

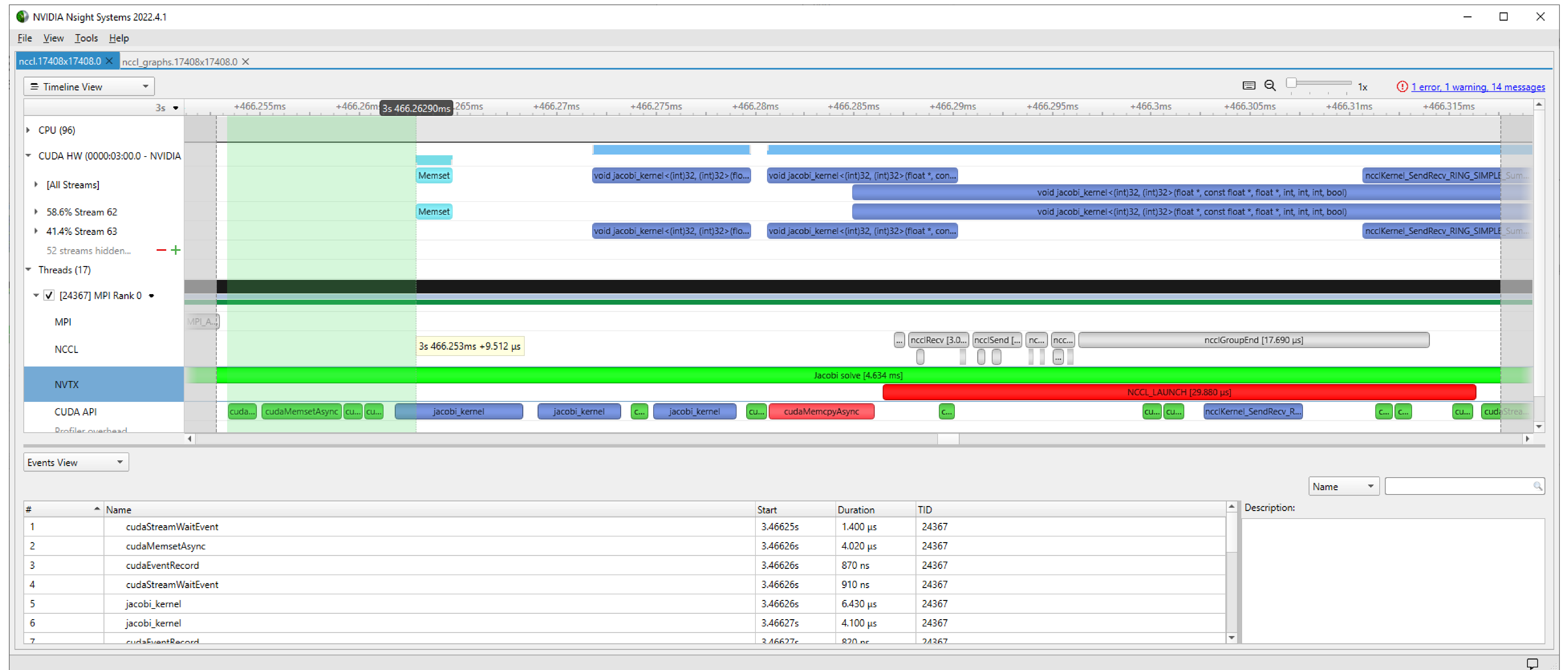


CUDA Graphs and Device-Initiated Communication with NVSHMEM

Jiri Kraus, Principal Devtech Compute | SC23/November 13th 2023

Multi GPU Jacobi Nsight Systems Timeline

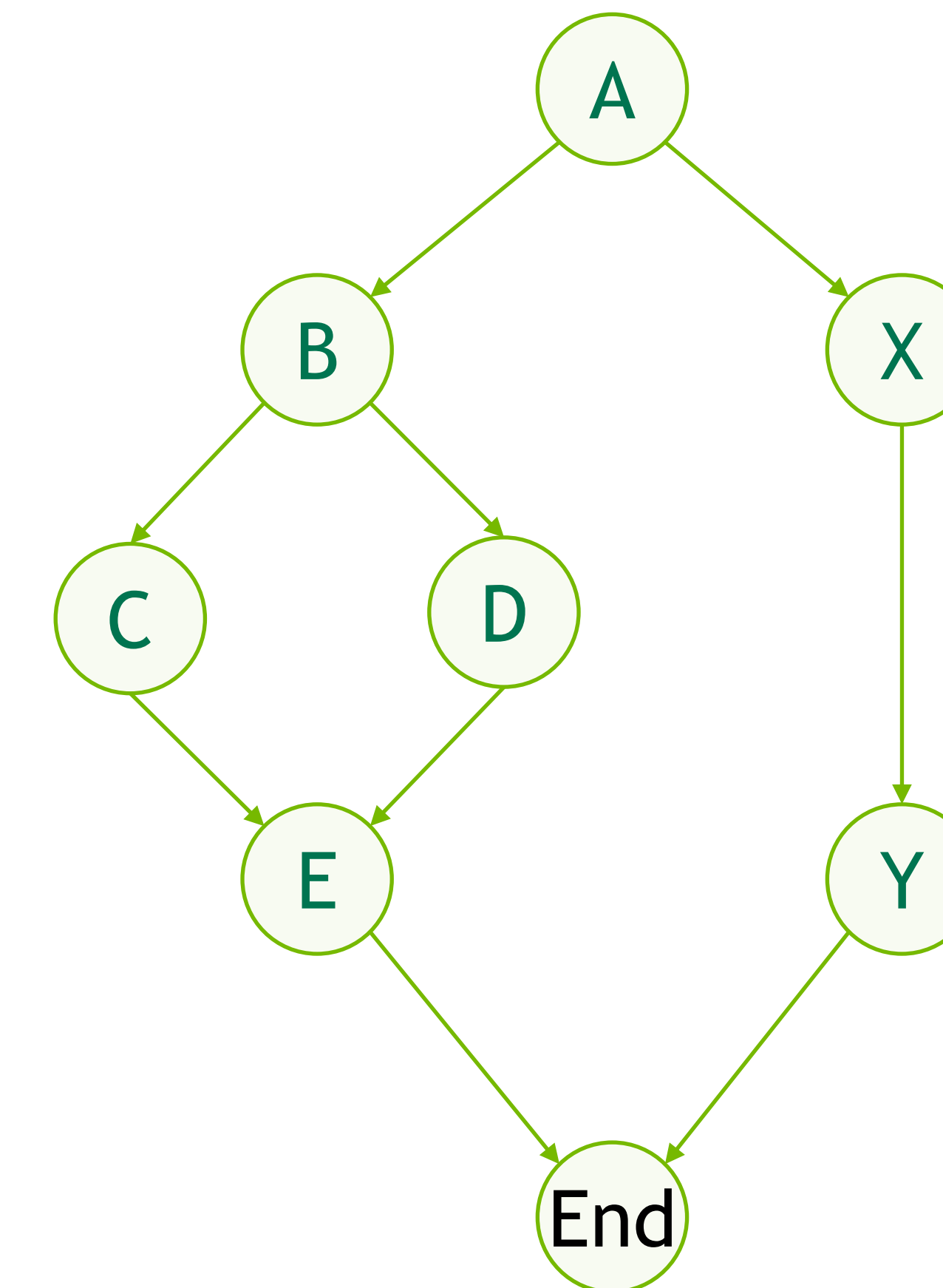
NCCL 8 NVIDIA A100 40GB on JUWELS Booster



Asynchronous Task Graph

A Graph Node Is A CUDA Operation

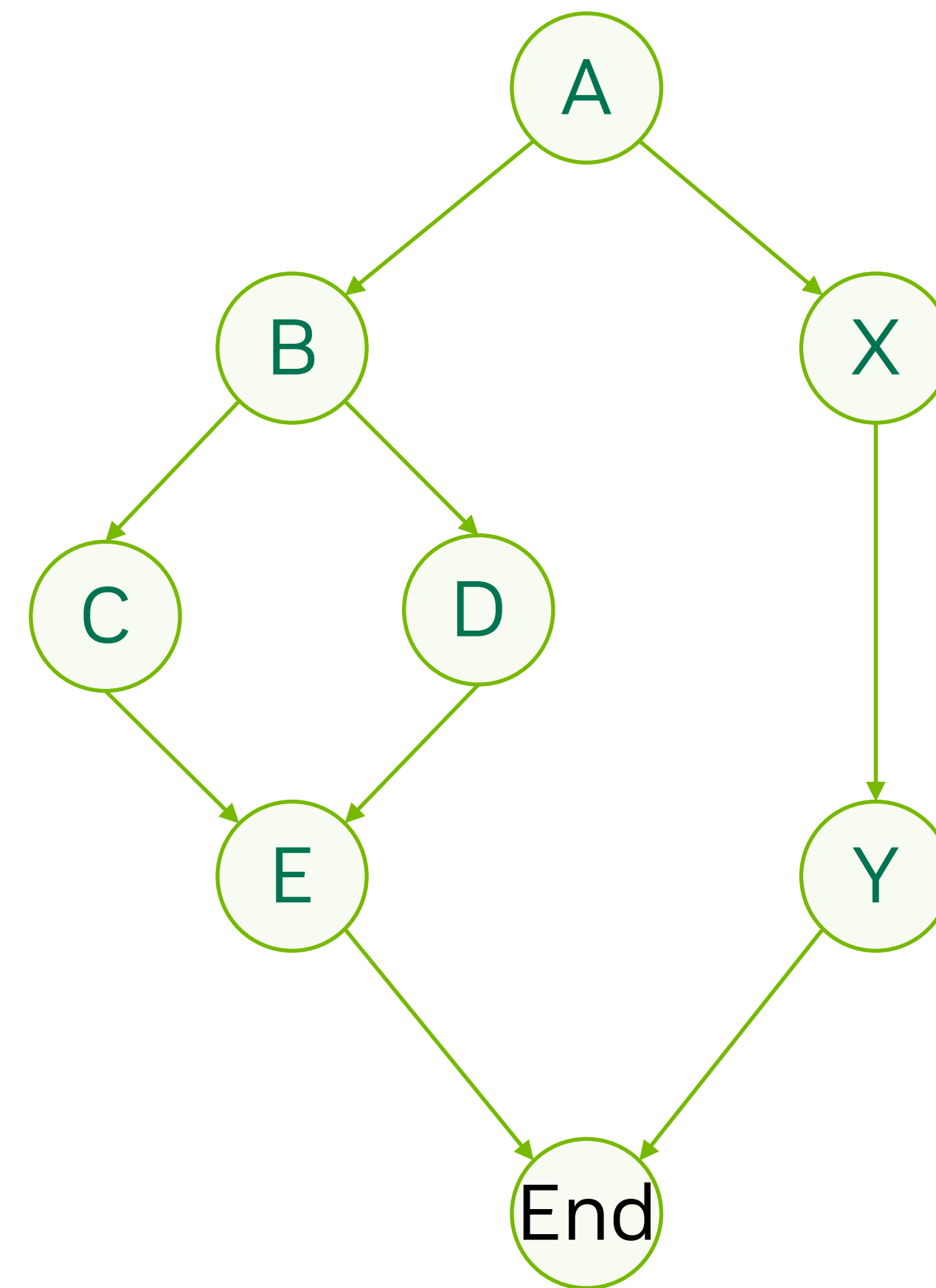
- Sequence of operations (nodes), connected by dependencies
- Operations are one of:
 - Kernel Launch CUDA kernel running on GPU
 - CPU Function Call Callback function on CPU
 - Memcopy/Memset GPU data management
 - Mem Alloc/Free Memory management
 - External Dependency External semaphores/events
 - Sub-Graph Graphs are hierarchical
- Nodes within a graph can also span multiple devices



Three-Stage Execution Model

Minimizes Execution Overheads – Pre-Initialize As Much As Possible

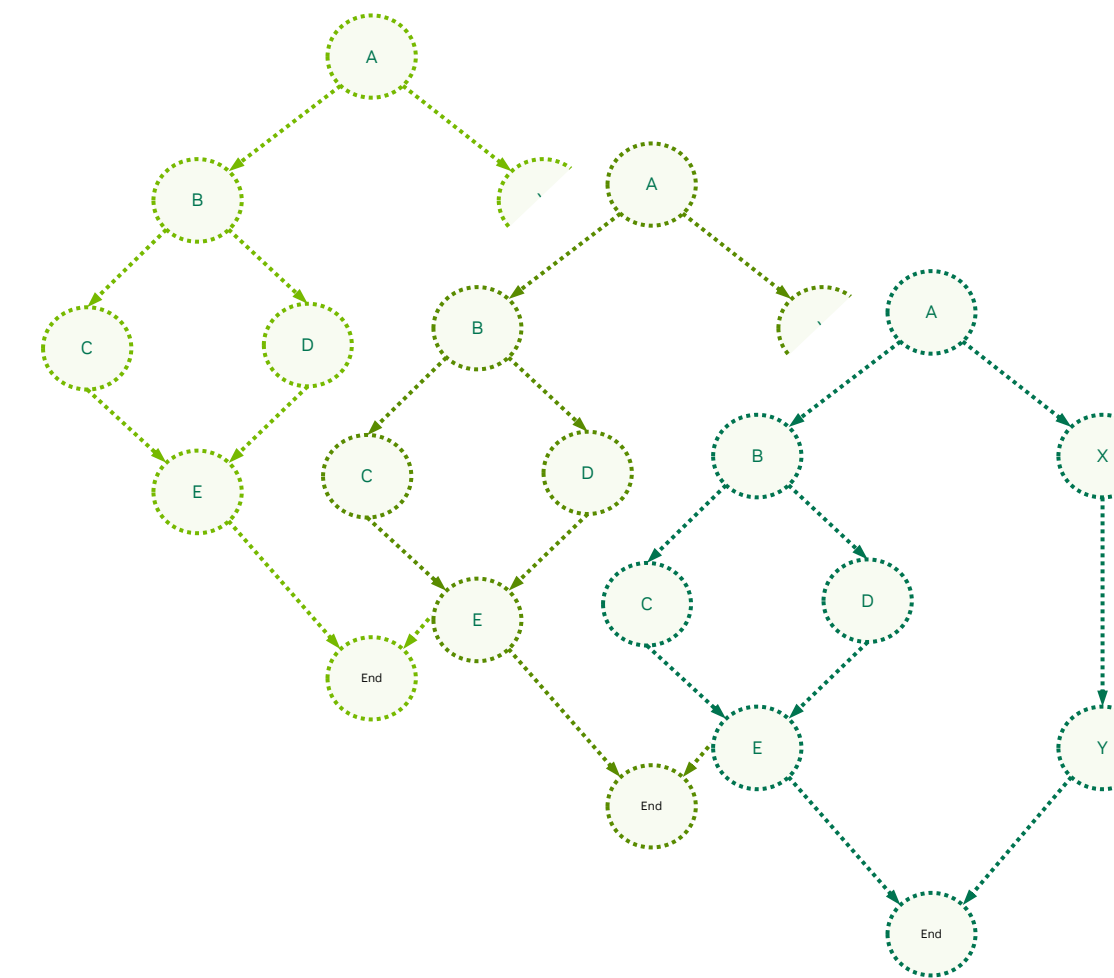
Define



Single Graph “Template”

Created in host code
or built up from libraries

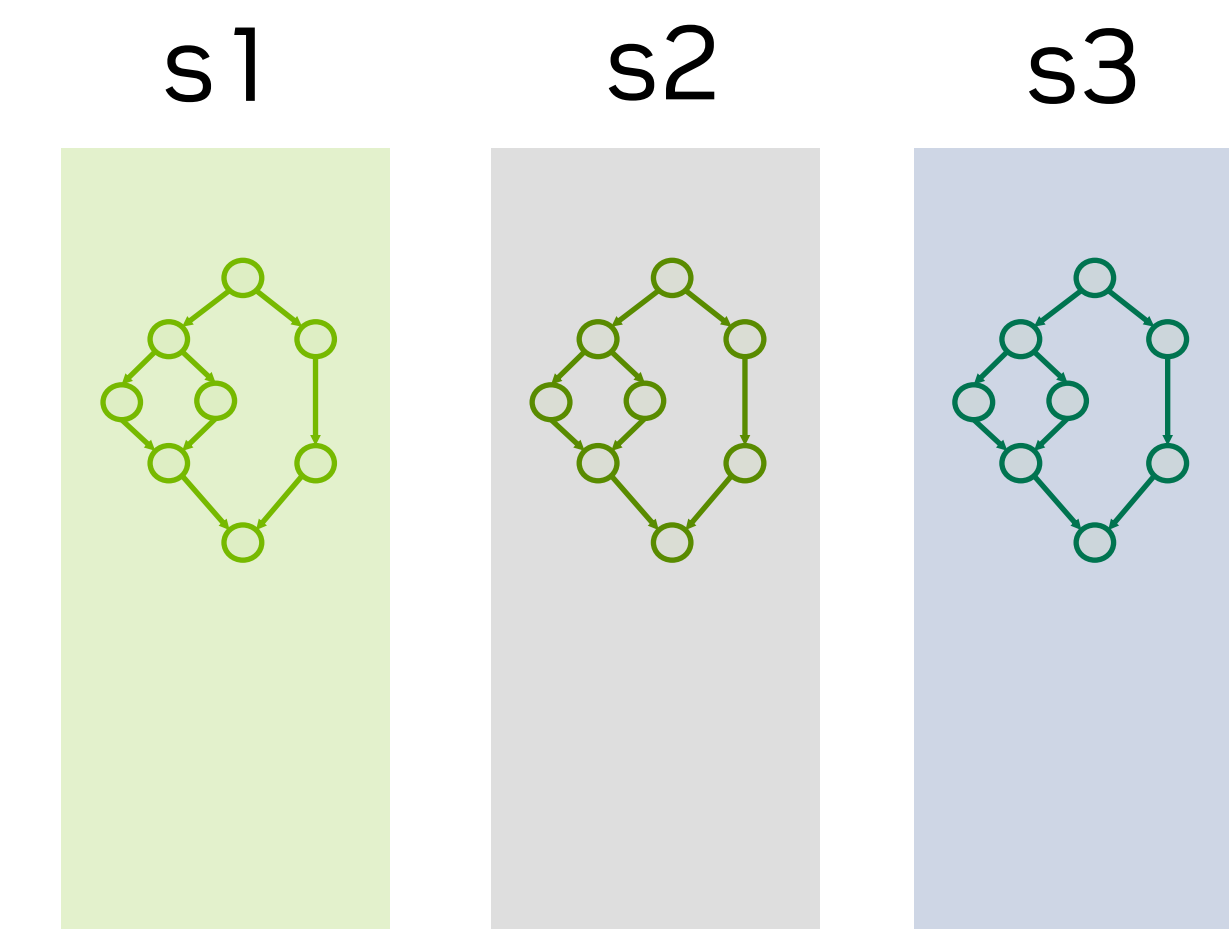
Instantiate



Multiple “Executable Graphs”

Snapshot of templates
Sets up & initializes GPU execution
structures (create once, run many times)

Execute



Executable Graphs Running in CUDA Streams

Concurrency in graph **is not** limited by
stream

Where is Performance Coming From?

Reducing System Overheads Around Short-Running Kernels

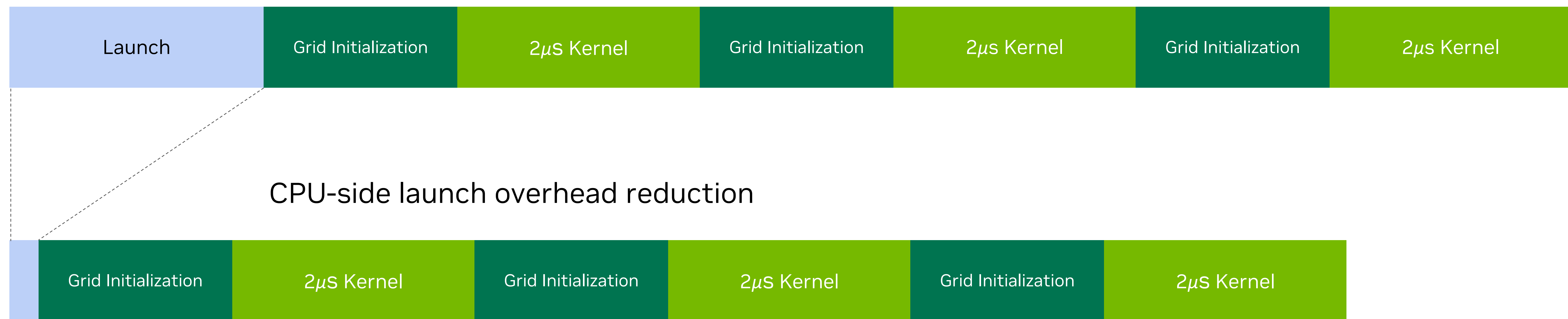
Breakdown of time spent during execution



Where is Performance Coming From?

Reducing System Overheads Around Short-Running Kernels

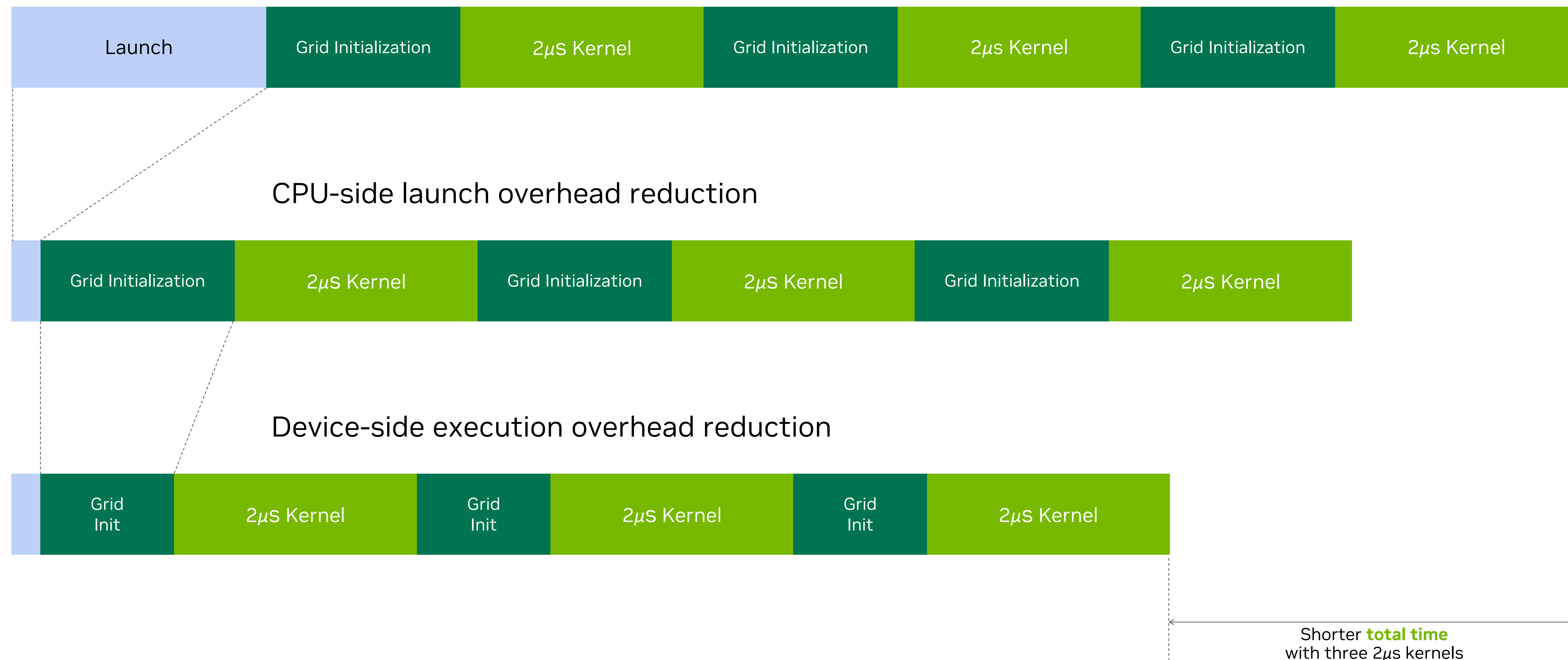
Breakdown of time spent during execution



Where is Performance Coming From?

Reducing System Overheads Around Short-Running Kernels

Breakdown of time spent during execution



Capture Stream Work into a Graph

Create A Graph With Two Lines of Code

```
{  
    cudaStreamBeginCapture(compute_stream, cudaStreamCaptureModeGlobal);  
  
    cudaMemsetAsync(l2_norm_d, 0, sizeof(real), compute_stream);  
    cudaEventRecord(reset_l2norm_done, compute_stream);  
  
    ...  
  
    cudaStreamWaitEvent(compute_stream, push_done, 0);  
  
    cudaStreamEndCapture(compute_stream, graphs[calculate_norm]+is_even);  
  
    std::swap(a_new, a);  
    iter++;  
}
```


CUDA Graph Management API

Instantiate CUDA Graphs

```
__host__ __cudaError_t cudaGraphInstantiateWithFlags ( cudaGraphExec_t* pGraphExec, cudaGraph_t graph,  
                                                    unsigned long long flags )
```

```
__host__ __cudaError_t cudaGraphInstantiate ( cudaGraphExec_t* pGraphExec, cudaGraph_t graph,  
                                              cudaGraphNode_t* pErrorNode, char* pLogBuffer,  
                                              size_t bufferSize )
```

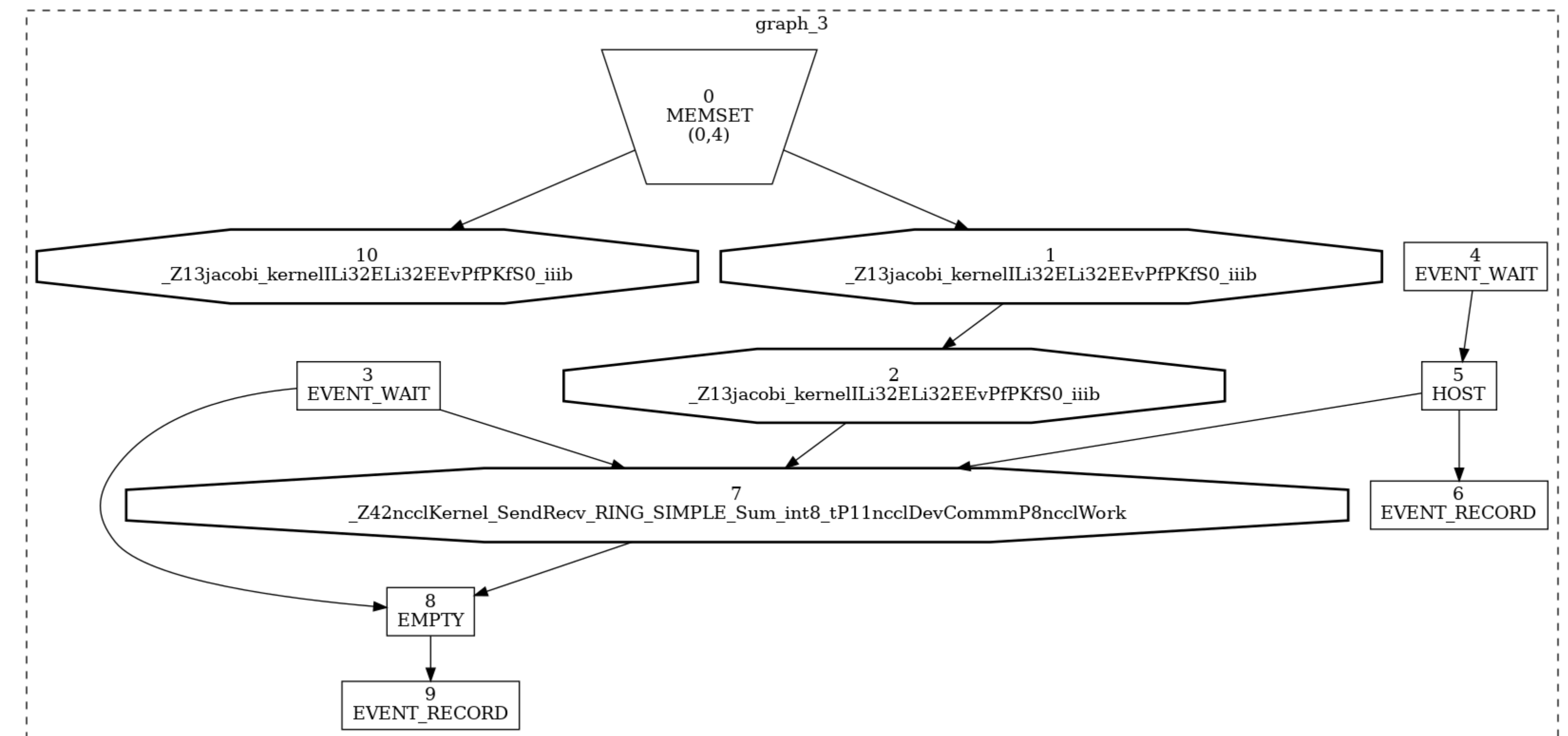
- pGraphExec [OUT]: Returns instantiated graph
- graph [IN]: Graph to instantiate
- flags [IN]: Flags to control instantiation (cudaGraphInstantiateFlagAutoFreeOnLaunch | **cudaGraphInstantiateFlagUseNodePriority**).
- pErrorNode [OUT]: In case of an instantiation error, this may be modified to indicate a node contributing to the error
- pLogBuffer [OUT]: A character buffer to store diagnostic messages
- bufferSize [IN]: Size of the log buffer in bytes

Returns: cudaSuccess, cudaErrorInvalidValue

New Execution Mechanism

Graphs Can Be Generated Once Then Launched Repeatedly

```
while (l2_norm > tol && iter < iter_max) {  
  
    cudaGraphLaunch(graph_calc_norm_exec[iter%2],  
                    compute_stream);  
    cudaStreamSynchronize(compute_stream);  
    MPI_Allreduce(l2_norm_h, &l2_norm, 1,  
                  MPI_REAL_TYPE, MPI_SUM,  
                  MPI_COMM_WORLD);  
    l2_norm = std::sqrt(l2_norm);  
  
    if (!csv && 0 == rank && (iter % 100) == 0) {  
        printf("%5d, %0.6f\n", iter, l2_norm);  
    }  
}
```



Generated with
`cudaGraphDebugDotPrint(graphs[calculate_norm][0],
 "jacobi_graph.dot", 0)`

and

`dot -Tpng jacobi_graph.dot -o jacobi_grap.png`

CUDA Graph Management API

Free Resources

```
__host__ cudaError_t cudaGraphDestroy ( cudaGraph_t graph )
```

- graph [IN]: Graph to destroy

Returns: cudaSuccess, cudaErrorInvalidValue

Destroys the graph specified by graph, as well as all of its nodes.

```
__host__ cudaError_t cudaGraphExecDestroy ( cudaGraphExec_t graphExec )
```

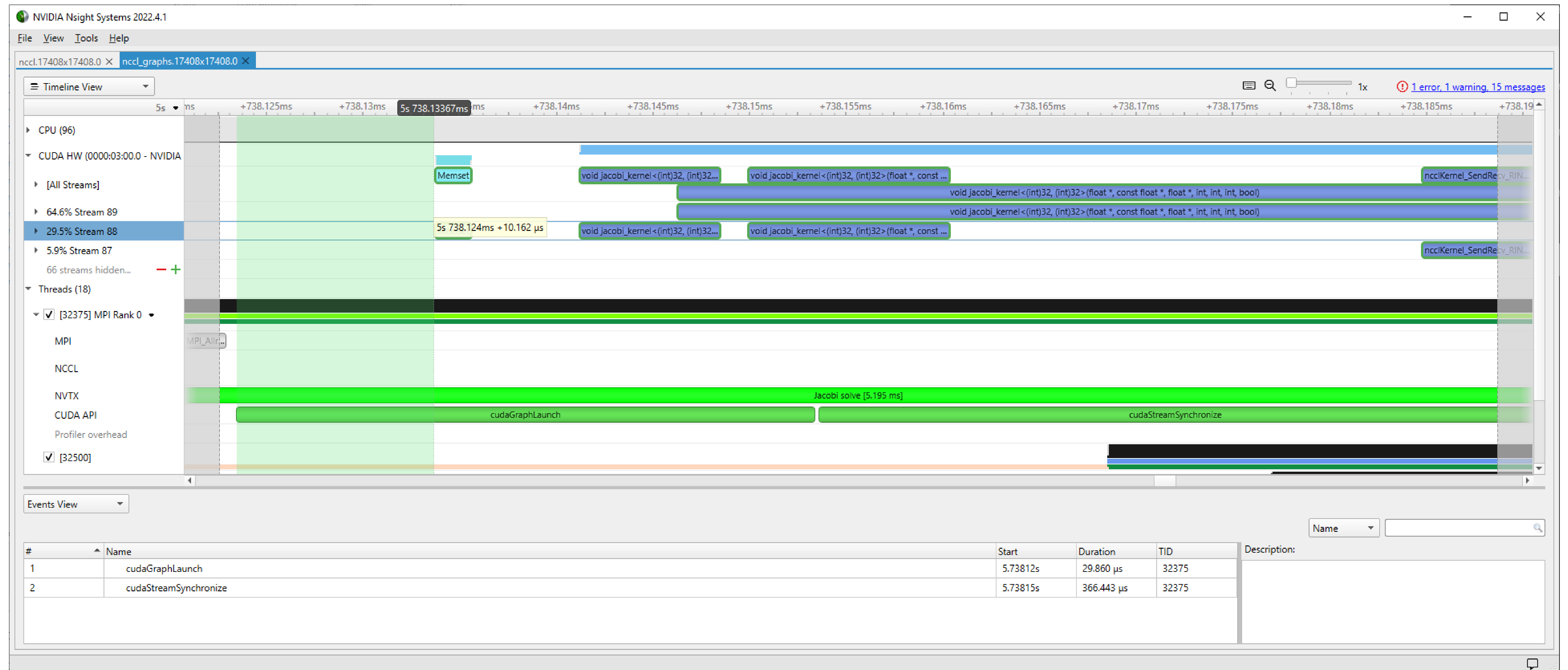
- graphExec [IN]: Executable graph to destroy

Returns: cudaSuccess, cudaErrorInvalidValue

Destroys the executable graph specified by graphExec.

Multi GPU Jacobi Nsight Systems Timeline

NCCL with CUDA Graphs 8 NVIDIA A100 40GB on JUWELS Booster



CPU-Initiated Communication

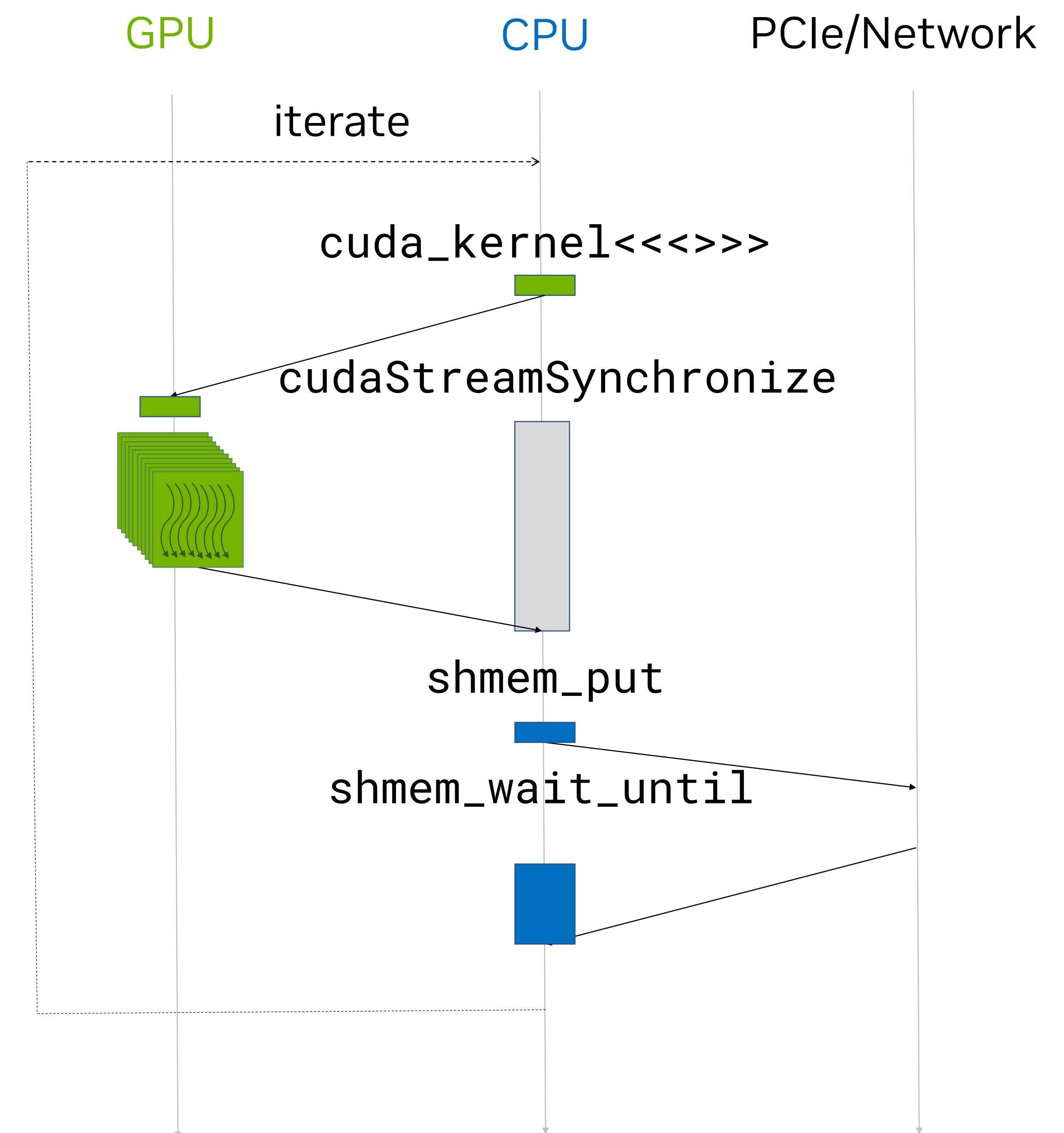
- Compute on GPU
- Communication from CPU

Synchronization at boundaries

Commonly used model, but –

- Offload latencies in critical path
- Communication is not overlapped

Hiding increased code complexity, not hiding limits strong scaling

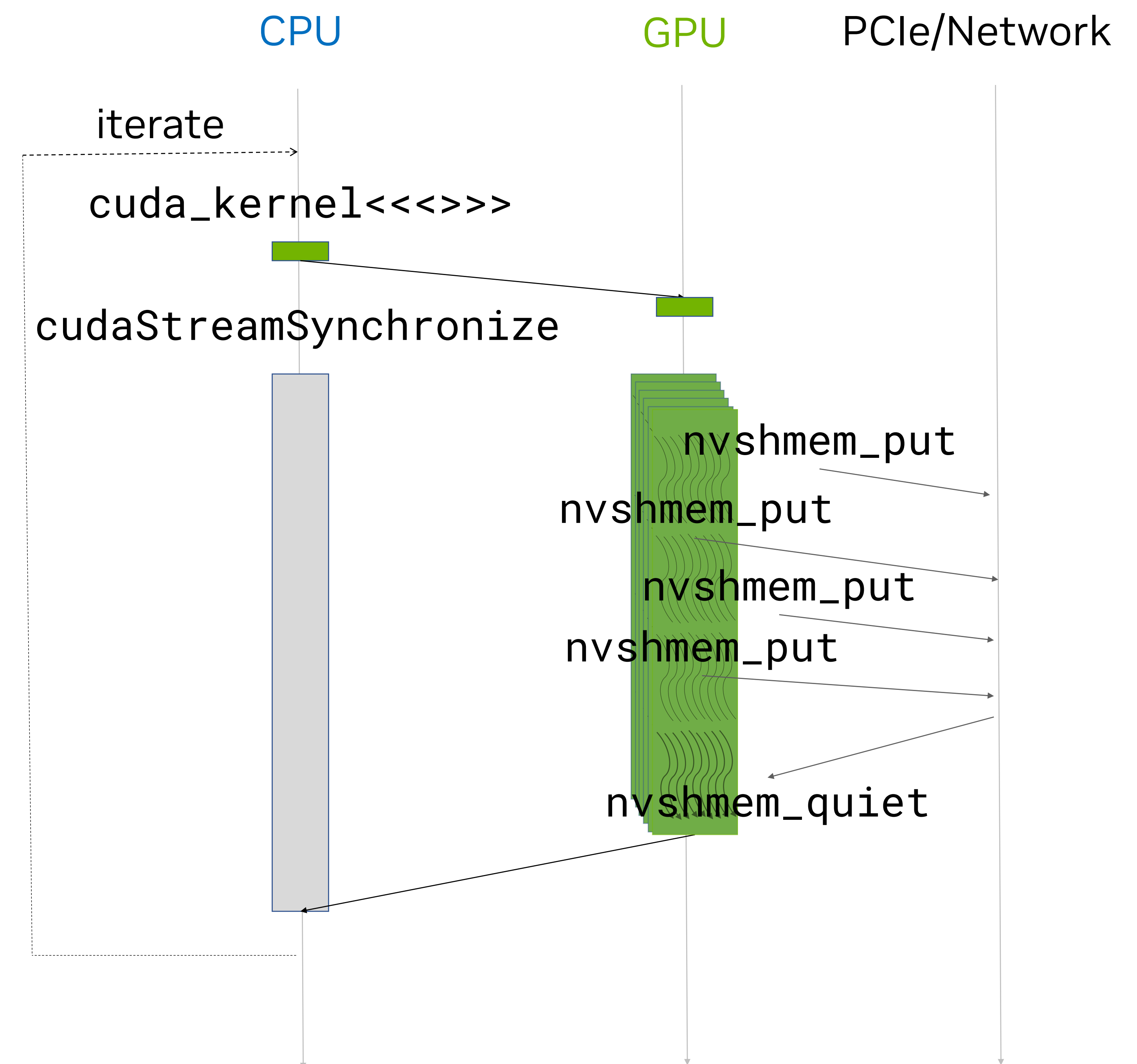


GPU-Initiated Communication

- Compute on GPU
- Communication from GPU

Benefits

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



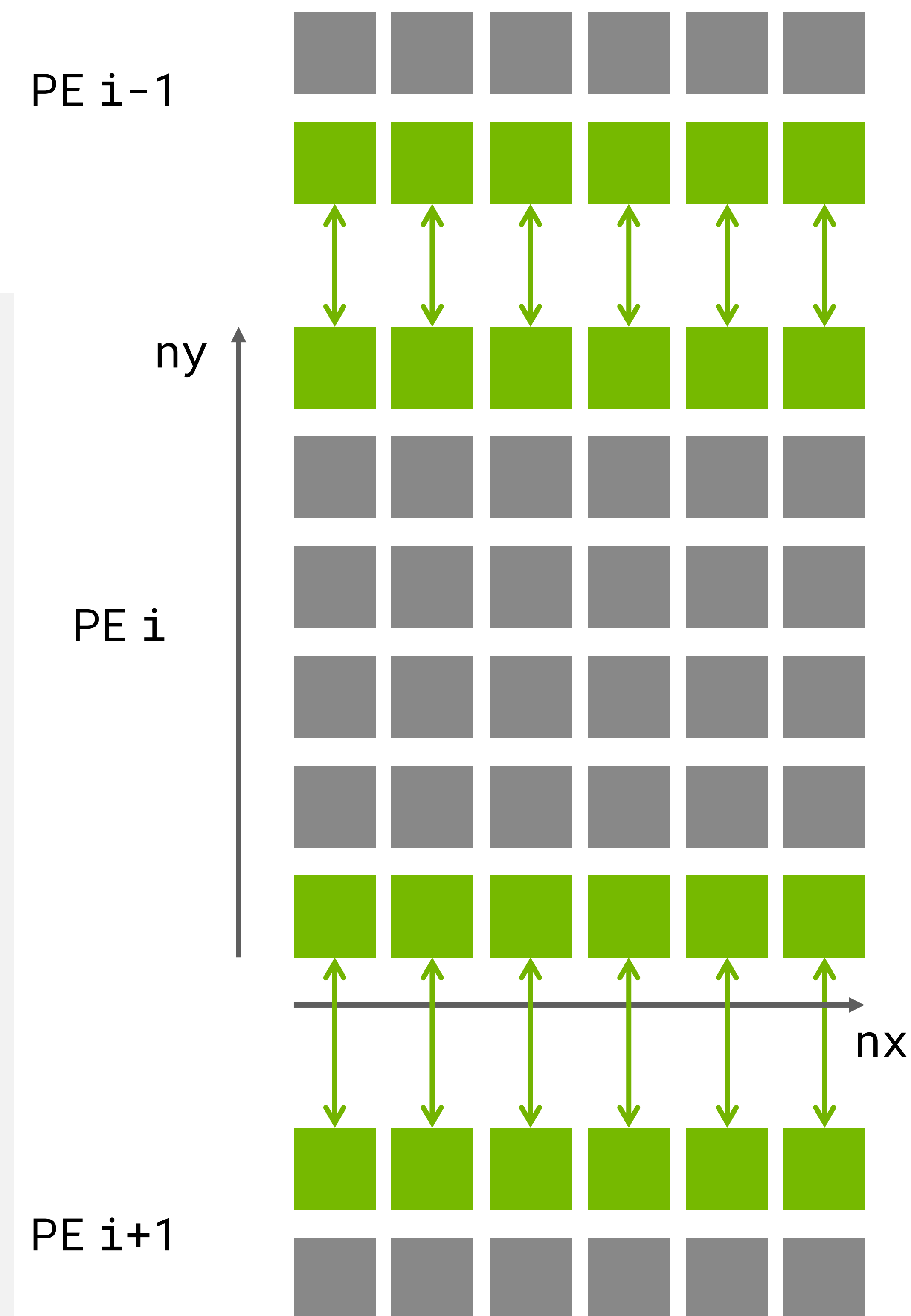
Thread-Level Communication

- Allows fine grained communication and computation overlap
- Efficient mapping to NVLink fabric on DGX systems

```
__global__ void stencil_single_step(float *u, float *v, ...) {
    int ix = get_ix(blockIdx, blockDim, threadIdx);
    int iy = get_iy(blockIdx, blockDim, threadIdx);
    compute(u, v, ix, iy);
    // Thread-level data communication API

    if (iy == 1)
        nvshmem_float_p(u+(ny+1)*nx+ix, u[nx+ix], top_pe);
    if (iy == ny)
        nvshmem_float_p(u+ix, u[ny*nx+ix], bottom_pe);
}

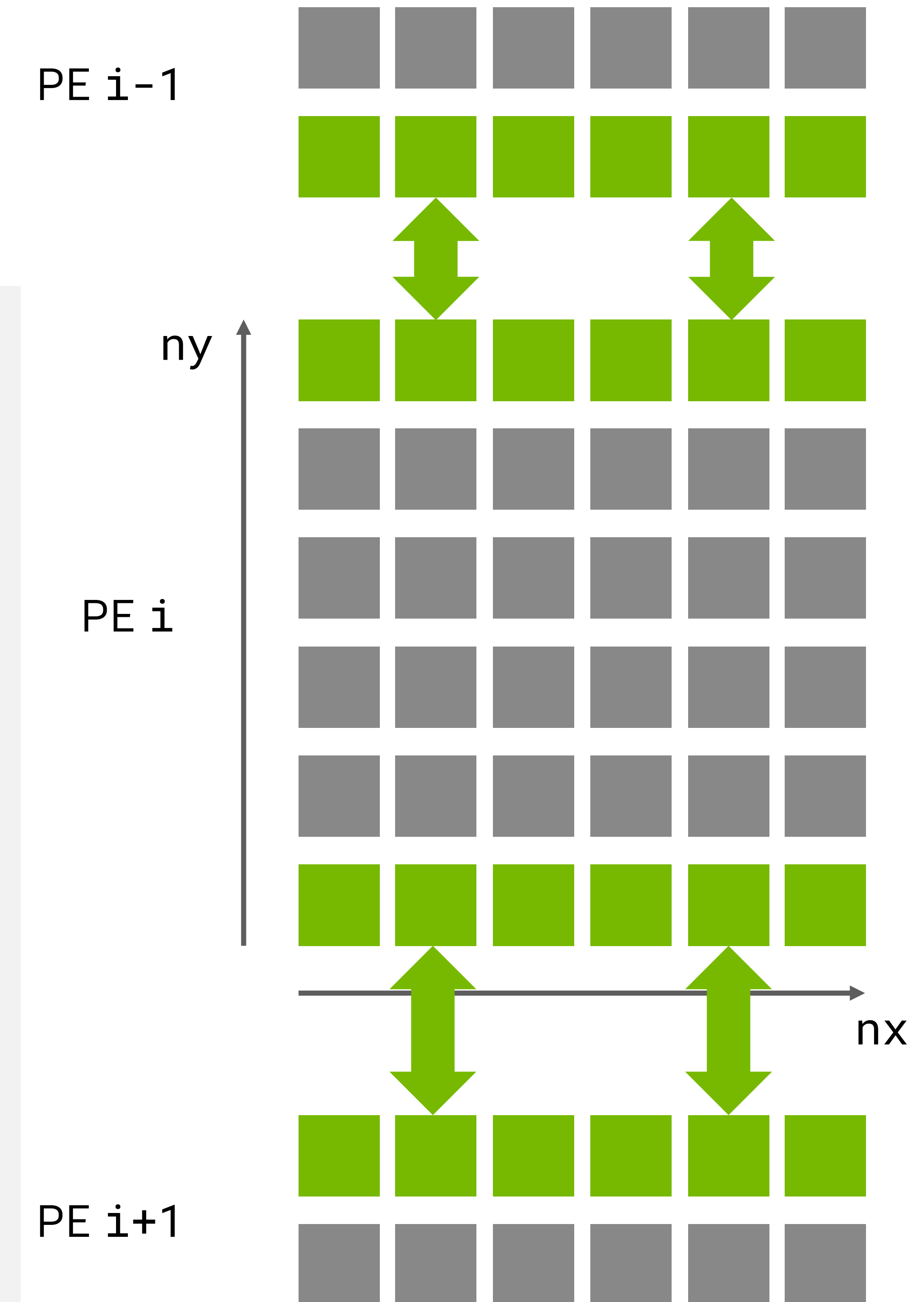
for (int iter = 0; iter < N; iter++) {
    swap(u, v);
    stencil_single_step<<..., stream>>>(u, v, ...);
    nvshmem_barrier_all_on_stream(stream);
}
```



Thread-Group Communication

- NVSHMEM operations can be issued by all threads in a block/warp
- More efficient data transfers over networks like IB
- Still allows inter-warp/inter-block overlap

```
__global__ void stencil_single_step(float *u, float *v, ...) {
    int ix = get_ix(blockIdx, blockDim, threadIdx);
    int iy = get_iy(blockIdx, blockDim, threadIdx);
    compute(u, v, ix, iy);
    // Thread block-level communication API
    int bos = get_block_offset(blockIdx, blockDim);
    if (blockIdx.y == 0)
        nvshmemx_float_put_nbi_block(u+(ny+1)*nx+bos, u+nx+ bos, blockDim.x, top_pe);
    if (blockIdx.y == (blockDim.y-1))
        nvshmemx_float_put_nbi_block(u+bos, u+ny*nx+bos, blockDim.x, bottom_pe);
}
for (int iter = 0; iter < N; iter++) {
    swap(u, v);
    stencil_single_step<<..., stream>>>(u, v, ...);
    nvshmem_barrier_all_on_stream(stream);
}
```

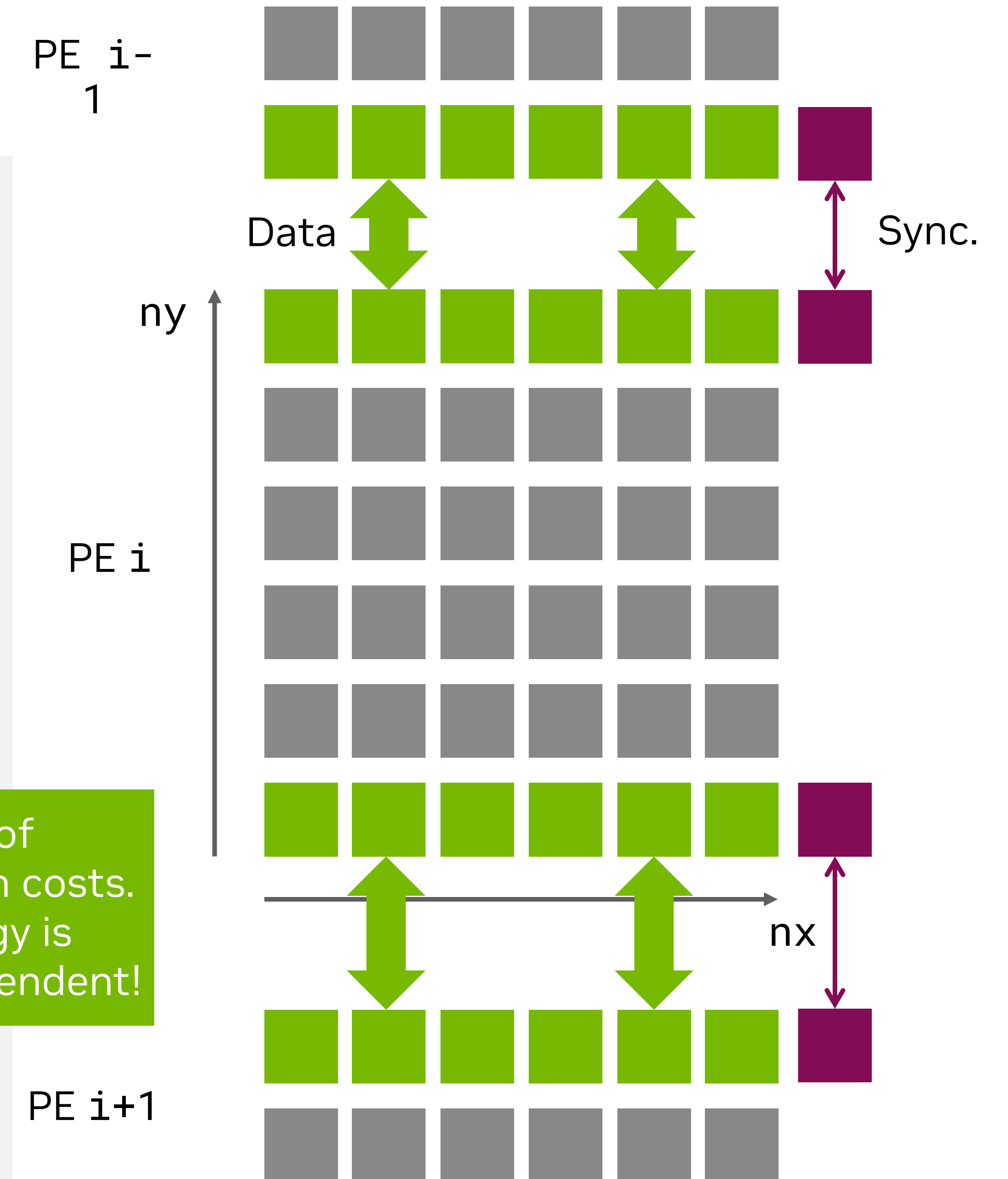


In-Kernel Synchronization

- Point-to-point synchronization across PEs within a kernel
- Enables kernel fusion

```
__global__ void stencil_multi_step(float *u, float *v, int N, int *sync, ...) {
    int ix = get_ix(blockIdx, blockDim, threadIdx);
    int iy = get_iy(blockIdx, blockDim, threadIdx);
    for (int iter = 0; iter < N; iter++) {
        swap(u, v); compute(u, v, ix, iy);
        // Thread block-level data exchange (assume even/odd iter buffering)
        int bos = get_block_offset(blockIdx, blockDim);
        if (blockIdx.y == 0)
            nvshmemx_float_put_nbi_block(u+(ny+1)*nx+bos, u+nx+bos, blockDim.x, top_pe);
        if (blockIdx.y == (blockDim.y-1))
            nvshmemx_float_put_nbi_block(u + bos, u+ny*nx+bos, blockDim.x, bottom_pe);
        if (blockIdx.y == 0 || blockIdx.y == (blockDim.y-1)) {
            __syncthreads();
            nvshmem_quiet();
            if (threadIdx.x == 0 && threadIdx.y == 0) {
                nvshmem_atomic_inc(sync, top_pe);
                nvshmem_atomic_inc(sync, bottom_pe);
            }
        }
        nvshmem_wait_until(sync, NVSHMEM_CMP_GT, 2*iter*gridDim.x);
    }
}
```

Be aware of
synchronization costs.
Best strategy is
application dependent!



Collective Kernel Launch

Ensures progress when using device-side inter-kernel synchronization

NVSHMEM Usage	CUDA Kernel launch
Device-Initiated Communication	Execution config syntax <<< . . . >>> or launch APIs
Device-Initiated Synchronization	<code>nvshmemx_collective_launch</code>

- CUDA’s throughput computing model allows (encourages) grids much larger than a GPU can fit
- Inter-kernel synchronization requires producer and consumer threads to execute concurrently
- Collective launch guarantees co-residency using CUDA cooperative launch and requirement of 1 PE/GPU

NVSHMEM API

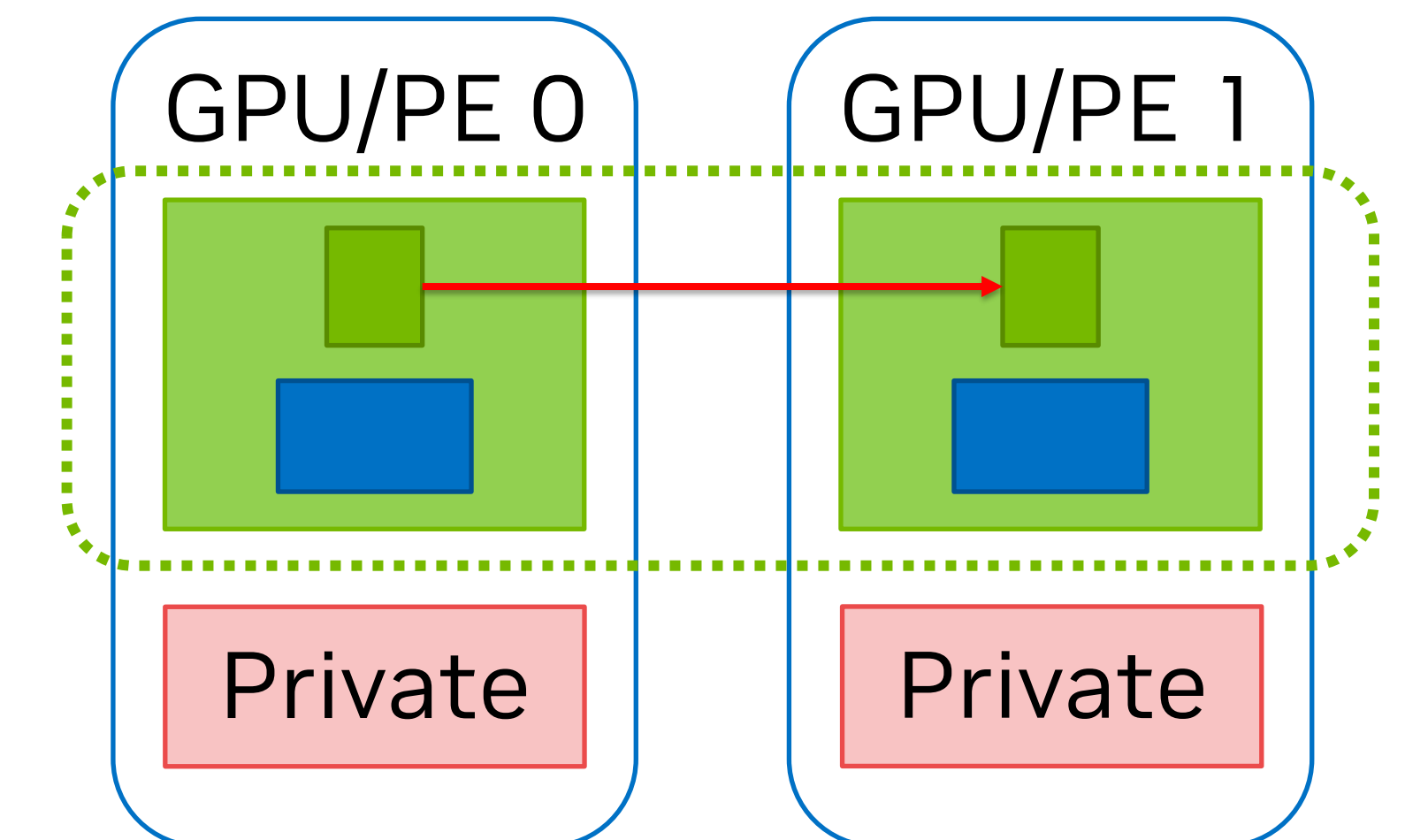
Single Element Put

```
__device__ void nvshmem_TYPENAME_p(TYPE *dest, TYPE value, int pe)
```

- `dest` [OUT]: Symmetric address of the destination data object.
- `value` [IN]: The value to be transferred to `dest`.
- `pe` [IN]: The number of the remote PE.

See: <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/rma.html#nvshmem-p>

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



NVSHMEM API

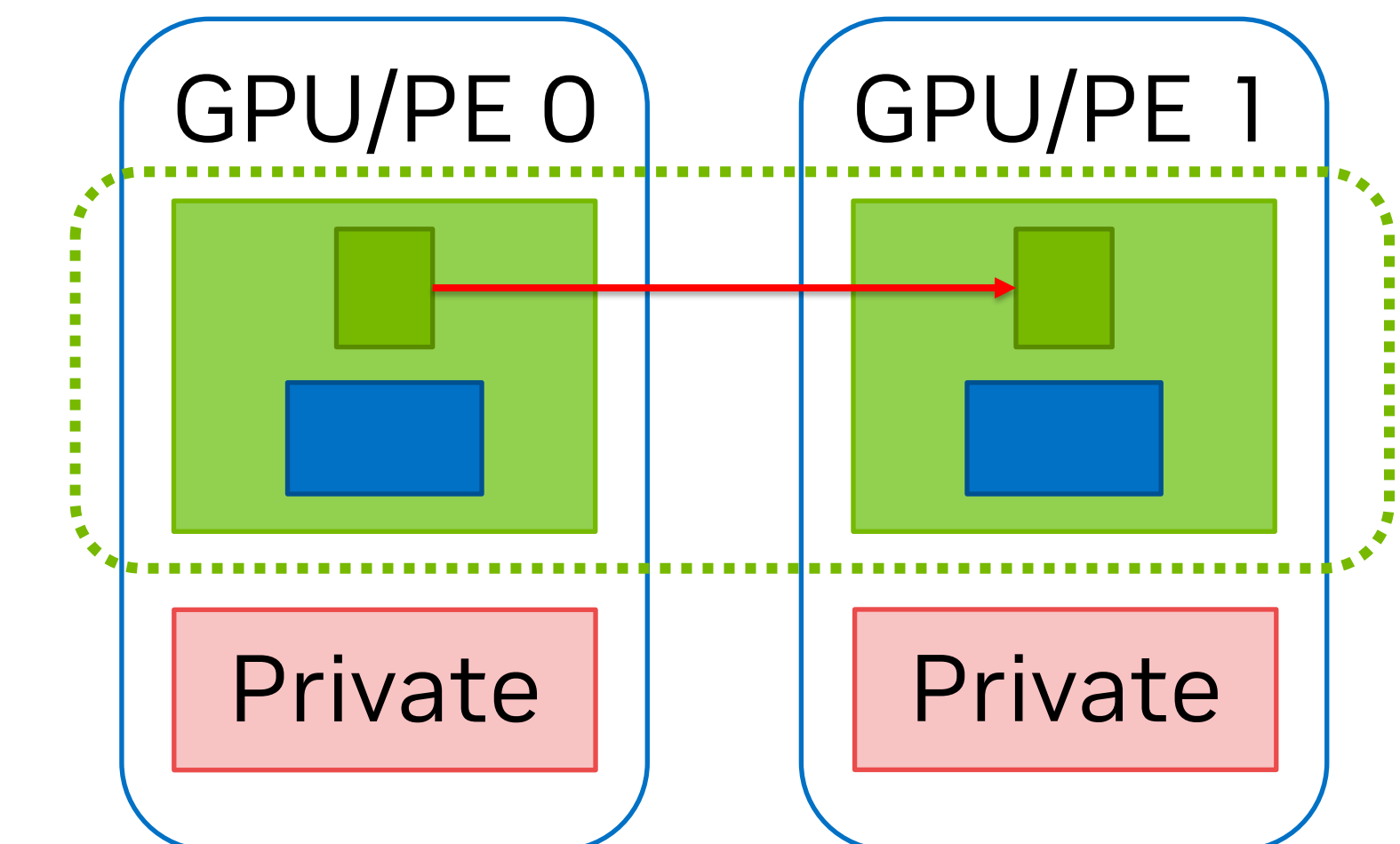
Nonblocking Block Cooperative Put

```
__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

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

NVSHMEM API

Ordering And Completion

```
__device__ void nvshmem_quiet(void)
```

Ensures completion of all operations on symmetric data objects issued by the calling PE.

See: <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/ordering.html#nvshmem-quiet>

NVSHMEM API

Signal Operation

```
__device__ inline void nvshmemx_signal_op(uint64_t *sig_addr, uint64_t signal, int sig_op, int pe)
```

- `sig_addr` [OUT]: Symmetric address of the signal word to be updated.
- `signal` [IN]: The value used to update `sig_addr`.
- `sig_op` [IN]: Operation used to update `sig_addr` with `signal`. (NVSHMEM_SIGNAL_SET or NVSHMEM_SIGNAL_ADD)
- `pe` [IN]: The number of the remote PE.

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

See: <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/signal.html#nvshmemx-signal-op>

NVSHMEM API

Atomic Operation

```
__device__ void nvshmem_TYPENAME_atomic_inc(TYPE *dest, int pe)
```

- dest [OUT]: Symmetric address of the signal word to be updated.
- pe [IN]: The number of the remote PE.

These routines perform an atomic increment operation on the dest data object on PE.

See: <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/amo.html#nvshmem-atomic-inc>

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

NVSHMEM API

Wait Operations

```
__device__ void nvshmem_TYPENAME_wait_until_all(TYPE *ivars, size_t nelems, const int *status,  
                                                int cmp, TYPE cmp_value)
```

```
__device__ void nvshmem_TYPENAME_wait_until(TYPE *ivar, int cmp, TYPE cmp_value)
```

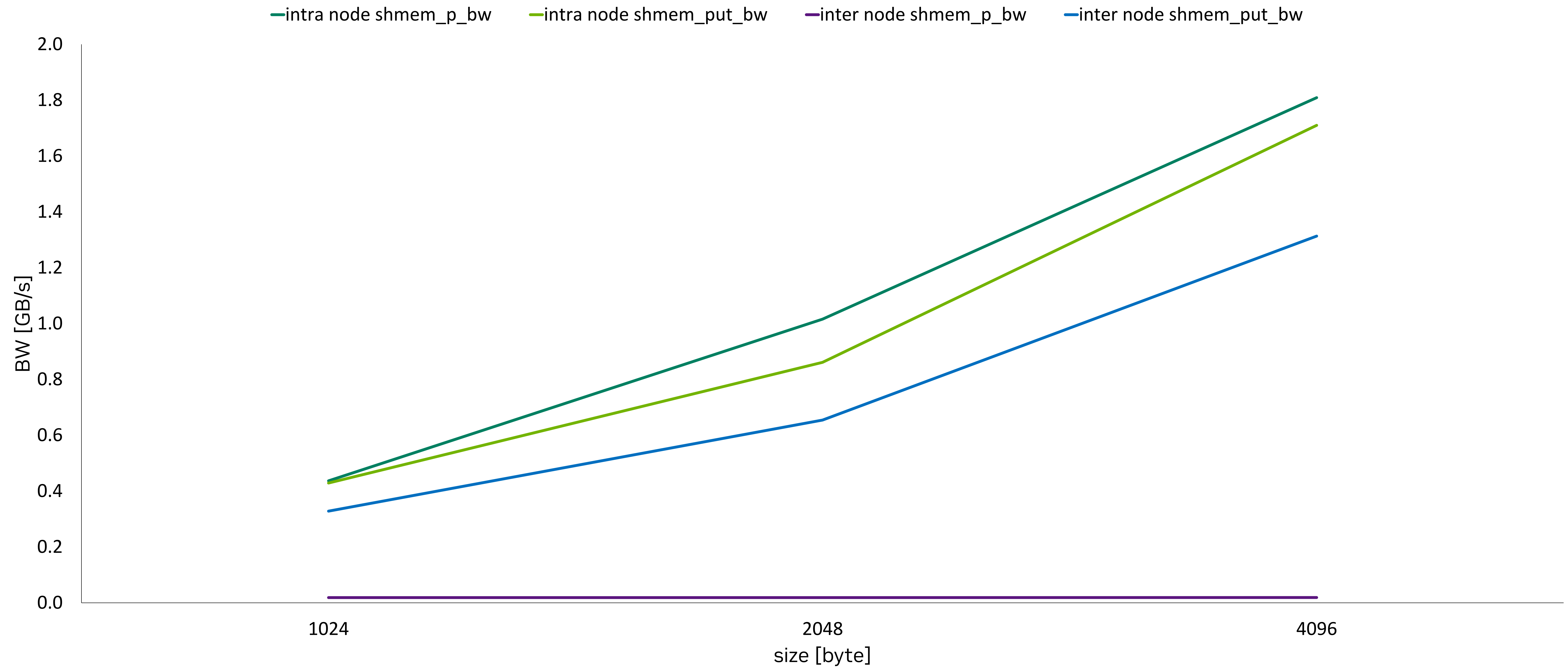
- `ivars` | `ivar` [IN]: Symmetric address of an array of remotely accessible data objects. | Symmetric address of a remotely accessible data object.
- `nelems` [IN]: The number of elements in the `ivars` array.
- `status` [IN]: Local address of an optional mask array of length `nelems` that indicates which elements in `ivars` are excluded from the wait set. Set to NULL when not used.
- `cmp` [IN]: A comparison operator (NVSHMEM_CMP_EQ, NVSHMEM_CMP_NE, NVSHMEM_CMP_GT, NVSHMEM_CMP_GE, NVSHMEM_CMP_LT, NVSHMEM_CMP_LE) that compares elements of `ivars` | `ivar` with `cmp_value`.
- `cmp_value` [IN]: The value to be compared with the objects pointed to by `ivars`.

See: <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/sync.html#nvshmem-wait-until-all> and <https://docs.nvidia.com/hpc-sdk/nvshmem/api/docs/gen/api/sync.html#nvshmem-wait-until>

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

NVSHMEM Perftests

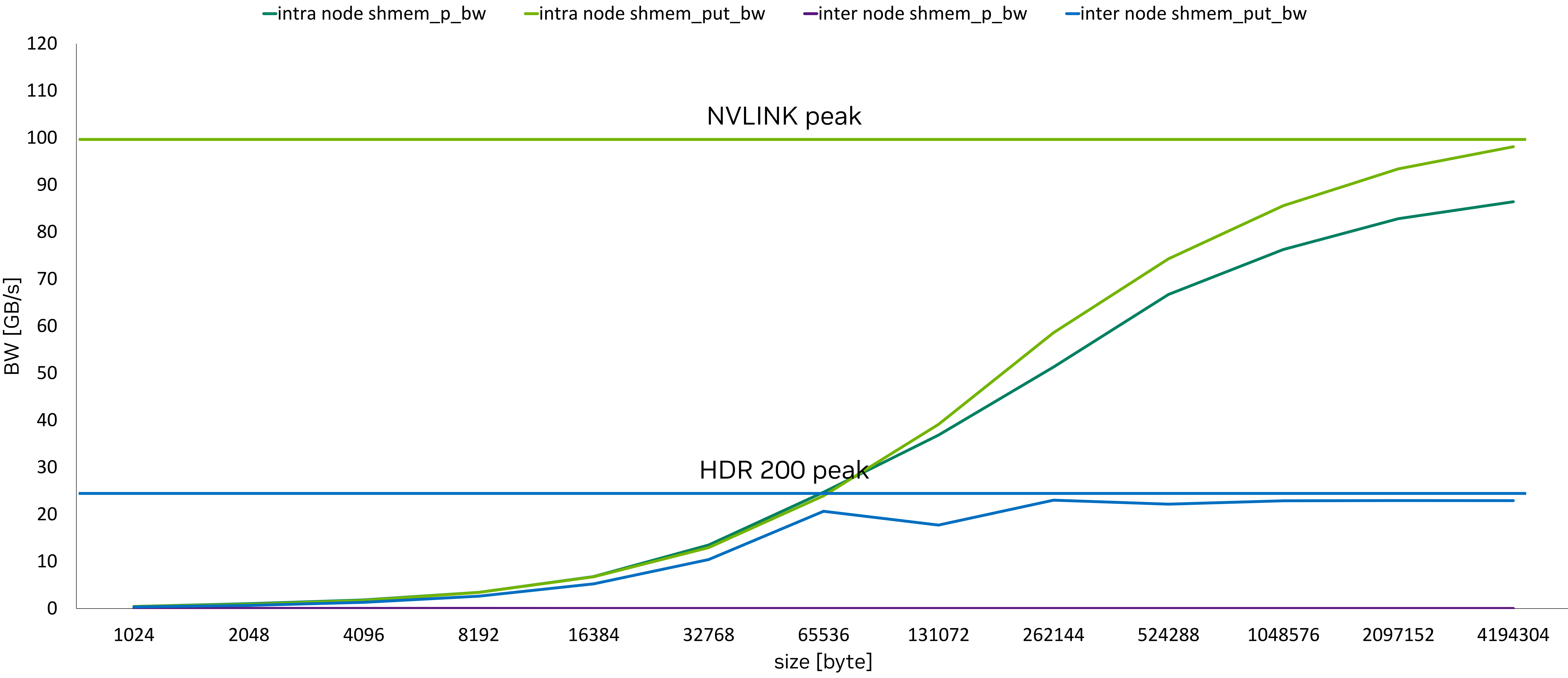
shmem_p_bw and shmem_put_bw on JUWELS Booster – NVIDIA A100 40 GB



shmem_p_bw/shmem_put_bw from NVSHMEM perftest
JUWELS Booster: <https://apps.fz-juelich.de/jsc/hps/juwels/booster-overview.html>

NVSHMEM Perftests

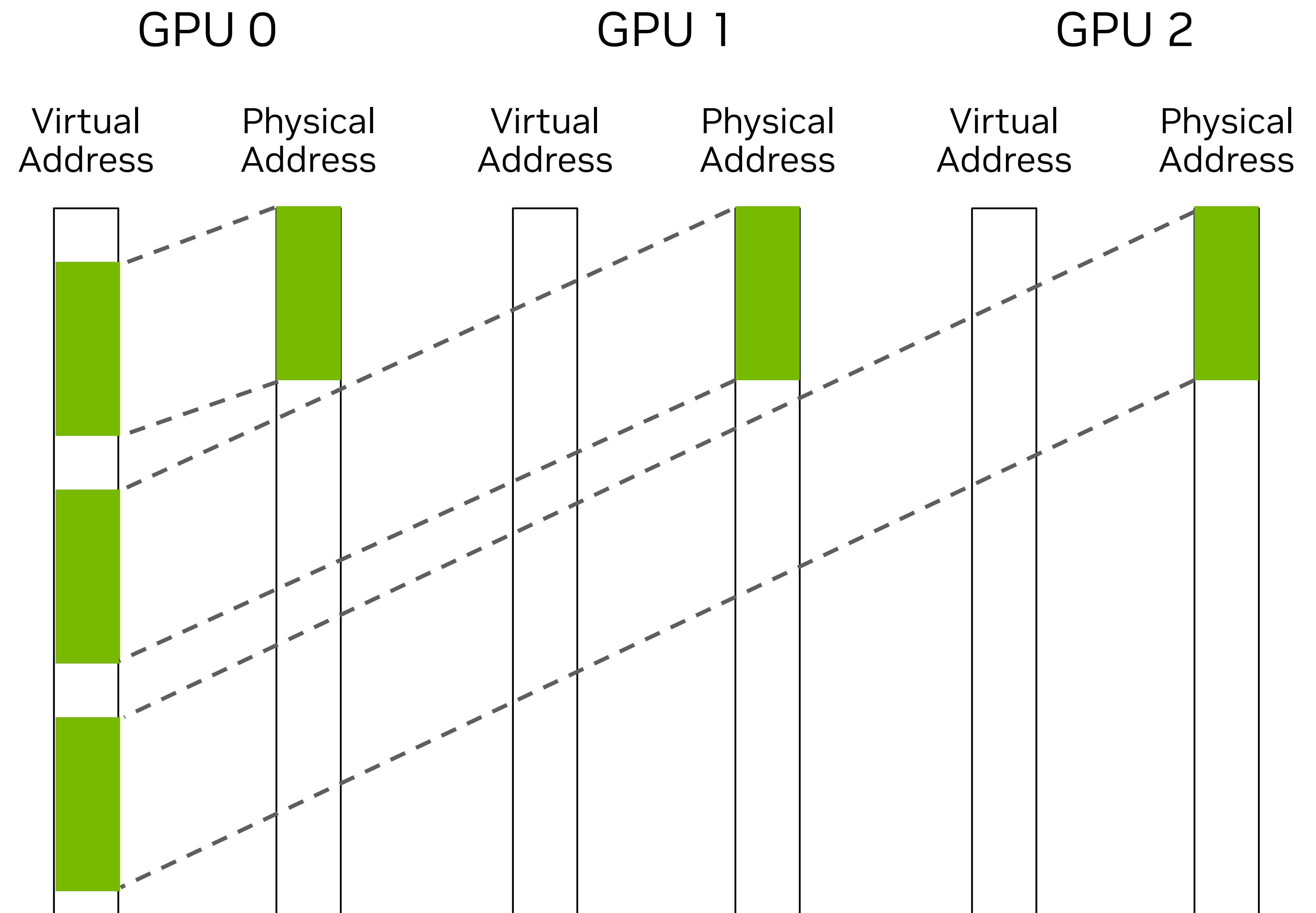
shmem_p_bw and shmem_put_bw on JUWELS Booster – NVIDIA A100 40 GB



shmem_p_bw/shmem_put_bw from NVSHMEM perfest
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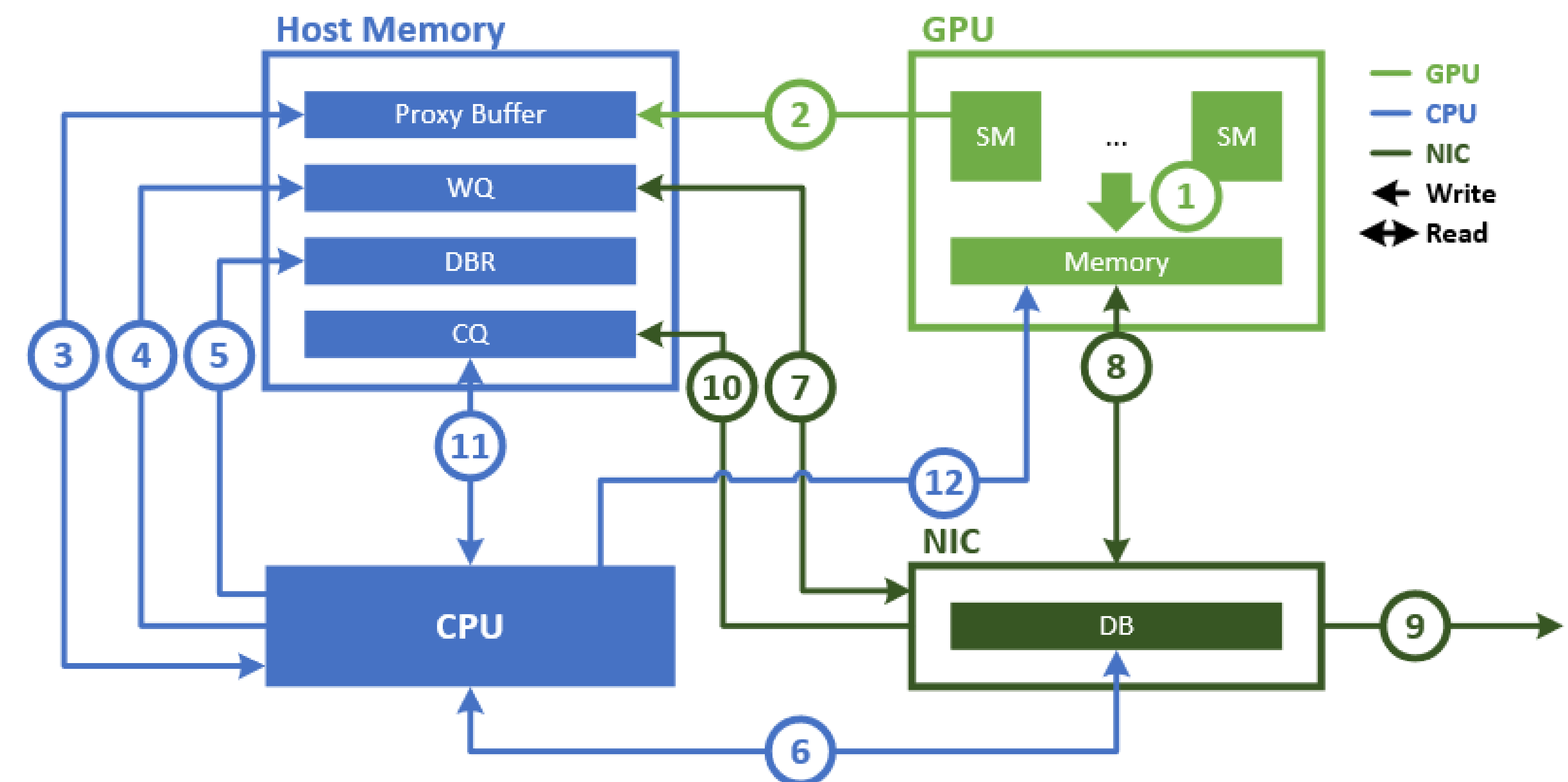
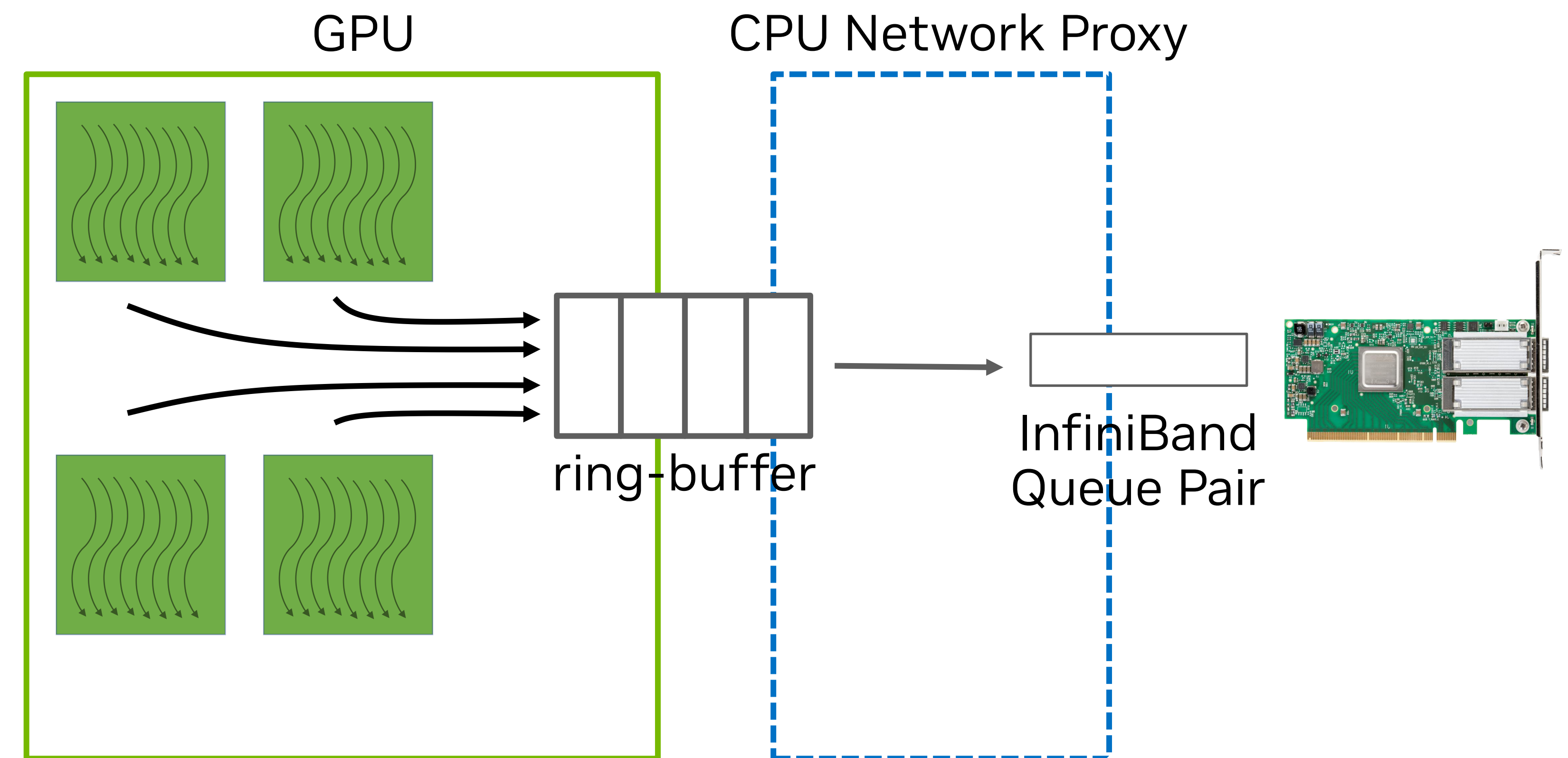
Optimized Intra-Node Communication

- Supported on NVLink and PCI-E
- Use CUDA IPC or cuMem* API to map symmetric memory of intra-node PEs into virtual address space
- `nvshmem_[put|get]` on device -> load/store
- `nvshmem_[put|get]_on_stream` -> `cudaMemcpyAsync`



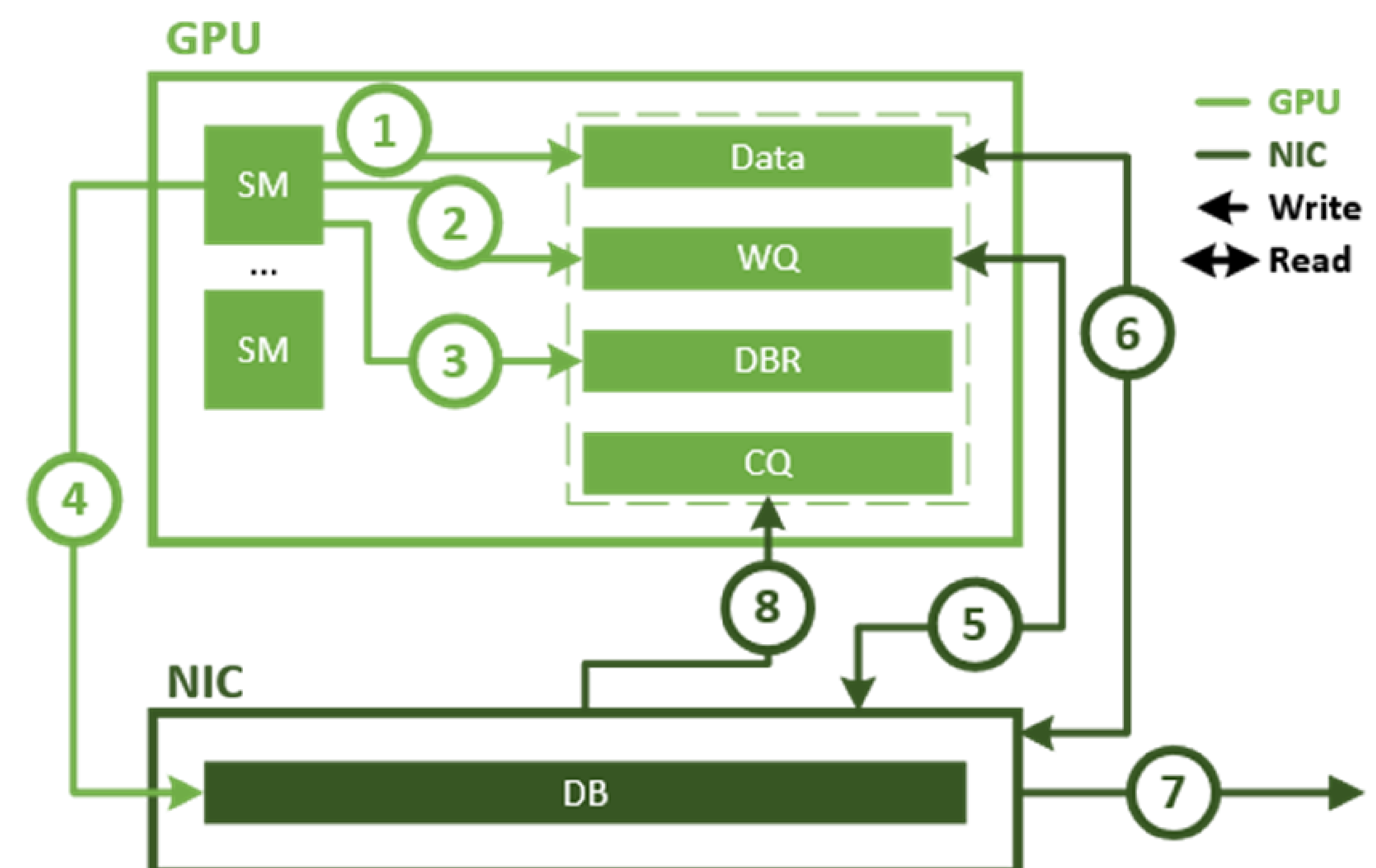
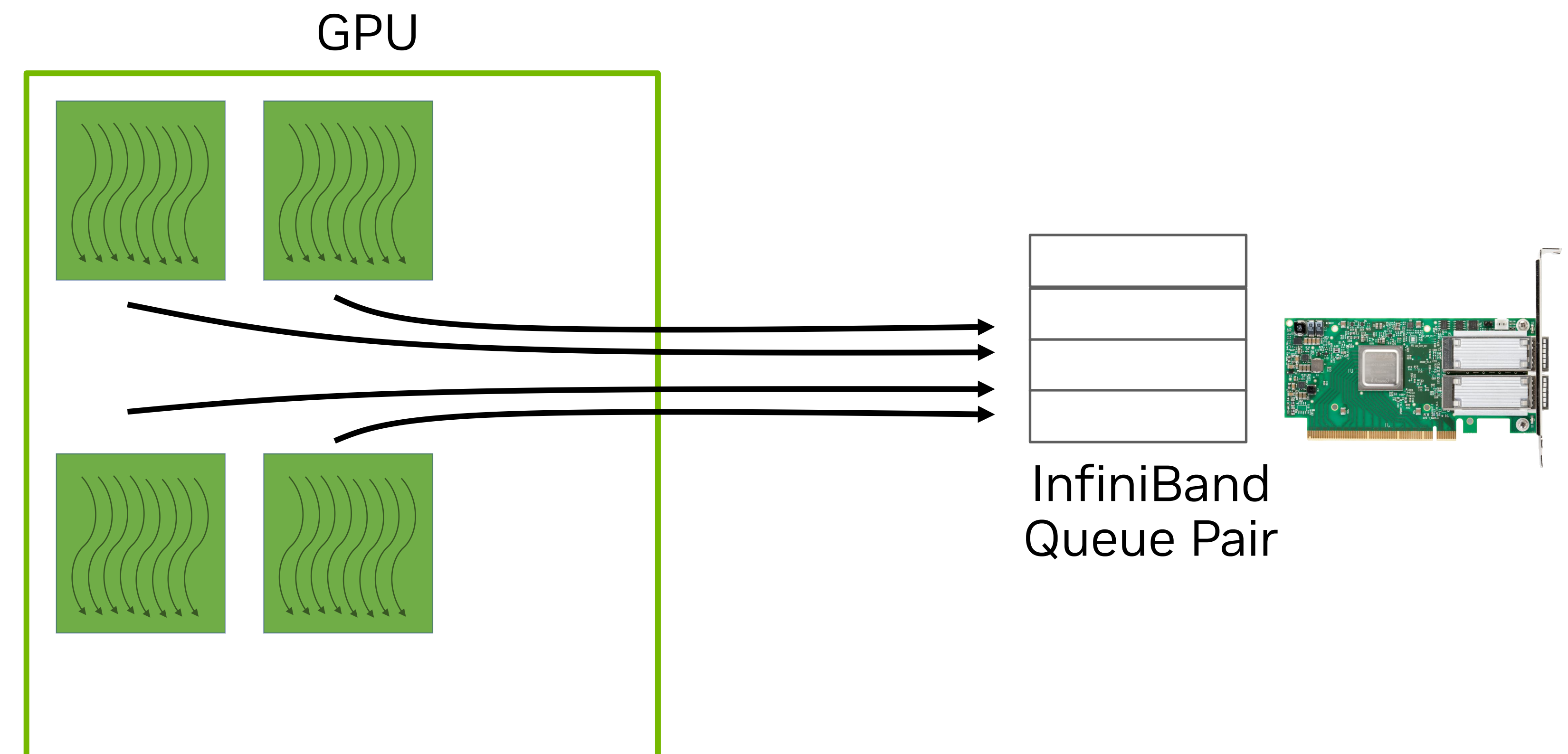
Optimized Inter-Node Communication

- NVSHMEM supports inter-node communication over InfiniBand, RoCE, and UCX (experimental)
- Using GPUDirect RDMA (data plane)
- Reverse offloads network transfers from GPU to the CPU (control plane)
- Ring buffer implementation avoids memory fences when interacting with CPU network proxy



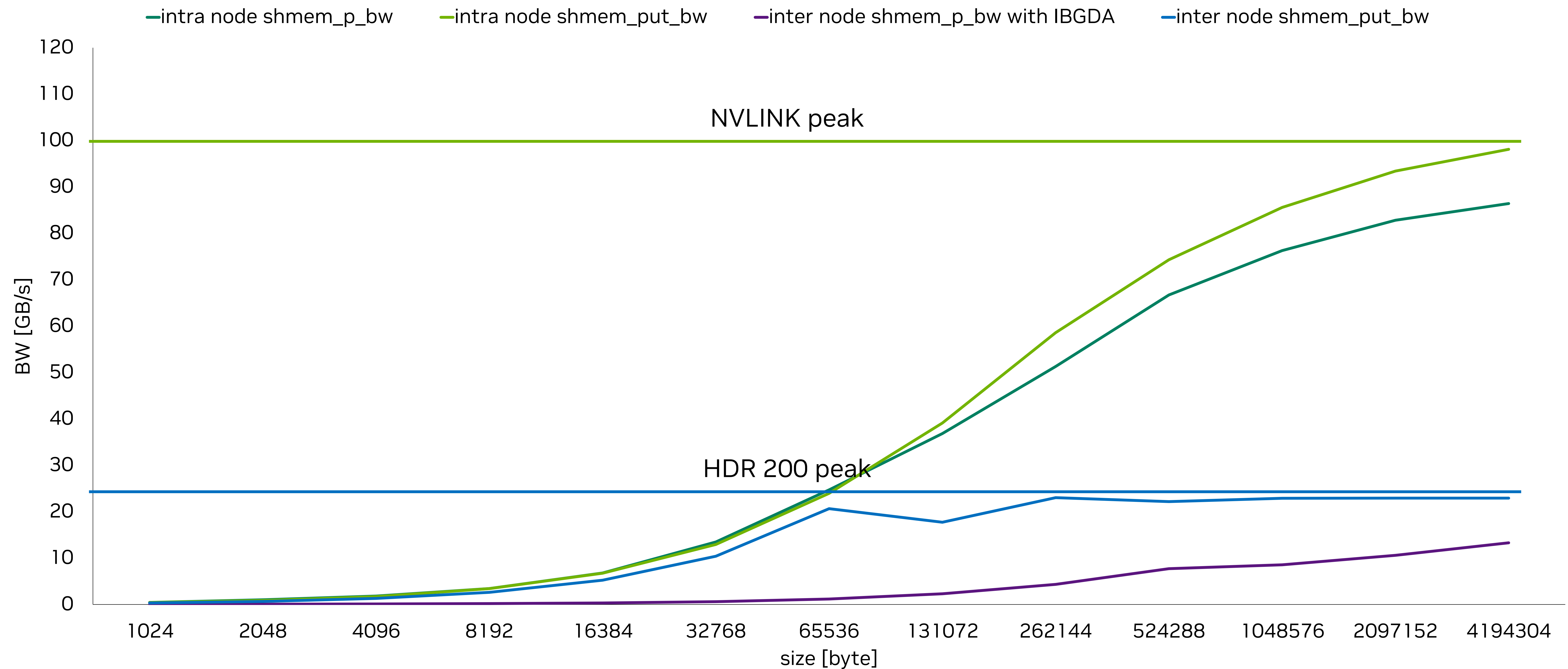
Optimized Inter-Node Communication **Improved**

- **IB GPUDirect Async (IBGDA)** over InfiniBand
- Using GPUDirect RDMA (data plane)
- GPU directly initiates network transfers involving the CPU only for the setup of control data structures



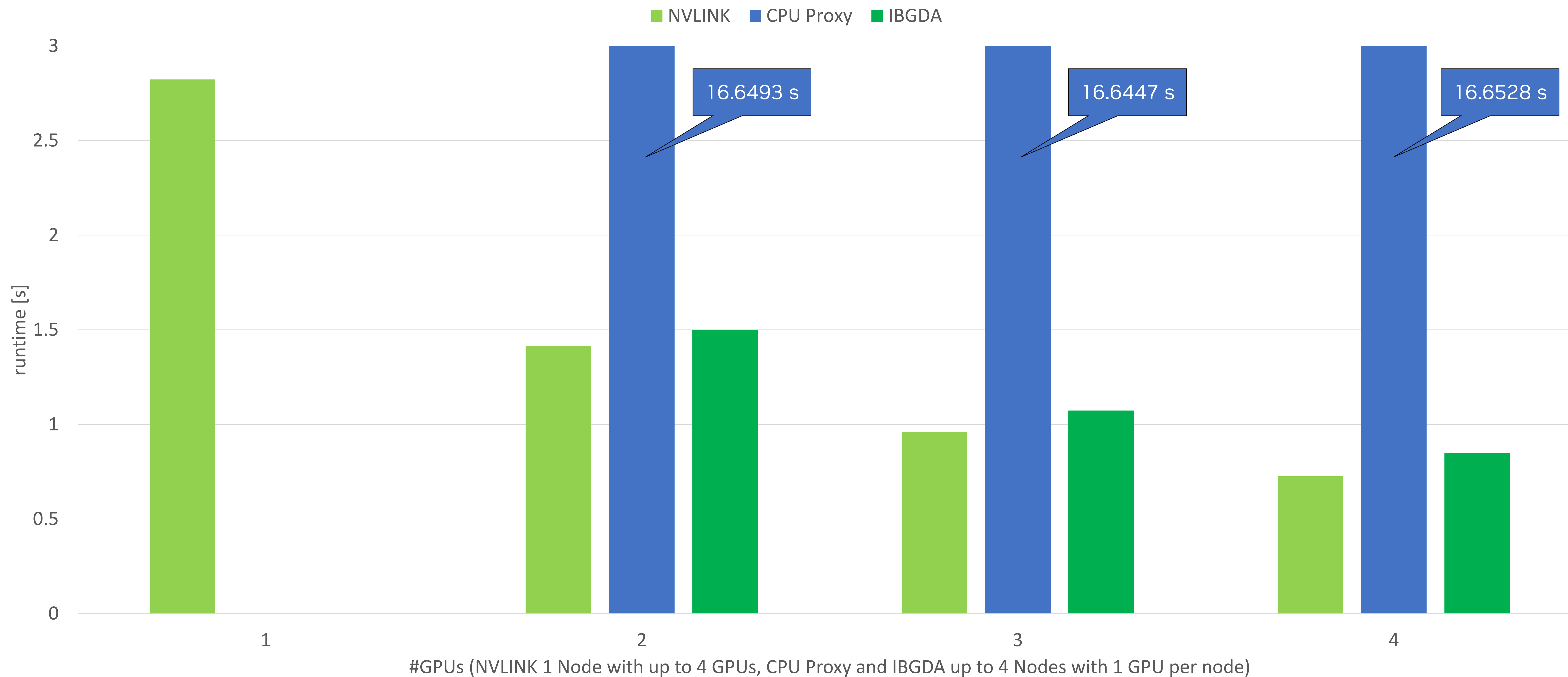
NVSHMEM Perftests with IBGDA

shmem_p_bw and shmem_put_bw on JUWELS Booster – NVIDIA A100 40 GB



NVSHMEM Version with NVL, CPU Proxy and IBGDA

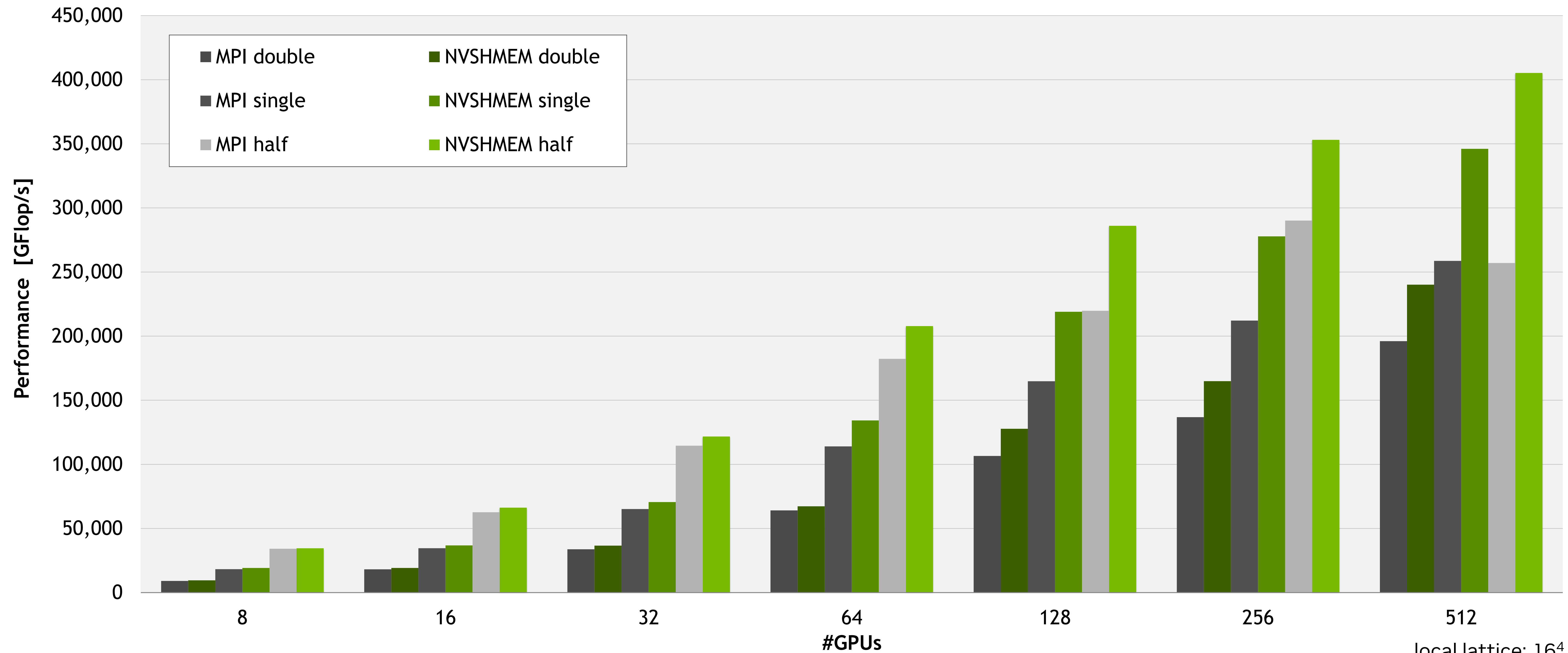
NVSHMEM 2.8.0 prerelease – JUWELS Booster – NVIDIA A100 40 GB – Jacobi on 17408x17408



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

QUDA Strong Scaling on Selene

Lattice Quantum Chromo Dynamics



up to 1.6x Speedup (512 GPUs half precision)

Summary and More Information

- CUDA Graphs help minimize CPU-side launch overhead and Device-side execution overhead
- Device-initiate communication enables:
 - fine grained communication and computation overlap with sometimes less coding effort
 - kernel fusion not possible with host initiate communication models like MPI and NCCL
- With **IB GPUDirect Async** (IBGDA) NVSHMEM can achieve peak Network message rates
- Without IBGDA for good intranode device-initiated communication performance it is necessary to aggregate larger messages (nvshmemx_TYPENAME_put_nbi_block)
- CUDA Graphs documentation: <https://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html#cuda-graphs>
- NVSHMEM: CUDA-Integrated Communication for NVIDIA GPUs (a Magnum IO session): <https://www.nvidia.com/en-us/on-demand/session/gtcspring22-s41044/>
- Overcoming Latency Barriers: Strong Scaling HPC Applications with NVSHMEM: <https://www.nvidia.com/en-us/on-demand/session/gtcsj20-s21673/>
- <https://developer.nvidia.com/blog/scaling-scientific-computing-with-nvshmem/>
- <https://developer.nvidia.com/blog/accelerating-nvshmem-2-0-team-based-collectives-using-nccl/>
- <https://developer.nvidia.com/blog/improving-network-performance-of-hpc-systems-using-nvidia-magnum-io-nvshmem-and-gpudirect-async/>

