

# Multi-Phase Task-Based HPC Applications: Quickly Learning how to Run Fast

3rd Workshop of the LIG SRCPR Axis (2022)

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POLARIS - Performance evaluation and Optimization of LARge Infrastructures and Systems  
Institute of Informatics, Federal University of Rio Grande do Sul (UFRGS), Brazil  
University Grenoble Alpes, CNRS, Inria, Grenoble INP, LIG, France



# Heterogeneity in HPC – At System-Level

System-Level Heterogeneity: Hybrid Nodes with Different Computational Power

Santos Dumont



Five Partitions/Systems:

- Base CPU: 504 nodes
- Base Hybrid: 54 nodes
- Base GPU: 198 nodes
- BS CPU: 282 nodes
- BS GPU: 94 nodes

Jean Zay



Four Partitions/Systems:

- CPU Only: 1508 nodes
- CPU + GPU 1: 612 nodes
- CPU + GPU 2: 31 nodes
- CPU + GPU 3: 3 nodes

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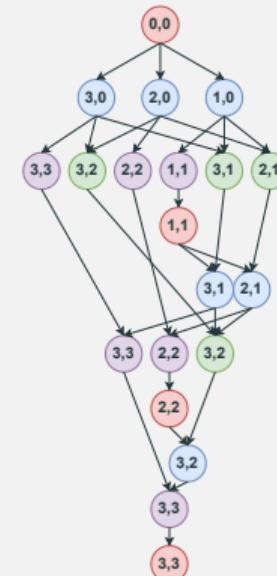
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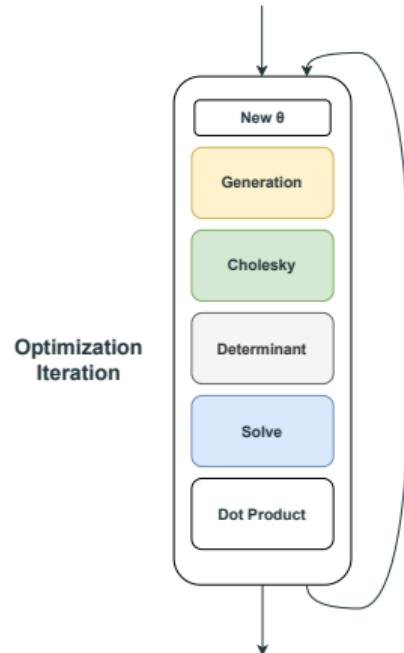
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# Modern HPC Applications

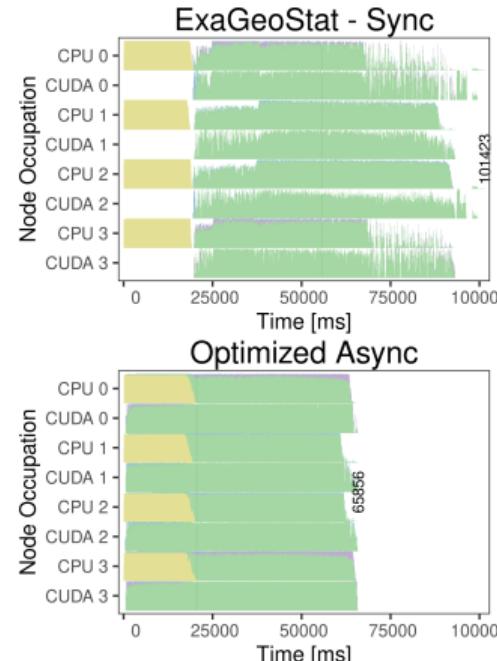
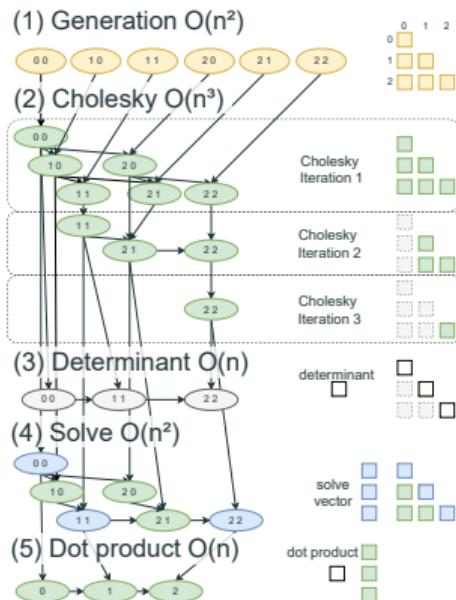
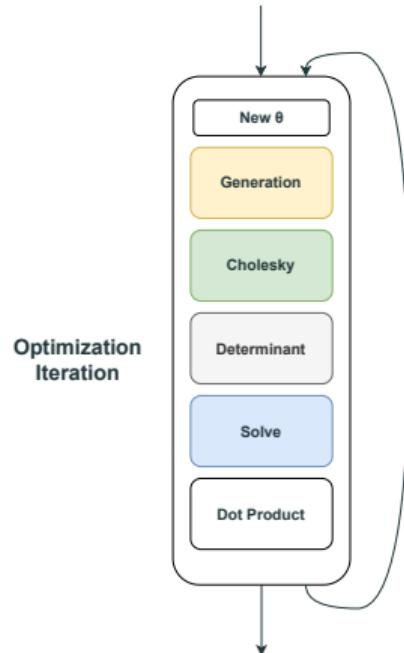


## Asynchronous Phases



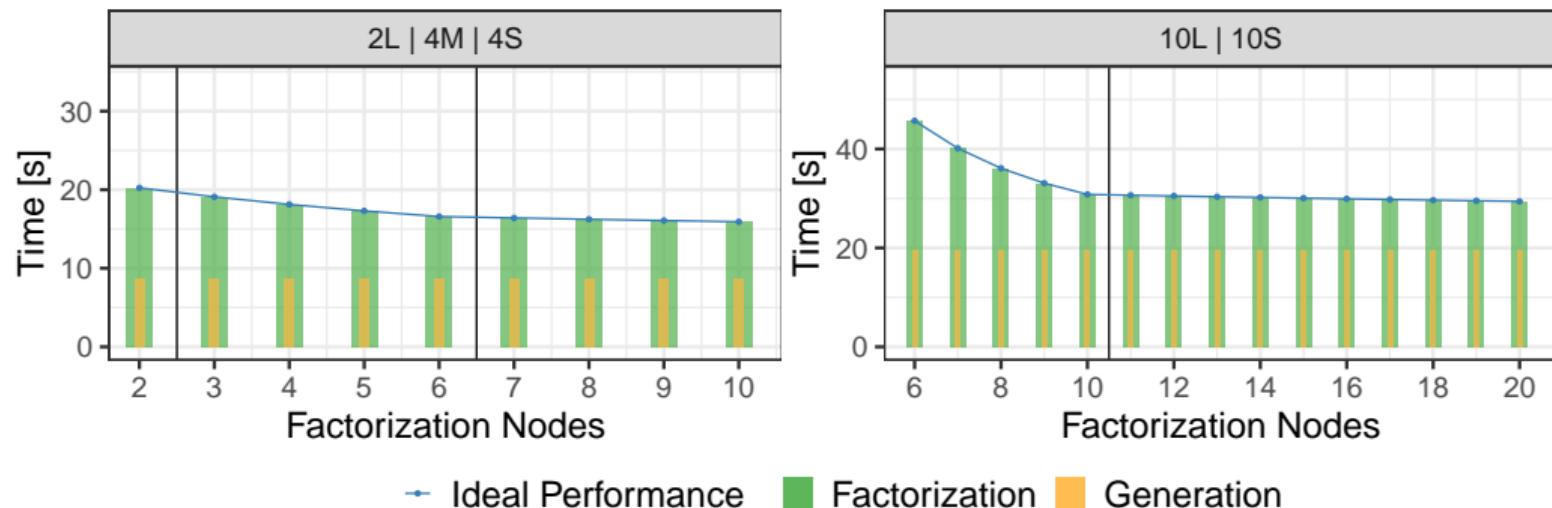
# ExaGeoStat - Application Structure

## Asynchronous Phases



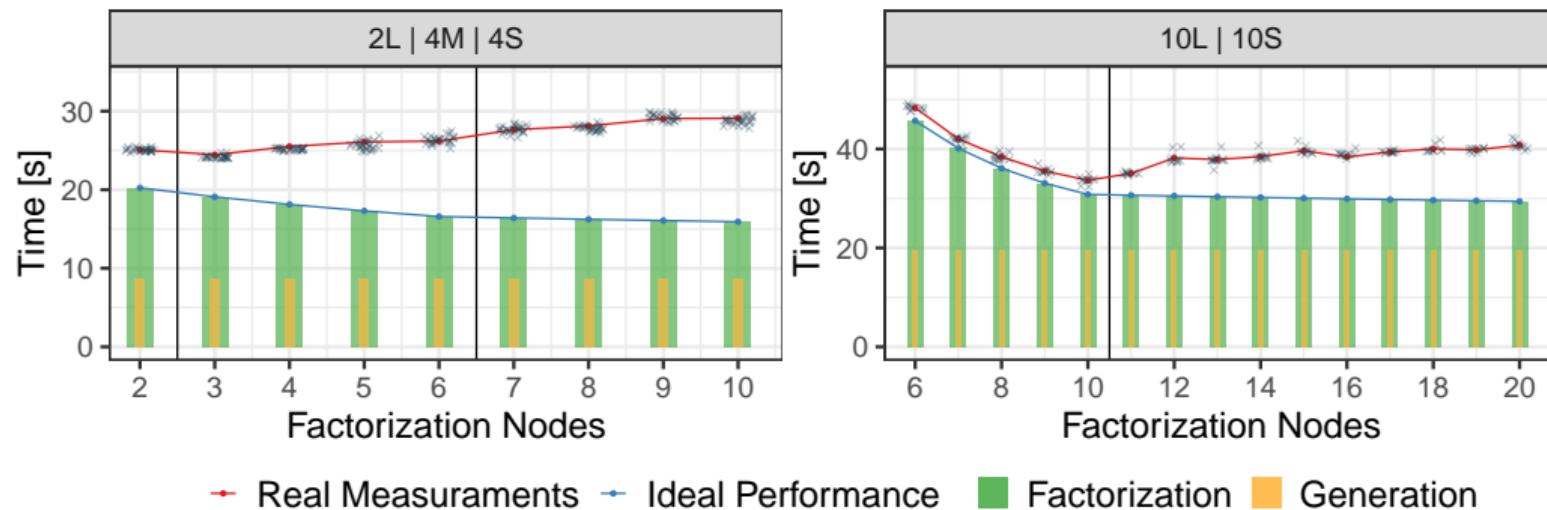
# Behavior varying the number of nodes

On a different number of machines:



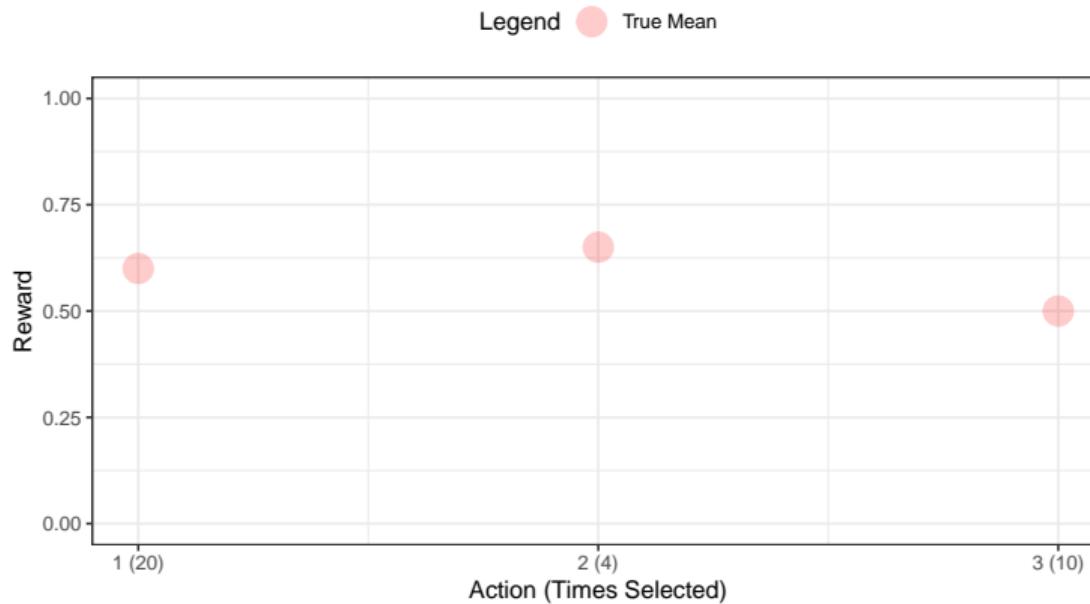
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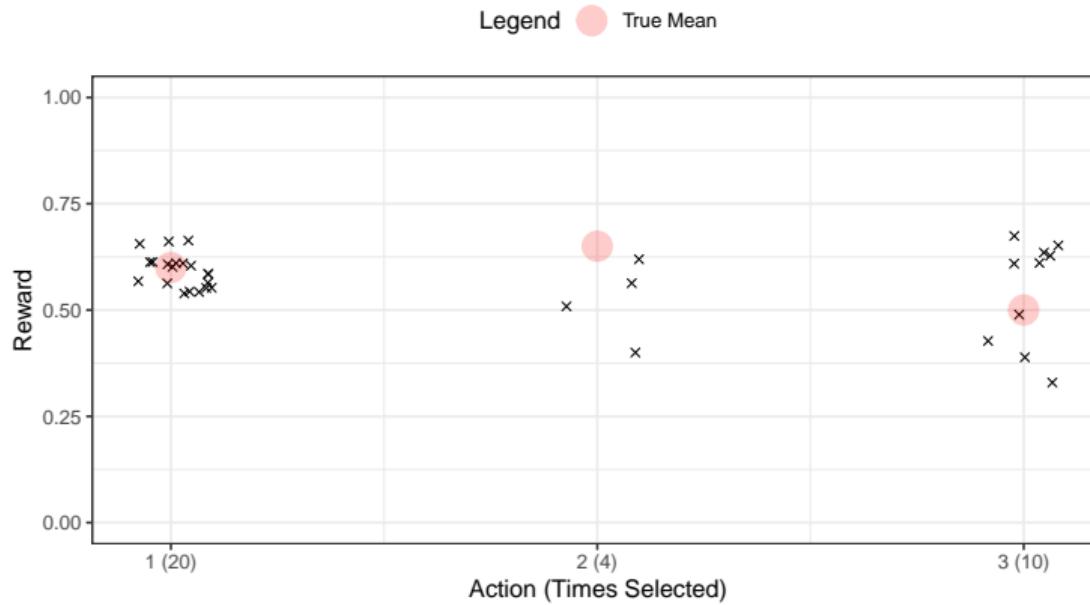
# Traditional Multi-armed bandit overview

- Independent actions (arms)



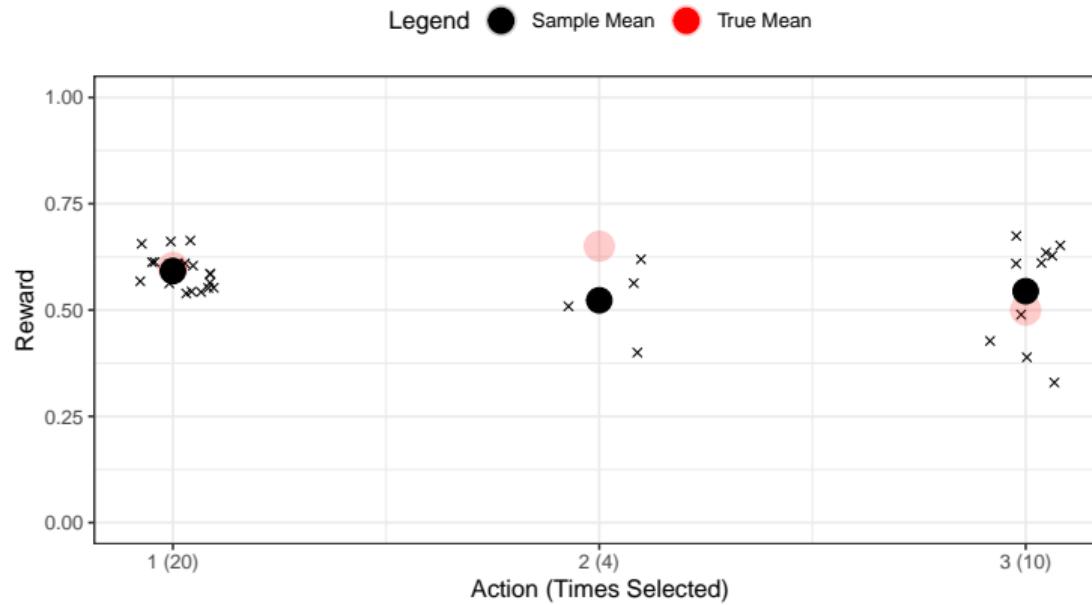
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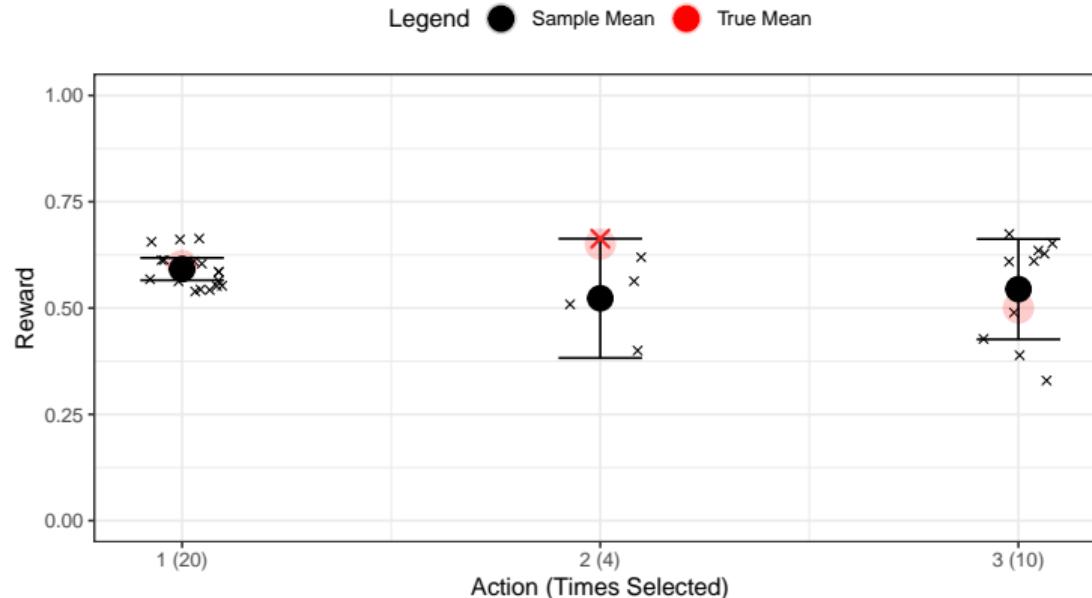
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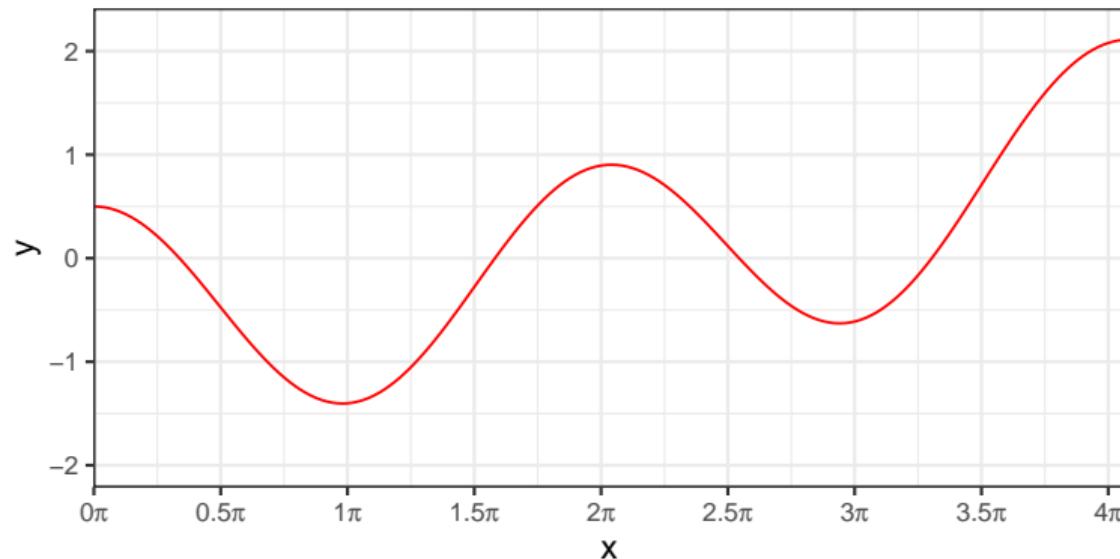


- UCB

- Select the action with the higher reward plus confidence
- Good regret

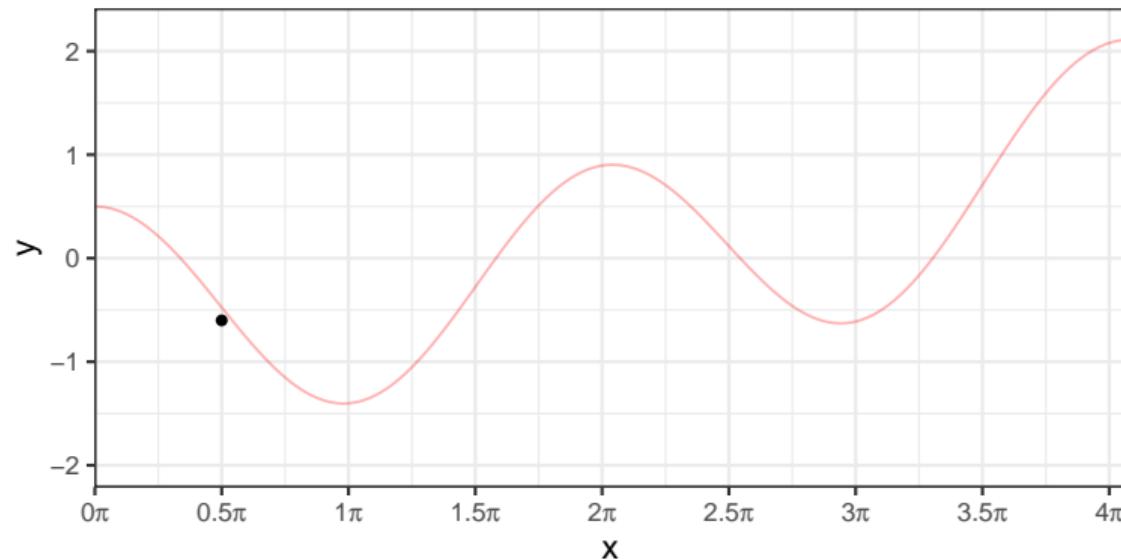
# Gaussian Process overview

- Assumes a form of smoothness over the data



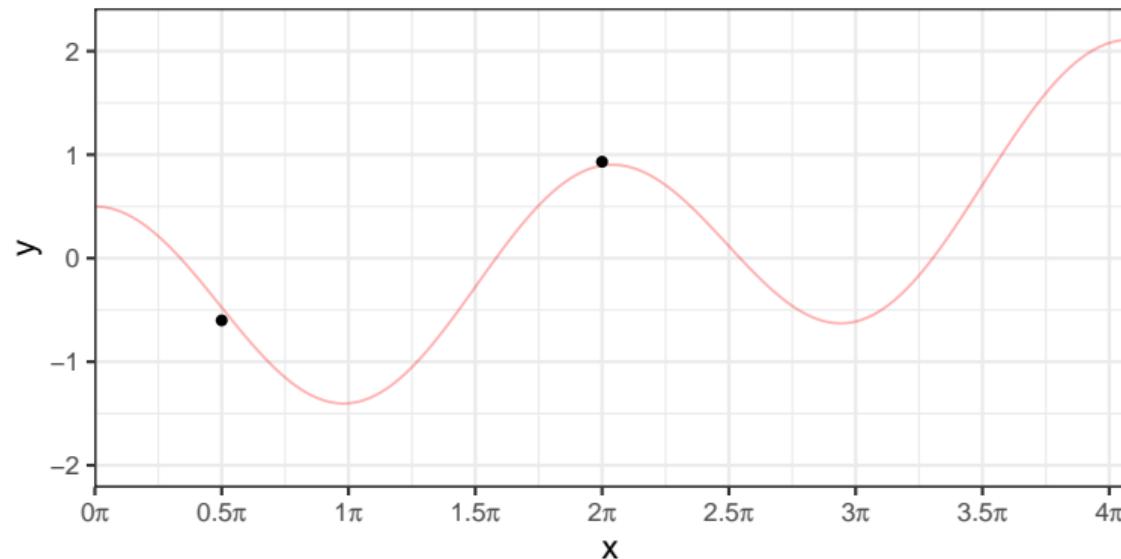
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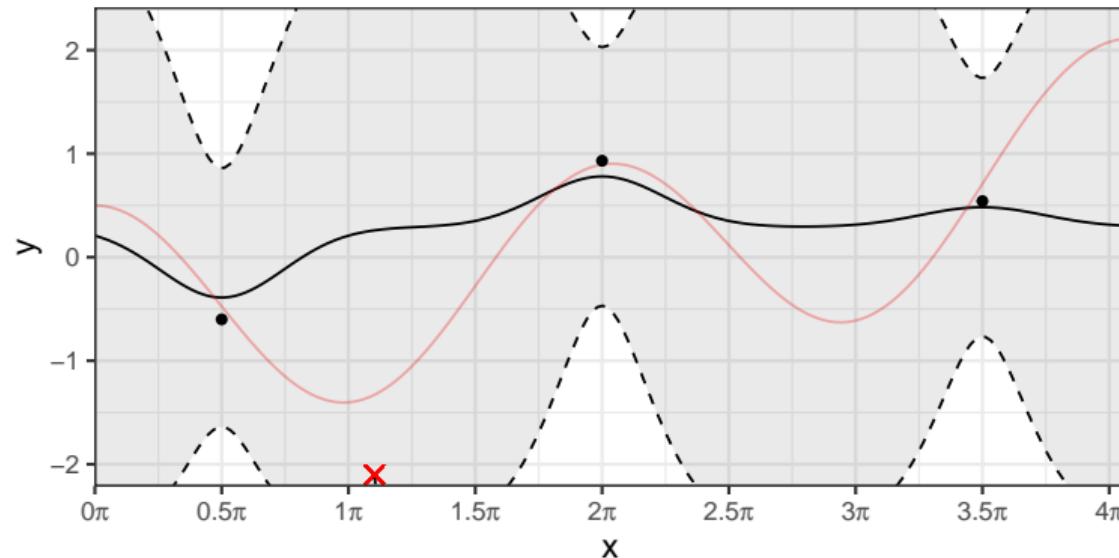
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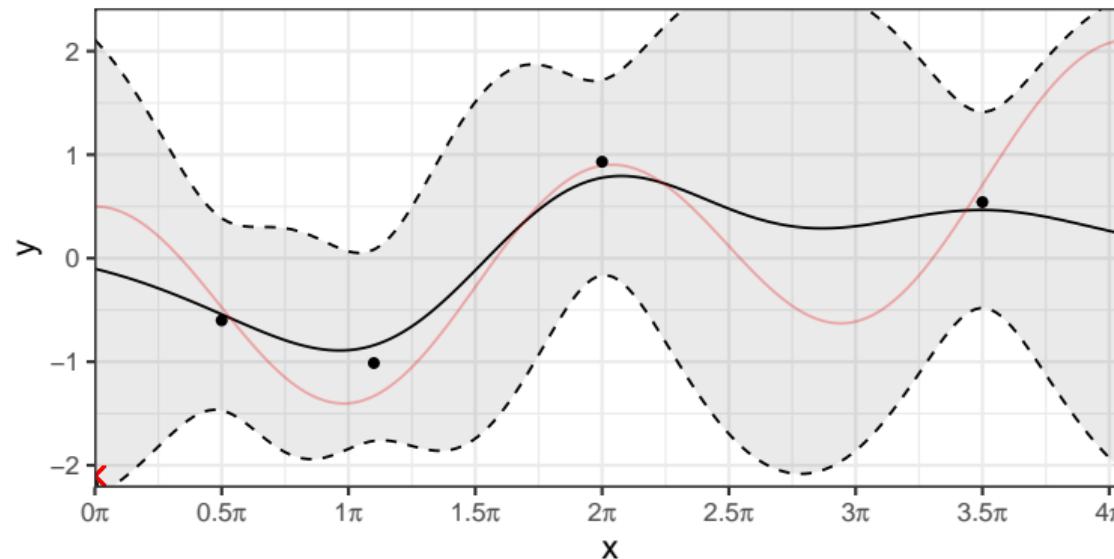
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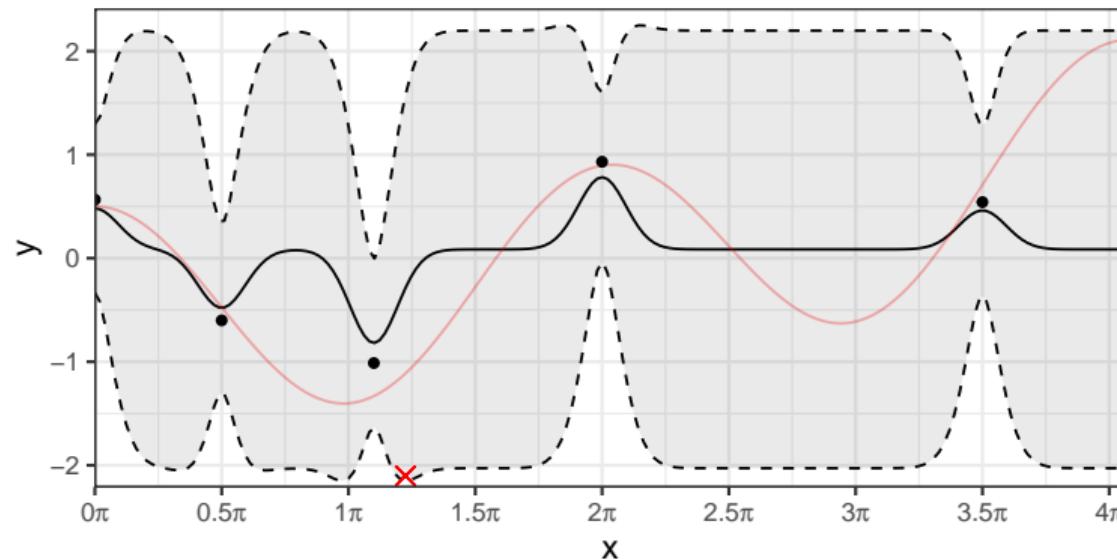
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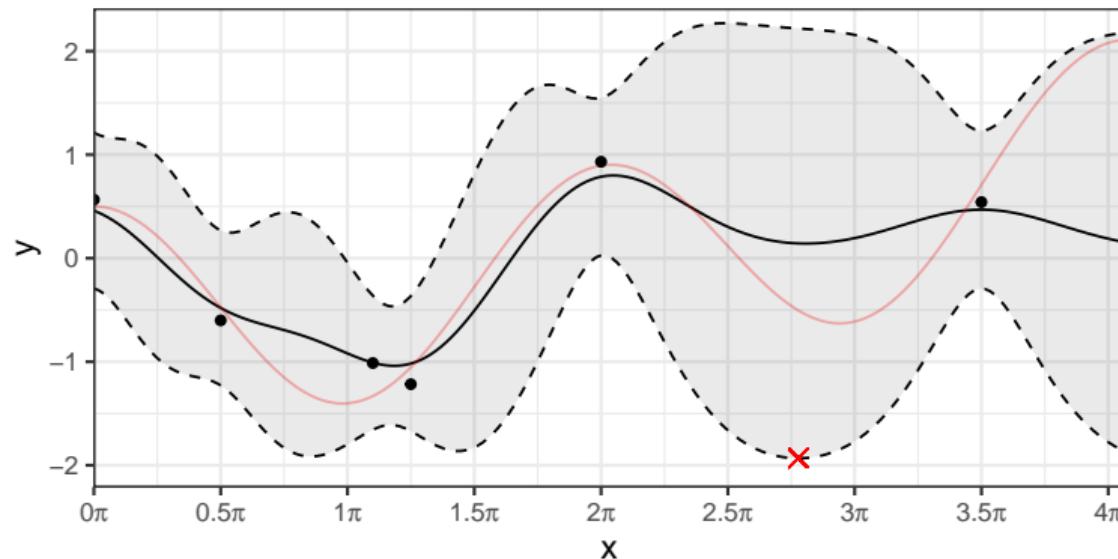
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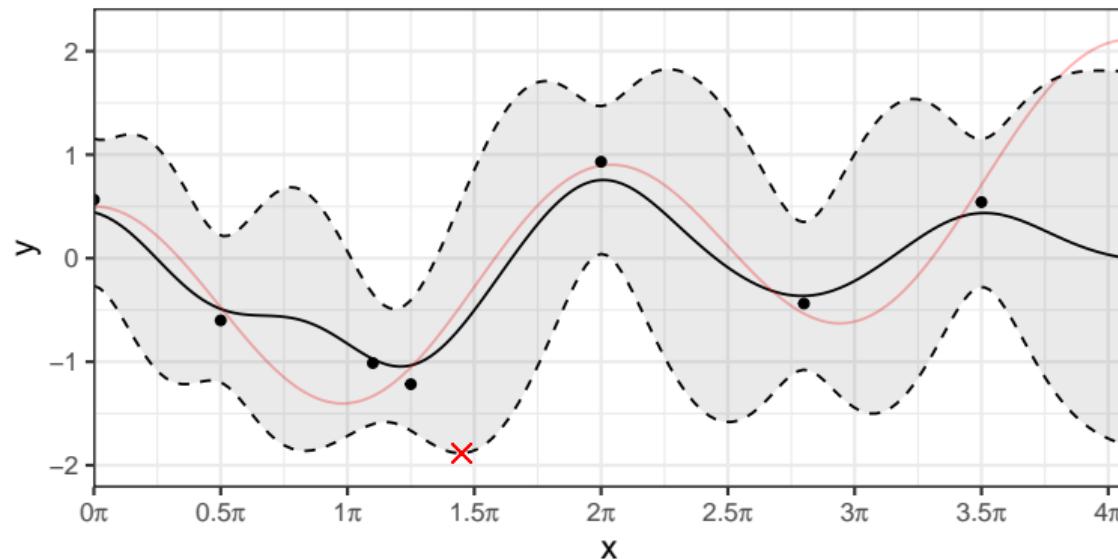
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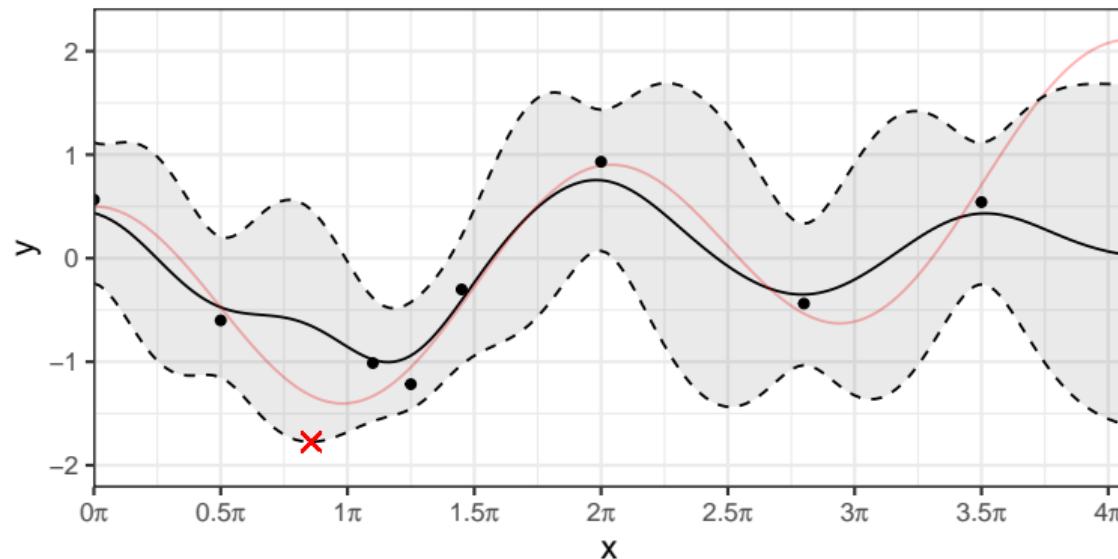
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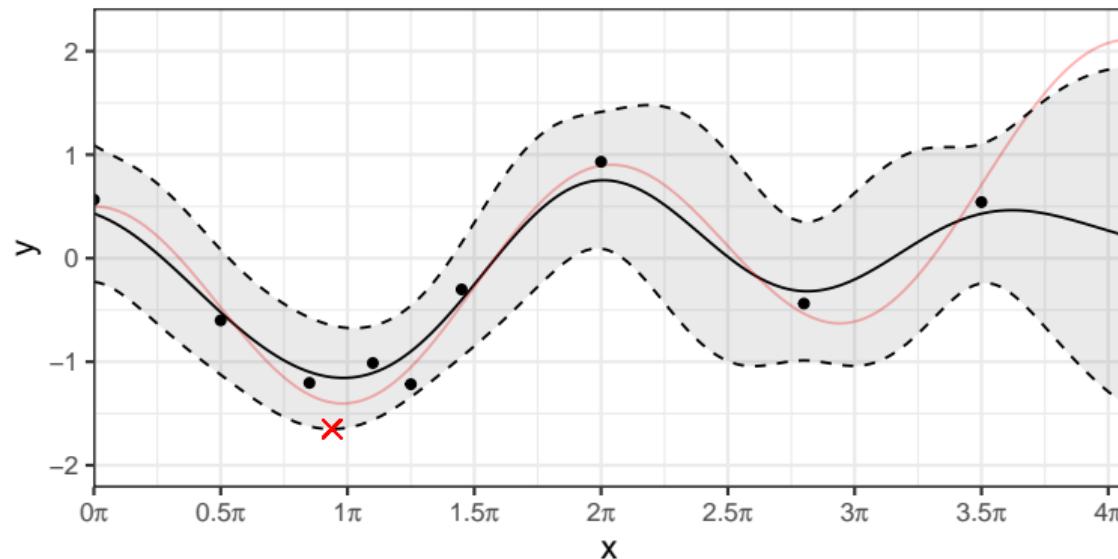
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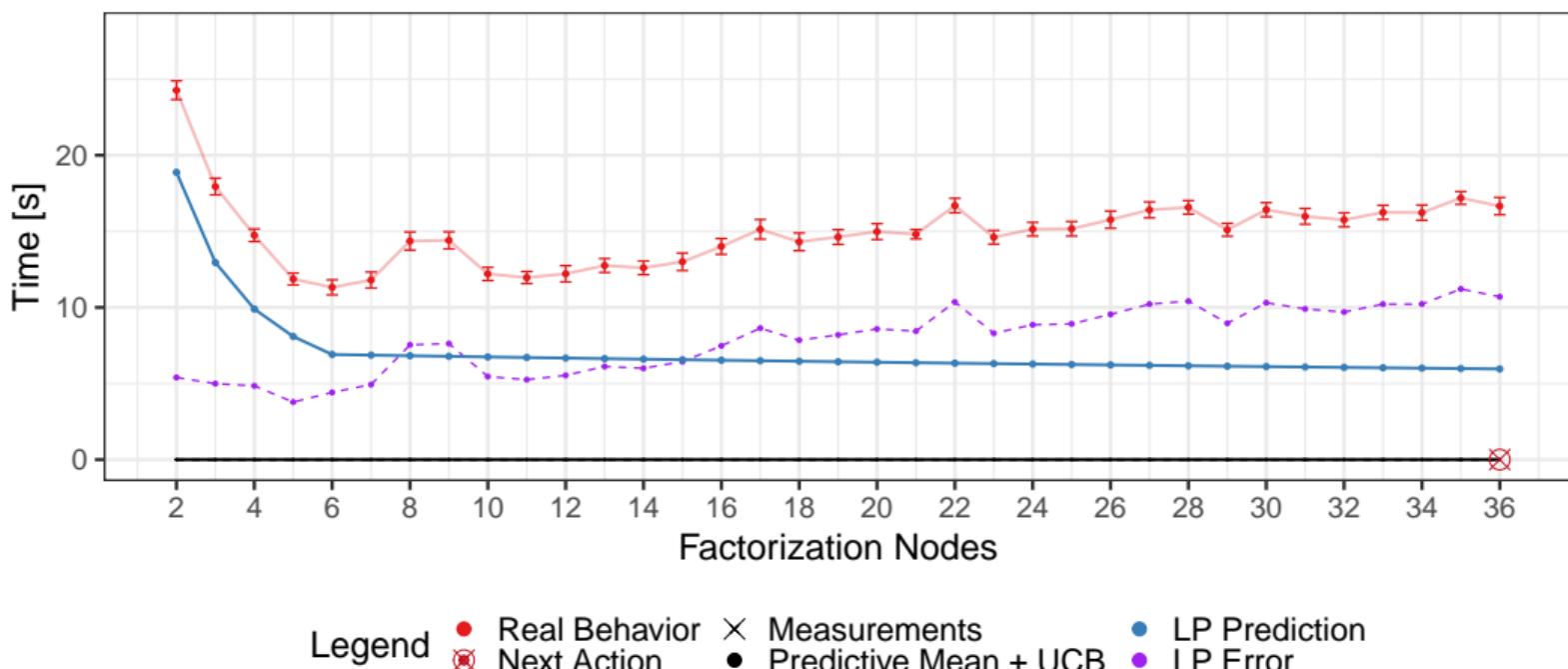
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# Experiments - GP-Discontinuous Step by Step (6L-30S)

GP-Discontinuous (Model overhead, Search-space limit, Discontinuities) evolution:

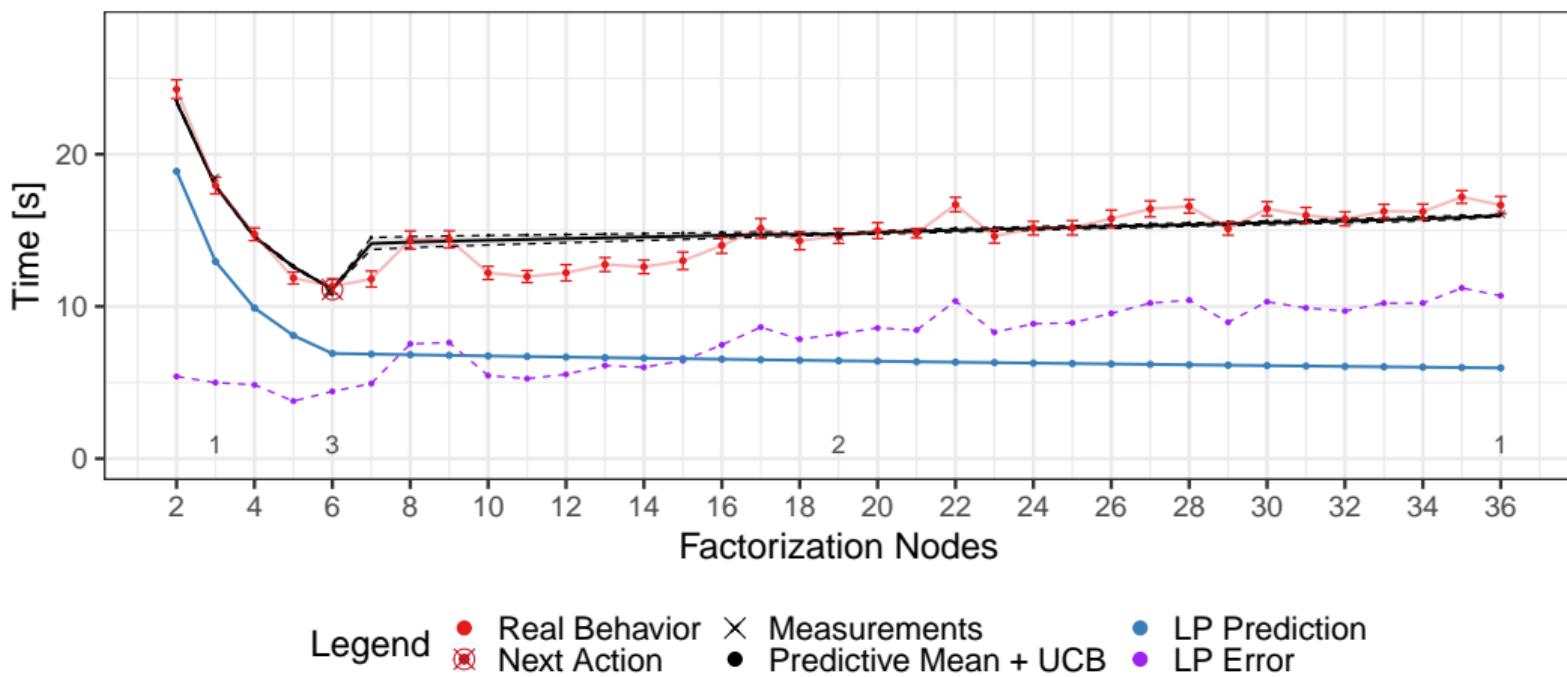
Iteration 1



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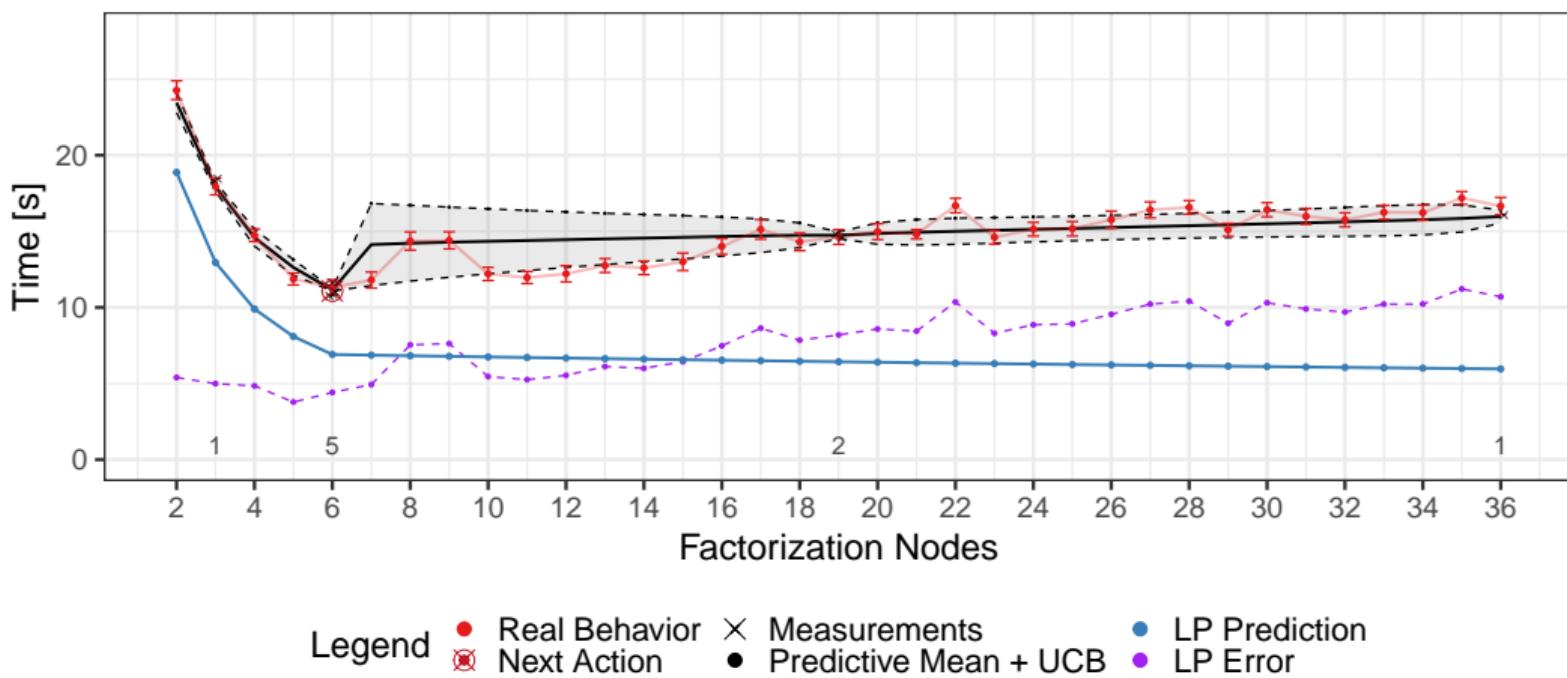
Iteration 8



# Experiments - GP-Discontinuous Step by Step (6L-30S)

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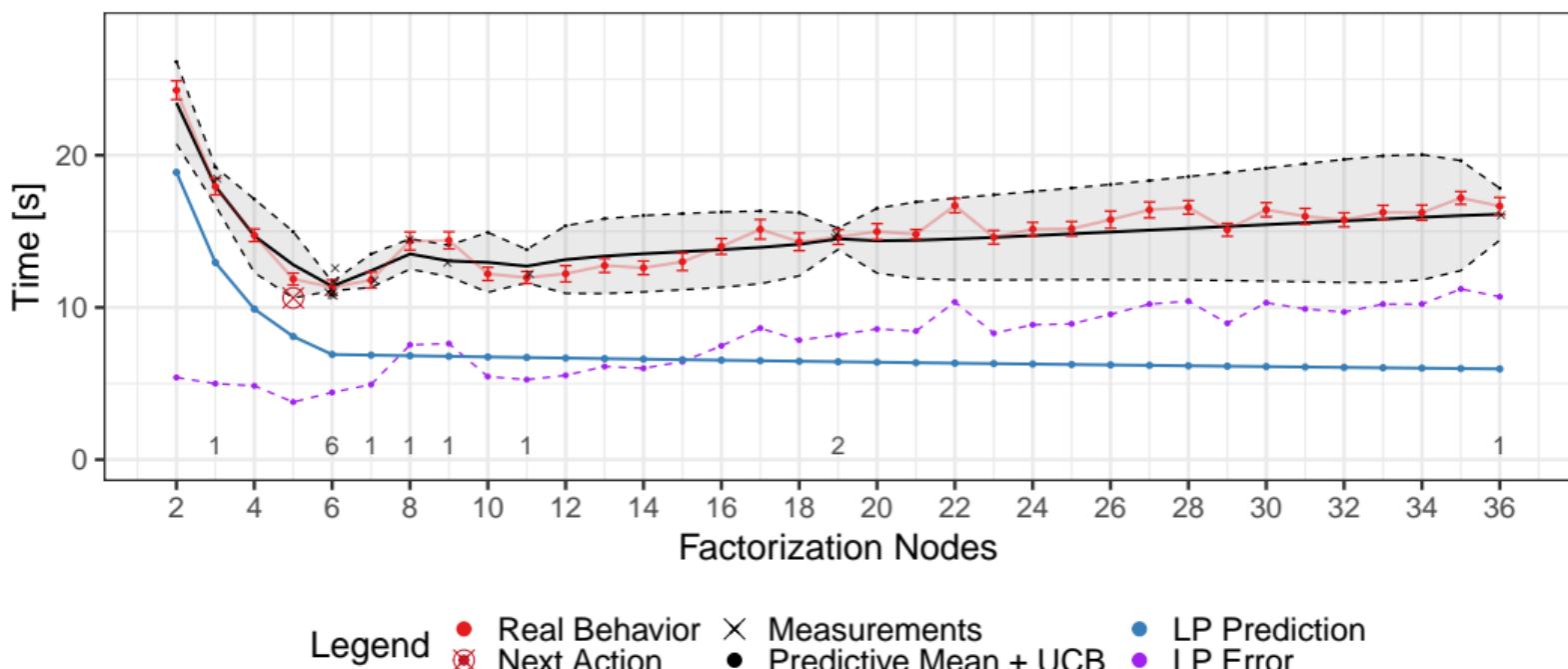
Iteration 10



# Experiments - GP-Discontinuous Step by Step (6L-30S)

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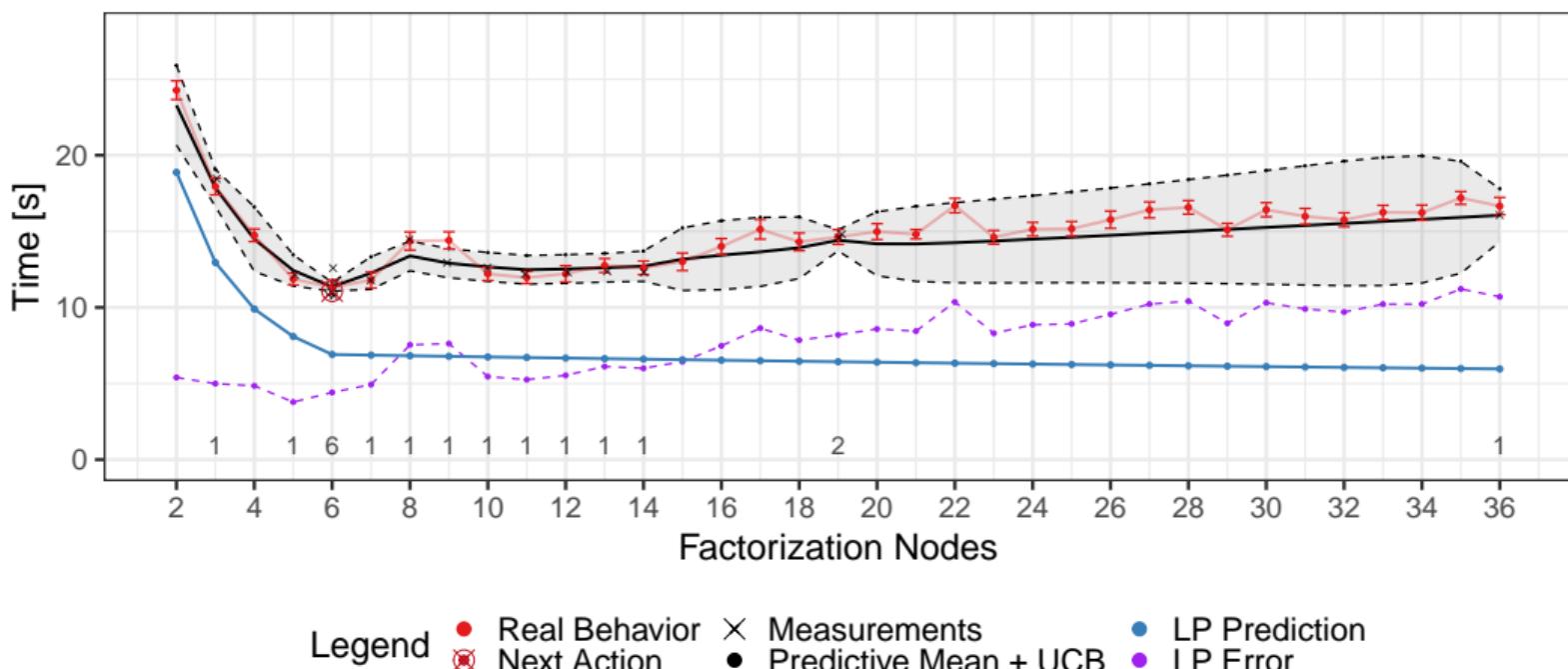
Iteration 15



# Experiments - GP-Discontinuous Step by Step (6L-30S)

GP-Discontinuous (Model overhead, Search-space limit, Discontinuities) evolution:

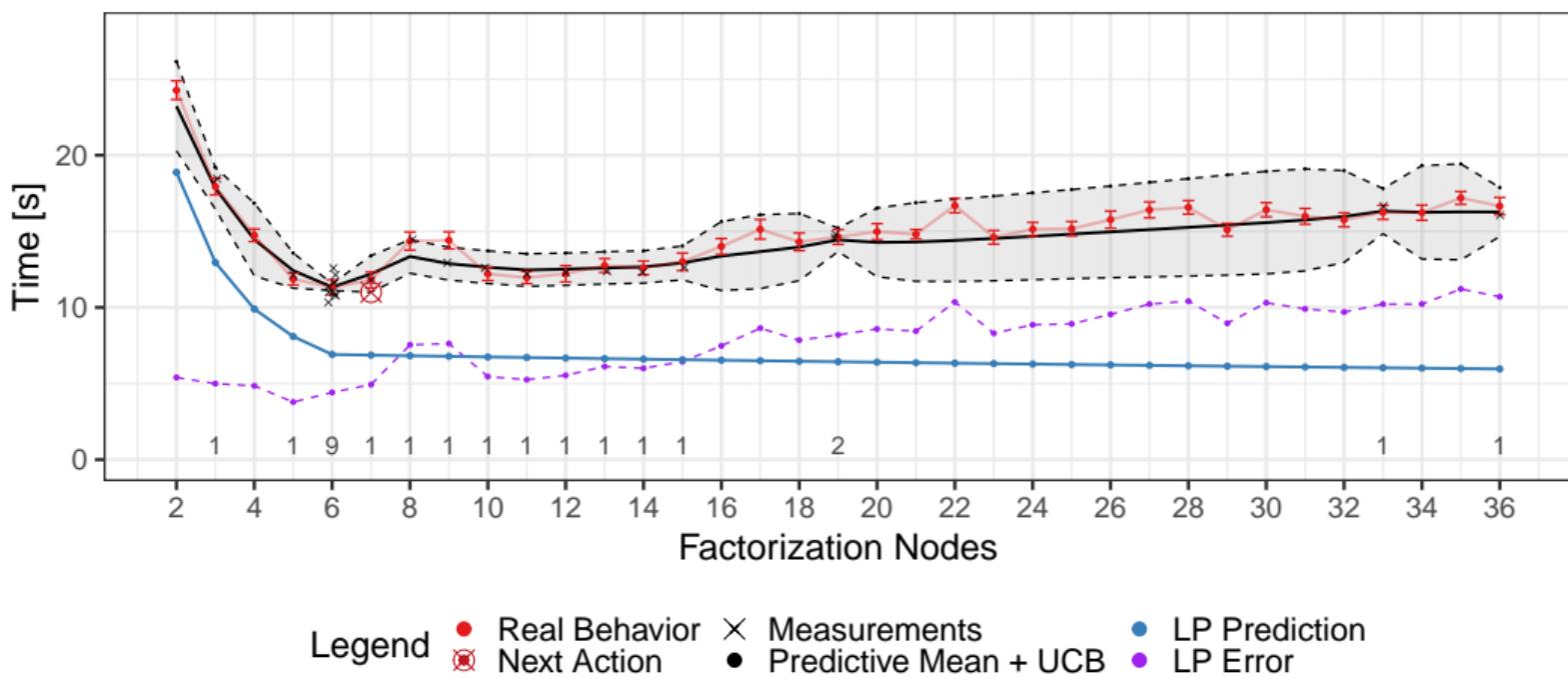
Iteration 20



# Experiments - GP-Discontinuous Step by Step (6L-30S)

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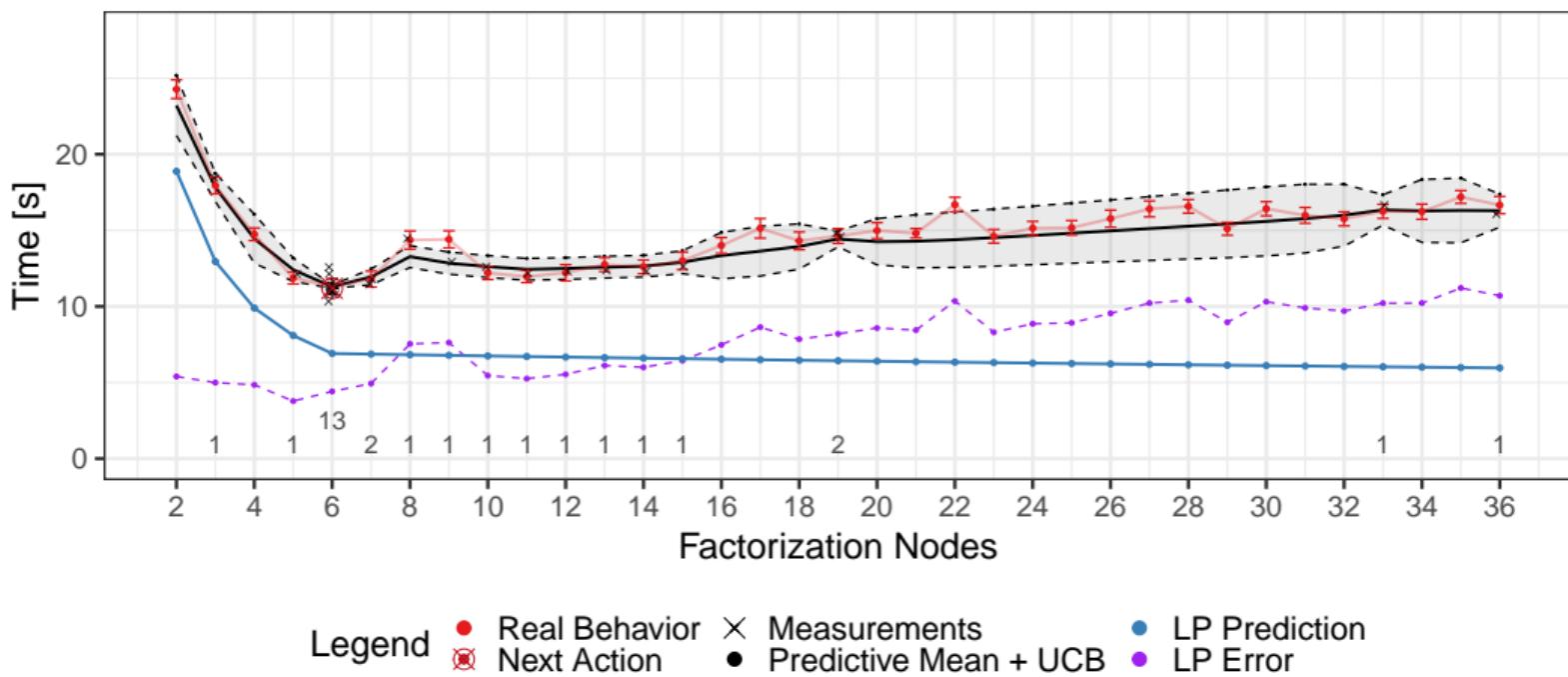
Iteration 25



## Experiments - GP-Discontinuous Step by Step (6L-30S)

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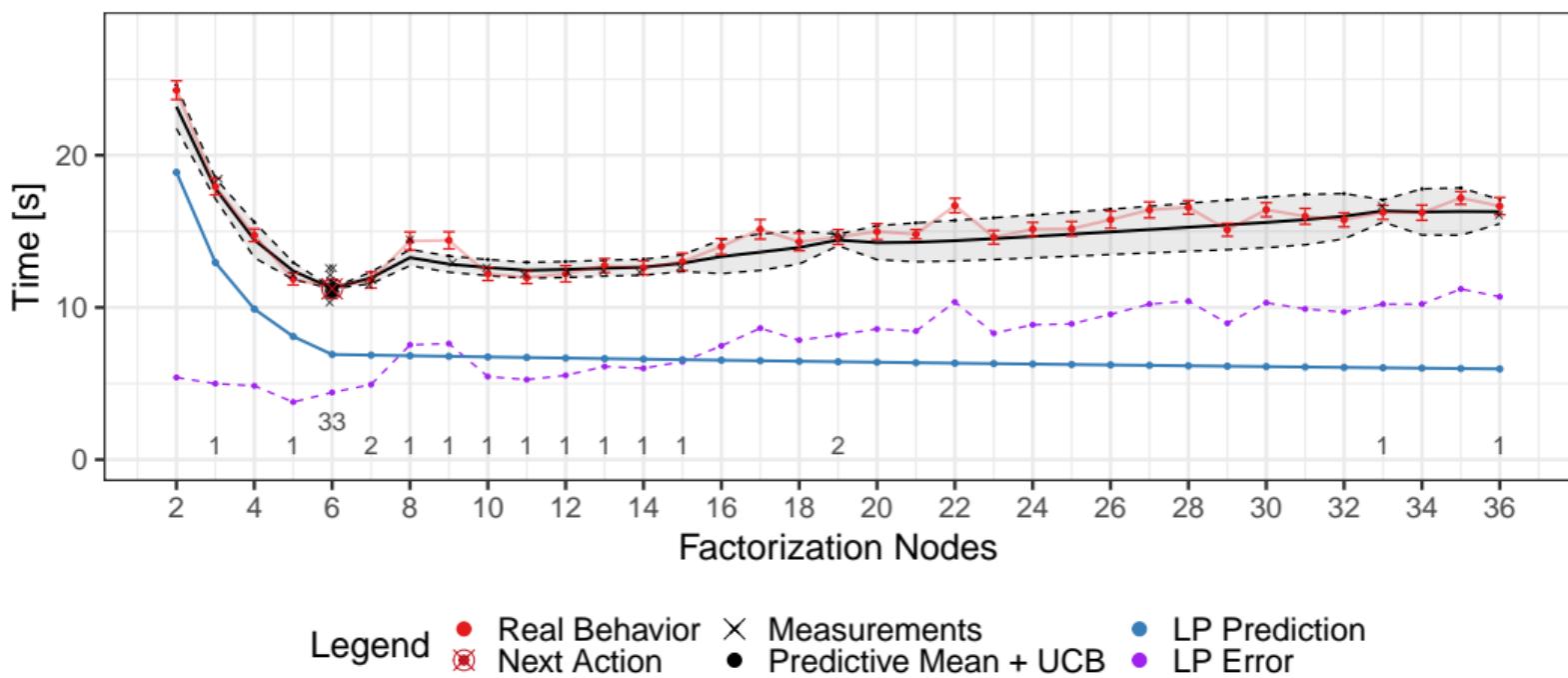
Iteration 30



## Experiments - GP-Discontinuous Step by Step (6L-30S)

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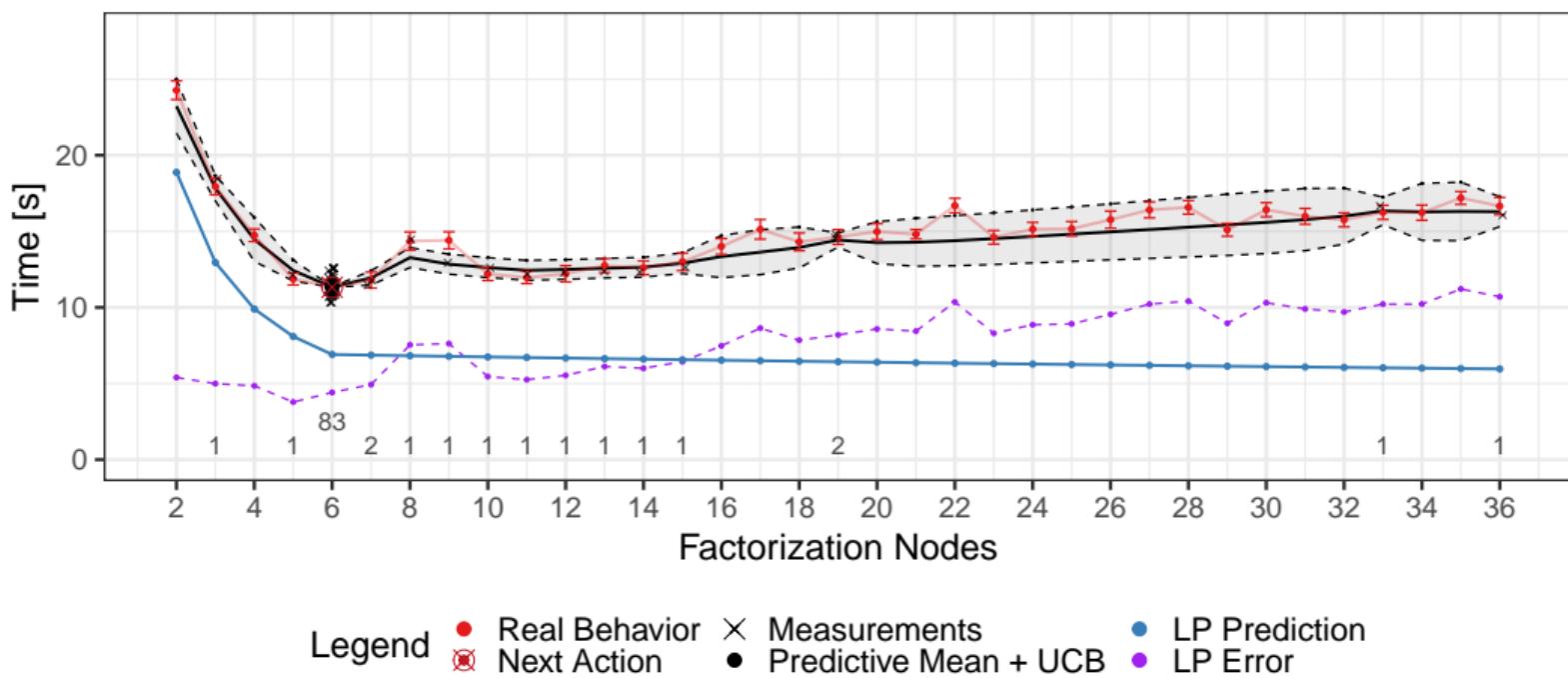
Iteration 50



# Experiments - GP-Discontinuous Step by Step (6L-30S)

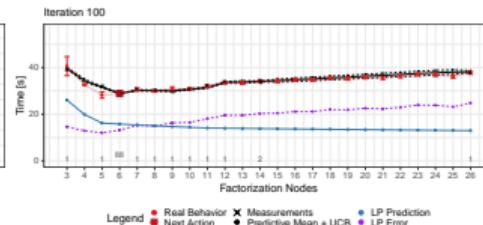
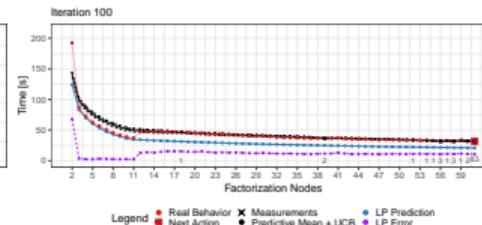
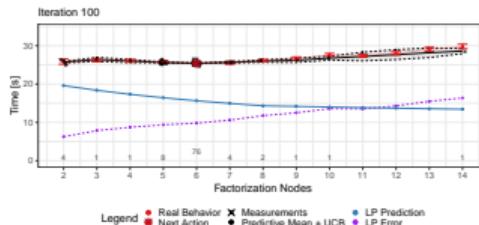
GP-Discontinuous (Model overhead, Search-space limit, Discontinuities) evolution:

Iteration 100



# Conclusion

- Predicting the ideal number of resources to use is complex
- The application can **learn it online** and **adapt**
- We have a collection of **setups** and comparisons with **other algorithms**
  - Available online: <https://adaphetnodes.shinyapps.io/shiny/>
- We hope this strategy can be helpful for your problems as well



## Acknowledgments

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# Thank you!

## Thanks for your attention!

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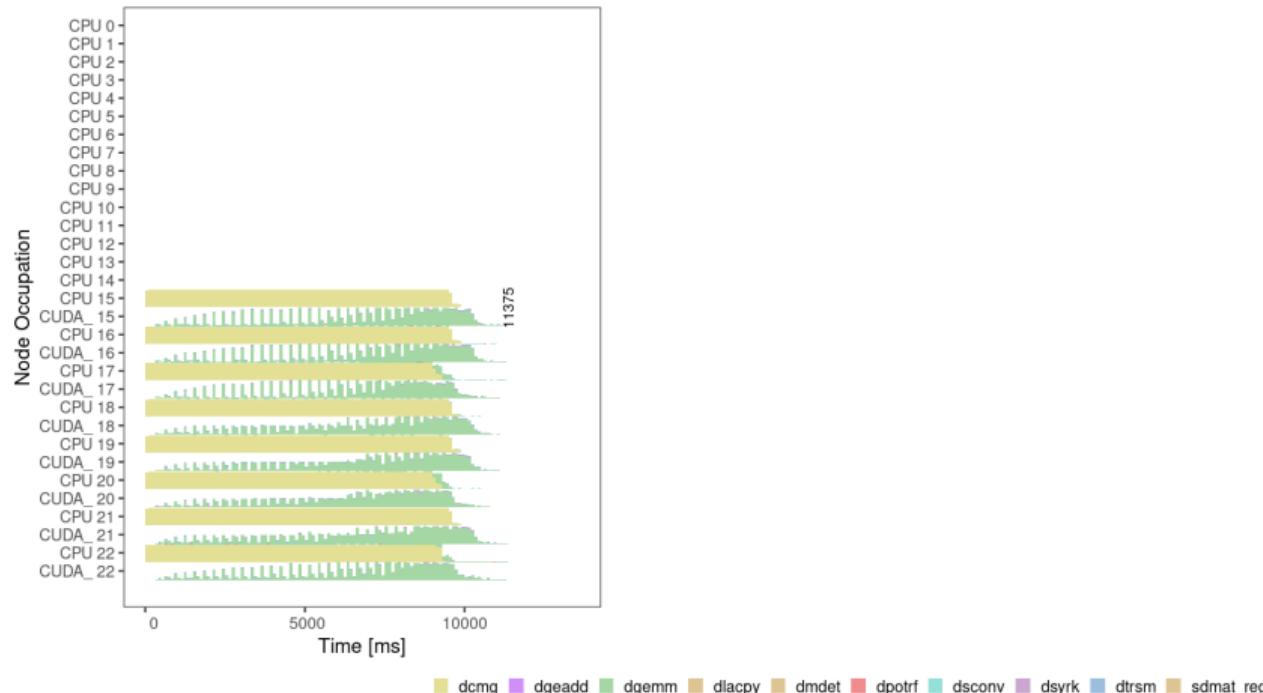
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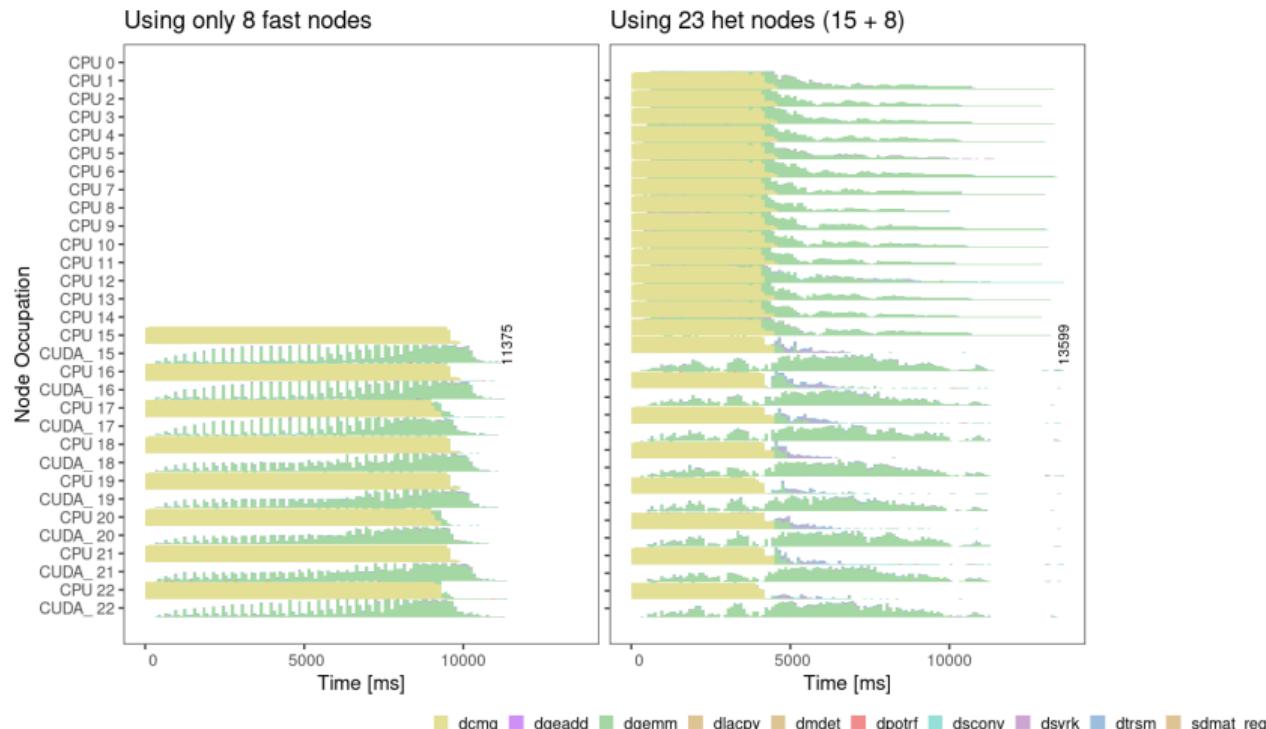


# ExaGeoStat - Different number of machines

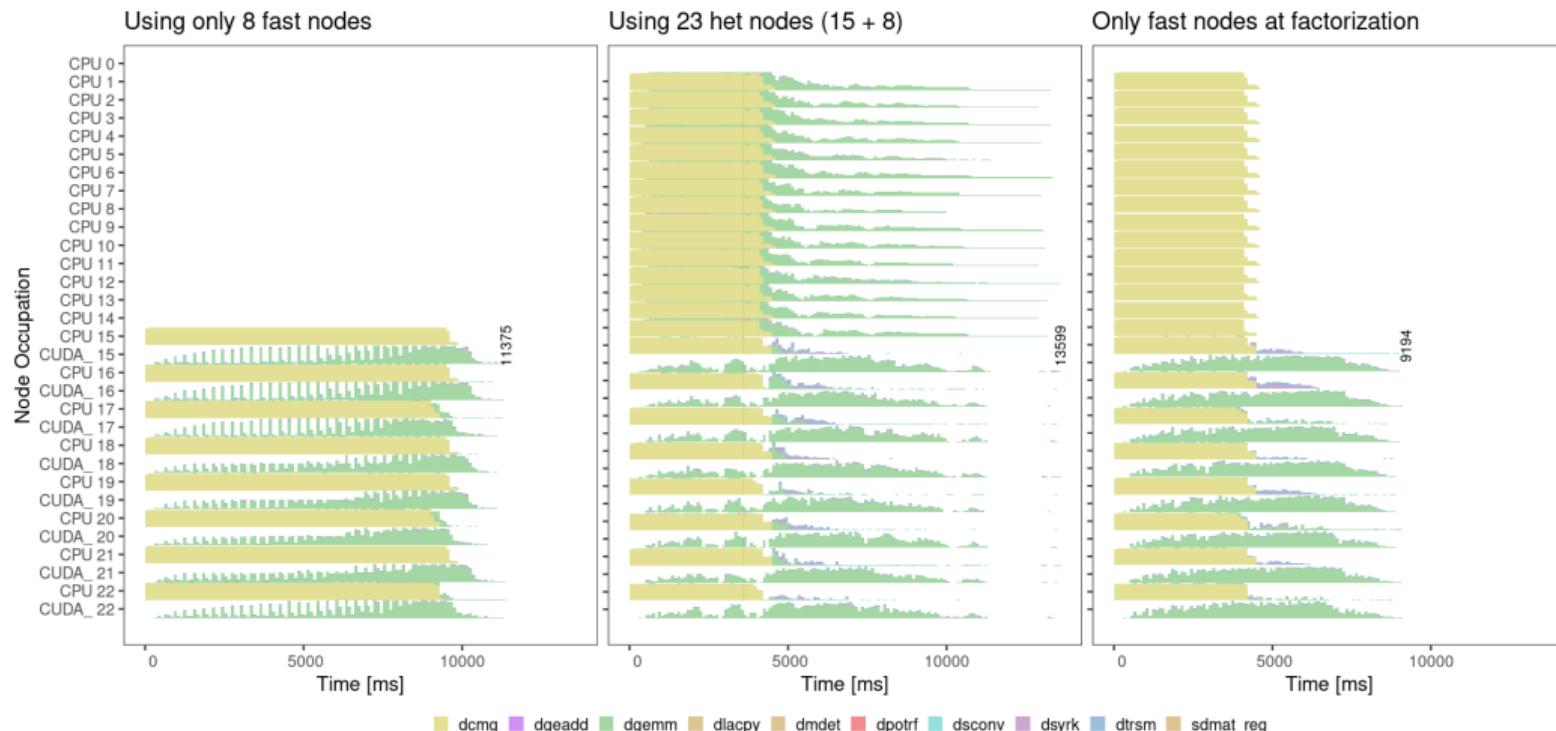
Using only 8 fast nodes



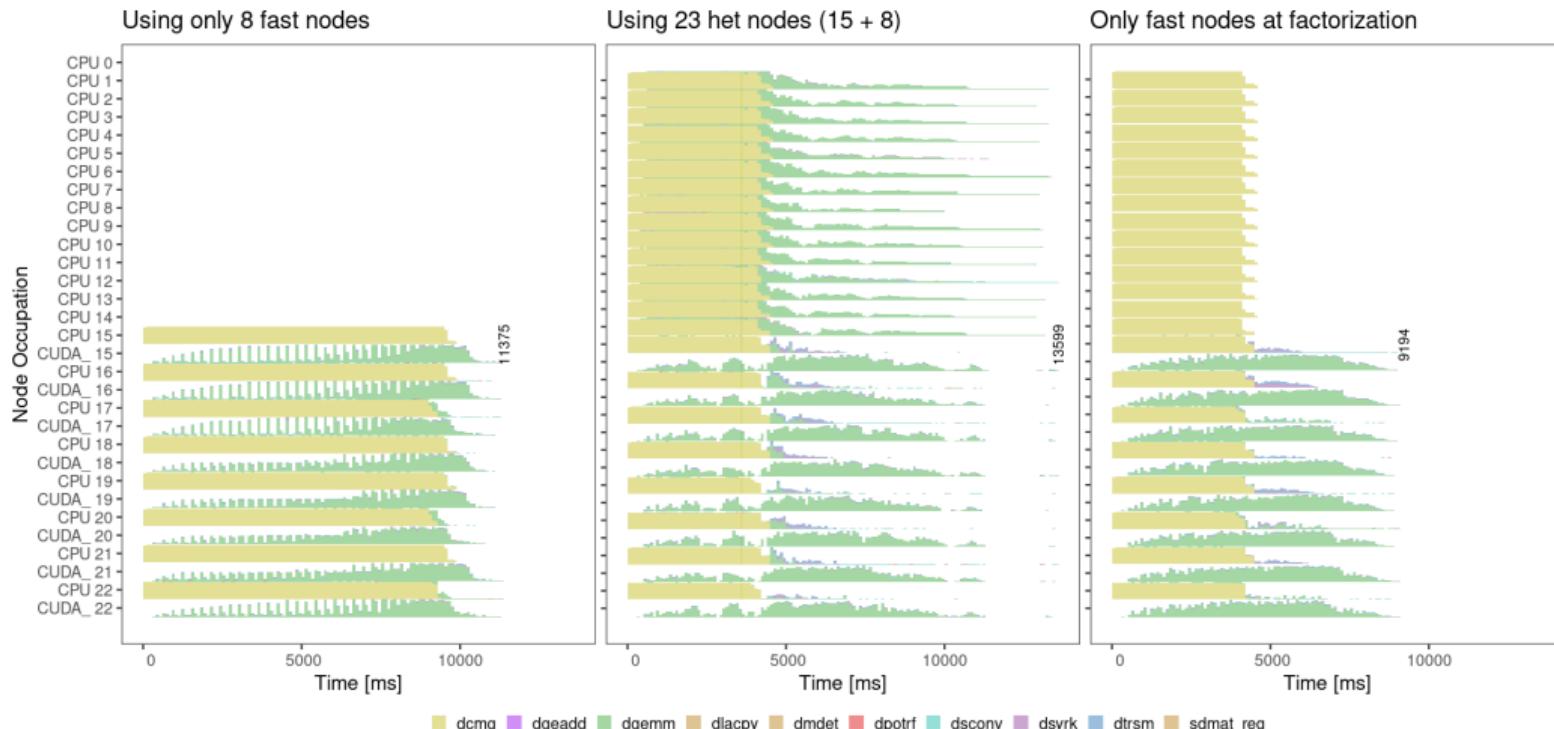
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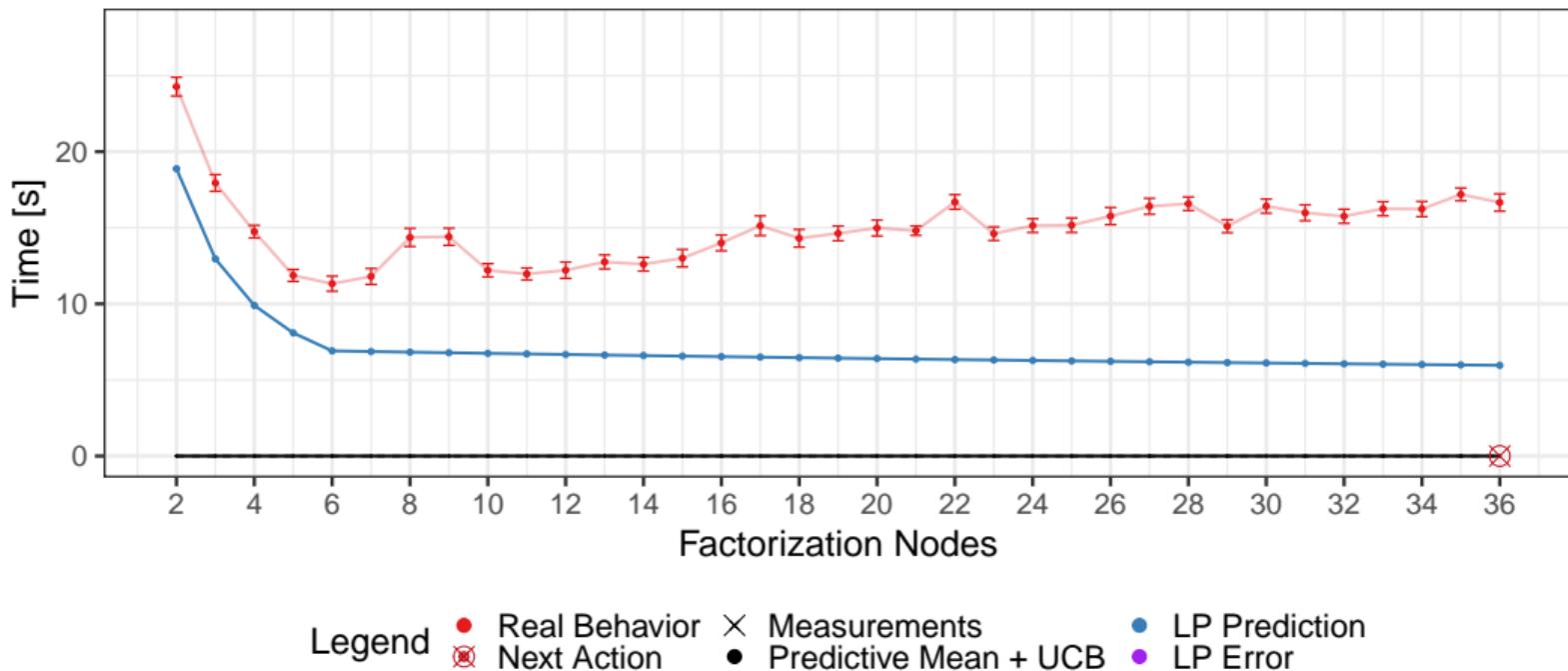


- How many nodes a application should use?

# Experiments - GP-UCB Step by Step (6L-30S)

GP-UCB evolution:

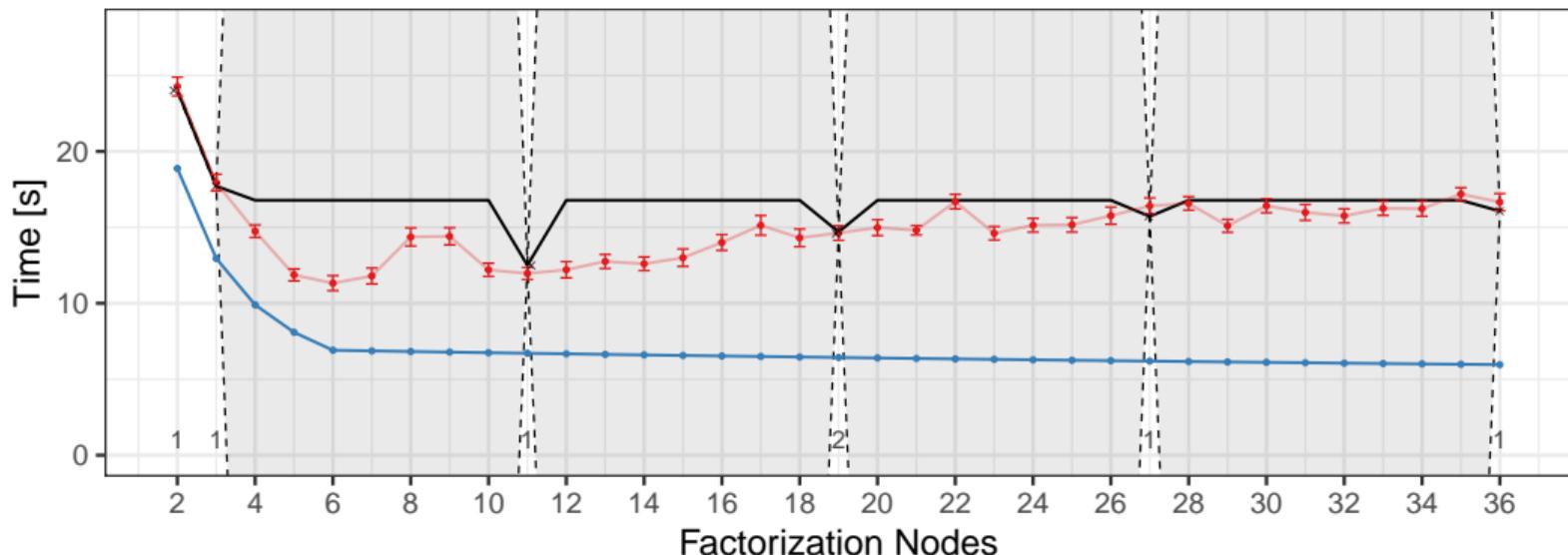
Iteration 1



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GP-UCB evolution:

Iteration 8



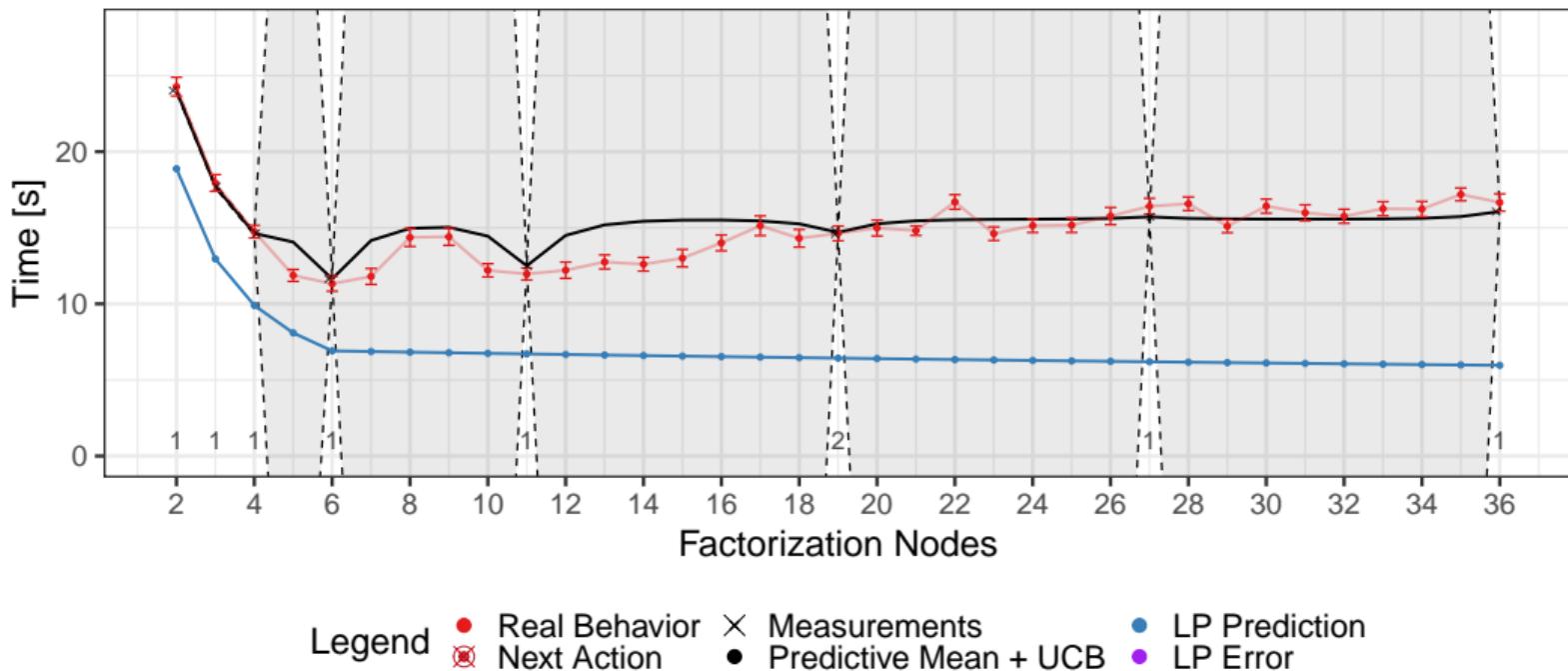
Legend    ● Real Behavior    ✕ Measurements    ● LP Prediction  
          ✗ Next Action    ● Predictive Mean + UCB    ● LP Error

- Initial measurements

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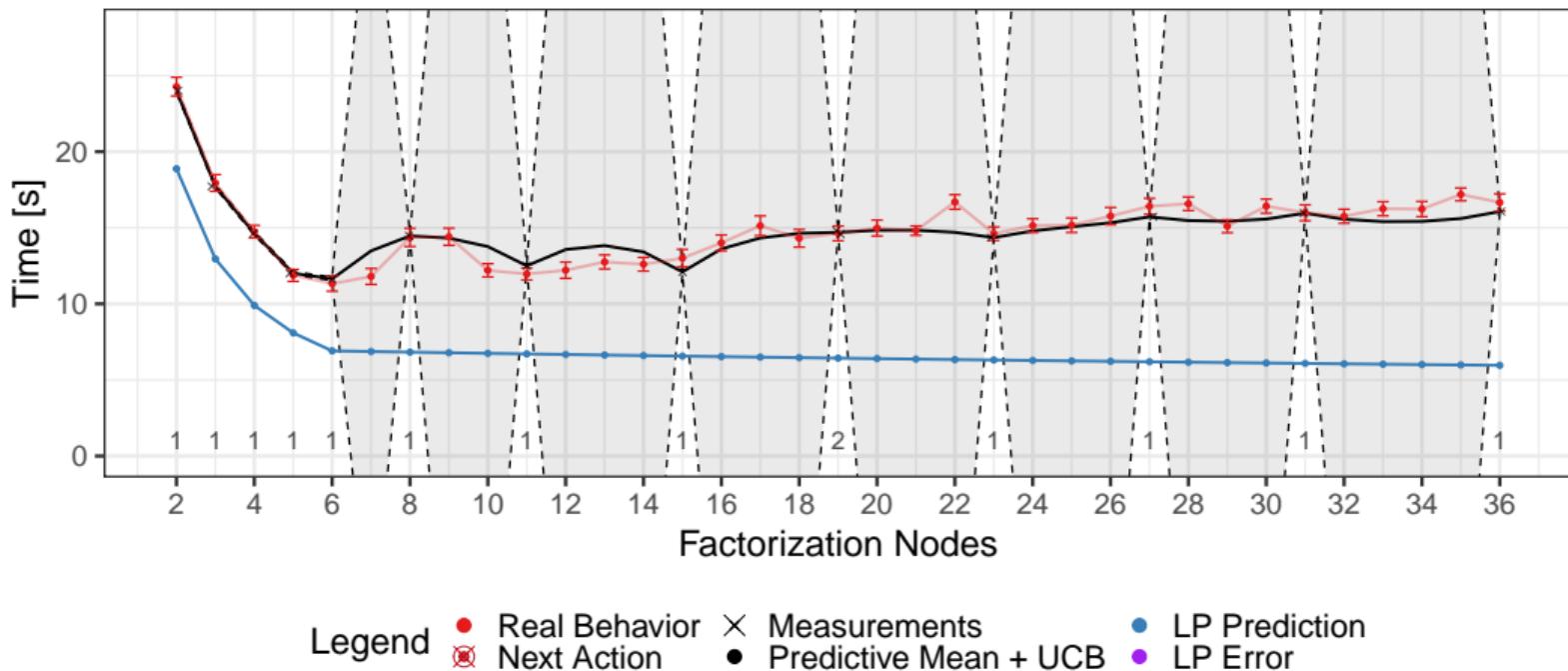
Iteration 10



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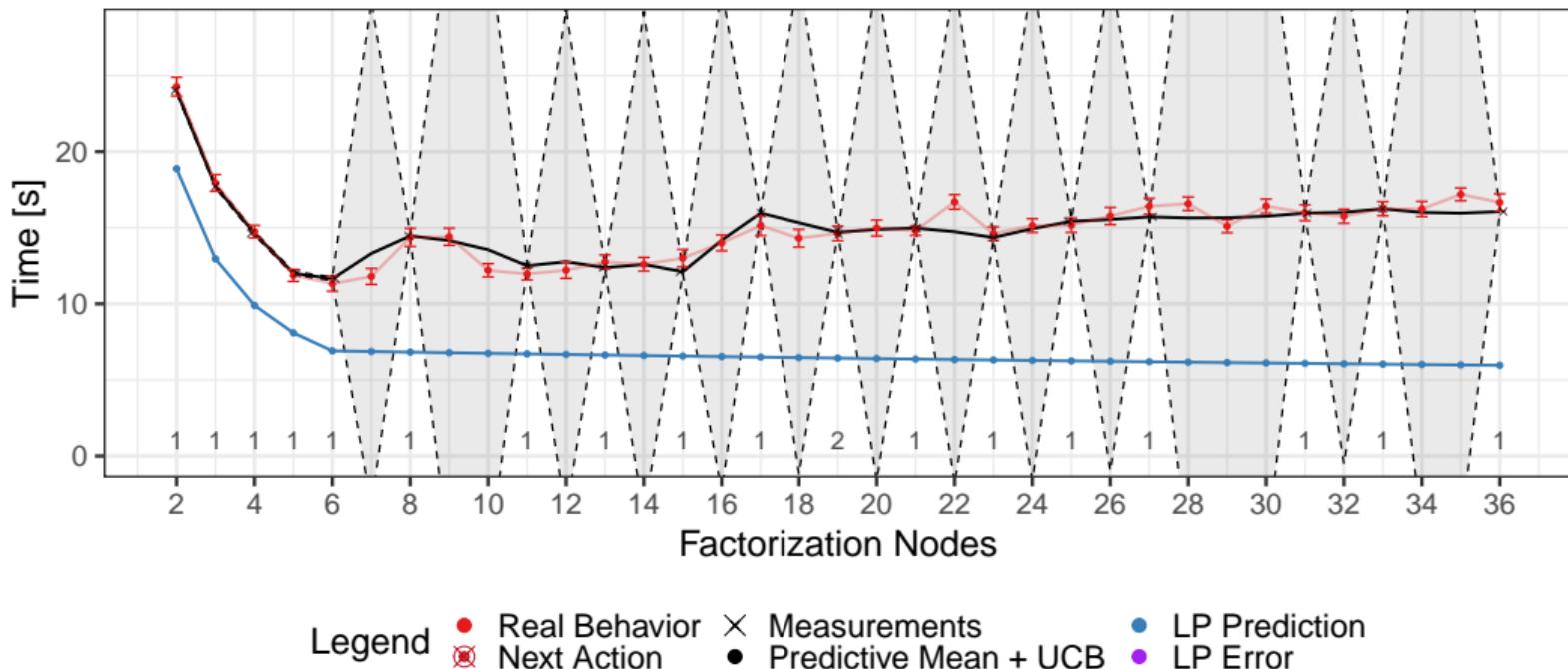
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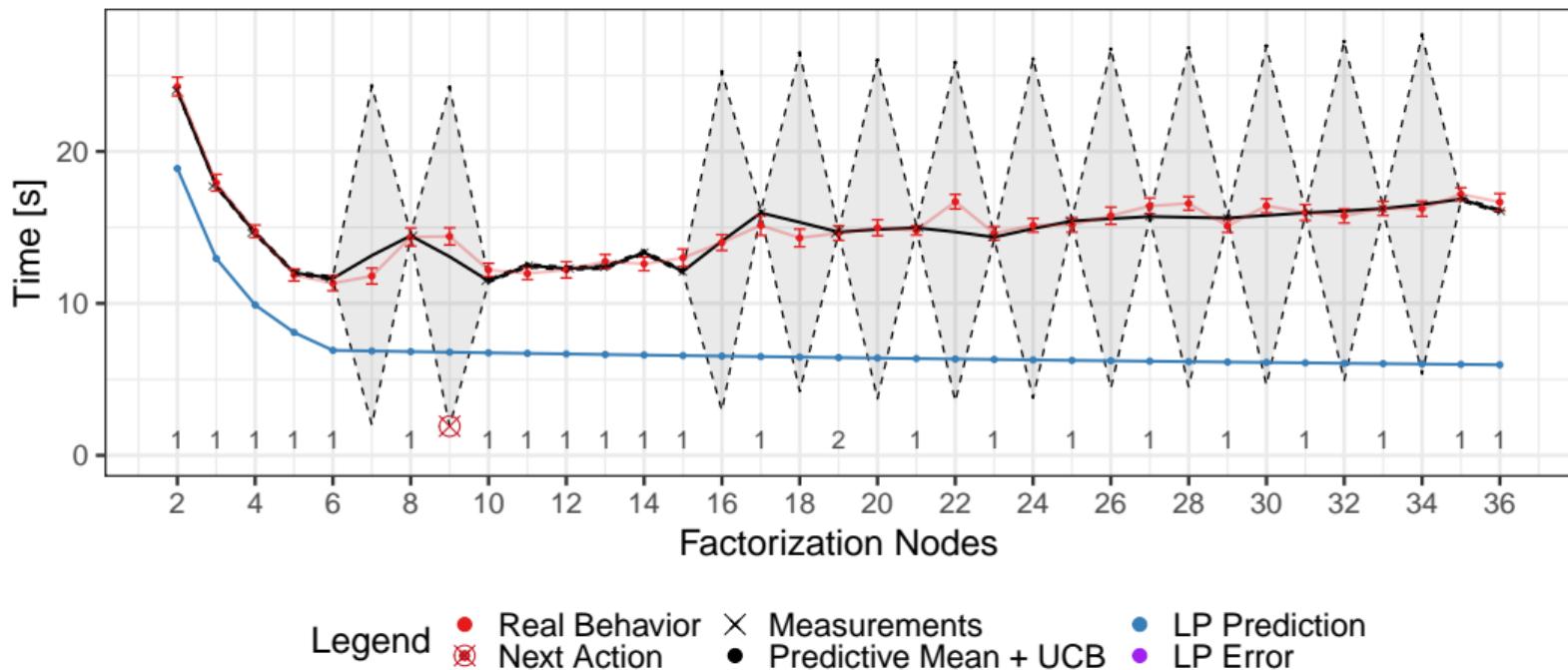
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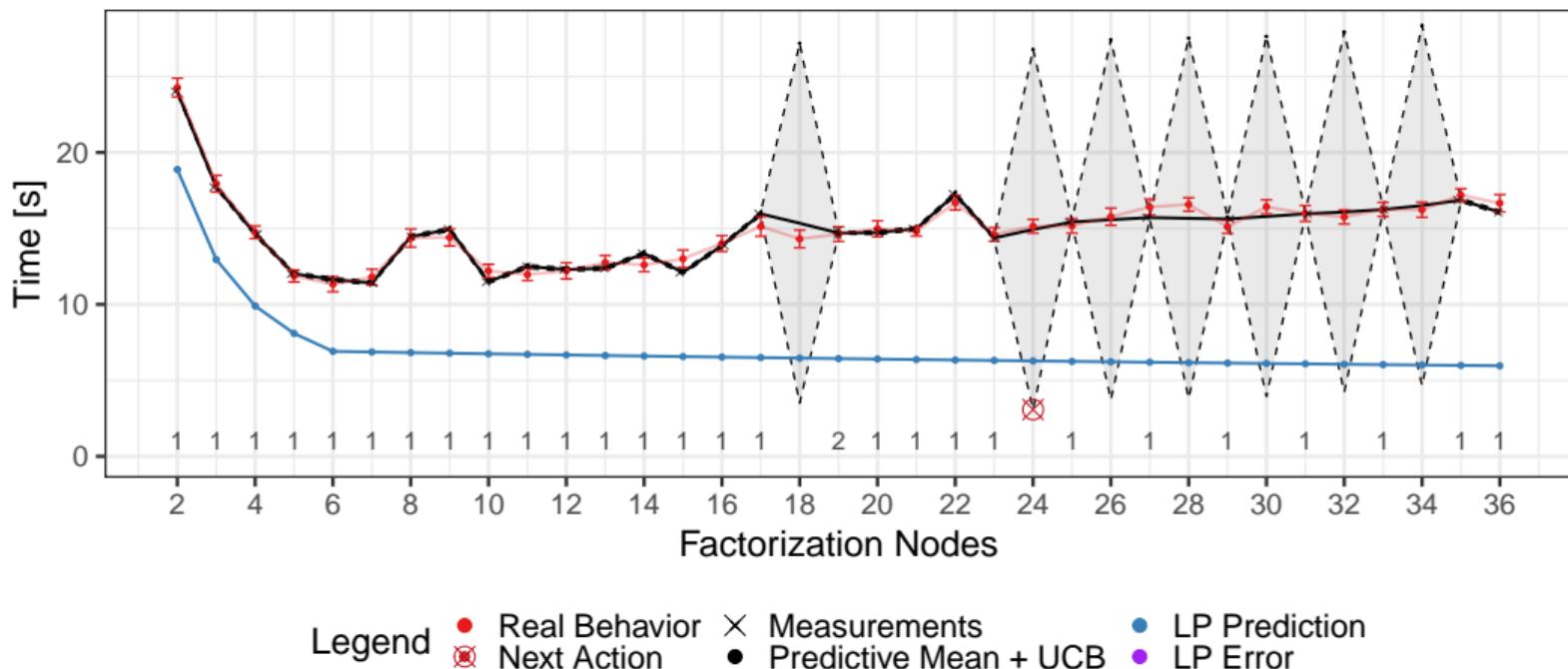
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Iteration 30

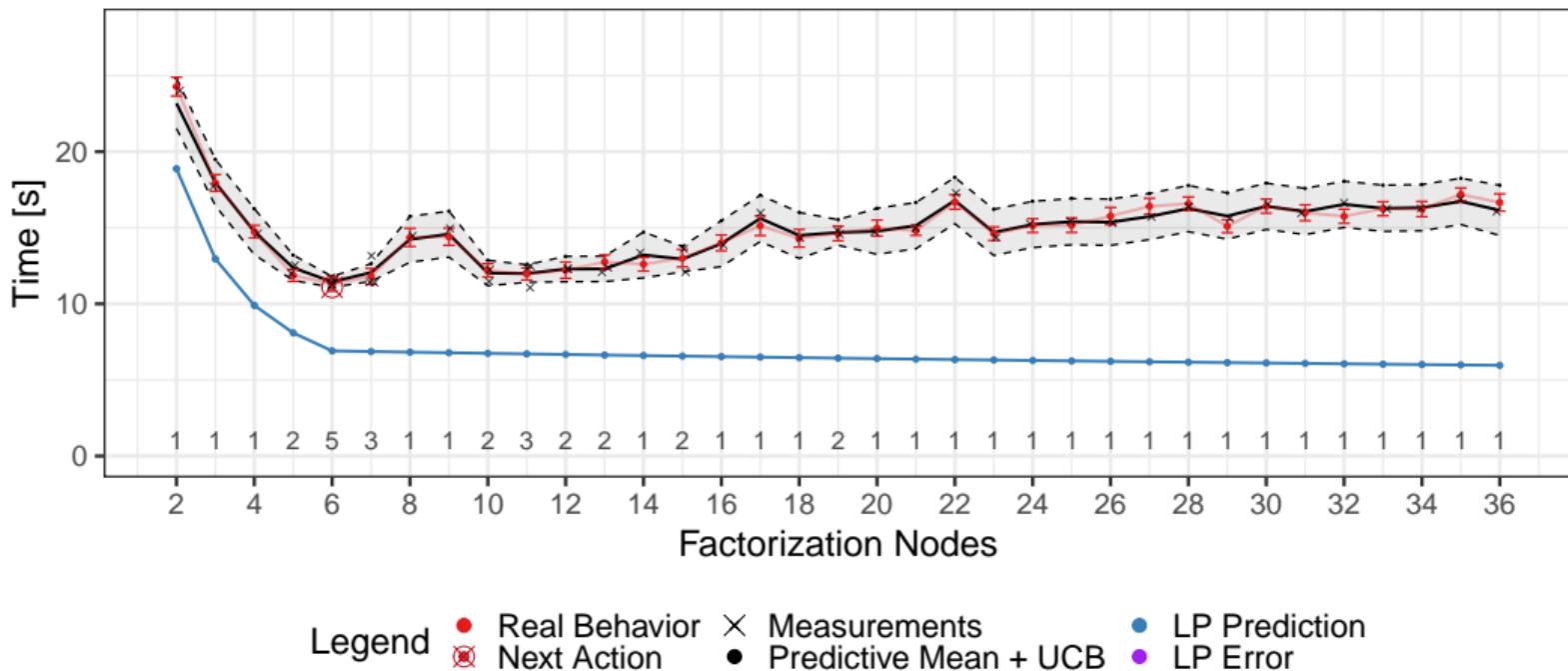


- Few repetitions  $\Rightarrow$  Poor confidence estimation

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GP-UCB evolution:

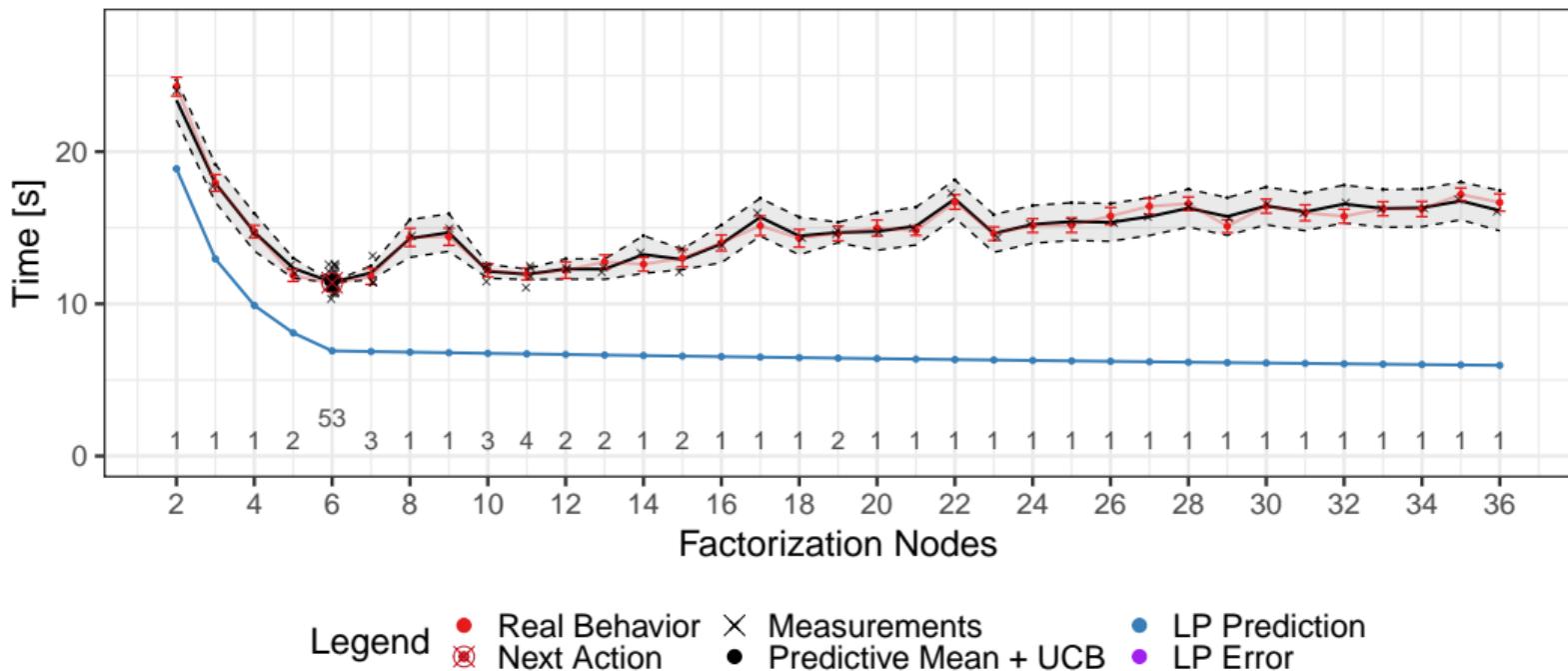
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