
Maximize the Performance of your Cluster: Marrying GPUs and Dataflow Graph Processing

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How many different systems are required?

>5

How many did involve GPUs?



SENTIMENT ANALYSIS

USER PROFILING

TOPIC MODELING

THE BIG PICTURE

We had computing clusters.

Now, we have clusters and GPUs.



**How to maximise the overall
usage and performance?**



OUTLINE AND CONTRIBUTIONS

1. A REAL WORLD CASE

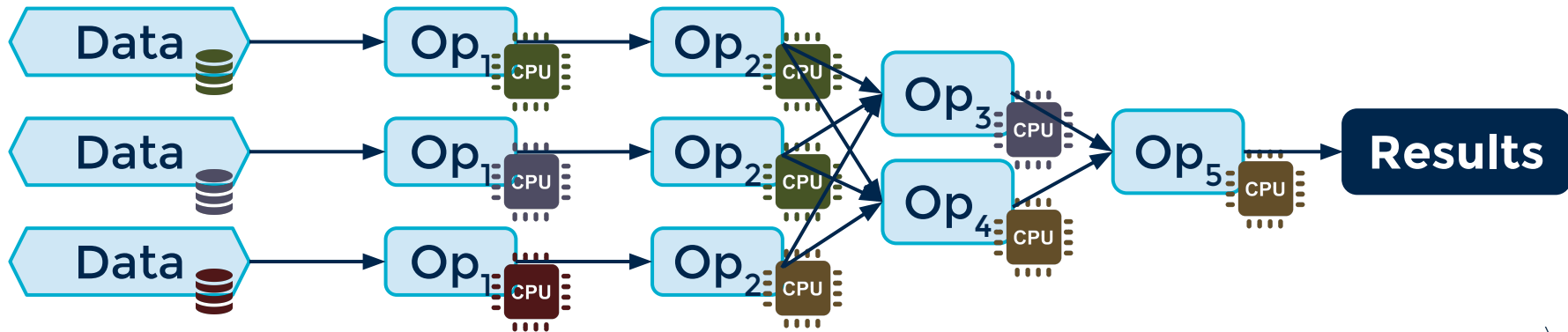
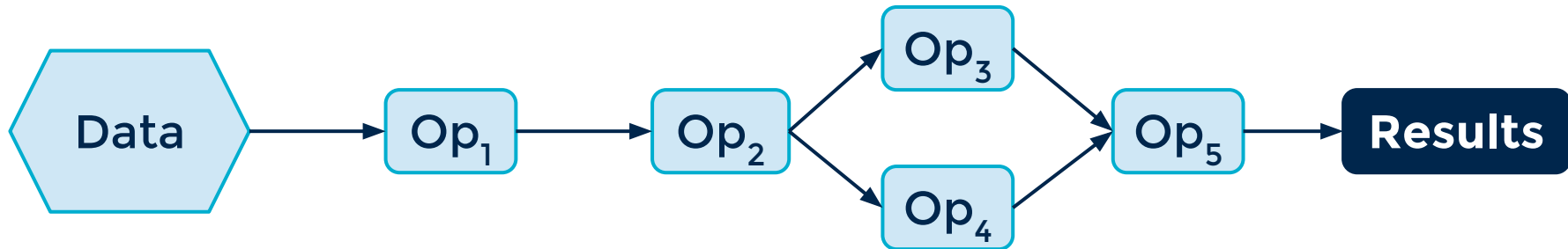
2. THE DFG PROCESSING MODEL

Support for GPU tasks

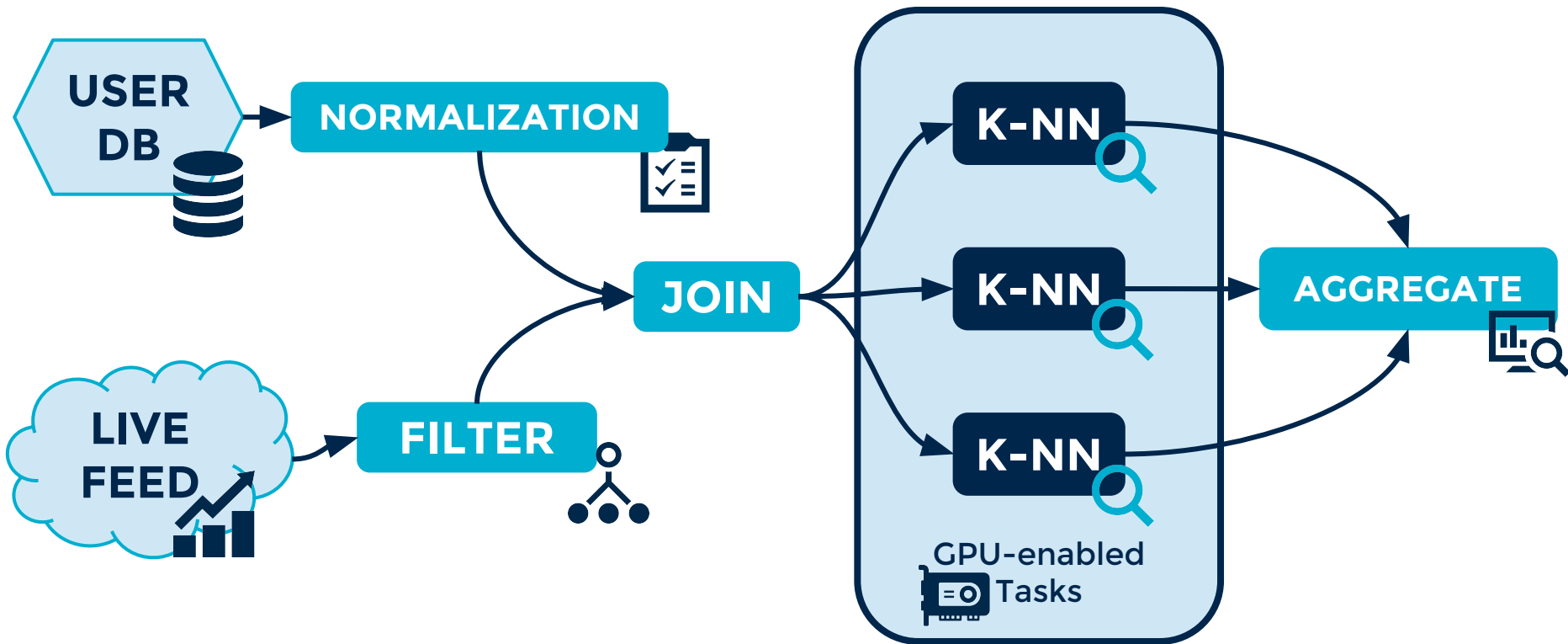
3. THE HETEROGENEOUS SCHEDULING MODEL

Generalization for GPU resources

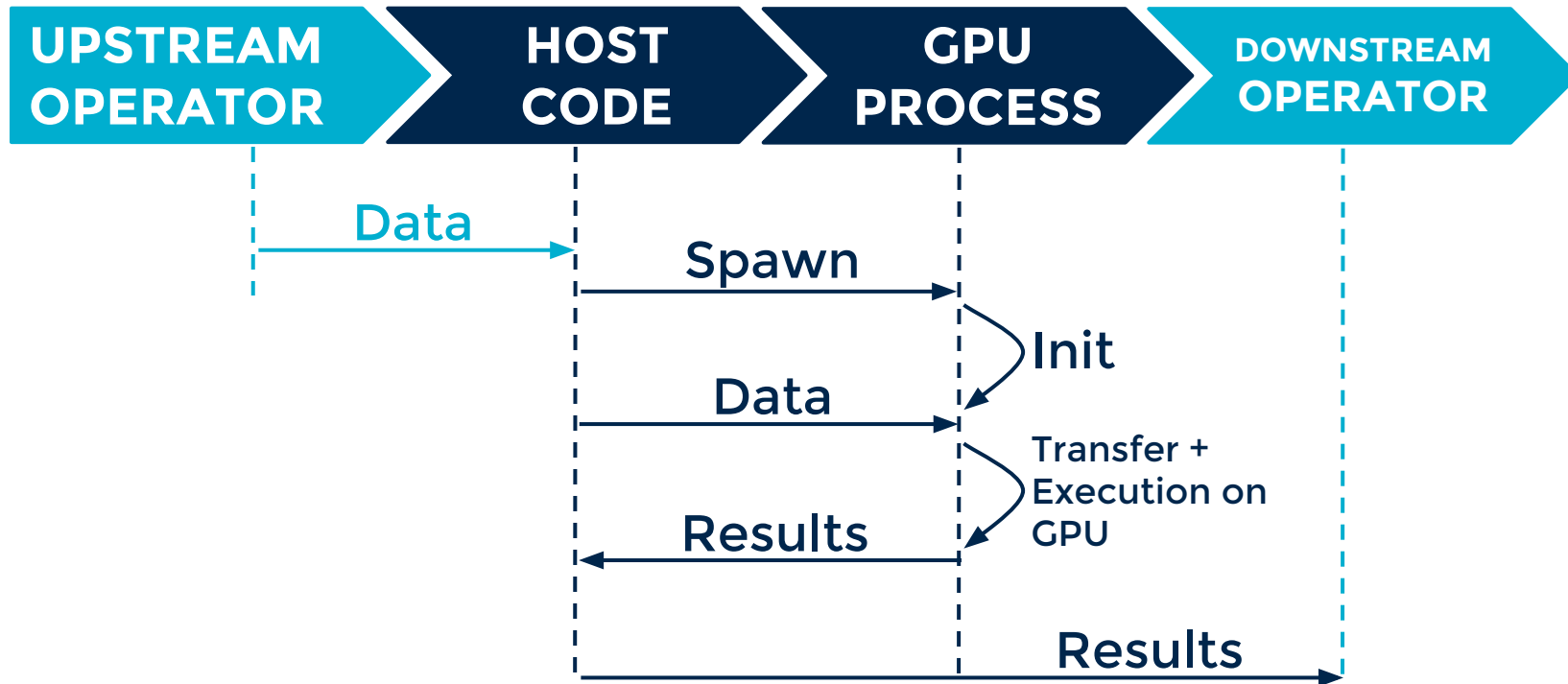
DFG PROCESSING FRAMEWORKS



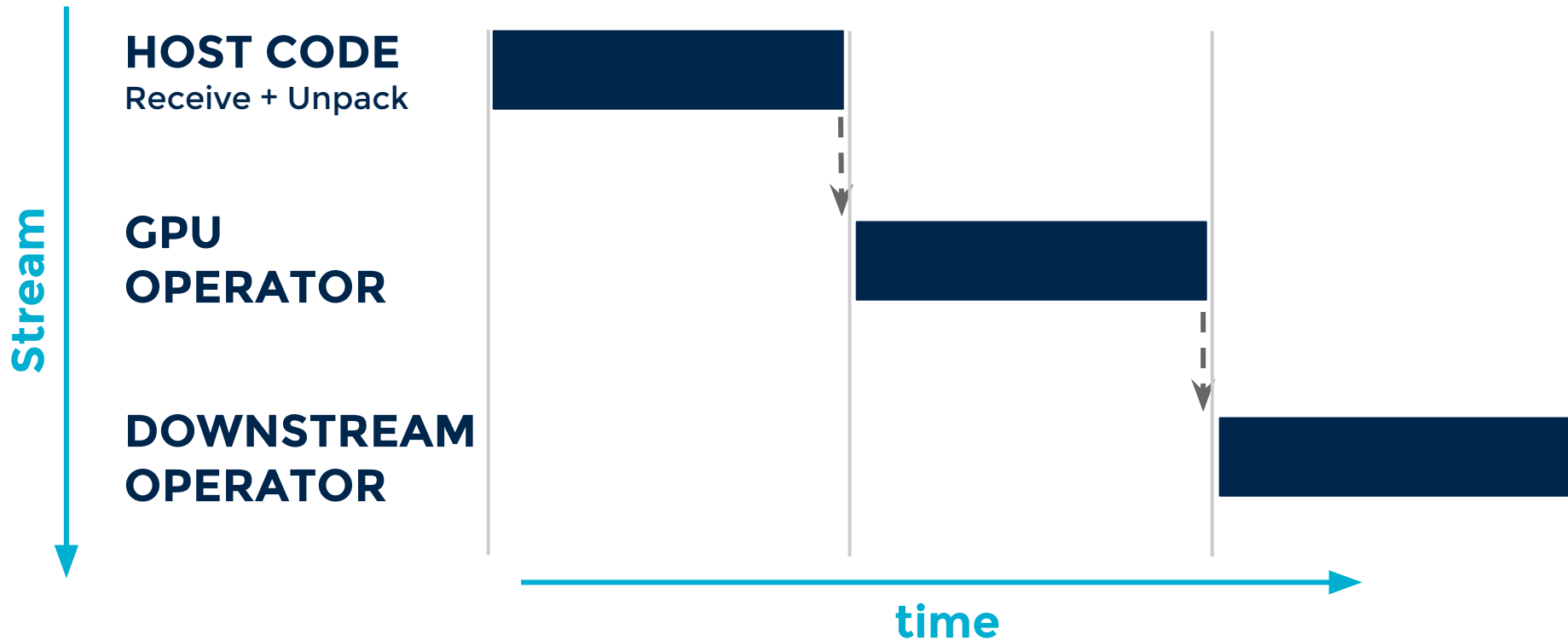
GPU TASKS IN DFG JOBS



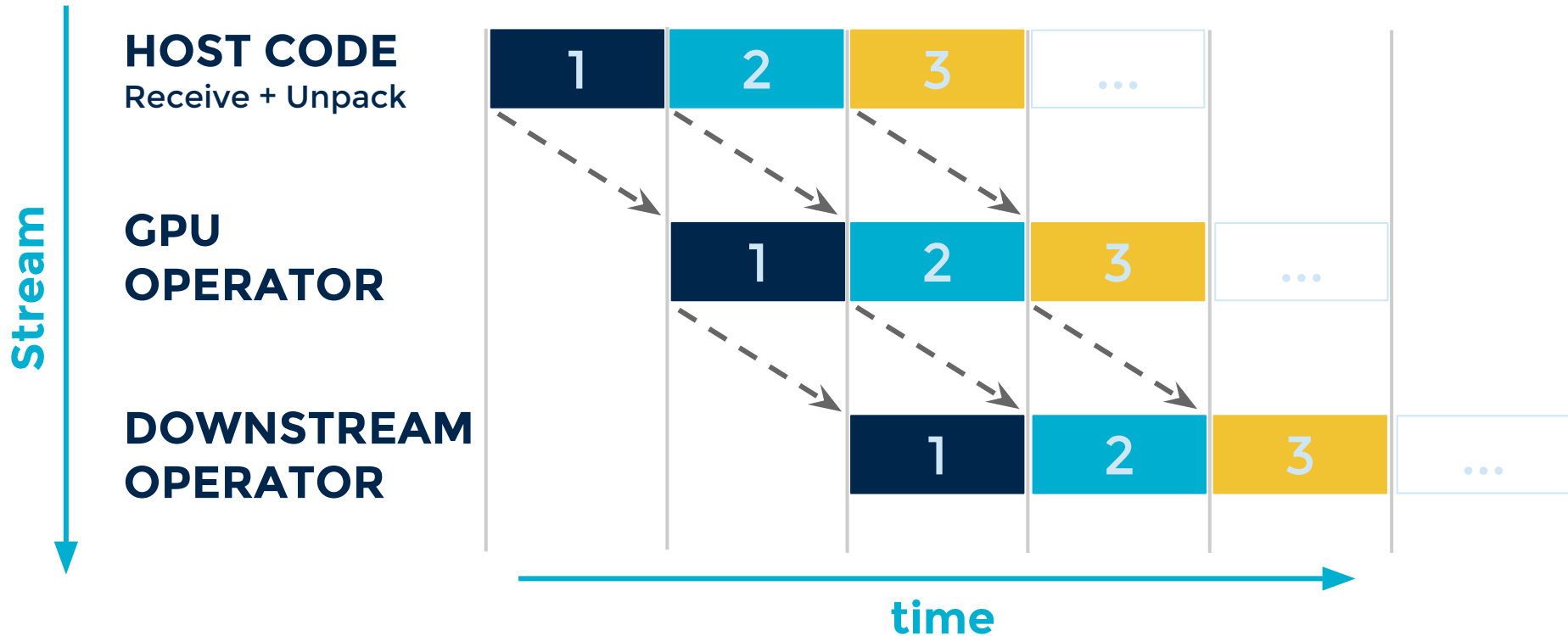
GPU OPERATOR INTERNALS



BATCH OPERATOR






STREAMING OPERATOR






BATCH vs STREAMING

BATCH

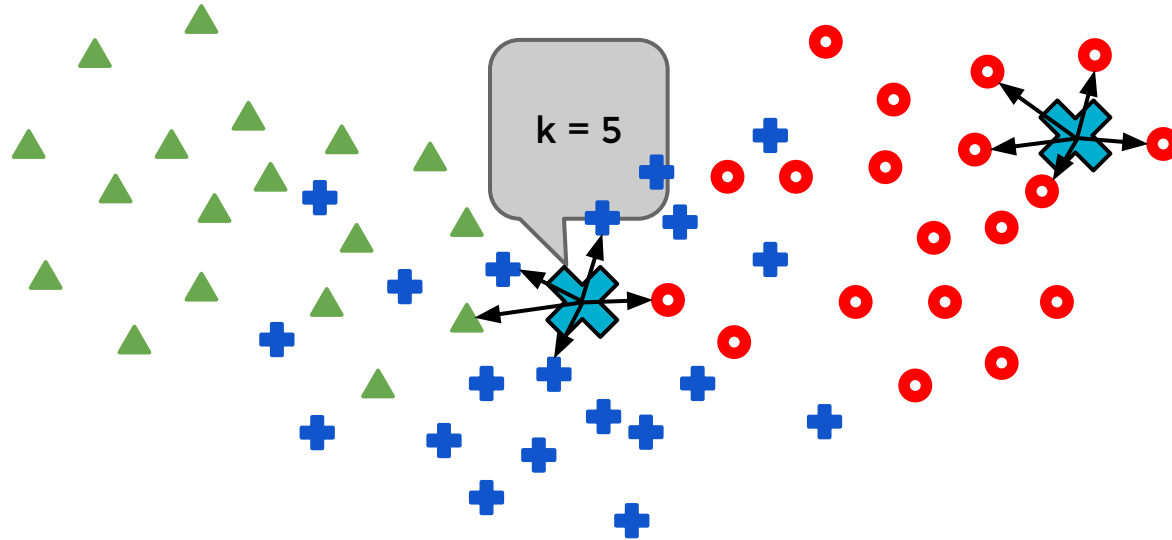
-  Massive parallelism
-  Memory bound
-  Coarse grain overlap

STREAMING

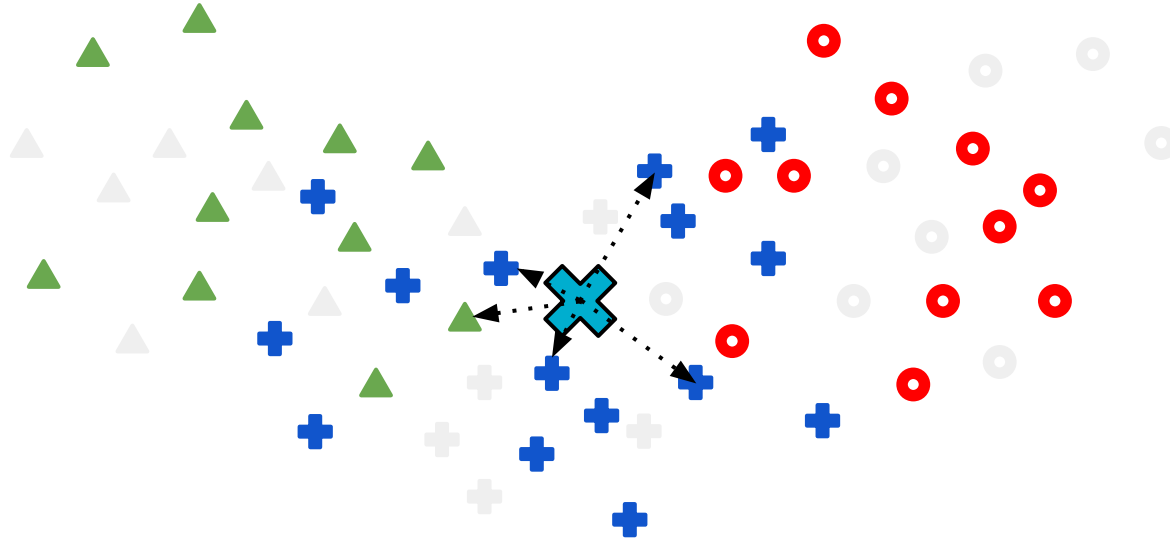
-  Fine grain overlap
-  Faster results
-  Less massive parallelism



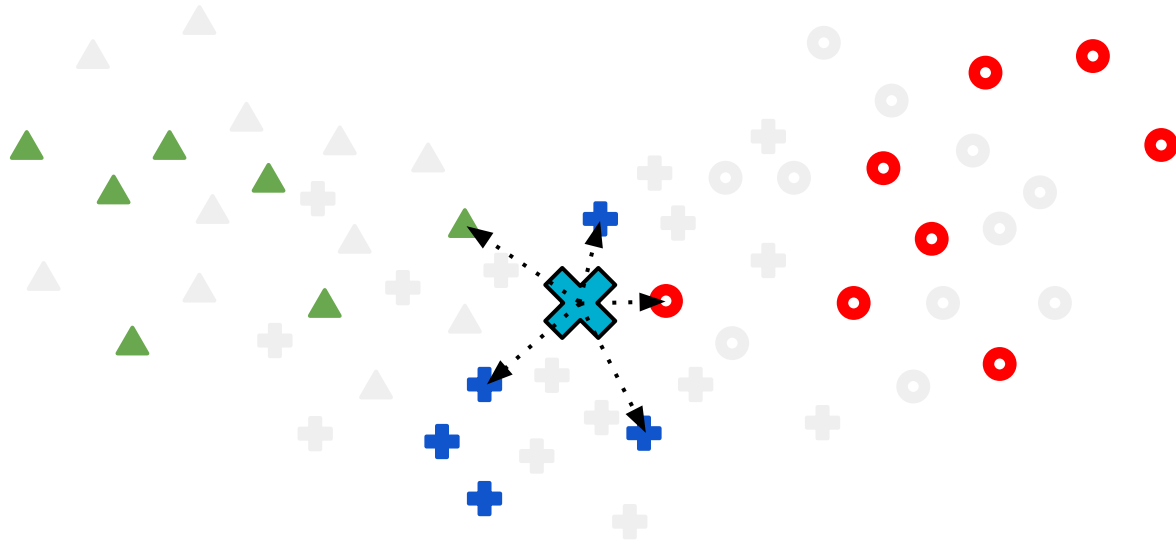
ILLUSTRATIVE JOB: K-NN



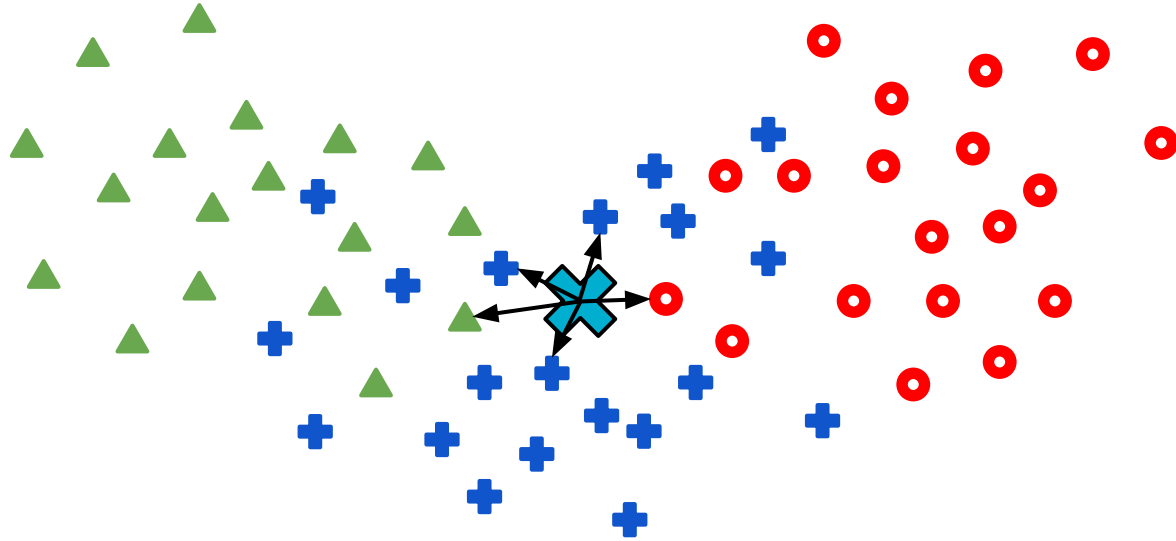
K-NN DISTRIBUTION STRATEGY



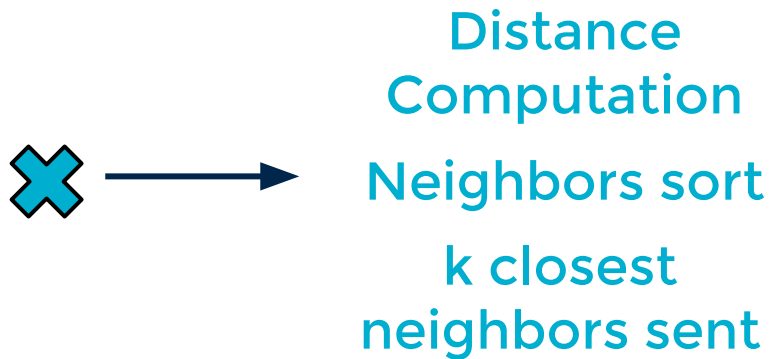
K-NN DISTRIBUTION STRATEGY



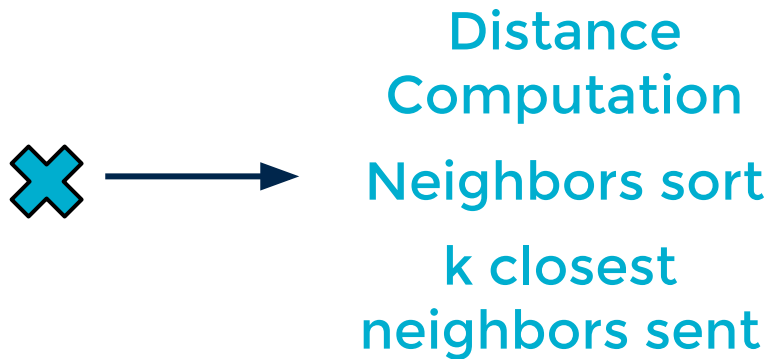
ILLUSTRATIVE JOB: K-NN



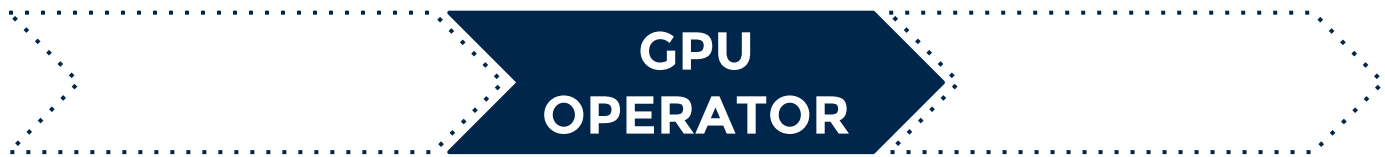
K-NN GPU OPERATOR



K-NN GPU OPERATOR



K-NN GPU OPERATOR



CHUNK SERVING LAYER

Distance
Computation



BATCH vs STREAMING

**Tradeoff:
MINI-BATCH**

Thread block size: 8

Chunk size: 1200 elements, 23 features

Stream size: 2

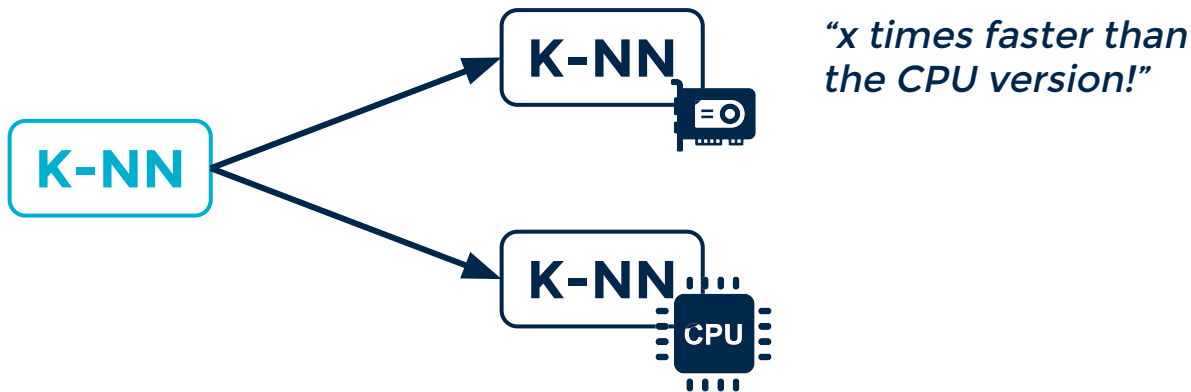
**Hardware: i5 3.4 Ghz 16Gb RAM +
Tesla K20**



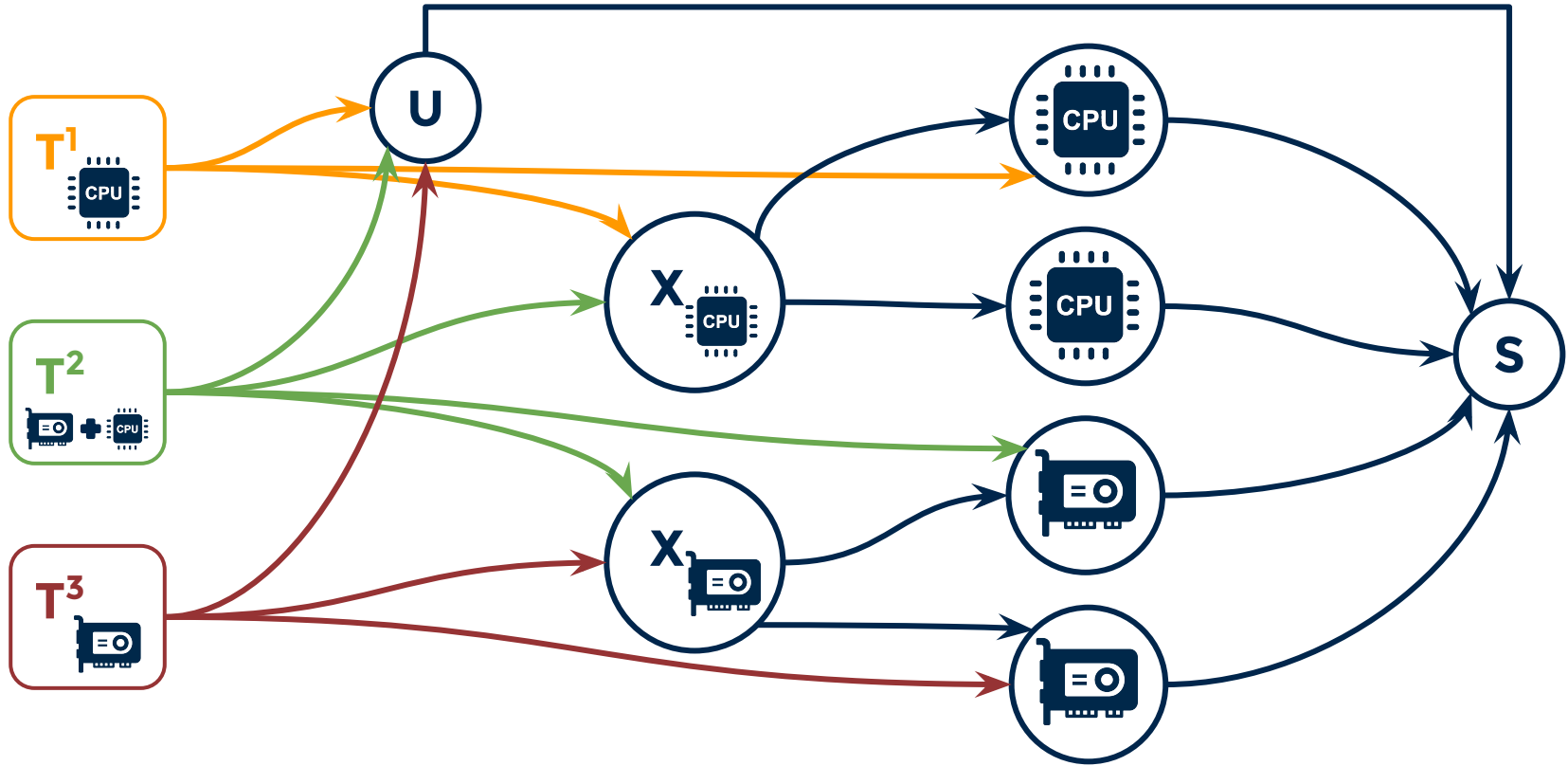
HETEROGENEOUS SCHEDULING

We have CPU and GPU resources in the cluster.

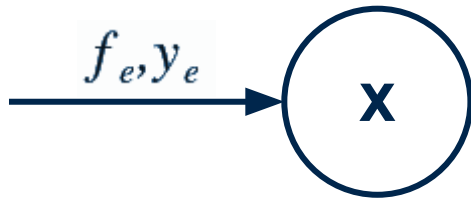
Operators can have preference over one type of resource.



THE SCHEDULING MODEL



THE SCHEDULING MODEL



Flow and supply

$$f_e \leq y_e$$

Capacity

$$\sum_v \mathcal{E}_v = 0$$

Feasible flow

$$\mathcal{E}_v + \sum_{e \in I_v} f_e = \sum_{e \in O_v} f_e$$

Scheduling solution

$$\min \sum_e f_e \cdot p_e$$



CONCLUSION

We had computing clusters.

Now, we marry clusters *and GPUs*.



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THANK YOU!

@Namux #GTC15

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