

Charm++ on NUMA Platforms: the impact of SMP Optimizations and a NUMA-aware Load Balancer

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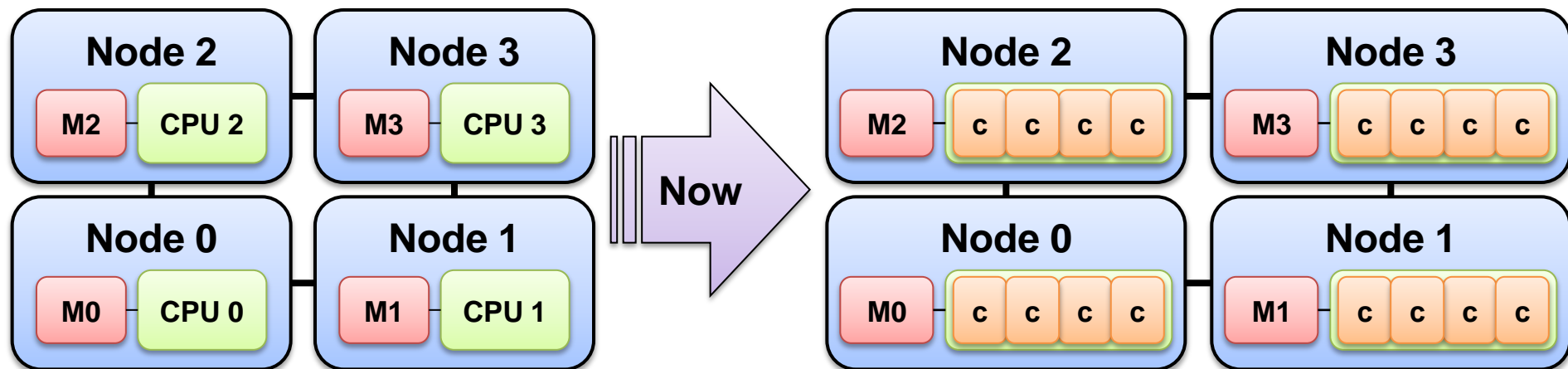
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Outline

- **Introduction**
- Performance Evaluation of SMP Optimizations of Charm++ on NUMA Machines
- NUMA-aware Load Balancer on Charm++
- Conclusion and Future Work

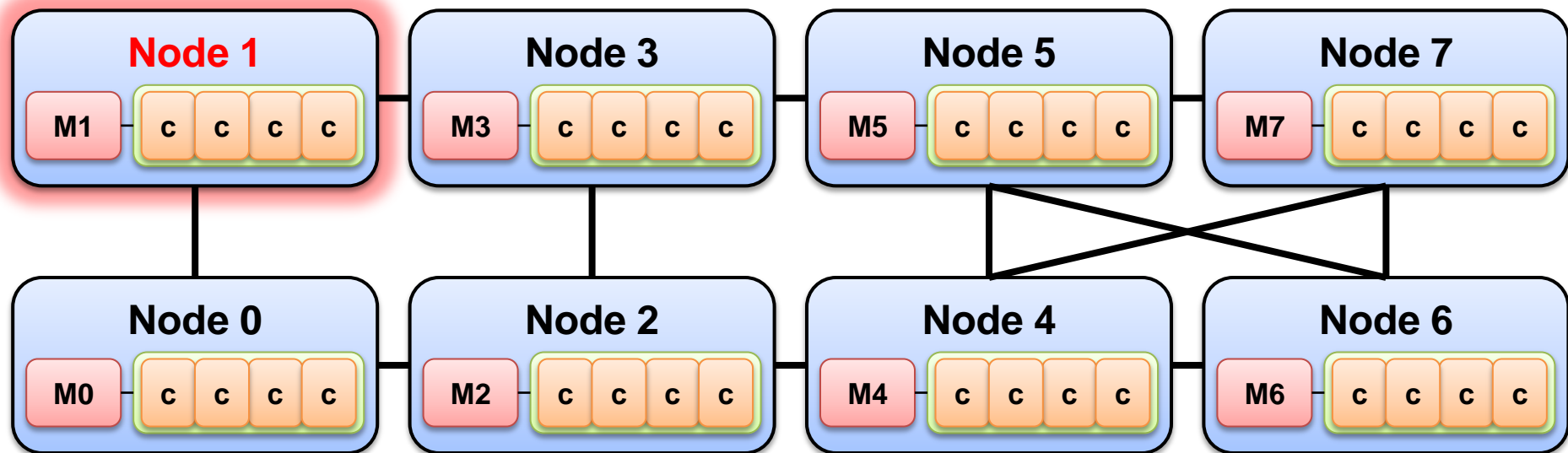
Motivation for NUMA platforms

- The number of cores per processor is increasing
 - **Hierarchical shared memory** multiprocessors
 - ccNUMA is coming back (**NUMA factor**)



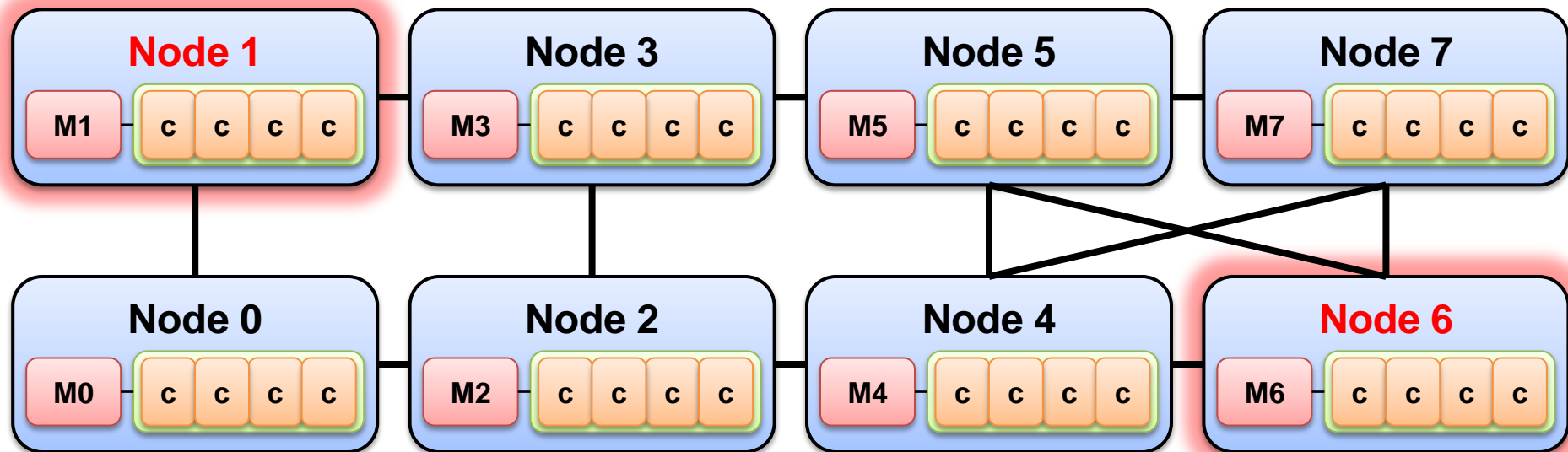
NUMA problems

- Remote access
 - Optimization of **latency**



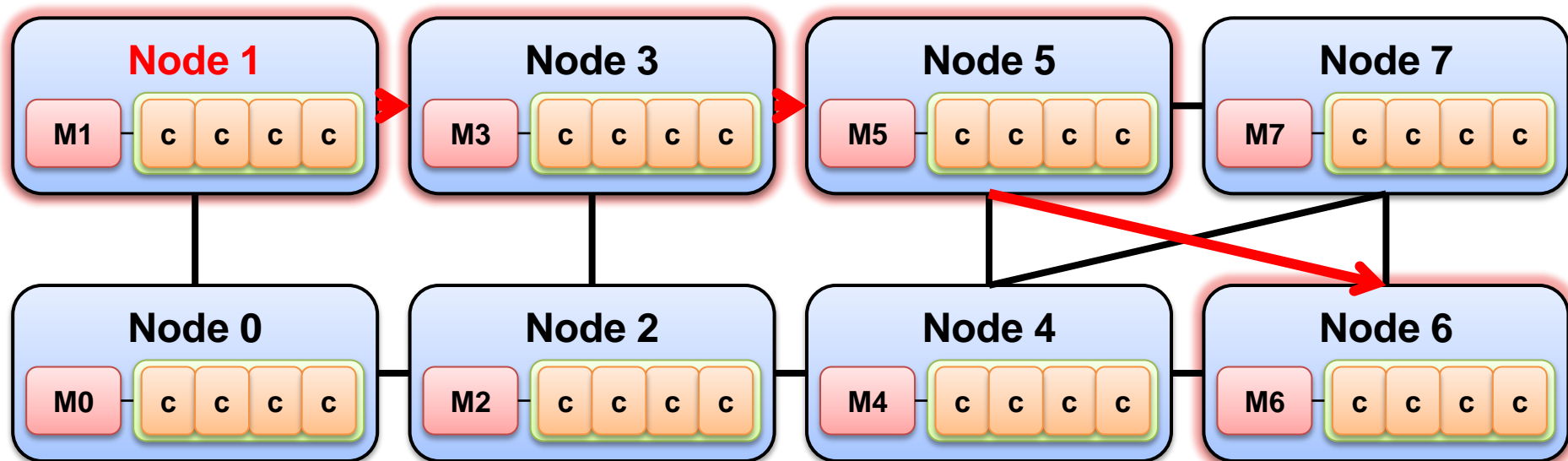
NUMA problems

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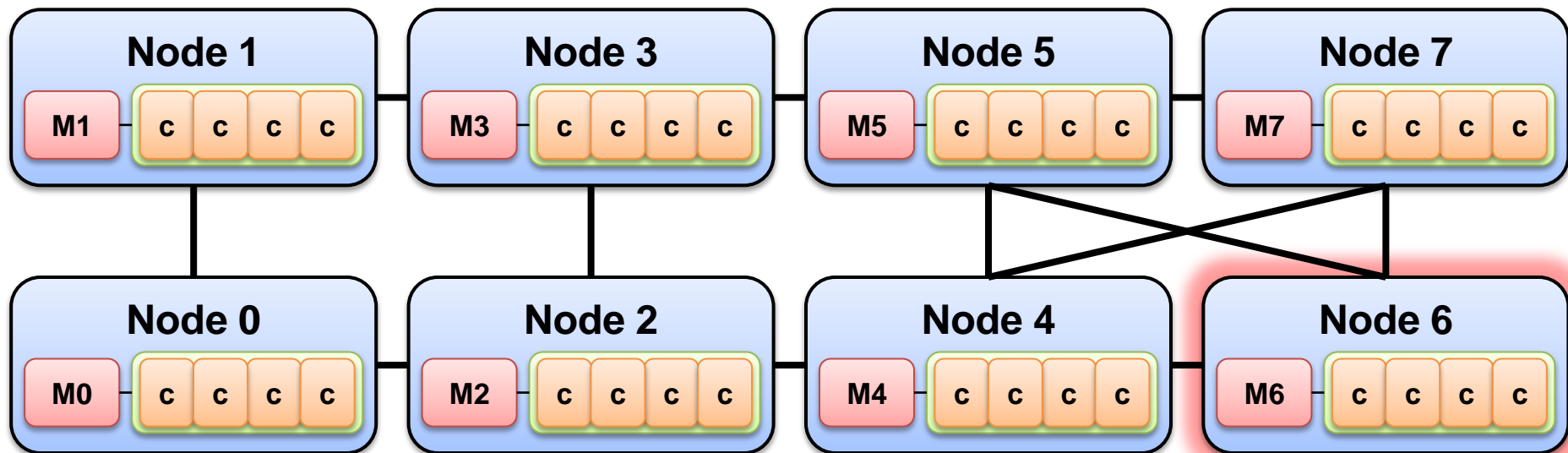
NUMA problems

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 - Optimization of **latency**



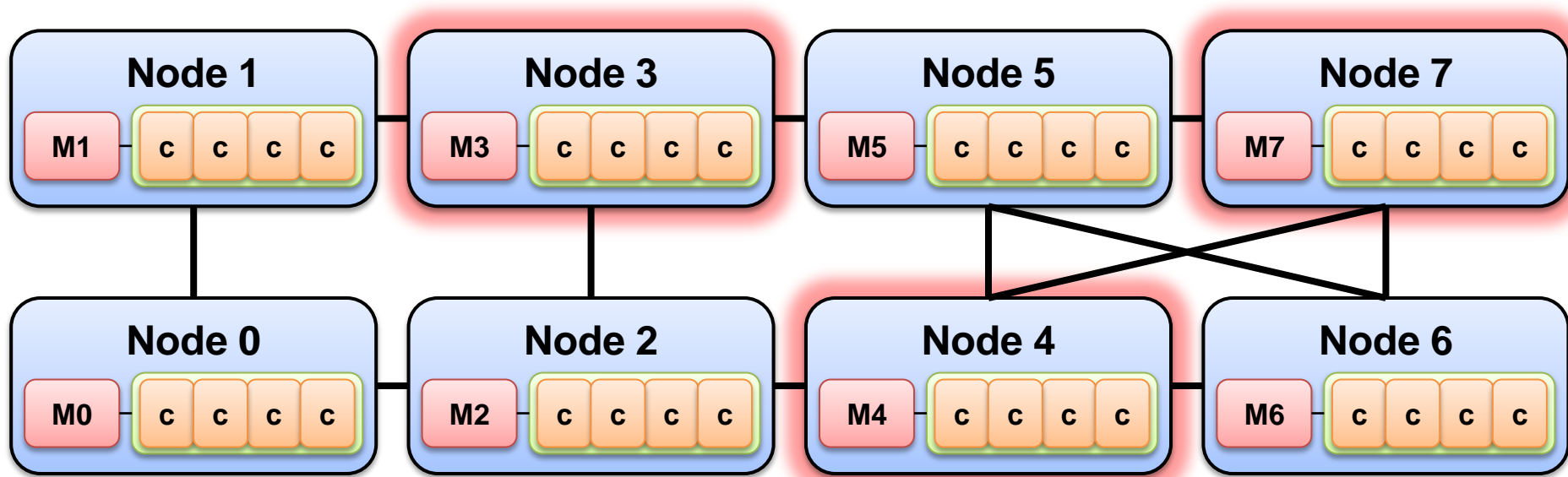
NUMA problems

- Memory contention
 - Optimization of **bandwidth**



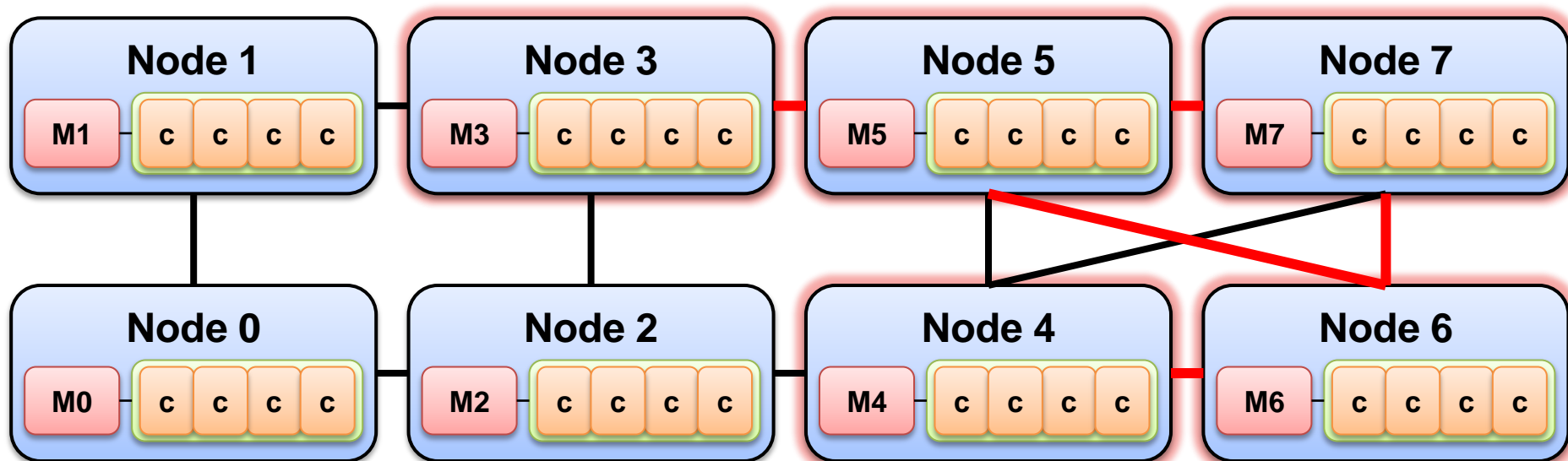
NUMA problems

- Memory contention
 - Optimization of **bandwidth**



NUMA problems

- Memory contention
 - Optimization of **bandwidth**

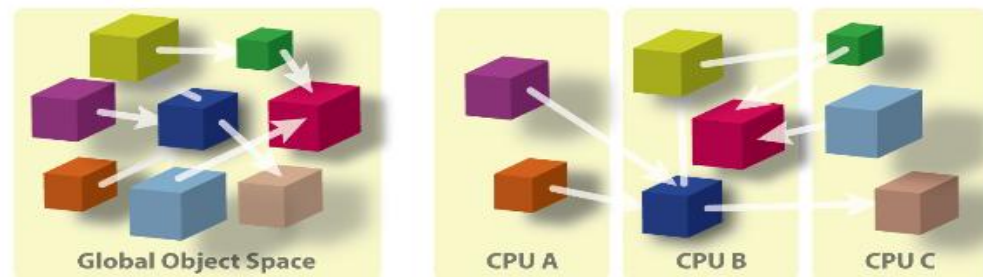


NUMA problems

**On NUMA machines,
data distribution
matters!**

Charm++ Parallel Programming System

- Platform independent
 - Both **shared and distributed memory**
- Architecture abstraction
 - Programmer productivity



From charm++ site: <http://charm.cs.uiuc.edu/research/charm/>

Charm++ Parallel Programming System

- **Communications** originally implemented with **message passing**
 - Even on SMP machines
- Currently, uses **optimizations for SMP systems**
 - Chao Mei et al., “Optimizing a parallel runtime system for multicore clusters: a case study”, in *TG '10*

Charm++ & NUMA

- How these **optimizations work on NUMA** machines?
- How can we use **knowledge about the NUMA system** to improve performance on Charm++?

Charm++ & NUMA

- How these optimizations work on NUMA machines?
 - **Our evaluation**
- How can we use knowledge about the NUMA system to improve performance on Charm++?
 - **NUMA-aware load balancer**

Outline

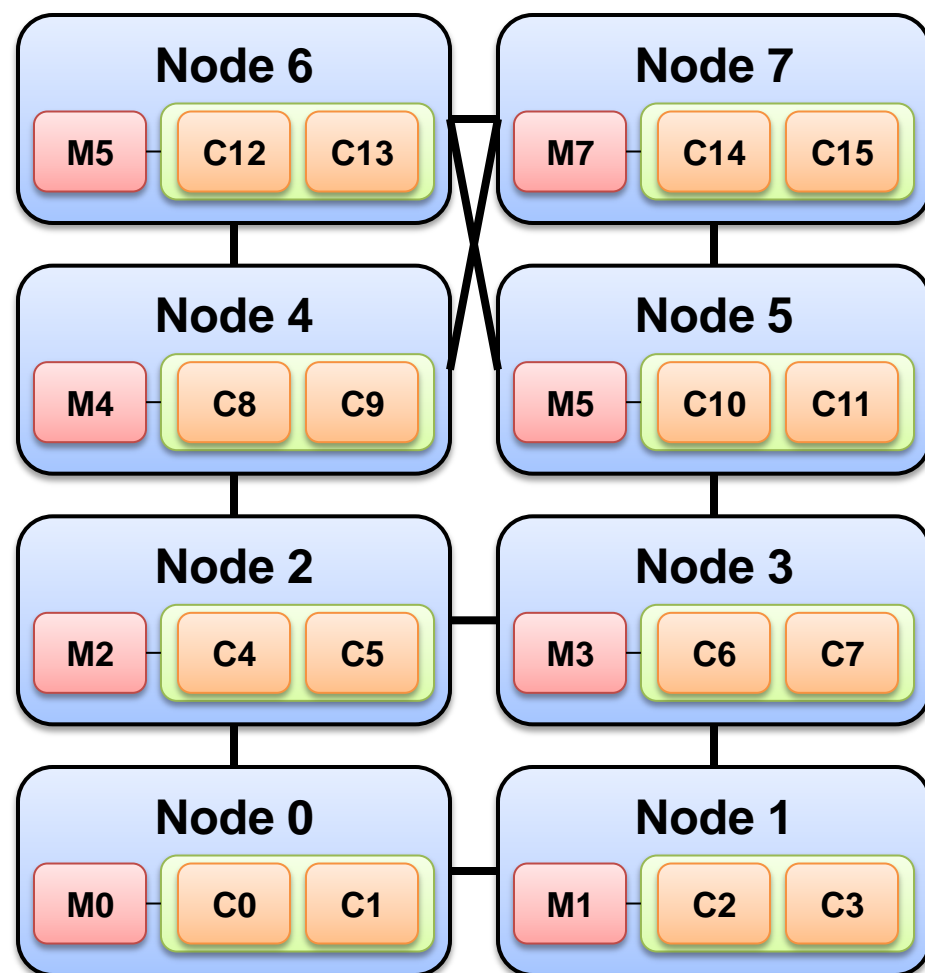
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Evaluation of SMP optimizations

- Different Charm++ versions
 - With optimizations
 - Without optimizations
- Different architecture compilations (flavors)
 - net-linux: distributed memory
 - multicore: shared memory

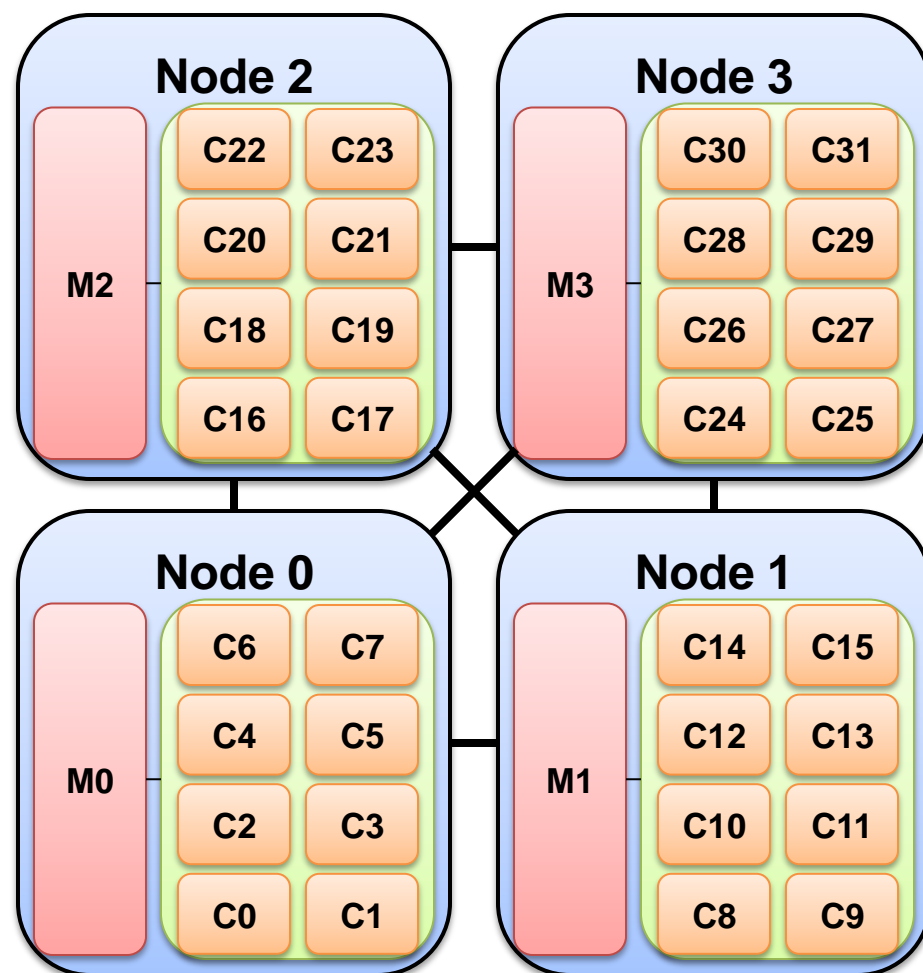
NUMA machines

- AMD Opteron
- **8 nodes x 2 cores**
 - @ 2.2GHz
- 2 MB L2 cache
- 32 GB main memory
- Low latency for local memory access
- Crossbar
- **NUMA factor: 1.2 – 1.5**
- Linux 2.6.32.6



NUMA machines

- Intel Xeon X7560
- **4 nodes x 8 cores**
 - @ 2.27 GHz
- 24 MB shared L3 cache
- 64 GB main memory
- QuickPath
- **NUMA factor: 2 - 2.6**
- Linux 2.6.32



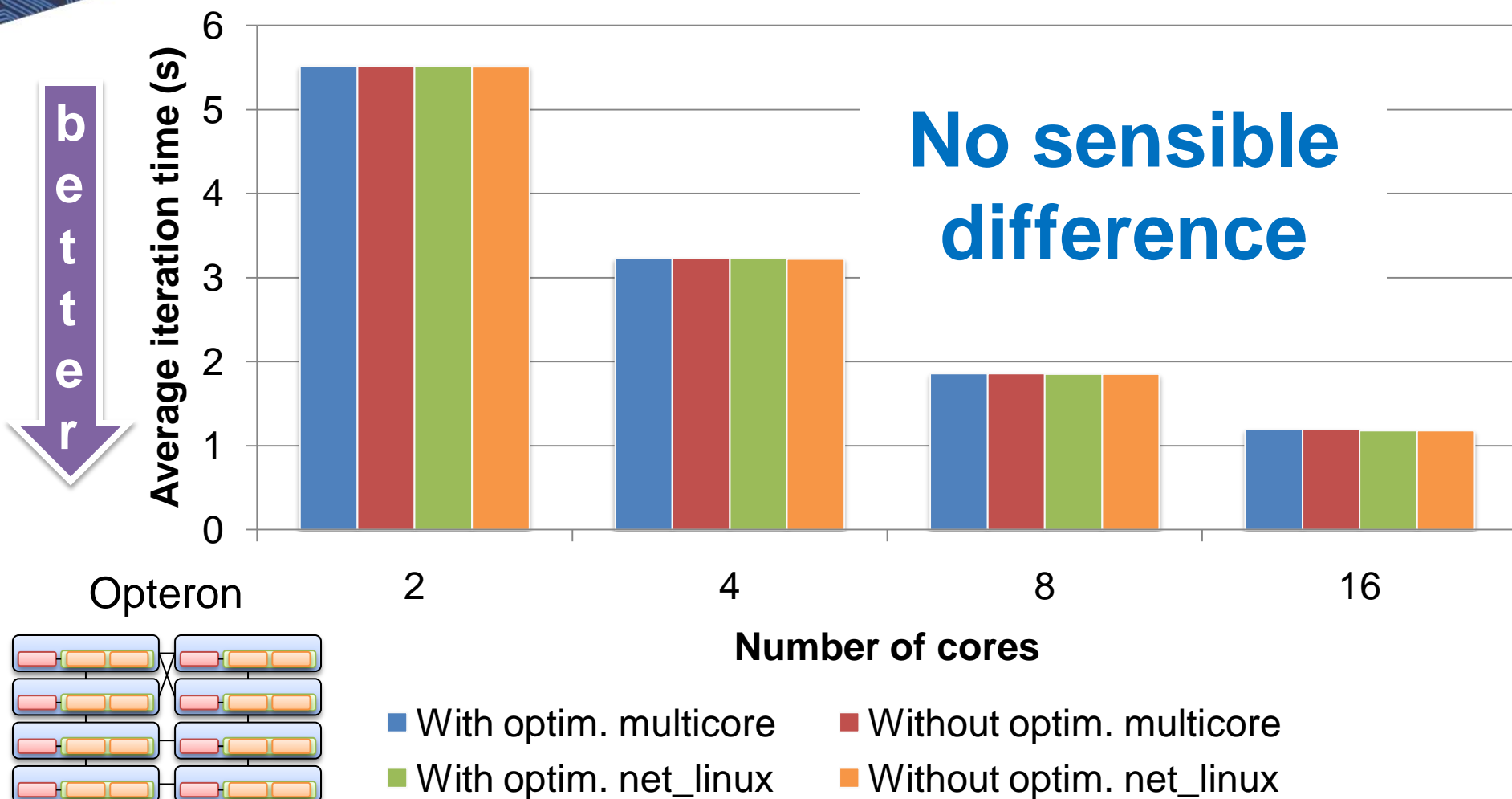
Experimental setup

- Exclusive access to the machines
- Minimum of 10 executions
- Low standard deviation ($< 5\%$)
- Different numbers of cores

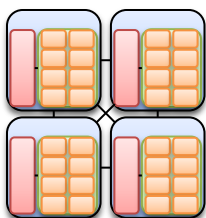
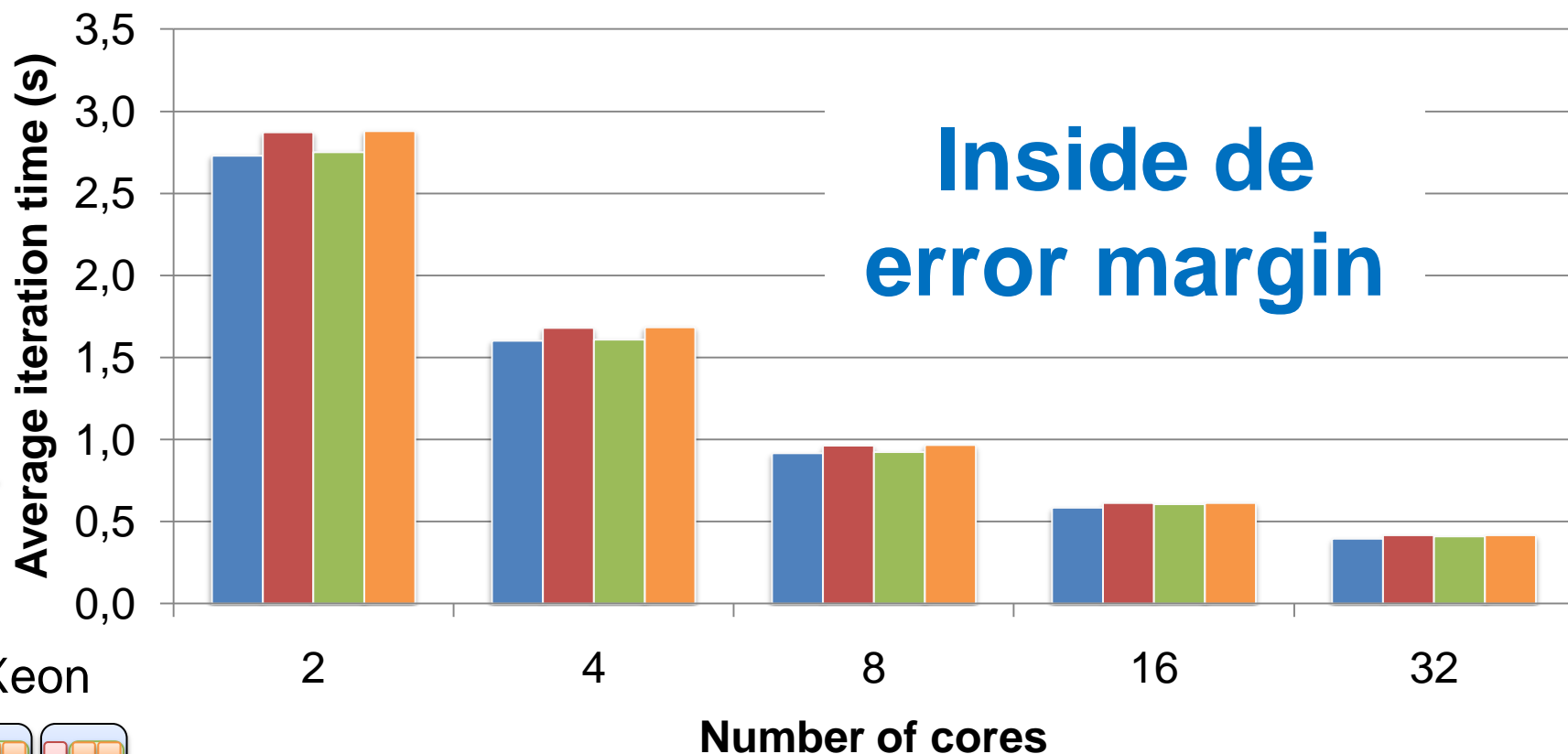
Benchmark: Jacobi2D

- Iterative benchmark
- Computations over 2D matrix
 - Communications with 4 neighbors
- Stencil (CPU bound)
 - Imbalanced

Jacobi2D on Opteron Machine



Jacobi2D on Xeon Machine



■ With optim. multicore

■ Without optim. multicore

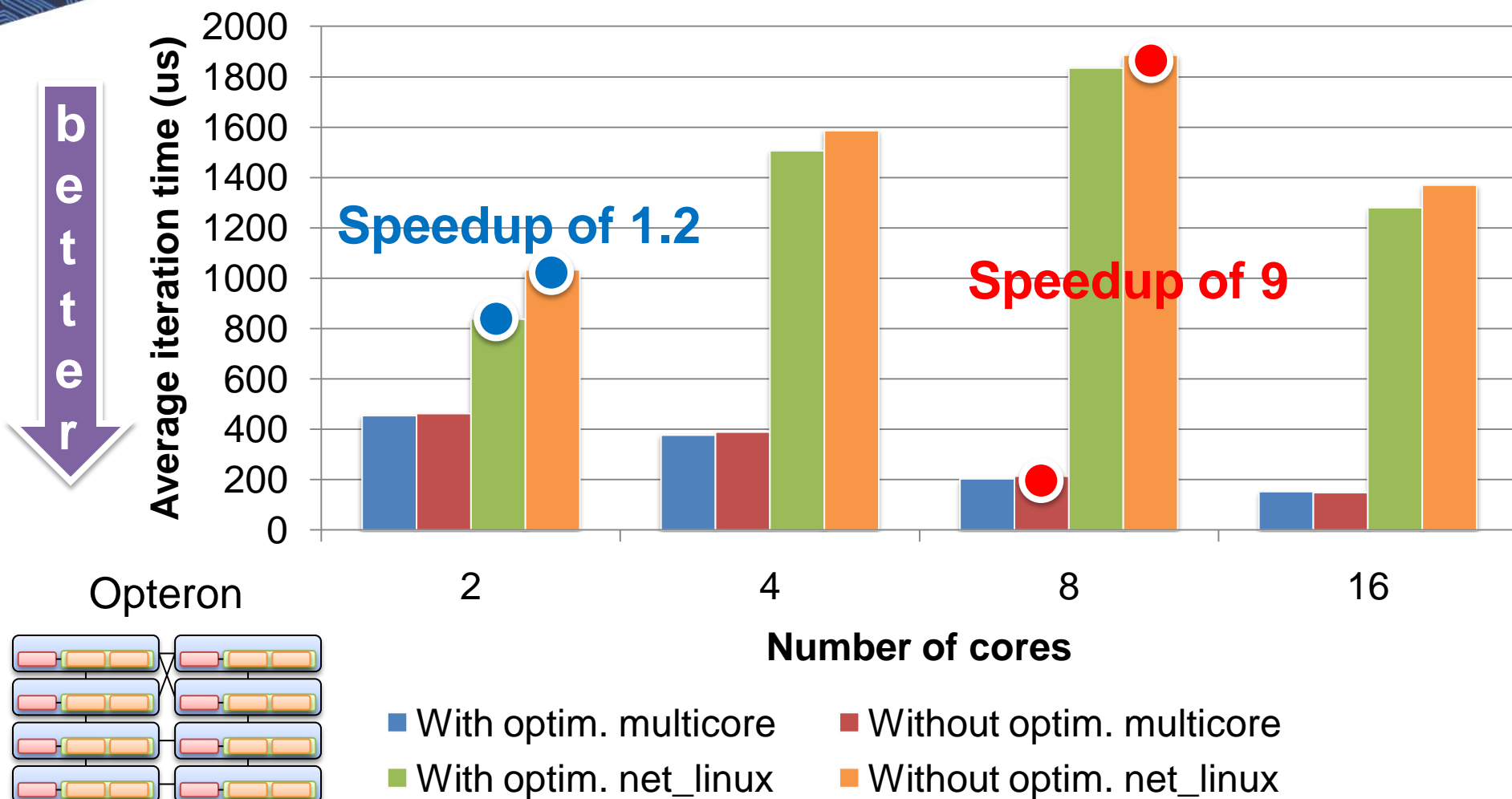
■ With optim. net_linux

■ Without optim. net_linux

Benchmark: kNeighbor

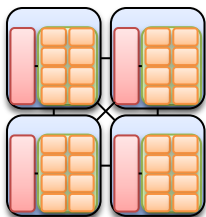
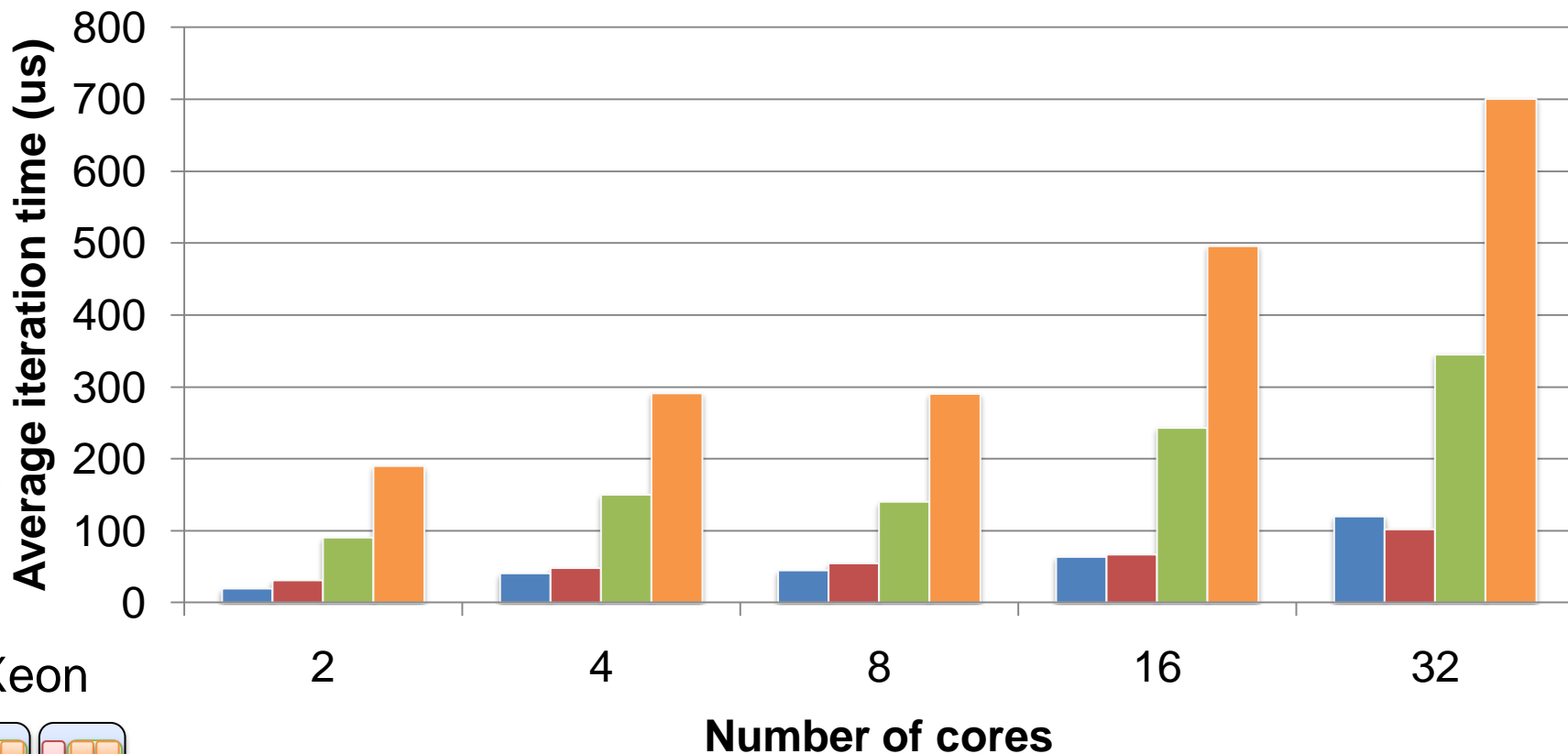
- Synthetic benchmark
 - Completely communication bound
- Each chare communicates with k neighbors
 - $k = 3$
 - Message size = 1024 B

kNeighbor on Opteron Machine



kNeighbor on Xeon Machine

b
e
t
t
e
r



■ With optim. multicore

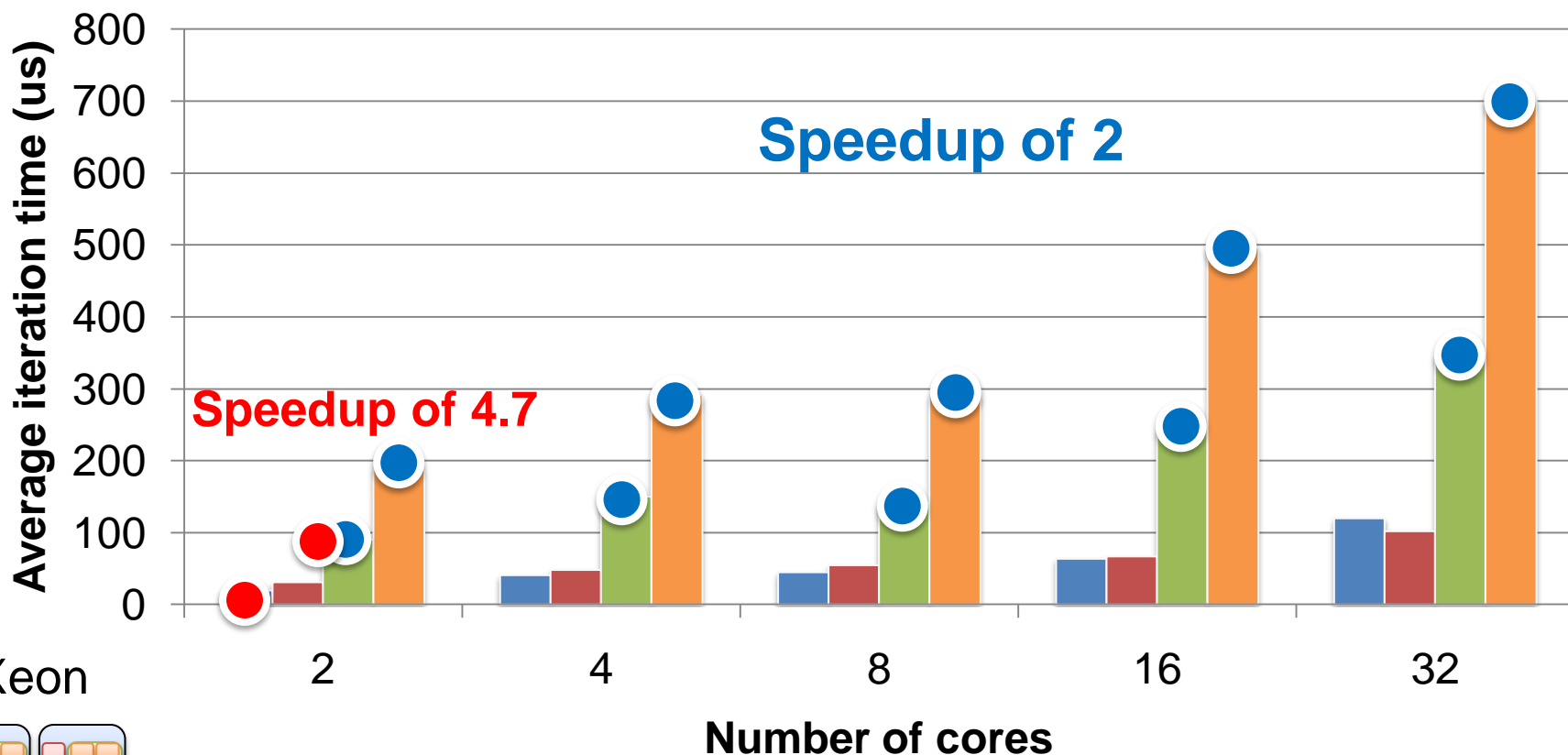
■ Without optim. multicore

■ With optim. net_linux

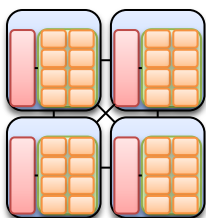
■ Without optim. net_linux

kNeighbor on Xeon Machine

b
e
t
t
e
r



Xeon



■ With optim. multicore

■ Without optim. multicore

■ With optim. net_linux

■ Without optim. net_linux

Partial conclusions

- Times can be have a **50% difference between Charm++ versions**
- Times **90% smaller when using multicore** instead of net-linux
- Impact proportional to the amount of communications

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NUMA-aware Load Balancer

- Use **knowledge about the system**
 - **NUMA-factor** among nodes
 - Collected through libarchtopo
 - Communication history
 - No knowledge about the chore's memory
- Improve performance by **reducing** communication **latency**
- Avoid too many chore migrations

NUMA-aware Load Balancer

Calculate processors' load

Sort chares by decreasing load

While there are migratable chares

- Pick most loaded chare k

- Compute $W(k,i)$ for all processors i

- Migrate k for the processor with smaller $W(k,i)$

NUMA-aware Load Balancer

$$W(k,i) = L(i) + \alpha^* (- M(k,i) + \sum_{j=1..N, j \neq i} (M(k,j) * NF(j,i)))$$

NUMA-aware Load Balancer

Load on candidate processor (core)

$$W(k,i) = L(i) + \alpha^* (\text{Communication weight (constant)} - M(k,i) + \sum_{j=1..N, j \neq i} (M(k,j) * NF(j,i)))$$

NUMA-aware Load Balancer

$$W(k,i) = L(i) + \text{Intra-core communications} \\ \alpha^* (\text{(extended for intra-NUMA node)} \\ - M(k,i) \\ + \sum_{j=1..N, j \neq i} (M(k,j) * NF(j,i)) \\)$$

NUMA-aware Load Balancer

$$W(k, i) = L(i) + \alpha^* (- M(k, i) \quad \text{NUMA factor} + \sum_{j=1 \dots N, j \neq i} (M(k, j) \cdot \text{NF}(j, i)))$$

**Inter-core communications
(extended for inter-NUMA node)**

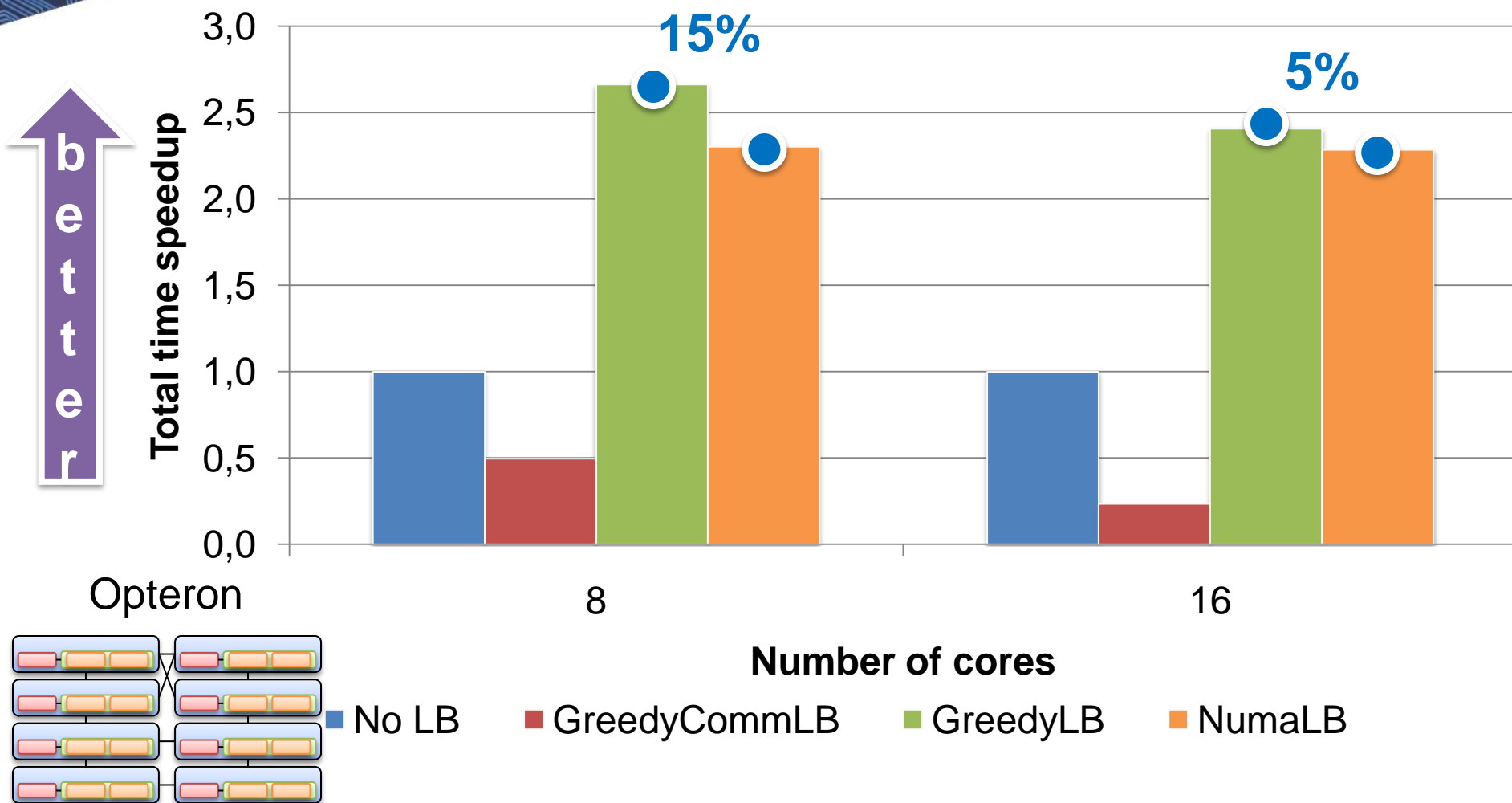
Load Balancer Evaluation

- Benchmarks
 - Imbalance
 - Jacobi2D
 - Poisson3D
- Comparison with different load balancers
 - GreedyLB
 - GreedyCommLB

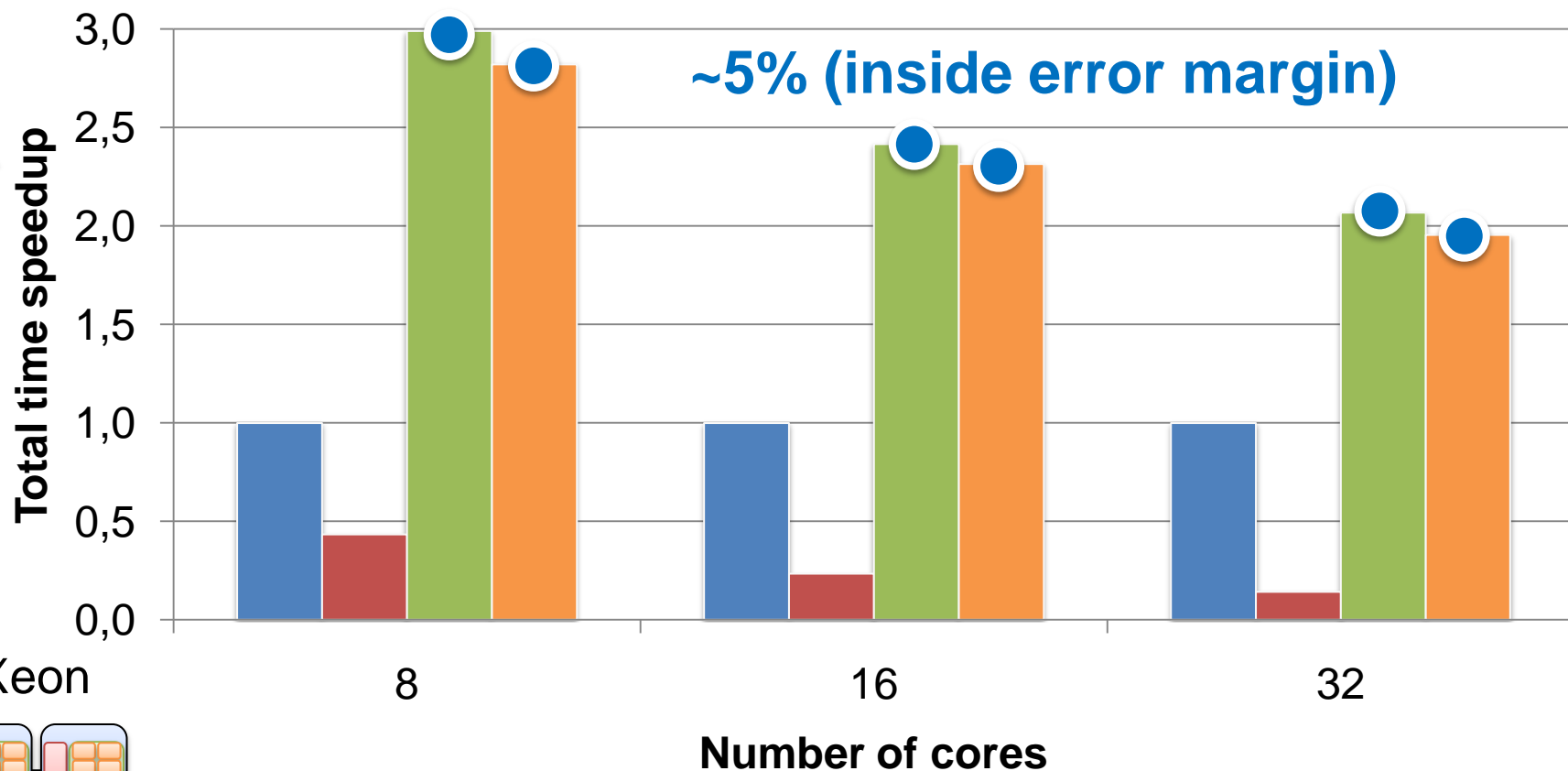
Benchmark: Imbalance

- By Isaac Dooley
 - Based on Fractography3D
- Iterative benchmark
 - Imbalance increases with computations
- Computations over 2D array of chares
 - Communications with 4 neighbors

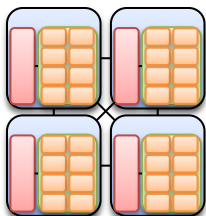
Imbalance on Opteron Machine



Imbalance on Xeon Machine



Xeon

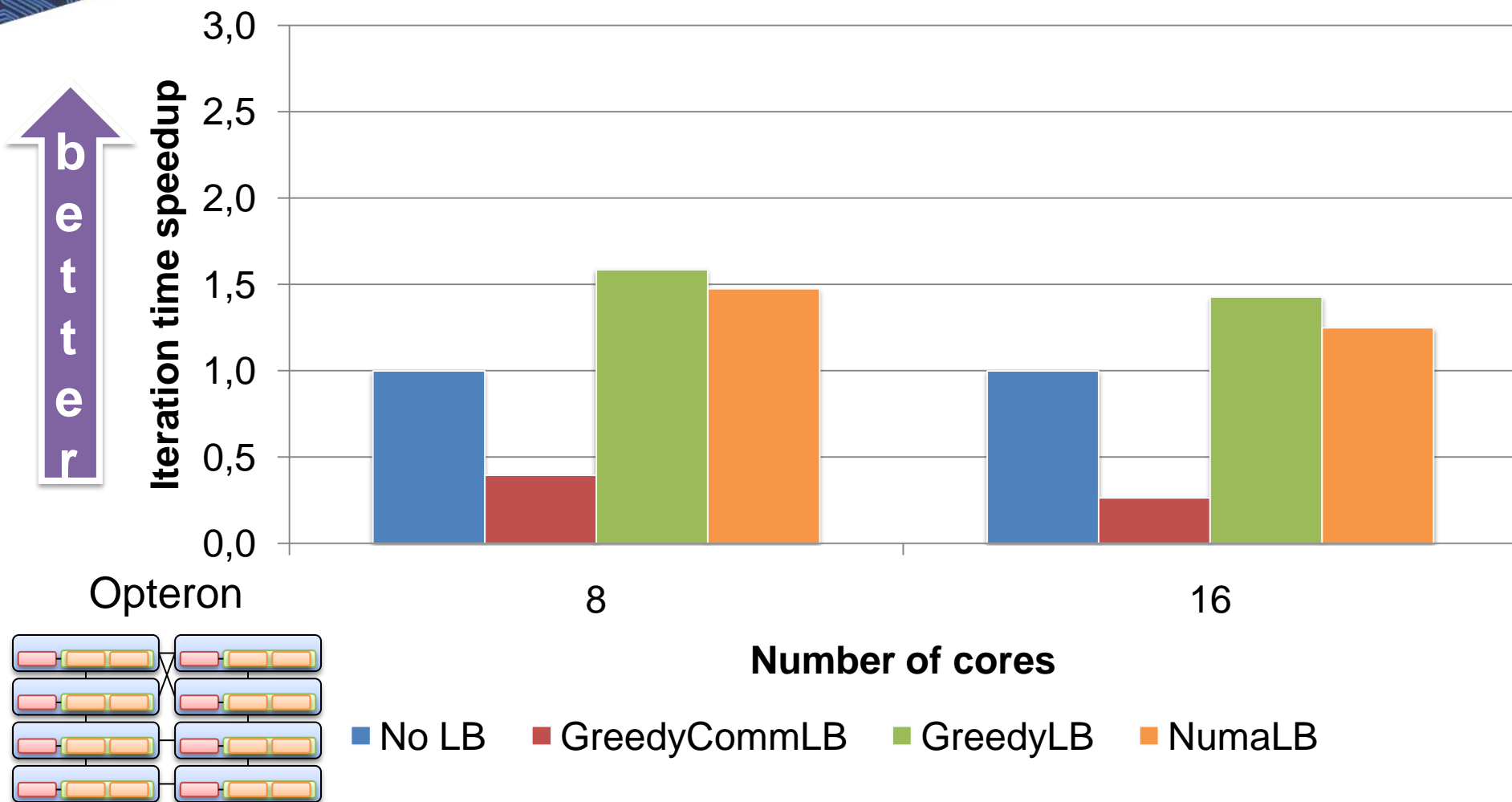


■ No LB ■ GreedyCommLB ■ GreedyLB ■ NumaLB

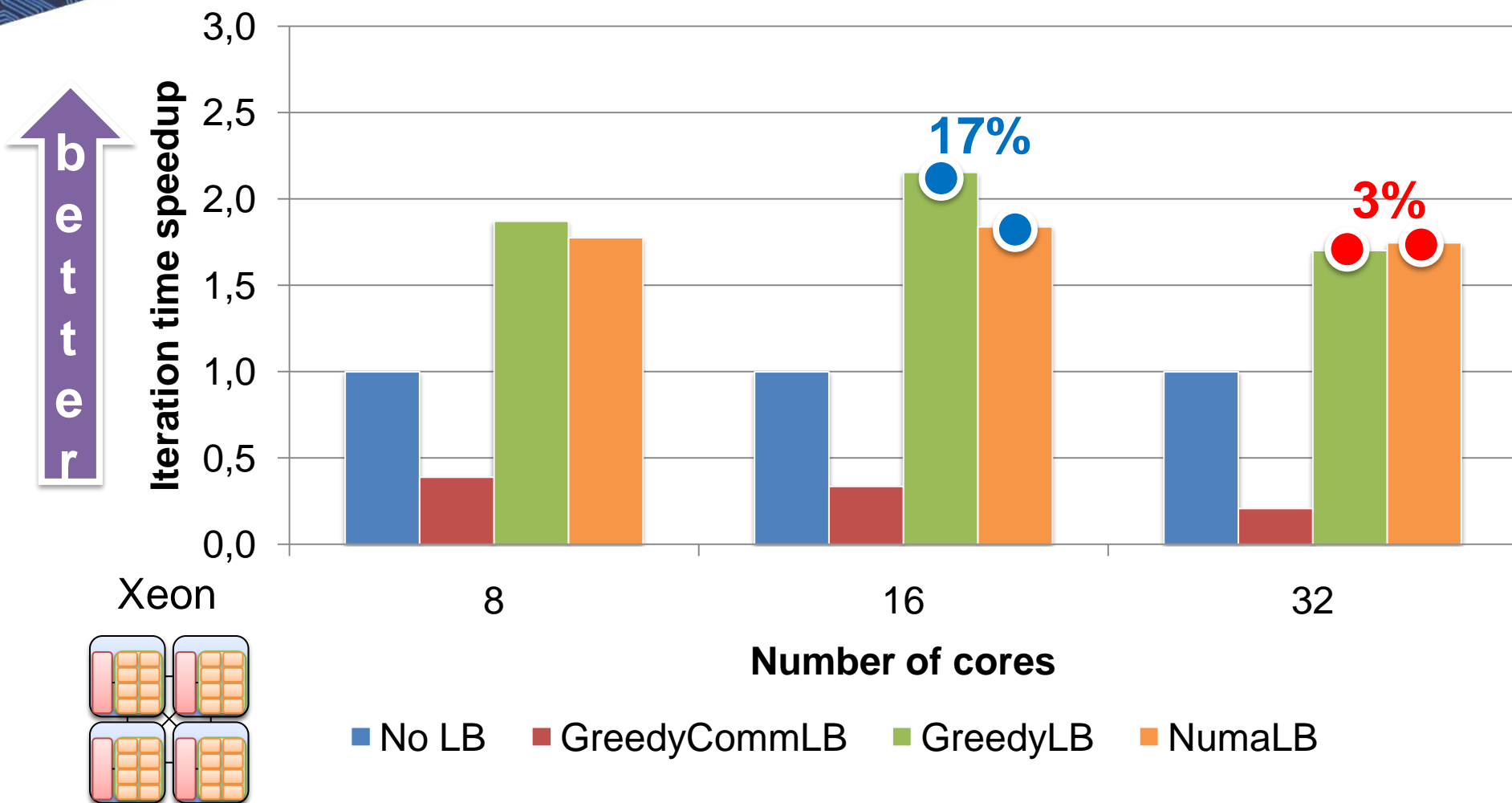
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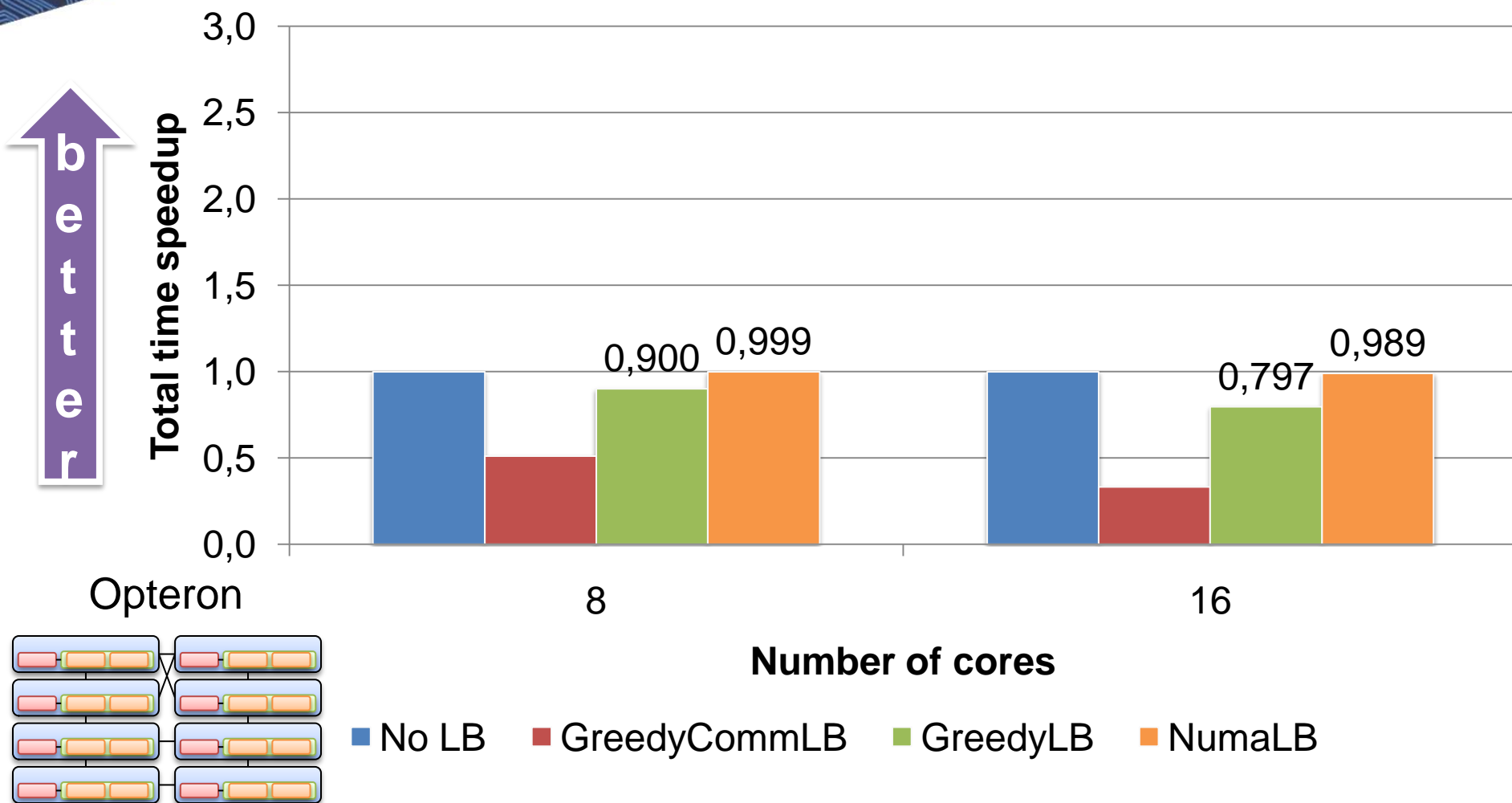
Jacobi2D on Xeon Machine



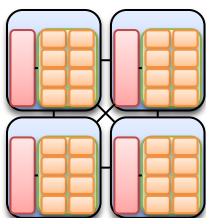
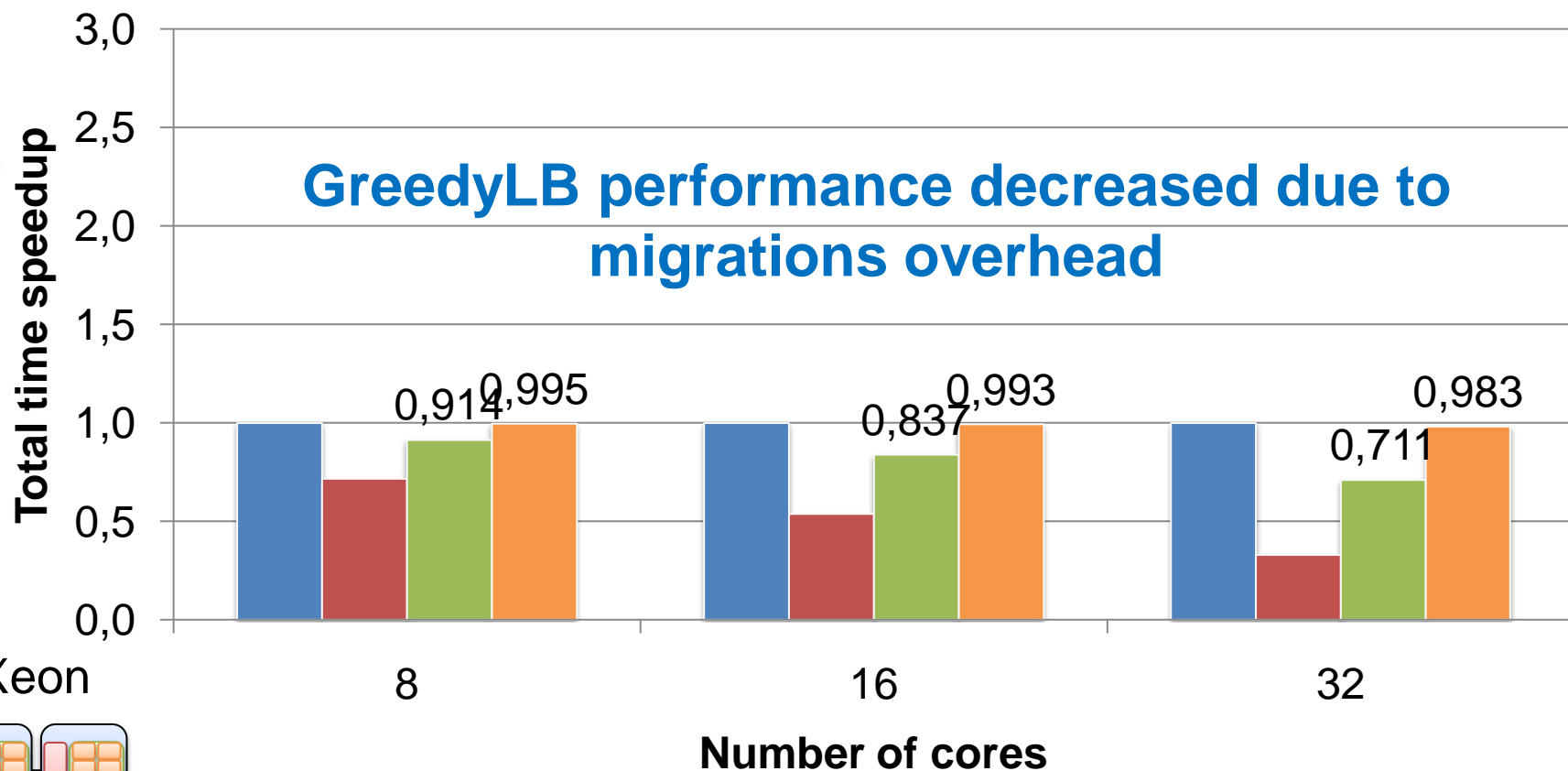
Benchmark: Poisson3D

- By Xavier Besseron and Thierry Gautier
- Solves the Poisson equation on a 3D domain
 - Parallelized by domain decomposition
- Well balanced

Poisson3D on Opteron Machine



Poisson3D on Xeon Machine



■ No LB ■ GreedyCommLB ■ GreedyLB ■ NumaLB

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Conclusion

- SMP **optimizations do affect the performance on NUMA** machines
 - Up to 50% between versions and 90% between architecture-specific compilations
- Gains with NUMA LB
 - **Speedups** of up to **2.8** (compared to no LB)
 - Performance near GreedyLB
 - Avoid migrations

Future Work

- Evolution of NUMA-aware LB
 - Consider **topology**
 - Number of hops
 - Cache hierarchy
 - **Memory** per chare
 - Improve NUMA information discovery
 - Initialization overheads
- Run experiments with **communication intensive benchmarks**
- Interface for a memory LB?

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Thank you