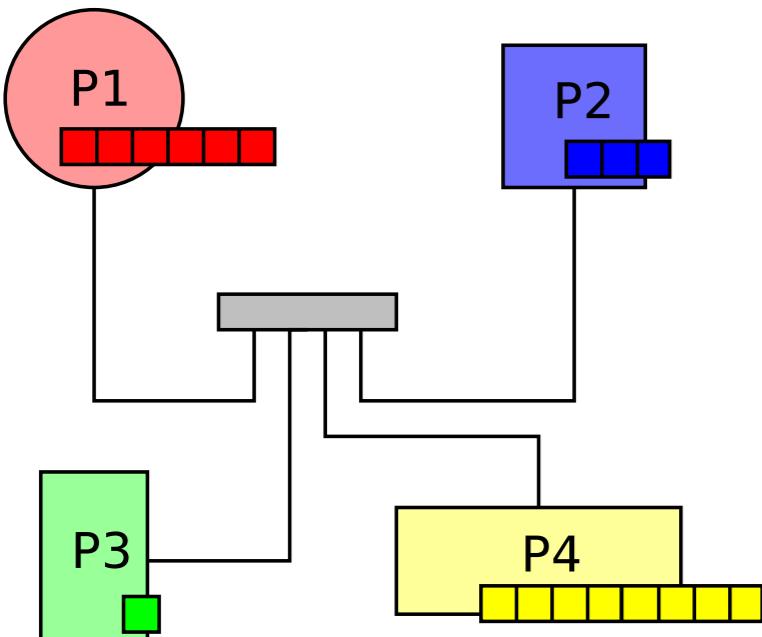


David Clarke

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Platform and Application

Generalised Heterogeneous Platform



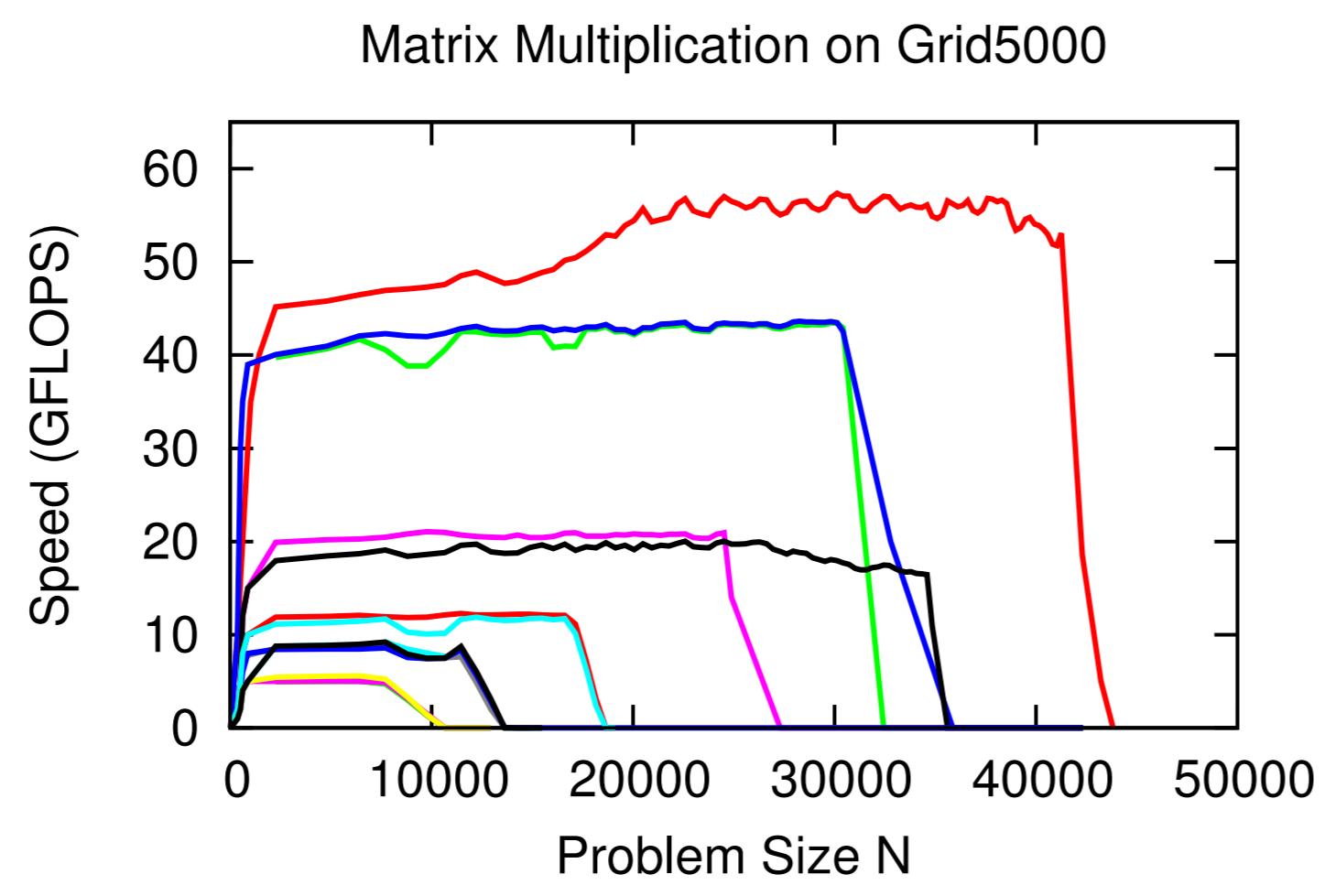
Data Parallel Application

```
...
while(...) {
    compute_parallel(data, size);
    syncronise (data);
}
...

```

Traditional load Balancing

- Traditionally, processor performance is defined by a constant number.
- Computational units are partitioned as $d_i = N \times \frac{s_i}{\sum_{j=1}^p s_j}$.
- In reality, speed is a function of problem size.

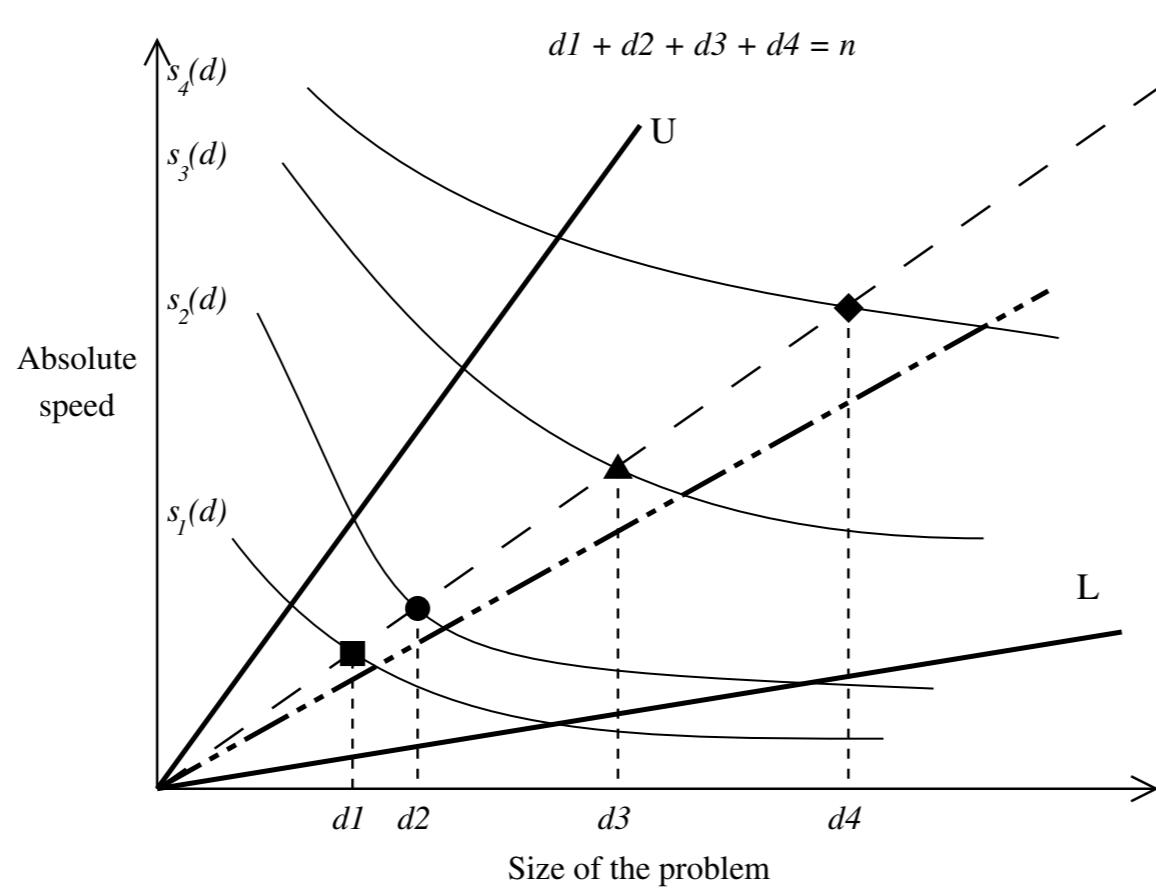


Partitioning Algorithms

- Input: FPMs and N . Output: d_1, d_2, \dots, d_p .
- Load Balanced when: $\frac{d_1}{s_1(d_1)} \approx \frac{d_2}{s_2(d_2)} \approx \dots \approx \frac{d_p}{s_p(d_p)}$, $d_1 + d_2 + \dots + d_p = N$

Geometric Partitioning Algorithm

- Points $(d_i, s_i(d_i))$ lie on a line passing through the origin when $\frac{d_i}{s_i(d_i)} = \text{constant}$.
- Value of N determines the slope.
- Algorithm iteratively bisects solution space to find values d_i .

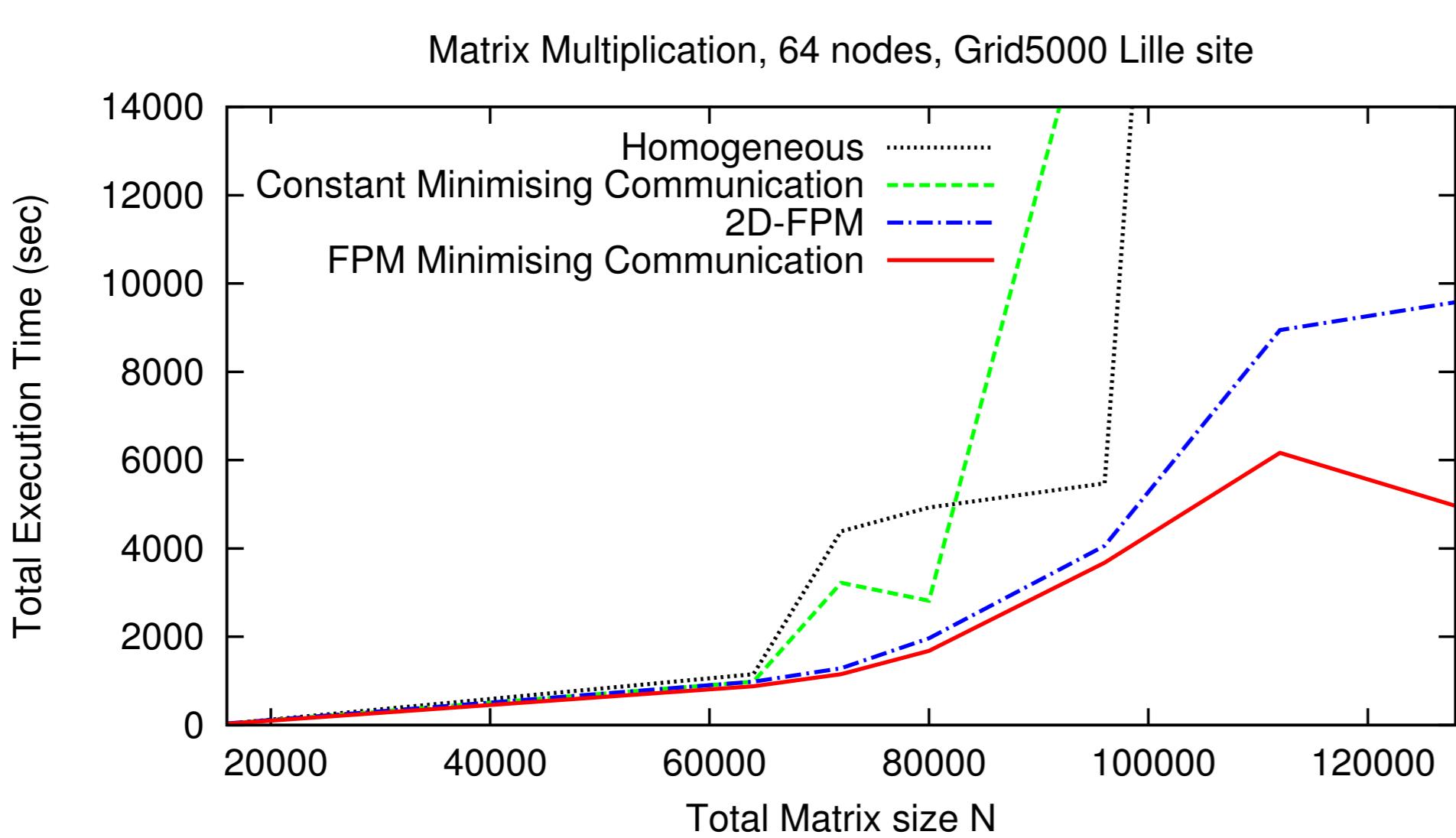


Numerical Partitioning Algorithm

- Solves the system of nonlinear equations: $F(x) = \left\{ \begin{array}{l} n - \sum_{i=1}^p x_i \\ \frac{x_i}{s_i(x_i)} - \frac{x_1}{s_1(x_1)}, 2 \leq i \leq p \end{array} \right.$

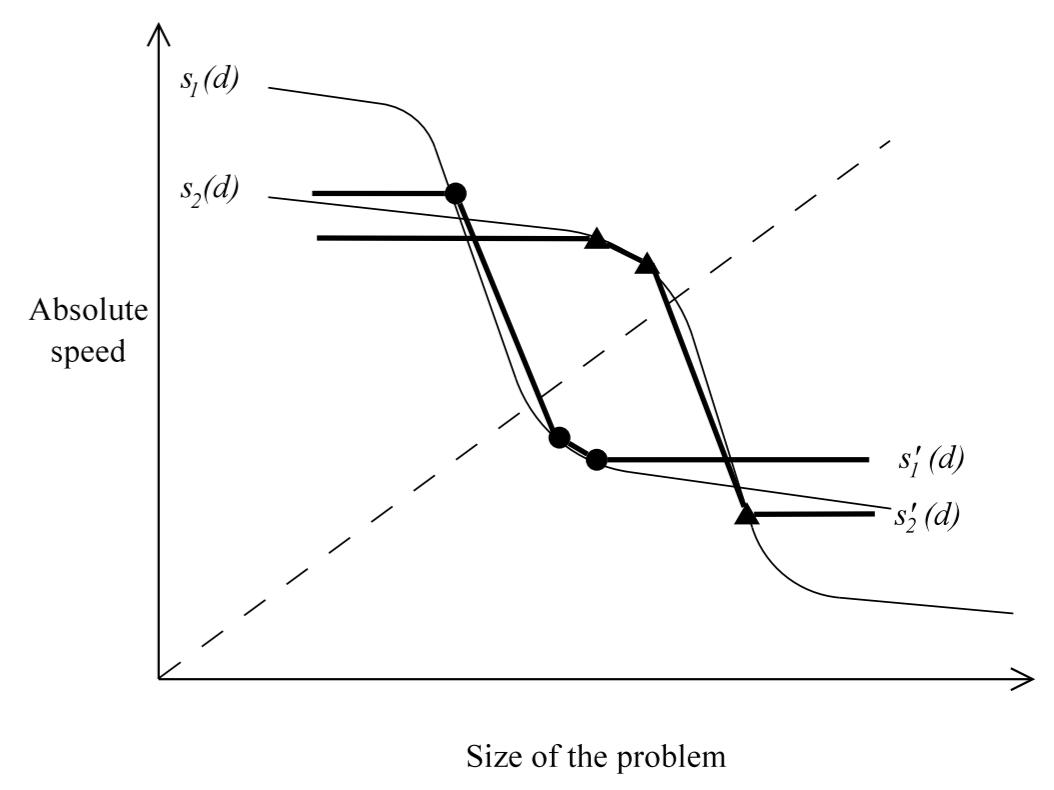
Two-Dimensional Matrix Partitioning with 1D FPMs

- Height and width combined into one parameter, area $d_i = m_i \times n_i$.
- Square areas are benchmarked $m = n = \sqrt{d}$.
- Partition with 1D FPM algorithm to find area of rectangles (geometric or numerical).
- Use communication volume minimising algorithm to compute ordering and shape of these rectangles.



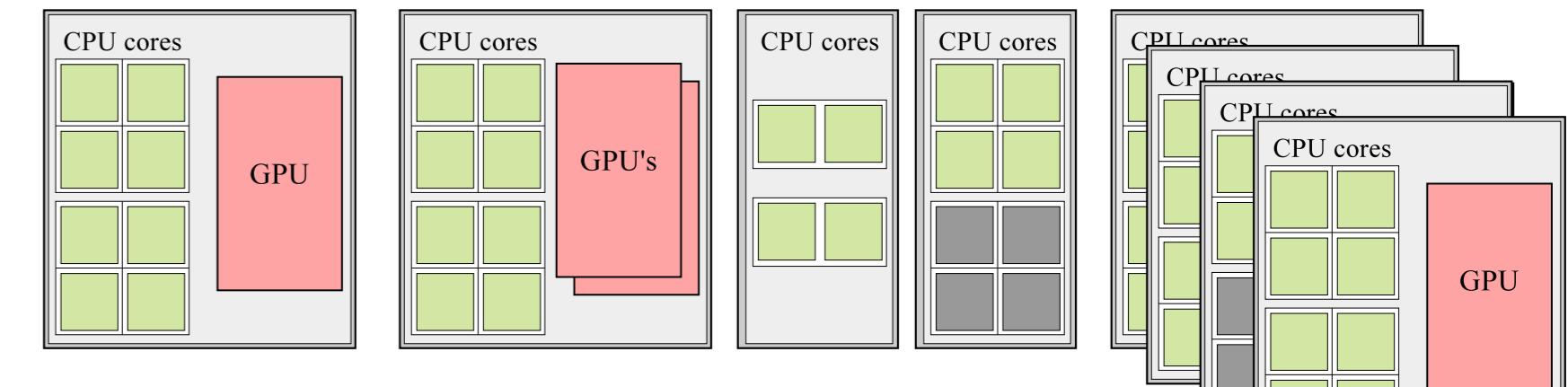
Dynamically Built Models

- Functional performance models are application and platform specific.
- On a stable platform they can be built at compile time.
- When the execution of an application is unique, an approximation may be built dynamically in the relevant areas at runtime.

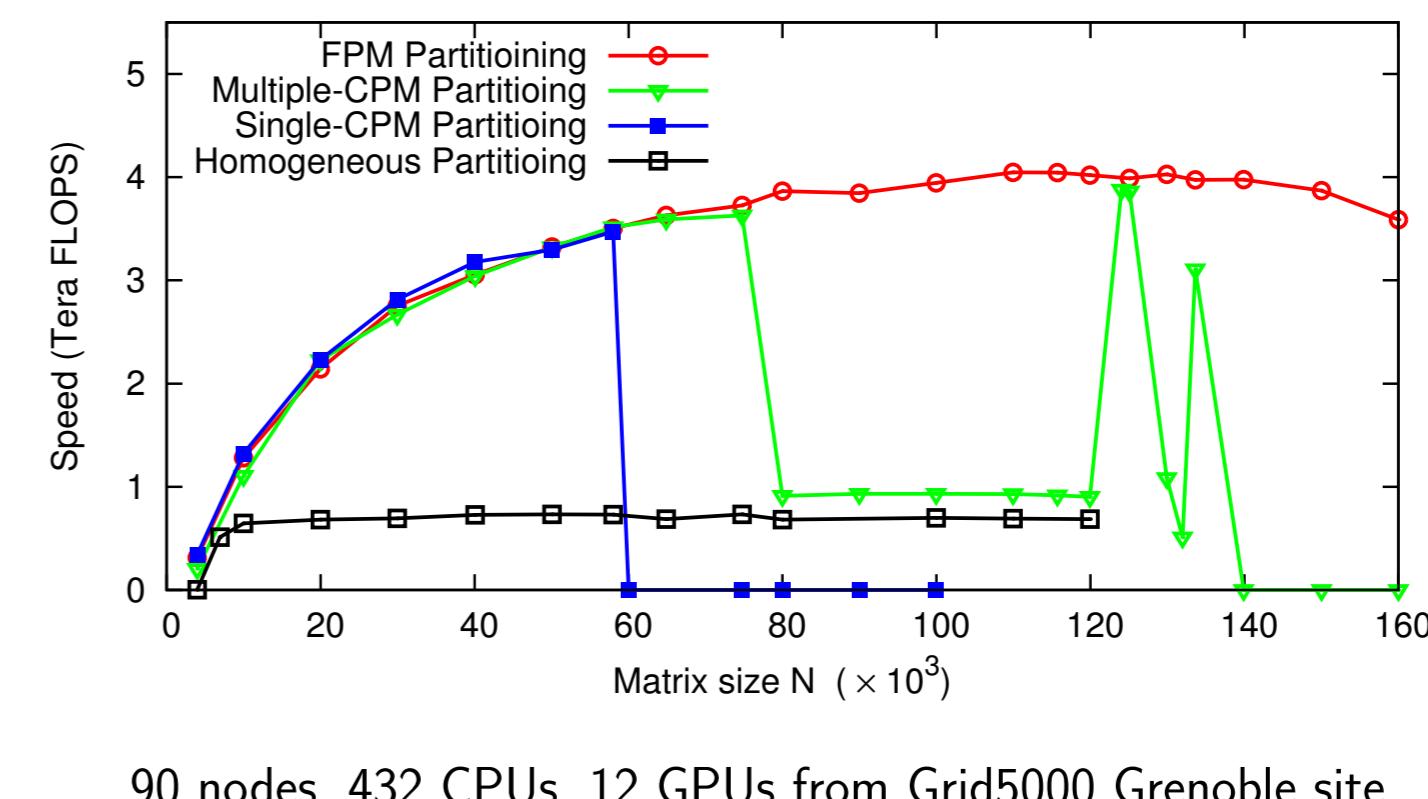
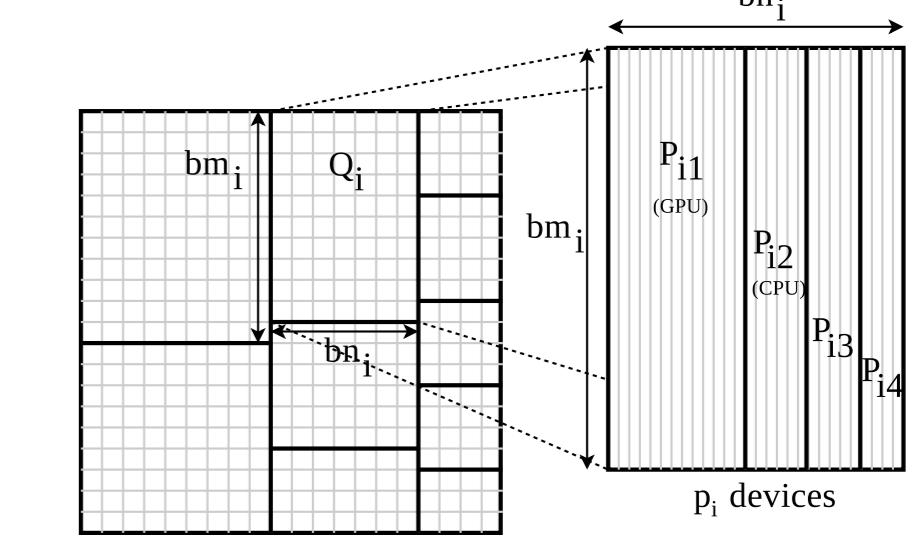


Partitioning for Hierarchical Heterogeneous Platforms

- Heterogeneous cluster of CPU+GPU nodes.
- Hierarchy in platform \rightarrow hierarchy in partitioning

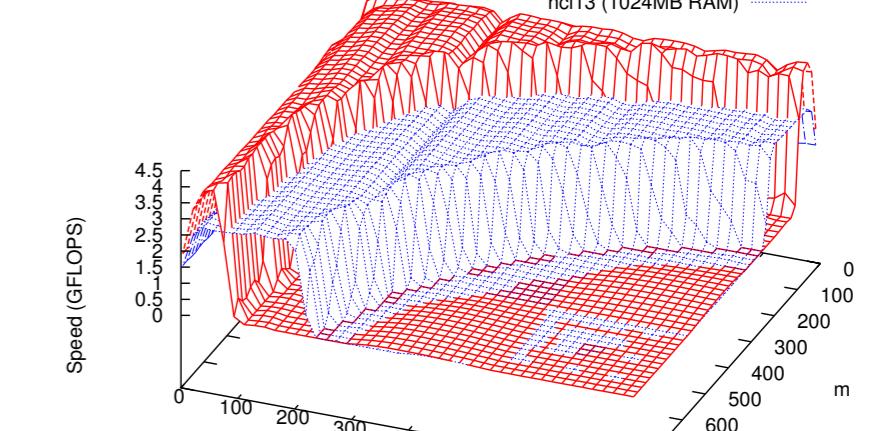


- Nested parallelism
 - inter-node partitioning algorithm (INPA)
 - inter-device partitioning algorithm (IDPA)
 - IDPA is nested inside INPA

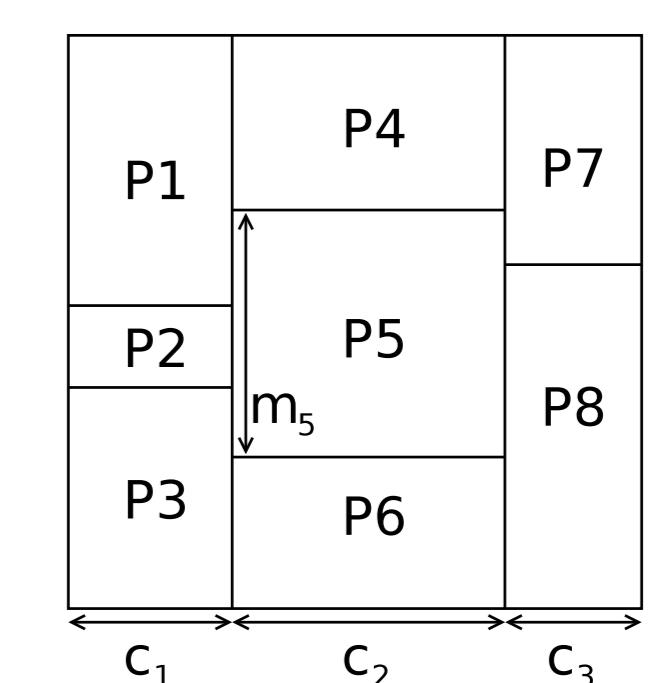


Current Work: Two-Dimensional Partitioning with 2D FPMs

- Numerical 2D partitioning algorithm
 - Solve as a constrained non-linear minimisation problem
 - Minimise: $\sum_{j=1}^q \sum_{i=1}^{p_j} t_{ij}$, with $q+1$ constraints: $n_1 + n_2 + \dots + n_q = N$
 - $m_{1j} + m_{2j} + \dots + m_{pj} = M$, for $1 \leq j \leq q$



- 3-step column based algorithm
 - Extract 1D model from 2D with $n = c$ for $1 \leq c \leq N$. Partition to find optimum time, add point $s_{\text{col}}(c)$ to model.
 - Use 1D partitioning find optimum column widths.
 - Find optimum heights for each processor within the columns.



Software, Applications & Platforms

- Software: FuPerMod
 - Contains all presented algorithms.
 - Based on system and mathematical software: C/C++, MPI, Autotools, GNU Scientific Library, Boost C++ libraries, BLAS, CUDA Toolkit
 - Designed for easy integration with existing heterogeneous applications.
- Applications
 - Signal Processing Systems group, INESC-ID, Lisbon, Portugal
 - Using FPMs to partition database requests on heterogeneous platform.
 - Extended FPMs to overlap communications, $\times 4$ speedup for FFT.
 - Division of Scientific Computing, Uppsala University, Sweden
 - Upcoming collaboration to load balance multiphase flow simulations.
- Platforms
 - Grid'5000, 10 sites, 1260 nodes, France
 - HCL Cluster, local 16 node experimental cluster.
 - SiPS Cluster, 4 node CPU+GPU, Lisbon, Portugal

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- Rychkov, V., D. Clarke, and A. Lastovetsky, "Using Multidimensional Solvers for Optimal Data Partitioning on Dedicated Heterogeneous HPC Platforms", PaCT 2011
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- Clarke, D., A. Ilic, A. Lastovetsky, L. Sousa, "Hierarchical Partitioning Algorithm for Scientific Computing on Highly Heterogeneous CPU + GPU Clusters" EuroPar 2012 (under review)