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Optimization Techniques for Multi-GPU Applications

Simon Garcia de Gonzalo, Sandia National Laboratories

(slides from Jiri Kraus, NVIDIA Principal Devtech Compute)



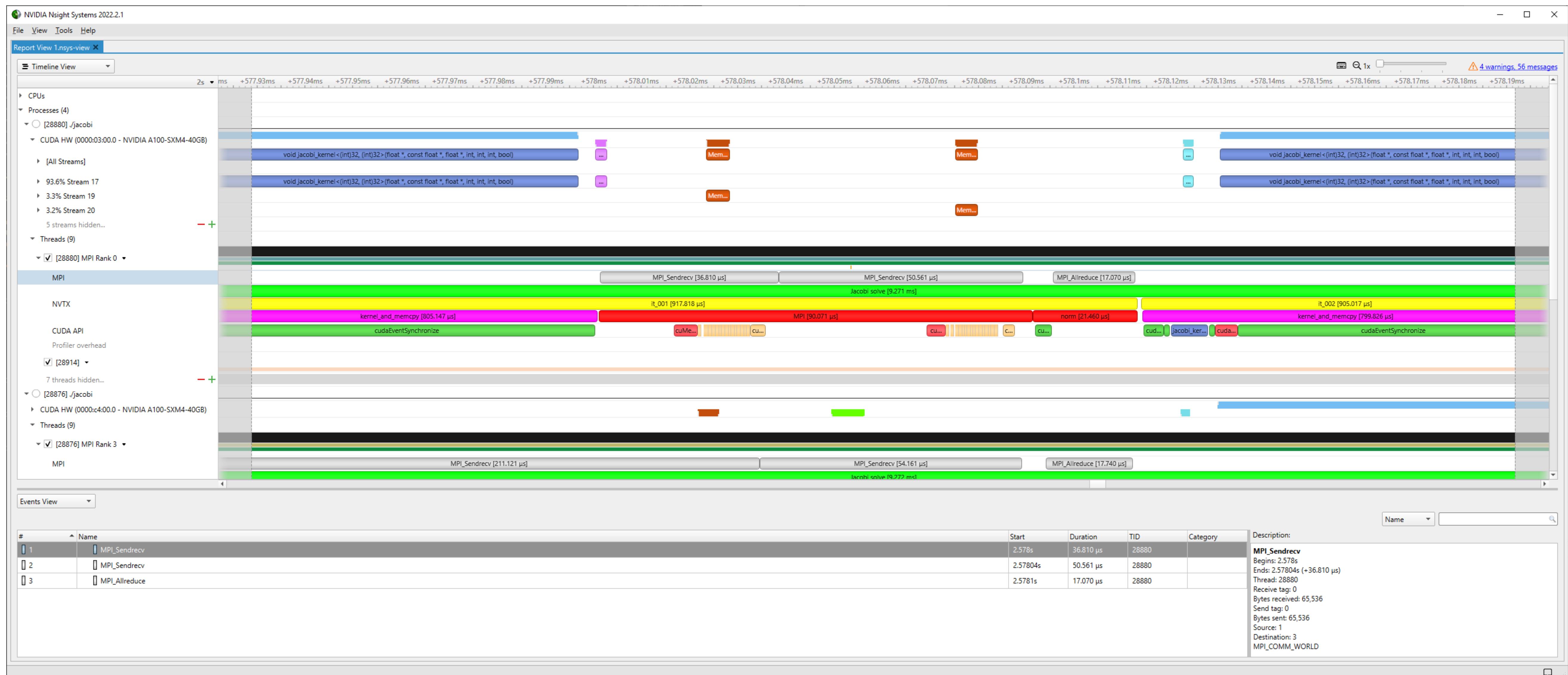
SC23
Denver, CO | i am hpc.



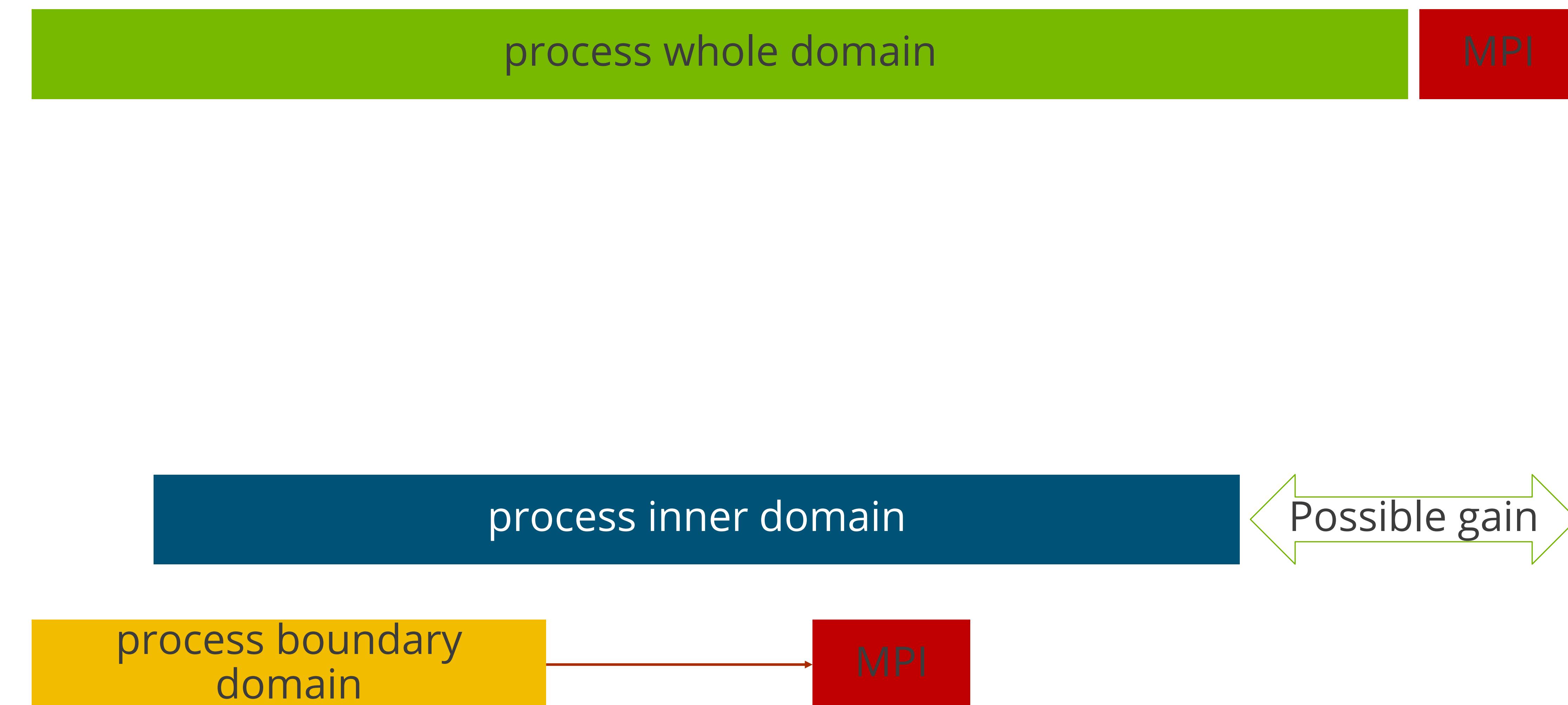
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Multi GPU Jacobi Nsight Systems Timeline

MPI 8 NVIDIA A100 40GB on JUWELS Booster

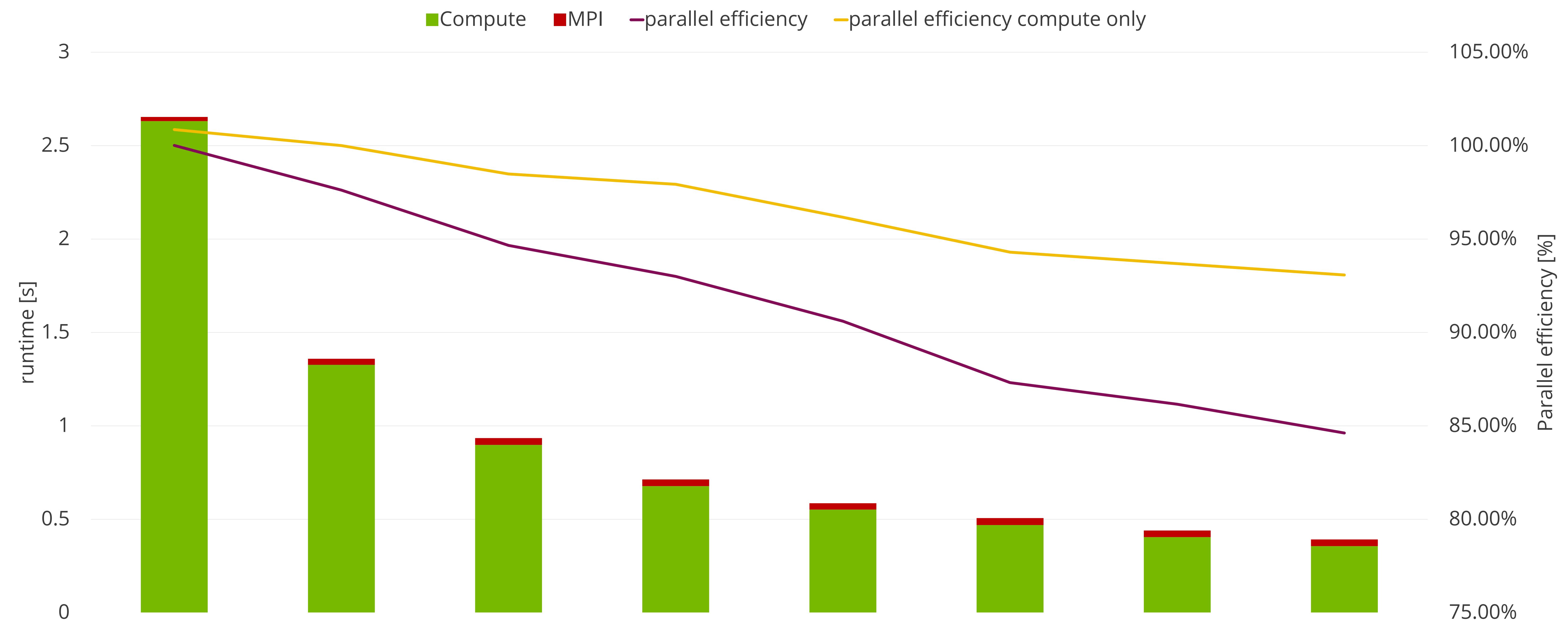


Communication + Computation Overlap



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>

MPI Communication + Computation Overlap

```
launch_jacobi_kernel(a_new, a, l2_norm_d, iy_start, (iy_start + 1), nx, push_top_stream);
launch_jacobi_kernel(a_new, a, l2_norm_d, (iy_end - 1), iy_end, nx, push_bottom_stream);
launch_jacobi_kernel(a_new, a, l2_norm_d, (iy_start + 1), (iy_end - 1), nx, compute_stream);

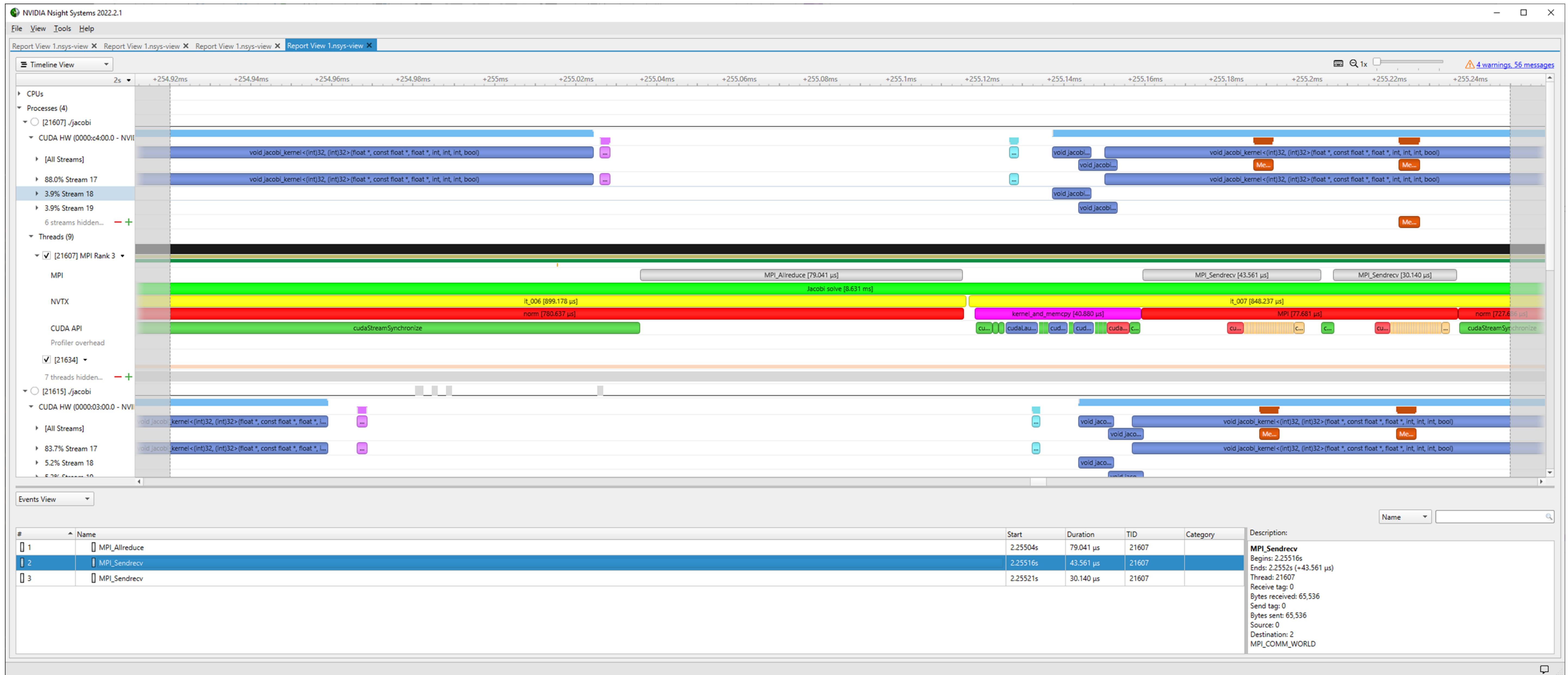
const int top = rank > 0 ? rank - 1 : (size - 1);
const int bottom = (rank + 1) % size;

CUDA_RT_CALL(cudaStreamSynchronize(push_top_stream));
MPI_CALL(MPI_Sendrecv(a_new + iy_start * nx, nx, MPI_REAL_TYPE, top, 0,
                      a_new + (iy_end * nx), nx, MPI_REAL_TYPE, bottom, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE));
CUDA_RT_CALL(cudaStreamSynchronize(push_bottom_stream));
MPI_CALL(MPI_Sendrecv(a_new + (iy_end - 1) * nx, nx, MPI_REAL_TYPE, bottom, 0,
                      a_new, nx, MPI_REAL_TYPE, top, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE));
```



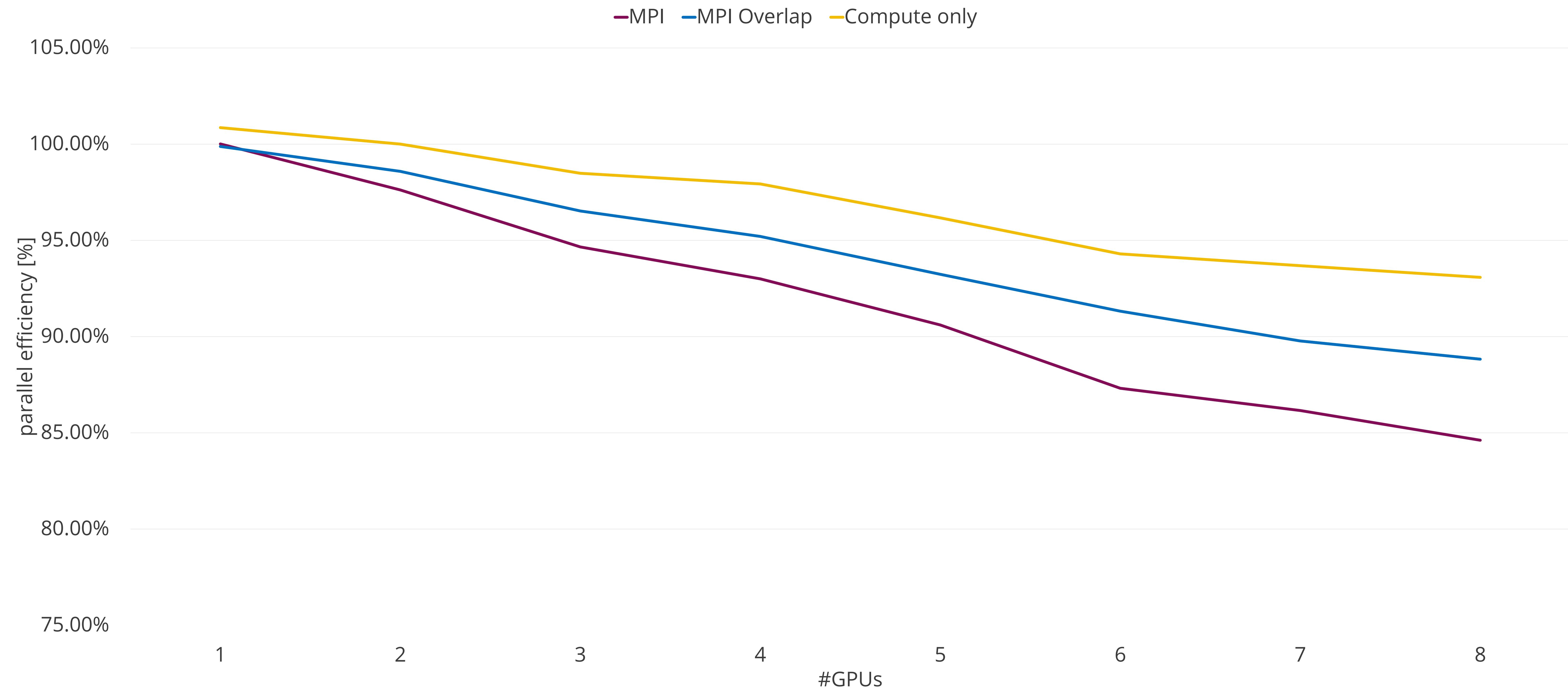
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Communication + Computation Overlap

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



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JUWELS Booster: <https://apps.fz-juelich.de/jsc/hps/juwels/booster-overview.html>

MPI Communication + Computation Overlap

```
launch_jacobi_kernel(a_new, a, 12_norm_d, (iy_start + 1), (iy_end - 1), nx, compute_stream);
launch_jacobi_kernel(a_new, a, 12_norm_d, iy_start, (iy_start + 1), nx, push_top_stream);
launch_jacobi_kernel(a_new, a, 12_norm_d, (iy_end - 1), iy_end, nx, push_bottom_stream);
launch_jacobi_kernel(a_new, a, 12_norm_d, (iy_start + 1), (iy_end - 1), nx, compute_stream); 
```

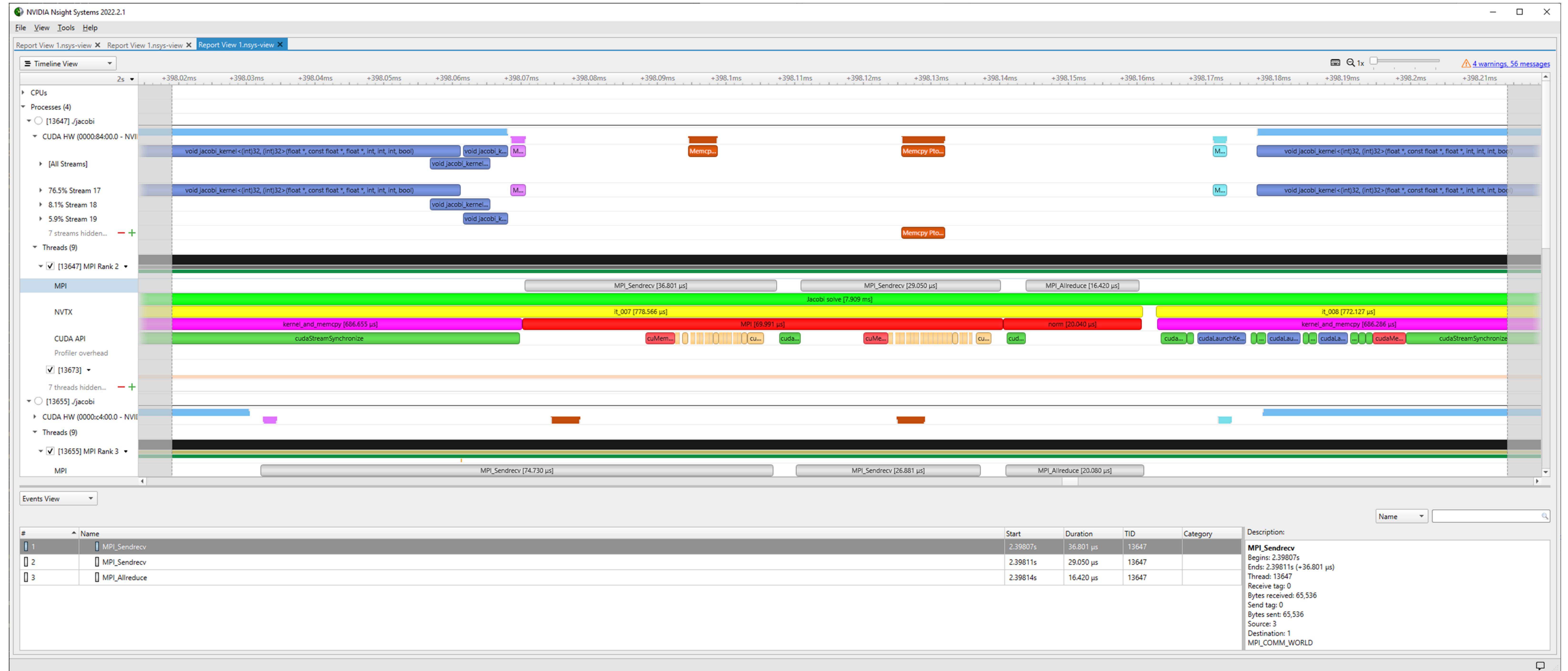
```
const int top = rank > 0 ? rank - 1 : (size - 1);
const int bottom = (rank + 1) % size;

CUDA_RT_CALL(cudaStreamSynchronize(push_top_stream));
MPI_CALL(MPI_Sendrecv(a_new + iy_start * nx, nx, MPI_REAL_TYPE, top, 0,
                      a_new + (iy_end * nx), nx, MPI_REAL_TYPE, bottom, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE));
CUDA_RT_CALL(cudaStreamSynchronize(push_bottom_stream));
MPI_CALL(MPI_Sendrecv(a_new + (iy_end - 1) * nx, nx, MPI_REAL_TYPE, bottom, 0,
                      a_new, nx, MPI_REAL_TYPE, top, 0, MPI_COMM_WORLD, MPI_STATUS_IGNORE));
```



Multi GPU Jacobi Nsight Systems Timeline

MPI Overlap 8 NVIDIA A100 40GB on JUWELS Booster



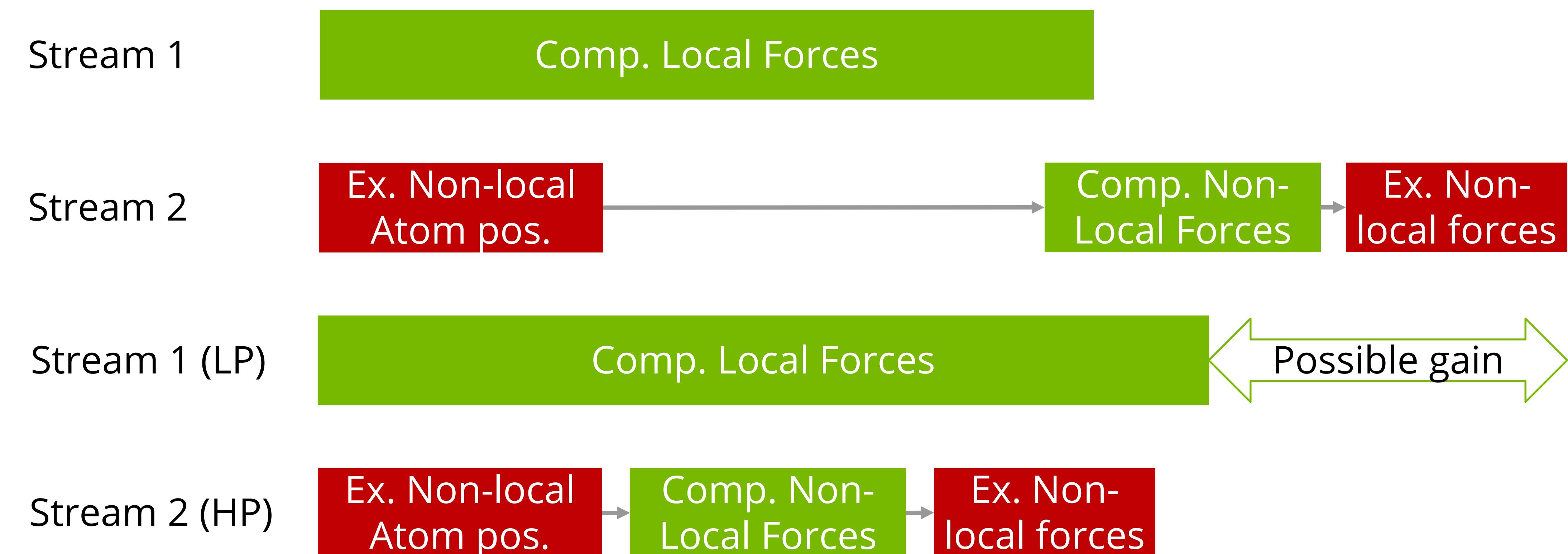
High Priority Streams



Improve scalability with high priority streams (available on CC 3.5+)

```
cudaStreamCreateWithPriority ( cudaStream_t* pStream, unsigned int flags, int priority )
```

Use-case MD-Simulations



MPI Communication + Computation Overlap

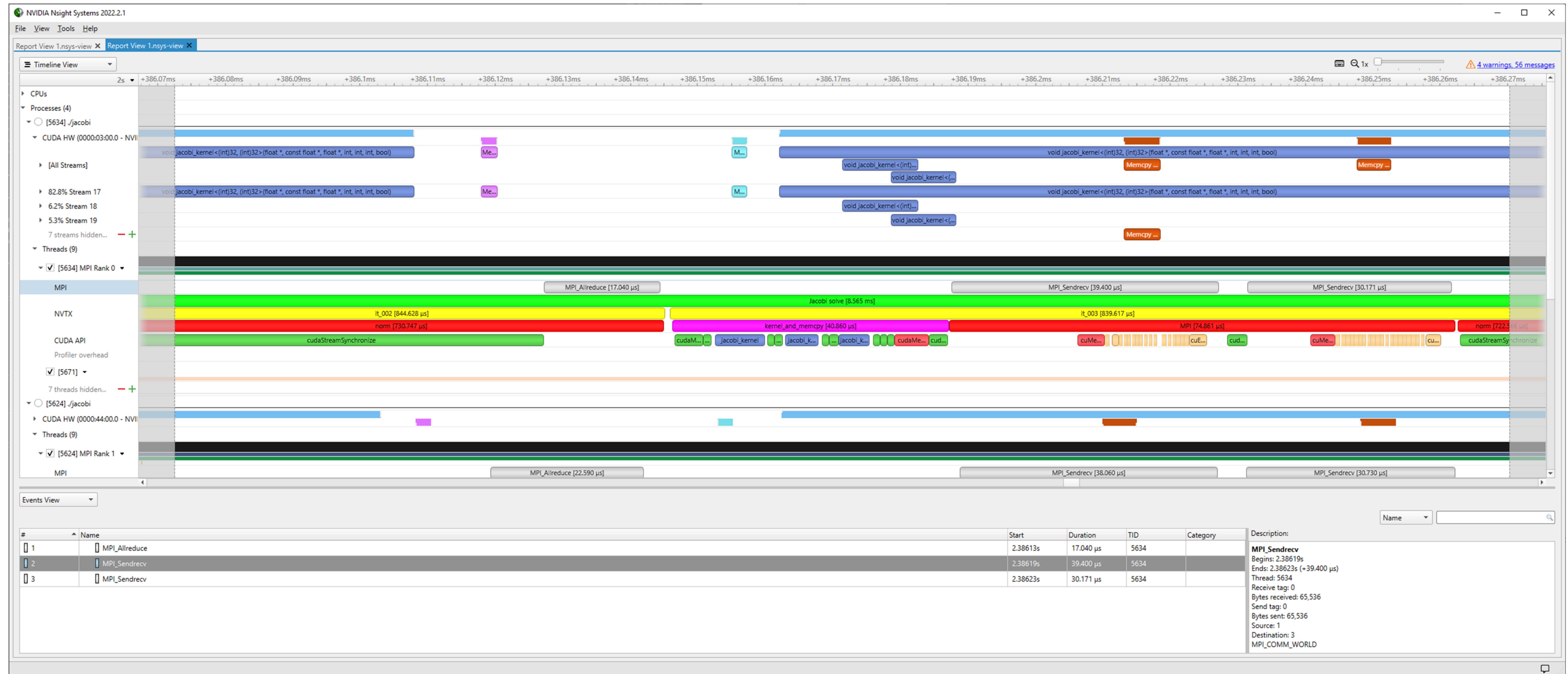
with high priority streams

```
int leastPriority = 0;  
int greatestPriority = leastPriority;  
CUDA_RT_CALL(cudaDeviceGetStreamPriorityRange(&leastPriority, &greatestPriority));  
  
cudaStream_t compute_stream;  
cudaStream_t push_top_stream;  
cudaStream_t push_bottom_stream;  
  
CUDA_RT_CALL(cudaStreamCreateWithPriority(&compute_stream, cudaStreamDefault, leastPriority));  
CUDA_RT_CALL(cudaStreamCreateWithPriority(&push_top_stream, cudaStreamDefault, greatestPriority));  
CUDA_RT_CALL(cudaStreamCreateWithPriority(&push_bottom_stream, cudaStreamDefault, greatestPriority));
```



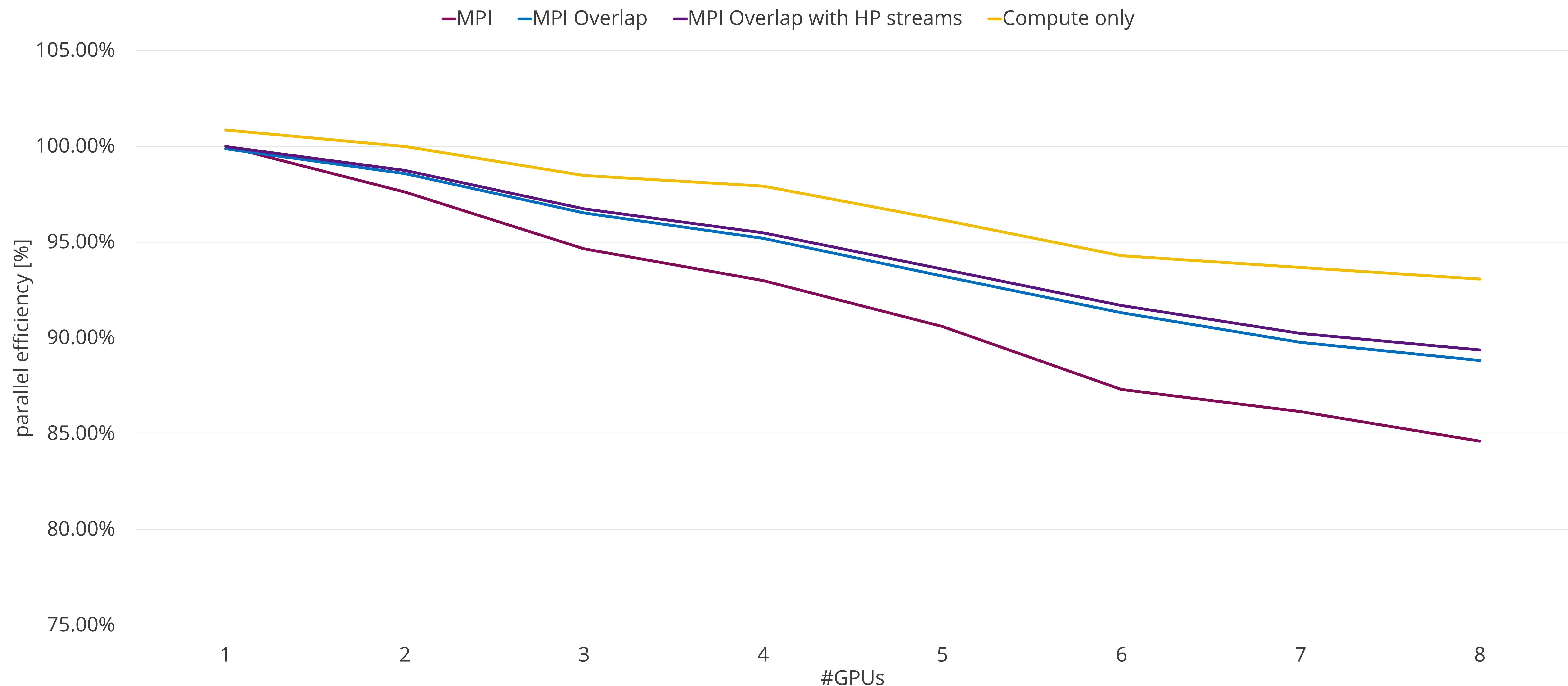
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CUDA-aware MPI



Example:

MPI Rank 0 MPI_Send from GPU Buffer

MPI Rank 1 MPI_Recv to GPU Buffer

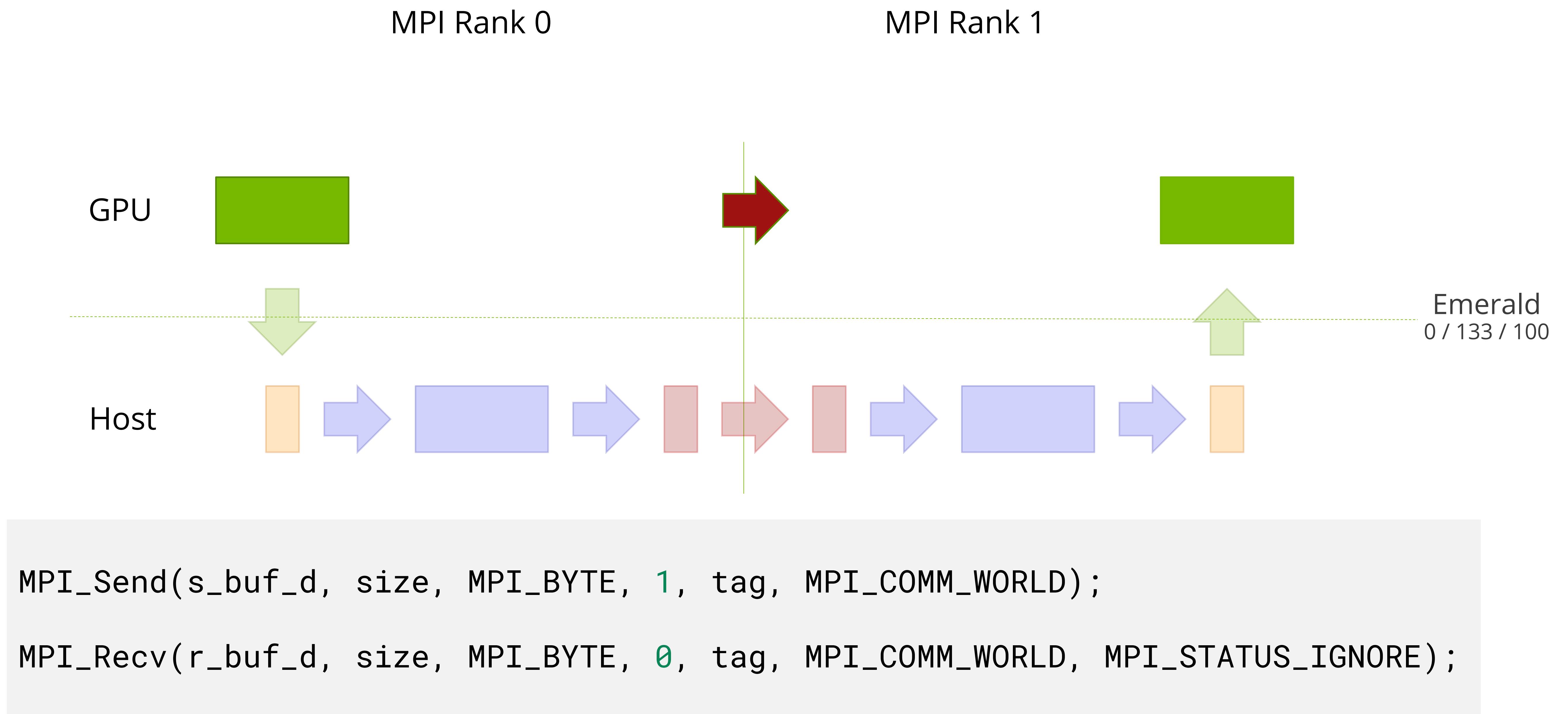
Show how CUDA+MPI works in principle

Depending on the MPI implementation, message size, system setup, ...
situation might be different

Two GPUs in two nodes

GPU to remote GPU

CUDA-aware MPI with support for GPUDirect RDMA

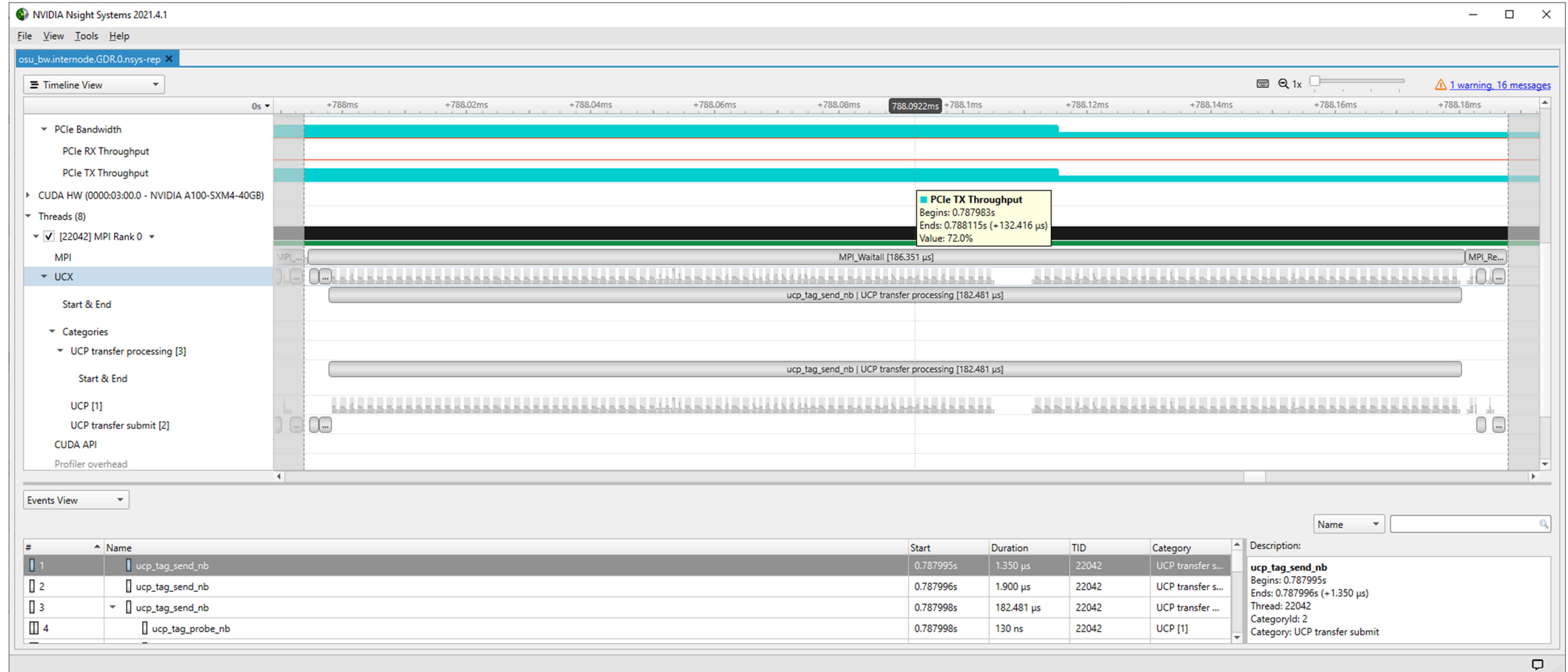




osu_bw Nsight Systems Timeline

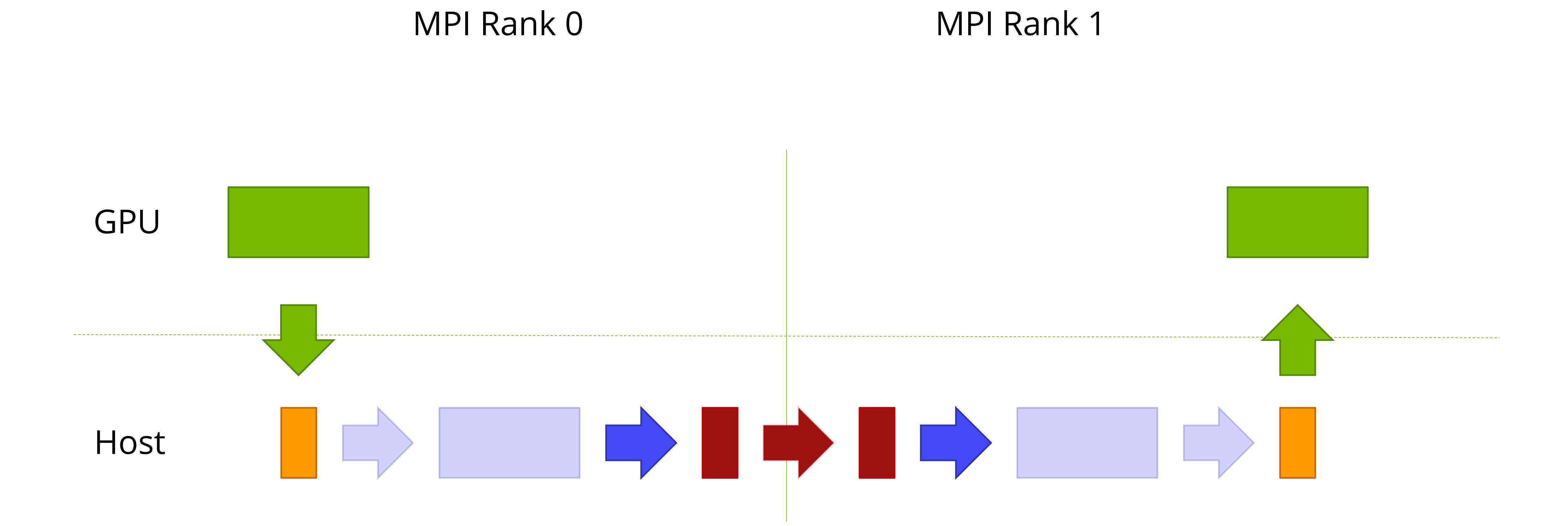
Internode with GPUDirect RDMA on JUWELS Booster

```
nsys profile --gpu-metrics-device=0 --trace=mpi,ucx,cuda -o osu_bw.internode.GDR.%q{SLURM_PROCID}
```



GPU to remote GPU

CUDA-aware MPI without support for GPUDirect



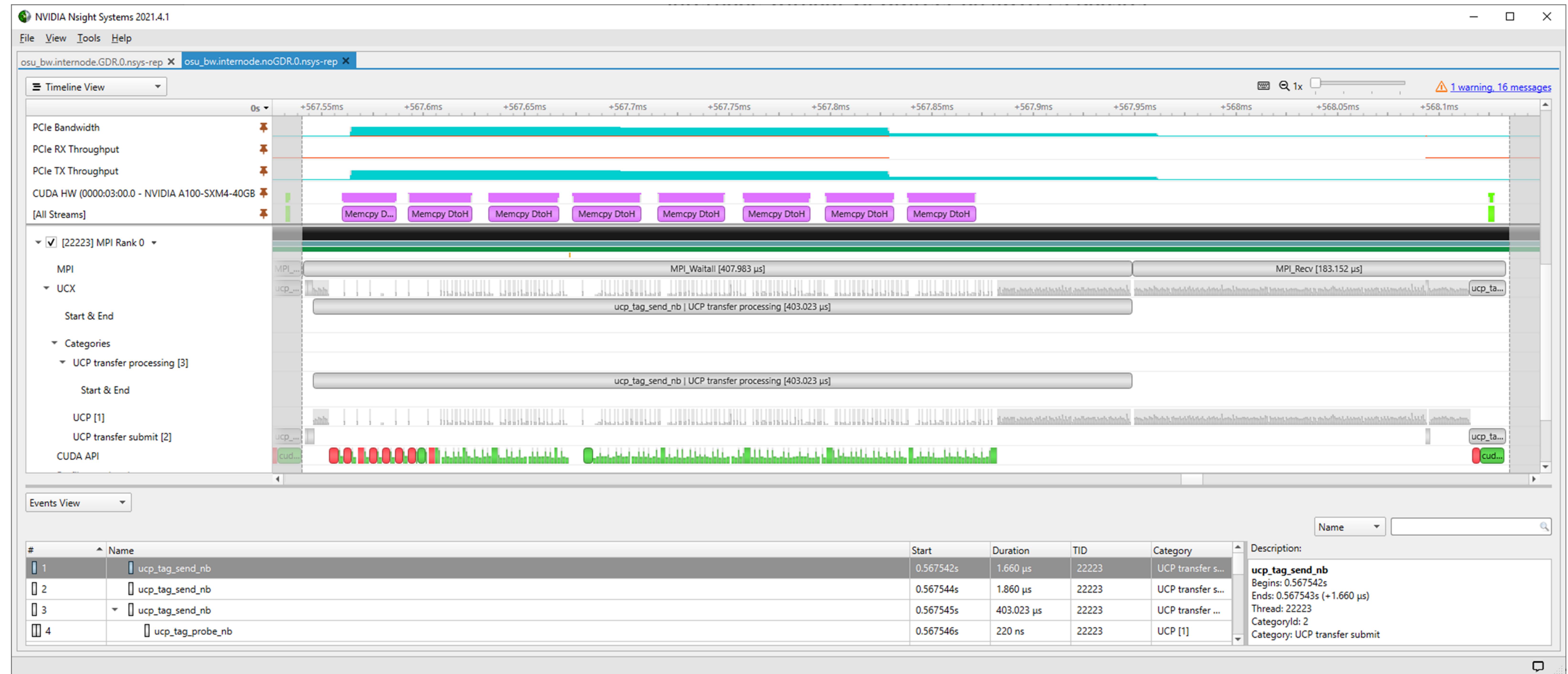
```
MPI_Send(s_buf_d, size, MPI_BYTE, 1, tag, MPI_COMM_WORLD);  
MPI_Recv(r_buf_d, size, MPI_BYTE, 0, tag, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
```



osu_bw Nsight Systems Timeline

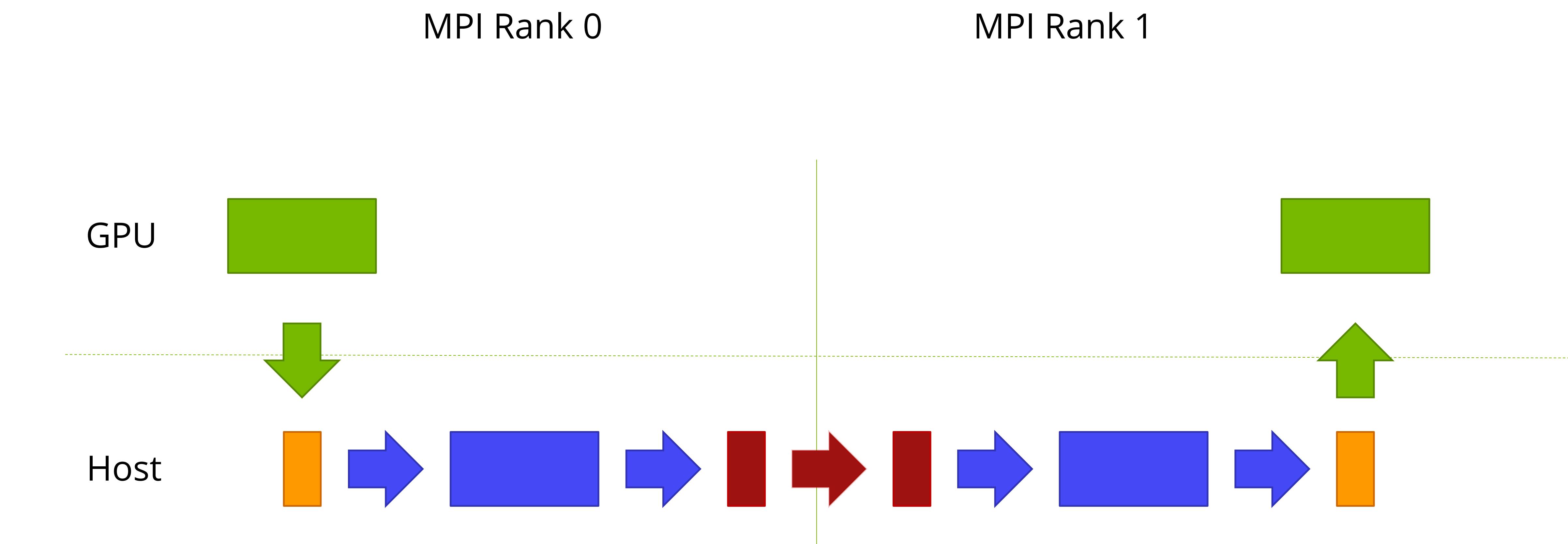
Internode without GPUDirect RDMA on JUWELS Booster

```
nsys profile --gpu-metrics-device=0 --trace=mpi,ucx,cuda -o osu_bw.internode.GDR.%q{SLURM_PROCID}
```



GPU to remote GPU

MPI without CUDA support

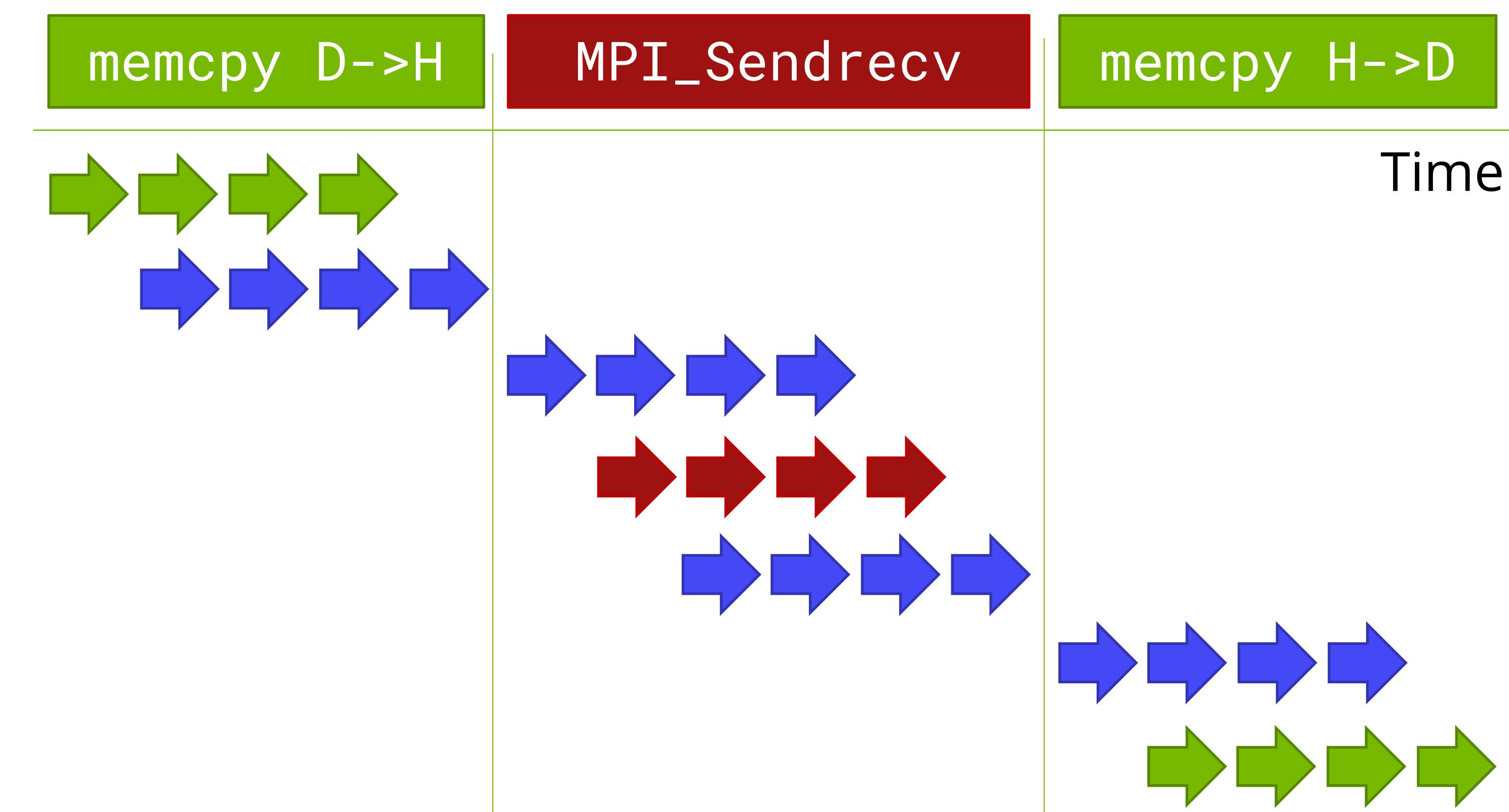


```
cudaMemcpy(s_buf_h, s_buf_d, size, cudaMemcpyDeviceToHost);
MPI_Send(s_buf_d, size, MPI_BYTE, 1, tag, MPI_COMM_WORLD);

MPI_Recv(r_buf_d, size, MPI_BYTE, 0, tag, MPI_COMM_WORLD, MPI_STATUS_IGNORE);
cudaMemcpy(r_buf_d, r_buf_h, size, cudaMemcpyHostToDevice);
```

GPU to remote GPU

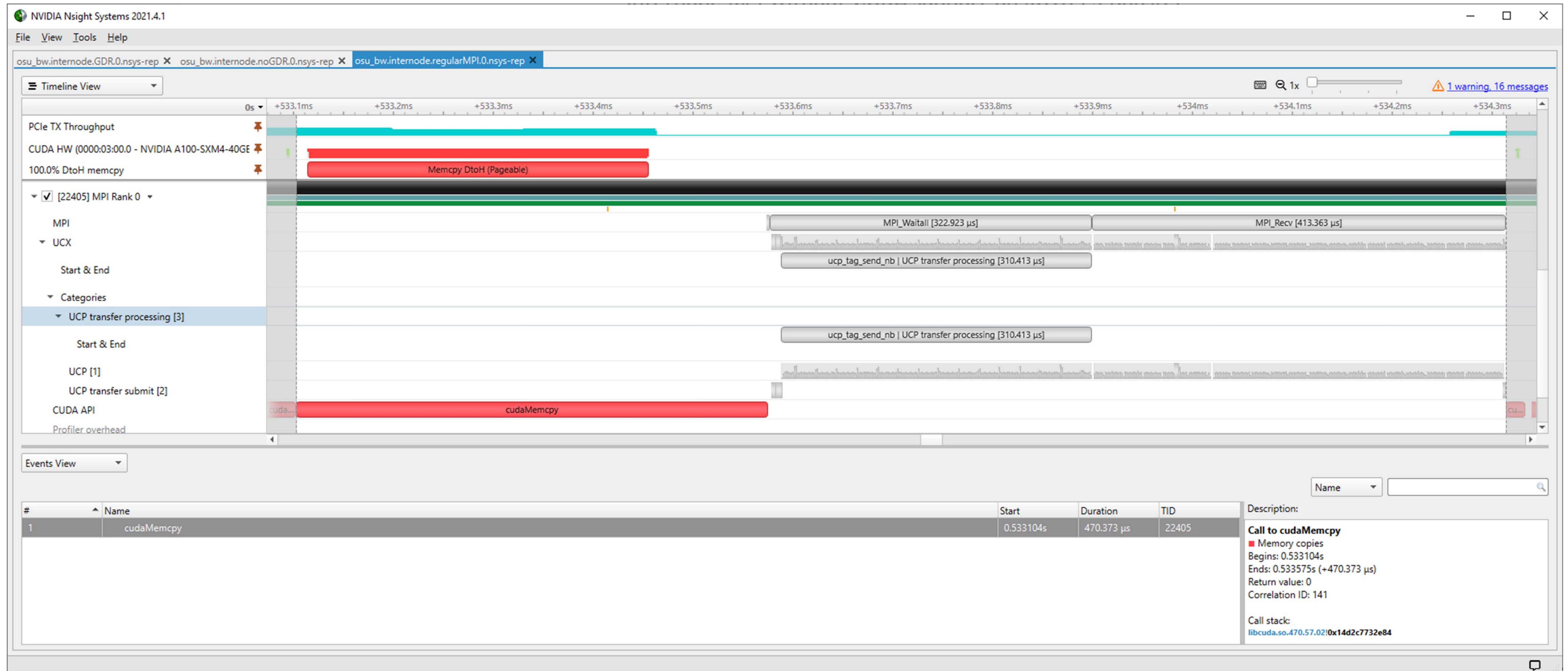
MPI without CUDA support



osu_bw Nsight Systems Timeline

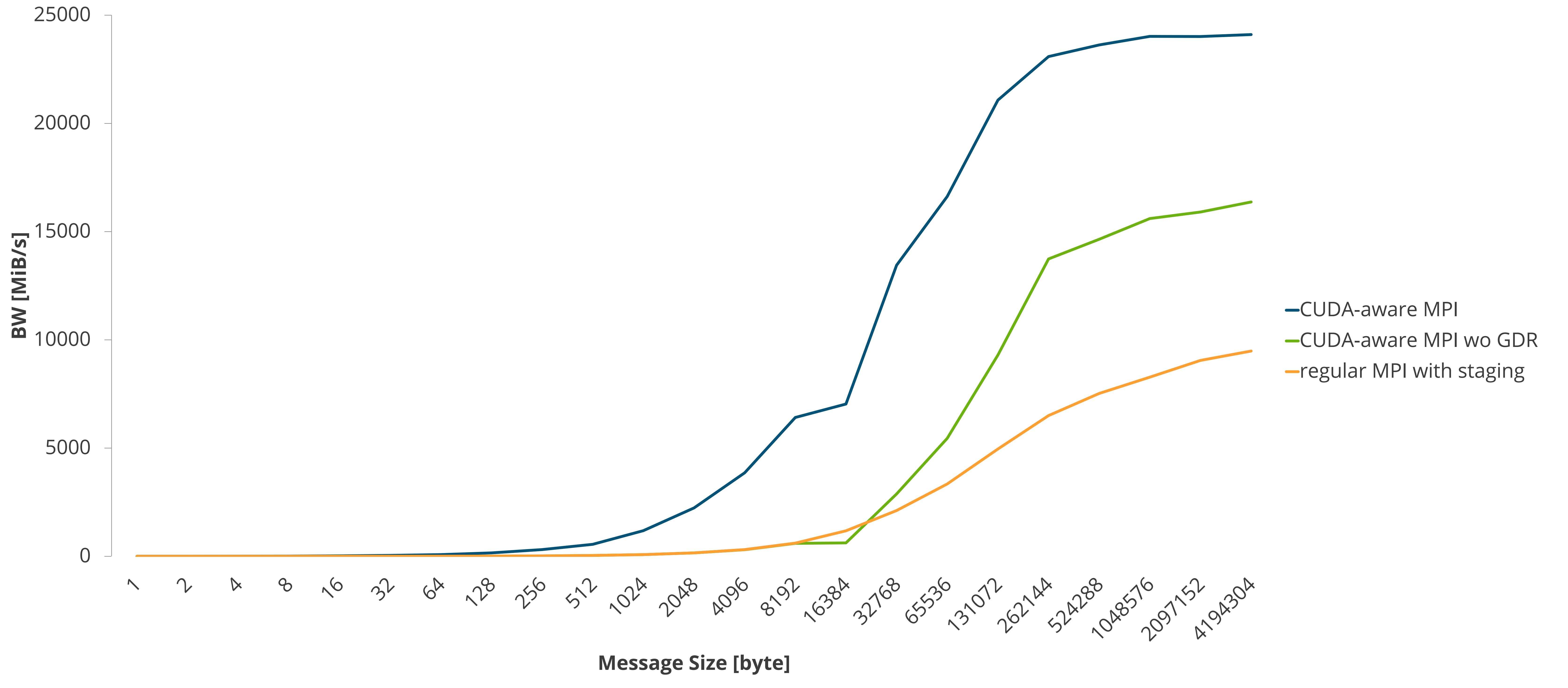
Internode MPI without CUDA support on JUWELS Booster

```
nsys profile --gpu-metrics-device=0 --trace=mpi,ucx,cuda -o osu_bw.internode.GDR.%q{SLURM_PROCID}
```



Performance Results GPUDirect RDMA

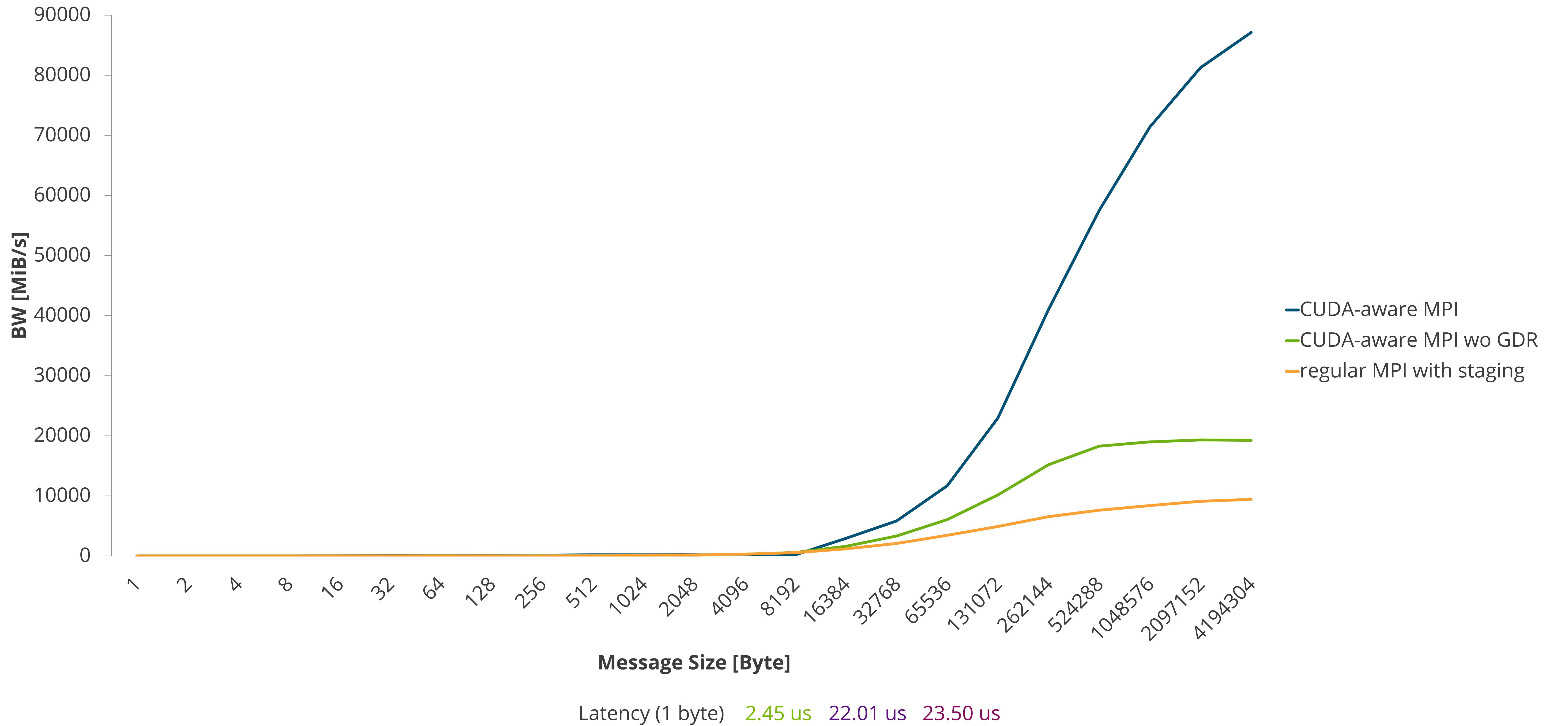
Open MPI 4.1.0RC1 + UCX 1.9.0 on JUWELS Booster



Latency (1 byte) 4.27 us 24.56 us 25.64 us

Performance Results GPUDirect P2P

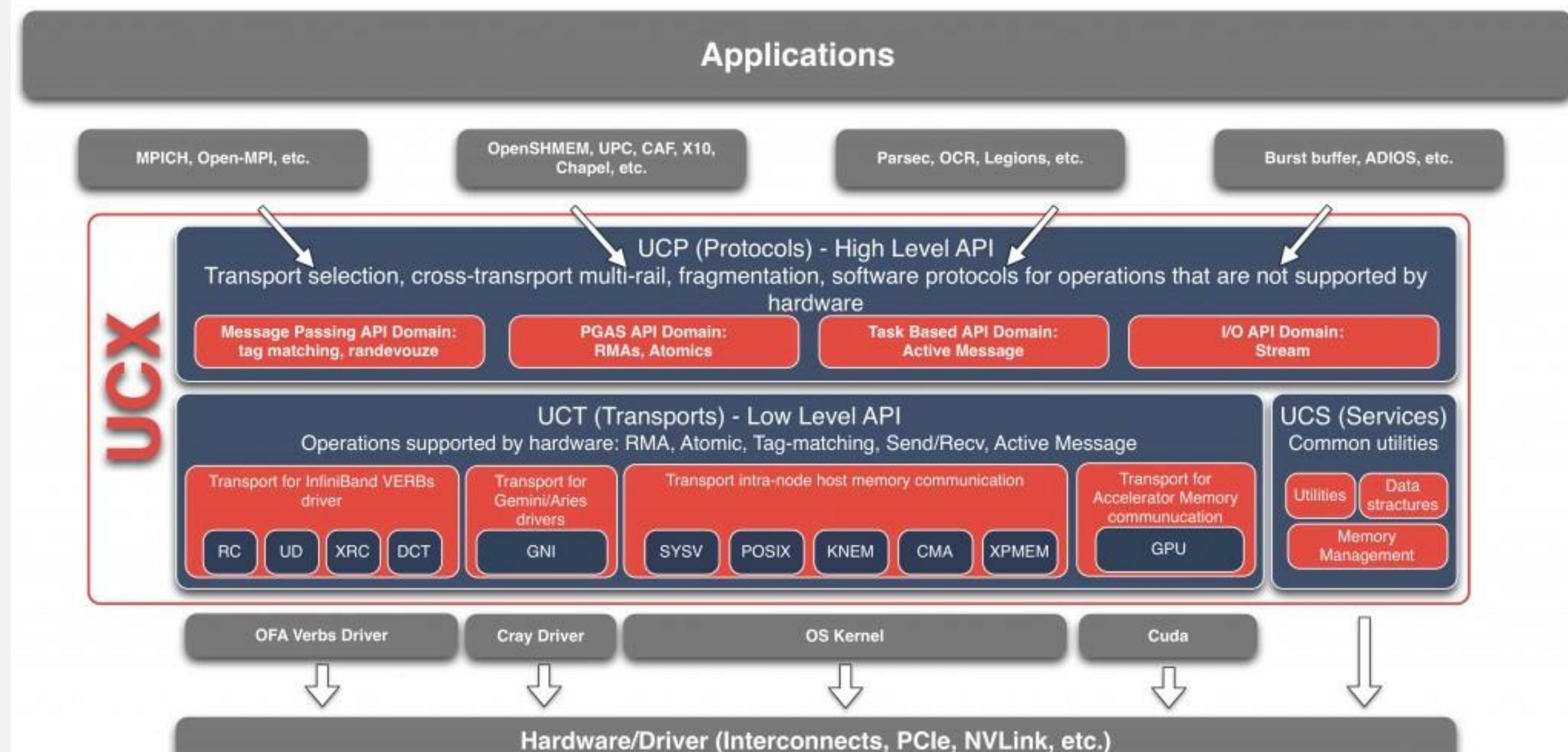
Open MPI 4.1.0RC1 + UCX 1.9.0 on JUWELS Booster



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
```



UCX Tips and Tricks



Enable logging to see what is going on

UCX_LOG_LEVEL=data UCX_LOG_FILE=log-%h-%p helpful to check for used protocols and selected HCAs:

```
[1605706306.970537] [jwb1238:7263 :0]      ucp_worker.c:1627 UCX
INFO ep_cfg[0]: tag(cuda_copy/cuda); rma(gdr_copy/cuda);

[1605706306.972721] [jwb1238:7263 :0]      ucp_worker.c:1627 UCX
INFO ep_cfg[1]: tag(self/memory rc_mlx5/mlx5_1:1 cma/memory
cuda_copy/cuda);

[1605706306.997849] [jwb1238:7263 :1]      ucp_worker.c:1627 UCX
INFO ep_cfg[2]: tag(rc_mlx5/mlx5_1:1);
```

UCX Tips and Tricks



<https://github.com/openucx/ucx/wiki/UCX-environment-parameters>

UCX_NET_DEVICES: To select HCA for optimal GPU-HCA affinity, should not be necessary with UCX 1.9 or newer

UCX_TLS: Select transports to use, default: all

cuda is an alias for: cuda_copy, cuda_ipc, gdr_copy

To run without any GPUDirect flavor set UCX_TLS to only include cuda_copy from the CUDA related transports, e.g. UCX_TLS=rc,sm,cuda_copy and UCX_IB_GPU_DIRECT_RDMA=no (rc transport uses GPUDirect RDMA otherwise).

Parastation MPI also has PSP_CUDA_ENFORCE_STAGING=1.

UCX_MEMTYPE_CACHE: Set to n to disable mem type cache. Sometimes necessary if the CUDA runtime is linked statically!

Summary

Asynchronously computing on the GPU while MPI communication allows to hide MPI communication times

Using high priority streams some CUDA API overheads can be also hidden

GPUDirect can provide significant performance improvements both inter and intra node

Knowing UCX performance tuning knobs is important when working with CUDA-aware MPI implementations like OpenMPI and Parastation MPI built on UCX.