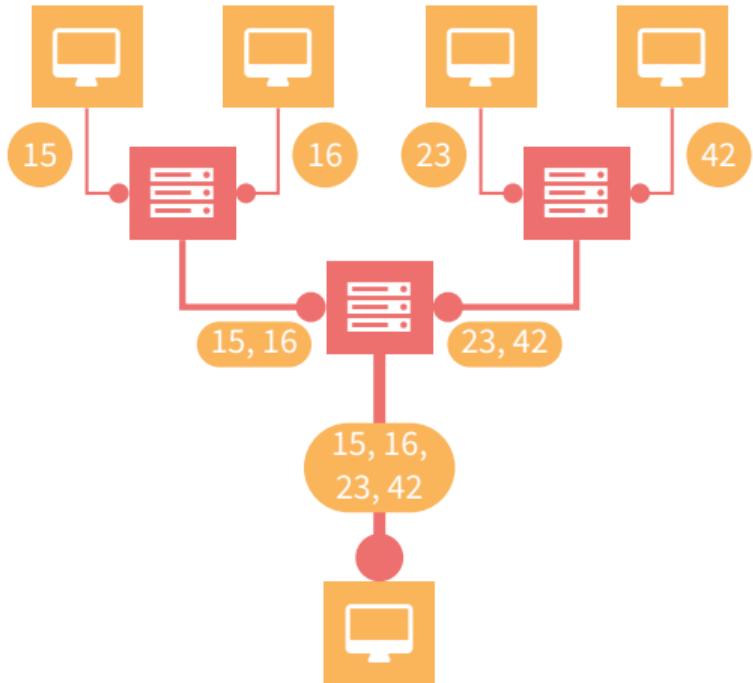
# *More: In-Network Computing*

# In-Network Computing

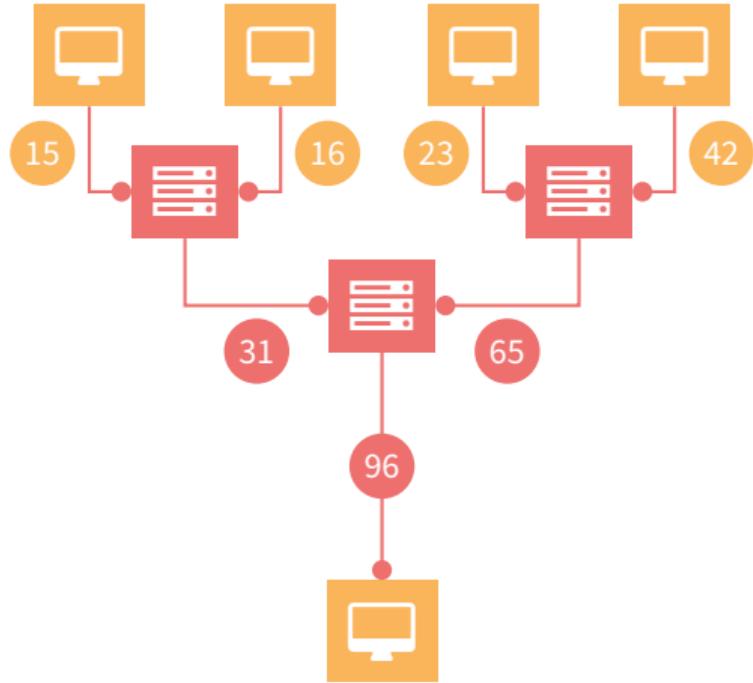


*Traditional Reduce( )*

# In-Network Computing



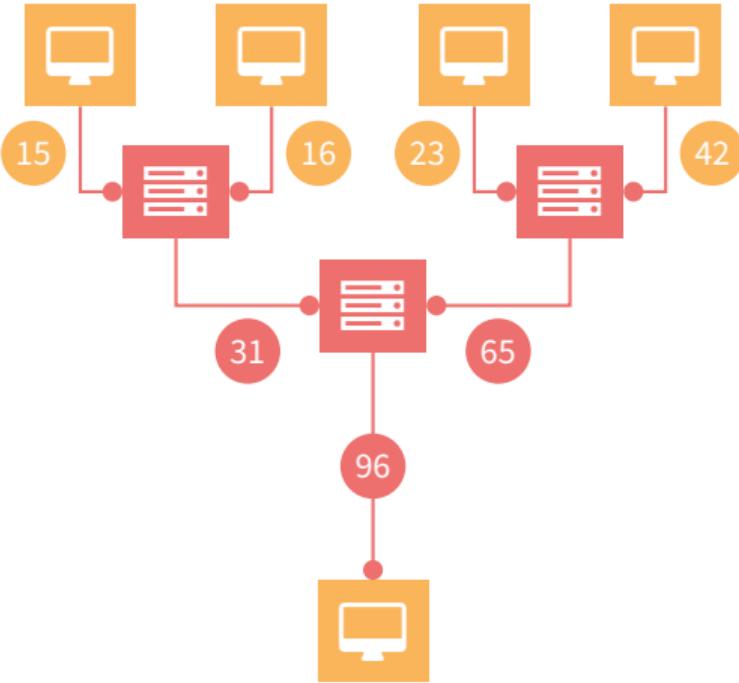
*Traditional Reduce()*



*Switch-supported Reduce()*

# In-Network Computing

- Usually, network devices (switches, HCAs) just forward to computing devices
- Modern hardware offers in-network computation
- Works also with GPUs
- Less latency, less traffic
- Especially for communication-intensive collectives like AllReduce()



*Switch-supported Reduce()*

# In-Network Computing Libraries

MPI

- MPI** MPI runtime transparently offloads specific collective operations to network, if enabled  
(OpenMPI, e.g. bundled in NVIDIA's HPC-X; MVAPICH2-X; also NCCL via plugin)

# In-Network Computing Libraries

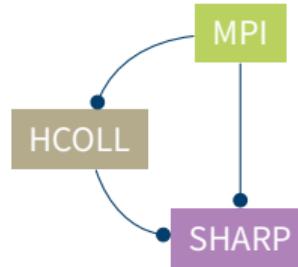
**MPI** MPI runtime transparently offloads specific collective operations to network, if enabled  
(OpenMPI, e.g. bundled in NVIDIA's HPC-X; MVAPICH2-X; also NCCL via plugin)



**SHARP** Lowest / base level API (*Scalable Hierarchical Aggregation and Reduction Protocol*)  
`libsharp_coll`: interface, `libsharp`: backend

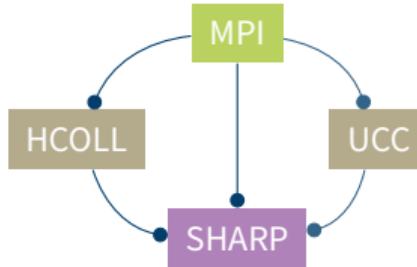
# In-Network Computing Libraries

- MPI** MPI runtime transparently offloads specific collective operations to network, if enabled  
(OpenMPI, e.g. bundled in NVIDIA's HPC-X; MVAPICH2-X; also NCCL via plugin)
- HCOLL** NVIDIA's HCOLL (*Hierarchical Collectives*; libhcoll), middleware, via OpenMPI / HPC-X
- SHARP** Lowest / base level API (*Scalable Hierarchical Aggregation and Reduction Protocol*)  
`libsharp_coll`: interface, `libsharp`: backend



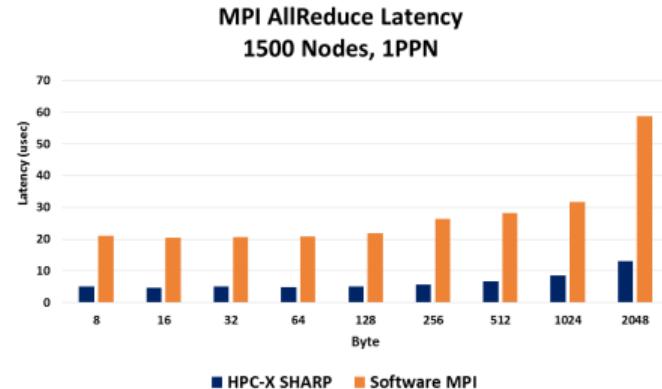
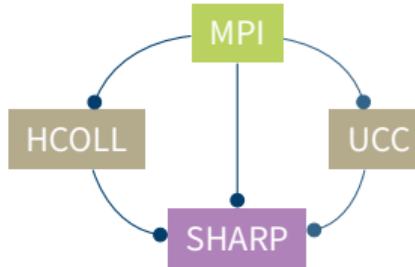
# In-Network Computing Libraries

- MPI** MPI runtime transparently offloads specific collective operations to network, if enabled  
(OpenMPI, e.g. bundled in NVIDIA's HPC-X; MVAPICH2-X; also NCCL via plugin)
- HCOLL** NVIDIA's HCOLL (*Hierarchical Collectives*; `libhcoll`), middleware, via OpenMPI / HPC-X
- UCC** New intermediate layer (from UCF initiative (UCX)) for *Unified Collective Communication*, alternative to HCOLL  
→ <https://github.com/openucx/ucc>
- SHARP** Lowest / base level API (*Scalable Hierarchical Aggregation and Reduction Protocol*)  
`libsharp_coll`: interface, `libsharp`: backend



# In-Network Computing Libraries

- MPI** MPI runtime transparently offloads specific collective operations to network, if enabled  
(OpenMPI, e.g. bundled in NVIDIA's HPC-X; MVAPICH2-X; also NCCL via plugin)
- HCOLL** NVIDIA's HCOLL (*Hierarchical Collectives*; libhcoll), middleware, via OpenMPI / HPC-X
- UCC** New intermediate layer (from UCF initiative (UCX)) for *Unified Collective Communication*, alternative to HCOLL  
→ <https://github.com/openuxc/ucc>
- SHARP** Lowest / base level API (*Scalable Hierarchical Aggregation and Reduction Protocol*)  
`libsharp_coll`: interface, `libsharp`: backend



Graph by Gil Bloch / Mellanox (2019)[11]

# Other Vendors

# AMD

- AMD Instinct GPUs entering HPC with a boom
- Multi-node ecosystem maturing rapidly
- Key technology already developed, mimicking NVIDIA's strategy
- UCX is ROCm enabled ([how-to ↗](#)); MVAPICH2-GDR [12] also optimized

Technology	NVIDIA	AMD
RDMA Support	GPUDirect RDMA	ROCmRDMA
Peer to Peer	GPUDirect P2P	ROCm IPC
Direct CPU Access (PCIe BAR)	GDRCopy BAR1	LargeBar
Accelerated Collectives	NCCL	RCCL
OpenSHMEM	NVSHMEM	ROC_SHMEM

# Summary, Conclusion

# Summary, Conclusion

Efficient multi-node GPU computing is efficient multi-node computing with least possible amount of CPU

- Many advanced technologies and techniques in place to enable large-scale GPU applications
- GPU-aware MPI is key enabler
- On top / orthogonal: NCCL, NVSHMEM, ...
- Profiling important to pinpoint bottlenecks (*in HPC, bad performance is a bug*)
- Supercomputer of tutorial: JUWELS Booster, European flagship system based on A100 GPUs and HDR200 InfiniBand network
- Tutorial with team experienced in distributed GPU workloads
- Appendix: *Links, references*

# Summary, Conclusion

Efficient multi-node GPU computing is efficient multi-node computing with least possible amount of CPU

- Many advanced technologies and techniques in place to enable large-scale GPU applications
- GPU-aware MPI is key enabler
- On top / orthogonal: NCCL, NVSHMEM, ...
- Profiling important to pinpoint bottlenecks (*in HPC, bad performance is often based on A100 GPUs and HDR200 InfiniBand network*)
- Supercomputer of tutorial: JUWELS Booster, European flagship system based on A100 GPUs and HDR200 InfiniBand network
- Tutorial with team experienced in distributed GPU workloads
- Appendix: *Links, references*

Thank you  
for your attention!  
[a.herten@fz-juelich.de](mailto:a.herten@fz-juelich.de)

# Appendix

## References

# Links I

- [1] *JUWELS Booster Overview.* URL:  
<https://apps.fz-juelich.de/jsc/hps/juwels/booster-overview.html>.
- [2] *Support of GPU-aware MPI in mpi4py.* URL:  
<https://mpi4py.readthedocs.io/en/stable/overview.html#support-for-gpu-aware-mpi>.
- [4] *Legate (Numpy).* URL: <https://github.com/nv-legate/legate.numpy>.
- [5] *NVIDIA: HPC-X.* URL: <https://docs.mellanox.com/category/hpcx>.
- [6] *MVAPICH2.* URL: <https://mvapich.cse.ohio-state.edu/>.
- [7] *NVIDIA: NCCL SHARP Plugin.* URL:  
<https://github.com/Mellanox/nccl-rdma-sharp-plugins>.

# Links II

- [8] NVIDIA: HCOLL (via HPC-X). URL:  
<https://docs.mellanox.com/display/HPCXv29/HCOLL>.
- [9] Unified Communication Framework (UCF) Consortium. URL:  
<https://ucfconsortium.org/>.
- [10] NVIDIA: SHARP. URL: <https://docs.mellanox.com/category/mlnxsharp>.

# References I

- [3] Michael Bauer and Michael Garland. “Legate NumPy: Accelerated and Distributed Array Computing.” In: *Proceedings of the International Conference for High Performance Computing, Networking, Storage and Analysis*. SC ’19. Denver, Colorado: Association for Computing Machinery, 2019. ISBN: 9781450362290. doi: [10.1145/3295500.3356175](https://doi.org/10.1145/3295500.3356175). URL: <https://doi.org/10.1145/3295500.3356175> (pages 32–38).
- [11] Gil Bloch. “SHARP Tutorial.” In: *HPC Advisory Council 2019 Lugano Workshop*. 2019. URL: [http://www.hpcadvisorycouncil.com/events/2019/swiss-workshop/pdf/020419/G\\_Bloch\\_Mellanox\\_SHARP\\_02042019.pdf](http://www.hpcadvisorycouncil.com/events/2019/swiss-workshop/pdf/020419/G_Bloch_Mellanox_SHARP_02042019.pdf) (pages 43–47).

## References II

- [12] Kawthar Shafie Khorassani et al. “Designing a ROCm-Aware MPI Library for AMD GPUs: Early Experiences.” In: *High Performance Computing*. Ed. by Bradford L. Chamberlain et al. Cham: Springer International Publishing, 2021, pp. 118–136. ISBN: 978-3-030-78713-4. URL: [https://link.springer.com/chapter/10.1007%2F978-3-030-78713-4\\_7](https://link.springer.com/chapter/10.1007%2F978-3-030-78713-4_7) (page 49).