StarPU : Exploiting heterogeneous architectures through dynamic task scheduling

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The RUNTIME Team
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Doing Parallelism for centuries!
The RUNTIME Team

Research directions

• High Performance Runtime Systems for Parallel Architectures
  • “Runtime Systems perform dynamically what cannot be not statically”

• Main research directions
  • Exploiting shared memory machines
    – Thread scheduling over hierarchical multicore architectures
    – Task scheduling over accelerator-based machines
  • Communication over high speed networks
    – Multicore-aware communication engines
    – Multithreaded MPI implementations
  • Integration of multithreading and communication
    – Runtime support for hybrid programming

• See http://runtime.bordeaux.inria.fr/ for more information
• Multicore is here
  • Hierarchical architectures
  • Manycore is coming
  • Power is a major concern

• Architecture specialization
  • Now
    – Accelerators (GPGPUs, FPGAs)
    – Coprocessors (Cell's SPUs)
  • In the (near?) Future
    – Many simple cores
    – A few full-featured cores

Mixed Large and Small Cores
Introduction
How to program these architectures?

- Multicore programming
  - pthreads, OpenMP, TBB, ...

Multicore

OpenMP
TBB
Cilk
MPI

CPU
CPU
CPU
CPU

M.
Introduction

How to program these architectures?

• Multicore programming
  • pthreads, OpenMP, TBB, ...

• Accelerator programming
  • Consensus on OpenCL?
  • (Often) Pure offloading model
Introduction
How to program these architectures?

- Multicore programming
  - pthreads, OpenMP, TBB, ...

- Accelerator programming
  - Consensus on OpenCL?
  - (Often) Pure offloading model

- Hybrid models?
  - Take advantage of all resources 😊
  - Complex interactions 😞
• A uniform way
  • Use a single (or a combination of) high-level programming language to deal with network + multicore + accelerators
  • Increasing number of directive-based languages
  • Use simple directives... and good compilers!
    – XcalableMP
    – HMPP
    – StarSs
  • Much better potential for *composability*
  • If compiler is clever!
Directive-based approaches

- Use simple directives... and better compilers
  - HMPP (Caps Enterprise)
  - GPU SuperScalar (Barcelona Supercomputing Center)

```c
#pragma omp task inout(C[BS][BS])
void matmul( float *A, float *B, float *C) {
    // regular implementation
}
#pragma omp target device(cuda) implements(matmul)
copy_in(A[BS][BS] , B[BS][BS] , C[BS][BS])
copy_out(C[BS][BS])
void matmul cuda ( float *A, float *B, float *C) {
    // optimized kernel for cuda
}
```
Introduction
Challenging issues at all stages

• Applications
  • Programming paradigm
  • BLAS kernels, FFT, …

• Compilers
  • Languages
  • Code generation/optimization

• Runtime systems
  • Resources management
  • Task scheduling

• Architecture
  • Memory interconnect

HPC Applications
• Compiling environment
• Specific libraries

Runtime system

Operating System

Hardware
Introduction
Challenging issues at all stages

- Applications
  - Programming paradigm
  - BLAS kernels, FFT, …
- Compilers
  - Languages
  - Code generation/optimization
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  - Task scheduling
- Architecture
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Expressive interface

HPC Applications
Compiling environment
Specific libraries
Runtime system
Operating System
Hardware
Execution Feedback
Outline

- Overview of StarPU
- Programming interface

- Task scheduling
- MAGMA+PLASMA example
- Performance analysis tools
- Extensions

- Conclusion
Overview of StarPU
Overview of StarPU

Rationale

Dynamically schedule tasks on all processing units
- See a pool of heterogeneous processing units

Avoid unnecessary data transfers between accelerators
- Software VSM for heterogeneous machines
The StarPU runtime system

HPC Applications

High-level data management library

Execution model

Scheduling engine

Specific drivers

CPUs

GPUs

SPUs

... 

Mastering CPUs, GPUs, SPUs … *PUs
The StarPU runtime system

The need for runtime systems

• “do dynamically what can’t be done statically anymore”

• StarPU provides
  • Task scheduling
  • Memory management

• Compilers and libraries generate (graphs of) parallel tasks
  • Additional information is welcome!
Data management

• StarPU provides a Virtual Shared Memory subsystem
  • Weak consistency
  • Replication
  • Single writer
  • High level API
    – Partitioning filters

• Input & output of tasks = reference to VSM data
The StarPU runtime system

Task scheduling

- Tasks =
  - Data input & output
    - Reference to VSM data
  - Multiple implementations
    - E.g. CUDA + CPU implementation
  - Dependencies with other tasks
  - Scheduling hints

- StarPU provides an Open Scheduling platform
  - Scheduling algorithm = plug-ins
The StarPU runtime system

Task scheduling

• Who generates the code?
  • StarPU Task = ~function pointers
  • StarPU doesn't generate code

• Libraries era
  • PLASMA + MAGMA
  • FFTW + CUFFT...

• Rely on compilers
  • PGI accelerators
  • CAPS HMPP...

HPC Applications

Parallel Compilers

Parallel Libraries

(f, cpu, gpu, spu) (\text{\textbf{A}}_{\text{RW}}, \text{\textbf{B}}_{\text{R}}, \text{\textbf{C}}_{\text{R}})
The StarPU runtime system
Execution model

Application

Memory Management (DSM)

Scheduling engine

GPU driver

CPU driver #k

RAM

GPU

CPU#k

StarPU
The StarPU runtime system

Execution model

Submit task « A += B »
The StarPU runtime system
Execution model

Memory Management (DSM)

A
B

Scheduling engine

A+= B

GPU driver

CPU driver

#k

CPU#k

Schedule task
The StarPU runtime system

Execution model

Memory Management (DSM)

A

B

Scheduling engine

A += B

GPU driver

CPU driver #k

CPU#k

Fetch data
The StarPU runtime system

Execution model

```
The StarPU runtime system
Memory Management (DSM)
A
B
RAM
A
B
Fetch data
Scheduling engine
A+= B
GPU driver
CPU driver #k
CPU#k
```
The StarPU runtime system
Execution model

- Memory Management (PDM)
- Scheduling engine
- Application
- GPU driver
- CPU driver #k
- CPU#k

Fetch data

A += B
The StarPU runtime system

Execution model

Application

Scheduling engine

Memory Management (DSM)

RAM

GPU driver

CPU driver #k

GPU

CPU#k

Offload computation

A += B
The StarPU runtime system

Execution model

Application

Memory Management (DSM)

Scheduling engine

GPU driver

CPU driver

Notify termination
The StarPU runtime system

Development context

• History
  • Started about 4 years ago
  • StarPU main core ~ 20k lines of code
  • Written in C
  • 4 core developers
    – Cédric Augonnet, Samuel Thibault, Nathalie Furmento, Cyril Roelandt

• Open Source
  • Released under LGPL
  • Sources freely available
    – svn repository and nightly tarballs
    – See http://runtime.bordeaux.inria.fr/StarPU/
  • Open to external contributors
The StarPU runtime system

Supported platforms

• Supported architectures
  • Multicore CPUs (x86, PPC, ...)
  • NVIDIA GPUs
  • OpenCL devices (eg. AMD cards)
  • Cell processors (experimental)

• Soon MIC, SCC

• Supported Operating Systems
  • Linux
  • Mac OS
  • Windows
Performance teaser

• QR decomposition
  • Mordor8 (UTK) : 16 CPUs (AMD) + 4 GPUs (C1060)
Programming interface
Scaling a vector
Data registration

• Register a piece of data to StarPU
  • `float array[NX];`
    ```c
    for (unsigned i = 0; i < NX; i++)
      array[i] = 1.0f;
    ```

    ```c
    starpu_data_handle vector_handle;
    starpu_vector_data_register(&vector_handle, 0,
                            array, NX, sizeof(vector[0]));
    ```

• Unregister data
  • `starpu_data_unregister(vector_handle);`
Scaling a vector
Defining a codelet

• CPU kernel

```c
void scal_cpu_func(void *buffers[], void *cl_arg)
{
    struct starpu_vector_interface_s *vector = buffers[0];

    unsigned n = STARPU_VECTOR_GET_NX(vector);
    float *val = (float *)STARPU_VECTOR_GET_PTR(vector);

    float *factor = cl_arg;

    for (int i = 0; i < n; i++)
        val[i] *= *factor;
}
```
Scaling a vector
Defining a codelet (2)

- CUDA kernel (compiled with nvcc, in a separate .cu file)

  ```c
  __global__ void vector_mult_cuda(float *val, unsigned n, float factor)
  {
    for(unsigned i = 0 ; i < n ; i++) val[i] *= factor;
  }
  
  extern "C" void scal_cuda_func(void *buffers[], void *cl_arg)
  {
    struct starpu_vector_interface_s *vector = buffers[0];
    unsigned n = STARPU_VECTOR_GET_NX(vector);
    float *val = (float *)STARPU_VECTOR_GET_PTR(vector);
    float *factor = (float *)cl_arg;
    
    vector_mult_cuda<<<1,1>>>(val, n, *factor);
    cudaThreadSynchronize();
  }
  ```
Scaling a vector
Defining a codelet (3)

- OpenCL kernel

```c
__kernel void vector_mult_opencl(__global float *val, unsigned n, float factor) {
    for(unsigned i = 0 ; i < n ; i++) val[i] *= factor;
}
```

```c
extern "C" void scal_opencl_func(void *buffers[], void *cl_arg) {
    struct starpu_vector_interface_s *vector = buffers[0];
    unsigned n = STARPU_VECTOR_GET_NX(vector);
    float *val = (float *)STARPU_VECTOR_GET_PTR(vector);
    float *factor = (float *)cl_arg;
    ...
    clSetKernelArg(kernel, 0, sizeof(val), &val);
    ...
    clEnqueueNDRangeKernel(queue, kernel, 1, NULL, ...)
}
```
Scaling a vector
Defining a codelet (4)

- Codelet = multi-versionned kernel
  - Function pointers to the different kernels
  - Number of data parameters managed by StarPU

```c
starpu_codelet scal_cl = {
  .where = STARPU_CPU
  | STARPU_CUDA
  | STARPU_OPENCL,
  .cpu_func = scal_cpu_func,
  .cuda_func = scal_cuda_func,
  .opencl_func = scal_opencl_func,
  .nbuffers = 1
};
```
Scaling a vector

Defining a task

• Define a task that scales the vector by a constant

```c
struct starpu_task *task = starpu_task_create();
task->cl = &scal_cl;

task->buffers[0].handle = vector_handle;
task->buffers[0].mode = STARPU_RW;

float factor = 3.14;
task->cl_arg = &factor;
task->cl_arg_size = sizeof(factor);

starpu_task_submit(task);
starpu_task_wait(task);
```
Scaling a vector
Defining a task, starpu_insert_task helper

• Define a task that scales the vector by a constant

```c
float factor = 3.14;

starpu_insert_task(
    &scal_cl,
    STARPU_RW, vector_handle,
    STARPU_VALUE,&factor,sizeof(factor),
    0);
```
Task management
Implicit task dependencies

- Right-Looking Cholesky decomposition (from PLASMA)
  - For \( k = 0 \ldots \text{tiles} - 1 \)
    
    \[
    \begin{align*}
    &\text{POTRF}(A[k,k]) \\
    &\text{for } (m = k+1 \ldots \text{tiles} - 1) \\
    &\quad \text{TRSM}(A[k,k], A[m,k]) \\
    &\text{for } (n = k+1 \ldots \text{tiles} - 1) \\
    &\quad \text{SYRK}(A[n,k], A[n,n]) \\
    &\text{for } (n = k+1 \ldots \text{tiles} - 1) \\
    &\quad \text{for } (m = k+1 \ldots \text{tiles} - 1) \\
    &\quad \text{GEMM}(A[m,k], A[n,k], A[m,n])
    \end{align*}
    \]
Task Scheduling
Why do we need task scheduling?

Blocked Matrix multiplication

Things can go (really) wrong even on trivial problems!

- Static mapping?
  - Not portable, too hard for real-life problems
- Need Dynamic Task Scheduling
  - Performance models

2 Xeon cores
Quadro FX5800
Quadro FX4600
Task scheduling

When a task is submitted, it first goes into a pool of “frozen tasks” until all dependencies are met.

Then, the task is “pushed” to the scheduler.

Idle processing units poll for work (“pop”).

Various scheduling policies, can even be user-defined.
Task scheduling

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Idle processing units poll for work (“pop”).

Various scheduling policies, can even be user-defined.
History-based performance model

```c
struct starpu_perfmodel_t cl_model = {
    .type = STARPU_HISTORY_BASED,
    .symbol = "my_codelet",
};

starpu_codelet scal_cl = {
    .where = STARPU_CPU | ...
    .cpu_func = scal_cpu_func,
...
    .model = &cl_model
};

Also STARPU_REGRESSION_BASED,
STARPU_NL_REGRESSION_BASED, or explicit
Prediction-based scheduling
Load balancing

• Task completion time estimation
  • History-based
  • User-defined cost function
  • Parametric cost model

• Can be used to implement scheduling
  • E.g. Heterogeneous Earliest Finish Time
Prediction-based scheduling
Load balancing

• Task completion time estimation
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Prediction-based scheduling
Load balancing

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![Diagram showing task completion times on CPUs and GPUs over time](image-url)
Prediction-based scheduling
Load balancing

- Task completion time estimation
  - History-based
  - User-defined cost function
  - Parametric cost model

- Can be used to implement scheduling
  - E.g. Heterogeneous Earliest Finish Time
Predicting data transfer overhead

Motivations

- Hybrid platforms
  - Multicore CPUs and GPUs
  - PCI-e bus is a precious resource

- Data locality vs. Load balancing
  - Cannot avoid all data transfers
  - Minimize them

- StarPU keeps track of
  - data replicates
  - on-going data movements
Prediction-based scheduling
Load balancing

• Data transfer time
  • Sampling based on off-line calibration

• Can be used to
  • Better estimate overall exec time
  • Minimize data movements
Scheduling in a hybrid environment

Performance models

- LU without pivoting (16GB input matrix)
  - 8 CPUs (nehalem) + 3 GPUs (FX5800)
Scheduling in a hybrid environment

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Performance models

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Mixing PLASMA and MAGMA with StarPU

Cholesky & QR decompositions
Mixing PLASMA and MAGMA with StarPU

• State of the art algorithms
  • PLASMA (Multicore CPUs)
    – Dynamically scheduled with Quark
  • MAGMA (Multiple GPUs)
    – Hand-coded data transfers
    – Static task mapping

• Design of combination
  • Use PLASMA algorithm with « magnum tiles »
  • PLASMA kernels on CPUs, MAGMA kernels on GPUs
  • Replace the QUARK scheduler with StarPU

• Programmability
  • Cholesky: ~half a week
  • QR : ~2 days of works
  • Quick algorithmic prototyping
Mixing PLASMA and MAGMA with StarPU

• QR decomposition
  • Mordor8 (UTK) : 16 CPUs (AMD) + 4 GPUs (C1060)
Mixing PLASMA and MAGMA with StarPU

- QR decomposition
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Mixing PLASMA and MAGMA with StarPU

- QR decomposition

  - Mordor8 (UTK) : 16 CPUs (AMD) + 4 GPUs (C1060)

+12 CPUs
~200GFlops
vs measured
~150Gflops!

Thanks to heterogeneity
Mixing PLASMA and MAGMA with StarPU

- « Super-Linear » efficiency in QR?
  - Kernel efficiency
    - sgeqrt
      - CPU: 9 Gflops  GPU: 30 Gflops (Speedup: ~3)
    - stsqrt
      - CPU: 12Gflops  GPU: 37 Gflops (Speedup: ~3)
    - somqr
      - CPU: 8.5 Gflops  GPU: 227 Gflops (Speedup: ~27)
    - Sssmqr
      - CPU: 10Gflops  GPU: 285Gflops (Speedup: ~28)
  - Task distribution observed on StarPU
    - sgeqrt: 20% of tasks on GPUs
    - Sssmqr: 92.5% of tasks on GPUs
  - Taking advantage of heterogeneity!
    - Only do what you are good for
    - Don't do what you are not good for
Performance analysis tools
Bus performance

$ ./tools/starpu_machine_display

5 CPU cores
  CPU 0
  ...

3 CUDA Devices
  CUDA 0 (Tesla C2050 3.0 GiB 02:00.0)
  ...

<table>
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<tr>
<th>from</th>
<th>to RAM</th>
<th>to CUDA 0</th>
<th>to CUDA 1</th>
<th>to CUDA 2</th>
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<td>4537.36</td>
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</table>
Task distribution

$ STARPU_WORKER_STATS=1 ./examples/mult/sgemm

Time: 34.78 ms
GFlop/s: 24.12

Worker statistics:

***************
CUDA 0 (Quadro FX 5800) 264 task(s)
CUDA 1 (Quadro FX 5800) 237 task(s)
CUDA 2 (Quadro FX 5800) 237 task(s)
CPU 0 177 task(s)
CPU 1 175 task(s)
CPU 2 168 task(s)
CPU 3 177 task(s)
Bus usage

$ STARPU_BUS_STATS=1 ./examples/mult/sgemm

Time: 35.71 ms
GFlop/s: 23.49

Data transfer statistics:

*************************
0 -> 1  2.52 MB 1.32MB/s  (transfers : 161 - avg 0.02 MB)
1 -> 0  2.39 MB 1.26MB/s  (transfers : 153 - avg 0.02 MB)
0 -> 2  3.12 MB 1.64MB/s  (transfers : 200 - avg 0.02 MB)
2 -> 0  3.00 MB 1.58MB/s  (transfers : 192 - avg 0.02 MB)
0 -> 3  3.03 MB 1.59MB/s  (transfers : 194 - avg 0.02 MB)
3 -> 0  2.91 MB 1.53MB/s  (transfers : 186 - avg 0.02 MB)
Total transfers: 16.97 MB
Energy consumption

$ STARPU_WORKER_STATS=1 STARPU_PROFILING=1 ./examples/stencil/stencil

OpenCL 0 (Quadro FX 5800)
773 task(s)
total: 409.60 ms executing: 340.51 ms sleeping: 0.00
5040.000000 J consumed

OpenCL 1 (Quadro FX 5800)
767 task(s)
total: 409.62 ms executing: 346.28 ms sleeping: 0.00
10280.000000 J consumed

OpenCL 2 (Quadro FX 5800)
756 task(s)
total: 409.63 ms executing: 343.72 ms sleeping: 0.00
14880.000000 J consumed
Performance models

$ starpu_perfmodel_display -l

file: <starpu_sgemm_gemm>

$ starpu_perfmodel_display -s starpu_sgemm

performance model for cpu

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performance model for cuda_0

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</tbody>
</table>
Performance models plot

$ starpu_perfmodel_plot -s starpu_dgemm_gemm

$ gnuplot starpu_dgemm_gemm.gp
Offline performance analysis

Visualize execution traces

• Generate a Pajé trace
  • A file of the form /tmp/prof_file_user_<your login> should have been created
  • Call fxt_tool -i /tmp/prof_file_user_yourlogin
    – A paje.trace file should be generated in current directory

• Vite trace visualization tool
  • Freely available from http://vite.gforge.inria.fr/ (open source !)
  • vite paje.trace

2 Xeon cores
Quadro FX5800
Quadro FX4600
Extensions
Reduction mode

• Contribution from a series of tasks into a single buffer
  • e.g. Dot product, Matrix multiplication, Histogram, …

• New data access mode: REDUX
  • Similar to OpenMP's reduce() keyword
  • Looks like R/W mode from the point of view of tasks
  • Tasks actually access transparent per-PU buffer
    – initialized by user-provided “init” function
  • User-provided “reduction” function used to reduce into single buffer when switching back to R or R/W mode.
    – Can be optimized according to machine architecture

• Preliminary results: x3 acceleration on Conjugate Gradient application
How about MPI + StarPU?

• Save programmers the burden of rewriting their MPI code
  • Keep the same MPI flow
  • Work on StarPU data instead of plain data buffers.

• StarPU provides support for sending data over MPI
  • starpu_mpi_send/recv, isend/irecv, ...
    – Equivalents of MPI_Send/Recv, Isend/Irecv,... but working on StarPU data
    – Plus _submit versions
  • Automatically handles all needed CPU/GPU transfers
  • Automatically handles task/communications dependencies
  • Automatically overlaps MPI communications, CPU/GPU communications, and CPU/GPU computations
    – Thanks to the data transfer requests mechanism
MPI ping-pong example

for (loop = 0 ; loop < NLOOPS; loop++) {
    if ( !(loop == 0 && rank == 0))
        MPI_Recv(&data, prev_rank, …) ;

    increment(&data);

    if ( !(loop == NLOOPS-1 && rank == size-1))
        MPI_Send(&data, next_rank, …) ;
}

StarPU-MPI ping-pong example

for (loop = 0 ; loop < NLOOPS; loop++) {
    if ( !(loop == 0 && rank == 0))
        starpu_mpi_irecv_submit(data_handle, prev_rank, …) ;

    task = starpu_task_create() ;
    task->cl = &increment_codelet ;
    task->buffers[0].handle = data_handle ;
    task->buffers[0].mode = STARPU_RW ;
    starpu_task_submit(task) ;

    if ( !(loop == NLOOPS-1 && rank == size-1))
        starpu_mpi_isend_submit(data_handle, next_rank, …) ;
}

starpu_task_wait_for_all() ;
MPI results with LU

• LU decomposition
  • MPI+multiGPU
  • 4 x 4 GPUs (GT200)

• Static MPI distribution
  • 2D block cyclic
  • ~SCALAPACK
  • No pivoting!

• Currently porting UTK's MAGMA + PLASMA
MPI version of starpu_insert_task

MPI VSM

- Data distribution over MPI nodes decided by application
- But data coherency extended to the MPI level
  - Automatic starpu_mpi_send/recv calls for each task
- Similar to a DSM, but granularity is whole data and whole task
- All nodes execute the whole algorithm
- Actual task distribution according to data being written to

Sequential-looking code!
MPI version of starpu_insert_task
MPI VSM – cholesky decomposition

for (k = 0; k < nbblocks; k++) {
    starpu_mpi_insert_task(MPI_COMM_WORLD, &cl11,
        STARPU_RW, data_handles[k][k], 0);
    for (j = k+1; j<nblocks; j++) {
        starpu_mpi_insert_task(MPI_COMM_WORLD, &cl21,
            STARPU_R, data_handles[k][k],
            STARPU_RW, data_handles[k][j], 0);
        for (i = k+1; i<nblocks; i++)
            if (i <= j)
                starpu_mpi_insert_task(MPI_COMM_WORLD, &cl22,
                    STARPU_R, data_handles[k][i],
                    STARPU_R, data_handles[k][j],
                    STARPU_RW, data_handles[i][j], 0);
    }
}

starpu_task_wait_for_all();
### Conclusion

#### Summary

- **StarPU**
  - Freely available under LGPL
- **Task Scheduling**
  - Required on hybrid platforms
  - Performance modeling
    - Tasks and data transfer
  - Results very close to hand-tuned scheduling
- **Used for various computations**
  - Cholesky, QR, LU, FFT, stencil, Gradient Conjugate,...

http://starpu.gforge.inria.fr
Conclusion

Future work

• Granularity is a major concern
  • Finding the optimal block size?
    – Offline parameters auto-tuning
    – Dynamically adapt block size
• Parallel CPU tasks
  – OpenMP, TBB, PLASMA // tasks
  – How to dimension parallel sections?
• Divisible tasks
  – Who decides to divide tasks?

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Conclusion

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Thanks for your attention!

http://starpu.gforge.inria.fr/
Performance Models
Our History-based proposition

• Hypothesis
  • Regular applications
  • Execution time independent from data content
    – Static Flow Control

• Consequence
  • Data description fully characterizes tasks
  • Example: matrix-vector product

  – Unique Signature: \(((1024, 512), 1024, 1024)\)
  – Per-data signature
    – \(\text{CRC}(1024, 512) = 0x951ef83b\)
  – Task signature
    – \(\text{CRC}(\text{CRC}(1024, 512), \text{CRC}(1024), \text{CRC}(1024)) = 0x79df36e2\)
Performance Models
Our History-based proposition

• Generalization is easy
  • Task \( f(D_1, \ldots, D_n) \)

• Data
  – \( \text{Signature}(D_i) = \text{CRC}(p_1, p_2, \ldots, p_k) \)
• Task ~ Series of data
  – \( \text{Signature}(D_1, \ldots, D_n) = \text{CRC}(\text{sign}(D_1), \ldots, \text{sign}(D_n)) \)

• Systematic method
  • Problem independent
  • Transparent for the programmer
  • Efficient
Evaluation
Example: LU decomposition

<table>
<thead>
<tr>
<th>Speed (GFlop/s)</th>
<th>(16k x 16k)</th>
<th>(30k x 30k)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ref.</td>
<td>89.98 ± 2.97</td>
<td>130.64 ± 1.66</td>
</tr>
<tr>
<td>1&lt;sup&gt;st&lt;/sup&gt; iter</td>
<td>48.31</td>
<td>96.63</td>
</tr>
<tr>
<td>2&lt;sup&gt;nd&lt;/sup&gt; iter</td>
<td>103.62</td>
<td>130.23</td>
</tr>
<tr>
<td>3&lt;sup&gt;rd&lt;/sup&gt; iter</td>
<td>103.11</td>
<td>133.50</td>
</tr>
<tr>
<td>≥ 4 iter</td>
<td>103.92 ± 0.46</td>
<td>135.90 ± 0.64</td>
</tr>
</tbody>
</table>

- Faster
- No code change!
- More stable

- Dynamic calibration
- Simple, but accurate