Outline

This presentation covers the following topics

- ➤ Session 1 Cilk and the Lucata API
 - Basic programming
 - Data distribution
- ➤ Session 2 Lucata Workflow
 - X86 Debugging
 - Simulation
 - Hardware

≻Session 3 – Measuring Performance

- · Timing Hooks
- Profiling
- ➤ Session 4 Coding Optimizations
 - Machine-specific coding
 - Parallel computation
- ➤ Section 5
 - Advanced topics

Slides originally developed by Janice McMahon, Lucata Corporation





Measuring Performance
Timing hooks in C/C++ utilities, profiling



7/18/2021

Functions for Timing Hooks

```
➤ Mark beginning of region
        void hooks_region_begin(const char *name);
>Mark end of region
        double hooks_region_end(const char *name);
>Set current region
     void hooks_set_active_region(const char *name);
> Record value for region
  void hooks_set_attr_T(const char *key, <type> value);
  • T = u64: record unsigned integer
  • T = i64: record signed integer
  • T = f64: record double precision
  • T = str: records string
```



Timing Hooks: example

```
// Initialization section, will not be timed
long n = 1024;
long * x = mw_malloc1dlong(n);
for (long i = 0; i < n; ++i) { x[i] = i; }
hooks_set_attr_i64("N", n);
// Region of interest, will be timed
hooks_region_begin("sum");
long sum = 0;
for (long i = 0; i < n; ++i) { sum += x[i]; }
double time_ms = hooks_region_end();</pre>
```

Only one active region at a time; if none specified, first region encountered is active

Bounded timing region; runs in timed mode (i.e., with starttiming()) for that region

Uses CLOCK() intrinsic; requires environment variables for machine parameters

Additional values can be output for the region as directed by programmer

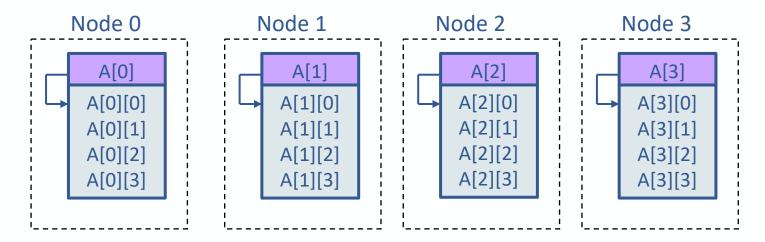
Timing output in JSON format for each invocation of region:

```
{"region_name": "sum", "time_ms": 3.14, "ticks": 1234567, "N": 1024}
```



Example: Chunked Array of Integers

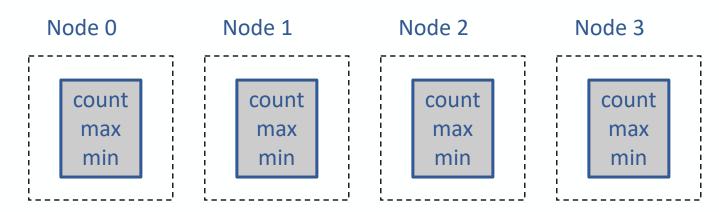
```
#define N 256 // elements per node
#define T (N * NUM NODES()) // total elements
emu chunked_array *A =
  emu_chunked_array_replicated_new(T, sizeof(long));
for (long j = 0; j < NUM_NODES(); j++) {</pre>
                                                 Chunked array
  long *P = emu_chunked_array_index(A, j * N);
  for (long i = 0; i < N; i++) P[i] = i;
                                                 allocated and
                                                  initialized
```





Update Chunked Array: Worker Function

```
long *P = emu_chunked_array_index(A, begin);
for (long i = 0; i < end - begin; i++) {
  long score = scoreval(P[i]);
  if (score != 0) {
    ATOMIC_ADDM(&(s.count), 1);
    ATOMIC_MAXM(&(s.max), score);
    ATOMIC_MINM(&(s.min), score);
  }
}</pre>
Index into chunked
array at thread
starting point
}
```





Example: Intrinsics code with C utilities

```
#include <emu c utils/emu c utils.h>
                                              Extra include file
int main(int argc, char **argv)
  emu chunked array *A = distr array(); // chunked array
  initialize(); // initialize replicated data
  hooks region begin ("example") // start profiling region
  // update replicated data
  emu chunked array apply (A, GLOBAL GRAIN MIN(T, 64), update;
  // reduce replicated data
  long count = 0;
  long max = 0;
                                                  Use hooks
  long min = LONG MAX;
  for (long i = 0; i < NUM NODES(); i++) {
                                                 functions to
    struct stats *si = mw get nth(&s, i);
                                                  mark start
   count += si->count;
                                                  and end of
    if (si->max > max) max = si->max;
    if (si->min < min) min = si->min;
                                                  region
  double time ms = hooks region end();
  printf("time (ms) = %lf\n", time ms);
```



Sample Program Execution: intrs_hook.c

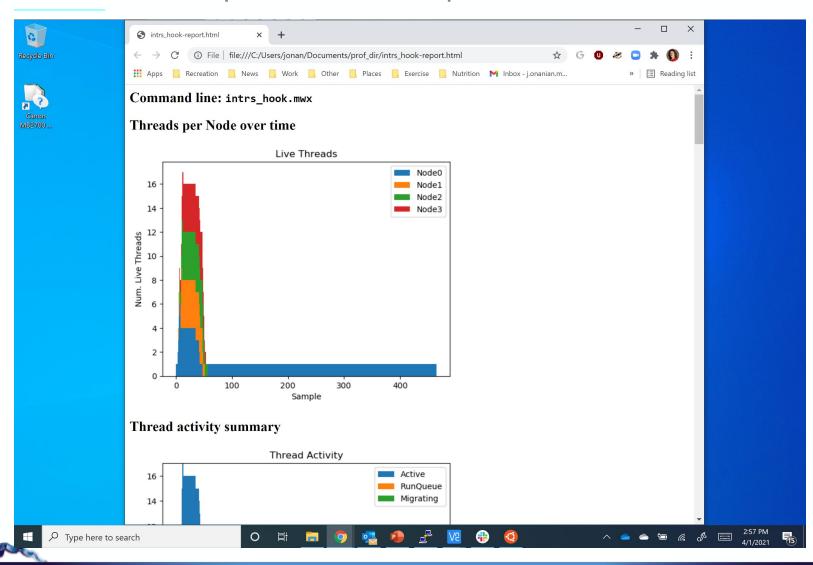
```
>>>>>> /usr/local/emu/bin/emu-cc intrs hook.c -o intrs hook.mwx -l emu c utils
>>>>> /usr/local/emu/bin/emusim profile dir1 --total nodes 4 -- intrs hook.mwx
Generating profile in dirl/intrs hook
emusim.x --total nodes 4
                                                 Extra library linked
intrs hook.mwx
        SystemC 2.3.3-Accellera --- Mar 24 2021 16:05:40
        Copyright (c) 1996-2018 by all Contributors,
        ALL RIGHTS RESERVED
Start untimed simulation with local date and time= Thu Apr 1 14:48:23 2021
End untimed simulation with local date and time= Thu Apr 1 14:48:23 2021
SysC Enumeration done. Program launching...
Simulation @0 s with local date and time= Thu Apr 1 14:48:23 2021
Simulation @1 ms with local date and time= Thu Apr 1 14:48:32 2021
Simulation @2 ms with local date and time= Thu Apr 1 14:48:41 2021
Simulation @3 ms with local date and time= Thu Apr 1 14:48:50 2021
{"region name": "example", "time ms": 0.60, "ticks": 105481}
Simulation @4 ms with local date and time= Thu Apr 1 14:48:59 2021
time (ms) = 0.602749
Info: /OSCI/SystemC: Simulation stopped by user.
Generating dirl/intrs hook total instructions.png
Generating dirl/intrs hook total migrations.png
Generating dirl/intrs hook. Thread Enqueue Map.png
Generating dir1/intrs hook.Memory Read Map.png
Generating dir1/intrs hook.Memory Write Map.png
Generating dirl/intrs hook. Atomic Transaction Map.png
Generating dirl/intrs hook. Remote Transaction Map.png
Generating dirl/intrs hook.Live Threads.png
Generating dirl/intrs hook. Thread Activity.png
Generating dir1/intrs hook.MSP Activity.png
Generating dirl/intrs hook.SRIO Outgoing Activity.png
Generating dir1/intrs hook.SRIO Incoming Activity.png
Report written to dir1/intrs hook-report.html, you may open it in your browser now
```

- ➤Uses emusim_profile
- ➤ Simulator is run in timed mode
- >Untimed portion is before the region start
- ➤JSON output is at region end
- ➤ Profile images generated after simulation

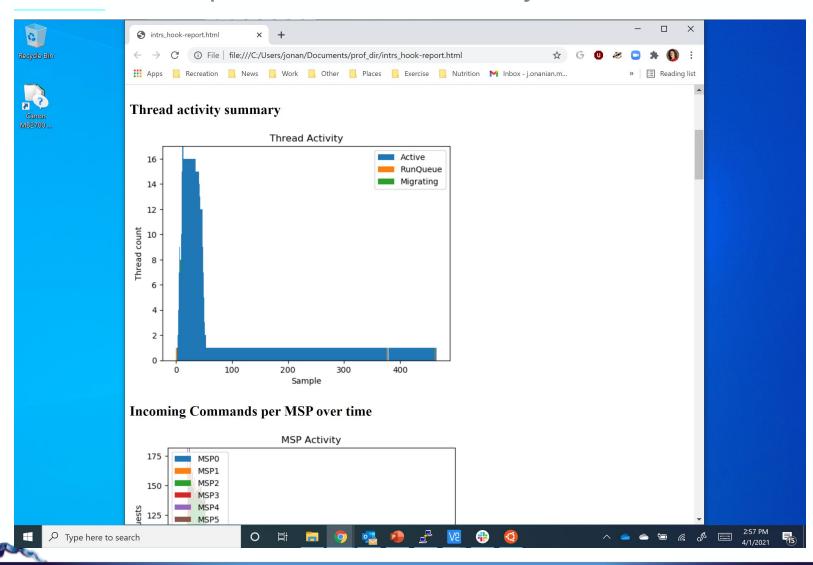
Open html file in browser to see images

LUCATA

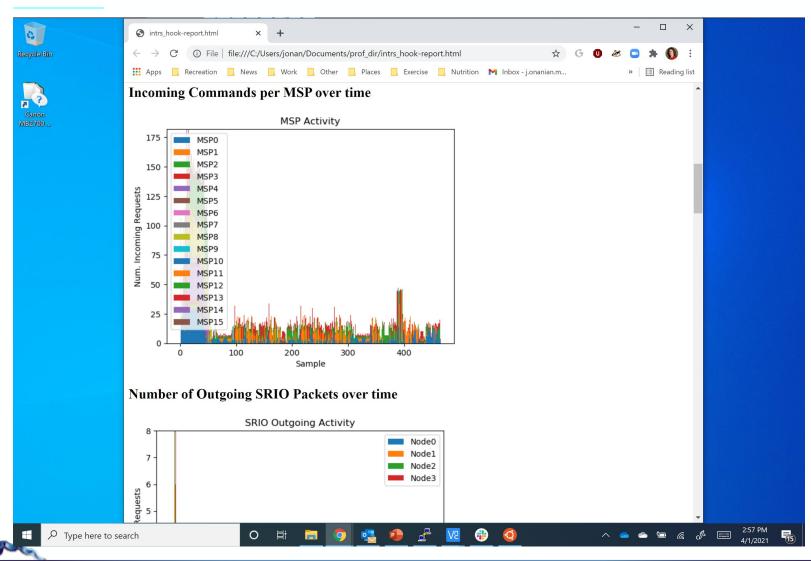
Profiler Output: Threads per Node



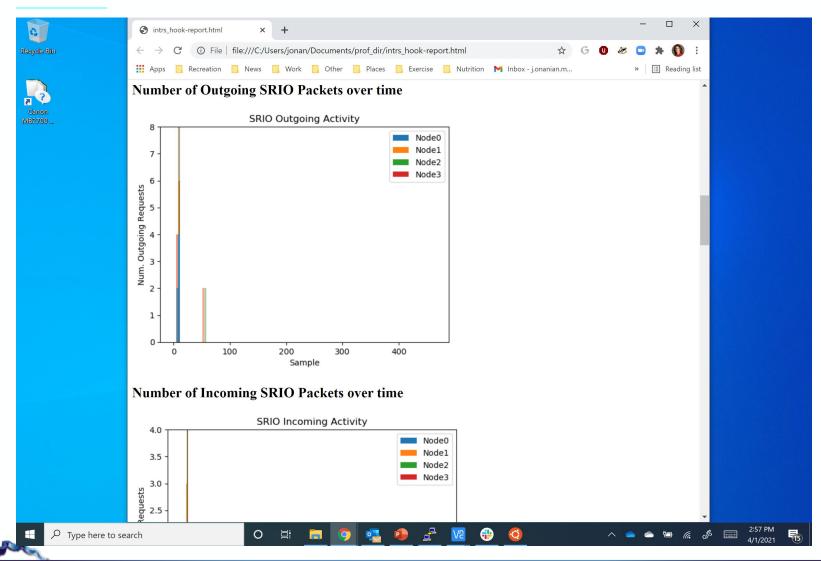
Profile Output: Thread Activity



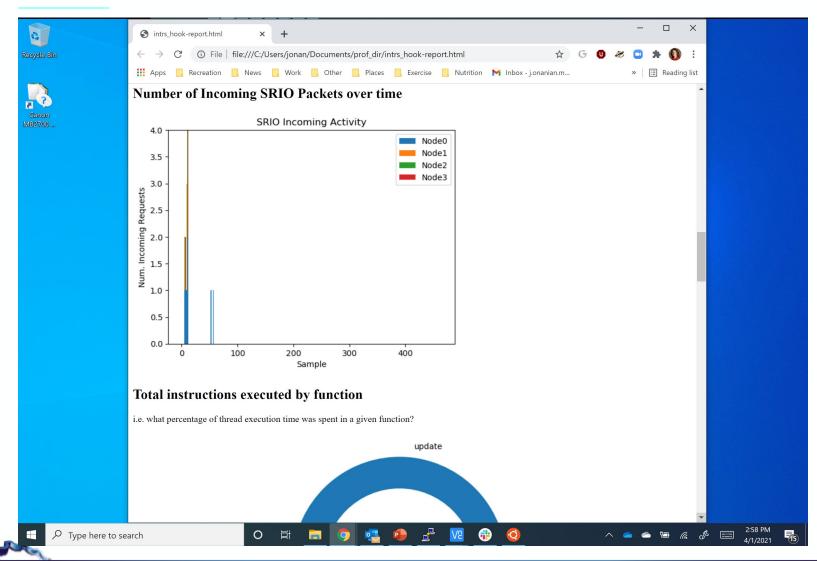
Profile Output: Incoming MSP Commands



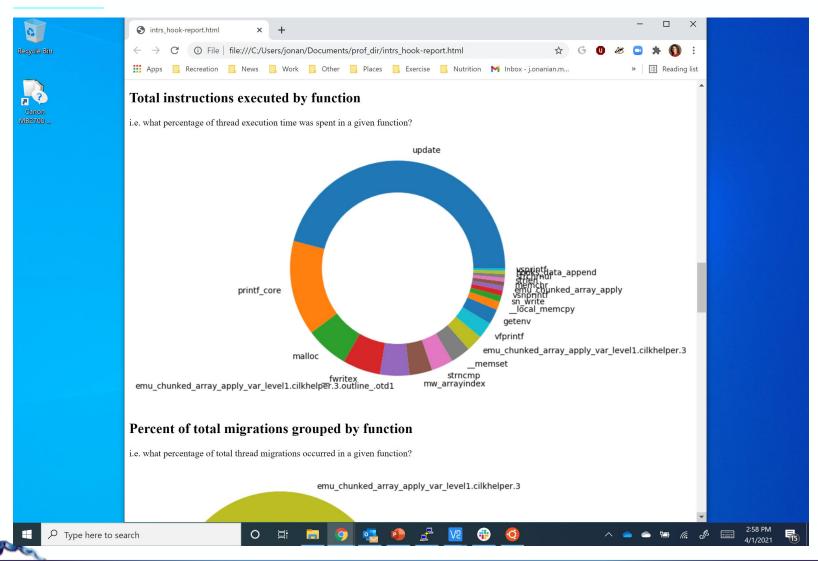
Profile Output: Outgoing SRIO Packets



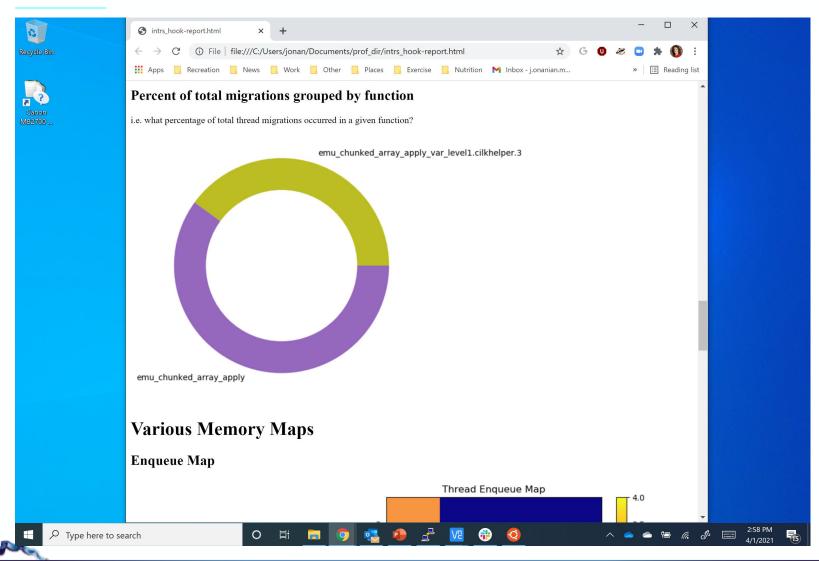
Profile Output: Incoming SRIO Packets



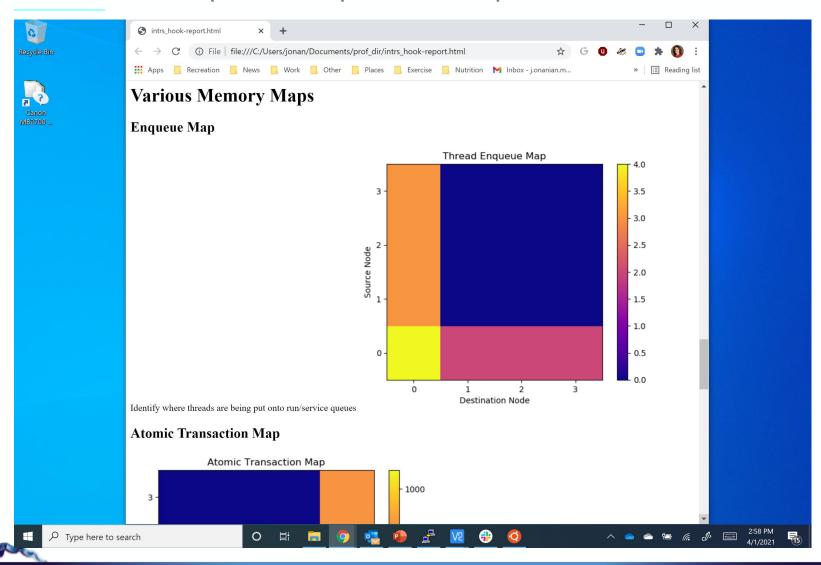
Profile Output: Instructions by Function



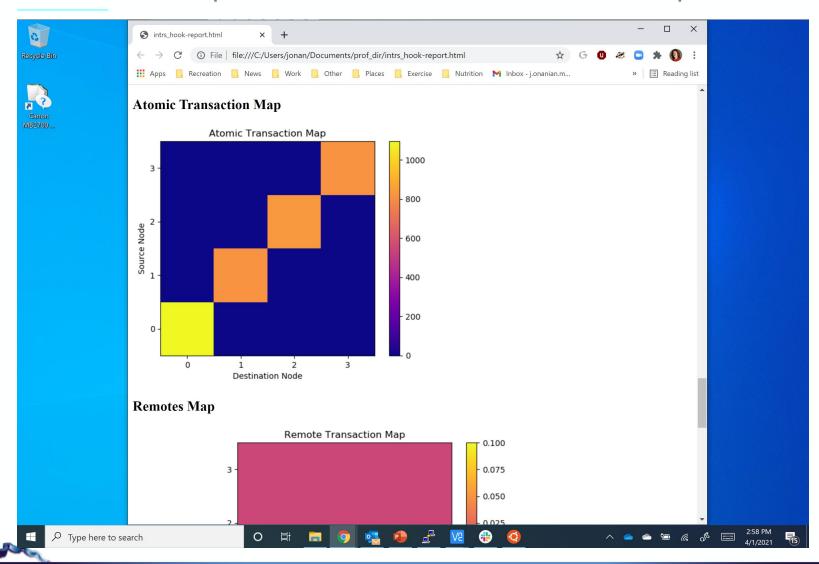
Profile Output: Migrations by Function



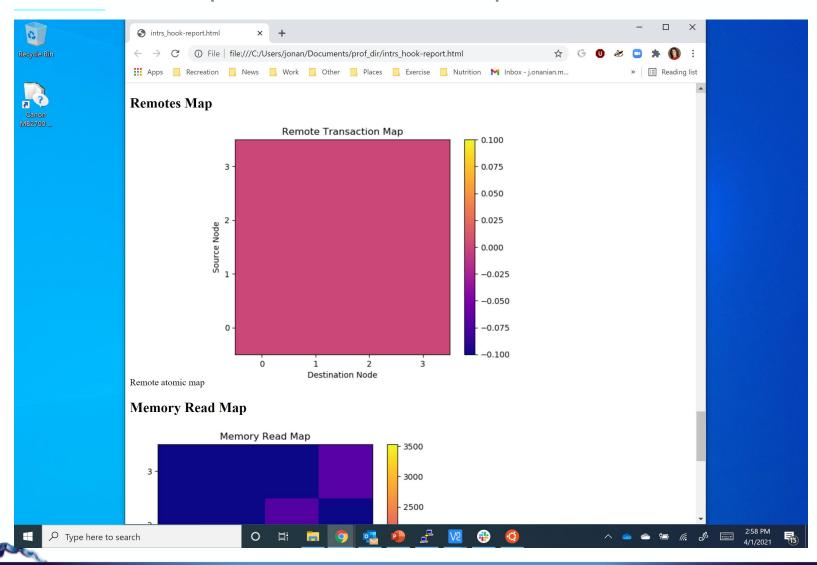
Profile Output: Enqueue Map



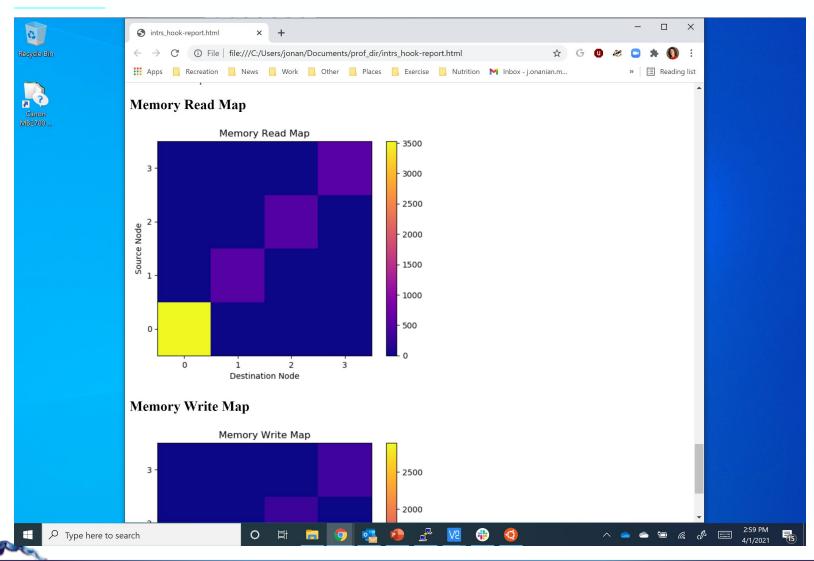
Profile Output: Atomic Transaction Map



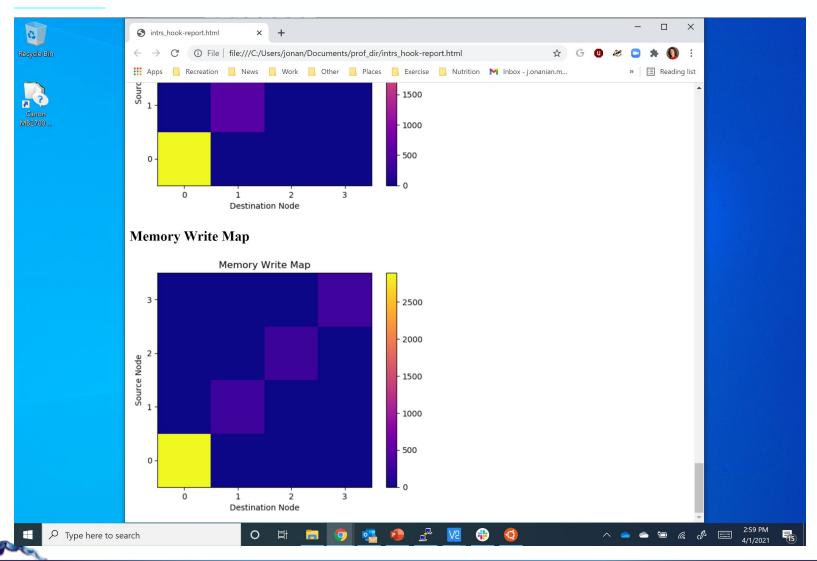
Profile Output: Remotes Map



Profile Output: Memory Read Map



Profile Output: Memory Write Map



Unit Summary: Measuring Performance

- >Timing hooks and chunked arrays
- >Profiling code
- ➤ Performance study

Exercises:

Re-write array initialization using chunked apply
Try striped and local arrays, study migration counts
Understand and verify profile images – are thread
counts over time correct? How can we improve them?
Try using multiple regions and extra attributes to
improve performance study



