

# Лекция 3

Инструменты профилирования:

- nvprof
- Nsight Compute CLI
- nvvp
- Nsight Compute

# nvprof и Nsight Compute CLI

```
__global__ void gInit(float* a, float* b){  
    int i=threadIdx.x+blockIdx.x*blockDim.x;  
    a[i]=(float)2*i;  
    b[i]=(float)(2*i+1);  
}
```

*Тестовые ядра*

```
__global__ void gSum(float* a, float *b){  
    int i=threadIdx.x+blockIdx.x*blockDim.x;  
    a[i]+=b[i];  
}
```

```
ip-011@linux-47dw:/home/malkov/WORKSHOP/PGP-2023>  
nvprof ./lab3c
```

```
Type   Time(%) Time Calls Avg   Min   Max   Name  
GPU activities:  
43.59%  2.1760us  1  2.1760us  2.1760us  
                2.1760us  gSum(int*, int*)  
41.67%  2.0800us  1  2.0800us  2.0800us  
                2.0800us  gInit(int*, int*)  
14.74%    736ns  1  736ns    736ns    736ns  [CUDA memcpy DtoH]  
API calls:  
98.87%  131.54ms  2  65.772ms  6.9650us  131.54ms  cudaMalloc  
.....  
0.09%   124.46us  2  62.229us  10.561us  113.90us  cudaFree  
.....  
0.01%   14.599us  1  14.599us  14.599us  14.599us  
                                cudaMemcpy
```

```
/Lecture3/Lab3-cuda-gdb # ncu --target-processes all ./lab3c
```

```
gInit(int *, int *), 2023-Feb-13 15:09:06, Context 1, Stream 7  
Section: GPU Speed Of Light Throughput
```

-----		
DRAM Frequency	cycle/nsecond	6.40
SM Frequency	cycle/nsecond	1.29
Elapsed Cycles	cycle	3,327
Memory [%]	%	1.10
DRAM Throughput	%	0.02
<b>Duration</b>	<b>usecond</b>	<b>2.56</b>
-----		

WRN This kernel grid is too small to fill the available resources on this device, resulting in only 0.0 full waves across all SMs. Look at Launch Statistics for more details.

.....

```
/Lecture3/Lab3-cuda-gdb # ncu
```

```
--metrics gpu__time_duration.sum ./lab3c
```

```
gInit(int *, int *), 2023-Feb-13 18:42:52, Context 1, Stream 7
```

```
Section: Command line profiler metrics
```

```
-----
```

```
gpu__time_duration.sum      usecond                29.50
```

```
-----
```

```
gSum(int *, int *), 2023-Feb-13 18:42:52, Context 1, Stream 7
```

```
Section: Command line profiler metrics
```

```
-----
```

```
gpu__time_duration.sum      usecond                37.57
```

```
-----
```

```
/Lecture3/Lab3-cuda-gdb> nvprof --query-metrics  
===== Warning: Skipping profiling on device 0 since  
profiling is not supported on devices with compute  
capability 7.5 and higher.
```

Use NVIDIA Nsight Compute for GPU profiling and NVIDIA Nsight Systems for GPU tracing and CPU sampling.

Refer <https://developer.nvidia.com/tools-overview> for more details.

```
ip-011@linux-47dw:/home/malkov/WORKSHOP/PGP-2023>  
nvprof --query-metrics | less
```

Available Metrics:	Name	Description
Device 0 (GeForce GTX 1050):		
<b>inst_per_warp:</b>	Average number of instructions executed by each warp	
<b>warp_execution_efficiency:</b>	Ratio of the average active threads per warp to the maximum number of threads per warp supported on a multiprocessor	
.....		
<b>gld_transactions_per_request:</b>	Average number of global memory load transactions performed for each global memory load.	
<b>gst_transactions_per_request:</b>	Average number of global memory store transactions performed for each global memory store	
.....		

```
ip-011@linux-47dw:/home/malkov/WORKSHOP/PGP-2023>  
nvprof -m gst_throughput ./lab3c
```

Invocations	Metric Name	Metric Description	Min	Max	Avg
Device "GeForce GTX 1050 (0)"					
Kernel: gSum(int*, int*)					
1	gst_throughput	Global Store Throughput	40.582MB/s	40.582MB/s	40.582MB/s
Kernel: gInit(int*, int*)					
1	gst_throughput	Global Store Throughput	71.303MB/s	71.303MB/s	71.302MB/s



/Лекция4/lab4> ncu --list-sections

Identifier	Display Name	Enabled	Filename
-----			
<i>ComputeWorkloadAnalysis</i>	Compute Workload Analysis	yes	...2024.2.1/Sections/ ComputeWorkloadAnalysis.section
<i>InstructionStats</i>	Instruction Statistics	yes	...2024.2.1/Sections/ InstructionStatistics.section
<i>LaunchStats</i>	Launch Statistics	yes	...2024.2.1/Sections/ LaunchStatistics.section
<i>MemoryWorkloadAnalysis</i>	Memory Workload Analysis	yes	...

.....

```
/Лекция4/lab4> ncu --section InstructionStats ./lab4c
```

```
glnit(float *, float *) (2, 1, 1)x(128, 1, 1), Context 1, Stream 7, Device 0, CC 7.5
```

```
Section: Instruction Statistics
```

```
-----  
Metric Name                               Metric Unit Metric Value  
-----  
Avg. Executed Instructions Per Scheduler    inst      0,93  
Executed Instructions                       inst      112  
Avg. Issued Instructions Per Scheduler       inst      1,27  
Issued Instructions                        inst      152  
-----
```

```
gSum(float *, float *) (2, 1, 1)x(128, 1, 1), Context 1,  
Stream 7, Device 0, CC 7.5
```

```
Section: Instruction Statistics
```

```
-----
```

/Лекция4/lab4> **ncu --section ComputeWorkloadAnalysis ./lab4c**

gSum(float \*, float \*) (2, 1, 1)x(128, 1, 1), Context 1, Stream 7, Device 0, CC 7.5

Section: Compute Workload Analysis

```
-----
Metric Name      Metric Unit Metric Value
-----
Executed Ipc Active  inst/cycle    0,04
Executed Ipc Elapsed inst/cycle    0,00
Issue Slots Busy    %           1,35
Issued Ipc Active   inst/cycle    0,05
SM Busy             %           1,35
-----
```

OPT Est. Local Speedup: 99.33%

All compute pipelines are under-utilized. Either this kernel is very small or it doesn't issue enough warps per scheduler. Check the Launch Statistics and Scheduler Statistics sections for further details.

```
/Лекция4/lab4> ncu --query-metrics > metrics.txt
```

```
Device NVIDIA GeForce RTX 2060 (TU104)
```

Metric Name	Metric Type	Metric Unit	Metric Description
dram__bytes	Counter	byte	# of bytes accessed in DRAM
dram__bytes_read	Counter	byte	# of bytes read from DRAM
dram__bytes_write	Counter	byte	# of bytes written to DRAM

```
.....  
smsp__average_inst_executed_pipe_lsu_per_warp  Ratio  inst/warp  
                                                average # of instructions executed by pipe lsu per warp  
.....
```

/Лекция4/lab4> ***ncu --metrics***

***l1tex\_\_t\_bytes\_pipe\_lsu\_mem\_global\_op\_st.sum.per\_second ./lab4c***

gInit(float \*, float \*) (2, 1, 1)x(128, 1, 1), Context 1, Stream 7, Device 0, CC 7.5

Section: Command line profiler metrics

Metric Name	Metric Unit	Metric Value
l1tex__t_bytes_pipe_lsu_mem_global_op_st.sum.per_second	Mbyte/s	688,17

gSum(float \*, float \*) (2, 1, 1)x(128, 1, 1), Context 1, Stream 7, Device 0, CC 7.5

Section: Command line profiler metrics

Metric Name	Metric Unit	Metric Value
l1tex__t_bytes_pipe_lsu_mem_global_op_st.sum.per_second	Mbyte/s	347,83

## Кодирование метрики ncu:

**l1tex\_t\_bytes\_pipe\_lsu\_mem\_global\_op\_st.sum.per\_second ./lab4c**

L1 cache

Тип данных

load/store unit  
(конвейер)

Глобальная  
память

Операция  
сохранения

```
ip-011@linux-47dw:/home/malkov/WORKSHOP/PGP-2023>  
nvprof -m gld_throughput ./lab3c
```

Invocations	Metric Name	Metric Description	Min	Max	Avg
Device "GeForce GTX 1050 (0)"					
Kernel: gInit(int*, int*)					
1	gld_throughput	Global Load Throughput	0.0B/s	0.0B/s	0.0B/s
Kernel: gSum(int*, int*)					
1	gld_throughput	Global Load Throughput	87.694MB/s		
			87.694MB/s	87.694MB/s	

**/Lecture3/Lab3-cuda-gdb** # ncu --metrics

l1tex\_\_t\_bytes\_pipe\_lsu\_mem\_global\_op\_ld.sum.per\_second  
./lab3c

gInit(int \*, int \*), 2023-Feb-13 15:25:41, Context 1, Stream 7

Section: Command line profiler metrics

-----

l1tex__t_bytes_pipe_lsu_mem_global_op_ld.sum.per_second	
byte/second	0

-----

gSum(int \*, int \*), 2023-Feb-13 15:25:41, Context 1, Stream 7

Section: Command line profiler metrics

-----

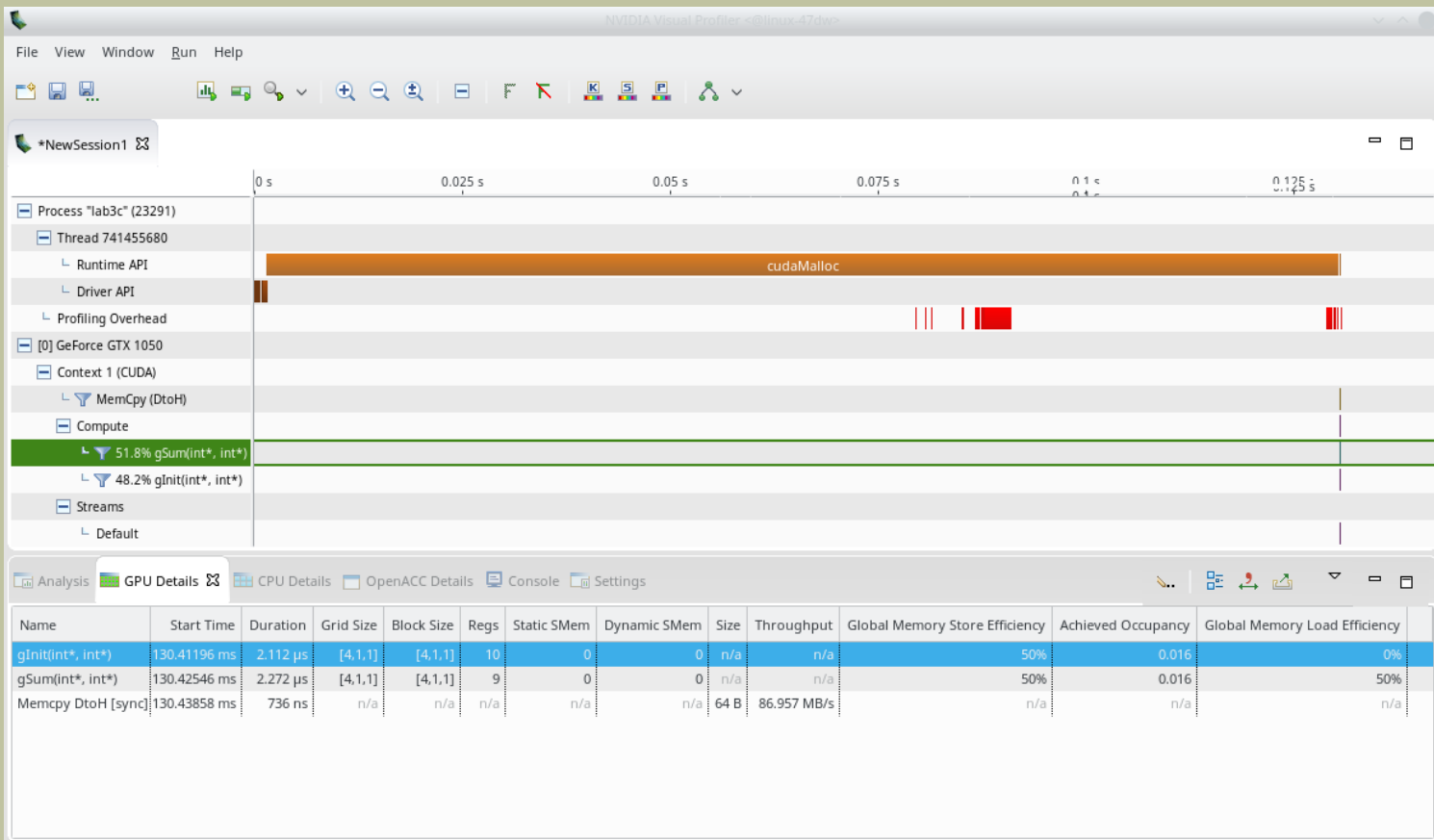
l1tex__t_bytes_pipe_lsu_mem_global_op_ld.sum.per_second	
Mbyte/second	82.47

-----



# nvvp и Nsight Compute

ip-011@linux-47dw:/home/maikov/WORKSHOP/PGP-2023> nvvp ./lab3c



The screenshot shows a performance monitoring application with a timeline on the left and a 'Metrics and Events' dialog box on the right.

**Timeline:** The timeline displays a horizontal bar chart with a blue bar at the bottom. The x-axis is labeled with '0.1 s' and '0.125 s'. A tooltip at the bottom left indicates 'Achieved Occupancy' with a value of '0.016' and a percentage of '0%'.

**Metrics and Events Dialog:** The dialog box is titled 'Metrics and Events' and has a subtitle 'Select metrics and events to be collected on individual devices'. It features a 'Device:' dropdown menu set to '[0] GeForce GTX 1050'. The 'Events' tab is selected, showing a list of metrics and events with checkboxes. The following metrics are checked:

- ☒ Global Memory Load Efficiency
- ☒ Global Memory Store Efficiency


The following metrics are unchecked:

- ☐ Device Memory Write Throughput
- ☐ Device Memory Write Transactions
- ☐ ECC Throughput
- ☐ ECC Transactions
- ☐ Global Load Throughput
- ☐ Global Load Transactions
- ☐ Global Load Transactions Per Request
- ☐ Global Store Throughput
- ☐ Global Store Transactions
- ☐ Global Store Transactions Per Request
- ☐ L2 Read Transactions
- ☐ L2 Write Transactions

At the bottom of the dialog are three buttons: 'Apply and Run', 'Cancel', and 'OK'.

**Tooltip:** A tooltip at the bottom left of the timeline reads: 'Open a dialog to configure metrics and events, and to run the application to collect'.

# /Лекция4/lab4> ncu-ui &







## NVIDIA Nsight Compute


2024.2.1.0 (build 34372528) (public-release)

**NVIDIA Nsight Compute 2025.1.0 is now available. [Download now](#), or see [what's new](#).**

### Start


-  **Start Activity...**  
Start a new Profile, Interactive Profile, Occupancy Calculator, or other activity.
-  **Open File...**  
Open a previously saved file.
-  **New Project...**  
Create a new project.
-  **Load Project...**  
Load a previously saved project.

### Continue

 **lab3c-25.ncu-rep**  
22.02.2025 17:17

### Project Explorer

Search project...

-  **Default Project**

### Explore

#### What's New (4/5)

##### Source Comparison

Added support for SASS view, Source Markers. Improved diff visualization by adding empty lines on other side of inserted/deleted lines.

Released in 2024.1.0

View: **SASS**

Report	Result	Time	GPU	SM Frequency	CC
sobelDouble	632 - Sobel (64, 64, 1)(16, 16, 1)	627.87 usecond	0 - NVIDIA RTX A4500	1.05 cycle/usecond	8.6

Source: Sobel

Navigation: Instructions Executed

# Address	Source	Live arp Stall Sampling Regions (All Samples)
12 00007f99 c3264cb0	IMAD R13, R11, R10, -c[R0][0]	15 < 0.61%
13 00007f99 c3264cc0	IAD09 R12, R10, -R01, R2	16 < 0.61%
14 00007f99 c3264cd0	IMAD IAD0 R0, R10, R01, R13	17 < 0.61%
15 00007f99 c3264ce0	ISETP GT AND P0, PT, R10, c[0]	17
16 00007f99 c3264cf0	L0P3 LUT R0, R12, R3, R2, R0	18
17 00007f99 c3264d00	IMAD WIDE R0, R1, R10, c[0]	19
18 00007f99 c3264d10	ISETP GE AND R0, PT, R10, c[0]	19
19 00007f99 c3264d20	ISETP LT OR P3, PT, R0, R2, R0	19 < 0.61%
20 00007f99 c3264d30	L0P3 LUT R0, R10, R3, R2, R0	19 < 0.61%
21 00007f99 c3264d40	ISETP GT OR P0, PT, R11, c[0]	19 < 0.61%
22 00007f99 c3264d50	ISETP LT OR P5, PT, R0, R2, R0	19 < 0.61%
23 00007f99 c3264d60	ISETP GT OR P3, PT, R0, R2, R0	19 < 0.61%
24 00007f99 c3264d70	L0G E OR R0, [R0, R0+R0]	18 0.62%
25 00007f99 c3264d80	L0G E OR R0, [R0, R0]	18 0.62%
26 00007f99 c3264d90	IAD09 R10, R10, R01, R2	19
27 00007f99 c3264da0	CS2R R0, R02	21 < 0.61%
28 00007f99 c3264db0	L0P3 LUT R0, R10, R11, R2, R0	22
29 00007f99 c3264dc0	L0P3 LUT R10, R10, R3, R2, R0	22 < 0.61%
30 00007f99 c3264dd0	ISETP GE AND P1, PT, R10, c[0]	22 0.62%
31 00007f99 c3264de0	ISETP LT OR P0, PT, R0, R2, R0	22
32 00007f99 c3264df0	TESTB LT OR R0, R1, R0, R2, R0	21

Report	Result	Time	GPU	SM Frequency	CC
sobelFloat	632 - Sobel (64, 64, 1)(16, 16, 1)	31.55 usecond	0 - NVIDIA RTX A4500	937.59 cycle/usecond	8.6

Source: Sobel

Navigation: Instructions Executed

# Address	Source	Live arp Stall Sampling Regions (All Samples)
12 00007f26 c3264cb0	IMAD R11, R0, R10, -c[R0][0]	11
13 00007f26 c3264cc0	IAD09 R2, R0, -R01, R2	14
14 00007f26 c3264cd0	IMAD IAD0 R0, R0, R01, R11	15 0.99%
15 00007f26 c3264ce0	ISETP GT AND P0, PT, R0, c[0]	15 0.13%
16 00007f26 c3264cf0	L0P3 LUT R0, R2, R3, R2, R0	16 0.59%
17 00007f26 c3264d00	IMAD WIDE R0, R1, R10, c[0]	17 0.67%
18 00007f26 c3264d10	ISETP GE AND R2, PT, R0, c[0]	17 0.67%
19 00007f26 c3264d20	ISETP LT OR R0, PT, R0, R2, R0	17 0.51%
20 00007f26 c3264d30	L0P3 LUT R0, R0, R3, R2, R0	17 0.31%
21 00007f26 c3264d40	ISETP GT OR P0, PT, R0, c[0]	17 0.26%
22 00007f26 c3264d50	ISETP LT OR P3, PT, R0, R2, R0	17 3.37%
23 00007f26 c3264d60	ISETP GT OR P3, PT, R0, c[0]	16 0.79%
24 00007f26 c3264d70	L0G E OR R0, [R0, R0+R0]	16 0.71%
25 00007f26 c3264d80	L0G E OR R0, [R0, R0]	16 0.51%
26 00007f26 c3264d90	IAD09 R12, R0, R01, R2	17 0.67%
27 00007f26 c3264da0	L0P3 LUT R0, R0, R3, R2, R0	18 0.31%
28 00007f26 c3264db0	L0P3 LUT R0, R12, R3, R2, R0	19 0.11%
29 00007f26 c3264dc0	IMAD MOV R02 R0, R2, R2, R2	19 0.67%
30 00007f26 c3264dd0	ISETP GE AND P1, PT, R12, c[0]	19 0.67%
31 00007f26 c3264de0	ISETP LT OR P5, PT, R0, R2, R0	19 2.12%
32 00007f26 c3264df0	TESTB LT OR R0, R1, R0, R2, R0	18 0.51%

## Target Platform

- Linux (aarch64 sbna)
- Linux (x86\_64)
- Windows

Connection: localhost

Launch

Attach

Application Executable: /TOP/EDUCATION/PGP-2025/Лекции/Лекция4/lab4/lab4c

Working Directory: \$(ApplicationDir)

Command Line Arguments:

Environment:

## Activity

- Profile
- Interactive Profile
- Occupancy Calculator
- System Trace

Profile an application using the command line profiler. All GPU workloads are serialized. Note: Attach is not supported for this activity.

Supported APIs: CUDA, OptiX

Common

Filter

Metrics

PM Sampling

Warp Sampling

Other

Output File: lab4c-rep

Force Overwrite: Yes

Target Processes: All

Replay Mode: Kernel

Application Replay Match: Grid

Application Replay Buffer: File

Application Replay Mode: Strict

Graph Profiling: Node

Command Line: /opt/nvidia/nsight-compute/2024.2.1/target/linux-desktop-ali-bc 2 11 3-x64/ncu --config-file off --export "/

Cancel

Reset Activity

Launch

	Result	Size	Time	Cycles	GPU	SM Frequency	Process	Attributes
Current	542 - glnit	(2, 1, 1)x(128, 1, 1)	1,70 us	2,283	0 - NVIDIA GeForce RTX 2060	1,34 Ghz	[9459] lab4c	

Summary	Details	Source	Context	Comments	Raw	Session
---------	---------	--------	---------	----------	-----	---------

[Compare](#) [Tools](#) [View](#) [Export](#) [Menu](#)

This table shows all results in the report. Use the column headers to sort the results in this report. Double-click a result to see detailed metrics. Double-click on demangled names to rename it.

ID	Estimated Speedup	Function Name	Demangled Name	Duration (4384)	Runtime Improvement (4091.73)	Compute Throughput	Memory Throughput	# Registers
0	93.33	glnit	glnit(float *, float..	1,70	1,58	0,07	1,36	
1	93.33	gSum	gSum(float *, float..	2,69	2,51	0,08	1,52	

The following performance optimization opportunities were discovered for this result. Follow the rule links to see more context on the Details page.

Note: Speedup estimates provide upper bounds for the optimization potential of a kernel assuming its overall algorithmic structure is kept unchanged.

#### [Small Grid](#)

Est. Speedup: 93.33%

The grid for this launch is configured to execute only 2 blocks, which is less than the GPU's 30 multiprocessors. This can underutilize some multiprocessors. If you do not intend to execute this kernel concurrently with other workloads, consider reducing the block size to have at least one block per multiprocessor or increase the size of the grid to fully utilize the available hardware resources. See the [Hardware Model](#) description for more details on launch configurations.



#### [Achieved Occupancy](#)

Est. Speedup: 87.08%

The difference between calculated theoretical (100.0%) and measured achieved occupancy (12.9%) can be the result of warp scheduling overheads or workload imbalances during the kernel execution. Load imbalances can occur between warps within a block as well as across blocks of the same kernel. See the [CUDA Best Practices Guide](#) for more details on optimizing occupancy.



#### [Imc Miss Stalls](#)

Est. Speedup: 74.66%

On average, each warp of this kernel spends 30.3 cycles being stalled waiting for an immediate constant cache (IMC) miss. A read from constant memory costs one memory read from device memory only on a cache miss; otherwise, it just costs one read from the constant cache. Immediate constants are encoded into the SASS instruction as 'c[bank] [offset]'. Accesses to different addresses by threads within a warp are serialized, thus the cost scales linearly with the number of unique addresses read by all threads within a warp. As such, the constant cache is best when threads in the same warp access only a few distinct locations. If all threads of a warp access the same location, then constant memory can be as fast as a register access. This stall type represents about 74.7% of the total average of 40.6 cycles between issuing two instructions.



Welcome Xlab4c-rep.ncu-rep X

Current

546 - gSum

(2, 1, 1)x(128, 1, 1)

2,69 us

3.575

0 - NVIDIA GeForce RTX 2060

1,32 Ghz

[9459] lab4c

Summary

Details

Source

Context

Comments

Raw

Session

Compare

Tools

View

Export

GPU Speed Of Light Throughput

GPU Throughput Chart

High-level overview of the throughput for compute and memory resources of the GPU. For each unit, the throughput reports the achieved percentage of utilization with respect to the theoretical maximum. Breakdowns show the throughput for each individual sub-metric of Compute and Memory to clearly identify the highest contributor. High-level overview of the utilization for compute and memory resources of the GPU presented as a roofline chart.

Compute (SM) Throughput [%]	0,08	Duration [us]	2,69
Memory Throughput [%]	1,52	Elapsed Cycles [cycle]	3.575
L1/TEX Cache Throughput [%]	7,45	SM Active Cycles [cycle]	80,53
L2 Cache Throughput [%]	1,52	SM Frequency [Ghz]	1,32
DRAM Throughput [%]	0,60	DRAM Frequency [Ghz]	7,30

Small Grid

This kernel grid is too small to fill the available resources on this device, resulting in only 0.0 full waves across all SMs. Look at [Launch Statistics](#) for more details.

Roofline Analysis

The ratio of peak float (fp32) to double (fp64) performance on this device is 32:1. The kernel achieved close to 0% of this device's fp32 peak performance and 0% of its fp64 peak performance. See the [Kernel Profiling Guide](#) for more details on roofline analysis.

PM Sampling

Timeline view of PM metrics sampled periodically over the workload duration. Data is collected across multiple passes. Use this section to understand how workload behavior changes over its runtime.

Maximum Sampling Interval [cycle]	20.000	# Pass Groups	1
Maximum Buffer Size [Kbytes]	64	Dropped Samples [sample]	0

Compute Workload Analysis

Detailed analysis of the compute resources of the streaming multiprocessors (SM), including the achieved instructions per clock (IPC) and the utilization of each available pipeline. Pipelines with very high utilization might limit the overall performance.

Executed Ipc Elapsed [inst/cycle]	0,00	SM Busy [%]	1,32
Executed Ipc Active [inst/cycle]	0,04	Issue Slots Busy [%]	1,32
Issued Ipc Active [inst/cycle]	0,05		

Metric Details

Search metrics in current report or for a chip

sm\_\_throughput.avg.pct\_of\_peak\_s

Name	sm__throughput.avg.pct...
Unit	%
Value	0.06984459577440195
Report	lab4c-rep.ncu-rep
Chip	TU104

Additional Information

Description:

SM throughput assuming ideal load balancing across SMSPs (This throughput metric represents the percent of the peak sustained rate achieved during elapsed cycles across

Knowledgebase Entry:

sm: The Streaming Multiprocessor handles execution of a kernel as groups of 32 threads, called warps. Warps are further grouped into cooperative thread arrays (CTA), called

Suffix	Value
.avg	0.069844595774401...
.sum	0.069844595774401...
.min	0
.max	1.0476689366160292



## Metric Selection

Metric Sections/Rules

Reload

Enable All

Disable All

Restore

Enter filter

Name	Priority	Description	Sets	Metrics	Filename	State
▶ GPU Speed Of Light Throughput (3)	10	High-level overview of the throughput for compute and memory resource...	basic,detailed,f...	(53) arch:50:70:dram__cycles_elap...	SpeedOfLight.s...	Stock
▶ GPU Speed Of Light Roofline Chart (1)	11	High-level overview of the utilization for compute and memory resources...	detailed,full,roo...	(62) arch:50:70:dram_bytes.sum....	SpeedOfLight_R...	Stock
GPU Speed Of Light Hierarchical Roofline C...	12	High-level overview of the utilization for compute and memory resources...	roofline	(98) arch:50:70:dram_bytes.sum....	SpeedOfLight_...	Stock
GPU Speed Of Light Hierarchical Roofline C...	12	High-level overview of the utilization for compute and memory resources...	roofline	(98) arch:50:70:dram_bytes.sum....	SpeedOfLight_...	Stock
GPU Speed Of Light Hierarchical Roofline C...	12	High-level overview of the utilization for compute and memory resources...	roofline	(98) arch:50:70:dram_bytes.sum....	SpeedOfLight_...	Stock

Metrics: Enter metrics, e.g. metric1,metric2

## Project Explorer

Search project...



Default Pro...



lab4c-rep.n...

Welcome X lab4c-rep.ncu-rep \* X MemoryWorkloadAnalysis.section X

```
Identifier: "MemoryWorkloadAnalysis"
DisplayName: "Memory Workload Analysis"
Description: "Detailed analysis of the memory resources of the GPU. Memory can become a limiting factor for the overall kernel performance when fully utilizing the involved hardware units (Mem Busy), exhausting the available communication bandwidth between those units (Max Bandwidth), or by reaching the maximum throughput of issuing memory instructions (Mem Pipes Busy)."
Order: 30
Sets {
  Identifier: "detailed"
}
Sets {
  Identifier: "full"
}
Header {
  Metrics {
    Label: "Memory Throughput"
    Name: "dram_bytes.sum.per_second"
    Filter {
      MaxArch: CC_70
    }
    Options {
      Name: "dram_bytes.sum.per_second"
      Filter {
        MinArch: CC_75
        MaxArch: CC_86
      }
    }
  }
  Options {
    Name: "dram_bytes.sum.per_second"
```

## Metric Details

Search metrics in current report or for a chip

sm\_throughput.avg.pct\_of\_peak\_s...

Name	sm_throughput.avg.pct...
Unit	%
Value	0.06984459577440195
Report	lab4c-rep.ncu-rep
Chip	TU104

## Additional Information

Description:

SM throughput assuming ideal load  
including base SMs  
sm: The Streaming Multiprocessor

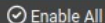
Suffix	Value
.avg	0.069844595774401...
.sum	0.069844595774401...
.min	0
.max	1.0476689366160292

## Metric Selection

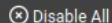
Metric Sections/Rules



Reload



Enable All



Disable All



Restore

Enter filter

Name	Priority	Description	Sets	Metrics	Filename	State
<input checked="" type="checkbox"/> Memory Workload Analysis	30	Detailed analysis of the memory resources of the GPU. Memory can bec...	detailed,full	(22) arch:50:70:dram_bytes.sum...	MemoryWorklo...	Stock
▶ <input type="checkbox"/> Memory Workload Analysis Chart (2)	31	Detailed chart of the memory units.	detailed,full	(38) arch:50:70:its_t_sectors_srcu...	MemoryWorklo...	Stock
▶ <input type="checkbox"/> Memory Workload Analysis Tables (2)	32	Detailed tables with data for each memory unit.	full	(44) arch:80:86:group.memory_l2...	MemoryWorklo...	Stock
▶ <input type="checkbox"/> Scheduler Statistics (1)	40	Summary of the activity of the schedulers issuing instructions. Each sch...	full	(25) smsp_issue_active.avg.pct_o...	SchedulerStati...	Stock
▶ <input type="checkbox"/> Warn State Statistics (2)	50	Analysis of the states in which all warns spent cycles during the kernel e...	full	(27) arch:90:90:smsn_averane_w...	WarnStateStati...	Stock

Metrics: Enter metrics, e.g. metric1,metric2