

SPETABARU: A Task-based Runtime System with Speculative Execution Capability

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SPETABARU: A Task-based Runtime System with Speculative Execution Capability

Bérenger Bramas Inria Nancy - Grand Est / CAMUS Team



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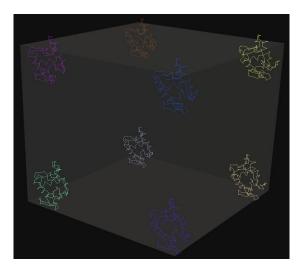
Summary

- Background & motivation
 - Monte Carlo (MC), Replica Exchange Monte Carlo (REMC)
 - Task-based parallelization (STF)
- Speculative execution in task-based runtime systems
 - Introduction
 - Challenges
 - Some solutions
- SPETABARU: SPEculative TAsk BAsed RUntime
 - Illustration
 - Performance study
- Conclusion & perspective



Motivation - Biophysic application

- Can be viewed as a molecular dynamic code
- A protein is composed of domains/polypeptides/chains of amino acids
 - Each domain is composed of beads/particles
 - A domain can "move/rotate/shift"
 - The global energy is computed with N^2 particles-particles interactions
- Too many configurations -> MC



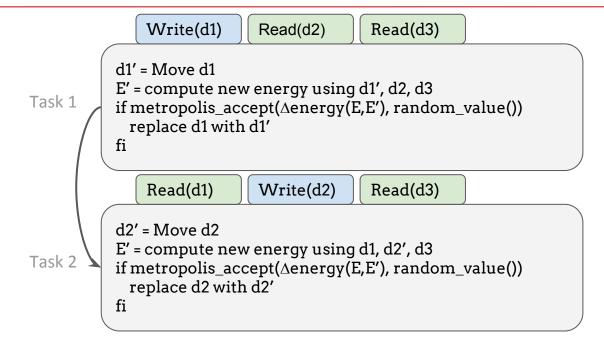


Motivation - MC

| | Write(d1) Read(d2) Read(d3) |
|--------|--|
| Task 1 | d1' = Move d1 E' = compute new energy using d1', d2, d3 if metropolis_accept(∆energy(E,E'), random_value()) replace d1 with d1' fi |



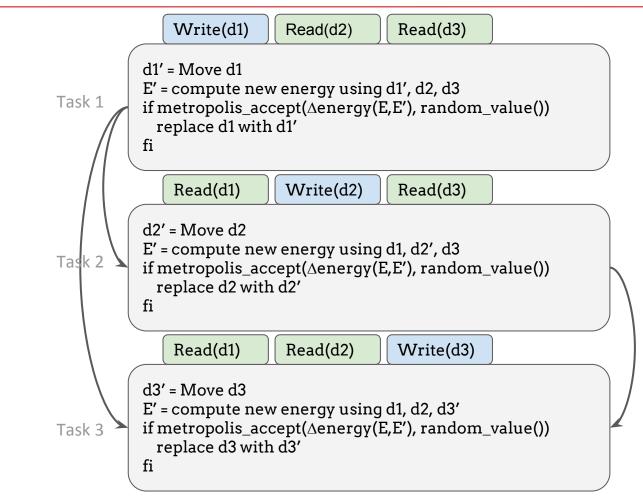
Motivation - MC



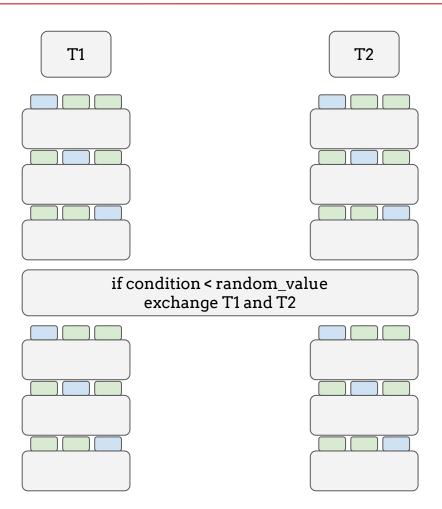


informatics mathematic

Motivation - MC



Motivation - REMC

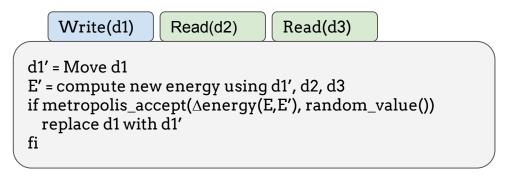




Problem

- Limited degree of parallelism
 - Each iteration depends on the previous ones
 - Possible exchange of temperature = dependency

• Some tasks access the data in "write" but it is unknown at task insertion time if they are really going to modify the data or not

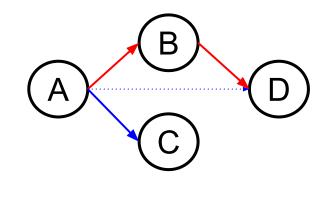




Background - Sequential task-flow (STF)

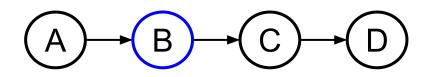
- The code is split into tasks
- Each task accesses the data in **READ** or **WRITE (~READ-WRITE)**
- The tasks are created by a single thread that informs the runtime system about the operations to do (which task to call with what data)
- The runtime system infers the dependencies between the tasks and ensures a correct execution (**sequential consistency**)
- DAG (node = task, edge = dependency)

```
add task A: write(m), read(n) {
    m += n;
}
add task B: write(n) {
    n++;
}
add task C : write(l), read(m){
    if(m > 0) l++;
}
add task D : read(m), read(n){
    print(m, n);
}
```





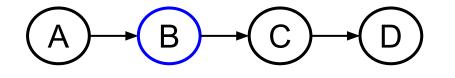
- Consider here that a unique data is used by all tasks
 - Task B is an uncertain task (it is not sure if it will write on the data)

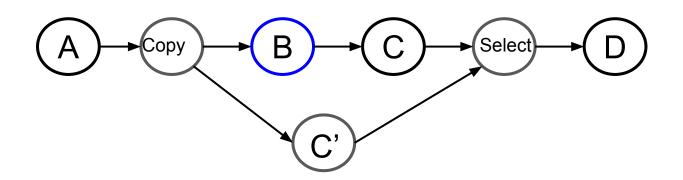


• Idea:

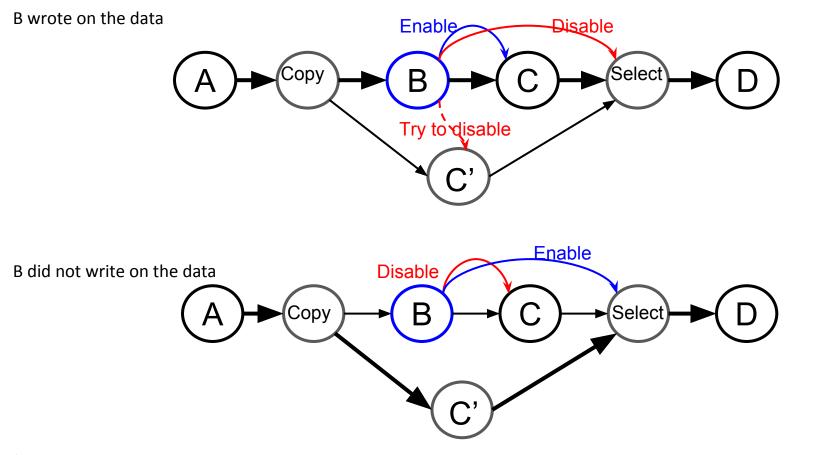
- The programmer indicates that a task will potentially WRITE on a data
- At the end of the task, the task informs the RS if the data was modified or not



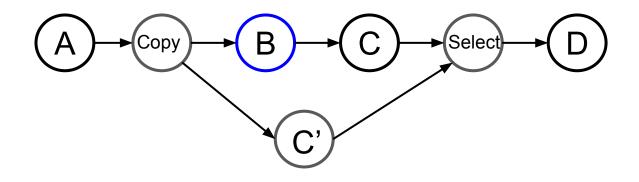












- Execution time:
 - Without speculation : T(B) + T(C)
 - With speculation :
 - If B writes on the data : T(copy) + Max(T(B) + T(C), T(C')) (T(C') is zero if canceled)
 - else : T(copy) + Max(T(B),T(C')) + T(select)



Challenges

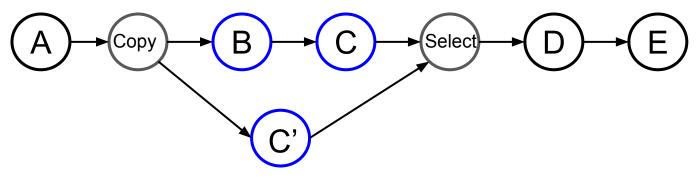
- We do not have the full DAG from the beginning
 - Tasks are inserted dynamically (and executed)
 - We have to manage all the dependencies

• What to do when there are more than one uncertain task ? (partially solved)

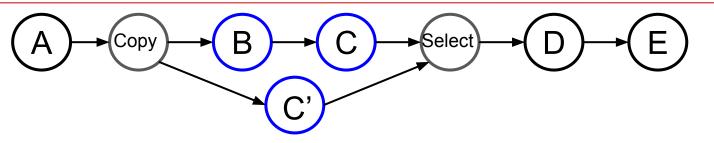
- Unsolved/WIP
 - Schedule a DAG with speculation
 - Predict success/failure if speculation

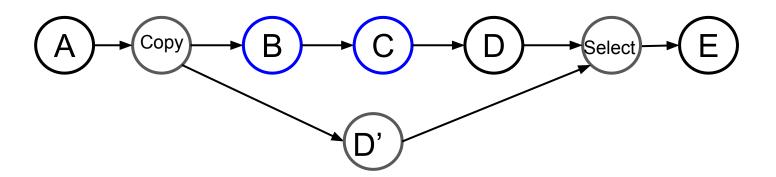


• What if C is an uncertain task too?



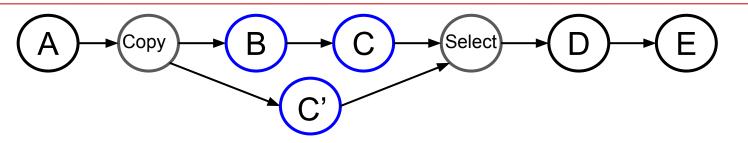


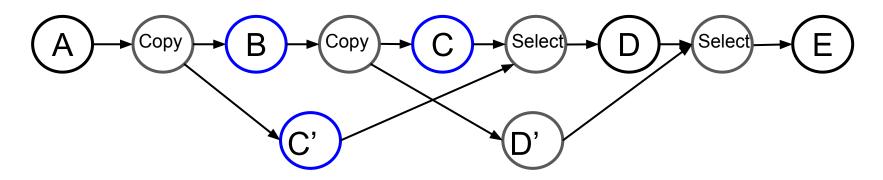




Poor parallelism, D is disabled only if both B and C did not modify the data, must compute B+C+(D or D') (This is not what we use)

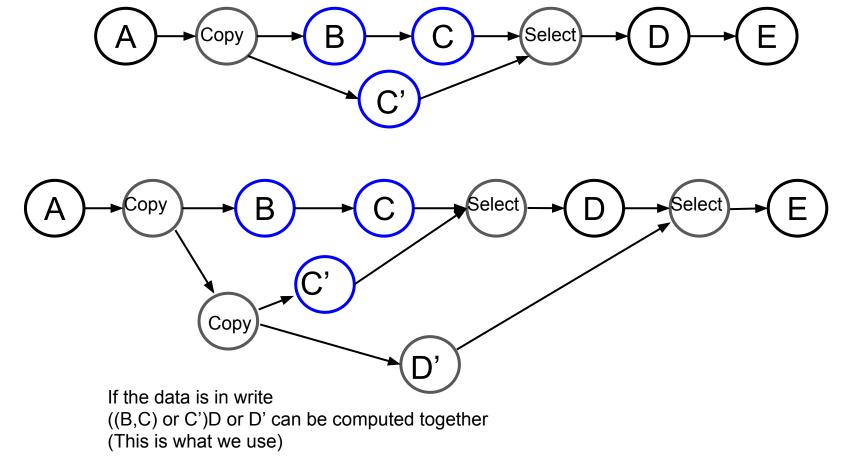






C',C and D' can be computed together (This is not what we use)







SPETABARU: SPeculative TAsk BAsed RUntime

- A light C++ runtime (less than 3.000 lines, originally....)
 - Allow for compile time checking on the types
- Modern C++17
 - Advanced meta-programming
 - Lambda/anonymous functions
- Support data modes:
 - Read, Write, Atomic_write, Commute
- Dynamic "array view"
 - To avoid ugly code when having dynamic dependencies



SPETABARU: SPeculative TAsk BAsed RUntime

• Example

// Create the runtime
const int NumThreads = SpUtils::DefaultNumThreads();
SpRuntime runtime(NumThreads);

const int initVal = 1; int writeVal = 0; // Create a task with lambda function runtime.task(SpRead(initVal), SpWrite(writeVal), [](const int& initValParam, int& writeValParam){ writeValParam += initValParam; }); // Create a task with lambda function (that returns a bool) auto returnValue = runtime.task(SpRead(initVal), SpWrite(writeVal), [](const int& initValParam, int& writeValParam) -> bool { writeValParam += initValParam; return true; }); // Wait completion of a single task
returnValue.wait();
// Get the value of the task
const bool res = returnValue.getValue();
// Wait until two tasks (or less) remain
runtime.waitRemain(2);
// Wait for all tasks to be done
runtime.waitAllTasks();
// Save trace and .dot
runtime.generateTrace("/tmp/basis-trace.svg");
runtime.generateDot("/tmp/basis-dag.dot");



SPETABARU: SPeculative TAsk BAsed RUntime



SPETABARU: Example

Runtime.always_speculate = true

Task A : read(val)

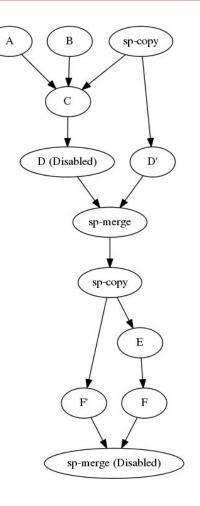
Task B : read(val)

Task C uncertain : maybe-write(val) -> false (no modifications)

Task D : write(val)

Task E uncertain : maybe-write(val) -> true (modifications)

Task F : write(val)





Performance Study - MC

• Configuration

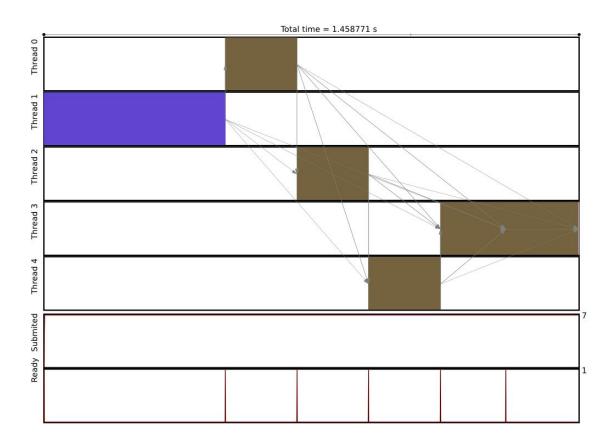
- 5 domains
- 2000 particles per domain
- on a node with 32 cores but we use only 5
- Reject/accept ratio ~ around 0.4 or 0.5
- \circ Number of iterations from 1 to 100

• 3 approaches:

- Task-based (same as sequential)
- Speculative (with speculation always enabled)
- Speculative and force all move to be rejected (speculation performance limits, with speculation always enabled)



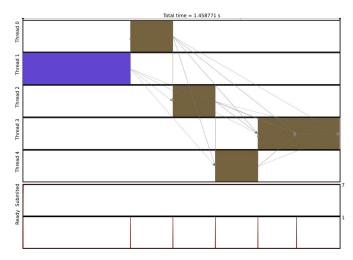
Performance Study - MC (1 iteration - 5 threads)





Without speculation

Performance Study - MC (1 iteration - 5 threads)

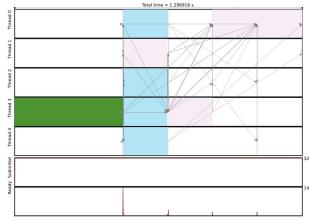


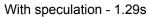
Without speculation - 1.45s

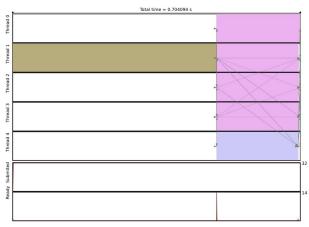
0 : reject

- 1 : accept
- 2 : accepted
- 3 : reject
- 4 : reject



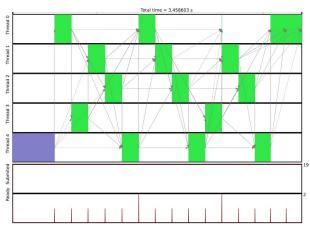




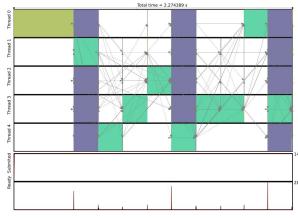


With speculation (all moves rejected) - 0.74s

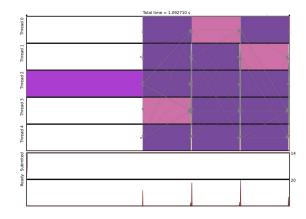
Performance Study - MC (3 iterations - 5 threads)



Without speculation - 3.45s



With speculation - 2.27s

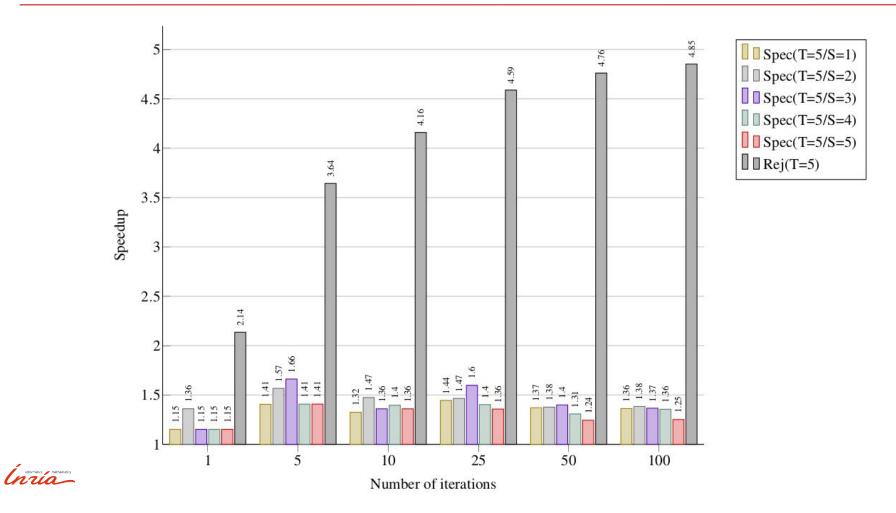


Inita mathematics

With speculation (all moves rejected) - 1.09s

27

Performance Study - MC - 5 threads



Performance Study - Replica Exchange

• Configuration

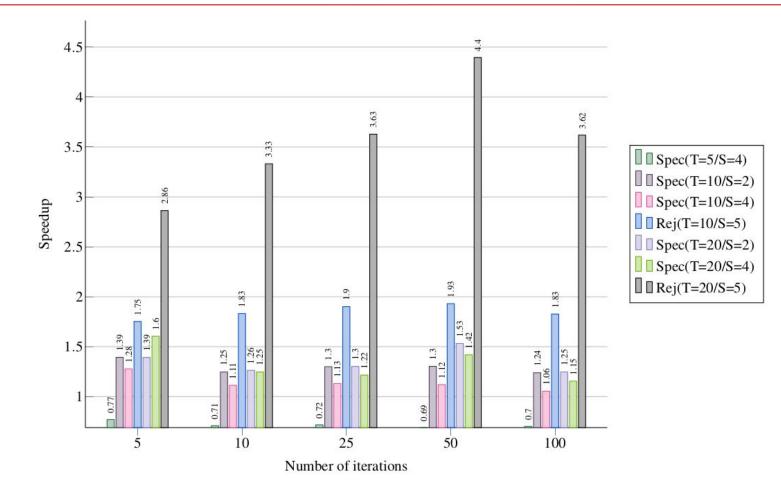
- 5 domains
- 2000 particles per domain
- \circ on a node with 32 cores, we use 10 or 20 threads
- Reject/accept rate ~ between 0.4 or 0.6
- \circ Number of iterations from 1 to 100
- + 5 replicas
- + Replica-exchange every 3 iterations
- + Replica-exchange rate > 0.7

• 3 approaches:

- Task-based (same as one thread per replica)
- Speculative (with speculation always enabled)
- Speculative and force all move to be rejected (speculation performance limits, with speculation always enabled)

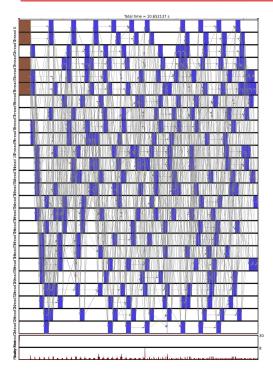


Performance Study - Replica Exchange

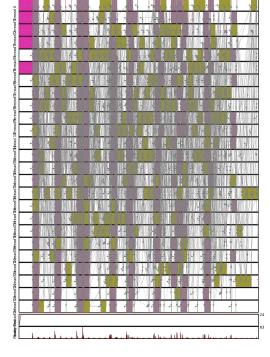


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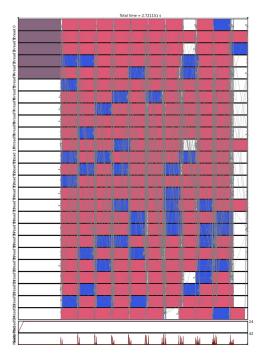
Performance Study - Replica Exchange (10 iterations - 25 threads)



Without speculation - 10.6s



With speculation - 8.7s



With speculation (all moves rejected) - 2.7s

Conclusions

- First results to use speculation in TB method
- General pattern/algorithm
- SPETABARU is able to execute speculative task-flow
- Speedup for both the MC and REMC
 - obviously, the number of failures reduces the benefit
 - can slow down the executions if too much speculation (decision formula) and not enough threads



Perspective

- Limit the number of consecutive uncertain tasks automatically
- Inform RS if modifications have been done for each data individually (easily)
- Prediction of speculation success/failure with a decision formula
 - o rand() < probability?</pre>
 - only if no tasks ready? seems not efficient
 - Use history with the information of the previous attempts
 - Use a perf. model
- Manage the scheduling of DAG with speculation
- Limit the number of copies (with a maximum memory occupancy value)
- Create other speculative execution models



Questions?

gitlab.inria.fr/bramas/spetabaru



