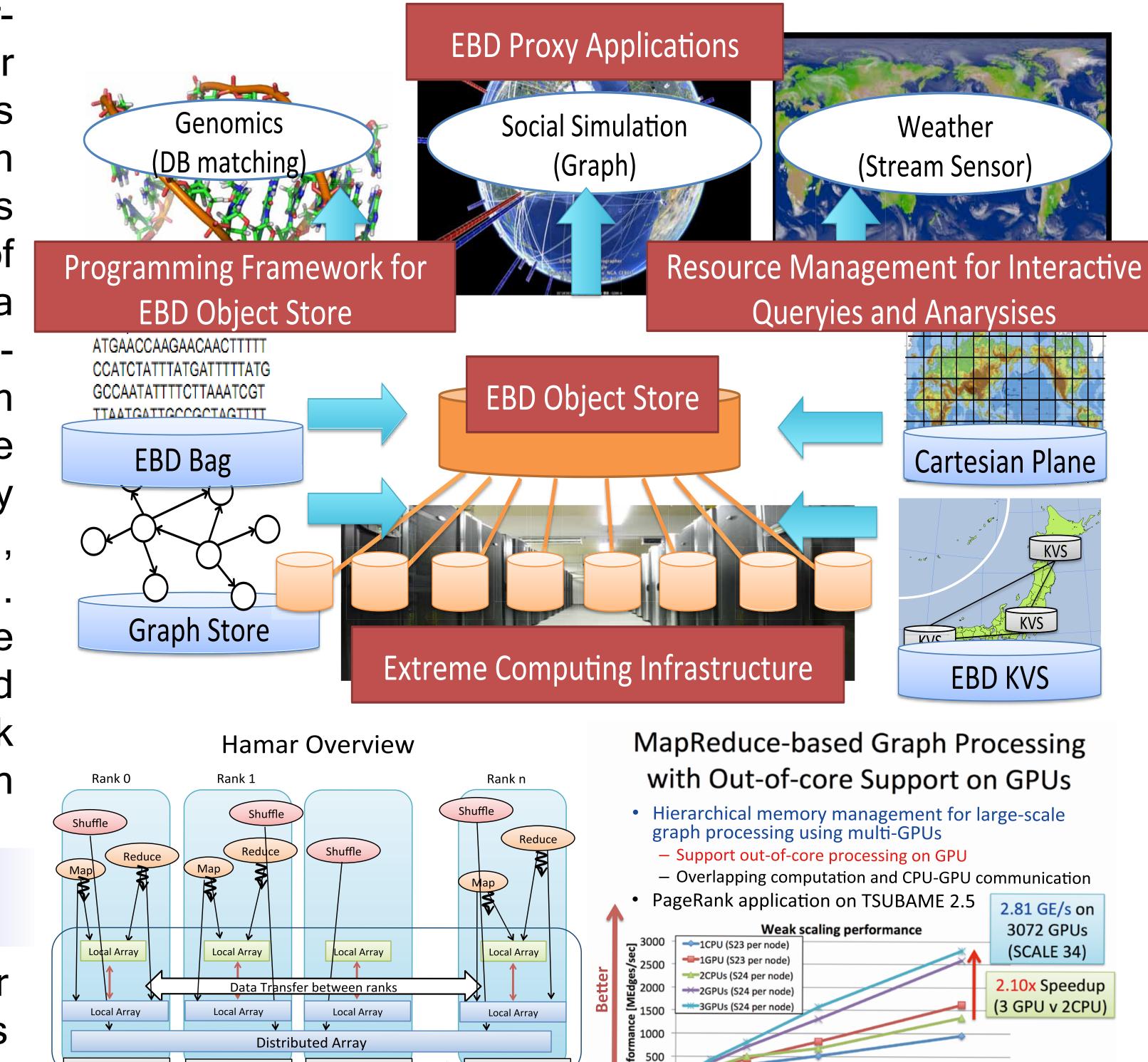
Extreme Big Data Next Generation Big Data Infrastructure Technologies Towards Yottabyte/Year

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Extreme Big Data (EBD) Overview

Our project, called EBD, aims to achieve the convergence of extreme supercomputing and big data in order to cope with explosion of data from multiple sources such as massive numbers of sensors whose resolution is increasing exponentially, high resolution simulations generating huge data results, as well as evolution of social infrastructures that allow for "opening up of data silos", i.e., data sources being confined within an institution, much as how scientific data are being handled in the modern era as common asset openly accessible within and across disciplines. Our primary target proxy applications include metagenomics, social simulation, and climate simulation with real-time data assimilation. Based on these EBD co-design applications, we define future EBD convergent SW/HW architecture and system. We have several on-going collaboration work with RIKEN AICS, ORNL, LLNL, ETH and JST Graph CREST / Univ. Kyushu.

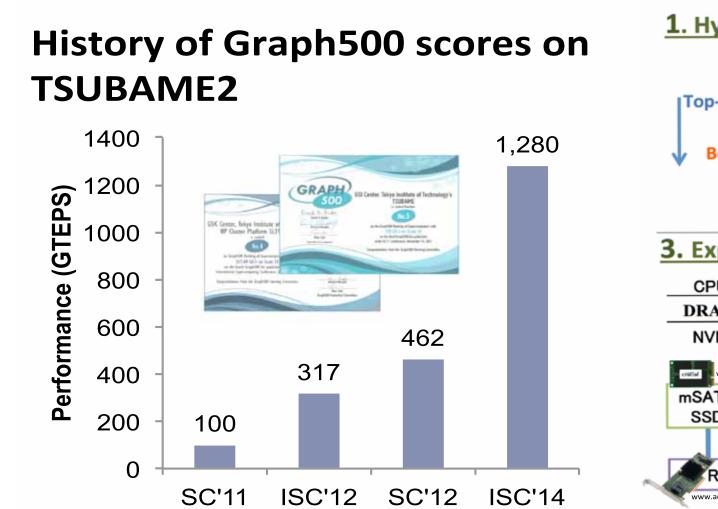


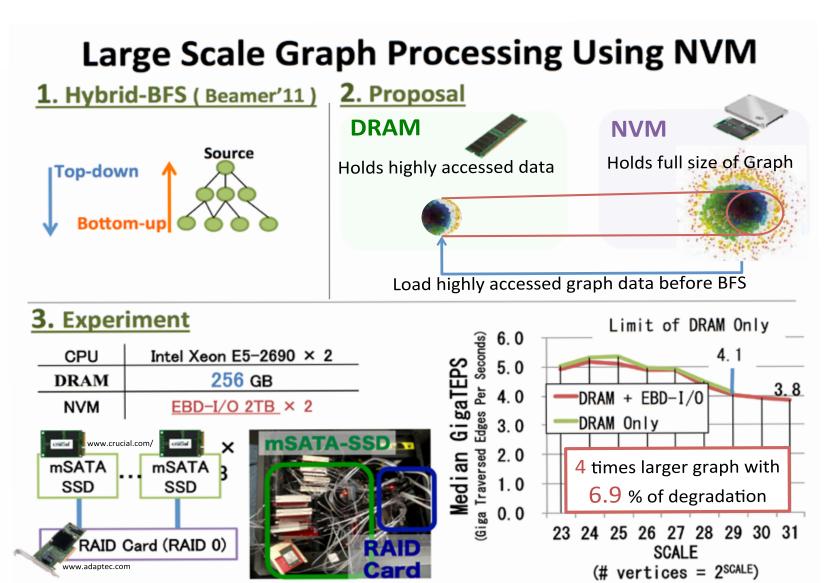
GPU-based MapReduce

HAMAR is a MapReduce-style programming for next-gen supercomputers with many-core accelerators and non-volatile memory devices. Our framework handles memory overflow from GPUs by dividing data into multiple chunks and overlaps CPU-GPU data transfer and computation on GPUs as much as possible.^[1]

Graph500

We have developed extremely fast breadth first search (BFS) implementations for large-scale distributed environments and NVM-based hierarchical memory machines^[2]. We have achieved several notable results on the Green500 and the Green Graph500, including becoming world #1 on the Graph500 (June 2014)^[3] on K Computer and #1 on the Green Graph500 (November 2013)^[4] on TSUBAME-KFC, based on our implementations.





[1] K. Shirahata, H.Sato, S. Matsuoka, "Out-of-core GPU Memory Management for MapReduce-based Large-scale Graph Processing", IEEE Cluster2014.

Local Array on NVM (irtualize Local Array on NVM

GPU Sorting

Local Array on NVM

Memcpy

(H2D, D2H)

Local Array on NVM

0.25

[TB/s]

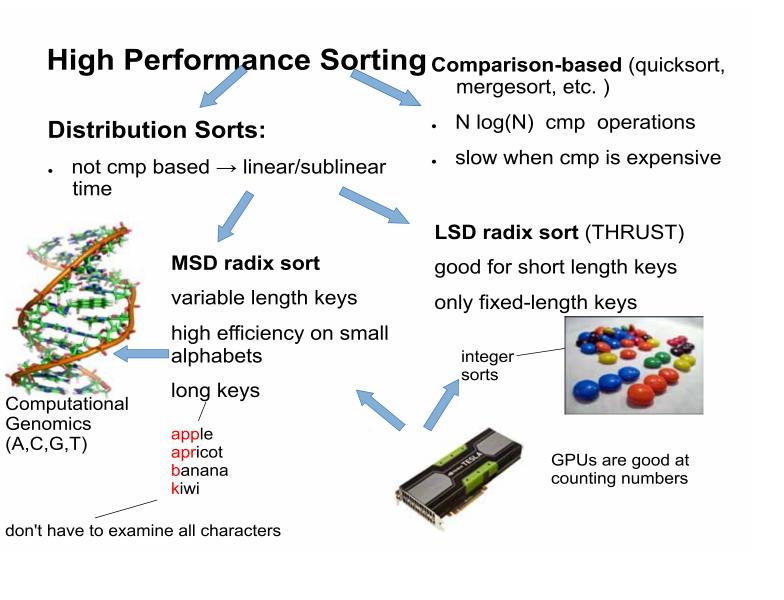
of proccesses (2 proccesses per node)

500 1000 1500 2000 0 500 1000 1500 200 # of proccesses (2 proccesses per node)

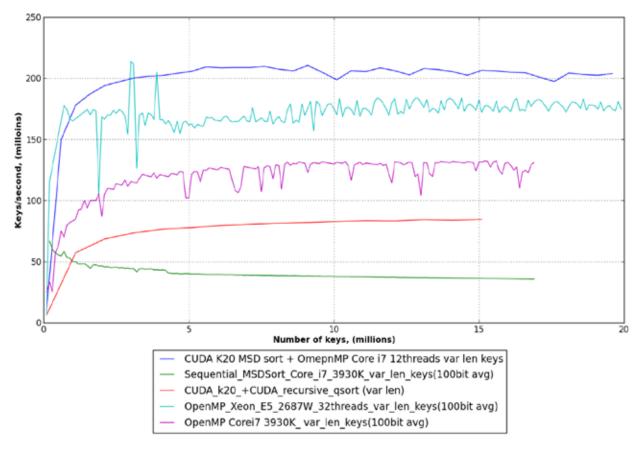
Host(CPU)

Device(GPU)

We have developed several GPU-based sorting implementations, including support for variable length keys^[5], large-scale distributed environments^[6], and out-of-core GPU memory management^[1].



Single node/device sorting performance for variable length keys



Optimization techniques

Optimizations	SC11	ISC12	SC12	ISC14
2D decomposition	\checkmark	\checkmark	\checkmark	\checkmark
vertex sorting	\checkmark			
direction optimization				\checkmark
data compression	\checkmark	\checkmark	\checkmark	
sparse vector with pop counting				\checkmark
adaptive data representation				\checkmark
overlapped communication	\checkmark	\checkmark	\checkmark	\checkmark
shared memory				\checkmark
GPGPU		\checkmark	\checkmark	

[2] K. Iwabuchi, H. Sato, Y. Yasui, K. Fujisawa,
S. Matsuoka, "NVM-based Hybrid BFS with Memory Efficient Data Structure", IEEE BigData 2014.
[3] Graph500, http://www.graph500.org.
[4] Green Graph500, http://green.graph500.org.

Collaboration work with JST Graph CREST project and RIKEN AICS Large-scale GPU-based distributed sorting on TSUBAME2 HykSori 1thread HykSori 6threads HykSori GPU + 6threads X1.4 • GPU implementation of splitter-based sorting (Hyk

HykSort 6threads
 HykSort GPU + 6threads

Prediction of our implementation

x2.2 speedup compared to

CPU-based

mplmentataion when the

of PCI bandwidth

increase to 50GB/s

PCIe_1'

PCIe_50

x3.61

x389

x4 faster than K20x

 splitter-based sorting (HykSort)
 Weak scaling performance (Grand Challenge on TSUBAME2.5)

 1~1024 nodes (2~2048 GPUs)
 2 processes per node and each node has 2GB 64bit integer

 Yahoo/Hadoop Terasort: 0.02[TB/s]

 Including I/O

 Performance prediction

PCIe #: #GB/s bandwidth

of interconnect between

3.8% reduction of overall

runtime when the

accelerators work 4 times

faster than K20x

CPU and GPU

[5] A. Drozd, M. Pericas, S. Matsuoka,
"Efficient String Sorting on Multi- and Many-Core Architectures", BigData Congress 2014.
[6] H. Shamoto, K. Shirahata, A. Drozd,
H. Sato, S. Matsuoka, "Large-scale Distributed Sorting for GPU-based Heterogeneous Supercomputers", IEEE BigData 2014.

http://www.gsic.titech.ac.jp/sc14