

Irregular Boundary Exchanges

Prof. Amanda Bienz

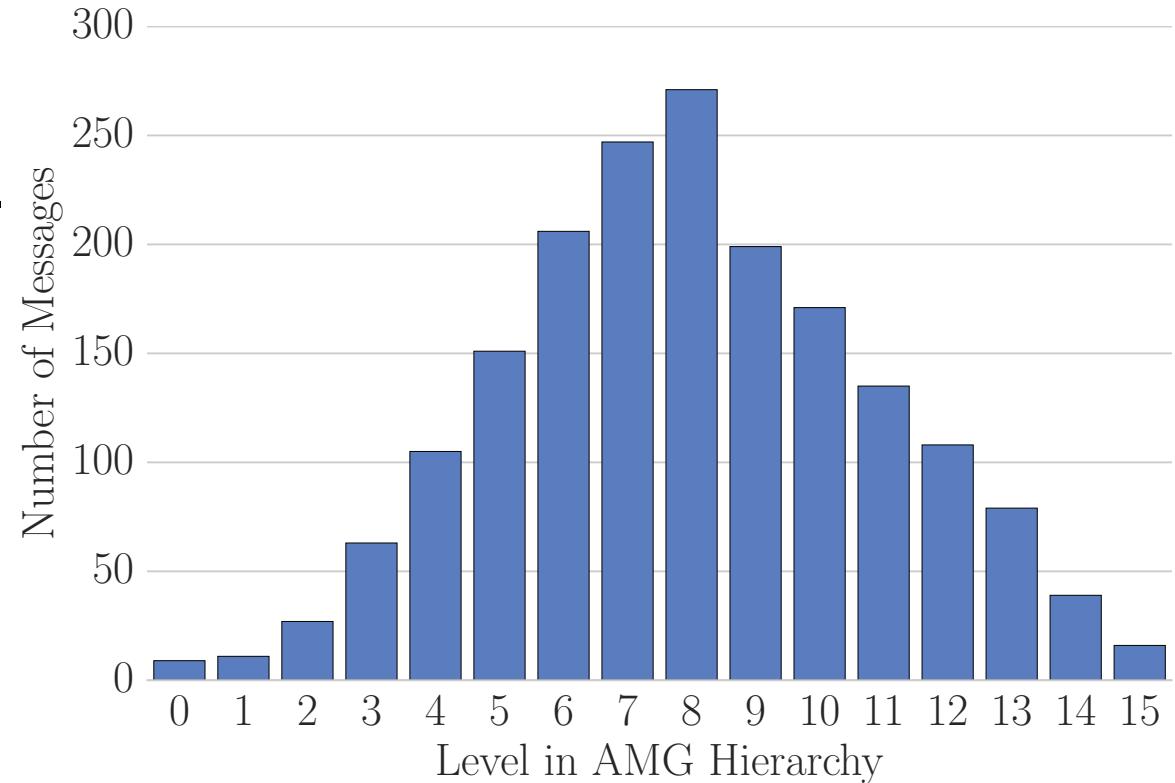


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Motivation

- Applications with unstructured meshes, social network graphs, etc. often require boundary exchanges
 - Algebraic multigrid
 - Adaptive mesh refinement
- Large number of messages
- Must communicate with non-neighboring processes



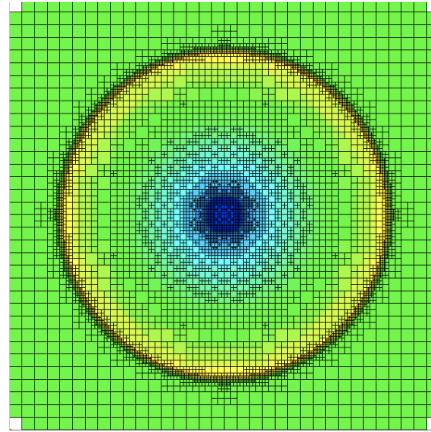
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Irregular Communication Codebases



Hypre
Algebraic Multigrid
LLNL



CLAMR
Adaptive Mesh Refinement
LANL

HIGRAD
Regular Meshes,
Implicit Solves
LANL

Other Irregular Communication
L7
Trilinos
xRage



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Outline

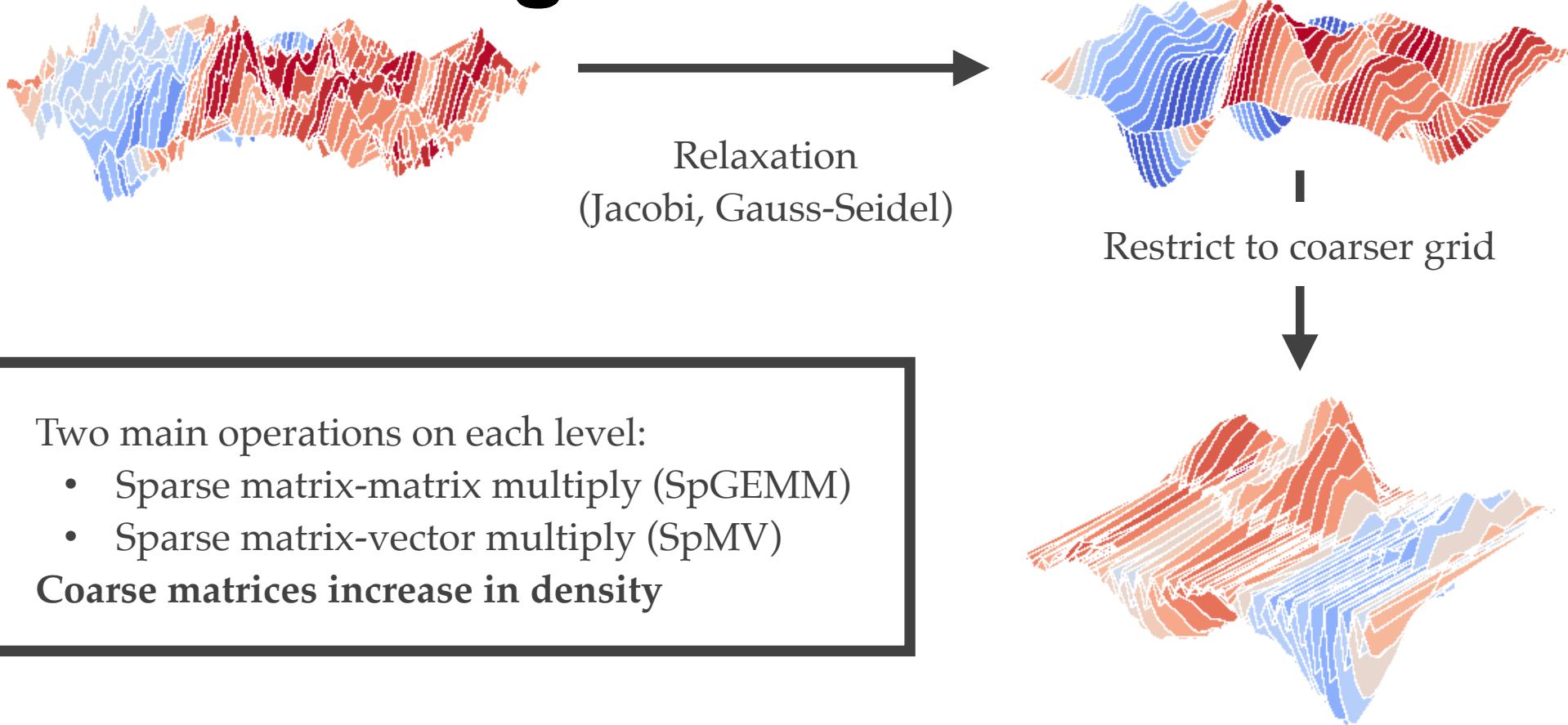
- Background
- Year 1 Results
- Plans for Year 2
- Longer Term Future Directions



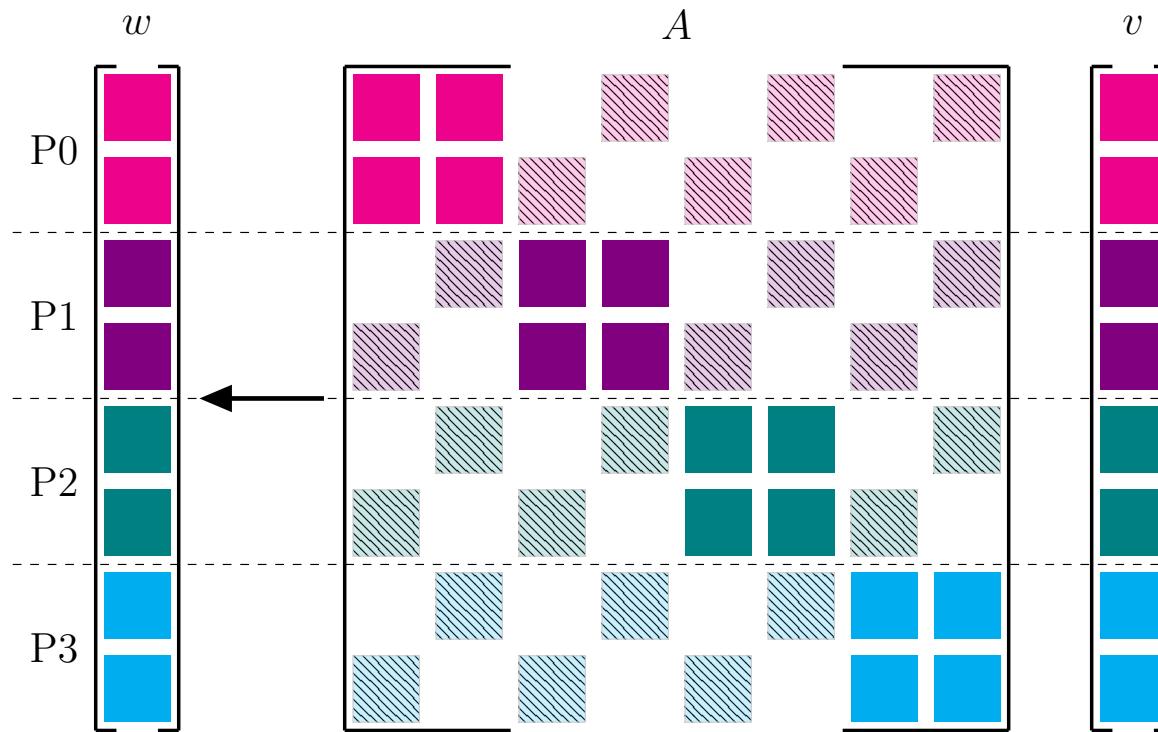
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Algebraic Multigrid



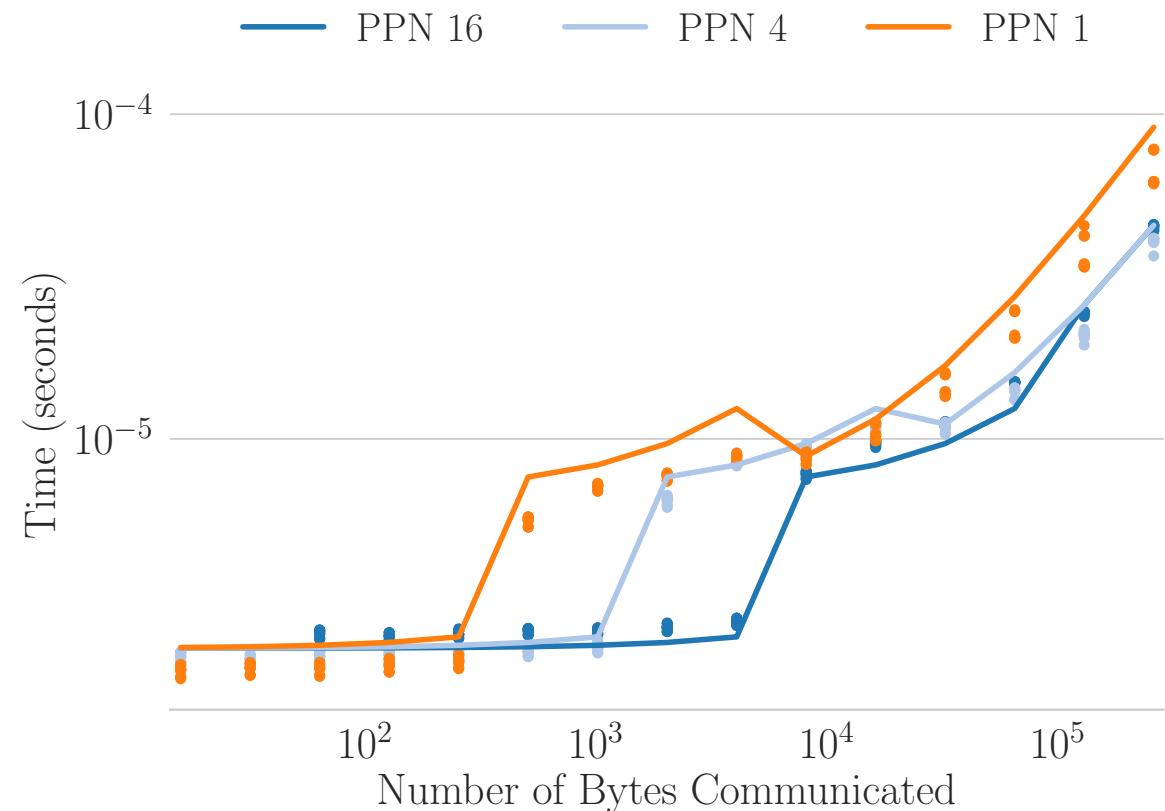
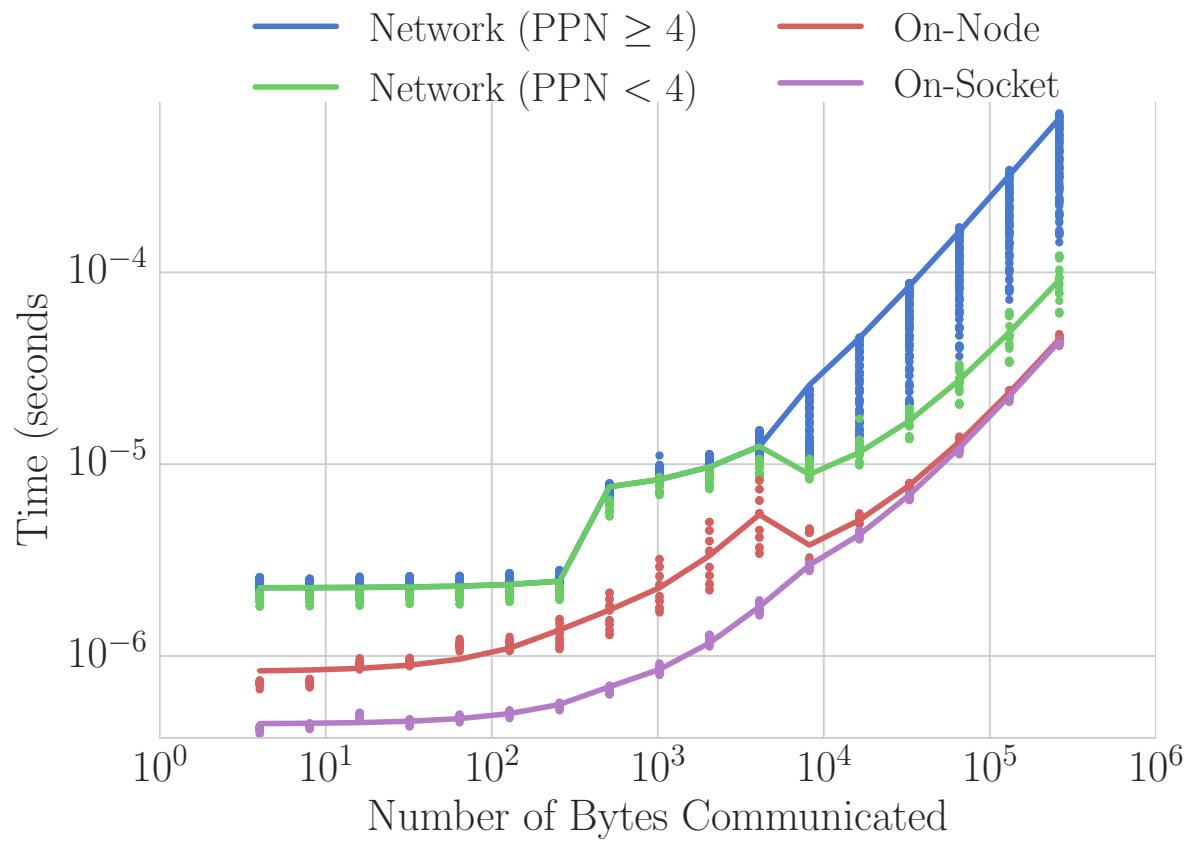
Parallel Sparse Matrix Operations



- Solid blocks : on-process
- Patterned blocks : off-process

Increased density → More patterned blocks → More communication

Data Movement Costs



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Locality-Aware Communication

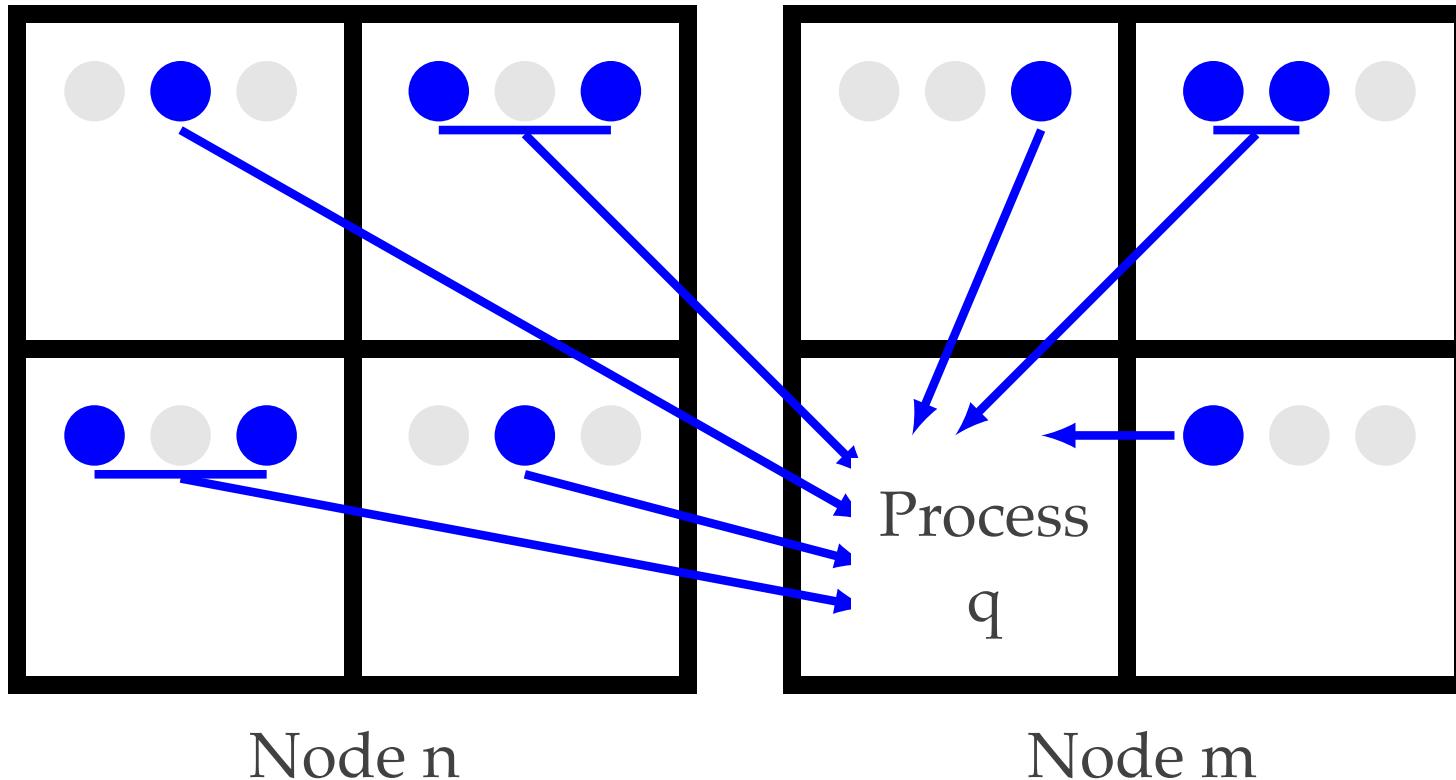
- Aggregate cheaper (e.g on-node) messages to reduce more expensive messages (e.g. off-node)
- Can reduce both the number and size of inter-node messages



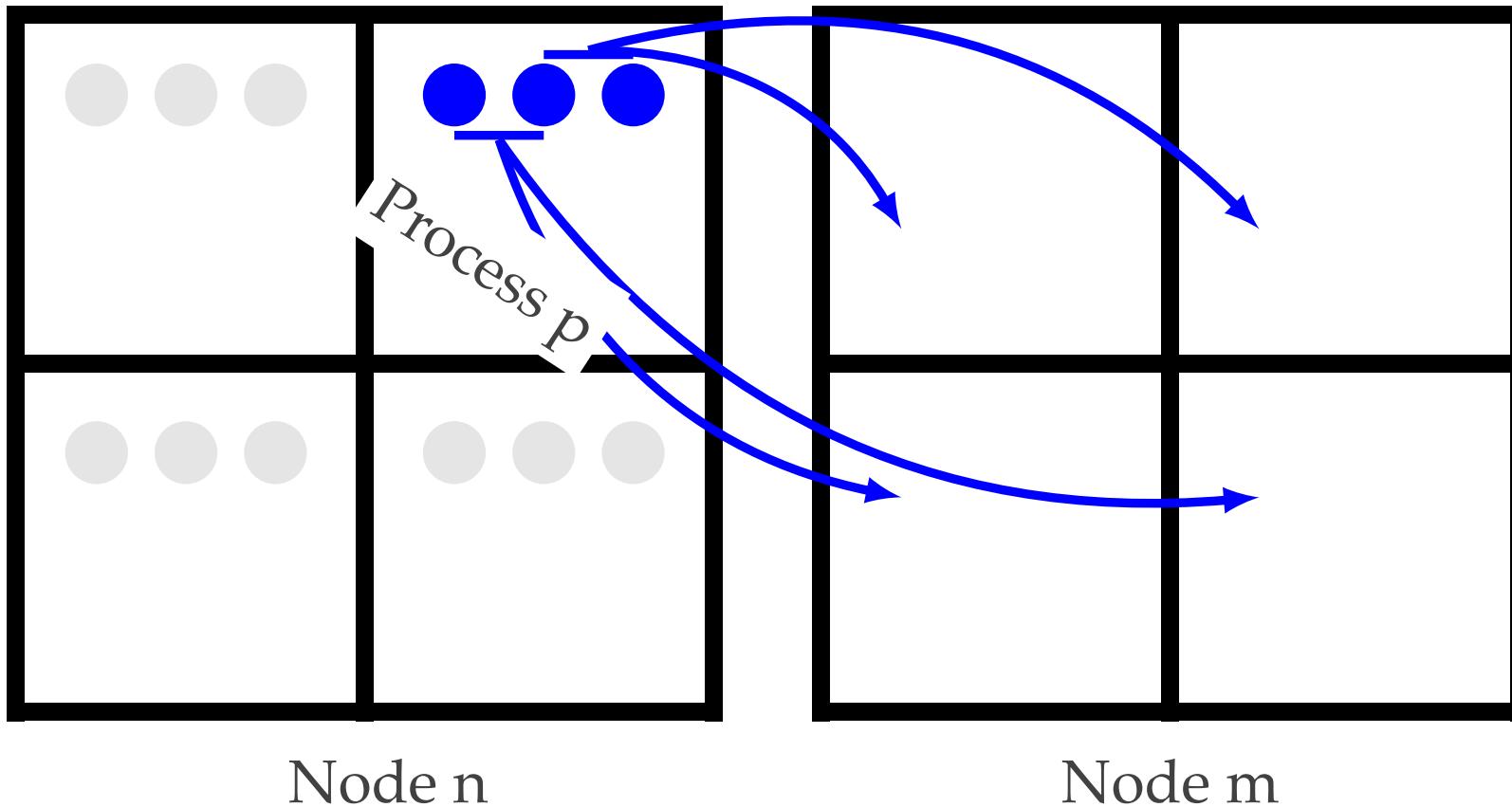
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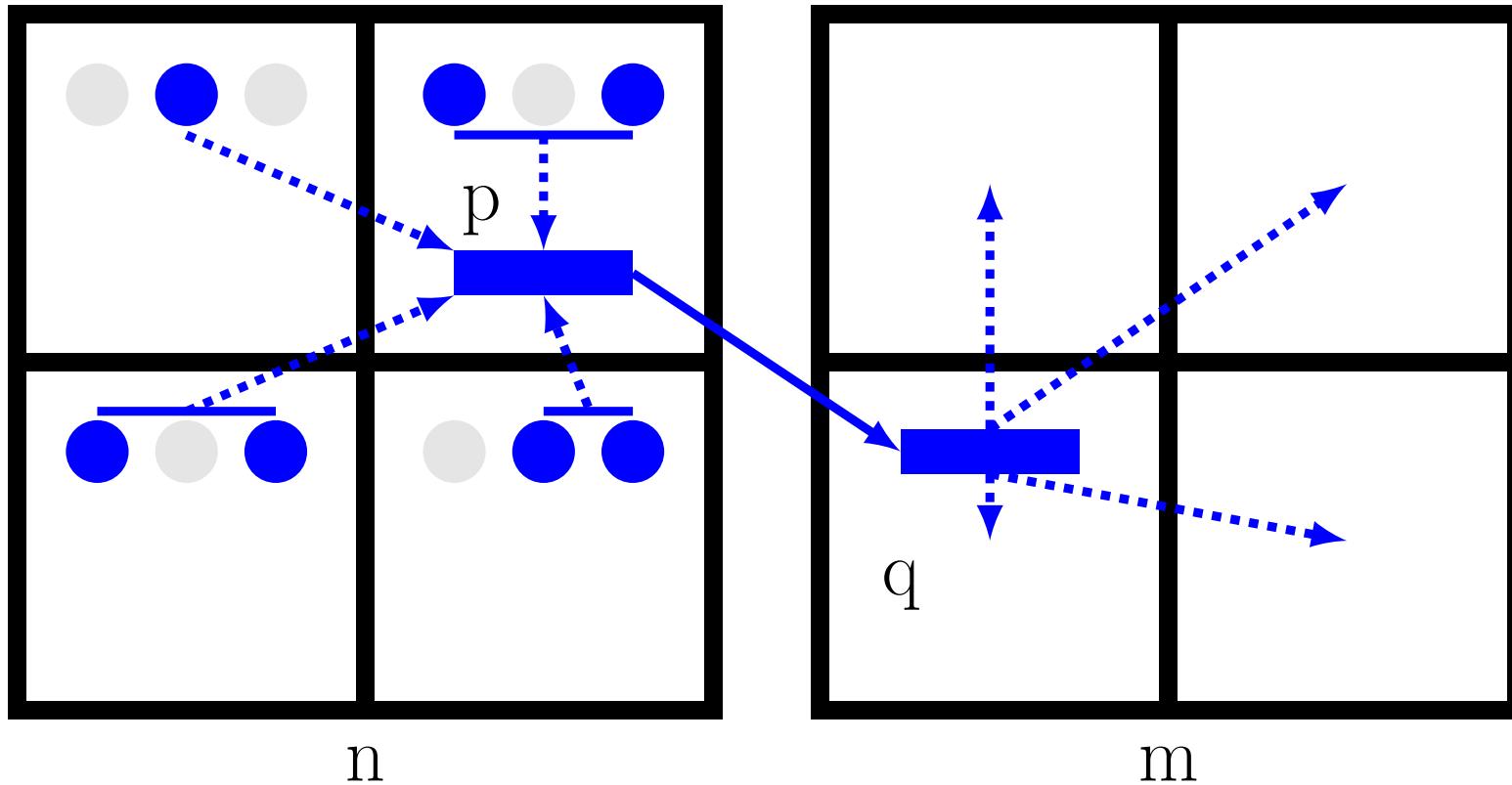
Standard Communication



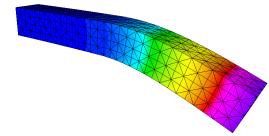
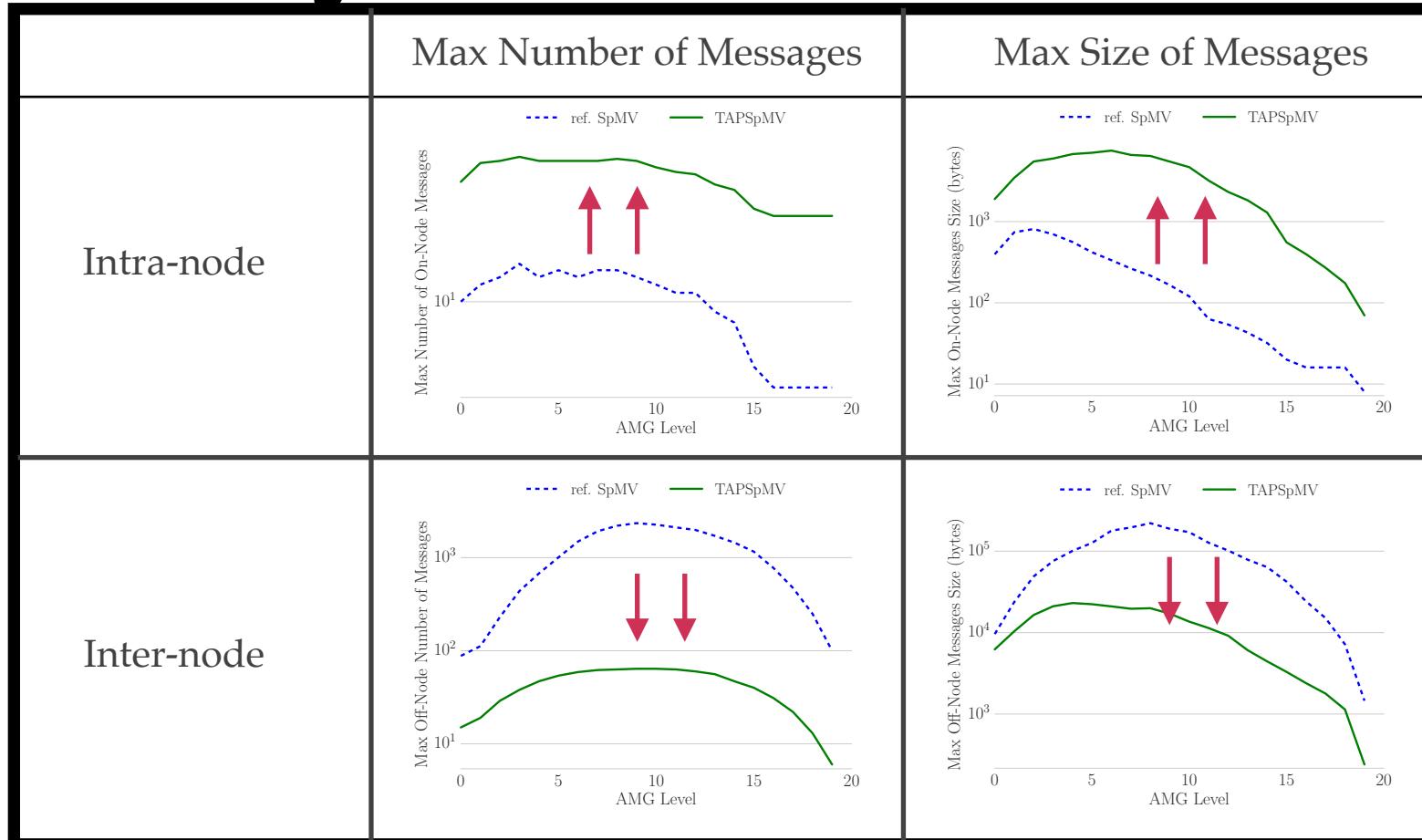
Standard Communication



Locality-Aware Communication : Small Messages



Locality-Aware Communication

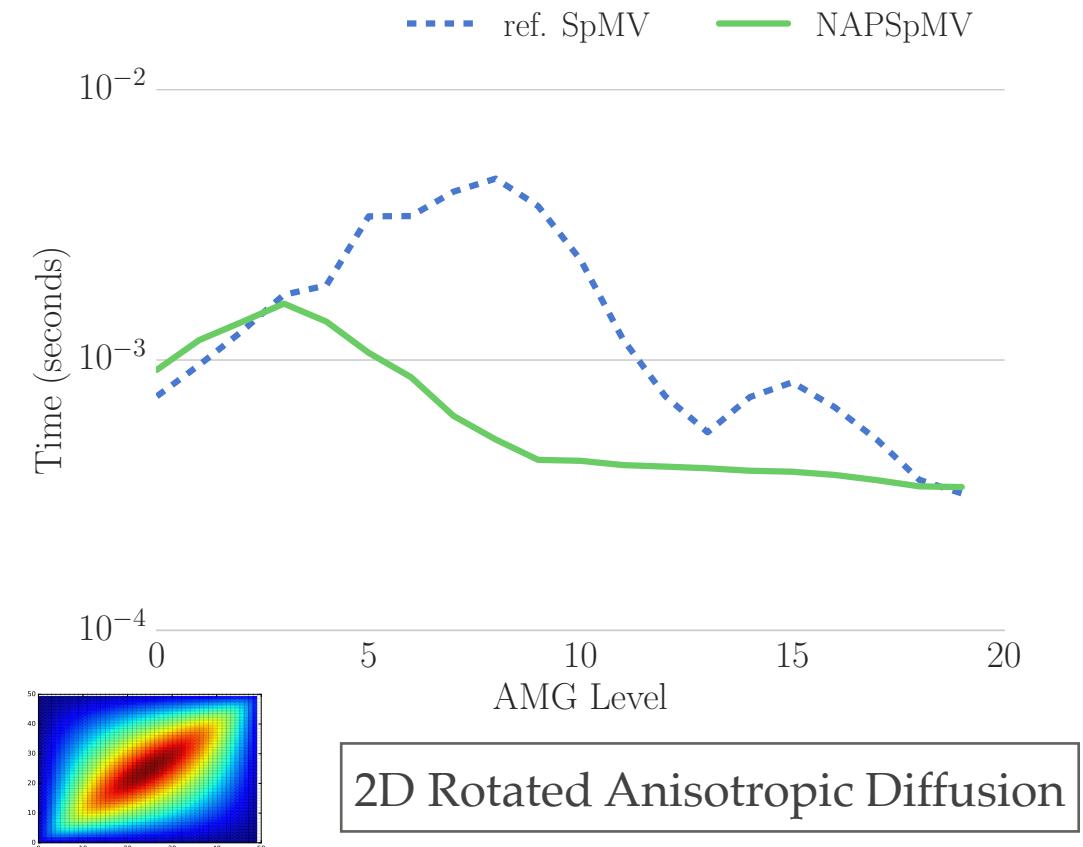
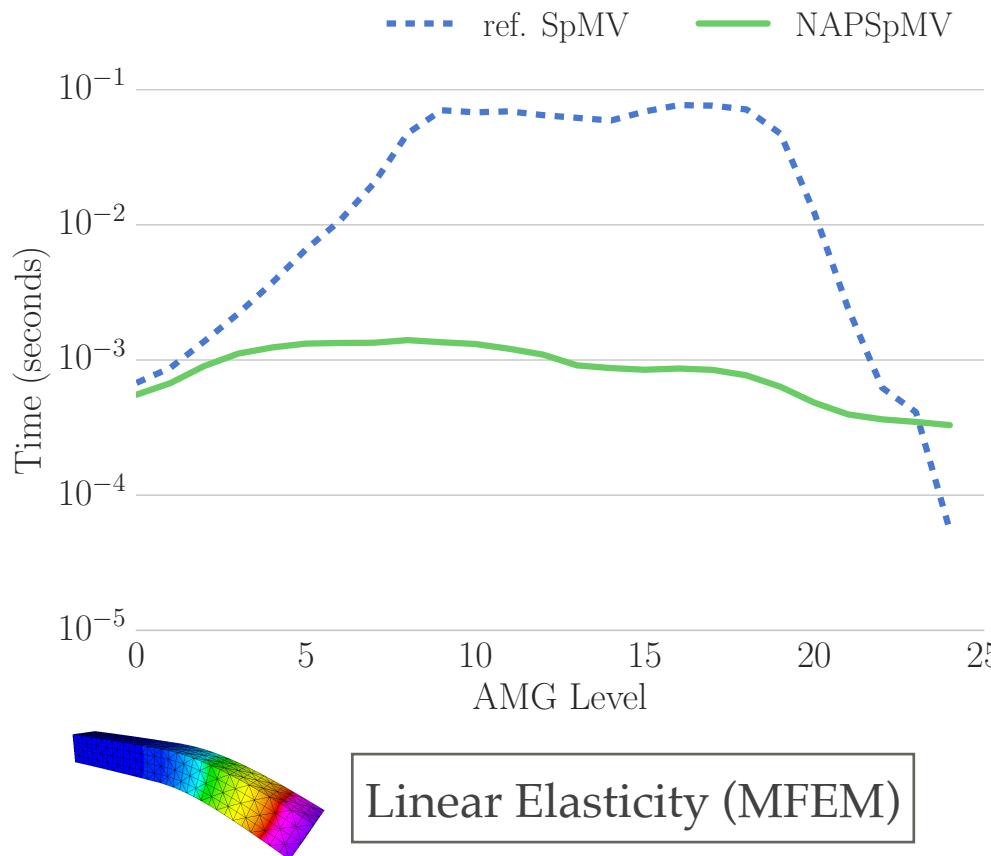


linear elasticity hierarchy
16,284 processes

Blue Dotted Lines :
Standard Communication

Green Lines:
Locality-Aware

Locality-Aware SpMVs

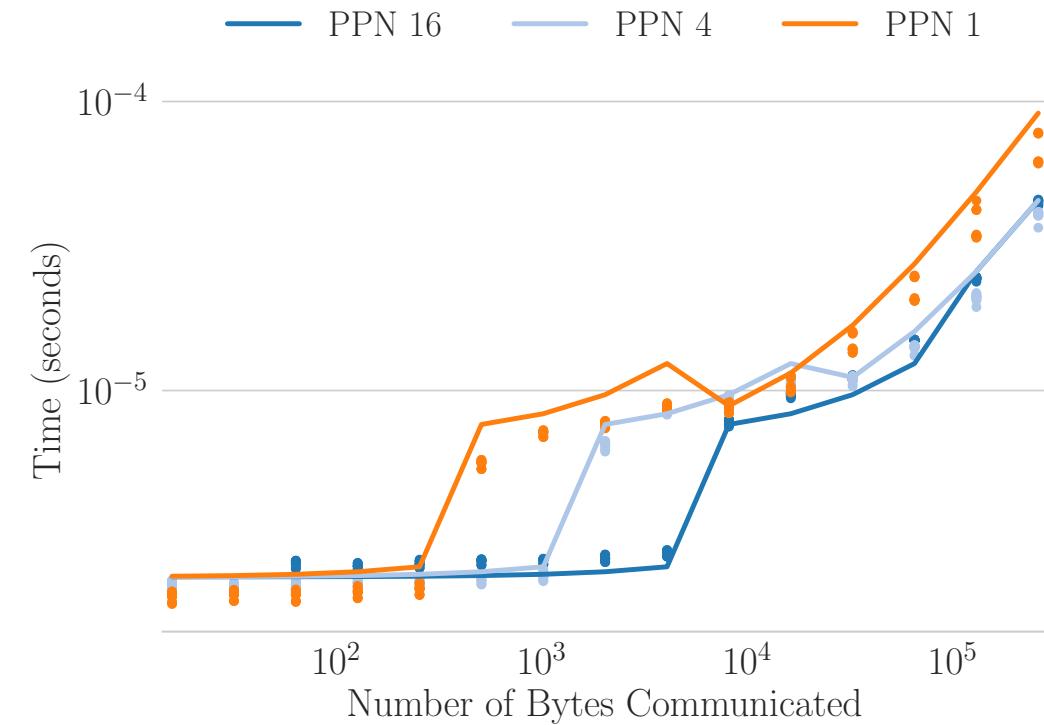
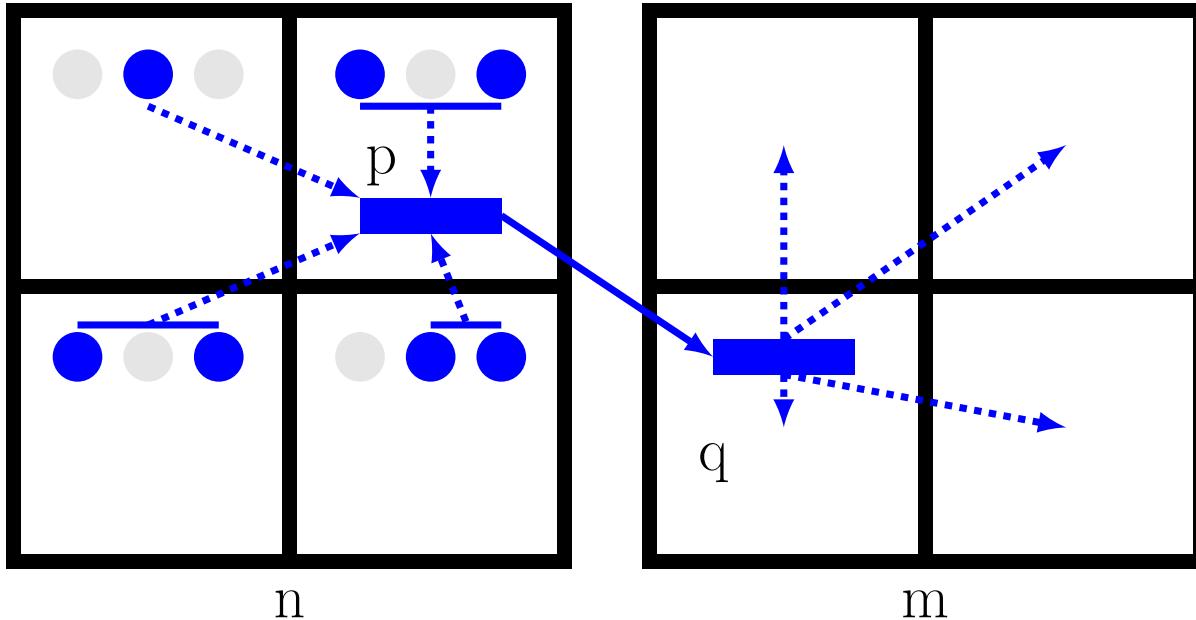


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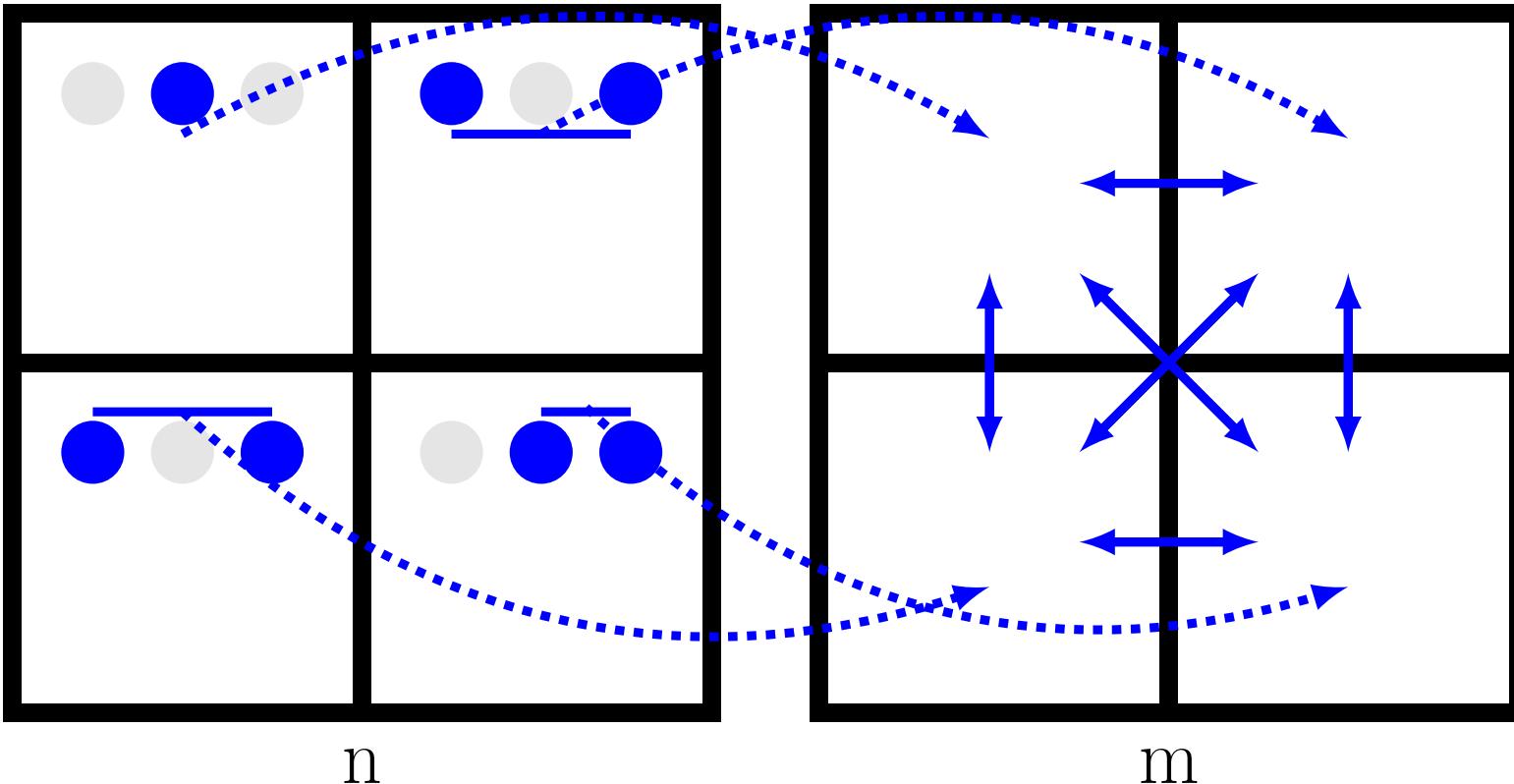
Node-Aware Sparse Matrix Vector Multiplication (<https://doi.org/10.1016/j.jpdc.2019.03.016>)



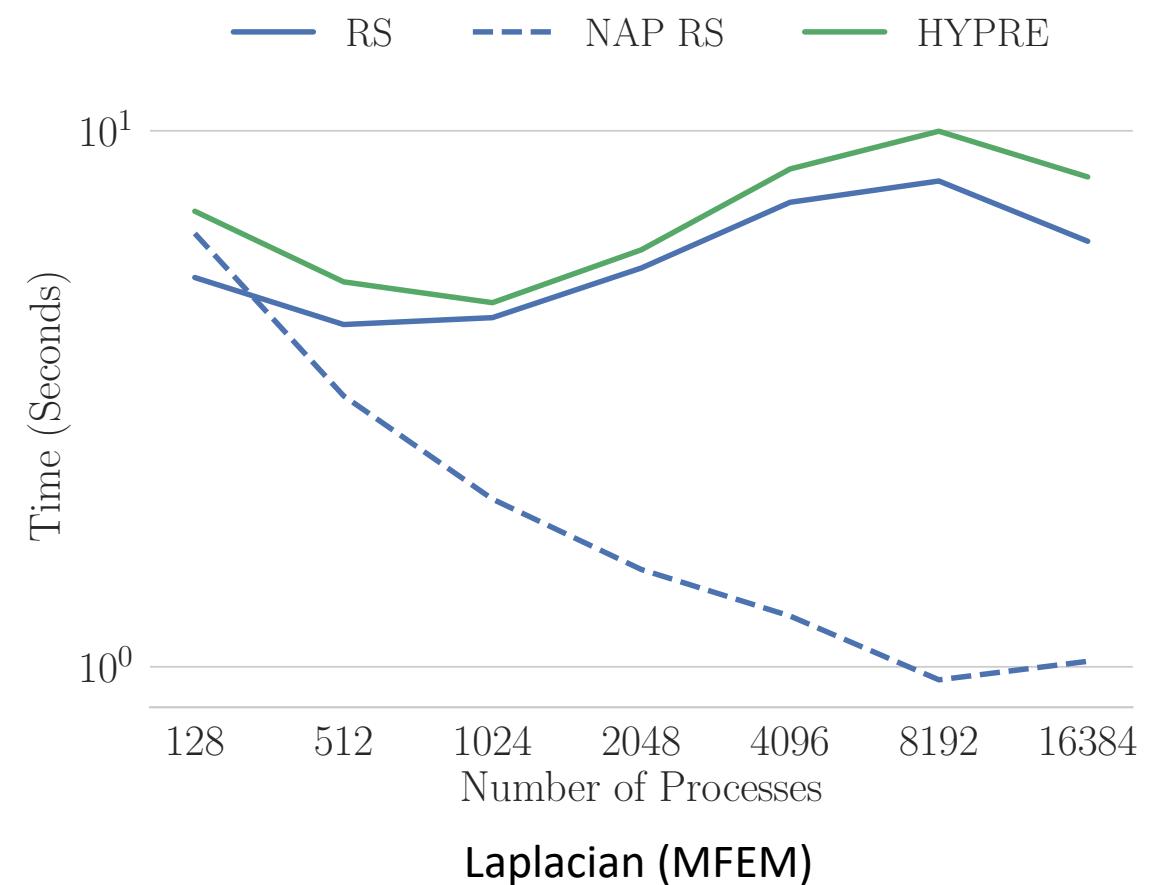
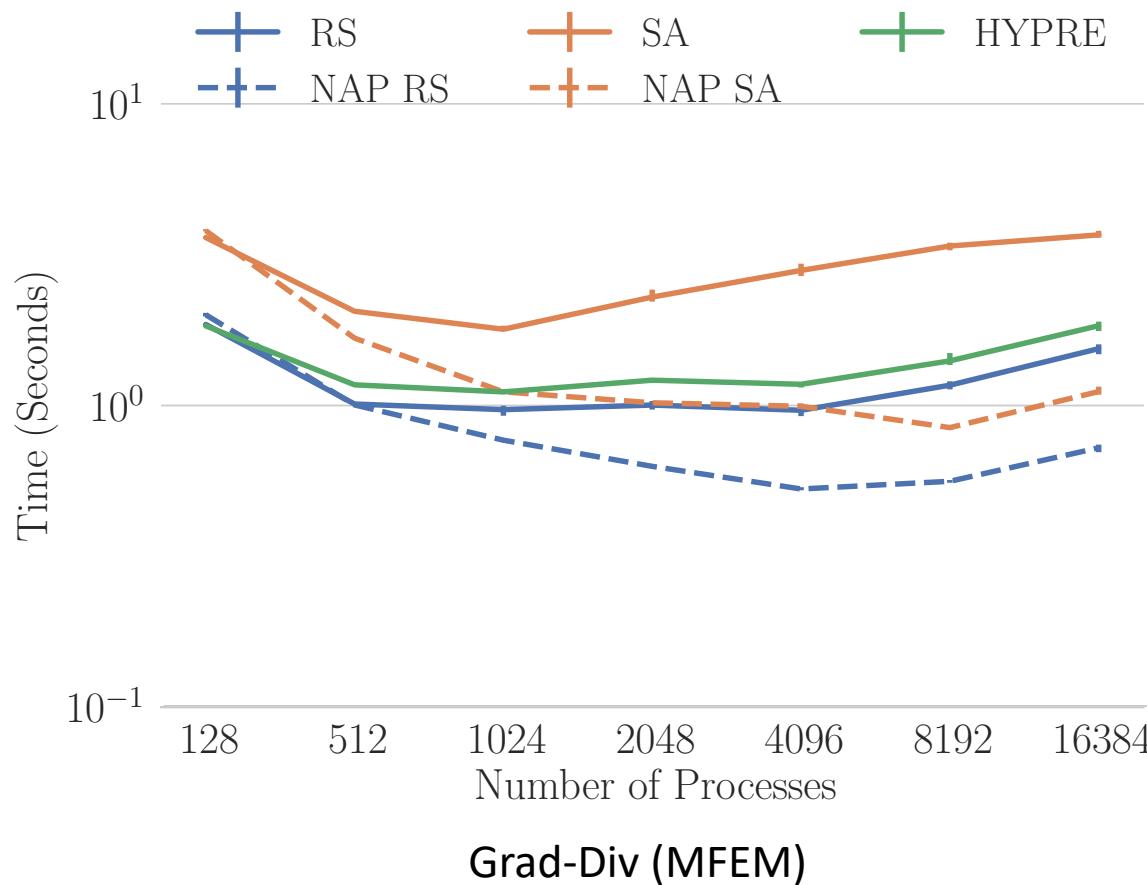
Locality-Aware Communication : Small Messages



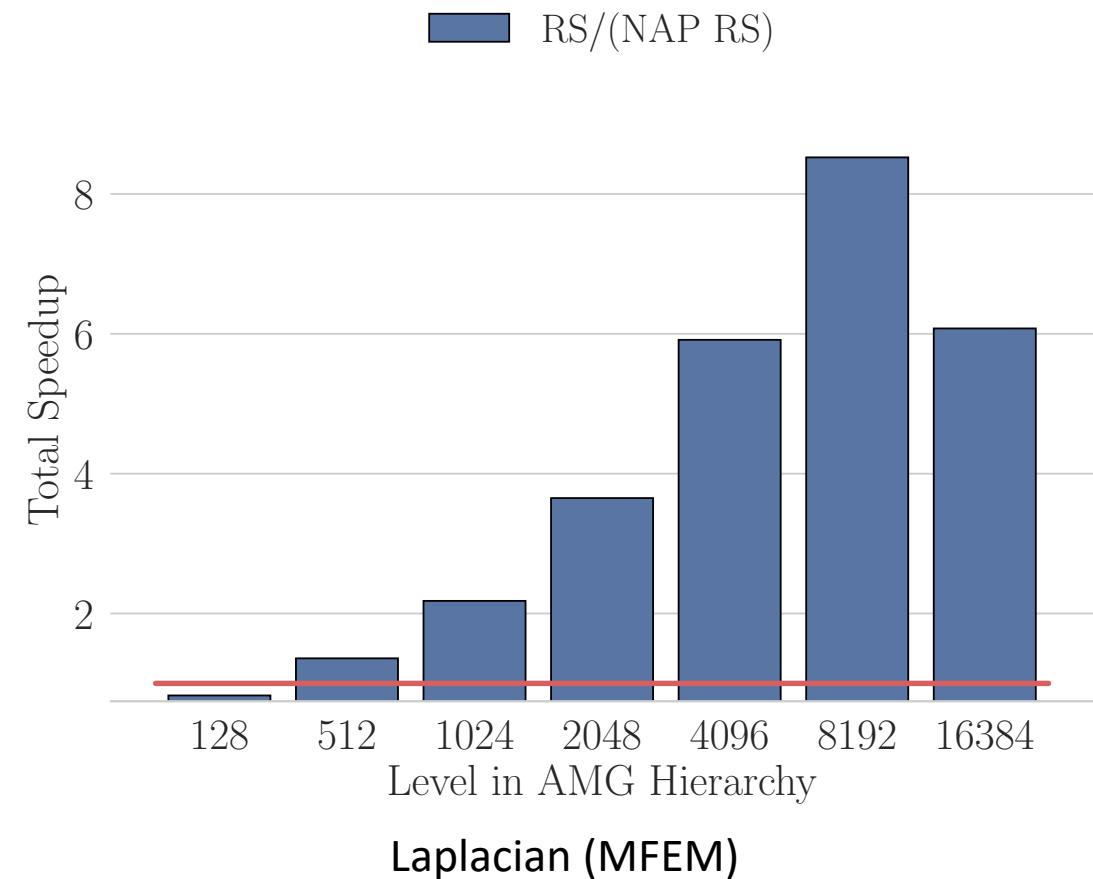
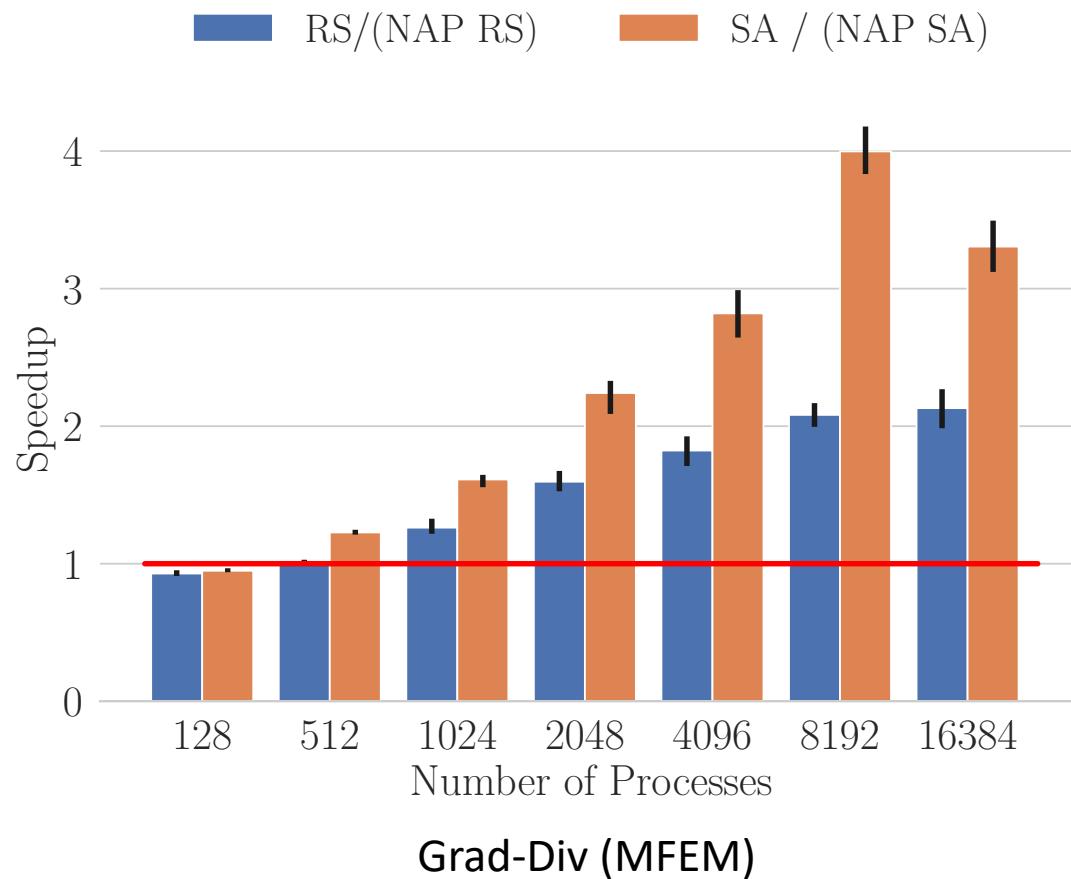
Locality-Aware Communication: Large Messages



Locality-Aware AMG



Locality-Aware AMG



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Reducing communication in algebraic multigrid with multi-step node aware communication (<https://doi.org/10.1177/1094342020925535>)



Outline

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- **Year 1 Results**
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MPI Advance

- Goal : add aggregation into MPI library so optimizations can be applied to existing codebases (such as HYPRE)
- More on MPI Advance : Derek Schafer's talk



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Neighborhood Collectives

```
int MPI_Dist_graph_create_adjacent(MPI_Comm comm_old,
                                    int indegree,
                                    const int sources[],
                                    const int sourceweights[],
                                    int outdegree,
                                    const int destinations[],
                                    const int destweights[],
                                    MPI_Info info,
                                    int reorder,
                                    MPI_Comm * comm_dist_graph)
```



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Neighborhood Collectives

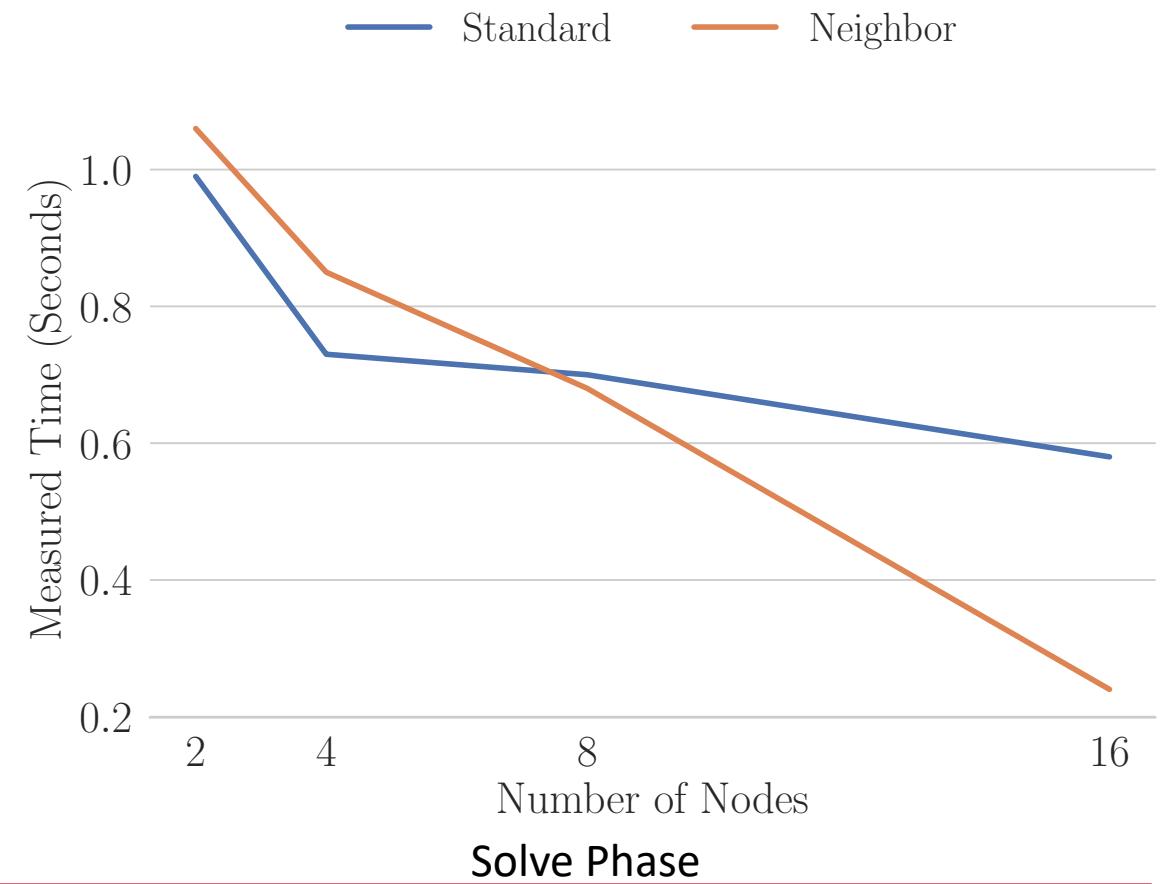
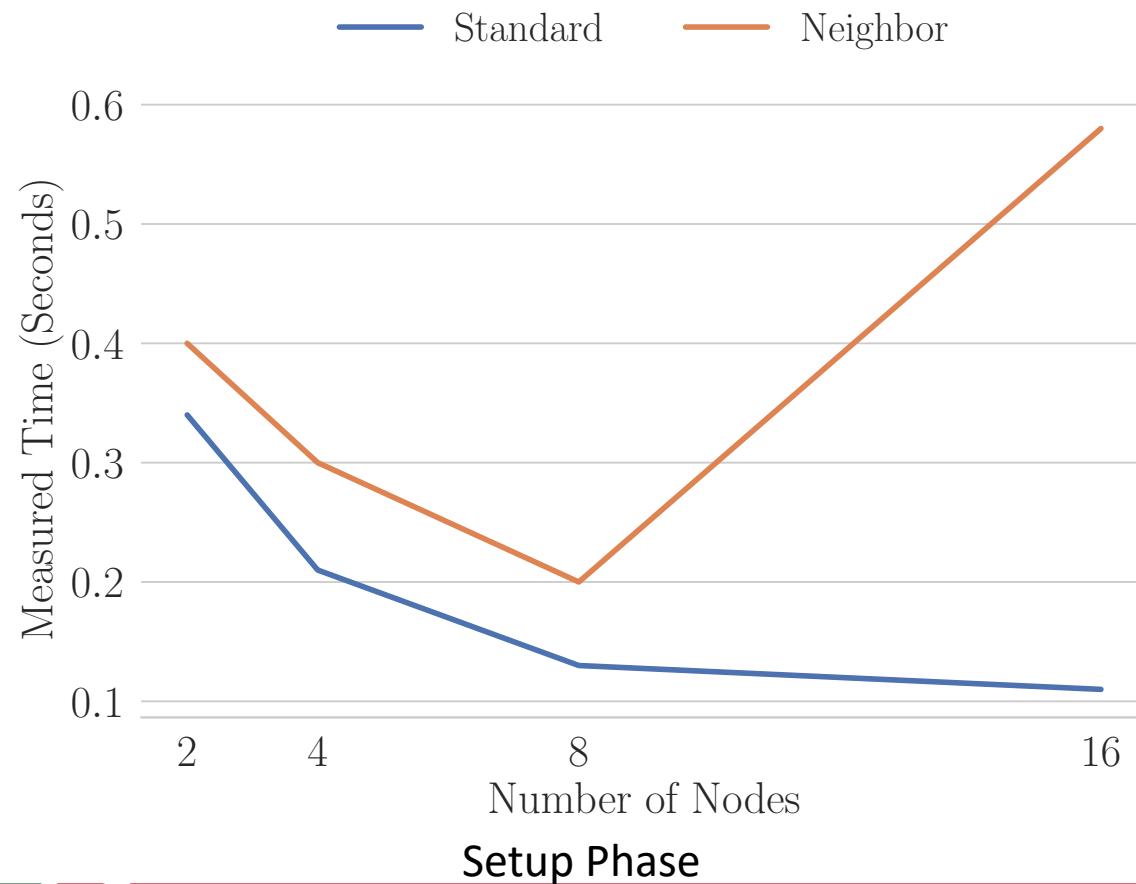
```
int MPI_Neighbor_alltoallv(const void *sendbuf,  
                           const int sendcounts[],  
                           const int sdispls[],  
                           MPI_Datatype sendtype,  
                           void *recvbuf,  
                           const int recvcounts[],  
                           const int rdispls[],  
                           MPI_Datatype recvtype,  
                           MPI_Comm comm)
```



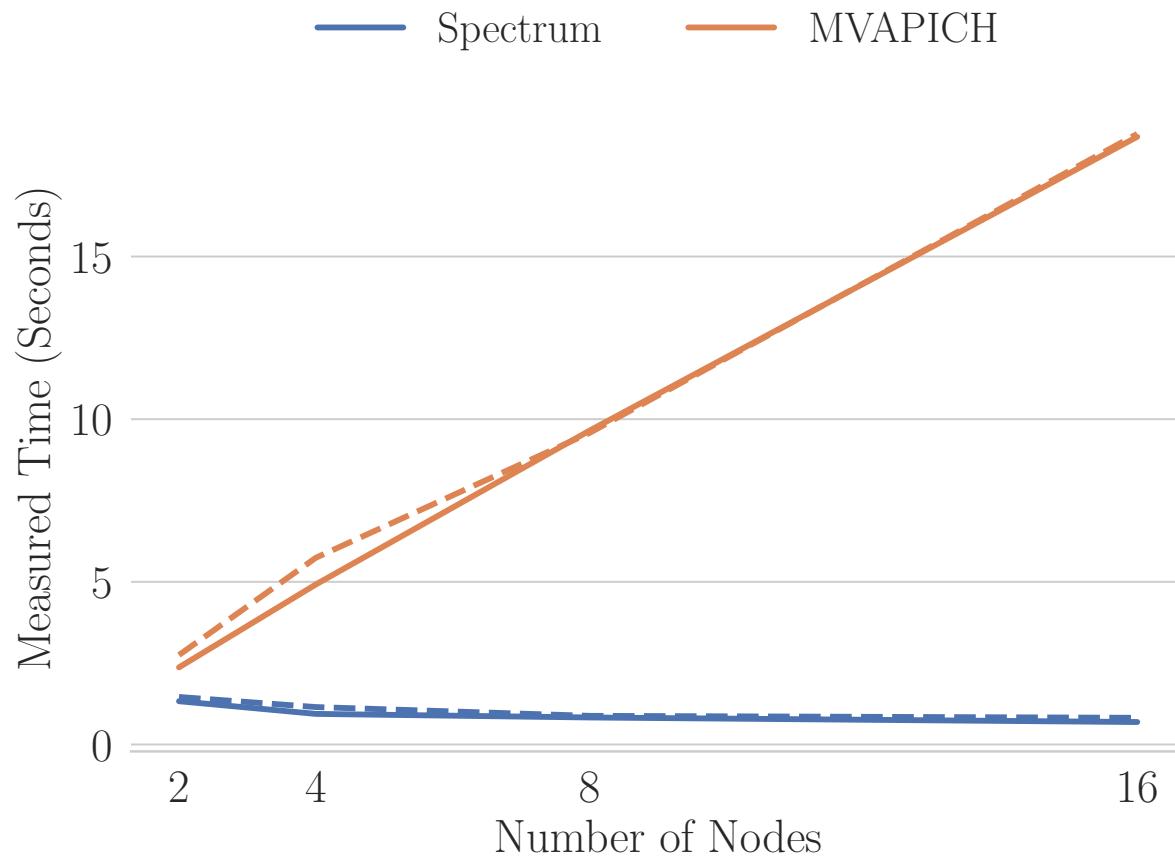
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Neighborhood Collectives in HYPRE



Lassen Spectrum MPI vs MVAPICH2-GDR



- Solid lines : standard HYPRE
- Dotted lines : HYPRE with neighborhood collectives

CLAMR

- More information on irregular communication with MVAPICH:
 - Tanner Broaddus's Talk

```
=====
Profiling: Total CPU          time was  55.5333
-----
Mesh Ops (Neigh+rezone+smooth+balance) 39.9882
Mesh Ops Percentage                71.9815
```

OpenMPI

```
=====
Profiling: Total CPU          time was  62.8369
-----
Mesh Ops (Neigh+rezone+smooth+balance) 47.2573
Mesh Ops Percentage                75.1697
```

MVAPICH

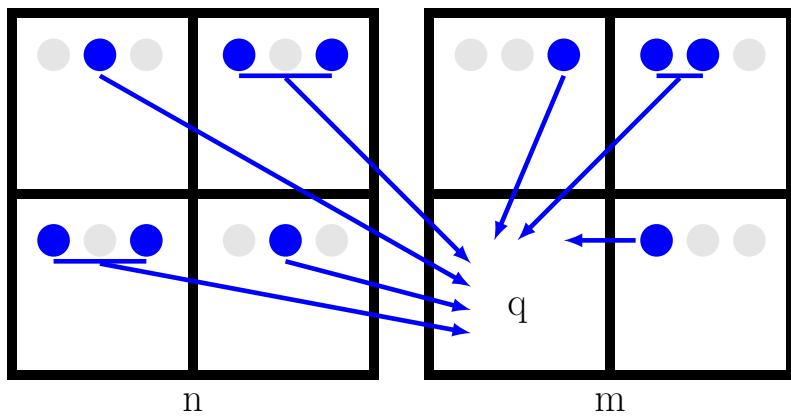


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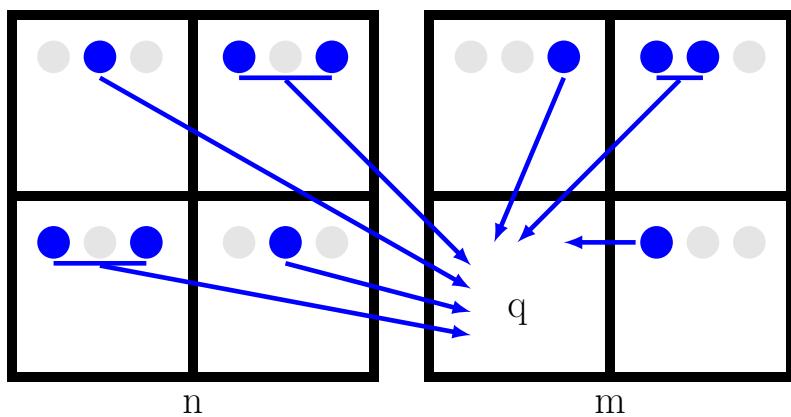
Aggregation in Neighborhood Collectives

```
int MPI_Dist_graph_create_adjacent(MPI_Comm comm_old,  
                                   int indegree,  
                                   const int sources[ ],  
                                   const int sourceweights[ ],  
                                   int outdegree,  
                                   const int destinations[ ],  
                                   const int destweights[ ],  
                                   MPI_Info info,  
                                   int reorder,  
                                   MPI_Comm * comm_dist_graph)
```



Aggregation in Neighborhood Collectives

```
int MPIX_Dist_graph_create_adjacent(MPI_Comm comm_old,  
                                    int indegree,  
                                    const int sources[],  
                                    const int sourceweights[],  
                                    const int global_source_idx[],  
                                    int outdegree,  
                                    const int destinations[],  
                                    const int destweights[],  
                                    const int global_dest_idx[],  
                                    MPI_Info info,  
                                    int reorder,  
                                    MPI_Comm * comm_dist_graph)
```



Aggregation in Neighborhood Collectives

```
int MPI_Neighbor_alltoallv(const void *sendbuf,  
                           const int sendcounts[],  
                           const int sdispls[],  
                           MPI_Datatype sendtype,  
                           void *recvbuf,  
                           const int recvcounts[],  
                           const int rdispls[],  
                           MPI_Datatype recvtype,  
                           MPI_Comm comm)
```

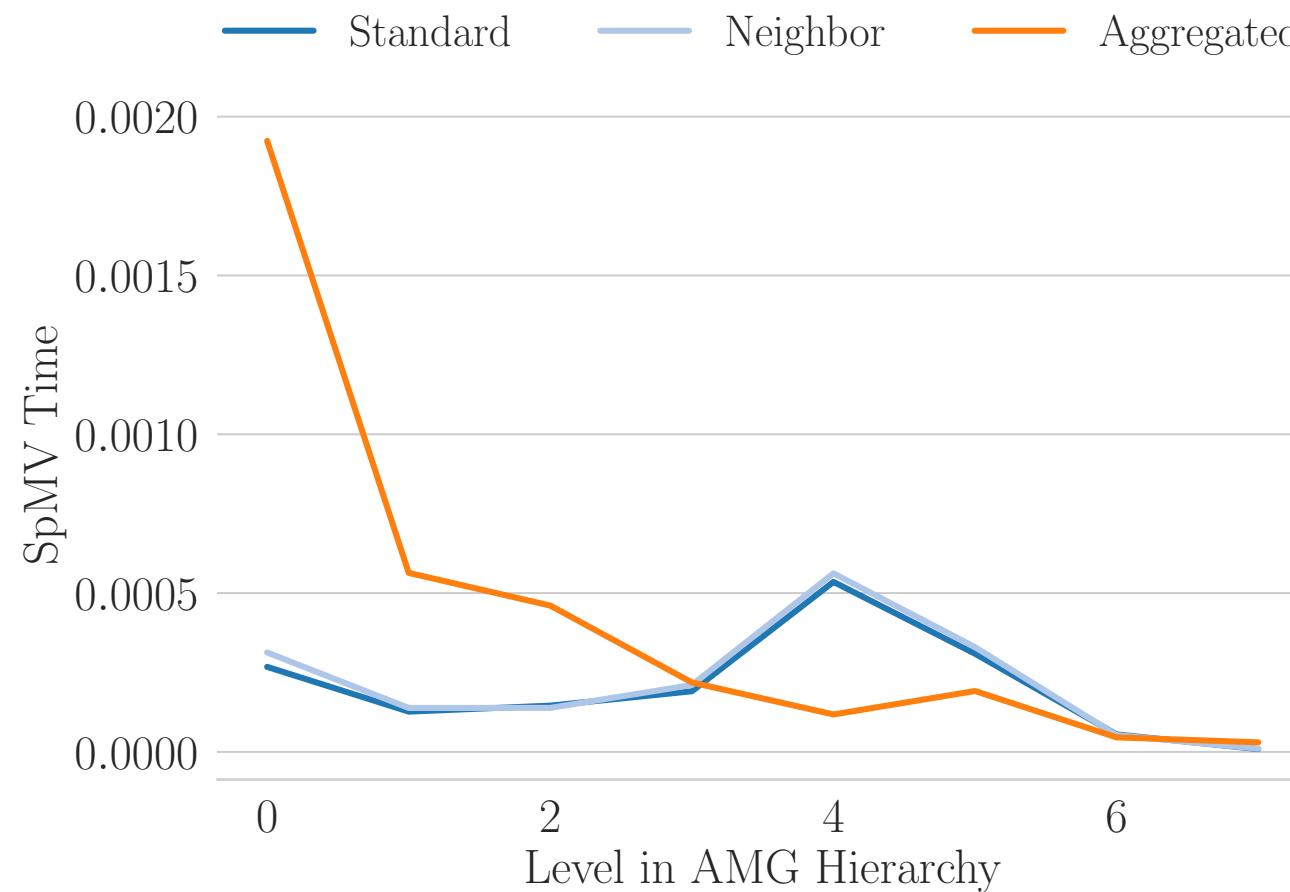
Note : if communicating sparse matrix (or any case where send counts not equivalent to weights in MPI_Dist_graph_create_adjacent), would like to change aggregation



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Aggregated Neighborhood Collectives in Hypre



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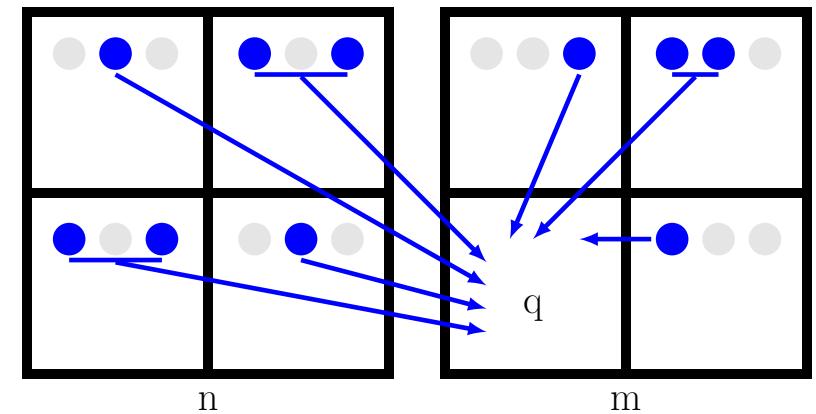
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Persistent Neighborhood Collectives

No setup for aggregation in MPI_Dist_graph_create_adjacent

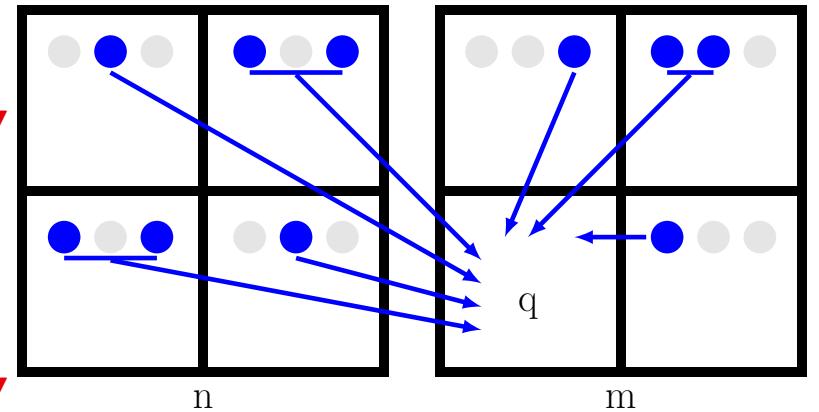
```
int MPI_Neighbor_alltoallv_init(const void *sendbuf,  
                                const int sendcounts[],  
                                const int sdispls[],  
                                MPI_Datatype sendtype,  
                                void *recvbuf,  
                                const int recvcounts[],  
                                const int rdispls[],  
                                MPI_Datatype recvtype,  
                                MPI_Comm comm,  
                                MPI_Request* request)
```



Persistent Neighborhood Collectives

No setup for aggregation in MPI_Dist_graph_create_adjacent

```
int MPIX_Neighbor_alltoallv_init(const void *sendbuf,  
                                 const int sendcounts[],  
                                 const int sdispls[],  
                                 const int global_send_idx[],  
                                 MPI_Datatype sendtype,  
                                 void *recvbuf,  
                                 const int recvcounts[],  
                                 const int rdispls[],  
                                 const int global_recv_idx[],  
                                 MPI_Datatype recvtype,  
                                 MPI_Comm comm,  
                                 MPI_Request* request)
```



Persistent Neighborhood Collectives

Aggregation setup in init method. Now, just communicate data every time MPI_Start is called.

```
int MPI_Start(MPI_Request* request)
int MPI_Wait(MPI_Request* request, MPI_Status* status)
```



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Next Steps

1. Analyze aggregated neighborhood collectives in Hypre
2. Analyze MPI_ vs MPIX_ API improvements
3. Analyze with different versions of MPI



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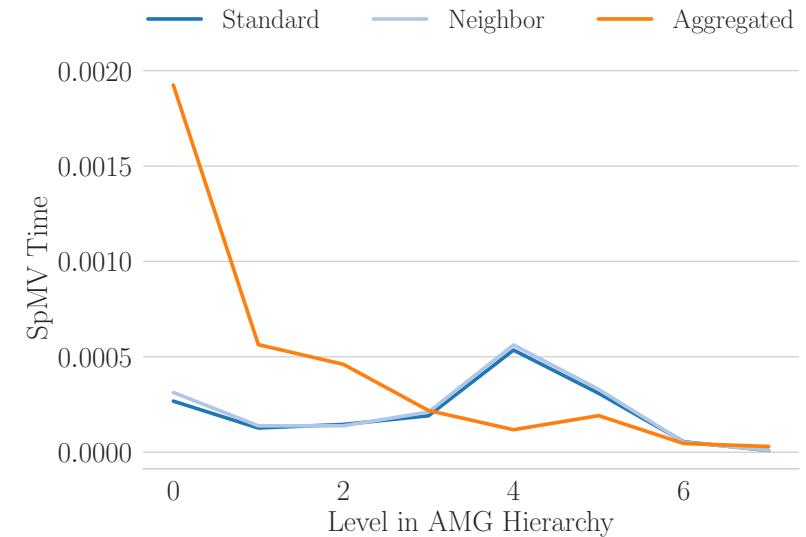


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Longer Term Goals

1. Add two-step aggregation
2. Determine when different methods of communication should be used
3. Analyze overhead in `dist_graph_create_adj`
4. Analyze MPI advance improvements in HIGRAD implicit solves



Thanks for your time!

Questions?



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