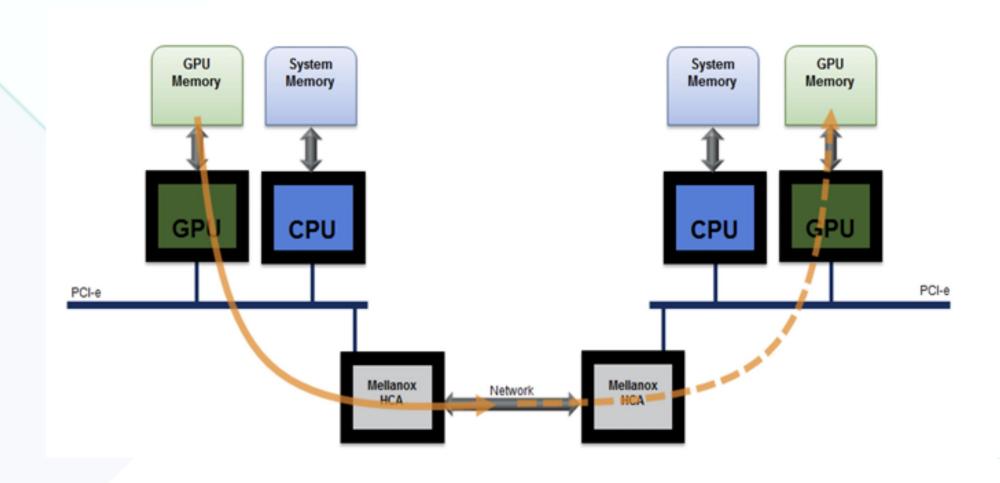


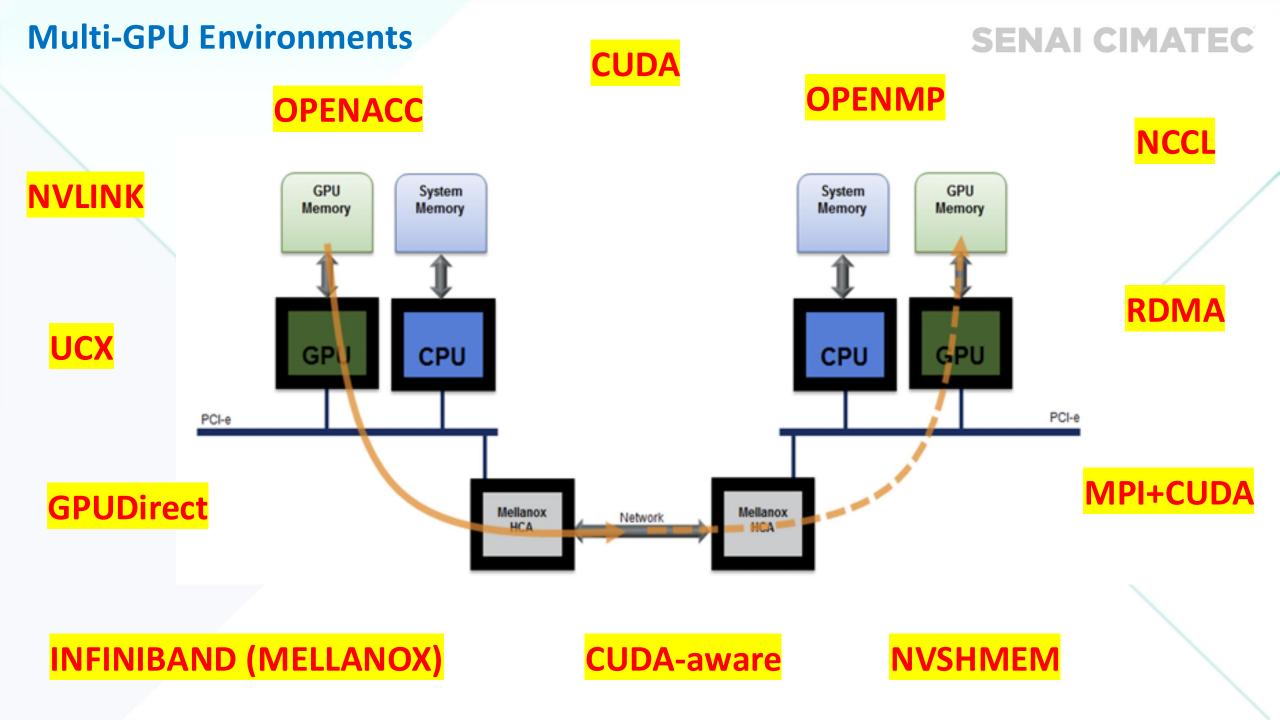


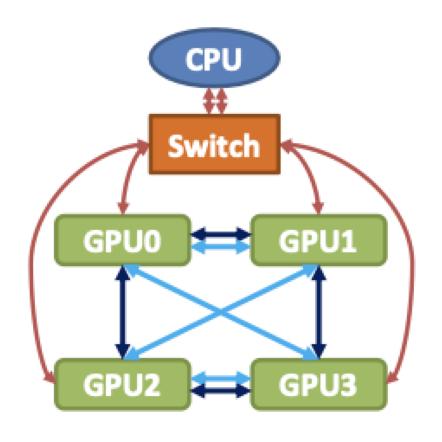
GPU Programming Applied to Industrial Problems

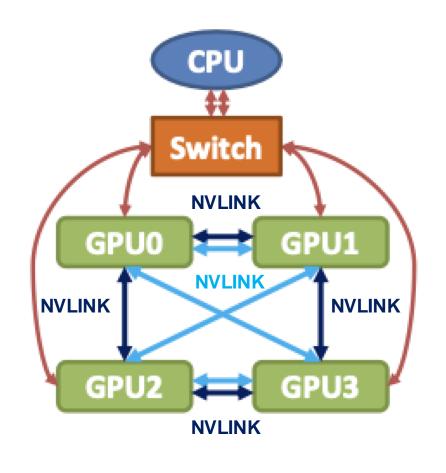
Introduction to scaling multi-node applications

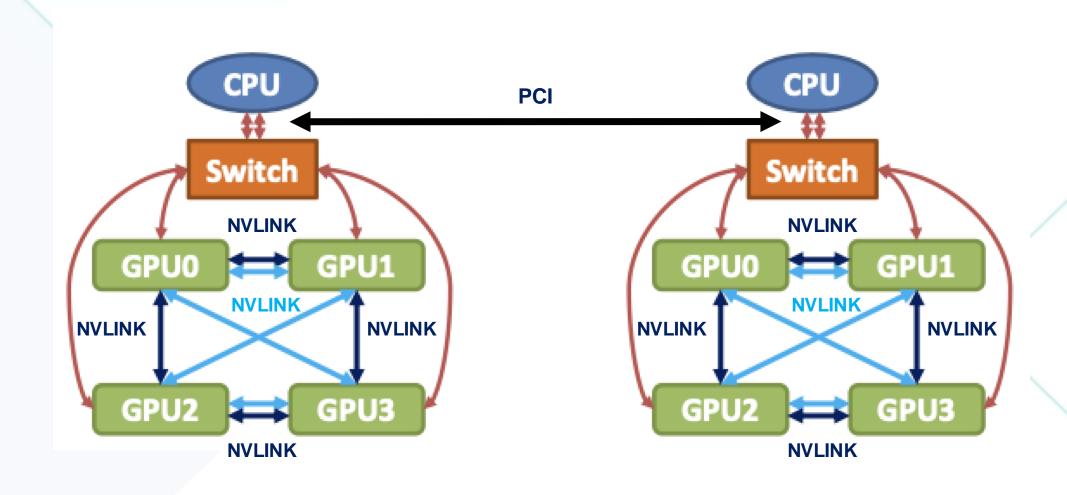
Murilo Boratto

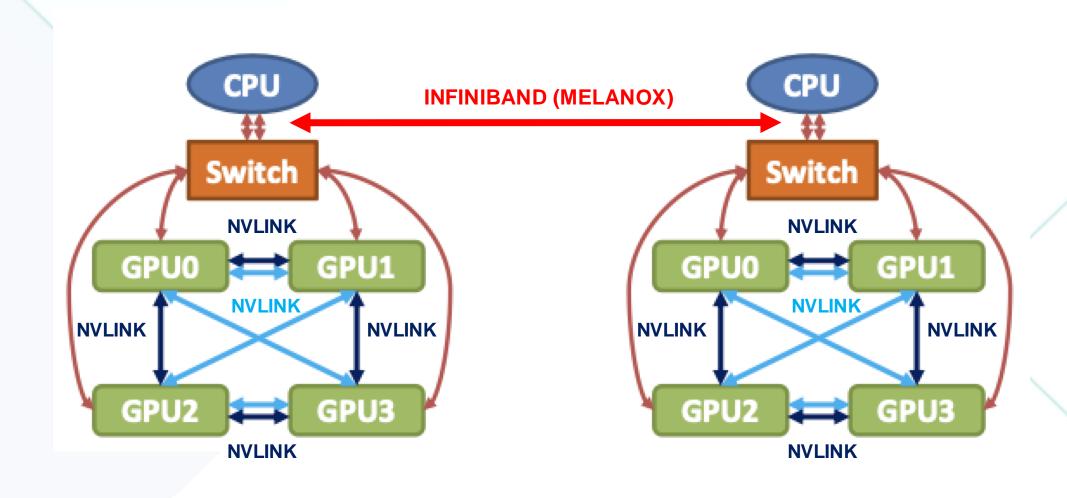




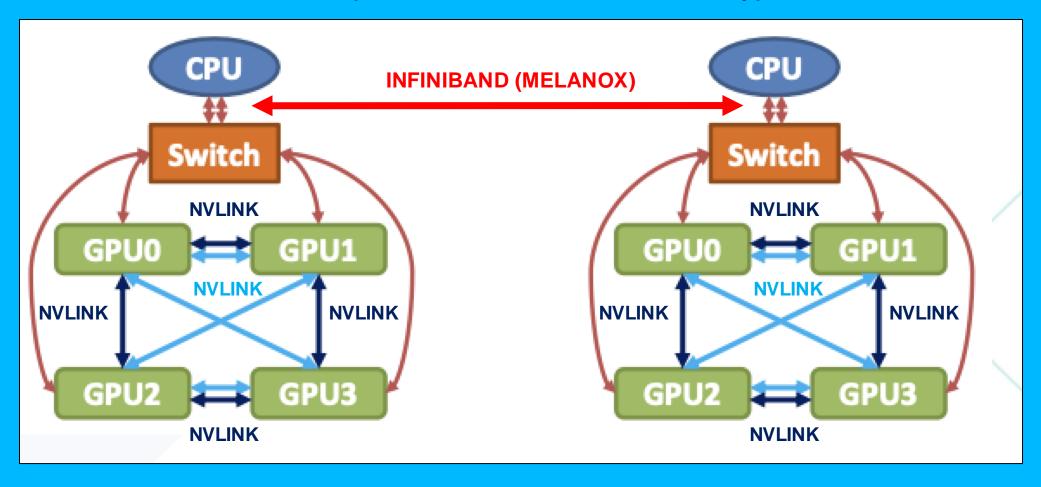








UCX (Unified Comunication X Library)



SENAI CIMATEC

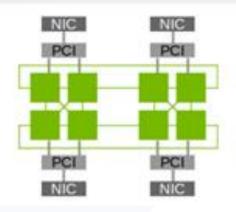
NCCL

NVIDIA Collective Communication Library

Topology detection

Build graph with all GPUs, NICs, CPUs, PCI switches, NVLink, NVSwitch.

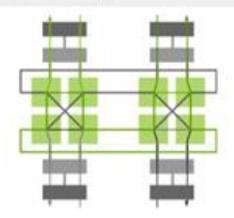
Topology injection for VMs.



Graph search

Extensive search to find optimal set of rings or trees.

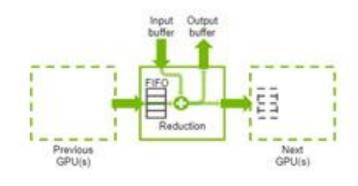
Performance prediction of each algorithm and auto-tuning.



CUDA kernels

Optimized reductions and copies for a minimal SM usage.

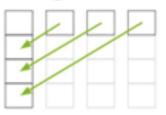
CPU threads for network communication.



sendrecv



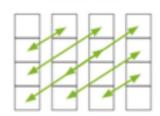
gather



scatter



alltoall



neighbor

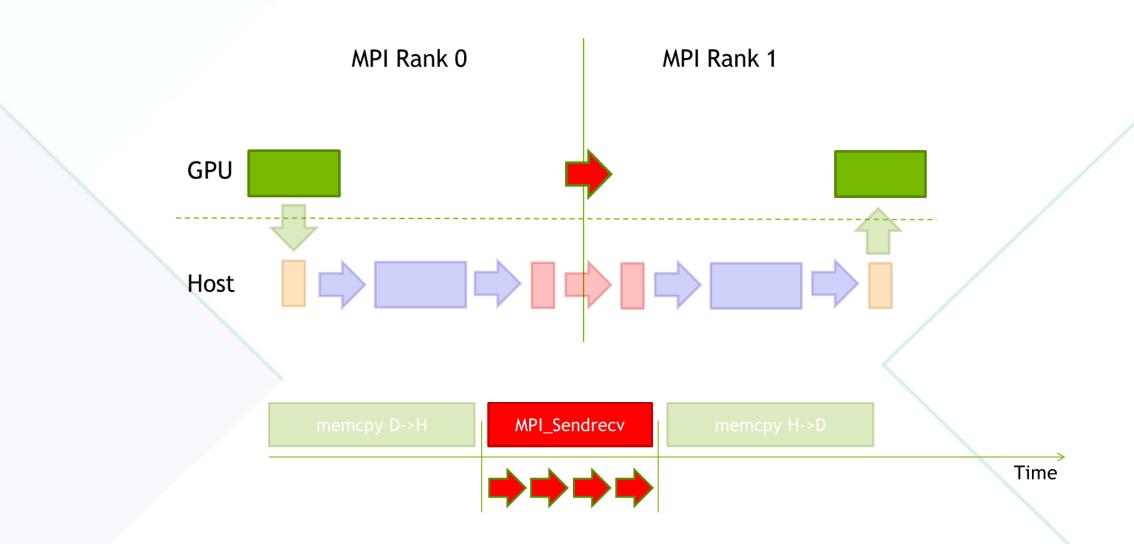


CUDA-AWARE MPI

CUDA + MPI at GPUs

CUDAWARE-MPI

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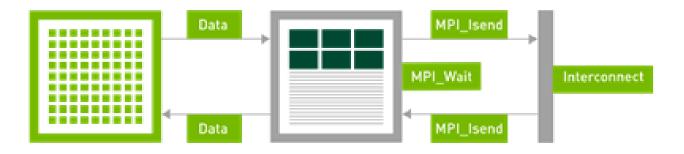


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NVSHMEM

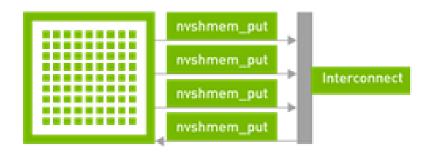
NVIDIA OpenSHMEM

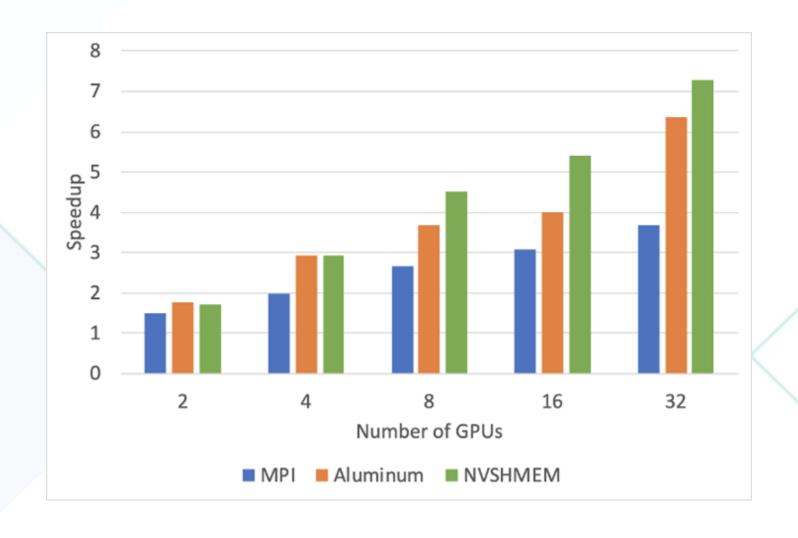
MPI



NVSHMEM









https://github.com/muriloboratto/GPU-programming



Tecnologia, Inovação e Educação para a Indústria

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Sistema FIEB



PELO FUTURO DA INOVAÇÃO

