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# PARTITIONED COMMUNICATION

*And the future of application design*

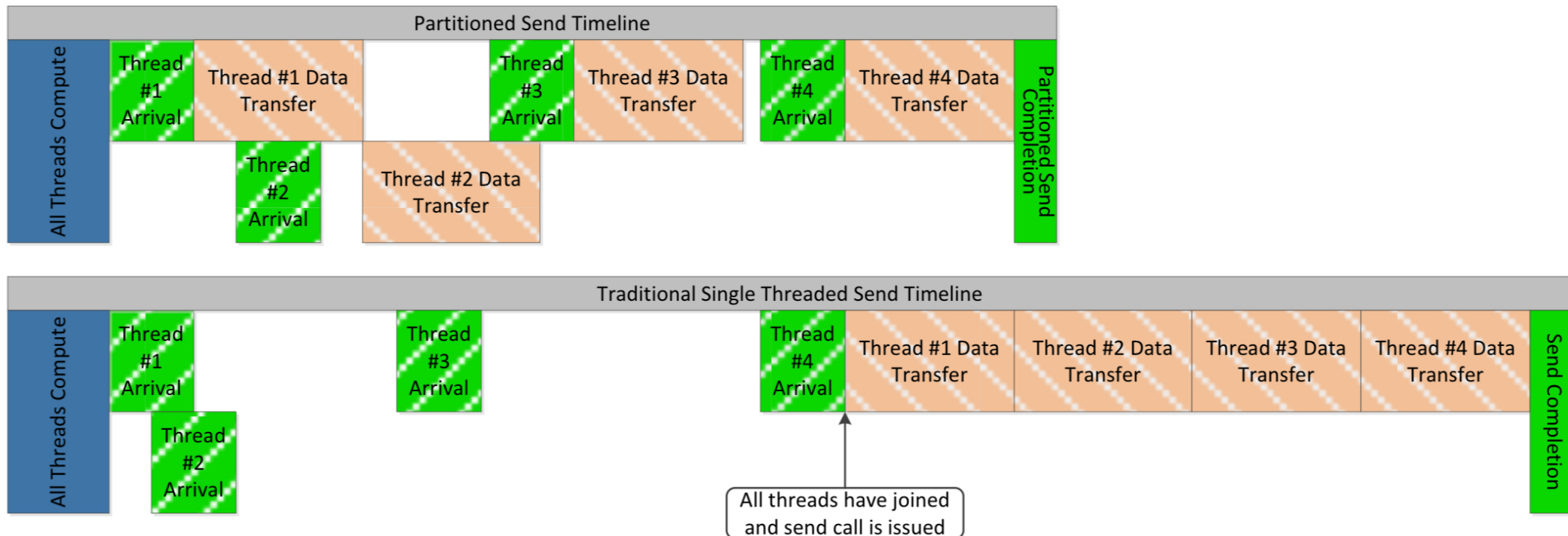
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# THE NEED FOR FINE GRAINED COMMUNICATION

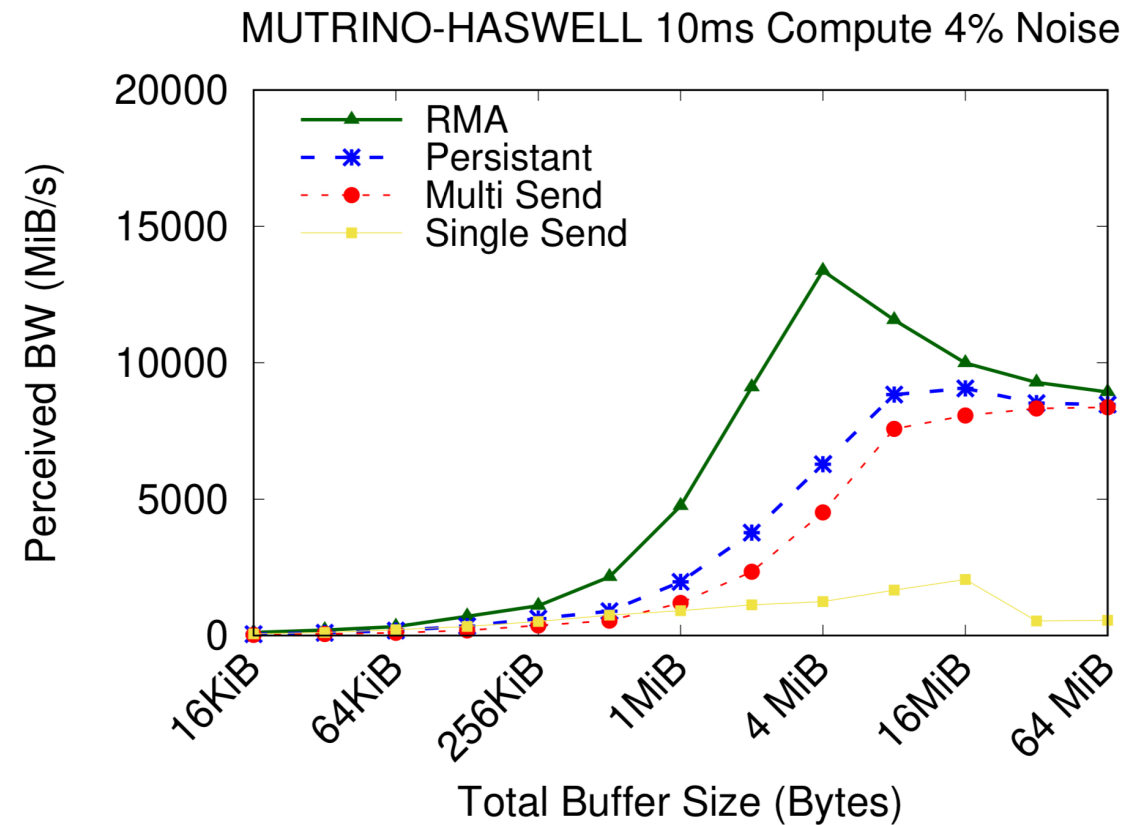
- Overlapping through earlybird communication
- Messages are partitioned into smaller “sub messages”
- The underlying mechanism can start sending data as it’s ready



# PARTITIONED COMMUNICATION PERFORMANCE



- Partitioned communication allows for greater communication performance by allowing early bird communication while minimizing the overhead associated with sending more messages.
- In the graph on the right, we show the bandwidth performance of three different underlying communication methods (Multi send, MPI Persistent, and MPI RMA).
- With reduced overheads perceived bandwidth can be greatly improved.



# BUT THERE IS A CATCH!

- The previous experiment made a number of assumptions
  - 10ms compute time
  - A single thread delayed by 4%
  - A wide range of message sizes
- But what do applications actually do?
  - It's easy to measure certain things
    - Total communication volume
    - Total computation time
  - Others are harder
    - Mean and distribution of thread arrival times.



# EXPLORATION OF THREAD TIMINGS

- We've measure the thread arrival times of three different proxy applications.
- These proxy apps are representative of different code classes
  - Finite Elements
  - Molecular Dynamics
  - Monte Carlo
- Each has unique behaviors
- Application behavior can change over time
  - MiniMD sees different behavior for roughly the first 10 iterations

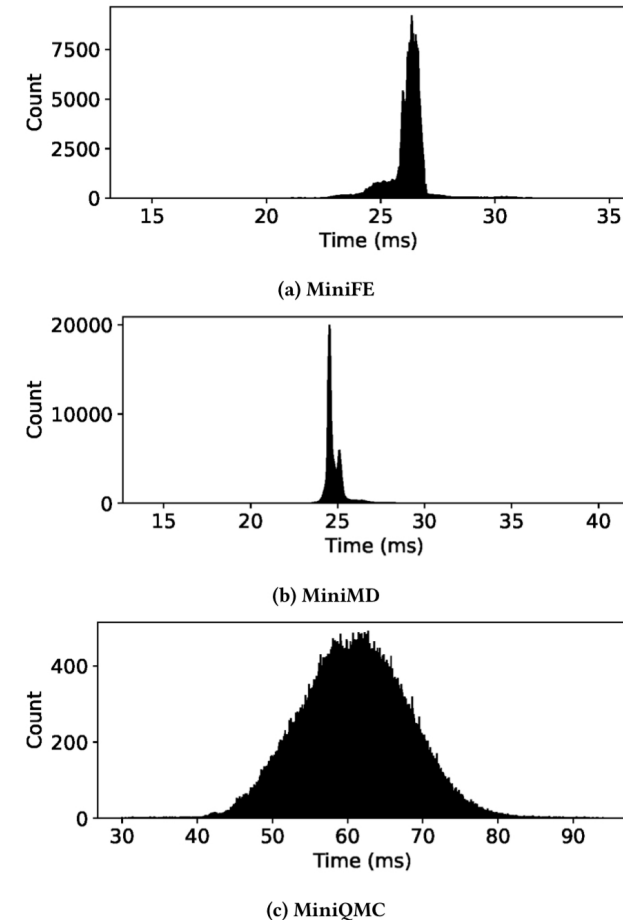


Figure 3: Application thread arrival time histograms for each of our three applications. Each has a bin width of 10 microseconds.

# EVALUATING DIFFERENT APPLICATION DESIGNS

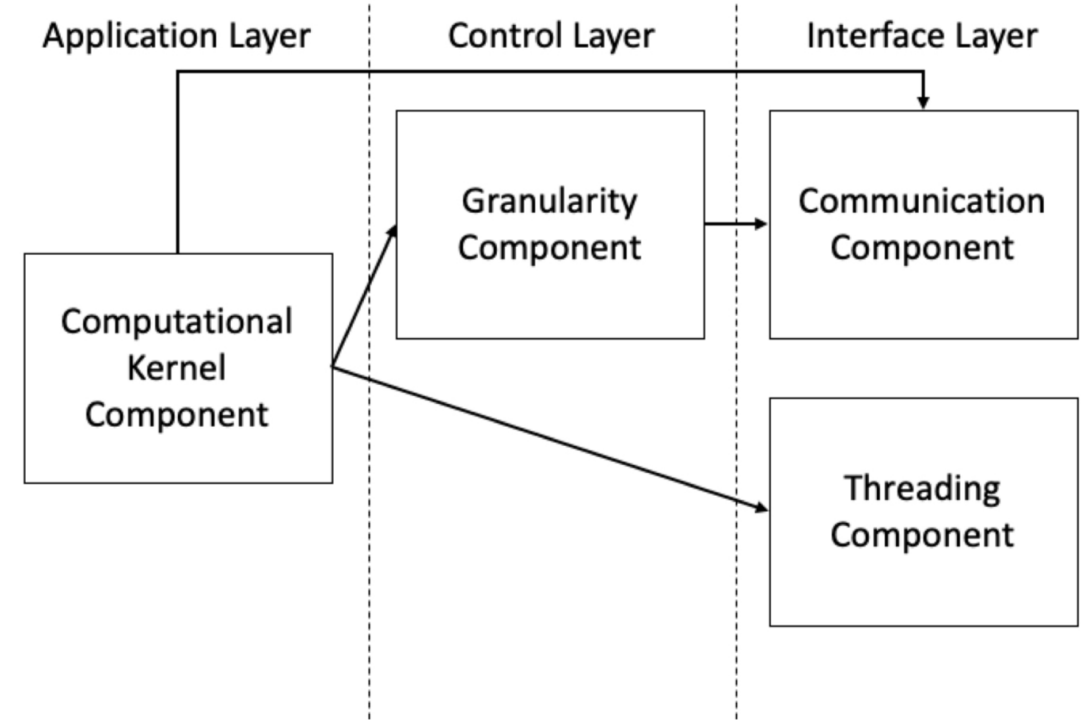


- As shown in the previous slide applications can behave very differently
- This is also dependent on other factors
  - Number of threads per process
  - Problem size
  - Network hardware
  - Network middleware
- Manually testing different configurations is time consuming
- We need a way to search the application design space

# A MODULAR FRAMEWORK FOR APPLICATION DESIGN



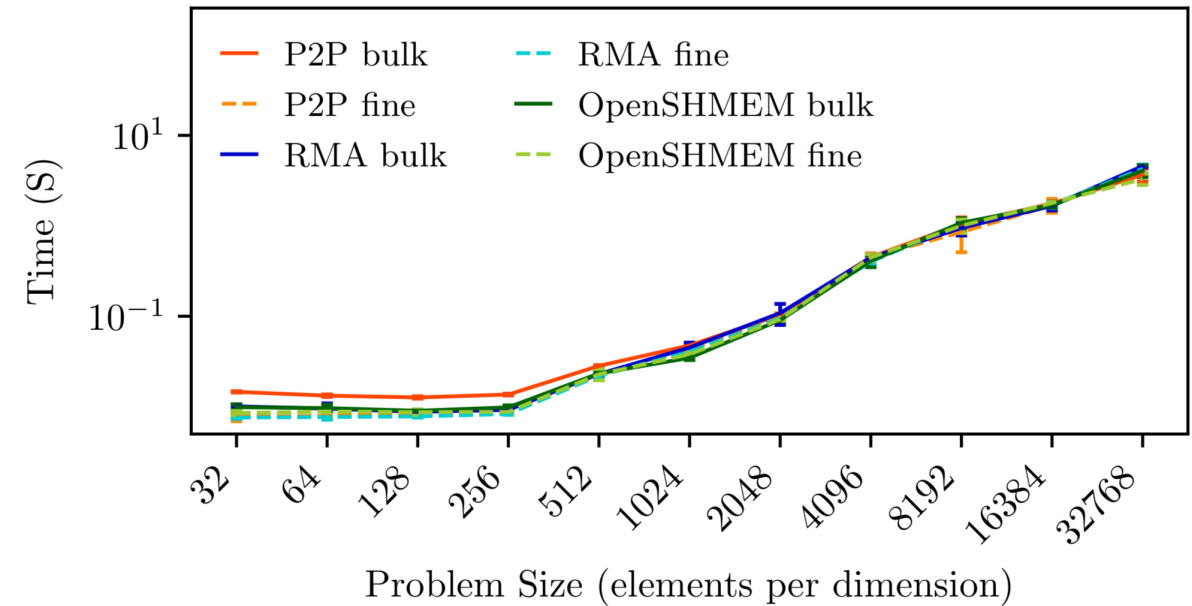
- MiniMOD is a framework to allow for exploring different application design choices at runtime
- This includes different kernels, communication behaviors, and underlying communication libraries.
- By modularizing all of these parts, they can be combined at runtime to emulate different application designs in a fair testing environment



# MINIMOD HEAT DIFFUSION



- Heat Diffusion shows is a 2d halo exchange code that shows interacts with 4 neighbors.
- MiniMOD allows us to directly compare different communication library choices
  - MPI Point to Point
  - MPI Remote Memory Access
  - OpenSHMEM
- It also allows us to change the application behavior
  - Traditional Bulk Synchronous
  - Fine Grained Communication
- The results of this change based on problem size

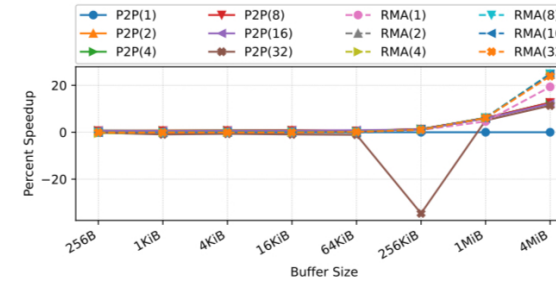




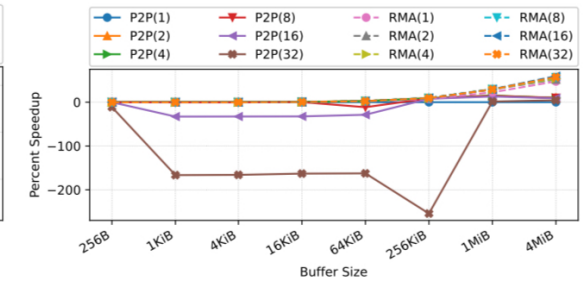
# CONFIGURABLE APPLICATION PROXY



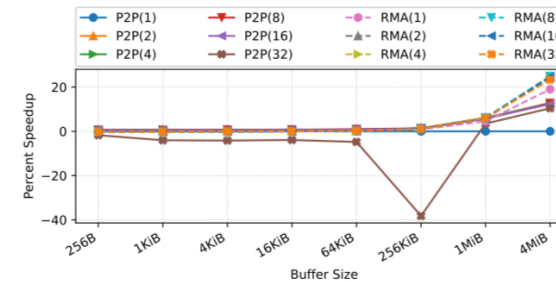
- However we may want a more general application model
- This benchmark takes in a threads timing distribution
  - Laggard thread model
  - Normal distribution
  - KDE based on the thread timings data
- It also allows us to specify how many peers each process is communicating with and how much each message is comprised of



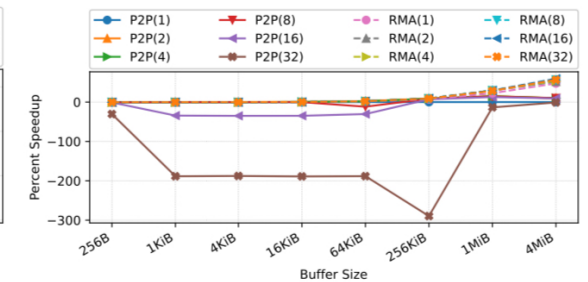
(a) miniFE: 7-Point Stencil



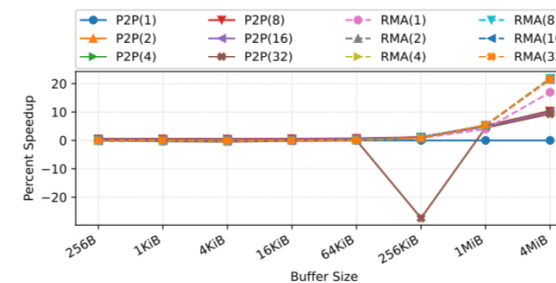
(b) miniFE: 27-Point Stencil



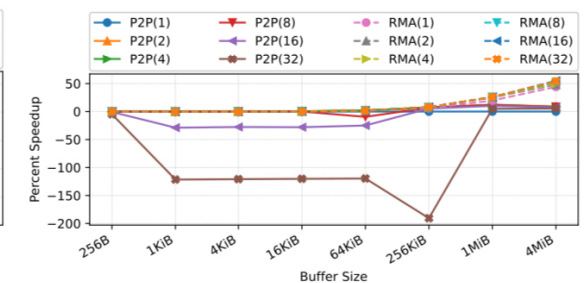
(c) miniMD: 7-Point Stencil



(d) miniMD: 27-Point Stencil



(e) miniQMC: 7-Point Stencil



(f) miniQMC: 27-Point Stencil

# CONCLUSIONS

- Partitioned communication opens the door for new optimizations
- That opens a large optimization space for application design
- We've created tools to help explore this space before committing to implement these designs





QUESTIONS?