



Linaro Forge

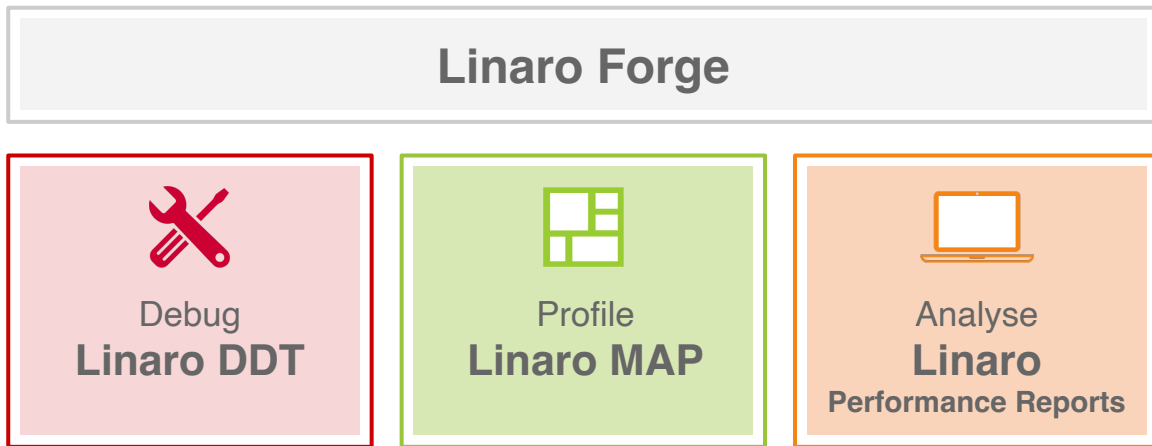
Performance Analysis with Linaro Forge

Rudy Shand - Field Application Engineer

Linaro Forge

HPC Development Solutions from Linaro

Best in class commercially supported tools for Linux and high-performance computing (HPC)



Performance Engineering for any architecture, at any scale

Linaro Forge

An interoperable toolkit for debugging and profiling



The de-facto standard for HPC development

- Most widely-used debugging and profiling suite in HPC
- Fully supported by Linaro on Intel, AMD, Arm, Nvidia, AMD GPUs, etc.



State-of-the art debugging and profiling capabilities

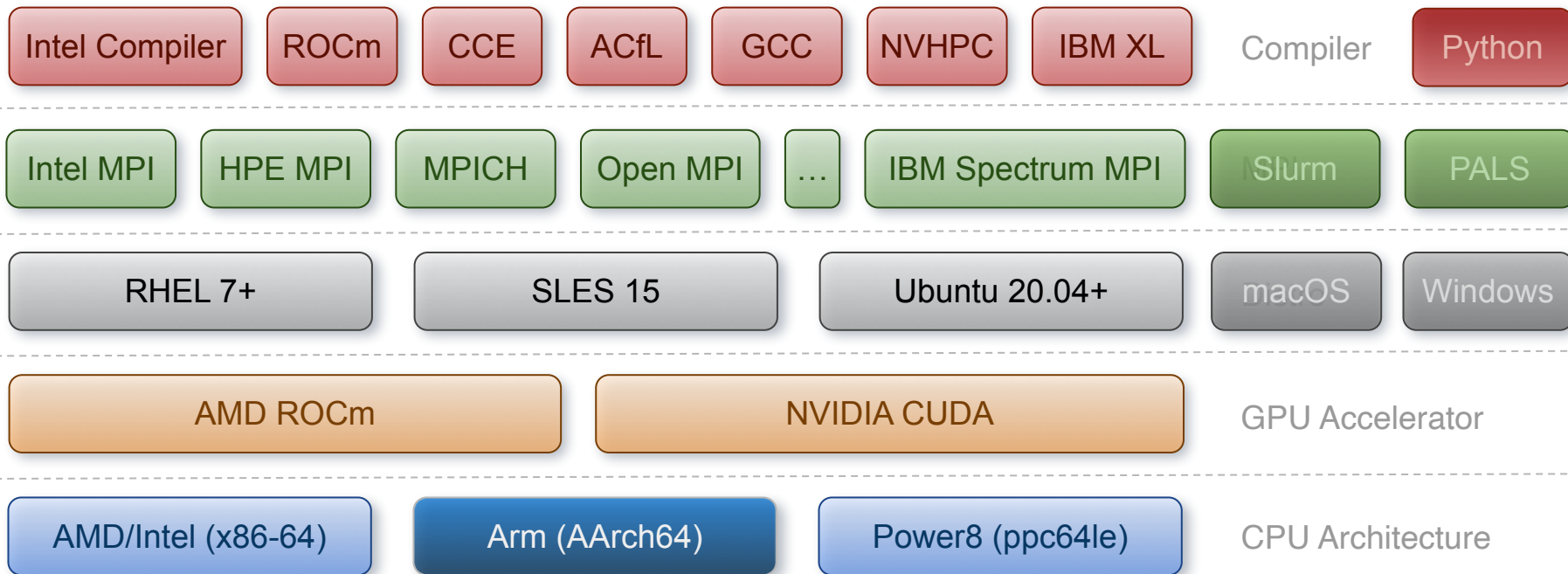
- Powerful and in-depth error detection mechanisms (including memory debugging)
- Sampling-based profiler to identify and understand bottlenecks
- Available at any scale (from serial to exascale applications)



Easy to use by everyone

- Unique capabilities to simplify remote interactive sessions
- Innovative approach to present quintessential information to users

Supported Platforms



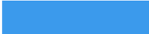
Linaro Performance Reports

A high-level view of application performance with “plain English” insights

Command: `mpirun.hydra -host node-1,node-2 -map-by socket -n 16 -ppn 8 ./Bin/low_freq/../../Src//hydro -i ./Bin/low_freq/../../Src//Input/input_250x125_corner.nml`
Resources: 2 nodes (8 physical, 8 logical cores per node)
Memory: 15 GiB per node
Tasks: 16 processes, OMP_NUM_THREADS was 1
Machine: node-1
Start time: Thu Jul 9 2015 10:32:13
Total time: 165 seconds (about 3 minutes)
Full path: Bin/../../Src

Summary: hydro is **MPI-bound** in this configuration

Compute 20.6% 

MPI 63.2% 

I/O 16.2% 

Time spent running application code. High values are usually good.
This is **very low**; focus on improving MPI or I/O performance first

Time spent in MPI calls. High values are usually bad.
This is **high**; check the MPI breakdown for advice on reducing it

Time spent in filesystem I/O. High values are usually bad.
This is **average**; check the I/O breakdown section for optimization advice

I/O

A breakdown of the 16.2% I/O time:

Time in reads 0.0% |

Time in writes 100.0% 

Effective process read rate 0.00 bytes/s |

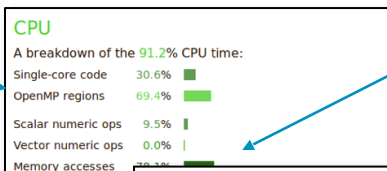
Effective process write rate 1.38 MB/s 

Most of the time is spent in **write operations** with a very low effective transfer rate. This may be caused by contention for the filesystem or inefficient access patterns. Use an I/O profiler to investigate which write calls are affected.

Linaro Performance Reports Metrics

Lowers expertise requirements by explaining everything in detail right in the report

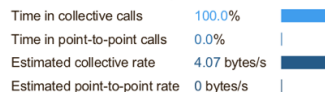
Multi-threaded
parallelism



SIMD
parallelism

MPI

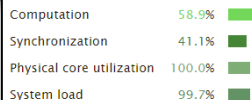
Of the 41.3% total time spent in MPI calls:



All of the time is spent in collective calls with a very low transfer rate. This suggests a significant synchronization overhead in the MPI profiler.

OpenMP

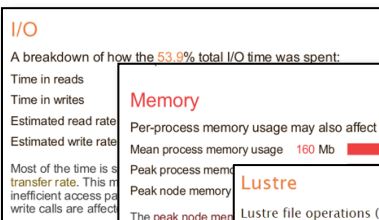
A breakdown of the 99.5% time in OpenMP regions:



Significant time is spent synchronizing threads in parallel regions. Check the affected regions with a profiler.

This may be a sign of overly fine-grained parallelism (OpenMP regions in tight loops) or workload imbalance.

Load
imbalance



Memory

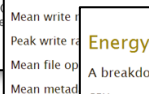
Per-process memory usage may also affect scaling:



The peak node memory is the total number of processes and more.

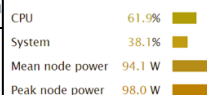
Lustre

Lustre file operations (per node)



Energy

A breakdown of how the 32.3 Wh was used:



Significant time is spent waiting for memory accesses. Reducing the CPU clock frequency could reduce overall energy usage.

OMP
efficiency
System
usage

The Performance Roadmap

Optimizing high performance applications

Improving the efficiency of your parallel software holds the key to solving more complex research problems faster.

This pragmatic, 9 Step best practice guide, will help you identify and focus on application readiness, bottlenecks and optimizations one step at a time.

Bugs

- Correct application

Analyze before you optimize

- Measure all performance aspects. You can't fix what you can't see.
- Prefer real workloads over artificial tests.

Cores

- Discover synchronization overhead and core utilization
- Synchronization-heavy code and implicit barriers are revealed

Vectorization

- Understand numerical intensity and vectorization level.
- Hot loops, unvectorized code and GPU performance revealed

Verification

- Validate corrections and optimal performance

Memory

- Reveal lines of code bottlenecked by memory access times.
- Trace allocation and use of hot data structure

Communication

- Track communication performance.
- Discover which communication calls are slow and why.

Workloads

- Detect issues with balance.
- Slow communication calls and processes. Dive into partitioning code.

I/O

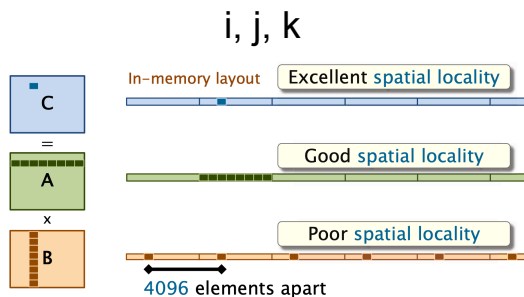
- Discover lines of code spending a long time in I/O.
- Trace and debug slow access patterns.

Key : ●

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Linaro Performance Reports

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Performance Improvement



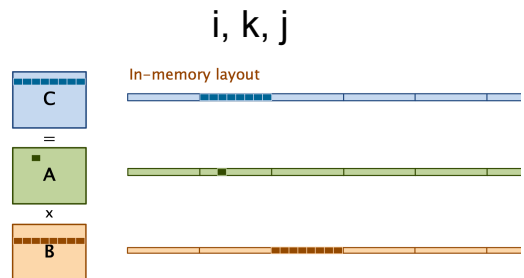
Think,



code,

i, j, k

```
for (int i = 0; i < n; ++i) {
    for (int j = 0; j < n; ++j) {
        for (int k = 0; k < n; ++k) {
            C[i][j] += A[i][k] * B[k][j];
        }
    }
}
```



run, run, run...

...to test and measure many different implementations

Loop order (outer to inner)	Running time (s)
i, j, k	1155.77
i, k, j	177.68
j, i, k	1080.61
j, k, i	3056.63
k, i, j	179.21
k, j, i	3032.82

i, k, j

```
for (int i = 0; i < n; ++i) {
    for (int k = 0; k < n; ++k) {
        for (int j = 0; j < n; ++j) {
            C[i][j] += A[i][k] * B[k][j];
        }
    }
}
```


MAP Capabilities

MAP is a sampling based scalable profiler

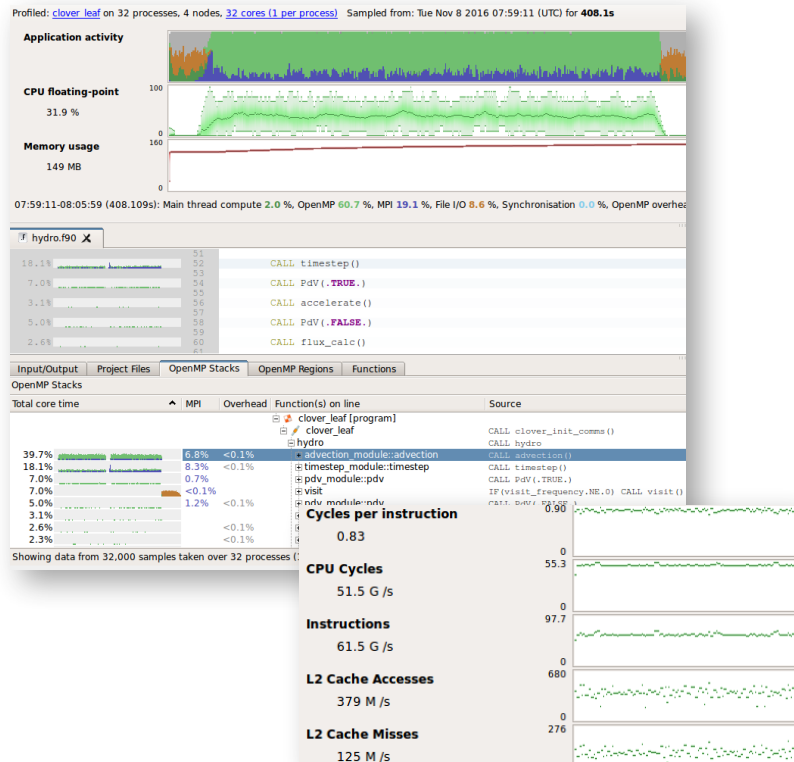
- Parallel support for MPI, OpenMP, CUDA
- Designed for C/C++/Fortran

Designed for 'hot-spot' analysis

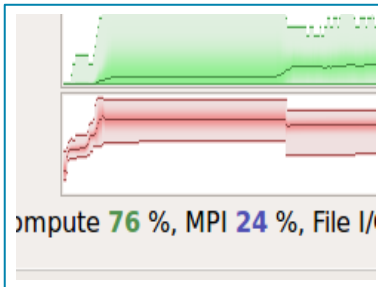
- Stack traces
- Augmented with performance metrics

Adaptive sampling rate

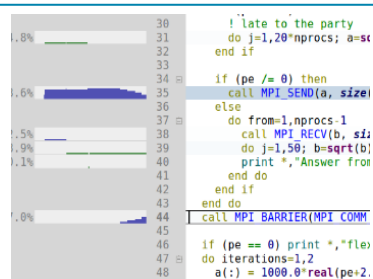
- Throws data away - 1,000 samples per process
- Low overhead, scalable and small file size



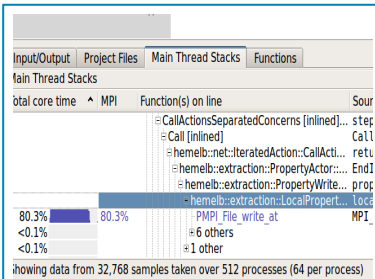
Linaro MAP Source Code Profiler Highlights



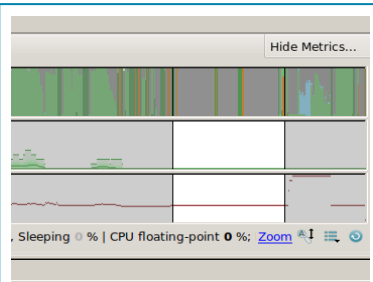
Find the peak memory use



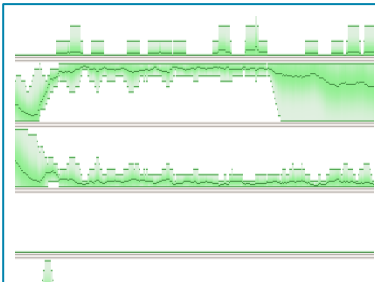
Fix an MPI imbalance



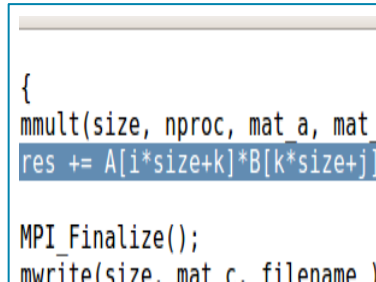
Remove I/O bottleneck



Make sure OpenMP regions make sense

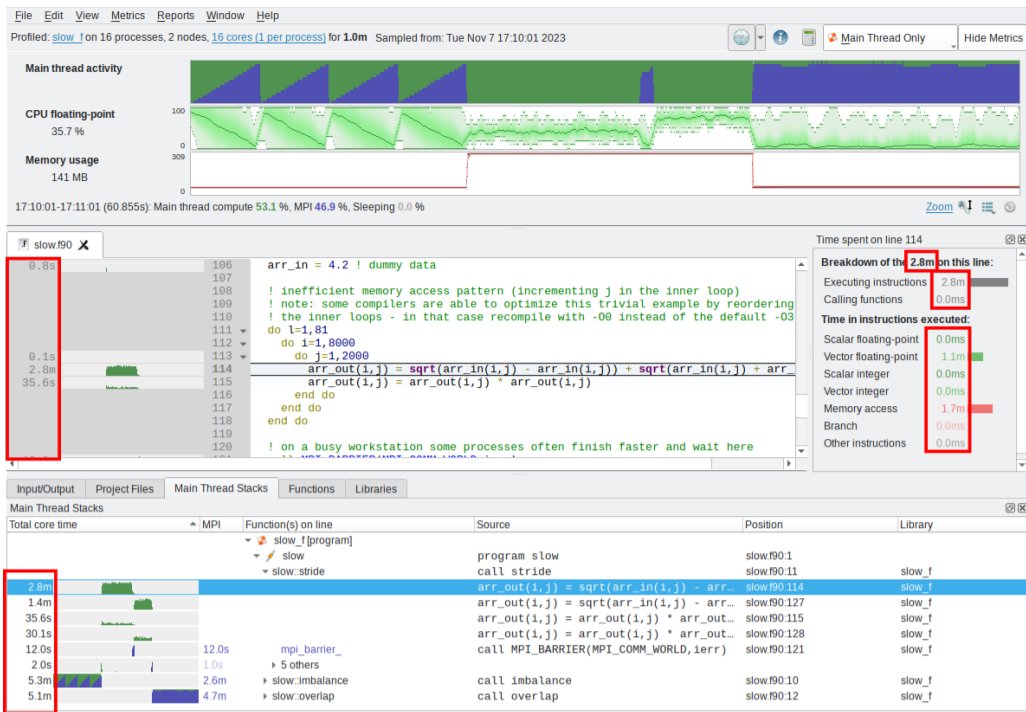


Improve memory access



Restructure for vectorization

Toggle percentage-time and core-time in MAP



Use for direct comparisons between runs at the same scale (process/core counts).

- Easily determine if a change has made a portion of code faster, slower, or largely unchanged.
- Performance report automatically includes both percentage-time and core time
- Core-time is an estimation, but should be very close to the application run time

Hands on Setup

Remote System

Host dine

Hostname login8.cosma.dur.ac.uk

user <username>

Examples are in */cosma/home/do009/linaro/performance*

module load allinea/ddt/23.1.0

Local Machine

Install Forge <https://www.linaroforge.com/downloadForge>

[*Forge userguide*](#)

Matrix Multiplication example

Build and run matrix multiplication example

https://docs.linaroforge.com/23.1.1/html/forge/worked_examples_appendix/mmult/analyze.html

Using the Intel modules available on dine

Build C Examples

```
make -f mmult.makefile DEBUG=1
```

Run with MAP or Performance reports

```
map --profile --mpi=generic -n 16 <performance folder>/mmult_c 3072
```

```
perf-report --mpi=generic -n 16 <performance folder>/mmult_c 3072
```

Offline profile

```
/cosma/home/do009/linaro/submit-job.sh
```




Thank you

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