Extending MPI to Accelerators*

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For this presentation, we mean GPUs
Outline

- Motivation
- Previous Work
- Proposal
- Challenges
Motivation

- HPC no longer (just) CPU
- GPUs Have Problems
  - Slave Device
  - No system calls
Previous Work

- Three Main Works
  - cudaMPI
  - GAMPI
  - DCGN
Previous Work

- cudaMPI
  - Handles buffer movement
  - No ranks for GPUs
Previous Work

- GAMPI
  - GPUs have ranks*
  - More communicators
  - Handles buffer movement
Previous Work

- DCGN
  - GPUs have ranks
  - GPUs source/sink communication*
  - Doesn't implement standard MPI
Proposal

• Several Ideas

• No Ranks for GPUs

• Multiple Ranks per GPU Context

• One Rank per GPU Context

• New MPI Function(s) to Spawn Kernels
Proposal

- No Ranks for GPUs
  - The way things work right now
  - No changes necessary to MPI
Proposal

• Multiple Ranks Per Accelerator Context

  • Ranks exist for lifetime of application
    - # of ranks chosen at runtime by user
  • Modifications to MPI
    - Bind GPU threads to rank/MPI functions take source rank
    - Host must listen for requests

• Extra threads on CPU (one for each GPU)
Proposal

• One Rank per Accelerator Context
  • Ranks exist for lifetime of Application
  • Mapping of Processes: Contexts?
  • Can CPU Processes use MPI communication?
Proposal

- New MPI Function(s) to Spawn Kernels
  - New communicators and ranks after every spawn
    - Cleaned up after all kernels finish
  - Intercommunicator(s) available upon request
Challenges

- Threads vs Processes
- Extra Communicators?
- Collectives
- Source/Sink Communication
Looking Forward

- GPU-Direct is good

- GPU-Direct 2 is great

- We want GPU-Direct 3 to
  - Let GPU source/sink
  - Use GPU-Direct 2 to interface with NIC
  - Administer MPI ranks without CPU interference
One Last Note

- Graduating with Ph.D. In June 2012