Performance measurement with py-veo

This notebook shows an example of performance measurement of VE kernels with py-veo and py_veosinfo.

In [1]:

```
import veosinfo as vi
from veo import *
import psutil, os, signal, pprint
pp = pprint.PrettyPrinter(indent=4)
```

Now get Aurora node information:

In [2]:

```
print vi.node_info()
{'status': [0, 0], 'cores': [8, 8], 'nodeid': [0, 1], 'total_node_c
ount': 2}
```

Define build options and VEO kernel source

In [3]:

```
bld = VeBuild()
bld.set_build_dir("_ve_build")
bld.set_c_src("_average", r"""
double average(double *a, int n)
{
    int i;
    double sum = 0;

    for (i = 0; i < n; i++)
        sum += a[i];

    return sum / (double)n;
}
""", flags="-02 -fpic -pthread -report-all -fdiag-vector=2")</pre>
```

```
#veorun_name = bld.build_veorun(flags="-02 -fpic -pthread", verbose=True)
ve_so_name = bld.build_so(flags="-02 -fpic -shared", verbose=True)
/opt/nec/ve/bin/ncc -02 -fpic -pthread -report-all -fdiag-vector=2
-c average.c -o average.o
ncc: vec( 101): _average.c, line 7: Vectorized loop.
ncc: vec( 126): average.c, line 8: Idiom detected.: Sum
NEC C/C++ Compiler (2.1.27) for Vector Engine Fri May 3 11:23:
02 2019
FILE NAME: average.c
FUNCTION NAME: average
DIAGNOSTIC LIST
 LINE
                   DIAGNOSTIC MESSAGE
     7: vec( 101): Vectorized loop.
    8: vec( 126): Idiom detected.: Sum
NEC C/C++ Compiler (2.1.27) for Vector Engine Fri May 3 11:23:
02 2019
FILE NAME: _average.c
FUNCTION NAME: average
FORMAT LIST
 LINE
       L00P
                 STATEMENT
     2:
                 double average(double *a, int n)
     3:
     4:
                      int i;
    5:
                     double sum = 0;
    6:
    7: V---->
                 for (i = 0; i < n; i++)
    8: V-----
                          sum += a[i];
    9:
    10:
                     return sum / (double)n;
    11:
                 }
compile average -> ok
/opt/nec/ve/bin/ncc -02 -fpic -shared -o _ve_build/_average.so _ve_
build/_average.o
```

Create VEO process, context, load VEO kernel as library

```
In [5]:
```

```
otids = set([_thr.id for _thr in psutil.Process().threads()])
```

```
In [6]:
```

```
nodeid = 0  # VE node ID
#print vi.cpu_info(0)
vi.metrics.ve_cpu_info_cache[nodeid] = vi.cpu_info(nodeid)
#proc = VeoProc(nodeid, veorun_bin=os.getcwd() + "/" + veorun_name)
proc = VeoProc(nodeid)
```

In [7]:

```
ctxt = proc.open_context()
```

In [8]:

```
lib = proc.load_library(os.getcwd() + "/" + ve_so_name)
#lib = proc.static_library()
lib.average.args_type("double *", "int")
lib.average.ret_type("double")
```

Create a numpy array filled with random numbers

In [9]:

```
n = 128 * 1024  # length of random vector: 128k elements
a = np.random.rand(n)
print("VH numpy average = %r" % np.average(a))
```

VH numpy average = 0.5001446878124531

submit async VE function request

In [10]:

```
perf_before = vi.ve_pid_perf(nodeid, ctxt.tid)
```

In [11]:

```
req = lib.average(ctxt, OnStack(a), n)
avg = req.wait_result()
print("VE kernel average = %r" % avg)
```

VE kernel average = 0.5001446878124531

```
In [12]:
```

```
perf after = vi.ve pid perf(nodeid, ctxt.tid)
metrics = vi.calc_metrics(nodeid, perf_before, perf_after)
pp.pprint(metrics)
{
    'AVGVL': 256.0,
    'CPUPORTCONF': 0.0,
    'EFFTIME': 1.01785510080272e-07,
    'ELAPSED': 45.48079299926758,
    'L1CACHEMISS': 7.298256441907113,
    'MFLOPS': 28369.171424162938,
    'MOPS': 57524.20922697114,
    'USRSEC': 0.00042564214285714284,
    'USRTIME': 4.629285714285714e-06,
    'VLDLLCHIT': 100.0,
    'VOPRAT': 98.63310000901252,
    'VTIMERATIO': 82.99645116494368}
In [ ]:
del req
del lib
del proc
```

NOTE Cleanup does not work well. No idea, yet, why. Some processes are left over. You should do: Kernel -> Restart & Clean up after the next step (which cleans up the bld files).

Cleanup VEO kernel build files

```
In [ ]:
```

```
bld.clear()
bld.realclean()
```

In []: