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China 2024









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Towards an Unified Cloud-Native Infra for AI & HPC

TACC - A Five-Year Journey

Kaiqiang Xu: HKUST



Peter Pan: DaoCloud



TACC: Turing Al Computing Cloud

About Us







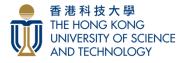


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- R&D Engineer Lead
- Open Source Advocate
- DaoCloud









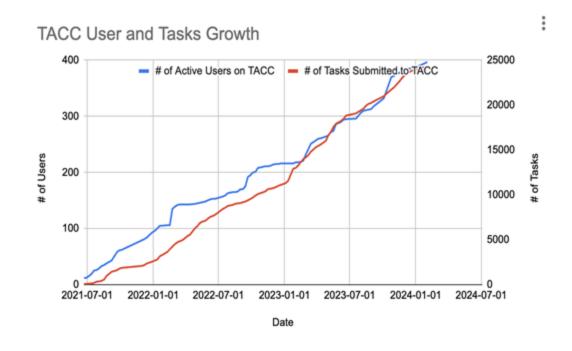


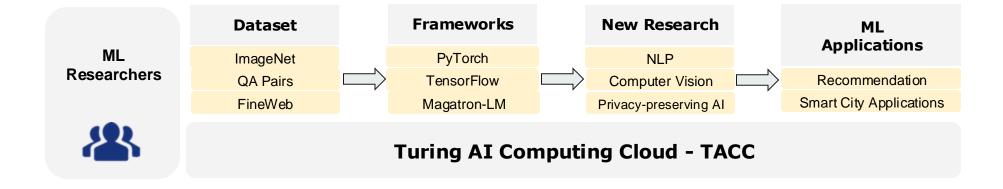
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High-performance and highly scalable Al computing infrastructure

TACC is an AI computing infrastructure designed for machine learning applications, supporting and accelerating the constantly evolving research in machine learning at both the software and hardware levels.

Due to system-level optimizations specifically targeted for ML/DL programs, TACC outperforms traditional HPC computing clusters in terms of both performance and stability.









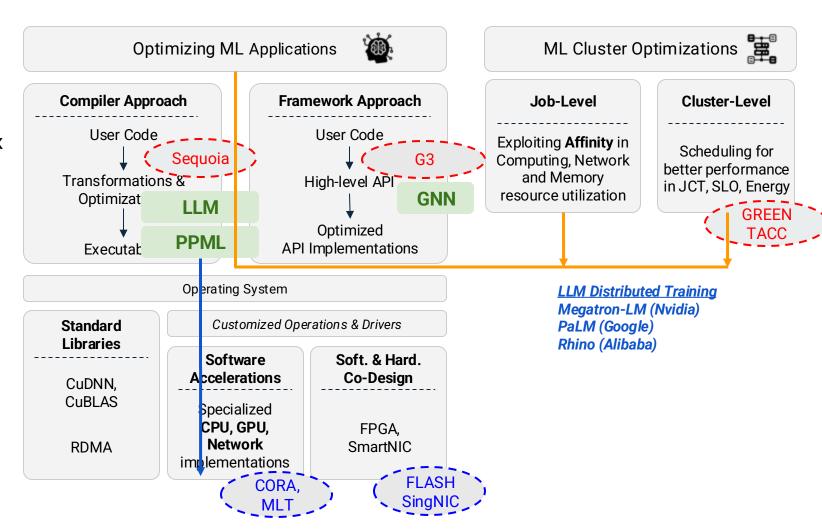




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Underpinning Research

- ML frameworks enhance model development through advanced parallelization and distributed training, efficiently handling complex computations and large datasets.
- Cluster resource scheduler
 optimizes cluster-wide resource
 allocation across AI tasks, boosting
 overall job throughput and other
 efficiency factors in AI clusters.
- Al-centric networking improves data flow and reduces latency by efficiently managing large model transport and using FPGAs for compute offloading











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Tutorial

https://github.com/turingaicloud/quickstart

Core Code

https://github.com/turingaicloud/tcloud-sdk









Interface

- Scientist are familiar with slurm-like CLI
- Strightforward CLI & Config (tuxiv.config)

```
# tcloud submit
                              # submit job to remote cluster
                              # show job status
# tcloud ps
# tcloud upload
                              # upload to remote working dir
```



tuxiv.config

entrypoint:

- python mnist.py .. environment:

channels:

- nvidia

dependencies:

- pytorch=1.9.0
- torchvision=0.10.0
- cudatoolkit=11.1.74

datasets:

- \$name

job:

name: test general:

- nodes=2
- cpus-per-task=10
- gres=gpu:2

entrypoint

Python packages

dataset source

Slurm **Params**









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Remote Execution

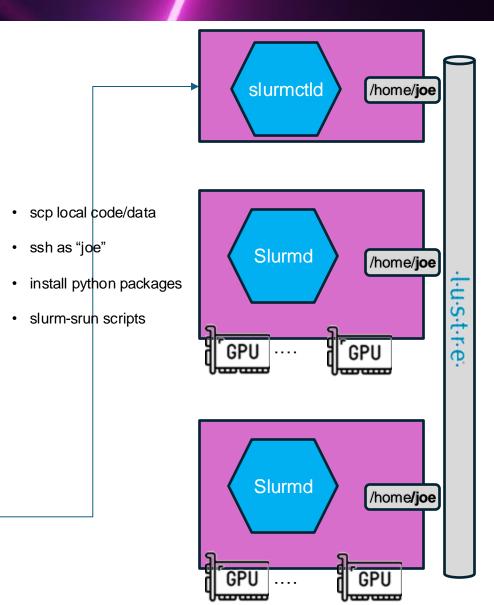
- SCP to copy local code to user folder
- SSH to run script remotely
- Slurm agent in docker

Tenant & User

- Re-use Linux user system in servers
- Mount distributed storage to each /home/\$user

joe

tcloud submit









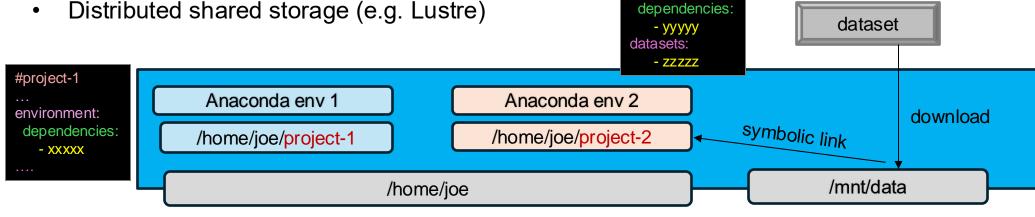


Python Env

- "venv + pip install" every time is time-consuming!
- Individual Conda Env for each user CONDA
- Persistent & re-use env and packages in user folder

Dataset

- pre-fetch dataset to user folder
- Distributed shared storage (e.g. Lustre)



Distributed storage (so we can reuse the env on every node)

#project-2

environment:

Kubernetes - Slurm





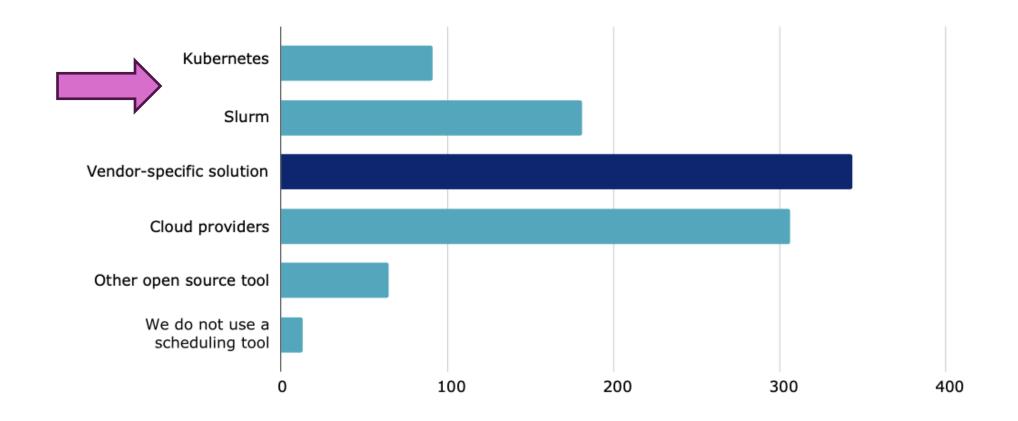




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Survey:

Which resource-scheduling/job-management tool do you use as part of your AI/ML tech stack?



TACC powered by K8S









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Kubernetes

V.S.



Slurm

- 10 years, still young
- not initially designed for ML workload, but scheduling capability keep evolving
- declarative (final-state-driven)
- docker build burden
- flexible and scalable

both for training & serving

- 22 years old, mature for HPC
- Born for batch workload: Queue, Job, Scheduling
- Stability issue
- Just plain shell and files
- lack of auto-scaling
- OCI image limited supported

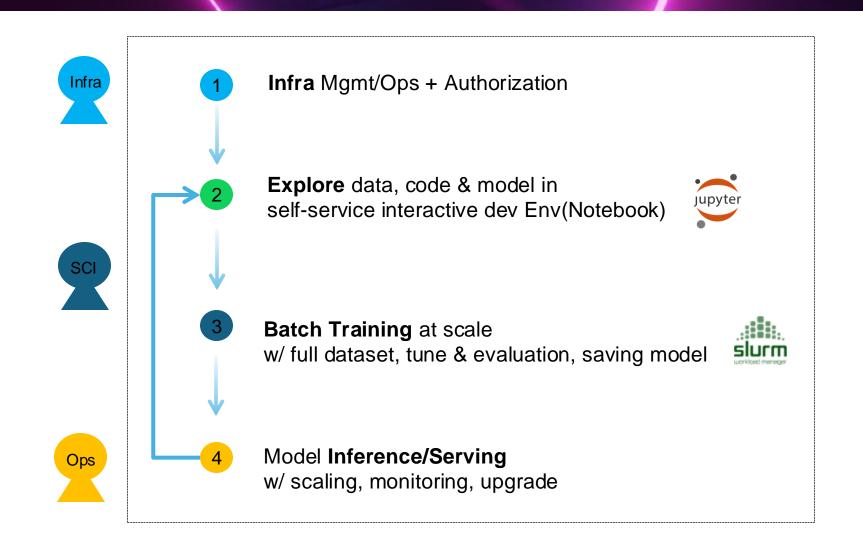








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How K8S helps Infra. Engineer









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Kubernetes

GPU-Operator

dcgm-exporter

MIG / HAMi

Volcano / Kueue

Karmada

All machines in a Resource Pool

No worry about driver/plugin/runtime.. for each node

GPU monitoring

virtual GPU (partition)

Job & Queue Scheduling

Multiple Cloud/Cluster

How K8S helps Infra. Engineer









When introducing other Heterogeneous xPUs

















Kubernetes	
GPU-Operator	xPU-Operator
dcgm-exporter	xPU-exporter
MIG / HAMi *	
Volcano / Kueue	
Karmada	











Multi-Tenant

Dev & Train

Scheduling

Monitor

Performance & Robustness

- k8s namespace for each \$user
- Namespace Quota
- Queue Quota (Kueue concept)

kubectl -n joe get resourcequotas -o yaml

apiVersion: v1

kind: ResourceQuota

spec: hard:

requests.nvidia.com/mig-1g.6gb: "2"

requests.storage: 1000Gi limits.memory: 128Gi

kubectl get clusterqueue default -o yaml

apiVersion: kueue.x-k8s.io/v1beta1

kind: ClusterQueue

spec: flavors:

- resources:
- name: cpu

nominalQuota: "200"

- name: memory

nominalQuota: 1280Gi

- name: nvidia.com/gpu nominalQuota: "10"

- name: rdma/hca_shared_devices_a

nominalQuota: "100"











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Multi-Tenant

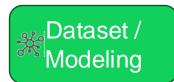
Dev & Train

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Performance & Robustness







Paints

- Should learn about "docker build"
- New image when any tiny change
- Huge image size

FROM python

RUN pip install torch==2.4.0 torchvision==0.19.0 transformers==4.4.1 datasets==2.21

RUN git clone \$code

RUN wget \$dataset / \$model









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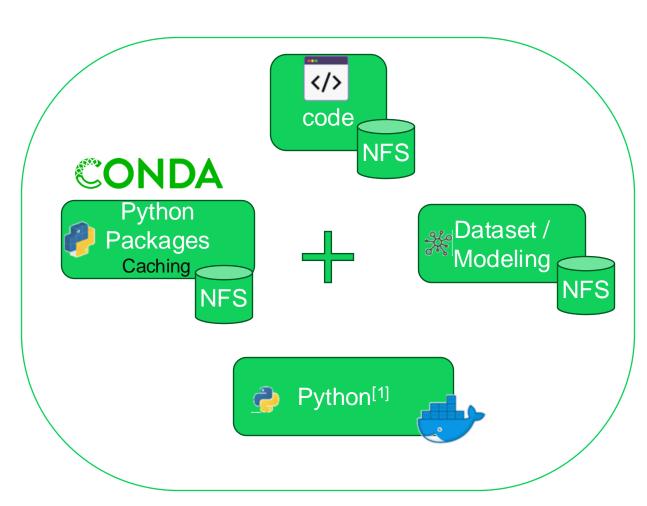
Multi-Tenant

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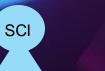


SCI

- Reusable conda/pip environment
- Data Isolated by namespaced PVC
- No worry about building "docker image"

- 1. **Code**: can be either managed by Git then pre-fetched by init-container, or rsync to NFS shares
- 2. **Data/Model**: can either download from S3 and prefetch by init-container
- 3. **Python Packages**: with conda capability, pre-install into NFS shares and can be re-used
- 4. **Docker image**: can be very flexible. either include all required pip packages & cuda inside, or a just a bare image all relies on conda volume.

[1] Base Image: python itself can also be hosted in conda env. But in practice in LLM age, Pytorch + CUDA











Multi-Tenant

distributed training on K8s

Kubeflow's training-operator

Dev & Train

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Features

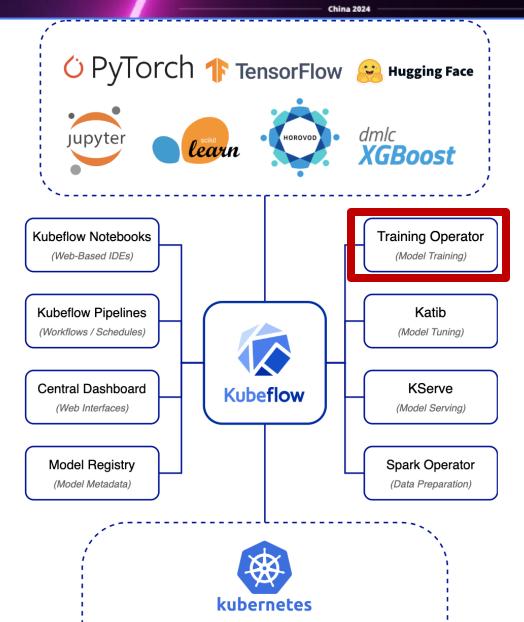
Distributed Training (e.g. PyTorchJob)

All-Reduce Style Training with MPI

High Performance Computing (HPC) with MPI

Job Scheduling with Volcano, Kueue

Elastic Training



Web UI

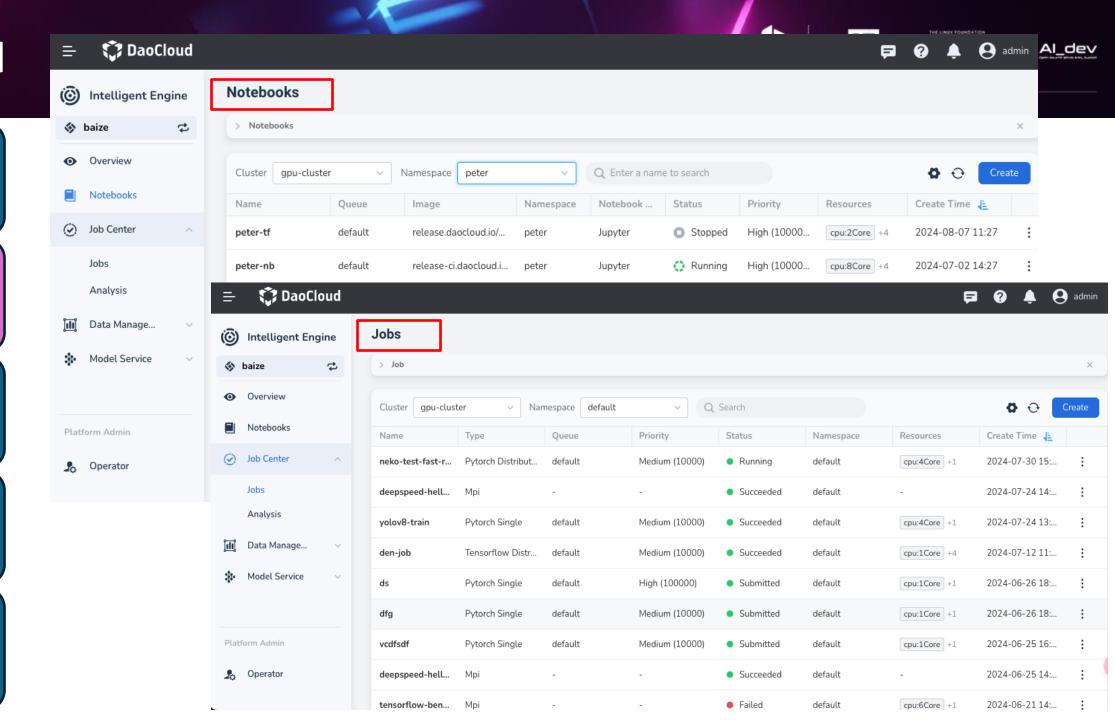
Multi-Tenant

Dev & Train

Scheduling

Monitor

Performance & Robustness



Scheduling is key demand









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Multi-Tenant

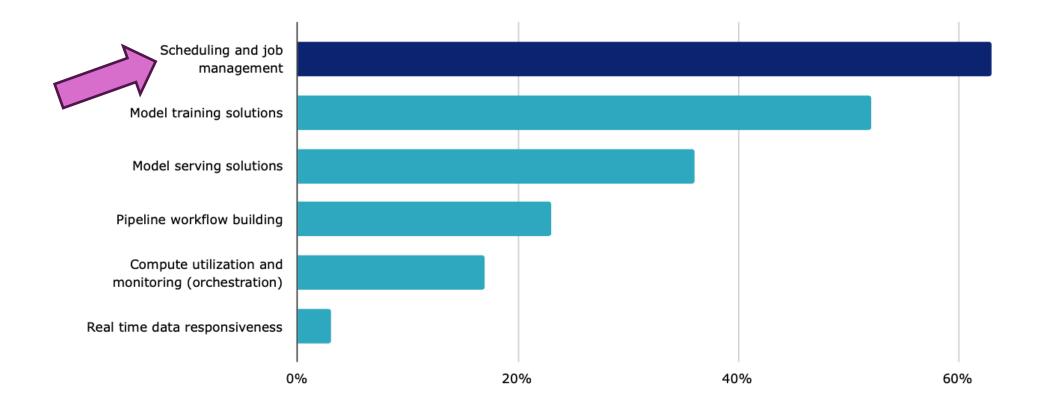
Code & Data

Scheduling

Monitor

Performance & Robustness





https://ai-infrastructure.org/wp-content/uploads/2024/03/The-State-of-Al-Infrastructure-at-Scale-2024.pdf











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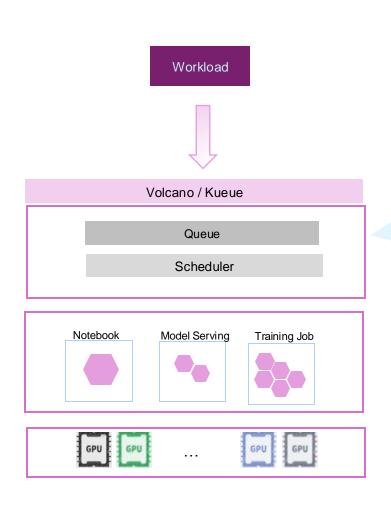
Multi-Tenant

Code & Data

Scheduling

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Performance & Robustness







SCI

Multi-Tenant

Code & Data

Scheduling

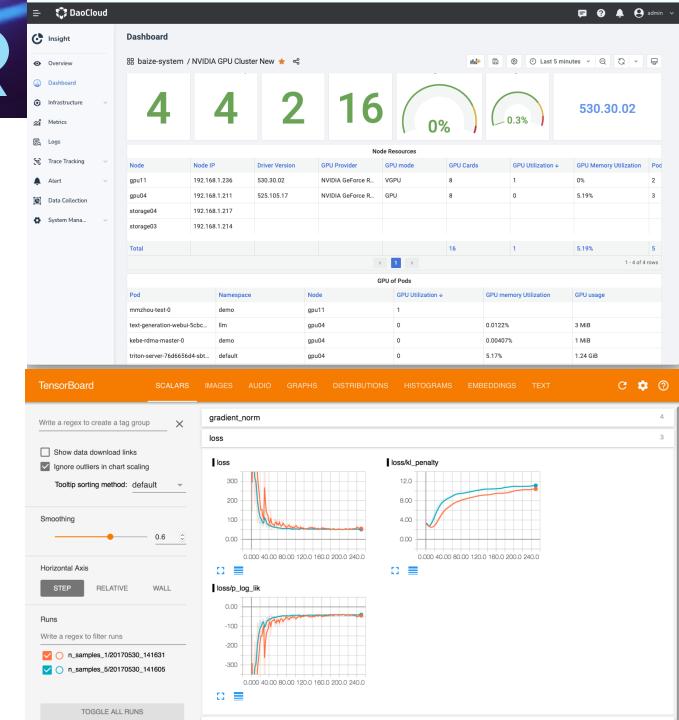
Monitor

Performance & Robustness

- GPU Inventory
- GPU Healthy
- GPU Utilization *
- Inference Queue/Latency
- Billing for tenants
- Training Failure
- Alerting

TensorBoard

arena submit xxx --tensorboard













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Multi-Tenant

Code & Data

Scheduling

Monitor

Performance & Robustness

Bottom necks

- Dataset loading
- Model checkpoint saving
- Network interconnect
- Intermedia failure

- --- caching
- --- disk I/O bandwidth
- --- RDMA full utilized + best topology
- --- waste of GPU time











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Multi-Tenant

Code & Data

Scheduling

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Performance & Robustness

Lusture

SCI

- **Distributed Storage BeeGFS**
 - MinIO

Caching

- JuiceFS
- Alluxio
- Local Storage
- HwameiStor

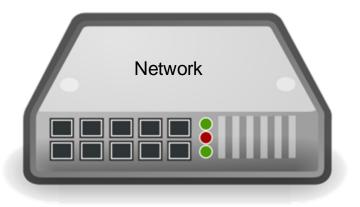


SpiderPool

RoCE

InfiniBand

- SRIOV-CNI
- GPU-Direct-RDMA
- GPU-NIC Topology Scheduling













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Multi-Tenant

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Meta:

during a 54-day Llama 3 405B training,
Average interruptions **every 3 hours**,
>50% of the 419 unexpected
were caused by issues with **GPUs** or their onboard HBM3 memory.

aware, locate, diagnostic



mitigation, resume

Sit Back and Relax with Fault Awareness and Robust Instant Recovery for Large Scale Al Workloads | 坐和 放宽,了解大规模 Al 负载场景下的故障感知和健壮的快速故障恢复 - Fanshi Zhang & Kebe Liu, DaoCloud

https://sched.co/1eYY2

O Level 1 | Hung Hom Room 3

How to Unify K8S & Slurm









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Challenges of co-hosting K8S & Slurm on the same cluster

- 1. How to deploy slurmd(slurm agent) and container-runtime?
- ➤ Option 1: slurm cluster in pod →
- ➤ Option 2: slurm/K8s live in the same place ⚠
 slurmd does not conflict with containerd or kubelet
- 2. How to make them aware of each other's resource usage?
- > problem: if a GPU been occupied by K8S Pod, Slurm isn't aware of it

PS: "SUNK" is not available yeah.. https://slurm.schedmd.com/SC23/Slurm-and-or-vs-Kubernetes.pdf

So TACC's way as below:

Slurm cluster 1 in Pod

Slurm cluster 2 in Pod

K8s

Option 1



Co-host Deployment



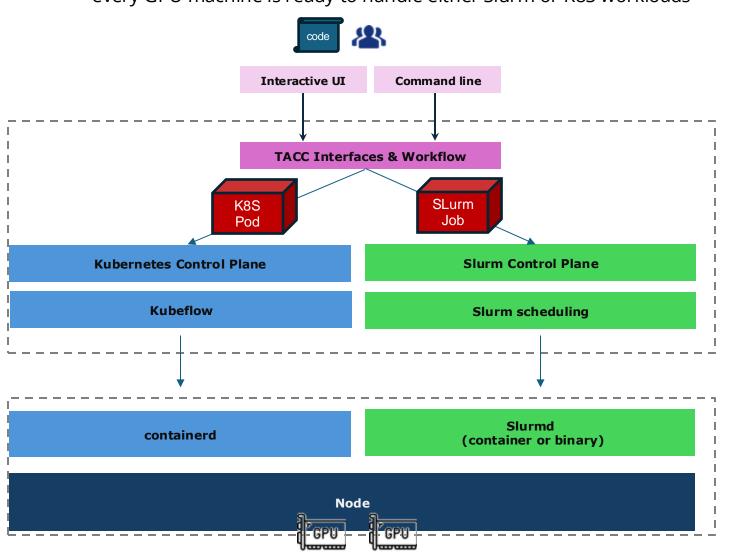






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every GPU machine is ready to handle either Slurm or K8S workloads



k8s will not use those resource Slurm already consumes, and vice versa.



Shadow Resource Place Holder



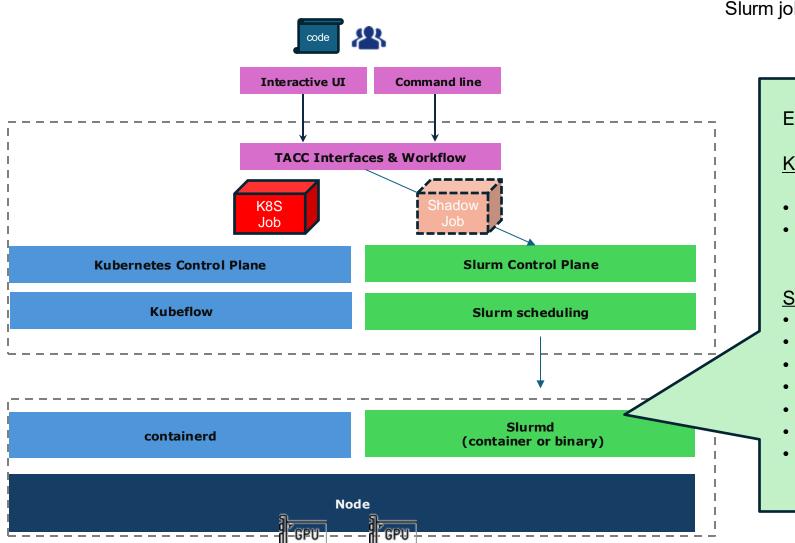






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Slurm job as place holder but should not really use the GPU



Example:

K8s Pod (actual workload)

- 2C/4G/1GPU
- 4 replicas scheduled to Node 1/3/4/5

Shadow Slurm job:

- Command:
- sleep and wait job \$aboveJob (`kubectl wait `)
- -N 4 -n 4
- --cpus-per-task=2
- --mem=4G
- -gres=gpu:1
- --nodelist node[1,3,4,5]

Vice versa

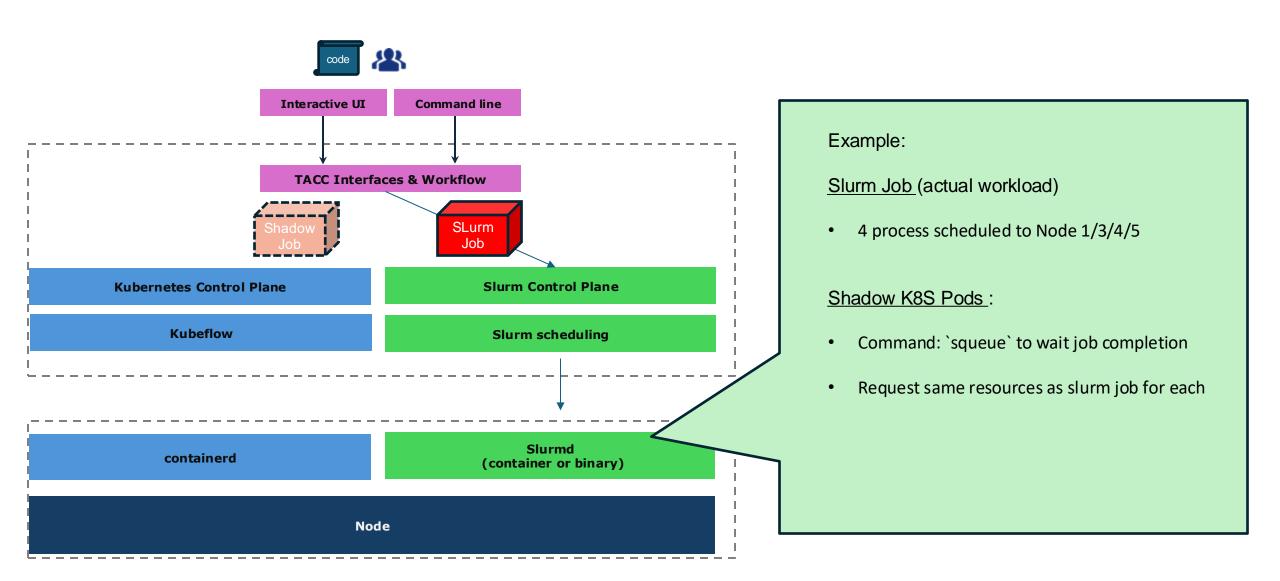








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Demo Code



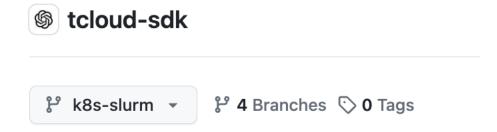






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https://github.com/turingaicloud/tcloud-sdk/tree/k8s-slurm



● ● root@peter-slurm-1: ~

Demo

...-centos-7:~ (ssh) ● #1 ...-eter-slurm-1: ~ (ssh) #2 ...-slurm-2: ~ (ssh) ● #3 ...-slurm-3: ~ (ssh) ● #4 +
root@peter-slurm-1:~#









Q1: Race Condition?

A1: good catch. So the best way out is either to do this in each's scheduler level, or control the entrance in a central manner. This is in future consideration.

Q2: place-holder shows node-level grain size, how about GPU-level(in one node)?

A2: Both slurm GRES-plugin and K8s device-plugin schedule those GPU on the same node in order, so it still works in GPU-in-node grant size.

Thank you









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We hope **TACC**'s practice can inspire the community and industry, about how to streamline HPC and K8S workload together, and build a scientist friendly toolset and platform, with CNCF stacks.



