"Experiences from a decade of systems research"

RONG CHEN

IPADS, Shanghai Jiao Tong University

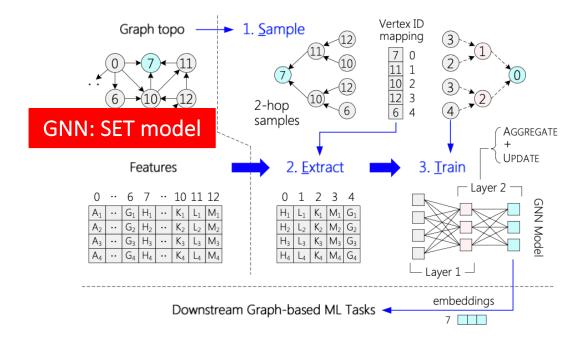
March 2022



→ 1. Motivate your work

→ 1. Motivate your work

Case#1: space-sharing for GNN



→ 1. Motivate your work

Case#1: space-sharing for GNN

Graph topo

1. Sample

Vertex ID mapping

7 0 2

11 1 1 1 2

2-hop samples

Features

2. Extract

3. Irain

AGGREGATE

UPDATE

AGGREGATE

AGGREGATE

AGGREGATE

UPDATE

A GAGREGATE

AGGREGATE

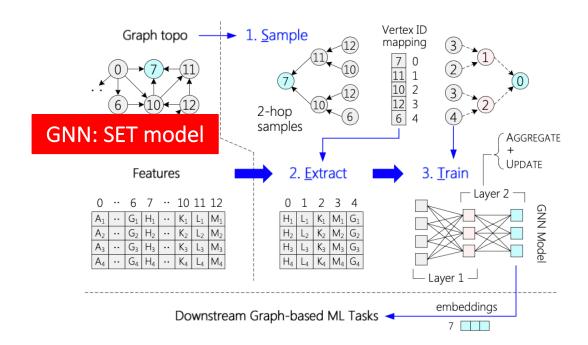
AGGREG

2020.10 survey GPU-accelerated GNN training2020.11 CPU-based sampling is bottleneck2021.03 GPU-based sampling, and evaluation

Batch Size	CPU Sampler(未优化) First batch latency	GPU SamplerFirst batch latency
8192	4.67 secs	0.68 secs
16384	8.23 secs	0.88 secs
32768	14.74 secs	1.18 secs
65536	23.20 secs	1.68 secs
131072	39.07 secs	ООМ

→ 1. Motivate your work

Case#1: space-sharing for GNN



2020.10 survey GPU-accelerated GNN training

2020.11 CPU-based sampling is bottleneck

2021.03 GPU-based sampling, and evaluation

2021.05 OPT: pipelining, caching, dynamic workload partition

2021.05 V100 GPU and Friendster dataset

2021.06 GPU memory contention



Issues

- Memory contention between sampling and training?
 - Topology data sampling memory
 - Feature data feature extraction memory

Memory contention between sampling and training?

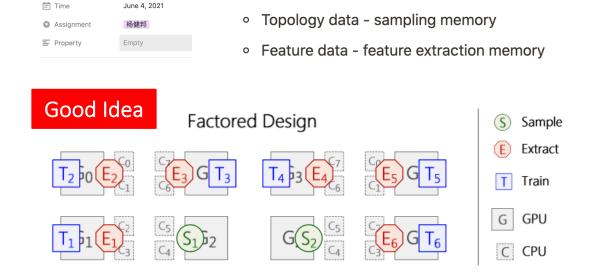
→ 1. Motivate your work

Issues

motivation思考

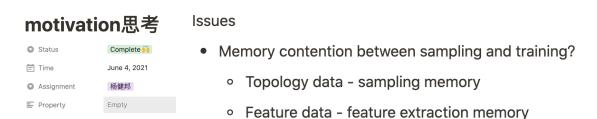
Status

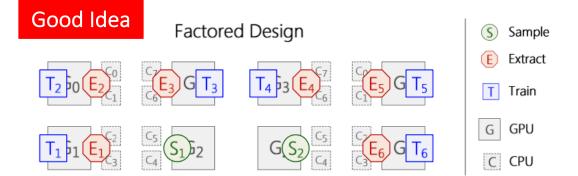
Case#1: space-sharing for GNN



→ 1. Motivate your work

Case#1: space-sharing for GNN



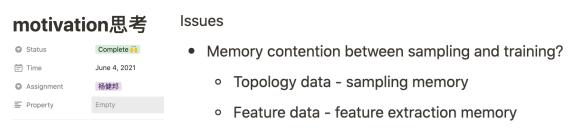


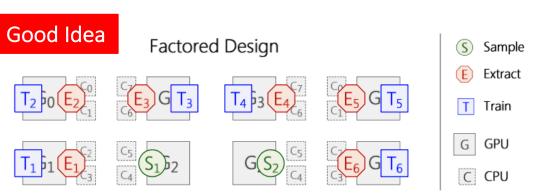
Rooms and Limits

GNN Systems	Sample	Extract	Train	Total
DGL [1]	4.91	11.32	4.00	20.78
w/ GPU-base Sampling	1.21	10.87	3.97	16.18
T_{SOTA}	2.93	5.55	4.00	12.50
w/ GPU-base Caching [35	2.88	1.73	4.00	8.62
w/ GPU-base Sampling	0.70	5.46	4.01	10.21
w/ Both	0.70	3.62	4.00	8.37

→ 1. Motivate your work

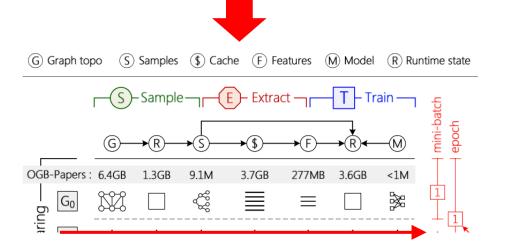
Case#1: space-sharing for GNN





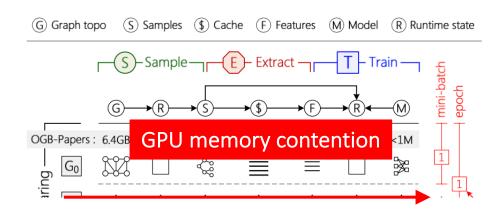
Rooms and Limits

GNN Systems	Sample	Extract	Train	Total
DGL [1]	4.91	11.32	4.00	20.78
w/ GPU-base Sampling	1.21	10.87	3.97	16.18
$\overline{\mathrm{T}_{SOTA}}$	2.93	5.55	4.00	12.50
w/ GPU-base Caching [35	2.88	1.73	4.00	8.62
w/ GPU-base Sampling	0.70	5.46	4.01	10.21
w/ Both	0.70	3.62	4.00	8.37



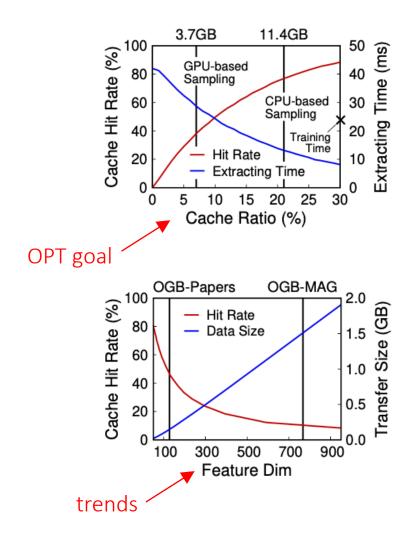
→ 1. Motivate your work

Case#1: space-sharing for GNN



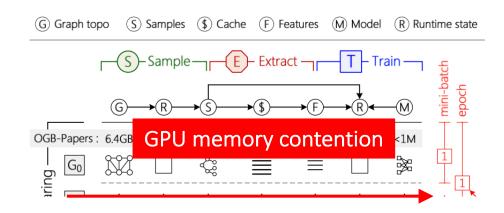
Motivation experiments

• (INSIGHT) Impact factors: cache-ratio, data size



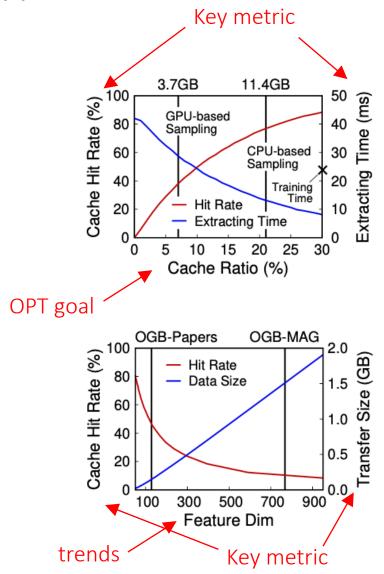
→ 1. Motivate your work

Case#1: space-sharing for GNN



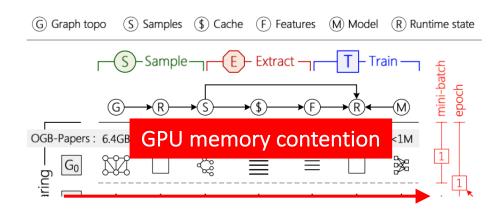
Motivation experiments

- (INSIGHT) Impact factors: cache-ratio, data size
- Key perf. metrics: hit-rate, extracting time



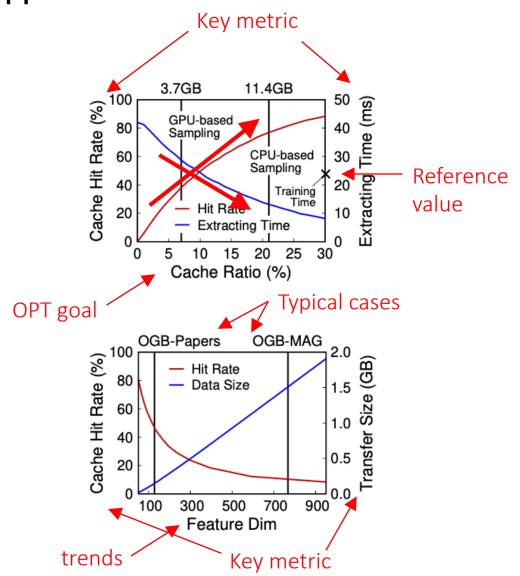
→ 1. Motivate your work

Case#1: space-sharing for GNN



Motivation experiments

- (INSIGHT) Impact factors: cache-ratio, data size
- Key perf. metrics: hit-rate, extracting time
- Focus: line shape, typical cases, reference value



(M txns/s)

NSDI'21

S-RKV

C-RKV No cache

1 level

3 levels

All (optimal)

SmallBank: 80 M txns/s

TPC-C: 1.64 M txns/s TPC-E: 281 K txns/s

☐ GlobalCNT

-+StableTS

TSOracle

YCSB C

Network Limit

NoTS

→ GTS

- VTS

→ DST

S-RKV T-CPU

C-RKV

No cache

1 level

2 levels 3 levels

4 levels

5 levels

6 levels

All (optimal)

Execution time of TXs (us)

YCSB C

← e.a.. DrTM-Tree

60

Throughput (M regs/s)

txns/s)

Throughput (M b

YCSB C

Time (s)

→ 1. Motivate your work

Vector TS

Number of client processes

Global TS

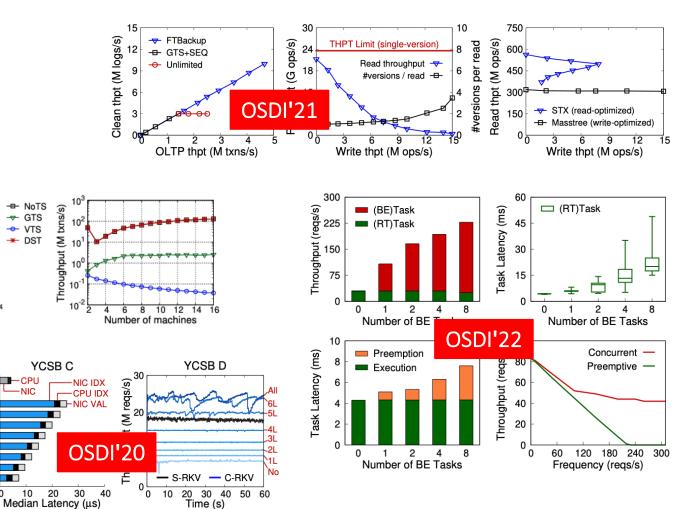
YCSB C

C-RVS -

100 150 200

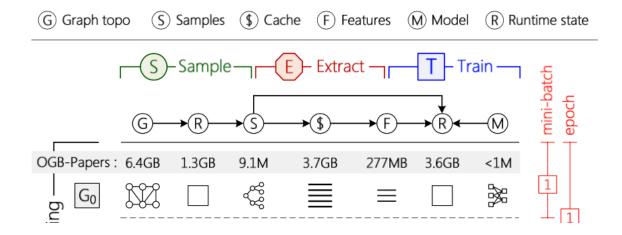
Throughput (M

CPU utilization (%)



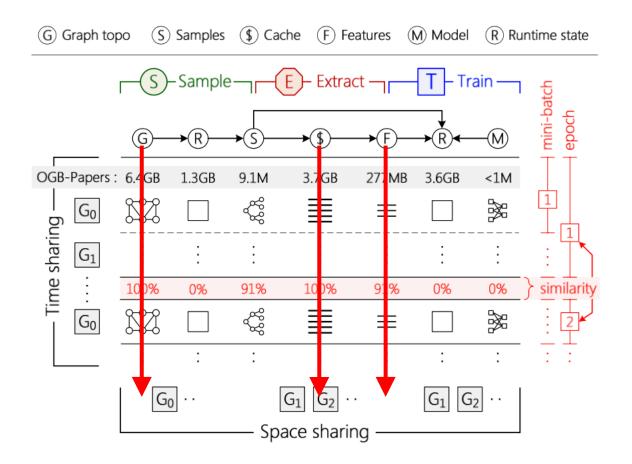
- 1. Motivate your work
- 2. Support your observation

Opportunity: inter-task locality. Our work is motivated by an attractive observation that different training epochs in the same stage share a large amount or even all of the data, which means that sample-based GNN training has extremely good *inter-task* data locality. As shown in Figure 3,



- 1. Motivate your work
- 2. Support your observation

Opportunity: inter-task locality. Our work is motivated by an attractive observation that different training epochs in the same stage share a large amount or even all of the data, which means that sample-based GNN training has extremely good *inter-task* data locality. As shown in Figure 3,



1. Motivate your work

2. Support your observation

Opportunity: inter-task locality. Our work is motivated by an attractive observation that different training epochs in the same stage share a large amount or even all of the data, which means that sample-based GNN training has extremely good *inter-task* data locality. As shown in Figure 3,

A Pre-sampling Based Caching Policy

i and *j*. As shown in Table 2, for the top-ranked vertices, on average over 75% of the access footprint overlaps between two iterations. This indicates that it is feasible to pre-sample a few rounds to estimate vertex hotness.

Table 2. The similarity (in percentage) of access footprint between two epochs for various datasets and sampling algorithms.

Sampling algorithms	PR [5]	TW [34]	PA [4]	UK [9]
3-hop random	73.97	78.89	91.29	77.46
Random walks	78.16	72.68	87.14	64.40
3-hop weighted	77.69	66.64	89.57	72.96



1. Motivate your work

→ 2. Support your observation

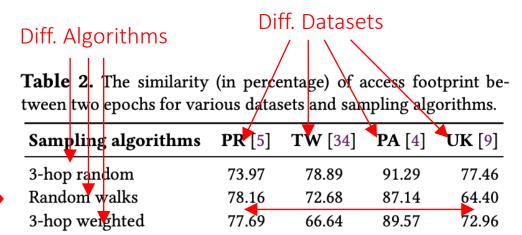
Opportunity: inter-task locality. Our work is motivated by an attractive observation that different training epochs in the same stage share a large amount or even all of the data, which means that sample-based GNN training has extremely good *inter-task* data locality. As shown in Figure 3,

A Pre-sampling Based Caching Policy

i and *j*. As shown in Table 2, for the top-ranked vertices, on average over 75% of the access footprint overlaps between two iterations. This indicates that it is feasible to pre-sample a few rounds to estimate vertex hotness.

Observation experiments

- Metric: definition, setup
- Scope of application: algos, datasets, workloads
- Effectiveness: rare case? bound?





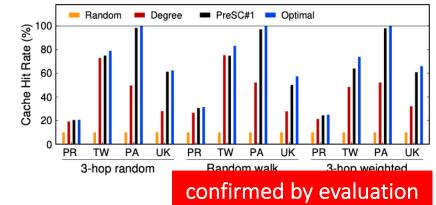
1. Motivate your work

2. Support your observation

Opportunity: inter-task locality. Our work is motivated by an attractive observation that different training epochs in the same stage share a large amount or even all of the data, which means that sample-based GNN training has extremely good *inter-task* data locality. As shown in Figure 3,

A Pre-sampling Based Caching Policy

i and *j*. As shown in Table 2, for the top-ranked vertices, on average over 75% of the access footprint overlaps between two iterations. This indicates that it is feasible to pre-sample a few rounds to estimate vertex hotness.



Observation experiments

• Metric: definition, setup

Scope of application: algos, datasets, wo cloads

• Effectiveness: rare case? bound?

Diff. Algorithms

Diff. Datasets

Table 2. The similarity (in percentage) of access footprint between two epochs for various datasets and sampling algorithms.

Sampling algorithms	PR [5]	TW [34]	PA [4]	UK [9]
3-hop random Random walks	73.97	78.89	91.29	77.46
Random walks	78.16	72.68	87.14	64.40
3-hop weighted	77.69	66.64	89.57	72.96



1. Motivate your work

2. Support your observation

Opportunity: inter-task locality. Our work is motivated by an attractive observation that different training epochs in the same stage share a large amount or even all of the data, which means that sample-based GNN training has extremely good *inter-task* data locality. As shown in Figure 3,

A Pre-sampling Based Caching Policy

i and *j*. As shown in Table 2, for the top-ranked vertices, on average over 75% of the access footprint overlaps between two iterations. This indicates that it is feasible to pre-sample a few rounds to estimate vertex hotness.

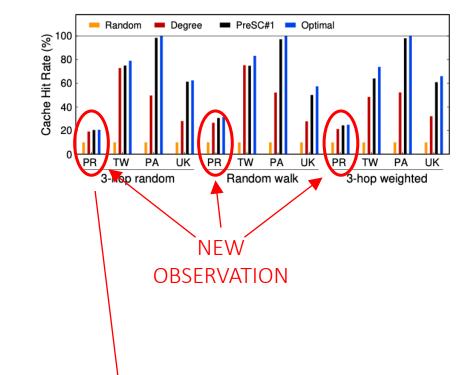


Table 2. The similarity (in percentage) of access footprint between two epochs for various datasets and sampling algorithms.

Sampling algorithms	PR [5]	TW [34]	PA [4]	UK [9]
3-hop random	73.97	78.89	91.29	77.46
Random walks	78.16	72.68	87.14	64.40
3-hop weighted	77.69	66.64	89.57	72.96



1. Motivate your work

2. Support your observation

Numerous kernels. Unlike traditional GPU applications that only contain a few kernels (e.g., at most 14 kernels in Rodinia [10]), it is common to see hundreds of kernels in modern DNN models (see Table 1). In response, large amounts of

Table 1: The amount of GPU kernels in DNNs evaluated in §7 and the execution time (in millisecond). The codes are generated by TVM [14] and run on AMD Radeon Instinct MI50 OSDI'22

Model	ResNet	DenseNet	VGG	Inception	Bert
#Kernels	307	207	55	146	205
Exec. Time	13.6	3.5	4.4	8.3	5.4

Table 2. The similarity of vertices with types in different datasets. #P, #T, and $\#V_T$ denote the number of predicates, types, and vertices with at least one type. Similarity denotes the percentage of vertices with a similar combination of predicates as other vertices of its type. Note that we consider a different combination of types as a new type.

Dataset	#P	#T	$\# \mathbf{V}_T$	Similarity
LUBM-2560	17	14	52,272,182	96.29%
WSDTS	86	39	10,234,195	72.28%
DBPSB	14,128	54,736	707,641	74.95%
			SO	CC'21

tion of vertices of an RDF graph into different groups. We observe that vertices with the same type commonly have a similar combination of predicates. For example, in Figure 2, all institutes (INS) has two predicates: so and ty_{INS} . Table 2 shows the percentage of vertices with a similar combination of predicates as other vertices of its type for three synthetic and real-life datasets [3, 5, 7]. Therefore, we argue that the

- 1. Motivate your work
- 2. Support your observation
- → 3. Revise your implementation

Performance breakdown

The Earlier The Better

- Confirm-results vs. Find-issues
- Expectation → "Spot The Differences"

CASE: DGL vs. FGNN vs. ?

- Stage-by-stage breakdown
- Speedup? and Overhead?

- 1. Motivate your work
- 2. Support your observation
- → 3. Revise your implementation

Performance breakdown

The Earlier The Better

- Confirm-results vs. Find-issues
- Expectation → "Spot The Differences"

CASE: DGL vs. FGNN vs. ?

- Stage-by-stage breakdown
- Speedup? and Overhead?

Model	Dataset	Sampling	Extracting	Training	Sample	Extract	Extract+C	Convert	Train
	Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91
	Reddit	1.39	2.14	1.07	0.60	1.42	0.08	0.09	0.94
GraphSAGE	Products	1.96	2.57	1.29	0.51	1.60	0.17	0.15	1.23
GiaplisAGE	Papers	10.20	10.15	5.11	1.73	6.53	0.80	0.68	4.17
	Friendster	X.XX	X.XX	X.XX	3.40	37.89	9.06	0.58	6.64
	Reddit	X.XX	X.XX	X.XX	0.10	1.22	0.07	0.10	1.19
DinCAGE	Products	X.XX	X.XX	X.XX	0.21	0.89	0.10	0.13	1.94
PinSAGE -	Papers	X.XX	X.XX	X.XX	0.70	2.88	0.47	0.67	6.78
	Friendster	X.XX	X.XX	X.XX	1.35	13.83	3.37	0.53	12.25

GNN	Data		DGL			PyG			FGNN	
GNN	set	Sample	Extract	Train	Sample	Extract	Train	Sample = S + M + C	Extract (Ratio, Hit%)	Train
	PR	0.35	2.81	1.22	7.15	3.19	2.14	0.39 = 0.29 + 0.01 + 0.09	0.19 (100%,100%)	1.18
GCN	TW	0.74	9.44	1.48	6.25	9.52	2.51	0.37 = 0.26 + 0.03 + 0.08	0.80 (25%, 89%)	1.50
GCN	PA	1.20	10.70	4.00	9.08	10.27	5.91	0.96 = 0.68 + 0.10 + 0.18	0.61 (21%, 99%)	3.81
	UK	MOO	MOO	MOO	7.19	16.69	4.83	0.56 = 0.38 + 0.03 + 0.14	3.08 (14%, 70%)	3.12
	PR	0.13	1.92	0.23	3.89	2.06	0.23	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	0.24
GSG	TW	0.38	4.65	0.44	3.38	4.70	0.34	0.16 = 0.11 + 0.01 + 0.04	0.44 (32%, 89%)	0.42
GSG	PA	0.56	6.06	1.25	4.69	6.36	0.88	0.46 = 0.32 + 0.06 + 0.08	0.34 (25%, 99%)	1.12
	UK	OOM	OOM	MOO	4.01	8.45	0.84	0.27 = 0.18 + 0.02 + 0.06	1.44 (18%, 72%)	1.02
	PR	0.16	1.56	1.75	×	×	×	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	1.72
DCC	TW	0.23	4.97	2.57	×	×	×	0.28 = 0.22 + 0.02 + 0.05	0.55 (26%, 86%)	2.54
PSG	PA	0.53	5.00	6.14	×	×	×	0.61 = 0.47 + 0.04 + 0.09	0.41 (22%, 97%)	5.97
	UK	MOO	MOO	OOM	×	×	×	0.65 = 0.48 + 0.03 + 0.13	3.39 (13%, 57%)	6.99

GNN	Dataset	DGL			Т	SOTA		GNNL	_ab	
GNN	Dataset	<u>s</u>	<u>E</u>	<u>T</u>	$\underline{\mathbf{S}} = \mathbf{G} + \mathbf{M}$	<u>E</u> (R%, H%)	<u>T</u>	$\underline{\mathbf{S}} = \mathbf{G} + \mathbf{M} + \mathbf{C}$	<u>E</u> (R%, H%)	<u>T</u>
	PR	0.35	2.81	1.22	0.30 = 0.29 + 0.01	0.04 (100, 100)	1.18	0.39 = 0.29 + 0.01 + 0.09	0.15 (100, 100)	1.18
GCN	TW	0.74	9.44	1.48	0.29 = 0.26 + 0.03	3.68 (1, 29)	1.53	0.37 = 0.26 + 0.03 + 0.08	0.76 (25, 89)	1.51
GCN	PA	1.20	10.70	4.00	0.79 = 0.70 + 0.10	3.64 (7, 38)	4.00	0.96 = 0.68 + 0.10 + 0.18	0.49 (21, 99)	3.82
	UK	OOM	OOM	OOM	OOM	OOM	OOM	0.56 = 0.39 + 0.03 + 0.14	3.06 (14, 70)	3.09
	PR	0.13	1.92	0.23	0.16 = 0.15 + 0.01	0.03 (100, 100)	0.25	0.20 = 0.15 + 0.01 + 0.04	0.08 (100, 100)	0.24
GSG	TW	0.38	4.65	0.44	0.12 = 0.11 + 0.01	0.62 (15, 77)	0.44	0.16 = 0.11 + 0.01 + 0.03	0.41 (32, 89)	0.43
030	PA	0.56	6.06	1.25	0.38 = 0.33 + 0.06	1.42 (11, 56)	1.18	0.46 = 0.31 + 0.06 + 0.08	0.28 (25, 99)	1.15
	UK	OOM	00M	OOM	0.19 = 0.19 + 0.00	4.49 (0, 0)	1.08	0.26 = 0.18 + 0.02 + 0.06	1.39 (18, 72)	1.01
	PR	0.40	1.64	1.75	0.16 = 0.16 + 0.01	0.03 (100, 100)	1.74	0.20 = 0.15 + 0.01 + 0.04	0.08 (100, 100)	1.72
PSG	TW	0.72	5.22	2.59	0.23 = 0.22 + 0.02	1.12 (4, 60)	2.60	0.28 = 0.21 + 0.02 + 0.05	0.51 (26, 86)	2.52
PSG	PA	1.86	4.85	5.78	0.54 = 0.49 + 0.05	1.68 (6, 37)	6.09	0.61 = 0.47 + 0.04 + 0.09	0.33 (22, 97)	6.01
	UK	OOM	OOM	OOM	OOM	OOM	OOM	0.65 = 0.49 + 0.03 + 0.13	3.37 (13, 57)	7.00



- 1. Motivate your work
- 2. Support your observation
- → 3. Revise your implementation

Performance breakdown

The Earlier The Better

- Confirm-results vs. Find-issues
- Expectation → "Spot The Differences"

CASE: DGL vs. FGNN vs. ?

- Stage-by-stage breakdown
- Speedup? and Overhead?

SNN	Dataset	I	OGL		*	T _{SOT}	A T			GNN	Lab	
	UK	OOM	OOM	1 0014	_ ^	^		0.05 - 0.4	ro + 0.03 + 0.1	3.391	13/0, 3/70)	0.33
. 50	PA UK	0.53 OOM	5.0 OOM		×	×	×		17 + 0.04 + 0.0 18 + 0.03 + 0.1		22%, 97%) 13%, 57%)	5.97 6.99
PSG	TW	0.23	4.9	7 2.57	×	×	×	0.28 = 0.2	22 + 0.02 + 0.0	5 0.55 (26%, 86%)	2.54
	PR	0.16	1.5		 ×	×	×	0.20 = 0.1	5 + 0.01 + 0.0	1	100%,100%)	1.72
	UK	O.SO OOM	OOM		4.01	8.45	0.84		18 + 0.00 + 0.0		18%, 72%)	1.02
GSG	TW PA	0.38 0.56	4.6: 6.0		3.38 4.69	4.70 6.36	0.34 0.88		1 + 0.01 + 0.0 32 + 0.06 + 0.0		32%, 89%) 25%, 99%)	0.42 1.12
	PR	0.13	1.9		3.89	2.06	0.23		5 + 0.01 + 0.0		100%,100%)	0.2
	UK	OOM	OOM		7.19	16.69	4.83	0.56 = 0.3	88 + 0.03 + 0.1		14%, 70%)	3.12
GUN	PA	1.20	10.7		9.08	10.27	5.91		68 + 0.10 + 0.1		21%, 99%)	3.81
GCN	TW	0.34	9.4		6.25	9.52	2.51		26 + 0.01 + 0.0		25%, 89%)	1.50
	PR	0.35	2.8		7.15	3.19	2.14	<u> </u>	29 + 0.01 + 0.0		100%,100%)	1.18
GNN	Data set	Sample Extr		ct Train	Sample Extra		T \	Sample	= S' # M + C	S' M + C Extract		Trai
	n	, DGL			1	PyG.	* _	ı !	\L_\/	FGNN	, L	
			!					-				
		Friend	ster	X.XX	X.X	X.XX X.XX		1.35	13.83	3.37	0.53	12.25
Pins	SAGE	Pape		X.XX	X.X		X.XX	0.70	2.88	0.47	0.67	6.78
ъ.	a . GE	Produ	cts /	X.XX	X.X	X	X.XX	0!21	0.89	0.10	0.13	1.94
Reldit		lit	X.XX	X.X	X	X.XX	0.10	1.22	0.07	0.10	1.19	
Friendster		ster	, X.XX	X.X	X	X.XX	3.40	37.89	9.06	0.58	6.64	
Grap	hSAGE	Paper	rs	10.20	10.1	5	5.11	1.73	6.53	0.80	0.68	4.17
_		Produ	cts	. 1.96	2.5	7	1.29	0.51	1.60	0.17	0.15	1.23
		Relid	lit	1.39	2.14	4	1.07	0.60	1.42	0.08	0.09	0.94
		Friendster		X.XX	X.X		X.XX	3.39	37.60	9.02	0.64	6.91
G	CN	Paper	-	10.10	10.3		5.17	1.73	5.99	0.80	0.74	4.29
		Produ		1.39	2.59		1.19	0.51	1.59	0.00	0.15	1.22
141	odei		Reldit		2.10		0.78	0.59	1.43	0.08		0.74
1/	odel	Datas	ot	Sampling Extra		tina 7	raining	Sample	Extract	Extract+C	Convert	Train

7.13

Submission

			DGL				FGNN		
Model	Dataset	Sampling	Lauacung	Training	Sample	Extract	Lxuacite	Convert	Train
GCN	Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91

2	0	21
7	•	13

			DGL				FGNN		
Model	Dataset	Sampling	Lauacung	Training	Sample	Extract	Lxuacite	Convert	Train
	Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91

Model	Dataset	Sa	mple	Extract	Train
	Reddit	(.79	2.17	0.50
GCNgpu	Products		1 12	1.84	0.56
GCNgpu	Papers	6	5.63	6.22	2.43
	Friendster	F	AIL	FAIL	FAIL

- GPU-based sampling
- New version DGL

				_ DGL				FGNN		
2021	Model	Dataset	Sampling	глиасин д	Training	Sample	Extract	Lauacite	Convert	Train
7.13		Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
	GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
	GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
		Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91

2	0	2	1
9	•	1	8

Model	Dataset	Sample	Extract	Train
GCNgpu	Reddit	0.79	2.17	0.50
	Products	1 12	1.84	0.56
	Papers	6.63	6.22	2.43
	Friendster	FAIL	FAIL	FAIL

- GPU-based sampling
- New version DGL

Model	Dataset	Sample	Extract	Train
GCNgpu	Products	1.14	1.85	0.57
	Papers	6.45	6.10	2.20
	Fwitter	2.49	4.27	0.98
	₩-2006-05	FAIL	FAIL	FAIL

- Use proper datasets
- Refine evaluation

				DGL				FGNN		
2021	Model	Dataset	Sampling	Lauacung	Training	Sample	Extract	Елиастъ	Convert	Train
7.13		Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
	GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
	Gen	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Frie		X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91
			-							
2021	Model	Dataset	Sample	Extract	Train	GPU-k	pased s	ampling		
9.18		Reddit	0.79	2.17	0.50	• New \	ersion	DGL		
	GCNgpu	Products	1 12	1.84	0.56					
	Gertgpu	Papers	6.63	6.22	2.43					
		Friendste	r FAIL	FAIL	FAIL					
2021	Model	Dataset				• Use	proper	datasets		
9.21		Product			0.57	 Refii 	ne evalı	uation		
	GCNgpu	Papers	6.45	6.10	2.20					
	Gerigpu	- Fwitter	2.49	4.27	0.98					
		WK-2006	-05 FA II	L FAIL	FAIL					
		71						10.00		
2021	Model	Datas				• Cha	inge sar	mpling alg	go.	
9.22		Produ				Cor	rect eva	aluation		
	GCN+gpu		rs 3.1	8 10.78	6.64					
	Serrigpu	Twitte	er 1.3	5 8.56	2.04					
		UK-200	6-05 FAI	L FAIL	. FAIL					

				DGL					FGNN	
2021	Model	Dataset	Sampling	LAuacun	g Trainii	ng	Sample	Extract	Lauractec	Convert
7.13		Reddit	1.39	2.16	0.78		0.59	1.43	0.08	0.10
	GCN	Products	1.96	2.59	1.19		0.51	1.59	0.17	0.15
	GCN	Papers	10.10	10.33	5.17		1.73	5.99	0.80	0.74
		Friendster	X.XX	X.XX	X.XX	ζ .	3.39	37.60	9.02	0.64
			-		m ·				10	
2021	Model	Dataset	Samp		Train	•	GPU-k	pased sa	ampling	
9.18		Reddit	0.79		0.50	•	New v	ersion	DGL	
	GCNgpu	Products	1 12		0.56					
	ОСПЕРИ	Papers	6.63	6.22	2.43					
		Friendste	r FAIL	FAIL FAIL	FAIL					
	M - 1-1			1	- T	\neg				
2021	Model	Datase		nple Extra		-			datasets	
9.21	9.21 GCNgpu	Product		1.85		-	 Refir 	ne evalı	uation	
		Papers		6.10						
	COLUBPA	Fwitte	r 2.	4.27	0.98					
		WK-2006	-05 FA	IL FAII	L FAIL					
	27.11	77				_			10 1	
2021	Model	Datas		nple Extr		_	• Cha	nge sar	mpling al	go.
9.22		Produ		.68 2.8		-	Cor	rect eva	aluation	
	GCN+gpu	Pape		.18 10.7		-				
	oor vigpu	Twitt	er 1	.35 8.5	6 2. 0 4	-				
		UK-200	6-05 F	AIL FAI	L FAII					
	Model	Datas	est Sc	ınıple Ext	ract Trai	in	• Don		ا م م ما م	
2021	Model	Produ				-	• ken	nove ov	erhead	
9.26	9.26			2.3		\vdash				
	GCN+gpu	Paper		1.19 10.		$\overline{}$				
	21	Twitt		0.74 8.0		-				
			6-05 F	AIL FA	IL FAI	L				

Train

0.74

1.22

4.29

2	0	2	1
7	•	1	

			DGL				FGNN		
Model	Dataset	Sampling	Latracung	Training	Sample	Extract	Lxuacite	Convert	Train
	Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91

Model	Dataset	Sample	Extract	Train	Cache Pct.	Sample	Extract	Train
	Products	0.35	2.82	0.74	1.00	1.07	0.25	1.07
CCN Lanu	Papers	1.19	10.70	2.64	0.16	1.25	0.78	3.75
GCN+gpu	Twitter	0.74	8.64	1.06	0.22	0.75	0.93	1.06(1.00+0.06)
	UK-2006-05	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL

- Change sampling algo.
- Add low-level metrics

2021	
7.13	

			DGL				FGNN		
Model	Dataset	Sampling	Latracung	Training	Sample	Extract	Lxuacite	Convert	Train
	Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91

Model	Dataset	Sample	Extract	Train	Cache Pct.	Sample	Extract	Train
	Products	0.35	2.82	0.74	1.00	1.07	0.25	1.07
GCN+gpu	Papers	1.19	10.70	2.64	0.16	1.25	0.78	3.75
	Twitter	0.74	8.64	1.06	0.22	0.75	0.93	1.06(1.00+0.06)
	UK-2006-05	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL

- Change sampling algo.
- Add low-level metrics

2	021
9	. 29

•	•			•	VI.			
Dataset	Sample	Extract	Train	Cache Pct.	Hit Rate	Sample($S + I + Q$)	Extract	Train(TAX)
Products	0.35	2.82	0.74	1.00	1.00	0.4(0.29 -0.03+0.08)	0.24	0.94(0.91+0.03)
Papers	1.19	10.70	2.64	0.20	0.99	1.00(0.69+0.17+0.14)	0.90	2.85 2.67 -0.18)
Twitter	0.74	8.64	1.06	0.24	0.89	0.39(0.26+0.07+0.06)	1.09	1.09(1.02+0.07)
UK-2006	FAIL	FAIL	FAIL	0.13	0.67	0.59(0.39+0.08+0.11)	3.96	2.23(2.06+0.17)
	Products Papers Twitter	Products 0.35 Papers 1.19 Twitter 0.74	Products 0.35 2.82 Papers 1.19 10.70 Twitter 0.74 8.64	Products 0.35 2.82 0.74 Papers 1.19 10.70 2.64 Twitter 0.74 8.64 1.06	Products 0.35 2.82 0.74 1.00 Papers 1.19 10.70 2.64 0.20 Twitter 0.74 8.64 1.06 0.24	Products 0.35 2.82 0.74 1.00 1.00 Papers 1.19 10.70 2.64 0.20 0.99 Twitter 0.74 8.64 1.06 0.24 0.89	Products 0.35 2.82 0.74 1.00 1.00 0.4(0.29 -0.03 + 0.08) Papers 1.19 10.70 2.64 0.20 0.99 1.00(0.69 + 0.17 + 0.14) Twitter 0.74 8.64 1.06 0.24 0.89 0.39(0.26 + 0.07 + 0.06)	Products 0.35 2.82 0.74 1.00 1.00 0.4 0.29 0.03+0.08) 0.24 Papers 1.19 10.70 2.64 0.20 0.99 1.00(0.69+0.17+0.14) 0.90 Twitter 0.74 8.64 1.06 0.24 0.89 0.39(0.26+0.07+0.06) 1.09

- Add low-level metrics
- In-depth breakdown
- Refine design & implementation

						DGL				FGNN		
2021	Model	D	ataset	Samp		xtracting	Training	Sample	Extract	Lauracite	Convert	Train
7.1 3		R	eddit	1.39	9	2.16	0.78	0.59	1.43	0.08	0.10	0.74
	GCN	Pr	oducts	1.9	6	2.59	1.19	0.51	1.59	0.17	0.15	1.22
	GCN	P	apers	10.1	0	10.33	5.17	1.73	5.99	0.80	0.74	4.29
		Fri	endster	X.X	X	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91
2021	Model		Data	aset	Sample	Extract	Train	Cache Pct.	Sample	Extract	Tra	in
9.27			Prod	lucts	0.35	2.82	0.74	1.00	1.07	0.25	1.0	17
	CCN con		Pap	ers	1.19	10.70	2.64	0.16	1.25	0.78	3.7	5
	GCN+gpu		Twi	tter	0.74	8.64	1.06	0.22	0.75	0.93	1.06(1.00)+ 0.06)
			UK-20	006-05	FAIL	FAIL	FAIL	FAIL	FAIL	FAIL	FAl	IL
								1		1		
2021	Model	Da	ataset	Sample	Extra	ct Train	Cache F	ct. Hit	ate Sa	mple(S+1+Q) Ext	tract
9.29		Pro	ducts	0.35	2.82	0.74	1.00	1.00	0.40	0.29 <mark>-0.03+0</mark>	.08) 0.	.24 0
	GCN	Pa	pers	1.19	10.70	2.64	0.20	0.99	9 1.00(0.69+0.17+0	.14) 0.	.90 2
	GCN	Tv	vitter	0.74	8.64	1.06	0.24	0.89	0.39(0.26+0.07+0	.06) 1.	.09 1

- Change sampling algo.
- Add low-level metrics

2021	Model	Dataset	Sample	Extract	Hain	Cache Pct.	rik male	Sample (S+1+Q)	Extract	Train(1743)
9.29		Products	0.35	2.82	0.74	1.00	1.00	0.4(<mark>0.29</mark> -0.03+0.08)	0.24	0.94(0.91+0.03)
	GCN	Papers	1.19	10.70	2.64	0.20	0.99	1.00(0.69+0.17+0.14)	0.90	2.85 2.67 -0.18)
	GCN	Twitter	0.74	8.64	1.06	0.24	0.89	0.39(0.26+0.07+0.06)	1.09	1.09(1.02+0.07)
		UK-2006	FAIL	FAIL	FAIL	0.13	0.67	0.59(0.39+0.08+0.11)	3.96	2.23(2. <mark>06+0.17)</mark>
		1	1			ı				
2021	Model	Dataset	Sample	Extract	Train	Cache Pct.	Hit Rate	Sample(S+I+Q)	Extract	Train(T+C)
10.1		Products	0.35	2.84	1.22	1.00	1.00	0.40(0.29+0.03+0.08)	0.23	1.18(1. <mark>15+</mark> 0.03)
	CCN	Papers	1.20	10.77	3.97	0.20	0.99	1.00(0.69+0.17+0.14)	0.66	3.85 <mark>3.67</mark> -0.18)
	GCN	Twitter	0.74	8.52	1.52	0.24	0.89	0.39(0.26+0.07+0.06)	0.86	1.52(1.46+0.06)
		UK-2006	FAIL	FAIL	FAIL	0.13	0.67	0.59(0.39+0.08+0.11)	3.40	3.04(2.89+0.15)

- Add low-level metrics
- In-depth breakdown
- Refine design & implementation
- Correct eval.

2	0	2	1
7	•	1	3

			DGL				FGNN		
Model	Dataset	Sampling	Latracung	Training	Sample	Extract	Елиаст	Convert	Train
	Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
	Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91

Model	Datasets				FGNN					
Middei	Datasets	Sample	Extract	Train	Ratio	Hit	Sample = S + I + Q	Extract	Train = T + C	
,	PR	0.35	2.84	1.22	100%	100%	0.40 = 0.29 + 0.03 + 0.08	0.23	1.18 = 1.15 + 0.03	
GCN	PA	1.20	10.77	3.97	20%	99%	1.00 = 0.69 + 0.17 + 0.14	0.66	3.85 = 3.67 + 0.18	
GCN	TW	0.74	8.52	1.52	24%	89%	0.39 = 0.26 + 0.07 + 0.06	0.86	1.52 = 1.46 + 0.06	
	UK	×	×	×	13%	67%	0.59 = 0.39 + 0.08 + 0.11	3.40	3.04 = 2.89 + 0.15	

• Refine format

				_ DGL				FGNN		
2021	Model	Dataset	Sampling	глиасин д	Training	Sample	Extract	Lauacite	Convert	Train
7.13		Reddit	1.39	2.16	0.78	0.59	1.43	0.08	0.10	0.74
	GCN	Products	1.96	2.59	1.19	0.51	1.59	0.17	0.15	1.22
	GCN	Papers	10.10	10.33	5.17	1.73	5.99	0.80	0.74	4.29
		Friendster	X.XX	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91
		•	•	_		•		_		

2021	Model	Datasets		DGL		FGNN						
10.3		Datasets	Sample	Extract	Train	Ratio	Hit	Sample = S + I + Q	Extract	Train = T + C		
		PR	0.35	2.84	1.22	100%	100%	0.40 = 0.29 + 0.03 + 0.08	0.23	1.18 = 1.15 + 0.03		
	CON	PA	1.20	10.77	3.97	20%	99%	1.00 = 0.69 + 0.17 + 0.14	0.66	3.85 = 3.67 + 0.18		
	GCN	TW	0.74	8.52	1.52	24%	89%	0.39 = 0.26 + 0.07 + 0.06	0.86	$1.52 = 1.46 \cdot 0.06$		
		UK	×	×	×	13%	67%	0.59 = 0.39 + 0.08 + 0.11	3.40	3.04 = 2.89 + 0.15		
		-				-						
2021	CNN Model	Dataset		DGL				FGNN				

Refine format

- Refine format • Refine evaluation • Refine evaluation
- **DGL** FGNN **GNN Model Dataset** Sample **Extract** Train Sample = S + I + QExtract (Ratio, Hit%) Train = T + C1.22 0.39 = 0.29 + 0.01 + 0.090.18 (100%,100%) PR 0.35 2.81 1.18 = 1.15 + 0.034.00 10.70 0.96 = 0.68 + 0.10 + 0.180.60 (20%, 99%) 3.85 = 3.68 + 0.17PA 1.20 **GCN** 0.37 = 0.26 + 0.03 + 0.081.49 = 1.42 + 0.07TW0.74 9.44 1.48 0.84 (24%, 89%) UK 0.55 = 0.38 + 0.03 + 0.143.24 (13%, 67%) 3.11 = 2.95 + 0.16 \times × X

			Friendster	X.XX	X X	X.XX	X.XX	3.39	37.60	9.02	0.64	6.91		
2021 10.3	Mod	del	Datasets	Sample	DGL Extrac	t Train	Ratio	Hit	Some	$FGNN$ $\mathbf{Dle} = S + I + Q$	Extrac	t Train =	тС	• Refine format
10.5		<u> </u>	PR	0.35	2.84		100%			.29 + 0.03 + 0.08		1.18 = 1.13		
	GC	'N	PA TW	1.20 0.74	10.77 8.52		20% 24%	99% 89%		0.69 + 0.17 + 0.14 0.26 + 0.07 + 0.06		3.85 = 3.67 $1.52 = 1.4$		
			UK	×	×	*	13%	67%		0.39 + 0.08 + 0.11		3.04 = 2.89		
2021		-		· 	DGL		1			FGNN	<u>/ </u>			Refine format
10.5	GNN Model		Dataset	Sample			San	nple = S -			o, Hit%)	T : T G		Refine evaluation
	GCN		PR	0.35	2.81	1.22			01 + 0.09	0.18 (100%,	,	1.18 = 1.15 + 0		
			PA TW	1.20 0.74	10.70 9.44	4.00 1.48		6 = 0.68 + 0.10 + 0.03 + 0.0		0.60 (20%, 0.84 (<u>24%</u> ,	•	3.85 = 3.68 + 0 $1.49 = 1.42 + 0$		
			UK	×	×	×	0.55 =	0.38 + 0.	03 + 0.14	3.24 (13%	67%)	3.11 = 2.95 + 0	0.16	
2021	GNN	Data		DGL	OGL			PyG KGNN						 Add new baseline
10.9	GNN	set	Sample	Extract	Train	Sample	Extract	Train	Sample	e = S + M + C	Extract	(Ratio, Hit%)	Train	 Refine format
		PR	0.35	2.81	1.22	7.15	3.19	2.14		29 + 0.01 + 0.09		00%,100%)	1.18	 Refine evaluation
	GCN	TW PA	-	9.44 10.70	1.48 4.00	6.25 9.08	9.52 10.27	2.51 5.91		26 + 0.03 + 0.08 68 + 0.10 + 0.18	•	25%, 89%) 21%, 99%)	1.50 3.81	
		UK	OOM	OOM	OOM	7.19	16.69	4.83		38 + 0.03 + 0.14	3.08 (3.12	

FGNN

Lauracite

0.08

0.17

0.80

Convert

0.10

0.15

0.74

Train

0.74

1.22

4.29

DGL

елиасинд

2.16

2.59

10.33

Sampling

1.39

1.96

10.10

Training

0.78

1.19

5.17

Sample

0.59

0.51

1.73

Extract

1.43

1.59

5.99

2021 7.13

Model

GCN

Dataset

Reddit

Products

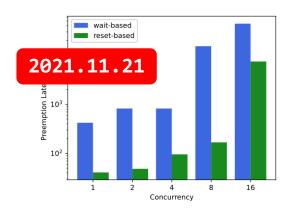
Papers

GNN	Data		DGL			PyG		FGNN				
	set	Sample	Extract	Train	Sample	Extract	Train	Sample = S + M + C	Extract (Ratio, Hit%)	Train		
GCN	PR	0.35	2.81	1.22	7.15	3.19	2.14	0.39 = 0.29 + 0.01 + 0.09	0.19 (100%,100%)	1.18		
	TW	0.74	9.44	1.48	6.25	9.52	2.51	0.37 = 0.26 + 0.03 + 0.08	0.80 (25%, 89%)	1.50		
	PA	1.20	10.70	4.00	9.08	10.27	5.91	0.96 = 0.68 + 0.10 + 0.18	0.61 (21%, 99%)	3.81		
	UK	MOO	OOM	MOO	7.19	16.69	4.83	0.56 = 0.38 + 0.03 + 0.14	3.08 (14%, 70%)	3.12		
	PR	0.13	1.92	0.23	3.89	2.06	0.23	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	0.24		
GSG	TW	0.38	4.65	0.44	3.38	4.70	0.34	0.16 = 0.11 + 0.01 + 0.04	0.44 (32%, 89%)	0.42		
GSG	PA	0.56	6.06	1.25	4.69	6.36	0.88	0.46 = 0.32 + 0.06 + 0.08	0.34 (25%, 99%)	1.12		
	UK	MOO	OOM	MOO	4.01	8.45	0.84	0.27 = 0.18 + 0.02 + 0.06	1.44 (18%, 72%)	1.02		
	PR	0.16	1.56	1.75	×	×	×	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	1.72		
PSG	TW	0.23	4.97	2.57	×	×	×	0.28 = 0.22 + 0.02 + 0.05	0.55 (26%, 86%)	2.54		
	PA	0.53	5.00	6.14	×	×	×	0.61 = 0.47 + 0.04 + 0.09	0.41 (22%, 97%)	5.97		
	UK	OOM	MOO	OOM	×	×	×	0.65 = 0.48 + 0.03 + 0.13	3.39 (13%, 57%)	6.99		

2021	GNN	Data	DGL				PyG		FGNN				
10.9	GNN	set	Sample	Extract	Train	Sample	Extract	Train	Sample	e = S + M + C	Extract	(Ratio, Hit%)	Train
		PR	0.35	2.81	1.22	7.15	3.19	2.14	0.39 = 0.2	9 + 0.01 + 0.09	0.19 (100%,100%)	1.18
	GCN	TW	0.74	9.44	1.48	6.25	9.52	2.51	0.37 = 0.2	26 + 0.03 + 0.08	0.80 (25%, 89%)	1.50
		PA	1.20	10.70	4.00	9.08	10.27	5.91	0.96 = 0.6	68 + 0.10 + 0.18	0.61 (21%, 99%)	3.81
		UK	MOO	MOO	MOO	7.19	16.69	4.83	0.56 = 0.3	8 + 0.03 + 0.14	3.08 (14%, 70%)	3.12
Camera-ready 		PR	0.13	1.92	0.23	3.89	2.06	0.23	0.20 = 0.1	5 + 0.01 + 0.04	0.10 (100%,100%)	0.24
. eg	GSG	TW	0.38	4.65	0.44	3.38	4.70	0.34	0.16 = 0.1	1 + 0.01 + 0.04	0.44 (32%, 89%)	0.42
<u>-</u> ا	GSG	PA	0.56	6.06	1.25	4.69	6.36	0.88	0.46 = 0.3	62 + 0.06 + 0.08	0.34 (25%, 99%)	1.12
er L		UK	MOO	MOO	MOO	4.01	8.45	0.84	0.27 = 0.1	8 + 0.02 + 0.06	1.44 (18%, 72%)	1.02
E !	PSG	PR	0.16	1.56	1.75	×	×	×	0.20 = 0.1	5 + 0.01 + 0.04	0.10 (100%,100%)	1.72
Ŭ;		TW	0.23	4.97	2.57	×	×	×	0.28 = 0.2	22 + 0.02 + 0.05	0.55 (26%, 86%)	2.54
- 1		PA	0.53	5.00	6.14	×	×	×	0.61 = 0.4	47 + 0.04 + 0.09	0.41 (22%, 97%)	5.97
		UK	OOM	MOO	MOO	×	×	×	0.65 = 0.4	8 + 0.03 + 0.13	3.39 (13%, 57%)	6.99
		Dataset		DGL			Т	<u> </u>			GNN	Lah	
2022	GNN						T _{SOTA}					Lab	
2.21			<u>s</u>	<u>E</u> <u>T</u>		$\underline{\mathbf{S}} = \mathbf{G} + \mathbf{M}$	<u>E</u>	(R%, H%) <u>T</u>	$\underline{\mathbf{S}} = \mathbf{G} + \mathbf{M} +$	С	<u>E</u> (R%, H%)	<u>T</u>
		PR	0.35	2.81 1.22	2 0.3	30 = 0.29 + 0	0.01 0.04	(100, 100)) 1.18	0.39 = 0.29 + 0	.01 + 0.09	0.15 (100, 100)) 1.18
	GCN	TW	0.74	9.44 1.48	3 0.2	29 = 0.26 + 0	0.03 3.68	(1, 29	9) 1.53	0.37 = 0.26 + 0		0.76 (25, 89) 1.51
	GCIV	PA	1.20	10.70 4.00	0.7	79 = 0.70 + 0	0.10 3.64	7, 38	4.00	0.96 = 0.68 + 0	.10 + 0.18	- 0.49 21, 99	3.82
		UK	OOM	MOO MOO	1 00	М	OOM		OOM	0.56 = 0.39 + 0	.03 + 0.14	3.06 (14, 70	3.09
		PR	0.13	1.92 0.23	3 0.1	6 = 0.15 + 0	0.01 0.03	(100, 100	0) 0.25	0.20 = 0.15 + 0	.01 + 0.04	0.08 (100, 100)	0.24
	GSG	TW	0.38	4.65 0.44	4 0.1	2 = 0.11 + 0	0.62	(15, 77	7) 0.44	0.16 = 0.11 + 0	.01 + 0.03	0.41 (32, 89)	0.43
	GSG	PA	0.56	6.06 1.25	5 0.3	38 = 0.33 + 0	0.06 1.42	(11, 50	5) 1.18	0.46 = 0.31 + 0	.06 + 0.08	0.28 (25, 99)) 1.15
		UK	OOM	OOM OOM	1 0.1	9 = 0.19 + 0	0.00 4.49	(0, 0	0) 1.08	0.26 = 0.18 + 0	.02 + 0.06	1.39 (18, 72)) 1.01
		PR	0.40	1.64 1.75	5 0.1	6 = 0.16 + 0	0.01 0.03	(100, 100)) 1.74	0.20 = 0.15 + 0.	.01 + 0.04	0.08 (100, 100)) 1.72
	DCC	TW	0.72	5.22 2.59	9 0.2	23 = 0.22 + 0	0.02 1.12	(4, 60	2.60	0.28 = 0.21 + 0	.02 + 0.05	0.51 (26, 86) 2.52
	PSG	PA	1.86	4.85 5.78	3 0.5	64 = 0.49 + 0	0.05 1.68	(6, 3	7) 6.09	0.61 = 0.47 + 0	.04 + 0.09	0.33 (22, 97) 6.01
		UK	OOM	MOO MOO	1 00	М	OOM		OOM	0.65 = 0.49 + 0.65	.03 + 0.13	3.37 (13, 57)	7.00

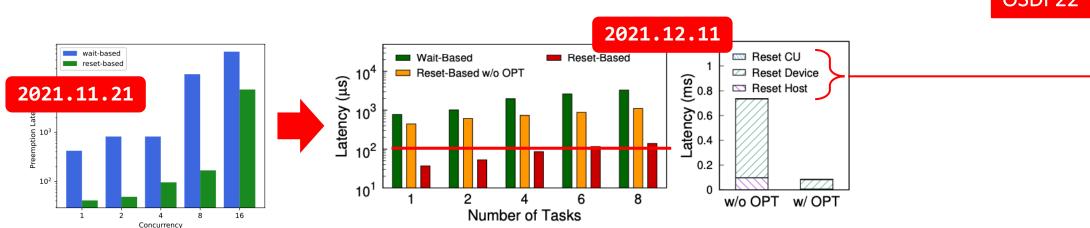
- Refine baseline
- Correct impl.
- Confirm merits
- Confirm overhead

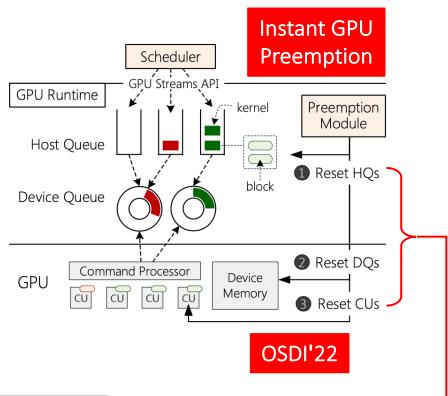
- 1. Motivate your work
- 2. Support your observation
- → 3. Revise your implementation



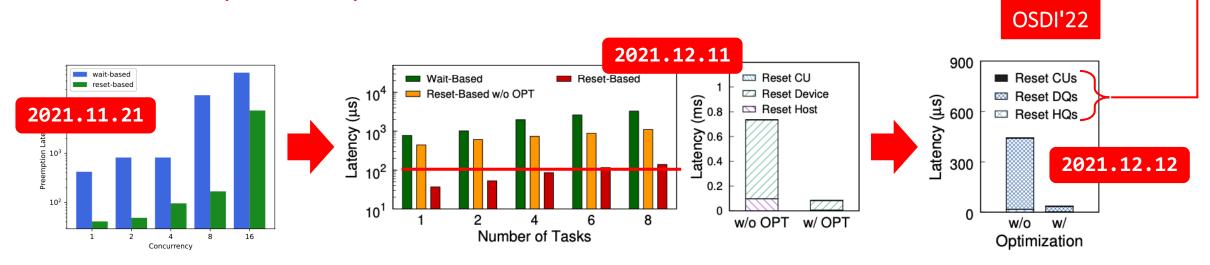
- GPU preemption
- Wait-based vs. Reset-based
- wrt. #tasks preempted
- 1-2 order-of-magnitude faster

- 1. Motivate your work
- 2. Support your observation
- → 3. Revise your implementation





- 1. Motivate your work
- 2. Support your observation
- → 3. Revise your implementation



Instant GPU

Preemption

Preemption Module

Reset HQs

2 Reset DQs

Reset CUs -

kernel

Device

Memory

Scheduler GPU Streams API

Command Processor

CU

cu

GPU Runtime

Host Queue

Device Queue

GPU

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- → 4. Realize your limit/limitation
 - "First things first": know your LIMITS
 - Enough earnings, close to optimal
 - Finding optimal is a clear plus
 - Realize advantage/disadvantage

OPTIMAL caching policy

⁴Given a cache ratio, to obtain the optimal cache performance (transferred data size/cache hit rate), all sample footprints are recorded. After training, we calculate the corresponding metric if we cache the most visited vertices.

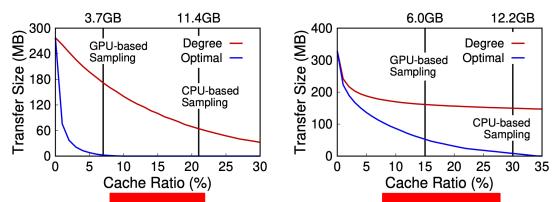


Figure 5. T Dataset ansferred data of degr Algorithm perimal caching policies with the increase of cache ratio for (a) OGB-Papers with uniform sampling and (b) Twitter with weighted sampling.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- → 4. Realize your limit/limitation
 - "First things first": know your LIMITS
 - Enough earnings, close to optimal
 - Finding optimal is a clear plus
 - Realize advantage/disadvantage

addition, our pre-sampling based caching policy achieves 90% - 99% of the optimal cache hit rate in all experiments.

Efficiency

■ PreSC#1

Degree

Random

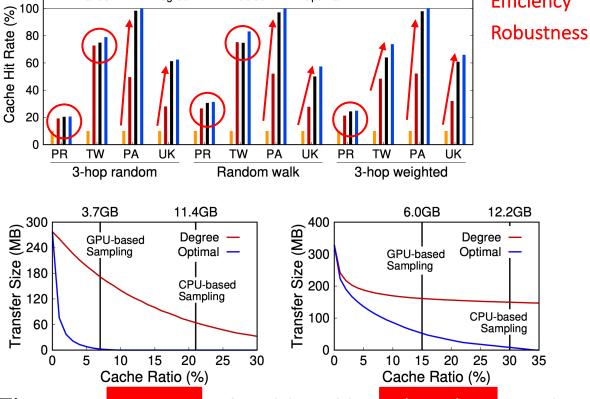


Figure 5. T Dataset ansferred data of degr Algorithm optimal caching policies with the increase of cache ratio for (a) OGB-Papers with uniform sampling and (b) Twitter with weighted sampling.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- → 4. Realize your limit/limitation
 - "First things first": know your LIMITS
 - Enough earnings, close to optimal
 - Finding optimal is a clear plus
 - Realize advantage/disadvantage

addition, our pre-sampling based caching policy achieves 90% - 99% of the optimal cache hit rate in all experiments.

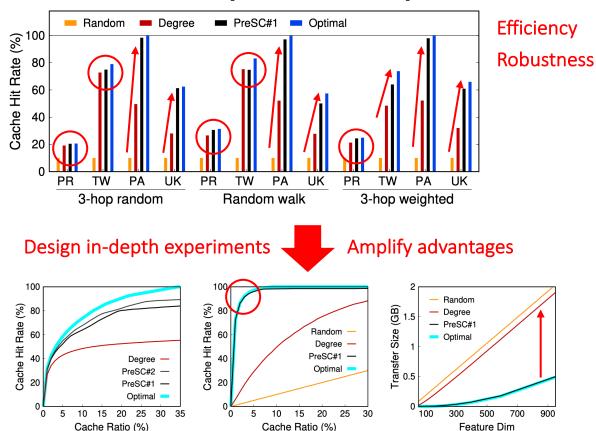


Figure 11. The comparison among different caching policies for (a) Twitter with weighted sampling, (b) OGB-Papers with 3-hop neighborhood, and (c) OGB-Papers with the increase of feature dimensions. PreSC#K conducts K sampling stages.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- → 4. Realize your limit/limitation
 - "First things first": know your LIMITS
 - Enough earnings, close to optimal
 - Finding optimal is a clear plus
 - Realize advantage/disadvantage Limitation

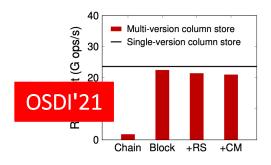
PR can be loaded into a single GPU —

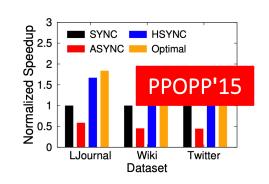
Dataset	#Vertex	#Edge	Dim.	#TS	\mathbf{Vol}_G	\mathbf{Vol}_F	worst case
PR [5]	2.4M	124M	100	197K	481MB	934MB	
TW [34]	41.7M	1.5B	256	417K	5.6GB	40GB	
PA [4]	111M	1.6B	128	1.2M	6.4GB	53GB	
UK [9]	77.7M	3.0B	256	1.0M	11.3GB	74GB	

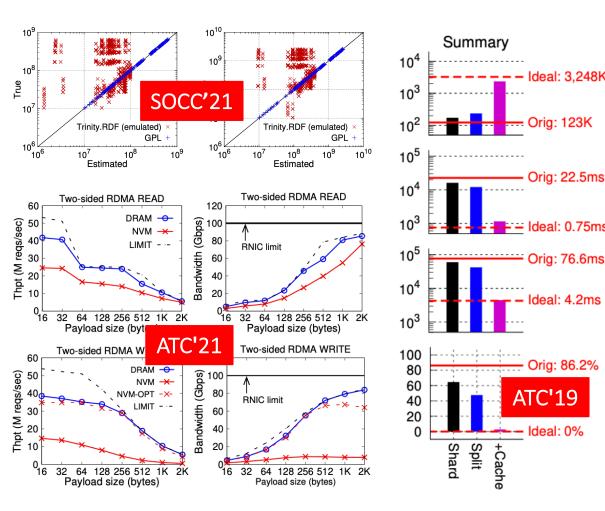
overhead

_	-					verneau 'T			
GNN	Dataset	Т	SOTA		GNNLab				
GNN	Dataset	$\underline{\mathbf{S}} = \mathbf{G} + \mathbf{M}$	<u>E</u> (R%, H%)	<u>T</u>	$\underline{\mathbf{S}} = \mathbf{G} + \mathbf{M} + \mathbf{C}$	<u>E</u> (R%, H%)	<u>T</u>		
	PR	0.30 = 0.29 + 0.01	0.04 (100, 100)	1.18	0.39 = 0.29 + 0.01 + 0.09	0.15 (100, 100)	1.18		
GCN	TW	0.29 = 0.26 + 0.03	3.68 (1, 29)	1.53	0.37 = 0.26 + 0.03 + 0.08	0.76 (25, 89)	1.51		
GCN	PA	0.79 = 0.70 + 0.10	3.64 (7, 38)	4.00	0.96 = 0.68 + 0.10 + 0.18	0.49 (21, 99)	3.82		
	UK	OOM	OOM	OOM	0.56 = 0.39 + 0.03 + 0.14	3.06 (14, 70)	3.09		
	PR	0.16 = 0.15 + 0.01	0.03 (100, 100)	0.25	0.20 = 0.15 + 0.01 + 0.04	0.08 (100, 100)	0.24		
GSG	TW	0.12 = 0.11 + 0.01	0.62 (15, 77)	0.44	0.16 = 0.11 + 0.01 + 0.03	0.41 (32, 89)	0.43		
GSG	PA	0.38 = 0.33 + 0.06	1.42 (11, 56)	1.18	0.46 = 0.31 + 0.06 + 0.08	0.28 (25, 99)	1.15		
	UK	0.19 = 0.19 + 0.00	4.49 (0, 0)	1.08	0.26 = 0.18 + 0.02 + 0.06	1.39 (18, 72)	1.01		
	PR	0.16 = 0.16 + 0.01	0.03 (100, 100)	1.74	0.20 = 0.15 + 0.01 + 0.04	0.08 (100, 100)	1.72		
DCC	TW	0.23 = 0.22 + 0.02	1.12 (4, 60)	2.60	0.28 = 0.21 + 0.02 + 0.05	0.51 (26, 86)	2.52		
PSG	PA	0.54 = 0.49 + 0.05	1.68 (6, 37)	6.09	0.61 = 0.47 + 0.04 + 0.09	0.33 (22, 97)	6.01		
	UK	OOM	OOM	OOM	0.65 = 0.49 + 0.03 + 0.13	3.37 (13, 57)	7.00		

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- → 4. Realize your limit/limitation



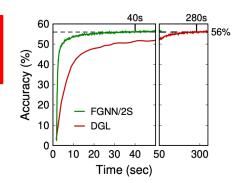




1. Motivate your work

EuroSys'22 submission

- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- **→** 5. Find new contribution



- Converge to the same target
- More faster (7x speedup)
- Fewer epochs (100 vs. 120)

Review: why fewer epochs?

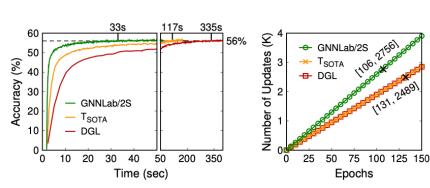
1. Motivate your work

ztion

EuroSys'22

submission

- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- **→** 5. Find new contribution



Accuracy (%)

Final

— FGNN/2S

10 20 30 40 50 Time (sec)

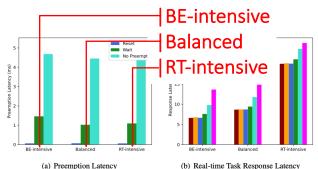
- Converge to the same target
- More faster (7x speedup)
- Fewer epochs (100 vs. 120)

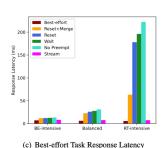
Review: why fewer epochs?

- 1. Faster training (per epoch)
- 2. Fewer epochs (**NEW**) "the fewer trainers, the more gradient updates"
 - Correct evaluation $8.1x \cdot 1.23x = 10x$
 - New low-level metric
 - A new merit of GNNLab ("space sharing")

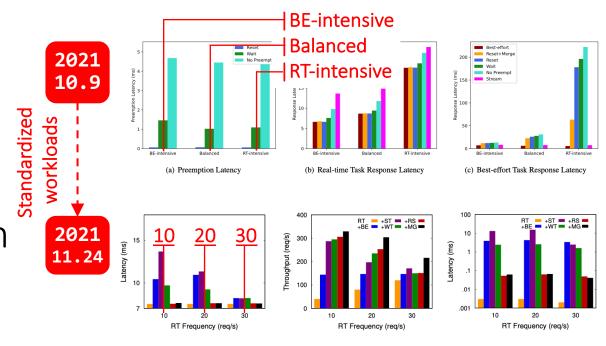
- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- → 5. Find new contribution



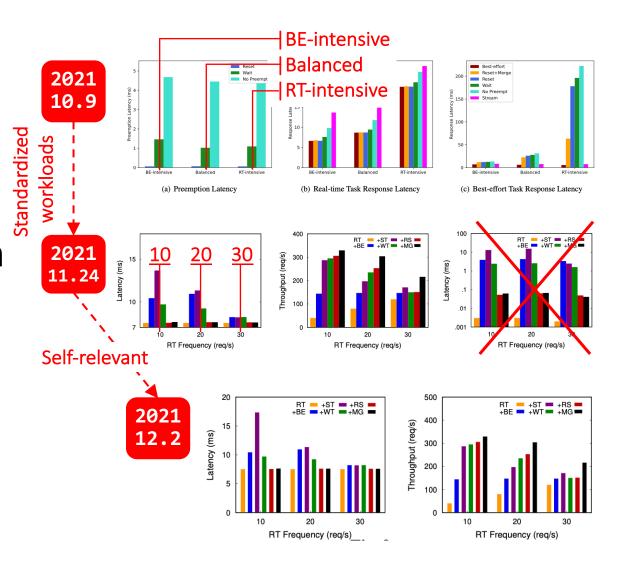




- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- → 5. Find new contribution



- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- **→** 5. Find new contribution

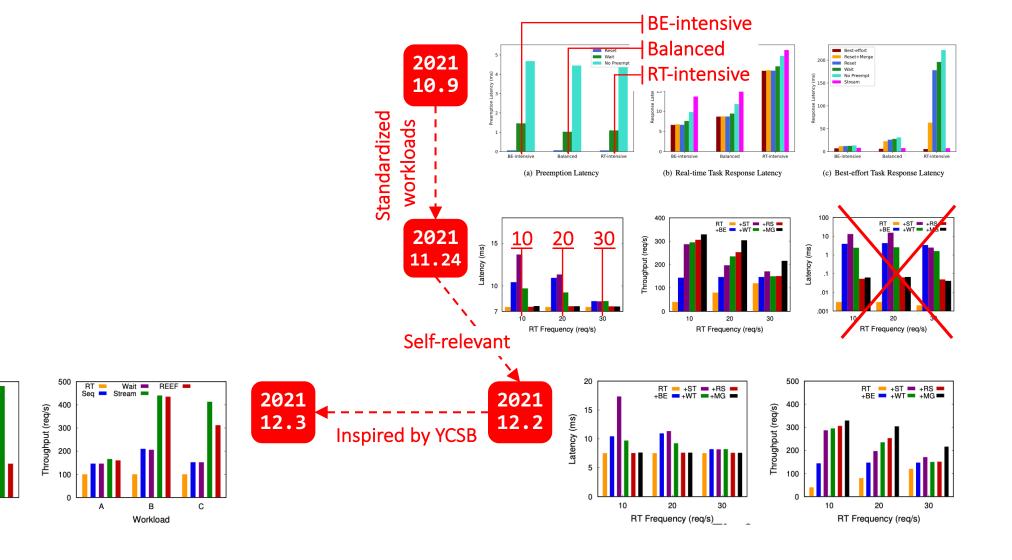


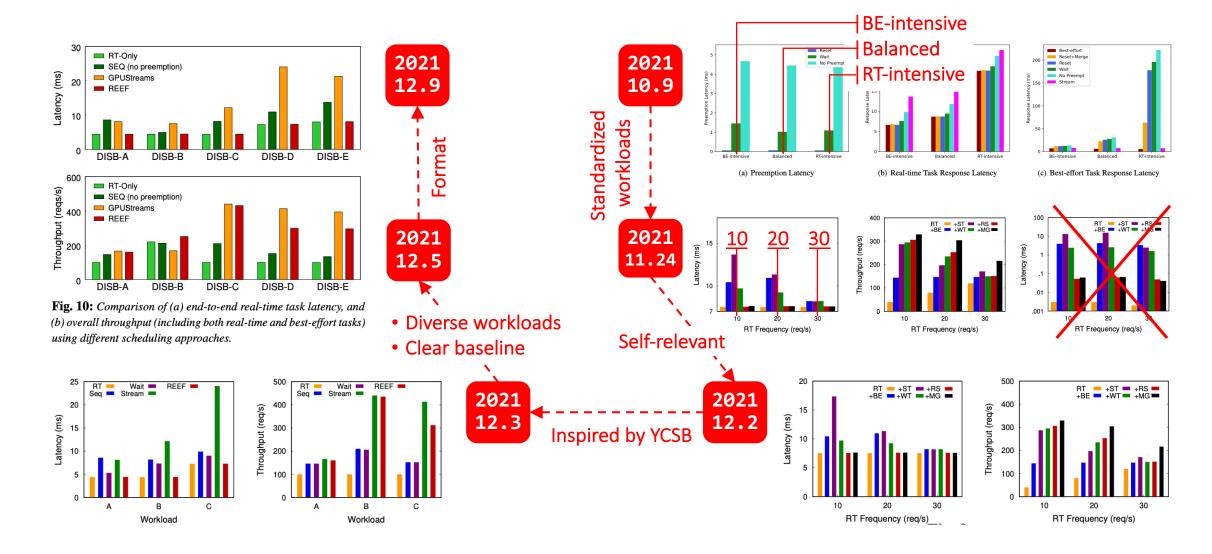
Wait =

Workload

20

Latency (ms)







RT-Only
SEQ (no preemption)
GPUStreams
REEF

DISB-A DISB-B DISB-C DISB-D DISB-E

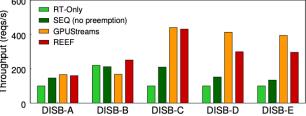


Fig. 10: Comparison of (a) end-to-end real-time task latency, and (b) overall throughput (including both real-time and best-effort tasks) using different scheduling approaches.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- → 5. Find new contribution



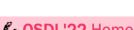
Strengths

- interesting problem domain and a nice set of ideas
- comprehensively covers various implementation issues with optimizations to improve performance
- thorough evaluation

that be for REEF? The **evaluation** is pretty thorough, but it certainly shows REEF in a positive light without trying to put it into scenarios where it might struggle. It can be more helpful to show the full spectrum to readers so that we know when to apply REEF and when it may not be suitable.



- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- → 5. Find new contribution





Strengths

- interesting problem domain and a nice set of ideas
- comprehensively covers various implementation issues with optimizations to improve performance
- thorough evaluation

that be for REEF? The evaluation is pretty thorough, but it certainly shows REEF in a positive light without trying to put it into scenarios where it might struggle. It can be more helpful to show the full spectrum to readers so that we know when to apply REEF and when it may not be suitable.

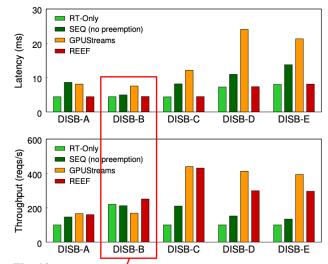


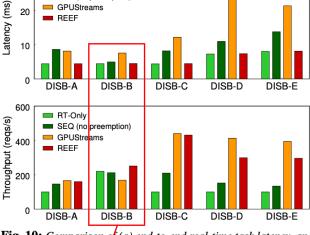
Fig. 10: Comparison of (a) end-to-end real-time task latency, and (b) overall throughput (ncluding both real-time and best-effort tasks) using different scheduling approaches.

Table 2: DISB workload description. #/model denotes the number of clients and their DNN models.

DISB		A	В	C	D	E
Num. of RT-c Frequency (re	/	1/VGG 100	1/VGG 220	1/VGG 100	5/ALL 20	5/ALL 20
Num. of BE-c	lients	1/RNET	1/RNET	5/ALL	5/ALL	5/ALL



- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- → 5. Find new contribution



RT-Only

SEQ (no preemption)

Fig. 10: Comparison of (a) end-to-end real-time task latency, and (b) overall throughput (including both real-time and best-effort tasks) using different scheduling approaches.

Table 2: DISB workload description. #/model denotes the number of clients and their DNN models.

DISB /	A	В	C	D	E
Num. of RT-clier Frequency (reqs/		1/VGG 220	1/VGG 100	5/ALL 20	5/ALL 20
Num. of BE-clien	nts 1/RNET	1/RNET	5/ALL	5/ALL	5/ALL

Strengths

- interesting problem domain and a nice set of ideas
- comprehensively covers various implementation issues with optimizations to improve performance
- thorough evaluation

6 OSDI '22 Home

that be for REEF? The **evaluation** is pretty thorough, but it certainly shows REEF in a positive light without trying to put it into scenarios where it might struggle. It can be more helpful to show the full spectrum or readers so that we know when to apply REEF and when it may not be suitable.



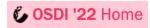
- RT-Only
 SEQ (no preemption)
 GPUStreams
 REEF

 DISB-A
 DISB-B
 DISB-C
 DISB-D
 DISB-E
- RT-Only
 SEQ (no preemption)
 GPUStreams
 REEF

 DISB-A DISB-B DISB-C DISB-D DISB-E

Fig. 10: Comparison of (a) end-to-end real-time task latency, and (b) overall throughput (including both real-time and best-effort tasks) using different scheduling approaches.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- → 5. Find new contribution



Significant weaknesses

1. The micro-benchmarks and the models could be used in many more configurations in the evaluation. This would make a more convincing case for the system.

. . .

2. Why not use a diurnal trace of user requests, of which there are many, to determine a somewhat realistic arrival pattern for real-time workloads? You could then design benchmarks by varying the kind of background workloads (synthetically of course) based on the usage scenario of the background task.

. . .

4. DISB Workload Description: Since the benchmark is new and introduced only in this paper, we need more details on this. For instance, it is unclear what a random workload is. Also, it is not clear what the underlying models used are. It would also be good for these benchmarks to be made publicly available.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- 6. Change your story



GPU cache

- SOTA: static cache + degree-based policy
- Idea#1: Dynamic cache + approx. prefetching
- Idea#2: CPU/GPU hybrid extracting

CPU/GPU feature store: Caching and Prefetching

- Caching policy (GPU): training set + 1-hop + high-degree (static) / approx. prefetching (
 - Intermediate buffer size: predictable (memory consumption for sampling-based tra
- Hybrid extractor and samples
 - GPU-DS (redundant): good locality, fast extractor
 - Array??
 - CPU-DS (dedup): fast loading (small data size)
 - CSC??
 - How to merge? Hybrid (data+ptr)? Locality?
- (The first) Dynamic (pre)fetching
 - Limitation of static caching @R3 (PaGraph) Otivation
 - Depends on high skewness of graph (power-law)
 - The cache hit rate is low?? @R3
 - NOT heuristic (e.g., LRU), no replacement
 - classic replacement algorithms typically rely on heuristics and empirical obser
 - Our approach is simple, well-grounded, robust, and performant.
- Observation o OB: the direction of sampling and training is reversed
 - o Approximate prefetching: sampling 1-hop and prefetching the rest
 - Precision: Larger fan-out for first layer (leaf) and Smaller fan-out for la
 - e.g., For GraphSage, sampling 10 immediate neighbors and 10x25 2-hor
 - Large pruning prefetching space and high ratio of data prefetched
 - Efficiency: the more prefetching, the less moving)

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

2021 8.30 宋小牛 ∅

August 30, 2021 at 09:09

宋

To: 分布式系统方向 IPADS, 陈榕

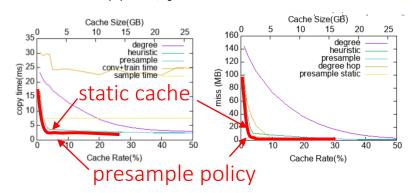
Re: Weekly report 2021-08-23~08-29

Objective: GNN Cache Key Results:

presample and several other policy implementation

Last Week:

- develop:
 - implement several cache policy presample, subgraph degree, presample full neighbour: [f5b2378, 565a043, 4b74272]
 - fix legacy bug: crash when cache 100% [816258b]
- evaluate fine-grained performance over cache rate
 - left: papers100; right: friendster

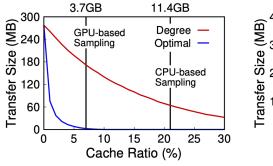


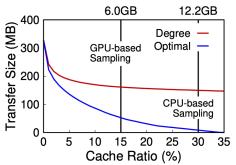
- try to get explaination of why degree gets better or worse, summary:
 - one hop degree does not match sample probability
 - but its hard to build a metric.
 - proposed guideline: presample is close to optimal and robust, so the choice between degree and presample is not necessary?
- try to deduce the optimal cache policy

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story



Motivating experiments





Perforamnce Issues: 1) Capacity & 2) Efficiency

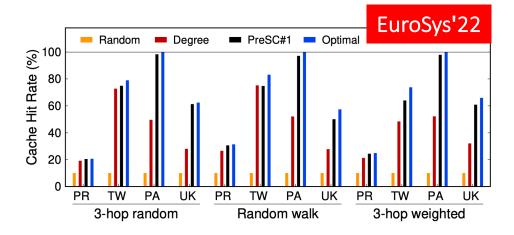
- Efficiency: Caching Policy
- SOTA: degree-based policy
 - 1. Narrow assumption of graph structures
- 2. Unaware of sampling algorithms

The second challenge is how to achieve optimal cache efficiency for diverse GNN datasets and sampling algorithms.

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

New Story

- 6.1 A General Caching Scheme
- 6.2 Analysis of Caching Policy
- 6.3 A Pre-sampling Based Caching Policy
 - Efficiency
 - Robustness



- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story



4 Overview of FGNN

- 4.1 Our approach: Factored GNN
- 4.2 Framework
- 4.3 Challenges

5 Caching

- 5.1 Static cache with adaptive pre-filling
- 5.2 Dynamic cache with approximated prefetching

6 Role-based Pipelining

???

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story



4 Overview of FGNN

- 4.1 Overview of Factored Design
- 4.2 Framework

5 Role-based Pipelining

- 5.1 Sampler / Extractor / Trainer
- 5.2 Load balance
- 5.3 Running on a single GPU
- 5.4 Supporting heterogenous environment

- 6.1 General caching policy
- 6.2 Memory allocation for the cache
- 6.3 Integration into training process
- 6.4 Cache data management

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story



4 Overview of FGNN

Opportunity: inter-task locality
Our approach: a factored design

5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution

- 6.1 General caching policy
- 6.2 Memory allocation for the cache
- 6.3 Integration into training process
- 6.4 Cache data management

Table 5: Each c-end time breakdown in seconds for one open of DGL with GPU sampling. For all models, we use 8000 as he start but the Front CPU, we use as 3-layer model. The famous from rost to leaf are \$1,0,1,5 For GrobbaCPL, we use a 2-layer model. The famous from all the famous for all layers are 5. In each layer, every node does 4 random wall to be a considered to the contract of the contract

Model	Dataset	Sample	Extract	Train	Cache Pct.	Hit Rate	Sample(S+I+Q)	Extract	Train(T+C)
	Products	0.35	2.82	0.74	1.00	1.00	0.40(0.29+0.03+0.08)	0.24	0.94(0.91+0.03)
GCN	Papers	1.19	10.70	2.64	0.20	0.99	1.00(0.69+0.17+0.14)	0.90	2.85(2.67+0.18)
GCIV	Twitter	0.74	8.64	1.06	0.2	0.89	0.39(0.26+0.07+0.06)	1.09	1.09(1.02+0.07)
	UK-2006	FAIL	AII.	67 (רוה כ	\ /_67C	39 <u>0</u> 19(0)8 <u>60</u> 1)	3.96	2.23(2.06+0.17)
	Products	0.14	, cu	8	1.0	Y 1.00	Lass	0.11	0.16(0.14+0.02)
GraphSAGE	Papers	0.56	6.08	1.09	0.24	0.99	0.48(0.31+0.10+0.06)	0.46	0.90(0.79+0.11)
GiaplisAGE	Twitter	0.38	4.27	0.38	0.3	0.89	0.17(0.11+0.03+0.03)	0.63	0.34(0.30 + 0.04)
	UK-2006	FAIL	FA L	ME	ואבי	069	0.05+0.05)	2.02	0.78(0.68+0.10)
	Products		\sim		- Q _o j√	u.w	V.21(0.16+0.02+0.04)	0.12	1.58(1.55+0.03)
PinSAGE	Papers				0.19	0.97	0.63(0.47+0.08+0.08)	0.64	5.19(4.99+0.20)
FIIISAGE	Twitter				0.25	0.86	0.29(0.21+0.03+0.04)	0.78	1.78(1.71+0.08)
	UK-2006	FAIL	FAIL	FAIL	0.11	0.52	0.67(0.49+0.07+0.11)	4.17	3.63(3.44+0.19)

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

2021 9.29

4 Overview of FGNN

Opportunity: inter-task locality

Our approach: a factored design

Challenge: load imbalance

5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling ◆

New Story

Adaptive switch btw. Sampler & Trainer Running on a single GPU

- 6.1 A general caching scheme
- 6.2 GPU-based feature caching via pre-sampling

Table 5: Each c-end time breakdown in seconds for one open of DGL with GPU sampling. For all models, we use 8000 as he start but the Front CPU, we use as 3-layer model. The famous from rost to leaf are \$1,0,1,5 For GrobbaCPL, we use a 2-layer model. The famous from all the famous for all layers are 5. In each layer, every node does 4 random wall to be a considered to the contract of the contract

Model	Dataset	Sample	Extract	Train	Cache Pct.	Hit Rate	Sample(S+I+Q)	Extract	Train(T+C)
	Products	0.35	2.82	0.74	1.00	1.00	0.40(0.29+0.03+0.08)	0.24	0.94(0.91+0.03)
GCN	Papers	1.19	10.70	2.64	0.20	0.99	1.00(0.69+0.17+0.14)	0.90	2.85(2.67+0.18)
GCIV	Twitter	0.74	8.64	1.06	0.2	0.89	0.39(0.26+0.07+0.06)	1.09	1.09(1.02+0.07)
	UK-2006	FAIL	AII.	(7)	רוה כ	\ /_67C	39 <u>0</u> 19(0)8 <u>60</u> 1)	3.96	2.23(2.06+0.17)
	Products	0.14	, cu	8	1.0	Y 1.00	Lass	0.11	0.16(0.14+0.02)
GraphSAGE	Papers	0.56	6.08	1.09	0.24	0.99	0.48(0.31+0.10+0.06)	0.46	0.90(0.79+0.11)
GiaplisAGE	Twitter	0.38	4.27	0.38	0.3	0.89	0.17(0.11+0.03+0.03)	0.63	0.34(0.30 + 0.04)
	UK-2006	FAIL	FA L	ME	ואבי	069	0.05+0.05)	2.02	0.78(0.68+0.10)
	Products		\sim		- Q _o j√	u.w	V.21(0.16+0.02+0.04)	0.12	1.58(1.55+0.03)
PinSAGE	Papers				0.19	0.97	0.63(0.47+0.08+0.08)	0.64	5.19(4.99+0.20)
FIIISAGE	Twitter				0.25	0.86	0.29(0.21+0.03+0.04)	0.78	1.78(1.71+0.08)
	UK-2006	FAIL	FAIL	FAIL	0.11	0.52	0.67(0.49+0.07+0.11)	4.17	3.63(3.44+0.19)

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

2021 9.29

4 Overview of FGNN

Opportunity: inter-task locality

Our approach: a factored design

Challenge: load imbalance

5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling ◆

New Story

Adaptive switch btw. Sampler & Trainer Running on a single GPU

- 6.1 A general caching scheme
- 6.2 GPU-based feature caching via pre-sampling

Table 5: The time breakdown (in seconds) of one epoch for DGL and FONN. For UK dataset, it gets a runtime failure because structure in DGL is out of GPU memory. S. M. and C indicate the time in the Sample stage for graph sampling, marking cached ve copying samples to the host memory, respectively. X and T indicate the time in the Train stage for transforming the inputs to DGL.

GNN Model	Dataset		DGL			FGNN	
GIVIN Model	Dataset	Sample	Extract	Train	Sample = S + M + C	Extract (Ratio, Hit%)	Train = X + T
	PR	0.35	2.81	1.22	0.39 = 0.29 + 0.01 + 0.09	0.19 (100%,100%)	1.18 = 1.15 + 0.03
GCN	PA	1.20	10.70	4.00	0.96 = 0.68 + 0.10 + 0.18	0.61 (21%, 99%)	3.84 = 3.69 + 0.15
GCN	TW	0.74	9.44	1.48	0.3 = 0.26 + 0.03 + 0.08	0.80 (25%, 89%)	1.51 = 1.45 + 0.06
	UK	00MC	† a ($\sigma \mathbf{p}$	0.5 3/8/0.0004	മു ത്ര മം ഔം	3.15 = 2.98 + 0.16
	PR	0.13	ru (525	0.20 = 0.1 + 0.01 + 0.04	O(0)(100%,100%)	0.25 = 0.23 + 0.02
GraphSAGE	PA	0.56	6.06	1.25	0.46 = 0.31 + 0.06 + 0.08	0.34 (25%, 99%)	1.10 = 1.00 + 0.10
GrapusAGE	TW	0.38	4.65	0.44	0.14 = 0.11 0.01 + 0.03	0.43 (33%, 89%)	0.42 = 0.38 + 0.04
	UK	MOO	ത	$r_{\mathbf{A}}$	\mathbf{A} KMM \mathbf{M}	130 (16%, 69%)	1.02 = 0.92 + 0.10
	PR	0.16	1.56	1.75	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	1.73 = 1.70 + 0.03
PinSAGE	PA	0.53	5.00	6.14	0.61 = 0.47 + 0.04 + 0.09	0.40 (20%, 97%)	5.96 = 5.78 + 0.18
PINSAGE	TW	0.23	4.97	2.57	0.28 = 0.21 + 0.02 + 0.05	0.55 (26%, 86%)	2.53 = 2.47 + 0.07
	UK	OOM	COM	OOM	0.65 = 0.48 + 0.03 + 0.13	3.68 (11%, 52%)	7.00 = 6.80 + 0.19

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

2021 10.3

5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling

EuroSys'22

New Story
$$\frac{T_t}{T_s} = K \ \ and \ \ \left\lceil \frac{N_g}{K+1} \right\rceil = N_s,$$

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

Table 5: The time breakdown (in seconds) of one spech for DGL and FONK: For UK dataset, it gets a mrittime failube beause the grun structure in DGL on of GPU memory. St. M. and Clindective the time in the Sample stage for graph sampling, marking cached vertices, are copying samples to the host memory, respectively. X and T indicate the time in the Train stage for transforming the inputs to DGL formul at model training, respectively.

_							
GNN Model	Dataset		DGL			FGNN	
GIVIN MODEL	Dutuset	Sample	Extract	Train	Sample = S + M + C	Extract (Ratio, Hit%)	Train = X + T
	PR	0.35	2.81	1.22	0.39 = 0.29 + 0.01 + 0.09	0.19 (100%,100%)	1.18 = 1.15 + 0.03
GCN	PA	1.20	10.70	4.00	0.96 = 0.68 + 0.10 + 0.18	0.61 (21%, 99%)	3.84 = 3.69 + 0.15
GCN	TW	0.74	9.44	1.48	0.3 = 0.26 + 0.03 + 0.08	0.80 (25%, 89%)	1.51 = 1.45 + 0.06
	UK	OOMC	T-201 (തമ	0.5 - 1.8 / 0.03 - 0.14	⊃ 3 67 (△ 36, 67%)	3.15 = 2.98 + 0.16
	PR	0.13	ru (525	0.20 = 0.1 + 0.01 + 0.04	0(100%,100%)	0.25 = 0.23 + 0.02
GraphSAGE	PA	0.56	6.06	1.25	0.46 = 0.31 + 0.06 + 0.08	0.34 (25%, 99%)	1.10 = 1.00 + 0.10
GrapusaGE	TW	0.38	4.65	0.44	0.14 = 0.11 + 0.01 + 0.03	0.43 (33%, 89%)	0.42 = 0.38 + 0.04
	UK	MOO	OM)	rpa.	\mathbf{A} KMM \mathbf{M}	1.00 (16%, 69%)	1.02 = 0.92 + 0.10
	PR	0.16	1.56	1.75	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	1.73 = 1.70 + 0.03
PinSAGE	PA	0.53	5.00	6.14	0.61 = 0.47 + 0.04 + 0.09	0.40 (20%, 97%)	5.96 = 5.78 + 0.18
	TW	0.23	4.97	2.57	0.28 = 0.21 + 0.02 + 0.05	0.55 (26%, 86%)	2.53 = 2.47 + 0.07
	UK	OOM	OOM	MOO	0.65 = 0.48 + 0.03 + 0.13	3.68 (11%, 52%)	7.00 = 6.80 + 0.19

2021 10.6

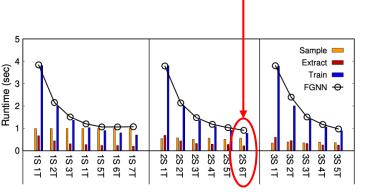
5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling

EuroSys'22

New Story

$$rac{T_t}{T_s} = K \ \ and \ \left\lceil rac{N_g}{K+1}
ight
ceil = N_s,$$



GNN Model	Dataset	DGL	PyG	SGNN	FGN
	PR	1.33	11.91	0.22	0.33 (3
GCN	TW	3.86	12.15	1.80	0.47 (2
GCN	PA	4.56	14.82	2.46	0.84 (2
	UK	OOM	15.04	MOO	1.47 (2
	PR	0.79	8.17	0.07	0.11 (4
CLCACE	TW	1.81	8.18	0.35	0.20 (2
GraphSAGE	PA	2.47	9.68	0.85	0.30 (2
	UK	OOM	9.86	2.01	0.61 (1
	PR	0.86	×	0.30	0.40 (1
PinSAGE	TW	2.38	×	0.98	0.58 (1
	PA	2.79	×	1.65	1.05 (1
	UK	OOM	×	OOM	1.81 (1

the 5: The time breakdown (in seconds) of one epoch for DGL and FGNN. For UK dataset, it gets a runtime failure becau-cture in DGL is out of GPU memory. S, M, and C indicate the time in the Sample stage for graph sampling, marking cached

GNN Model	Dataset		DGL			FGNN	
GIVIN Model	Dataset	Sample	Extract	Train	Sample = S + M + C	Extract (Ratio, Hit%)	Train = X + T
	PR	0.35	2.81	1.22	0.39 = 0.29 + 0.01 + 0.09	0.19 (100%,100%)	1.18 = 1.15 + 0.03
GCN	PA	1.20	10.70	4.00	0.96 = 0.68 + 0.10 + 0.18	0.61 (21%, 99%)	3.84 = 3.69 + 0.15
GCN	TW	0.74	9.44	1.48	0.3 = 0.26 + 0.03 + 0.08	0.80 (25%, 89%)	1.51 = 1.45 + 0.06
	UK	00MC	T-201 (തമ	0.5 1.8 / 0.03 (0.14)	⊃ 3@(△ %, 67%)	3.15 = 2.98 + 0.16
	PR	0.13	ru (525	0.20 = 0.1 + 0.01 + 0.04	000(100%,100%)	0.25 = 0.23 + 0.02
GraphSAGE	PA	0.56	6.06	1.25	0.46 = 0.31 + 0.06 + 0.08	0.34 (25%, 99%)	1.10 = 1.00 + 0.10
GrapusAGE	TW	0.38	4.65	0.44	0.14 = 0.11 0.01 + 0.03	0.43 (33%, 89%)	0.42 = 0.38 + 0.04
	UK	MOO	ത	$r_{\mathbf{A}}$	\mathbf{A} kaa \mathbf{A}	130 (16%, 69%)	1.02 = 0.92 + 0.10
	PR	0.16	1.56	1.75	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	1.73 = 1.70 + 0.03
PinSAGE	PA	0.53	5.00	6.14	0.61 = 0.47 + 0.04 + 0.09	0.40 (20%, 97%)	5.96 = 5.78 + 0.18
PINSAGE	TW	0.23	4.97	2.57	0.28 = 0.21 + 0.02 + 0.05	0.55 (26%, 86%)	2.53 = 2.47 + 0.07
	UK	MOO	COM	OOM	0.65 = 0.48 + 0.03 + 0.13	3.68 (11%, 52%)	7.00 = 6.80 + 0.19

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- 6. Change your story

2021 10.6

5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling

EuroSys'22

New Story
$$\frac{T_t}{T_s} = K \ \ and \ \ \left\lceil \frac{N_g}{K+1} \right\rceil = N_s,$$

Dynamic executor switching

New Story
$$\mathcal{P} = \left\{ \begin{array}{ll} \frac{M_r \times T_t}{N_t} - T_{t'} & \text{if } N_t > 0 \\ +\infty & \text{if } N_t = 0 \end{array} \right.,$$

Table 5: The time breakdown (in seconds) of one epoch for DCL and FONN. For UK dataset, it gives a runtime failure because the graps structure in DCL is one of GPU memory. S. M. and C indicate the time in the Sample-tage for graph sampling, marking exclede vertices, an copying samples to the host memory, respectively. X and T indicate the time in the Train stage for transforming the inputs to DCL format at model training, respectively.

GNN Model	Dataset		DGL		FGNN				
GIVIN Model	Dataset	Sample	Extract	Train	Sample = S + M + C	Extract (Ratio, Hit%)	Train = X + T		
	PR	0.35	2.81	1.22	0.39 = 0.29 + 0.01 + 0.09	0.19 (100%,100%)	1.18 = 1.15 + 0.03		
GCN	PA	1.20	10.70	4.00	0.96 = 0.68 + 0.10 + 0.18	0.61 (21%, 99%)	3.84 = 3.69 + 0.15		
GCN	TW	0.74	9.44	1.48	0.37 = 0.26 + 0.03 + 0.08	0.80 (25%, 89%)	1.51 = 1.45 + 0.06		
	UK	00MC	T-030	ഗമ	0.5 - 1/8 / 0.03 - 0.14 :	ఎ 3 6 (△), 67%)	3.15 = 2.98 + 0.16		
	PR	0.13	L _M	525	0.20 = 0.17 + 0.01 + 0.04	000(100%,100%)	0.25 = 0.23 + 0.02		
GraphSAGE	PA	0.56	6.06	1.25	0.46 = 0.31 + 0.06 + 0.08	0.34 (25%, 99%)	1.10 = 1.00 + 0.10		
GrapusaGE	TW	0.38	4.65	0.44	0.14 = 0.11 + 0.01 + 0.03	0.43 (33%, 89%)	0.42 = 0.38 + 0.04		
	UK	MOO	- d≥0	r🙉	\mathbf{A} KMM \mathbf{M}	130 (16%, 69%)	1.02 = 0.92 + 0.10		
	PR	0.16	1.56	1.75	0.20 = 0.15 + 0.01 + 0.04	0.10 (100%,100%)	1.73 = 1.70 + 0.03		
PinSAGE	PA	0.53	5.00	6.14	0.61 = 0.47 + 0.04 + 0.09	0.40 (20%, 97%)	5.96 = 5.78 + 0.18		
	TW	0.23	4.97	2.57	0.28 = 0.21 + 0.02 + 0.05	0.55 (26%, 86%)	2.53 = 2.47 + 0.07		
	UK	MOO	COM	OOM	0.65 = 0.48 + 0.03 + 0.13	3.68 (11%, 52%)	7.00 = 6.80 + 0.19		

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story

2021 10.6

5 FGNN Architecture

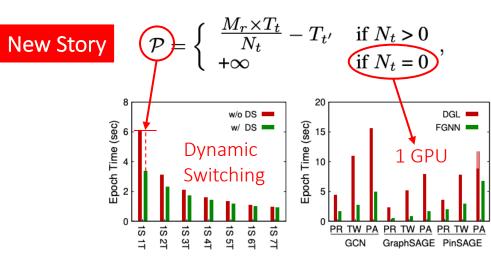
- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling

EuroSys'22

New Story

$$rac{T_t}{T_s} = K \ \ and \ \ \left\lceil rac{N_g}{K+1}
ight
ceil = N_s,$$

Dynamic executor switching



- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- ♦ 6. Change your story



5 FGNN Architecture

- 5.1 Programming Model
- 5.2 Hybrid Execution
- 5.3 Dynamic Scheduling/Switching

$$\frac{T_t}{T_s} = K \quad and \quad \left\lceil \frac{N_g}{K+1} \right\rceil = N_s, \quad \mathcal{P} = \left\{ \begin{array}{cc} \frac{M_r \times T_t}{N_t} - T_{t'} & \text{if } N_t > 0 \\ +\infty & \text{if } N_t = 0 \end{array} \right.$$

EuroSys 2022 Home

2. Dynamic switching is a novel idea that sounds interesting, but is poorly motivated since it doesn't actually help their considered workloads.

The authors don't demonstrate in any of their datasets/models a scenario where adaptive/dynamic switching occurs "naturally". Instead, they need to artificially create this scenario in section 7.8 by forcing an unbalanced sampler/trainer scenario that their system wouldn't choose in the first place. Given that training workloads have predictable iterable steady state behaviour, this is expected. Perhaps this technique would have more value in more unpredictable workload settings (e.g., non-homogenous hardware, workloads contending for GPU resources and slowing down trainers/samplers).

Conclusion & Thanks

- 1. Motivate your work
- 2. Support your observation
- 3. Revise your implementation
- 4. Realize your limit/limitation
- 5. Find new contribution
- 6. Change your story

Evaluation-*centric*Systems Research

More ...?

ACKNOWLEDGMENT

Thanks to all authors of papers that contribute cases for this talk, including OSDI'22/'21/'20, EuroSys'22, ATC'21/'19, NSDI'21, SOCC'21. [see also https://ipads.se.sjtu.edu.cn/~rchen]