Hybrid MPI - A Case Study on the Xeon Phi Platform

Udayanga Wickramasinghe
Center for Research on Extreme Scale Technologies (CREST)
Indiana University

Greg Bronevetsky
Lawrence Livermore National Laboratory

Andrew Friedley
Intel Corporation

Andrew Lumsdaine
Center for Research on Extreme Scale Technologies (CREST)
Indiana University

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Hybrid MPI - Motivation

- MPI – dominant programming model in HPC
- Hybrid MPI – MPI implementation specialized for intra-node point to point communication
  - Fast point to point communication over shared memory hardware

- Evolving processor architectures
  - Single Core → Dual Core → Quad Core → Multi-Core → Many-Core/Clusters
  - High compute density and performance per watt
  - Robust shared memory hardware

- Motivation – maximize use of many core hardware
  - Maximum use of shared memory hardware of the Xeon Phi
  - Gain Maximum communication performance from available bandwidth of the Xeon Phi hardware
Agenda

- Xeon Phi Platform
- Traditional MPI Design
- Hybrid MPI
  - A Shared Heap
  - Communication
- Experimental Evaluation
  - Micro-benchmarks
  - Applications
- Hybrid MPI Highlights
- Towards Hybrid MPI Future
Xeon Phi Platform

- Intel Many Integrated Core Architecture (MIC) → Xeon Phi (earlier known as Knights Corner - 50 cores)
  - Utilized in #1 supercomputing cluster – Tianhe-2 (http://top500.org/)
  - STAMPEDE @ TACC

- Xeon Phi processor → 61 cores with 4 Hardware Threads
  - No out of order execution
  - x86 compatibility
  - Shorter instruction set pipeline

- Simpler cores → higher power efficiency
Xeon Phi Platform

- Inter core communication
  - Bi-directional ring topology interconnect

- ~320GB/s Aggregated Theoretical bandwidth

- 4 modes of operation (MPSS)
  - Host
  - Offload – offloads computation
  - Symmetric – ranks in both Host and Phi
  - Phi Only
Xeon Phi Software Model/Stack (MPSS)

- Offload/Symmetric/Phi-only supported via Intel Many-core Platform Software Stack (MPSS)
  - Shared memory/ SHM
  - SCIF
  - IB verbs/ IB-SCIF
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Traditional MPI with Disjoint Address Spaces

- Process based ranks - Regular process abstraction - Shared nothing
- Communication
  - Disjoint address spaces – multiple copies
  - IPC/Kernel buffers/ shared buffers – resources grow rapidly with number of ranks
Traditional MPI with Disjoint Address Spaces (contd..)

- Two Copies – resources grow as ranks increase
Alternative MPI – Avoid Copies

- Necessary to share memory
  - Thread based
  - Share everything
    - Heap/data/text segments are shared among threads

- Thread pinning to Xeon Phi cores via KMP_AFFINITY
  - scatter/compact/fine

- However few problems arise when resources are shared
  - Ensure mutual exclusion
  - Transform globals/heap vars to thread local
  - *Network resource contention*
Hybrid MPI approach

Each rank P1, P2, P3, P4 heap is \textit{mmap()} ed to a shared segment
  - Has access to entire shared segment

Each process allocates memory on their own chunk → heap\_p1, heap\_p2, heap\_p3, heap\_p4
Hybrid MPI – A Shared Heap (contd..)

- Single Copy using the unified shared address space of Hybrid MPI
- Implementation with mmap()
  - MAP_SHARED, MAP_FIXED features

![Diagram showing Hybrid MPI - A Shared Heap](image-url)
Hybrid MPI View on Xeon Phi

- Hybrid MPI has its own Shared Memory extension for Intra-node communication
- Inter-node communication via Intel MPI
  - Infiniband network
  - TCP/IP
  - PCIe(PCI express) / SCIF (Symmetric Communication Interface)
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Hybrid MPI – Message matching

- ‘send’ requests are matched with local ‘receive’ requests in `HMPI_Progress`
  - Match for tuples \(<\text{rank, comm, tag}>\)
- Two Queues used
  - Shared – protected by global MCS lock
  - Private – where match is performed, drained from global queue
  - Minimize contention
Hybrid MPI – Communication protocols

- 3 protocols
  - Direct Transfer
  - Immediate Transfer
  - Synergistic Transfer

- Direct Transfer
  - Single `memcpy()` to transfer from sender’s buffer to receive
  - Applied when message is medium sized ($512 \text{b} \leq m \leq 8\text{KB}$)

- Immediate Transfer
  - Applied when message size is small ($\leq 512$ bytes)
  - Payload is transferred immediately with HMPI request (header)
  - Message is cache aligned to fit the cache lines and 32KB L1 cache
  - Avoids 2 copies, use temporal locality, payload will already be in receivers’ L1/L2 cache
Hybrid MPI – Immediate protocol

- Direct protocol incurs separate cache misses for each step
Hybrid MPI – Immediate protocol

- Message transferred at matching stage
Hybrid MPI – Immediate protocol

- At the data transfer
  - No cache miss to fetch data
  - If destination buffer is already on cache then extremely fast copying
  - 43% - 70% improvement over 32b – 512b
Hybrid MPI – Communication protocols

- **Synergistic Transfer**
  - Large messages (>=8KB) both sender and receiver engage actively in copying the message to destination

![Diagram showing the comparison between Regular and Synergistic transfer methods]

**Regular**

- Init()
- Block 1 → Block 2 → Block 3 → Block 4 → Block 5
- Start
- End

**Synergistic**

- Init()
- Block 1 → Block 2 → Block 3 → Block 4 → Block 5
- Start
- End

T2 << T1
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Experimental Setup

- TACC STAMPEDE node
  - Host processor
    - Xeon E5, 8 core, 2.7GHz, 32GB DDR3 RAM, Cent OS 6.3
  - Co processor
    - Xeon Phi, 61 cores, 1.1 GHz, 8GB DDR5 RAM
    - Linux based Busy Box OS (kernel version 2.6) / MPSS
    - Intel icc/mpicc Compiler – cross compile for Xeon Phi

- Presta benchmark, “purple suite”

- 2 types of experiments
  - Intra-node
    - Single STAMPEDE node (from 2 ranks to 240 ranks in one node)
    - All experiments run in ‘Phi-Only’ mode – only in coprocessor
    - Benchmarks used – Presta Stress Benchmark - com / latency
  - Inter-node
    - Between nodes but in ‘Phi-Only’ mode
    - Communication via infiniband FDR interconnect
Intra-node Setup

- Intra-node setup

Each core is bound to a rank
- All nodes tested have one Xeon Phi coprocessor
- Rank pairs are formed in on opposite sides of ring interconnect
Inter-node Setup

- Inter-node setup

Subset of cores/ranks from each node are selected
  - Communication in symmetric mode – Phi to Phi
  - RDMA with Infiniband
Presta *com* benchmark

- 2 types of Presta *com benchmark* measurements
  - Uni-directional
    - One-way communication
    - MPI_Send / MPI_Recv
  - Bi-Directional
    - Two-way communication
    - MPI_Sendrecv
    - Full duplex – both sender and receiver transfer data at the same time
    - Generate rank pairs, similar to Uni-directional benchmark
Intra vs Inter node Point to Point Communication

- Intra node Hybrid MPI peak bandwidth ~50GB/s >> MPI peak bandwidth ~40GB/
- For Intra node communication with 60
  - For small messages, Hybrid MPI outperforms Intel MPI - speedup due to immediate protocol
  - Medium/Large messages → direct copy, synergistic protocol

Intra-node BW (60 ranks – 1 node)
Inter-node Point to Point Communication

- Inter-node Bi-directional bandwidth
  - Smaller bandwidth difference
  - Due to noise in measurements, subtleties in message patterns, etc

Inter-node BW
(960 ranks – 16 nodes)
Intra-node Message Size Specific - small

- Shows the effect of Hybrid MPI Immediate protocol
  - fast copying due to temporal locality
- Message size (32 bytes) fit a cache line on Xeon Phi core
- Hybrid MPI bi-directional benchmark outperforms others types for all ranks
Intra-node Message Size Specific - small

Message size 512 bytes

[Graph showing the relationship between average bandwidth (MB/s) and number of ranks for different MPI variations]
Hybrid MPI direct protocol

- Both Hybrid MPI’s Uni-directional and Bi-directional transfers performs well over Intel MPI
  - Bi-directional BW >> Uni-directional

Message size 4 KB
Positive impact of Hybrid MPI’s synergistic protocol visible when number of ranks are 60

For 512KB messages → 39GB/s peak BW, but 8MB is even better

For 8MB messages → 50GB/s peak BW
Intra-node Message Size Specific Performance

- Bandwidth increases rapidly with the number of ranks
  - More cores are engaged in active data transfer
  - More memory Load/Store requests dispatched to controllers
  - Prefetching and cache coherence effects during transfer
  - More activity implies higher aggregated bandwidth

- In general for Medium/Large Messages, Bi-directional BW > Uni-directional BW
  - Hybrid MPI Peak Bi-directional BW ~50GB/s vs Intel MPI ~ 32GB/s - message size 128K 60 ranks
  - At synergistic transfer – multiple pairs of ranks can use multiple channels (on the ring interconnect) for simultaneous memcpy() in both directions
A Benchmark Without Message Matching

- Experimentally controlled to measure cost of message matching in MPI
  - Upper limit on Bandwidth and latency

- Algorithm
  - Initialize a shared memory pool to store source and destination memory pointers for messages
    - Use the extended heap of Hybrid MPI for shared access
  - Presta com benchmark with MPI message matching replaced by atomic synchronization
    - All Hybrid MPI protocols (direct, immediate, synergistic) in-lined in the benchmark
    - Use atomic spin locks (ie:- `sync_bool_compare_and_swap()` ) to synchronize between sender and receiver – synchronize sender/receiver → next iteration
A Benchmark Without Message Matching (contd..)

a) Small messages (<= 1KB)
   - Too much strain on memory sub system when message size >> cache
   - saturates memory channels/interconnect quickly

b) Large messages (>= 1KB)
   - Peak BW of ~61 GB/s w/o message matching vs ~50 GB/s regular mode
   - 35% overhead for message matching at peak
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Application Benchmarks

- FFT2D Application
  - Representative benchmark developed by T. Hoefler and S. Gottlieb
    - Implements a simple parallel FFT (Fast Fourier) on a 2D array
    - Uses FFTW library (developed by M.I.T.) for 1-d decomposition

- Application performance based on FFT2D variants
  - FFT2D collective
    - Original MPI collective based implementation
    - Communication with MPI_Alltoall, MPI_Scatter, MPI_Gather, etc
  - FFT2D Point to point
    - Since Hybrid MPI implements only Point to Point primitives → transform collectives to MPI_Send/Recv/Isend/Irecv/Wait pattern/s

- Performance measurements
  - Application time – time to complete the program
  - Comm time – time spent on the data exchange between ranks
**FFT2D Benchmark Intra-node**

- **Delta Improvement** = \[
\frac{\text{Intel MPI time} - \text{Hybrid MPI time}}{\text{Intel MPI time}} \times 100\%
\]

![Graph showing Delta Improvement for different numbers of ranks (16, 32, 60, 120, 240). Each bar represents the difference in performance between Intel MPI and Hybrid MPI, calculated as a percentage of the Intel MPI time.](image)
Up to 240 ranks on phi (using 4 Hardware Threads per core)

- [app/comm]-relative to point-to-pointFFT2D – Intel MPI baseline taken as modified point to point benchmark
- [app/comm]-relative to collectiveFFT2D – Intel MPI baseline taken as original collective based benchmark
Considerable improvement in operational times
- 5% to 66% - communication time, 4% to 65% - application time
- Higher on phi ranks → higher improvement
- ranks ≤ 16 → zero improvement

Data don’t show significant difference relative to point-to-point OR collective baselines – doesn’t affect validity with P2P version
Hybrid MPI – ROSS / ICS 2014

**FFT2D Benchmark Inter-node**

- Up to 900 ranks spanning 30 nodes
- Internode improvement/bottleneck is marginal – network overhead
  - Hybrid MPI delegates inter-node communication to underlying MPI layer
  - 6% improvement for 120 ranks → noise or other factors
Hybrid MPI Highlights

- Hybrid MPI highlights
  - Extremely high throughput via shared memory and single/zero copy techniques
    - 50 GB/s peak BW measurements
    - Overall significant improvements for all message sizes (use of Hybrid MPI protocols – immediate/direct/synergistic)

<table>
<thead>
<tr>
<th>Message size</th>
<th>Improvement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small (&lt; 512b)</td>
<td>12% - 68%</td>
</tr>
<tr>
<td>Medium (512b – 8KB)</td>
<td>45% - 72%</td>
</tr>
<tr>
<td>Large (&gt; 8KB)</td>
<td>65%</td>
</tr>
</tbody>
</table>

- Results show improvement in FFT2D application and communication time
  - Upto 65% communication time improvement
- Higher the number of ranks, higher improvement gained by Hybrid MPI
Towards a Hybrid MPI Future

- Efficient use of Xeon Phi cores and memory channels
  - Throughput proportional to number of cores used
    - Ranks $\uparrow$ $\rightarrow$ Bandwidth $\uparrow$
  - Achieve higher throughput via balancing the communication load between the available cores

- Optimizing message matching
  - At peak 35% time spent on matching on coming receives
  - Efficient data structures and algorithms to reduce matching overhead

- Collectives and Inter-node implementation
  - Currently Hybrid MPI does not support collectives or native inter-node mode
  - Use available technologies (ie:- SCIF, IB, etc) to improve off Phi bandwidth and latency