

# Kubernetes The State of GPUs

In 1.7 and Before: --accelerators

- Completely experimental support (1.6 supports one GPU / node)
- Manually mount the volumes in your pod spec
- No GPU Monitoring or Health check
  - Black Hole effect
- Not supported by NVIDIA

In 1.8 and 1.9: Device Plugin

- Pluggable System in alpha state
- GPU Health check
- Official NVIDIA support
  - Through the use of the new NVIDIA container runtime

#### Limits:

- It's an alpha feature
  - 1.8 Plugins are not compatible with 1.9
  - 1.9 plugins are not compatible with 1.10
- You might get some races when Kubelet restarts
- Init Containers are counted as regular containers in 1.8
- Homogeneous nodes only (e.g: You can't have a 1070 and a 1080 on the same node)



In 1.10

- Graduated to a Beta system
- GPU Metrics are now advertised by cAdvisor
- Complete CRIO support

#### Going Forward

- Kubernetes is still missing a number of important features for GPUs:
  - NUMA
  - GPU Topology
  - Multi-node
  - GPU sharing
  - GPU attributes
  - More GPU metrics
  - GPU soft quotas?

# **Kubernetes Optimized For NVIDIA GPUs**

## **KUBERNETES Optimized for NVIDIA GPUs**

#### Mission

- A specialized Kubernetes for specialized computing
- Maximize individual GPU utilization and cluster level GPU occupancy
- Provide Early access to complex GPU features
- Provide Frictionless adoption of Kubernetes for NVIDIA GPUs

# **KUBERNETES Optimized for NVIDIA GPUs**Why

- Similar to TensorFlow we will upstream features as fast as possible
  - We want to provide these features today, not a year from now
- Some features are specific to GPUs and don't need to be in core Kubernetes
- Single product offer rather than 10 plugins
- Support for upstream changes

## **FEATURE OVERVIEW**

## Full Docker Runtime support

#### Cluster Admin Facing

#### Use case

- I want the minimum amount of setup when provisioning a node
- I want the NVIDIA runtime to be ran only for NVIDIA images

#### Before

- The NVIDIA runtime was ran for all images (default runtime)
- Images that did not request GPUs might have all GPUs exposed
- After: The NVIDIA runtime is selected only for NVIDIA images

## Full CRI-O Runtime support

#### Cluster Admin Facing

- Use case
  - For enterprises customers running RHEL, CRI-O is becoming the default runtime
- Before
  - Same issues as Docker (default runtime, ...)
- After: The NVIDIA runtime is selected only for NVIDIA images
- Additionally this will be in upstream 1.10

### **GPU Attributes**

#### Cluster Admin and User Facing

- Use case
  - I want to request 2 different GPUs
  - I want to request N GPUs with a minimum of 16Gb
- Before: only homogeneous nodes + manually label nodes with GPU attributes
  - Attributes needed to be exposed automatically
  - Attributes needed an explicit API
- After: GPU selection can be done on Memory, Compute Capability, ECC

# GPU Sharing User Facing

- Use case
  - Sharing the same GPU between multiple containers
  - Requesting "shares" of any GPU for a container
- Before: No sharing

## **GPU Monitoring**

#### Cluster Admin and User Facing

- Use case
  - Monitor GPU usage and Health
  - Prometheus and cadvisor
  - Per-process/container monitoring



Before: no or little GPU monitoring (1.10)

## **Hard Quotas**

- Use case
  - Limit the number of GPUs / namespace
- Before: No quotas
- Will be upstreamed in 1.10

## FEATURES IN THE RACKS

## **NUMA** and Topology

#### **User Facing**

#### Use case

- As a GPU Software Engineer I want my application to run as fast as possible
  - I want my container to be pinned to the CPU(s) that matches my GPU(s)
  - I want a NIC on the same NUMA node as my GPU(s)
  - I might want to select the minimum interconnection between my GPUs (QPI, Bridge, Switch, NVLINK, 2xNVLINK)
- As a cluster admin I want to maximize GPU occupancy
  - A common workaround the NUMA issue is to request all the GPUs on a node
  - Even though you might only need 2/3/5/6/...
- Today: NUMA and Topology not handled

# **Batch Scheduling**

- Use case
  - Run MPI jobs on a Kubernetes cluster
- Before: No support for batch scheduling
- We need to sync efforts with the NGC team

## Dive into the Architecture

## Conclusion

