

# Enhancing Intra-Node GPU-to-GPU Performance in MPI+UCX through Multi-Path Communication

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ExHET 2024,  
Scotland, Edinburgh, March 2<sup>nd</sup>, 2024



Introduction



Background



Design and Evaluation



Conclusion



- 1 HPC and Cluster Computing
- 2 Age of Memory Hungry Applications
- 3 GPUs and High-Bandwidth Interconnects
- 4 Multi-Path Communication
- 5 Why? And why not?

# Multi-Path Communication

- Utilize available interconnects to transfer data more efficiently

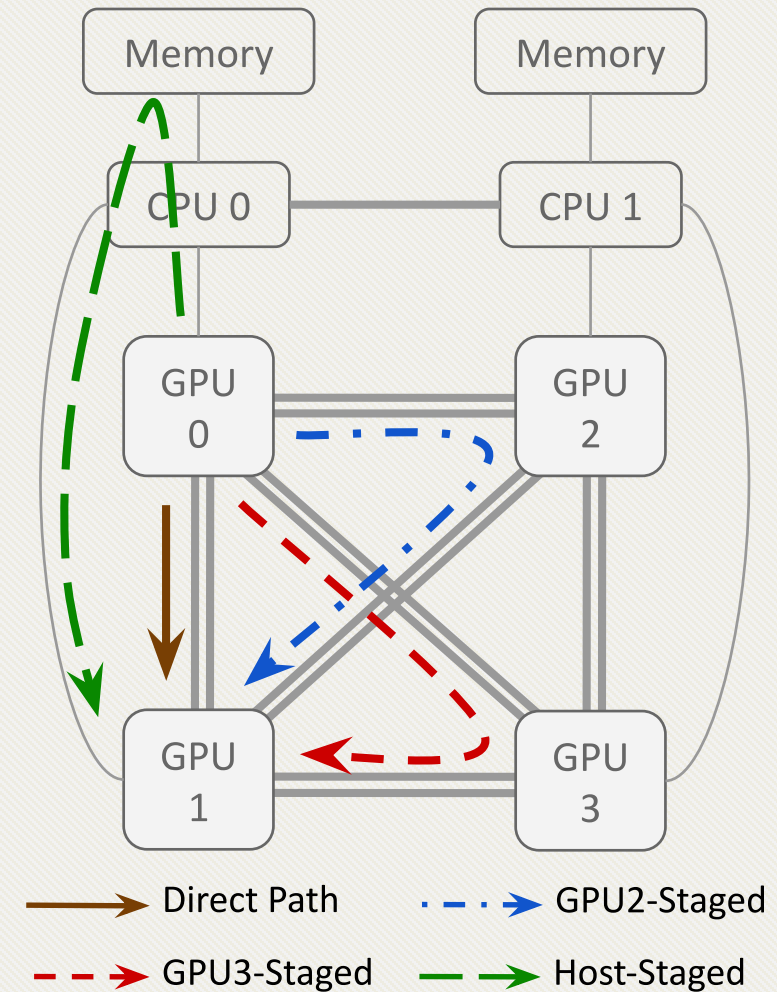


Figure 1: A multi-GPU data transfer



1

MPI and UCX

2

GPUs and GPU-enabled Clusters

3

Bidirectional Data Transfer

# MPI and UCX

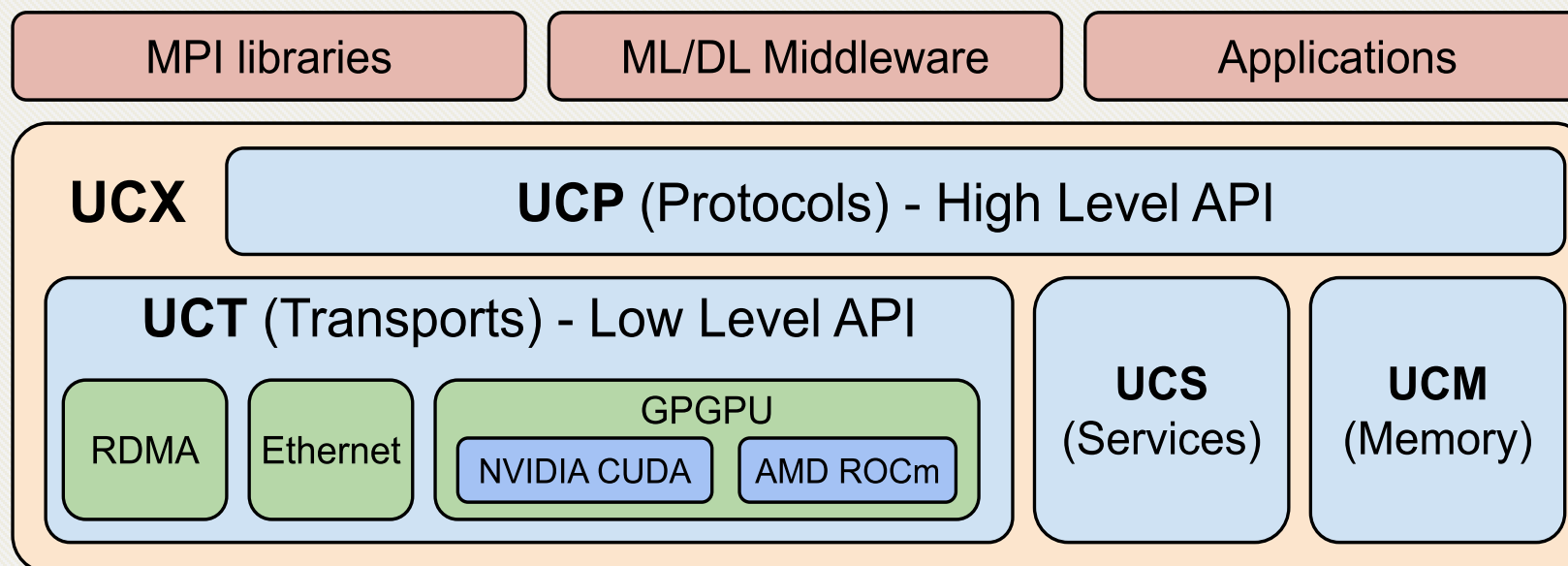


Figure 2: MPI and UCX high-level software stack



1

Multi-Path Communication Framework

2

Objectives

3

Strategies



## Design Objectives

1. Multi-GPU Awareness
2. Path Selection
3. Communication Scheduling
4. Path Optimization
5. Data Integrity
6. Low Overhead

Framework Design

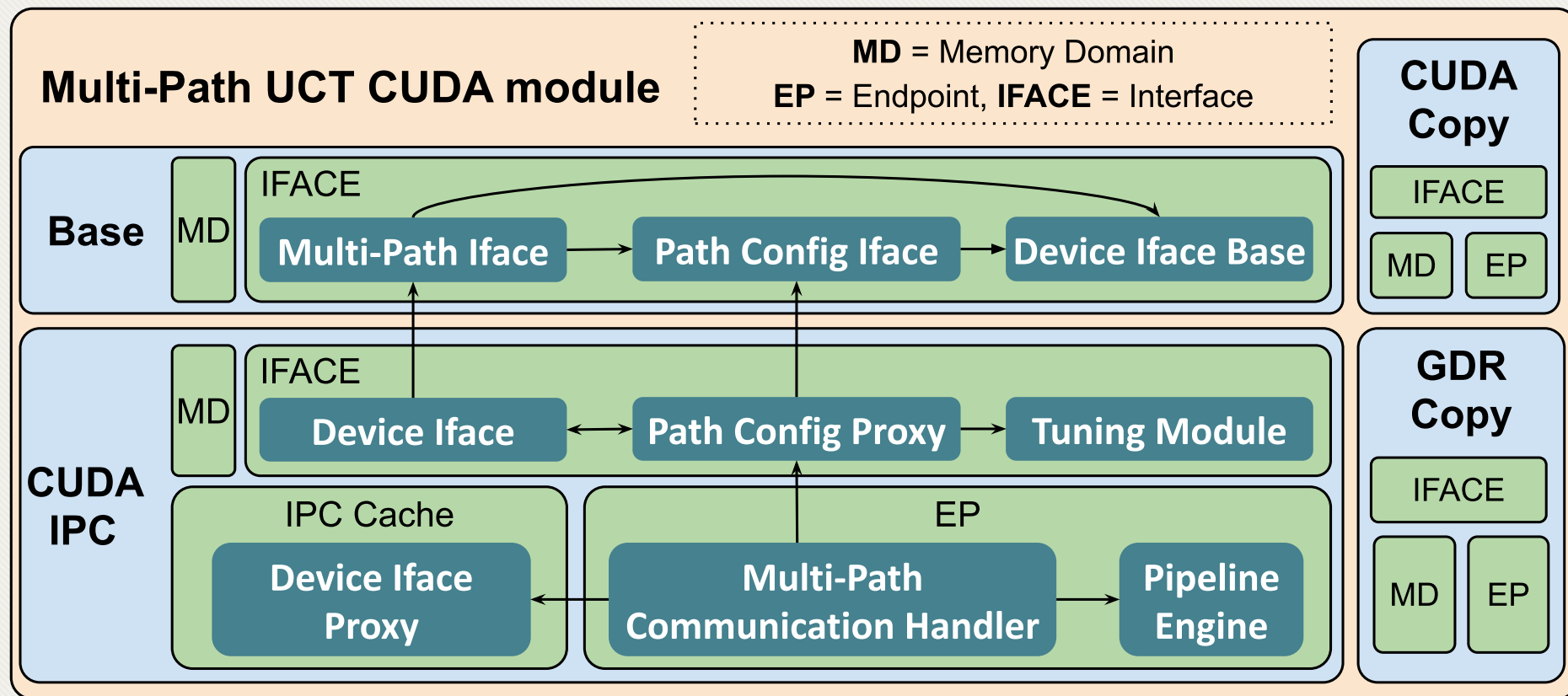


Figure 3: Framework Design integrated with UCT\_CUDA module

## 2-D Pipeline Design

Message is dynamically split.

- ① Chunk sizes vary depending on the # of paths and tunings

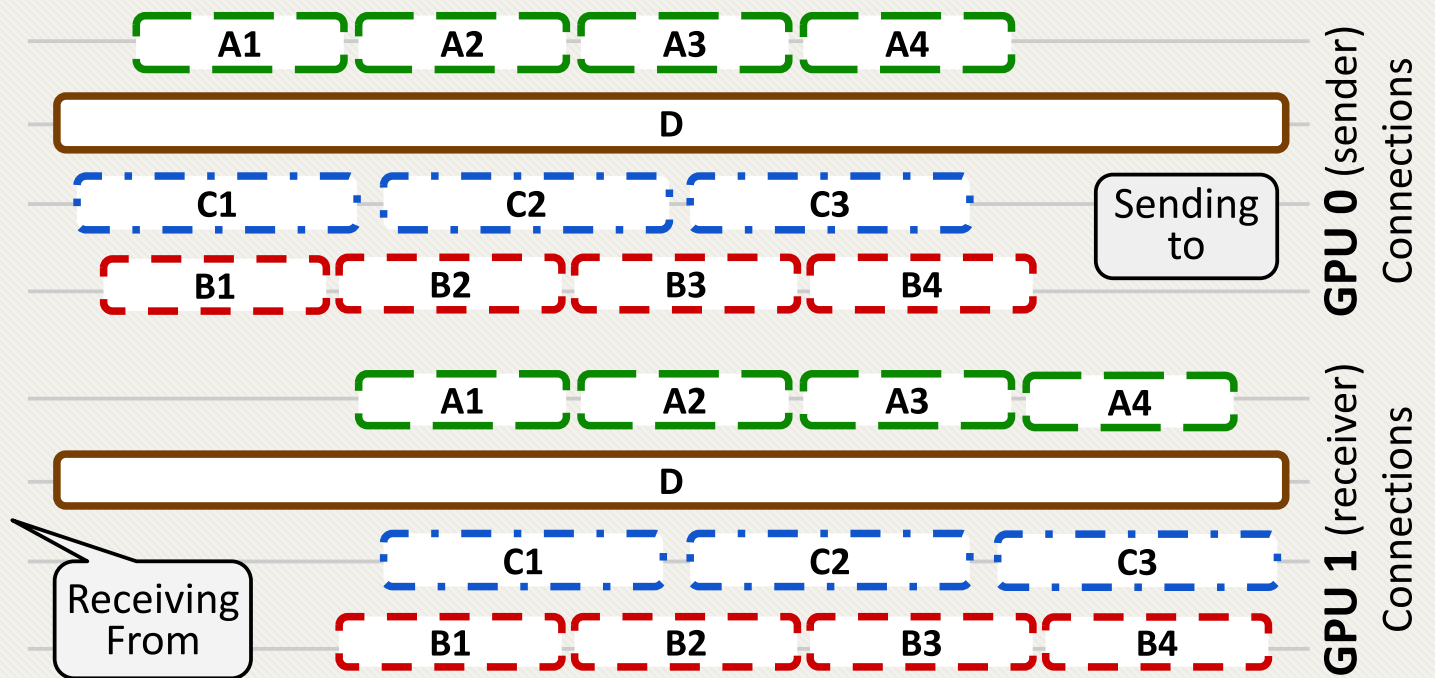
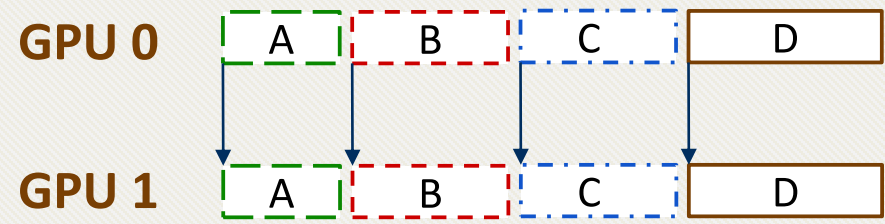
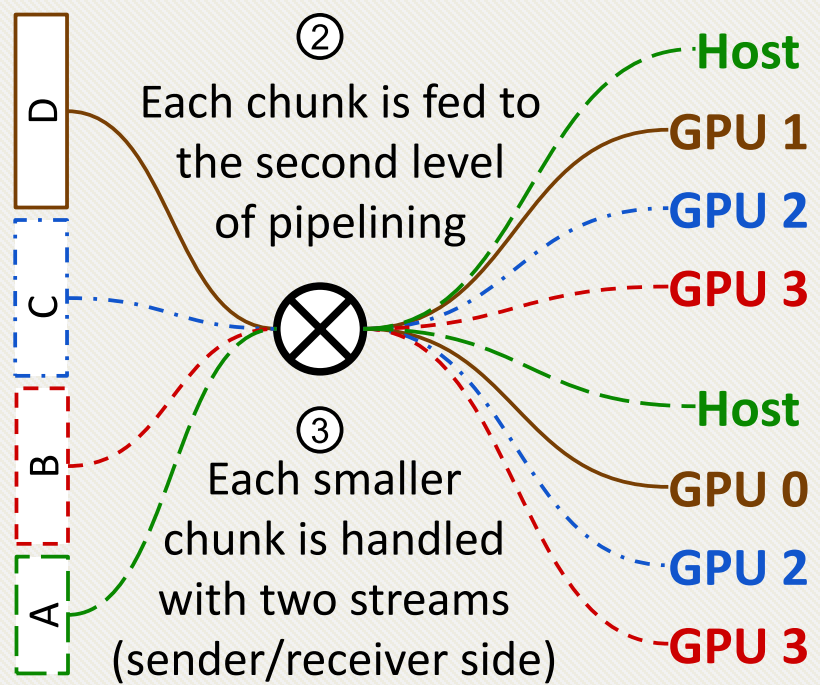


Figure 4: 2-D Pipeline in action



## Ensuring Data Integrity

1. Data Corruption when staging
2. Data Dependency
3. Memory Ordering
4. Synchronization



**A**

Microbenchmarks – UCX Put Bandwidth

**B**

Microbenchmarks – OMB Bandwidth

**C**

Microbenchmarks – UCX Bidirectional Bandwidth

**D**

Application – Jacobi Iterative Solver



## Experimental Setup

- Compute Canada's Beluga
  - 4 x NVIDIA V100 per node
  - Each GPU pair have two NVLinks
- Compute Canada's Narval
  - 4 x NVIDIA A100 per node
  - Each GPU pair have four NVLinks

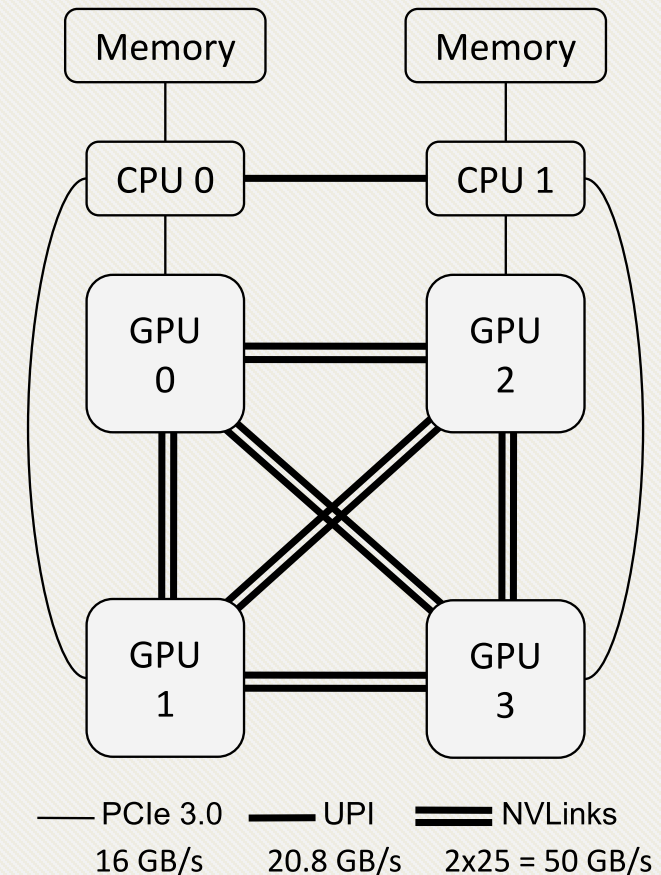


Figure 5: A typical Multi-GPU node



# UCX Put Bandwidth

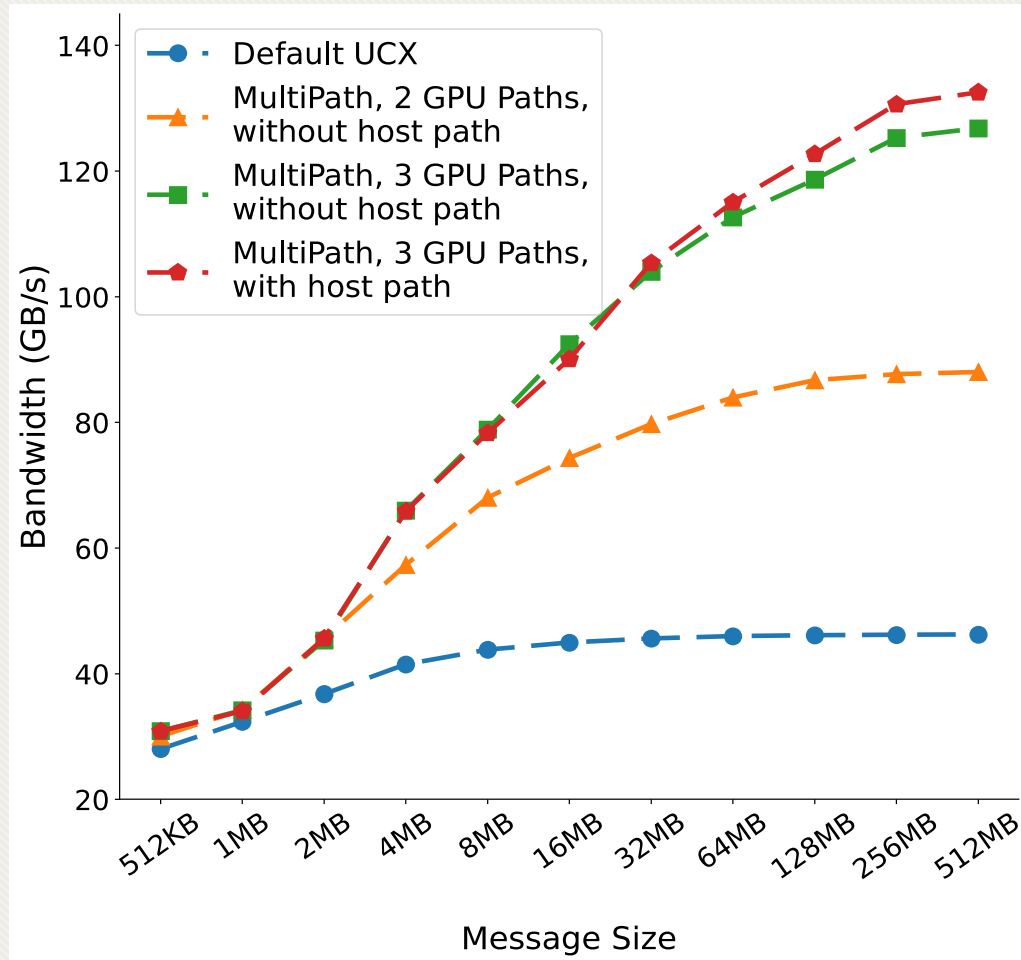


Figure 6.a : UCX Put Bandwidth Performance on Beluga

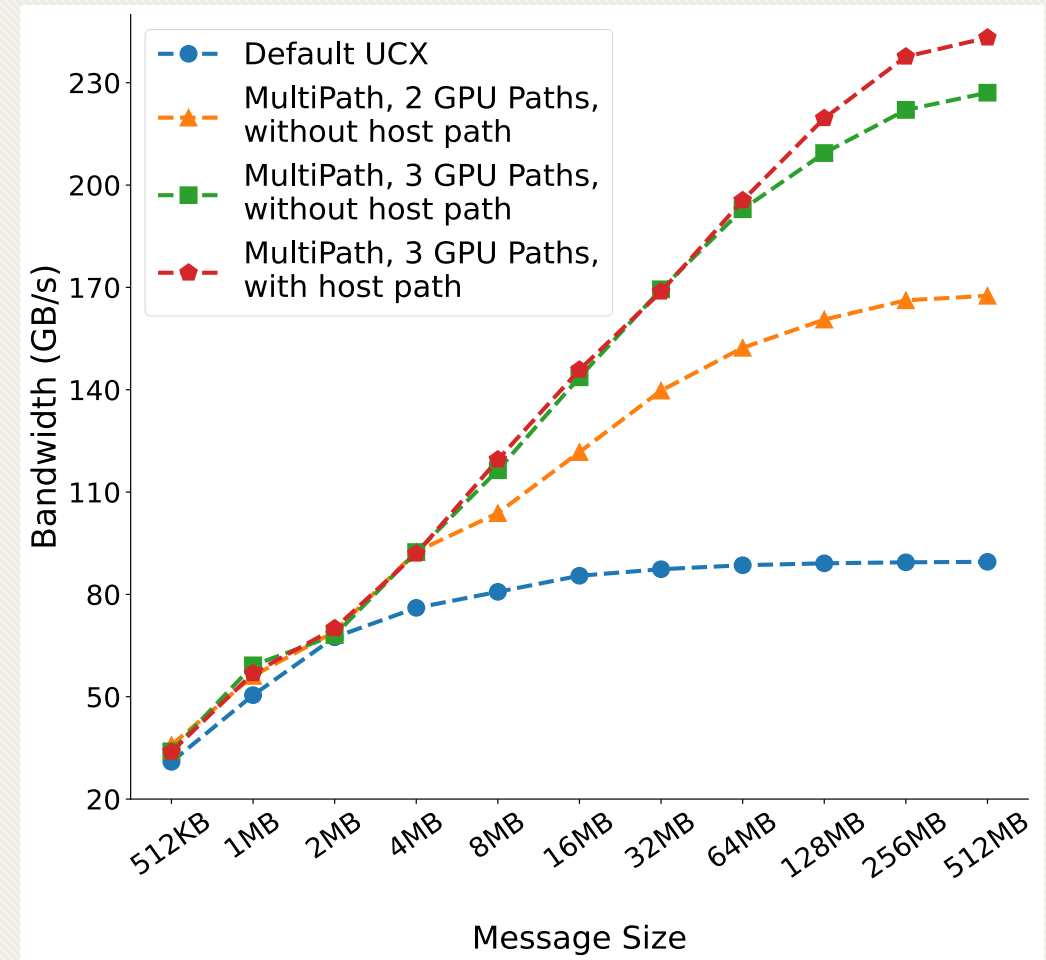
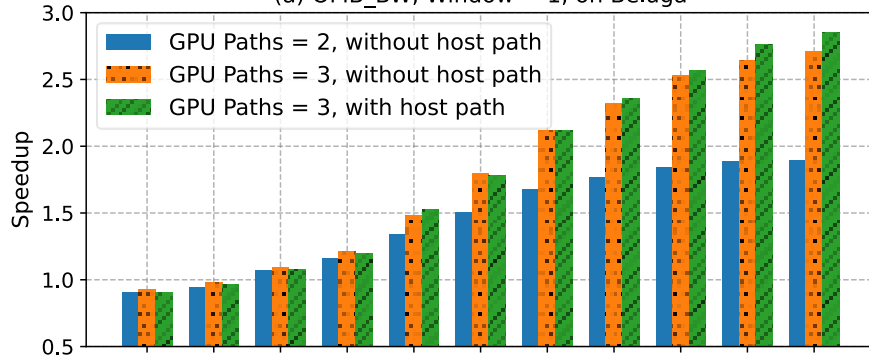


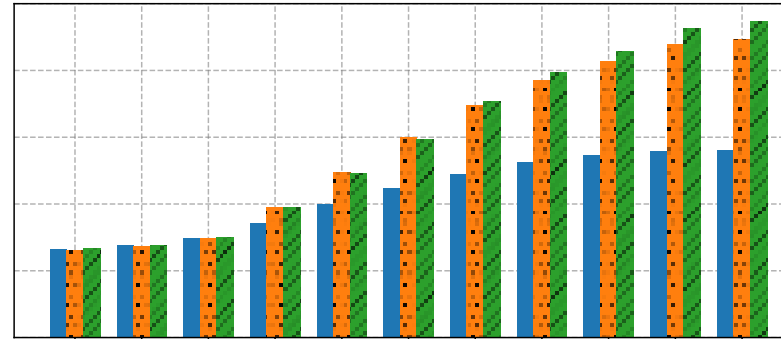
Figure 6.a : UCX Put Bandwidth Performance on Narval

# OMB Bandwidth

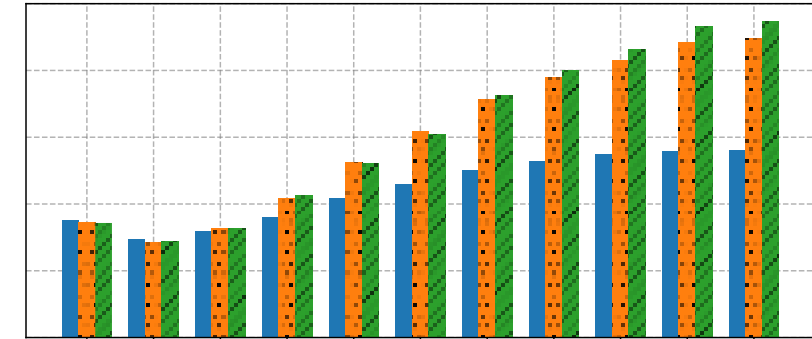
(a) OMB\_BW, Window = 1, on Beluga



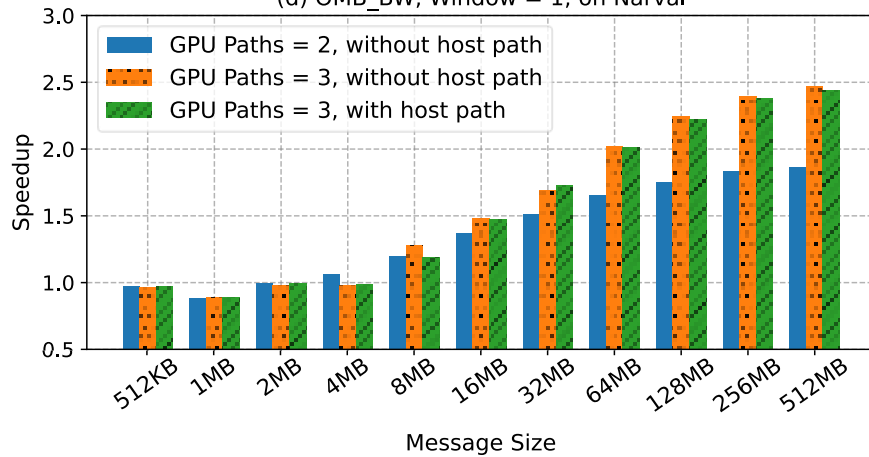
(b) OMB\_BW, Window = 4, on Beluga



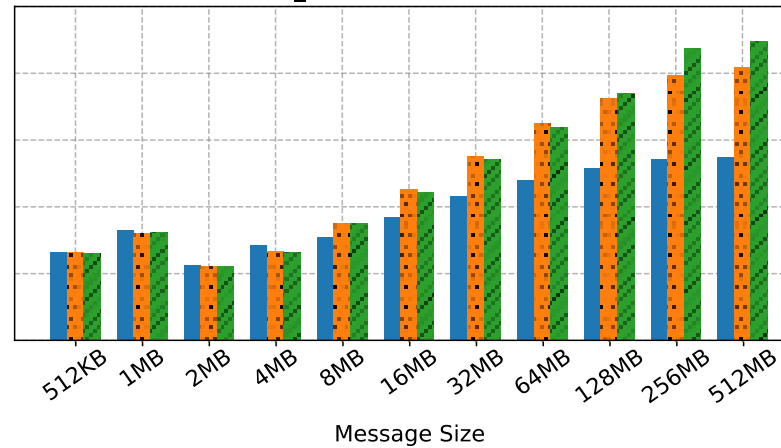
(c) OMB\_BW, Window = 16, on Beluga



(d) OMB\_BW, Window = 1, on Narval



(e) OMB\_BW, Window = 4, on Narval



(f) OMB\_BW, Window = 16, on Narval

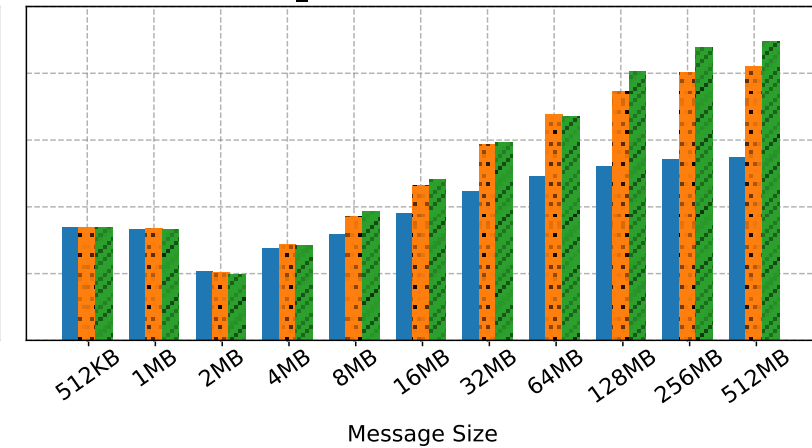


Figure7: OMB Bandwidth Performance Evaluation

# OMB Bidirectional Bandwidth

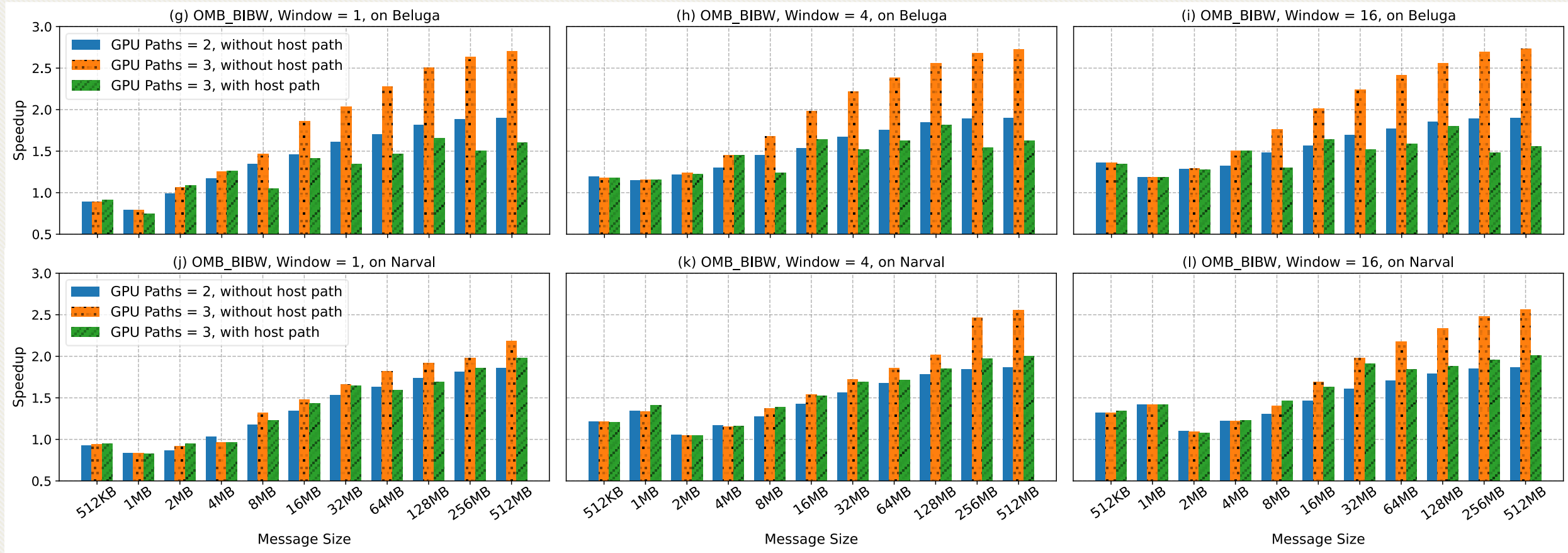


Figure8: OMB Bidirectional Bandwidth Performance Evaluation



# Jacobi Iterative Solver – Communication Pattern

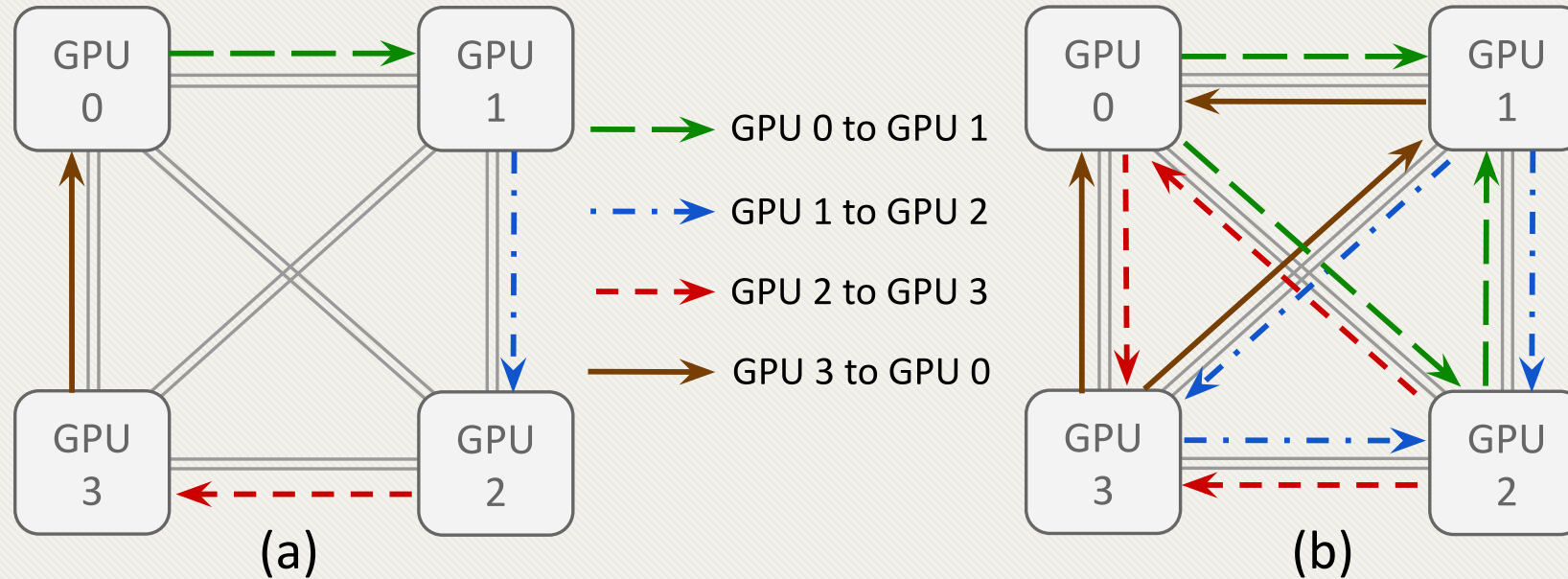


Figure 9: Jacobi Iterative Solver – Dual Path Communication



## Jacobi Iterative Solver – Results

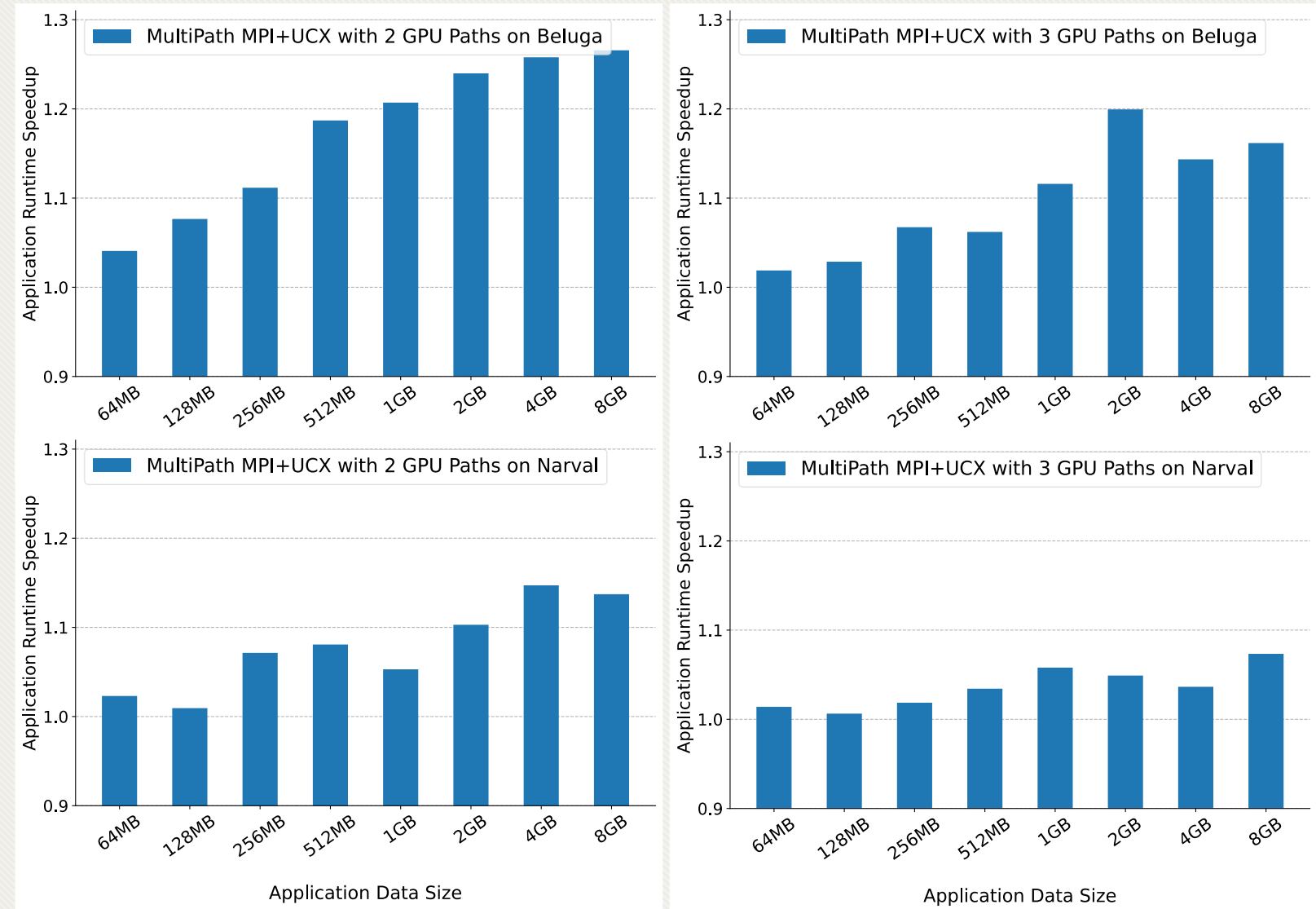


Figure 10: Jacobi Iterative Solver – Performance Evaluation



1

Conclusions

2

Future Directions



# Conclusions

- Generalized Multi-Path within UCX
- Future Directions
  - Performance Modeling
  - Dynamic communication scheduling
    - Topology awareness
    - Automatically adapt to ongoing communication
    - Online tuning (e.g. through MPI\_info objects)



# Acknowledgments

- Natural Sciences and Engineering Research Council of Canada
- Digital Research Alliance of Canada

# Thank You!



Instead of cursing the darkness, better light a candle!



**Questions, Comments,  
and Ideas are Welcome!**

