

NeutronStar: Distributed GNN Training with Hybrid Dependency Management

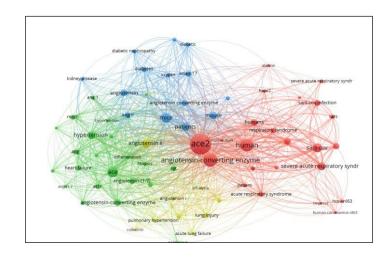
Qiange Wang, Yanfeng Zhang, Hao Wang, Chaoyi Chen, Xiaodong Zhang, Ge Yu

Northeastern University, China International Digital Economy Academy (IDEA), China The Ohio State University, USA

Graph Neural Network



(a) Social Networks



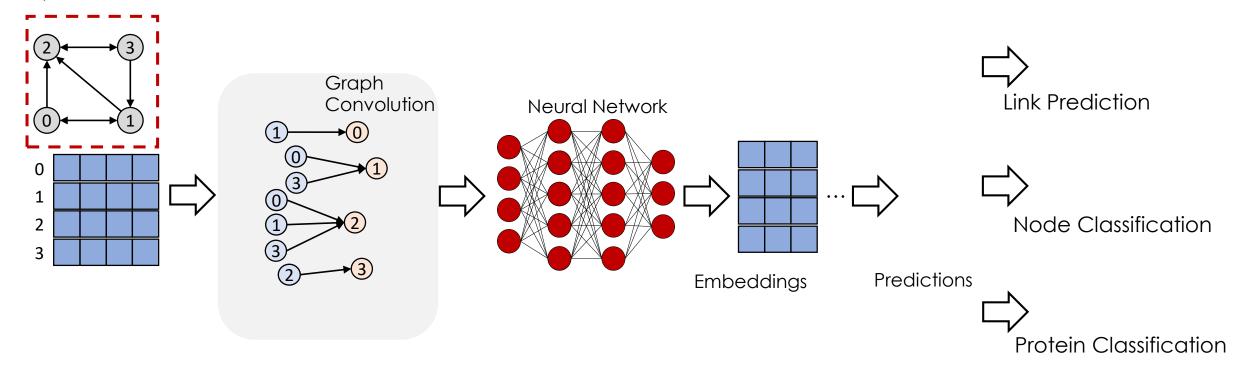
(b) Knowledge Graph



(c) Biological networks

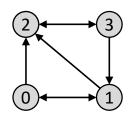
Graph Neural Network

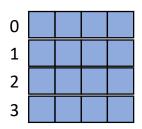
Input data:

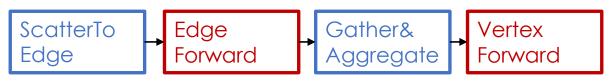


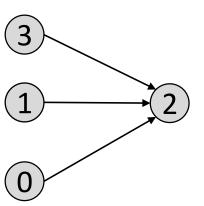
Forward computation (1-layer):

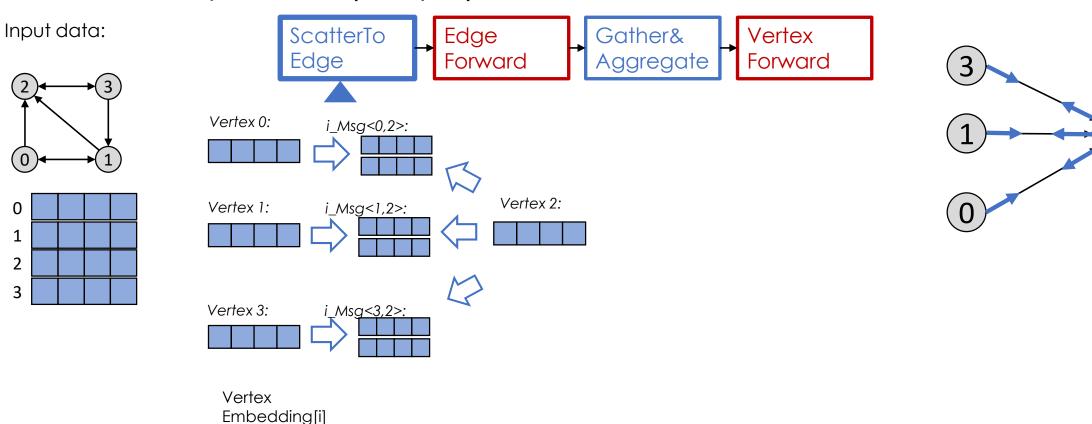
Input data:

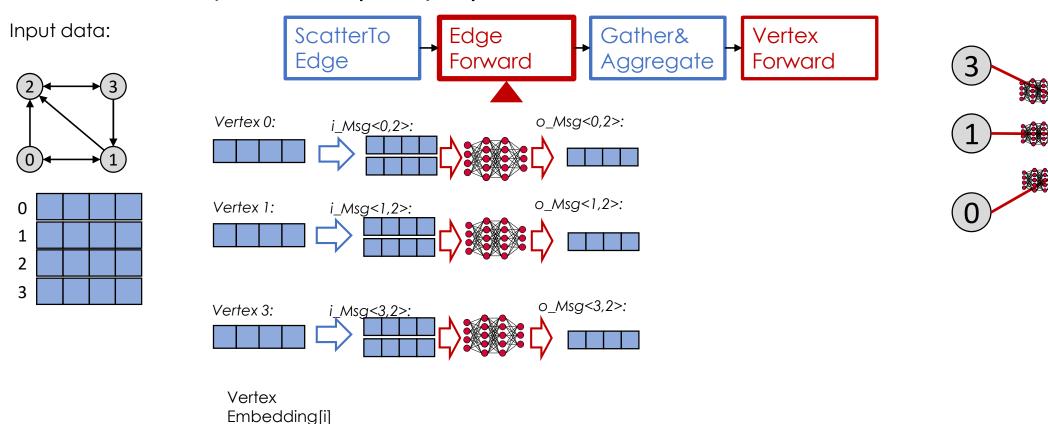


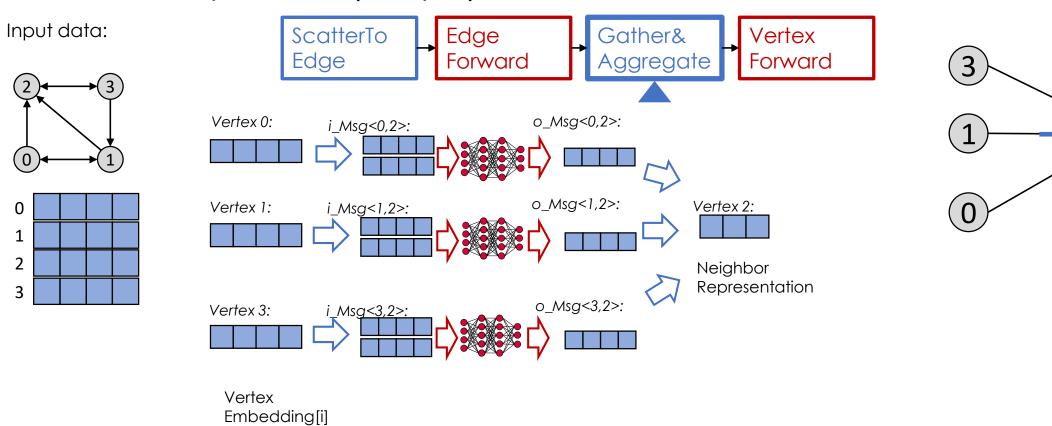


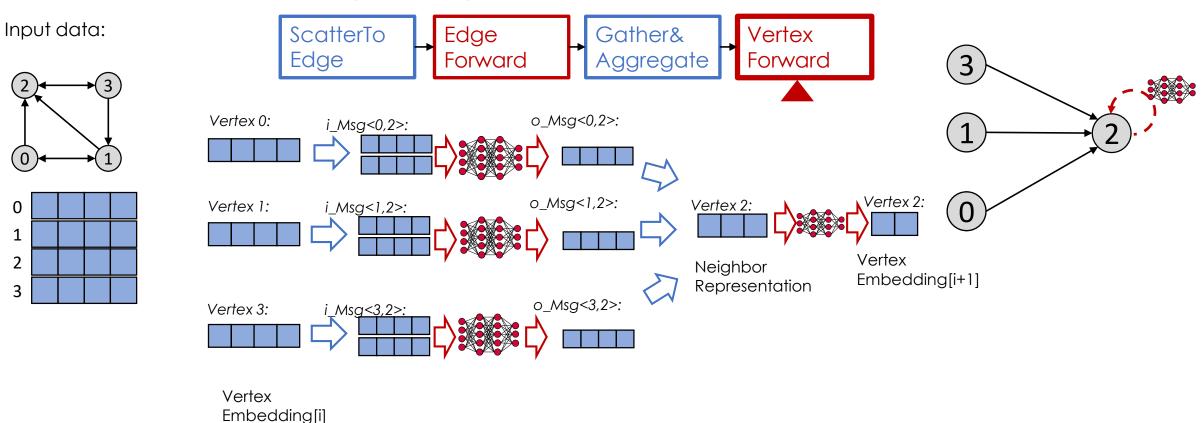


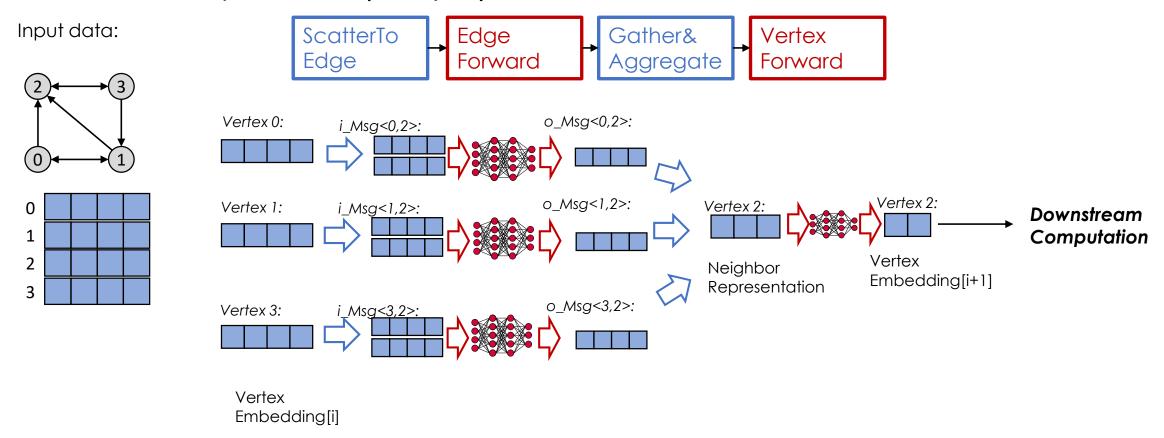






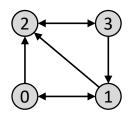


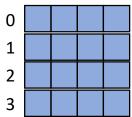




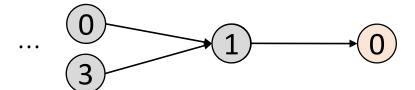
Forward computation:

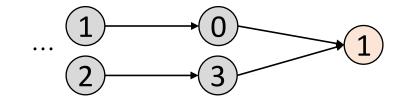
Input data:

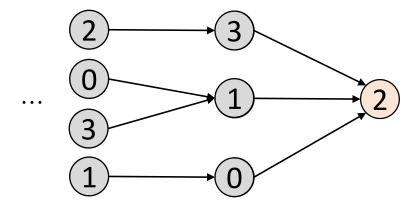


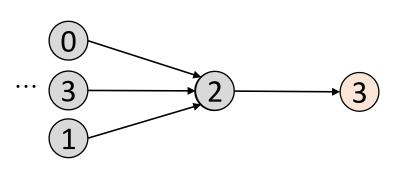


The computation of each vertex needs to gather information from its multi-hop neighbors





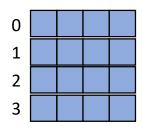


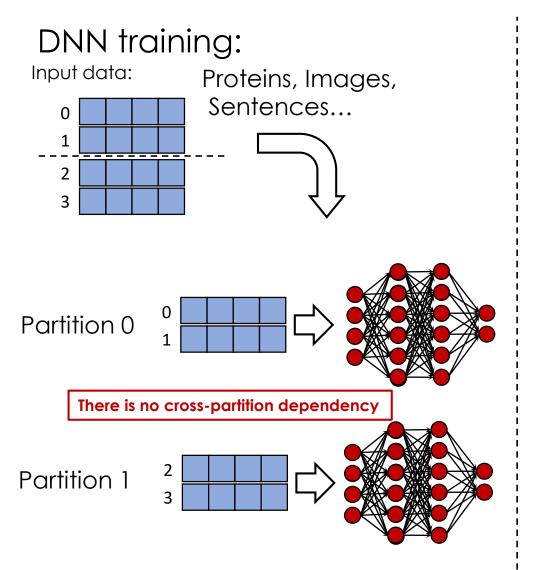


DNN training:

Input data:

Proteins, Images, Sentences...

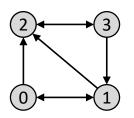


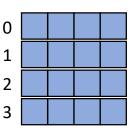


DNN training: Input data: Proteins, Images, Sentences... 0 Partition 0 There is no cross-partition dependency Partition 1

GNN training:

Input data:

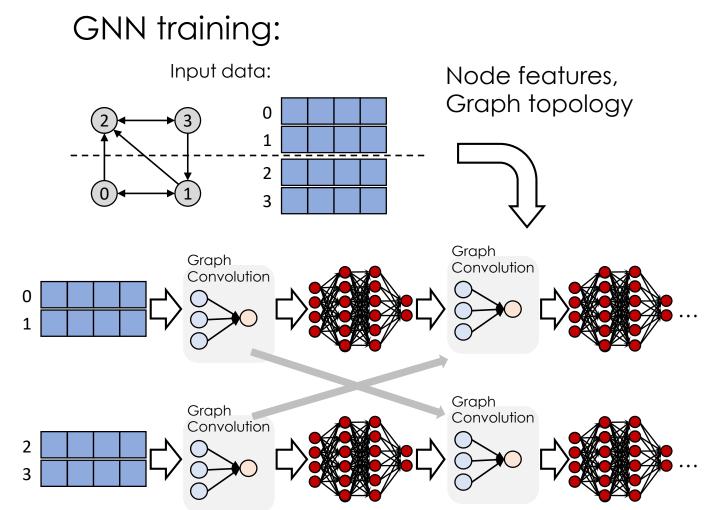




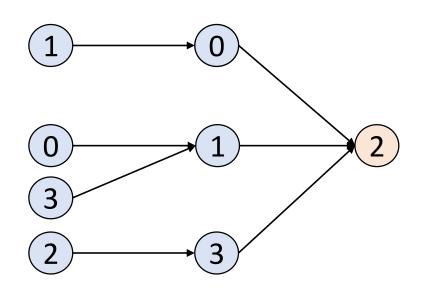
DNN training: Input data: Proteins, Images, Sentences... 0 Partition 0 There is no cross-partition dependency Partition 1

GNN training: Input data: Node features, Graph topology 3 Graph Graph Convolution Convolution Graph Graph Convolution Convolution

DNN training: Input data: Proteins, Images, Sentences... 0 Partition 0 There is no cross-partition dependency Partition 1



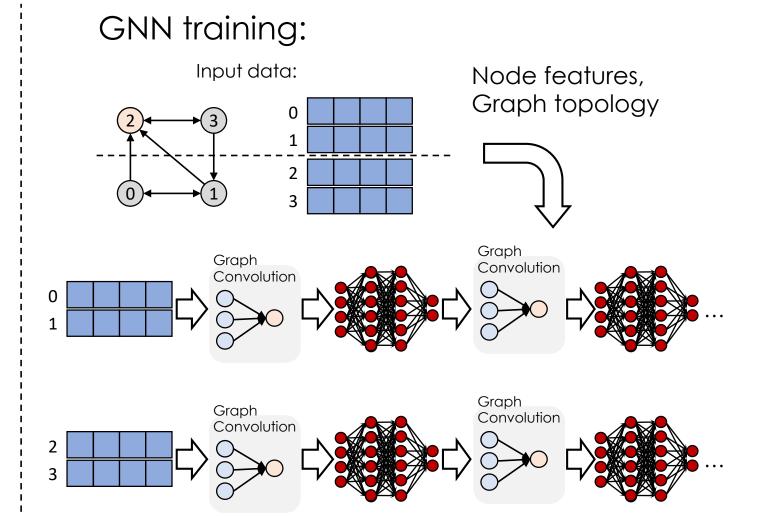
Dependency tree of node 2:



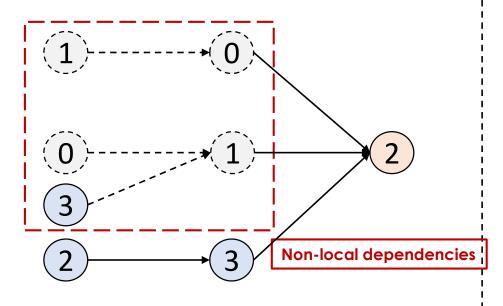
2-hop neighbors

1-hop neighbors

Target vertex



Dependency tree of node 2:

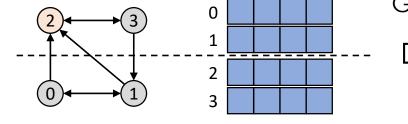


2-hop neighbors

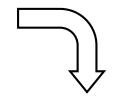
1-hop neighbors

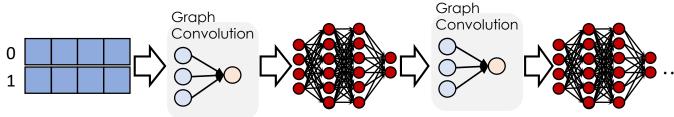
Target vertex

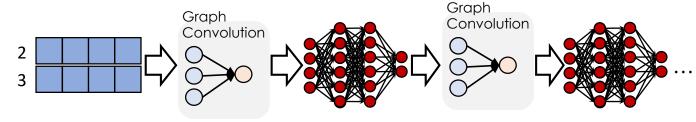
GNN training: Input data: Office of the state of the st



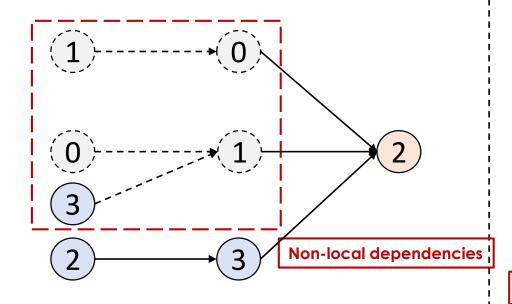
Node features, Graph topology







Dependency tree of node 2:

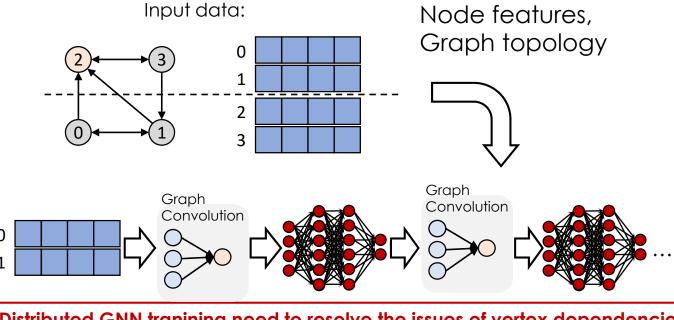


2-hop neighbors

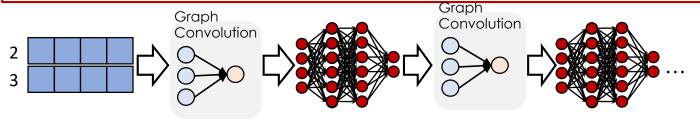
1-hop neighbors

Target vertex

GNN training:



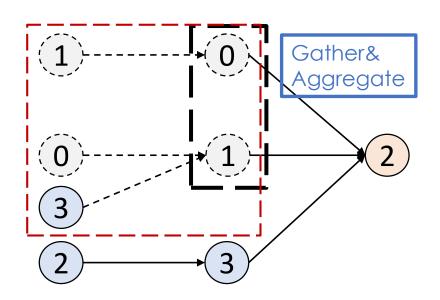
Distributed GNN tranining need to resolve the issues of vertex dependencies



Challenges in Distributed Training

Performance:

Efficiently managing the cross-partition vertex representation.



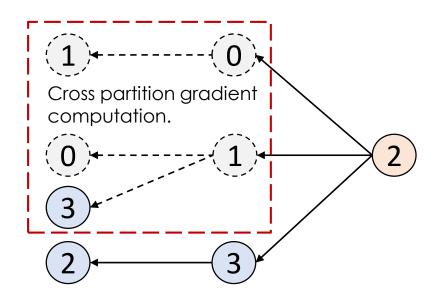
Challenges in Distributed Training

Performance:

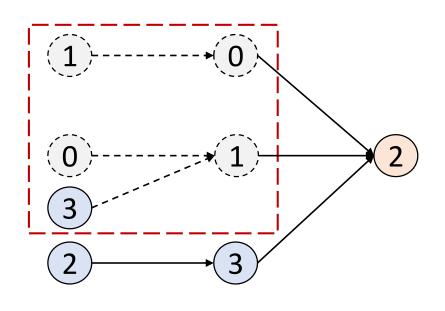
Efficiently managing the cross-partition vertex representation.

Usability:

Automated cross-partition gradient backward propagation.



Dependency tree of node 2:



2-hop neighbors

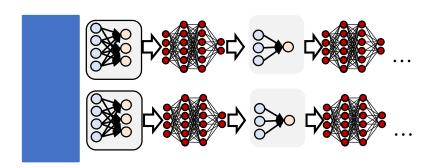
1-hop neighbors

Target vertex

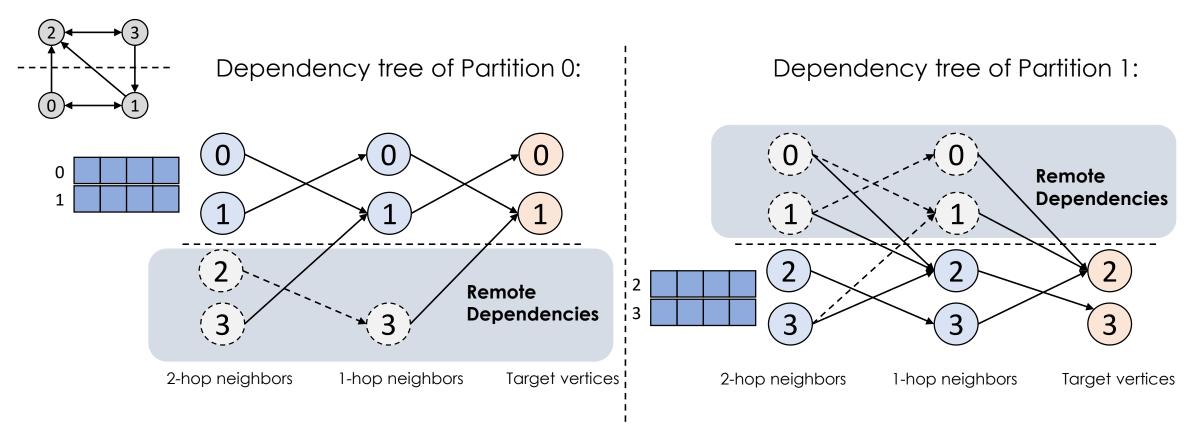
Existing Approaches:

Dependency Cached:

AliGraph[VLDB'20], Euler[arXiv'20], AGL[VLDB'20], DistDGL[arXiv'20]

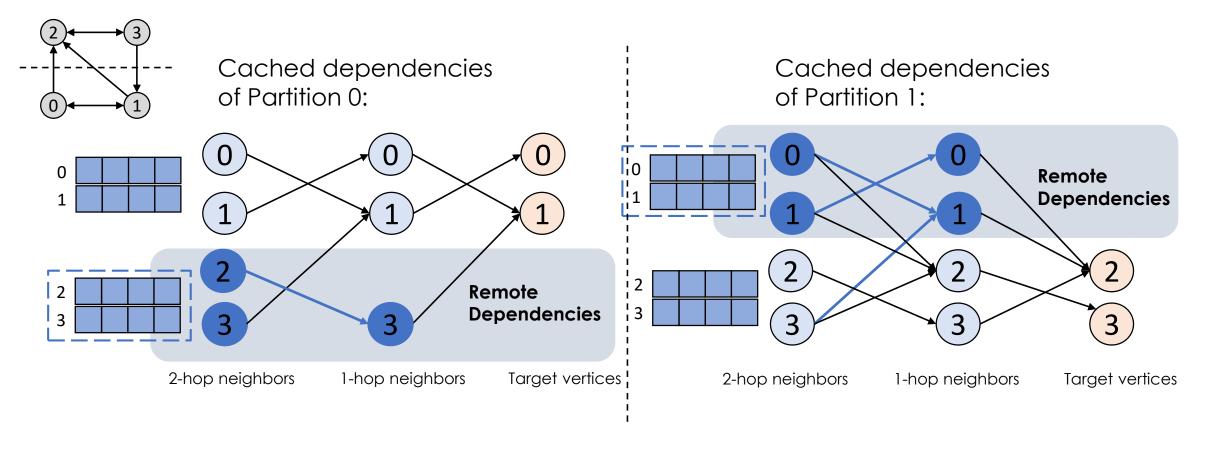


Input data:

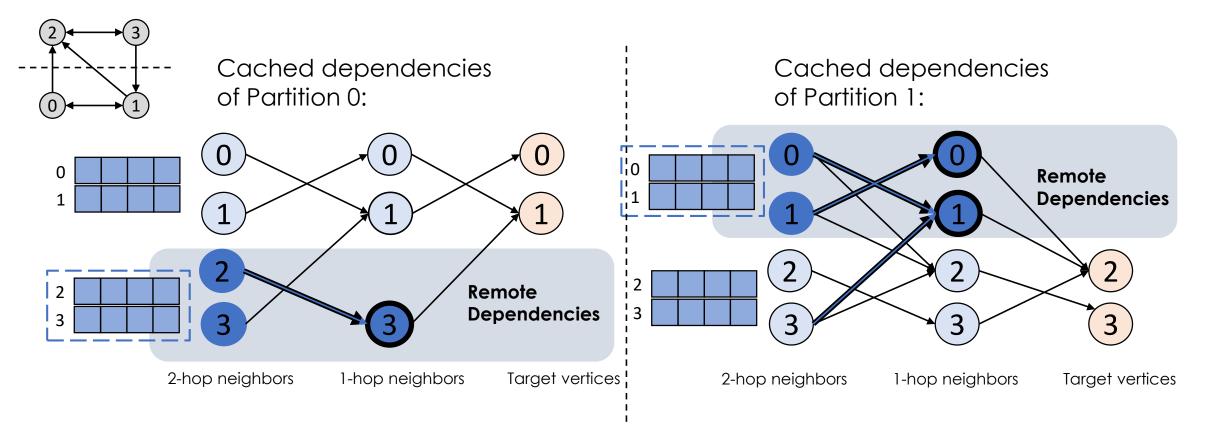


Input data: Dependency tree of Partition 0: Dependency tree of Partition 1: l¦0 Remote **Dependencies** Remote **Dependencies** 3 3 2-hop neighbors 1-hop neighbors Target vertices 2-hop neighbors 1-hop neighbors Target vertices

Input data:

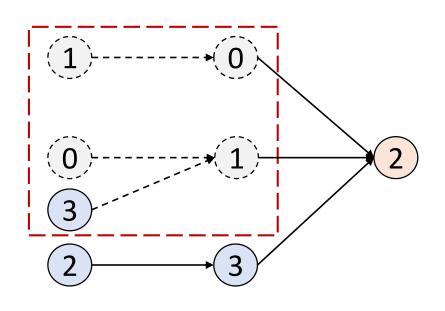


Input data:



Redundant computation problem

Dependency tree of node 2:



2-hop neighbors

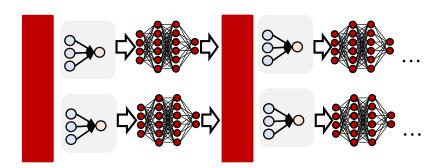
1-hop neighbors

Target vertex

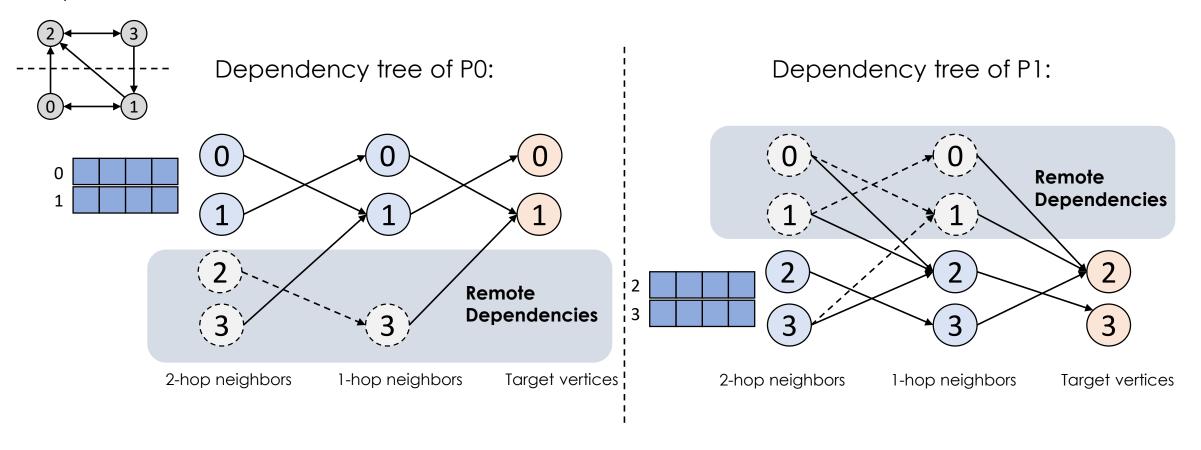
Existing Approaches:

Dependency Communicated:

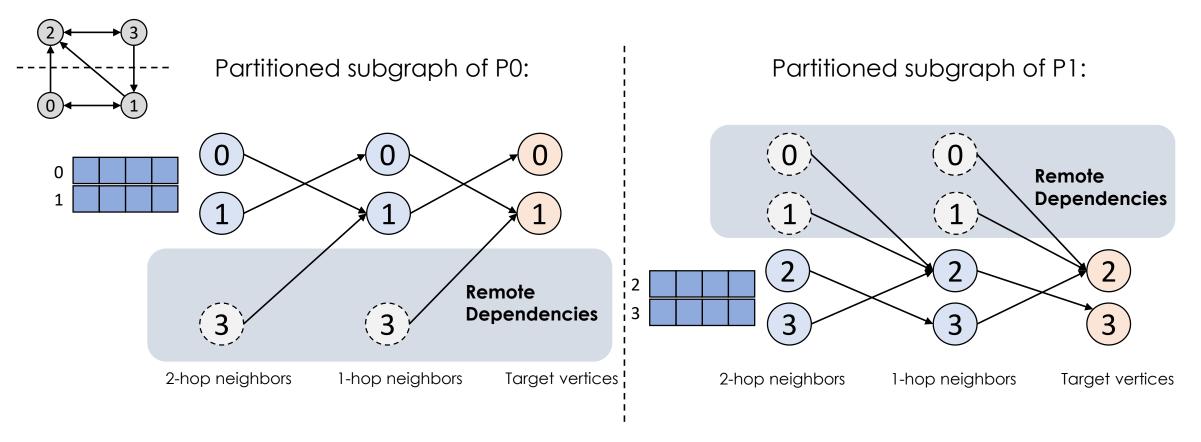
ROC[MLSYS'20], Dorylus[OSDI'21], CAGNET[SC'20], DistGNN[SC'21], DGCL[EUROSYS'21].



Input data:



Input data:



Input data:

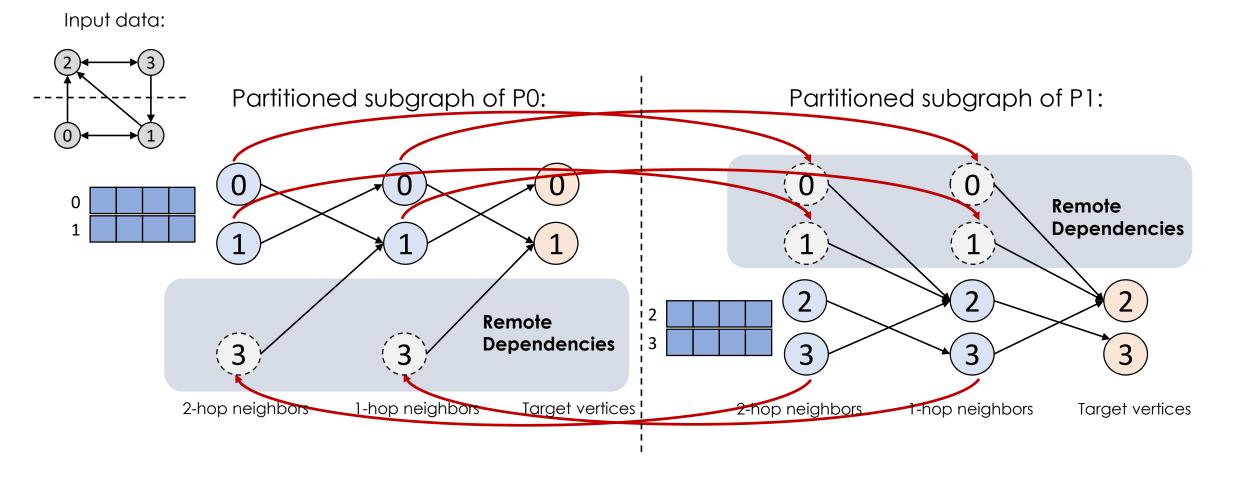
Partitioned subgraph of P0: Partitioned subgraph of P1: Remote **Dependencies** Remote **Dependencies** 3 3 2-hop neighbors 1-hop neighbors Target vertices 2-hop neighbors 1-hop neighbors Target vertices

Input data:

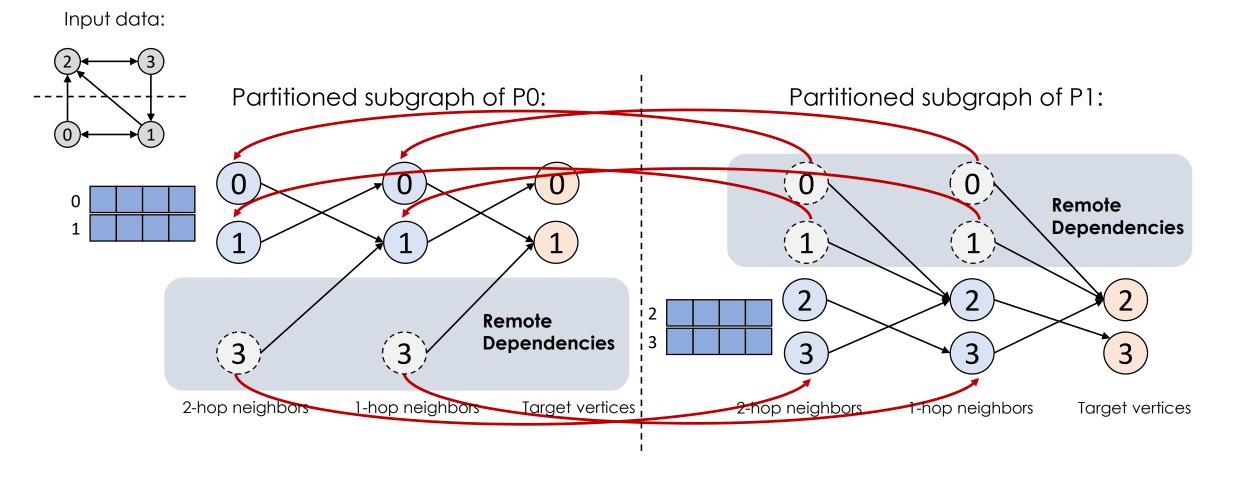
Partitioned subgraph of P0: Partitioned subgraph of P1: Remote **Dependencies** Remote **Dependencies** 3 3 2-hop neighbors 1-hop neighbors Target vertices 2-hop neighbors 1-hop neighbors Target vertices

Input data:

Partitioned subgraph of P0: Partitioned subgraph of P1: Remote **Dependencies** Remote **Dependencies** 3 3 2-hop neighbors 1-hop neighbors Target vertices 2-hop neighbors 1-hop neighbors Target vertices



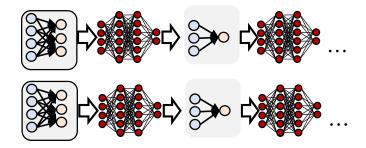
Frequent cross-worker communication



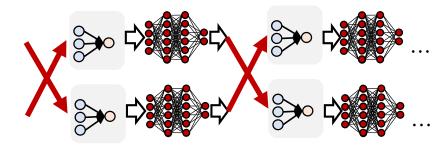
Frequent cross-worker communication

Comparison of the Two Approaches

Dependency Cached:



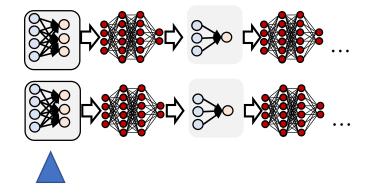
Dependency Communicated:



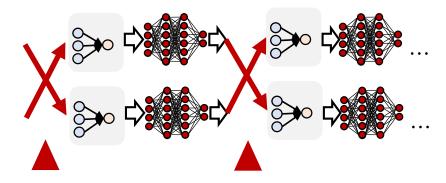
The performance of **DepCache** and **DepComm** is dominated by the cost of (1) **redundant computation** and (2) **communication**.

Comparison of the Two Approaches

Dependency Cached:

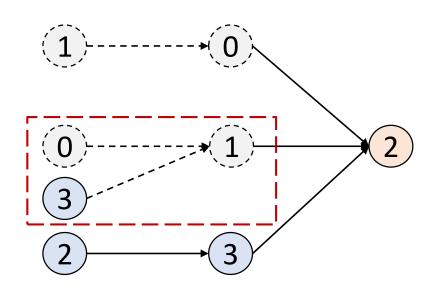


Dependency Communicated:



The performance of **DepCache** and **DepComm** is dominated by the cost of (1) redundant computation and (2) communication.

Cost of the Two Approaches



2-hop neighbors

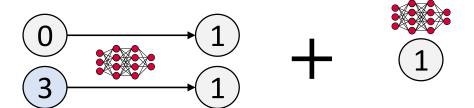
1-hop neighbors

Target vertex

Cost of DepCache:

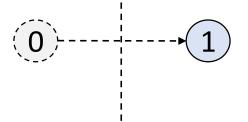
Graph convolution overhead:

Vertex computation overhead:

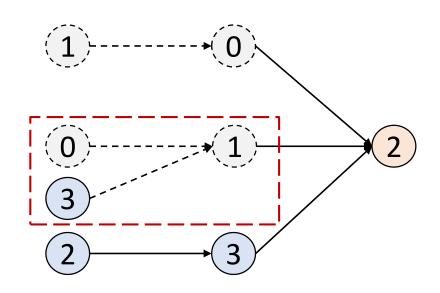


Cost of DepComm:

Cross worker communication overhead



Cost of the Two Approaches



2-hop neighbors

1-hop neighbors

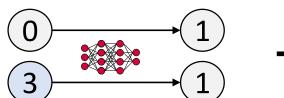
Target vertex

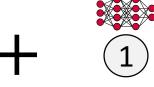
- (1) Graph inputs
- (2) Model configurations
- (3) Environment configurations

Cost of DepCache:

Graph convolution overhead:

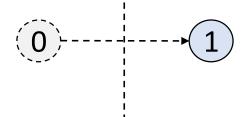
Vertex computation overhead:





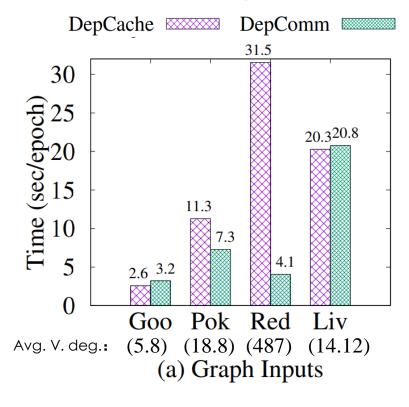
Cost of DepComm:

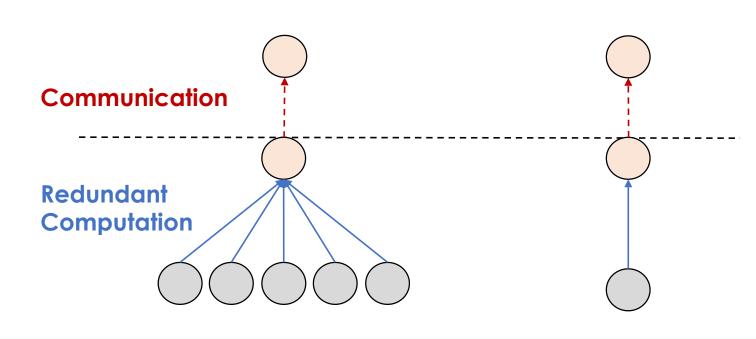
Cross worker communication overhead



Comparison of the Two Approaches (1)

Graph inputs (the vertex degree):



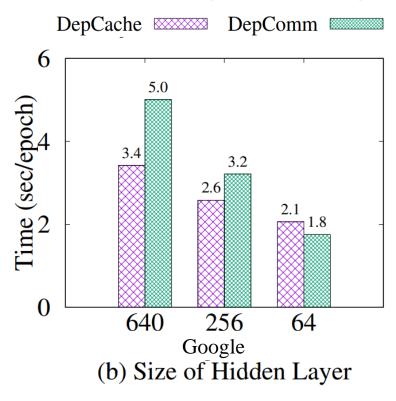


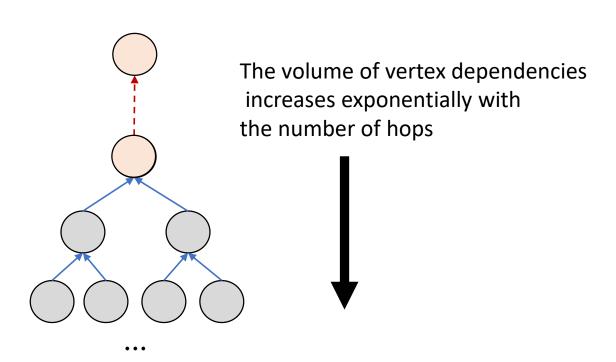
DepComm is effective to high-degree vertices

DepCache is effective to low-degree vertices

Comparison of the Two Approaches (2)

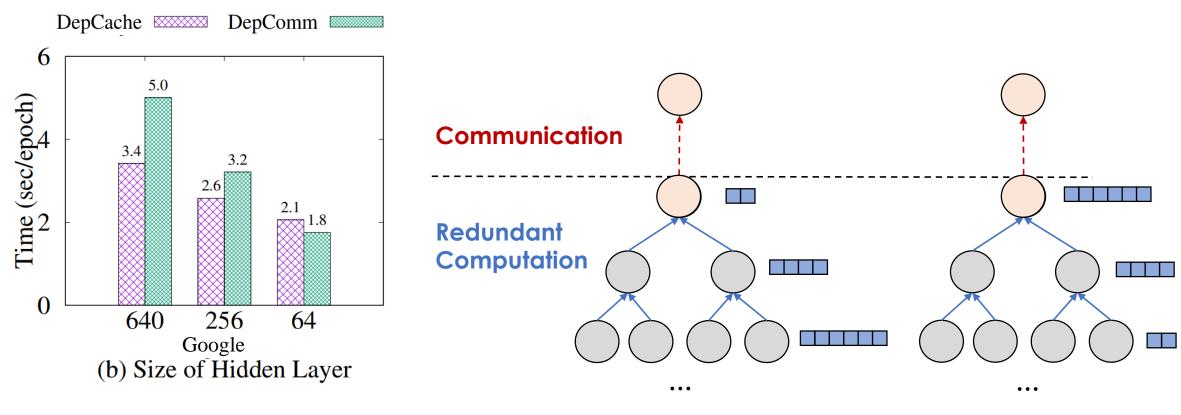
Model configurations (Hidden layer sizes):





Comparison of the Two Approaches (2)

Model configurations (Hidden layer sizes):

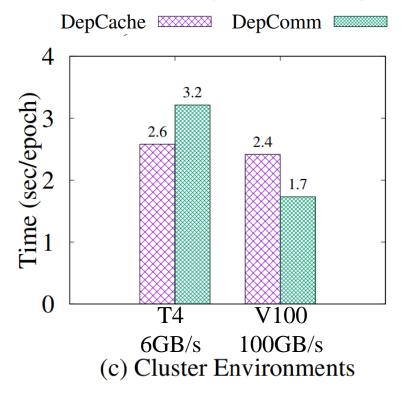


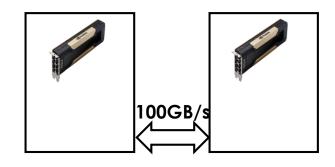
DepComm is effective to large hidden layer size

DepCache is effective to small hidden layer size

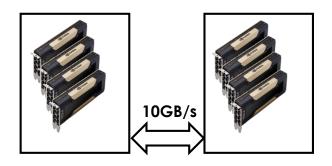
Comparison of the Two Approaches (3)

Cluster Configurations (Computing power and network bandwidth):



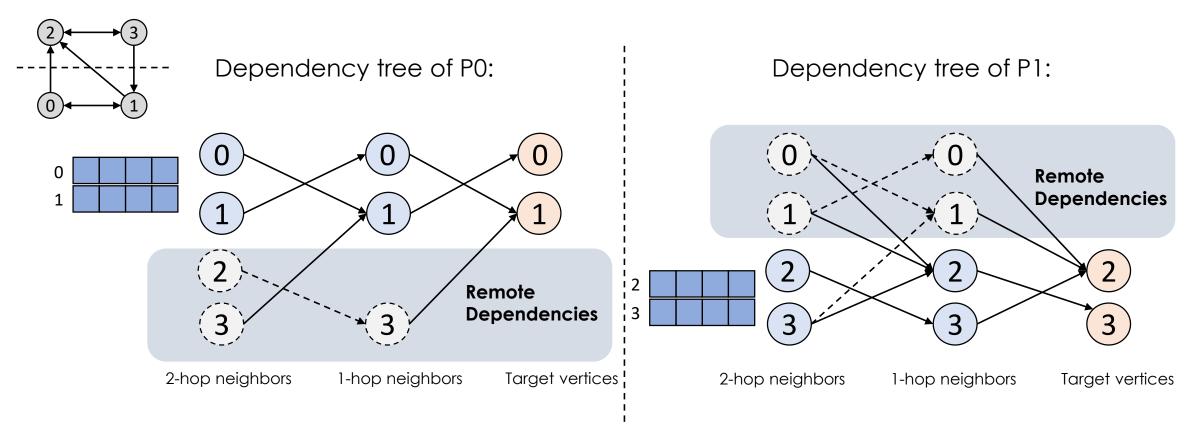


DepComm is effective to high network bandwidth clusters



DepCache is effective to high computing power clusters

Input data:



cost of

DepCache:

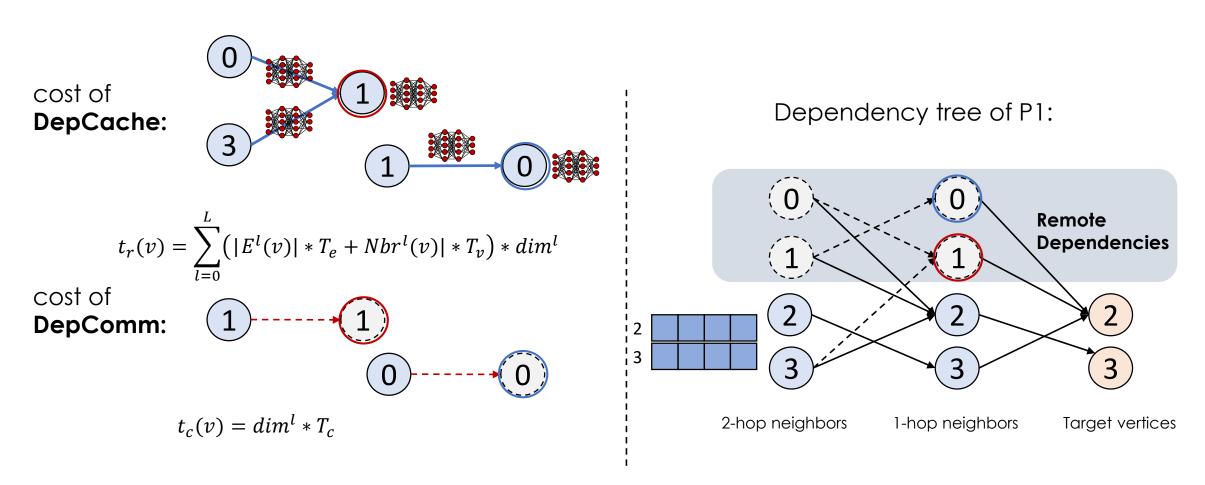
$$t_r(v) = \sum_{l=0}^{L} (|E^l(v)| * T_e + Nbr^l(v)| * T_v) * dim^l$$

cost of

DepComm:

$$t_c(v) = dim^l * T_c$$

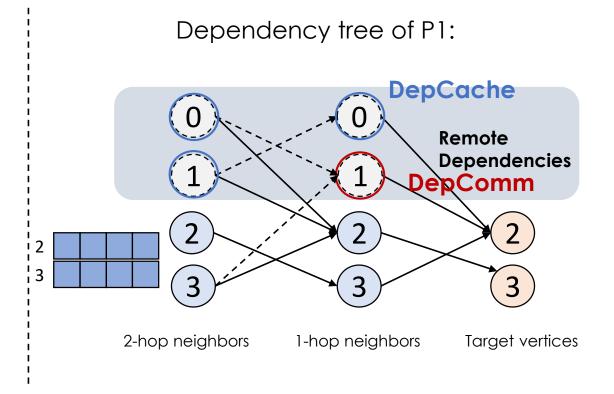
Dependency tree of P1: Remote **Dependencies** 2-hop neighbors 1-hop neighbors Target vertices



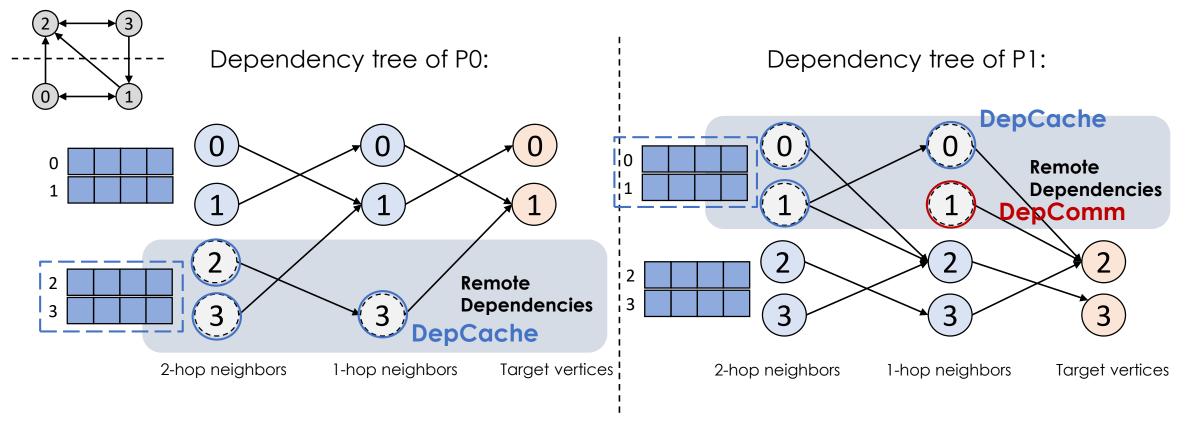
COST MODEL:

$$T(P_i) = \sum_{v \in Dep_{Cache}} t_r(v) + \sum_{v \in Dep_{Comm}} t_c(v)$$

s.t.,
$$Size(Dep_{Cache}) < S$$



Input data:



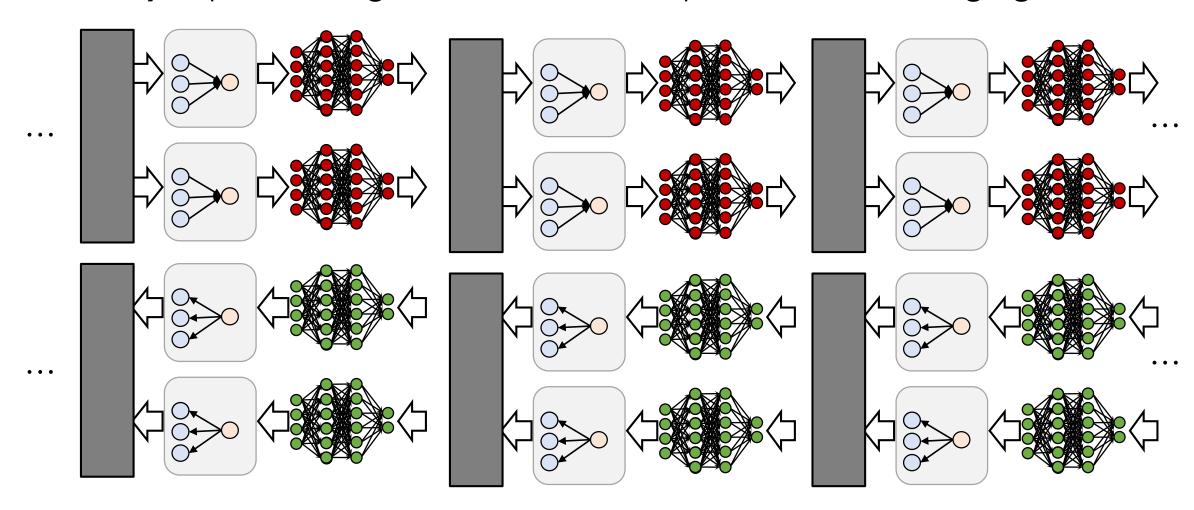
Input data:

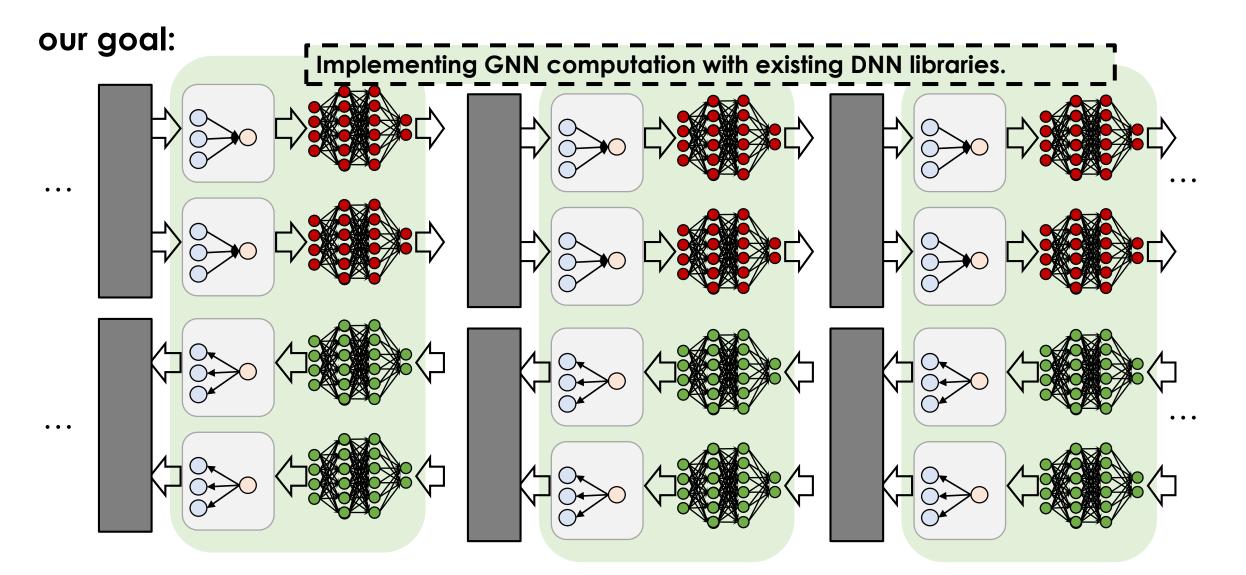
Dependency tree of P0: Dependency tree of P1: ľο Remote **Dependencies** Remote **Dependencies** 3 3 2-hop neighbors 1-hop neighbors Target vertices 2-hop neighbors 1-hop neighbors Target vertices

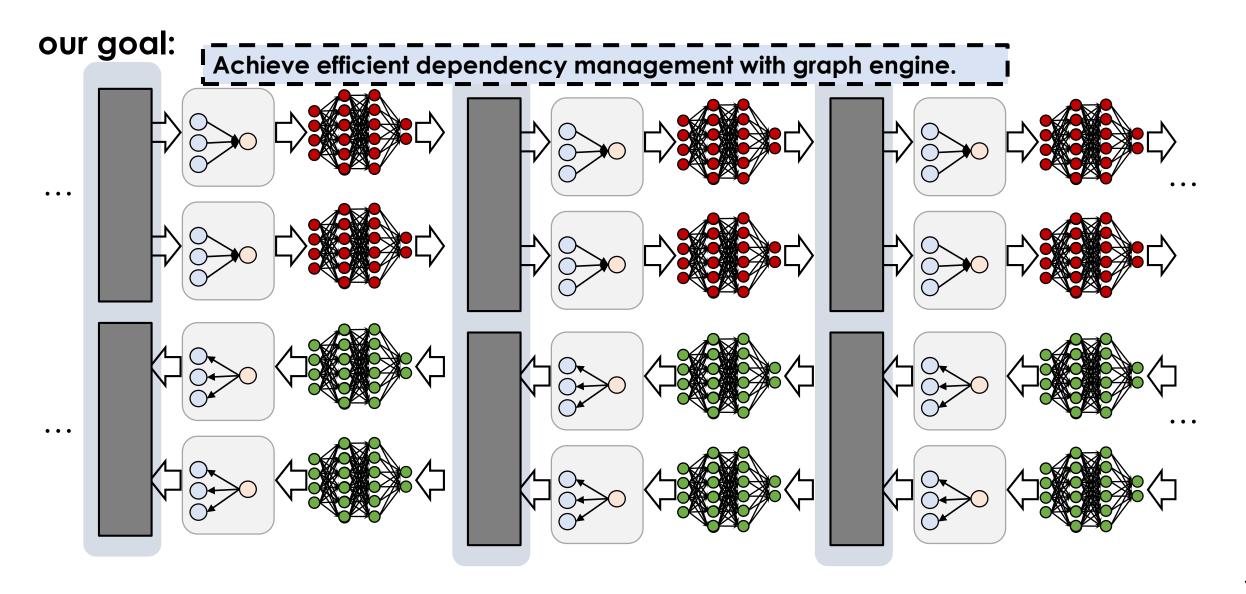
NeutronStar

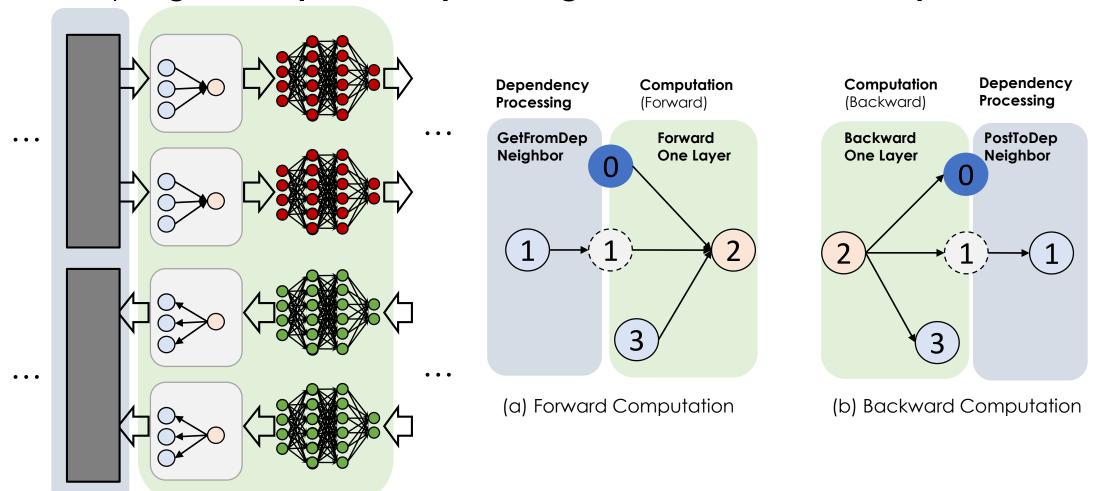
We propose **NeutronStar**, a GPU-accelerated distributed GNN system with flexible automatic differentiation.

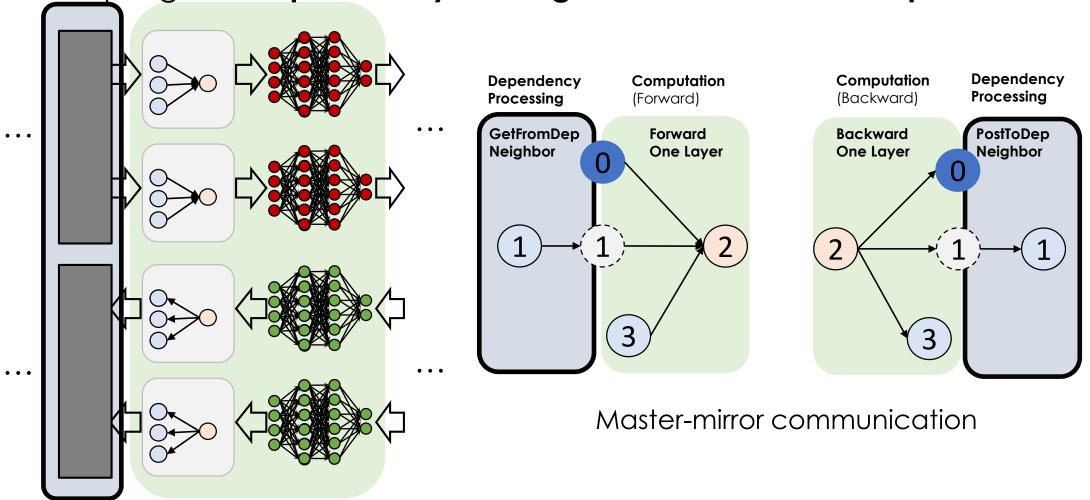
Manually implementing the cross-worker operators is challenging

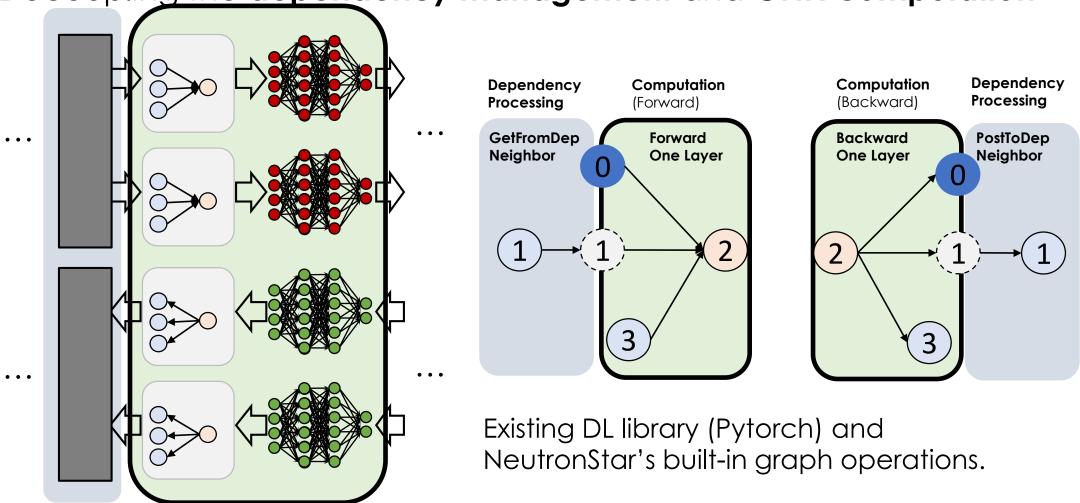


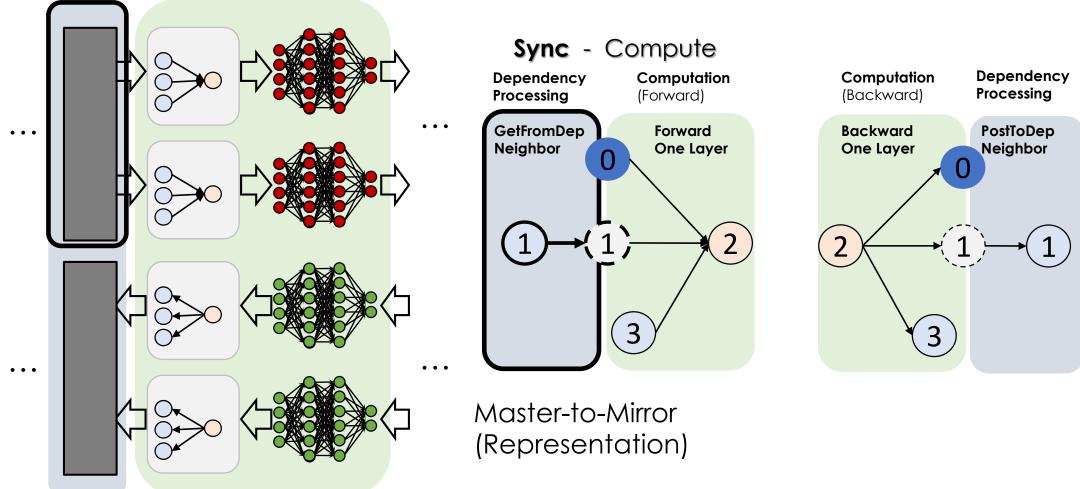


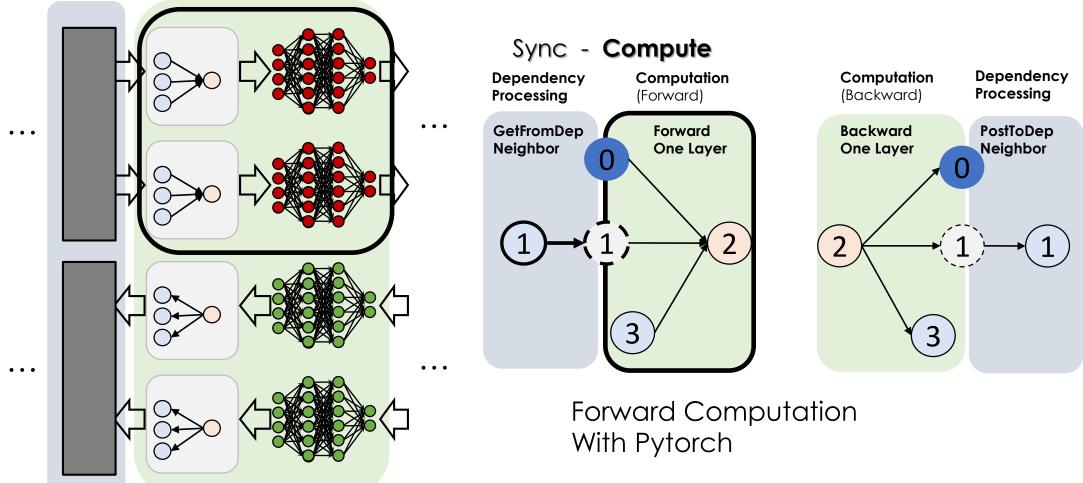


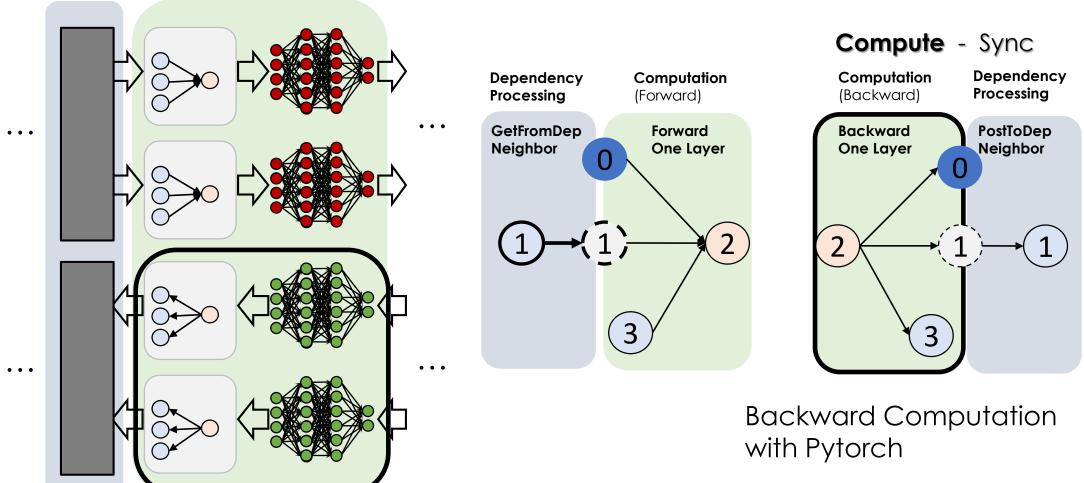


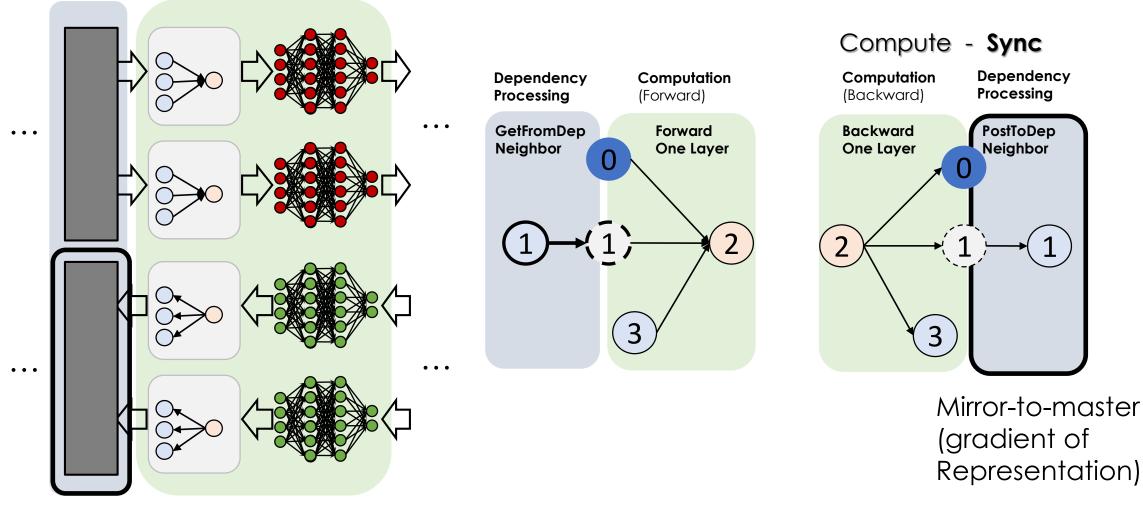












Experimental Setups

Baseline: ROC, DistDGL, DepCache (NeutronStar), and DepComm (NeutronStar).

Platforms:

A 16-node Aliyun ECS cluster¹ (Each: 16 vCPUs, 62GB RAM, 1 NVIDIA-T4 GPU)

Algorithms and graphs:

- 3 Graph Neural Networks GCN, GIN, GAT
- 7 real-world graphs.

Environment

- □ Ubuntu 18.04 LTS
- CUDA 10.1

Table 2: Dataset description

Dataset	V	E	ftr. dim	#L	avg. deg	hid. dim
Google	0.87M	5.1M	512	16	5.86	256
Pokec	1.6M	30M	512	16	18.75	256
LiveJournal	4.8M	68M	320	16	14.12	160
Reddit	0.23M	114M	602	41	487	256
Orkut	3.1M	117M	320	20	38.1	160
Wiki-link	12M	378M	256	16	31.12	128
Twitter	42M	1.5B	52	16	70.5	32

¹ Clusters are connected via 6GigE

Effectiveness of Hybrid Processing

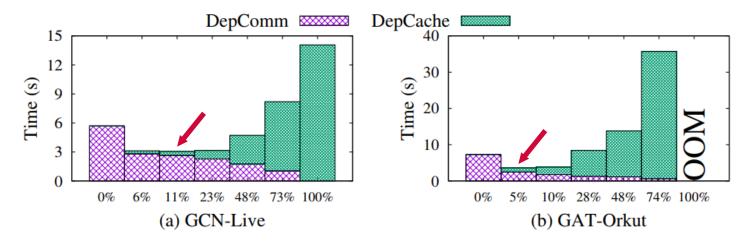


Figure 11: Runtime results when varying the ratios between cached dependencies and communicated dependencies.

- (1) Neither **communicating** nor **caching** all dependencies will reach the optimal performance.
- (2) The optimal performance is reached when **mixing DepCache** and **DepComm**.

Performance Comparison

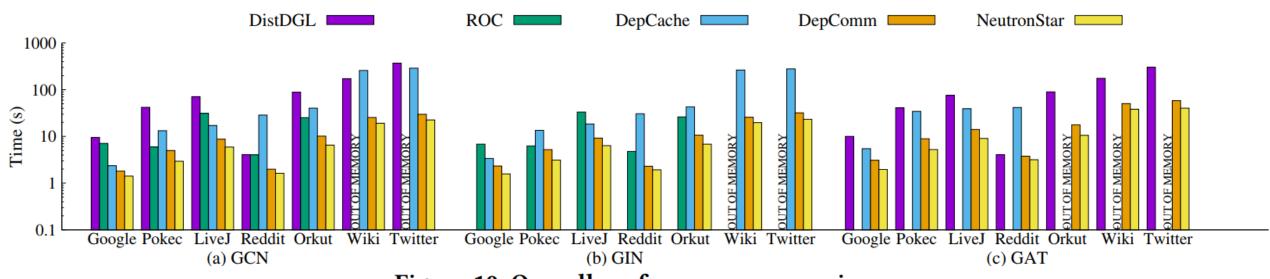


Figure 10: Overall performance comparison.

Compared with the two representative distributed GNN systems (**DistDGL**, **ROC**), **NeutronStar** achieves **1.8x – 14.3x** and **1.8X-5.3X** speedups on 3 GNNs and several real datasets, respectively.

Performance Comparison

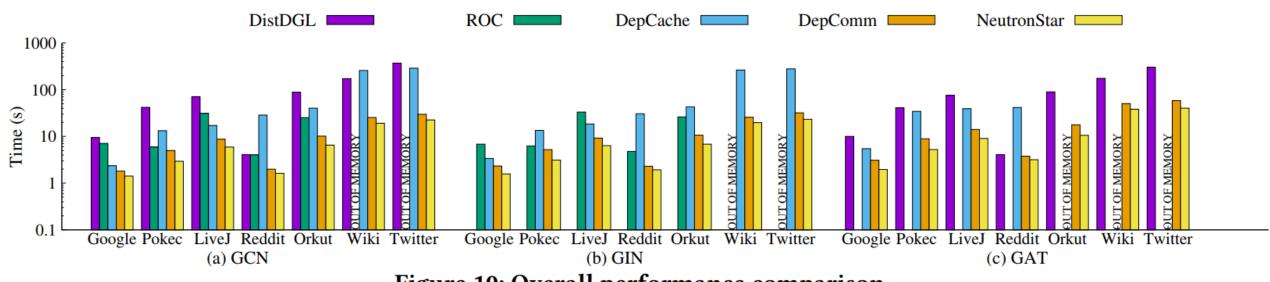


Figure 10: Overall performance comparison.

Compared with the **DepCache** and **DepComm**, **NeutronStar** achieves **2.0x – 15.0x** and **1.2X-1.7X** speedups on 3 GNNs and several real datasets, respectively.

Accuracy Comparison

Time-to-accuracy comparison

NeutronStar outperforms other approaches

1.20X faster than DepComm

1.96X faster than DepCache-Sampling

24.62X faster than DepCache

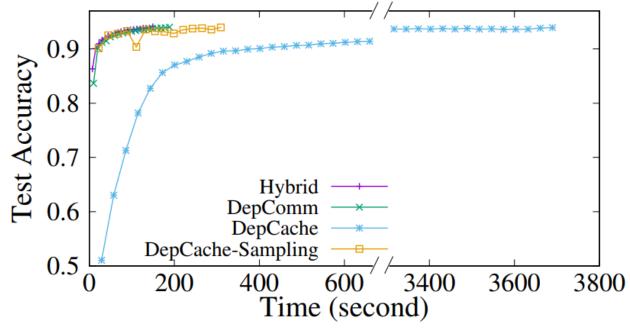


Figure 14: Accuracy comparisons between Hybrid, DepComm, DepCache, and DepCache-sampling with GCN on the Reddit dataset. Each dot indicates five training epochs for Hybrid and DepComm, and one training epoch for DepCache and DepCache-sampling.



NeutronStar: Distributed GNN training with hybrid dependency management.

Providing insight into the two existing approaches

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The codes are publicly available on github

https://github.com/Wangqge/NeutronStarLite