



# ARCHER Single Node Optimisation

Profiling

Slides contributed by Cray and EPCC





## What is profiling?

- Analysing your code to find out the proportion of execution time spent in different routines.
- Essential to know this if we are going to target optimisation.
- No point optimising routines that don't significantly contribute to the overall execution time.
  - can just make your code less readable/maintainable





## **Code profiling**

- Code profiling is the first step for anyone interested in performance optimisation
- Profiling works by instrumenting code at compile time
  - Thus it's (usually) controlled by compiler flags
  - Can reduce performance
- Standard profiles return data on:
  - Number of function calls
  - Amount of time spent in sections of code
- Also tools that will return hardware specific data
  - Cache misses, TLB misses, cache re-use, flop rate, etc...
  - Useful for in-depth performance optimisation





## Sampling and tracing

- Many profilers work by sampling the program counter at regular intervals (normally 100 times per second).
  - low overhead, little effect on execution time
- Builds a statistical picture of which routines the code is spending time in.
  - if the run time is too small (< ~10 seconds) there aren't enough samples for good statistics
- Tracing can get more detailed information by recording some data (e.g. time stamp) at entry/exit to functions
  - higher overhead, more effect on runtime
  - unrestrained use can result in huge output files





## **Standard Unix profilers**

- Standard Unix profilers are prof and gprof
- Many other profiling tools use same formats
- Usual compiler flags are -p and -pg:
  - ftn -p mycode.F90 -o myprog for prof
  - cc -pg mycode.c -o myprog
- When code is run it produces instrumentation log
  - mon.out for prof
  - gmon.out for gprof
- Then run prof/gprof on your executable program
  - eg.gprof myprog (not gprof gmon.out)





for gprof

### **Standard profilers**

• prof myprog reads mon.out and produces this:

| %Time          | Seconds | Cumsecs | #Calls  | msec/call | Name       |  |  |  |  |  |
|----------------|---------|---------|---------|-----------|------------|--|--|--|--|--|
| 32.4           | 0.71    | 0.71    | 14      | 50.7      | relax_     |  |  |  |  |  |
| 28.3           | 0.62    | 1.33    | 14      | 44.3      | resid_     |  |  |  |  |  |
| 11.4           | 0.25    | 1.58    | 3       | 83.       | f90_close  |  |  |  |  |  |
| 5.9            | 0.13    | 1.71    | 1629419 | 0.0001    | _mcount    |  |  |  |  |  |
| 5.0            | 0.11    | 1.82    | 339044  | 0.0003    | f90_slr_i4 |  |  |  |  |  |
| 5.0            | 0.11    | 1.93    | 167045  | 0.0007    |            |  |  |  |  |  |
| inrange_single |         |         |         |           |            |  |  |  |  |  |
| 2.7            | 0.06    | 1.99    | 507     | 0.12      | _read      |  |  |  |  |  |
| 2.7            | 0.06    | 2.05    | 1       | 60.       | MAIN_      |  |  |  |  |  |





## **Standard profilers**

- **gprof myprog** reads **gmon.out** and produces something very similar
- gprof also produces a program calltree sorted by inclusive times
- Both profilers list all routines, including obscure system ones
  - Of note: mcount(), \_mcount(), moncontrol(), \_moncontrol() monitor() and \_monitor() are all overheads of the profiling implementation itself
  - \_mcount() is called every time your code calls a function; if it's high in the profile, it can indicate high function-call overhead
  - gprof assumes calls to a routine from different parents take the same amount of time – may not be true





## The Golden Rules of profiling

#### Profile your code

- The compiler/runtime will NOT do all the optimisation for you.
- Profile your code yourself
  - Don't believe what anyone tells you. They're wrong.
- Profile on the hardware you want to run on
  - Don't profile on your laptop if you plan to run on ARCHER.
- Profile your code running the full-sized problem
  - The profile will almost certainly be qualitatively different for a test case.
- Keep profiling your code as you optimise
  - Concentrate your efforts on the thing that slows your code down.
  - This will change as you optimise.
  - So keep on profiling.







 Can do both statistic sampling and function/loop level tracing.

Recommended usage:

- 1. Build and instrument code
- 2. Run code and get statistic profile
- 3. Re-instrument based on profile
- 4. Re-run code to get more detailed tracing





## Example with CrayPAT (1/2)

- Load performance tools software module load perftools-base module load perftools
- Re-build application (keep .o files) make clean make
- Instrument application for automatic profiling analysis
  - You should get an instrumented program a.out+pat
     pat\_build -0 apa a.out
- Run the instrumented application (...+pat) to get top time consuming routines

 You should get a performance file ("<sdatafile>.xf") or multiple files in a directory <sdatadir>







## Example with CrayPAT (2/2)

- Generate text report and an .apa instrumentation file pat\_report [<sdatafile>.xf | <sdatadir>]
  - Inspect the .apa file and sampling report whether additional instrumentation is needed
    - See especially sites "Libraries to trace" and "HWPC group to collect"
- Instrument application for further analysis (a.out+apa) pat\_build -0 <apafile>.apa
- Run application (...+apa)
- Generate text report and visualization file (.ap2) pat\_report -o my\_text\_report.txt <data>
- View report in text and/or with Cray Apprentice<sup>2</sup> app2 <datafile>.ap2





### Finding single-core hotspots

- Remember: pay attention only to user routines that consume significant portion of the total time
- View the key hardware counters, for example
  - L1 and L2 cache metrics
  - use of vector (SSE/AVX) instructions



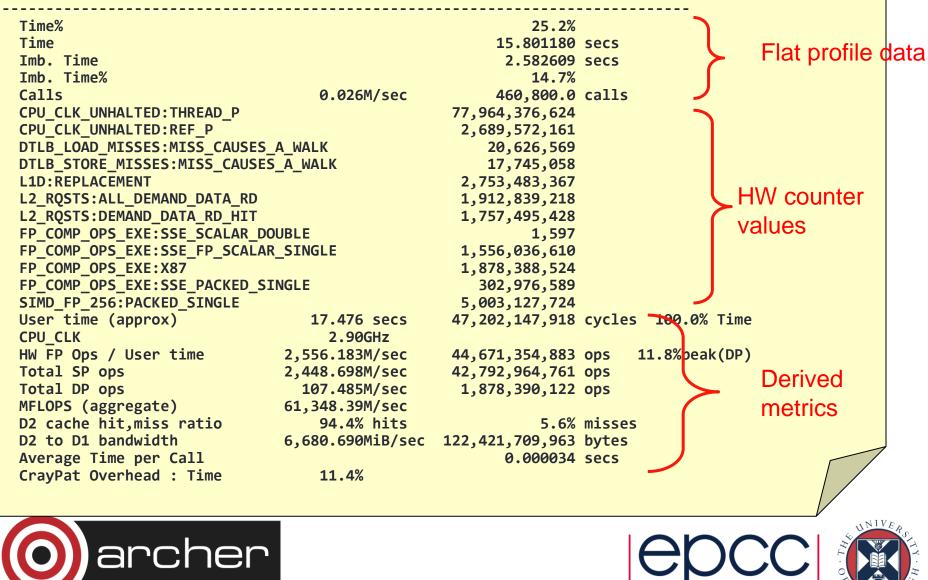


- CrayPAT has mechanisms for finding "the" hotspot in a routine (e.g. in case the routine contains several and/or long loops)
  - CrayPAT API
    - Possibility to give labels to "PAT regions"
  - Loop statistics (works only with Cray compiler)
    - Compile & link with CCE using -h profile\_generate
    - pat\_report will generate loop statistics if the flag is enabled





USER / remap\_



#### Hardware performance counters

- CrayPAT can interface with Cray XC30's HWPCs
  - Gives extra information on how hardware is behaving
  - Very useful for understanding (& optimising) application performance
- Provides information on
  - hardware features, e.g. caches, vectorisation and memory bandwidth
- Available on per-program and per-function basis
  - Per-function information only available through tracing
- Number of simultaneous counters limited by hardware
  - 4 counters available with Intel Ivybridge processors
  - If you need more, you'll need multiple runs
- Most counters accessed through the PAPI interface
  - Either native counters or derived metrics constructed from these







#### Hardware counters selection

- HWPCs collected using CrayPAT
  - Compile and instrument code for profiling as before
- Set PAT\_RT\_PERFCTR environment variable at runtime
  - e.g. in the job script
    - Hardware counter events are not collected by default (except with APA)
- export PAT\_RT\_PERFCTR=...
  - either a list of named PAPI counters
  - or <set number> = a pre-defined (and useful) set of counters
    - recommended way to use HWPCs
    - there are 15 groups to choose from
      - To see them:
        - pat\_help -> counters -> ivybridge -> groups
        - man hwpc
        - more \${CRAYPAT\_ROOT}/share/CounterGroups.intel\_fam6mod62





Technical term for

lvybridge

#### Predefined Ivybridge HW Counter Groups

Default is number 1 with CrayPAT APA procedure

- 0: D1 with instruction counts
- 1: Summary -- FP and cache metrics
- 2: D1, D2, L3 Metrics
- 6: Micro-op queue stalls
- 7: Back end stalls
- 8: Instructions and branches
- 9: Instruction cache
- 10: Cache Hierarchy



11: Floating point operations dispatched
12: AVX floating point operations
13: SSE and AVX floating point
operations SP
14: SSE and AVX floating point
operations DP
19: Prefetchs
23: FP and cache metrics (same as 1)



#### Example: Group 2

#### USER / sweepy\_

| _ |                          |               |                 |        |        |      |
|---|--------------------------|---------------|-----------------|--------|--------|------|
|   | Time%                    |               | 14.6%           |        |        |      |
|   | Time                     |               | 8.738150        | secs   |        |      |
|   | Imb. Time                |               | 3.077320        | secs   |        |      |
|   | Imb. Time%               |               | 27.2%           |        |        |      |
|   | Calls                    | 11.547 /sec   | 100.0           | calls  |        |      |
|   | CPU_CLK_UNHALTED:THREAD_ | P             | 92,754,888,918  |        |        |      |
|   | CPU_CLK_UNHALTED:REF_P   |               | 2,759,876,135   |        |        |      |
|   | L1D:REPLACEMENT          |               | 1,813,741,166   |        |        |      |
|   | L2_RQSTS:ALL_DEMAND_DATA | _RD           | 1,891,459,700   |        |        |      |
|   | L2_RQSTS:DEMAND_DATA_RD_ | HIT           | 1,644,133,800   |        |        |      |
|   | LLC_MISSES               |               | 98,952,928      |        |        |      |
|   | LLC_REFERENCES           |               | 690,626,471     |        |        |      |
|   | User time (approx)       | 8.660 secs    | 23,390,899,520  | cycles | 100.0% | Time |
|   | CPU_CLK                  | 3.36GHz       |                 |        |        |      |
|   | D2 cache hit,miss ratio  | 86.4% hits    | 13.6%           | misses |        |      |
|   | L3 cache hit,miss ratio  | 85.7% hits    | 14.3%           | misses |        |      |
|   | D2 to D1 bandwidth 13,3  | 30.757MiB/sec | 121,053,420,792 | bytes  |        |      |
|   | Average Time per Call    |               | 0.087381        | secs   |        |      |
|   | CrayPat Overhead : Time  | 0.0%          |                 |        |        |      |



#### Interpreting the performance numbers

- Performance numbers are an average over all ranks
  - explains non-integer values
- This does not always make sense
  - e.g. if ranks are not all doing the same thing:
    - Master-slave schemes
    - MPMD apruns combining multiple, different programs
- Want them to only process data for certain ranks
  - pat\_report -sfilter\_input='condition' ...
  - condition should be an expression involving pe, e.g.
    - pe<1024 for the first 1024 ranks only</li>
    - pe%2==0 for every second rank





### OpenMP data collection and reporting

- Give finer-grained profiling of threaded routines
  - Measure overhead incurred entering and leaving
    - Parallel regions
      - #pragma omp parallel
    - Work-sharing constructs within parallel regions
      - #pragma omp for
- Timings and other data now shown per-thread
  - rather than per-rank
- OpenMP tracing enabled with pat\_build -gomp ...
  - CCE: insert tracing points around parallel regions automatically
  - Intel, Gnu: need to use CrayPAT API manually





#### OpenMP data collection and reporting

- Load imbalance for hybrid MPI/OpenMP programs
  - now calculated across all threads in all ranks
  - imbalances for MPI and OpenMP combined
    - Can choose to see imbalance in each programming model separately
    - See next slide for details
- Data displayed by default in pat\_report
  - no additional options needed
  - Report focuses on where program is spending its time
  - Assumes all requested resources should be used
    - you may have reasons not to want to do this, of course



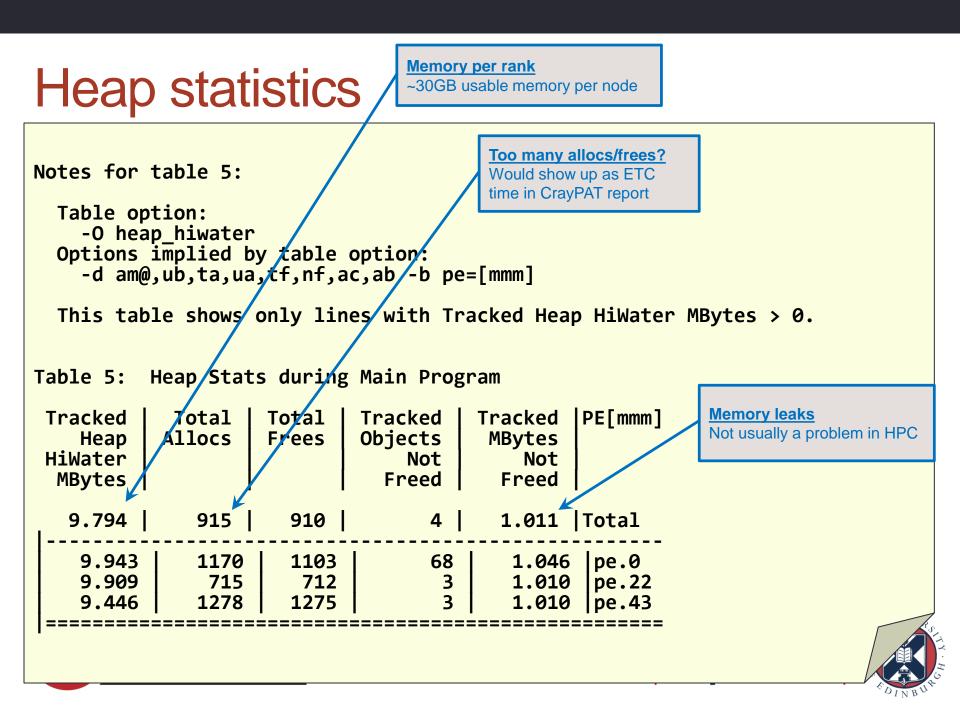


### Memory usage

- Knowing how much memory each rank uses is important:
  - What is the minimum number of cores I can run this problem on?
    - given there is 32GB (~30GB usable) of memory per node (32 cores)
  - Does memory usage scale well in the application?
  - Is memory usage balanced across the ranks in the application?
  - Is my application spending too much time allocating and freeing?







## Summary

- Profiling is essential to identify performance bottlenecks
  - even at single core level
- CrayPAT has some very useful extra features
  - can pinpoint and characterise the hotspot loops (not just routines)
  - hardware performance counters give extra insight into performance
  - well-integrated view of hybrid programming models
    - most commonly MPI/OpenMP
    - also CAF, UPC, SHMEM, pthreads, OpenACC, CUDA
  - information on memory usage
- And remember the Golden Rules
  - including the one about not believing what anyone tells you



