Distributed communication package - torch.distributed

Note

Please refer to PyTorch Distributed Overview for a brief introduction to all features related to distributed training.

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.. automodule:: torch.distributed

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Unknown directive type "currentmodule".

.. currentmodule:: torch.distributed

Backends

torch.distributed supports three built-in backends, each with different capabilities. The table below shows which functions are available for use with CPU/CUDA tensors. MPI supports CUDA only if the implementation used to build PyTorch supports it.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorchter\docs\source\(pytorch-master) (docs) (source) distributed.rst, line 23) Malformed table. Backend | ``gloo`` | ``mpi`` | ``nccl`` | CPU | GPU | CPU | GPU | CPU | GPU | | âœ" ---+--| âœ" +-----| âœ" | âœ~ | âœ~ | âœ" | Droadcast | âœ" | âœ" | âœ" | ? | âœ" | âœ" | all_reduce | âœ" | âœ" | âœ" | ? | âœ" | âœ" | reduce | âœ" | âœ" | âœ" | ? | âœ" | âœ" | all_gather | âœ" | âœ" | ? | âœ" | âœ" | âœ" | âœ~ | âœ" | ? | âœ~ -+----+----| âœ" ---+----| âœ" ---+-----+----+-| âœ" -+----+ | âœ~ | ? | âœ~ | âœ~ e | âœ | âœ~ reduce_scatter | âœ~ | âœ~ | âœ~ | âœ" | | all_to_all | âœ" | âœ" | âœ" | ? | âœ" | âœ" | barrier | âœ" | âœ" | âœ" | âœ" |

Backends that come with PyTorch

PyTorch distributed package supports Linux (stable), MacOS (stable), and Windows (prototype). By default for Linux, the Gloo and NCCL backends are built and included in PyTorch distributed (NCCL only when building with CUDA). MPI is an optional backend that can only be included if you build PyTorch from source. (e.g. building PyTorch on a host that has MPI installed.)

Note

As of PyTorch v1.8, Windows supports all collective communications backend but NCCL, If the <code>init_method</code> argument of <code>:finc:'init_process_group'</code> points to a file it must adhere to the following schema:

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- Local file system, init_method="file:///d:/tmp/some file"
- Shared file system

init_method="file://///{machine_name}/{share_folder_name}/some_file"

Same as on Linux platform, you can enable TcpStore by setting environment variables, MASTER_ADDR and MASTER_PORT.

Which backend to use?

In the past, we were often asked: "which backend should I use?".

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- Rule of thumb
 - Use the NCCL backend for distributed GPU training
 Use the Gloo backend for distributed CPU training.
- GPU hosts with InfiniBand interconnect
 - Use NCCL, since it's the only backend that currently supports InfiniBand and GPUDirect.
- GPU hosts with Ethernet interconnect
 - Use NCCL, since it currently provides the best distributed GPU training performance, especially for multiprocess single-node or multi-node distributed training. If you encounter any problem with NCCL, use Gloo as the fallback option. (Note that Gloo currently runs slower than NCCL for GPUs.)
- CPU hosts with InfiniBand interconnect
 - If your InfiniBand has enabled IP over IB, use Gloo, otherwise, use MPI instead. We are planning on adding InfiniBand support for Gloo in the upcoming releases.
- CPU hosts with Ethernet interconnect
 - $\circ~$ Use Gloo, unless you have specific reasons to use MPI.

Common environment variables

Choosing the network interface to use

By default, both the NCCL and Gloo backends will try to find the right network interface to use. If the automatically detected interface is not correct, you can override it using the following environment variables (applicable to the respective backend):

- $\bullet \ \ \textbf{NCCL_SOCKET_IFNAME, for example} \ \texttt{export} \ \ \texttt{NCCL_SOCKET_IFNAME=eth0} \\$
- GLOO_SOCKET_IFNAME, for example export GLOO_SOCKET_IFNAME=eth0

If you're using the Gloo backend, you can specify multiple interfaces by separating them by a comma, like this: export GLOO_SOCKET_IFNAME=eth0, eth1, eth2, eth3. The backend will dispatch operations in a round-robin fashion across these interfaces. It is imperative that all processes specify the same number of interfaces in this variable.

Other NCCL environment variables

Debugging - in case of NCCL failure, you can set NCCL_DEBUG=INFO to print an explicit warning message as well as basic NCCL initialization information.

You may also use NCCL_DEBUG_SUBSYS to get more details about a specific aspect of NCCL. For example, NCCL_DEBUG_SUBSYS=COLL would print logs of collective calls, which may be helpful when debugging hangs, especially those caused by collective type or message size mismatch. In case of topology detection failure, it would be helpful to set NCCL_DEBUG_SUBSYS=GRAPH to inspect the detailed detection result and save as reference if further help from NCCL team is needed.

Performance tuning - NCCL performs automatic tuning based on its topology detection to save users' tuning effort. On some socket-based systems, users may still try tuning NCCL_SOCKET_NTHREADS and NCCL_NSOCKS_PERTHREAD to increase socket network bandwidth. These two environment variables have been pre-tuned by NCCL for some cloud providers, such as AWS or GCP.

For a full list of NCCL environment variables, please refer to NVIDIA NCCL's official documentation

Basics

The torch.distributed package provides PyTorch support and communication primitives for multiprocess parallelism across several computation nodes running on one or more machines. The class :fine: torch.m.parallel.DistributedDataParallel* builds on this functionality to provide synchronous distributed training as a wrapper around any PyTorch model. This differs from the kinds of parallelism provided by docs: multiprocessing and :fine: torch.m.DataParallel* in that it supports multiple network-connected machines and in that the user must explicitly launch a separate copy of the main training script for each process.

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In the single-machine synchronous case, torch.distributed or the $\frac{1}{2}$ torch.nn.parallel.DistributedDataParallel wrapper may still have advantages over other approaches to data-parallelism, including $\frac{1}{2}$ torch.nn.DataParallel:

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- Each process maintains its own optimizer and performs a complete optimization step with each iteration. While this may appear
 redundant, since the gradients have already been gathered together and averaged across processes and are thus the same for
 every process, this means that no parameter broadcast step is needed, reducing time spent transferring tensors between nodes.
- Each process contains an independent Python interpreter, eliminating the extra interpreter overhead and "GIL-thrashing" that
 comes from driving several execution threads, model replicas, or GPUs from a single Python process. This is especially
 important for models that make heavy use of the Python runtime, including models with recurrent layers or many small
 components.

Initialization

The package needs to be initialized using the 'fine' torch distributed.init_process_group' function before calling any other methods. This blocks until all processes have joined.

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.. autofunction:: is_available

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.. $autofunction:: init_process_group$

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Unknown directive type "autofunction".

.. autofunction:: is_initialized

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Unknown directive type "autofunction".

.. autofunction:: is_mpi_available

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\docs\source\(pytorch-master)(docs)(source)distributed.rst, line 191)
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.. autofunction:: is nccl available

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.. autofunction:: is torchelastic launched

Currently three initialization methods are supported:

TCP initialization

There are two ways to initialize using TCP, both requiring a network address reachable from all processes and a desired world_size. The first way requires specifying an address that belongs to the rank 0 process. This initialization method requires that all processes have manually specified ranks.

Note that multicast address is not supported anymore in the latest distributed package. group_name is deprecated as well.

```
import torch.distributed as dist
```

Shared file-system initialization

Another initialization method makes use of a file system that is shared and visible from all machines in a group, along with a desired world_size. The URL should start with file:// and contain a path to a non-existent file (in an existing directory) on a shared file system. File-system initialization will automatically create that file if it doesn't exist, but will not delete the file. Therefore, it is your responsibility to make sure that the file is cleaned up before the next :func: init_process_group' call on the same file path/name.

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Note that automatic rank assignment is not supported anymore in the latest distributed package and <code>group_name</code> is deprecated as

This method assumes that the file system supports locking using fent1 - most local systems and NFS support it.

This method will always create the file and try its best to clean up and remove the file at the end of the program. In other words, each initialization with the file init method will need a brand new empty file in order for the initialization to succeed. If the same file used by the previous initialization (which happens not to get cleaned up) is used again, this is unexpected behavior and can often cause deadlocks and failures. Therefore, even though this method will try its best to clean up the file, if the auto-delete happens to be unsuccessful, it is your responsibility to ensure that the file is removed at the end of the training to prevent the same file to be reused again during the next time. This is especially important if you plan to call func; init_process_group' multiple times on the same file name. In other words, if the file is not removed/cleaned up and you call :finc: init process group' again on that file, failures are expected. The rule of thumb here is that, make sure that the file is non-existent or empty every time :func: 'init_process_group' is called.

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```
import torch.distributed as dist
```

Environment variable initialization

This method will read the configuration from environment variables, allowing one to fully customize how the information is obtained. The variables to be set are:

- \bullet $\,$ <code>MASTER_PORT</code> required; has to be a free port on machine with rank 0
- MASTER_ADDR required (except for rank 0); address of rank 0 node
- WORLD SIZE required; can be set either here, or in a call to init function
- RANK required; can be set either here, or in a call to init function

The machine with rank $\boldsymbol{0}$ will be used to set up all connections.

This is the default method, meaning that $init_method$ does not have to be specified (or can be env://).

Post-Initialization

Once :func: torch.distributed.init_process_group` was run, the following functions can be used. To check whether the process group has already been initialized use :func: torch.distributed.is initialized'.

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ter\docs\source\(pytorch-master) (docs) (source) distributed.rst, line 283)

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Unknown directive type "autoclass".
.. autoclass:: Backend
:members:

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Unknown directive type "autofunction".

.. autofunction:: get backend

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Unknown directive type "autofunction".

.. autofunction:: get rank

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Unknown directive type "autofunction".

.. autofunction:: get_world_size

Distributed Key-Value Store

The distributed package comes with a distributed key-value store, which can be used to share information between processes in the group as well as to initialize the distributed package in fine: forch distributed.init_process_group' (by explicitly creating the store as an alternative to specifying init_method.) There are 3 choices for Key-Value Stores: xlass: ~torch.distributed.TCPStore', xlass: ~torch.distributed.FileStore', and xlass: ~torch.distributed.HashStore'.

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Unknown interpreted text role "class".

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Unknown directive type "autoclass".

.. autoclass:: Store

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Unknown directive type "autoclass".

.. autoclass:: TCPStore

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Unknown directive type "autoclass".

.. autoclass:: HashStore

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Unknown directive type "autoclass".

.. autoclass:: FileStore

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Unknown directive type "autoclass".

.. autoclass:: PrefixStore

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.set

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.get

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.add

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.compare_set

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.wait

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.num keys

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.delete_key

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Unknown directive type "autofunction".

.. autofunction:: torch.distributed.Store.set_timeout

Groups

By default collectives operate on the default group (also called the world) and require all processes to enter the distributed function call. However, some workloads can benefit from more fine-grained communication. This is where distributed groups come into play. fine: '-torch.distributed.new_group' function can be used to create new groups, with arbitrary subsets of all processes. It returns an opaque group handle that can be given as a group argument to all collectives (collectives are distributed functions to exchange information in certain well-known programming patterns).

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.. autofunction:: new_group

Point-to-point communication

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.. autofunction:: send

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Unknown directive type "autofunction".

.. autofunction:: recv

fine: '-torch distributed isend' and 'fune: '-torch distributed request objects when used. In general, the type of this object is unspecified as they should never be created manually, but they are guaranteed to support two methods:

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- is_completed() returns True if the operation has finished
- wait () will block the process until the operation is finished. is_completed() is guaranteed to return True once it returns.

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Unknown directive type "autofunction".
.. autofunction:: isend

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Unknown directive type "autofunction".

.. autofunction:: irecv

Synchronous and asynchronous collective operations

Every collective operation function supports the following two kinds of operations, depending on the setting of the $async_op$ flag passed into the collective:

Synchronous operation - the default mode, when async_op is set to False. When the function returns, it is guaranteed that the collective operation is performed. In the case of CUDA operations, it is not guaranteed that the CUDA operation is completed, since CUDA operations are asynchronous. For CPU collectives, any further function calls utilizing the output of the collective call will behave as expected. For CUDA collectives, function calls utilizing the output on the same CUDA stream will behave as expected. Users must take care of synchronization under the scenario of running under different streams. For details on CUDA semantics such as stream synchronization, see CUDA Semantics. See the below script to see examples of differences in these semantics for CPU and CUDA operations.

Asynchronous operation - when <code>async_op</code> is set to True. The collective operation function returns a distributed request object. In general, you don't need to create it manually and it is guaranteed to support two methods:

- is_completed() in the case of CPU collectives, returns True if completed. In the case of CUDA operations, returns True
 if the operation has been successfully enqueued onto a CUDA stream and the output can be utilized on the default stream
 without further synchronization.
- wait() in the case of CPU collectives, will block the process until the operation is completed. In the case of CUDA collectives, will block until the operation has been successfully enqueued onto a CUDA stream and the output can be utilized on the default stream without further synchronization.
- get_future() returns torch._C.Future object. Supported for NCCL, also supported for most operations on GLOO
 and MPI, except for peer to peer operations. Note: as we continue adopting Futures and merging APIs, get_future() call
 might become redundant.

Example

The following code can serve as a reference regarding semantics for CUDA operations when using distributed collectives. It shows the explicit need to synchronize when using collective outputs on different CUDA streams:

```
# Code runs on each rank.
dist.init_process_group("nccl", rank=rank, world_size=2)
output = torch.tensor([rank]).cuda(rank)
s = torch.cuda.Stream()
handle = dist.all_reduce(output, async_op=True)
# Wait ensures the operation is enqueued, but not necessarily complete.
handle.wait()
# Using result on non-default stream.
with torch.cuda.stream(s):
    s.wait_stream(torch.cuda.default_stream())
    output.add (100)
if rank == 0:
    # if the explicit call to wait_stream was omitted, the output below will be
# non-deterministically 1 or 101, depending on whether the allreduce overwrote
# the value after the add completed.
print(output)
```

Collective functions

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.. autofunction:: broadcast

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.. autofunction:: broadcast_object_list

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.. autofunction:: all_reduce

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.. autofunction:: reduce

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.. autofunction:: all_gather

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.. autofunction:: all_gather_object

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.. autofunction:: gather

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Unknown directive type "autofunction".

.. autofunction:: gather_object

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Unknown directive type "autofunction".

.. autofunction:: scatter

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.. autofunction:: scatter object list

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Unknown directive type "autofunction".

.. autofunction:: reduce_scatter

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.. autofunction:: all_to_all

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Unknown directive type "autofunction".

.. autofunction:: barrier

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Unknown directive type "autofunction".

.. autofunction:: monitored_barrier

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 438)

Unknown directive type "autoclass".

.. autoclass:: ReduceOp

Deprecated enum-like class for reduction operations: SUM, PRODUCT, MIN, and MAX.

:class:'~torch.distributed.ReduceOp' is recommended to use instead.

 $System\ Message: ERROR/3\ (p:\onboarding-resources\sumple-onboarding-resources\sumpl$

Unknown interpreted text role "class".

Profiling Collective Communication

Note that you can use torch.profiler (recommended, only available after 1.8.1) or torch.autograd.profiler to profile collective communication and point-to-point communication APIs mentioned here. All out-of-the-box backends (gloo, nccl, mpi) are supported and collective communication usage will be rendered as expected in profiling output/traces. Profiling your code is the same as any regular torch operator:

```
import torch
import torch.distributed as dist
with torch.profiler():
    tensor = torch.randn(20, 10)
    dist.all_reduce(tensor)
```

Please refer to the profiler documentation for a full overview of profiler features.

Multi-GPU collective functions

If you have more than one GPU on each node, when using the NCCL and Gloo backend, fainc: "-torch.distributed.broadcast_multigpu":fainc: "-torch.distributed.all_reduce_multigpu":fainc: "-torch.distributed.all_gather_multigpu" and

func: -torch.distributed.reduce multippu func: -torch.distributed.all gather multippu and func: -torch.distributed.reduce scatter multippu support distributed collective operations among multiple GPUs within each node. These functions can potentially improve the overall distributed training performance and be easily used by passing a list of tensors. Each Tensor in the passed tensor list needs to be on a separate GPU device of the host where the function is called. Note that the length of the tensor list needs to be identical among all the distributed processes. Also note that currently the multi-GPU collective functions are only supported by the NCCL backend.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 467); backlink

Unknown interpreted text role "func".

 $System Message: ERROR/3 (p:\onboarding-resources\sumple-onboarding-resources\sumple-onboarding-resources) (pytorch-master) (docs) (source) distributed.rst, line 467); \\bucklink$

Unknown interpreted text role "func".

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(distributed.rst, line 467); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 467); backlink
Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\ (pytorch-master) (docs) (source) distributed.rst, line 467); backlink
Unknown interpreted text role "func".

For example, if the system we use for distributed training has 2 nodes, each of which has 8 GPUs. On each of the 16 GPUs, there is a tensor that we would like to all-reduce. The following code can serve as a reference:

Code running on Node 0

After the call, all 16 tensors on the two nodes will have the all-reduced value of 16

 $System\ Message: ERROR/3\ (D:\onboarding-resources) sample-onboarding-resources) pytorch master (docs) (source) (docs) (source) (docs) (source) (docs) (source) (docs) (docs)$

Unknown directive type "autofunction".

.. autofunction:: broadcast_multigpu

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 524)

Unknown directive type "autofunction".

.. autofunction:: all_reduce_multigpu

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(distributed.rst, line 526)

Unknown directive type "autofunction".

.. autofunction:: reduce_multigpu

 $System\ Message: ERROR/3\ (D:\onboarding-resources\spaces) ample-onboarding-resources\spaces) master\spaces (pytorch-master)\ (docs)\ (source)\ distributed.rst,\ line\ 528)$

Unknown directive type "autofunction".

.. autofunction:: all_gather_multigpu

 $System\ Message: ERROR/3\ (D:\onboarding-resources) sample-onboarding-resources \ pytorch-master)\ (docs)\ (source)\ distributed.rst,\ line\ 530)$

Unknown directive type "autofunction".

.. autofunction:: reduce_scatter_multigpu

Third-party backends

Besides the builtin GLOO/MPI/NCCL backends, PyTorch distributed supports third-party backends through a run-time register mechanism. For references on how to develop a third-party backend through C++ Extension, please refer to Tutorials - Custom C++ and CUDA Extensions and test/cpp_extensions/cpp_clod_extension.cpp. The capability of third-party backends are decided by their own implementations.

The new backend derives from clod::ProcessGroup and registers the backend name and the instantiating interface through fine: torch.distributed.Backend.register_backend' when imported.

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 546); backlink
Unknown interpreted text role "func".

When manually importing this backend and invoking :fine: torch.distributed.init_process_group` with the corresponding backend name, the torch.distributed package runs on the new backend.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master) (docs) (source) distributed.rst, line 550); backlink

Unknown interpreted text role "func".

Warning

Launch utility

The torch.distributed package also provides a launch utility in torch.distributed.launch. This helper utility can be used to launch multiple processes per node for distributed training.

```
System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 565)
Unknown directive type "automodule".

.. automodule:: torch.distributed.launch
```

Spawn utility

The ref: multiprocessing-doc' package also provides a spawn function in func: torch.multiprocessing.spawn'. This helper function can be used to spawn multiple processes. It works by passing in the function that you want to run and spawns N processes to run it. This can be used for multiprocess distributed training as well.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(distributed.rst, line 571); backlink
Unknown interpreted text role "ref".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 571); backlink
Unknown interpreted text role "func".

For references on how to use it, please refer to PyTorch example - ImageNet implementation Note that this function requires Python 3.4 or higher.

Debugging torch.distributed applications

Debugging distributed applications can be challenging due to hard to understand hangs, crashes, or inconsistent behavior across ranks. torch.distributed provides a suite of tools to help debug training applications in a self-serve fashion:

Monitored Barrier

As of v1.10, <code>:func:'torch.distributed.monitored_barrier'</code> exists as an alternative to <code>:func:'torch.distributed.barrier'</code> which fails with helpful information about which rank may be faulty when crashing, i.e. not all ranks calling into <code>:func:'torch.distributed.monitored_barrier'</code> within the provided timeout. <code>:func:'torch.distributed.monitored_barrier'</code> implements a host-side barrier using <code>send/recv</code> communication primitives in a process similar to acknowledgements, allowing rank 0 to report which rank(s) failed to acknowledge the barrier in time. As an example, consider the following function where rank 1 fails to call into <code>:func:'torch.distributed.monitored_barrier'</code> (in practice this could be due to an application bug or hang in a previous collective):

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(distributed.rst, line 591); backlink Unknown interpreted text role "fine".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 591); backlink
Unknown interpreted text role "fine".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 591); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 591); backlink
Unknown interpreted text role "func".

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 591); backlink

Unknown interpreted text role "func".

```
import os
from datetime import timedelta
import torch
import torch.distributed as dist
import torch.multiprocessing as mp

def worker(rank):
    dist.init_process_group("nccl", rank=rank, world_size=2)
    # monitored barrier requires gloo process group to perform host-side sync.
    group_gloo = dist.new_group(backend="gloo")
    if rank not in [1]:
        dist.monitored_barrier(group=group_gloo, timeout=timedelta(seconds=2))

if __name__ == "__main__":
        os.environ["MASTER_ADDR"] = "localhost"
        os.environ["MASTER_PORT"] = "29501"
        mp.spawn(worker, nprocs=2, args=())
```

The following error message is produced on rank 0, allowing the user to determine which rank(s) may be faulty and investigate further:

```
RuntimeError: Rank 1 failed to pass monitoredBarrier in 2000 ms
Original exception:
[gloo/transport/tcp/pair.cc:598] Connection closed by peer [2401:db00:eef0:1100:3560:0:1c05:25d]:8594
```

TORCH_DISTRIBUTED_DEBUG

Next, the environment variable <code>TORCH_DISTRIBUTED_DEBUG</code> can be used to trigger additional useful logging and collective synchronization checks to ensure all ranks are synchronized appropriately. <code>TORCH_DISTRIBUTED_DEBUG</code> can be set to either <code>OFF</code> (default), <code>INFO</code>, or <code>DETAIL</code> depending on the debugging level required. Please note that the most verbose option, <code>DETAIL</code> may impact the application performance and thus should only be used when debugging issues.

Setting TORCH_DISTRIBUTED_DEBUG=INFO will result in additional debug logging when models trained with fine: torch.mn.parallel.DistributedDataParallel are initialized, and TORCH_DISTRIBUTED_DEBUG=DETAIL will additionally log

nuntime performance statistics a select number of iterations. These nuntime statistics include data such as forward time, backward time, gradient communication time, etc. As an example, given the following application:

```
System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources
                             ch-master) (docs) (source) distributed.rst, line 636); backlink
                   e\ (py
```

```
Unknown interpreted text role "func".
```

```
import torch
import torch.distributed as dist
import torch.multiprocessing as mp
class TwoLinLayerNet(torch.nn.Module):
       def __init__(self):
    super() . _ init__()
    self.a = torch.nn.Linear(10, 10, bias=False)
    self.b = torch.nn.Linear(10, 1, bias=False)
              a = self.a(x)

b = self.b(x)
               return (a. b)
def worker(rank):
    dist.init_process_group("nccl", rank=rank, world_size=2)
    torch.cuda.set_device(rank)
       print("init model")
       print( lint model ,
model = TwoLinLayerNet().cuda()
print("init ddp")
ddp_model = torch.nn.parallel.DistributedDataParallel(model, device_ids=[rank])
       for _ in range(20):
    output = ddp_model(inp)
    loss = output[0] + output
    loss.sum().backward()
os.environ[
       ""ORCH DISTRIBUTED DEBUG"
] = "DETAIL"  # set to DETAIL for runtime logging.
mp.spawn(worker, nprocs=2, args=())
```

The following logs are rendered at initialization time:

```
I0607 16:10:35.739390 515217 logger.cpp:173] [Rank 0]: DDP Initialized with:
  broadcast buffers: 1
bucket_cap_bytes: 26214400
find_unused_parameters: 0
gradient_as_bucket_view: 0
is_multi_device_module: 0
iteration: 0
  num_parameter_tensors: 2
output_device: 0
rank: 0
output_device: 0
rank: 0
total_parameter_size_bytes: 440
world_size: 2
backend_name: nccl
bucket_sizes: 440
cuda_visible_devices: N/A
device_ids: 0
dtypes: float
master_addr: localhost
master_port: 29501
module_name: TwoLinLayerNet
nccl_async_error_handling: N/A
nccl_debug: WARN
nccl_ib_timeout: N/A
nccl_debug: WARN
nccl_ib_timeout: N/A
nccl_socket_ifname: N/A
nccl_socket_ifname: N/A
nccl_socket_ifname: N/A
ncror_distributed_debug: INFO
```

The following logs are rendered during runtime (when <code>TORCH_DISTRIBUTED_DEBUG=DETAIL</code> is set):

```
10607 16:18:58.085681 544067 logger.cpp:344] [Rank 1 / 2] Training TwoLinLayerNet unused_parameter_size=0
10607 16:18:58.085681 544067 logger.cpp:344] [Rank 1 / 2] Training TwoLinLayerNet unused_parameter_size=0 Avg forward compute time: 4083608 Avg backward compute time: 5983335 Avg backward comm. time: 4326421 Avg backward comm.comp overlap time: 4207652 10607 16:18:58.085693 544066 logger.cpp:344] [Rank 0 / 2] Training TwoLinLayerNet unused_parameter_size=0 Avg forward compute time: 42850427 Avg backward compute time: 3885553 Avg backward compute time: 2357981 Avg backward compute time: 2357981
   Avg backward comm/comp overlap time: 2234674
```

 $In \ addition, \ {\tt TORCH_DISTRIBUTED_DEBUG=INFO} \ enhances \ crash \ logging \ in \ : \ flunc: \ 'torch.nn.parallel. Distributed \ Data Parallel' \ due \ to$ unused parameters in the model. Currently, find unused parameters=True must be passed into func' torch.nn.parallel. DistributedDataParallel' initialization if there are parameters that may be unused in the forward pass, and as of v1.10, all model outputs are required to be used in loss computation as :finc: torch.nn.parallel.DistributedDataParallel` does not vi.10, an instead outputs are required to be used in loss complianton as male. Within parameters to the backwards pass. These constraints are challenging especially for larger models, thus when crashing with an error, fine: 'torch.nn.parallel.DistributedDataParallel' will log the fully qualified name of all parameters that went unused. For example, in the above application, if we modify loss to be instead computed as loss = output[1], then TwoLinLayerNet.does not receive a gradient in the backwards pass, and thus results in DDP failing. On a crash, the user is passed information about parameters which went unused, which may be challenging to manually find for large models:

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources ch-master) (docs) (source) distributed.rst, line 735); backlink ster\docs\source\(pyto Unknown interpreted text role "func".

ster\docs\source\(pytorch-master) (docs) (source) distributed.rst, line 735); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\sample-onboarding-resources) ter\docs\source\(pytorch-master) (docs) (source) distributed.rst, line 735); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (D:\onboarding-resources\sample-only aster\docs\source\(pytorch-master) (docs) (source) distributed.rst, line 735); backlink Unknown interpreted text role "func".

RuntimeError: Expected to have finished reduction in the prior iteration before starting a new one. This error indicates that your module the keyword argument 'find_unused_parameters=True' to 'torch.nn.parallel.DistributedDataParallel', and by making sure all 'forward' function outputs participate in calculating loss.

If you already have done the above, then the distributed data parallel module wasn't able to locate the output tensors in the return value of 'forward' of your module when reporting this issue (e.g. list, dict, iterable).

Parameters which did not receive grad for rank 0: a weight
Parameter indices which did not receive grad for rank 0: 0

Setting TORCH_DISTRIBUTED_DEBUG=DETAIL will trigger additional consistency and synchronization checks on every collective call issued by the user either directly or indirectly (such as DDP allreduce). This is done by creating a wrapper process group that wraps all process groups returned by 'func' torch. distributed.int process group' and 'func' torch.distributed.new group' APIs. As a result, these APIs will return a wrapper process group that can be used exactly like a regular process group, but performs consistency checks before dispatching the collective to an underlying process group. Currently, these checks include a 'func' torch.distributed.monitored_barrier', which ensures all ranks complete their outstanding collective calls and reports ranks which are stuck. Next, the collective itself is checked for consistency by ensuring all collective functions match and are called with consistent tensor shapes. If this is not the case, a detailed error report is included when the application crashes, rather than a hang or uninformative error message. As an example, consider the following function which has mismatched input shapes into 'func' torch.distributed.all reduce':

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)\) distributed.rst, line 754); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 754); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(distributed.rst, line 754); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 754); backlink

Unknown interpreted text role "func".

```
import torch
import torch.distributed as dist
import torch.distributed as dist
import torch.multiprocessing as mp

def worker(rank):
    dist.init_process group("nccl", rank=rank, world_size=2)
    torch.cuda.set_device(rank)
    tensor = torch.randn(10 if rank == 0 else 20).cuda()
    dist.all_reduce(tensor)
    torch.cuda.synchronize(device=rank)

if __name__ == "__main__":
    os.environ["MASTER ADDR"] = "localhost"
    os.environ["MASTER PORT"] = "29501"
    os.environ["TORCH_DISTRIBUTED_DEBUG"] = "DETAIL"
    mp.spawn(worker, mproce=2, args=())
```

With the NCCL backend, such an application would likely result in a hang which can be challenging to root-cause in nontrivial scenarios. If the user enables TORCH_DISTRIBUTED_DEBUG=DETAIL and reruns the application, the following error message reveals the root cause:

work = default_pg.allreduce([tensor], opts)
RuntimeError: Error when verifying shape tensors for collective ALLREDUCE on rank 0. This likely indicates that input shapes into the col
[torch.LongTensor{1}]

Note

For fine-grained control of the debug level during runtime the functions :fune: torch.distributed.set_debug_level; :fune: torch.distributed.set_debug_level_from_env', and :fune: torch.distributed.set_debug_level can also be used.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 794); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source) (pytorch-master) (docs) (source) distributed.rst, line 794); backlink

Unknown interpreted text role "func".

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 794); backlink

Unknown interpreted text role "func".

In addition, TORCH_DISTRIBUTED_DEBUG=DETAIL can be used in conjunction with TORCH_SHOW_CPP_STACKTRACES=1 to log the entire callstack when a collective desynchronization is detected. These collective desynchronization checks will work for all applications that use clod collective calls backed by process groups created with the fine: torch distributed init_process_group and fine: torch distributed.new_group' APIs.

 $System\ Message: ERROR(3\ (D:\ \ \ \ \ \)\ (source)\ (sample-onboarding-resources)\ pytorch-master)\ (docs)\ (source)\ (docs)\ (source)\ (docs)\ (source)\ (docs)\ (docs)\$

Unknown interpreted text role "func".

 $System\ Message: ERROR/3\ (b:\onboarding-resources\sumple-onboarding-resources\sumpl$

Unknown interpreted text role "func".

Logging

 $In \ addition \ to \ explicit \ debugging \ support \ via \ : \ func: 'torch. distributed.monitored_barrier' \ and \ {\tt TORCH_DISTRIBUTED_DEBUG}, \ the$

underlying C++ library of torch.distributed also outputs log messages at various levels. These messages can be helpful to understand the execution state of a distributed training job and to troubleshoot problems such as network connection failures. The following matrix shows how the log level can be adjusted via the combination of TORCH_CPP_LOG_LEVEL and TORCH_DISTRIBUTED_DEBUG environment variables.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(docs)(source)(docs), backlink

Unknown interpreted text role "func".

TORCH_CPP_LOG_LEVEL	TORCH_DISTRIBUTED_DEBUG	Effective Log Level
ERROR	ignored	Error
WARNING	ignored	Warning
INFO	ignored	Info
INFO	INFO	Debug
INFO	DETAIL	Trace (a.k.a. All)

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(docs)(source)(docs)(source)(docs)(source)(docs)(do

Unknown directive type "py:module".

.. py:module:: torch.distributed.algorithms

 $System\ Message: ERROR/3\ (D:\onboarding-resources\ sample-onboarding-resources\ pytorch-master\ (docs)\ (source)\ distributed.\ rst,\ line\ 826)$

Unknown directive type "py:module".

.. py:module:: torch.distributed.algorithms.ddp_comm_hooks

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 827)

Unknown directive type "py:module".

.. py:module:: torch.distributed.algorithms.model_averaging

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 828)

Unknown directive type "py:module".

.. py:module:: torch.distributed.elastic

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch master\docs\source\((pytorch-master)\) (docs) (source) distributed.rst, line 829)

Unknown directive type "py:module".

.. py:module:: torch.distributed.elastic.utils

 $System Message: ERROR/3 (p:\onboarding-resources\sumple-onboarding-resources\spaces) (pytorch-master) (docs) (source) (docs) (source) (docs) (source) (docs) (doc$

Unknown directive type "py:module".

.. py:module:: torch.distributed.elastic.utils.data

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 831)

Unknown directive type "py:module".

.. py:module:: torch.distributed.launcher

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 832)

Unknown directive type "py:module".

.. py:module:: torch.distributed.nn

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\ (pytorch-master) (docs) (source) distributed.rst, line 833)

Unknown directive type "py:module".

.. py:module:: torch.distributed.nn.api

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master)(docs)(source)(distributed.rst, line 834)

Unknown directive type "py:module".

.. py:module:: torch.distributed.nn.jit

System Message: ERROR/3 (p:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) (distributed.rst, line 835)

Unknown directive type "py:module".

.. py:module:: torch.distributed.nn.jit.templates

 $System\ Message: ERROR/3\ (b:\onboarding-resources\ sample-onboarding-resources\ pytorch-master\ (docs)\ (source)\ distributed.\ rst,\ line\ 836)$

Unknown directive type "py:module".

.. py:module:: torch.distributed.pipeline

Unknown directive type "py:module".

.. py:module:: torch.distributed.pipeline.sync

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\pytorch-master\docs\source\((pytorch-master) (docs) (source) distributed.rst, line 838)

Unknown directive type "py:module".

.. py:module:: torch.distributed.pipeline.sync.skip