Assignment 1

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Problem: Compare different openMPI algorithms for collective operations

Introduction

We want to evaluate the latency of the default implementation within the openMPI library for collective operations **Bcast** and **Scatter**. This entails examining how quickly messages are transmitted between processes, considering variations in both the number of processes involved and the size of the messages exchanged. Furthermore, we will contrast these findings with latency values derived from employing different algorithms within the library. Essentially, the goal is to understand how efficiently the default implementation, which dynamically adjusts its collective communication algorithms based on the runtime conditions (like message size and number of processes), performs compared to alternative approaches under various conditions.

For the **Bcast** communication, we will evaluate three different algorithms: **basic_linear**, **binary_tree**, and **knomial tree**. Similarly, for **Scatter** collective operations, we will apply **basic linear**, **binomial**, and **linear_nb** (non-blocking linear) algorithms.

Here we will introduce very briefly these algorithms respectively, for **Bcast operation**:

- 1. **Basic_Linear**: In the basic linear algorithm for the Bcast communication, each process sends its data directly to every other process in a linear sequence, resulting in O(N) communication complexity.
- 2. **Binary_Tree**: In the binary tree algorithm, processes are organized in a binary tree structure where each process sends data to its parent and eventually to all other processes, reducing communication complexity to $O(log\ N)$.
- 3. **Knomial Tree**: The knomial tree algorithm for Bcast communication groups processes into a kary tree, where each process sends data to its k-1 children, resulting in improved scalability over binary tree with communication complexity $O(log_k N)$.

For **Scatter operation**:

- 1. **Basic_Linear**: In the basic linear algorithm for the Scatter communication, the root process sends portions of the data to each process in a linear sequence, resulting in O(N) communication complexity.
- 2. **Binomial:** The binomial algorithm for Scatter communication organizes processes in a binomial tree structure, where each process receives data from multiple sources, reducing communication complexity to $O(log\ N)$.

3. **Linear_nb** (non-blocking Linear): In the linear nb algorithm, each process initiates non-blocking sends to receive data from the root process simultaneously, allowing overlapping communication and computation, enhancing performance for Scatter operations.

OSU Benchmark Algorithm

The **OSU Benchmarks** provide a standardized set of tests for assessing MPI performance across various platforms and configurations. They cover a range of communication patterns and operations, including point-to-point and collective operations. The goal of using OSU benchmarks is to evaluate and compare MPI implementations, optimize code, and diagnose performance issues in parallel computing environments.

In this regard, we will examine two collective operations: Bcast and Scatter communications, each potentially employing various algorithms for different message sizes or process counts. Our aim is to explore different algorithms for these communicators and compare their results with those of the default algorithm, which is dynamically selected at runtime based on internal tuning rules. The number of MPI processes used in the benchmark can significantly affect the results, particularly in distributed memory systems where inter-node communication results in overhead.

Some information about OSU benchmarks: they have similar overall structure, while they are different in specific communication operations.

• benchmark osu bcast.c and osu scatter.c:

- 1. **Initialization:** The code begins with including necessary headers, defining constants and structures.
- 2. **Main Function:** initializes variables, MPI, and options, then it proceeds with the benchmarking process.
- 3. **Benchmarking Loop**: The code iterates over different message sizes and MPI data types, performing the broadcast operation multiple times. Latency metrics are calculated for each combination of size and data type.
- 4. **Output:** Latency statistics, such as average, minimum, and maximum latency, are printed. Optionally, graphs may be generated to visualize the results.

To run this benchmark, Open MPI libraries need to be installed. Detailed instructions on how to use benchmark operations, compile, and run the code are provided in the *slurm.job* files and the *Readme* pdf. They can be download from the link provided at the end of the report.

Performance and Results of OSU Benchmark

Rsult1:

Using OSU benchmarks, we investigate the behavior of various algorithms for collective operations, focusing on Bcast and scatter communications. We compare these algorithms with the default algorithm, which is dynamically chosen at runtime based on message size and number of the core for optimal performance.

a. Bcast communication

For the Bcast operator, we examined four different algorithms: **default**, **basic_linear**, **binary_tree**, and **knomial**. Latency among nodes was measured by incrementing message size and number of the core across the range of (2, 4, 8, 16, 32, 64, 128, 256). Results are depicted in figures 1a, 1b, 2a, 2b, 3a, 3b, 4a, and 4b.

0. Default Algorithm

1a) 1b)

1. Basic_linear

np=2	np=2 np=4		np=8 np=16		np=64	np=128	np=256	
# Size Avg Latency(us) 1 0.14 1 0.14 1 1 0.14 1 1 0.14 1 1 0.14 1 1 0.14 1 1 0.14 1 1 0.15 1 1 0.15 1 1 0.15 1 1 0.15 1 1 0.15 1	# Size Avg Latency(us) 1	# Size Avg Latency(us) 1	1 2.18 2 2.42 4 2.36 8 2.41 16 2.57 33 2.73 16 2.67 12 56 5.43 512 6.11 1024 7.00 2048 110.02 409.0 13.00 14.02 15.02 16.03 16.03 17.02 17.03 17	# Size Avg Latency(as) 1	# Size Avg Latency(as) 1	# Size Avg Latency(us) 1	# Size Avg Latency(us) 1 40.58 2 439.89 8 40.24 16 41.31 32 41.32 64 42.67 128 81.85 256 86.53 3 1024 93.43 2048 135.16 4096 182.94 8192 3050.3 16384 255.33 32768 4191.51 65536 27 177.31 354288 6500.7	

2a) 2b)

2. Binary_tree

np=2	2		np=4		np=8	1	np=16		np=32		np=64	r	p=128		np=256
	Latency(us) 0.15 0.15 0.15 0.15 0.16 0.16 0.16 0.22 0.22 0.22 0.27 0.25 0.31 0.40 0.57 4.45 5.21 7.04 9.30 21.35	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 32768 65536 131072 262144	np=4 Avg Latency(us) 0.49 0.49 0.49 0.50 0.50 0.57 0.57 0.57 0.83 0.83 1.09 1.62 2.34 10.44 11.45 13.45 23.569 76.81	# Size 1 2 4 8 16 32 64 128 256 512 1024 4096 8192 16384 4278 65536 131072 262144	Avg Latency(us) 1,70 1,69 1,73 1,69 1,70 2,22 1,97 2,91 2,94 3,33 3,55 4,82 6,58 6,58 6,58 6,58 6,58 6,58 6,58 6,58	#Size 1 2 4 8 16 32 64 128 256 512 1024 4096 8192 16384 32768 65536 131072 262148	Avg Latency(us) 1.83 1.84 1.86 1.86 2.27 2.44 2.38 3.49 3.94 4.26 5.17 6.82 2.88 4.6.65 12.88 4.6.65 151.65 151.65 269.9.25	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 22768 65536 131072	Avg Latency(us) 2,39 2,40 2,49 2,49 2,45 2,45 2,44 2,84 4,43 4,45 5,18 7,72 10,26 15,40 34,34 56,77 100,36 189,88	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 8192 16384 32768 65536 131072	Avg Latency(us) 2.80 2.88 2.88 2.87 2.86 3.64 3.64 3.65 5.37 6.34 6.71 9.29 12.21 10.30 40.95 123.88 235.91	1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 32768 65336 131072 262144	3.30 3.49 3.35 3.34 3.44 3.77 3.88 6.19 6.53 6.88 7.70 11.29 15.02 24.35 52.59 87.03 15.47 294.12	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384 32768 65536 131072	Avg Latency(us) 6.17 5.57 6.36 6.28 5.57 7.75 10.34 10.99 13.64 16.27 41.19 81.08 185.39 440.89 491.47 1025.09
524288 1048576	40.78 80.08	524288 1048576	146.11 279.34	524288 1048576	352.22 600.58	524288 1048576	507.61 887.11	262144 524288 1048576	364.08 653.52 1097.49	262144 524288 1048576	455.28 850.44 1372.71	524288 1048576	1095.41 1826.61	262144 524288 1048576	2283.96 4928.99 10917.53

3. Knomial

2	np=2	1	np=4		np=8		np=16		np=32		np=64	1	np=128	1	np=256
# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 2048 32768 65536 65536 65536 65536 8192 262144 5524288 1048576	Avg Latensy(us) 0.15 0.15 0.15 0.16 0.16 0.17 0.16 0.21 0.22 0.24 0.24 0.32 0.32 0.32 0.32 0.32 0.469 0.32 0.469 0.21 0.48 0.41 0.40 0.41 0.40 0.41 0.40 0.41 0.40 0.41 0.40 0.41 0.40 0.40	# Size 1 2 4 8 8 16 48 256 512 1024 2046 64 128 4096 68192 16384 32768 65536 131072 224288 1048576	Avg Lateney(us) 0.36 0.37 0.36 0.37 0.36 0.37 0.36 0.39 0.39 0.39 0.39 0.39 0.39 0.39 0.74 0.77 1.00 1.00 1.00 1.20 2.44 0.77 9.12 11.09 12.70 9.12 11.09 32.43 380.44	# Size 1 2 4 8 8 16 32 64 128 256 512 1024 2048 32768 65536 131072 262144 524288 1048576	Avg Latency(us) 1.62 1.62 1.58 1.63 1.64 1.88 2.96 2.83 3.17 3.40 4.63 6.63 6.63 6.63 6.53 6.17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 54.40 9.86 17.57 29.18 19.86	# Size 1 2 4 8 16 32 4 128 256 64 128 256 512 10248 4096 8192 16384 32768 65536 131072 262144 524288 1048576	Avg Latency(us) 1.69 1.68 1.72 1.67 1.07 1.08 2.08 3.01 3.02 3.23 3.23 3.23 3.23 3.23 3.23 3.23	# Size 1 2 4 8 16 32 4 128 256 512 4 2048 4096 8192 16384 32768 65536 131072 262144 524288 1048576	Avg Latency(us) 2.00 2.00 2.01 2.12 2.12 2.85 2.27 3.17 2.57 3.66 3.13 3.99 4.27 6.39 10.04 13.64 25.60 508.92 1069.23 1981.62	# Size 1 2 4 8 16 32 4 128 256 512 4 2048 4096 8192 16384 32768 65356 131072 262144 524288 1048576	Avg Latency(us) 2.11 2.16 2.12 2.12 2.10 2.11 2.78 2.73 4.14 4.19 5.12 7.67 12.37 20.7.2 3.6.2 4.84 14.84 15.33.30 2795.78	# Size 1 2 4 8 16 32 4 128 256 512 4 2048 4096 8192 16384 32768 65536 131072 262144 524288 1048576	Avg Latency(us) 2.11 2.68 2.16 2.16 2.23 2.33 2.30 4.49 4.50 5.58 8.89 17.87 33.78 9.91 174 34 34 40 40 40 40 40 40 40 40 40 40 40 40 40	# Size 1 2 4 8 16 32 4 128 256 512 4 2048 4096 8192 16384 32768 65536 131072 262144 524288 1048576	Avg Latency(us) 1.38 1.40 1.40 1.40 1.39 1.37 1.77 1.77 3.02 3.71 4.75 5.65 9.24 20.57 36.38 66.26 133.06 265.68 571.95 1277.29 2288.65 4107.63
				4a)							4b)				

These outputs demonstrate that, across all distinct algorithms and varying core counts, average latency increases with message size. This aligns with the expected behavior in network communication, where larger messages typically demand more transmission time and revealing the scaling of latency with message size.

With closer examination of the data, it becomes apparent that as the message size increases beyond 8192 bytes, the average latency time approximately doubles. Conversely, for message sizes within the interval [1-4096], the corresponding latency remains nearly constant or increases with a mild slope.

b. Scatter communication

For the Scatter operator, we followed the same methodology as with Bcast, extending it to include the OSU Benchmark for the scatter communication across four different algorithms: **default**, **basic_linear, binomial**, and **linear_nb**. Latency among nodes was assessed by varying message size and and number of cores within the range of (2, 4, 8, 16, 32, 64, 128, 256). The results, respectively are illustrated in figures 5a, 5b, 6a, 6b, 7a, 7b, 8a, and 8b.

0. Default Algorithm

	np=2		np=4		np=8		np=16		np=32		np=64	1	np=128	r	p=256
# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192	np=2 Avg Latency(us) 0.16 0.16 0.16 0.15 0.15 0.15 0.15 0.23 0.26 0.23 0.26 0.28 0.31 0.40 0.54 4.44	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384	np=4 Avg Latency(us) 0.57 0.56 0.57 0.56 0.55 0.65 0.65 0.99 0.90 1.13 1.20 1.87 2.63 4.47 10.36	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384	np=8 Avg Latency(us) 1.59 1.62 1.62 1.62 1.91 1.78 2.78 2.67 3.02 3.33 4.65 6.31 9.74 19.29	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384	np=16 Avg Latency(us) 1.63 1.65 1.64 1.63 1.63 1.99 2.04 2.94 2.95 3.17 3.41 6.47 8.48 10.54 21,94	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192	Avg Latency(us) 1.88 1.91 1.90 1.89 1.97 2.31 2.31 3.46 3.52 3.92 4.25 6.13 9.54 15.47 25.49	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192	Avg Latency(us) 2.31 1.83 1.87 1.80 1.80 2.39 2.34 3.40 3.67 4.26 4.45 6.83 11.63 20.28 37.23	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384	Avg Latency(us) 2.20 3.61 3.58 3.58 3.64 4.00 4.20 6.51 6.80 7.45 8.13 11.45 17.38 25.42 201.97	# Size 1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8192 16384	Avg Latency(us) 1.34 1.36 1.37 1.34 1.72 2.91 3.67 4.63 5.42 8.96 19.42 36.30 113.40
32768 65536 131072 262144 524288 1048576	5.27 6.70 10.20 19.49 41.63	32768 65536 131072 262144 524288 1048576	11.66 17.59 34.50 74.73 146.33	32768 65536 131072 262144 524288 1048576	27.58 56.06 129.14 278.65 571.74 930.54	32768 65536 131072 262144 524288 1048576	36.91 77.04 156.09 351.73 667.53	32768 65536 131072 262144 524288 1048576	45.55 93.08 206.11 484.57 1078.73 1951.16	32768 65536 131072 262144 524288 1048576	66.74 145.96 310.67 648.36 1353.84 2398.98	32768 65536 131072 262144 524288 1048576	87.56 271.63 513.73 1154.34 2361.59 4399.62	32768 65536 131072 262144 524288 1048576	140.6 271.3 559.9 1170.8 2266.6 4068.6

5a) 5b)

1. Basic_linear

np=2			np=4		np=8	np=16		
# Size Av	g Latency(us)	# Size	Avg Latency(us)	# Size	Avg Latency(us)	# Size	Avg Latency(us)	
1	0.14	1	0.34	1	2.04	1	2.43	
2	0.13	2	0.34	2	2.01	2	2.40	
4	0.14	4	0.33	4	2.02	4	2.44	
8	0.14	8	0.35	8	2.02	8	2.40	
16	0.13	16	0.33	16	2.05	16	2.47	
32	0.14	32	0.36	32	2.06	32	2.71	
64	0.14	64	0.35	64	2.13	64	2.74	
128	0.19	128	0.74	128	3.45	128	4.91	
256	0.21	256	0.85	256	3.37	256	5.68	
512	0.24	512	0.93	512	3.54	512	6.31	
1024	0.28	1024	1.05	1024	3.74	1024	6.98	
2048	0.32	2048	1.78	2048	5.74	2048	10.11	
4096	0.40	4096	2.54	4096	7.93	4096	14.48	
8192	0.57	8192	4.51	8192	12.11	8192	22.83	
16384	4.46	16384	9.45	16384	15.42	16384	28.12	
32768	5.16	32768	10.56	32768	30.76	32768	57.93	
65536	6.89	65536	16.35	65536	63.41	65536	126.76	
131072	11.08	131072	32.72	131072	130.00	131072	270.22	
262144	22.37	262144	83.15	262144	286.61	262144	552.64	
524288	46.67	524288	193.02	524288	569.13	524288	861.05	
1048576	96.58	1048576	396.06	1048576	1014.36	1048576	1693.72	

np=32			np=64	3	np=128	1	np=256
# Size	Avg Latency(us)						
1	4.51	1	7.70	1	15.11	1	40.29
2	4.65	2	7.98	2	15.56	2	39.88
4	4.53	4	7.99	4	16.30	4 8	40.33
8	4.64	8	8.26	8	15.87	8	39.87
16	4.53	16	9.42	16	16.80	16	40.97
32	5.25	32	9.54	32	17.01	32	40.96
64	4.95	64	9.41	64	17.43	64	42.27
128	11.17	128	23.87	128	50.60	128	80.33
256	11.33	256	24.64	256	50.08	256	86.85
512	12.51	512	24.15	512	50.26	512	86.30
1024	13.77	1024	25.27	1024	52.27	1024	94.78
2048	20.06	2048	40.28	2048	80.22	2048	134.92
4096	26.35	4096	52.16	4096	106.39	4096	183.38
8192	41.75	8192	82.27	8192	163.50	8192	303.07
16384	52.53	16384	100.82	16384	227.52	16384	252.46
32768	122.50	32768	233.13	32768	461.82	32768	421.09
65536	264.57	65536	462.34	65536	1020.15	65536	701.06
131072	533.39	131072	706.04	131072	2135.55	131072	1435.65
262144	1061.66	262144	1350.03	262144	4223.65	262144	2873.20
524288	2112.44	524288	3057.79	524288	8532.56	524288	6636.84
1048576	3885.65	1048576	7028.45	1048576	16139.47	1048576	15192.1

6a) 6b)

2. Binomial

np=2 np=4		np=8	np=8 np=16		np=32 np=64		np=256
# Size Avg Latensyde 1	# Size Avg Latencycle 1 0 2 0 4 0 8 0 6 16 0 3 2 0 6 12 0 6 12 0 7 0 8 0 8 0 16 0 8 12 0 1024 1 1024 1 1024 1 1034 1 1055 6 8 192 0 8 192 1 1054 1 1053 8 1055 6 1052 1 1052 8 1052 1 1052 8 1052 1 10	us) # Size Avg Latency(us) 156 1	# Size Avg Latency(us) 1 2 1.73 2 1.70 4 1.73 8 1.71 10 1.72 32 2.19 32 2.19 32 2.19 32 2.19 32 3.14 236 3.14 256 3.34 2512 4.09 1024 4.45 2048 6.21 2048 6.21 2058 4.89 512 206148 8.89 512 2131072 18265 25768 4.895 65536 93.92 131072 18265 2562188 8.895 256188 8.99 2614	8 Size Avg Latency(us) 2 2,69 4 2,70 8 2,70 8 2,70 8 2,70 8 2,74 16 2,49 34 4,80 256 5,59 512 5,34 1024 5,55 2048 8,86 6,86 80,59 65536 149,97 131072 288,68 204,184 47,56 3258 80,59 65536 149,97 131072 288,68 204,284 27,40 1048576 1510,05	8 Size Avg Latency(us) 1 2 573 4 5.68 8 5.72 16 5.78 22 7.63 23 7.62 24 9.71 256 9.71 2512 10.73 1024 11.35 2048 15.55 2048 15.55 2048 203 22768 203 23768 203 23768 203 243.55 16384 80.03 23768 15.54 65516 243.55 1631072 454.26 2621284 16.66	np=128 # Size Avg Latency(us) 1 17.67 2 1.17.67 4 12.43 8 12.42 16 13.36 32 15.38 7.64 14.17 18 13.52 10.24 25.56 10.24 25.94 20.48 30.40 40.96 41.49 8192 66.14 16.334 14.70 8.32 27.88 23.78	# Size Avg Latency(w) # Size Avg Latency(w) 1 17,91 2 18,74 4 19,34 8 17,93 16 18,00 32 21,43 128 26,22 256 26,47 512 32,14 1024 36,12 2048 51,08 \$1,0

7a) 7b)

3. Linear_nb

8a) 8b)

These outputs also confirm the previous findings obtained for various Bcast communication algorithms, demonstrating that larger messages generally require more transmission time, revealing the scaling of latency with message size. Additionally, they indicate a sharp increase in latency after the message size reaches the 8192 bytes.

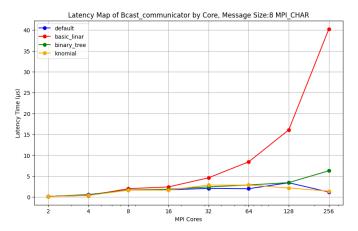
Result 2: Latancy Map

To compare different algorithms for the collective communications Boast and Scatter, we fix the message size. For each of the four algorithms, we will consider varying numbers of MPI cores within the range of (2, 4, 8, 16, 32, 64, 128, 256) on two Epyc Nodes and plot the latency maps.

• Bcast communication:

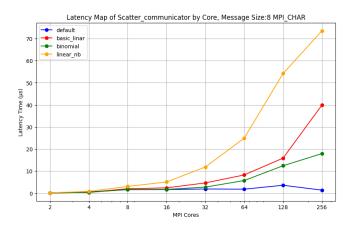
As illustrated in the following image, for the **default algorithm** (blue color), the latency time increases with the number of nodes until 128 nodes, after which the latency starts to decrease as the number of nodes increases to 256. The **Knomial** algorithm (yellow color) exhibits behavior similar to the default algorithm, but with the distinction that latency begins to decrease earlier, specifically from 64 nodes onward.

Both the **Basic_linear** (red color) and **binary_tree** (green color) algorithms demonstrate increasing latency as more nodes are added. However, the overall behavior of the binary_tree algorithm is closer to that of the default algorithm when compared to the basic_linear algorithm. Conversely, the basic_linear algorithm exhibits the most distinct behavior in comparison to the others.



• Scatter communication:

In the image below, we observe that for the default algorithm (blue), latency increases with the number of nodes until 128, followed by a decrease up to 256, very similar to the behavior of the Bcast default algorithm. However, the three verified algorithms, binomial (green), basic-linear (red), and linear_nb (yellow) exhibit distinct patterns from the default algorithm. While binomial data closely resembles the default algorithm, linear_nb demonstrates the most divergent behavior.



Conclusion

• Result1:

The outputs obtained from four Bcast communication algorithms and four Scatter communication algorithms reveal that larger messages generally require more transmission time, indicating the scaling of latency with message size. Moreover, they indicate a sharp increase in latency once the message size reaches approximately 8192 bytes.

• Result2:

Latency map for the **Bcast communication** shows that, as the number of nodes increases, the **knomial** algorithm exhibits behavior closest to the default algorithm. Both experience latency increases with added cores, followed by a decrease beyond 64 and 128 nodes, respectively. Conversely, the **basic linear** algorithm consistently demonstrates increasing latency with node count and shows the most divergent behavior compared to the default algorithm.

Latency map for **scatter communication** reveals that, default algorithm's latency increases until 128 nodes, then decreases to 256, very close to Bcast default behavior, while all other three algorithms, Binomial, basic-linear and linear_nb show a constantly increasing trend. Among them, linear_nb displays the most divergent behavior.

The Codes, Slurms and Readme file are available on Github at:

https://github.com/SNB-Cs-Ds/hpc_projects/tree/main/project_1_OSU_Benchmark