

# Towards Efficient Oversubscription: On the Cost and Benefit of Event-Based Communication in MPI

Jan Bierbaum, Maksym Planeta, Hermann Härtig

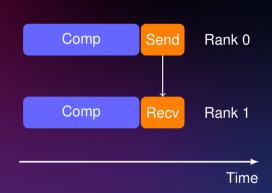






# **Classical MPI Programming**

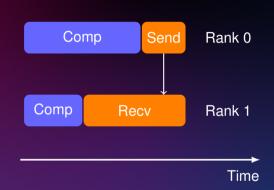
- Bulk synchronous parallel
- One rank/process per CPU core
- OS-bypass communication
- Polling for completion



# **Classical MPI Programming**

- Bulk synchronous parallel
- One rank/process per CPU core
- OS-bypass communication
- Polling for completion

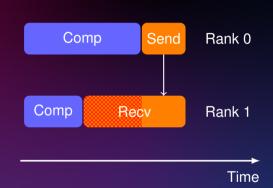
Imbalance



# **Classical MPI Programming**

- Bulk synchronous parallel
- One rank/process per CPU core
- OS-bypass communication
- Polling for completion

 $Imbalance \rightarrow cycles/energy\ wasted$ 



Load balancing

• Load balancing (effort, complexity)

- Load balancing (effort, complexity)
- Interleaving of computation & communication

- Load balancing (effort, complexity)
- Interleaving of computation & communication (effort, complexity)

- Load balancing (effort, complexity)
- Interleaving of computation & communication (effort, complexity)
- Higher-level runtimes or MPI extensions

- Load balancing (effort, complexity)
- Interleaving of computation & communication (effort, complexity)
- Higher-level runtimes or MPI extensions (effort, expertise)

- Load balancing (effort, complexity)
- Interleaving of computation & communication (effort, complexity)
- Higher-level runtimes or MPI extensions (effort, expertise)
- Oversubscription

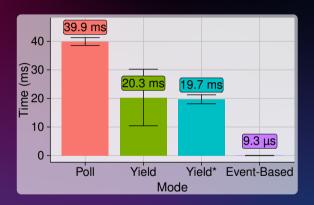
- Load balancing (effort, complexity)
- Interleaving of computation & communication (effort, complexity)
- Higher-level runtimes or MPI extensions (effort, expertise)
- Oversubscription (efficient implementation?)

# Oversubscription

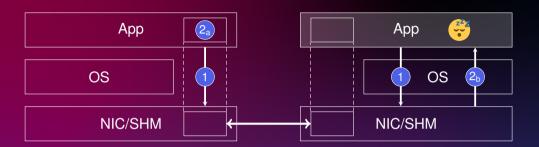
- Ping-pong micro benchmark
- 2 ranks sharing 1 CPU

## **Oversubscription**

- Ping-pong micro benchmark
- 2 ranks sharing 1 CPU
- Polling → massive overhead
- Yield = sched\_yield
- Yield\* = "legacy" variant of sched\_yield

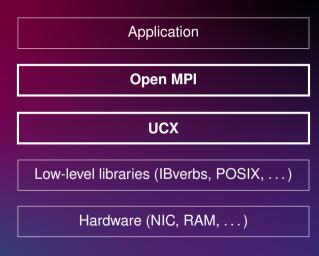


## **Event-Based Communication**



- 1 Application/OS sets up communication operation
- Application polls memory for completion
- 2 OS resumes application on completion

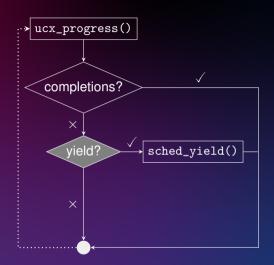
# Open MPI & UCX



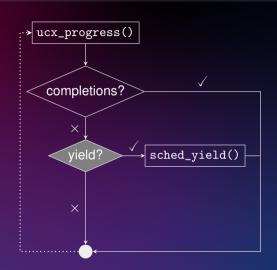
 UCX as standard backend for InfiniBand



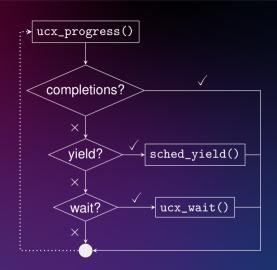
- UCX as standard backend for InfiniBand
- Open MPI uses sched\_yield when oversubscribed



- UCX as standard backend for InfiniBand
- Open MPI uses sched\_yield when oversubscribed
- UCX backend supports event-based communication

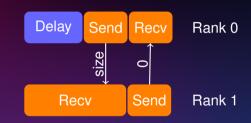


- UCX as standard backend for InfiniBand
- Open MPI uses sched\_yield when oversubscribed
- UCX backend supports event-based communication
- Extension to Open MPI for adaptive waiting



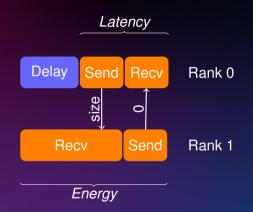
# LIBRA, an MPI Micro-Benchmark

- P2P ping-pong using blocking MPI operations
- Configurable sender delay and message size



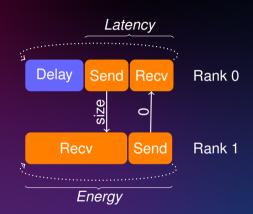
## LIBRA, an MPI Micro-Benchmark

- P2P ping-pong using blocking MPI operations
- Configurable sender delay and message size
- Measure communication latency and overall energy consumption



## LIBRA, an MPI Micro-Benchmark

- P2P ping-pong using blocking MPI operations
- Configurable sender delay and message size
- Measure communication latency and overall energy consumption



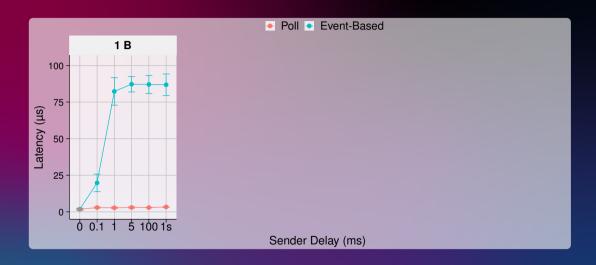
## **Evaluation: Setup**

- High Performance Computing and Storage Complex ("Taurus") at TU Dresden:
  - 2 × 12-core Intel Xeon E5-2680 v3 @ 2.50 GHz
  - Mellanox Connect-IB
  - "High Definition Energy Efficiency Monitoring" (HDEEM)
  - Exclusively allocated node

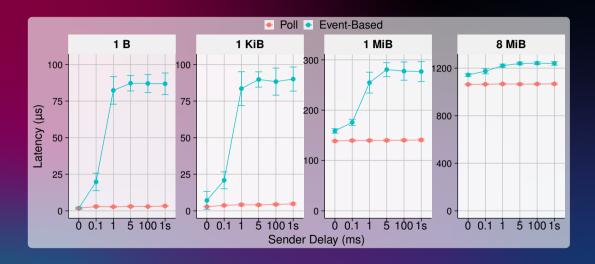
## **Evaluation: Setup**

- High Performance Computing and Storage Complex ("Taurus") at TU Dresden:
  - 2 × 12-core Intel Xeon E5-2680 v3 @ 2.50 GHz
  - Mellanox Connect-IB
  - "High Definition Energy Efficiency Monitoring" (HDEEM)
  - Exclusively allocated node
- LIBRA with ranks pinned to dedicated CPU
  - Rank 0: polling mode
  - Rank 1: polling / event-based mode

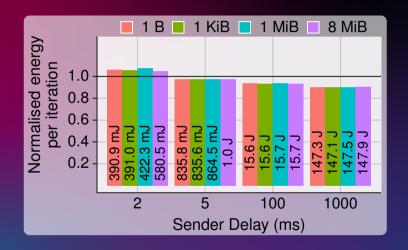
# **Evaluation: Latency (InfiniBand)**



# **Evaluation: Latency (InfiniBand)**



# **Evaluation: Energy of the Node (InfiniBand)**



#### Conclusion

#### **Summary**

- sched\_yield suboptimal for oversubscription
- Event-based communication in Open MPI with minimal code changes
- LIBRA micro-benchmark

#### Conclusion

#### **Summary**

- sched\_yield suboptimal for oversubscription
- Event-based communication in Open MPI with minimal code changes
- LIBRA micro-benchmark
- Latency: Overhead of pprox 90  $\mu s$  for small messages
- CPU energy: Savings of >10% for longer sender delays

#### Conclusion

#### **Summary**

- sched\_yield suboptimal for oversubscription
- Event-based communication in Open MPI with minimal code changes
- LIBRA micro-benchmark
- Latency: Overhead of pprox 90  $\mu s$  for small messages
- CPU energy: Savings of >10% for longer sender delays

#### **Outlook**

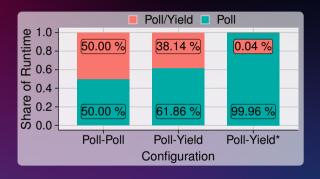
- Identify and mitigate sources of latency overhead
- Apply event-based communication to oversubscription of applications

### sched\_yield in Linux

- CFS (Completely Fair Scheduler) based on "virtual runtime"
- sched\_yield well defined only for RT schedulers
- Implementation change in Linux 3.0

### sched\_yield in Linux

- CFS (Completely Fair Scheduler) based on "virtual runtime"
- sched\_yield well defined only for RT schedulers
- Implementation change in Linux 3.0
- Busy loop micro-benchmark: fixed runtime



# **Evaluation: Energy of CPU 1 (InfiniBand)**

