Design and Implementation of MPICH2 over InfiniBand with RDMA Support


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Presentation Outline

• Introduction and Motivation
• Background
  - InfiniBand
  - MPICH2
  - MPICH2 RDMA Channel Interface
• Design and Optimization
  - Basic Design and Optimization
  - Zero Copy Design
  - Performance Comparison
• Conclusion
Introduction

• InfiniBand is becoming popular for parallel computing
  - High performance
  - Many novel feature such as RDMA
• MPI is the *de facto* standard of writing parallel applications
  - MPICH from Argonne is one of the most popular MPI implementation
  - MPICH2 is the next generation of MPICH
Motivation

• Optimizing MPICH2 using InfiniBand RDMA operations
  - Focus on MPI-1 functions
• Taking advantage of the new RDMA channel interface in MPICH2
  - RDMA channel is a very simple interface
  - But, can it achieve high performance?
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InfiniBand Overview

- Industry standard interconnect
- High performance
  - Low latency
  - High bandwidth
- Many novel feature
  - RDMA
  - Multicast, atomic operation, QoS, etc
InfiniBand RDMA

- Sender directly accesses receiver’s memory
- Transparent to receiver side software
- Better performance than send/receive in current InfiniBand hardware
MPICH2 Overview

• Successor of MPICH
• Supports both MPI-1 and MPI-2
  - We focus on MPI-1 functions in this paper
• Completely new design
  - Performance
  - Flexibility
  - Portability
• Porting can be done at different levels
  - ADI3
  - CH3
  - RDMA Channel Interface
MPICH2 Implementation Structure

- We focus on implementing RDMA Channel Interface over InfiniBand
RDMA Channel Interface

• Very simple interface
  – Three functions for process management, initialization and finalization
  – Two functions for communication
    • Put
    • Get
Put and Get Functions

- A logically shared FIFO channel between sender and receiver
- Put writes into the channel
- Get reads from the channel
- Both functions accept a list of buffers
- Building blocks for all other communication
Example Implementation of Put and Get with Globally Shared Memory

- Buffer pool, head and tail pointers in shared memory
- Put: Write data and advance head pointer
- Get: Read data and advance tail pointer
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Basic Design

- Based on the design for globally shared memory
- Buffer pool at the receiver
  - Sender uses RDMA write
  - Receiver uses local memory read
- Keep two copies of head and tail pointers
  - Use RDMA write to make them consistent
Put in Basic Design

- Put:
  - Determine available buffer space
  - Copy data to pre-registered buffer
  - Write data using RDMA write
  - Adjust local head pointer
  - Adjust remote head pointer using RDMA write
Get in Basic Design

• Get:
  - Determine available new data
  - Copy data to user buffer
  - Adjust local tail pointer
  - Adjust remote tail pointer using RDMA write
Optimizing the Basic Design

- Piggybacking Pointer Updates
  - Combine data and remote head pointer update at the sender side
  - Update remote tail pointer lazily at the receiver side

- Pipelining large messages
  - Divide large message into chunks
  - Overlap copy with RDMA operation
Experimental Testbed

- 8 SuperMicro SUPER P4DL6 nodes (2.4 GHz Xeon, 400MHz FSB, 512K L2 cache)
- Mellanox InfiniHost MT23108 4X HCAs (A1 silicon), PCI-X 64bit 133MHz
- Mellanox InfiniScale MT43132 switch
Latency of Basic Design with Optimization

- Latency for Basic Design: 18.6 us
- With optimization: 7.4 us
• Bandwidth for Basic Design: 230 MB/s
• With optimization: 520 MB/s
Impact of Pipelining Chunk Size on Bandwidth

- Chunk sizes around 16K give best performance
Zero Copy Design

- Small messages are handled similar to basic design with optimization
- Large messages
  - Shared buffer pool used only for control messages
  - Data transfer using RDMA Read
  - No extra copies
Bandwidth of Zero Copy Design

- Bandwidth for Basic Design with optimization: 520 MB/s
- Zero Copy: 857 MB/s
Comparing RDMA Channel with CH3 (Latency and Bandwidth)

- Comparing with another implementation done at CH3 level
  - Also does zero copy for large messages using RDMA Write
- RDMA Channel design with Zero Copy does very close to the CH3 level design
- Difference in bandwidth is due to the performance difference of RDMA write and RDMA read in InfiniBand
Comparing RDMA Channel with CH3 (NAS Benchmarks)

- RDMA Channel zero copy design performs comparably to CH3 design.
Conclusions

• We presented a study of using RDMA to implement MPICH2 over InfiniBand
• We focus on RDMA Channel Interface in MPICH2
  - Design, optimization and evaluation
• We show that RDMA Channel provides a simple yet powerful interface
  - We achieved 7.6 microsec latency and 857 MB/s bandwidth
MVAPICH2 Software Release

- Based on MPICH2 RDMA Channel Interface
  - Zero copy design
- Open source software
- Currently used by many organizations
Web Pointers

NBC home page
http://www.cis.ohio-state.edu/~panda/
http://nowlab.cis.ohio-state.edu/

MVAPICH2 home page
http://nowlab.cis.ohio-state.edu/projects/mpi-iba/