

将来の大規模メニーコアプロセッサ環境に向けた ビッグデータ基盤処理の性能評価

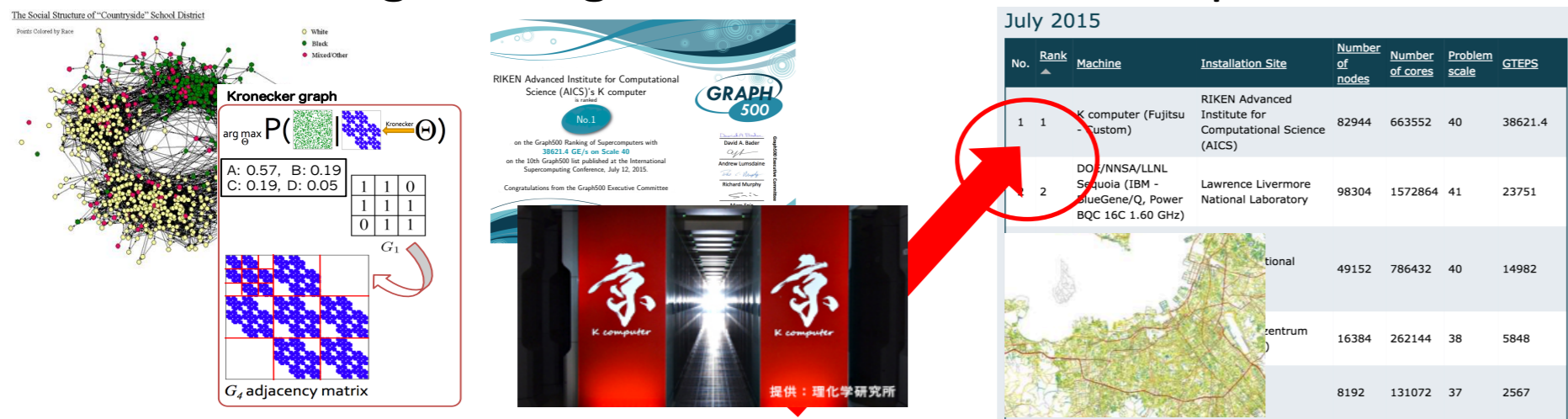


Extreme Big Data Examples

Large-scale Graphs

Graph500:

- ✓ New benchmark for Big Data processing on supercomputers
- ✓ 0.45 sec for a Kronecker graph w/ 1 trillion vertices and 16 trillion edges using 82,944 nodes, 663,552 processes



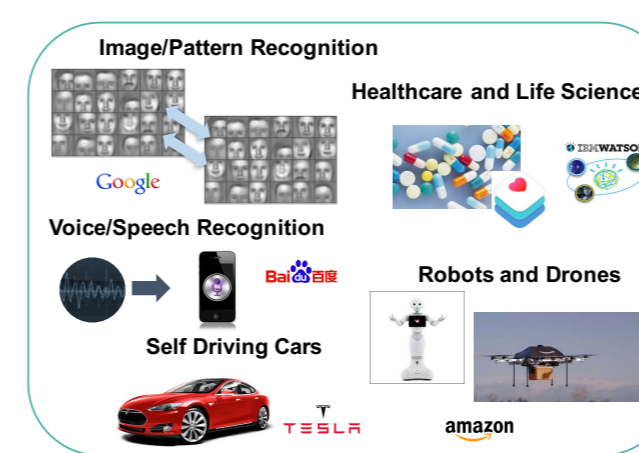
Towards HPC and Big Data Convergence

- ✓ Dropping available memory capacity per core for achieving efficient bandwidth by increasing in parallelism, heterogeneity, density of processors, e.g.) Multi-core CPUs, Many-core accelerator, Post-Moore Era
- ✓ Deeping Memory/Storage Architectures, such as NVM (Non-Volatile Memory), SCM (Storage Class Memory), e.g. Flash, MCDRAM, PCM, STT-MRAM, ReRAM, HMC, etc.

AI / Machine Learning

Deep Learning Training:

- ✓ 96 GPUs are used for a single DNN model in ImageNet dataset using a node-distributed asynchronous machine learning implementation
- ✓ 1146 GPUs are used in Total for the training
- ✓ Reaching 1 Tflops (SFP) per GPU for the cost derivative parts

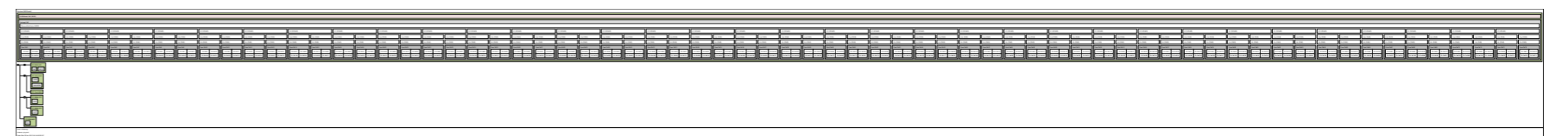


AIST AIC AI-Cloud
~8.4P AI-Flops

130 P AI-Flops~

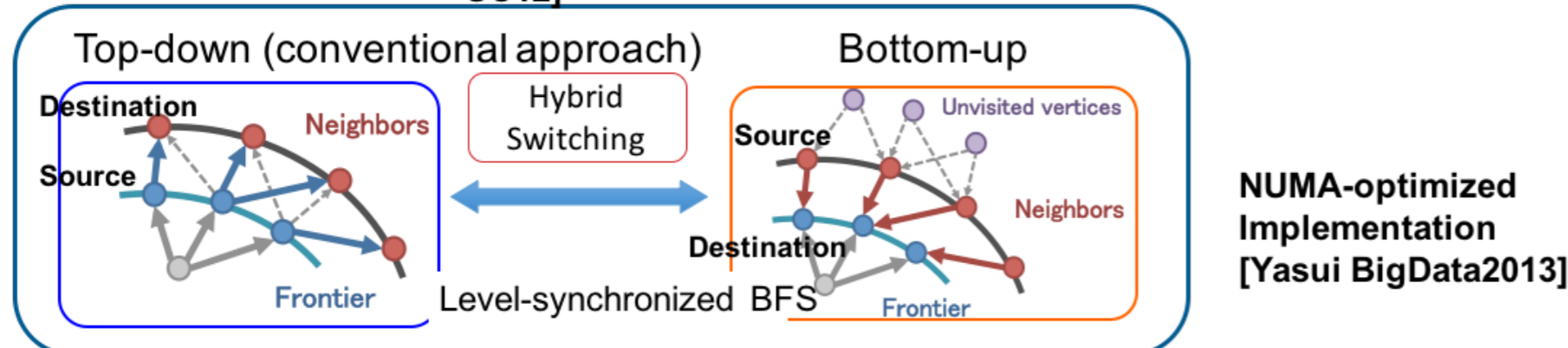
Motivation:

- ✓ How to utilize many-core environments for accelerating Extreme Big Data applications, such as Large-scale Graphs, AI, etc.
- How to overcome memory capacity limitation?
- How to offload bandwidth oblivious operations onto low throughput memory volumes?

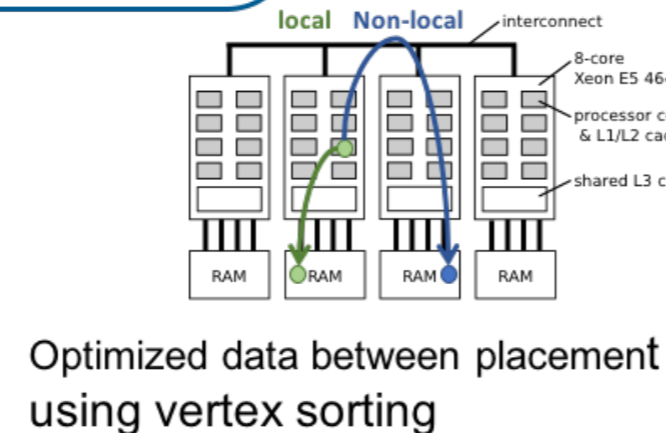
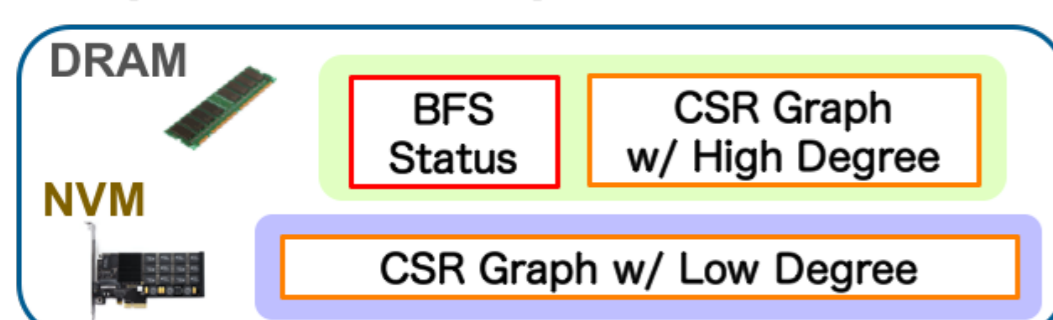


Out-of-core BFS for Graph500

Direction Optimizing BFS Search [Beamer SC12]



Proposed Technique

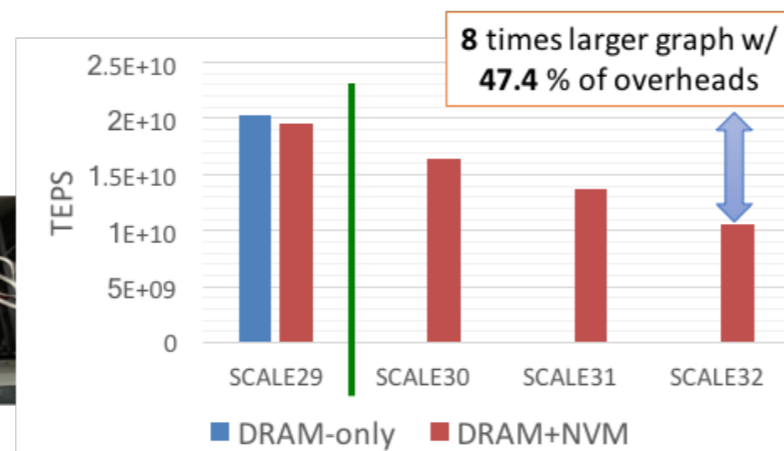


Experiment

CPU	Intel Xeon E5-2690v2 × 2
DRAM	256 GB
NVM	EBD-I/O 4TB (2TB × 2)
Data	RMAT Graph w/ Edge factor 16 (Graph500)



Optimized data between placement using vertex sorting

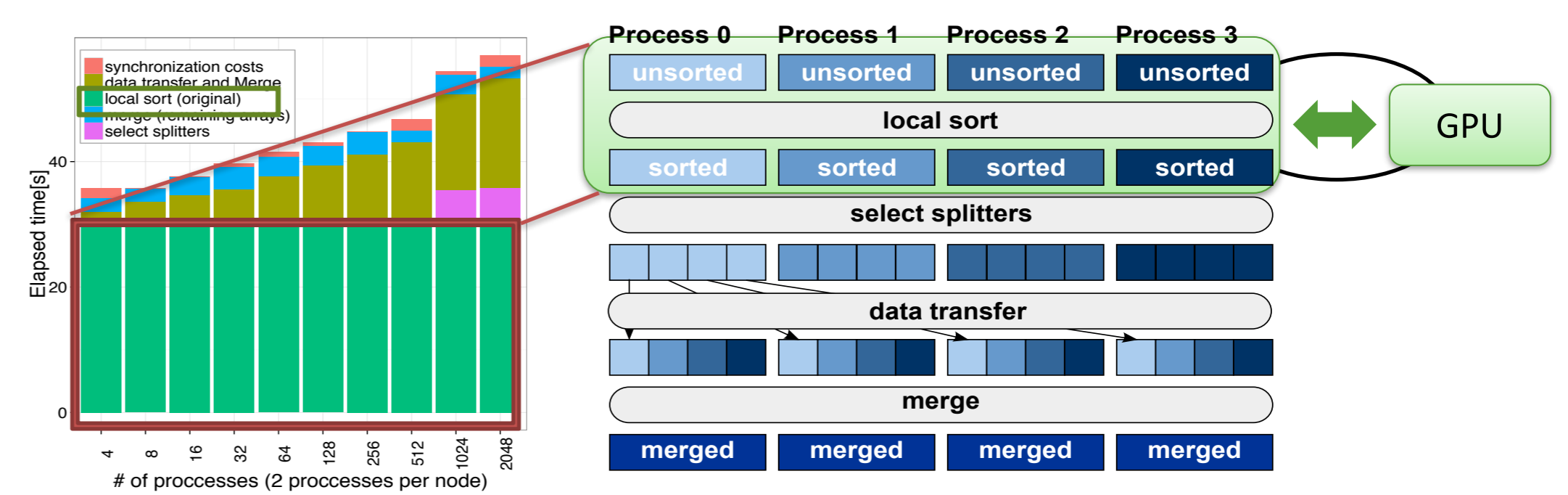


Scalable Large-scale Sorting

Effectiveness of large-scale sorting on supercomputers w/ massive amounts of throughput processors remains unclear

- ✓ What operations are accelerated or bottlenecked by GPUs in large-scale sorting
- ✓ Handling data overflow on hierarchical memory volumes may also be required

Based on sample sorting, offloading the most time-consuming local sort onto GPUs and network communications

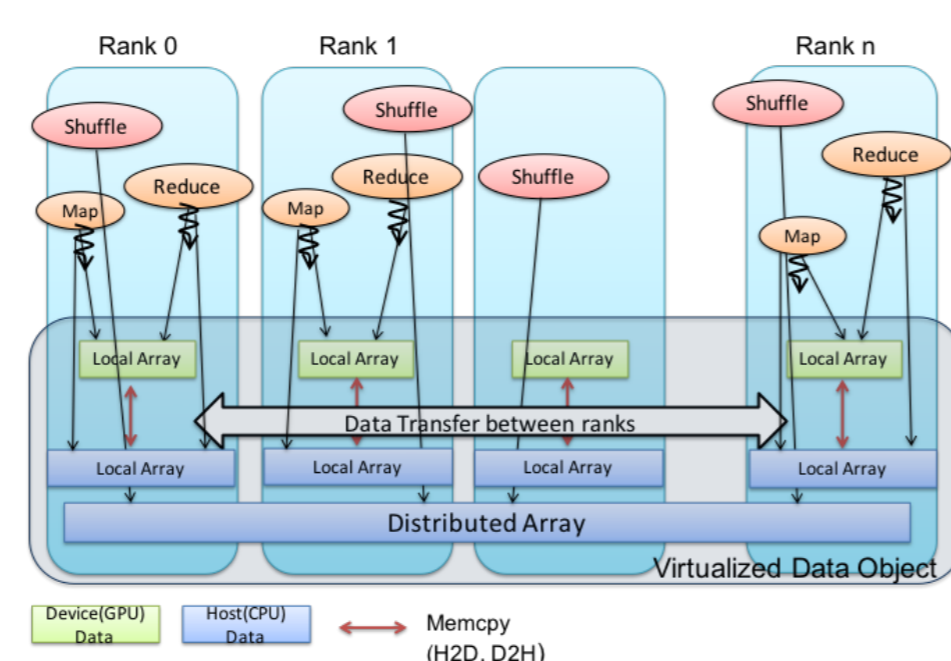


MapReduce for Scalable Supercomputers

A Software Framework for Large-scale Supercomputers w/ Many-core Accelerators and Burst Buffer NVMs

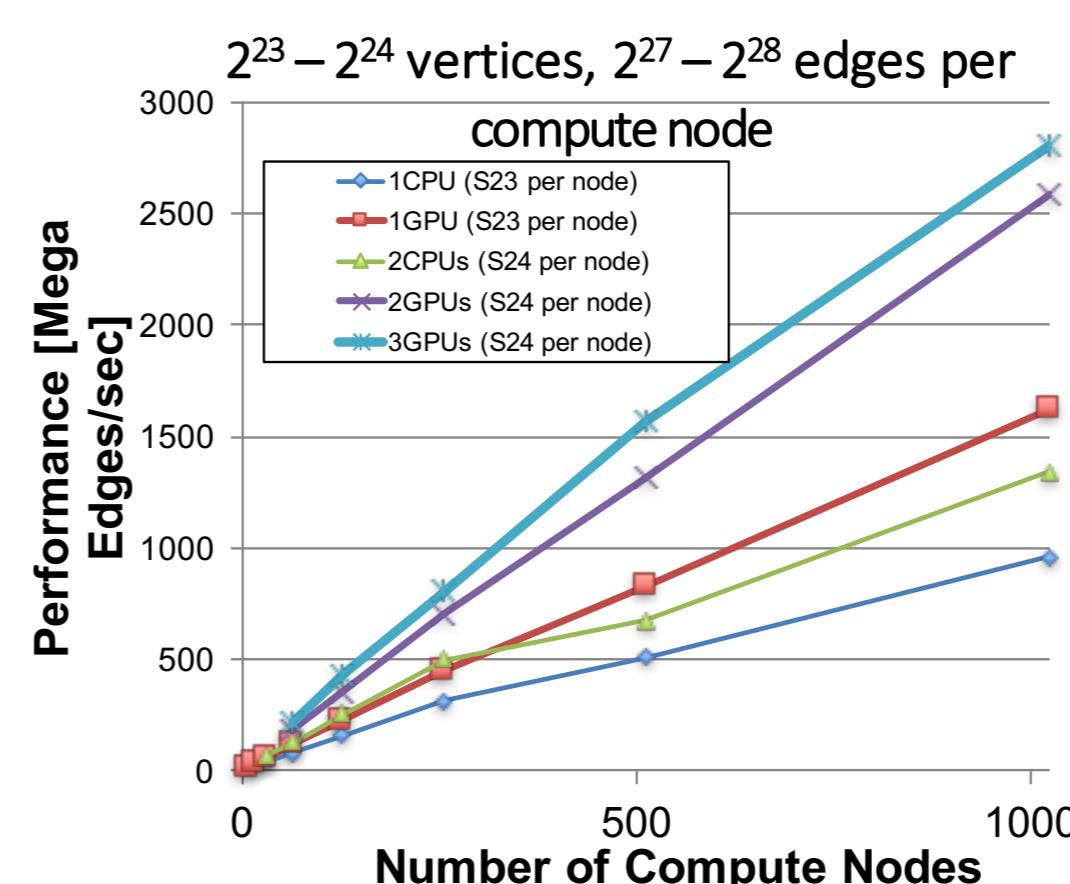
- ✓ Abstraction for deep memory hierarchy, e.g., GPU, CPU, NVM
- Object-oriented (C++)
- Weak-scaling over 1000 GPUs
- Out-of-core GPU data management
- Optimized data formats for many-core accelerators

How to apply similar techniques for many-core environments



Weak Scaling on K20X-based TSUBAME2.5
MapReduce-based Page Rank Application for RMAT Graph (Graph500)

2.81 Giga Edges/sec on 3072 GPUs
(17.2 bn vertices, 274 bn edges)



The size of graph exceeds the total GPU memory capacity

2.10x Speedup
(3 GPU vs 2CPU)

Performance improvement by sorting, prefix-sum, data-parallel operations